# Teaser

ChatGPT

DreamStudio

# Most Famous AI/ML Applications

recommendations


chatbots


ChatGPT


autonomous driving


WAYMO

TESLA

translation


robotics


OCR


assistants (speech recognition)


and many more …

## The Top 50 Gen AI Web Products, by Unique Monthly Visits

| | | | | |
|---|---|---|---|---|
| 1. ChatGPT | 11. IIElevenLabs | 21. PhotoRoom | 31. PIXAI | 41. MaxAI.me |
| 2. Gemini* | 12. Hugging Face | 22. YODAYO | 32. ideogram | 42. Craiyon |
| 3. character.ai | 13. Leonardo.Ai | 23. Clipchamp | 33. invideo AI | 43. OpusClip |
| 4. liner | 14. Midjourney | 24. runway | 34. Replicate | 44. BLACKBOX AI |
| 5. QuillBot | 15. SpicyChat | 25. YOU | 35. Playground | 45. CHATPDF |
| 6. Poe | 16. Gamma | 26. DeepAI | 36. Suno | 46. PIXELCUT |
| 7. perplexity | 17. Crushon AI | 27. Eightify | 37. Chub.ai | 47. Vectorizer.AI |
| 8. JanitorAI | 18. cutout.pro | 28. candy.ai | 38. Speechify | 48. DREAMGF |
| 9. CIVITAI | 19. PIXLR | 29. NightCafe | 39. phind | 49. Photomyne |
| 10. Claude | 20. VEED.IO | 30. VocalRemover | 40. NovelAI | 50. Otter.ai |

*formerly Bard

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## The Top 50 Gen AI Mobile Apps, by Monthly Active Users

| | | | | |
|---|---|---|---|---|
| 1. ChatGPT | 11. Photoroom | 21. Beat.ly | 31. Bobble AI | 41. Chat AI |
| 2. Microsoft Edge | 12. Remove It | 22. Photo AI | 32. reface | 42. ELSA |
| 3. photomath | 13. Evoke AI | 23. Hypic | 33. PhotoApp | 43. AI ARTA |
| 4. Bing | 14. AI Chatbot: AI Chat Smith 4 | 24. AI Quran | 34. Prequel | 44. AI Chat |
| 5. Remini | 15. ChatBot | 25. ArtMind | 35. Mathway | 45. Revive |
| 6. BRAINLY | 16. character.ai | 26. SnapEdit | 36. Poly.AI | 46. LISA AI |
| 7. NOVA | 17. AI Mirror | 27. Imagine | 37. Genie | 47. PIXELCUT |
| 8. Chat & Ask AI | 18. ChatOn | 28. Question AI | 38. Photoleap | 48. AI Chat - Assistant |
| 9. Facemoji | 19. OANDA | 29. ChatBox | 39. Wonder | 49. Poe |
| 10. EPIK | 20. Face Dance | 30. DAVINCI | 40. Copilot | 50. dawn ai |

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# Literature

If you want to go a bit deeper …

- Deep Learning
- The Little Book of Deep Learning
- Understanding Deep Learning

# Introduction AI/ML

# Main Areas of Artificial Intelligence

from wikipedia

- **computer vision**

data: spatial structures (e.g., images), SOTA: Convolutional Neural Networks (CNN)

