

## Who's the moron?

*"The computer is a moron."*

*(That, he [Peter Drucker] explained, is "because it makes no decisions; it only carries out orders.")*

Is it true today?

Those who think *it is True* can keep reading to see what the other perspective is about, those who think that *it is not* can check out the paragraph that says Yes, if you are still undecided (like me)... just read everything :)

No

the obvious answer. With all the machine learning and other new tools that make the computers rise above *moron*, the progress definitely tells one that the computer is *learning*. People say that it's now learning nearly like how a child learns, so you present it a lot of data that tells for example that this image *fits in* the concept (of say a raccoon) but that image does not. And that is done over and over which is known as *training*. This eventually enables the computer to identify a new image of that set and *make decisions* which makes it *not a moron*. But this does not end here, computers can "create"/ "dream" things too! The image below shows what a computer can "imagine", a *puppy nebula*. It clearly should outrun humans now as it has "imagination" too...



(this is an *inceptionized* image from Google)

## Yes

the less-obvious answer. With all the new tools that make the computers “supposedly” rise above *moron*, people like Gary Marcus (a person from child acquisition background) do think that its not nearly like how a child learns, if that was the case, *the children isolation experiments* in the history of linguistics would have made them not have any concepts at all (they just could not put it in words). Anyways not *Whorf-ing* around, even *training*, the machines *have to be trained*, children who don’t have access to books telling them that apple starts with an A, *learn on their own* from the stimuli around them, a computer does not do that and learn (yet). Thus it is again the same *carrying-out-orders* “moron”, because its again following some orders in some shape. The image above, is not an imagination, it is what a neural network *thinks* a puppy is, there are multiple puppies, because it wants to minimize error at different angles, there are birds because either they were tagged wrongly as *puppy* by users or they were present around the *puppy* in that particular image, or a set of the training data had a bird around the *puppy*. It is *not an irregular and/or dreamt up* combination.

## But

Imagination/Creativity is a unique trait found universally in humans. We can conjure new *X-Men*, their villains, their deaths, their multiple-resurrections, all the while thinking of unique powers and ways to do so; they might be a product of concepts like going back in a timeline, getting inside someone’s head, “anthropomorphizing reality changing blue cosmic cubes” (ref. *Kobik from Marvel comics*).

Another creative gem: “*Plans are only good intentions unless they immediately degenerate into hard work.*”

This (not just the psychedelic comic arcs and Peter Drucker quotes) cannot be *machine-learned* by a computer, you cannot just feed in loads of data and get something out of the blue, which doesn’t match any data before, in short – you cannot *code a new idea* from existing ideas, however huge the numbers might be. A debating computer (IBM), an A.I. poet which describes an image (numerous) etc. don’t have their own *ideas* it is just whatever we have thought so far, the key difference is, we can conjure even more new ideas, while computer would still have a finite data set to work on, producing a limited (however large) number of results.

There is no word that means – *a human / a being who/ which lacks imagination/ creativity*. You can obviously always back-form or compound words to reach to such a word, but there is no

natural word for it. Also, a language has words *mostly* to talk about the concepts in the world around the speakers. If there is no such word, it implies that there is no such concept (say). If there is no such concept, it implies that all humans have some or the other form of imagination or creativity. But if we could slightly tweak Drucker's quote (to fit in modern times) and turn it into this – *The computer is a/an X*, where **X** is the representation of the term we were searching for above, then it would fit in the generation and developments of present and represent what he might have said today.

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*Business, that's easily defined - it's other people's money. –Peter Drucker*

Tristan Harris (ex-Google): "All of our minds can be hijacked. Our choices are not as free as we think they are."

**Here are some news headlines from this year:**

**June 22, 2018** *"Man Was Fired By His Company's AI System Due To Human Error, As Managers 'Stood Powerless' "*

**January 11, 2018** *"Google 'fixed' its racist algorithm by removing gorillas from its image-labeling tech"*

**June 24, 2018** *"The case against teaching kids to be polite to Alexa"*

So, are we the morons? Are we giving into our human urges to swipe down to load a feed, to relax while some virtual assistant changes channels to switch to one we like, to cherish our moments when some app reminds us to?

all this, while a company profits by selling ads to its human consumers, gets data about preferences & *likes* and again profits by data-broking and most importantly us losing our *human-ness*, we had a world where there were jokes on a husband getting scold by his wife about forgetting an anniversary, where people came up with unique ideas and parties but it has just reduced to a *GIF* now.

