# URI 2035

# Imagine the Future

# Our hope ...

## Informative

# Stimulating

Fun

We also hope to identify a path to continue the futures dialog at URI beyond the Summit. second breakout

## Outline

- •Imagining the future
  - Short-term vs long-term
  - Exponential growth
  - The Drivers
- The technologies
  - Nanotechnology
  - Biotech
- Artificial Intelligence
  Recent Developments
  Concluding Remarks

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#### Amara's Law

We tend to overestimate the effect of a technology in the short run and underestimate the effect in the long run.

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#### Short run < 5 years or so

### Gartner Hype Cycle

Provide a graphic representation of how a technology will evolve over time.

Hype Cycles are used to determine the promise of an emerging technology.

### Gartner Hype Cycle

Peak of Inflated Expectations

> Plateau of Productivity

Slope of Enlightenment

Trough of Disillusionment

Technology Trigger

Expectations

Time

### Gartner Hype Cycle

Peak of Inflated Expectations

Short Term

Technology Trigger Trough of Disillusionment

Plateau of Productivity

Slope of Enlightenment



#### Amara's Law

We tend to overestimate the effect of a technology in the short run and underestimate the effect in the long run.

Long run > 10 years or so

## Clarke's Three Laws

 When a distinguished but elderly scientist states that something is possible, he is almost certainly right.
 When he states that something is impossible, he is very probably wrong.

2. The only way of discovering the limits of the possible is to venture a little way past them into the impossible.

3. Any sufficiently advanced technology is indistinguishable from magic.

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#### Many natural (and man made) systems grow exponentially

 $y = \alpha 2^{t/\tau}$ 

 $\mathbf{O}$ 

Many natural (and man made) systems grow exponentially

log(y) = b + a t

 $\mathbf{y} = \alpha \, 2^{\mathbf{t}/\tau}$ 

 $log(\alpha)$ 

log(y)

Many natural (and man made) systems grow exponentially

 $y = \alpha 2^{t/\tau}$ 

### log(y) = b + a t



# Nanotech Patents Issued by the US Patent Office

330 nano patents issued prior to 1991.After the number doubled ~5 yrs.

 $y = 330 \times 2^{t/5}$ 

### $\frac{\text{Years}}{5}$ Nano patents = 330 x 2



#### log(Nano patents) = log(330) + 0.06 Years



### Moore's Law

## Number of transistors per chip doubles every year.

A related number is the number of calculations/second per 2017 \$

 $y(t) = \alpha 2^{t/\tau}$  with  $\tau = 1.3$  yrs



Calculations per second per constant dollar

Year 2018 Elapsed Time: 0% Fraction of Image Visible: 0.00%

#### Year 2027 Elapsed Time: 52% Fraction of Image Visible: 0.39%

23

#### Year 2032 Elapsed Time: 82% Fraction of Image Visible: 12.50%

Year 2018 Elapsed Time: 0% Fraction of Image Visible: 0.00%

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Imagining technologies of the future requires an examination of the drivers.

Gaming
Military
Health care
Elderly

Environment
Quality of life
Safety

### In 2010, gaming surpassed the military as the major driver for tech change

Volume is especially good at spurring the creation of new applications.

Some technologies attributed to/enhanced by gaming

- •Color LCD displays
- •Joy stick
- •Graphics Processing Units (GPUs)
- Virtual/augmented reality

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#### **Enabling the <u>Advanced Materials</u> revolution**

• Materials with improved performance or new functionalities





#### **Enabling the Advanced Materials revolution**



#### Materials Genome Initiative



#### Scholars & students with:

- Ability to integrate experiment, theory, & computation & employ new "tools"
- Understanding of life-cycle analysis, barriers to commercialization
- Ability to access & utilize data for structure/function, to guide design







### Biotechnology



Medical

Stem Cells Regenerative Medicine Genomics Prosthetics

#### Pharmaceutical

Precision Medicine Gene Therapy Immuno-therapy Antibody Drugs

Agricultural

Advanced Breeding Yield Improvement Gene Editing

**CRISPR** 





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Example of the Growth of Artificial Intelligence Software

A constant refrain: computers are only as creative as the people who program them.

