Introduction to Machine Learning and Artificial Intelligence

Instructor: Xiaoqian Wang

8/21/2024

Summary

- Term definition
 - artificial intelligence (AI), machine learning
- Brief history of machine learning
- Machine learning and Al applications

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What is Artificial Intelligence?

"Artificial Intelligence (AI) is the part of computer science concerned with designing intelligent computer systems, that is, systems that exhibit characteristics we associate with intelligence in human behaviour – understanding language, learning, reasoning, solving problems, and so on." (Barr & Feigenbaum, 1981)

What is Artificial Intelligence?

- Acting humanly: The Turing test approach
- Thinking humanly: The cognitive modeling approach
- Thinking rationally: The "laws of thought" approach
 - Example: Socrates is a man and all men are mortal and concludes that Socrates is mortal
- Acting rationally: The rational agent approach
 - Acts to achieve the best (expected) outcome

Artificial Intelligence Topics in AAAI 2025

- Application Domains (APP)
- Cognitive Modeling & Cognitive Systems (CMS)
- Computer Vision (CV)
- Constraint Satisfaction and Optimization (CSO)
- Data Mining & Knowledge Management (DMKM)
- Game Theory and Economic Paradigms (GTEP)
- Humans and AI (HAI)
- Intelligent Robotics (ROB)

- Knowledge Representation and Reasoning (KRR)
- Machine Learning (ML)
- Multiagent Systems (MAS)
- Philosophy and Ethics of AI (PEAI)
- Planning, Routing, and Scheduling (PRS)
- Reasoning under Uncertainty (RU)
- Search and Optimization (SO)
- Natural Language Processing (NLP)

Source: https://aaai.org/aaai-conference/aaai-25-keywords/

What is Machine Learning?

"Machine Learning is the study of computer algorithms that improve automatically through experience." (Mitchell & Hill, 1997).

Machine Learning Topics in ICML 2024

- General Machine Learning (active learning, clustering, online learning, ranking, reinforcement learning, supervised, semi- and self-supervised learning, time series analysis, etc.)
- Deep Learning (architectures, generative models, deep reinforcement learning, etc.)
- Learning Theory (bandits, game theory, statistical learning theory, etc.)
- Optimization (convex and non-convex optimization, matrix/tensor methods, stochastic, online, non-smooth, composite, etc.)

- Probabilistic Inference (Bayesian methods, graphical models, Monte Carlo methods, etc.)
- Trustworthy Machine Learning (accountability, causality, fairness, privacy, robustness, etc.)
- Applications (computational biology, crowdsourcing, healthcare, neuroscience, social good, climate science, etc.)

Source: https://icml.cc/Conferences/2024/CallForPapers

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- Solving XOR with a neural network: Hornik, K., Stinchcombe, M., & White, H. (1989). Multilayer feedforward networks are universal approximators. Neural networks, 2(5), 359-366.

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- ACM A.M. Turing Award 2018: Bengio, Hinton and LeCun Ushered in Major Breakthroughs in Artificial Intelligence

Machine Learning and Al Today



Autonomous Driving

https://www.tesla.com/autopilot



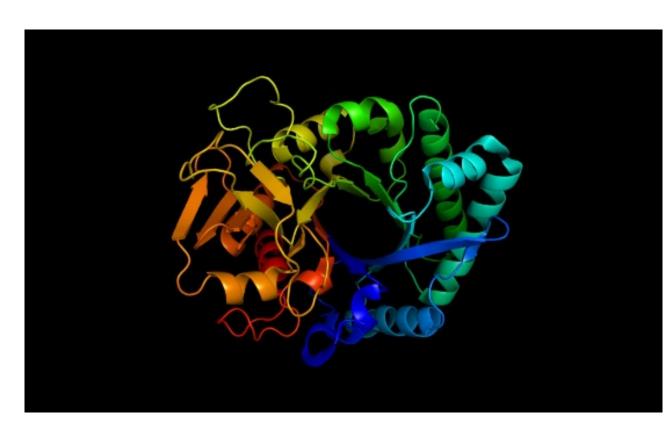
AI Chatbot

https://www.cancer.gov/news-events/cancer-currentsblog/2023/chatbots-answer-cancer-questions



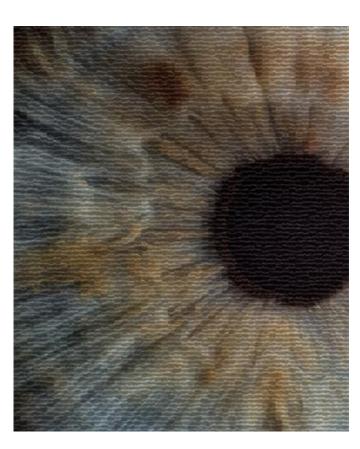
Go

https://www.wsj.com/articles/googles-stream-runs-dry-inchina-while-its-alphago-battles-the-human-champion-ofgo-1495541989



