MOD500 Decision Analysis with Artificial Intelligence Support

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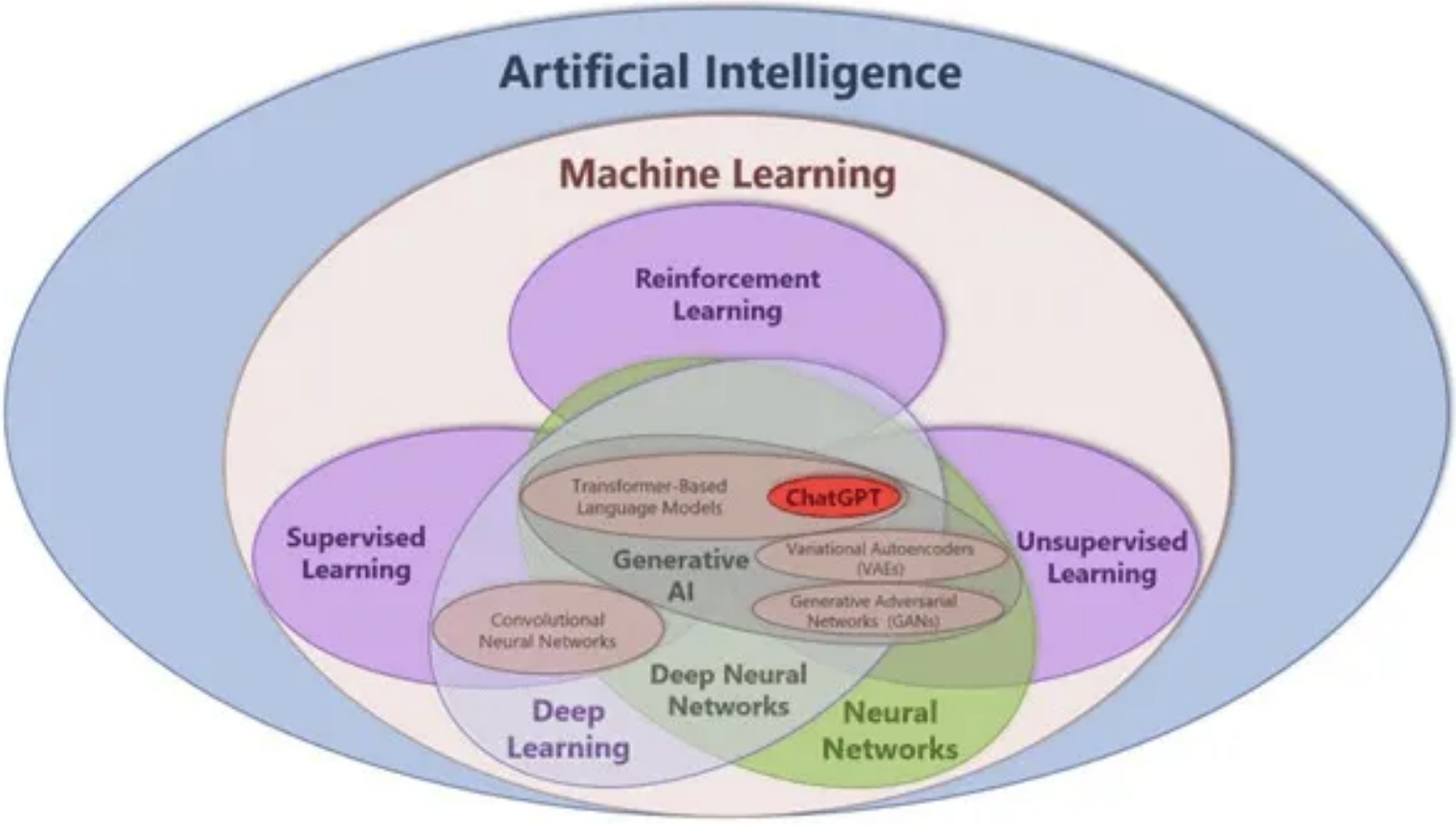
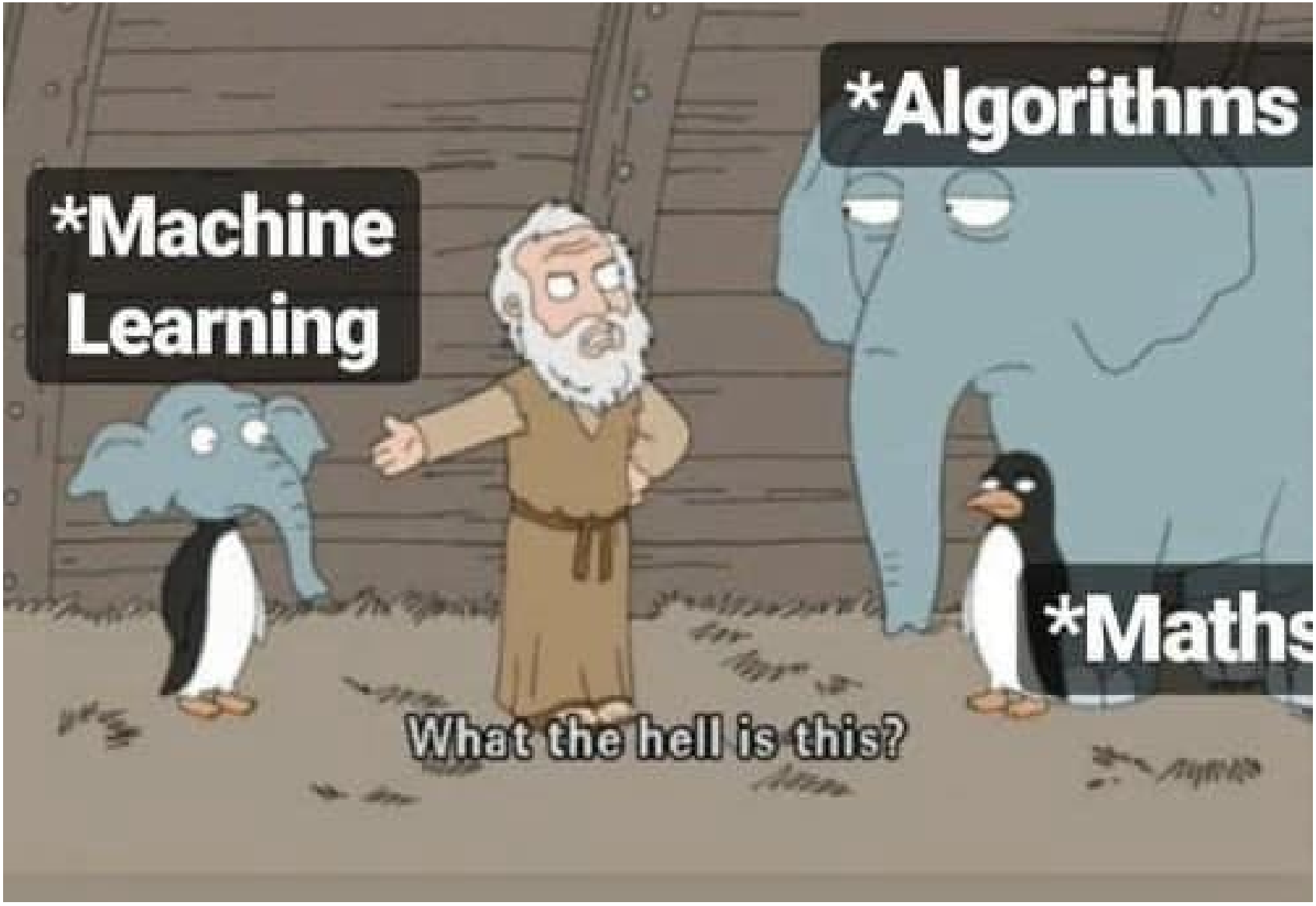
Statistics, Machine learning or Artificial intelligence?

