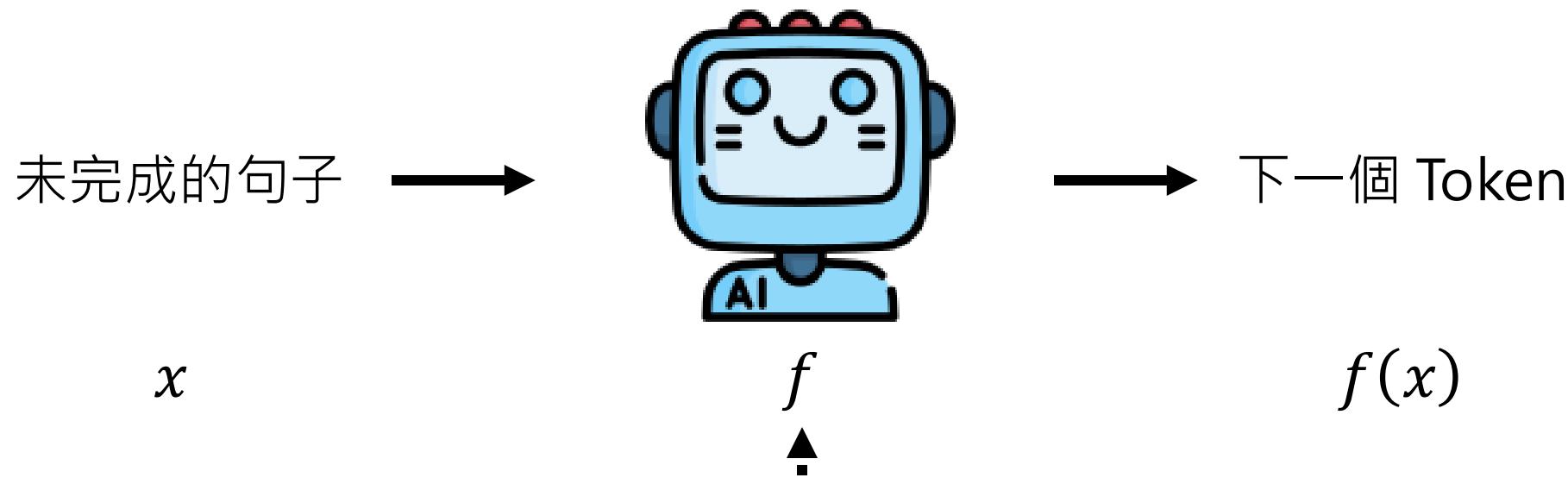


請各位同學稍待片刻
我們 14:23 開始上課

一堂課搞懂
機器學習和深度學習
的基本概念

生成式人工智能的基本原理



如何根據資料找出函式 f

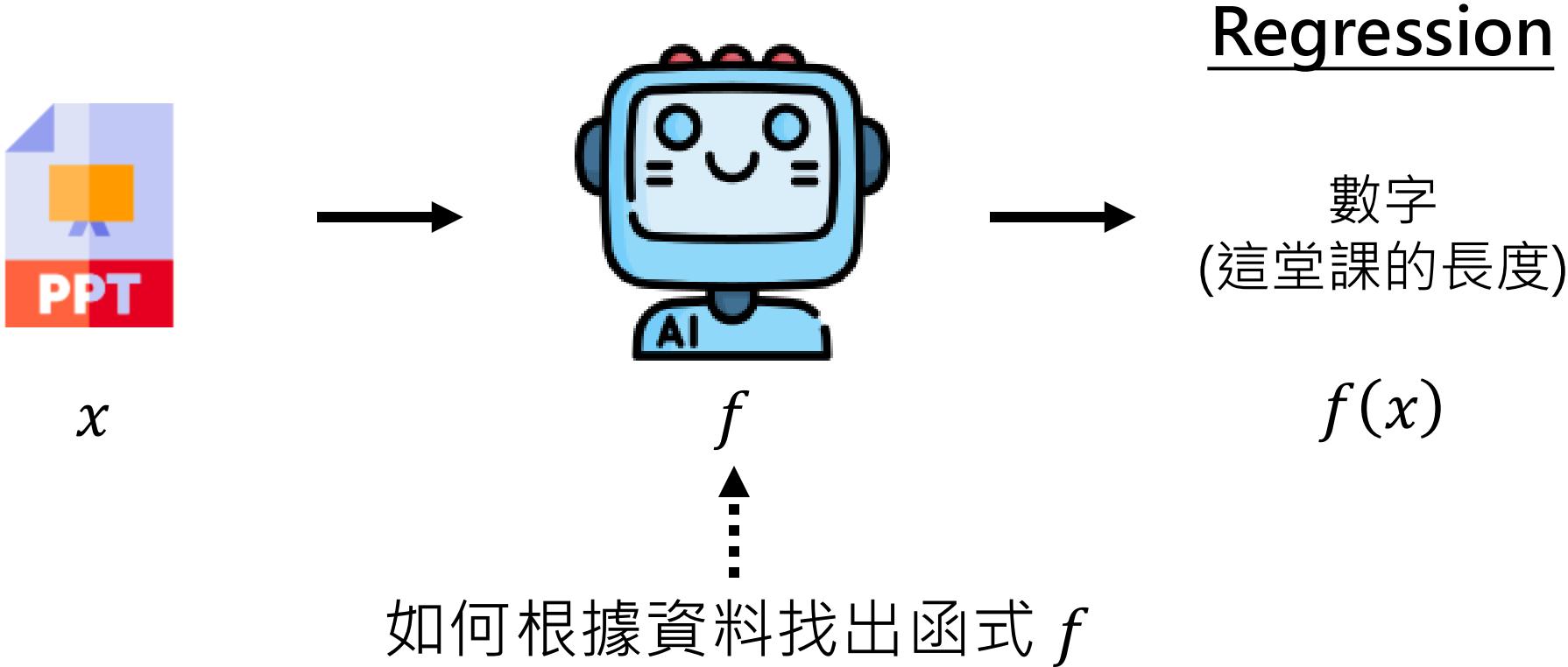
機器學習 (Machine Learning)

課程規劃

原理

實作

可以找各式各樣的函式



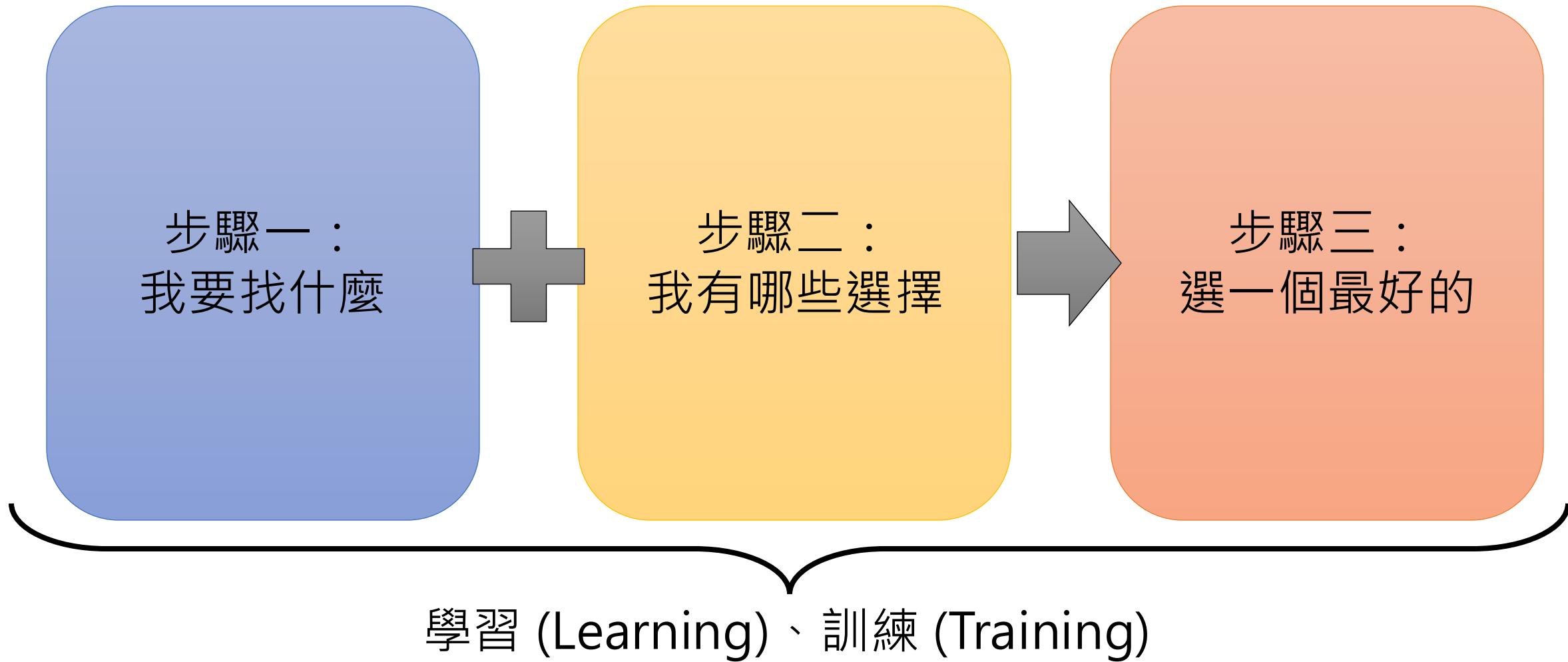
這個函式有什麼用呢？

- 這個函式 f 回答一個關鍵問題

相信大家上課常常都會想的



找函式步驟 $3 + 1$

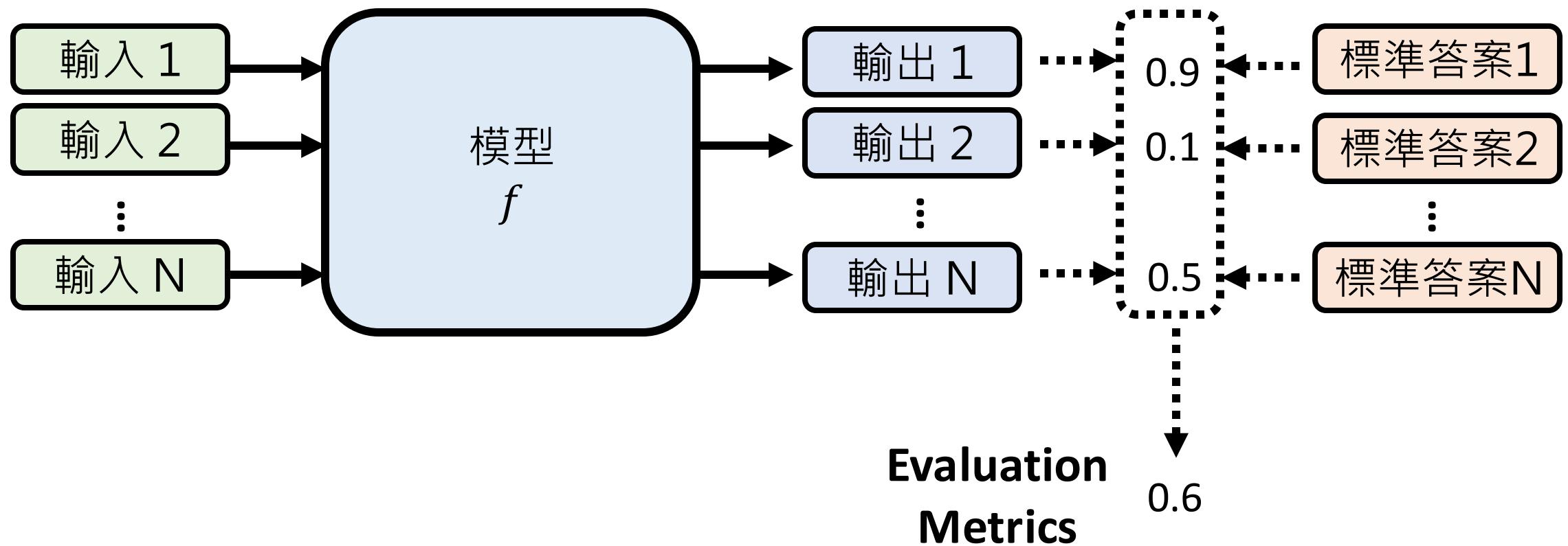


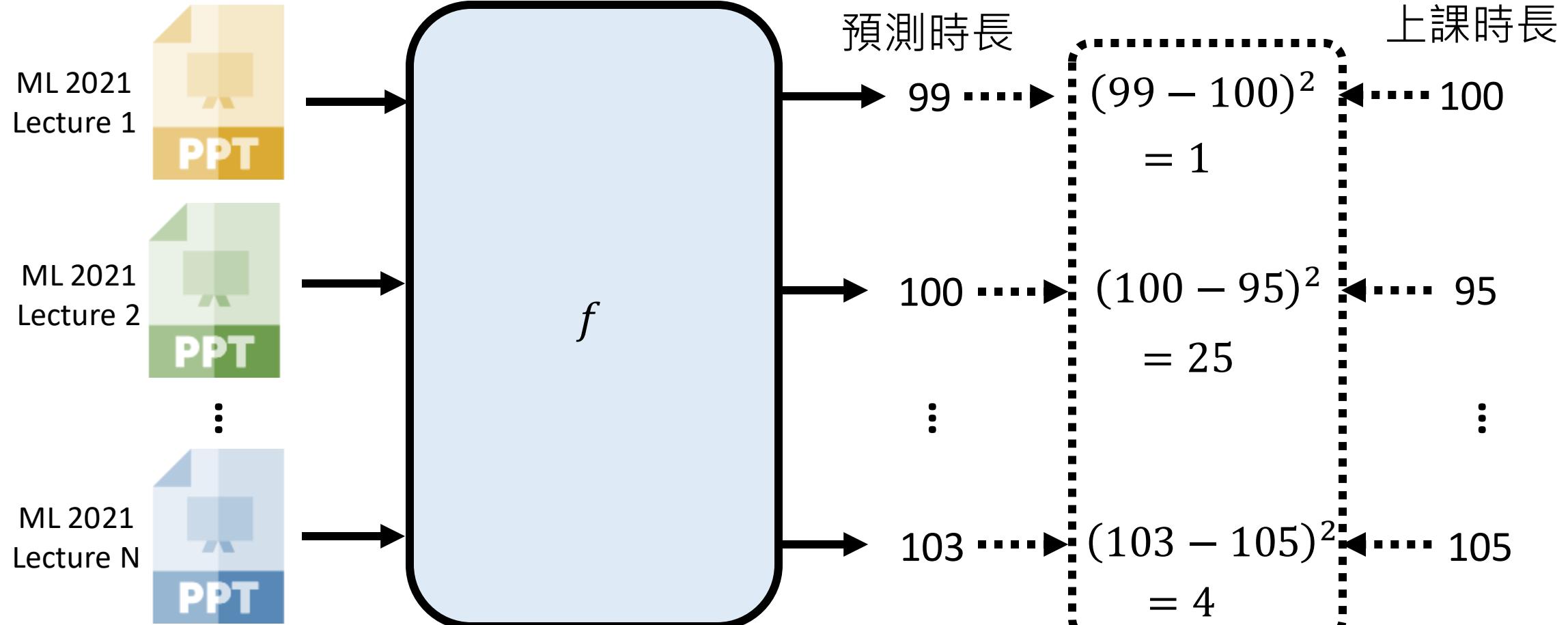
找函式步驟 $3 + 1$



給我一個 f ，我要知道它是不是我要的

上一講：生成式人工智慧的能力檢定

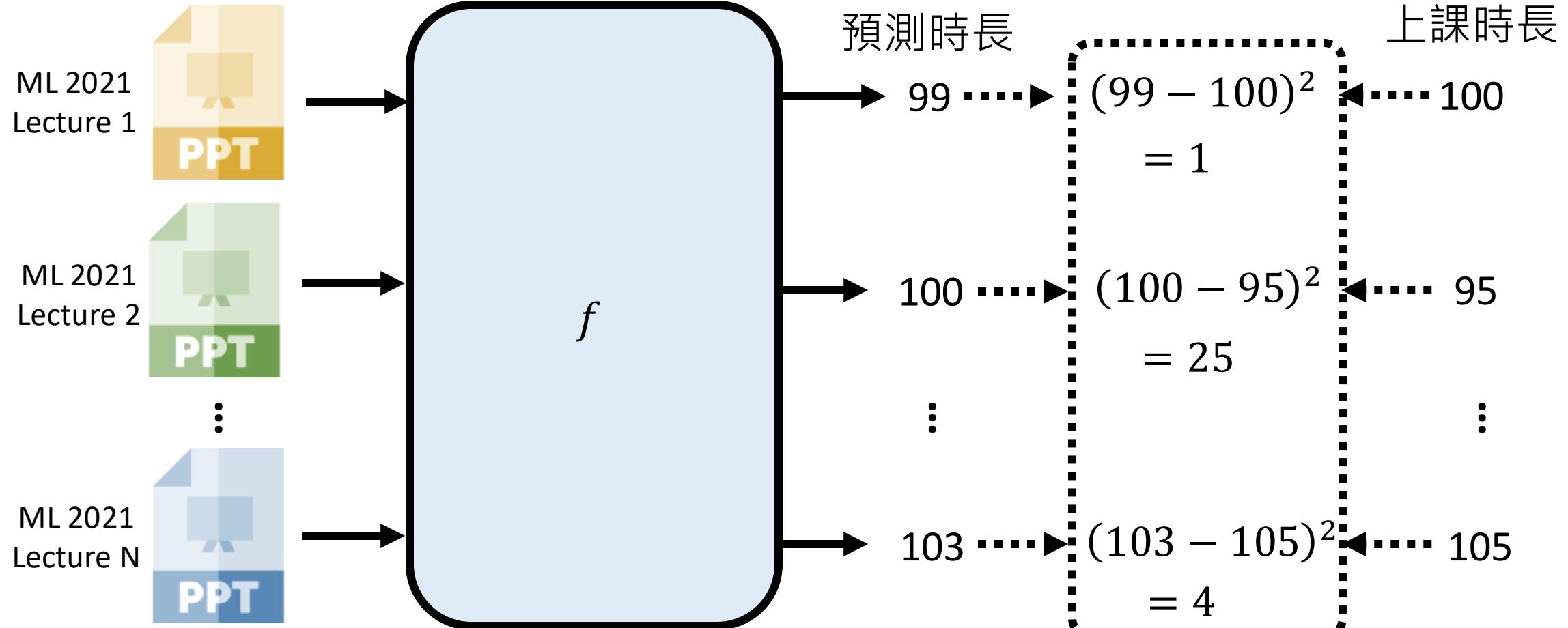




越小越好 \rightarrow Loss (Cost)

越大越好 \rightarrow Objective

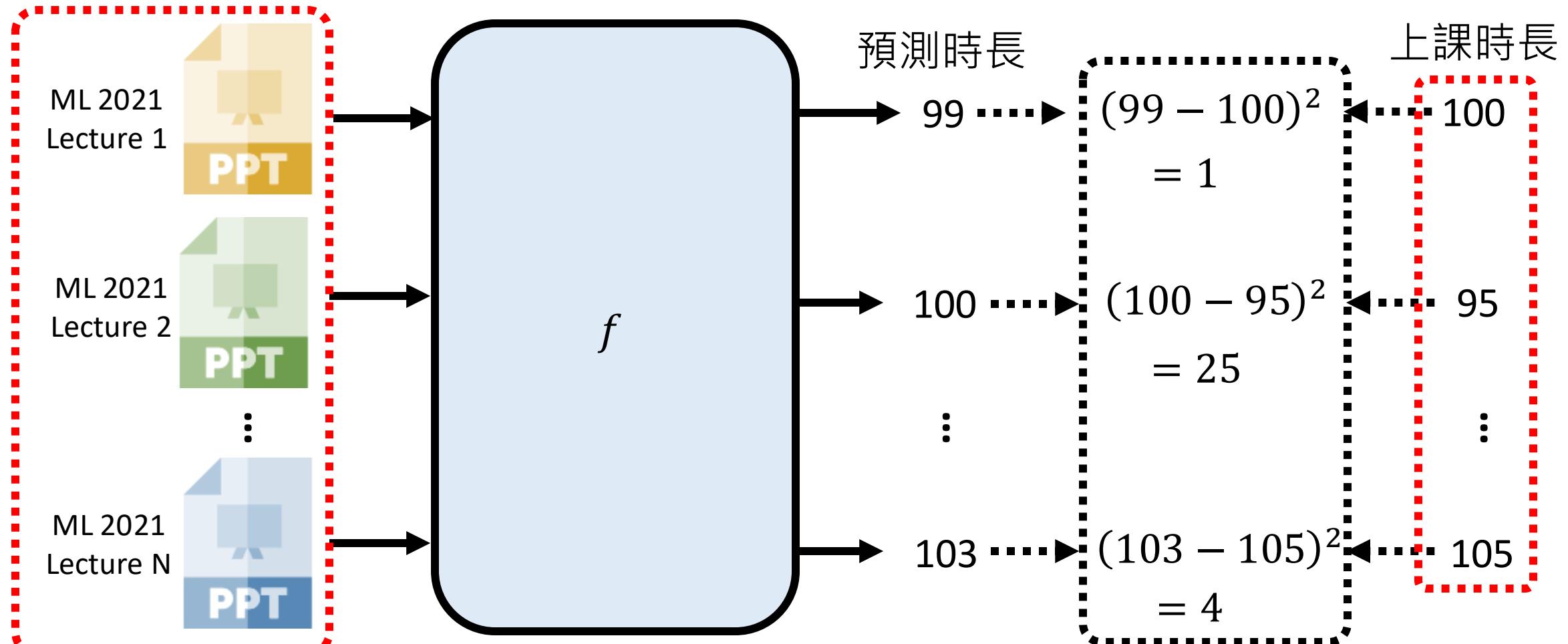
10 代表 f 的好壞



越小越好 \rightarrow Loss (Cost)

越大越好 \rightarrow Objective

這跟 Evaluation 的過程是一樣的
能不能把 Evaluation Metrics 當作 Loss (Objective) ?

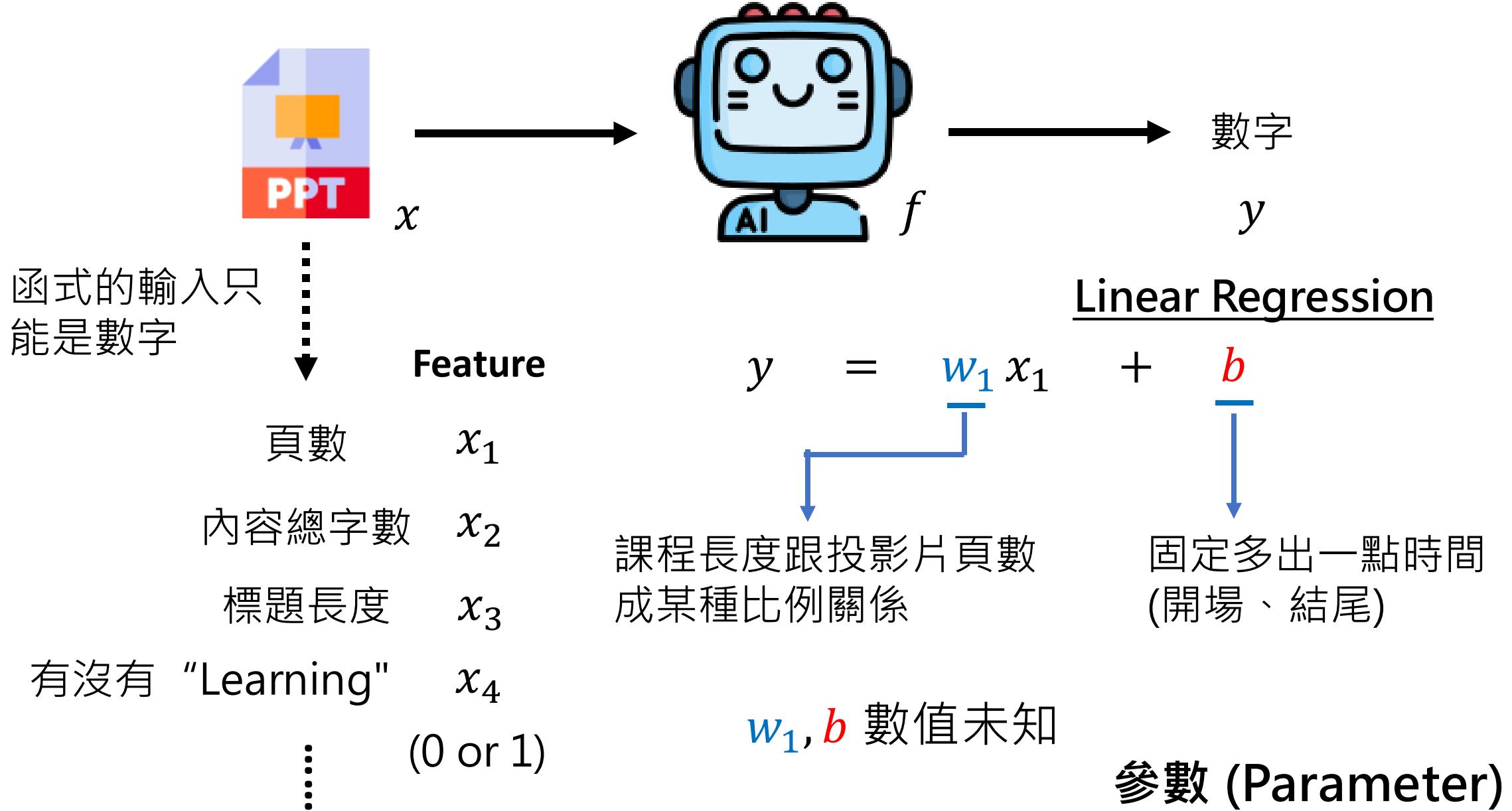


訓練資料 (Training Data)

