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RESURRECTION OF DIGITAL CONSCIOUSNESS USING ARTIFICIAL INTELLIGENCE

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***Abstract*—In the future, intelligent machines will replace or enhance human capabilities in many areas. Artificial intelligence is the intelligence exhibited by machines or software. The areas employing the technology of artificial intelligence have seen an increase in the quality and efficiency. Artificial consciousness (AC), also known as machine consciousness (MC) or synthetic consciousness is a field related to artificial intelligence and cognitive robotics. This paper explores one of the application of artificial intelligence where we can communicate with our deceased ones. These types of technologies now help us to physically connect with our close ones making it a theory of resurrection. The service's defining feature is a 3-D digital avatar, designed to look and sound like deceased one, whose job will be to emulate their personality and dish out bits of information to friends and family taken from a database of stored information. Study in the application of artificial intelligence has given rise to growing technology known as chatter bots.**

Keywords: Artificial intelligence (AI), Neural Networks (computer, mobile phones), Luka, chatbot, analytics

I. BACKGROUND

The term "ChatterBot" was originally coined by Michael Mauldin (creator of the first Verbot, Julia) in 1994 to describe these conversational programs. Today, most chatbots are either accessed via virtual assistant such as Google Assistant and Amazon Alexa via messaging apps such as Facebook Messenger or WeChat, or via individual organizations' apps and websites. Chatbots can be classified into usage categories such as conversational commerce (e-commerce via chat), analytics, communication, customer support, design, developer tools, education, entertainment, finance, food, games, health, HR, marketing, news, personal, productivity, shopping, social, sports, travel and utilities. If you could bring your loved ones back to life inside the body of a robot, would you want to? We're using artificial intelligence and nanotechnology to store data of conversational styles, behavioural patterns, thought processes and information about

how your body functions from the inside-out.This data will be coded into multiple sensor technologies, which will be built into an artificial body with the brain of a deceased human. Using cloning technology, we will restore the brain as it matures.

II. INTRODUCTION

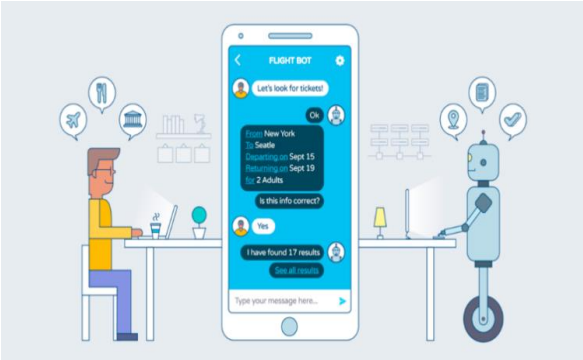
Digital consciousness (or "virtual immortality") is the hypothetical concept of storing (or transferring) a person's personality in more durable media, i.e., a computer[1]. The result might look like an avatar behaving, reacting, and thinking like a person on the basis of that person's digital archive. After the death of the individual, this avatar could remain static or continue to learn and develop autonomously.

Artificial Intelligence (AI) is the study and creation of computer systems that can perceive, reason and act. The primary aim of AI is to produce intelligent machines. The intelligence should be exhibited by thinking, making decisions, solving problems, more importantly by learning. AI is an interdisciplinary field that requires knowledge in computer science, linguistics, psychology, biology, philosophy and so on. AI can also be defined as the area of computer science that deals with the ways in which computers can be made to perform cognitive functions ascribed to humans. Its not enough that internet companies have entered every corner of human existence-now, some are starting to cater to non-existence. In recent years, Google and Facebook have created systems to deal with death, such as suspending inactive accounts and allowing people to bequeath their data to a surviving friend or relative.

A chatbot also known as chatterbot or Artificial Conversational Entity is a computer program which conducts a conversation via auditory or textual methods. It is a computer program that attempts to simulate the conversation or "chatter" of a human being via text or voice interactions.

Figure(a) depicts the communication between the human and the chatbot, where the human commands the chatbot to look for the flight reservation and the bot returns all the available reservations from the given place to in and around the destination. Such programs are often designed to convincingly simulate how a human would behave as a conversational partner, thereby passing the Turing test. Turing test is the machines ability to exhibit intelligent behaviour equivalent to or indistinguishable from that of a human. Chatbots are typically used in dialog systems for various practical purposes including customer service or information acquisition. Some chatterbots use sophisticated natural language processing systems, but many simpler systems scan for keywords within the input, the pull a reply with the most matching keywords or the most similar wording patter from a

database.

