

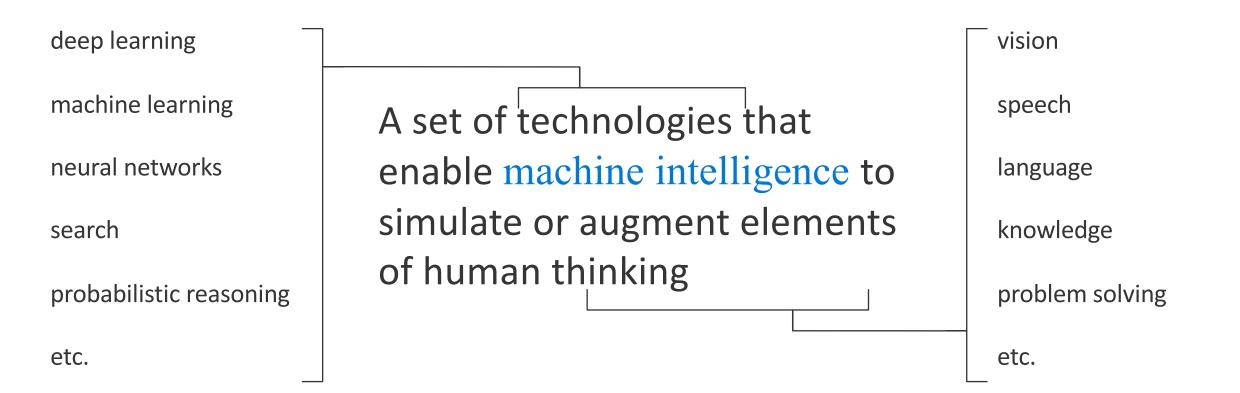
Artificial Intelligence

Current State and Future Considerations

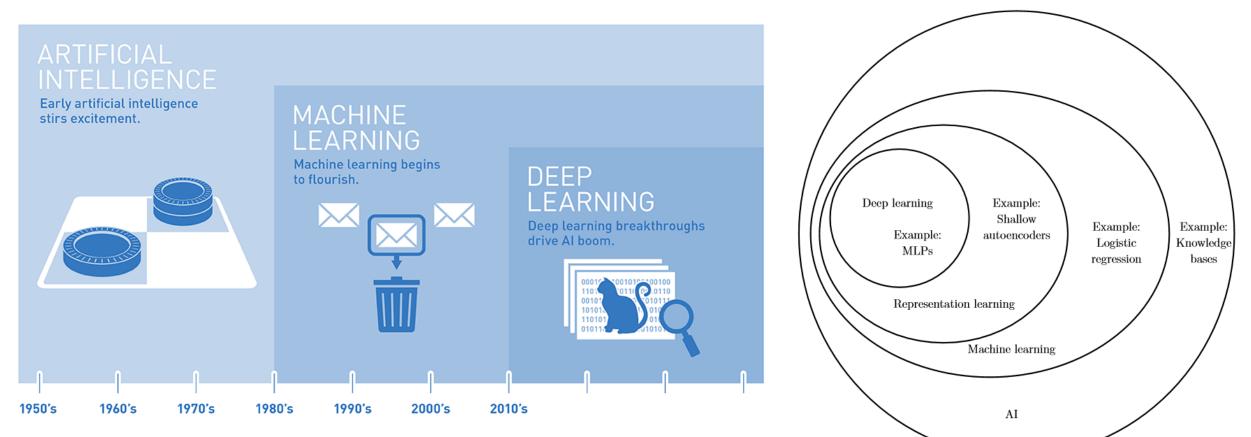
Greg Milligan Microsoft Canada



Artificial Intelligence



Al, Machine Learning, Deep Learning



Since an early flush of optimism in the 1950s, smaller subsets of artificial intelligence – first machine learning, then deep learning, a subset of machine learning – have created ever larger disruptions.

"What's the Difference Between Artificial Intelligence, Machine Learning, and Deep Learning?", Michael Copeland, 2016

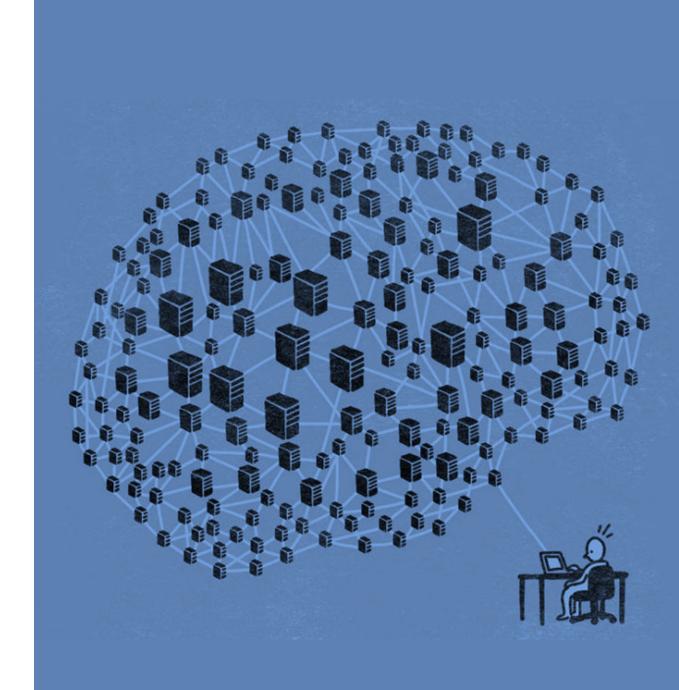
How is it different?

