

Report to the President year ended June 30, 2026, The MIT Siegel Family Quest for Intelligence

The MIT Siegel Family Quest for Intelligence (SQI or the Quest) is a community of neuroscientists, cognitive scientists, computer scientists, software engineers, and researchers from across MIT. We aim to understand human intelligence by tightly coupling scientific inquiry and rigorous engineering. Studying real-world tasks that are beyond the current capabilities of artificial intelligence (AI) but can easily be completed by humans is allowing us to decode intelligence and design new technologies. In November 2025, we were thrilled to celebrate our new name with David Siegel SM '86, PhD '91, his family, and staff from the Siegel Family Endowment. During an afternoon of talks and posters, we shared our accomplishments since SQI's founding in 2018 and our future hopes and plans.

Over the past year, there have been significant accomplishments and changes inside our organization. Most noteworthy was the establishment of an External Advisory Committee; this group of individuals familiar both with our research and goals and with MIT will help advise SQI leadership. Another important milestone was the long-planned closing of the Center for Brains, Minds, and Machines (CBMM), a multi-institutional, Science and Technology Center funded by the National Science Foundation (NSF), which was headquartered at MIT from 2013 to 2025. CBMM's research, education, and outreach programs provided important resources for researchers at MIT and around the world, allowing them to explore the ways that the natural science of the brain and mind plays a key role in advancing machine intelligence.

The Quest's integrated approach to research in this fast-expanding field is resulting in external recognition, significant papers, collaborations across MIT and beyond, and development of new technologies. The Minerva Foundation presented the 2025 Golden Brain Award to Professor DiCarlo in recognition of his "interdisciplinary inquiry at the frontiers of brain science." During a day-long Independent Activities Period (IAP) session organized by the Schwarzman College of Computing (SCC), our researchers presented new modeling approaches and tools that are openly available to the community. As our organization matures, we are accomplishing our original objectives and setting new goals.

Leadership and Affiliated Researchers

James DiCarlo, Peter de Florez Professor of Systems and Computational Neuroscience, is the Director; Nicholas Roy, professor of Aeronautics and Astronautics, is the Director of Systems Engineering; Professor Joshua Tenenbaum is the Director of Science; Leslie Pack Kaelbling, Panasonic Professor in Electrical Engineering and Computer Science is the Director of Research; and Erik M. Vogan is the Executive Director.

Researchers from many MIT labs, centers, and academic departments have direct support for SQI-sponsored research and many others are involved in our projects:

- Electrical Engineering and Computer Science Department: Associate Professor Jacob Andreas; Tomas Lozano-Perez, School of Engineering Professor of Teaching Excellence; Leslie Kaelbling.
- Brain and Cognitive Sciences Department (BCS): Associate Professor Ev Fedorenko; Nancy Kanwisher, Walter A. Rosenblith Professor; Rebecca Saxe, John W. Jarve (1978) Professor, associate dean of the School of Science; Laura Schulz, John and Dorothy Wilson Professor; Professor Roger Levy; Jim DiCarlo; Josh Tenenbaum; Tomaso Poggio, Eugene McDermott Professor.
- Department of Aeronautics and Astronautics: Nick Roy.
- Political Science: Lily Tsai, Ford Professor

Research

SQI's research is organized around *Missions*, long-term collaborative research rooted in specific domains of intelligence, and supported by *Platforms*, innovative systems and software that enable further experimentation, benchmarking, and testing. The current Missions are the Development of Intelligent Minds, Embodied Intelligence, Language and Thought, and Perceptual Intelligence; we launched the Social Intelligence Mission, co-led by Professors Saxe and Tsai, at the end of the academic year. This Mission examines how people infer the thoughts and beliefs of others, predict the actions of others, and plan their own actions based on these inferences and predictions, and it will be publicly announced during our upcoming Matter of Minds event in November 2026. The Quest provides institutional support, guidance, and engineering support for each Mission. Brain-Score, the Intelligence Observatory, and the Cognitive Compute Platform are providing significant research support and resources to the Missions and to other groups inside and outside MIT. As of June 2026, Children Helping Science (CHS) has moved to operate independently of MIT, which will better allow it to support research work at other institutions as well as the Development of Intelligent Minds Mission.

SQI Missions

The Development of Intelligent Minds

Lead PIs: *Schulz, Tenenbaum*

Collaborator: *Saxe*

This Mission aims to understand how human minds come to understand the physical and social world and flexibly generate and solve novel problems. The Mission's goals are to understand both the building blocks of cognition ("core knowledge") and the inferential processes that support flexible learning with a precision that would support developmentally plausible AI that starts like a baby and learns like a child.

Over the past year the team's advances include:

- Studying how adults and children differ in their ability to perceive, learn, and predict using program-like structures, from very few examples. How cognition

changes across developmental timescales is one of the deepest and oldest questions in science. The team developed a new experimental and computational modeling approach to this question, finding differences between these populations (in press, *PNAS*);

- Beginning a research program on how children's causal reasoning combines data-driven cues, such as the statistical correlation between interventions and outcomes, with mechanistic knowledge about the transmission of force and energy. Current results suggest that children's use of physical mechanism knowledge develops later than their ability to reason about the covariation of interventions and outcomes (presented at Cogsci, 2026; basis for an NSF k-12 STEM grant, in review);
- Showing that children as young as three can compare abstract relationships in visual patterns and, by age four, can infer more abstract relationships among sets, including relative set size, proportions, means, and modes (*Topics in Cognitive Science*, 2026);
- Showing that four to six-year-olds represent distinct functional forms, including monotonic, U-shaped, and periodic relationships, across perceptually distinct events, map observed dynamics to verbal descriptions, generate such descriptions themselves, and generalize from arbitrary events to naturalistic real-world events with the same underlying functions, suggesting that well before formal instruction, children possess explicit, domain-general representations of functional dynamics, supporting early theory formation (in review, *Nature Human Behavior*);
- Showing (across eight pre-registered experiments) that four and five-year-olds are strikingly insensitive to the social value of others' attentiveness, although they have no difficulty recognizing that people prefer social partners who fulfill (versus override) others' desires, using differences in others' visual attention to infer what they do and do not know. This work opens up new questions about the development of children's theory of mind and their ability to connect visual attention to cognitive attention (in review, *Nature Human Behavior*);
- Starting a new research program on a topic not previously addressed in the literature on pragmatic reasoning: the inferences people are able to make, not from others' word choices of others (which is well studied), but from the absence of any utterance at all (silence);
- Showing across five pre-registered experiments, including a large online unmoderated experiment with 322 children ages four to nine, that children struggle to represent multiple mutually exclusive possibilities for physical event outcomes;
- Developing a novel method for testing the classic violation-of-expectation effect using a preferential-looking paradigm, in which infants view two videos presented simultaneously;
- Testing children's ability to make predictions in dynamic physical scenes, particularly when those scenes are partially occluded. Pilot results suggest that children can continue making predictions while an object is occluded, but

updating beliefs during occlusion poses challenges for young children. We are also beginning to examine predictive ability under occlusion in adults and children with autism.

Embodied Intelligence Mission

Lead PIs: *Kanwisher, Kaelbling*

Collaborators: *DiCarlo, Lozano-Perez, Roy, Tenenbaum*

The goal of this Mission is to understand the mental representations that underlie physical interaction with the real world. In particular, the focus is on the presence and utility of direct 3D representations of the shapes of objects that an agent is interacting with.

The project we reported on last year has made substantial progress, with a large human study as well as two very different computational implementations, and a journal paper in preparation. Our findings are that the computational strategy that is based on 3D reconstruction of the scene and spatial reasoning is a close match to human behavior on a problem of predicting the location of unseen objects. A more data-driven, “model-free” computational approach is currently being developed but is expected to be less human-like in its behavior.

