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Marcin Kierczak, NBIS

AI, ML & GENETICS





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Biology + math/comp. sci.

BSc molecular biology, Warsaw

MSc bioinformatics, Uppsala

PhD bioinformatics, LCB, Uppsala — ML, feature selection

SLU, Carlborg's Lab, postdoc — ML, GWAS, R

UU, Lindblad-Toh Lab — canine genetics, GWAS, population genetics

Associate professor, bioinformatics, TekNat, UU

NBIS Sweden — ML, AI, reproducible research, aDNA, RaukR

Outside academia: woodworking, electronics, plants





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Artificial Intelligence & co.

Artificial Intelligence (AI)

The effort to automate intellectual tasks normally performed by humans.¹



¹ Chollet & Allaire. Deep learning with R.



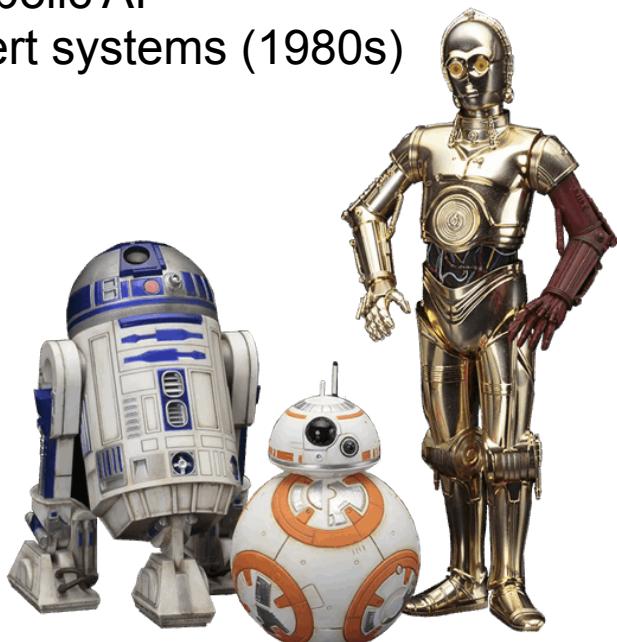
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Artificial Intelligence & co.

Artificial Intelligence (AI)

The effort to automate intellectual tasks normally performed by humans.¹

- 1950s
- symbolic AI
- expert systems (1980s)



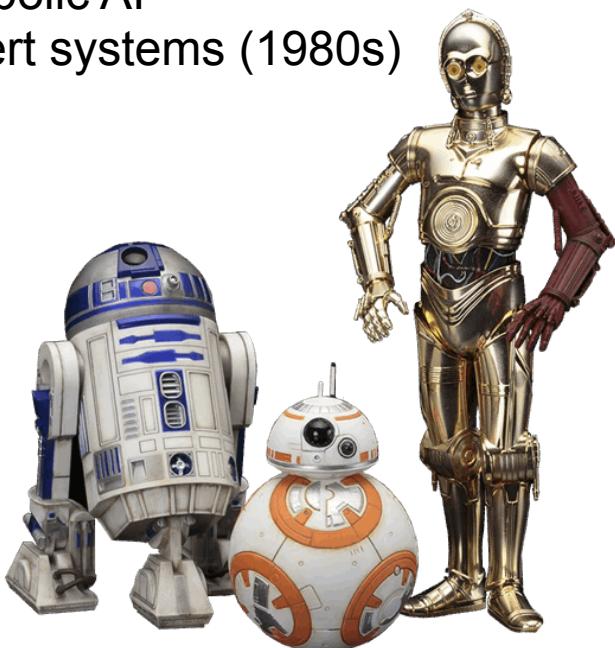
¹ Chollet & Allaire. Deep learning with R.

Artificial Intelligence & co.

Artificial Intelligence (AI)

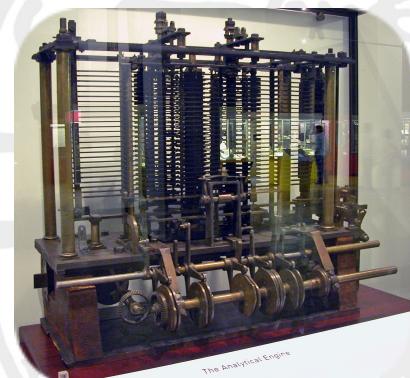
The effort to automate intellectual tasks normally performed by humans.¹

- 1950s
- symbolic AI
- expert systems (1980s)



The Analytical Engine has no pretensions whatever to originate anything. It can do whatever we know how to order it to perform...

Lady Ada Lovelace





Machine Learning

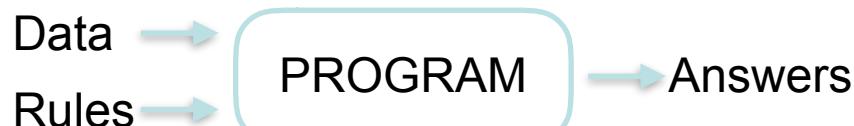
Artificial Intelligence (AI)

The effort to automate intellectual tasks normally performed by humans.¹



Allan Turing

- *Computing Machinery and Intelligence*
- Turing test





Machine Learning

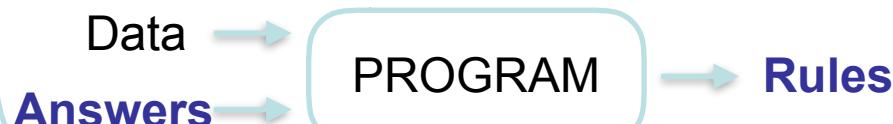
Artificial Intelligence (AI)

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Allan Turing

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Machine Learning

Artificial Intelligence (AI)

The effort to automate intellectual tasks normally performed by humans.

Machine Learning (ML)

Machine Learning is a field of study that gives computers the ability to learn without being explicitly programmed.

Arthur Samuel, 1959





Overview of the field

Artificial Intelligence (AI)

Machine Learning (ML)

Supervised Learning

random forests

SVM

rough sets

decision trees

Self-supervised Learning

Deep learning

ANNs

auto encoders

Unsupervised Learning

SVD

SOM
GAN

MDS

PCA

hclust

k-means

anomaly-detection

Reinforcement Learning

Why deep learning

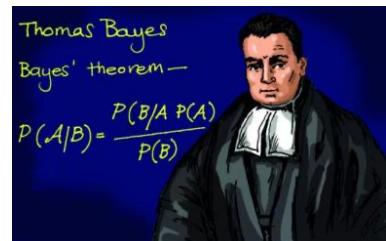
P variables

	Attr. 1	Attr. 2	...	Attr. P	d	
N	Ex. 1	AA	big	...	11.54	case
	Ex. 2	TA	small	...	-5.48	control

	Ex. N	TA	medium	...	7.26	control

amount of data

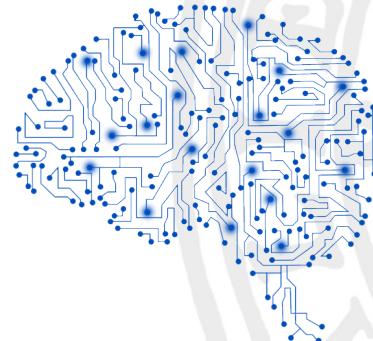
$P \gg N$



$P \approx N$



$N \gg P$

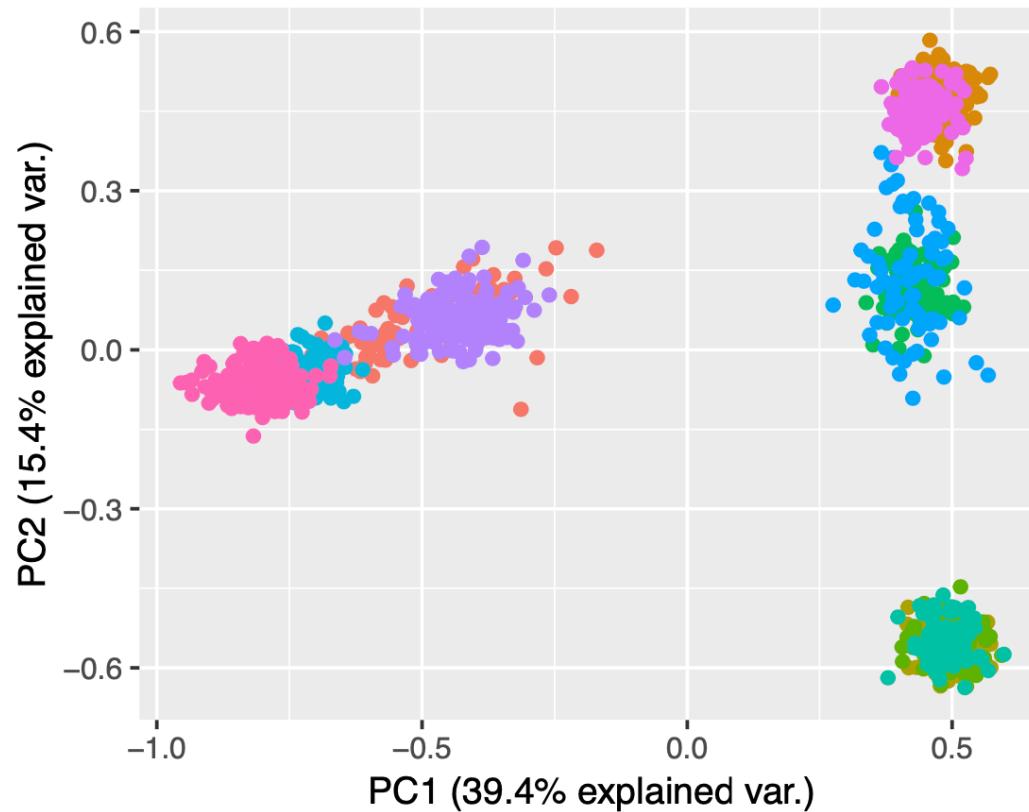


Reinforcement
Learning



Unsupervised learning

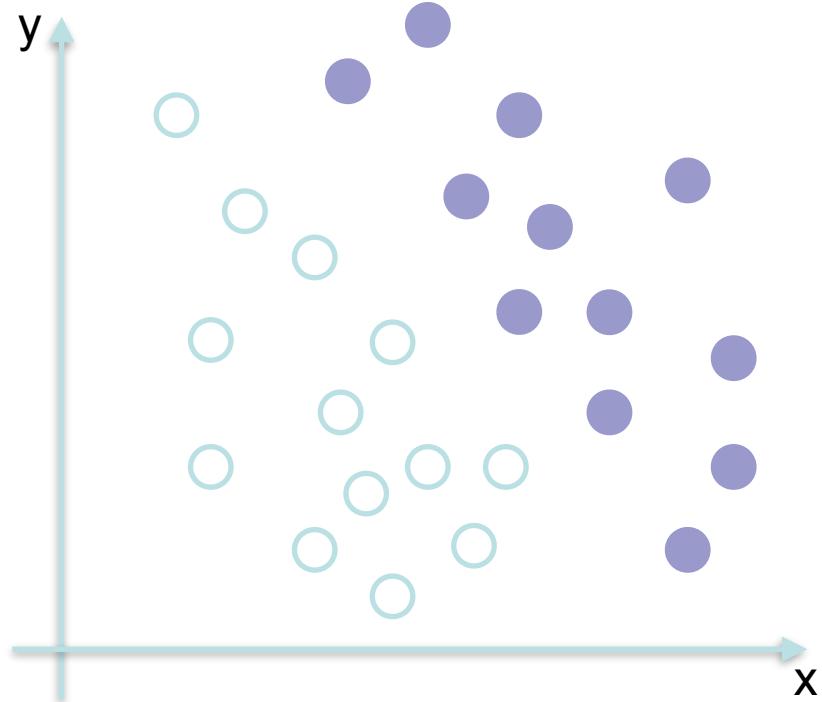
	Attr. 1	Attr. 2	...	Attr. P
Ex. 1	A	G	...	C
Ex. 2	T	A	...	T
...
Ex. N	T	G	...	T





