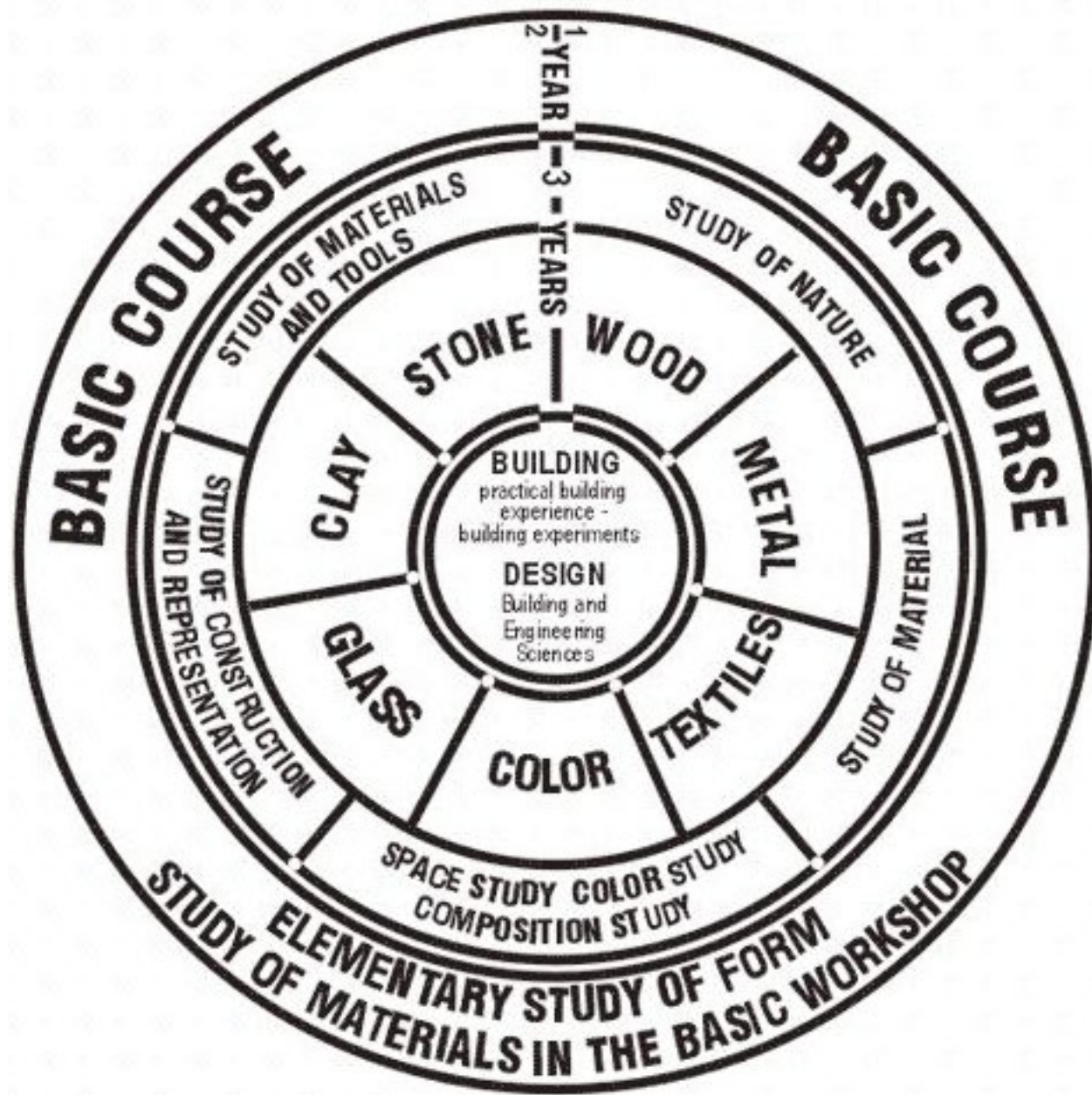
