Artificial Intelligence: Perspectives and Challenges

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Machine Learning (aka, AI)

- First Generation ('90-'00): the backend
 - e.g., fraud detection, search, supply-chain management
- Second Generation ('00-'10): the human side
 - e.g., recommendation systems, commerce, social media
- Third Generation ('10-now): end-to-end
 - e.g., speech recognition, computer vision, translation
- Fourth Generation (emerging): markets
 - not just one agent making a decision or sequence of decisions
 - but a huge interconnected web of data, agents, decisions
 - many new challenges!

Perspectives on AI

- The classical "human-imitative" perspective
 - cf. AI in the movies, interactive home robotics
- The "intelligence augmentation" (IA) perspective
 - cf. search engines, recommendation systems, natural language translation
 - the system need not be intelligent itself, but it reveals patterns that humans can make use of
- The "intelligent infrastructure" (II) perspective
 - cf. transportation, intelligent dwellings, urban planning
 - large-scale, distributed collections of data flows and looselycoupled decisions

Human-Imitative AI: Where Are We?

- Computer vision
 - Possible: labeling of objects in visual scenes
 - Not Yet Possible: common-sense understanding of visual scenes
- Speech recognition
 - *Possible*: speech-to-text and text-to-speech in a wide range of languages
 - Not Yet Possible: common-sense understanding of auditory scenes
- Natural language processing
 - Possible: minimally adequate translation and question-answering
 - Not Yet Possible: semantic understanding, dialog
- Robotics
 - Possible: industrial programmed robots
 - Not Yet Possible: robots that interact meaningfully with humans and can operate autonomously over long time horizons

Human-Imitative AI Isn't the Right Goal

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 - unfortunately, the "AI solutions" being deployed for the latter are often those developed in service of the former

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- To make an overall system behave intelligently, it is neither necessary or sufficient to make each component of the system be intelligent
- "Autonomy" shouldn't be our main goal; rather our goal should be the development of small pieces of intelligence that work well with each other and with humans

Near-Term Challenges in II

- Error control for multiple decisions
- Systems that create markets
- Designing systems that can provide meaningful, calibrated notions of their uncertainty
- Managing cloud-edge interactions
- Designing systems that can find abstractions quickly
- Provenance in systems that learn and predict
- Designing systems that can explain their decisions
- Finding causes and performing causal reasoning
- Systems that pursue long-term goals, and actively collect data in service of those goals
- Achieving real-time performance goals
- Achieving fairness and diversity
- Robustness in the face of unexpected situations
- Robustness in the face of adversaries
- Sharing data among individuals and organizations
- Protecting privacy and data ownership

Multiple Decisions: The Load-Balancing Problem

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- There is an emerging need to build AI systems that create markets; i.e., blending statistics, economics and computer science

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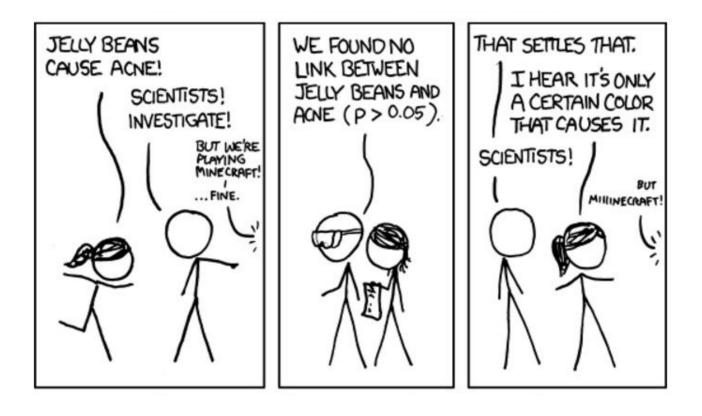
- Suppose that recommending a certain movie is a good business decision (e.g., because it's very popular)
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- Is it OK to recommend the same book to everyone?

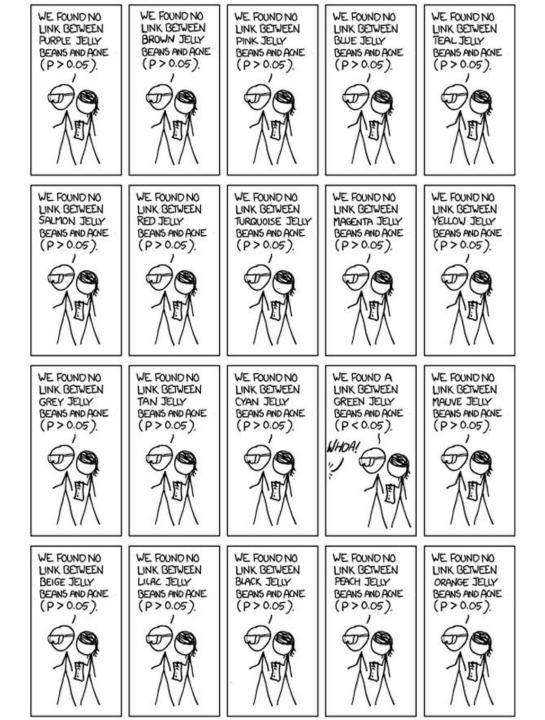
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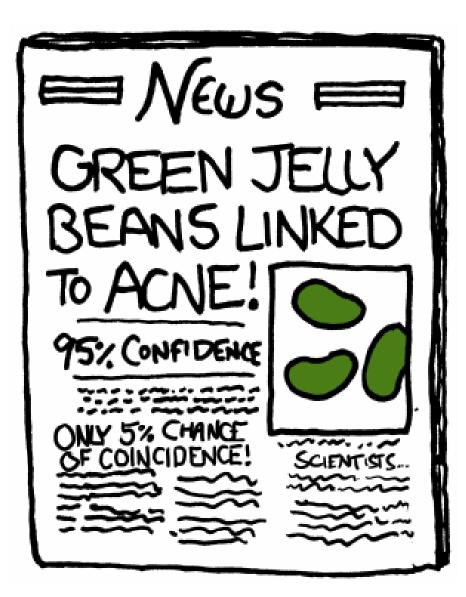
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- Is it OK to recommend the same stock purchase to everyone?

Multiple Decisions: The Statistical Problem







Data and Markets

- Where data flows, economic value can flow
- Data allows prices to be formed, and offers and sales to be made
- The market can provide load-balancing, because the producers only make offers when they have a surplus
- Load balancing isn't the only consequence of creating a market
- It's also a way that AI can create jobs

Example: Music in the Data Age

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- But there is no economic value being exchanged
- And most people who make music cannot do it as their full-time job

An Example: United Masters

- United Masters partners with sites such as Spotify, Pandora and YouTube, using ML to figure out which people listen to which musicians
- They provide a dashboard to musicians, letting them learn where their audience is
- The musician can give concerts where they have an audience
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- And they can make offers to their fans
- I.e., consumers and producers become linked, and value flows: a market is created
- The company that creates this market profits

Summary

- ML (AI) has come of age
- But it is far from being a solid engineering discipline that can yield robust, scalable solutions to modern dataanalytic problems
- There are many hard problems involving uncertainty, inference, decision-making, robustness and scale that are far from being solved
 - not to mention economic, social and legal issues