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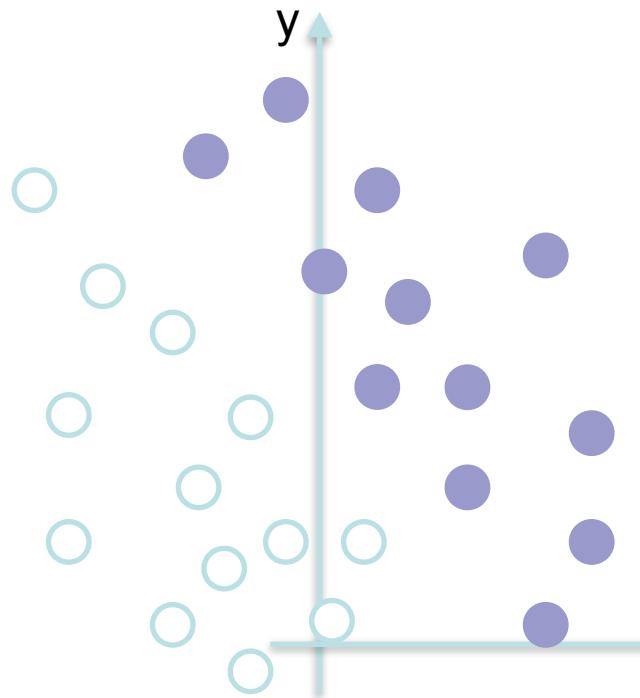
Geometric interpretation





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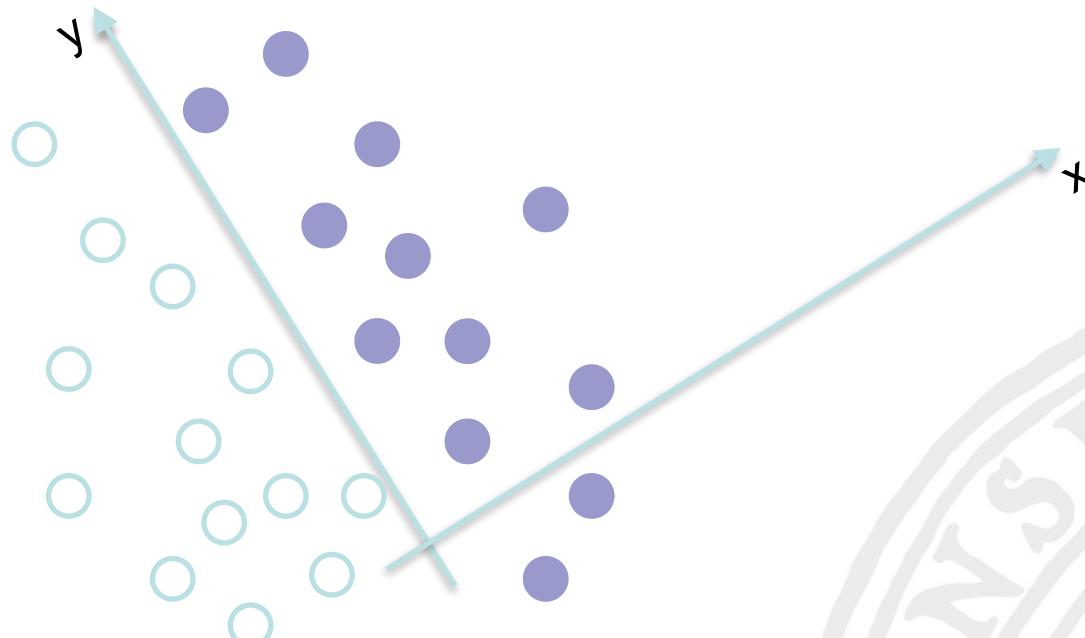
Geometric interpretation



IF $x < 0$ THEN white ELSE blue



Geometric interpretation



IF $x < 0$ THEN white ELSE blue

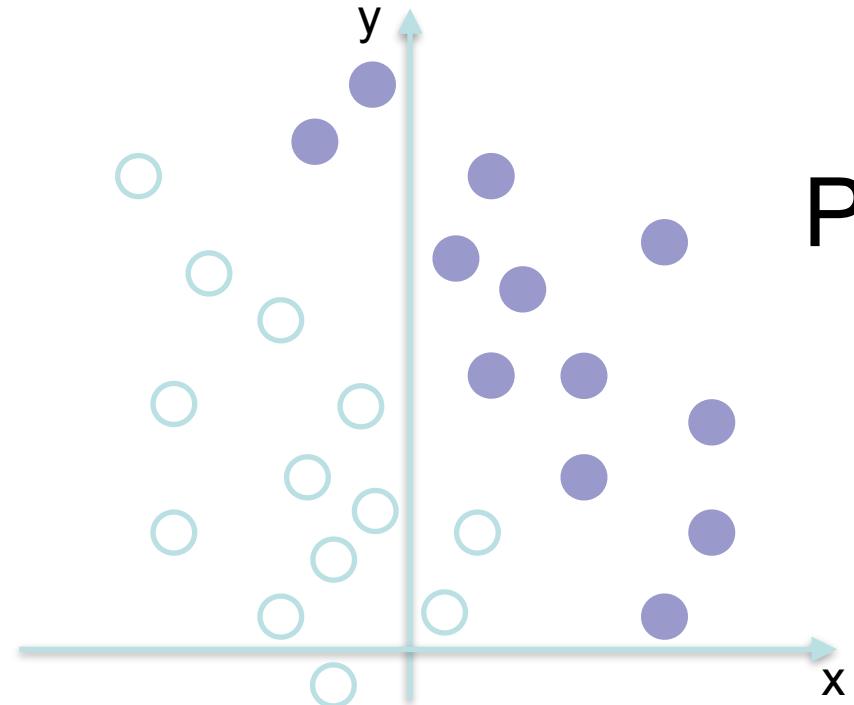


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Formal definition of ML

A computer program is said to learn from experience E with respect to some task T and some performance measure P , if its performance on T , as measured by P , improves with E .

Tom Mitchell, 1997



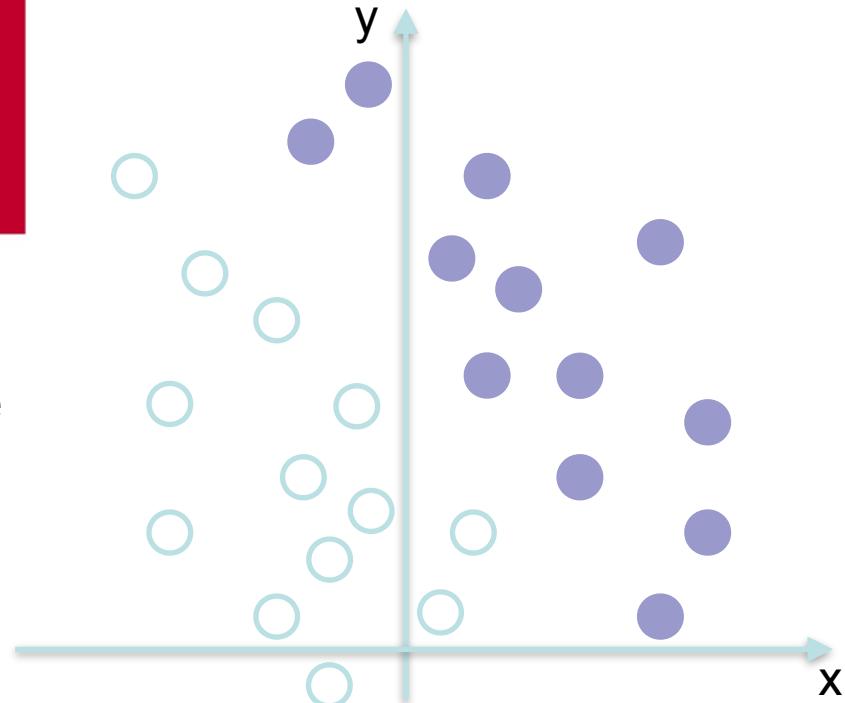
Performance P

		Actual	
		TP	FP
Predicted	●	TP	FP
	○	FN	TN



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13 white
12 blue



Performance P

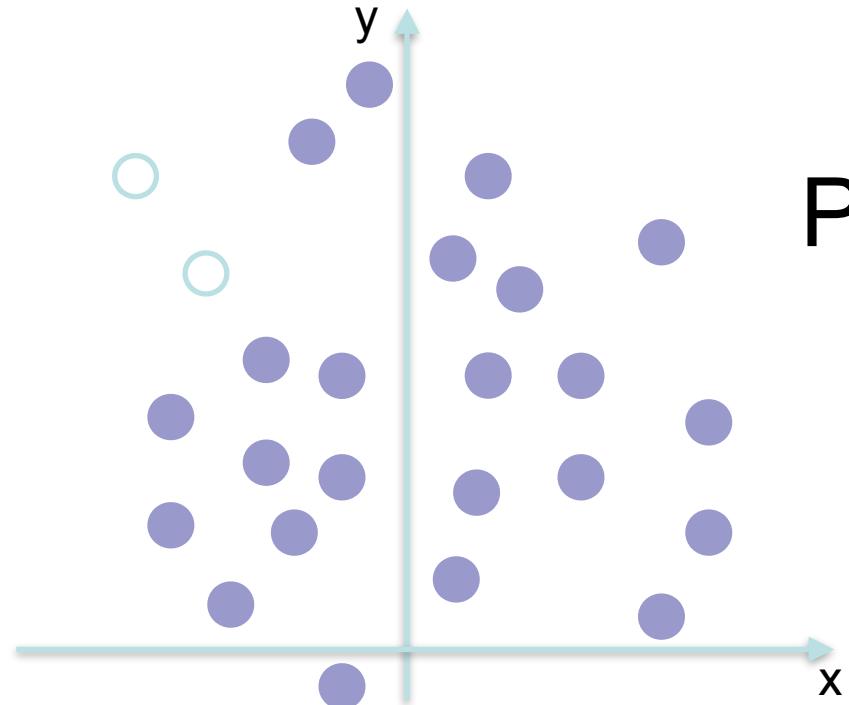
- class bias
- misclassification cost

		Actual	
		White	Blue
Predicted	White	10	2
	Blue	2	11

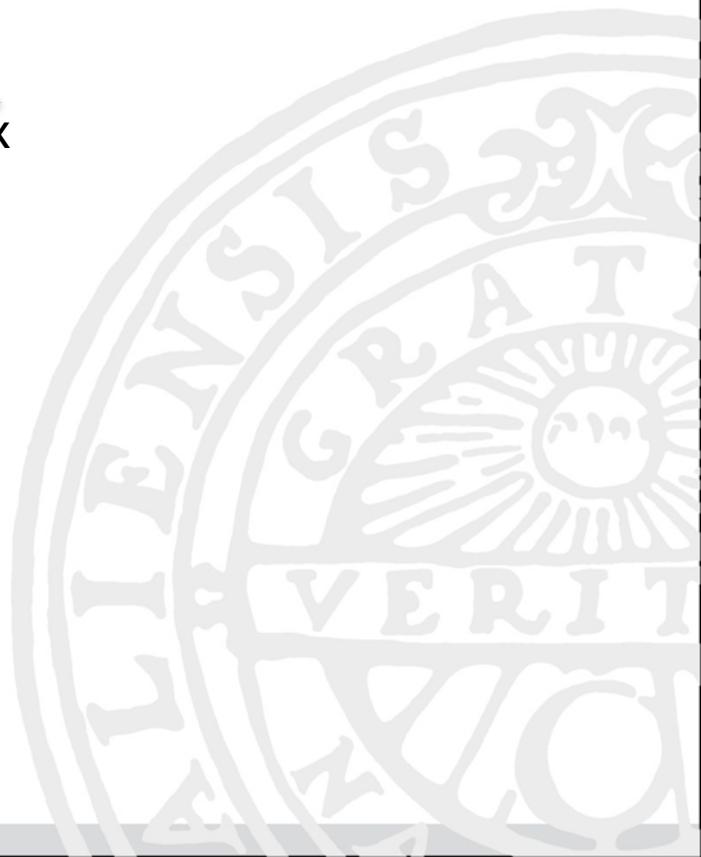
$$Acc = \frac{TP + TN}{TP + TN + FP + FN} = \frac{10 + 11}{10 + 11 + 2 + 2} = \frac{21}{25} = 0.84$$

