MONTRÉAL.AI ACADEMY: ARTIFICIAL INTELLIGENCE 101
FIRST WORLD-CLASS OVERVIEW OF AI FOR ALL
VIP AI 101 CHEATSHEET | AI FOR ARTISTS EDITION

A PREPRINT

Vincent Boucher*
MONTRÉAL.AI
Montreal, Quebec, Canada
`info@montreal.ai`

April 24, 2019

ABSTRACT

For the purpose of entrusting all sentient beings with powerful AI tools to learn, deploy and scale AI in order to enhance their prosperity, to settle planetary-scale problems and to inspire those who, with AI, will shape the 21st Century, **MONTRÉAL.AI** introduces this ***VIP AI 101 CheatSheet*** for All.

Curated Open-Source Codes and Science: `http://www.academy.montreal.ai/`.

***K*eywords** AI-First · Artificial Intelligence · Deep Learning · GANs · Intelligent Agent

1 AI-First

TODAY'S ARTIFICIAL INTELLIGENCE IS POWERFUL AND ACCESSIBLE TO ALL. AI opens up a world of new possibilities. To pioneer AI-First innovations advantages: start by exploring how to apply AI in ways never thought of.

"*Breakthrough in machine learning would be worth 10 Microsofts.*" — Bill Gates

2 Getting Started

Tinker with neural networks in the browser with *TensorFlow Playground* `http://playground.tensorflow.org/`.

Papers With Code (*Learn Python 3 in Y minutes*[2]) `https://paperswithcode.com/state-of-the-art`.

2.1 In the Cloud

Colab [3]. Practice Immediately [4]. Labs[5]: Introduction to Deep Learning (MIT 6.S191)

- Free GPU compute via Colab `https://colab.research.google.com/notebooks/welcome.ipynb`.
- Six easy ways to run your Jupyter Notebook in the cloud[6].

*Founding Chairman at MONTRÉAL.AI `http://www.montreal.ai`.
[2]`https://learnxinyminutes.com/docs/python3/`
[3]`https://medium.com/tensorflow/colab-an-easy-way-to-learn-and-use-tensorflow-d74d1686e309`
[4]`https://colab.research.google.com/github/GokuMohandas/practicalAI/`
[5]`https://colab.research.google.com/github/aamini/introtodeeplearning_labs`
[6]`https://www.dataschool.io/cloud-services-for-jupyter-notebook/`

2.2 On a Local Machine

JupyterLab is an interactive development environment for working with notebooks, code and data [7].

- Install Anaconda `https://www.anaconda.com/download/` and launch '*Anaconda Navigator*'
- Update Jupyterlab and launch the application. Under Notebook, click on '*Python 3*'

3 Deep Learning

Deep learning allows computational models that are composed of multiple processing layers to learn REPRESENTATIONS of (raw) data with multiple levels of abstraction[2]. At a high-level, neural networks are either encoders, decoders, or a combination of both[8]. See Figure 1 and Table 1. Introductory course `http://introtodeeplearning.com`.

Dive into Deep Learning `http://d2l.ai`.

"*When you first study a field, it seems like you have to memorize a zillion things. You don't. What you need is to identify the 3-5 core principles that govern the field. The million things you thought you had to memorize are various combinations of the core principles.*" — J. Reed

Table 1: Types of Learning, by Alex Graves at NeurIPS 2018

Name	With Teacher	Without Teacher
Active	*Reinforcement Learning / Active Learning*	*Intrinsic Motivation / Exploration*
Passive	*Supervised Learning*	*Unsupervised Learning*

"*DL is essentially a new style of programming – "differentiable programming" – and the field is trying to work out the reusable constructs in this style. We have some: convolution, pooling, LSTM, GAN, VAE, memory units, routing units, etc.*" — Thomas G. Dietterich

Deep learning (*distributed representations* + *composition*) is a general-purpose learning procedure.

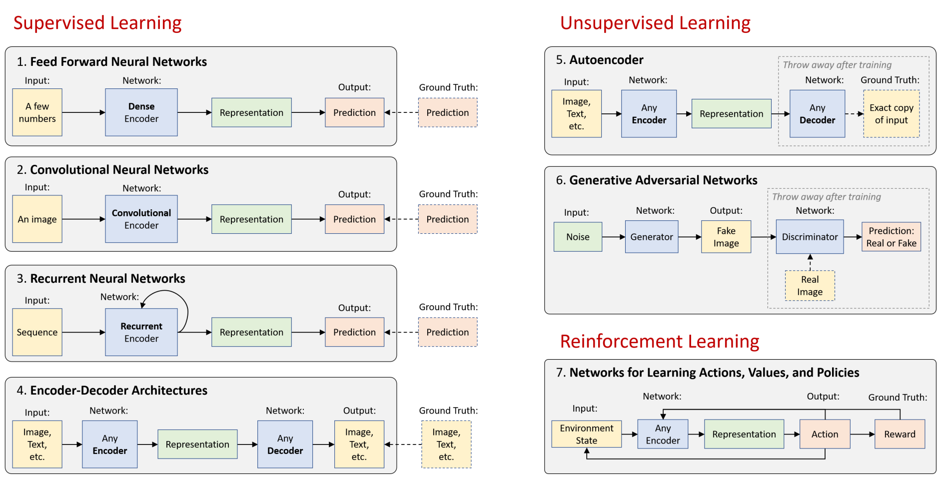


Figure 1: Deep learning can be used in supervised, unsupervised, or RL. Source: Fridman et al. | MIT Deep Learning

"*If you have a large big dataset and you train a very big neural network, then success is guaranteed!*" — Ilya Sutskever

Minicourse in Deep Learning with PyTorch[9].
A Selective Overview of Deep Learning `https://arxiv.org/abs/1904.05526`.
How to Choose Your First AI Project `https://hbr.org/2019/02/how-to-choose-your-first-ai-project`.
Blog | MIT 6.S191 `https://medium.com/tensorflow/mit-introduction-to-deep-learning-4a6f8dde1f0c`.

