



# Artificial Intelligence and Machine Learning

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# AI? What is it?

- You all have heard about AI almost everyday.
- In your mind, what is AI?



# AI? What is it?





# AI? What is it?



# AI? What is it?

- (Hopefully) You all (still) know how to program to solve a simple problem.
- What are the differences between AI and basic programming?



# Artificial Intelligence



The science of making  
a Computer Agent that  
Acts Rationally



# Acting Rationally

- Acting **Implicitly** based on Logic or Reason.

## Explicit (adj.)

Tell directly, clearly, and in detail

- Ex. If you see a red sign, turn left
- Most of your programming experience are in this space.

## Implicit (adj.)

Imply though not plainly expressed

- Not telling the condition directly
- State the conditions as a logic
- Ex. Best route is the shortest route
- In AI/ML, we will play in this space

# Acting Rationally

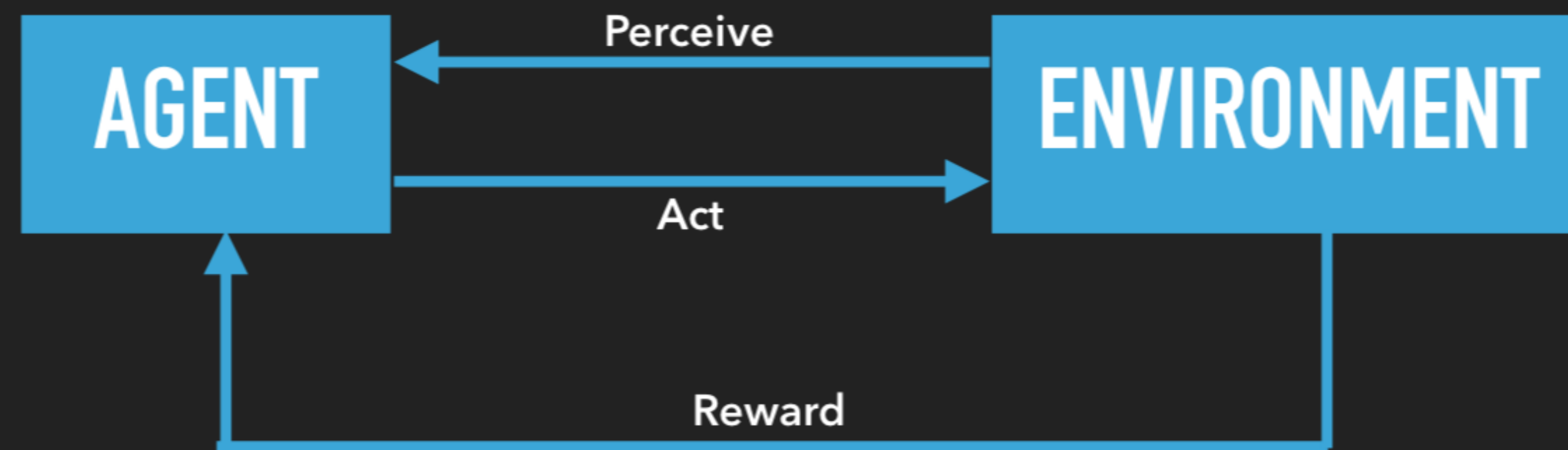
- Acting **Implicitly** based on Logic or Reason.
- In AI, basically, the agent takes the best action given the current state (optimal solution).



# Acting Rationally

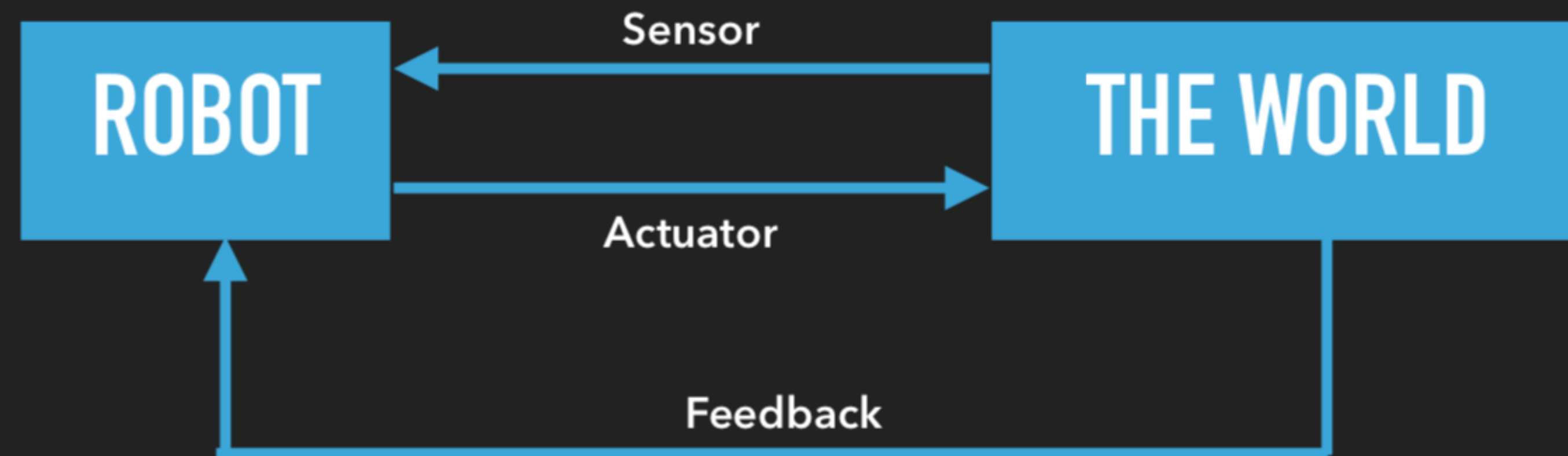
- Acting based on Logic or Reason.
- Basically, the agent takes the best action given the current state.
  - The action that gives the shortest path to the goal.
  - The action that gives the most immediate rewards.
  - The action that gives the most long term rewards.
  - etc.
- It all depends on the state spaces.

