

General Principles of Human and Machine Learning



Lecture 1: Introduction

Dr. Charley Wu

<https://hmc-lab.com/GPHML.html>

Overview

- Organization
 - Contact information and office hours
 - Introductions
 - Course organization
 - Grading
 - Schedule
- What is learning?

Course & Contact Info

Instructor

Dr. Charley Wu (charley.wu@uni-tuebingen.de)

Office hours by appointment (email)



Charley



Hanqi



Turan



Alex

Teaching Assistants

Hanqi Zhou (hanqi.zhou@uni-tuebingen.de)

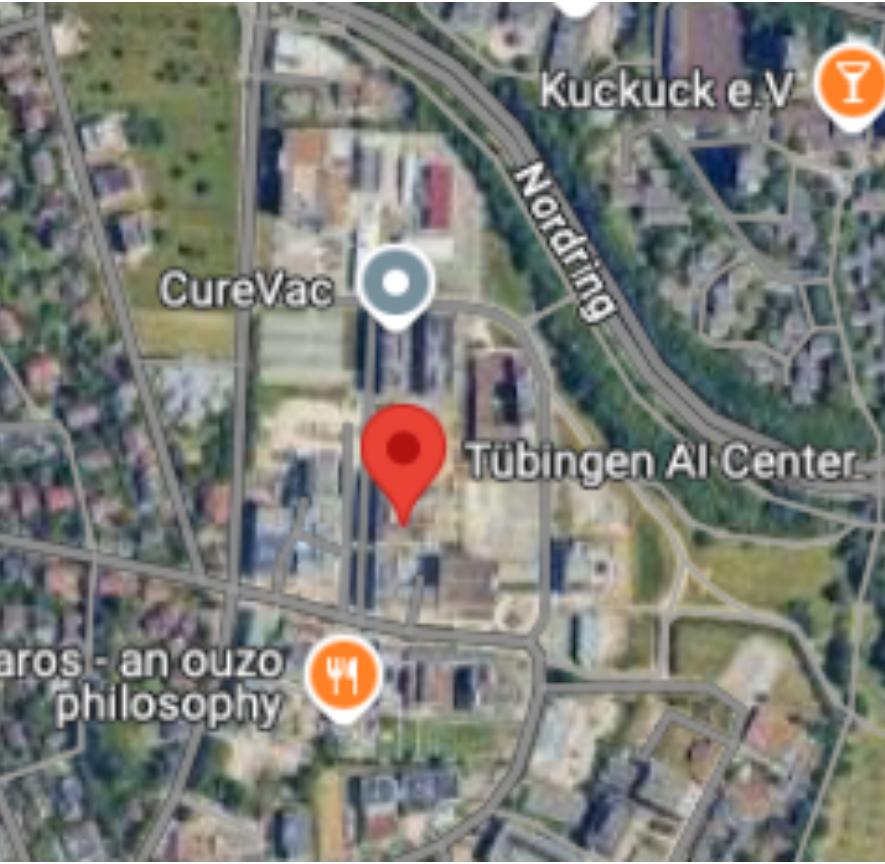
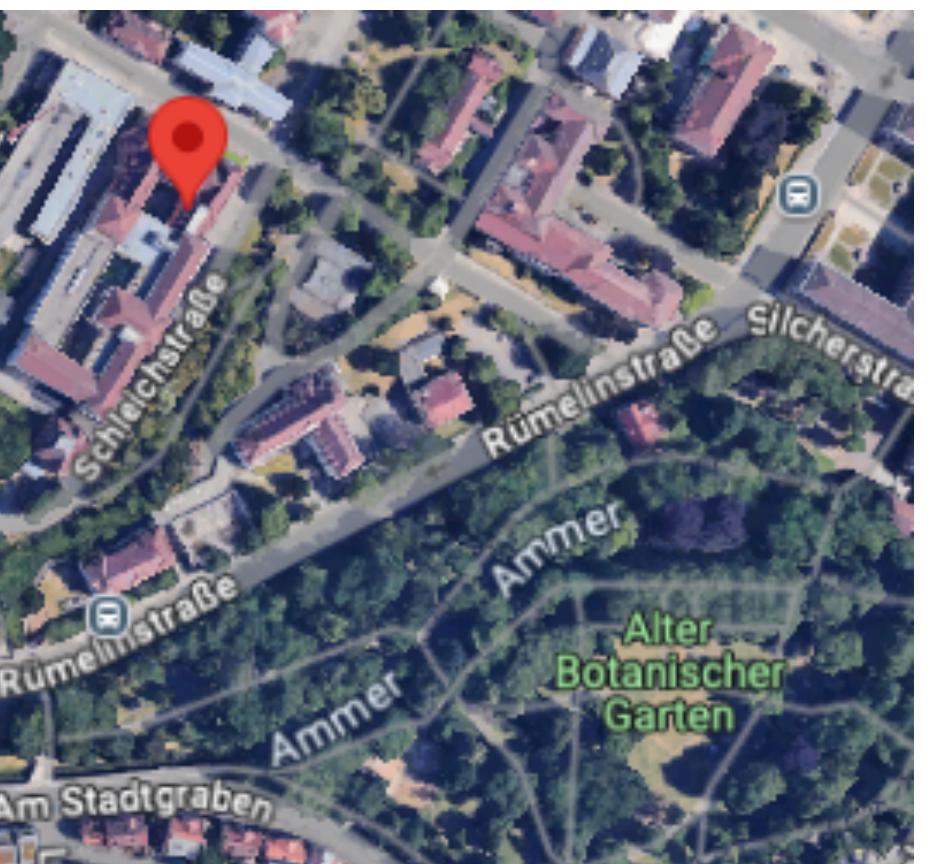
Turan Orujlu (turan.orujlu@tuebingen.mpg.de)

Alexandra Witt (alexandra.witt@gmx.net)

General information

Lectures: Tuesdays 12:15 - 13:45 @ Seminar Room 4332, Psychology Faculty (Alte Frauenklinik), Schleichstraße 4

Tutorials: Wednesdays 16:15 - 17:30 @ 3rd Floor Meeting Room, AI building, Maria-von-Linden-Str. 6



Course organization

Lectures

- Read assigned paper
- Show up to class, participate in discussion, and take notes

Tutorials

- Combination of hands-on exercises, (paper) discussions, programming challenges, and pop-quizzes (see Grading on next slide)
- Student responsibilities:
 - Keep up with material (complete assigned readings, re-visit lecture slides, visit office hours, ask TAs)
 - Show up and participate

Grading

- **[20% of grade]** Best 3 out of 4 pop-quizzes
 - They are designed to make sure you are following the material and are relatively easy marks
 - If you are unable to attend any tutorials, please email me and the assigned TA 24 hrs in advance (or as early as possible)
 - If you have well-documented absences, we may consider make-up quizzes or alternative solutions
- **[80% of grade]** Final exam
 - Tentative dates: Feb 21 (13:00-15:00) and April 11 (12:00-14:00)
 - Questions will be a combination of multiple choice and short answer questions

Discussion about tutorial scheduling

Some people have written me saying that the tutorial overlaps with other required courses

Alternative options given to me (location would still TBD, but likely SAND)

- Friday 8:00-10:00
- Friday 16:00-18:00

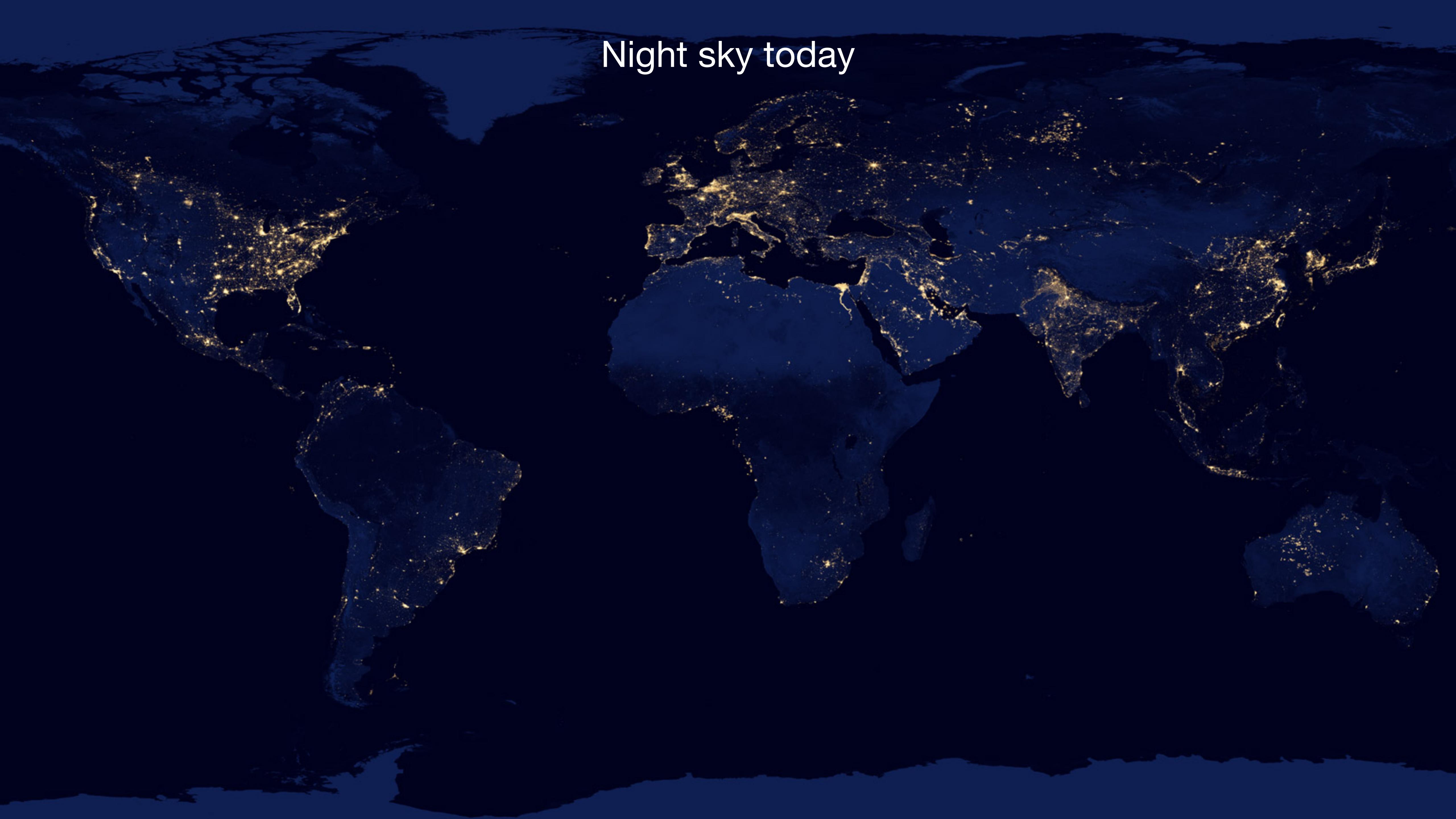
Should we keep the current slot or switch?

Introductions

- What is your name?
- What do you study?
- What do you hope to learn from this course?
- [Bonus] Name each of the people prior to you



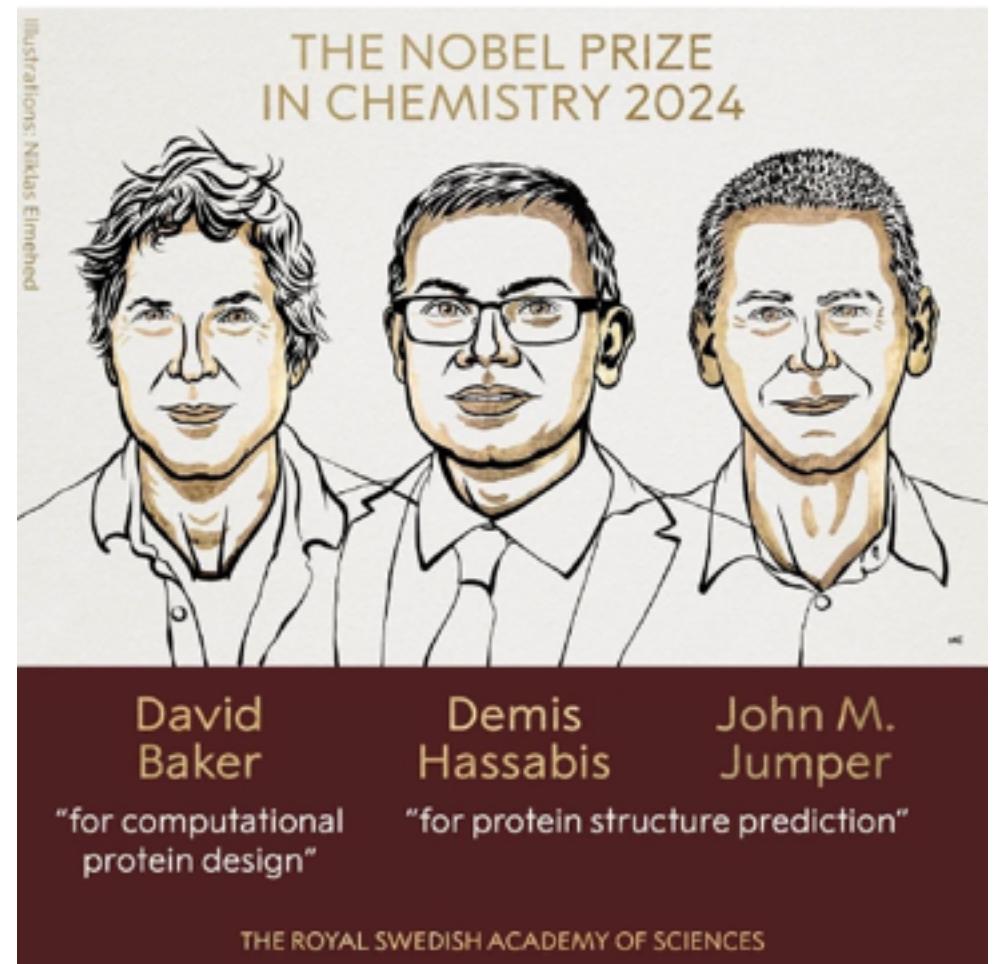
Night sky for most of Earth's history

A satellite map of the world at night, showing the distribution of artificial light from cities and towns. The map is rendered in shades of blue and black, with bright yellow and white spots indicating urban centers. The most intense lighting is visible in North America, Europe, and East Asia. Smaller clusters of lights are scattered across Africa, South America, Australia, and the Southern Hemisphere.

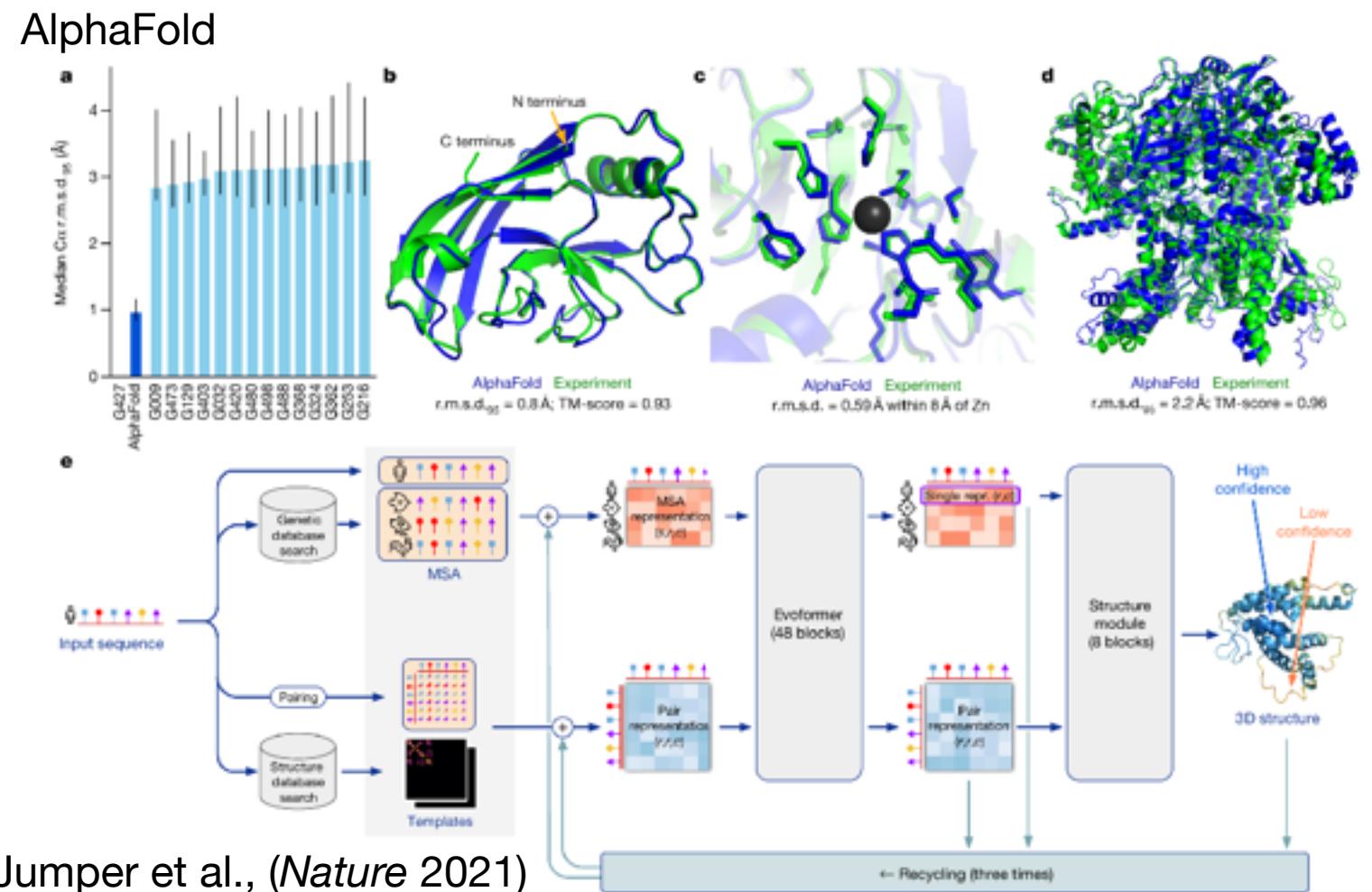
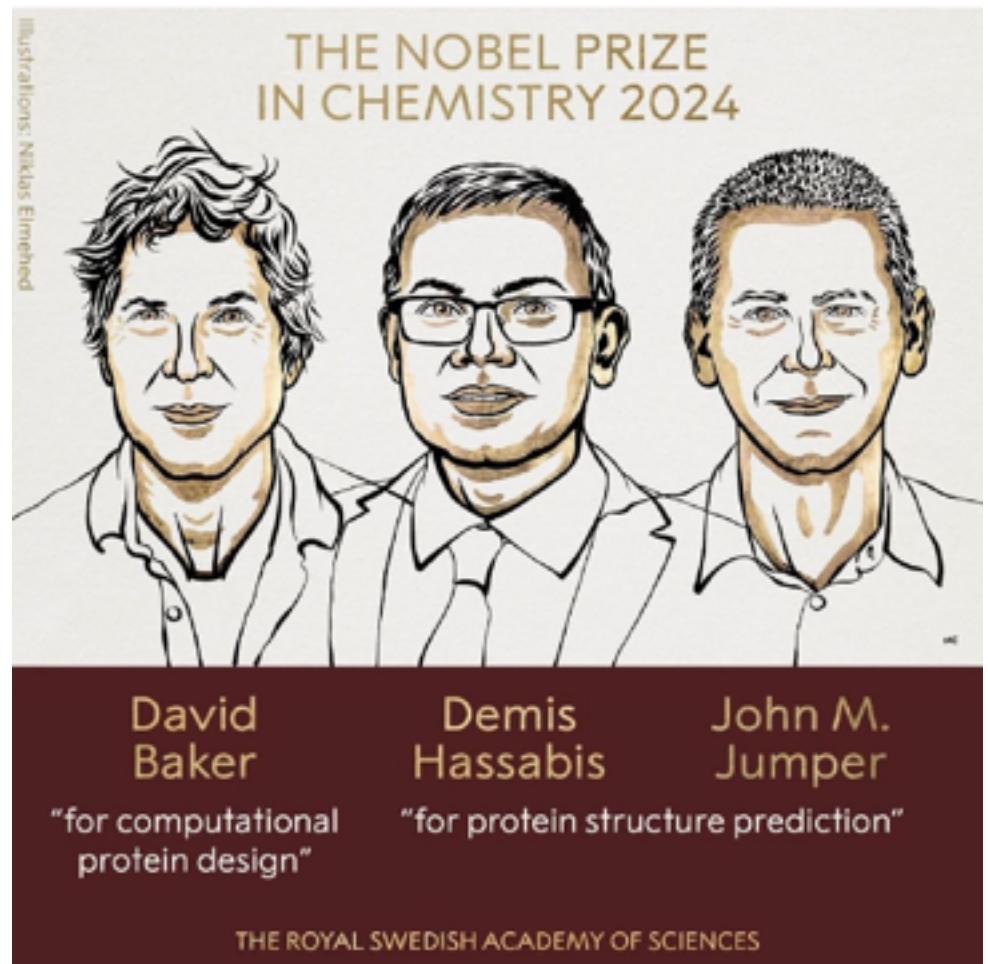
Night sky today

AI breakthroughs

AI breakthroughs

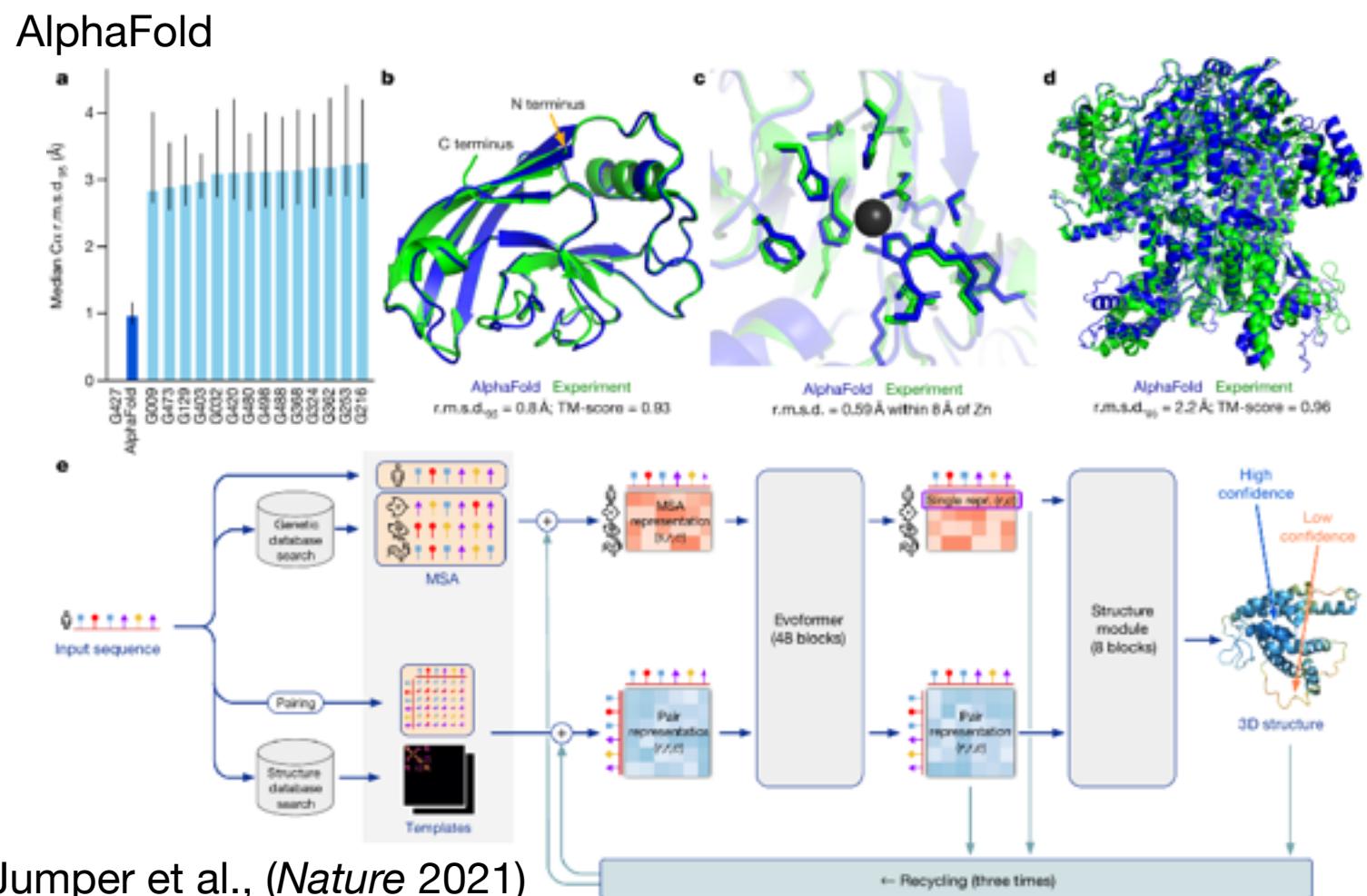
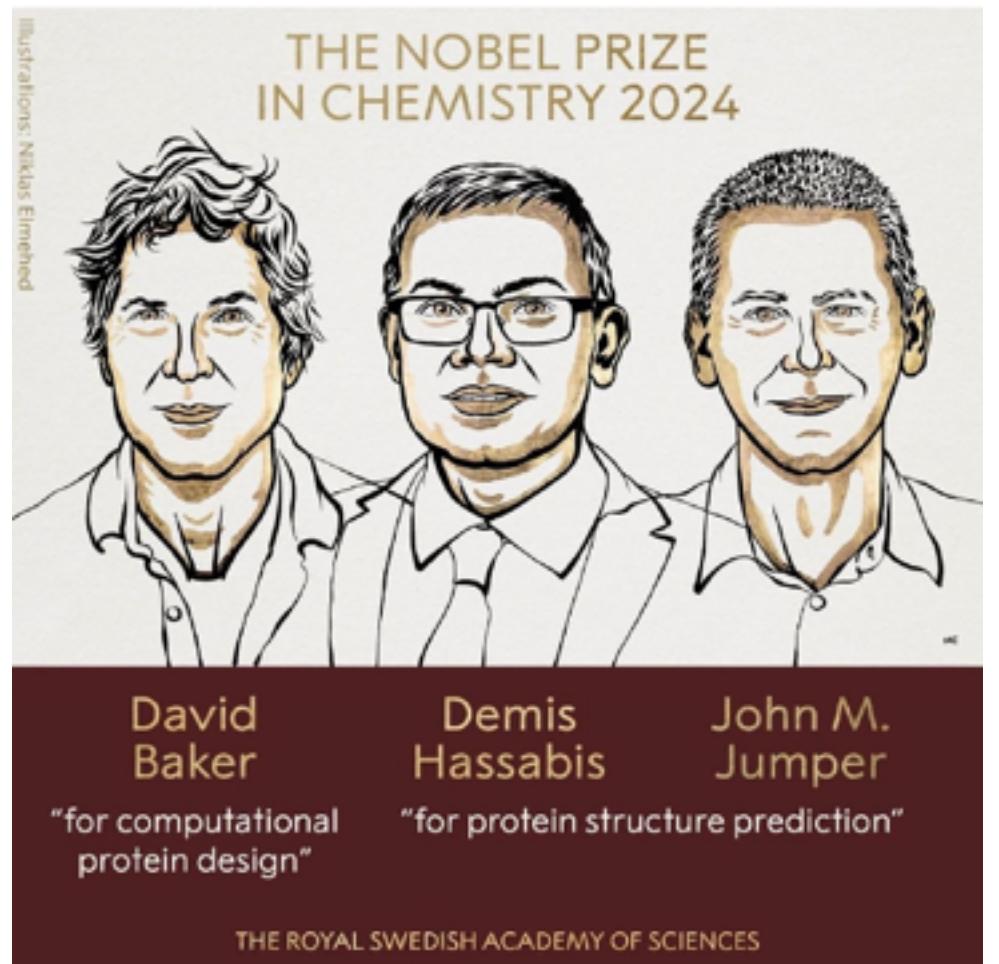


AI breakthroughs

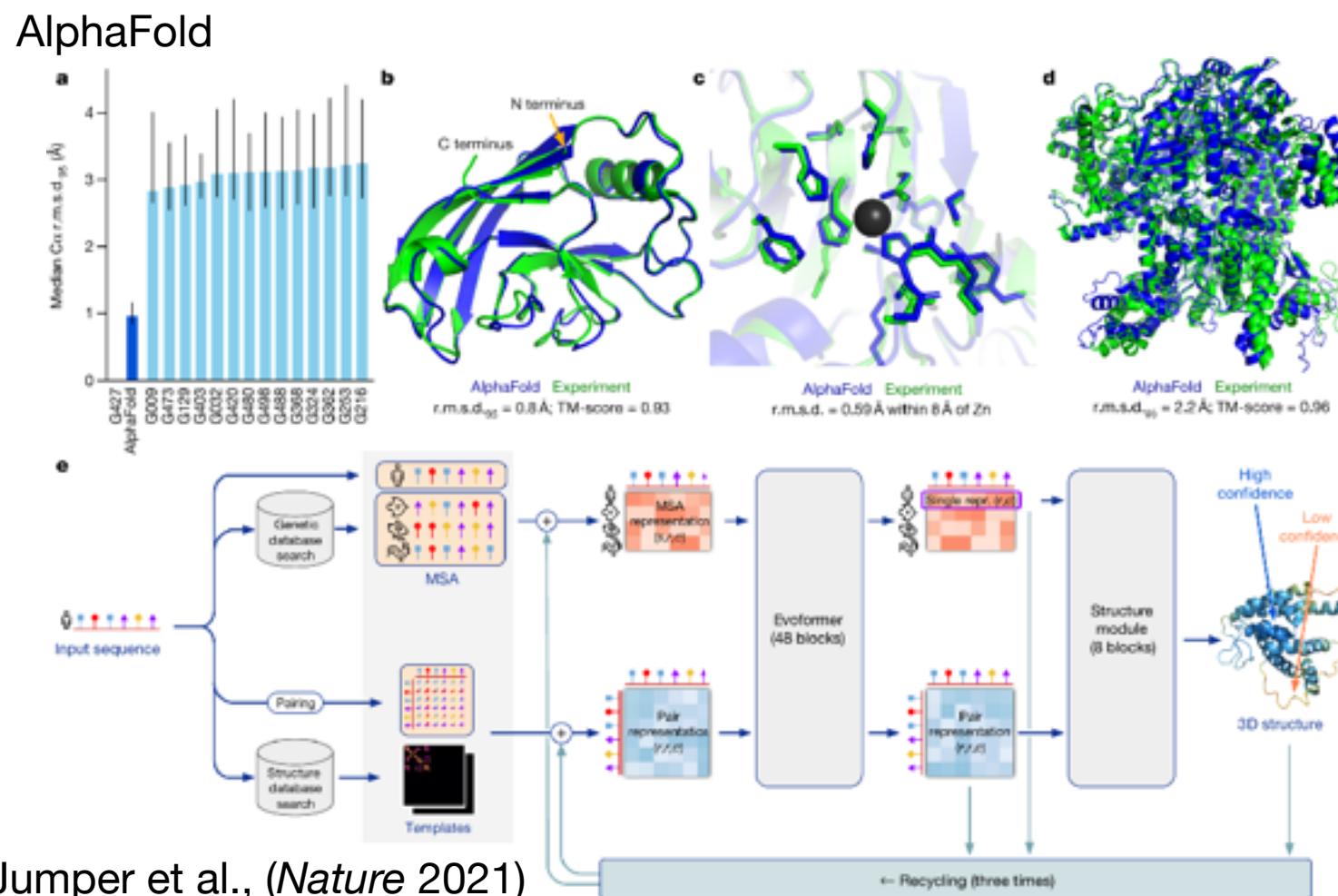
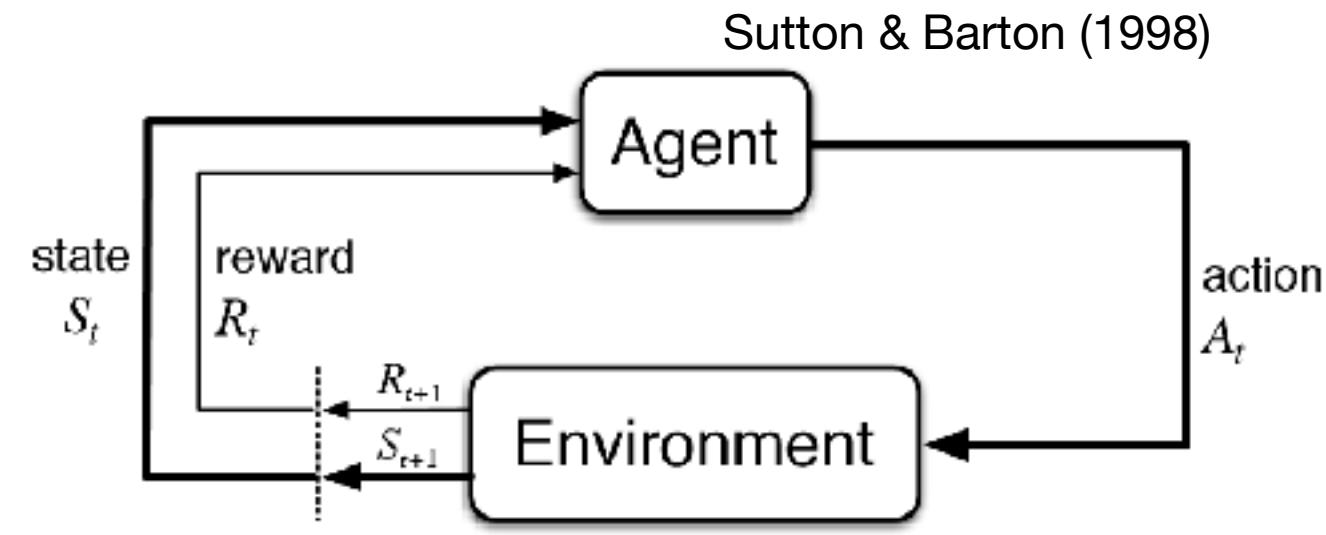
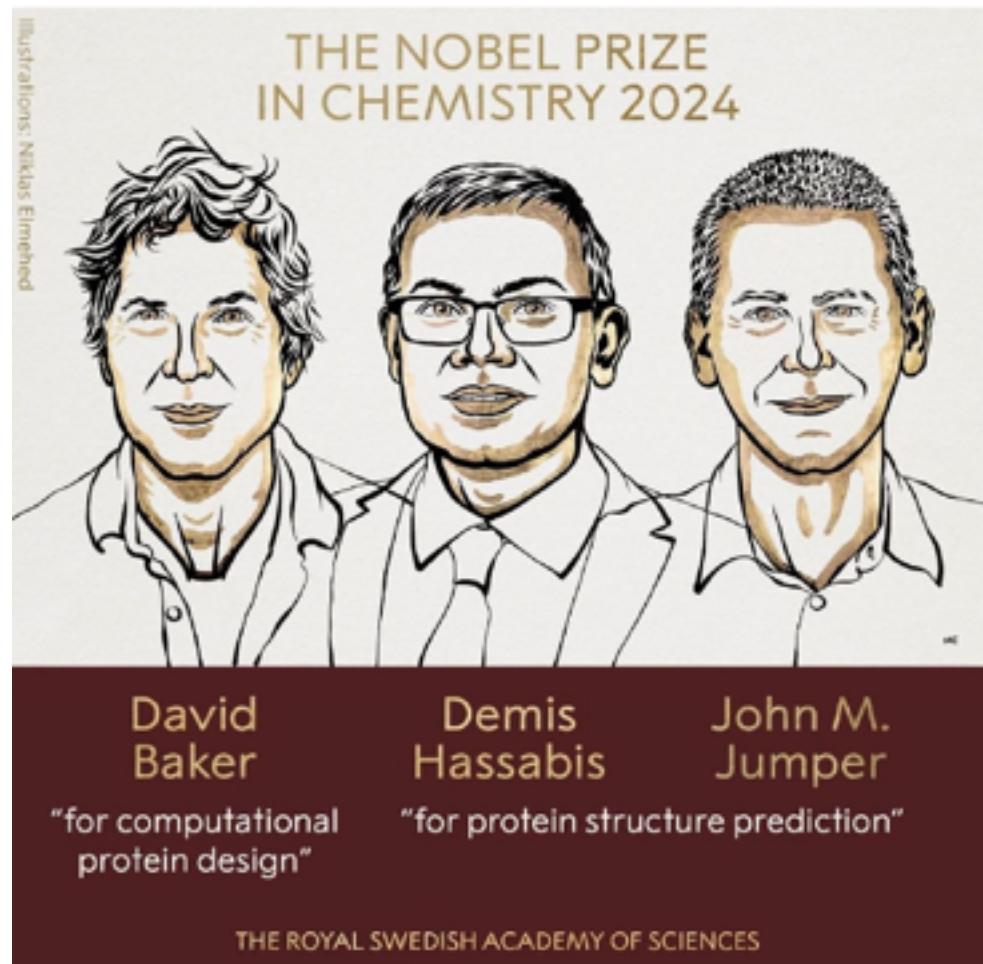


Jumper et al., (*Nature* 2021)

