Al Science and Engineering: A new scientific discipline? Societal and environmental impact

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Version 2.0





Al Science and Engineering

- What is AI?
- Al and Human Mind
- Al and Society
- Al and the Environment
- Al Science and Engineering?
- Al studies





• Al 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)







- 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 numbers representing object

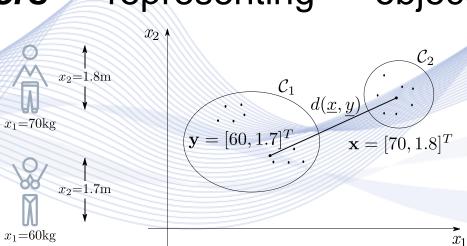
(a)

characteristics (features).

Passive/active data acquisition.

Data sampling.

Artificial Intelligence & Information Analysis Lab



(b)

Measured in bits.

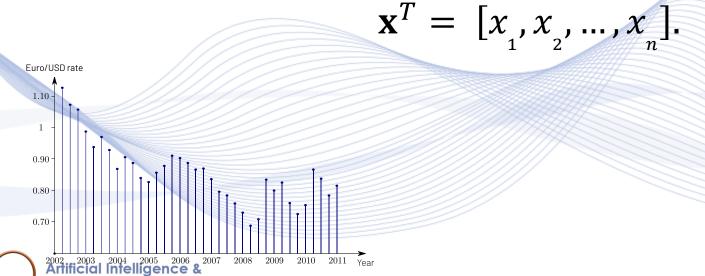
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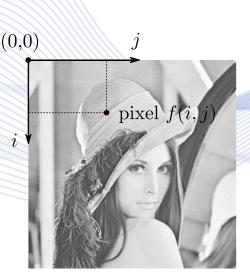


nformation Analysis Lab

Data can have **spatiotemporal structure**:

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



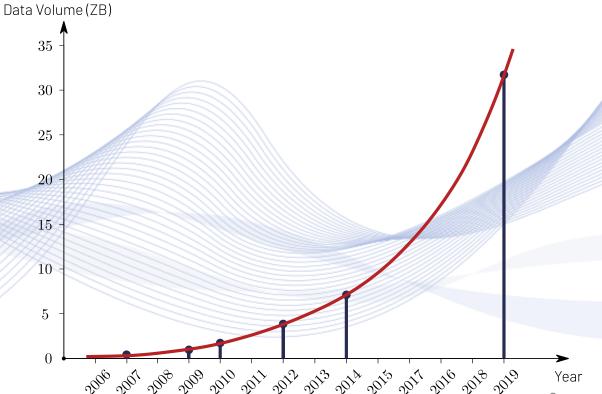




Exponential data increase:

- Proliferation of sensors
- Detailed recording of nature and humans

Sensing automation.



Data volume increase in past decade.





Why we need ever more data?

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

Data sustainability:

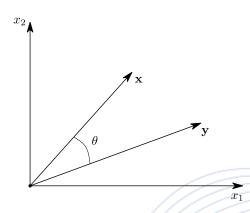
- HW enabled
- Moore's law
- Data storage constraints
- · Data communication constraints.

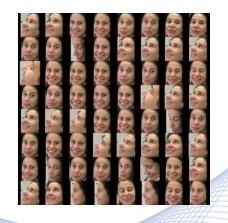




Unsupervised Machine Learning

Data clustering:







- Data geometry
- Abstraction
- Data compression.

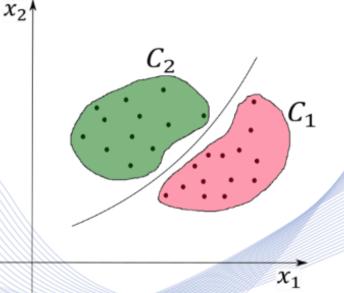




Supervised Machine Learning

- Learning functions $\mathbf{y} = f(\mathbf{x}; \mathbf{\theta})$ from 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.







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)!







Concepts and ideas (ιδέες).

- 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.

