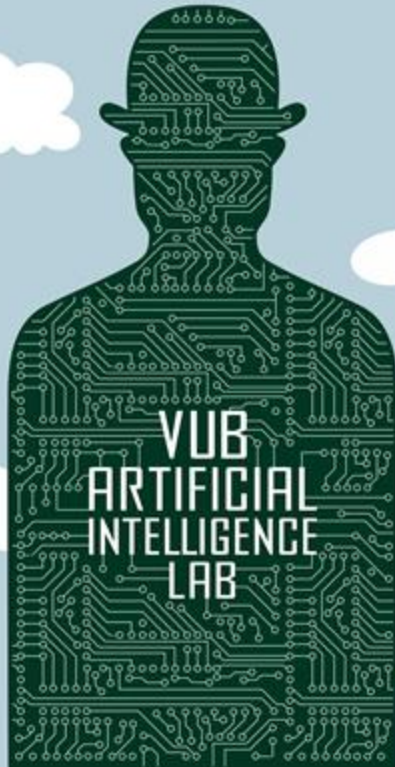


Advice to young AI scientists

Current Trends in AI

13 lessons learnt

Ceci n'est pas d'intelligence



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- Add MATHS!

Exercise #1

- Is ChatGPT3 intelligent?
- How does ChatGPT3 deal with deciding... **relevance**?
- Can ChatGPT3 perform **common sense** reasoning?
- How does it model domain knowledge? E.g. **physical knowledge**?

#1 – Be critical

We are all part of a culture that boosts learning but also often inhibits fundamental progress.

Exercise

- Everyone tell one thing about/related to chairs
- How would you programme a machine to answer such questions?

#2 - Be humble.

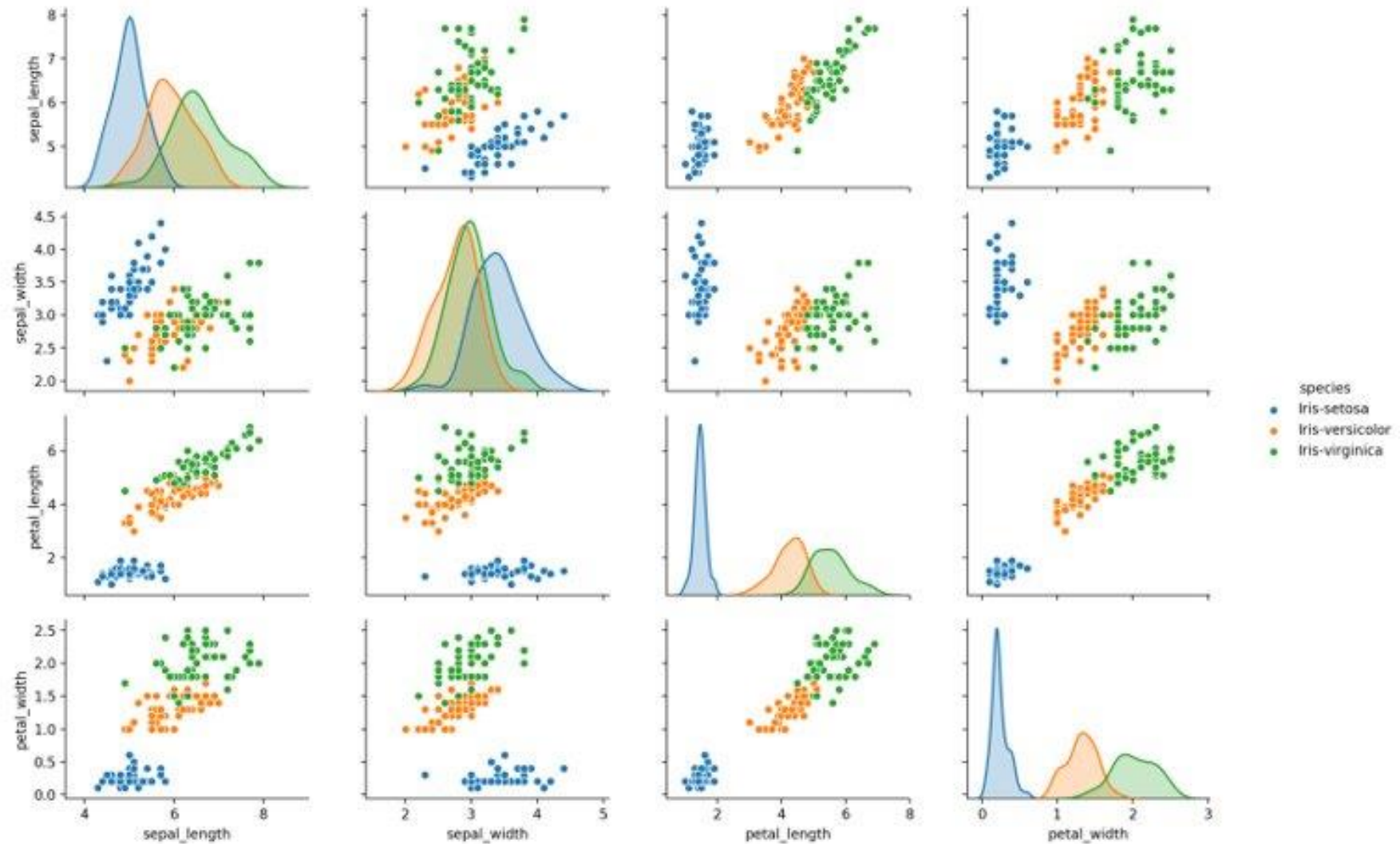
We are nowhere yet, there is still a LOT to investigate.