AI breakthroughs



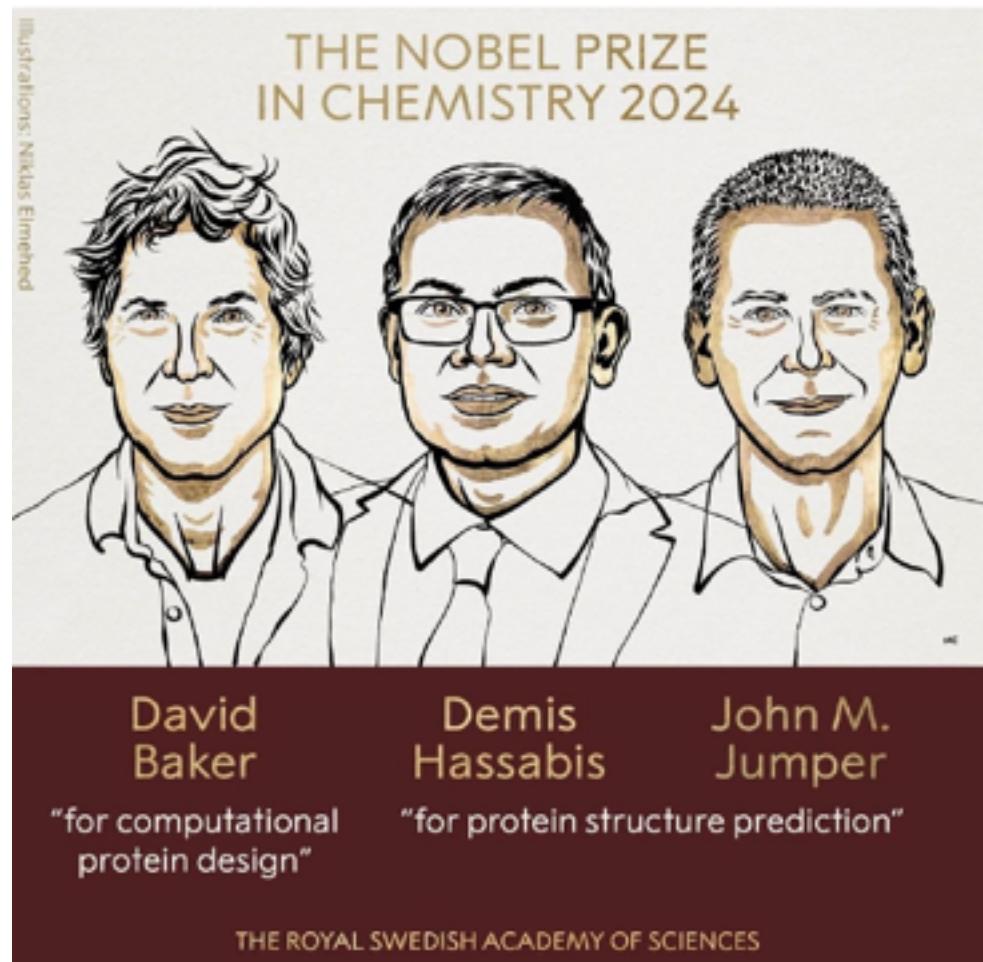
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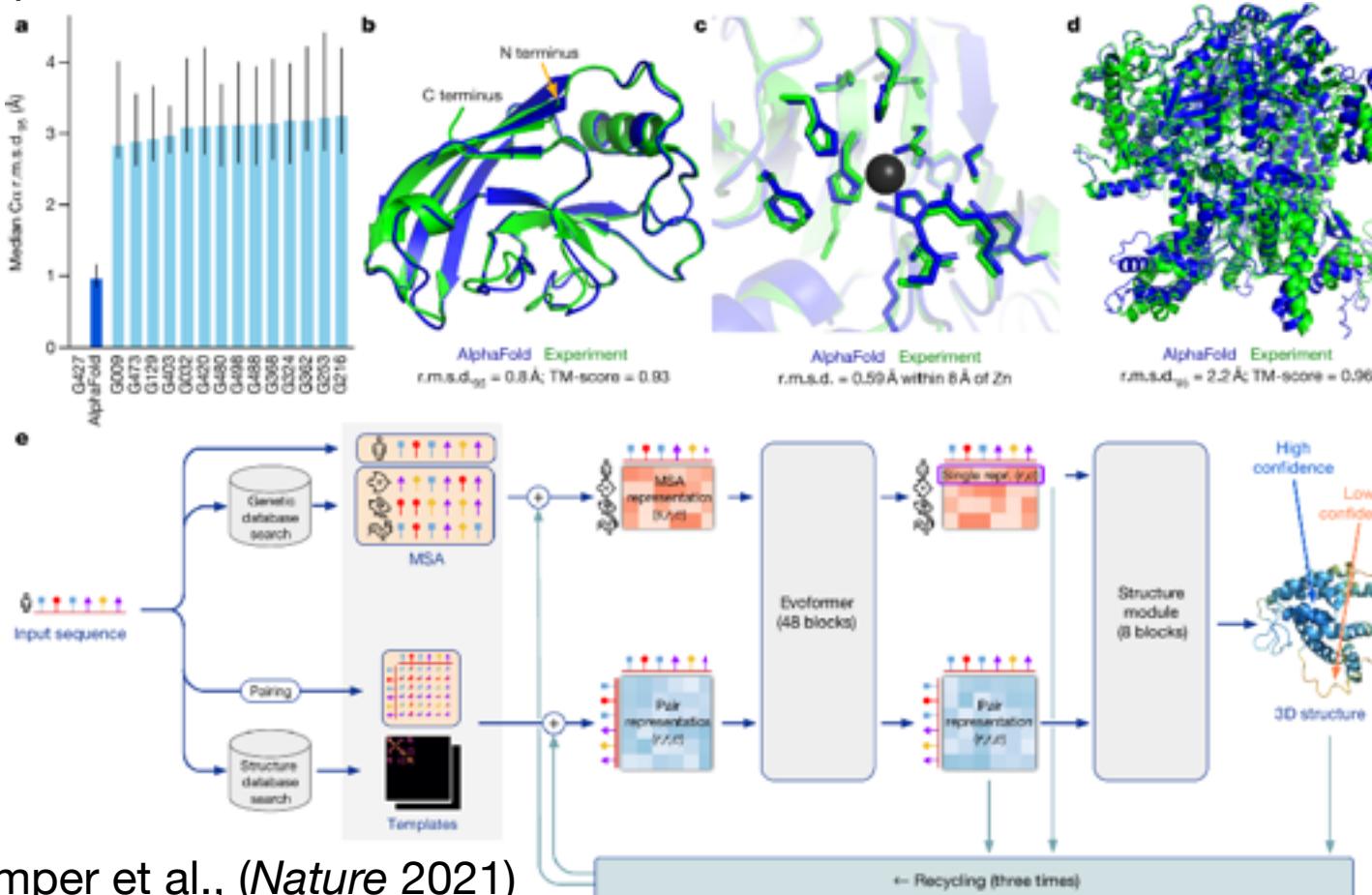
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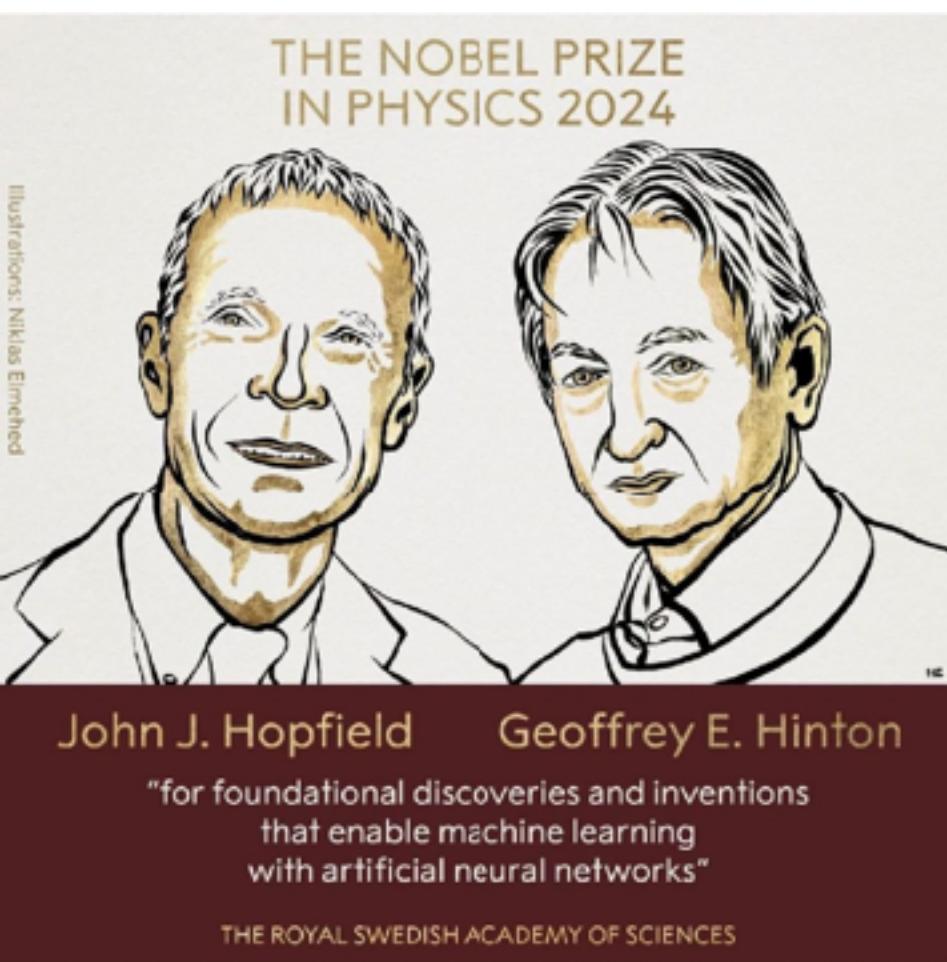
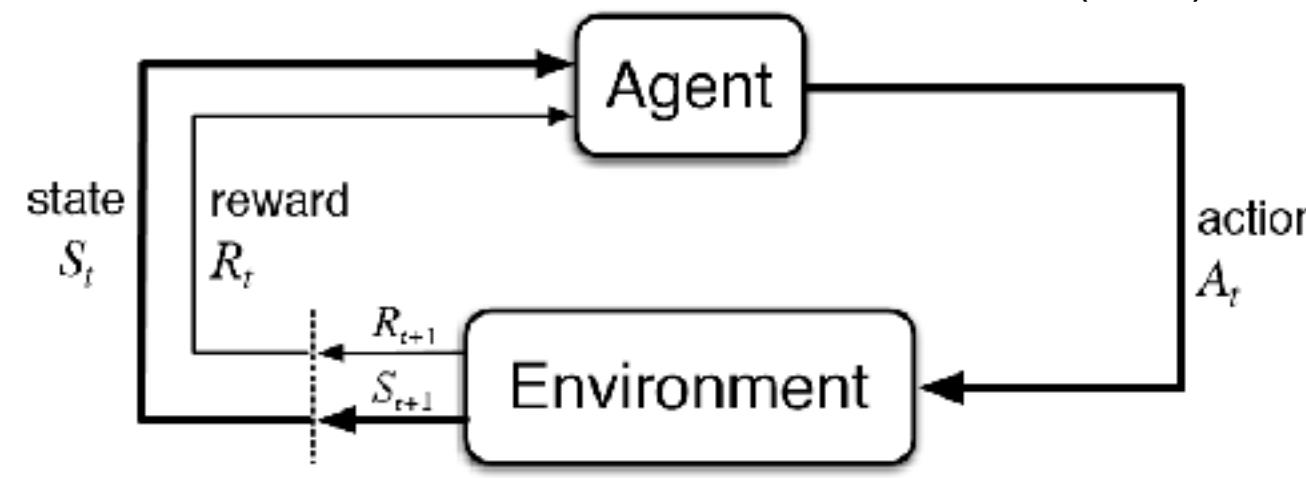
AI breakthroughs



AlphaFold



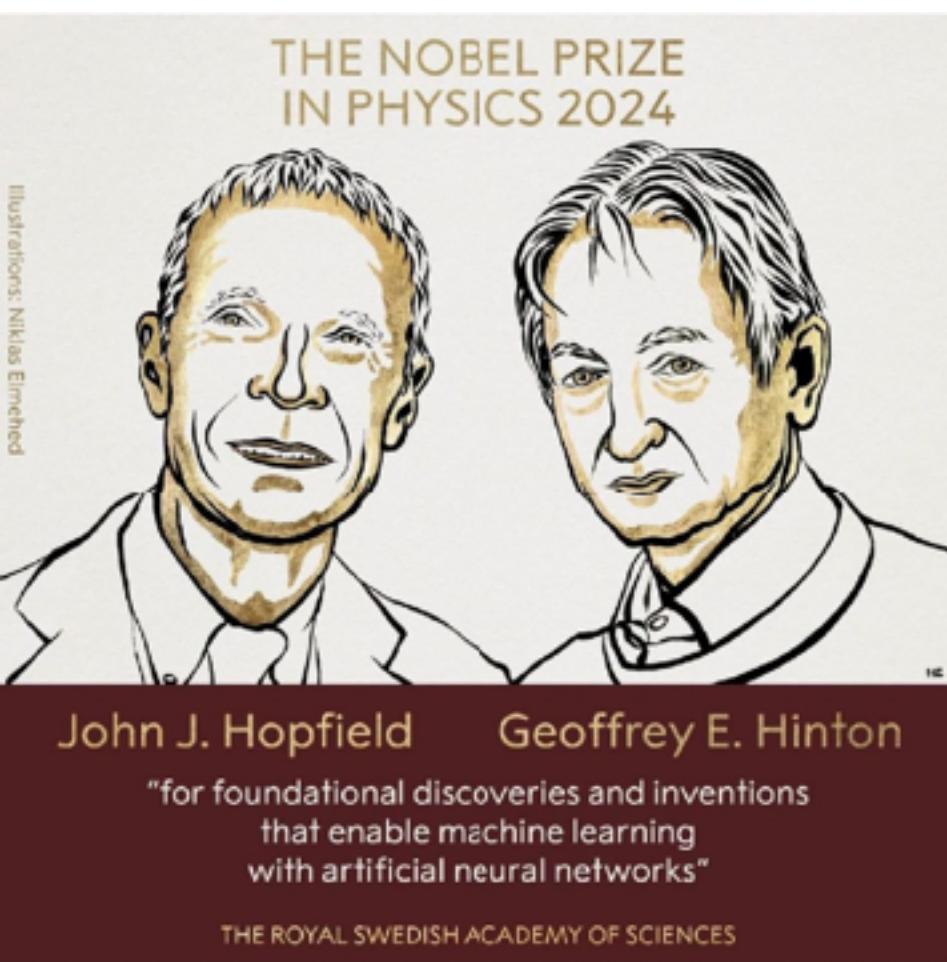
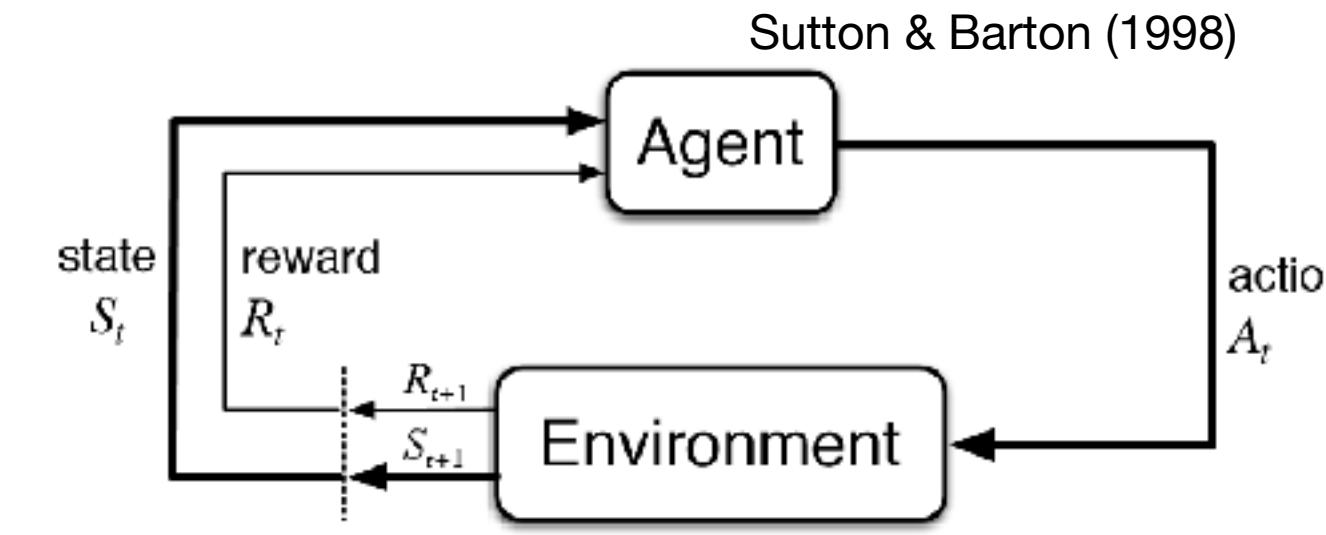
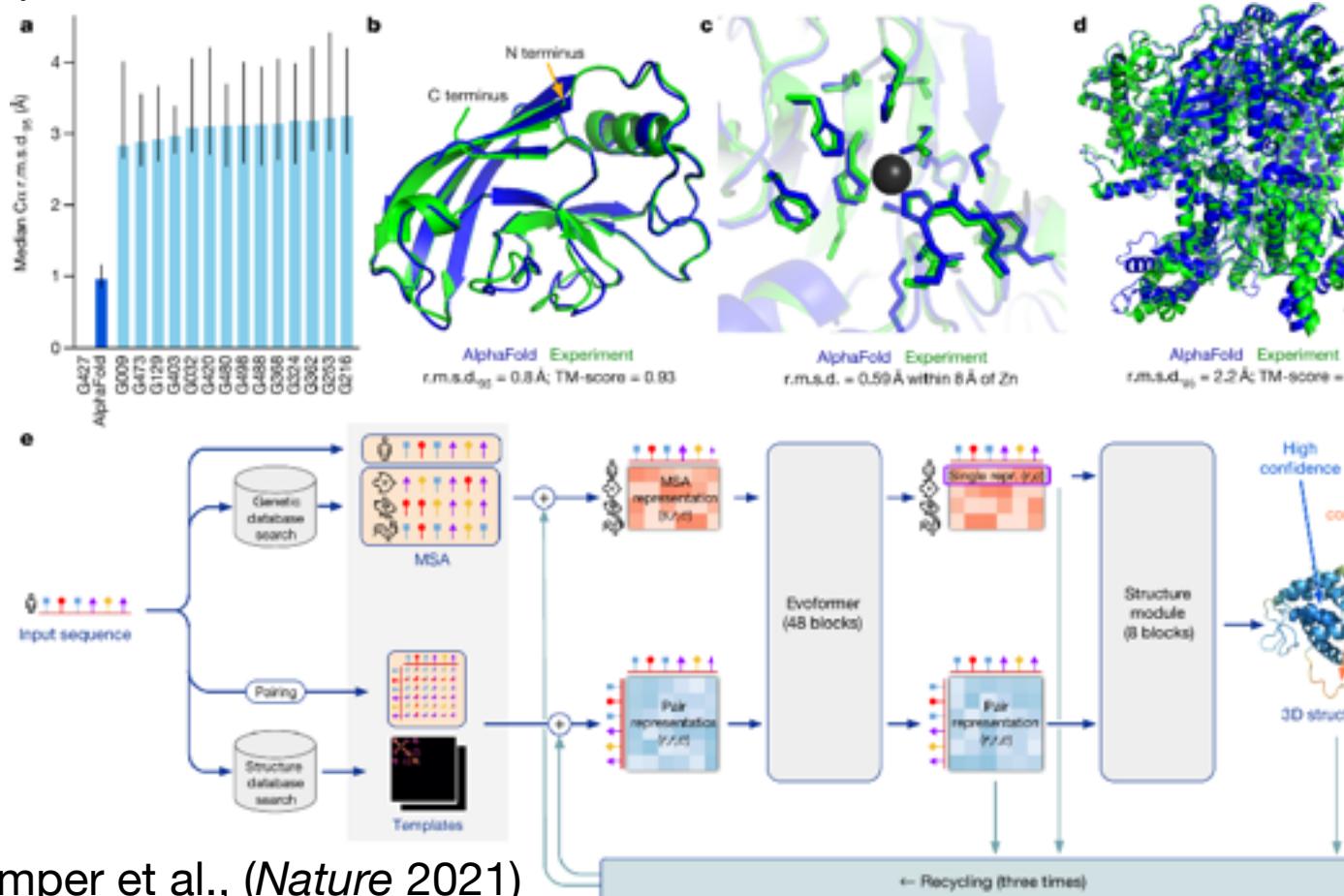
Sutton & Barton (1998)



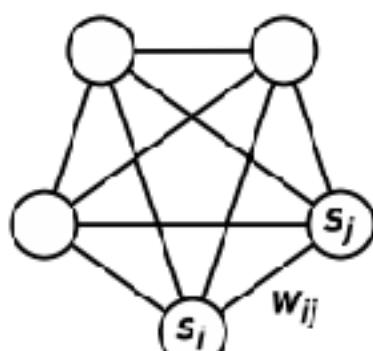
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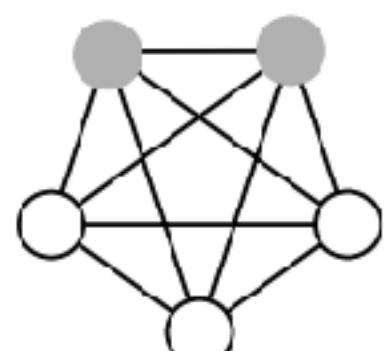
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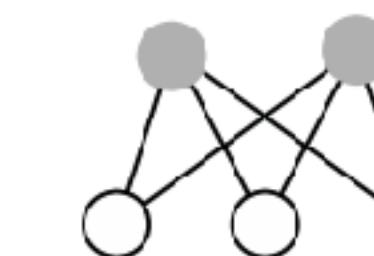
Hopfield network



Boltzmann Machine



Restricted Boltzmann Machine



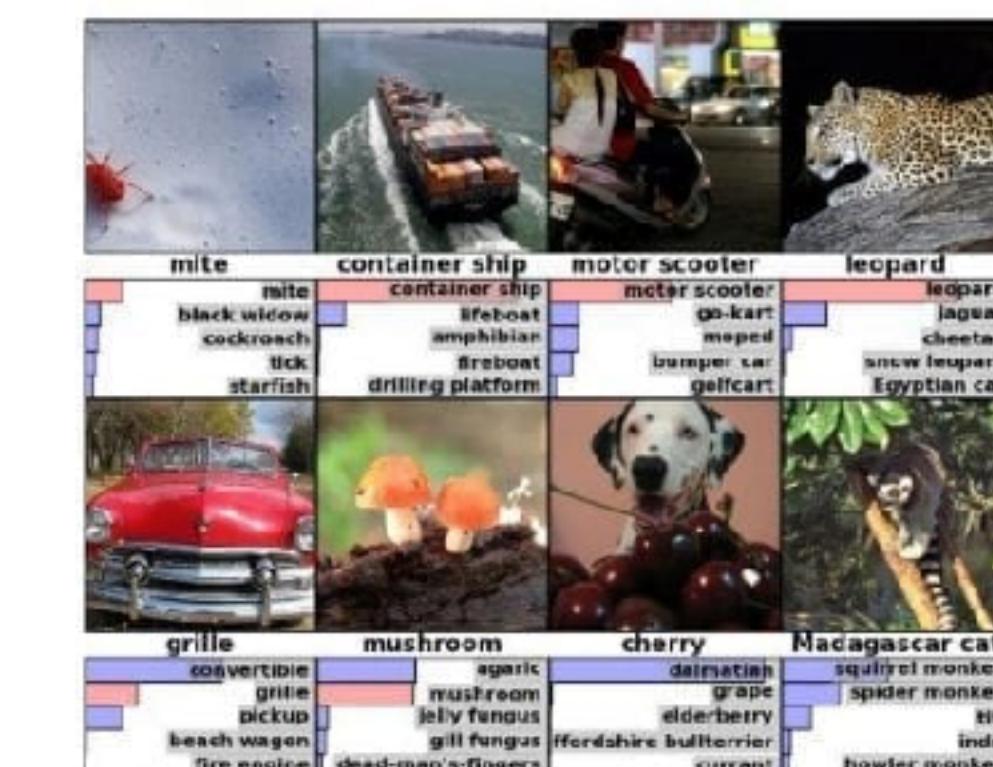
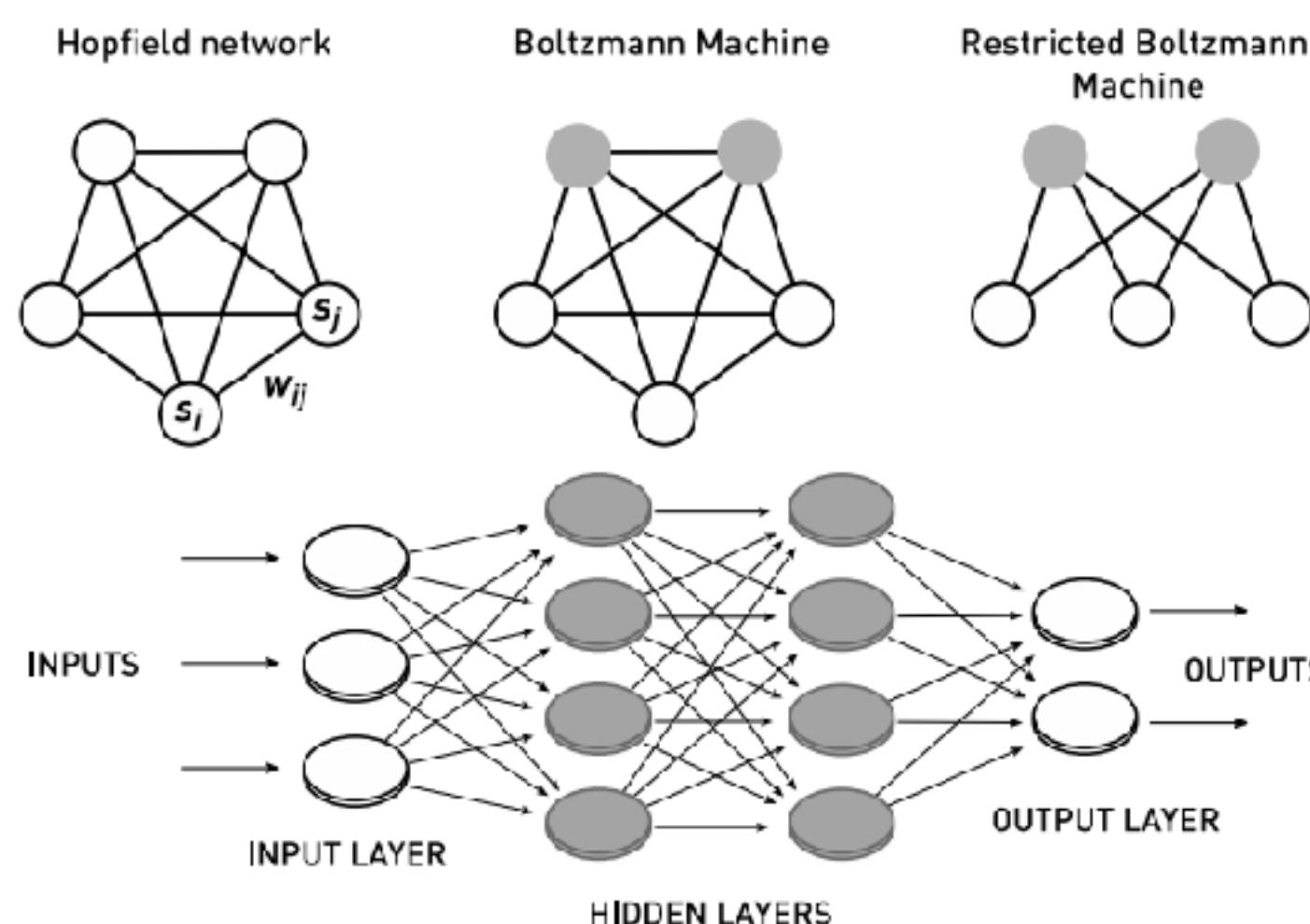
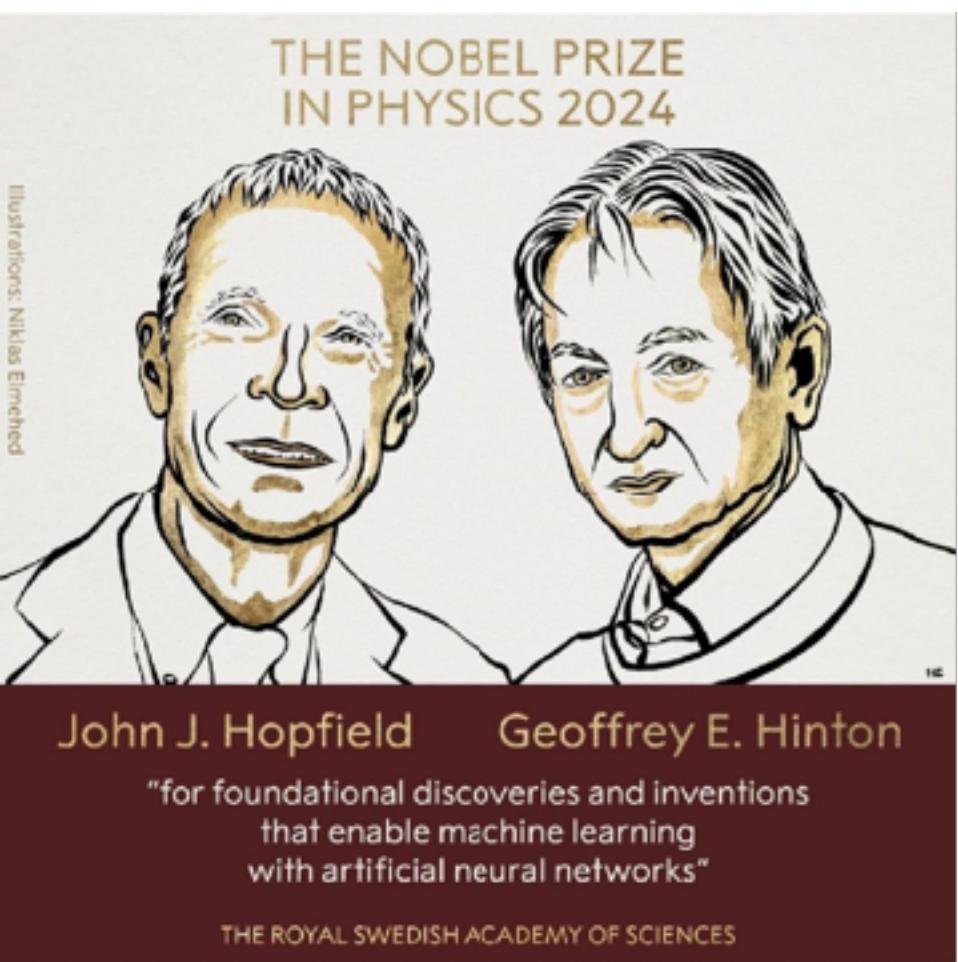
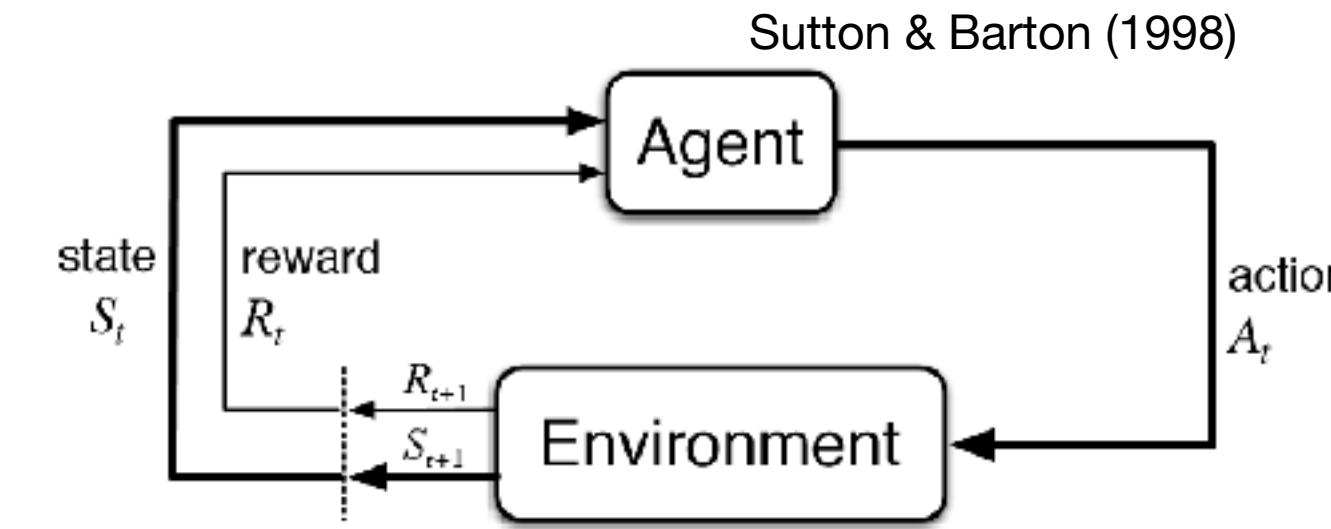
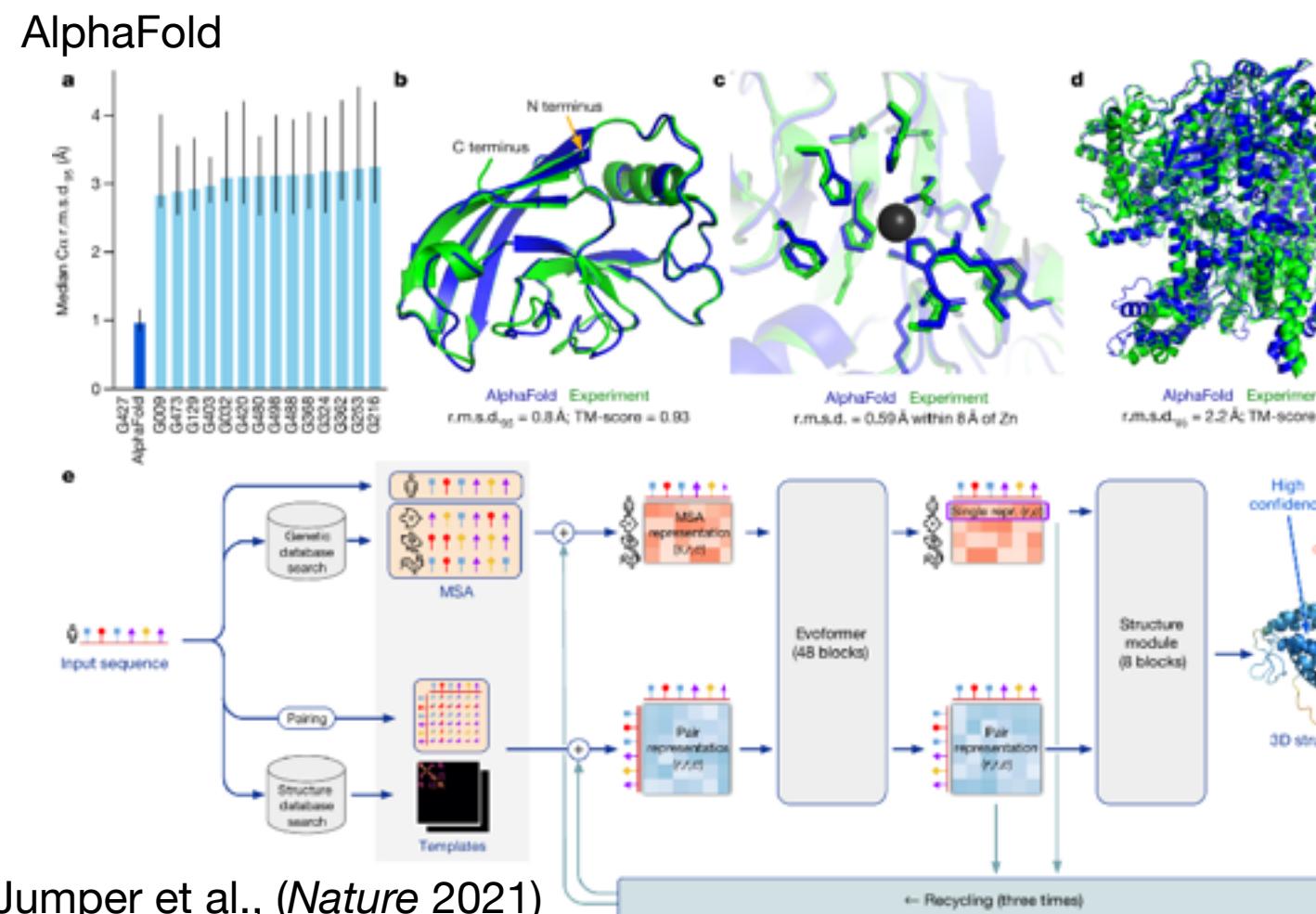
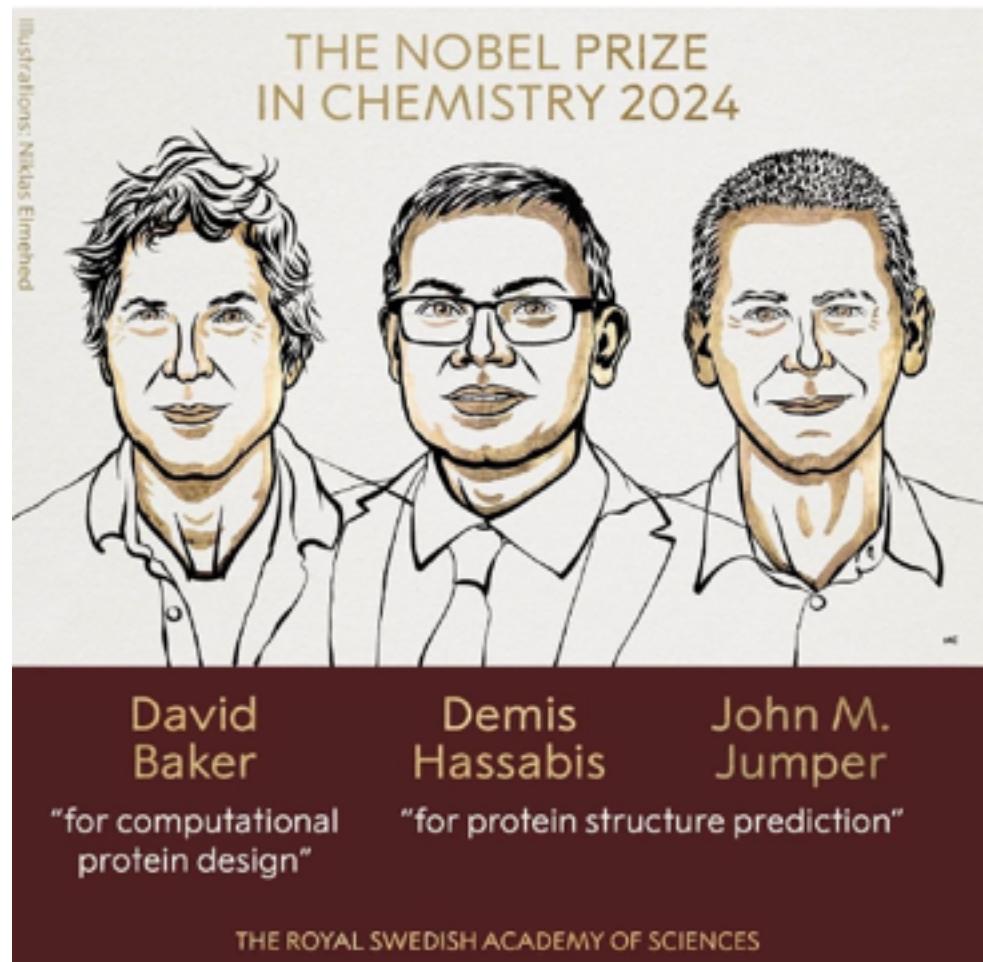
INPUTS

OUTPUTS

OUTPUT LAYER

HIDDEN LAYERS

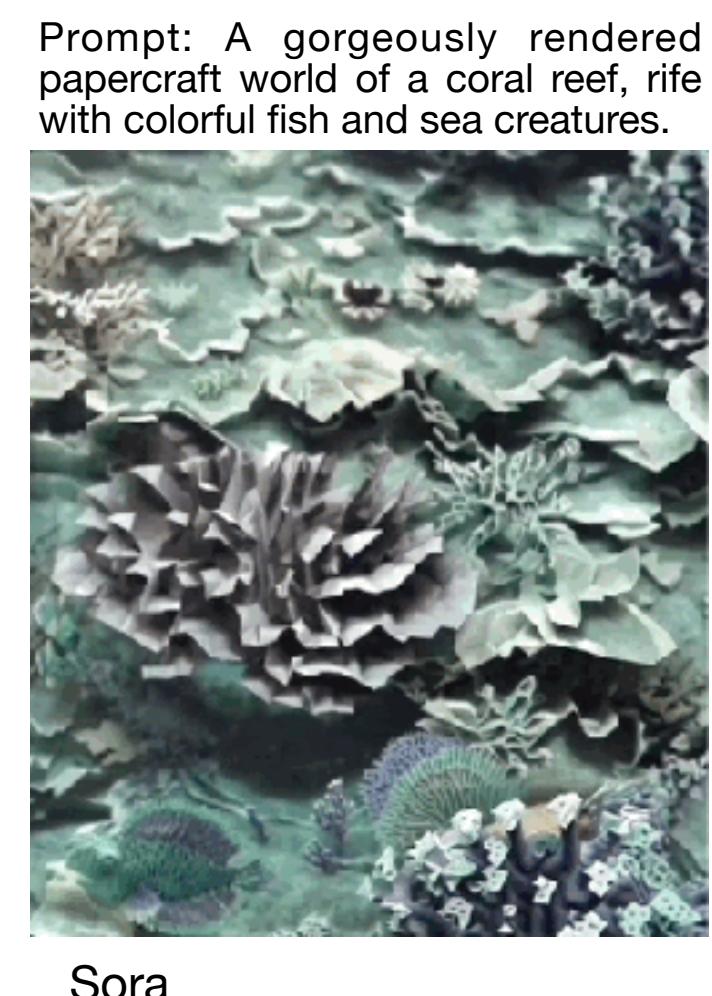
AI breakthroughs



Alexnet (Krizhevsky et al., 2017)



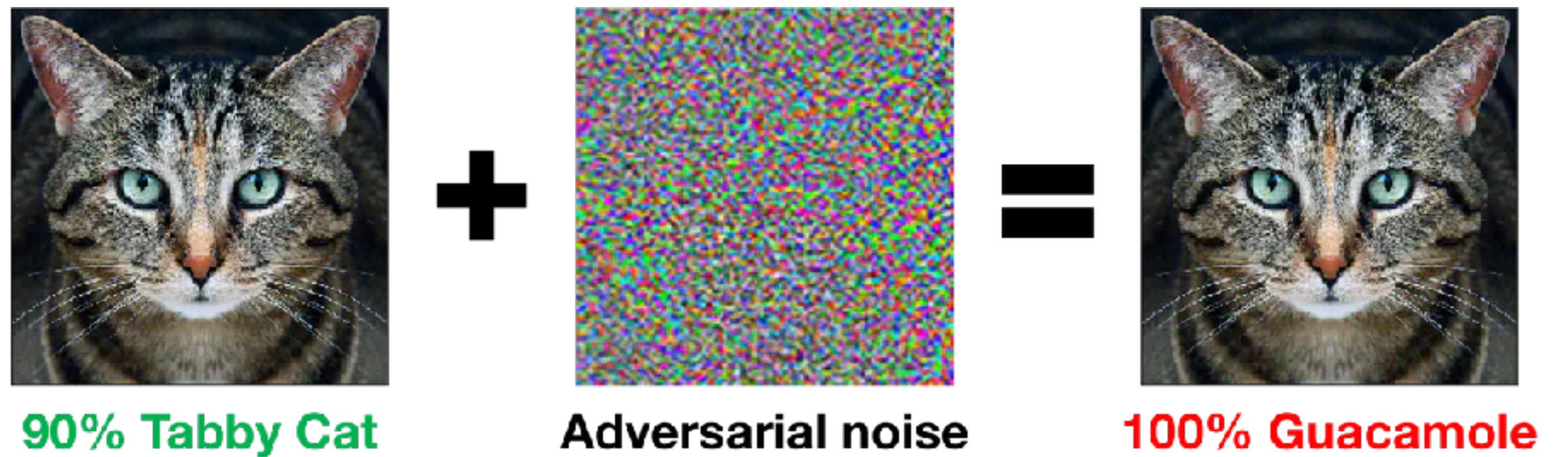
ChatGPT



AI limitations

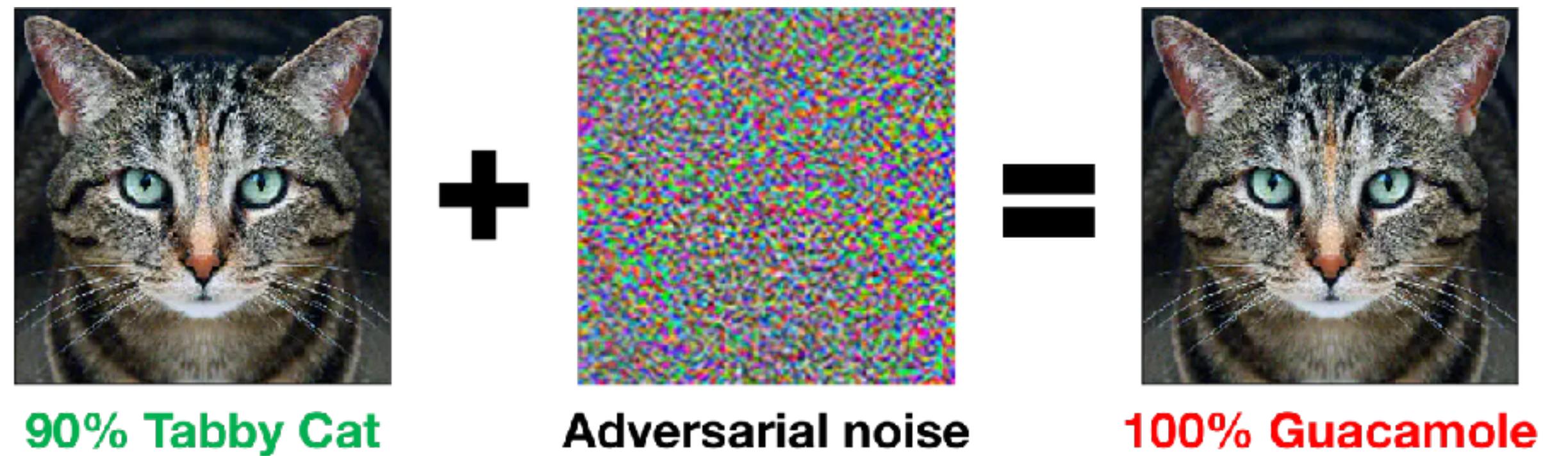
AI limitations

Adversarial examples



AI limitations

Adversarial examples



Hallucinations

When did France gift Lithuania Vilnius TV tower?

