

# Course 1: Generalities about AI



**IMT Atlantique**  
Bretagne-Pays de la Loire  
École Mines-Télécom

# Global overview...

## What is AI?

- **Intelligence:** ability to **extract knowledge** from observations
- This knowledge is used to **solve tasks in different contexts and environments** (automation)

### Old way: Memorize

- Human experts code the machines
- Goods: we know what we are doing.
- Bads: requires **explicit** solutions (not available for some problems).

### Modern way: Learning

- Let machines teach themselves how to solve a problem (**implicit**).
- Goods: universally applicable
- Bads: lack of understandability/robustness.
- Requires **training**.

Memorizing (explicit) vs Learning (implicit)

# Global overview...

## What is AI?

- **Intelligence:** ability to **extract knowledge** from observations
- This knowledge is used to **solve tasks in different contexts and environments** (automation)

### Old way: Memorize

- Human experts code the machines
- Goods: we know what we are doing.
- Bads: requires **explicit** solutions (not available for some problems).

### Modern way: Learning

- Let machines teach themselves how to solve a problem (**implicit**).
- Goods: universally applicable
- Bads: lack of understandability/robustness.
- Requires **training**.

Memorizing (explicit) vs Learning (implicit)

## What is AI?

- **Intelligence:** ability to **extract knowledge** from observations
- This knowledge is used to **solve tasks in different contexts and environments** (automation)

### Old way: Memorize

- Human experts code the machines
- Goods: we know what we are doing.
- Bads: requires **explicit** solutions (not available for some problems).

### Modern way: Learning

- Let machines teach themselves how to solve a problem (**implicit**).
- Goods: universally applicable
- Bads: lack of understandability/robustness.
- Requires **training**.

Memorizing (explicit) vs Learning (implicit)

## What is AI?

- **Intelligence:** ability to **extract knowledge** from observations
- This knowledge is used to **solve tasks in different contexts and environments** (automation)

### Old way: Memorize

- Human experts code the machines
- Goods: we know what we are doing.
- Bads: requires **explicit** solutions (not available for some problems).

### Modern way: Learning

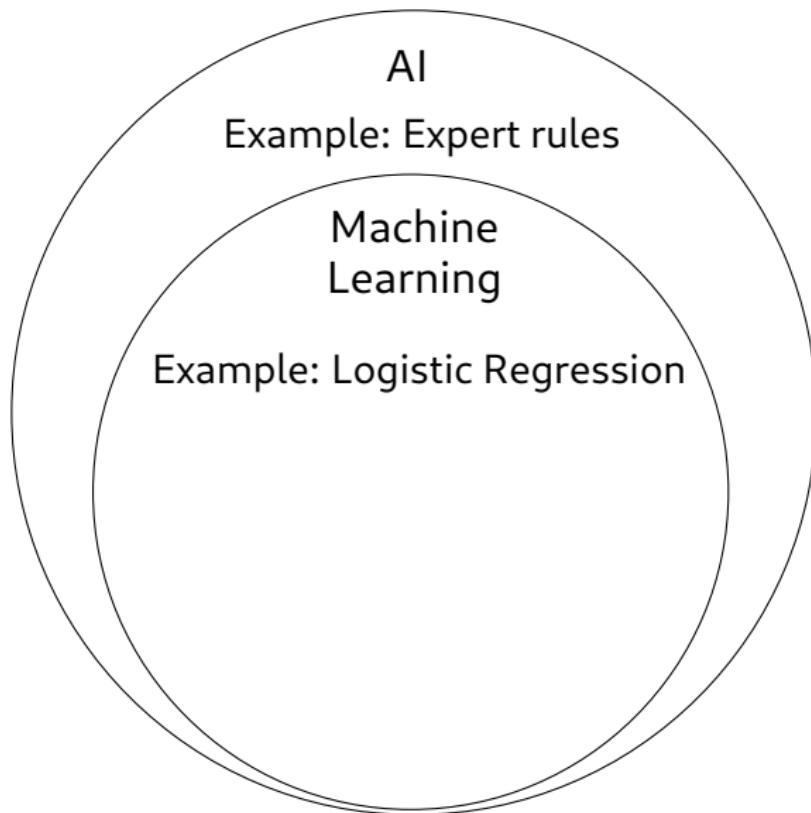
- Let machines teach themselves how to solve a problem (**implicit**).
- Goods: universally applicable
- Bads: lack of understandability/robustness.
- Requires **training**.

Memorizing (explicit) **vs** Learning (implicit)

