

CS 480

Introduction to Artificial Intelligence

April 16, 2024

Announcements / Reminders

- Please follow the Week 13 To Do List instructions (if you haven't already)
- Work on your last Written Assignment
- **FINAL EXAM is on THURSDAY (04/25/2024)**
 - IGNORE Registrar's FINAL EXAM date
 - Last week of classes! NOT finals week
 - Section 02: contact Mr. Charles Scott (scott@iit.edu) to make arrangements

Plan for Today

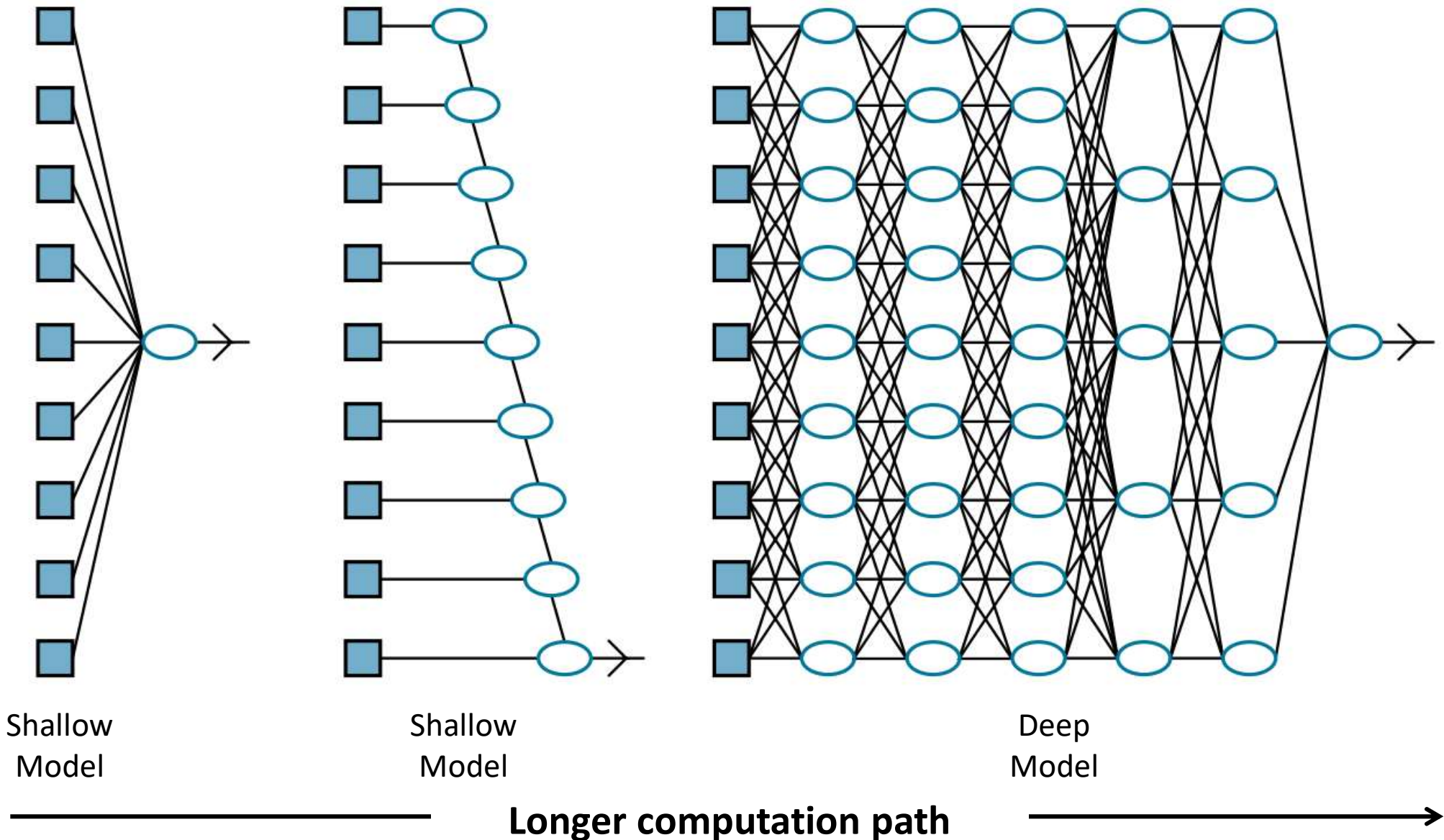
- A Casual Introduction to Machine Learning
- Deep Learning
- Bio-Inspired AI

Deep Learning

Deep Learning

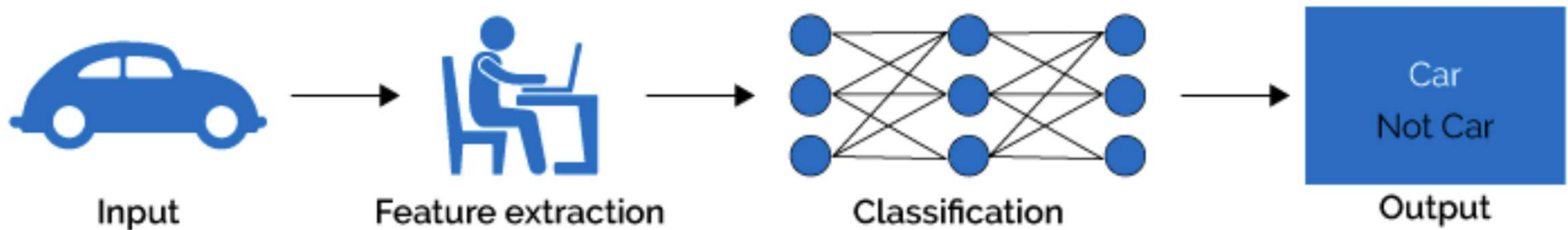
Deep learning is a broad family of techniques for machine learning (also a sub-field of ML) in which hypotheses take the form of **complex algebraic circuits with tunable connections**. The word “deep” refers to the fact that the circuits are **typically organized into many layers**, which means that **computation paths from inputs to outputs have many steps**.

Shallow vs. Deep Models

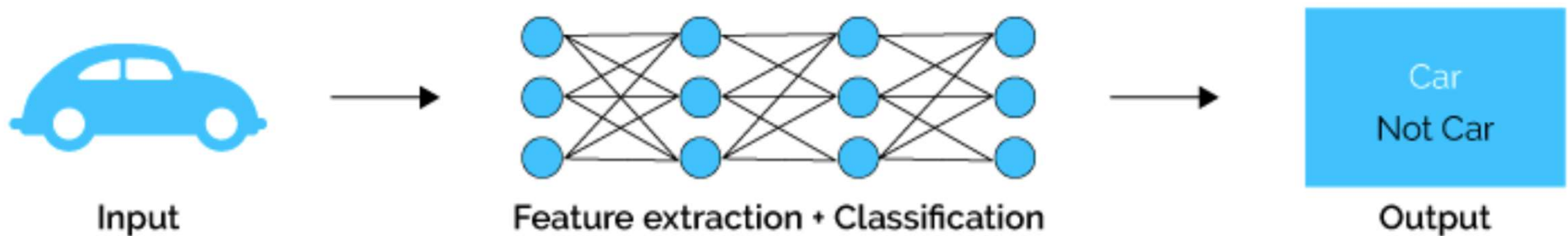


Machine Learning vs. Deep Learning

Machine Learning



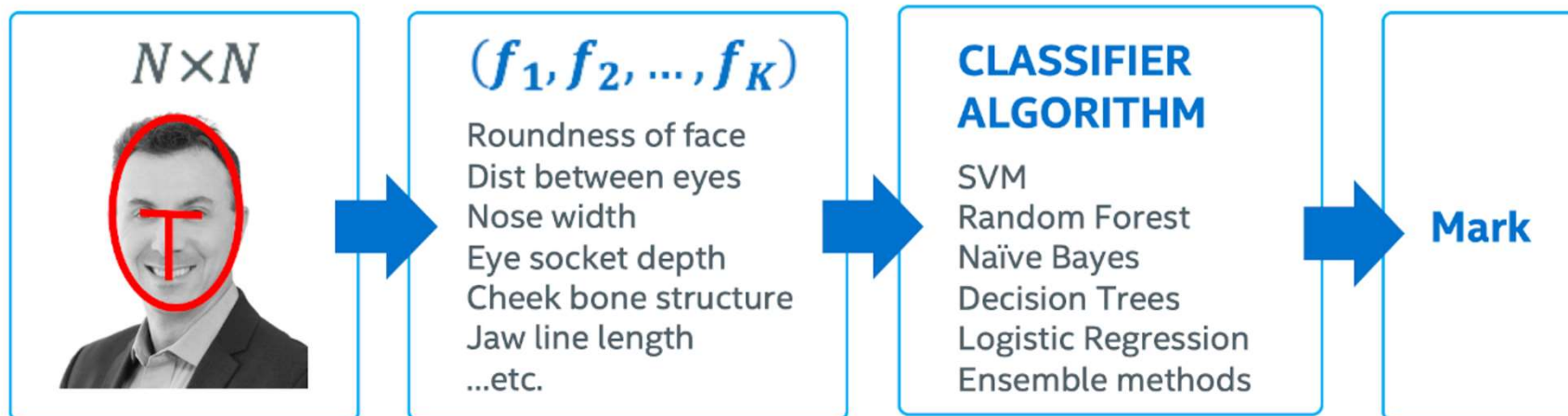
Deep Learning



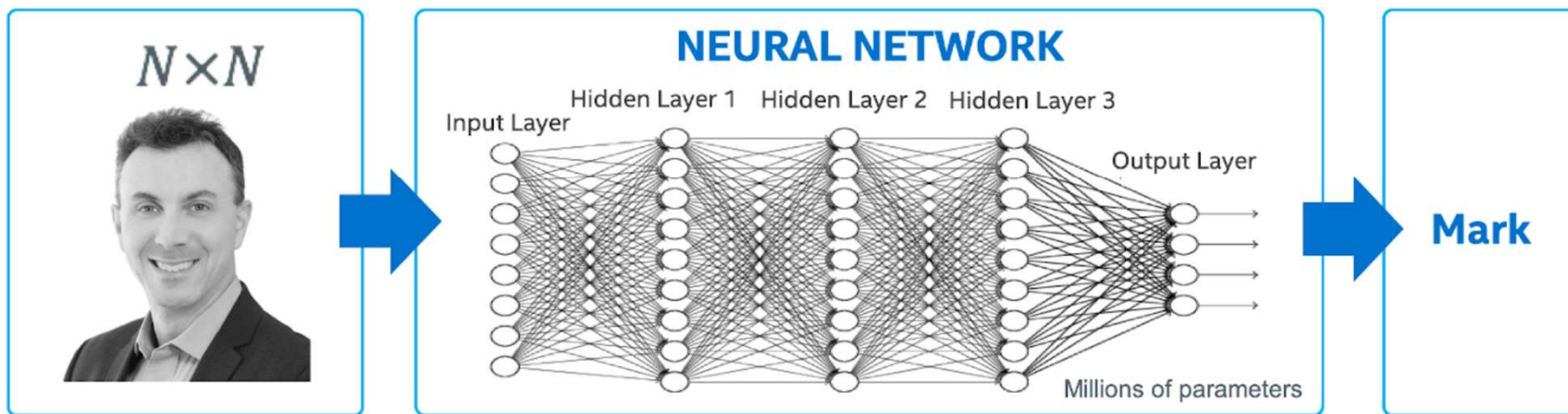
Source: <https://www.quora.com/What-is-the-difference-between-deep-learning-and-usual-machine-learning>

Machine Learning vs. Deep Learning

Classic Machine Learning

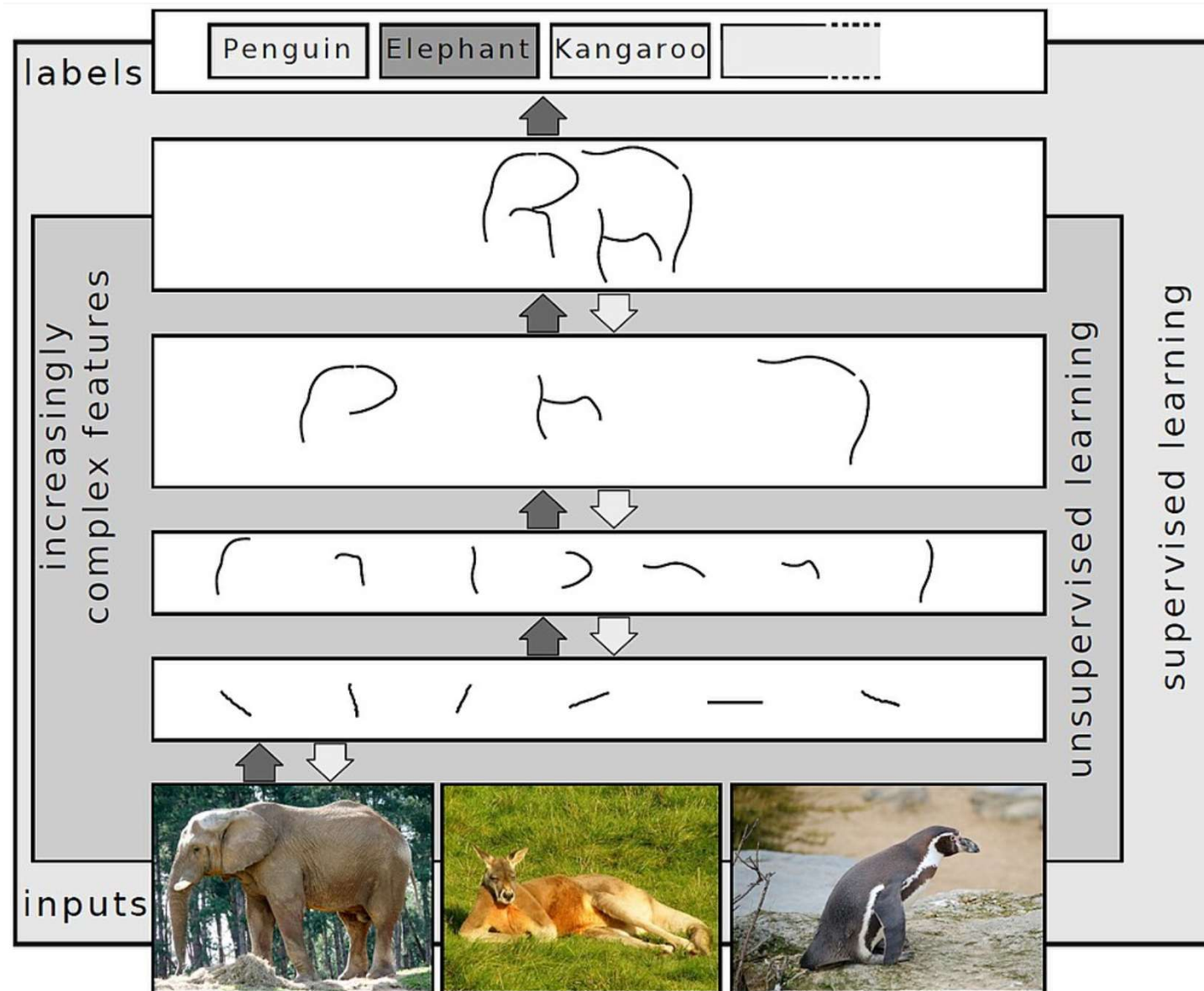


Deep Learning



Source: <https://www.intel.com/content/www/us/en/artificial-intelligence/posts/difference-between-ai-machine-learning-deep-learning.html>

