

# Introduction to Artificial Intelligence and Machine Learning

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**Department**  
**MITRE Corporation**



GENERATION<sup>SM</sup>  
**AI** NEXUS

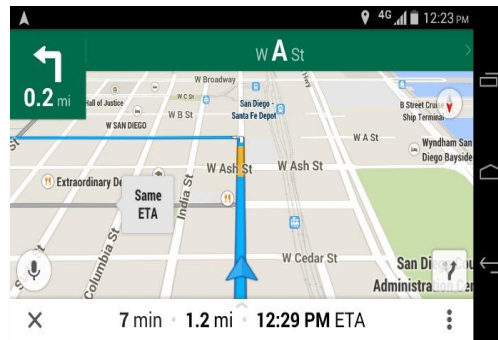
**MITRE**

# AI in the Real World

**AI technology is incorporated into current consumer products...**



Personal Assistants



Mapping Software



Web Platforms/Content Delivery

**...and is foundational to developing industries**



Autonomous Vehicles



Internet of Things

# Your Turn!

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**Write down your thoughts on AI! What do you know about it?**

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# Artificial Intelligence

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# Artificial Intelligence

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**Algorithms and software that enable machines to:**

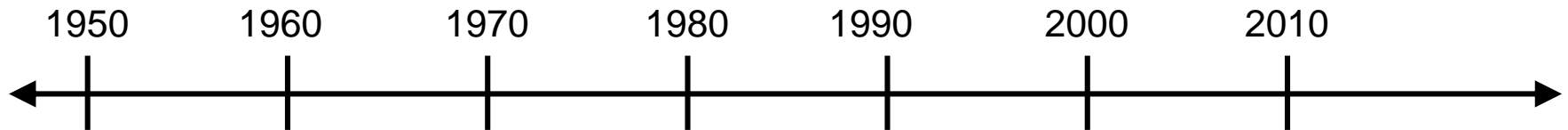


# Brief History Foundations

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The field of AI builds upon **many** disciplines


# Brief History Timeline

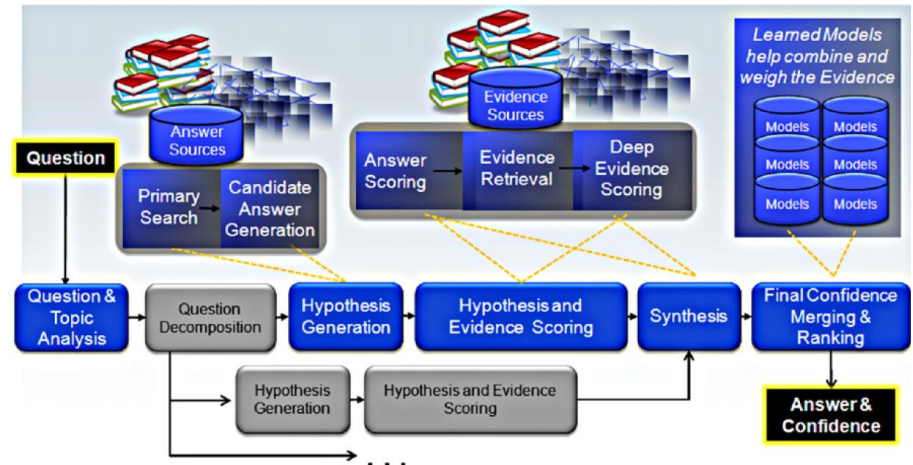


# Watson Jeopardy



## ■ AI technologies used

- Graph search
- Probabilistic reasoning
- Machine learning
- Natural language processing



## ■ Lessons learned

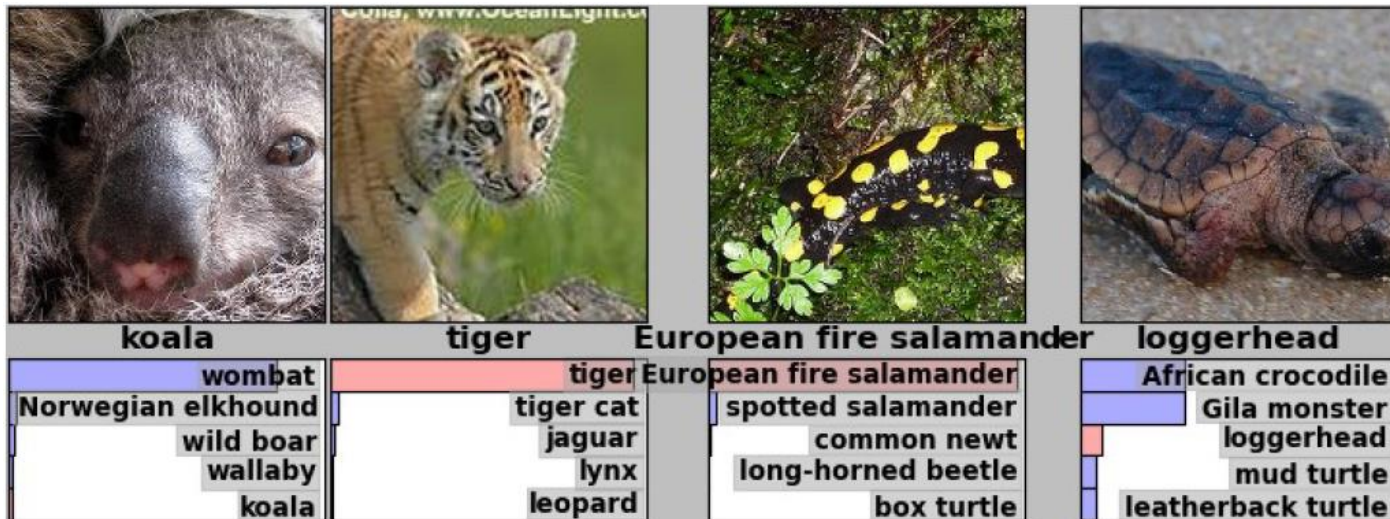
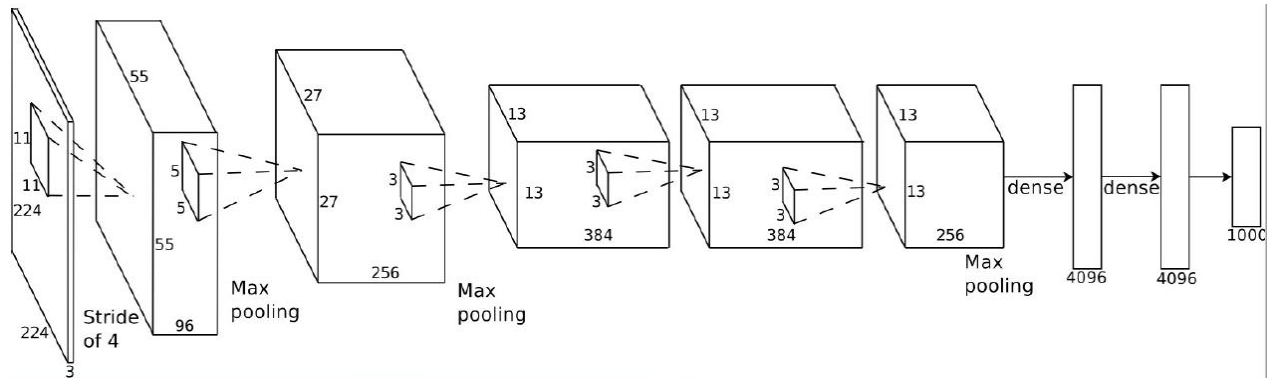
- Building **real** AI systems **requires considerable engineering**
- Pushed the boundaries of Question Answering technology

D. Ferucci, et. al., Building Watson: An Overview of the DeepQA Project, *AI Magazine*, 2010



# The Rise of Deep Learning

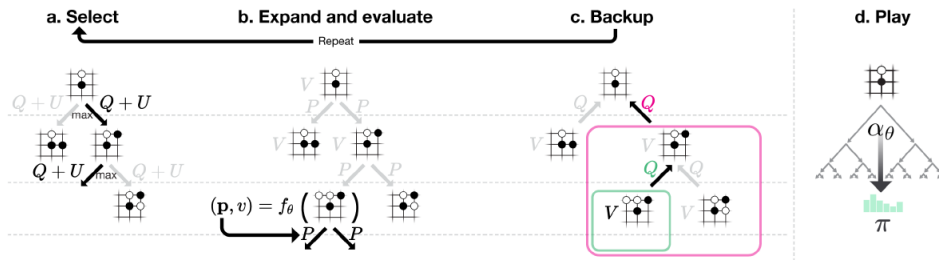
## AlexNet (2012)



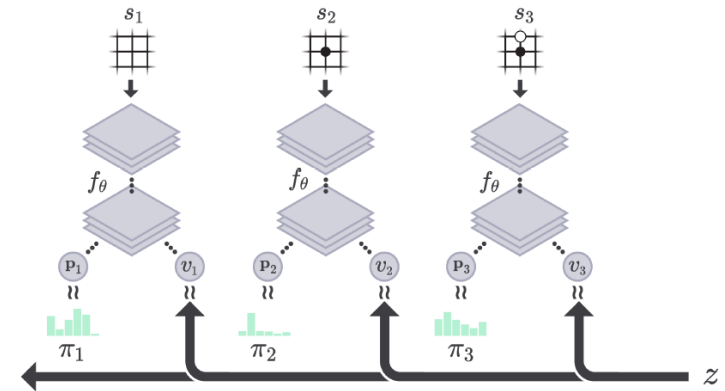
A. Krizhevsky et. al., ImageNet Classification with Deep Convolutional Neural Networks, NIPS, 2012

# Alpha Go Zero

Tree search algorithm produces moves



Neural network trained with chosen moves



## AI technologies used

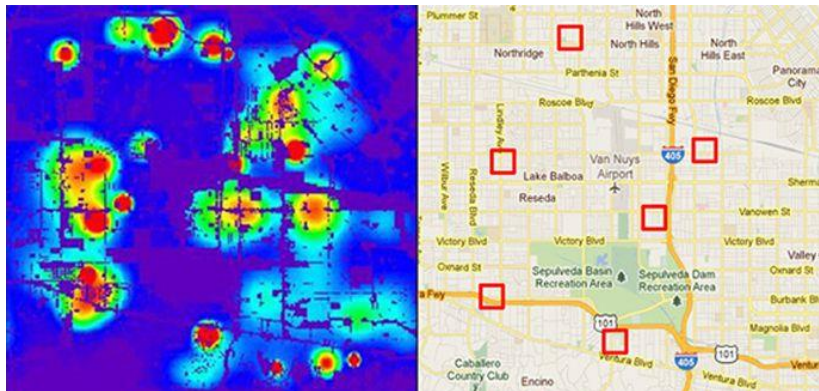
- Deep reinforcement learning
- Tree search

## Lessons learned

- RL can be scaled to **complex**, but **known**, interactions with humans
- Not very useful in **unknown**, **dynamic** environments

# Challenges

- **Bias: At the mercy of our data**



Predictive Policing (Smithsonian)

- **Privacy: Our data is at the mercy of organizations**



Public Facial Precognition (NY Times)

# Computational Rationality

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- What do we mean by **rational**?
- What is a **goal**?

