

CS50 for JDs

Artificial Intelligence

"Will AI really replace lawyers?"

Artificial Intelligence

Artificial Intelligence

	O	X
O	X	X
O		X

**Game
Playing**



Deep Blue versus Garry Kasparov, 1997

Game Playing



AlphaGo versus Lee Sedol, 2016

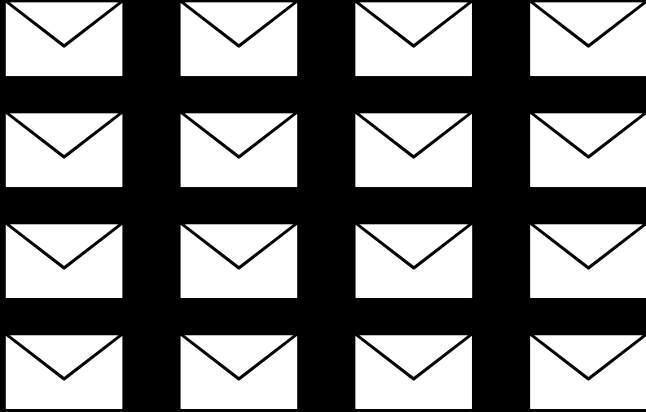
Game Playing

Hello, world!

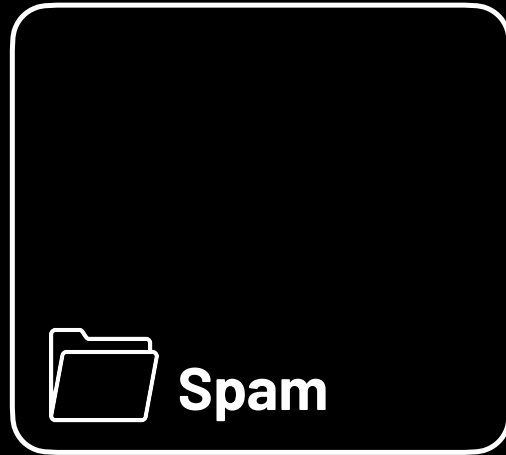


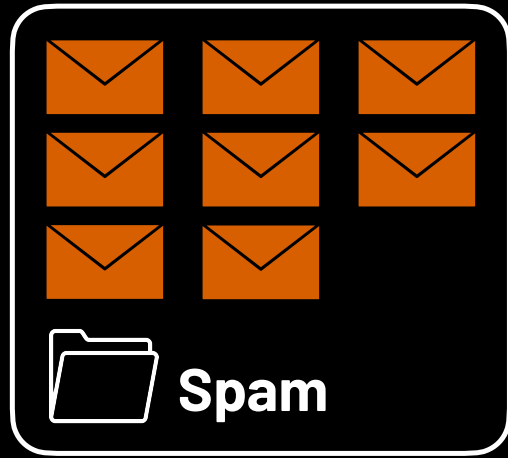
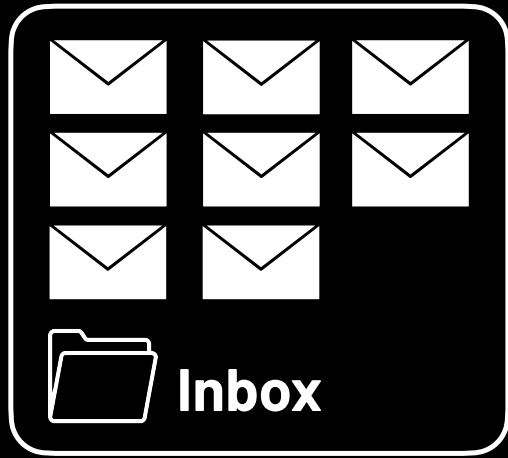
Hello, world!

**Handwriting
Recognition**



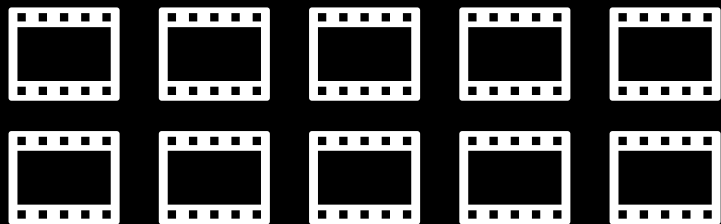
Spam Filtering





Spam Filtering

Watch History



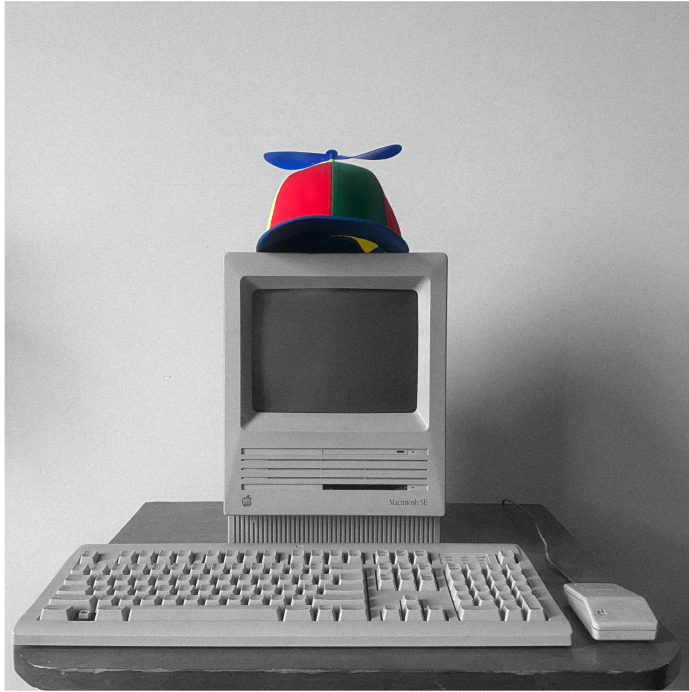
Recommendations



**Recommendation
Systems**



Question Answering



Larry Buchanan/The New York Times

TheUpshot

Did a Fourth Grader Write This? Or the New Chatbot?

Don't be surprised if you can't always tell. Neither
could a fourth-grade teacher — or Judy Blume.

Text Generation

Essay 1

... I like to bring a yummy sandwich and a cold juice box for lunch, and sometimes I'll even pack a tasty piece of fruit or a bag of crunchy chips. As we eat, we chat and laugh and catch up on each other's day. ...

Essay 2

... My mother packs me a sandwich, a drink, fruit, and a treat. When I get in the lunchroom I find an empty table and sit there, and eat my lunch. My friends come and sit down with me. ...

Text Generation

Image 1

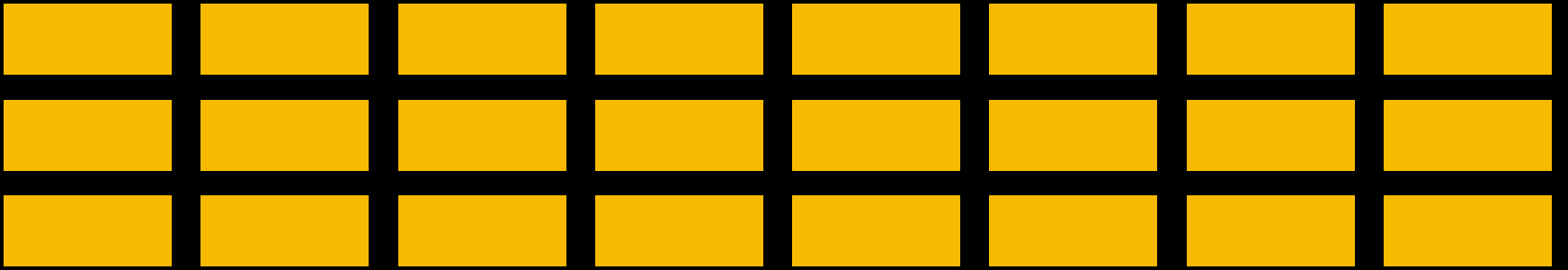


Image 2



**Image
Generation**

Artificial Intelligence



Decision Trees

Is ball left of paddle?

Yes

No

Move paddle left.

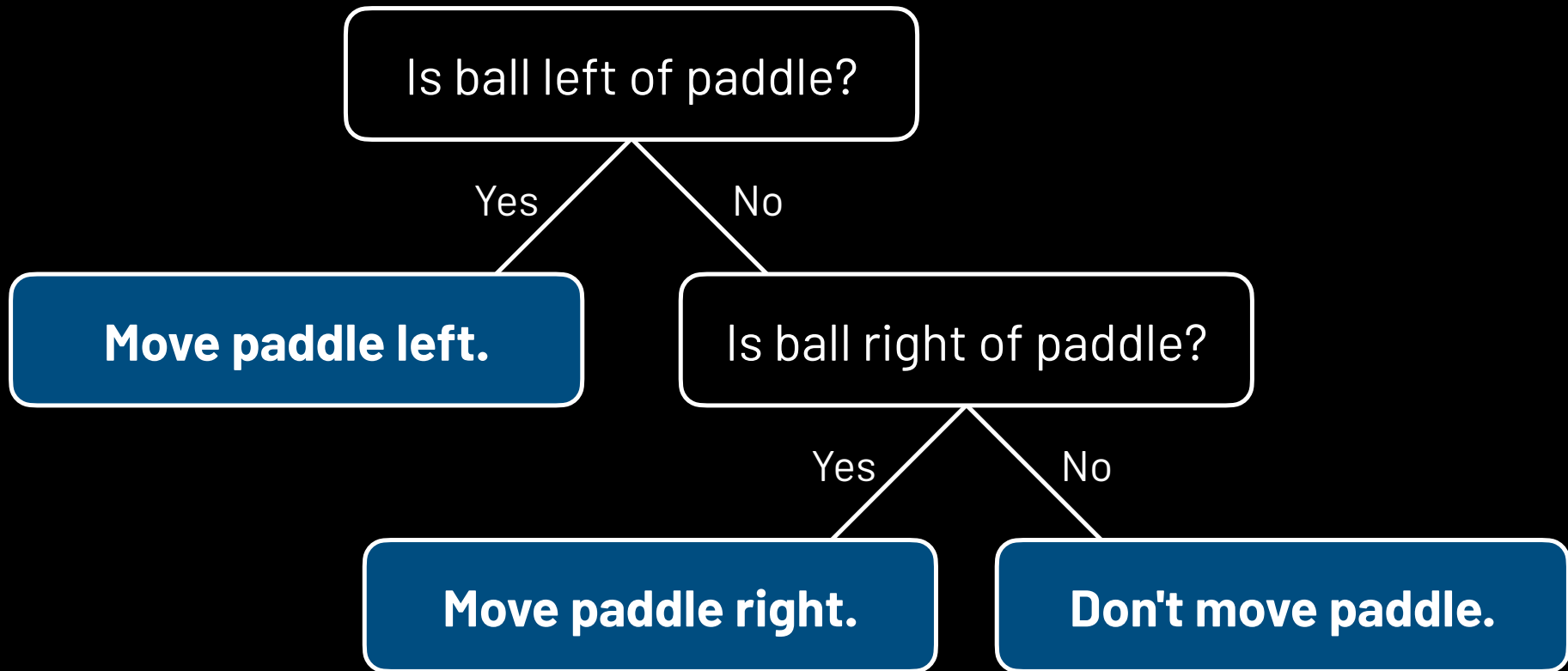
Is ball right of paddle?

Yes

No

Move paddle right.

Don't move paddle.



```
while game is ongoing:  
    if ball left of paddle:  
        move paddle left  
    else if ball right of paddle:  
        move paddle right  
    else:  
        don't move paddle
```


O		X
	X	
O		

Can I get 3 in a row
this turn?

Yes

No

**Play in square to
get 3 in a row.**

Can my opponent get 3 in a
row on their next turn?

Yes

No

**Play in square to block
opponent's 3 in a row.**

?

Minimax

MAX (X) aims to maximize score.

MIN (O) aims to minimize score.

O	X	X
O	O	
O	X	X

-1

X	O	X
O	O	X
X	X	O

0

O		X
	X	O
X	O	X

1

O	X	O
O	X	X
X	X	O

VALUE: 1

TURN = O

VALUE:
 \emptyset

	X	O
O	X	X
X		O

VALUE:
1

O	X	O
O	X	X
X		O

VALUE:
 \emptyset

	X	O
O	X	X
X	O	O

VALUE:
1

O	X	O
O	X	X
X	X	O

VALUE:
 \emptyset

X	X	O
O	X	X
X	O	O

TURN = 0

VALUE:
 \emptyset

	X	O
O	X	X
X		O

VALUE:
1

O	X	O
O	X	X
X		O

VALUE:
 \emptyset

	X	O
O	X	X
X	O	O

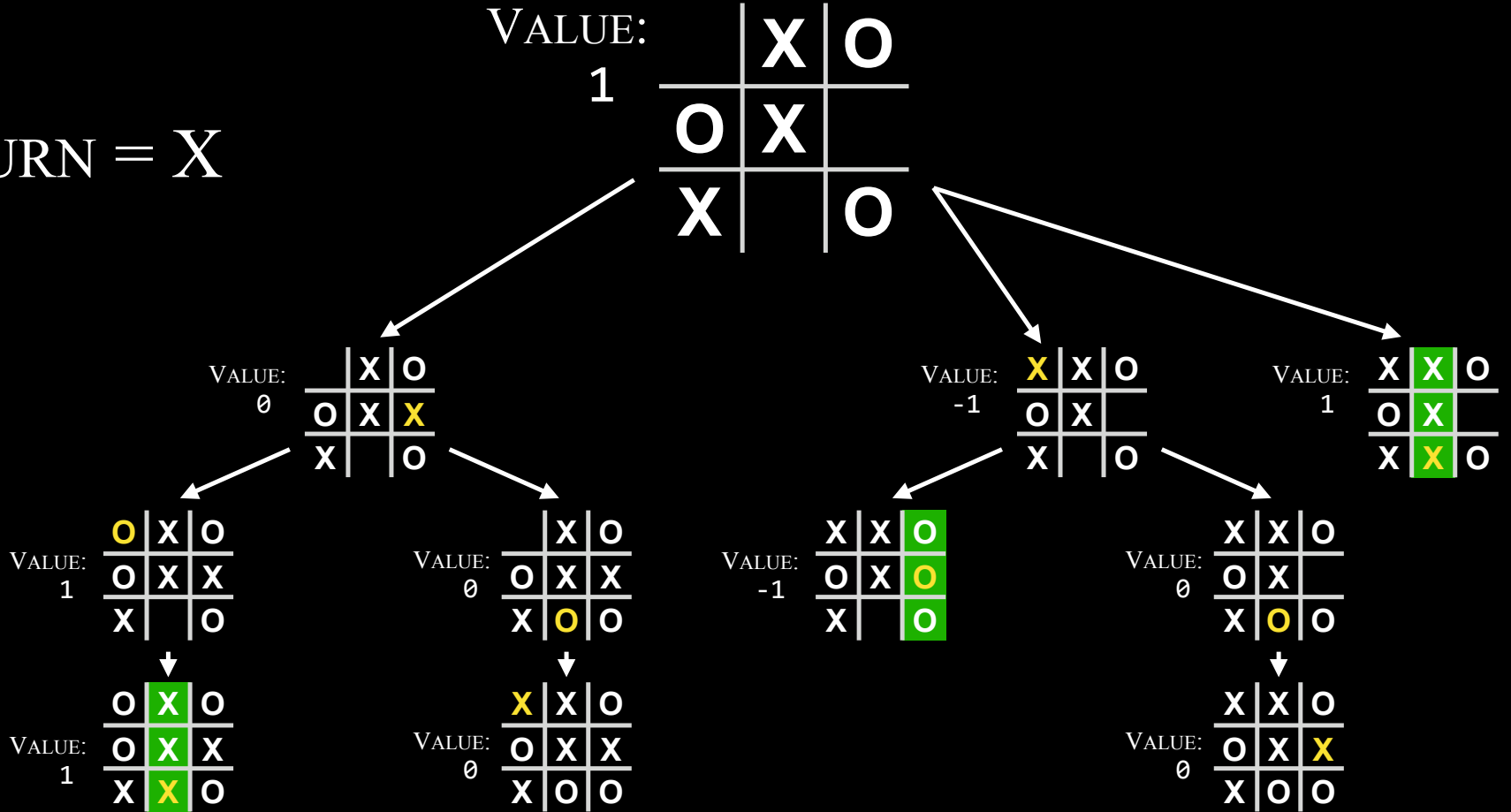
VALUE:
1

O	X	O
O	X	X
X	X	O

VALUE:
 \emptyset

X	X	O
O	X	X
X	O	O

TURN = X



Minimax

```
if player is X:  
    for all possible moves:  
        calculate score for board  
    choose move with highest score  
  
else:  
    for all possible moves:  
        calculate score for board  
    choose move with lowest score
```

