



QUANTUM RESERVOIR COMPUTING FOR EFFICIENT
SIGNAL PROCESSING

+QUEST

Helsinki Friday August
Consortium Meeting 22 2025
and Summer School speaker

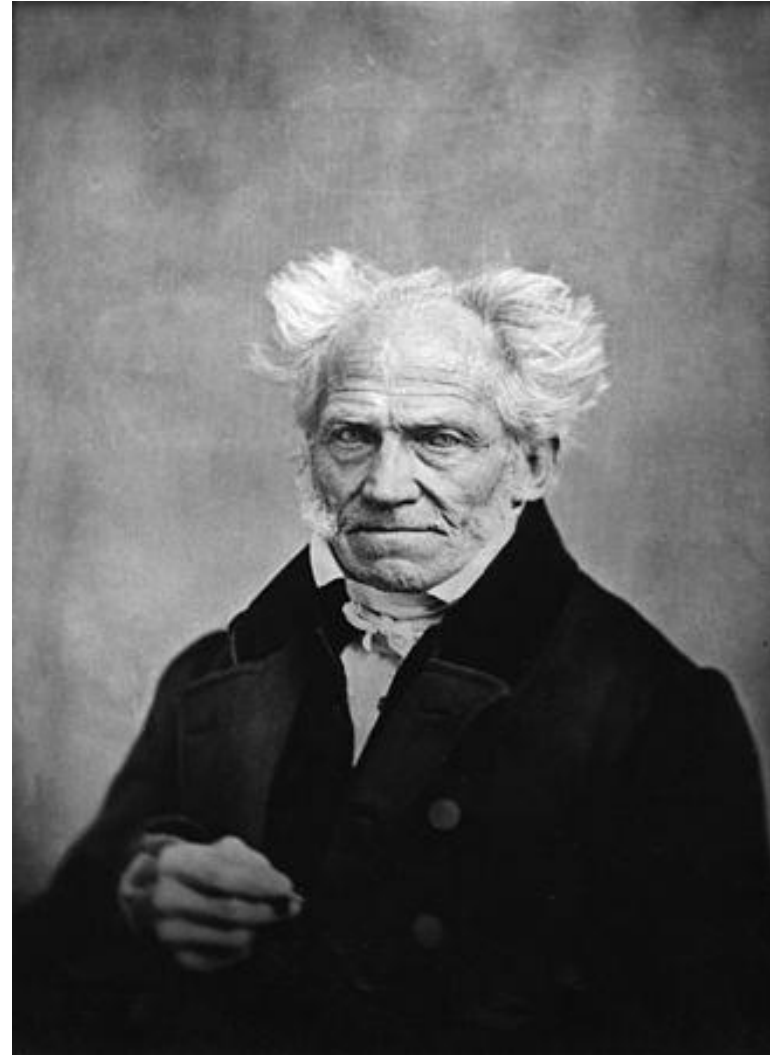
Lecture on Lectures Alexandre Zagoskin

RULES OF ENGAGEMENT

1. One talk – one idea
2. The author is always right
3. Tell 10% of what you know
4. Don't read your slides
5. Be ready to elaborate
6. Be kind to your audience
7. It is not enough to be right – you must be seen to be right

THE ART OF BEING RIGHT: 38 WAYS TO WIN AN ARGUMENT

Arthur Schopenhauer, 1831



MOST COMMON FALLACIES: LOGICAL

Argument from fallacy

- A wrong supporting argument does not by itself invalidate the claim

Affirming the consequent

- If A, then B; B, therefore A

Existential fallacy

- Assuming the existence of A

False dilemma

False equivalence

MOST COMMON FALLACIES: LOGICAL

“Straw man” argument

- Substituting the opponent’s argument with a similar but weaker one

Regression fallacy

- Assuming cause when none exists
- Compare to the Hanlon’s razor

Post hoc ergo propter hoc

Cum hoc ergo propter hoc

MOST COMMON FALLACIES: LOGICAL

Petitio principii (“begging the question”, circular reasoning)

- Assuming what needs to be proved as true

Argument from ignorance

Argument from false equivalence

MOST COMMON FALLACIES: “NUMERICAL”

McNamara fallacy

- Making decisions based only on quantitative considerations (metrics) without evaluating the applicability of metrics
- “Quantifying the unquantifiables”
- See Goodhart’s law

Texas sharpshooter fallacy



MOST COMMON FALLACIES: “NUMERICAL”

Ludic fallacy

- “The misuse of games to model real-life situations”
 - E.g., discounting the “unknown unknowns” in probabilistic estimates

Gambler’s fallacy

“Equipartition” fallacy



MOST COMMON FALLACIES: LOGICAL

"Just the place for a Snark! I have said it twice:

That alone should encourage the crew.

Just the place for a Snark! I have said it thrice:

What I tell you three times is true."