

Computational Stylometry: Programs that Know You

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April 2024

Premise: Artistic Imitation

- Consider the painting 'The Morteratsch Glacier, Upper Engadine Valley, Pontresina, by Albert Bierstadt, 1895 [Sethi(2016)]'



(a)



(b)

Figure: (a) The original painting (b) The same painting as if it were painted by other artists: (from top left) Van Gogh, Munch, Kahlo, Picasso, Matisse and Escher. [Sethi(2016)]

Outline

- Stylometry
- Neural Networks (NNs)
- Convolutional Neural Networks (CNNs)
- Case Study: Chess
- Ethics
- Conclusion

Stylometry: Definition and History

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- Stylometry has been used to help identify the authors of the works of Shakespeare.
- Shakespeare's canon was proven to be written by multiple authors [Wikipedia([n. d.]a)].

Stylometry: Modern Use Cases

- The advent of machine learning allows the application of stylometry to additional forms of media.



Figure: Example of genuine (upper) and forged (lower) signatures [Hafemann et al.(2017)].

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- Stylometry has been used to identify whether signatures are forged or genuine [Hafemann et al.(2017)].



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- Identifying an author of text or media can be extended into imitating that author.
- This can be used to imitate artistic style [Sethi(2016)], or to imitate chess playing [McIlroy-Young et al.(2021)].

Neural Networks: Overview

- Machine learning: automatic process of approximating dependencies of many parameters.

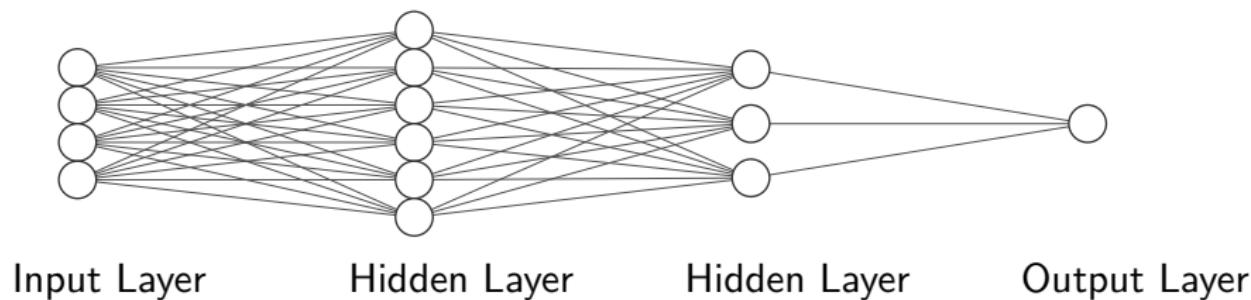


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- Neural Network (NN): a common program model used for machine learning.