# AN INTELLIGENT AGENT

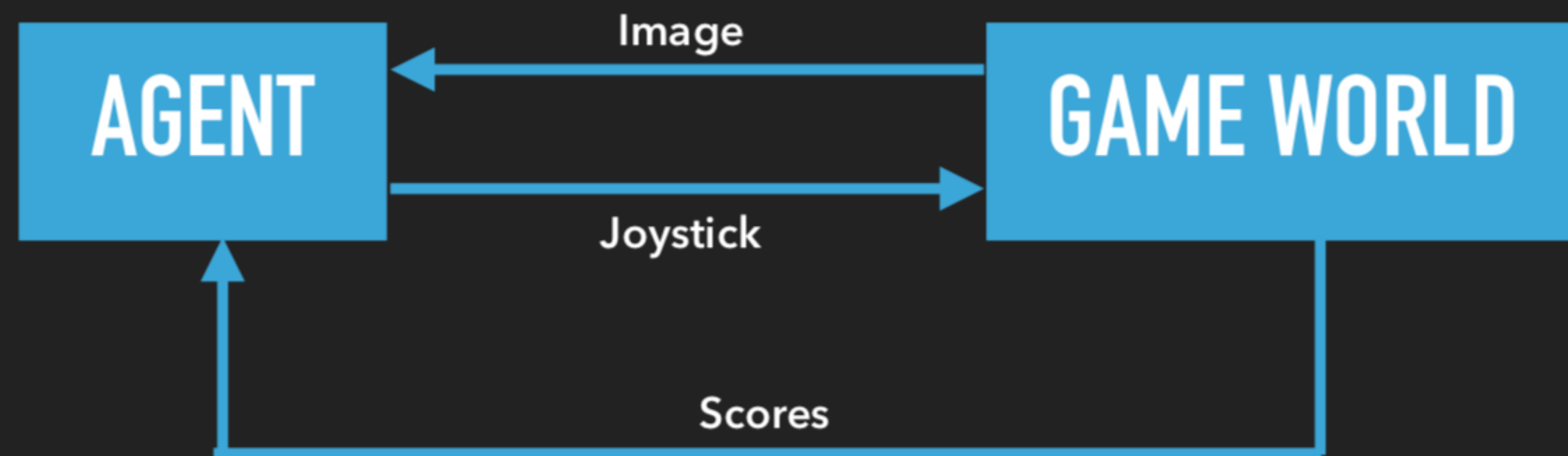




# AI IN ROBOTICS



# AI IN GAMES





# History of Game AI

By: Andrey Kurenkov

**Dartmouth Conference**  
1956: the birth of AI



**Kaissa**

1974: first world computer chess champion



**Mac Hack**

1967: chess AI beats person in tournament

**Zobrist's AI**

1968: First Go AI, beats human amateur

**Checkers AI Wins**

1962: Samuel's program wins game against person



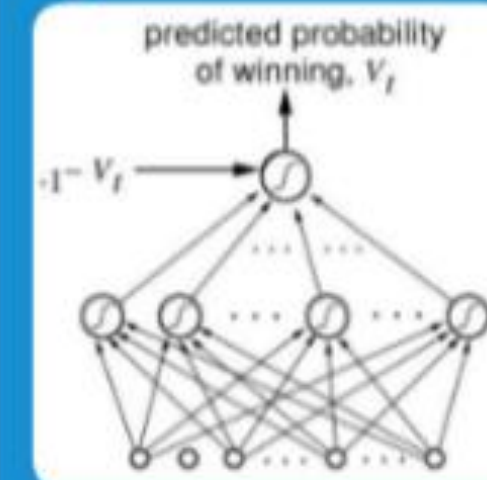
**Samuel's Checkers AI**  
1956: IBM Checkers AI first demonstrated

**Bernstein's Chess AI**

1958: first fully functional chess AI developed

**TD-Gammon**

1992: RL and neural net based back-gammon AI shown



**Monte Carlo Go**

1993: first research on Go with stochastic search

**NeuroGo**

1996: ConvNet with RL for Go, 13 kyu (amateur)

**MCTS Go**

2006: French researchers advance Go AI with MCTS

**Crazy Stone**

2008: MCTS Go AI beats 4 dan player

**Zen19**

2012: MCTS based Go AI reaches 5-dan rank

**CNN**

1989: convolutional nets first demonstrated

**Backprop**

1986: multi-layer neural net approach widely known

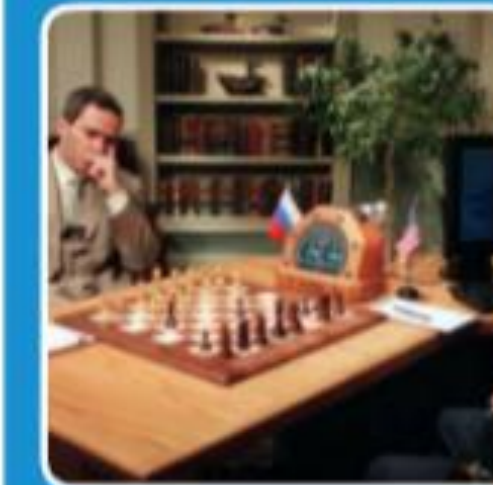
**CHINOOK**

1994: checkers AI draws with world champion



**Deep Blue**

1997: IBM chess AI beats world champion



**DeepMind**

2014: Google buys deep-RL AI company for \$400Mil

**AlphaGo**

2016: Deep Learning+MCST Go AI beats top human







# What can AI do?



## What are the real world applications of AI?



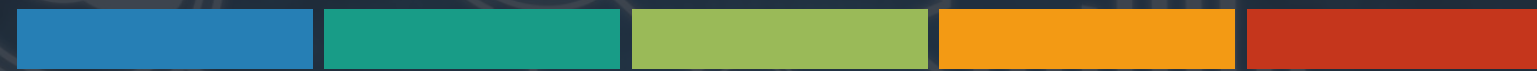


# INTRODUCTION TO MACHINE LEARNING

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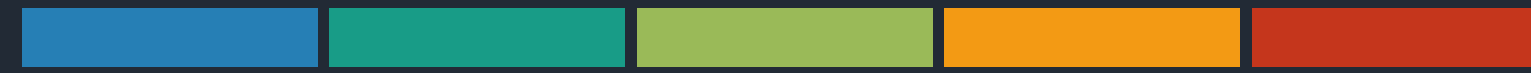
# machine learning



The science of getting computers  
to learn from data without having  
to be explicitly programmed by  
humans.



# the most basic understanding



- It's all about letting computer learns what 'input' is associated to what 'output'.
  - Example: given a picture, computer outputs what object appears in the picture (human, car, tree?).
  - Example: given inputs from sensors and cameras, the robotic algorithm pushes out the appropriate movement.

# **EXAMPLES OF MACHINE LEARNING APPLICATIONS**



# SPAM CLASSIFICATION



- Email (text) as the input -> Go into classification model -> Output the answer whether this is spam or not.
- Big email platforms can identify spams with 99% accuracy.







