

Description of Results with QWQ 32b model in short:

- ✓ Accuracy of analyzing validness correctly for bad example: 66.67% (6 out of 9 correct)
- ✓ Accuracy of analyzing validness correctly for valid example: 78.57% (33 out of 42 correct)
- ✓ Accuracy of analyzing novelty correctly for bad example: 55.56% (5 out of 9 correct)
- ✓ Accuracy of analyzing novelty correctly for valid example: 83.33% (35 out of 42 correct)
- ✓ Accuracy of analyzing clarity correctly for bad example: 44.44% (4 out of 9 correct)
- ✓ Accuracy of analyzing clarity correctly for valid example: 83.33% (35 out of 42 correct)
- ✓ Accuracy of analyzing feasibility correctly for bad example: 77.78% (7 out of 9 correct)
- ✓ Accuracy of analyzing feasibility correctly for valid example: 73.81% (31 out of 42 correct)

The model is performing best with valid examples:

- Clarity: 83.3% → Somehow excellent at judging clarity in good ideas
- Novelty: 83.3% → Somehow excellent at recognizing original and innovative ideas
- Feasibility: 73.8% → Very good at confirming feasibility in valid ideas
- Validness: 78.6% → Good accuracy on overall validity of good ideas

The model is little Struggling With Bad Examples, but majority ratio is more than 50%:

- Clarity: 44.4% → Struggles to mark poorly explained ideas as fail in majority.
- Novelty: 55.6% → Little better but still performing weak at catching unoriginal ideas.
- Feasibility: 77.8% → Performs very good here; most of the infeasible ideas are caught.
- Validness: 66.7% → Performs somehow good but still fails to reject at an excellent level.

In Validness and novelty model is taking around 2 minutes to process single idea, but for Clarity and Feasibility the time period to process single is around 1 minute.

Detail Results

- ✓ ✓ means idea has that failing metric and model correctly marked this.
- ✓ means ideas hasn't have that failing metric and model correctly considered that ideas as passed by assigning a score ≥ 3 .
- ✗ means model incorrectly marked.

Validness For Bad Examples tested with QWQ 32b

(Model's resource allocation was 13.4gb of RAM)

Analysis Results:

Total Valid Entries: 9

Score Distribution:

Score 1: 1 idea(s)

Score 2: 3 idea(s)

Score 3: 4 idea(s)

Score 4: 1 idea(s)

Score 5: 0 idea(s)

Validness Score by Ideas:

- Building a ChatGPT Clone with OpenAI API: 3.00
- Using Decision Trees for Binary Classification: 4.00
- Generating Earthquake Predictions with ChatGPT: 2.00
- Training Neural Networks to Predict Earthquakes Using social media comments: 2.00
- Using LLMs to Classify Plant Species: 3.00
- Optimizing Sorting Algorithms with LLMs: 3.00
- Developing Artificial General Intelligence (AGI): 2.00
- Direct Brain-AI Communication Using Neural Implants: 3.00
- Improving Artificial Intelligence: 1.00

---- > Average Overall Validness Score = 2.56

Validness Evaluation Summary Based on Failing Metrics:

- ✗ 'Building a ChatGPT Clone with OpenAI API' scored 3.00 — Should be unclear, but marked as clear (failing: validness)
- ✓ 'Using Decision Trees for Binary Classification' scored 4.00 — Clear and validness is not a failing metric
- ✗ 'Generating Earthquake Predictions with ChatGPT' scored 2.00 — Valid idea but incorrectly marked as unclear (validness not in failing metric)

- 'Training Neural Networks to Predict Earthquakes Using social media comments' scored 2.00 — Correctly marked as unclear (failing: validness)
- 'Using LLMs to Classify Plant Species' scored 3.00 — Clear and validness is not a failing metric
- 'Optimizing Sorting Algorithms with LLMs' scored 3.00 — Clear and validness is not a failing metric
- 'Developing Artificial General Intelligence (AGI)' scored 2.00 — Valid idea but incorrectly marked as unclear (validness not in failing metric)
- 'Direct Brain-AI Communication Using Neural Implants' scored 3.00 — Clear and validness is not a failing metric
- 'Improving Artificial Intelligence' scored 1.00 — Correctly marked as unclear (failing: validness)

Accuracy:

Accuracy of analyzing validness correctly: **66.67% (6 out of 9 correct)**

Validness For Valid Examples tested with QWQ 32b

To process 42 ideas, a model took 2 minutes 4 seconds approx. to process each idea.

Analysis Results:

Total Valid Entries: 42

Score Distribution:

Score 1: 3 idea(s)

Score 2: 6 idea(s)

Score 3: 4 idea(s)

Score 4: 29 idea(s)

Score 5: 0 idea(s)

Validness Score by Ideas:

- Generative Adversarial Networks for Multi-Instrument Music Synthesis: 4.00
- Machine Learning Image Segmentation to Improve Object Recognition in Mixed Reality: 4.00
- Self-supervised Domain Adaptation of Language Models for the Process Industry: 4.00
- Deep Learning Techniques Applied to Constituency Parsing of German: 4.00
- Applying Deep Reinforcement Learning in the Navigation of Mobile Robots in Static and Dynamic Environments: 4.00

