

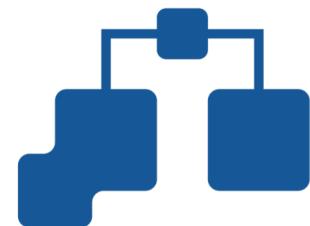
Introduction BIASlab

“Bayesian Intelligent Autonomous Systems”

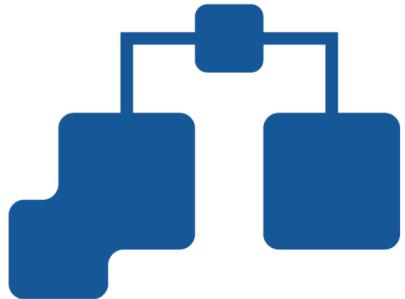
Bert de Vries

TU Eindhoven

2019



<http://biaslab.org>



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Open positions available

Developing autonomous agents that learn from their environment

Using these agents to develop novel signal processing systems

BIASLAB
Bayesian Intelligent Autonomous Systems

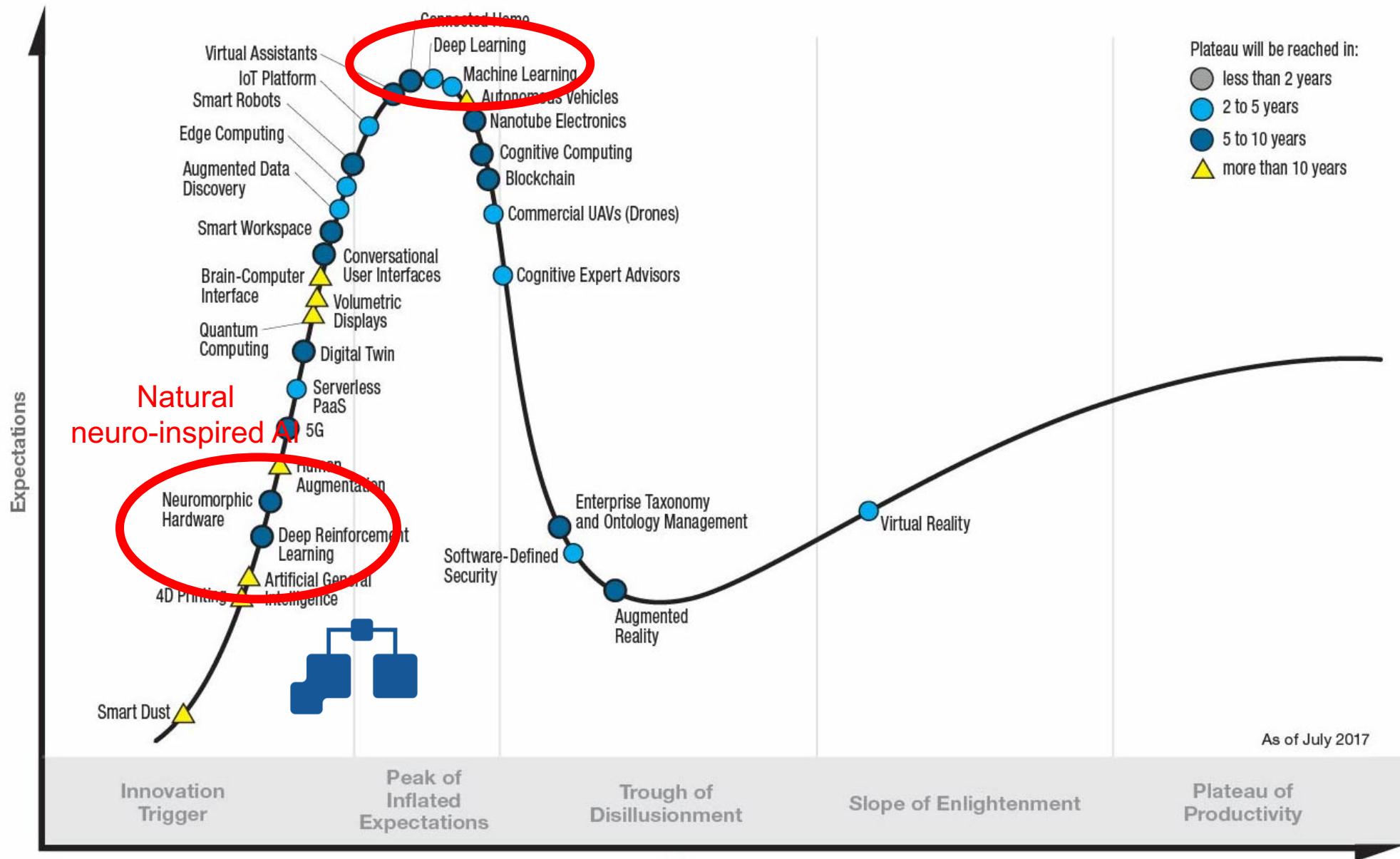
About

Mission

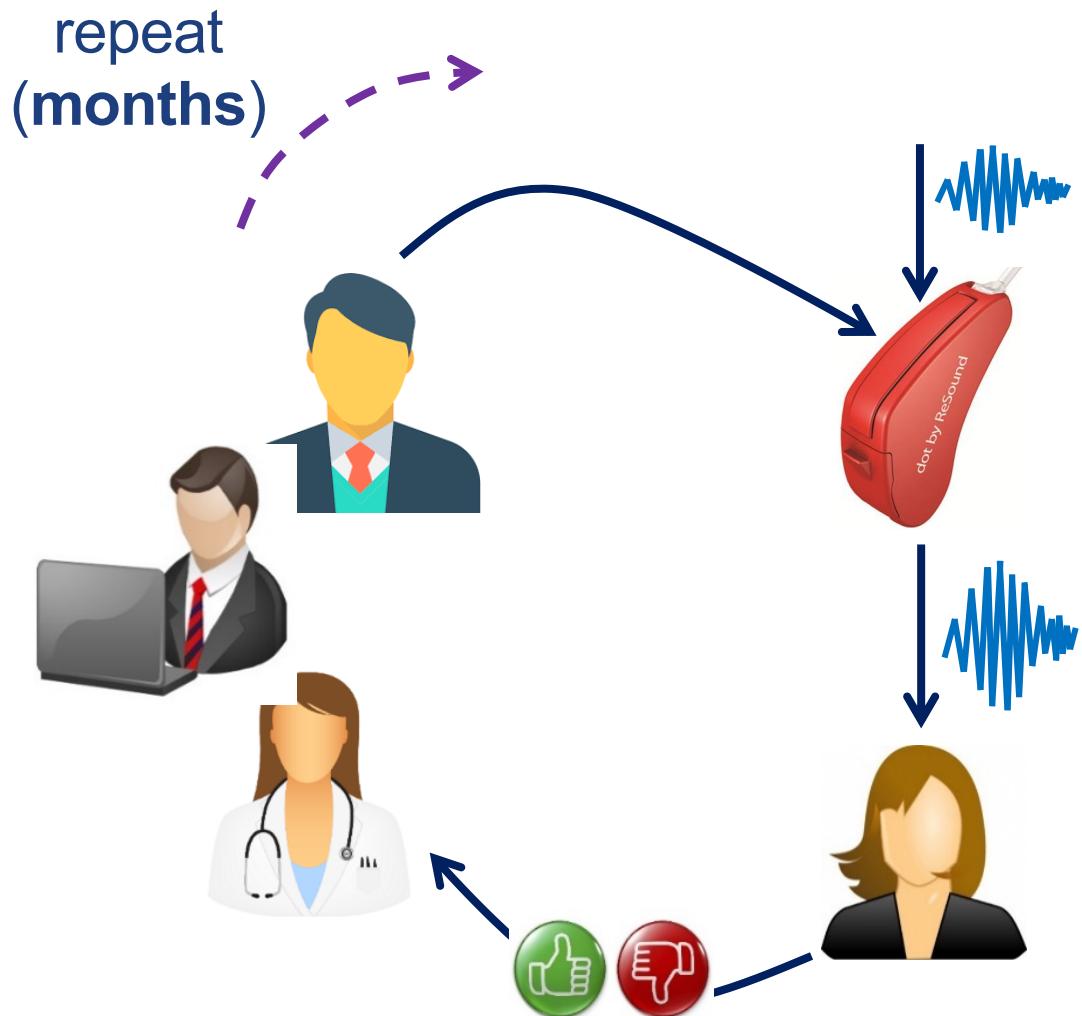
Approach

A photograph of several people sitting around a wooden picnic table outdoors, smiling and holding glasses of beer under red umbrellas.

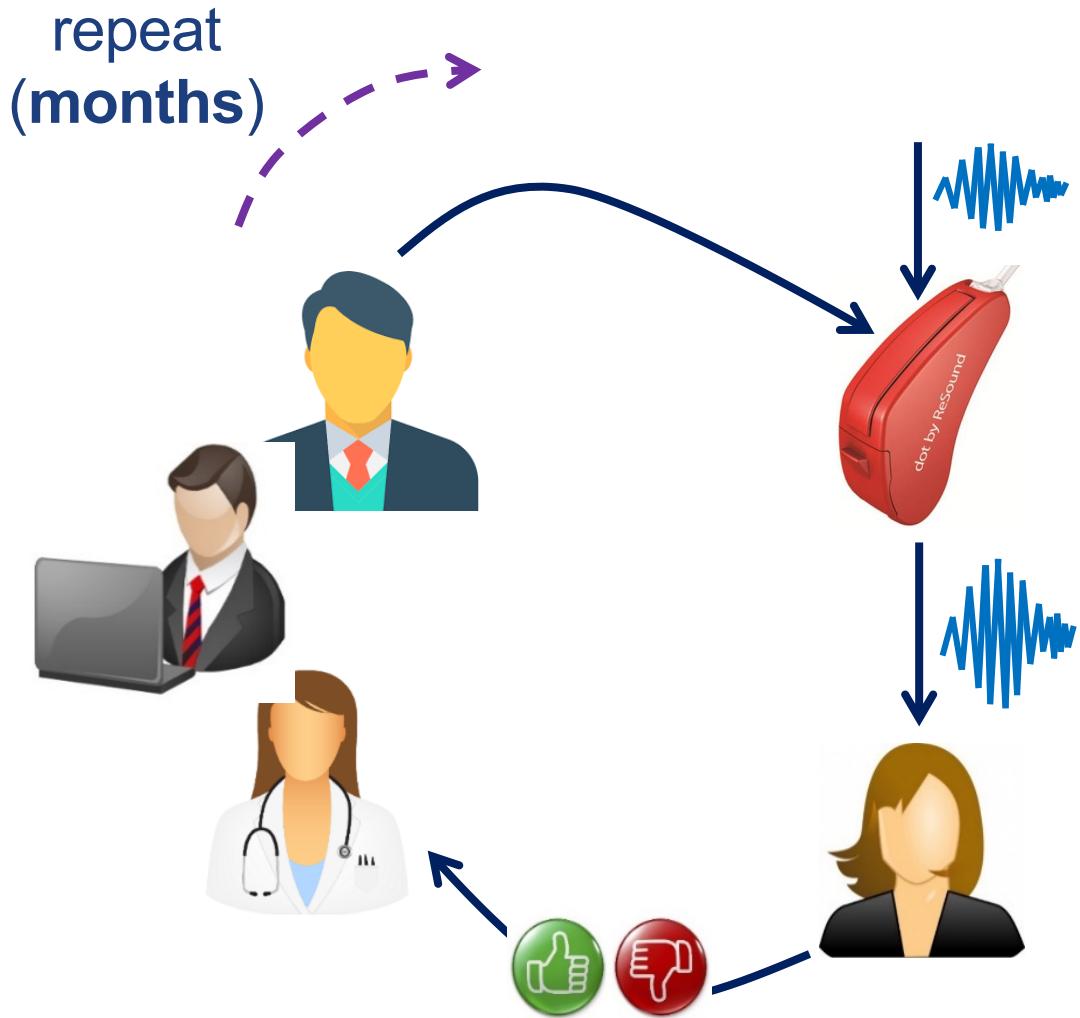
Gartner Hype Cycle for Emerging Technologies, 2017



From Offline to Situated HA Design

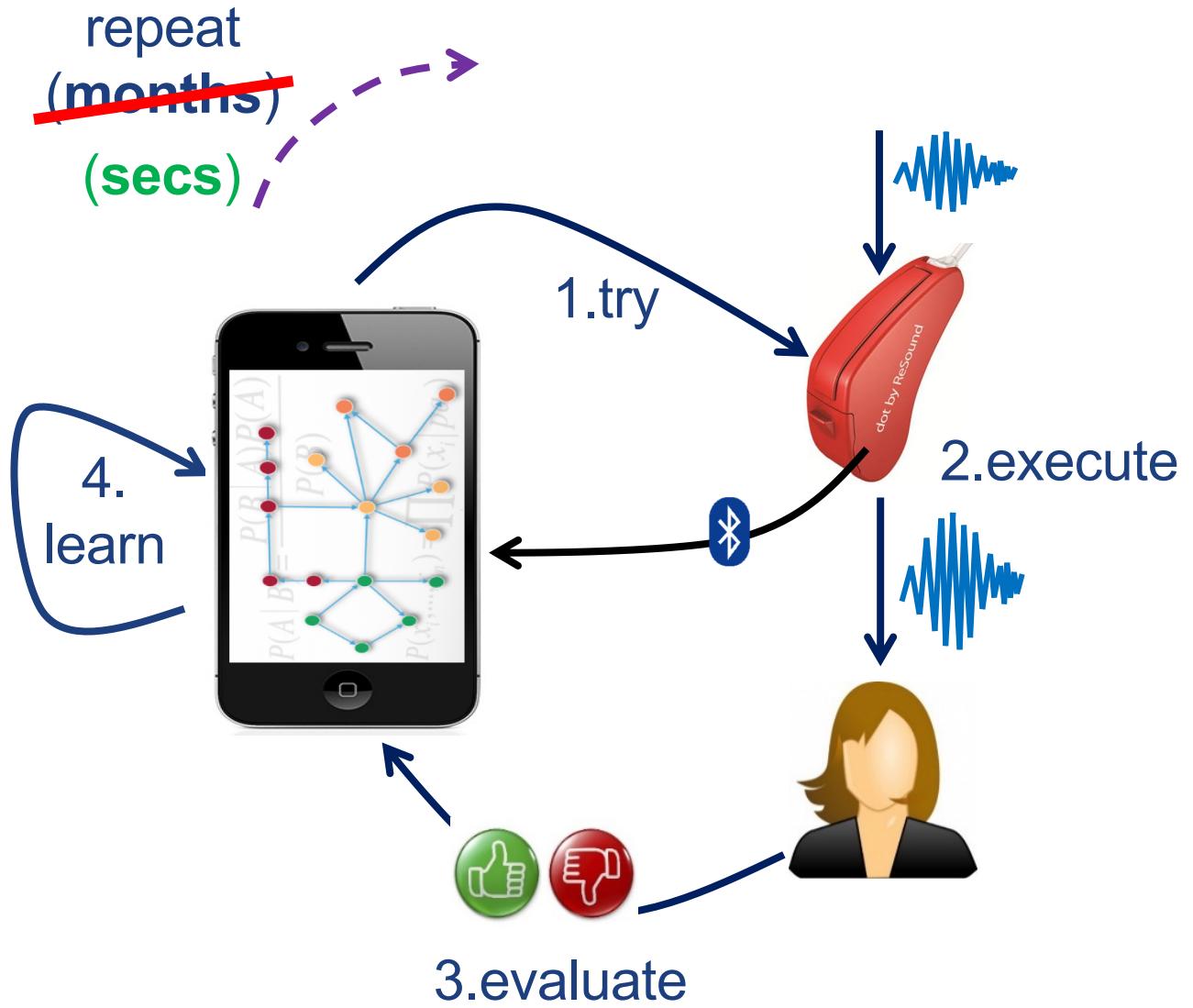


From Offline to Situated HA Design



Hearing personalization
is *fundamentally* a
situated learning problem

From Offline to Situated HA Design



Hearing personalization
is *fundamentally* a
situated learning problem

“intelligent” design

slow iterations

one problem, many solutions

