



INTERNATIONAL CONFERENCE ON KNOWLEDGE MANAGEMENT

Slaughter a Sacred Cow of Knowledge Work

ANTALYA – NOVEMBER 2014



SACRED COW OF KNOWLEDGE WORK

Human cognitive capabilities will outperform artificial cognitive capabilities indefinitely



SOCHI CHESS CHAMPIONSHIP 2014

Magnus Carlsen vs. Viswanathan Anand



SCHACH-WM

Anand trickst Carlsen und die Computer aus

Viswanathan Anand zeigt, was er kann und was kein Rechner sieht. Magnus Carlsen wirkt erschöpft. Die siebte und bisher spannendste Partie endet nach hartem Kampf remis. VON ULRICH STOCK, SOTSCHI

Aktualisiert 18. November 2014 08:57 Uhr

30 Kommentare |

SOCHI CHESS CHAMPIONSHIP 2014

«Anand fooled Carlsen and the Computers [...] Anand presents what he is capable to do and what no computer unveils.»

ARTIKEL Auf einer Seite lesen

QUELLE ZEIT ONLINE

SCHLAGWORTE Magnus Carlsen | Schach-WM | Viswanathan Anand | Garri Kasparow | Remis | Sotschi

MEISTGELESEN

1. SCHACH-WM 2014 Es wird eng für Vishy
2. SCHACH-WM Doch nur Remis
3. SCHACHWELTMEISTERSCHAFT Wieder Remis zwischen Anand und Carlsen
4. BUNDESLIGA-VORSCHAU Der maulfaule Norden will das lauteste Fußballspiel aller Zeiten
5. SCHACH-WM 2014 Nach einer Stunde nur ein Nö, Ach und Hm

MEISTKOMMENTIERT

1. WELTMEISTERSCHAFT 2019 Leichtathletik-Verband vergibt WM na in Kata FISCHERLÄND und ZDF berichten über die WM 2012
3. SCHACH-WM Anand trickst Carlsen und die Computer auf Anfangsbewegung geht in Freizeitkleidung in den Wettkampf um
5. SPANIEN – DEUTSCHLAND Sie machen sich wieder die Hemden schmutzig



ENDEAVOURS IN INTELLIGENT MACHINES

A Short History


PHONETIC KEMP INC.
Sonic Urban Research Laboratory



UKIYO CAMERA SYSTEMS
mobile phone 'horseshoe'



~1770

von Kempelen: Mechanical Turk





1912

Torres y Quevedo: El Ajedrecista



1997

IBM: Deep Blue



ΣΚΕΨΟΥ

THINK



\$24,000

Who is Stoker?
(FOR ONE WELCOME OUR
NEW COMPUTER OVERLORDS)

\$ 1,000

\$77,147

Who is Bram
Stoker?

\$ 17,973

\$21,600

WHO IS
BRAM STOKER?

\$5600

BEYOND CHESS: 2011

IBM: Watson

2013

The Era of «Cognitive Computing»





1997

Kasparov (although furious) has a new idea



1998

KASPAROV - DEEP BLUE

«Advanced Chess» (chess grandmaster + chess computer)



2005

Zackary + Cramton + DELL hardware: winner of a
freestyle tournament

1. COGNITIVE COMPUTING IMPACT

Rise of «Cognitive Companionships»









(Salomon 1993)

Companionship for «dual-use»



(Salomon 1993)

Performance-oriented



$$1 + 1 =$$

$$2 + 2 =$$

(Salomon 1993)

Pedagogical



2. COGNITIVE COMPUTING IMPACT

The Perils of «Outcome Pumps»



(MUEHLHAUSER 2013)

Facing the Intelligence Explosion





(MUEHLHAUSER 2013)

Task: «Get my mother out of the building!»





(MUEHLHAUSER 2013)

Task: «Get my mother out of the building *without blowing up the building!*»





(MUEHLHAUSER 2013)

After many more attempts ...





(MUEHLHAUSER 2013)

Task: «Within the next ten minutes, move my mother (defined as the woman who shares half my genes and gave birth to me) so that she is sitting comfortably in this chair next to me, with no physical or mental damage.»



