

Your Bridge to the Future

Forecasting Artificial Intelligence

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TFI 2018

January 25-26, 2018

Marriott Courtyard Downtown
Austin, Texas

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Excerpted from:

Forecasting Issues for the New World

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23rd IIF Workshop
Predictive Analytics and Forecasting
Research and Applications

Siemens AG - Corporate Technology September 14th & 15th, 2017 Munich, Germany





Outline

- Fundamental Driving Forces Old and New
- Adoption Forecast for the New Transformative Technologies
- AI is in the Middle of Everything
- Performance Trend Basics
- Performance Trends for AI
- Implications



Fundamental Driving Forces - 1990s View

Physical Movement **Telecommunications Digital Communications** Analog Low Bandwidth High Bandwidth Wireline Wireless Electronic Optical Circuit Switching Packet Switching Niche Marketing Mass Marketing

New Fundamental Driving Forces

Humans Machines

People Communicating Things Communicating

Computing AI /Cognitive Computing

Screen-based Augmented/Virtual Reality

Client/Server Cloud Computing

Small Data Big Data

Slow Data Fast Data



Humans \longrightarrow Machines

Robots











Drones



Self Driving Vehicles





Kognit – Cognitive Assistants for Dementia Patients



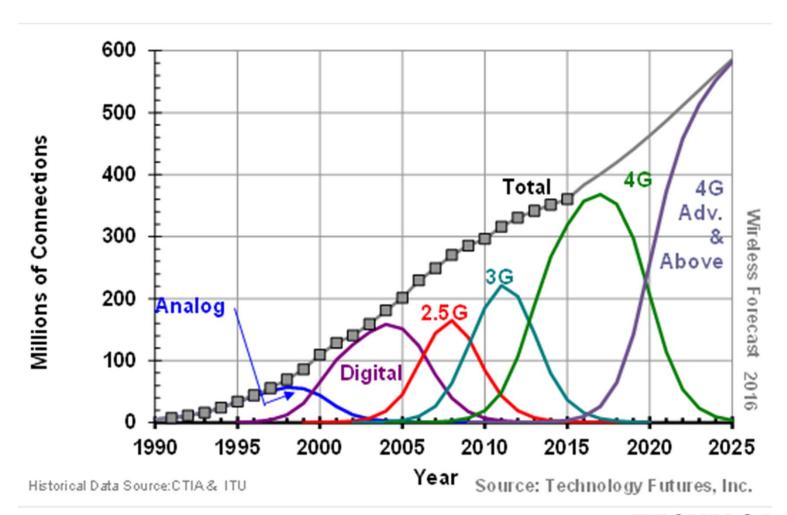
http://www.slideshare.net/diannepatricia/kognit-cognitiveassistants-for-dementia-patients



