

## The State of Al 2016

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- o custom **algorithms**, applications and **data assets**
- makers of spaCy, the fastest-growing opensource NLP library
- our backgrounds are computer science,
   linguistics and front-end development

#### We are publishing...





#### spaCy

Industrial-Strength Natural Language Processing in Python



#### Embed, encode, attend, predict

The new deep learning formula for state-of-the-art NLP models



#### The State of Al

An open-data industry survey on the state of Artificial Intelligence in 2016

### 434 practitioners told us about the state of Al.



- o industry survey launched on October 10, 2016
- o collaboration with **Nathan Benaich** (Playfair Capital)
- o results will be 100% open-source
- o you can still take part: thestateofai.com

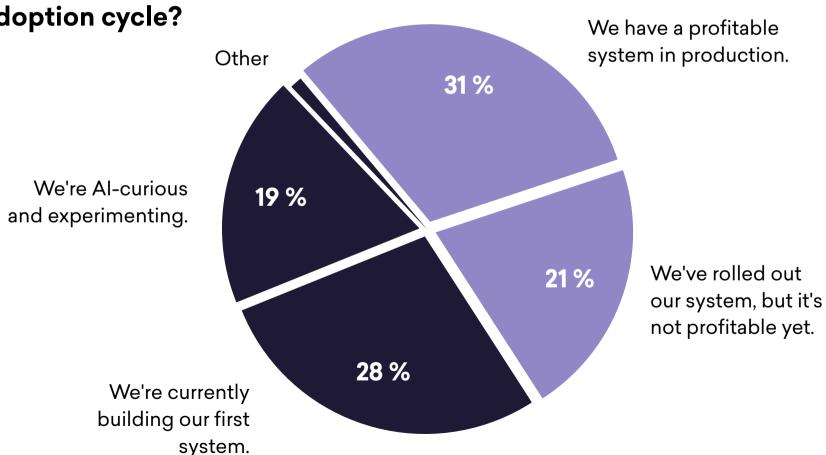


# The Al hype: about 90% justified.

### Al systems are already going into production.

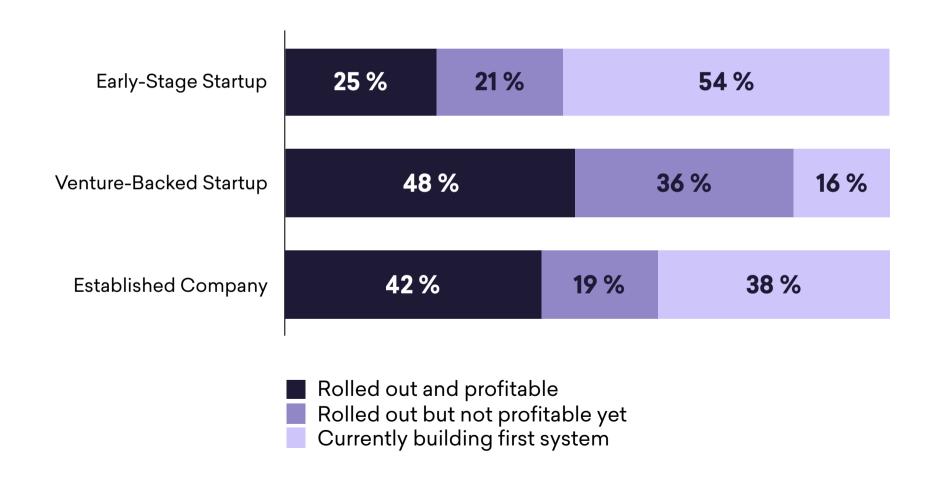


Where is your company in the Al adoption cycle?



