

What Is AI?

Module 2 of a course on *Ethical Issues in AI*

Prepared by

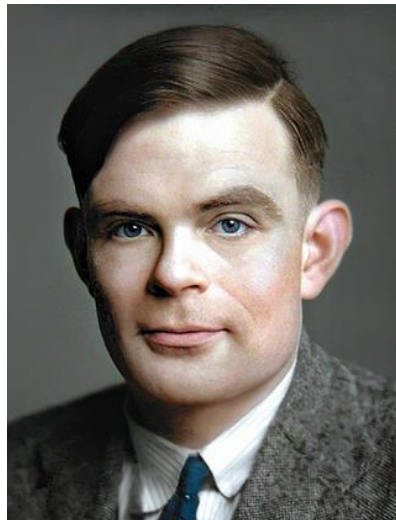
John Hooker

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CMU Osher, January 2025

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

AI hype

- 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.”



AI hype

- 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



AI hype

- Tech fads hyped to MBAs often fizzle financially:

*What happened
to these?*



Virtual reality

Wearables

Crypto

NFTs

Web3

Big data

IoT

Virtual assistants

AI hype

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Wearables



Crypto
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Big data
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Virtual assistants

These took off

Email
World Wide Web
B2C



Smart phones
Social media*

*But in the wrong direction?



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



We were supposed to have these long ago

AI technologies

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

AI technologies

- AI is fundamentally a combination of **statistics** and **optimization**.
 - *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...

AI technologies

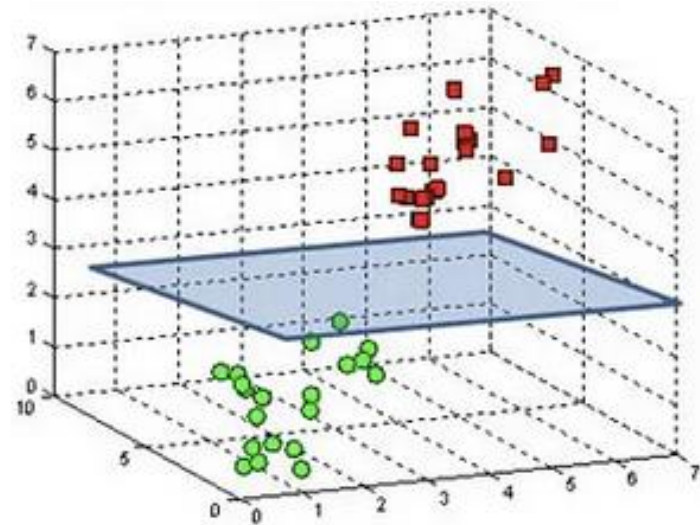
- There are many others...

Example:

Support vector machines

Used for **cancer diagnosis** etc.

An optimization method based on hyperplane separation.



AI technologies

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

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

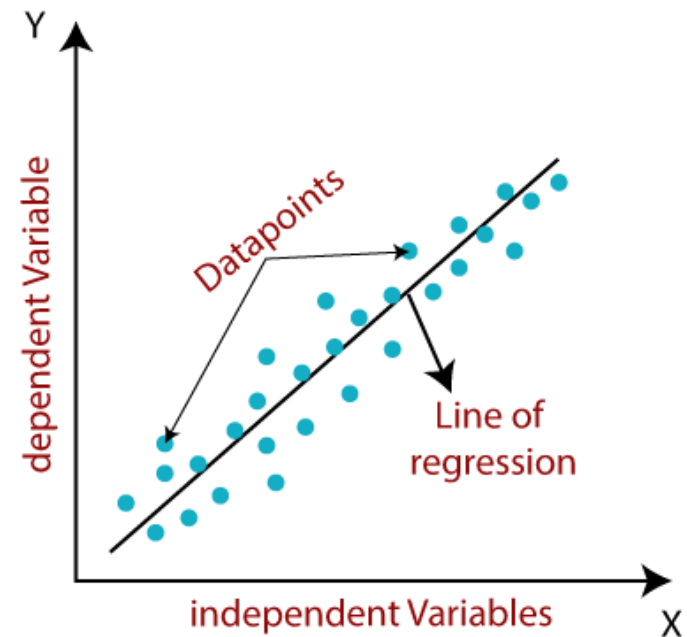
ML is not magic

- Machine “learning” is **statistical data fitting**

This is a **neural network...**
with **one neuron**.

