Artificial Intelligence Advanced Topics in AI & ML

Introduction. Course logistics and syllabus. Deep Learning and Neural Nets

Aleksandr Petiushko

ML Research







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Introduction





- Introduction
- ② Course logistics and syllabus





- Introduction
- 2 Course logistics and syllabus
- 3 Deep Learning and Neural Nets





- Introduction
- ② Course logistics and syllabus
- 3 Deep Learning and Neural Nets
- AI vs ML vs DL





- Introduction
- Course logistics and syllabus
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- AI vs ML vs DL
- 6 Historic reference



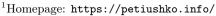


Intro

About the lecturer¹

- Aleksandr Petiushko, PhD in theoretical CS (2016)
- Lecturer in Lomonosov MSU / MIPT for Machine Learning, Computer Vision, Deep Learning Theory, Python for an ML Researcher since 2019
- Former Huawei Chief Scientist (Scientific Expert), AIRI Director of Key Research Programs (Leading Scientific Researcher), Nuro Head of ML Research
- Currently at Gatik, leading the AI Research





《□》《圖》《意》《意》 毫 例

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Intro

Time to introduce yourselves: what are your hobbies, motivation in ML, etc.: please go into "Module 1 Students Introduction" thread





Sofia Plagiarism Policy

- It covers parts "sourced from AI"
 - ▶ Please read the "Sofia Plagiarism Policy" thread
 - ▶ First offense: students need to rewrite assignment
 - ▶ **Second offense**: students fail the course
 - ▶ Third offense: students re to be withdrawn from their program





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 - ▶ It can really hallucinate some things which are just untrue





- It can produce very plausible answers in 90% of cases
- The caveats are the following:
 - ▶ It can really hallucinate some things which are just untrue
 - ▶ It can produce very different information in comparison to the source used to ask question (e.g., book chapter)





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Note about discussions

• Discussion answers like "I agree because of bla-bla" won't be graded — they do not provide any value





Note about discussions

- Discussion answers like "I agree because of bla-bla" won't be graded they do not provide any value
- Only the answers with some non-trivial arguments that:
 - either contradict the initial post,
 - or add some non-obvious missing things to the initial message

will be considered as graded ones

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Course logistics

• Course grading will be done based on attendance, assignments, discussions, (optional: mini research problem) and the final exam.





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• Contribution:

- 50%: attendance, assignments, discussions

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• Preliminary grading scale:

Grade	Percent accumulated
A	$\geq 90 \%$
В	80-89 %
С	70-79 %

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- Topics: Please refer to Module 0





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- Presentations to be presented by the author during the last onground session
 - ▶ Duration: apprx 10 min

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Late Submission Policy

Late submission deduction percent: 15% every day;





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Late submission deduction percent: 15% every day;

• It means that if you're 7 days late you'll get 0 score but need to submit anyway.





Missing onground class:

• Student's grade is dropped by 10%;



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Missing Assignment in time (1 week, please refer to the *Late Submission Policy*):

• No makeups, i.e. 0 for the Assignment;





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Missing Exam:

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Missing Assignment in time (1 week, please refer to the *Late Submission Policy*):

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Unless:

- A Student has a serious medical condition, and this condition is validated by a hospital or licensed California physician (in English)
- The Student contacts in time our chair (Donna Dulo) and Professor and describes the situation and provides all the needed proofs

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Github

- Course page: https://github.com/fatheral/ai-intro-course
- The professor's lectures will be uploaded there



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Natural Intelligence (human)

• Able to perceive the information, analyze it, make decisions based on this analysis





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Artificial Intelligence

- (Strong) The same as natural intelligence, but computer is instead of human
- (Weak) Algorithm which is able to train using the input data in order to do tasks afterward instead of human



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What is Machine Learning

In 1959 Arthur Samuel introduced the term "machine learning" into scientific use.

General definition

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Machine Learning — the process leading computers to gain ability to show the behavior that wasn't explicitly programmed.

In 1997 Tom M. Mitchell introduced more formal definition of a machine learning algorithm.

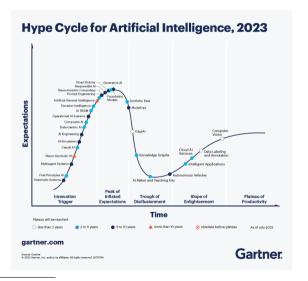
Formal definition

A **computer program** is said **to learn** from examples E for some set of problems T and a quality metric P if its performance on problems from T, as measured by P, is improved by using examples E.

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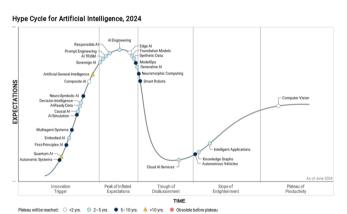
Broad concepts: AI Hype Cycle 2023²





Broad concepts: AI Hype Cycle 2024³

Figure 1: Hype Cycle for Artificial Intelligence, 2024



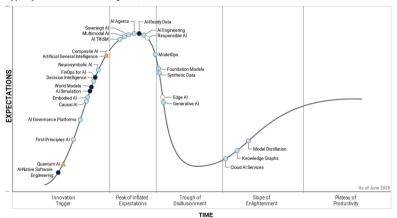
Gartner.