Teach machines, not instruct

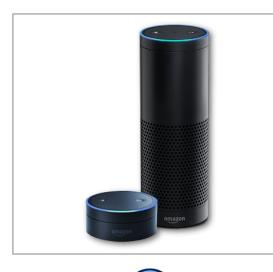
Increasing compute power

Massive growth in data

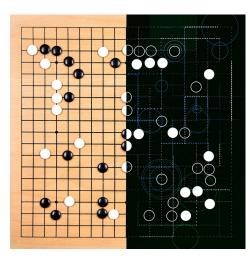
Advanced statistical methods

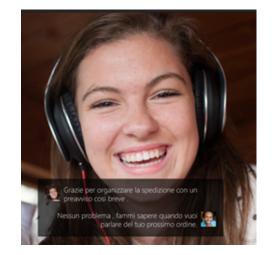


Where is it?

















How you can use it?

process automation

task/decision augmentation

bring intelligence to data

customer service

etc.

but – start with the problem

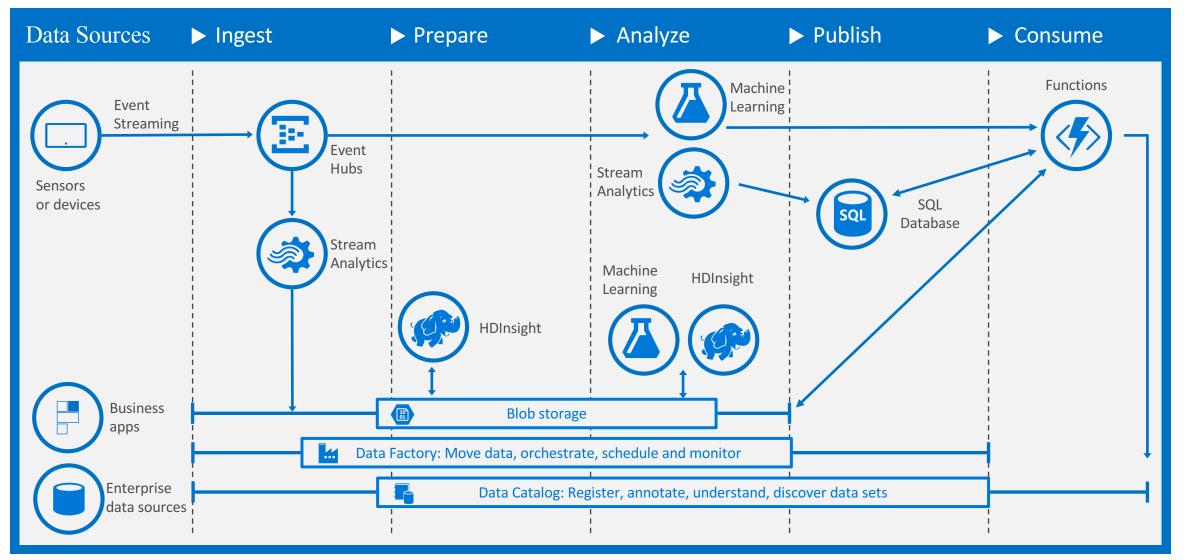


Machine Learning



Designing a solution using Machine Learning

Sample device telemetry analytics solution architecture

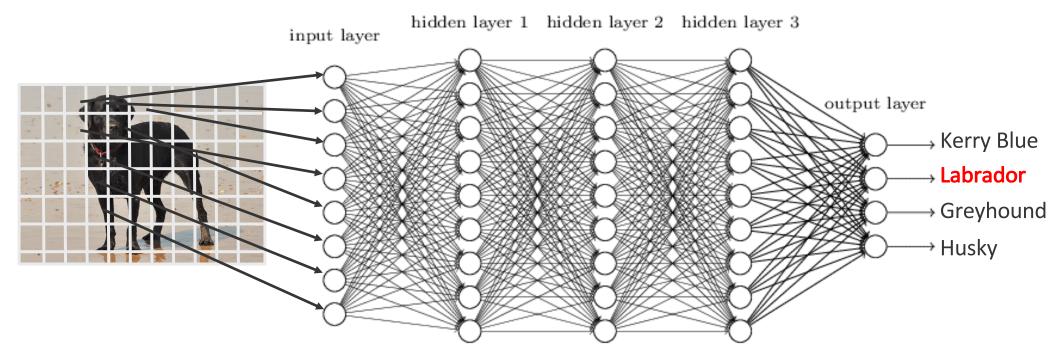


Deep Learning



Deep Learning

Based on advancements in artificial neural networks



Larger and deeper networks

- Many layers; some up to 150 layers
- Billions of learnable parameters
- Feed Forward, Recurrent, Convolutional, Sparse, etc.

