60 Second Adventures in Artificial Intelligence

A.I. vs A.I. 2/4

Narrator:

60 Second Adventures in Artificial Intelligence. Chapter 2, A.I. versus A.I.

Before A.I.s can do useful things, such as recognise what book is missing from a shelf, like humans, they need to be taught by example how to identify what to look for...

Luckily A.I.s are intelligent enough to teach each other, for example by playing themselves at thousands of games of 'Go' or chess or learning music or cookery by trial and error.

When a human follows instructions, missing data can lead to guesswork, which isn't always a success. A.I.s on the other hand create their own learning materials!

Imagine the A.I. on the right is trying to recognise real galaxies, while the other creates realistic-looking fake galaxies based on real data. As the A.I. learns what isn't convincing, it keeps improving, until it's good enough to fool other computers and teach them what to look for...

When your artificial data is detailed and indistinguishable from the real thing the whole training process is a real recipe for success!