

Lecture Machine Learning vom 23.3.2022

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Administratives

- Time frame: 9:00-16:00 from march 23rd to 25th
- Lunch break: ~12:00-13:00
- Course material (slides, code, data sets, ...):
 - https://github.com/mslehre/KI-Block
 - https://moodle.uni-greifswald.de/course/view.php?id=5405
- Questions and feedback outside of the course (moodle forum):
 - https://moodle.uni-greifswald.de/mod/forum/view.php?id=146549
- JupytherHub Uni Greifswald:
 - https://jupyterhub.wolke.uni-greifswald.de/hub/login
- Course instructors: Felix Becker, Lars Gabriel, Stefan Simm

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Prerequisites

- Connection to the network of the University of Greifswald
- Basic programming skills in any language
- Basic calculus and linear algebra (derivation, matrix multiplication)

$$\nabla E(\theta) = \big(\frac{\partial E(\theta)}{\partial \theta_0}, \cdots, \frac{\partial E(\theta)}{\partial \theta_0}\big)^T, \; \begin{pmatrix} 1 & 2 \\ 3 & 4 \\ 5 & 6 \end{pmatrix} \cdot \begin{pmatrix} 3 & 2 & 1 \\ 4 & 1 & 0 \end{pmatrix} = \begin{pmatrix} 11 & 4 & 1 \\ 25 & 10 & 3 \\ 16 & 5 \end{pmatrix}$$

Familiarity with numpy syntax

```
[1]: import numpy as np

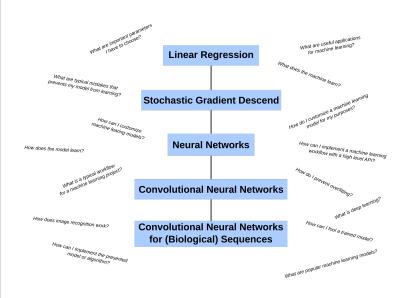
[3]: A = np.array([1,2,[3,4],[5,6]))
B = np.array([3,2,1],[4,1,0])
C = np.matmul(A,B)
C

[3]: array([[11, 4, 1],
[25, 10, 3],
[39, 16, 5]])
```

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KI-Block 2022 - Overview

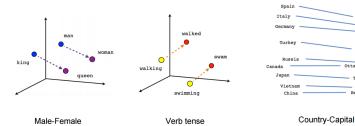


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Natural Language Processing

- *GPT-3*¹: 175 billion parameters
- Pretraining on large text corpus (transfer learning)
- Task-agnostic (can be used for many purposes e.g. translation or text generation)
- word embeddings:



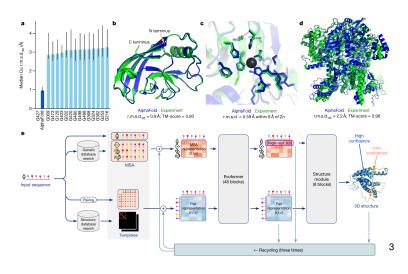
¹Language Models are Few-Shot Learners, Brown et al., 2020

²towardsdatascience.com/creating-word-embeddings-coding-the-word2vec-algorithm-in-python-using-deep-learning

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AlphaFold



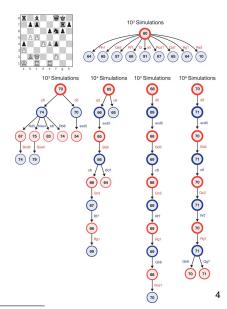
³Highly accurate protein structure prediction with AlphaFold, Brown Mann Ryder Subbiah et al., 2020

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AlphaZero

- Reinforcement learning by self-playing symmetric games millions of times in parallel
- Beat the top ranked Go player in the world
- Uses neural networks to make an educated guess on the best actions (policy) and their expected outcome



⁴A general reinforcement learning algorithm that masters chess, shogi, and Go through self-play, Silver et al., 2018

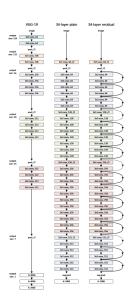
ResNet

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- ResNet ⁵ are very deep networks with great performance in image classification
- Introduced a very useful trick (residual connections) for stable training with large numbers of layers





⁵Deep residual learning for image recognition, He et al., 2016