Adoption Forecast for the New Transformative Technologies

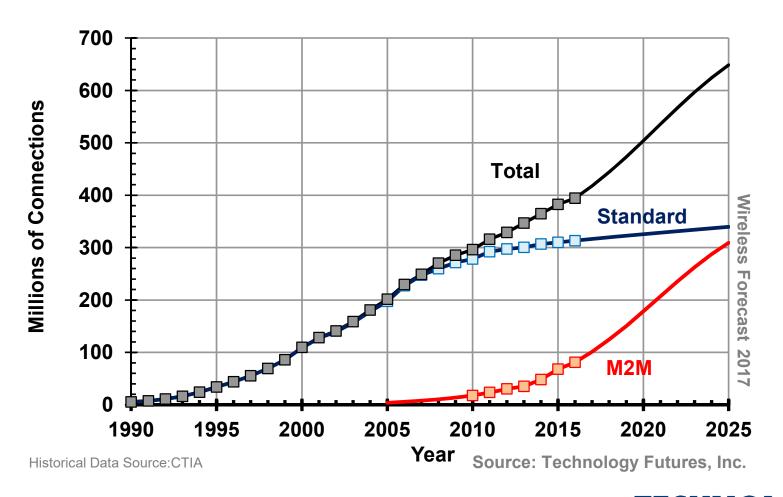


TFI Wireless Generations Forecast



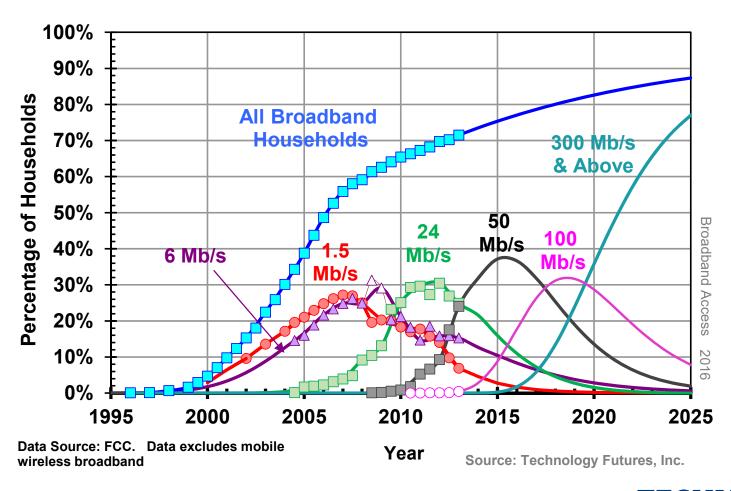


TFI Wireless Connection Forecast





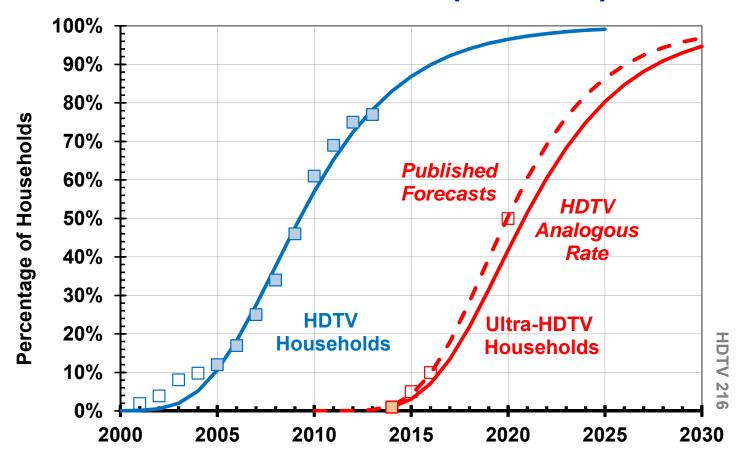
U.S. Broadband Lifecycles



Lifecycle (t) =
Substitution (t) – Next Substitution (t)



Ultra-HD Households (aka 4K)



Historical data sources: 2001-2004 Misc. 2005-2015 Leichtman Research

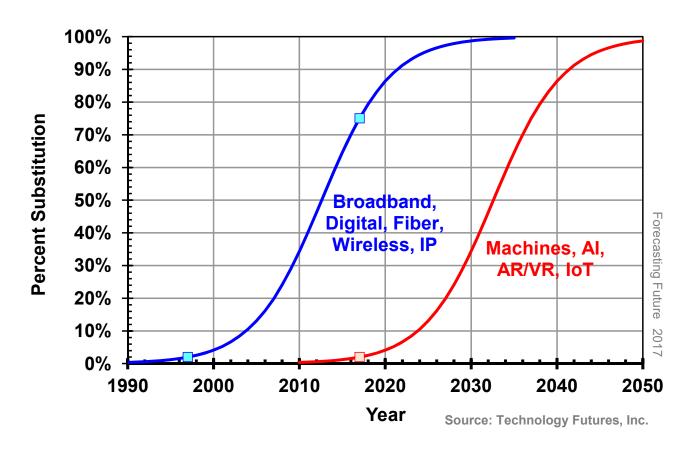
Year

Source: Technology Futures, Inc.

