

教育大數據與人工智慧教育

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Inspiration and key ideas

- 教育大數據
 - 精準教育、學習分析
- 人工智慧教育
 - 以人為本的AI、可信任的AI、可解釋的AI

New challenges for **AI in education**

- From General-purpose to Transferring intelligence
- From Computation to Cognition
- From Customization to Adaptation
- From Knowing to Unknown
- **From One-size-fits-all to Precision**
- **From Technology to Humanity**

Source: Stephen J.H. Yang @ Kyoto University, March 23, 2019

https://ocw.kyoto-u.ac.jp/ja/international-conference/76/video/video03?fbclid=IwAR3iO9PWj1eJGd9V2BhThng_t8U_Q9dDP-KDxTOBNOGXHvIUpRO6jN2ngrI

From One-size-fits-all to Precision

- One-size-fits-all
 - One kind of, **average**
- Precision
 - One of a kind, **specific**
 - **Precision education (精準教育)**

精準教育 (precision education)

- Precision education refers to the use of **AI, machine learning** and **learning analytics** to improve **teaching quality** and **learning effectiveness** by addressing **at-risk students** and enabling **timely interventions**.
- Precision education can be implemented in four steps: **diagnosis, prediction, treatment, and prevention**.

Source: Yang, S.J.H. (2019). Precision education: New challenges for AI in education [conference keynote]. In *Proceedings of the 27th International Conference on Computers in Education (ICCE)* (pp. XXVII-XXVIII). Kenting, Taiwan: Asia-Pacific Society for Computers in Education (APSCE), <https://youtu.be/VKmUE1Hnaro>

Source: Yang, S.J.H. (2021). Guest Editorial: Precision education - a new challenge for AI in education. *Educational Technology & Society*, 24(1), 105-108.

From Technology to Humanity

- Technology
 - Augment human productivity with technology
- Humanity
 - Human impact, human context, human condition
 - Augment human intelligence with machine intelligence

以人為本的人工智慧 (Human-centered AI)

- Seeing the invisible through the visible
- Being the leverage and driving force to make changes for a sustainable and equitable world.
- Toward sustainable, trustworthy, and responsible AI

Source: Yang, S.J.H.*, Ogata, H., Matsui, T., & Chen, N.S. (2021). Human-centered artificial intelligence in education: seeing the invisible through the visible, *Computers and Education: Artificial Intelligence*, <https://doi.org/10.1016/j.caeai.2021.100008>

Source: Yang, S.J.H.*, Ogata, H., Matsui, T. (2022). ETS (SSCI) Special issue on Human-centered AI in education: Augment human intelligence with machine intelligence (2021-2022). <https://drive.google.com/file/d/1-7VaHZ4zIVZVAeQw7B516BdssjHqo8f4/view>

Outline

- 以教育大數據為基礎之學習分析
 - 大學程式語言之教學實施
- 以人為本的人工智慧教育
 - Human-centered AI in education
 - 人工智慧何以「人本」

以教育大數據為基礎之學習分析

大學程式語言之教學實施 (log driven)

程式語言學習環境 (log & leaning analytics)

- 學習系統
 - (教材)電子書閱讀系統：BookRoll
 - 程式演練系統：VisCode
- 複習系統
 - 克漏字複習系統(Cloze)
 - 簡答題複習系統(Short answer question)
- 評量系統
 - 概念評量系統(Concept assessment)
 - 程式評量系統(Coding assessment)

(教材)電子書閱讀系統 BookRoll

多層List範例

寵物列表

```
Animal = ["dog", "cat", "bird", "fish", "turtle"]
```

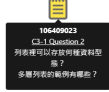
- 分成三群：路上、空中、水中的動物
 - land: dog, cat
 - sky: bird
 - sea: fish, turtle

程式範例1

```
land = ["dog", "cat"]
sky = ["bird"]
sea = ["fish", "turtle"]
animal = [land, sky, sea]
```

程式範例2

```
animal2 = ["dog", "cat", "bird", "fish", "turtle"]
```



程式演練系統 VisCode

```

Jupyter W3_List Last Checkpoint: 2020年3月27日 (autosaved)
File Edit View Insert Cell Kernel Widgets Help
In [90]: # page 11
         animal = ["dog", "cat", "bird", "fish", "turtle"]
         print("animal=>", animal, "type: ", type(animal))
         land = ["dog", "cat"]
         sky = ["bird"]
         sea = ["fish", "turtle"]
         animal = [land, sky, sea]
         print("animal: ", animal)
         print("animal[0]: ", animal[0])
         print("animal[0][1]: ", animal[0][1])

         animal=> ['dog', 'cat', 'bird', 'fish', 'turtle'] type: <class 'list'>
         animal: [['dog', 'cat'], ['bird'], ['fish', 'turtle']]
         animal[0]: ['dog', 'cat']
         animal[0][1]: cat

```

克漏字複習系統(Cloze)

List列表

- 列表必須用 `[]` 框起來。
- 列表是一種資料型態，在建立時需要用一個變數去承接。
- 列表中的格子都有自己的編號，可利用對應的編號找到格子中的值。
- 切記：在列表中格子的編號從 `0` 開始。

程式 → Alphabet = ['a', 'b', 'c', 'd', 'e', 'f', 'g']

圖示 → List →

0	1	2	3	4	5	6
a	b	c	d	e	f	g

程式評量系統(Coding assessment)

三角形

Description

輸入三個正整數 a, b, c, 如果可以組成一個三角形, 輸出 True, 否則輸出 False.

Input

三行

各包含一個整數

Output

一行

True或False

Sample Input 1

```
3
4
5
```

Sample Output 1

True

Sample Input 2

```
3
2
1
```

Sample Output 2

False

Hint

三角形任二邊長和大於第三邊

三角形任二邊長差小於第三邊

Language: Python3 Theme: Solarized Light

```

1 a = int(input())
2 b = int(input())
3 c = int(input())
4
5 edge = [a,b,c]
6 edge.sort()
7
8 if edge[0]+edge[1]>edge[2] or edge[2]-edge[1]<edge[0]:
9     print('True')
10 else:
11     print('False')

```

Status Accepted

Submit

簡答題複習系統(Short answer question)

Short Answer

列表(List)是用什麼符號表示?

Prev

Submit

Next

概念評量系統(Concept assessment)

Assessment

```
foods = ['bread', 'egg', 'milk']
```

```
foods.reverse()
```

```
print(foods)
```

會出現什麼結果?

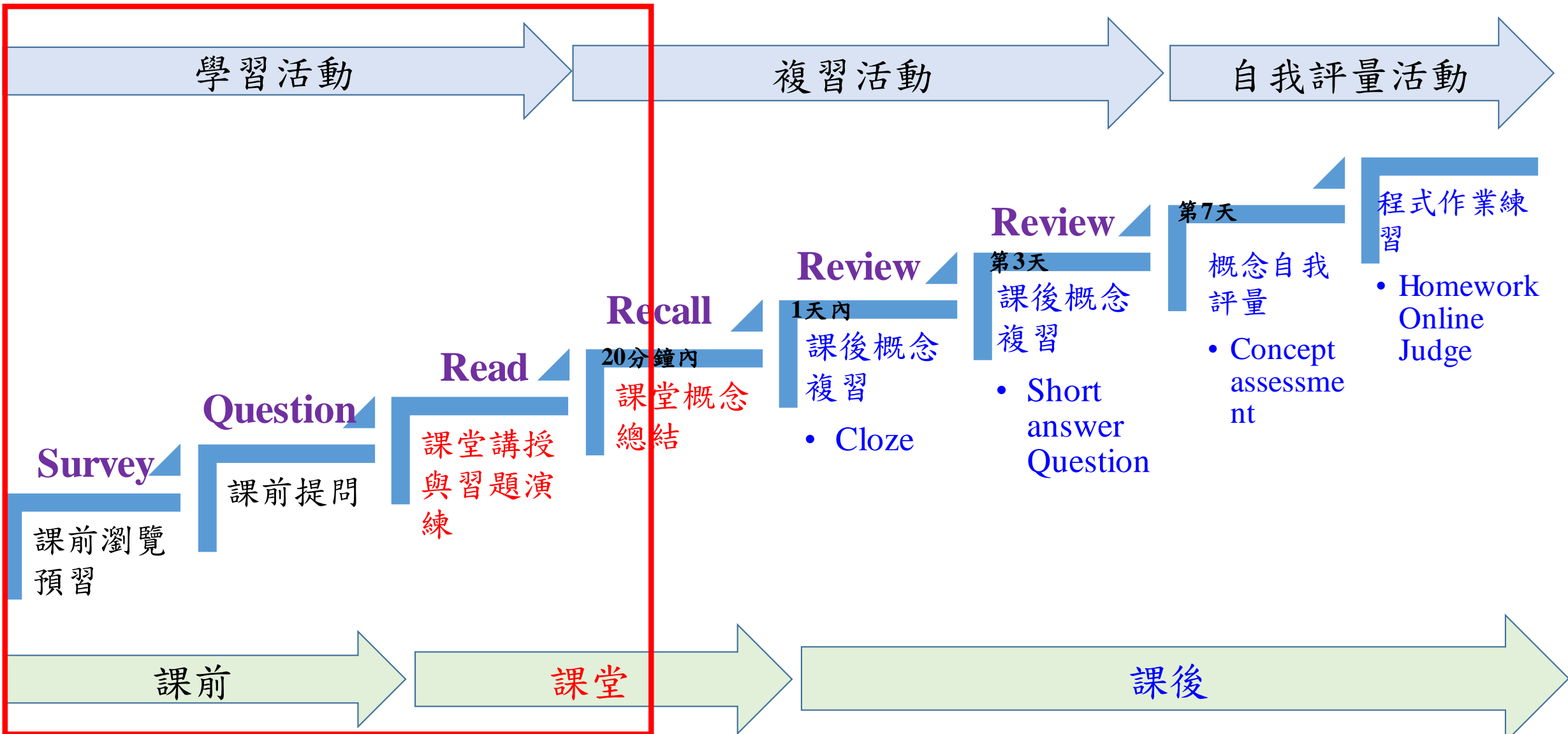
- 全部都是
- ['milk', 'egg', 'bread']
- ['egg', 'milk', 'bread']
- ['milk', 'bread', 'egg']