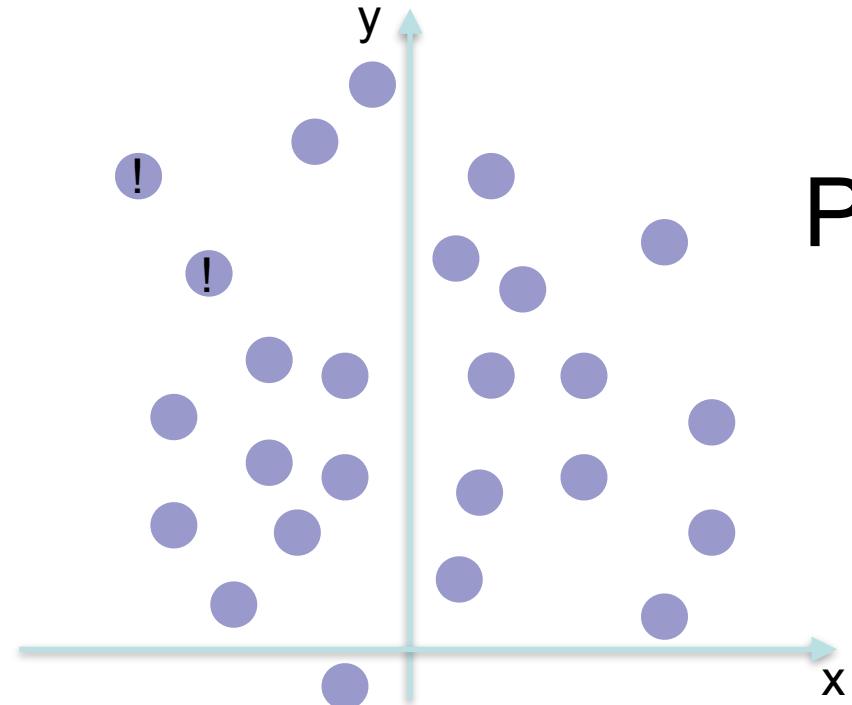


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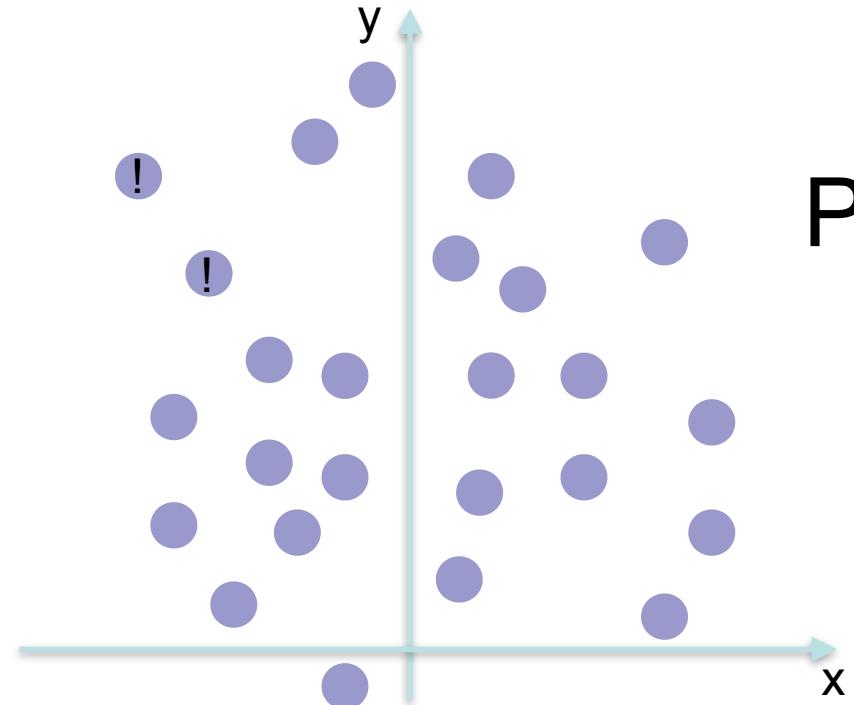
Performance P





Performance P

		Actual	
		●	○
Predicted	●	23	2
	○	0	0



Performance P

		Actual	
		P	N
Predicted	P	23	2
	N	0	0

$$Acc = \frac{TP + TN}{TP + TN + FP + FN} = \frac{23 + 0}{23 + 0 + 2 + 0} = \frac{23}{25} = 0.92$$

Performance P

		Actual	
		Sick	Healthy
Predicted	Sick	10	2
	Healthy	11	2

$$Acc = \frac{TP + TN}{TP + TN + FP + FN}$$

$$Precision = \frac{TP}{TP + FP}$$

fraction of correctly predicted sick to all predicted to be sick

$$Sensitivity = \frac{TP}{TP + FN}$$

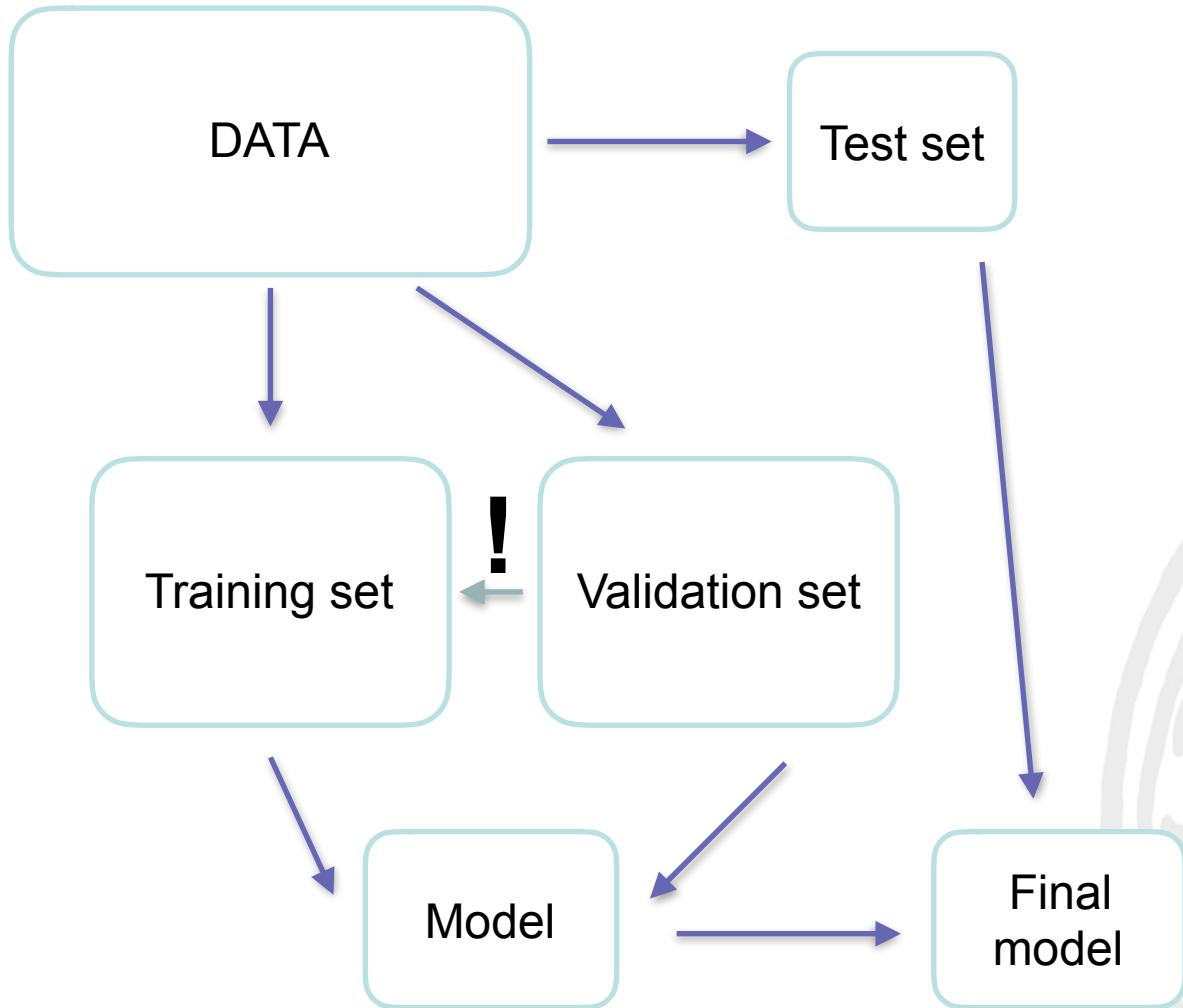
fraction of correctly predicted sick to all sick

$$Specificity = \frac{TN}{TN + FP}$$

fraction of correctly predicted healthy to all healthy



Measuring performance



- class distribution
- information leaks
- temporal leaks
- duplication leaks



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Performance baseline

IF $x < 0$ THEN white ELSE blue

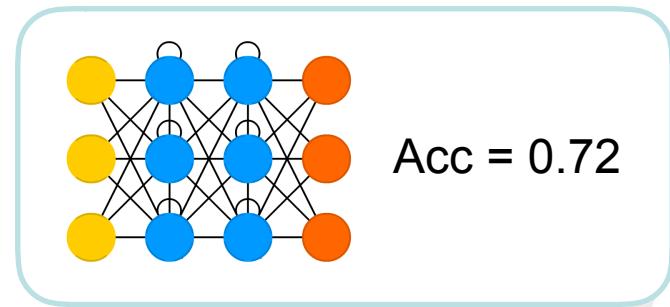
Acc = 0.74



Acc = 0.54



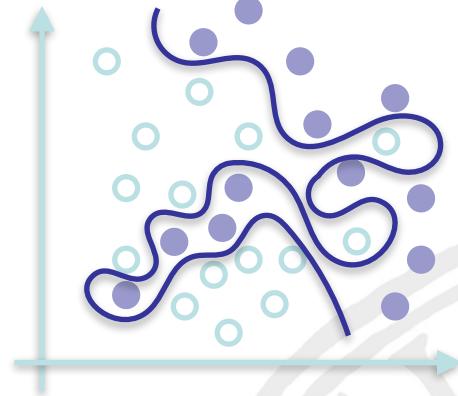
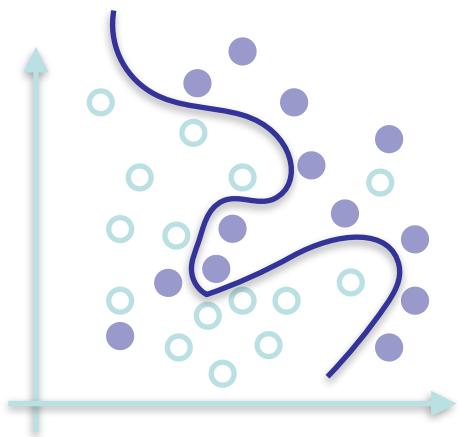
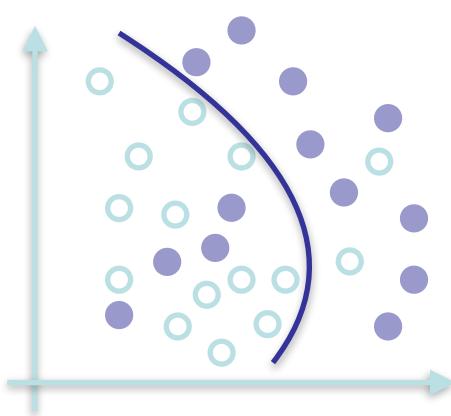
Acc = 0.80



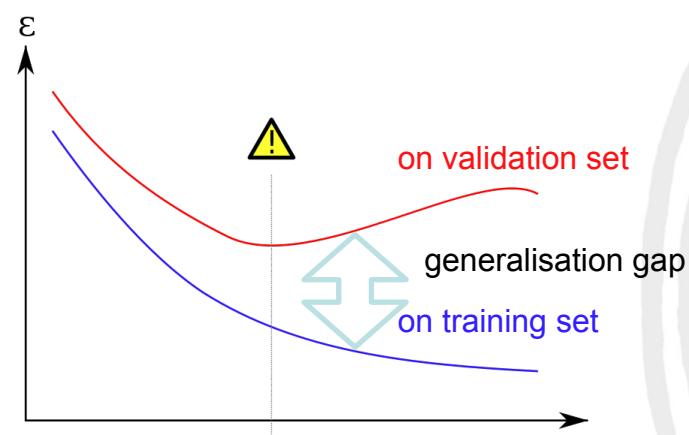
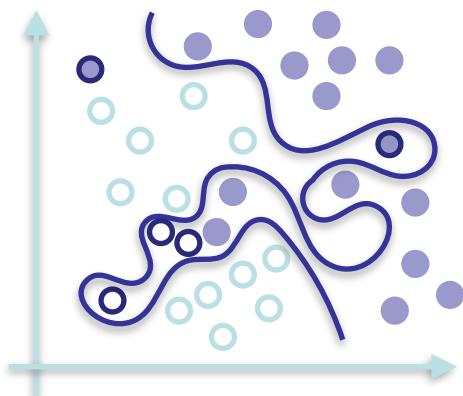


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Overfitting

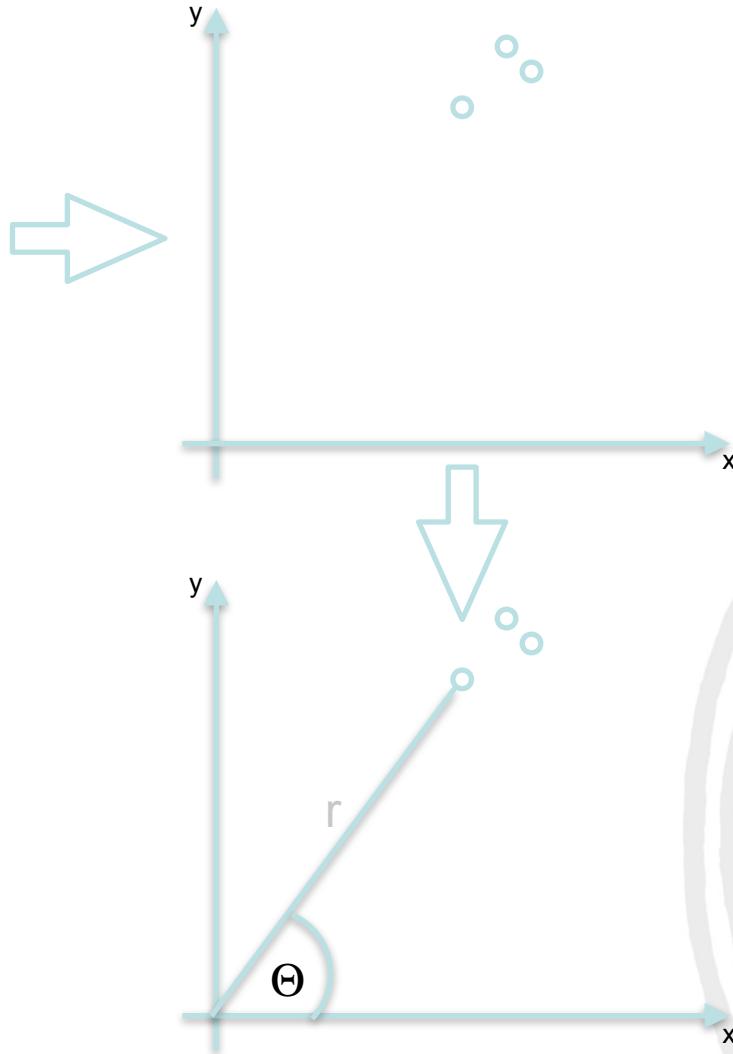


On new data





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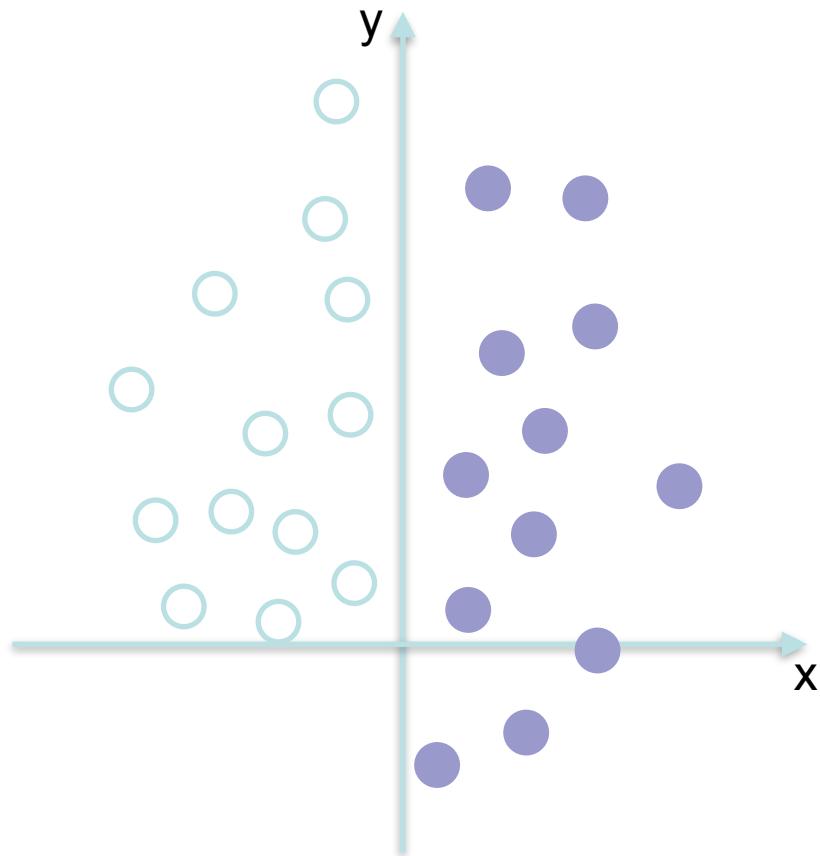


Feature engineering



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Feature selection





Feature selection

	a1	a2	d
Ex. 1	1	7.45	case
Ex. 2	0	3.24	control
...
Ex. N-1	1	8.72	case
Ex. N	0	11.5	control

Acc = 0.98



Ex. 1	1	7.45	case
Ex. 2	1	3.24	control
...
Ex. N-1	0	8.72	case
Ex. N	0	11.5	control

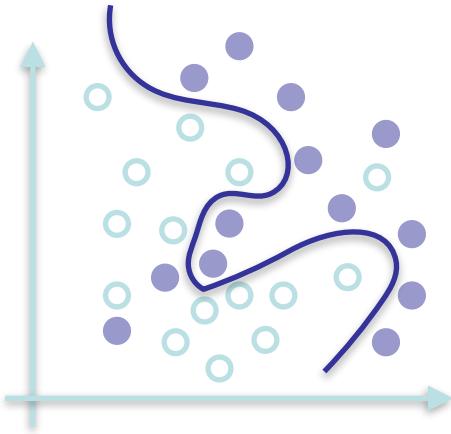
Acc = 0.95

$I(a_2) > I(a_1)$

Ex. 1	1	8.72	case
Ex. 2	0	11.5	control
...
Ex. N-1	1	7.45	case
Ex. N	0	3.24	control

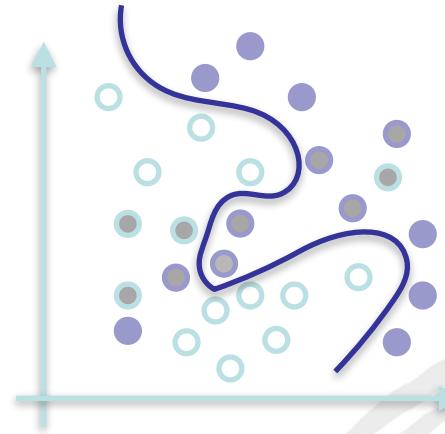
Acc = 0.75

Interpretability



Input image

a couple of bears are
standing in a field

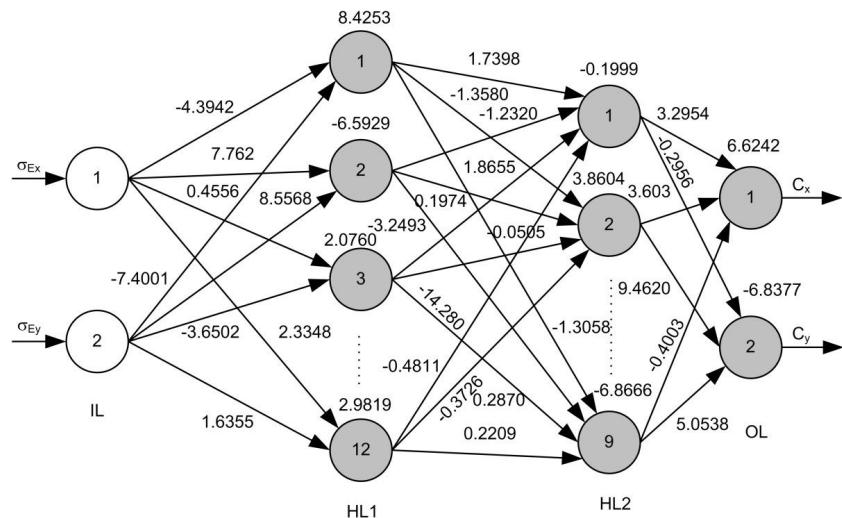


Output caption

Importance map

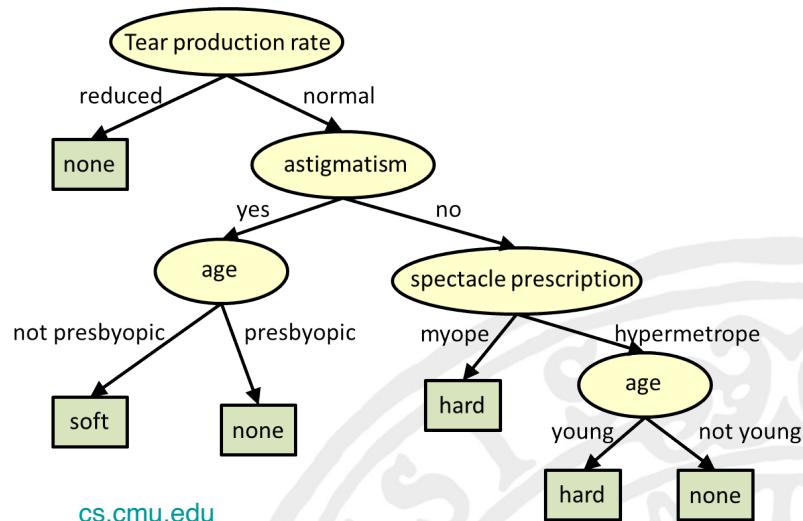


Explainability



Arockia et al. Journal on Wireless Communications and Networking 2014:160

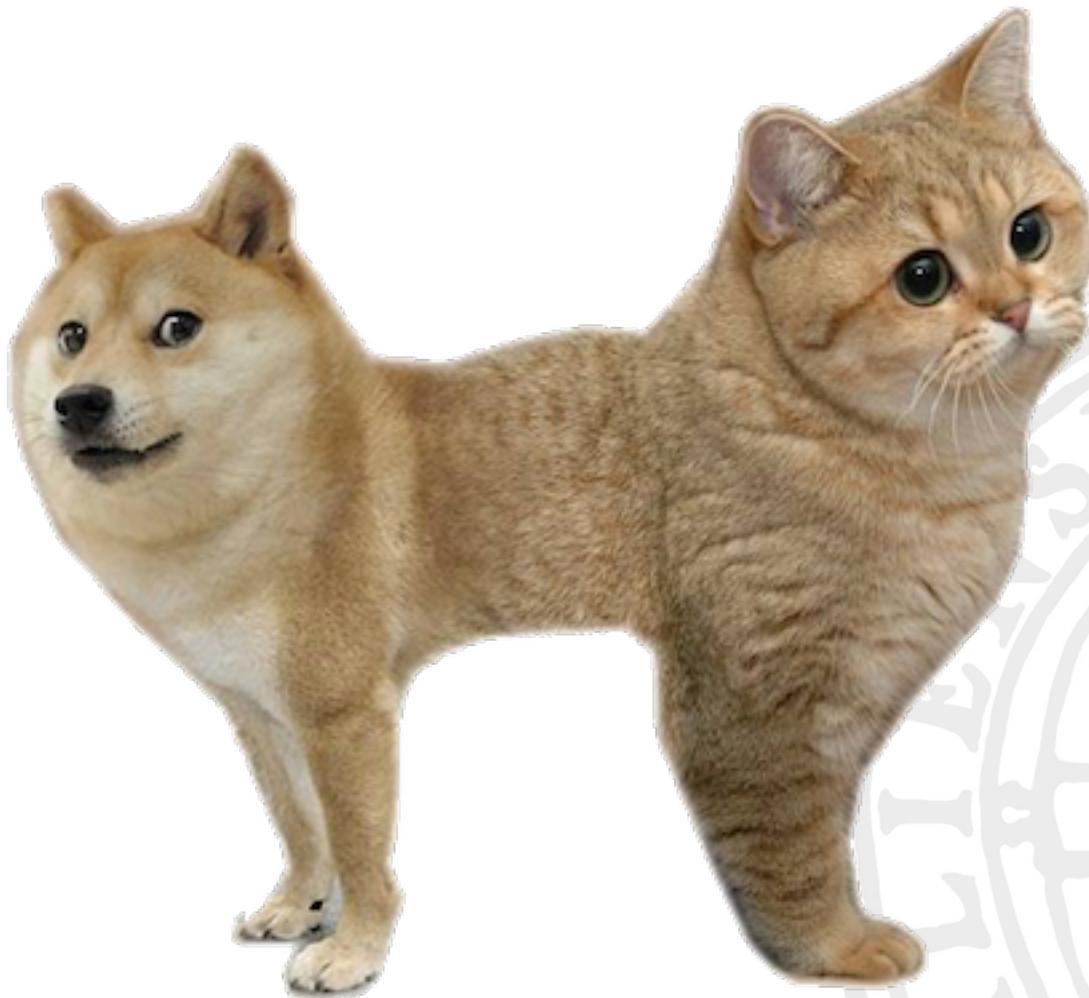
IF tear prod. rate = normal & astigmatism = yes & age != presbyopic THEN lenses = soft





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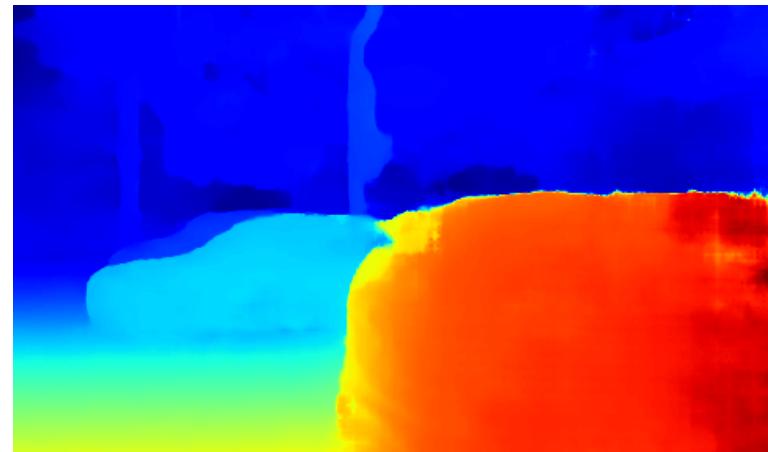
Dealing with uncertainty





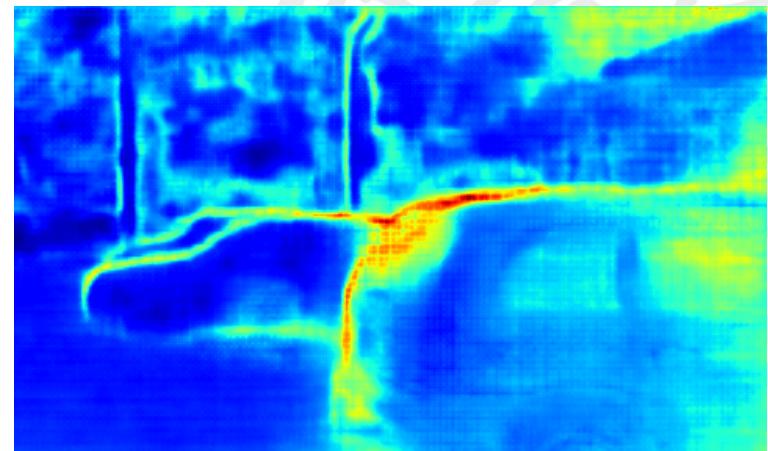
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Uncertainty



Uncertainty of depth estimation:

1. Original picture.
2. Estimated depth.
3. Estimation uncertainty.





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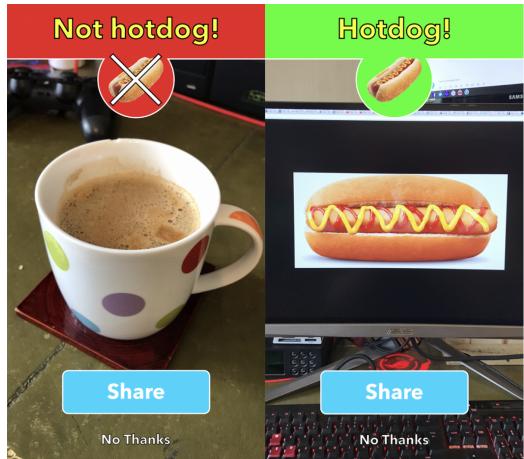
Aleatoric uncertainty



Aleatoric uncertainty is the sensing uncertainty.



Epistemic uncertainty



 David Khachatryan
@david_kha

If there's ketchup, it's a hotdog @FunnyAsianDude
#nohotdog #NotHotdogchallenge



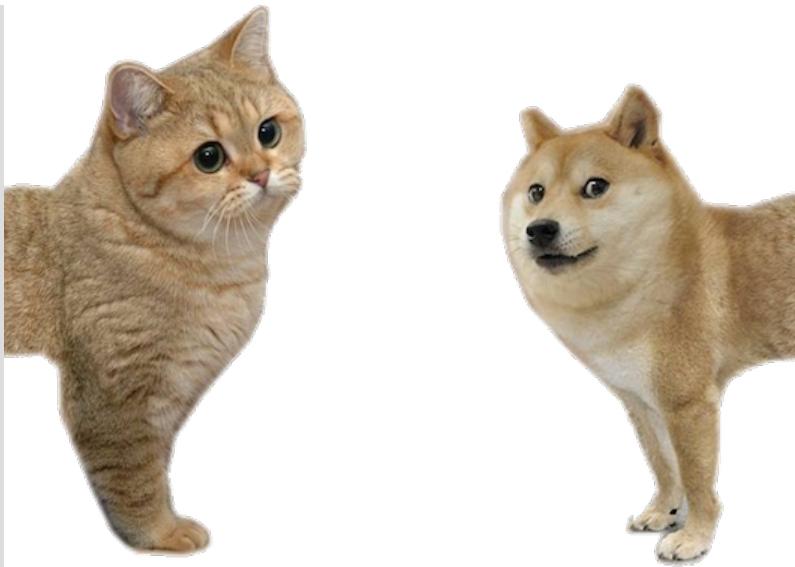
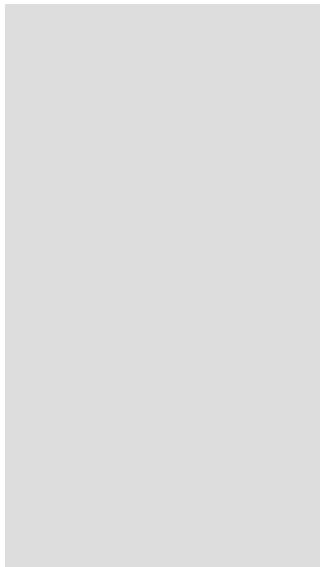
Epistemic uncertainty – related to the model.

- can be fixed given more training data



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Assessing uncertainty

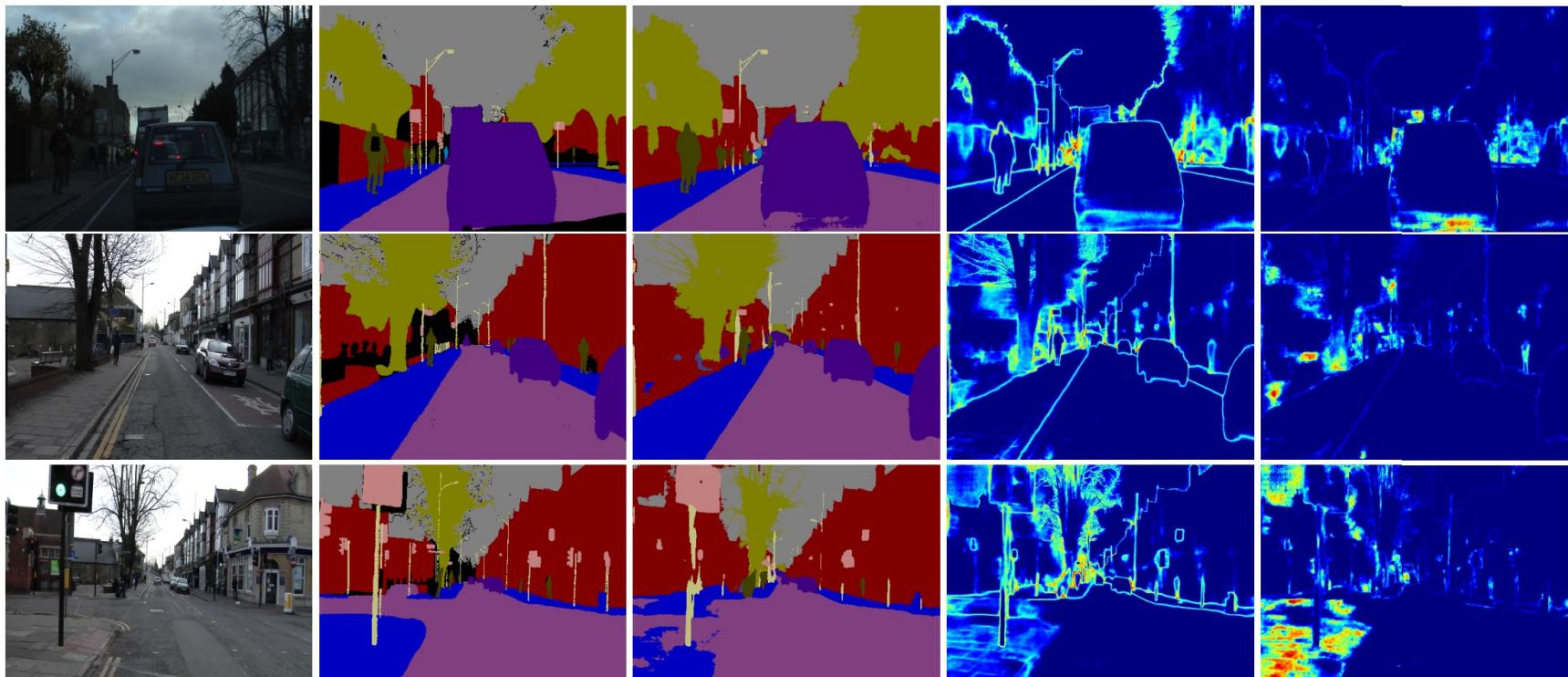


100% cat

high epistemic uncertainty

100% dog

Uncertainty – applications



(a) Input Image

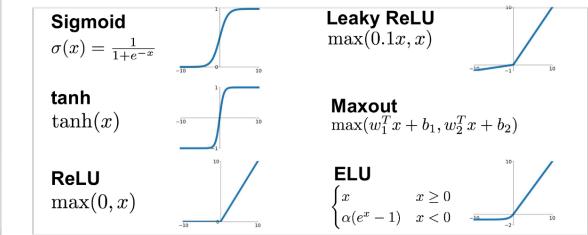
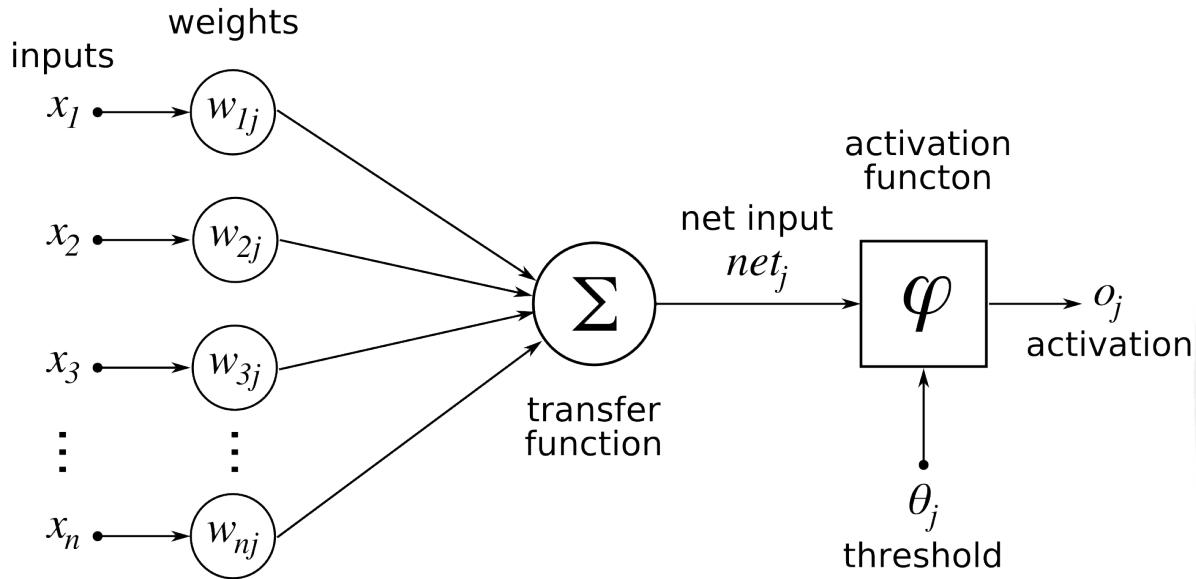
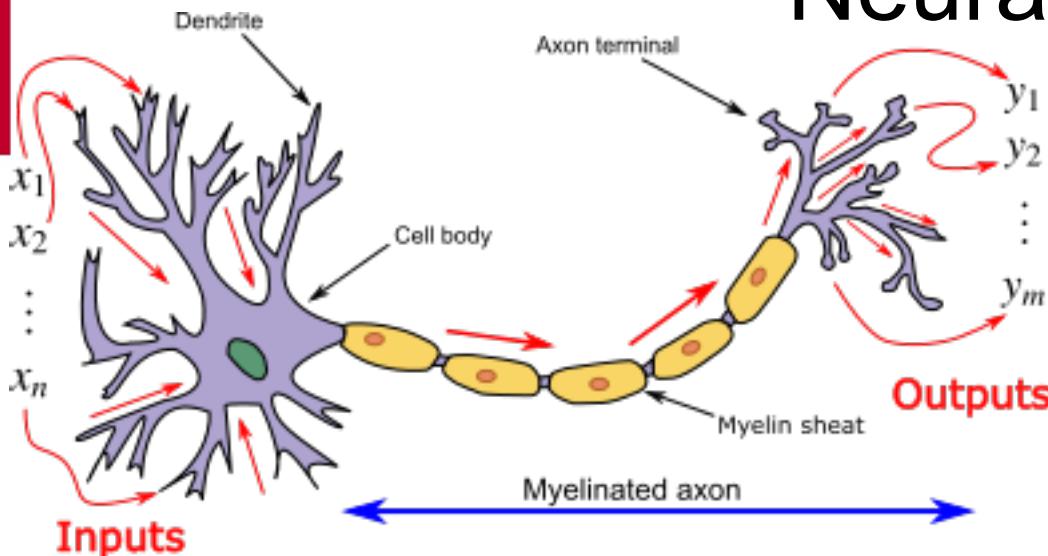
(b) Ground Truth

(c) Semantic Segmentation

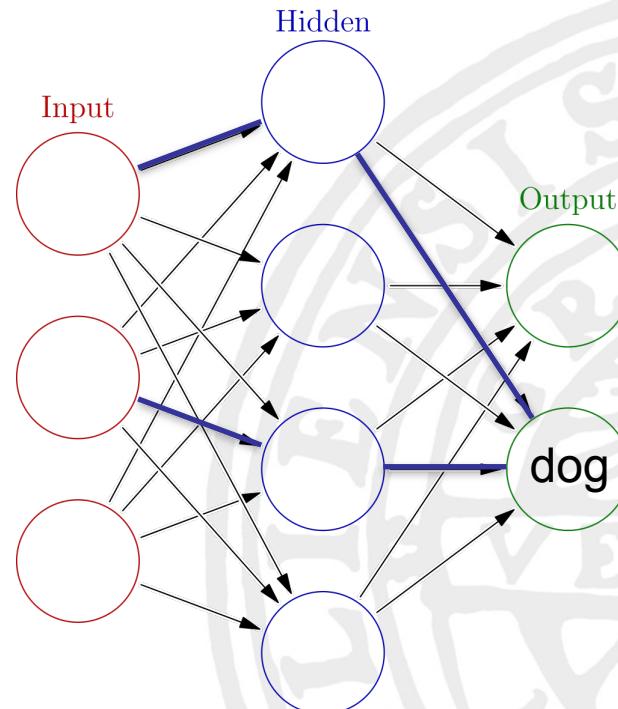
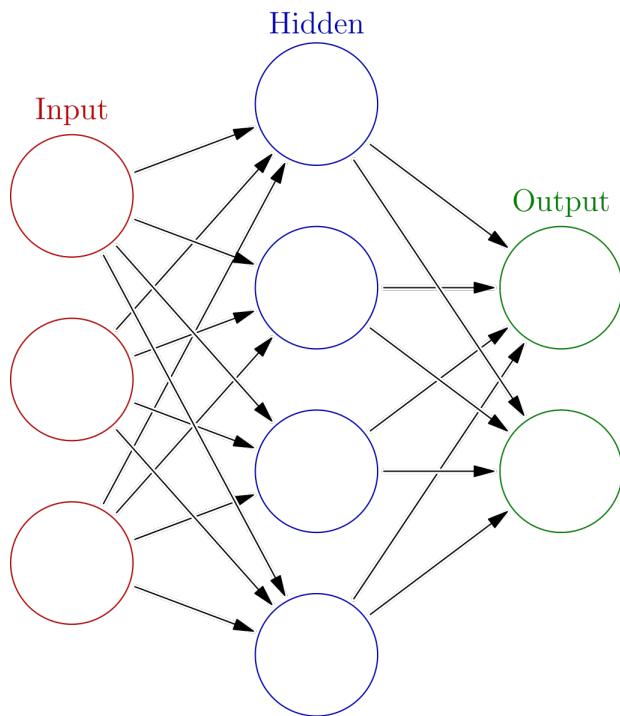
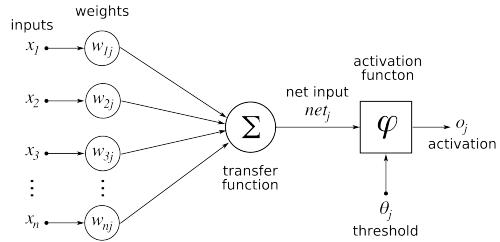
(d) Aleatoric Uncertainty

(e) Epistemic Uncertainty

Neural nets - intro



Neural nets - intro

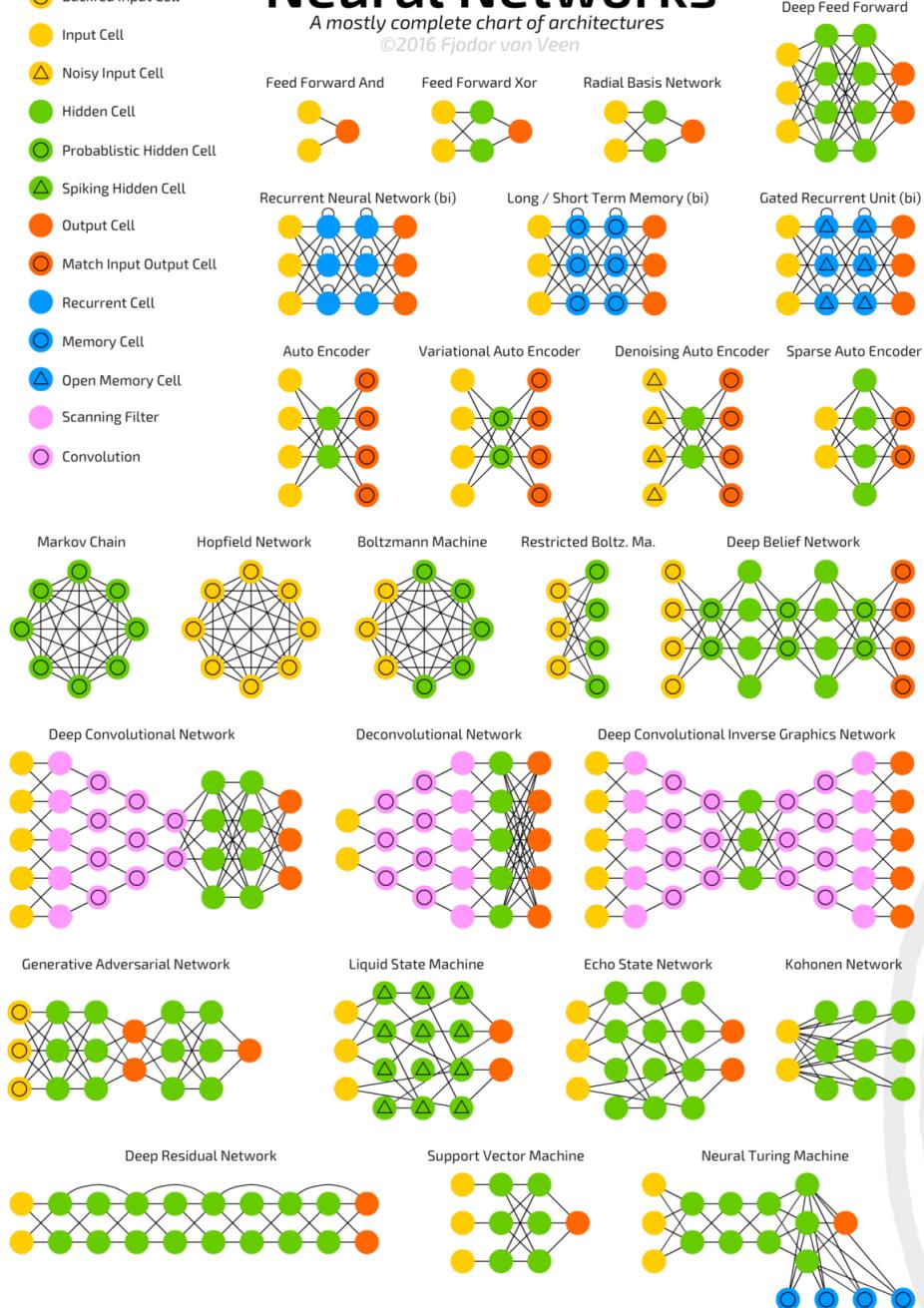


Neural Networks

A mostly complete chart of architectures

©2016 Fjodor van Veen

- Backfed Input Cell
- Input Cell
- △ Noisy Input Cell
- Hidden Cell
- Probabilistic Hidden Cell
- △ Spiking Hidden Cell
- Output Cell
- Match Input Output Cell
- Recurrent Cell
- Memory Cell
- △ Open Memory Cell
- Scanning Filter
- Convolution



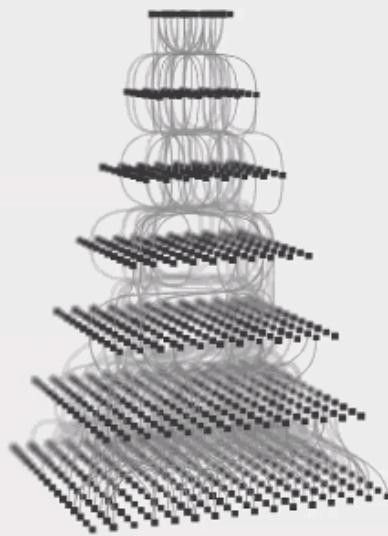
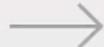


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Concept Activation Vectors - TCAV

Zebra Model

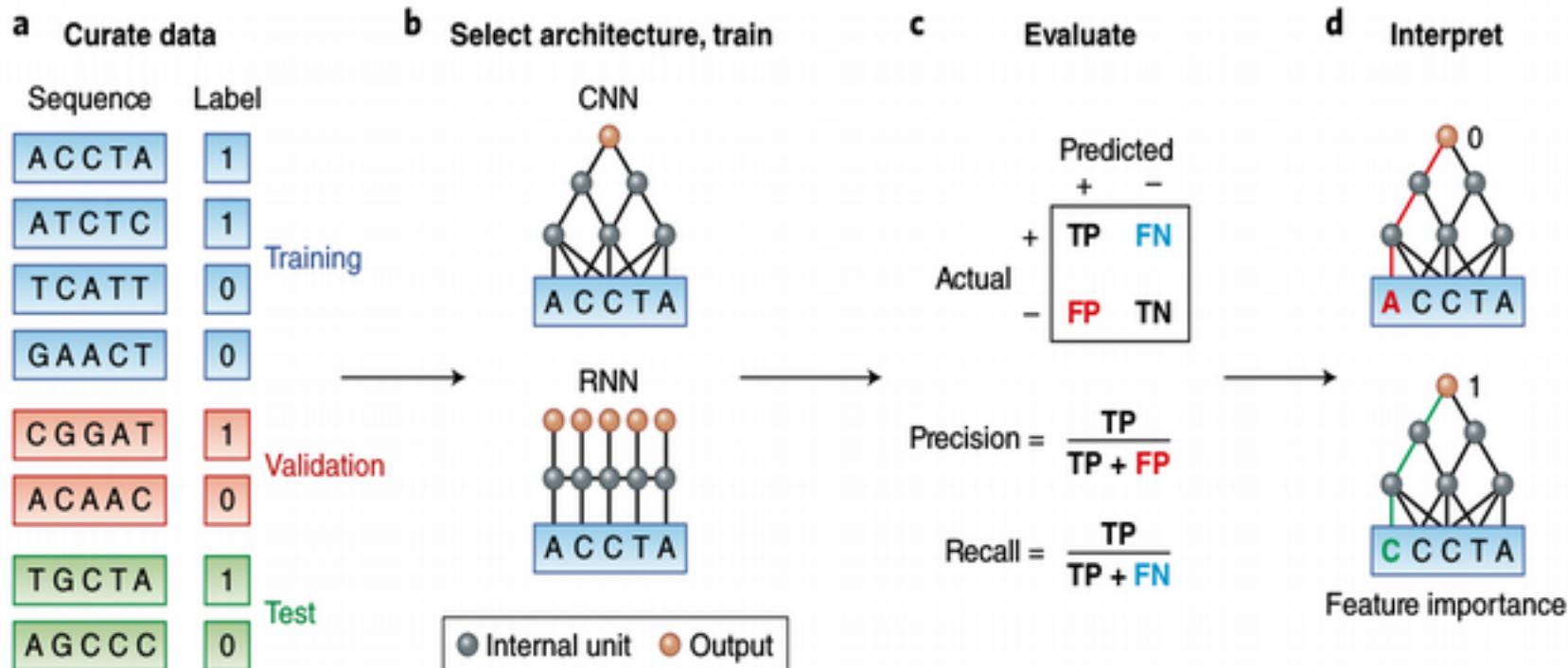
Zebras





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ANN in genetics

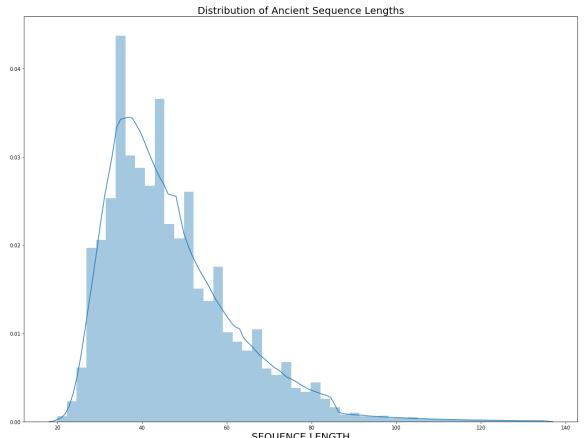


CNN for Genomics from Zou et al. Nature Genetics 51, pages12–18 (2019)