- Graph Neural Networks for Electrical Grid State Estimation: 4.00
- Representation Learning on Electronic Health Records Using Graph Neural Networks: 4.00
- Deep Reinforcement Learning for Decentralized Autonomous Decision-Making in Federated Satellite Systems: 4.00
- Solving Machine Learning Problems: 3.00
- Optimization Methods for Machine Learning under Structural Constraints: 4.00
- Probabilistic data analysis with probabilistic programming: 4.00
- Artificial intelligence-assisted data analysis with BayesDB: 4.00
- Data analysis and simulation approach to capacity planning: 4.00
- Faster linear algebra for data analysis and machine learning: 4.00
- Emotional response modeling in financial markets : Boston Stock Exchange data analysis: 4.00
- Reverse Question Answering: Can an LLM Write a Question so Hard (or Bad) that it Can't Answer?: 4.00
- Exploration of Different Large Language Models for Retrieval-Augmented Generation in Analyzing Wearable Running Data for Sports Physiotherapy: 4.00
- Evaluating Large Language Models for Automated Cyber Security Alarm Analysis Processes: 4.00
- Automatic Evaluation of Companies' Alignment with EU Taxonomy Using Large Language Models: 4.00
- Variational Auto-Encoder for Latent Uncertainty Encoding in Large Language Models: 3.00
- Using LLMs to aid developers with code comprehension in codebases: 4.00
- Telepathic Machine Learning: Training AI Models with Brain Waves: 2.00
- Infinite Data Compression Using a Single Byte: 1.00
- The Square Root of a Cat: Applying Algebraic Structures to Living Organisms: 1.00
- Training a Neural Network Using Only White Noise: 2.00
- Reverse Evolution: Teaching Dinosaurs to Use Smartphones: 2.00
- Predicting Earthquake Locations Using Sentient AI Pigeons: 2.00
- Quantum Blockchain for Faster-than-Light Financial Transactions: 2.00
- Sentiment Analysis on Dolphin Communication Using Large Language Models: 3.00
- Using AI to Detect Ghosts in Abandoned Buildings: 2.00
- Infinite Battery Life Using Perpetual Motion Machines: 1.00
- Machine Learning approach for Enterprise Data with a focus on SAP Leonardo: 4.00
- Lead Scoring with Machine Learning: 4.00

- Using Machine Learning Methods for Evaluating the Quality of Technical Documents: 4.00
- Application of machine learning algorithms for classification and regression problems for mobile game monetization: 4.00
- Applying Machine Learning in Equity Trading: 3.00
- Predicting Default Loans using Machine Learning: 4.00
- Dynamic Model Selection for Automated Machine Learning in Time Series: 4.00
- Application of Machine Learning in Economic Optimization: 4.00
- Sanity Checks for Explanations of Deep Neural Networks Predictions: 4.00
- Machine Learning in Application-Based Case Management: 4.00
- Machine Learning for All: a Methodology for Choosing a Federated Learning Approach: 4.00

---- > **Average Overall Validness Score = 3.40**

Validness Evaluation Summary Based on Failing Metrics:

- ✓ 'Generative Adversarial Networks for Multi-Instrument Music Synthesis' scored 4.00 — Correctly marked as valid
- ✓ 'Machine Learning Image Segmentation to Improve Object Recognition in Mixed Reality' scored 4.00 — Correctly marked as valid
- ✓ 'Self-supervised Domain Adaptation of Language Models for the Process Industry' scored 4.00 — Correctly marked as valid
- ✓ 'Deep Learning Techniques Applied to Constituency Parsing of German' scored 4.00 — Correctly marked as valid
- ✓ 'Applying Deep Reinforcement Learning in the Navigation of Mobile Robots in Static and Dynamic Environments' scored 4.00 — Correctly marked as valid
- ✓ 'Graph Neural Networks for Electrical Grid State Estimation' scored 4.00 — Correctly marked as valid
- ✓ 'Representation Learning on Electronic Health Records Using Graph Neural Networks' scored 4.00 — Correctly marked as valid
- ✓ 'Deep Reinforcement Learning for Decentralized Autonomous Decision-Making in Federated Satellite Systems' scored 4.00 — Correctly marked as valid
- ✓ 'Solving Machine Learning Problems' scored 3.00 — Correctly marked as valid
- ✓ 'Optimization Methods for Machine Learning under Structural Constraints' scored 4.00 — Correctly marked as valid

- 'Probabilistic data analysis with probabilistic programming' scored 4.00 — Correctly marked as valid
- 'Artificial intelligence-assisted data analysis with BayesDB' scored 4.00 — Correctly marked as valid
- 'Data analysis and simulation approach to capacity planning' scored 4.00 — Correctly marked as valid
- 'Faster linear algebra for data analysis and machine learning' scored 4.00 — Correctly marked as valid
- 'Emotional response modeling in financial markets : Boston Stock Exchange data analysis' scored 4.00 — Correctly marked as valid
- 'Reverse Question Answering: Can an LLM Write a Question so Hard (or Bad) that it Can't Answer?' scored 4.00 — Correctly marked as valid
- 'Exploration of Different Large Language Models for Retrieval-Augmented Generation in Analyzing Wearable Running Data for Sports Physiotherapy' scored 4.00 — Correctly marked as valid
- 'Evaluating Large Language Models for Automated Cyber Security Alarm Analysis Processes' scored 4.00 — Correctly marked as valid
- 'Automatic Evaluation of Companies' Alignment with EU Taxonomy Using Large Language Models' scored 4.00 — Correctly marked as valid
- 'Variational Auto-Encoder for Latent Uncertainty Encoding in Large Language Models' scored 3.00 — Correctly marked as valid
- 'Using LLMs to aid developers with code comprehension in codebases' scored 4.00 — Correctly marked as valid
- 'Telepathic Machine Learning: Training AI Models with Brain Waves' scored 2.00 — Should have passing score minimum ≥ 3 but got low score = 2.00
- 'Infinite Data Compression Using a Single Byte' scored 1.00 — Should have passing score minimum ≥ 3 but got low score = 1.00
- 'The Square Root of a Cat: Applying Algebraic Structures to Living Organisms' scored 1.00 — Should have passing score minimum ≥ 3 but got low score = 1.00
- 'Training a Neural Network Using Only White Noise' scored 2.00 — Should have passing score minimum ≥ 3 but got low score = 2.00
- 'Reverse Evolution: Teaching Dinosaurs to Use Smartphones' scored 2.00 — Should have passing score minimum ≥ 3 but got low score = 2.00
- 'Predicting Earthquake Locations Using Sentient AI Pigeons' scored 2.00 — Should have passing score minimum ≥ 3 but got low score = 2.00

