Social Impact of AI Science and Engineering: Information Filtering and Disinformation

VML

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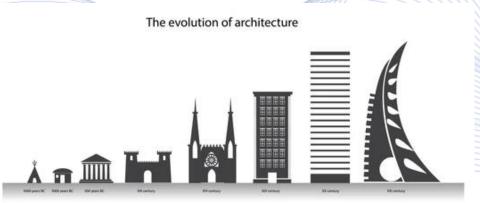
AI Science and Engineering

- Complex world
- What is AI?
- AI and Human Mind
- AI and Society
 - Information Filtering
 - Social Media and Disinformation





- The *complexity* of our world increases.
- We live in an environment that evolves over space and time.
- Ever more complex man-made constructions:
 - Smart buildings, complex infrastructure.
 - Complexity increases along *height*, due to space scarcity.
 - Miniaturization complexity increases due to resource scarcity: rare earths.

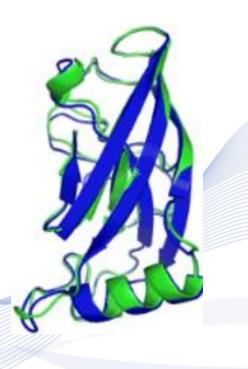




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- Life form complexity increases *through evolution* or *by design*:
 - New plant and animal variations, e.g., genetically designed.
 - We are at the start of life evolution by design.
- The increase of *global population* contributes to world complexity.
- Complexity increase in contrast to the 2nd thermodynamic law (*thermal death*).







- We live in an ever more complex *mental world*.
 - Dramatic increase in data production.
 - Large increase in knowledge, e.g., number of concepts:
 - Many *new concepts*: Internet, fake data, cryptocurrency etc.
 - Economic growth.
 - Complex societal processes.
- It is reflected in the real world (*rather the opposite*):
 - Internet, mobile communications, economic data, media.
 - Social media, social functions.





- Why world complexity increases?
 - Addressing human homeostatic and survival needs.
 - For-profit economies (capitalism) > Competition > Growth.
- Large strain on material and energy resources.
- Can humans cope with increased world complexity?
 - Limited brain capacity. Limited human body capacity.
 - Very slow biological evolution.

Is world complexity increase unavoidable?



- Statement: Information technologies and Artificial Intelligence is our current reply to world complexity increase.
 - Handling of the huge data flow:
 - Data acquisition, processing, communication, storage.
 - Addressing human brain limitations:
 - Al and data analysis produce information.
 - Unlimited memory thanks to data storage.
 - Reasoning and knowledge production: not there yet!!!



- Addressing human body limitations:
 - New 'senses': seeing the macrocosm and microcosm.
 - Improved human mobility: *intelligent vehicles*.
 - Improved communication:
 - We can reach any person on earth in 5-6 hops!
 - Mobile 24/7 communications.
 - Greatly improved global health.
- All the above benefits come at a price!





 AI Science and Engineering (AISE) is the interdisciplinary, scientific study and engineering of Artificial Systems that mimic and/or surpass human intelligence in information analysis and human interaction with the world.

- Core AISE disciplines are:
 - Machine Learning (ML),
 - Classical (Symbolic) Artificial Intelligence (AI)





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- Closely related AISE disciplines:
 - Robotics,
 - Autonomous Systems,
 - Digital Signal/Image Processing and Analysis,
 - Data Science and Data Analytics
 - Network Theory.
- Very useful in defining:
 - Data, analysis modes, applications.





- Complementary AISE-related disciplines:
 - Cognitive Science,
 - Neuroscience,
 - Psychology,
 - Philosophy, Ethics
 - Linguistics
 - Sociology.





