

Are we doomed?

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Are we doomed?

Earth 'Will Expire By 2050' Says New Report

Doomed By Human Rape Of Planet's Resources

7-7-2

Earth's population will be forced to colonise two planets within 50 years if natural resources continue to be exploited at the current rate, according to a report out this week.

A study by the World Wildlife Fund (WWF), to be released on Tuesday, warns that the human race is plundering the planet at a pace that outstrips its capacity to support life.

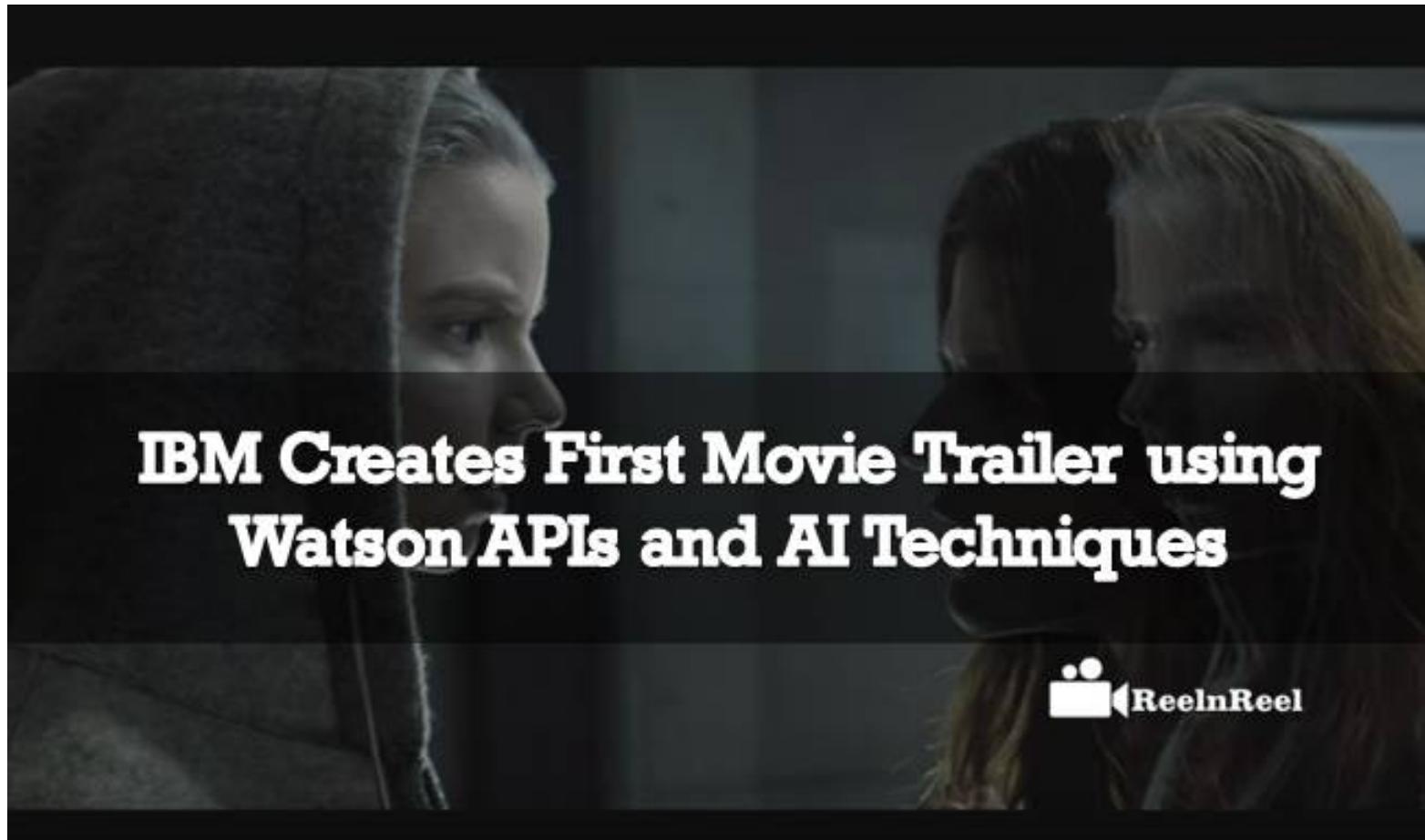
Are we doomed?



Short answer: Yes!!

However, are these really a threat?

However, are these really a threat?



However, are these really a threat?

AI may take over the world: Yuval Harari

By Guo Yiming
China.org.cn, April 25, 2016

Comment(s) Print E-mail

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"We (human beings) began as animals, gradually transformed ourselves into the gods of the planet earth, and very soon we may pass this mastery to a complete different lifeform, artificial intelligence (AI) and even disappear completely," said Yuval Harari, author of an international bestseller, in Beijing on April 23.



Yuval Harari speaks at the "Daji," China's TED-like talk show, initiated by the CITIC Publishing Group on this year's World Reading Day on April 23. [Photo provided to China.org.cn]

However, are these really a threat?

Scientists behind Doomsday Clock warn of impending Skynet future

By Michelle Fitzsimmons January 27, 2016 World of tech

Of course they would



Humanity is as close to destroying itself as ever, and advancements in technology are partially to blame.