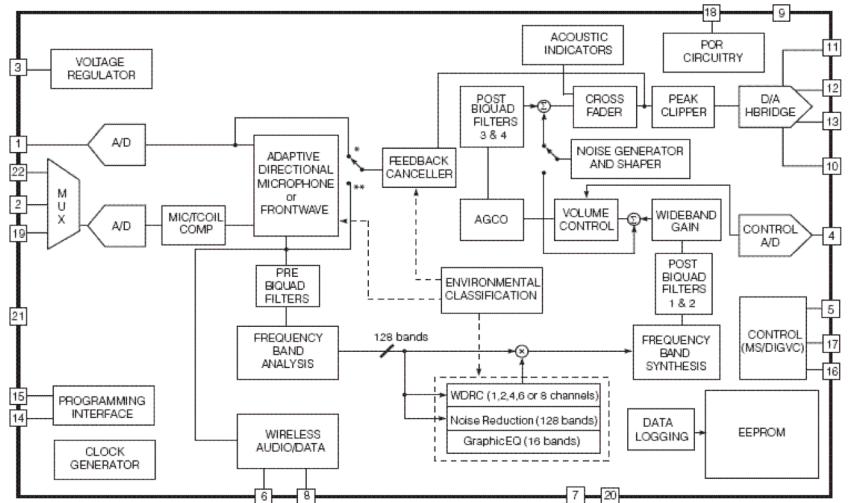
involves lots of minds

natural design

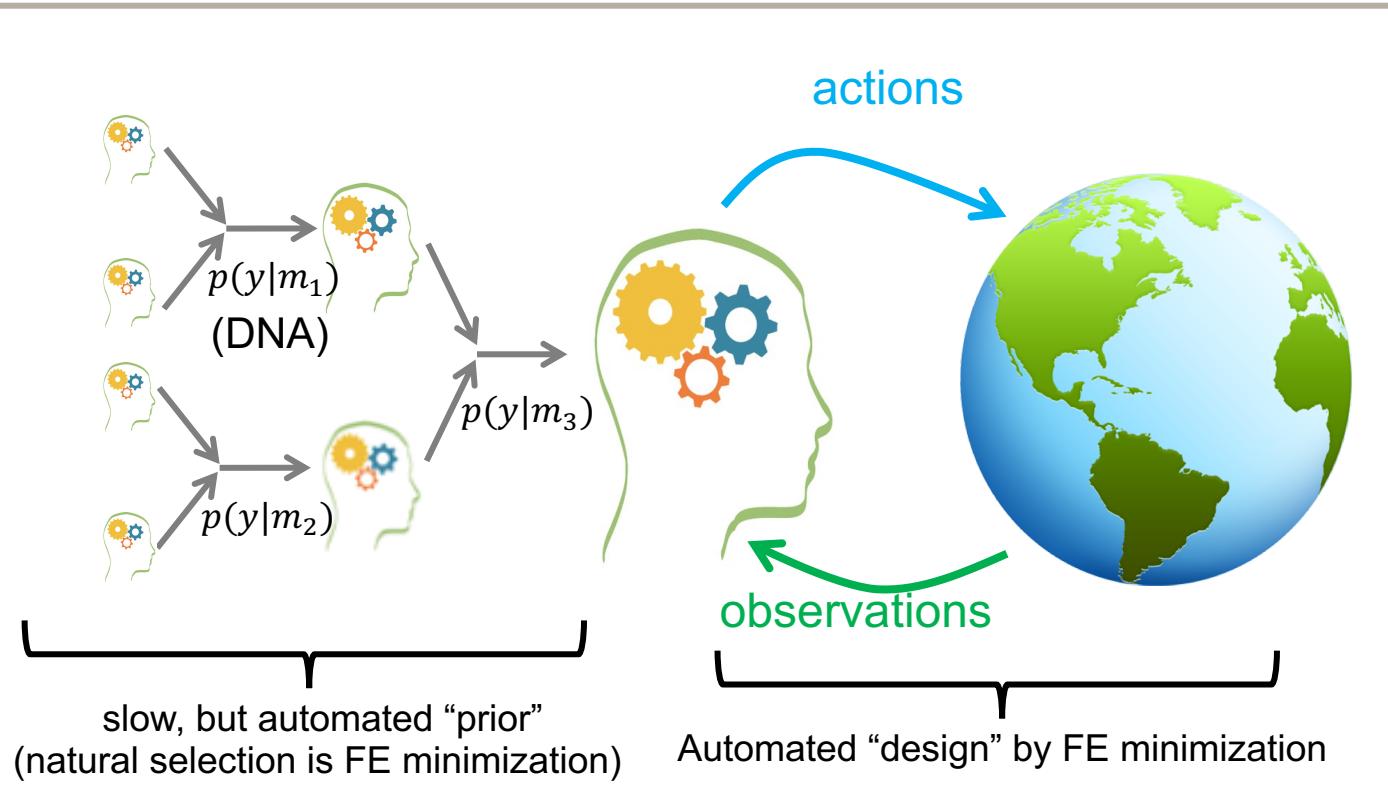
multiple timescales (down to real-time)

one solution approach to all problems

automated



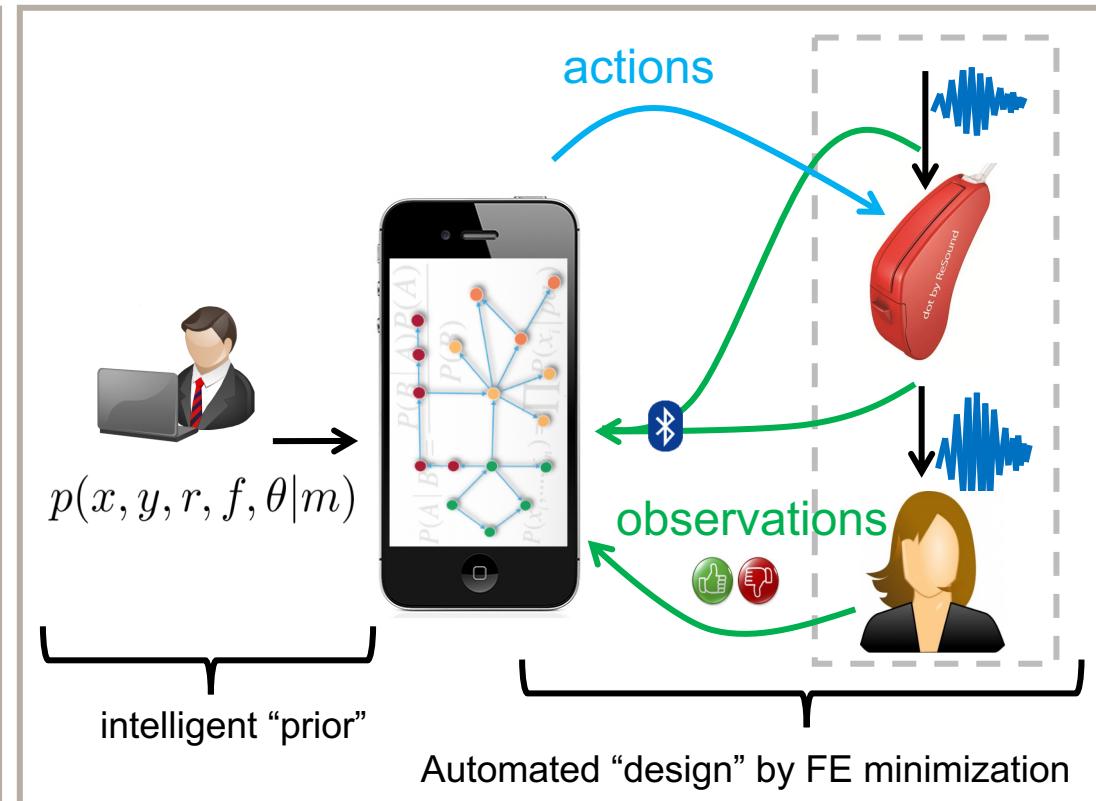
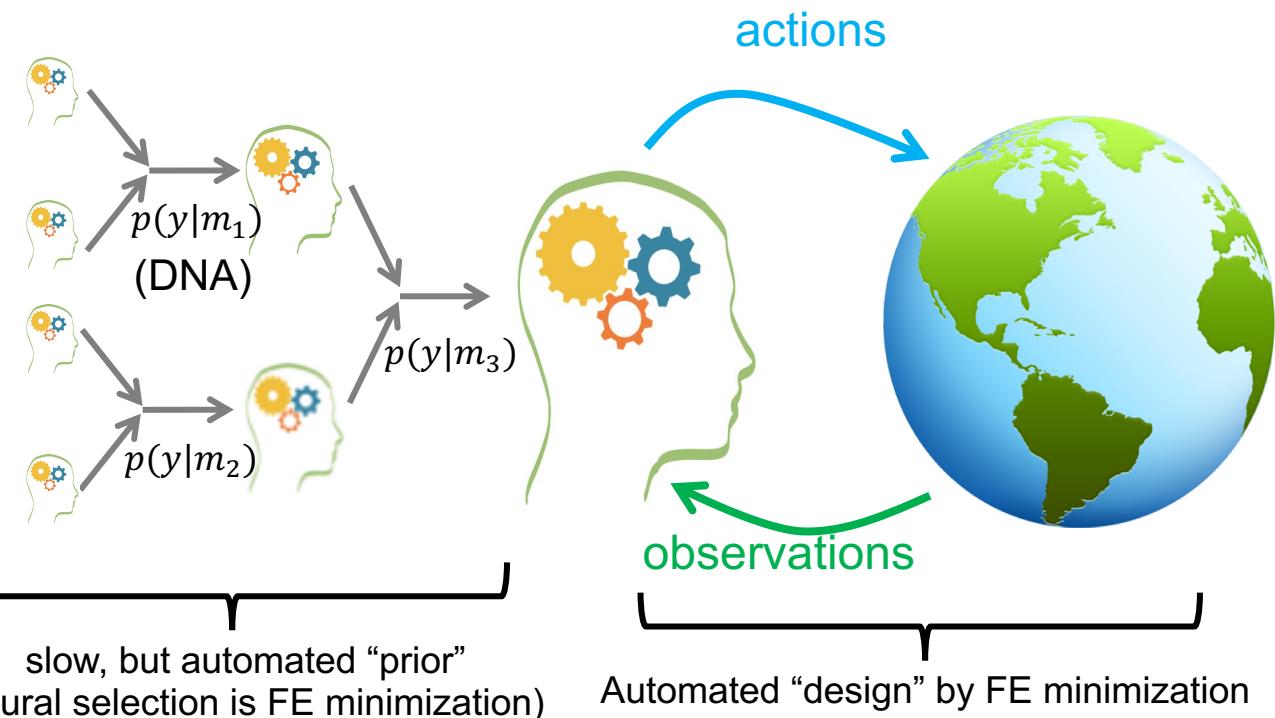
Automated design by FE Minimization in Nature



