

# WIPO Standing Committee on the Law of Patents (SCP): Presentations by AI technology experts

Prof. Rüdiger Urbanke (EPFL) and Prof. Daniel Sonntag (DFKI)

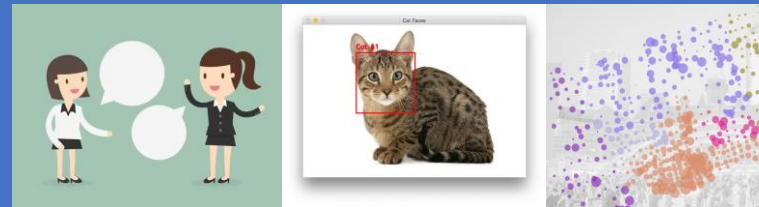
# Agenda

- Intro: Artificial Intelligence (AI) algorithms and technologies
- AI concepts and their developments, including a state-of-the-art discussion on generative AI
- Large Language Models (LLMs) such as ChatGPT
- Beyond ChatGPT

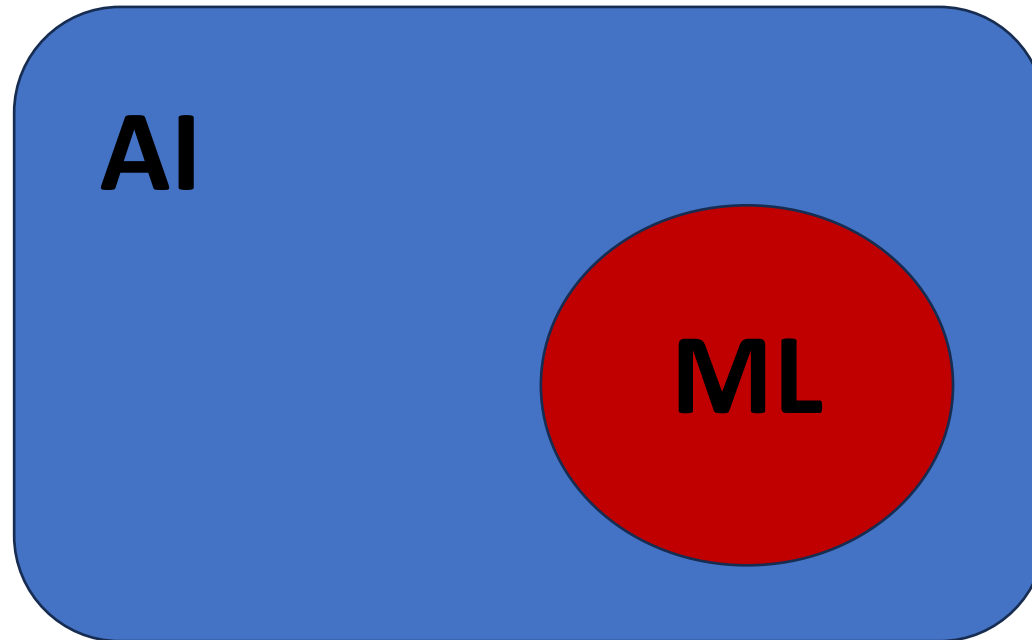
# Dictionary: **AI** (Artificial Intelligence)

**AI**

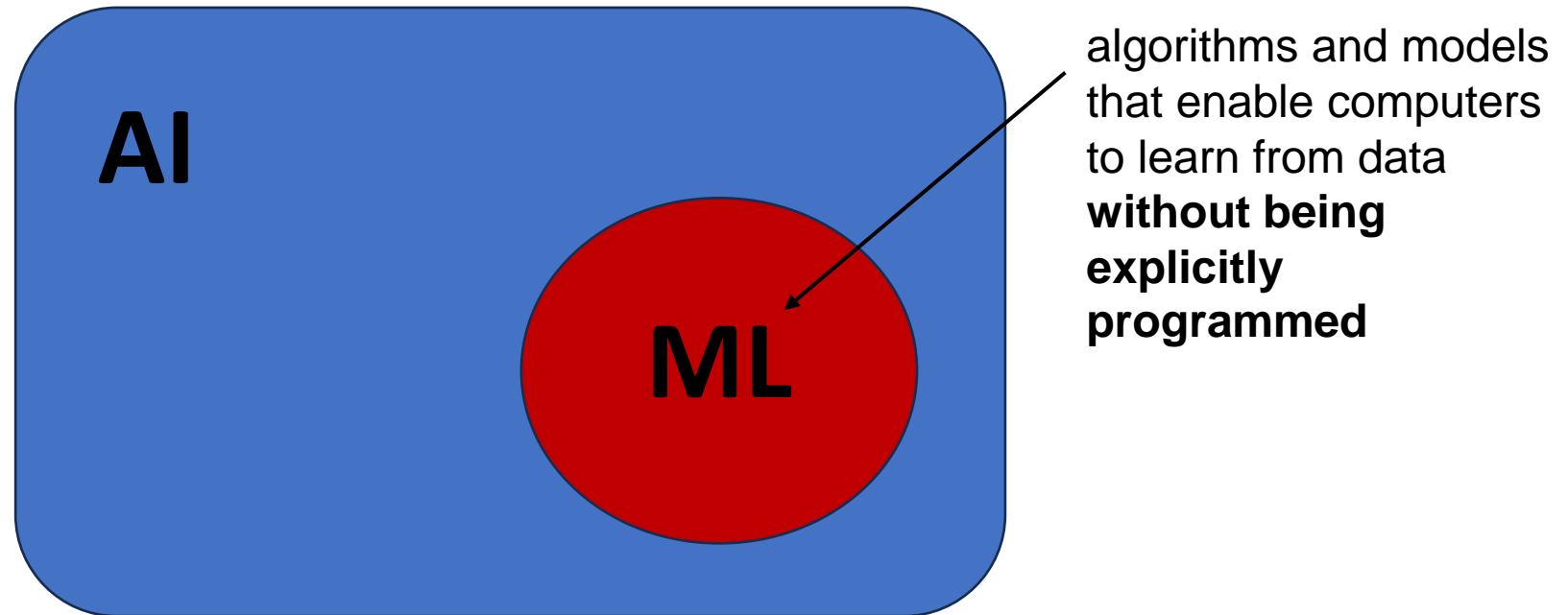
Creating systems capable of performing tasks that typically require human intelligence:



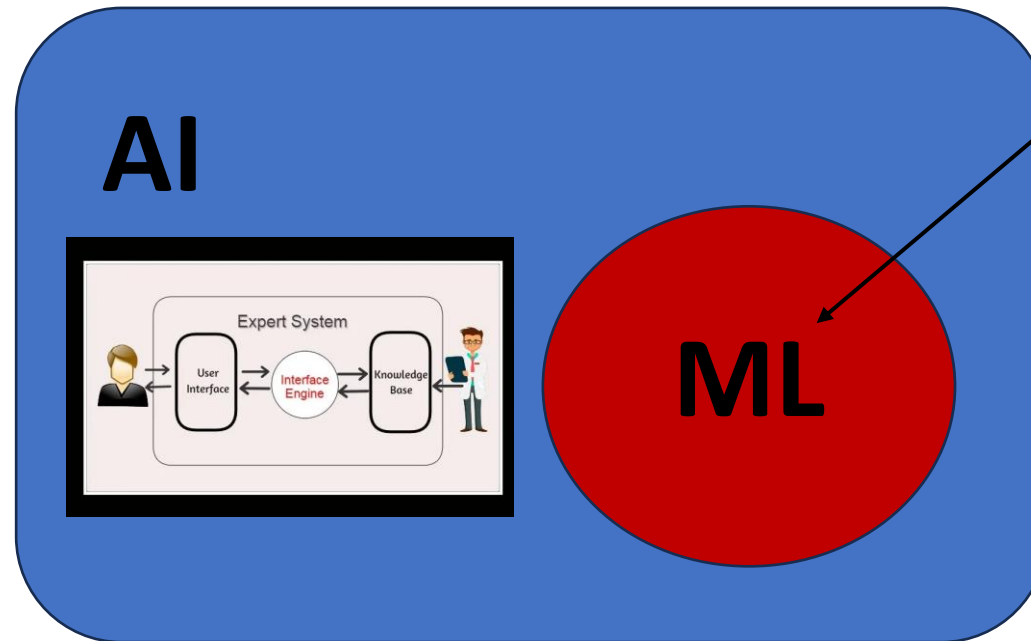
Dictionary: **ML** (Machine Learning)



# Dictionary: ML



# Dictionary: ML



algorithms and models that enable computers to learn from data **without being explicitly programmed**

# Dictionary: **practically speaking**

**AI ~ ML**

# AI history in thirty words

mid-20th century: emergence of academic discipline; rule based (expert systems); some limited success, but life is just too complex



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1990ties: ML, statistical approach, compute probabilities of various outcomes; still dominant approach