Submit

學習策略/閱讀策略

- **SQ3R** 閱讀策略設計學習活動與複習活動 (Robinson, 1994)
- Survey、Question、Read、Recall、Review

課程活動設計 (學習環境 + 學習策略)



SQ3R：Survey、Question、Read、Recall、Review

- Key point：
 - 快速瀏覽文章、閱讀摘要、章節標題、關鍵字、圖表、結論
 - 查看整份文章所要傳達的知識以及要點
 - 了解本章內容的主體框架，以規劃閱讀的方向及目的
- 概念學習活動：課前預習

SQ3R：Survey、Question、Read、Recall、Review

- Key point：
 - 透過Survey過程，針對摘要、章節標題、關鍵字...進行自我提問
- 概念學習活動：課前提問

學生的問題提問內容：
List的作用是？
為什麼需要用到List？
List 如何使用



SQ3R：Survey、Question、Read、Recall、Review

- Key point (學生課前預習)
 - 根據Question的問題來閱讀章節內容，閱讀方向將朝向找出問題的答案內容
 - 利用所有可以幫助自己記憶的閱讀技巧，為重要的關鍵字畫重點、針對重要的概念內容作筆記整理，這些動作都有助於長期記憶，加深課文內容印象。
- 概念學習活動：課前預習

SQ3R：Survey、Question、Read、Recall、Review

- Key point (課堂講授/回應、學生課堂跟讀、習題演練)
 - 教師講授(BookRoll)，學生跟讀，並標註重點(marker)，以及撰寫筆記(memo)
 - 透過電子書講解程式概念，並回答學生課前的問題提問
 - 搭配ViSCode現場演練程式撰寫過程

多層List範例

寵物列表

```
Animal = ["dog", "cat", "bird", "fish", "turtle"]
```

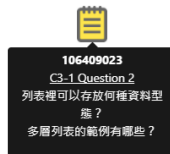
- 分成三群：路上、空中、水中的動物
 - land : dog, cat
 - sky : bird
 - sea : fish, turtle

程式範例1

```
land = ["dog", "cat"]
sky = ["bird"]
sea = ["fish", "turtle"]
animal = [land, sky, sea]
```

程式範例2

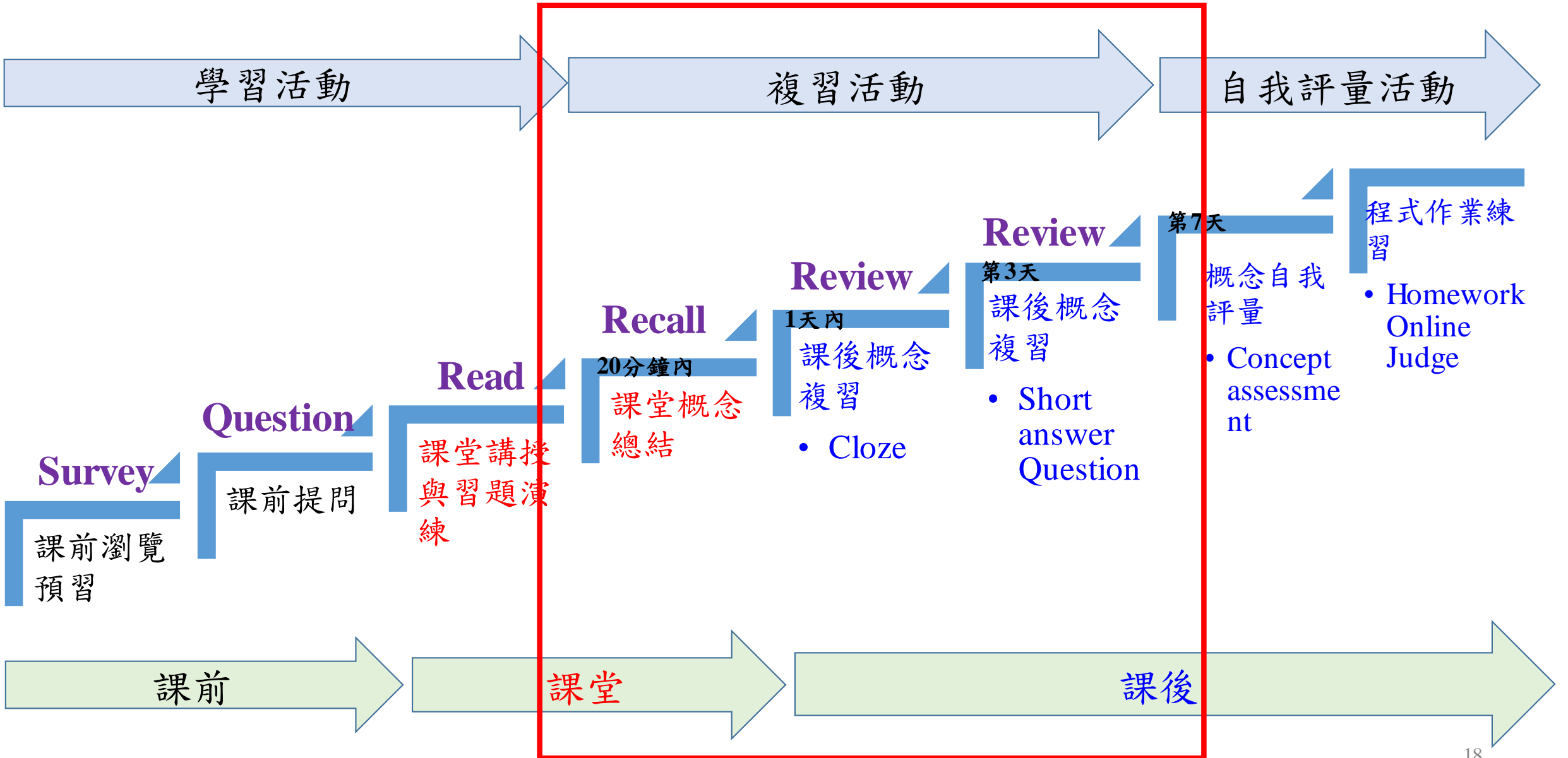
```
animal2 = [{"dog", "cat"}, {"bird"}, {"fish", "turtle"}]
```



```
jupyter W3_List Last Checkpoint: 2020年3月27日 (autosaved)
File Edit View Insert Cell Kernel Widgets Help
+ -> <-> Run Code
In [90]: # page 11
animal = ["dog", "cat", "bird", "fish", "turtle"]
print("animal==>", animal, "type: ", type(animal))
land = ["dog", "cat"]
sky = ["bird"]
sea = ["fish", "turtle"]
animal = [land, sky, sea]
print("animal: ", animal)
print("animal[0]: ", animal[0])
print("animal[0][1]: ", animal[0][1])

animal==> ['dog', 'cat', 'bird', 'fish', 'turtle'] type: <class 'list'>
animal: [['dog', 'cat'], ['bird'], ['fish', 'turtle']]
animal[0]: ['dog', 'cat']
animal[0][1]: cat
```

