Humans & Humanoids

- an emerging partnership

Bob Bishop

ICES Foundation

Geneva, Switzerland

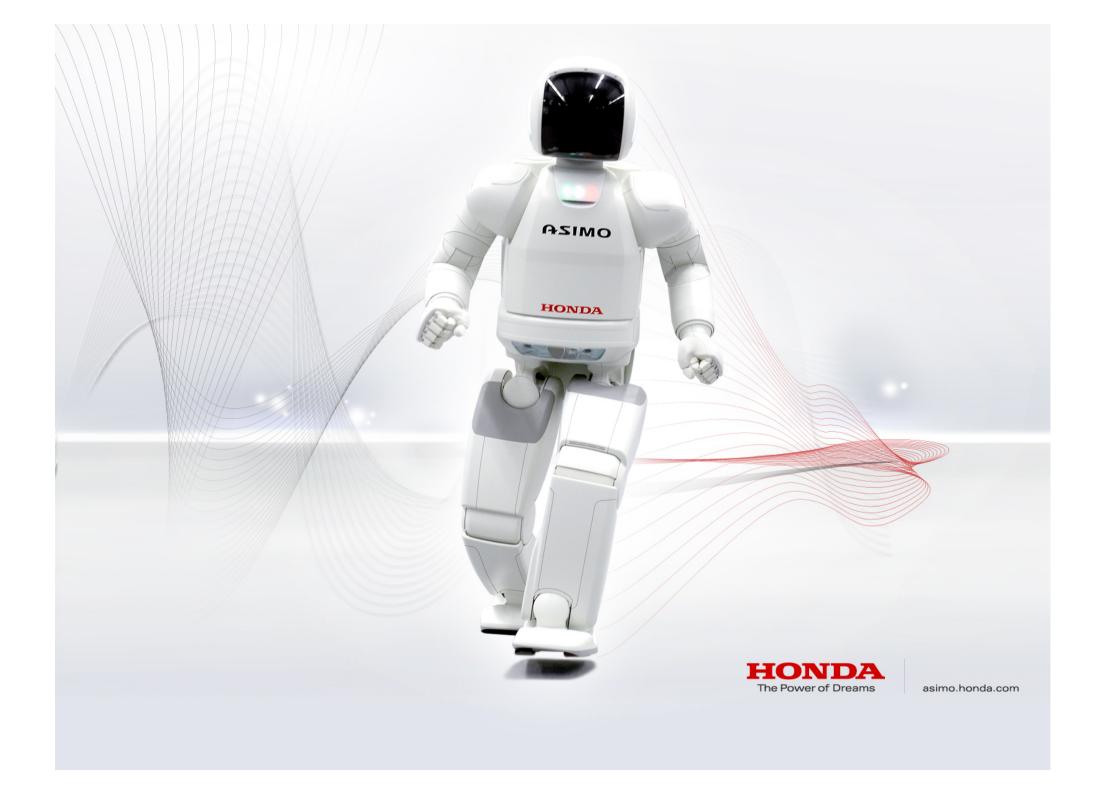


Isaac Asimov (1920-1992)

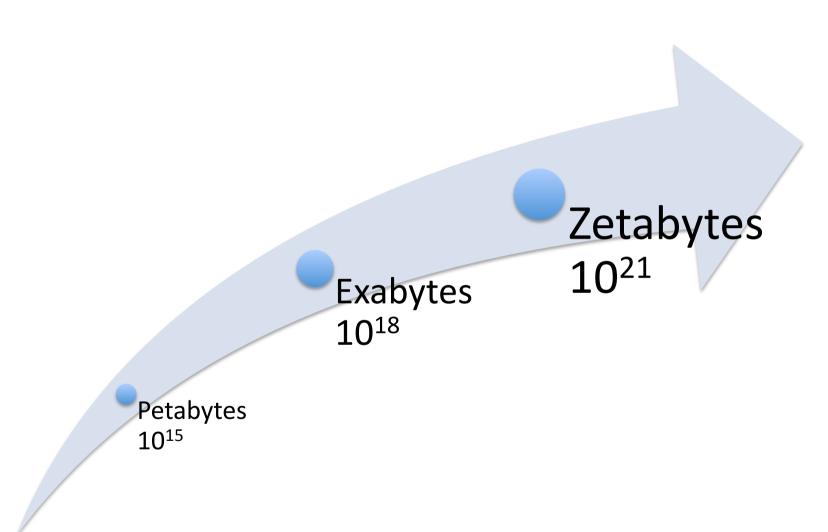
- Born Russia, family immigrated to Brooklyn, NYC
- Educated Columbia University
- Professor biochemistry at Boston University
- Wrote 500 books, including I, Robot and Foundation
- Coined the term robotics
- Coined the 3 Laws of Robotics

