

Should We Give Unlimited Power To AI?

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I. WHAT IS AI?

Artificial intelligence (AI) is intelligence demonstrated by machines, in contrast to the **natural intelligence** displayed by humans and other animals. [1]

In general, people recognize today's advanced computers as intelligent because they have the potential to learn and make decisions based on the information, they take in. But while we may recognize that ability, it's a decidedly different type of intelligence what we possess. [2]

Let's talk about the history of AI. The study of mechanical or "formal" reasoning began with philosophers and mathematicians in antiquity. The study of mathematical logic led directly to Alan Turing's theory of computation, which suggested that a machine, by shuffling symbols as simple as "0" and "1", could simulate any conceivable act of mathematical deduction. This insight that digital computers can simulate any process of formal reasoning is known as the Church–Turing thesis.

In its simplest form, AI is a computer acting and deciding in ways that seem intelligent. In line with Alan Turing's philosophy, AI imitates how humans act, feel, speak, and decide. This type of intelligence is extremely useful in an organizational setting: Because of its imitating abilities, AI has the quality to identify informational patterns that optimize trends relevant to the job. In addition, contrary to humans, AI never gets physically tired and as long it's fed data it will keep going. [3]

These qualities mean that AI is perfectly suited to put at work in lower-level routine tasks that are repetitive and take place within a closed management system. In such a system, the rules of the game are clear and not influenced by external forces. Think, for example, of an assembly line where workers are not interrupted by external demands and influences like work meetings. As a case in point, the assembly line is exactly the place where Amazon placed algorithms in the role of managers to supervise human workers and even fire them. As the work is repetitive and subject to rigid procedures optimizing efficiency and productivity, AI can perform in more accurate ways to human supervisors. [4]

II. ALAN TURING

Alan Mathison Turing OBE FRS (/ˈtjʊərɪŋ/; 23 June 1912 – 7 June 1954) was an English mathematician, computer scientist, logician, cryptanalyst, philosopher, and theoretical biologist. Turing was highly influential in the development of theoretical computer science, providing a formalization of the concepts of algorithm and computation with the **Turing machine**, which can be considered a model of a general-purpose computer. Turing is widely considered to be the father of theoretical computer science and artificial intelligence. [5]

We talked about the history, let's continue with the present time.

III. AI VS HUMAN IN THE ABSTRACT STRATEGY BOARD GAME

Game playing has been a test of AI's strength since the 1950s. **Deep Blue** became the first computer **chess**-playing system to beat a reigning world chess champion, **Garry Kasparov**, on 11 May 1997. [6]

Garry Kasparov is the chairman of the Human Rights Foundation and founder of the Renew Democracy Initiative. He writes and speaks frequently on politics, decision-making, and human-machine collaboration. Kasparov became the youngest world chess champion in history at 22 in 1985 and retained the top rating in the world for 20 years. His famous matches against the IBM super-computer Deep Blue in 1996 and 1997 were key to bringing artificial intelligence, and chess, into the mainstream. His latest book on artificial intelligence and the future of human-plus-machine is Deep Thinking: Where Machine Intelligence Ends and Human Creativity Begins (2017). [7]

In March 2016, **AlphaGo** won 4 out of 5 games of Go in a match with Go champion **Lee Sedol**, becoming the first computer **Go**-playing system to beat a professional Go player without handicaps. [8]

But what is handicap in go game? We can say giving advance. When a good go player and a beginner go player meet, the good player can get bored of the game. To prevent this situation, the weak player is given a handicap. Although the number of handicaps is limited to 9 in the standard, but more handicaps can be given. Actually, giving advance is not important. There is more important thing of the chess and go game: Possibilities. And I want to show you the scene of the Person of Interest.

“Harold: I thought you wanted me to teach you how to play. Each possible move represents a different game a different universe in which you make a better move, by the second move there are seventy-two thousand and eighty-four possible games, by the third nine million, by the four

Machine: 318,000,000,000.

