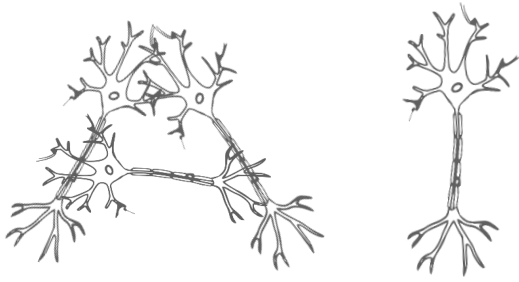


From natural to artificial intelligence

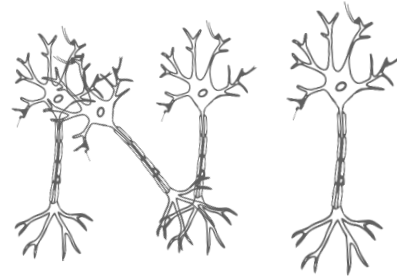
Jaan Aru



UNIVERSITY OF TARTU
Institute of Computer Science

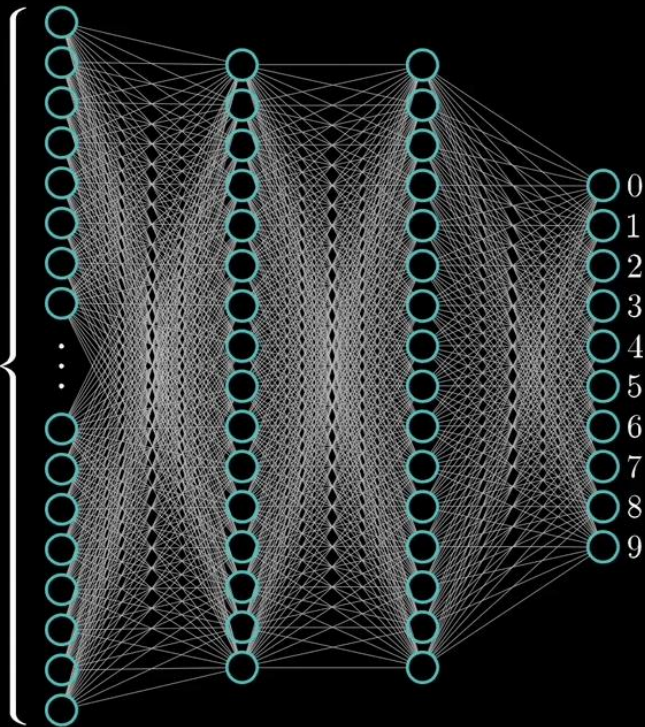


Mission: Develop artificial intelligence
by understanding natural intelligence





784





Task with extensive training





Task with extensive training \Rightarrow quick answer





Task with extensive training \Rightarrow quick answer

A novel task with no training

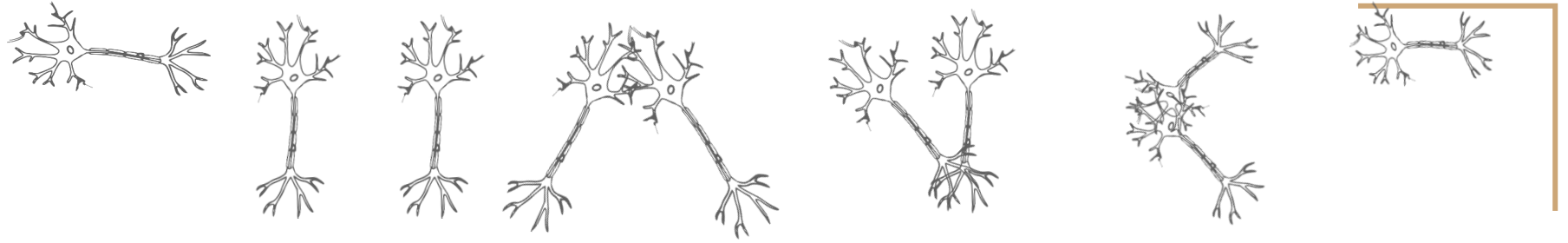




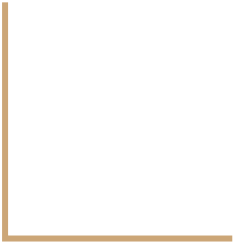
Task with extensive training \Rightarrow quick answer

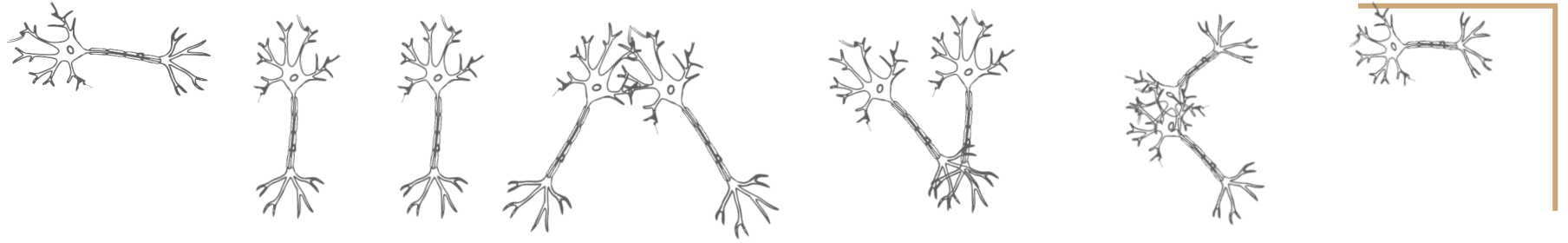
A novel task with no training \Rightarrow search for an answer