AlphaGo-Lee beat Lee Sedol in 4 of 5 games of Go in March 2016.



Over several months AlphaGo-Lee trained on thousands of amateur and professional games.

Example of the Growth of Artificial Intelligence Software

AlphaGo-Zero, the next gen Go playing game, beat AlphaGo-Lee in 100 of 100 games in October 2017.

And it did so with 1/10 processing power.

Given rules of Go, AlphaGo-Zero trained for ~3 days with no human input.

AlphaZero, most recent version, achieved superhuman skill in Go, chess and other game types knowing only their rules.

#### Think about it

In days, AlphaZero discovered new knowledge, developing unconventional strategies and creative new moves.

And it did so in a variety of games.It accumulated 1000s of years of human knowledge in just a few days.

And ~3 years ago most experts predicted machines would not achieve superhuman capability in Go for >10 years

#### But Go and chess are games

Doesn't mean AI will function effectively in unstructured human environments.

Agreed - today, AI does not deal well in such environments.

But it will, the question is when? And when it does, what are the consequences

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## Artificial Intelligence

BUSINESS DAY A.I. Has Arrived in Investing. Humans Are Still Dominating. JAN. 12, 2018 TECHNOLCGYREVIEW.COM RELATED COVERAGE MIT TECHNOLOGY REVIEW Andrew Ng Has a Chatbot That **Can Help with Depression** Woebot combines cognitive behavioral therapy with advances in natural language I mostly used predefined answers that it to create a virtual counselor offered me, but even when I strayed from the script a little, it didn't get tripped up. You are guided through conversations with Woebot, but the system is able to understand a pretty wide range of answers It checks in with you area

### Computer Generated Face(s)?



## Computers

from research organizations



## Biotech

SCIENTISTS FIGURE OUT HOW TO MAKE MUSCLES FROM SCRATCH

	Science	News	from research organizations
	Scientists make cells that enable the sense of touch		
	Research	ers are the first to create sensory	interneurons from stem cells
	Date:	January 11, 2018	
0	Source:	University of California - Los Angeles Hea	Ith Sciences
Science News		Researchers have, for the first time, coaxe	ed human stem cells to become sensory interneurons
CRISPD		tion in pa	n. The new protocol could be a step toward stem cell- aralyzed people who have lost feeling in parts of their
treat	ment pr		and Joo people the tate too too ang in parte of them
Date: December Source: He	20, 2017	events hearing loss in mi	from research organizations
Summary: A single trea	ighes Medical	Institute	ce
deafness. The humans.	ne work could	ome editing agent partially preson	
Chasa. E M C.	0:	environment of the served hearing of the ser	ng in mice with genetic f genetic hearing t



#### Now entering, lithium niobate valley Researchers demonstrate high-quality optical microstructures using lithium

from research organizations

Date: December 21, 2017

Source:

Harvard John A. Paulson School of Engineering and Applied Sciences Summary: Lithium niobate is already one of the most widely used optical materials, well-known for its electro-optic properties but it is notoriously difficult to fabricate high-quality devices on a small scale using lithium niobate, an obstacle that has so far ruled out practical integrated, on-chip applications. Now, researchers have developed a technique to fabricate high-performance optical microstructures using lithium niobate, opening the door to ultra-officient integrated shotes in

## Robotics

#### GM WILL LAUNCH ROBOCARS WITHOUT STEERING WHEELS NEXT YEAR Wandelbots wants to reinvent the way we progr Darrell Etherington **Researchers train robots to** see into the future oks Posted Dec 8, 2017 by John Biggs (@johnbiggs)



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Technologies double at different rates.

You're only at the 1/2 way point immediately prior to the final doubling.

Remember when envisioning the future, all aspects of it are evolving.

# Thinking about the future can be fun, exciting and enlightening!