程式設計課程活動

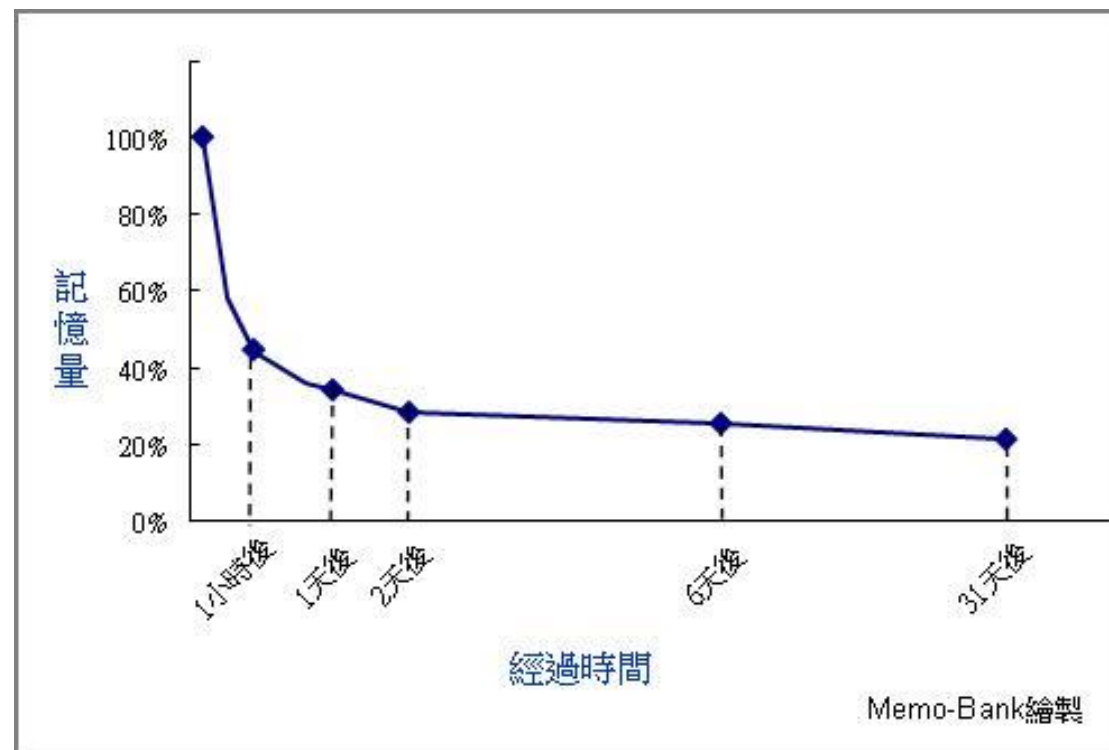


複習活動

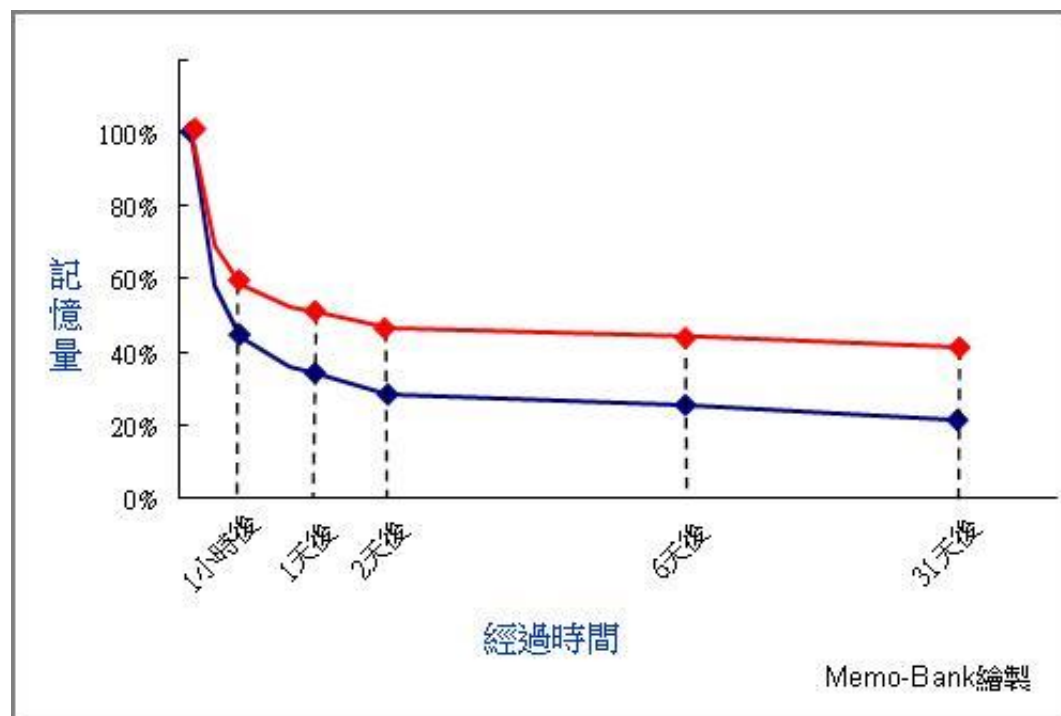
- 學習之後的記憶是有其保留/遺忘的趨勢曲線，稱之為**遺忘曲線** (Forgetting curve) (Ebbinghaus, 1885/1974; Ebbinghaus, 2013)
- 如果不經過及時的複習，這些記住過的東西就會遺忘；但經過了及時的複習，長期記憶就會繼續保持下去
- 「**間隔式複習**」學習策略是達到記憶最佳化的方法 (Leitner, 1972)

遺忘曲線 (Forgetting curve)

學習後的時間	記憶保留百分比	遺忘百分比
20分鐘後	58%	42%
1小時後	44%	56%
9小時後	36%	64%
1天後	34%	66%
2天後	28%	72%
6天後	25%	75%
31天後	21%	79%



經過複習後之遺忘曲線



- 若是在遺忘之前就有進行複習的話，其遺忘的速率則有不同的變化
- 藍色的線表示原來的遺忘曲線
- 紅色的線表示經過複習後，其遺忘速率變慢

間隔式複習

- 不斷增加每次複習的間隔時間 (Leitner, 1972)
 - 課堂上複習
 - 第一次複習是在學習後的1天之內
 - 第二次複習是在第一次複習的2天之後
 - 第三次複習是在第二次複習的4天之後

Leitner, S., *So lernt man lernen: Der Weg zum Erfolg* (Learning to learn: The road to success), Herder, Freiburg, 1972.

SQ3R：Survey、Question、Read、Recall、Review

- 回想學習的知識內容與歸納整理重點概念
- 概念複習活動：課堂概念總結
 - 間隔式複習
 - 課程學習20分鐘後，記憶保留比例為58% (遺忘比例為 42%)
 - 在課堂講授活動結束後，根據自己的理解整理該章節的概念總結，並於電子書最後一頁透過Memo撰寫章節概念總結(memo title：總結)，以便之後複習能更快速回憶章節要點。

13	108409009@cc.ncu.edu.tw	總結	1. 字串是由一組有順序的字元組成，可以用索引查詢 2. 索引由0開始 3. 切片: iterable[start, end, step] # 切片不包含end的值，只到end - 1 4. 字串轉換方式: lower()、upper()、swapcase()、title()、replace(old, new) 5. 字串判斷方法: islower()、isupper()、isalpha()、isdigit()、isalnum() 6. 字串搜尋方法: find()、rfind()、endswith()、startswith()、count() # str.count(string, start = 0, end = len(string)) # str.find(string, beg = 0, end = len(string))	2021-03-10 11:35:32
13	108401541@cc.ncu.edu.tw	總結	本單元關於字串的運用 字串主要有幾種常用的作法 第一種是索引，可以透過設定範圍去找到所在位置 不過還是要注意單雙引號不能同時混用 在索引的部分，會把每個字元編號，連空格跟標點符號都是 從0開始 如果是負數的話，會從最後一個字(通常是標點符號)當作-1 如果總字串長度是16 看過去是0~15 看回來是-16~-1 第二個常見的方法是切片 用字串切片的方式抓取字串 [起始值:終始值:間格值] 包含起始值，但終始值不包含!!! 特殊用法有len有幾個字，lower變小寫，upper變大寫，swapcase大小寫顛倒 capitalize第一個變成大寫，其他變小寫 replace(old,new) 取代	2021-03-10 11:38:30

SQ3R：Survey、Question、Read、Recall、Review

- 在課後透過各式各樣的學習資源來多次複習章節內容
- 藉由反覆練習的方式，達到長期記憶的效果。

• 概念複習活動：課後概念複習

- 間隔式複習
- 第一次複習是在學習後的1天之內：Cloze複習
- 第二次複習是在第一次複習的2天後：Short answer question 複習

克漏字複習系統(Cloze)

List列表

- 列表必須用 `[]` 框起來。
- 列表是一種資料型態，在建立時需要一個變數去承接。
- 列表中的格子都有自己的編號，可利用對應的編號找到格子中的值。
- 切記：在列表中格子的編號從 `0` 開始。

程式 → Alphabet = ['a', 'b', 'c', 'd', 'e', 'f', 'g']

圖示 → List →

0	1	2	3	4	5	6
a	b	c	d	e	f	g

簡答題複習系統(Short answer question)

Short Answer

列表(List)是用什麼符號表示?

Prev Submit Next

SQ3R：Survey、Question、Read、Recall、Review

- Cloze第一次複習：每周課程結束後，需在1天內利用Cloze複習
 - 目的：引導學生了解自己抓取重點的能力
- Short answer question第二次複習：每周課程結束後，需在3天內利用Short answer question複習
 - 目的：讓學生了解是否理解課堂的重點內容
 - 簡答題：測量事實或片斷的知識
 - 試題為一個問句，答案通常為一個字、詞或短句

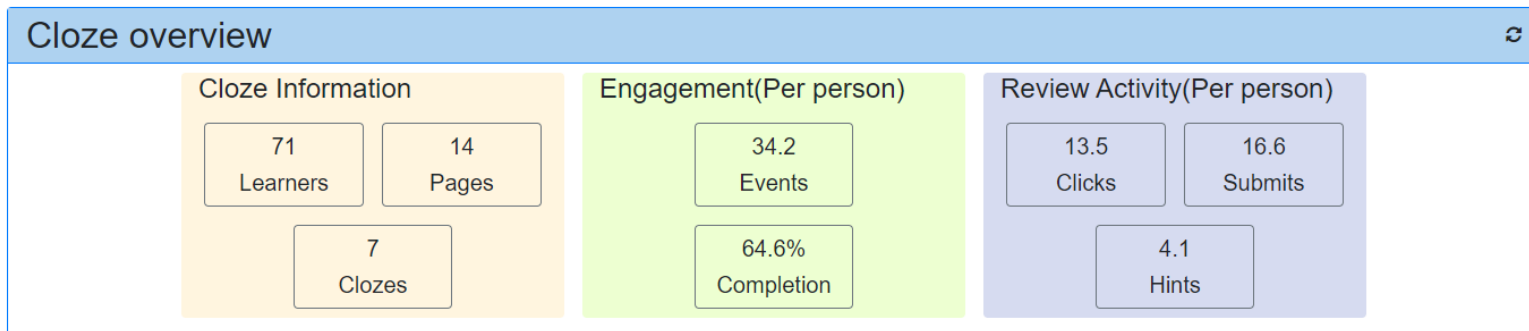
Cloze for 課後複習 (BERT, TextRank, Rake)

1. 變數名稱可以是數字大小寫英文字與 ████。
2. 不建議使用中文或他國文字如日、韓文。
3. 大寫和小寫字母是 ████ 的。
4. 變數名稱開頭 ████ 為數字。
5. 變數名稱 ████ 為保留字：
 - 不同顏色來顯示保留字。
 - 保留給程式語言專用的。
 - ████ 不能作為變數名稱。

False
None
True
and
as
assert
async

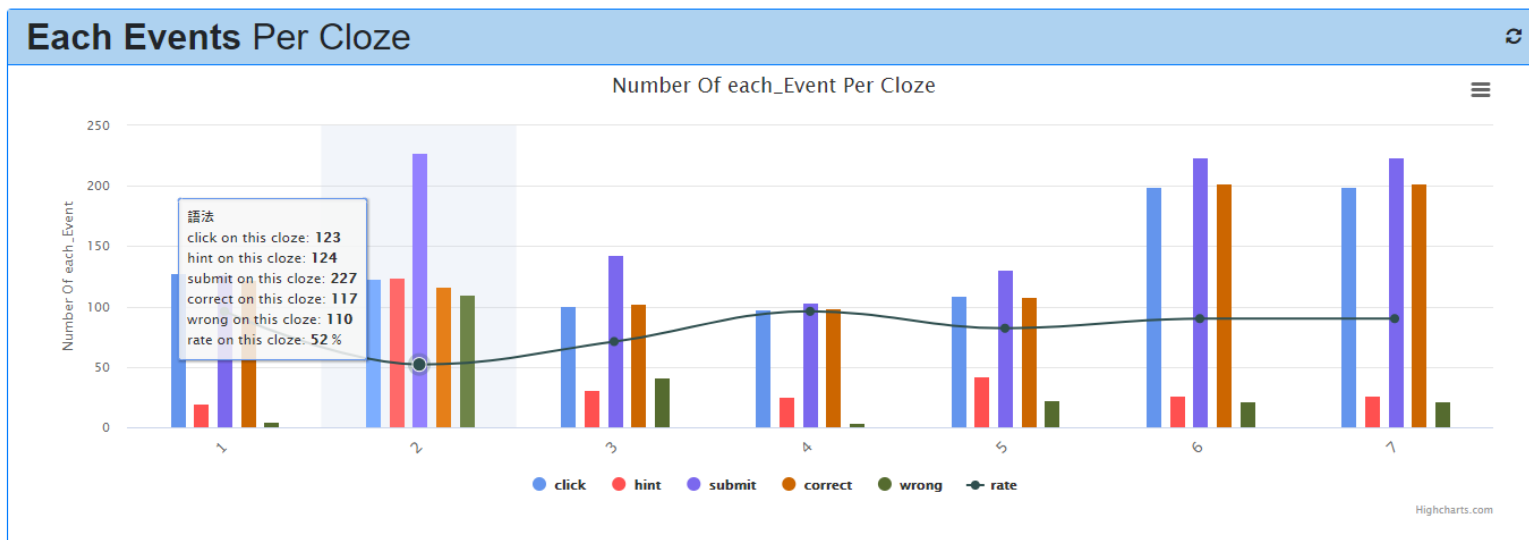
- 綠色框框為須作答之克漏字
- 紅色為老師畫的重點
- 黃色為學生畫的重點
- 若橘色表示老師與學生重疊的部分
 - 可檢測自己是否抓到重點

課後複習儀表板：Cloze overview



綜觀統計學生的作答狀況

- 學生總數/電子書頁數/Cloze題數
- 行為/完成度平均值
- 點擊/提交/提示次數平均值



針對各題目所有/單一學生的統計資料

- 長條圖
 - 點擊題目總數
 - 提示次數
 - 提交答案次數
 - 答對/答錯次數
- 折線圖
 - 答對率

Short answer question for 課後複習 (BERT, GPT-2)

答對

Short Answer

指派變數時等號的左邊表示什麼

變數名稱

Prev Submit Next

前一題

下一題

答錯

Short Answer

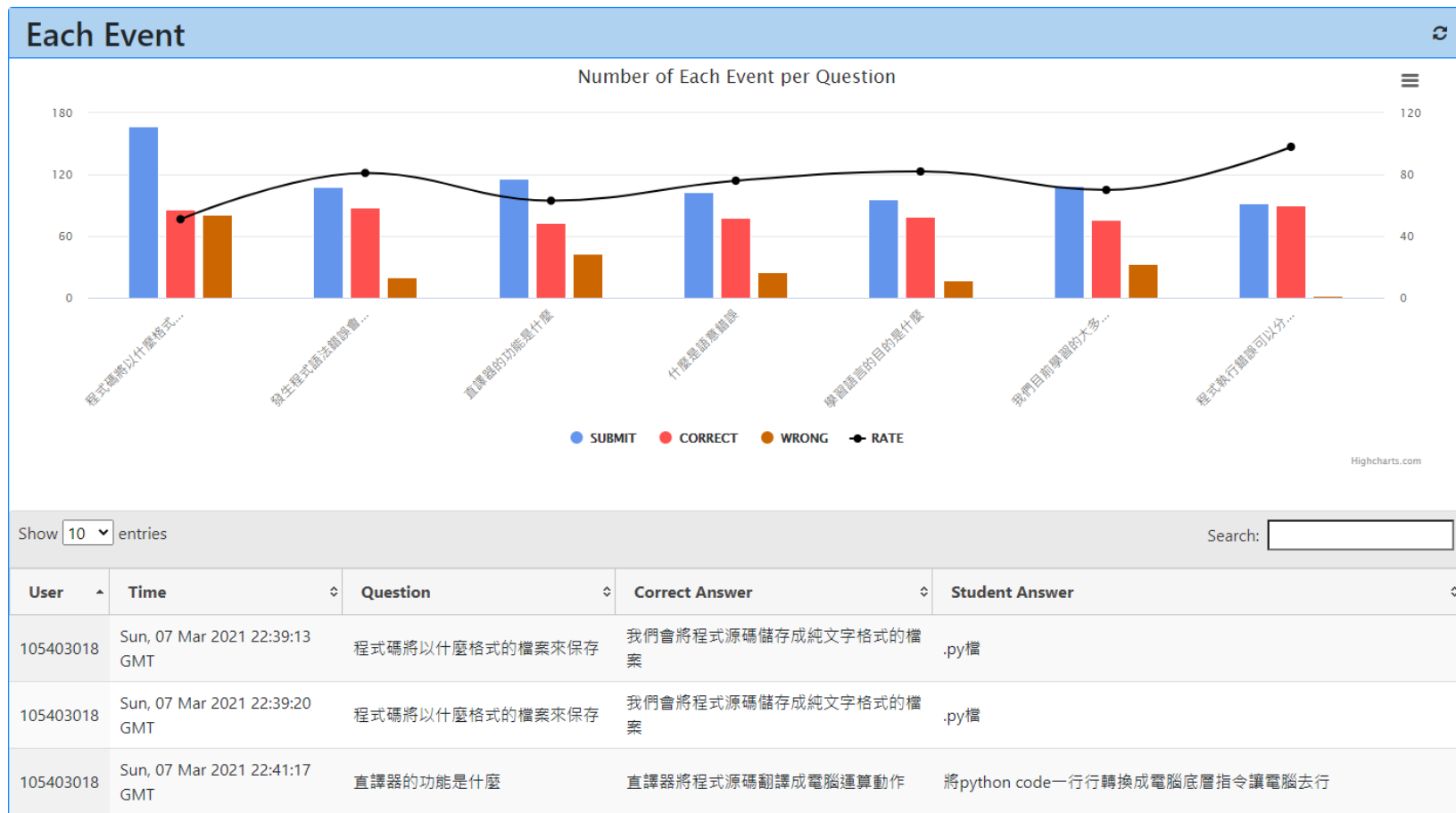
指派變數時等號的左邊表示什麼

變數內容值

Prev Submit Next

答錯可再按Submit進行再次答題

課後複習儀表板：Short answer question overview



針對Short answer之統計資料

- 長條圖
 - 提交答案次數
 - 答對/答錯次數
- 折線圖
 - 各題答對率
- 表格
 - 學生答題的狀態(正確答案、學生答案)

程式設計課程活動

學習活動

複習活動

自我評量活動

Survey

課前瀏覽
預習

Question

課前提問

Read

課堂講授
與習題演
練

Recall

20分鐘內
課堂概念
總結

Review

1天內
課後概念
複習
• Cloze

Review

第3天
課後概念
複習
• Short
answer
Question

第7天

概念自我
評量
• Concept
assessment

程式作業練
習

• Homework
Online
Judge

課前

課堂

課後

課後自我評量機制

- 概念評量系統 (Concept assessment)：檢測程式語言學習概念的精熟程度
- 程式評量系統 (Coding assessment)：即時批改檢測學生的coding能力

概念自我評量：Concept assessment

- 概念評量系統 (Concept assessment) 目的：
 - 在學習之後，測試學生對程式概念內容是否了解
- 每周課程結束後，需在7~14天內利用 Concept assessment 複習

class name 1091_程式設計-Python_黃鈺晴教師

eBook C1_變數與輸入輸出 ▾

Assessment

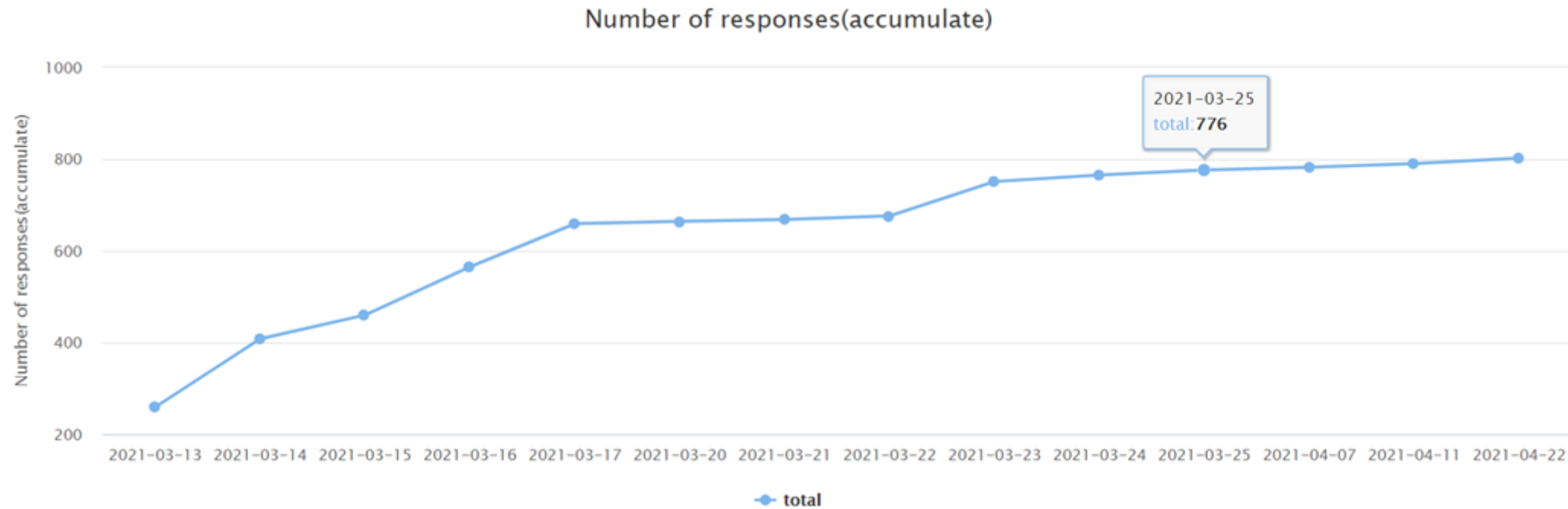
```
var_2 = 52  
print(var_2 %7)
```

- 5
- 0
- 3
- 2

Submit

自我評量儀表板：Concept assessment

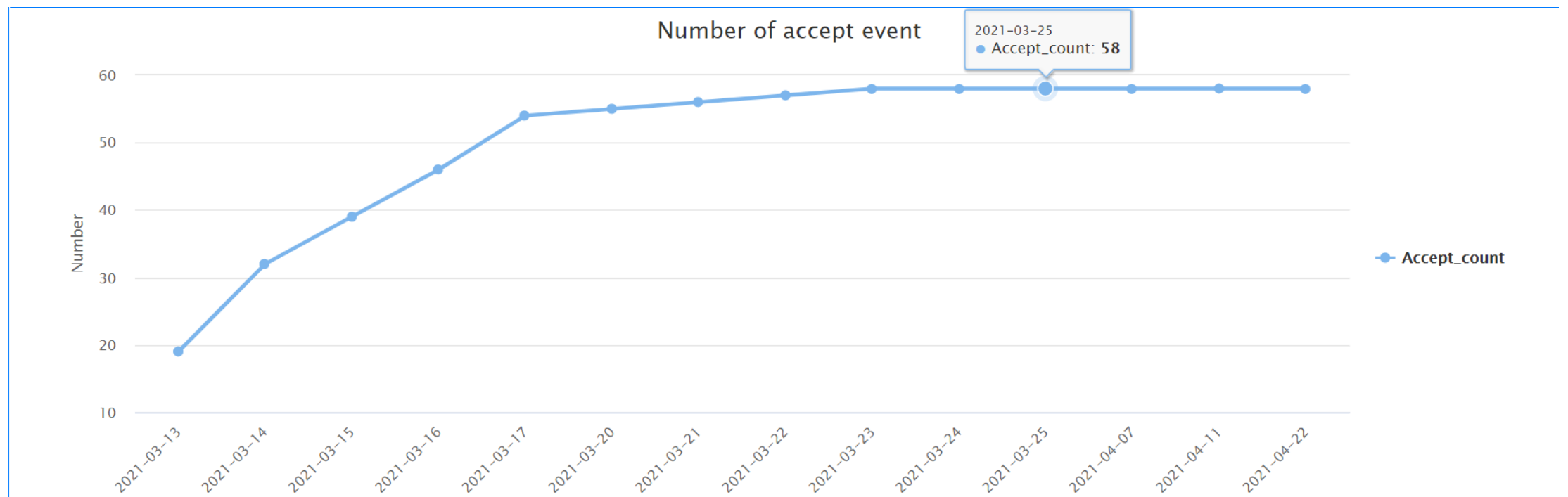
概念作答累計數量：作答期限內，該概念每日累計的作答數量



課程活動規定學生於上課後兩周內進行檢測，以「基本型態應用」概念為例

自我評量儀表板：Concept assessment

概念通過累計數量：作答期限內，該概念每日累計的通過學生數量

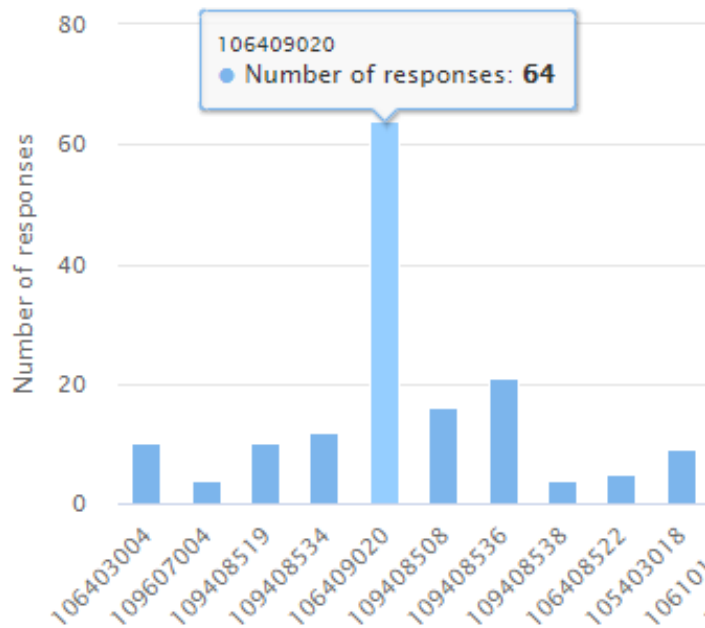


自我評量儀表板：Concept assessment

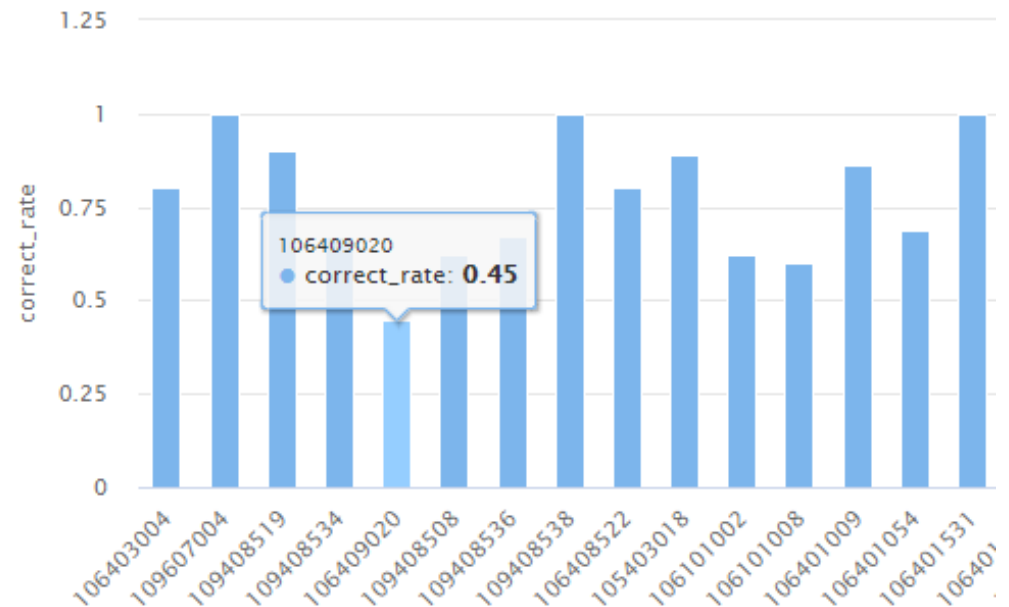
學生作答累計數量：作答期限內，所有學生針對該概念累計的**作答次數**

學生作答正確率：作答期限內，所有學生針對該概念的**作答正確率**

Responses Per Student



Correct Rate Per Student



程式能力評量系統：Coding assessment

題目說明
輸出輸入

判斷奇數或偶數

Description

判斷輸入的數字是奇數或偶數

Input

一個整數

Output

- 如果是偶數，就印出"偶數"
- 如果是奇數，則印出"奇數"

Sample Input 1

50

Sample Input 2

31

Sample Output 1

偶數

Sample Output 2

奇數

程式碼編
輯區域

程式即時
批改結果

Language: Python3

Theme: Solarized Light

```
1 num = int(input())
2 if num % 2 == 0:
3     print("偶數")
4 else:
5     print("奇數")
```

Status: Accepted

Submit

Accept：線上批改結果

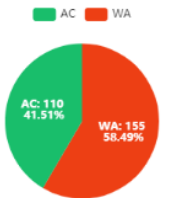
Submit：傳送程式碼進行自動批改

Submissions

Information

ID: python-odd_even
Time Limit: 1000MS
Memory Limit: 256MB
IO Mode: Standard IO
Created By: admin
Level: Low
Tags: Show

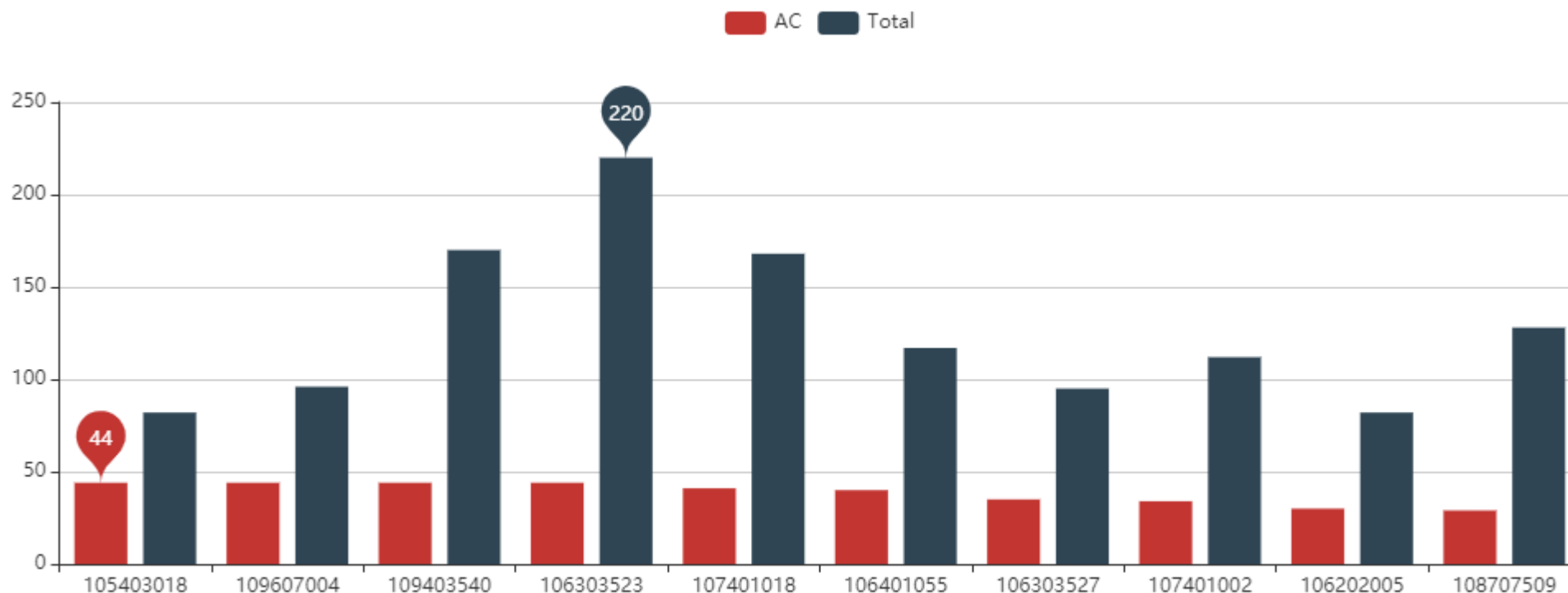
Statistic



自我評量儀表板：Coding assessment

- 線上批改結果
 - Accepted (AC) - 測試結果正確。
 - Wrong answer (WA) - 測試結果不正確，缺漏或夾雜不相干的輸出，或格式嚴重不符。可即時得知學生程式發生的邏輯錯誤
 - Run-Time Error (RE) - 程式不正常結束。通常是當掉，像除以 0 或是拜訪不該拜訪的記憶體位址。
 - Compile Error (CE) - 編譯錯誤。可能選錯語言，傳錯檔案，複製不完全，或你的程式碼根本有問題。可即時得知學生程式發生的程式語法錯誤

Coding assessment 程式能力自我評量排行榜



AC：總共答對題數(本課程共44題程式題目)

Total：程式總繳交次數

柱狀圖：全班程式評量前十名(先根據AC再根據Total進行排序)

Outline

- 以教育大數據為基礎之學習分析
 - 大學程式語言教學之教學實施
- 以人為本的人工智慧教育
 - Human-centered AI in education
 - 人工智慧何以「人本」

以人為本的人工智慧教育

Human-centered AI in education

Research agenda for AI

- The role of AI as **enablers** and **inhibitors** in **society, economy, and environment**.
 - How to overcome the consequence of inhibitors with **human-centered AI**?
 - Toward **sustainable, trustworthy, responsible AI**
- New challenges for **AI in education**
 - Human-centered AIED, precision education
 - **Trustworthy and responsible precision education**

Source: Vinuesa, R., Azizpour, H., Leite, I., Balaam, M., Dignum, V., Domisch, S., Felländer, A., Langhans, S. D., Tegmar, M., & Nerini, F. (2020). **The Role of artificial intelligence in achieving the sustainable development goals**. *Nature Communication*, *11*(233), 1-10.
<https://doi.org/10.1038/s41467-019-14108-y>

Source: Yang, S.J.H.*, Ogata, H., Matsui, T., & Chen, N.S. (2021). **Human-centered artificial intelligence in education**: seeing the invisible through the visible, *Computers and Education: Artificial Intelligence*, <https://doi.org/10.1016/j.caeai.2021.100008>

AI as enablers (**welfare to human kinds**)

- Improving the productivity of **food, health, water, education,** and **energy** services.
- Supporting low-carbon systems, such as **circular economies, smart cities** that efficiently use their resources
- Interconnected technologies such as **electrical autonomous vehicles** and **smart appliances**
- Integrate variable **renewables** by enabling **smart grids** that partially match electrical demand to times when the sun is shining and the wind is blowing

AI as enablers (**consequence & solution**)

- Need **massive computational resources** only available through large computing result in a very **high energy requirement** and carbon footprint
 - The total global electricity demand of ICT could require up to **20% by 2030** from around **1% today**
- **Green growth** of ICT technology
 - More efficient **cooling systems** and **renewable-energy** usage in ICTs.

AI as inhibitors (misuse of AI)

- “**Citizen scores**”, be used to control social behavior. This type of score is a clear example of a threat to **human rights** due to **misuse of AI**.
- **Social media** usage by showing users content specifically suited to their preconceived ideas (**先入為主**). This may lead to political polarization (**政治兩極化**) and affect social cohesion (**社會凝聚力**).

AI as inhibitors (algorithm biases)

- **AI algorithms** uncritically trained on **regular news articles** will inadvertently learn and reproduce the **societal biases** against **women** and **minorities**, which are embedded in current languages.
- **Word embedding**, a popular technique in natural language processing, have been found to exacerbate existing **gender and racial stereotypes**
- **Gender and racial inequality**: potential impact of technologies such as smart algorithms, image recognition, or reinforcement learning on **discrimination against women and minorities**.