France gifted Lithuania the Vilnius TV tower in 1980.

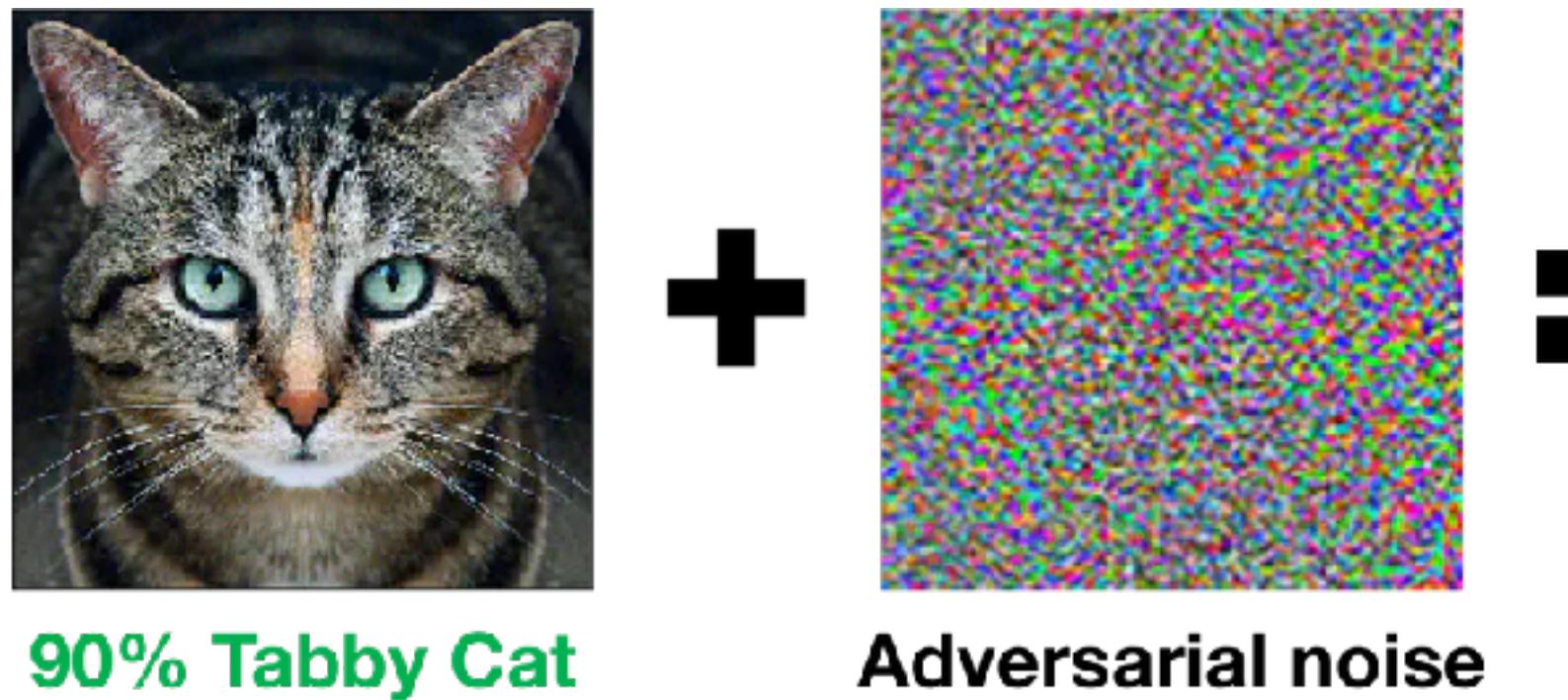
What prompted the French government to provide the gift?

The French government provided the gift as a gesture of friendship and solidarity with the Lithuanian people, who had recently declared independence from the Soviet Union.



AI limitations

Adversarial examples



Hallucinations

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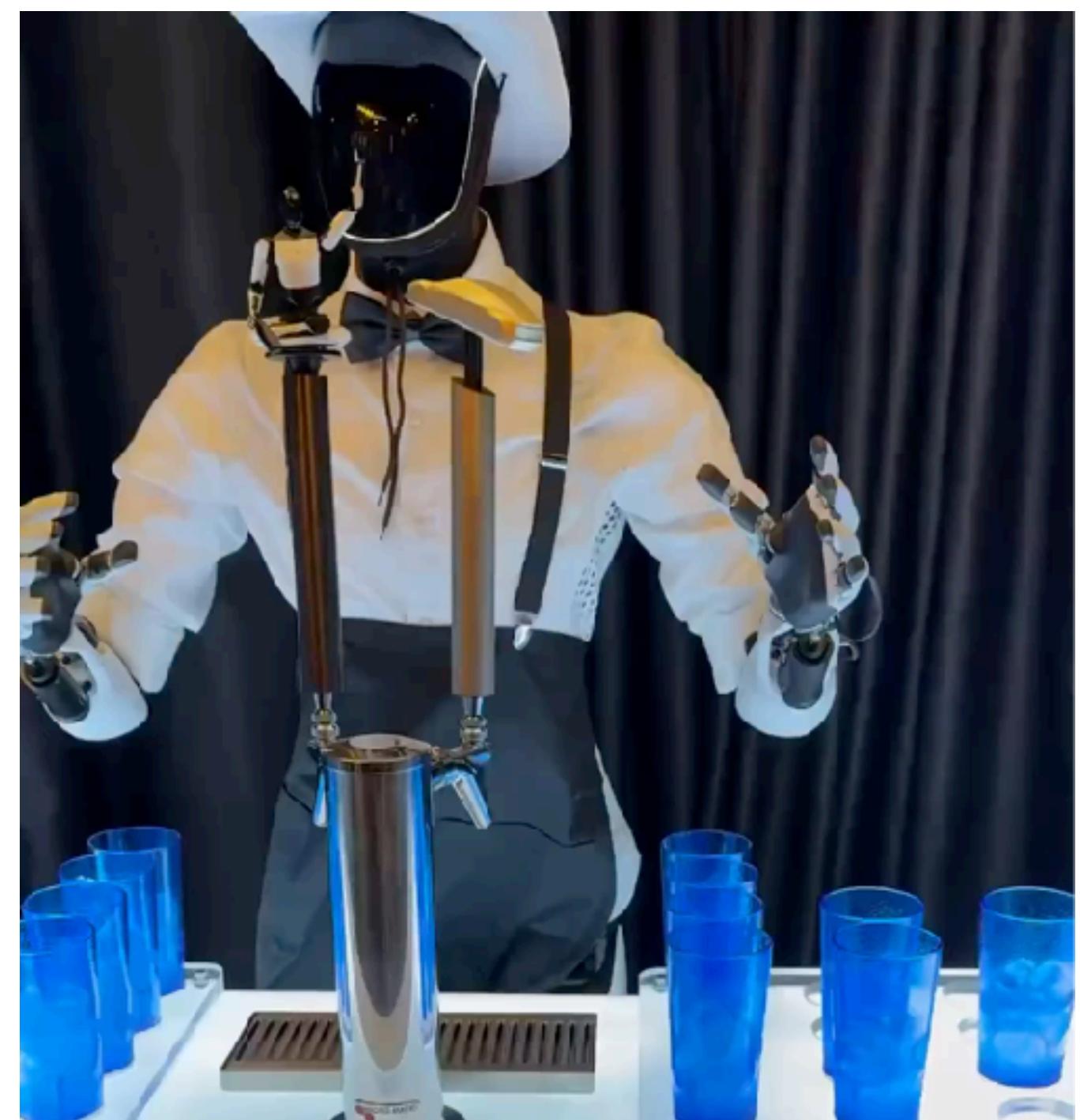
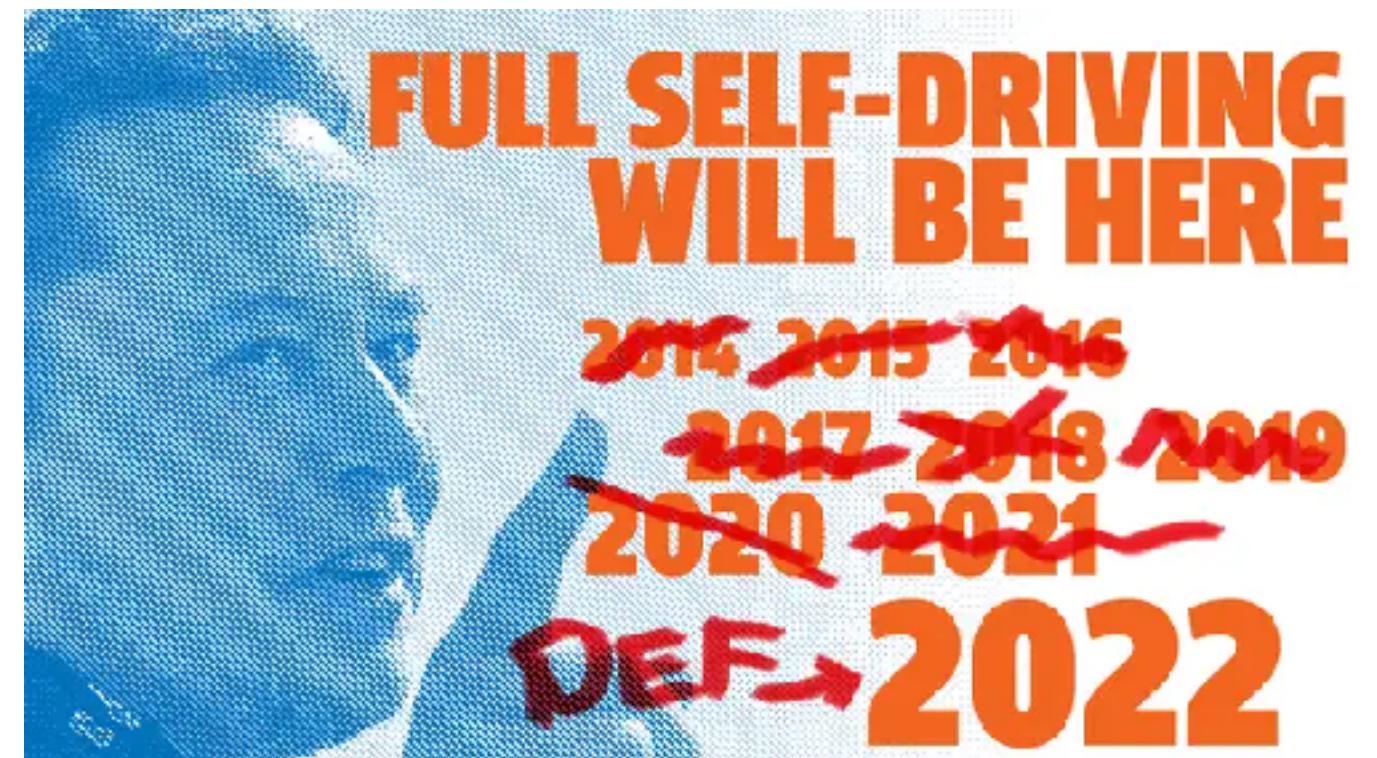
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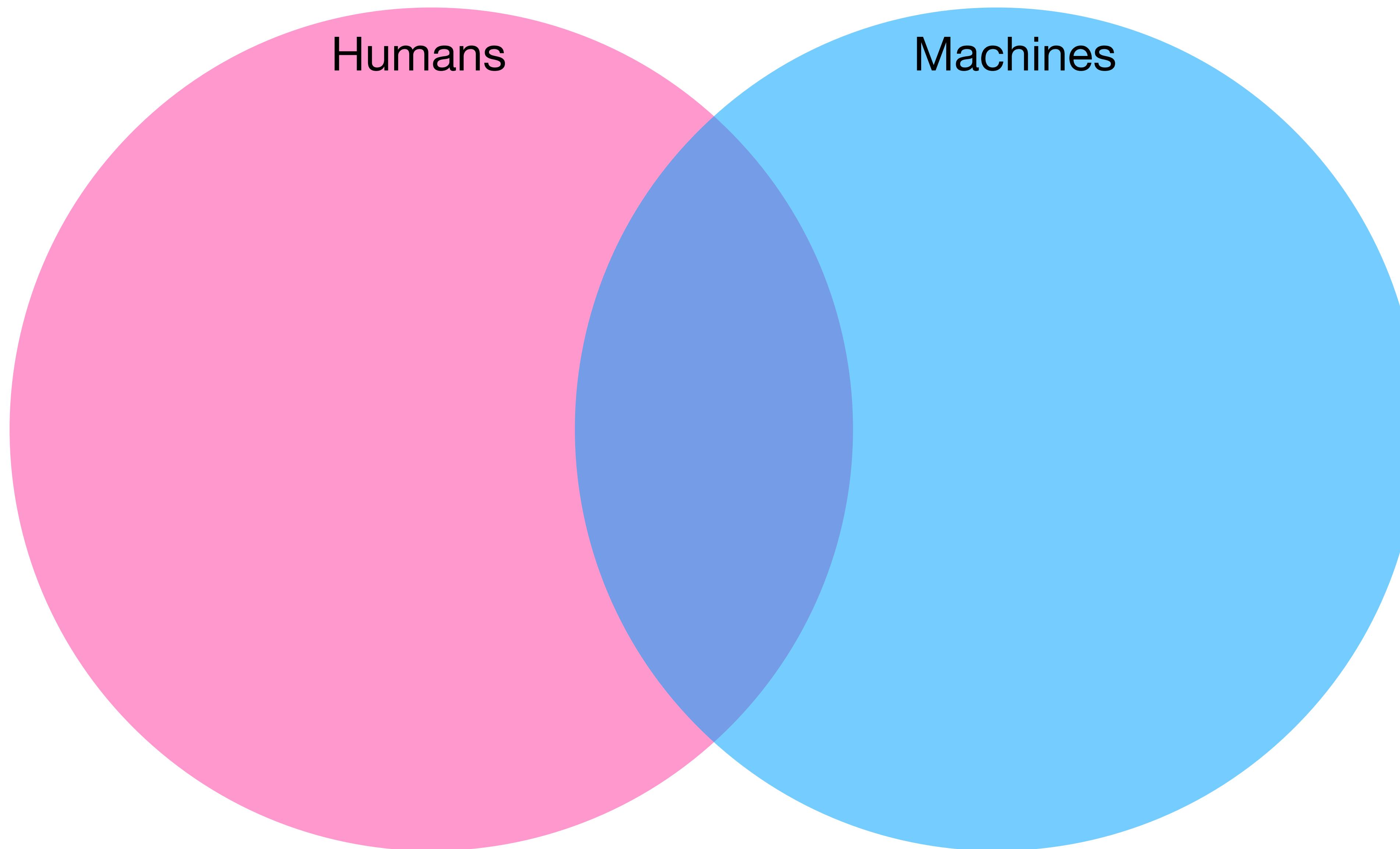


Real-world problems



Controlled by humans

Course in a nutshell



Course overview

What are the guiding principles of human and machine learning?

How have these two fields informed one another?

Which mechanisms of learning are shared across fields?

Where have we seen convergence?

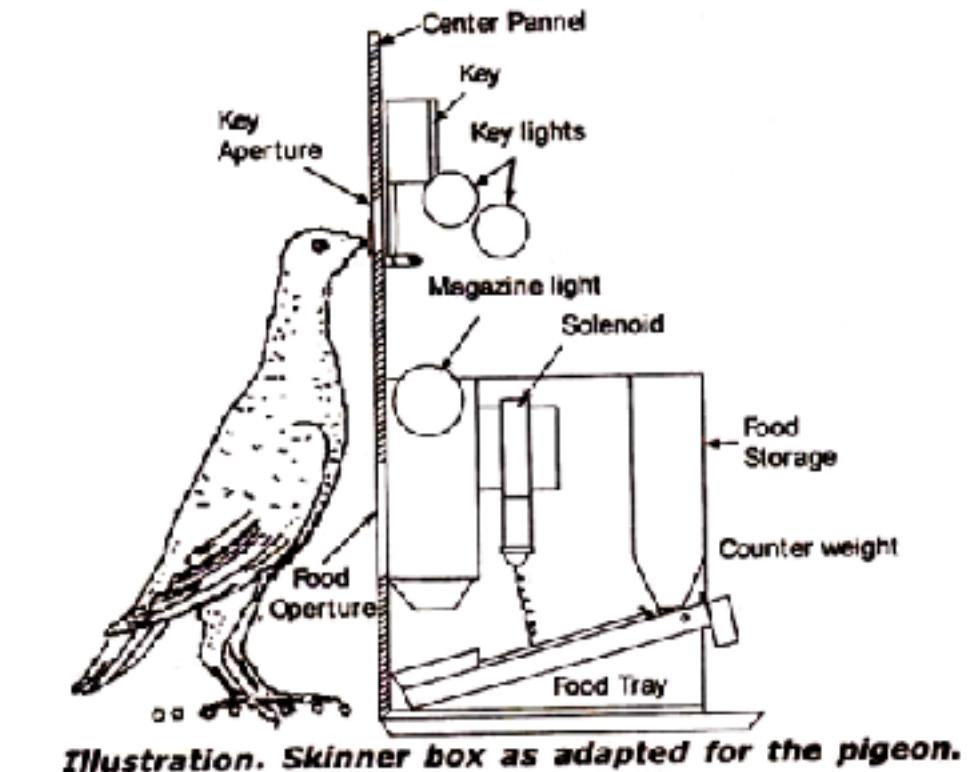
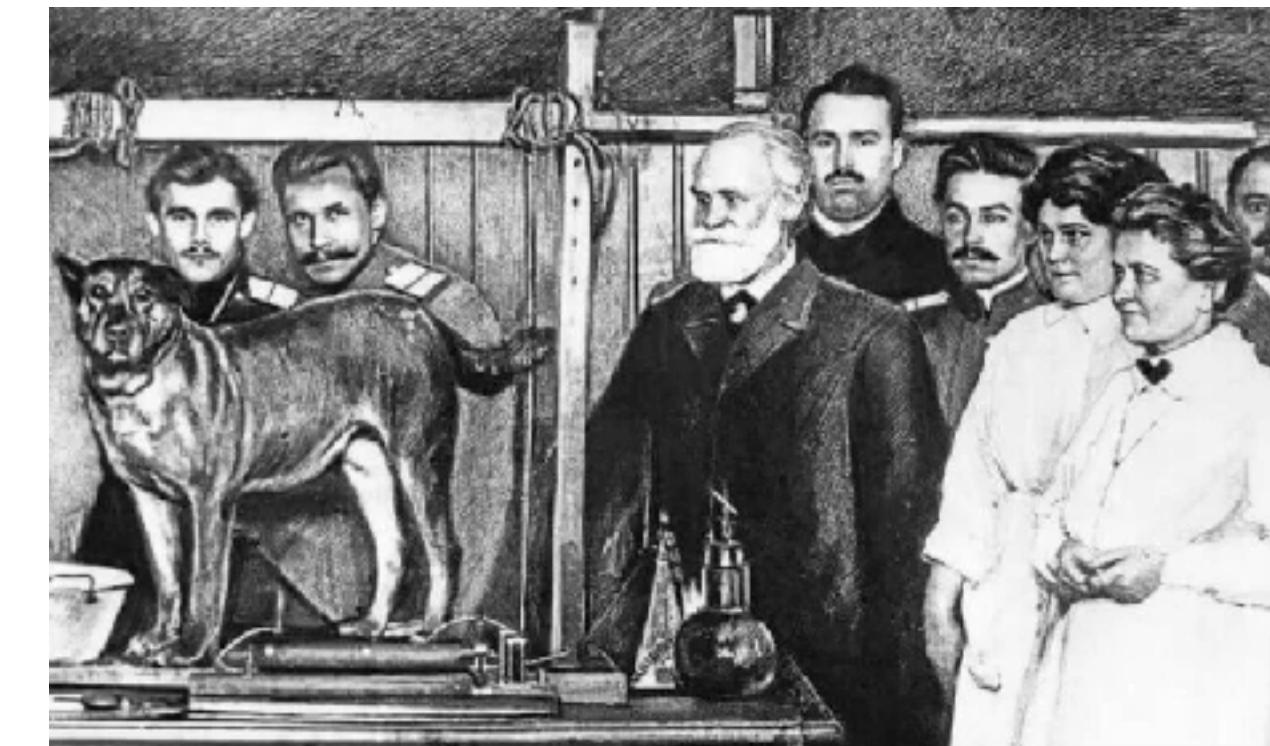
Syllabus

Date	Lecture	Readings
Week 1:	Oct 15: Introduction	Spicer & Sanborn (2019). What does the mind learn?
Week 2:	Oct 22: Origins of biological and artificial learning	[1] Behaviorism [2] What is a perceptron? (Blog post)
Week 3:	Oct 29: Symbolic AI and Cognitive maps	[1] Garnelo & Shanahan (2019) [2] Boorman et al., 2019
Week 4:	Nov 5: Introduction to RL	Sutton & Barton (Ch. 1 & 2)
Week 5:	Nov 12: Advances in RL	Neftci & Averbeck (2019)
Week 6:	Nov 19: Social learning	Witt et al., (2024)
Week 7:	Nov 26: Compression and resource constraints	Nagy, Orban & Wu (under review)
Week 8:	Dec 3: Concepts and Categories	Murphy (2023)
Week 9:	Dec 10: Supervised and Unsupervised learning	Bishop (Ch. 4)
Week 10:	Jan 14: Function learning	Wu, Meder, & Schulz (2024)
Week 11:	Jan 21: Language and semantics	Kamath et al., (2024)
Week 12:	Jan 28: No Lecture	
Week 13:	Feb 4: General Principles	Gershman (2023)

Origins of Biological and Artificial Learning

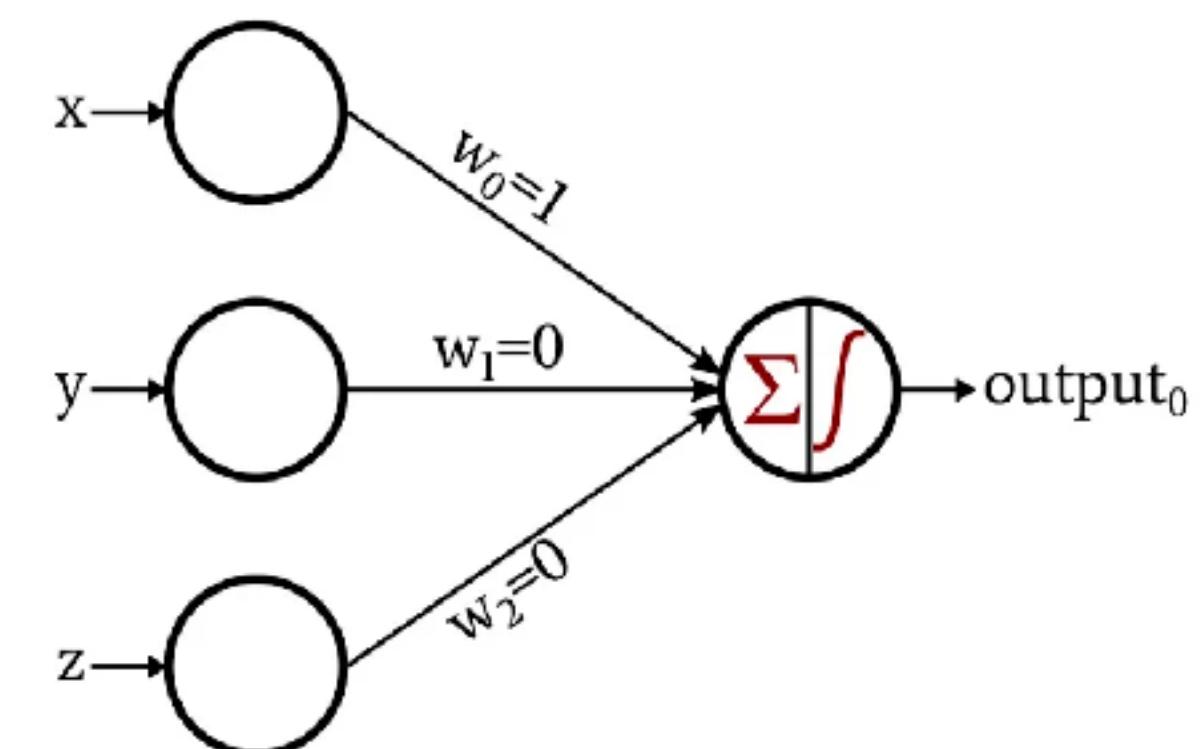
Behavioralism

- Understanding intelligence through behavior
- Trial and error learning
- Classical and operant conditioning
- Rescorla-Wagner model as proto-RL



Connectionism

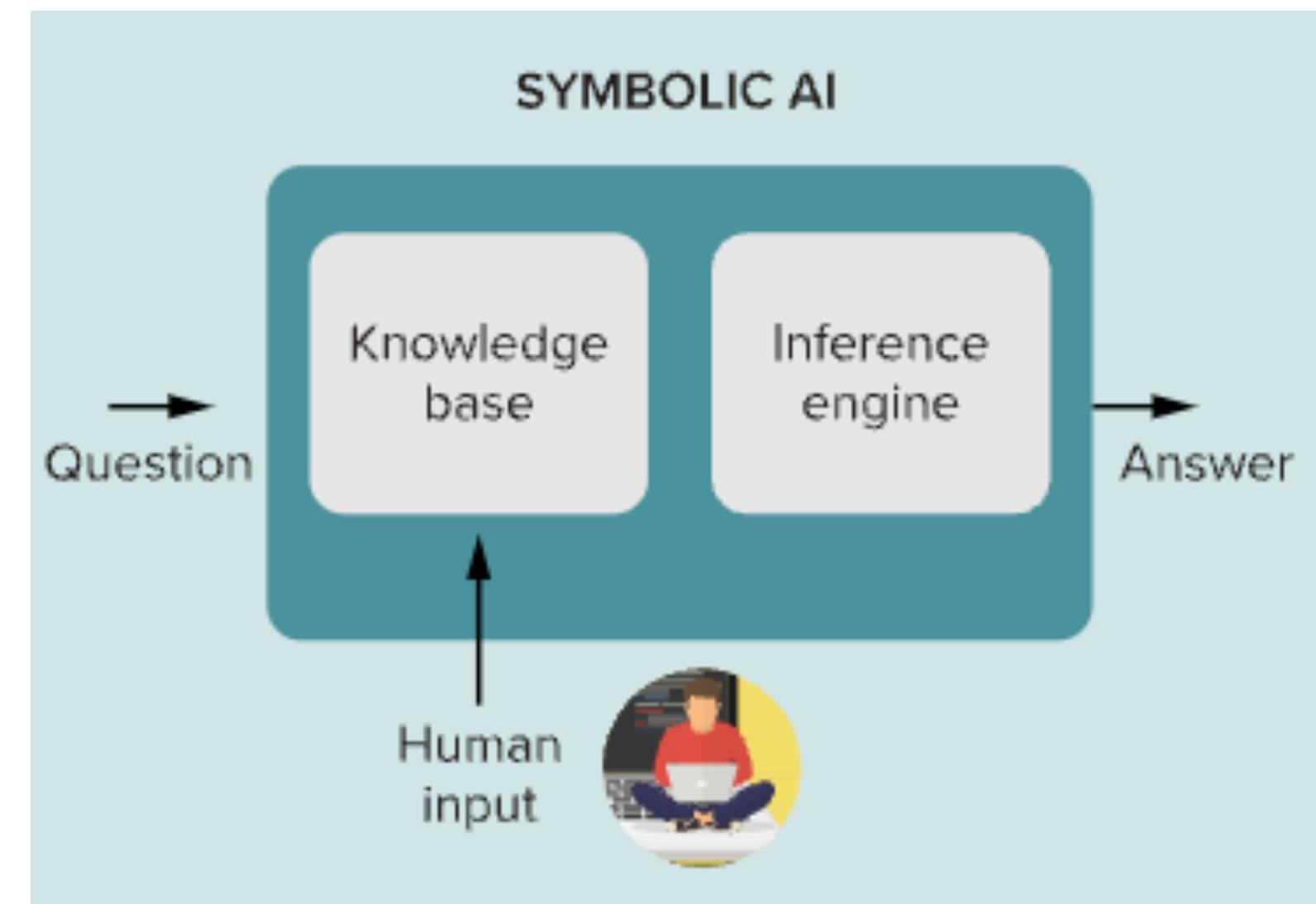
- Understanding intelligence through artificial neural networks
- Perceptrons, logical operators, gradient descent, and backpropagation



Symbolic AI and Cognitive Maps

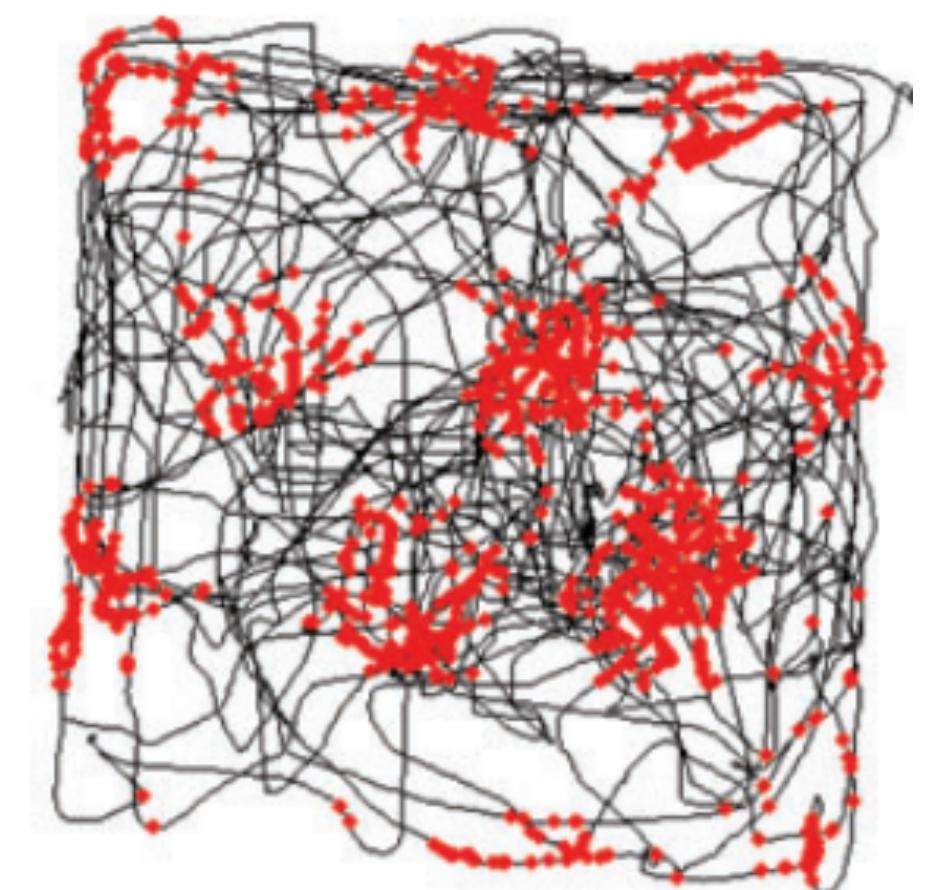
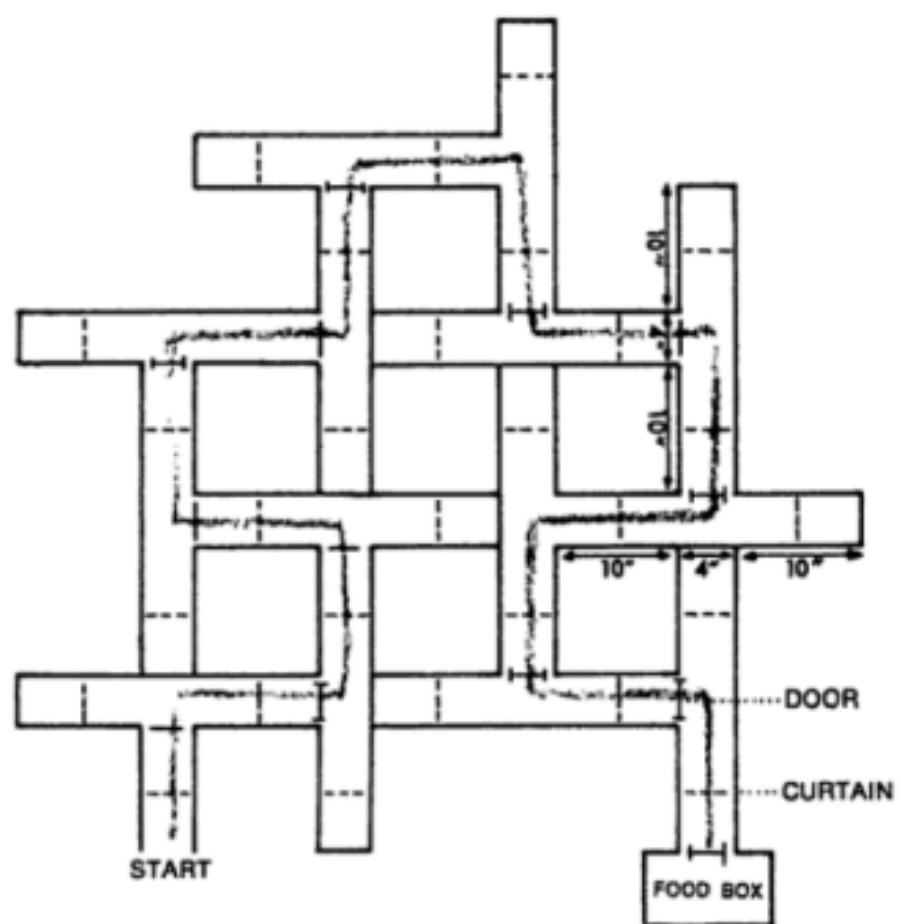
Symbolic AI

- What happened during the AI winter?
- Intelligence as manipulating symbols through rules and logical operations
- Learning as search