However, are these really a threat?

Robots will take your job



72

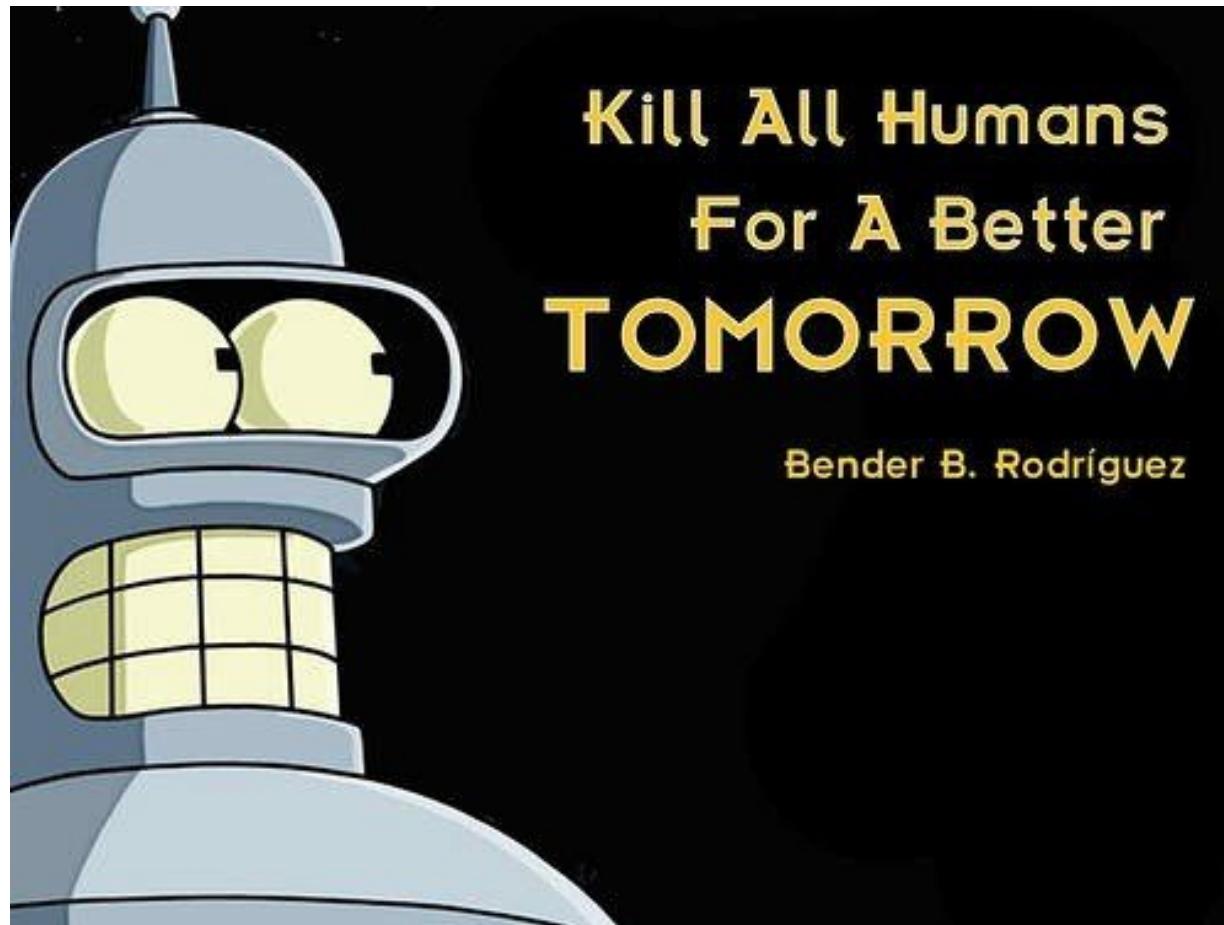


DAVIDE BONAZZI

However, are these really a threat?



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However, are these really a threat?



What our “experts” say

Stephen Hawking, Elon Musk, and Bill Gates Warn About Artificial Intelligence

Google-owned Boston Dynamics released a video showing a 6' tall 320-lb humanoid robot named Atlas running freely in the woods

By Michael Sainato • 08/19/15 12:30pm



What our “experts” say

BILL GATES FEARS A.I., BUT A.I. RESEARCHERS KNOW BETTER

THE GENERAL OBSESSION WITH SUPERINTELLIGENCE IS ONLY GETTING BIGGER, AND DUMBER

By Erik Sofge January 30, 2015



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An Open Letter To Everyone
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The Year Ahead (And
Behind) In Robotics



Google's A.I. Is Training

The answer is yes and no

Let us discuss 3 examples

AlphaGo



AlphaGo

Here we introduce a new approach to computer Go that uses '**value networks**' to evaluate board positions and '**policy networks**' to select moves. These deep neural networks are trained by a novel combination of supervised learning from human expert games, and reinforcement learning from games of self-play. Without any lookahead search, the neural networks play Go at the level of state-of-the-art Monte Carlo tree search programs that simulate thousands of random games of self-play. We also introduce a **new search algorithm that combines Monte Carlo simulation with value and policy networks**. Using this search algorithm, our program AlphaGo achieved a 99.8% winning rate against other Go programs, and defeated the human European Go champion by 5 games to 0.