Deep Learning: Feature Extraction

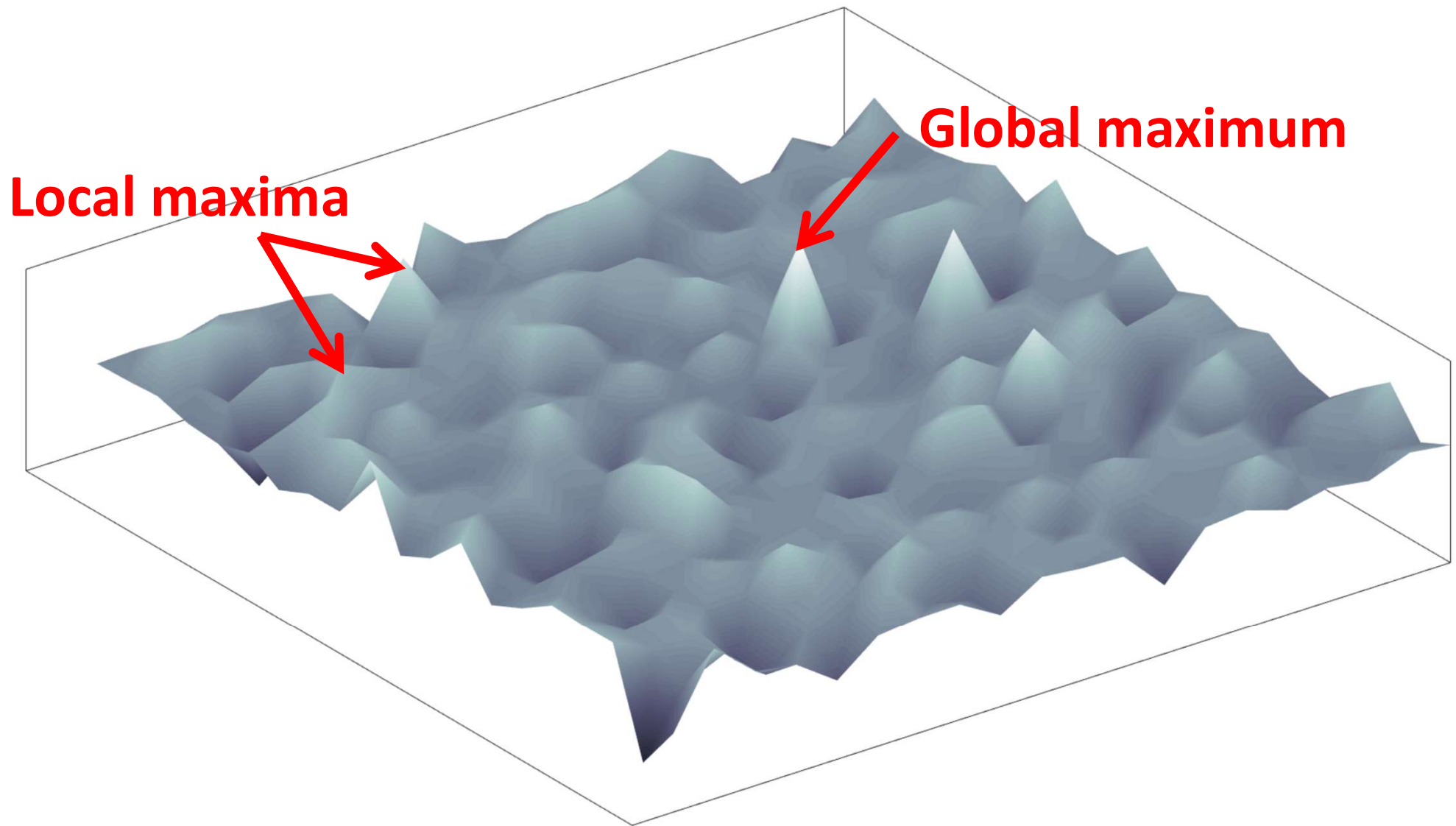


Source: https://en.wikipedia.org/wiki/Deep_learning

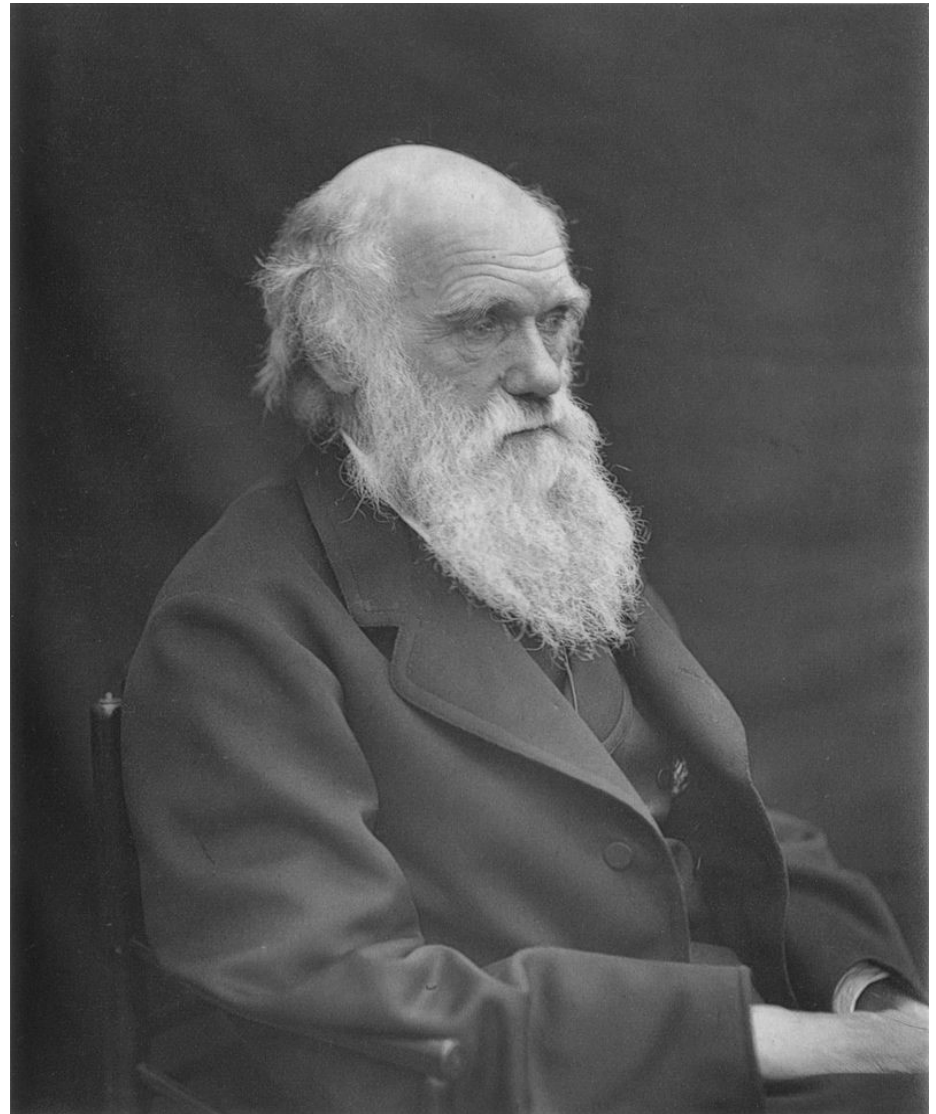
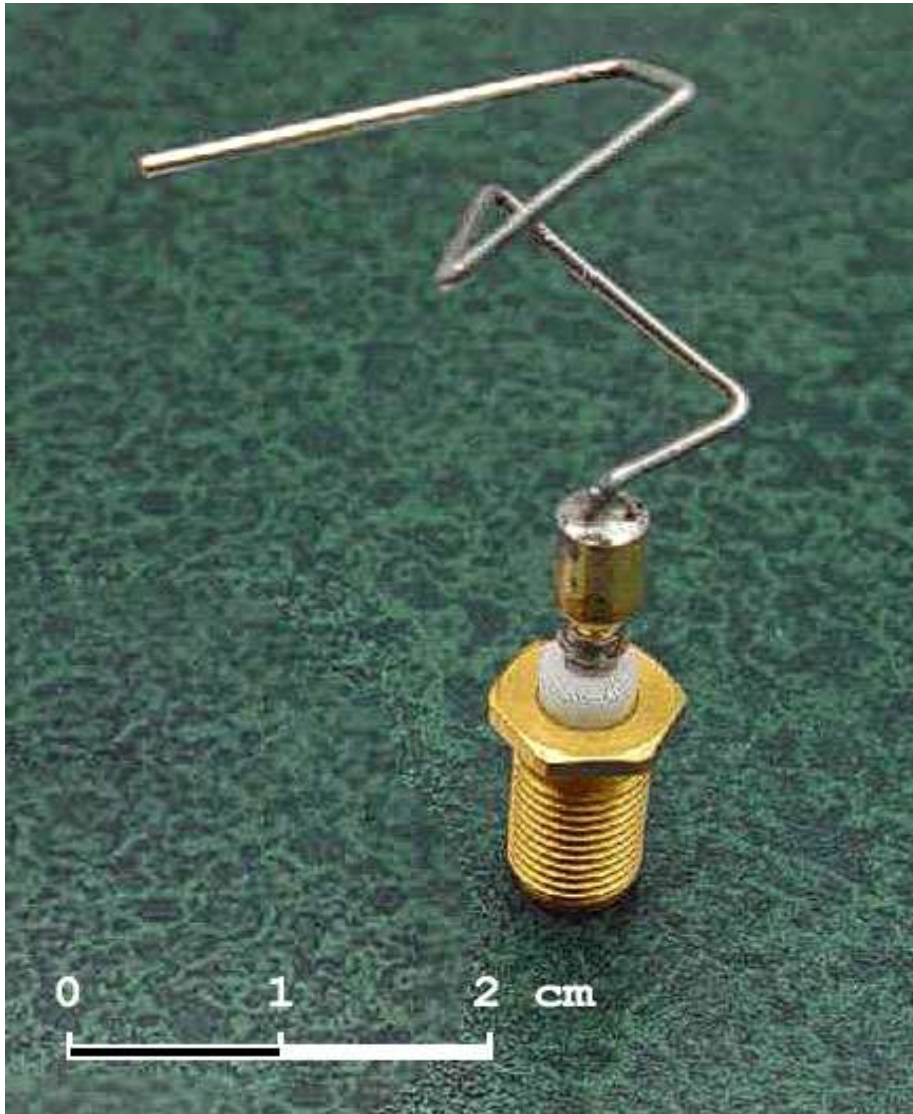
Bio-Inspired Artificial Intelligence

[NOT ON FINAL EXAM]

Complex Environments

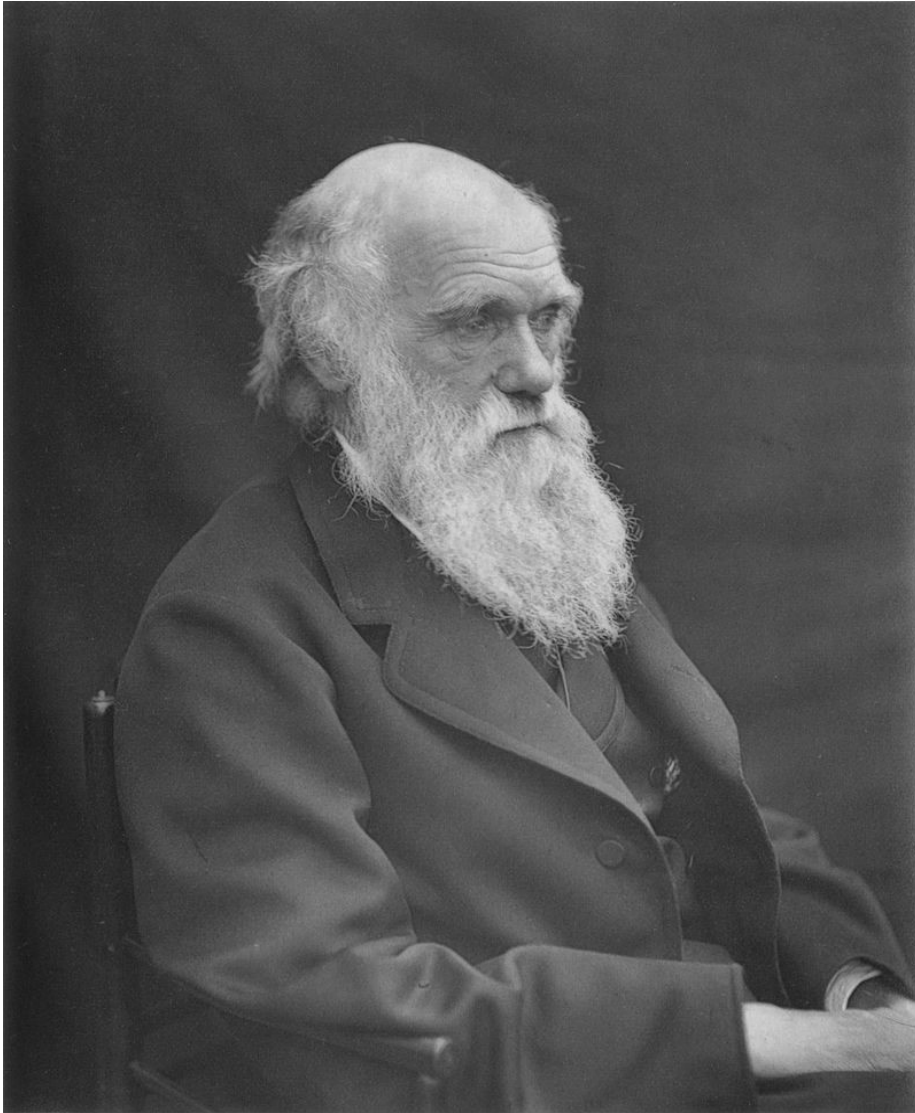


What's the Connection Here?



Source: <https://wikipedia.org/>

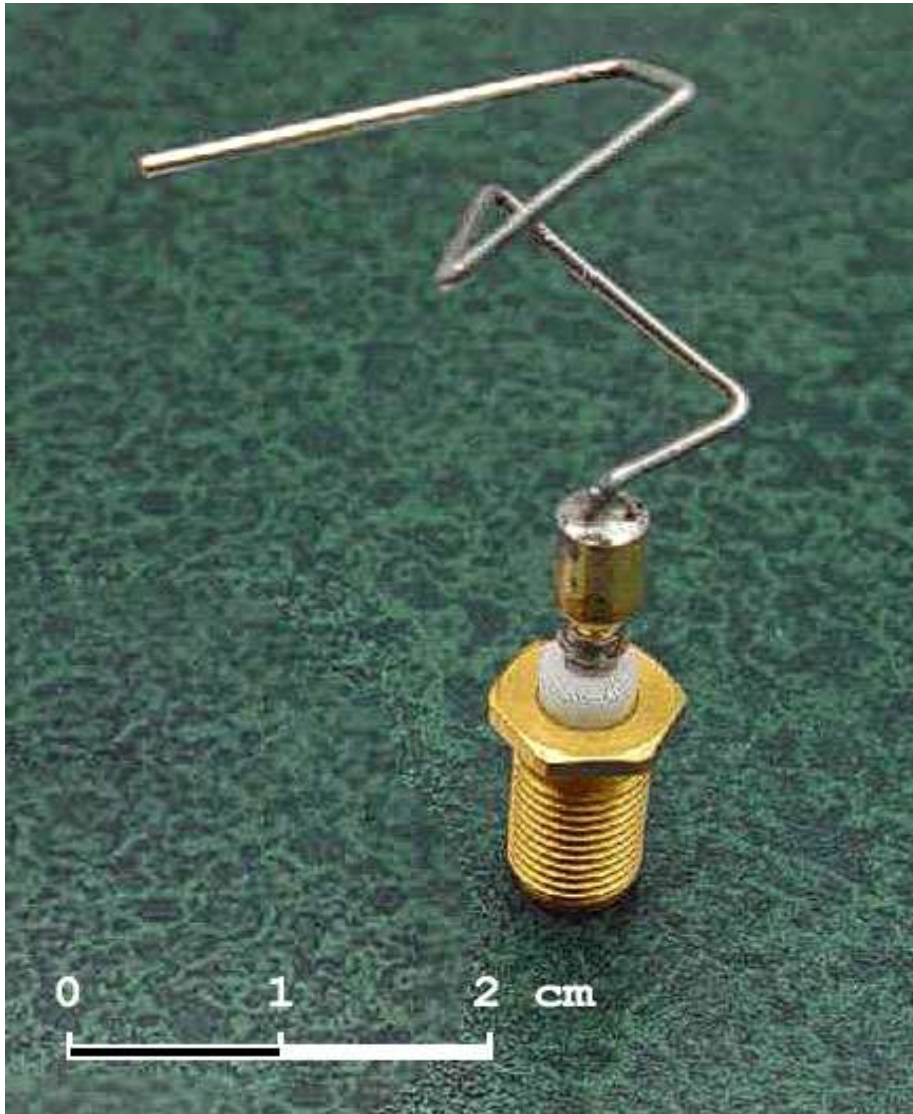
Charles Darwin



Source: <https://wikipedia.org/>

Charles Robert Darwin was an English naturalist, geologist and biologist, best known for his contributions to the science of evolution. His proposition that all species of life have descended over time from common ancestors is now widely accepted, and considered a foundational concept in science.

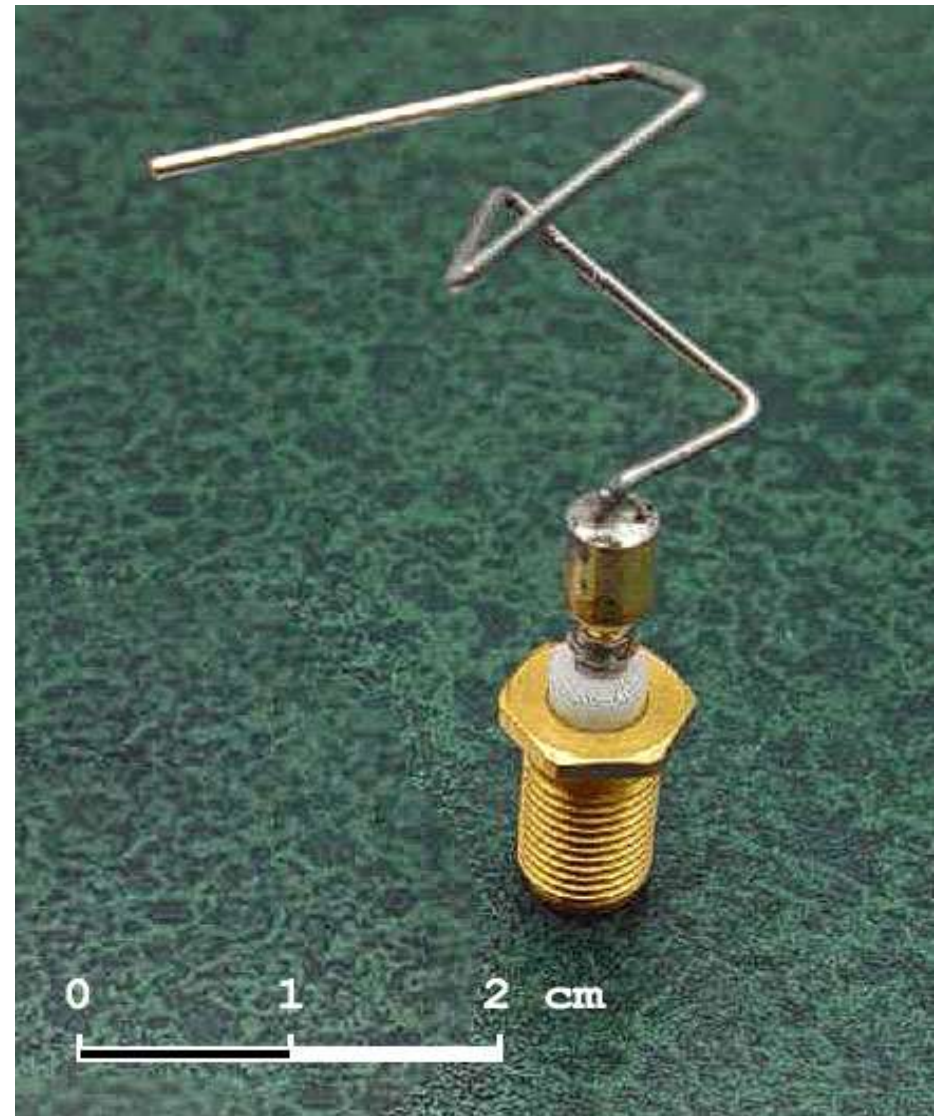
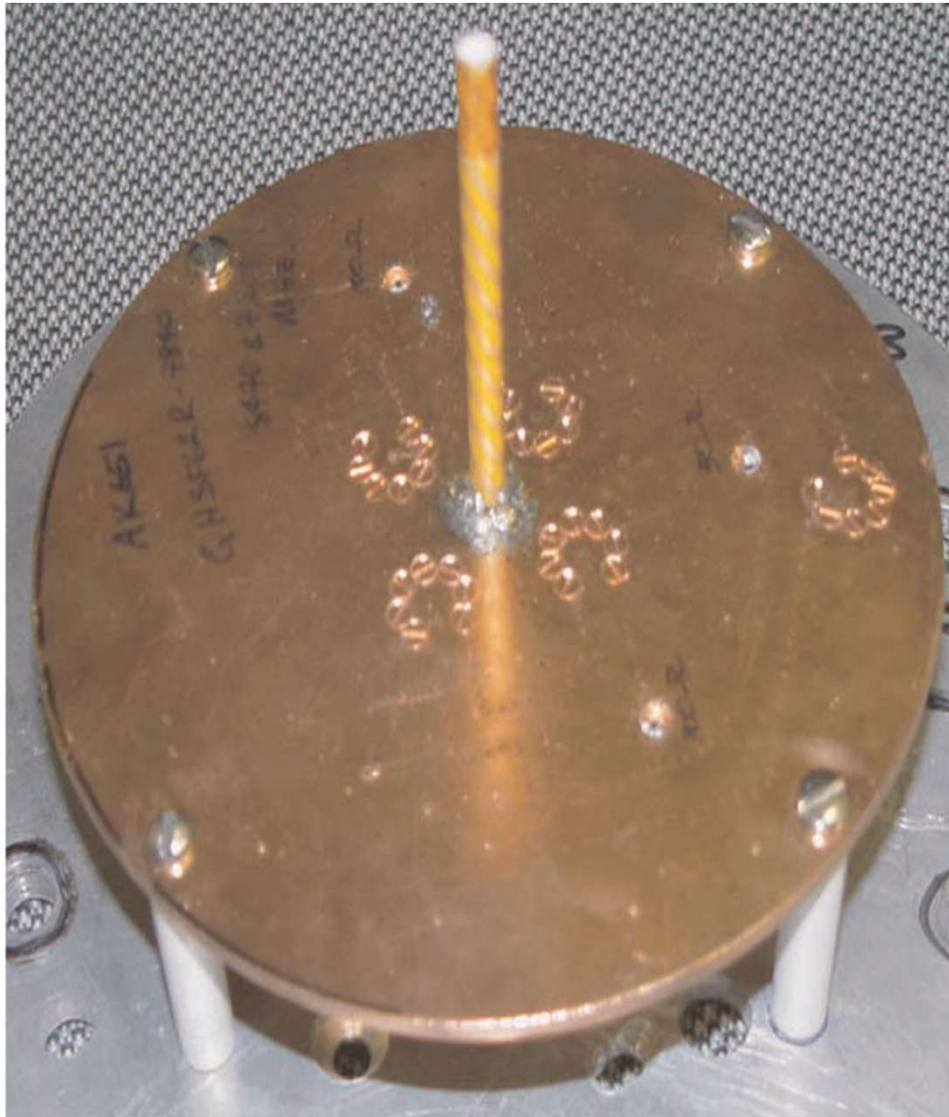
Evolved Antenna



An evolved antenna is an antenna designed fully or substantially by an automatic computer design program that uses an evolutionary algorithm that mimics Darwinian evolution.

Source: <https://wikipedia.org/>

Engineered vs. Evolved Antenna



Source: Jason D. Lohn, Gregory S. Hornby, and Derek S. Linden - "Human-competitive evolved antennas"

Evolutionary Algorithms [Wikipedia]

An evolutionary algorithm (EA) is a subset of evolutionary computation, a generic **population-based metaheuristic optimization algorithm**.

An EA uses mechanisms inspired by biological evolution, such as **reproduction, mutation, recombination, and selection**. Candidate solutions to the optimization problem play the role of individuals in a population, and the fitness function determines the quality of the solutions (see also loss function).

Evolution of the population then takes place after the repeated application of the above operators.

Biology and Evolutionary Algorithms Background

Chromosome

A chromosome is a package of DNA with **part or all of the genetic material** of an organism (source: Wikipedia).

It contains **genes** responsible for specific traits.

Artificial Chromosome

In Evolutionary Algorithms an artificial chromosome is a **genetic representation of the task** to be solved.

Typically:

1 individual = 1 chromosome = 1 solution

Also called a **genotype**.