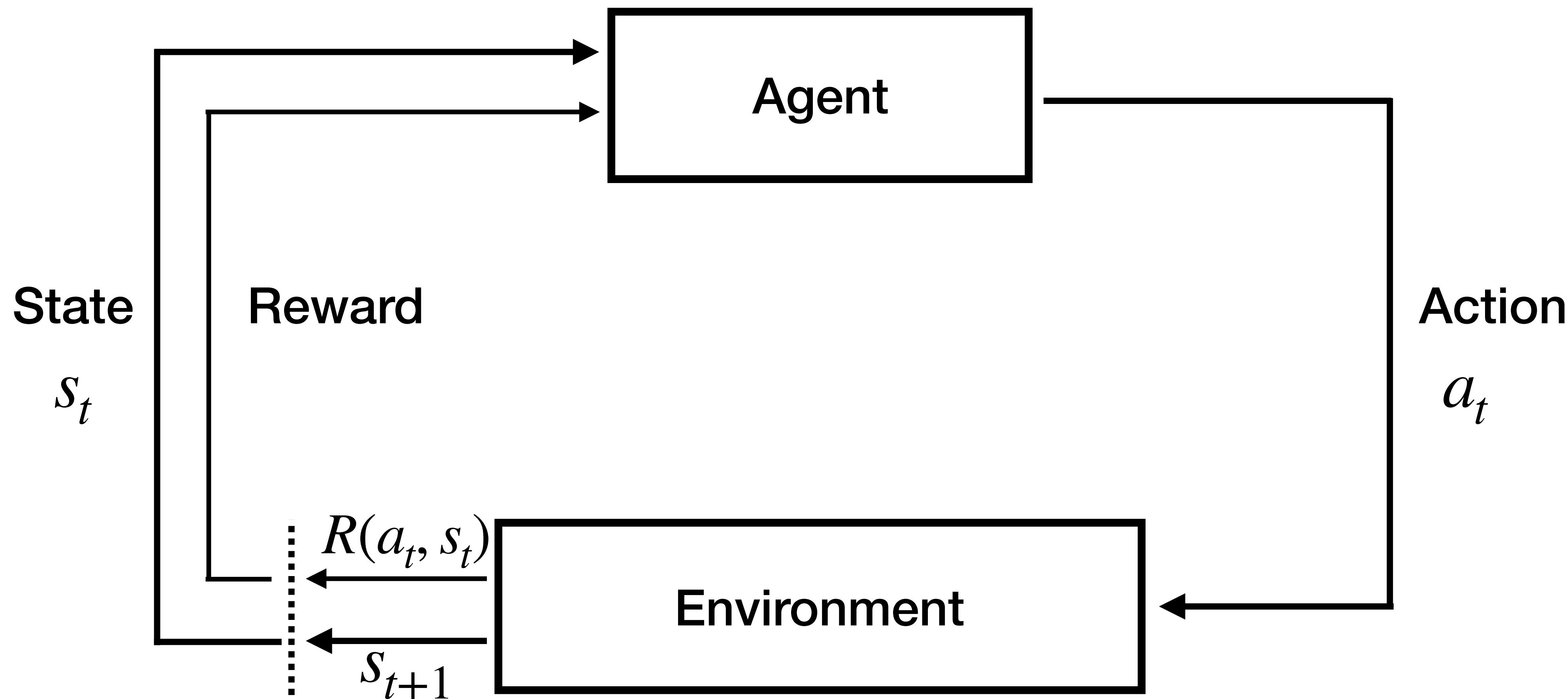


Cognitive Maps

- From Stimulus-Response learning to Stimulus-Stimulus learning
- Constructing a mental representation of the environment
- Neurological evidence for cognitive maps in the brain

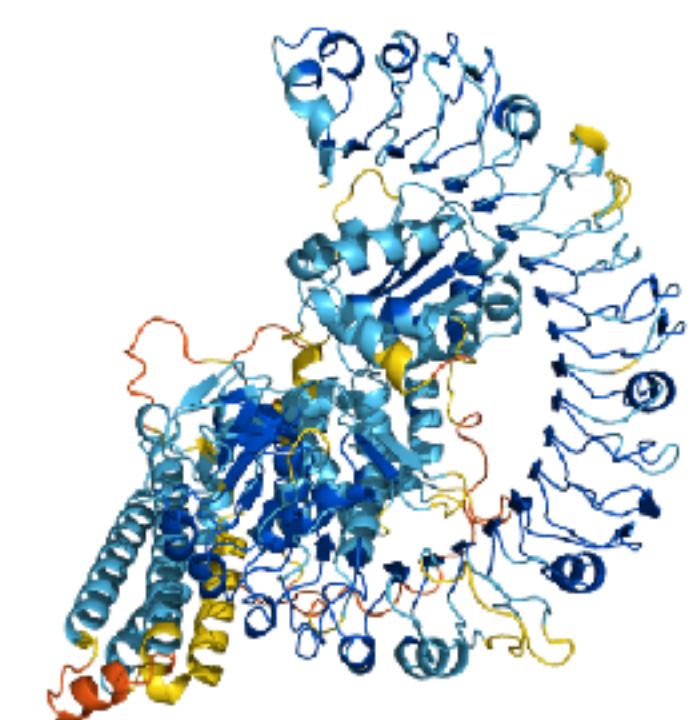
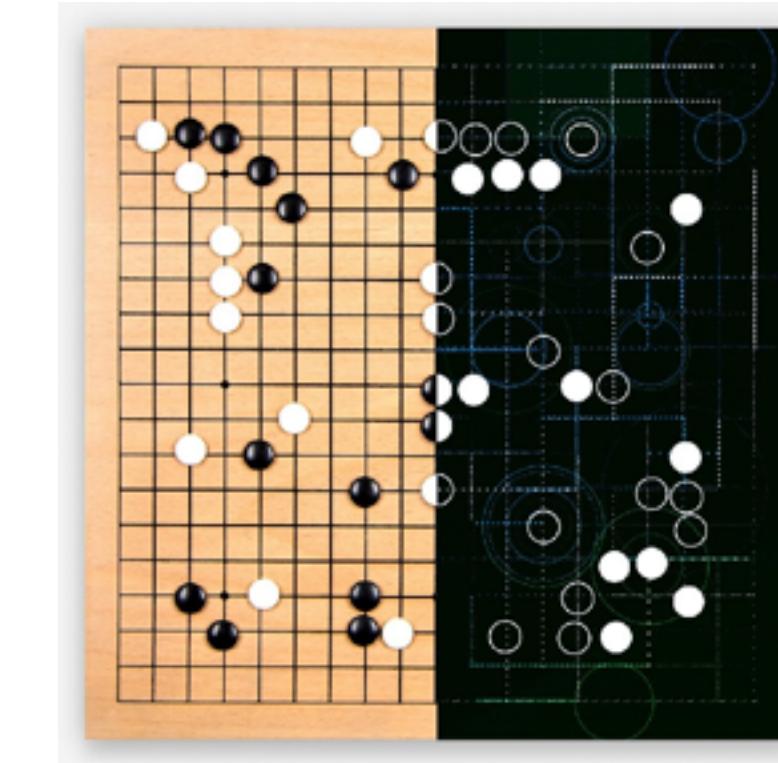
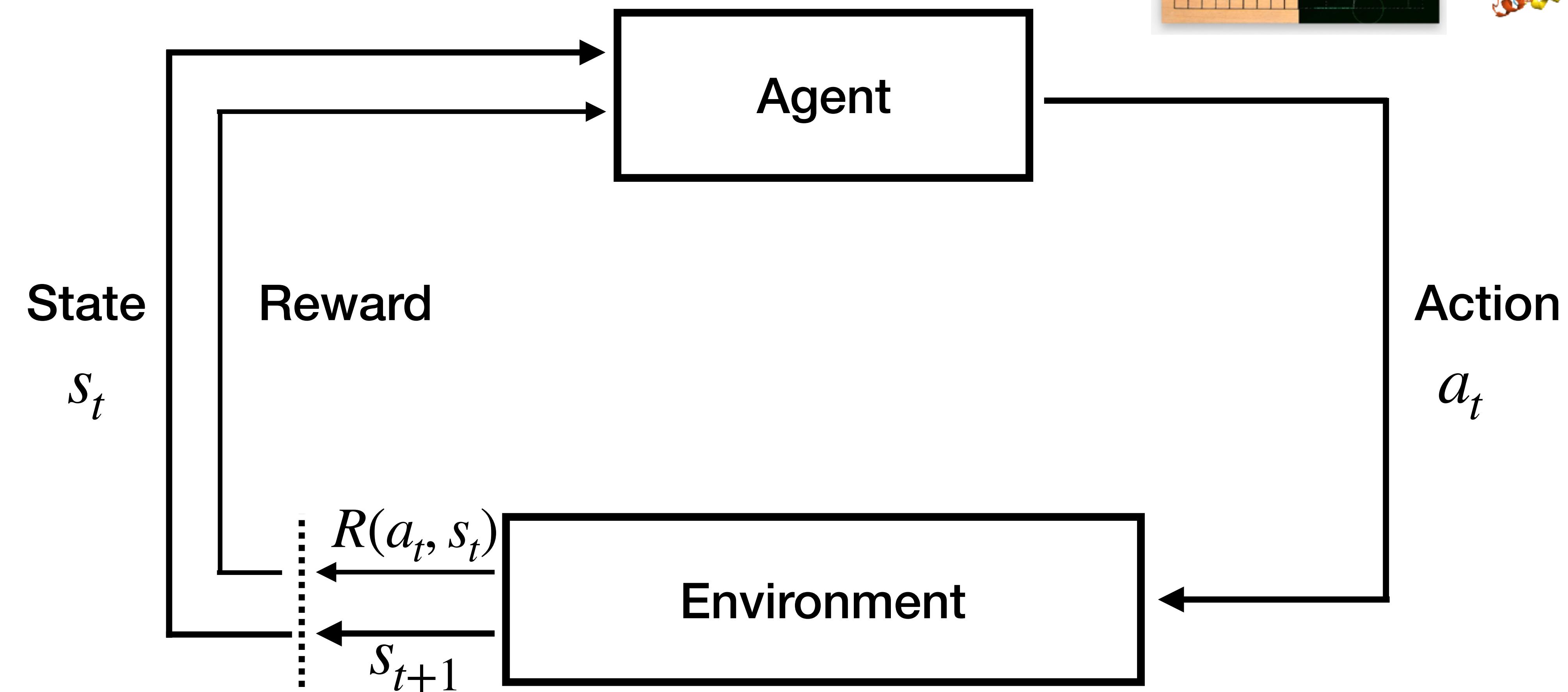


Introduction to RL



Sutton & Barto (1998)

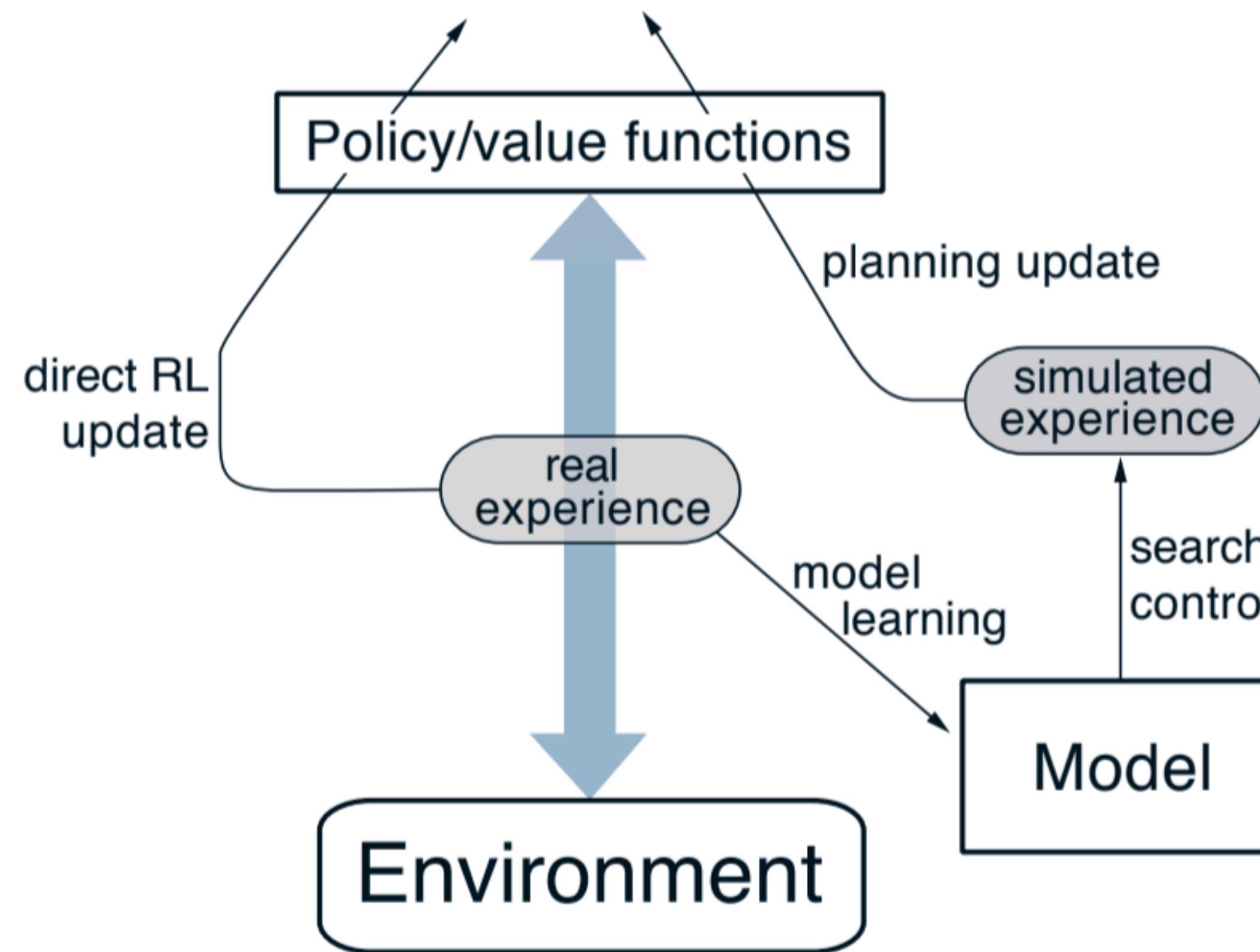
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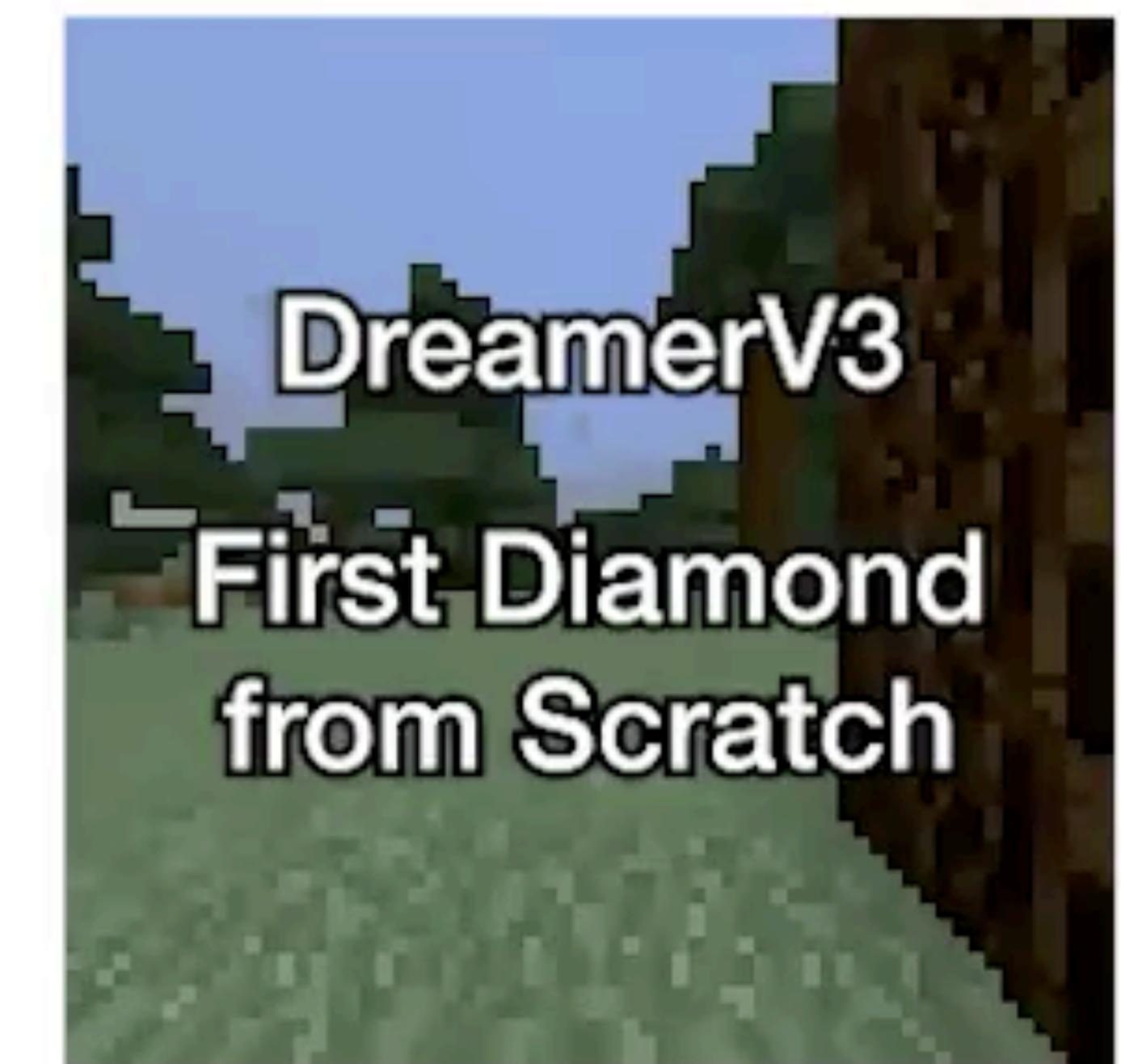
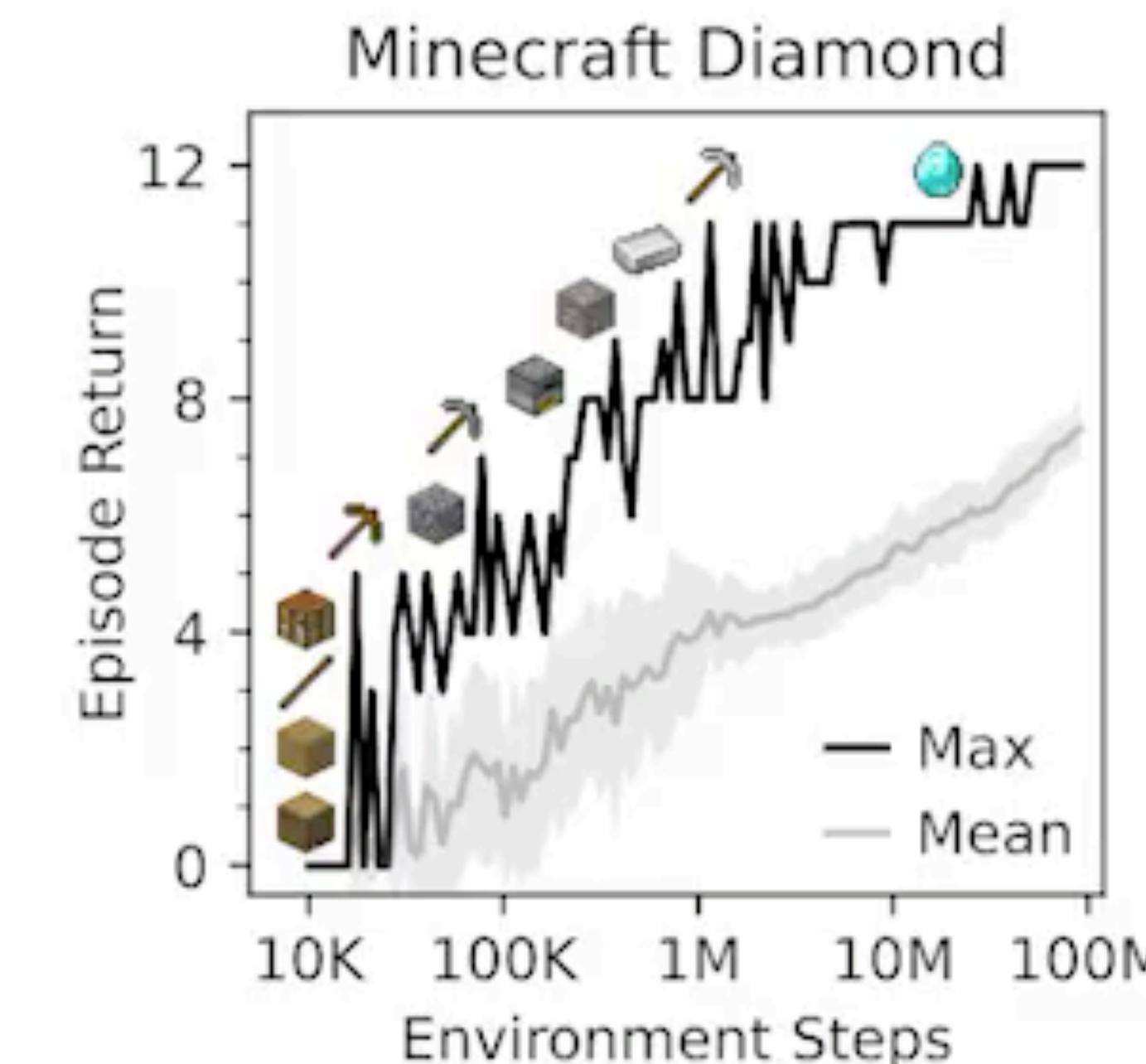
Advances in RL

Classic model-based RL



Sutton (1991)

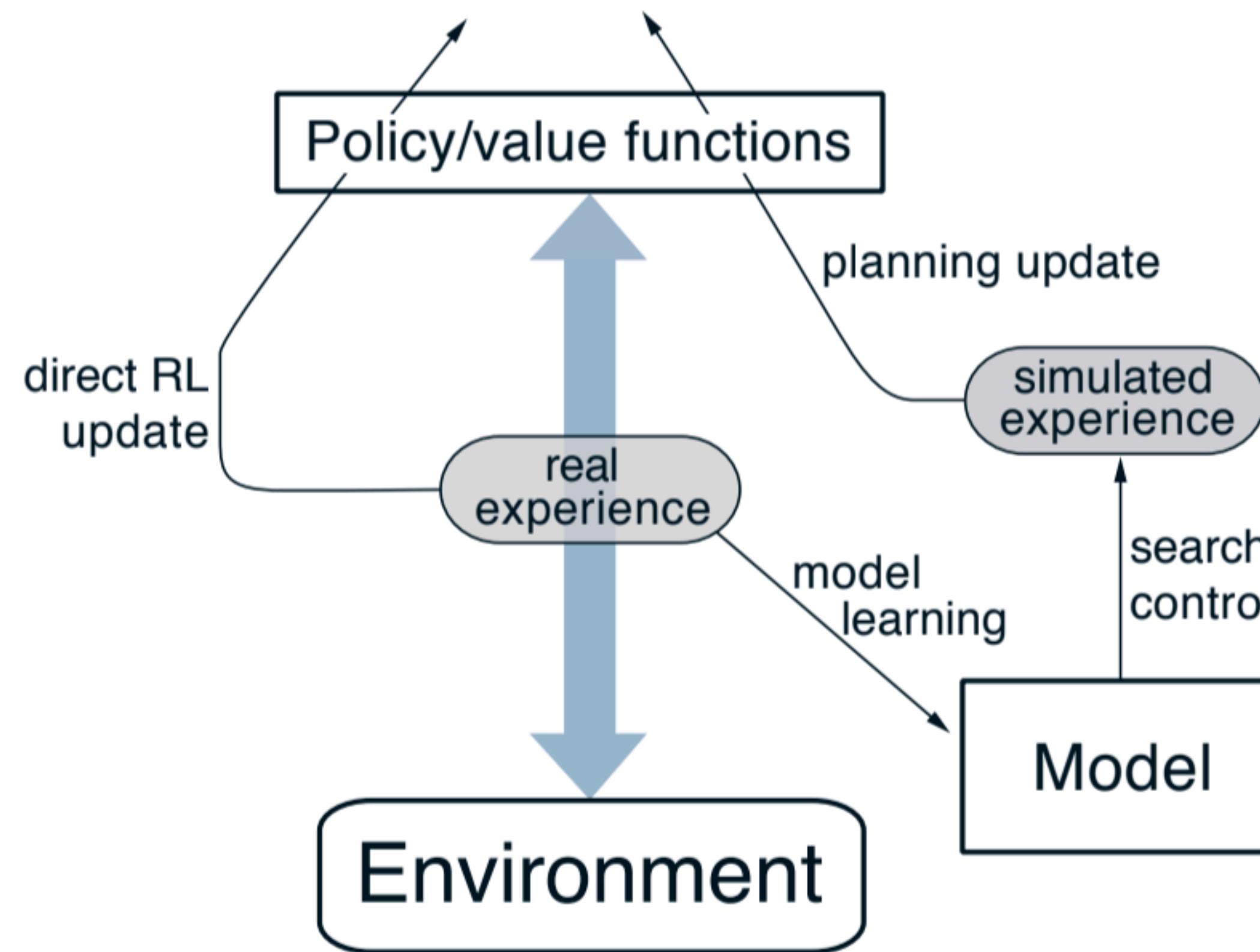
World-model RL



Hafner et al., (2024)

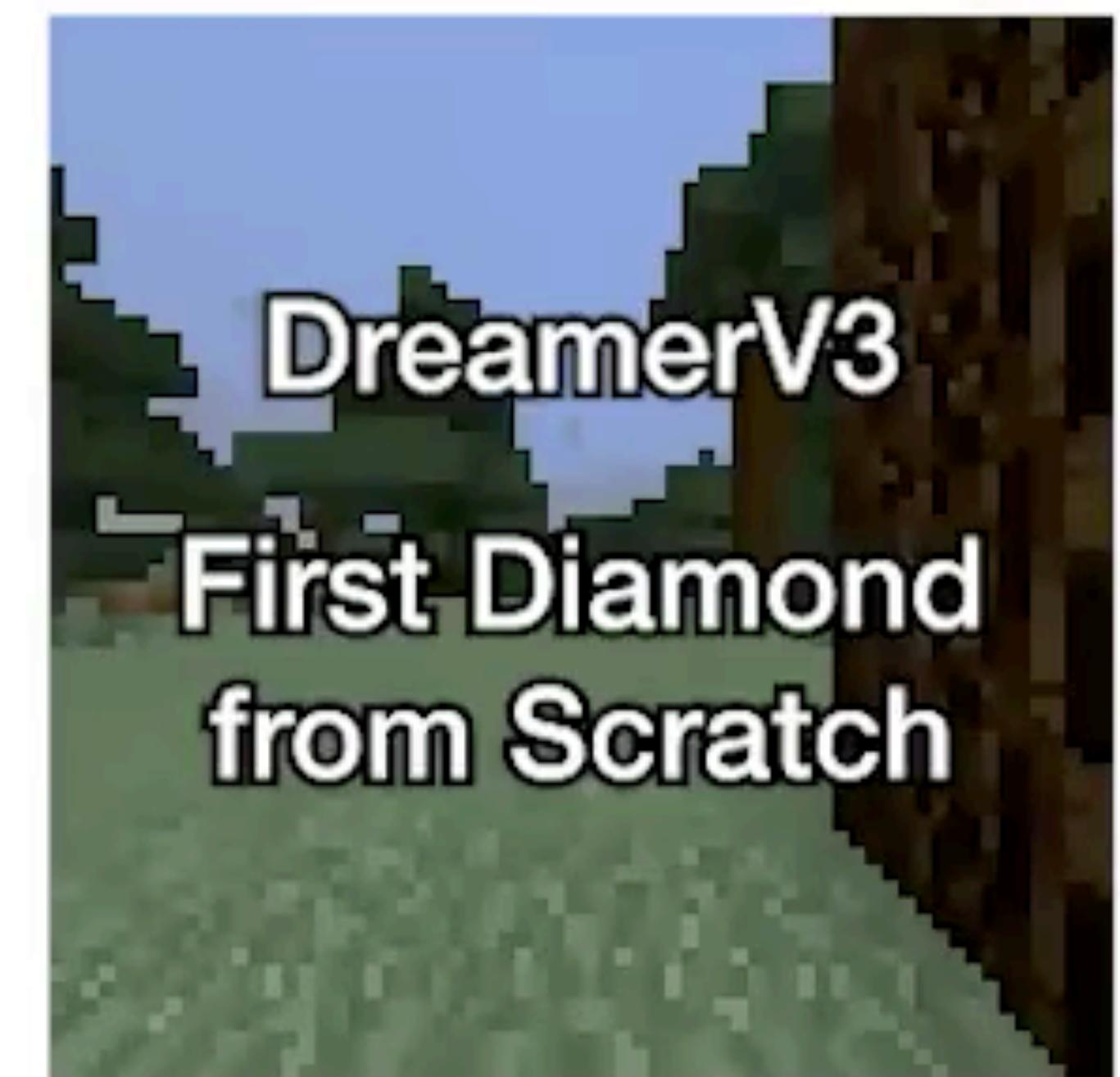
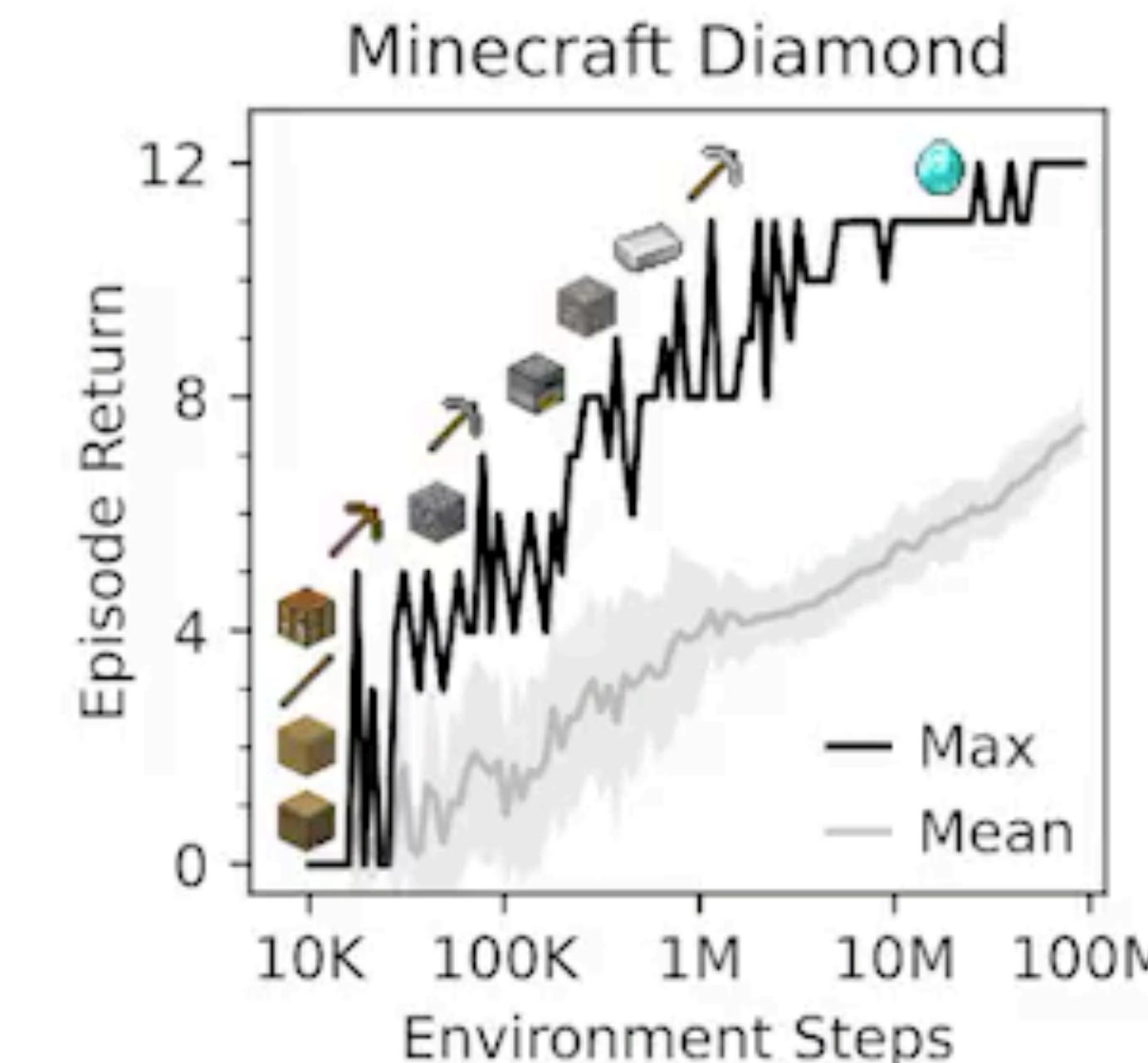
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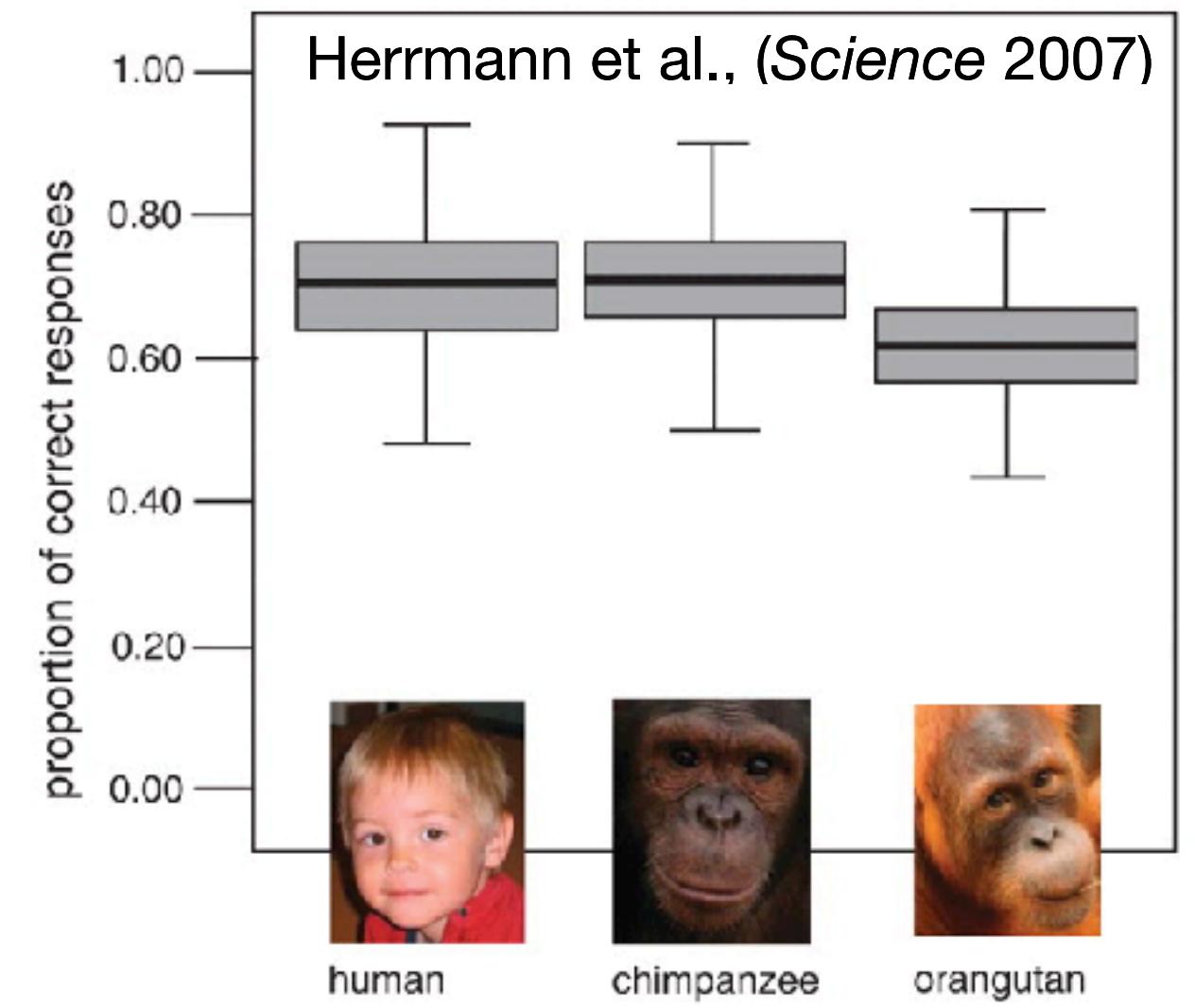
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Social Learning