### Young companies already have profitable systems.

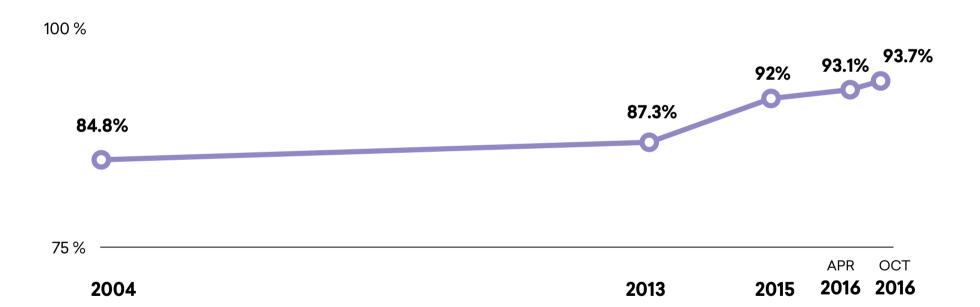




### NLP is improving faster than ever.



**Example: Speech recognition accuracy** 



### Researchers deliver blueprints, not products.

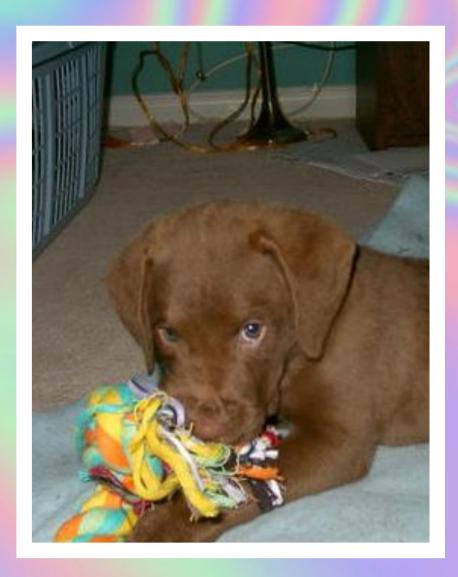


- neural networks really took off when ImageNet data set was created
- o research runs on benchmark tasks
- o benchmarks demonstrate solution in principle
- o solutions in practice require different data