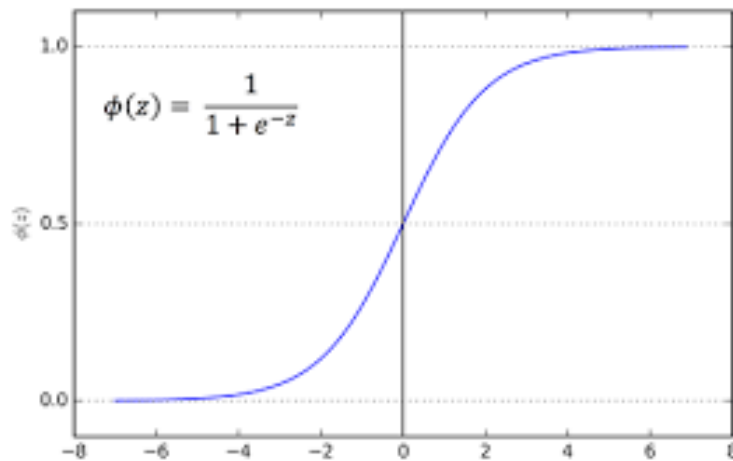
Fit a line $y = ax + b$ to data.

“**Learn**” a and b by solving
an **optimization problem**
(least squared error)



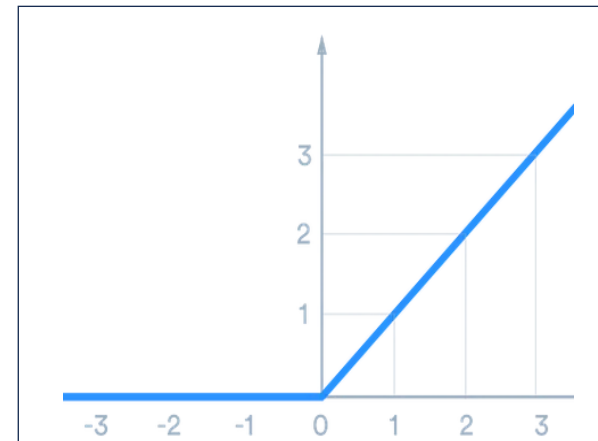
ML is not magic

- Machine “learning” is **statistical data fitting**
 - *ML normally prefers a nonlinear fit:*