Given a novel task, our brain tries out (simulates) many
possibilities





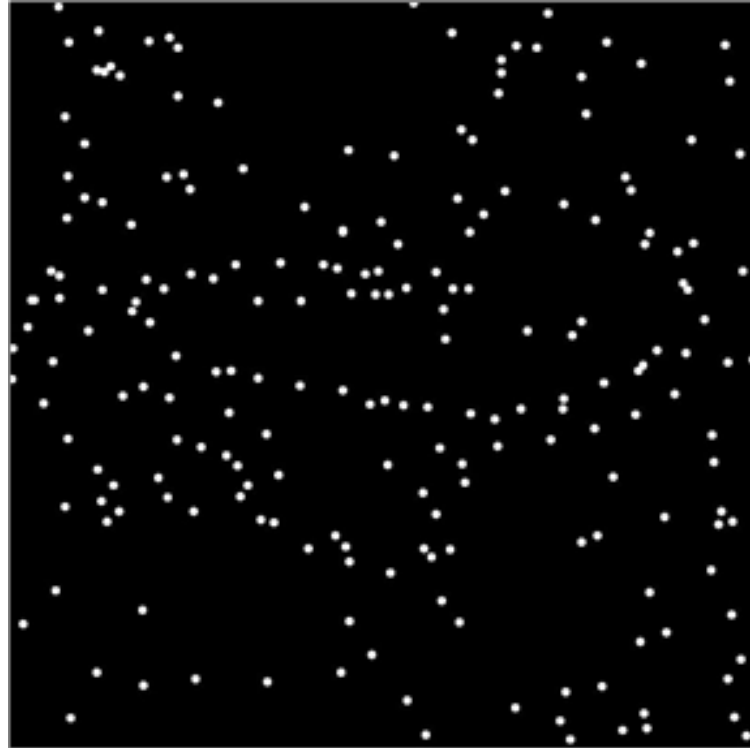
Given a novel task, our brain tries out (simulates) many
possibilities
and *refines* the solution over time



How can we develop AI algorithms that create
possibilities and **refine** them?



Find the object embedded in dots!



Making the stimuli

1. →

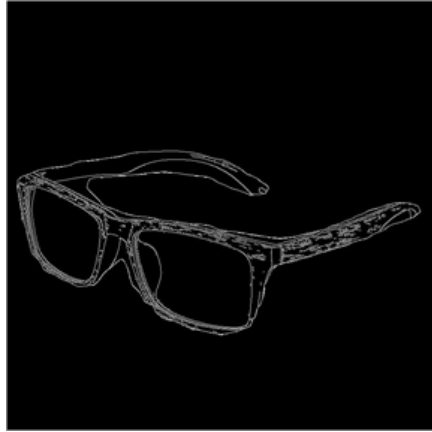


Making the stimuli

1.



2.

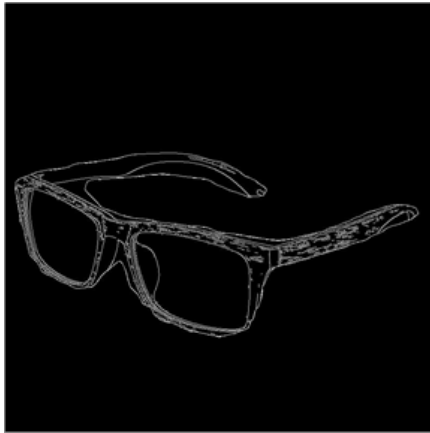


Making the stimuli

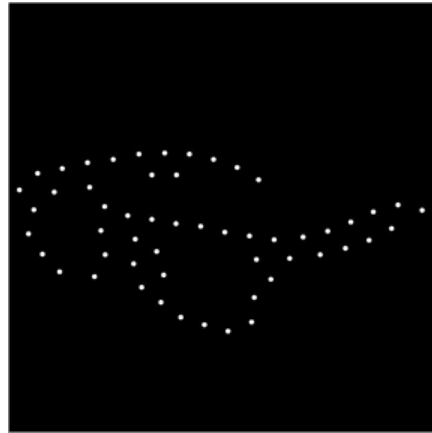
1. →



2. →



3. →

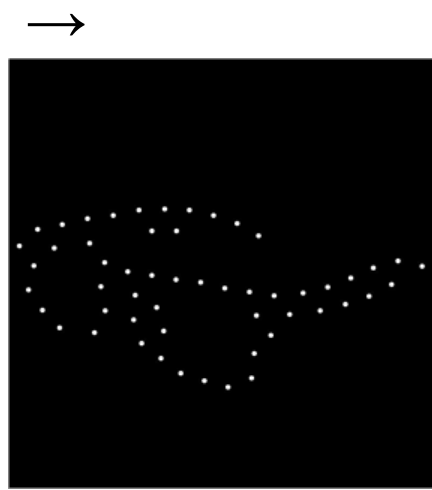
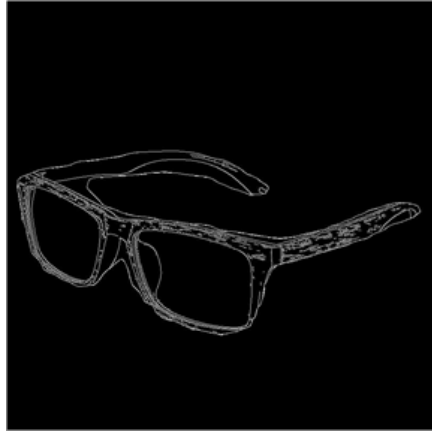


