Al in Culture and Arts – Tech Crash Course

Introduction to Deep Learning

Benedikt Zönnchen 9th of April 2025





1. How Do Machines Learn?

2. How Do Humans Train Machines?

3. Interactions with ML

1. How Do Machines Learn?

2. How Do Humans Train Machines?

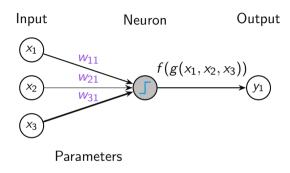
3. Interactions with ML

Input Hidden layer Hidden layer Output layer (Dog) (Cat)

$$h_{ heta}(\mathbf{x}) = \mathbf{y},$$
 where $\mathbf{x} = (x_1, \dots x_n)$ and $\mathbf{y} = (y_1, \dots, y_k)$

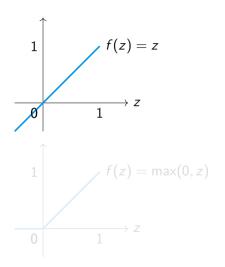
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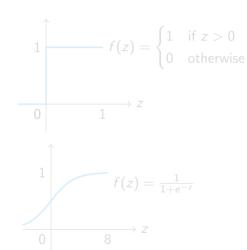
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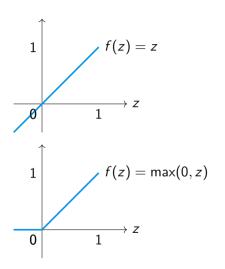


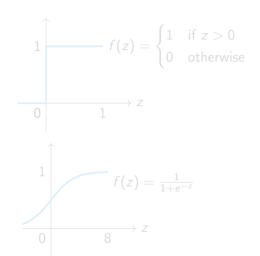
Parameters determine how strong neurons are wired together:

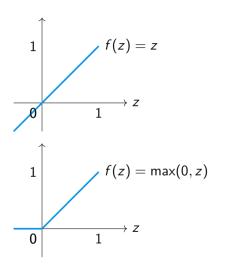
$$g(x_1, x_2, x_3) = x_1 \cdot w_{11} + x_2 \cdot w_{21} + x_3 \cdot w_{31}$$

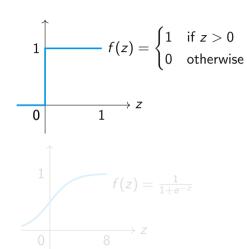


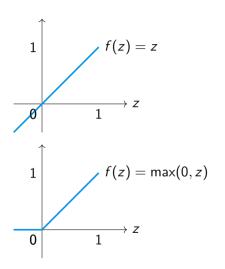


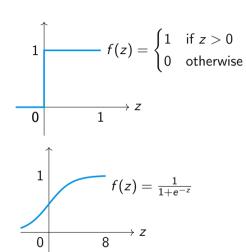


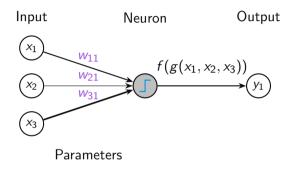






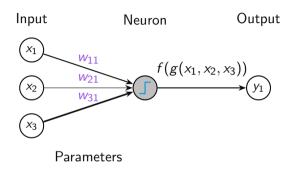






"Neurons that fire together, wire together."

$$w_{ij} = w_{ij} - \eta \cdot x_i \cdot y_j$$



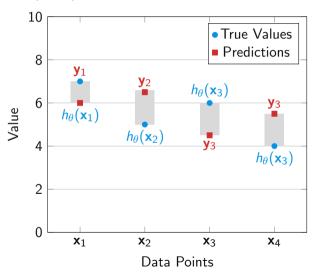
"Neurons that fire together, wire together."

$$\theta_{t+1} = \theta_t - \eta \cdot \nabla J(\theta_t)$$

In this case $\theta_t = (w_{11}, w_{21}, w_{31})$.

