**Reflexión 11**

**“Inside the mind of a computer”**

Fulfilling my promise, in this entry I’ll deepen in the topic of AI using the information I researched after the last talk as material to hold my ideas.

Mainly, I have realized that everybody thinks about AI as some sci-fi thing with robo-buttlers and holographic screens that understand human language and can solve all the problems in your life. And let me tell you, they aren’t completely wrong, they might be wrong now, but in some years, all those things are perfectly possible.

AI consists in making a software able to take decisions, some primitive kind of AI can choose between two or three options depending on some environmental inputs that provide them with information about which option is the best.

However, in real life problems two or three options aren’t enough, every second of human life we have thousands of inputs that our brains process in order to allow us to make our decisions. Those inputs can be given to computers through sensors, but the real problem comes with the power required to process all this information and compress it in a selection.

As we can see, all those are hardware problems, which in short time might be solved, and when that occurs everything said in this document will become true.