AI

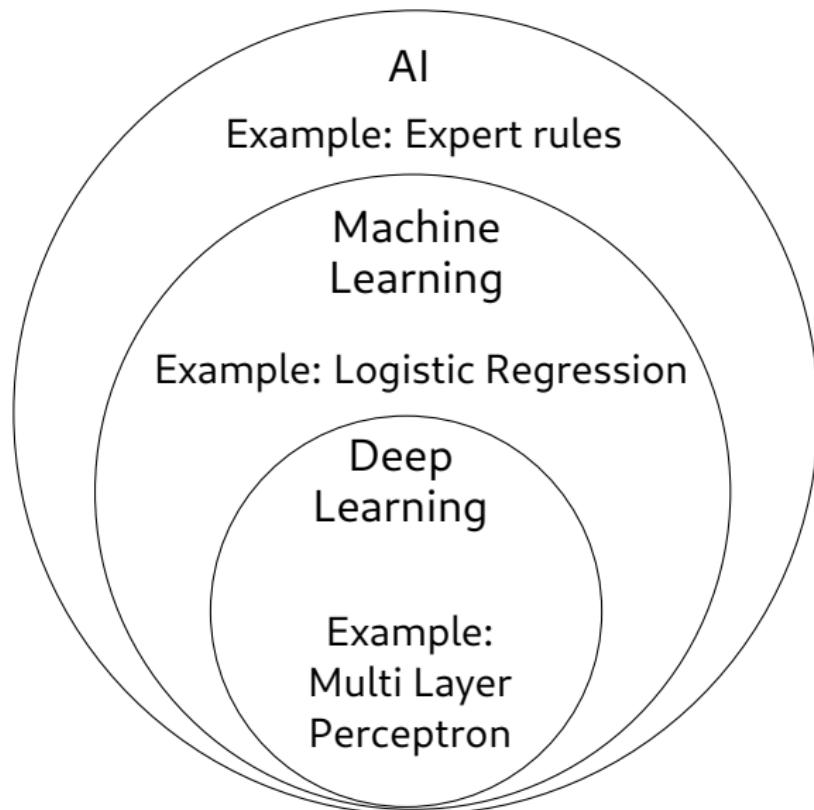
Example: Expert rules

# AI, Machine Learning & Deep Learning



Adapted from *Deep Learning*, 2016 by A. Courville, I. Goodfellow and Y. Bengio

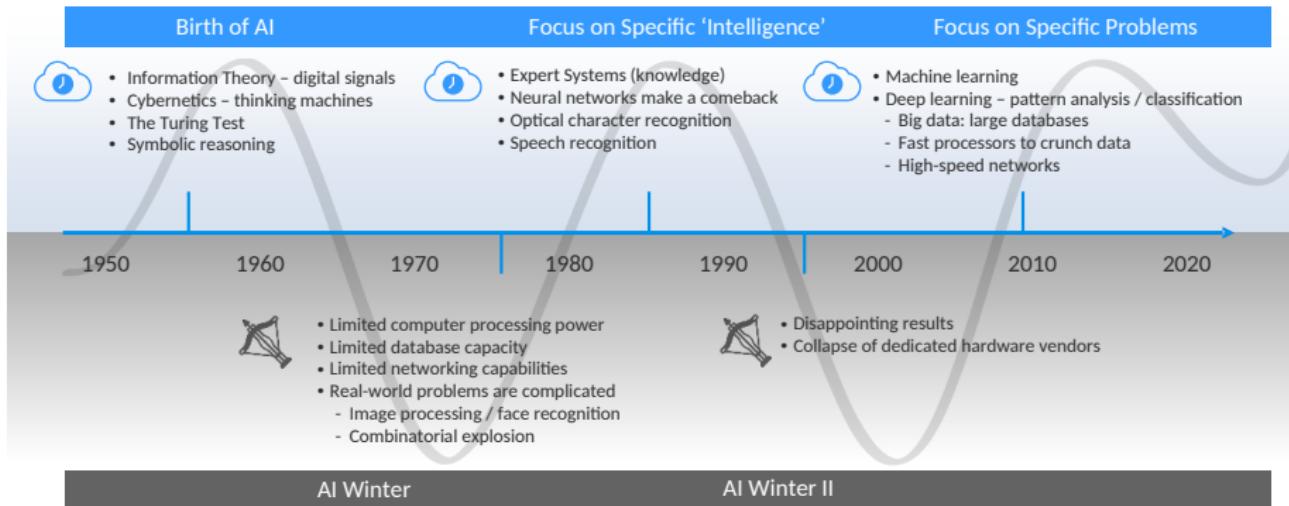
# AI, Machine Learning & Deep Learning



Adapted from *Deep Learning*, 2016 by A. Courville, I. Goodfellow and Y. Bengio

## An AI Timeline

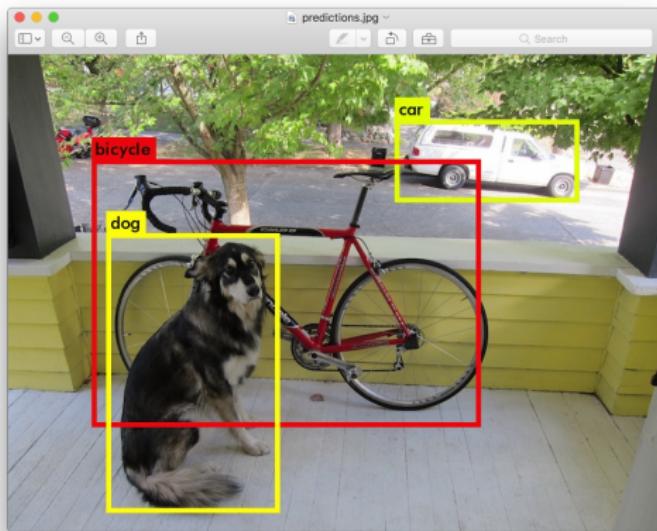
Source:  harmon.ie



# Traditional application domains of AI

## Vision

- Object/face recognition,
- Detection,
- Autonomous vehicles,
- Automatic diagnostic,
- Defects identification,
- Video applications...



# Traditional application domains of AI

## Natural Language Processing (NLP)

- Automatic assistant,
- Voice-to-text,
- Automatic translation,
- Automatic summarizing,
- Sentiment analysis,
- Text indexing...

Speak now

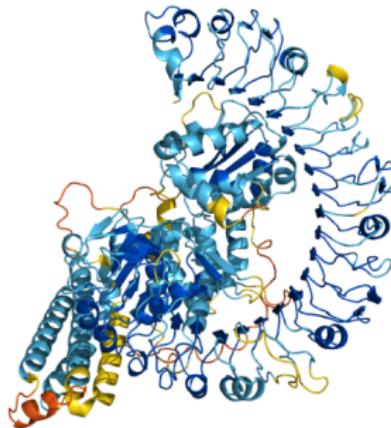
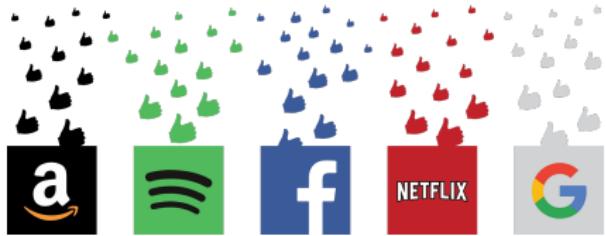