Exercises

- How does Chat GPT3 represent a chair?
- Design a neural network to divide two numbers.
- Design a **minimal** neural network **by hand** that models XOR
 - Hard limiter activation function
 - Two teams: 1) bits encoded as $(-1, +1)$, 2) bits encoded as $(0,1)$

#3 - Representations are key

The Iris dataset...



Exercise

- What do('n t) you know about the Iris dataset?
 - How were the measurements performed?
 - How do you define "length" and "width" of a leaf
 - Where were the samples collected? In one place?
 - By one person? In one year?
 - What is the meaning of the labels?

#4 - Try to bring *real impact*

Reality is complex, problems are ill-defined, everyone talks a different language.

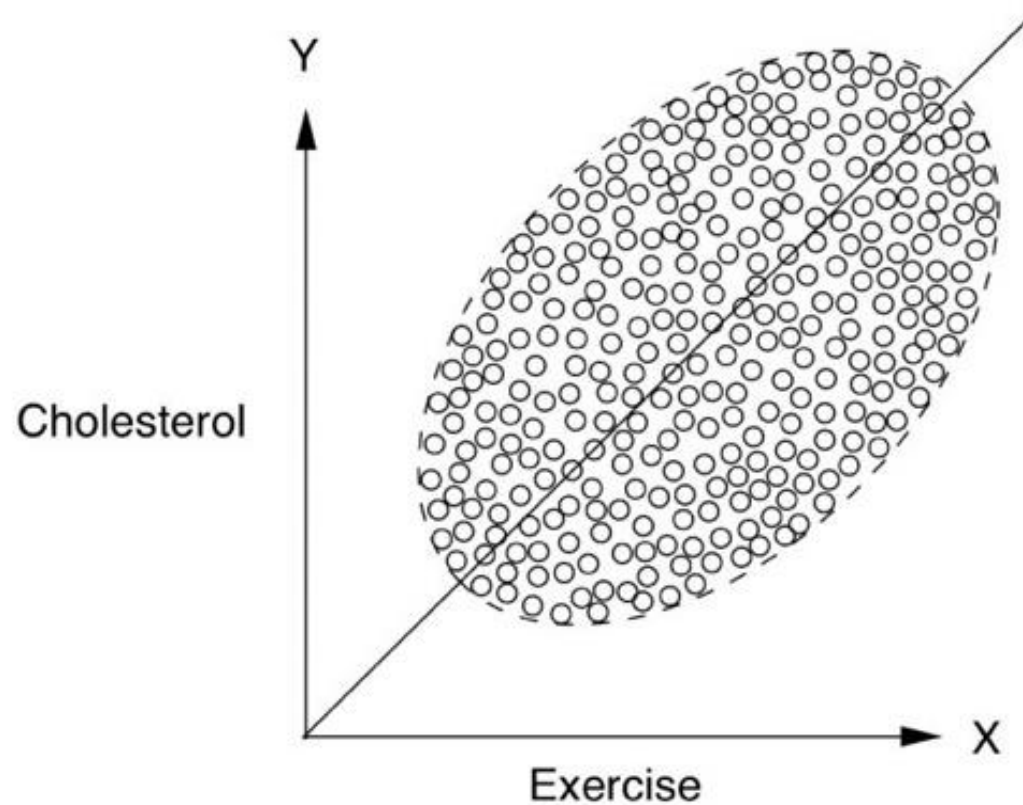
And intriguing!!!