Social Learning



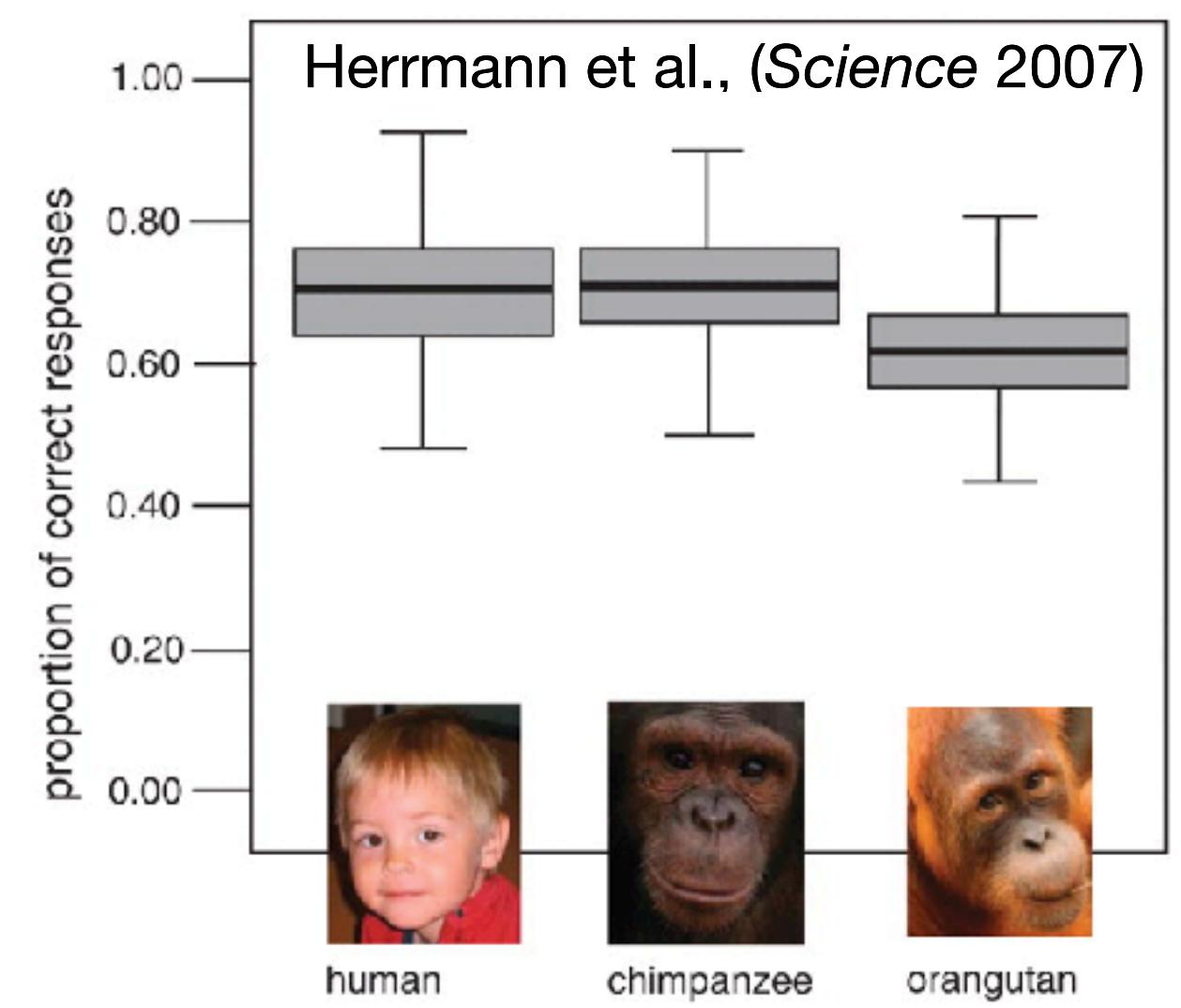
Physical



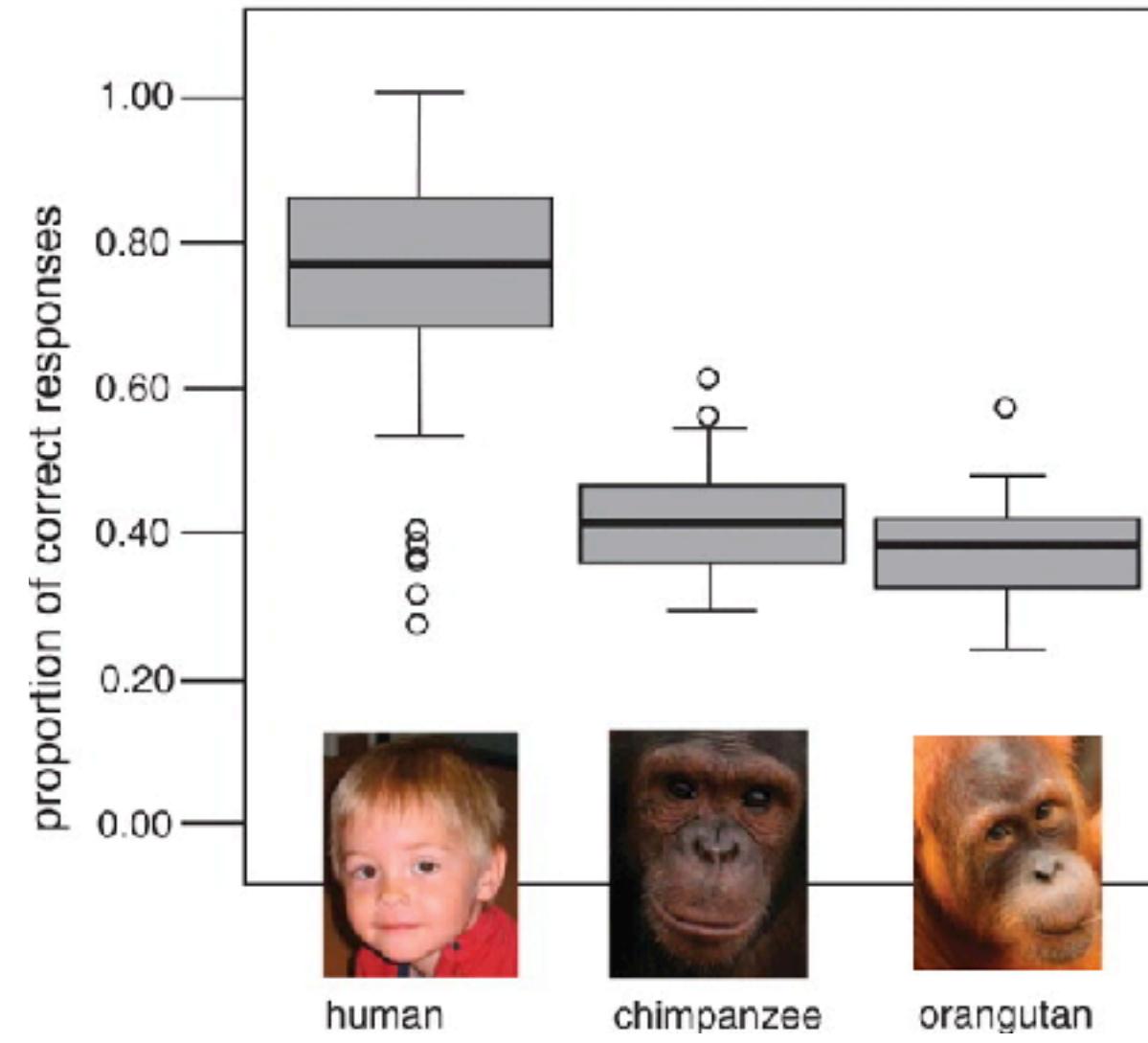
Social Learning



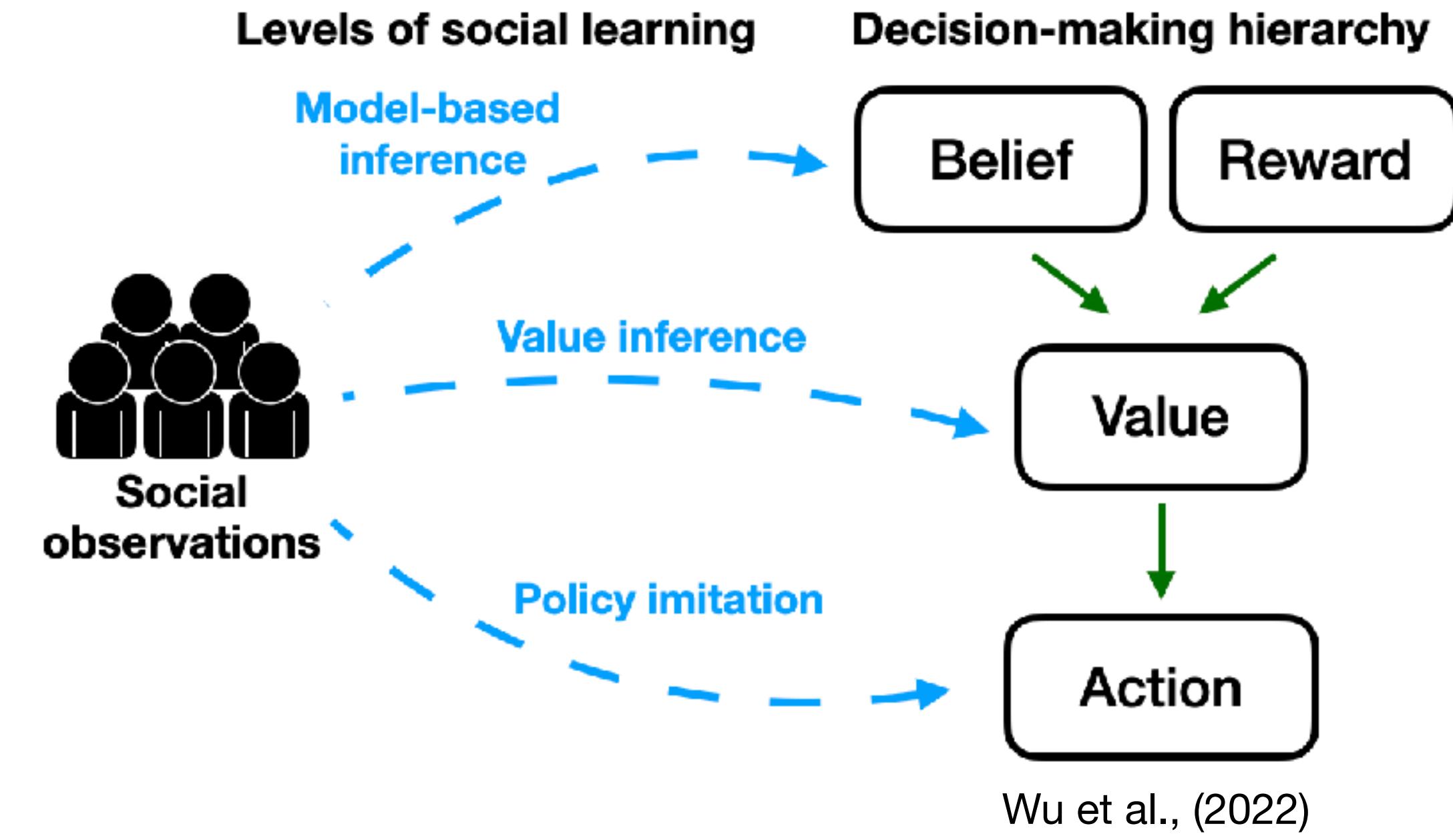
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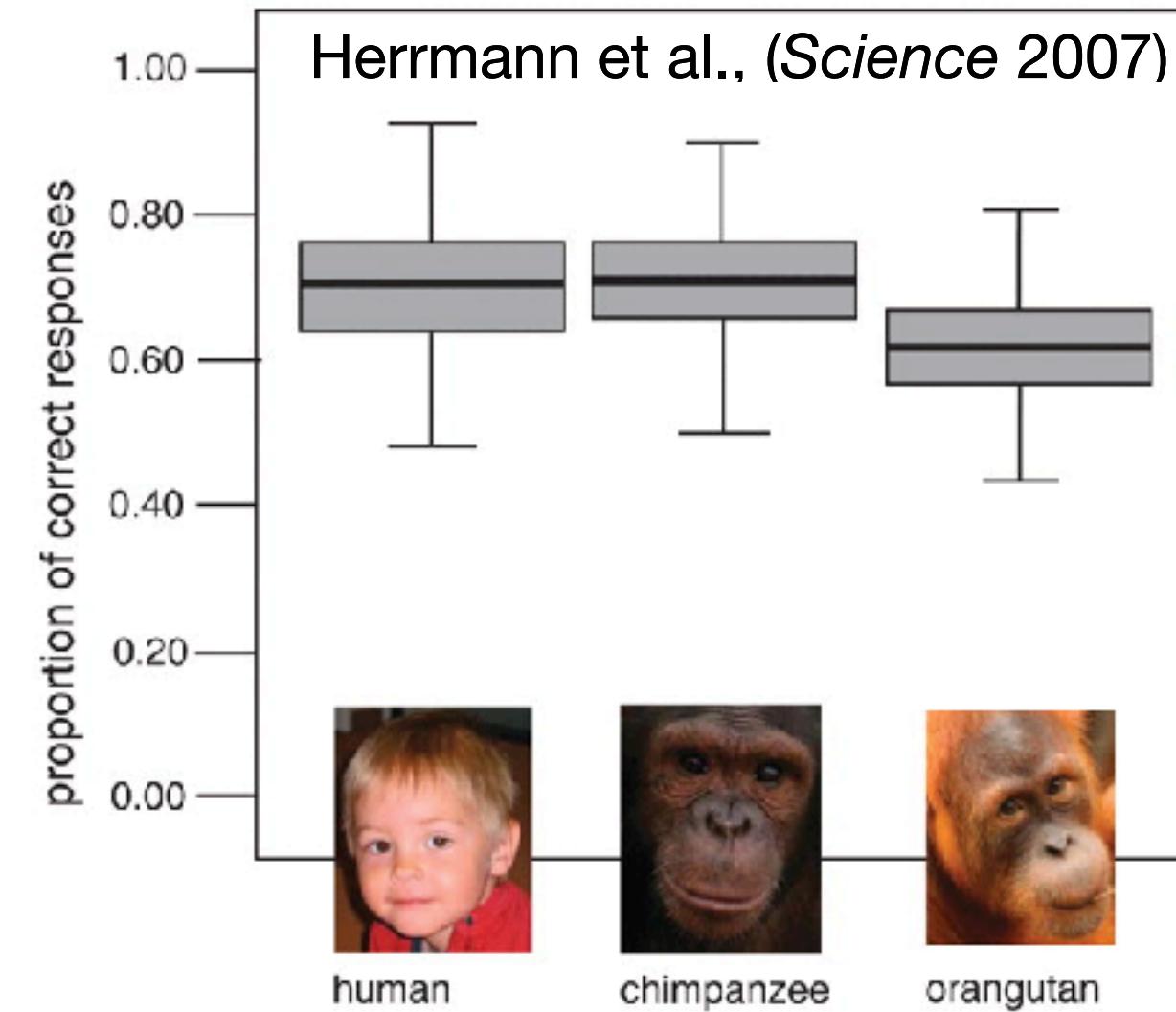
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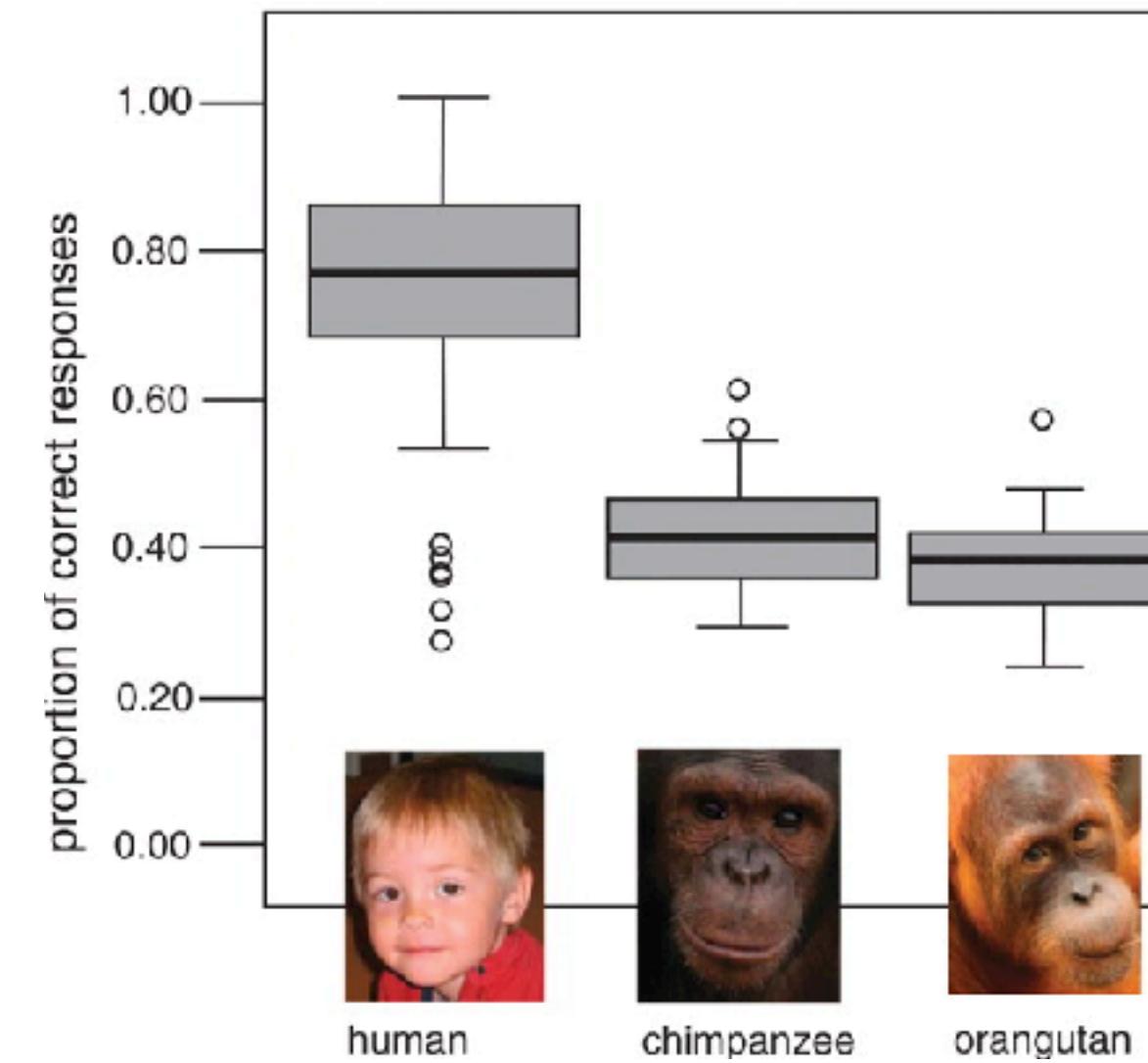
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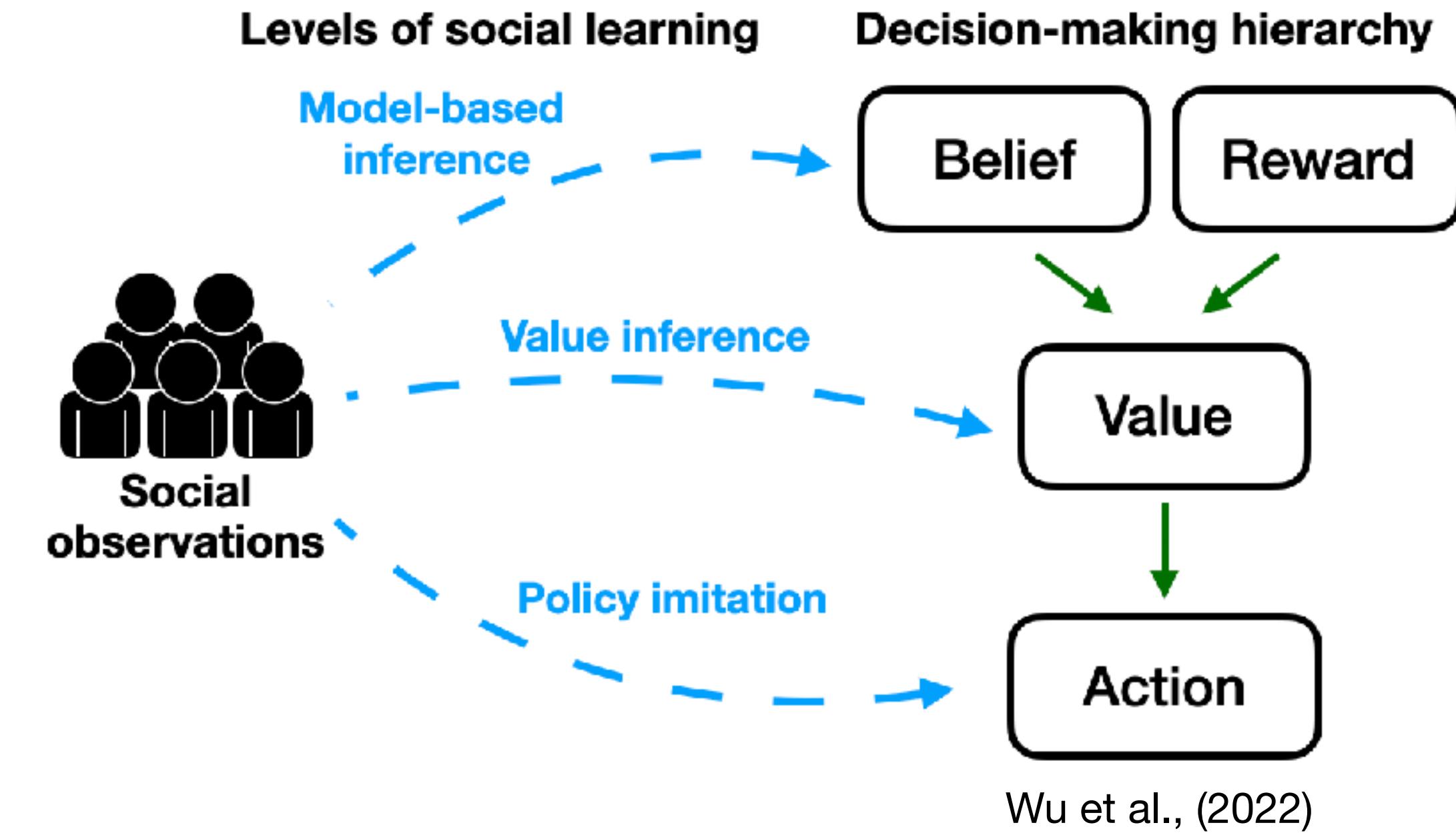
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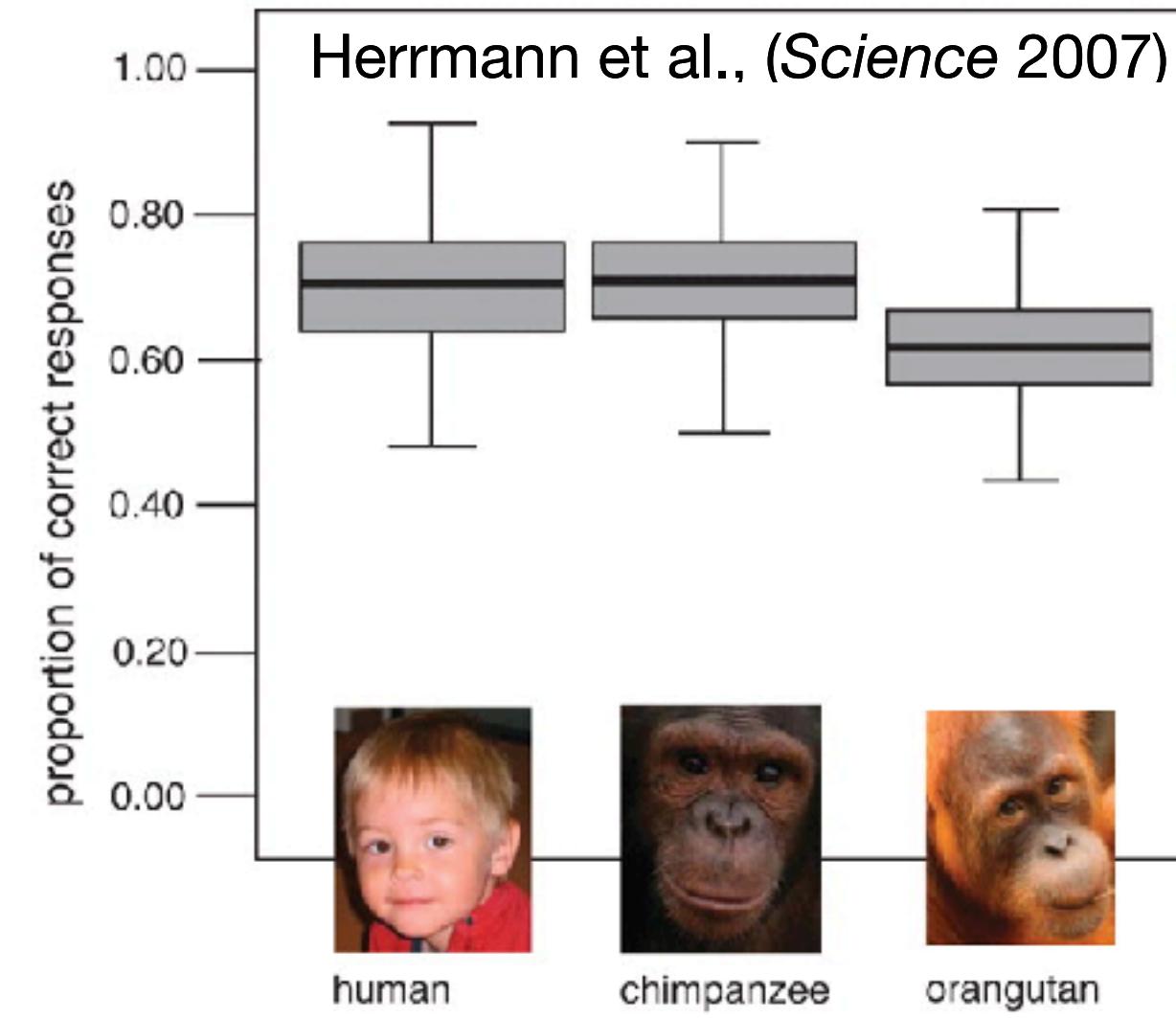
Social



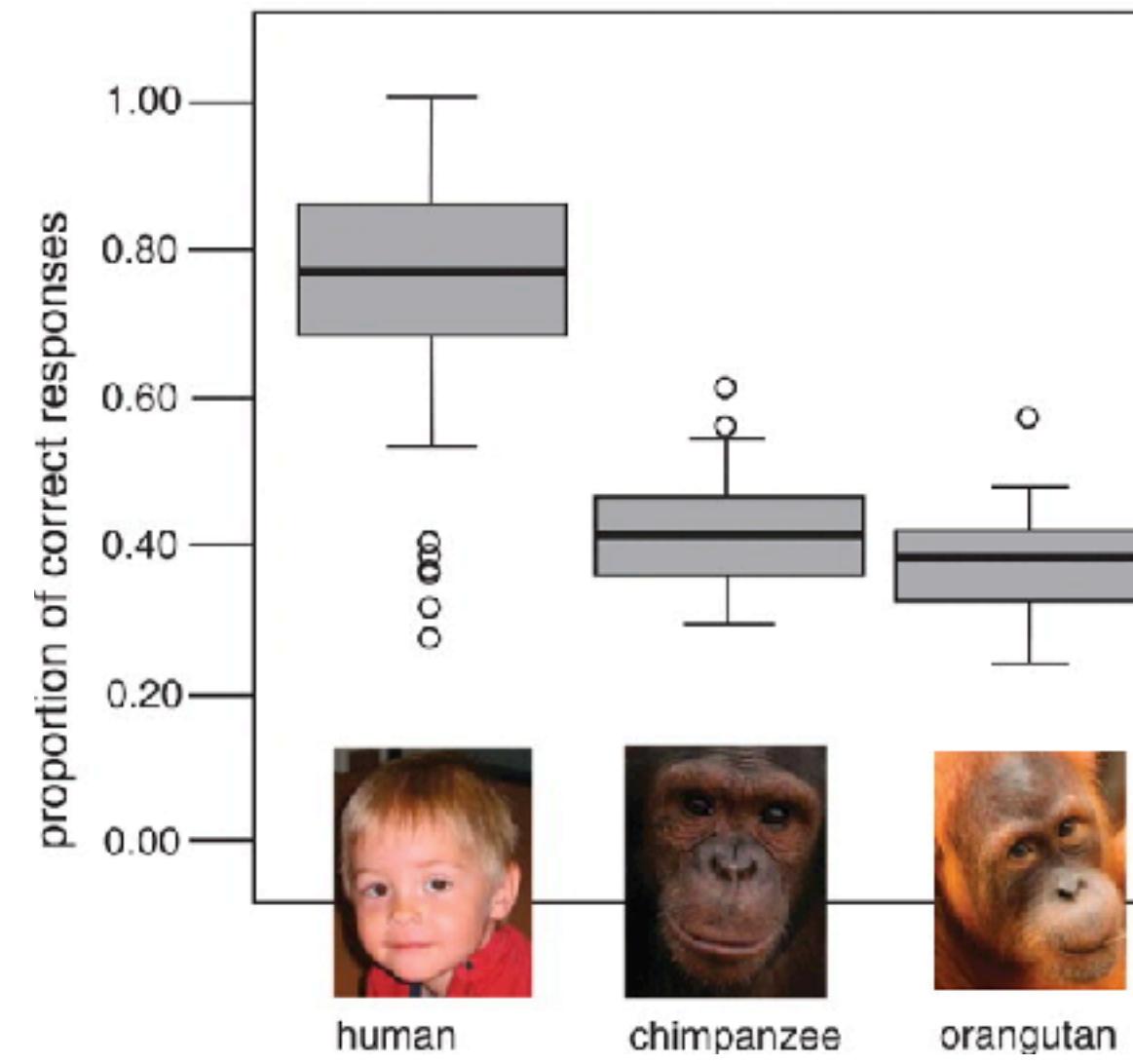
Social Learning



Physical



Social



Compression

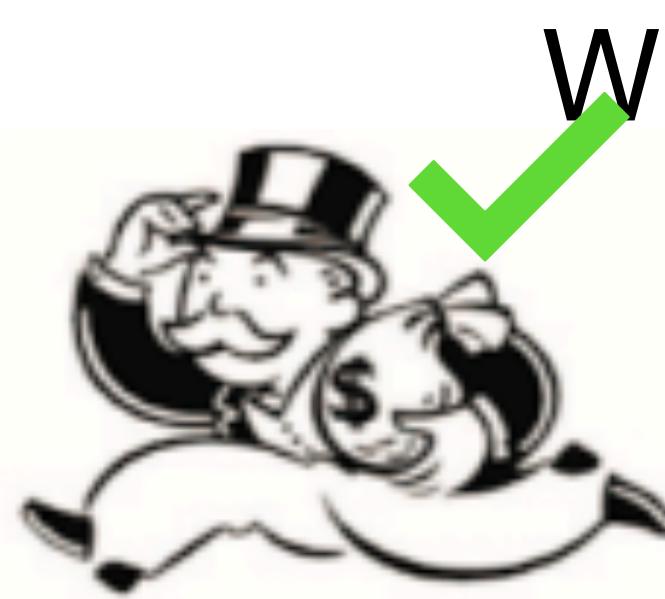
- Biological intelligence has limited resources
 - Memory, energy, time horizon, motivation, etc...
- Artificial agents have very different limitations
- However, compression offers a common framework for how to both try to minimize distortion given maximum rate of information
- However, we see different patterns of distortions and downstream effects on learning

Which is the Monopoly Man?



Compression

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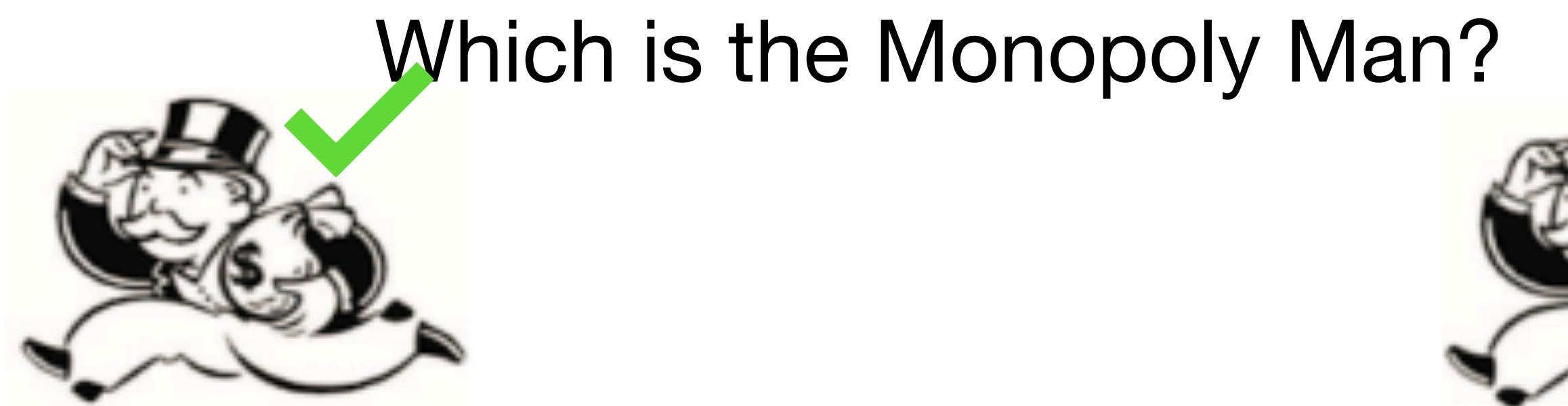


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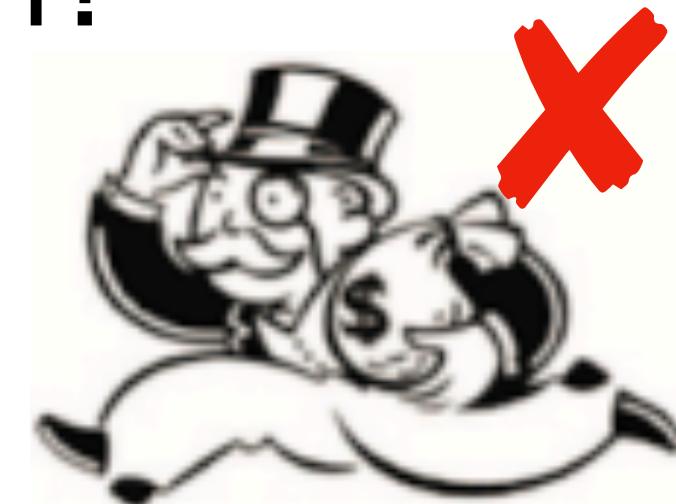


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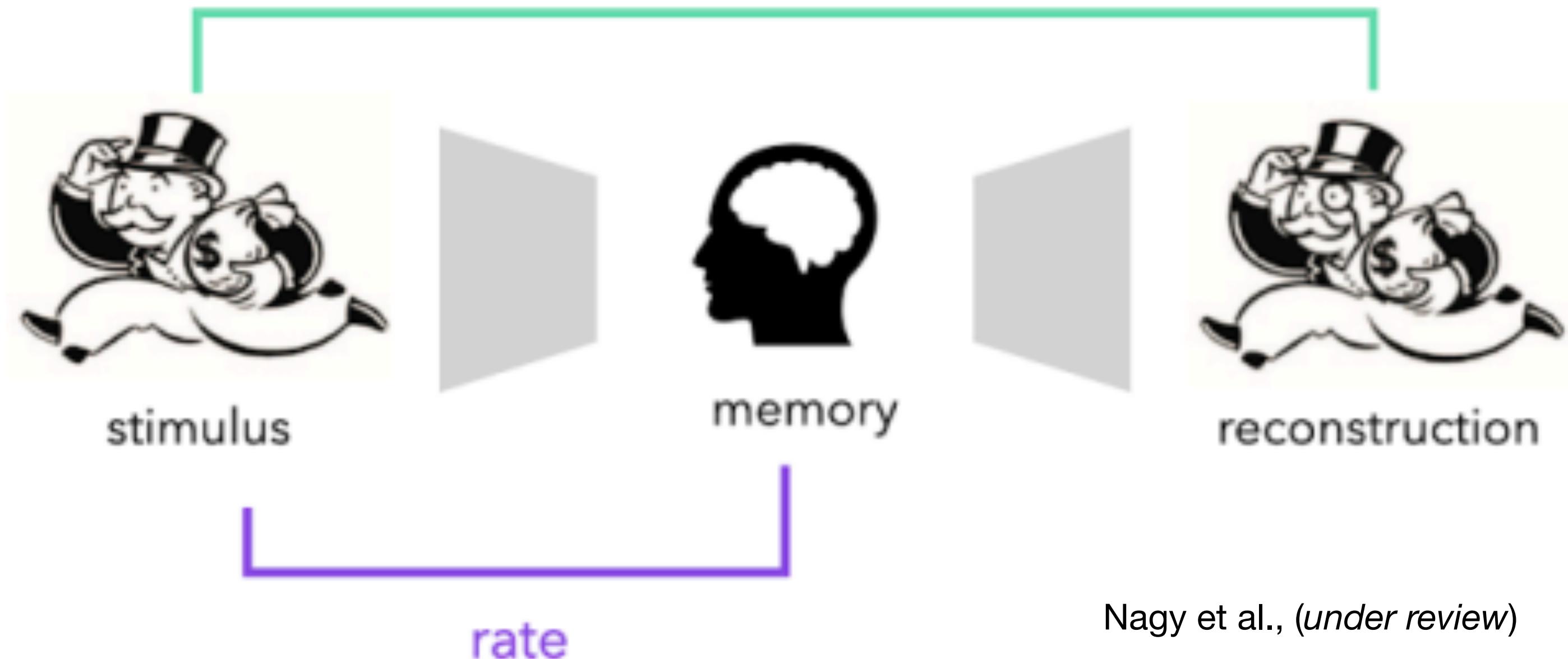


Which is the Monopoly Man?



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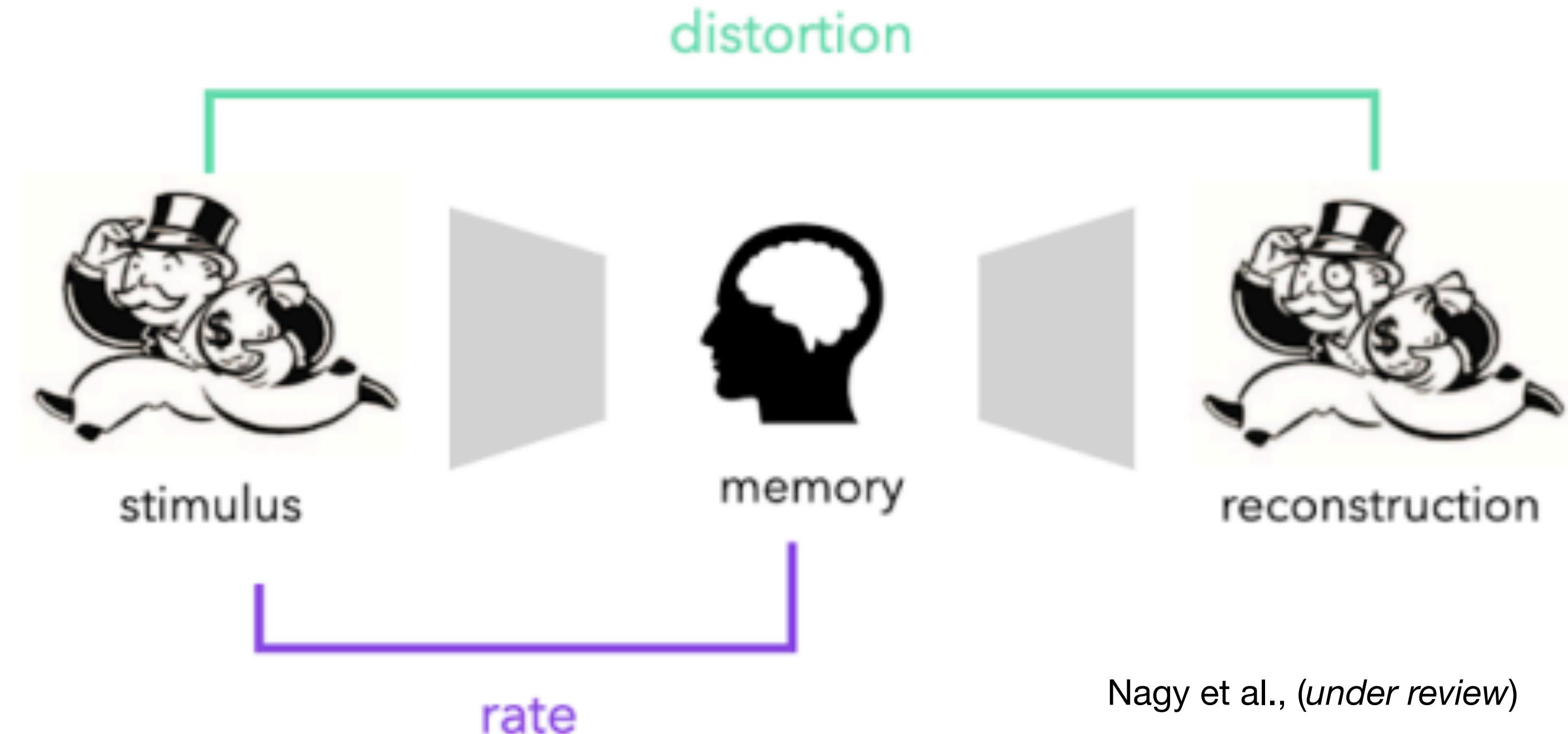
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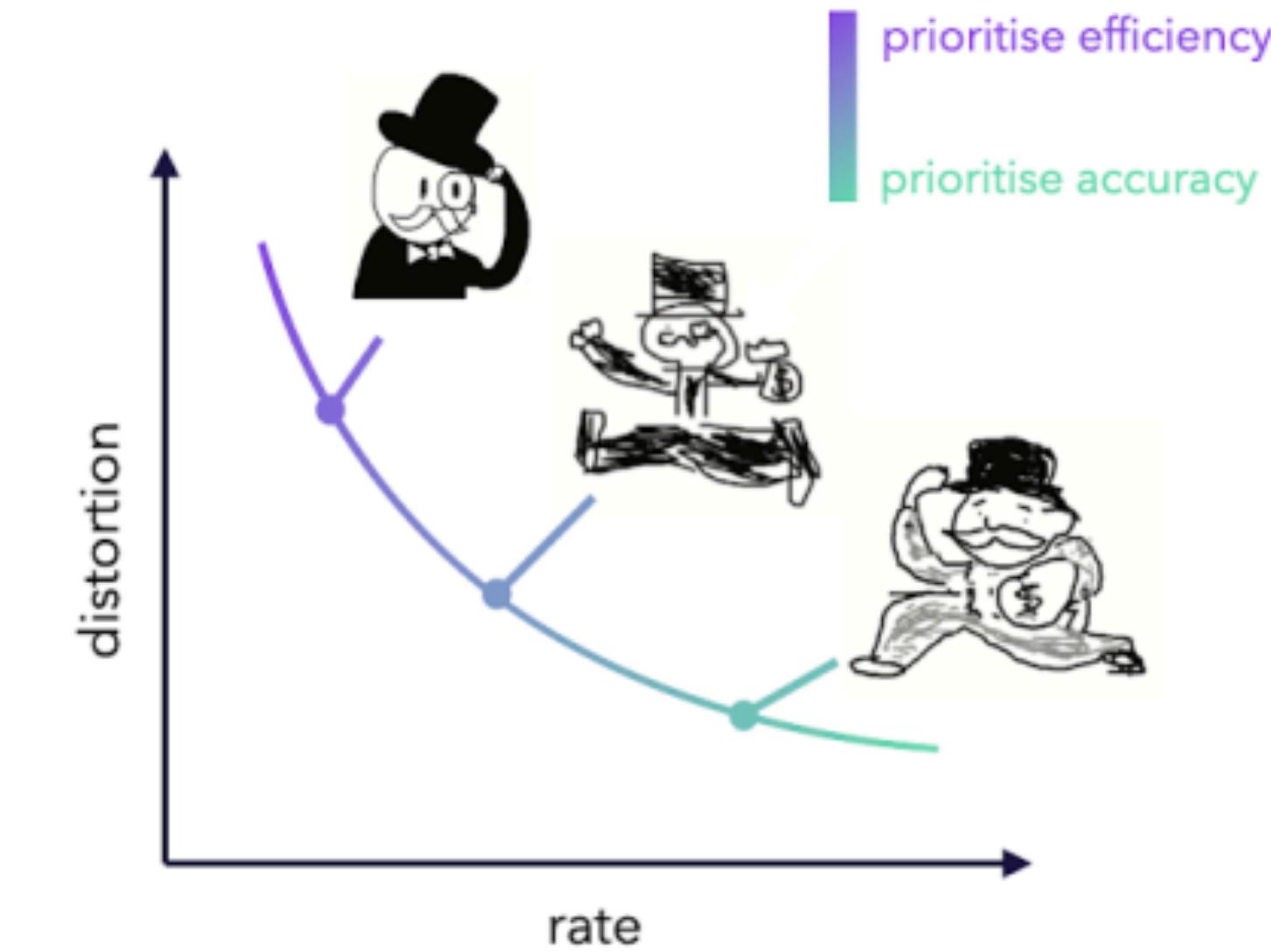
Nagy et al., (*under review*)

