

# Machine Learning – Overview

June 2023

# Main Areas of Artificial Intelligence

- **computer vision**  
(spatial structures, state-of-the-art: Convolutional Neural Networks)
- **natural language processing**  
(sequential structures, state-of-the-art: transformers)
- **automated decision making, robotics**  
(reinforcement learning)

All of these are enabled by one key ingredient:

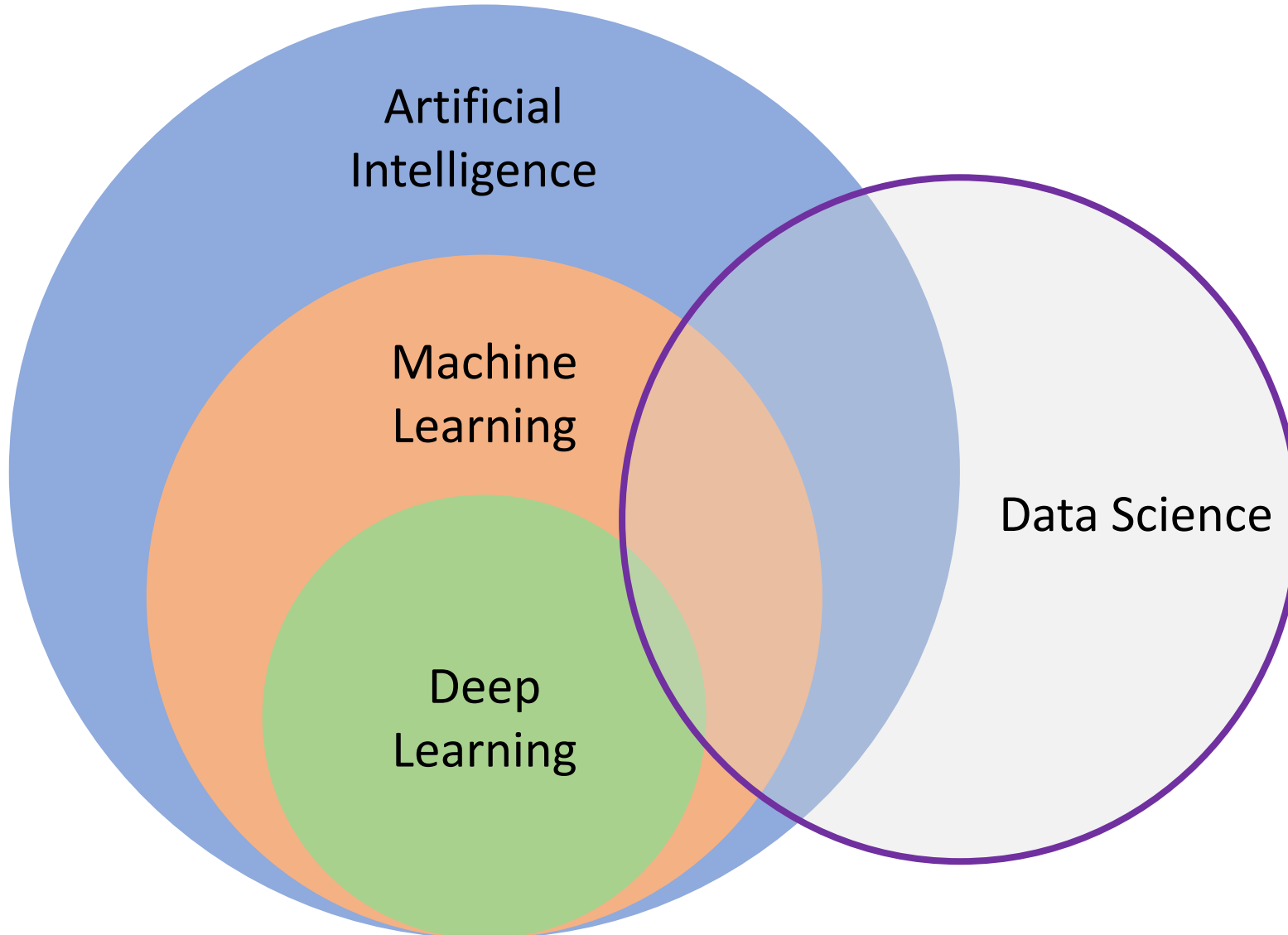
- *learning from experience* (**Machine Learning**)
- knowledge representation, automated reasoning



from wikipedia

agency:  
perception – thought – action

# Buzz Words ...



## *Deep Learning:*

special kind of ML  
algorithms using (deep)  
neural networks

## *Data Science:*

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

# Traditional Algorithms and GOFAI

traditional algorithms:

explicit (handcrafted) instructions for each situation

symbolic AI (aka GOFAI):

use knowledge by means of symbols (as representations), logic, search (e.g., expert systems like Deep Blue)

*Public perception is changing over time: A modern chess program, nowadays disparaged as brute computing, would have been considered intelligent in the 50s.*



from wikipedia

# ML: Learning from Experience/Data

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

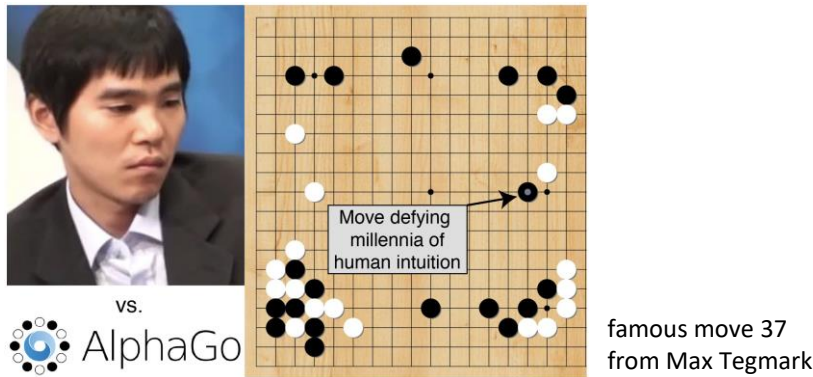
training (usually offline optimization):

**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.

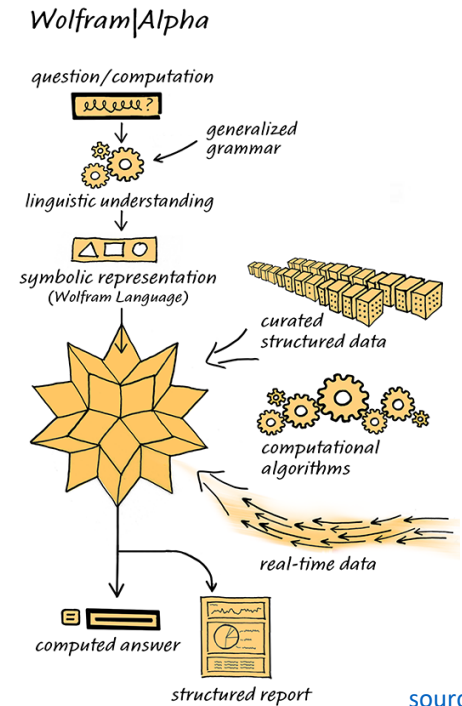
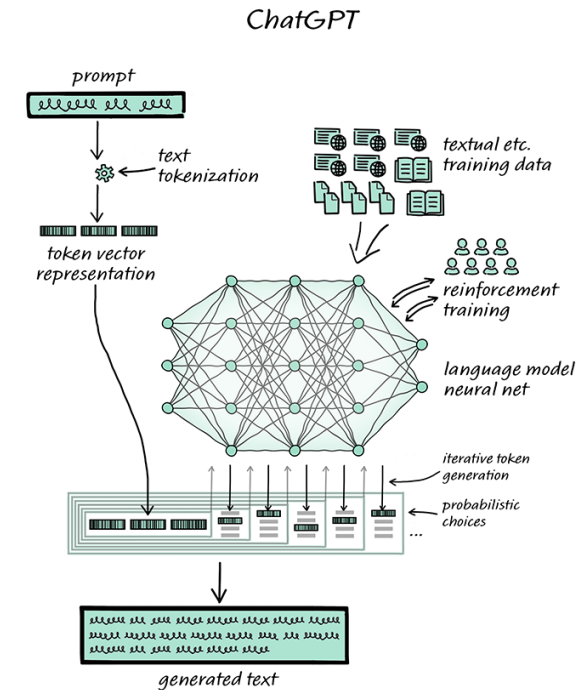
# Hybrid Approaches for ML and Symbolic AI



Deep Reinforcement Learning  
and Monte Carlo Tree Search

famous move 37  
from Max Tegmark

feature engineering for ML models also  
kind of symbolic knowledge representation



tool usage:  
[LangChain](https://langchain.dev/)

# Supercharging the Scientific Method

use ML and data to replace or enhance explicit methods relying on detailed domain knowledge ([Software 2.0](#))

- overcome our evolutionary limitations in math with clever learning algorithms and collecting data
- immediate impact on many aspects of industry, business, and science, formulated as narrow tasks with strictly defined inputs (aka weak AI)

more imminent than (still philosophical) long-term quest for human-level AI (aka strong AI, AGI), i.e., general-purpose intelligence

(although recent language models show multi-purpose capabilities)

# When to apply ML?

## complexity

- decisions under uncertainty, many influencing factors
- e.g., demand forecasting, DNA sequencing
- difficult for humans, direct model inexpressible

## automation

- e.g., face and speech recognition, autonomous driving
- goal to reach human-level performance

*... and of course you need data to learn from*

## and more recently: generative tasks

- rather than predictive (or discriminative) ones
- e.g., image generation, conversational AI, new proteins or materials



# Learning Paradigms

# Supervised Learning

**learning by teacher** → usually rather narrow tasks

## 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



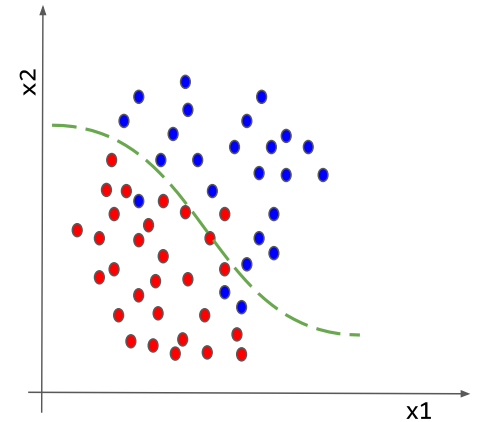
## Example: Spam Filtering

*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  $x_1$  and  $x_2$**   
**spam, no spam**



# Reinforcement Learning

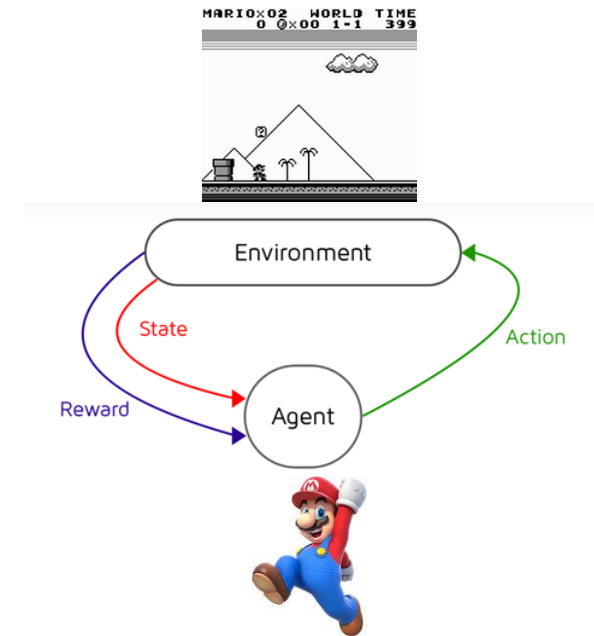
**learning by trial-and-error** (exploration and exploitation)