But start with the lowest possible goal.

You can always increase complexity if you move *faster than expected**

*(*this never happens)*

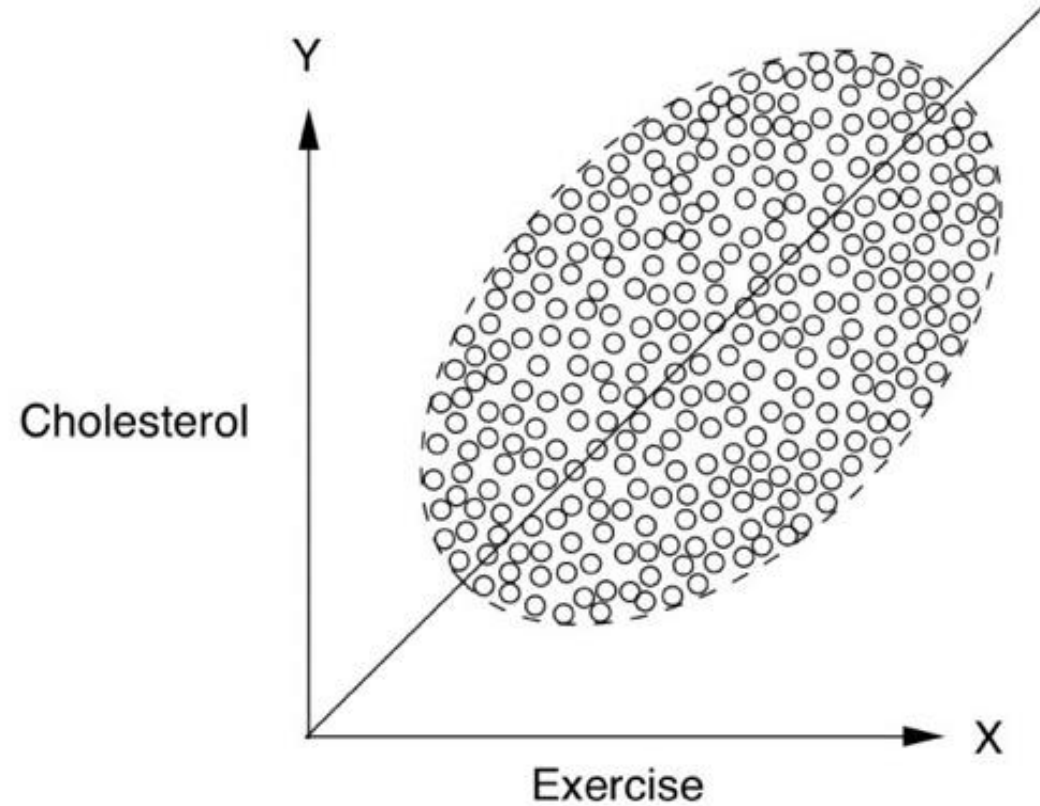
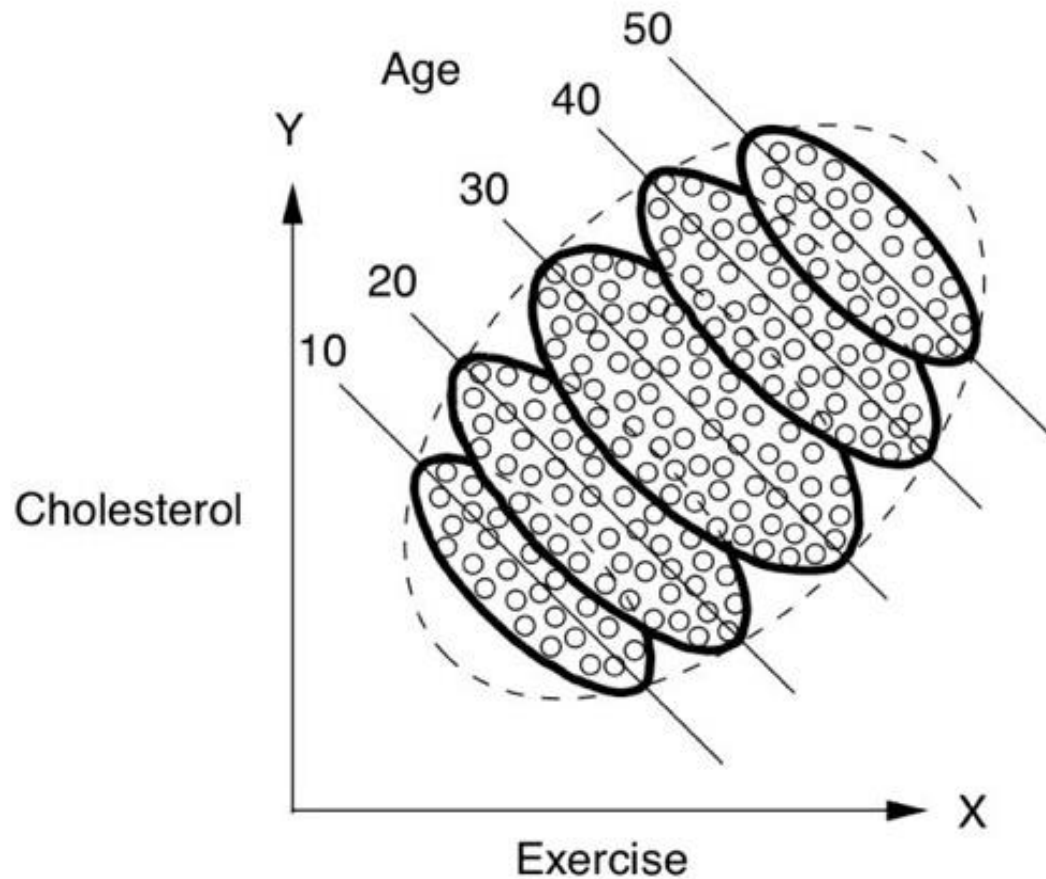
Exercise leads to higher cholesterol levels