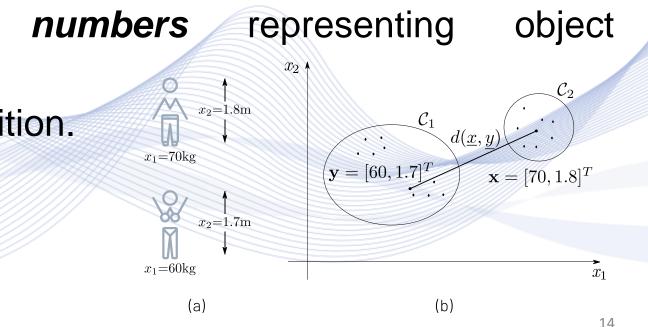
Data/information/knowledge definitions

Data: measured quantities related to nature and/or human activities.

- Data are primarily characteristics (features).
- Passive/active data acquisition.
- · Data sampling.

• Measured in bits.

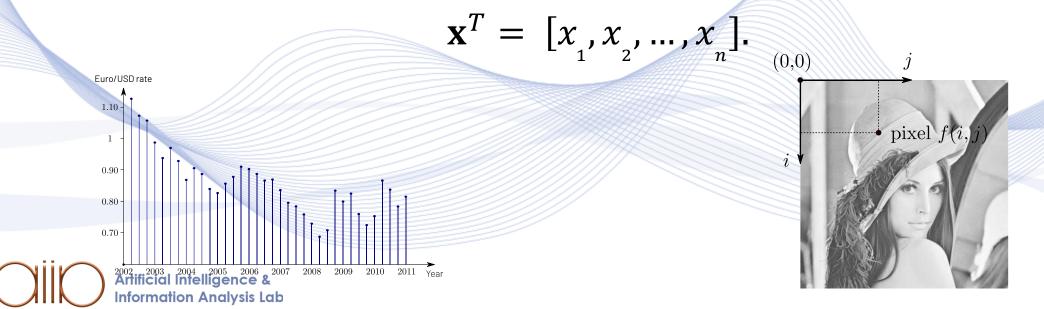
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Data can have *spatiotemporal structure*:

- 1D temporal signals, e.g., music
- 2D spatial signals: images
- Signals and object features can be represented by vectors:



Exponential data increase:

- Proliferation of sensors
- Detailed recording of nature and humans
- Sensing automation.

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Data Volume (ZB) 3530252015 10 50 2010 2011 2012 2013 2014 2015 2017 2016 2018 2019 2006 2007 2000 2009 Year 16



Why we need ever more data?

- To navigate in an ever more complex world.
 - Why do we need a more complex world?

Data sustainability:

- HW enabled
- Moore's law
- Data storage constraints
- Data communication constraints.



Unsupervised Machine Learning

 x_1

• Data clustering:

 x_2



- Data geometry
- Abstraction
- Data compression.

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Supervised Machine Learning

- Learning functions $\mathbf{y} = f(\mathbf{x}; \mathbf{\theta})$ from x_2 labeled training data { $(\mathbf{x}_i, \mathbf{y}_i), i = 1, ..., N$ }.
- Classification
- Regression.
- Learning data probability distributions $p(\mathbf{x})$.
 - Generative neural networks.
 - Fake data creation.



 C_2

 x_1

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Information

- Notoriously vague definitions
- My definition: Information is the result of the manual or automatic Data Analysis.

Taxonomy: Data \rightarrow Information \rightarrow Knowledge.

Machine Learning/inference produces *information* (including metadata).

Information theory/entropy: bits (once more)!

Knowledge Information Data





Concepts and ideas (' $i\delta \epsilon \varsigma$ ').

