

ALCHEMY

WITH FRIENDS

'19

How to play (minimum 4 players)

1. Set the black and white decks face down on the table.
2. Nominate someone to be the first 'dealer'.
3. Deal each player 10 white cards.
4. Dealer picks up the top black card and reads it out.
5. Everyone except the dealer picks the white card(s) from their hand which they think will be the funniest in combination with the black card.
6. They place these face down on the table in a pile.
7. The dealer then shuffles them and reads them out loud.
8. The dealer then picks the funniest white card and whoever submitted the winning card(es) keeps the black card.
9. The dealer responsibility moves in a clockwise order and the game continues as above.
10. When you have had enough of playing, the player with the most black cards wins.



Deep _____.

_____ is the largest model trained yet.

_____ is just an attention mechanism.

Deep Generative Models are all about _____.

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Training _____ is easy; just use _____.

_____ achieves superhuman performance.

My start-up applies _____ to solve _____.

Can you believe that they consider _____ as a hyperparameter?

2 Pick two cards!

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Artificial General Intelligence will be solved by _____.

_____ is the problem, _____ is the solution.

All I want in life is _____.

Anyone else having problems with _____ today, or is it just me?

 2 Pick two cards!

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Your baseline experiment should include _____.

Modern Deep Learning is all about _____.

Sparsity

Moving sliders at <http://distill.pub/>

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Causality

The prosecutor's fallacy

Data missing not at random

Checking arXiv obsessively

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Learning more math

Differential privacy

Dataset selection

Unsupervised auxiliary tasks

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Catastrophic forgetting

Non-parametric

Skipping on a multiple testing correction

Optimizing the most convenient objective

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Random noise

A theorem

Relational bias

Mathiness

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The NeurIPS random ballot

1000 GPUs

50+ billion parameters

Geometric Deep Learning

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OpenReview

Meta-forgetting

Elmo and Bert

Deep learning celebrities

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Pretraining

Differential programming

Deep Learning for Dummies

Xavier and/or Glorot

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Deep fakes

Information bottleneck

Gradient explosion

A bigger, better Schmidhuber

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Plush giraffe
perturbation

Predatory ML
bootcamps

 Huggingface

Sunday night
deadlines

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Adversarial examples

Learning on the
Edge

The Big Bird
backronym problem

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