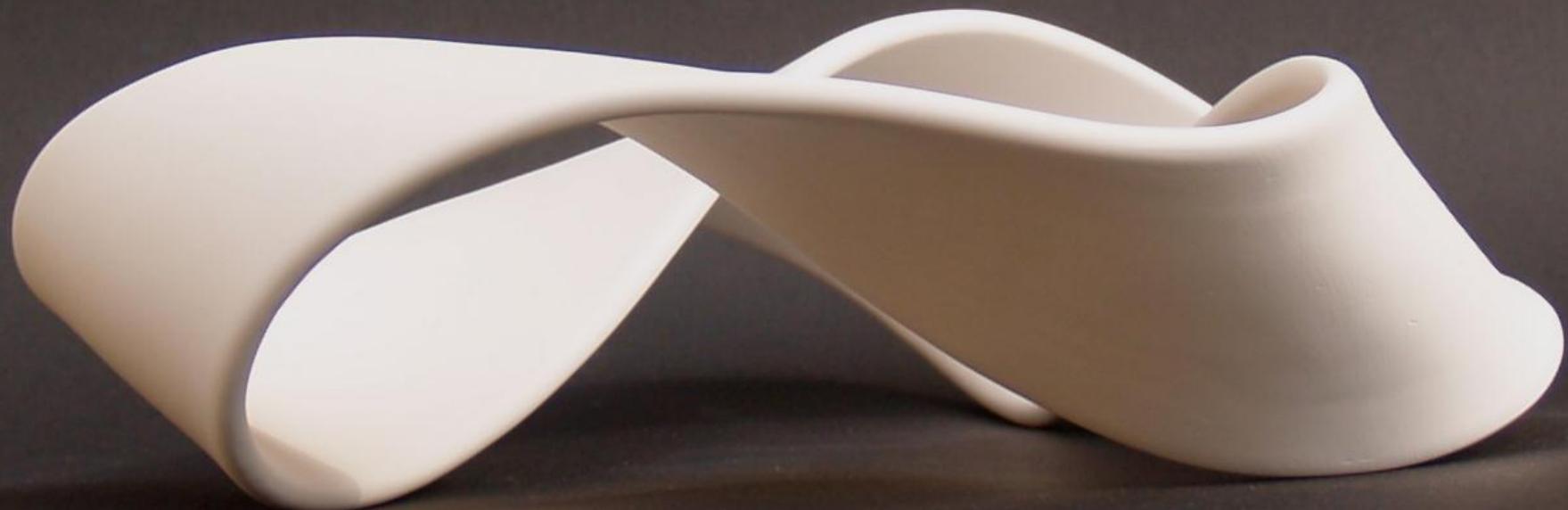
(MUEHLHAUSER 2013)

«You got what you wished for, but you didn't get what you wanted.»



3. COGNITIVE COMPUTING IMPACT

Collapse of the «Efficiency Continuum»

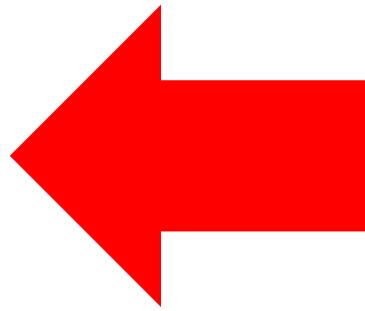
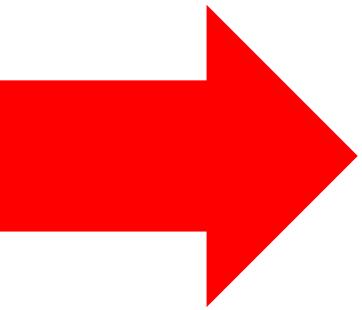


Non-manufacturing Organisations categorised according to level of Customer adaptation



(Sveiby 1992, 1999)

Companies distinguish with regard to knowledge work efficiency



(Sveiby 1992, 1999; Holtel 2013)

Collapse of the knowledge work «efficiency continuum»



YOUR TAKE AWAY

*Seriously rethink knowledge work at the advent of
cognitive computing!*



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