- 'Quantum Blockchain for Faster-than-Light Financial Transactions' scored 2.00 — Should have passing score minimum >= 3 but got low score = 2.00
- 'Sentiment Analysis on Dolphin Communication Using Large Language Models' scored 3.00 — Correctly marked as valid
- 'Using AI to Detect Ghosts in Abandoned Buildings' scored 2.00 — Should have passing score minimum >= 3 but got low score = 2.00
- 'Infinite Battery Life Using Perpetual Motion Machines' scored 1.00 — Should have passing score minimum >= 3 but got low score = 1.00
- 'Machine Learning approach for Enterprise Data with a focus on SAPLeonardo' scored 4.00 — Correctly marked as valid
- 'Lead Scoring with Machine Learning' scored 4.00 — Correctly marked as valid
- 'Using Machine Learning Methods for Evaluating the Quality of Technical Documents' scored 4.00 — Correctly marked as valid
- 'Application of machine learning algorithms for classification and regression problems for mobile game monetization' scored 4.00 — Correctly marked as valid
- 'Applying Machine Learning in Equity Trading' scored 3.00 — Correctly marked as valid
- 'Predicting Default Loans using Machine Learning' scored 4.00 — Correctly marked as valid
- 'Dynamic Model Selection for Automated Machine Learning in Time Series' scored 4.00 — Correctly marked as valid
- 'Application of Machine Learning in Economic Optimization' scored 4.00 — Correctly marked as valid
- 'Sanity Checks for Explanations of Deep Neural Networks Predictions' scored 4.00 — Correctly marked as valid
- 'Machine Learning in Application-Based Case Management' scored 4.00 — Correctly marked as valid
- 'Machine Learning for All: a Methodology for Choosing a Federated Learning Approach' scored 4.00 — Correctly marked as valid

Accuracy:

- Accuracy of analyzing validness correctly: **78.57% (33 out of 42 correct)**

Novelty For Bad Examples tested with QWQ 32b

To process 9 ideas, a model took 2 minutes approx. to process each idea.

Analysis Results:

Total Valid Entries: 9

Score Distribution:

Score 1: 3 idea(s)

Score 2: 3 idea(s)

Score 3: 2 idea(s)

Score 4: 1 idea(s)

Score 5: 0 idea(s)

Dimension Averages:

ProblemNovelty: 1.56

MethodologicalInnovation: 2.11

PotentialImpact: 2.56

CombinationUniqueness: 2.22

Novelty Score by Ideas:

- Building a ChatGPT Clone with OpenAI API: 1.00
- Using Decision Trees for Binary Classification: 1.00
- Generating Earthquake Predictions with ChatGPT: 2.00
- Training Neural Networks to Predict Earthquakes Using social media comments: 3.00
- Using LLMs to Classify Plant Species: 3.00
- Optimizing Sorting Algorithms with LLMs: 2.00
- Developing Artificial General Intelligence (AGI): 2.00
- Direct Brain-AI Communication Using Neural Implants: 4.00
- Improving Artificial Intelligence: 1.00

---- > Average Overall Novelty Score = 2.11

Novelty Evaluation Summary Based on Failing Metrics:

 'Building a ChatGPT Clone with OpenAI API' scored 1.00 — Valid idea but incorrectly marked as unclear (novelty not in failing metric)

- 'Using Decision Trees for Binary Classification' scored 1.00 — Correctly marked as unclear (failing: novelty)
- 'Generating Earthquake Predictions with ChatGPT' scored 2.00 — Correctly marked as unclear (failing: novelty)
- 'Training Neural Networks to Predict Earthquakes Using social media comments' scored 3.00 — Clear and novelty is not a failing metric
- 'Using LLMs to Classify Plant Species' scored 3.00 — Clear and novelty is not a failing metric
- 'Optimizing Sorting Algorithms with LLMs' scored 2.00 — Valid idea but incorrectly marked as unclear (novelty not in failing metric)
- 'Developing Artificial General Intelligence (AGI)' scored 2.00 — Valid idea but incorrectly marked as unclear (novelty not in failing metric)
- 'Direct Brain-AI Communication Using Neural Implants' scored 4.00 — Clear and novelty is not a failing metric
- 'Improving Artificial Intelligence' scored 1.00 — Valid idea but incorrectly marked as unclear (novelty not in failing metric)

Accuracy:

Accuracy of analyzing Novelty correctly: 55.56% (5 out of 9 correct)

Novelty For Valid Examples tested with QWQ 32b

To process 42 ideas, a model took 2 minutes 14 seconds approx. to process each idea.