Why are we analyzing a need to be polite to a virtual assistant, when we can't make friends but just keep *phubbing*? It is not just about the mobile phones, there are self driving cars, AI bakers, automated personality coaches and what not.

Techno-giants take a dual stand on Drucker's human-centered approach, they build products to make them sell according to the urges, desires and luxury of the *consumer*, they try to grow an addiction. On the other hand they overlook the *consumer* on grounds of values, they don't or maybe can't plan ahead and it almost turns into a dystopia:

By creating *social networks* to keep in touch, is now almost a suicidal tool (other than being a golden goose for the makers),

self-driving cars *can't* handle unknown exceptions (yet),

*notifications* don't notify anymore they *distract* (in fact, one gets an app to handle that disturbance as well),

we don't know what the *machines* are *learning* (experiments, like the photo above tells us that the word *puppy* is not a *puppy* to the A.I. it's a hallucinogenic version of too many puppies together, if I may).

We don't know if we are/ will be *Abys Mal* (s) to some *Jafar*, an A.I. world that does know what the end result should be but takes an *Ultron* like way to approach the problem (obviously not *that scary*), without knowing what it's like to solve a *human problem* in a *human way*.

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The two polar aspects above (are computers morons? OR are we morons?), can be actually joined together to get a fuller picture:

*Can we create something that creates Creativity or imagine something that imagines Imagination, all the while respecting and growing humans & their values?*

-myself

Then maybe we can be humans while co-existing with A.I. That is not *today* though, *today* we are not human enough, because it is us who are making an A.I. dependent world that takes away not only our pain (of working) but also our *values and thinking*. After going through all the aspects above, we can see what *knowledge worker* roles has A.I. taken over too –

<i>Controller</i>	<i>Maybe</i>	<i>Helper</i>	<i>No</i>
<i>Learner</i>	<i>Yes</i>	<i>Linker</i>	<i>No</i>
<i>Networker</i>	<i>Yes</i>	<i>Organizer</i>	<i>Yes</i>

<i>Retriever</i>	<i>Yes</i>	<i>Sharer</i>	<i>No</i>
<i>Solver</i>	<i>Maybe</i>	<i>Tracker</i>	<i>Yes</i>

We can thus see that an A.I. is not (yet) a responsible, caring, creative and helping-other-grow type of being. It is something for which we still need humans, also learning something new is not (yet) an A.I.'s function it is still stuck on the part where a human feeds it codes or data to observe. It cannot still (ideally) pass the *Turing test* thus won't succeed in *interacting with humans*, which would eventually mean it won't be able to *manage* and *organize* as well.

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Finally, here's what I think *Moshidora's* remake with this year's theme of *staying human* in an A.I. society would look like (episode description after the title):

Minami to jābisu wa dorakkā o yonde yakyū o suru  
(Minami and JARVIS read Drucker and play baseball)

### Episode list

No.	Title
01	Minami Meets "Management"

Minami Kawashima, offers to take her best friend's place as manager of Hodokubo High School's baseball team, despite the fact she hates baseball herself. She seeks help from JARVIS (an A.I.) and he comes up with contents from *Management: Tasks, Responsibilities, Practices* by Peter Drucker, Minami is intrigued and starts with 'defining what the team is'. Having determined what the goal of the club is, Minami's decides to move onto the next step: Marketing.

02	Minami Ventures into Marketing
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Minami does a lot of HR work figuring out history about the team's pitcher, Keiichirō Asano, who rarely shows up for practice, and co-manager Ayano Hōjō, who is very shy around others. Afterwards, Minami holds interviews with the teammates to find out what they want out of the club. JARVIS on the other side starts recording the therapy sessions and analyzes each player's psychological profiles.

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03	Minami Tries to Specialise in Labour	
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Despite showing some initial improvement, Minami notices the team being less motivated following a week of exams, with many members skipping practice. After school, Minami encounters Yūnosuke Sakurai opting for karaoke instead of practice, saying he's not worthy to be on the team following some of his slip-ups in the previous game. JARVIS looks into *Management*, and finds 'consumerism', it comes to a conclusion that the absenteeism is a form of boycott against the way they practice, it then alerts Minami about this fact. Minami and Yuki ask Ayano for her help, who determines most players who only show up for games because of its competitive nature compared to practice. With this information, she and JARVIS set up a new training exercise focused around teams and points which encourages the players to be more responsible and strive to improve themselves according to their own SWOT.