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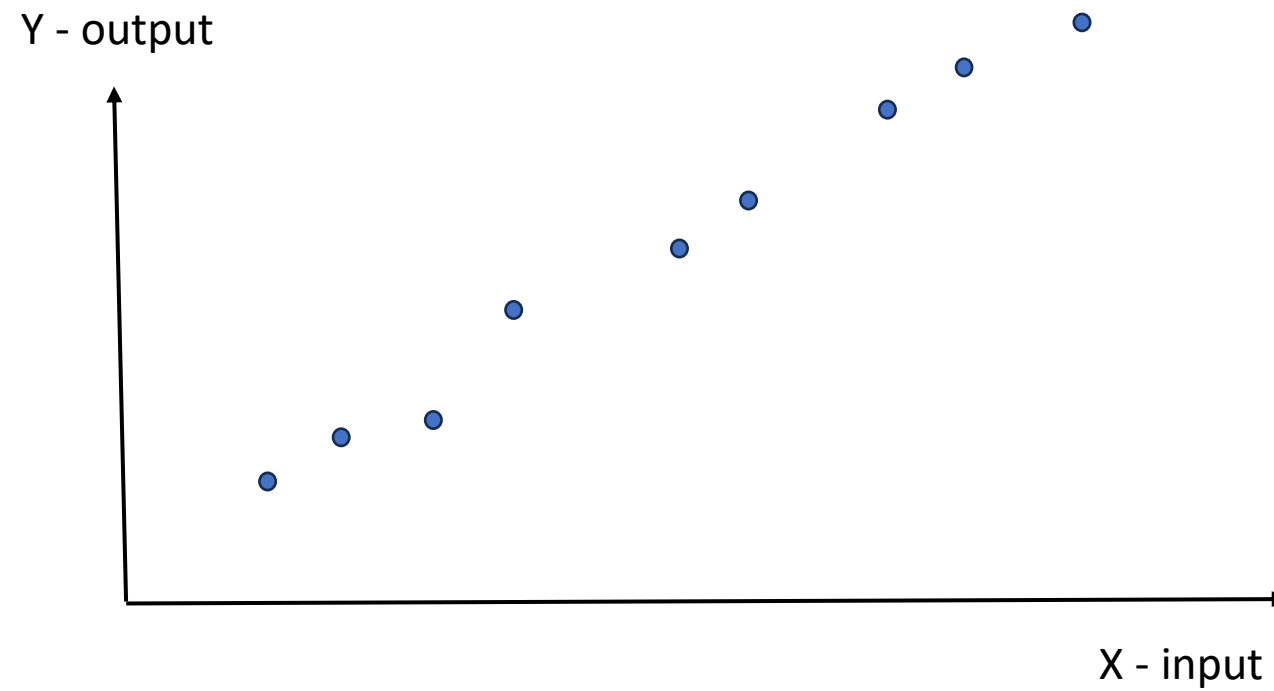
1990ties: statistical approach, compute probabilities of various outcomes; still dominant approach