Making the stimuli

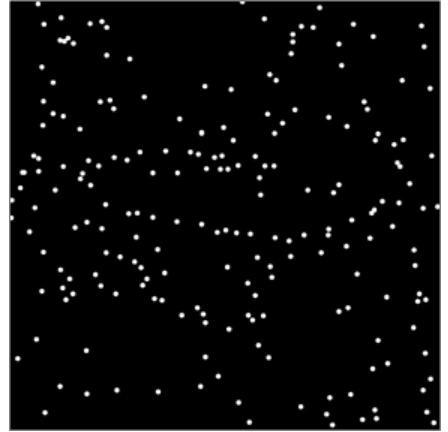
1. →



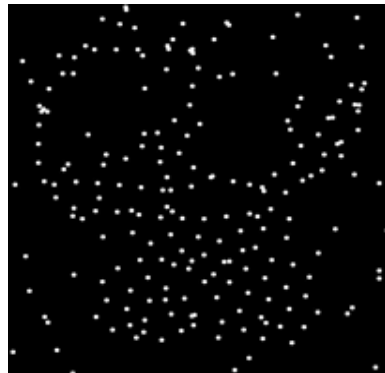
2. →



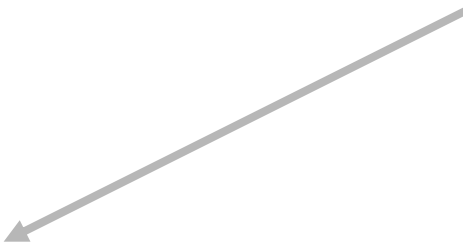
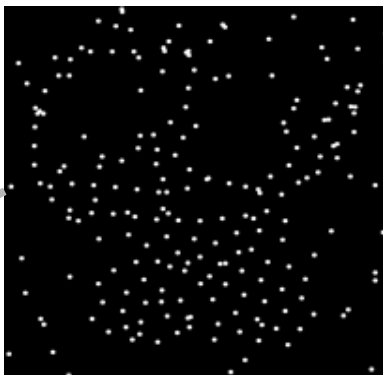
3. →



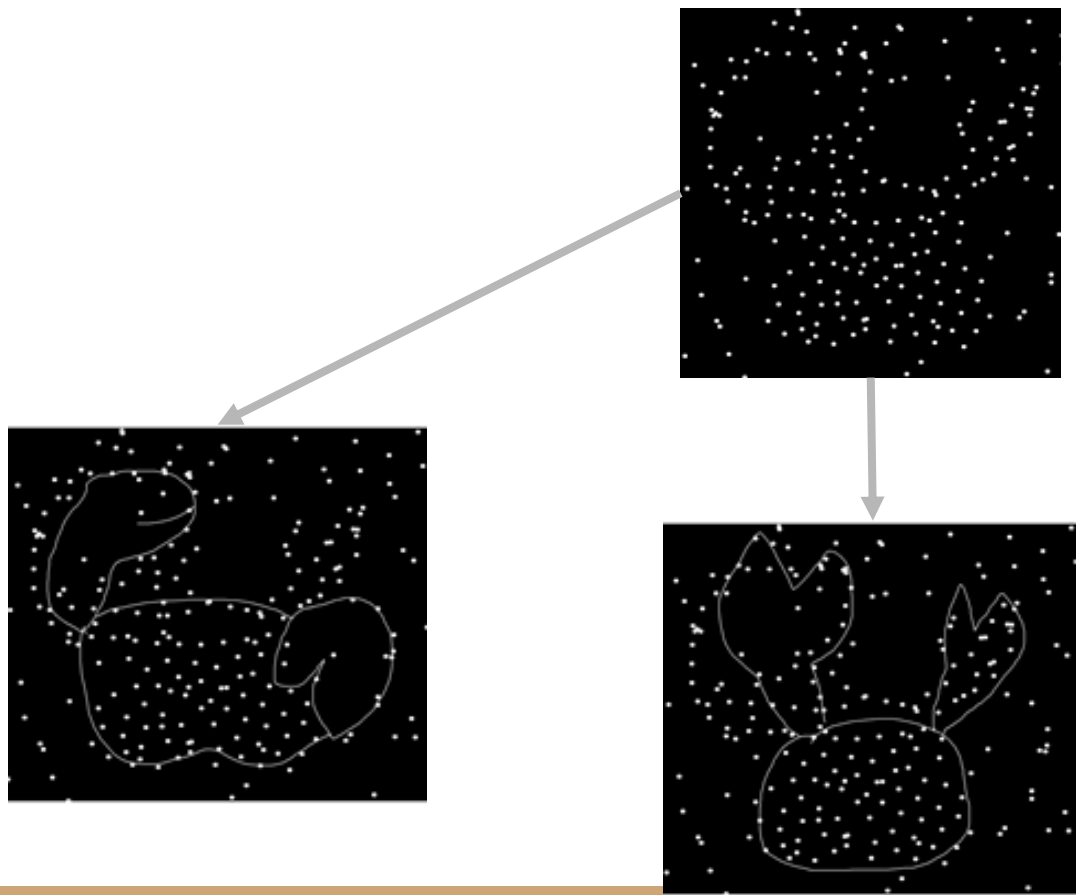
Simulation of possibilities and the refinement of a
solution