- goal-based approach → more generic than supervised learning (but sparse reward signals)
- receiving feedback from the environment, no supervision
- formalization of sequential decision making (delayed rewards)

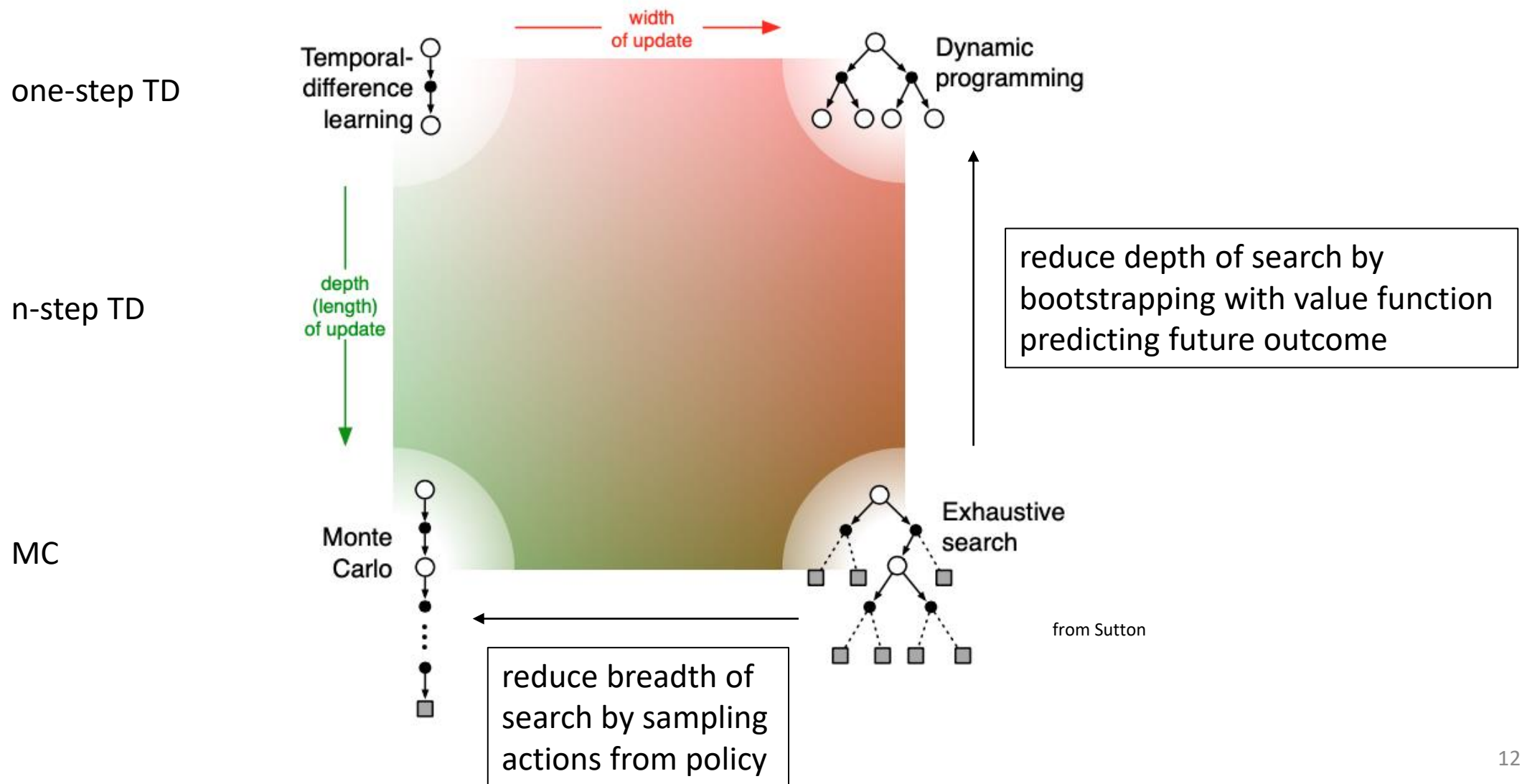
corresponds to search for best action policy to reach a given goal (e.g., win a game)

using learning from examples (data) to guide the search

RL usually more difficult (e.g., non-differentiable as a whole) than supervised learning (which can be seen as “generalized optimization”, often of proxy metric)



# Reduction of Search Space

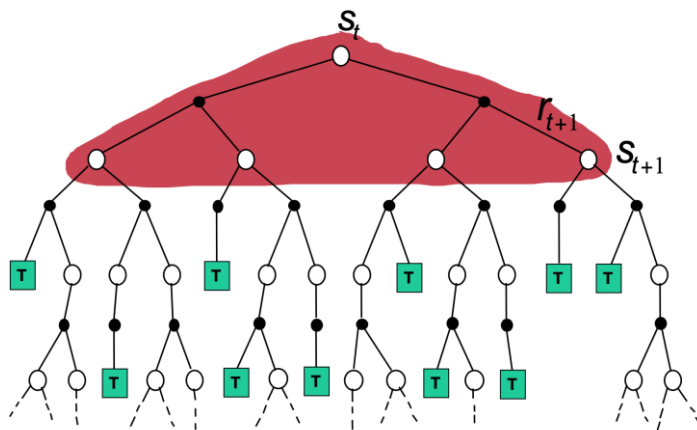


# Main Concepts of Value-Based RL Methods

**bootstrapping**: update estimates of state values based on estimates of values of successor states

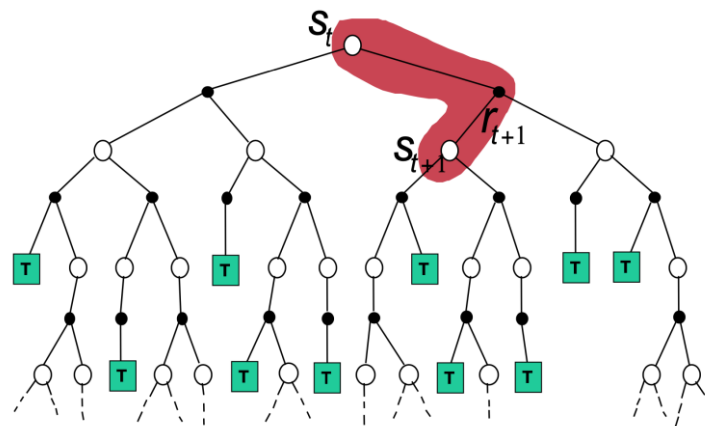
**sampling**: experience of sample sequences (no need for complete knowledge of environment)

Dynamic Programming



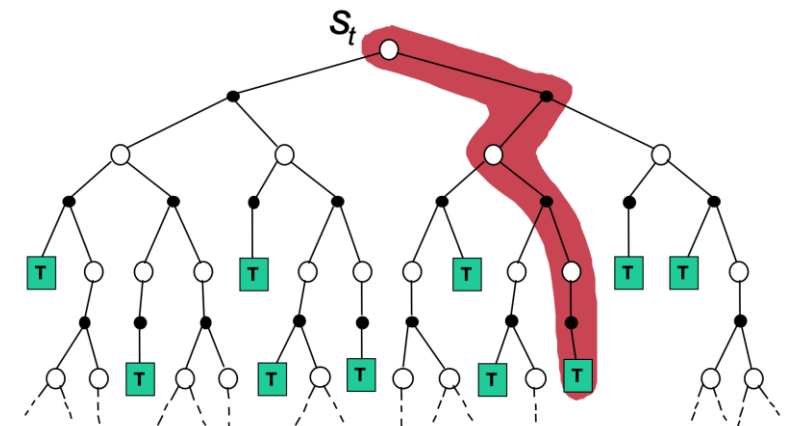
- bootstrapping
- no sampling  $\rightarrow$  model-based (transition probabilities needed)

Temporal Difference (TD) Learning



- bootstrapping
- sampling  $\rightarrow$  model-free

Monte Carlo (MC)



- no bootstrapping
- sampling  $\rightarrow$  model-free

from Sutton

# Unsupervised Learning

## learning by observation

no target information → kind of “vague”  
pattern recognition (but plenty of data)

## self-supervised:

- input-output mapping like supervised learning
- but generating labels itself from input information
- learning of semantic feature representations
- e.g., word2vec, BERT, GPT

### How Much Information is the Machine Given during Learning?

- ▶ **“Pure” Reinforcement Learning (cherry)**
  - ▶ The machine predicts a scalar reward given once in a while.
  - ▶ **A few bits for some samples**
- ▶ **Supervised Learning (icing)**
  - ▶ The machine predicts a category or a few numbers for each input
  - ▶ Predicting human-supplied data
  - ▶ **10→10,000 bits per sample**
- ▶ **Self-Supervised Learning (cake génoise)**
  - ▶ The machine predicts any part of its input for any observed part.
  - ▶ Predicts future frames in videos
  - ▶ **Millions of bits per sample**

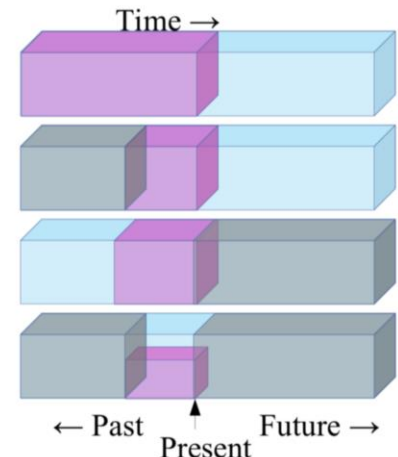


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### Self-Supervised Learning

- ▶ Predict any part of the input from any other part.
- ▶ Predict the **future** from the **past**.
- ▶ Predict the **future** from the **recent past**.
- ▶ Predict the **past** from the **present**.
- ▶ Predict the **top** from the **bottom**.
- ▶ Predict the **occluded** from the **visible**
- ▶ **Pretend there is a part of the input you don't know and predict that.**



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# MACHINE LEARNING

training target available  
(labeled or past data)

## SUPERVISED

### CLASSIFICATION



### REGRESSION

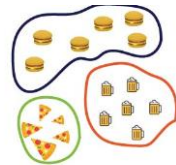


learning by teacher  
(high-dimensional curve fitting)

data not labeled  
in any way

## UNSUPERVISED

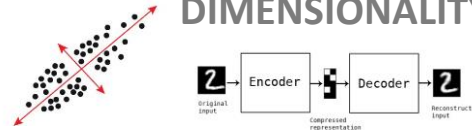
### CLUSTERING



### ASSOCIATION



### DIMENSIONALITY REDUCTION



learning by observation  
(pattern recognition)

no supervision, but goal-based  
interaction with environment

## REINFORCEMENT LEARNING

### LEARN STATE OR ACTION VALUES

### LEARN POLICY DIRECTLY



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

# Fitting and Generalization






... ML ...