Cost Function (Regression)

Mean Squared Error (MSE):



Cost Function (Regression)

Mean Squared Error (MSE):

$$J(\theta) = \frac{1}{N} \sum_{i=1}^{N} (\mathbf{y}_i - h_{\theta}(\mathbf{x}_i))^2$$

where \mathbf{y}_i is the correct label of a data point $\mathbf{x}_i = (x_1, \dots, x_n)$ in our training data.

Idea: Let's say our preduction clasifies our *i*-th image, that is \mathbf{x}_i , as 0.3 dog and 0.7 cat:

$$h_{\theta}(\mathbf{x}_i) = (0.3, 0.7)$$

but in reality it is most certainly a dog, that is, (0.95, 0.05). A good error would be:

$$-\left[0.95 \cdot 0.3 \cdot (1-0.95) \cdot (1-0.3)\right] \cdot \left[0.05 \cdot 0.7 \cdot (1-0.05) \cdot (1-0.7)\right]$$

This term is minimal for $\mathbf{x}_i = (0.95, 0.05)$

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Categorical Cross Entropy Cost:

$$J(\theta) = \frac{1}{N} \sum_{i=1}^{N} \left[\mathbf{y}_i \cdot \log \left(h_{\theta}(\mathbf{x}_i) \right) + (\mathbf{1} - \mathbf{y}_i) \cdot (\mathbf{1} - \log \left(h_{\theta}(\mathbf{x}_i) \right) \right) \right]$$

where \mathbf{y}_i is interpreted as the probability distribution of categories for $\mathbf{x}_i = (x_1, \dots, x_n)$, i.e. a data point.

To improve the model's prediction, we try to minimize the cost function. One way to do this is **gradient decent**:

$$\theta_{t+1} = \theta_t - \eta \cdot \nabla J(\theta_t)$$

Condition: $\nabla J(\theta_t)$ exits!

Interactive Tutorial

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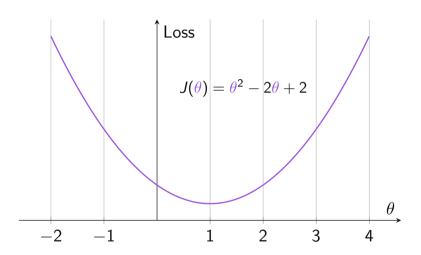
Interactive Tutorial

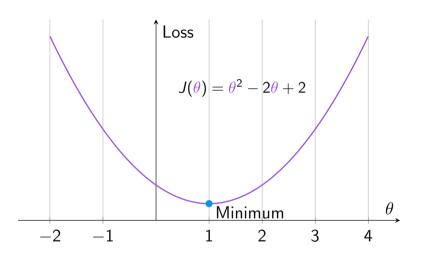
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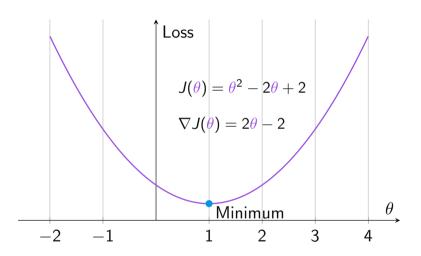
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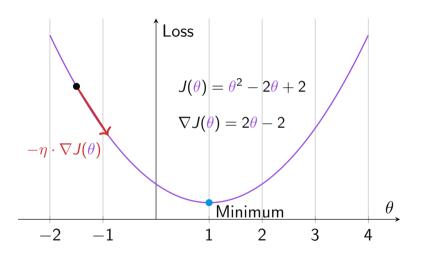
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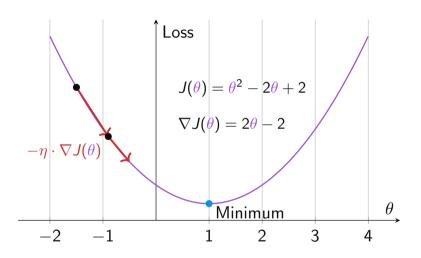
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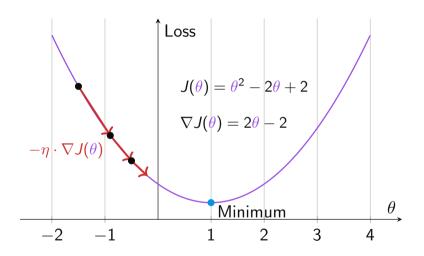