- **natural language processing**

data: sequential structures (e.g., text), SOTA: transformers

- **automated decision making, robotics**

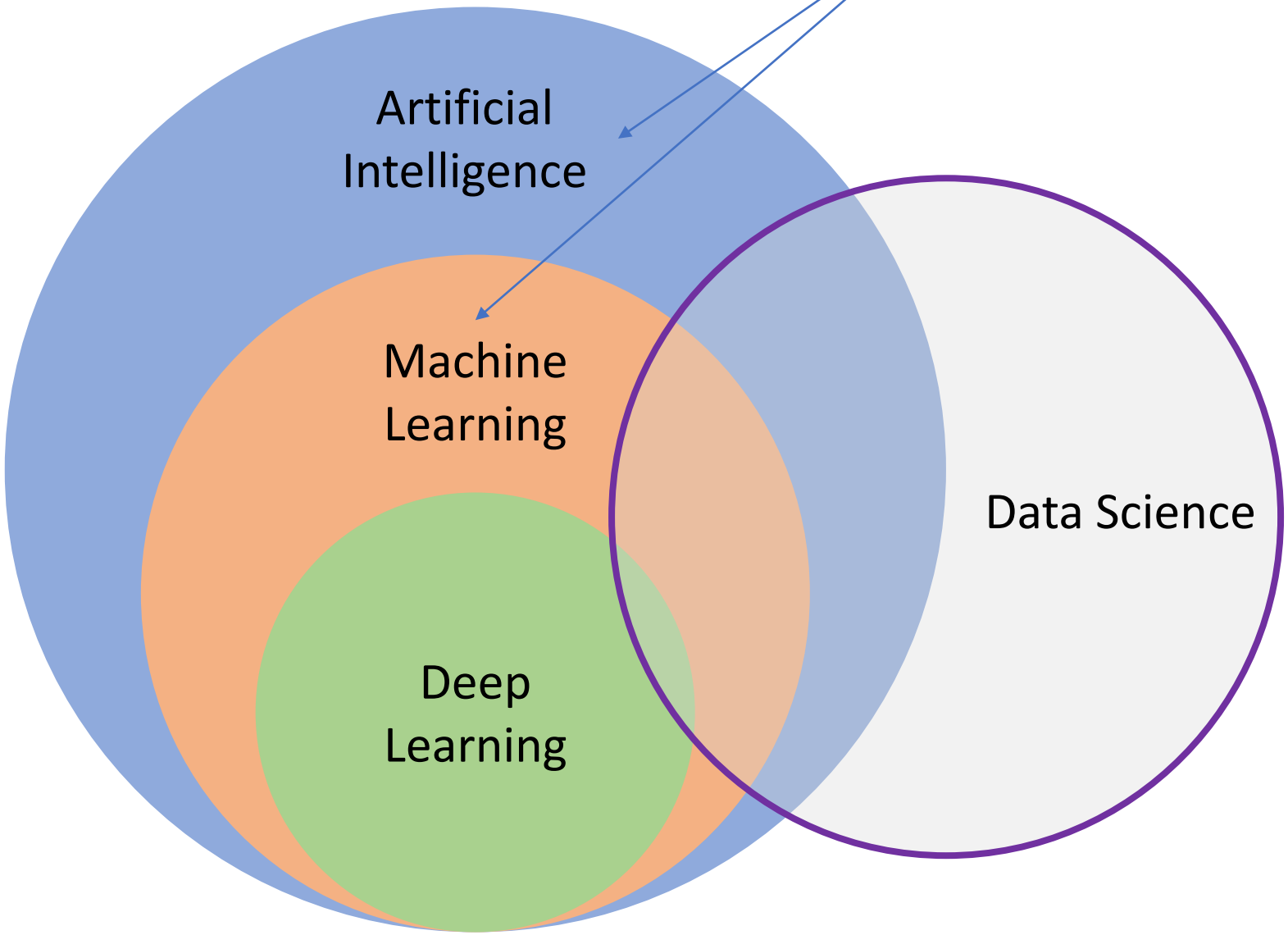
data: sequential actions (e.g., games), SOTA: reinforcement learning

agency:
perception – thought – action

All of these are enabled by one key ingredient:

*learning from experience/data* (**Machine Learning**)

data can also be tabular (structured): columns as features, rows as independent samples




*Deep Learning*:

special kind of ML algorithms using *deep* neural networks (e.g., CNNs, transformers)

*Data Science*:

extract knowledge from data (by means of ML, among other things)

# ML: Learning from Experience/Data

mainly exploiting statistical dependencies with the aim of **generalization** to new (e.g., future) data (compare with human reasoning by analogies)

training (usually offline optimization):

**ML algorithm + data = explicit algorithm** (to be used at inference time)

→ reduction of complexity and much better generalizability compared to handcrafted algorithms

analogy: Humans do not hit the ground running (storage capacity of DNA limited) but have learning capabilities.