[7] `https://blog.jupyter.org/jupyterlab-is-ready-for-users-5a6f039b8906`
[8] `https://github.com/lexfridman/mit-deep-learning`
[9] `https://github.com/Atcold/pytorch-Deep-Learning-Minicourse`

3.1 Universal Approximation Theorem

Neural Networks + Gradient Descent + GPU[10]:

- Infinitely flexible function: *Neural Network* (multiple hidden layers: Deep Learning)[11].
- All-purpose parameter fitting: *Gradient Descent*[12,13].
- Fast and scalable: *GPU*.

"*1. Multiply things together*
2. Add them up
3. Replaces negatives with zeros
4. Return to step 1, a hundred times."
— Jeremy Howard

When a choice must be made, just feed the (raw) data to a deep neural network (Universal function approximators).

3.2 Convolution Neural Networks (Useful for Images | Space)

The deep convolutional network, inspired by Hubel and Wiesel's seminal work on early visual cortex, uses hierarchical layers of tiled convolutional filters to mimic the effects of receptive fields, thereby exploiting the local spatial correlations present in images[1]. See Figure 2. Demo `https://ml4a.github.io/demos/convolution/`.

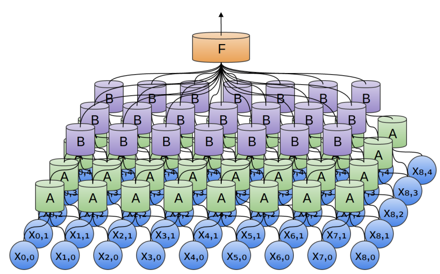


Figure 2: A 2D Convolutional Neural Network. Source: Colah et al., 2014

A ConvNet is made up of Layers. Every Layer has a simple API: It transforms an input 3D volume to an output 3D volume with some differentiable function that may or may not have parameters[14]. Reading[15].

In images, local combinations of edges form motifs, motifs assemble into parts, and parts form objects[16,17].

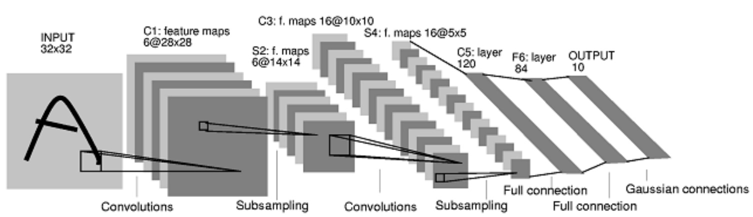


Figure 3: Architecture of LeNet-5, a Convolutional Neural Network. LeCun et al., 1998

TensorSpace (`https://tensorspace.org`) offers interactive 3D visualizations of *LeNet*, *AlexNet* and *Inceptionv3*.

[10] `http://wiki.fast.ai/index.php/Lesson_1_Notes`
[11] `http://neuralnetworksanddeeplearning.com/chap4.html`
[12] `https://github.com/DebPanigrahi/Machine-Learning/blob/master/back_prop.ipynb`
[13] `https://www.jeremyjordan.me/neural-networks-training/`
[14] `http://cs231n.github.io/convolutional-networks/`
[15] `https://ml4a.github.io/ml4a/convnets/`
[16] `http://yosinski.com/deepvis`
[17] `https://distill.pub/2017/feature-visualization/`

3.3 Recurrent Neural Networks (Useful for Sequences | Time)

Recurrent neural networks are networks with loops in them, allowing information to persist[18]. RNNs process an input sequence one element at a time, maintaining in their hidden units a 'state vector' that implicitly contains information about the history of all the past elements of the sequence[2]. For sequential inputs. See Figure 4.

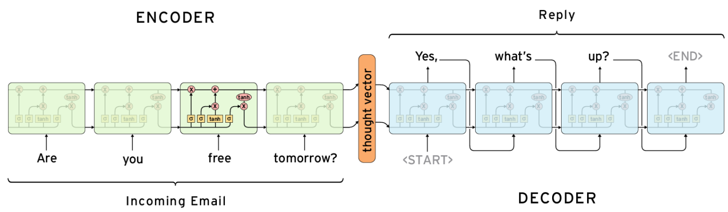


Figure 4: "Long Short-Term-Memory" Network (LSTM). Diagram by Chris Olah

"*I feel like a significant percentage of Deep Learning breakthroughs ask the question "how can I reuse weights in multiple places?" – Recurrent (LSTM) layers reuse for multiple timesteps – Convolutional layers reuse in multiple locations. – Capsules reuse across orientation.*" — Andrew Trask

3.4 Unsupervised Learning

True intelligence will require independent learning strategies.

Unsupervised learning is a paradigm for creating AI that learns without a particular task in mind: learning for the sake of learning[19]. It captures some characteristics of the joint distribution of the observed random variables (learn the underlying structure). The variety of tasks include density estimation, dimensionality reduction, and clustering.[4][20].

Self-supervised learning is derived form unsupervised learning where the data provides the supervision. E.g. Word2vec[21], a technique for learning vector representations of words, or word **embeddings**. An embedding is a mapping from discrete objects, such as words, to vectors of real numbers[22].

3.4.1 Generative Adversarial Networks

Simultaneously train two models: a generative model G that captures the data distribution, and a discriminative model D that estimates the probability that a sample came from the training data rather than G. The training procedure for G is to maximize the probability of D making a mistake. This framework corresponds to a minimax two-player game[3].

"*What I cannot create, I do not understand.*" — Richard Feynman

Goodfellow et al. used an interesting analogy where the generative model can be thought of as analogous to a team of counterfeiters, trying to produce fake currency and use it without detection, while the discriminative model is analogous to the police, trying to detect the counterfeit currency. Competition in this game drives both teams to improve their methods until the counterfeits are indistiguishable from the genuine articles. See Figure 5.