What is the main difference between the three fields?



How Machine Learning Started?



Statistics

Let's start from the definition

- Statistics (origin "description of a state/country") is the discipline that concerns the collection, organization, analysis, interpretation, and presentation of data.
- It is conventional to begin with a statistical population or a statistical model to be studied. Populations can be diverse groups of people or objects such as "all people living in a country" or "every atom composing a crystal".
- Statistics deals with every aspect of data, including the planning of data collection in terms of the design of surveys and experiments.[Wikipedia]

Machine learning

Definitions:

- Machine learning is a branch of artificial intelligence (AI) and computer science which focuses on the use of data and algorithms to imitate the way that humans learn, gradually improving its accuracy. [IBM]
- Machine learning (ML) is a field of study in artificial intelligence concerned with the development and study of statistical algorithms that can learn from data and generalize to unseen data, and thus perform tasks without explicit instructions. [WIKI]

Machine learning

One technical definition

Machine learning is a set of computer based statistical approaches that aim to minimise the loss function to maximise inference accuracy. [Enrico, 5.2.2024]

The loss function is the actual engine in machine learning.

Loss function

It quantifies the difference between the predicted outputs of a machine learning algorithm and the actual target values.

Artificial intelligences

And more definitions:

- Artificial intelligence is the intelligence of machines or software, as opposed to the intelligence of humans or other animals. It is a field of study in computer science that develops and studies intelligent machines. [WIKI]
- It is the science and engineering of making intelligent machines, especially intelligent computer programs. It is related to the similar task of using computers to understand human intelligence, but AI does not have to confine itself to methods that are biologically observable. [IBM]

Data properties

- All starts from data: what are data-properties?
- Are there such things as good data and bad data?

Main lesson (Exam question)

- Data DO NOT always have value.

- TRASH in TRASH out

MetaData properties

Data without metadata are just numbers (i.e. if they are integers, they are still good to play lottery)

Metadata can be pretty much anything. Depending on the application, we can distinguish between:

1. Descriptive : used for discovery and identification. It includes elements such as title, abstract, author, and keywords.
2. Structural : describe how compound objects are put together. It describes the types, versions, relationships, and other characteristics of digital materials.
3. Administrative : to help manage a resource, like resource type, permissions, and when and how it was created.
4. Reference : to indicate the information about the contents and quality of statistical data.
5. Statistical : (or process data), may describe processes that collect, process, or produce statistical data.
6. Legal : creator, copyright, licensing.

MetaData for sharing and re-use

More considerations:

- Metadata is more and more important in a digital open world.
- Researchers and automatic algorithms would benefit from importing data directly.
- FAIR research is an important part of Open Science revolution (Findable, Accessible, interoperable, Reusable)
- New applications, business, discoveries can be thus enabled.
- ChatGPT, Bard, Gemini, and all the LLMs are functional only thanks to this!