Causality

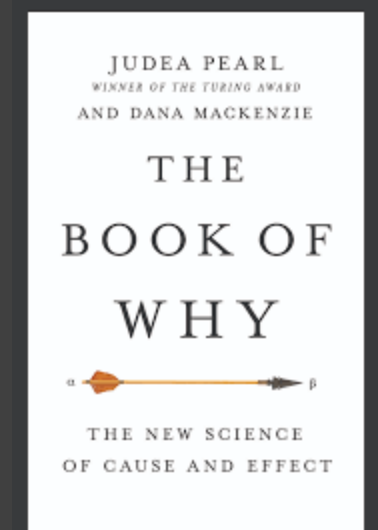
- Age
 - Has a causal link to exercise
 - And potentially to cholesterol
- Age is thus a confounder of exercise and cholesterol
- So we should control for it!

Exercise leads to lower cholesterol levels



#5 – Remain curious

Education starts when you graduate.

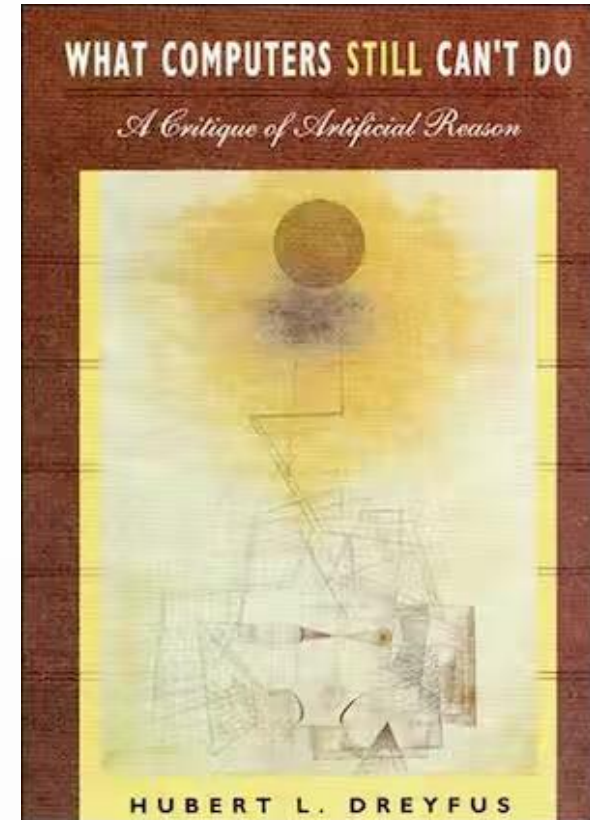


Quiz

- When was the term "Machine Learning" designed?
 - 1959 by Arthur Samuel
- When was Object Oriented Programming (+/-) invented?
 - Late 50ies – in the context of LISP programming
- When were CNNs invented?
 - 50ies, 80, 89, ...
- Who can be considered the pioneer of NNs?
 - Frank Rosenblatt, a psychologist. Perceptron: 1957

