Bilgisayım, Yapay Zeka ve Karmaşık Sistemler

Dr. Uzay ÇetinIstanbul Bilgi University







2017-18 CATALOGUE

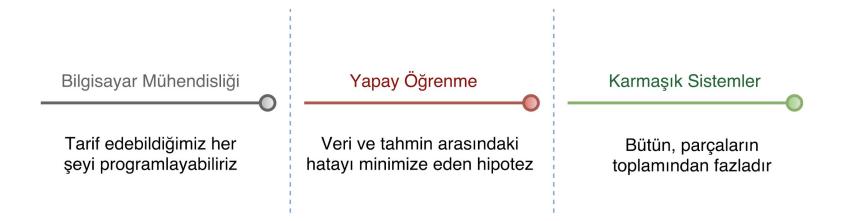
☆ Sanduate Catalogue > Complex Systems and Data Science > Complex Systems and Data Science M.S.

Complex Systems and Data Science M.S.

All students must meet the Requirements for the Master's Degree

http://www.vermontcomplexsystems.org

Bilgisayım, Yapay Zeka, Karmaşık Sistemler



Bilgisayar mühendisliğinin temelinde yatan algoritmik yaklaşıma göre,

Tarif edebildiğimiz her şeyi programlayabiliriz. Peki ya tarif edemediğimiz şeyler?

Evrene Bakış Açısı

Seth Lloyd 2005 yılında basılmış, Programming the Universe adlı kitabında söyle söylüyor,

Evrendeki her atom, her parçacık bilgi kaydeder. Bu parçacıklar arasındaki her bir çarpışma, ne kadar küçük olursa olsun, meydana gelen her bir değişim sistematik bir biçimde o bilginin işlenmesidir.

Buradaki iki kritik nokta, bilgi kaydı ve bilginin işlenmesidir. Bilindiği üzere bunlar modern programlamanın temel unsurlarıdır.

Demek ki, sadece bilgisayarlar bilgi depolayan ve o bilgiyi işleyen aygıtlar değildir. Evrenin kendisi de, baştan sona bilgi işleyen devasa bir sistemdir.

Karmaşık sistemler bilim dalının temellerinde yatan ana fikir,

"bütün, parçaların toplamından daha fazladır" ilkesidir.

Bu parçalarda bulunmayan bir özelliğin, bütünde zuhur edebileceğini ifade eder.

Örneğin tek başına bir karınca zeki değildir, ama bir bütün halinde koloni en kısa yol problemini çözerbilecek zeka belirtisi gösterir.

Yapay öğrenmenin başarısının arkasında ise "bol miktardaki örneklerden hatayı minimize eden hipotezi bulmak" yatar.

Bu sayede, elimizdeki örnek veriler ve tahminimiz arasındaki hatayı minimize ederek, algoritmasını yazamadığımız, tarifini bilemediğimiz fakat kolayca yapabildiğimiz yüz tanıma, karakter tanıma gibi işleri bilgisayarlara yaptırabiliriz.

Makine Öğrenmesi, Öğrenmek hatayı minimize eden parametreleri bulmaktır!!

Yapay Öğrenme, bir anlamda optimizasyon problemidir.

```
def Hata(w):
    return ((w-3)**2)+5

def turev(w):
    return 2*(w-3)

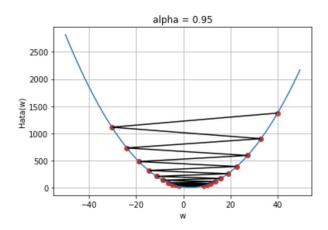
def gradyan_inis(w = 0, alpha = 0.05, dongu = 20):
    W = np.zeros(dongu)

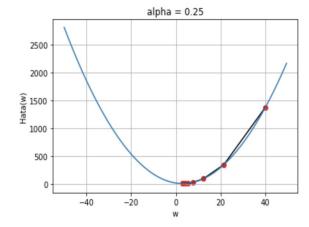
for i in range(dongu):
    W[i] = w
    w = w - alpha * turev(w)

return W
```

```
a = 0.95
W = gradyan_inis(w = 40, alpha = a)
t = np.arange(-50,50,0.5)

plt.plot(W,Hata(W),'k')
plt.scatter(W,Hata(W), color = 'red')
plt.plot(t,Hata(t))
plt.xlabel('w'); plt.ylabel('Hata(w)'); plt.title("alpha = " + str(a))
plt.grid()
```





El yapımı "Linear Regression"

