AI: what could go wrong?

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Description automatically generatedI ran into a problem with my AI, namely having a very high accuracy on my randomForest classifier while a decisionTree classifier (even with intentional overfitting) got a really low accuracy score. At first I thought this could be a problem with the data, so I made visualisations which would hopefully show what the AI picked up on. Sadly, this was not the case. The visualisations do not show any relations between the franchises and the score or the age rating and the score. Release date also has no perceivable connection to the score or any of the other features.

The next thing I tried was checking the training data. This turned out to be the main source of problems: I accidentally used the entire dataset instead of the training data. The random forest picked up on this, while the decision tree did not. However, now the decisionTree gets a better accuracy than the randomForest for some reason (left is tree, right is forest):

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I will keep looking into this as I continue on this project, but I will end it here for now.

In my opinion, having an AI that works is nice, but when it is not possible to explain how the decision was made I think the AI should not be used as a trustworthy source. It is fine when it gets used to give estimates or a general idea, but important decisions should always be supported by arguments.

Sometimes Ais get used without this, which leads to situations like the “toeslagenaffaire” which is unwanted by everyone involved. AI will always be biased, as the people who make it are biased and will inevitably pass on some of their biases to the AI even if they don’t intend to.