10 代表 f 的好壞

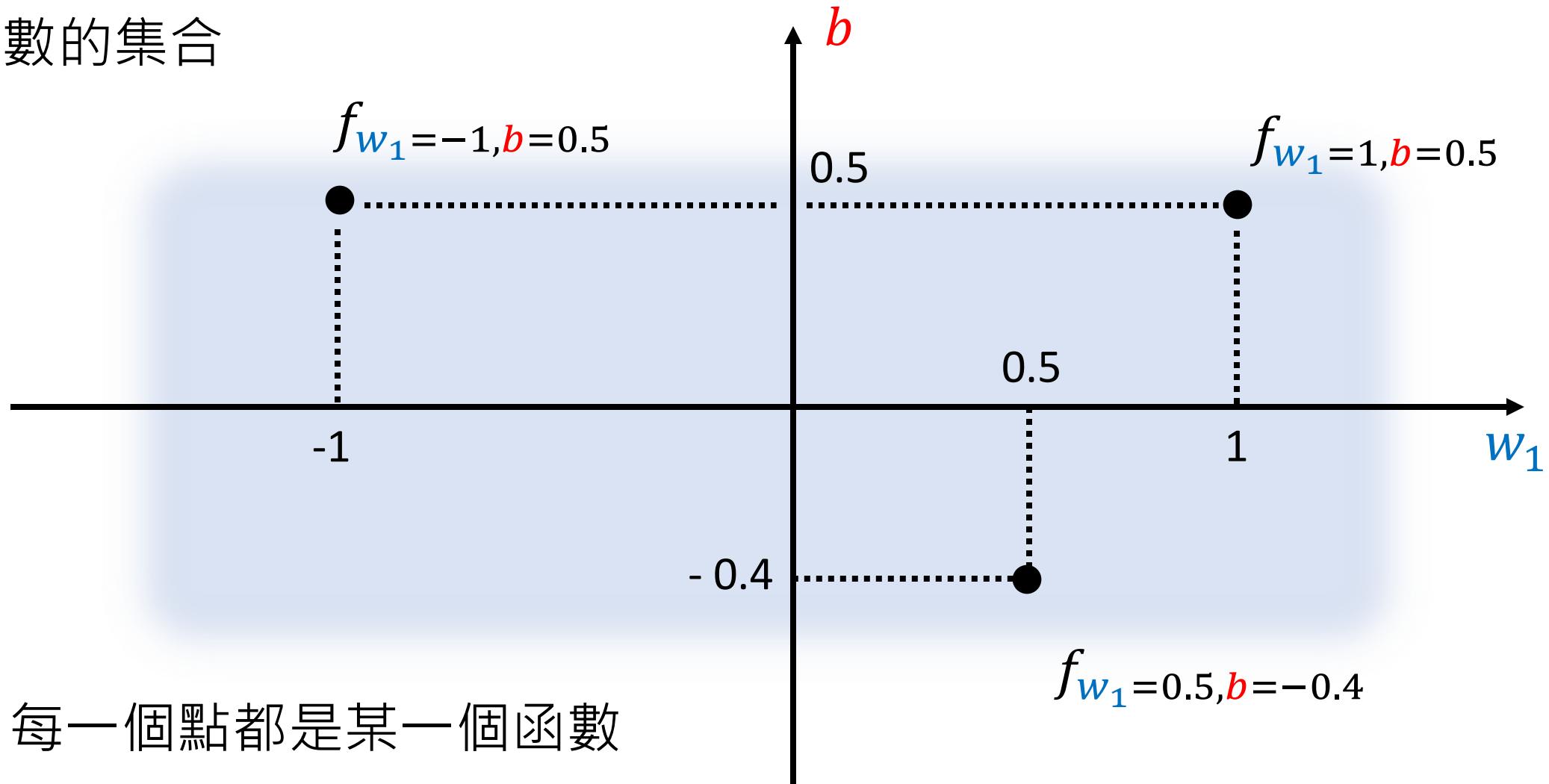
找函式步驟 $3 + 1$

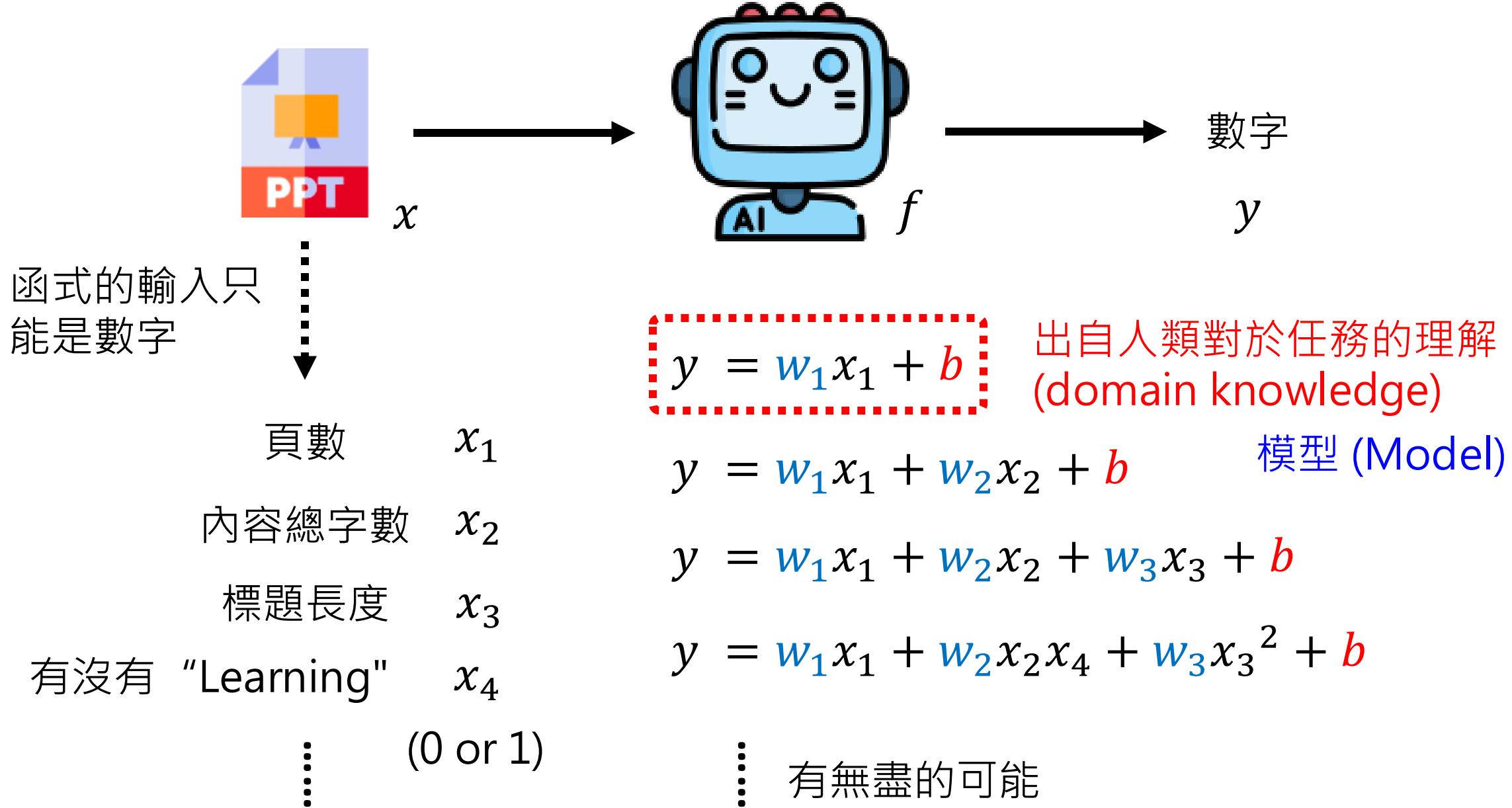




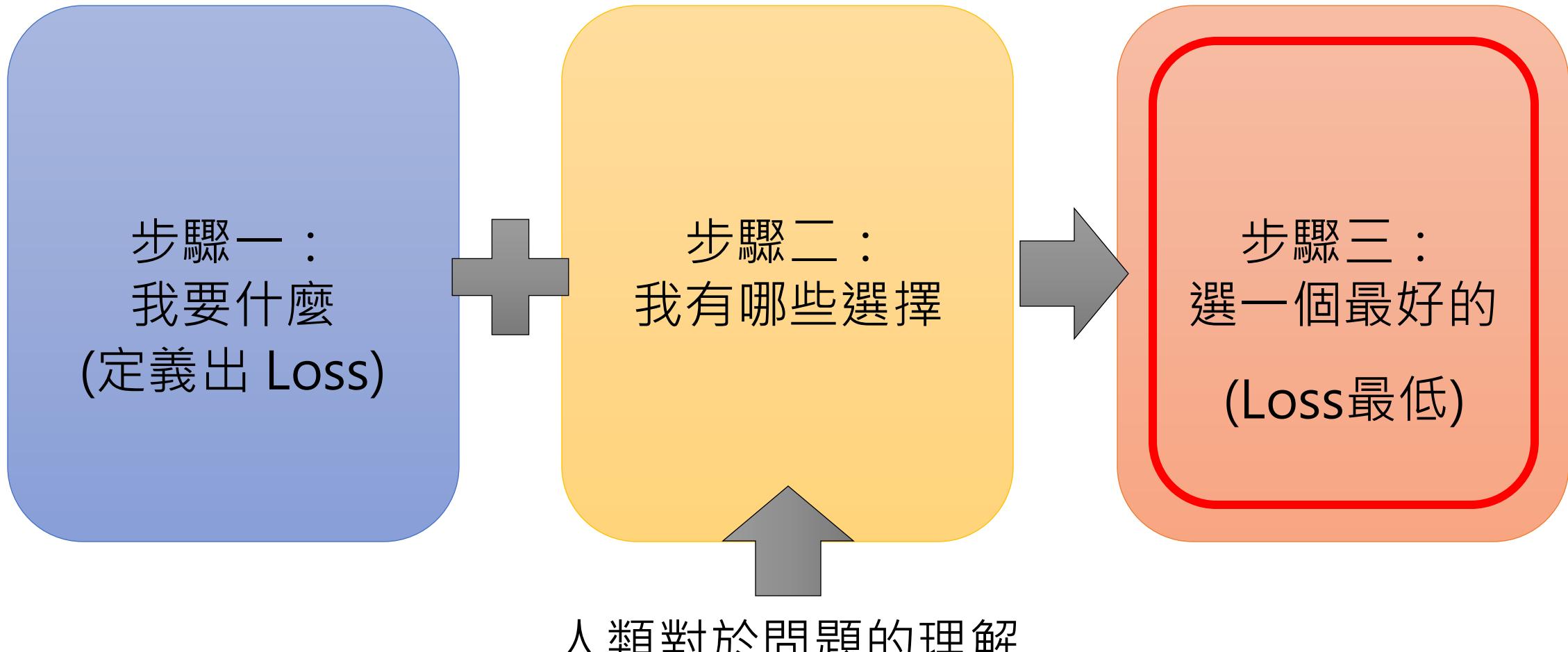
$$y = w_1 x_1 + b \quad w_1, b \text{ 數值未知} \quad \text{參數 (Parameter)}$$

函數的集合





找函式步驟 $3 + 1$



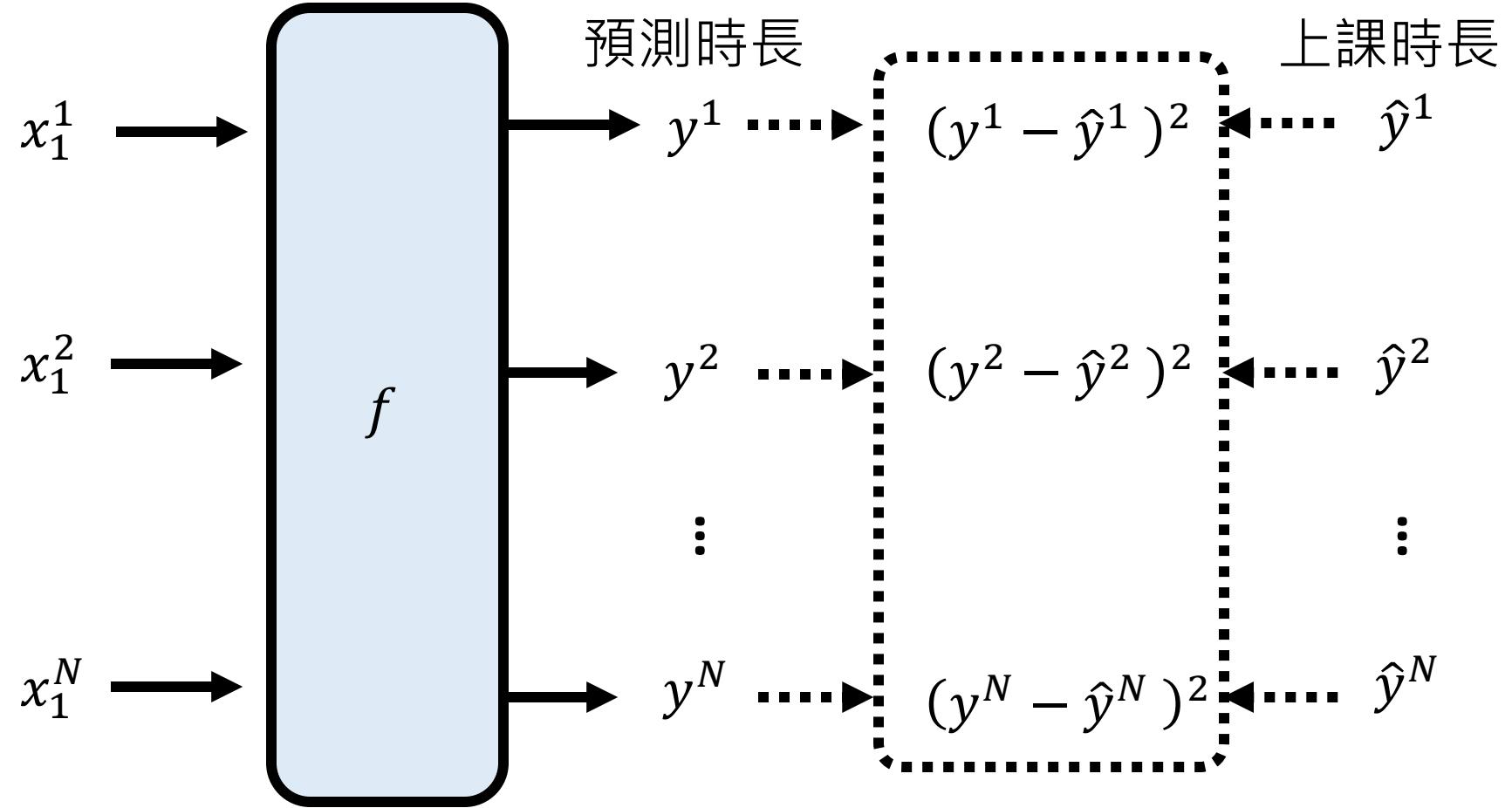
ML 2021
Lecture 1



ML 2021
Lecture 2



ML 2021
Lecture N



先把 Loss 的數學
式寫出來

$$L = \frac{1}{N} \sum_{i=1}^N (y^i - \hat{y}^i)^2 = \frac{1}{N} \sum_{i=1}^N (\mathbf{w}_1 x_1^i + b - \hat{y}^i)^2$$
$$y = \mathbf{w}_1 x_1 + b$$

選一個最好 (Loss最低) 的函式

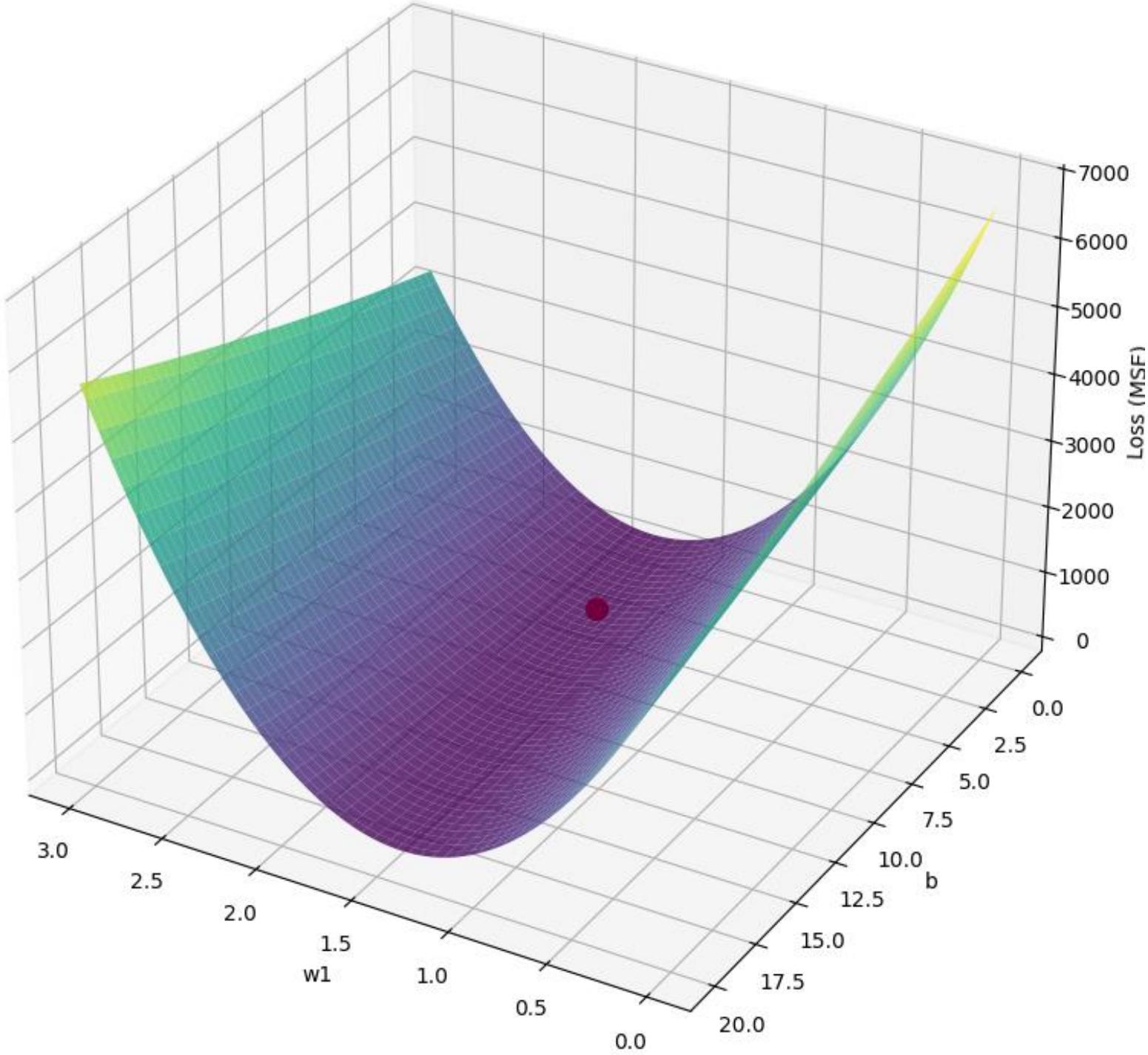
$$L(\underline{w_1}, \underline{b}) = \frac{1}{N} \sum_{i=1}^N (w_1 x_1^i + b - \hat{y}^i)^2$$

$$w_1^*, b^* = \arg \min_{w_1, b} L(w_1, b)$$

這是我們真正要解的問題
Optimization

暴力算出所有候選
函式的 Loss (MSE)

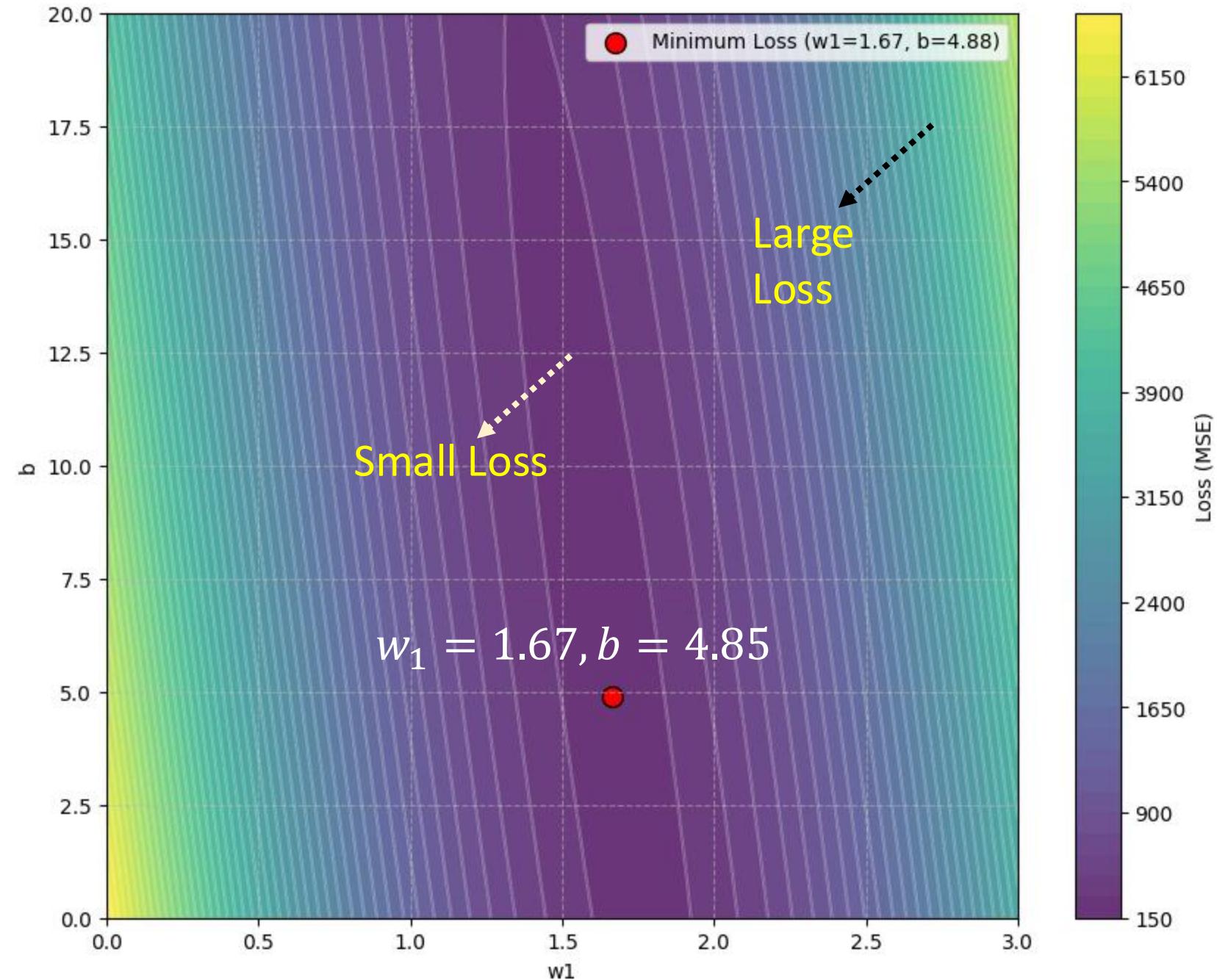
$$w_1^*, b^* = \arg \min_{w_1, b} L(w_1, b)$$



暴力算出所有候選函式的 Loss (MSE)

$$y = w_1 x_1 + b$$

Loss Surface
(Loss 等高線圖)



選一個最好 (Loss最低) 的函式

$$L(\mathbf{w}_1, \mathbf{b}) = \frac{1}{N} \sum_{i=1}^N (\mathbf{w}_1 x_1^i + \mathbf{b} - \hat{y}^i)^2$$

當 Loss 是 MSE

當函式集合寫成這樣

$y = \mathbf{w}_1 x_1 + \mathbf{b}$

Linear Regression

$$\mathbf{w}_1^*, \mathbf{b}^* = \arg \min_{\mathbf{w}_1, \mathbf{b}} L(\mathbf{w}_1, \mathbf{b})$$

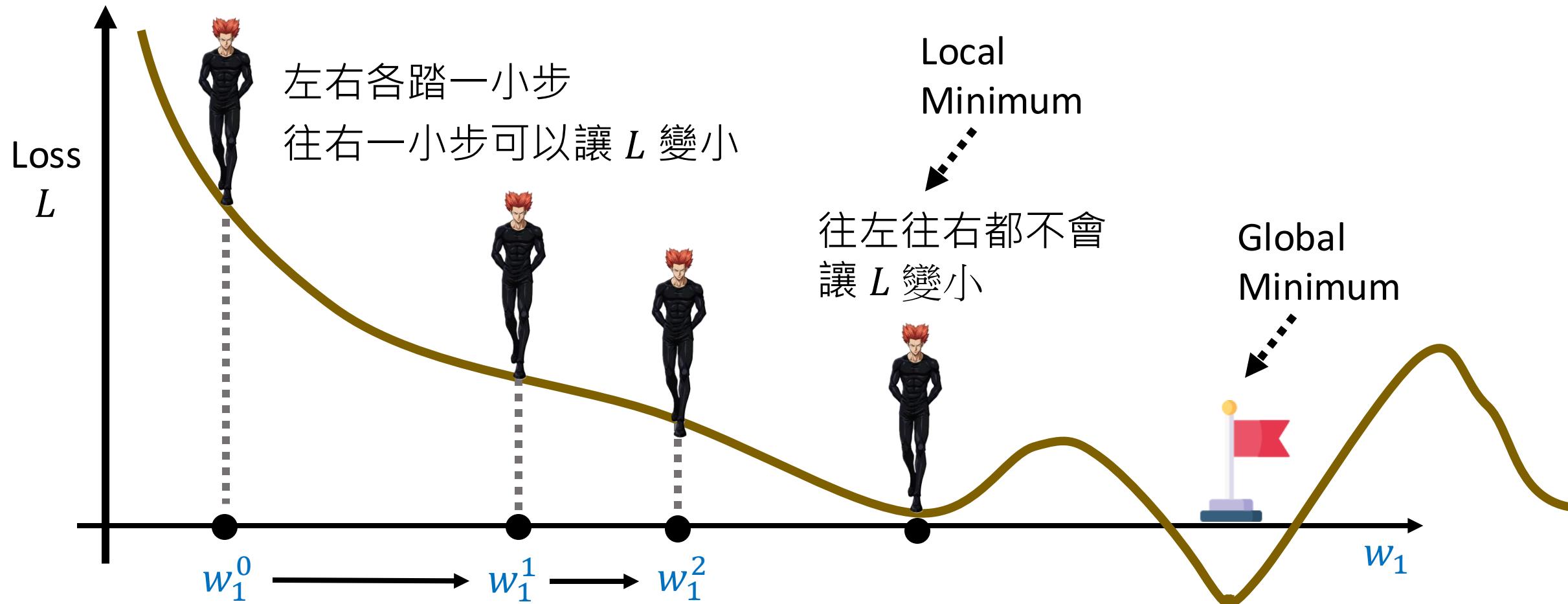
線性代數告訴我們有這個問題有
Closed-form Solution
(有公式解)

我們需要更通用的做法

Gradient Descent

梯度下降法

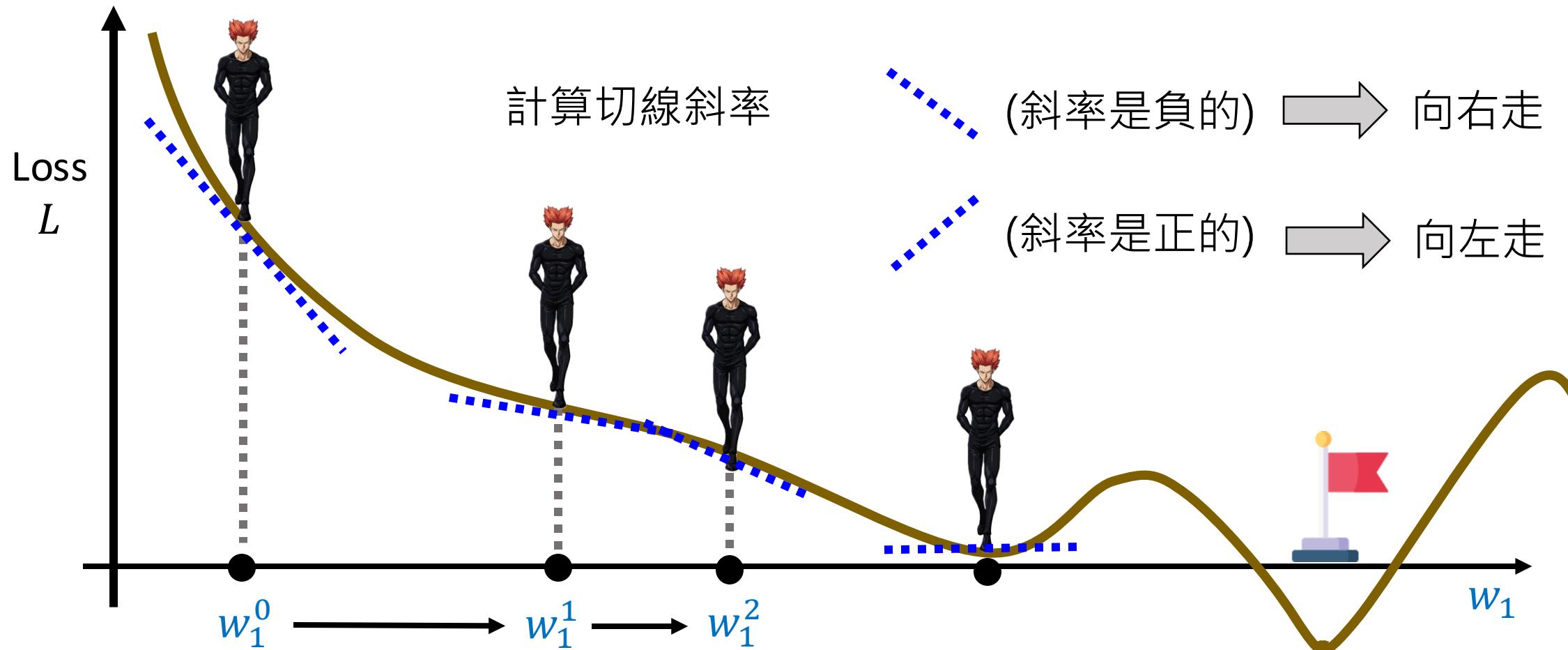
$$w_1^*, \blacksquare = \arg \min_{w_1} L(w_1, \blacksquare)$$



