a dynabook for writing

aaron pham

@aarnphm[_]

if/then_1point0

Agenda

reasoning

investigation

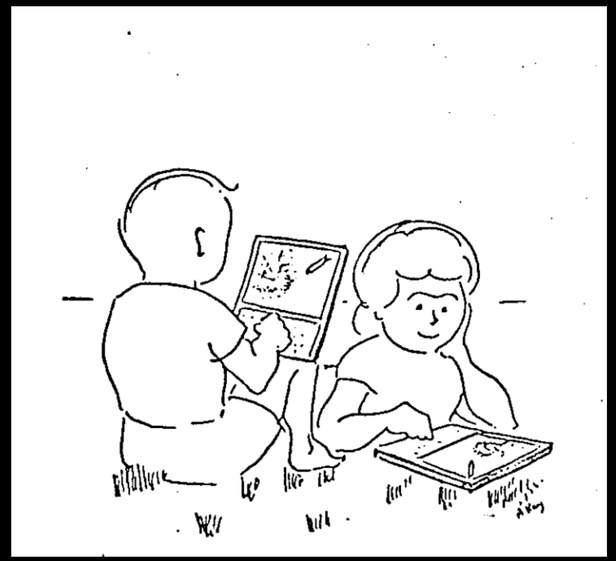
learning

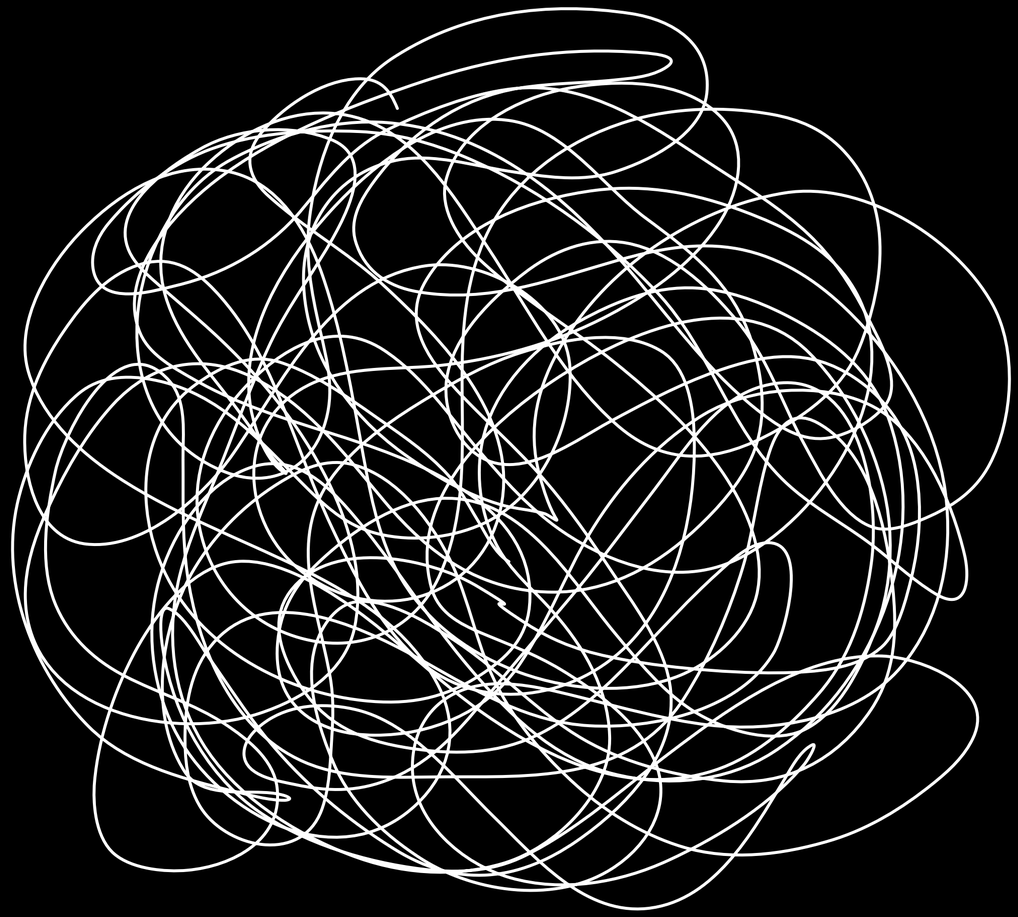
dynabook

Alan Kay (link)

dynamic and interactive medium for learning

adaptive





code	writing
deterministic	personal
standardisation	abstract one layer on top of regressive generations

→ how do we test with ideas and play with words?

prototype beyond prompting?

llm interfaces

CUI

low bandwidth

heuristics to autoregressive generations

cons:

- high overhead for different modal
- robotic

Canvas

multiplayer

unstructured, fit for exploration

cons:

- unstructured

notepad

native to writing

cons:

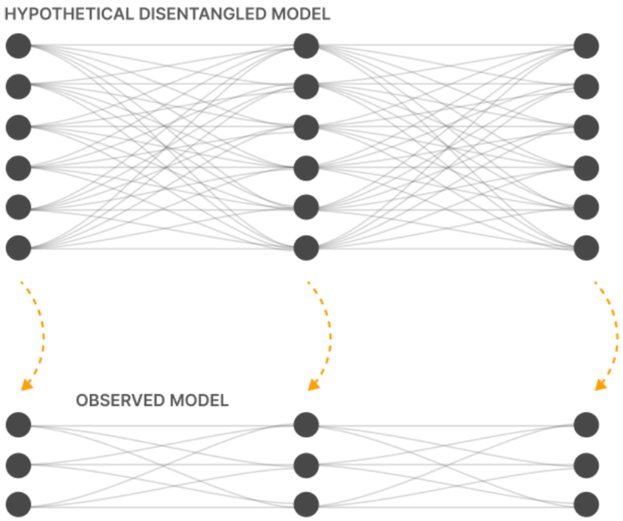
- beyond putting text down

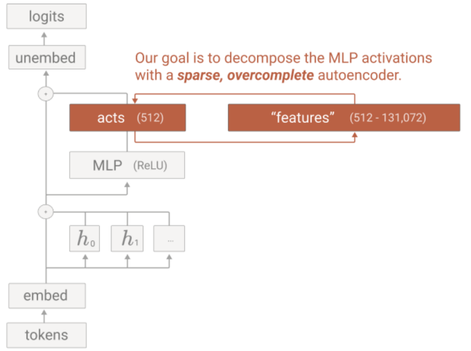
superposition hypothesis

neural networks “want to represent more features than they have neurons”.

reasoning: “noisy simulation”, where small neural networks exploit feature sparsity and properties of high-dimensional spaces to approximately simulate much larger much sparser neural networks

polysemanticity neurons





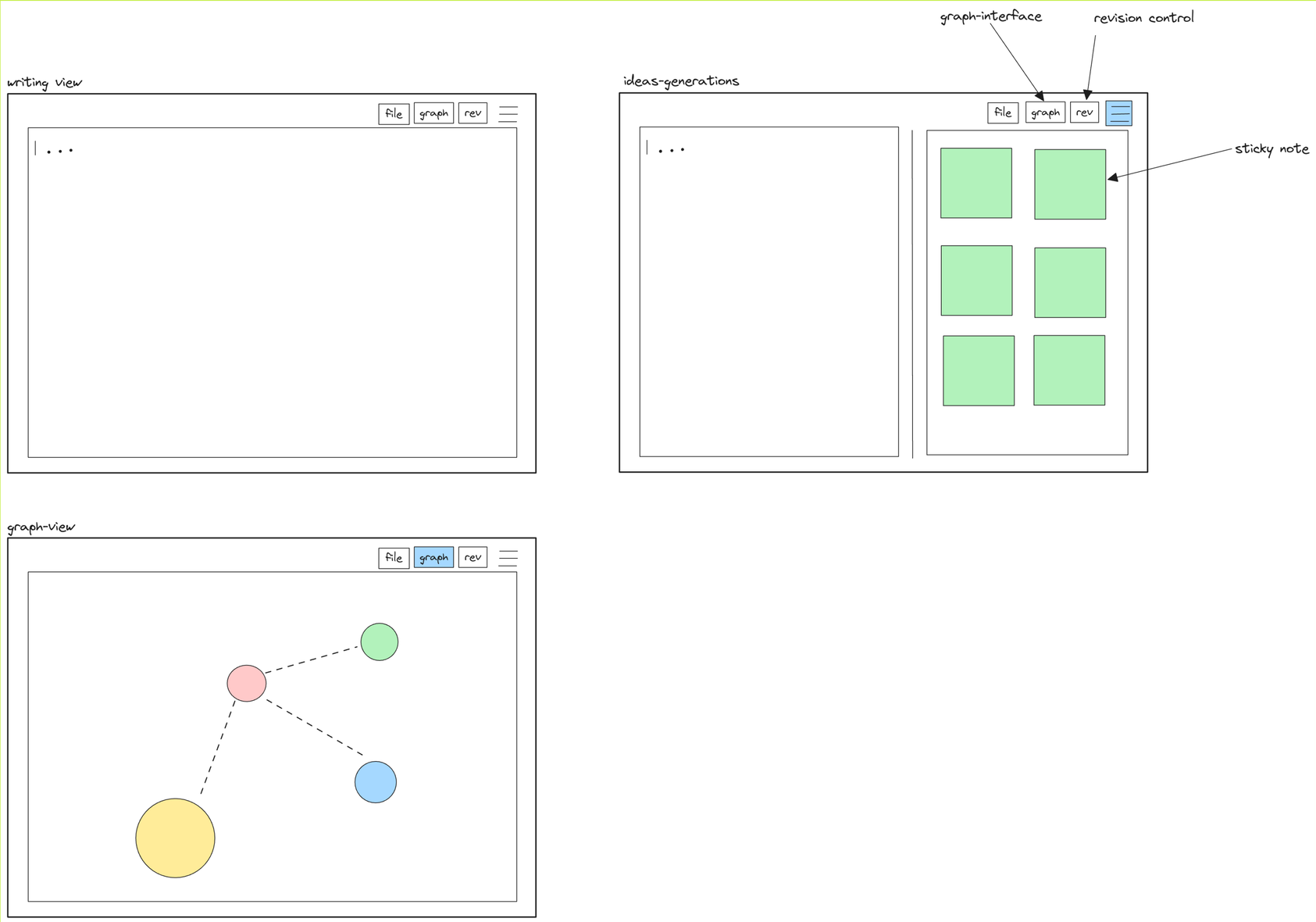
source

docs

interpretable conversational agents

scaling auto interpretation

initial code demo



Q&A