

5-1-2022

Education in the Era of Google, Wikipedia, and Deep Learning: Are We Humans Still Needed and If Yes for What?

Miroslav Svitek

Czech Technical University in Prague, svitek@fd.cvut.cz

Olga Kosheleva

The University of Texas at El Paso, olgak@utep.edu

Vladik Kreinovich

The University of Texas at El Paso, vladik@utep.edu

Follow this and additional works at: https://scholarworks.utep.edu/cs_techrep



Part of the [Computer Sciences Commons](#), [Education Commons](#), and the [Mathematics Commons](#)

Comments:

Technical Report: UTEP-CS-22-62

Recommended Citation

Svitek, Miroslav; Kosheleva, Olga; and Kreinovich, Vladik, "Education in the Era of Google, Wikipedia, and Deep Learning: Are We Humans Still Needed and If Yes for What?" (2022). *Departmental Technical Reports (CS)*. 1702.

https://scholarworks.utep.edu/cs_techrep/1702

This Article is brought to you for free and open access by the Computer Science at ScholarWorks@UTEP. It has been accepted for inclusion in Departmental Technical Reports (CS) by an authorized administrator of ScholarWorks@UTEP. For more information, please contact lweber@utep.edu.

VIII International Forum on Teacher Education

Education in the Era of Google, Wikipedia, and Deep Learning: Are We Humans Still Needed and If Yes for What?

Miroslav Svitek (a), Olga M. Kosheleva (b), Vladik Kreinovich* (c)

(a) *Czech Technical University in Prague, Prague, Czech Republic, svitek@fd.cvut.cz*

(b), (c) *University of Texas at El Paso, El Paso, Texas 79967, USA, olgak@utep.edu, vladik@utep.edu*

Abstract One of the main purposes of education is to teach skills needed in future life and future jobs. What is important and what is useful changes with time. Before the industrial revolution, routine mechanical work was an important part of human activity – now machines can do it (and do it better). Before printing, copying was an important activity – now copy machines do it. Before computers, humans were needed for computing – now computer do it better. With Wikipedia and Google, there is not much need for scholars being erudite. Even extracting dependencies from data – one of the most creative human activities – is now often done automatically, by deep learning techniques, and these techniques are getting better every day. Students that we teach now will be in the workforce for many decades. What should we teach them that will remain useful to them in decades to come? Our answer: ability generalize from a few facts, this is where we are still better than computers.

Keywords: future of education, human vs. machine creativity, bounded rationality, experimental psychology, why-questions.

© 2022 Olga M. Kosheleva, Vladik Kreinovich, Christian Servin

This is an open access article distributed under the terms of the Creative Commons Attribution License (CC BY 4.0), which permits unrestricted use, distribution, and reproduction in any medium, provided the original author and source are credited.

Published by Kazan federal university and peer-reviewed under responsibility of IFTE-2022 (VIII)

* Corresponding author. E-mail: vladik@utep.edu

International Forum on Teacher Education)

Research problem.

One of the main purposes of education is to teach skills needed in future life and future jobs. The problem is that what is important and what is useful changes with time.

- Before the industrial revolution, routine mechanical work was an important part of human activity – now machines can do it (and do it better).
- Before printing, copying was an important activity – now copy machines do it.
- Before computers, humans were needed for computing – now computer do it better.
- With Wikipedia and Google, there is not much need for scholars being erudite.
- Even extracting dependencies from data – one of the most creative human activities – is now often done automatically, by deep learning techniques, and these techniques are getting better every day.

Students that we teach now will be in the workforce for many decades.

What should we teach them that will remain useful to them in decades to come?

Purpose of the study

The main purpose of this study is to provide general guidelines for predicting what human skills will remain important in the future – and thus, what skills we need to teach to students to better prepare them for this future.

Research method

To better understand where creative human reasoning can be useful, we need to better understand this reasoning.

In our study, we actively use the results of experimental psychology, especially research by Nobelist David Kaheman and others on limitations of human reasoning; see, e.g., (Kahneman, 2011). According to this research, one of the main reasons why our decisions are suboptimal (and often even irrational) is that we

have what psychologists call *bounded rationality*, a very limited ability to actively memorize and process information.

At first glance, this sounds like a handicap.

However, on second thought, maybe not:

- with huge number of neurons in the brain,
- why would billion years of evolution select such limited data processing abilities?

The fact that evolution selected this makes us believe that this bounded rationality is actually an advantage.

Indeed, to survive, we need to predict the future situations, and it is advantageous to predict based on as little information as possible. This ability to extract rules from few examples is the humans' main asset:

- deep learning needs thousands of examples for this where
- we humans need only a few.

This is what we need to concentrate on: *ability to provide a common explanation for several phenomena*.

Recommendations

Students should not just memorize formulas and algorithms – they should learn how different formulas and algorithms can be derived from basic principles.

In teaching, the emphasis should be:

- not on “What?” and
- not on “How?”
- but on “Why?”.

For example, if a student understands why, he/she can derive the formulas – this is, e.g., how mathematicians learn formulas (as opposed to, e.g., engineers).

Acknowledgments

This work was supported in part by the National Science Foundation grants 1623190 (A Model of

Change for Preparing a New Generation for Professional Practice in Computer Science), and HRD-1834620 and HRD-2034030 (CAHSI Includes), and by the AT&T Fellowship in Information Technology. It was also supported by the program of the development of the Scientific-Educational Mathematical Center of Volga Federal District No. 075-02-2020-1478, and by a grant from the Hungarian National Research, Development and Innovation Office (NRDI).

The authors are greatly thankful to the conference organizers for their encouragements and to the anonymous referees for their suggestions.

References

Kahneman, D. (2011) *Thinking, Fast and Slow*. New York: Farrar, Straus, and Giroux