# Supervised Learning Scenario

map inputs to output:  $y = f(\mathbf{x})$  (estimated:  $\hat{f}(\mathbf{x})$ )

random variables  $Y$  and  $\mathbf{X} = (X_1, X_2, \dots, X_p)$   usually many dimensions

fit train data set of  $(y_i, \mathbf{x}_i)$  pairs

(i.i.d. assumption: random samples from underlying data-generating process)

then apply learned statistical dependencies to test data set

## **classification:**

categorical target:  $y = 0$  or  $y = 1$  (e.g., image of cat or not), predict probabilities

## **regression:**

real-valued target:  $Y \in [0, \infty)$  (e.g., demand forecasting) or  $Y \in (-\infty, \infty)$

ML domain:  
no deterministic dependencies  
between input and output

# Generalization

core of ML:

**empirical risk minimization** (training error) as proxy for minimizing unknown population risk (test error, aka generalization error or out-of-sample error)

generalization gap: difference between test and training error

**interpolation**: to unencountered samples from training environment

**extrapolation**: to testing conditions differing from training environment

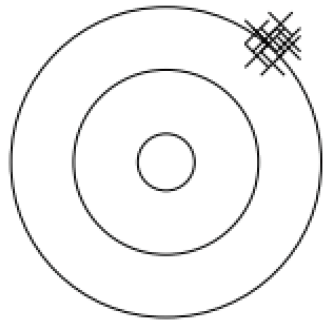
curse of dimensionality: *“learning in high dimensions always amounts to extrapolation”*

but reality is friendly: most high-dimensional data sets reside on lower-dimensional manifolds (manifold hypothesis) → enabling effectiveness of ML

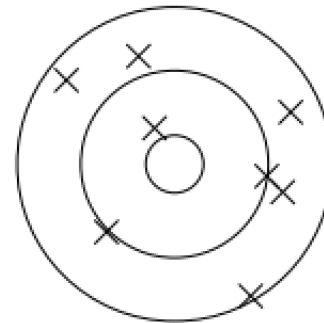
→ need for appropriate **inductive bias** (aka learning bias): set of assumptions of a learning algorithm to predict outputs of inputs not encountered during training (“data in disguise”)

# Bias, Variance, Irreducible Error

think of fitting ML algorithms as repeatable processes with different (i.i.d.) data sets



**bias:**  
due to too simplistic model  
(same for all training data sets)  
“underfitting”



**variance:**  
due to sensitivity to specifics (noise)  
of different training data sets  
“overfitting”

irreducible error (aka Bayes error):

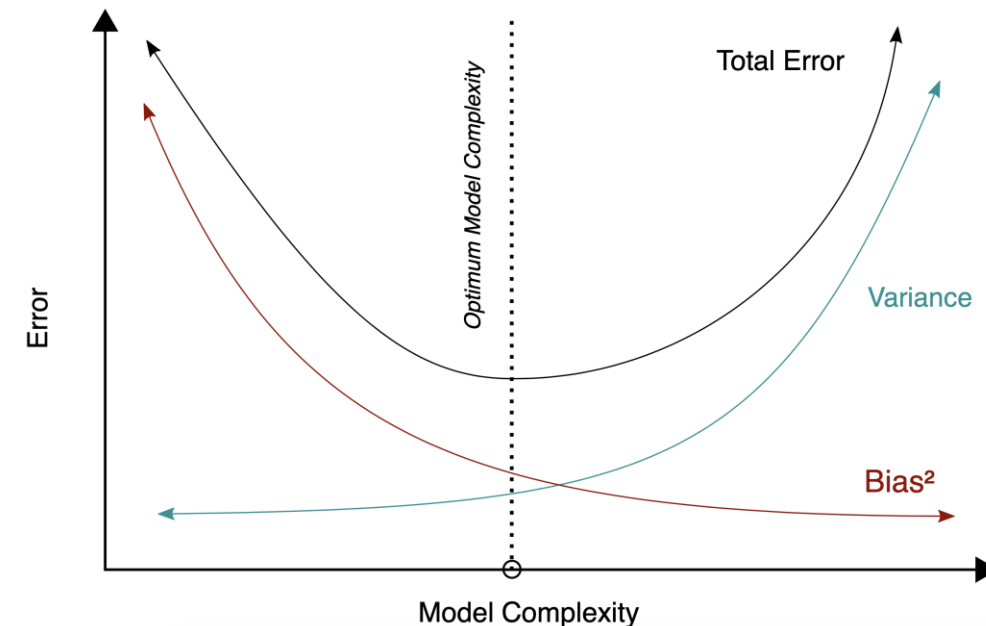
inherent randomness (target generated from random variable following probability distribution)

→ limiting accuracy of ideal model

different potential reasons for inherent randomness (noise): complexity, missing information, ...

# Bias-Variance Tradeoff

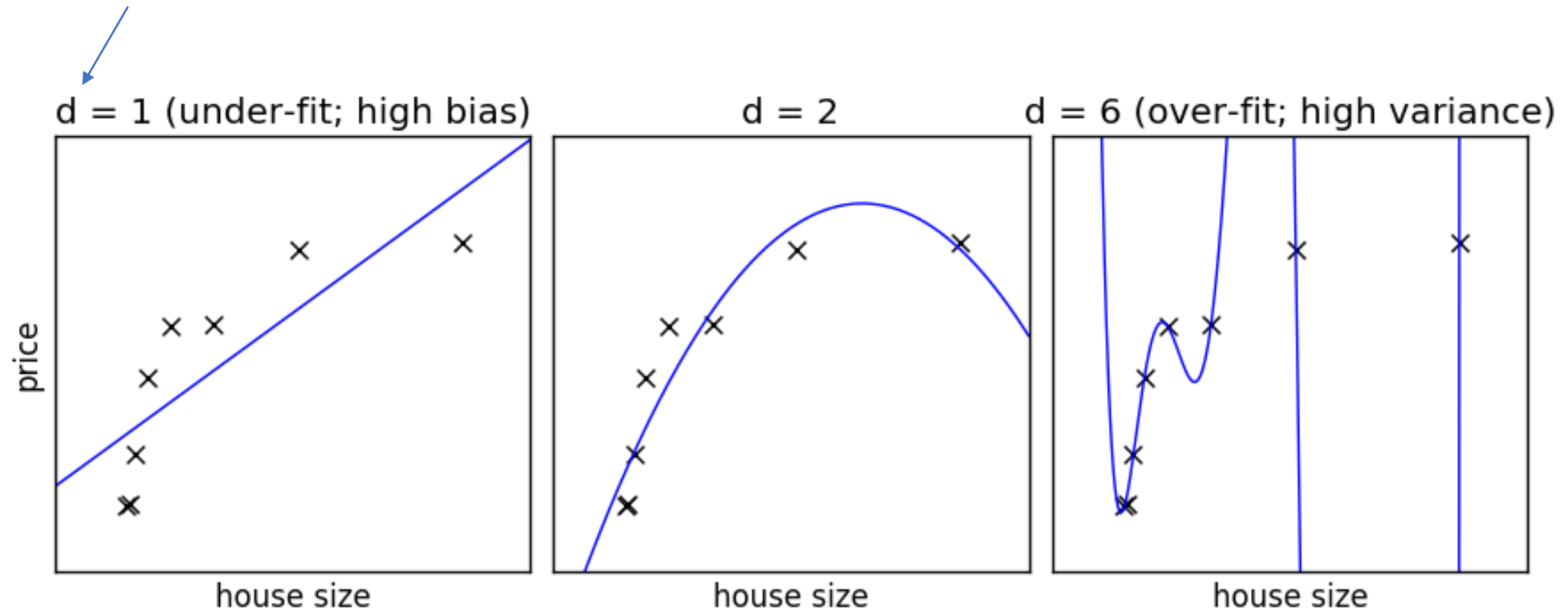
- fundamental concept in classical statistical learning theory
  - models of higher complexity have lower bias but higher variance (given the same number of training examples)
  - generalization error follows U-shaped curve: overfitting once model complexity (number of parameters) passes certain threshold
  - overfitting: variance term dominating test error
- increasing model complexity increases test error



from wikipedia

# Example: Non-Linear Function Approximation

degree of fitted polynomial



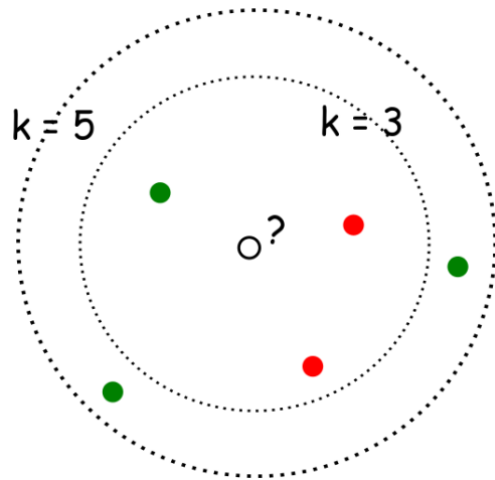
from scikit-learn documentation

# Example: k-Nearest Neighbors

- local method, instance-based learning
- non-parametric
- distance defined by metric on  $\mathbf{x}$  (e.g., Euclidean)

regression:

$$\hat{f}(\mathbf{x}_0) = \frac{1}{k} \sum_{j=1}^k y_j \quad \text{with } j \text{ running over } k \text{ nearest neighbors of } \mathbf{x}_0$$



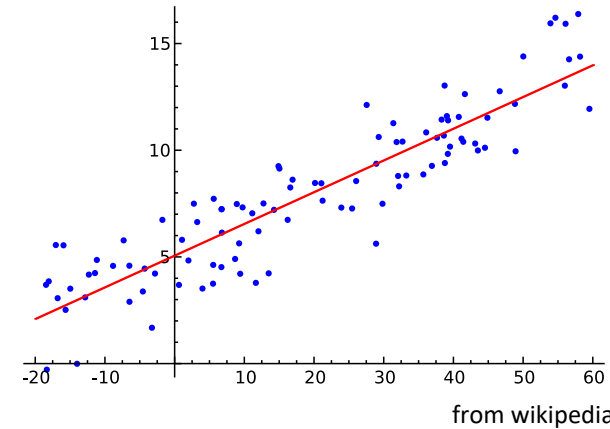
with  $k=3$ , ●  
with  $k=5$ , ●

- low  $k$ : low bias but high variance
- high  $k$ : low variance but high bias

$$bias = f(\mathbf{x}) - \frac{1}{k} \sum_{j=1}^k y_j$$

$$var = \frac{\sigma^2}{k}$$

# Linear Regression



fit:

$$y_i = \hat{\alpha} + \underbrace{\sum_{j=1}^p \hat{\beta}_j x_{ij}}_{\hat{f}(\mathbf{x}_i)} + \varepsilon_i$$

(model)

error term (noise): reflects assumed data distribution (here: Gaussian with same variance  $\sigma^2$  for all samples)

parameters to be estimated:

- $\hat{\alpha}, \hat{\beta}$

$$\rightarrow \hat{\sigma}^2 = \frac{1}{n} \sum_{i=1}^n \left( y_i - \hat{f}(\mathbf{x}_i) \right)^2$$

(approximating assumed true  $\alpha, \beta, \sigma$ )

predict:

$$\hat{y}_i = E[Y | \mathbf{X} = \mathbf{x}_i] = \hat{f}(\mathbf{x}_i)$$

- conditional mean for squared loss of least squares method
- predict arbitrary quantile by means of quantile loss

$$p(y|\mathbf{x}_i) = \mathcal{N}(y; \hat{y}_i, \hat{\sigma}^2)$$

Gaussian

mean

variance  
(reflected  
by  $\varepsilon_i$  in fit)

# General Recipe of Statistical Learning

statistical learning algorithm by combining:

- **model** (e.g., linear function, Gaussian distribution)
- **objective function** (e.g., squared residuals)
- **optimization algorithm** (e.g., gradient descent)
- **regularization** (e.g., convolutions)



# Loss Function

loss function  $L$ : expressing deviation between prediction and target

$$L(y_i, \hat{f}(\mathbf{x}_i); \hat{\boldsymbol{\theta}})$$

with  $\hat{\boldsymbol{\theta}}$  corresponding to parameters of model  $\hat{f}(\mathbf{x})$

e.g.,  $\hat{\alpha}, \hat{\boldsymbol{\beta}}$  in linear regression

e.g., squared residuals (for regression problems):

$$L(y_i, \hat{f}(\mathbf{x}_i); \hat{\boldsymbol{\theta}}) = \left( y_i - \hat{f}(\mathbf{x}_i; \hat{\boldsymbol{\theta}}) \right)^2$$

# Cost Function

averaging losses over (empirical) training data set:

$$J(\hat{\boldsymbol{\theta}}) = \frac{1}{n} \sum_{i=1}^n L(y_i, \hat{f}(\mathbf{x}_i); \hat{\boldsymbol{\theta}})$$

cost function to be minimized according to model parameters  $\hat{\boldsymbol{\theta}}$