The robotics team is focusing now on addressing the problem of very general object manipulation in unusual circumstances. The “ABC pickup” problem is: given three (or more) objects on a table, pick up one in each hand and then use them as tools to pick up the third. Even relatively simple versions of this problem are challenging for the robot because success depends on geometry, object material properties (friction and mass), and detailed aspects of the robot control. Because the objects can be arbitrary (different each time), it can’t be addressed through brute-force learning-based coverage of all the cases and demands some sort of causal understanding of the domain. Professor Tenenbaum has tested some versions of this problem on adults in virtual reality. We are working on framing parallels between humans and robots that will support a comparative study of the methods.

Language and Thought

Lead PIs: *Fedorenko, Andreas, Levy*

Large language models (LLMs) are fundamental building blocks in modern AI systems — for language processing, robotics, computer vision, software engineering, and more. Models trained on text must understand not just the structure of language, but the structure of the world, and their language, reasoning, and world knowledge capabilities must align with those in humans. This Mission aims to provide a robust theoretically motivated and empirically grounded framework for studying and improving world knowledge and reasoning capabilities in large language models, using an understanding of human cognition to make models better, and using models as a tool to understand human language and cognitive processing. Recently, the team

- Found a strong relationship between the length of chains-of-thought in Large Reasoning Models and human reaction times on diverse reasoning tasks (de

Varda et al., 2025 *PNAS* *arXiv*). This paper generated substantial interest, reflected in three commentaries published in *PNAS*, along with our replies;

- Investigated the relationship between language and long-term semantic memory by studying memorability of words (Tuckute, Mahowald et al., 2025 *GEP:G*, Editor's choice award) and sentences (Clark, Tuckute et al., 2026 *JML*);
- Used multilingual LLMs to demonstrate that the representations in the human language system are highly abstract, such that training encoding (model-to-brain) mapping models on one language transfer zero shot to new languages (de Varda et al., 2026 *bioRxiv*);
- Found a clear separation between language processing and logical reasoning in humans (Kean et al., 2026 *PNAS*);
- Identified a new network in the human brain, which seems to selectively support abstract formal reasoning, including deductive and inductive reasoning and some aspects of mathematical reasoning (Kean et al., 2026 *bioRxiv*);
- Identified a new network in the human brain, which seems to support semantic reasoning across verbal and pictorial input formats (Ivanova et al., 2026 *bioRxiv*);
- Characterized the developmental trajectory of the language network in the human brain from age four to adulthood (Ozernov-Palchik, O'Brien et al., 2026 *Nat Comms*) and changes there in aging (Billot, Jinghan et al., in press *Nat Comms*);
- Developed a framework for what it means to understand language, which includes two modes of comprehension: shallow understanding (which can be achieved in the specialized language network in the human brain or by text-only early-generation LLMs) and deep understanding (which requires building models of the world, which in humans translates to the engagement of extra-linguistic reasoning systems, and requires computational models that are trained on more than just text and on objectives other than just next word prediction) (Casto et al., 2026 *arXiv*);
- Discovered that a strong degree of modularity emerges in the internal representations of LLMs between language and reasoning, and among different forms of reasoning (formal, social, physical), mirroring the architecture of the human brain and suggesting that modularity may be an inevitability of high-performant intelligent systems (Han et al., 2026 *arXiv*);
- Performed a detailed analysis of LLM-internal circuits supporting arithmetic and found that representational convergence (using the same circuit for arithmetic problems across formats: e.g., verbal vs. symbolic, or problems presented in different languages) leads to higher performance.

Currently, the Mission is

- Designing a new fMRI benchmark of responses to 10,000 sentences, in order to develop the most accurate encoding model of human responses to language to date and to evaluate the importance of syntactic structure in aligning model representations to human neural responses;

- Investigating the interface between language processing and higher-level reasoning systems;
- Designing a combined fMRI/model evaluation approach to investigating arithmetic reasoning in humans and machines;
- Performing a deep analysis of how LLMs represent fundamental grammatical generalizations in language, as well as the limitations of LLMs in this regard (e.g., Krivosheyeva et al., 2025).

