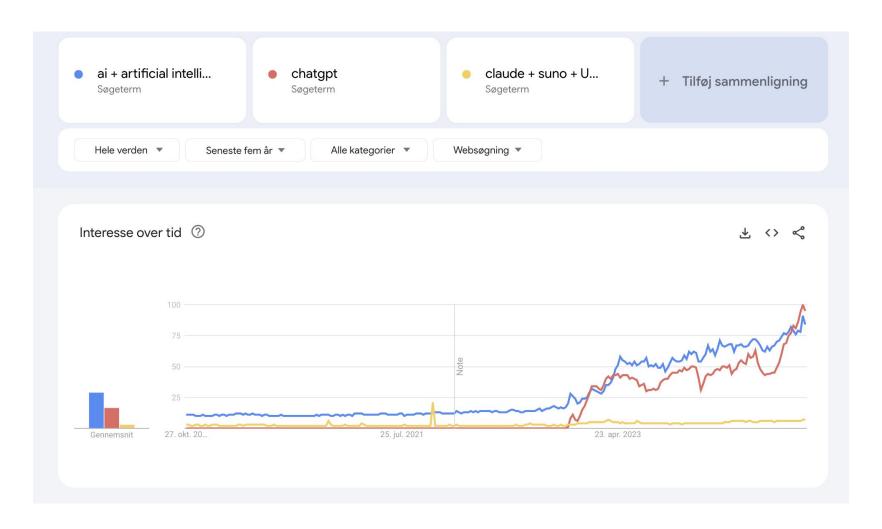


Al and the economy of tomorrow October 2024

Lars Christensen

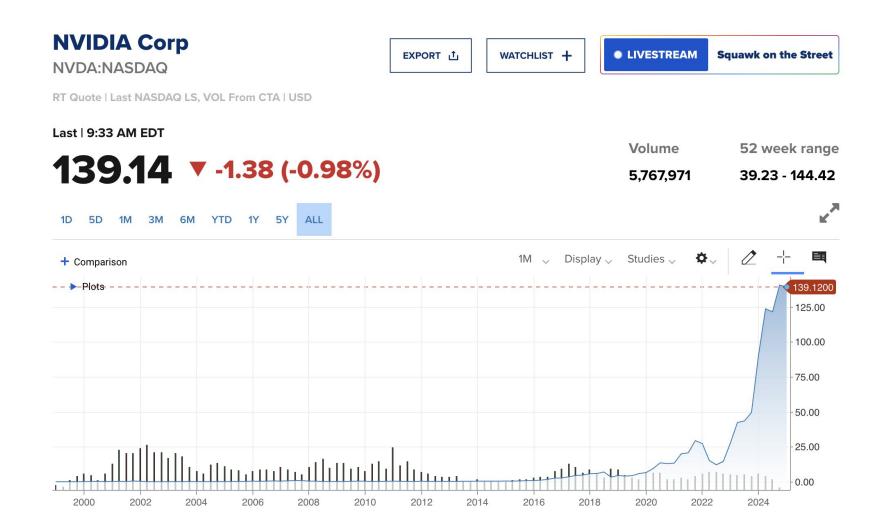


This is what we are talking about





....and the markets





The AI revolution – why?

35 years of data





Fast and cheap computing power

Attention Is All You Need

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Abstract

The dominant sequence transduction models are based on complex recurrent or convolutional neural networks that include an encoder and a decoder. The best performing models also connect the encoder and decoder through an attention mechanism. We propose a new simple network architecture, the Transformer, based solely on attention mechanisms, dispensing with recurrence and convolutions entirely. Experiments on two machine translation tasks show these models to be superior in quality while being more parallelizable and requiring significantly less time to train. Our model achieves 28.4 BLEU on the WMT 2014 English-to-French translation task, improving over the existing best results, including ensembles, by over 2 BLEU. On the WMT 2014 English-to-French translation task, our model establishes a new single-model state-of-the-art BLEU score of 41.8 after training for 3.5 days on eight GPUs, a small fraction of the training costs of the best models from the literature. We show that the Transformer generalizes well to other tasks by applying it successfully to English constituency parsing both with large and limited training data.