Asimov's 3 Laws of Robotics

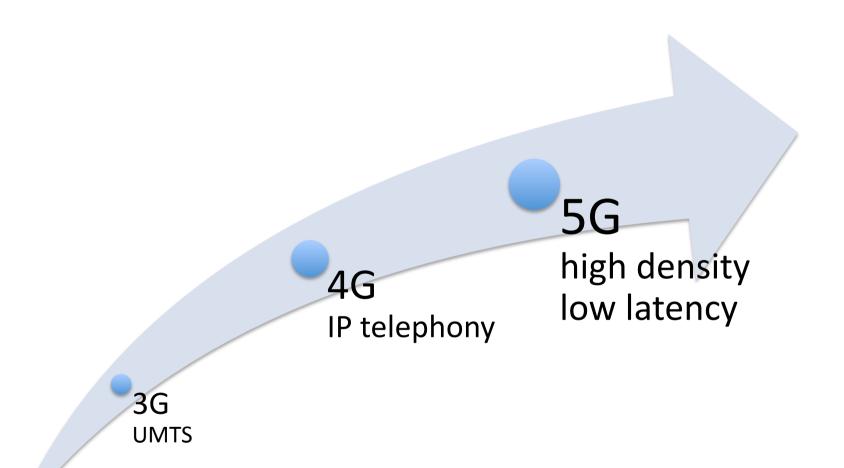
- 1. A robot may not injure a human being or, through inaction, allow a human being to come to harm.
- 2. A robot must obey the orders given it by human beings except where such orders would conflict with the First Law.
- 3. A robot must protect its own existence as long as such protection does not conflict with the First or Second Laws.



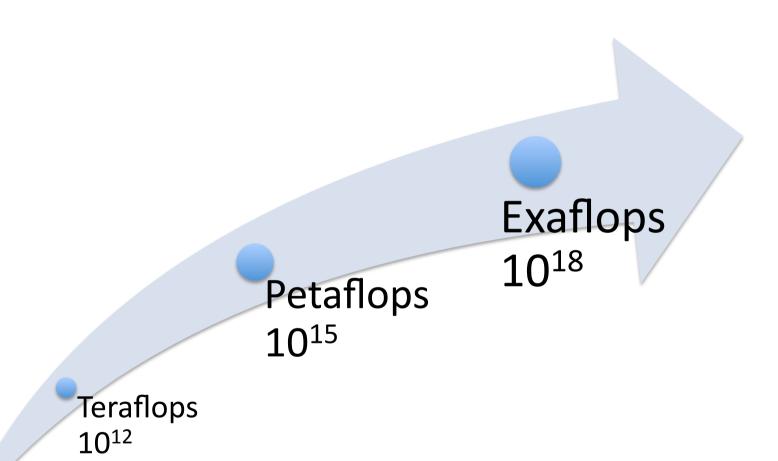
Deluge of Data



Plethora of Pipes



Fanfare of Flops



Arsenal of Architecture

Quantum-Molecular-Biological-

Processors-in-Memory Stochastic Processors

Von Neumann CPU-GPU

Swarm of Software



Non-linearity Complexity

Linear Algebra

Marvels of Machine-Human Interface

VR AR MR Touchable Holograms
Conversational APIs
Secure real-time
decision stack
Natural languages

Keyboard/Mouse Audio-Video

Lots of Learning

Machine Learning
Deep Learning
Pattern Recognition

Real-time Strong Al Cooperative Intelligence

Weak Al Data Mining

Plenty of Platforms

Sensor fusion Smart homes Satellite clusters

Internet-of-Things 3D Printing **Generative Design Driverless Cars** Robotics, Drones Bionics, Haptics **Neuro Prosthesis** Exoskeleton Molecular Motors Personal-medicine - nutrition

- biome

Wicked Problems lie ahead!