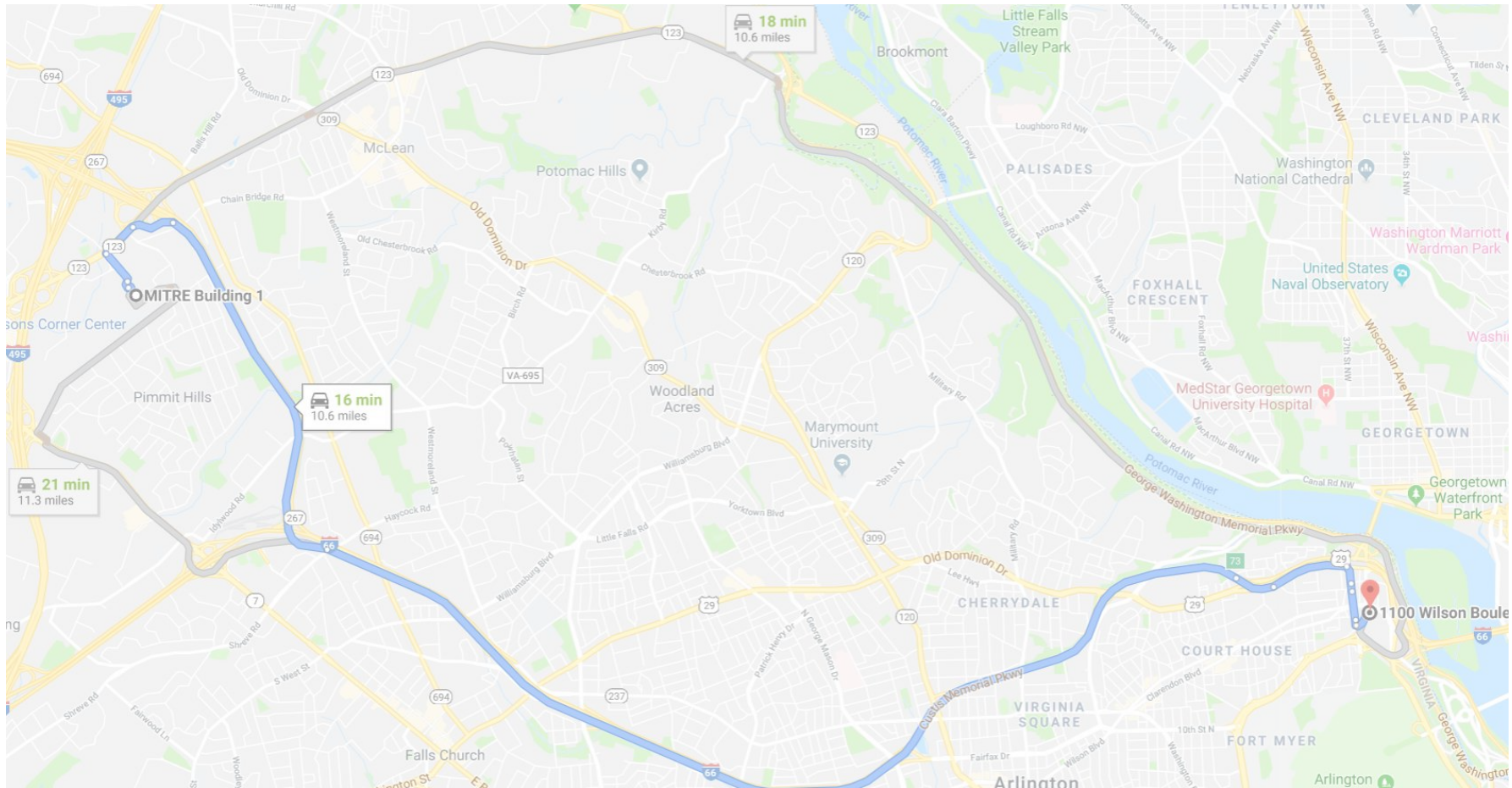
# Knowledge, Reasoning, and Planning

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- Structures that **maintain facts**
- Algorithms that **compute actions** that achieve **goals**



# Knowledge, Reasoning, and Planning (Un)Informed Search



# Knowledge, Reasoning, and Planning

## (Un)Informed Search

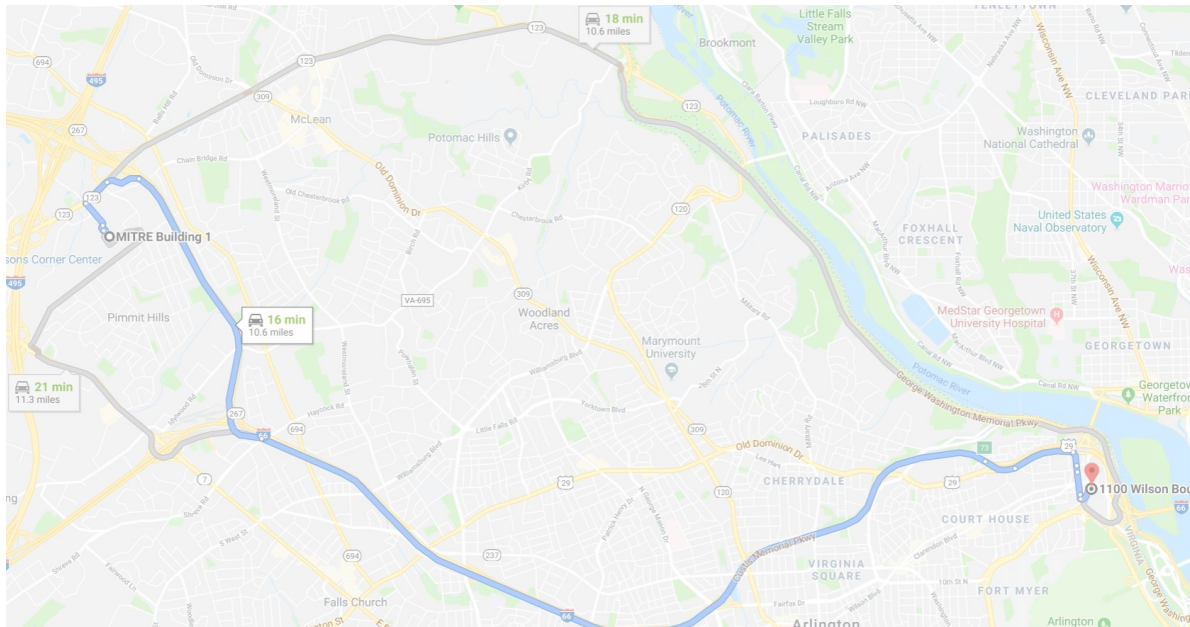
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**Search problems have the following pieces:**

**Search problems are solved with an algorithm**

# Probabilistic Reasoning

Consider the map search problem...





# Probabilistic Reasoning

## Bayesian Methods

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**Making decisions when we are uncertain about...**