New is really not always better

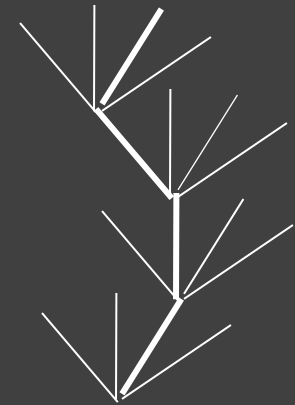
- A lot of garbage
- Big ideas come slowly
- Publication pressure
- Roots are great sources of inspiration
 - How did the original researchers come to this idea?



#6 -Go back to the roots

- Read the classics!
- Find the original ideas.
- Research = a very asymmetric tree
- Unexplored ideas are often valuable
- Follow people first, then papers.

The thick line is what they teach you



#7 - Break the cat

Romanian saying. Start with what you fear the most

You think it will be too slow, you don't know how to implement this piece, ...?

Exercise

- The **stable matching problem**, in its most basic form, takes
 - as input equal numbers of two types of participants (n medical students and n internships, for example),
 - an ordering for each participant giving their preference for whom to be matched to among the participants of the other type.
- A matching is *not* stable if:
 - there is an element A of the first matched set which prefers some given element B of the second matched set over the element to which A is already matched, and
 - B also prefers A over the element to which B is already matched.

Gale-Shapley algorithm

```
Initialize all men and women to free
while there exist a free man m who still has a woman w to propose to
{
    w = m's highest ranked such woman to whom he has not yet proposed
    if w is free
        (m, w) become engaged
    else some pair (m', w) already exists
        if w prefers m to m'
            (m, w) become engaged
            m' becomes free
        else
            (m', w) remain engaged
}
```

#8 - Problem complexity \neq Solution complexity

Problems that can be formulated in simple terms, can have complex solutions. And vice versa.

DO NOT confuse the solution with the problem!

#9 - Move slowly. Slower...

Take more time to understand the problem than the solution.

"Once you *really* understand the problem,
you're probably smart enough to find a solution"

(Michiel Steyaert)