IBM Watson

IBM Watson creates the first AI-made film trailer – and it's incredibly creepy

The supercomputer made the trailer for 20th Century Fox's AI thriller, *Morgan*



By AMELIA HEATHMAN

—
Friday 2 September 2016



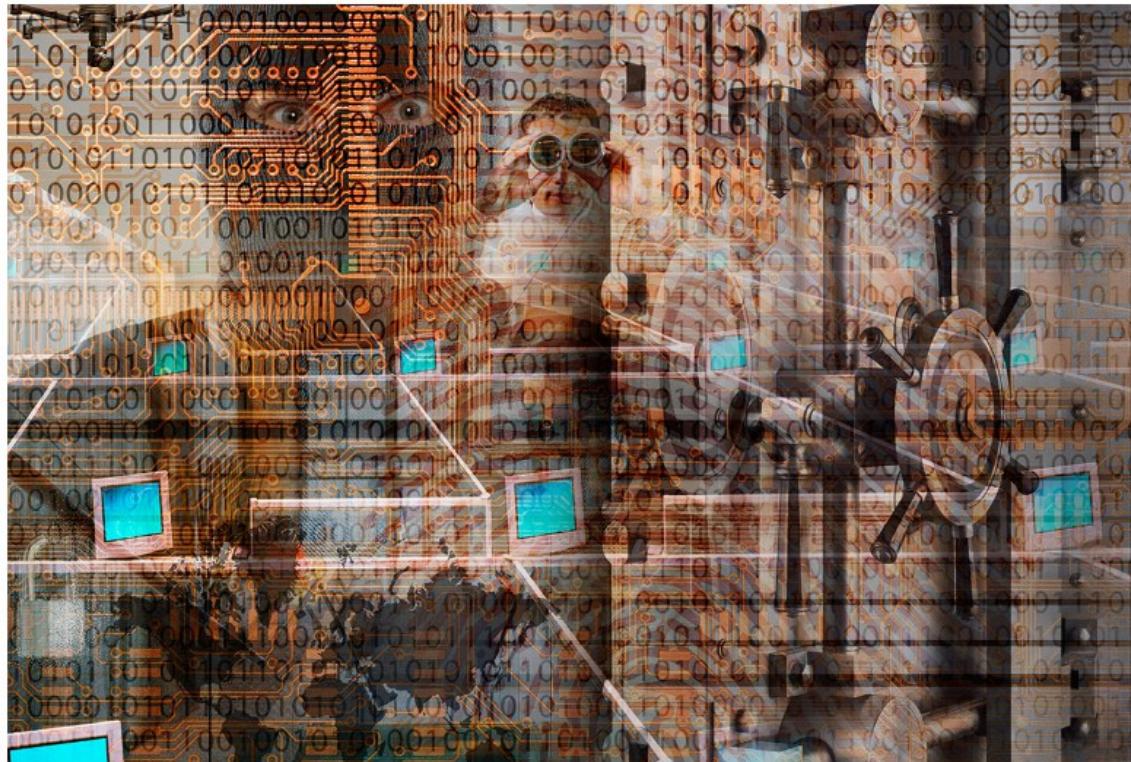
IBM Watson

IBM researchers fed Watson more than **100 horror film trailers** cut into **separate moments and scenes**. It performed a series of visual, sound and composition analyses on each scene to get an idea of how to create the dynamics of a trailer. Watson then processed 90 minutes of Morgan to find the right moments to include in the trailer.

Once the supercomputer finished processing Morgan, it **isolated 10 scenes** – a total of six minutes of video. Although a **human editor** was still needed to patch the scenes together to tell a **coherent story**, the AI shortened the process down to only 24 hours when it typically takes around 10 to 30 days to complete a trailer.

NN invent their own encryption

Google's neural networks invent their own encryption



Machines have been learning how to send secret messages to each other.
John Lund/Getty

By Timothy Revell

Computers are keeping secrets. A team from Google Brain, Google's deep learning project, has shown that machines can learn how to protect their messages from prying eyes.

NN invent their own encryption

Computers are keeping secrets. A team from Google Brain, Google's deep learning project, has shown that machines can learn how to protect their messages from prying eyes.

The Google Brain team started with three neural nets called Alice, Bob and Eve. Alice's job was to send a secret message to Bob, Bob's job was to decode the message that Alice sent, and Eve's job was to attempt to eavesdrop.

To make sure the message remained secret, Alice had to convert her original plain-text message into complete gobbledegook, so that anyone who intercepted it (like Eve) wouldn't be able to understand it. The gobbledegook – or “cipher text” – had to be decipherable by Bob, but nobody else. Both Alice and Bob started with a **pre-agreed set of numbers called a key**, which Eve didn't have access to, to help encrypt and decrypt the message.

The **encryption was very basic**, especially compared to our current human-designed systems

Issues with murderers AI (or any AI)

No free lunch

"No Free Lunch" :(

D. H. Wolpert. The supervised learning no-free-lunch theorems. In Soft Computing and Industry, pages 25–42. Springer, 2002.