Possibilities

Tic-Tac-Toe

All possible games

255,168

Chess

First 4 moves only

288 million

Go

First 4 moves only

266 quintillion

Depth-Limited Minimax

evaluation function

function that estimates the expected utility of the game from a given state



Chess

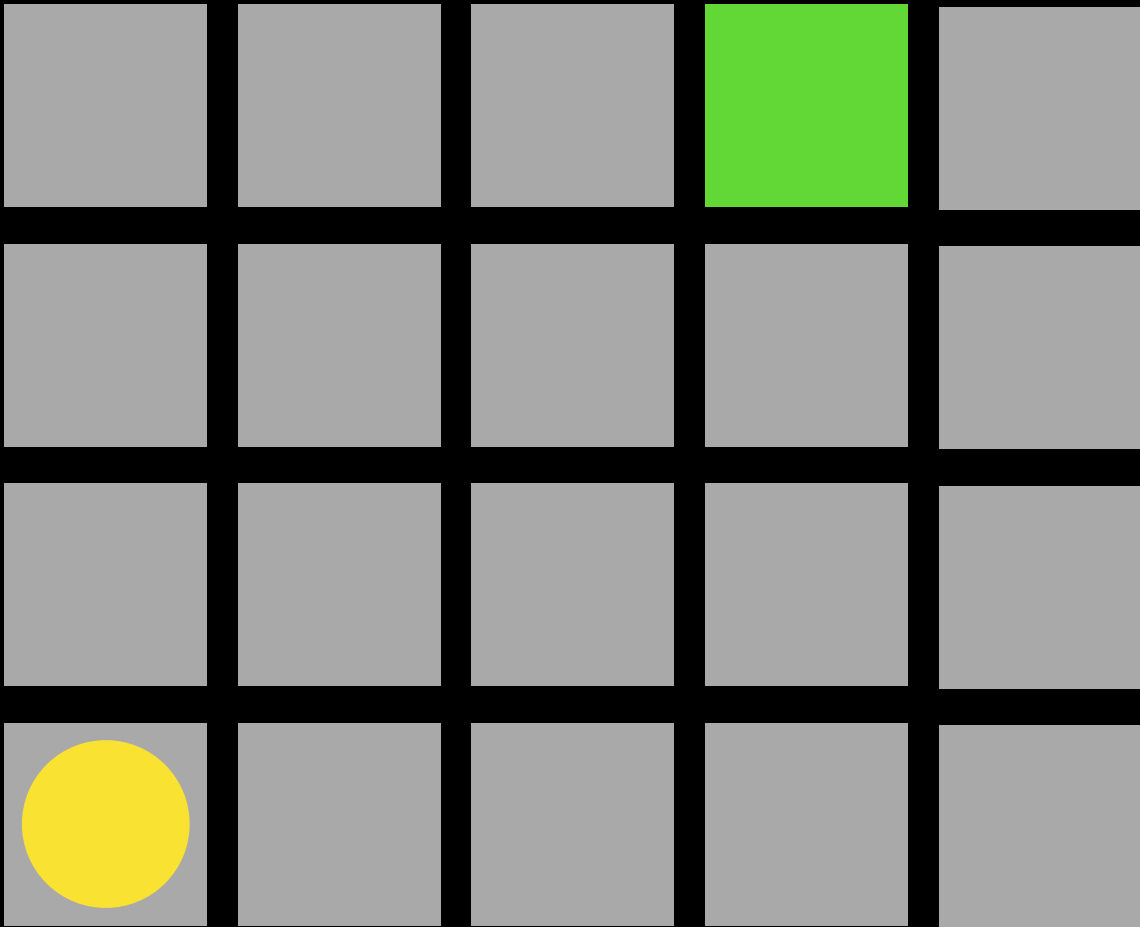
Deep Blue versus Garry Kasparov, 1997

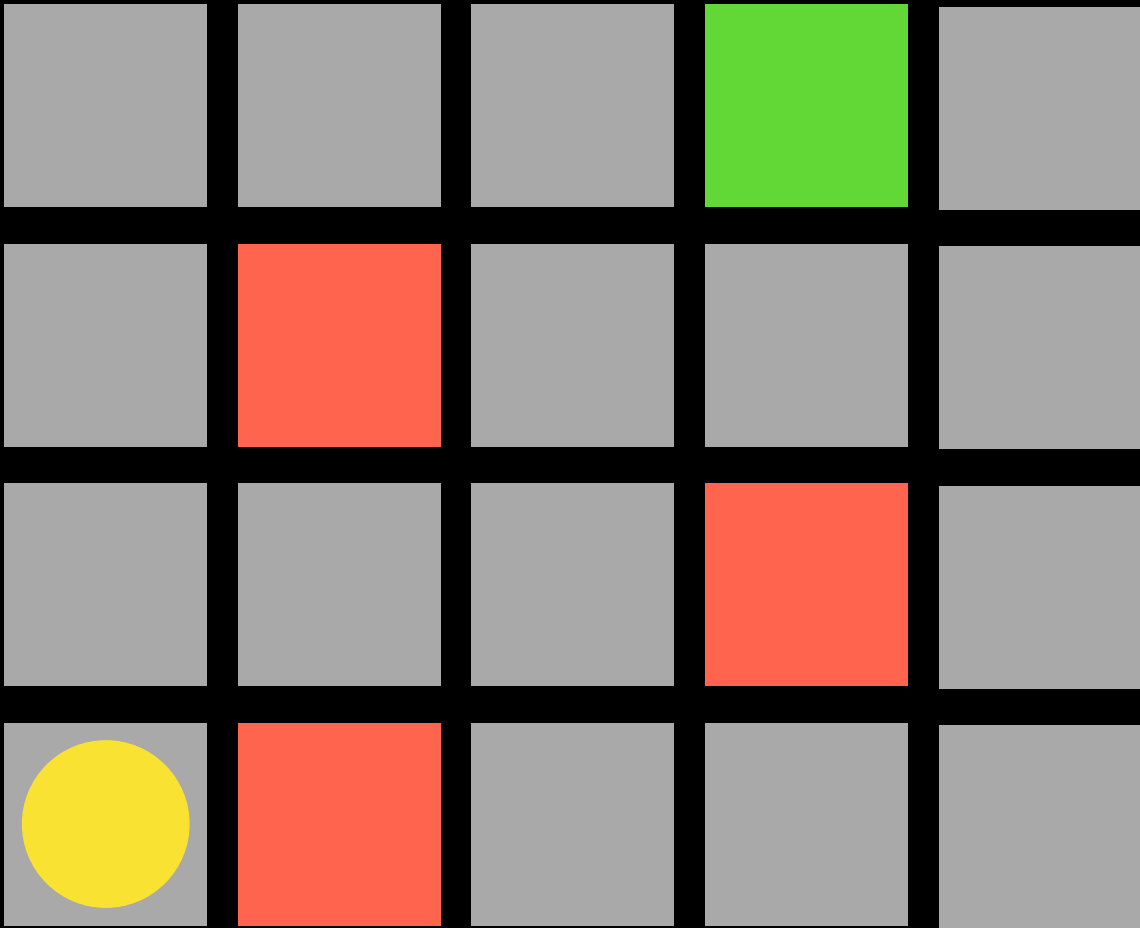
Why AI is Good at Games

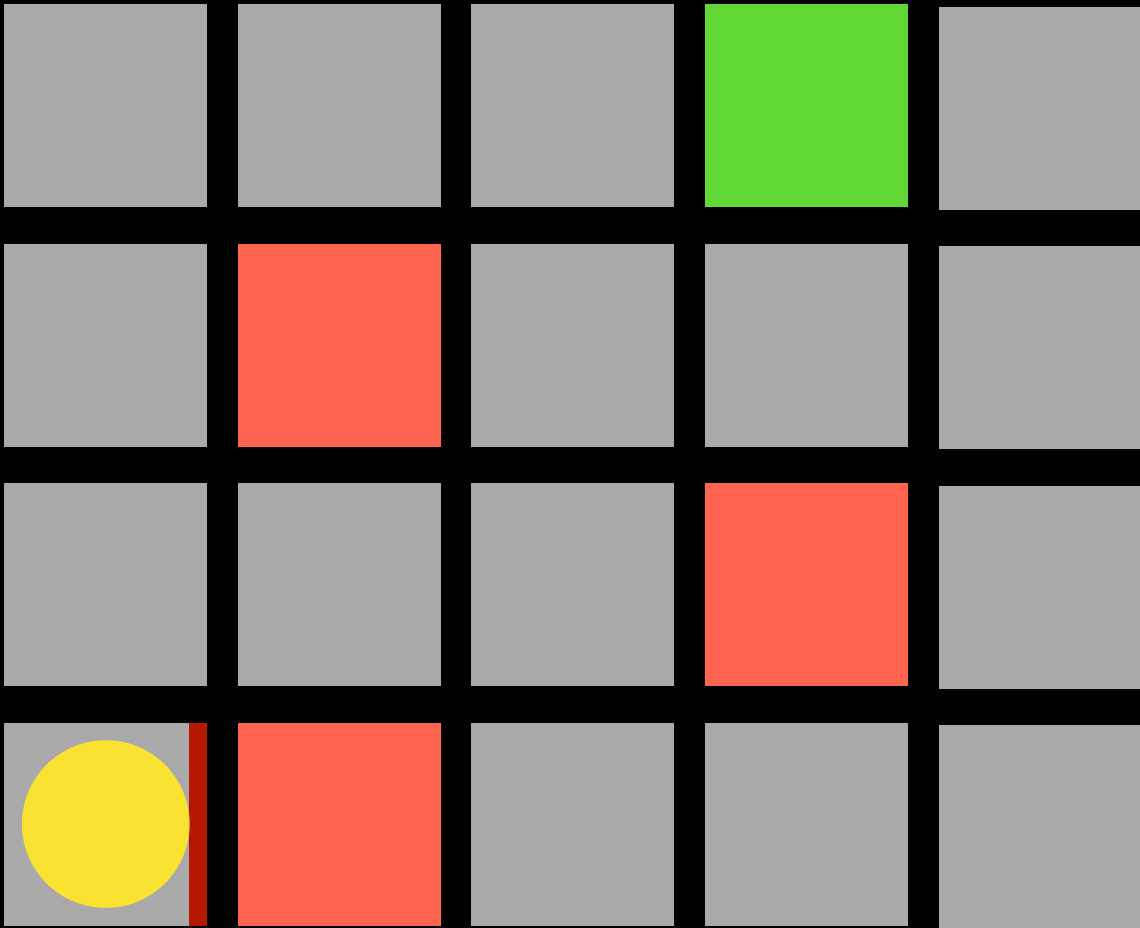
Inputs and outputs that can be represented mathematically.

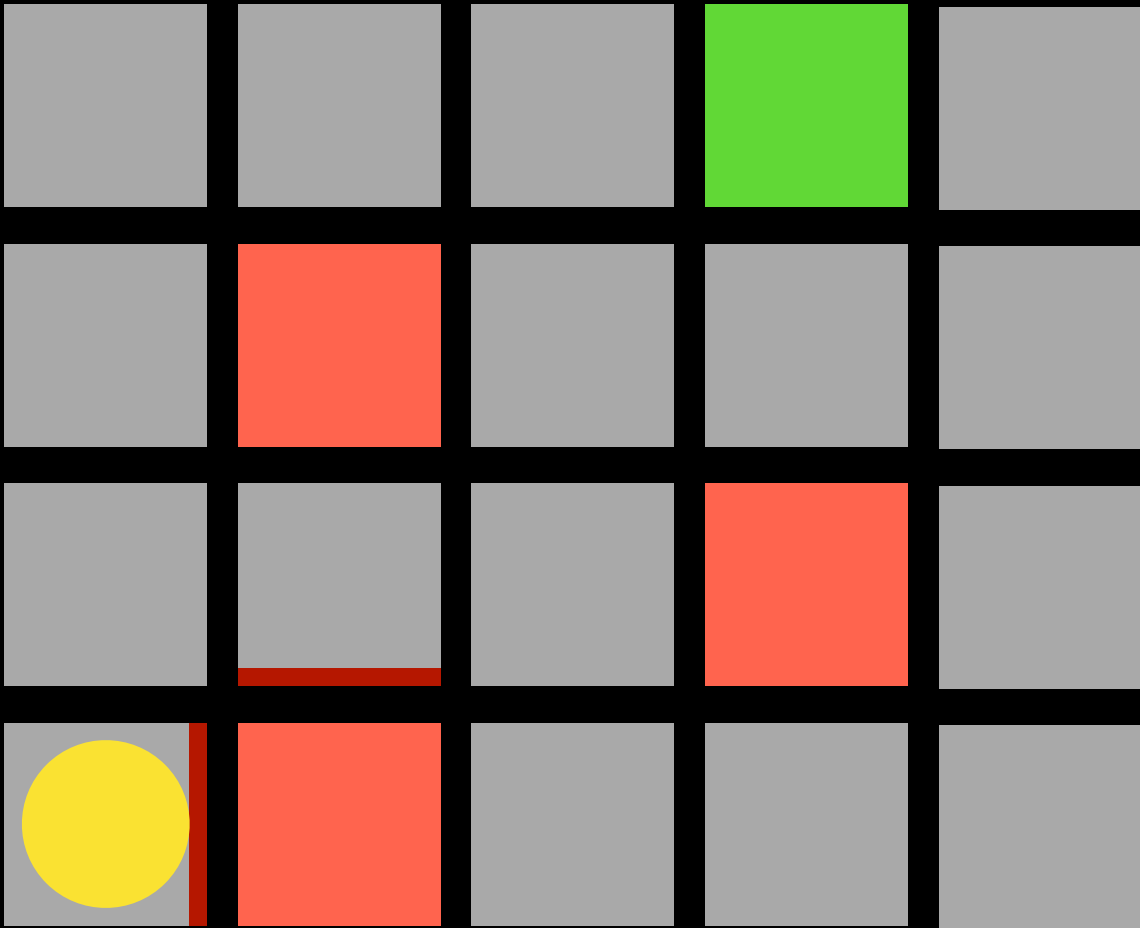
A **goal** in the form of a **function to maximize/minimize**.