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04	Minami and JARVIS amaze everyone	
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After just losing an exhibition match, JARVIS suggests that the team needs to change their lineup to make it to the nationals. JARVIS summarizes "Innovation" from Drucker and Minami then gives suggestions Masayoshi. After talking with teammate Jun Hoshide, Masayoshi decides to join the management team. Later, the team works on joint exercises with some of the other clubs Minami helped out with to mutual benefit, JARVIS could now collect other team's data with their permission and then build a shared cloud for all. Later, as Masayoshi discusses innovation to the other managers. JARVIS predicts that a "no-bunt, no-ball" innovation could work much better.

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05	Minami Abandons Traditional High School Baseball	
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It is revealed that Minami used to love baseball when she was little, but as she grew older, her hopes of becoming a professional baseball player were dashed as an A.I. like JARVIS from the opponent team would record her team's strategies and then the team would use it against them. Back here in the present the team wins with the new innovation but is watched

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by a secret eye...

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06	Minami Meditates on Strategies and the Status Quo	
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With new members joining the club and more responsibilities piling up, including evaluations on the other players, Minami decides to implement 'top management', splitting the various tasks amongst herself, Masayoshi, Ayano and JARVIS. Minami becomes concerned that the growing number of applicants will result in many players never seeing the field, as well as leaving some of the other clubs empty-handed. JARVIS suggests Minami, 'optimizing', interviewing each applicant and reducing them from 30 to 12 based on why they want to join the club, while recommending those who didn't make the cut to other clubs, though she forgets about the evaluations in the process. After feeding her observations and the interviews to JARVIS, Minami and JARVIS manage to decide on a starting lineup for the upcoming tournament, appointing Masayoshi as the team captain.

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07	Minami Thinks About Results	
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The tournament begins, with the team winning their first five games thanks to their 'no bunt no ball' strategy, earning them a place in the quarter-finals. Afterward, Yuki gives her thanks to Minami for all the courage she had given her the past year, though feels downhearted when Minami appears to put more focus on results than the overall experience. As the team start to struggle in the quarter-finals, JARVIS decides to play Keiichirō's favorite song to give him encouragement, as he was tasked to keep his blood pressure uniform and the team make a comeback, winning thanks to the pinch runner, Fumiaki Kutsuki.

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08	Minami Thinks About How Management Should Be	
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Hodokubo faces off against Shuuhoku in the semi-finals, whose pitcher is one of the most fearsome and has a rivalry with Jun. As the score remains tied up until the last inning, Jun manages to hit a home run in the last inning. As they try to defend their point, Yūnosuke makes a few mistakes, leading to the bases getting loaded, but thankfully the support of his team and JARVIS's analysis help them knock out the other players and win the match.

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However, as Minami goes to the hospital, she learns that something terrible has happened to Yuki.

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09	JARVIS saves Yuki	
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Yuki's condition takes a turn for the worse and she is put on life support, with nothing more that can be done to save her life. As Yuki's mother brings everyone to say their last goodbyes, Minami can't bear the bad news, wanting Yuki to fight through it, but JARVIS reveals that she had been fighting for a whole year despite being expected to only have three months to live, and following the steps that was used to treat a similar Indian patient in past, it helps doctors revive Yuki. Minami runs off (thinking about how Yuki would react), but Ayano catches up to her, bringing her back to the stadium as the team are down 4-0. Overcoming her fears, Minami begins to cheer her heart out for her team. She also protests against the "secret eye" of the opponent team and asks the referee to put it down right then.

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10	Minami Is Moved By Highschool Baseball	
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With encouragement from Minami's cheers and the referee's justice, the team start making a comeback making the score 4-3 as it comes to the last inning. With Yūnosuke forced to make the definitive bat, he makes the same play that Minami once did when she was younger, the play that inspired Yuki to love baseball, allowing the runners to reach home and clinch the match. As the team celebrate their victory, Minami is thankful to Drucker and JARVIS, remembering all the good times they shared together. With JARVIS by their side, the team moves on to the nationals, hoping to play baseball the way the customers want and protesting against the "evil use" of A.I. in private, they ask all the data to be made public or deleted forever.

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