



CONTENTS

Introduction		<i>xi</i>
Chapter 1	THE BIG STORIES	1
Chapter 2	THE SKILLS OF THE NEW MACHINES: TECHNOLOGY RACES AHEAD	13
Chapter 3	MOORE'S LAW AND THE SECOND HALF OF THE CHESSBOARD	39
Chapter 4	THE DIGITIZATION OF JUST ABOUT EVERYTHING	57
Chapter 5	INNOVATION: DECLINING OR RECOMBINING?	71
Chapter 6	ARTIFICIAL AND HUMAN INTELLIGENCE IN THE SECOND MACHINE AGE	89
Chapter 7	COMPUTING BOUNTY	97
Chapter 8	BEYOND GDP	107
Chapter 9	THE SPREAD	125

INTRODUCTION

Chapter 10	THE BIGGEST WINNERS: STARS AND SUPERSTARS	147
Chapter 11	IMPLICATIONS OF THE BOUNTY AND THE SPREAD	163
Chapter 12	LEARNING TO RACE <i>WITH</i> MACHINES: RECOMMENDATIONS FOR INDIVIDUALS	187
Chapter 13	POLICY RECOMMENDATIONS	205
Chapter 14	LONG-TERM RECOMMENDATIONS	229
Chapter 15	TECHNOLOGY AND THE FUTURE (Which Is Very Different from "Technology Is the Future")	249
	Acknowledgments	259
	Notes	263
	Illustration Sources	293
	Index	295