Karan Bhargava

CS 185C, Maya Ackerman

Temperamental AI: Boon or Disadvantage in Creativity?

Artificial Intelligence has gained an increasing amount of wind in the past few years. Allowing machines to do most of our work for us, allows us to focus (or not focus) on other aspects of our life. However, the question must be asked, will giving AI human-like emotions and thought processes actually help us be more creative or discourage us to "think outside the box?"

First and foremost, we need to understand what a Temperamental AI is. As the name suggests, it is an artificially intelligent being that is capable of understanding emotions such as stress, happiness, and even sadness. Incorporating emotions into an AI mindset allows us to have a closer "human-like" experience and thus breaking the wall between an AI and a human mind. However, most critics say that allowing AI to be emotionally swayed as human beings, defeats the purpose of them. If we allow artificially created systems to become similar to human beings, it would, most likely, lose interest in its current job or induce stress on to itself and others around it (Mehrabian). All in all, the critics' main argument is that allowing emotionally capable AI would be detrimental to society as it would hinder creativity and make us lazy.

The data, however, has shown the complete opposite result. We, as humans, have become increasingly dependent on AI. We feel stress if we do not check our phone for the time, or check our messages hoping for that one person to reply back etc. (Li). Using technology triggers us to release endorphins that were previously released with human-to-human interaction (Li). Allowing this same technology to have an emotional mindset is actually a boon that drives us to become more creative. As artificial intelligence has a better grasp of munching and analyzing

data when compared to humans, they can learn from past art forms much quicker than we, as humans, can. Why go on a website and sift through millions of bytes of data when you can have a personal intelligence do the work for you? (Baker). The main idea is to create something that allows us to have a meaningful experience. Allowing machines to be emotionally sentient would allow us to have the information we need in a more human like experience, while also making us less lazy than we already are. Being able to see an emotional response on an AI when a question is asked would allow us to ask more creative and thought-provoking questions as we would not want the AI to become ireful. This, in turn, would allow us to become wiser.

An example of a temperamental AI out in the real-world today is the one developed by Grailr LLC. Carrot is an excellent example of what AI would allow us to achieve if emotions were attached. Carrot, the AI construct with a heart of weapons-grade plutonium, incorporates to-do lists, fitness regimes, alarm clocks into our day to day lives, allowing us to become more focused while not taking away any creativity away from the human mind (Carrot). For instance, in the to-do list mode of the app, the AI has a temper incorporated into it. If the user decides not to use the app for a few days, the AI is furious that the user became lazy and did not use the app at all. Allowing emotions to play an important role in this AI's mind helps us organize life and work by the AI being an overlooking figure in our life (Sadun). This temperamental AI's mind helps us lead a more useful life than before.

Another boon of having temperamental AI is that we would become more creative than we already are. As mentioned above, AI has a better ability in finding patterns from previous art forms. A clear-cut example of such creativity is the "Painting Fool" by Simon Colton. Colton's AI has been trained on thousands of years of artistic forms and, it has learned to convert one art form into another (Moss). Having an actual AI that has learned to convert art forms in such an

intrinsic way allows us to learn from it. In a sense, the AI becomes a teacher, teaching us new ways which, in turn, boosts our creativity. However, the "painting fool" is not just a simplistic AI. With its emotional capabilities, the "painting fool" can decide whether it wants to paint or not and what it wants to paint. An example of this is when the painting fool had a live exhibition right after it had read the first 10 articles on The Guardian (Moss). Based on those articles, it decided to either not paint the portrait of a person or paint it in a dark and brooding tone. All in all, by providing emotions to the AI, we can dwell deeper into our own creativity as we would have someone to learn from. We would become better at creating creative systems and become more creative in general.

Lastly, allowing emotionally capable AI allows us to have a little more fun in our lives. In the game, Mass Effect by EA, there are instances of many emotionally independent artificial technologies that make the game interesting in creative ways. For instance, Catalyst, an emotional AI embodies the collective consciousness and memories of the Reapers, and thus countless ancient civilizations (Mass Effect). In the game, there are countless interactions with Catalyst, where if you answer were to answer in a condescending tone, it gets mad at you (Mass Effect). Furthermore, playing the game from scratch, results in a different outcome as per iteration of the game, Catalyst learns and applies it emotional cognizant to make the game interesting. It goes to show that incorporating emotions into an artificial intelligence allows us to enjoy life a little more than we already do.

In conclusion, temperamental AI is an idea that is being explored currently and being developed upon. Allowing that to occur is essential as it is more of a boon than it is a disadvantage. Humans, in general, would become more useful, creative and enjoy life on a deeper level. With the help of emotions incorporated in the most useful Artificial Intelligence,

we would be able to access realms that we were not able to explore before. We could learn on a deeper level and apply that learning to creating more complex and useful systems.

Citations

Baker, Anthony. "What Does Artificial Intelligence Mean for the Creative Mind?" Digital Business. Guardian News and Media, 10 Aug. 2016. Web. 20 Feb. 2017.

Li, Moov Meng. "Has Artificial Intelligence Outsmarted Our Emotions?" Wired. Conde Nast, 19 Nov. 2014. Web. 20 Feb. 2017.

"CARROT - IOS and Mac Apps with a Personality." CARROT - IOS and Mac Apps with a Personality. MeetCarrot LLC, n.d. Web. 20 Feb. 2017.

Mehrabian, Albert. "Incorporating Emotions and Personality in Artificial Intelligence Software." Use of Emotion and Temperament Models to Program Artificial Intelligence Robots. Albert Mehrabian, 2010. Web. 20 Feb. 2017.

Mass Effect. BioWare, FrostBite and EA. Redwood City, California. 1982 (EA Founded)

Moss, Richard. "Creative AI: The Robots That Would Be Painters." New Atlas - Latest News. Gizmag PTY LTD, 16 Feb. 2015. Web. 21 Feb. 2017.

Sadun, Erica. "Meet CARROT: The Game-ified to Do List." Engadget. Engadget, 14 July 2016. Web. 20 Feb. 2017.