StyleGAN: A Style-Based Generator Architecture for Generative Adversarial Networks

- Paper `http://stylegan.xyz/paper` | Code `https://github.com/NVlabs/stylegan`.
- **StyleGAN for art.** Colab `https://colab.research.google.com/github/ak9250/stylegan-art`.
- This Person Does Not Exist `https://thispersondoesnotexist.com`.
- Which Person Is Real? `http://www.whichfaceisreal.com`.
- This Resume Does Not Exist `https://thisresumedoesnotexist.com`.
- This Waifu Does Not Exist `https://www.thiswaifudoesnotexist.net`.

[18] `http://colah.github.io/posts/2015-08-Understanding-LSTMs/`
[19] `https://deepmind.com/blog/unsupervised-learning/`
[20] `https://media.neurips.cc/Conferences/NIPS2018/Slides/Deep_Unsupervised_Learning.pdf`
[21] `https://jalammar.github.io/illustrated-word2vec/`
[22] `http://projector.tensorflow.org`

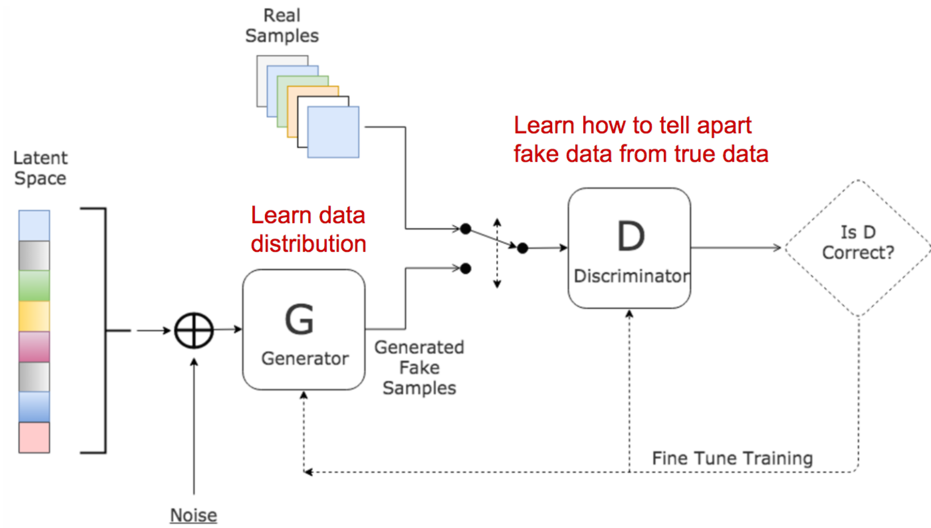


Figure 5: GAN: Neural Networks Architecture Pioneered by Ian Goodfellow at University of Montreal (2014).

- Encoder for Official TensorFlow Implementation `https://github.com/Puzer/stylegan-encoder`.
- How to recognize fake AI-generated images. By Kyle McDonald[23].

GANSynth: Generate high-fidelity audio with GANs! Colab `http://goo.gl/magenta/gansynth-demo`.
SC-FEGAN: Face Editing Generative Adversarial Network `https://github.com/JoYoungjoo/SC-FEGAN`.
CariGANs: Unpaired Photo-to-Caricature Translation. Cao et al.: `https://cari-gan.github.io`.
GANpaint Paint with GAN units `http://gandissect.res.ibm.com/ganpaint.html`.
PyTorch pretrained BigGAN `https://github.com/huggingface/pytorch-pretrained-BigGAN`.
Demo of BigGAN in an official Colaboratory notebook (backed by a GPU) `https://colab.research.google.com/github/tensorflow/hub/blob/master/examples/colab/biggan_generation_with_tf_hub.ipynb`

3.4.2 Variational AutoEncoder

Variational Auto-Encoders (VAEs) are powerful models for learning low-dimensional representations See Figure 5. Disentangled representations are defined as ones where a change in a single unit of the representation corresponds to a change in single factor of variation of the data while being invariant to others (Bengio et al. (2013).

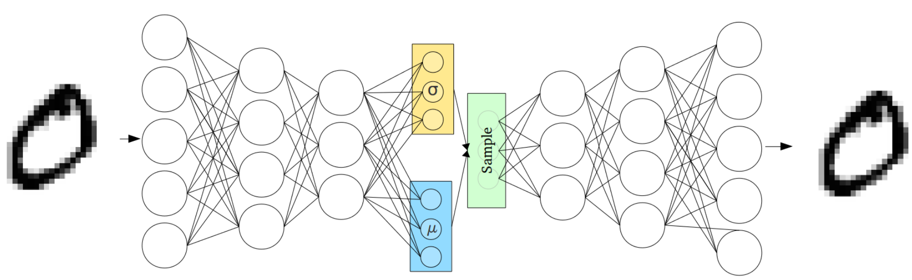


Figure 6: Variational Autoencoders (VAEs): Powerful Generative Models.

Colab[24]: "*Debiasing Facial Detection Systems.*" ***AIEthics***
SpaceSheet: Interactive Latent Space Exploration through a Spreadsheet `https://vusd.github.io/spacesheet/`.
MusicVAE: Learning latent spaces for musical scores `https://magenta.tensorflow.org/music-vae`.

[23] `https://medium.com/@kcimc/how-to-recognize-fake-ai-generated-images-4d1f6f9a2842`
[24] `https://colab.research.google.com/github/aamini/introtodeeplearning_labs/blob/master/lab2/Part2_debiasing_solution.ipynb`

Slides: A Few Unusual Autoencoders, by Colin Raffel `https://colinraffel.com/talks/vector2018few.pdf`.
Reading: Disentangled VAE's (DeepMind 2016) `https://arxiv.org/abs/1606.05579`.

3.4.3 Natural Language Processing (NLP) | BERT: A New Era in NLP

BERT (Bidirectional Encoder Representations from Transformers)[6] is a *deeply bidirectional, unsupervised language representation*, pre-trained using only a plain text corpus (in this case, Wikipedia)[25]. Blog[26].

Reading: Unsupervised pre-training of an LSTM followed by supervised fine-tuning[7].
TensorFlow code and pre-trained models for BERT `https://github.com/google-research/bert`.
Better Language Models and Their Implications `https://blog.openai.com/better-language-models/`.