dog 60%  
mop 20%  
alien 9%  
other 1%

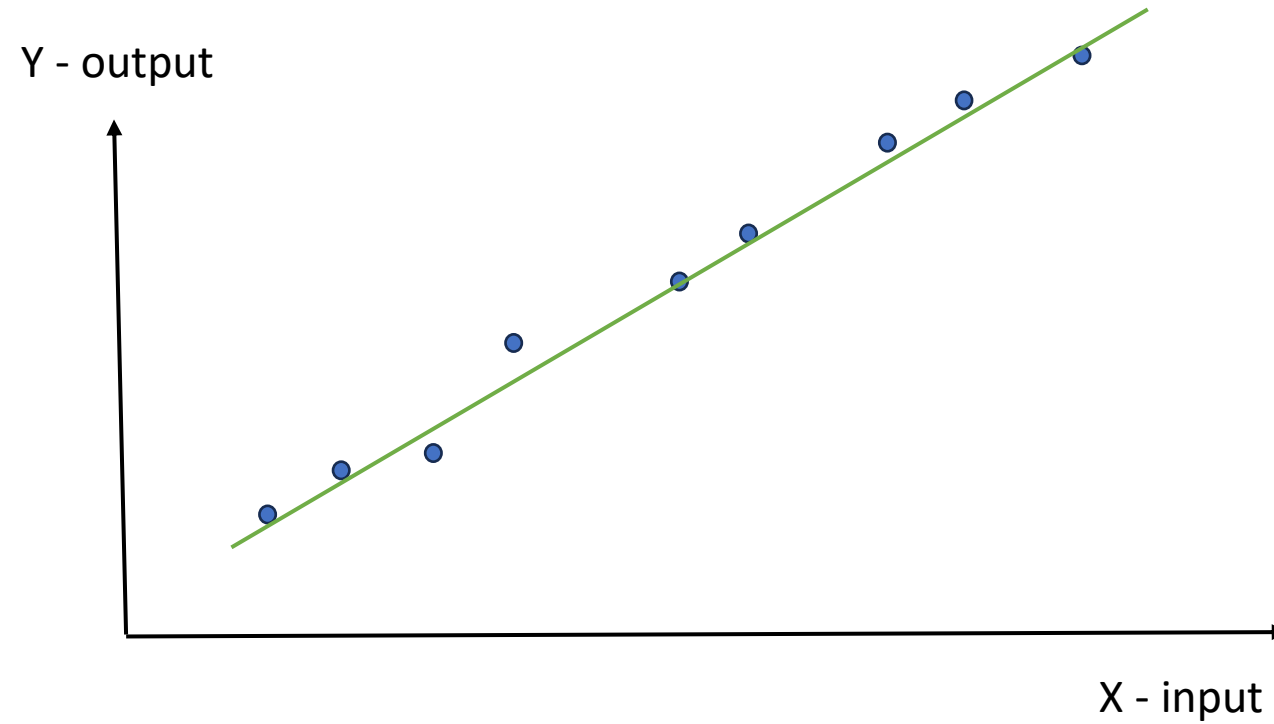


mop 60%  
dog 20%  
alien 9%  
other 1%

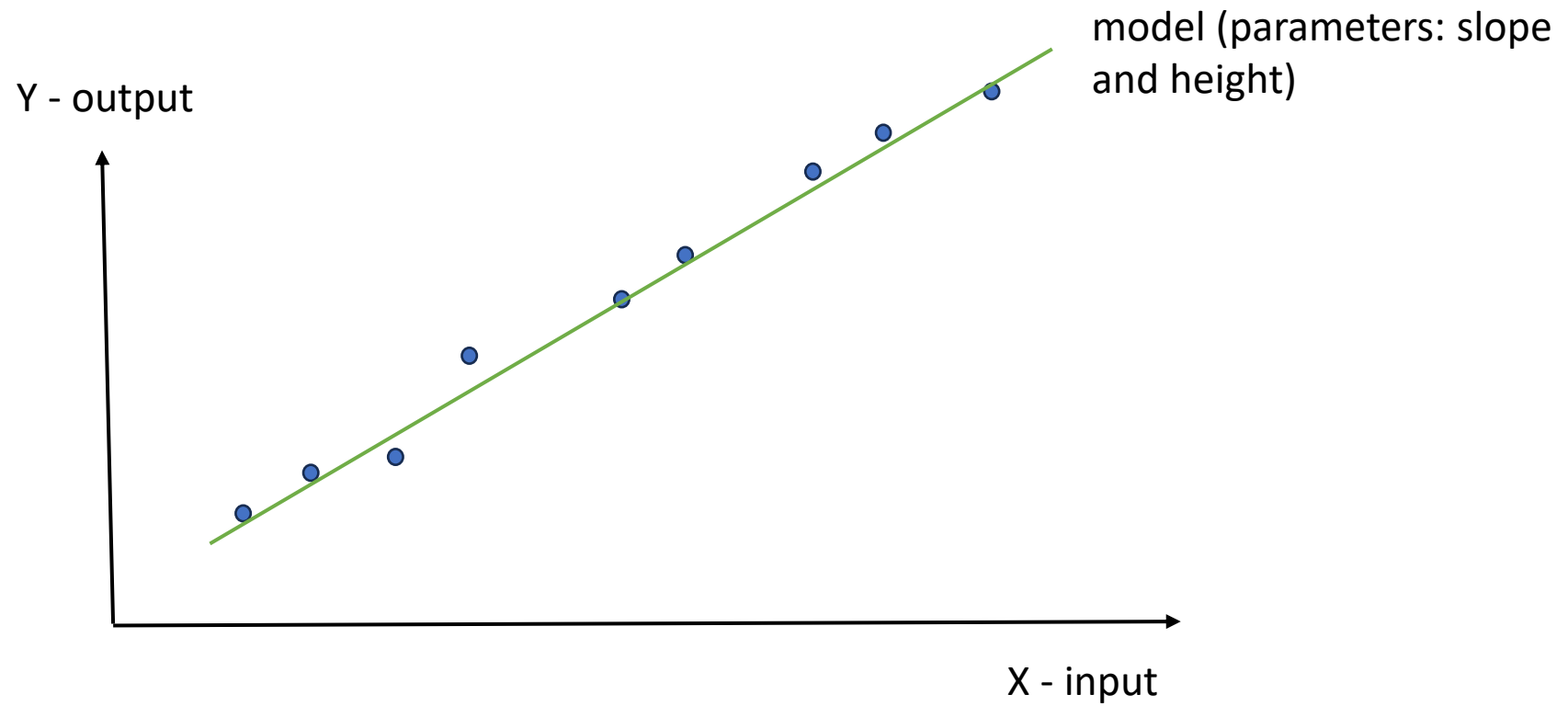
# Learning from data



# Learning from data



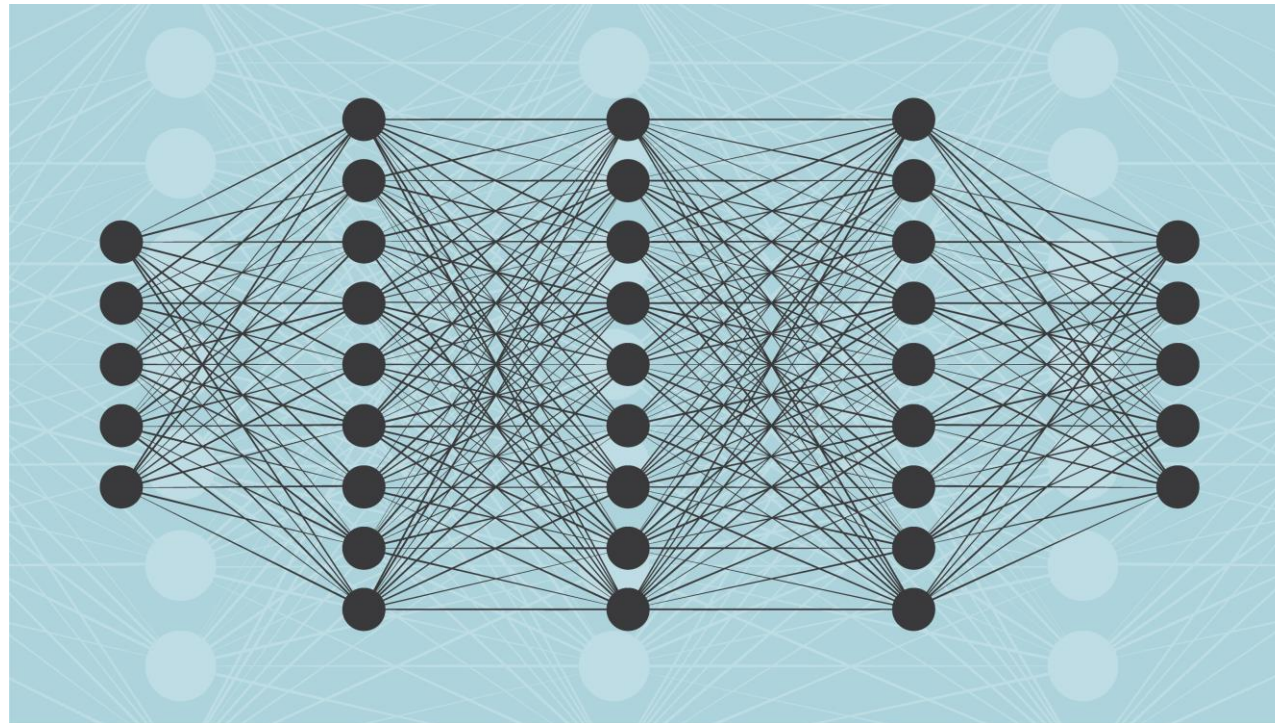
# Dictionary: Model



# Dictionary: Neural networks

model (MANY parameters)