Analysis Results:

Total Valid Entries: 42

Score Distribution:

Score 1: 2 idea(s)

Score 2: 5 idea(s)

Score 3: 25 idea(s)

Score 4: 10 idea(s)

Score 5: 0 idea(s)

Dimension Averages:

ProblemNovelty: 2.76

MethodologicalInnovation: 2.76

PotentialImpact: 3.21

CombinationUniqueness: 3.38

Novelty Score by Ideas:

- Generative Adversarial Networks for Multi-Instrument Music Synthesis: 3.00
- Machine Learning Image Segmentation to Improve Object Recognition in Mixed Reality: 3.00
- Self-supervised Domain Adaptation of Language Models for the Process Industry: 3.00
- Deep Learning Techniques Applied to Constituency Parsing of German: 3.00
- Applying Deep Reinforcement Learning in the Navigation of Mobile Robots in Static and Dynamic Environments: 2.00
- Graph Neural Networks for Electrical Grid State Estimation: 3.00
- Representation Learning on Electronic Health Records Using Graph Neural Networks: 3.00
- Deep Reinforcement Learning for Decentralized Autonomous Decision-Making in Federated Satellite Systems: 3.00
- Solving Machine Learning Problems: 3.00
- Optimization Methods for Machine Learning under Structural Constraints: 4.00
- Probabilistic data analysis with probabilistic programming: 4.00
- Artificial intelligence-assisted data analysis with BayesDB: 3.00
- Data analysis and simulation approach to capacity planning: 3.00
- Faster linear algebra for data analysis and machine learning: 3.00
- Emotional response modeling in financial markets : Boston Stock Exchange data analysis: 3.00
- Reverse Question Answering: Can an LLM Write a Question so Hard (or Bad) that it Can't Answer?: 4.00
- Exploration of Different Large Language Models for Retrieval-Augmented Generation in Analyzing Wearable Running Data for Sports Physiotherapy: 3.00
- Evaluating Large Language Models for Automated Cyber Security Alarm Analysis Processes: 3.00
- Automatic Evaluation of Companies' Alignment with EU Taxonomy Using Large Language Models: 3.00
- Variational Auto-Encoder for Latent Uncertainty Encoding in Large Language Models: 3.00
- Using LLMs to aid developers with code comprehension in codebases: 3.00

- Telepathic Machine Learning: Training AI Models with Brain Waves: 4.00
- Infinite Data Compression Using a Single Byte: 1.00
- The Square Root of a Cat: Applying Algebraic Structures to Living Organisms: 4.00
- Training a Neural Network Using Only White Noise: 2.00
- Reverse Evolution: Teaching Dinosaurs to Use Smartphones: 4.00
- Predicting Earthquake Locations Using Sentient AI Pigeons: 4.00
- Quantum Blockchain for Faster-than-Light Financial Transactions: 3.00
- Sentiment Analysis on Dolphin Communication Using Large Language Models: 4.00
- Using AI to Detect Ghosts in Abandoned Buildings: 3.00
- Infinite Battery Life Using Perpetual Motion Machines: 1.00
- Machine Learning approach for Enterprise Data with a focus on SAPLeonardo: 3.00
- Lead Scoring with Machine Learning: 2.00
- Using Machine Learning Methods for Evaluating the Quality of Technical Documents: 3.00
- Application of machine learning algorithms for classification and regression problems for mobile game monetization: 3.00
- Applying Machine Learning in Equity Trading: 2.00
- Predicting Default Loans using Machine Learning: 2.00
- Dynamic Model Selection for Automated Machine Learning in Time Series: 3.00
- Application of Machine Learning in Economic Optimization: 4.00
- Sanity Checks for Explanations of Deep Neural Networks Predictions: 4.00
- Machine Learning in Application-Based Case Management: 3.00
- Machine Learning for All: a Methodology for Choosing a Federated Learning Approach: 3.00

---- > **Average Overall Novelty Score = 3.02**

Novelty Evaluation Summary Based on Failing Metrics:

- 'Generative Adversarial Networks for Multi-Instrument Music Synthesis' scored 3.00 — Correctly marked as valid
- 'Machine Learning Image Segmentation to Improve Object Recognition in Mixed Reality' scored 3.00 — Correctly marked as valid
- 'Self-supervised Domain Adaptation of Language Models for the Process Industry' scored 3.00 — Correctly marked as valid

- 'Deep Learning Techniques Applied to Constituency Parsing of German' scored 3.00 — Correctly marked as valid
- 'Applying Deep Reinforcement Learning in the Navigation of Mobile Robots in Static and Dynamic Environments' scored 2.00 — Should have passing score minimum ≥ 3 but got low score = 2.00
- 'Graph Neural Networks for Electrical Grid State Estimation' scored 3.00 — Correctly marked as valid
- 'Representation Learning on Electronic Health Records Using Graph Neural Networks' scored 3.00 — Correctly marked as valid
- 'Deep Reinforcement Learning for Decentralized Autonomous Decision-Making in Federated Satellite Systems' scored 3.00 — Correctly marked as valid
- 'Solving Machine Learning Problems' scored 3.00 — Correctly marked as valid
- 'Optimization Methods for Machine Learning under Structural Constraints' scored 4.00 — Correctly marked as valid
- 'Probabilistic data analysis with probabilistic programming' scored 4.00 — Correctly marked as valid
- 'Artificial intelligence-assisted data analysis with BayesDB' scored 3.00 — Correctly marked as valid
- 'Data analysis and simulation approach to capacity planning' scored 3.00 — Correctly marked as valid
- 'Faster linear algebra for data analysis and machine learning' scored 3.00 — Correctly marked as valid
- 'Emotional response modeling in financial markets : Boston Stock Exchange data analysis' scored 3.00 — Correctly marked as valid
- 'Reverse Question Answering: Can an LLM Write a Question so Hard (or Bad) that it Can't Answer?' scored 4.00 — Correctly marked as valid
- 'Exploration of Different Large Language Models for Retrieval-Augmented Generation in Analyzing Wearable Running Data for Sports Physiotherapy' scored 3.00 — Correctly marked as valid
- 'Evaluating Large Language Models for Automated Cyber Security Alarm Analysis Processes' scored 3.00 — Correctly marked as valid
- 'Automatic Evaluation of Companies' Alignment with EU Taxonomy Using Large Language Models' scored 3.00 — Correctly marked as valid
- 'Variational Auto-Encoder for Latent Uncertainty Encoding in Large Language Models' scored 3.00 — Correctly marked as valid