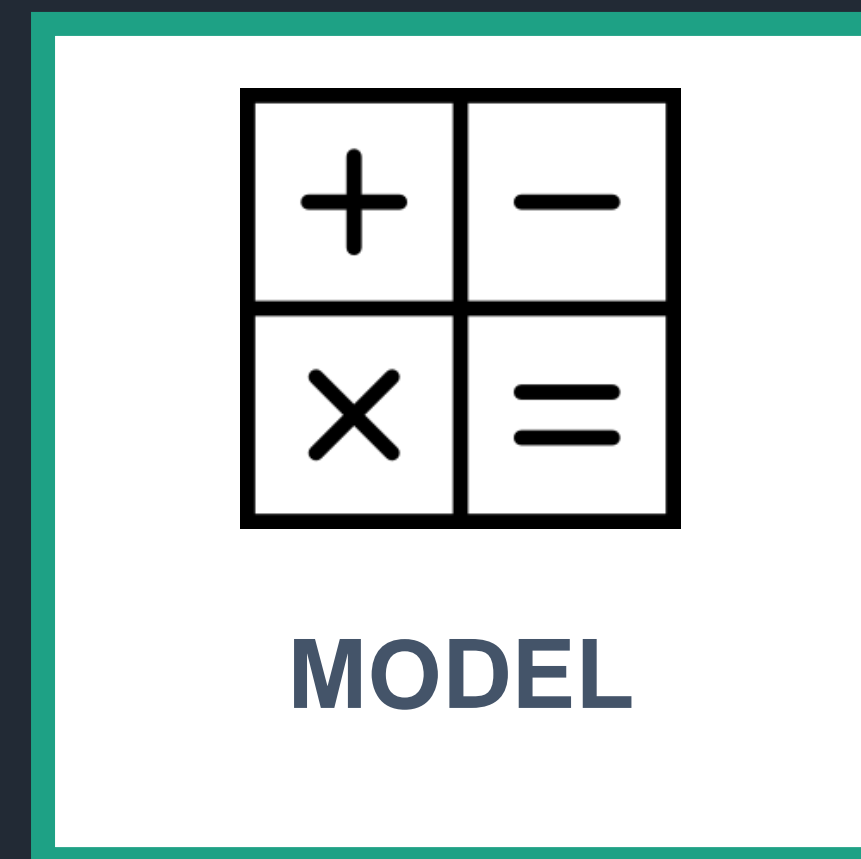
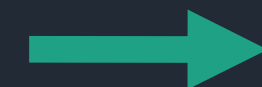
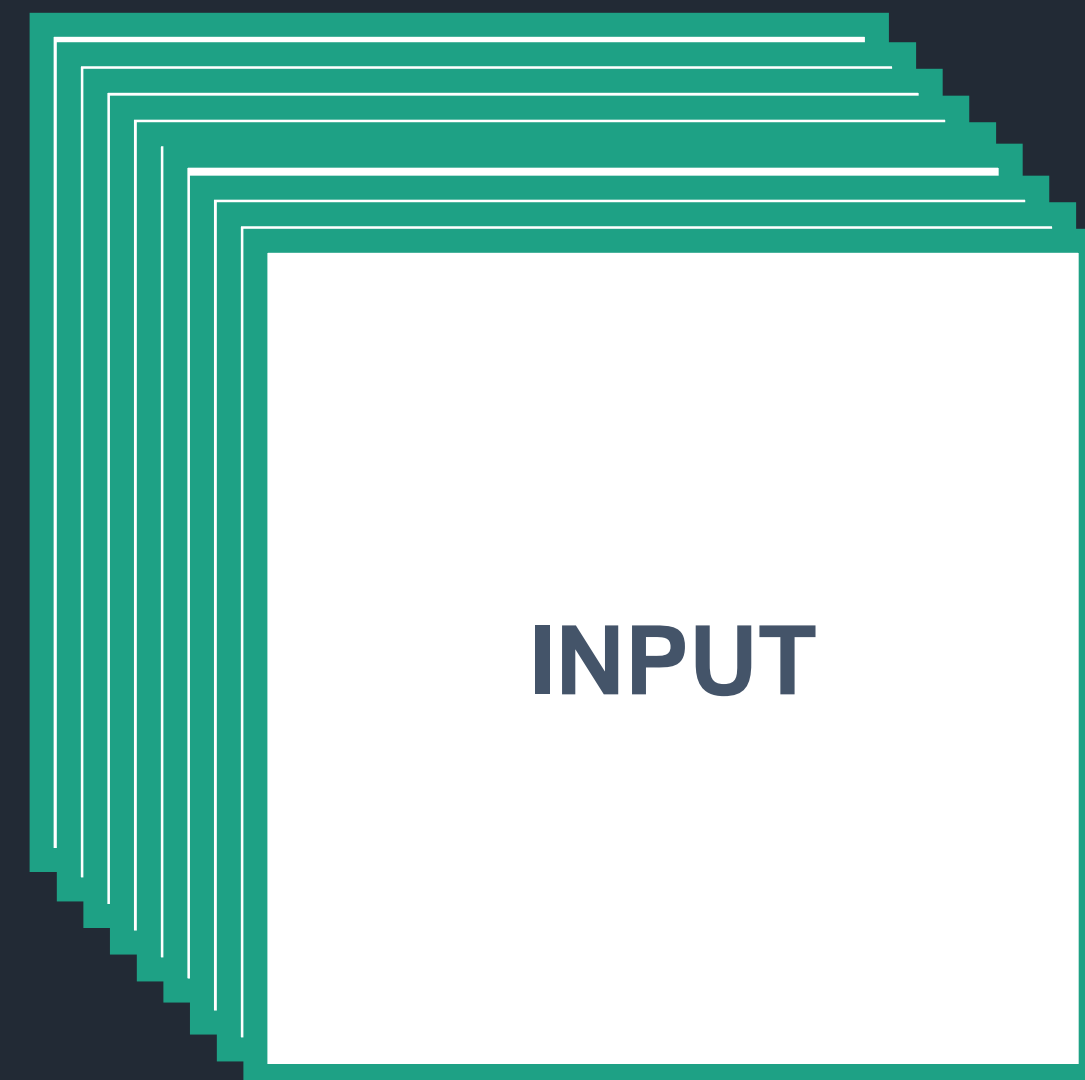
# FACEBOOK FACE TAGGING



- People provide Facebook the images and tags of names in the photos.
- Over time Facebook learned to associate names with faces and can automatically recognize these people.



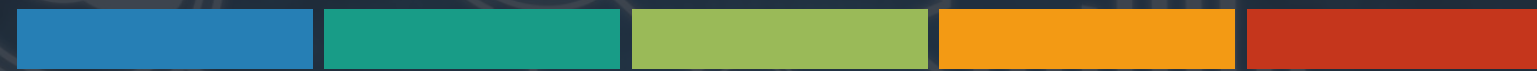
# INPUT - MODEL - OUTPUT



S1	0
S2	1
S3	1
....	....



