

ARTIFICIAL INTELLIGENCE REVOLUTION

Eray Özkural, PhD
Founder, Celestial Intellect Cybernetics

OUTLINE

- Philosophical Perspective
- Scientific Perspective
- Business Perspective
- Future of AI

PHILOSOPHICAL PERSPECTIVE

- Turing:
 - 1948: The brain as a computer
 - 1950: The imitation game (Turing Test)
- Carnap: Logical Positivism
- Ray Solomonoff: 1956
 - 1956-60: Inductive Inference
- Dennett 1991: Consciousness Explained
- AI Critics:
 - Harnad: Symbol Grounding
 - Searle: Chinese Room
 - French: Limitations of Turing Test
- AI Scare / Neo-luddism:
 - Bostrom: AI will kill us all

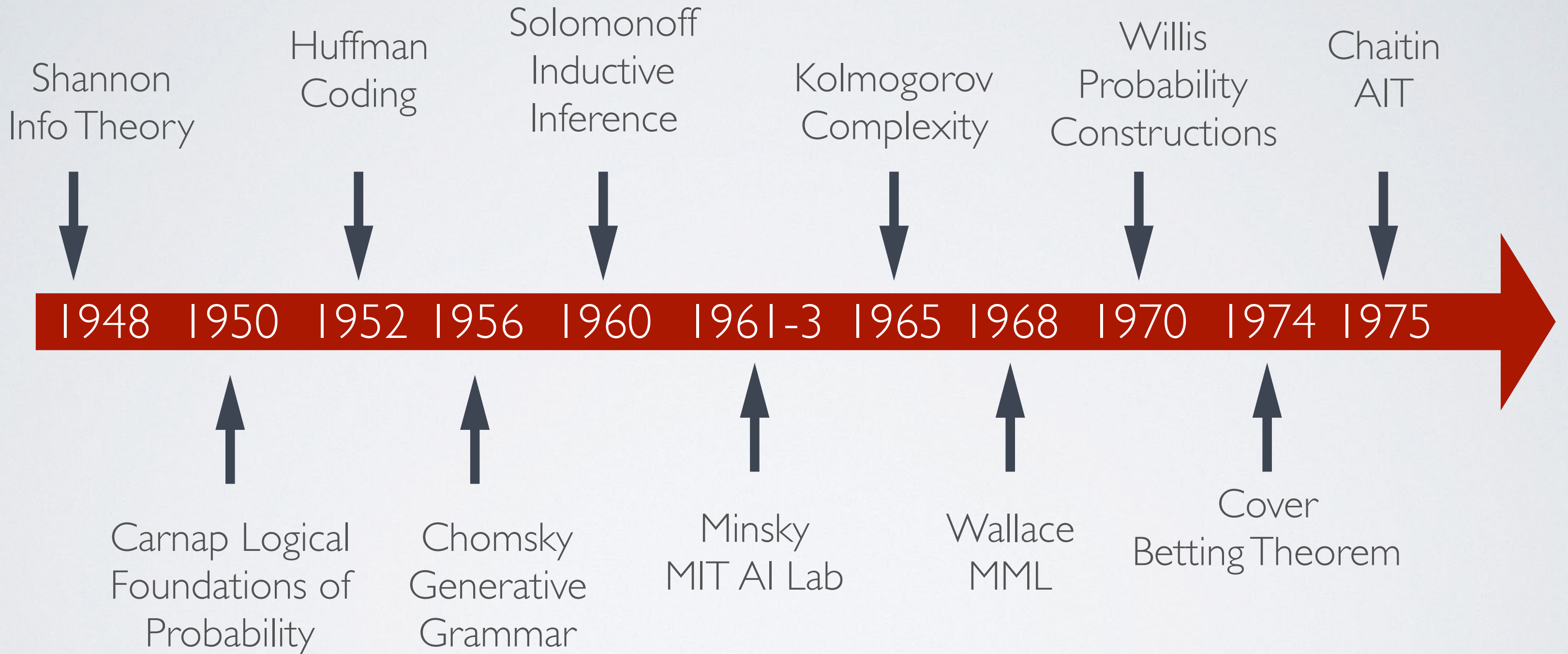
THE VINDICATION OF POSITIVISM

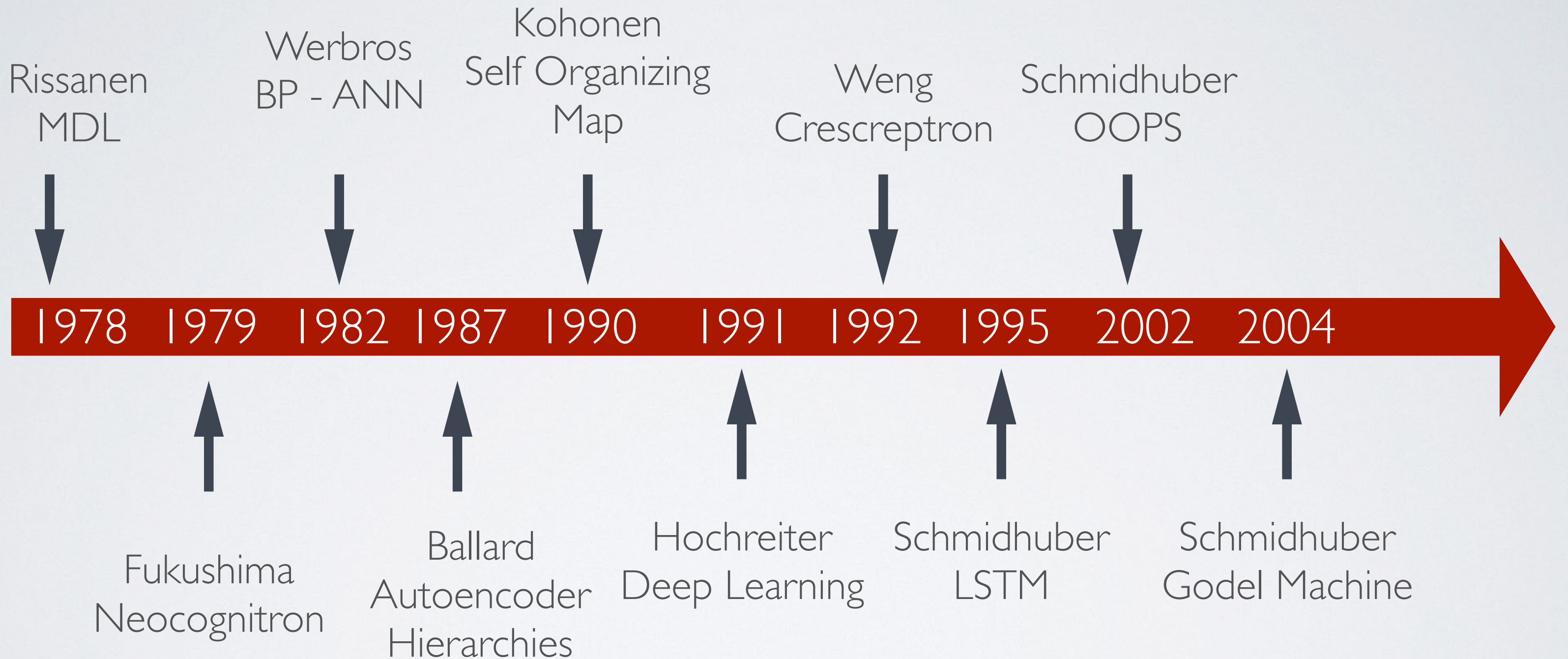
- Algorithmic information theory realizes two main tenets of logical positivism:
 - a finite cognitive procedure for inductive inference
 - a unified language for science (AI's private language)
- Analytic-synthetic distinction?
 - not strictly required: ALP can invent & revise logic
 - however, computation has some analytic character