input

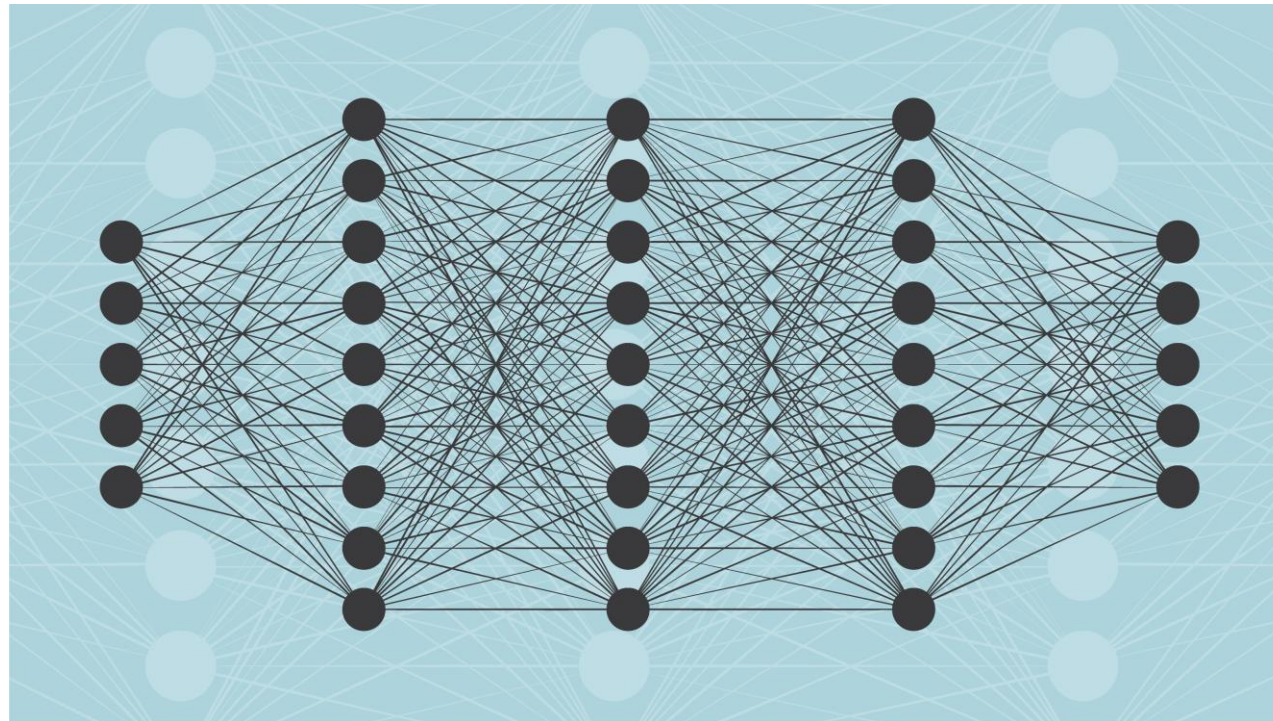


output

# Dictionary: Neural networks

training = find suitable parameters

input



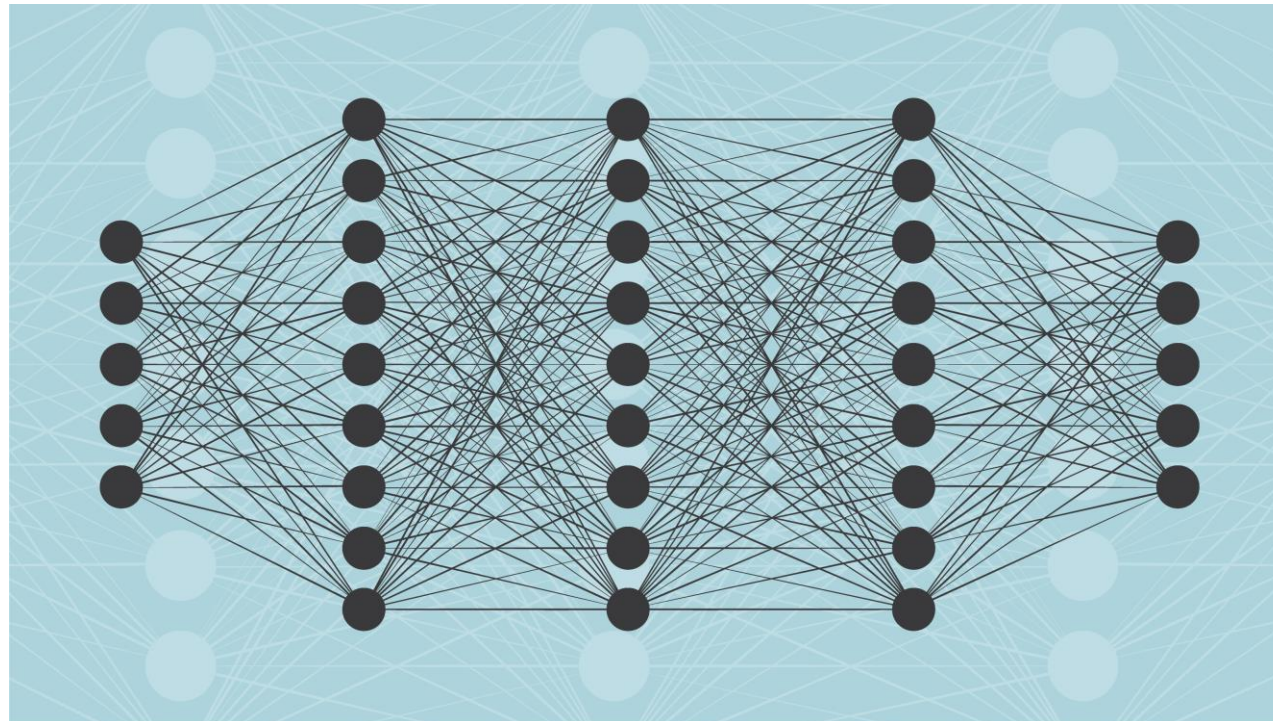
output

dog 100%

# Dictionary: Neural networks

training = find suitable parameters

input



output

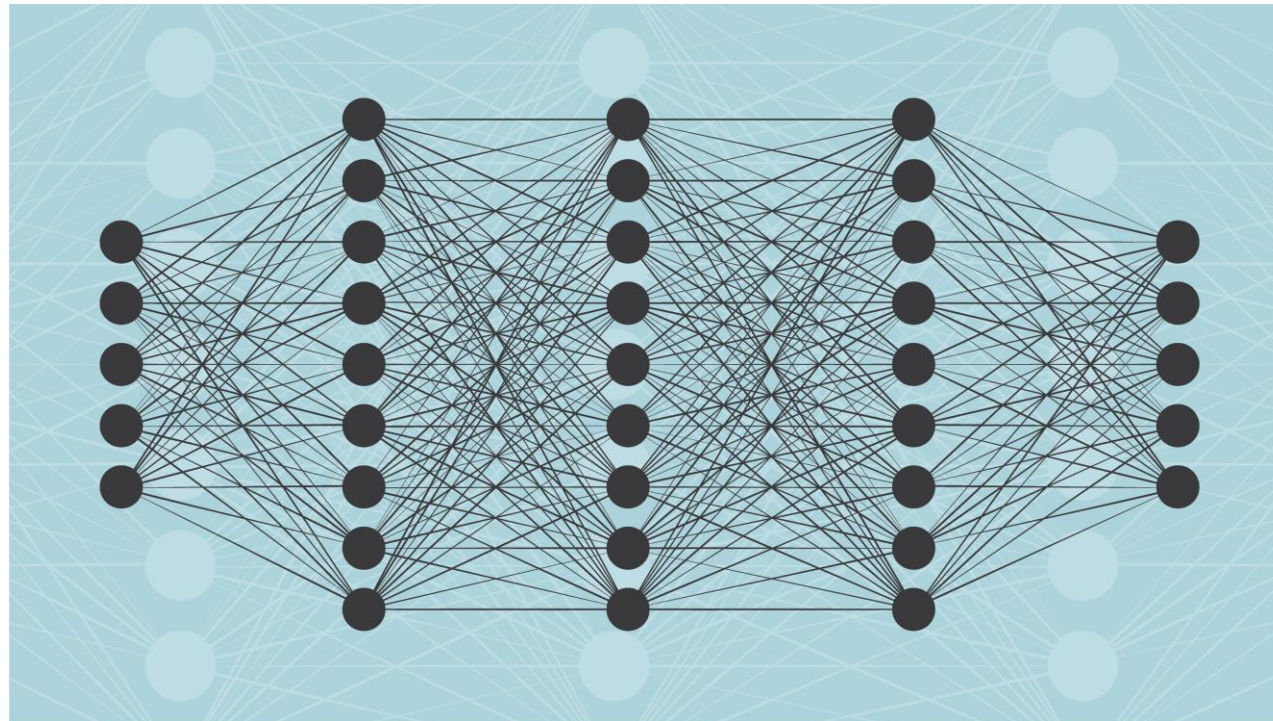
mop 100%



# Dictionary: Neural networks

training = find suitable parameters

input



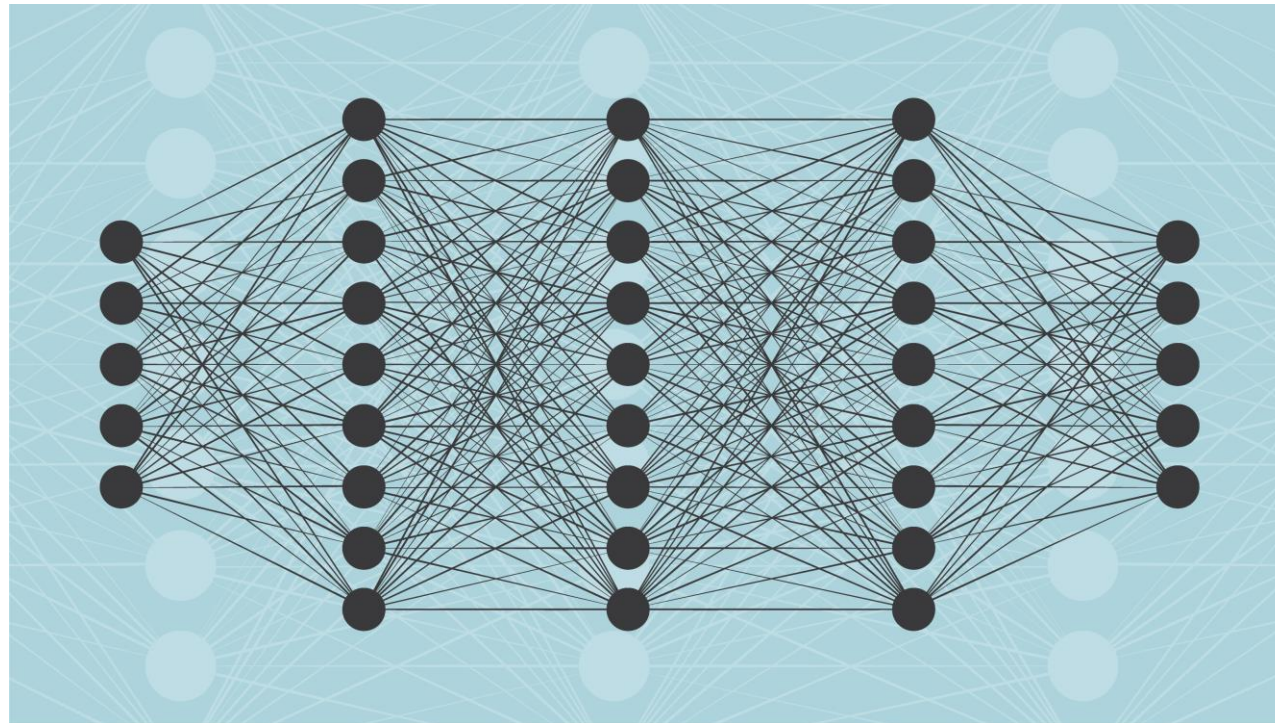
output

cat 100%

# Dictionary: Neural networks

model (MANY parameters)

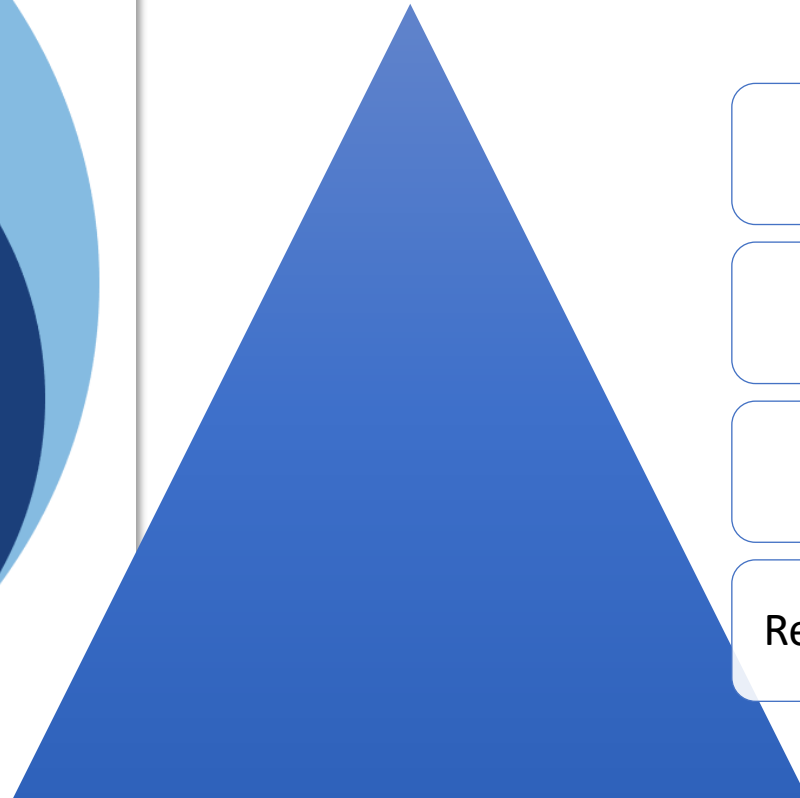
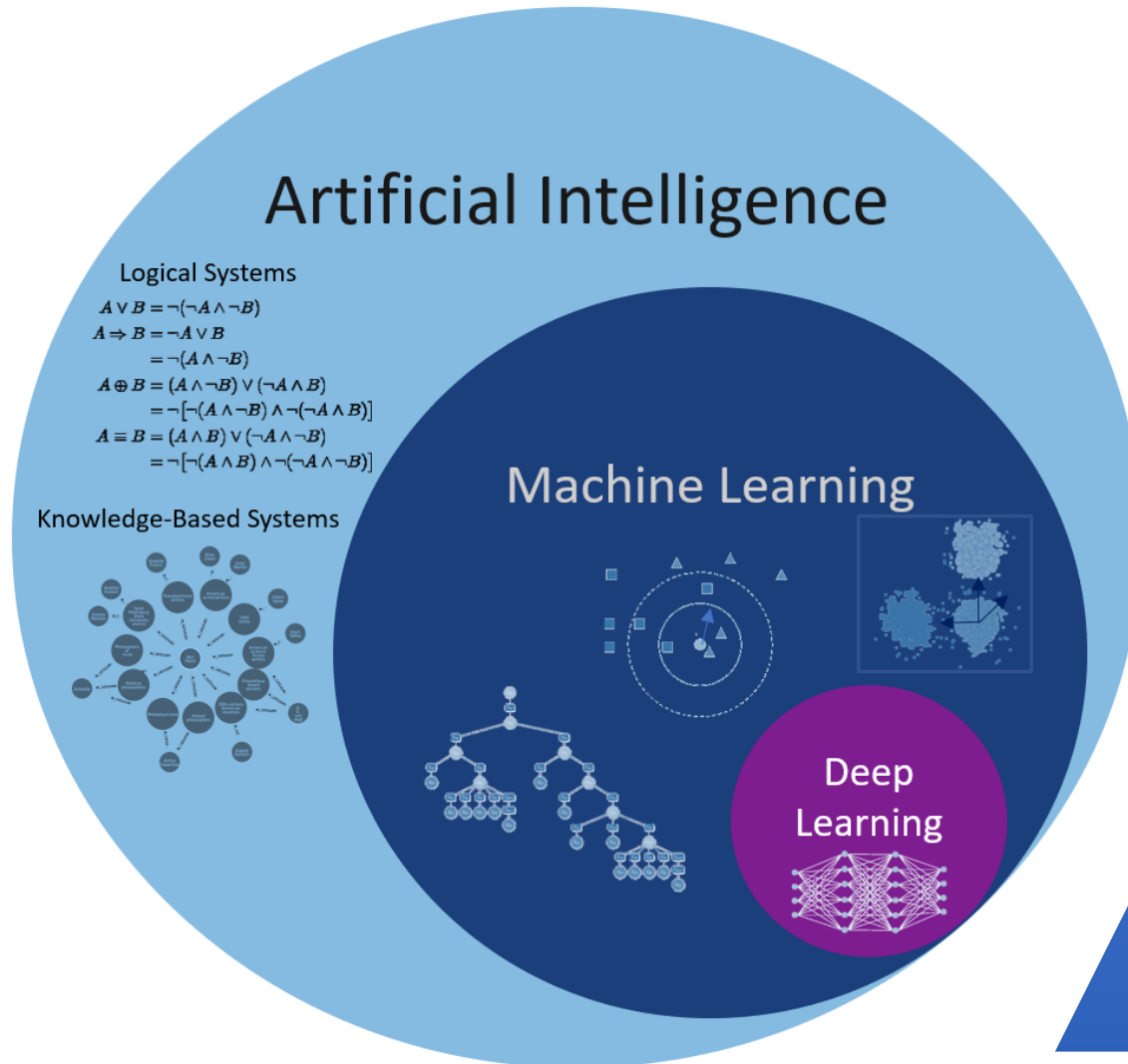
input