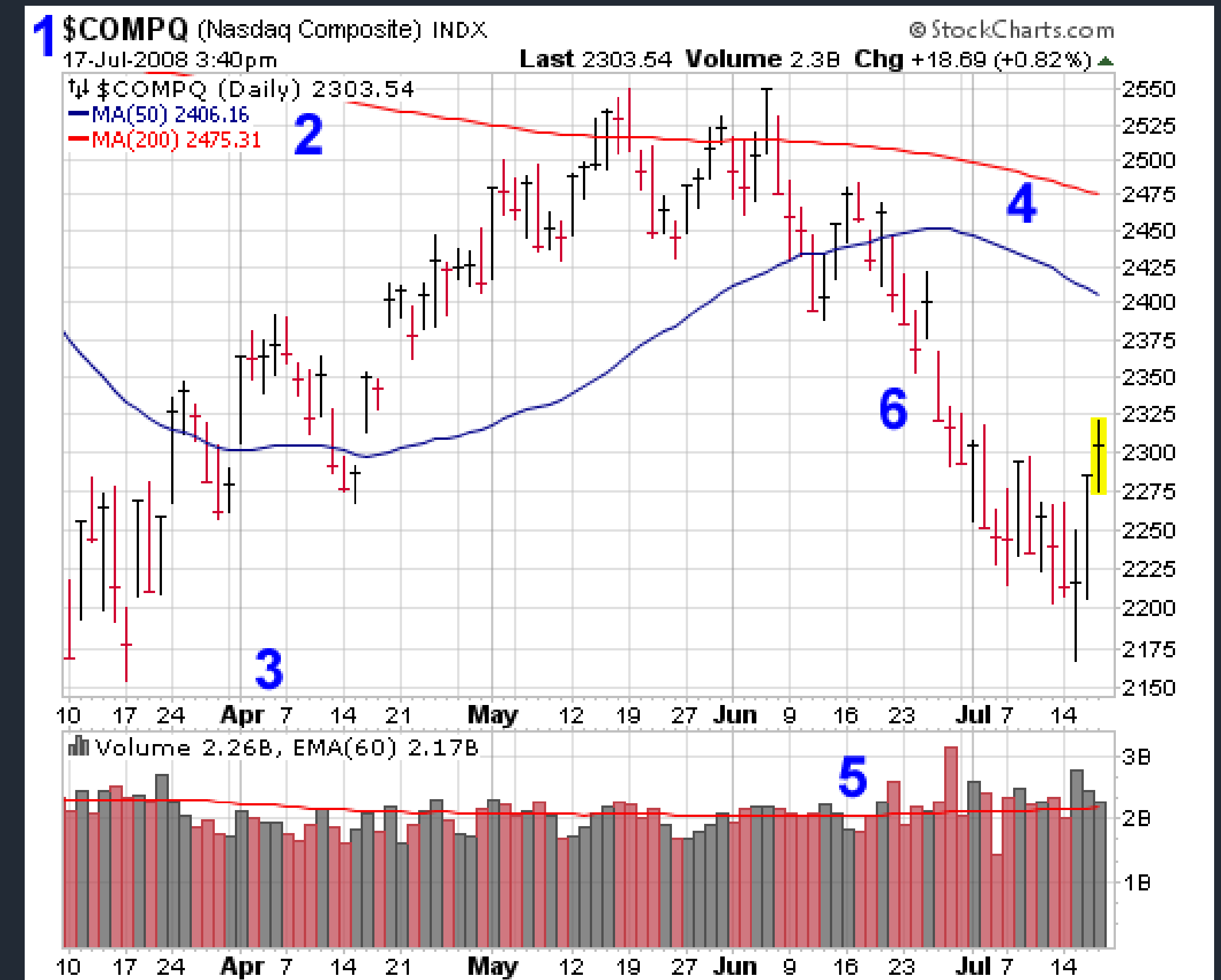
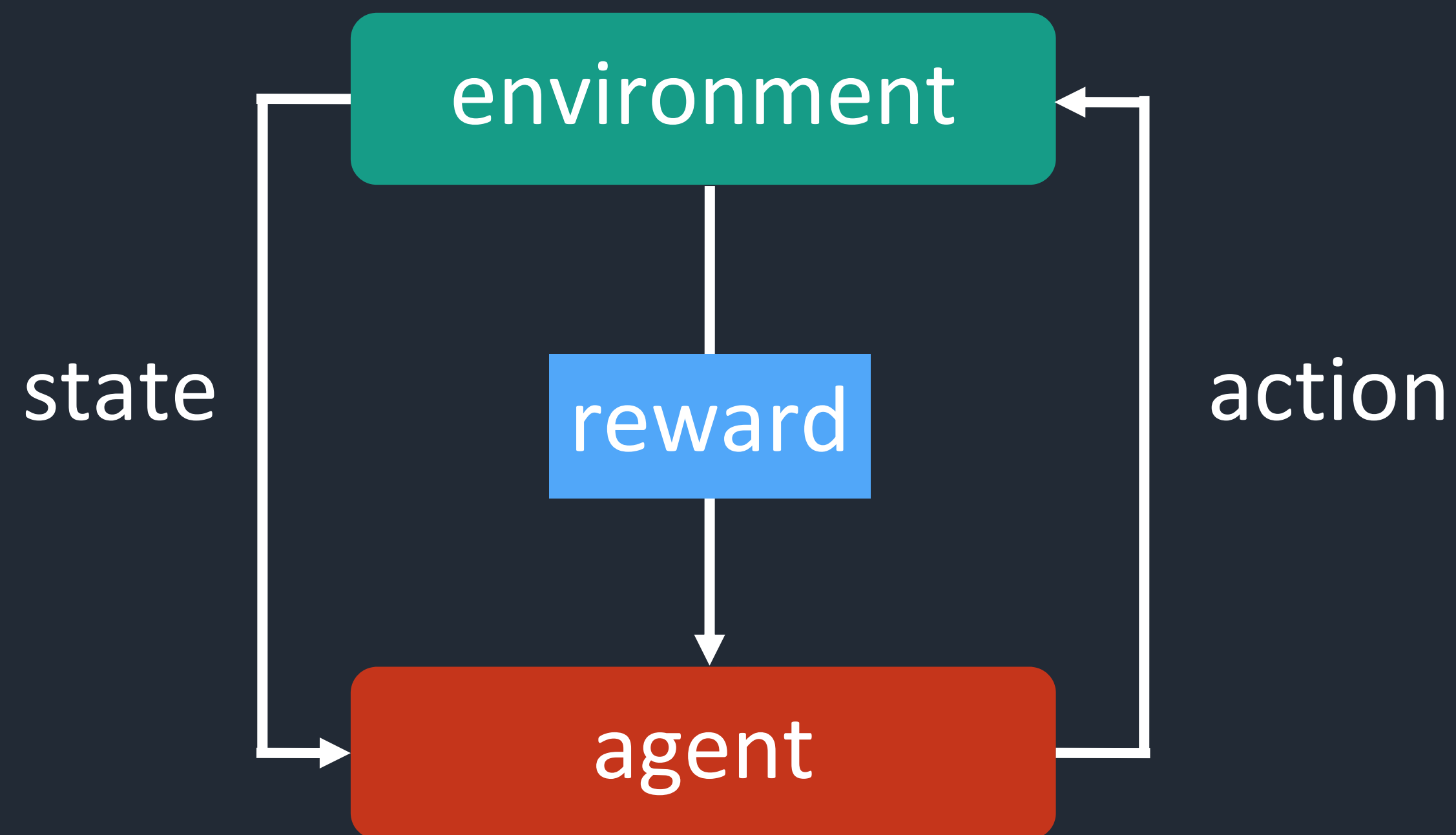
another view of machine learning



Teaching the computer to learn  
from experiences and optimize a  
given performance index as they  
practice.