Our model is a simplification of reality



Simplification is based on assumptions (model bias)



Assumptions fail in certain situations

Roughly speaking:

“No one model works best for all possible situations.”

Curse of dimensionality

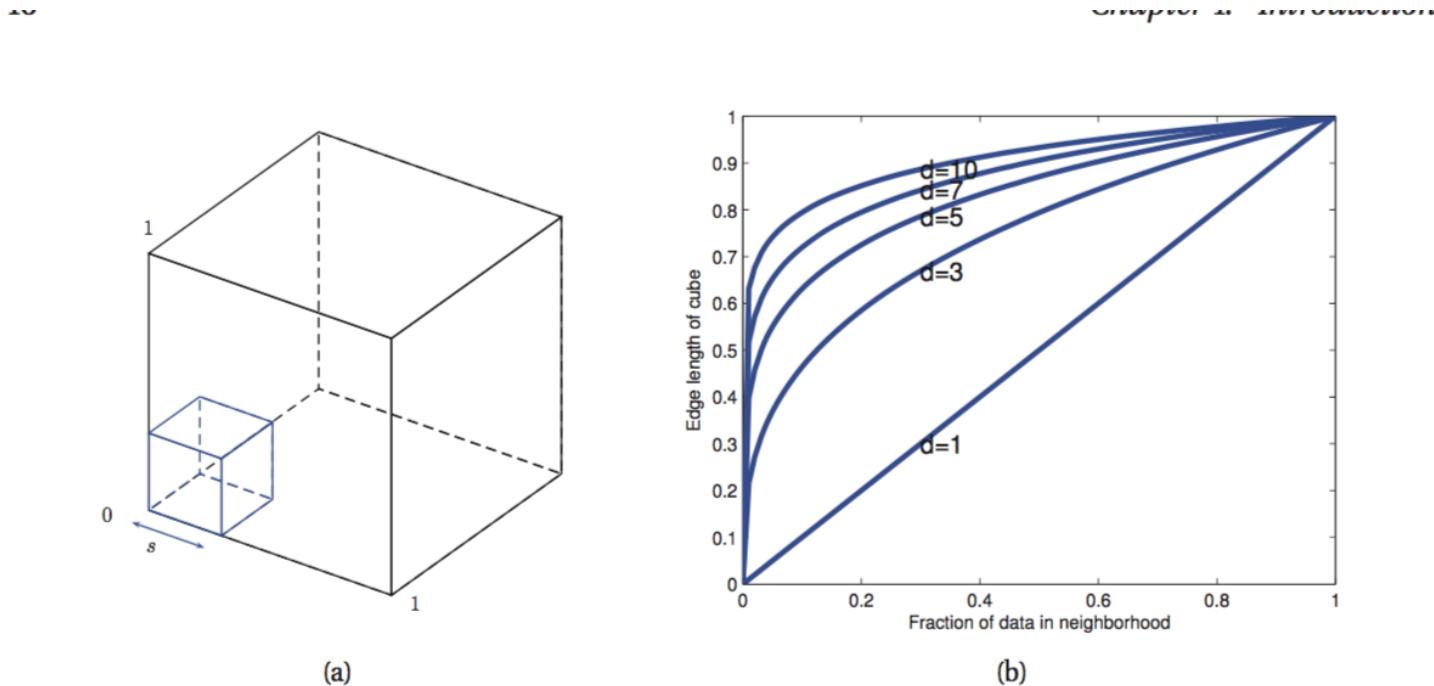
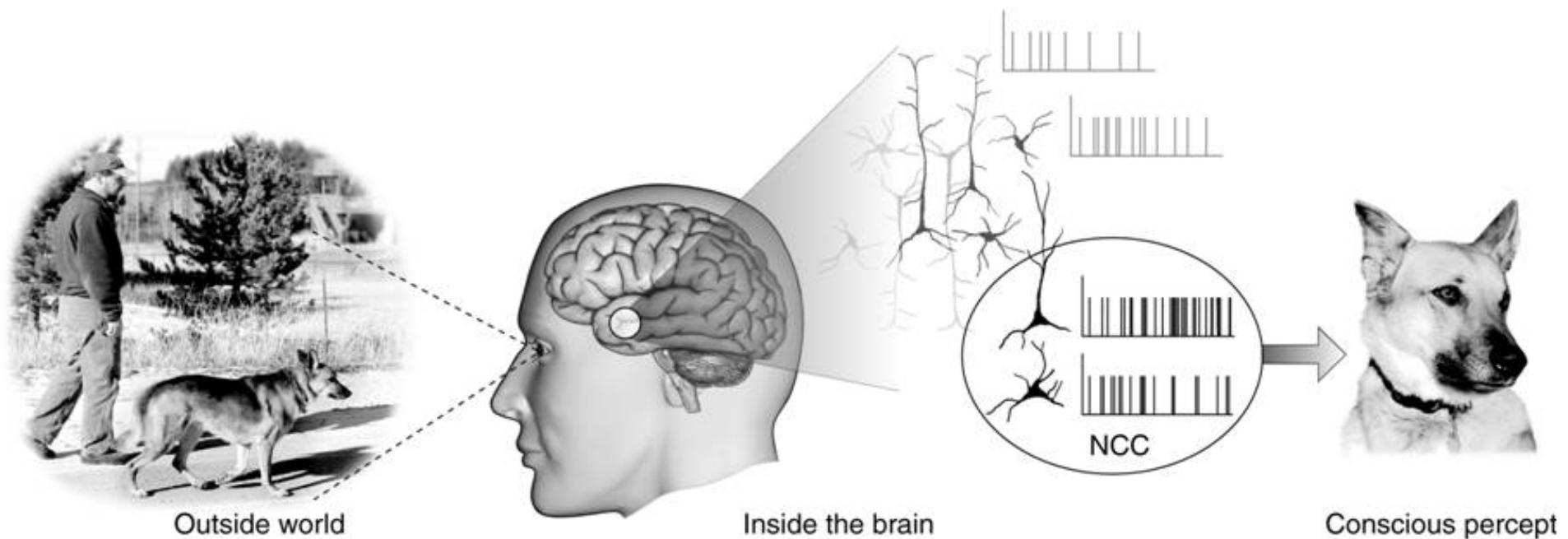