# Probabilistic Reasoning

## Example: Bayesian Network

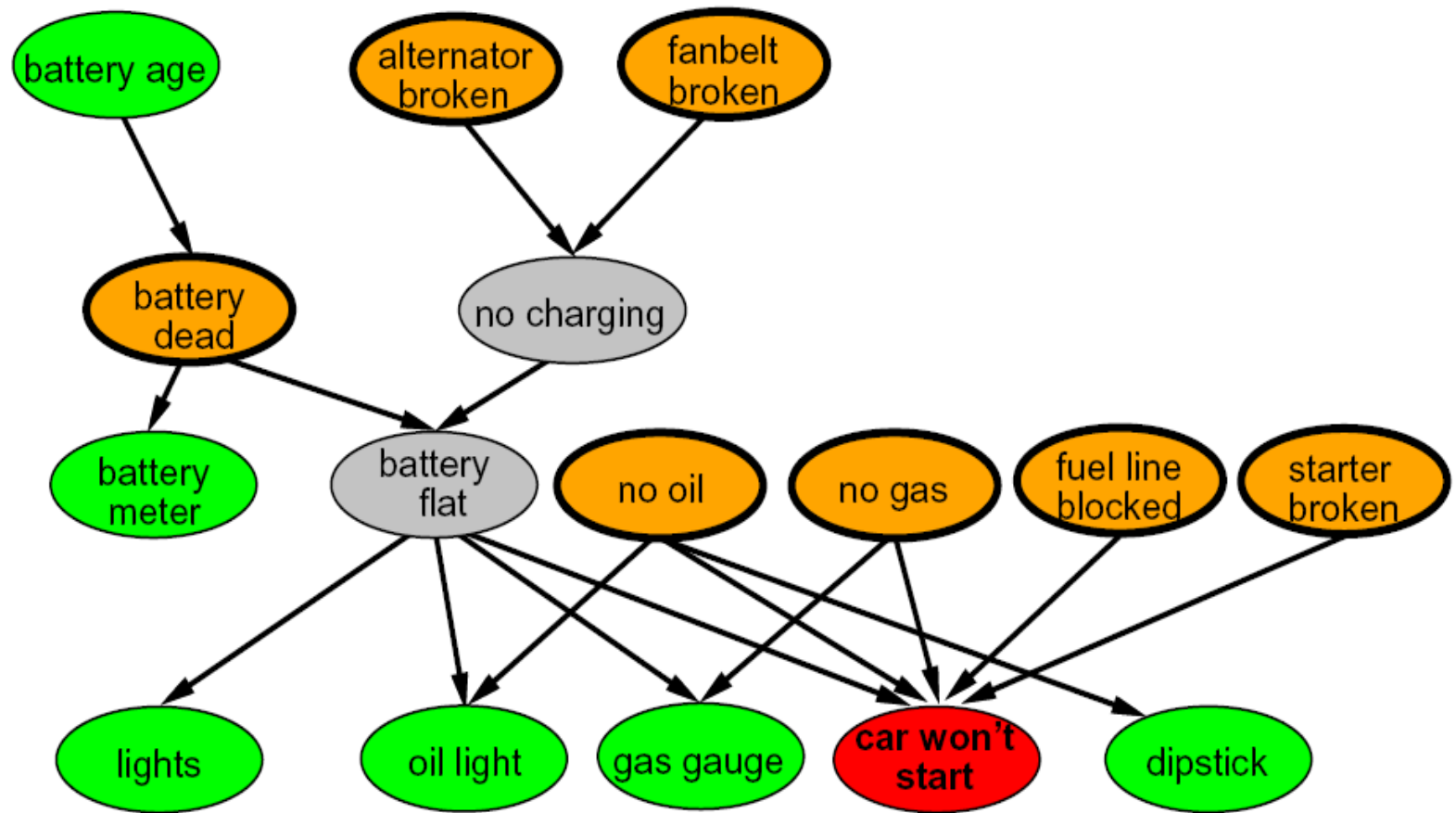


Image from <http://ai.berkeley.edu>

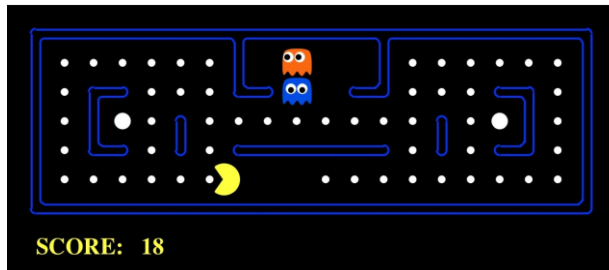
# Communication, Perceiving, and Action

**AI algorithms enable intelligent, rational agents**



# Communication, Perceiving, and Action Applications

## ■ Pacman



Pac-Man is a registered trademark of Namco-Bandai Games, used here for educational purposes

## ■ Autonomous Car

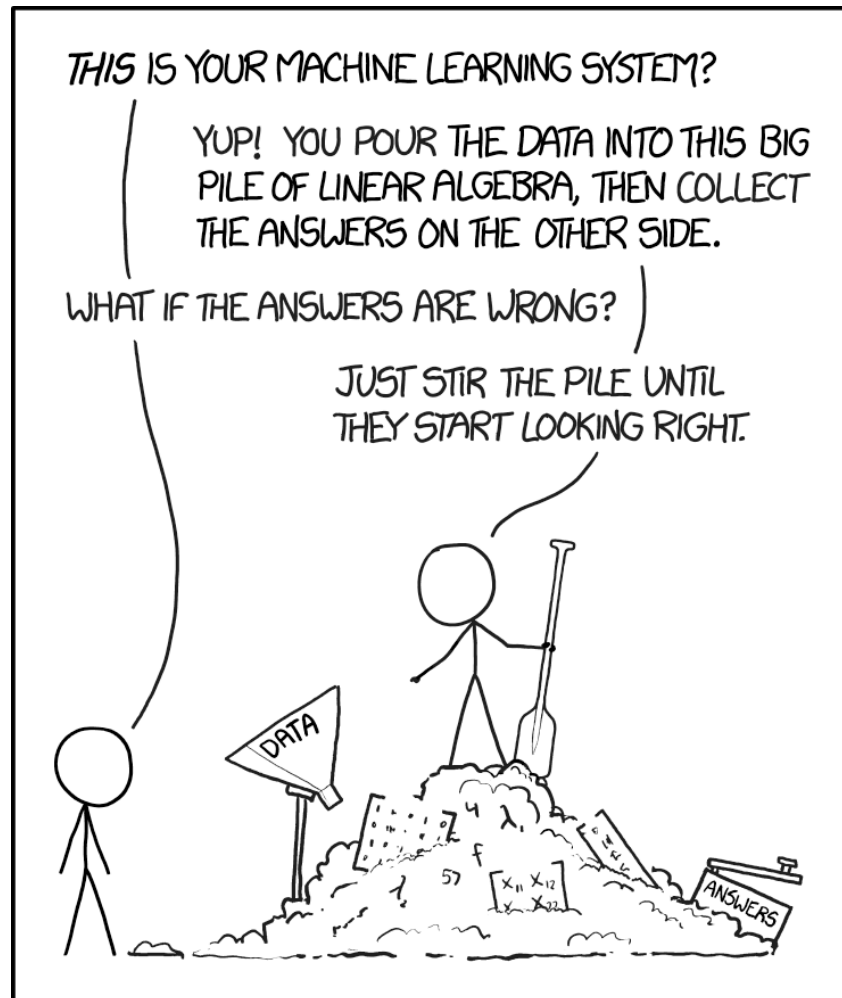


Image courtesy of [Toyota](#) and used for educational purposes

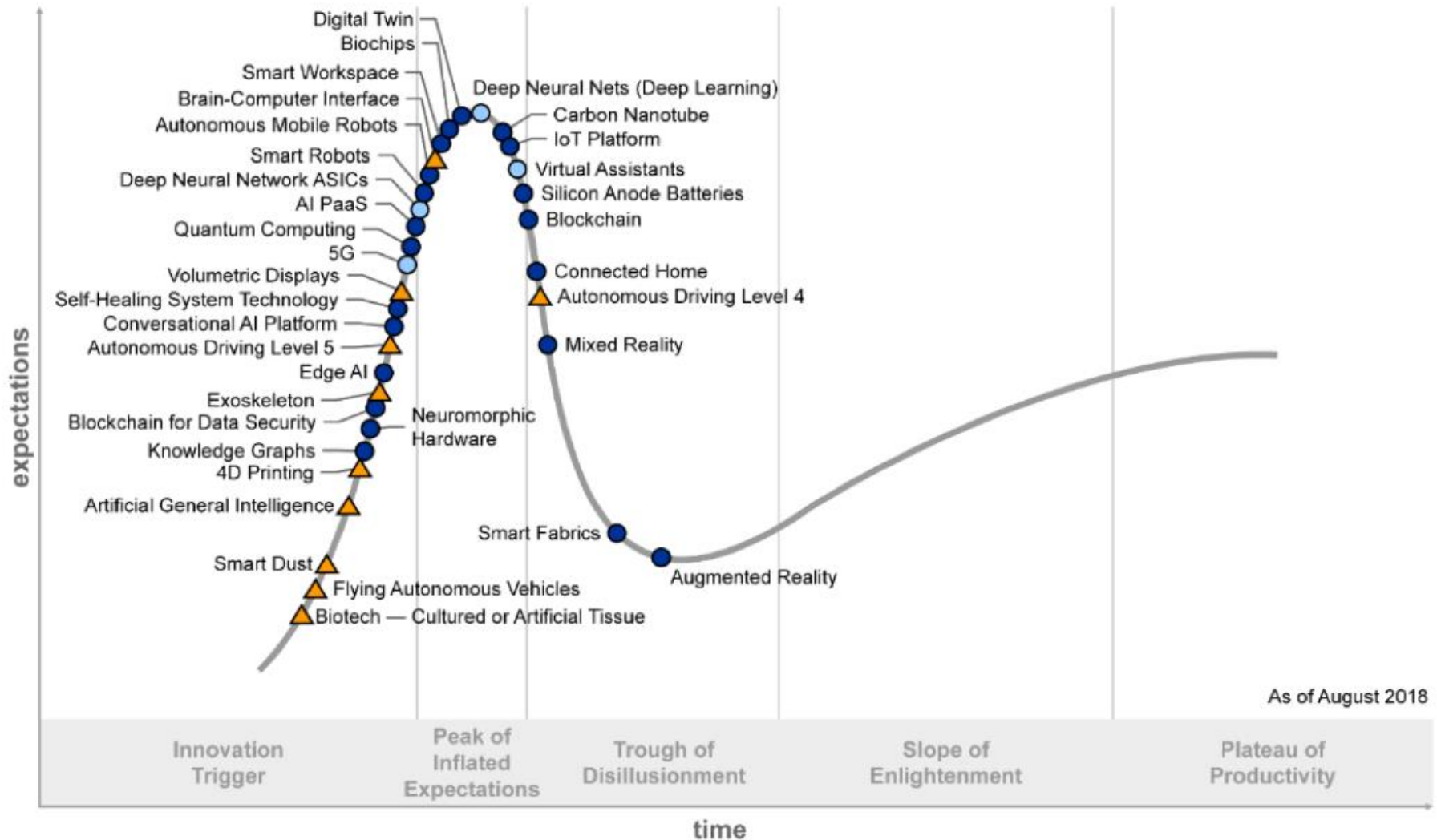
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# Machine Learning

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<https://xkcd.com/1838/>



Plateau will be reached:

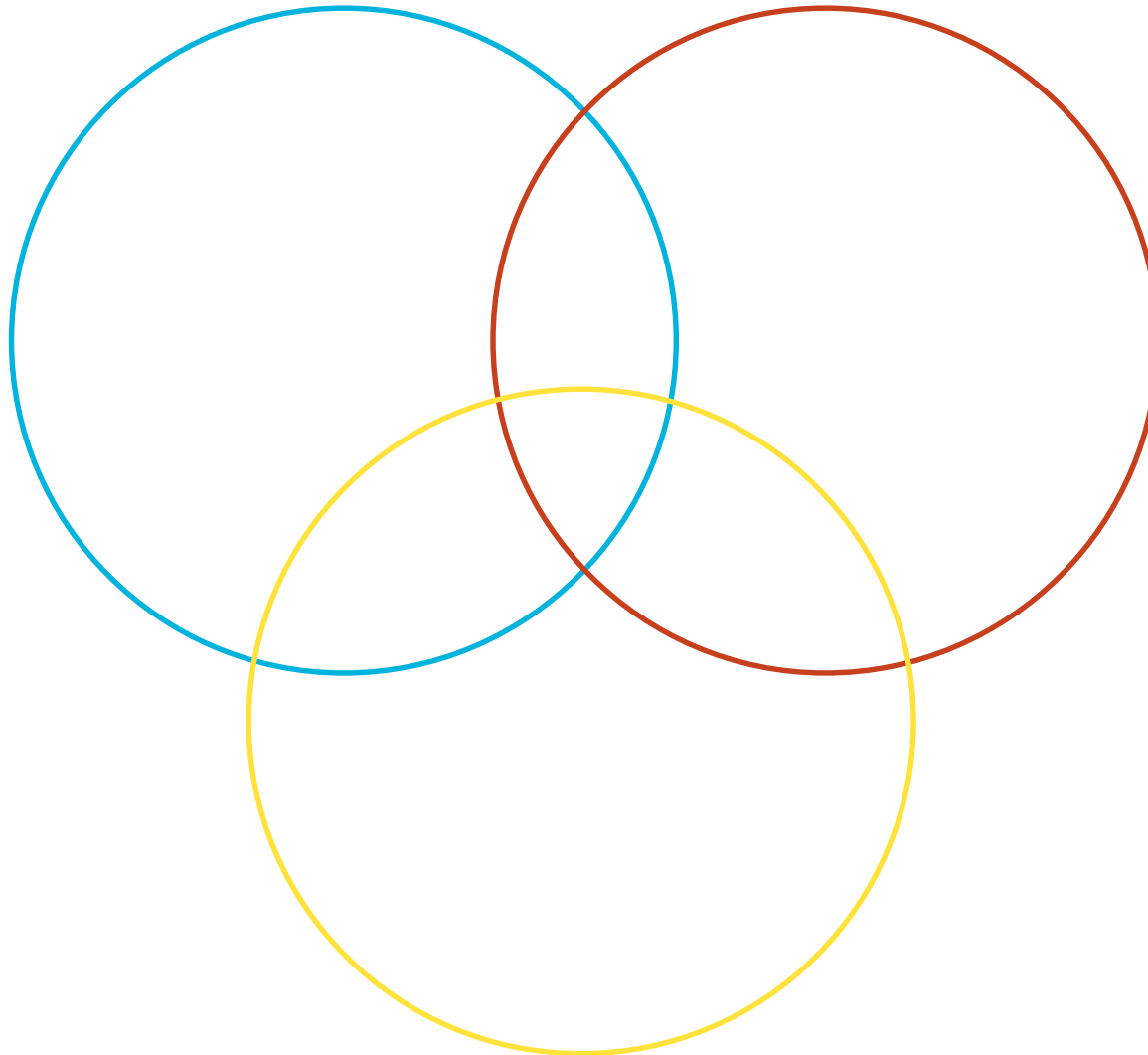
○ less than 2 years    ● 2 to 5 years    ● 5 to 10 years    ▲ more than 10 years    ⊗ obsolete before plateau

© 2018 Gartner, Inc.

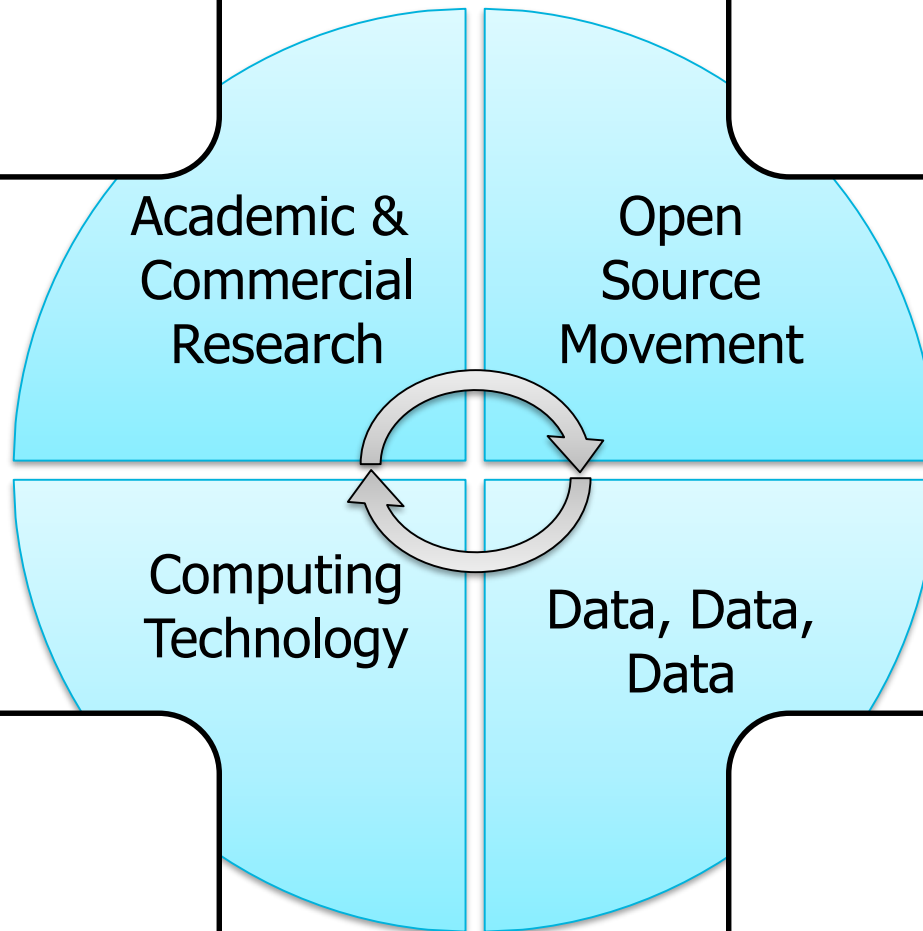
[From Gartner Press Release, August 2018](#)

# Theoretical Underpinnings

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# Supervised Learning

## Definition

The process of learning a model from a set of **input vectors** and their **target vectors**

**Classification**

6

Classifier



Classifier

**Regression**

$$\begin{bmatrix} \text{Sq. ft.} \\ \text{County} \\ \text{dist. to DC} \end{bmatrix}$$

Regressor

# Unsupervised Learning

## Definition

The process of learning a model from input data vectors with **no** target values/classes

## Applications



imgflip.com

## Frequently Used Algorithms

# Reinforcement Learning

## Definition

The process of learning an optimal output via trial and error in an environment; **goal directed learning**\*

## Applications



Agent

Environment

## Frequently Used Algorithms

[\*] R.S. Sutton and A.G. Barto. *Reinforcement Learning: An Introduction*, MIT Press, 1998

# Exercise

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**Which type of machine learning is applicable to the following scenarios? Be sure to include why.**

1. Amazon segmenting customers in a database.
2. Enabling a smart taxi to correctly make a right-on-red
3. Detecting a person of interest in a surveillance video

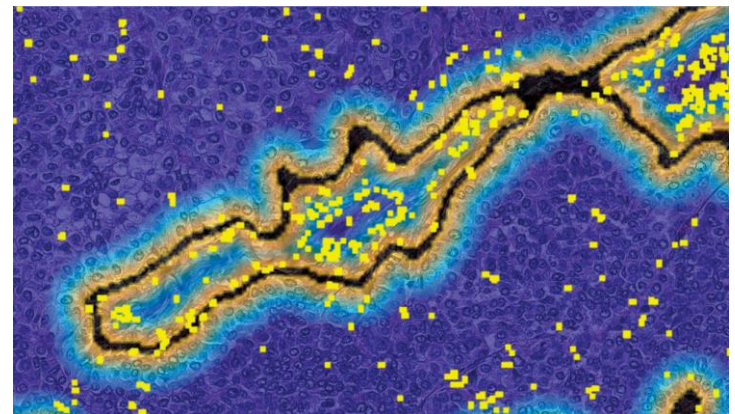
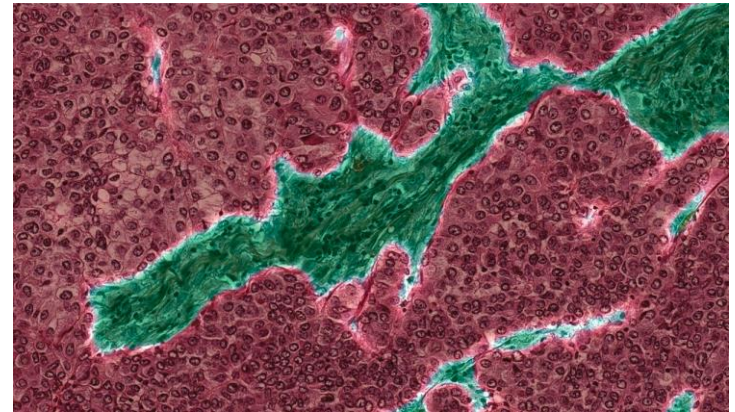
# Example Application

## Sepsis Watch

- Data Requirements

- Benefits

- Challenges



Images from <https://spectrum.ieee.org/biomedical/diagnostics/the-first-frontier-for-medical-ai-is-the-pathology-lab>

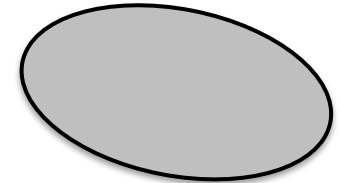
# Development Process

## Data Partitioning and Analysis

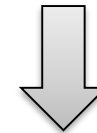
Chunk O' Data

6

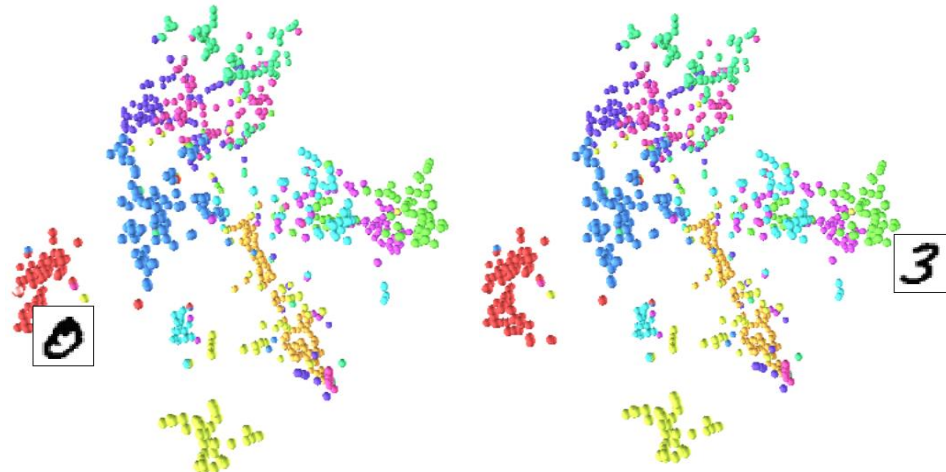
28px × 28px



### ■ Data Partitioning



### ■ Analysis



<http://colah.github.io>

# Development Process

## ML Algorithm Assessment

- Training algorithms **fit a model** to the training data
- Things to think about...

Regression  
Decision Trees

Random Forests

Deep  
Neural Networks



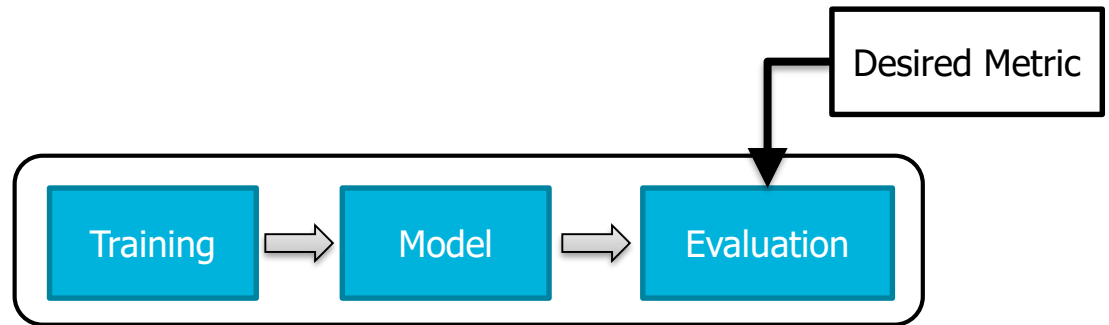
# Development Process

## Model Training and Assessment

**Goal: Learn a model that **generalizes** to data it has **not seen** before**

Training

Test



\*sklearn.model\_selection has multiple CV tools to evaluate your models

# Performance Metrics

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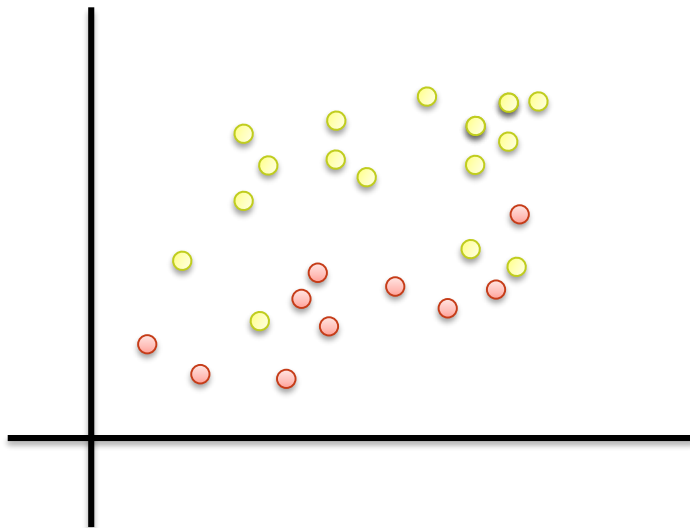
**Metrics allow you to **compare** candidate models**

**Regression Metrics**

**Classification Metrics**

# Classification Metrics (1)

## Confusion Matrix



Predicted

Actual


# Classification Metrics (2)

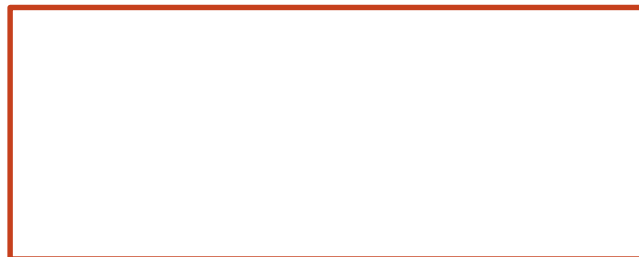
**Precision:** How many classifications are true positives



**Recall:** How many true positives were found



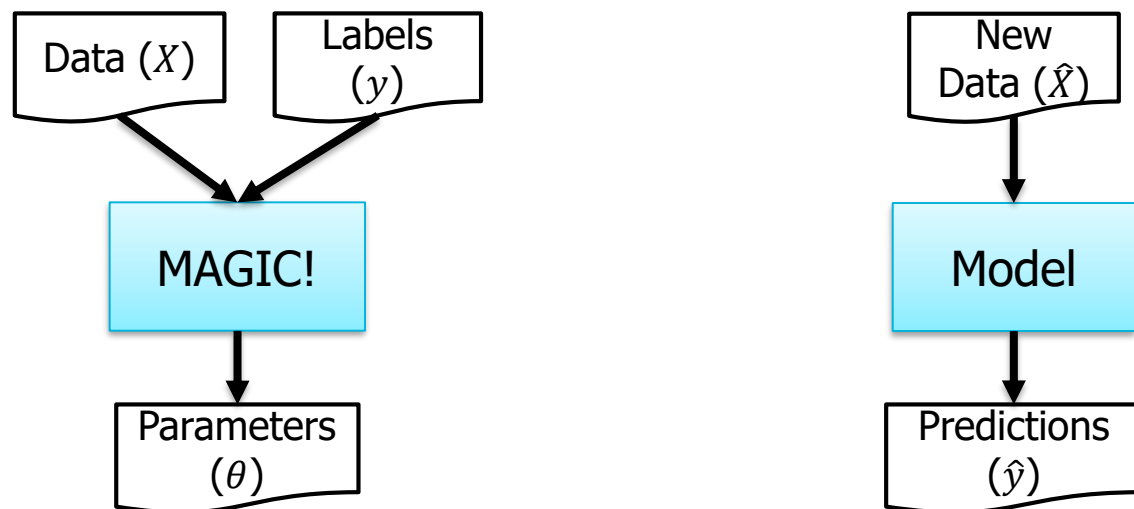
**Accuracy:** Number of correctly classified items over all items



# Recap: Supervised Learning

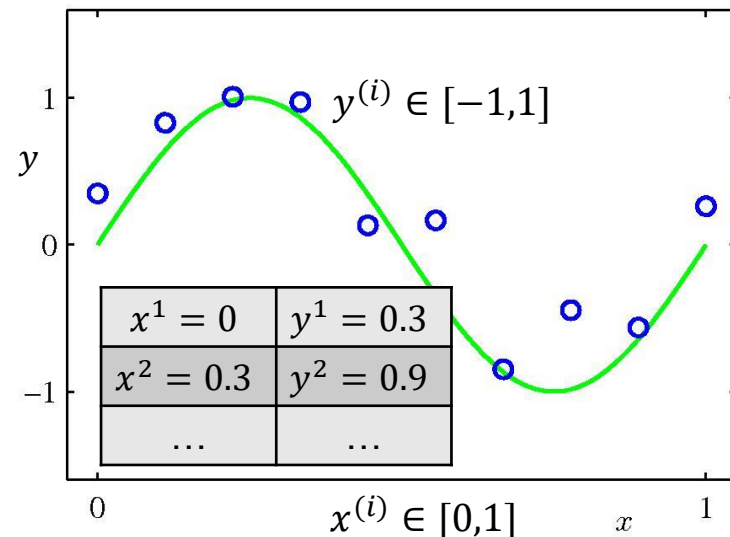
## Definition

- The process of learning a model from a **set of input vectors** and their **target vectors**



# Sounds Like Curve Fitting!

- **Start with a collection of data**
  - Each  $x^{(i)} \in \mathbb{R}$  is an **instance**
- **Each input is associated with a target value/class**
  - $y^{(i)} \in \mathbb{R}$  (sometimes denoted  $t^{(i)}$ )
- **Learning Goal**
  - Predict the value of  $\hat{y}$  for any new  $\hat{x}$ .

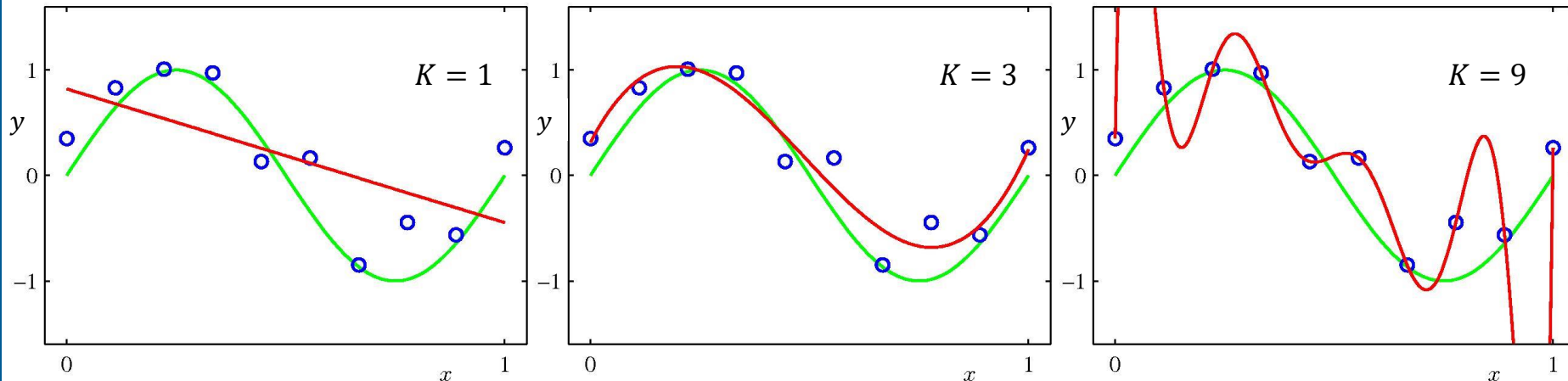


# Sounds Like Curve Fitting!

## Example: polynomial model

$$h(x, \boldsymbol{\theta}) = \theta_0 + \theta_1 x + \theta_2 x^2 + \dots = \sum_{k=0}^K \theta_k x^k$$

Some example models based on polynomial order,  $K$



# Linear Regression

## Problem Statement

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- **Input:**  $m$  instances of  $x \in \mathbb{R}^n$ , targets,  $y \in \mathbb{R}$
- **Goal:** Compute parameters  $\theta$  of a linear model  $h(x, \theta)$  that predicts  $\hat{y}$

### Linear Model

$$\hat{y} = \theta_0 + \theta_1 x_1 + \cdots + \theta_n x_n$$

### Loss Function

$$J(\theta) = \frac{1}{2m} \sum_{i=1}^m \left( (\theta_1 x_1^i + \cdots + \theta_n x_n^i) - y^i \right)^2$$

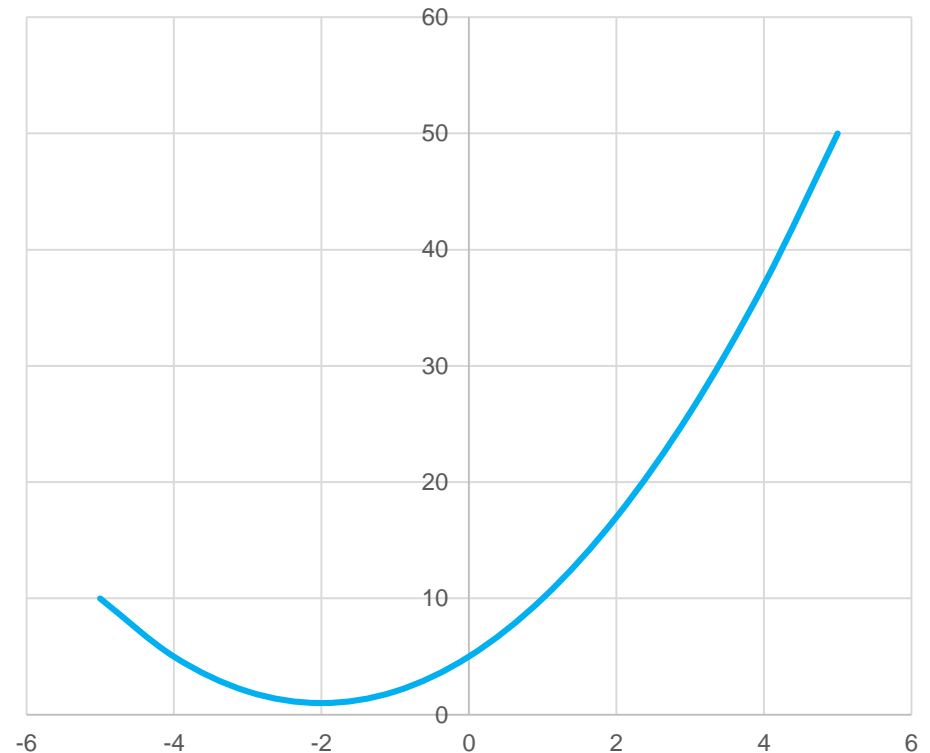


# Fitting the Model

## Gradient Descent in a Nutshell

**A critical algorithm for ML!**

**Basic Steps:**



# Regularization

- **Overfitting results in crazy model parameters,  $\theta$ .**

– Solution:

- **$l_2$  Regularization**

$$\frac{1}{2m} \sum_{i=1}^m \left( (\theta_1 x_1^i + \dots + \theta_n x_n^i) - y^i \right)^2 + \gamma \frac{1}{2} \sum_{i=1}^n \theta^2$$

Benefit

- **$l_1$  Regularization**

$$\frac{1}{2m} \sum_{i=1}^m \left( (\theta_1 x_1^i + \dots + \theta_n x_n^i) - y^i \right)^2 + \gamma \sum_{i=1}^n |\theta|$$

Benefit

# Linear Regression Properties

## Pros

- Versatile technique with lots of library support
- Scales well thanks to gradient descent

## Cons

- In general, **not** globally optimal
- Nonlinear models require tricks...

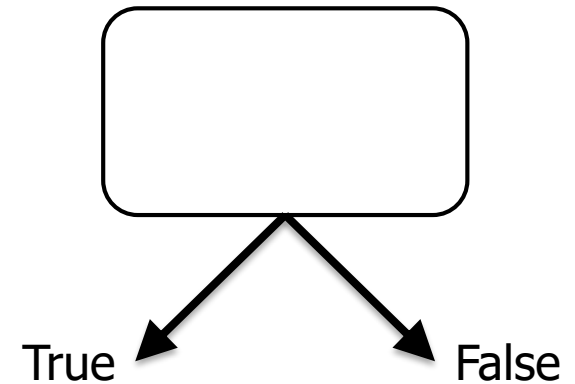
$$\hat{y} = \theta_0 + \theta_1 x_1 + \cdots + \theta_n x_n$$

# Decision Trees

**Where should we go out to lunch?**

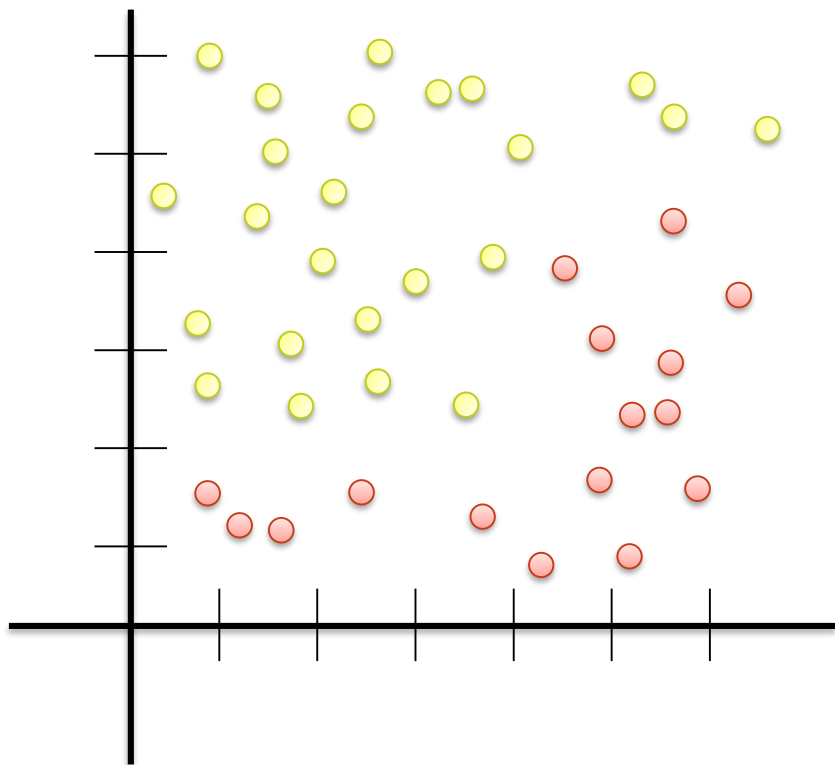
Indian Pizza Hamburgers

**What features do we care about?**



# Decision Tree Example

What is the **model** for this data?