output

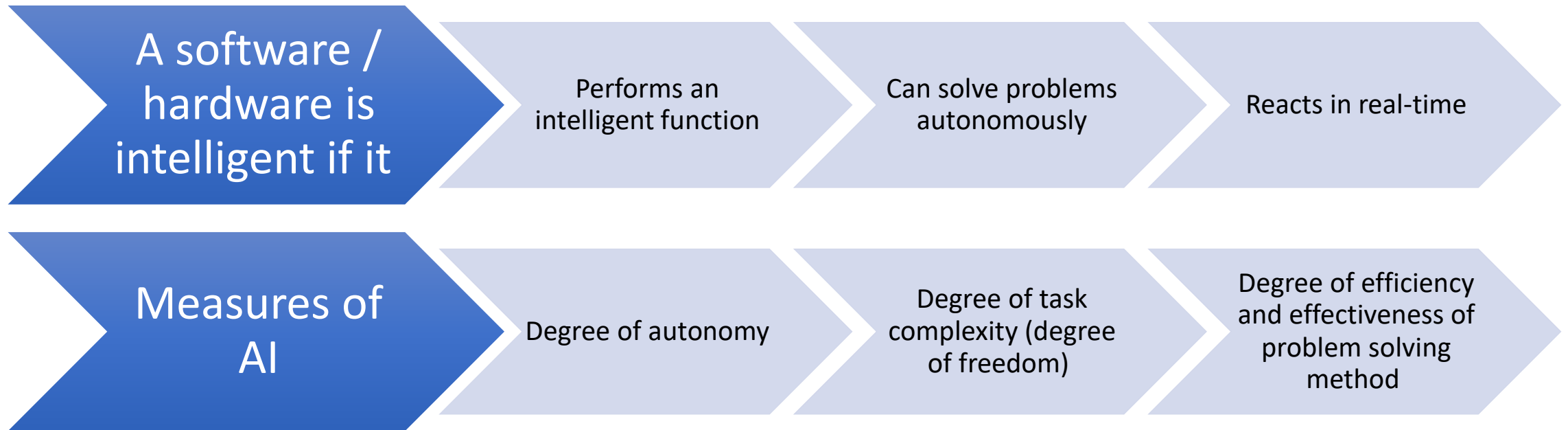
dog 60%  
mop 20%  
alien 9%  
other 1%

# Intelligence and AI Problem Statement



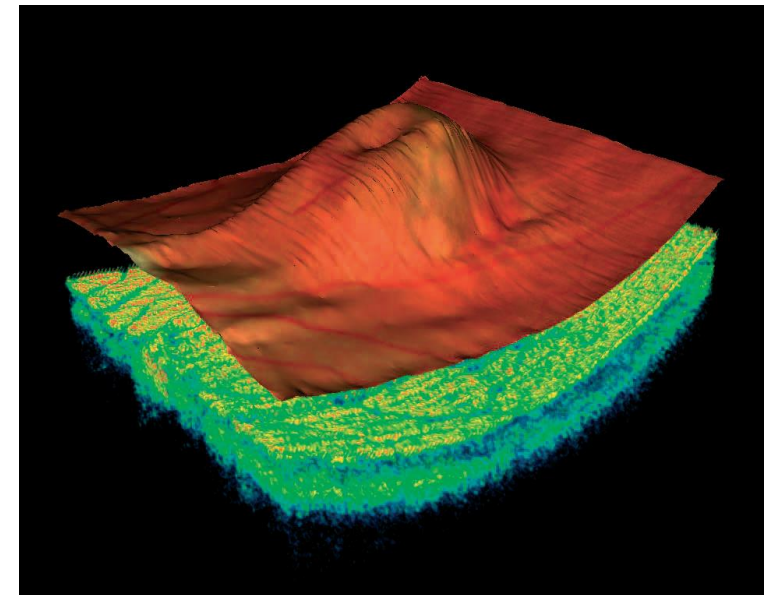
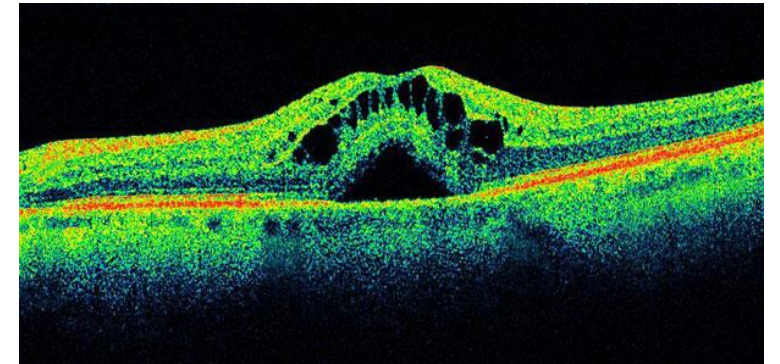
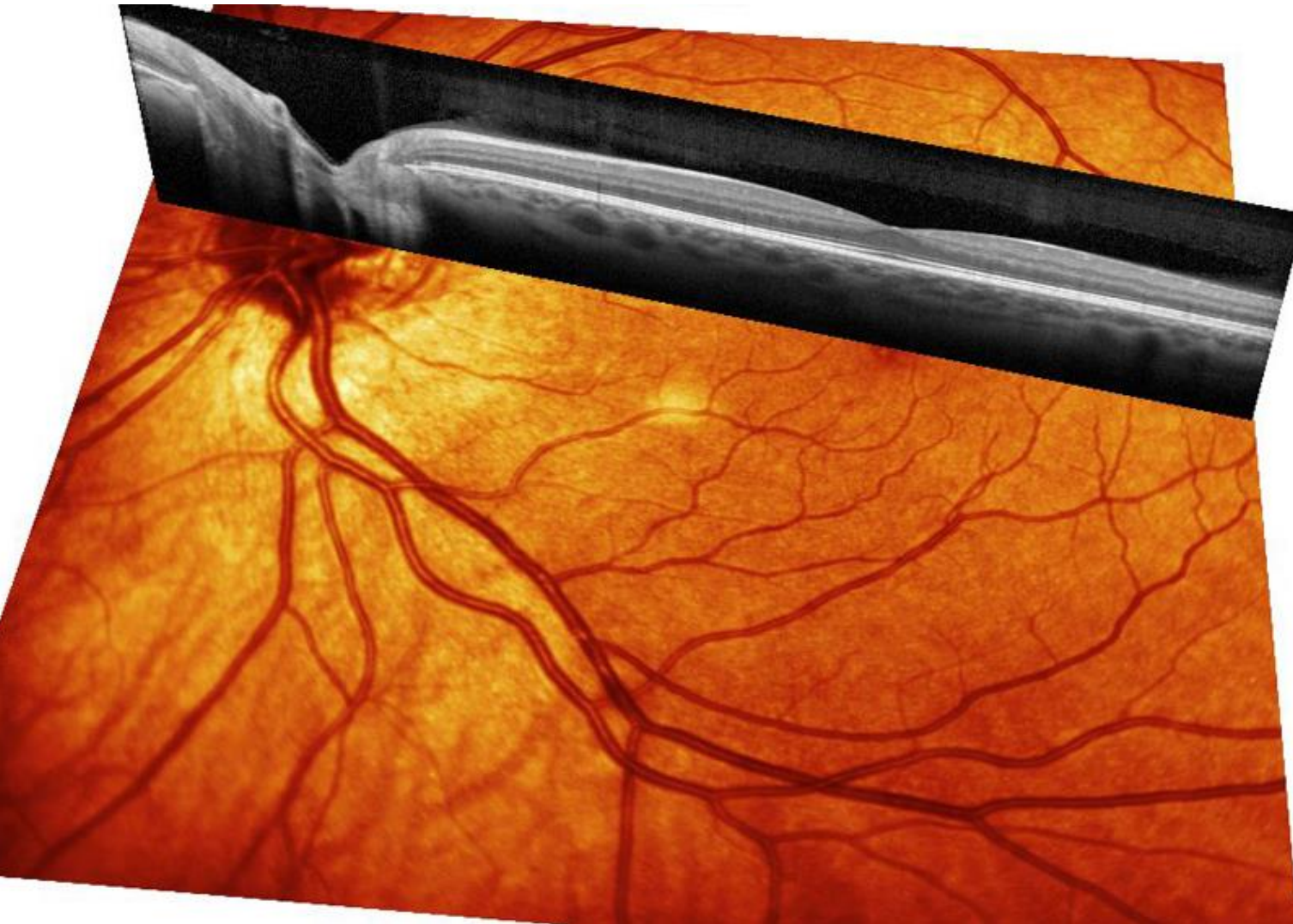
- Uncertainty
- Vagueness
- Incompleteness
- Resource Boundedness