Gradient Descent

梯度下降法

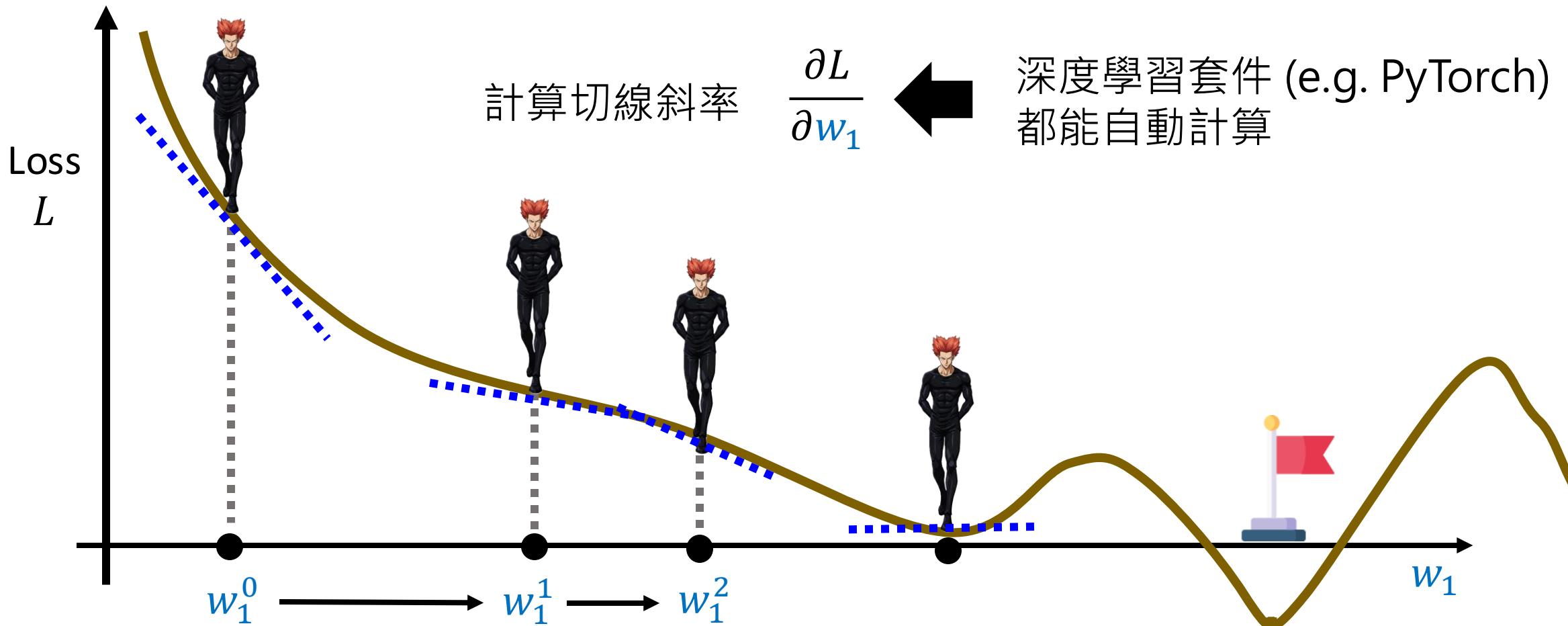
$$w_1^*, \blacksquare = \arg \min_{w_1} L(w_1, \blacksquare)$$



Gradient Descent

梯度下降法

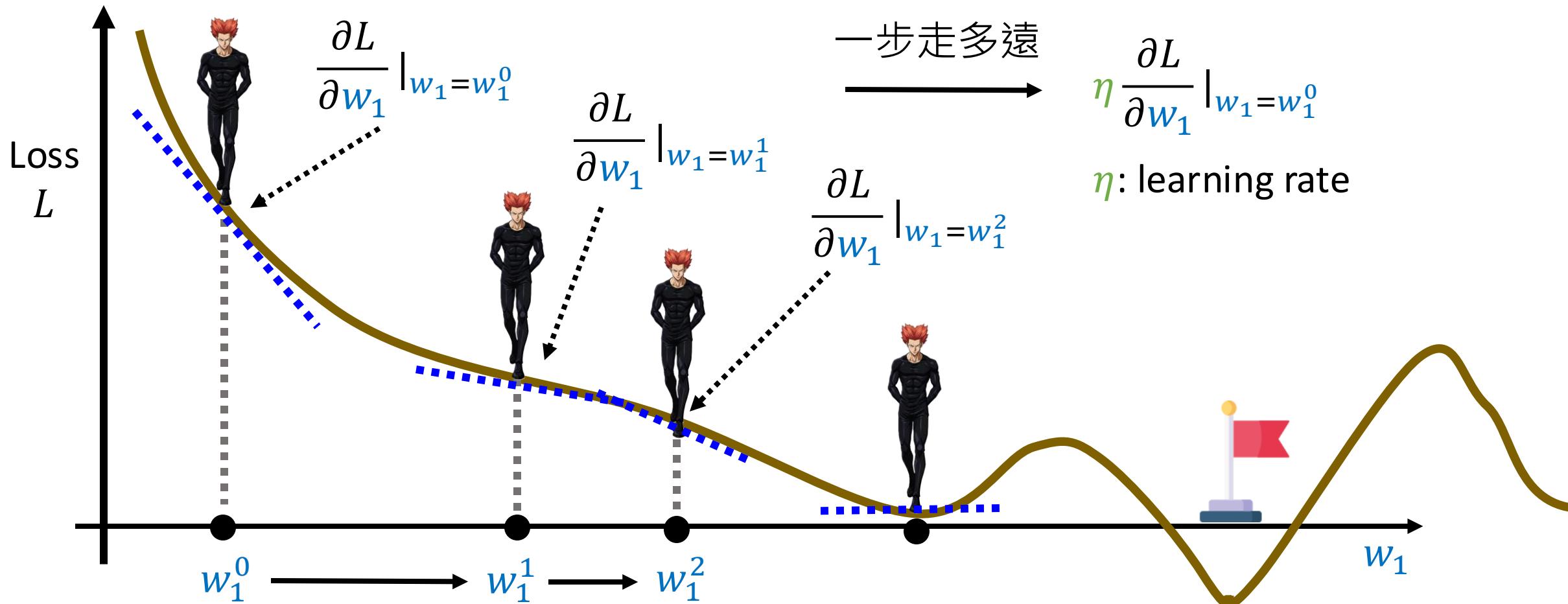
$$w_1^*, \blacksquare = \arg \min_{w_1} L(w_1, \blacksquare)$$



Gradient Descent

梯度下降法

$$w_1^*, \blacksquare = \arg \min_{w_1} L(w_1, \blacksquare)$$



Gradient Descent

$$w_1^*, b^* = \arg \min_{w_1, b} L(w_1, b)$$

- (Randomly) Pick initial values w_1^0, b^0
- Compute

Gradient

$$\boxed{\begin{array}{l} \frac{\partial L}{\partial w_1} \Big|_{w_1=w_1^0, b=b^0} \\ \frac{\partial L}{\partial b} \Big|_{w_1=w_1^0, b=b^0} \end{array}}$$

$$w_1^1 \leftarrow w_1^0 - \eta \frac{\partial L}{\partial w_1} \Big|_{w_1=w_1^0, b=b^0}$$

$$b^1 \leftarrow b^0 - \eta \frac{\partial L}{\partial b} \Big|_{w_1=w_1^0, b=b^0}$$

Can be done in one line in most deep learning frameworks

- Update w_1 and b interatively

Gradient Descent

$$\theta^* = \arg \min_{\theta} L(\theta) \quad \theta = \begin{bmatrix} \theta_1 \\ \theta_2 \\ \theta_3 \\ \vdots \end{bmatrix}$$

- (Randomly) Pick initial values θ^0

gradient

$$g^0 = \begin{bmatrix} \frac{\partial L}{\partial \theta_1} |_{\theta=\theta^0} \\ \frac{\partial L}{\partial \theta_2} |_{\theta=\theta^0} \\ \vdots \end{bmatrix} \quad \begin{bmatrix} \theta_1^1 \\ \theta_2^1 \\ \vdots \end{bmatrix} \leftarrow \begin{bmatrix} \theta_1^0 \\ \theta_2^0 \\ \vdots \end{bmatrix} - \begin{bmatrix} \eta \frac{\partial L}{\partial \theta_1} |_{\theta=\theta^0} \\ \eta \frac{\partial L}{\partial \theta_2} |_{\theta=\theta^0} \\ \vdots \end{bmatrix}$$

$$g^0 = \nabla L(\theta^0)$$

$$\theta^1 \leftarrow \theta^0 - \eta g^0$$

Gradient Descent

$$\theta^* = \arg \min_{\theta} L(\theta)$$

➤ (Randomly) Pick initial values θ^0

➤ Compute gradient $g^0 = \nabla L(\theta^0)$

$$\theta^1 \leftarrow \theta^0 - \eta g^0 \quad \longleftarrow \quad 1 \text{ iteration (1 update)}$$

➤ Compute gradient $g^1 = \nabla L(\theta^1)$

$$\theta^2 \leftarrow \theta^1 - \eta g^1$$

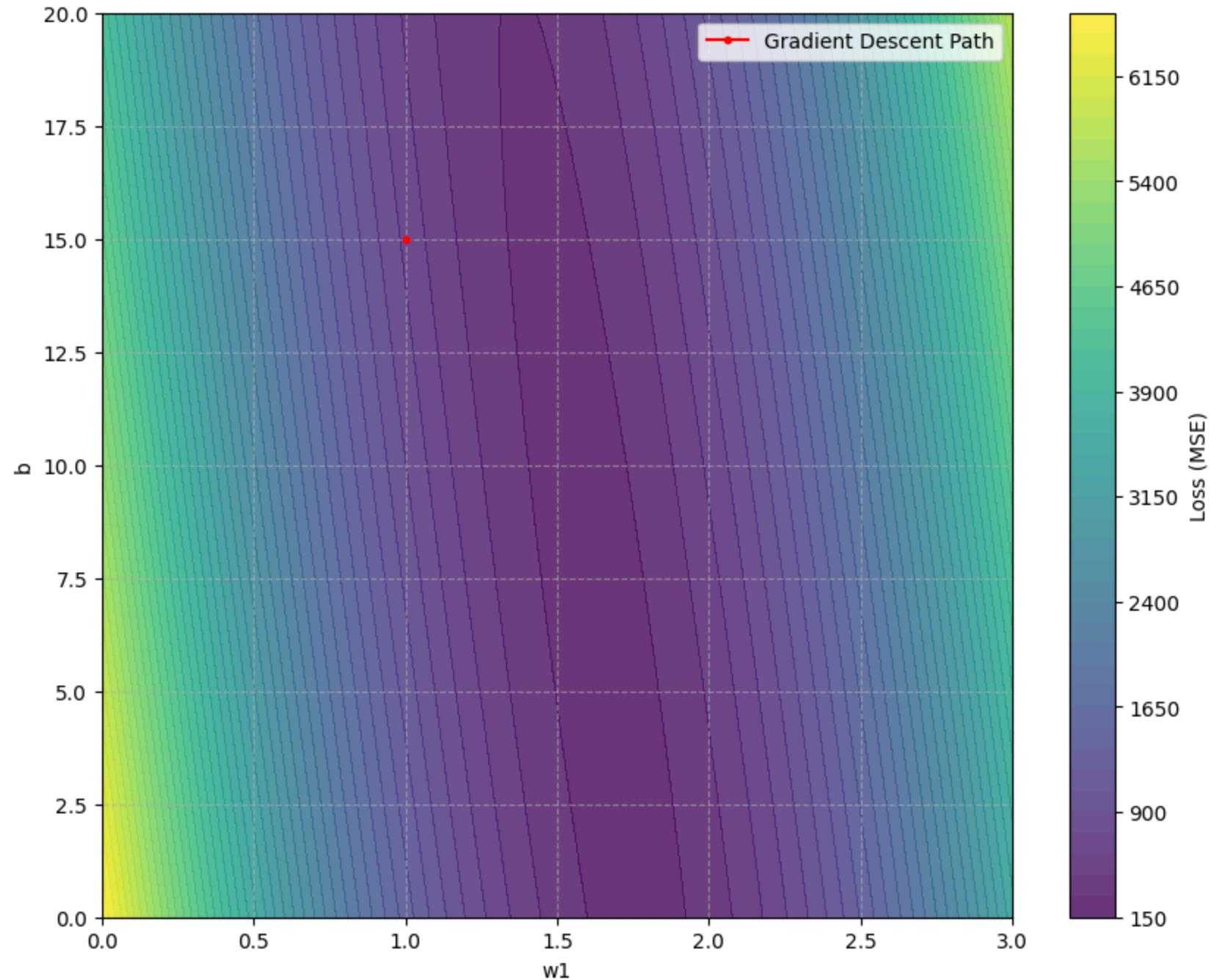
➤ Compute gradient $g^2 = \nabla L(\theta^2)$