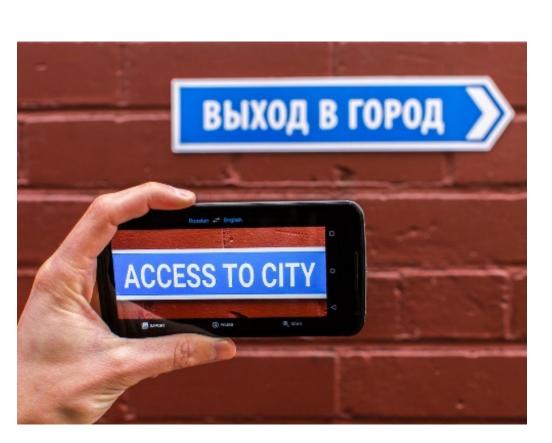
Protein Folding

https://www.artificialintelligence-news.com/ 2018/12/03/deepmind-ai-protein-foldingbreakthroughs/



Disease Detection

Kermany, Daniel S., et al. "Identifying medical diagnoses and treatable diseases by image-based deep learning." Cell 172.5 (2018): 1122-1131.



Machine Translation

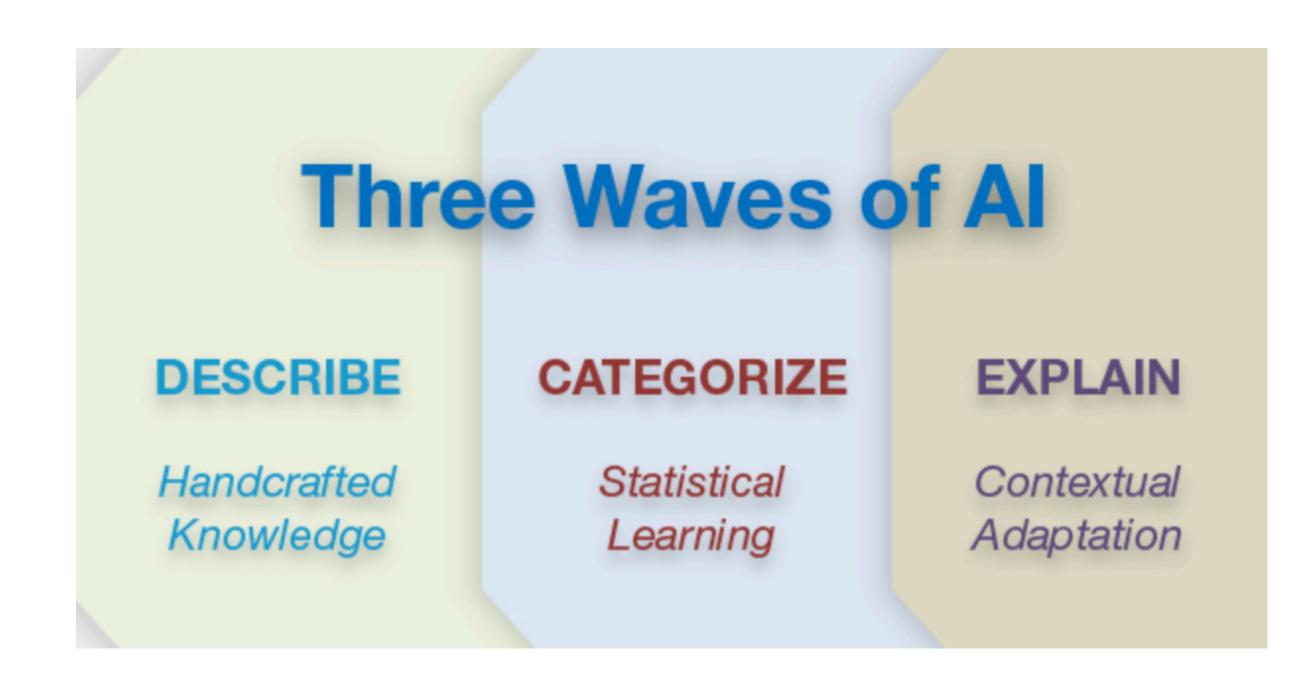
https://finance.yahoo.com/news/google-ceo-sundar-pichai-revealed-004138550.html

Defense Advanced Research Projects Agency (DARPA) Perspective of Artificial Intelligence