Sigmoid function

Used in early days



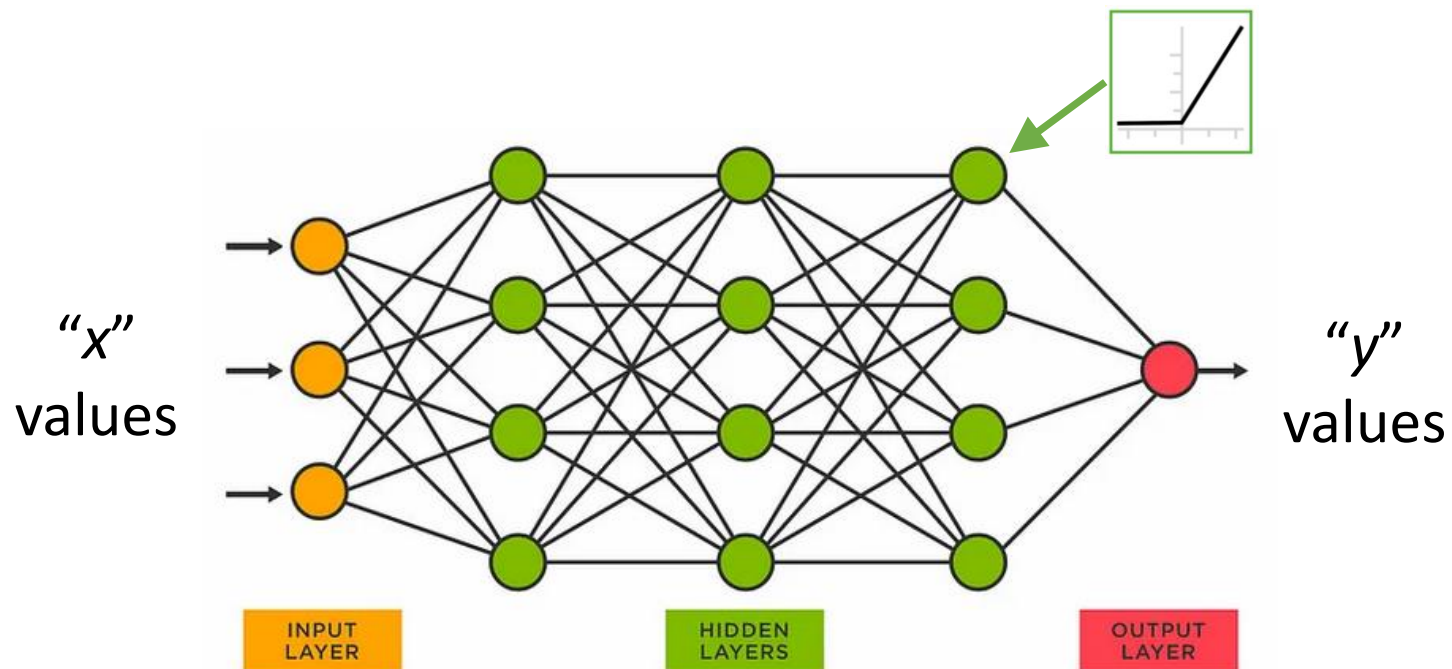
ReLU function*

Popular today

*Rectified Linear Unit

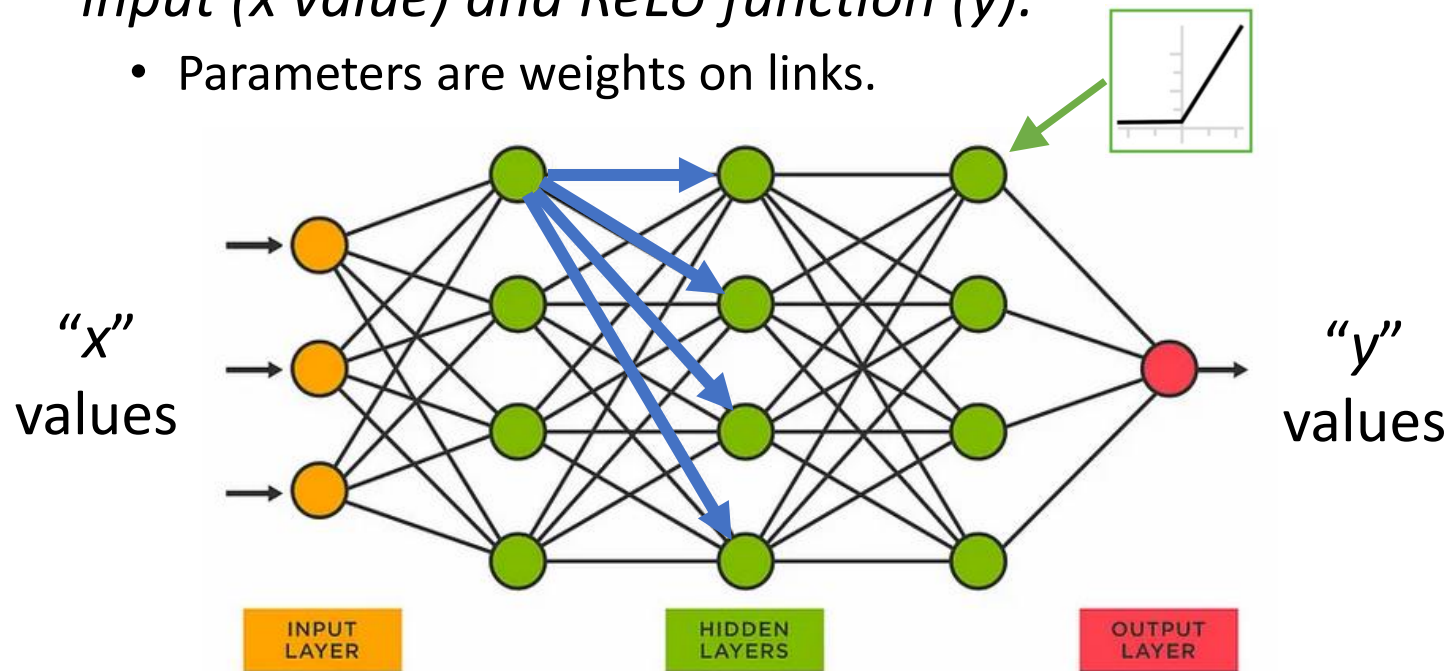
ML is not magic

- Machine “learning” is **statistical data fitting**
 - *ReLU*s, etc., are linked together in a “neural” network



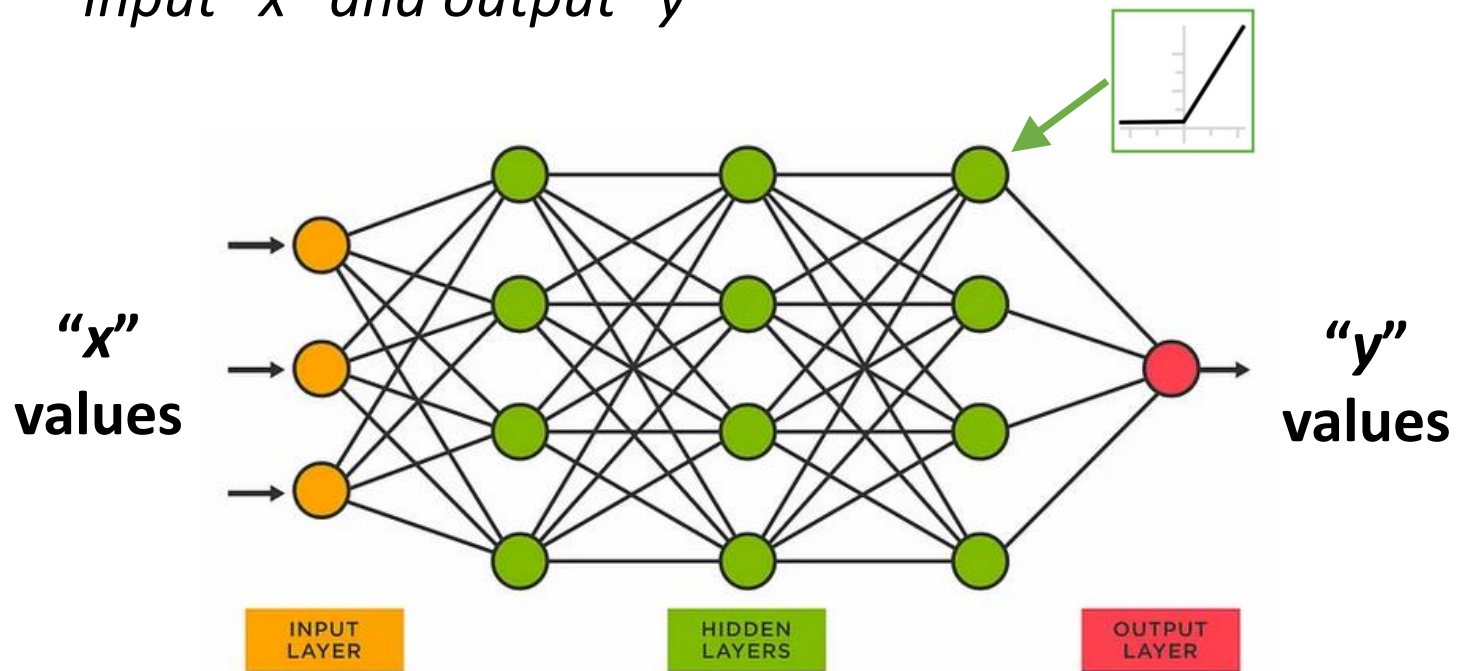
ML is not magic

- Machine “learning” is **statistical data fitting**
 - *Each neuron sends a signal determined by its input (x value) and ReLU function (y).*
 - Parameters are weights on links.