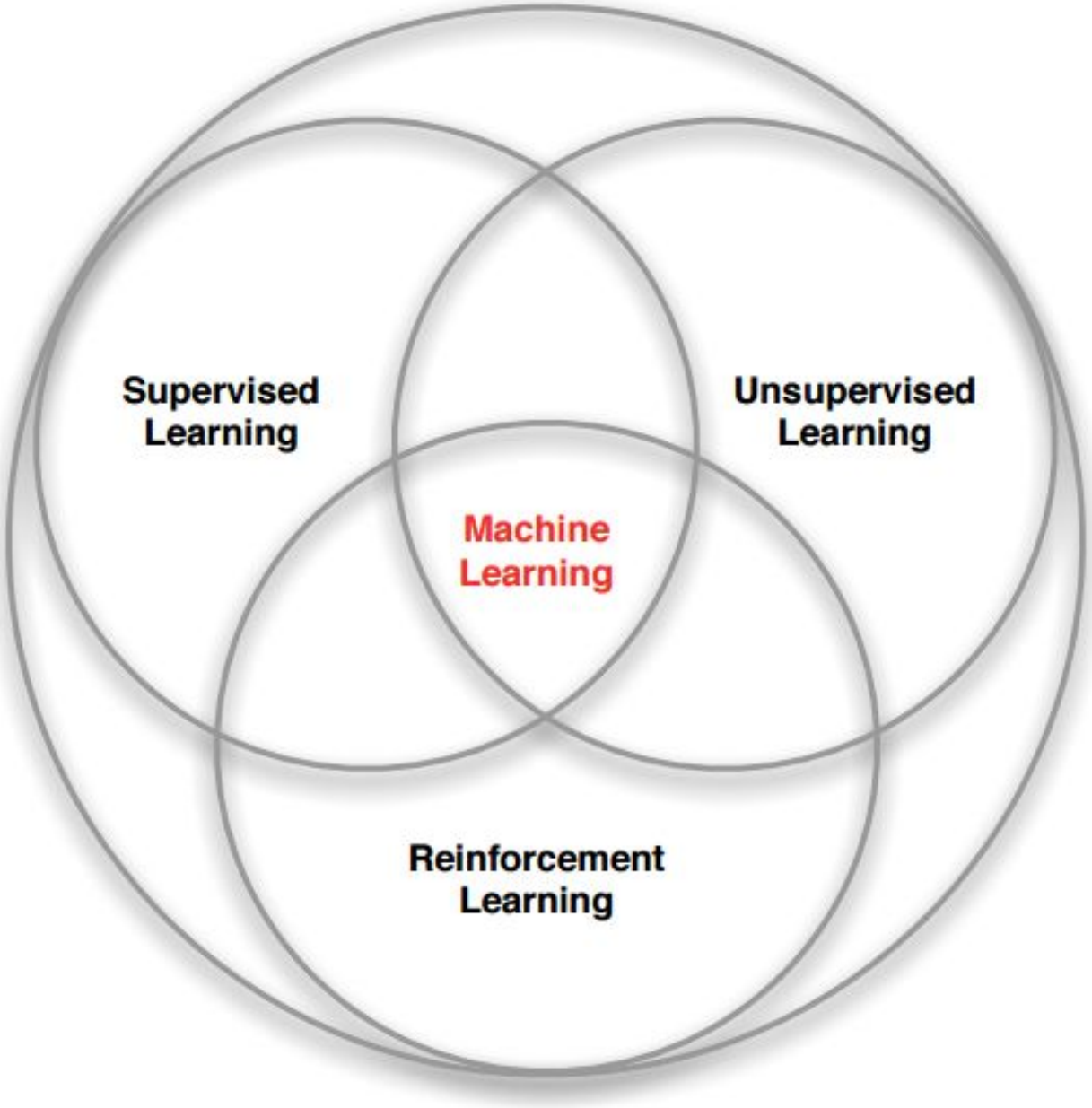
Super controversial

- Who would be responsible for them then?
- What is the advantage for who releases the data?
- Who gets the money for what?
- Copyright for data and/or for data processing?