"*I think transfer learning is the key to general intelligence. And I think the key to doing transfer learning will be the acquisition of conceptual knowledge that is abstracted away from perceptual details of where you learned it from.*" — Demis Hassabis

Play with BERT with your own data using TensorFlow Hub `https://colab.research.google.com/github/google-research/bert/blob/master/predicting_movie_reviews_with_bert_on_tf_hub.ipynb`.

4 Autonomous Agents

Any device that perceives its environment and takes actions that maximize its chance of success at some goal. At the bleeding edge of AI, autonomous agents can learn from experience, simulate worlds and orchestrate meta-solutions.

4.1 Deep Reinforcement Learning

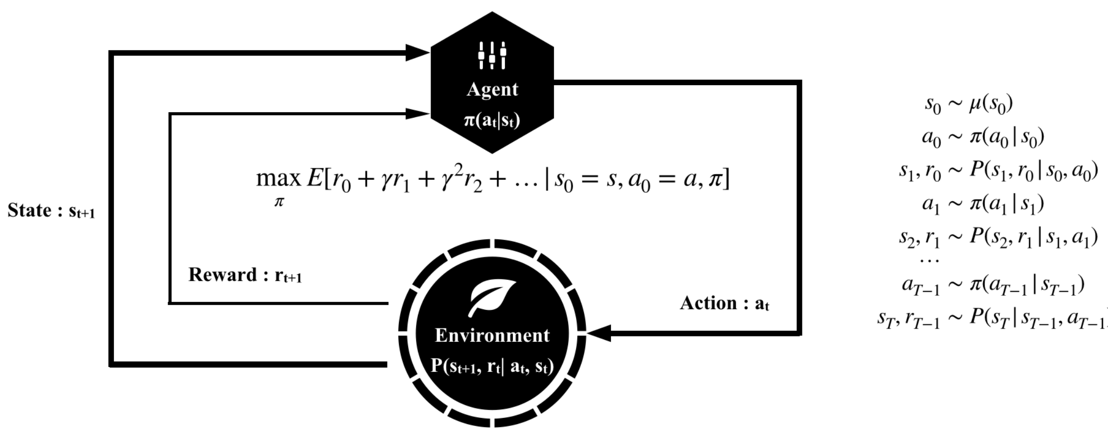


Figure 7: An Agent Interacts with an Environment.

Reinforcement learning (RL) studies how an agent can learn how to achieve goals in a complex, uncertain environment (Figure 7) [5]. Recent superhuman results in many difficult environments combine deep learning with RL (*Deep Reinforcement Learning*). See Figure 8 for a taxonomy of RL algorithms.

4.1.1 Model-Free RL | Value-Based

The goal in RL is to train the agent to maximize the discounted sum of all future rewards $\boldsymbol{R_t}$, called the return:

$$R_t = r_t + \gamma r_{t+1} + \gamma^2 r_{t+2} + \ldots \tag{1}$$

The Q-function captures the expected total future reward an agent in state $\boldsymbol{s}$ can receive by executing a certain action $\boldsymbol{a}$:

$$Q(s, a) = E[R_t] \tag{2}$$

[25] `https://ai.googleblog.com/2018/11/open-sourcing-bert-state-of-art-pre.html`
[26] `https://jalammar.github.io/illustrated-bert/`

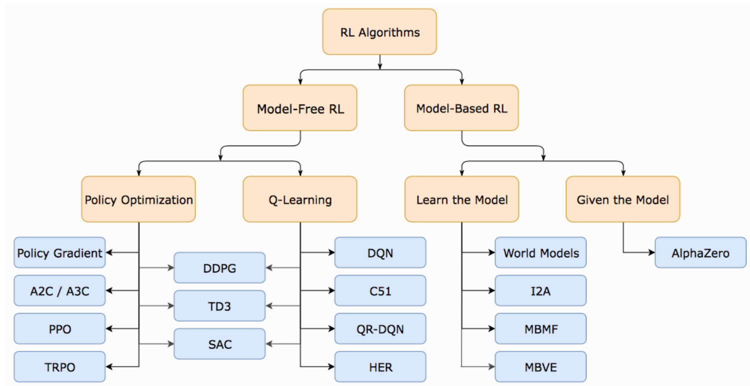


Figure 8: A Taxonomy of RL Algorithms. Source: Spinning Up in Deep RL by Achiam et al. | OpenAI

The optimal policy should choose the action ***a*** that maximizes ***Q(s,a)***:

$$\pi^*(s) = argmax_a Q(s,a) \tag{3}$$

- **Q-Learning**: *Playing Atari with Deep Reinforcement Learning* (DQN). Mnih et al, 2013[10].

TF-Agents (DQN Tutorial) | Colab `https://colab.research.google.com/github/tensorflow/agents`.

4.1.2 Model-Free RL | Policy-Based

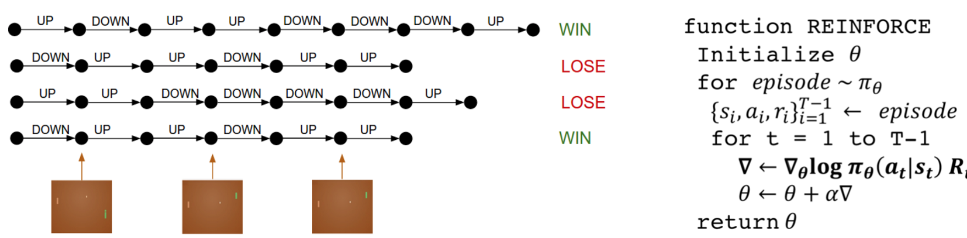


Figure 9: Policy Gradient Directly Optimizes the Policy.