$$\theta^3 \leftarrow \theta^2 - \eta g^2$$

概念很簡單，
做起來不容易

$$w_1^0 = 1.0, b^0 = 15.0$$

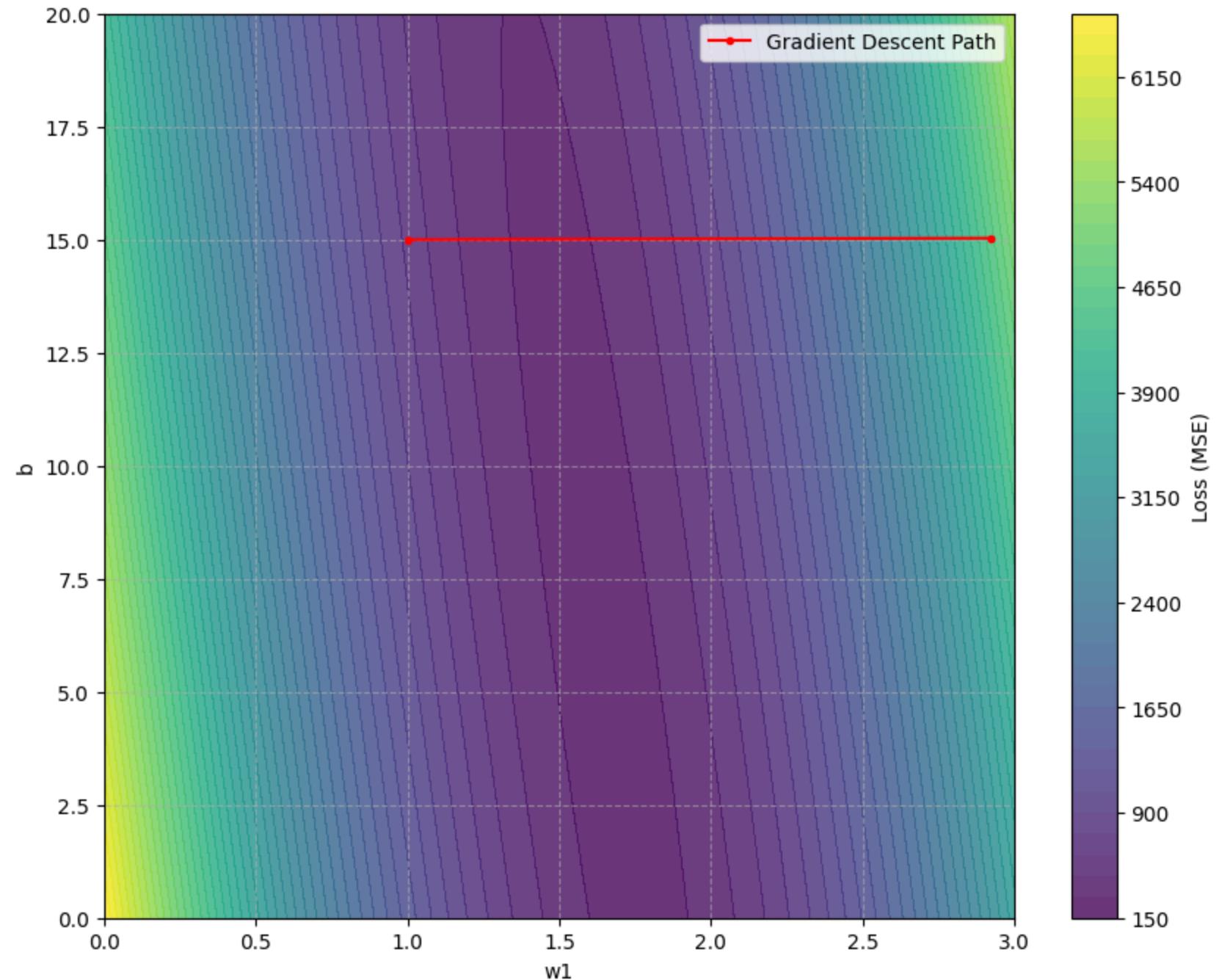
$$\eta = 0.001$$



概念很簡單，
做起來不容易

$$w_1^0 = 1.0, b^0 = 15.0$$

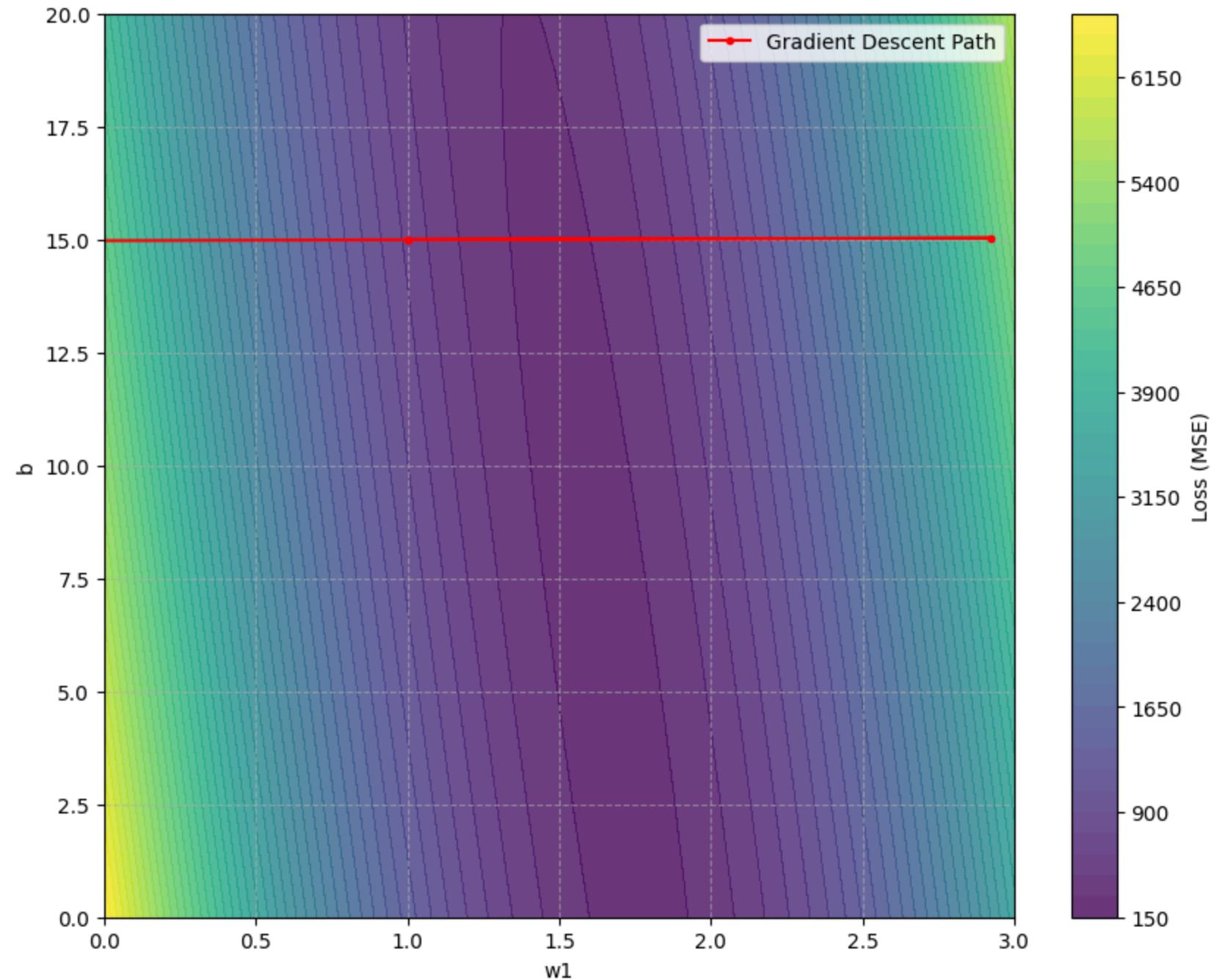
$$\eta = 0.001$$



概念很簡單，
做起來不容易

$$w_1^0 = 1.0, b^0 = 15.0$$

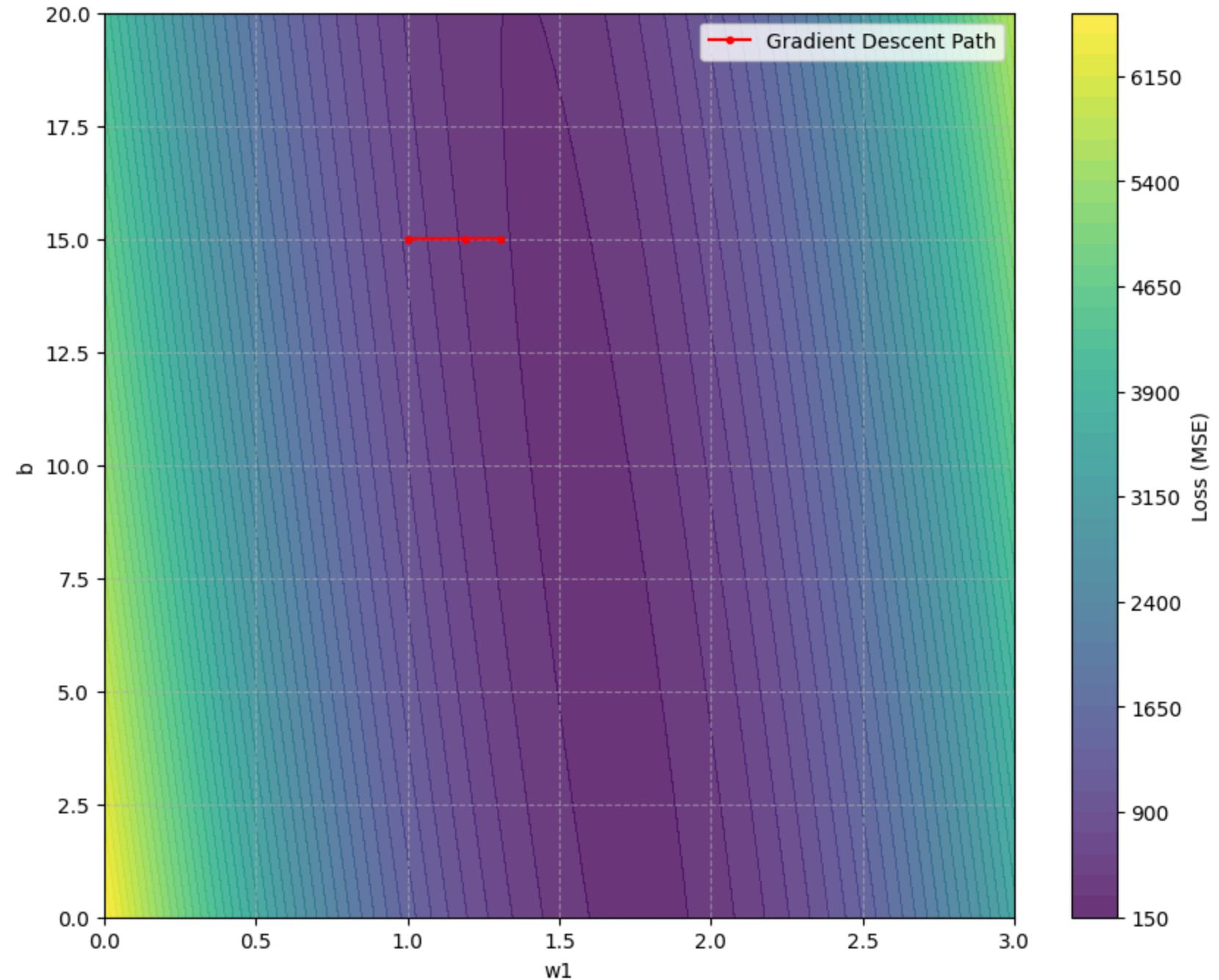
$$\eta = 0.001$$



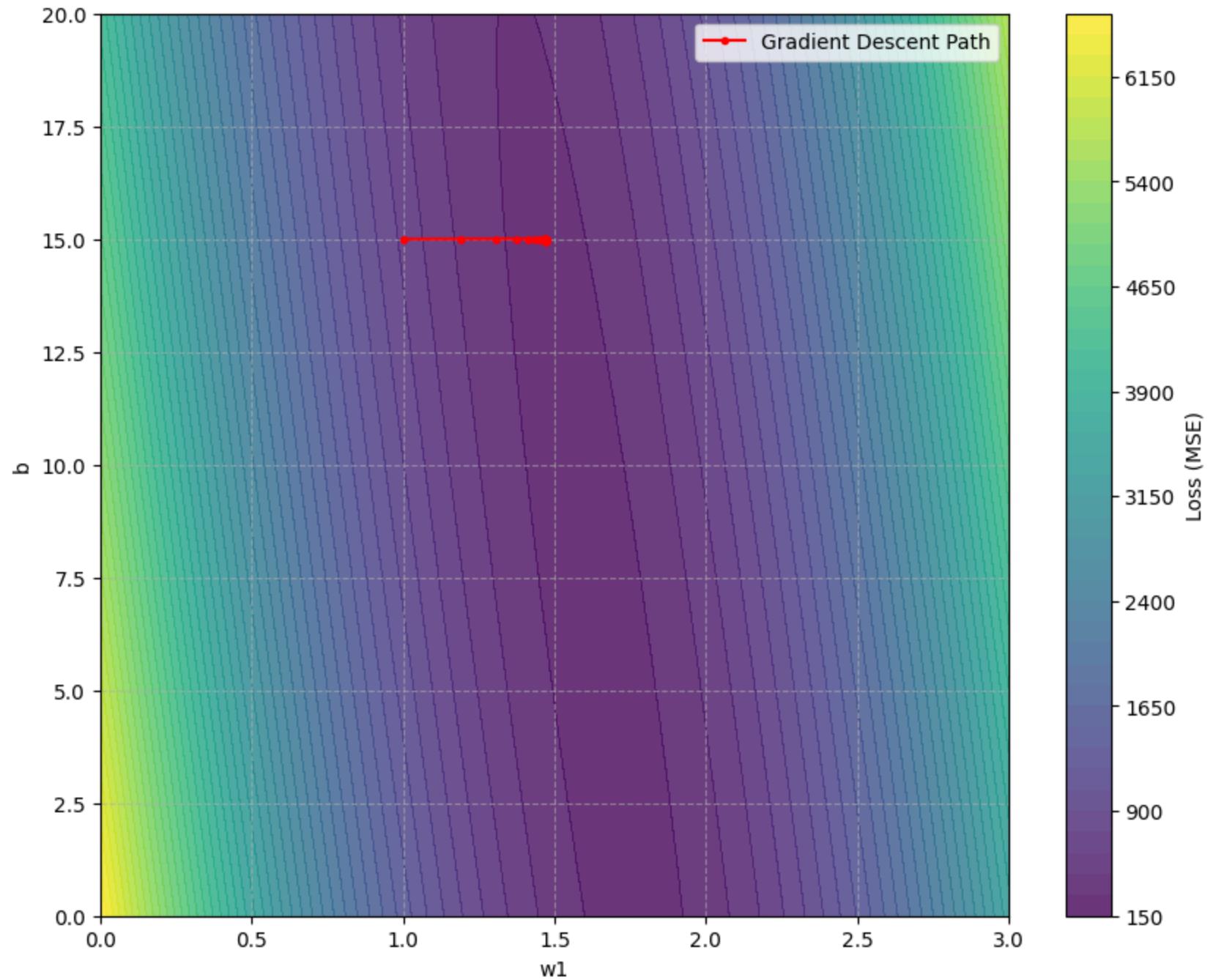
概念很簡單，
做起來不容易

$$w_1^0 = 1.0, b^0 = 15.0$$

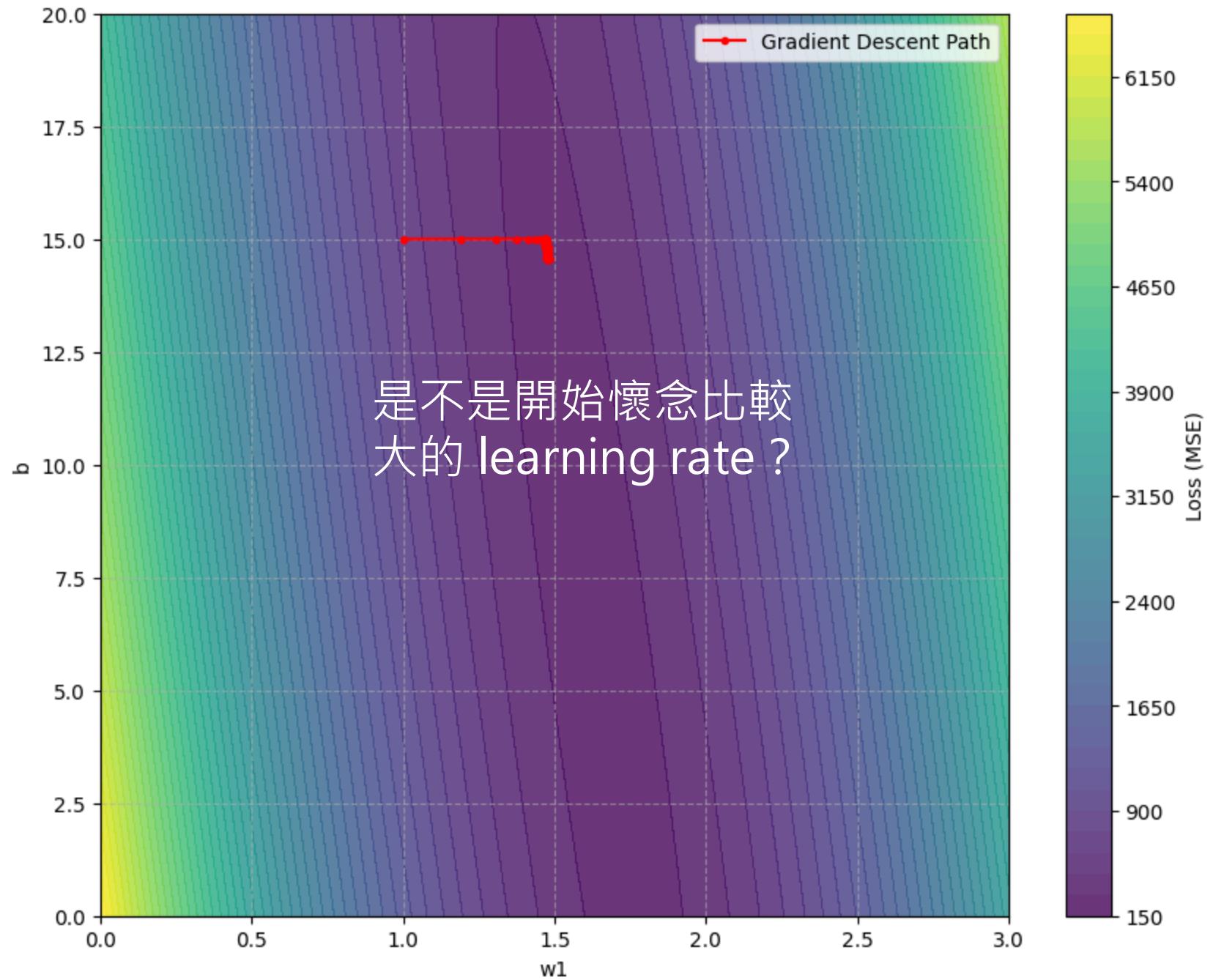
$$\eta = 0.0001$$



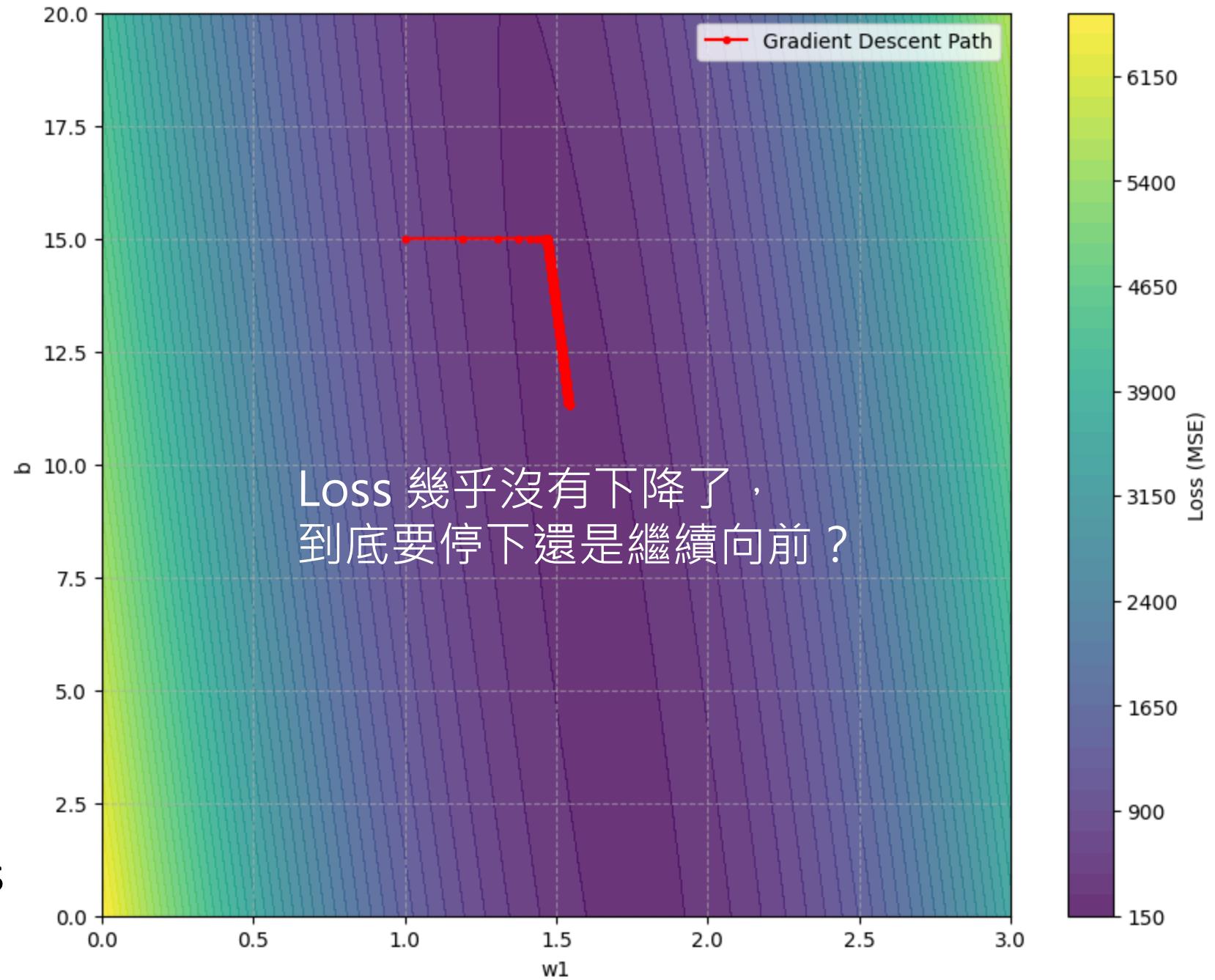
Update 100 times



Update 1,000 times



Update 10,000 times



參數更新太慢？

$$\theta^* = \arg \min_{\theta} L(\theta)$$

➤ (Randomly) Pick initial values θ^0

➤ Compute gradient $g^0 = \nabla L(\theta^0)$

$$\theta^1 \leftarrow \theta^0 - \eta g^0$$

➤ Compute gradient $g^1 = \nabla L(\theta^1)$

$$\theta^2 \leftarrow \theta^1 - \eta g^1$$

➤ Compute gradient $g^2 = \nabla L(\theta^2)$

$$\theta^3 \leftarrow \theta^2 - \eta g^2$$

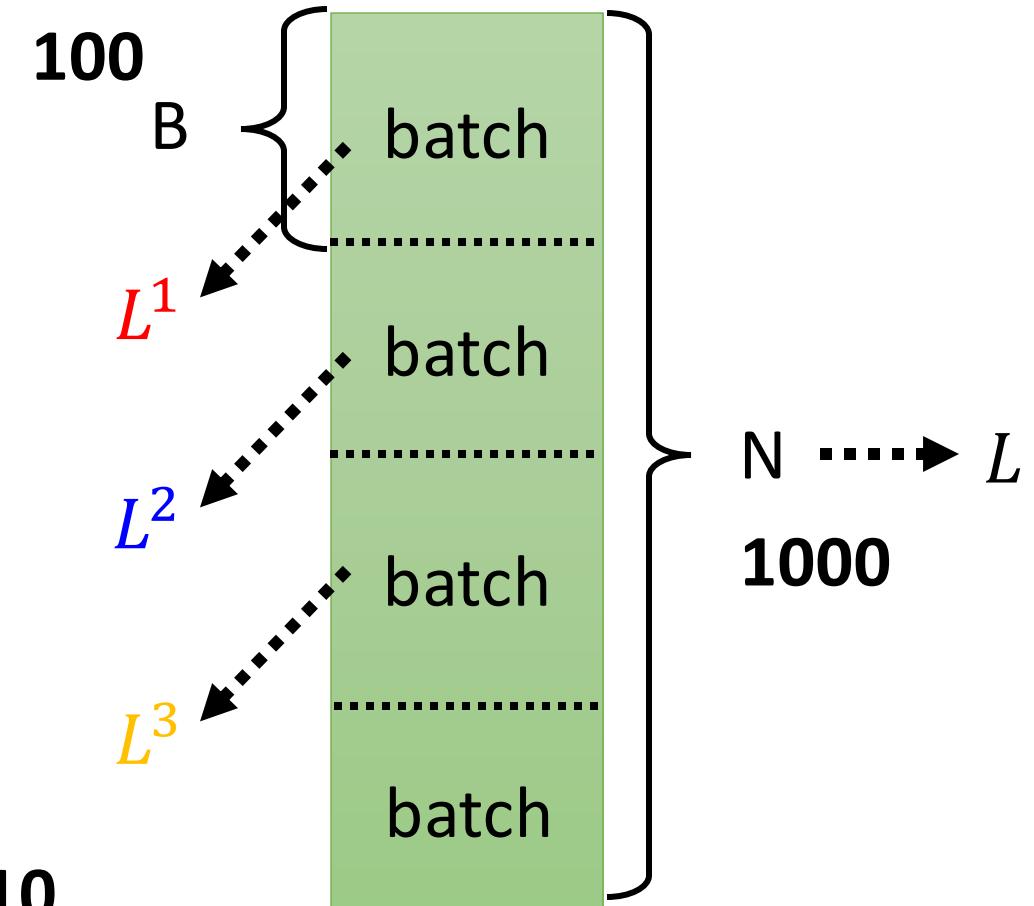
$$L = \frac{1}{N} \sum_{i=1}^N \dots \dots$$

如果訓練資料很多，要等很久才能更新一次參數

迫不及待更新參數

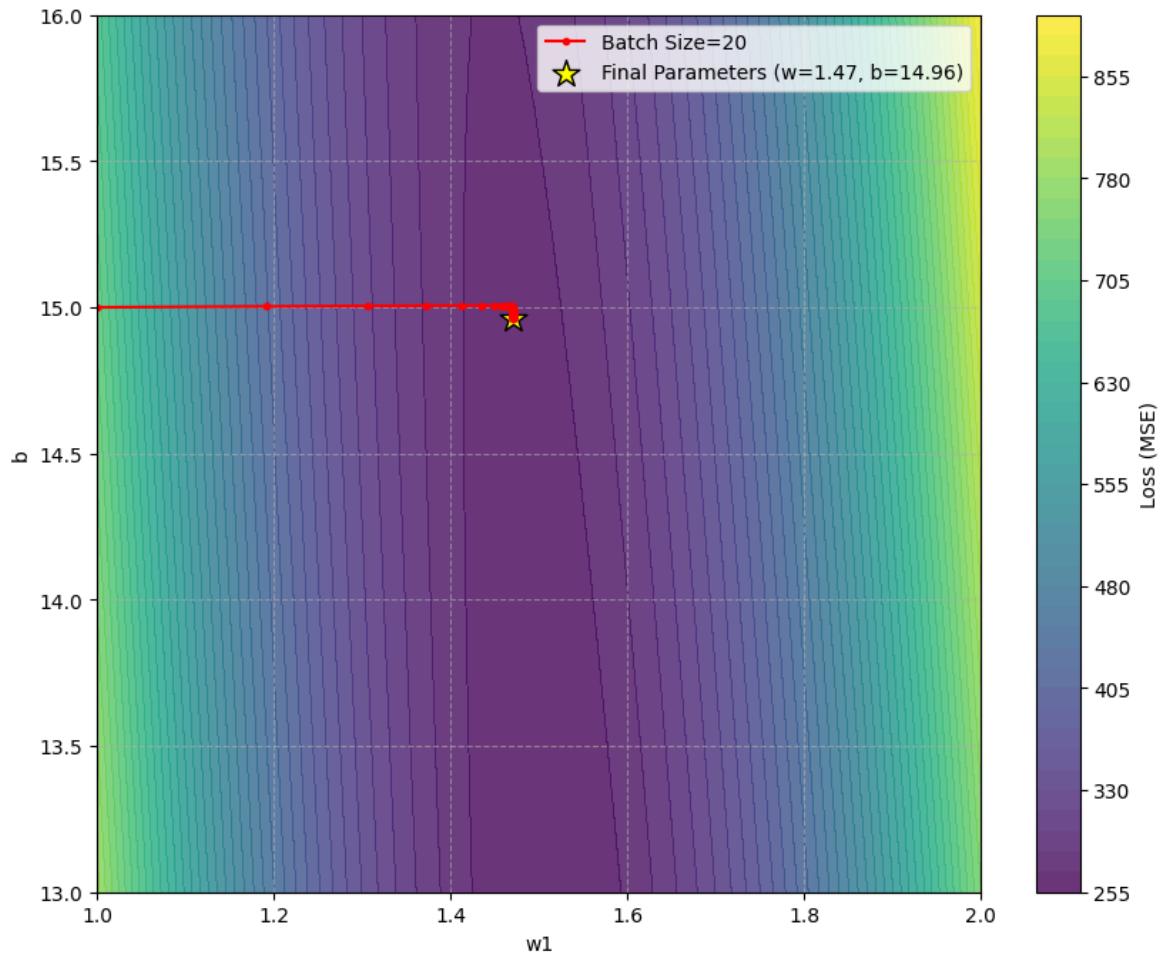
- (Randomly) Pick initial values θ^0
- Compute gradient $g^0 = \nabla L^1(\theta^0)$
 $\theta^1 \leftarrow \theta^0 - \eta g^0$
- Compute gradient $g^1 = \nabla L^2(\theta^1)$
 $\theta^2 \leftarrow \theta^1 - \eta g^1$
- Compute gradient $g^2 = \nabla L^3(\theta^2)$
 $\theta^3 \leftarrow \theta^2 - \eta g^2$

1 epoch = see all the batches once

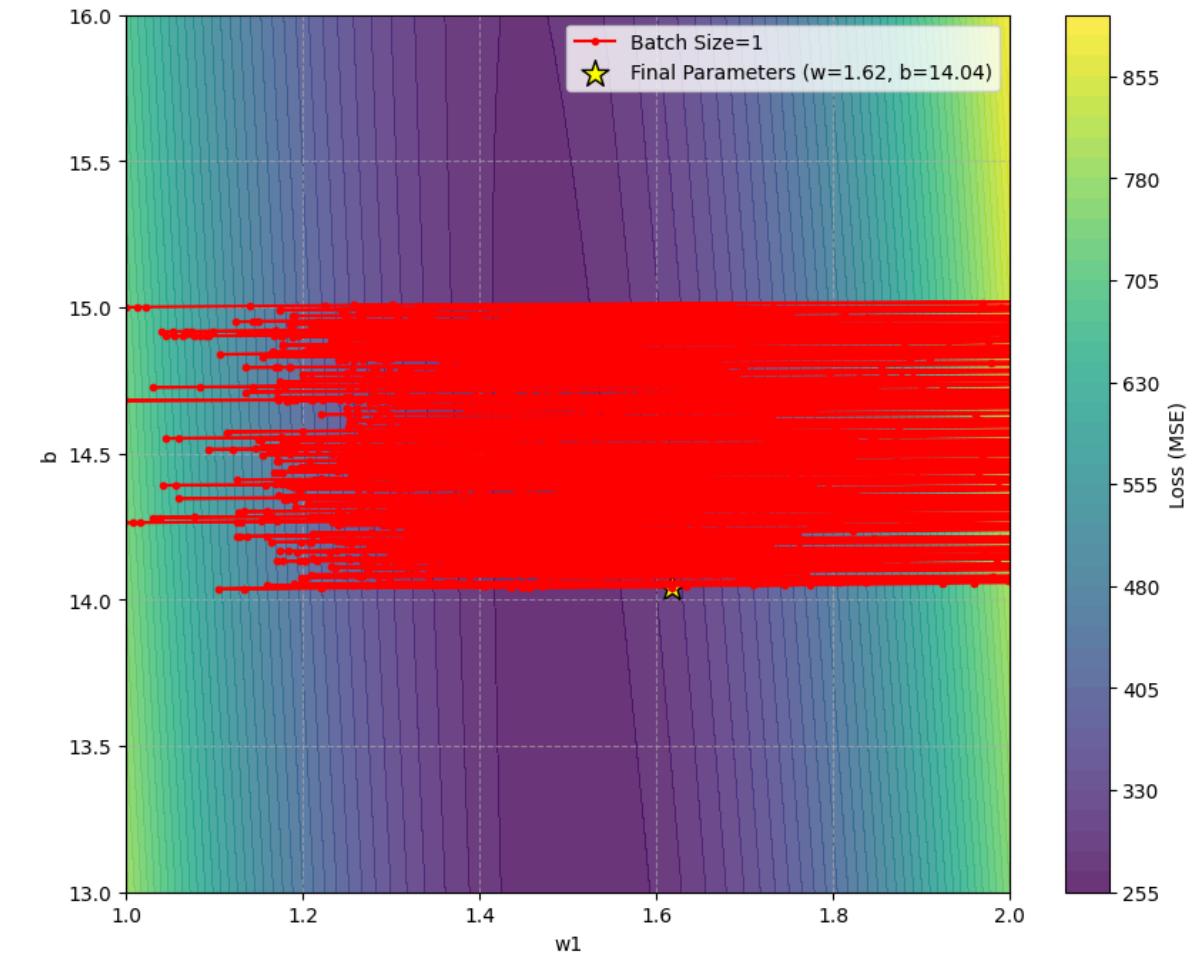


N/B updates (iterations) in one epoch

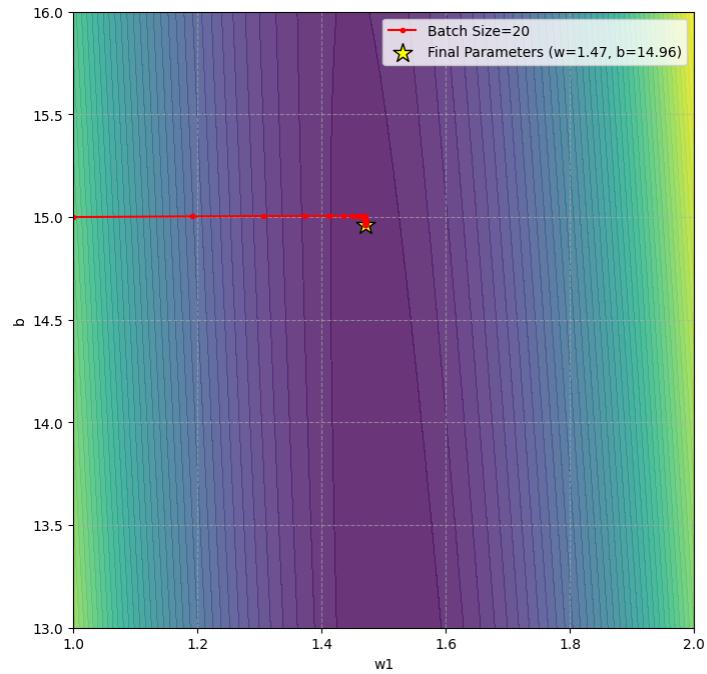
epochs = 100



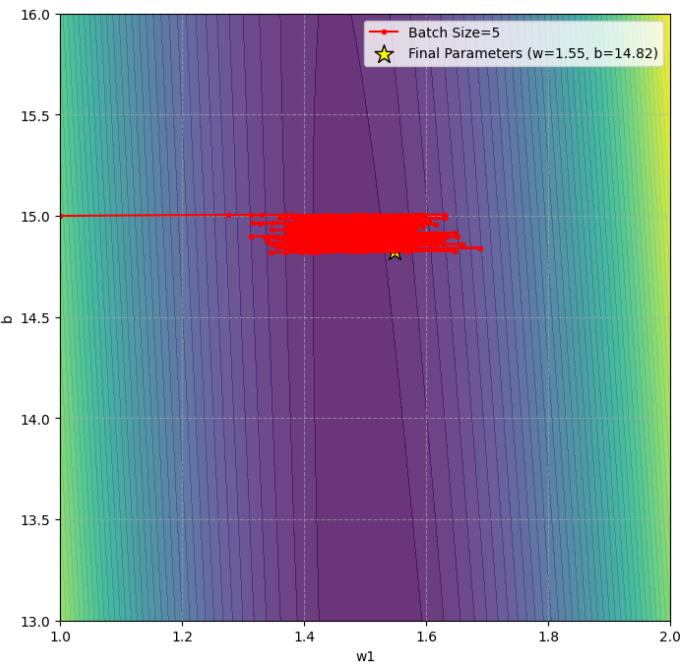
Batch size = all training data
(Full Batch)



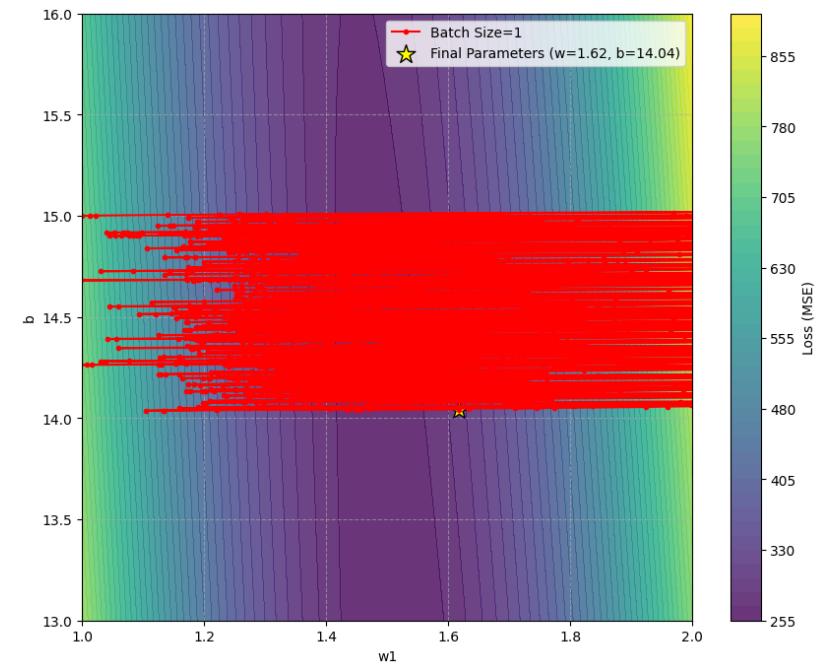
Batch size = 1
(Stochastic Gradient Descent, SGD)



