When Machines Program Machines

Sharing the Roadmap 2023



Prof. Dr. Jürgen Döllner

Hasso-Plattner-Institut, Digital Engineering Fakultät, Universität Potsdam

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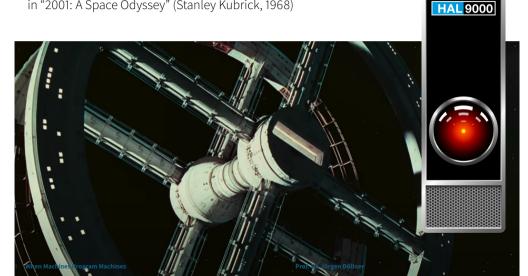
Anfänge der Kl

- ELIZA, the first (impressive) chatbot
- Language-based simulation and interaction between patient and psychology robot
- Developed by Josef Weizenbaum (1966)
- "What I had not realized is that extremely short exposures to a relatively simple computer program could induce powerful delusional thinking in quite normal people." (J. Weizenbaum, "Computer Power and Human Reasons", 1976)

ELIZA: Is something troubling you ? life is meaningless ELIZA: Do you feel strongly about discussing such things ? YOU: everyone is born, grows and dies ELIZA: Who, for example? YOU: vou ELIZA: You're not really talking about me -- are you ? YOUT me ELIZA: That is interesting. Please continue. what is the purpose of sucess and happiness ELIZA: Are such questions much on your mind ? all the time ELIZA: Tell me more about that. YOU: why should i study ELIZA: That's guite interesting. i cant take my knowledge with me ELIZA: Is it important to you that your knowledge with you ? i cant take anything with me ELIZA: Have you tried ? i'll have to die for that ELIZA: Can you elaborate on that ? YOU:

Al in Science Fiction

• HAL 9000: "Heuristically Programmed ALgorithmic Computer" in "2001: A Space Odyssey" (Stanley Kubrick, 1968)



02.11.2023

Al in Everyday Life

- Al, starting as hype, converges in the perception of users to "ordinary" technology over time.
- AI is hardly or no longer perceived as "AI" as an everyday technology.
- Example: Autopilot in airplanes.

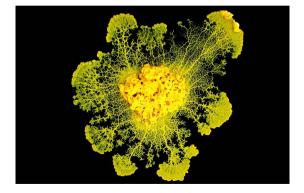


The Questionn of Defining Intelligence

Al is a fuzzily defined and inconsistently used term for a number of different concepts, methods, and procedures that reference aspects of intelligence as perceived by humans. Intelligence in general exhibits manifold facets, include a kind of "dark side".

Was ist Intelligenz?

- Human Intelligence
- Natural Intelligence
- Swarm Intelligence
- Machine Intelligence
- Artificial Intelligence



Physarum polycephalum (Slime Fungus)

"Artificial Intelligence (AI) is changing the way IT solutions are designed, built and operated, whereby AI is not being limited to specific application areas—it is currently finding its way into all industries."

(HPI, AI Lab for IT Systems Engineering, 2019)

Approaches

- Big Data Management
- Sensor Technology
- Machine Learning
- Deep Learning
- Genetic Algorithms
- Functional Programming
- Quantum Computing
- Generative Al

• ...

Traditional Software Engineering

- Principles are human-centered, i.e. they derive from the ways and structures in which people think about systems and their implementation and how they organize them.
- Examples:
 - Object-Orientation
 - Software Development Methodologies
 - Software Development Cycles

From Procedural Programming to Generative Programming

- Procedural and historically grown implementations can often be replaced by AI approaches.
- Generative AI in combination with the right knowledge base can partially replace large parts of implementations.

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From human-centric to machine-centric programming

- Humans translating human thoughts and processes into code
- Machines generating code based on objectives and constraints, not necessarily mirroring human thought processes
- Automating software testing, debugging, optimization
- AI-driven DevOps: Continuous integration and deployment powered by AI.

Selected Research Challenges

- Should AI use human-readable programming languages?
- Does AI even need higher level programming languages?
- What are AI-stable elements of software engineering?
- How do we deal with established stable operating systems and middleware?
- How do we keep humans in the software development process?
- How do we build robust boundary interfaces between generative and traditional code?
- How can we ensure traceability at least analytically?

Vielen Dank!

GEFÖRDERT VOM



Bundesministerium für Bildung und Forschung

• Prof. Dr. Jürgen Döllner

https://hpi.de/doellner
juergen.doellner@hpi.de

Gefördert durch:

Bundesministerium für Wirtschaft und Energie ZIM Zentrales Innovationsprogramm Mittelstand

aufgrund eines Beschlusses des Deutschen Bundestages