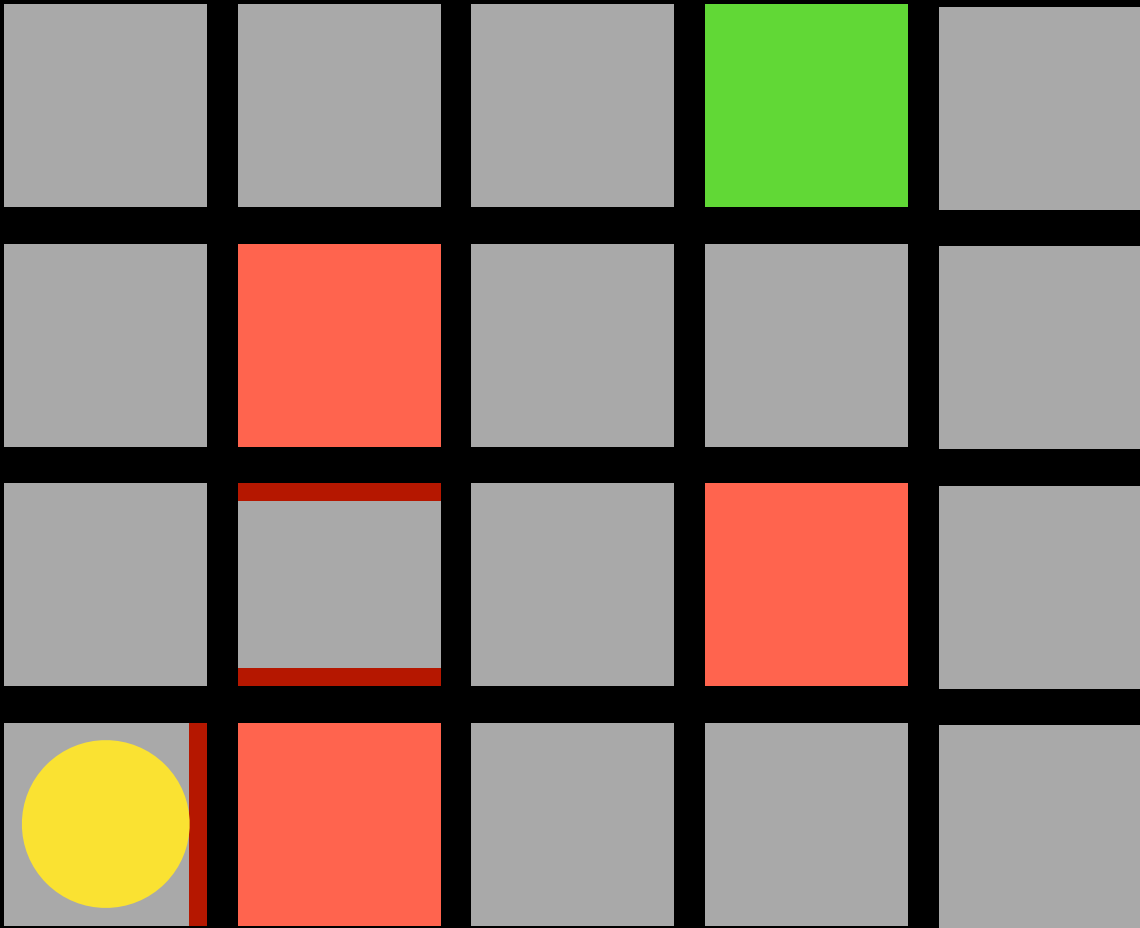
Reinforcement Learning

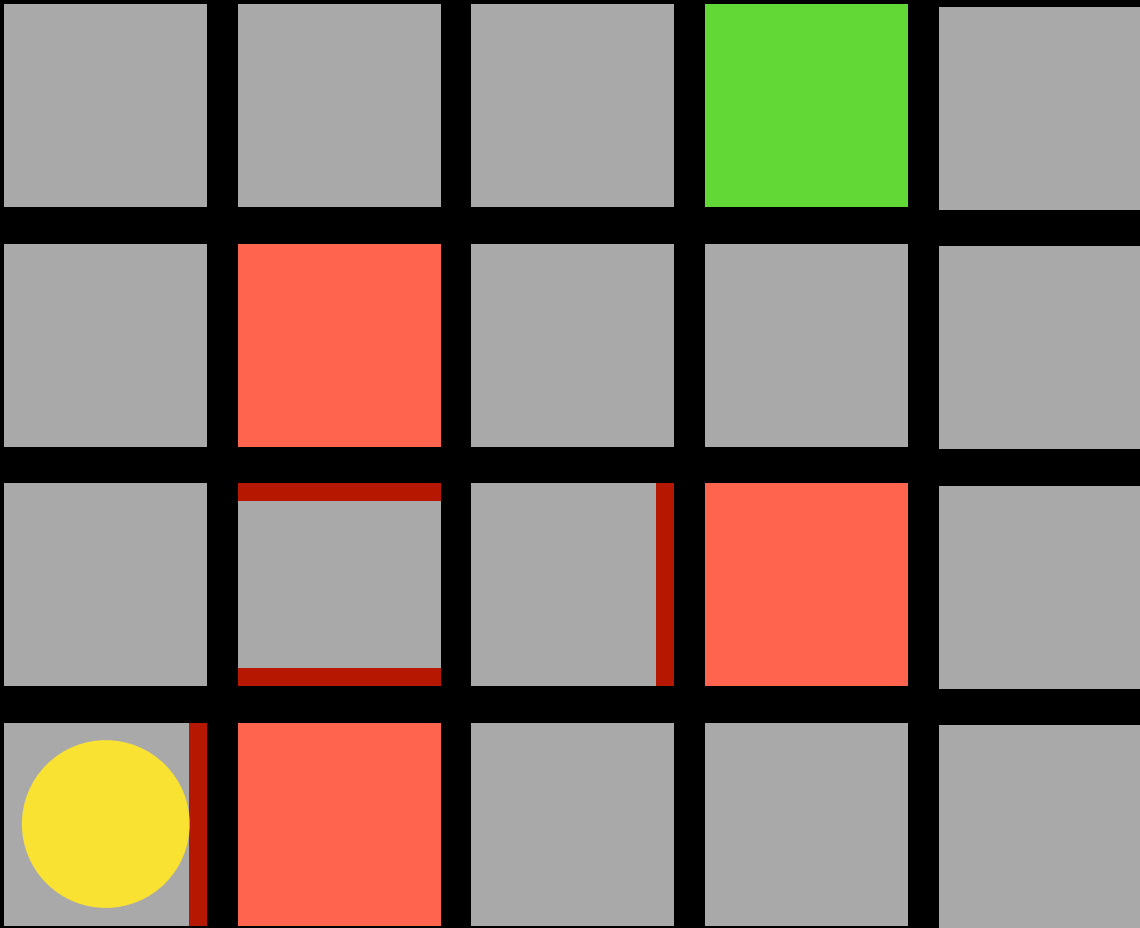


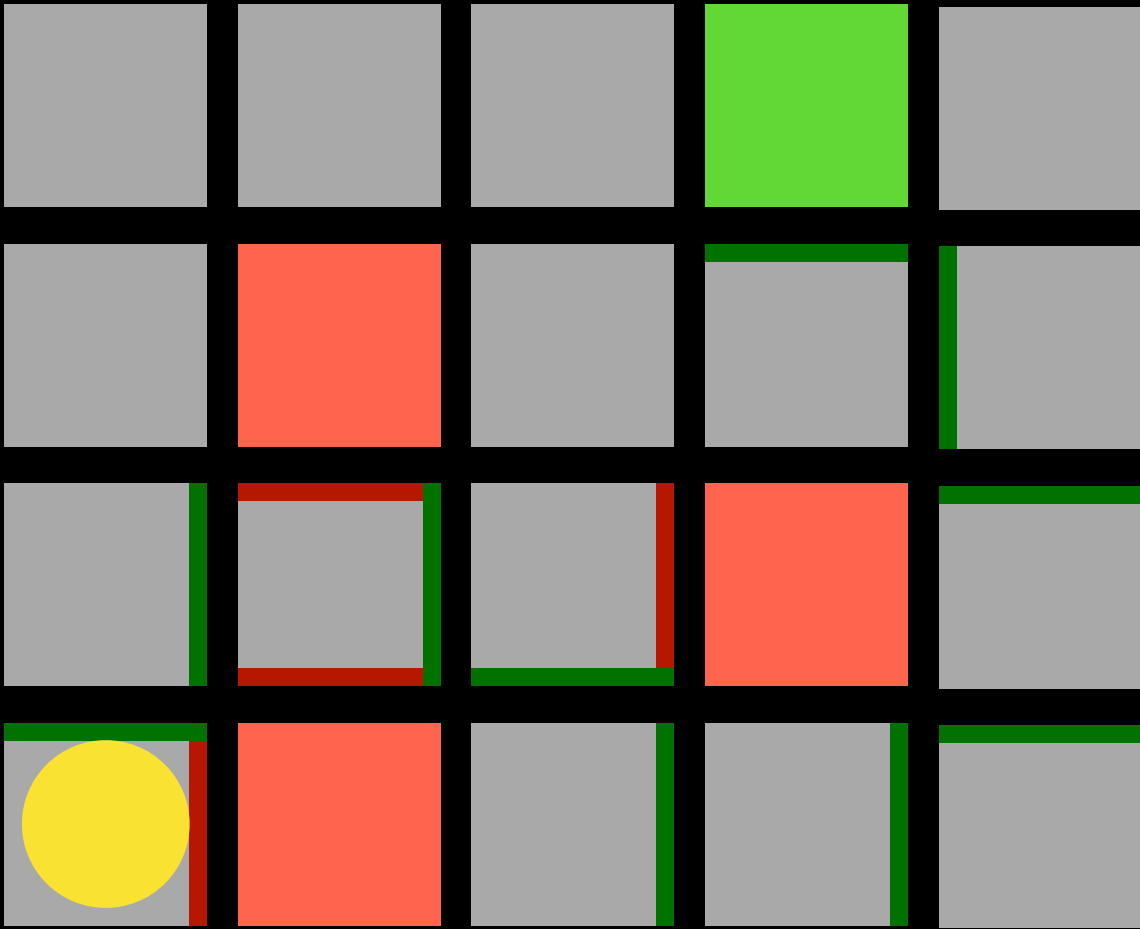


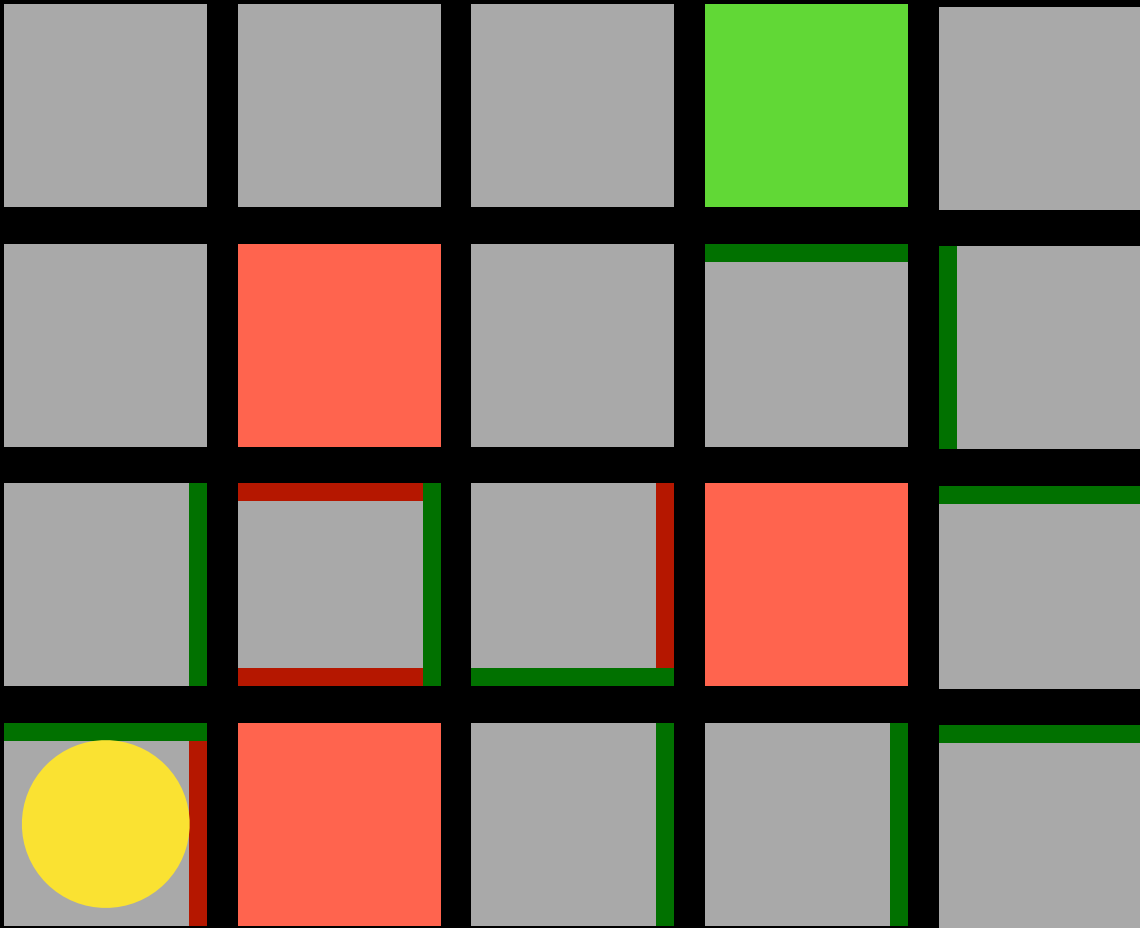












Explore vs. Exploit

Explore vs. Exploit Strategy

```
epsilon = 0.10
```

```
if random() < epsilon:  
    make a random move
```

```
else:
```

```
    make the move with the highest value
```

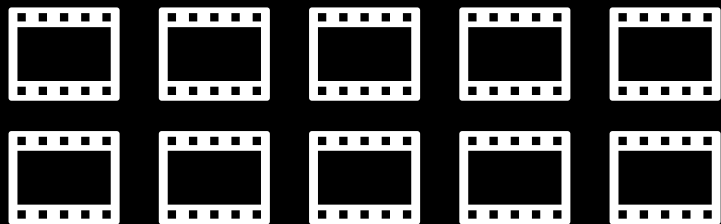
**Robot Motor Skill
Coordination with EM-based
Reinforcement Learning**