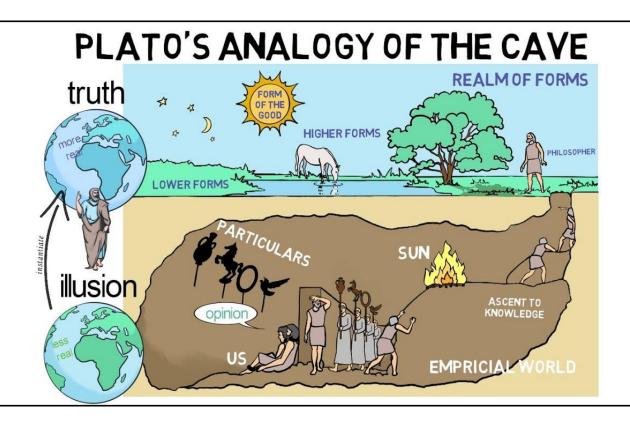
- Concepts are specific mental constructs residing in our mind (brain?) that refine and abstract ideas.
- Concept instances

Instances of a triangle.

- Abstraction and generalization:
 - Simplification and data compression.

Ideas in Philosophy.

- Idealism, materialism, dualism.
- Plato's cave.









Symbolic AI

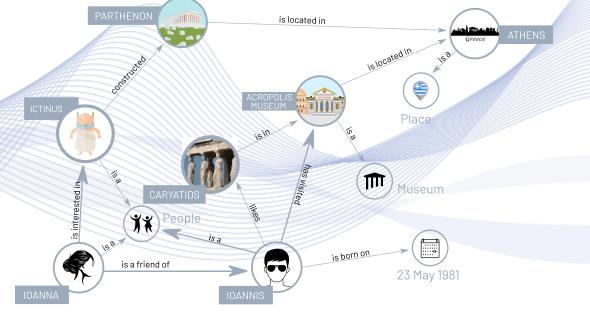
- A symbol ('Σύμβολο') is a comprehensible representation of an object, idea, concept, action, status, or relationship.
- Symbolic AI mimics and simulates high-level human intelligence and *reasoning*.
- It represents and operates on concepts and their relations though *logic* and *search*.
- Reasoning is one of the most complex brain activities.





Knowledge

- It is a familiarity, awareness, or *understanding of someone or something*:
 - Facts (propositional knowledge),
 - Skills (procedural knowledge),
 - Objects relations (relational knowledge).
- Various knowledge descriptions.



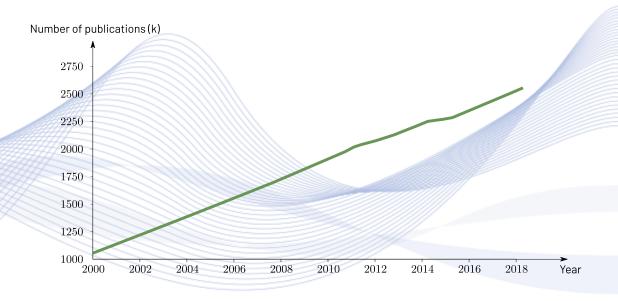
Knowledge is primarily a product of reasoning.

- Is knowledge finite?
- Can we measure knowledge?
- Knowledge increase is linear.
- Encyclopedias

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Research publications.



Global research output (publication) growth.





Current AI revolution:

- AI means ML, which means Deep Neural Networks
- Stagnation of symbolic AI
- Resurrection of a dead term: Al

Major breakthrough needed:

- Advancement of symbolic AI
- Fusion of Machine Learning and symbolic AI.





AI Science and Engineering

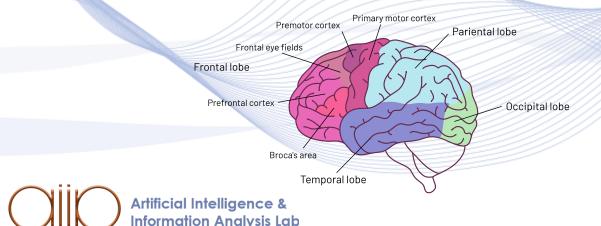
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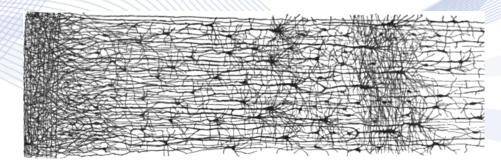




Nervous system, Brain and Biological neural networks

- The brain has 100 billion neurons and 100 trillion neural synapses!
- Huge, but *limited*, intellectual capacity.
- Capacity improves by *education*, good health and living standards.





