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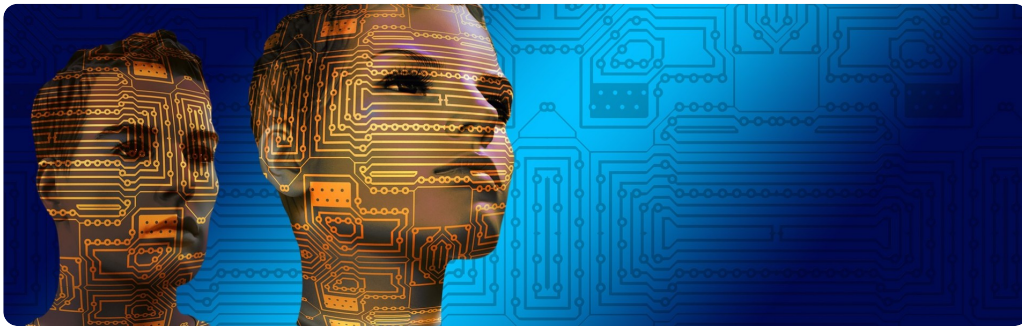
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# AI, generally speaking ...

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(Source: Pixabay)



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Artificial Intelligence (AI) covers wide range of technologies, right from ruled based expert systems to latest advances in Machine and Deep Learning. Aim is to mimic (or even surpass) human intelligence. AI is broadly divided into three stages, Artificial Narrow Intelligence (ANI), that has a narrow range of abilities, basically single tasking; Artificial General Intelligence (AGI), which has multi-task capabilities as in humans; Artificial Superintelligence (ASI), that has capability more than that of humans.

Although a bit dated, 6.S099 course at Massachusetts Institute of Technology (MIT) taught by Lex Fridman serves a good introduction to AGI.



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# ARTIFICIAL INTELLIGENCE

## GENERAL AGI

MIT COURSE 6.S009 <https://agi.mit.edu/>

**Lex Fridman**

### ENGINEER INTELLIGENCE

- Impact of AGI - Utopia, Dystopia, Neutral
- Far away from AGI
- One invention away
- Safety, Ethics

**TECHNOPHOBIA VS BLINDNESS**

- How hard?
- Avoid black box

**HUMANS, THE EXPLORERS**

- Uncover mysteries
- Explore unknown
- Projects: Dream Vision, Angel, Ethical car, Vote AI

**Josh Tanenbaum**

- Common Sense
- Intuitive Physics
- 0/1 shot Learning

**Ray Kurzweil**

- Natural Intelligence

**Lisa Feldman Barrett**

- How emotions are made?
- machine Learning emotions

**Nate Derbinsky**

- Cognitive Modeling
- Build Intuition

**Andrej Karpathy**

- Imagenet 95%
- Role & limitations of Deep Learning
- Bio x Artificial Intel

**Deep Learning**

== Representation Learning (aka feature Learning) ==  
understanding == feature generation

**Bio mimicry for Computation**

- Parameters, Synapses
- Topology, layers
- Asynchronous, parallel
- Speed, Power consumption

**Stephen Wolfram**

- Knowledge based Programming
- Artificial Life
- Cellular automata

**Richard Moyes**

- Autonomous weapons
- Safety, banning

**Marc Raibert**

- Boston Dynamics
- Robots in real world
- Intelligence for action

**Ilya Sutskever**

- Open AI games
- Reinforcement Learning

**Current challenges**

- Transfer Learning
- Big + Supervised data
- No full auto ML
- No transparency

**Current Questions**

- How much AI can learn?
- Can AI reason?
- compose representations?
- fully autonomous end to end?

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A number of renowned AI scientist were invited as guest lecturers in this course. So, recommending watching the full play-list (below)



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Artificial Intelligence is not that obscure, esoteric (akin to black magic) stuff that we should stay away from but just a set of technologies trying to compete with human intelligence, which we should embrace and flow along. Its not a monolithic thing but has gradations/steps based on capabilities and expectations. Having seen some success of AI on specific tasks, scientist are aiming for the next stage now, ie the general intelligence or multi-task intelligence, which is closer to human intelligence.

Here is my article with a sketchnote of a [Massachusetts Institute of Technology](#) class on Artificial General Intelligence (AGI) taught by [Lex Fridman](#).

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[Tanmay Vora](#) for comments and suggestions

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