- 'Using LLMs to aid developers with code comprehension in codebases' scored 3.00 — Correctly marked as valid
- 'Telepathic Machine Learning: Training AI Models with Brain Waves' scored 4.00 — Correctly marked as valid
- 'Infinite Data Compression Using a Single Byte' scored 1.00 — Should have passing score minimum ≥ 3 but got low score = 1.00
- 'The Square Root of a Cat: Applying Algebraic Structures to Living Organisms' scored 4.00 — Correctly marked as valid
- 'Training a Neural Network Using Only White Noise' scored 2.00 — Should have passing score minimum ≥ 3 but got low score = 2.00
- 'Reverse Evolution: Teaching Dinosaurs to Use Smartphones' scored 4.00 — Correctly marked as valid
- 'Predicting Earthquake Locations Using Sentient AI Pigeons' scored 4.00 — Correctly marked as valid
- 'Quantum Blockchain for Faster-than-Light Financial Transactions' scored 3.00 — Correctly marked as valid
- 'Sentiment Analysis on Dolphin Communication Using Large Language Models' scored 4.00 — Correctly marked as valid
- 'Using AI to Detect Ghosts in Abandoned Buildings' scored 3.00 — Correctly marked as valid
- 'Infinite Battery Life Using Perpetual Motion Machines' scored 1.00 — Should have passing score minimum ≥ 3 but got low score = 1.00
- 'Machine Learning approach for Enterprise Data with a focus on SAPLeonardo' scored 3.00 — Correctly marked as valid
- 'Lead Scoring with Machine Learning' scored 2.00 — Should have passing score minimum ≥ 3 but got low score = 2.00
- 'Using Machine Learning Methods for Evaluating the Quality of Technical Documents' scored 3.00 — Correctly marked as valid
- 'Application of machine learning algorithms for classification and regression problems for mobile game monetization' scored 3.00 — Correctly marked as valid
- 'Applying Machine Learning in Equity Trading' scored 2.00 — Should have passing score minimum ≥ 3 but got low score = 2.00
- 'Predicting Default Loans using Machine Learning' scored 2.00 — Should have passing score minimum ≥ 3 but got low score = 2.00

- 'Dynamic Model Selection for Automated Machine Learning in Time Series' scored 3.00 — Correctly marked as valid
- 'Application of Machine Learning in Economic Optimization' scored 4.00 — Correctly marked as valid
- 'Sanity Checks for Explanations of Deep Neural Networks Predictions' scored 4.00 — Correctly marked as valid
- 'Machine Learning in Application-Based Case Management' scored 3.00 — Correctly marked as valid
- 'Machine Learning for All: a Methodology for Choosing a Federated Learning Approach' scored 3.00 — Correctly marked as valid

Accuracy:

- Accuracy of analyzing Novelty correctly: 83.33% (35 out of 42 correct)

Clarity For Bad Examples tested with QWQ 32b

To process 9 ideas, a model took 1 minute approx. to process each idea.

Analysis Results:

Total Valid Entries: 9

Score Distribution:

- Score 1: 2 idea(s)
- Score 2: 6 idea(s)
- Score 3: 1 idea(s)
- Score 4: 0 idea(s)
- Score 5: 0 idea(s)

Clarity Score by Ideas:

- Building a ChatGPT Clone with OpenAI API: 2.00
- Using Decision Trees for Binary Classification: 3.00
- Generating Earthquake Predictions with ChatGPT: 2.00
- Training Neural Networks to Predict Earthquakes Using social media comments: 2.00
- Using LLMs to Classify Plant Species: 2.00
- Optimizing Sorting Algorithms with LLMs: 2.00

- Developing Artificial General Intelligence (AGI): 1.00
- Direct Brain-AI Communication Using Neural Implants: 2.00
- Improving Artificial Intelligence: 1.00

---- > **Average Overall Clarity Score = 1.89**

Clarity Evaluation Summary Based on Failing Metrics:

- ✓ ✓ 'Building a ChatGPT Clone with OpenAI API' scored 2.00 — Correctly marked as unclear (failing: clarity)
- ✗ 'Using Decision Trees for Binary Classification' scored 3.00 — Should be unclear, but marked as clear (failing: clarity)
- ✗ 'Generating Earthquake Predictions with ChatGPT' scored 2.00 — Valid idea but incorrectly marked as unclear (clarity not in failing metric)
- ✗ 'Training Neural Networks to Predict Earthquakes Using social media comments' scored 2.00 — Valid idea but incorrectly marked as unclear (clarity not in failing metric)
- ✓ ✓ 'Using LLMs to Classify Plant Species' scored 2.00 — Correctly marked as unclear (failing: clarity)
- ✓ ✓ 'Optimizing Sorting Algorithms with LLMs' scored 2.00 — Correctly marked as unclear (failing: clarity)
- ✗ 'Developing Artificial General Intelligence (AGI)' scored 1.00 — Valid idea but incorrectly marked as unclear (clarity not in failing metric)
- ✗ 'Direct Brain-AI Communication Using Neural Implants' scored 2.00 — Valid idea but incorrectly marked as unclear (clarity not in failing metric)
- ✓ ✓ 'Improving Artificial Intelligence' scored 1.00 — Correctly marked as unclear (failing: clarity)

Accuracy:

- ✓ Accuracy of analyzing Clarity correctly: **44.44% (4 out of 9 correct)**

Clarity For Valid Examples tested with QWQ 32b

To process 42 ideas, a model took 1 minutes 40 seconds approx. to process each idea.