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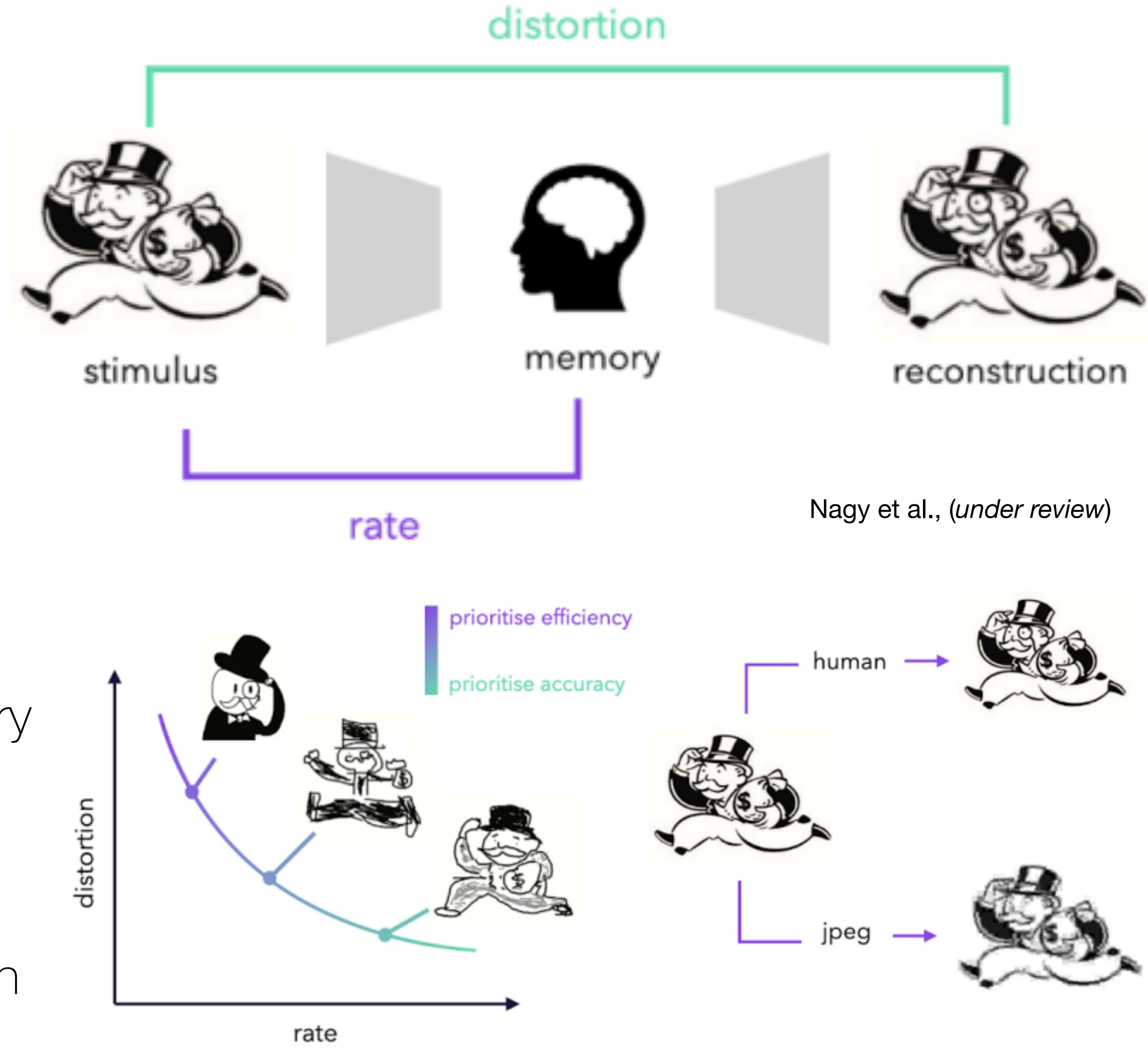


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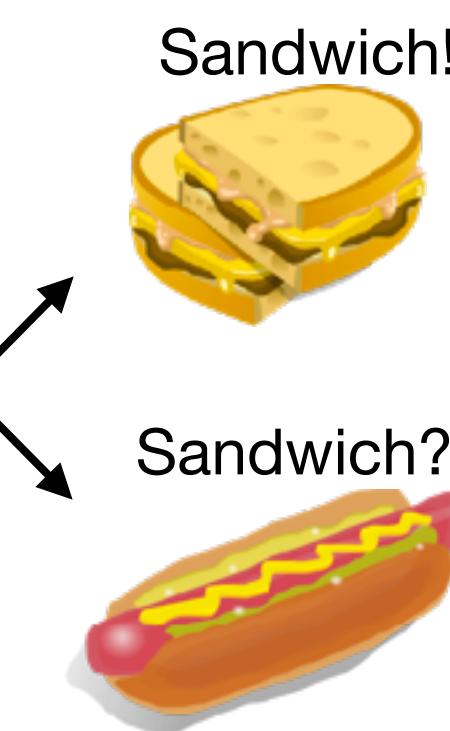
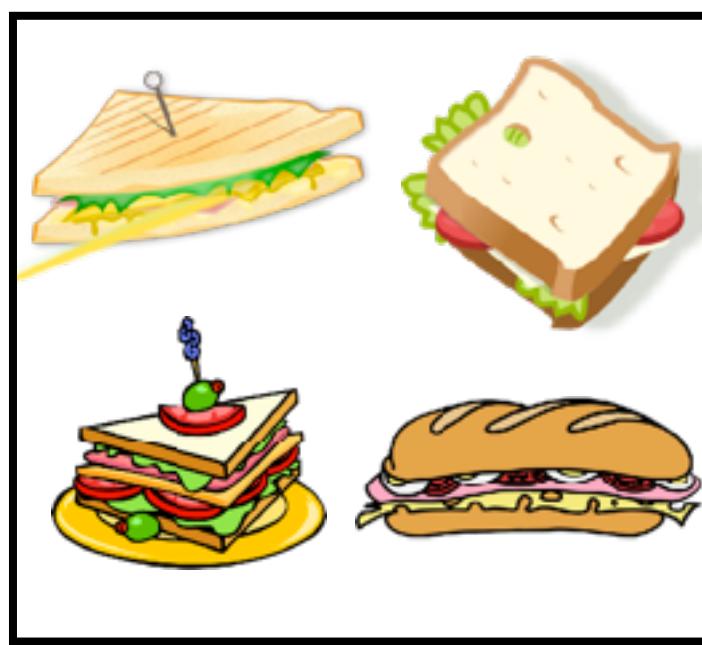
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Concepts and Categories (Generalization 1)

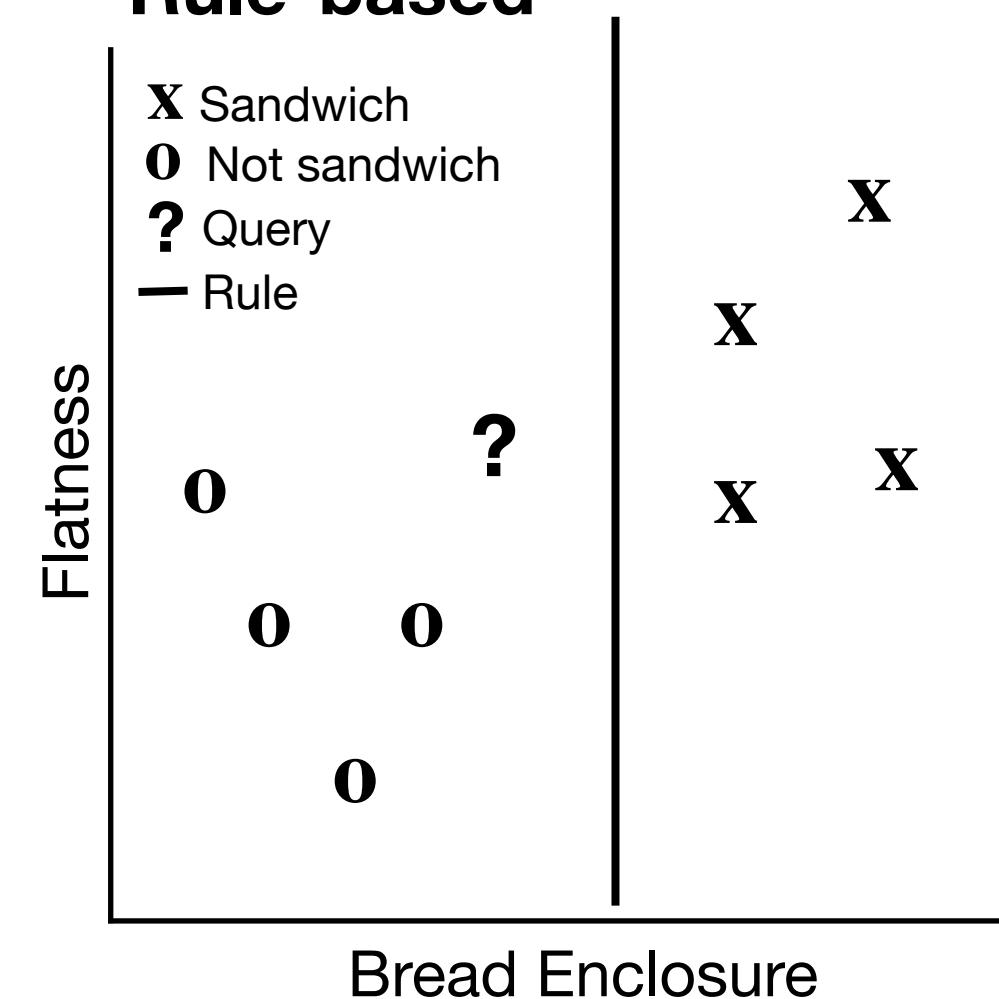
Classification task

Previous Experiences



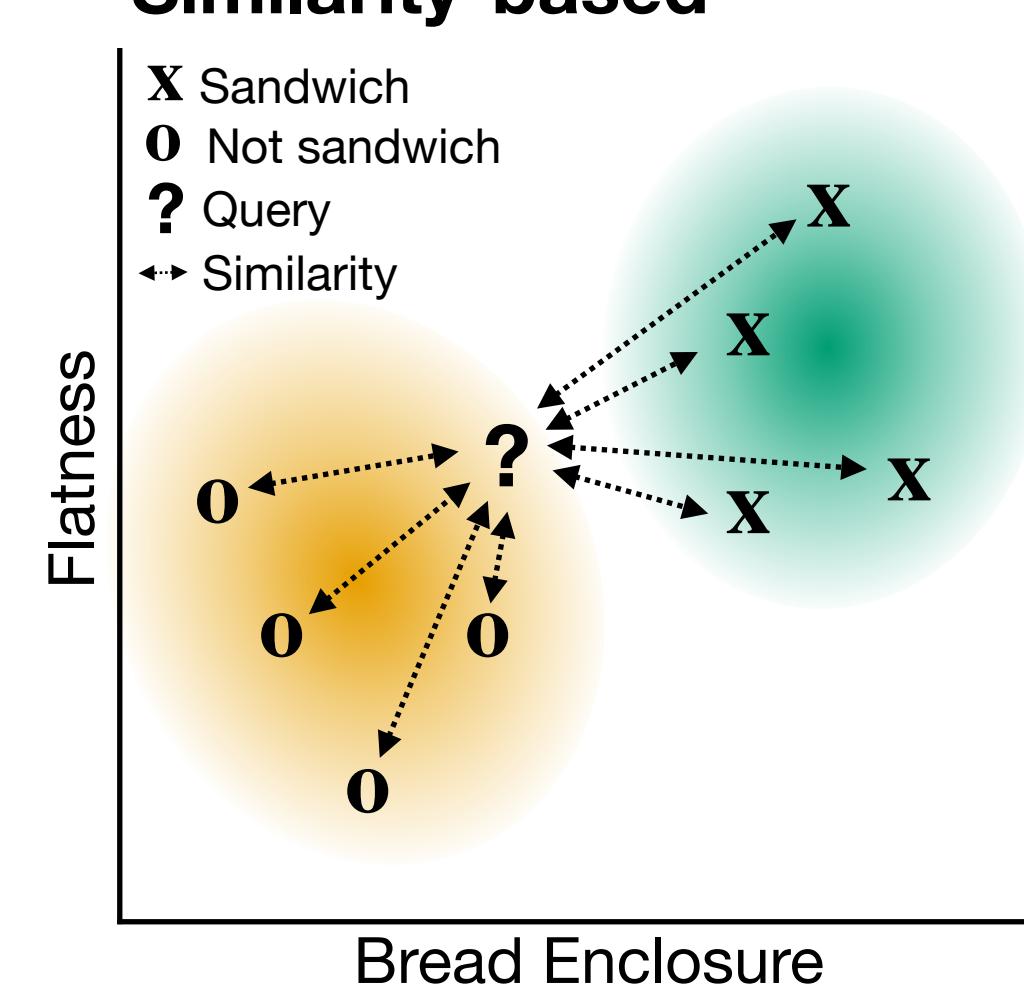
Rule-based

X Sandwich
O Not sandwich
? Query
— Rule



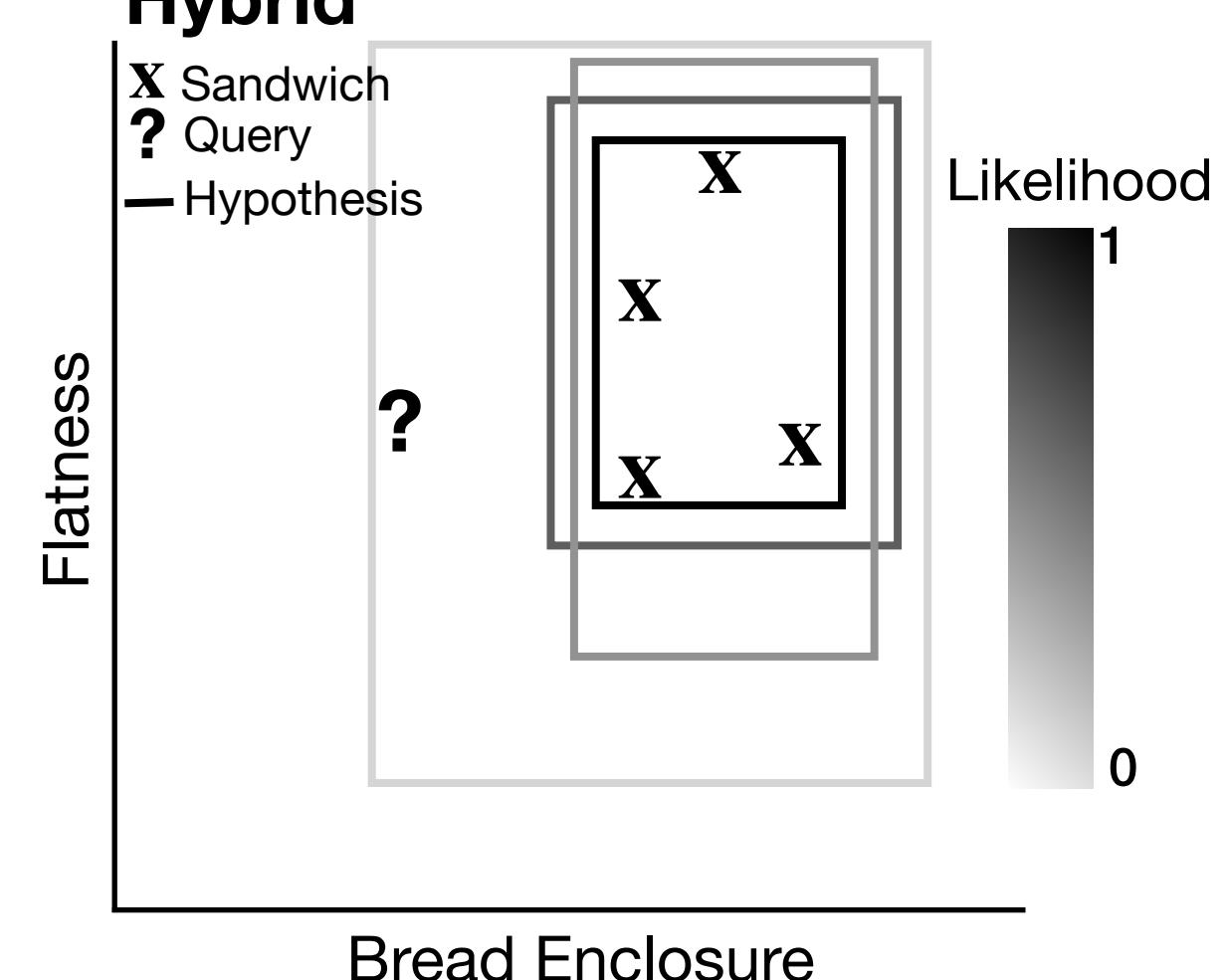
Similarity-based

X Sandwich
O Not sandwich
? Query
↔ Similarity



Hybrid

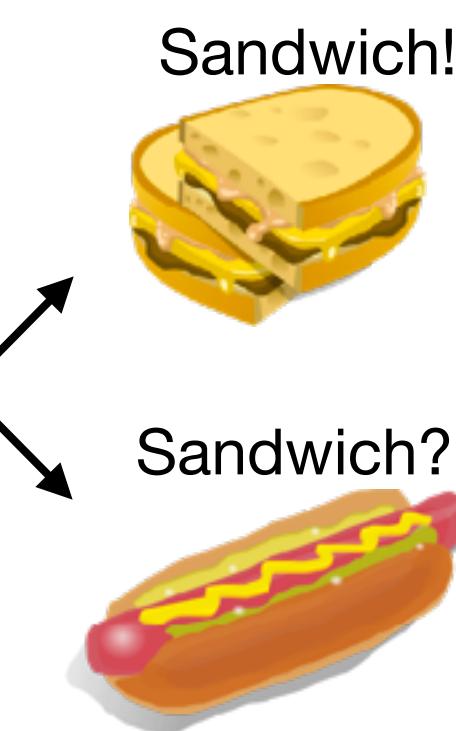
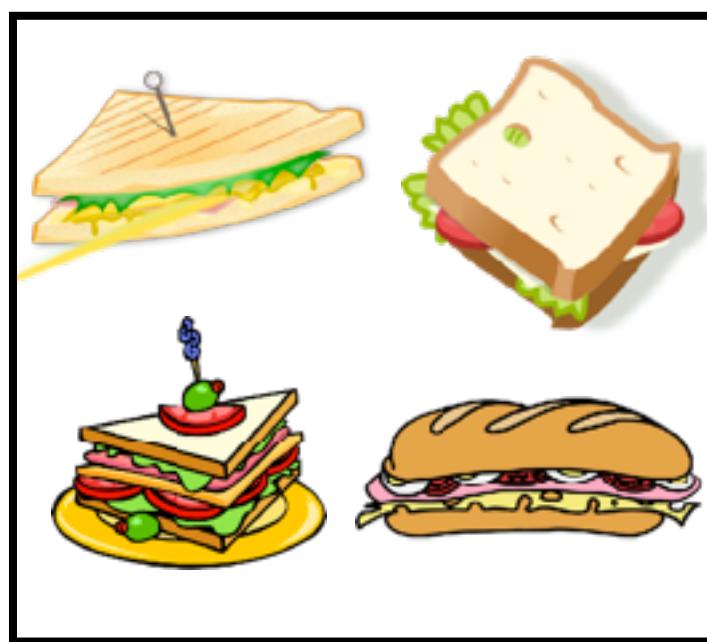
X Sandwich
? Query
— Hypothesis



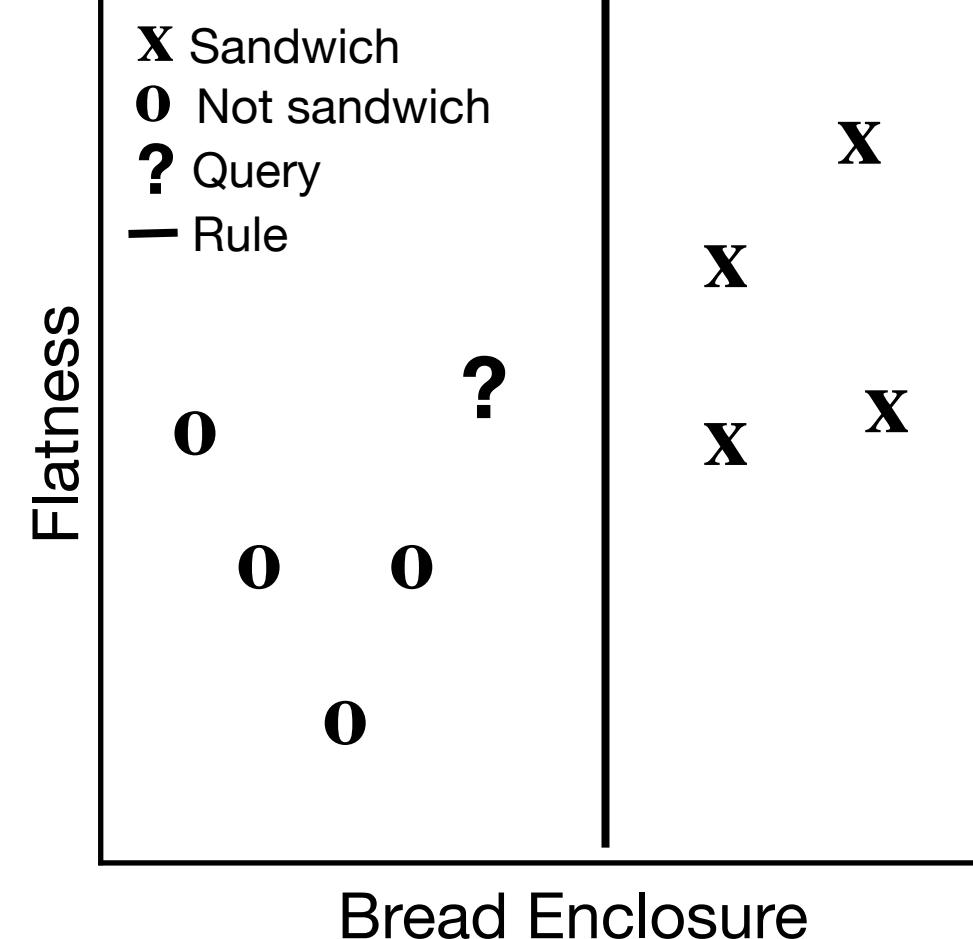
Concepts and Categories (Generalization 1)

Classification task

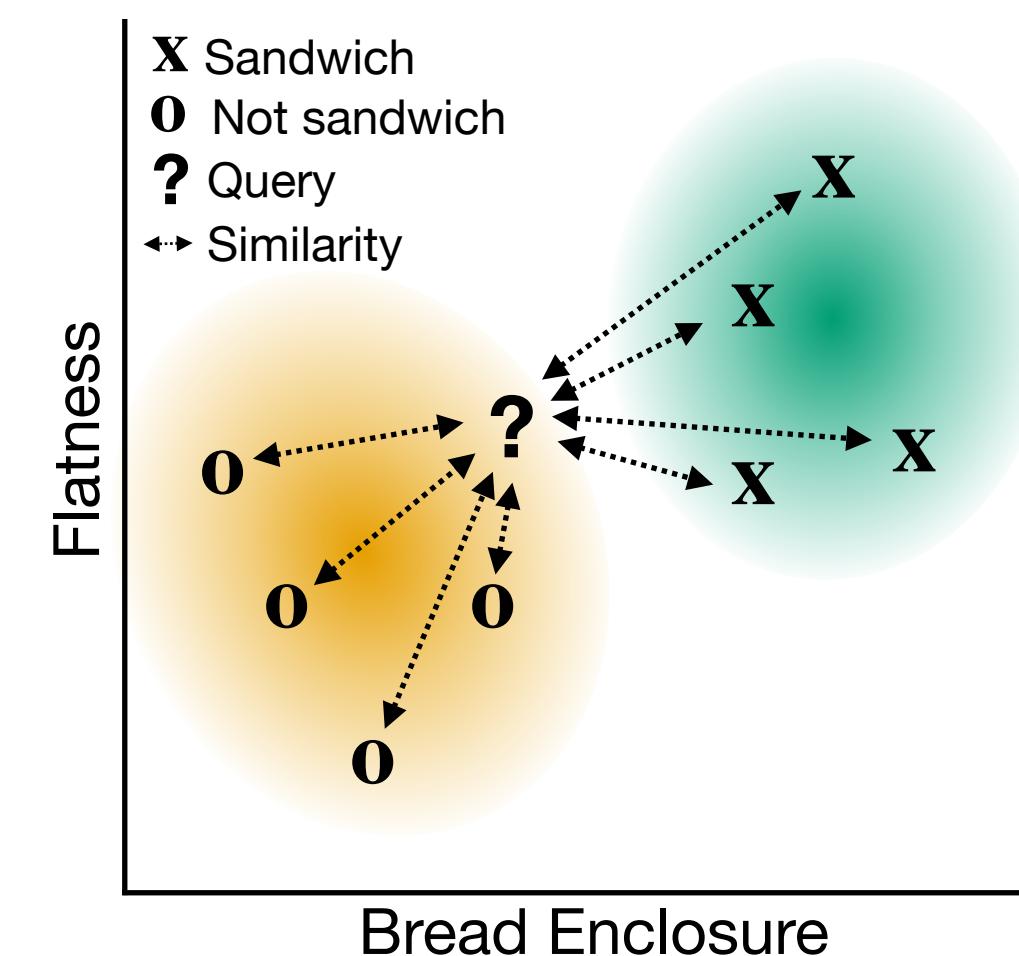
Previous Experiences



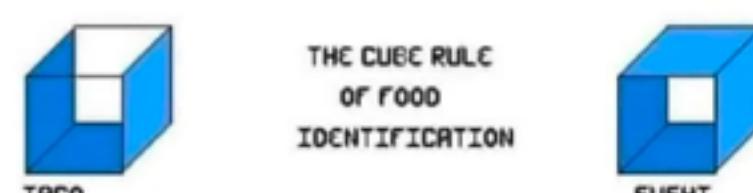
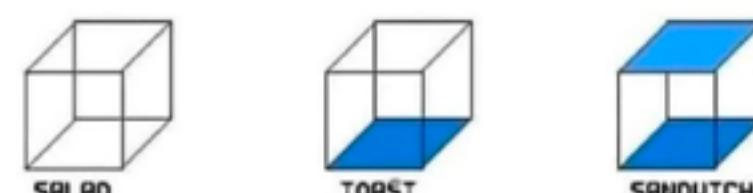
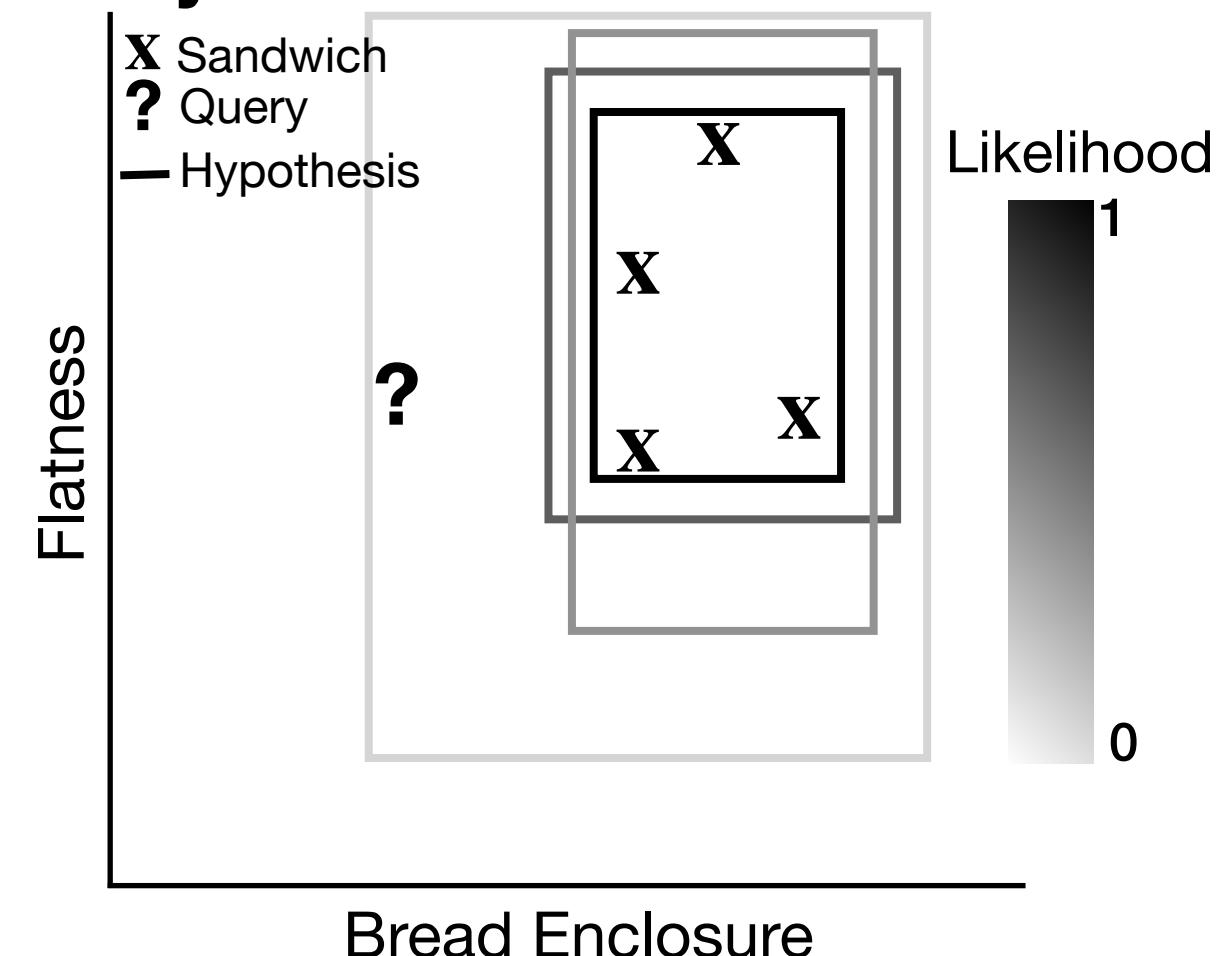
Rule-based



Similarity-based



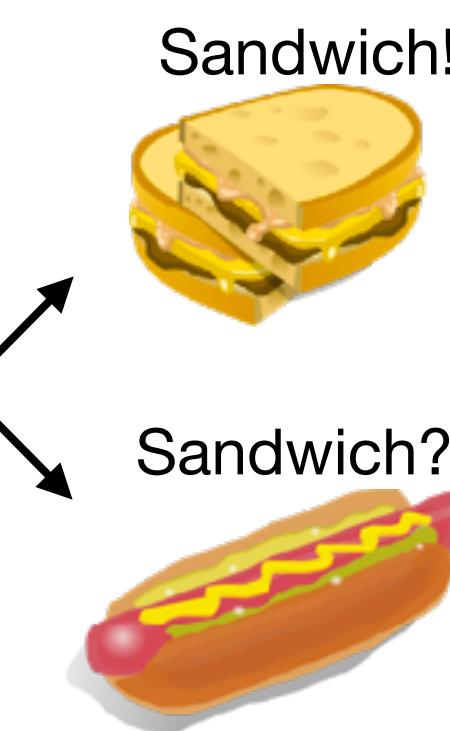
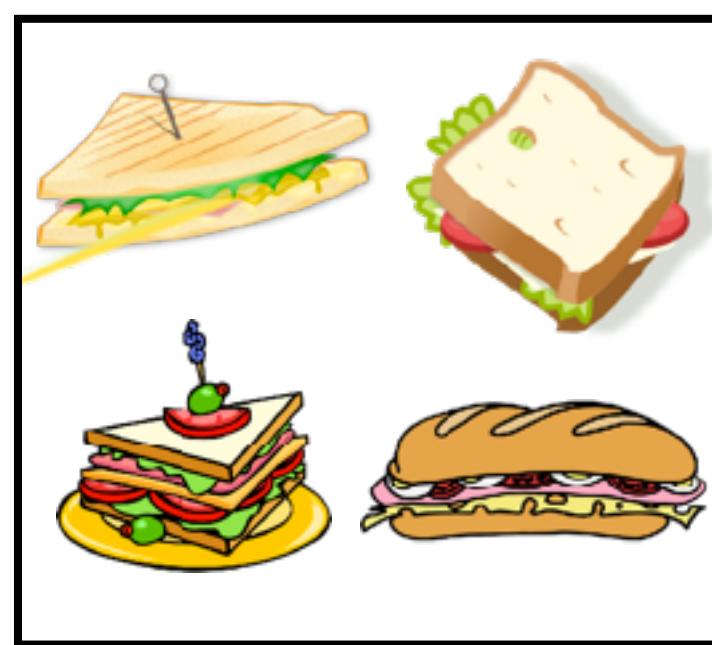
Hybrid



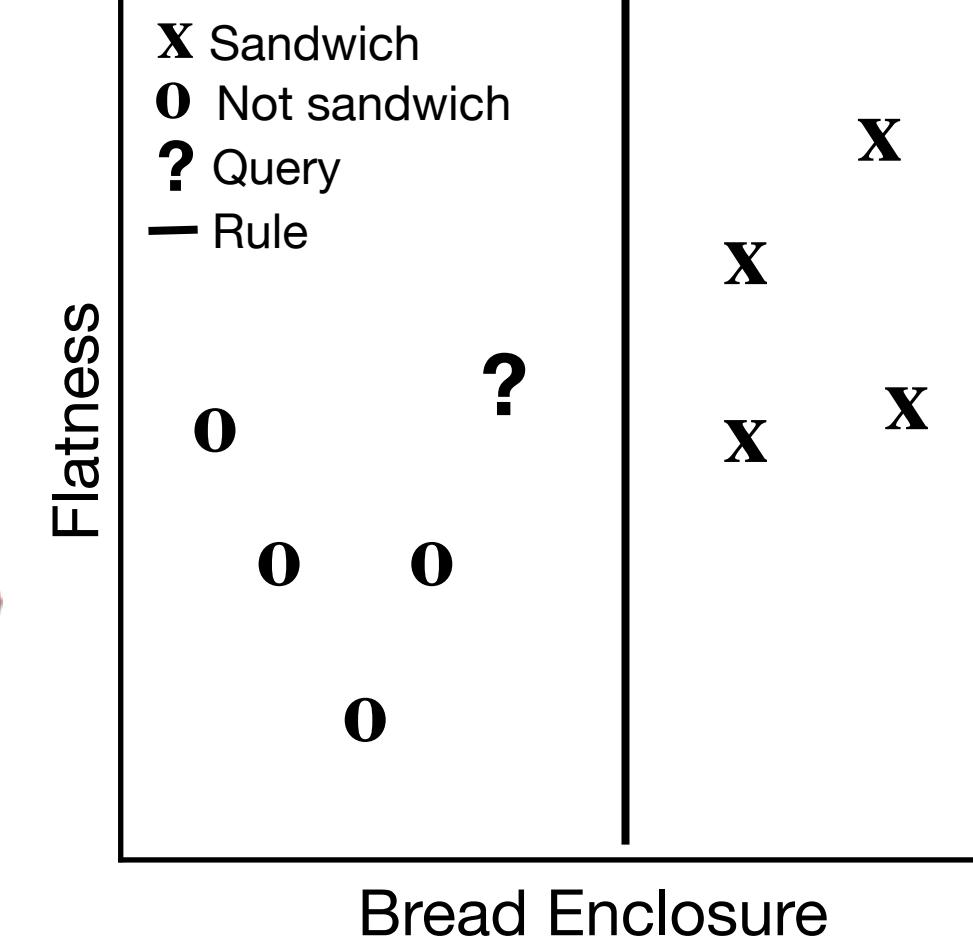
Concepts and Categories (Generalization 1)

