

## 70. 人間と AI の未来予想(2)：構造理解

Can you guess how long it took AlphaZero to learn chess from scratch, prepare for the match against Stockfish 8, and develop its genius instincts? Four hours. For centuries, chess was considered one of the greatest tests of human intelligence. AlphaZero went from utter ignorance to creative mastery in four hours, without the help of any human guide.

AlphaZero is not the only imaginative software out there. Many programs now routinely outperform human chess players not just in brute calculation, but even in ‘creativity.’ In human-only chess tournaments, judges are constantly on the lookout for players who try to cheat by secretly getting help from computers. One of the ways to catch cheats is to monitor the level of originality players display. If they play an exceptionally creative move, the judges will often suspect that this cannot possibly be a human move — it must be a computer move. At least in chess, creativity is already the trademark of computers rather than humans! Hence, if chess is our window into the future, we are fully warned that AI will outpace humans in many areas.

What is happening today to human-AI chess teams might happen down the road to human-AI teams in policing, medicine, and banking, too.

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