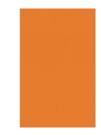# Ireland

Facts
Population of 5 Mio.
EU-membership since 1973
conservative Christian-democratic Government

Ireland's strategy regarding AI regulation

"Underpinning our Strategy are three core principles to best embrace the opportunities of AI – adopting a human-centric approach to application of AI; staying open and adaptable to new innovations; and ensuring good governance to build trust and confidence for innovation to flourish, because ultimately if AI is to be truly inclusive and have a positive impact on all of us, we need to be clear on its role in our society and ensure that trust is the ultimate marker of success. With these guiding principles, it is our ambition to put Ireland at the frontier of a people-centered, ethical and responsible rollout of AI. This will further enhance Ireland's reputation as a place where it pays to invest in innovation. Through the ingenuity, invention, and imagination of our people and our businesses we can help to create a smarter, more prosperous country."

Robert Troy,
Minister of State for Trade Promotion, Digital and Company Regulation

Goal regarding the AI Act

→ Prevent companies from gobbling up data for free and using copyright-protected data for training without consent.
→ In order to enforce regulation, allow access to the source code of AI systems for investigation.
→ Allowing real-time facial recognition technology, for example as part of body-worn camera systems.
→ Facial recognition systems are already widely used to spot welfare fraud; this should remain possible.
→ Limit the scope of application in order to enable more innovation.
→ Focus on innovation and small to medium enterprises.

Ireland's stance to the European AI Act

Article 3 - Definitions

"Precise, but not noxious."

→ Ireland advocates that the European Union must avoid regulations with an innovation-inhibiting effect.

→ Regarding that the European Union shall be a global player in the field of AI, next to the United States of America and China, we must take into consideration that too specific definitions of AI can impair the European business location. A too strong regulation keeps investments from international companies away.

→ By limiting the scope of application, only AI systems that really need to be regulated will fall under the AI Act; other "harmless" systems won't be blocked this way.

Article 5 - Prohibited artificial intelligences practices

"When AI is being used, we must reconcile basic rights with the public benefit."

→ Facial recognition technology should at least be possible in the retrospective when tackling crime. Real-time facial recognition might be controversial, but could enable police officers to use bodycams – which makes court proceedings much easier. In any case, it's emport to make sure that this technology is applied in a non-discriminatory way.

→ Prohibition is only to be used when there's no way to regulate it safely; otherwise, an agile and appropriate governance is to be preferred.

→ Prohibition of social scoring should apply to the governments, not necessarily private companies.

Article 6 - Classification rules for high-risk AI-systems

"We must create a multi-level risk-based approach on AI."

→ Balancing an ethical and human-rights-based approach with the possibilities AI opens to economic growth makes it necessary to restrict the number of systems that are qualified as high-risk and therefore subjected to higher requirements.

Total number of AI players 201

Number of AI firms 195

AI Patent applications 119

AI Frontier Research publicat... 13

AI Players by Geographical A... **AI Players by Organisation Type**

AI Players by Geographical Area: EU27 201

AI Players by Organisation Type: ResearchInst, Firm 97.0%

Geographical Area | **Country** | **Organisation Type**

AI Players in the AI landscape by Country (top 20)

Number of AI players — Ireland

Firms in the AI landscape by Country (top 20)

Number of AI firms — Ireland

Revealed Comparative Advantage (*) by Thematic Area

AI Services, Audio & Natural Lan..., Automation, Autonomous Roboti..., Computer Vision Ap..., Connected and Auto..., Internet of Everything

(*) Revealed Comparative Advantage (RCA) compares, for each AI thematic area, the proportion of a country's activity in an AI thematic area (computed over all country's AI activities) with the worldwide proportion of AI activities in that thematic area. Countries with RCA > 1 in a thematic area are relatively specialised in that area and **reveal a comparative advantage.**

AI Players in the AI landscape by Country
Colors proportional to total number of players

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100 km

Activities by Geographical Area

EU27