# Working definition





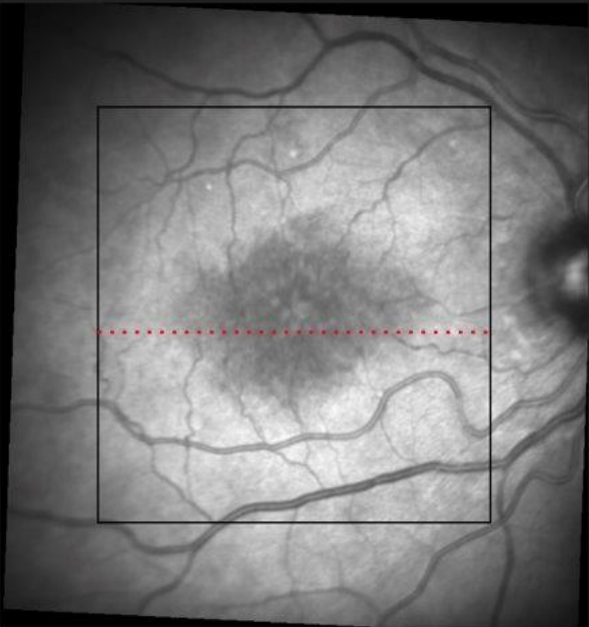
# OPTICAL COHERENCE TOMOGRAPHY (OCT)



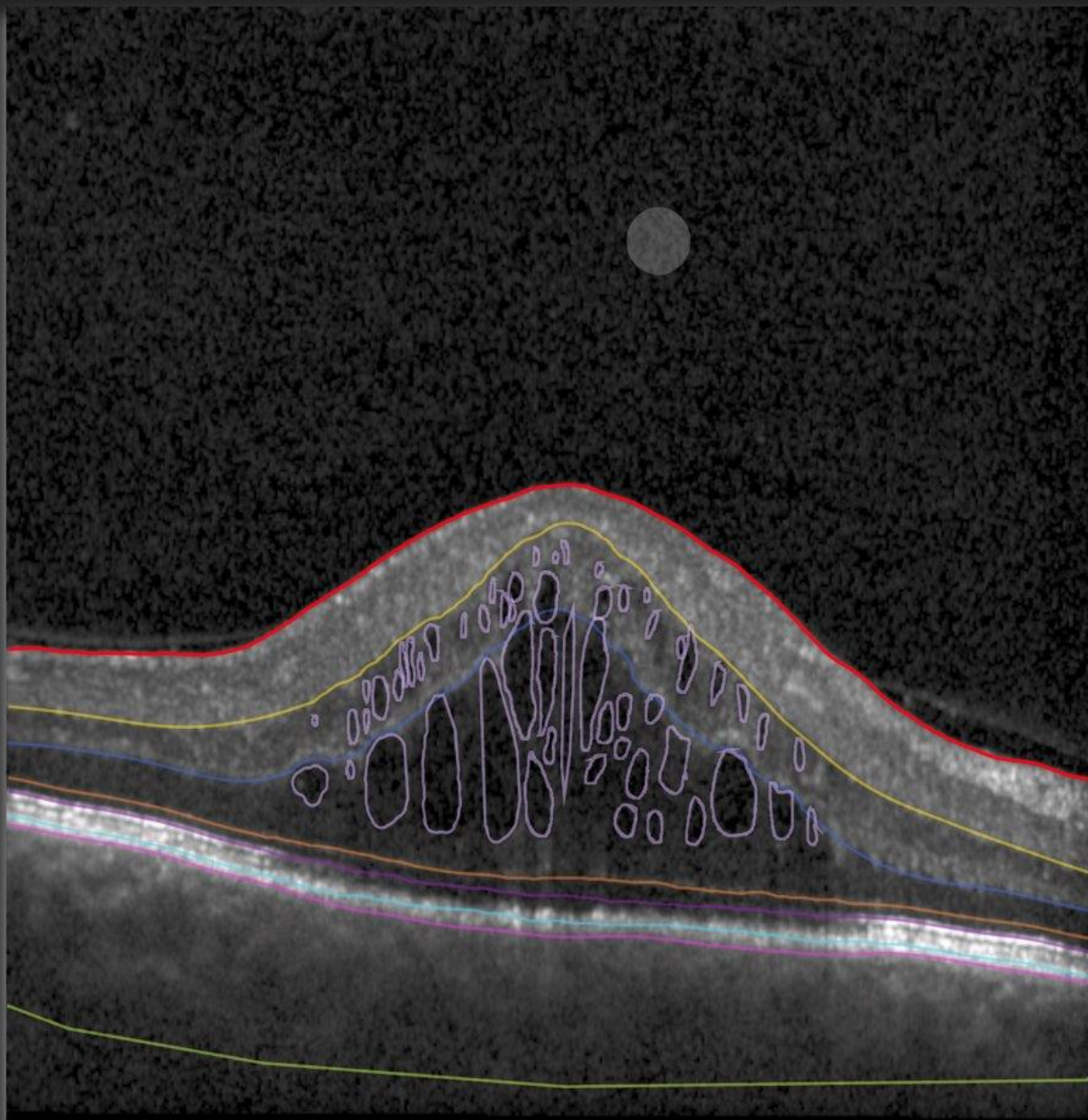
### Inner Limiting Membrane

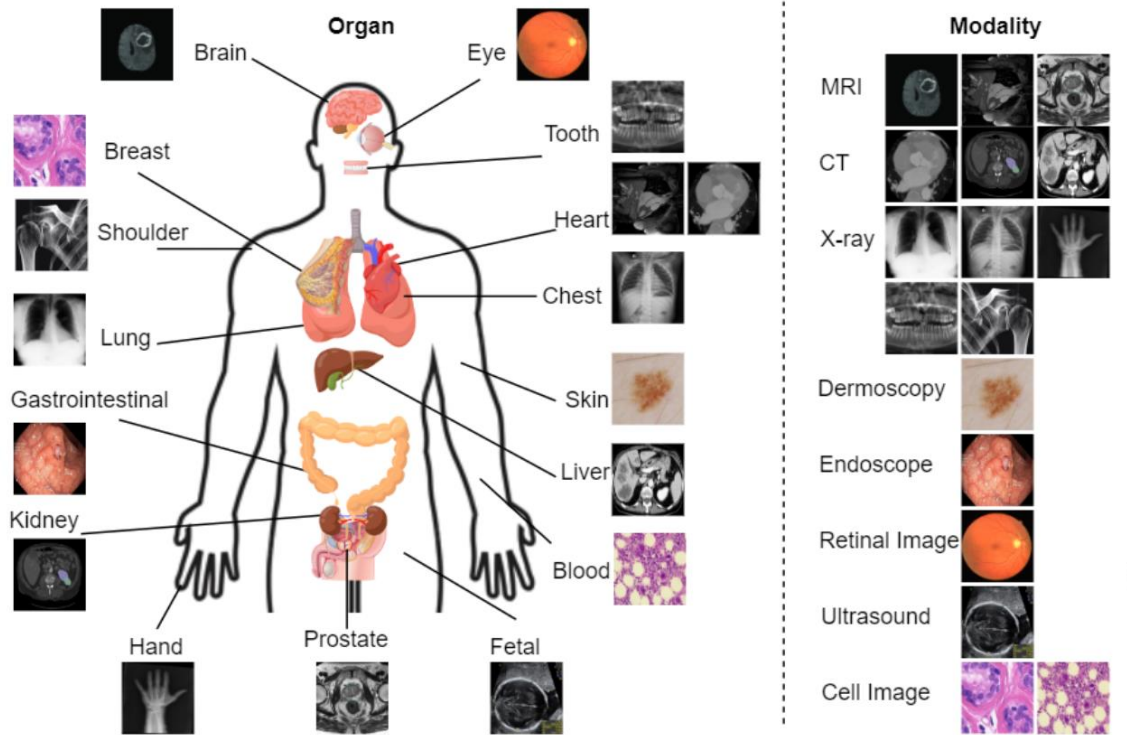
Unsicher

Speichern



- Alle anzeigen
- Inner Limiting Membrane : current
- Inner Plexiform Layer





## Foundation models

We collect ~ 55 datasets with **~1.3 million** medical images: capturing the structural constraints of feature embeddings through a combinatorial graph matching.