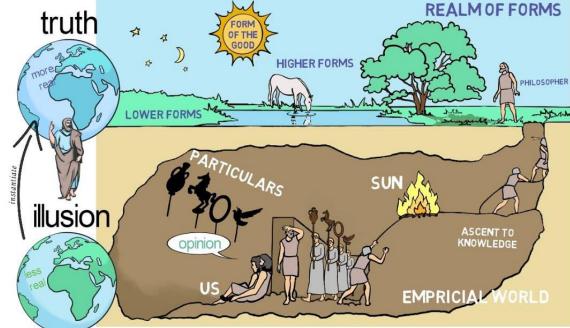




Ideas in Philosophy.

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

PLATO'S ANALOGY OF THE CAVE







Symbolic Al

- 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*.

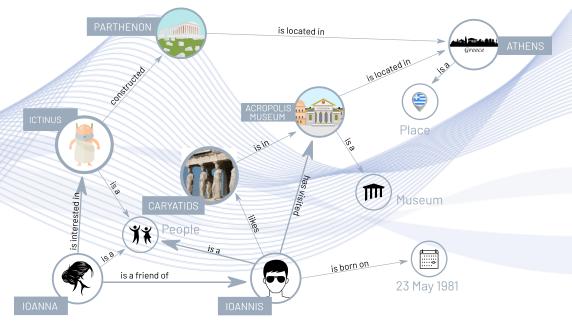
Reasoning is one of the most complex brain activities.





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.

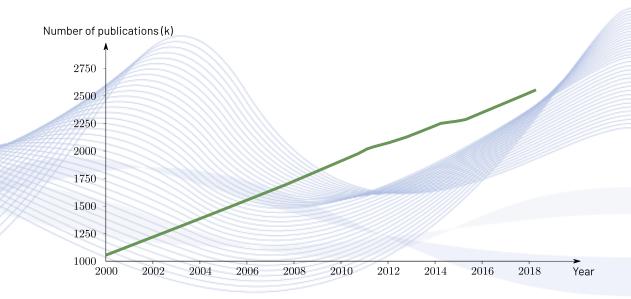






Knowledge is primarily a product of reasoning.

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







Current AI revolution:

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

Major breakthrough needed:

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





Data/Information society:

- Exponential data growth.
- Data acquisition automation.
- Information extraction automation through ML.

Sustainability?

- More sensors, more processors, Moore's law.
- Energy-intensive data and information extraction.





Knowledge society:

- Exponential knowledge growth.
- Not there yet: knowledge production and communication is still manual.

- Past devastating setbacks in knowledge uptaking:
 - Dark ages (beginning of the medieval times).



Information Analysis Lab



Knowledge Sustainability:

- Limitations in brain capacity.
- Solution: social swarm intelligence
- Example: collective memory.
- Knowledge communication through education is way suboptimal:
 - New education mode needed, stressing critical thinking and abstraction.
 - Morphosis: formation of knowledgeable citizens.
 - Global education: diminishing social and regional barriers to education.





AI Science and Engineering

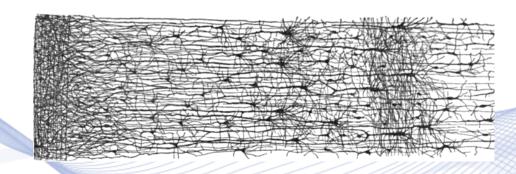
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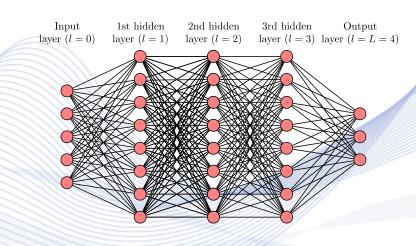


Artificial and Biological neural networks

 Is network complexity the basis of both the biological and artificial intelligence?



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



Multilayer perceptron





Interoception and Physical Intelligence

- Interoception is the perception of stimuli from inside our body.
- It supports *homeostasis* (maintenance of functional body equilibrium).
- It is essential for human (self)consciousness.
- Current robots do not have interoception.
- Closest approximation: Physical Intelligence uses distributed sensors to allow robots to live in unstructured environments.
 - Multimodal machine perception: tactile, smell, taste sensors.