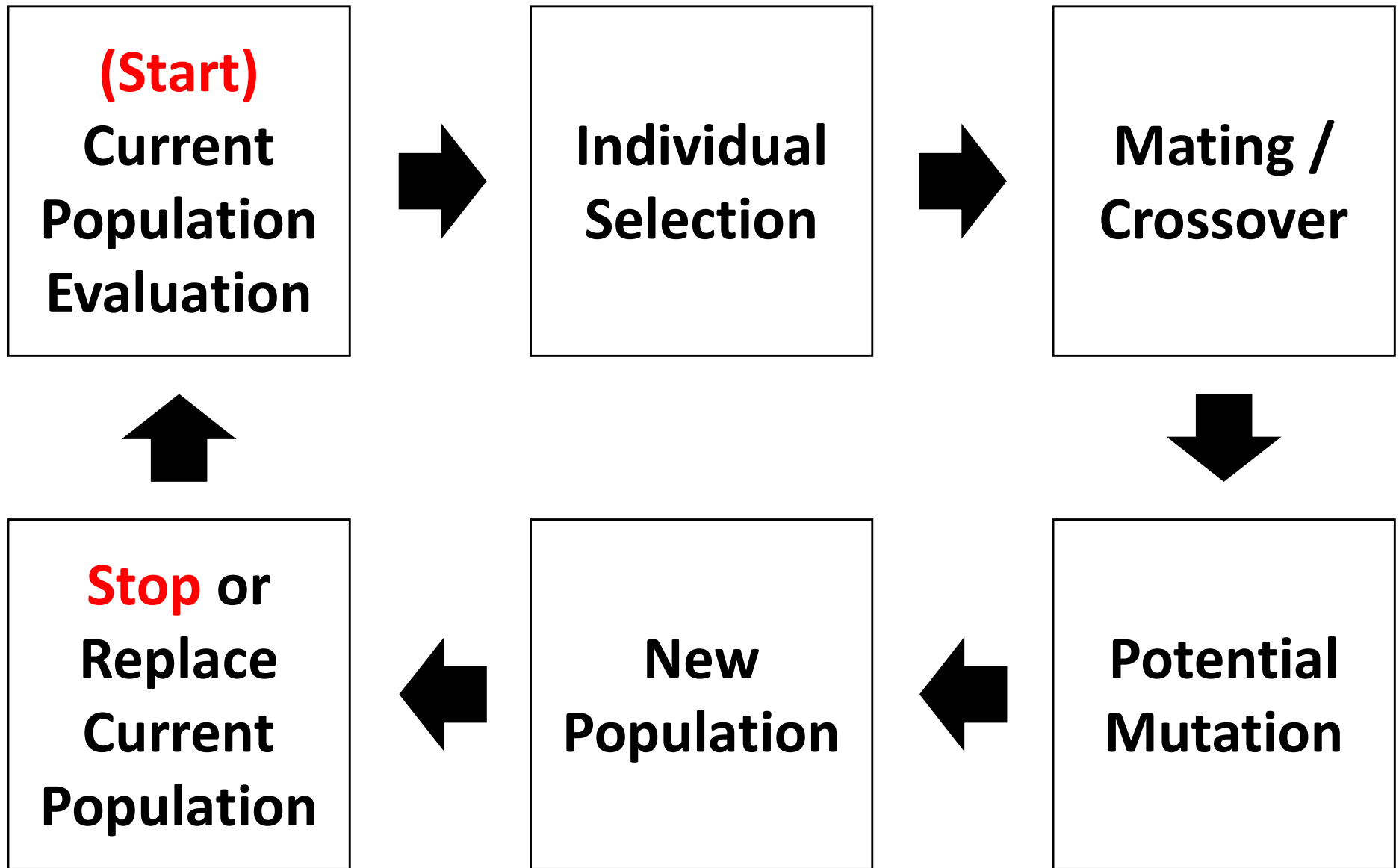
Genetic Algorithm: Roots

Directed search algorithms based on the concept of biological evolution

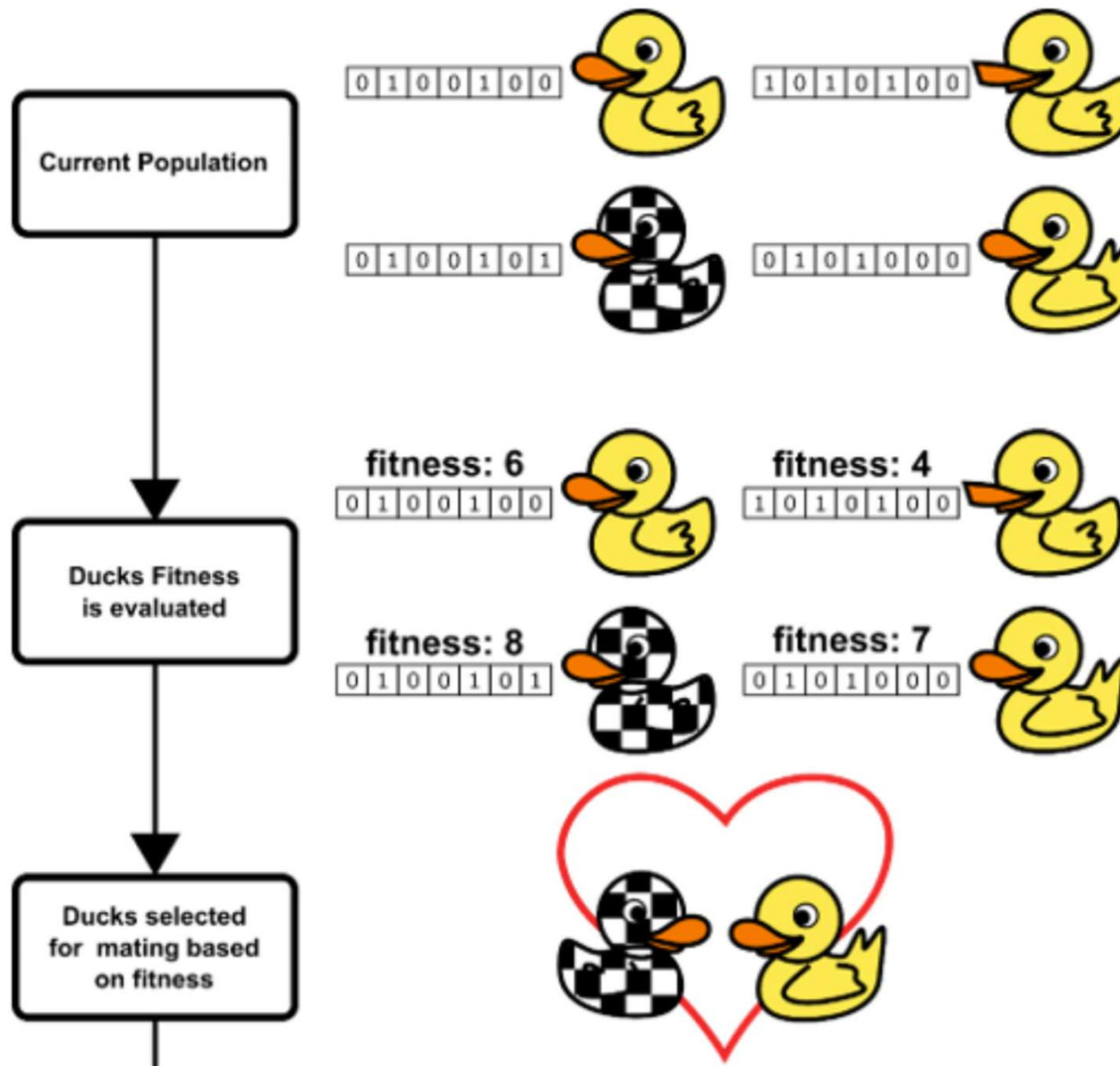
Developed by John Holland, University of Michigan (1970's)

- **to understand the adaptive processes of natural systems**
- **to design artificial systems software that retains the robustness of natural systems**

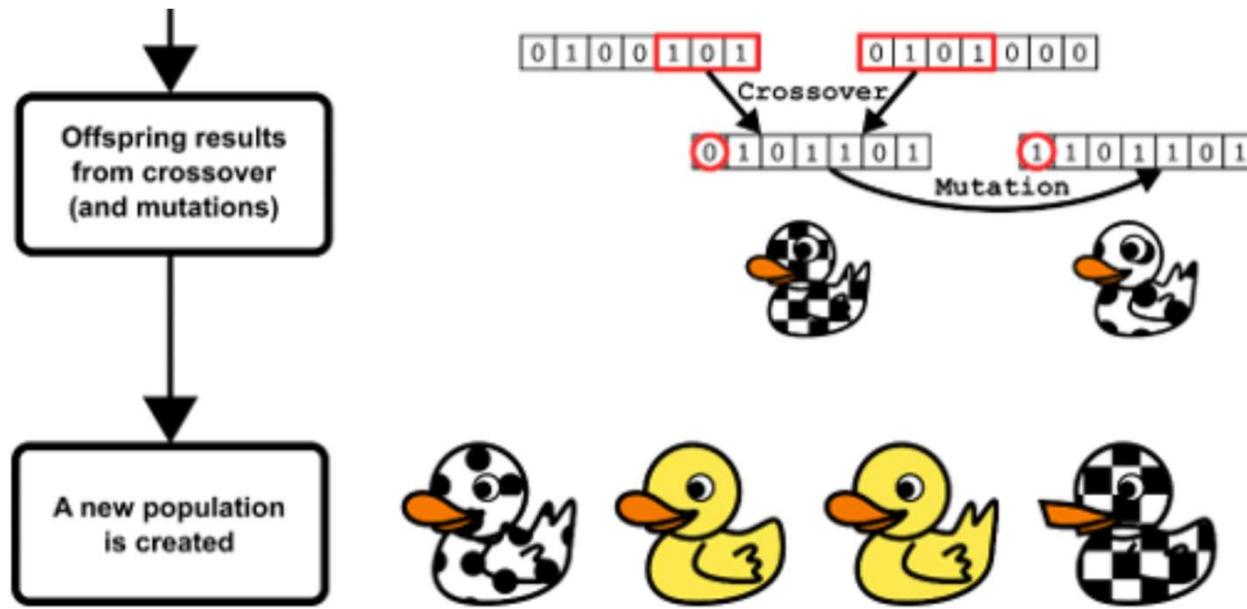
Genetic Algorithm: Process



Genetic Algorithm: The Idea



Genetic Algorithm: The Idea



Source: <https://livebook.manning.com/book/algorithms-and-data-structures-in-action/chapter-18/v-14/102>

Genetic Algorithm: Example

Population of points
(solutions)

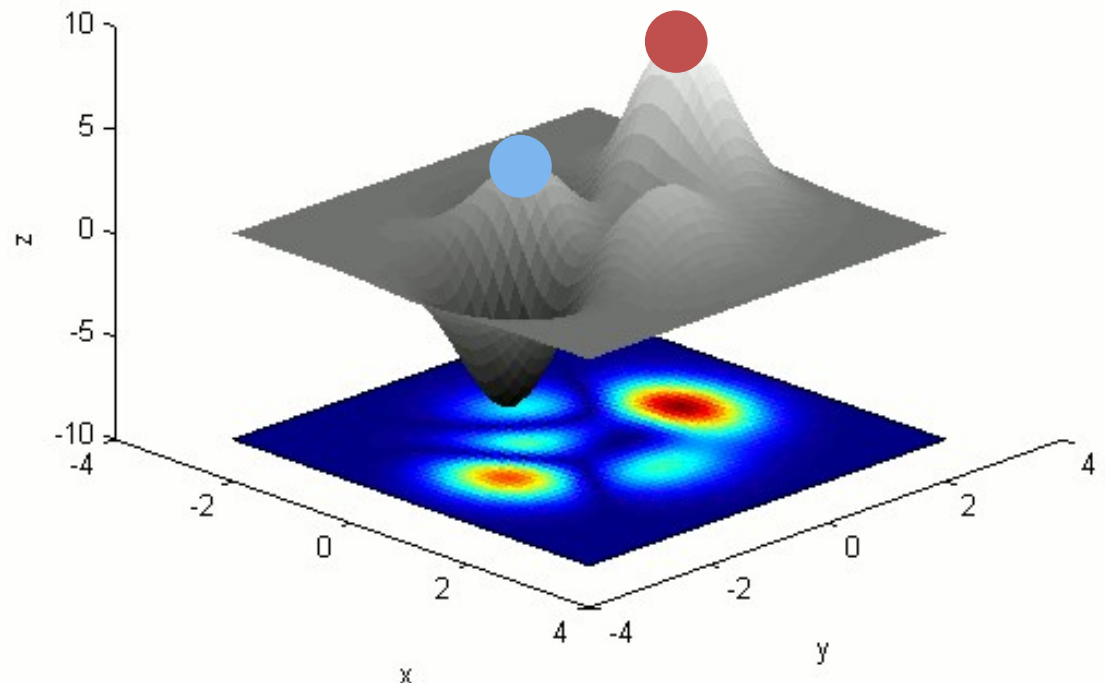
x				y	
0	1	0	1	0	1

x				y	
0	1	1	1	0	1

x				y	
0	0	0	1	0	1

x				y	
0	1	0	1	0	0

x				y	
0	0	1	0	0	0



$y = f(x,y)$ - fitness function

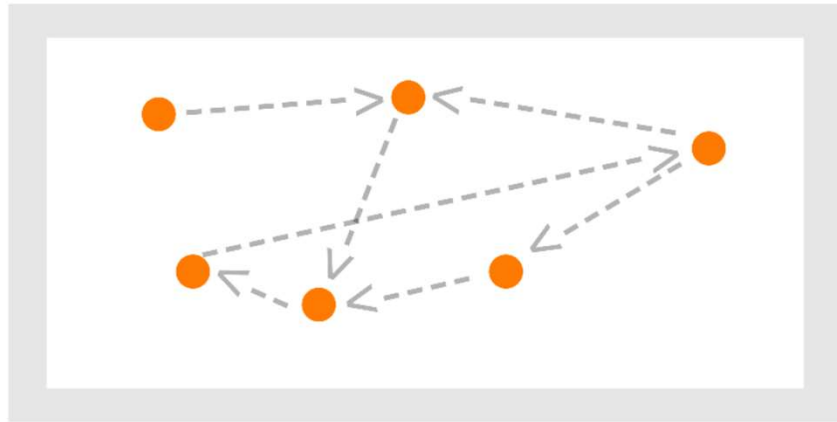


“Good enough” / local maximum

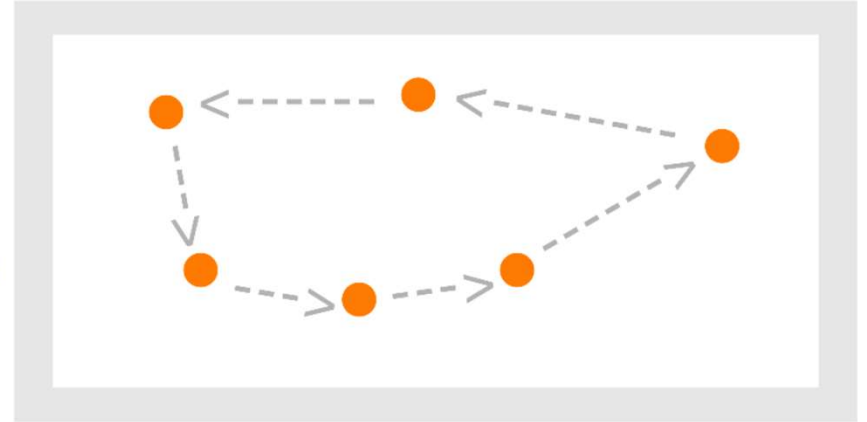


Best / global maximum

Traveling Salesman Problem



FROM THIS



TO THIS



A traveler needs to visit all the cities from a list, where distances between all the cities are known and each city should be visited just once. What is the shortest possible route that he visits each city exactly once and returns to the origin city?

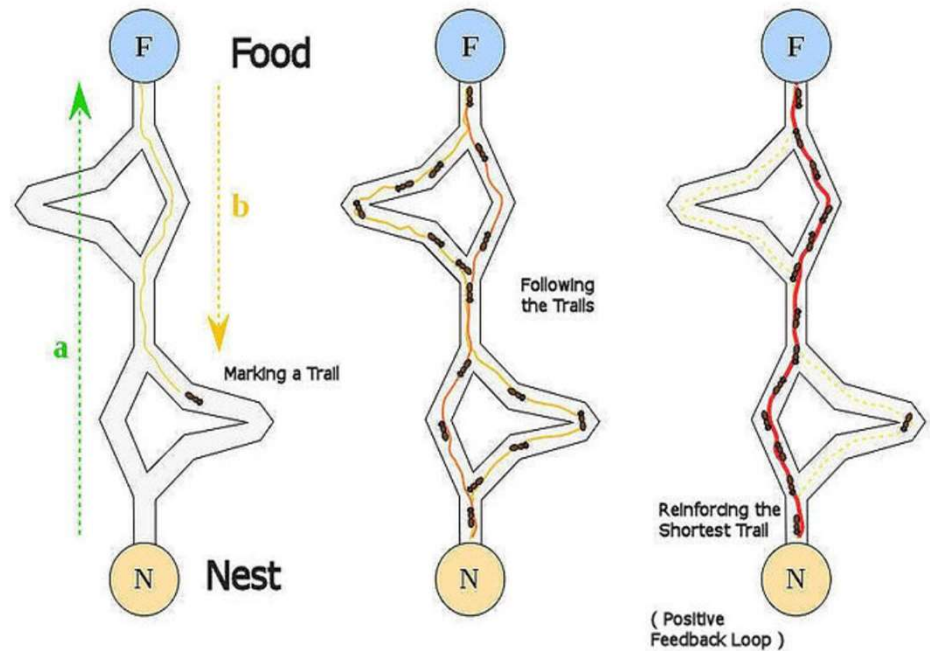
N cities $\rightarrow (N-1)!/2$ paths | 15 cities $\rightarrow 43589145600$ paths

Source: <https://medium.com/ivymobility-developers/traveling-salesman-problem-9ab623c88fab>