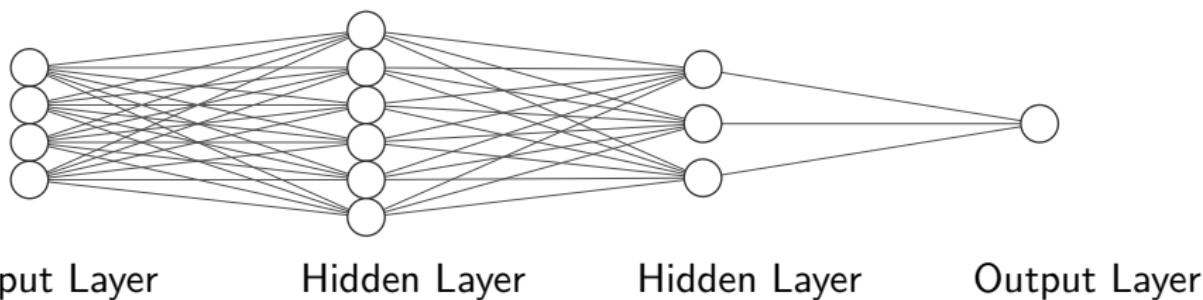


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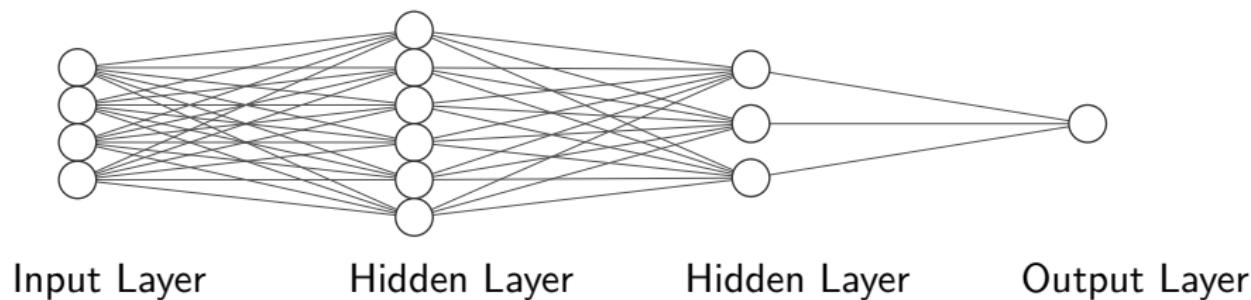


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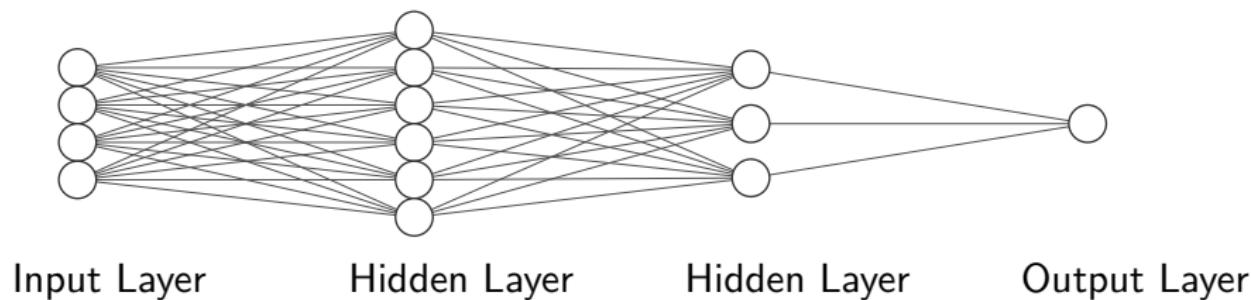


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- Each connection has an associated weight.

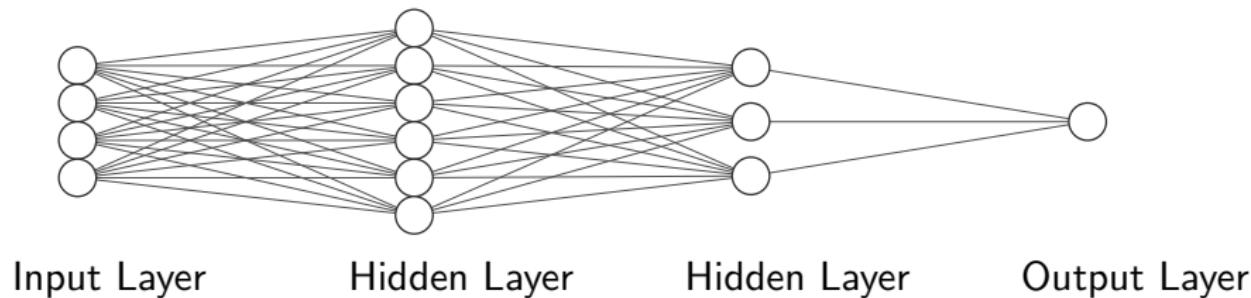


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- Tuning the weights to increase accuracy is an automated process.
- After training, the weights are frozen, finalizing the model.

Neural Networks: Activation Functions

- Each node of a NN has an associated nonlinear activation function.