Perceptual Intelligence

Lead PIs: *DiCarlo, Tenenbaum*

The Perceptual Intelligence Mission's goal is to produce machine-executable models of human visual intelligence that work computationally, cognitively, and neurally.

This team of computer scientists, cognitive scientists, and neuroscientists aims to produce new machine-executable models that take visual sensory data as input and

1. Match or exceed the data efficiency, generalizability, and robustness of human vision, unlike current industry "AI" approaches that require large training datasets, struggle with difficult viewing conditions, and often fail to transfer from the factory to the field;
2. Are theoretically well-grounded in being provably constructed by design to implement sound approximate probabilistic inference in generative models that accord with core principles of optics and mechanics, with controllable tradeoffs between perceptual latency and error rate, for fixed-size circuit implementations, unlike industry neural network architectures for vision;
3. Have internal components that simultaneously align with internal brain responses measured across the multiple brain areas in primates (including humans) that are thought to support scene understanding and thus are the leading scientific models of the brain mechanisms of visual perception;
4. And account for human physical judgements and behavior in naturalistic simulated environments, demonstrating support for the downstream physical reasoning and embodied capacities that visual perception exists to serve.

We report progress from an ongoing collaboration among the Perceptual Intelligence labs toward a machine-executable ("full-stack") model spanning perception through physical reasoning. The main focus was on dynamic object vision, specifically with a goal of recovering 3D-shape from motion as it is where the human-machine gap is large, quantifiable, and diagnostic for the Mission's criteria.

1. **Establishment of a benchmark for shape-from-motion that the brain solves and current machines struggle with**

We generated a large set of video clips of camouflaged moving objects whose shape is readily reported by human observers from motion cues but is identified poorly by current computer vision models, exposing a concrete generalization failure of industry approaches under difficult viewing conditions. Combined with our neural population recordings, human behavioral reports, and evaluation across a large set of artificial neural networks, this paradigm provides a common testbed on which brains and machines are evaluated identically.

(Aligns to Mission Goal #1, evaluating whether a model actually achieves the efficiency, generalizability, and robustness of human vision goals)

2. **Release of an open-source probabilistic model for motion-based perceptual grouping (GenMatter)**

The GenMatter model implements a hardware-accelerated inference algorithm based on parallelized block Gibbs sampling to recover the stable motion of moving matter in a scene and group chunks of matter together into objects based on shared motion. The model operates on different kinds of inputs (random dots, stylized textures, or naturalistic RGB video), enabling it to work across settings where biological vision succeeds but existing computer vision approaches do not. This includes successfully segmenting unfamiliar 3D objects using the shape-from-motion benchmark described in the previous point. This work thus establishes a general framework for probabilistic motion-based perception grounded in principles of human vision. The other modeling components done by this Mission for Goals 1 and 2 have moved to startups, so GenMatter is the primary open-source artifact from the Mission capturing the overall objectives of — matching the data efficiency, generalizability, and robustness of human vision and — being theoretically well-grounded and constructed by design to implement sound approximate probabilistic inference in generative models for visual perception.

Work is underway to link the internal of GenMatter to brain responses along the ventral and dorsal pathways during difficult viewing conditions that highlight the robustness of biological vision (*analyzing the Gestalt neural dataset with GenMatter, aligned to Mission Goal #3*), and once the Human Physical VR platform is complete, modeling human grasps on unfamiliar 3D shapes (*described more below, new Mission Goal #4*).