Example: Genetic Algorithm

<http://ostap0207.github.io/web-ga-tsp/>

Ant Colony Optimization: The Idea

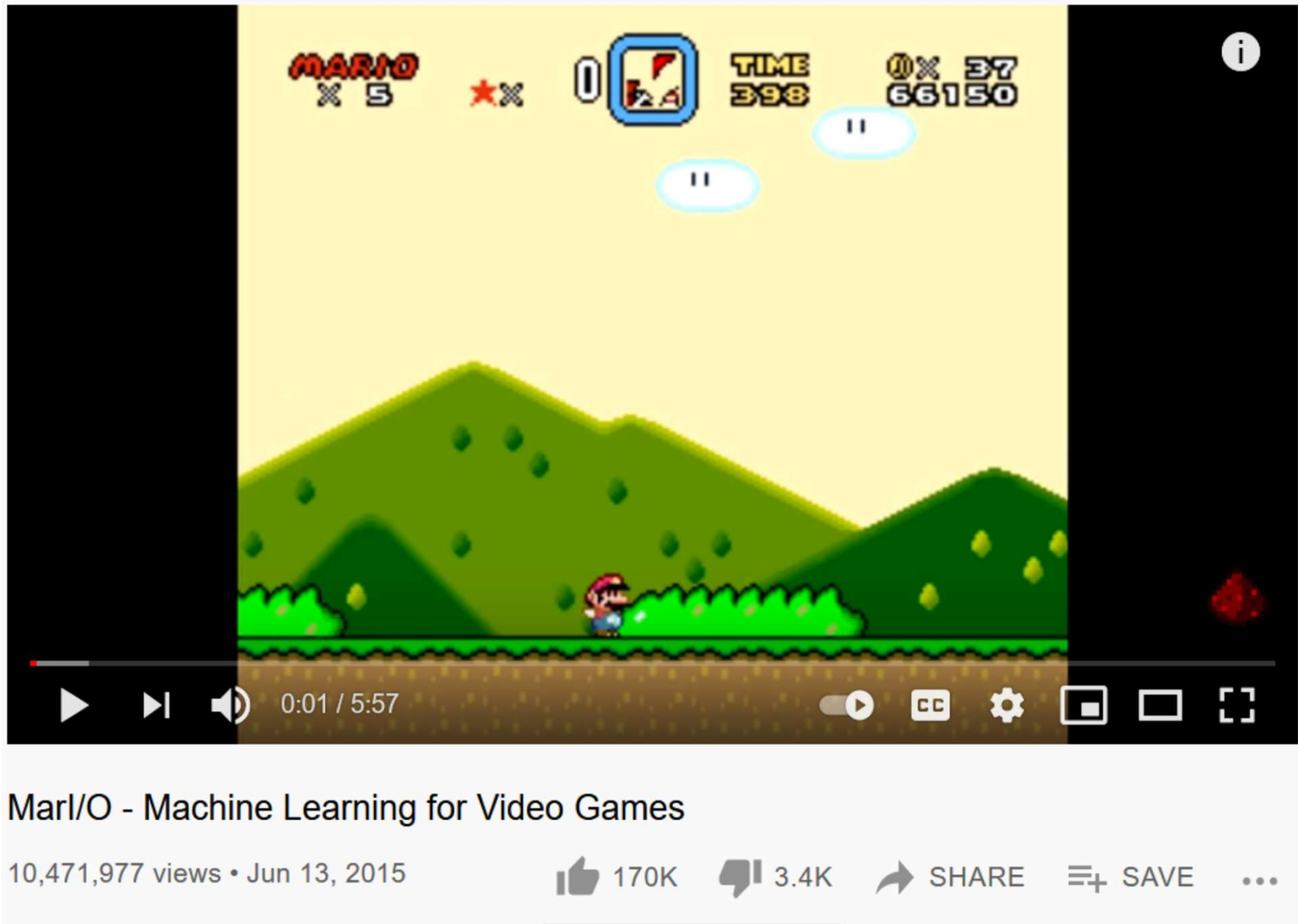


Source: <https://wikipedia.org/>

Example: Ant Colony Optimization

<https://courses.cs.ut.ee/demos/visual-aco/>

Genetic Algorithm in Action



Source: <https://www.youtube.com/watch?v=qv6UVOQ0F44>

Genetic Programming: Application



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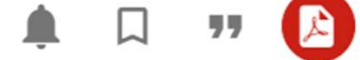


Distilling Free-Form Natural Laws from Experimental Data

[MICHAEL SCHMIDT](#) AND [HOD LIPSON](#) [Authors Info & Affiliations](#)

SCIENCE • 3 Apr 2009 • Vol 324, Issue 5923 • pp. 81-85 • [DOI: 10.1126/science.1165893](#)

10,264 1,287



Genetic Programming: Video

Distilling Freeform Natural Laws from Experimental Data

Michael Schmidt
Hod Lipson



Cornell University



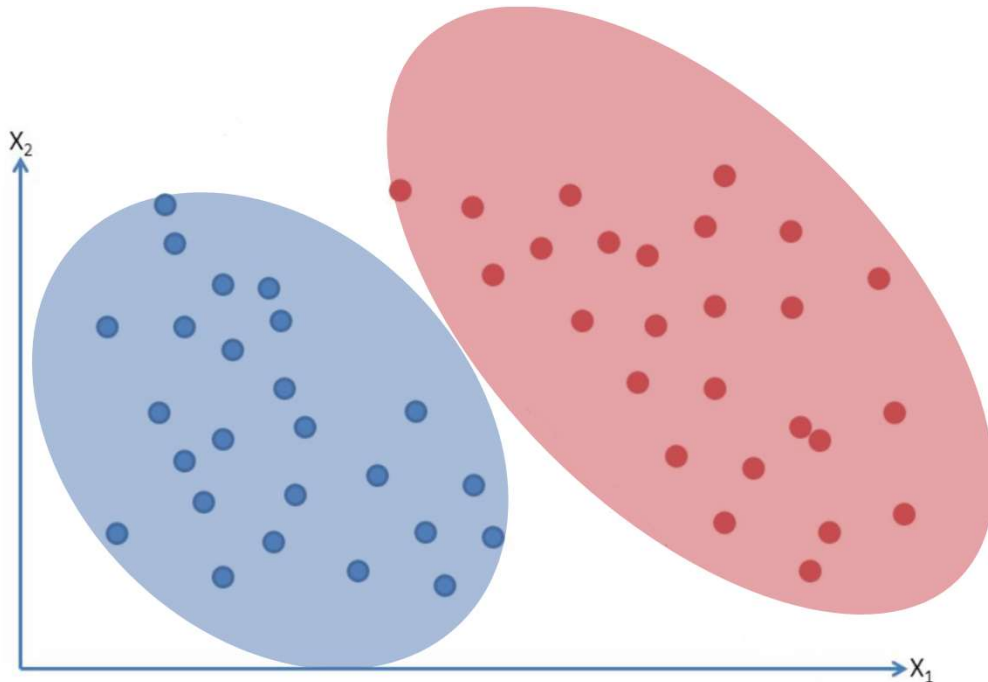
Cornell Computational
Synthesis Lab

Generative AI Models

[NOT ON THE FINAL EXAM]

Generative vs Discriminative Models

Generative

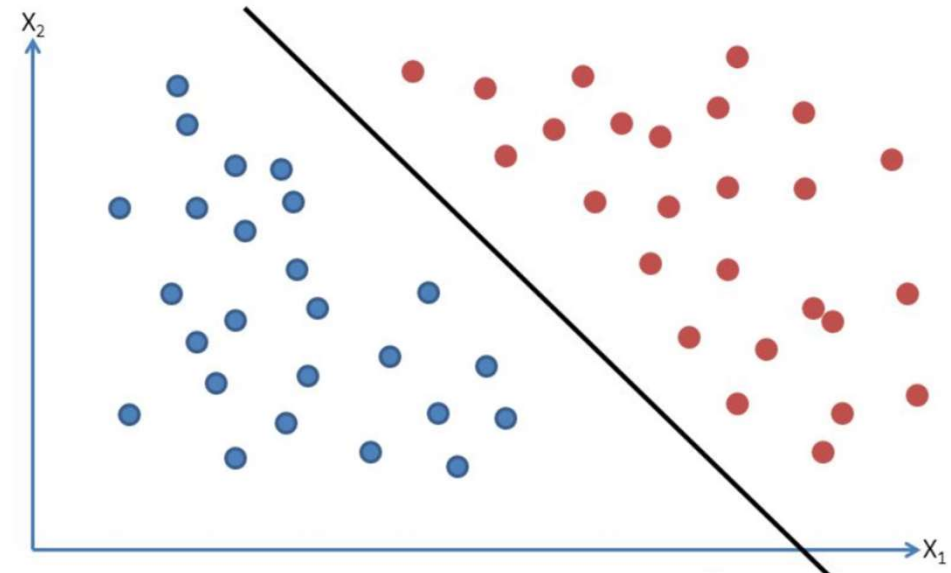


Generative model models **actual distributions** for EACH CLASS / LABEL / TAG

to

make a $P(\text{class} \mid \text{sample})$ prediction

Discriminative



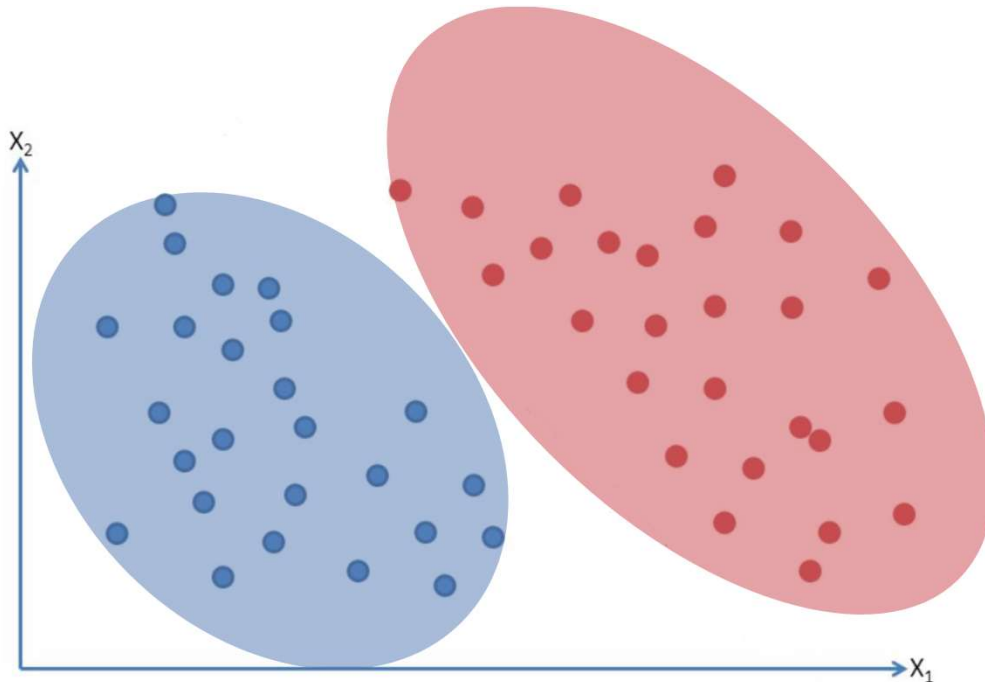
Discriminative model models **the decision boundary** between CLASSES / LABELS / TAGS

to

make a $P(\text{class} \mid \text{sample})$ prediction

Generative vs Discriminative Models

Generative

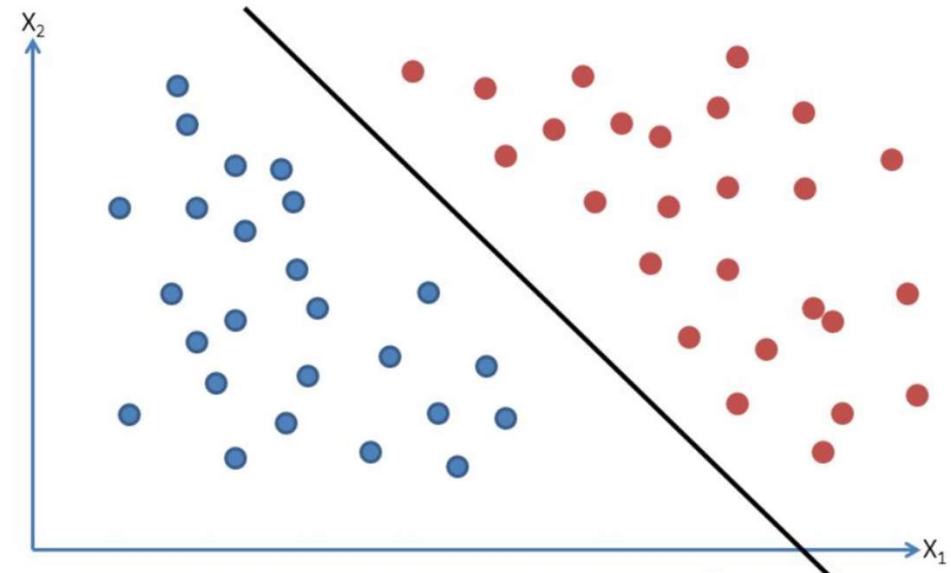


Generative model uses training data to learn $P(\text{sample}, \text{class})$ **joint probabilities**

and then

uses Bayes Theorem to get the $P(\text{class} | \text{sample})$ **prediction**

Discriminative



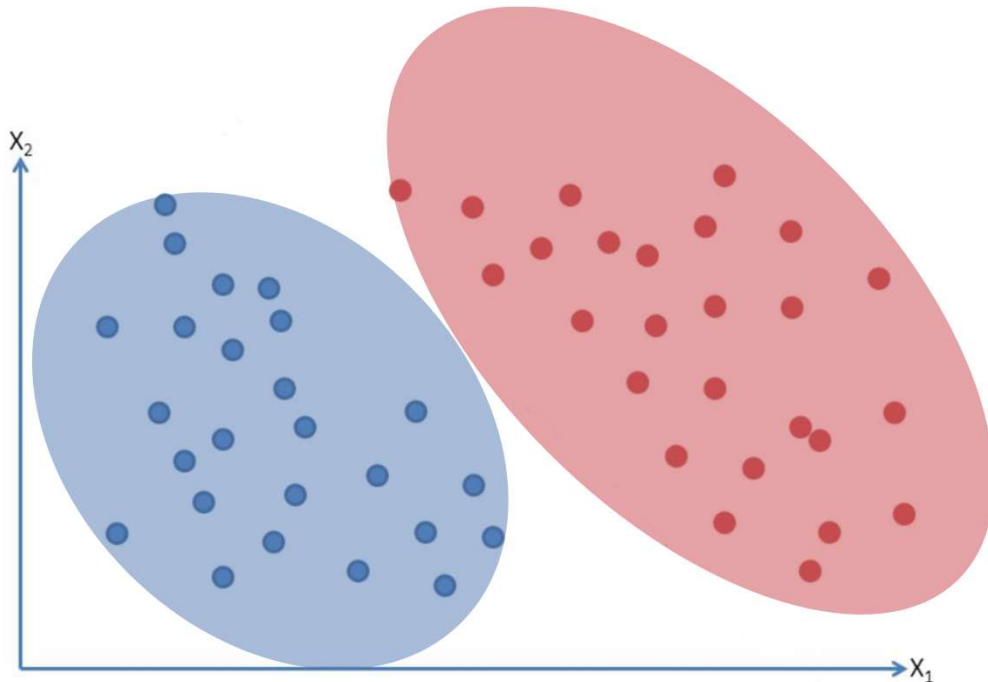
Discriminative model uses training data to learn $P(\text{class} | \text{sample})$ **conditional probability**

and then

uses it to make a prediction

Generative vs Discriminative Classifier

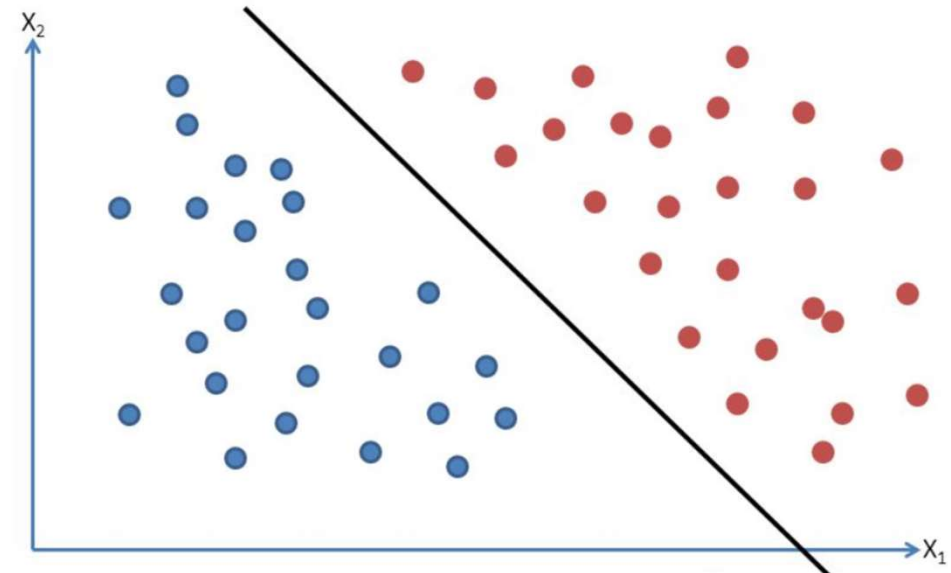
Generative



Generative classifiers:

- Assume some form of $P(\text{class})$, $P(\text{sample} \mid \text{class})$
- Estimate $P(\text{class})$, $P(\text{sample} \mid \text{class})$ using training data
- Use Bayes Theorem to calculate $P(\text{class} \mid \text{sample})$

Discriminative

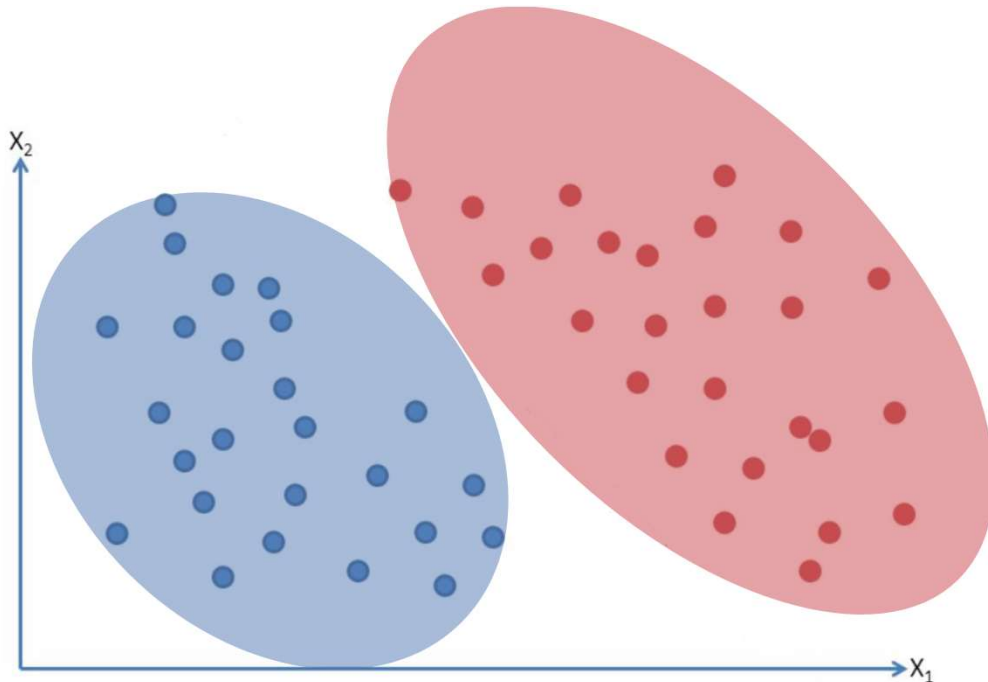


Discriminative classifiers:

- Assume some form of $P(\text{class} \mid \text{sample})$
- Estimate $P(\text{class} \mid \text{sample})$ using training data

Generative vs Discriminative Classifier

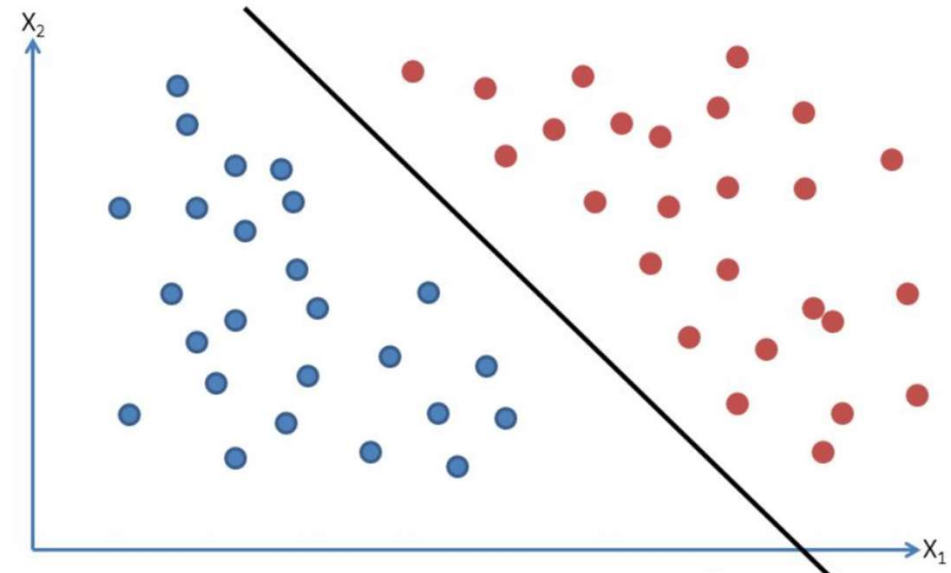
Generative



Generative classifiers:

- **Naive Bayes**
- Bayesian networks
- Markov random fields
- Hidden Markov Models (HMM)

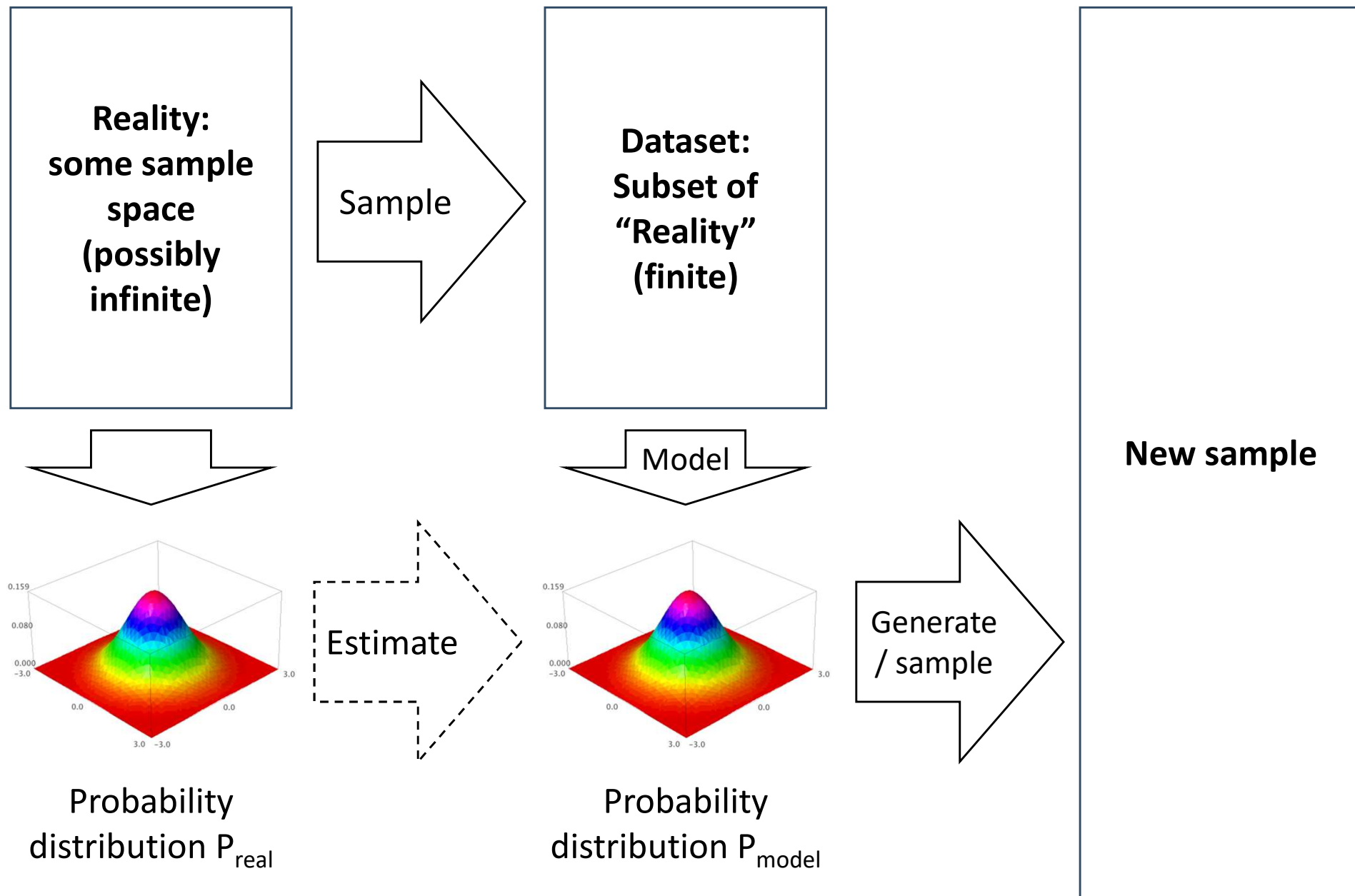
Discriminative



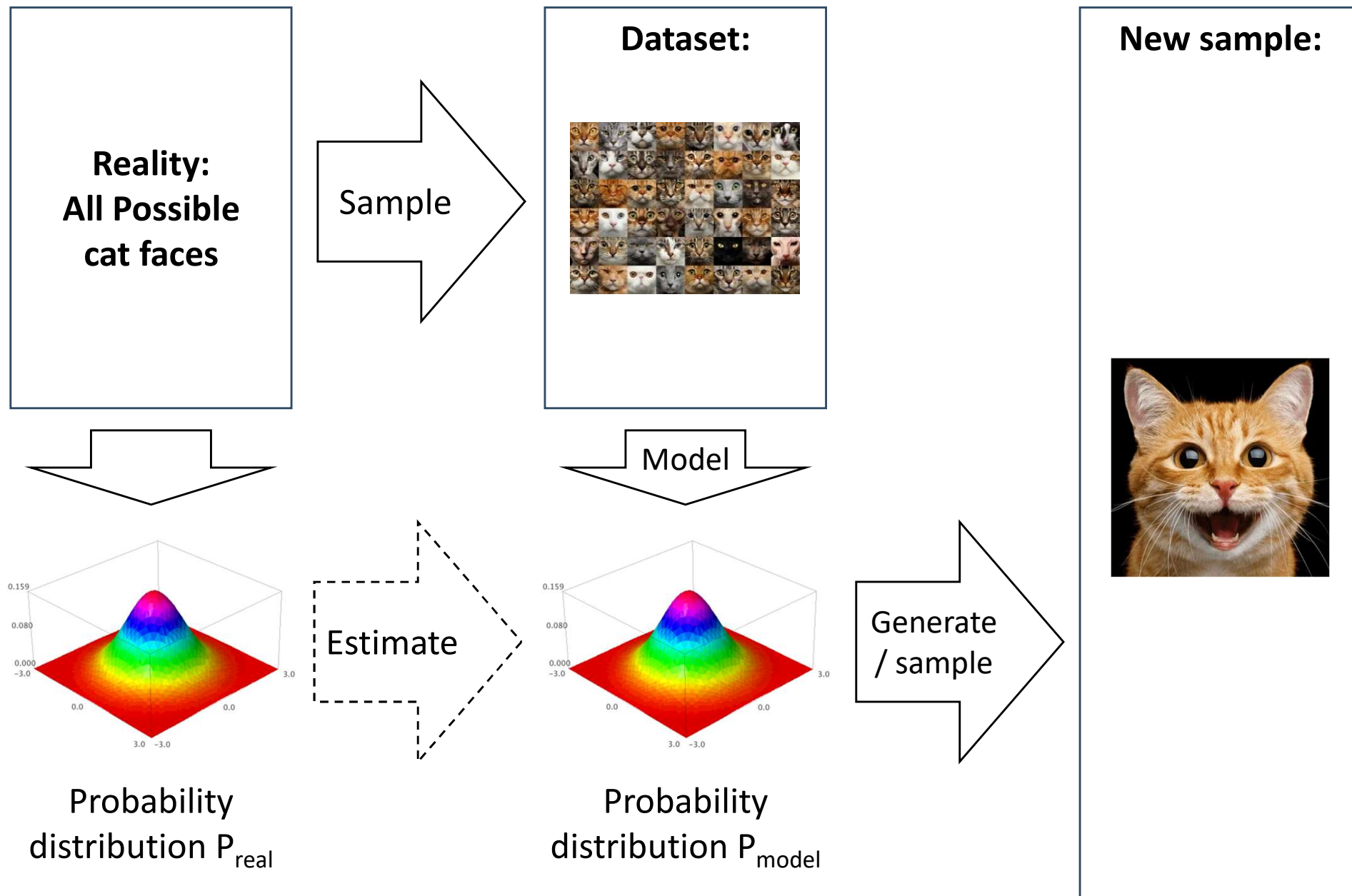
Discriminative classifiers:

- **Logistic regression**
- Support Vector Machines
- Traditional neural networks
- k-Nearest Neighbors
- Conditional Random Fields (CRF)s