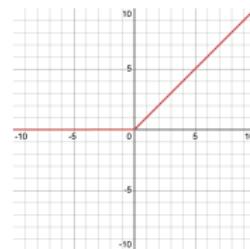


Figure: $\text{ReLU}(x)$

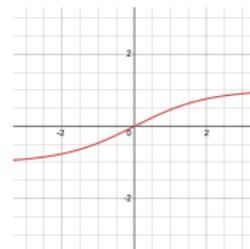


Figure: $\tanh(x)$

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- Examples:

- ReLU (Rectified Linear Unit):

$$\text{ReLU}(x) = \begin{cases} x, & x \geq 0 \\ 0 & \end{cases}$$

- tanh:

$$\tanh(x) = \frac{e^{2x} - 1}{e^{2x} + 1}$$

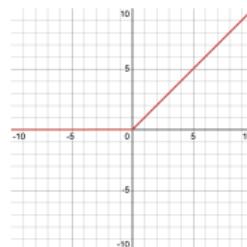


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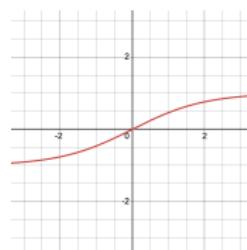


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Neural Networks: Evaluation

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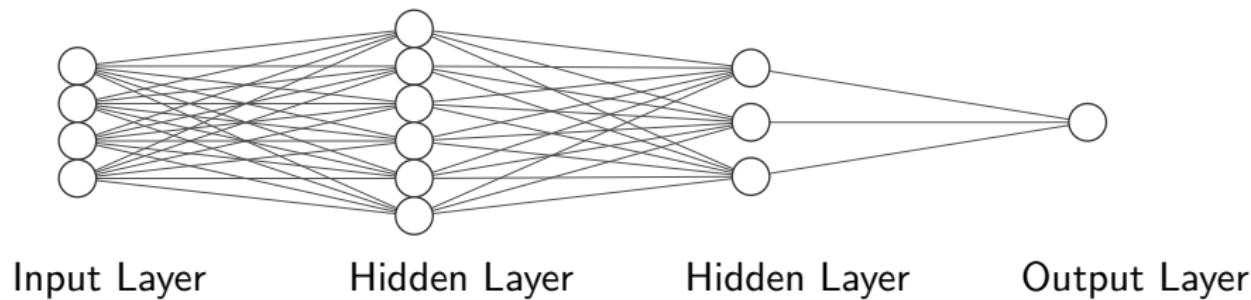


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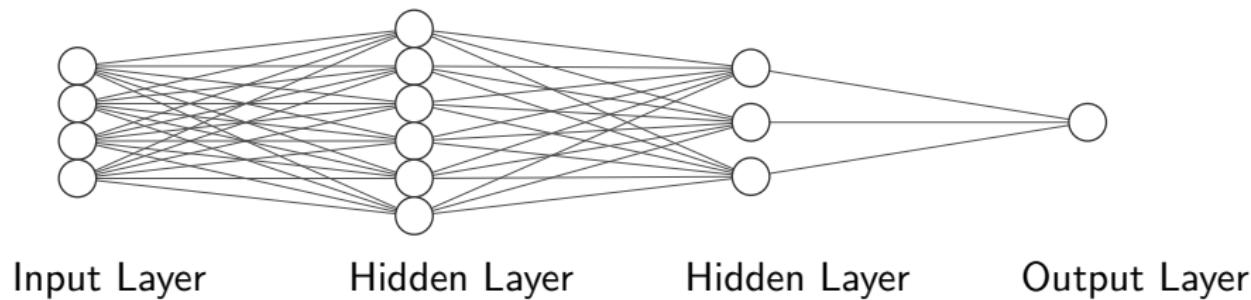