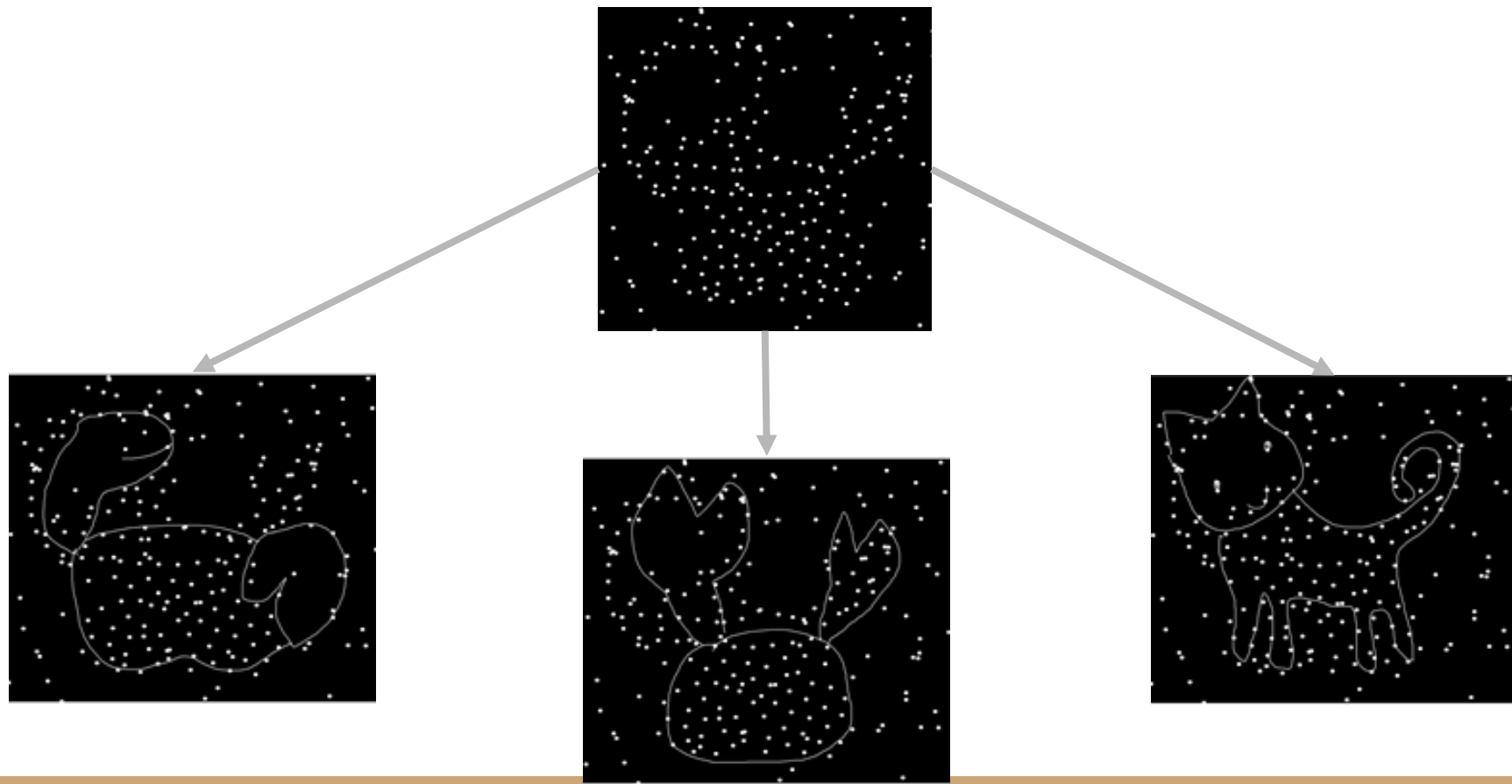
Simulation of possibilities and the refinement of a
solution



Simulation of possibilities and the refinement of a solution



Simulation of possibilities and the refinement of a solution





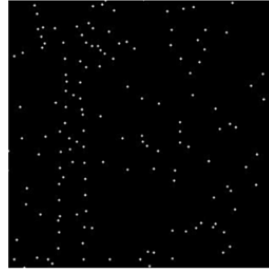
Taavi Luik



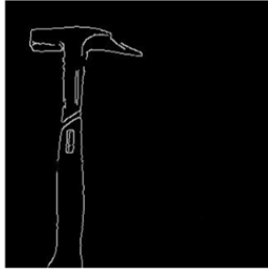
Tarun Khajuria

How can we develop AI systems that create many
possibilities and **refine** them?