# Ladder of Generalization

shallow learning:

representation encoded in features

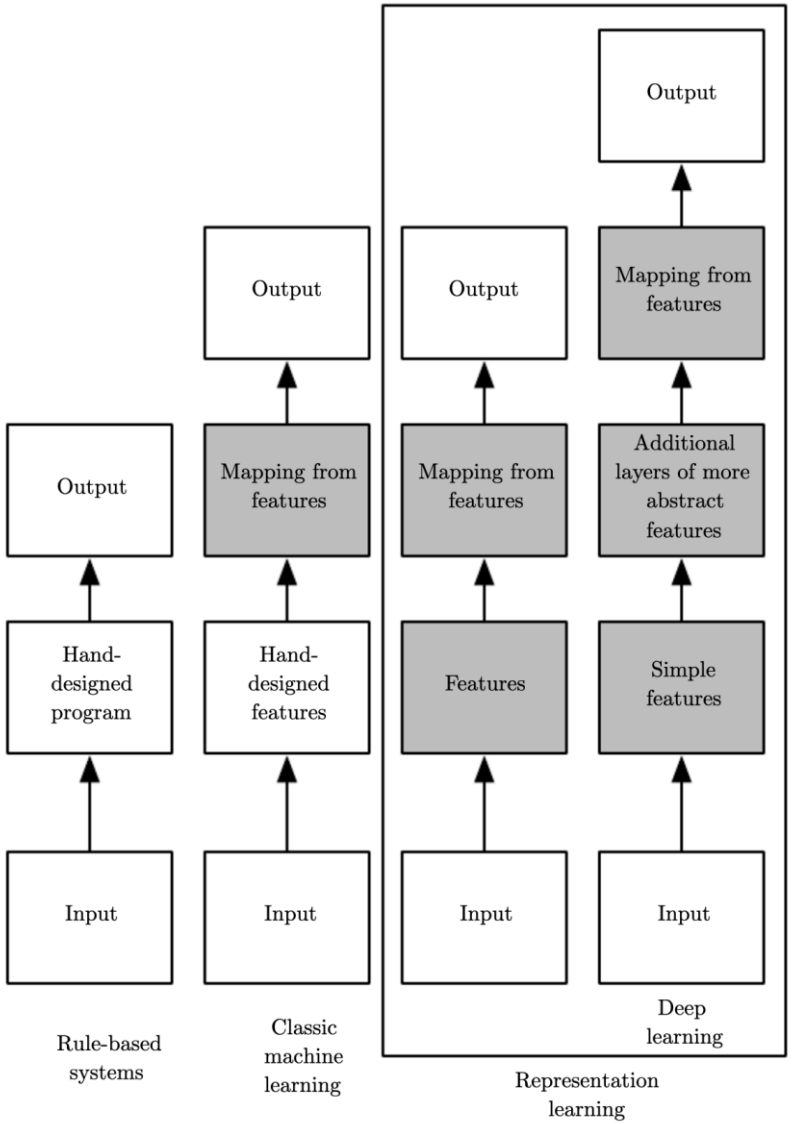
→ feature engineering

deep learning:

representation encoded in network

→ feature/representation learning

(hierarchy of concepts learned from raw data in deep graph with many layers)