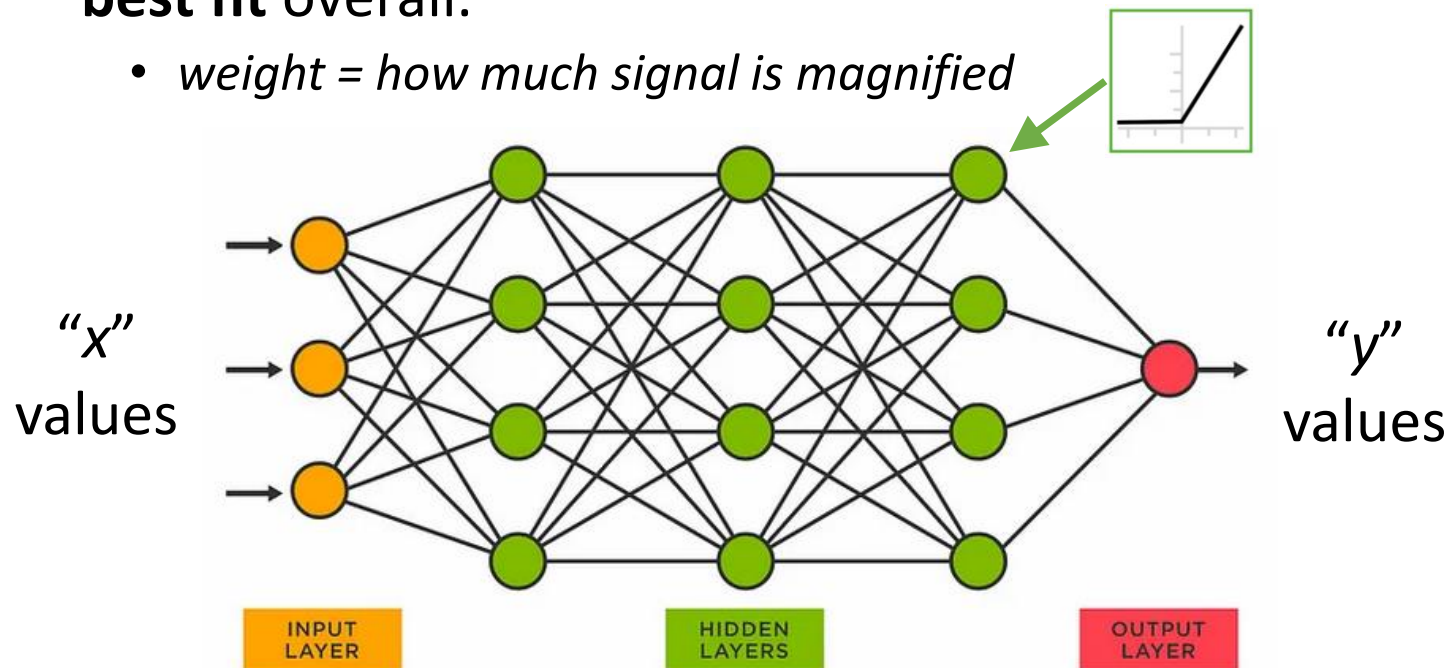
ML is not magic

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



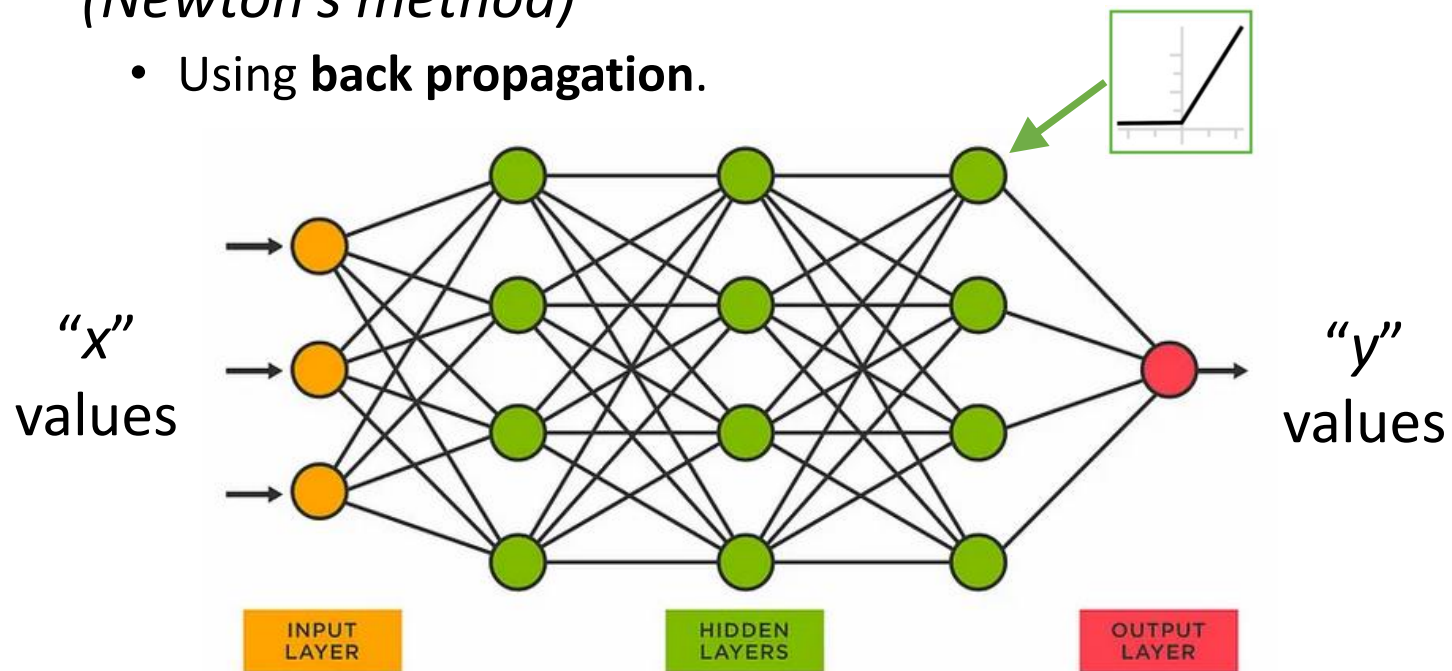
ML is not magic

- Machine “learning” is **statistical data fitting**
 - So we find the weights on links that give the **best fit** overall.
 - *weight = how much signal is magnified*



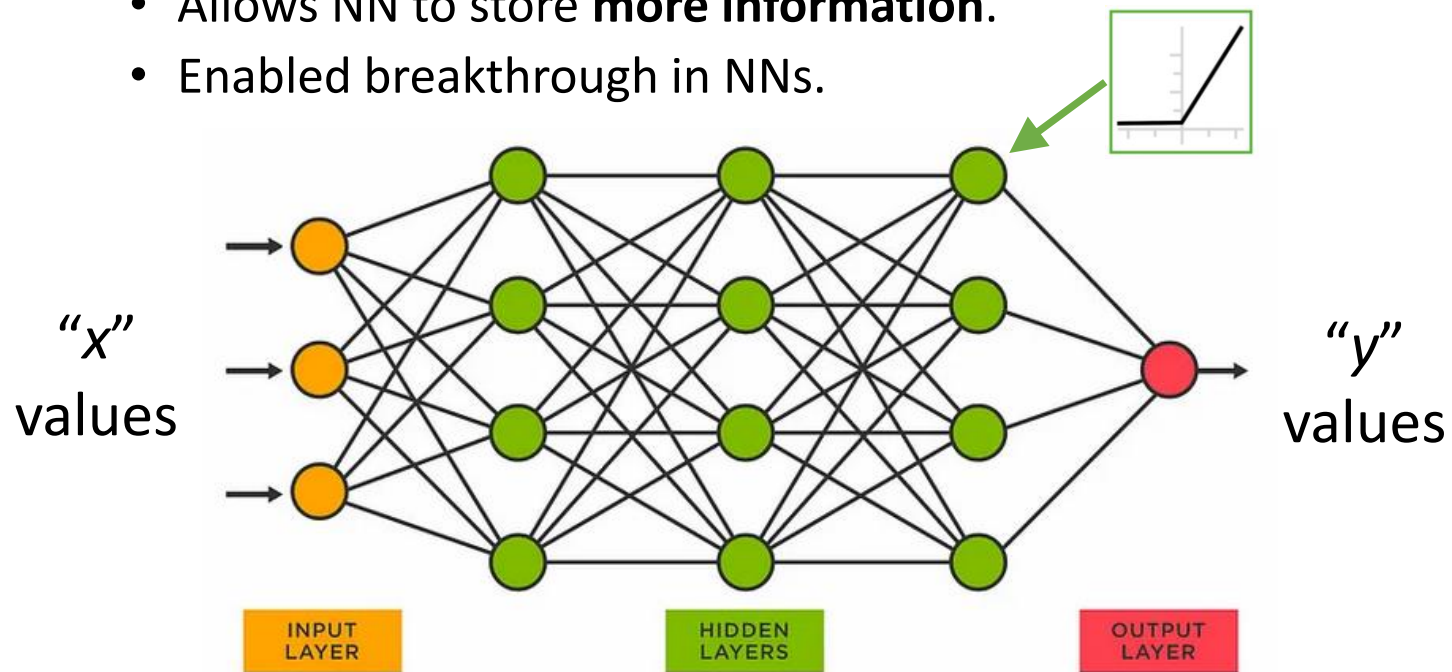
ML is not magic

- Machine “learning” is **statistical data fitting**
 - *We find best fit with a **gradient descent** algorithm (Newton’s method)*
 - Using **back propagation**.



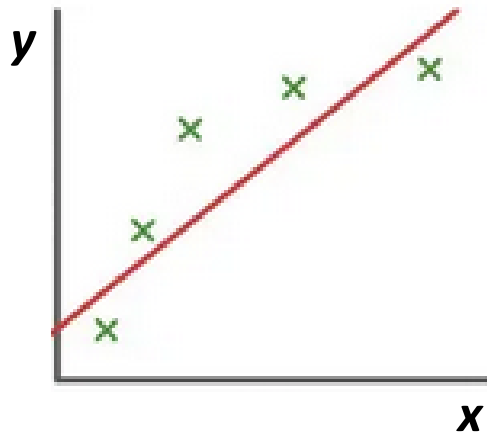
ML is not magic

- Machine “learning” is **statistical data fitting**
 - “**Deep learning**” = *many layers*
 - Allows NN to store **more information**.
 - Enabled breakthrough in NNs.



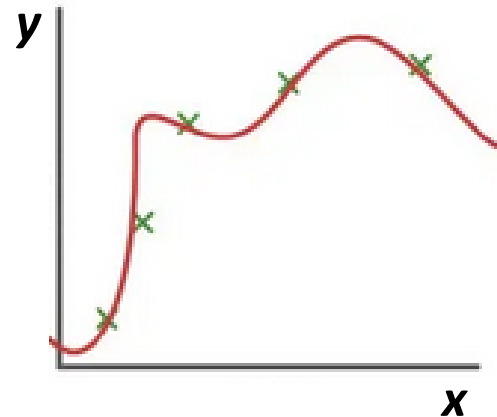
Overfitting

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



$$y = ax + b$$

2 parameters (too few)



$$y = ax + bx^2 + cx^3 + dx^4 + ex^5$$

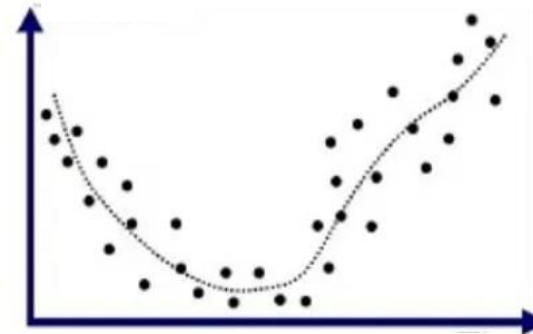
5 parameters (too many)

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** (but one can guess)



