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"The Intelligence of The Technology For The Robotic World"

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Abstract

Artificial Intelligence (AI) is the area of computer science focusing on creating machines that can engage on behaviors that humans consider intelligent. The ability to create intelligent machines has intrigued humans since ancient times, and today with the advent of the computer and 50 years of research into AI programming techniques, the dream of smart machines is becoming a reality. Researchers are creating systems which can mimic human thought, understand speech, beat the best human chess player, and countless other feats never before possible. Find out how the military is applying AI logic to its hi-tech systems, and how in the near future Artificial Intelligence may impact human lives.

1. Introduction

The Combined knowledge of techniques and Logics through impact of science is "Technology" and this complete knowledge is given to the object by which that objects are able to function, react, work or reply is "Intelligence". Its goal is to replicate human labels into machines. The power of technology are replacing people in every field. Whether it is offices, human behaviors, photography, farming, labor work, medical science, education, sports and many more in kind of robotic works.

It is very hard to describe the broad field like Intelligence. This is found in human beings as large extent of their capability which can be explored to the endless point. All the creatures got Intelligence in their own.

Everyone, believe that human level intelligence is too complex and little understood to be correctly decomposed into the right sub pieces at the moment and that even if we knew the sub pieces we still wouldn't know the right interfaces between

them. Furthermore, we will never understand how to decompose human level intelligence until we've had a lot of practice with simpler level intelligences.

The term technological intelligence combines together to define the knowledge as Artificial Intelligence (AI) for the machines given by the human as actual as possible.

Here, therefore argue for a different approach to creating artificial intelligence:

• The capabilities of intelligent systems must be increase, having complete systems at each step of the way and thus automatically ensure that the pieces and their interfaces are valid.

• It must build a complete intelligence system up the real system that we let loose in the real world with real sensing and real action. Anything less provides a candidate with which we can delude ourselves. We have been following this approach and have built a series of autonomous mobile robots. We have reached an unexpected conclusion (A) and have a rather radical hypothesis (B).

(A) When we examine very simple level intelligence we find that explicit representations and models of the world simply get in the way. It turns out to be better to use the world as its own model.

(B) Representation is the wrong unit of abstraction in building the bulkiest parts of intelligent systems.

1.1 Technological Intelligence Evolution

The Technological intelligence is influencing on the art, living, man and machines and technology itself. It provides advantage in all the fields of the life. The technology of art is given to the artist who was not able to do many things by the painting and those ideas can be simplified by the technology.

Animals have their intelligence since 3.5 billion years ago. Plants got their photosynthesis process by their knowledge before 300 million years, around 550 million years ago, the first fish and Vertebrates arrived and then insects 450 million years ago. Then things started moving fast. Reptiles arrived 370 million years ago, followed by dinosaurs at 330 and mammals at 250 million years ago. The first primates appeared 120 million years ago and the immediate predecessors to the great apes a mere 18 million years ago. Man arrived in roughly his present form 2.5 million years ago. He invented agriculture a mere 10,000 years ago, writing less than 5000 years ago and "expert"

knowledge only over the last few hundred years.

This suggests that problem solving behavior, language, expert knowledge and application, and reason, are all pretty simple once the essence of being and reacting are available. That essence is the ability to move around in a dynamic environment, sensing the surroundings to a degree sufficient to achieve the necessary maintenance of life and reproduction. This part of intelligence is where evolution has concentrated its time t is much harder. The mobility, acute vision and the ability to carry out survival related tasks in a dynamic environment provide a necessary basis for the development of true intelligence.

Human level intelligence has provided us with an existence proof but we must be careful about what the lessons are to be gained from it.

It is not my aim to surprise or shock you--but the simplest way It can summarize is to say that there are now in the world machines that can think, that can learn and that can create. Moreover, their ability to do these things is going to increase rapidly until in a visible future the range of problems they can handle will be coextensive with the range to which the human mind has been working.