**Petar Kormushev, Sylvain Calinon,
and Darwin G. Caldwell**

Italian Institute of Technology

Source: YouTube, Italian Institute of Technology

Watch History



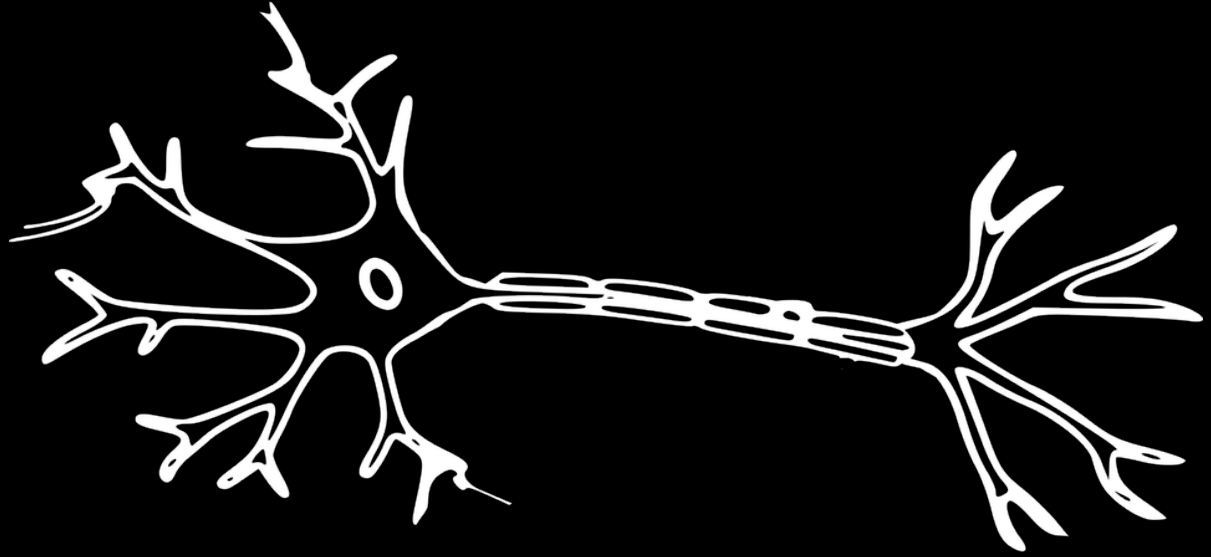
Recommendations



**Recommendation
Systems**

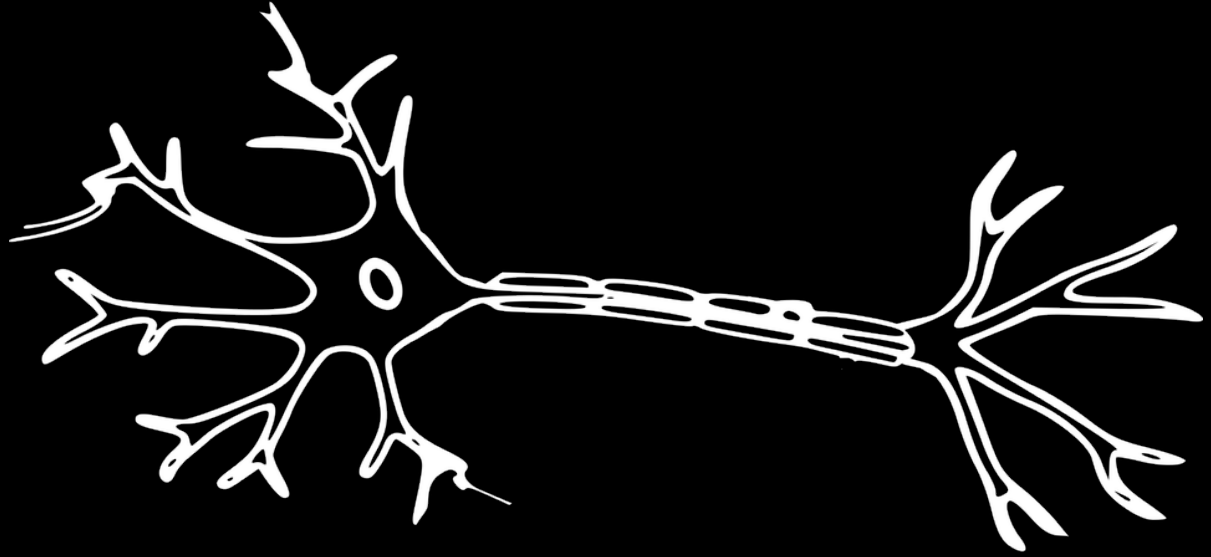


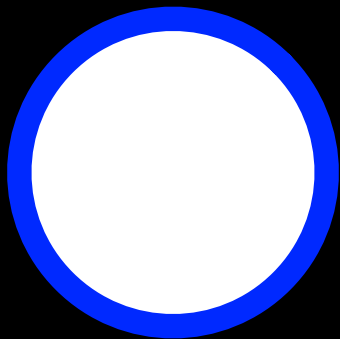
AlphaGo versus Lee Sedol, 2016

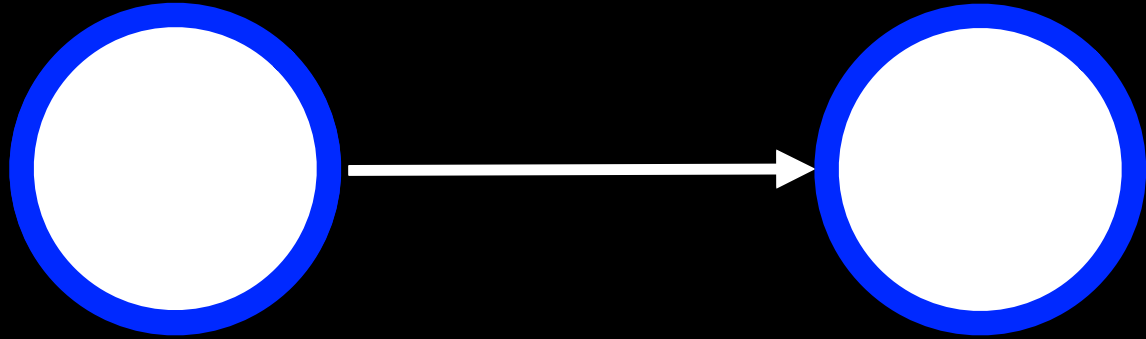


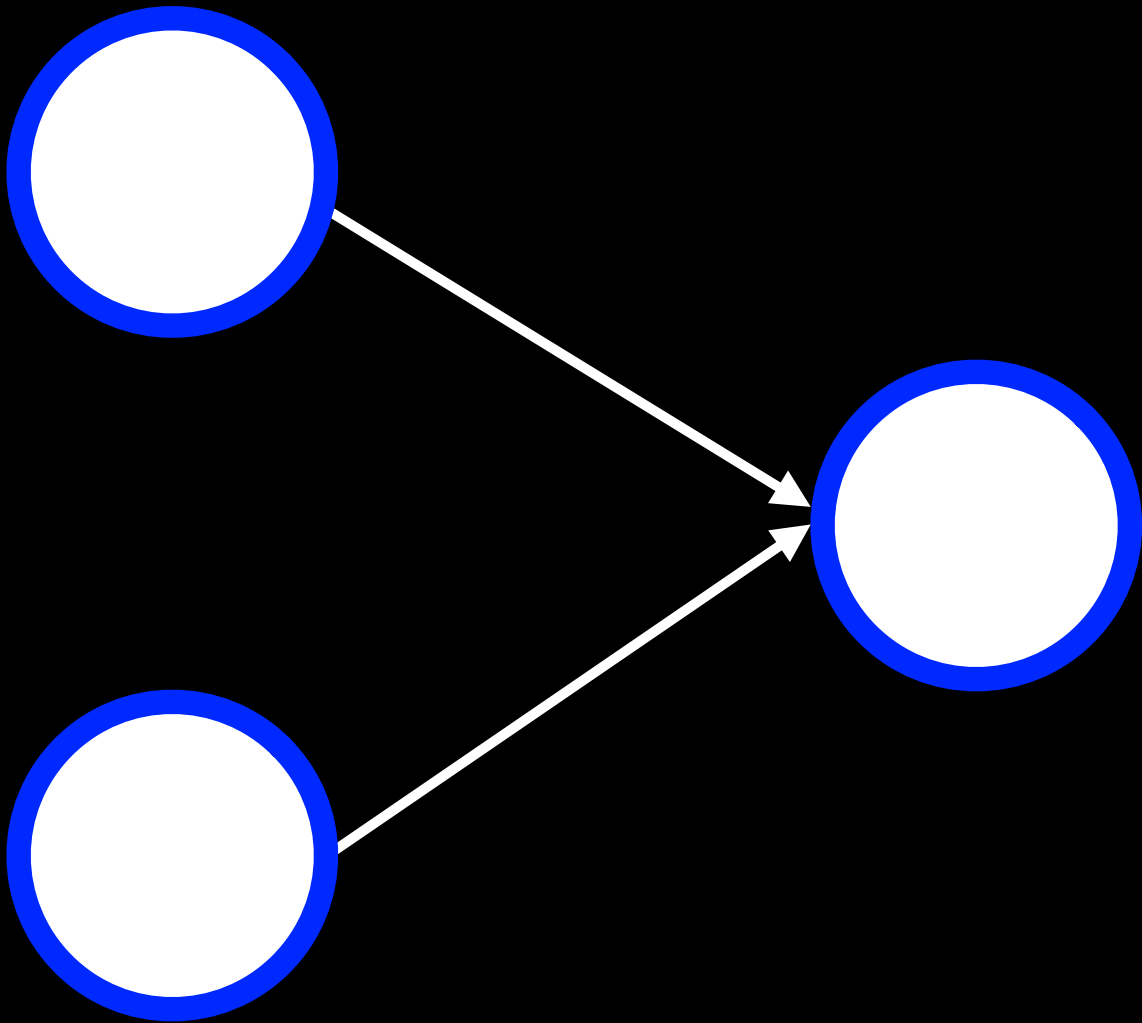


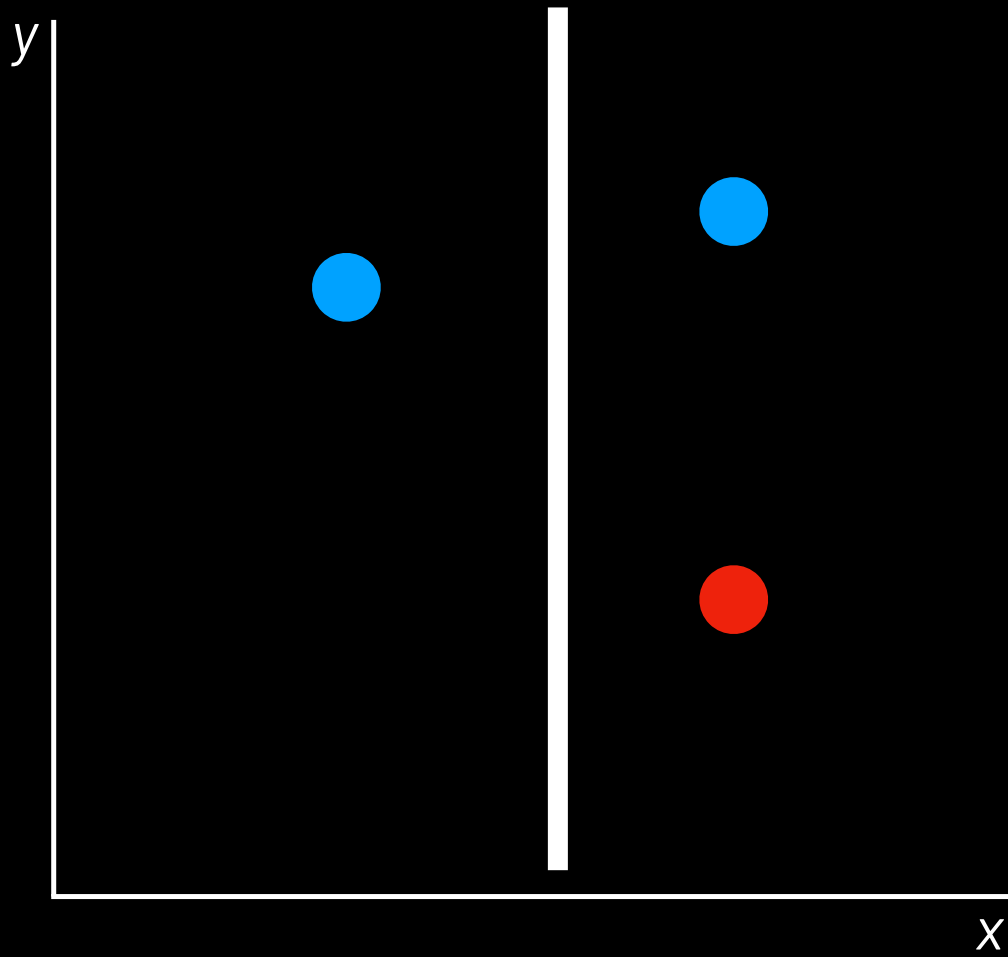
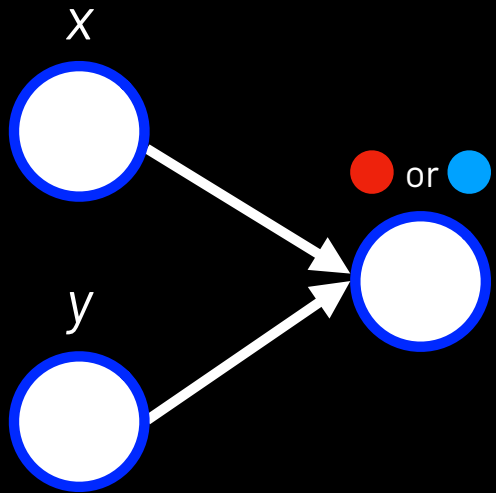
Neural Networks

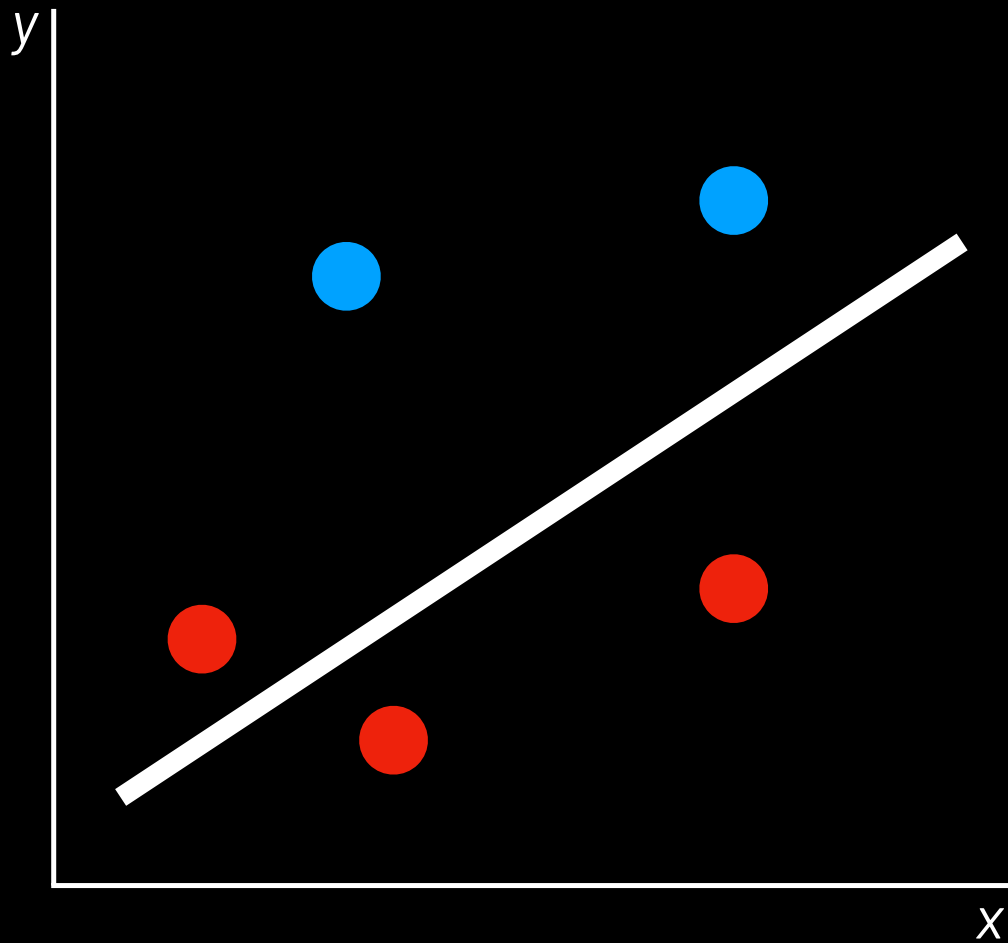
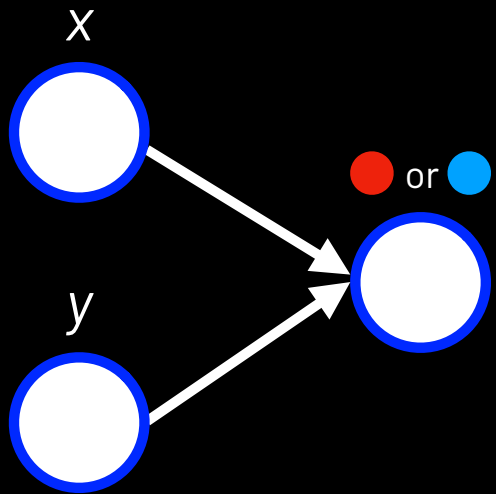