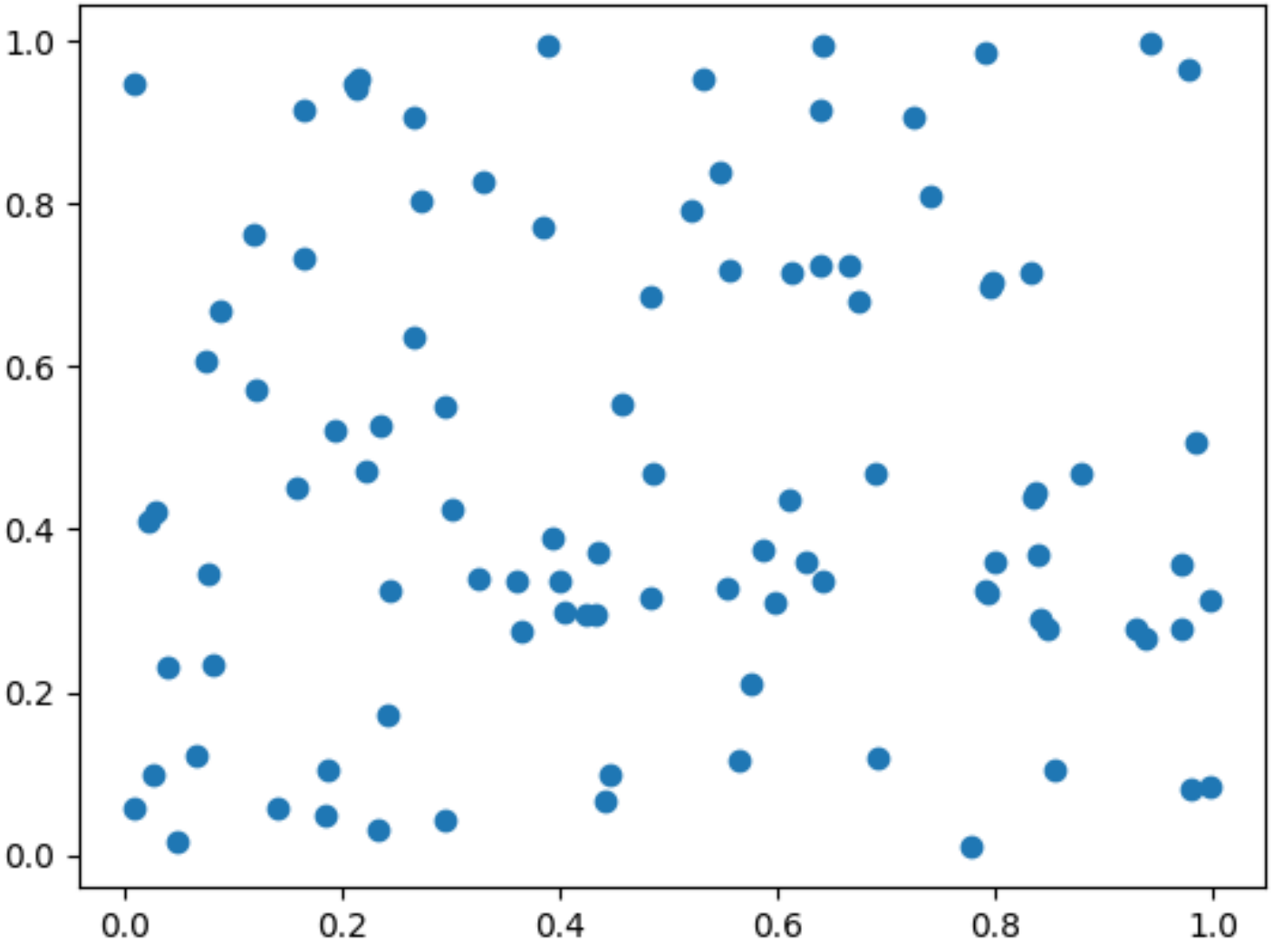
Good examples

- Norwegian offshore directorate
- Norway Statistics
- World statistics
- Code repositories
- Data repositories

