

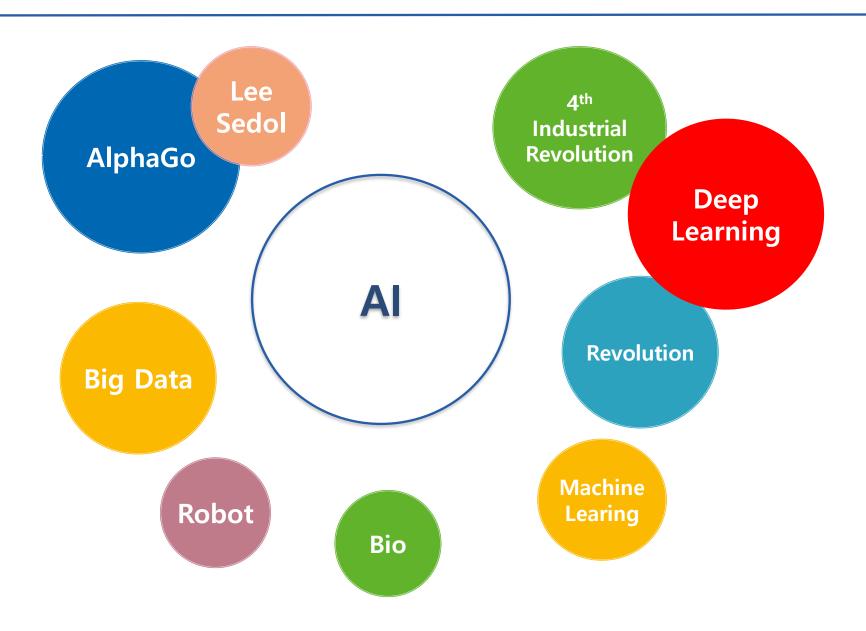
Introduction to Deep Learning

Fall 2024
School of IT Convergence
Prof. Daehwan Kim

Topics

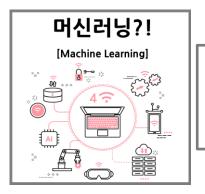
- Introduction to Al applications
- Machine Learning Basics
 - Training, Test
 - Supervised Learning: Regression, Classification
 - Unsupervised Learning: Clustering
- CNN (Convolutional Neural Network)
- RNN (Recurrent Neural Network)
- GAN (Generative Adversarial Network)
- Transformer, Attention, Transfer, Meta, Zero/Few-shot
- Their Applications

What do you think about AI? (1)



Artificial Intelligence ? (1)

It allows machines to think, judge and act on their own

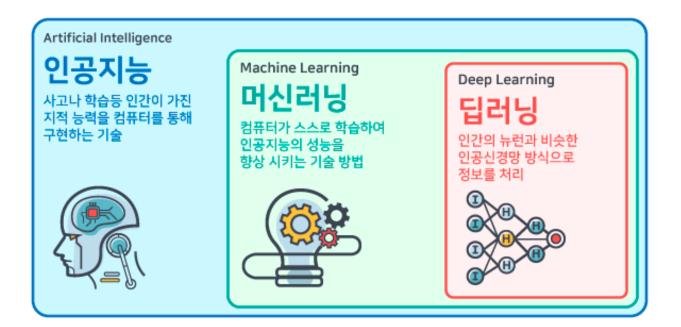


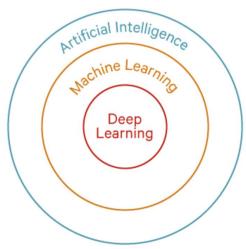
Research that develops algorithms and techniques that enable machines to learn



One of the learning algorithms in ML

Artificial Intelligence ? (2)





Artificial Intelligence (AI)



Deep Learning (DL)

AI – Top trend in the IT



AI – Example (1)

Al Try-On



AI – Example (2)

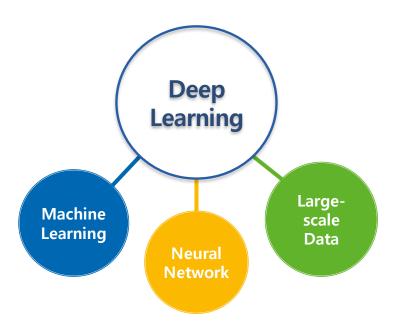
Apple vision pro



Deep Learning (1)

Views

- 1. Academic Maverick of Machine Learning
- 2. Born DNA of Neural Network
- 3. Statistical Large-scale Data, Big Data



An Algorithm in machine learning

With the ability to think and learn

From large amounts of data !!

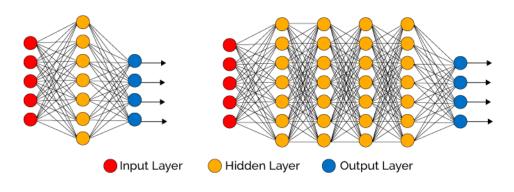
Deep Learning ? (2)

Definitions

- 1. A set of algorithms using several nonlinear transformation techniques as a branch of machine learning
- 2. An algorithm used to cluster or classify objects or data
- 3. An upgraded version of an artificial neural network



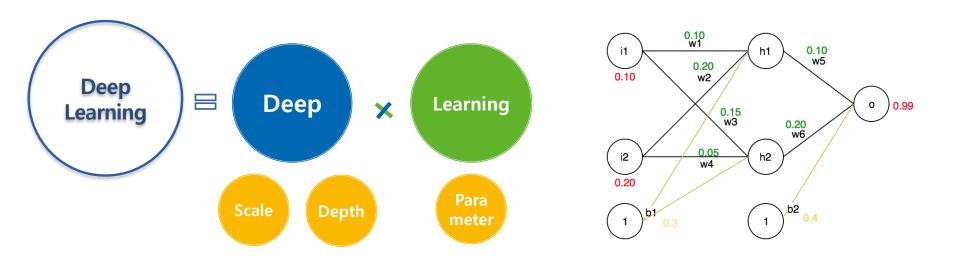
Geoffrey Hinton (University of Toronto)



Neural Network Structure

Deep Learning ? (3)

- Word perspective
 - Large scale data → Database
 - 2. Deep depth NN structure → VGG, ResNet
 - 3. Parameter Learning → Weight parameter determination



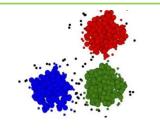
3 Types of Learning

Supervised Learning

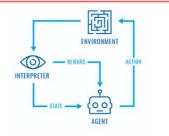
- Data(O), Label(O)
- Prediction (Classification, Regression)
 (Ex) Convolutional NN

Unsupervised Learning

- Data(O), Label(X)
- Finding hidden data structures (Clustering)
 (Ex) K-mean clustering



Reinforcement Learning An agent learns while taking ac action and getting a reward for a given environment (State).
 (Ex) Deep-Q-Network



Q&A