→ objective function

# Cost Minimization

minimize training costs  $J(\hat{\theta})$  according to model parameters  $\hat{\theta}$ :

$$\nabla_{\hat{\theta}} J(\hat{\theta}) = 0$$

e.g., for mean squared error (aka least squares method):

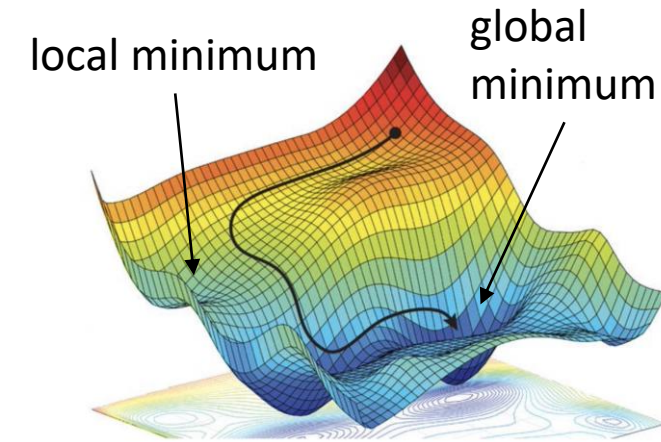
$$\nabla_{\hat{\theta}} \frac{1}{n} \sum_{i=1}^n \left( y_i - \hat{f}(x_i; \hat{\theta}) \right)^2 = 0$$

analytical solution for linear regression: ordinary least squares

in general: iterative, numerical optimization (e.g., **gradient descent**)

**maximum likelihood estimation** (minimization of  $D_{KL}$  between probability distributions of true data-generating process and model: *make the model distribution match the empirical distribution*):

special objective function, estimate mode of assumed model distribution



vector containing all partial derivatives

$$\hat{\theta} \leftarrow \hat{\theta} - \eta \nabla_{\hat{\theta}} J(\hat{\theta})$$

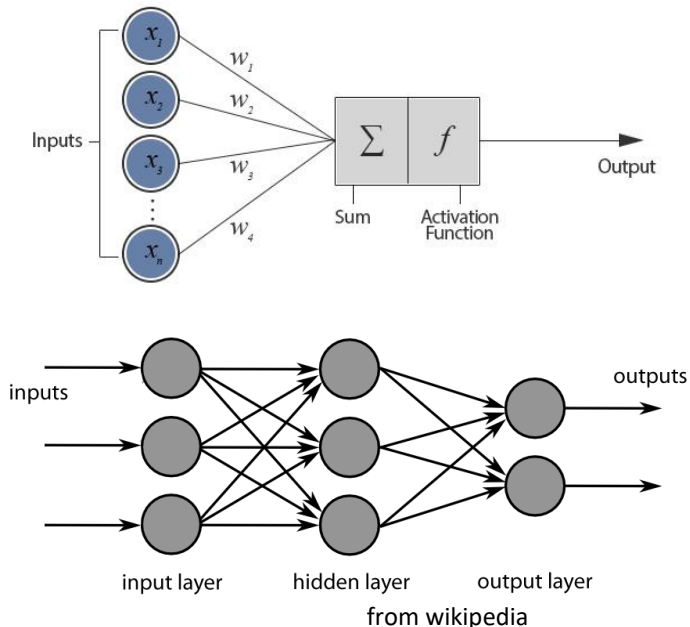
step size  
(learning rate)

# Algorithmic Families

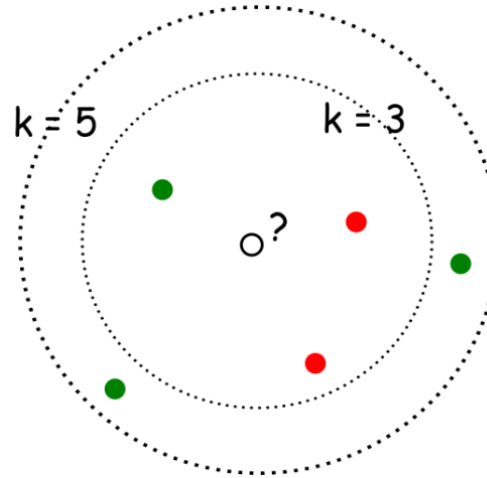
## linear (parametric) models

- linear regression
- Generalized Linear Models
- Generalized Additive Models

**neural networks:** non-linear just by means of activation functions



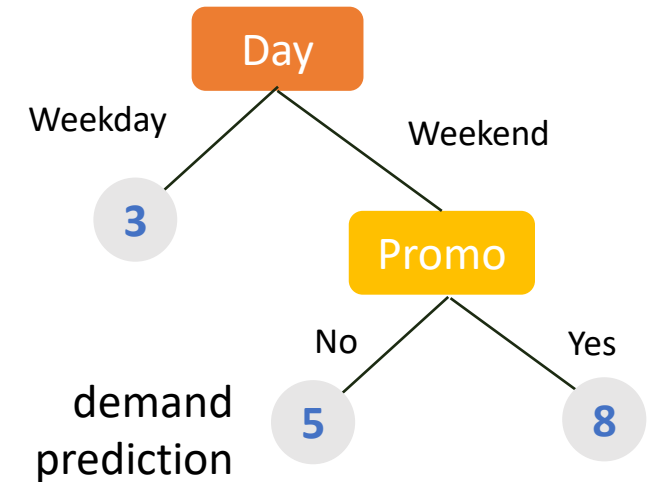
## nearest neighbors (local methods, instance-based learning) – non-parametric models



with  $k = 3$ , ●  
with  $k = 5$ , ●

**kernel/support-vector machines:** linear model (maximum-margin hyperplane) with kernel trick

## decision trees



## often used in ensemble methods

- bagging: random forests
- boosting: gradient boosting

Most ML algorithms can be described by the general recipe of combining models, costs, optimization, and regularization methods.

including non-linear models like neural networks (backpropagation), support-vector machines (hinge loss in soft-margin SVM), or decision trees (impurity functions), and even unsupervised learning (e.g., maximum variance axes in PCA)

Most powerful ML algorithms are compound, with rather simple (often linear) building blocks.

To generalize well, one needs to find a method with an appropriate inductive bias for the task at hand (e.g., regularization method like convolutional layers or objective function).

# Deep Learning

# Recap: Goal of ML

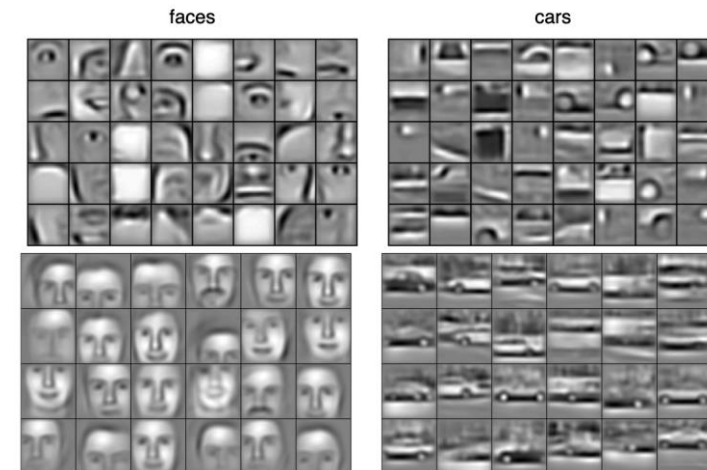
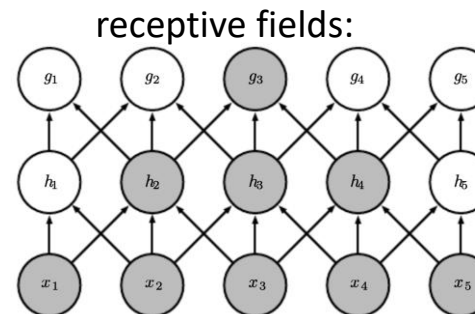
generalization from optimization on training data set (approximation of true data generating probability distribution by empirical risk minimization)

- fitting: complex function approximation
- for generalization: learning of good abstraction/representation of data/concepts

→ deep learning methods (neural networks with many layers) optimal candidates

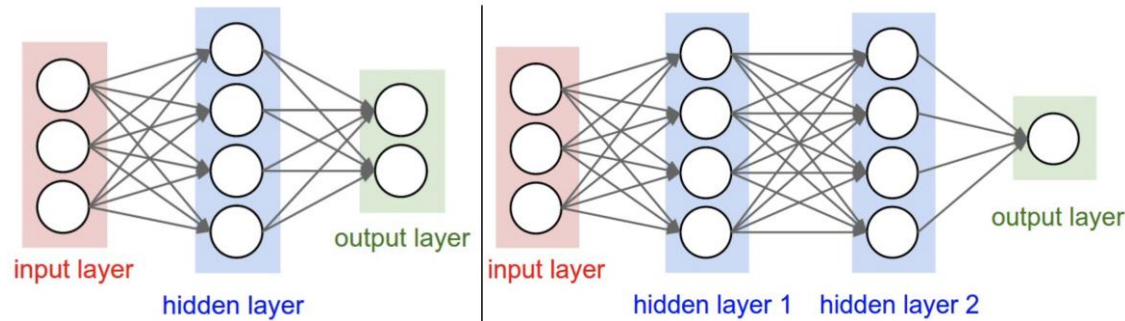
e.g., convolutional neural networks (CNN) can learn hierarchical representation by means of many convolutional and pooling layers

the deeper the better:  
accuracy, hierarchical representation



# Multi-Layer Perceptron (MLP)

fully-connected feed-forward network with at least one hidden layer



toward deep learning:  
add more nodes and hidden layers ...

classification:

- logistic regression in hidden nodes
- cross-entropy loss:  $L_i(y_i, \hat{f}(\mathbf{x}_i); \hat{\mathbf{w}}) = -\sum_{k=1}^K y_{ik} \log \hat{f}_k(\mathbf{x}_i; \hat{\mathbf{w}})$
- several output nodes  $k$  for multi-classification
- softmax output function:  $g_k(\mathbf{t}_i) = \frac{e^{t_{ik}}}{\sum_{l=1}^K e^{t_{il}}}$

regression:

- squared error loss
- identity output function
- usually just one output node

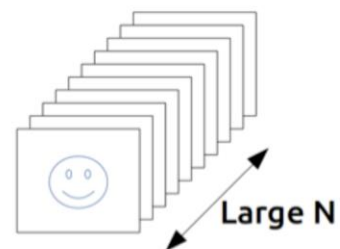


# Learning Mechanism: Back-Propagation

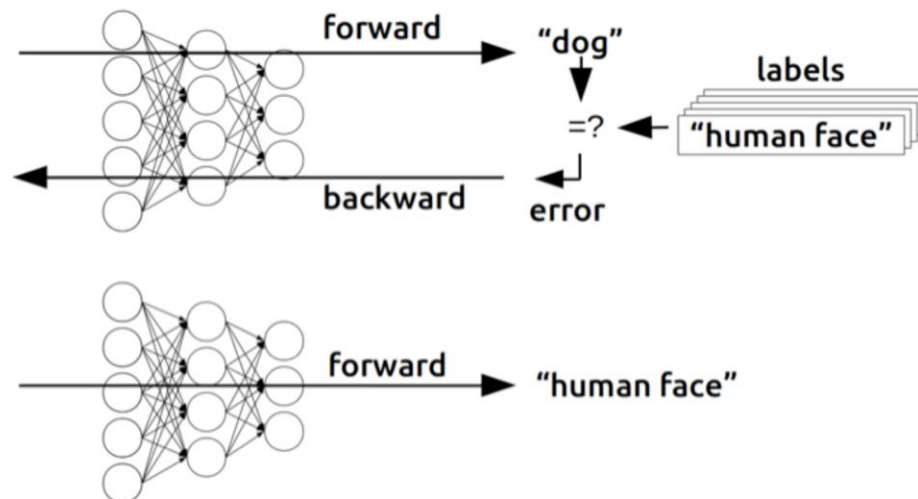
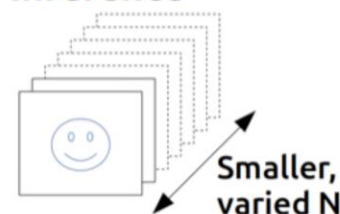
back-propagation of errors (gradients of cost function according to weights) through layers via chain rule of calculus (avoiding redundant calculations of intermediate terms)

each node exchanges information only with directly connected nodes → enables efficient, parallel computation