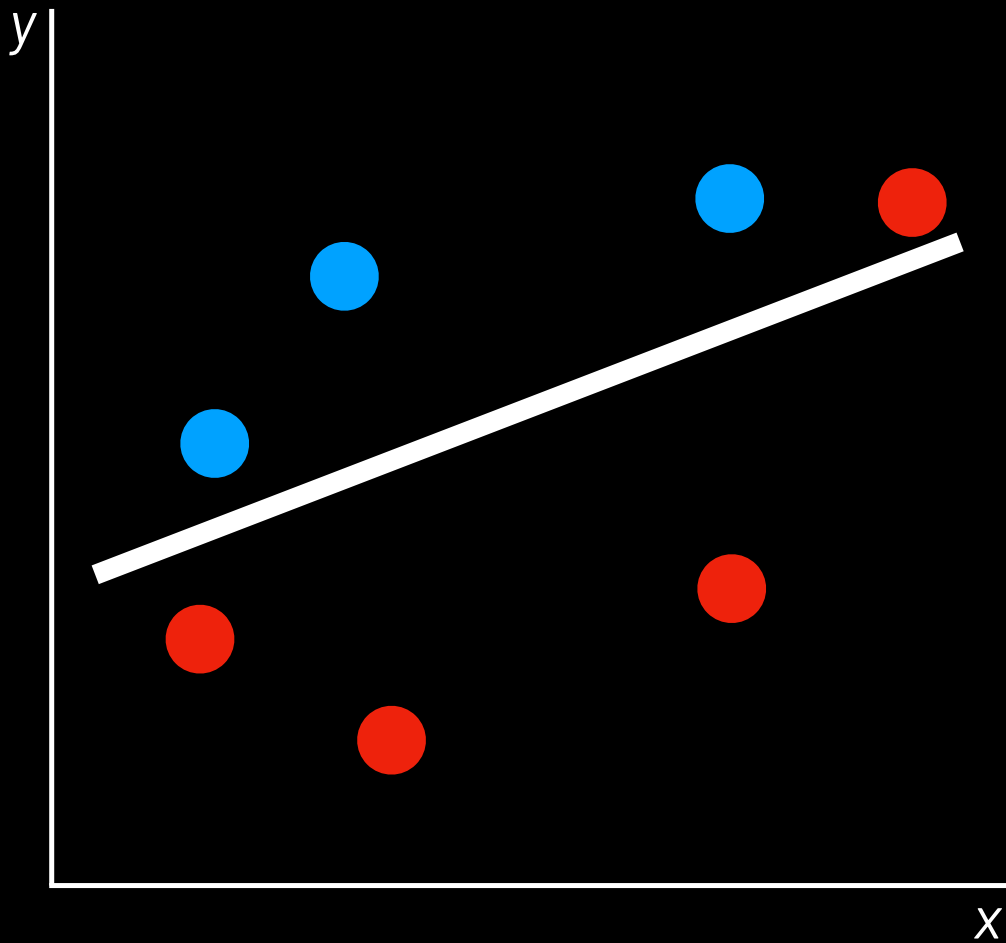
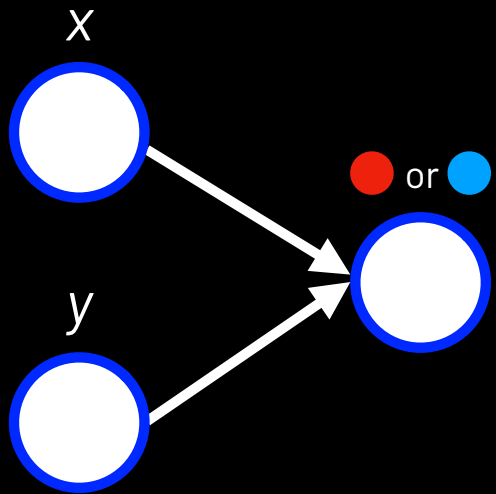


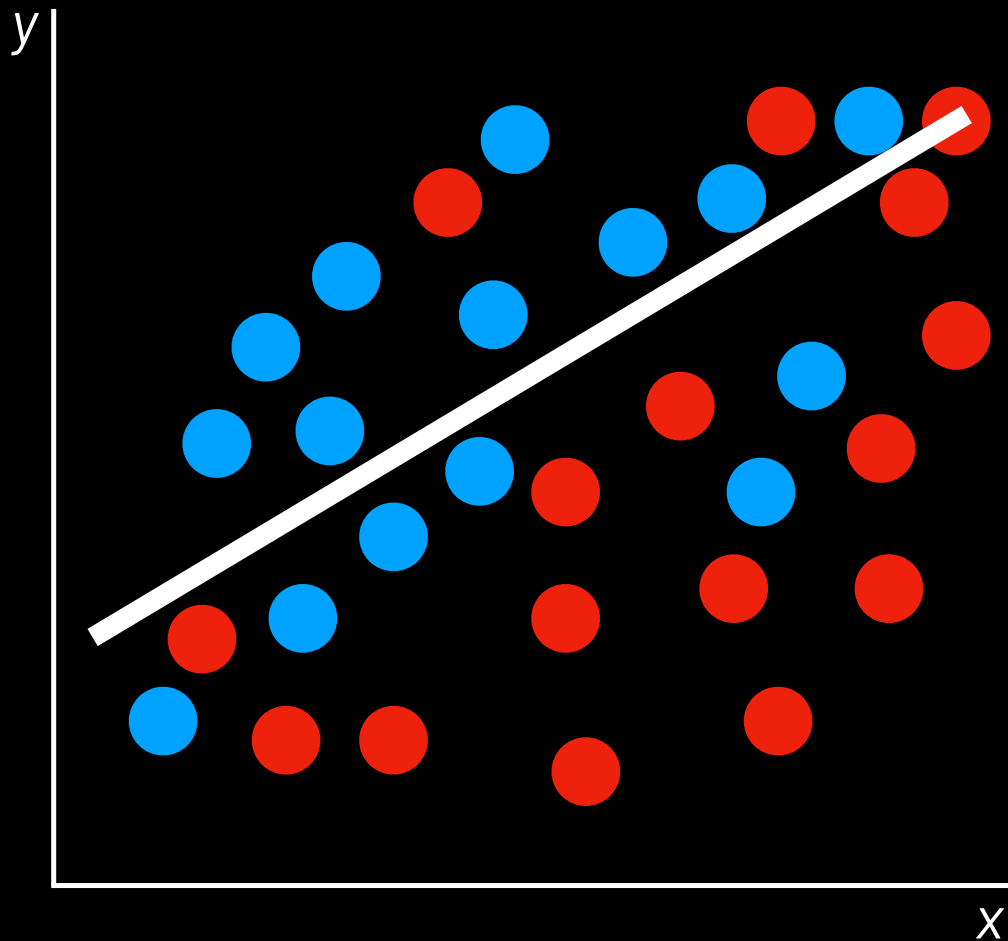
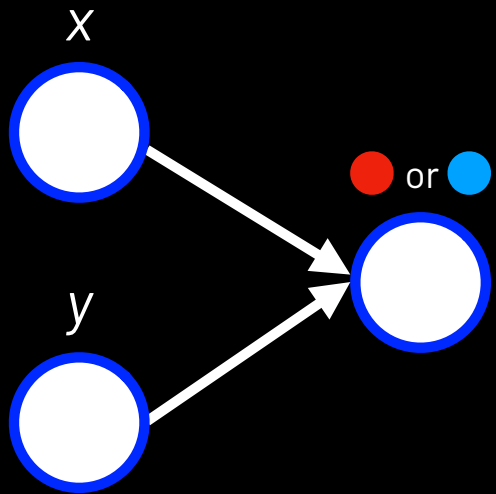


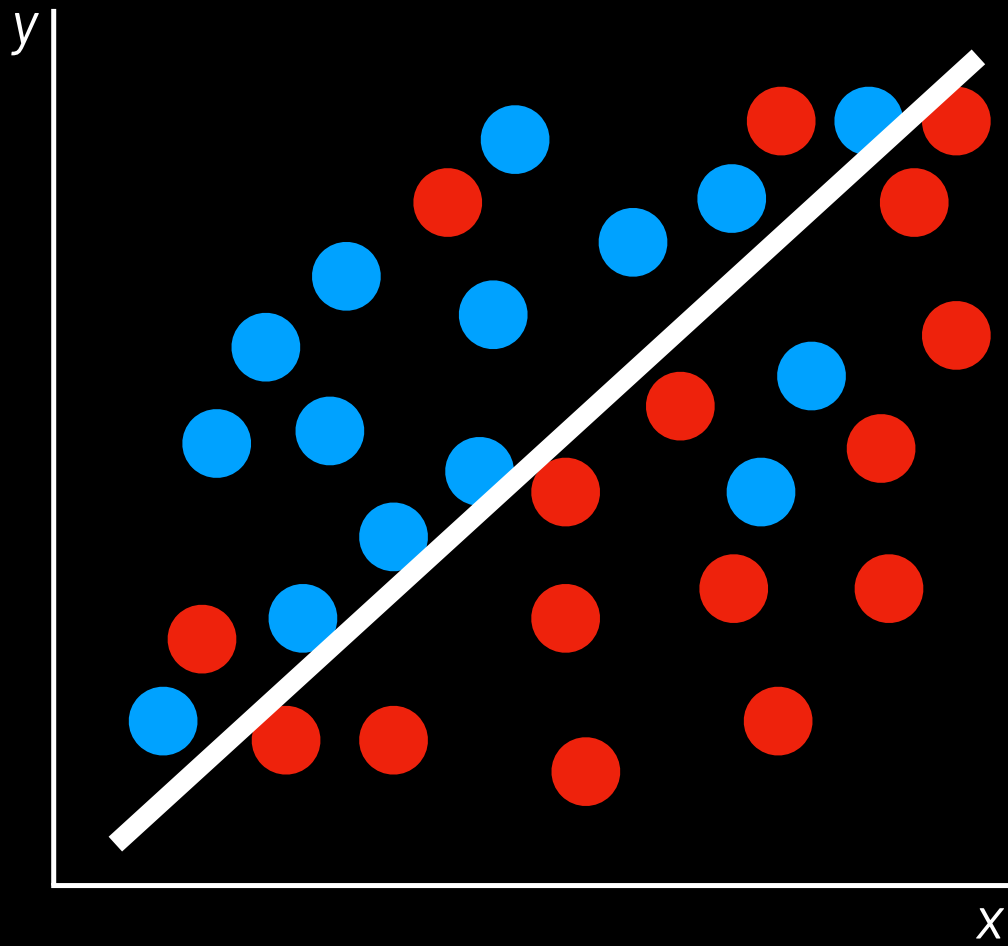
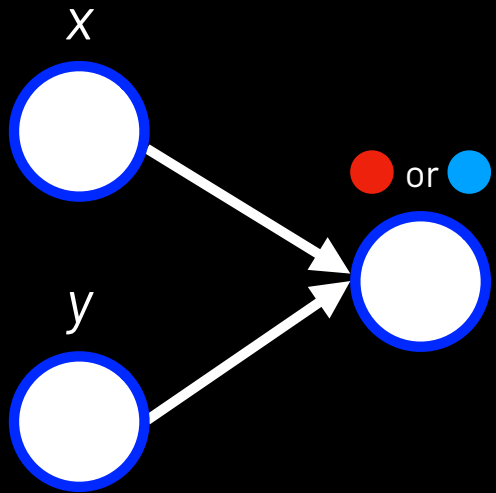