Cancel

# Traditional application domains of AI

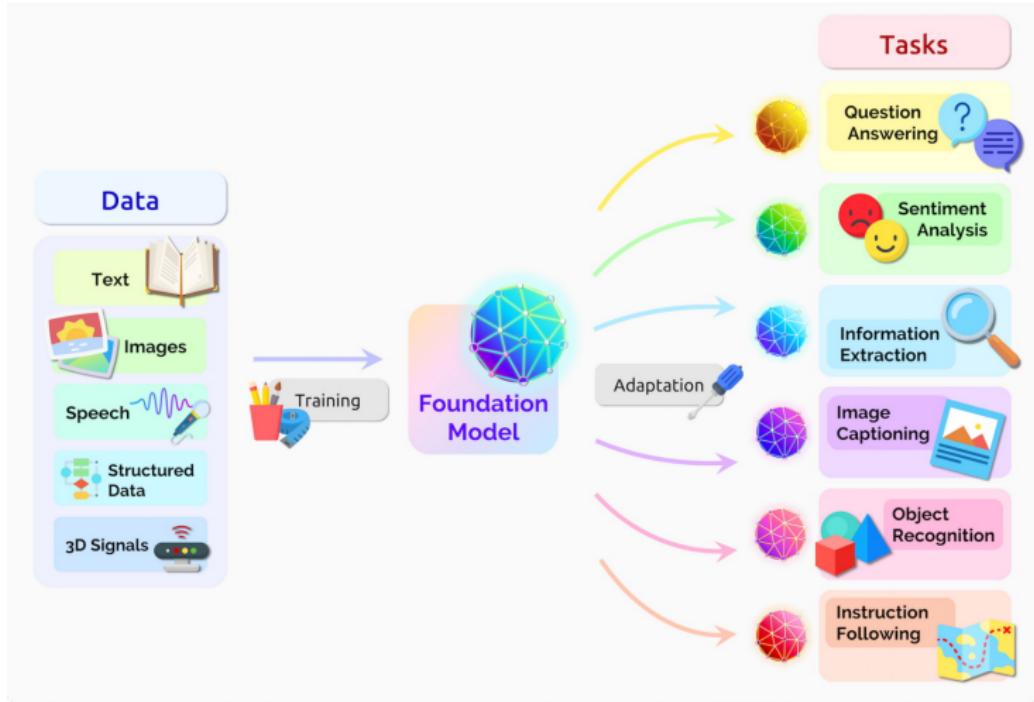
Tons of other domains...

- Medical imaging,
- Decision aid,
- Data mining,
- Visualization,
- Recommender systems,
- Market analysis...



<https://alphafold.ebi.ac.uk/>

# Foundation models: a game changer



Source: <https://blogs.nvidia.com/blog/what-are-foundation-models/>

# Generative AI: a recent breakthrough

## Text Synthesis with Large Language Models

- GPT-3, 175 billion parameters trained without explicit supervision on over 600GB of text <https://arxiv.org/abs/2005.14165>  
⇒ Model behind ChatGPT <https://openai.com/blog/chatgpt/>
- LLaMA (Meta), Gemini (Google), Mistral 8x7B (MistralAI), ... And many others!

 Write an introduction to a master course on artificial intelligence for an engineering school

 Welcome to the Master's course on Artificial Intelligence (AI) at our engineering school. In this program, you will gain a comprehensive understanding of the latest advances in the field of AI and machine learning. You will learn to design and implement intelligent systems using a variety of techniques and algorithms, and you will learn to critically evaluate the performance and limitations of these systems. The course will cover a wide range of topics including supervised and unsupervised learning, deep learning, natural language processing, computer vision, and robotics. You will also have the opportunity to work on real-world projects and to collaborate with other students and faculty members on cutting-edge research. By the end of the program, you will have the skills and knowledge needed to excel in a career in AI or to pursue further research in the field.

# Generative AI: a recent breakthrough

## Image Synthesis

- Stable Diffusion Models (<https://arxiv.org/pdf/2403.03206>)
- DALL-E (<https://labs.openai.com/>)
- Midjourney (<https://docs.midjourney.com/>)

Possible thanks to **multimodality**: encoding both text and image (ex: CLIP (<https://arxiv.org/abs/2103.00020>) )

The screenshot shows the DALL-E web interface. At the top, there are navigation links for 'History' and 'Collections'. Below that is a text input field with placeholder text 'Edit the detailed description'. Underneath is another text input field containing the prompt: 'a watercolor style painting of a teacher in the classroom with students'. To the right of this prompt are three buttons: 'Surprise me', 'Upload', and a circular icon with a refresh symbol. Further to the right is a large 'Generate' button. Below the input fields, four generated images are displayed as a horizontal scrollable grid. Each image depicts a teacher standing and interacting with students in a classroom setting, rendered in a soft, painterly watercolor style. At the bottom of the interface is a set of standard web browser navigation icons.

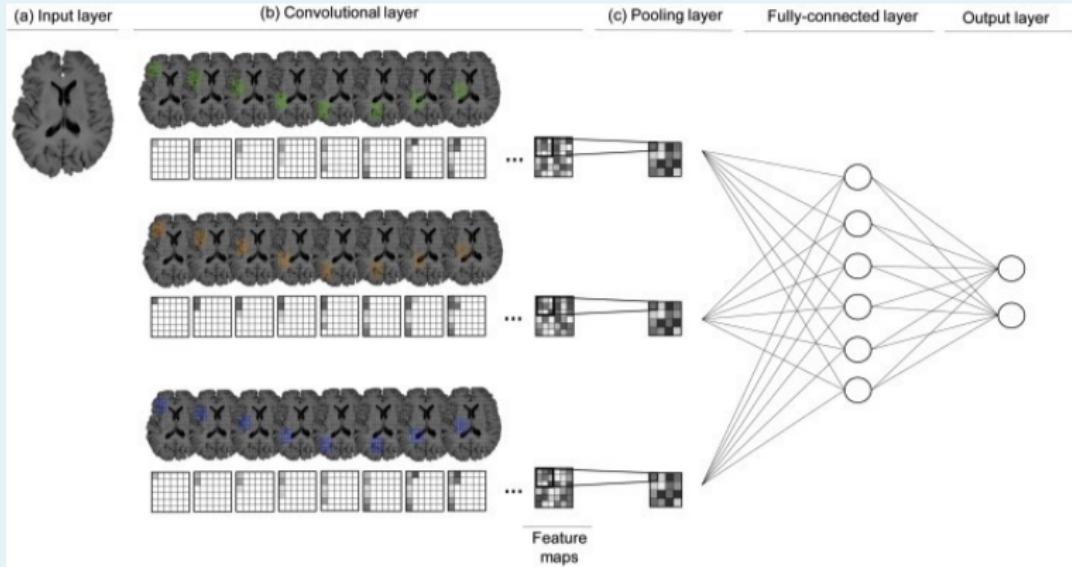
# Generative AI: a recent breakthrough

## Many other modalities...

- Speech (Many actors, ex: Kyutai)
- Music (StableAudio, Udio, Suno, ...)
- Video (StableVideo, Sora (OpenAI), ...)
- ...
- **Multimodal** models are arising