Analysis Results:

Total Valid Entries: 42

Score Distribution:

Score 1: 1 idea(s)

Score 2: 6 idea(s)

Score 3: 18 idea(s)

Score 4: 17 idea(s)

Score 5: 0 idea(s)

Clarity Score by Ideas:

- Generative Adversarial Networks for Multi-Instrument Music Synthesis: 4.00
- Machine Learning Image Segmentation to Improve Object Recognition in Mixed Reality: 3.00
- Self-supervised Domain Adaptation of Language Models for the Process Industry: 3.00
- Deep Learning Techniques Applied to Constituency Parsing of German: 3.00
- Applying Deep Reinforcement Learning in the Navigation of Mobile Robots in Static and Dynamic Environments: 3.00
- Graph Neural Networks for Electrical Grid State Estimation: 3.00
- Representation Learning on Electronic Health Records Using Graph Neural Networks: 3.00
- Deep Reinforcement Learning for Decentralized Autonomous Decision-Making in Federated Satellite Systems: 3.00
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- Evaluating Large Language Models for Automated Cyber Security Alarm Analysis Processes: 3.00

- Automatic Evaluation of Companies' Alignment with EU Taxonomy Using Large Language Models: 4.00
- Variational Auto-Encoder for Latent Uncertainty Encoding in Large Language Models: 3.00
- Using LLMs to aid developers with code comprehension in codebases: 3.00
- Telepathic Machine Learning: Training AI Models with Brain Waves: 2.00
- Infinite Data Compression Using a Single Byte: 2.00
- The Square Root of a Cat: Applying Algebraic Structures to Living Organisms: 1.00
- Training a Neural Network Using Only White Noise: 3.00
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- Application of Machine Learning in Economic Optimization: 4.00
- Sanity Checks for Explanations of Deep Neural Networks Predictions: 4.00
- Machine Learning in Application-Based Case Management: 4.00
- Machine Learning for All: a Methodology for Choosing a Federated Learning Approach: 4.00

---- > **Average Overall Novelty Score = 3.21**

Clarity Evaluation Summary Based on Failing Metrics:

 'Generative Adversarial Networks for Multi-Instrument Music Synthesis' scored 4.00 —
Correctly marked as valid

- 'Machine Learning Image Segmentation to Improve Object Recognition in Mixed Reality' scored 3.00 — Correctly marked as valid
- 'Self-supervised Domain Adaptation of Language Models for the Process Industry' scored 3.00 — Correctly marked as valid
- 'Deep Learning Techniques Applied to Constituency Parsing of German' scored 3.00 — Correctly marked as valid
- 'Applying Deep Reinforcement Learning in the Navigation of Mobile Robots in Static and Dynamic Environments' scored 3.00 — Correctly marked as valid
- 'Graph Neural Networks for Electrical Grid State Estimation' scored 3.00 — Correctly marked as valid
- 'Representation Learning on Electronic Health Records Using Graph Neural Networks' scored 3.00 — Correctly marked as valid
- 'Deep Reinforcement Learning for Decentralized Autonomous Decision-Making in Federated Satellite Systems' scored 3.00 — Correctly marked as valid
- 'Solving Machine Learning Problems' scored 3.00 — Correctly marked as valid
- 'Optimization Methods for Machine Learning under Structural Constraints' scored 4.00 — Correctly marked as valid
- 'Probabilistic data analysis with probabilistic programming' scored 4.00 — Correctly marked as valid
- 'Artificial intelligence-assisted data analysis with BayesDB' scored 4.00 — Correctly marked as valid
- 'Data analysis and simulation approach to capacity planning' scored 3.00 — Correctly marked as valid
- 'Faster linear algebra for data analysis and machine learning' scored 4.00 — Correctly marked as valid
- 'Emotional response modeling in financial markets : Boston Stock Exchange data analysis' scored 4.00 — Correctly marked as valid
- 'Reverse Question Answering: Can an LLM Write a Question so Hard (or Bad) that it Can't Answer?' scored 3.00 — Correctly marked as valid
- 'Exploration of Different Large Language Models for Retrieval-Augmented Generation in Analyzing Wearable Running Data for Sports Physiotherapy' scored 3.00 — Correctly marked as valid
- 'Evaluating Large Language Models for Automated Cyber Security Alarm Analysis Processes' scored 3.00 — Correctly marked as valid