## Training

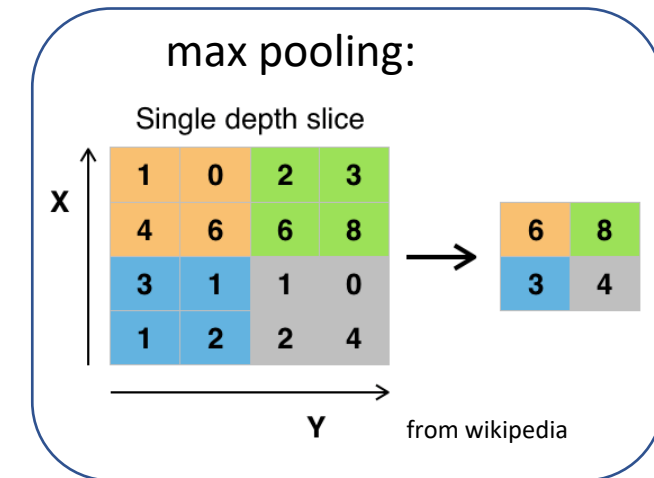
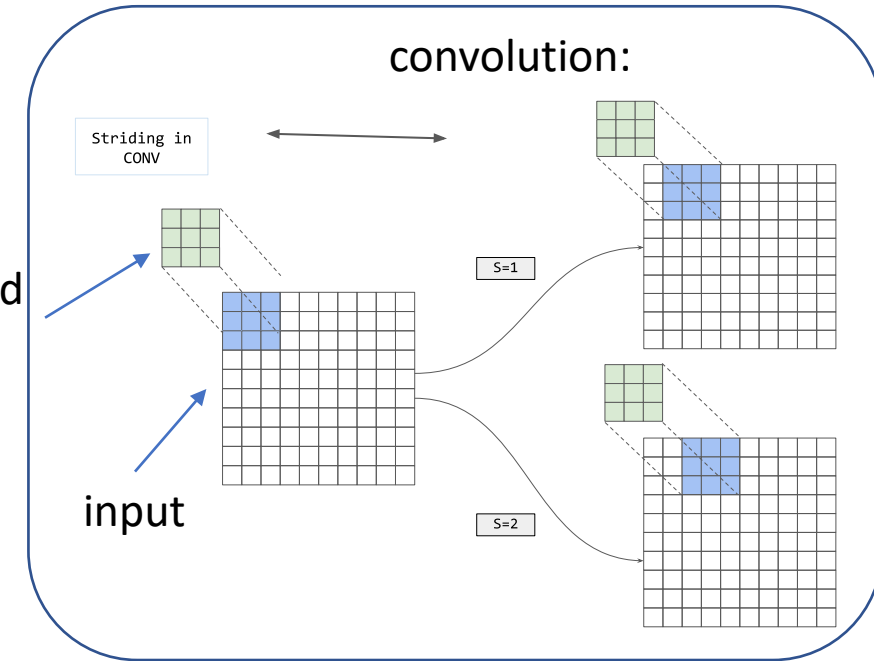
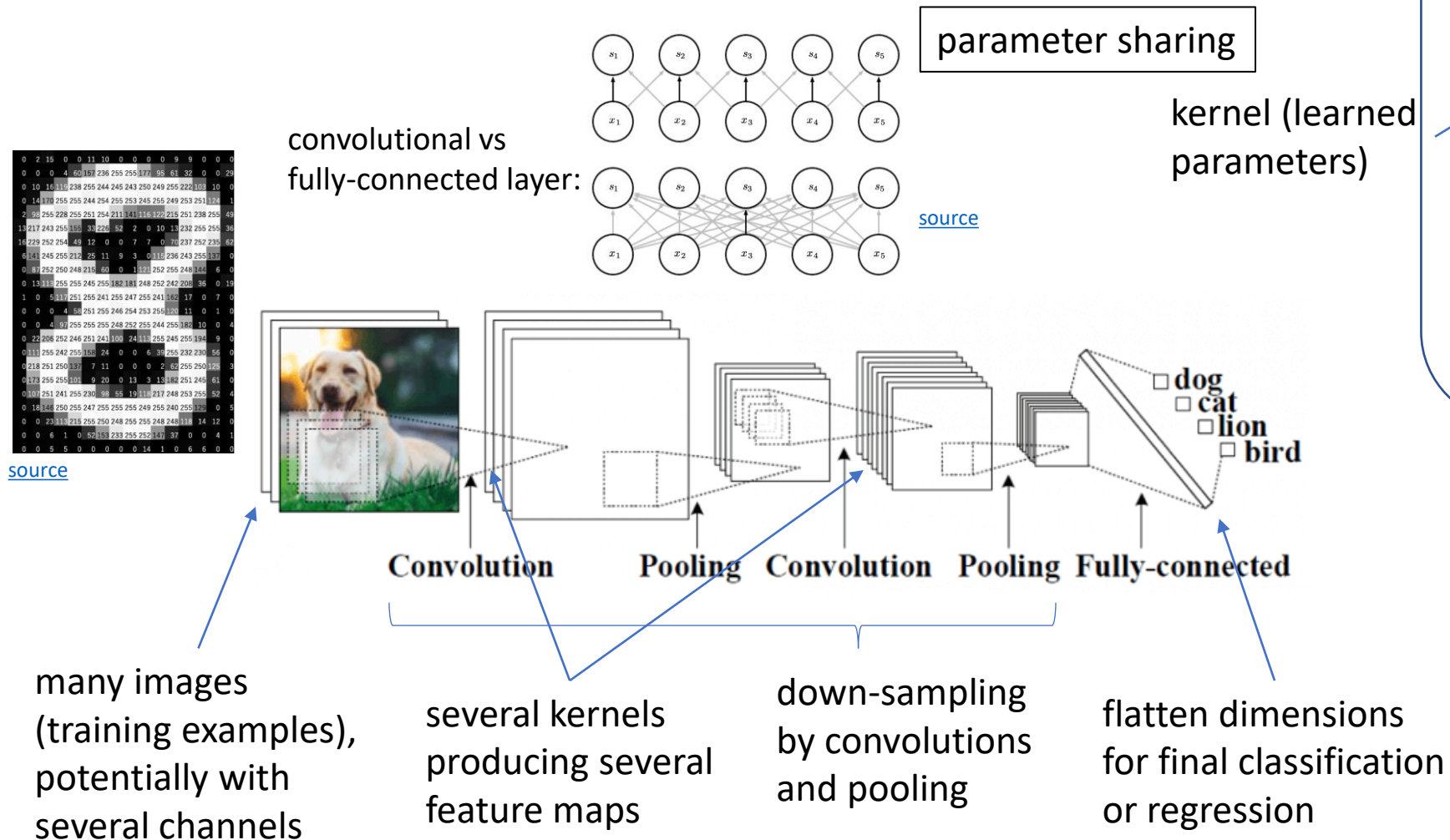


## Inference



- forward pass: current weights fixed, predictions computed
- backward pass: errors computed from predictions and back-propagated → weights then updated according to loss gradients (via gradient descent)

# Convolutional Neural Networks



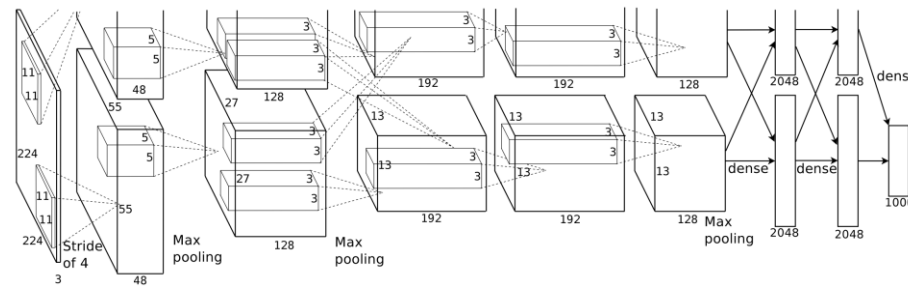
highly regularized form of feed-forward neural networks

# Rise of Deep Learning

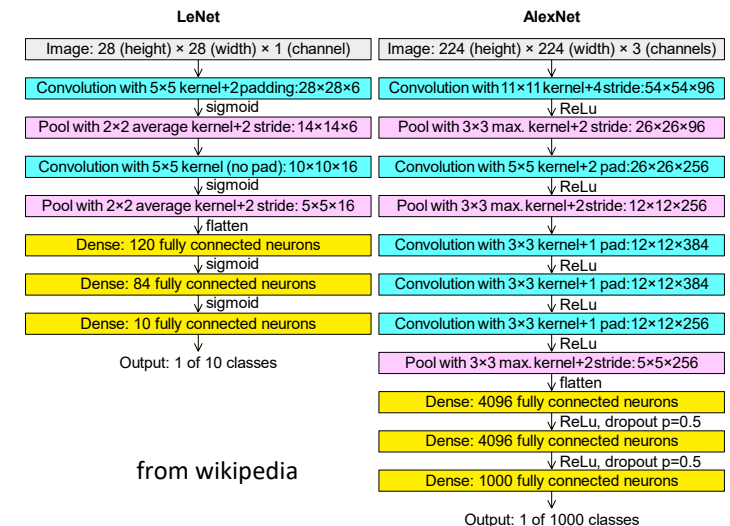
a little bit oversimplified:

deep learning = lots of training data + parallel computation + smart algorithms

AlexNet: ImageNet + GPUs (allowing more layers) + ReLU, dropout  
(pivotal moment for deep learning: ImageNet challenge 2012)



[source](#)



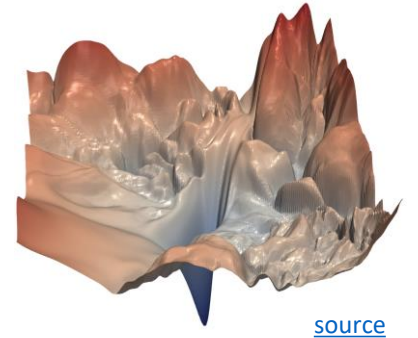
# Training Subtleties of Deep Neural Networks

optimization and regularization difficult

- non-convex optimization problem (e.g., local vs global minima), easily overfitting
- many hyperparameters to tune

many methods to get it working in practice (despite partly patchy theoretical understanding)

typical loss surface:



optimization

- activation and loss functions
- weight initialization
- stochastic gradient descent
- adaptive learning rate
- batch normalization

explicit regularization

- weight decay
- dropout
- data augmentation
- weight sharing

implicit regularization

- early stopping
- batch normalization
- stochastic gradient descent

# Large Language Models (LLM)

natural language processing: dealing with sequential structures (e.g., text)

examples:

- machine translation (sequence-to-sequence model)
- sentiment classification
- chat bot (conversational AI)

context awareness via **embeddings** and (formerly) recurrent neural networks (**RNN**) or (nowadays) **self-attention**