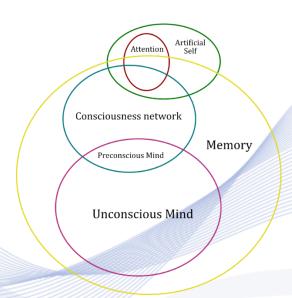




Brain-Inspired Computing

- Computational Neuroscience creates mathematical models of the brain and nervous systems.
- Despite advances, no breakthroughs compared to AI revolution.
- Modeling memory, consciousness, affect etc.
- Major advances expected by Neuroscience and Al/ML fusion.







Intelligent Self-aware systems

- Memory (easy)
- Affect (easy?)
- Consciousness(doable?)
- Real intelligence (difficult?)
- Swarm/social intelligence (doable).





- Intelligent systems can be very useful.
- Should we be technophobic?







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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."





Al-powered Social Engineering examples

On-line marketing and recommendation systems

- New gold-rush: personal data
- Massive personal data collection (Surveillance Capitalism).
- User profiling and recommendations (turn data into profit):
 - On-line marketing.
- Using Cognitive Psychology to hook users in the system.
- Solution: Protect and valorize personal data.
 - Blockchain technologies.





Al-powered Social Engineering examples

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.





Al-powered Social Engineering paradigm gone bad:

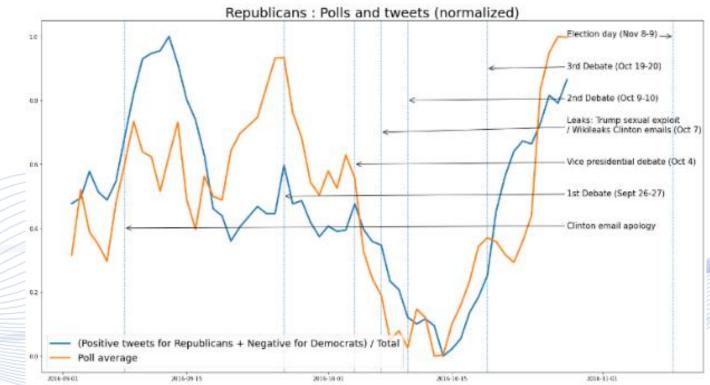
- Social media changed the way we interact with humans
- The world became too small: 5 hops to reach anybody.
- Constant 24/7 connectivity and information flooding.
- Great communication facilitators.
- Downside:
 - Generalized OnLine Affect and Cognition (GOLAC) disorder.
 - Anti-intellectualism and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





Al and Politics: observing the society.

Are political polls redundant?

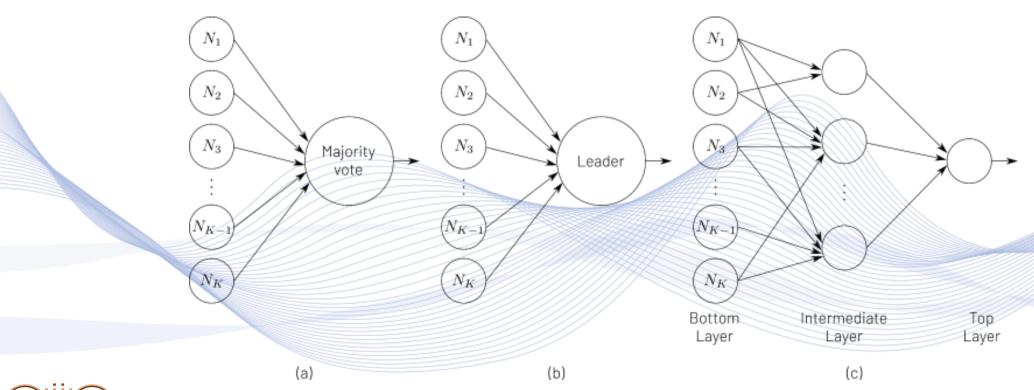






Al and Politics: changing the society.

Revising Democracy?







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Al and the Environment

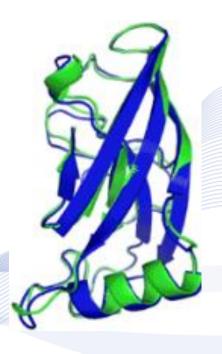


Law of Complexity

Is matter complexity the basis of life and intelligence?