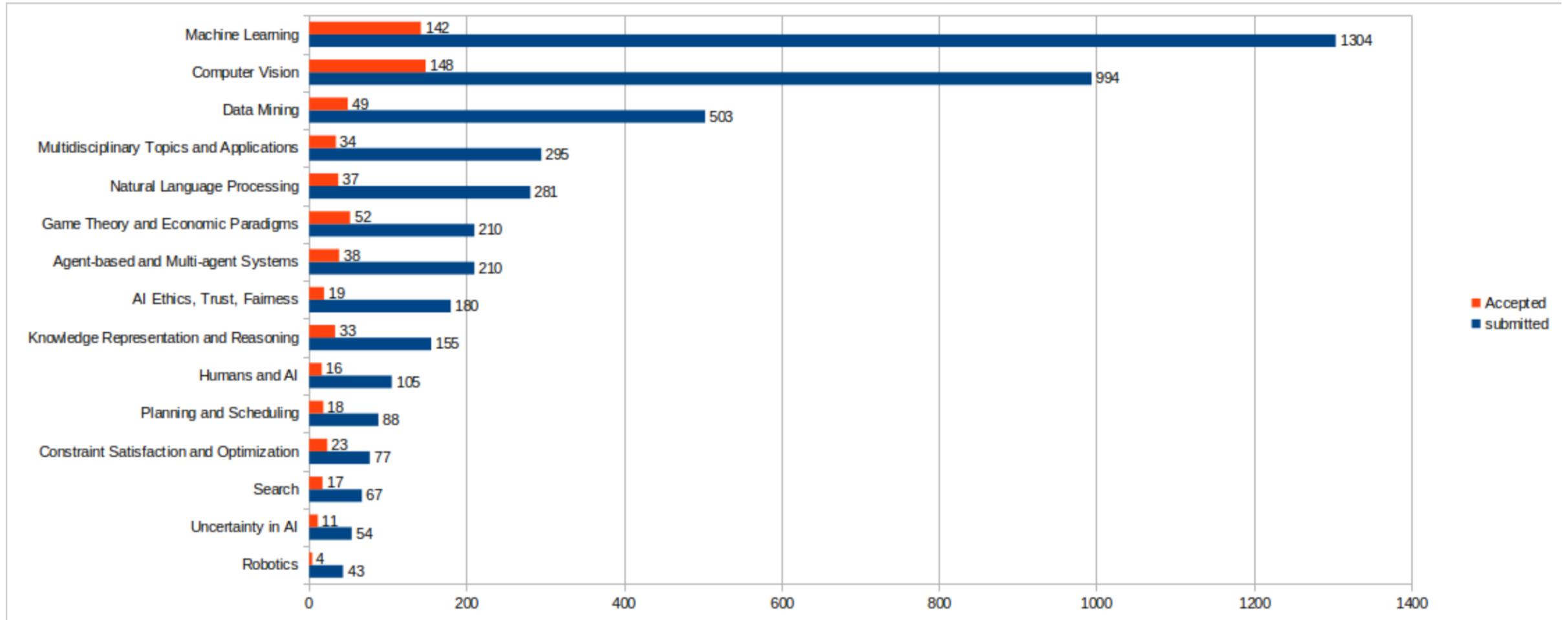
They can be trained efficiently end-to-end using modern gradient estimation techniques for black-box solvers.



# Submitted/Accepted Papers Per Keyword



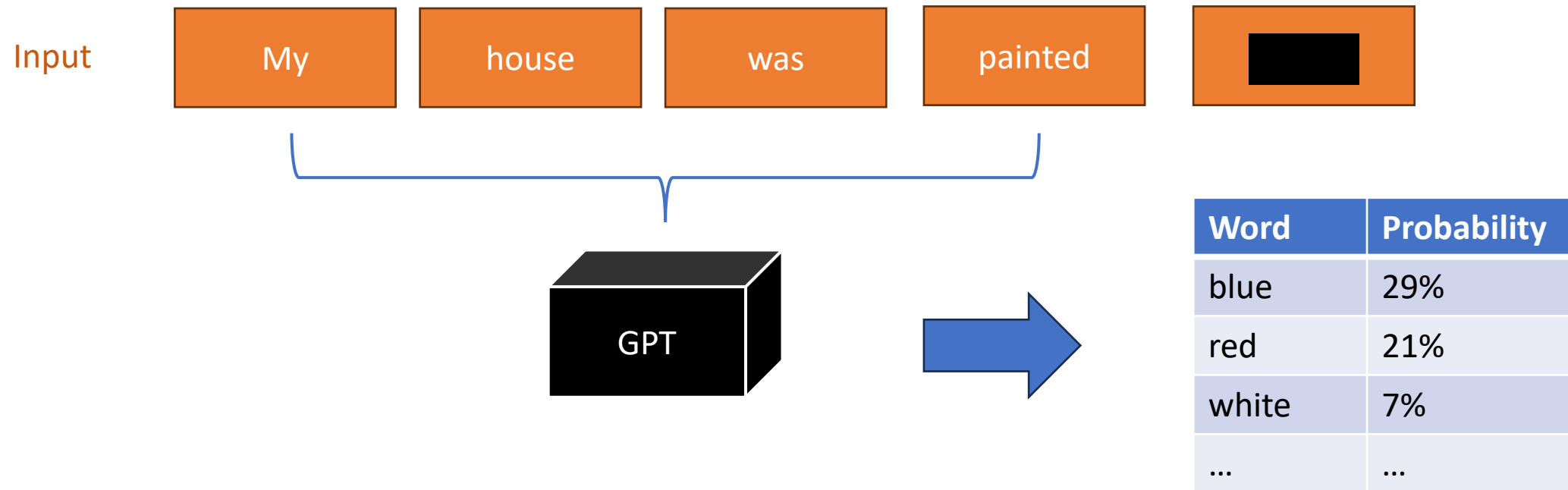
IJCAI/2023 MACAO



# Generative AI

- The release of ChatGPT in November 2022 has brought so-called generative AI into the spotlight and to mainstream attention.
- Traditional AI systems are primarily used to analyze data and make predictions.
- Generative AI goes a step further by being able to create new data similar to its training data.
- Generate text of all sort and length.
- Generate multimedia content from text, or from text + images.
- Underlying network architectures are based on methods such as **transformers** (GPT for example stands for Generative Pre-trained Transformer) or GANs (generative adversarial networks).
- These methods make it possible for generative AI to create new content, including audio, code, images, text, simulations, and videos.

# ChatGPT (OpenAI)



also cf. LLaMA (Meta), Sparrow (DeepMind), Bard / LaMDA (Google)

# The GPT family – Numbers and facts

Version	Year	Data	Dataset size	# Parameters
GPT	2018	BookCorpus	4.5 GB	117.000.000
GPT-2	2019	WebText (Reddit)	40 GB	1.500.000.000
GPT-3	2020	Multiple datasets	570 GB	175.000.000.000
GPT-4	2023	unknown	unknown	unknown

Radford et al (2018). Improving Language Understanding by Generative Pre-Training.

Radford et al (2019). Language Models are Unsupervised Multitask Learners.

Brown et al. (2020). Language Models are Few-Shot Learners.

OpenAI (2023). GPT-4 Technical Report.

# Prompt patterns/templates for roles

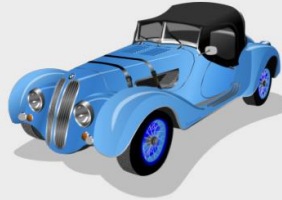
<b>Define ChatGPT role</b>	<b>Explanations</b>	<b>Chained Prompting</b>
<ul style="list-style-type: none"><li>- Act as a Linux terminal</li><li>- Act as "position" Interviewer</li><li>- Act as a JavaScript Console</li><li>- Act as an Excel Sheet</li><li>- Act as an English Teacher</li><li>- Act as a Plagiarism Checker</li><li>- Act as an Advertiser</li></ul>	<ul style="list-style-type: none"><li>- Explain clearly</li><li>- Explain uniquely</li><li>- Explain detailed</li><li>- Explain like I'm 5</li><li>- Explain with examples</li><li>- Explain to 5th graders</li><li>- Explain like Noam Chomsky</li><li>- Explain detailed with examples</li><li>- Explain to high school students</li></ul>	<p>Write an article ..</p> <p>First give me the outline, which consists of a headline, a teaser, and several subheadings.</p> <p>[Output]</p> <p>Now write 5 different subheadings.</p> <p>[Output]</p> <p>Add 5 keywords for each subheading.</p> <p>[Output]</p>

Adapted from various user blogs

# Multilingual, multimodal prompting and non-trivial variations

**Une image photoréaliste  
d'une voiture ancienne**

+



+

**Standing in front of a building**

+



→



**A cartoon of an old car**

+



+

**im Hintergrund dieses  
Gebäude, aber es ist Winter  
und alles ist schneebedeckt**

+



→



Questions?