LLMs: **transformer** models with hundreds of billions of parameters

# Embeddings

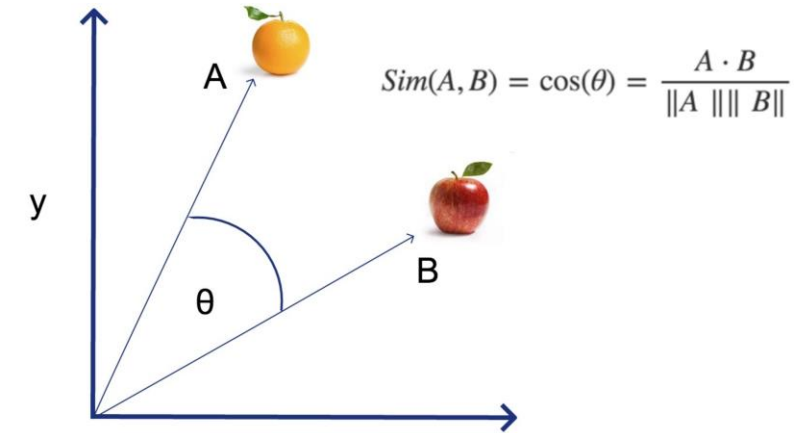
representation of entities by vectors

similarity between embeddings by, e.g., cosine similarity → semantic similarity

most famous application: word embeddings  
→ associations (natural language processing)

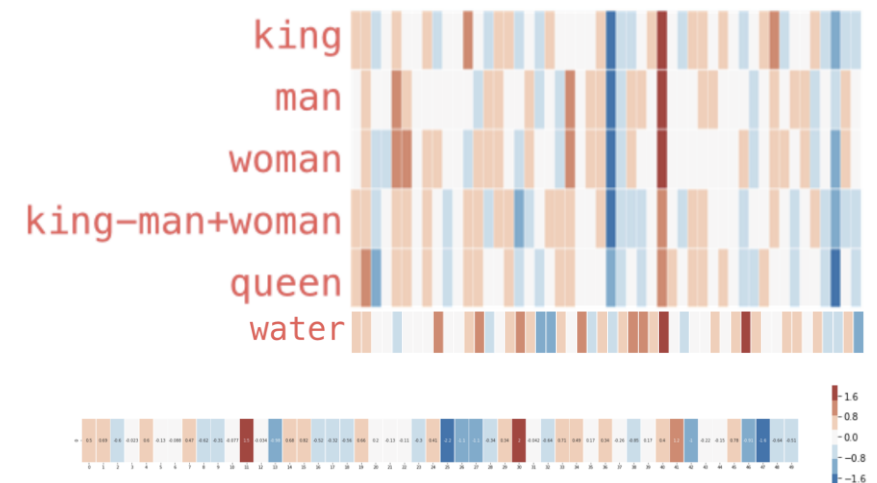
but general concept: embeddings of  
(categorical) features (e.g., products in  
recommendation engines)

learned via co-occurrence (e.g., [word2vec](#))



but also direction of difference  
vectors interesting (analogies):

king - man + woman ≈ queen



[source](#)

# Transformer

attention is all you need: getting rid of RNNs

replaced by multi-headed self-attention (implemented with matrix multiplications and feed-forward neural networks)

→ allowing for much more parallelization

→ allowing for bigger models (more parameters)

better long-range dependencies thanks to shorter path lengths in network (less sequential operations)

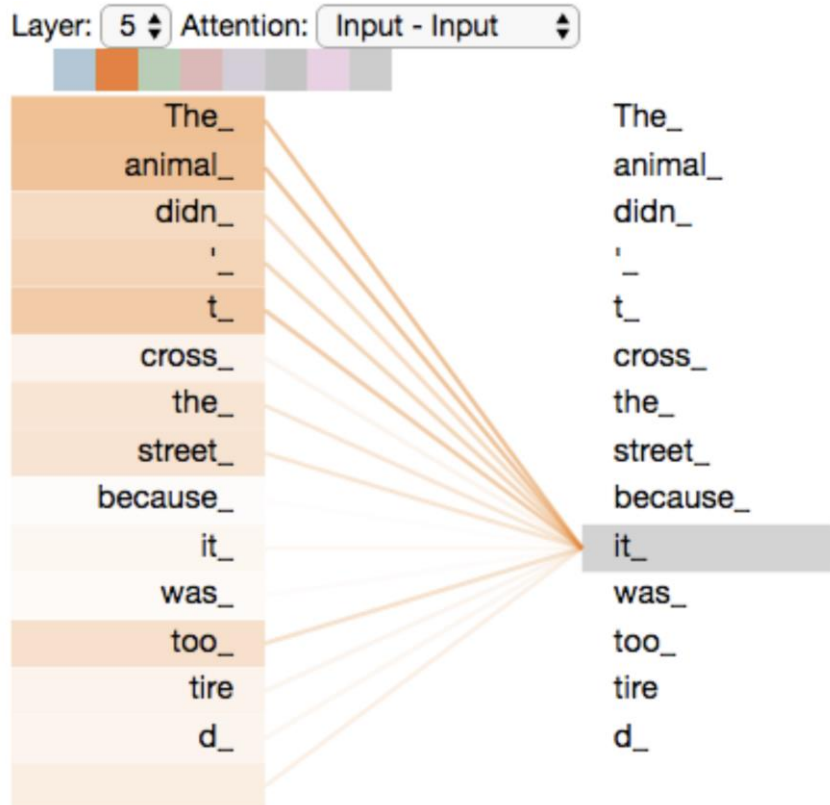


[source](#)



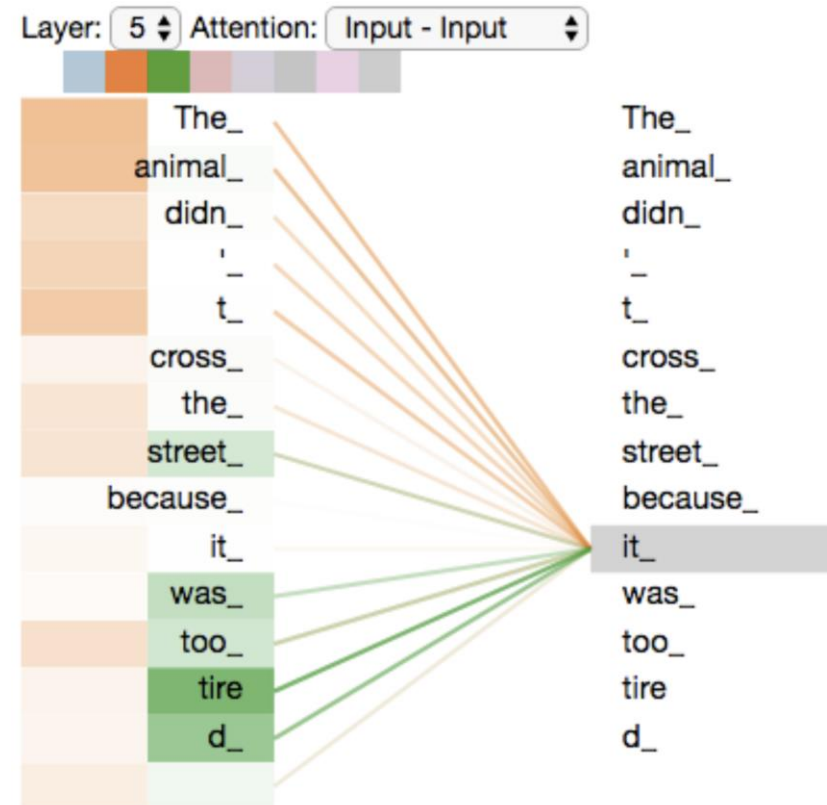
# Self-Attention

evaluating other input words in terms of relevance for encoding of given word



[source](#)

multi-head attention: several attention layers running in parallel (considering different aspects of input)





# Scaled Dot-Product Attention

3 abstract matrices created from inputs (e.g., word embeddings) by multiplying inputs with 3 different weight matrices

- query  $Q$
- key  $K$
- value  $V$

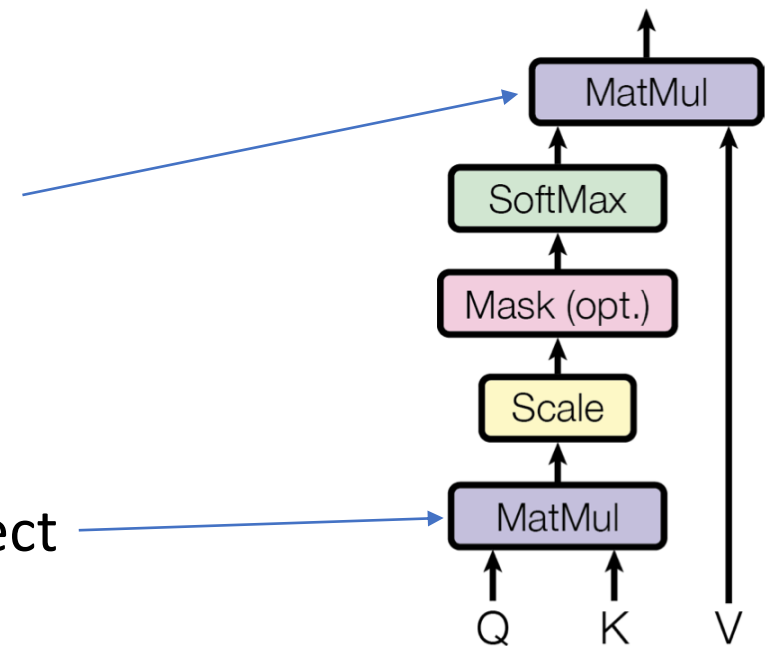
filtering: multiplication of attention probabilities with different word values

scoring each of the key words (context) with respect to current query word

softmax not scale invariant: largest inputs dominate output for large inputs (more embedding dimensions  $d_k$ )

$$\text{Attention}(Q, K, V) = \text{softmax}\left(\frac{QK^T}{\sqrt{d_k}}\right)V$$

Scaled Dot-Product Attention

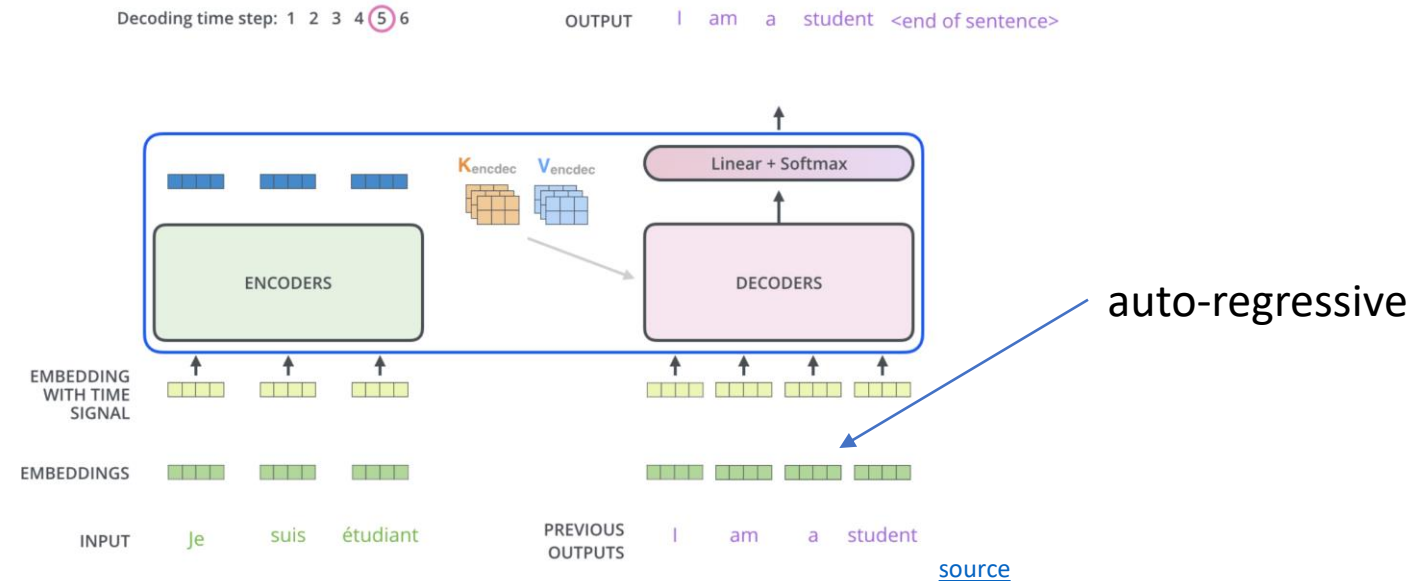


[source](#)