Training on big data sets

- 10,000+ hours of speech
- Millions of images
- Years of click data

Highly parallelized computation

- Long-running training jobs (days, weeks, months)
- Acceleration with GPU
- Recent advances in more computer power and big data

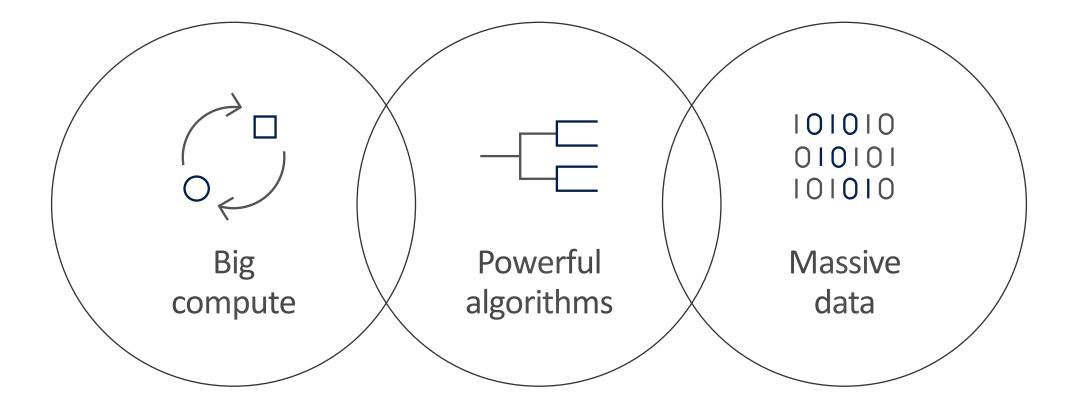
Grocery item object detection and recognition

- Automated grocery inventory management in connected refrigerators
- Implemented Fast R-CNN object detection in CNTK. REST API published using Python Flask
- Annotated 311 images, split into 71 test and 240 training images. In total 2578 annotated objects, i.e. on average 123 examples per class
- Prototype classifier has a precision of 98% at a recall of 80%, and 93% precision at recall of 90%

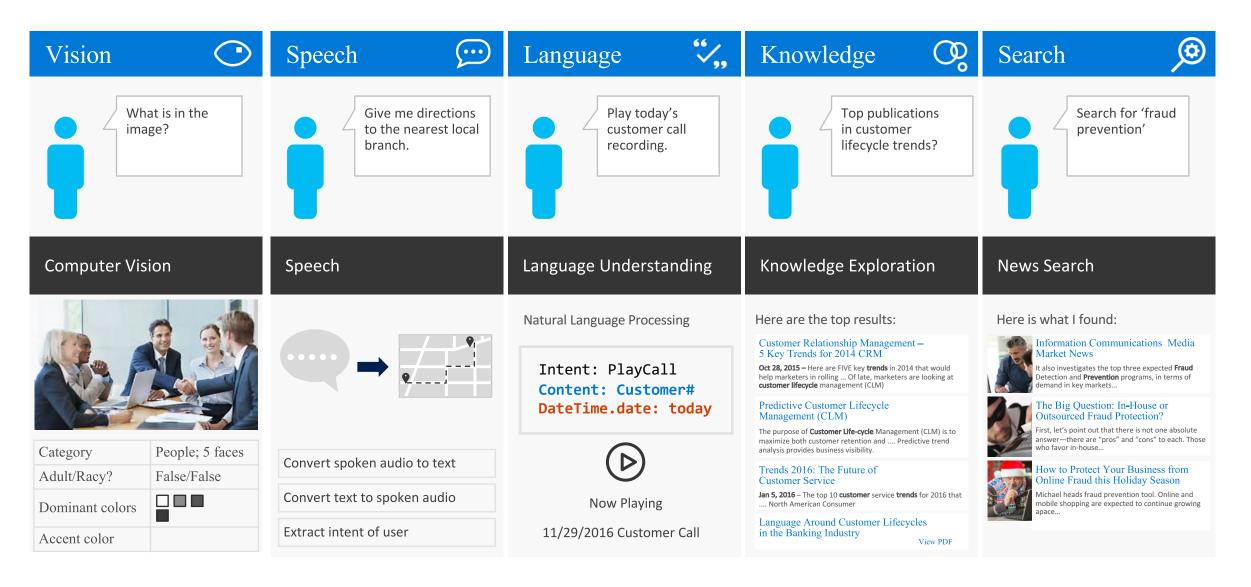
IEBHERR



 https://blogs.technet.microsoft.com/machinelearning/2016/09/02/microsoft-and-liebherr-collaborating-on-newgeneration-of-smart-refrigerators/