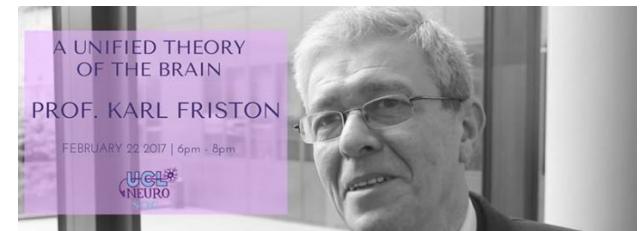
- Karl Friston: Brains do (survive by) free energy minimization (and nothing else)
- All biological self-organization is free energy minimization
- Free energy minimization is just following **Hamilton’s Principle of Least Action** (and therefore is automated)
- Interestingly, following physical law (PLA) is sufficient to design (approximately Bayesian) intelligent agents



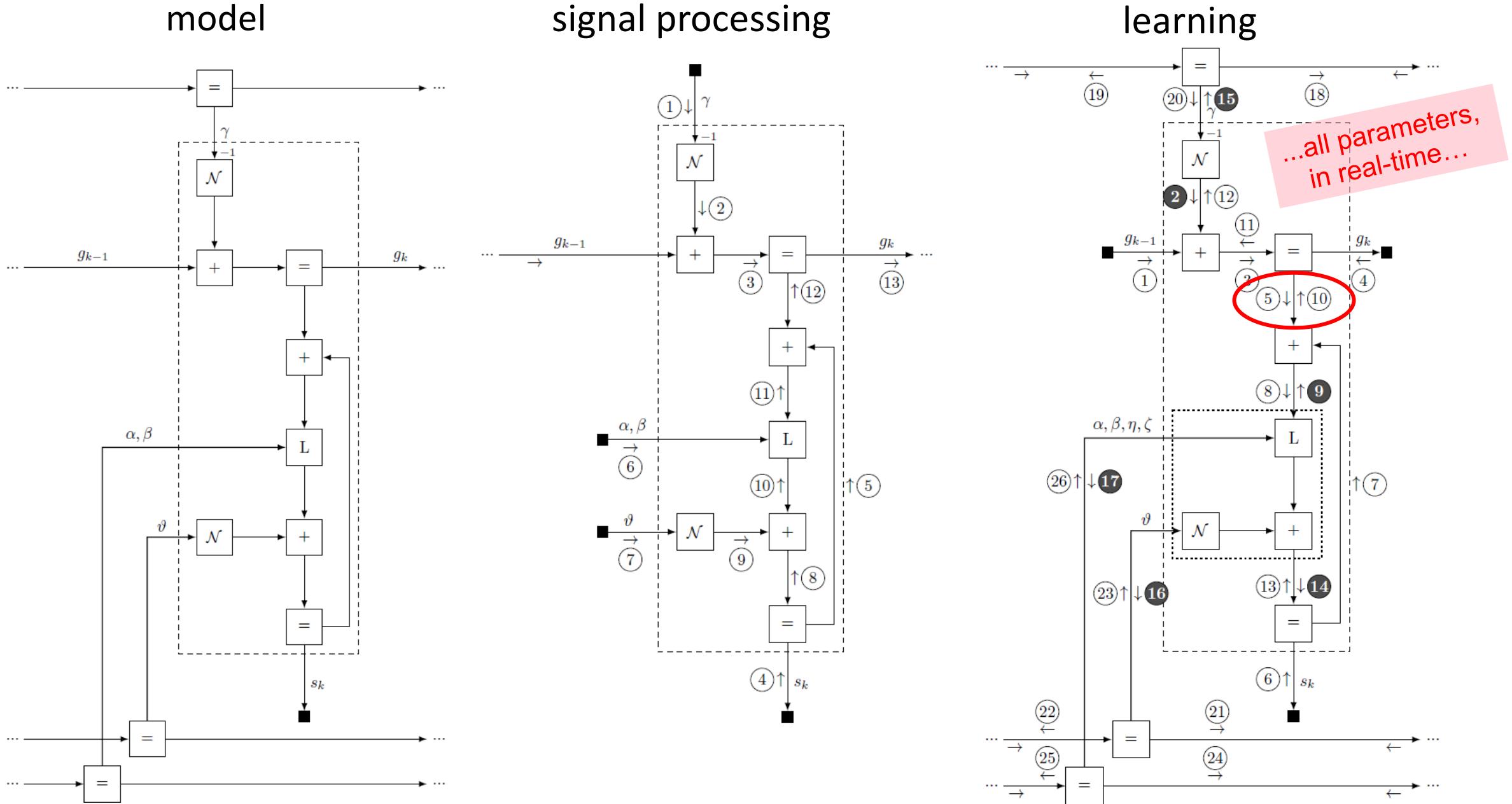
Automated design by FE Minimization in Nature and Engineering



- Karl Friston: Brains do (survive by) free energy minimization (and nothing else)
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Hearing Loss Compensation by (Variational) Message Passing