Generative AI Model: the Idea

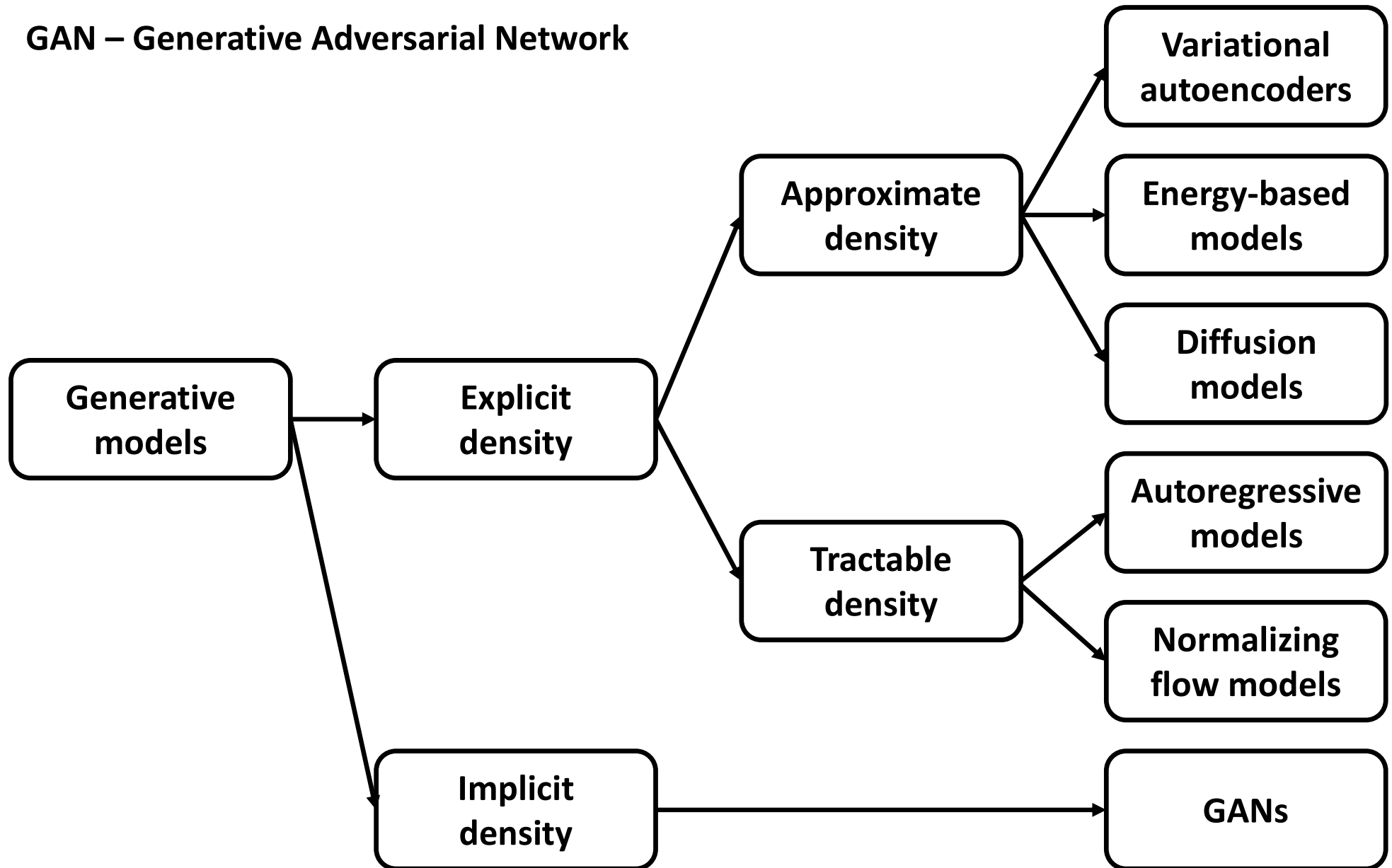


Generative AI Model: the Idea

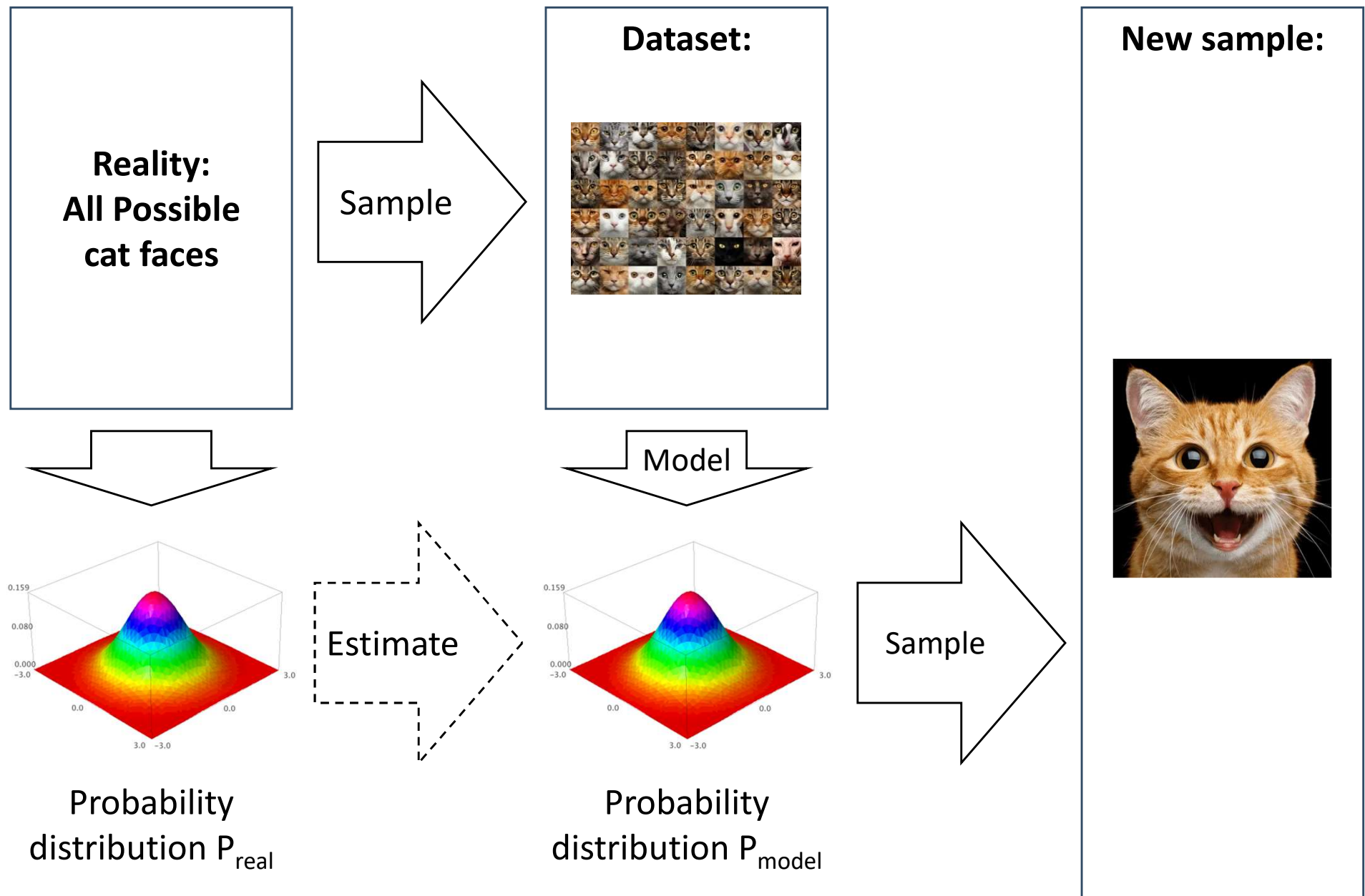


Taxonomy of Generative AI Models

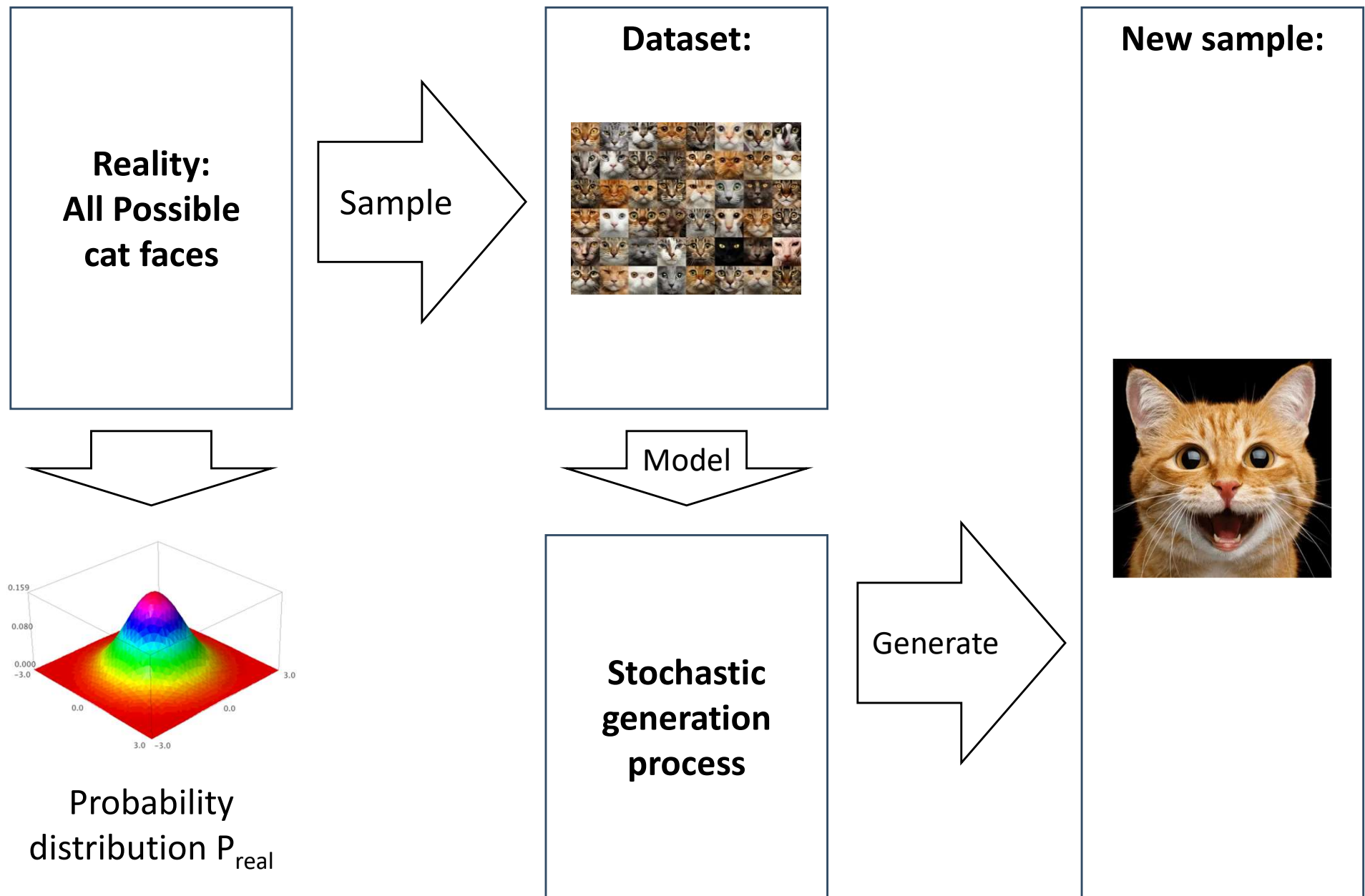
GAN – Generative Adversarial Network



Explicit Density



Implicit Density



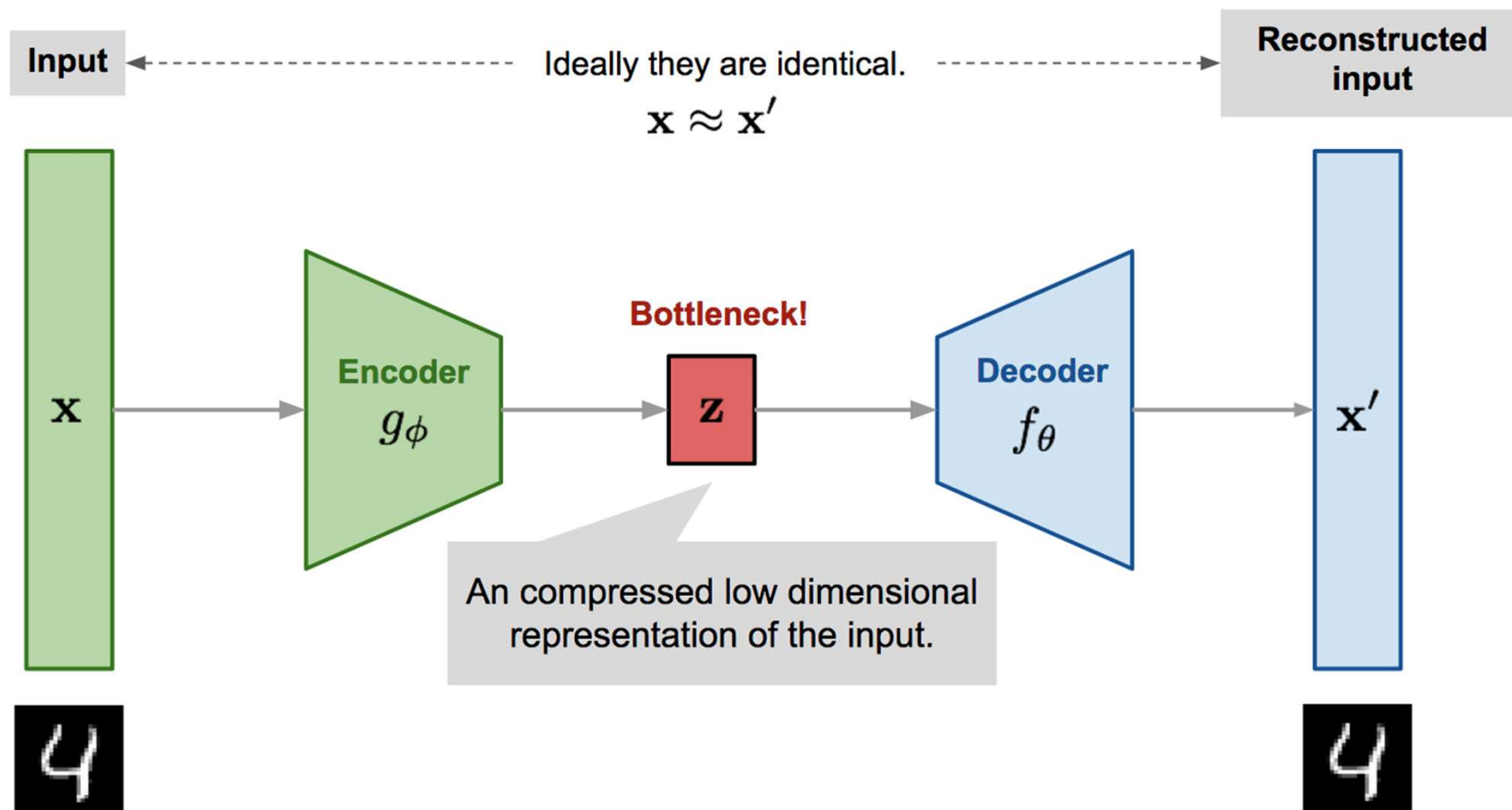
Tractable vs. Approximate Density

Tractable density models place constraints on the model architecture so that the density function has a form that makes it easy to calculate.