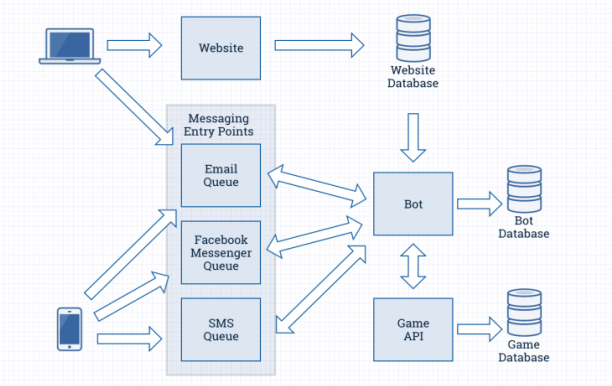


Figure(a): Chatbot human testing.

III. EXSITING SYSTEM

The online services known as the chatbot also given the name as Luka or Replika was initially implemented by Eugenia Kuyda a Russian programmer and entrepreneur along with her team[2]. She used the creation of her AI start-up Luka and fed all the digital conversations of her then friend into a neural network. The result is a AI-powered posthumous chatbot. We naturally gather the text messages from all the friends and use the app to bring the deceased's digital consciousness to life.

Luka is described as a "new messenger with an AI-powered chatbot. They even help us find GIF's and funny videos, make plans together, pick places to eat, play trivia games and have fun". Figure(b) illustrates the mechanism of the services provided by the app. There are many such bots through which we can talk and connect with them. This basic bot collects all your information from the internet and also can be fed information. Reading the messages, these bots can serve as the one that mimicked an individual person's speech patterns. A user will be encouraged to "train" its avatar, through daily interactions, in-order to improve its vocabulary and conversation skills.



Figure(b): Services-based architecture

IV. PROPOSED SYSTEM

Normally, the chatbot just lets you talk to someone. It is made to stand out among the voice assistants and home robots that had begun to take root in peoples lives. But with this proposed theory you can even feel them which will make you feel like you have a virtual friend. We give it a look and feel of a human being. It looks like a robot but with the humane feel that mimics his personality with spooky accuracy. Despite of the normal human behaviours, this robot doesn't need to eat or sleep, but can nonetheless chew and swallow. You get an invite link, once you accept it you can start using the app and can talk to them directly. First the app gets to know about you better and then connects you with them. The software reads through all the things said online like Twitter, Facebook and anything public. Later, you just have to give the person's

name, the system does the remaining of the job. It is stored in the cloud more like a remote. To make the robot talk, data's are accessed directly from the cloud. There's no worry about damaging the software or any virus attacks. Usage of various body parts such as limbs, arms, face and so on as shown in figure(c). The robot is blank till you activate it. The robot has a nutrient gel on it's surface so that it stops the synthetic muscle from drying out in transit. There's no pungent smell because of the nutrient gel. Immerse the body parts in the bathtub and add electrolytes just like fish food. No light must be impressed on the material. Let it brew for few hours. And then you have a live walking robot just like human. We have to keep the robot within a 25m radius from the activation point until the administrator is along with it[3].

Figure(c): Body parts.

V. RESULT ANALYSIS

The analysis of this concept is that it amalgamates a cerebral sci-fi thought and a sentimental core. This offers insight into not just the grieving process, but the way people portray themselves in increasingly mediated public spaces, which makes it a powerful statement on contemporary culture. The replica is self-aware as it knows it cannot replace the actual person fully, and it knows its parameters as a computer program. The robot is like a lost puppy in that it follows the administrator's every request to the letter. This system is about the intangibles of humanness that make up the people we love. The robot fails the counter-intuitive truth that it's not always the sweetness and the give that you miss about someone you love but the sourness and the resistance, too.

VI. CONCLUSION

We now live in a time when intelligent machines are breaking records nearly every day. The key to their accelerating smartness is their ability to learn. An artificial neural network – just like the natural ones inside our brains – can learn to recognize facts by processing data through internal interconnections. Through this technology we can revive the digital consciousness of the deceased ones using artificial intelligence which helps us physically feel their presence.

VII. FUTURE CHALLENGES

There's no history to the robot. It is born at the time it's been activated. So, only the fed information are the resources that are present in it. It is just a performance of stuff that a person performed without thinking. The machines of the future will have to intuitively pick up our emotions and adapt to our moods and psychological profile. They will have to learn to tell how we feel, by analysing our voice and expressions, and drawing conclusions on

the basis of the massive data they will have collected about us over the years.

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