An emerging trend of AI is reinforcement learning. This is where a neural network is created and given a series of weighted values to make a judgement call. This can be a slow way of creating an intelligence, due to the enormity of what the sample size is. An example of this is the practically infinite moves that can be made in a chess game. There is no way to make a neural network able to map out every move. Breakthroughs have been made by recognizing images, languages, and other patterns. Using this data scientists create a neural network that analyzes the most likely of outcomes. This shows a bias, called a weak inductive bias. However, this speeds up the process of a deep neural network being created.

More complex algorithms are being created to handle more sophisticated tasks. Q learning is an example of this. Faster Learning can be done by making better choices based on the best outcome of the choice rather than the ultimate result at the end of the decision making. This estimation of the value functions can create quicker and better choices that will lead to more complex learning.

Ethical choices are not much in the way of games. But as they are put into more complex situations in our lives, such as the stock market, this could be put into major ethical dilemmas. In the example of the stock market, could the AI rig the game. AI make predictions, and they could have mistaken predictions, however as large companies trust their AI’s more, this takes it out of human hands and can and will benefit those who already have so much power.

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