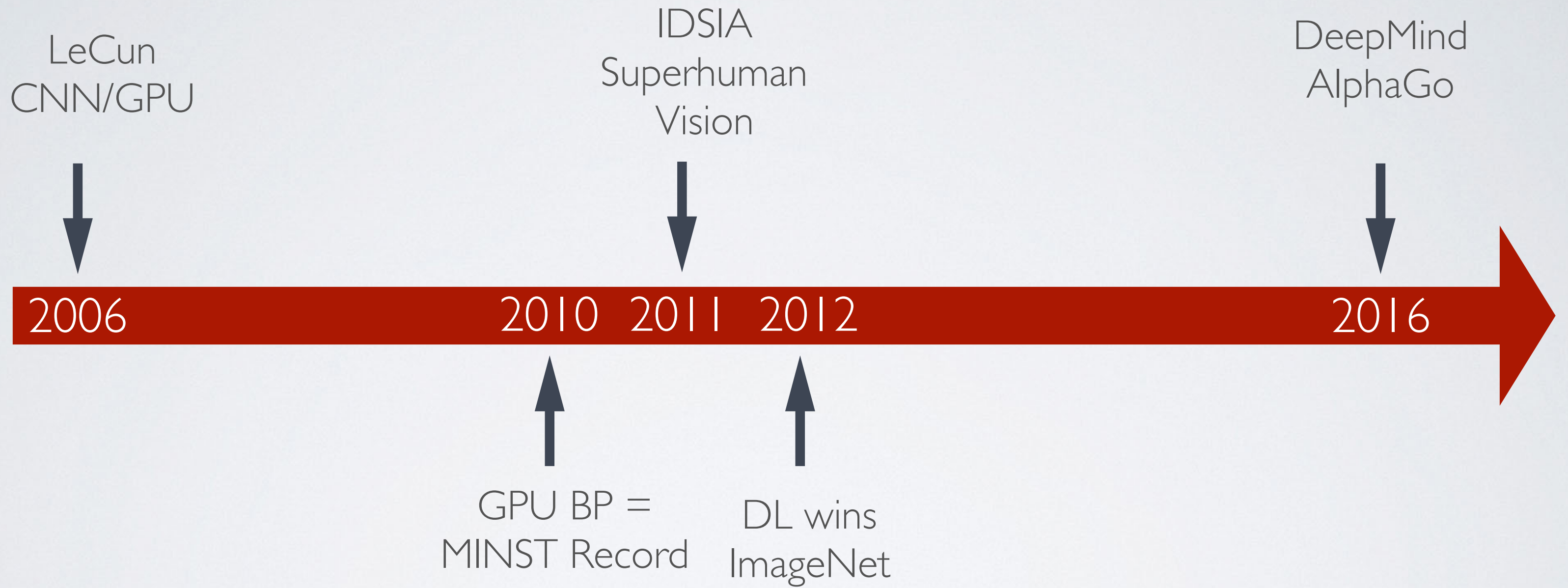
SCIENTIFIC PERSPECTIVE

- AI Timeline
- Axiomatization of AI

AI TIMELINE







AXIOMATIZATION OF AI: BASIC AXIOMS

- These three (four) axioms are **absolutely** necessary
- **AI0**: AI possesses a universal computer U
 - e.g.: probabilistic universal comp., quantum comp.
- **AI1**: AI can learn any model expressed in U
- **AI2**: AI uses probabilistic prediction (Bayes' theorem)
- **AI3**: AI applies a principle of induction
- Physics envy? Perhaps so!