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- Example: input vector \vec{x} , activation function $f(\vec{x})$:

$$N(\vec{x}) = f(x_1 w_1 + x_2 w_2 + \dots + x_n w_n)$$

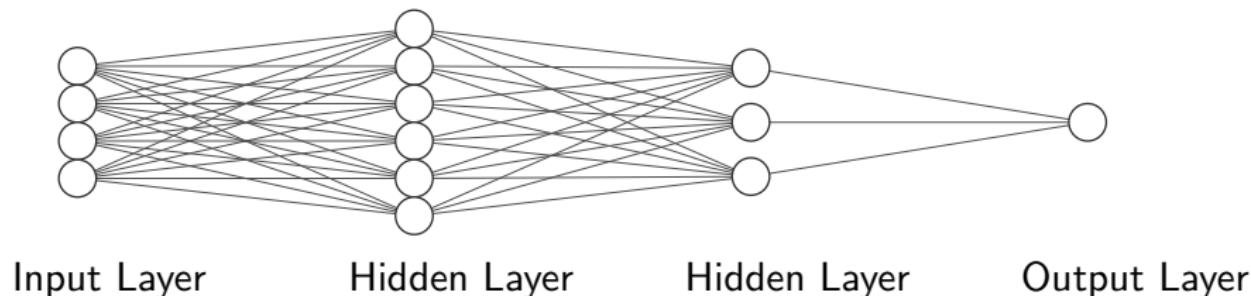


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- They process inputs by preserving the spacial relations between different points.
- These often work on 2D images.
- CNNs can be thought of as a traditional NN with convolutional steps.

CNNs: Convolutions

- A convolutional filter is a grid of weights that get multiplied element-wise with each subset of the input.

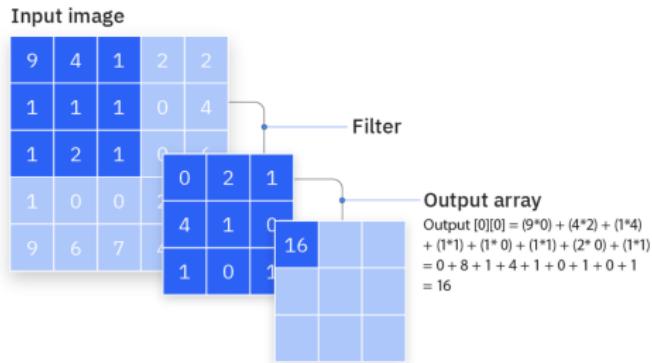


Figure: An example convolutional filter being combined with one subset of the input [IBM([n. d.])].

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- The weights of the filter are what gets trained for the CNN.

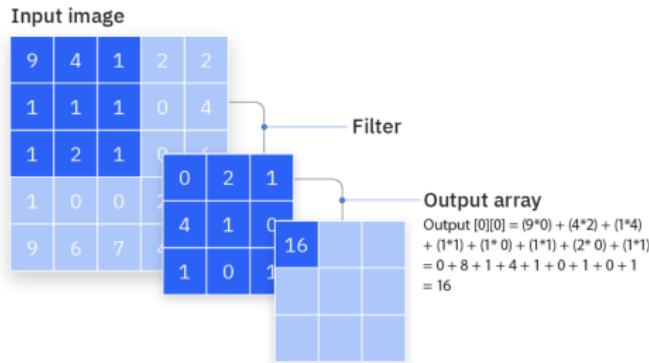


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CNNs: Residual CNNs

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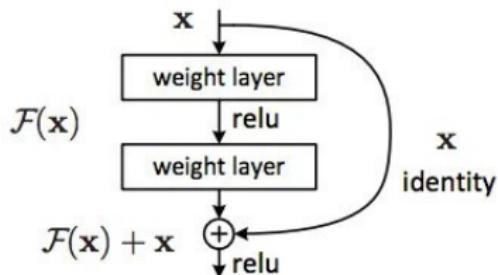


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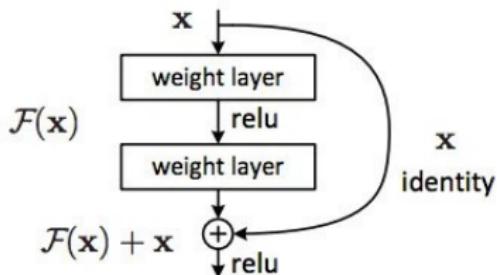


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- Residual CNNs pass original data with isolated features to preserve fidelity.