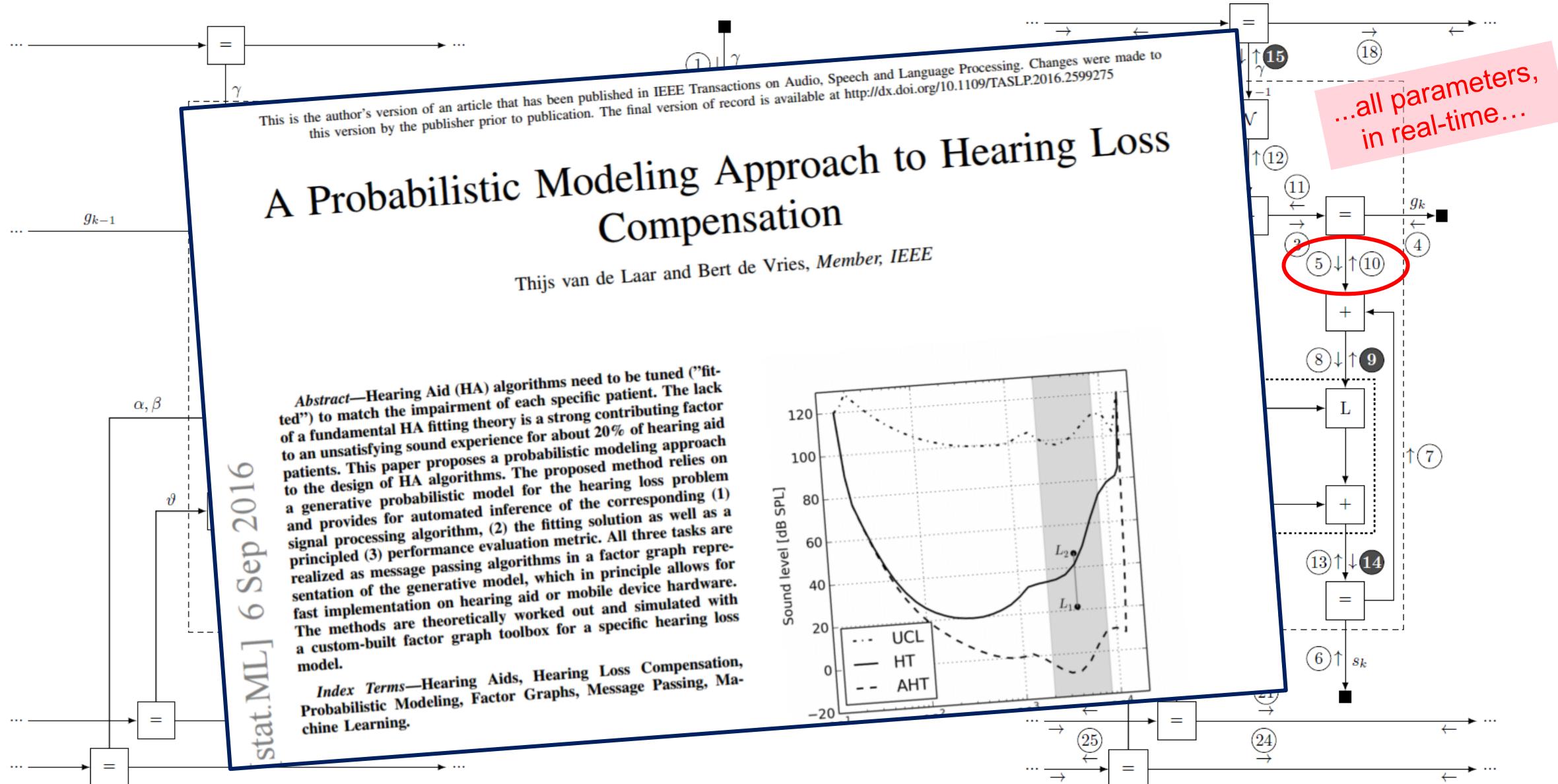


Hearing Loss Compensation by (Variational) Message Passing

model

signal processing

learning



ForneyLab

biaslab / ForneyLab.jl

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Julia package for automatically generating Bayesian inference algorithms through message passing on Forney-style factor graphs. <http://ForneyLab.org> Edit

bayesian-methods machine-learning factor-graph probabilistic-graphical-models probabilistic-programming state-space-models Manage topics

1,584 commits 2 branches 3 releases 10 contributors View license

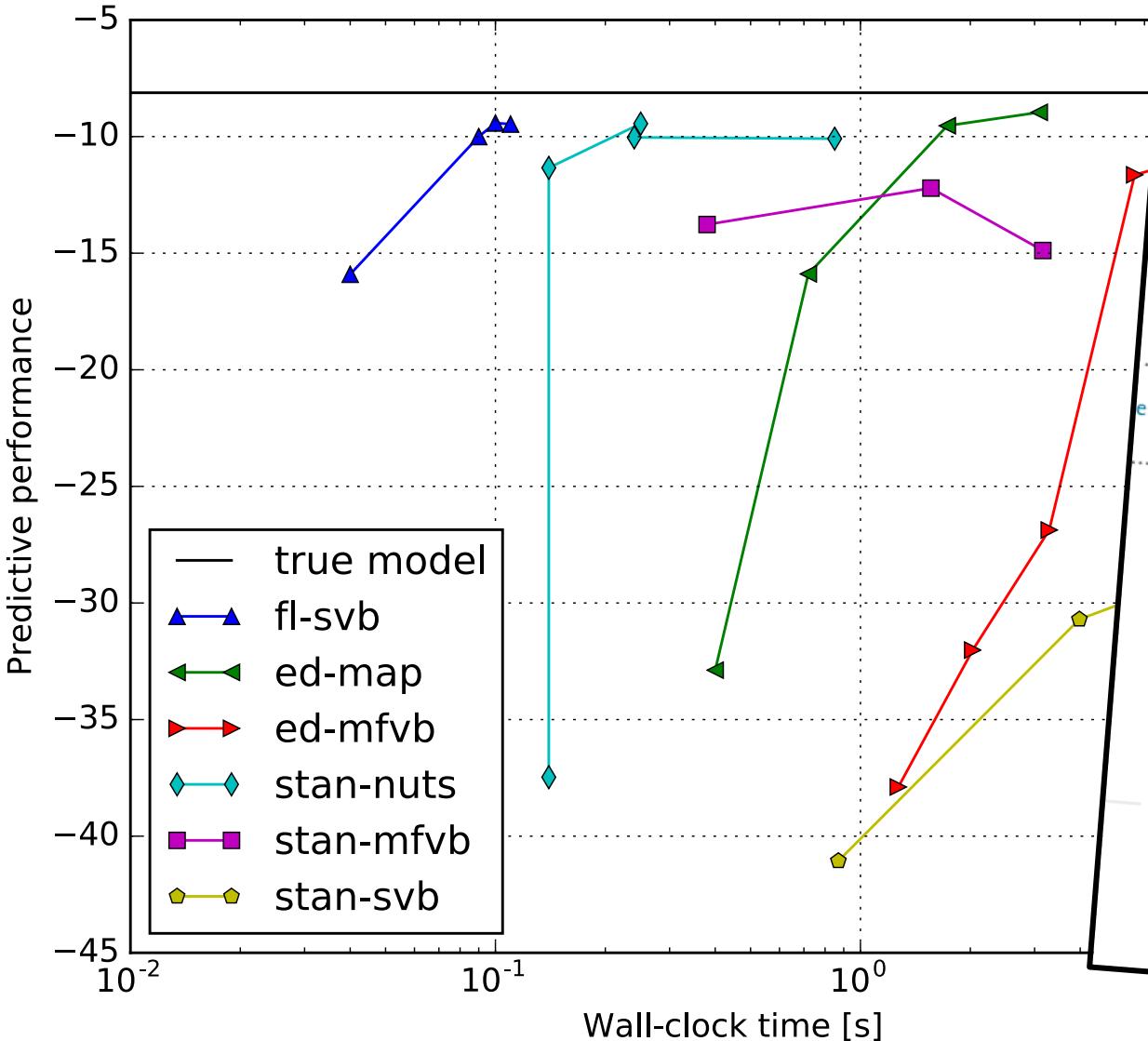
Branch: master ▾ New pull request Create new file Upload files Find File Clone or download ▾

ivan-bocharov Merge pull request #36 from ivan-bocharov/parse-fix ... Latest commit bd4ff83 2 days ago

demo	Merge branch 'probml-murphyk-demos'	a month ago
docs	Remove duplicated installation instructions from user-guide.md	14 days ago
src	Fixed parsing issue when initialization block is present.	2 days ago
test	Add two sum-product update rules for the Bernoulli factor node	29 days ago
.gitignore	Add docs folder	4 months ago
.travis.yml	Renamed Project.toml file in order to pass Julia CI checks.	7 months ago
CONTRIB.md	Updated contribution guidelines.	4 months ago
LICENSE.md	include license	10 months ago
Manifest.toml	Added files used in new package manager.	7 months ago
README.md	Fix error in author names	a month ago

<https://github.com/biaslab/ForneyLab.jl>

ForneyLab Performance



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International Journal of Approximate Reasoning

Volume 104, January 2019, Pages 185-204

APPROXIMATE REASONING

A factor graph approach to automated design of Bayesian signal processing algorithms

Marco Cox ^a Thijs van de Laar ^a Bert de Vries ^{a, b}

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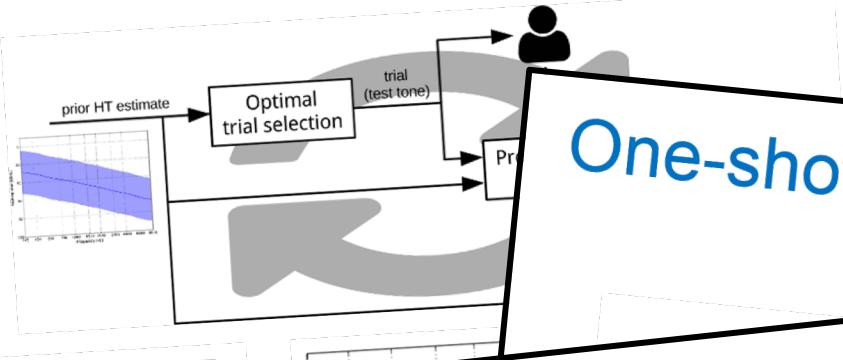
<https://doi.org/10.1016/j.ijar.2018.11.002>

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Abstract

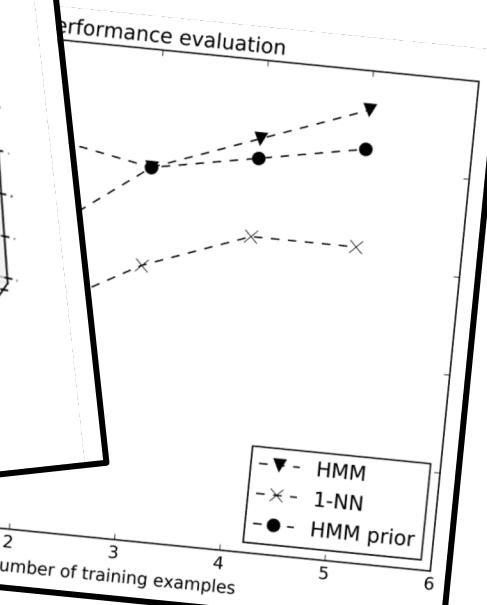
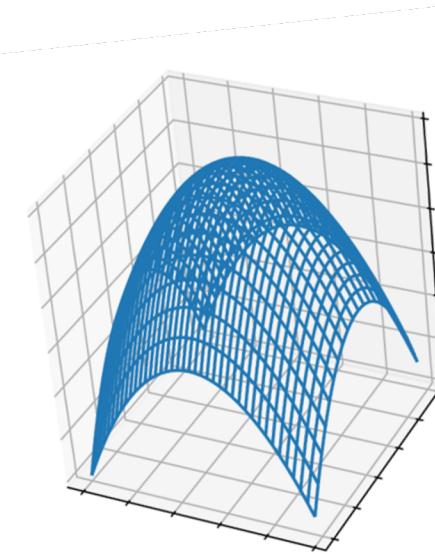
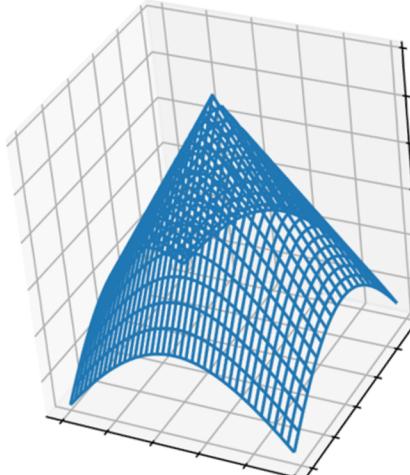
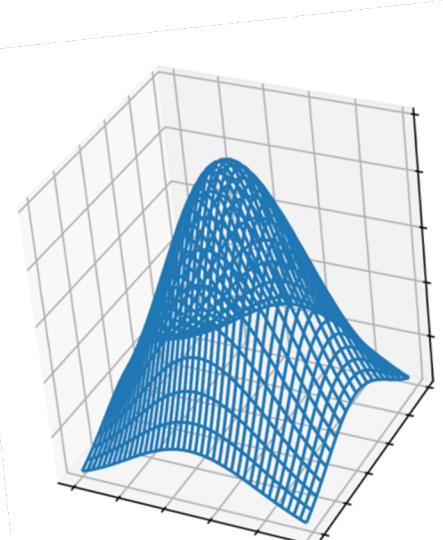
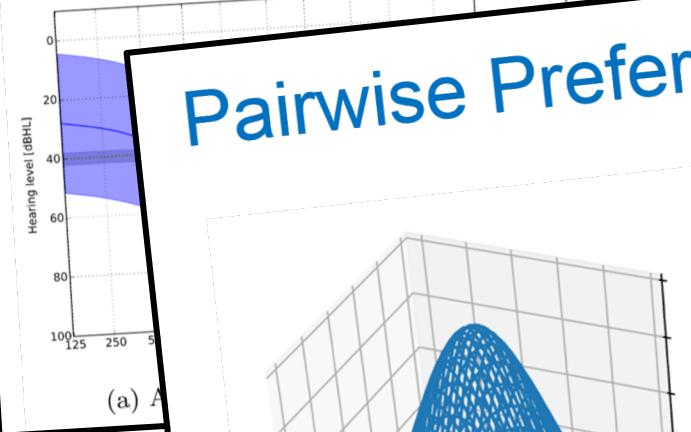
The benefits of automating [design cycles](#) for [Bayesian](#) inference-based algorithms are becoming increasingly recognized by the [machine learning](#) community. As a result, interest in probabilistic