Approximate density models use variety of techniques to approximate the density function:

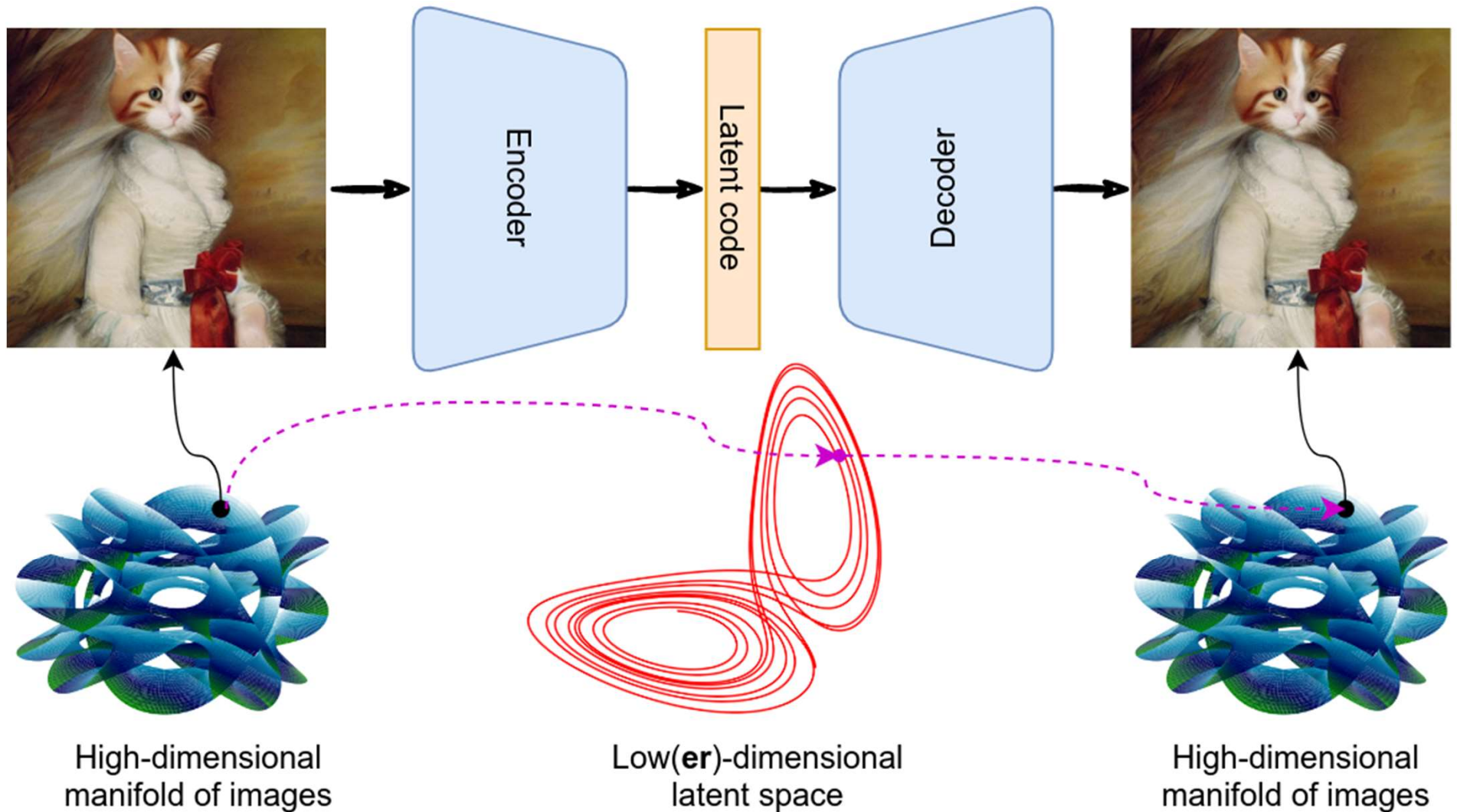
- **latent vectors**
- **denoising**

Autoencoder Model



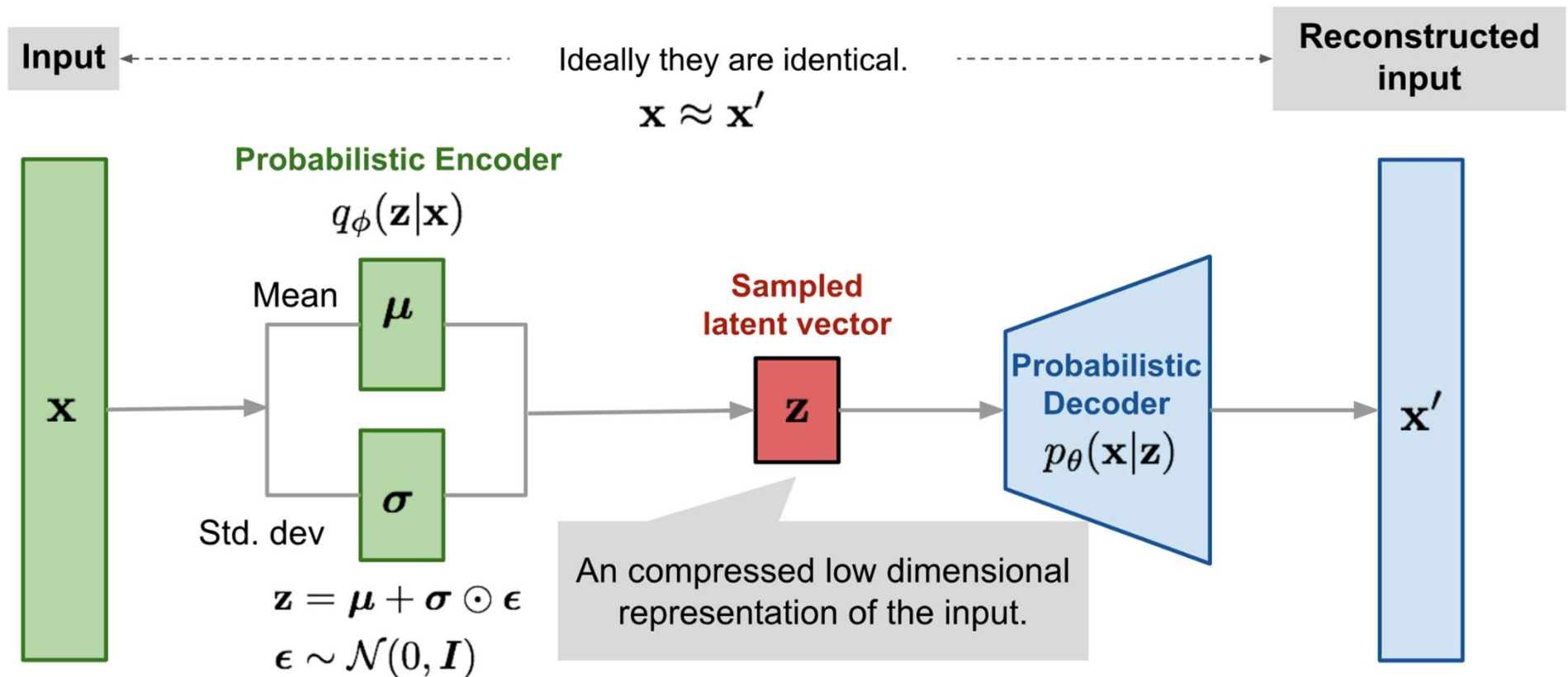
Source: <https://lilianweng.github.io/posts/2018-08-12-vae/>

Latent Space



Source: <https://synthesis.ai/2023/03/21/generative-ai-ii-discrete-latent-spaces/>

Variational Autoencoder Model



Source: <https://lilianweng.github.io/posts/2018-08-12-vae/>

Autoregressive Model (GPT-3)

What is it?

Generative Pre-trained Transformer 3 (GPT-3) is an **autoregressive language model that uses deep learning to produce human-like text**. It is the third-generation language prediction model in the GPT-n series (and the successor to GPT-2) created by OpenAI, a San Francisco-based artificial intelligence research laboratory.

Size:

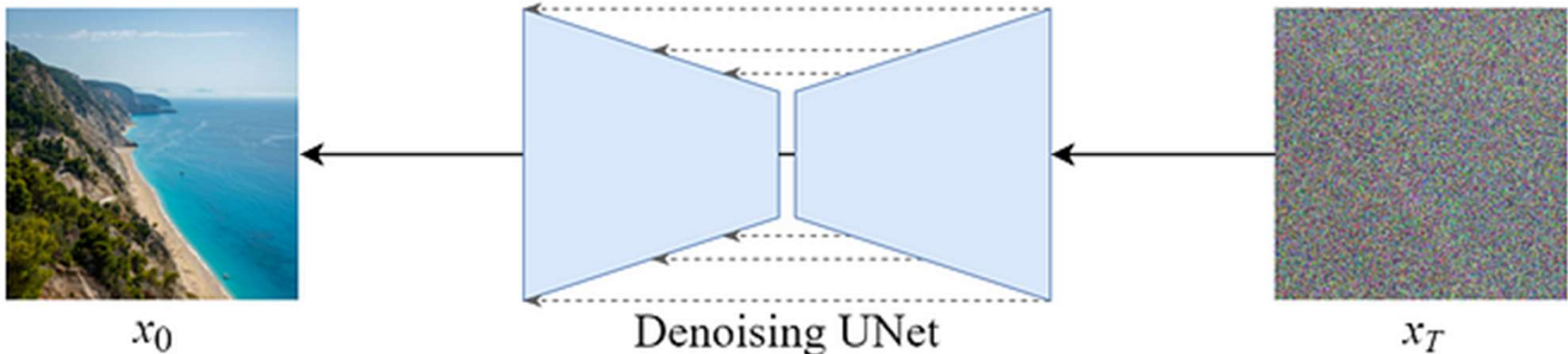
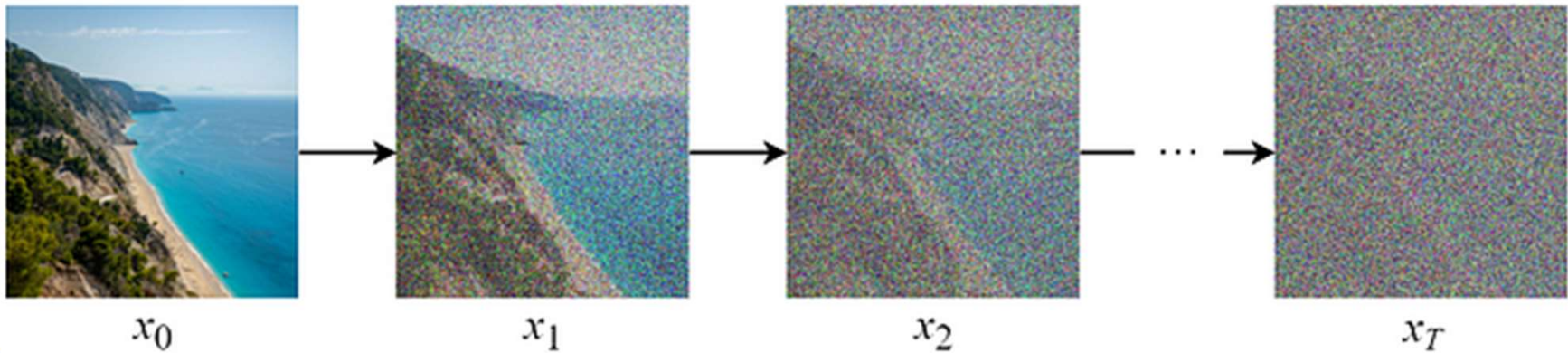
175 billion machine learning parameters

~45 GB

Source: Wikipedia

Diffusion Model

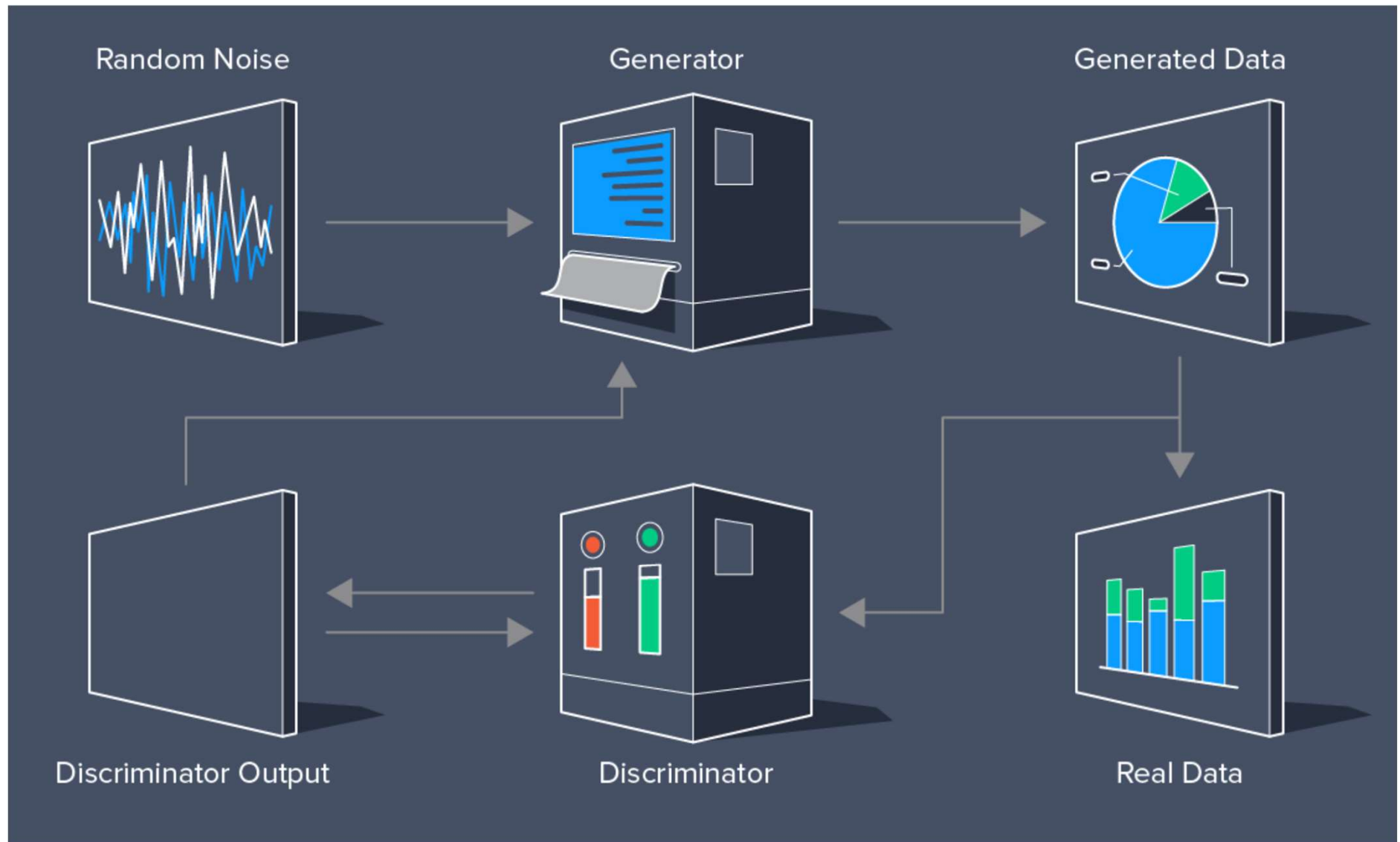
Forward Diffusion Process



Reverse Diffusion Process

Source: <https://medium.com/@steinsfu/stable-diffusion-clearly-explained-ed008044e07e>

Generative Adversarial Network



Source: <https://www.toptal.com/machine-learning/generative-adversarial-networks>