Run a policy for a while (code: `https://gist.github.com/karpathy/a4166c7fe253700972fcbc77e4ea32c5`):

$$\tau = (s_0, a_0, r_0, s_1, a_1, r_1, \ldots, s_{T-1}, a_{T-1}, r_{T-1}, s_T) \tag{4}$$

Increase probability of actions that lead to high rewards and decrease probability of actions that lead to low rewards:

$$\nabla_\theta E_\tau[R(\tau)] = E_\tau \left[\sum_{t=0}^{T-1} \nabla_\theta \log \pi(a_t|s_t, \theta) R(\tau) \right] \tag{5}$$

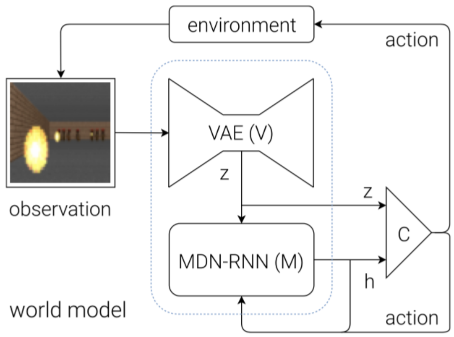
- **Policy Optimization**: *Asynchronous Methods for Deep Reinforcement Learning* (A3C). Mnih et al, 2016[8].
- **Policy Optimization**: *Proximal Policy Optimization Algorithms* (PPO). Schulman et al, 2017[9].

4.1.3 Model-Based RL

In Model-Based RL, the agent generates predictions about the next state and reward before choosing each action.

- **Learn the Model**: *Recurrent World Models Facilitate Policy Evolution* (World Models[27]). The world model agent can be trained in an unsupervised manner to learn a compressed spatial and temporal representation of the environment. Then, a compact policy can be trained. See Figure 9. Ha et al, 2018[11].

[27] `https://worldmodels.github.io`




```
def rollout(controller):
  ''' env, rnn, vae are '''
  ''' global variables  '''
  obs = env.reset()
  h = rnn.initial_state()
  done = False
  cumulative_reward = 0
  while not done:
    z = vae.encode(obs)
    a = controller.action([z, h])
    obs, reward, done = env.step(a)
    cumulative_reward += reward
    h = rnn.forward([a, z, h])
  return cumulative_reward
```

Figure 10: World Model's Agent consists of: Vision (V), Memory (M), and Controller (C). | Ha et al, 2018[11]

- **Learn the Model**: *Learning Latent Dynamics for Planning from Pixels* https://planetrl.github.io/.
- **Given the Model**: *Mastering Chess and Shogi by Self-Play with a General Reinforcement Learning Algorithm* (AlphaZero). Silver et al, 2017[14]. AlphaGo Zero Explained In One Diagram[28].

4.1.4 Improving Agent Design

Via Reinforcement Learning: Blog[29]. arXiv[30]. ASTool https://github.com/hardmaru/astool/.
Via Evolution: Video[31]. Evolved Creatures http://www.karlsims.com/evolved-virtual-creatures.html.

4.1.5 OpenAI Baselines

High-quality implementations of reinforcement learning algorithms https://github.com/openai/baselines.

Colab https://colab.research.google.com/drive/1KKq9A3dRTq1q6bJmPyFOgg917gQyTjJI.

4.1.6 Google Dopamine and A Zoo of Agents

Dopamine is a research framework for fast prototyping of reinforcement learning algorithms.[32].

A Zoo of Atari-Playing Agents: Code[33], Blog[34] and Colaboratory notebook https://colab.research.google.com/github/uber-research/atari-model-zoo/blob/master/colab/AtariZooColabDemo.ipynb.

4.2 Evolution Strategies (ES)

Evolution and neural networks proved a potent combination in nature. Neuroevolution, which harnesses evolutionary algorithms to optimize neural networks, enables capabilities that are typically unavailable to gradient-based approaches, including learning neural network building blocks, architectures and even the algorithms for learning[12].

> "*... evolution — whether biological or computational — is inherently creative, and should routinely be expected to surprise, delight, and even outwit us.*" — The Surprising Creativity of Digital Evolution, Lehman et al.[21]

Neural architecture search has advanced to the point where it can outperform human-designed models[13].

Natural evolutionary strategy directly evolves the weights of a DNN and performs competitively with the best deep reinforcement learning algorithms, including deep Q-networks (DQN) and policy gradient methods (A3C)[20].

The ES algorithm is a "guess and check" process, where we start with some random parameters and then repeatedly:

1. Tweak the guess a bit randomly, and

[28] https://applied-data.science/static/main/res/alpha_go_zero_cheat_sheet.png
[29] https://designrl.github.io
[30] https://arxiv.org/abs/1810.03779
[31] https://youtu.be/JBgG_VSP7f8
[32] https://github.com/google/dopamine
[33] https://github.com/uber-research/atari-model-zoo
[34] https://eng.uber.com/atari-zoo-deep-reinforcement-learning/

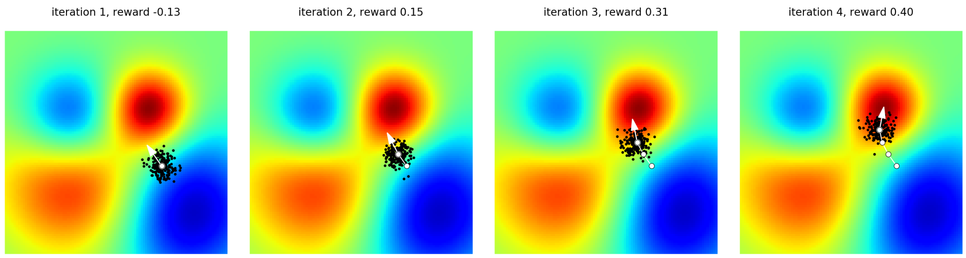


Figure 11: https://colab.research.google.com/github/karpathy/randomfun/blob/master/es.ipynb.

2. Move our guess slightly towards whatever tweaks worked better.

"*Evolution is a slow learning algorithm that with the sufficient amount of compute produces a human brain.*" — Wojciech Zaremba

Demos: ES on CartPole-v1[35] and ES on LunarLanderContinuous-v2[36].
VAE+CPPN+GAN https://colab.research.google.com/drive/1_OoZ3z_C5Jl5gnxDOE9VEMCTs-Fl8pvM.
A Visual Guide to ES http://blog.otoro.net/2017/10/29/visual-evolution-strategies/.

