

Some Recent Breakthroughs in Artificial Intelligence (science popularizing talk)

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Targeting a broad audience, I will review some of the recent advances in artificial intelligence (AI). This overview will include advances in particular applications, such as the recognition of skin cancer [1], mastering the game of Go [2], person identification based on keystroke dynamics [3] or recent algorithms for drug–target interaction prediction [4]. Additionally, I plan to point out that state-of-the-art hardware and software allows to realize many AI-applications relatively simply.

I will explain the difference between *artificial general intelligence* and *artificial narrow intelligence* and I will point out that the aforementioned successful applications, as well as most of the research effort, fall into the category of artificial narrow intelligence.

References

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- [2] D. Silver et al, Mastering the game of go without human knowledge, *Nature* **550**, 7676 (2017) 354.
- [3] M. Antal, L.Z. Szabó, I. László, Keystroke dynamics on android platform, *Procedia Technology*, **19** (2015) 820–826.
- [4] L. Peška, K. Buza, J. Koller, Drug-target interaction prediction: A Bayesian ranking approach, *Computer Methods and Programs in Biomedicine* **152** (2017) 15–21.