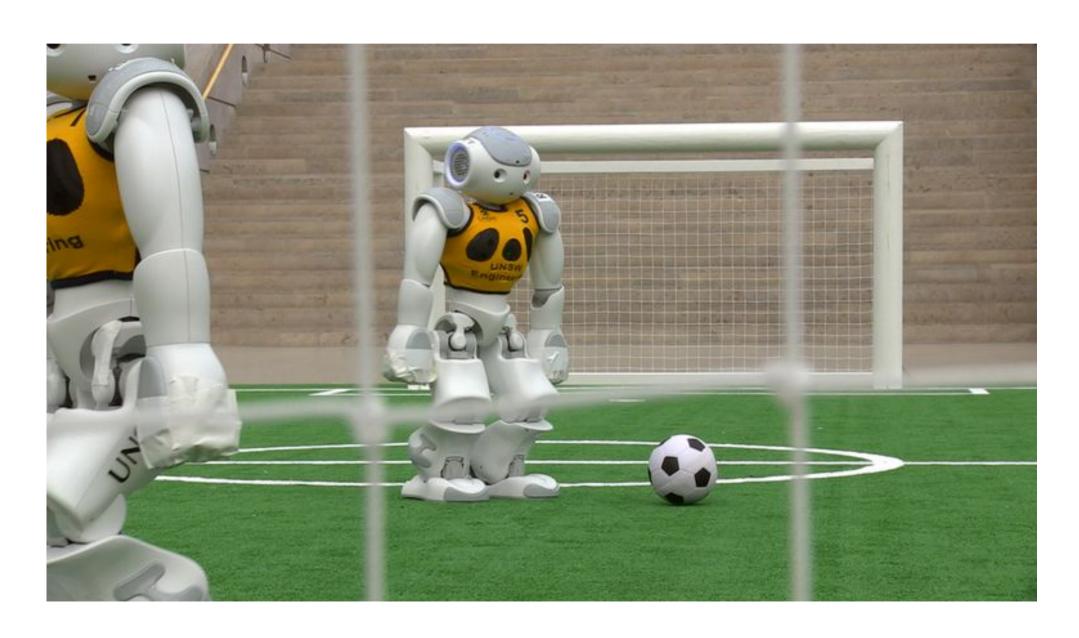
Space Exploration
Deep Sea Exploration
Adaptation-Mitigation
(city-regions-nations)

Planetary Health
Public Wellbeing
Culture & Education
Safety & Security
Social Equity

Ecology, Climate Change, Disaster Risk Reduction, Resource Depletion



5-aside soccer



ETH Zurich



Assistive Exoskeletons



Strength Assistance



Robots in Agriculture



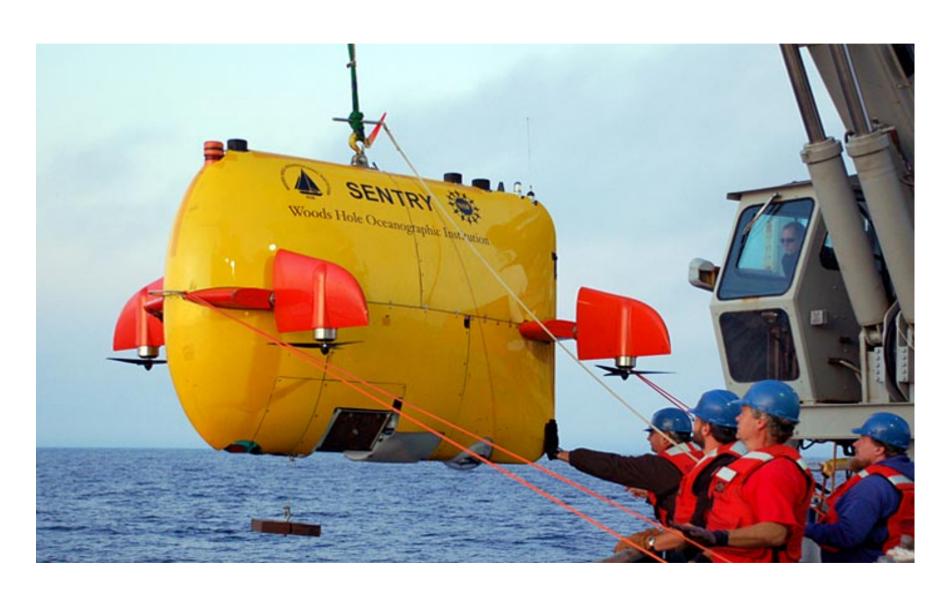
Drones on the Farm



Mars Robotics



Deep-sea Robotics



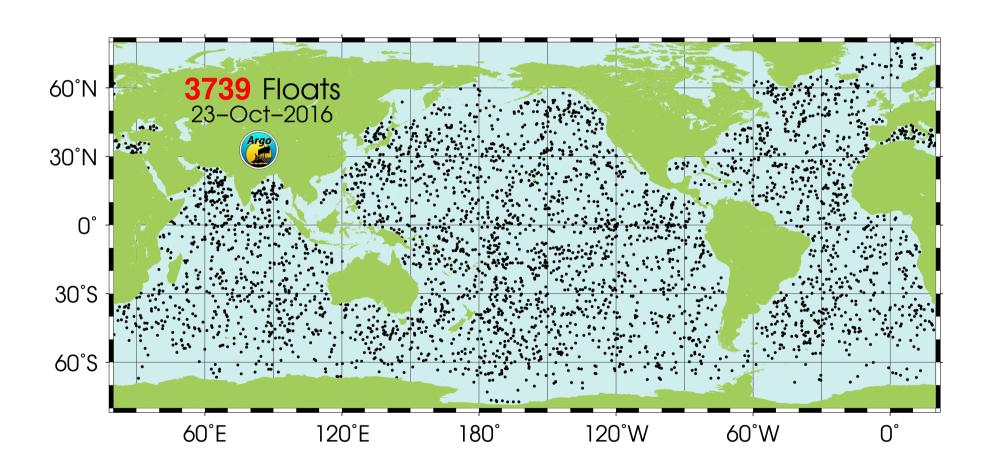
Remote Ocean – wave gliders



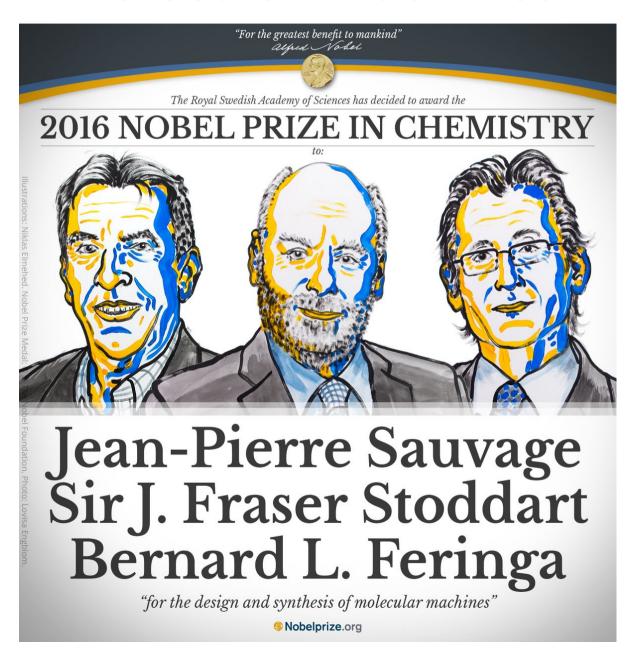
ARGO global float array



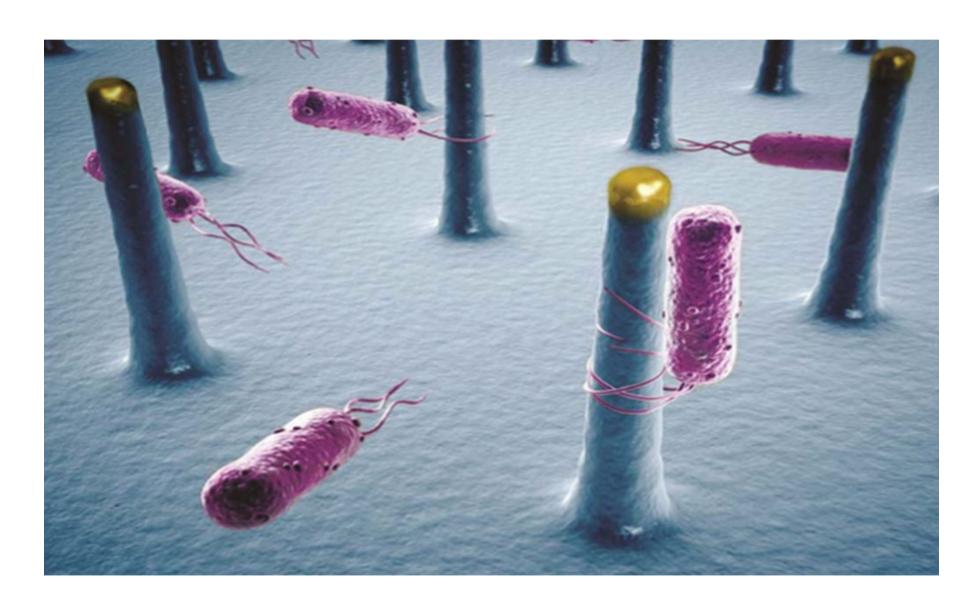
3,739 real time ARGO floats



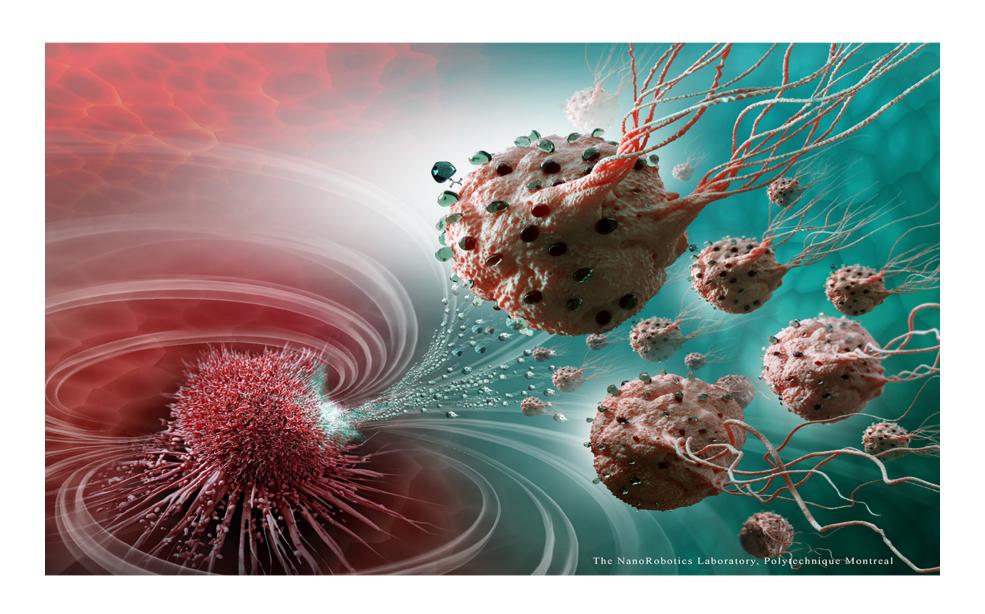
Molecular Machines



Artificial Photosynthesis



Nano-robots attack tumor cells



Toward Cognitive Computing

Neuromorphic Machines

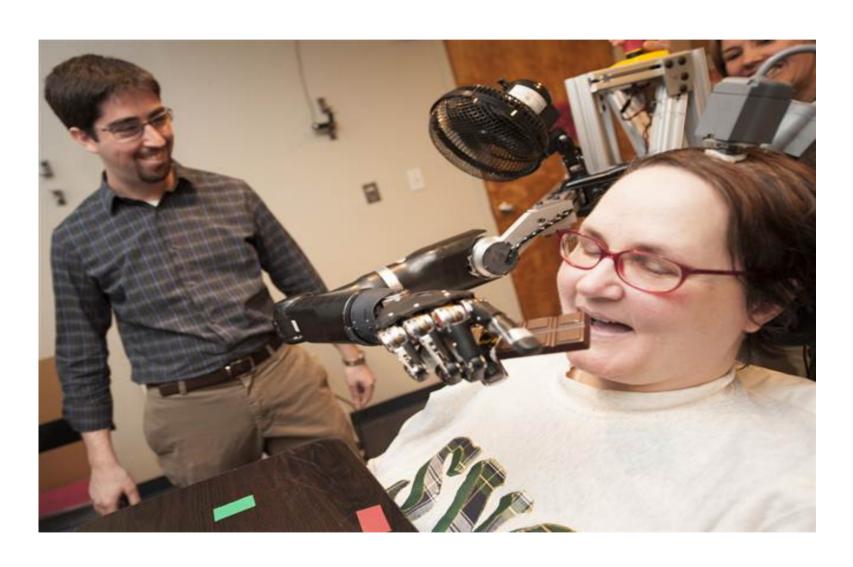
Brain Functioning

BrainArchitecture

Bionic Eye



Thought-controlled robotic arm



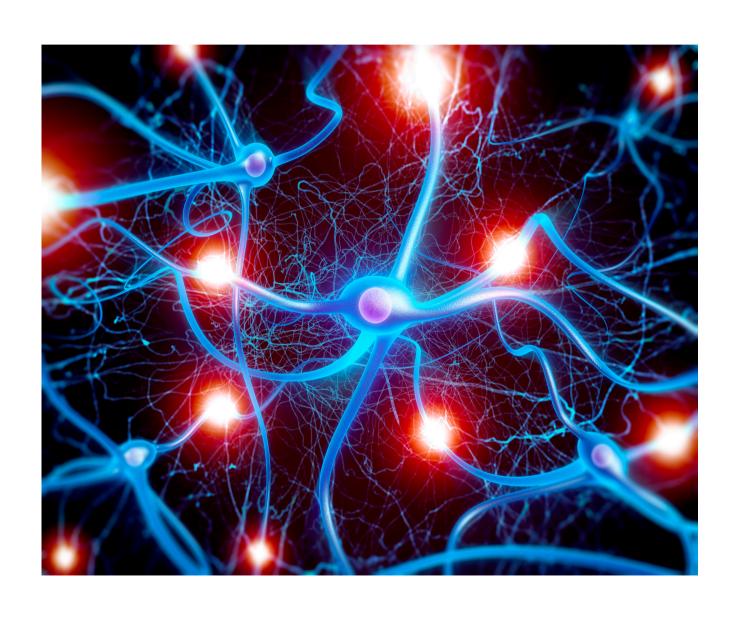
Contrasting the Brain to Digital Computing

- Analog Digital
- Wet Dry
- Plastic Rigid
- Resilient Fragile
- Intuitive Logical
- Creative Deterministic
- Self organised Designed
- Self assembled Manufactured
- Asynchronous Mostly synchronous
- Embedded memory Segregated memory
- Variable neural network Fixed instruction set

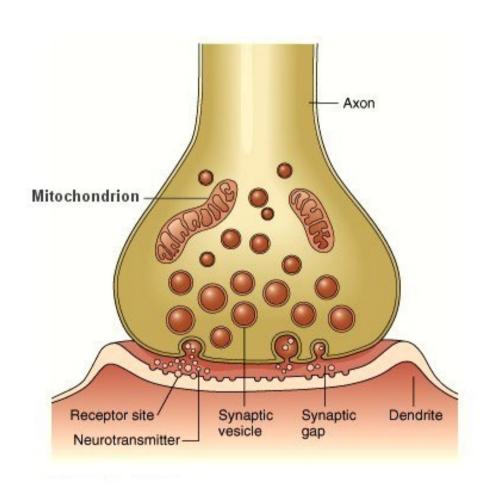
Overall structure of the human brain

- 80 billion neurons
- 500 trillion synaptic junctions
- 100 km of fibre
- 30 watts of power
- 3 meals/day

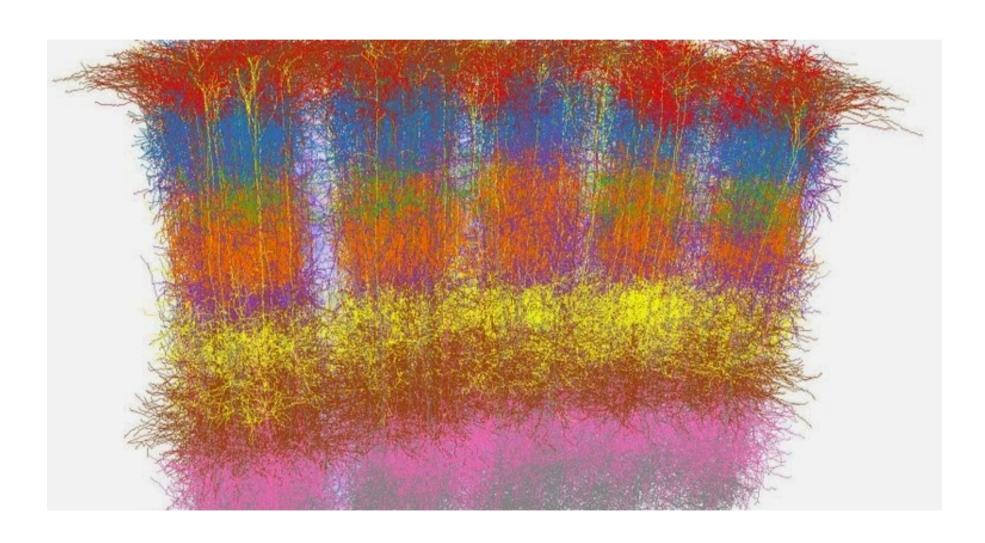
The neuron is the basic brain unit



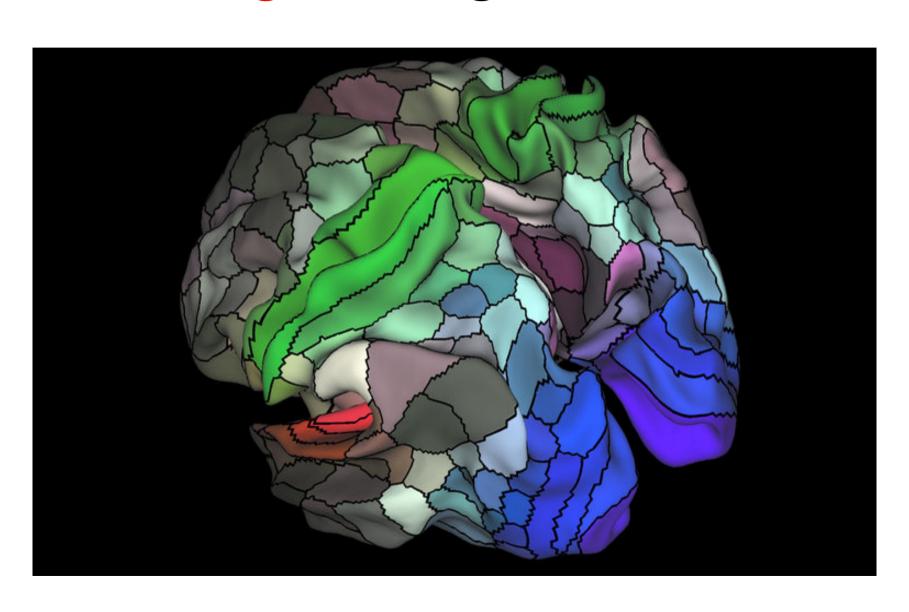
The synaptic junction is key



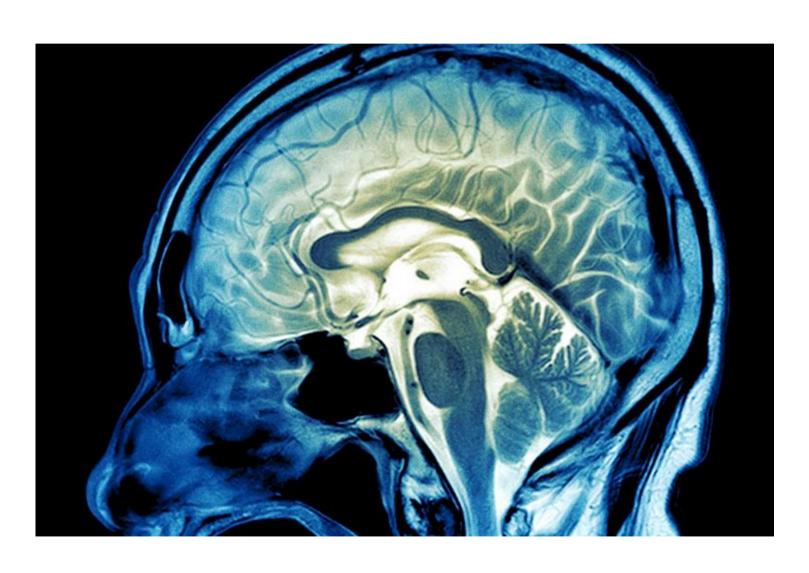
Cortical column organisation level



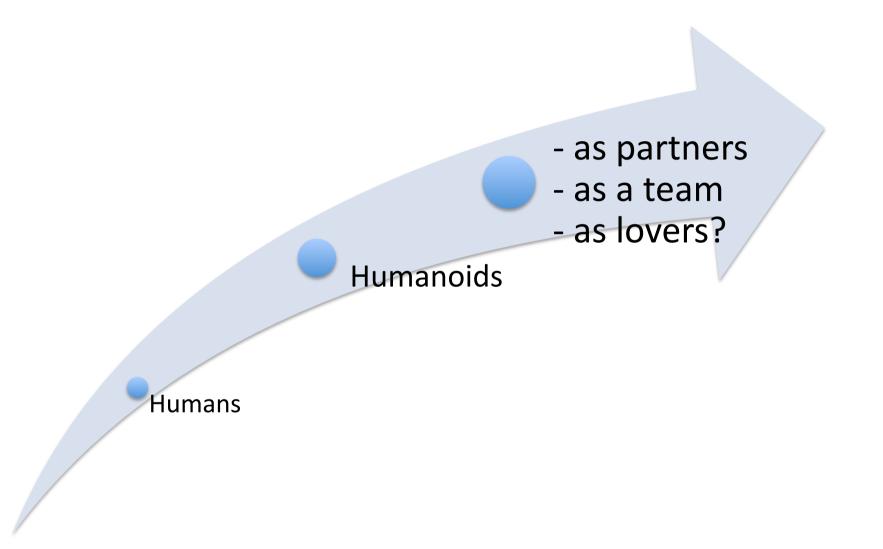
Brain regional organisation level



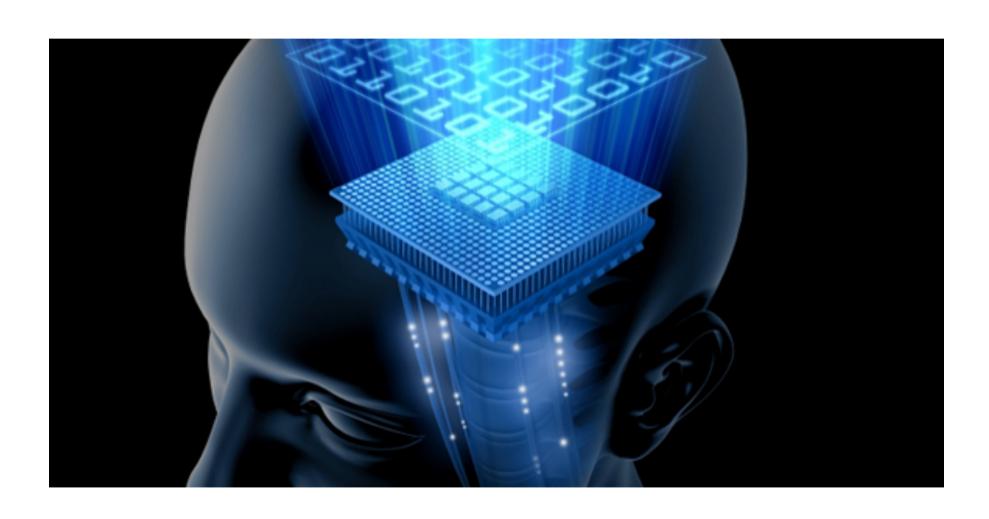
Mimicking the human brain



The Future = Affective Computing



Consciousness & Computers



Consciousness is the very essence of what it is to be human

A quest for Artificial Consciousness will drive human beings to more closely examine and understand themselves

At some time in the future we will have to decide how human we wish to remain!