The use of the term *technology* has changed significantly over the last 200 years while intelligence was there at that time also but they could not subscribe it effectively. Before the 20th century, the term was uncommon in English, and usually referred to the description or study of the useful arts. The term was often connected to technical education, as in the Massachusetts Institute of Technology (chartered in 1861). "Technology" rose to prominence in the 20th century in connection with the second industrial revolution. The meanings of technology changed in the early 20th century when American social scientists, beginning with Thorstein Veblen, translated ideas from the German concept of “Technik” into "technology." In German and other European languages, a distinction exists between *Technik* and *Technologie* that is absent in English, as both terms are usually translated as "technology." By the 1930s, "technology" referred not to the study of the industrial arts, but to the industrial arts themselves. In 1937, the American sociologist Read Bain wrote that "technology includes all

tools, machines, utensils, weapons, instruments, housing, clothing, communicating and transporting devices and the skills by which we produce and use them." Bain's definition remains common among scholars today, especially social scientists. But equally prominent is the definition of technology as applied science, especially among scientists and engineers, although most social scientists who study technology reject this definition. More recently, scholars have borrowed from European philosophers of "technique" to extend the meaning of technology to various forms of instrumental reason, as in Foucault's work on technology of the self.

Dictionaries and scholars have offered a variety of definitions. The Merriam-Webster dictionary offers a definition of the term: "the practical application of knowledge especially in a particular area" and "a capability given by the practical application of knowledge". In her 1989 "Real World of Technology" lecture, gave another definition of the concept; it is "practice, the way we do things around here". The term is often used to imply a specific field of technology, or to refer to high technology. Bernard Stiegler, in Technocs and Times,1, defines technology in two ways: as "the pursuit of life by means other than life", and as "organized inorganic matter.

Technology can be most broadly defined as the entities, both material and immaterial, created by the application of mental and physical effort in order to achieve some value. In this usage, technology refers to tools and machines that may be used to solve real-world problems. It is a far-reaching term that may include simple tools, such as a Crowbar or wooden spoon, or more complex machines, such as a space station or particle accelerator. Tools and machines need not be material; virtual technology, such as computer software and business methods, falls under this definition of technology.

The word "technology" can also be used to refer to a collection of techniques. In this context, it is the current state of humanity's knowledge of how to combine resources to produce desired products, to solve problems, fulfill needs, or satisfy wants; it includes technical methods, skills, processes, techniques, tools and raw materials. When combined with another term, such as "medical technology" or

"space technology", it refers to the state of the respective field's knowledge and tools. "State of the technology" refers to the high technology available to humanity in any field.

Technology can be viewed as an activity that forms or changes culture. Additionally, technology is the application of math, science, and the arts for the benefit of life as it is known. A modern example is the rise of communication technology, which has lessened barriers to human interaction and, as a result, has helped spawn new subcultures; the rise of cyber culture has, at its basis, the development of the Internet and the computer. Not all technology enhances culture in a creative way; technology can also help facilitate political oppression and war via tools such as guns. As a cultural activity, technology predates both science and engineering, each of which formalize some aspects of technological endeavor.

1.1.1 Technological Intelligence in Image Process

The technological development of the photograph and the persistence of memory can be seen. The only perspective available to a photographer is the perspective of the lens. If a person's face is turned in another direction, then the other side of the face cannot be seen. Picasso's painting, and many of his paintings to follow, explored a forced perspective where both sides of the face would be forced forward from an angle which one would expect only one side of the face to be visible from. There are multiple ways to interpret any stylistic choice that an artist might make, and one interpretation of this forced perspective is to state that the figures in the painting cannot escape the gaze of the viewer of the painting; they are being forced to be viewed in full, and they are unable to hide by turning their heads to the side.

1.1.2 Technological Intelligence and Society

Technological Intelligence and society or **technology and culture** refers to cyclical co-dependence, co-influence, co-production of technology and society upon the other (technology upon culture, and vice-versa). This synergistic relationship occurred from the dawn of humankind, with the invention of simple tools and continues into modern technologies such as the printing press and computers. The academic discipline studying the impacts of science, technology, and

society and vice versa is called (and can be found at) Science and technology studies.

Technology is the making, usage and knowledge of tools, techniques, crafts, systems or methods of organization in order to solve a problem or serve some purpose. The word technology comes from Greek *(technología)*; from *(téchnē)*, meaning "art, skill, craft", and *-logia*, meaning "study of-". The term can either be applied generally or to specific areas: examples include *construction technology*, *medical technology*, and *information technology*.