Batch size
= all training data



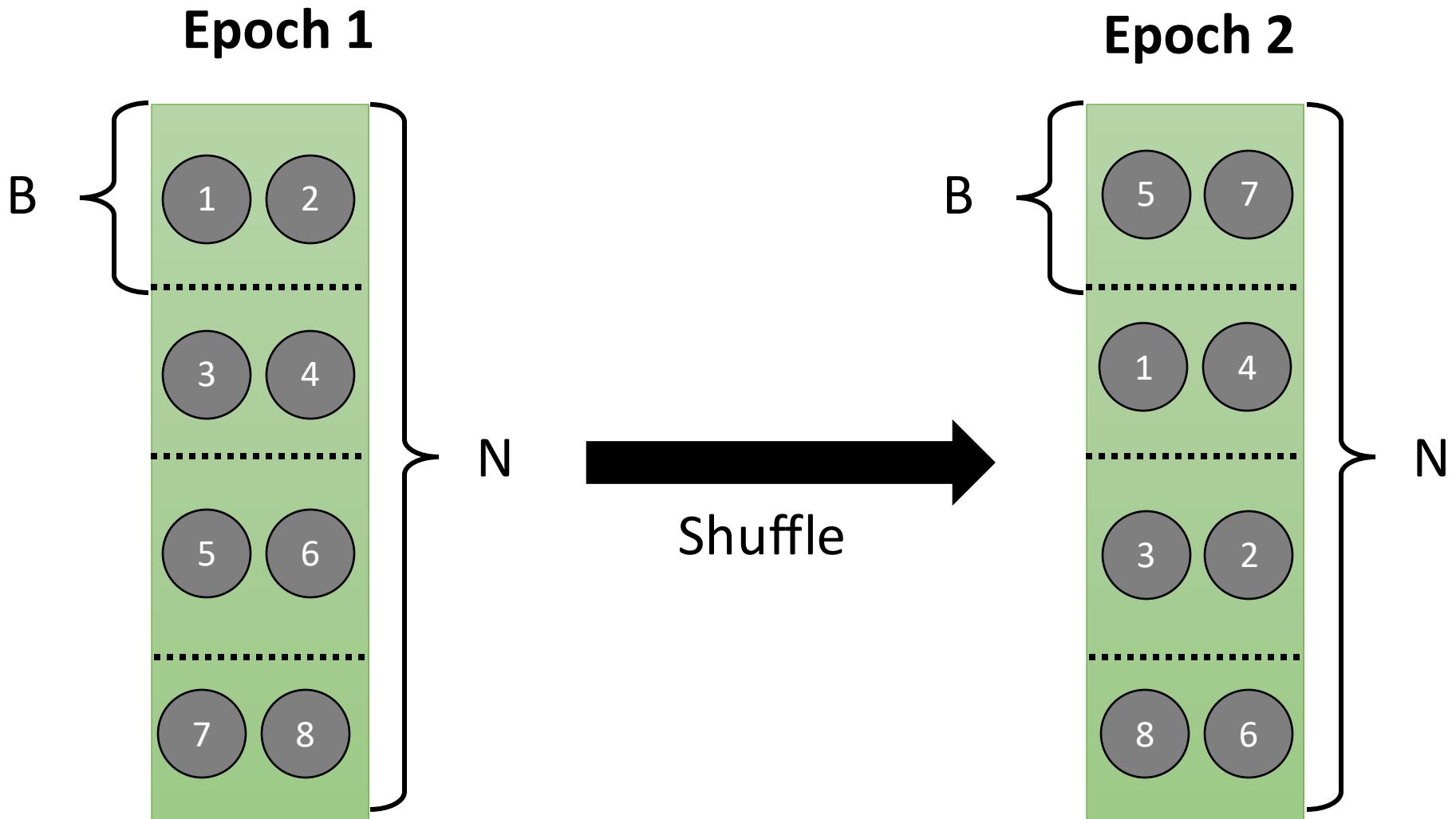
Batch size
= 5



Batch size
= 1

又多了一個可以調的 hyperparameter

Shuffle



步驟一：
我要什麼

$$L = \frac{1}{N} \sum_{i=1}^N (y^i - \hat{y}^i)^2 \quad \text{MSE}$$

$$L(\mathbf{w}_1^*, \mathbf{b}^*) = 240$$

步驟二：
我有哪些選擇

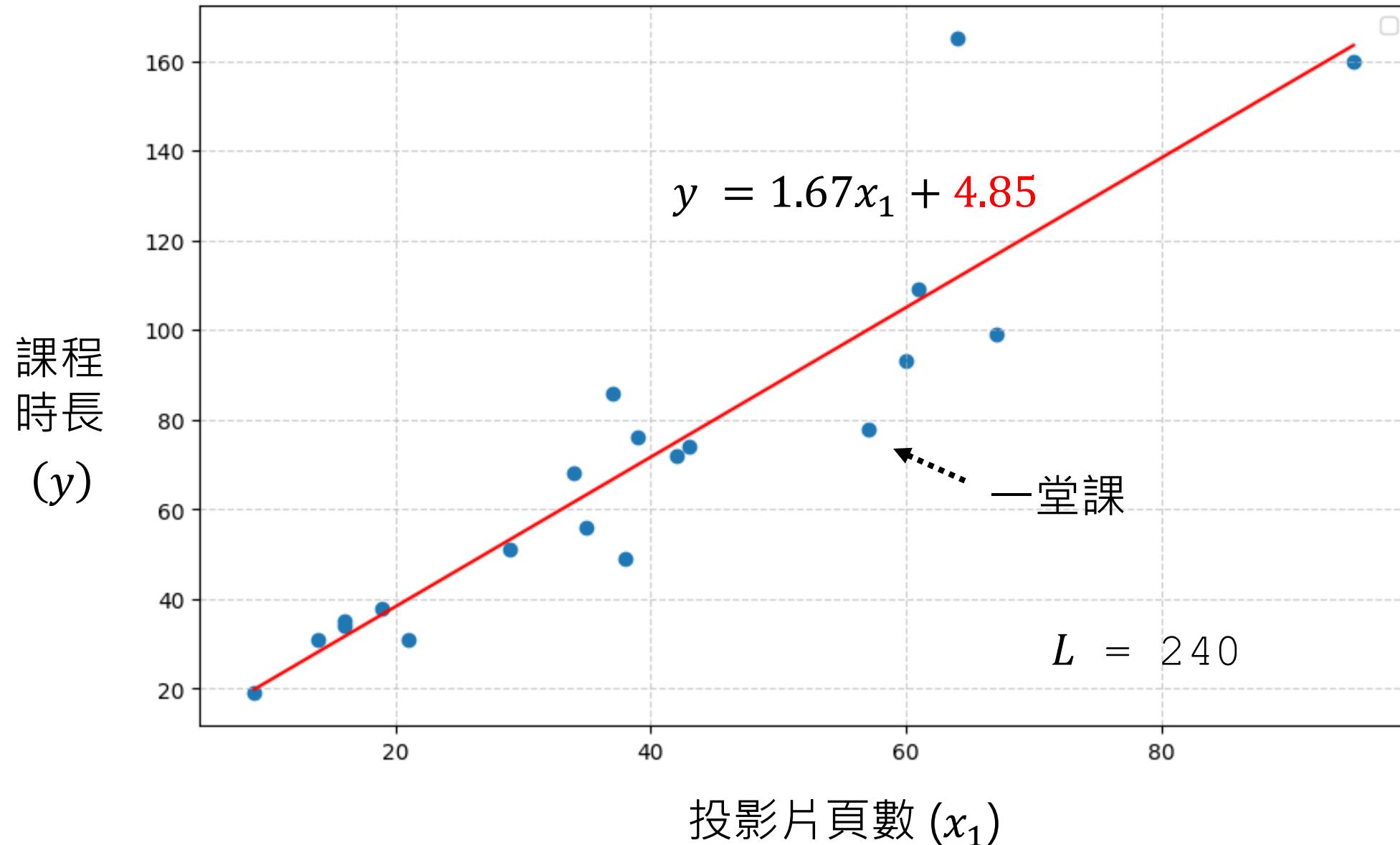
$$y = \mathbf{w}_1 x_1 + \mathbf{b}$$

$$y = 1.67x_1 + 4.85$$

步驟三：
選一個最好的

$$\mathbf{w}_1^*, \mathbf{b}^* = \arg \min_{\mathbf{w}_1, \mathbf{b}} L(\mathbf{w}_1, \mathbf{b})$$

$$\mathbf{w}_1^* = 1.67, \mathbf{b}^* = 4.85$$



步驟一：
我要什麼

$$L = \frac{1}{N} \sum_{i=1}^N (y^i - \hat{y}^i)^2 \quad \text{MSE}$$

$$L(\mathbf{w}_1^*, \mathbf{b}^*) = 240$$

步驟二：
我有哪些選擇

$$y = \mathbf{w}_1 x_1 + \mathbf{b}$$

$$y = 1.67x_1 + 4.85$$

步驟三：
選一個最好的

$$\mathbf{w}_1^*, \mathbf{b}^* = \arg \min_{\mathbf{w}_1, \mathbf{b}} L(\mathbf{w}_1, \mathbf{b})$$

$$\mathbf{w}_1^* = 1.67, \mathbf{b}^* = 4.85$$

測試今天這堂課

測試 (Testing)

步驟一：
我要什麼

$$L = \frac{1}{N} \sum_{i=1}^N (y^i - \hat{y}^i)^2 \text{ MSE}$$

$$L(\mathbf{w}_1^*, \mathbf{b}^*) = 240$$

測試今天這堂課

測試 (Testing)

真的大考

步驟二：
我有哪些選擇

$$y = \mathbf{w}_1 x_1 + \mathbf{b}$$

$$y = 1.67x_1 + 4.85$$

步驟三：
選一個最好的

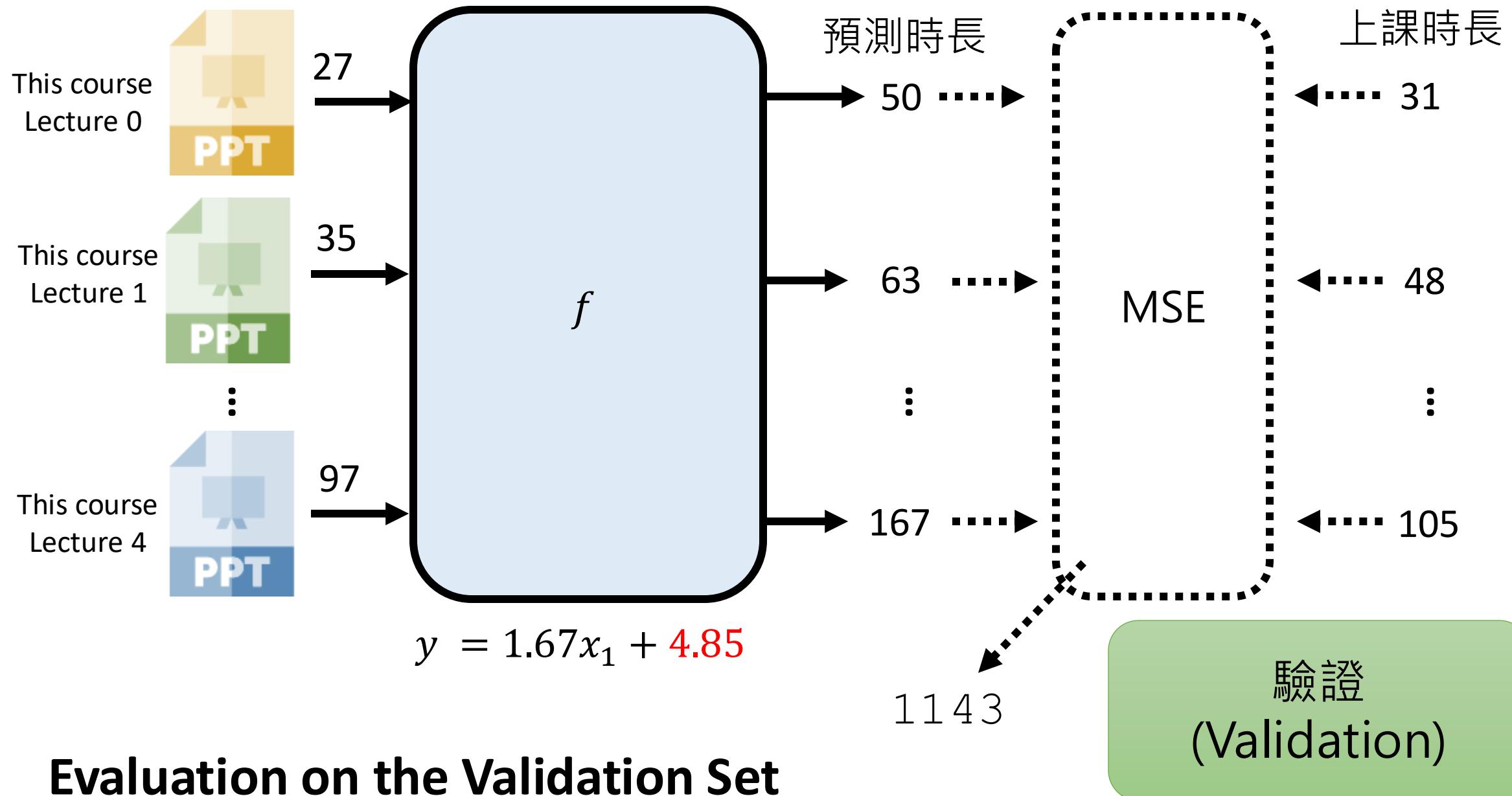
$$\mathbf{w}_1^*, \mathbf{b}^* = \arg \min_{\mathbf{w}_1, \mathbf{b}} L(\mathbf{w}_1, \mathbf{b})$$

$$\mathbf{w}_1^* = 1.67, \mathbf{b}^* = 4.85$$



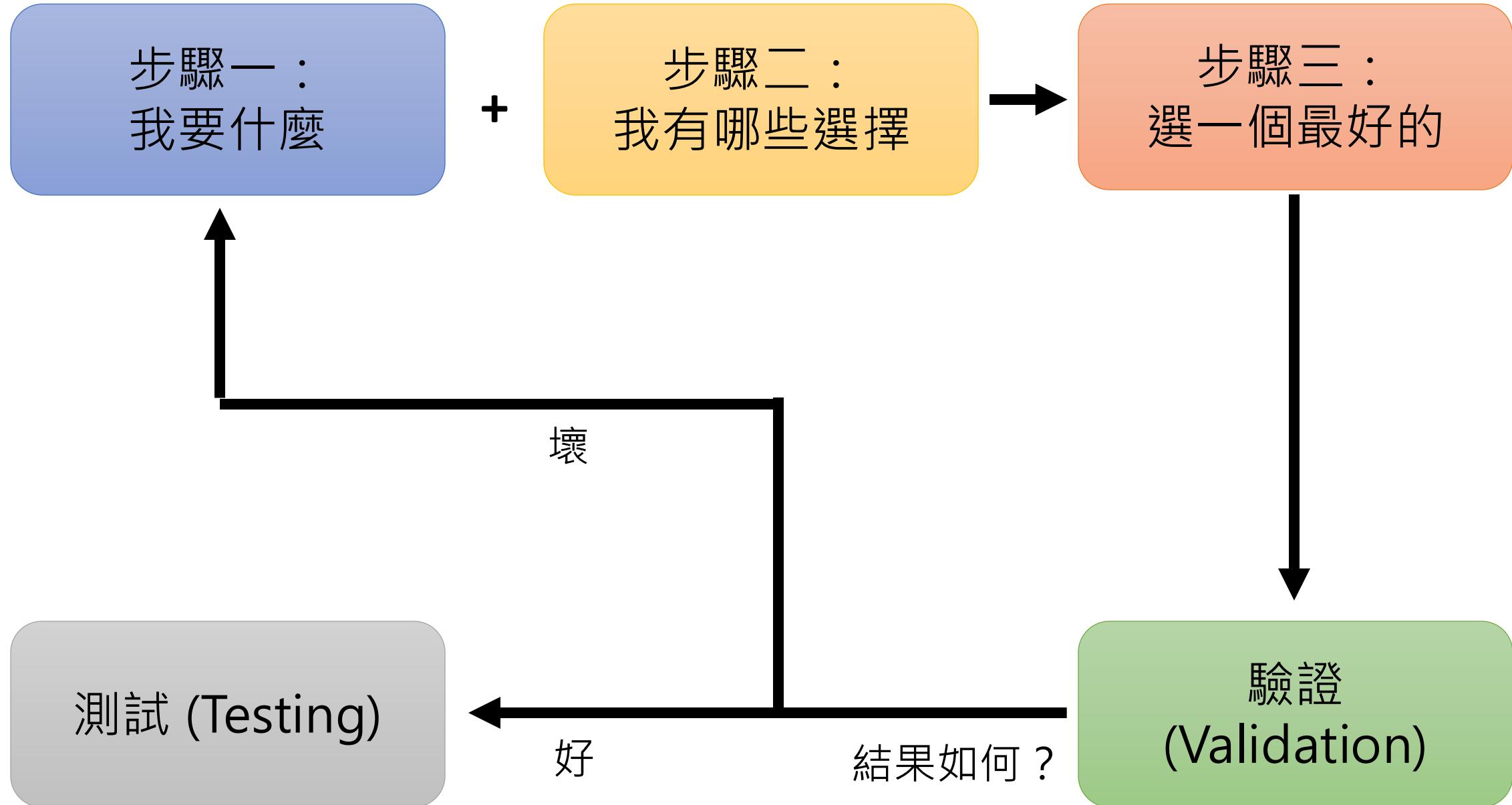
驗證
(Validation)

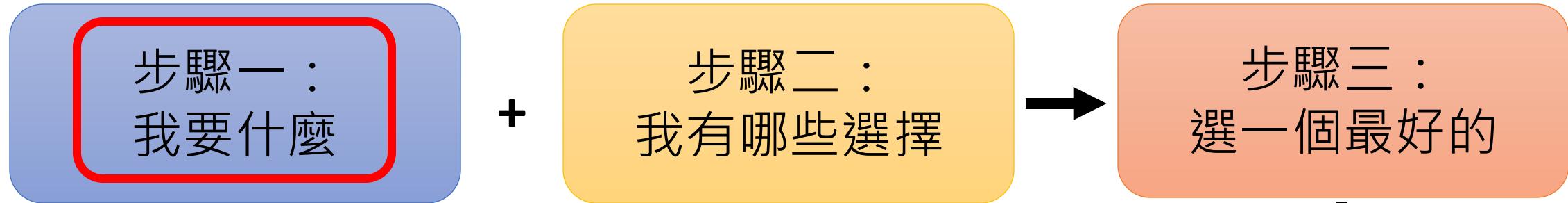
模擬考



Evaluation on the Validation Set

模擬考





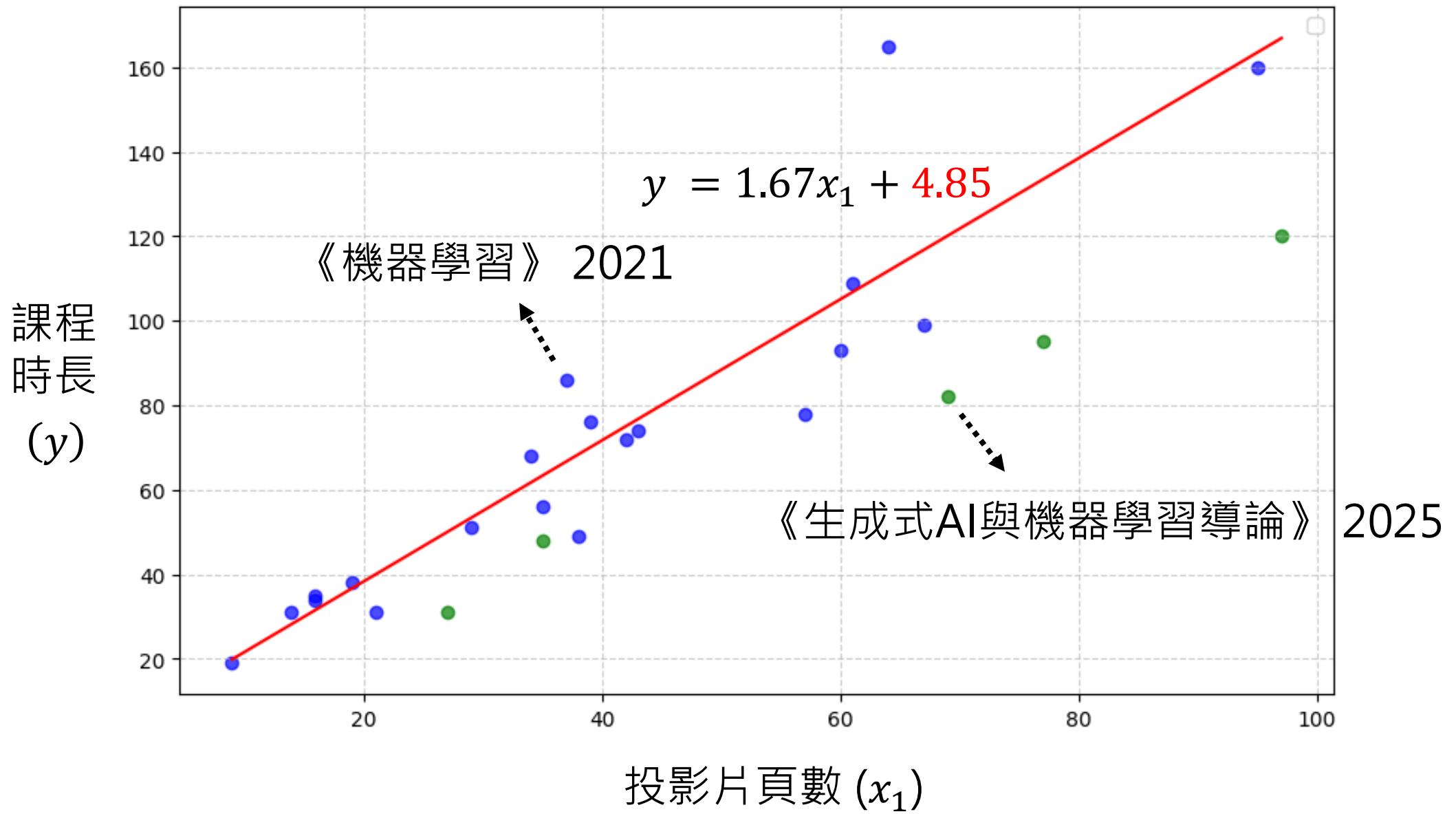
在《機器學習》2021 上計算 MSE

會不會有巨大差異？

在《生成式AI與機器學習
導論》2025 上計算 MSE

你以為你要的目標，
跟實際上的目標不一致

驗證
(Validation)



更換 訓練資料

【機器學習2021】(中文版)

Hung-yi Lee - 1/40

取消

更多

1. 【機器學習2021】預測本頻道觀看人數(上) - 機器學習基本... Hung-yi Lee 49:59

2. 【機器學習2021】預測本頻道觀看人數(下) - 深度學習基本... Hung-yi Lee 58:35

3. 【機器學習2021】機器學習任務攻略 Hung-yi Lee 51:23

4. 【機器學習2021】類神經網路訓練不起來怎麼辦(一): 局... Hung-yi Lee 33:45

5. 【機器學習2021】類神經網路訓練不起來怎麼辦(二): 批... Hung-yi Lee 30:59

6. 【機器學習2021】類神經網路訓練不起來怎麼辦(三): 自動... Hung-yi Lee 37:42

7. 【機器學習2021】類神經網路訓練不起來怎麼辦(四): 損失... Hung-yi Lee 19:27

【生成式AI導論 2024】

Hung-yi Lee - 1/20

取消

更多

1. 【生成式AI導論 2024】第0 講: 課程說明 (17:15 有茉莉...) Hung-yi Lee 25:40

2. 【生成式AI導論 2024】第1 講: 生成式AI是什麼? Hung-yi Lee 29:29

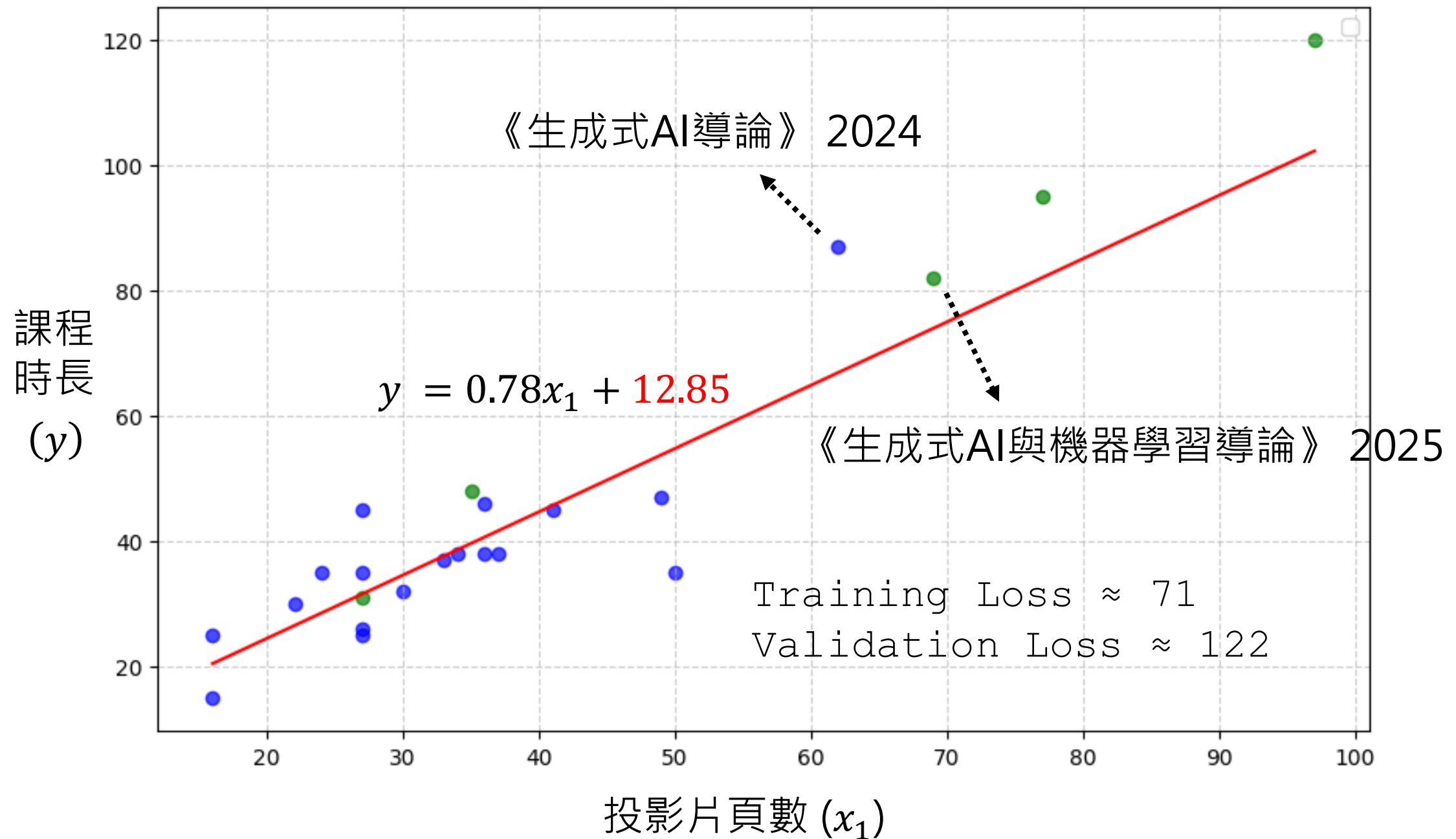
3. 【生成式AI導論 2024】第2 講: 今日的生成式人工智能... Hung-yi Lee 26:06

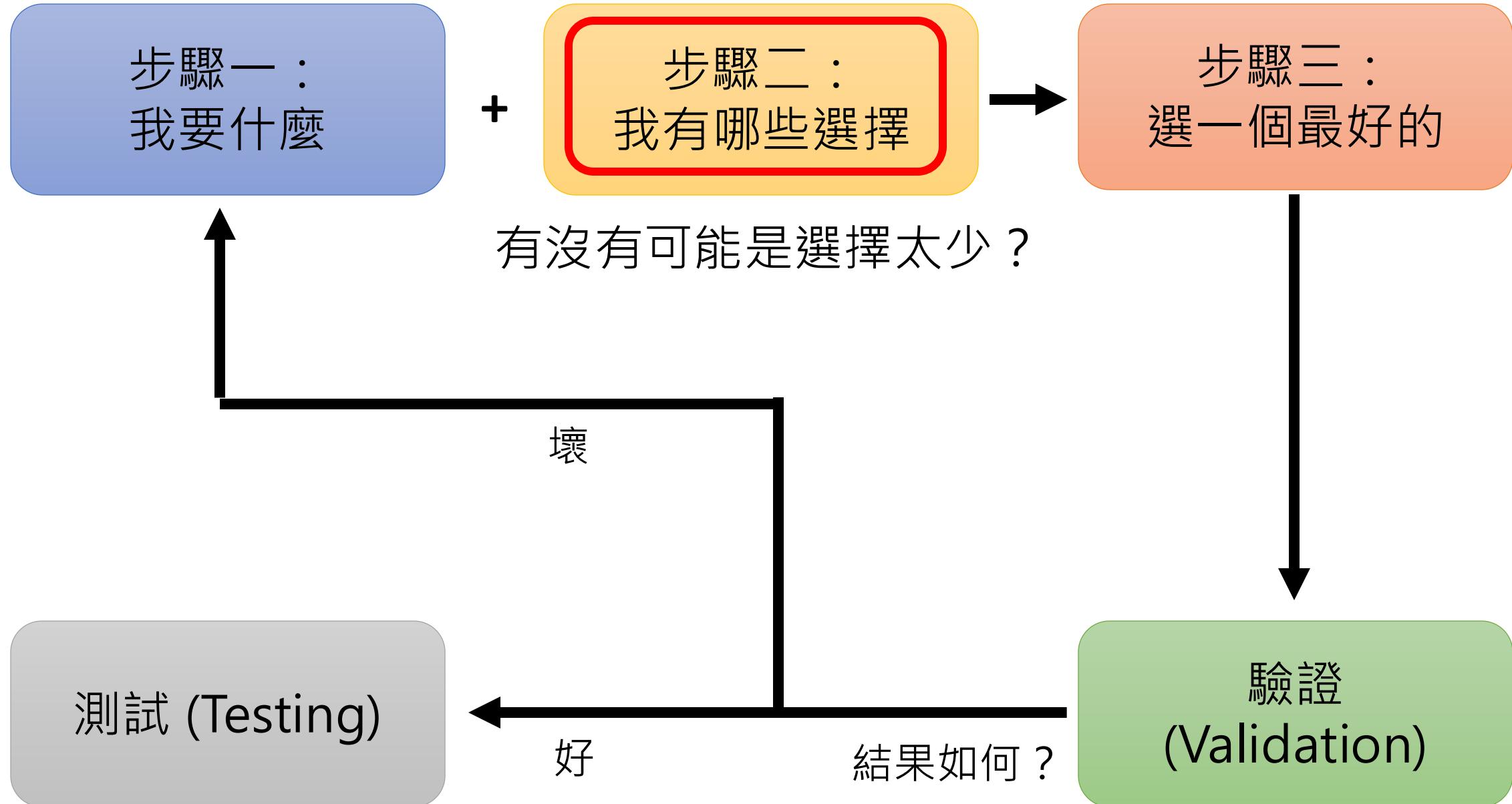
4. 【生成式AI導論 2024】第3 講: 訓練不了人工智慧? 你... Hung-yi Lee 34:35

5. 【生成式AI導論 2024】第4 講: 訓練不了人工智慧? 你... Hung-yi Lee 47:22

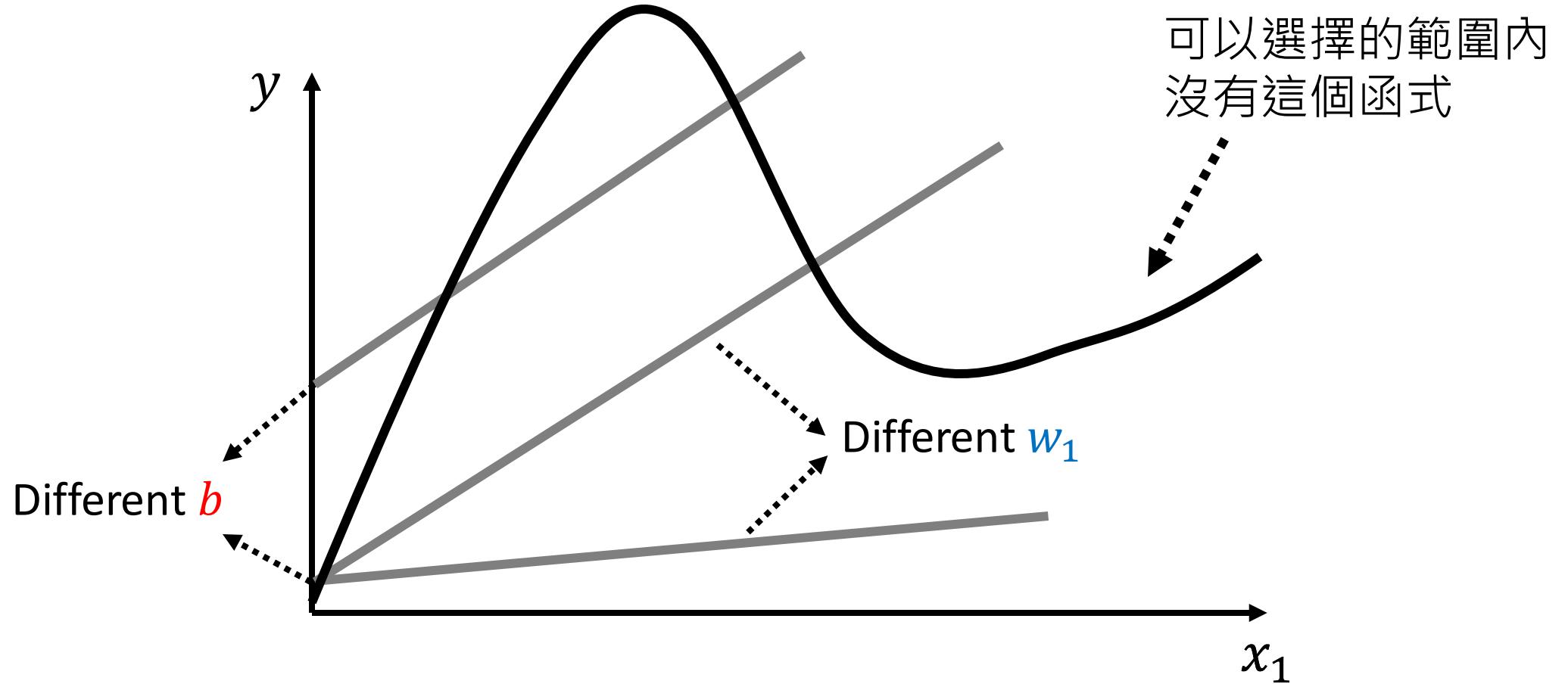
6. 【生成式AI導論 2024】第5 講: 訓練不了人工智慧? 你... Hung-yi Lee 25:20

7. 【生成式AI導論 2024】第6 大型語言模型修練史 - ... Hung-yi Lee 34:26



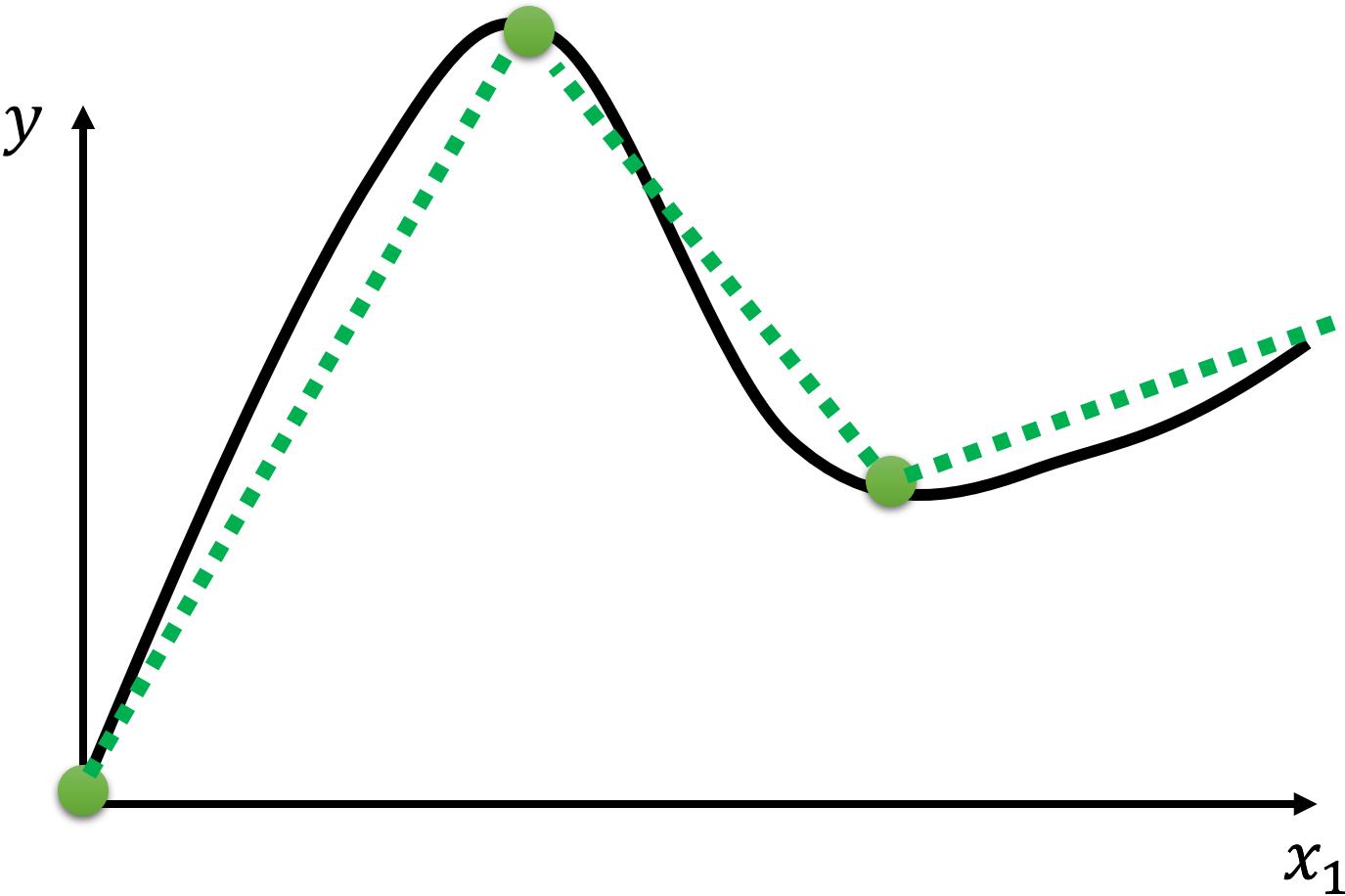


$$y = w_1 x_1 + b$$

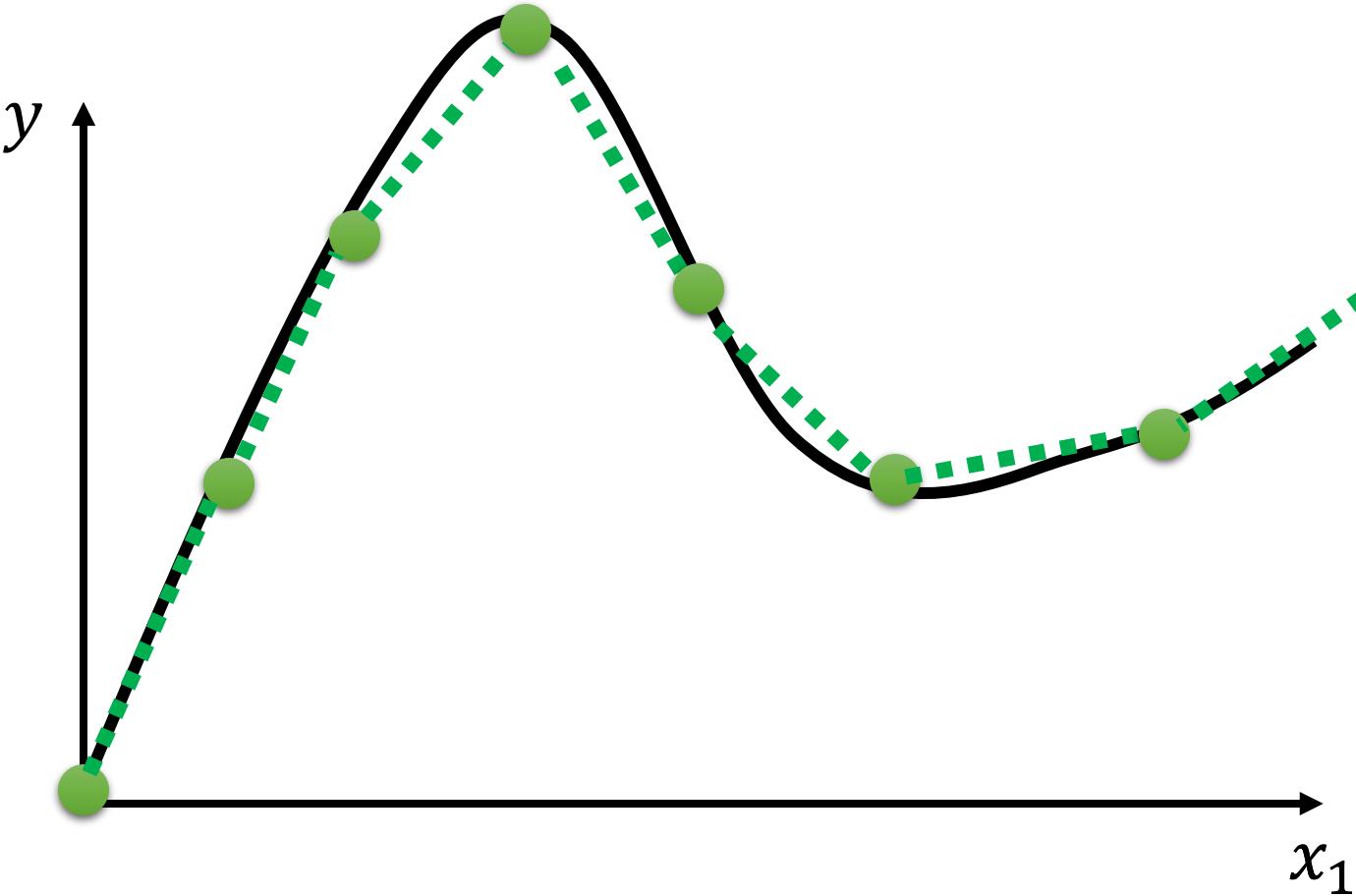


畫一個有機會包含所有函數的範圍

Piecewise
Linear

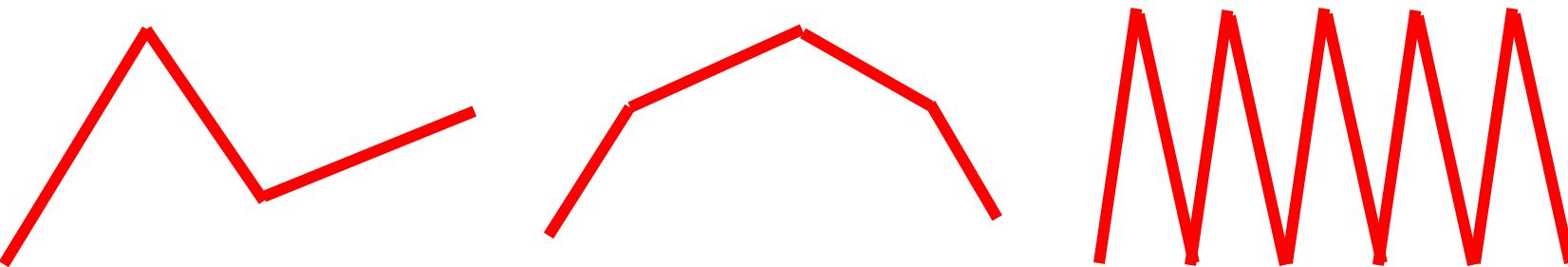
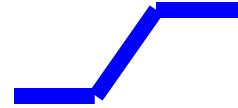


**Piecewise
Linear**

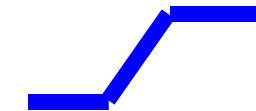


All Piecewise Linear Curves

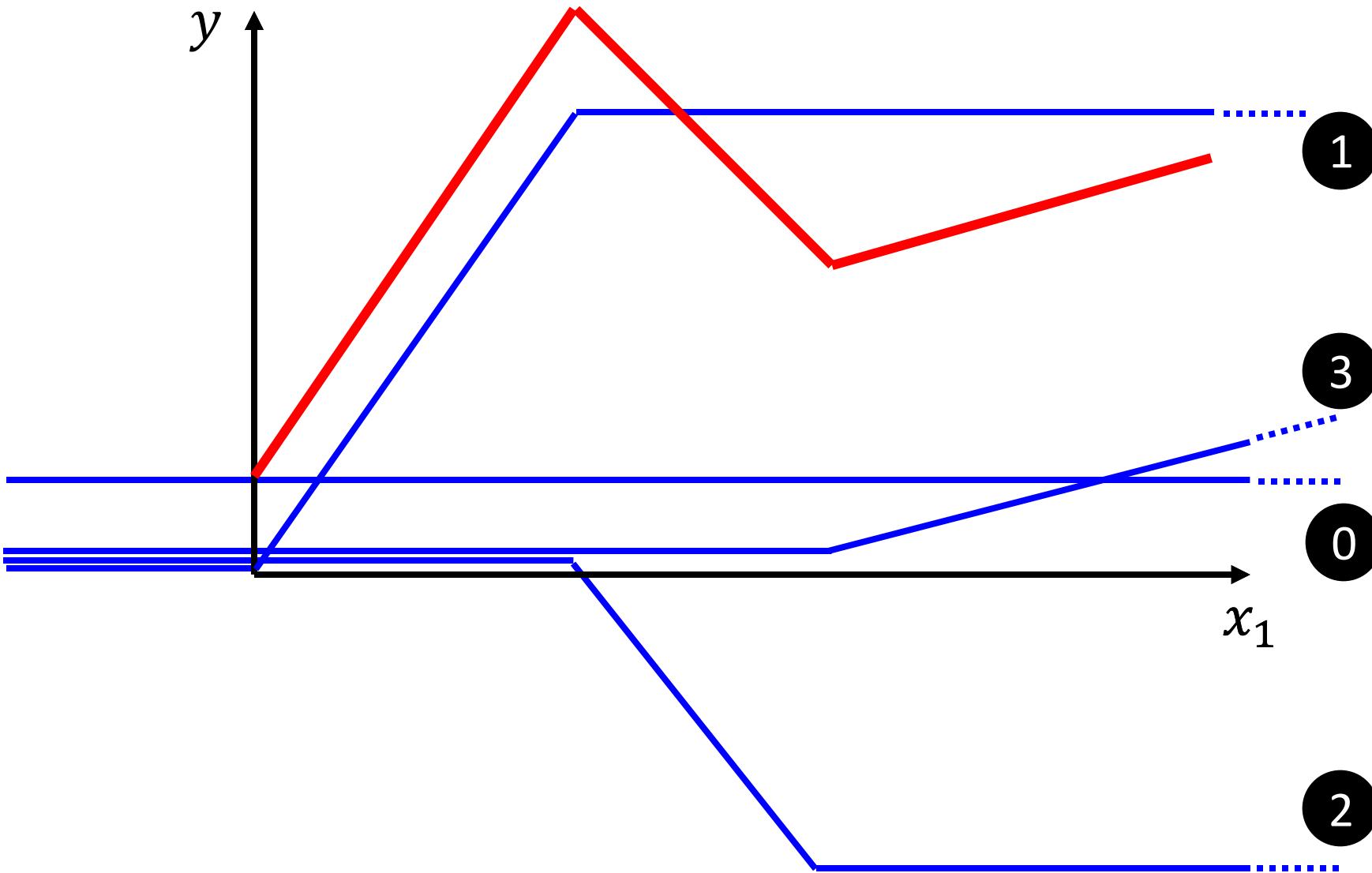
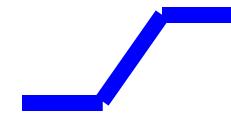
= constant + sum of a set of



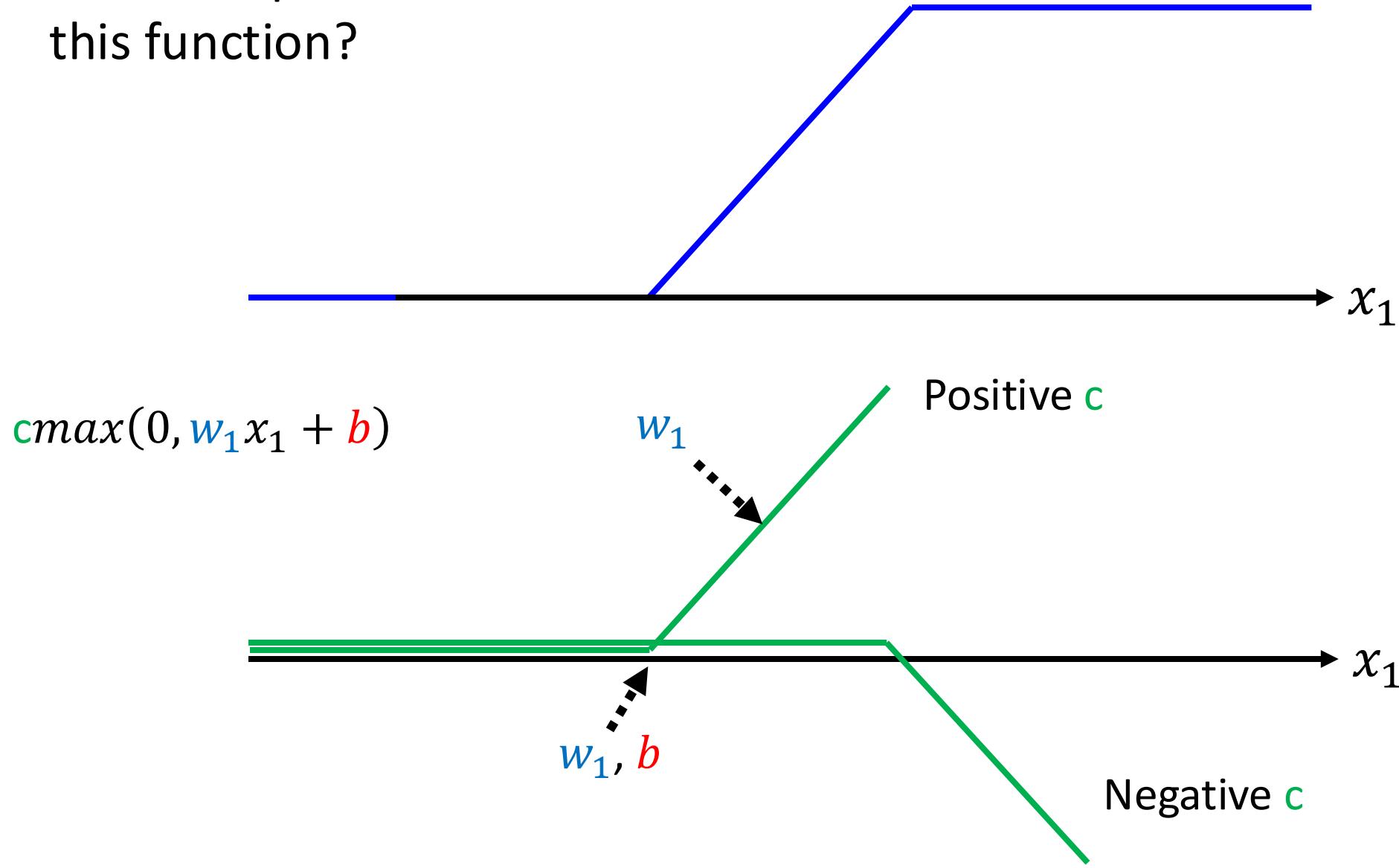
More pieces require more



red curve = constant + sum of a set of



How to represent
this function?



