



Caltech

Is Generative AI the path to AGI?

Anima Anandkumar



Summarization	Translating Wikipedia	Brand Creation	Dynamic Code Commenting	Molecular Representations
GPT-3	Marketing Copy	NLLB-200	Real-Time Metaverse Translation	DALL-E-2
TEXT GENERATION	TRANSLATION	IMAGE GENERATION	CODING	LIFE SCIENCE

Generative AI Unlocks New Opportunities

Transcends language and pattern matching

Deep Visual Generative Learning

Learning to generate data



Samples from a Data Distribution



Neural Network



“

"What I cannot create I do not understand"
Richard Feynman

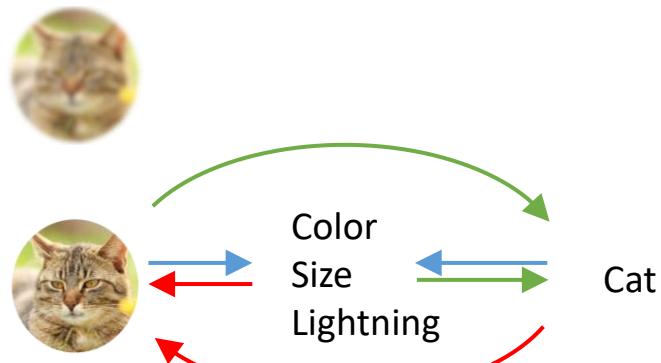
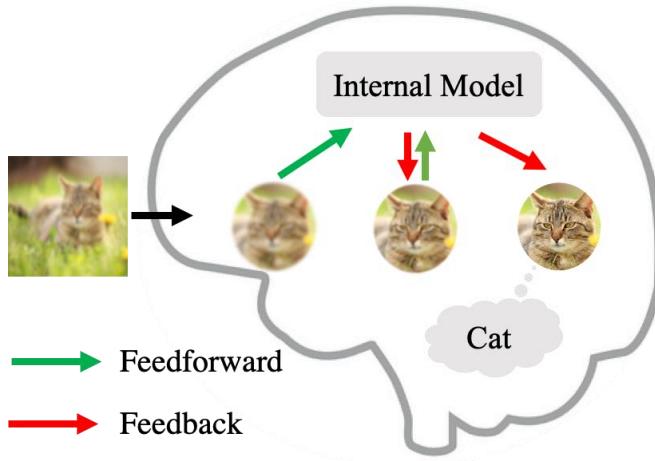
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“

Does the brain have a generative model?

”

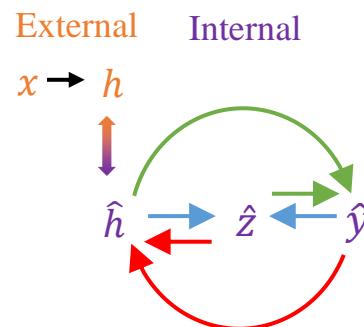
BAYESIAN BRAIN THEORY



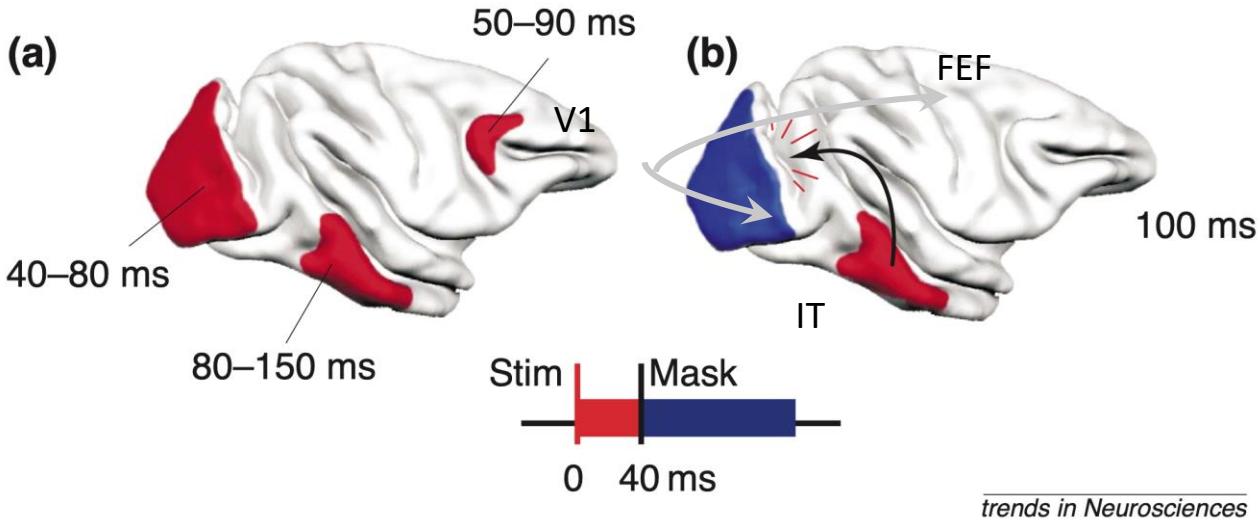
$$\hat{y} = \arg \max_y p(y|\hat{h}, \hat{z}),$$

$$\hat{h} = \arg \max_h p(h|\hat{y}, \hat{z}),$$

$$\hat{z} = \arg \max_z p(z|\hat{h}, \hat{y})$$



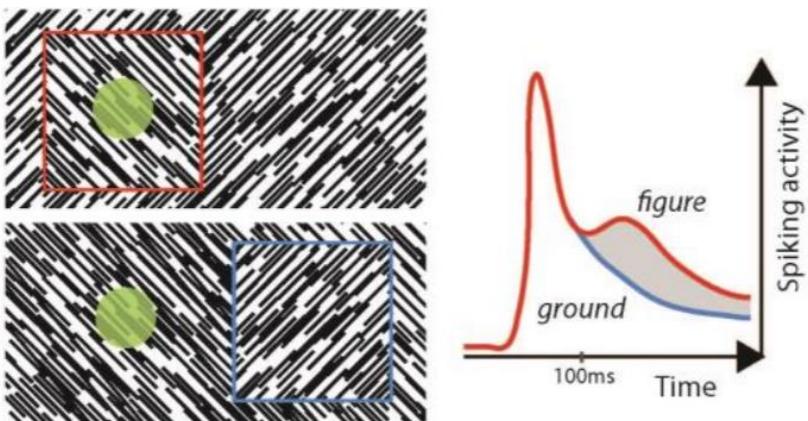
FEEDBACK CONNECTIONS IN THE BRAIN



Experiments indicate recurrent processes lengthen processing time for challenging images.

trends in Neurosciences

SEGMENTATION RELIES ON FEEDBACK IN THE BRAIN

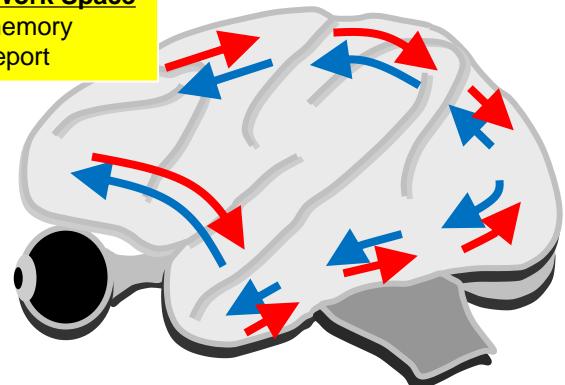


There is a long latency increase in response to a figure that doesn't occur when the same stimulus is part of ground.

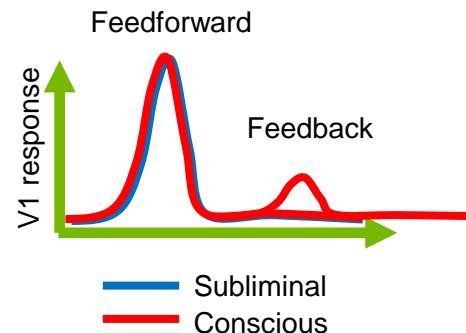
TOP-DOWN FEEDBACK MAY BE NECESSARY FOR VISUAL CONSCIOUSNESS

Global Neural Work Space

Working memory
Verbal report



Dehaene et al., TICS 2006



Del Cul et al., PLOS Biology 2007

Global neuronal workspace theory:
information only becomes conscious if it reaches all the way to the frontal lobe and ignites, so that it's accessible by the rest of the brain through feedback pathways.

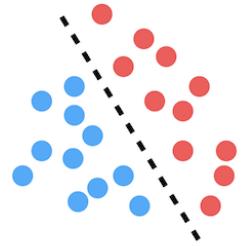
Hallmark of conscious processing is the flexible integration of bottom-up and top-down data streams at the cellular level.



Predictive networks with
recurrent generative feedback

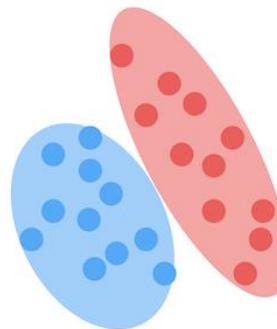
GENERATIVE CLASSIFIER

Logistic Regression



$$p(y|x)$$

Gaussian mixture model



$$p(x,y) \rightarrow p(y|x)$$

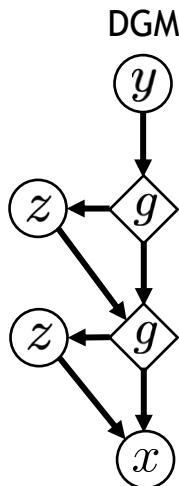
DECONVOLUTIONAL GENERATIVE MODEL (DGM)

CNN



$$p(y|x)$$

DGM



$$p(x, y, z) \rightarrow p(y|x, z)$$

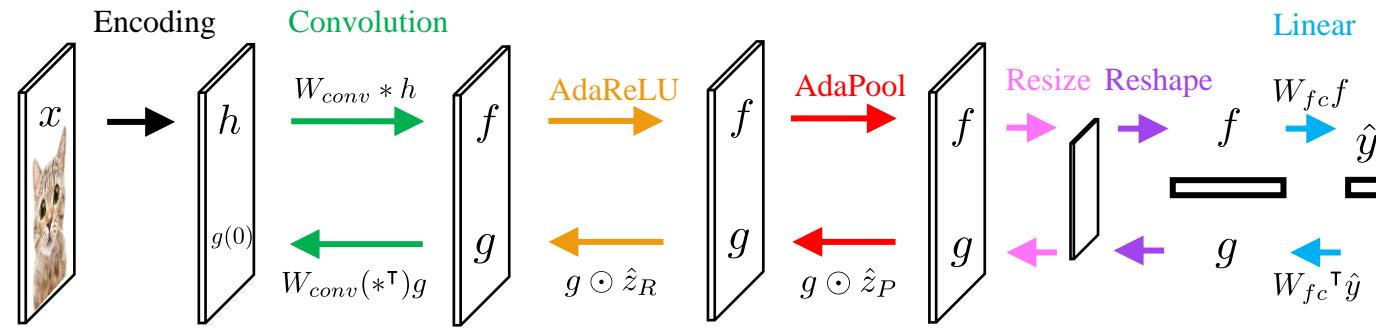
$$y \sim p(y)$$

$$z_P^{(i)} \sim \text{Ber}\left(\frac{e^{b \cdot g^{(i)}}}{e^{b \cdot g^{(i)}} + 1}\right)$$

$$z_R^{(i)} \sim \text{Ber}\left(\frac{e^{b \cdot g^{(i)}}}{e^{b \cdot g^{(i)}} + 1}\right)$$

$$x \sim \mathcal{N}(g(0), \text{diag}(\sigma^2))$$

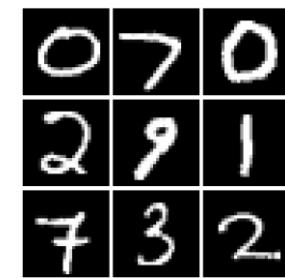
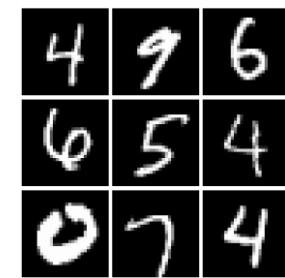
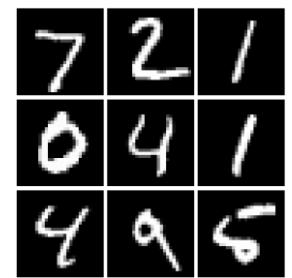
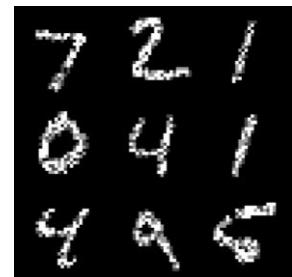
OPERATIONS IN CNN-F