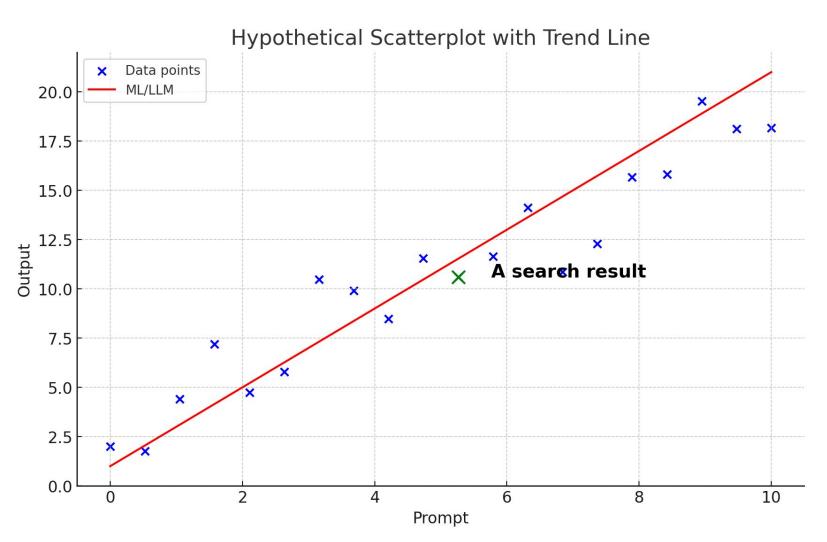
An idea



2017

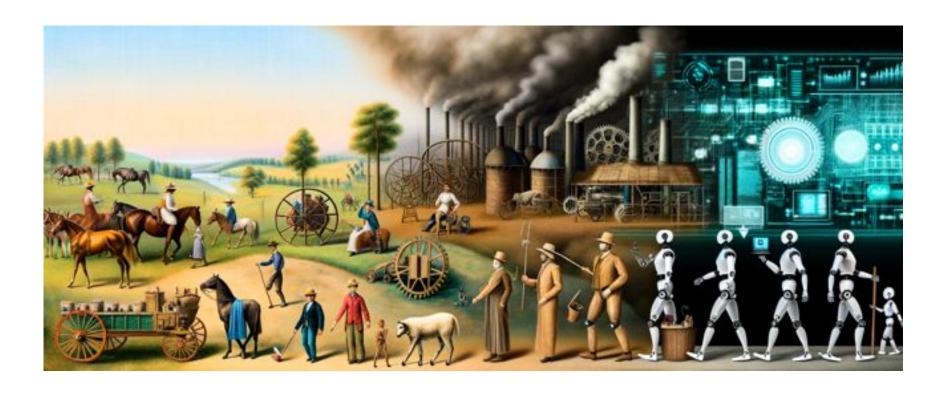


From search engine to 'prediction machine'



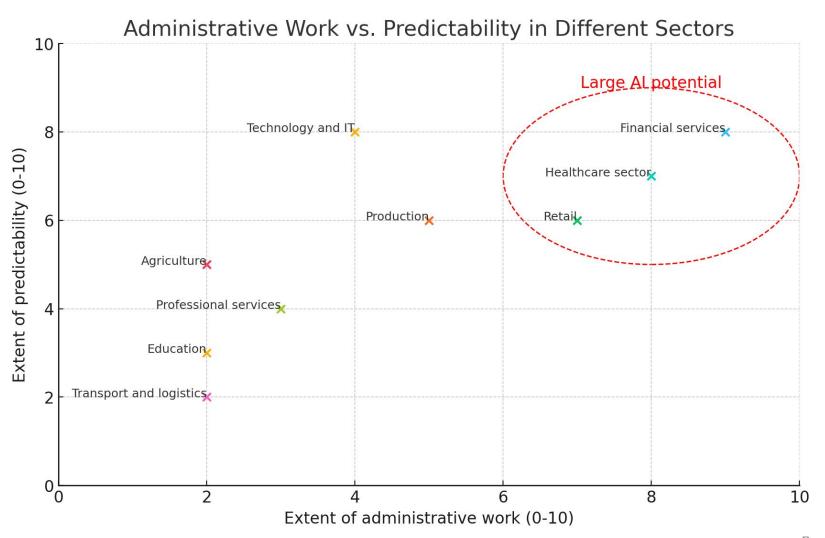


From the automation of agriculture and industry to the automation of white collar jobs