3. **Providing a practical insight in which the training objective, not data scale alone, may also be a critical driver for both machine capability and brain-alignment**

Predictive-coding video models (V-JEPA family, VideoMAE) — trained for self-supervised spatiotemporal prediction rather than large-scale supervision — best predict both neural responses in the dorsal visual pathway and human judgments, outperforming models trained on substantially larger supervised corpora. Because the advantage tracks the objective rather than dataset size, our finding reflects on the Mission's data-efficiency criterion — it offers a training-efficient route to brain-aligned dynamic vision, and it establishes these models as the current leading candidates for the mechanisms of shape-from-motion processing in higher regions of the dorsal visual pathway. Furthermore, brain-like models in dynamic settings offer a feasible route to delivering applications that are capable of modulating and enhancing human perception in dynamic, real-world settings.

(Aligns to Mission Goals #1 [demonstrating a more data-efficient approach to scale compute vision to human robustness) and #3 (establishing our benchmark

test for showing a model is aligned to intermediate neural responses during difficult, dynamic viewing conditions])

4. **Extension to studying human inference in 3D environments**

Recovering complete 3D shapes from partial views is hypothesized to underlie compositional scene understanding and longer-horizon physical reasoning. It is also naturally posed as inference in a generative framework relating 2D views and object geometry — synthesizing view-consistent structure as an agent moves through a scene. We are implementing an immersive VR platform that collects human reports of 3D structure via eye- and hand-tracking under fully controlled viewpoint sequences, allowing brains and machines to be tested on identical viewing conditions. Preliminary results indicate that human observers robustly infer 3D shapes spanning both visible and occluded surfaces, whereas frontier multimodal reasoning models (e.g., ChatGPT 5.6-sol) and specialized feed-forward 3D-reconstruction systems, given the same controlled viewpoint sequences, fall short of human inference capabilities. Such efforts establish an empirical target for inferring causal structure in scenes and provide the team a concrete criterion against which to evaluate probabilistic implementations in the next period.

(Aligns to new Mission Goal #4 as well as Goals #1 and #2)

5. **Deliverables**

In this near term, we will release the dynamic object-motion stimulus set, the paired neural and behavioral data, and the model evaluation harness as open-source resources accompanying a journal publication and have already released the GenMatter model and associated paper. Later, we aim to provide a VR toolkit for measuring 3D-shape inference capabilities, so that other teams can score candidate architectures on the same criteria. Establishing brain-aligned models that hold up in dynamic, real-world settings is also the prerequisite for the Mission's biomedical aim of targeted modulation of human perception, since such intervention requires models that predict responses in the relevant areas under naturalistic dynamic input. This work connects directly to the Brain-Score and Cognitive Compute Platforms, as well as to the Embodied Intelligence Mission, providing the perceptual substrate on which physical reasoning is built.

SQI Platforms

Brain-Score

Brain-Score enables direct comparison between the neural activity and behavior of humans or non-human primates and the internal representations and behavior of computational models. These comparisons help researchers gauge how closely a given model aligns with data from biological brains, and where it diverges. Building on the interactive, cloud-based platform established last year, the team has been substantially expanding both what Brain-Score can measure and what researchers can learn from it. The Brain-Score Vision evaluation suite grew by 30 new benchmarks, a 37% increase, and the public platform gained a set of tools that shift it from simply ranking models to explaining them. Researchers can now compare models side by side, track how a

model's ranking and scores have changed over time, and effectively “look under the hood” to understand why some models align with the brain better than others. In parallel, the team advanced the underlying science through an ongoing meta-evaluation of the benchmark suite itself and carried out an early exploration into linking Brain-Score with the Intelligence Observatory by developing a pipeline to feed Intelligence Observatory experimental results directly into Brain-Score. Looking ahead, the team has begun planning a substantial refactor of the platform that will unify support for state-of-the-art models across multiple domains of intelligence — unifying vision, language, and audio models, and later extending to physical AI as part of the Embodied Intelligence Mission. This refactor will be accompanied by tools that let researchers probe computational models in nearly the same ways they would biological subjects. Through these developments, Brain-Score continues to establish itself as a collaborative hub for understanding model behavior, and through it, natural intelligence.