# Decision Tree Properties

## Pros

- Minimal data preparation required
- Fast inference
  - $O(\log_2(m))$
- Models are easier to understand

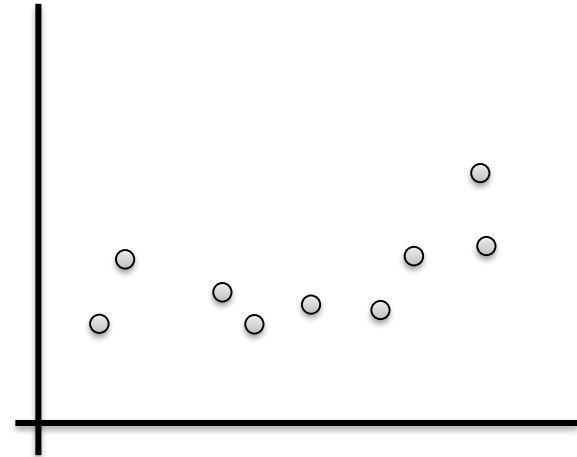
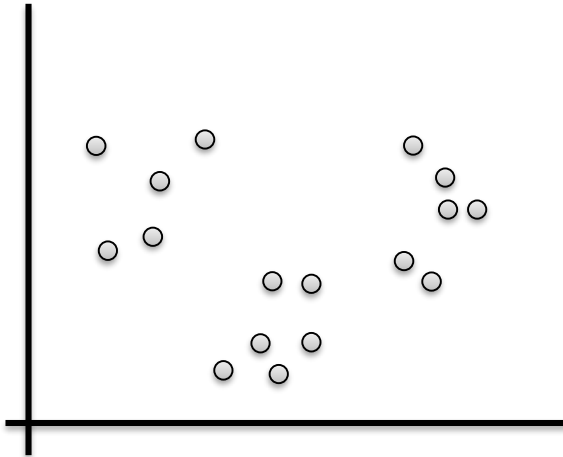
## Cons

- Sensitive to small variations in training data
- Models not globally optimal
- Training does not scale well with features
  - $O(n \cdot m \log(m))$

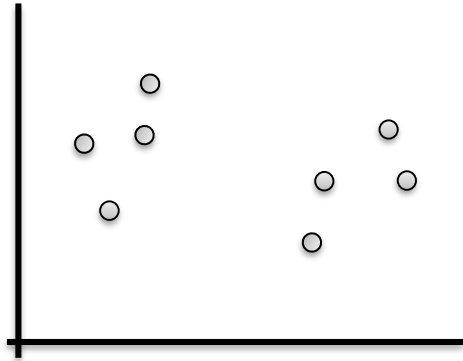
# Recap: Unsupervised Learning

## Definition

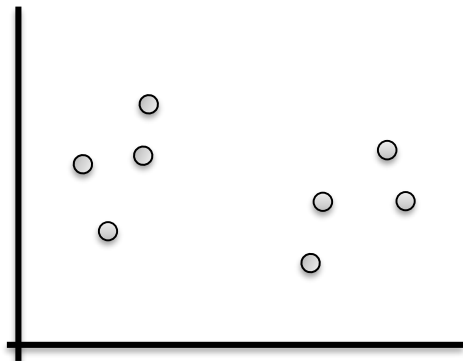
- The process of learning a model from input data vectors with **no** target values/classes



# Clustering via K-Means



- Minimize quadratic error between **data** and their **cluster centers**
- Gradient descent can **result in local minima**

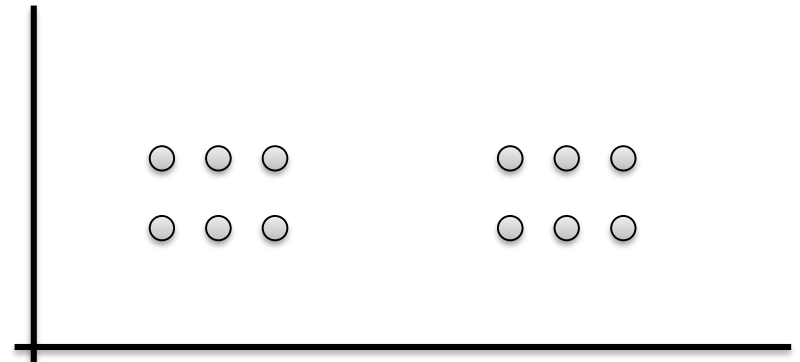




# K-Means Summary

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- **Efficient on large data sets**
- **Benefit:**
- **Things to keep in mind:**



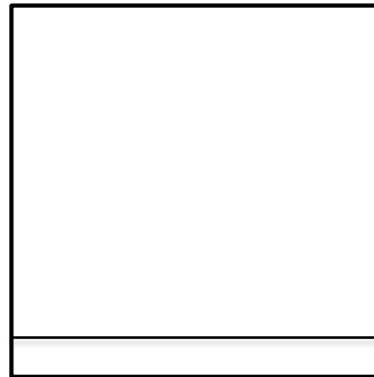
# Motivation for Dimensionality Reduction

- **Curse of Dimensionality!**
  - As the number of dimensions grow, the amount of data we need grows exponentially
- **Let's sample some spaces...**



[http://muppet.wikia.com/wiki/Count\\_von\\_Count](http://muppet.wikia.com/wiki/Count_von_Count)

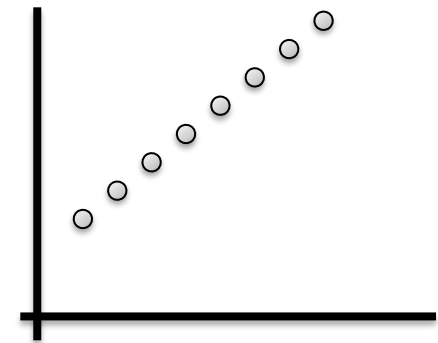
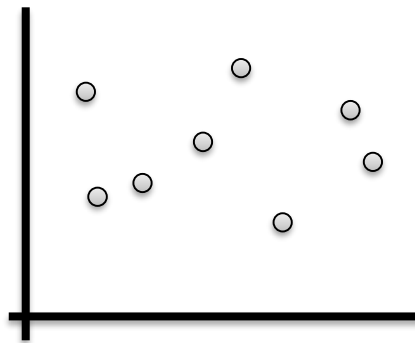
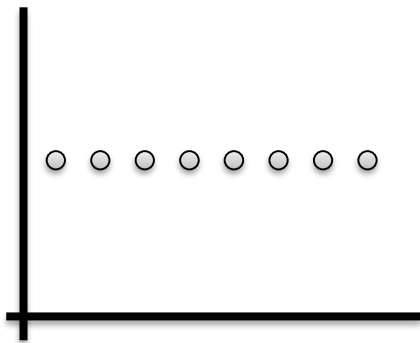
1D —————



2D

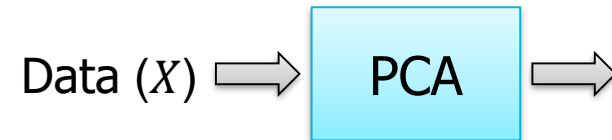
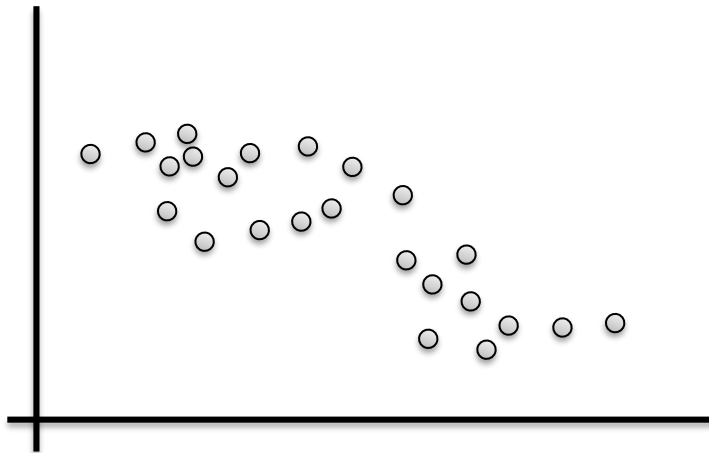
# Principal Component Analysis (PCA)

- PCA is a **projection** technique
  - Hypothesis:
- In what dimension does the data reside?

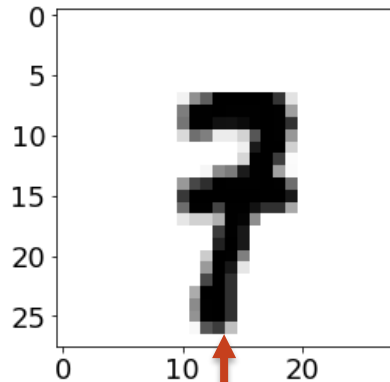


# PCA Technical Approach

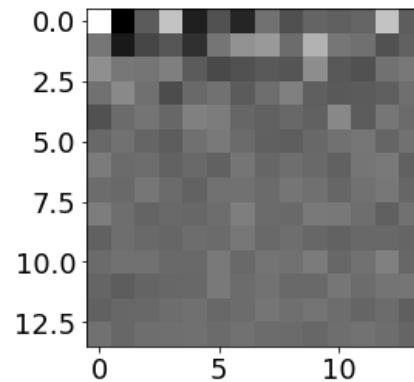
- **PCA transforms** data of any shape into a **new coordinate system**
- **Project** with “minimal loss of information”



# PCA Example



PCA  
Transform!



Inverse  
Transform!



Each feature is a number  
between 0 and 255



# PCA Summary

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- **Great for managing large, sparse data sets**
- **Benefit:**
- **Things to keep in mind:**

# Back to some algorithmic supervision!

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## What do we know now?