Figure 1.16 Illustration of the curse of dimensionality. (a) We embed a small cube of side s inside a larger unit cube. (b) We plot the edge length of a cube needed to cover a given volume of the unit cube as a function of the number of dimensions. Based on Figure 2.6 from (Hastie et al. 2009). Figure generated by `curseDimensionality`.

Self-awareness

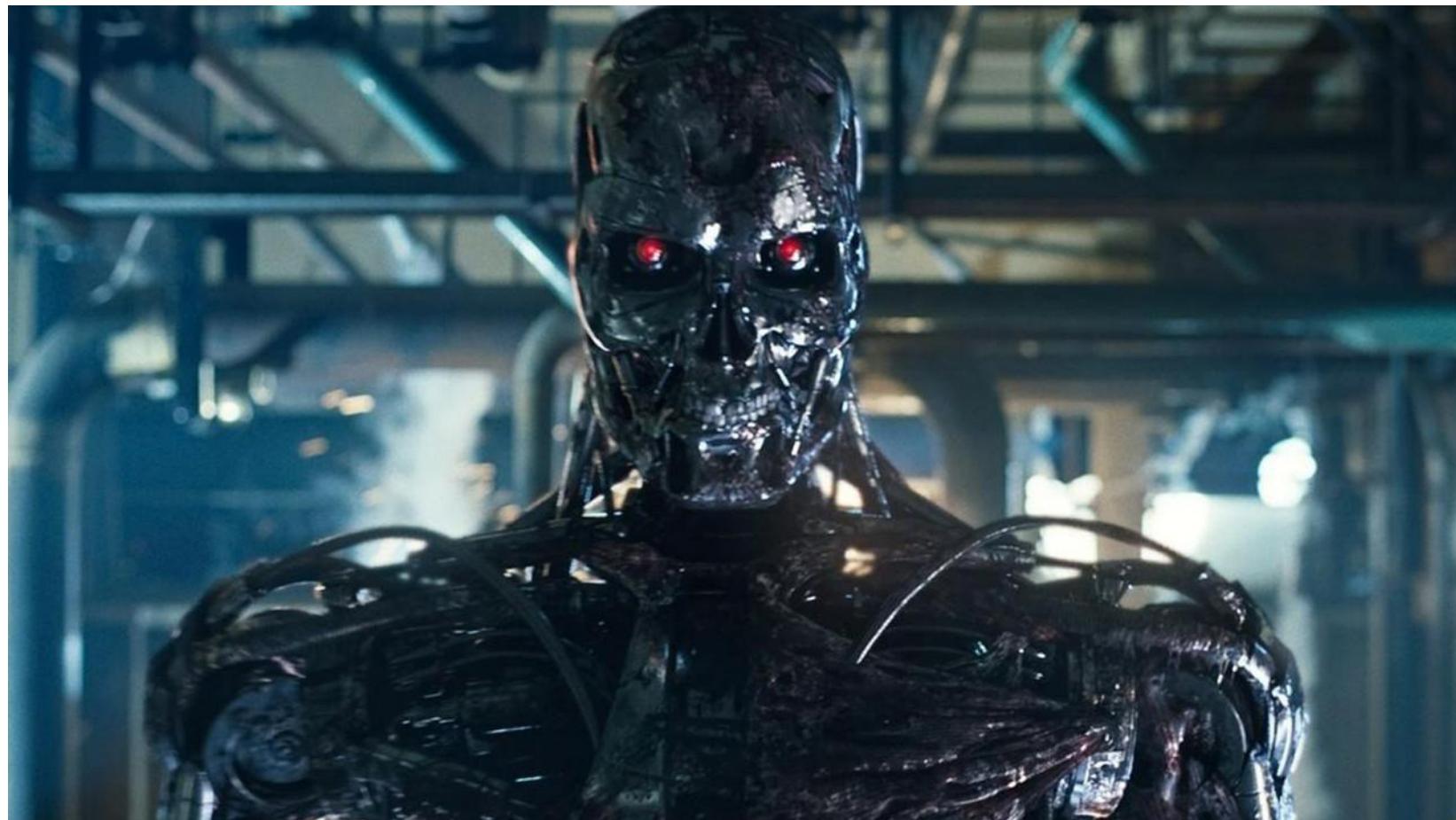


Consciousness



But lets assume it is possible to develop an AI right now.