Examples of real-world applications



Computer Vision API

Analyze an image Understand content within an image

OCR

Detect and recognize words within an image

Generate thumbnail

Scale and crop images, while retaining key content

Recognize celebrities

Thanks to domain specific models, ability to recognize 200K celebrities from business, politics, sports and entertainment around the world



Analyze image

Type of image

Clip Art Type	0 Non-clipart
Line Drawing Type	0 Non-Line Drawing
Black & White Image	False

Content of image

Categories	<pre>[{ "name": "people_swimming", "score": 0.099609375 }]</pre>
Adult Content	False
Adult Score	0.18533889949321747
Faces	<pre>[{ "age": 27, "gender": "Male", "faceRectangle": {"left": 472, "top": 258, "width": 199, "height": 199}}]</pre>

Image colors

Dominant Color Background	
Dominant Color Foreground	
Dominant Colors	
Accent Color	

White	
Grey	
White	

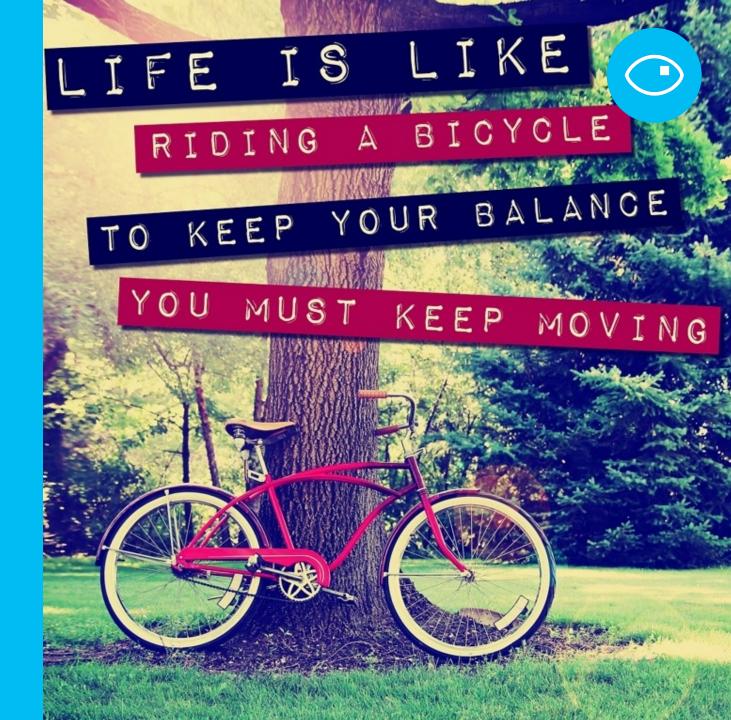
Is Adult Content: False Categories: people_swimming



Age: 27 Gender: Male OCR

JSON:

```
"language": "en",
"orientation": "Up",
"regions": [
  "boundingBox": "41,77,918,440",
 "lines": [
   "boundingBox": "41,77,723,89",
   "words": [
     "boundingBox": "41,102,225,64",
     "text": "LIFE"
      "boundingBox": "356,89,94,62",
     "text": "IS"
     "boundingBox": "539,77,225,64",
     "text": "LIKE"
```

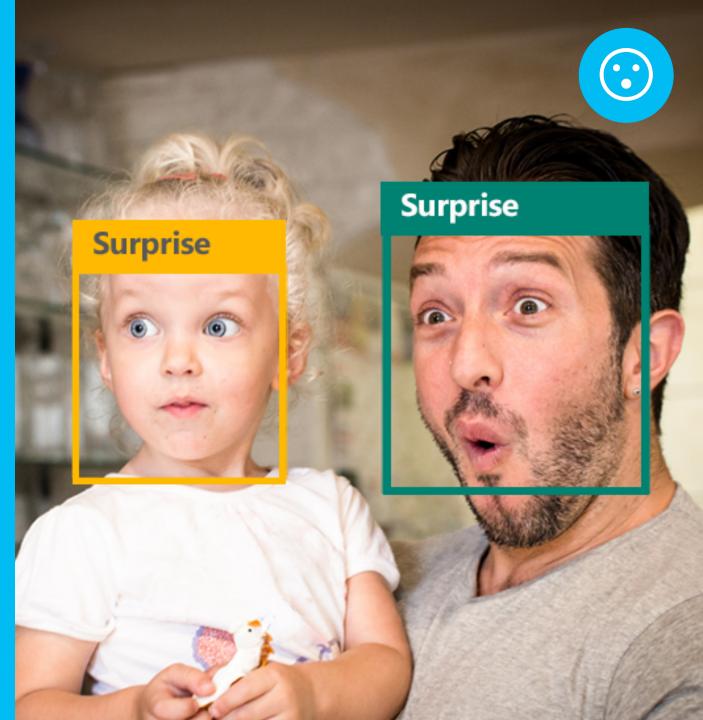


Emotion API

Face detection

Emotion scores

"scores": { "anger": 5.182241e-8, "contempt": 0.0000242813, "disgust": 5.621025e-7, "fear": 0.00115027453, "happiness": 1.06114619e-8, "neutral": 0.003540177, "sadness": 9.30888746e-7, "surprise": 0.9952837}



Content Moderator

Machine-assisted moderation of text and images, augmented with human review tools

Image moderation

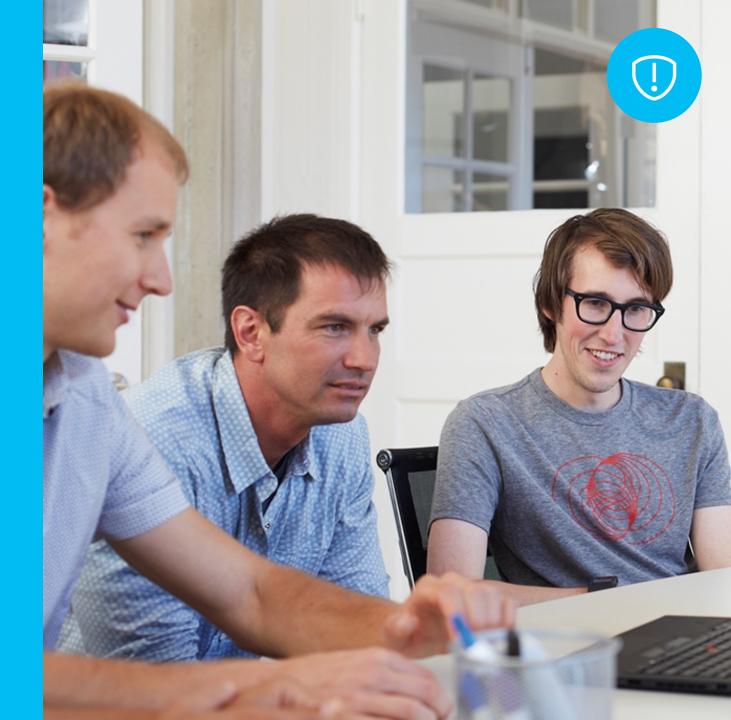
Enhance your ability to detect potentially offensive or unwanted images through machine-learning based classifiers, custom blacklists, and Optical Character Recognition (OCR)

Text moderation

Helps you detect potential profanity in more than 100 languages and match text against your custom lists automatically. Content Moderator also checks for possible Personally Identifiable Information (PII)

Video moderation

Enable the scoring of possible adult content in videos.



୨୨ LANGUAGE

Process text and learn how to recognize what users want

Spell Check | Language Understanding | Linguistic Analysis | Text Analytics | Web Language Model | Translator Text and Speech

Language understanding models

"News about flight delays"



```
"entities": [
   "entity": "flight_delays",
   "type": "Topic"
ر ا
"intents": [
   "intent": "FindNews",
   "score": 0.99853384
  },
   "intent": "None",
   "score": 0.07289317
  },
   "intent": "ReadNews",
   "score": 0.0167122427
  },
   "intent": "ShareNews",
   "score": 1.0919299E-06
```



Linguistic analysis

Analysis tolls for natural language processing

Access to part-of-speech tagging and parsing, identifying concepts, and actions



Linguistic analysis

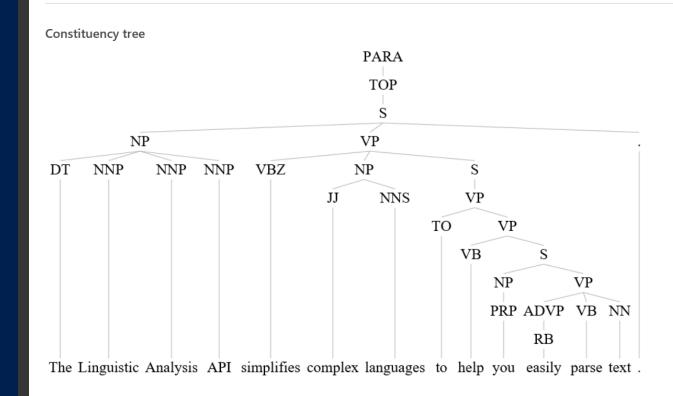


Enter a sentence

The Linguistic Analysis API simplifies complex languages to help you easily parse text.

