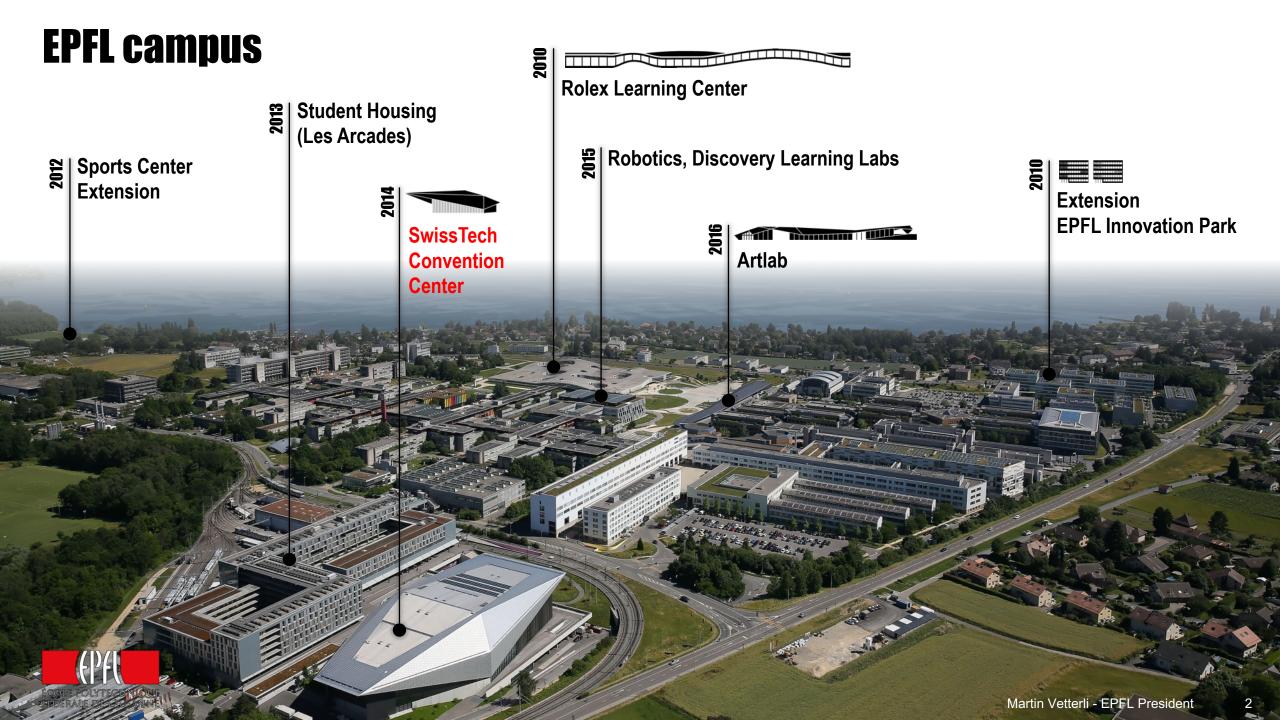


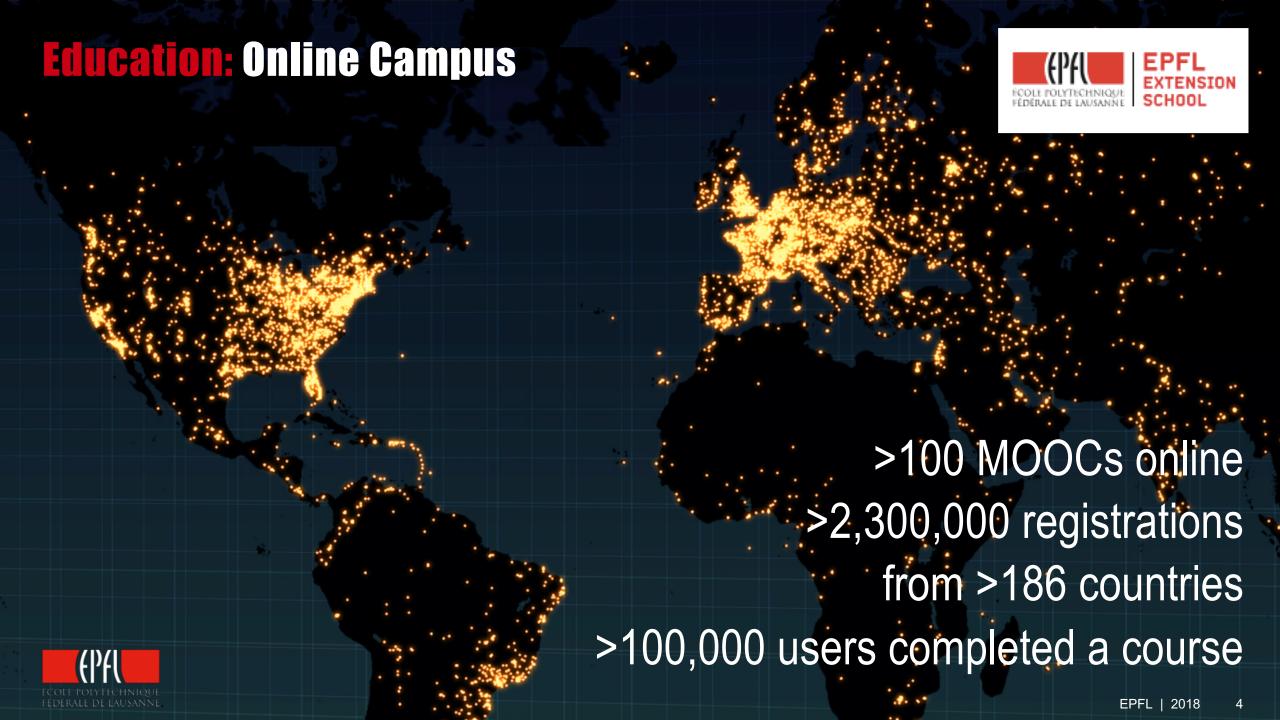
Ecole polytechnique fédérale de Lausanne