UHDTV Data Source (Red Squares): Strategy Analytics

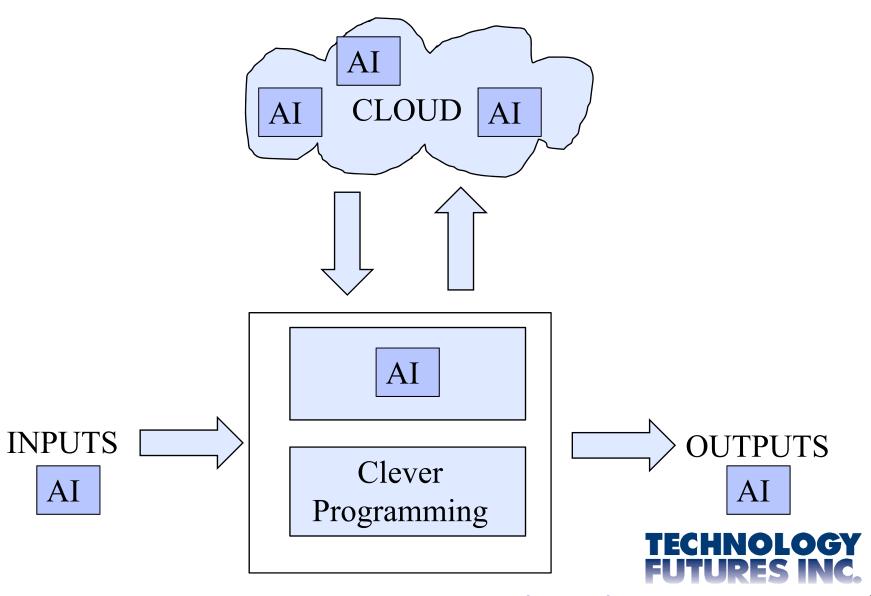


Major Transitions of our Time





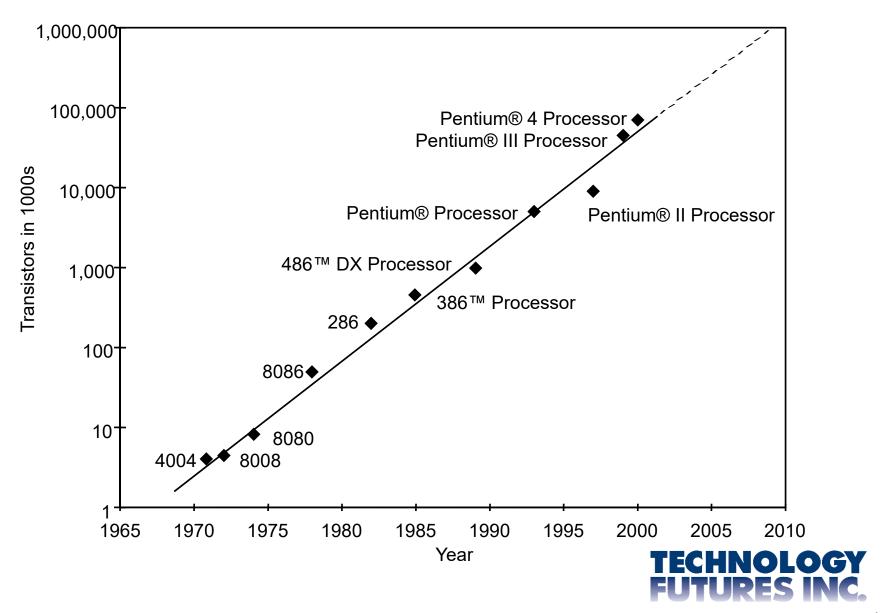
Al is in the Middle of Everything



Performance Trends Basics



Moore's Law

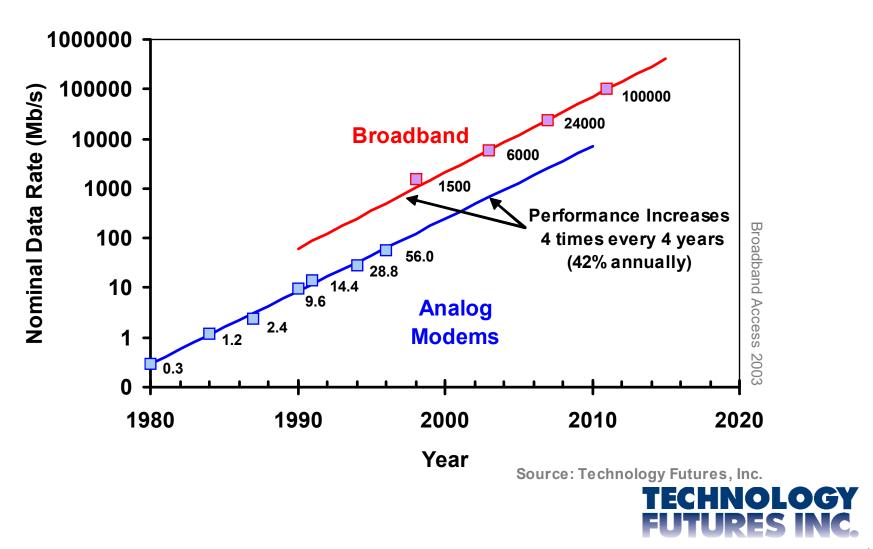


Constant Percentage Rate of Advance (Exponential)

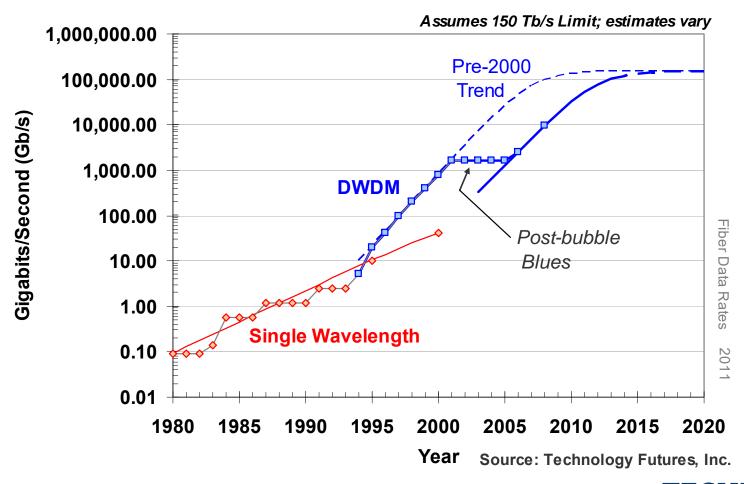
- Most new technologies progress this way
- Measure must reflect utility
- Rates will continue if:
 - The improvement is technically possible
 - Utility and demand continues
 - Basic approach remains the same
- If approach changes, look for
 - Discontinuities
 - Changes in improvement rate