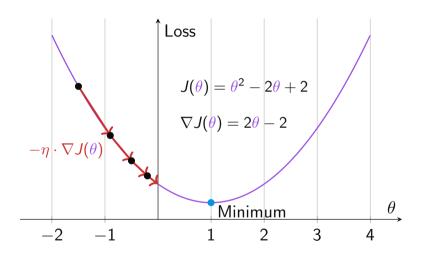


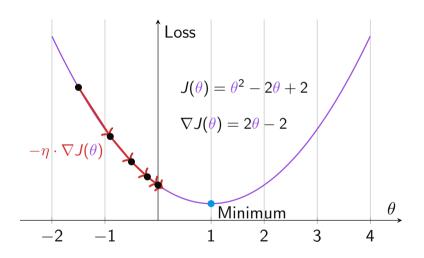


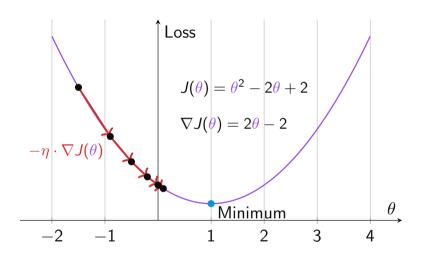


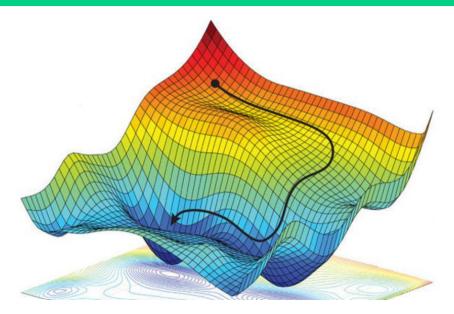




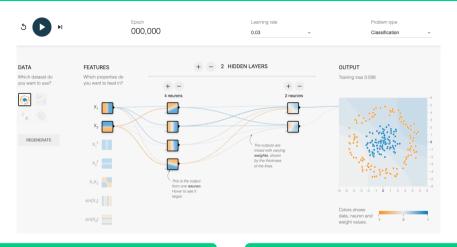








Design and Try Your Perceptron

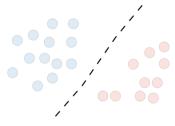


Simplified Tensorflow Playground

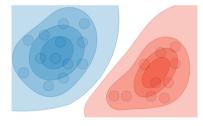
Extended Tensorflow Playground

Modeltypes

- Discriminative models: Learn the boundaries of decisions.
- **Generative models:** Learn the whole distribution of the data.



Discriminative modelling



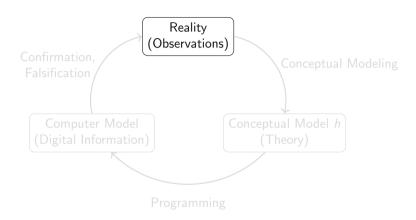
Generative modelling

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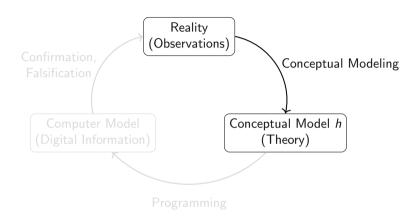
3. Interactions with ML

Theory-driven Modeling



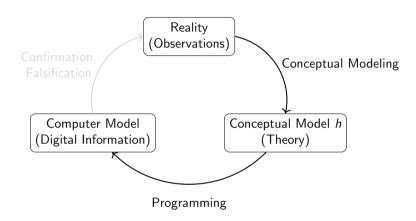
Minds contructs a (falsifiable) theory or hypothesis about reality to test against.