POS tags

[["DT","NNP","NNP","NNP","VBZ","JJ","NNS","TO","VB","PRP","RB","VBP","NN","."]]



Text analytics

Sentiment analysis

Understand if a record has positive or negative sentiment

Key phrase extraction Extract key phrases from a piece of text, and retrieve topics

Language detection Identify the language, 120 supported languages



& KNOWLEDGE

Tap into rich knowledge amassed from the web, academia, or your own data

Academic Knowledge | Entity Linking | Knowledge Exploration | Recommendations | QnA Maker | Custom Decision Service

Academic knowledge

Interpret

Interprets a natural language user query string. Returns annotated interpretations which can enable rich search-box auto-completion experiences that anticipate what the user is typing

Evaluate

Evaluates a query expression and returns academic knowledge entity results

Calchistogram

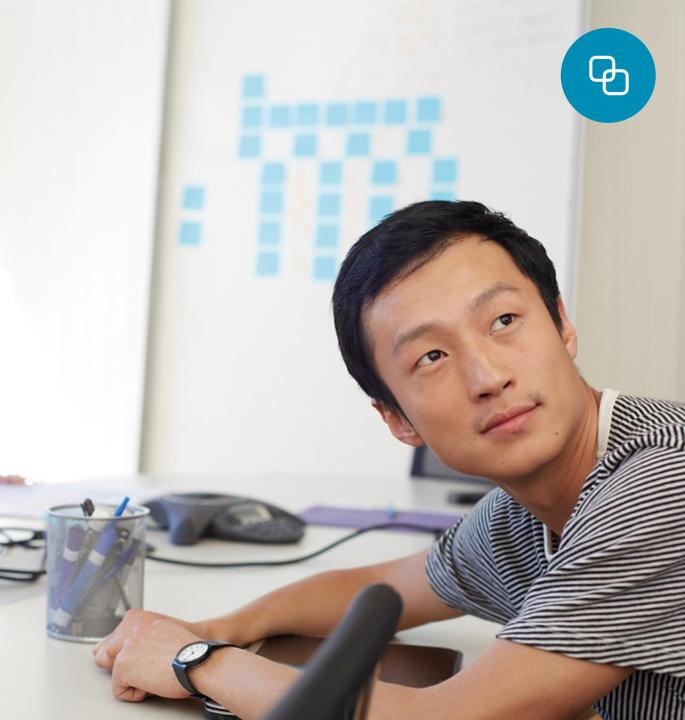
Calculates a histogram of the distribution of attribute values for the academic entities returned by a query expression, such as the distribution of citations by year for a given author



Entity linking

Power your app's data links with named entity recognition and disambiguation A word might be used as a named entity, a verb, or another word form within a given sentence

The Entity Linking Intelligence Service will recognize and identify each separate entity based on the context



Knowledge exploration

Enable interactive search experiences over structured data via natural language inputs

Attribute histograms To enable rich visualization and interactive faceted experience

Structured query evaluation

To efficiently retrieve detailed information about matching objects

Query auto-completion

To reduce user effort and help with discovery of rich capabilities

Natural language understanding To interpret natural language queries into structured query expressions



Recommendations

Increase catalog discovery Help customers easily discover items that they may be interested in

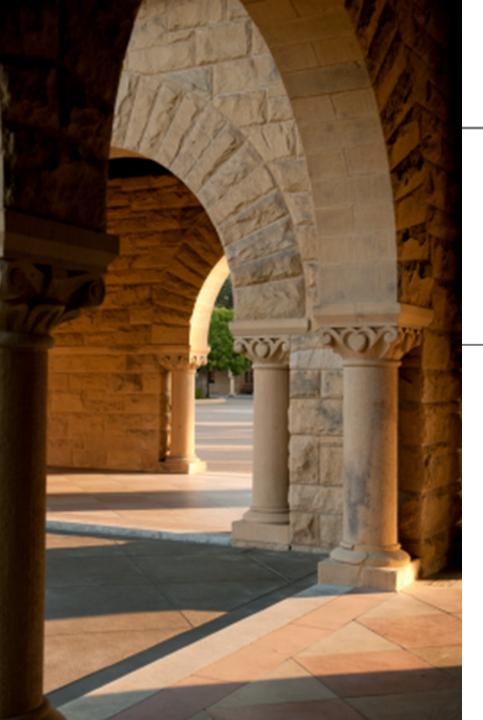
Personalize your experience Show suggestions that are targeted to each specific user

Increase the bottom line Increase your conversion rate by offering the right products at the right time