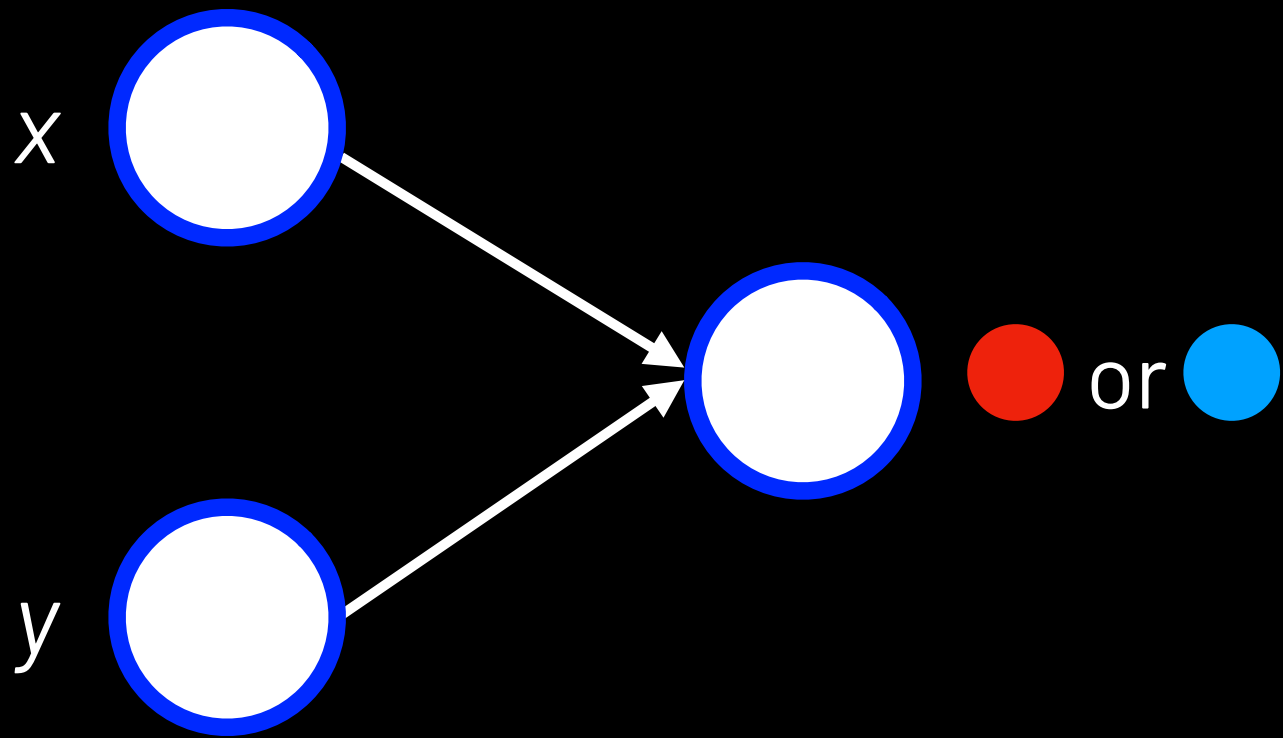


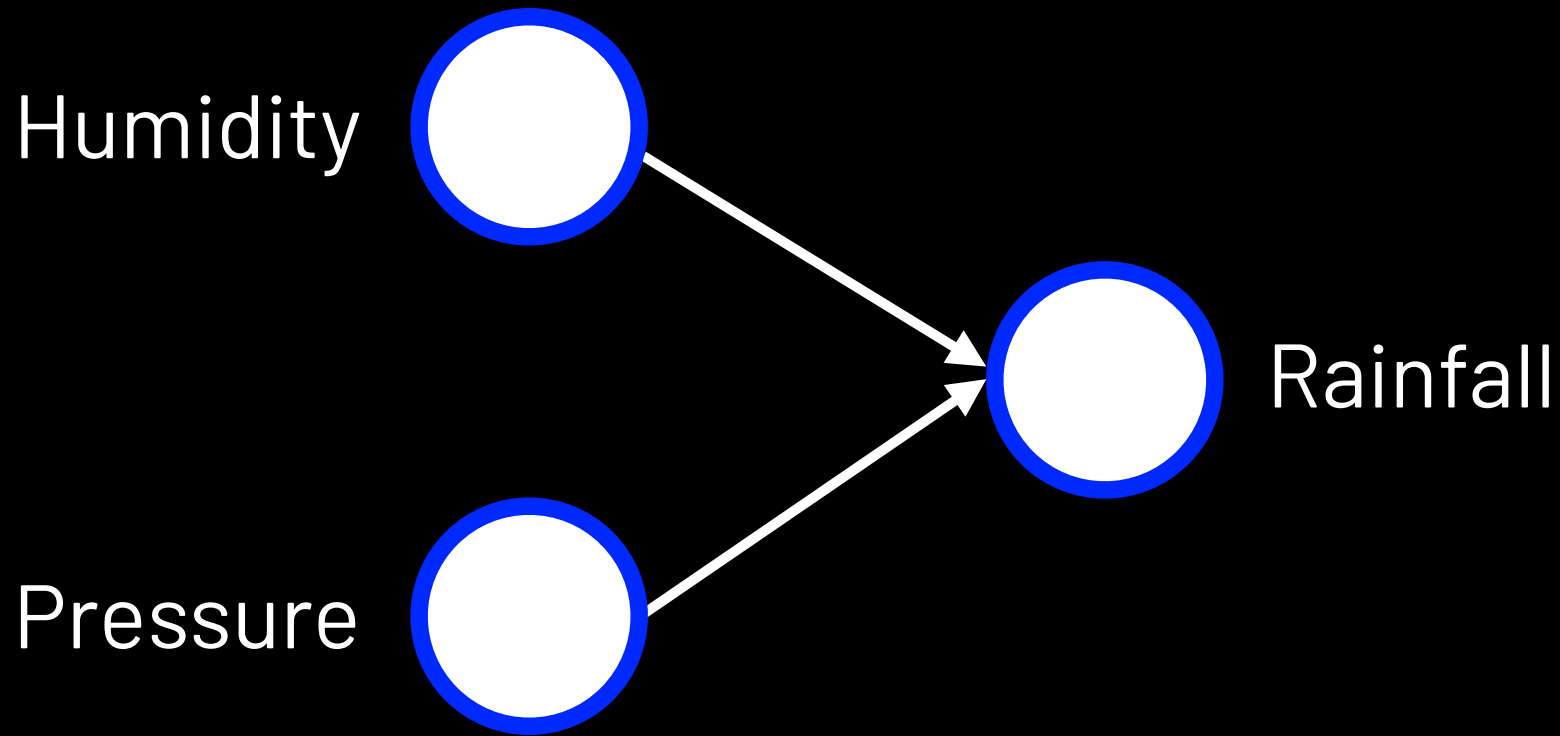


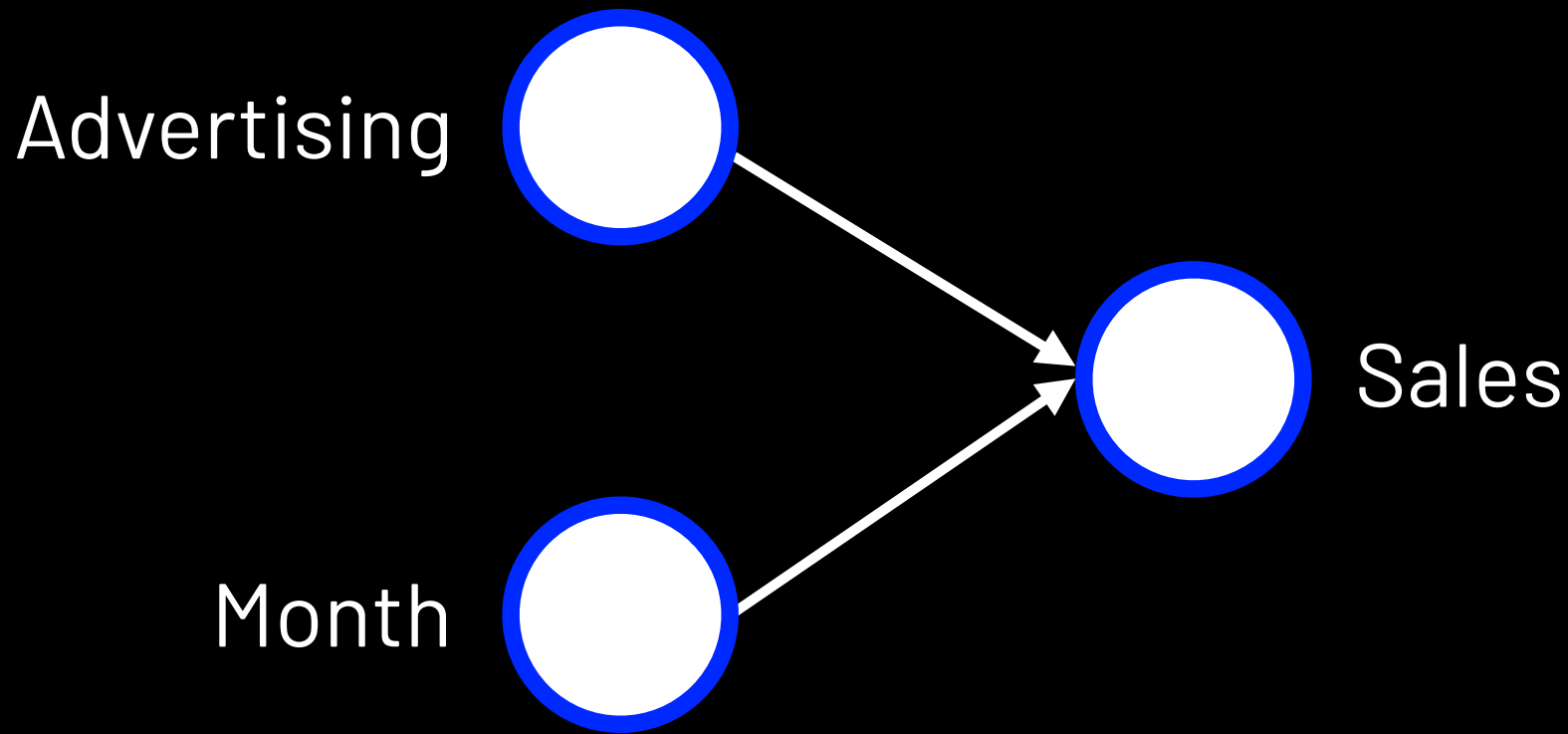








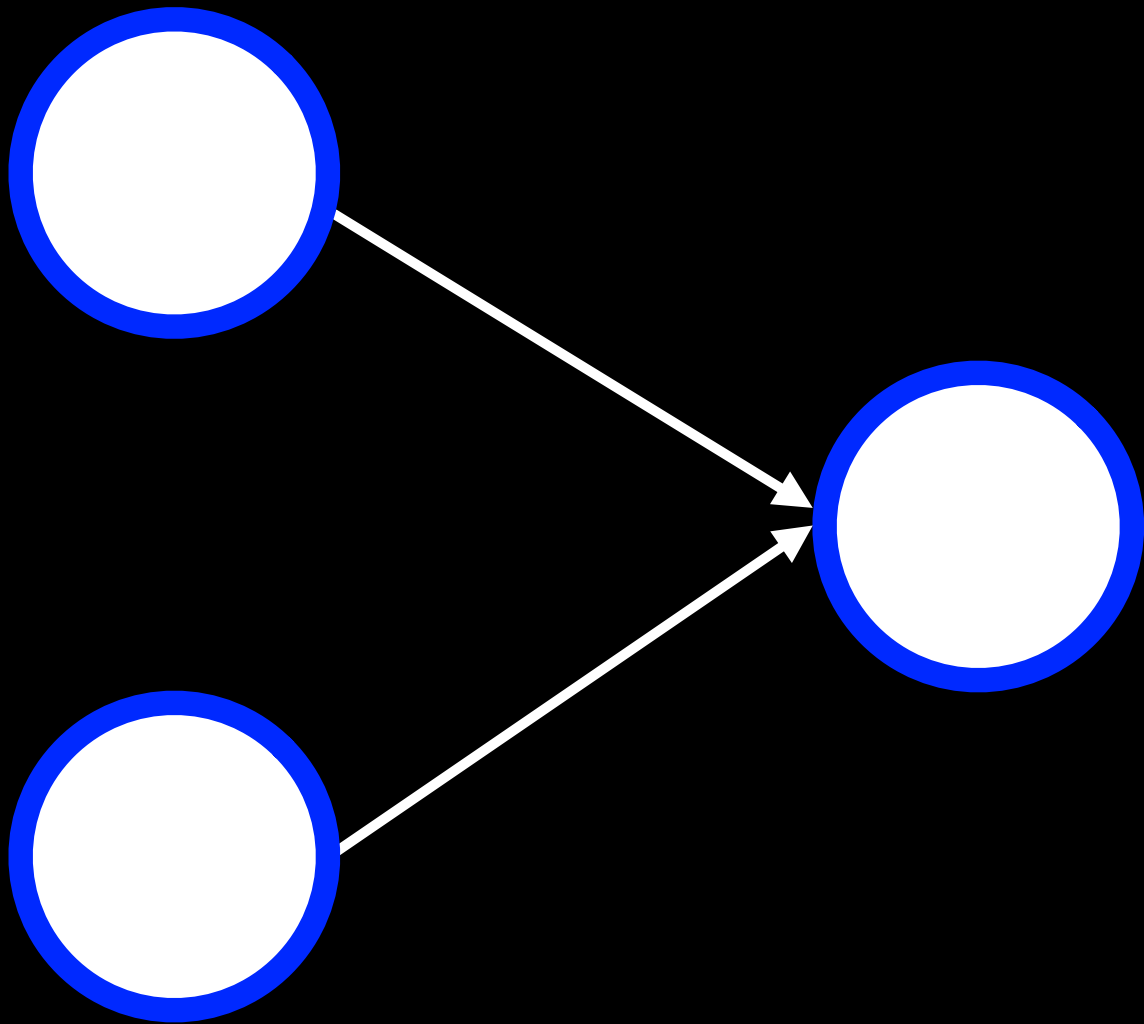


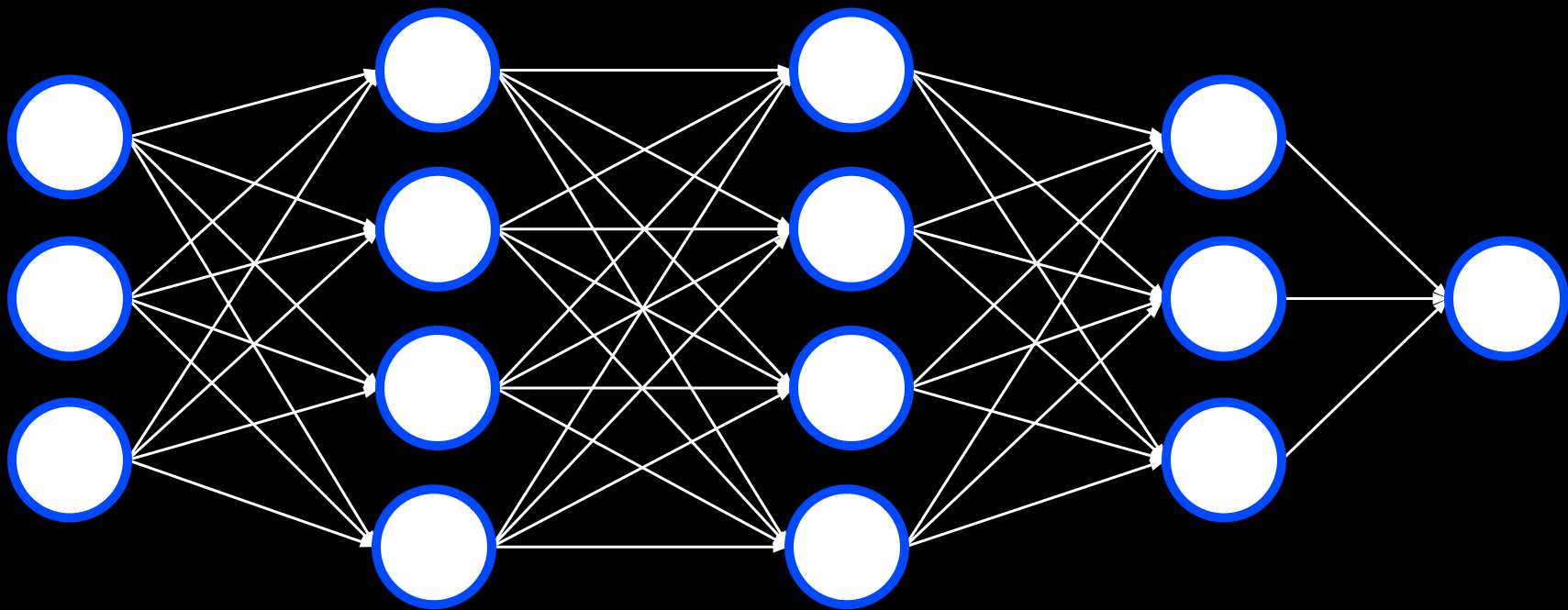


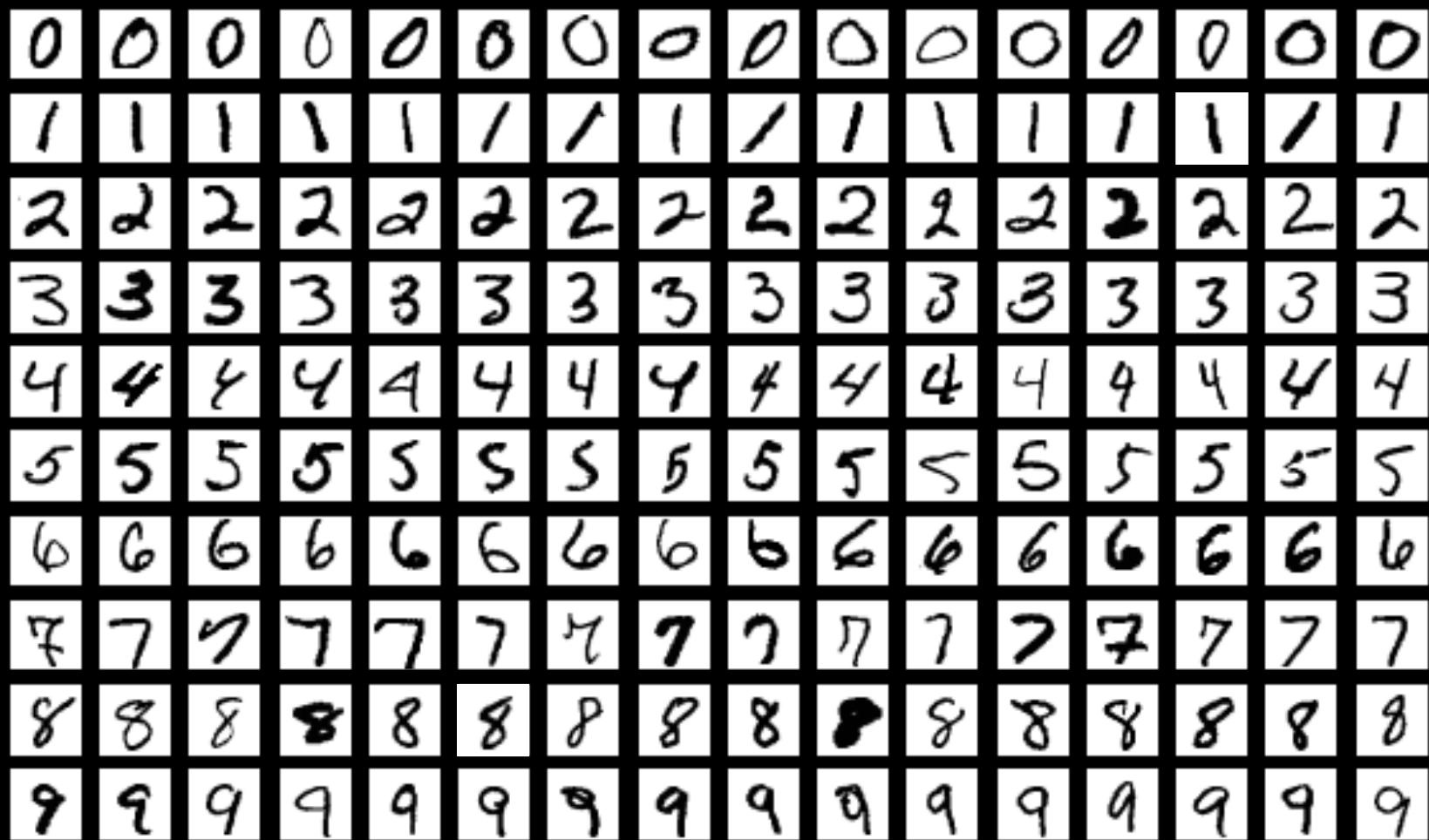
input

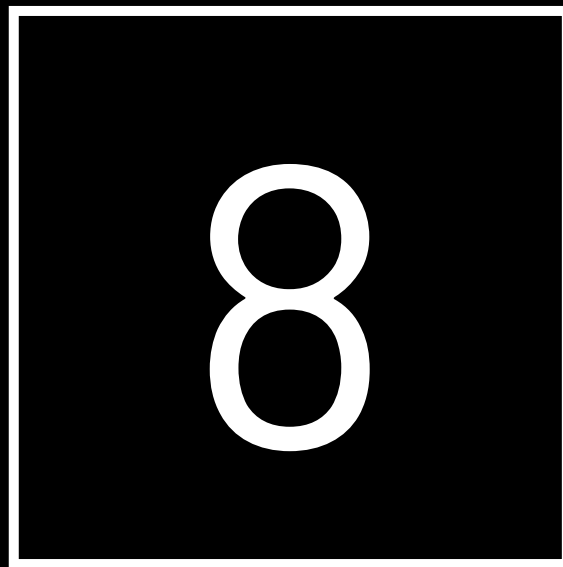


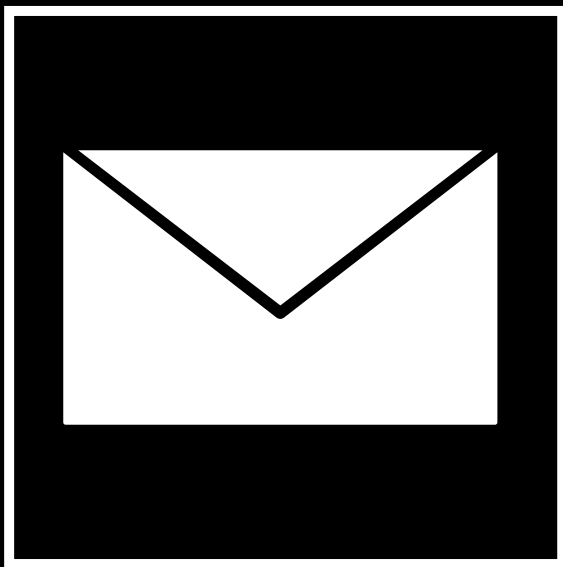
output





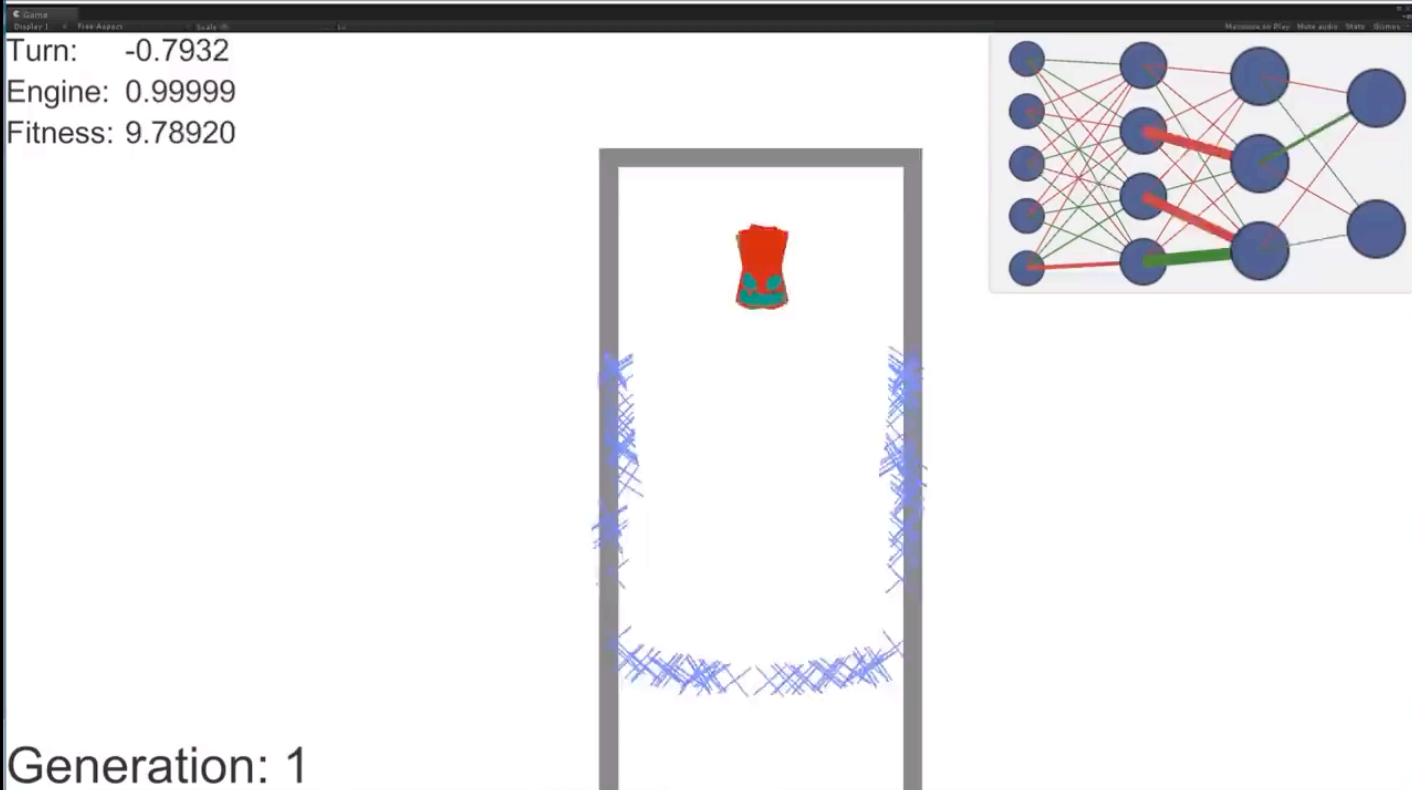






spam

Game
Turn: -0.7932
Engine: 0.99999
Fitness: 9.78920



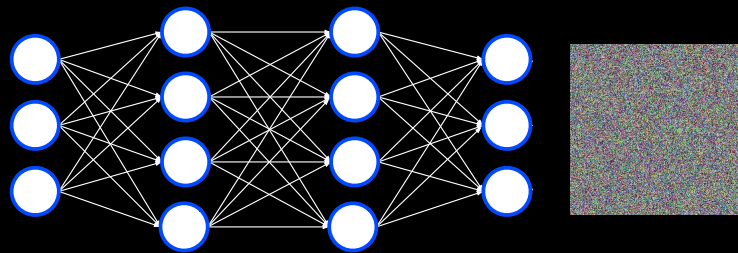
Generation: 1

The image shows a game window with a white background. In the center, a grey rectangular frame contains a small red and green creature. The frame is surrounded by blue scribbles. In the top right corner, there is a neural network diagram with blue nodes and red and green connections. The top left corner displays game statistics: Turn: -0.7932, Engine: 0.99999, and Fitness: 9.78920. The bottom left corner displays 'Generation: 1'.

