How will Artificial Intelligence change the world?

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Abstract—
In this paper I will give an in-depth analysis of A.I (Artificial Intelligence). I will go in to detail the many ways that this new, emerging technology can have serious repercussions on our world as we know it today, but also the ways that it can have a very positive affect on our world in the future. A.I is quickly becoming one of the most talked about and popular technology out there with many big tech companies investing heavily in it as they see a future where A.I will be hugely involved. We live in a world where A.I is surrounding us even in places where we aren't even aware.

*Keywords— * **Machine Learning, Neural Network, Robotics**

I. INTRODUCTION

A.I is the study and creation of machines that would require human intelligence in order to be operational. The main aim of A.I is to produce machines that are capable of making decisions that a human is also capable of. These machines should be able to solve problems, make decisions, hold the same intelligence as a human and learn on its own in initiative.

Even though A.I has been around for centuries and has been seen in mythological discoveries it has only become popular in the last decade due to increased research and development. Everyones interpretation of A.I is that of a Terminator like robot that will one day become smarter than humans and will be able to control the world and humans could seize to exist. Although this "could" be a possible outcome it most likely would never happen.

A.I is a very broad area of computer science which is commonly broken into 3 main types: Machine Learning, Neural Networks and Deep Learning. A.I uses algorithms in order to process an operation, an algorithm is a set of unambiguous instructions that a computer is able to execute or to perform an operation.

II. HISTORY OF A.I

The idea of A.I hasn't just been a new technology thought about in the last few years or decades, this has been an idea that has been around for centuries dating all the way back to the ancient Greeks where there has been prove that they had myths about robots, also Chinese and Egyptian engineers developed automatons. The field of A.I itself wasn't initially founded until 1956 at a conference in Dartmouth College in New Hampshire where the term 'Artificial Intelligence was first mentioned. Many scientists who attended the conference were optimistic about the future of A.I including MIT cognitive scientist Marvin Minsky who is quoted to have said [1]Within a generation the problem of creating Artificial Intelligence will substantially be solved, from the book AI: The Tumultuous Search for Artificial Intelligence (Basic Books, 1994). Moving forward from this foundation of 1956, achieving artificial intelligence was not as easy as first thought. After many reports of poor progress in development in A.I, all government funding and any popular interest in the field was dropped from 1974-1980, also known as the A.I winter. Later on in the 1980s the field was refunded by the British government in order to compete with the Japanese efforts to research A.I. Once again a second A.I winter occurred from 1987 to 1993. This fall occurred as a reduced amount of government funding and also coinciding with collapse of the early general-purpose computers. It wasnt until 1997 when research picked up again when IBMs Deep Blue became the first computer to win a game of chess by beating chess champion Russian grandmaster Garry Kasparov. In the 1950s a computer scientist and Mathematician by the name of Alan Turing developed a competition to assess whether a machine is intelligent enough as a human. In 2018 the talking computer chatbot was able to trick judges into believing that it was a real skin-and-blood human during this Turing test. However this achievement has been dismissed by many A.I experts as they believe that only a third of the judges were fooled by the chatbot and always claiming that it also was able to dodge many questions that a human would not be able to. In 2011, on an exhibition game of jeopardy, a quiz show, IBMs question answering system, Watson, managed to defeat the two greatest Jeopardy champions, Brad Rutler and Ken Jennings, by a huge margin. Adding to this, in 2016, AlphaGo won four out of five games of Go, [2]an abstract strategy board game with the aim to surround more territory than your opponent. AlphaGo managed to beat Go champion Lee Sedol becoming the first computer to play the game to beat a professional Go player. In 2017, world number one Go player for two years running Ke Jie lost a three-game match against AlphaGo. These winnings saw the completion of a significant milestone in A.I development as Go is a very complex game, much more complex than chess.

III. TYPES OF A.I

A.I is a very broad concept to deal with it so it can be divided up into different types in order to gain a better understanding of the area of A.I. [3]Although there are various types of A.I to discuss I have decided to talk about the three most important types, Machine Learning, Neural Networks and Deep Learning. Other types of A.I would

include Weak AI, Strong AI and Artificial Superintelligence which simply categorise the different strength levels of A.I used, the more power required for the operation would be decided by choosing one of these types.

A. Machine Learning

B. Neural Network

C. Deep Learning

IV. USING THE TEMPLATE

A. Headings, etc

V. CONCLUSION

APPENDIX

Appendixes should appear before the acknowledgment.

ACKNOWLEDGMENT

REFERENCES

[1] https://www.livescience.com/49007-history-of-artificial-intelligence.html – A brief history of Artificial Intelligence
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