Intelligence Observatory

Over the past year, the Intelligence Observatory (IO) advanced from foundational infrastructure development toward active use in human and artificial-agent experimentation. The formal abstractions developed during the previous year were released as NodeKit, a Python package for specifying cognitive tasks, agent interfaces, and behavioral measurements in a form that can be used across both human participants and computational models.

The IO Platform was used to collect behavioral data for a study of human perceptual uncertainty, which is now being prepared for publication. Work also began to integrate IO infrastructure with Brain-Score, extending its potential use within a broader ecosystem for evaluating models of intelligence. More recently, the IO has begun testing AI agents on NodeKit tasks using the same visual inputs presented to human participants, establishing a direct basis for comparing human and model behavior under matched experimental conditions.

Together, these efforts mark a transition from infrastructure development to the deployment of a shared experimental framework for scalable, rigorous comparisons between human and artificial intelligence.

Cognitive Compute

This Platform is developing model synthesis architectures and programming languages. CogGym was developed as a way to benchmark current frontier models as general models of cognition, and to develop scalable model synthesis architectures as an alternative. It has established a scalable framework that has sourced and standardized cognitive experiments for comparing human and model cognition. This initiative is led by Josh Tenenbaum and members of his lab including Lance Ying.

memo is a domain-specific probabilistic programming language designed to make it far easier — and far faster — to build computational models of how humans think about the thoughts, beliefs, and intentions of other people. Essentially, memo is a programming

language specialized for reasoning about reasoning, especially the kinds of reasoning that human minds specialize in. A paper introducing memo, authored by Kartik Chandra, Tony Chen, Josh Tenenbaum, and Jonathan Ragan-Kelley, was published in the 2025 *Proceedings of the Association for Computing Machinery on Programming Languages* and received the ACM SIGPLAN Distinguished Paper Award.

Engineering Team

The Quest Engineering Team develops and maintains software systems that accelerate and integrate the work of the Missions and Platforms. Over the past year, the team's efforts have primarily focused on work with CHS and the development of a pipeline connecting the Intelligence Observatory to Brain-Score, enabling behavioral data collected at scale to be tested automatically against field-leading models of domains of intelligence. For CHS, the Engineering Team worked on functionality for the iCatcher platform that creates and detects visual trial time markers in study recordings. These visual markers solve the time and accuracy challenges of hand-annotation and maintain robustness against modern noise suppression software which have impeded prior solutions. This work should unlock a fully automated annotation pipeline, allowing research to occur more quickly, accurately, and scalably. For Brain-Score, the Engineering Team is building a pipeline to turn Intelligence Observatory experiments into Brain-Score benchmarks automatically, addressing a long-standing challenge for Brain-Score. Traditionally, the rate of model submissions has far outpaced that of benchmark submissions, as the cost of collecting the data and then writing a benchmark is high and the reward is low. The pipeline, as built, aims to significantly reduce the cost to build a benchmark. The team has developed a beta version of this pipeline that handles a subset of experiments and plans to use the feedback to build a full-scale version in the coming months. The team continues to supervise undergraduates (UROPs) who are contributing significantly to research efforts.

Administration

Research Affiliates and Industry Collaborations

The Quest's corporate engagement program offers companies a variety of ways to engage with the Quest while advancing their strategic goals. In 2025, we hired Cathy Canney as the Corporate Engagement Manager to take on and expand this program. Through this program, we host the MIT-Liberty Mutual Insurance Collaboration. In FY2026 our total spent volume was \$5 million, and the MIT-Liberty Mutual Insurance Collaboration had \$1.5 million in total secondary research support.

Development

Over the past year, efforts have been made to strengthen relationships with the existing Quest donors, to expand our support network to new, unaffiliated audiences, and to work closely with central RD on both fundraising strategy and engagement. While many groups around the Institute needed to adapt to the macroenvironment, resulting in a shuffling of both personnel and priorities, we advanced this goal against a particularly

challenging fundraising backdrop. During 2025-2026, SQI launched a new advisory committee charged with providing guidance and advice to Quest leadership on its major decisions regarding the organization's goals, vision, and path, and demonstrating commitment to and support of the Quest's future. As a result of these efforts, several donors have made significant gifts and pledges, ensuring our future endeavors.