Any Curves \approx Piecewise Linear Curves

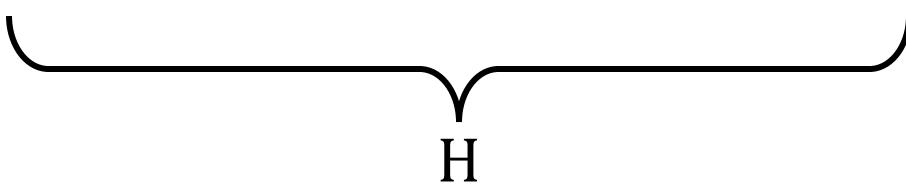
= constant + sum of a set of



= constant + sum of a larger set of



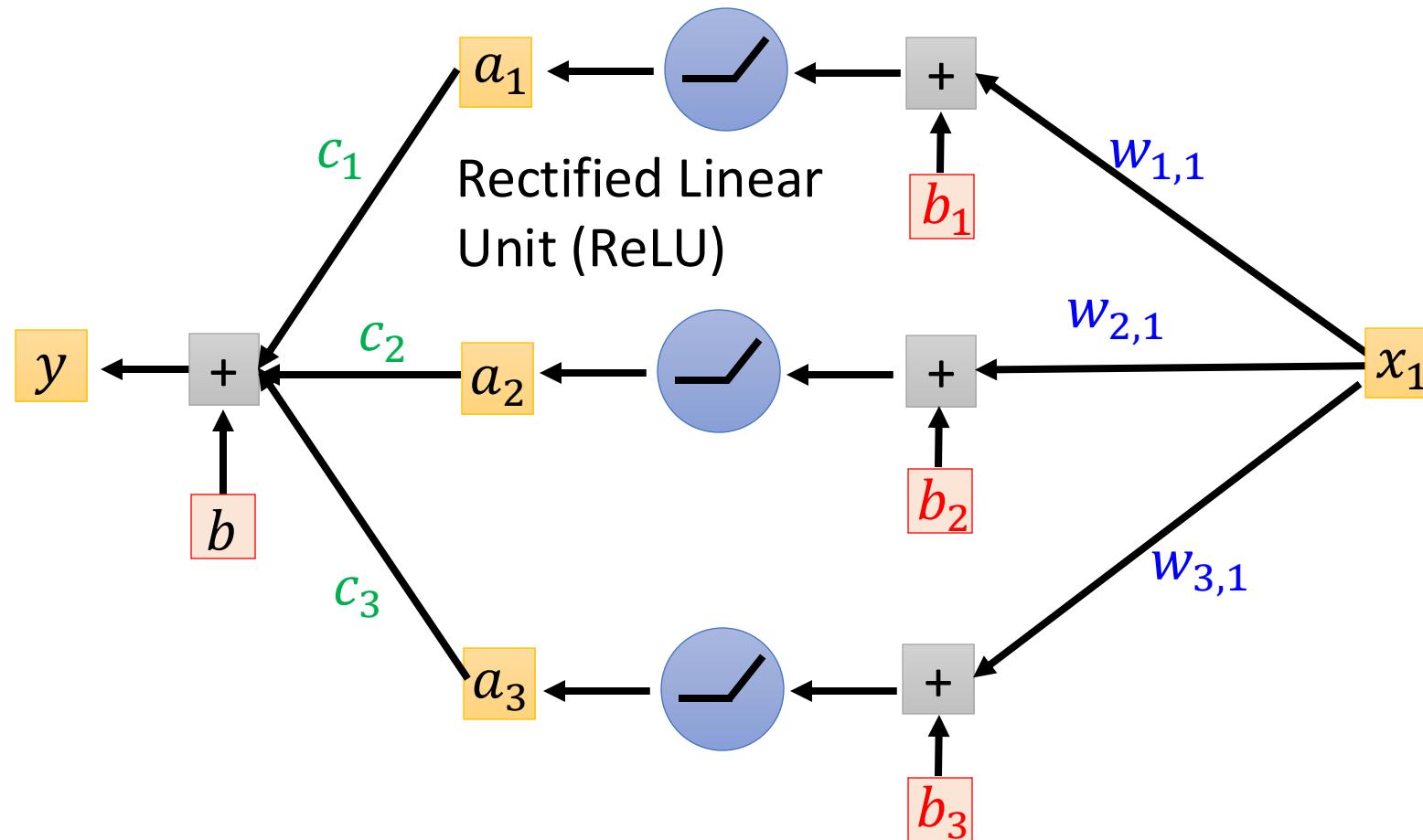
$$c \max(0, w_1 x_1 + b)$$

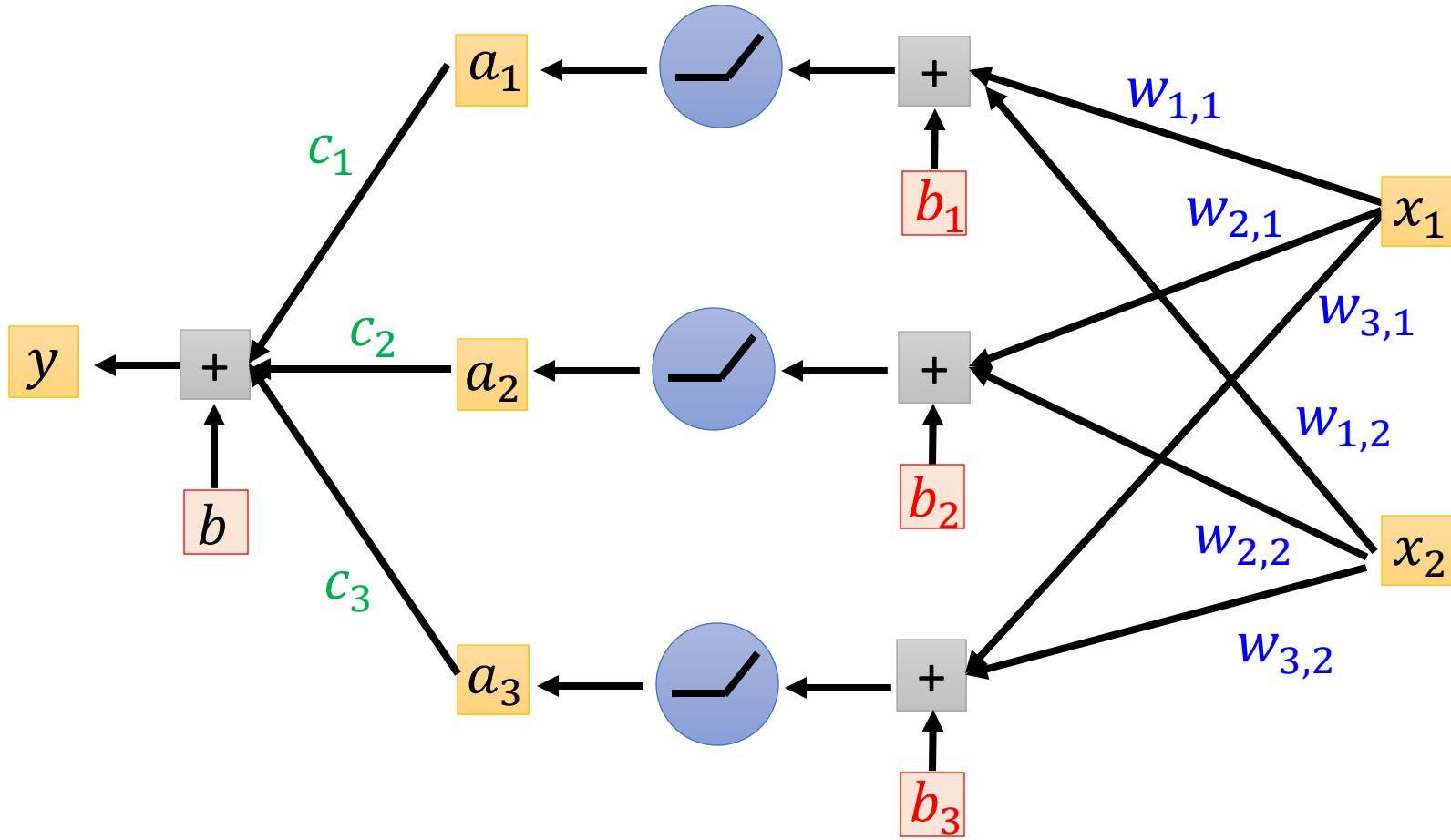


$$y = b + \sum_{i=1}^H c_i \max(0, w_{i,1} x_1 + b_i)$$

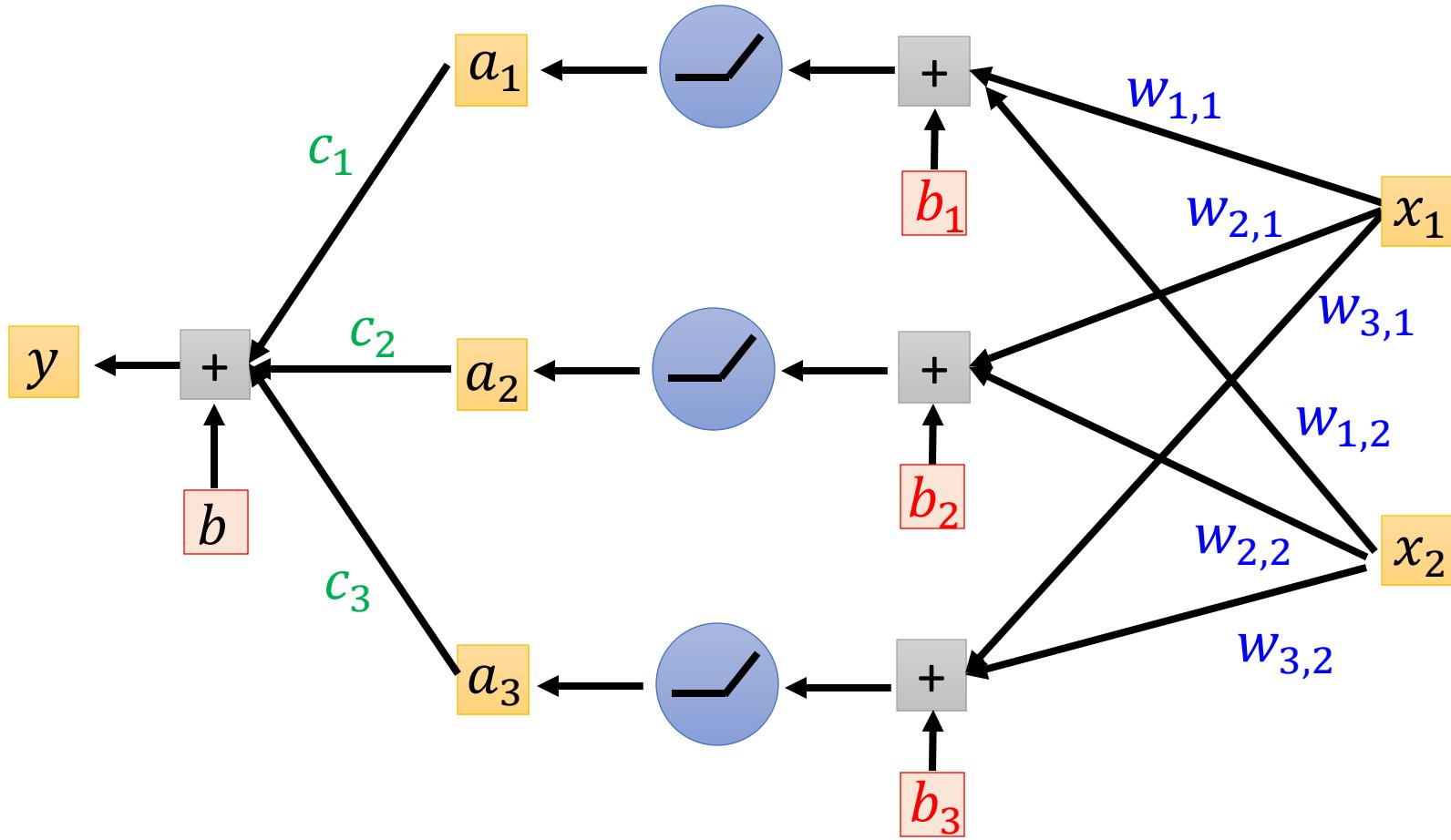
$$y = b + \sum_{i=1}^H c_i \max(0, w_{i,1} x_1 + b_i)$$

a_i



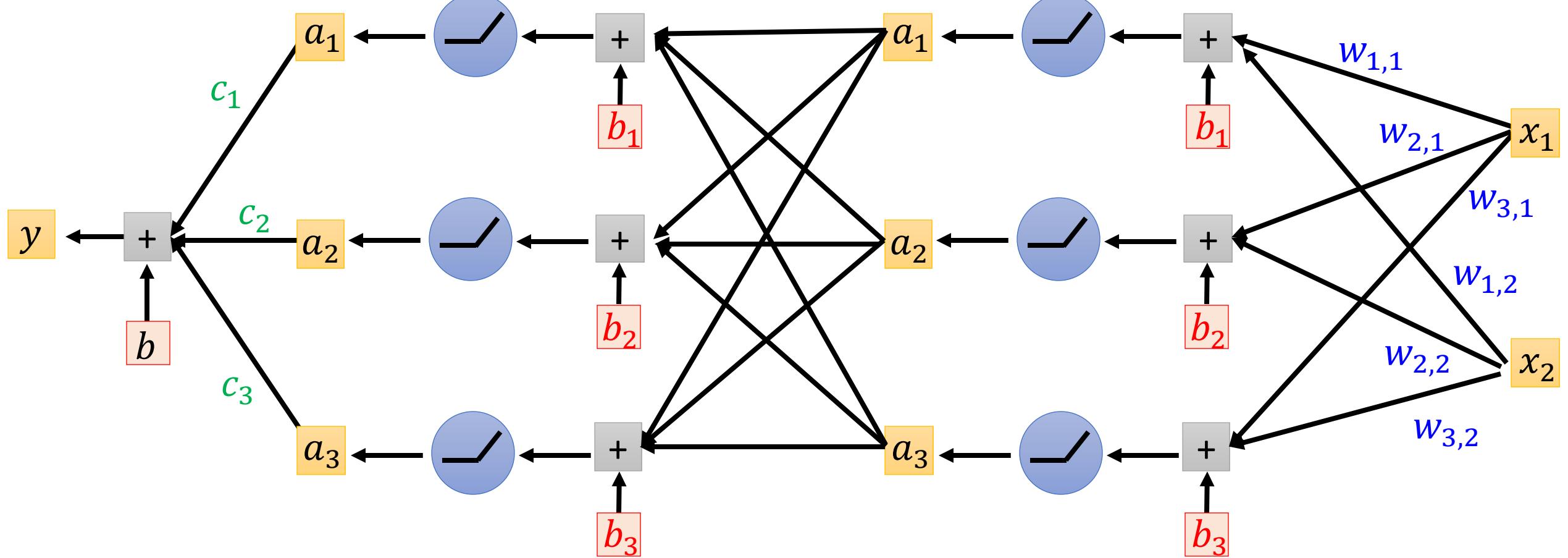


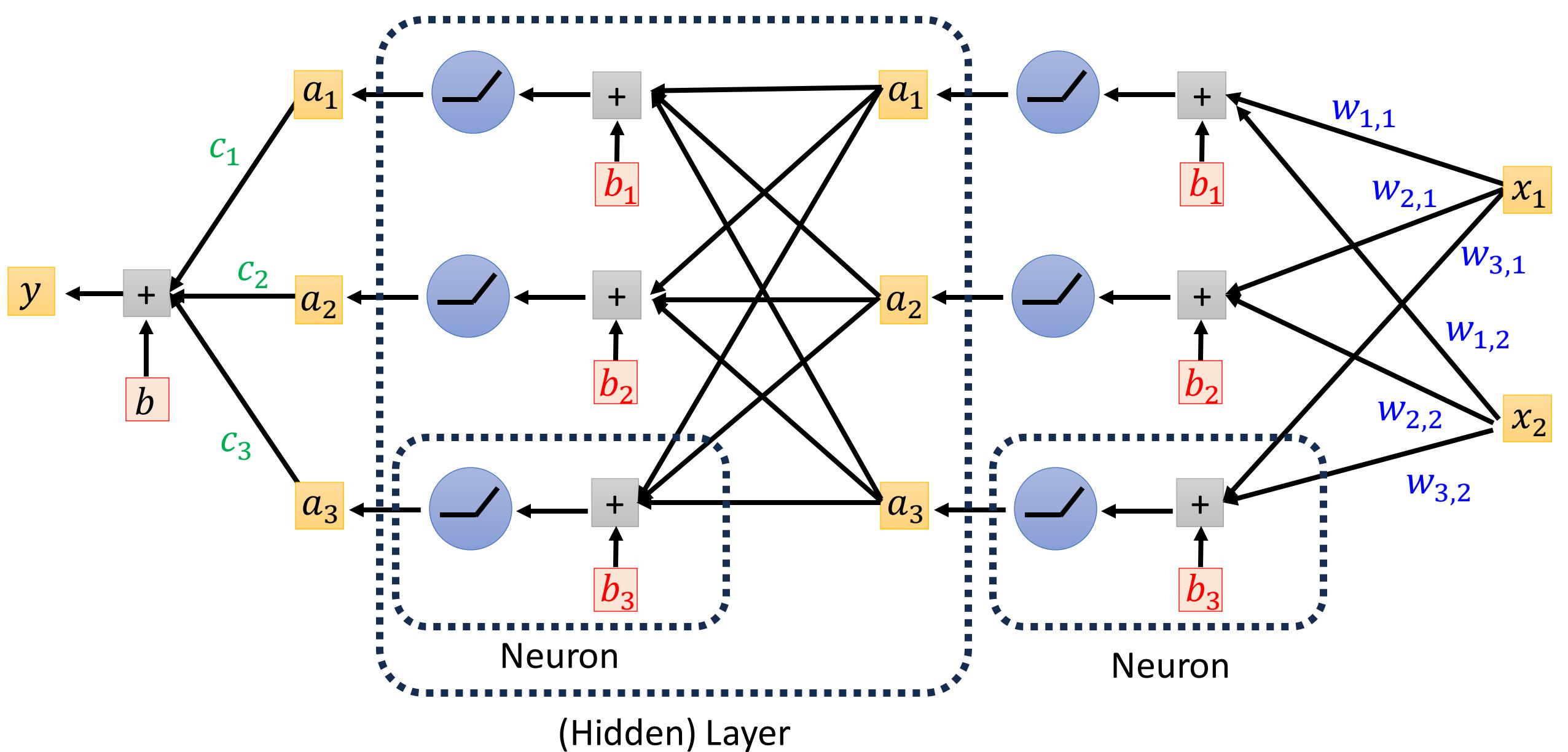
$$y = b + [c_1 \quad c_2 \quad c_3] \begin{bmatrix} a_1 \\ a_2 \\ a_3 \end{bmatrix} \quad \begin{bmatrix} a_1 \\ a_2 \\ a_3 \end{bmatrix} = \sigma(\begin{bmatrix} x_1 \\ x_2 \end{bmatrix})$$



$$y = b + c^T a \quad a = \sigma(b + Wx)$$

$$a' = \sigma(b' + W'a) \quad a = \sigma(b + Wa)$$





Neural Network

Many Layers → 深度學習 (Deep Learning)

Backpropagation

Computing gradients in an efficient way



<https://youtu.be/ibJpTrp5mcE>

$$y = w_1 x_1 + b$$



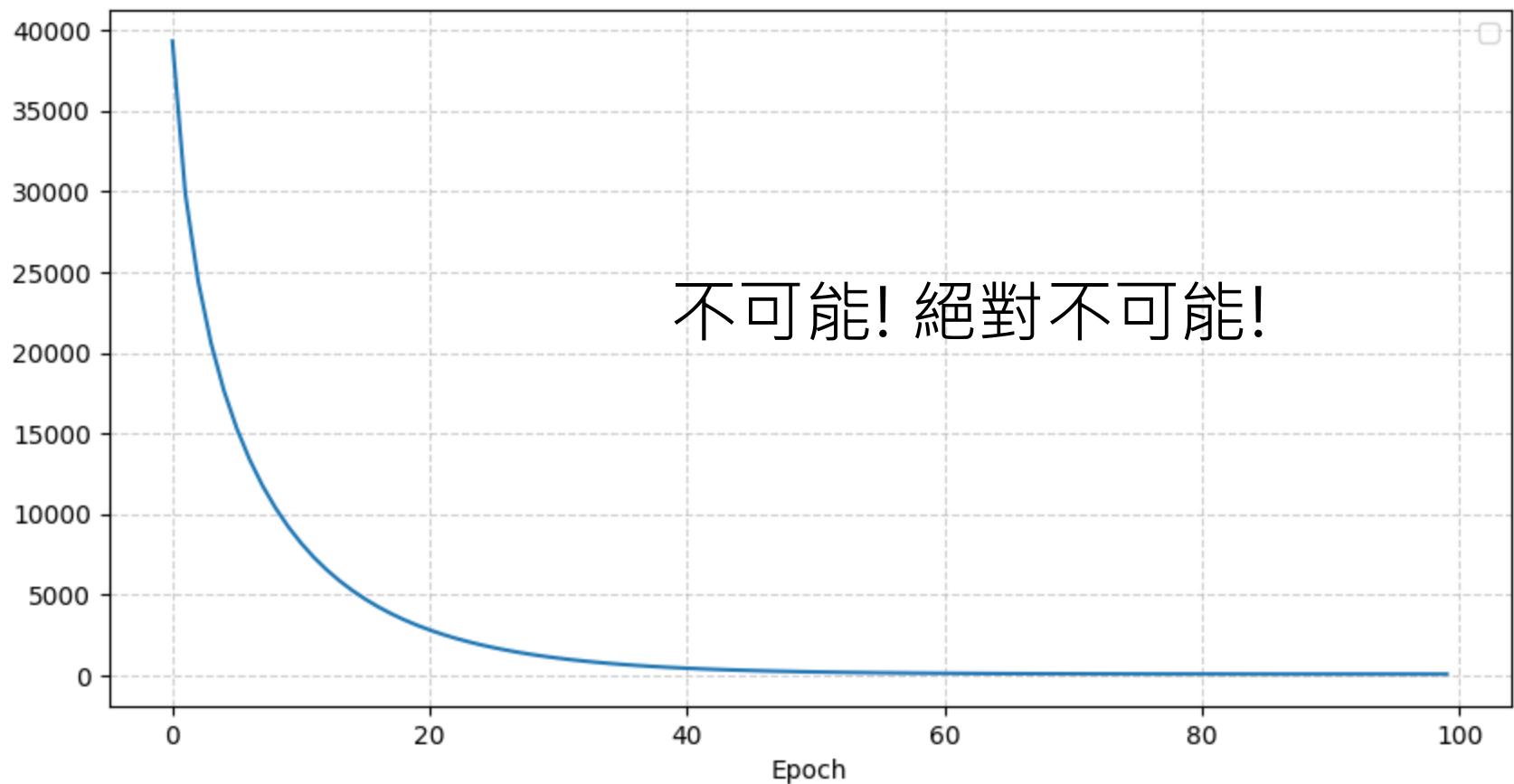
$$y = b + \sum_{i=1}^H c_i \max(0, w_{i,1} x_1 + b_i)$$