 3 www.jaggaer.com

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Broad concepts: AI Hype Cycle 2025⁴

Hype Cycle for Artificial Intelligence, 2025



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⁴www.mrak.at

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Plateau will be reached: ○ <2 yrs. ○ 2-5 yrs. ● 5-10 yrs. ▲ >10 yrs. ⊗ Obsolete before plateau

Course content

- Deep Learning and Neural Nets
- Generative AI: Generative Adversarial Networks
- Generative AI: Diffusion
- Transformers: encoders and decoders
- LLMs: BERT, GPT
- Applications: Computer Vision
- Applications: Speech Recognition
- Multi-tasking
- Multi-modality
- Interpretability and Explainability
- Embodied AI: Self-Driving
- AI Ethics
- Robust ML



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Deep Learning⁵ and Neural Nets

• Neural Net (NN): a (usually!) non-linear function mapping a (usually) multi-dimensional input to some output (which can be of the same dimension, or a bigger/smaller one)



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Deep Learning⁵ and Neural Nets

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Deep Learning⁵ and Neural Nets

- Neural Net (NN): a (usually!) non-linear function mapping a (usually) multi-dimensional input to some output (which can be of the same dimension, or a bigger/smaller one)
- \bullet Most common NN atomic operations: addition, multiplication, scalar non-linearity, aggregation/normalization
- Deep Learning: a NN consisting of more 2 layers of atomic operations (that's why deep) and the corresponding procedure of the training ("learning") it weights using back propagation process





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- Suppose we have m objects \Rightarrow can construct training dataset X^m
- On top of that representation (usually a linear) a classifier is learned (e.g., SVM): $a(w, X^m) = \operatorname{sign} g(x, w) = \operatorname{sign} \langle x, w \rangle$

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- Main goal: to have objects representations that are rich and descriptive:
 - ▶ Representations of objects from the same class are better *to be close* (according to some metric, e.g., Euclidean) in the feature space

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- For this purpose, additional mapping h from X into some additional representation space $R \subseteq \mathbb{R}^N \colon h: X \to R$

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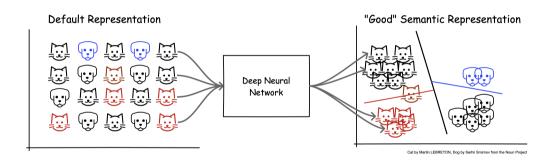
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- For this purpose, additional mapping h from X into some additional representation space $R \subseteq \mathbb{R}^N \colon h: X \to R$
- \bullet The learning of this additional mapping h is called **Representation Learning**

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Representation spaces illustration⁶





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AI vs ML vs DL^7

Artificial Intelligence: Mimicking the intelligence or behavioural pattern of humans or any other living entity. **Machine Learning:** A technique by which a computer can "learn" from data, without using a complex set of different rules. This approach is mainly based on training a model from datasets. Deep Learning: A technique to perform machine learning inspired by our brain's own network of neurons.





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Deep Learning History I⁸

1943	McCulloch & Pitts	introduced MCP Model, which is considered as the
		ancestor of Artificial Neural Model.
	Donald Hebb	considered as the father of neural networks, introduced
1949		Hebbian Learning Rule, which lays the foundation of
		modern neural network.
1958	Frank Rosenblatt	introduced the first perceptron, which highly resembles
1990		modern perceptron.
1974	Paul Werbos	introduced Backpropagation
1980	Teuvo Kohonen	introduced Self Organizing Map
1900	Kunihiko Fukushima	introduced Neocogitron, which inspired Convolutional
		Neural Network
1982	John Hopfield	introduced Hopfield Network
1985	Hilton & Sejnowski	introduced Boltzmann Machine
	Paul Smolensky	introduced Harmonium, which is later known as Restricted
1986		Boltzmann Machine
	Michael I. Jordan	defined and introduced Recurrent Neural Network

 $^{^8{\}rm On}$ the Origin of Deep Learning



Intro. DL.

Deep Learning History II⁹

1990	Yann LeCun	introduced LeNet, showed the possibility of deep neural networks in practice
1997	Schuster & Paliwal	introduced Bidirectional Recurrent Neural Network
	Hochreiter &	introduced LSTM, solved the problem of vanishing
	$\operatorname{Schmidhuber}$	gradient in recurrent neural networks
2006		introduced Deep Belief Networks, also introduced
	Geoffrey Hinton	layer-wise pretraining technique, opened current deep
		learning era.
2009	Salakhutdinov & Hinton	introduced Deep Boltzmann Machines

- 2011: AlexNet the first neural net winning the ImageNet challenge
- 2017: Invention of Transformer, the main architecture of LLM
- 2022: Invention of ChatGPT

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⁹On the Origin of Deep Learning

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More details on DL History and NN Architectures

Please read two links below:

- Deep Learning in a Nutshell: Core Concepts
- Deep Learning in a Nutshell: History and Training





lacksquare Please go through all the materials of **Module 0**





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- 2 Please introduce yourself and complete the Assignment 1





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- Open Deep Learning is responsible for the most of the AI success today!





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- Please go through all the materials of Module 0
- 2 Please introduce yourself and complete the Assignment 1
- Open Deep Learning is responsible for the most of the AI success today!
- Let's get our journey started!





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Thank you!





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