Technologies significantly affect human as well as other animal species' ability to control and adapt to their natural environments. The human species' use of technology began with the conversion of natural resources into simple tools. The pre-historical discovery of the ability to control increased the available sources of food and the invention of the helped humans in travelling in and controlling their environment. Recent technological developments, including the printing press, the telephone, and the internet, have lessened physical barriers to communication and allowed humans to interact freely on a global scale. However, not all technology has been used for peaceful purposes; the development of weapons of ever-increasing destructive power has progressed throughout history, from clubs to nuclear weapons.

Technology has affected society and its surroundings in a number of ways. In many societies, technology has helped develop more advanced economies (including today's global economy) and has allowed the rise of a leisure class. Many technological processes produce unwanted by-products, known as pollution, and deplete natural resources, to the detriment of the Earth and its environment. Various implementations of technology influence the values of a society and new technology often raises new ethical questions. Examples include the rise of the notion of efficiency in terms of human productivity, a term originally applied only to machines, and the challenge of traditional norms.

Philosophical debates have arisen over the present and future use of technology in society, with disagreements over whether technology improves the human condition or worsens it. The criticize the pervasiveness of technology in

the modern world, opining that it harms the environment and alienates people; proponents of ideologies such as trans-humanism and techno-progressivism view continued technological progress as beneficial to society and the human condition. Indeed, until recently, it was believed

2. Objective

a) To know the effect of the AI in man and machine.
b) To study the use of AI in Learning System.
c) To study the prospective of the Logics of AI in different Category.
d) To know the replacement of the Human behavior through the machine.
e) To know the gap between Artificial Intelligence and Nature.
f) To study the impact of AI in the Children and their study.
g) To study the use of AI in military *forces.*

The artificial life can be created using in any form by the methods, logics, design and technology. The form of man or machine can be invented using advancement in the design, development and enhancement of existing artificially intelligent algorithms.

By defining the most commonly accepted branches of artificial intelligence; It can further evaluate the pros and cons of their use in existing information systems and applications. Some of the listed branches are considered concepts rather than actual branches of artificial intelligence. Regardless of whether a type of artificial intelligence is considered a branch or concept, research will be devoted on existing applications that are focused on these types. Initially, new methods in the use of artificial intelligence will not be tested. The initial goal is to simply establish the general consensus of professionals in the field of computer science as to what they believe is the most efficient use of artificial intelligence.

It seems that the best way to ensure that a superintelligence will have a beneficial impact on the world is to endow it with philanthropic values. Its top goal should be friendliness. How exactly friendliness should be understood and how it should be implemented, and how the amity should be apportioned between different people and nonhuman creatures is a matter that merits

further consideration. I would argue that at least all humans, and probably many other sentient creatures on earth should get a significant share in the superintelligence's beneficence. If the benefits that the superintelligence could bestow are enormously vast, then it may be less important to haggle over the detailed distribution pattern and more important to seek to ensure that everybody gets at least some significant share, since on this supposition, even a tiny share would be enough to guarantee a very long and very good life. One risk that must be guarded against is that those who develop the superintelligence would not make it generically philanthropic but would instead give it the more limited goal of serving only some small group, such as its

superintelligence decide to build it so that it serves only this select group of humans, rather than humanity in general. Another way for it to happen is that a well-meaning team of programmers make a big mistake in designing its goal system. This could result, to return to the earlier example, in a superintelligence whose top goal is the manufacturing of paperclips, with the consequence that it starts transforming first all of earth and then increasing portions of space into paperclip manufacturing facilities. More subtly, it could result in a superintelligence realizing a state of affairs that human might now judge as desirable but which in fact turns out to be a false utopia, in which things essential to human flourishing have been irreversibly lost. It needs to be careful about that wish for from a superintelligence, because might get it.

Conclusion

During the research process, initially believed that only a few artificial intelligent fields can be optimized and those would suit this. Quickly came to the conclusion that a combination of many branches of artificial intelligence may deliver the best results.

Environments with teachable agents and animated interfaces are encouraging and motivating student learning at a time when it is no longer linked to survival and success. The major challenges now facing the use of pedagogical agents and systems are centered on how to design them to be useful and what is the best way to integrate them into the technological intelligence. The cost of these agent based systems can also be prohibitive and lead to the situation using cheaper, existing

technologies. AI based systems with teachable agents and animated user interfaces provide an unprecedented opportunity to improve the Military power, Society safety and learning experience by personalizing it to the learner and the improvement in further exploration.

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