INCREMENTAL LEARNING

- Without any memory, machine learning is infeasible
 - Solution: incremental machine learning
 - Every common bit $\sim 2x$ speedup
- **AI4**: AI must use incremental machine learning
- Practical incremental ML systems:
 - Teramachine: faster than human for simple seqs
 - OOPS: solved towers of hanoi problem

COGNITIVE ARCHITECTURE

- A simple Levin Search algorithm may be insufficient
 - Brain is equipped with a lot of innate information
- **AI5**: AI must be arranged so that it can improve itself
 - This must hold in *practice*, not just on paper
- Promising cognitive architectures:
 - Alpha: functional, higher-order, general, probabilistic
 - Gödel Machine: agent, self-reflective, logical
- Modularity means Architecture

BUSINESS PERSPECTIVE

- AI Landscape
- Labor Automation

AI 100 2017

100 STARTUPS USING ARTIFICIAL INTELLIGENCE TO TRANSFORM INDUSTRIES

CONVERSATIONAL AI/ BOTS



VISION



AUTO



ROBOTICS



CYBERSECURITY



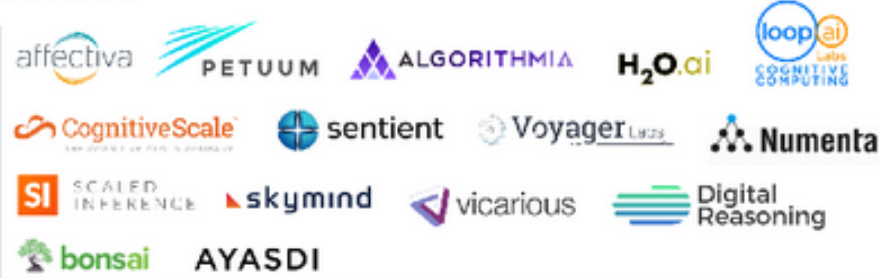
BUSINESS INTELLIGENCE & ANALYTICS



AD, SALES, CRM



CORE AI



HEALTHCARE



TEXT ANALYSIS/ GENERATION



IOT/IIOT



COMMERCE



FINTECH & INSURANCE



OTHER



LABOR AUTOMATION

- Concepts for Taxonomy of Labor Tasks:
 - Low/High Intelligence-Intensive
 - Low/High Data-Intensive
 - Low/High Knowledge-Intensive
 - Low/High Creativity
 - Low/High Skill
 - Low/High Interaction
 - Low/High Linguistic Competence
 - Low/High Repetitiveness

LABOR AUTOMATION TRENDS

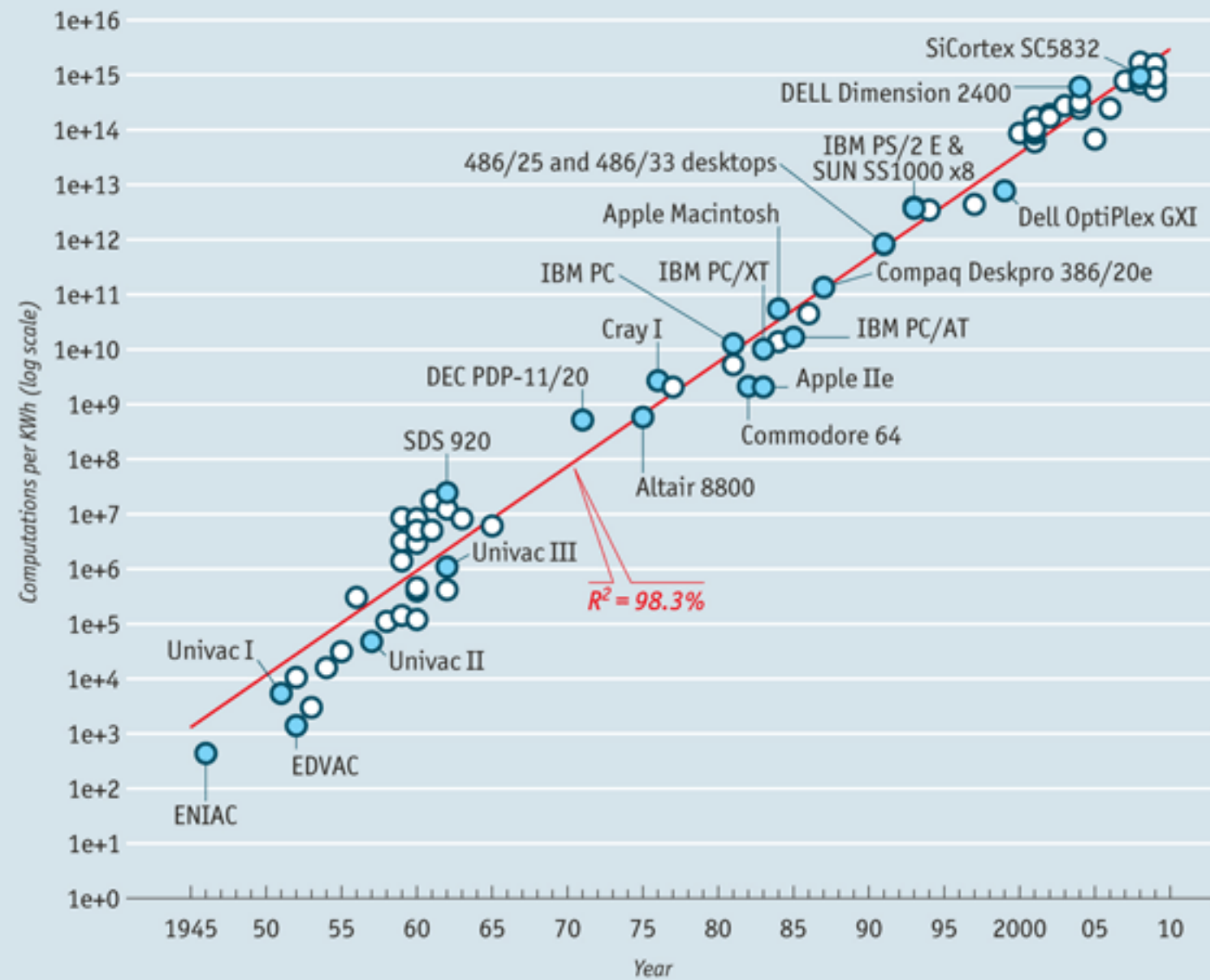
- Automation timeline
 - Clerks
 - Artisans, intermediate art.
 - Engineering/research assistance
 - Finance workers
 - Science/Engineering automation
- Robotics, the elephant in the room
 - Transportation
 - Factory automation
 - Personal Robotics

FUTURE OF AI: INFINITY POINT AND BEYOND

- Infinity Point (Solomonoff 85):
 - AI improves efficiency of computing at fixed energy
 - More efficient computing accelerates AI
 - Positive feedback: infinite acceleration in finite time!
 - In practice, infinity cannot be reached
- AI milestone G: an AI several times smarter than the entire CS community, 2040's?
- Ray Kurzweil:
 - Law of Accelerating Returns
 - Singularity: 2045

Computing efficiency

Computations per kilowatt-hour



Source: Jonathan Koomey

KOOMEY'S LAW

A WEAK ECONOMIC CONDITION

- Suppose we cannot write the right program:
 - Brain simulation is bio-info based AI
- Energy efficiency of computing:
 - NVIDIA P100: 37 gigaflops/watt
 - Human brain: max. 192 teraflops/watt
- Human neocortex: max. 3.8 teraflop/sec
- By 2030: GPU's match human efficiency
- Cheap intellectual work drives brain simulation
- Rapid offloading of human labor to silicon after 2030
- 2025: EU Human Brain Project final date
 - First whole brain simulation

INFINITY POINT BY 2035

- $R=I$ in Solomonoff's theory
 - Amount of money invested every year matches intelligence of CS community
 - Negligible cost: 20W of AI processor enough for every CS researcher
- Massive acceleration occurs, in 4.62 years, Infinity Point is projected
- In practice, there are many bottlenecks, like experiment speed, and physical limits
 - 21st century: we still expect $\sim 100x$ speedup in technological progress

THANKS FOR LISTENING

Please send your questions to examachine@gmail.com