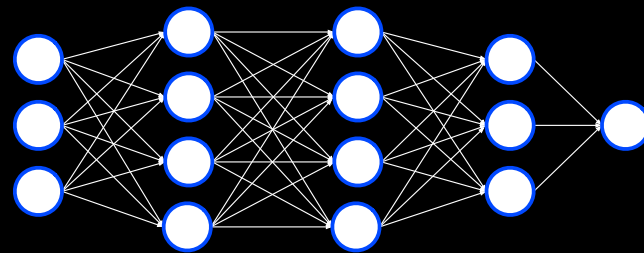
Source: YouTube, Samuel Arzt



Dataset of Real Images

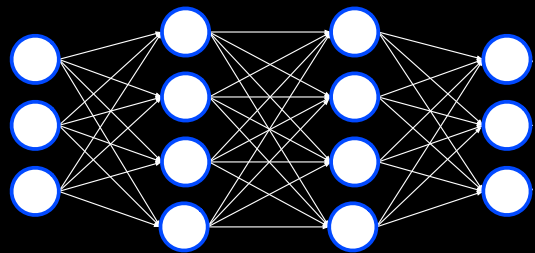


Generator

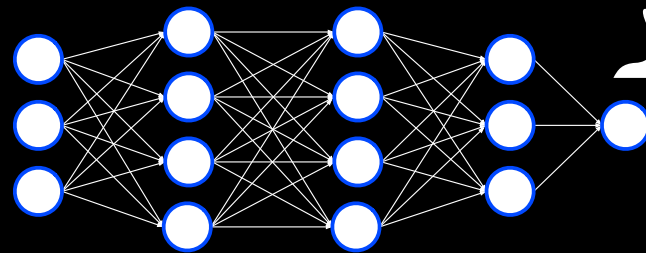
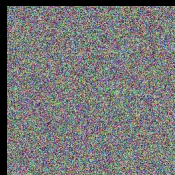


Discriminator

Dataset of Real Images



Generator

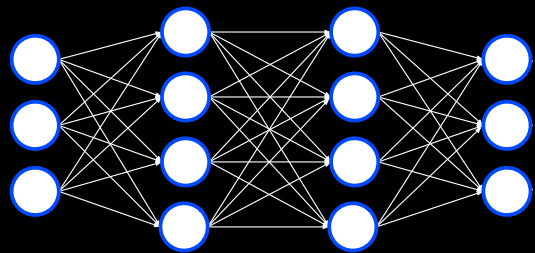


Discriminator

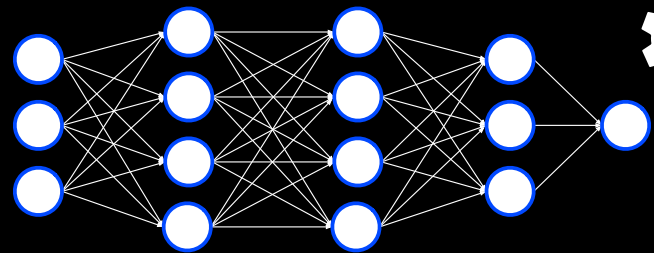
Real



Dataset of Real Images



Generator

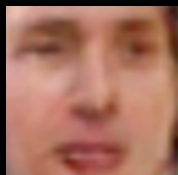
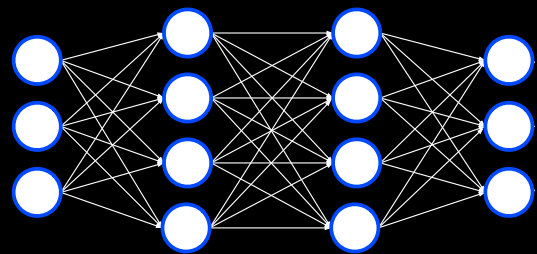


Discriminator

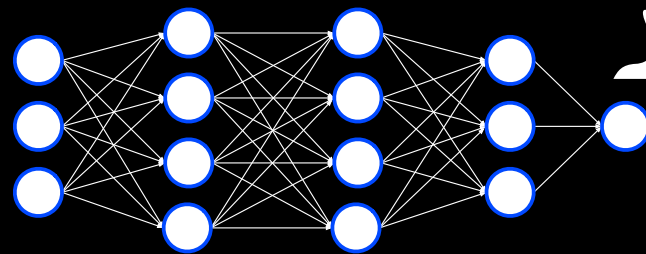
Generated



Dataset of Real Images



Generator

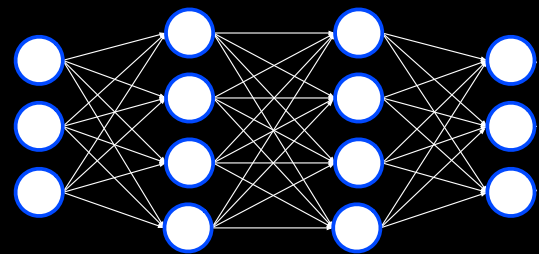


Real

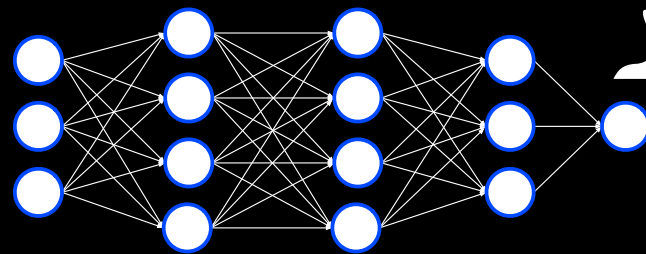
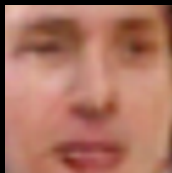