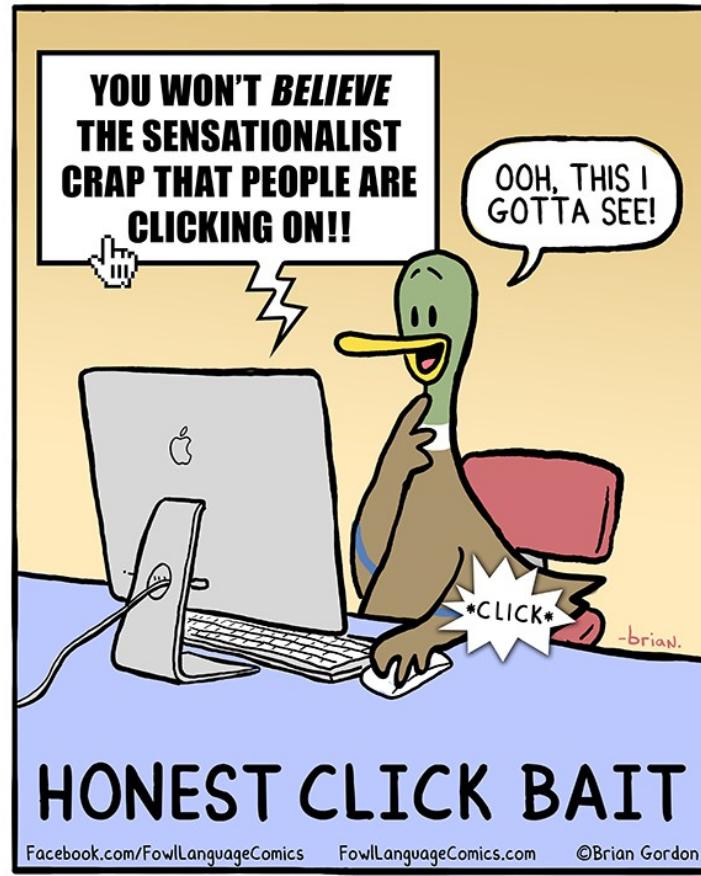
Regarding murderers AI



Regarding murderers AI



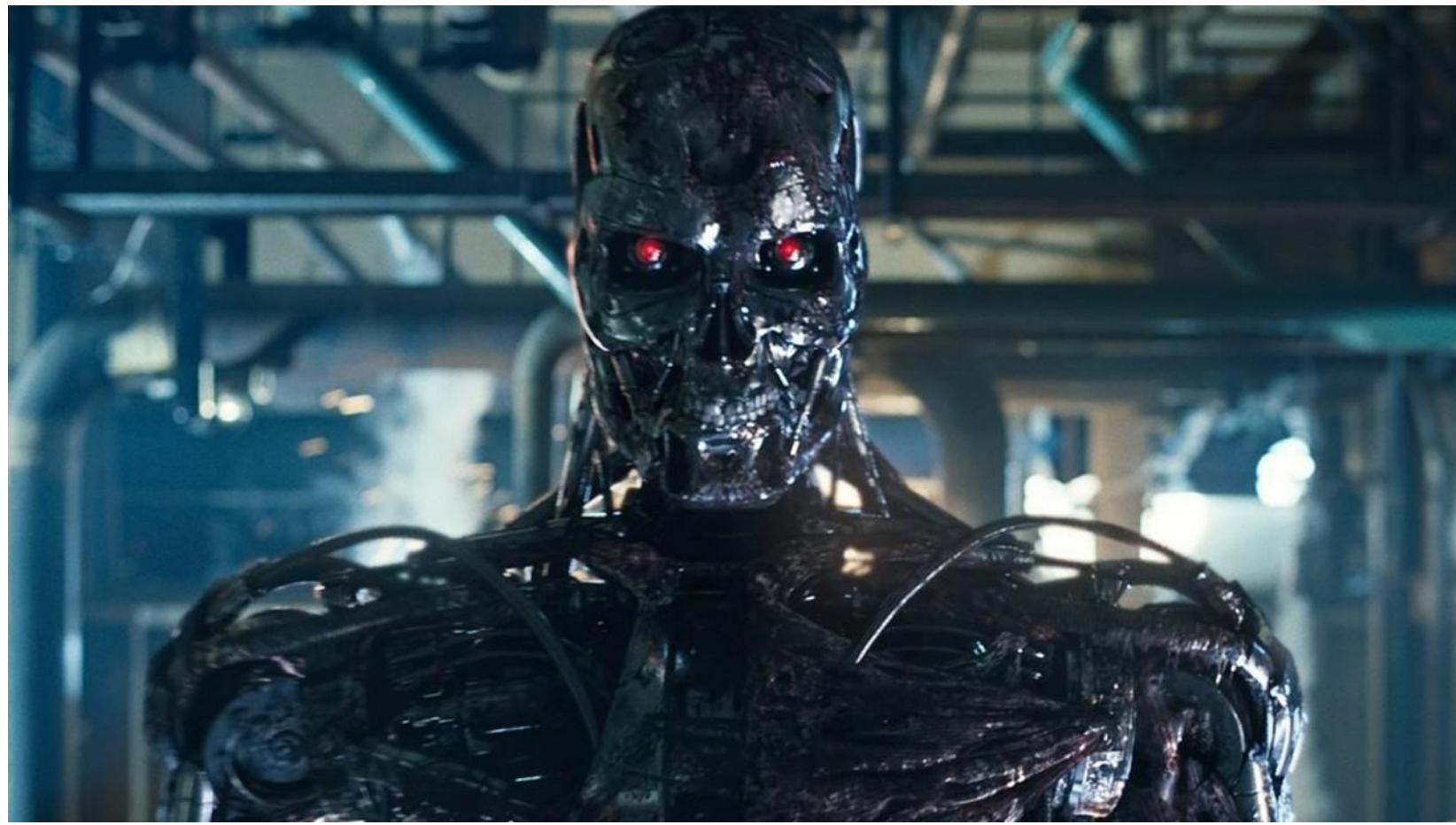
So, not really a threat to our safety!
Why the hype?