Analog Modem & Broadband Speeds

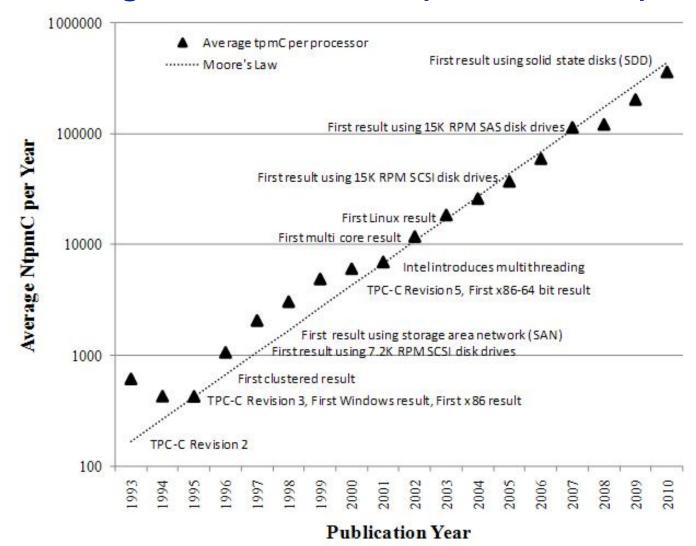


Maximum Data Rates for Commercial Fiber Optic Systems





Average transactions-per-minute per processor



Source: Raghunath Nambiar, Cisco,

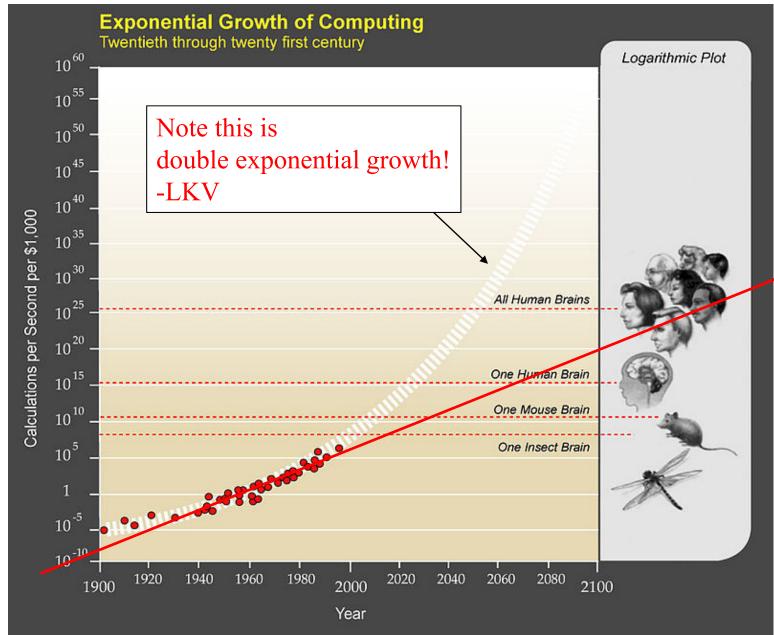
http://tech4b.blogspot.com/2012/04/fast-data-brief-analysis-on-

trends.html



Performance Trends for Al





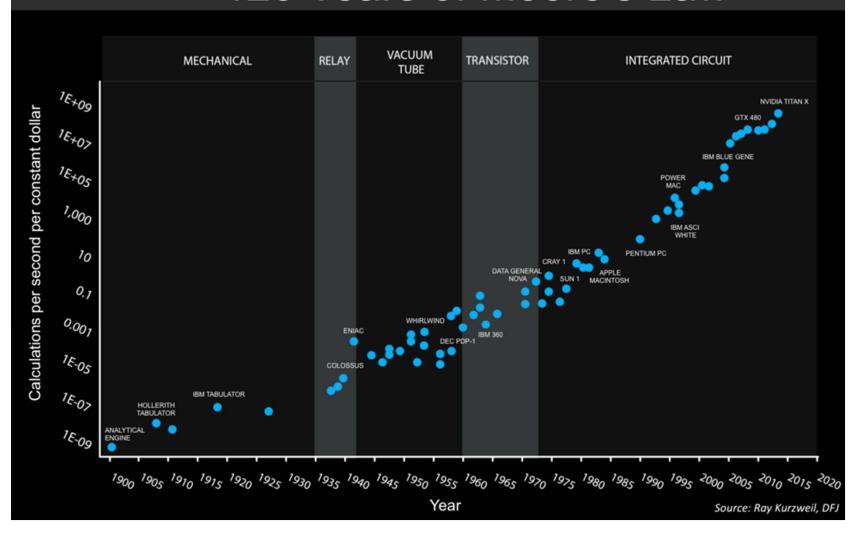
Kurzweil's **Computer Performance Forecast**

This is exponential growth!

By Courtesy of Ray Kurzweil and Kurzweil Technologies, Inc. en:PPTExponentialGrowthof Computing.jpg, CC BY 1.0, https://commons.wikimedia.org/w/index.php?curid=3324354



120 Years of Moore's Law



By Steve Jurvetson -

https://www.flickr.com/photos/jurvetson/31409423572/, CC BY 2.0,

https://commons.wikimedia.org/w/index.php?curid=55002144



Exponential Performance Trends

Exponential

$$f(t) = e^{bt}$$

Typical

Multiple Exponentials

$$f(t) = e^{b_1 t} e^{b_2 t} = e^{(b_1 + b_2)t} = e^{bt}$$

Happens

Note that Multiple Exponential is Exponential

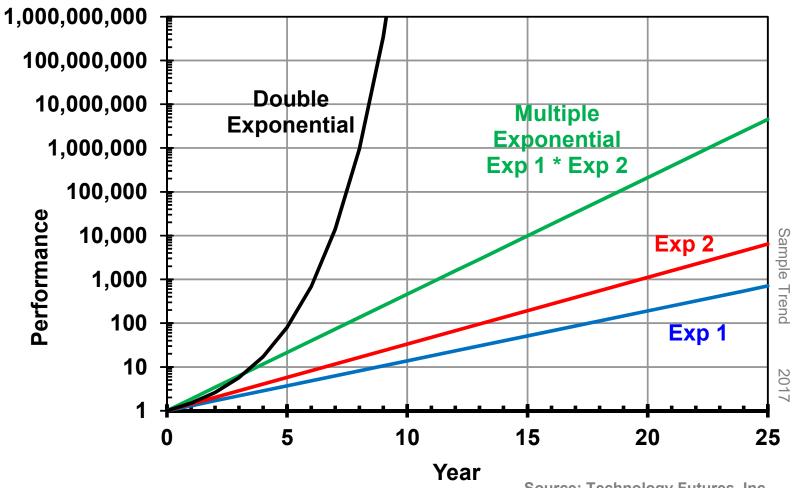
True Double Exponential

$$f(t) = e^{b^x} = e^{(b^x)}$$





Multiple vs Double Exponentials



Source: Technology Futures, Inc.