Progress And Predictions





Artificial Intelligence: Progress and Predictions

Ece Kamar Researcher, Microsoft Research Redmond http://www.ecekamar.com/

Exciting Times





Exciting Times





Public Perception

Stephen Hawking warns artificial intelligence could end mankind

By Rory Cellan-Jones Technology correspondent

© 2 December 2014 | Technology | ₣



Stephen Hawking: "Humans, who are limited by slow biological evolution, couldn't compete and would be superseded"

Intelligent Robots Will Overtake Humans by 2100, Experts Say

by Tia Ghose, Senior Writer | May 07, 2013 01:03pm ET



Bill Gates claims 'AI dream is finally arriving' - and says machines will outsmart humans in some areas within a decade

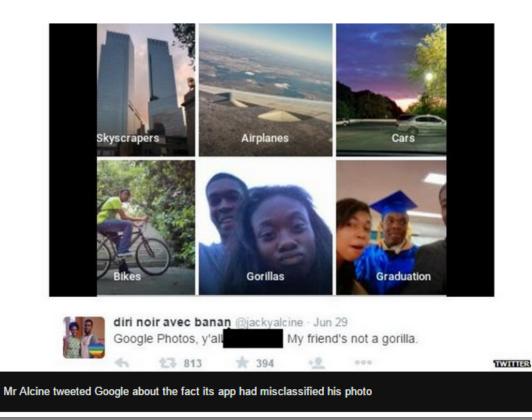
- Claims in next 10 years there will be robots to do tasks like driving and warehouse for humans
- · AI will also outpace humans in certain areas of knowledge



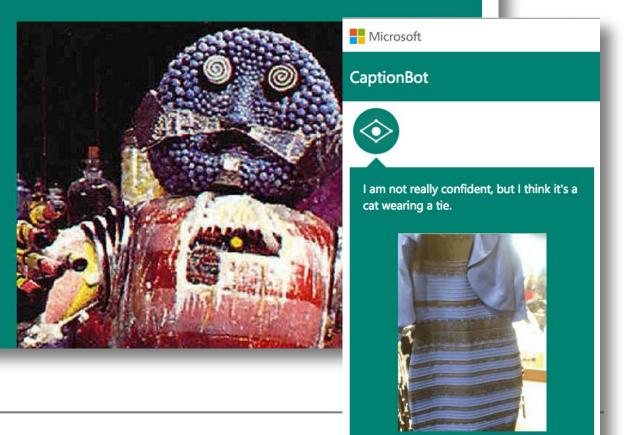
What Happens in the Real World

Google apologises for Photos app's racist blunder

O 7 hours ago | Technology



I am not really confident, but I think it's a group of colorful umbrellas.



Research

What Happens in the Real World



Research

3 Questions

- What is AI?
- Where are we?
- Where are we headed?

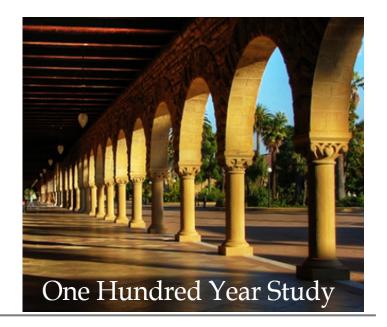




AI 100: One Hundred Year Study of AI

- A longitudinal study of influences of AI advances on people and society:
 - □ Analysis of trends, developments, potential disruptions
 - Formulating recommendations and guidance
- Target audience:
 - Al researchers
 - □ Industry
 - □ General public
 - Policy makers

https://ai100.stanford.edu/sites/default/files/ai_100_report_0831fnl.pdf





Charge for the 1st Study

- Focus: Large urban areas (typical North American city)
 - Identify possible advances in AI over 15 years and influences on daily life
 - Specify scientific, engineering and legal efforts needed
 - Consider actions needed to shape outcomes for societal good, deliberating design, ethical and policy challenges





Study Panel

Chair: Peter Stone, UT Austin

- Rodney Brooks, Rethink Robotics
- Erik Brynjolfsson, MIT
- Ryan Calo, University of Washington
- Oren Etzioni, Allen Institute for Al
- Greg Hager, Johns Hopkins
- Julia Hirschberg, Columbia
- Shivaram Kalyanakrishnan, IIT Bombay

- Ece Kamar, Microsoft
- Sarit Kraus, Bar Ilan
- Kevin Leyton-Brown, UBC
- David Parkes, Harvard
- William Press, UT Austin
- Julie Shah, MIT
- Astro Teller, X
- Milind Tambe, USC
- AnnaLee Saxenian, Berkeley



Report Structure

- Preface for context
- Executive Summary (1 page)
- Overview (5 pages)
- Introduction
 - Defining AI; Current research trends
- AI by domain
 - 8 areas with likely urban impact by 2030
 - Look backwards 15 years and forward 15 years
 - Opportunities, barriers and realistic risks
- Policy and legal issues
 - □ Current status, recommendations



Quick History Lesson

1950 In his famous paper Computing Machinery and Intelligence, Alan Turing posits that computer programs could think like humans and proposes a test to ascertain whether a computer's behavior is "intelligent."



