Artificial Intelligence Advanced Topics in AI & ML

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

Aleksandr Petiushko

ML Research







Introduction





- Introduction
- ② Course logistics and syllabus





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





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



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





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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 - ▶ Third offense: students re to be withdrawn from their program





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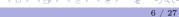
• It can produce very plausible answers in 90% of cases





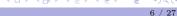
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- The caveats are the following:
 - ▶ It can really hallucinate some things which are just untrue
 - ▶ It can produce very different information in comparison to the source used to ask question (e.g., book chapter)





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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





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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
- 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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• Preliminary grading scale:

| Grade | Percent accumulated |
|-------|---------------------|
| A | 90-100 % |
| В | 75-89 % |
| С | 60-74 % |

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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** than no need to submit: you'll get **0 score** anyway.



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Missing onground class:

 \bullet 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 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 describes the situation and provides all the needed proofs
- The Student notifies in time Professor about the situation with the confirmation from our chair (Donna Dulo)

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Github

- Course page: https://github.com/fatheral/sofia-aiml-2024
- The professor's lectures will be uploaded there





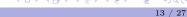
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What is Artificial Intelligence?

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.

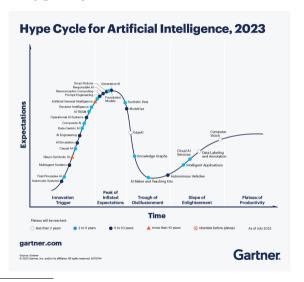
Formal definition

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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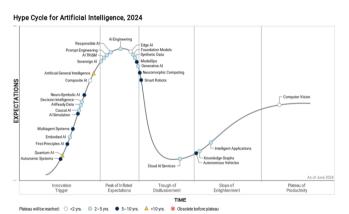
Broad concepts: AI Hype Cycle 2023²





Broad concepts: AI Hype Cycle 2024³

Figure 1: Hype Cycle for Artificial Intelligence, 2024



Gartner

 3 www.jaggaer.com

4 D > 4 A > 4 B > 4 B > B

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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 Learning⁴ 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 Learning⁴ and Neural Nets

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⁴Deep Learning Classical Book

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Deep Learning⁴ 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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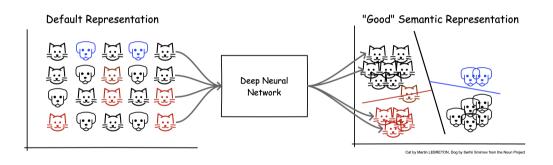
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- For this purpose, additional mapping h from X into some additional representation space $R \subseteq \mathbb{R}^N \colon h: X \to R$
- \bullet The learning of this additional mapping h is called **Representation Learning**

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Representation spaces illustration⁵





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AI vs ML vs DL^6

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 I⁷

| 1943 | McCulloch & Pitts | introduced MCP Model, which is considered as the |
|------|--------------------|--|
| | | ancestor of Artificial Neural Model. |
| 1949 | Donald Hebb | considered as the father of neural networks, introduced |
| | | 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 |
| 1986 | Paul Smolensky | introduced Harmonium, which is later known as Restricted |
| | | Boltzmann Machine |
| | Michael I. Jordan | defined and introduced Recurrent Neural Network |
| | | |

 $^{^7{\}rm On}$ the Origin of Deep Learning



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Deep Learning History II⁸

| 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 |
| | 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



⁸On 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





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 $lackbox{0}$ 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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- 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!





A. Petiushko