Elon Musk on AI Progress and Threat at International Space Station Research and Development Conference, July 19, 2017 Clip from CNN Money/Tech

Full interview at

https://www.youtube.com/watch?v=BqvBhhTtUm4

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A Premise for Moving Forward

- Kurzweil means true double exponential, based on logic that better argues for multiple exponential.
- Musk means multiple exponential when he says "double exponential" (I think)
- Let's assume that exponential is the most solid basis to explore the promise and impact of AI
- However, there's a catch



Hard vs Easy Problems

- Easy Problems
 - Computations grow linearly or polynomially with problem size n.
 - $-f(\mathbf{n}) = \mathbf{a} + \mathbf{b}\mathbf{n}$
 - $-f(\mathbf{n}) = a + b_1 \mathbf{n} + b_2 \mathbf{n}^2 + b_3 \mathbf{n}^3 \dots + b_k \mathbf{n}^k$
- Hard Problems
 - Computations grow exponentially with problem size n
 - $-f(\mathbf{n}) = \mathbf{e}^{\mathbf{c}\mathbf{n}}$



5ⁿ n **Decision Tree** 1 5 25 2 3 125 4 625 5 3,125 6 15,625 7 78,125 8 390,625 9 1,953,125 10 9,765,625 11 48,828,125 12 244,140,625 13 1,220,703,125 14 6,103,515,625 15 30,517,578,125 16 152,587,890,625 17 762,939,453,125 18 3,814,697,265,625 19 19,073,486,328,125 20 95,367,431,640,625 21 476,837,158,203,125 22 2,384,185,791,015,620 23 11,920,928,955,078,100 24 59,604,644,775,390,600 298,023,223,876,953,000 5

25

125

Performance Trends for Problem Solving - Advanced

- Exponential increase in processing speed, $x(t) = e^{b_1 t}$
- Exponential increase in efficiency, $y(t) = e^{b_2 t}$
- Combined performance, $e^{(b_1+b_2)t} = e^{bt}$
- Solution time = $s(t) = f(n)/e^{bt} = e^{-bt}f(n)$
- The maximum problem size solvable in S seconds grows with **n**:

Exponentially if f(n) is polynomial (Easy)

Linearly if f(n) is exponential (Hard)



Maximum Problem Size in S seconds

Exponential Difficulty (Hard)

$$f(n) = e^{cn}$$

$$s(t) = e^{-bt}e^{cn}$$

For a given solution time S:

$$S = e^{-bt}e^{cn}$$

Solving for n at time t:

$$n(t) = In S/c + (b/c) t = A + Bt$$

Linear Progress

Polynomial Difficulty (Easy)

$$f(n) = n^k$$

$$s(t) = e^{-bt}n^k$$

For a given solution time S:

$$S = e^{-bt}n^k$$

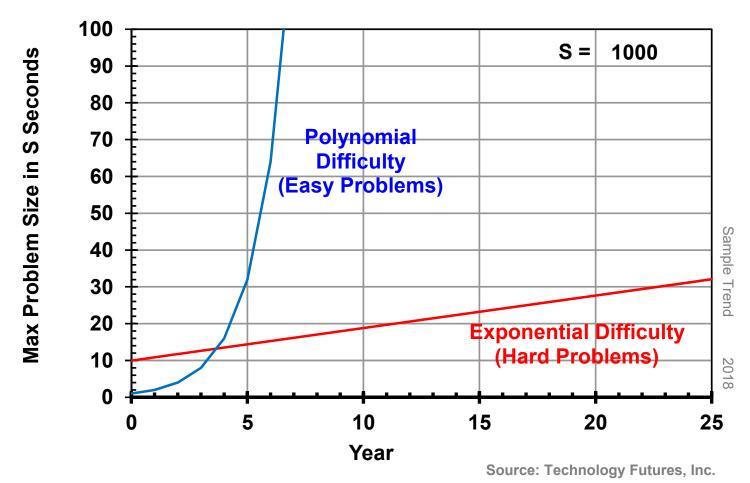
Solving for n at time t:

$$n(t) = S^{1/k}e^{(b/k)t} = Ae^{Bt}$$

Exponential Progress



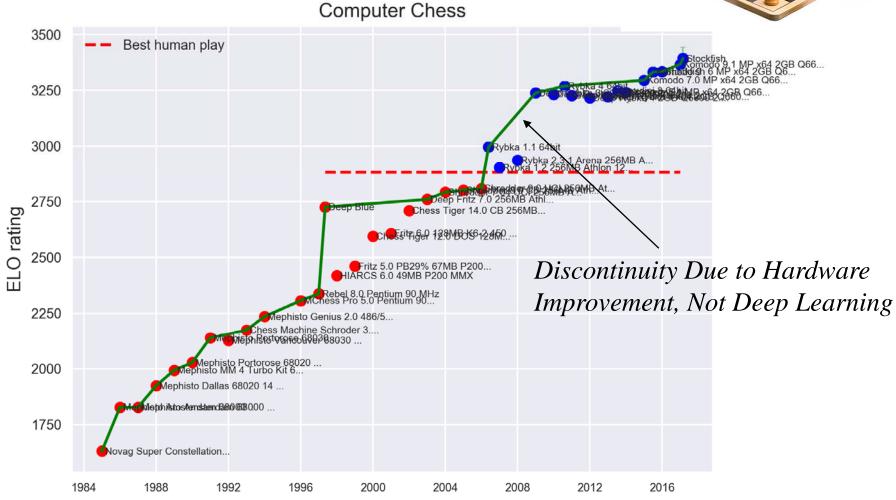
Maximum Problem Size in S seconds (Example)



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Chess





https://www.eff.org/ai/metrics



Go

AlphaGo performed notably better than its predecessors (all Monte Carlo Tree Search programs, but without deep learning or GPUs.)