Atoms > nucleotides > DNA - RNA - proteins > subcellular structures > cells (neurons) > organisms > multicelular organism > colonies, swarms, networks.

Can we envisage other complex matter forms?





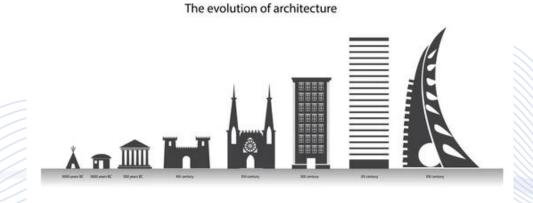
Al and the Environment

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- Does living matter complexity ever increases?
- Do we see the same in man-made constructions?
 - Smart buildings, complex societal processes, intelligent machines?



Contrast to the 2nd thermodynamic law (thermal death).

Do we move from life-through-evolution to life-by- design?



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- Computer Science is the study of computation and information.
- Computer Engineering is a branch of Engineering that integrates several CSE fields that are required to develop computer hardware and software.
- Traditionally, Al and ML were CSE disciplines.
- Do Al and ML have own scientific methodology?





- AISE Interdisciplinarity?
 - Al and Brain/mind studies
 - Al and social studies/engineering.
- Mature AISE Interdisciplinarity?
 - Not there yet!
- Risks: depth vs shallowness.





CSE spawning new disciplines through specialization:

- Web science
- Data science
- Al Science and Engineering.
- New scientific methodologies are not necessarily essential.
- Poor terminology?
- Past experience: Physics spawning Engineering disciplines
 - Electrical Engineering, Mechanical Engineering.





AISE background

Lots of mathematics:

- Analysis/calculus, Optimization
- Geometry
- Linear Algebra
- Graph Theory
- Probability theory and statistics
- Mathematical Logic.





AISE background

Classical studies at University and high school level

- Philosophy, ethics, logic
- Linguistic competences.
- Physics?, Biology?

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- Do we prescribe universal Al scientists?
- What about commoners?



Changes will be drastic and will come very soon.

Schools of 'Information Science and Engineering' with departments of:

- Computer Science/Informatics,
- Mathematics
- Computer Engineering
- Artificial Intelligence Science and Engineering
- Internet/Web Science.





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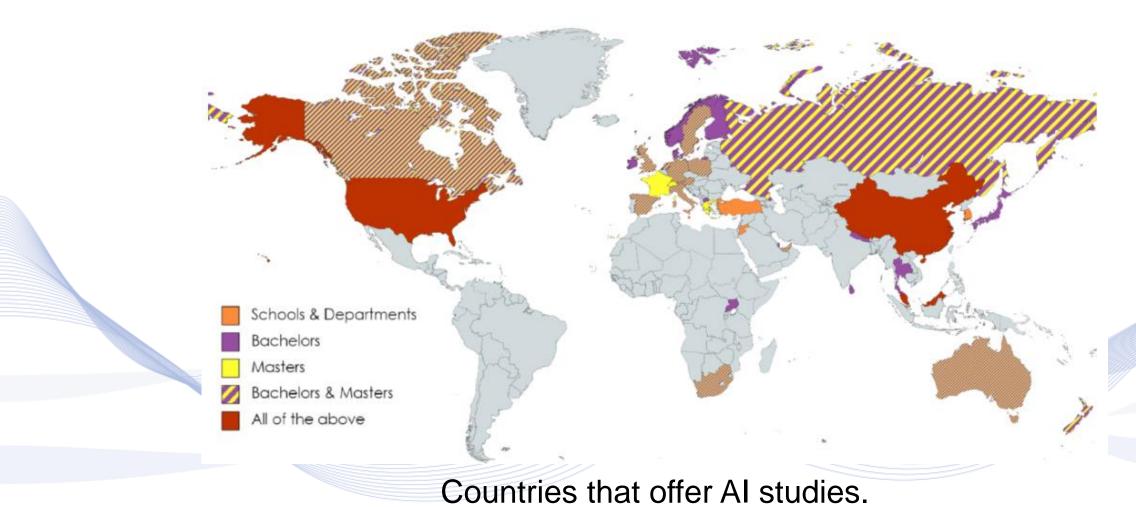




- Very many AI MSc and PhD study programs
- Al Schools & Departments (12)
- Al Undergraduate Studies (59)
- Developments are mostly demand-driven.
- Smaller players can be more adventurous in AI studies.