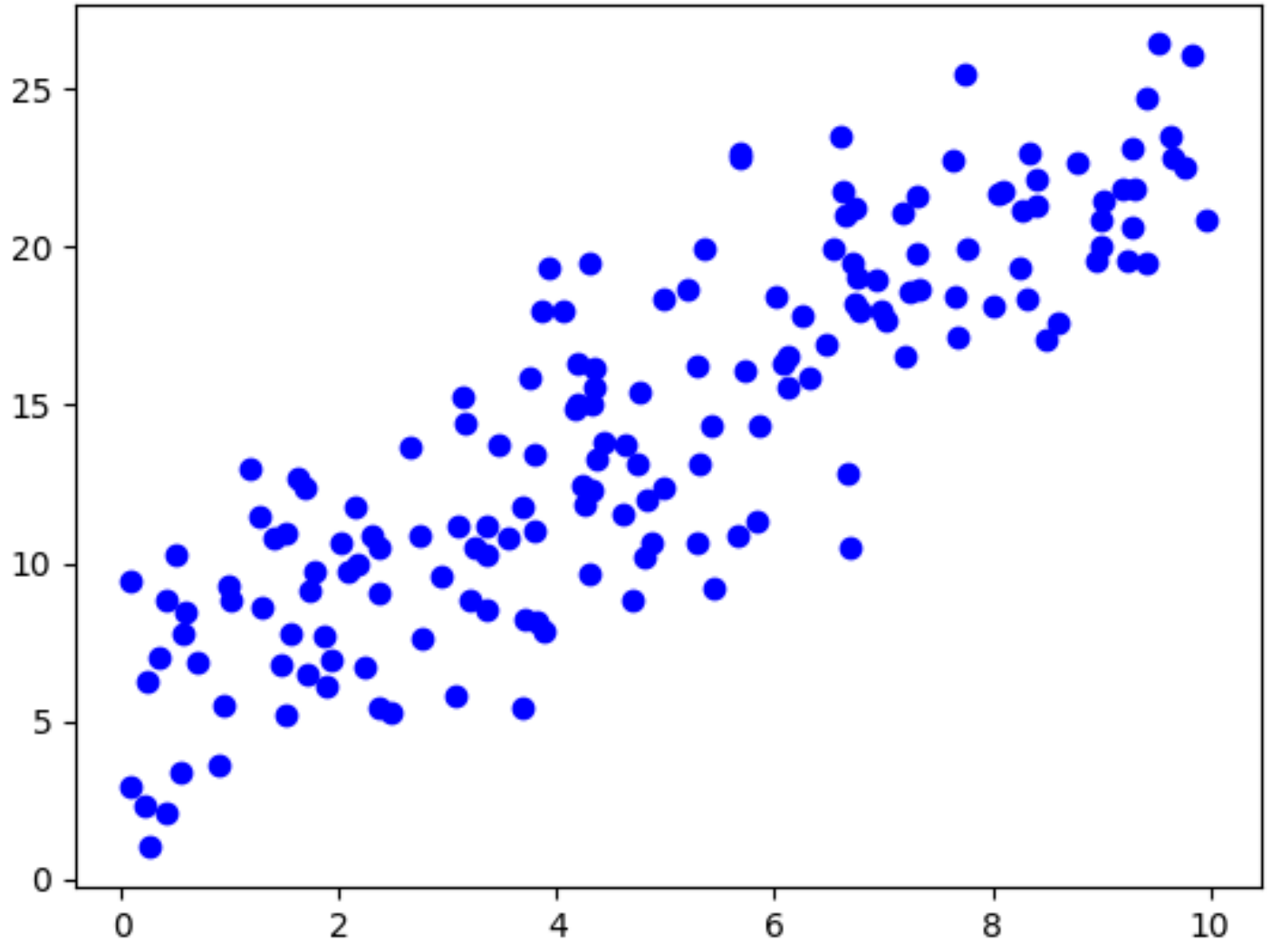
Families of Machine learning



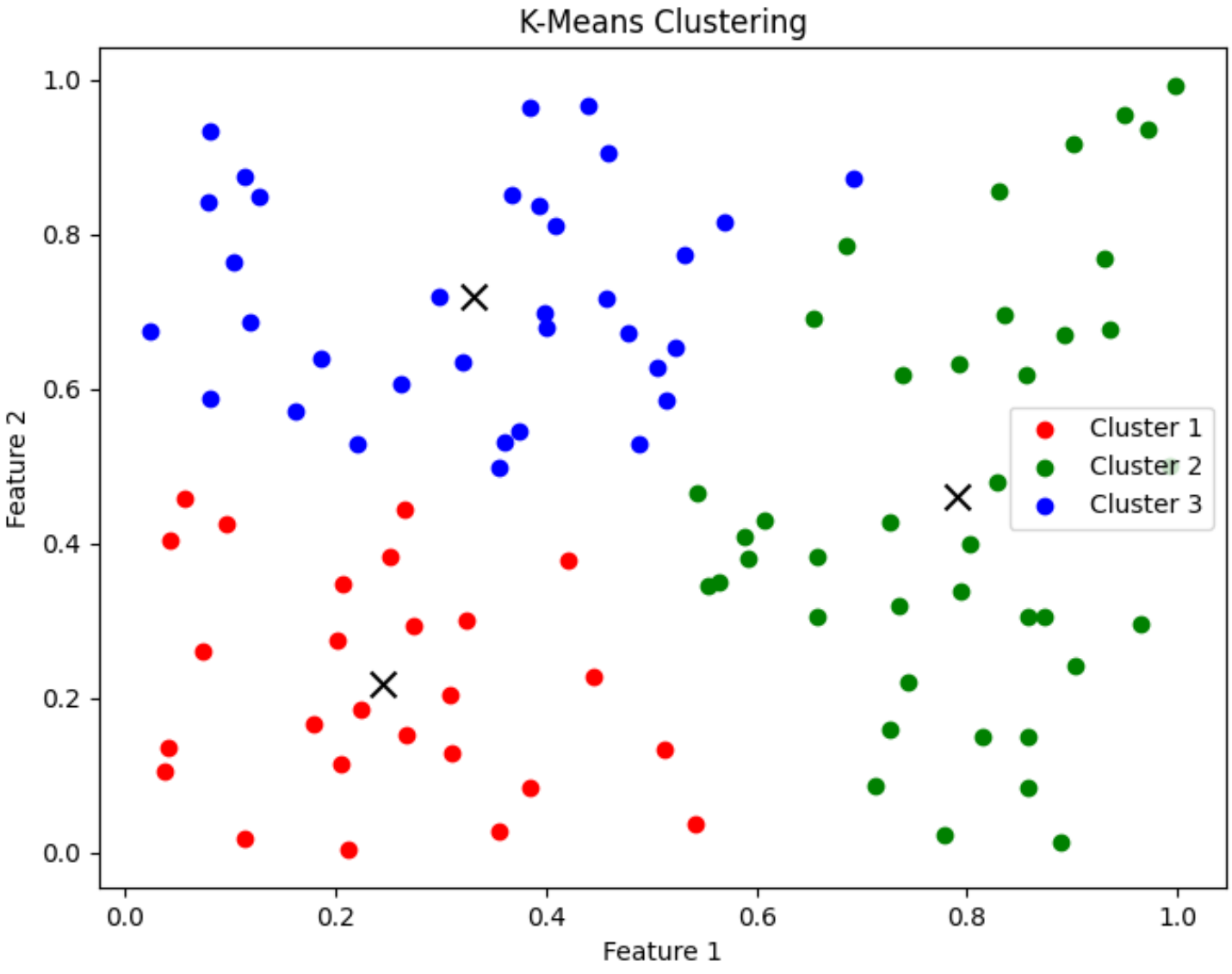
What can we do with that?