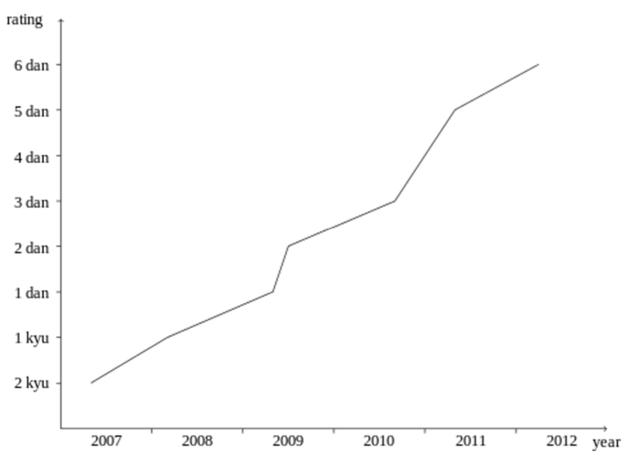
- It uses *much* more hardware and more data.
- AlphaGo doesn't represent that much of a surprise given the improvements in hardware and data (and effort). – Miles Brundage

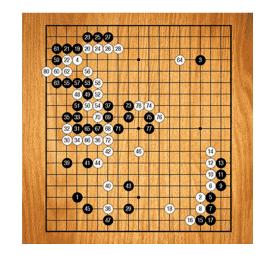
Miles Brundage (http://www.milesbrundage.com/blog-posts/alphago-and-aiprogress)

https://srconstantin.wordpress.com/2017/01/28/p erformance-trends-in-ai/



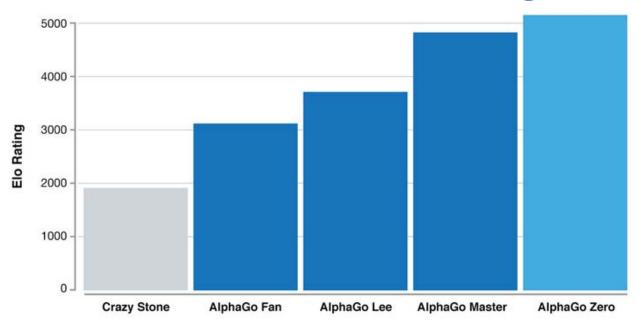
Prior Al Go Improvement





Found at: https://en.wikipedia.org/wiki/Monte Carlo tree search Referenced source for data: "Sensei's Library: KGSBotRatings". TECHNO Retrieved 2012-05-03. https://senseis.xmp.net/?KGSBotRatings

AlphaGo Continued Progress







https://deepmind.com/ blog/alphago-zerolearning-scratch/



Image Recognition

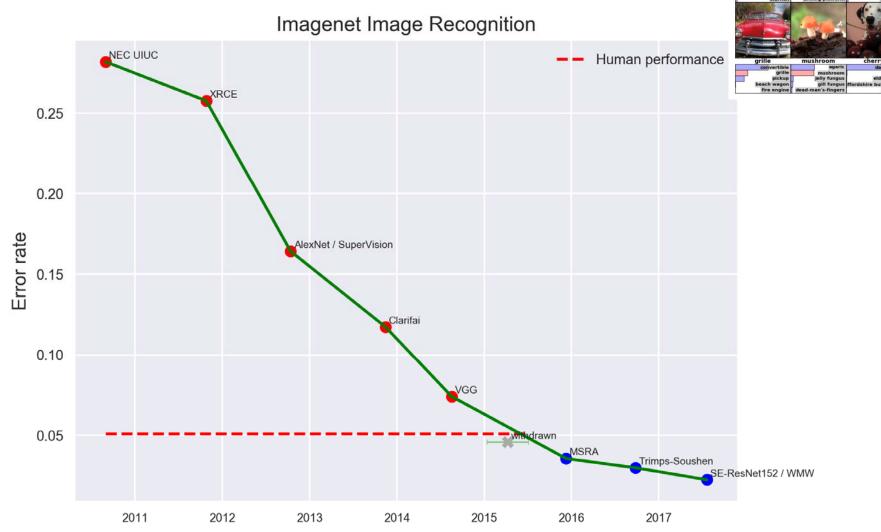
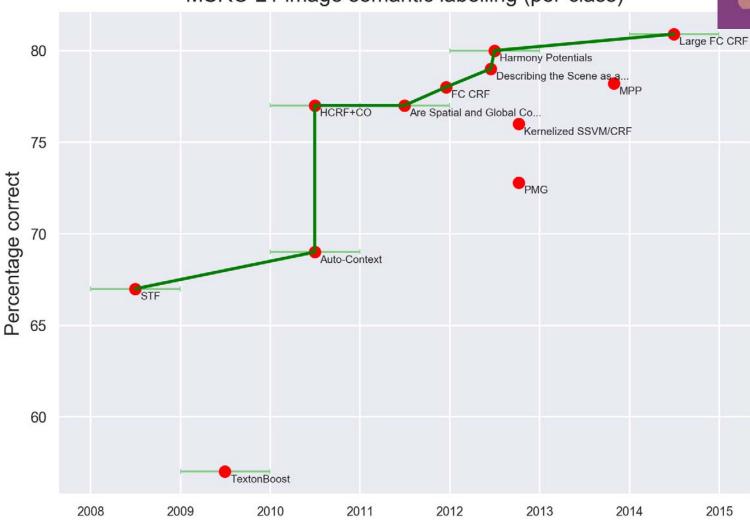




Image Recognition



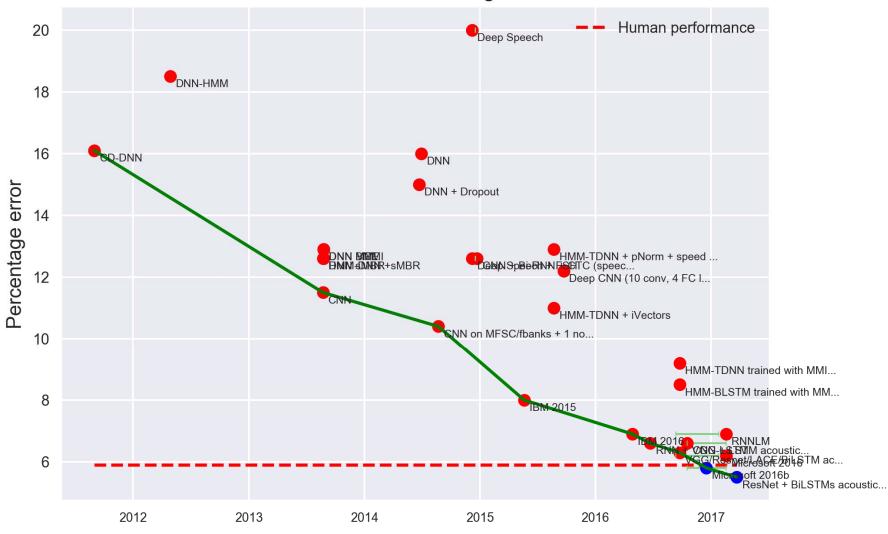


SPEECH NIST STT Benchmark Test History – May. '09 100% **RECOG-**Switchboard Conversational Speech **NITION** Meeting Speech (Non-English) deeting = SDIMOV4 Read Speech Switchbo ard II Broadcast Speech chtgard Cellular CTS Arabic (UL) 2011: Meeting-IHM Air Travel anning Kiosk Varied Microphones context-Hews Arabic 100 CTS Fisher (UL) dependent News English 1X deep neural WER(%) News English unlimited 10% Noisy News English 10X network hidden Markov 4% models Range of Human Error In Transcription 2% 1990 2000 2010

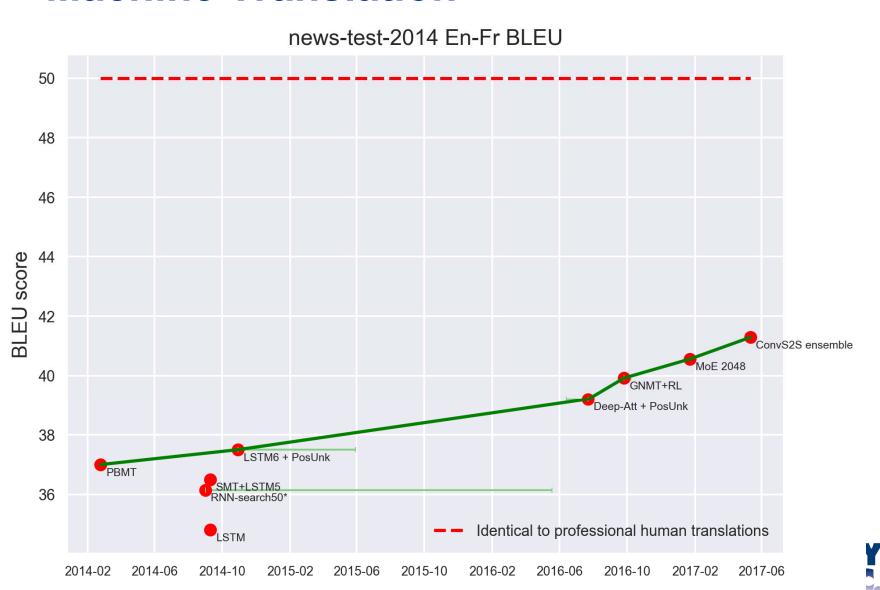
(http://itl.nist.gov/iad/mig/publications/ASRhistory/index.html https://srconstantin.wordpress.com/2017/01/28/performance-trends-in-ai/

Speech Recognition

Word error rate on Switchboard trained against the Hub5'00 dataset



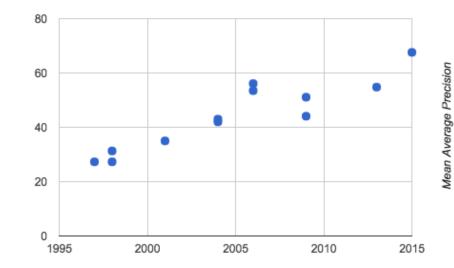
Machine Translation



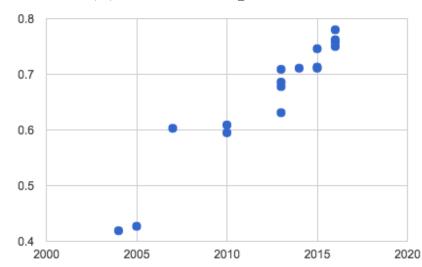
Natural Language Processing (SAT)