- Welcome to EPFL -









Research: ERC Rankings



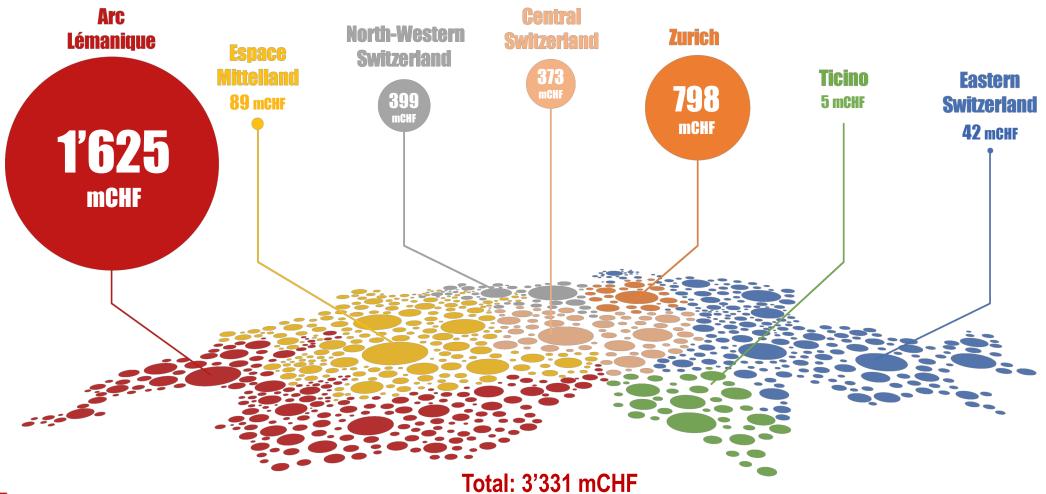
Top organisations hosting ERC Principal Investigators

Host Institution	Country	FP7 2007-2013			Horizon 2020 Calls		
		StG	CoG	AdG	StG	CoG	AdG
National Centre for Scientific Research	FR	130	15	66	84	87	28
Max Planck Society	DE	43	5	51	53	28	30
University of Cambridge	UK	59	7	56	30	34	22
University of Oxford	UK	55	11	61	22	32	19
University College London	UK	53	7	29	23	26	18
Swiss Federal Institute of Technology Lausanne	СН	44	2	37	15	17	13
Weizmann Institute	IL	43	10	28	19	19	8
Swiss Federal Institute of Technology Zurich	СН	30	3	46	18	9	19
Helmholtz Association of German Research Centres	DE	34	6	16	28	26	9
Hebrew University of Jerusalem	IL	40	3	30	19	16	7



https://erc.europa.eu/sites/default/files/document/file/erc_annual_report_2017.pdf

Innovation: Venture Capital



Worldwide developments

DeepBlue (1997)

Watson (2011)

AlphaGo / AlphaGo Zero (2016/2017)



Worldwide developments



EDITORIAL

Chess, a Drosophila of reasoning

"...machine dominance has not

ended the historical role of chess

as a laboratory of cognition."

be stronger than Deep Blue. But as we see with the I admit that I was pleased to see that AlphaZero had

dominance has not ended the historical role of chess as a laboratory of cognition.