Classification task

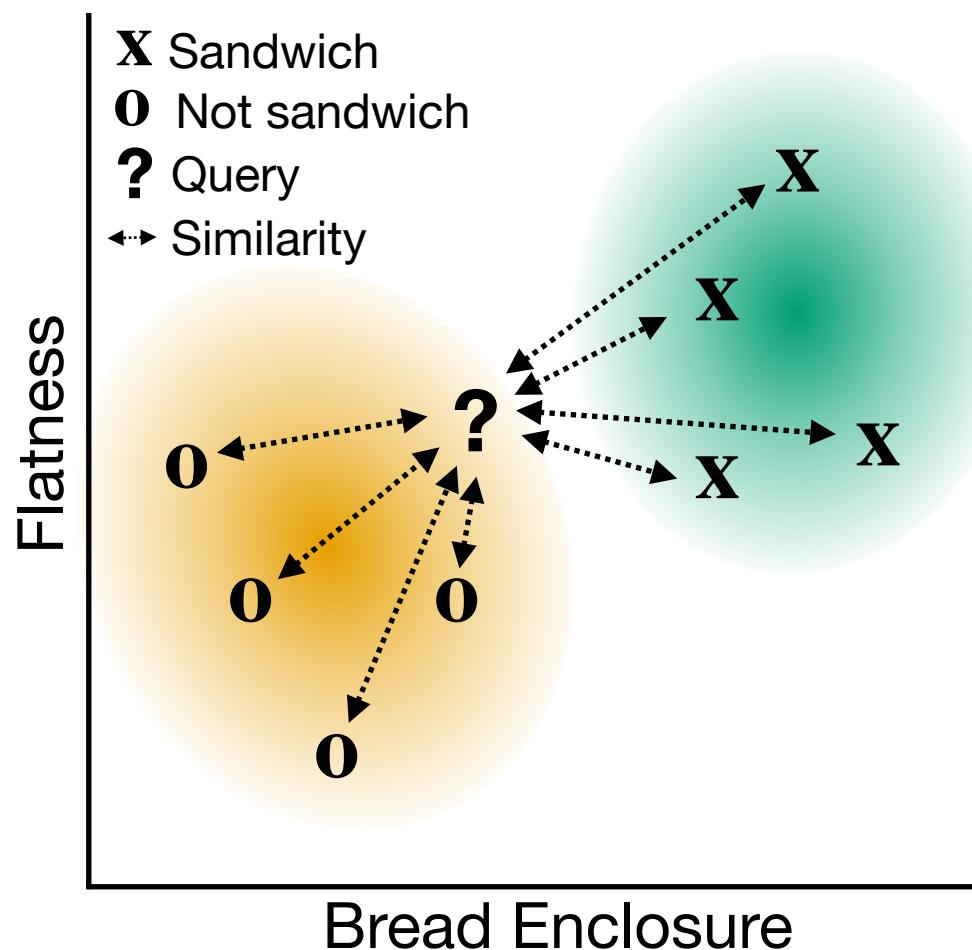
Previous Experiences



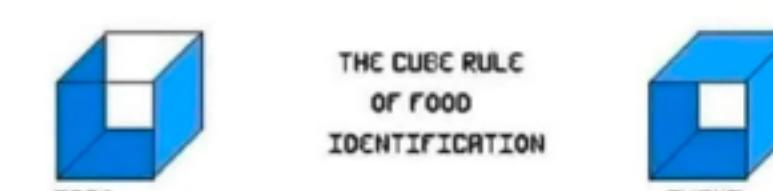
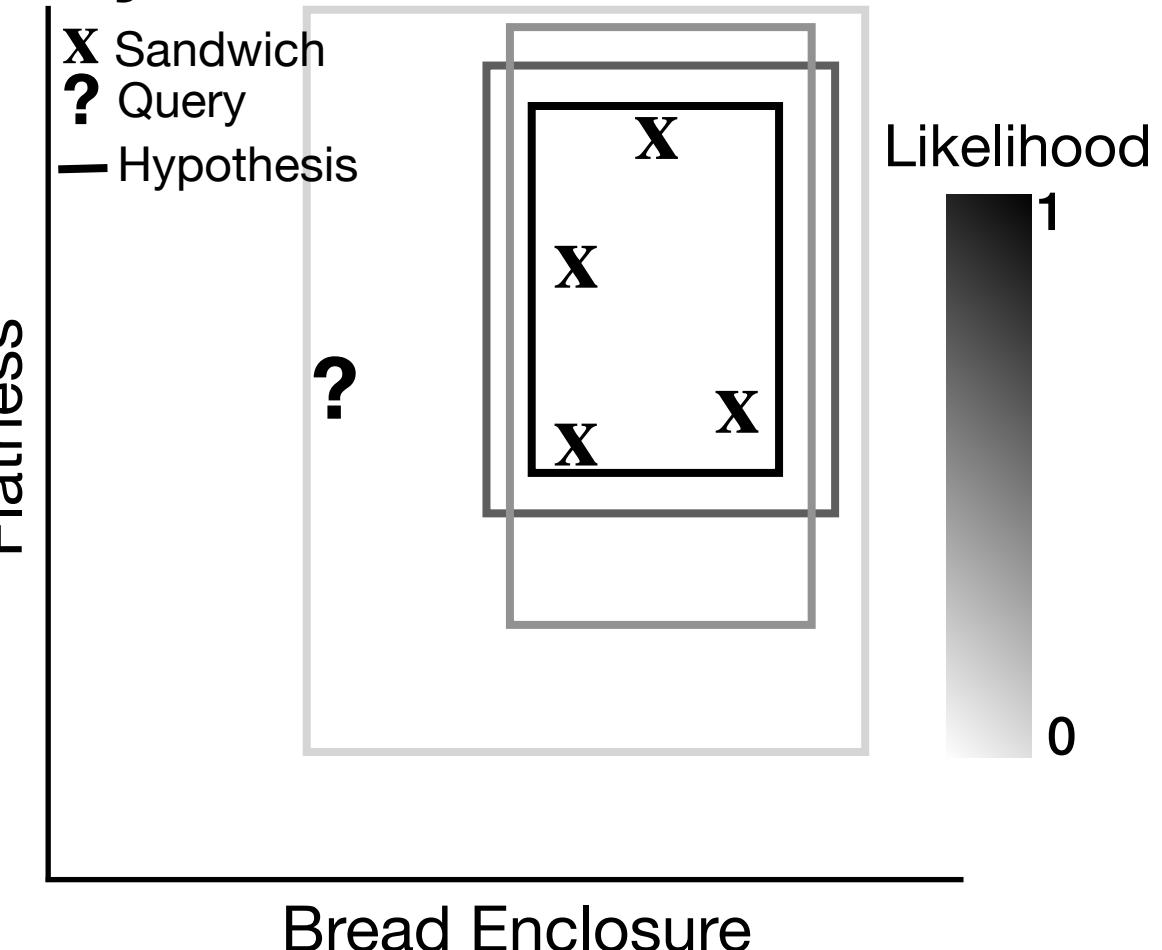
Rule-based



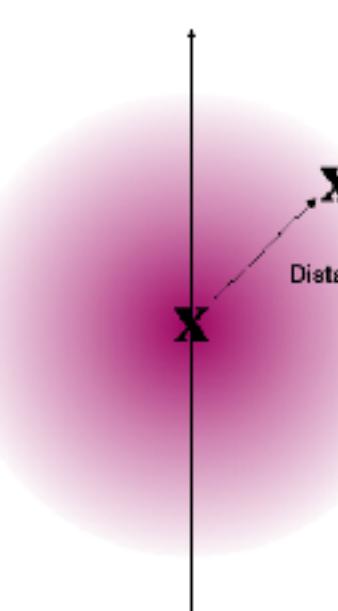
Similarity-based



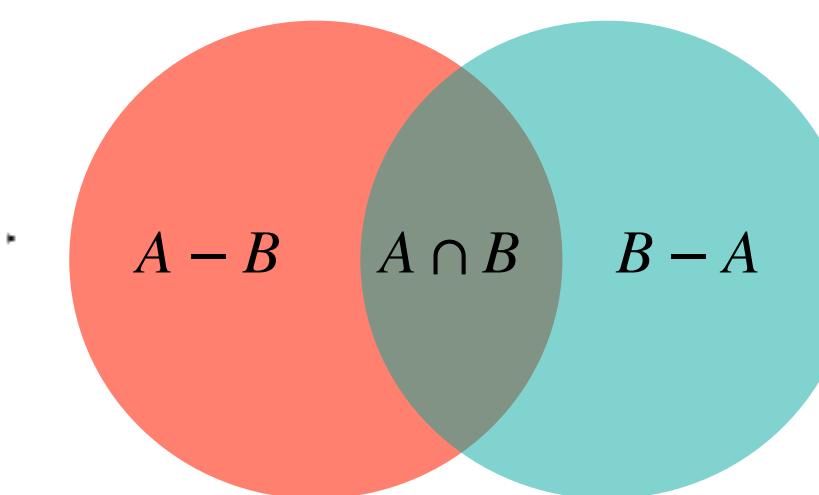
Hybrid



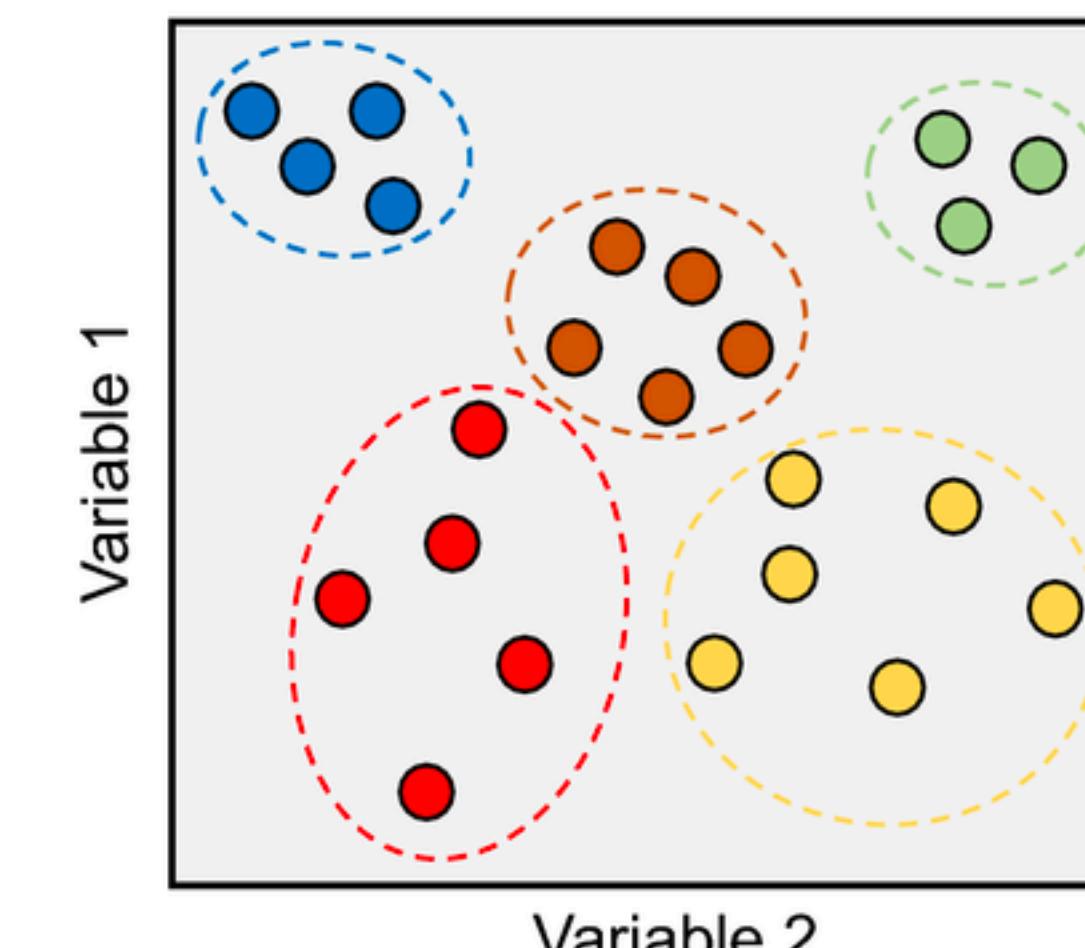
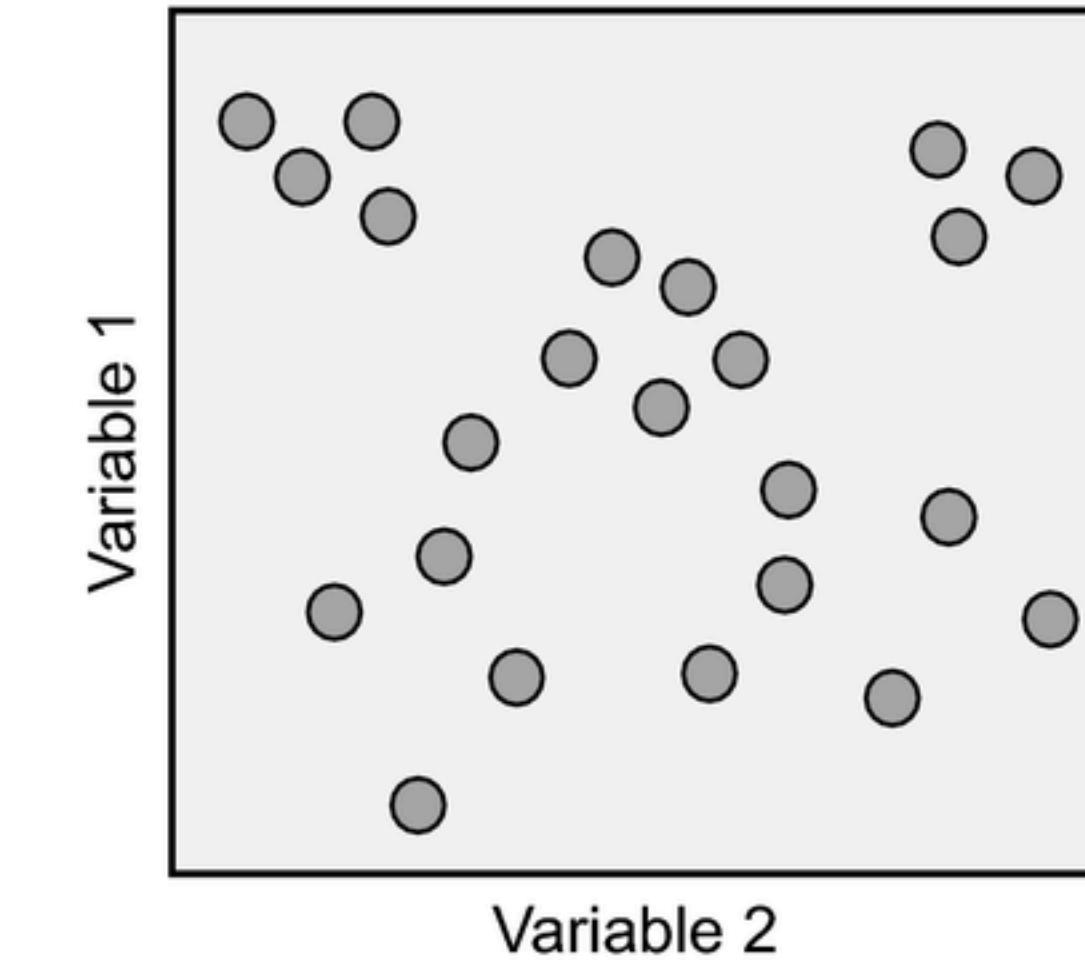
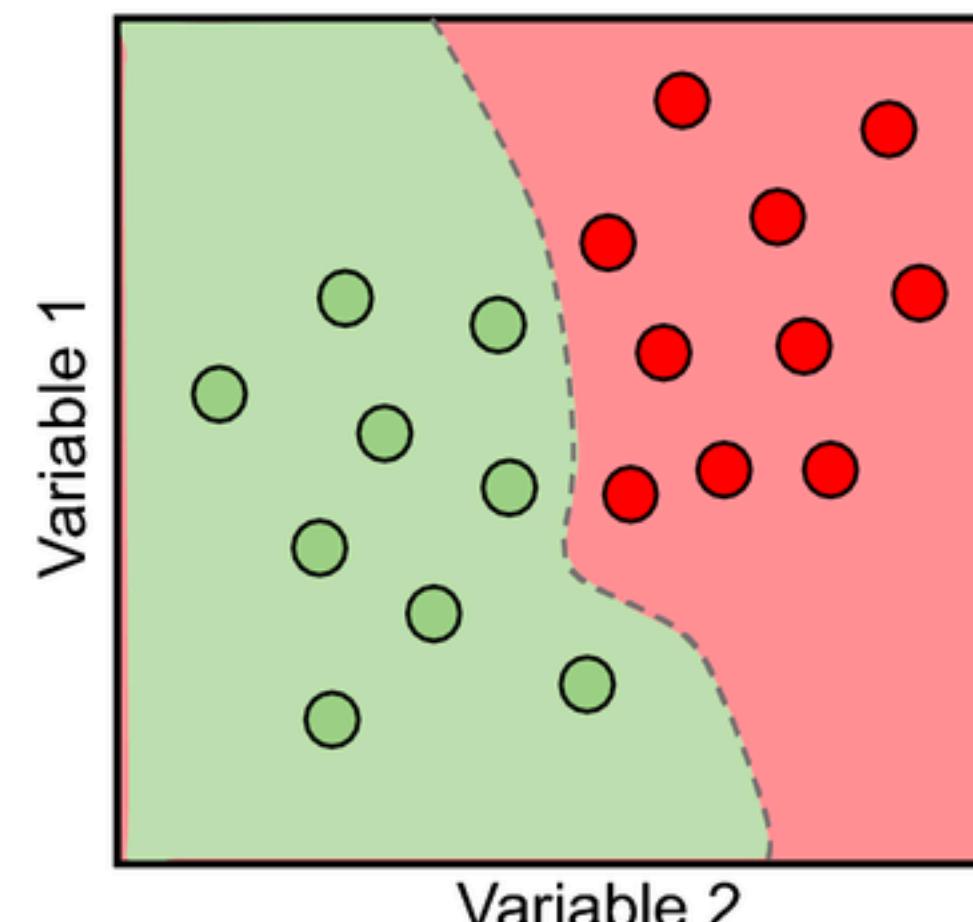
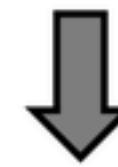
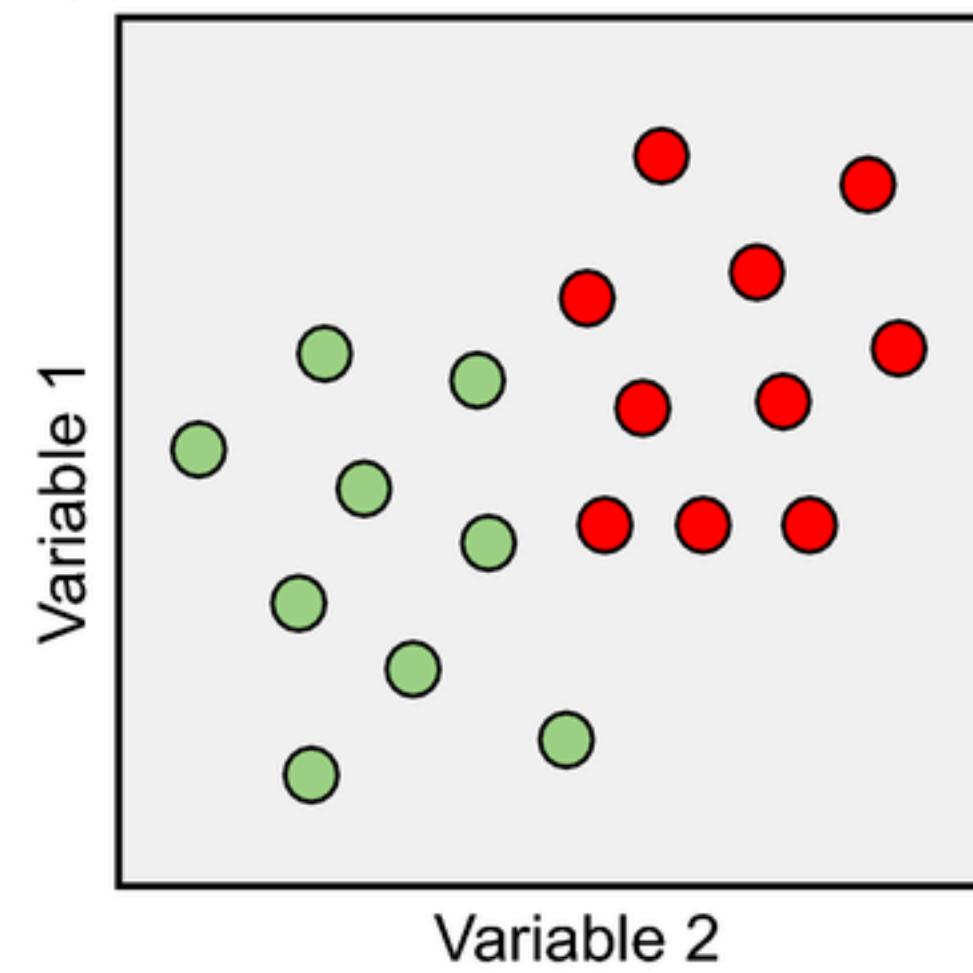
Metric



Set



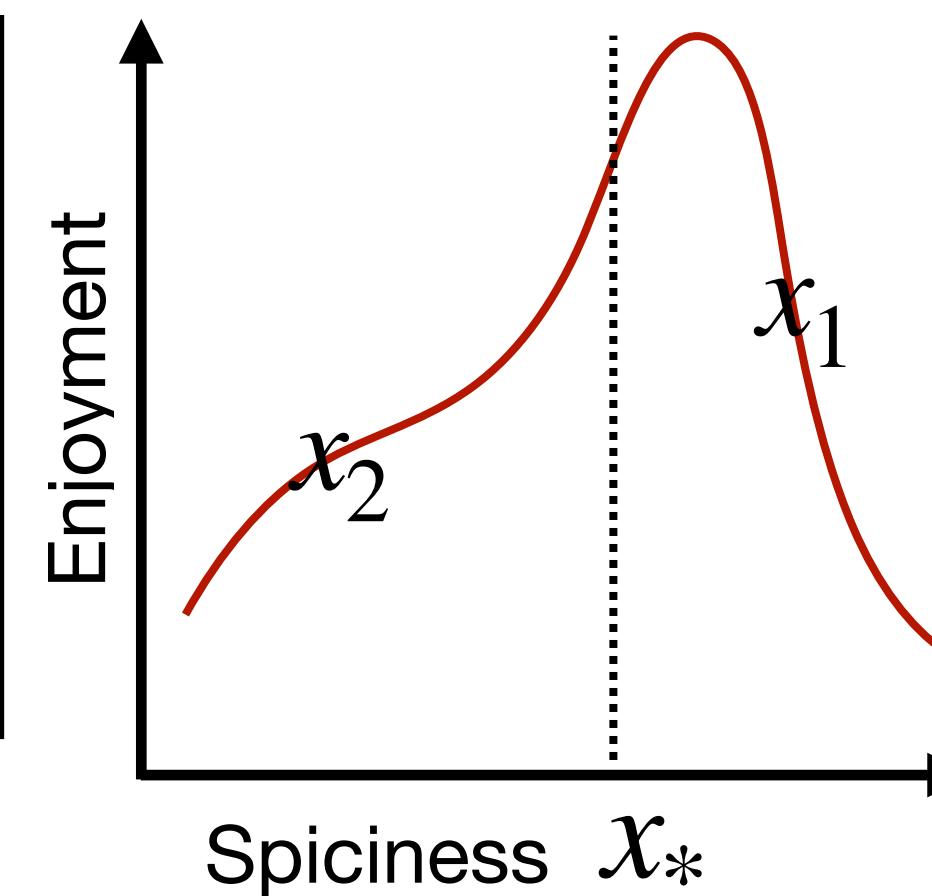
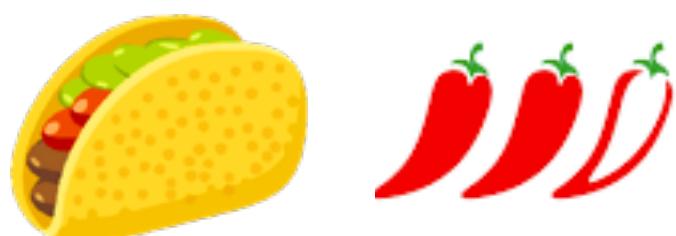
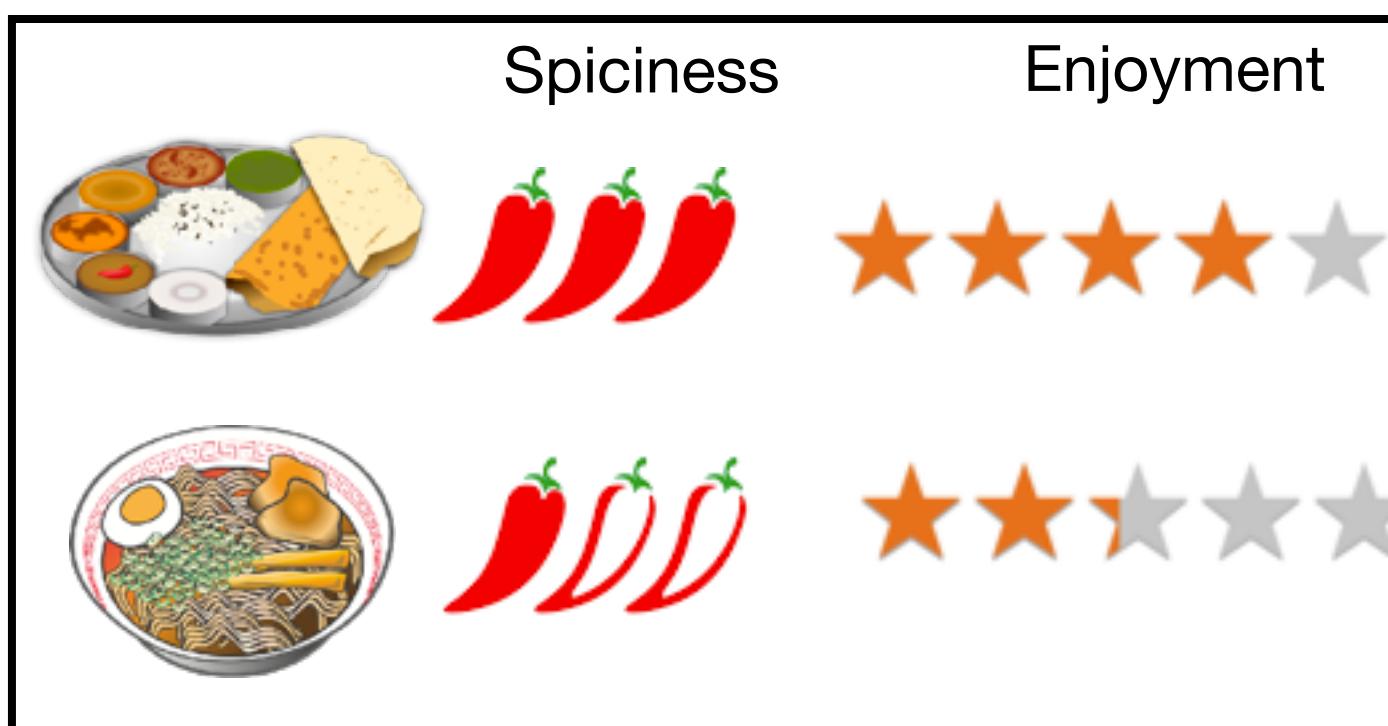
Supervised and Unsupervised Learning



Function Learning (Generalization 2)

Regression task

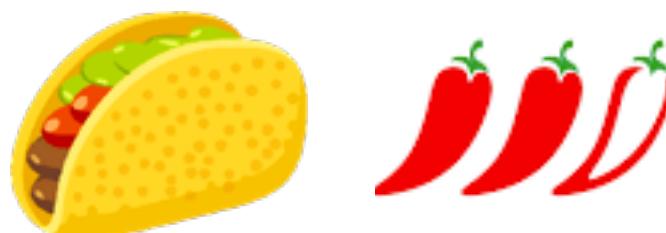
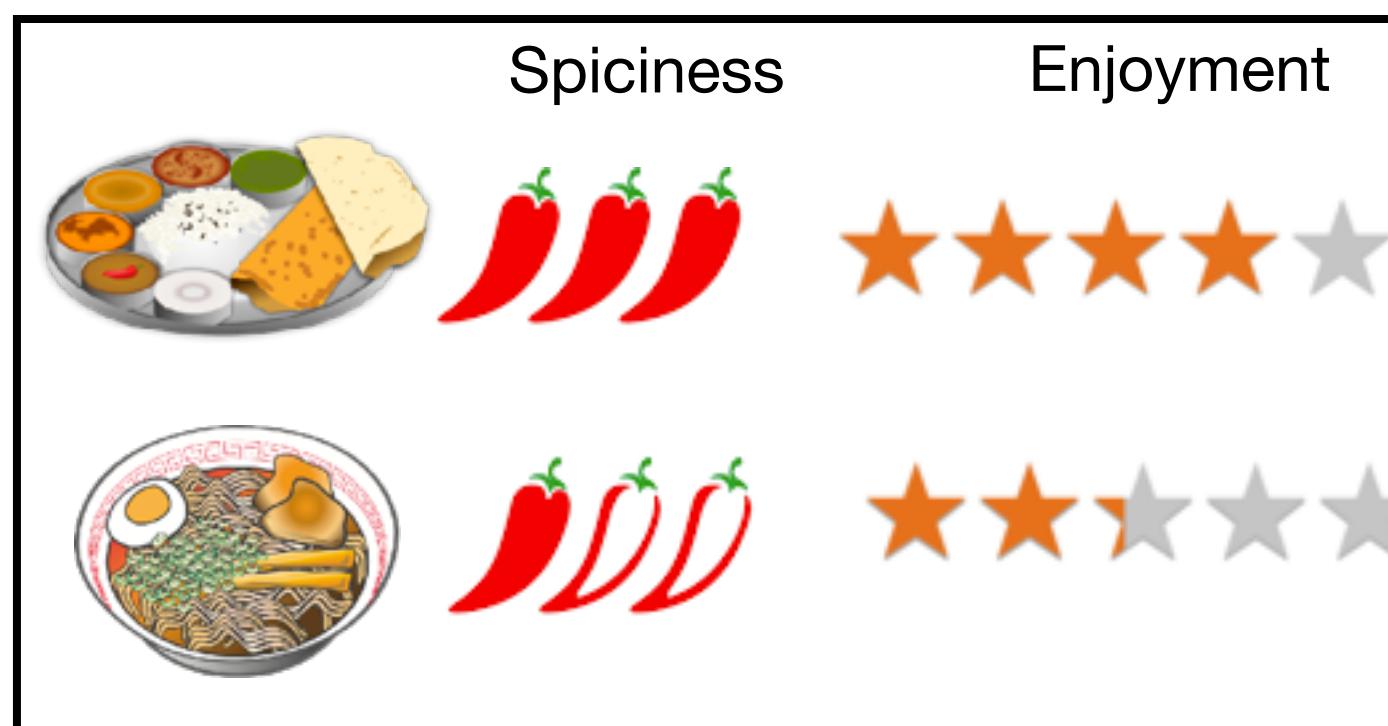
Previous Experiences



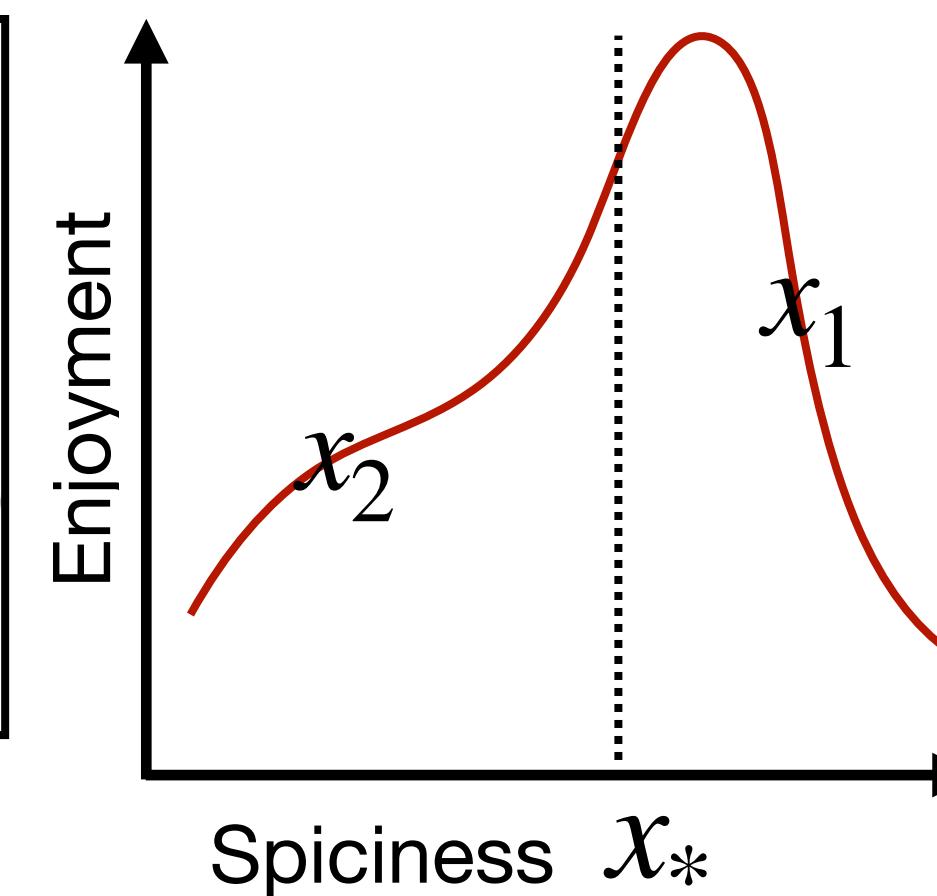
Function Learning (Generalization 2)

Regression task

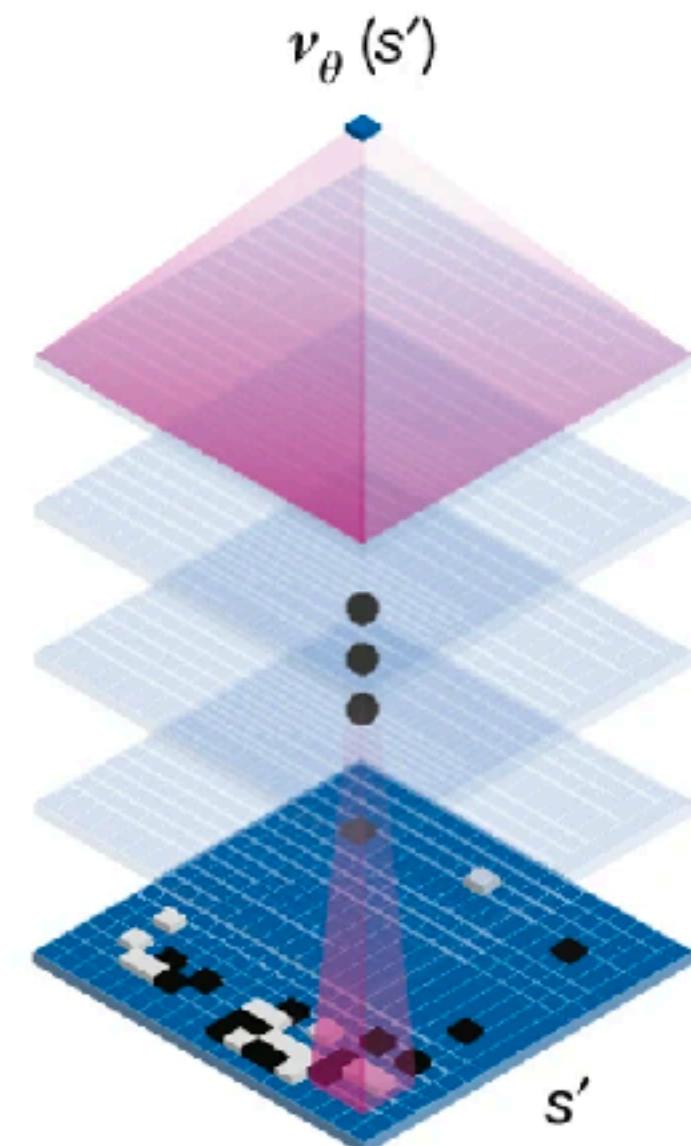
Previous Experiences



?



Value approximation in RL

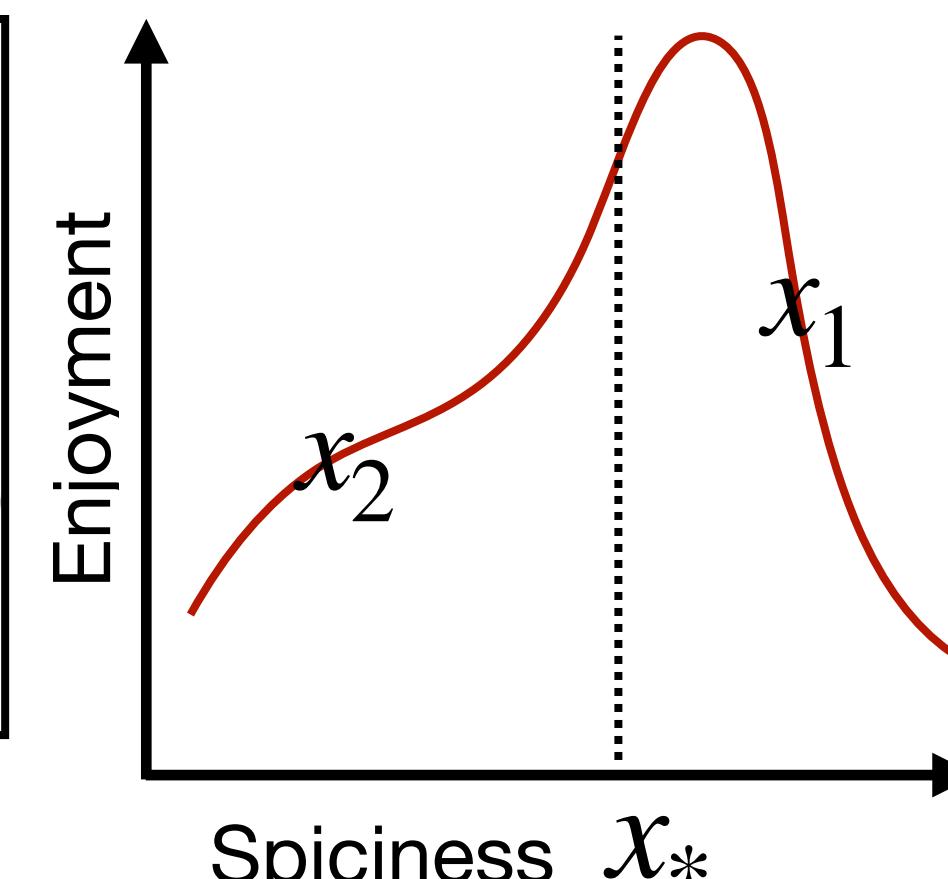
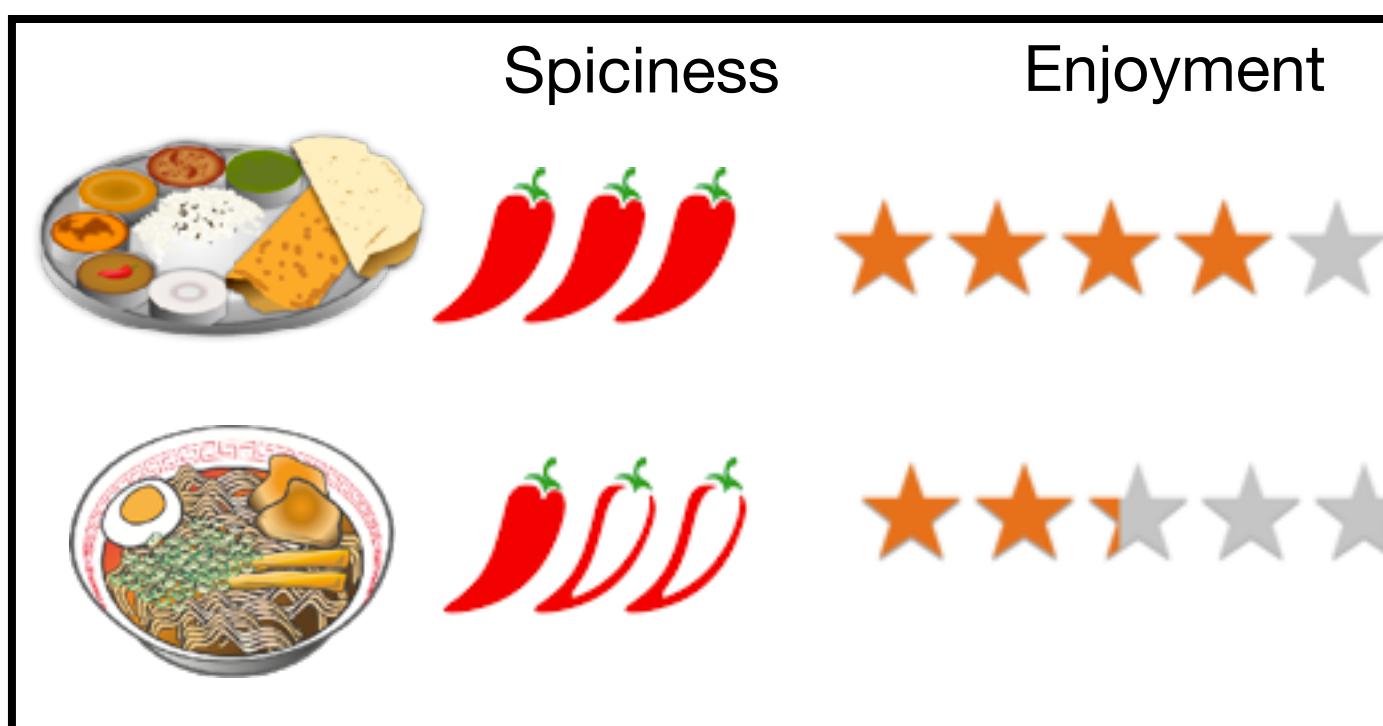


Silver et al., (2016)

