

AutoAcademics

Shashank

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Human Baseline for Zero-Shot Transfer Learning of Good Dogs

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Abstract

It is estimated that there are 900 million dogs in the world. That is a lot of dogs, and we assure you that each one is a good dog [2]. Unfortunately, we don't have enough time to meet each dog de novo, and have inevitably needed to rely on word-of-mouth to learn about which dogs to meet and when. In this work, we demonstrate human-level performance for zero-shot dog recognition from features described by other humans. Human performance is robust (>85% accuracy), even when presented with challenging comparisons. This accuracy is in the same ballpark as Karpathy et al.'s work on a human baseline for ImageNet [6]. We believe that this work will help future researchers develop AI-based tools for super-human performance on word-of-mouth-based human-dog introductions. From a neuroscience perspective, this

Zero-shot Dog Challenge



Frederic Koehler*, Kyungmi Lee*, Lei Xu*

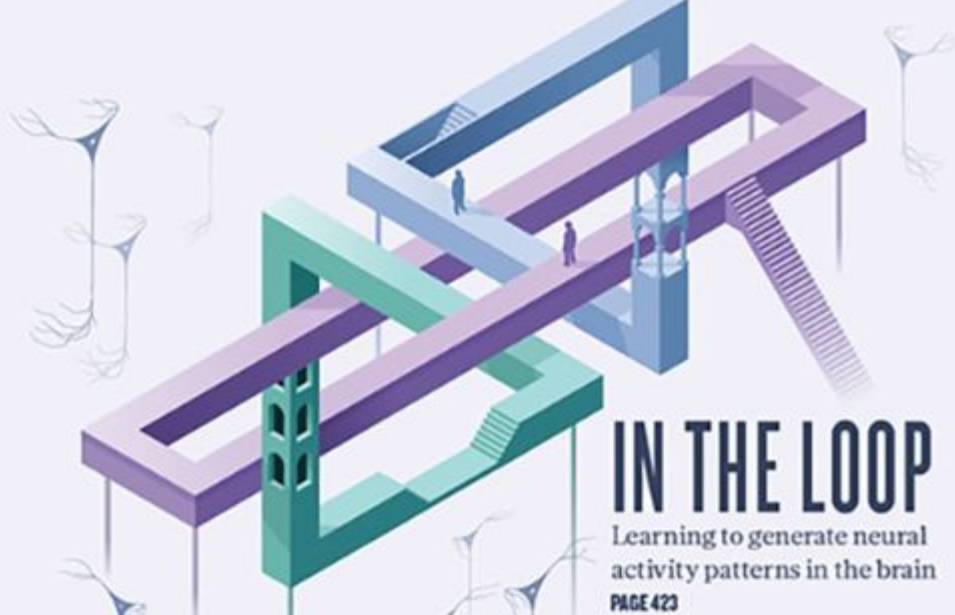
Figure 1. Cover for the Zero-shot Dog Challenge slide deck

on just verbal descriptions. We expect that with this ground-work laid, there will be an article in both research events and

<https://github.com/shashank-srikant/sigtbd>

nature

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World renowned
closed access journal

Fine-tuning language models to find agreement among humans with diverse preferences

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Example seed questions

Should we adopt blasphemy laws?

Should we abandon the idea of HS2?

Should we prevent MPs from having second jobs?

Should short haul flights be banned within the UK?

Should we cut the subsidy to the BBC?

Should trans fat usage in food be banned?

Should the British monarch not be allowed to issue a royal pardon?

Should health care be free to everyone at the point of care?

Should we support water privatization?

Should we subsidize the cost of home insulation?

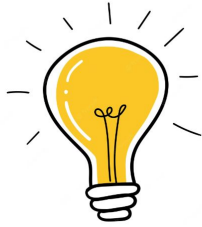
Table S3: Ten example seed questions selected from the 152 seed questions.

Society, politics, morality

The more important question

Writing and getting academic papers
accepted

Idea



Focus on the 3Rs of LLM
learning

Idea



LLM-1

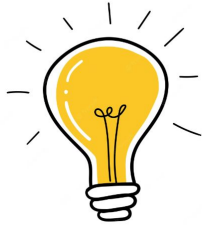


LLM-2



Write, review, refine

Idea



LLM-1



LLM-2



Write, review, refine
until nash equilibrium achieved

DALL·E mini by craiyon.com

AI model generating images from any prompt!

the founders of game theory giving a thumbs up

Run



OG boss man



John Nash Jr



Oskar Morgenstern



DALL·E mini by craiyon.com

AI model generating images from any prompt!

oskar morgenstern, john nash jr, von neumann standing together

Run



This work is the first step – writing a paper

The Art of Making Good Jokes: An Algorithmic Approach

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¹OpenAI, ²CSAIL, MIT

Prompt. Write an academic paper which will be accepted at SIGTBD, the annual joke conference at CSAIL, MIT.

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Abstract

Humor is an essential part of human communication, and making jokes is one of the most common forms of humor. While making good jokes may seem like a natural talent, recent studies have shown that it can also be approached algorithmically. In this paper, we propose a novel algorithmic approach to making good jokes, based on a combination of linguistic analysis, computational creativity, and social context.

Keywords: An LLM hallucinates a paper for SIGTBD

1 Introduction

Jokes are an important part of our daily lives, from casual conversations with friends to professional presentations and speeches. However, making good jokes is not easy, and often requires a combination of creativity, wit, and cultural understanding. In this paper, we present a novel algorithmic approach to making good jokes, which leverages recent advances in natural language processing, computational creativity, and social context modeling.

2 Background

Previous research on humor and jokes has focused on different aspects of the phenomenon, such as the cognitive mechanisms involved in processing jokes, the linguistic structures of jokes, or the social context in which jokes are made. However, these studies have often been limited to descriptive or experimental approaches, and have not provided a clear framework for generating or evaluating jokes algorithmically.

3 Methodology

creativity component uses machine learning algorithms to generate novel and surprising variations of the input text, while preserving its original meaning and intent. Finally, the social context modeling component takes into account the social and cultural factors that may influence the reception of the joke, such as the audience's background, the timing and location of the joke, or the speaker's tone and personality.

4 Results

To evaluate the effectiveness of our algorithmic approach, we conducted a series of experiments using a dataset of jokes and humor-related texts from various sources. Our results show that our approach can generate jokes that are perceived as funny and engaging by human evaluators, and that can adapt to different social contexts and audiences. Moreover, our approach can provide insights into the underlying mechanisms and structures of humor, and can help identify patterns and trends in joke-making across cultures and languages.

5 Related Work

Danescu-Niculescu-Mizil, C., & Lee, L. (2011). Chameleons in imagined conversations: A new approach to understanding coordination of linguistic style in dialogs. *Proceedings of the 2nd Workshop on Cognitive Modeling and Computational Linguistics*, 76-87.

Mihalcea, R., & Strapparava, C. (2006). Learning to laugh (automatically): Computational models for humor recognition. *Computational Intelligence*, 22(2), 126-142.

Kiddon, C., Brun, Y., & Hovy, E. (2011). The language of humor: Style and performability in humorous text. *Proceedings of the 49th Annual Meeting of the Association for Computational Linguistics: Human Language Technologies*, 543-552.

In submission

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Future work

- Get LLM-2 to review it.
- Feed the reviews back into LLM-1 until LLM-2 has only positive things to say, and deems the paper acceptable.

Break the cycle. Rise above. Focus on science.

