

# Project

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- ▶ Project presentation

- ▶ Time:

- ▶ 7pm, Jan. 5 (Thu)

- ▶ 7pm, Jan. 6 (Fri)

- ▶ Tencent meeting 929-3777-9667

- ▶ Each group has  $\leq 7$  minutes for presentation

- ▶ Schedule: TBA

- ▶ Project submission

- ▶ Report

- ▶ Due: 11:59pm, Jan. 6 (Fri)

- ▶ Submission link at BB => Project => Project Report Submission

- ▶ Format: PDF, academic paper, no page requirement

- ▶ Each group only needs to submit once

- ▶ Source code

- ▶ In a zip file

- ▶ Do not include external libraries



# Project

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- ▶ At the end of your final presentation and report
  - ▶ List the external resources (e.g., code, lib, tools) that you use
  - ▶ Explain how/why you use them
  
- ▶ Grading
  - ▶ relevance to this course
  - ▶ substance, soundness, novelty
  - ▶ quality of the report and presentation



# Final Exam (Online)

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- ▶ Time
  - ▶ 10:30-12:10, Dec. 30 (Fri)
- ▶ Format
  - ▶ Closed-book. You can bring **an A4-size cheat sheet** and nothing else.
  - ▶ 10 multiple-choices, 4 problems
- ▶ Online exam
  - ▶ Detailed instructions will be sent out later
- ▶ Grade
  - ▶ 25% of the total grade
- ▶ F2018 final exam paper will be available at:
  - ▶ Blackboard menu → Previous Exams → Fall 2018 Final Exam





# Final Review



# Disclaimer

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- ▶ Topics covered in this review may not appear in the exam.
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# Probabilistic temporal models

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- ▶ Markov models
  - ▶ Markov assumption, Transition model
- ▶ Hidden Markov models
  - ▶ Transition model (states) + emission model (evidence)
  - ▶ Filtering:  $P(X_t | e_{1:t})$ 
    - ▶ Forward algorithm
  - ▶ Most likely explanation:  $\operatorname{argmax}_{x_{1:t}} P(x_{1:t} | e_{1:t})$ 
    - ▶ Viterbi algorithm
- ▶ Dynamic Bayes networks
- ▶ Approximate inference by particle filtering
  - ▶ Propagate forward → Weight → Resample



# Markov Decision Processes

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- ▶ Markov Decision Process
  - ▶ States  $S$ , Actions  $A$ , Transitions  $P(s'|s,a)$ , Rewards  $R(s,a,s')$
- ▶ Quantities:
  - ▶ Policy, Utility, Values, Q-Values
- ▶ Solve MDP
  - ▶ Bellman equation
  - ▶ Value iteration
  - ▶ Policy iteration
    - ▶ Policy evaluation + Policy improvement



# Reinforcement Learning

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- ▶ Reinforcement learning
  - ▶ MDP without knowing  $T$  and  $R$
  - ▶ Offline planning vs. online learning
- ▶ Model-based learning
- ▶ Model-free learning
  - ▶ Policy evaluation: Temporal Difference Learning
    - ▶ Exponential moving average
  - ▶ Computing  $q$ -values/policy: Q-Learning
- ▶ Exploration vs. Exploitation
  - ▶ Random exploration, exploration function
- ▶ Approximate Q-Learning
  - ▶ Feature-based representation of states





# Supervised machine learning

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- ▶ To learn an unknown target function  $f$  from labeled examples
- ▶ Classification ( $f$  with discrete output value)
  - ▶ Naïve Bayes
    - ▶ Empirical rate, maximum likelihood estimation
  - ▶ Generalization and overfitting, smoothing, tuning
  - ▶ Perceptron, logistic regression, neural networks
    - ▶ Gradient descent
- ▶ Regression ( $f$  with continuous output value)
  - ▶ Linear regression, minimizing summed squared error



# Unsupervised machine learning

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- ▶ K-means
  - ▶ Clustering
  - ▶ Iteration:
    - ▶ Assign each data instance to closest center
    - ▶ Assign each center to the average of its assigned data points
- ▶ Expectation-Maximization
  - ▶ Learning Mixture of Gaussians
  - ▶ Iteration:
    - ▶ E-step: Compute label distribution of each data point
    - ▶ M-step: Update each Gaussian based on its (proportionately) assigned points



# Natural Language Parsing

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- ▶ Context-free grammars
  - ▶ Terminals, Non-terminals, Start symbol, Production rules
  - ▶ Rules may have probabilities
  - ▶ Sentence generation/parsing
- ▶ Parsing: CYK (for CFG in Chomsky normal form)
  - ▶ Dynamic programming: bottom-up table filling
- ▶ Regular grammars, dependency grammars



# Computer Vision

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- ▶ Basic concepts, applications, tasks...