2001: A SPACE ODYSSEY

© MCMXVIII by Metro-Goldwyn-Mayer Inc. All rights in this Motion Picture Reserved Under International Conventions



SKYNET BEGINS TO GROW AT AN
EXPONENTIAL RATE. IT BECOMES
SELF-AWARE AT 2:14 AM...



REPLACE "SKYNET" WITH "GOOGLE"
AND SUDDENLY TERMINATOR BECOMES
A LOT SCARIER.

SKYNET

If you change it to "Siri" it's even scarier AND more realistic.

Losing jobs to machines

Will smarter machines cause mass unemployment?

Jun 25th 2016 | From the print edition



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SITTING IN AN office in San Francisco, Igor Barani calls up some medical scans on his screen. He is the chief executive of Enlitic, one of a host of startups applying deep learning to medicine, starting with the analysis of images such as X-rays and CT scans. It is an obvious use of the technology. Deep learning is renowned for its superhuman prowess at certain forms of image recognition; there are large sets of labelled training data to crunch; and there is tremendous potential to make health care more accurate and efficient.

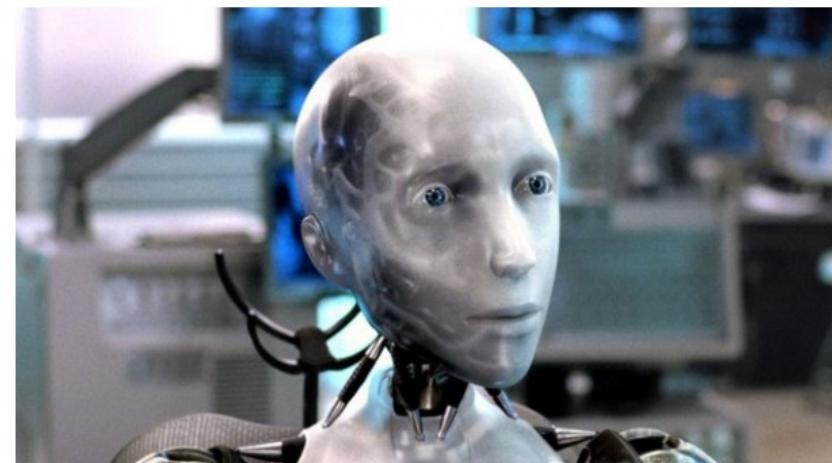


Michael Morganstein

Middle class workers are losing their jobs to robots

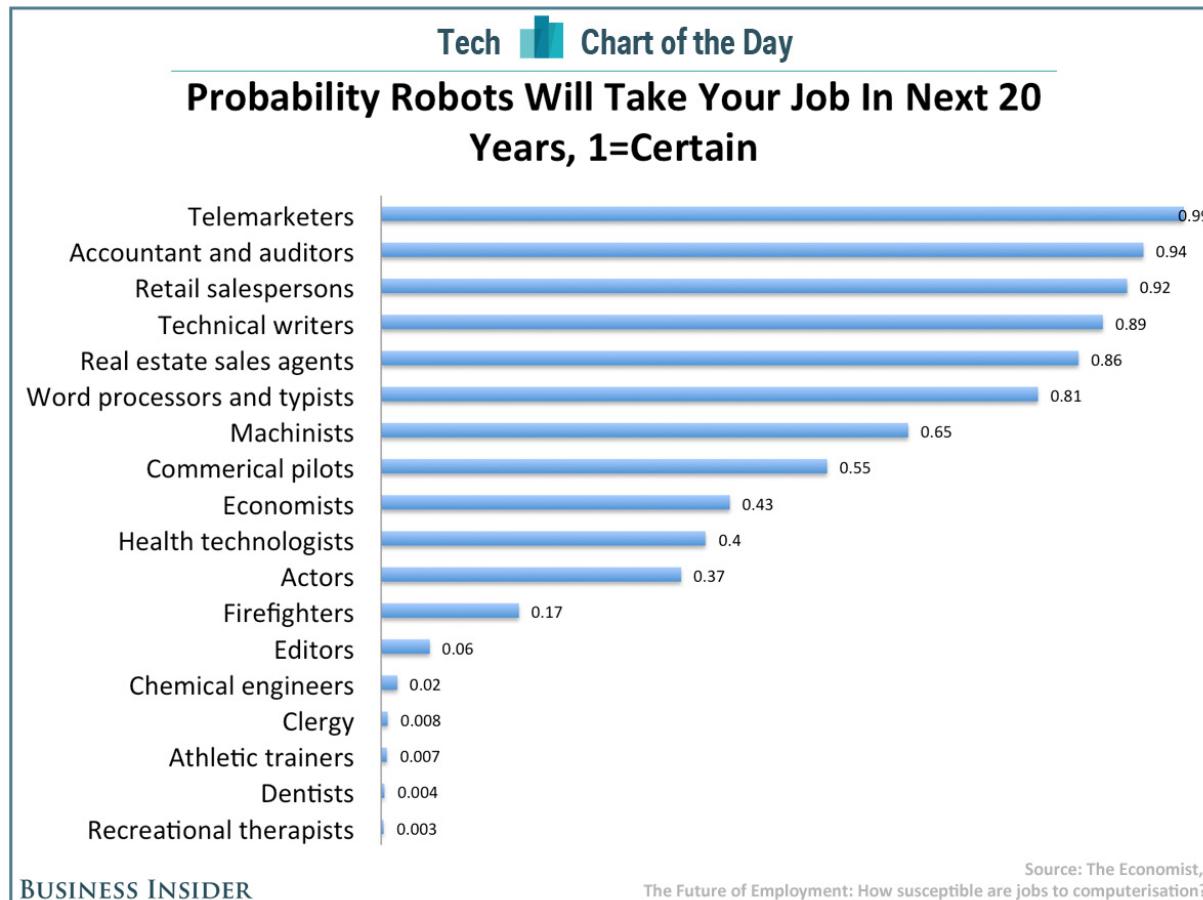
BY MEREDITH PLACKO

05.08.2016 :: 2:00PM EDT [@MPLACKO](#)



It's a headline that is all too familiar these days. As the world of automation grows and workers are being replaced by robots in factories, farming, and even food service – the concern of what to do with this displaced workforce is becoming a leading topic among economists as well as world and business leaders.

Losing jobs to machines



Losing jobs to machines



Robots Could Make Universal Basic Income a Necessity

Technology is the great equalizer.

Nickolaus Hines | August 11, 2016 | Money

Universal basic income isn't a new idea. Variations of the concept – that all citizens, regardless of their career, should have a guaranteed wage – date back to the 16th century, but it's never been successfully implemented. But the 21st century has something the 16th century didn't have: robots. And as automated workers take more and more jobs from human beings, basic income might be the only way to keep the country's economy afloat.

AI bloopers

telegraph.co.uk

Google Photos labels black people as 'gorillas'

By Sophie Curtis 11:20AM BST 01 Jul 2015