Parameters

$$W = \begin{bmatrix} w_0 \\ w_1 \\ w_2 \end{bmatrix}$$

Hypothesis

$$h = XW = \begin{bmatrix} x_{00} & x_{01} & x_{02} \\ x_{10} & x_{11} & x_{12} \\ x_{20} & x_{21} & x_{22} \\ x_{30} & x_{31} & x_{32} \\ x_{40} & x_{41} & x_{42} \end{bmatrix} \begin{bmatrix} w_0 \\ w_1 \\ w_2 \end{bmatrix} = \begin{bmatrix} 1 & x_{01} & x_{02} \\ 1 & x_{11} & x_{12} \\ 1 & x_{21} & x_{22} \\ 1 & x_{31} & x_{32} \\ 1 & x_{41} & x_{42} \end{bmatrix} \begin{bmatrix} w_0 \\ w_1 \\ w_2 \end{bmatrix} = \begin{bmatrix} w_0 + w_1 x_{01} + w_2 x_{02} \\ w_0 + w_1 x_{11} + w_2 x_{12} \\ w_0 + w_1 x_{21} + w_2 x_{22} \\ w_0 + w_1 x_{31} + w_2 x_{32} \\ w_0 + w_1 x_{41} + w_2 x_{42} \end{bmatrix} = \begin{bmatrix} h_0 \\ h_1 \\ h_2 \\ h_3 \\ h_4 \end{bmatrix}$$

Cost Function

$$J(W) = \frac{1}{2m} \sum_{i=1}^{m} (h_i - y_i)^2 = \frac{1}{2m} \sum_{i=1}^{m} ((w_0 + w_1 x_{i1} + w_2 x_{i2}) - y_i)^2$$

Derivative of Cost Funnction

$$\frac{dJ(W)}{dW_{j}} = \sum_{i=1}^{m} \frac{dJ(W)}{dh_{i}} \frac{dh_{i}}{dw_{j}} = \sum_{i=1}^{m} \frac{1}{m} (h_{i} - y_{i}) \frac{dh_{i}}{dw_{j}} = \frac{1}{m} \sum_{i=1}^{m} (h_{i} - y_{i}) \frac{dh_{i}}{dw_{j}} = \frac{1}{m} \sum_{i=1}^{m} (h_{i} - y_{i}) x_{ij}$$

Derivative of Cost Funnction

$$\frac{dJ(W)}{dw} = \begin{bmatrix} \frac{dJ(W)}{dw_0} \\ \frac{dJ(W)}{dw_1} \\ \frac{dJ(W)}{dw_1} \\ \frac{dJ(W)}{dw_2} \end{bmatrix} = \frac{1}{m} \begin{bmatrix} \sum_{i=1}^{m} (h_i - y_i) x_{i0} \\ \sum_{i=1}^{m} (h_i - y_i) x_{i1} \\ \sum_{i=1}^{m} (h_i - y_i) x_{i2} \end{bmatrix}$$

```
class myRegression():
   def init (self, X train, y train):
       self.m, self.n = X train.shape
       self.n += 1 # Add one for x 0 column
       self.X train = np.hstack((np.ones((self.m,1)), X train))
       self.y train = y train.reshape((self.m,1))
       self.W = np.random.randn(self.n,1)
       print(self.W)
   def cost(self):
       h = self.X train.dot(self.W)
       return np.sum(np.power(h-self.y train,2))/ (2*self.m)
   def derivative(self):
       h = self.X train.dot(self.W)
       derivative = np.sum(self.X train * (h-self.y train), axis=0)/ self.m
       return derivative.reshape(self.W.shape)
   def gradient descent(self, alpha = 0.05, number steps = 10000):
       for i in range(number steps):
            self.W = self.W - alpha * self.derivative()
       return self.W
   def predict(self, X test):
       m, n = X test.shape
       X test = np.hstack((np.ones((m,1)), X test))
       return X test.dot(self.W)
   def fit(self):
       self.W = self.gradient descent()
```

El yapımı "Logistic Regression"

Sigmoid Function

$$\frac{dJ(W)}{dw_i} = \sum_{i=1}^{m} \frac{dJ(W)}{dh_i} \frac{dh_i}{dz_i} \frac{dz_i}{dw_i} = \sum_{i=1}^{m} \frac{1}{m} (h_i - y_i) \frac{dh_i}{dz_i} \frac{dz_i}{dw_i} = \frac{1}{m} \sum_{i=1}^{m} (h_i - y_i) h_i (1 - h_i) \frac{dz_i}{dw_i} = \frac{1}{m} \sum_{i=1}^{m} (h_i - y_i) h_i (1 - h_i) x_{ij}$$