Discriminator

Dataset of Real Images



Generator



Real



Discriminator

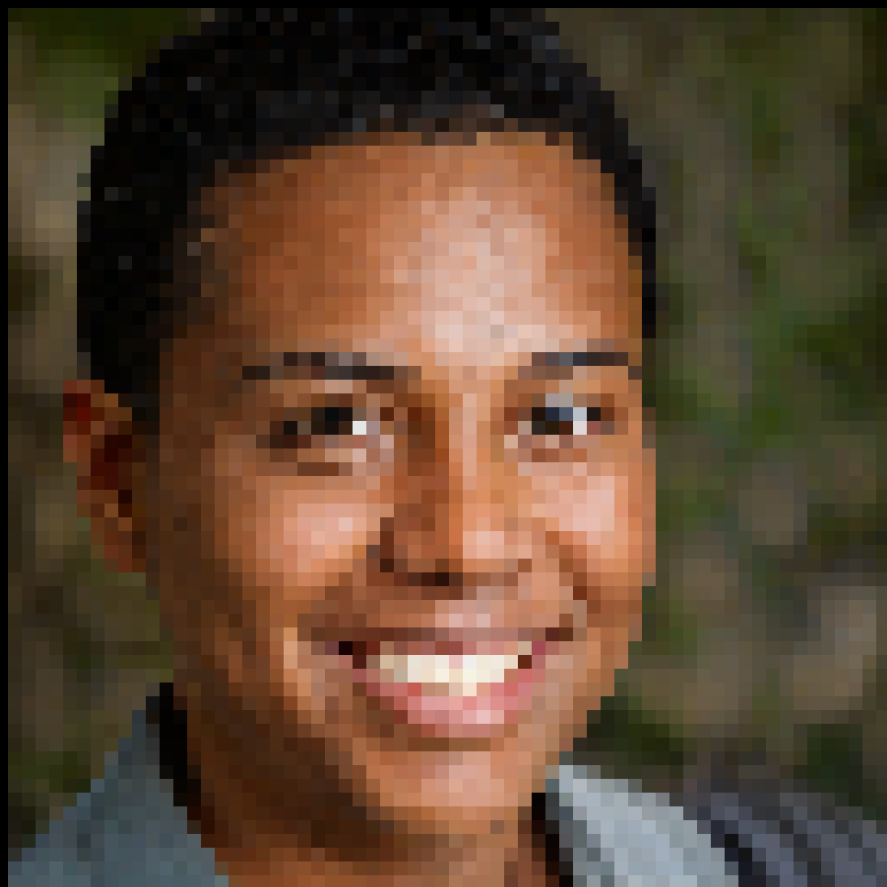






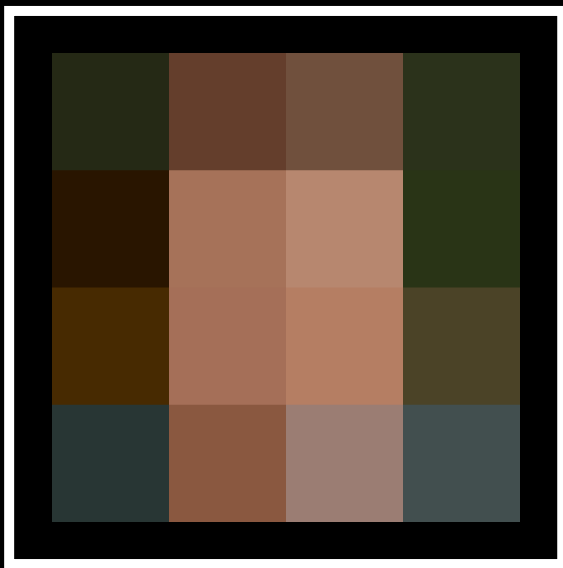




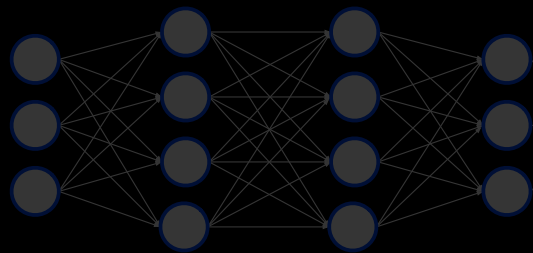




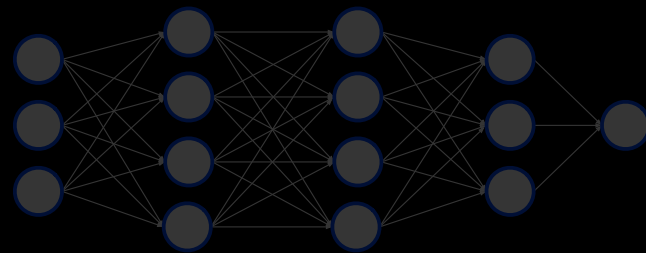




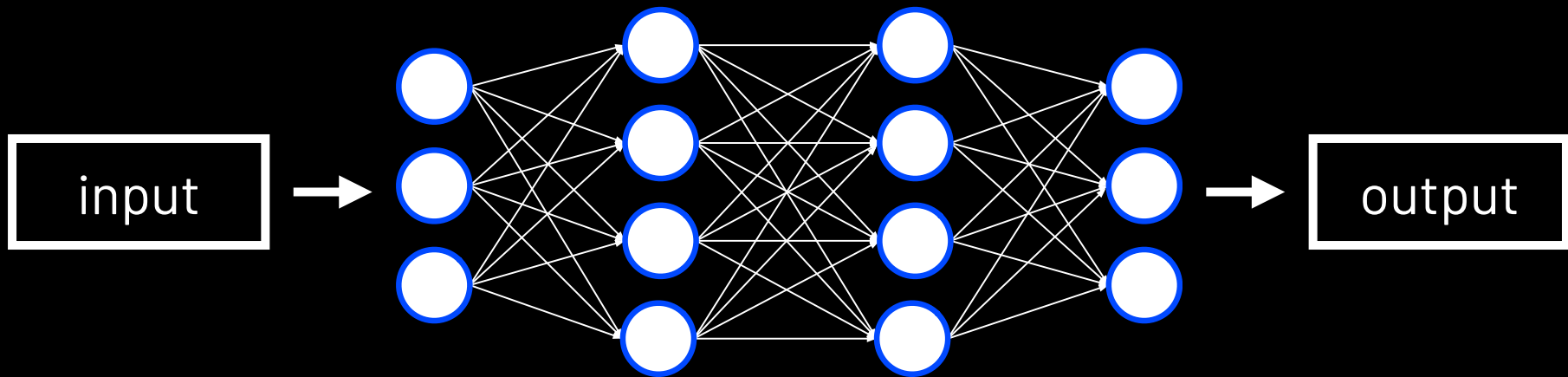
Dataset of Real Images



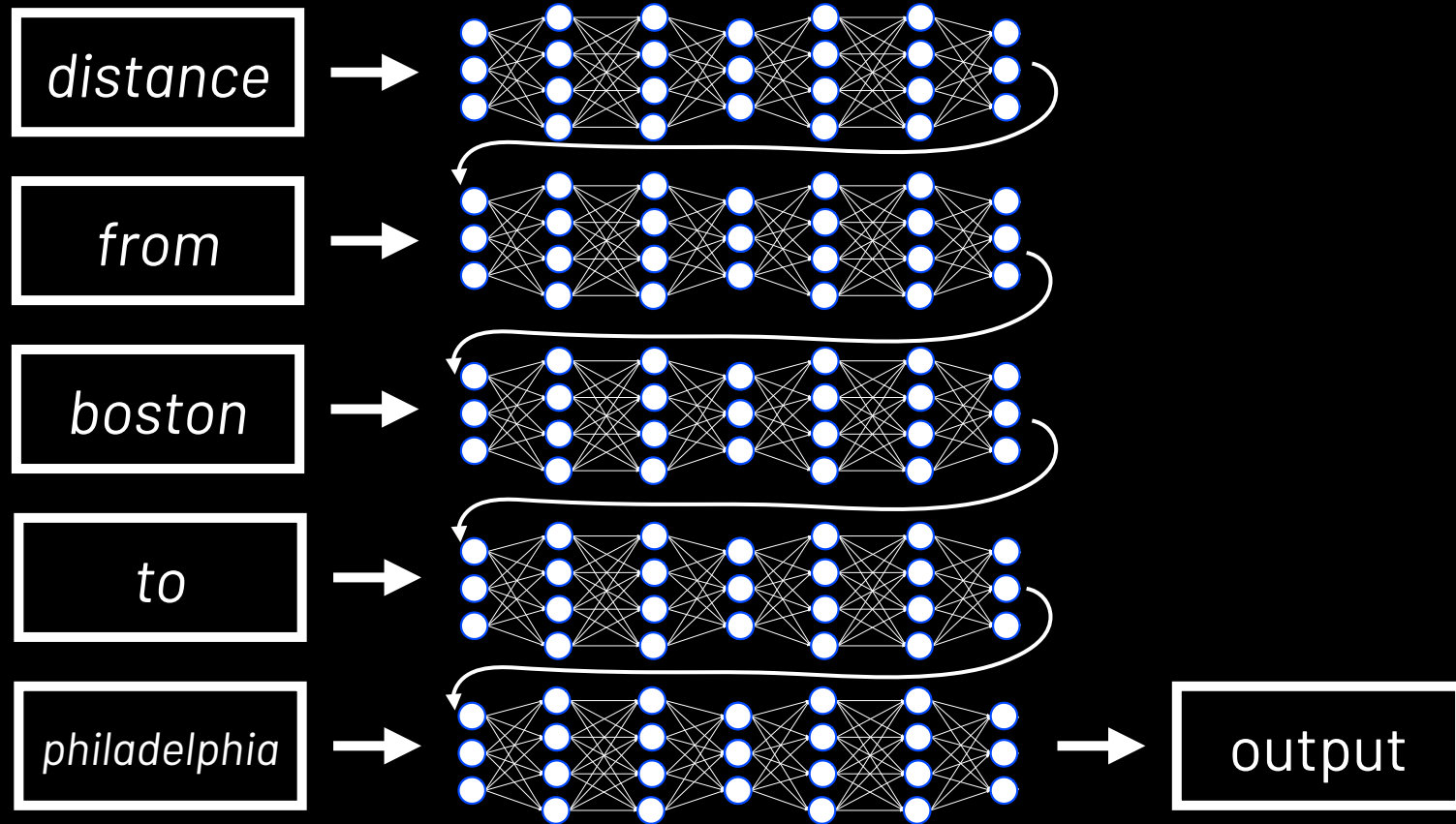
Generator




Discriminator

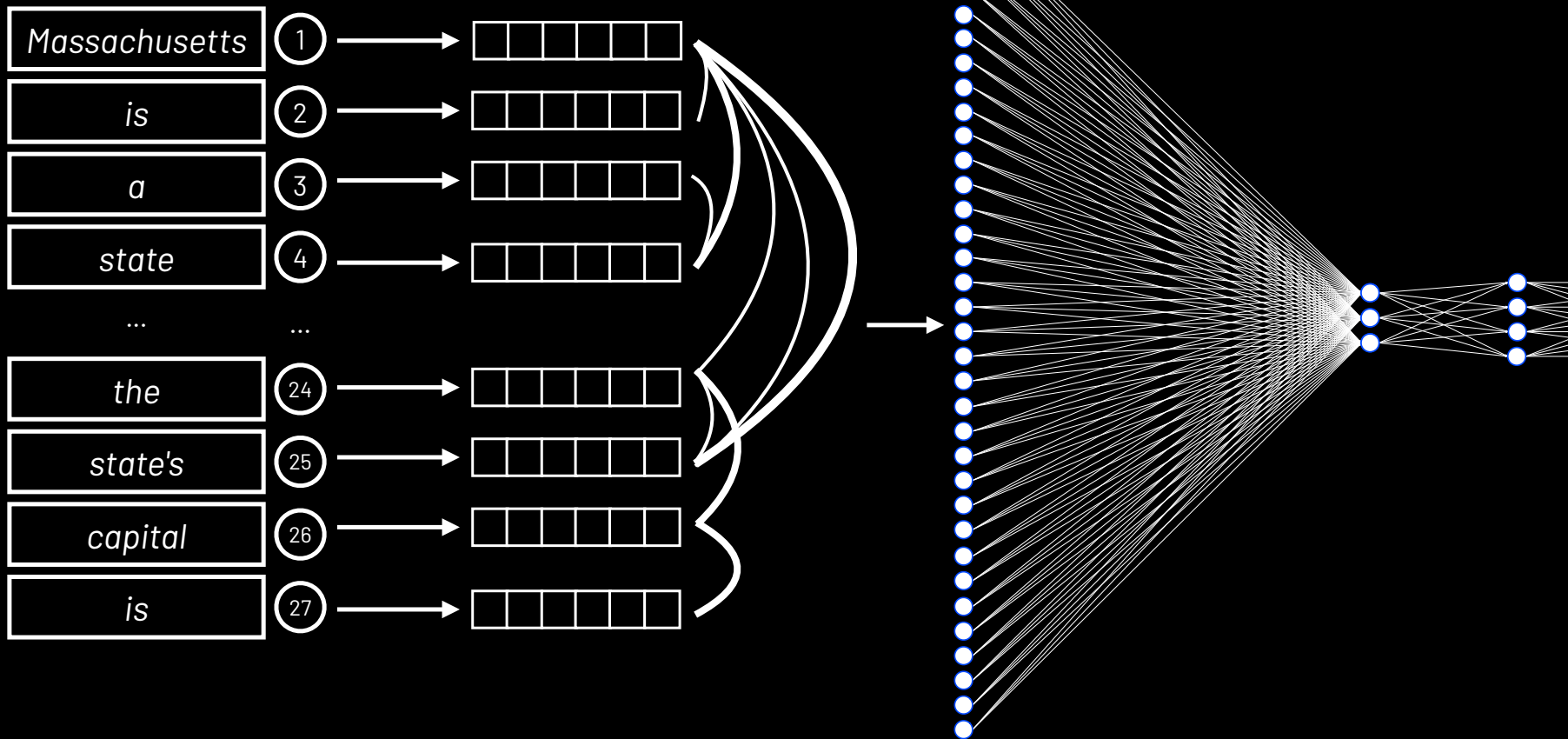


"Distance from Boston to Philadelphia"





"Massachusetts is a state in the New England region of the Northeastern United States. It borders on the Atlantic Ocean to the east. The state's capital is..."



Attention Is All You Need

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Jakob Uszkoreit*
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Illia Polosukhin* †
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Abstract

Transformer Model
2017

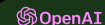
Language Models are Few-Shot Learners

Tom B. Brown* Benjamin Mann* Nick Ryder* Melanie Subbiah*
Jared Kaplan† Prafulla Dhariwal Arvind Neelakantan Pranav Shyam Girish Sastry
Amanda Askell Sandhini Agarwal Ariel Herbert-Voss Gretchen Krueger Tom Henighan
Rewon Child Aditya Ramesh Daniel M. Ziegler Jeffrey Wu Clemens Winter
Christopher Hesse Mark Chen Eric Sigler Mateusz Litwin Scott Gray
Benjamin Chess Jack Clark Christopher Berner
Sam McCandlish Alec Radford Ilya Sutskever Dario Amodei

OpenAI

Abstract

GPT-3 Language Model
2020

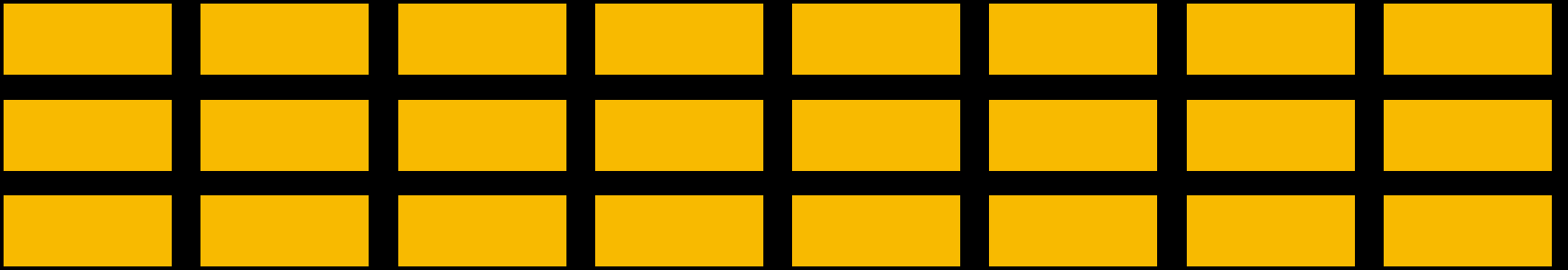


ChatGPT: Optimizing Language Models for Dialogue

We've trained a model called ChatGPT which interacts in a conversational way. The dialogue format makes it possible for ChatGPT to answer followup questions, admit its mistakes, challenge incorrect premises, and reject inappropriate requests. ChatGPT is a sibling model to InstructGPT, which is trained to follow an instruction in a prompt and provide a detailed response.

[TRY CHATGPT ↗](#)

ChatGPT Model
2022





Google DeepMind
10 minutes of training

Source: *YouTube, Two Minute Papers*



Google DeepMind
2 hours of training



Google DeepMind
4 hours of training

Artificial Intelligence

cs50.ly/feedback

helios.law.harvard.edu

cs50.edx.org/ai

thispersondoesnotexist.com

The Painters Who Passed the Turing Test: History and Impact of AI Art

Thu, Jan 19, 12:00 PM – 2:00 PM EST in WCC Room 1019,
with Michael Hu

past seminars

Final Assignment

Thank you!

- Carter, Sophia, Rongxin
- Catherine, Inno, Michael, Patrick, Varsha
- Ian, Andrew, Ramón, Max, Xochi
- Marzieh

"How machine-learning algorithms work,
fairness metrics"

"I want to get familiar with all the knowledge about CS and develop a basic body of knowledge."

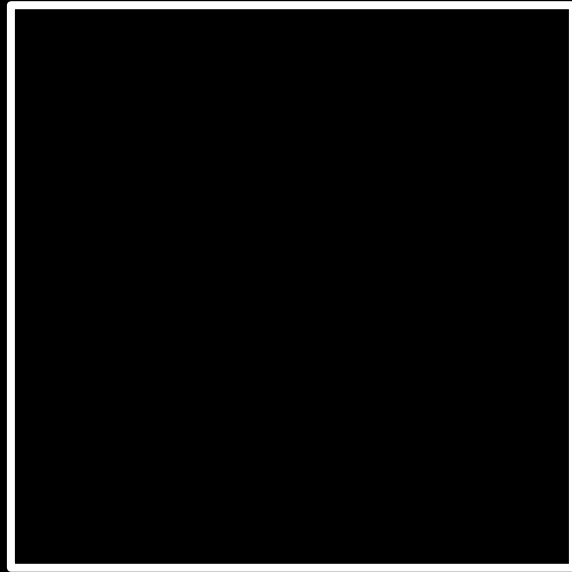
"What are common cybersecurity issues lawyers should be aware of..."

"How do the devices we use every day
actually work?"

"What is most important to computer scientists when they work with lawyers?"

"I took Java in 2012 and got an 18% on the exam so this will be an adventure to round out my time in academia."

input →



→ output

Themes

- Abstraction
- Correctness
- Efficiency
- Precision
- Representation
- Security
- Trade-offs
- ...

cs50.harvard.edu/law

Next Steps

- cs50.harvard.edu/business
- cs50.harvard.edu/technology
- ...

Next Steps

- cs50.harvard.edu/scratch
- cs50.harvard.edu/python
- cs50.harvard.edu/x
- ...



I took CS50

I took CS50

I took CS50.

CS50.

pollev.com/cs50

The End