# Some key open challenges (core AI research)

## Interpretability

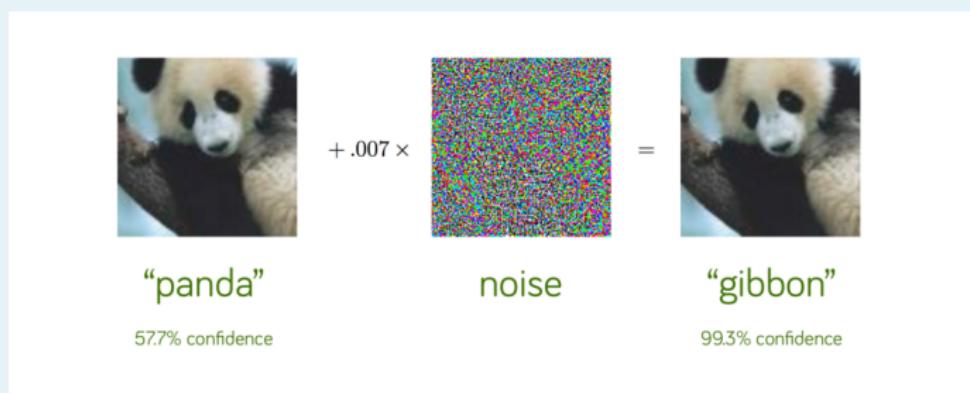


A trained model might be very accurate, but how does it take its decision ?

"Using deep learning to investigate the neuroimaging correlates of psychiatric and neurological disorders: Methods and applications", Vieira et al. 2017.

# Some key open challenges (core AI research)

## Learning what should be learned (robustness / adversarial attacks)



Random noise added to input images can dramatically change the result.

"Intriguing properties of neural networks", Arxiv research report, 2013.

# Some key open challenges (core AI research)

## Computational and memory footprints

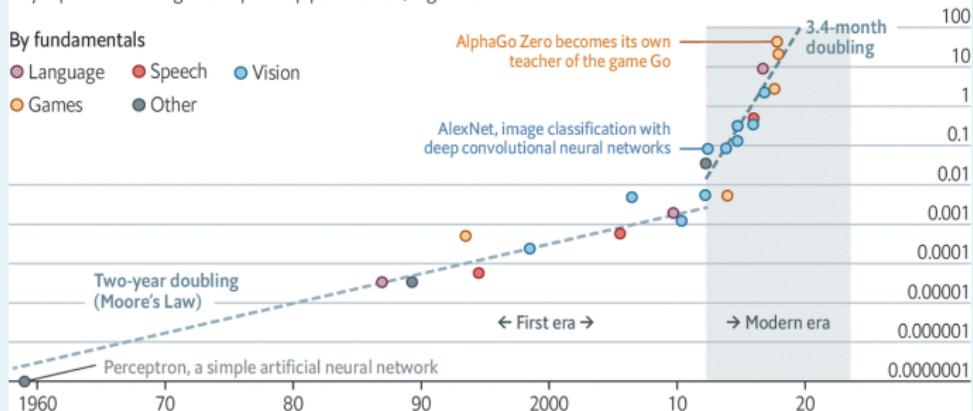
### Deep and steep

Computing power used in training AI systems

Days spent calculating at one petaflop per second\*, log scale

By fundamentals

- Language
- Speech
- Vision
- Games
- Other



Source: OpenAI

The Economist

\*1 petaflop =  $10^{15}$  calculations

Training a large algorithm: thousands to millions of parameters using Gigabytes of data.

Let's dive into details!



# Machine Learning

## Examples

- Learning to play chess through playing games,
- Learning to recognize dogs and cats in images from annotated examples ...

## Machine learning

- Supervised: Learning from **inputs** and **human annotations**
- Unsupervised: Learning from **inputs** only (patterns)
- Self-supervised: Learning by reconstructing the **inputs** from distorted versions

## Generalization

- Generalization refers to the ability to infer **good decisions or representations from examples.**
- Goal: transfer knowledge from a dataset to another

# Machine Learning

## Examples

- Learning to play chess through playing games,
- Learning to recognize dogs and cats in images from annotated examples ...

## Machine learning

- **Supervised:** Learning from **inputs** and **human annotations**
- **Unsupervised:** Learning from **inputs** only (patterns)
- **Self-supervised:** Learning by reconstructing the **inputs** from distorted versions

## Generalization

- Generalization refers to the ability to infer **good decisions or representations from examples.**
- Goal: transfer knowledge from a dataset to another

# Machine Learning

## Examples

- Learning to play chess through playing games,
- Learning to recognize dogs and cats in images from annotated examples ...

## Machine learning

- **Supervised:** Learning from **inputs** and **human annotations**
- **Unsupervised:** Learning from **inputs** only (patterns)
- **Self-supervised:** Learning by reconstructing the **inputs** from distorted versions

## Generalization

- Generalization refers to the ability to infer **good decisions or representations** from **examples**.
- Goal: transfer knowledge from a dataset to another

## Input/output

- **Goal:** infer a function of parameters  $\mathbf{W}$  from an input (often tensor) space to an output (often tensor) space,  $\mathbf{y} = f(\mathbf{x}, \mathbf{W})$ .
- **Example:** input can be an image, output a vector where the largest value indicate the category the image belongs to.

## Error/Loss

- **Loss  $\mathcal{L}$ :** nonnegative measure of the discrepancy between expected output  $\hat{\mathbf{y}}$  and obtained output  $\mathbf{y}$ .
- **Example:** output should be  $[0, 1]$  but is  $[0.2, 0.8]$ .