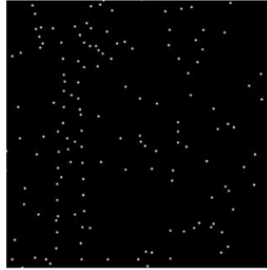
Constellation image



True sketch



Constellation image



True sketch



Constellation image



Genetic algorithm using CLIP

True sketch

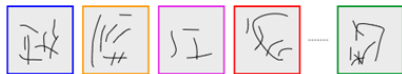


Constellation image

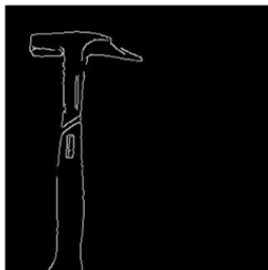


Genetic algorithm using CLIP

0. Heuristic initiation of 1000 sketches



True sketch

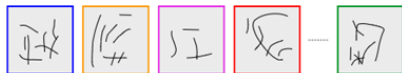


Constellation image

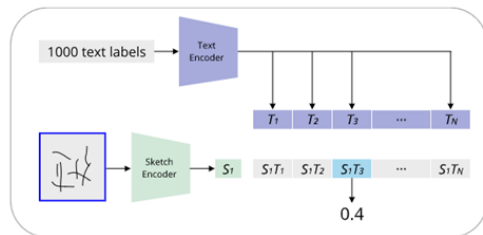


Genetic algorithm using CLIP

0. Heuristic initiation of 1000 sketches



1. Calculate similarity score for each sketch using CLIP



True sketch

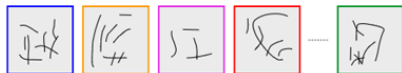


Constellation image

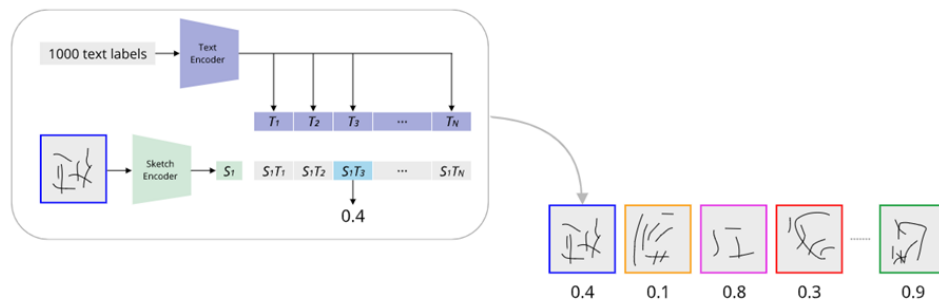


Genetic algorithm using CLIP

0. Heuristic initiation of 1000 sketches



1. Calculate similarity score for each sketch using CLIP



True sketch

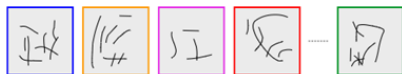


Constellation image

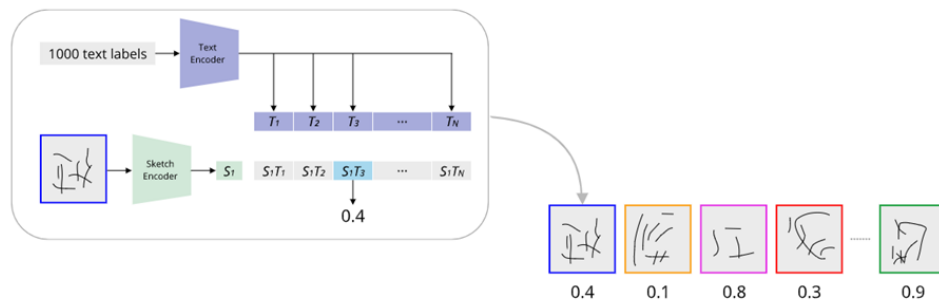


Genetic algorithm using CLIP

0. Heuristic initiation of 1000 sketches



1. Calculate similarity score for each sketch using CLIP



2. Choose top k sketches with the highest similarity score



True sketch

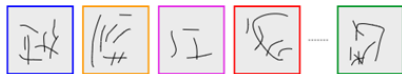


Constellation image

