

# The delusions of Neural Networks

How ~~business marketing~~ hype hurts computing science

# Send complaints to

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By day:                    Financial Applications in C#, Javascript... whatever you pay for

By night:                 Distributed Operating Systems and Network Protocols

I'm **not** a expert in Statistics. So take this with a grain of salt!    ;-)

I'm here because of <http://bit.do/the-delusions-of-neural-networks>

# The delusions of Neural Networks

- What is an Artificial Neural Network?
- Why they need Big Data?
- Generalizing Neural Networks: the AGI/ASI pipedream
  - How far we are?
  - Where is the intelligence?
  - Counter argument: unsupervised learning
- The threats to Artificial Intelligence
- Can computers think?

# A little experiment...

What do you see?  
(up to two words)



# What is an Artificial Neural Network?

We call artificial neural networks a class of deterministic algorithms that can statistically approximate any function.

Currently, they constitute the most exciting research field in **Statistics**.

# What is an Artificial Neural Network?

We call artificial neural networks a class of **deterministic** algorithms that can **statistically** approximate **any** function.

From a **legal** point of view it's important to note that

- they are just applied statistics, not an inscrutable computer brain
- their output can always be explained (till quantum computing)
- Cybenko's theorem prove they can approximate any **continuous** function
- there is no way to **prove** they are approximating a specific **discrete** function
- AI is **not accountable**, so it cannot take decisions over humans

(more about the GDPR and ANN at <http://bit.do/the-delusions-of-neural-networks>)

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## Function

Given two set A and B, a function  $f: A \rightarrow B$  is a rule that assigns to each element in A (domain) exactly one element in B (codomain).

If you have **two sets and a rule** that map each element of one set to exactly one element of the other, you have a function.

Equality:  $f = g$  iff  $f: A \rightarrow B \wedge g: A \rightarrow B \wedge \forall x \in A, \forall y \in B, f(x) = y \Leftrightarrow g(x) = y$

Composition:  $f: A \rightarrow B \wedge g: B \rightarrow C \Rightarrow (g \circ f): A \rightarrow C; (g \circ f) = g(f(x))$

# What is an Artificial Neural Network?

We call artificial neural networks a class of deterministic algorithms that can statistically approximate **any** function.

## Any function

Neural networks can statistically approximate **any** function.

Even **unknown** ones.

If you **suspect** that a function exists, you can try to statistically approximate it with a neural network, even if you do not know the rule that it follows.

You just need **two set**. And **tons of data**.

This is the strongest strength of neural networks. And their **weakness**, too.

# Why Big Data (set)?

We don't have better algorithms. We just have more data.  
—Peter Norwing, Chief Scientist, Google (2009)

Artificial Neural Networks turned “cool at 70” because people leak **tons of data**.

Since they can approximate any continuous function, we need a big data set to **filter out unwanted functions** with each sample we feed to it.

Still, infinitely many functions fit our samples!

**Overfit & Underfit**

We can not really know **which function** a complex ANN will approximate.

# Generalizing Artificial Neural Networks

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# Generalizing Artificial Neural Networks

*intelligence* : Domain  $\rightarrow$  Codomain

# Generalizing Artificial Neural Networks

*intelligence* :      Perceptions<sub>T</sub>                      →      Actions<sub>T+1</sub>



# Generalizing Artificial Neural Networks

*intelligence* :  $(\text{Perceptions} \times \text{Knowledge})_T \rightarrow (\text{Actions} \times \text{Knowledge})_{T+1}$

Knowledge is both an input and an output of *intelligence*!

Given a different initial knowledge, an intelligent agent:

- reacts differently to perceptions
- learns different things

What is Knowledge?

# Generalizing Artificial Neural Networks

*intelligence* :  $(\text{Perceptions} \times \text{Knowledge})_T \rightarrow (\text{Actions} \times \text{Knowledge})_{T+1}$

According to George Kelly (The psychology of personal constructs, 1955)

Knowledge = Constructs & Relations

To use them mathematically, we will translate these psychological terms to

Knowledge =  $\underbrace{\text{Sets} \times \text{Functions}}_{\text{Models}}$

Knowledge is the set of models we use to guide our actions (and predict outcomes)

# Generalizing Artificial Neural Networks

*intelligence* :  $(\text{Perceptions} \times \text{Knowledge})_T \rightarrow (\text{Actions} \times \text{Knowledge})_{T+1}$

Knowledge = Sets  $\times$  Functions (aka Models)

Still according to function equality

$f = g$       iff  $f: A \rightarrow B \wedge g: A \rightarrow B \wedge \forall x \in A, \forall y \in B, f(x) = y \Leftrightarrow g(x) = y$

to know we are approximating the *intelligence* function, we need to know its rule!

Given two set A and B, a function  $f: A \rightarrow B$  is **a rule** that assigns to each element in A (domain) exactly one element in B (codomain).

# Generalizing Artificial Neural Networks

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Triarchic theory of intelligence (by Robert J. Sternberg):

- Analytical
- Creative
- Practical



Different components of intelligence that address different needs and interacts in a person's life

PROBLEM: these components are identified by “clustering” IQ tests’ results just like Legg&Hutter, based on **external** measures of intelligence

# Generalizing Artificial Neural Networks

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Why not simply **observe** intelligence at work in our head? We will see:

- *comprehension* uses perceptions to select (filter) useful knowledge
- *imagination* uses the relevant models to predict the effects of actions
- *will* uses predictions to take decisions
- *execution* turn decisions to actions
- *abstraction* uses previous knowledge and perception to improve knowledge

*intelligence* =  $(\text{execution} \circ \text{will} \circ \text{imagination} \circ \text{comprehension}) \times \text{abstraction}$

# Generalizing Artificial Neural Networks

*intelligence* :  $(\text{Perceptions} \times \text{Knowledge})_T \rightarrow (\text{Actions} \times \text{Knowledge})_{T+1}$

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This means that

- to be (part of) intelligence, an ANN should approximate one of these functions
- (to prove) to be general, an Artificial Intelligence should be able to **discover** and **explain** us **new abstractions** and **functions** over them
- Artificial General Intelligence **is** Artificial Super Intelligence!

