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## CHAI Plenary Talk

**DATE:** **Monday, April 25, 2022, 12:00-1:00 PM**

**SPEAKER:** **Jason Corso PhD**  
CEO and Co-Founder, Voxel51

**TITLE:** **Me, AI; You, Human---Advances in Human-AI Cooperation**

**REGISTRATION LINK:**  
[https://rit.zoom.us/webinar/register/WN\\_FAsFG96gTQGkyMIMAHc-VA](https://rit.zoom.us/webinar/register/WN_FAsFG96gTQGkyMIMAHc-VA)



**ABSTRACT:** Powered by advances in algorithms, data resources, and hardware, we are in the midst of an AI revolution making indubitable progress. However, if we inspect this progress through a lens focused on the role the human plays within these AI systems, we find surprising insights. Namely, fully-supervised, one-time-human-involvement scenarios are significantly over-emphasized in research whereas human-AI cooperative scenarios have made great practical strides toward real-world application. This talk will journey through a sampling of my research that challenges this status quo and puts the human in the loop for cooperative AI. I will talk about human cooperative pose estimation; active clustering for on-line

human-generated constraints; and advances in human-guidance video objects segmentation. Time permitting, I will also cover recent analytical work on measuring the quality of the human input to a certain task and whether or not to sequentially re-query the human for more information.

**BIO:** **Jason Corso** is CEO and Co-Founder of the machine learning startup, Voxel51—creators of the category-defining open-source data-centric ML product for dataset management and model analysis. He is also on the faculty at the University of Michigan and holds a research position at Stevens Institute of Technology. He holds a PhD in Computer Science from The Johns Hopkins University. He is the recipient of numerous awards such as NSF CAREER and ARO Young Investigator. Corso has authored more than 150 peer-reviewed papers and hundreds of thousands of lines of open-source code on topics of his interest including computer vision, robotics, data science, and general computing.