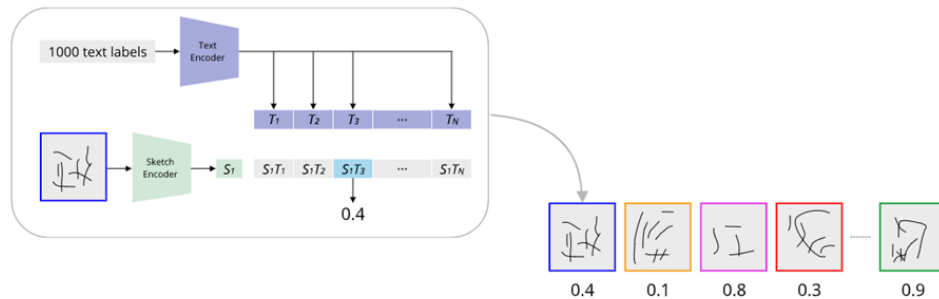


Genetic algorithm using CLIP

0. Heuristic initiation of 1000 sketches



1. Calculate similarity score for each sketch using CLIP



3. Create 1000 offsprings by adding or removing random lines



2. Choose top k sketches with the highest similarity score



True sketch

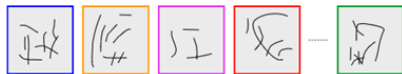


Constellation image

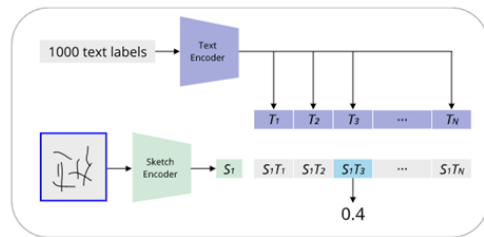


Genetic algorithm using CLIP

0. Heuristic initiation of 1000 sketches



1. Calculate similarity score for each sketch using CLIP

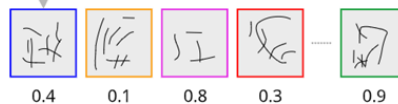


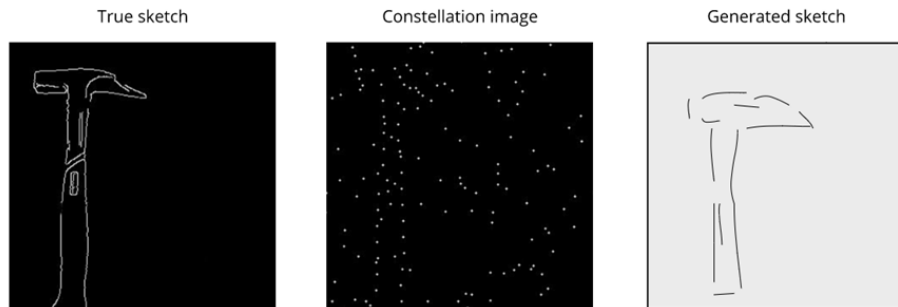
100 iterations

3. Create 1000 offsprings by adding or removing random lines



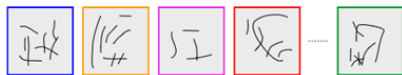
2. Choose top k sketches with the highest similarity score



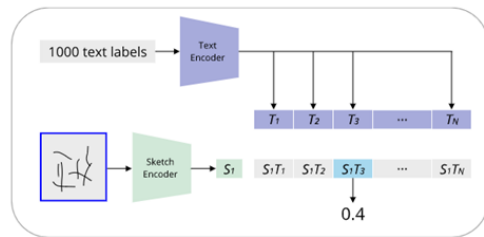


Genetic algorithm using CLIP

0. Heuristic initiation of 1000 sketches



1. Calculate similarity score for each sketch using CLIP

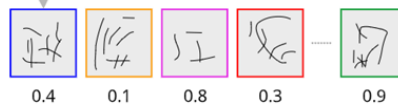


100 iterations

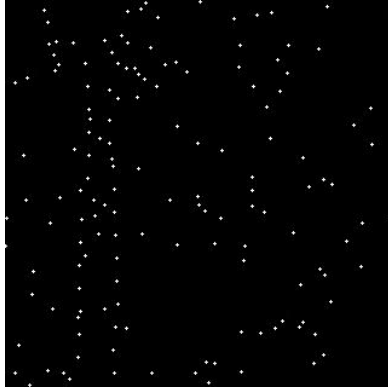
3. Create 1000 offsprings by adding or removing random lines



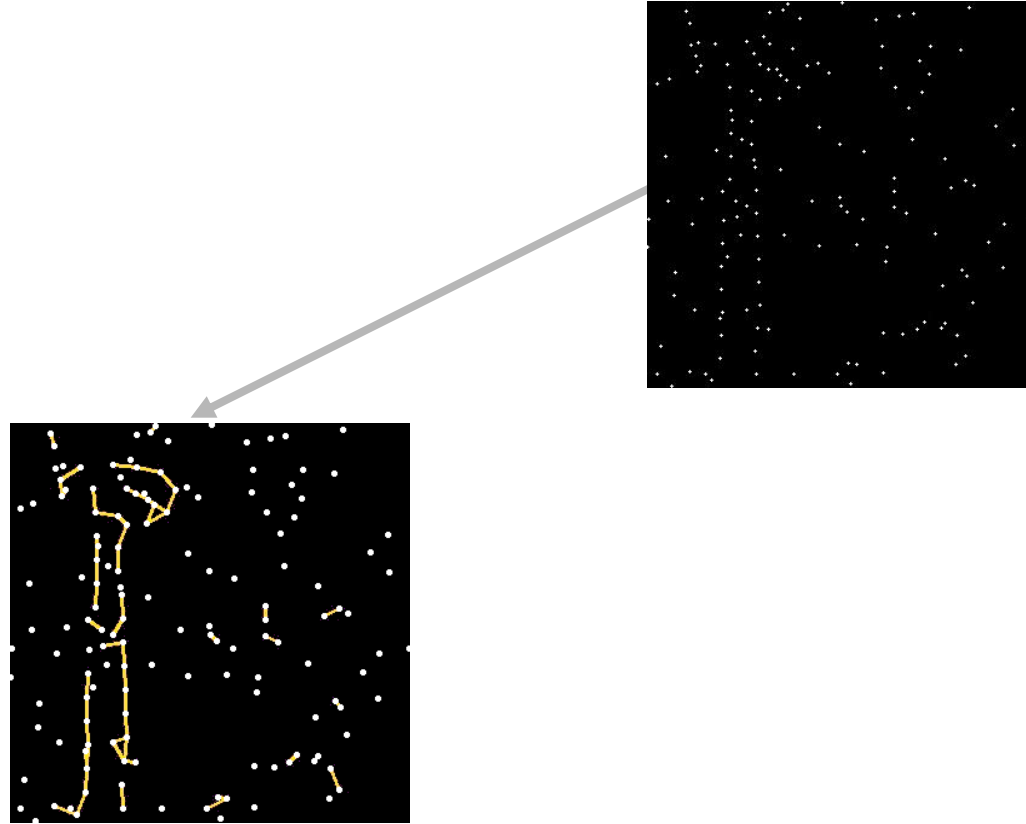
2. Choose top k sketches with the highest similarity score