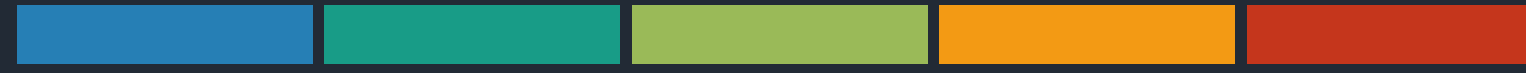


# intelligent system with machine learning

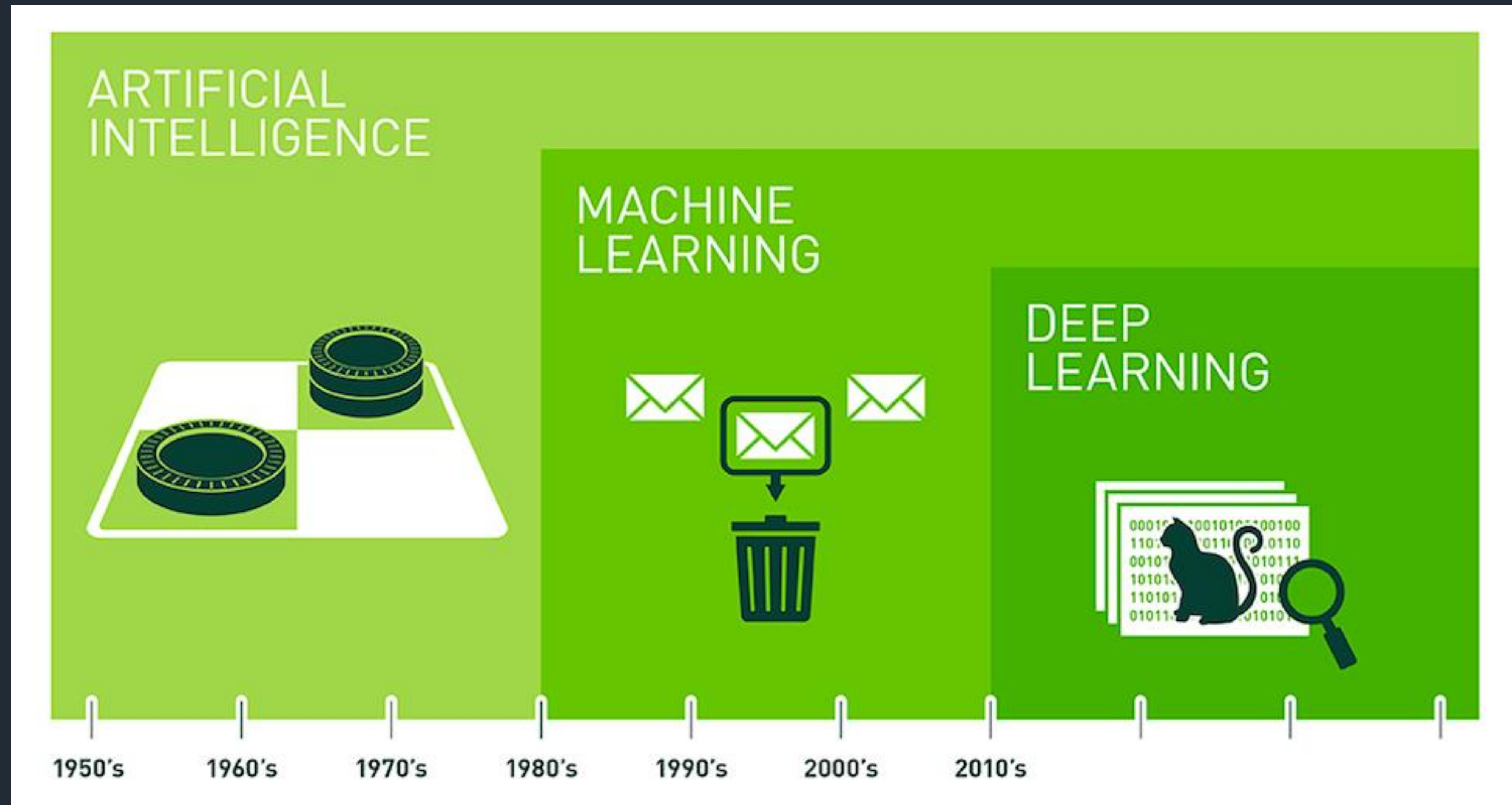




# Differences between AI and ML?



# Differences between AI and ML?







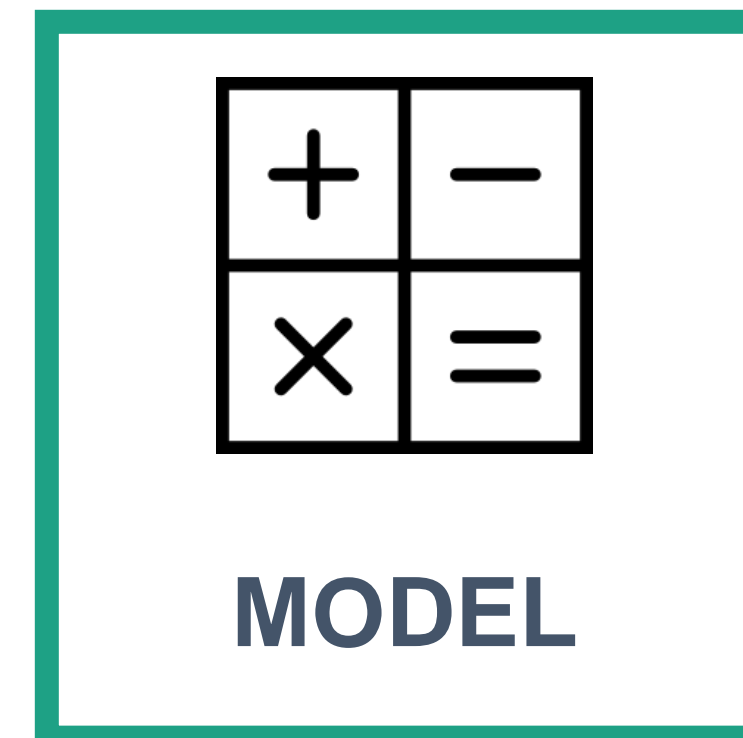
# CLASSIFICATION AND REGRESSION

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# REGRESSION PROBLEM



- Property size
- Property age
- Bedrooms
- Bathrooms
- Parking size



How much should we  
sell the property?  
(the answers range  
from 0 to 1B)

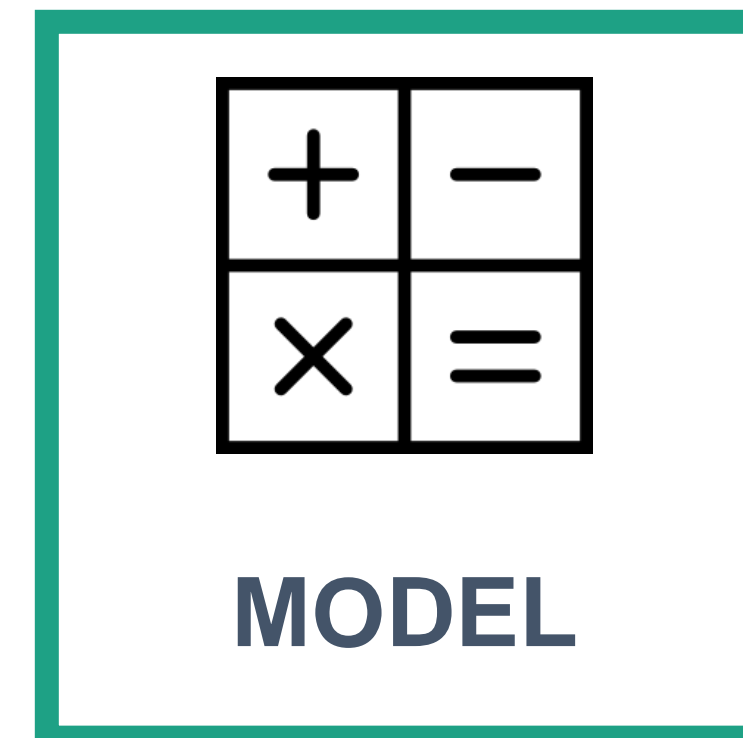
Regression problems are the type of problems where model's answers are continuous numbers.



# CLASSIFICATION PROBLEM




- Property size
- Property age
- Bedrooms
- Bathrooms
- Parking size



Tell me, what type of property is this?  
(residential or commercial)

Classification problems are the type of problems where model's answers are discrete categories.

# Regression & Classification

A horizontal dotted line with five colored rectangular segments in the center: blue, teal, light green, orange, and red.

- Regression Problem
  - The answers models come up with are continuous numbers.
- Classification Problem
  - The answers models come up with are discrete categories.
- Note that you can apply both approaches to the same dataset!



# Regression or Classification?

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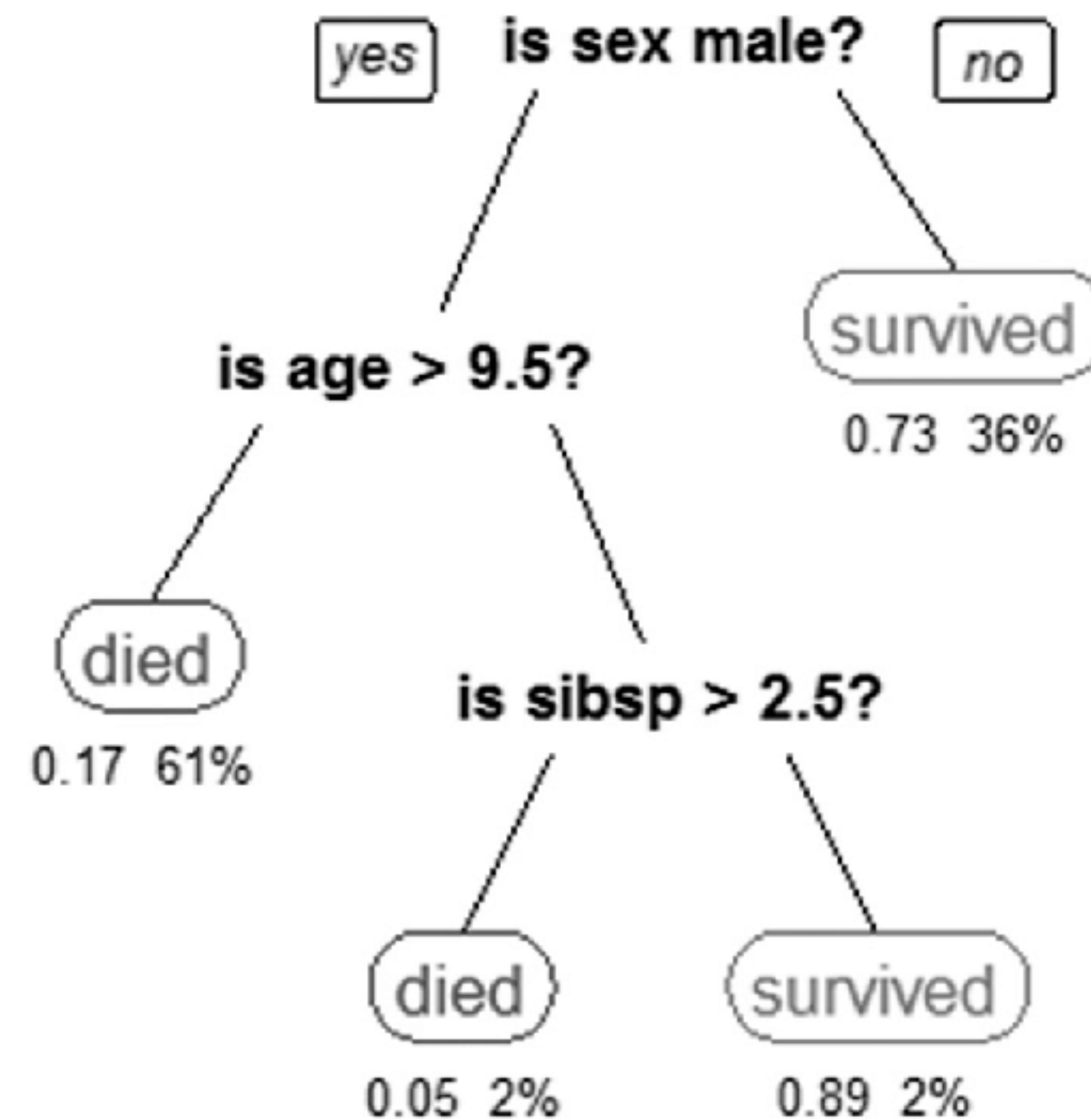
- Predict if a Titanic passenger would survive or not?