Nikolay Oskolkov, NBIS

INPUT: draft Neanderthal genome 2010

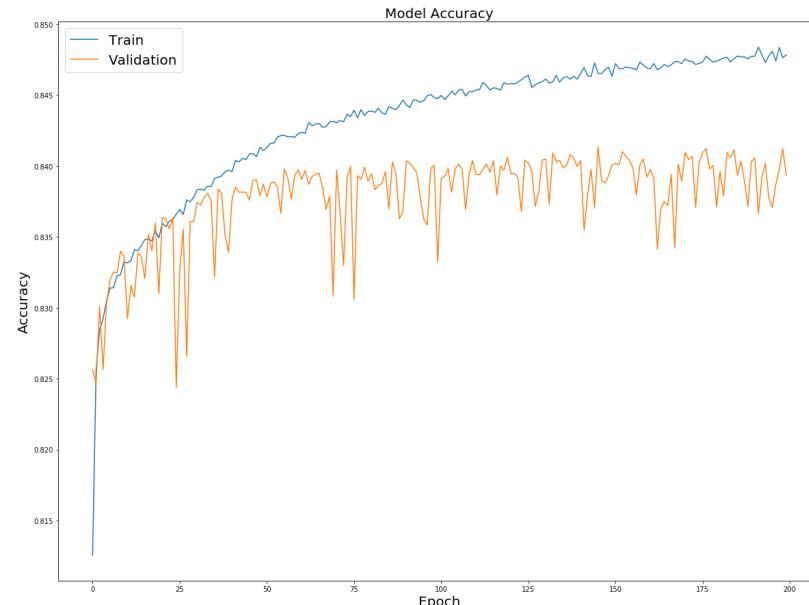


76nt

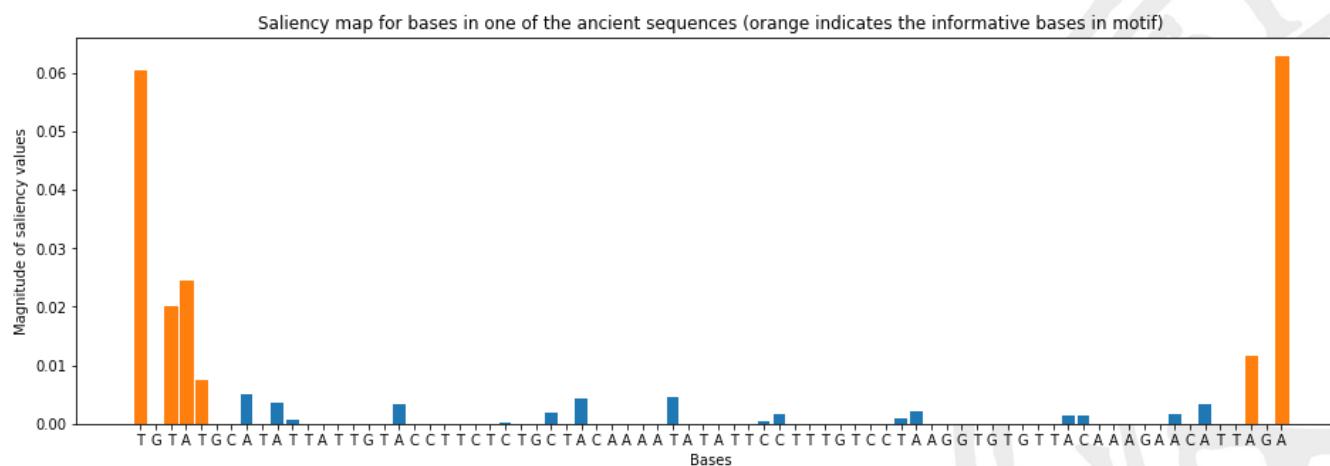
500 000 modern reads

500 000 ancient reads

Nikolay Oskolkov, NBIS



84% Acc

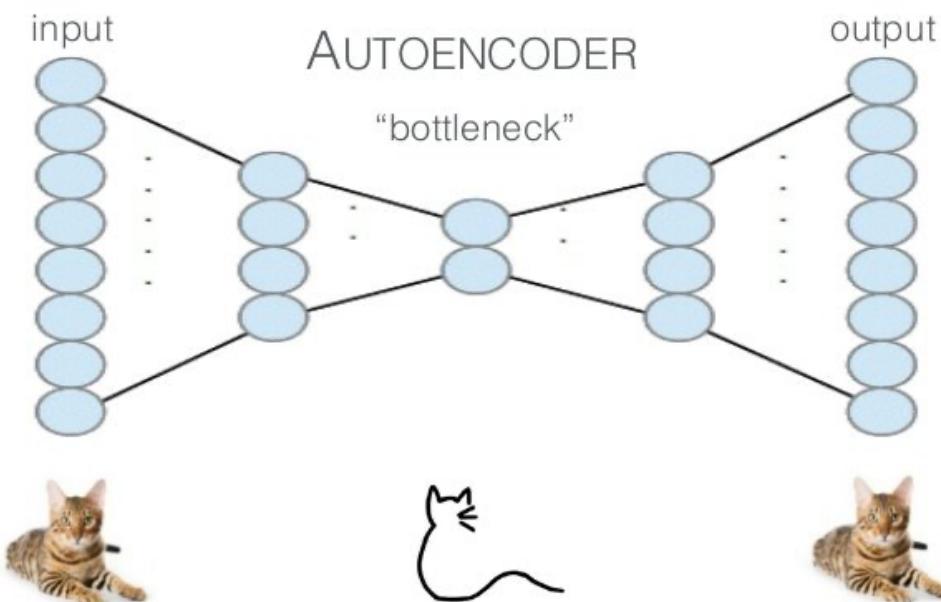


aDNA → deamination at the ends → increased C/T & G/A

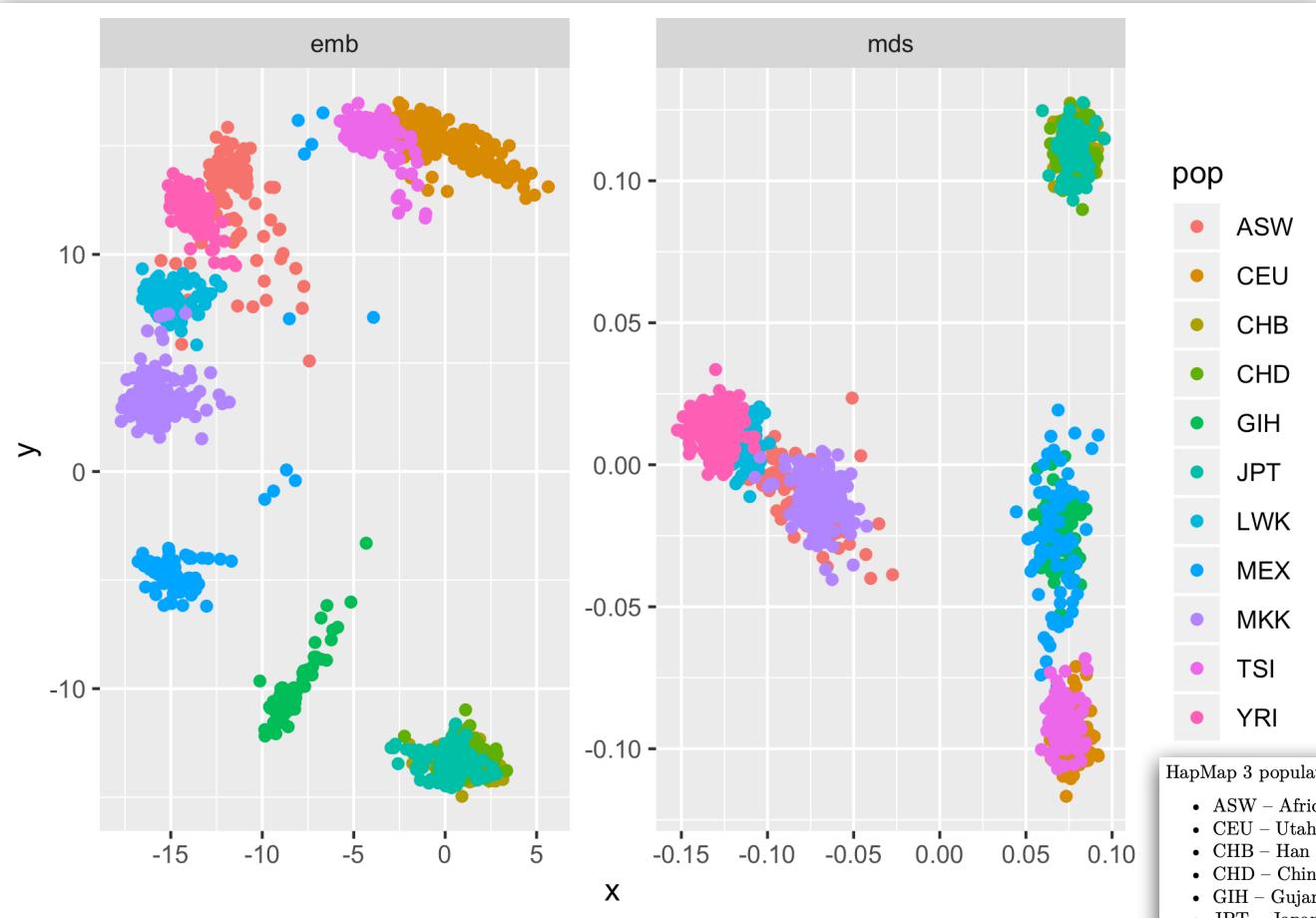


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Autoencoders



Autoencoder



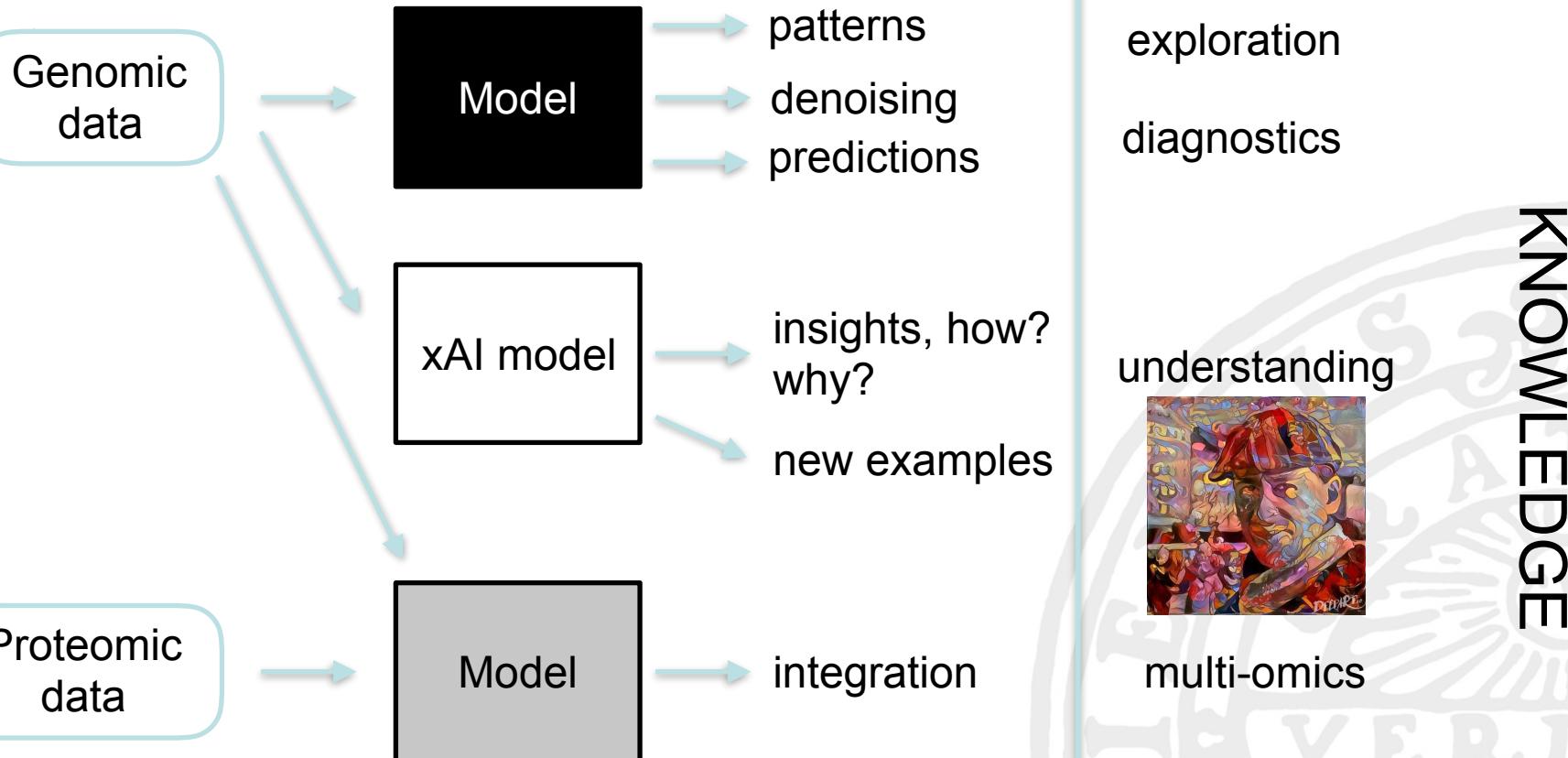
HapMap 3 populations:

- ASW – African ancestry in Southwest USA
- CEU – Utah residents with Northern and Western European ancestry
- CHB – Han Chinese in Beijing, China
- CHD – Chinese in Metropolitan Denver, Colorado
- GIH – Gujarati Indians in Houston, Texas
- JPT – Japanese in Tokyo, Japan
- LWK – Luhya in Webuye, Kenya
- MEX – Mexican ancestry in Los Angeles, California
- MKK – Maasai in Kinyawa, Kenya
- TSI – Toscani in Italy
- YRI – Yoruba in Ibadan, Nigeria



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What do we want to achieve?





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Thank You!

