

Artificial Intelligence

Advanced Topics in AI & ML

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

Aleksandr Petiushko

ML Research



Content

① Introduction

Content

- ① Introduction
- ② Course logistics and syllabus

Content

- ① Introduction
- ② Course logistics and syllabus
- ③ Historical reference

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)
- Currently at Nuro, leading the ML Research



¹Homepage: <https://petiushko.info/>

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 - ▶ **Third offense:** students re to be withdrawn from their program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 different information in comparison to the source used to ask question (e.g., book chapter)

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- Only the answers with some non-trivial arguments that contradict the initial post will be considered as graded ones

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- Preliminary grading scale:

| Grade | Percent accumulated |
|-------|---------------------|
| A | 90-100 % |
| B | 75-89 % |
| C | 60-74 % |

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

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Natural Intelligence (human)

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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

What is Machine Learning

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

General definition

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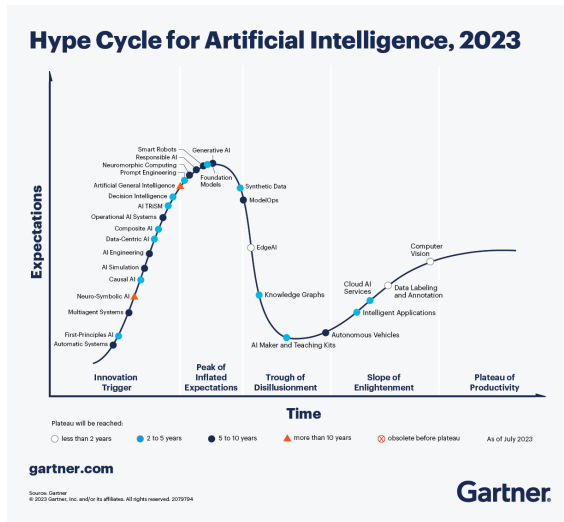
Machine Learning — the process leading computers to gain ability to show the behavior that wasn't explicitly programmed.

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 .

Broad concepts: AI Hype Cycle²



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

Deep Learning³ 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)

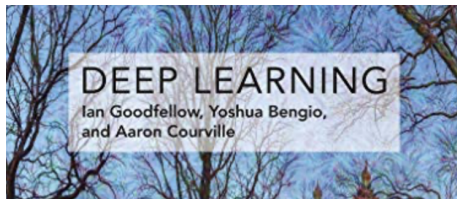
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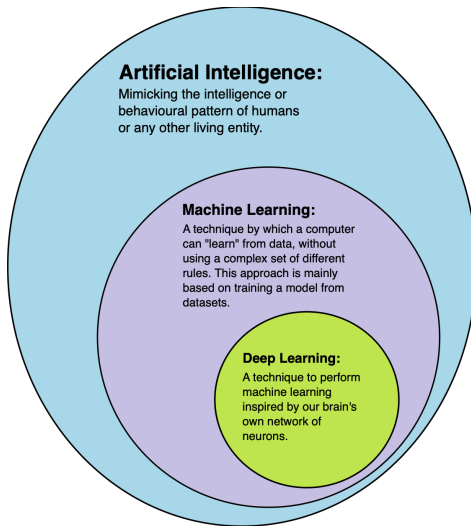
³Deep Learning Classical Book

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- 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



AI vs ML vs DL⁴



⁴Wiki

Deep Learning History I⁵

| | | |
|------|--------------------|--|
| 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 modern perceptron. |
| 1974 | Paul Werbos | introduced Backpropagation |
| 1980 | Teuvo Kohonen | introduced Self Organizing Map |
| | 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 |

⁵On the Origin of Deep Learning

Deep Learning History II⁶

| | | |
|------|--------------------------|--|
| 1990 | Yann LeCun | introduced LeNet, showed the possibility of deep neural networks in practice |
| 1997 | Schuster & Paliwal | introduced Bidirectional Recurrent Neural Network |
| | Hochreiter & Schmidhuber | introduced LSTM, solved the problem of vanishing gradient in recurrent neural networks |
| 2006 | Geoffrey Hinton | introduced Deep Belief Networks, also introduced 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

⁶On the Origin of Deep Learning

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](#)

Takeaway notes

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- ➌ Deep Learning is responsible for the most of the AI success today!
- ➍ Let's get our journey started!

Thank you!