4.3 Self Play

Silver et al.[15] introduced an algorithm based solely on reinforcement learning, without human data, guidance or domain knowledge. Starting tabula rasa (and being its own teacher!), AlphaGo Zero achieved superhuman performance. AlphaGo Zero showed that algorithms matter much more than big data and massive amounts of computation.

"*Self-Play is Automated Knowledge Creation.*" — Carlos E. Perez

Self-play mirrors similar insights from coevolution. Transfer learning is the key to go from self-play to the real world[37].

"*Open-ended self play produces: Theory of mind, negotiation, social skills, empathy, real language understanding.*" — Ilya Sutskever, Meta Learning and Self Play

TensorFlow.js Implementation of DeepMind's AlphaZero Algorithm for Chess. Live Demo[38] | Code[39]
An open-source implementation of the AlphaGoZero algorithm https://github.com/tensorflow/minigo
ELF OpenGo: An Open Reimplementation of AlphaZero, Tian et al.: https://arxiv.org/abs/1902.04522.

4.4 Deep Meta-Learning

Learning to Learn[16]. A meta-learning algorithm takes in a distribution of tasks, where each task is a learning problem, and it produces a quick learner — a learner that can generalize from a small number of examples[17].

"*The notion of a neural "architecture" is going to disappear thanks to meta learning.*" — Andrew Trask

"*The future of high-level APIs for AI is... a problem-specification API. Currently we only search over network weights, thus "problem specification" involves specifying a model architecture. In the future, it will just be: "tell me what data you have and what you are optimizing".*" — François Chollet

"*Causal Reasoning from Meta-reinforcement Learning,*" Dasgupta et al.: https://arxiv.org/abs/1901.08162

Colaboratory reimplementation of MAML (Model-Agnostic Meta-Learning) in TF 2.0[40]

[35] https://colab.research.google.com/drive/1bMZWHdhm-mT9NJENWoVewUks7cGV10go
[36] https://colab.research.google.com/drive/1lvyKjFtc_C_8njCKD-MnXEW8LPS2RPr6
[37] http://metalearning-symposium.ml
[38] https://frpays.github.io/lc0-js/engine.html
[39] https://github.com/frpays/lc0-js/
[40] https://colab.research.google.com/github/mari-linhares/tensorflow-maml/blob/master/maml.ipynb

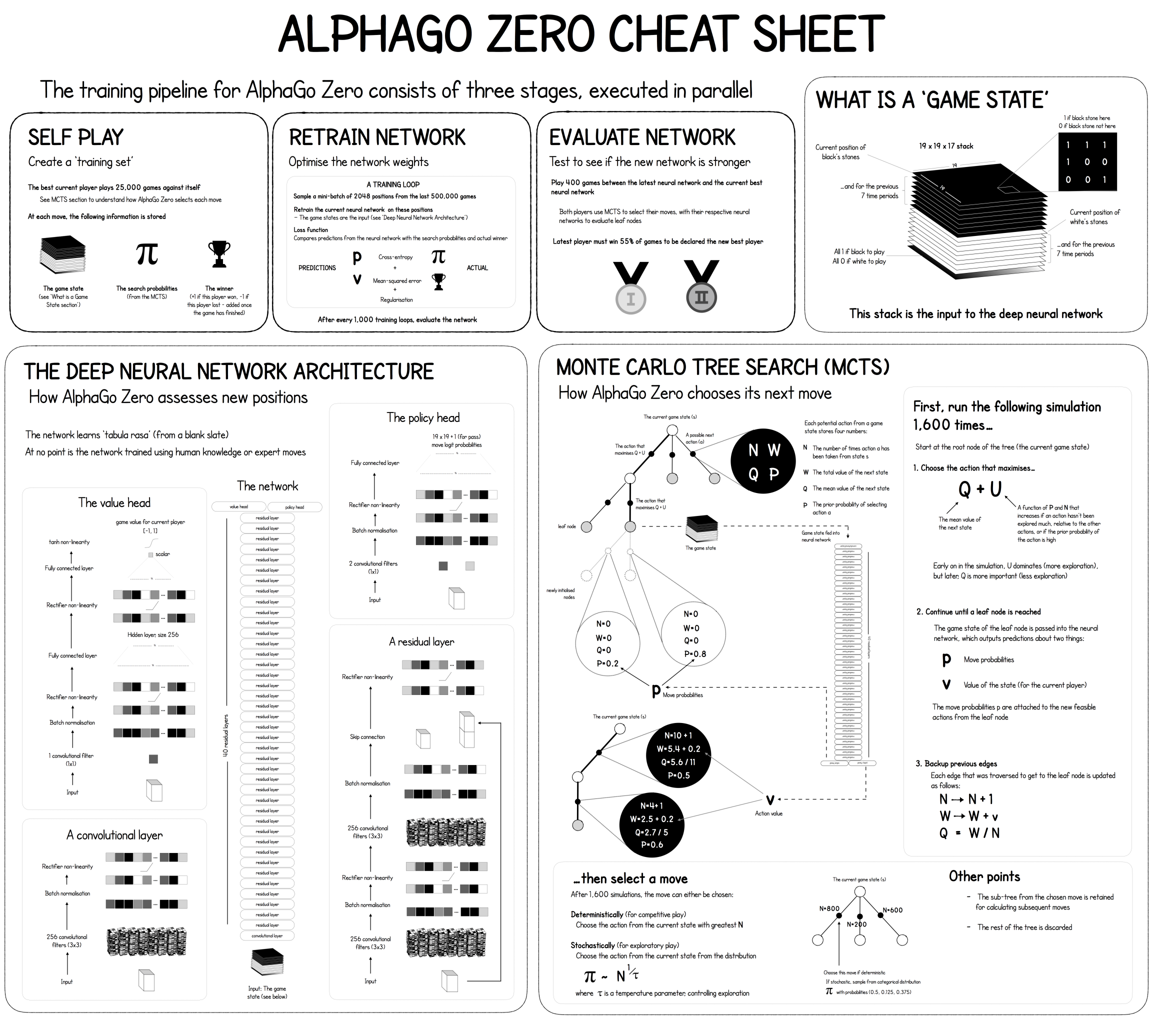


Figure 12: Ref.: `https://applied-data.science/static/main/res/alpha_go_zero_cheat_sheet.png`.

