



"Always Interesting" AI in the news

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Farms Fund Robots to Replace Migrant Fruit Pickers. Eliza Strickland. *Wired*. June 21, 2007 (www.wired.com). "As if the debate over immigration and guest worker programs wasn't complicated enough, now a couple of robots are rolling into the middle of it. Vision Robotics, a San Diego company, is working on a pair of robots that would trundle through orchards plucking oranges, apples or other fruit from the trees. In a few years, troops of these machines could perform the tedious and labor-intensive task of fruit picking that currently employs thousands of migrant workers each season. The robotic work has been funded entirely by agricultural associations, and pushed forward by the uncertainty surrounding the migrant labor force. Farmers are 'very, very nervous about the availability and cost of labor in the near future,' says Vision Robotics CEO Derek Morikawa."

Robot Invasion — A World Ruled By Robots May Not Be Far Off. Ed Boyle. *CBS News*. June 21, 2007 (www.cbsnews.com). "The British Government has just paid a great deal of human taxpayers' hard cash for a special report into the rights of tomorrow's robots. Rights? What conceivable rights would a tin can on wheels ever deserve, you may ask? Well, if it has some kind of built-in artificial intelligence then, according to the Government advisers, it might be entitled to social security benefits, free housing and even healthcare. ... In your country the Pentagon is designing an airborne robot hitman capable of tracking and killing. Tell it who to take out. It decides how and when to do the job. But over here we're thinking of giving it the right to go on strike."

Computers Read News, and Trade on It Quickly. Kevin Plumberg. *Reuters*. June 25, 2007 (www.reuters.com). "It takes a person about 10 minutes to read a 2,500-word, front-page feature story in the *Wall Street Journal*. Computer programs increasingly being used by investors to parse news stories can process one in about three one-hundredths of a second. ... Rather than just highlight words or phrases, some of the most sophisticated news mining platforms can take multiple strands of news from wire agencies and Web sites and score the significance of various items."

Algorithmic Trading — Ahead of the Tape. The Best Newsreaders May Soon be Computers. *The Economist*. June 21, 2007 (www.economist.com). "As the time taken to process computer-generated trades falls to thousandths of a second, algorithms are being created to react to news headlines

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— Jon Glick, Webmaster, AI TOPICS

faster than the eye can scan them. Dow Jones and Reuters, the news providers, now offer electronically 'tagged' news products that algorithms pick up to make programmed trading decisions. ... Britain's Financial Services Authority, a regulator, also hopes to use algorithms to comb through trading data to find hints of suspicious activity, which it reckons takes place before about a quarter of all takeover announcements. Algorithmic trading accounts for a third of all share trades in America and the Aite Group, a consultancy, reckons it will make up more than half the share volumes and a fifth of options trades by 2010. ... According to TowerGroup, a research firm, \$480M is likely to be spent in America this year on developing technology for algorithmic trading. ... Now that trading algorithms are reading the news, are they also getting the story faster than journalists can? ... Eventually, the news may come from reading the algorithmic trades, not the other way around."

Big Brother Is Watching You... and He's a Computer. The Threat of Cameras Combined with Artificial Intelligence. Mike Elgan. *Computerworld*. June 22, 2007 (www.computerworld.com). "Privacy activists have been lamenting increasing surveillance by cameras and warn of abuse by the authorities who have access to them. But two additional trends portend a disturbing new direction. The first trend: Cameras are increasingly monitoring non-criminals engaged in technically legal behavior. The second trend: Special new artificial intelligence software is processing video feeds to look for unacceptable behavior. The machines are watching us, and they are making judgments about what we do. Another way of looking at these colliding trends is that we are begin-

ning to offload the human capacity for ethics, morality and good citizenship to computer systems. ... The new surveillance technology is impressive, and can help counter major crimes and terrorist acts and save lives. But less impressive are our rules, guidelines and restrictions on the growing use of cameras and artificial intelligence to monitor minor crimes and non-criminal activity."

Where Combat Is Really Mortal. Ted PinCUS. *Chicago Sun-Times*. July 10, 2007 (www.suntimes.com). "[G]ame software almost tripled in the last 10 years to \$10 billion (almost \$20 billion worldwide), the average player age crept up to an amazing 33 years. Whether hypnotized by computer or console, players age 8 to 34 spend more time at this today than watching TV, according to Nielsen. [David Zucker, CEO of Midway Games] points out that 69 percent of American heads of household now are players. 'Most grew up addicted to movies and arcades,' he says. 'The video game phenomena was this: In the movie experience, you are a voyeur. In the video game, you not only control the characters but the entire story. As computer graphics and artificial intelligence are advancing, realism is becoming intense. Today this is the preferred entertainment medium.'"

Video Gaming Is not an Addiction, Yet. Lindsey Tanner. *Associated Press* / accessed from USATODAY.com. June 27, 2007. "The American Medical Association on Wednesday backed off calling excessive video-game playing a formal psychiatric addiction, saying instead that more research is needed. ... AMA delegates instead adopted a watered-down measure declaring that while overuse of video games and online games can be a problem for children and adults, calling it a formal addiction would be premature."

Software to Limit Gambling Addiction. *Sveriges Radio International* — Radio Sweden. June 29, 2007 (www.sr.se) "In a bid to combat Sweden's growing problem of gambling addiction, state-run betting giant Svenska Spel is to harness the power of artificial intelligence. The system, designed by Sweden's ICU Intelligence, analyses how each player places bets, how much money they bet with, under which circumstances, and how often. ... By comparing how those with a gambling addiction betted before they were hooked, ICU says the technology identifies individuals with a growing habit, before they become problem gamblers."