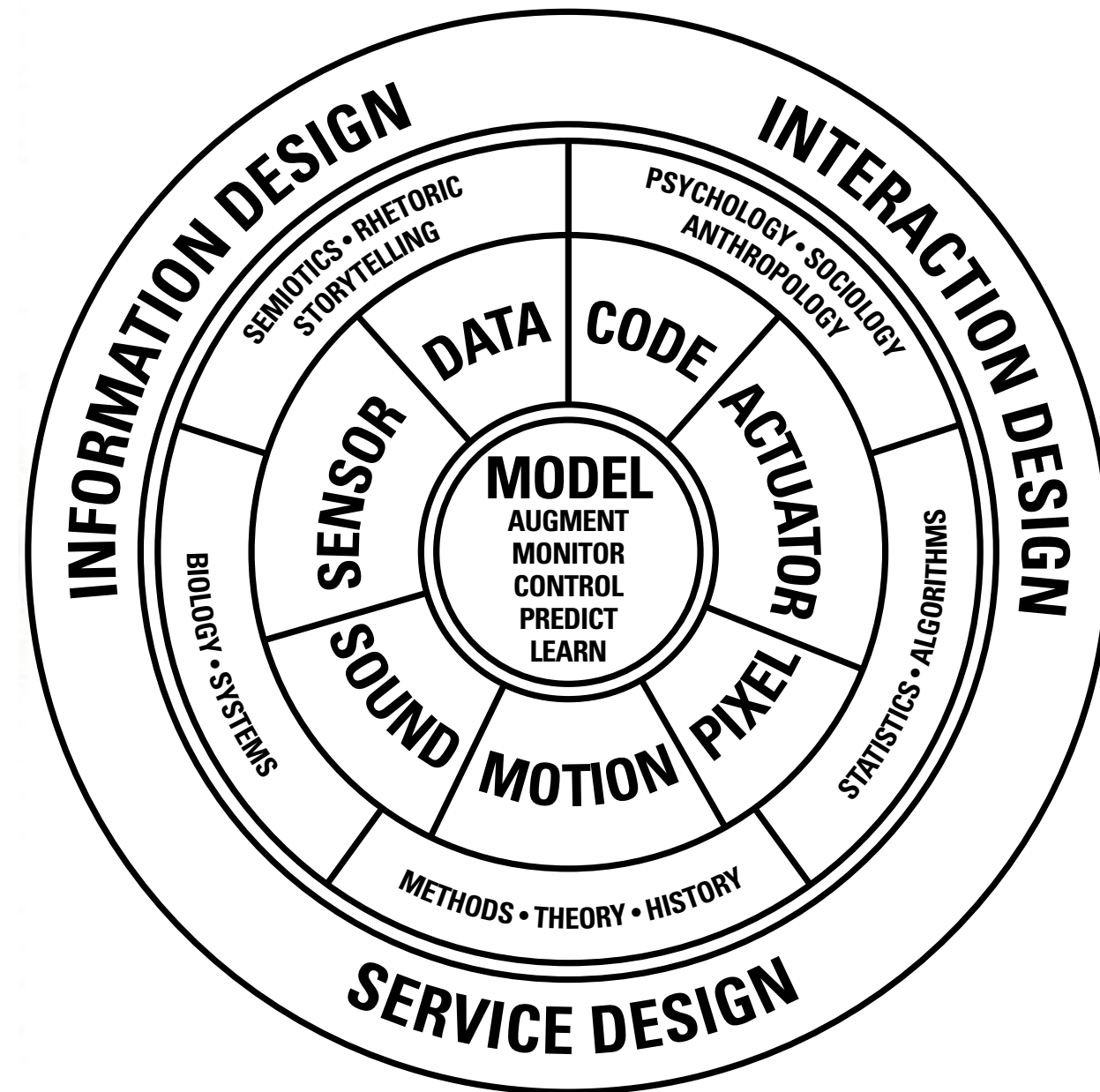