# Regression or Classification?

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- Predict if a Titanic passenger would survive or not?
- Classification





# Regression or Classification?

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- Predict the house price?
- Predict the letter grade of a student?
- Predict GPA of a student?
- Predict the next president of the United States of America?
- Predict the year that AI will take over the world?



# SUPERVISED AND UNSUPERVISED LEARNING

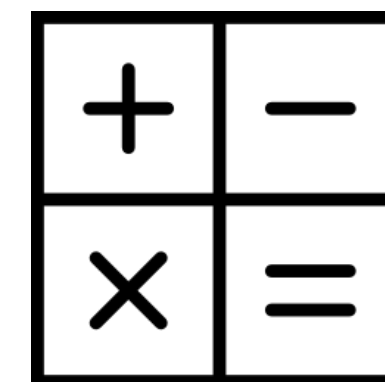
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# SUPERVISED LEARNING



- Property size
- Property age
- Bedrooms
- Bathrooms
- Parking size



**MODEL**

## REGRESSION

How much should we sell the property?  
(the answers range from 0 to 1B)

## CLASSIFICATION

Tell me, what type of property is this?  
(residential or commercial)

# SUPERVISED LEARNING

- We collect a lot of data points from the past,  
e.g. Collecting property qualities, property prices, and property types.
- We use the past data to fit the model  
e.g. Teaching it to understand what quality map with what prices and what types.
- When the model encounters new samples where the answers are not available, it will use knowledge from past data to provide answers.



Supervised learning problems are those problems where the answers that the model predict are already included in the training data.



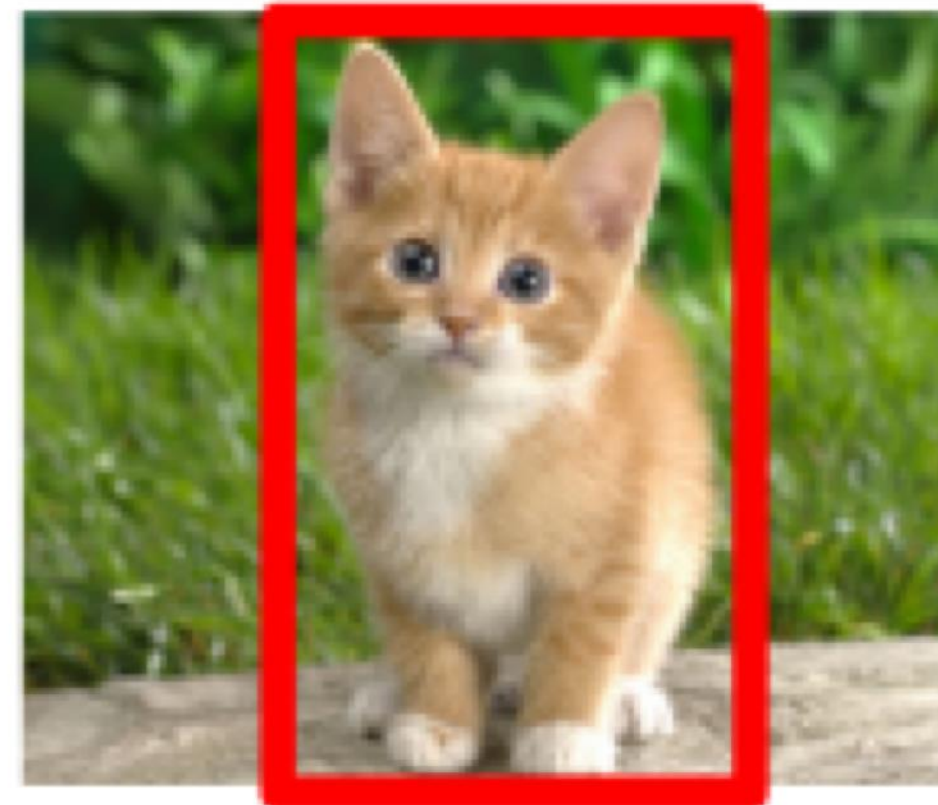
# SUPERVISED LEARNING

**Classification**



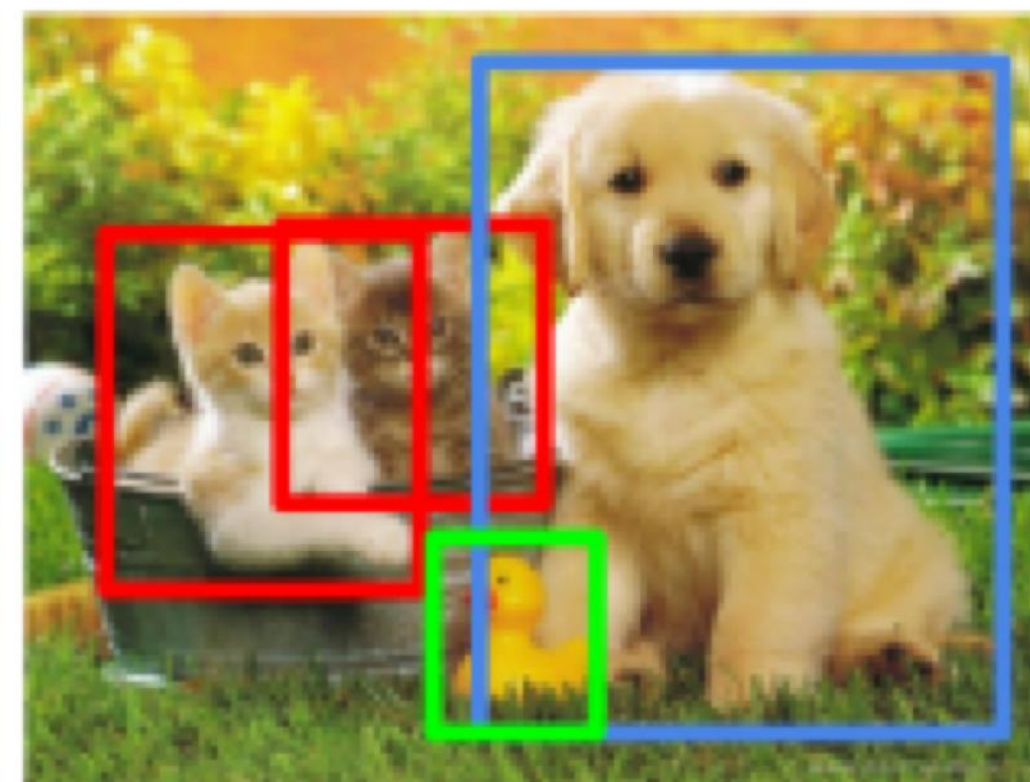
CAT

**Classification  
+ Localization**



CAT

**Object Detection**



CAT, DOG, DUCK

**Instance  
Segmentation**



CAT, DOG, DUCK

Single object

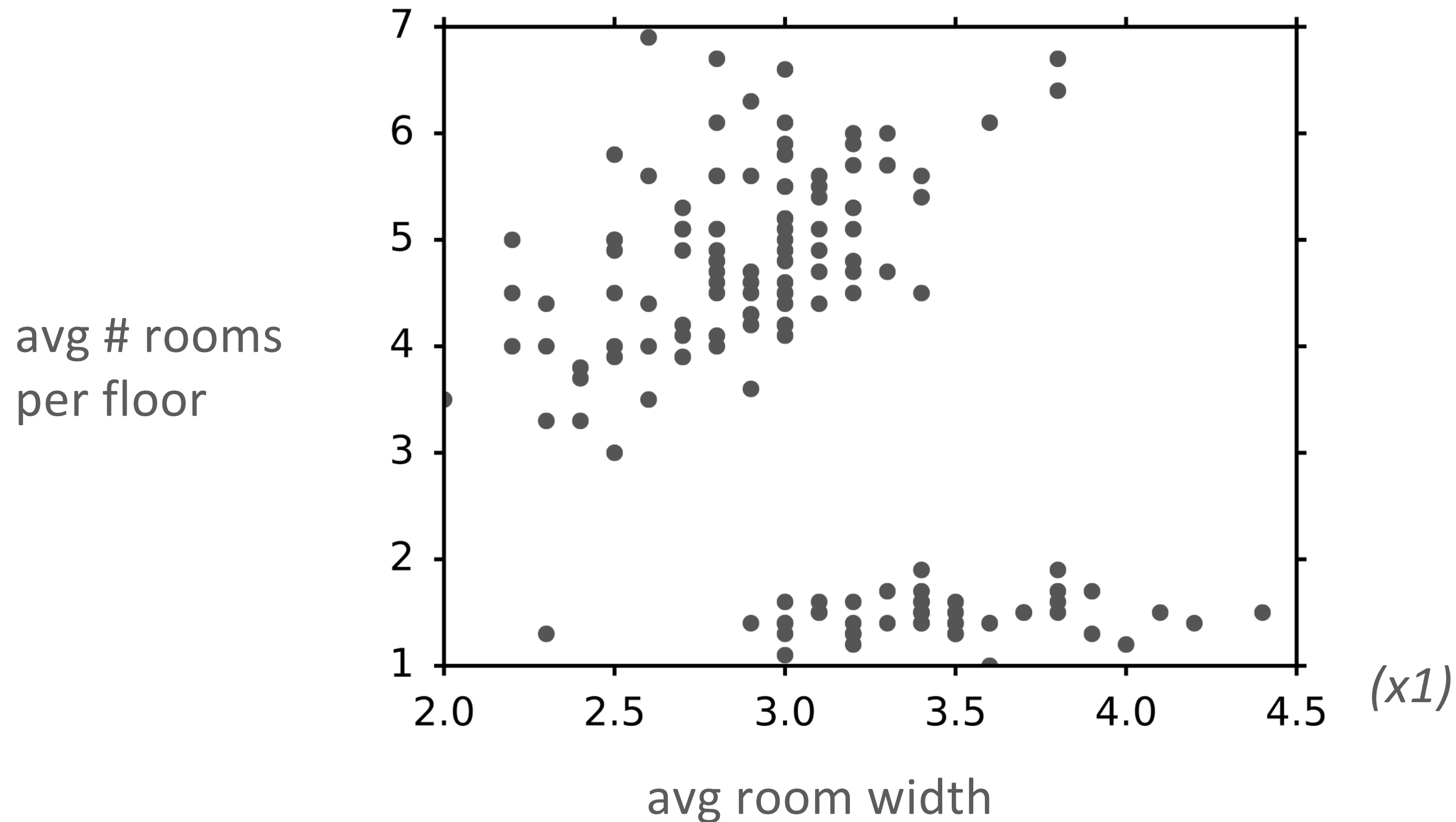
Multiple objects

# SUPERVISED LEARNING

- Requires a lot of manually-labeled data.
- Requires business people to help decide “what to predict” (sometimes it’s hard to know what is the most useful thing to predict).
- Requires business people to identify and gather “appropriate inputs”.
- If done right, they are the most simple and reliable techniques to use. They are the core of most AI systems we see today.