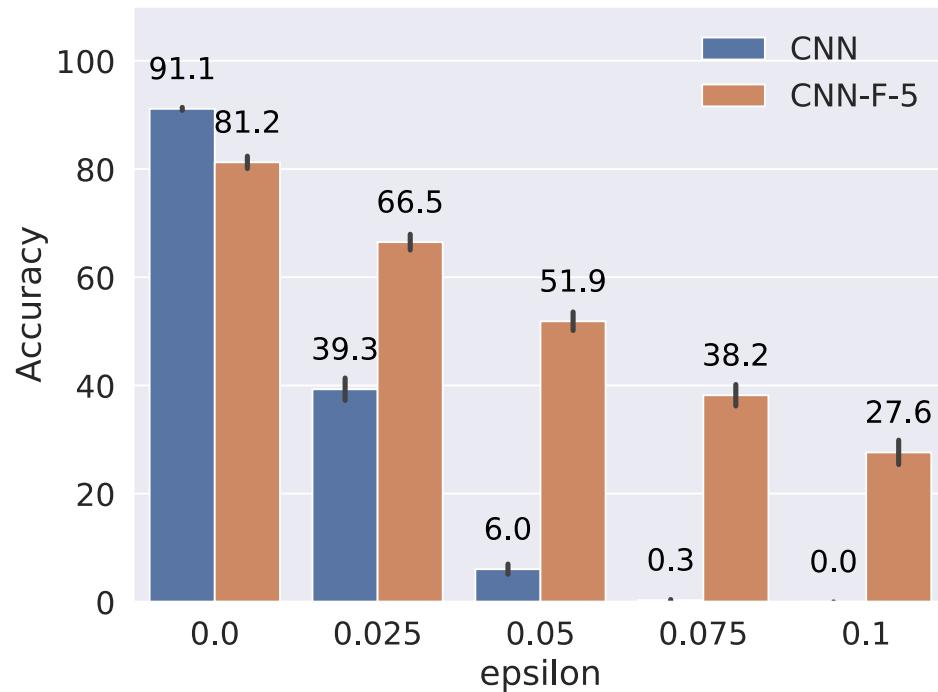
$$\sigma_{\text{AdaReLU}}(f) = \begin{cases} \sigma_{\text{ReLU}}(f), & \text{if } g \geq 0 \\ \sigma_{\text{ReLU}}(-f), & \text{if } g < 0 \end{cases}$$

$$\sigma_{\text{AdaPool}}(f) = \begin{cases} \sigma_{\text{MaxPool}}(f), & \text{if } g \geq 0 \\ -\sigma_{\text{MaxPool}}(-f), & \text{if } g < 0 \end{cases}$$

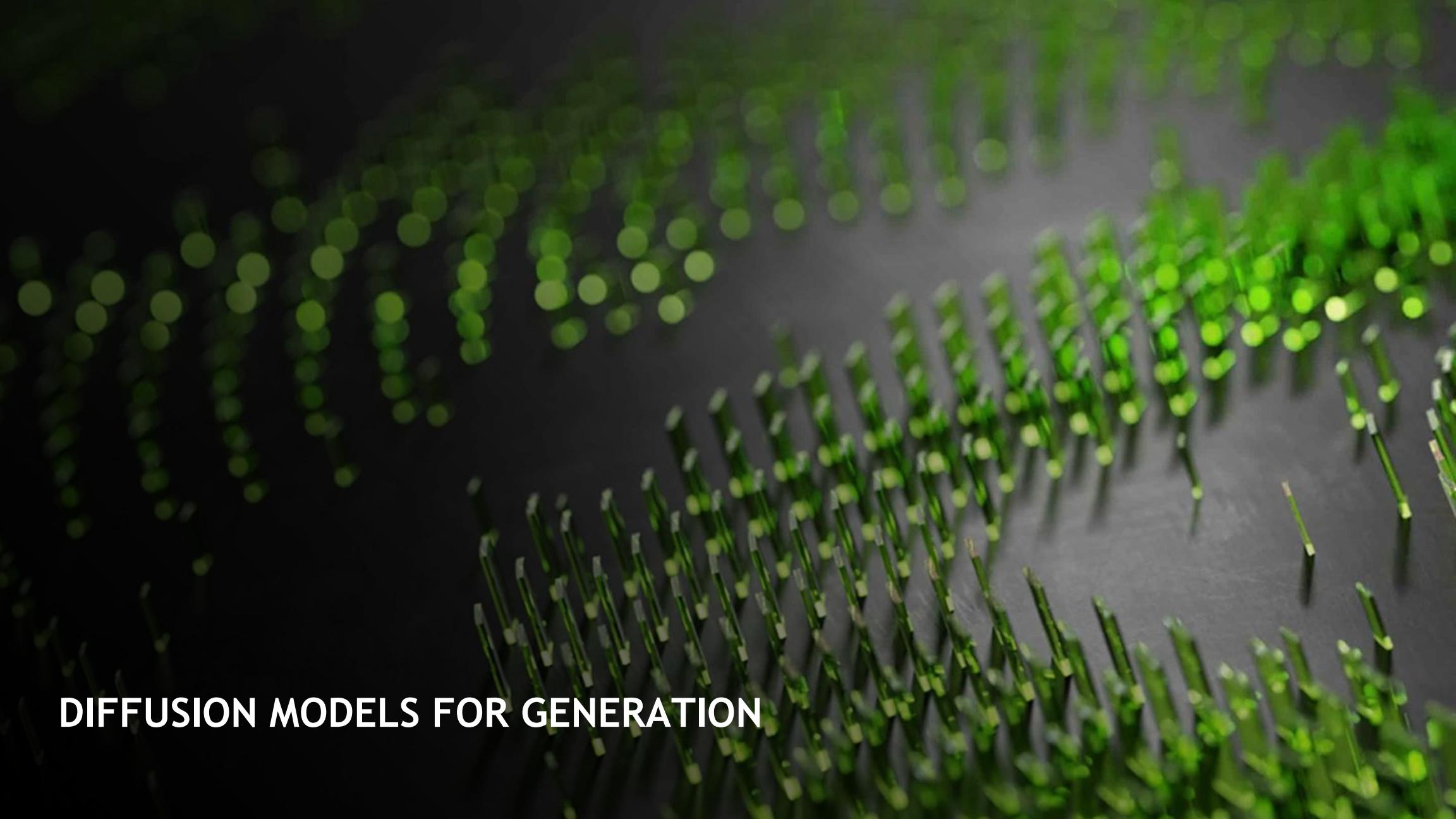
CNN-F REPAIRS DISTORTED IMAGES



CNN-F IMPROVES ADVERSARIAL ROBUSTNESS



- Standard training on Fashion-MNIST.
- Attack with PGD-40.
- CNN-F has higher adversarial robustness than CNN.



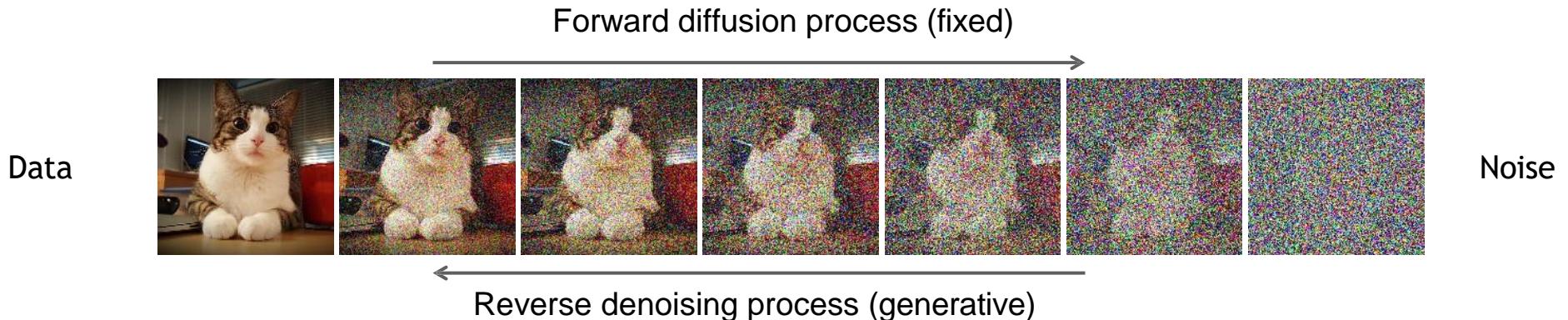
DIFFUSION MODELS FOR GENERATION

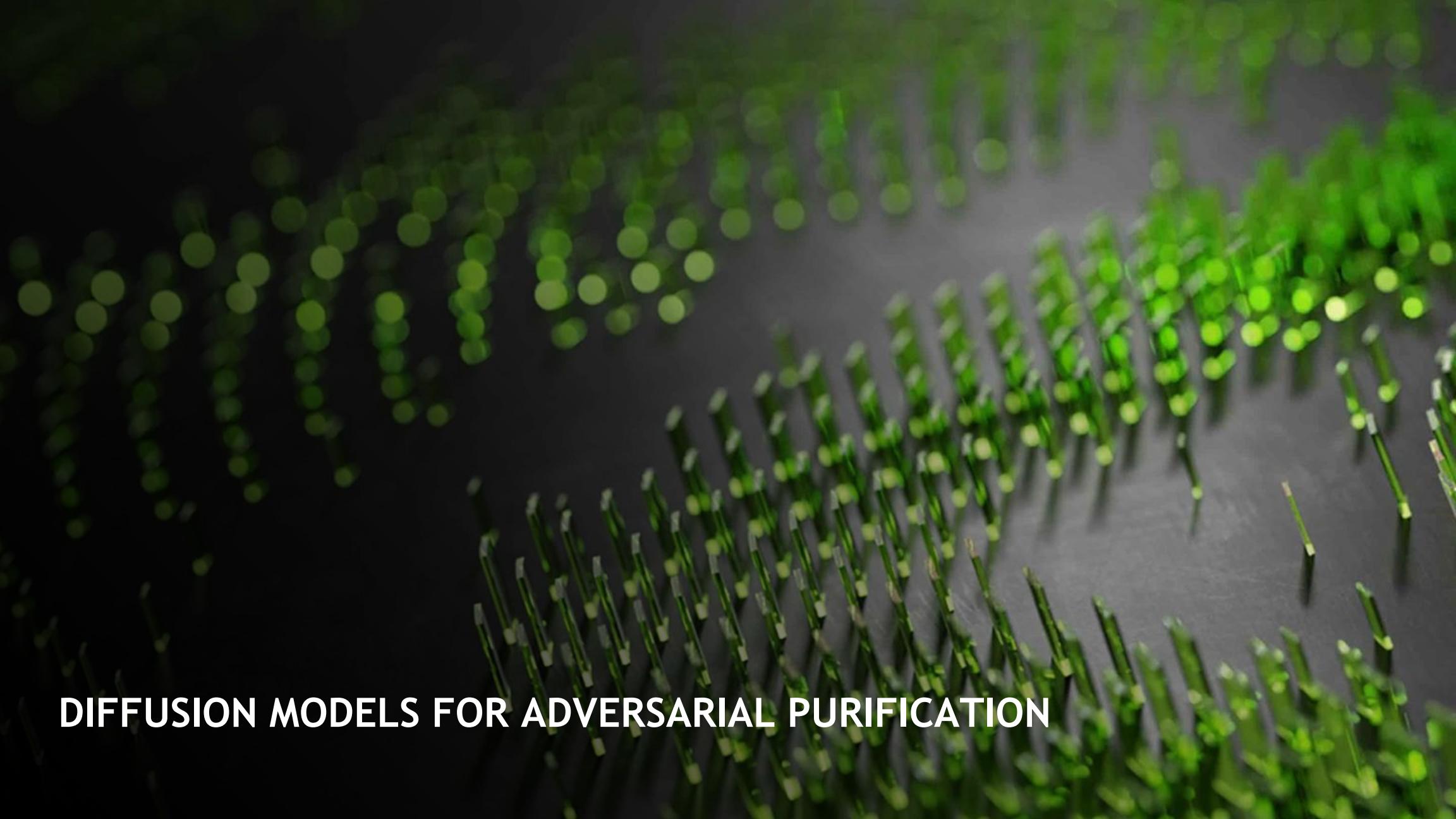
DENOISING DIFFUSION MODELS

Learning to generate by denoising

Denoising diffusion models consist of two processes:

- Forward diffusion process that gradually adds noise to input
- Reverse denoising process that learns to generate data by denoising

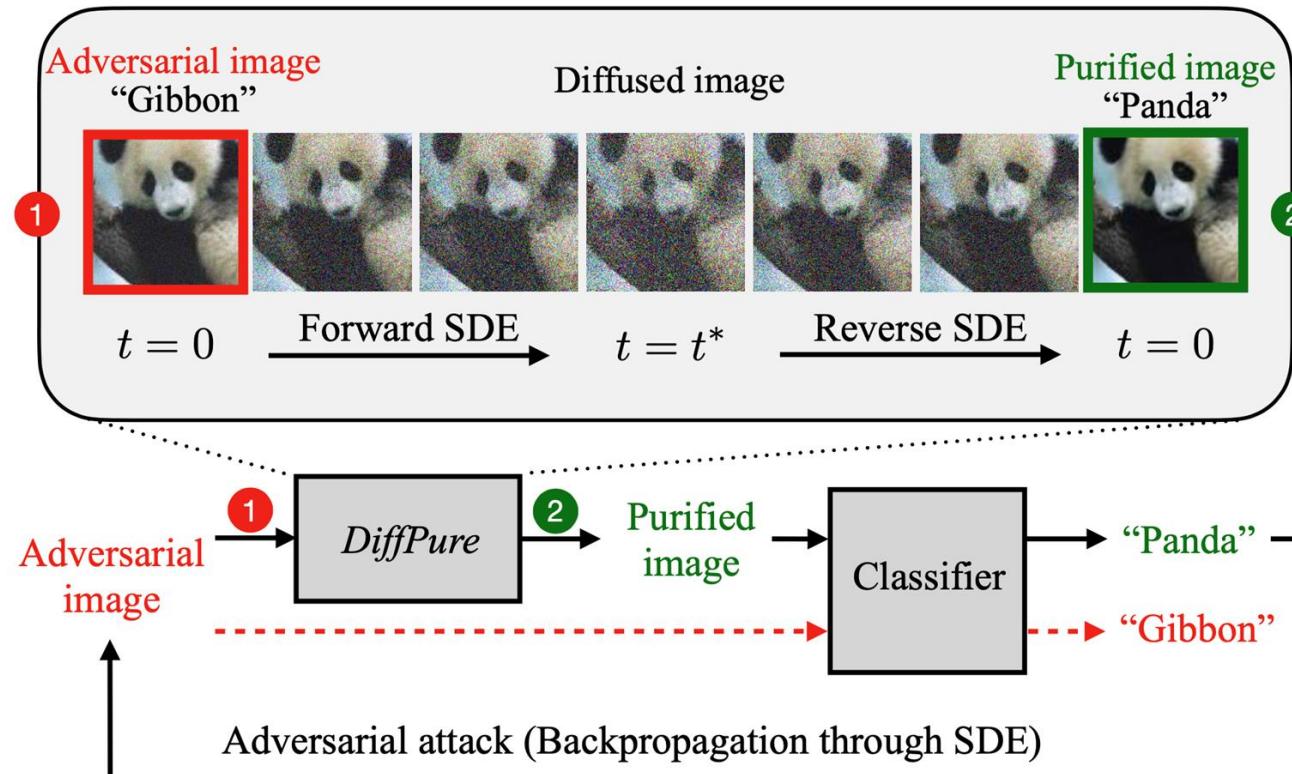




DIFFUSION MODELS FOR ADVERSARIAL PURIFICATION

DiffPure : DIFFUSION PURIFICATION

Basic idea: It uses the forward and reverse processes of pre-trained diffusion models to purify adversarial images



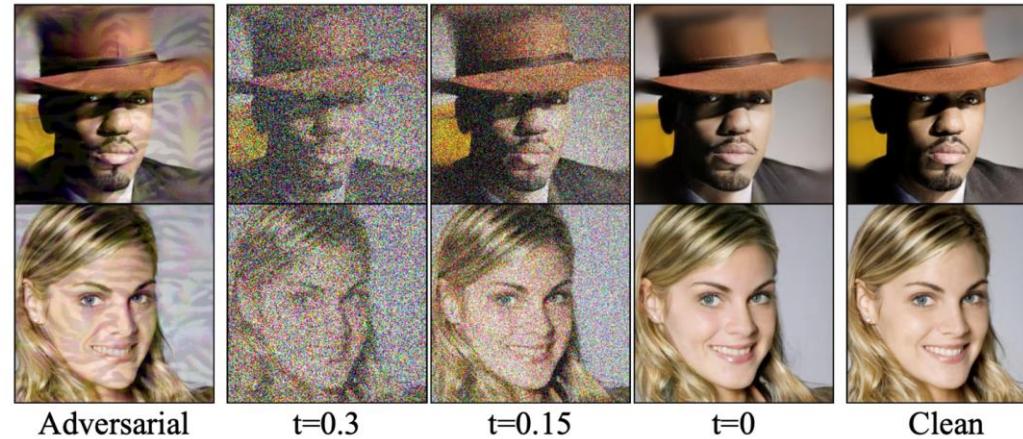
MOTIVATION

- Two classes of methods defending against adversarial attacks
 - *Adversarial training*
 - *It trains neural networks on adversarial examples*
 - *Adversarial purification*
 - *It uses generative models to purify adversarial perturbations*

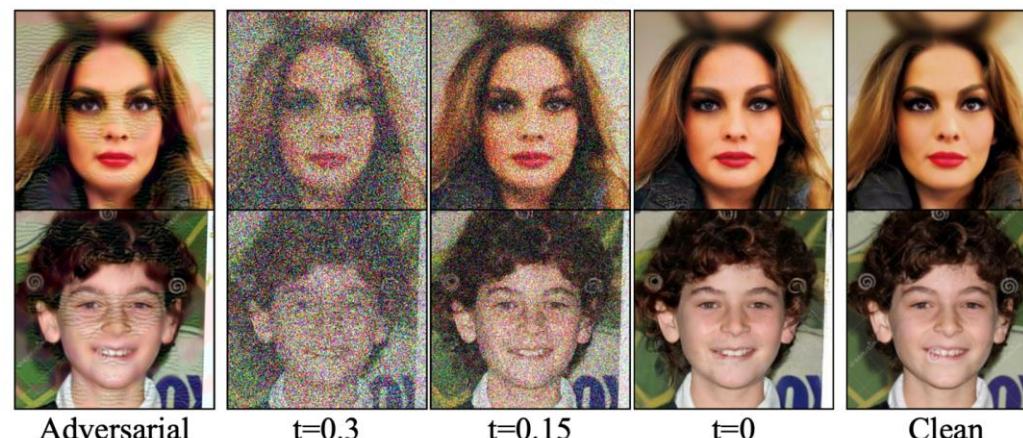
	Adversarial training	Adversarial purification	DiffPure (Ours)
Defense against seen threats	Y	X	Y
Defense against unseen threats	X	Y	Y
Training complexity	X	Y	Y

QUALITATIVE RESULTS OF DIFFPURE ON CELEBA-HQ

DiffPure removes adversarial perturbations and recover clean images



(a) Smiling



(b) Eyeglasses

* Middle three columns show the results of DiffPure at different timesteps

COMPARISON WITH SOTA IN ROBUSTBENCH BENCHMARK

DiffPure outperforms other methods on ImageNet by a large margin

Method	Extra Data	Standard Acc	Robust Acc
ResNet-50			
(Engstrom et al., 2019)	✗	62.56	31.06
(Wong et al., 2020)	✗	55.62	26.95
(Salman et al., 2020)	✗	64.02	37.89
(Bai et al., 2021) [†]	✗	67.38	35.51
Ours	✗	67.79±0.43	40.93±1.96
WideResNet-50-2			
(Salman et al., 2020)	✗	68.46	39.25
Ours	✗	71.16±0.75	44.39±0.95
DeiT-S			
(Bai et al., 2021) [†]	✗	66.50	35.50
Ours	✗	73.63±0.62	43.18±1.27

DEFENSE AGAINST UNSEEN THREATS

DiffPure can defend against unseen attacks while baseline performances drop significantly against unseen attacks

Method	Standard Acc	Robust Acc		
		ℓ_∞	ℓ_2	StAdv
Adv. Training with ℓ_∞ (Laidlaw et al., 2021)	86.8	49.0	19.2	4.8
Adv. Training with ℓ_2 (Laidlaw et al., 2021)	85.0	39.5	47.8	7.8
Adv. Training with StAdv (Laidlaw et al., 2021)	86.2	0.1	0.2	53.9
PAT-self (Laidlaw et al., 2021)	82.4	30.2	34.9	46.4
ADV. CRAIG (Dolatabadi et al., 2021)	83.2	40.0	33.9	49.6
ADV. GRADMATCH (Dolatabadi et al., 2021)	83.1	39.2	34.1	48.9
Ours	88.2±0.8	70.0±1.2	70.9±0.6	55.0±0.7

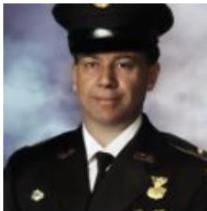
IMPROVING FAIRNESS THROUGH SYNTHETIC DATA GENERATION



Anchor, gender = female, skin color = medium, age = middle



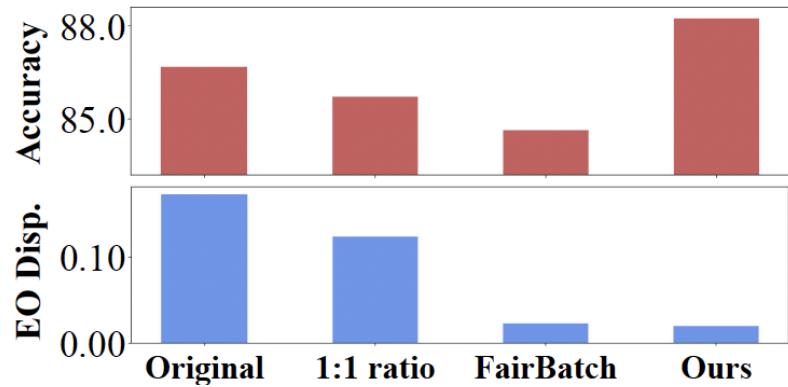
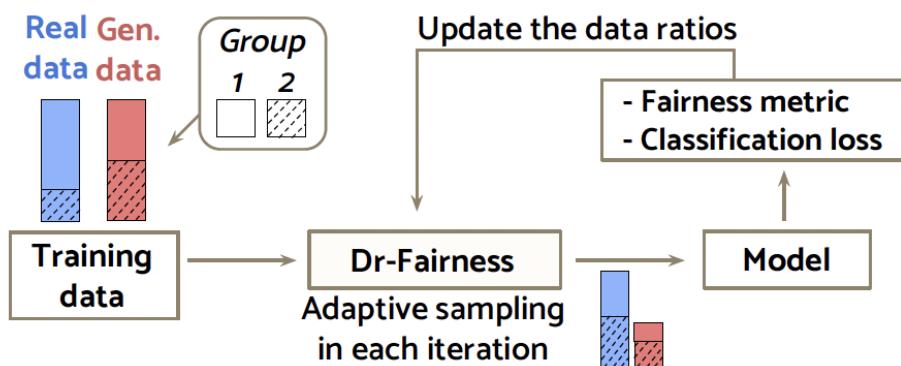
Astronaut, gender = female, skin color = light, age = adult



Captain, gender = male, skin color = dark, age = middle



Tennis player, gender = male, skin color = light, age = child





EMBODIED GENERALIST AGENTS

BUILDING AI FOR GENERALIST AGENTS



household Robots



virtual agents



self-driving cars



Open-Ended Objectives

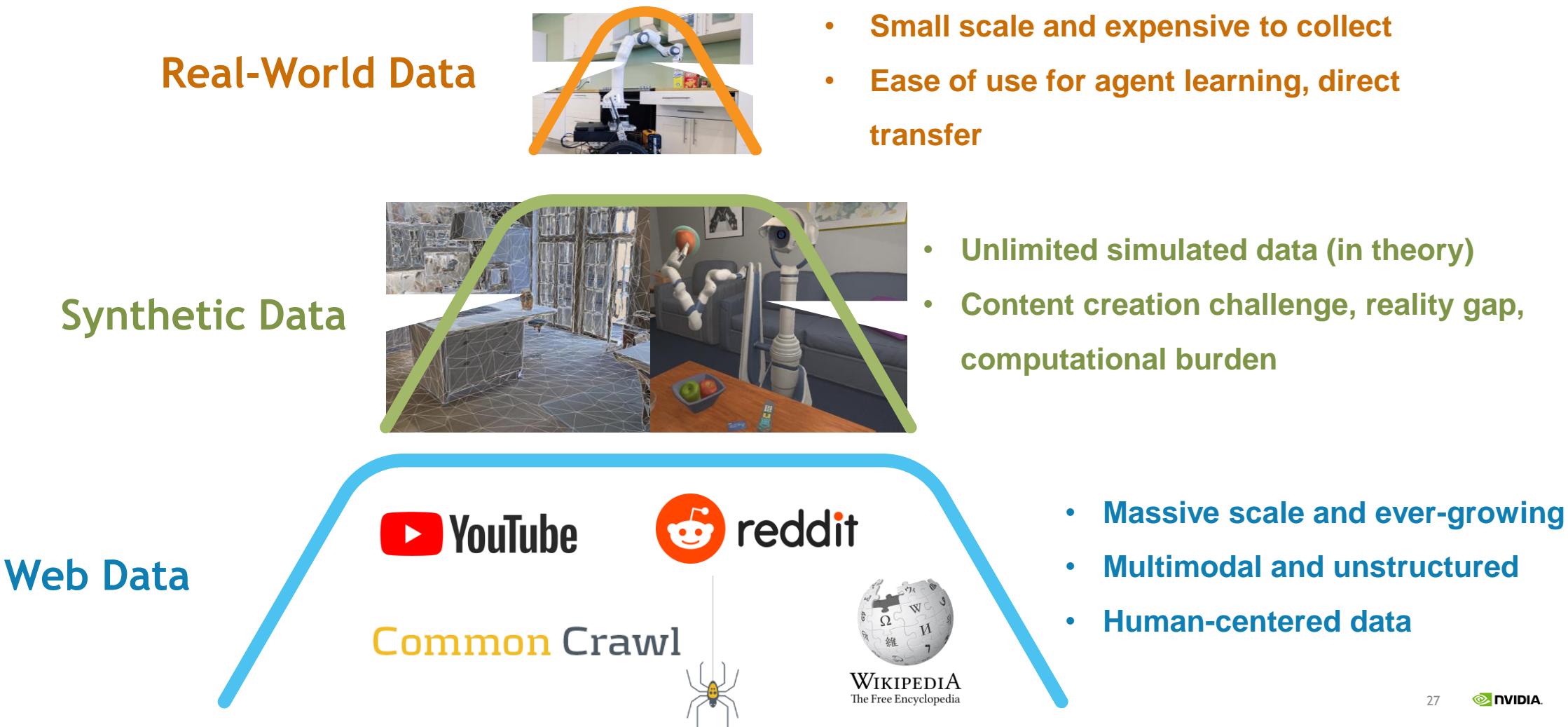


Massively Multitask



World Knowledge

THE DATA PYRAMID FOR GENERALIST AGENTS





MIHEOJO YouTube

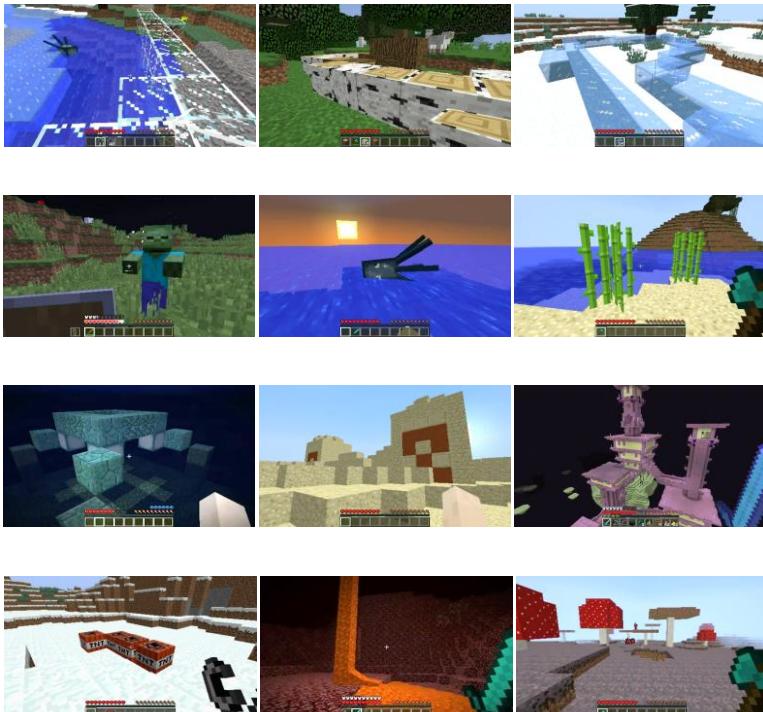
730K videos

300K hours

2.2B words

MINEDOJO: FRAMEWORK FOR BUILDING GENERALIST AGENTS

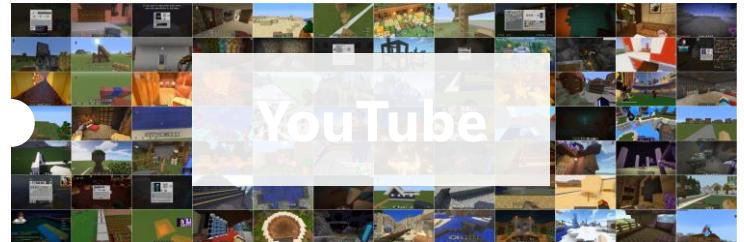
Open-ended Environment



Generalist Agent



Internet-scale Knowledge Base



Biome name	Features	Description	Screenshot [hide]
River	Water, Sand, Clay, Sugar Cane, Seagrass, Salmon, Squid, Drowned	Temperature: 0.5. Rivers are a reliable source of clay. They are good for fishing, but drowned can spawn at night.	

r/Minecraft · Posted by u/Anime-ghostGirl 6 days ago

I present to you me struggling to get up stairs in the end city



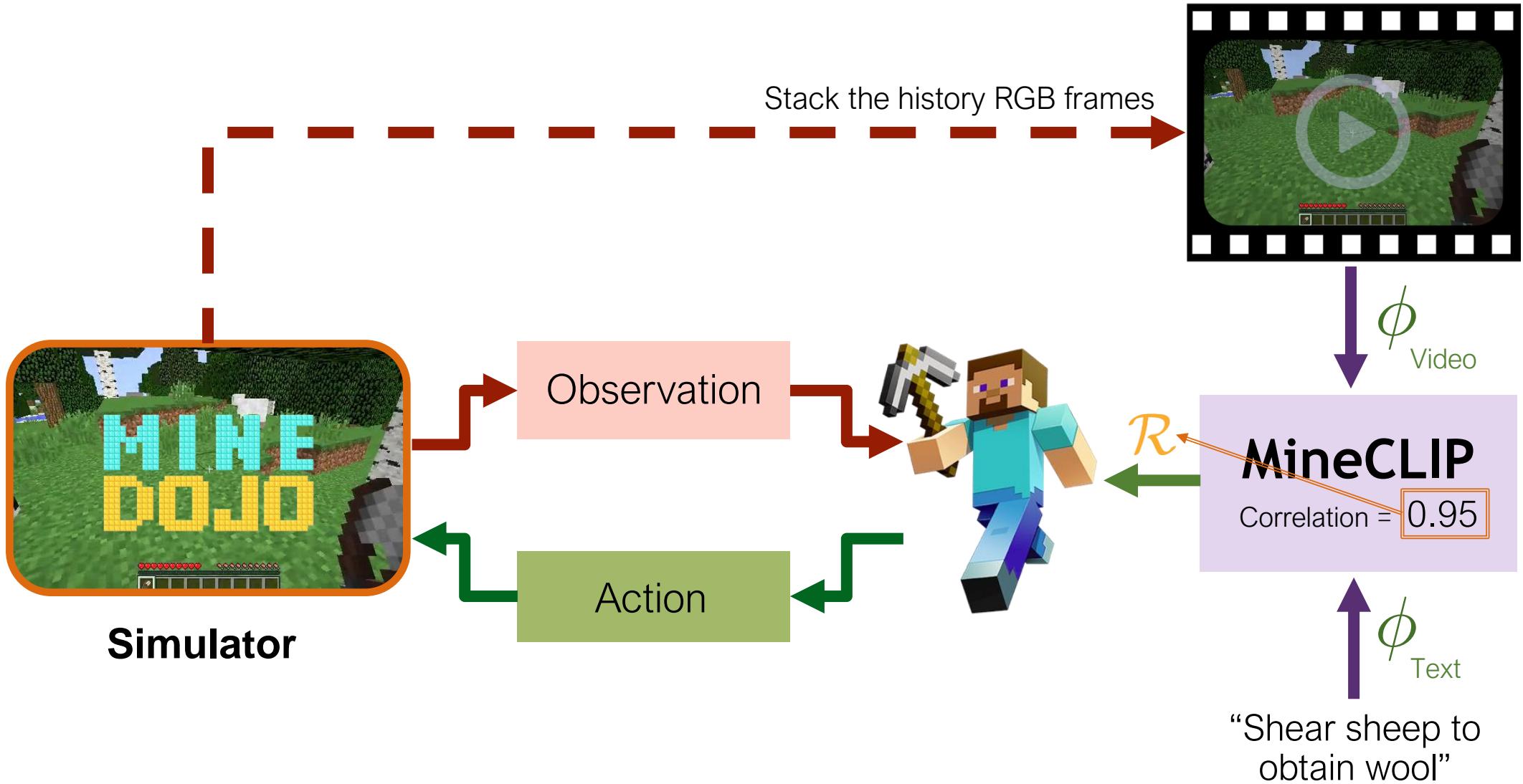
Hence me always bringing blocks to complete the staircase

I dig a staircase in the wall ^^

Or just use enderpearl.

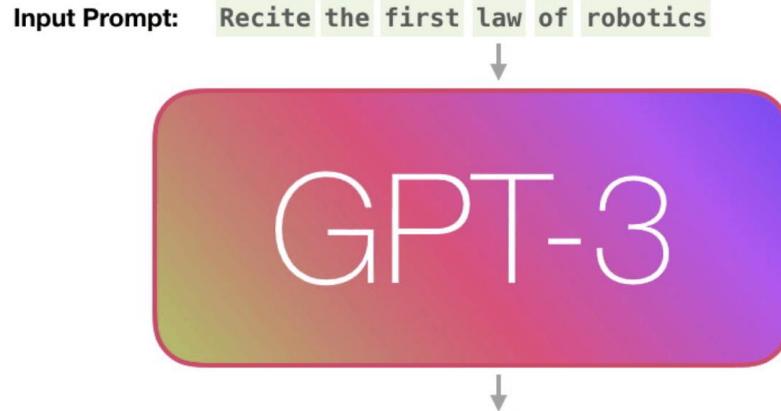
Water is useful in a lot of situations. Early game, and late game

MineDojo: Framework for Building Generalist Agents





VIMA: General Robot Manipulation with Multimodal Prompts



[Credit: Jay
Alammar]

Input Prompt:

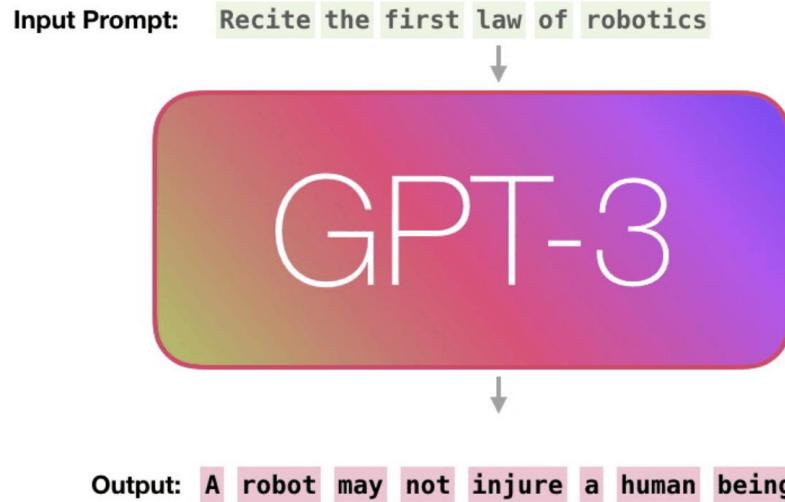
How to “find material and craft a gold pickaxe” in Minecraft? Let’s think step by step.



GPT-3:

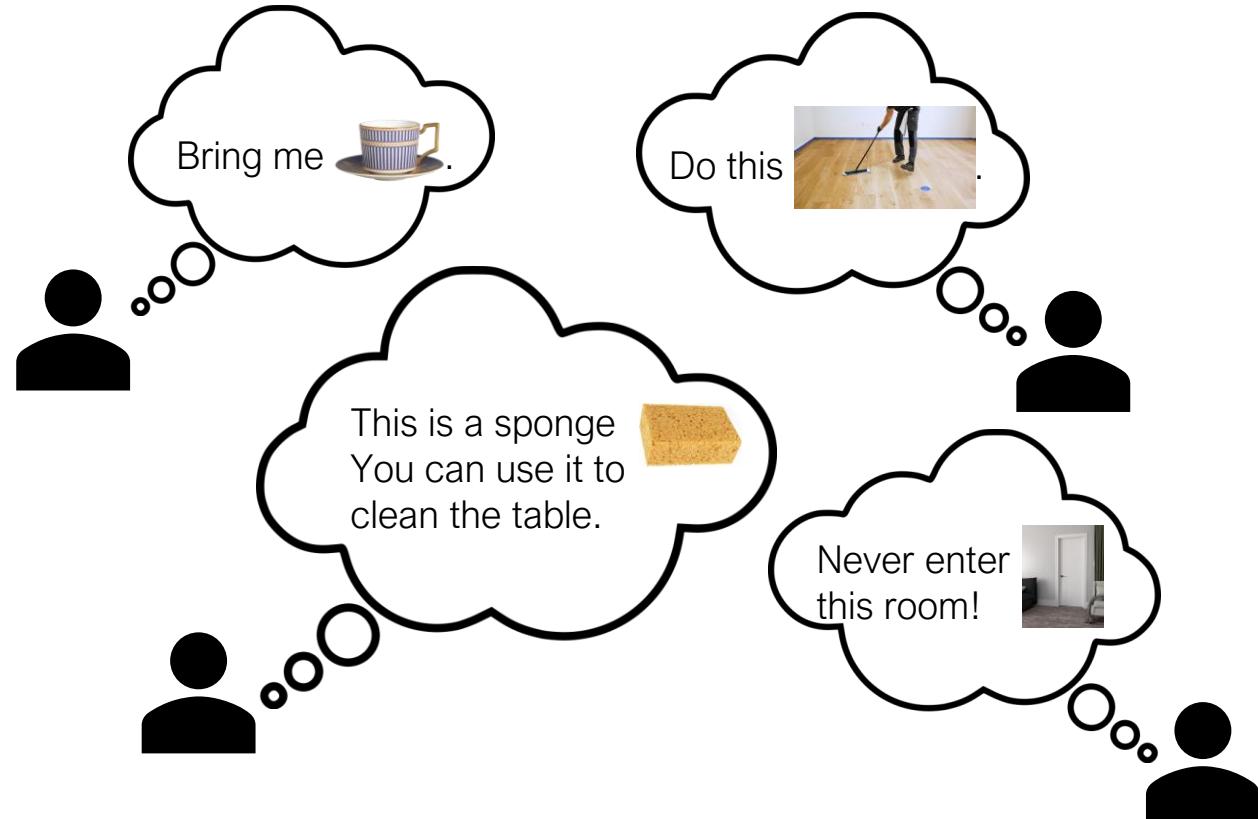
- 1) Find a place with a lot of trees;
- 2) Cut down the trees and gather the wood;
- 3) Find a place with a lot of stone;
- 4) Mine the stone and gather the cobblestone;
- 5) Find a place with a lot of iron;
- 6) Mine the iron and gather the iron ingots;
- 7) Find a place with a lot of gold;
- 8) Mine the gold and gather the gold ingots;
- 9) Craft a gold pickaxe.

VIMA: General Robot Manipulation with Multimodal Prompts

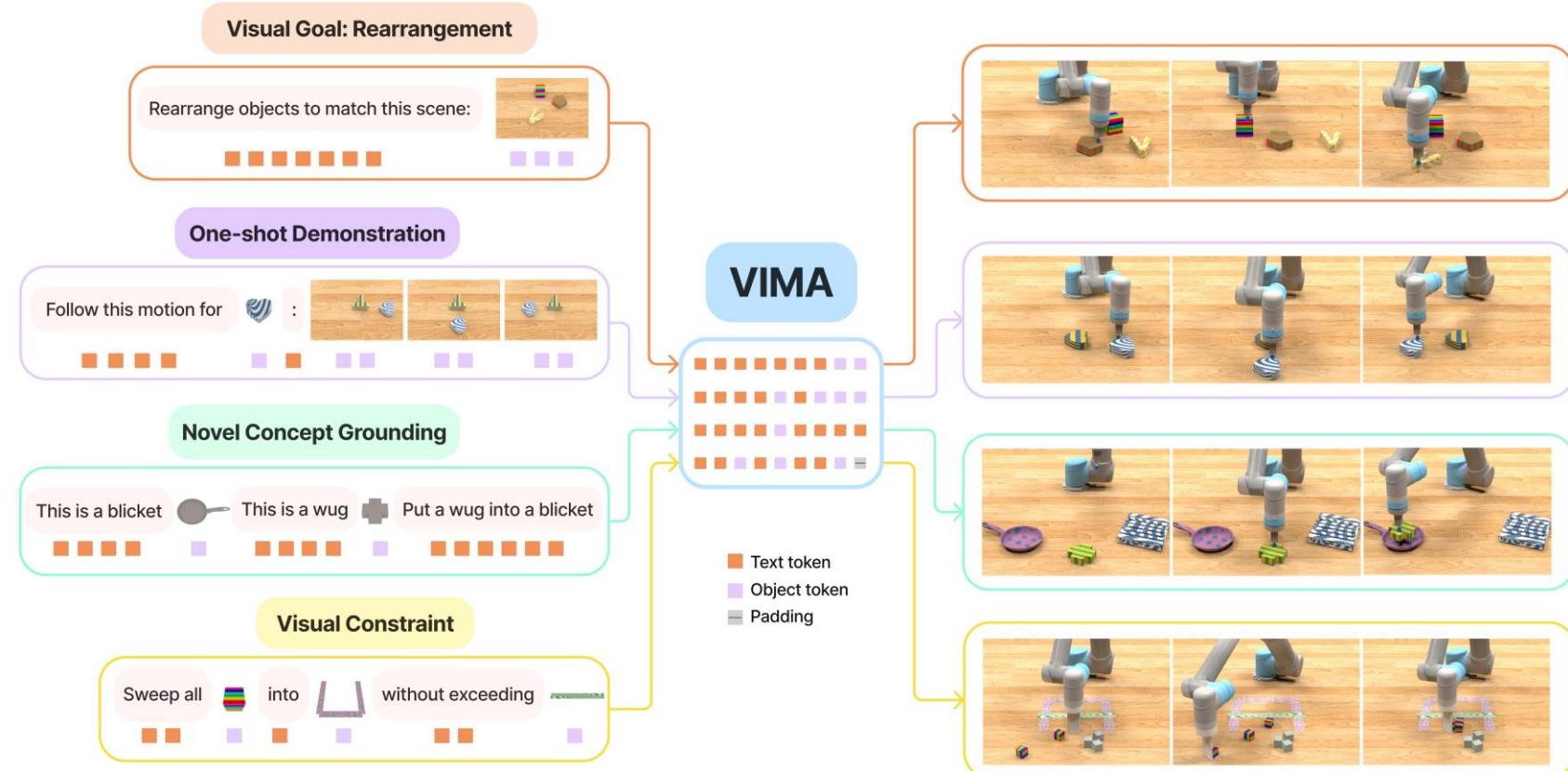


[Credit: Jay Alammar]

What if we can prompt a household robot to ...



VIMA: General Robot Manipulation with Multimodal Prompts



generalist robot agent for multi-task learning and zero-shot generalization

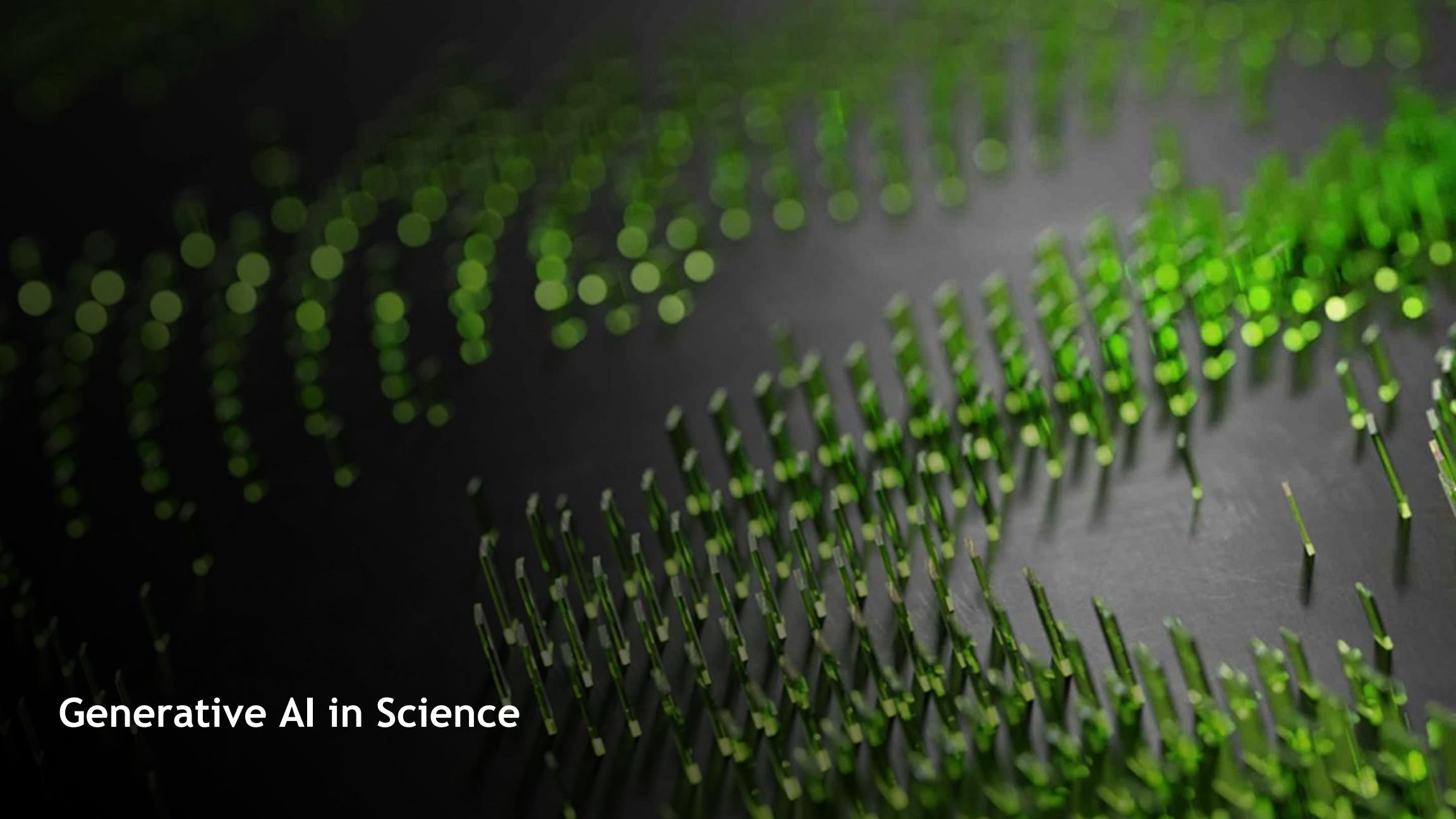
VIMA: General Robot Manipulation with Multimodal Prompts

VIMA: Visuo-Motor Attention model

- Transformer **encoder-decoder**;
- Encode **multimodal prompts** with a frozen LM (Google T5);
- Decode **robot arm actions** given the prompt and interaction history.



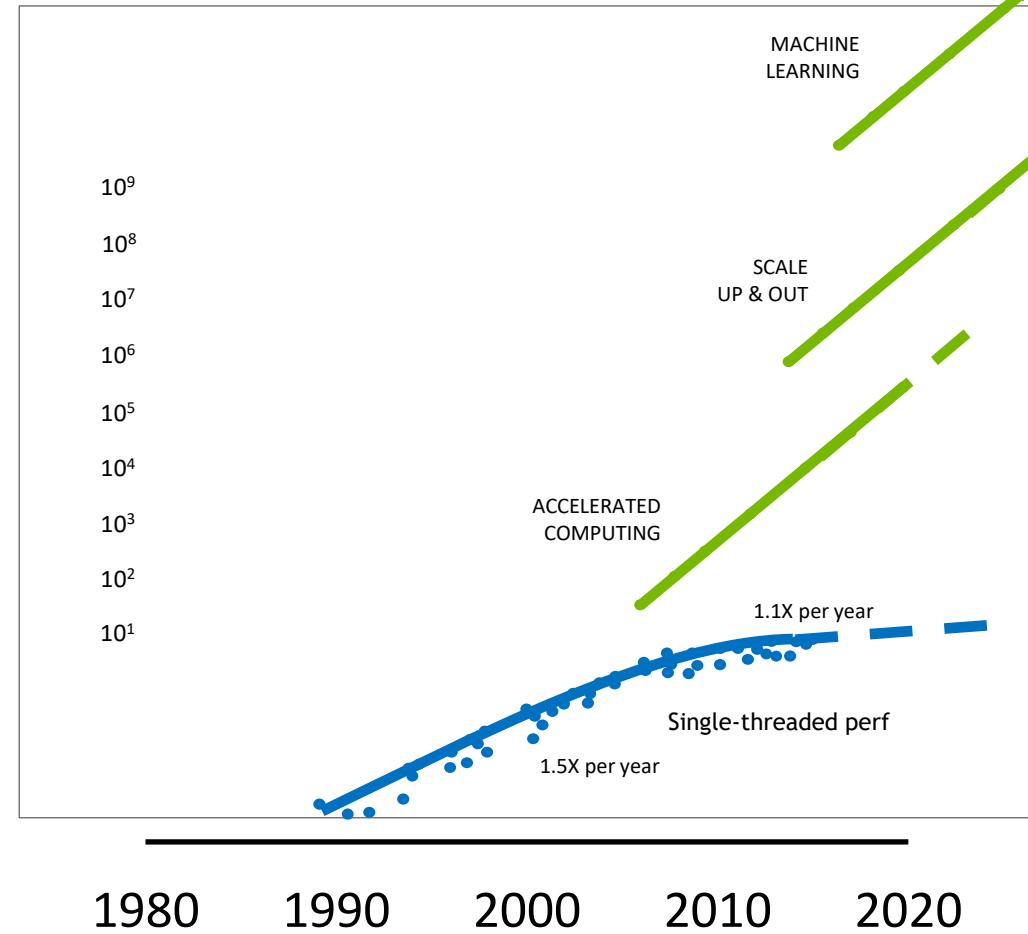
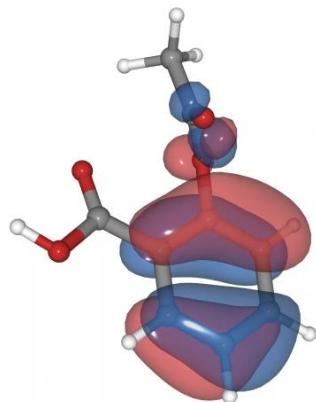
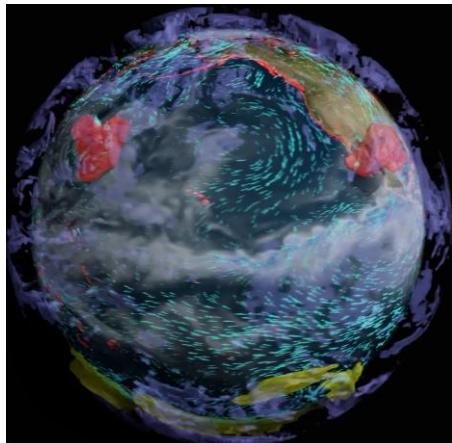
VIMA



Generative AI in Science

MILLION-X LEAP IN SCIENTIFIC COMPUTING

AI/ML to enable the leap in performance

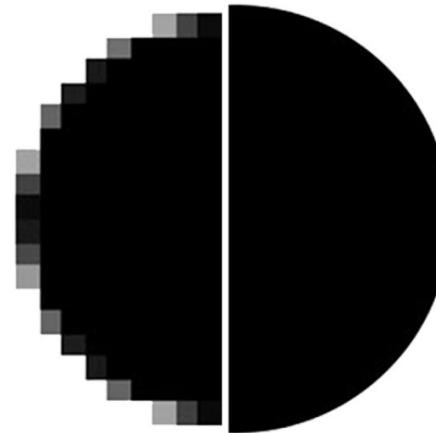
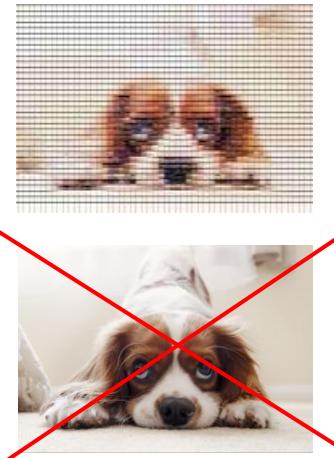