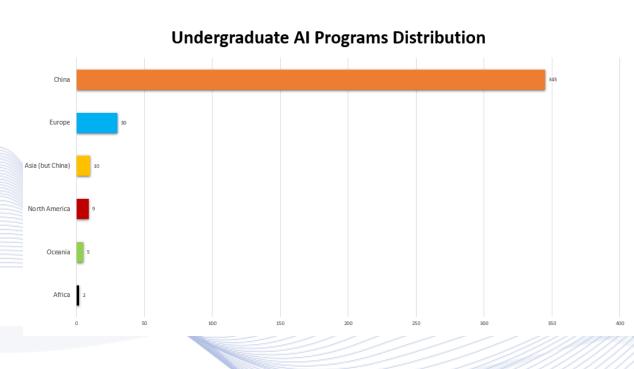


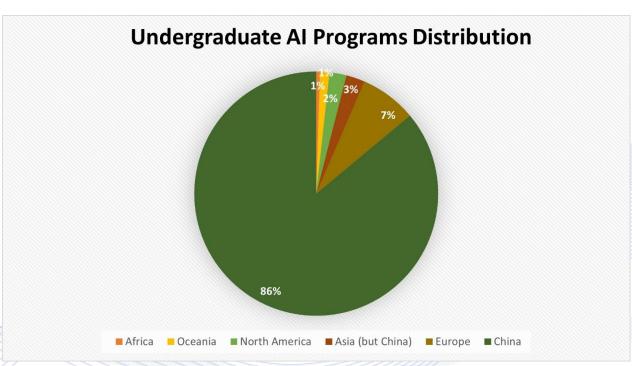












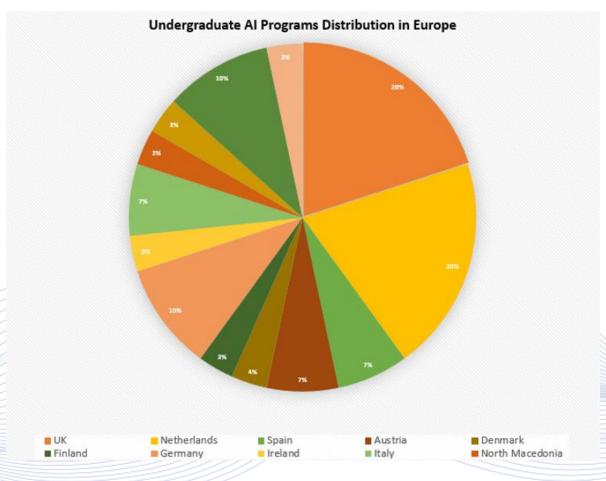
Number of undergraduate AI programs worldwide.

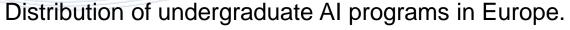
Global distribution of undergraduate AI studies.





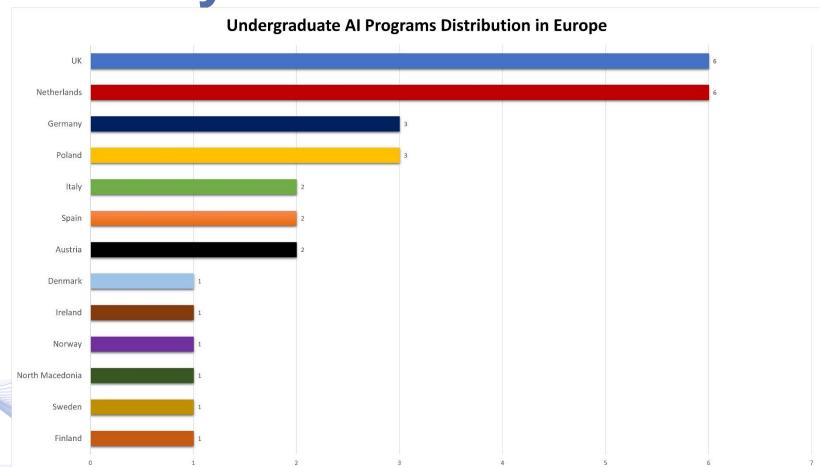












Geographical distribution of Al undergraduate programs in Europe.





Al-centered Schools & Departments (examples):

- Machine Learning Department, Carnegie Mellon University, USA.
 - https://www.ml.cmu.edu/
- Institute for AI, Tsinghua University, China.
 - https://ml.cs.tsinghua.edu.cn/thuai/#/
- School of Intelligence Science and Technology, Peking University, China.
 - https://www.cis.pku.edu.cn/English/Home.htm
- Department of AI, College of Informatics, Korea University, S. Korea
 - http://xai.korea.ac.kr/eng/company/greeting?language=eng



Undergraduate Al Studies (examples):



- BSc in Data Science and AI, Nanyang Technological University, Singapore.
 - https://www.ntu.edu.sg/education/undergraduate-programme/bachelor-of-science-in-data-science-artificial-intelligence
- BSc in AI, University of Technology Sydney, Australia.
 - https://www.uts.edu.au/study/find-a-course/bachelor-artificial-intelligence
- BSc in AI and Decision Making, Massachusetts Institute of Technology, USA.
 - http://catalog.mit.edu/degree-charts/artifical-intelligence-decision-making-course-6-4/
- BSc in AI, The University of Edinburgh, UK.
 - https://www.ed.ac.uk/studying/undergraduate/degrees/index.php?action=view&code=G700
- BSc in AI, Vrije Universiteit Amsterdam, Netherlands.
 - https://vu.nl/en/education/bachelor/artificial-intelligence
- BSc in AI, Polytechnic University of Catalonia, Spain.
 - https://www.upc.edu/en/bachelors/artificial-intelligence-barcelona-fib



Curriculum of BSc on AI, CMU, USA (example)



https://www.cs.cmu.edu/bs-in-artificial-intelligence/

- Principles of Imperative Computation
- Integration and Approximation
- Mathematical Foundations for Computer Science
- Great Theoretical Ideas in Computer Science
- Matrices and Linear Transformations
- Calculus in Three Dimensions
- Concepts in Al
- Al: Representation and Problem Solving
- Parallel and Sequential Data Structures and Algorithms
- Probability Theory for Computer Science
- Introduction to Machine Learning

- Introduction to Computer Systems
- Computer Vision
- Natural Language Processing
- Modern Regression
- Neural Computation
- Autonomous Agents
- Cognitive Robotics: The Future of Robot Toys
- Planning Techniques for Robotics
- Mobile Robot Algorithms Laboratory
- Robot Kinematics and Dynamics
- Deep Reinforcement Learning & Control





Curriculum of BSc on AI, CMU, USA

- Mobile Robot Algorithms Laboratory
- Robot Kinematics and Dynamics
- Deep Reinforcement Learning & Control
- Deep Learning Systems: Algorithms and Implementation
- Intermediate Deep Learning
- Machine Learning for Structured Data
- Machine Learning for Text and Graph-based Mining
- Introduction to Deep Learning
- Advanced Methods for Data Analysis

- Search Engines
- Speech Processing
- Computational Perception
- Computational Photography
- Design of Artificial Intelligence Products
- Human Al Interaction
- Designing Human Centered Software
- Human Robot Interaction



Curriculum of MSc in Machine Learning, UCL, UK (example)

https://www.ucl.ac.uk/prospective-students/graduate/taught-degrees/machine-learning-msc

- Applied Machine Learning
- Advanced Topics in Machine Learning
- Approximate Inference and Learning in Probabilistic Models
- Probabilistic and Unsupervised Learning
- Statistical Natural Language Processing
- Reinforcement Learning
- Machine Vision

- Supervised Learning
- MSc Machine Learning Project
- Machine Learning Seminar
- Bayesian Deep Learning
- Statistical Learning Theory
- Applied Deep Learning
- Graphical Models



Bibliography



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Q & A

Thank you very much for your attention!

More material in http://icarus.csd.auth.gr/cvml-web-lecture-series/

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