#### ImageNet: mostly dogs



**Curly-Coated Retriever** 



**Chesapeake Bay Retriever** 



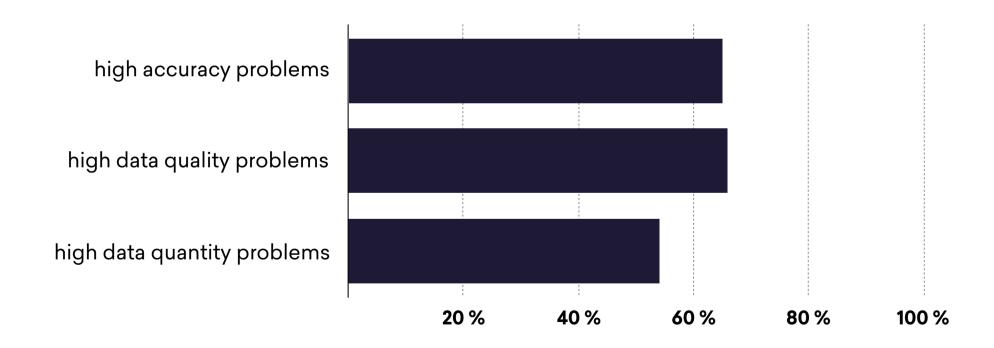


# The bottleneck in Alis is data, not algorithms.

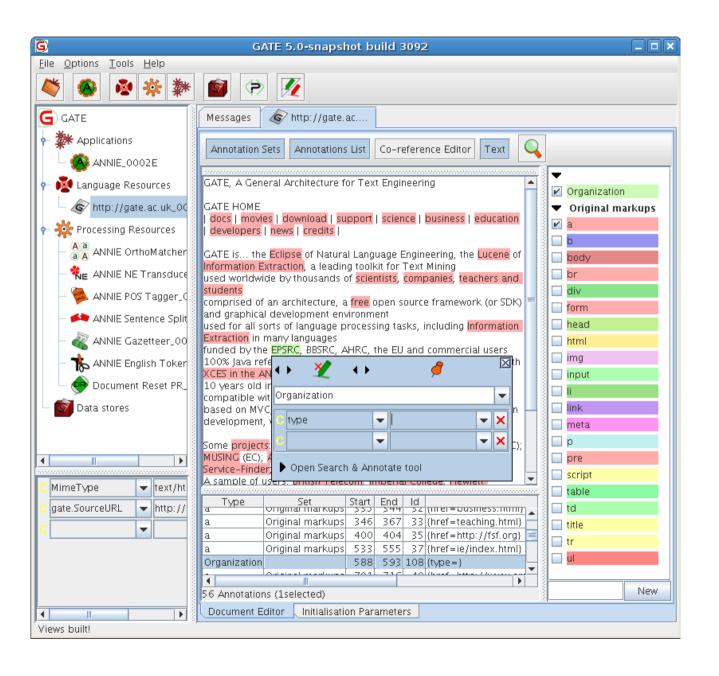
### Data problems are still the biggest problems.

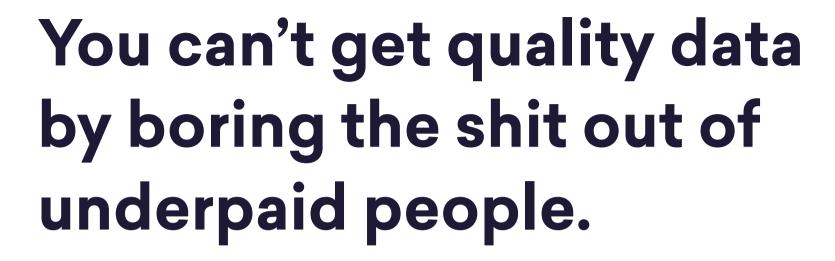


How much do the following problems keep you up at night? (4/5 and 5/5)



#### Also the state of Al 2016...







- o machine learners need machine teachers
- Amazon Mechanical Turk is the most popular way to create annotated data
- bad incentives: below minimum-wage payment, outdated tools, zero investment, zero satisfaction



# We don't just need innovation on the back-end.

### It's time to apply what we know about UX to AI.



- the most valuable knowledge is in decisions humans don't have to think about
- o intuitive interfaces, fast decisions
- gamification: take inspiration from what humans enjoy doing (and even pay for!)

#### Don't assume your task can't be fun.

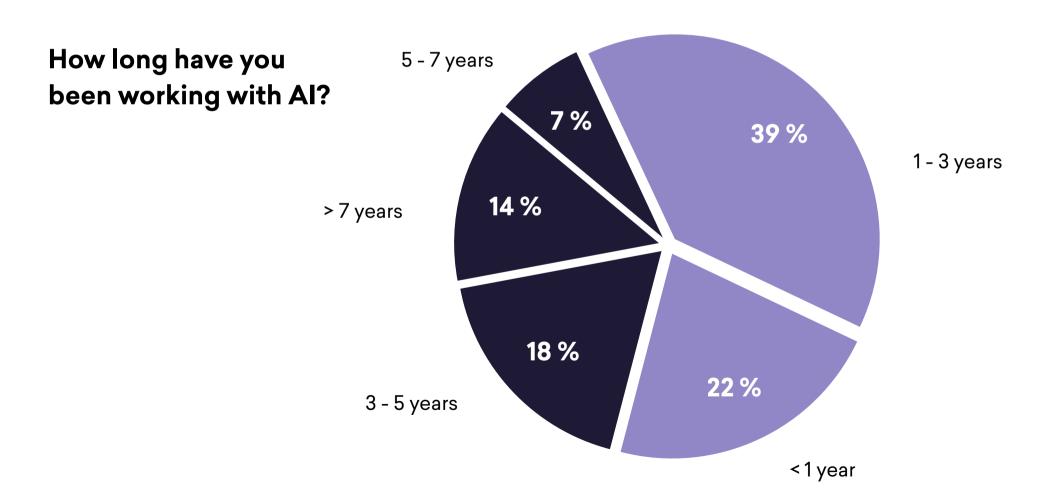






### Al isn't a closed shop – there's a lot to contribute.





#### Thanks!



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