









Compendium of U.S. Copyright Office Practices

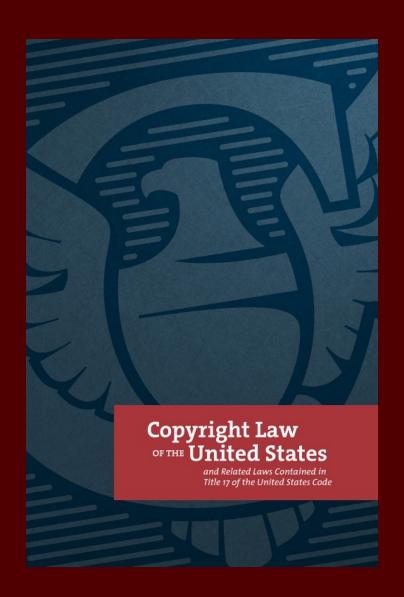
THIRD EDITION



313.2 Works That Lack Human Authorship

[T]he Copyright Act protects "original works of authorship." 17 U.S.C. § 102(a) (emphasis added). To qualify as a work of "authorship" a work must be created by a human being. See Burrow-Giles Lithographic Co., 111 U.S. at 58. . . . [T]he Office will not register works produced by a machine or mere mechanical process that operates randomly or automatically without any creative input or intervention from a human author.







EUROPEAN COURT OF HUMAN RIGHTS COUR EUROPÉENNE DES DROITS DE L'HOMME







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first owner designed the AI algorithm

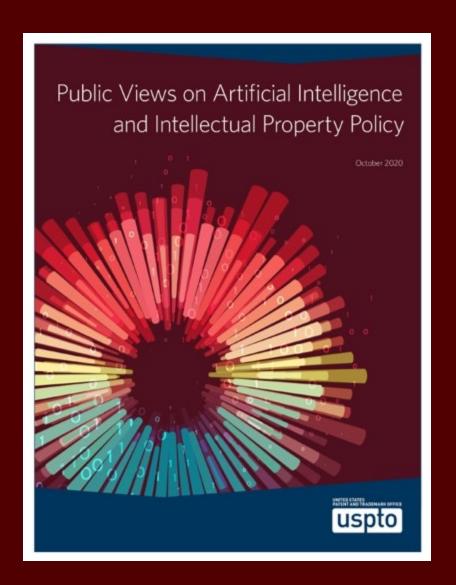
creative human input or intervention

10

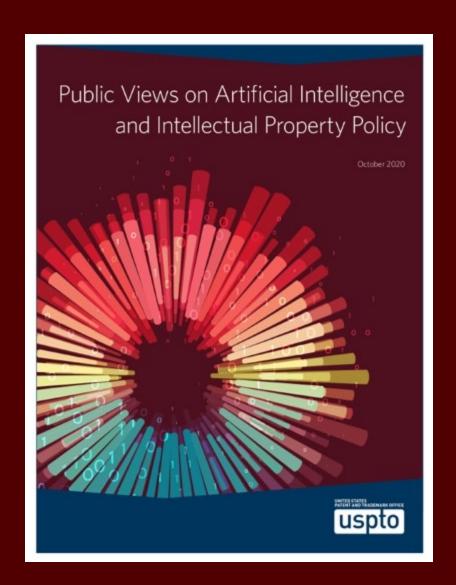
second owner selected and inputted the training data

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current owner just purchased the AI system



Assuming involvement by a natural person is or should be required, what kind of involvement would or should be sufficient so that the work qualifies for copyright protection? For example, should it be sufficient if a person (i) designed the AI algorithm or process that created the work; (ii) contributed to the design of the algorithm or process; (iii) chose data used by the algorithm for training or otherwise; (iv) caused the AI algorithm or process to be used to yield the work; or (v) engaged in some specific combination of the foregoing activities?



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The Congress shall have Power...
To promote the Progress of Science
and useful Arts, by securing for
limited Times to Authors and
Inventors the exclusive Right to their
respective Writings and Discoveries.



ARTIFICIAL INTELLIGENCE, THE LAW–MACHINE INTERFACE, AND FAIR USE AUTOMATION

Peter K. Yu*

INTRODUCTION

The past decade has seen artificial intelligence (AI) advancing in leaps and bounds, capturing the attention of not only computer experts and academic commentators but also policymakers,¹ the mass media, and the public at large.² In the early 2010s, IBM Watson successfully defeated two noted human champions in the quiz show *Jeopardy!*³ A few years later, Google DeepMind created a "Sputnik moment" in Asia⁴ when it beat the world's best players in Go, an Asian strategy board game.⁵ In addition, recent research has shown the fast-growing improvements in the performance of artificial intelligence in poker games.⁶ Compared with quiz shows and chess games, these games have been