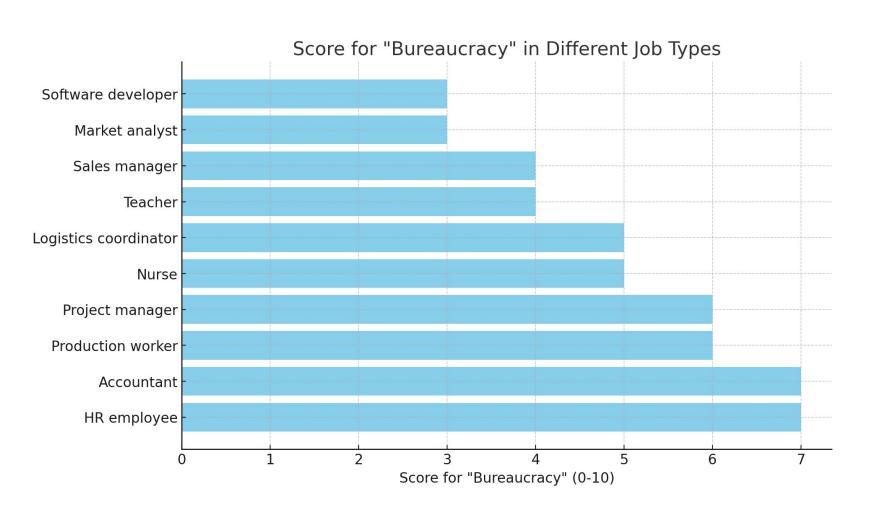


Predictions vs Bureaucracy



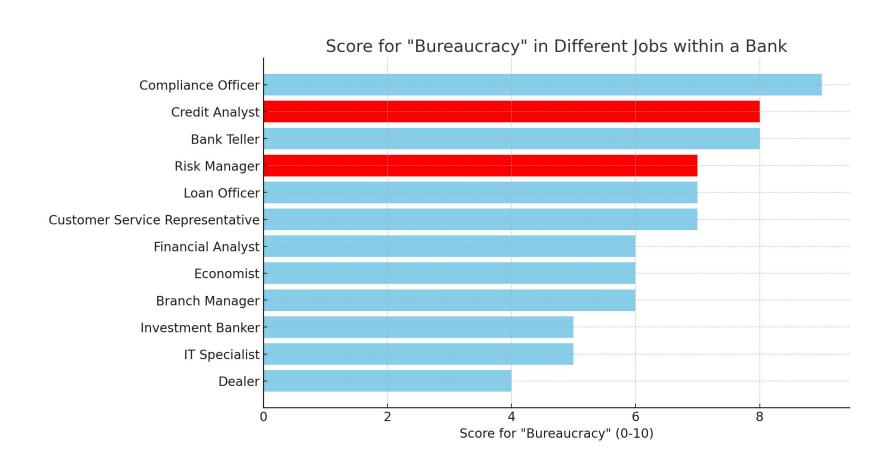


How much paperwork?



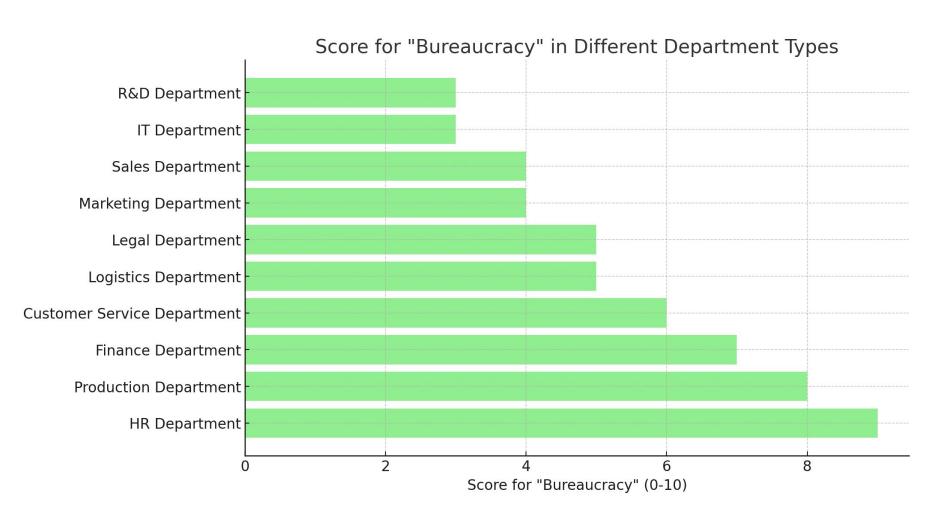


How much paperwork in banking?





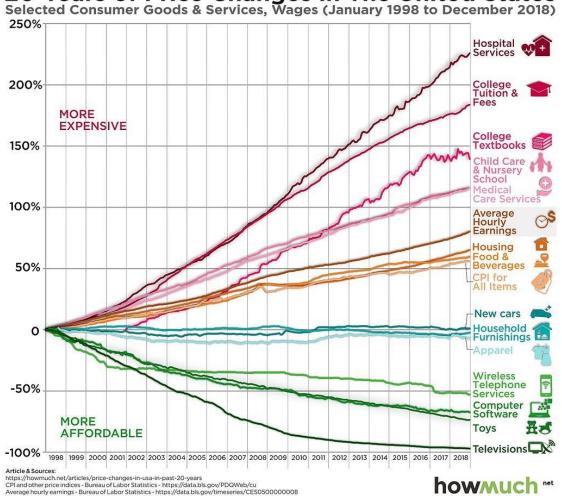
How much paperwork (II)





"Bullshit jobs" and Baumol effect

20 Years of Price Changes in The United States Selected Consumer Goods & Services, Wages (January 1998 to December 2018)





World Ills Laid to Machine By Einstein in Berlin Speech







Workers See 'Robot Revolution'
Depriving Them of Jobs



THE NEW YORK TIMES, SUNDAY, FEBRUARY 26, 1928.

XX

2

MARCH OF THE MACHINE MAKES IDLE HANDS

By EVANS CLARK.

A FEW days ago the General Motors Corporation reported to
largest peace-lime earnings
ever made by a single concern in the history of America.
Three days later Governor Smith
made public a report from the New
York Industrial Commissioner which
called public attention to serious uncumployment throughout the State:
not since the depression of 1921, it
was disclosed, have conditions been

The people of the United Statesin the shadow of a Presidential election-are presented with a social

Prevalence of Unemployment With Greatly Increased Industrial Output Points to the Influence of Labor-Saving Devices as an Underlying Cause





have gone far to maxe construction as machine industry instead of a colection of land trades. One gasolin trans takes the place of the or twelve abovers. The hod-carrier has disperared before the invasion of the material hoist. In concrete construction building materials are mixed like dough, in a machine and like ally poured into place without the out-of a human hand. The Ohingures record these results: will be per cent. lever men employed contractors put up 11 per cent. more quaves feet of finished buildings has

Coal Mined by Mac



We will not all be out of a job ...unfortunately





How do economists think about growth? ...the long run view

$$Y = \lambda \cdot F(K,L)$$



It didn't start yesterday (I)

- 1840s: Telegraph, Washing machine
- 1850s: Steam locomotives, Photography
- 1860s: Freezing, Periodic table 1870s: Telephone, Incandescent lamp
- 1880s: Electricity, Automobile
- 1890s: Camera, Radio
- 1900s: Airplane,
- Film 1910s: Electron tube, Motorized vehicles
- 1920s: Radio transmission, Refrigerator
- 1930s: Television, Jet engine



It didn't start yesterday (II)

- 1940s: Atomic bomb, Transistor
- 1950s: Birth control pill, Computer programming
- 1960s: Space exploration, Microchips
- 1970s: Internet, Personal computer
- 1980s: Mobile phones, CDs and digital audio formats
- 1990s: World Wide Web, Mobile phone revolution
- 2000s: E-commerce, Social media
- 2010s: Cloud computing, Artificial intelligence
- 2020s: Artificial intelligence in healthcare, 3D printing



Leaders of innovation - countries

- 1840s: USA, UK
- 1850s: UK, France
- 1860s: France, Russia
- 1870s: USA, USA
- 1880s: Serbia/USA, Germany
- 1890s: USA, Italy
- 1900s: USA, France
- 1910s: USA, USA
- 1920s: USA, USA
- 1930s: USA, UK
- 1940s: USA, USA
- 1950s: USA, USA
- 1960s: USA, USA
- 1970s: USA, USA
- 1980s: USA, Netherlands, Japan
- 1990s: UK, Finland, USA
- 2000s: USA, USA
- 2010s: USA, USA



Back to the 1990s