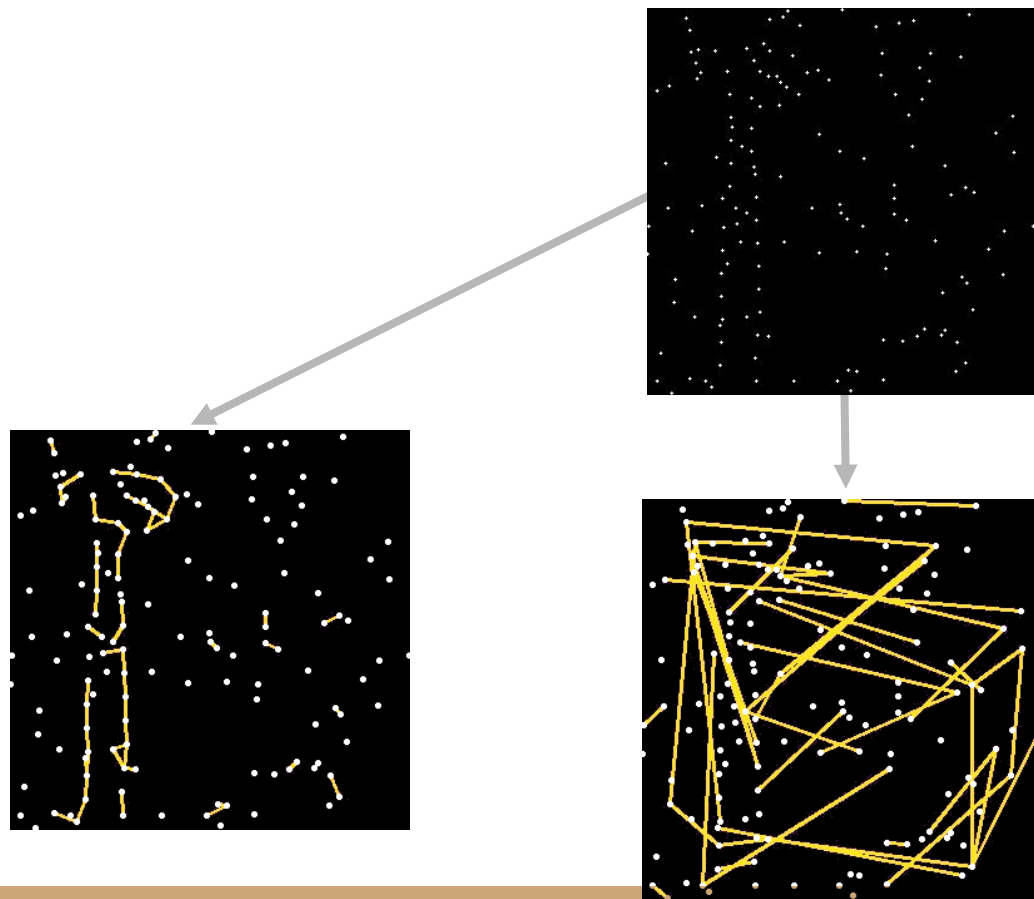
Simulation of possibilities and the refinement of a
solution



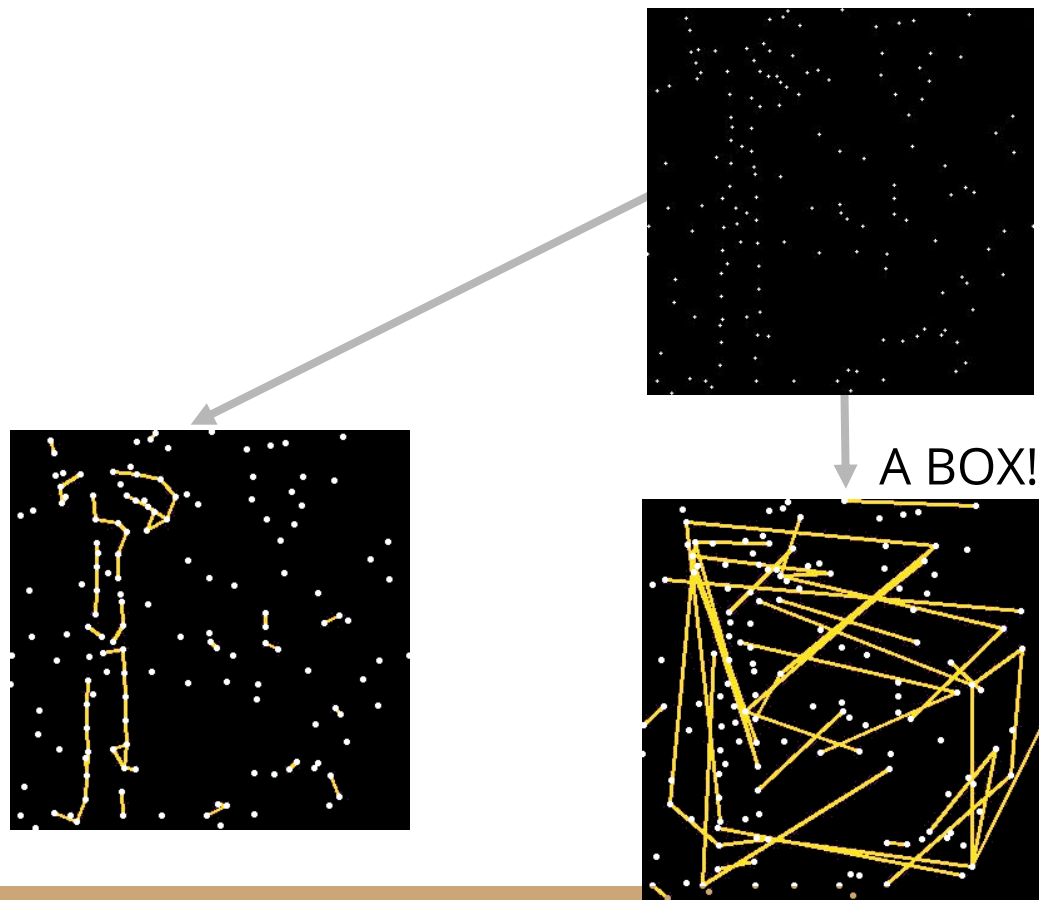
Simulation of possibilities and the refinement of a
solution