DISCRETIZATION-INVARIANT LEARNING

One AI model for any discretization: no re-training

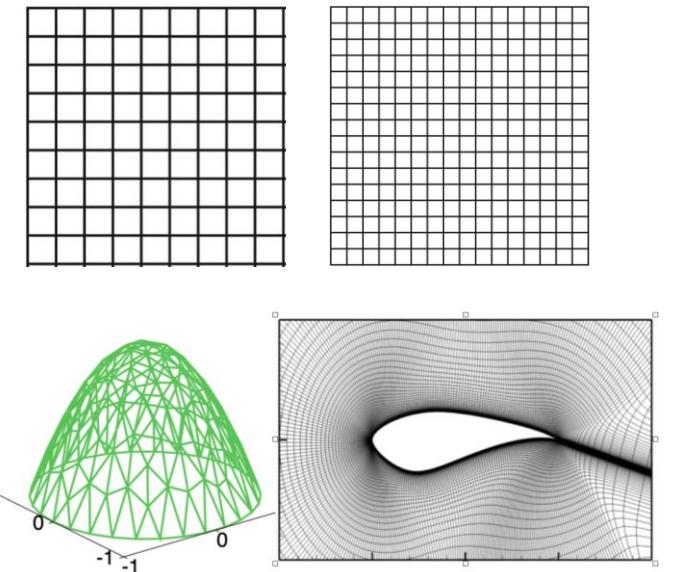
Neural Network

Input and output at fixed resolution

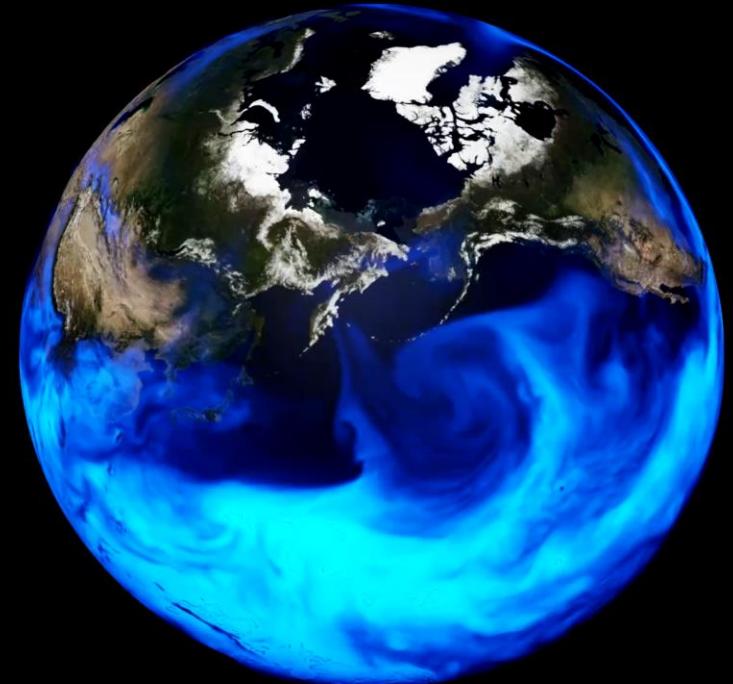


Neural Operator

Input and output at any points in domain



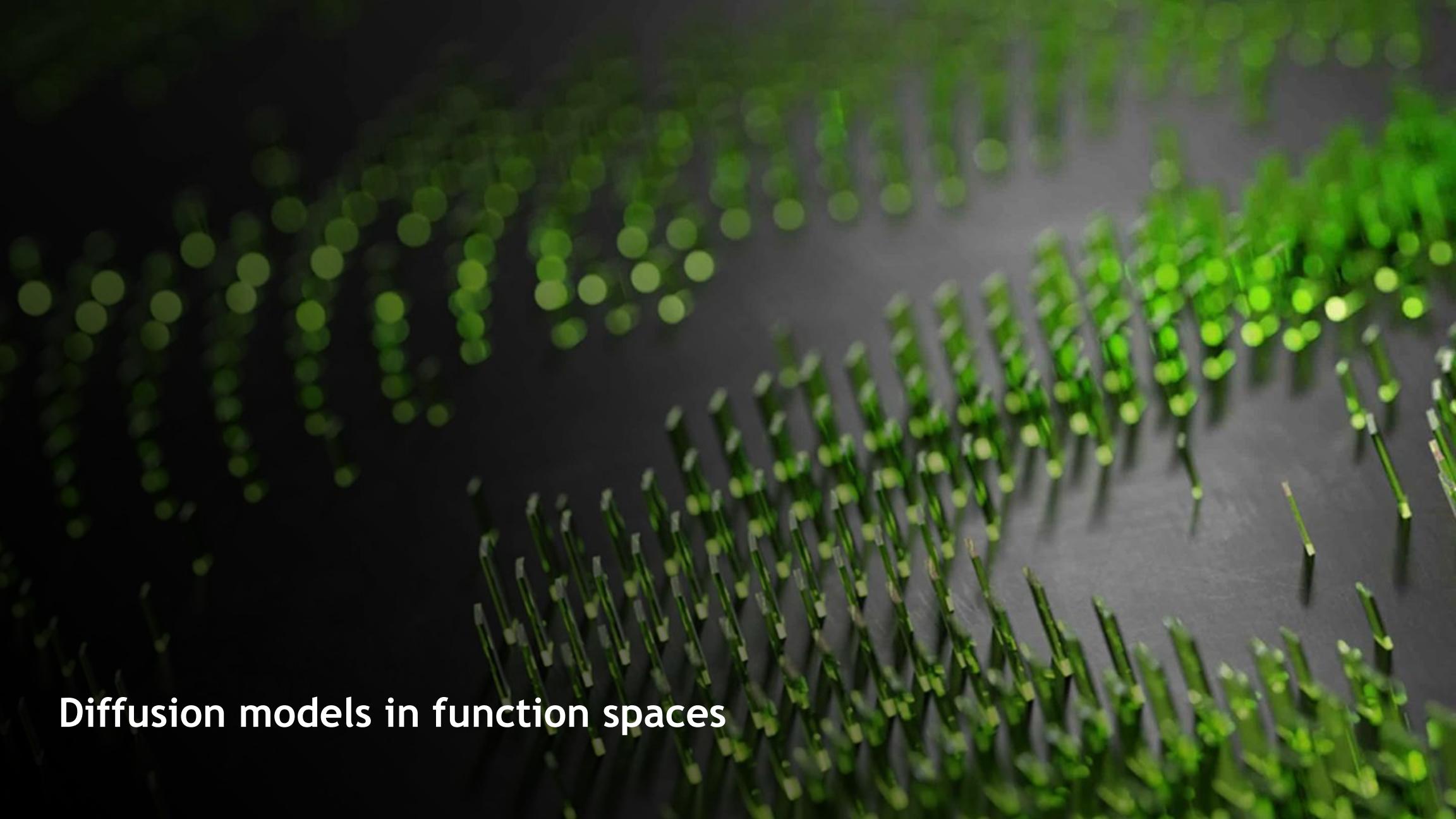
Ground Truth



FourCastNet

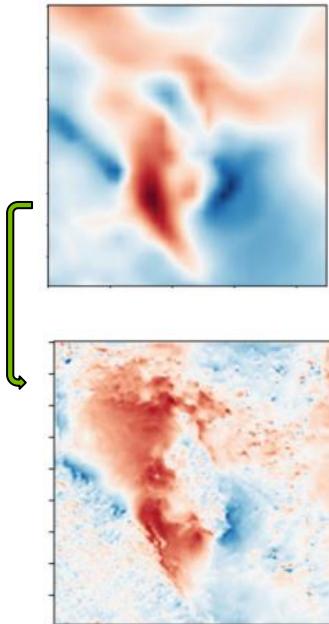


Our AI (FourCastNet) is **45,000 times** faster than current weather models

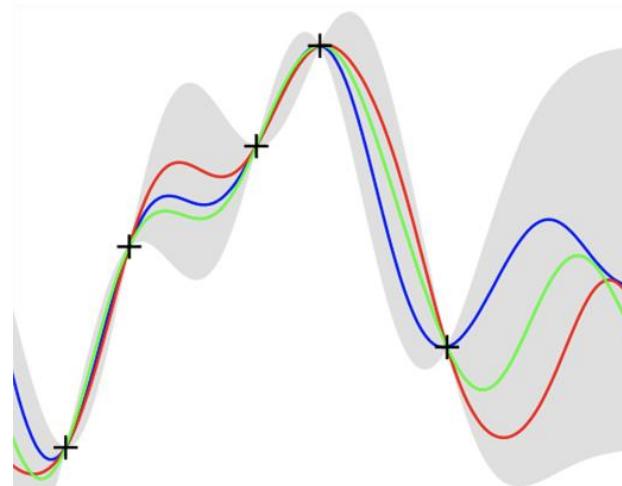


Diffusion models in function spaces

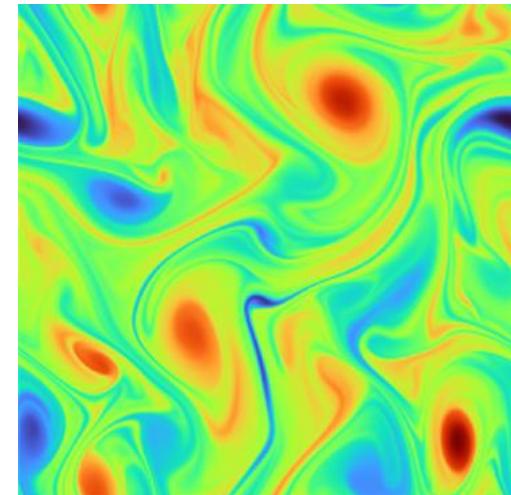
SCIENTIFIC COMPUTING REQUIRES PROBABILISTIC MODELING



INVERSE PROBLEMS

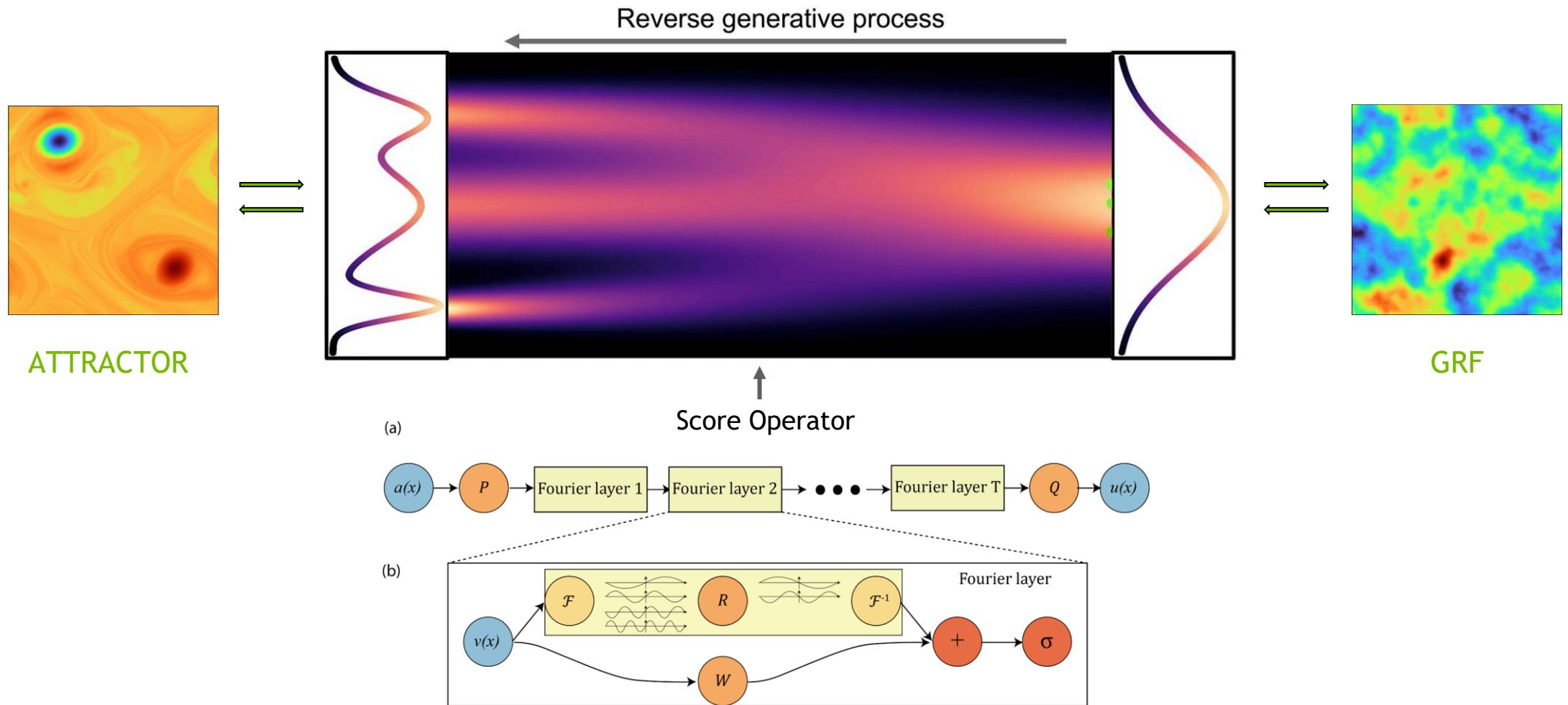


UNCERTAINTY QUANTIFICATION

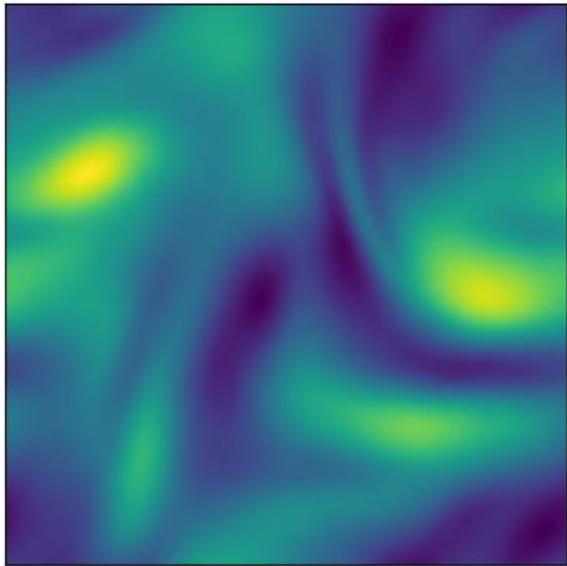


CHAOTIC DYNAMICS

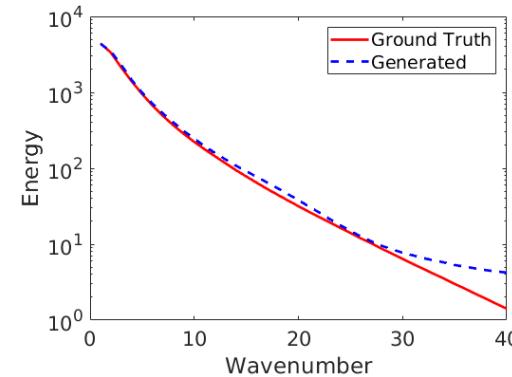
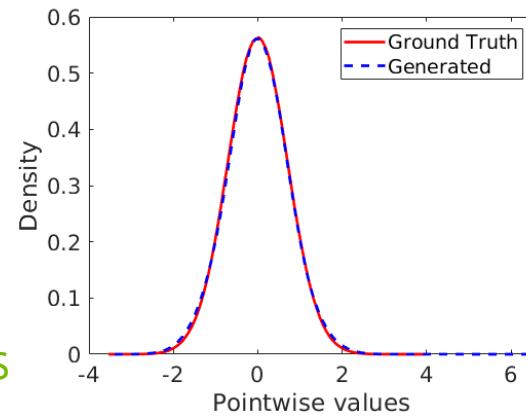
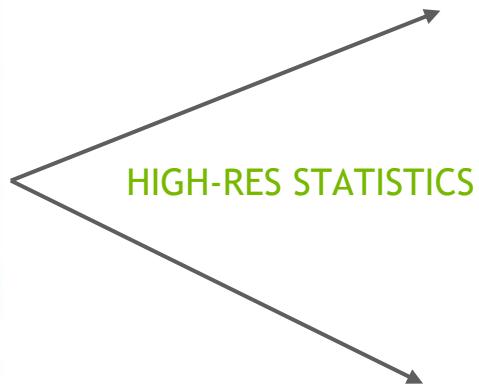
GENERATION BY FUNCTION SPACE SDE