## Parameters

- $f(\cdot, \mathbf{W})$  contains **parameters  $\mathbf{W}$**  to be trained,
- In most cases, an ideal  $f(\cdot, \mathbf{W})$  exists but is **hard to find in practice**,
- Learning is a **regression ill-posed** problem.

## Input/output

- **Goal:** infer a function of parameters  $\mathbf{W}$  from an input (often tensor) space to an output (often tensor) space,  $\mathbf{y} = f(\mathbf{x}, \mathbf{W})$ .
- **Example:** input can be an image, output a vector where the largest value indicate the category the image belongs to.

## Error/Loss

- **Loss  $\mathcal{L}$ :** nonnegative measure of the discrepancy between expected output  $\hat{\mathbf{y}}$  and obtained output  $\mathbf{y}$ .
- **Example:** output should be  $[0, 1]$  but is  $[0.2, 0.8]$ .

## Parameters

- $f(\cdot, \mathbf{W})$  contains **parameters  $\mathbf{W}$**  to be trained,
- In most cases, an ideal  $f(\cdot, \mathbf{W})$  exists but is **hard to find in practice**,
- Learning is a **regression ill-posed** problem.

## Input/output

- **Goal:** infer a function of parameters  $\mathbf{W}$  from an input (often tensor) space to an output (often tensor) space,  $\mathbf{y} = f(\mathbf{x}, \mathbf{W})$ .
- **Example:** input can be an image, output a vector where the largest value indicate the category the image belongs to.

## Error/Loss

- **Loss  $\mathcal{L}$ :** nonnegative measure of the discrepancy between expected output  $\hat{\mathbf{y}}$  and obtained output  $\mathbf{y}$ .
- **Example:** output should be  $[0, 1]$  but is  $[0.2, 0.8]$ .

## Parameters

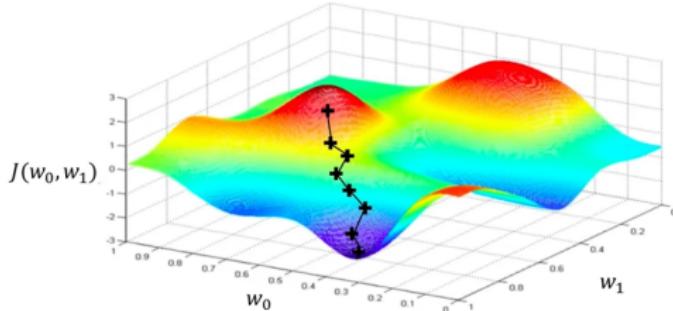
- $f(\cdot, \mathbf{W})$  contains **parameters  $\mathbf{W}$**  to be trained,
- In most cases, an ideal  $f(\cdot, \mathbf{W})$  exists but is **hard to find in practice**,
- Learning is a **regression ill-posed** problem.

- Loss:  $J(\mathbf{W}) = \sum_i \mathcal{L}(f(\mathbf{x}^{(i)}, \mathbf{W}), \mathbf{y}^{(i)})$ ,  $i = \text{examples}$
- Model parameters:  $\mathbf{W}^* = \text{argmin}(J(\mathbf{W}))$

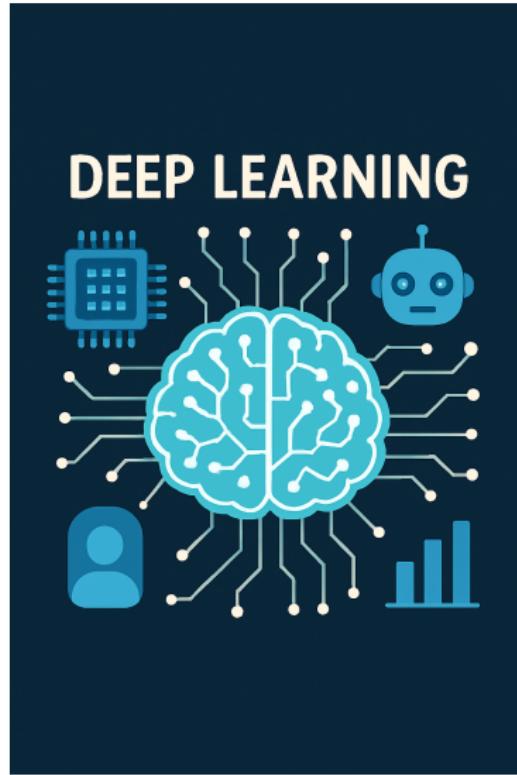
## Training Algorithm

Gradient Descent:

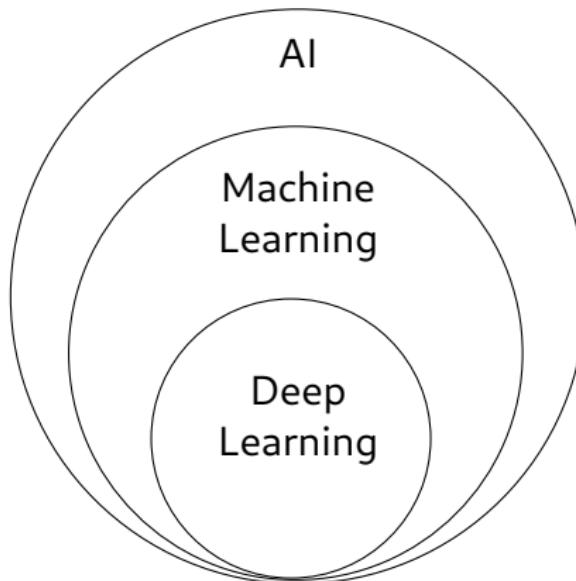
- Randomly Initialize model weights
- Compute Gradient of the Loss  $\frac{\partial J(\mathbf{W})}{\partial \mathbf{W}}$
- Update weights  $\mathbf{W} \leftarrow \mathbf{W} - \eta \frac{\partial J(\mathbf{W})}{\partial \mathbf{W}}$
- Repeat until convergence



from MIT course [introtodeeplearning.com](http://introtodeeplearning.com)



# Deep Learning: A Particular Case of Machine Learning

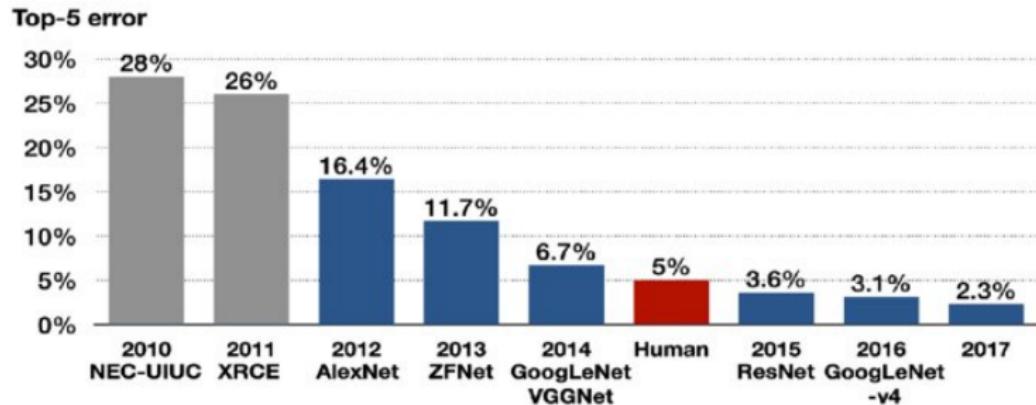


Hence, Deep Learning can be **supervised, unsupervised, ...**

# A turning point: AlexNet (2012)

Started the reign of Deep Learning

- Using **deep** neural networks and **large** datasets
- A major breakthrough in image classification:



Source: Kang, D. Y., Duong, H. P., & Park, J. C. (2020). Application of deep learning in dentistry and implantology. Journal of implantology and applied sciences, 24(3), 148-181.

Details for the human evaluation: Russakovsky, Dieg et al.. ImageNet Large Scale Visual Recognition Challenge,  
<https://arxiv.org/pdf/1409.0575.pdf>

# The great elders of Deep Learning (Turing Prize 2018)

## Geoffrey Hinton



- Cognitive psychologist and computer scientist,
- Prof. at University of Toronto and works for Google,
- Known for back-propagation and Boltzmann machines.

## Yoshua Bengio



- Computer scientist,
- Prof. at Université de Montréal and head of MILA,
- Known for his work on deep learning.

## Yann le Cun



- Computer scientist,
- Prof. at New York University then he joins FAIR,
- Known for his work on back-propagation and CNNs.

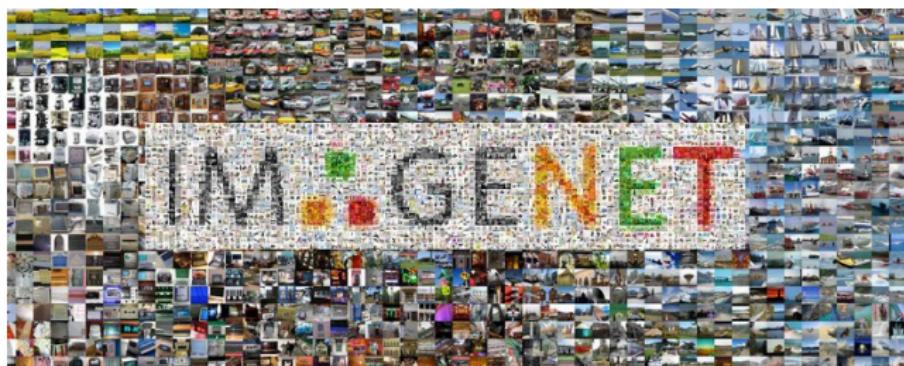
# Where did the Deep Learning revolution came from?

- The use of GPUs for computation.
- The share of huge datasets on Internet.
- HuggingFace / Github / Arxiv: easy and open-source share of research.
- The rise of representation learning.



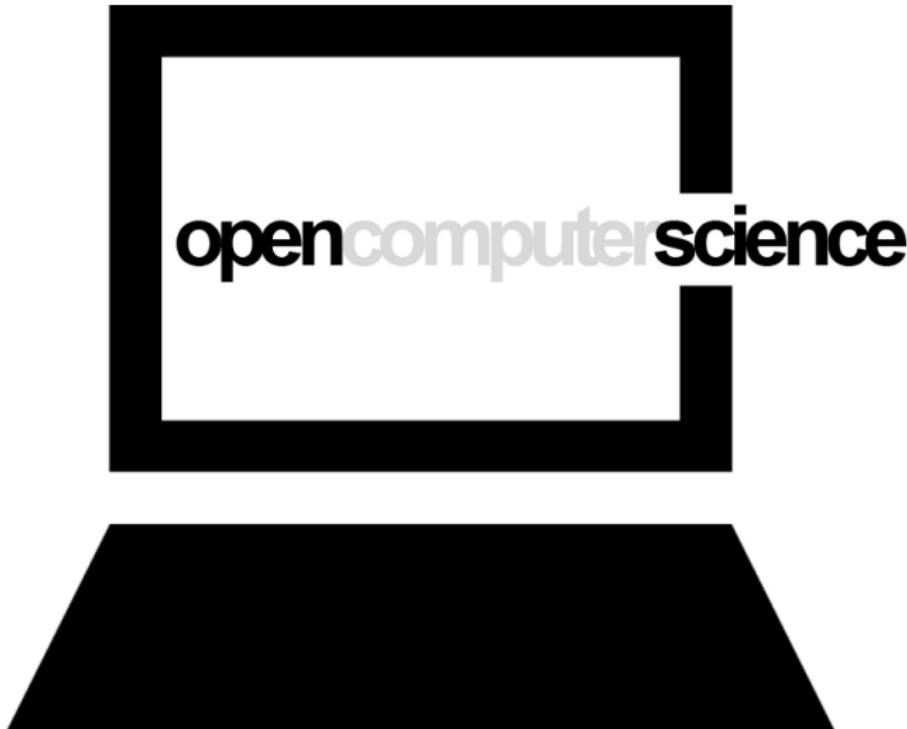
# Where did the Deep Learning revolution came from?