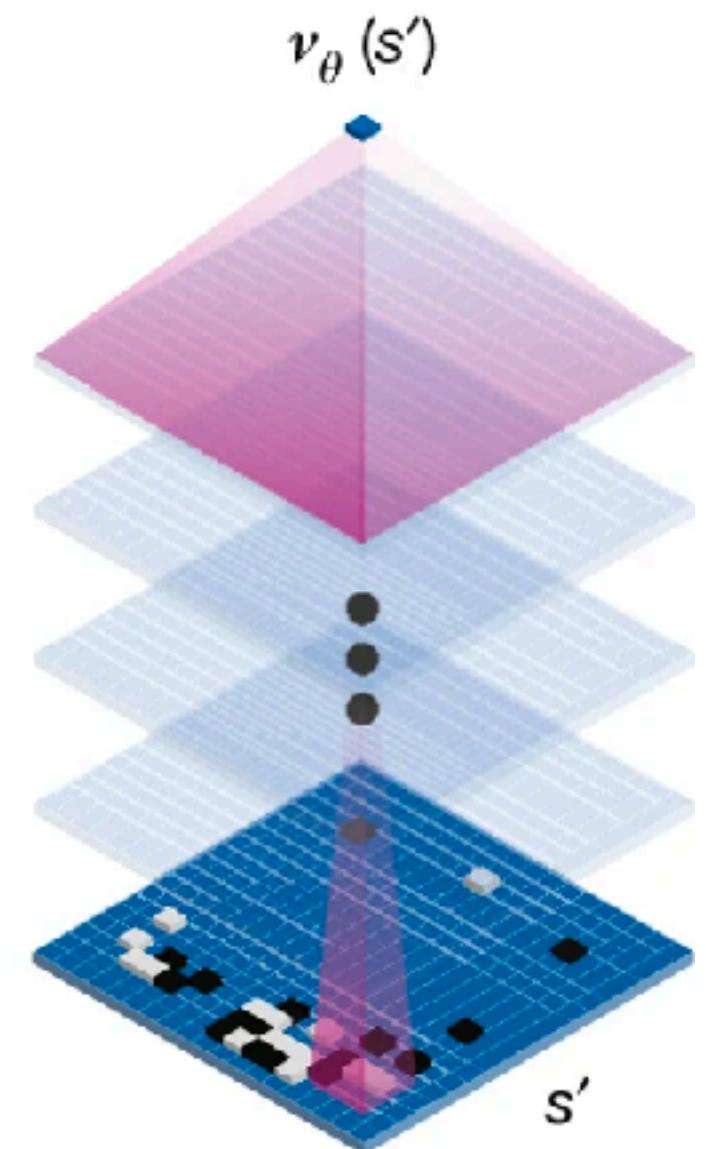
Function Learning (Generalization 2)

Regression task

Previous Experiences

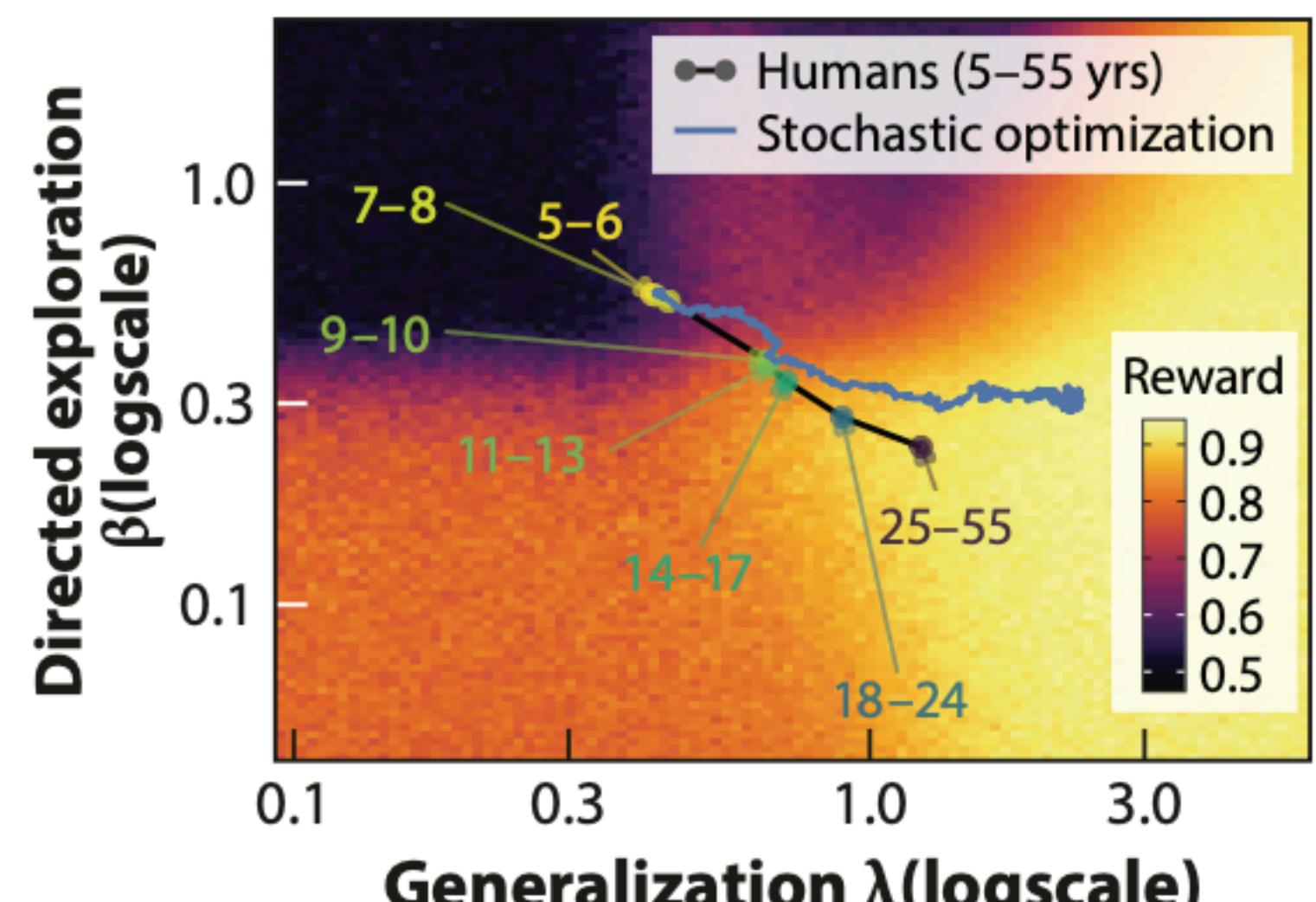


Value approximation in RL



Silver et al., (2016)

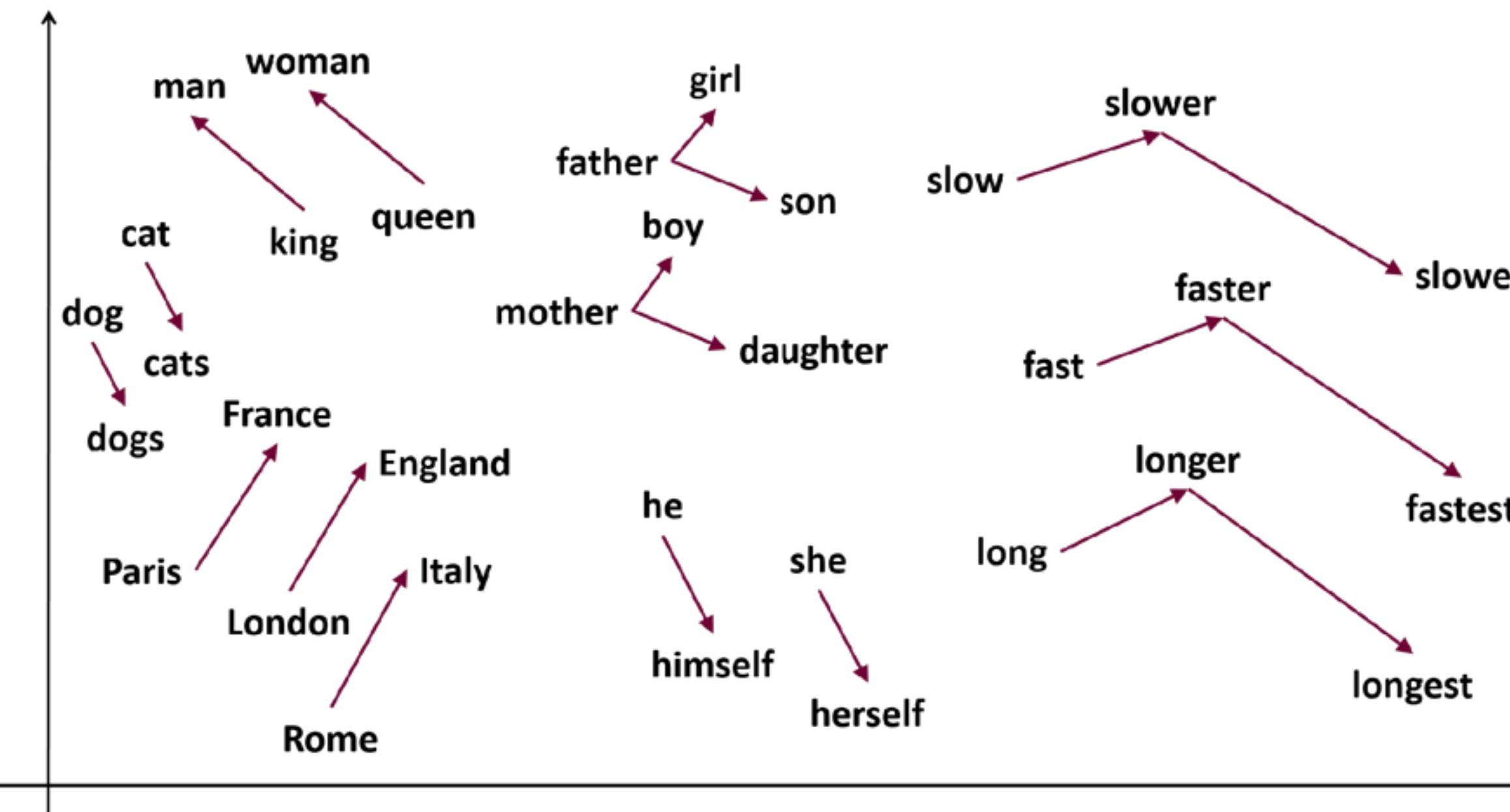
Plays an important role in human RL



Giron et al., (NHB 2023)

Language and Semantics

Vector Space Semantics



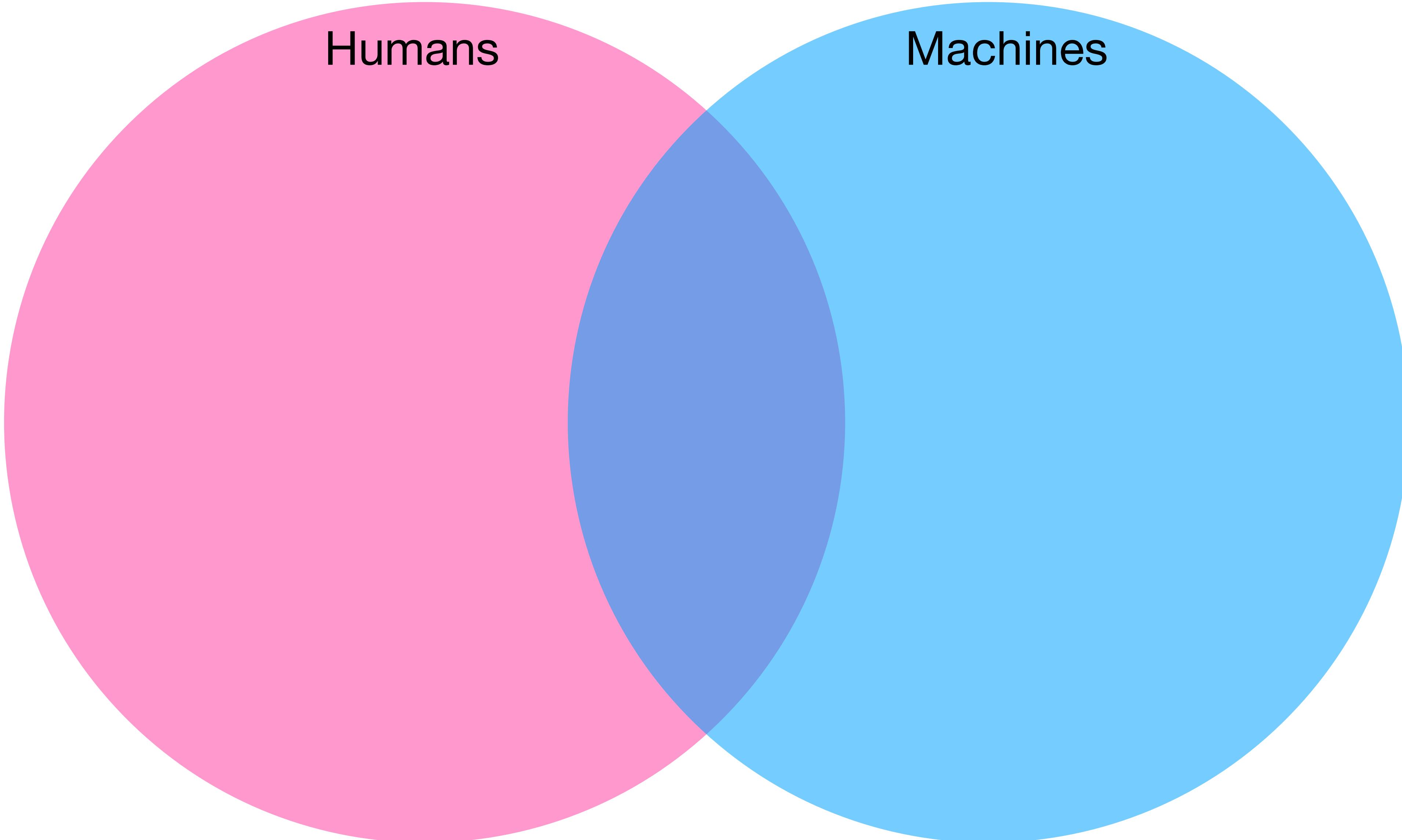
Large Language Models

ChatGPT

Examples	Capabilities	Limitations
"Explain quantum computing in simple terms"	Remembers what user said earlier in the conversation	May occasionally generate incorrect information
"Got any creative ideas for a 10 year old's birthday?"	Allows user to provide follow-up corrections	May occasionally produce harmful instructions or biased content
"How do I make an HTTP request in Javascript?"	Trained to decline inappropriate requests	Limited knowledge of world and events after 2021

ChatGPT is optimized for dialogue. Our goal is to make AI systems more natural to interact with, and your feedback will help us improve our system.

General Principles



What is learning?

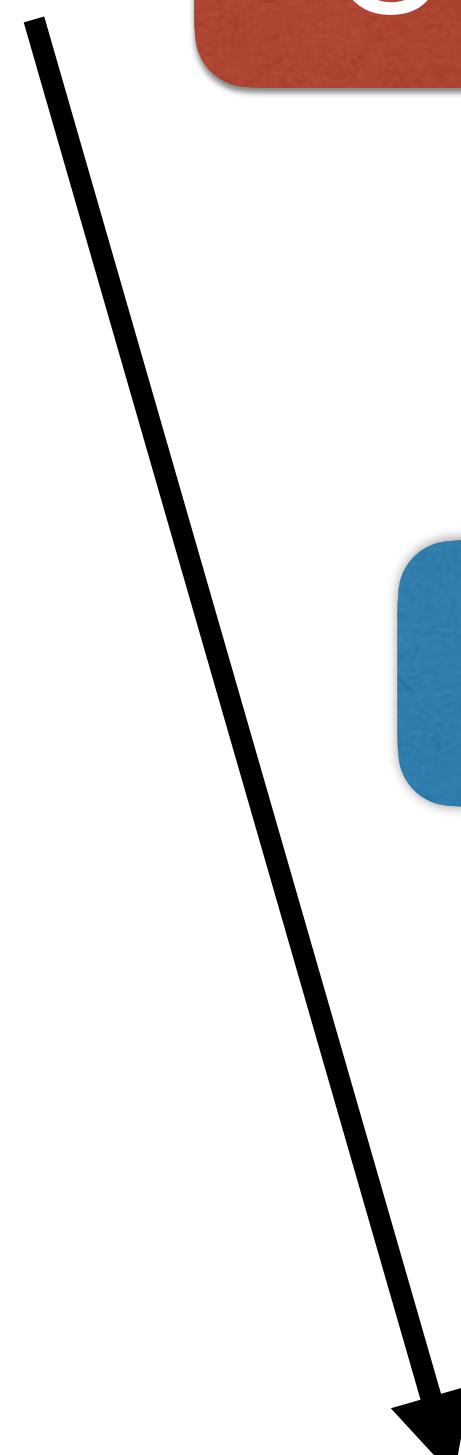
Split into groups of 2-4 and
come up with some definitions

Marr's Levels of Analysis (1982)

Computational

Algorithmic

Implementation



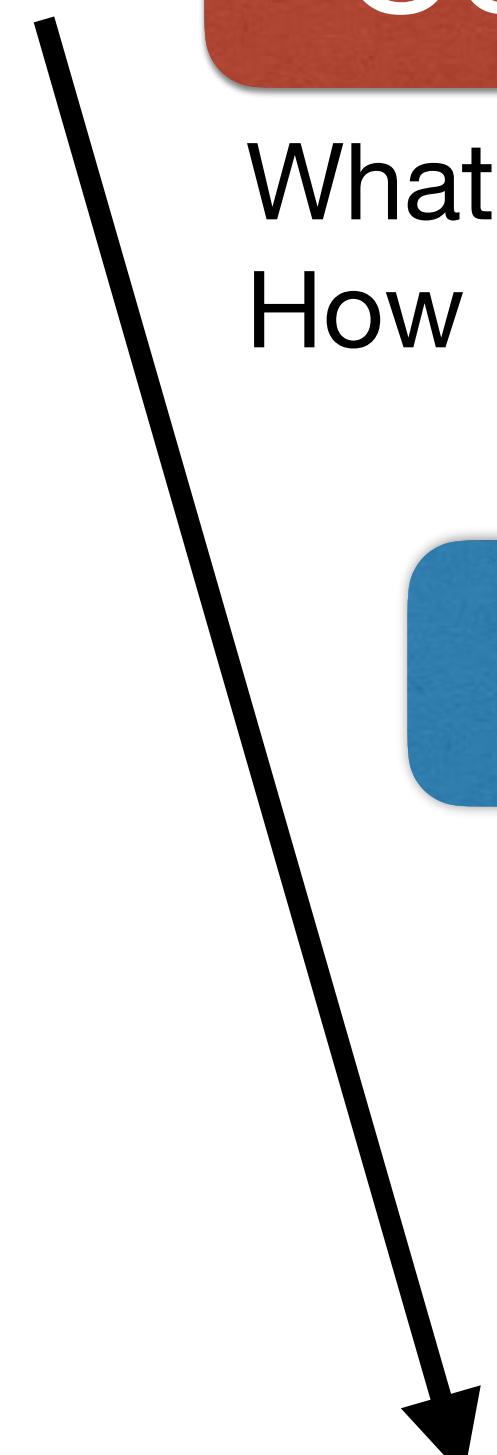
Marr's Levels of Analysis (1982)

Computational

What is the goal of the system?
How does it behave?

Algorithmic

Implementation



Marr's Levels of Analysis (1982)

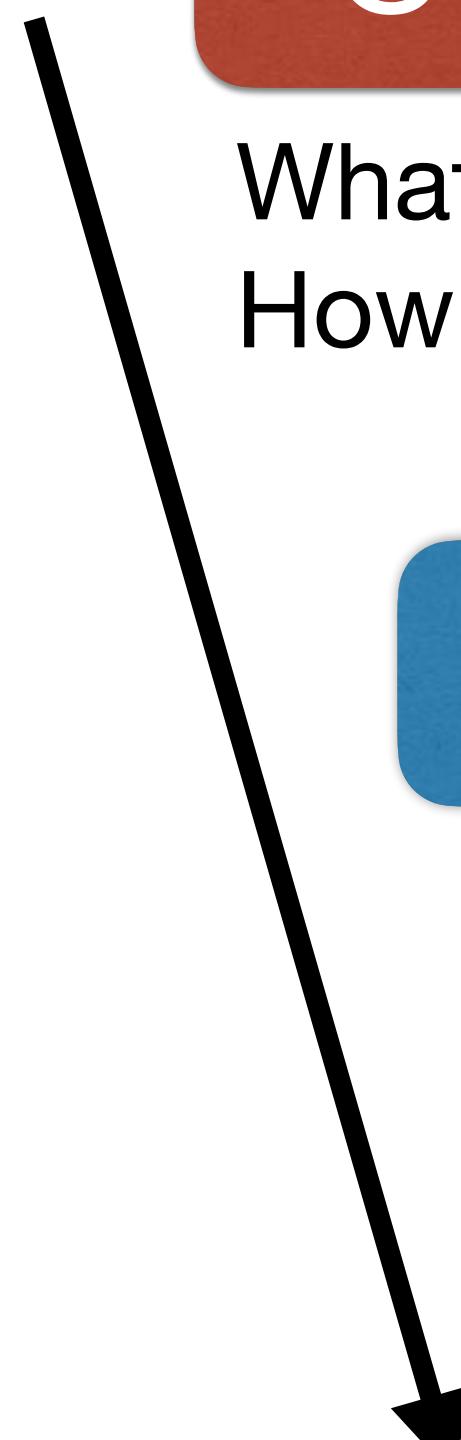
Computational

What is the goal of the system?
How does it behave?

Algorithmic

Which representations
and computations?

Implementation



Marr's Levels of Analysis (1982)

Computational

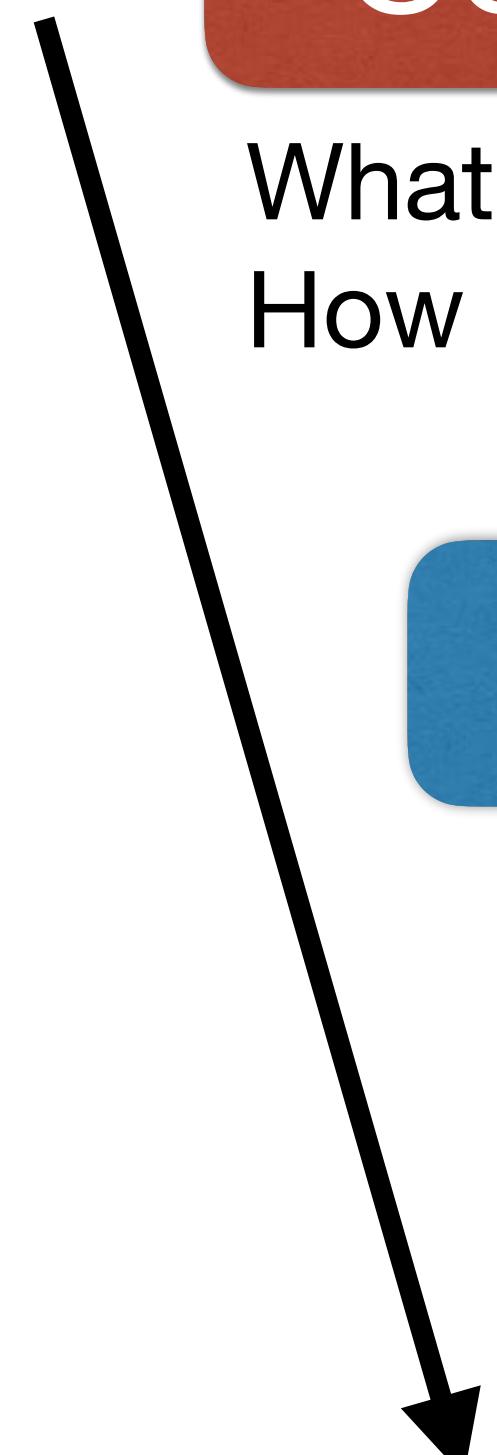
What is the goal of the system?
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Algorithmic

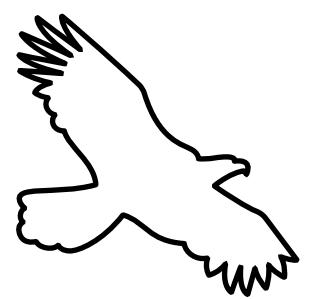
Which representations
and computations?

Implementation

How is the system realized?



Marr's Levels of Analysis (1982)



Flight

Computational

What is the goal of the system?
How does it behave?

Flapping

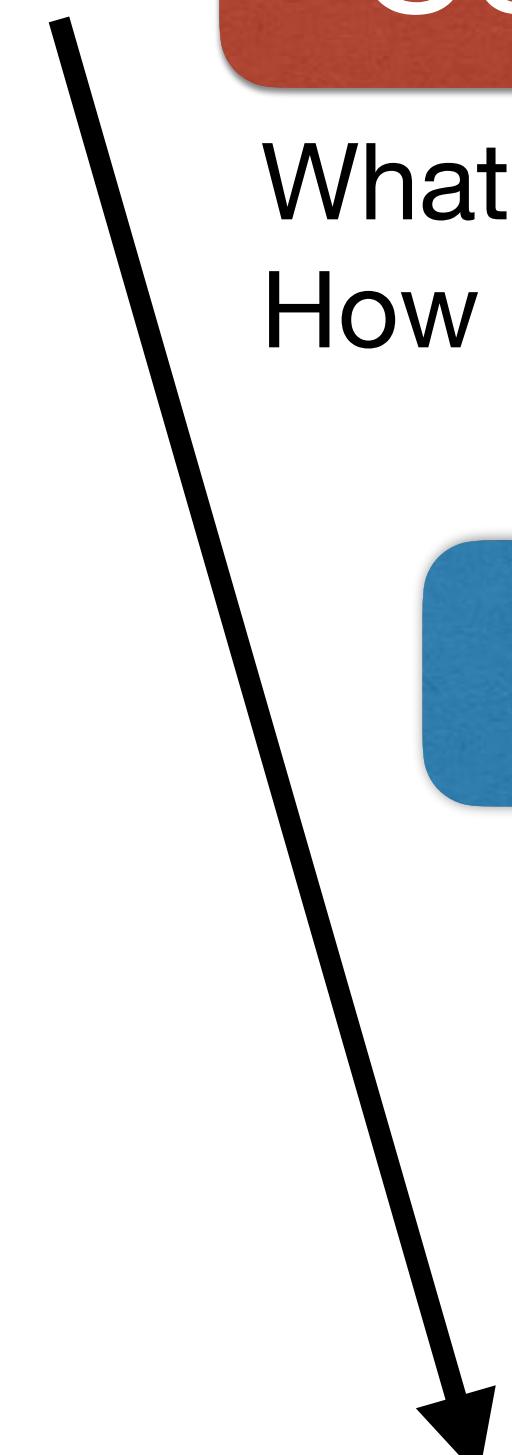
Algorithmic

Which representations
and computations?

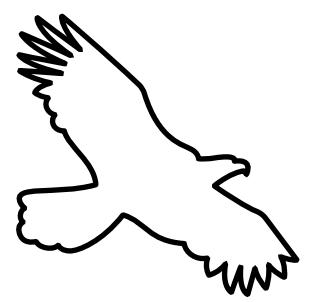
Feathers

Implementation

How is the system realized?



Marr's Levels of Analysis (1982)



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How does it behave?

Flapping

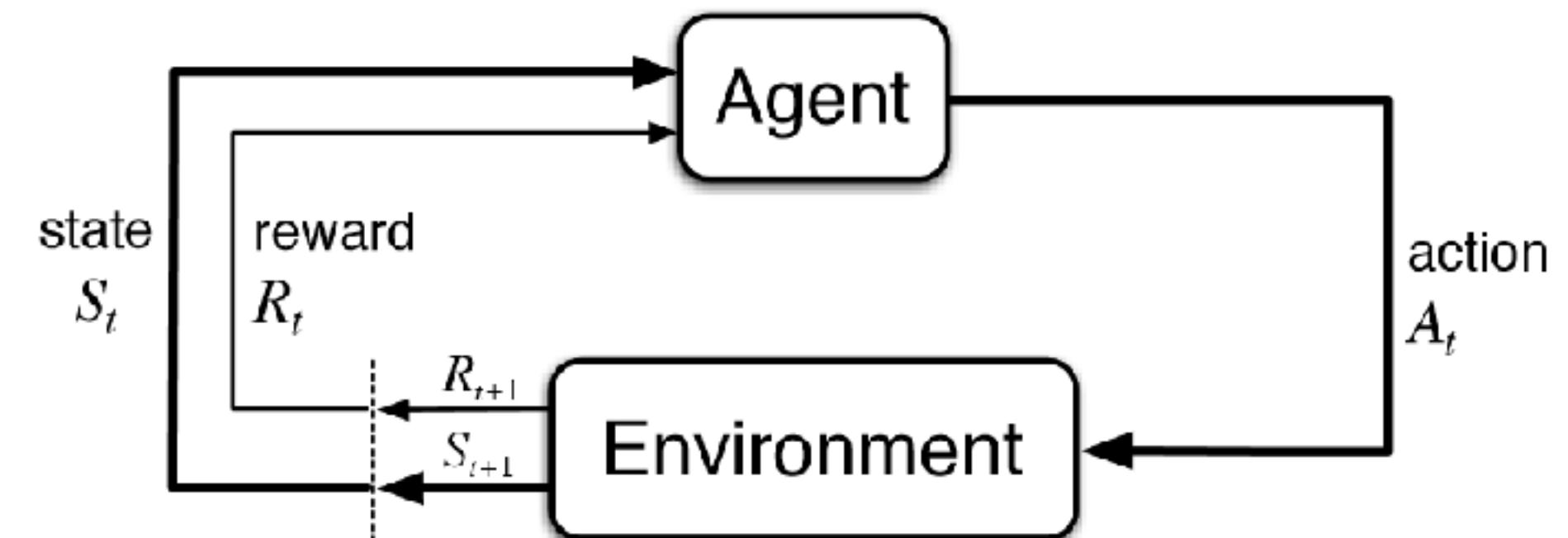
Algorithmic

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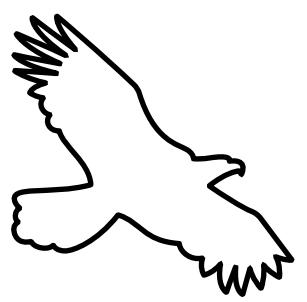
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Marr's Levels of Analysis (1982)



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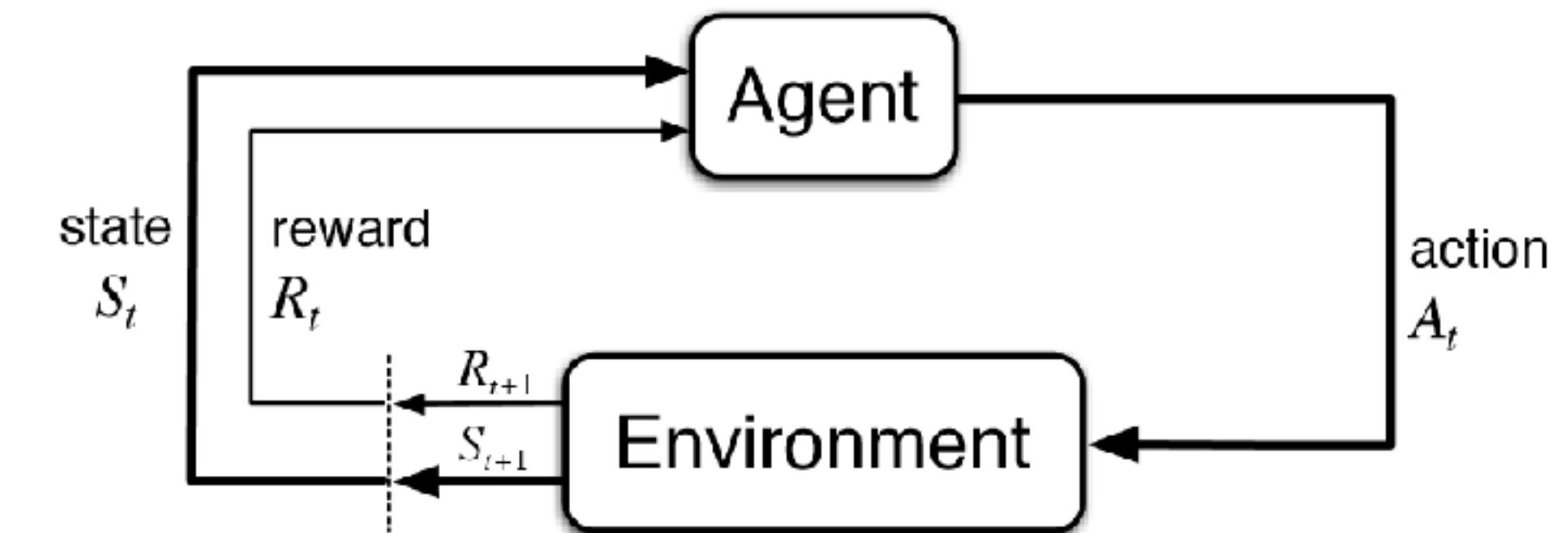
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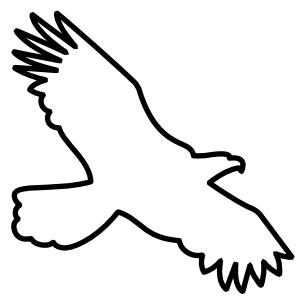
Implementation

How is the system realized?



```
Initialize  $Q(s, a)$  arbitrarily  
Repeat (for each episode):  
    Initialize  $s$   
    Repeat (for each step of episode):  
        Choose  $a$  from  $s$  using policy derived from  $Q$  (e.g.,  $\epsilon$ -greedy)  
        Take action  $a$ , observe  $r, s'$   
         $Q(s, a) \leftarrow Q(s, a) + \alpha[r + \gamma \max_{a'} Q(s', a') - Q(s, a)]$   
         $s \leftarrow s'$ ;  
    until  $s$  is terminal
```

Marr's Levels of Analysis (1982)



Flight

Computational

What is the goal of the system?
How does it behave?

Flapping

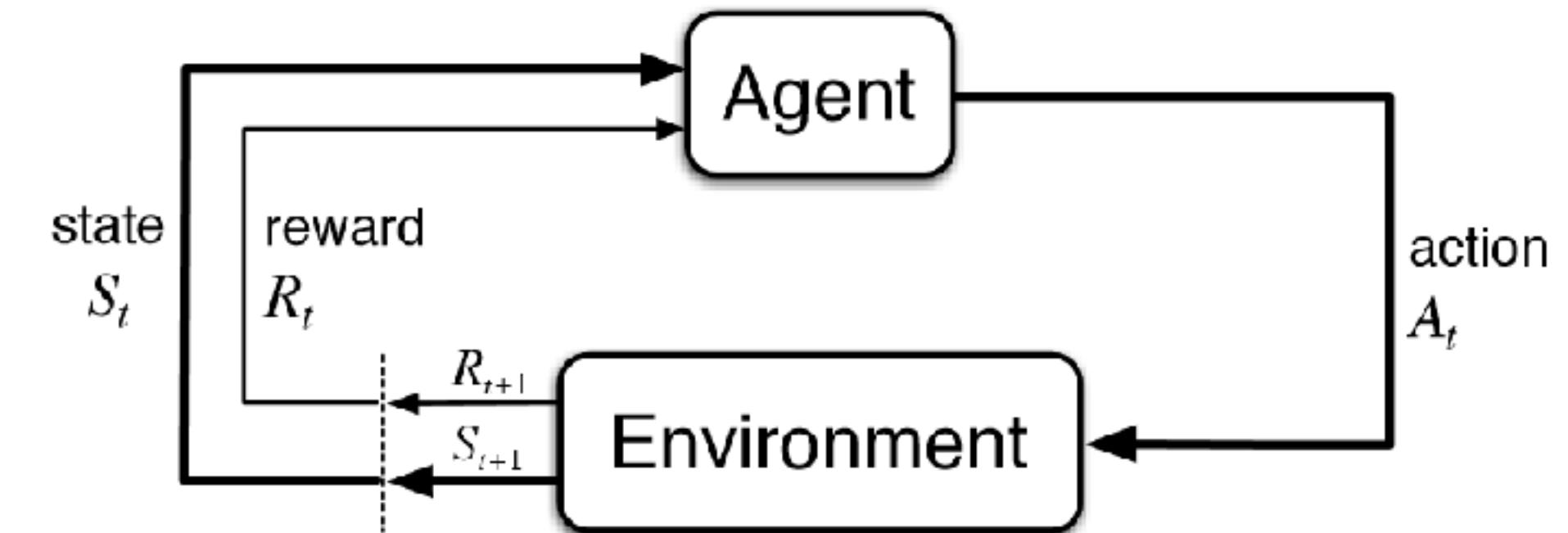
Algorithmic

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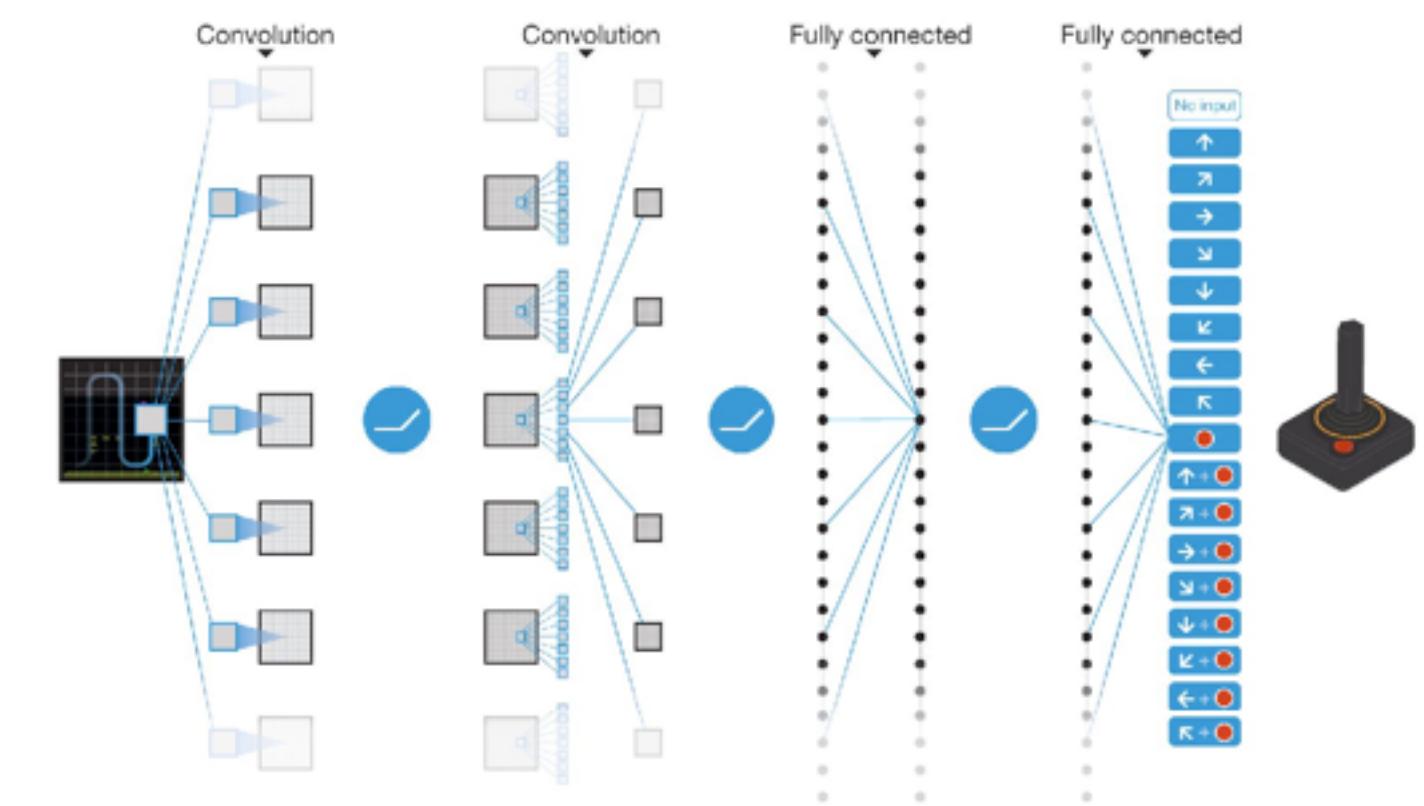
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         $s \leftarrow s'$ ;  
    until  $s$  is terminal
```



**Categorize each definition of
“learning” using Marr’s levels**

In the same groups, come up with some answers for each arrow



How can machines inform our understanding of human learning?



How can human learning inform the development of machine learning?

See you next week

- Don't forget to finish your assigned reading before the tutorial tomorrow
 - [Spicer & Sanborn \(2019\)](#)
 - The tutorial is in the AI Building (3rd floor seminar room)
- Next week, we look at the the origins of research on biological and artificial learning