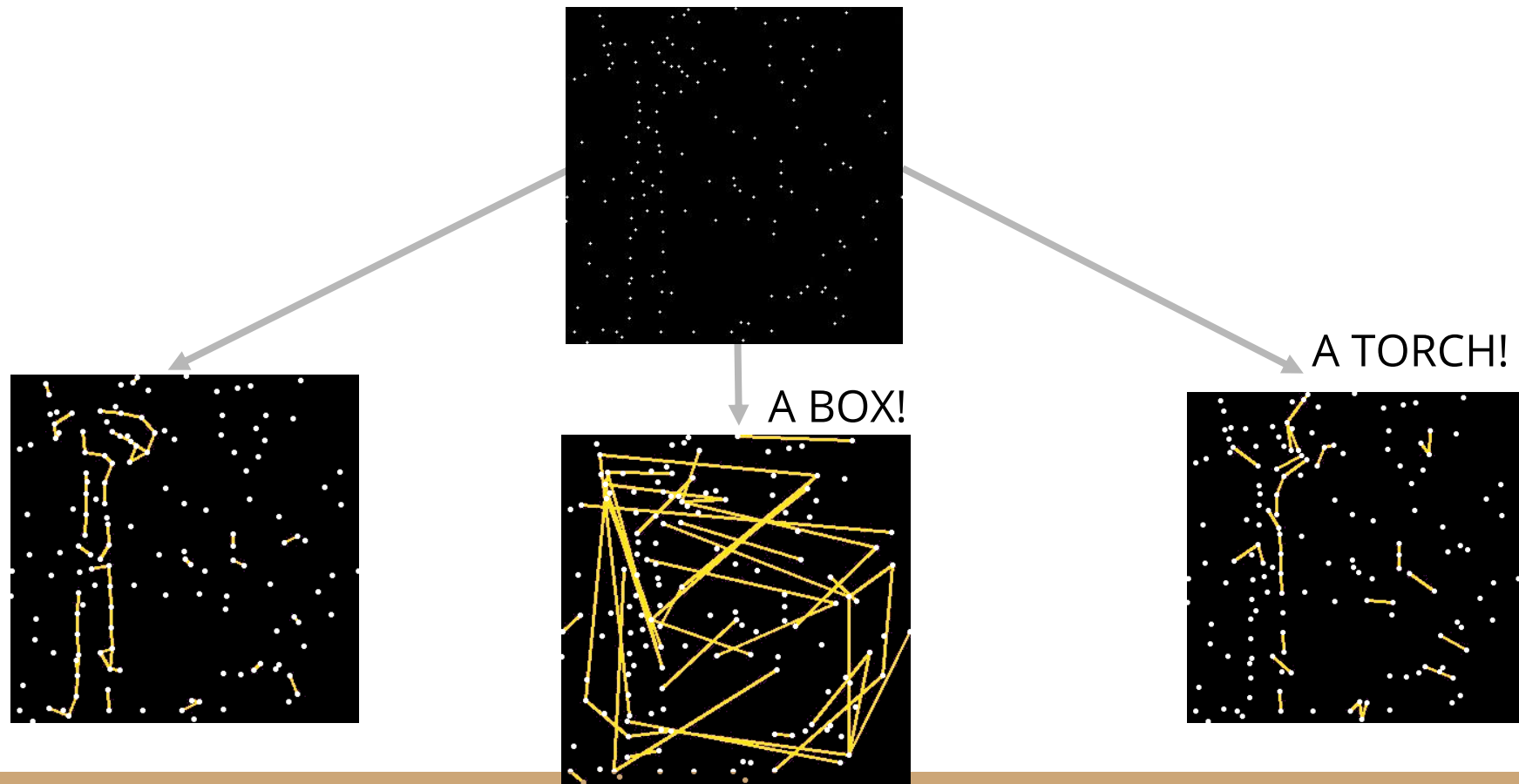
Simulation of possibilities and the refinement of a
solution



Simulation of possibilities and the refinement of a
solution



Simulation of possibilities and the refinement of a solution





The Picasso mode





Today's AI is too *narrow*





Today's AI is too *narrow* or too *wild*