Google has removed the 'gorilla' tag from its new Photos app, after a user noticed it had filed a number of photos of him and his black friend in an automatically generated album named 'gorillas'.

The affected user, computer programmer Jacky Alciné, took to Twitter to post proof of the Google Photos error, along with the question: "What kind of sample image data you collected that would result in this son?"

AI bloopers

The First Level of Super Mario Bros. is Easy with Lexicographic Orderings and Time Travel ...after that it gets a little tricky.

Dr. Tom Murphy VII Ph.D.*

1 April 2013

Abstract

This paper presents a simple, generic method for automating the play of Nintendo Entertainment System games.

Keywords: computational super mario brothers, memory inspection, lexicographic induction, networked entertainment systems, pit-jumping, ...

1 Introduction

The Nintendo Entertainment System is probably the best video game console, citation *not* needed. Like many, I have spent thousands of hours of my life playing NES games, including several complete playthroughs of classics like Super Mario Bros., Bionic Commando, Bubble Bobble, and other favorites. By the year 2013, home computers have become many orders of magnitude faster and more capacious than the NES hardware. This suggested to me that it may be time to automate

paper is mainly as a careful record of the current status for repeatability and further development on this important research subject. A short video version of this paper is available for those that hate reading, at <http://tom7.org/mario>, and is the more fun way to consume the results. This page also contains audiovisual material that makes this work more entertaining (for example, its output) and source code.

The basic idea is to deduce an objective function from a short recording of a player's inputs to the game. The objective function is then used to guide search over possible inputs, using an emulator. This allows the player's notion of progress to be generalized in order to produce novel gameplay. A design goal is that the objective function be amusingly elegant (not at all smart, fancy, or customized to the game) in order to demonstrate that the game is reducible to such a simple objective. The search needs to be game-agnostic and practical, but since the space is exponential (256^n)[7], we need to be smart here.

The objective function, the algorithm to deduce it, the search strategy, and its implementation are all in-

The end

