What Is AI?

Module 2 of a course on Ethical Issues in AI

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What is the essence of AI?

- Technology that enables machines to **simulate human intelligence**.
 - Idea behind the Turing test.
 - But this doesn't tell us what human intelligence is.



Alan Turing 1912-1954

What is the essence of AI?

- Technology that can solve **unstructured problems**.
 - According to **Herbert Simon**, one of the founders of AI.
 - Few, if any, AI applications achieve this
 - We now speak of AGI (artificial general intelligence) as the next goal.



Herbert Simon, 1916-2001

- Decades of overpromising
 - 1960: Herbert Simon predicts:
 - "Machines will be capable, within **20 years**, of **doing any work a man can do**."
 - 1970s: Marvin Minsky predicts:
 - "In from 3 to 8 years we will have a machine with the general intelligence of an average human being."
 - 1993: Vernor Vinge predicts:
 - "Within 30 years, we will have the technological means to create superhuman intelligence. Shortly thereafter, the human era will be ended."







• Claiming to use AI can **boost stock price**

• But it may be existing technology in a new wrapper.



What is 'AI washing?' Companies pay \$400K to SEC for inflated claims

Laura French March 19, 2024



• Some fake or exaggerated claims.



Tesla faked self-driving demo, Autopilot engineer testifies

A Brandon Vigliarolo Wed 18 Jan 2023 // 20:29 UTC

The New York Times

Google's A.I. Search Errors Cause a Furor Online

The company's latest A.I. search feature has erroneously told users to eat glue and rocks, provoking a backlash among users.

May 24, 2024



Google's best Gemini demo was faked

Devin Coldewey / 2:06 PM PST • December 7, 2023



GPT-4 didn't ace the bar exam after all, MIT research suggests — it didn't even break the 70th percentile

s By Ben Turner published May 31, 2024

• Tech fads hyped to MBAs often fizzle financially:







Virtual reality Wearables Crypto NFTs Web3 Big data IoT Virtual assistants

What happened

to these?

• Tech fads hyped to MBAs often fizzle financially:







Virtual reality Wearables Crypto NFTs Web3 Big data IoT Virtual assistants

What happened

to these?

These took off







Beneath the hype

• AI has achieved some remarkable successes:

Image processing Language translation Speech recognition Pattern recognition (e.g., medicine) Recommender systems Fraud detection Robotics (certain applications)





Beneath the hype

No one can predict future technology

The Flying Automobile to Be the Car se of the Future



We were supposed to have these long ago

- Al is fundamentally a combination of **statistics** and **optimization**.
 - Implemented in code (e.g., Python)
 - A variety of technologies

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 - Implemented in code (e.g., Python)
 - A variety of technologies
- Best known is machine learning
 - Neural networks ("deep learning")
 - Large language models (ChatGPT, Claude, CoPilot, etc.)
- But there are many others...

• There are many others...

Example: Support vector machines

Used for cancer diagnosis etc.

An optimization method based on hyperplane separation.



- There are many others...
 - Major AI conferences receive 8000-12,000 paper submissions each year.

Neural networks Convolutional NNs Recurrent NNs k-means clustering Decision trees Q-learning Support vector machines Knowledge representation Optimization Evolutionary computation Markov decision processes Causal networks Bayesian inference Reverse Bayesian inference Transformer models Principal component analysis Singular value decomposition Generative Al Generative adversarial networks Large language models Natural language processing Speech synthesis Formal logic Al-optimized hardware Image recognition Facial recognition Computer vision Speech recognition Recommender systems Automated planning Robotics Virtual agents Internet of things Inverse reinforcement learning Autoregression Generative pre-trained transformers (GPTs)

• Machine "learning" is statistical data fitting



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 - *ML normally prefers a nonlinear fit:*



- Machine "learning" is statistical data fitting
 - ReLUs, etc., are linked together in a "neural" network



- Machine "learning" is statistical data fitting
 - Each neuron sends a signal determined by its input (x value) and ReLU function (y).



- Machine "learning" is statistical data fitting
 - We want to "learn" the relationship between input "x" and output "y"



- Machine "learning" is statistical data fitting
 - So we find the weights on links that give the **best fit** overall.



- Machine "learning" is statistical data fitting
 - We find best fit with a **gradient descent** algorithm (Newton's method)



- Machine "learning" is statistical data fitting
 - "Deep learning" = many layers
 - Allows NN to store more information.



Overfitting

- This is a **no-no** in classical statistics.
 - Too many parameters capture **random** variations
 - and miss the **overall pattern**.



Overfitting

• NNs may use **billions** of parameters

- More than the number of data points.
- Because we don't know in advance which are important.
- This often **smooths out** the fit.
 - Why? Unknown.



Trial and error

- The first NN you try probably won't work.
 - It may require hand coding.
 - As in **convolutional** NNs for image processing.
 - Some layers consist of fixed code, **no learning**.



Trial and error

- The first NN you try probably won't work.
 - It may require **1000s of trials** to get the **right design**
 - Also to address numerical problems in gradient descent.
 - Requires enormous computational power ("compute")
 - Trials run in parallel on many computers.



How about ChatGPT, etc.?

- They aren't magic, either.
 - More on these later...
 - LLMs (Large Language Models)
 - Generative Al
 - **GAN**s (Generative Adversarial Networks)
 - Transformers
 - GPTs (Generative Pre-trained Transformers)