Derivative of Cost Funnction

$$\frac{dJ(W)}{dw} = \begin{bmatrix} \frac{dJ(W)}{dw_0} \\ \frac{dJ(W)}{dw_1} \\ \frac{dJ(W)}{dw_1} \end{bmatrix} = \frac{1}{m} \begin{bmatrix} \sum_{i=1}^{m} (h_i - y_i) h_i (1 - h_i) x_{i0} \\ \sum_{i=1}^{m} (h_i - y_i) h_i (1 - h_i) x_{i1} \\ \sum_{i=1}^{m} (h_i - y_i) h_i (1 - h_i) x_{i2} \end{bmatrix}$$

 $J(W) = \frac{1}{2m} \sum_{i=1}^{m} (h_i - y_i)^2 = \frac{1}{2m} \sum_{i=1}^{m} (g(w_0 + w_1 x_{i1} + w_2 x_{i2}) - y_i)^2$

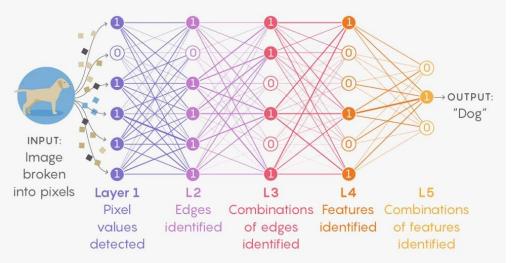
 $g(z) = \frac{1}{1 + e^{-z}}$

 $W = \left[\begin{array}{c} w_0 \\ w_1 \end{array} \right]$

def sigmoid(z): return(1 / (1 + np.exp(-z)))class myClassification(): def init (self, X train, y train): self.m, self.n = X train.shape self.n += 1 # Add one for x 0 column self.X train = np.hstack((np.ones((self.m,1)), X train)) self.y train = y train.reshape((self.m,1)) self.W = np.random.randn(self.n,1) def cost(self): h = sigmoid(self.X train.dot(self.W)) return np.sum(np.power(h-self.y train,2))/ (2*self.m) def derivative(self): h = sigmoid(self.X train.dot(self.W)) derivative = np.sum(self.X train * (h-self.y train) * h * (1-h) , axis=0)/ self.m return derivative.reshape(self.W.shape) $h = g(XW) = g(\begin{bmatrix} 1 & x_{01} & x_{02} \\ 1 & x_{11} & x_{12} \\ 1 & x_{21} & x_{22} \\ 1 & x_{31} & x_{32} \end{bmatrix} \begin{bmatrix} w_0 \\ w_1 \\ w_2 \end{bmatrix} = \begin{bmatrix} g(w_0 + w_1x_{01} + w_2x_{02}) \\ g(w_0 + w_1x_{11} + w_2x_{12}) \\ g(w_0 + w_1x_{21} + w_2x_{22}) \\ g(w_0 + w_1x_{31} + w_2x_{32}) \end{bmatrix} = \begin{bmatrix} h_0 \\ h_1 \\ h_2 \\ h_3 \\ h_3 \end{bmatrix}$ def gradient descent(self, alpha = 0.05, number steps = 10000): for i in range(number steps): self.W = self.W - alpha * self.derivative() return self.W def predict(self, X_test, threshold=0.5): m, n = X test.shapeX test = np.hstack((np.ones((m,1)), X_test)) h = sigmoid(X test.dot(self.W)) p = h >= threshold return (p.astype('int')) def fit(self): self.W = self.gradient descent()

Learning From Experience

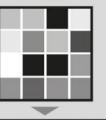
Deep neural networks learn by adjusting the strengths of their connections to better convey input signals through multiple layers to neurons associated with the right general concepts.



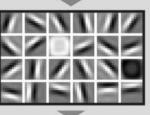
When data is fed into a network, each artificial neuron that fires (labeled "1") transmits signals to certain neurons in the next layer, which are likely to fire if multiple signals are received. The process filters out noise and retains only the most relevant features.

FACIAL RECOGNITION

Deep-learning neural networks use layers of increasingly complex rules to categorize complicated shapes such as faces.



Layer 1: The computer identifies pixels of light and dark.



Layer 2: The computer learns to identify edges and simple shapes.



Layer 3: The computer learns to identify more complex shapes and objects.



Layer 4: The computer learns which shapes and objects can be used to define a human face.

Source: