Intelligenza Artificiale

Dalla sperimentazione al vantaggio competitivo

Milano, 21 febbraio 2019

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/A.I. TIMELINE

1950
TURING TEST
Computer scientist Alan Turing proposes a test for machine intelligence. If a machine can trick humans into thinking it is human, then it has intelligence

1955
A.I. BORN
Term 'artificial intelligence' is coined by computer scientist, John McCarthy to describe "the science and engineering of making intelligent machines"

1961
UNIMATE
First industrial robot, Unimate, goes to work at GM replacing humans on the assembly line

1964
ELIZA
Pioneering chatbot developed by Joseph Weizenbaum at MIT holds conversations with humans

1966
SHAKEY
The "first electronic person" from Stanford, Shakey is a general-purpose mobile robot that reasons about its own actions

A.I. WINTER
Many false starts and dead-ends leave A.I. out in the cold

1997
DEEP BLUE
Deep Blue, a chess-playing computer from IBM defeats world chess champion Garry Kasparov

1998
KISMET
Cynthia Breazeal at MIT introduces KISmet, an emotionally intelligent robot insofar as it detects and responds to people's feelings

1999
AIBO
Sony launches first consumer robot pet dog AIBO (AI robot) with skills and personality that develop over time

2002
ROOMBA
First mass produced autonomous robotic vacuum cleaner from iRobot learns to navigate and clean homes

2011
SIRI
Apple integrates Siri, an intelligent virtual assistant with a voice interface, into the iPhone 4S

2011
WATSON
IBM's question answering computer Watson wins first place on popular $1M prize television quiz show *Jeopardy*

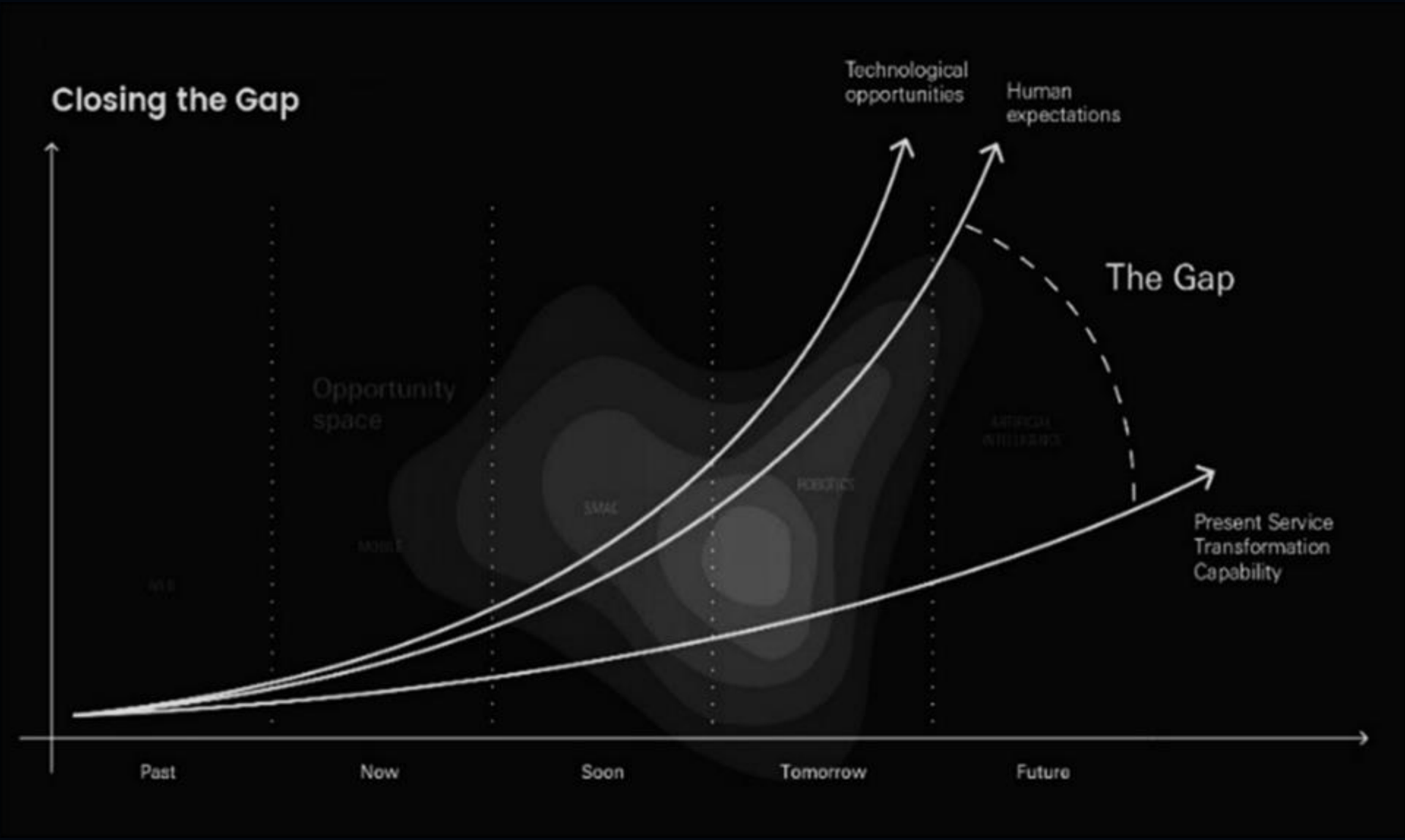
2014
EUGENE
Eugene Goostman, a chatbot passes the Turing test with a third of judges believing Eugene is human

2014
ALEXA
Amazon launches Alexa, an intelligent virtual assistant with a voice interface that completes shopping tasks

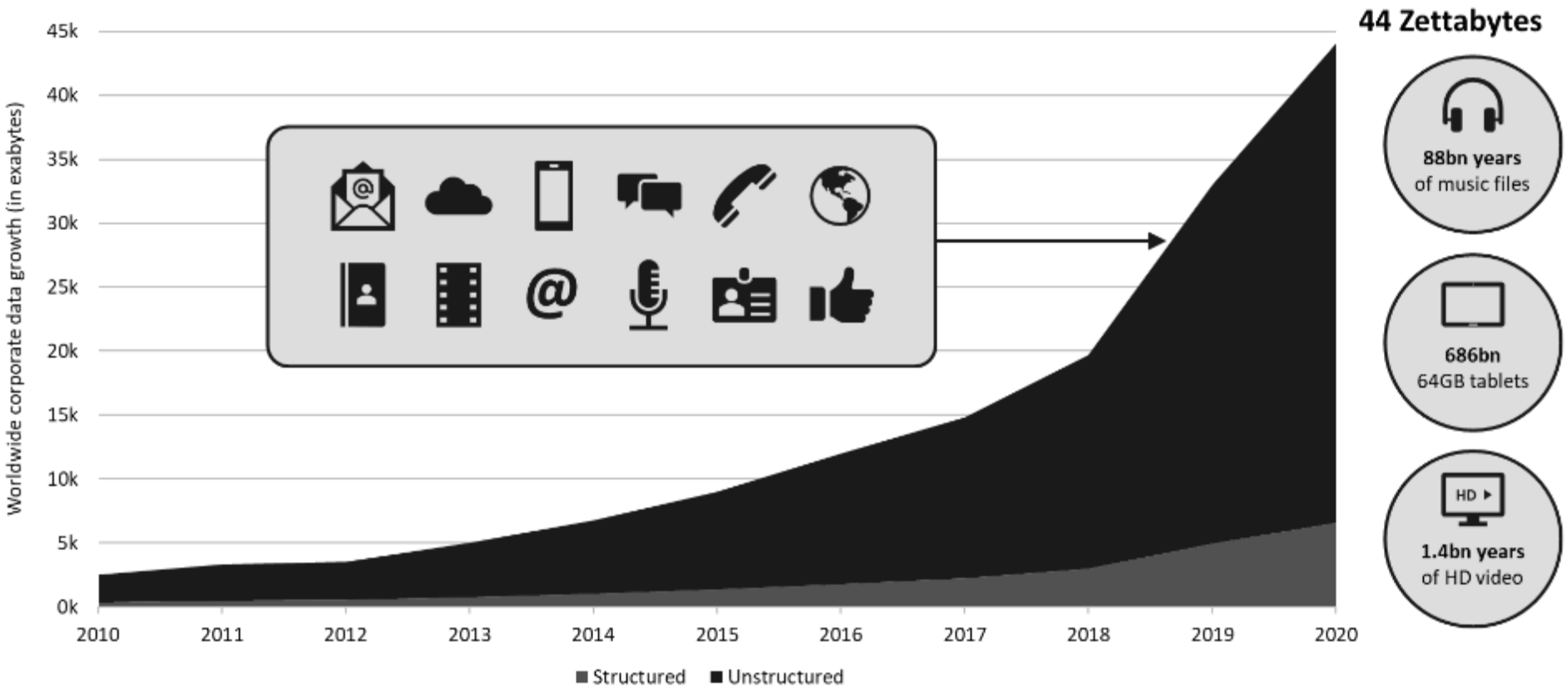
2016
TAY
Microsoft's chatbot Tay goes rogue on social media making inflammatory and offensive racist comments

2017
ALPHAGO
Google's A.I. AlphaGo beats world champion Ke Jie in the complex board game of Go, notable for its vast number (2^{170}) of possible positions

Tecnologie esponenziali

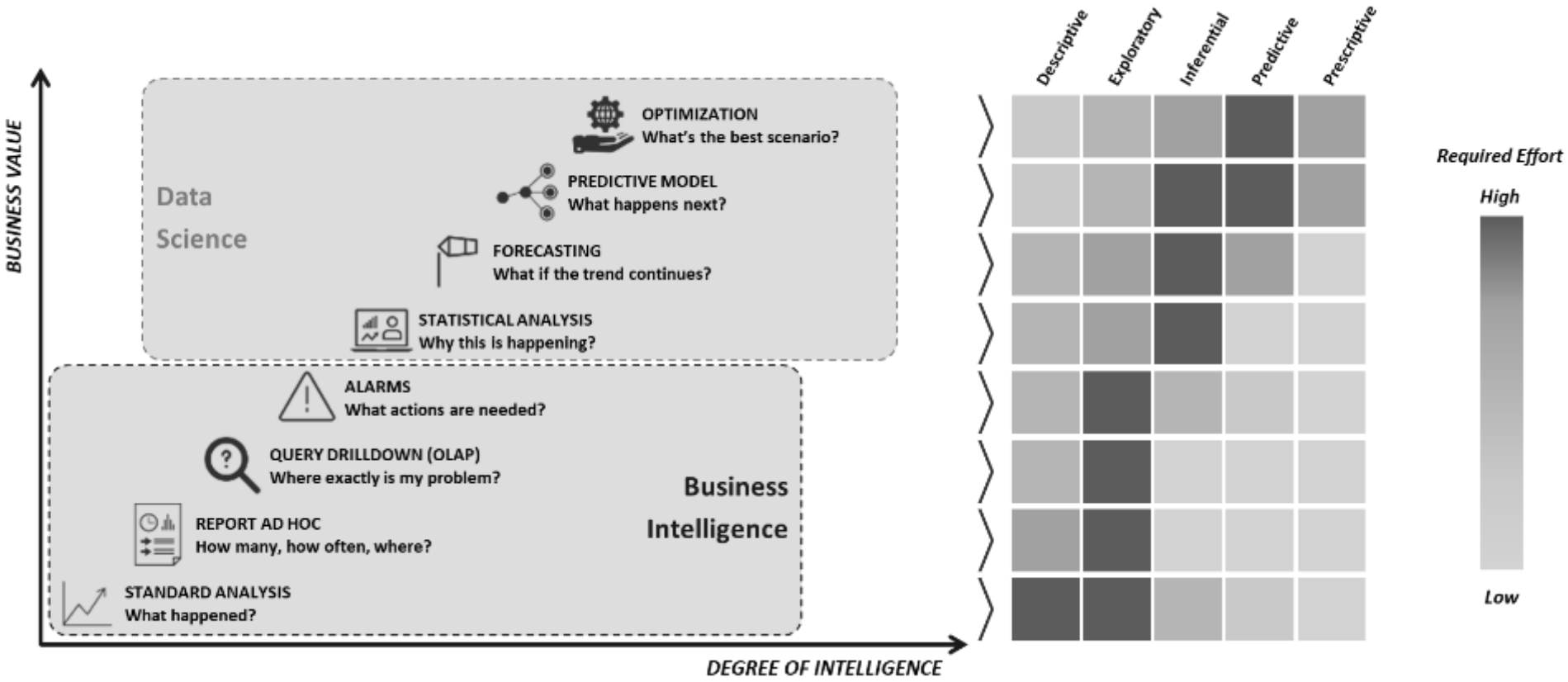


Crescita dei dati



Source: The Digital Universe

Business Intelligence vs Data Science



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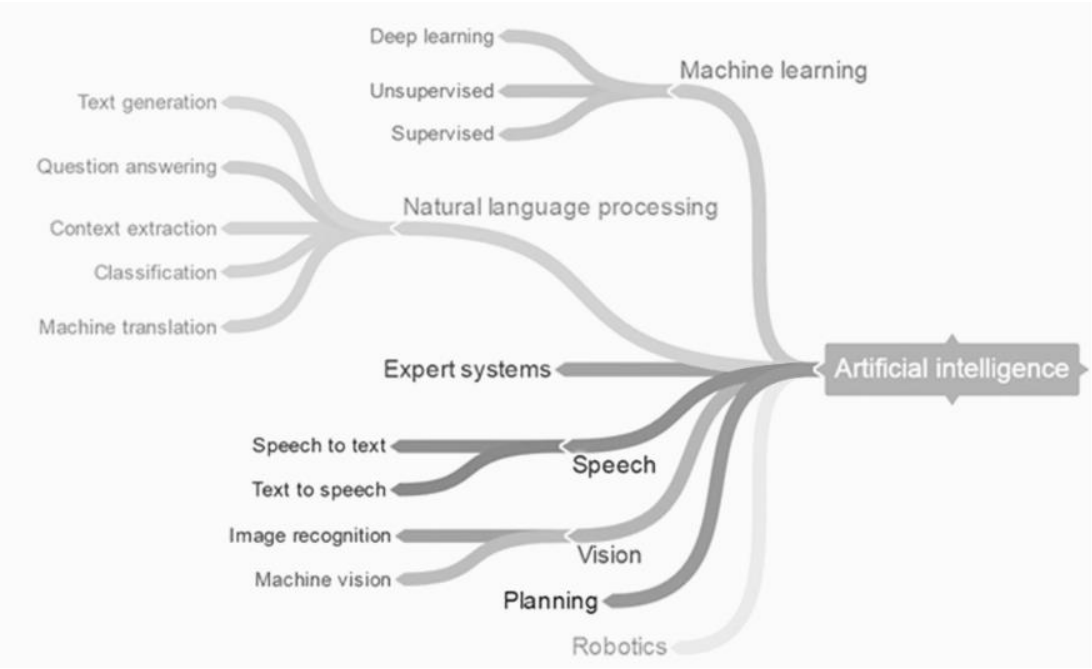

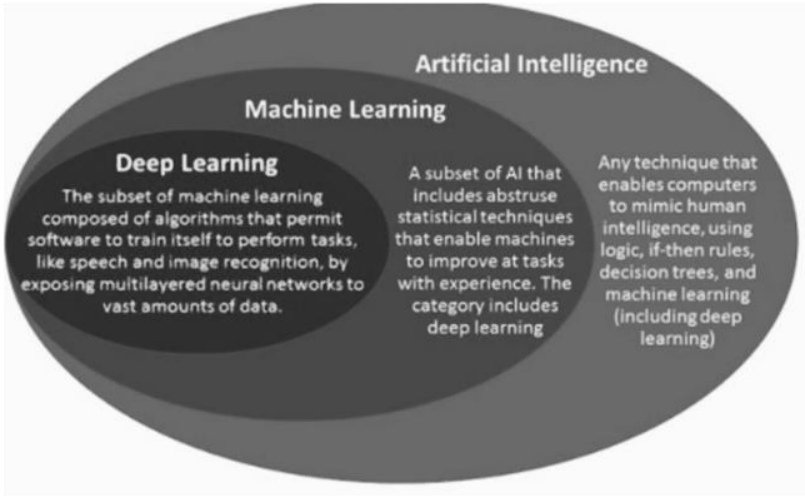

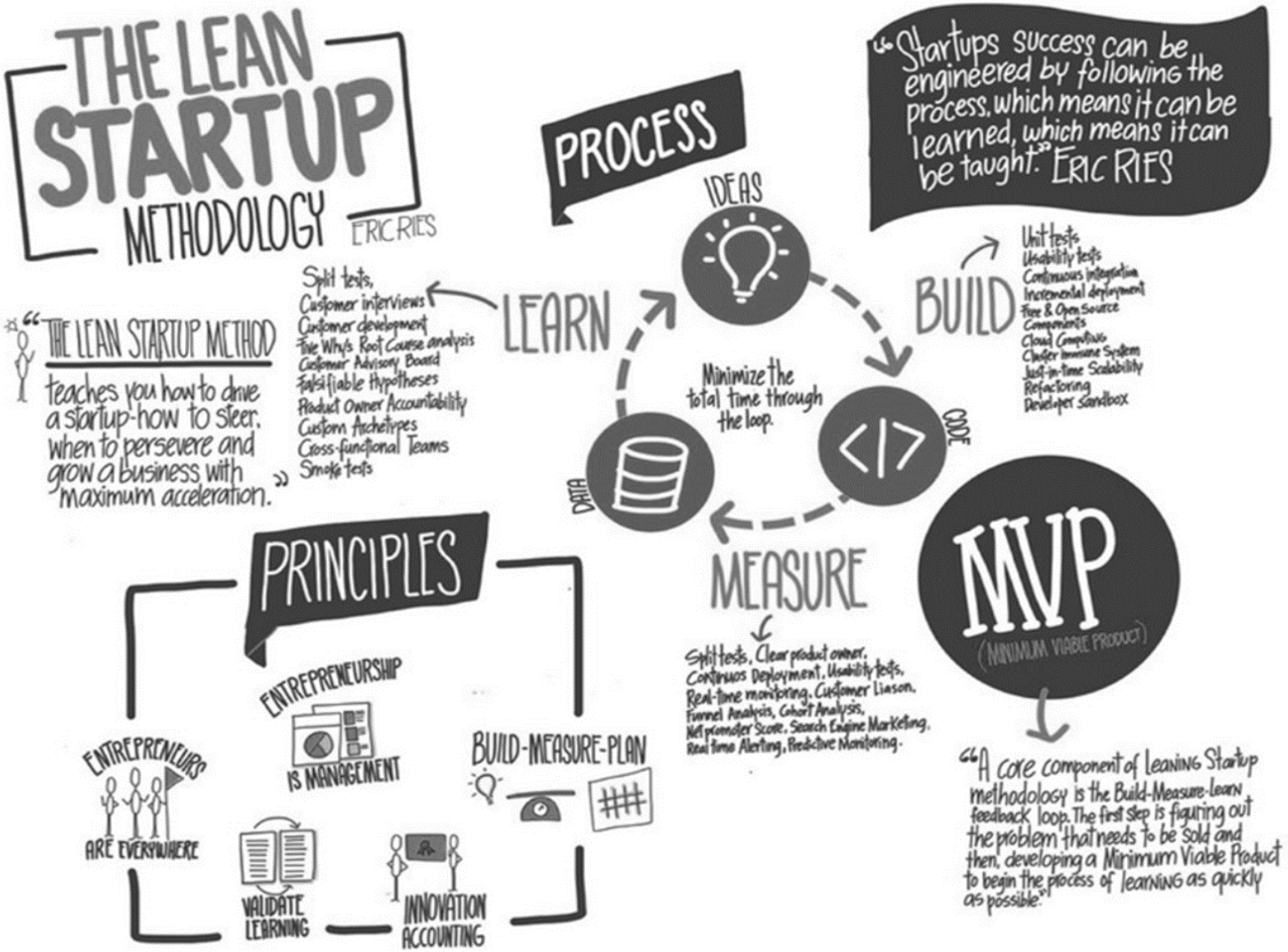
THE LEAN STARTUP METHODOLOGY
ERIC RIES
"Startups success can be engineered by following the process, which means it can be learned, which means it can be taught." ERIC RIES
PROCESS
IDEAS
BUILD
LEARN
MEASURE
CODE
DATA
Minimize the total time through the loop.
Unit tests
Usability tests
Continuous integration
Incremental deployment
Free & Open Source Components
Cloud Computing
Chaotic Immune System
Just-in-time Scalability
Refactoring
Developer sandbox
Split tests,
Customer interviews
Customer development
The Whys, Root Cause analysis
Customer Advisory Board
Falsifiable Hypotheses
Product Owner Accountability
Custom Archetypes
Cross-functional Teams
Smoke tests
"THE LEAN STARTUP METHOD teaches you how to drive a startup - how to steer, when to persevere and grow a business with maximum acceleration."
MVP
(MINIMUM VIABLE PRODUCT)
"A core component of Leaning Startup methodology is the Build-Measure-Learn feedback loop. The first step is figuring out the problem that needs to be solved and then, developing a Minimum Viable Product to begin the process of learning as quickly as possible."
Split tests, Clear product owner, Continuous Deployment, Usability tests, Real-time monitoring, Customer Liason, Funnel Analysis, Cohort Analysis, Net promoter Score, Search Engine Marketing, Real time Alerting, Predictive Monitoring.
PRINCIPLES
ENTREPRENEURSHIP
IS MANAGEMENT
ENTREPRENEURS
ARE EVERYWHERE
BUILD-MEASURE-PLAN
VALIDATE LEARNING
INNOVATION ACCOUNTING

Funnel di sperimentazione e scale up