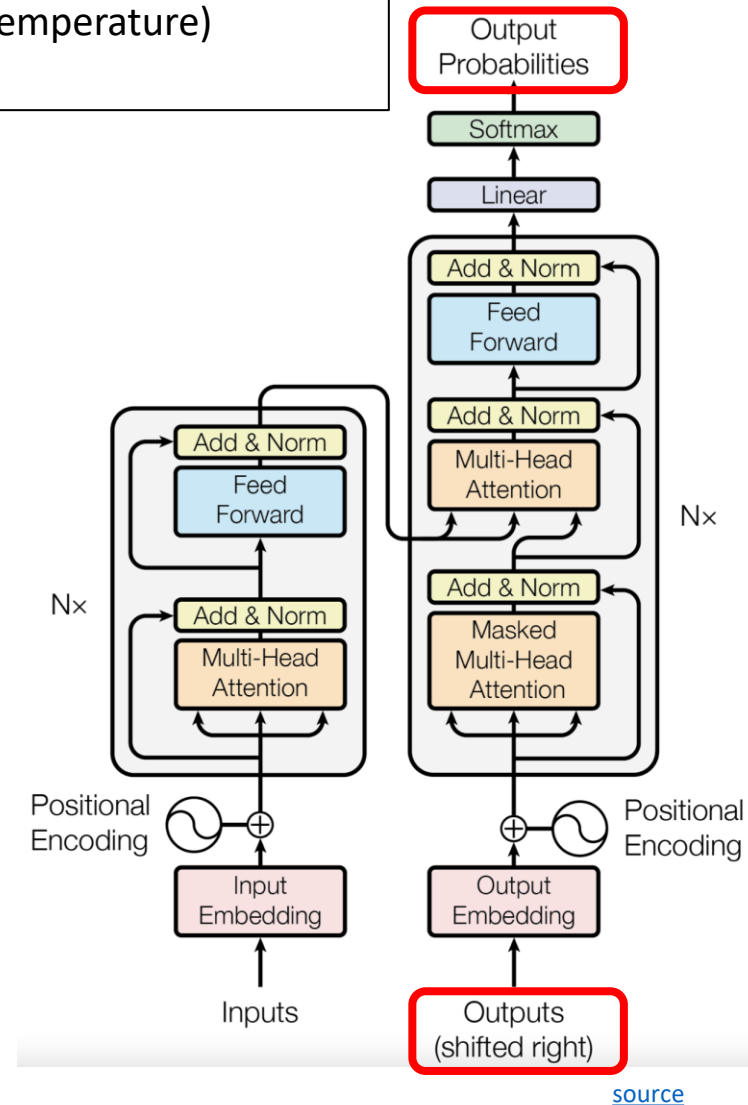
# Sequence Completion

- greedily picking the one with highest probability
- pick according to probabilities (degree of randomness controlled by softmax temperature)
- beam search

for each step/token (iteratively), choose one output token to add to decoder input sequence → increasing uncertainty



prompt: externally given initial sequence for running start and context on which to build rest of sequence ([prompt engineering](#))



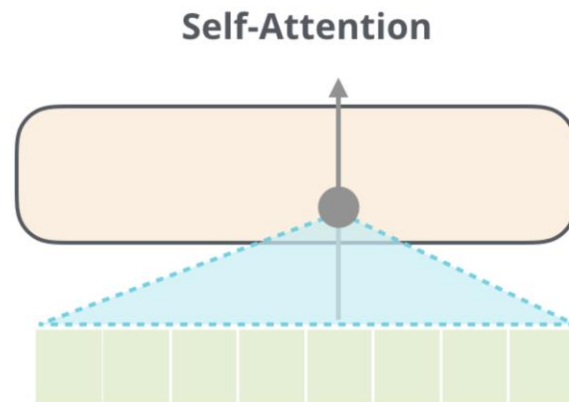
# Typical Transformer Architectures for LLMs

**encoder-decoder** LLMs: sequence-to-sequence, e.g., machine translation

**encoder-only** LLMs:

- representation learning (and subsequent fine-tuning)
- training: prediction of masked words
- incorporate context of both sides of token

example: Google's [BERT](#)  
(Bidirectional Encoder Representations from Transformers)



[source](#)

**decoder-only** LLMs:

- text generation (potentially in-context only), e.g., chat bot
- training: next-word prediction
- output one token at a time (auto-regressive)



example: OpenAI's [GPT](#)  
(Generative Pre-trained Transformer)

[GPT-4 capabilities](#)

# Multi-Task Learning of LLMs

compositional nature of deep learning allows transfer learning in a semi-supervised way (also prominent for CNNs in computer vision):

- self-supervised **pre-training** (e.g., next-word prediction) on massive data sets (foundation models like GPT or BERT)
- subsequent supervised **fine-tuning** on specific tasks and (usually much smaller) data sets (by adapting parameters or/and adding layers )

**in-context** learning as alternative to fine-tuning: only using information fed into LLM via input prompt, no parameter updates (typically decoder-only)

typical prompt: instructions, context (potentially retrieved externally from, e.g., knowledge-base embeddings), query, output indicator

query with (few-shot) or without (zero-shot) providing explicit examples

[prompt engineering](#)

# Conversational AI: RL from Human Feedback

example for supporting  
large language models  
(transformers) with RL

used in famous ChatGPT

goal: improve alignment  
with user intentions

→ learn from human  
preferences

Step 1

**Collect demonstration data,  
and train a supervised policy.**

A prompt is  
sampled from our  
prompt dataset.

Explain the moon  
landing to a 6 year old

A labeler  
demonstrates the  
desired output  
behavior.

Some people went  
to the moon...

This data is used  
to fine-tune GPT-3  
with supervised  
learning.

SFT

Step 2

**Collect comparison data,  
and train a reward model.**

A prompt and  
several model  
outputs are  
sampled.

Explain the moon  
landing to a 6 year old

A B  
Explain gravity... Explain war...  
C D  
Moon is natural satellite of... People went to the moon...

A labeler ranks  
the outputs from  
best to worst.

D > C > A = B

This data is used  
to train our  
reward model.

RM

Step 3

**Optimize a policy against  
the reward model using  
reinforcement learning.**

A new prompt  
is sampled from  
the dataset.

Write a story  
about frogs

The policy  
generates  
an output.

PPO

Once upon a time...

The reward model  
calculates a  
reward for  
the output.

RM

The reward is  
used to update  
the policy  
using PPO.

$r_k$

[source](#)

RL looks at reward of text output passages as a whole  
(rather than token-level loss in supervised learning)

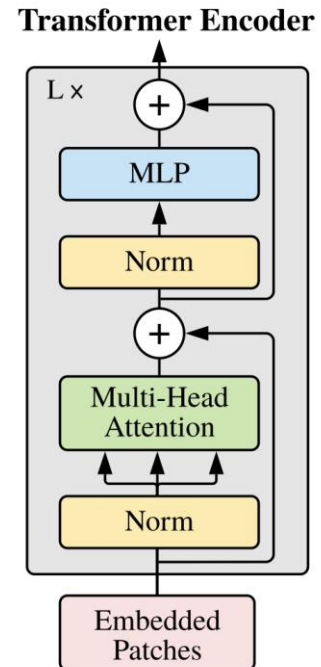
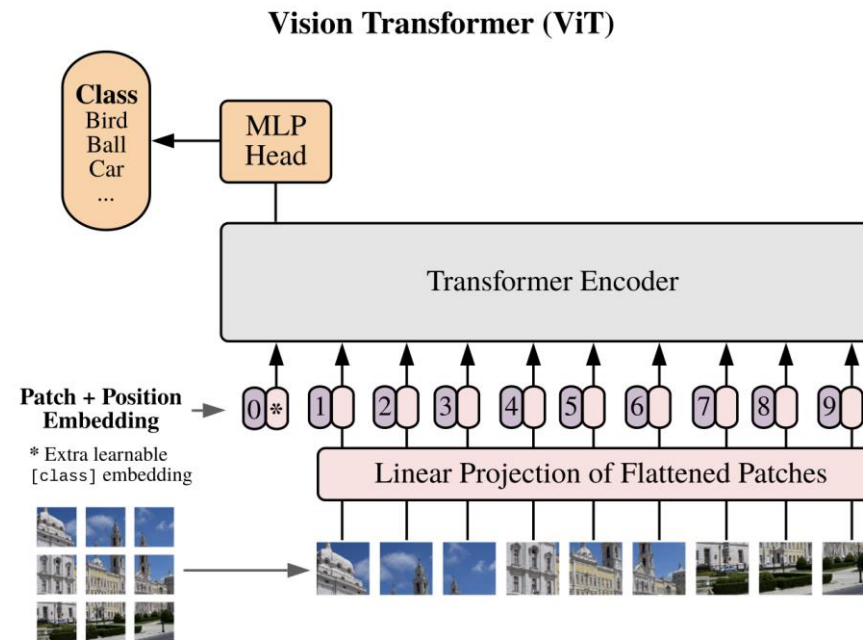
# Transformer for Vision

formulation as sequential problem:

- split image into patches and flatten → use as tokens
- produce linear embeddings and add positional embeddings

processing by transformer encoder:

- pre-train with image labels
- fine-tune on specific data set

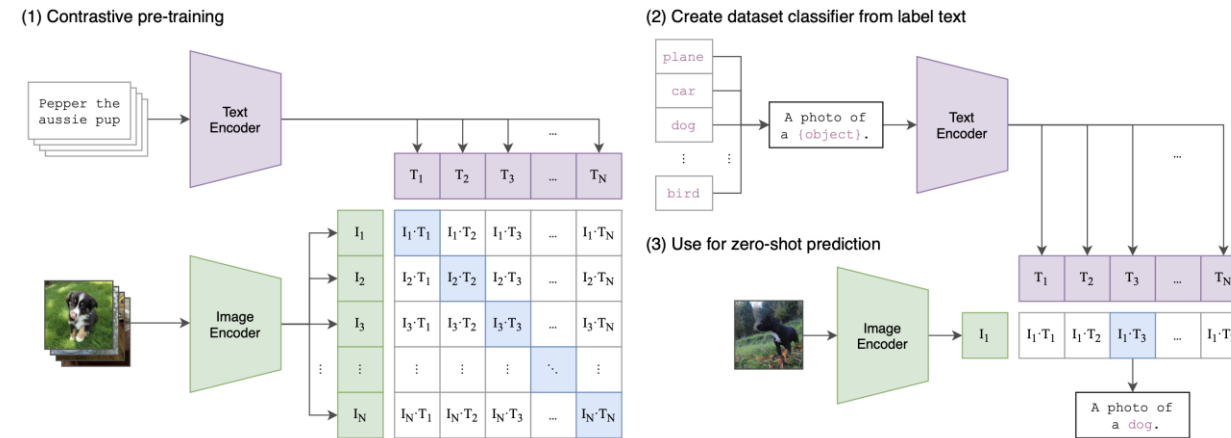


[source](#)

# Combination of Vision and Text: Multi-Modality

example: [CLIP](#) (Contrastive Language-Image Pre-training)

- learn image representations by predicting which caption goes with which image (pre-training)
- zero-shot transfer (e.g., for object recognition)



multi-modal perception as input for large language models: [KOSMOS-1](#)

multi-purpose (multi-modal and multi-task) models as next generalization step of ML (e.g., Google's [Pathways](#))

transformers good candidate (universal and flexible architecture, little task-specific inductive bias)