Much as the Drosophila melanogaster fruit fly became a model organism for geneticists, chess became a Drosophila of reasoning. In the late 19th century. Alfred Binet hoped that understanding why certain people excelled at chess would unlock secrets of human thought. Sixty years later, Alan Turing wondered if a chess-playing machine might illuminate, in the words of Norbert Wiener, whether this sort of ability represents an essential difference between the potentialities of the machine and the mind."

Much as airplanes don't flap their wings like birds, machines don't generate chess

were weak. Success came with the "minimax" algorithm coaches out of business just yet. But the knowledge it and Moore's law, not with the ineffable human combination of pattern recognition and visualization. This prosaic | Zero is surpassing us in a profound and useful way, formula dismayed the artificial intelligence (AI) crowd, a model that may be duplicated on any other task or who realized that profound computational insights were field where virtual knowledge can be generated. not required to produce a machine capable of defeating

scope. Based on a generic game-playing algorithm, fore, we must work together, to combine our strengths. AlphaZero incorporates deep learning and other AI techniques like Monte Carlo tree search to play against itself | pete against a machine. Instead of raging against to generate its own chess knowledge. Unlike top traditional programs like Stockfish and Fritz, which employ many preset evaluation functions as well as massive li-

he recent world chess championship saw Mag- | braries of opening and endgame moves, AlphaZero starts nus Carlsen defend his title against Fabiano out knowing only the rules of chess, with no embedded Caruana. But it was not a contest between the human strategies. In just a few hours, it plays more two strongest chess players on the planet, only games against itself than have been recorded in human the strongest humans. Soon after I lost my rematch against IBM's Deep Blue in 1997, the short | uating such fundamental concepts as the relative values window of human-machine chess competition of the pieces. It quickly becomes strong enough to defeat slammed shut forever. Unlike humans, machines keep the best chess-playing entities in the world, winning 28, getting faster, and today a smartphone chess app can drawing 72, and losing none in a victory over Stockfish.

AlphaZero system (see pages 1118 and 1140), machine a dynamic, open style like my own. The conventional

wisdom was that machines would approach perfection with endless dry maneuvering, usually leading to drawn games. But in my observation, AlphaZero prioritizes piece activity over material, preferring positions that to my eye looked risky and aggressive. Programs usually reflect priorities and prejudices of programmers, but because AlphaZero programs itself, I would say that its style reflects the truth. This superior understanding allowed it to outclass the world's top traditional program despite calculating far fewer positions per second. It's the embodiment of the cliché, "work smarter, not harder."

AlphaZero shows us that machines can be the experts, not merely expert tools. Ex-

moves like humans do. Early programs that attempted it | plainability is still an issue—it's not going to put chess

Machine learning systems aren't perfect, even at a closed system like chess. There will be cases where an But now the chess fruit fly is back under the micro- AI will fail to detect exceptions to their rules. There-I know better than most people what it's like to com-

-Garry Kasparov



Deep Thinking: Where Machine Intelligence Ends and Human Creativity Begins. He is chairman of Foundation, New kasparov@hrf.org

10.1126/science.aaw2221

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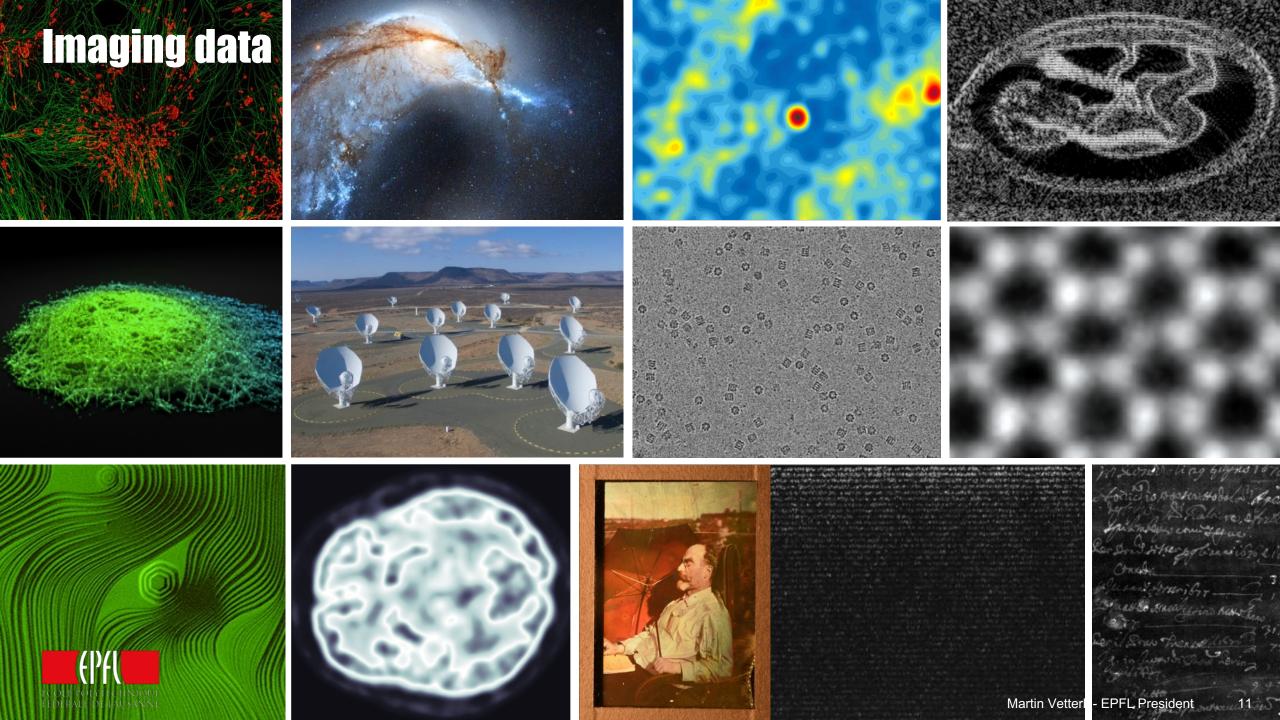