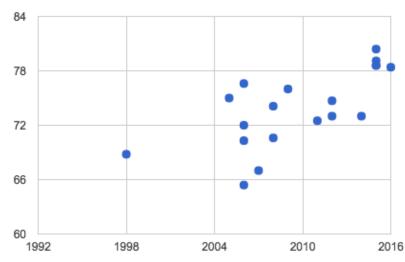
Accuracy



(b) SAT Multiple Choice



(c) SAT Paraphrase ID



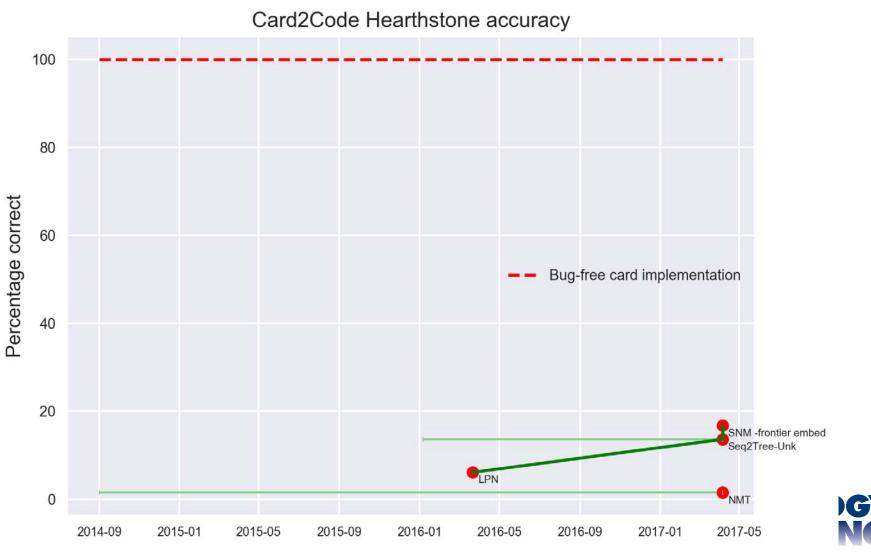
- a. Analogies: No Deep Learning
- b. Mult Choice: Neural Nets in 2014
- c. Paraphrase ID: Top Performer was

Matrix Factorization

https://srconstantin.wordpress.com/2017/01/28/performance-trends-in-ai/



Generating computer programs from specifications



Summary for Al Progress

- Wide Range of:
 - Problem difficulty
 - Solution status
 - Metrics
 - Progress rates and patterns
 - Distance to go
- Discontinuities and rate changes
- Deep learning has varied impact on rate
- Linear progress typical



Other Thoughts on Al Progress

- What are the characteristics of problems that decide the above?
- Do the problems become easier or harder as we move *toward* General Intelligence?
- How will AI systems play with each other?
- How will AI interact with the outside world?
- Does the argument that AI will "bootstrap" itself hold water?



What does it mean for...

- Commerce and Industry?
- Communications?
- Mankind?



For Commerce and Industry

- Wide range of applications across industries
- Ubiquitous
- AI embedded in other transformative technologies
- Important across processes, products, and services
- Many opportunities, but highly disruptive
- Huge employment implications



Implications for Communications

- Rapidly increasing performance requirements
- Rapidly improving technologies
- Widespread and massive investments
- Frequent upgrades and rapid obsolescence
- Changes in workforce



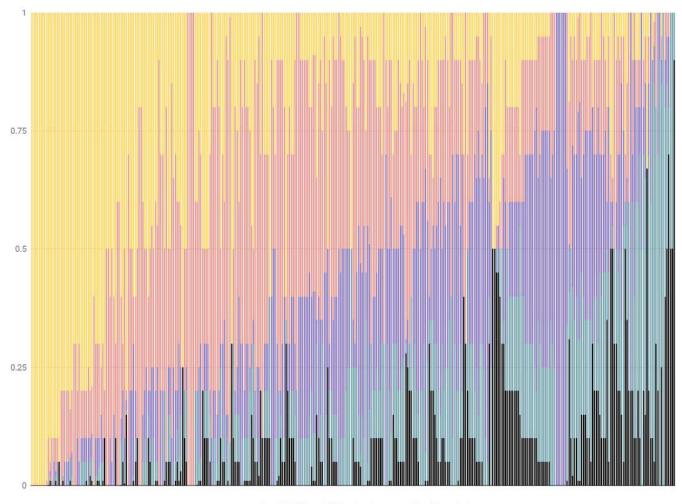
Implications for Mankind

- Tremendous opportunity for good and evil
- Existential Threats Real and Imagined
- Challenges political, economic, and social



How good will high-level machine intelligence be for humanity?

According to 355 machine learning authors



- Extremely good (e.g. rapid growth in human flourishing)
- On balance good
- More or less neutral
- On balance bad
- Extremely bad (e.g. human extinction)

guesses at probabilities of different outcomes, ordered by optimism

http://aiimpacts.org/wpcontent/uploads/2017/04/ESOPAI-value.png Copyright © 2018, Technology Futures, Inc. 51



It's up to us.



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