- Artificial intelligence is a programmed ability to process information
 - perceive rich, complex and subtle information
 - learn within an environment
 - abstract to create new meanings
 - reason to plan and to decide

DARPA Perspective of Artificial Intelligence

- Artificial intelligence is a programmed ability to process information
 - perceive rich, complex and subtle information
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 - reason to plan and to decide
- Three Waves in Artificial intelligence
 - Handcrafted Knowledge
 - Statistical Learning
 - Contextual Adaptation



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Machine learning and Al application example

 CNN in a daily life application: image classification

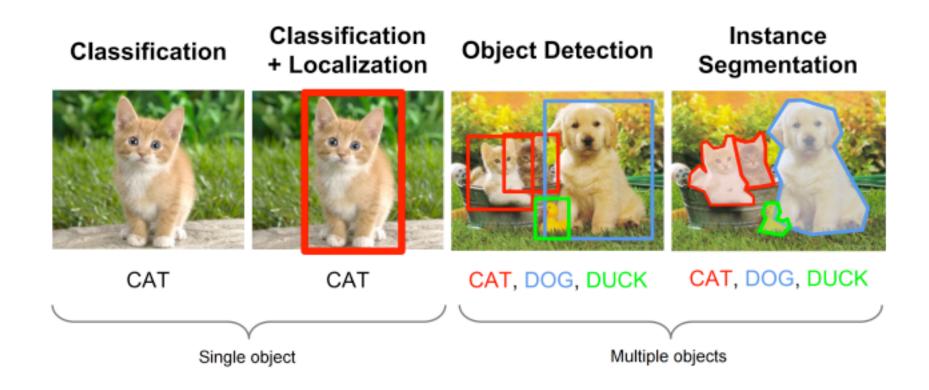


Image source: https://www.kdnuggets.com/2018/09/object-detection-image-classification-yolo.html

 Clustering in a daily life application: recommender system

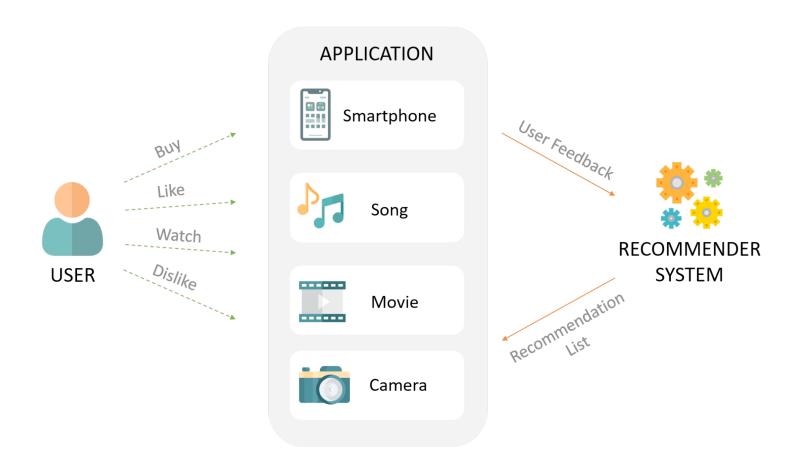


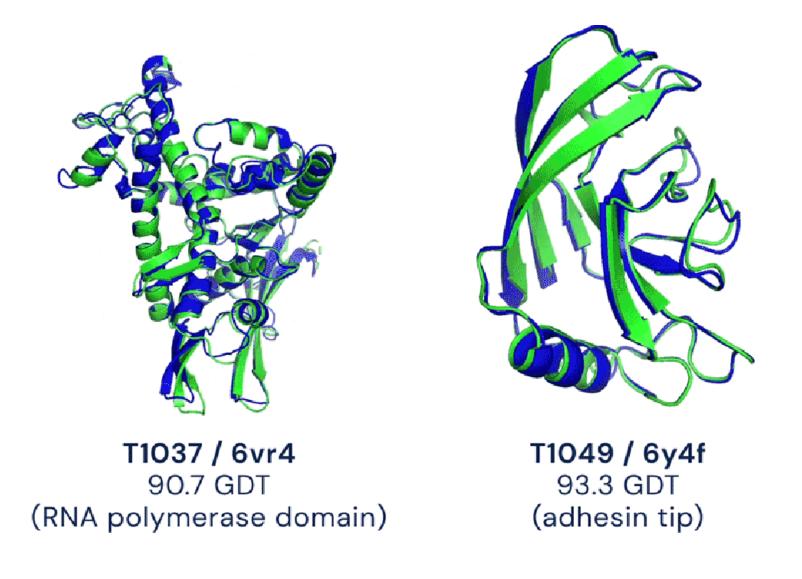
Image from Ferreira, Diana, et al. "Recommendation system using autoencoders." *Applied Sciences* 10.16 (2020): 5510.

Machine learning and Al application example

 Transformer in Alpha Fold: a solution to a 50-year-old grand challenge in biology

Alpha Fold introduction video: https://www.youtube.com/watch?

v=gg7WjuFs8F4



Experimental result

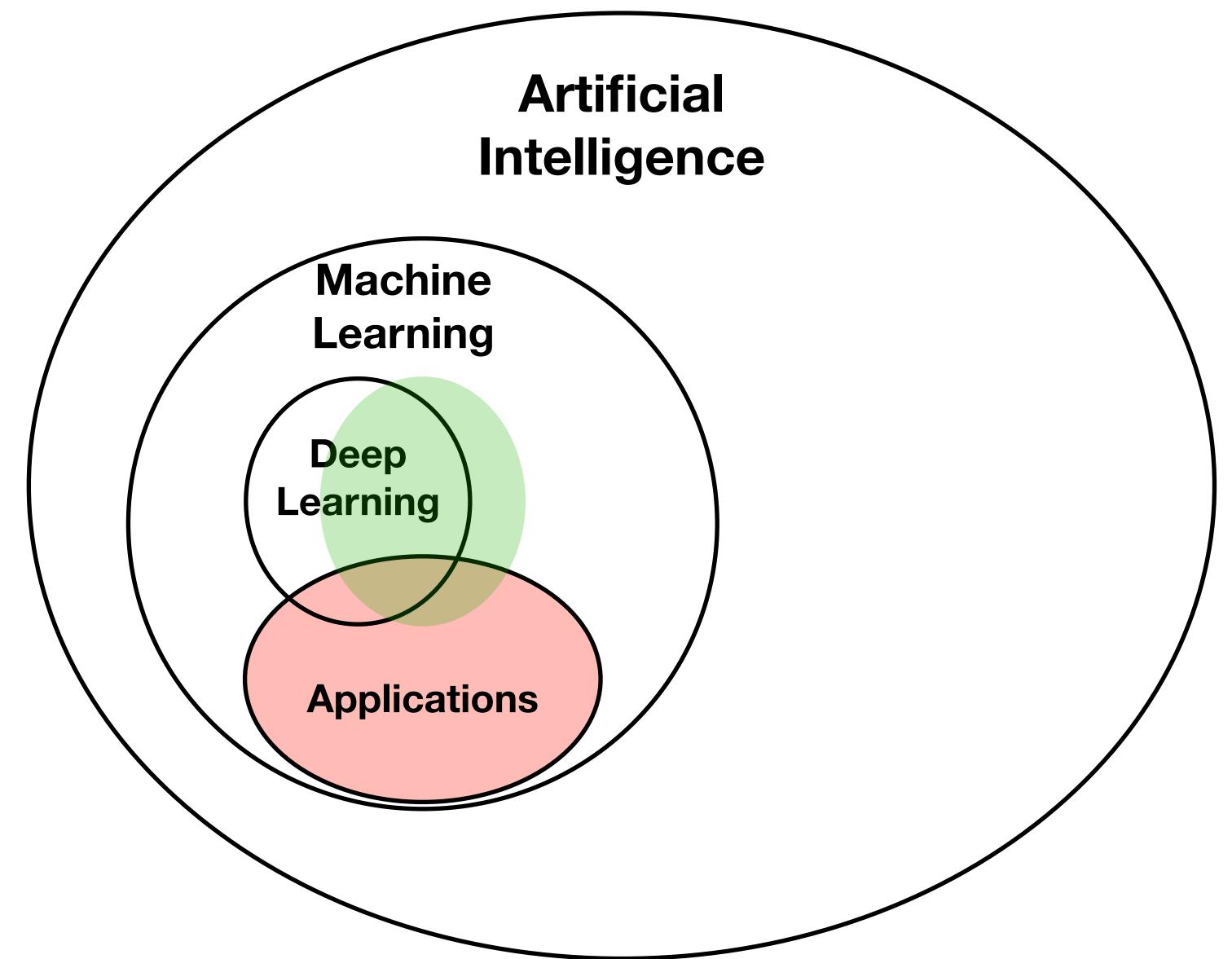
Computational prediction

application: language translation

Transformer in a daily life

Image source: https://www.xsellco.com/resources/ecommerce-translation-tools/

Scope of This Course



References

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Kurenkov, A. (2020). A brief history of neural nets and deep learning. https://www.skynettoday.com/authors#andrey_kurenkov