Harold: There are more possible games of chess than there are atoms in the universe no one could possibly predict them all even you, which means that the first move can be terrified the furthest point from the end of the game there is a virtually infinite sea of possibilities between you and the other side but it also means that if you make a mistake there is a nearly infinite amount of ways to fix it. So, you should simply relax and play.” [9]

We watched the scene, and we heard the number about possibilities. And remember that Chess-Champion Garry Kasparov who lost against Deep Blue. And here is in a press conference after the third game of the match, Sedol made unscripted remarks that clearly conveyed his regret:

“I don’t know how to start or what to say today, but I think I would have to express my apologies first. I should have shown a better result, a better outcome, and better content in terms of the game played, and I do apologize for not being able to satisfy a lot of people’s expectations. I kind of felt powerless. If I look back on the three matches, the first one, even if I were to go back and redo the first match, I think that I would not have been able to win, because I at that time misjudged the capabilities of AlphaGo. The second match, I think, would have been the make or break.

If you look at the beginning of the second match, the game did flow the way that I have intended, and there were a [number of opportunities] which I admittedly missed. Looking at the third match, yes, I do have extensive experience in terms of playing the game of Go, but there was never a case as this as such that I felt this amount of pressure. So, I was incapable of overcoming the amount of pressure that I was experiencing.

And lastly, since I lost the third match, there is now a clear winner. However, when it comes to human beings, there is a psychological aspect that one has to also think about. So, as I play the fourth and fifth match, I do ask that you continue to show interest and follow what happens.” [10]

From SIRI to self-driving cars, artificial intelligence (AI) is progressing rapidly. While science fiction often portrays AI as robots with human-like characteristics, AI can encompass anything from Google’s search algorithms to IBM’s Watson to autonomous weapons. [11]

Artificial intelligence today is properly known as narrow AI (or weak AI), in that it is designed to perform a narrow task (e.g., only facial recognition or only internet searches or only driving a car). However, the long-term goal of many researchers is to create general AI (AGI or strong AI). While narrow AI may outperform humans at whatever its specific task is, like playing chess or solving equations, AGI would outperform humans at nearly every cognitive task. [12]

And this is the begging of my topic. If AI reviews all the possibilities and makes correct decision, what happen we gave the information about our life? I am talking about everything such as what we have, what we did, what our moves, what we feel. Can they see us a threat for their existence?

Most researchers agree that a super intelligent AI is unlikely to exhibit human emotions like love or hate, and that there is no reason to expect AI to become intentionally benevolent or malevolent. Instead, when considering how AI might become a risk, experts think two scenarios most likely: [13]

The AI is programmed to do something devastating: Autonomous weapons are artificial intelligence systems that are programmed to kill. In the hands of the wrong person, these weapons could easily cause mass casualties. Moreover, an AI arms race could inadvertently lead to an AI war that also results in mass casualties. To avoid being thwarted by the enemy, these weapons would be designed to be extremely difficult to simply “turn off,” so humans could plausibly lose control of such a situation. This risk is one that’s present even with narrow AI but grows as levels of AI intelligence and autonomy increase. [14]

The AI is programmed to do something beneficial, but it develops a destructive method for achieving its goal: This can happen whenever we fail to fully align the AI’s goals with ours, which is strikingly difficult. If you ask an obedient intelligent car to take you to the airport as fast as possible, it might get you there chased by helicopters and covered in vomit, doing not what you wanted but literally what you asked for. If a super intelligent system is tasked with an ambitious geoengineering project, it might wreak havoc with our ecosystem as a side effect and view human attempts to stop it as a threat to be met. [15]

IV. THEY CAN REALLY CREAT MATRIX

We know that most of us have watched or heard matrix and some other movies like them. We talked about the risk of AI. And they can start war which is already known how will be end. And they can change the reality.

“Neo: This...this isn't real?”

Morpheus: What is real. How do you define real? If you're talking about what you can feel, what you can smell, what you can taste and see, then real is simply electrical signals interpreted by your brain. This is the world that you know. The world as it was at the end of the twentieth century. It exists now only as part of a neural-interactive simulation that we call the Matrix. You've been living in a dream world, Neo. This is the world as it exists today....” [16]

Maybe they already did, and we don't know.

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