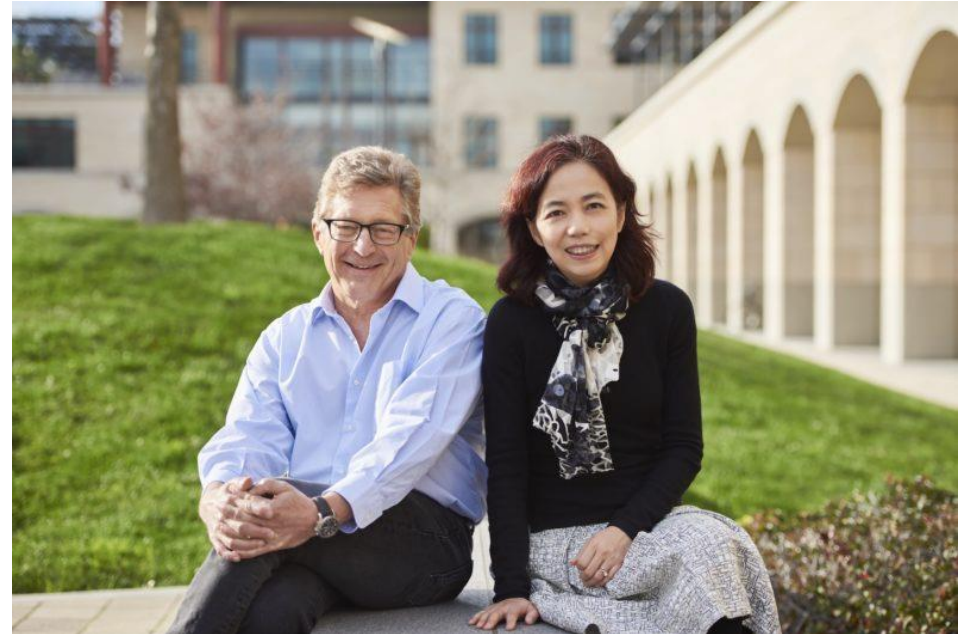
AI as inhibitors (**inequality**)

- **Future markets** rely heavily on data analysis and these resources are not equally available in **low- and middle- income countries**
- **Workers** need additional qualification, leading to replace old jobs with ones requiring **more skills, more education**
- Transfer of revenue from **workers** to **investors**. Shifts corporate income to those who own companies from those who work there.
- **Lack of gender, racial, and ethnic diversity** in the **datasets** and the **AI workforce**.

How to overcome the consequence of inhibitors with **human-centered AI**?

HAI - Human-centered Artificial Intelligence

- Inspiration:
 - Stanford HAI
 - <https://hai.stanford.edu/>
- Co-Directors:
 - Fei-Fei Li (AI)
 - John Etchemendy (哲學)
- Hopes to advance artificial intelligence (AI) **research, education, policy and practice** to improve the **human condition** (人文關懷)



What we have done in Taiwan

Future Earth, SDA

- Future Earth, Taipei, 國家委員會主任委員 劉兆漢院士 (中研院)
 - Sustainability in the Digital Age Working Group, 召集人 楊鎮華
 - 22 members from 8 universities in Taiwan

Seeing the invisible through the visible



Future Earth Taipei

Upcoming Meeting

Kick-Off Meeting

April 13, 2021
9:30 - 11:30



PC: Unsplash

International collaboration for Human-centered AI

- Collaboration

- Stephen J.H. Yang, National Central University (中央大學)
- Hiroaki Ogata, Kyoto University (京都大學)
- Tatsunori Matsui, Waseda University (早稻田大學)
- Nabeel Gillani, MIT Media Lab

- Research agenda (publications)

- Yang, S.J.H.*, Ogata, H., Matsui, T., & Chen, N.S. (2021). Human-centered artificial intelligence in education: seeing the invisible through the visible, *Computers and Education: Artificial Intelligence*, <https://doi.org/10.1016/j.caeai.2021.100008>

- Toward sustainable, trustworthy, and responsible AI

Research issue for HAI

- Sustainable AI
- Trustworthy AI
- Explainable AI (XAI)
- Responsible AI

Sustainable AI

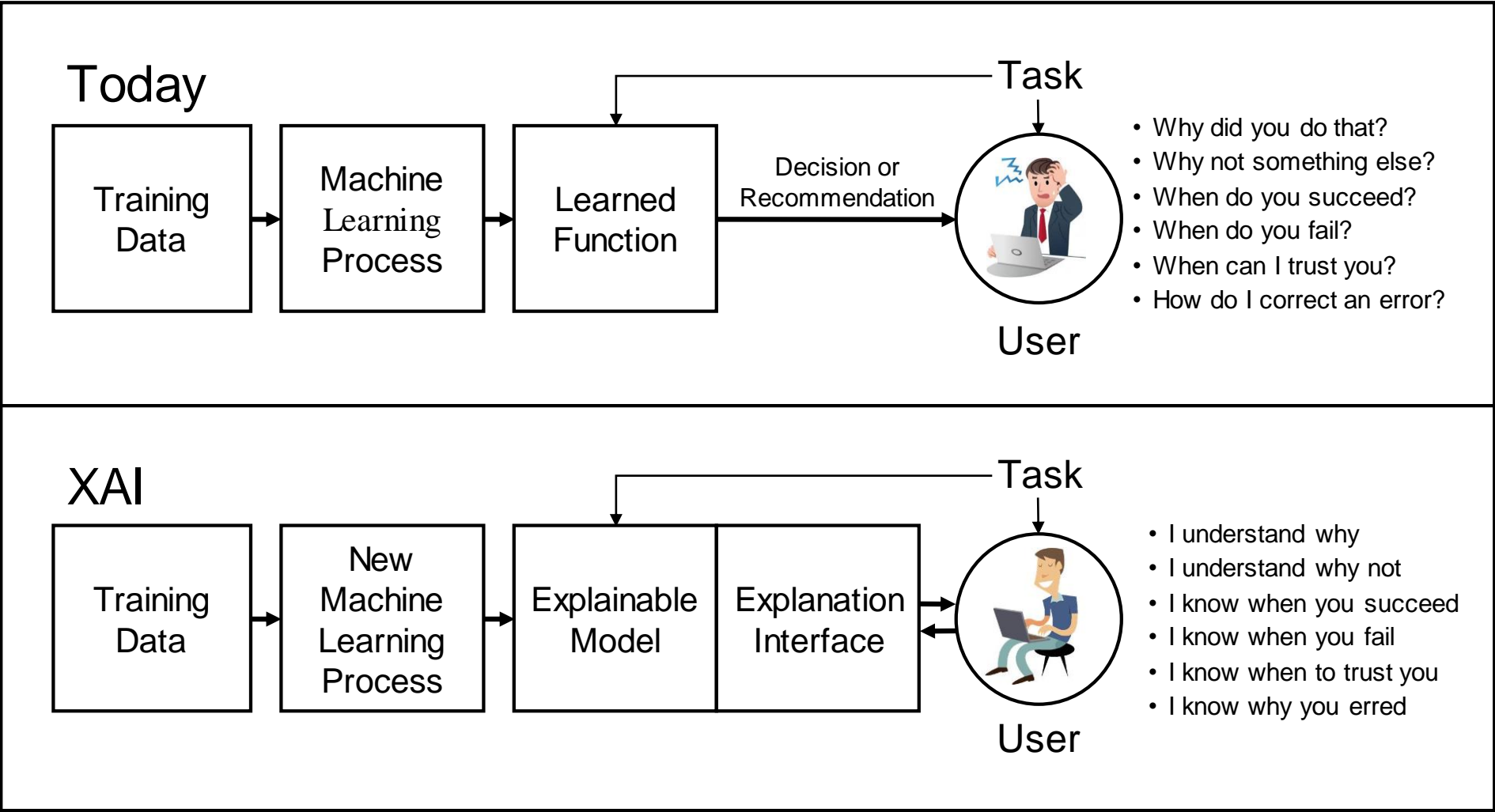
- The role of AI as **enablers** and **inhibitors** in **SDGs**.
- How to overcome the consequence of inhibitors with **human-centered AI**?
- Being the leverage and driving force to make changes for a **sustainable and equitable world**.

Requirements of Trustworthy AI

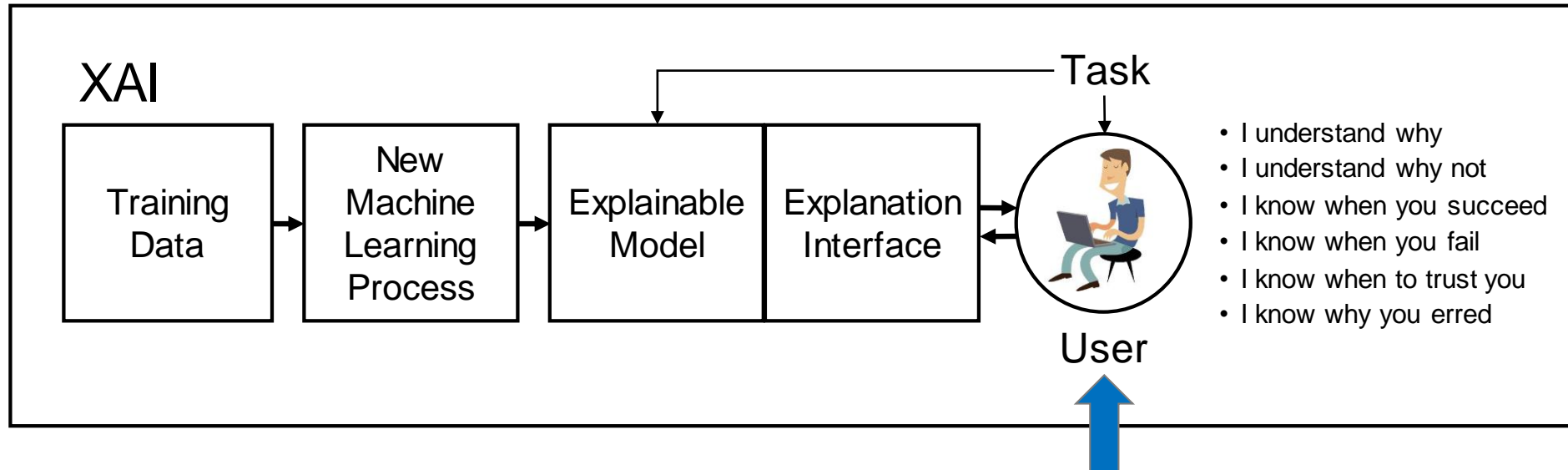
- It includes systemic, individual and societal aspects:
 - Human agency and oversight
 - Technical robustness and safety
 - Privacy and data governance
 - Transparency
 - Diversity, non-discrimination and fairness
 - Societal and environmental wellbeing
 - Accountability

Source: High Level Expert Group on Artificial Intelligence , Ethics Guidelines for Trustworthy AI, Technical Report, European Commission, 2019.