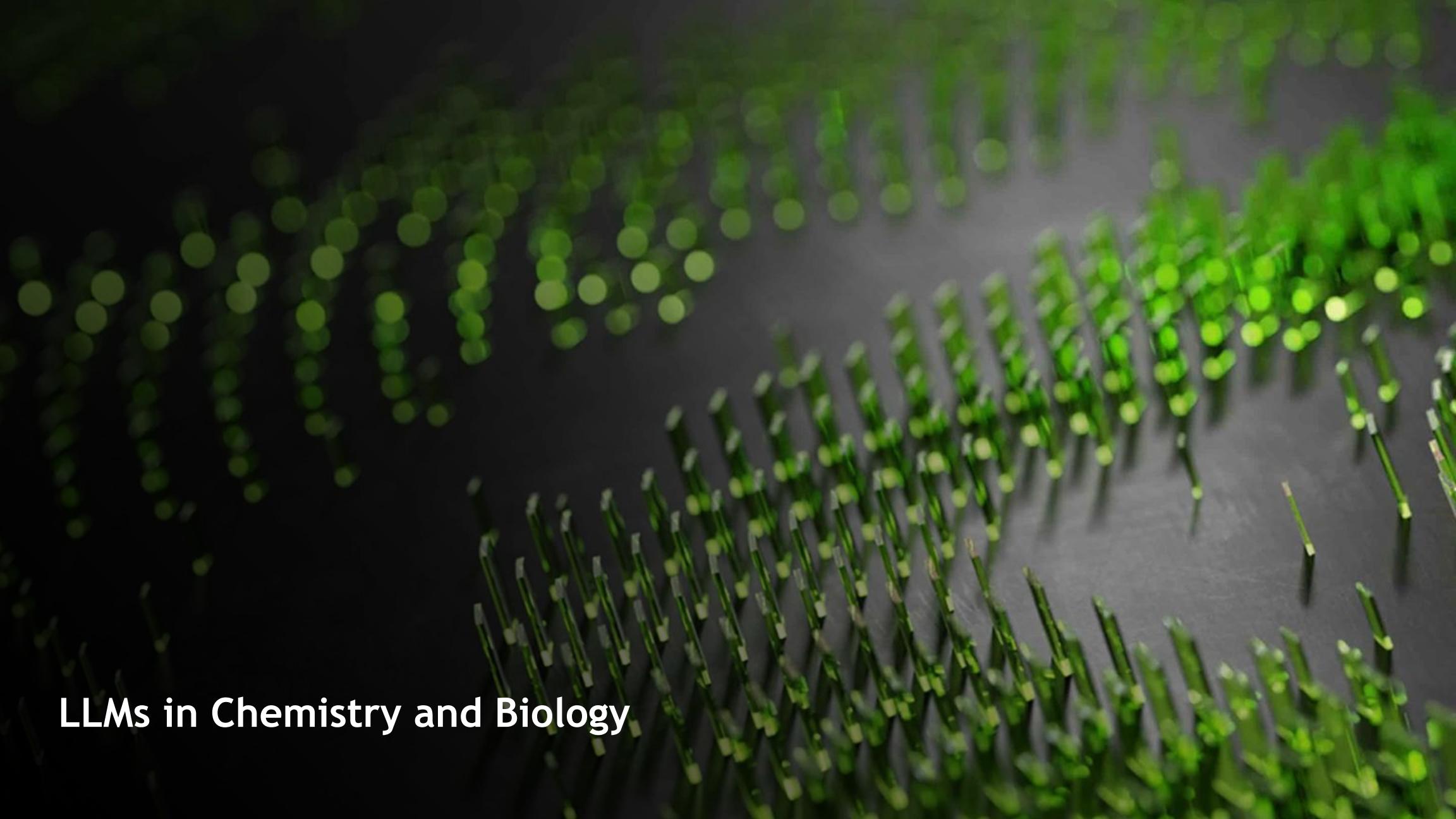


ZERO-SHOT SUPER RESOLUTION SAMPLING



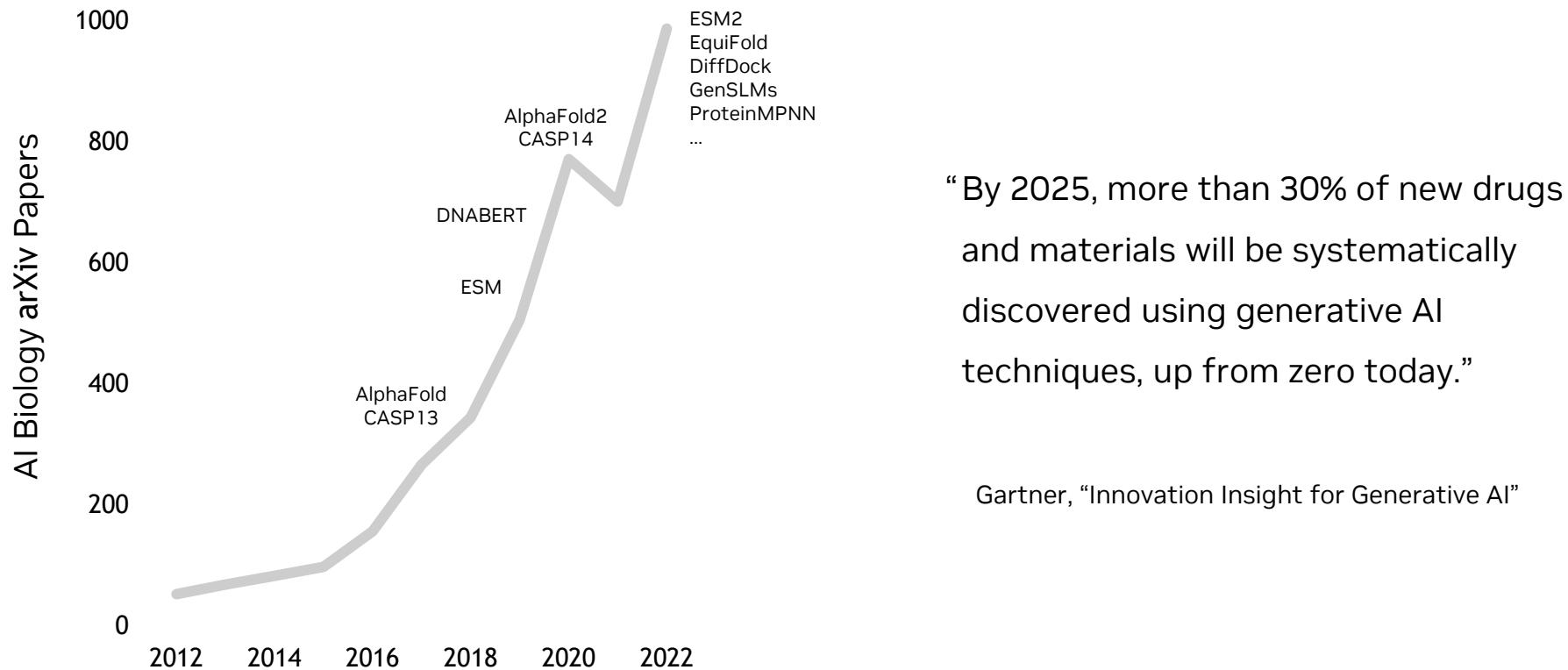
GENERATION: 1024x1024
TRAINING: 128x128



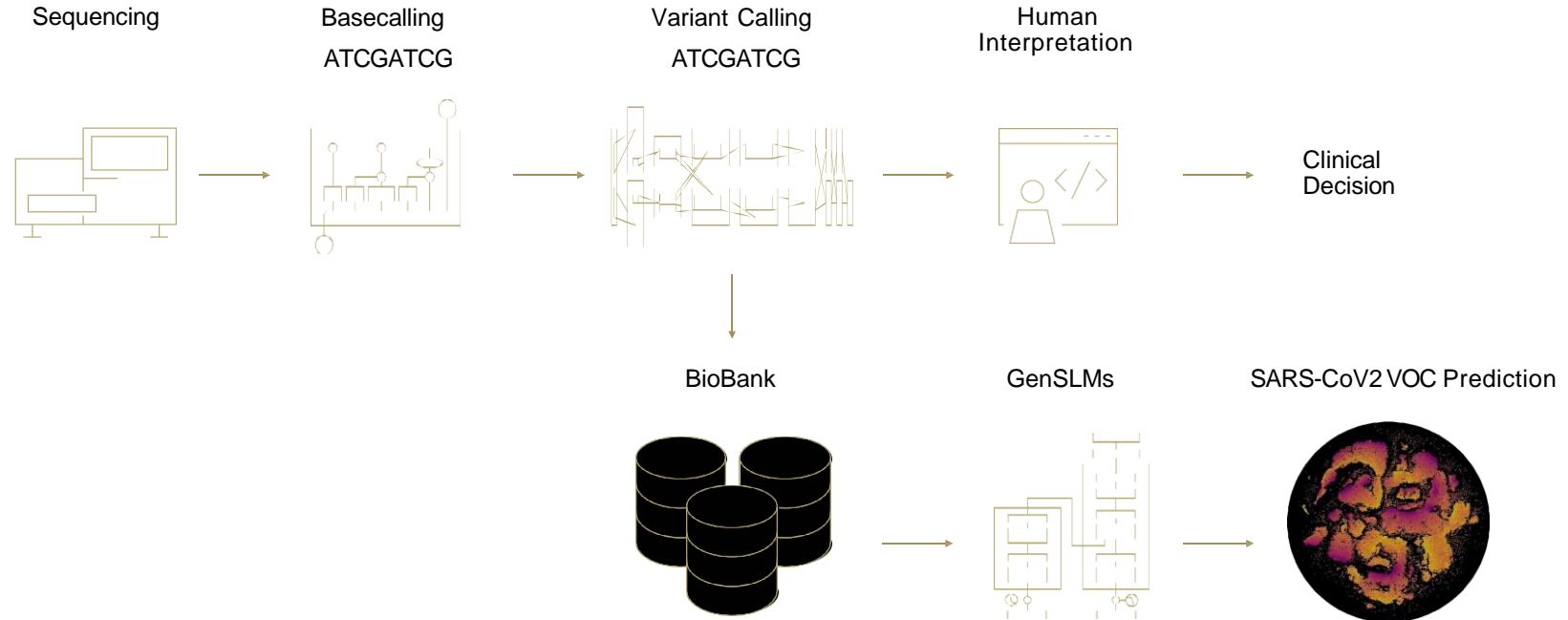


LLMs in Chemistry and Biology

GENERATIVE AI AND LLMS TURN BIOLOGY INTO ENGINEERING



ARTIFICIAL INTELLIGENCE IS VITAL TO PREDICT VIRUS EVOLUTION GENSLM: WORLDS FIRST GENOME-SCALE AND LARGEST BIOLOGICAL LANGUAGE MODEL WITH 25B PARAMETERS



CONCLUSION

- Generative AI is the golden era of AI
- Broad understanding of domain
- Generalization and robustness
- Generative AI is set to revolutionize science

