

ALCHEMY WITH FRIENDS

VISIONARY
EDITION

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.



_____ is essentially solved.

Computer Vision is just _____.

You can't have a CVPR party without _____.

Computer Vision students dream of _____.

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I just trained a ConvNet to _____.

Artificial General Intelligence will be solved by _____.

_____ is just _____.

_____ is truly visionary.

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2 Pick two cards!

_____ is harder than MNIST.

_____ is a definite accept at CVPR.

6-bit floats

HoloLens2

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Autonomous driving

The Microsoft party

Edge detection

My CVPR paper

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My rejected CVPR
paper

Curve fitting

ImageNet

Caltech 101

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Facial recognition

Cats and dogs

Biological vision

Vanilla CNN

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Fast R-CNN

Object detection

MNIST

CIFAR

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GANs

InstaGAN

1x1 convolution

ConvNet

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Adversarial learning

Other computer vision conferences

Causality

The related work section

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My startup

Computer vision and pattern recognition

Semantic segmentation

Lunch

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Interpretability

Real world applications

Transfer learning

State of the art

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Artificial General Intelligence

Negative results

Causality

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