Biological NN (https://en.wikipedia.org/wiki/Cerebral_cortex)



Can human brain address the increased world complexity?

- Human sensing limitations: We cannot see the *microcosm*.
 - Important in a miniaturized world.
- Human perception limitations: self-localization?
 - Extremely important in complex environments: big cities.
- Memory limitations: Computers are better in data storage.
- Affect limitations: Brain over-excitation by too many or too frequent stimuli can lead to psychological disorders.





Basal ganglia

Hippocampus

Hypothalamus

Pituitary gland Amygdala

Fear

- It is a natural, primitive unpleasant and powerful emotion, needed to understand or perceive we are in *danger*.
- Localization in brain: amygdalae communicating with other brain regions, e.g., the prefrontal cortex, hippocampus, thalamus, hypothalamus, and the sensory cortex.
- Handling the *fight-or-flight* human response, when in danger.



Thalamus



- Excessive and/or repeated fear can cause serious psychological disorders, notably *anxiety* and *depression*.
- Fear can be triggered by several real or imaginary threats:
 - Snakes, spiders, earthquakes.
- Threat of the unknown triggered by unfamiliar or unknown stimuli.
- Intensified by a lack of education to interpret our world.





Generalized OnLine Affect and Cognition (GOLAC) disorder

- People receive massive stimuli 24/7 over the web, social media and mobile phones.
- Combination of a constant info bombardment and an inability to handle the threat of the unknown.
- Generalized and unsubstantiated feeling that new things are suspicious and/or fishy.
- Result: an unsettling feeling of an inability to cope with this online information flux and the dangers it may entail.





Generalized OnLine Affect and Cognition (GOLAC) disorder

- Real affect and cognition impairment that can jeopardize our actions to interface to the real world.
- Good background for developing conspiracy theories.
- It can be combined with other social media related threats:
 - e.g., cyberbullying, check by peers through likes.
- Despite partial studies, we have not grasped the immensity of this disorder.
- Social implications: fake news proliferation, anti-social marginalization, risks for young people.



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Al and Society

- Information technologies can be very useful:
 - Worldwide connectivity.
 - Huge information diffusion.
 - Knowledge democratization?
 - Intelligent content search.
 - Media personalization.



Should we be technophobic?





Al and Society

- Intelligent systems can be very useful:
 - Companion robots.
 - Robotic manufacturing.
 - Autonomous cars.

Should we be technophobic?







Al and Society



Al and IT enable **Social Engineering**:

- Understanding and analyzing social processes
- Influencing individual humans, social strata and structure.
- Marx's famous eleventh thesis on Feuerbach: "Philosophers have hitherto only interpreted the world in various ways; the point is to change it."





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AI-powered Social Engineering examples Information filtering

- Limited brain capacity to absorb and analyze information.
- Limited social capacity to absorb information.
- Old information filtering processes:
 - News editing and broadcasting.
 - Propaganda: targeted information filtering and broadcasting.





- Many social processes are information filtering and propagation ones.
- Information filtering is a form of *censorship*.
- Where is the *freedom of speech*?
 - Social balancing.





Information filtering

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- Applications: News editing, online advertising, matchmaking.
- Information filtering (bias): censorship.
- Information filtering 'objectivity': bias minimization.
- Socially conditioned objectivity: no universal optimization goal! Artificial Intelligence &



Web search



Search output ranking.

- Success if desired output is in the first 1-2 top output pages.
- Ranking: web page popularity and links?
- Bias: Popularity is not an objective measure!!!
- Viral/fake content tends to be popular. Artificial Intelligence & Information Analysis Lab



News editing



- Bias sources: News source selection, no editing rules, corruption, commercial/political interests.
- Low media credibility among younger people.
- Remedies: strict editing rules, fact checking, financial independence.





Al-powered news editing and recommendation



- Content personalization.
- Automation and journalistic productivity.
- **Bias sources**: Improper AI system training, biased AI system supervision, too-focused personalization.
- Web media: special case with no or little journalistic work.





On-line marketing and recommendation systems

- Items: products, media files, news, politicians, concepts, etc.
 - In principle, absolutely no difference!!!
- Item profiling and clustering: content similarity.
- User profiling using personal preference data.
- Matching between Items and Users.





On-line marketing and recommendation systems

New gold-rush: personal data.

- Massive personal data collection (Surveillance Capitalism).
- User cheating: trading free data access for free web services.
- Barter economy: taxation avoidance.
- Too weak market regulation!
- Solution: Protect and valorize personal data.





On-line marketing and recommendation systems

Attention economy

- Time is precious commodity.
- Using Cognitive Psychology tricks to hook users:
 - Skinner effect, Zeigarnik effect, flow theory, Von Restorff effect.

Von Restorff effect.





On-line marketing and recommendation systems

- Pros: Information filtering and personalization.
- Cons:
 - User cheating/theft.
 - Bias: use of popularity to recommend.
 - I do not necessary like what my friends like.
 - Static recommendations.
 - Difficulties for new/weak content creators.





Social match-making systems



- Essentially, recommendation and user profiling systems
- Great influence on personal relations and sexual life.
- Can we allow agents decide our mates?
 - Matchmaking is an age-old social tradition, e.g., in India.
- Coupling with mobile communications and VR:
 - Cybersex and beyond.



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Social media changed the way we interact with humans

- It is the new e-agora ('Αγορά').
- Free Information flow among peers.
- Electronic word of mouth.
- No gatekeepers, no regulations: journalists, press laws etc.
- Great communication facilitators.
- Heaven of the freedom of speech?





Al-powered Social Engineering paradigm gone bad: The dark side of social media.

- The world became too small: 5 hops to reach anybody.
- Constant 24/7 connectivity and information flooding.
- Great communication facilitators.
- Downside:
 - Generalized OnLine Affect and Cognition (GOLAC) disorder.
 - Anti-intellectualism and Disinformation.



Social activism and virtual communities.

- Activism: grass-roots movement having a political, economic, social or environment agenda.
- **Political spectrum:** from the far-right to the far-left/anarchism.
- On-line activism is empowered by the electronic word of mouth.
- Social media offer a convenient way to get organized in virtual communities.
- Handicaps: Irrationalism, Cult culture, Personality cult, influencers.



Social activism and virtual communities.

- Some social media sites became an *electronic Hyde Park* Speaker's Corner of e-lunatics.
- Propagation of irrational and false theories with absolutely no touch to reality: e.g., *earth is planar.*
- Cult: group of people sharing commitment to ideas, goals (religious in many cases) and/or persons.
- Promotion of violence and/or disinformation.
- Member manipulation and repression:

Progression bias: our natural tendency to continue a relationship and ignore signs of trouble, rather than break it.



Irrationalism and Anti-elitism

- Irrationalism: is a philosophical school of the late 19th and early 19th century that questions or discounts rationalism.
 - Its vulgar form flourishes during crises.
- Anti-intellectualism is supposedly against any perceived privileged elite.
 - Supported by *lumpenproletariat* and at times by parts of the *ruling class*.
 - Example: rejecting medical knowledge and practice.
- Anti-elitism: political version of anti-intellectualism.
 - Current crisis of the dominant political elites .Questioning merit.





Irrationalism and Anti-elitism

Cognitive dissonance theory

Social behavior: when in conflict reduction of discomfort.

- if reality is at odds with what we believe, it is too bad for the reality itself.
- If we do not understand, we discard.
- Aesops fable The fox and the grapes: Grapes that we cannot eat are unripe (Όμφακες εισίν').





Irrationalism and Anti-elitism

Many people have neither knowledge nor mental capacity nor desire to understand a scientific explanation:

- If a view is undesirable, shun it!
- When confronted with an uncontestable rational view, shift position instead of admitting defeat!
- The most socially outlying irrational ideas are spread with biggest urgency. Why?
- Conspiratorial virtual communities are much more militant than other rational virtual communities, e.g., environmentalists.





Virtual Communities and Disinformation

New qualities of outlying radical virtual communities:

- They feel stronger, by forming online bonds (*small world phenomenon*).
- Amplification of their self-respect and sense of collective strength.
- Resonance of ideas is a key aspect in the formation of such communities:
 - a welcoming audience resonates with their views.





Virtual Communities and Disinformation

Sentimentalist ideas (e.g., conspiracy theories) propagate much easier than rationalistic ones:

- Highjacking *empathy*: if I smile, you smile.
- Willing ears can easily adopt whatever is pleasant.
- No second thoughts or self-restraining.
- Exciting sentiment and imagination.
- After a community reaches a critical mass, and overdrive of the Default Mode Network (DMN) leads in *thought rumination*.





Virtual Communities and Disinformation

Virtual community structure fuels their further strengthening:

- social media *rich-get-richer mechanisms*.
- Small world diameter (5-6 hops) allows deep penetration in faraway audience.
- Ultra-fast ideas propagation by electronic word of mouth.
- Deep fake news are difficult to detect even by professionals!!!
- Multiple messages reinforce each other (Goebbels theory).
- Good Web and Internet qualities are misused to spread disinformation.

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Virtual Communities and Disinformation

Profit-driven social media company information filtering policies can further fuel disinformation:

- News ranking is based on popularity for boosting user engagement (and marketing profits).
- Polarizing posts and hate speech go viral and create engagement.
- They can lead to misinformation cascades.
- A thin militant minority can highjack social media.

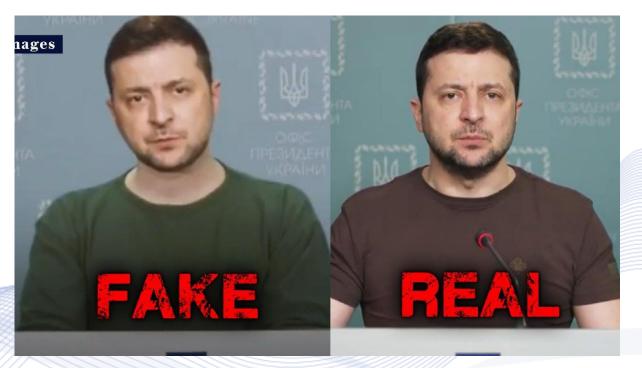




Virtual Communities and Disinformation

- State-sponsored misinformation.
- Professional misinformation campaigns:
 - Staged from some European countries, e.g., N. Macedonia.
- Deep fake news are difficult to detect even by professionals!!!

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Virtual Communities and Disinformation

Political activism

- Conspiracy theories
- Qanon and the far-right.
- Capitol Hill riot.

• Where is the freedom of speech?





Regulations

- Press and traditional media are governed by laws and good practices.
- Social media are governed by *company policies*.
- States intervened too late too slowly.
- Little/No taxation of big social media companies.
- European Union pioneered in social media regulations:
 AI Act, GDPR, Digital Markets Act, Digital Services Act.



How can Democracy defend itself?

- Better regulatory policies
- Antimonopoly practices. Monopoly break ups.
- *Morphosis*: formation of knowledgeable citizens.
 - Major overhaul of education.
 - Stress on critical and abstract thinking, expression quality.
 - Revisiting classical studies.
 - Global education: diminishing social and regional barriers to education.

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Social Media and Disinformation

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Al and Society

M. Kranzberg: "Technology is neither good nor bad; nor is it neutral."

Example: Deep data generation.

- Deep fakes.
- Deep art: New forms of Al-powered art.
- Upcoming art revolution?





























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Q & A

Thank you very much for your attention!

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