# The Road Forward



# The Road Forward – SIST Courses

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- ▶ Undergraduate
  - ▶ CS172 Computer vision I
  - ▶ CS173 Data Mining
  - ▶ CS182 Introduction to Machine Learning
  - ▶ CS183 Introduction to Robotics
- ▶ Graduate
  - ▶ CS280 Deep Learning
  - ▶ CS282 Machine Learning
  - ▶ CS243 Introduction to Algorithmic Game Theory
  - ▶ CS272 Computer Vision II
  - ▶ CS274A Natural Language Processing
  - ▶ CS283 Robotics
  - ▶ CS286 AI for Science and Engineering
  - ▶ SI252 Reinforcement Learning
- ▶ And more...



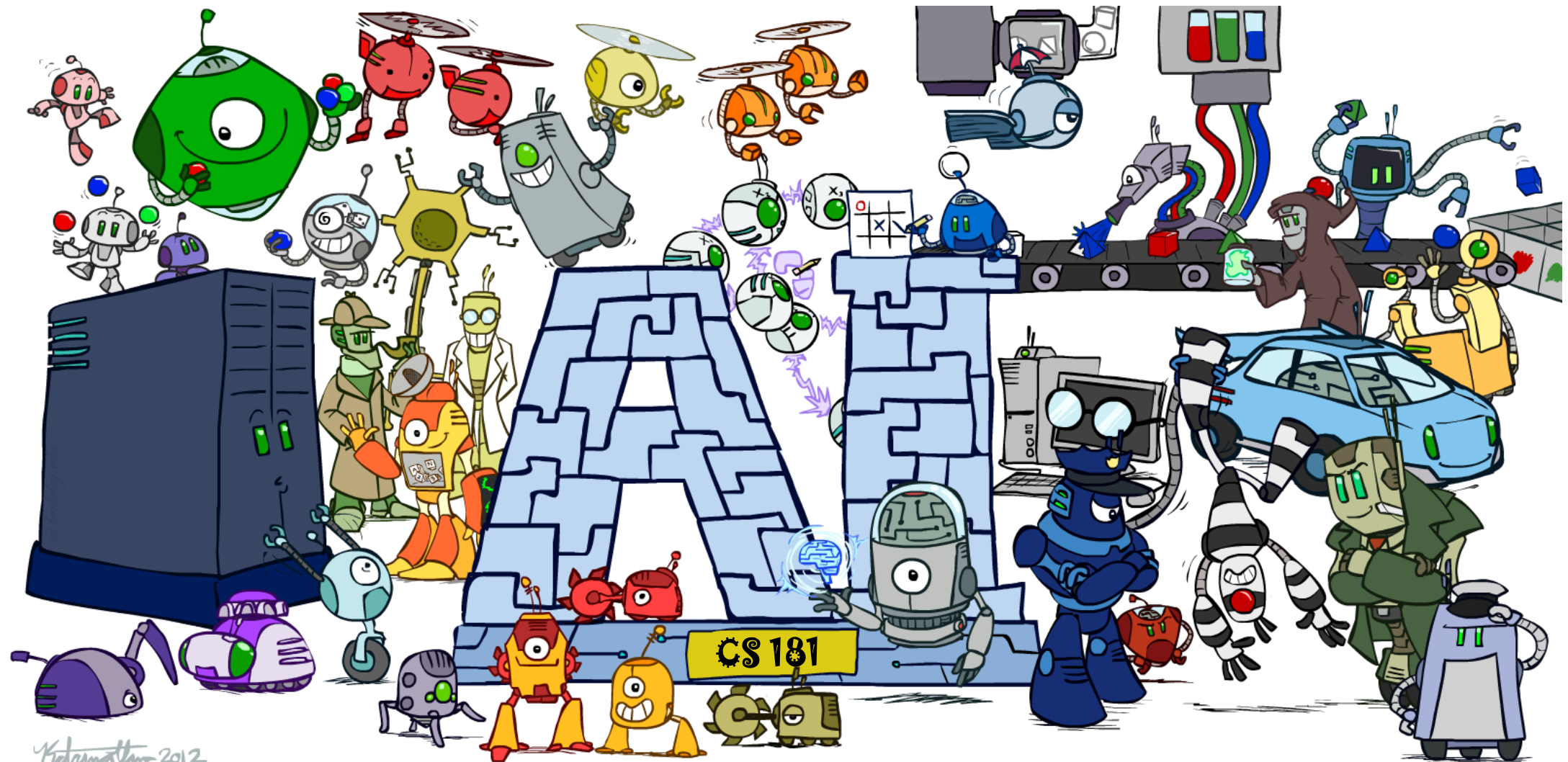
# The Road Forward – Research

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- ▶ Learning recent developments in AI from top conferences
  - ▶ AI: IJCAI, AAAI
    - ▶ Caution: not top in ML, NLP, CV
  - ▶ ML: NIPS, ICML, ICLR
  - ▶ NLP: ACL, EMNLP, NAACL
  - ▶ CV: CVPR, ICCV, ECCV
  - ▶ Other: KDD, AAMAS, UAI, ...
- ▶ A good (but not perfect) way to judge a publication venue
  - ▶ Google Scholar Metrics
- ▶ Participating in research projects...



That's all!



Kidramatt 2012