# Artificial General Intelligence: how far are we?

What do you see?  
(up to two words)



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this is called  
“Pattern Recognition”

# Artificial General Intelligence: how far are we?

We are very good at  
Pattern Recognition



# Artificial General Intelligence: how far are we?

We are very good at  
Pattern Recognition

...still,  
there is no **cat** here



# So, where is the intelligence?

The Beauty is in the eye of the beholder!



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We look at the computer and we see a Go player. We see an intelligence.



# So, where is the intelligence?

**The Beauty is in the eye of the beholder!**



When we see an ANN selecting the next Goban state, we recognize a pattern.

We match the program behaviour with experiences from our own memories.

We look at the computer and we see a Go player. We see an intelligence.

But it's like with the cat.



# So, where is the intelligence?

**The Beauty is in the eye of the beholder!**

AlphaGo Zero does not need intelligence to play Go.

It has **aggregated statistics** over 4,9 millions of games that no human could play.

The AlphaGo Zero algorithm is a great application of **human** intelligence.

- it uses self playing to compute the rewards for moves (actually MCTS)
- it uses the rewards to compute win probability of each move
- it uses the win probability of each move to calibrate the ANN

AlphaGo Zero approximates a function, from goban's states to win probabilities.



# The threats to Artificial Intelligence

So far, there is **no danger in AI** for humanity (dude, it's just statistics!), except

- **bad people** using it
- **incompetent** authorities (or worse than incompetent...)

However improper use of AI, let people damage other people and AI research.

Some of the current threats to the field are:

- Mislabeled Trust: blackbox decides over people
  - Uninformed Fear: hide/protect the controllers
  - Emotional Bonds (eg Google Clips)
  - Evocative Language (aka Anthropomorphization)
- } Business-aided **ignorance**

# The threats to Artificial Intelligence

## Misled Trust

Eric L. Loomis was classified as “high risk” by a proprietary software and thus sentenced to six years in prison.

That software is bugged (just like the others).

But the judge **trust** it without even understanding how it works.



Who **accounts** for errors? The company’s CEO? Stockholders? Programmers?  
What about subtle discriminations of a minority? How can you prove them?

# The threats to Artificial Intelligence

## Uninformed Fear

Hide the real risk: PEOPLE!

- incompetence of authorities  
(the recent Norwegian DPA report is embarrassing!)
- malicious parameters selection
- malicious data set corruption
- malicious features selection

All too easy to hide behind the “blackbox”!



# The threats to Artificial Intelligence

## Uninformed Fear

The worst threat from AI to humanity is in fact **Idiocracy!**

Paper ⇒ Less Need to Remember

Calculator ⇒ Less Need to Calculate

AGI/ASI ⇒ Less Need to **Think**

No need for a T800, a bit of patience (and irony)  
and humans will simply “evolve” back to apes!



# The threats to Artificial Intelligence

**Emotional Bonds** <https://design.google/library/ux-ai/>

This is plain ~~manipulation~~ marketing:

accountability of AI is “problematic”



rational people do not  
trust AI controllers



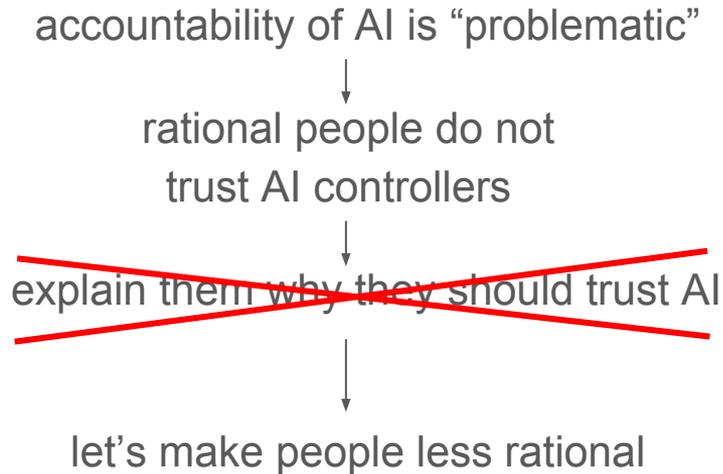
explain them why they should trust AI



# The threats to Artificial Intelligence

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# The threats to Artificial Intelligence

## Evocative Language (aka Anthropomorphization)

The **words** we use to describe the reality forge our **understanding** of it.

Artificial Intelligence

Artificial Neural Network

Deep Learning ANN

Machine Learning

Training

# The threats to Artificial Intelligence

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Evocative. Not descriptive.

Anthropomorphic (historically).

Good Literature  $\Rightarrow$  Bad Science.

# The threats to Artificial Intelligence

## Evocative Language (aka Anthropomorphization)

The **words** we use to describe the reality forge our **understanding** of it.

Artificial Intelligence

Simulation of Intelligence

Artificial Neural Network

Chain of Logistic Approximators

Deep Learning ANN

Long Chain of Logistic Approximators

Machine Learning

Computer-aided Statistics

Training

Statistical Calibration



Can Computers Think?

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...a question of which we now know that it is about as relevant as the question of whether Submarines Can Swim.

*The threats to computing science*  
Edsger W. Dijkstra



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What about 2018?



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What about 2018?     **NO** they can not.