# Generative Models



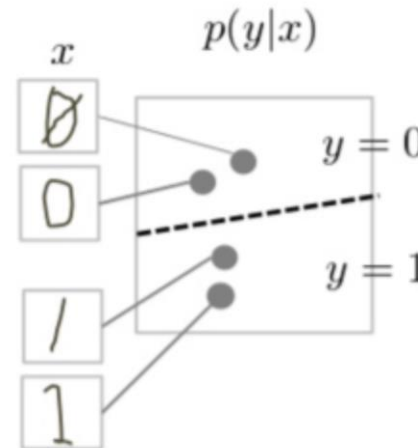
# Generative vs Discriminative Models

generative models: predict joint probability  $P(Y, \mathbf{X})$  (what allows to create new data samples) or directly generate new data samples

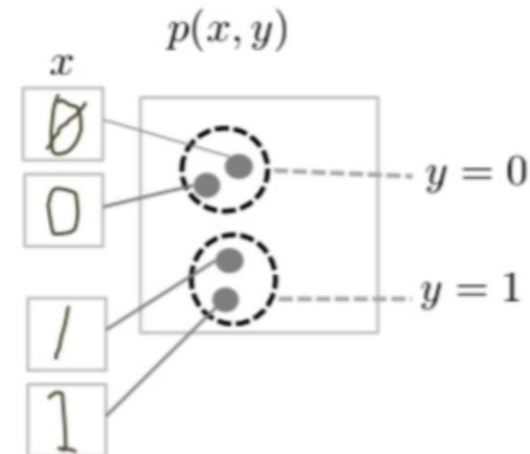
discriminative models: predict conditional probability (or probability distribution for regression)  $P(Y|\mathbf{X})$  or directly output (label for classification, real value for regression)

task of generative models more difficult: model full data distribution rather than merely find patterns in inputs to distinguish outputs

discriminative model



generative model



[source](#)

# Data Generation

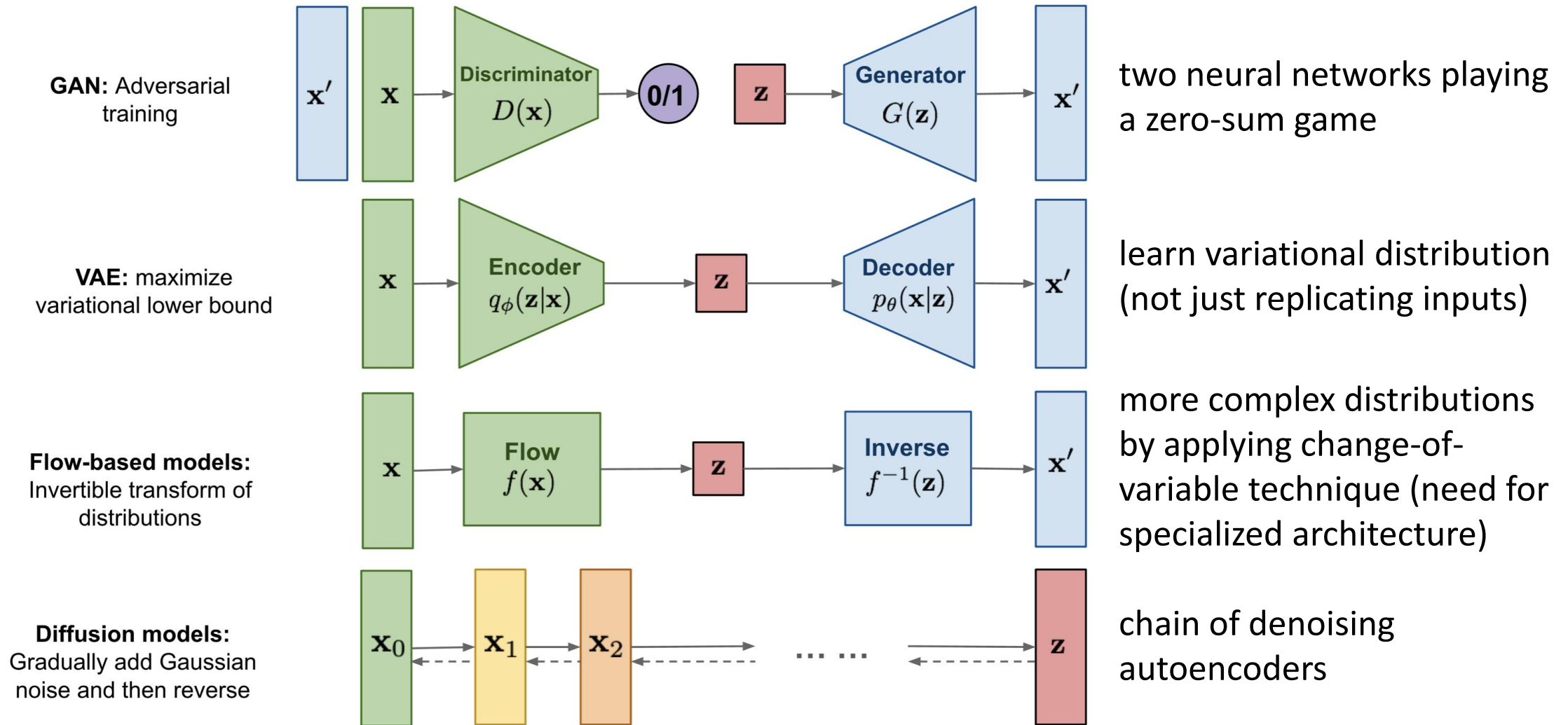
generative models can be used for discriminative tasks (although potentially inferior to direct discriminative methods)

but generative methods do more than discriminative ones: model full data distribution

→ allows generation of new data samples (can be images, text, [video](#), [audio](#), code like SQL or Python, proteins, materials, time series, structured data, ...)

large (auto-regressive) language models examples of generative models

# Different Types of Generative Models



[source](#)

# Conditioning

tradeoff between diversity (unconditioned)  
and fidelity (guidance)

similar idea as softmax temperature in auto-regressive LLMs

as discussed so far, generative methods give no control over what kind of data is generated (limited usability)

→ need for conditional approach (e.g., conditioning on describing text, for example by means of CLIP)

example GANs:

transform usual GAN to conditional model by feeding extra information  $y$  (e.g., class labels) as additional input layer into both generator and discriminator

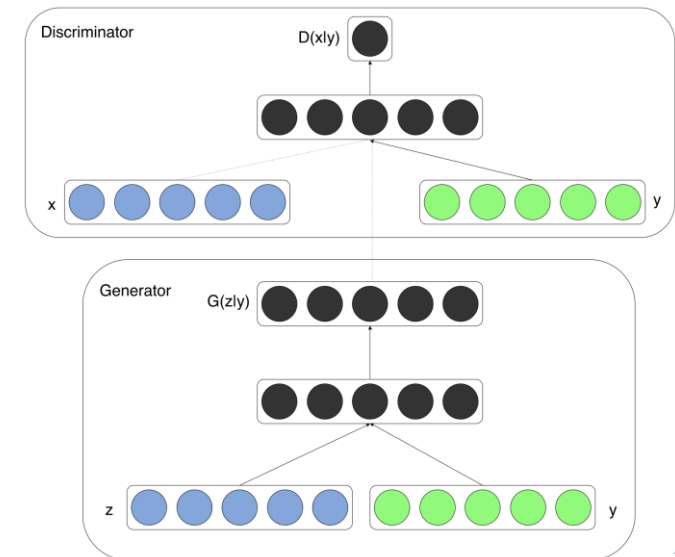
$$L(\mathbf{x}_i) = E_{\mathbf{x} \sim p_r(\mathbf{x})} [\ln D(\mathbf{x}_i | \mathbf{y}_i)] + E_{\mathbf{x} \sim p_g(\mathbf{x})} [\ln(1 - D(\mathbf{x}_i | \mathbf{y}_i))]$$

G: minimize, D: maximize



[source](#)

guided diffusion: “Pembroke Welsh corgi”



[source](#)

# Multi-Modal Generative Models

example: generate images from text descriptions

[DALL-E](#) (blend of WALL-E and Salvador Dalí): decoder-only transformer auto-regressively modeling text and image tokens as single data stream

TEXT PROMPT

an armchair in the shape of an avocado. . . .

AI-GENERATED IMAGES

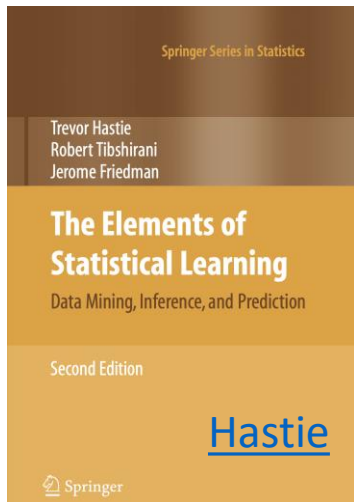


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[DALL-E 2](#): image generation conditioned on CLIP image embedding

# Literature

foundations of ML:

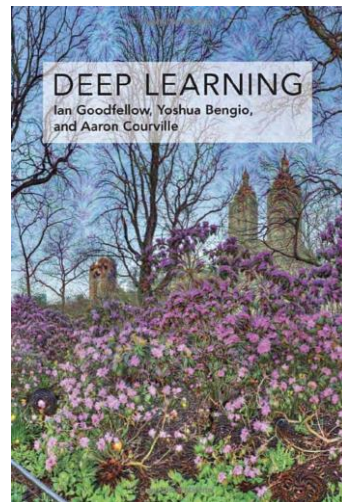


a few seminal papers:

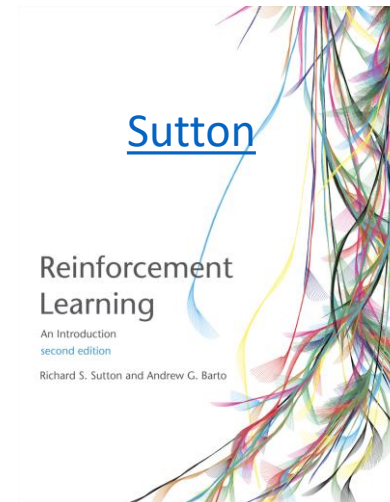
- [back-propagation](#): one of the founding moments of deep learning
- [CNN](#): neural networks work
- [AlexNet](#): deep learning takes over
- [transformer](#): SOTA

foundations of deep learning:

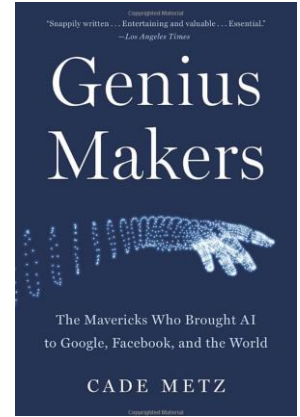
<https://www.deeplearningbook.org/>



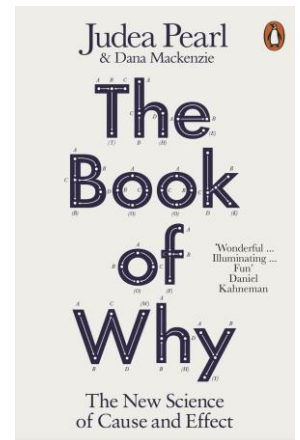
overview of  
reinforcement learning:



historical overview  
of deep learning:



gentle but geniune  
introduction to causality:



# Some Philosophical Thoughts

computational theory of mind: mind from matter

just scaling up current methods (e.g., LLMs) enough to achieve general intelligence? or additional methods needed?

agency via goal-based approaches? (is reward enough?)

emergent capabilities of complex systems almost impossible to foresee: emotions or consciousness occur as emergent capabilities?