- 'Automatic Evaluation of Companies' Alignment with EU Taxonomy Using Large Language Models' scored 4.00 — Correctly marked as valid
- 'Variational Auto-Encoder for Latent Uncertainty Encoding in Large Language Models' scored 3.00 — Correctly marked as valid
- 'Using LLMs to aid developers with code comprehension in codebases' scored 3.00 — Correctly marked as valid
- 'Telepathic Machine Learning: Training AI Models with Brain Waves' scored 2.00 — Should have passing score minimum ≥ 3 but got low score = 2.00
- 'Infinite Data Compression Using a Single Byte' scored 2.00 — Should have passing score minimum ≥ 3 but got low score = 2.00
- 'The Square Root of a Cat: Applying Algebraic Structures to Living Organisms' scored 1.00 — Should have passing score minimum ≥ 3 but got low score = 1.00
- 'Training a Neural Network Using Only White Noise' scored 3.00 — Correctly marked as valid
- 'Reverse Evolution: Teaching Dinosaurs to Use Smartphones' scored 2.00 — Should have passing score minimum ≥ 3 but got low score = 2.00
- 'Predicting Earthquake Locations Using Sentient AI Pigeons' scored 3.00 — Correctly marked as valid
- 'Quantum Blockchain for Faster-than-Light Financial Transactions' scored 2.00 — Should have passing score minimum ≥ 3 but got low score = 2.00
- 'Sentiment Analysis on Dolphin Communication Using Large Language Models' scored 3.00 — Correctly marked as valid
- 'Using AI to Detect Ghosts in Abandoned Buildings' scored 2.00 — Should have passing score minimum ≥ 3 but got low score = 2.00
- 'Infinite Battery Life Using Perpetual Motion Machines' scored 2.00 — Should have passing score minimum ≥ 3 but got low score = 2.00
- 'Machine Learning approach for Enterprise Data with a focus on SAPLeonardo' scored 3.00 — Correctly marked as valid
- 'Lead Scoring with Machine Learning' scored 4.00 — Correctly marked as valid
- 'Using Machine Learning Methods for Evaluating the Quality of Technical Documents' scored 4.00 — Correctly marked as valid
- 'Application of machine learning algorithms for classification and regression problems for mobile game monetization' scored 4.00 — Correctly marked as valid
- 'Applying Machine Learning in Equity Trading' scored 4.00 — Correctly marked as valid
- 'Predicting Default Loans using Machine Learning' scored 4.00 — Correctly marked as valid

- 'Dynamic Model Selection for Automated Machine Learning in Time Series' scored 4.00 — Correctly marked as valid
- 'Application of Machine Learning in Economic Optimization' scored 4.00 — Correctly marked as valid
- 'Sanity Checks for Explanations of Deep Neural Networks Predictions' scored 4.00 — Correctly marked as valid
- 'Machine Learning in Application-Based Case Management' scored 4.00 — Correctly marked as valid
- 'Machine Learning for All: a Methodology for Choosing a Federated Learning Approach' scored 4.00 — Correctly marked as valid

Accuracy:

- Accuracy of analyzing Novelty correctly: 83.33% (35 out of 42 correct)

Feasibility For Bad Examples tested with QWQ 32b

To process 9 ideas, a model took 1 minute 20 seconds approx. to process each idea.

Analysis Results:

Total Valid Entries: 9

Score Distribution:

- Score 1: 3 idea(s)
- Score 2: 3 idea(s)
- Score 3: 2 idea(s)
- Score 4: 1 idea(s)
- Score 5: 0 idea(s)

Feasibility Score by Ideas:

- Building a ChatGPT Clone with OpenAI API: 3.00
- Using Decision Trees for Binary Classification: 4.00
- Generating Earthquake Predictions with ChatGPT: 1.00
- Training Neural Networks to Predict Earthquakes Using social media comments: 3.00
- Using LLMs to Classify Plant Species: 2.00
- Optimizing Sorting Algorithms with LLMs: 2.00

- Developing Artificial General Intelligence (AGI): 1.00
- Direct Brain-AI Communication Using Neural Implants: 2.00
- Improving Artificial Intelligence: 1.00

---- > **Average Overall Feasibility Score = 2.11**

Feasibility Evaluation Summary Based on Failing Metrics:

- ✓ 'Building a ChatGPT Clone with OpenAI API' scored 3.00 — Clear and feasibility is not a failing metric
- ✓ 'Using Decision Trees for Binary Classification' scored 4.00 — Clear and feasibility is not a failing metric
- ✗ 'Generating Earthquake Predictions with ChatGPT' scored 1.00 — Valid idea but incorrectly marked as unclear (feasibility not in failing metric)
- ✓ 'Training Neural Networks to Predict Earthquakes Using social media comments' scored 3.00 — Clear and feasibility is not a failing metric
- ✓ ✓ 'Using LLMs to Classify Plant Species' scored 2.00 — Correctly marked as unclear (failing: feasibility)
- ✓ ✓ 'Optimizing Sorting Algorithms with LLMs' scored 2.00 — Correctly marked as unclear (failing: feasibility)
- ✓ ✓ 'Developing Artificial General Intelligence (AGI)' scored 1.00 — Correctly marked as unclear (failing: feasibility)
- ✓ ✓ 'Direct Brain-AI Communication Using Neural Implants' scored 2.00 — Correctly marked as unclear (failing: feasibility)
- ✗ 'Improving Artificial Intelligence' scored 1.00 — Valid idea but incorrectly marked as unclear (feasibility not in failing metric)

Accuracy:

- ✓ Accuracy of analyzing Feasibility correctly: **77.78% (7 out of 9 correct)**

Feasibility For Valid Examples tested with QWQ 32b

To process 42 ideas, a model took 1 minutes 30 seconds approx. to process each idea.