1956 Stanford computer scientist John McCarthy, above, convenes the Dartmouth conference on "artificial intelligence," a term he defined. At this conference Herbert Simon and Allen Newell demonstrate a program that uses artificial intelligence to prove theorems in Principia Mathematica, by Bertram Russell and Alfred North Whitehead about logical foundations of mathematics. Simon and Newell also start work on computerized chess.

1962 Arthur Samuel, an IBM computer scientist who later became a Stanford professor, creates a self-learning program that proves capable of defeating one of America's top-ranked checkers champions.

Microsoft[®]

Research



1965-1970 Stanford researchers Ed Feigenbaum,

seated above, Joshua Lederberg, Bruce Buchanan and Carl Djerassi create DENDRAL, the first "expert system." It creates scientific hypotheses about molecular structure using measured data.

1970-1980

Researchers develop more expert systems with applications to biology, medicine, engineering and the military.

1973 SRI's Artificial Intelligence Group creates Shakey the Robot, which crosses an obstacle-filled room autonomously using vision and locomotion systems. Shakey is the Computer History Museum's iconic exhibit for AI and Robotics.

1997 IBM's Deep Blue beats world chess champion Garry Kasparov in a six-game match, capping what Simon and Newell started four decades earlier. 2000 Statistical machine learning research that began in the 1980s achieves widespread practical use in major software services and mobile devices.



2005 Computer scientist Sebastian Thrun, above, and a team from the Stanford Artificial Intelligence Laboratory build a driverless car named Stanley. It becomes the first autonomous vehicle to complete a 132-mile course in the Mojave Desert, winning the DARPA Grand Challenge. Stanley is now on exhibit in the Smithsonian.

2009 Computer scientist Eric Horvitz assembles an AAAI study group on long-term AI futures, which holds its final meeting at Asilomar in California. 2011 IBM's Watson supercomputing system beats the two best human players of the TV game show Jeopardy, demonstrating an ability to understand and answer the types of nuanced questions that had previously bedeviled computer programs.

2014 Stanford accepts proposal to host One-Hundred-Year Study on Artificial Intelligence.

Dartmouth Artificial Intelligence (AI) Conference

We propose that a 2 month, 10 man study of artificial intelligence be carried out during the summer of 1956 at Dartmouth College in Hanover, New Hampshire.

The study is to proceed on the basis of the conjecture that every aspect of learning or any other feature of intelligence can in principle be so precisely described that a machine can be made to simulate it. An attempt will be made to find how to make machines use language, form abstractions and concepts, solve kinds of problems now reserved for humans, and improve themselves.

- <u>Dartmouth Al Project Proposal</u>; J. McCarthy et al.; Aug. 31, 1955.

Where are We? Where are We Headed?

Transportation



- Home-service robots
- Healthcare
- Education
- Public safety and security
- Low-resource communities
- Employment and workspace



Entertainment



Employment and Workplace

- Near term: AI will replace more tasks than jobs
 - Will create jobs, but harder to predict what types
- Medium term: Path for lower costs for goods and services
 Distribution of wealth will be an issue
- Long term: Fear of replacing all human jobs is overblown

Social safety nets may be needed



Key Takeaways

- "The Study Panel found no cause for concern that AI is a imminent threat to humankind."
- "No machines with self-sustaining long-term goals and intent have been developed, nor are they likely to be developed in the near future."



Key Takeaways continued...

- "Emerging technologies have potential to profoundly transform society and economy for the better by 2030."
- "AI will not replace people, it will augment them."
- "Need increased focus on building systems that can collaborate effectively with people."
- "Towards intelligent systems that are human-aware and trustworthy".



Interdisciplinary Issues

- Biases
- Transparency of Al
- Fair access
- Definition of responsibility
- Potential for good and bad
- Technical expertise at all levels of decision-making



Al Implications (and a few more examples)

- \cdot We overestimate the impact of technology in the short term and underestimate it in the long term
- Things go from being really bad to really good in a few short years (voice, translation, etc.)
- · Kaltura just an API call...

- · *McDonalds voice ordering*
- Manulife voice analysis live suggestions by a bot on customer (and agent) emotions, etc.

Implications in Higher Education

- · LMS student engagement tracking
- · Collaboration Platform usage, plagiarism, etc.
- Classrooms student (faculty?) engagement, mood, tone (facial analysis and voice)
- · CCTV security, location, mood
- Student Residence safety, waking hours, attendance
- · Cafeteria/campus restaurants wellness

Concerns

- Student Privacy & Buy-In
- Faculty Concerns
- \cdot Other Potentially Inappropriate Uses:
 - Prediction of Student Success
 - Confirmation Bias
 - Likely lots more...

Establishing an initial governance framework will be critical to maintaining stakeholder trust