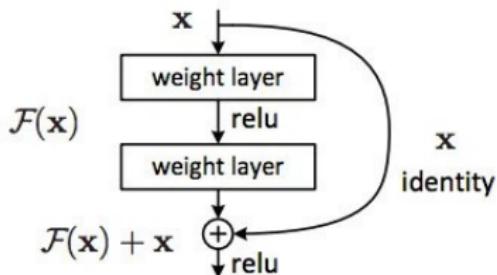


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- They did this in the hopes of building personalized training assistants [McIlroy-Young et al.(2021)].
- They described their process and results over a series of papers, with the most recent being *Learning Models of Individual Behavior in Chess*, published in 2022.



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- The lichess database has more than a billion games growing by more than 1 million games a day [McIlroy-Young et al.(2021)].
- Game data contains metadata, and all moves.
 - Player identifiers
 - Player ratings
 - Time control
 - Event (if applicable)

Chess Engine: Training Setup

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 - Has played more than 1000 blitz games.
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- Only considered 100 reference and query games each.

Chess Engine: Architecture

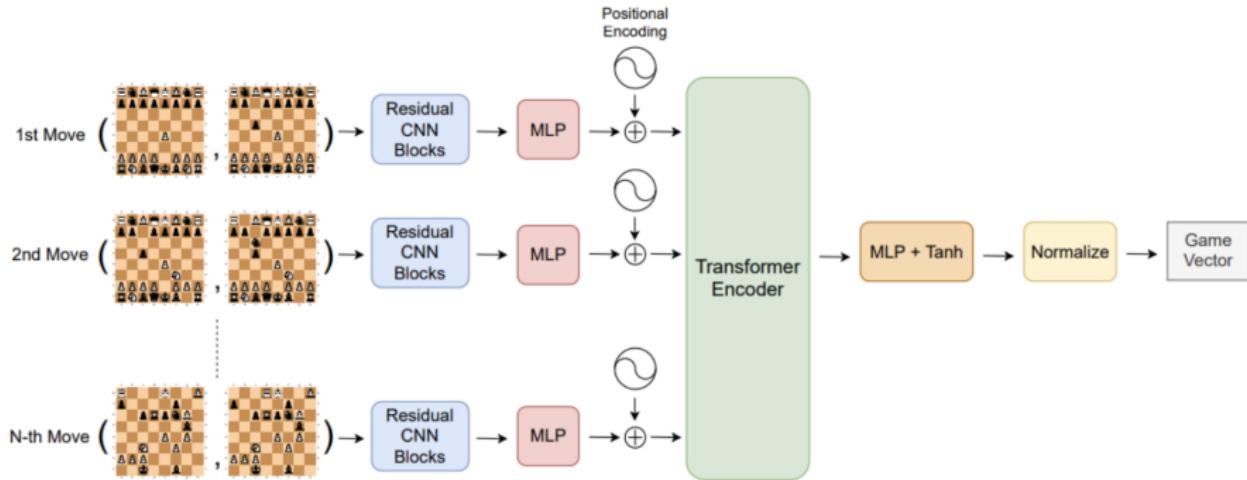


Figure: The architecture of the neural network used by Mcillroy-Young *et al.* [McIlroy-Young et al.(2021)].

Chess Engine: Input

- The model takes in a sequence of moves.