- The use of GPUs for computation.
- The share of huge datasets on Internet.
- HuggingFace / Github / Arxiv: easy and open-source share of research.
- The rise of representation learning.



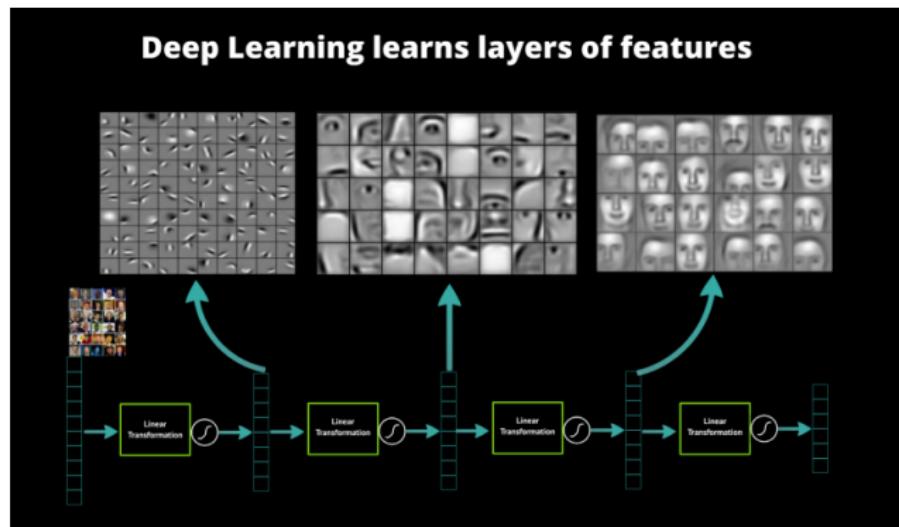
# Where did the Deep Learning revolution came from?

- The use of GPUs for computation.
- The share of huge datasets on Internet.
- HuggingFace / Github / Arxiv: easy and open-source share of research.
- The rise of representation learning.

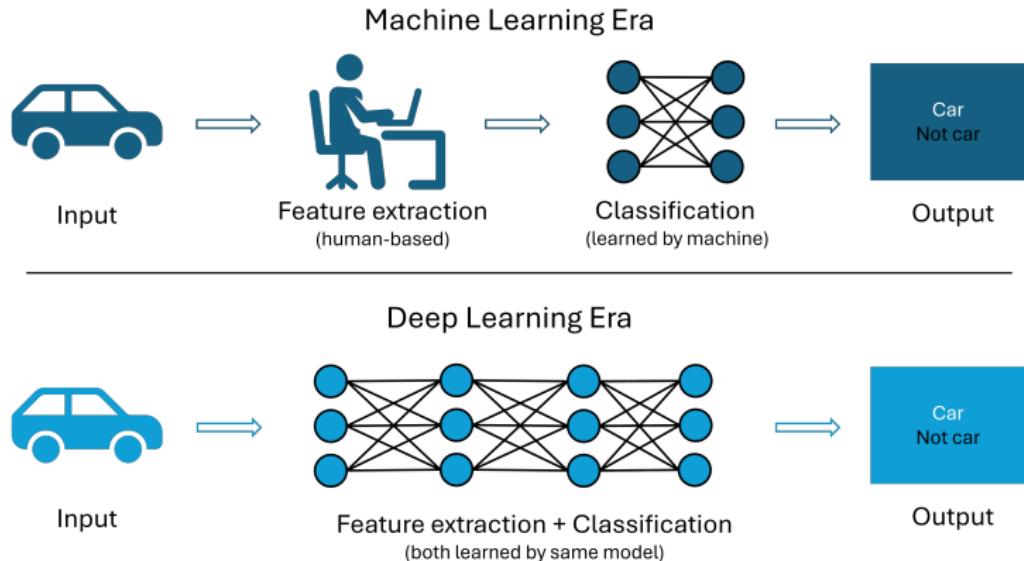


# Where did the Deep Learning revolution came from?

- The use of GPUs for computation.
- The share of huge datasets on Internet.
- HuggingFace / Github / Arxiv: easy and open-source share of research.
- The rise of representation learning.



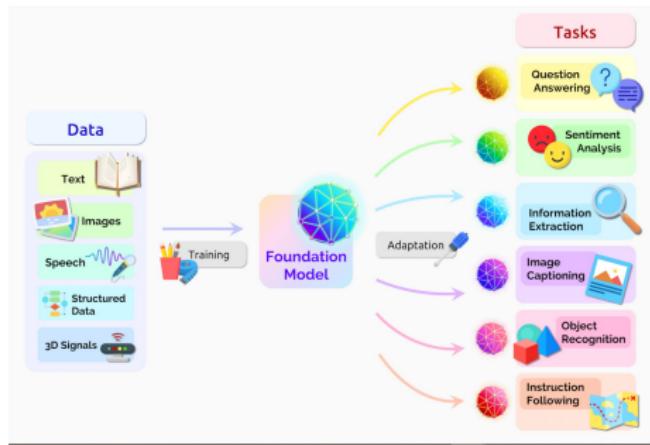
# Traditional Deep Learning (before 2020)



Inspired from: <https://www.softwaretestinghelp.com/data-mining-vs-machine-learning-vs-ai/>