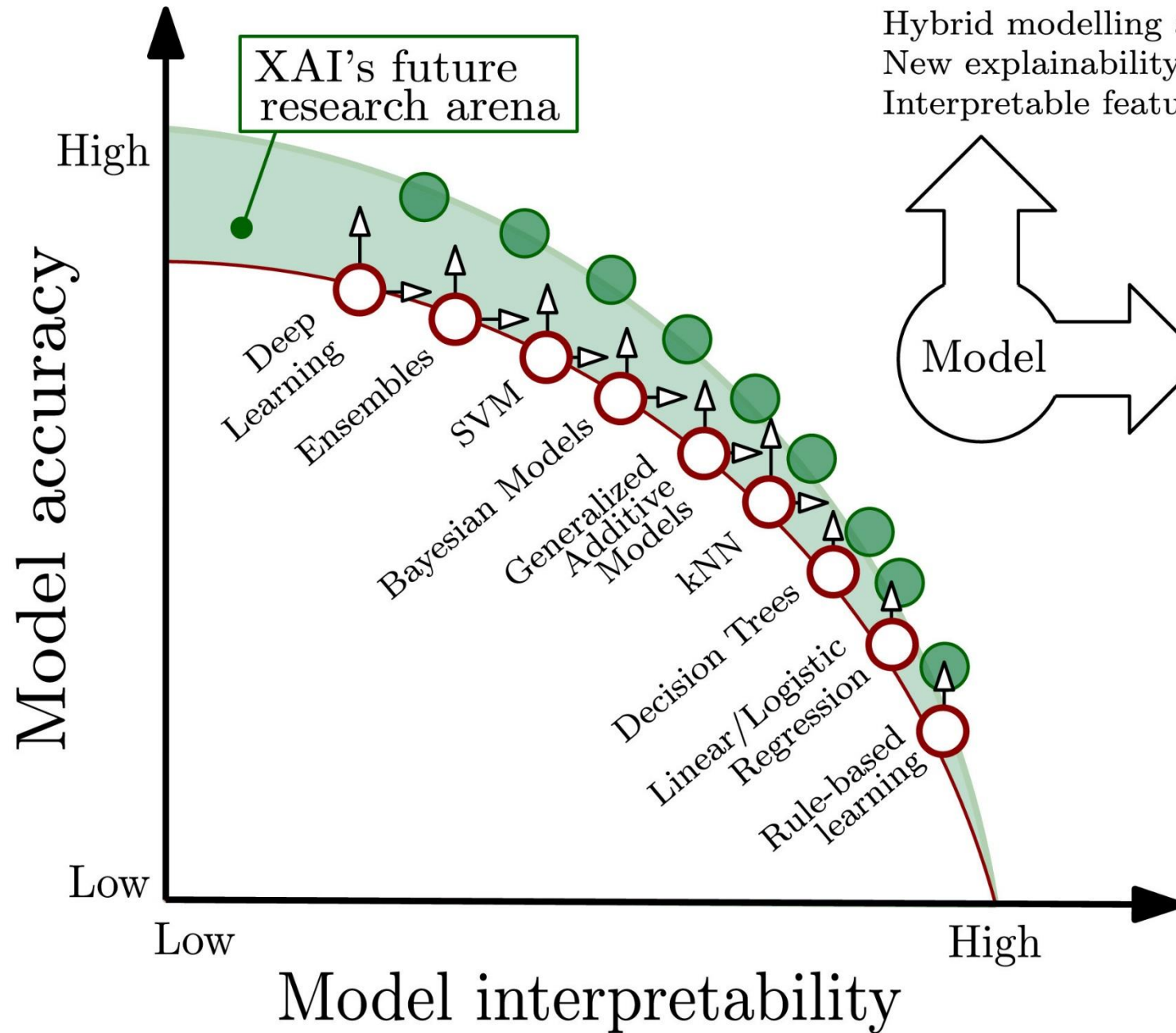
Explainable Artificial Intelligence (XAI) (David Gunning, DARPA 2016)



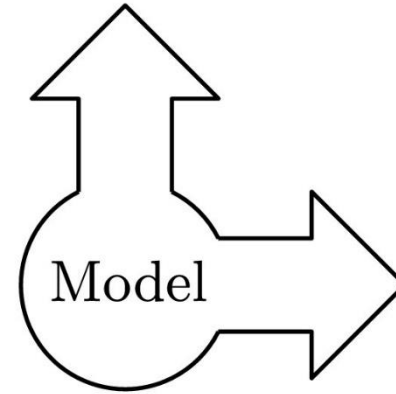
Explainable Artificial Intelligence (XAI) (David Gunning, DARPA 2016)



- The target of XAI is an end user who:
 - depends on decisions, recommendations, or actions of the system
 - needs to understand the rationale for the system's decisions to understand, appropriately trust, and effectively manage the system
- The XAI concept is to:
 - provide an explanation of individual decisions
 - enable understanding of overall strengths & weaknesses
 - convey an understanding of how the system will behave in the future
 - convey how to correct the system's mistakes (perhaps)



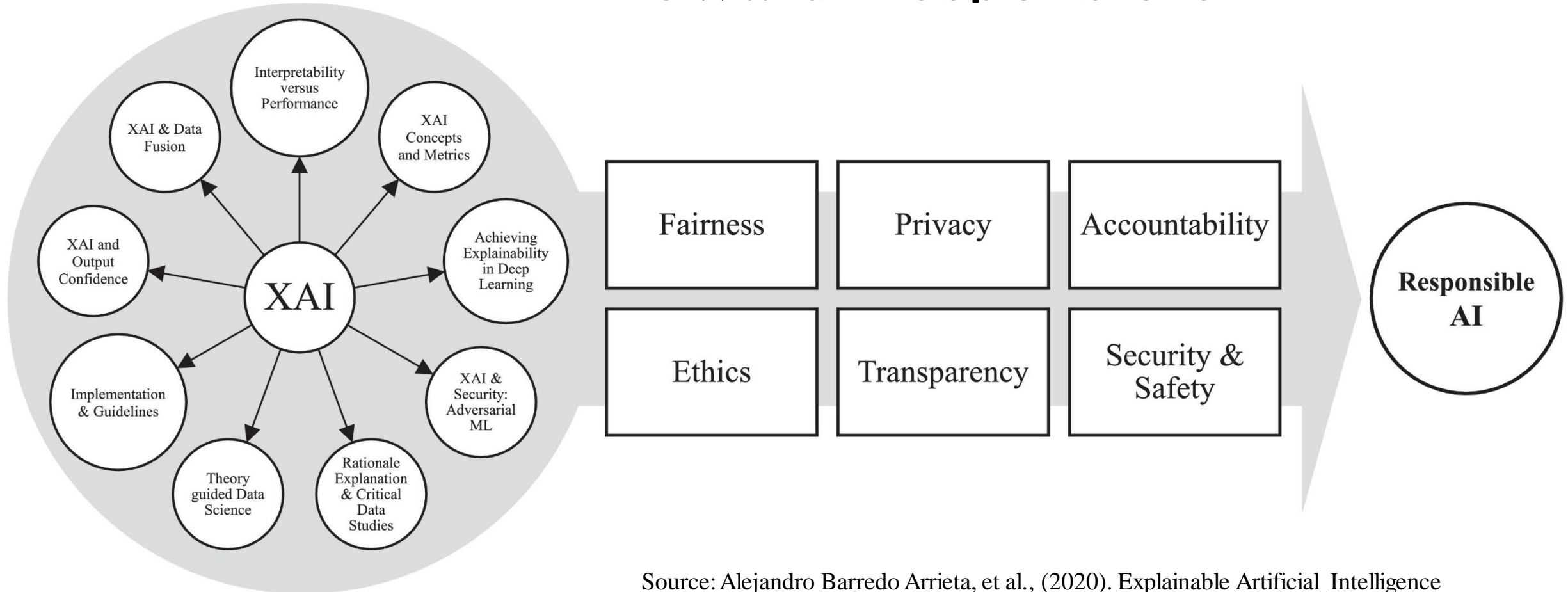
Hybrid modelling approaches
 New explainability-preserving modelling approaches
 Interpretable feature engineering



Post-hoc explainability techniques
 Interpretability-driven model designs

Source: Alejandro Barredo Arrieta, et al., (2020). Explainable Artificial Intelligence (XAI): Concepts, taxonomies, opportunities and challenges toward responsible AI. Information Fusion, 58(2020), 82-115. <https://doi.org/10.1016/j.inffus.2019.12.012>

Toward Responsible AI



Source: Alejandro Barredo Arrieta, et al., (2020). Explainable Artificial Intelligence (XAI): Concepts, taxonomies, opportunities and challenges toward responsible AI. Information Fusion, 58(2020), 82-115. <https://doi.org/10.1016/j.inffus.2019.12.012>



2021



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