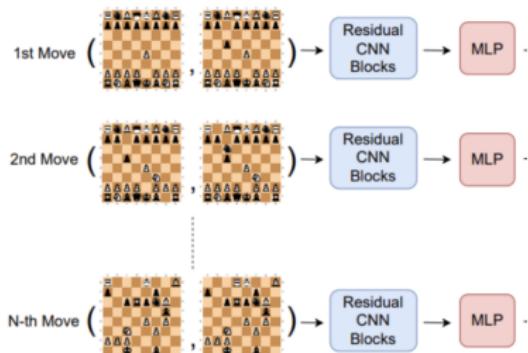


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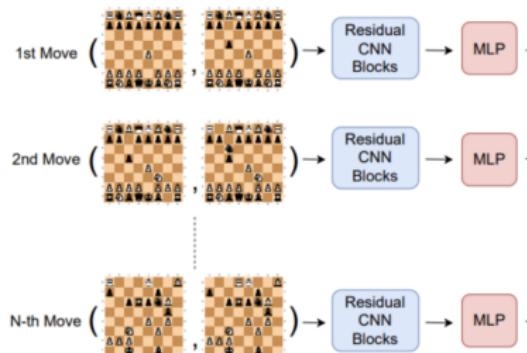


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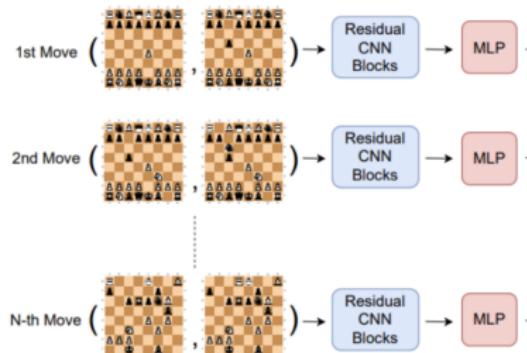


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- These moves are fed into a residual CNN, outputting move features.

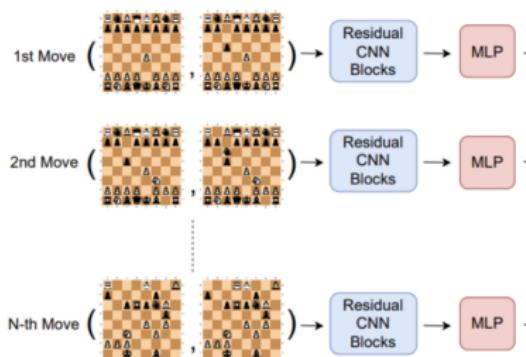


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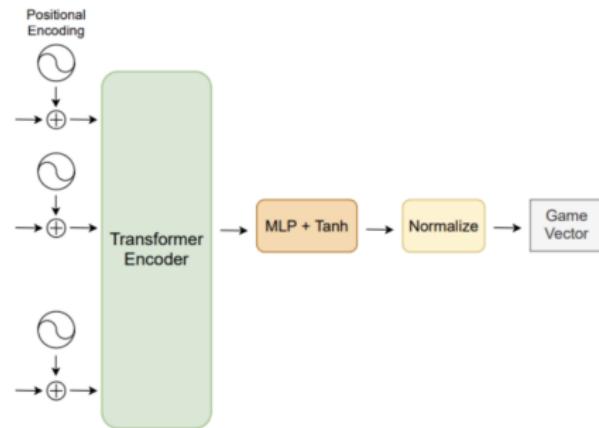


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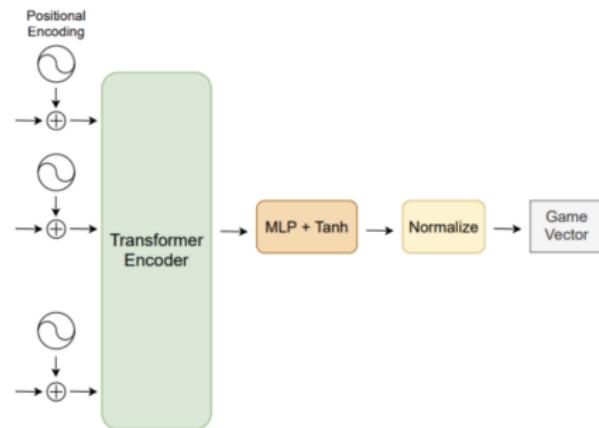


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- Move features are passed into transformer.
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- The move features are then compressed into their essence, creating a game vector.