Data for intelligent systems











TechWars



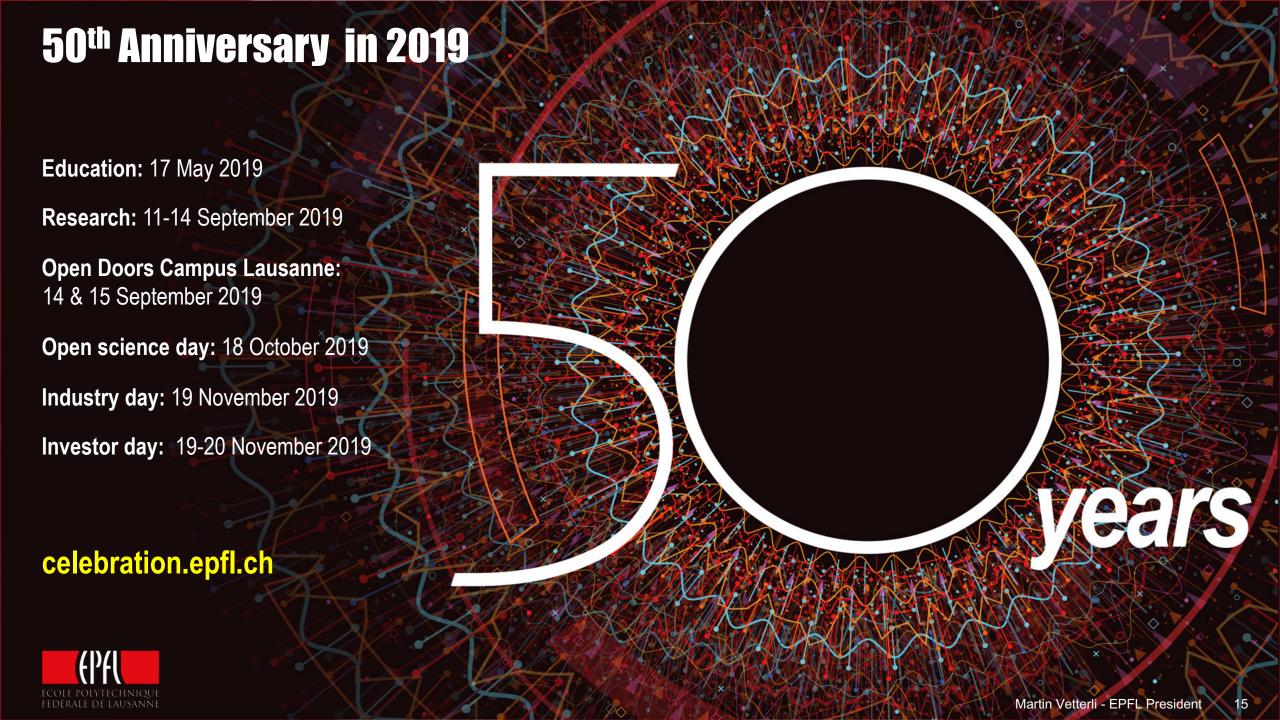


Al for Good

- Collaborate with international organizations (ie. CICR, Terre des Hommes, ITU, WHO, etc)
- Synergize on expertises of EPFL and of international organizations
- Establish local connections and use proximity to Geneva









MERCI!

@Martin Vetterli