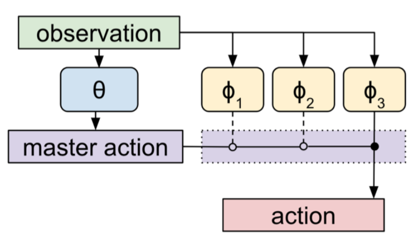


Figure 13: Meta Learning Shared Hierarchies[18] (The Lead Author is in High School!)

4.5 Multi-Agent Populations

"*We design a Theory of Mind neural network – a ToMnet – which uses meta-learning to build models of the agents it encounters, from observations of their behaviour alone.*" — Machine Theory of Mind, Rabinowitz et al.[24]

Cooperative Agents. Learning to Model Other Minds, by OpenAI[23], is an algorithm which accounts for the fact that other agents are learning too, and discovers self-interested yet collaborative strategies. Also: OpenAI Five[41].

[41] `https://blog.openai.com/openai-five/`

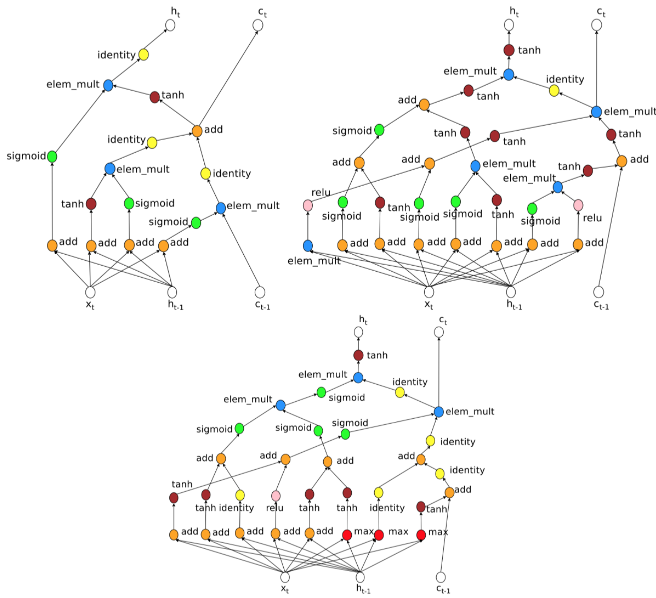


Figure 14: A comparison of the original LSTM cell vs. two new good generated. Top left: LSTM cell. [19]

"*Artificial Intelligence is about recognising patterns, Artificial Life is about creating patterns.*" — Mizuki Oka et al.

Active Learning Without Teacher. In *Intrinsic Social Motivation via Causal Influence in Multi-Agent RL*, Jaques et al. (2018) `https://arxiv.org/abs/1810.08647` propose an intrinsic reward function designed for multi-agent RL (MARL), which awards agents for having a causal influence on other agents' actions. Open-source implementation [42].

"*Open-ended Learning in Symmetric Zero-sum Games,*" Balduzzi et al.: `https://arxiv.org/abs/1901.08106`

Neural MMO: a massively multiagent env. for simulations with many long-lived agents. Code[43] and 3D Client[44].

5 Environments

Platforms for training autonomous agents.

"*Situation awareness is the perception of the elements in the environment within a volume of time and space, and the comprehension of their meaning, and the projection of their status in the near future.*" — Endsley (1987)

5.1 OpenAI Gym

The OpenAI Gym `https://gym.openai.com/` (Blog[45] | GitHub[46]) is a toolkit for developing and comparing reinforcement learning algorithms. What makes the gym so great is a common API around environments.

Here's how to create an environment `https://github.com/openai/gym/tree/master/gym/envs`.

Examples: OpenAI Gym Environment for Trading[47].

5.2 DeepMind Lab

DeepMind Lab: A customisable 3D platform for agent-based AI research `https://github.com/deepmind/lab`.

[42] `https://github.com/eugenevinitsky/sequential_social_dilemma_games`
[43] `https://github.com/openai/neural-mmo`
[44] `https://github.com/jsuarez5341/neural-mmo-client`
[45] `https://blog.openai.com/openai-gym-beta/`
[46] `https://github.com/openai/gym`
[47] `https://github.com/hackthemarket/gym-trading`

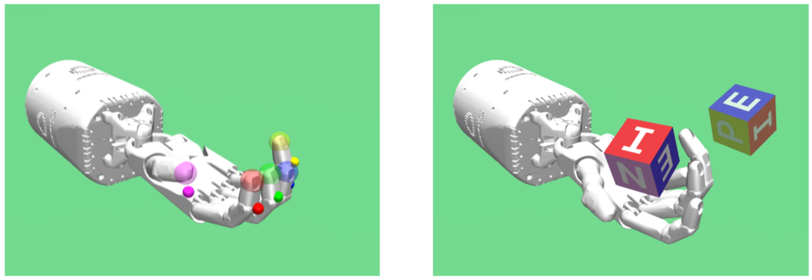


Figure 15: Robotics Environments `https://blog.openai.com/ingredients-for-robotics-research/`

- DeepMind Control Suite `https://github.com/deepmind/dm_control`.
- Convert DeepMind Control Suite to OpenAI Gym Envs `https://github.com/zuoxingdong/dm2gym`.

5.3 Unity ML-Agents

Unity ML Agents allows to create environments where intelligent agents (*Single Agent*, *Cooperative and Competitive Multi-Agent* and *Ecosystem*) can be trained using RL, neuroevolution, or other ML methods `https://unity3d.ai`.

- Getting Started with Marathon Environments for Unity ML-Agents[48].