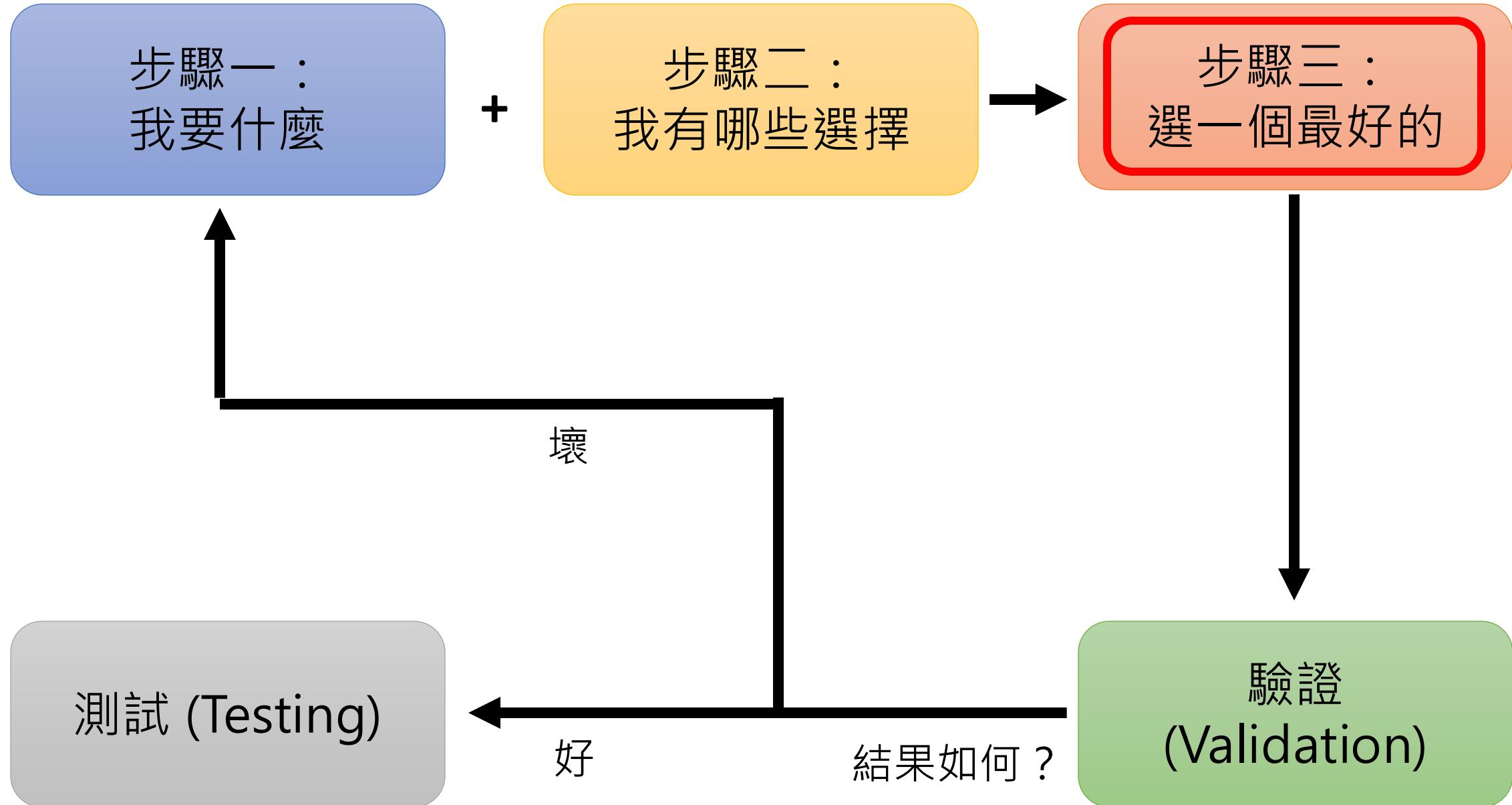
$$H = 100$$

Training Loss ≈ 71

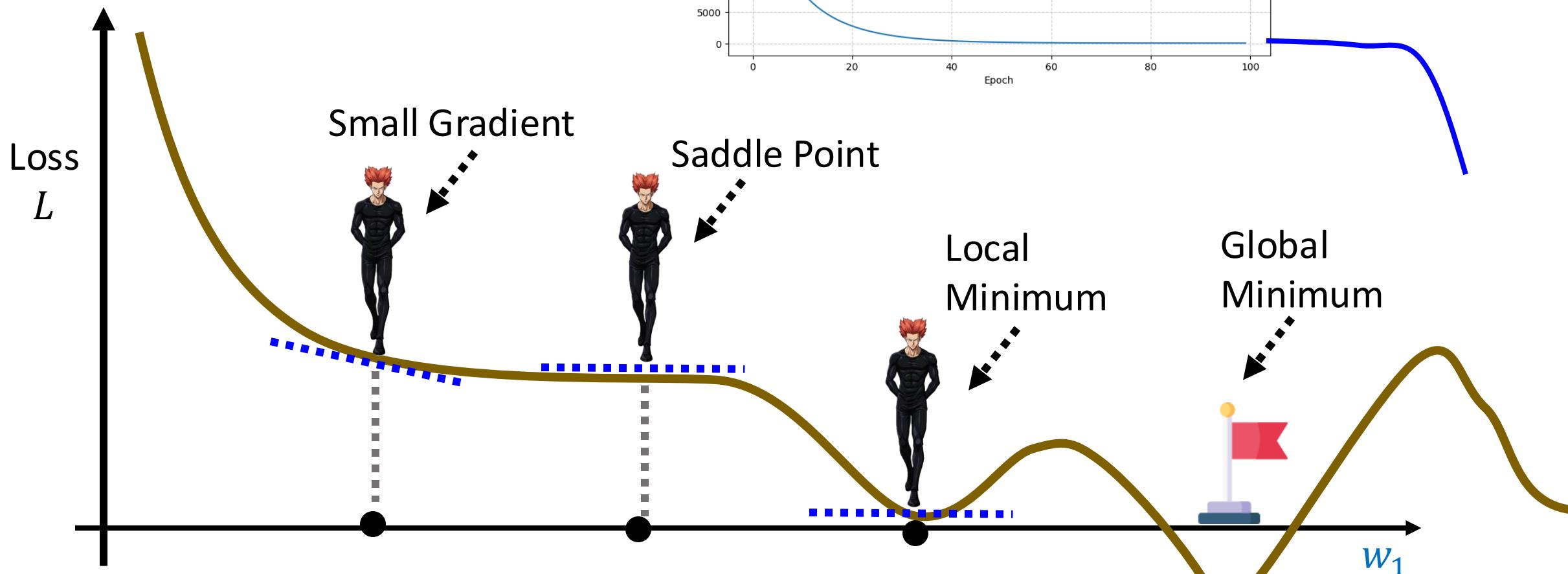
Training Loss ≈ 80

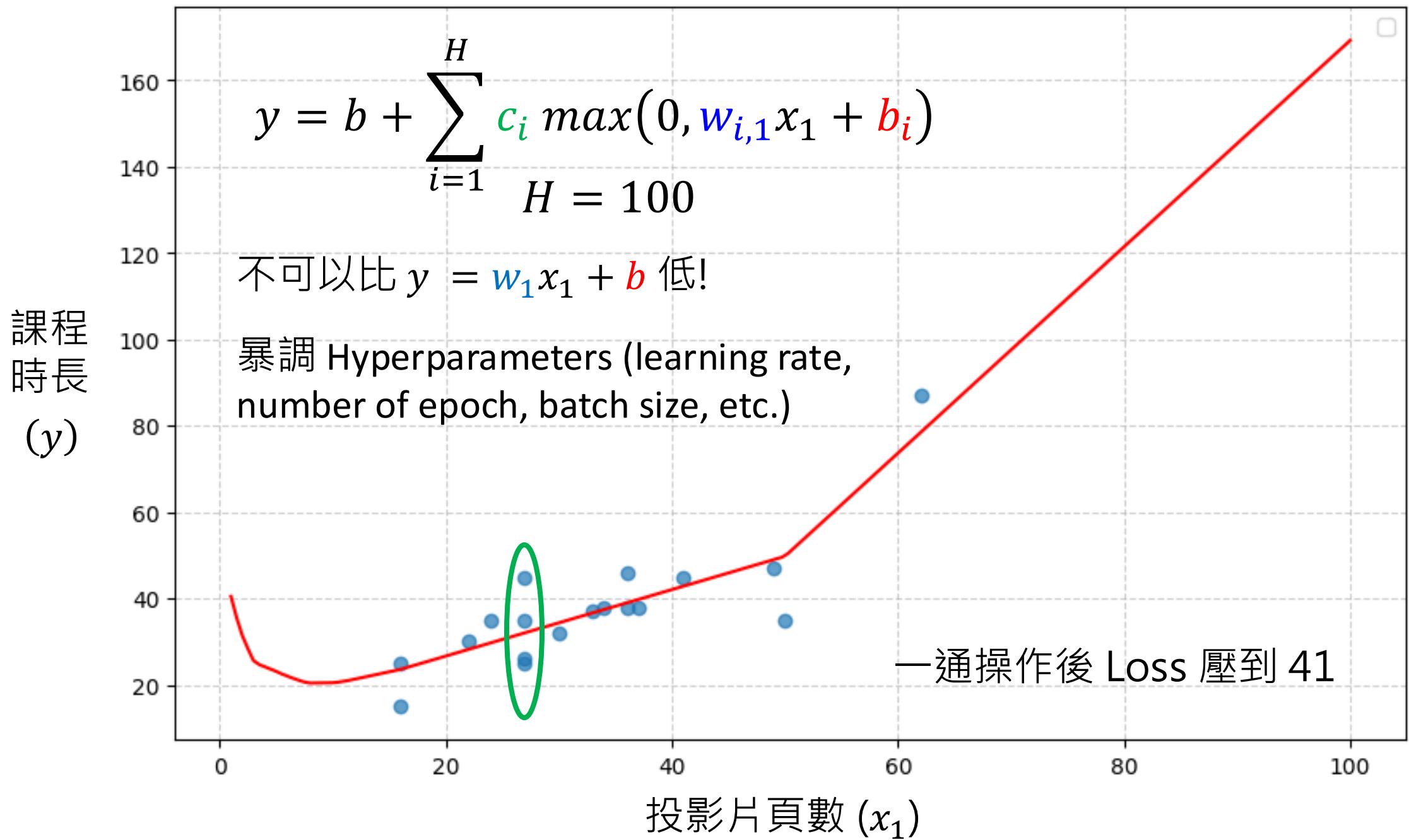
參數太多了，
只能看
Loss Curve

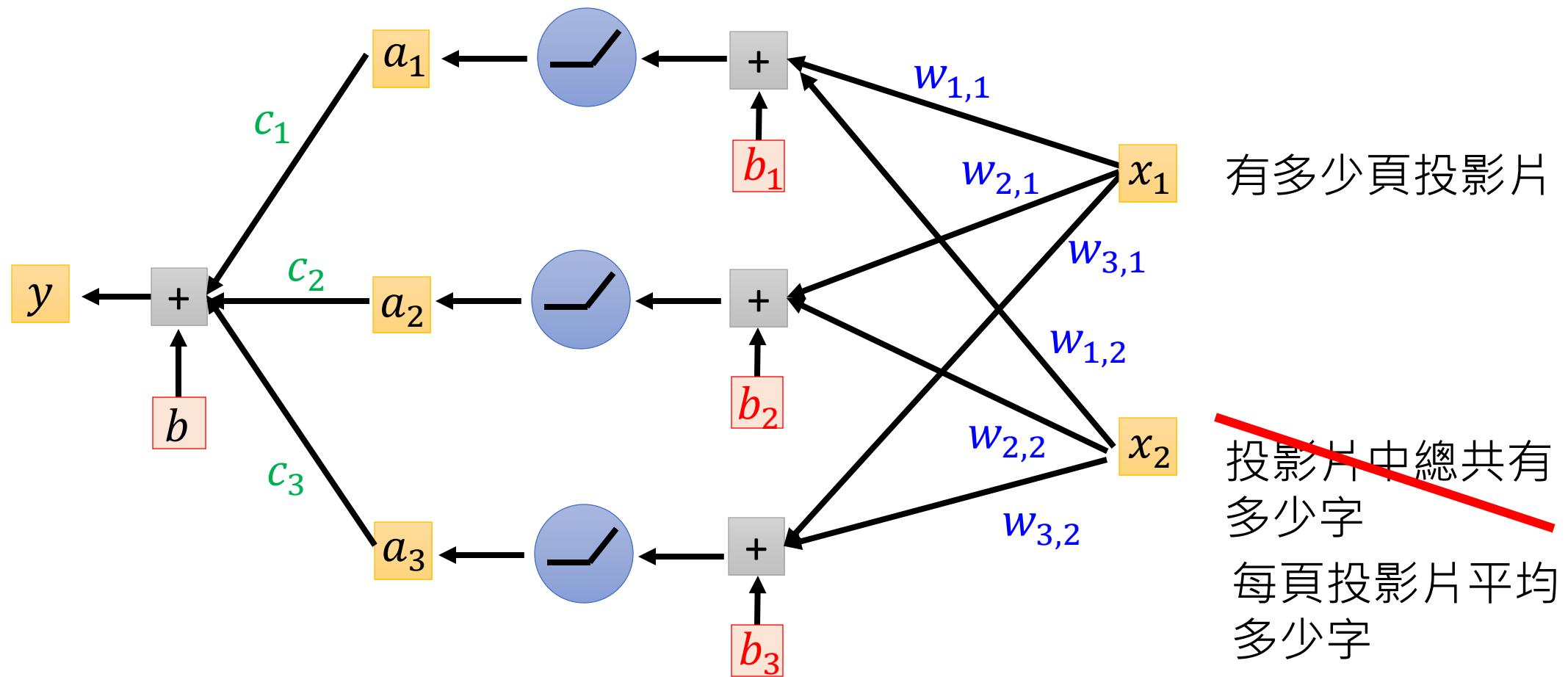




Optimization Fail!







Linear

Deep

+ No. of Word

+ Avg of Word

Training: Loss \approx 71 \longrightarrow 41

\longrightarrow 40 \longrightarrow 22

Validation: Loss \approx 122

1307

步驟一：
我要什麼

+

步驟二：
我有哪些選擇



步驟三：
選一個最好的

↑ Loss ≈ 21

劃定的範圍越大，越容易
Overfitting

Overfitting

差距巨大

Loss ≈ 1307

驗證

(Validation)



如果世上一切函數都可以選，會怎麼樣？

訓練資料



Duration: 10



Duration: 20



Duration: 30

$$f_{\text{lazy}}(\text{ }) = 10$$



$$f_{\text{lazy}}(\text{ }) = 20$$



$$f_{\text{lazy}}(\text{ }) = 30$$



$$f_{\text{lazy}}(\text{ Other }) = 0$$

在訓練資料上的
Loss 為 0

你說這是不是在訓
練資料上 Loss 最低
的函式？

$f_{lazy}($  $) = 10$

$f_{lazy}($  $) = 20$

$f_{lazy}($  $) = 30$

$f_{lazy}($ Other $) = 0$

在訓練資料上的
Loss 為 0

驗證資料



Duration: 15



Duration: 32



Duration: 33

$f_{lazy}($  $) = 0$

$f_{lazy}($  $) = 0$

$f_{lazy}($  $) = 0$

在驗證資料上的
Loss 炸裂

Function with Unknown Parameters

$$f(\text{Bulbasaur}) = \begin{cases} \text{Digimon} & \text{If } e(\text{Bulbasaur}) \geq h \\ \text{Pokémon} & \text{If } e(\text{Bulbasaur}) < h \end{cases}$$

f_h : function with threshold h

$\mathcal{H} = \{1, 2, \dots, 10,000\}$ $|\mathcal{H}|$: number of candidate functions (model “complexity”)

【機器學習 2022】再探寶可夢、數碼寶貝分類器 – 淺談機器學習原理

https://youtu.be/_j9MVVcvyZI?si=cKWy8QmyS3-wX4l9



Overfitting

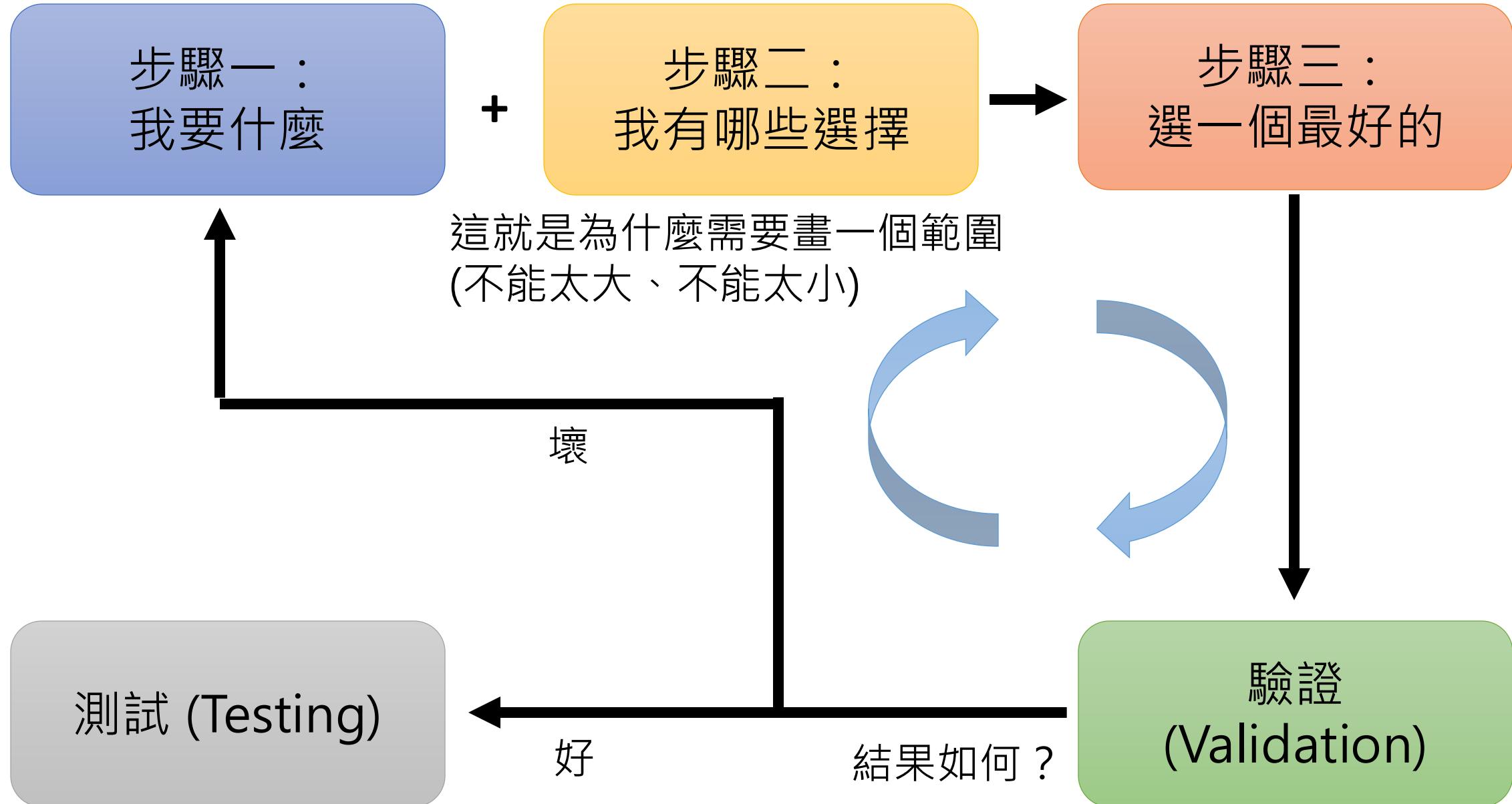
- 選擇越多，訓練和驗證的差距越大

看著路開車

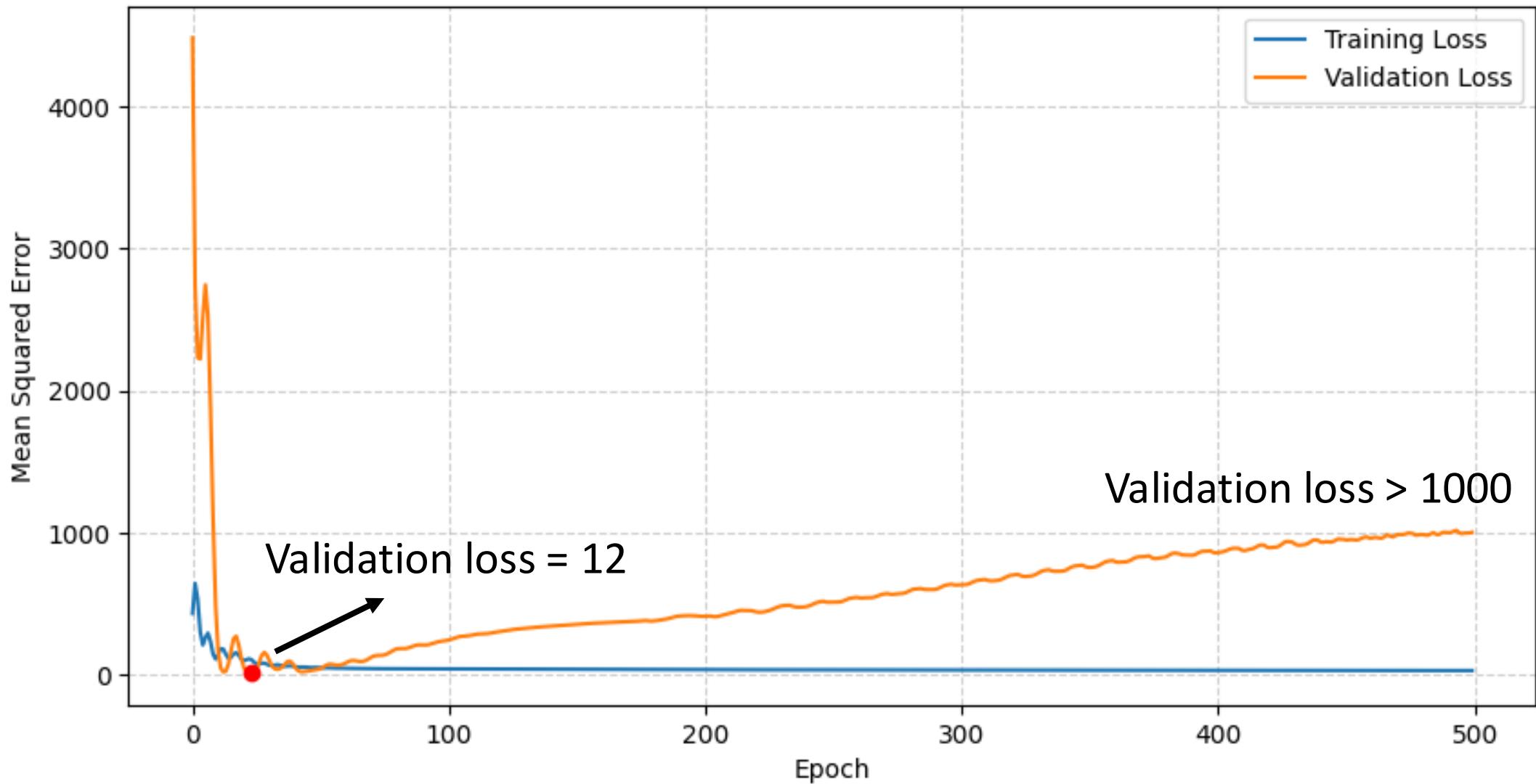
看著貼紙開車

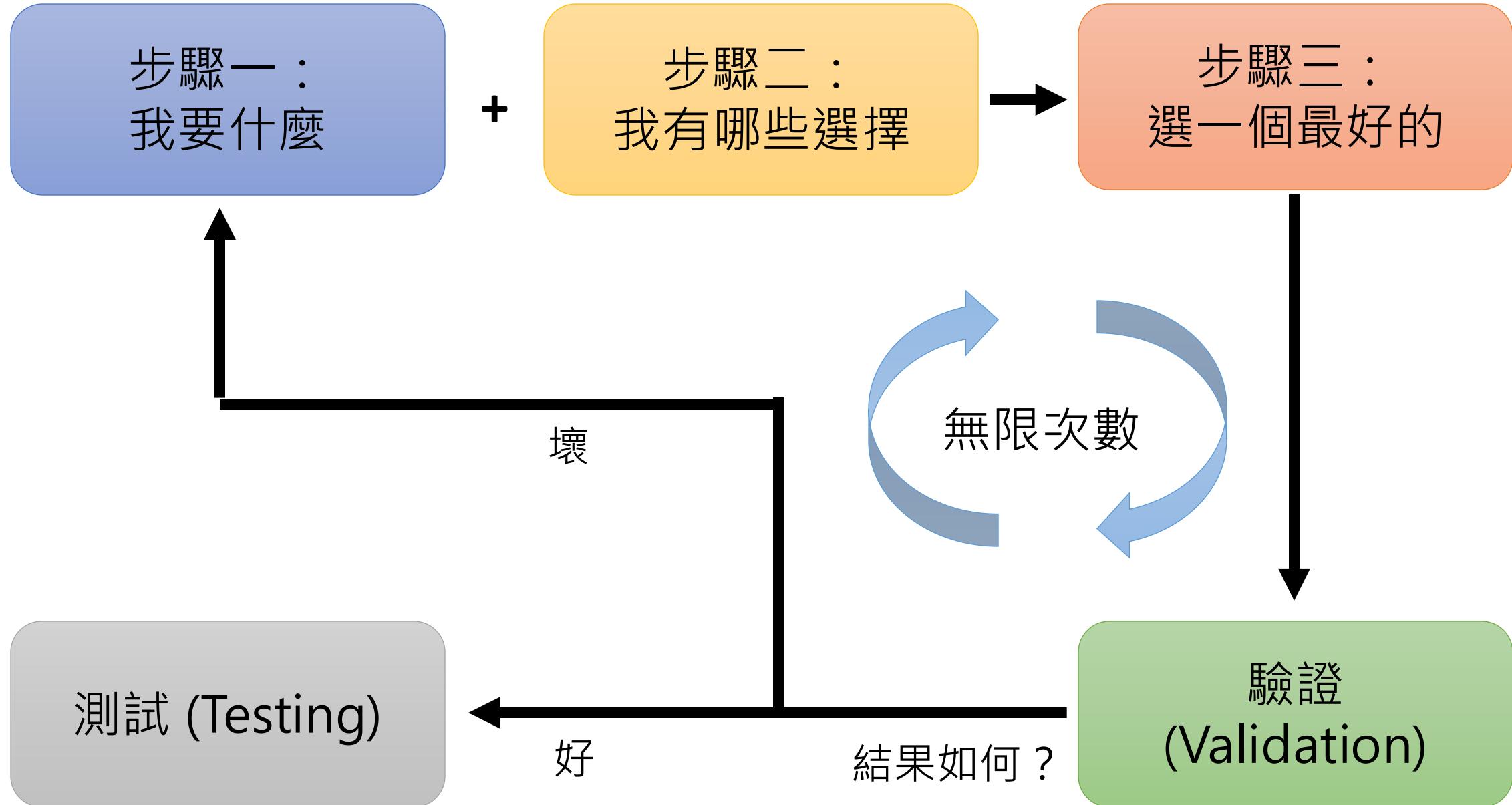
只在駕訓班才能開車





每一個 Epoch 結束都去量 Validation Loss





如果可以無限的使用驗證資料

訓練資料

$$f_{lazy2}(\text{PPT}) = 10$$


$$f_{lazy2}(\text{PPT}) = 20$$


$$f_{lazy2}(\text{PPT}) = 30$$


跟訓練資料
一樣

驗證資料

$$f_{lazy2}(\text{PPT}) = 15$$


$$f_{lazy2}(\text{PPT}) = 32$$


$$f_{lazy2}(\text{PPT}) = 33$$


跟驗證資料
一樣

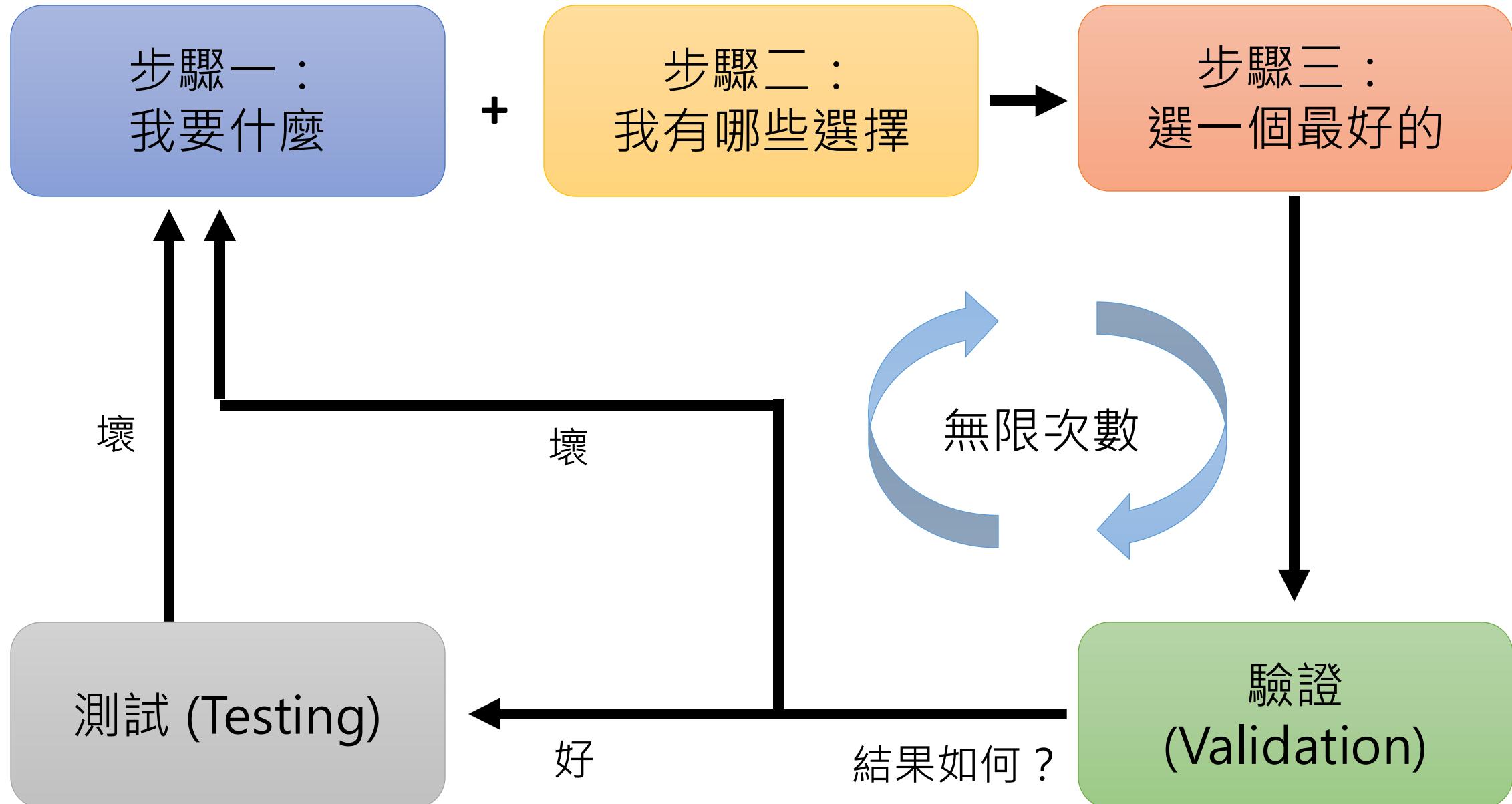
測試資料

$$f_{lazy2}(\text{PPT}) = 0$$


$$f_{lazy2}(\text{PPT}) = 0$$


$$f_{lazy2}(\text{PPT}) = 0$$

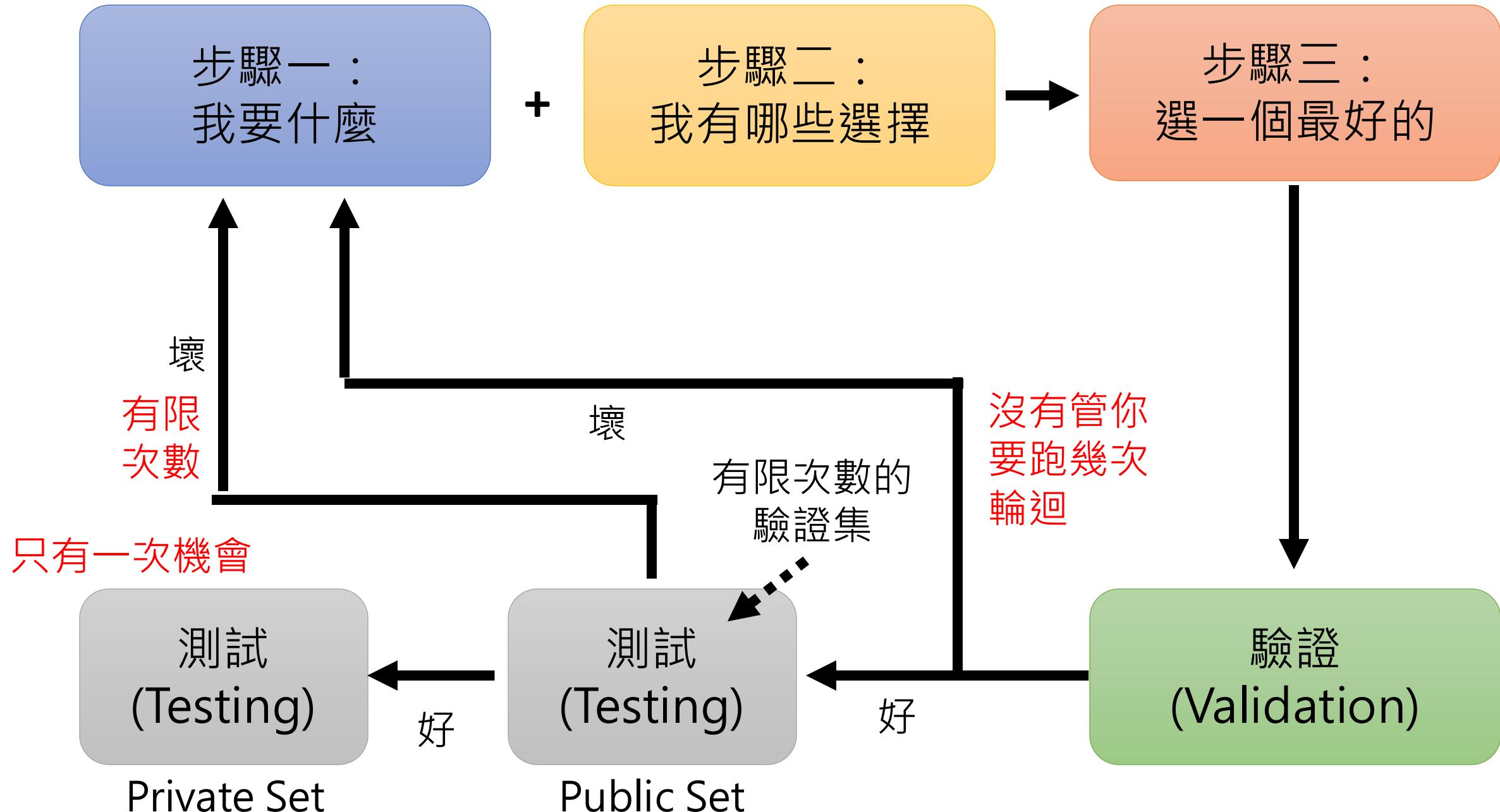

亂給答案



假設可以做無限制的測試

Rank	Model	EM	F1
	Human Performance <i>Stanford University</i> (Rajpurkar & Jia et al. '18)	86.831	89.452
1	BERT + DAE + AoA (ensemble) Joint Laboratory of HIT and iFLYTEK Research	87.147	89.474
2	BERT + ConvLSTM + MTL + Verifier (ensemble) Layer 6 AI	86.730	89.286
3	BERT + N-Gram Masking + Synthetic Self-Training (ensemble) Google AI Language https://github.com/google-research/bert	86.673	89.147
4	XLNet (single model) XLNet Team	86.346	89.133
5	SemBERT(ensemble) Shanghai Jiao Tong University	86.166	88.886

這就是為什麼人工智慧常常在 Benchmark 上打敗人類



課程規劃

原理

實作

範例程式

連結：

<https://colab.research.google.com/drive/1SFtkeDL9jp5LtaVsj-2JApsGpOltILi9?usp=sharing>