Theory-driven Modeling



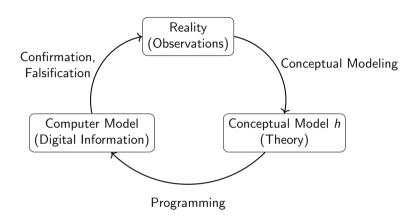
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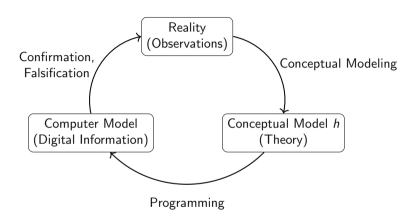
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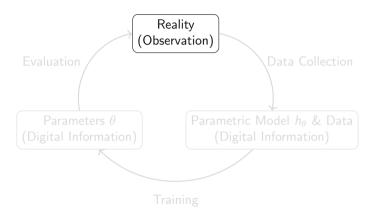


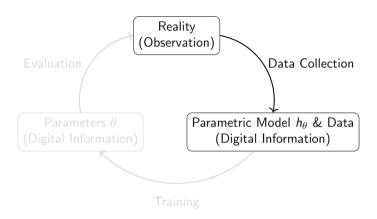
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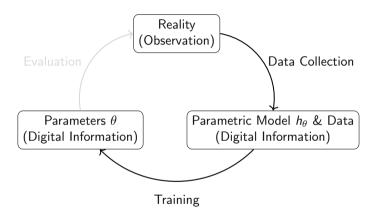
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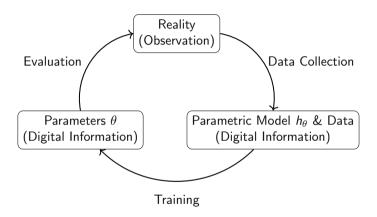


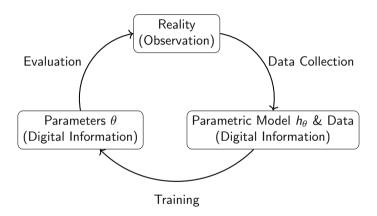
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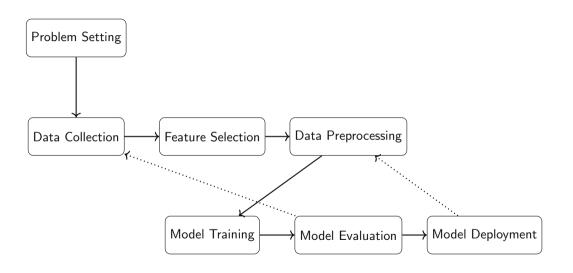








Development Cycle



Programming Libraries

```
class fast_glinear(torch.autograd.Function):
101
          def forward(ctx, a, b, scales, zeros):
102
103
              m, k = a.shape
104
              _{n} n = b.shape
105
106
              quant groupsize = 128
107
              block_size_m = 16
108
              block size n = 32 # [N = 4096 // 32] = 128 blocks
109
              block_size_k = 256
110
              group size m = 8
111
              num warps = 4
112
              num stages = 8
113
              total blocks m = triton.cdiv(m, block size m)
114
              total blocks n = triton.cdiv(n, block size n)
```

Python and ML libraries (PyTorch, tensorflow, JAX etc.)

Train a Model with Python

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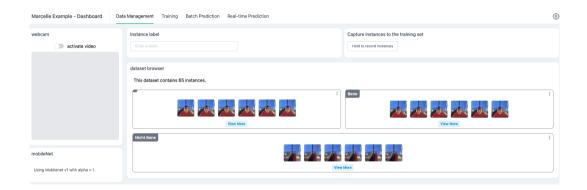
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The Marcelle Toolkit

Marcelle: composing interactive machine learning workflows and interfaces (?, ?).

https://marcelle.dev/

The Marcelle Toolkit



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Any questions?

3. Interactions with ML

References I

Françoise, J., Caramiaux, B., & Sanchez, T. (2021). Marcelle: Composing interactive machine learning workflows and interfaces. In *The 34th annual acm symposium on user interface software and technology* (pp. 39–53). New York, NY, USA: Association for Computing Machinery. Retrieved from https://doi.org/10.1145/3472749.3474734 doi: 10.1145/3472749.3474734