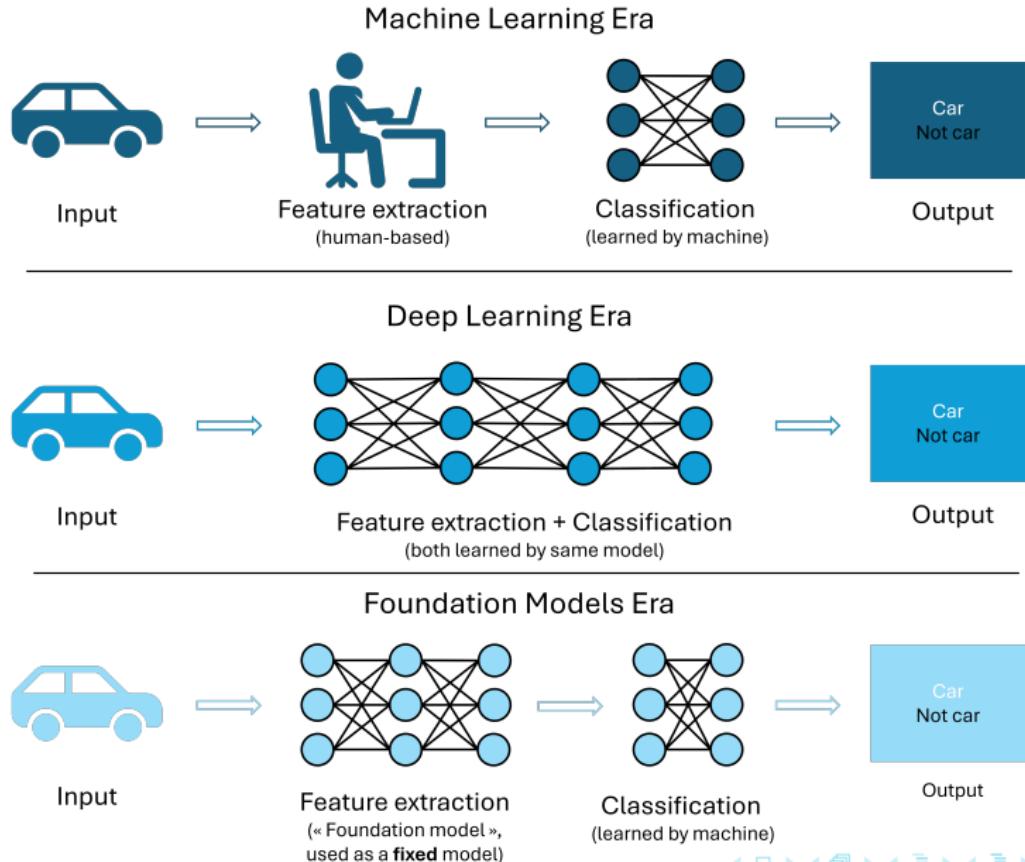
# Deep Learning today - Foundation models (1/3)

- Model trained on an Internet scale dataset
- Self-Supervised training: pretext tasks
- Generalization is not a problem anymore! All is about **particularization**



Source: <https://blogs.nvidia.com/blog/what-are-foundation-models/>

# Deep Learning today - Foundation models (2/3)

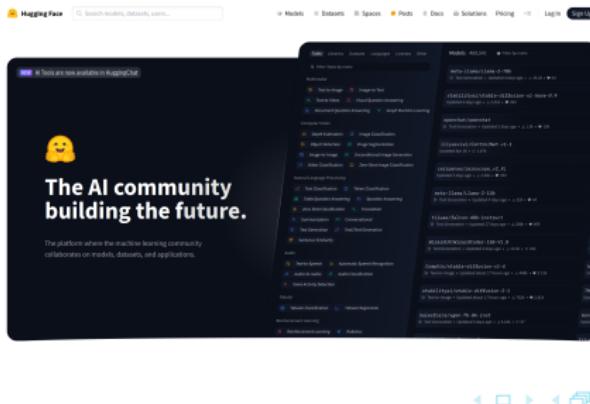


# Deep Learning today - Foundation models (3/3)

- Foundation models are really hard to train...
  - Requires a lot (a lot!) of data
  - Requires a lot of computing power
  - Requires a lot of time
- ... But they can be used as powerful feature extractor!
  - Some open-source Foundation models exist, and are available on HuggingFace <https://huggingface.co/>
  - We will use such algorithms during our labs sessions.

# Deep Learning today - Foundation models (3/3)

- Foundation models are really hard to train...
  - Requires a lot (a lot!) of data
  - Requires a lot of computing power
  - Requires a lot of time
- ... But they can be used as powerful feature extractor!
  - Some open-source Foundation models exist, and are available on HuggingFace <https://huggingface.co/>
  - We will use such algorithms during our labs sessions.

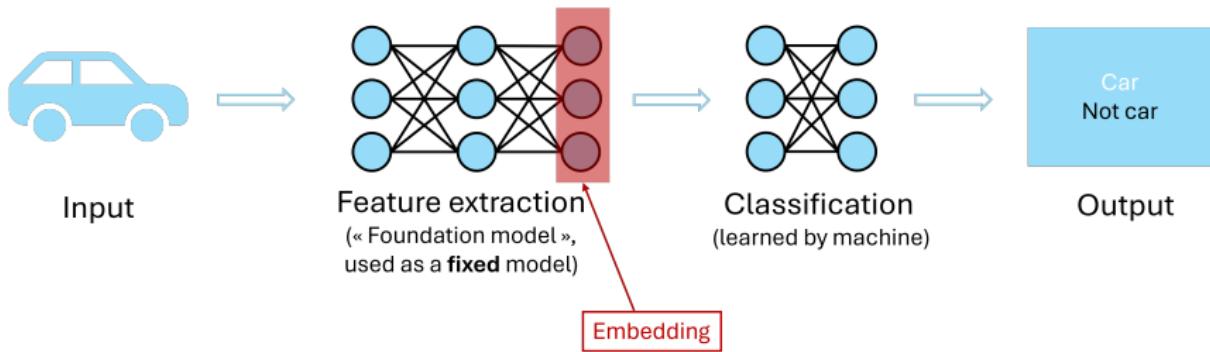


# Lab Session 1

## Take-home messages (for now):

- Foundation models represent data with meaningful and rich information ("embeddings");
- They can be used to represent a set of data, and extract features.

Embeddings: leveraging representations learned in Foundation models



# Lab Session 1

## Take-home messages (for now):

- Foundation models represent data with meaningful and rich information (“**embeddings**”);
- They can be used to represent a set of data, and extract features.

## Lab assignments:

- Introduction to Python, Environments, Numpy, etc,
- Introduction to data visualization for Machine Learning,
- Choose one modality (Text, Image, Audio)
- Tests on some examples of each modality (embeddings are pre-computed for you).

Link to the lab: <https://mee-labs.gitlab-pages.imt-atlantique.fr/intro2ai/lab1/>