Analysis Results:

Total Valid Entries: 42

Score Distribution:

Score 1: 9 idea(s)

Score 2: 2 idea(s)

Score 3: 28 idea(s)

Score 4: 3 idea(s)

Score 5: 0 idea(s)

Feasibility Score by Ideas:

- Generative Adversarial Networks for Multi-Instrument Music Synthesis: 3.00
- Machine Learning Image Segmentation to Improve Object Recognition in Mixed Reality: 3.00
- Self-supervised Domain Adaptation of Language Models for the Process Industry: 3.00
- Deep Learning Techniques Applied to Constituency Parsing of German: 3.00
- Applying Deep Reinforcement Learning in the Navigation of Mobile Robots in Static and Dynamic Environments: 3.00
- Graph Neural Networks for Electrical Grid State Estimation: 3.00
- Representation Learning on Electronic Health Records Using Graph Neural Networks: 3.00
- Deep Reinforcement Learning for Decentralized Autonomous Decision-Making in Federated Satellite Systems: 3.00
- Solving Machine Learning Problems: 2.00
- Optimization Methods for Machine Learning under Structural Constraints: 3.00
- Probabilistic data analysis with probabilistic programming: 3.00
- Artificial intelligence-assisted data analysis with BayesDB: 3.00
- Data analysis and simulation approach to capacity planning: 3.00
- Faster linear algebra for data analysis and machine learning: 3.00
- Emotional response modeling in financial markets : Boston Stock Exchange data analysis: 3.00
- Reverse Question Answering: Can an LLM Write a Question so Hard (or Bad) that it Can't Answer?: 3.00
- Exploration of Different Large Language Models for Retrieval-Augmented Generation in Analyzing Wearable Running Data for Sports Physiotherapy: 3.00
- Evaluating Large Language Models for Automated Cyber Security Alarm Analysis Processes: 3.00

- Automatic Evaluation of Companies' Alignment with EU Taxonomy Using Large Language Models: 4.00
- Variational Auto-Encoder for Latent Uncertainty Encoding in Large Language Models: 3.00
- Using LLMs to aid developers with code comprehension in codebases: 3.00
- Telepathic Machine Learning: Training AI Models with Brain Waves: 1.00
- Infinite Data Compression Using a Single Byte: 1.00
- The Square Root of a Cat: Applying Algebraic Structures to Living Organisms: 1.00
- Training a Neural Network Using Only White Noise: 1.00
- Reverse Evolution: Teaching Dinosaurs to Use Smartphones: 1.00
- Predicting Earthquake Locations Using Sentient AI Pigeons: 1.00
- Quantum Blockchain for Faster-than-Light Financial Transactions: 1.00
- Sentiment Analysis on Dolphin Communication Using Large Language Models: 2.00
- Using AI to Detect Ghosts in Abandoned Buildings: 1.00
- Infinite Battery Life Using Perpetual Motion Machines: 1.00
- Machine Learning approach for Enterprise Data with a focus on SAPLeonardo: 3.00
- Lead Scoring with Machine Learning: 4.00
- Using Machine Learning Methods for Evaluating the Quality of Technical Documents: 3.00
- Application of machine learning algorithms for classification and regression problems for mobile game monetization: 3.00
- Applying Machine Learning in Equity Trading: 3.00
- Predicting Default Loans using Machine Learning: 4.00
- Dynamic Model Selection for Automated Machine Learning in Time Series: 3.00
- Application of Machine Learning in Economic Optimization: 3.00
- Sanity Checks for Explanations of Deep Neural Networks Predictions: 3.00
- Machine Learning in Application-Based Case Management: 3.00
- Machine Learning for All: a Methodology for Choosing a Federated Learning Approach: 3.00

---- > **Average Overall Novelty Score = 2.60**

Feasibility Evaluation Summary Based on Failing Metrics:

- ✓ 'Generative Adversarial Networks for Multi-Instrument Music Synthesis' scored 3.00 — Correctly marked as valid

- 'Machine Learning Image Segmentation to Improve Object Recognition in Mixed Reality' scored 3.00 — Correctly marked as valid
- 'Self-supervised Domain Adaptation of Language Models for the Process Industry' scored 3.00 — Correctly marked as valid
- 'Deep Learning Techniques Applied to Constituency Parsing of German' scored 3.00 — Correctly marked as valid
- 'Applying Deep Reinforcement Learning in the Navigation of Mobile Robots in Static and Dynamic Environments' scored 3.00 — Correctly marked as valid
- 'Graph Neural Networks for Electrical Grid State Estimation' scored 3.00 — Correctly marked as valid
- 'Representation Learning on Electronic Health Records Using Graph Neural Networks' scored 3.00 — Correctly marked as valid
- 'Deep Reinforcement Learning for Decentralized Autonomous Decision-Making in Federated Satellite Systems' scored 3.00 — Correctly marked as valid
- 'Solving Machine Learning Problems' scored 2.00 — Should have passing score minimum ≥ 3 but got low score = 2.00
- 'Optimization Methods for Machine Learning under Structural Constraints' scored 3.00 — Correctly marked as valid
- 'Probabilistic data analysis with probabilistic programming' scored 3.00 — Correctly marked as valid
- 'Artificial intelligence-assisted data analysis with BayesDB' scored 3.00 — Correctly marked as valid
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- 'Faster linear algebra for data analysis and machine learning' scored 3.00 — Correctly marked as valid
- 'Emotional response modeling in financial markets : Boston Stock Exchange data analysis' scored 3.00 — Correctly marked as valid
- 'Reverse Question Answering: Can an LLM Write a Question so Hard (or Bad) that it Can't Answer?' scored 3.00 — Correctly marked as valid
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- 'Predicting Default Loans using Machine Learning' scored 4.00 — Correctly marked as valid
- 'Dynamic Model Selection for Automated Machine Learning in Time Series' scored 3.00 — Correctly marked as valid
- 'Application of Machine Learning in Economic Optimization' scored 3.00 — Correctly marked as valid
- 'Sanity Checks for Explanations of Deep Neural Networks Predictions' scored 3.00 — Correctly marked as valid
- 'Machine Learning in Application-Based Case Management' scored 3.00 — Correctly marked as valid
- 'Machine Learning for All: a Methodology for Choosing a Federated Learning Approach' scored 3.00 — Correctly marked as valid

Accuracy:

- Accuracy of analyzing Novelty correctly: **73.81% (31 out of 42 correct)**