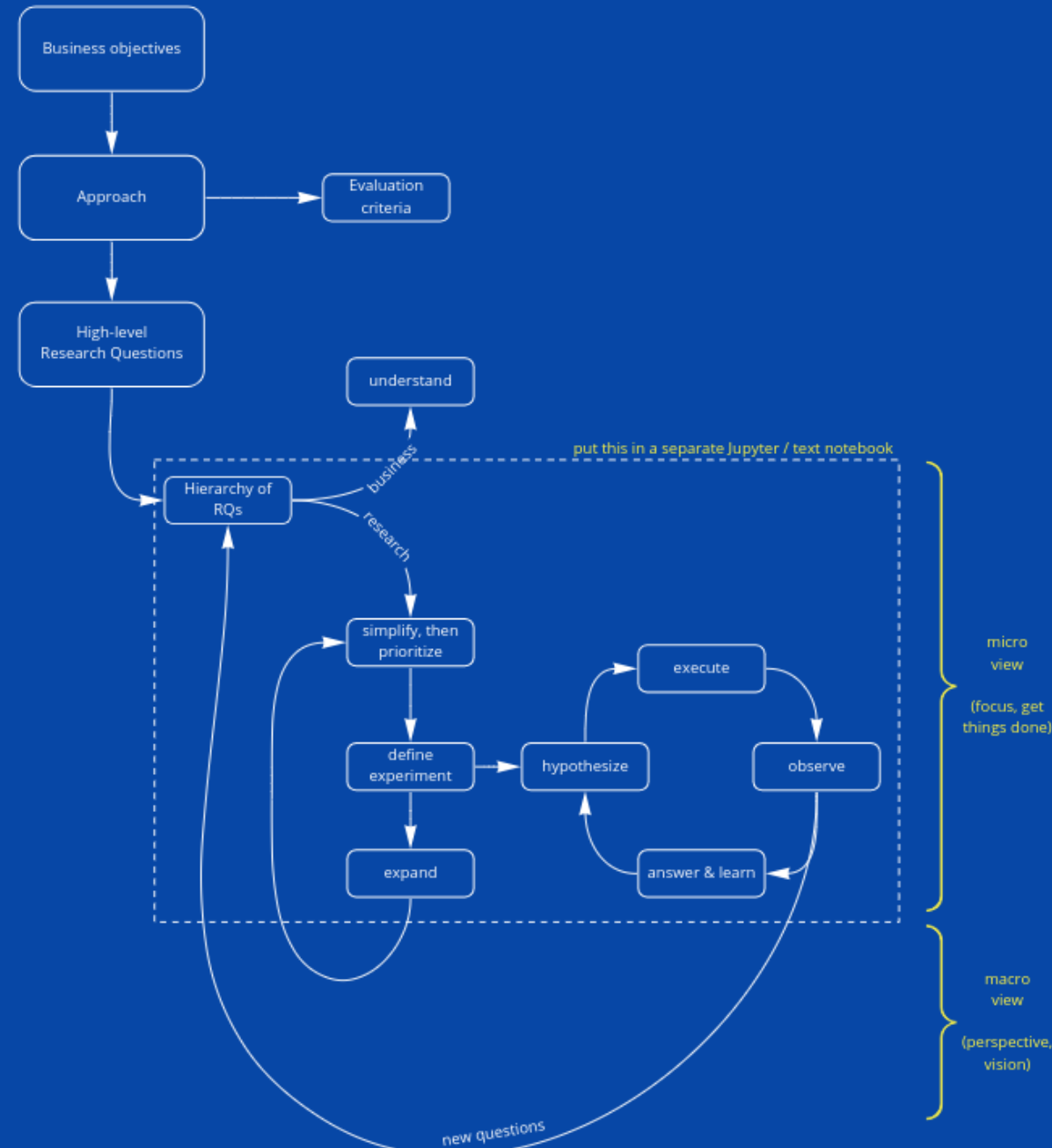
#10 - On methodology

How to cope with too complex problems?

The scientific method

1. Define questions
2. Think how to answer them
3. Code / perform experiment
4. Learn & update

Scientific method



Coming up with questions

- **Don't assume** you know: turn every certainty into a (hierarchy) of research question(s).
- Simplify questions & scope till it seems **trivial** to implement (which it will not be)
- What is the **simplest next** experiment you can think of from which we can learn something?
- To finally arrive to an algorithm/implementation that can be evaluated with a ground truth

Coming up with questions

- An experiment can be any activity that provides you with ANSWERS: building a prototype and measuring outcomes, literature review, strength & weaknesses, brainstorm for new scientific ideas, having a conversation with the customer
- Some thoughts how to generate **hypotheses**: (a) state the obvious (better too many than too few), (b) verbalize you intuition: describe what you think and rephrase in questions, (c) operationalise definitions, verbs

Organising results

- For each question, create a **notebook** / document with a fixed structure and a section for:
 - (a) the question + more specific description,
 - (b) the experiment you construct to answer it (and support it),
 - (c) hypotheses: what do you expect to see in the answers,
 - (d) the implementation itself,
 - (e) observations from the results,
 - (f) link back the answer, and anything else you have learnt

#10 - Build or think?

Decide carefully when you need to think things through,
and when you need to build!

Build or think?

- **Build**
 - When you do not know all factors influencing the problem/solution
 - When there are too many assumptions
 - When moving to the *solution phase*
 - Because it forces you to go all the way
 - Because we always underestimate the complexity of things
- **Think**
 - When you need to get things **tight**.
 - When you start to get a **full** picture
 - To keep things **clean**
 - After building
 - To get a **fresh** mathematical view

Grasping a tomato

- Would you consider that an AI task?



Social robotics

- Playing cards
- Looking into the eyes



#11 - Learn from building

- Traverse bottom-up and top-down
- End-to-end
- Measure bottlenecks, do not assume them

#12 - Go for *elegance*

The problem with extrinsic evaluation

- If you evaluate the correctness of an answer only
 - System A learns everything by heart
 - System B learns the underlying structure
- Which system is the "smartest"?
- AI is heavily influenced by **behaviourism** (Turing!). Not necessarily a good thing...

Is a traffic sign AI?

- It's technology...
- And it makes us smarter!



#13 - Don't forget embodiment

Questions?