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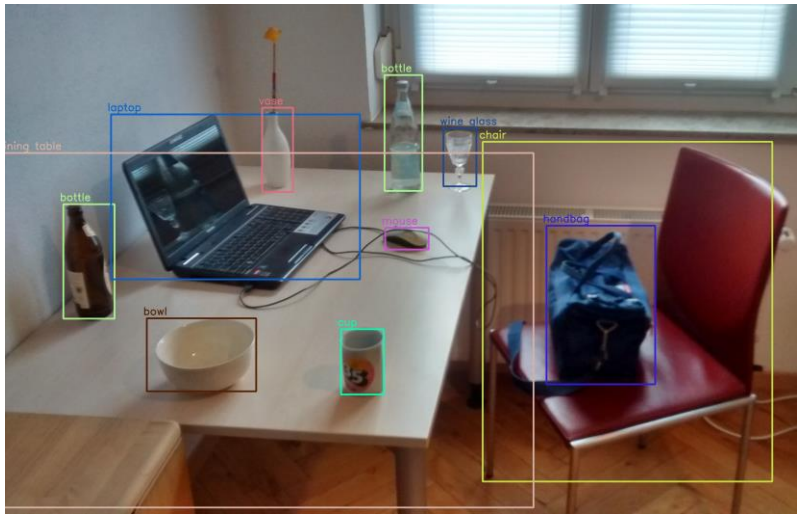
# When to Use ML (= Learning from Data)

## automation

too complex for rules




from wikipedia

object recognition, chat bot, …

## complexity / uncertainty

too complex for humans


AlphaFold

protein structure predictions, demand forecasting, …

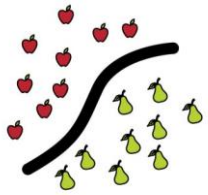
more scientific use cases: medicine (imaging, diagnosis, drug design), particle physics (analysis of collider experiments), material science (material properties and design of new materials), …

# MACHINE LEARNING

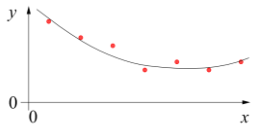
*training target available (labeled or past data)*

## SUPERVISED

### CLASSIFICATION



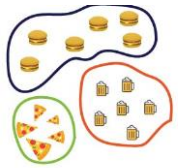
### REGRESSION



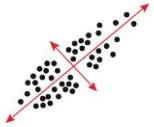

*data not labeled in any way*

## UNSUPERVISED

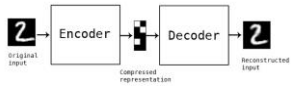
### CLUSTERING



### GENERATIVE MODELS



### DIMENSIONALITY REDUCTION




### ASSOCIATION

*no supervision, but goal-based interaction with environment*

## REINFORCEMENT LEARNING

### LEARN STATE OR ACTION VALUES

### LEARN POLICY DIRECTLY


learning by teacher
(high-dimensional curve fitting)

learning by observation
(pattern recognition)

learning by trial-and-error
(sequential decision making)

unsupervised and reinforcement learning can both be cast as supervised-learning setup

# Supervised Learning

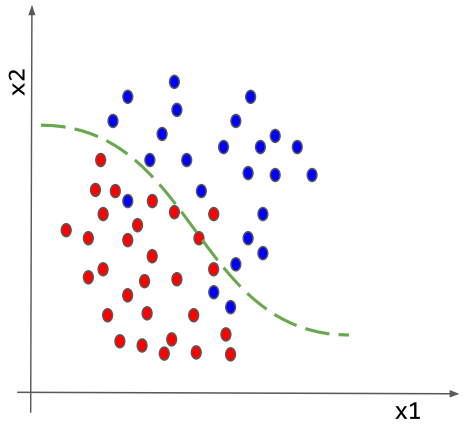
**learning by teacher** → usually rather narrow tasks (passive approach)

**Target Quantity**

- **known in training**: labeled samples or observations from past
- to be **predicted** for unknown cases (e.g., future values)

**Features**

input information that is
- correlated to target quantity
- known at prediction time


**Example: Spam Filtering**

*Classify emails as spam or no spam*

*use accordingly **labeled emails as training set***

use information like **occurrence of specific words** or **email length** as **features**

**features x1 and x2**
spam, no spam

# But Before: Data Processing

environment:

WSL, Python, virtualenv, pip

scientific Python stack:

NumPy, pandas, matplotlib

coding example: stock market data