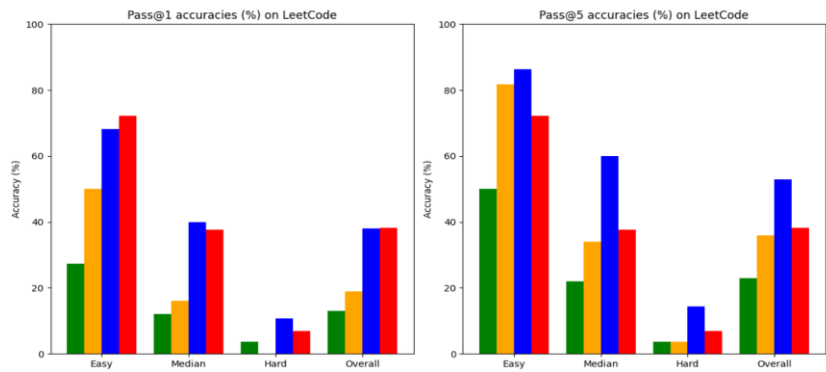
pass@k	Easy		Median		Hard		Overall	
	k = 1	k = 5	k = 1	k = 5	k = 1	k = 5	k = 1	k = 5
<b>GPT-4</b>	<b>68.2</b>	<b>86.4</b>	<b>40.0</b>	<b>60.0</b>	<b>10.7</b>	<b>14.3</b>	<b>38.0</b>	<b>53.0</b>
text-davinci-003	50.0	81.8	16.0	34.0	0.0	3.6	19.0	36.0
Codex (code-davinci-002)	27.3	50.0	12.0	22.0	3.6	3.6	13.0	23.0
Human (LeetCode users)	72.2		37.7		7.0		38.2	



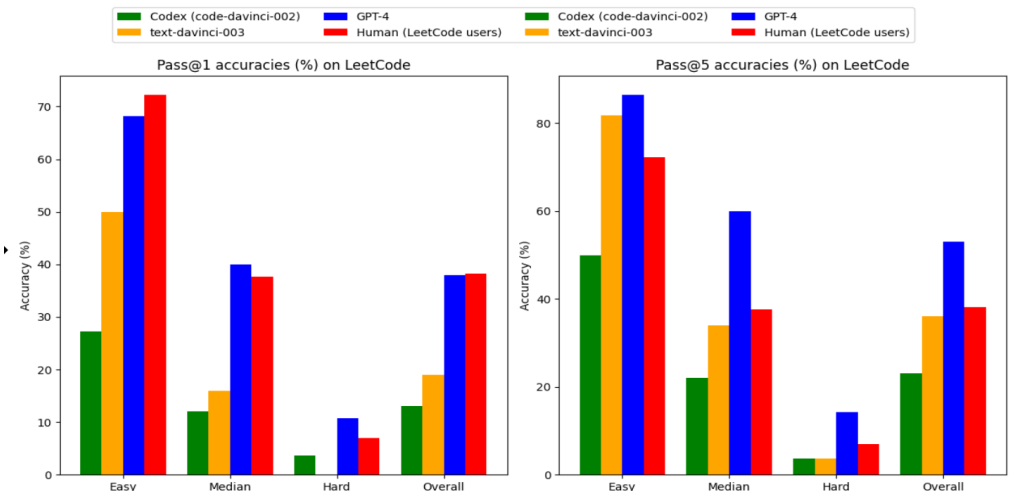
```

begin{document} \begin{tikzpicture}[every node/.style={align=center,minimum
width=4cm,minimum height=2cm,rectangle,outer sep=0pt},>=latex, decoration={
markings,% switch on markings mark=at position 0.25 with {\draw (-4pt,-4pt) --
(4pt,4pt);\draw (4pt,-4pt) -- (-4pt,4pt);}}] \node (empty) {}; \node[below=of empty] (mech-
1) {mechanism\descriptor}; \node[below=of mech-1] (mech-2) {mechanism\descriptor};
\node[right=of empty] (event) {\textbf{event}\caption}; \node[draw,right=of mech-1]
(process-1-1) {\textbf{process}\caption}; \node[draw,right=of process-1-1] (process-1-2)
{\textbf{intermediate process}}; \node[draw,right=3cm of mech-2] (process-2-1)
{\textbf{intermediate process}}; \node[draw,right=of process-2-1] (process-2-2)
{\textbf{intermediate process}}; .....

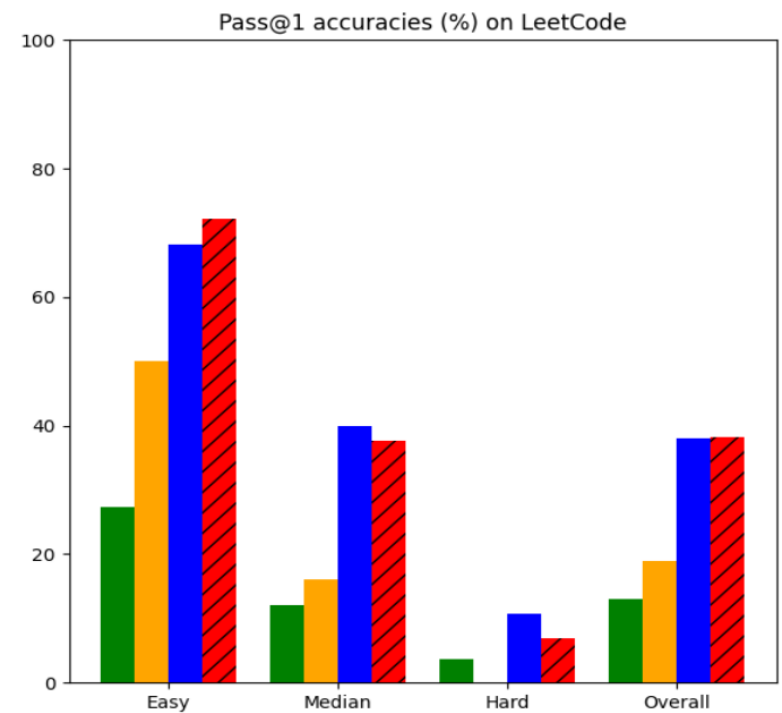
```



Can you make both plots have the same range in the y axis? And the legend has each model name twice.



Is there a way to make the 'Human' bar more distinctive, to separate it from the other 3?





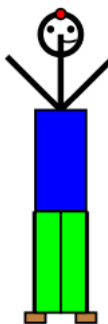
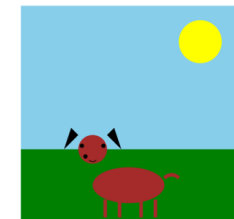
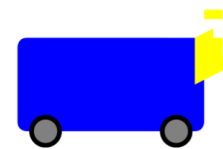
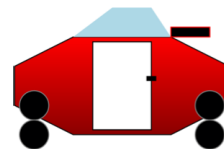
# Python code for image generation

```
<!DOCTYPE html>
<html> <head>
<title>Kandinsky Generator</title> </head>
<body>
<button id="generate-button">Generate Kandinsky Painting</button> <canvas
id="kandinsky"></canvas>
<script>
const canvas = document.getElementById('kandinsky'); const ctx =
canvas.getContext('2d');
function generateKandinsky() {
// Set the canvas size to a random value between 500 and 800 pixels
canvas.width = Math.floor(Math.random() * 300 + 500); canvas.height =
Math.floor(Math.random() * 300 + 500);
// Set the background color to a random pastel color
ctx.fillStyle = `hsl(${Math.random() * 360}, 50%, 90%)`; ctx.fillRect(0, 0,
canvas.width, canvas.height);
// Draw a random number of circles with random sizes, positions, and colors
const numCircles = Math.floor(Math.random() * 20 + 10); for (let i = 0; i <
numCircles; i++) {
const x = Math.random() * canvas.width; const y = Math.random() *
canvas.height; const radius = Math.random() * 100 + 50; ctx.beginPath();
ctx.arc(x, y, radius, 0, 2 * Math.PI);
ctx.fillStyle = `hsl(${Math.random() * 360}, 50%, 50%)`; ctx.fill();
} }
// Add an event listener to the button to generate a new Kandinsky painting
when clicked
const button = document.getElementById('generate-button');
button.addEventListener('click', generateKandinsky);
// Generate an initial Kandinsky painting
generateKandinsky(); </script>
</body> </html>
```

**“Produce javascript code which generates random images in the style of the painter Kandinsky”**



SVGs generated by GPT-4 for the classes automobile, truck, cat, dog.



# Beyond ChatGPT

Languages: English





# Beyond ChatGPT – What is a language?

formal language

alphabet

well-formed sequences

grammar

# Beyond ChatGPT – What is a language?

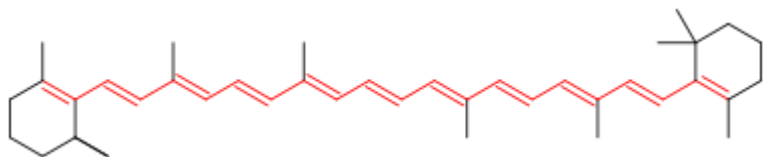
formal language

alphabet

well-formed sequences

grammar

*SMILES*



CC1CCC/C(C)=C1/C=C/C(C)=C/C=C/C(C)=C/C=C/C(C)=C/C=C/C(C)=C/C=C/C(C)=C/C=C/C(C)=C/C=C/C2=C(C)/CCCC2(C)C

Thanks for your  
attention!