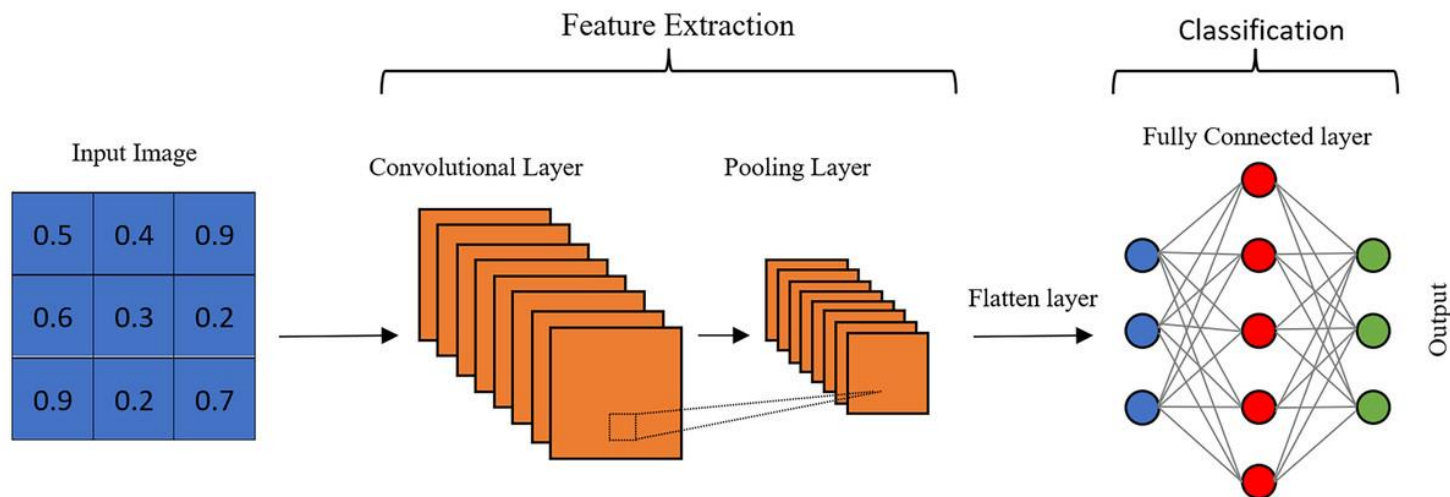
Overfit



Super overfit

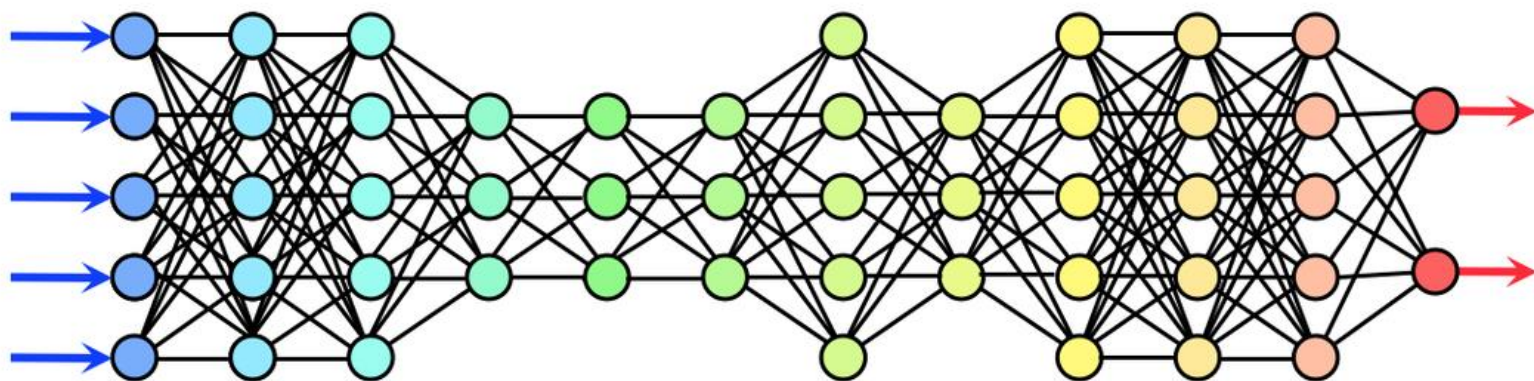
Trial and error

- 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 AI**
 - **GANs** (Generative Adversarial Networks)
 - **Transformers**
 - **GPTs** (Generative Pre-trained Transformers)