Education

In August 2025, CBMM again hosted the three-week, multidisciplinary Brains, Minds, and Machines summer course on the science of intelligence. Thanks to National Institute of Health (NIH) funding, the course will continue to be held at the Marine Biological Laboratory in Woods Hole, MA.

SQI trains and mentors undergraduates interested in neuroscience, psychology, and software engineering through UROP. This academic year, we supported four UROPs in the fall, six in the spring, and are currently supporting six over the summer.

We continue to support 50% of an SCC post-doc fellow working in Social and Ethical Responsibilities of Computing in SCC; Patrick McKee's appointment began in August.

Events

In November we commemorated our organization's new name and identity at New Horizons: Quest's Future. The half-day event consisted of a series of presentations from each of the Missions and a panel discussion of SQI's hopes and plans for future research efforts. The talks were followed by a poster session reception featuring projects from SQI research scientists, students, and post-docs.

As part of SQI's regular seminar series, we hosted four external speakers from around the globe who shared their cutting-edge research in neuroscience and machine learning. Each seminar draws up to 150 guests from across the Institute and encourages curiosity and discussion among researchers from Computer Science and Artificial Intelligence Lab (CSAIL), BCS, McGovern, and beyond. Our seminars are all recorded and posted to YouTube, where we've established a strong viewership from both within and outside of academia. Our Mission and Platform Updates — smaller-scale, more intimate presentations from faculty and students about emerging efforts and ongoing projects — are consistently highly anticipated and widely attended by SQI's core community.

Communications

With the new name, we have redesigned our logo and have developed presentation and print templates. Our quarterly e-newsletter directed to an external community of potential donors and supporters is established, with a good readership and rate of new subscriptions. Collaborating with the Senior Development Officer and the Corporate Engagement Manager, we have created a suite of print pieces for development outreach. Our social media presence is growing, particularly our YouTube channel due

to wide interest in a recording of a co-sponsored talk (over one million views this year). In the coming year, we will increase our efforts to engage publicly by rebuilding our website, producing more news stories, and engaging more often in social media.

Personnel

The Quest's current staff comprise: Erik Vogan, Executive Director; Cathy Canney, Corporate Engagement Manager; Rachel Kemper, Senior Communications Officer; Brian Pierson, Senior Manager, Research Administration; Eve Montie, Events and Projects Coordinator; and Valerie Hoke, Senior Administrative Assistant. The Quest Engineering Team is made up of Deirdre Kelliher; Michael J. Lee, Intelligence Observatory Research Scientist; and Kartik Pradeepan, Brain-Score Research Scientist. Departing staff over the past year were Devan Monroe, Senior Development Officer; Mike Ferguson, Research Software Engineer for the Brain-Score Platform; Sam Winebrake, Software Engineer; Esther Alter, Intelligence Observatory Software Engineer; Kathleen Sullivan, CBMM Managing Director; and Kris Brewer, CBMM Director of Technology.

Future Plans

Our integrated approach to research has proven successful so far; our PIs are publishing widely, and our tools are adopted throughout the research community. We will build on this success by initiating new research endeavors that span multiple Missions, with the goal of building systems that understand and produce language with human-like robustness and flexibility and enable robots to perceive and navigate autonomously in far less fragile ways that are achievable at present.

As the SQL research efforts have expanded, our staff have worked diligently to support their efforts. In the coming year, in alignment with MIT's goals, we will launch an expanded corporate engagement program, create new avenues to engage with outside supporters, pursue additional funding opportunities, build strategic partnerships, and continue to devote significant efforts to fundraising and stewardship.

James DiCarlo, MD, PhD

Director, MIT Quest for Intelligence

Peter de Florez Professor of Systems and Computational Neuroscience