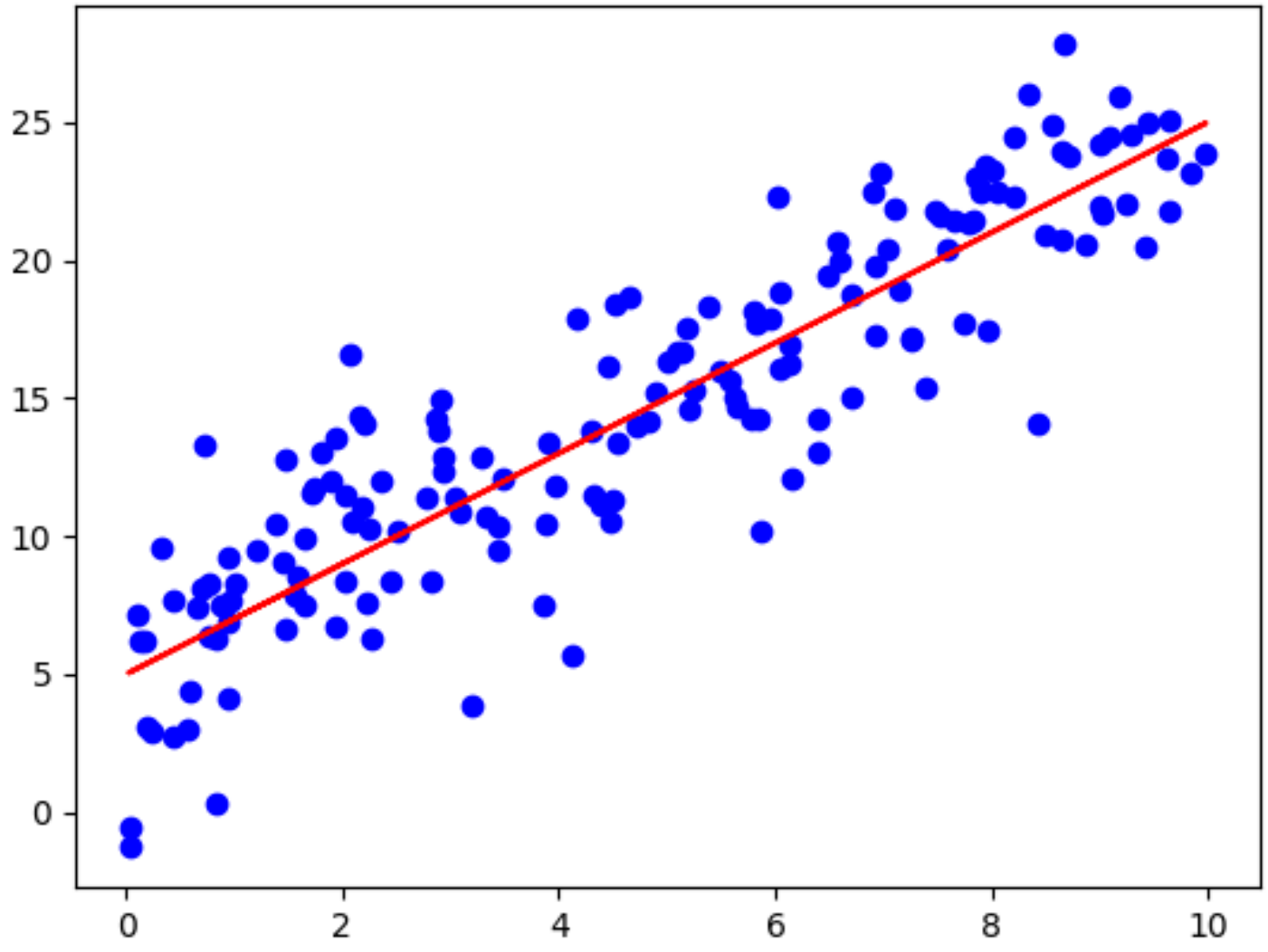
What about in this case?



Unsupervised learning



Supervised learning



The data decides

This is why we focus so much on the data type.

The data properties dictate what statistical model can be adopted.

An statistical model has leverages our understanding of the data structure to improve its **predictions** (inference).

The numerical recipe that we used to generate the data is defined the **truth**

Psychology or data science?

Most Machine learning tools are aimed to find the truth. In most cases, we are happy to not find lies.

Unsupervised learning

Unsupervised learning, a term that resonates with the autonomy of machine intelligence, operates on the principle of identifying patterns and structures in datasets without labelled responses.

This branch of machine learning is distinguished by its lack of explicit guidance, where algorithms are tasked with uncovering hidden structures from unlabeled data.

The most common clustering strategies are :

- filtering
- clustering
- dimensionality reduction
- association learning

Application of unsupervised learning

It is a bit of a holy grail: a computer that finds patterns without guidance. (Yes, it doesn't work, most of the time)

Still, it has been shown efficient for:

- Computer vision
- Anomaly detection
- Exploratory data analysis

Main challenge

The right result is quite undefined, Uncertain goal.

Reinforcement learning

Finally, there is a further approach.

Reinforcement learning (RL)

It aims to train an intelligent agent to take actions in a dynamic environment in order to maximise the cumulative reward.

It learns from outcomes and decides which action to take next. After each action, the algorithm receives feedback that helps it determine whether the choice it made was correct, neutral or incorrect.

It is a self-teaching system that essentially learns by trial and error.

It is a dependable tool for automated decision making.

Generative AI

A generative AI model is a type of artificial intelligence that is designed to generate new content, based on the data it has been trained on.

It started in 1932, with the **mechanical brain** by Georges Artsrouni that was suppoused to translate automatically between languages,

Here a nice recaps of Generative AI and its storyline

Generative AI

Key characteristics of generative AI models include:

1. Learning from Data: They are trained on large datasets, enabling them to learn patterns, styles, or features inherent in the data.
2. Generating New Content: Generative models can create new data instances. For example, a model trained on a dataset of paintings can generate new images in the style of those paintings.

Trained generative models are thus able to input information at a low resolution/dimension and give output with a much greater dimensionality.

Applications

Here a list of possible applications:

- Images/video: Image generation, Super-resolution, Deep fakes.
- Music: noise filter, voice and music generation, voice deep fake.
- Text(LLM): chatGPT, bard, Gemini, etc.
- Chemistry: DeepMind (Alphafold).
- Coding (co-pilot)
- Speech
- Attacks and Hacking (Security testing)
- Generating training sets
- And many more

Science fiction?

This is scary:

1. Virtual best friends
2. Medical images to show diseases consequences
3. Synthetic data for digital twins
4. Preemptive suggestions (e.g. driving)
5. Matrix

Problems (currently)

New possibilities do not come with side effects.

1. Lack of transparency: how the output is generated, and why?
2. Accuracy: a lot of hallucinations
3. Bias: human biases are kept, supported and eventually increased
4. Intellectual properties (IP): who owns what is produced?
5. Cybersecutiry and frauds: mass cyber attacks can be created
6. Sustainability: massive quantity of electricity is used
7. Responsibility (who to blame?): Will AI get citizenship everywhere?

Where generative AI is ?

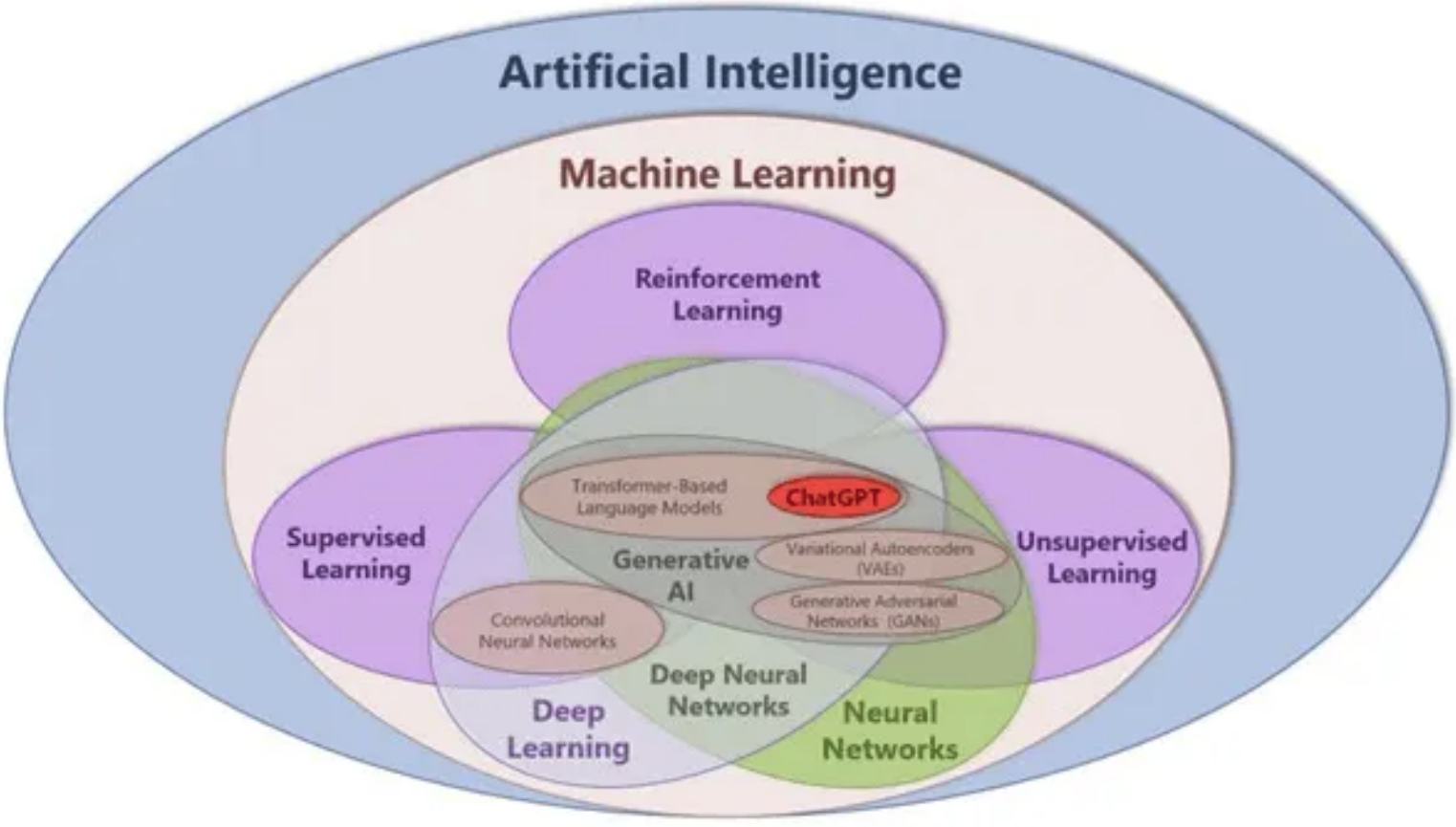


Image: https://iot-analytics.com

Structure of generative AI

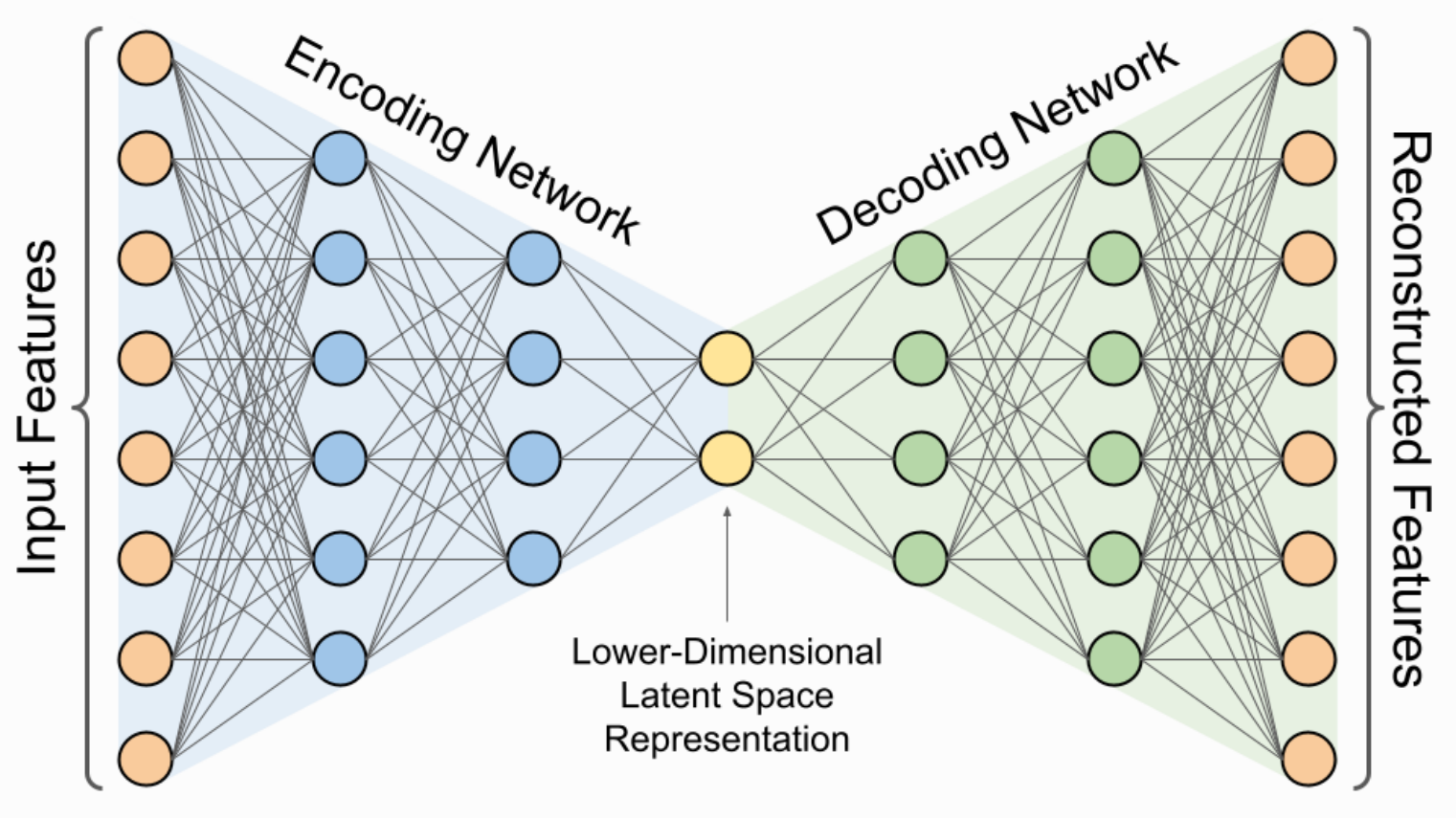


Image: https://www.rapidops.com

A new field?

Generative AI is actually a new evolution.

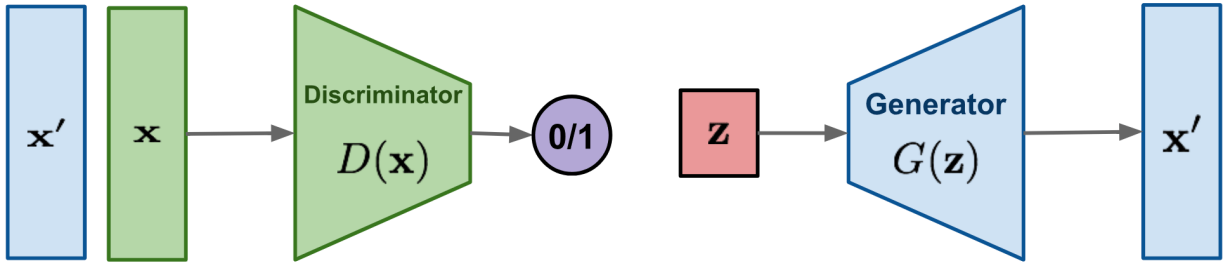
It is based on Neural Network, and in comprises a set of advanced tools (numerical recepites):

1. Generative Adversarial Networks
2. Generative Pre-trained Transformers
3. Variational Autoencoders
4. Conditional Variational Autoencoders
5. Autoencoders

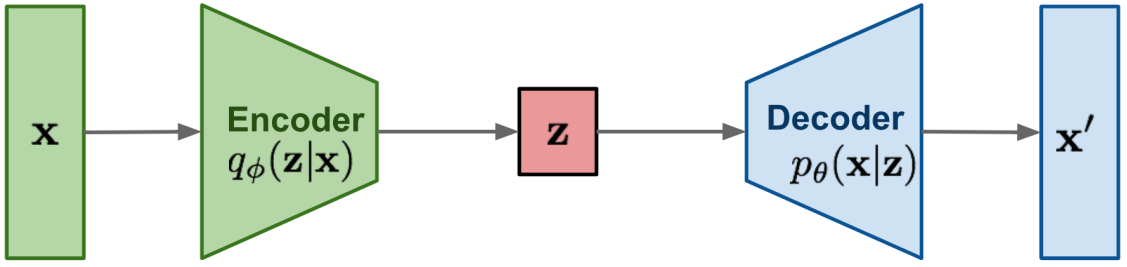
Types of generative AI

It is quite an advanced technique

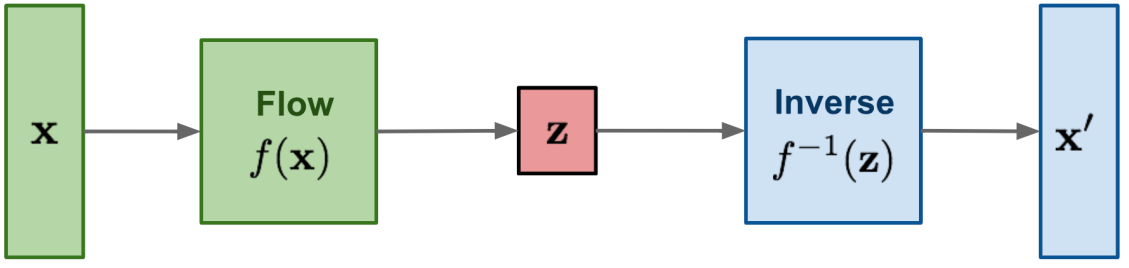
GAN: minimax the classification error loss.



VAE: maximize ELBO.



Flow-based generative models: minimize the negative log-likelihood



Source: Lilian Weng