Incremental Bayesian Pure-tone Audiometry



One-shot Gesture Recognition

Pairwise Preference-based Bayesian Optimization



Applications



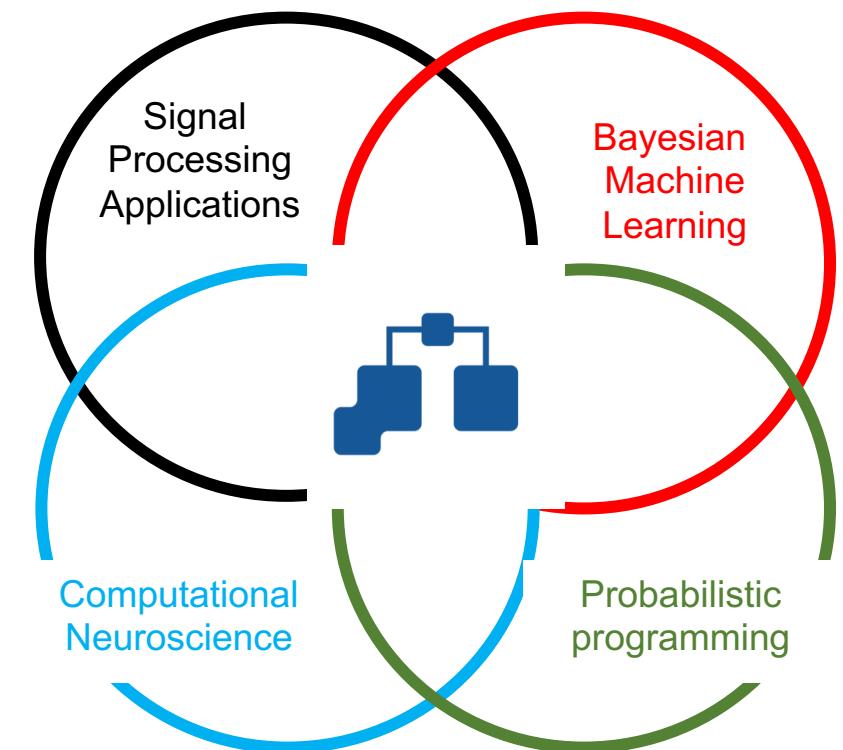
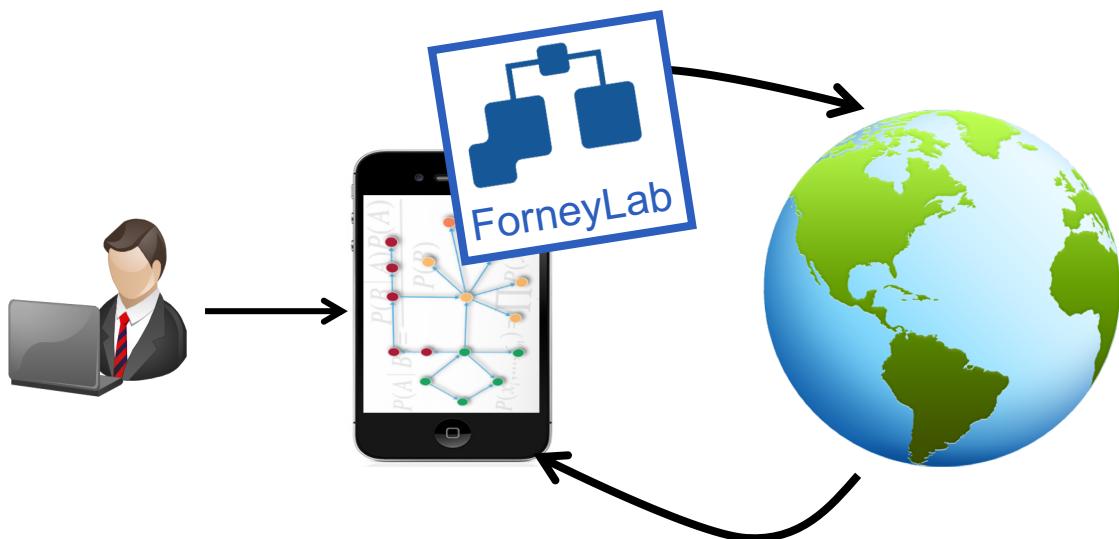
BIASlab mission

(1) Developing autonomous agents that learn from their environment ...

Solution: probabilistic model design by engineer

(2) Using these agents to develop novel signal processing systems

Solution: **Automated** inference by FEM



Thank you