

Machine learning intelligence is addable and shareable

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Garry Kasparov wrote an article entitled “Chess, a Drosophila of reasoning” (1). Machine learning has been outperforming human champions in Chess (2), Go (3), Shogi (4), and Quiz bowl (5) respectively (2, 3, 4, 5). Recent progress of GPU (graphic processing unit) technology allows a machine to experience more than 100 years game training of human expert within several weeks. An NVIDIA Volta GPU card has 5120 CUDA (Compute Unified Device Architecture) cores where CUDA cores are parallel processors. Intelligence used in machine learning is inherently inferred by pseudorandom numbers. Machine learning intelligence shows complex decision trees. In other words, there is no black box in machine learning. However, reading the complex decision trees does not make any sense since they are too complicated for human. In machine learning, individual intelligence can be added (addable) and shared (shareable) between machines not like human experts. Taking advantage of the addable and shareable feature in machine intelligence makes a machine stronger in a short period of time.

References:

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