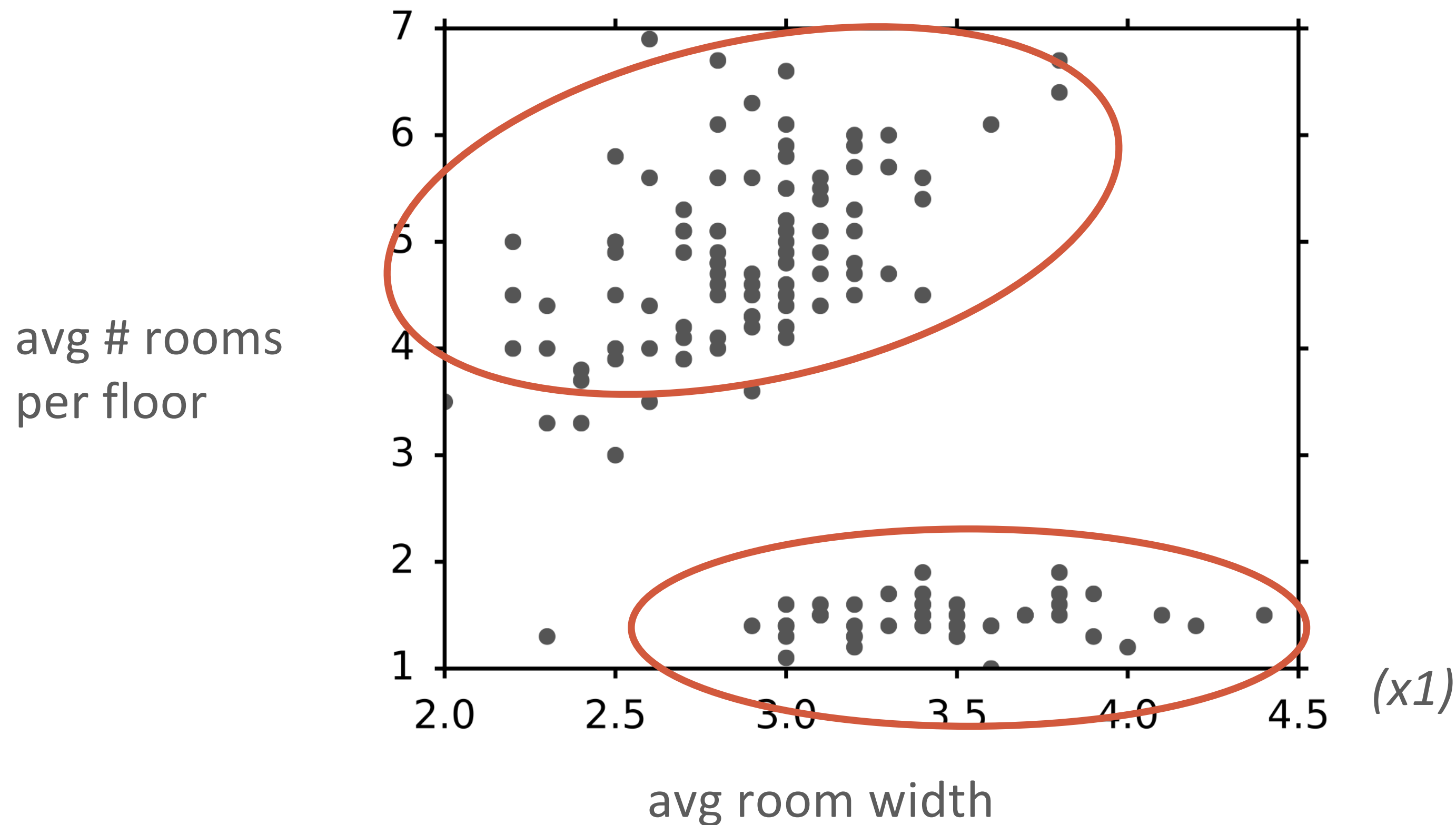


# UNSUPERVISED LEARNING



- What if you want to predict property categories, but don't know the answers in advance?
- You have to infer categories from the structure of the data.
- You are going to use unsupervised learning in this case.

# UNSUPERVISED LEARNING



- What if you want to predict property categories, but don't know the answers in advance?
- You have to infer categories from the structure of the data.
- You are going to use unsupervised learning in this case.

Unsupervised learning problems are those problems where the answers that the model predict are not available in the training set. We infer categories from data structure.



# supervised v.s. unsupervised learning

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- Supervised learning
  - The answers are included in the training data, note that answers can be numerical or categorical.
- Unsupervised learning
  - You would like to discover the categories, you usually don't even know how many categories or what categories are there.
- Note that you can apply both approaches to the same dataset!



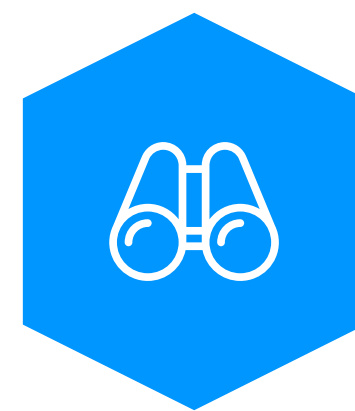
# REINFORCEMENT LEARNING

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# REINFORCEMENT LEARNING

- Environment defines a set of states, actions, and rewards. Models is trained to understand what actions to take, at what states, to optimize rewards.
- Example: given stock prices (states) and let bots decide each day to buy, sell, or hold a particular stock (actions), bots will make decisions to optimize rewards (profit).



# ML PROCESS

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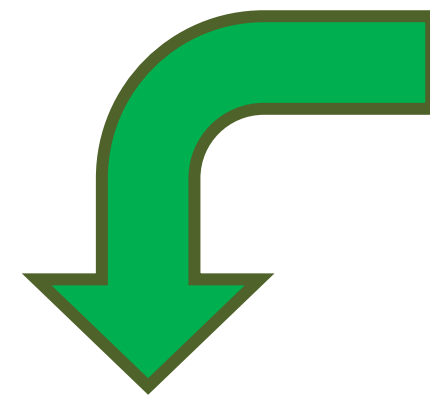
# ML Cycle

## Gathering Data

### Data Acquisition

- Pre-existing dataset
- Survey
- Internet

# ML Cycle



## Gathering Data

## Data Preprocessing

Prepare the data for the model to learn

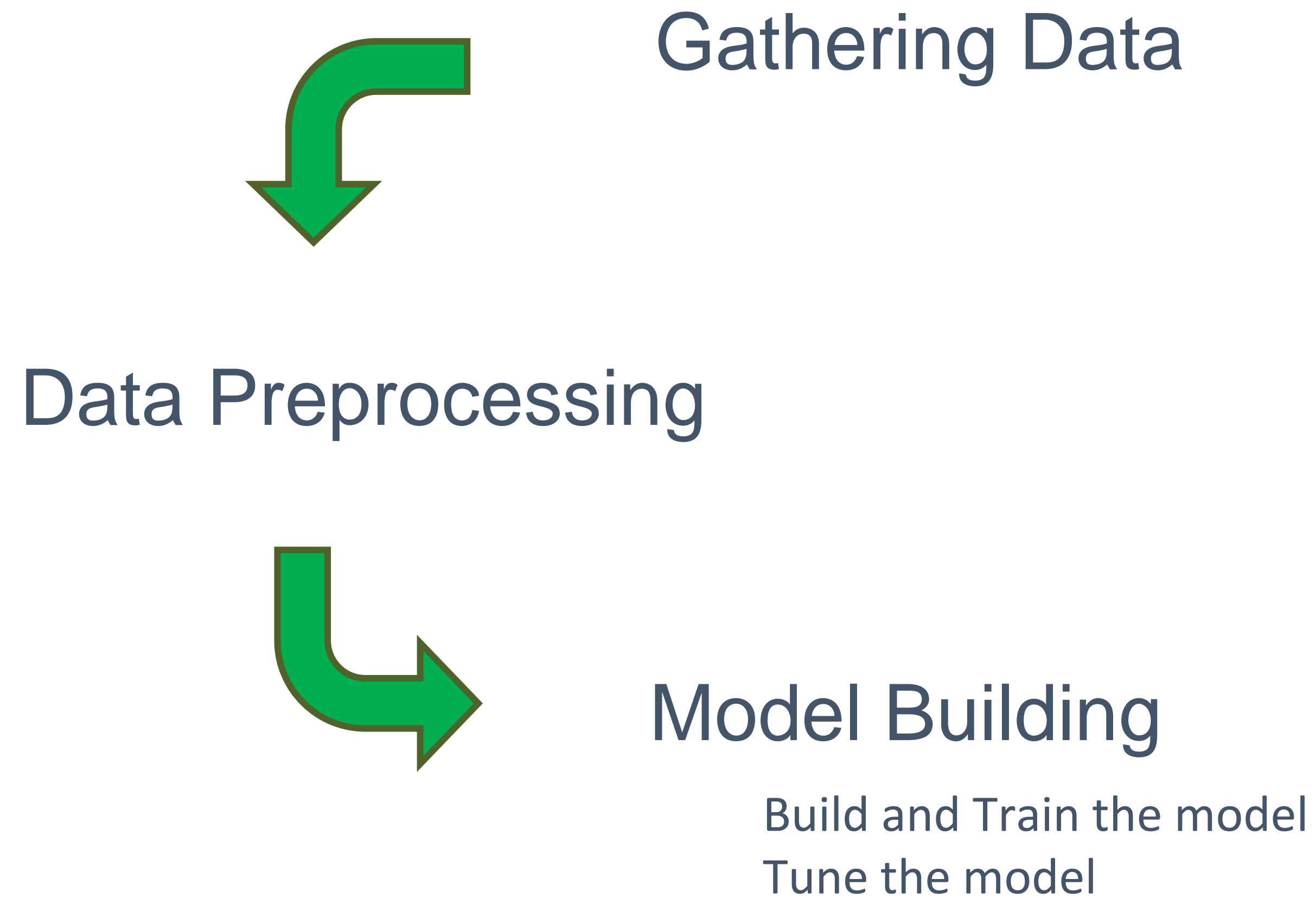
- Usually, the data is 'dirty'. We need to 'clean' it.
- Missing data, bad distribution, skew data

Feature Engineering

- The gathered data may not be in the form that we want
- We need to transform some features of the dataset



# ML Cycle



# ML Cycle