5.4 POET: Paired Open-Ended Trailblazer

Diversity is the premier product of evolution. Endlessly generate increasingly complex and diverse learning environments[49]. Open-endedness could generate learning algorithms reaching human-level intelligence[22].

- Implementation of the POET algorithm `https://github.com/uber-research/poet`.

6 Datasets

Google Dataset Search Beta (Blog[50]) `https://toolbox.google.com/datasetsearch`.
TensorFlow Datasets: load a variety of public datasets into TensorFlow programs (Blog[51] | Colab[52]).

7 Deep-Learning Hardware

A Full Hardware Guide to Deep Learning, by Tim Dettmers[53].
Which GPU(s) to Get for Deep Learning, by Tim Dettmers[54].

Build AI that works offline with Coral Dev Board, Edge TPU, and TensorFlow Lite, by Daniel Situnayake[55].
Jetson Nano. A small but mighty AI computer to create intelligent systems[56].

8 Deep-Learning Software

TensorFlow

[48] `https://towardsdatascience.com/gettingstartedwithmarathonenvs-v0-5-0a-c1054a0b540c`
[49] `https://eng.uber.com/poet-open-ended-deep-learning/`
[50] `https://www.blog.google/products/search/making-it-easier-discover-datasets/`
[51] `https://medium.com/tensorflow/introducing-tensorflow-datasets-c7f01f7e19f3`
[52] `https://colab.research.google.com/github/tensorflow/datasets/blob/master/docs/overview.ipynb`
[53] `http://timdettmers.com/2018/12/16/deep-learning-hardware-guide/`
[54] `http://timdettmers.com/2019/04/03/which-gpu-for-deep-learning/`
[55] `https://medium.com/tensorflow/build-ai-that-works-offline-with-coral-dev-board-edge-tpu-and-tensorflow-lite-70`
[56] `https://www.nvidia.com/en-us/autonomous-machines/embedded-systems/jetson-nano/`

Figure 16: Edge TPU - Dev Board `https://coral.withgoogle.com/products/dev-board/`

- tf.keras (TensorFlow 2.0) for Researchers: Crash Course. Colab[57].
- TensorFlow 2.0: basic ops, gradients, data preprocessing and augmentation, training and saving. Colab[58].
- TensorBoard in Jupyter Notebooks. Colab[59].
- TensorFlow Lite for Microcontrollers[60].

PyTorch

- PyTorch primer. Colab[61].

9 AI Art | A New Day Has Come in Art Industry

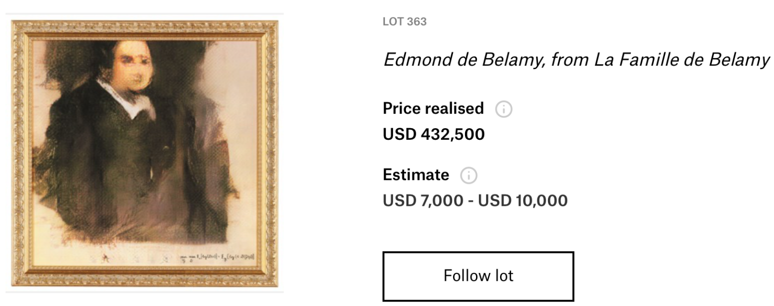


Figure 17: On October 25, 2018, the first AI artwork ever sold at Christie's auction house fetched USD 432,500.

The code (*art-DCGAN*) for the first artificial intelligence artwork ever sold at Christie's auction house (Figure 17) is a modified implementation of DCGAN focused on generative art: `https://github.com/robbiebarrat/art-dcgan`.

- **TensorFlow Magenta**. An open source research project exploring the role of ML in the creative process.[62].

[57] `https://colab.research.google.com/drive/14CvUNTaX1OFHDfaKaaZzrBsvMfhCOHIR`
[58] `https://colab.research.google.com/github/zaidalyafeai/Notebooks/blob/master/TF_2_0.ipynb`
[59] `https://colab.research.google.com/github/tensorflow/tensorboard/blob/master/docs/r2/get_started.ipynb`
[60] `https://petewarden.com/2019/03/07/launching-tensorflow-lite-for-microcontrollers/`
[61] `https://colab.research.google.com/drive/1DgkVmi6GksWOByhYVQpyUB4Rk3PUqOCp`
[62] `https://magenta.tensorflow.org`

- **Magenta Studio**. A suite of free music-making tools using machine learning models![63].
- **Style Transfer Tutorial** `https://colab.research.google.com/github/tensorflow/docs/blob/master/site/en/r2/tutorials/generative/style_transfer.ipynb`
- **AI x AR Paper Cubes** `https://experiments.withgoogle.com/paper-cubes`.
- **Photo Wake-Up** `https://grail.cs.washington.edu/projects/wakeup/`.
- **COLLECTION**. AI Experiments `https://experiments.withgoogle.com/ai`.

"*The Artists Creating with AI Won't Follow Trends; THEY WILL SET THEM.*" — The House of Montréal.AI Fine Arts

Tuning Recurrent Neural Networks with Reinforcement Learning[64].
Discovering Visual Patterns in Art Collections with Spatially-consistent Feature Learning. Shen et al.[65].
Deep Multispectral Painting Reproduction via Multi-Layer, Custom-Ink Printing. Shi et al.[66].

10 AI Macrostrategy: Aligning AGI with Human Interests

Montréal.AI Governance: Policies at the intersection of AI, Ethics and Governance.

- **AI Index**. `http://aiindex.org`.
- **Malicious AI Report**. `https://arxiv.org/pdf/1802.07228.pdf`.

"*(AI) will rank among our greatest technological achievements, and everyone deserves to play a role in shaping it.*" — Fei-Fei Li

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[63] `https://magenta.tensorflow.org/studio`
[64] `https://magenta.tensorflow.org/2016/11/09/tuning-recurrent-networks-with-reinforcement-learning`
[65] `https://arxiv.org/pdf/1903.02678.pdf`
[66] `http://people.csail.mit.edu/liangs/papers/ToG18.pdf`

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