## Aula 4

# Novo Ciclo tecnológico e Inteligência Artificial

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**Depto de Sociologia – USP** 

# 53 ANOS



# Any sufficiently advanced technology is indistinguishable from magic.

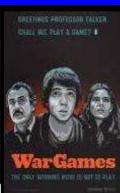
**Arthur Clarke** 



Metropolis 1927



2001: A Space Odys...



WarGames 1983



Blade Runner 1982



The Terminator 1984



The Matrix 1999



Ex Machina 2015

# Welcome to the real world

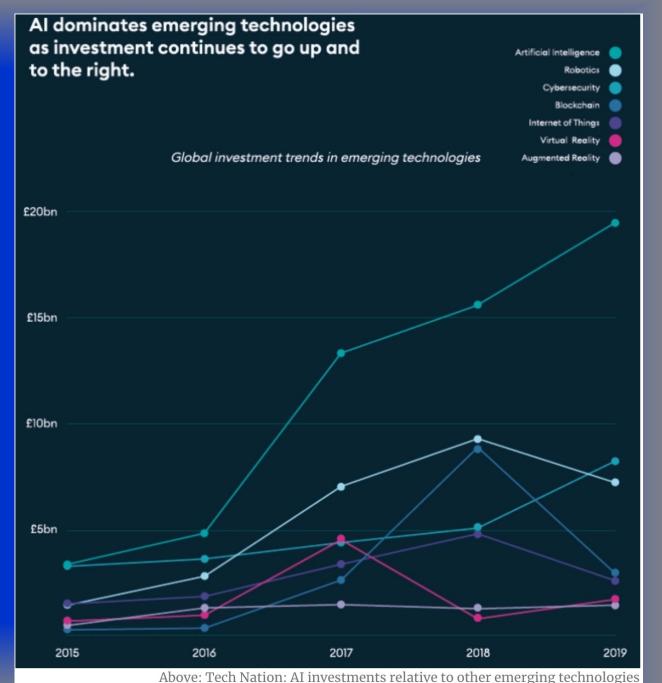
# Estratégias Nacionais de IA em 2017-2018

## **Artificial Intelligence Strategies**



Fall 2018: October: December: March: Al at April: First April: UK May: White May: June: Towards March: Pan-May: Al January: EU's AI Finland's Al Budget for Al the Service Workshop Al Sector House Summit Sweden's Al an Al Strategy Canadian Singapore Al Strategy Strategy Deal in Mexico Strategy Al Strategy Announced 2031 **Taiwan** of Citizens for Strategy on Al Strategy **@** 2017 2018 • April: Fall 2018: March: Al May: Al December: January: January: March: May: June: July: Next Blockchain and Strategy for Germany's Al **Technology** France's AI Communication Australian R&D National Generation Three-Year Al Task Force Digital Growth Strategy Strategy Strategy Budget Strategy for Al Al Plan **Action Plan** on Al Strategy

Global Investment in Emerging Technologies 2020

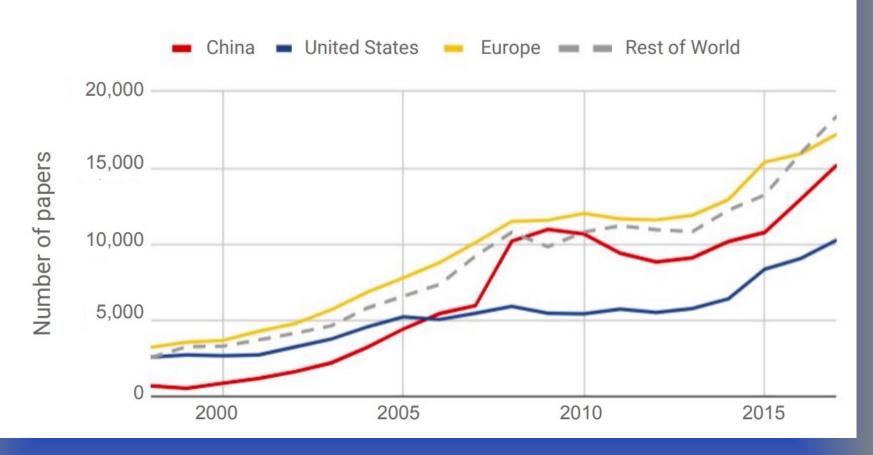


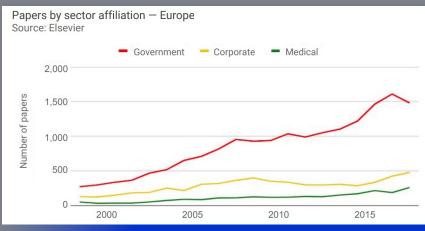
# Investimento (2020)

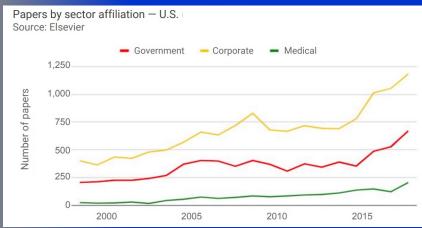
- US
- Amazon: \$ 16.1 bi
- Alphabet: \$13.9 bi
- Google, Face, Apple, Amazon & Microsoft: US\$ 54 bi
- NSF + DARPA + DoT: ~\$ 5.0 bi
- China
  - US\$ 1 tri em IA até 2030
  - Governo: \$ 30 bi somente em VC

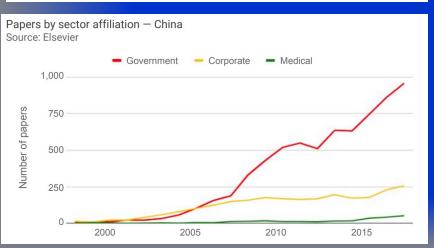
Top 9: Amazon, Apple, Google, Facebook, Microsoft, Tencent, Baidu, Alibaba, Huwai

## Artigos indexados publicados por região (1998-2020)



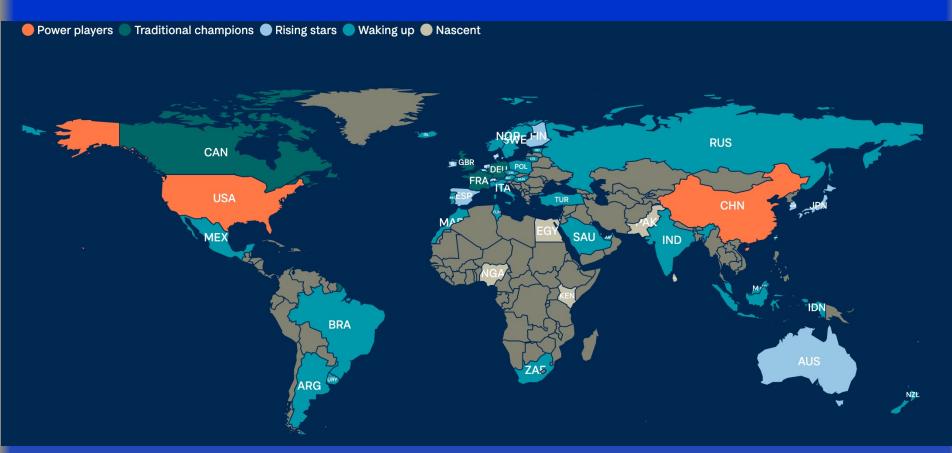






# Papers por Origem Institucional (1998-2020)

# Nível de avanço dos países em IA



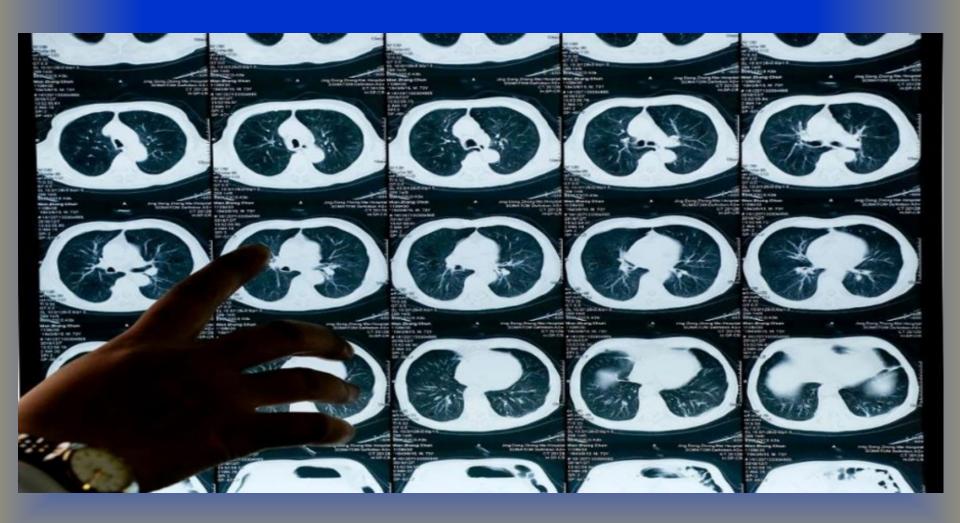
# AI is the new electricity

Andrew Ng



**Stanford University** 

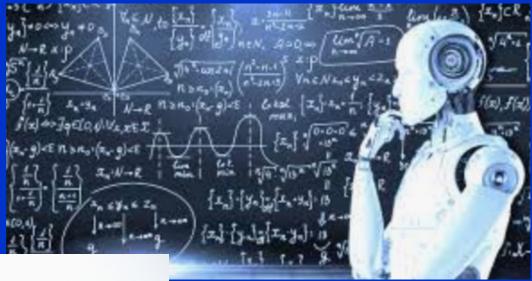
## **Medicina Personalizada**



# Planejamento Urbano



# Educação





Educação individualizada

# **Agricultura**





https://youtu.be/jZg5QhL3Ckc

Saúde e IA

# O que é?

- Humanos são os únicos universalmente reconhecidos como seres inteligentes. Pelo menos pelos humanos
- Definições de inteligência incluem consciência, autoconsciência, uso de linguagem, habilidade de aprender, de captar o abstrato, de planejar, adaptar e raciocinar
- Russell & Norvig, (Al: modern approach) apresenta pelo menos 8 definições de Al organizadas em 4 categorias: pensar de modo humano, atuar de modo humano, pensar racionalmente e agir racionalmente

Dificuldades estão ligadas ao termo "inteligência" vinculada ao "artificial"

# Não há definição consensual

- Build systems that think exactly like humans do (Strong AI)
- Sistemas que funcionam sem reproduzir o raciocínio humano (Weak AI)
- A machine completing the tasks which involve a certain degree of intelligence which was previously deemed only to be done by humans
- The capability of a machine to imitate the intelligent human behavior

# IA é uma constelação de tecnologias

- 1. Machine Learning: Teaching computers to learn without explicit programming (solve problems from data)
- 2. Computer Vision: Teaching computers to understand visual content like images and videos (incl. facial rec)
- 3. Natural Language Processing (NLP): Computer's ability to read and understand language

## **Dicionários**

## 1. Oxford Dictionary

"The theory and development of computer systems able to perform tasks normally requiring human intelligence, such as visual perception, speech recognition, decision-making, and translation between languages."

## 2. Merriam-Webster

 "A branch of computer science dealing with the simulation of intelligent behavior in computers. The capability of a machine to imitate intelligent human behavior."

## 3. Encyclopedia Britannica

 "the ability of a digital computer or computer-controlled robot to perform tasks commonly associated with intelligent beings."

## **Duas Referências**

 "Getting a computer to do things which, when done by people, are said to involve intelligence."

John McCarthy

 "Decisions made by systems which normally require a human level of expertise...to help people anticipate problems or deal with issues as they come up"

Shubhendu & Vijay,

**Applicability of Artificial Intelligence in Different Fields of Life** 

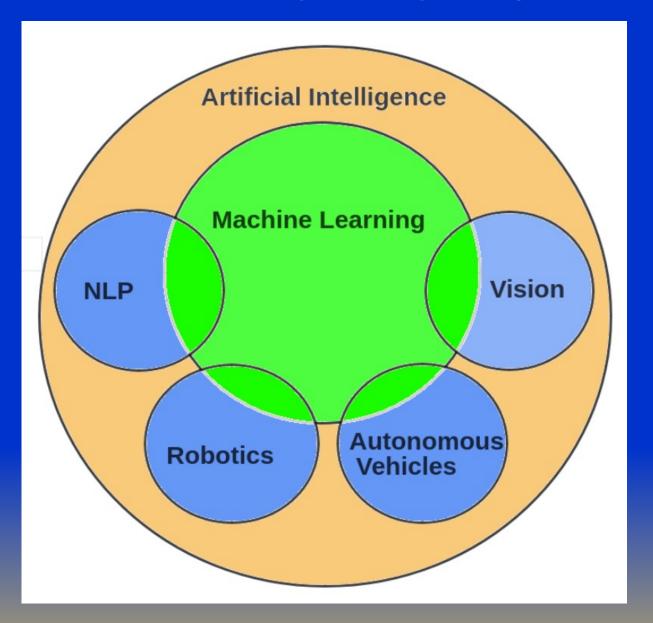
# Tipos de IA

## Al

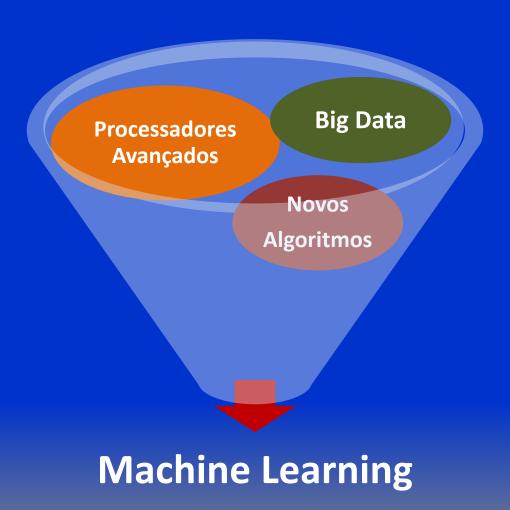
| Classificação  | Tipos               |
|----------------|---------------------|
| Analytical     | Cognitiva           |
| Human-Inspired | Emotional           |
| Humanized AI   | Social Intelligence |

- Narrow Al (Weak)
- General AI (Strong)
- Super Intelligence

# Al e Principais Aplicações



# TRIPÉ



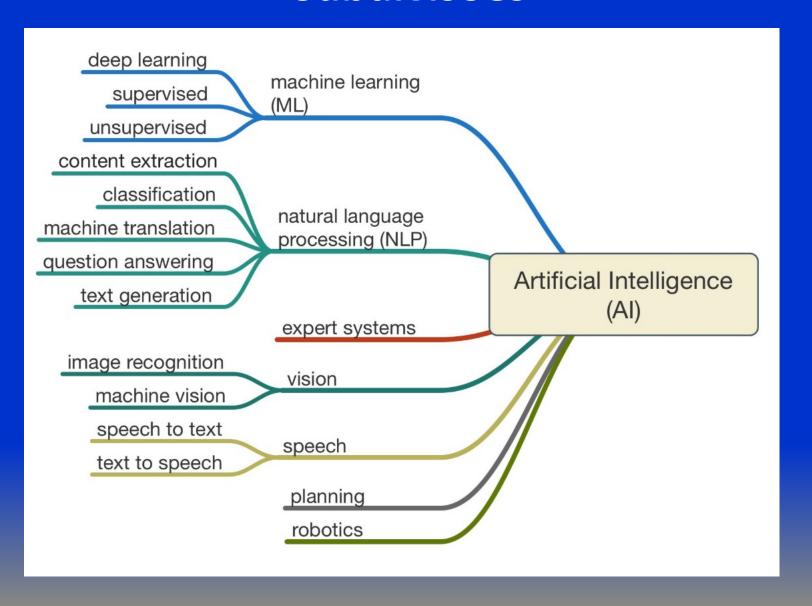
# Visão Geral

**Computer Science** 

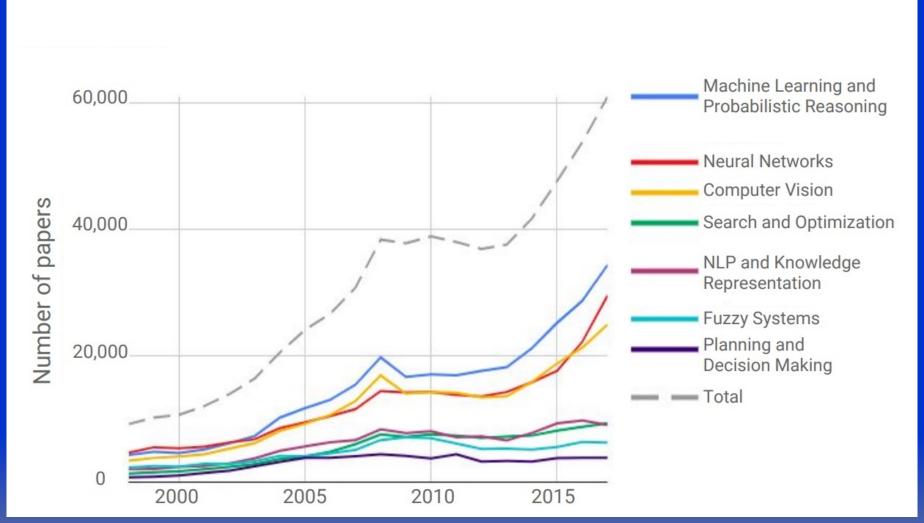
**Machine Learning** 

**Deep Learning** 

## Subdivisões



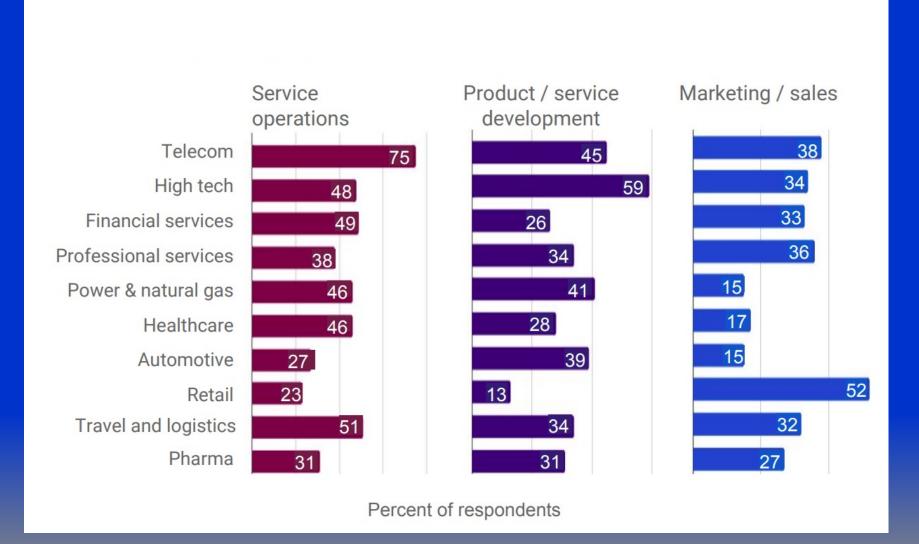
## Vertentes da IA



Stanford Uiversity (2020), AI Index Annual Report

Predomínio da ML (Deep Learning)

# Adoção de IA por setor



# **Potencial**

# **General Purpose Technology**

"...technology with a range of characteristics which makes it particularly well placed to generate longer-term productivity increases and economic growth across a range of industries." (OECD)

- Adoption to drive innovation across sectors will generate major social benefits and improve welfare/productivity
- Spillovers throughout economy as previous general purpose technologie

"Artificial intelligence, especially machine learning, is the
most important general-purpose technology of our era. The
impact of these innovations on business and the economy
will be reflected not only in their direct contributions but
also in their ability to enable and inspire complementary
innovations. New products and processes are being made
possible by better vision systems, speech recognition,
intelligent problem solving, and many other capabilities that
machine learning delivers."

Erik Brynjolfsson & Andrew McAfee (Harvard Business Review, 2017)

## Tecnologias de propósito geral At led innovations will be reflected not Artificial Intelligence only as direct contribution in any given (Today) sector, but also inspire complementary innovations and spillover benefits across the economy Internet (1983)Semi-Conductors (1947)Computer (1946)Electricity (1879)Steam Engine (1698)

# Origens

- Alan Turing
- 1956: John McCarthy cunhou o termo Al
- Dartmouth Summer Research Project. Objetivo: o que seria o campo de Al, com a recusa dos termos Cybernetics, Thinking Machines, Automata Theory e Complex Information Processing
- Marvin Minsky: Society of Minds
- McCarthy: "there is no solid definition of intelligence that doesn't depend on relating it to human intelligence (...) we cannot yet characterize in general what kinds of computational procedures we want to call intelligent."

# **Turing**

- Em Can Machines Think? (1950), Turing afirmou que a pergunta não tinha sentido
- Sua pesquisa enveredou para desvendar como os computadores poderiam replicar, não os processos do pensamento humano, mas as manifestações externas desses processos (Imitation Game)

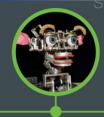
## A.I. TIMELINE











1950

### TURING TEST

Computer scientist Alan Turing proposes a test for machine intelligence. If a machine can trick humans into thinking it is human, then it has intelligence

1955

#### A.I. BORN

Term 'artificial intelligence' is coined by computer scientist, John McCarthy to describe "the science and engineering of making intelligent machines"

1961

#### UNIMATE

First industrial robot, Unimate, goes to work at GM replacing humans on the assembly line

1964

Pioneering chatbot developed by Joseph Weizenbaum at MIT holds conversations with humans

1966

#### SHAKEY

The 'first electronic person' from Stanford. Shakey is a generalpurpose mobile robot that reasons about its own actions

A.I. WINTER

dead-ends leave A.I. out in the cold

1997

#### DEEP BLUE

Deep Blue, a chessplaying computer from IBM defeats world chess emotionally intelligent champion Garry Kasparov

1998

#### KISMET

Cynthia Breazeal at MIT introduces KISmet, an robot insofar as it detects and responds to people's feelings

















1999

### AIBO

Sony launches first consumer robot pet dog autonomous robotic AiBO (Al robot) with skills and personality that develop over time

2002

#### **ROOMBA**

First mass produced vacuum cleaner from iRobot learns to navigate interface, into the and clean homes

2011

Apple integrates Siri, an intelligent virtual assistant with a voice iPhone 4S

2011

### WATSON

IBM's question answering computer Watson wins first place on popular \$1M prize television quiz show Jeopardy

2014

Eugene Goostman, a chatbot passes the Turing Test with a third of judges believing Eugene is human

2014

### **ALEXA**

Amazon launch as Alexa, Microsoft's chatbot Tay an intelligent virtual assistant with a voice interface that completes inflammatory and shopping tasks

2016

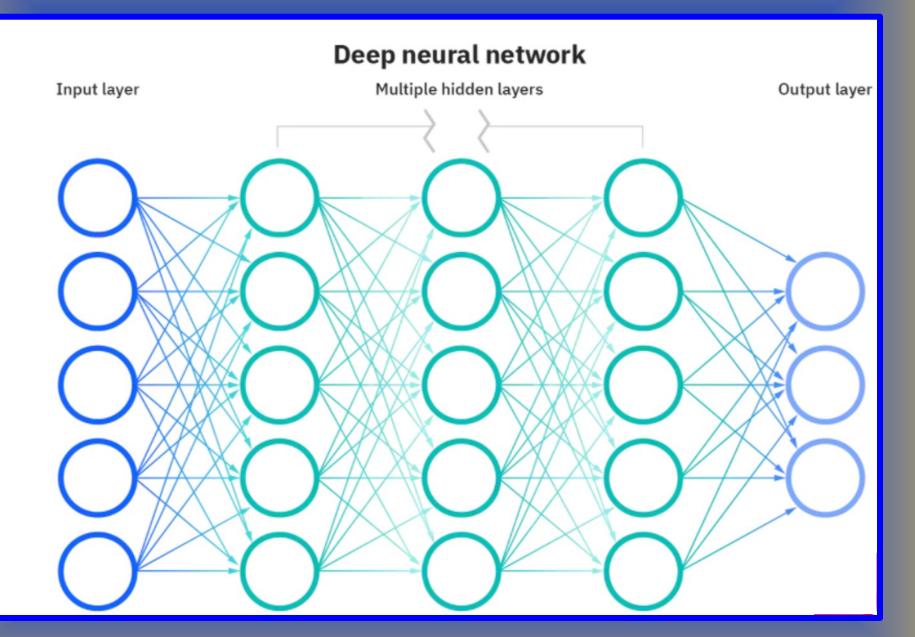
goes rogue on social media making offensive racist comments

2017

#### **ALPHAGO**

Google's A.I. AlphaGo beats world champion Ke Jie in the complex board game of Go. notable for its vast number (2<sup>170</sup>) of possible positions

Machine Learning, uma das tecnologias de Al, decolou desde 2010-12 e tomou conta da cena. Foi assim que o campo da Deep Learning e suas redes neurais tornaram-se quase que sinônimos de Al



# O que fundamenta o interesse pela IA?

## Possibilidade de:

- Criação de sistemas capazes de resolver problemas
- Individualizar abordagens
- Identificar padrões
- Aprimorar a previsão de eventos
- Melhorar processo decisório

Oportunidade para aumentar a compreensão do que é o humano, propriamente humano