### Supervised Methods

Linear Regression

Decision Trees

### Unsupervised Methods

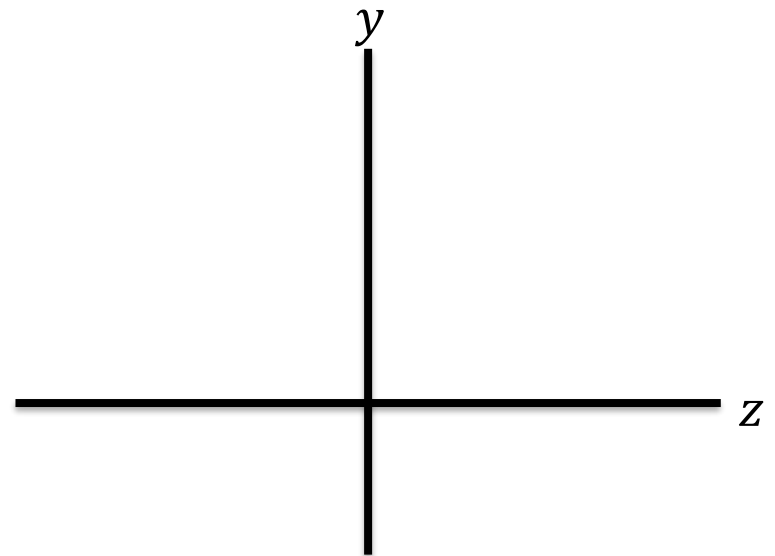
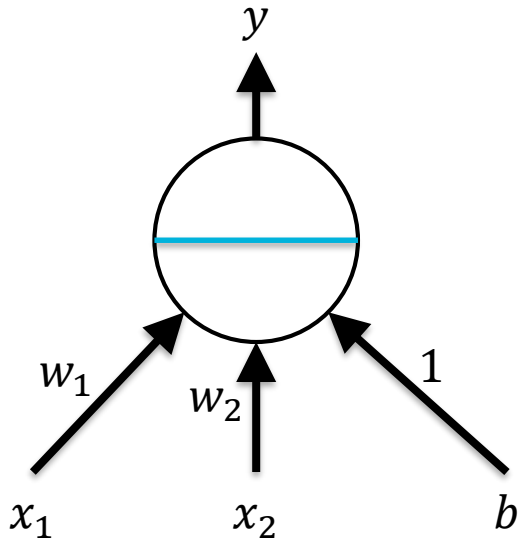
Principal  
Component  
Analysis

# Neural Networks

## To the (sort of) rescue!

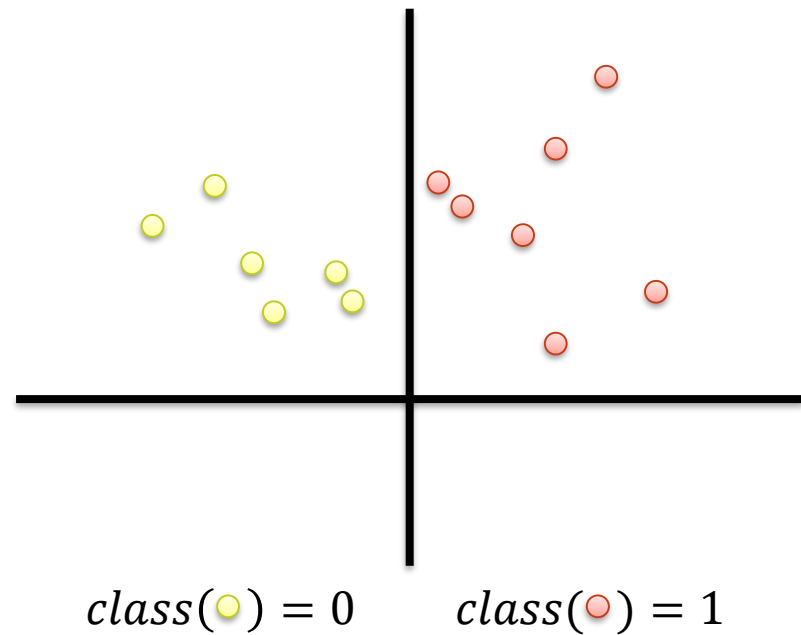
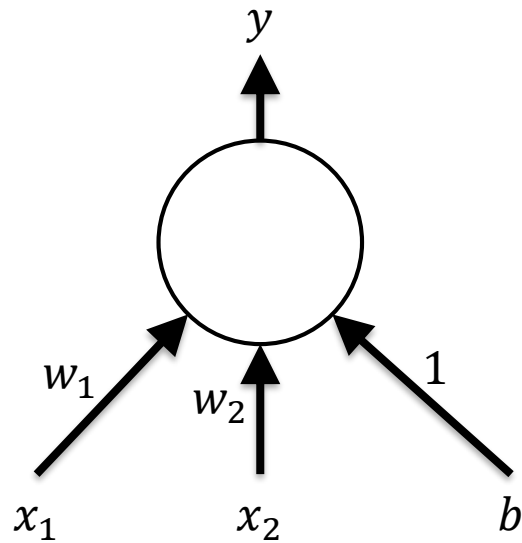
**Neural networks go back to the 1950s!**

**Linear threshold unit (LTU)**

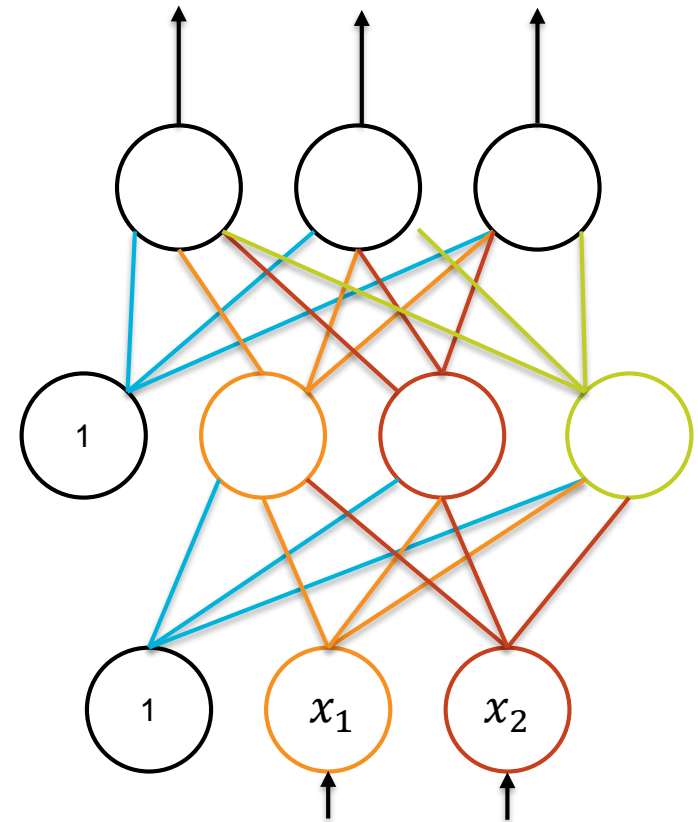
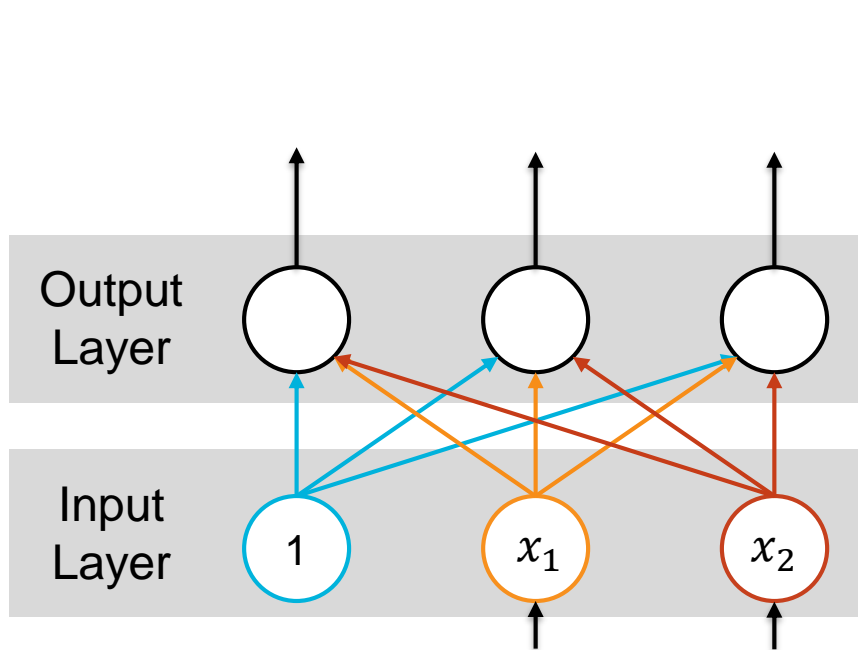




# A Closer Look

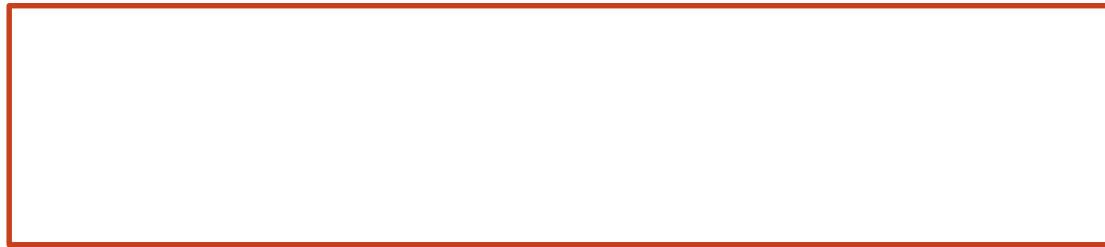


# Neural Network Architectures



# Why Neural Networks?

- NNs with **one** hidden layer universal function approximators



- NNs have **efficient** architectures and training algorithms

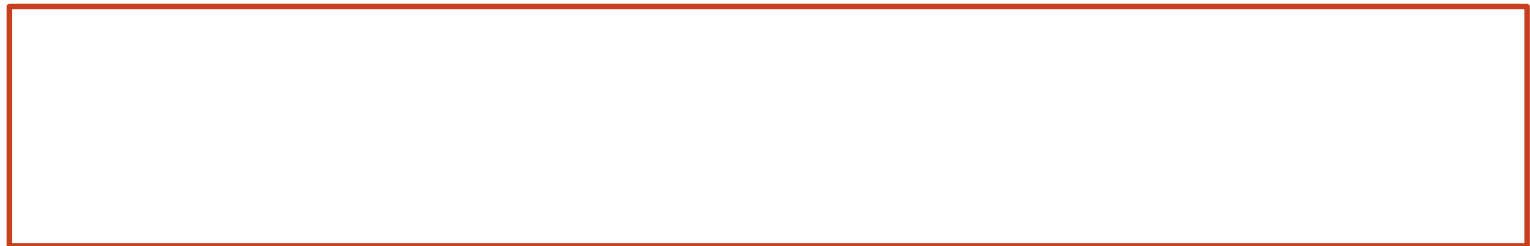
# Summary

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- **Machine learning techniques provide powerful statistical tools**

- Classification
- Regression
- Clustering
- Dimensionality reduction

- **Remember:**



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