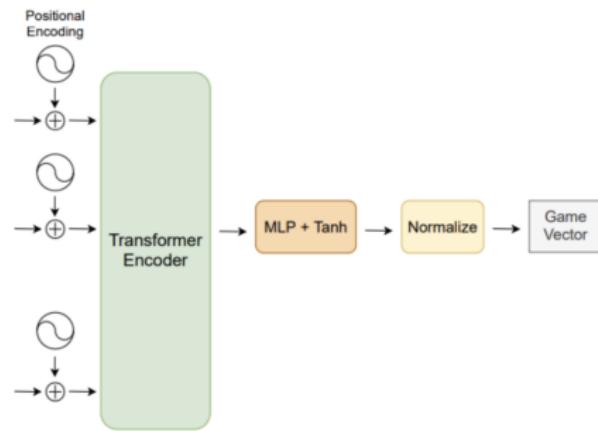


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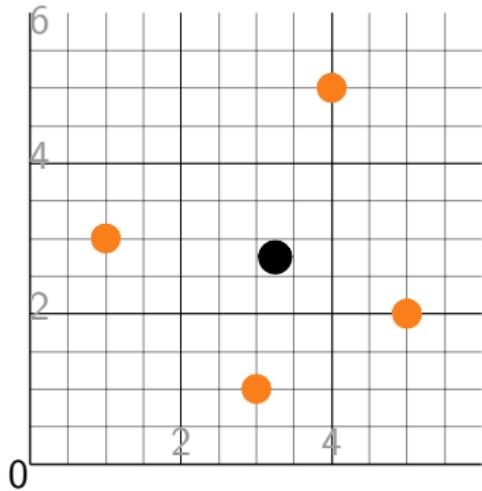


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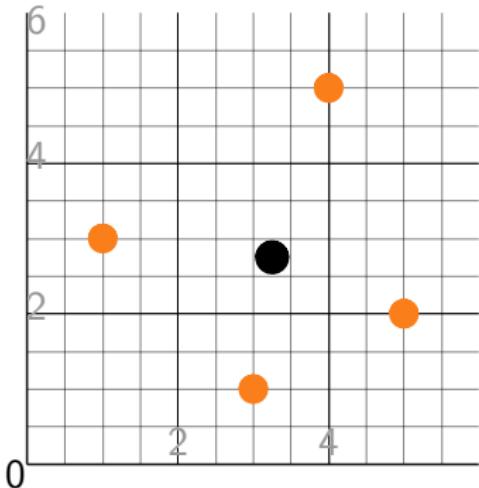


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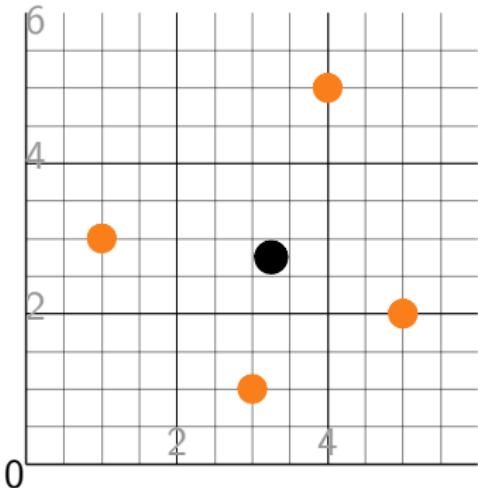


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- Model generalized to master players.

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- Imitation models can be used as a learning tool.
- Imitation stylometry can be used for effective counterfeiting.

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- Stylometry can help tailor ML models for individuals.
- Powerful stylometry raises many privacy concerns.

Acknowledgments

I would like to thank Prof. Elena Machkasova for advising through this project, and Prof. Wenkai Guan for feedback and suggestions during this project.

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