Three models for thinking about the future of design

Data, AI, and predictive models are the materials of design for the 21st century.

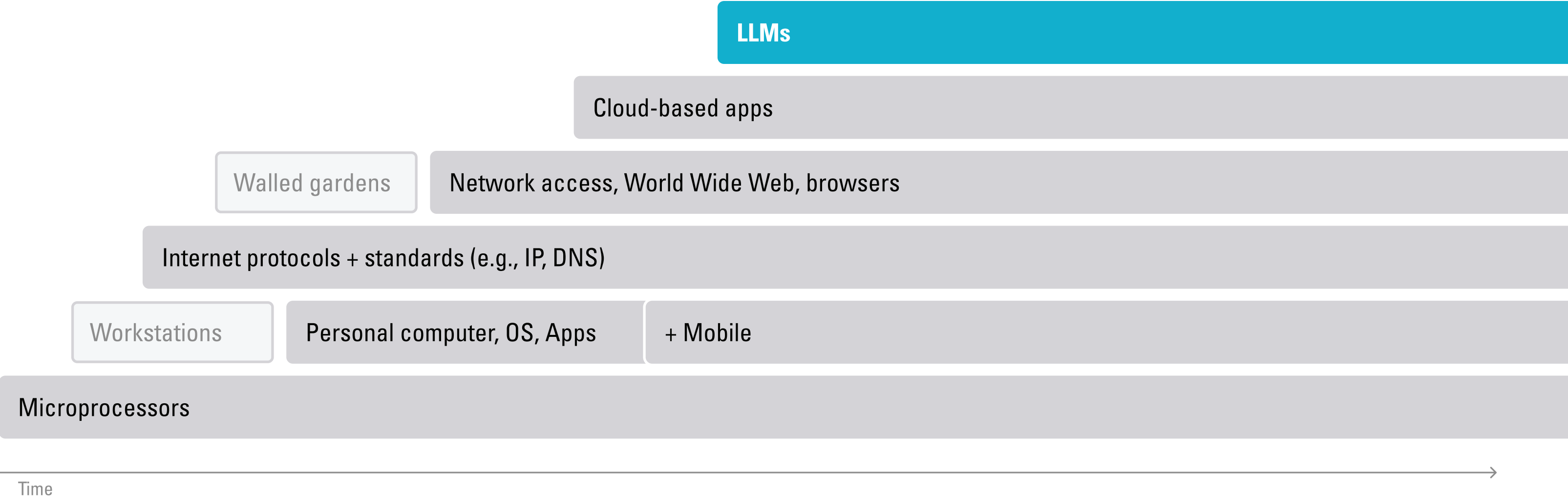


The Bauhaus Curriculum wheel...



...re-imagined for the information revolution

LLM's have become a new layer in the internet tech stack — available on-demand via API.



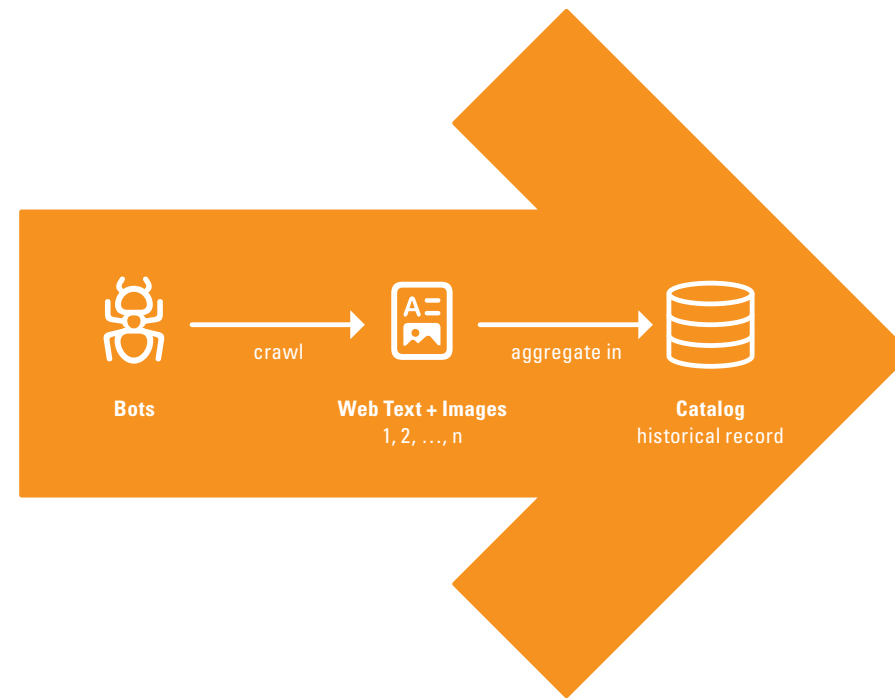
New uses of LLMs are developing quickly:

- 1 After decades of research, they have reached enormous scale
- 2 ChatGPT 3.5 release; massive hype but mostly a curiosity
- 3 LLMs added to the search business: Microsoft Bing AI vs. Google Bard
- 4 Everyday use of LLMs by consumers for summarizing and drafting texts
- 5 Bolting LLMs onto existing applications:
ChatGPT + Domain-specific Knowledge Graphs = Built-in assistant features
- 6 Experiments with using LLMs to create network diagrams, e.g., concept maps
- 7 Apps built on the foundation of LLMs, e.g., custom proposal generators

LLMs and other AI models all tend to work in a similar fashion; **begin by compiling a large body of data.**

1. Gather histories

Sensors make a series of point-in-time measurements. As measurements accumulate, an historical record emerges.



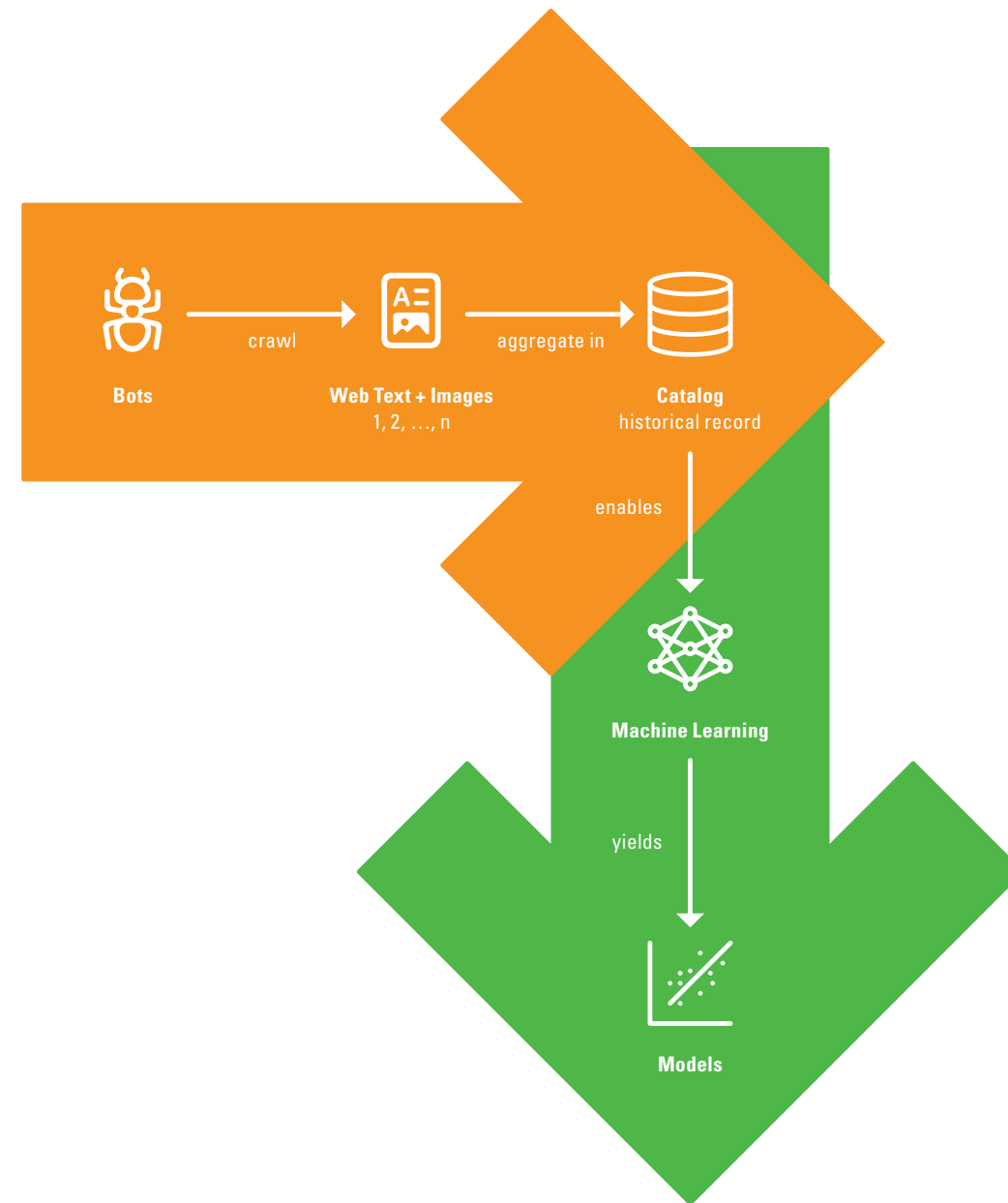
Then feed the data through an algorithm to create models — in this case a neural network with hundreds of billions of parameters.

1. Gather histories

Sensors make a series of point-in-time measurements. As measurements accumulate, an historical record emerges.

2. Derive models

Sufficient historical data enable analysts to discover patterns and relationships—these are codified in models.



Finally, send a prompt to the model, which will predict what comes next.

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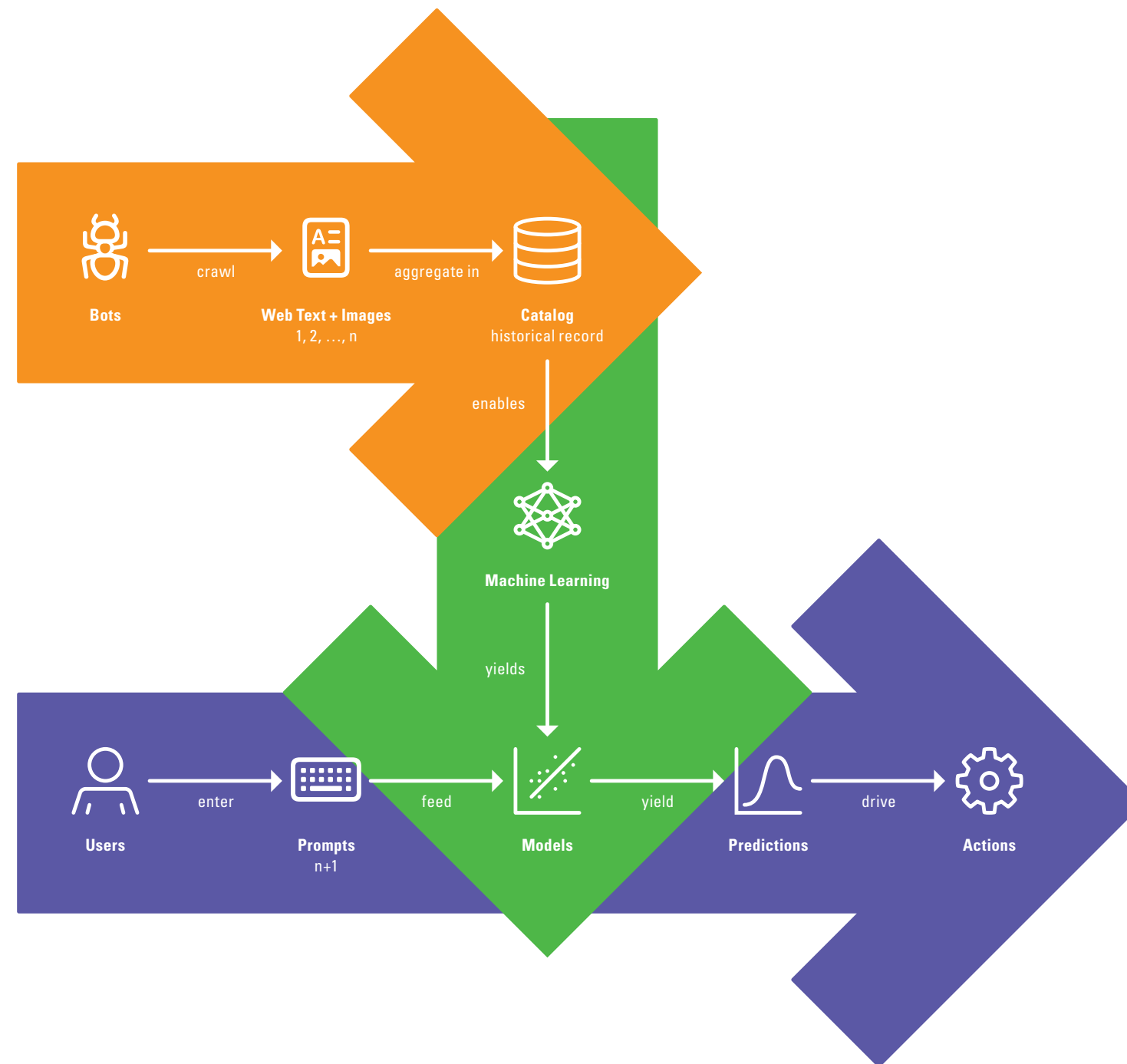
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3. Predict futures

Once trained, new measurements are fed through the model to predict the future—enabling us to act today.



The results can then be returned as training data for the model to learn.

1. Gather histories

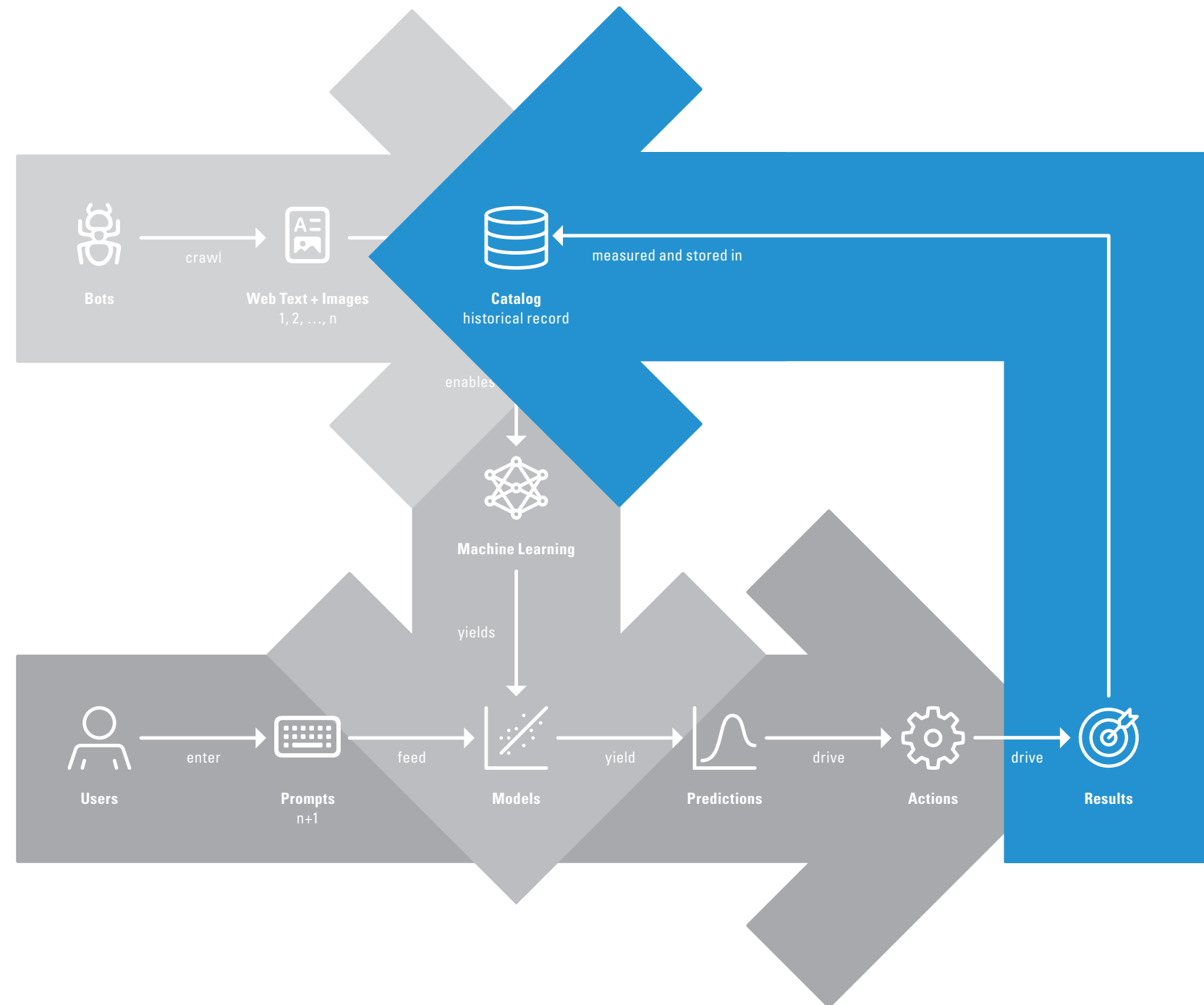
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4. Improve performance

Additional measurements, including observation of results, enable iteration—and “learning.”

Special thanks to

Phil Hamlett

William Culpepper

Penny Lorber

Golnaz Abdollahian

Jay Ganaden

Gavin Miller

Presentation posted at

presentations.dubberly.com/AIGA_models_for_AI_design.pdf