

- Ancien élève du lycée Jean Zay (2004-2005).
- Maître de Conf. en *dynamique des fluides et maths appli* à l'ENSAM.
- Recherche en *apprentissage statistique* pour la physique et l'ingénierie.



Jean-Christophe Loiseau

Démystifions les neurones artificiels

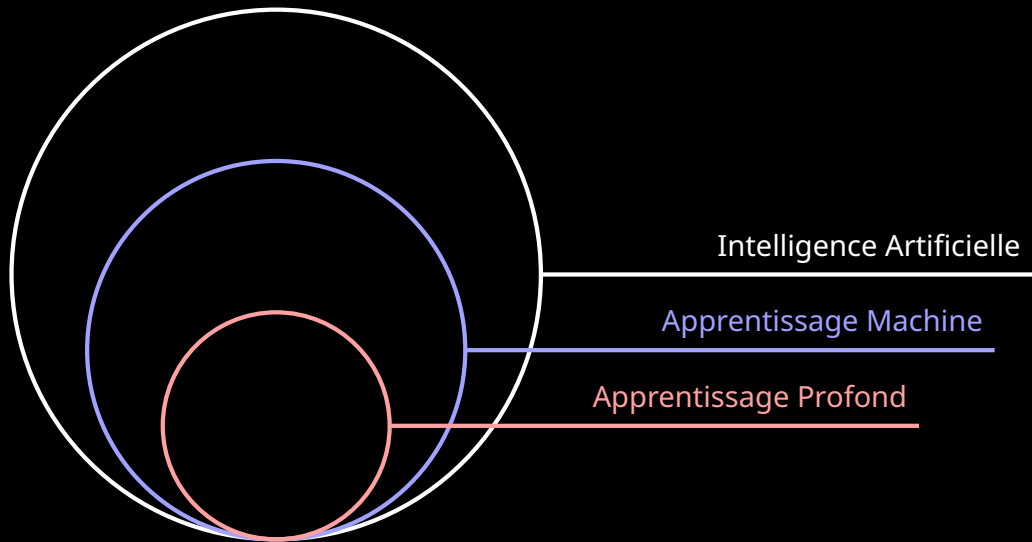
Jean-Christophe Loiseau

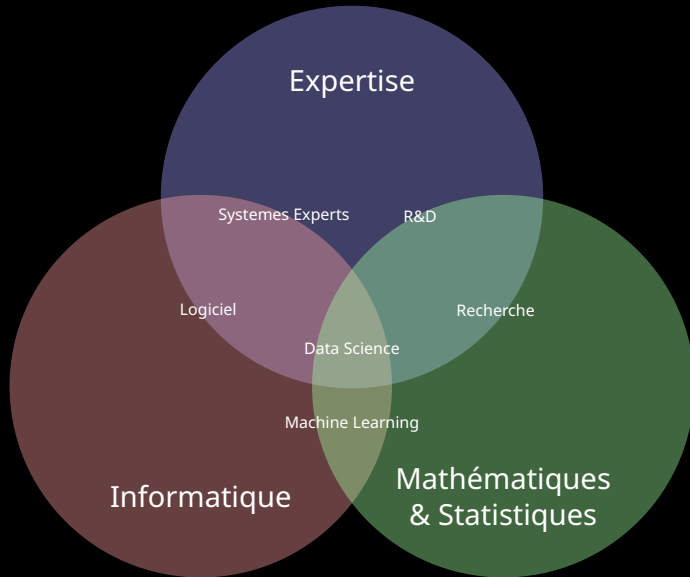
Orléans, 11 Octobre 2022



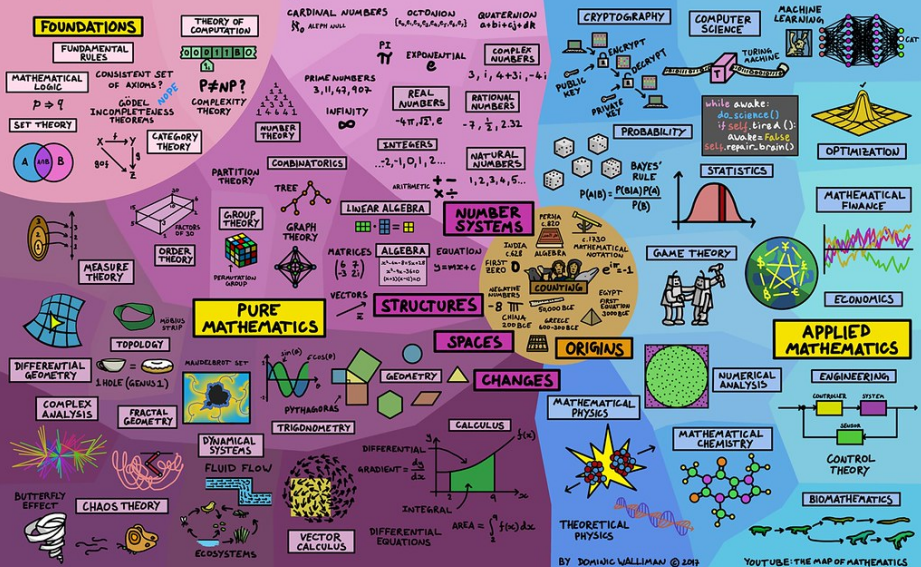
Intelligence Artificielle Ensemble des théories et des techniques développant des programmes informatiques complexes capables de simuler certains traits de l'intelligence humaine (raisonnement, apprentissage, etc).

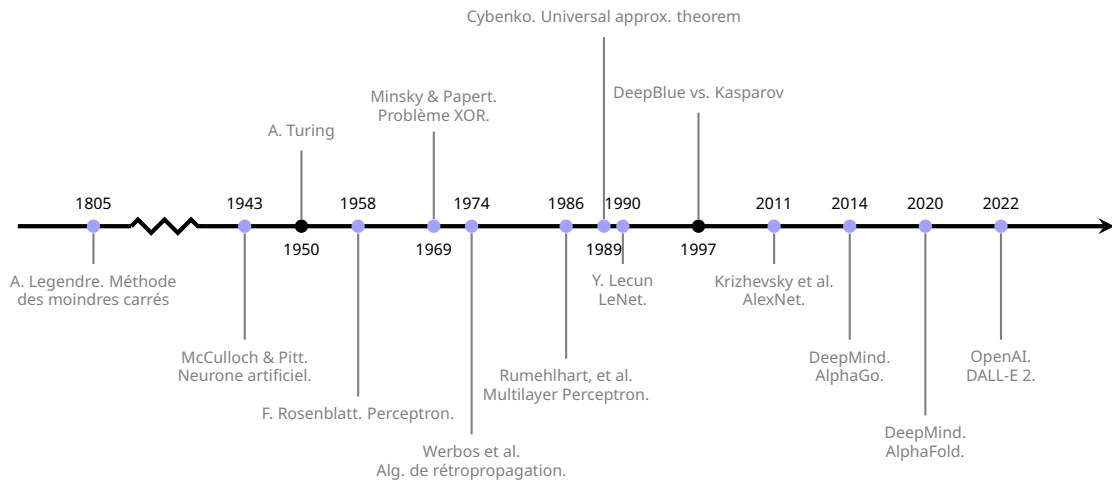
Le Petit Robert.





THE MAP OF MATHEMATICS







Un réseau de neurones, qu'est ce que c'est ?

Neural Networks

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-  Backfed Input Cell
-  Input Cell
-  Noisy Input Cell
-  Hidden Cell
-  Probabilistic Hidden Cell
-  Spiking Hidden Cell
-  Output Cell
-  Match Input Output Cell
-  Recurrent Cell
-  Memory Cell
-  Different Memory Cell
-  Kernel
-  Convolution or Pool

Perceptron (P)



Feed Forward (FF)



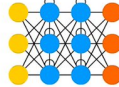
Radial Basis Network (RBF)



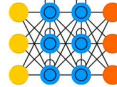
Deep Feed Forward (DFF)



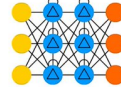
Recurrent Neural Network (RNN)



Long / Short Term Memory (LSTM)



Gated Recurrent Unit (GRU)



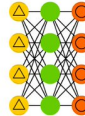
Auto Encoder (AE)



Variational AE (VAE)



Denoising AE (DAE)



Sparse AE (SAE)



Markov Chain (MC)



Hopfield Network (HN)



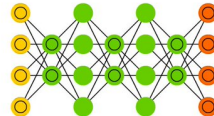
Boltzmann Machine (BM)

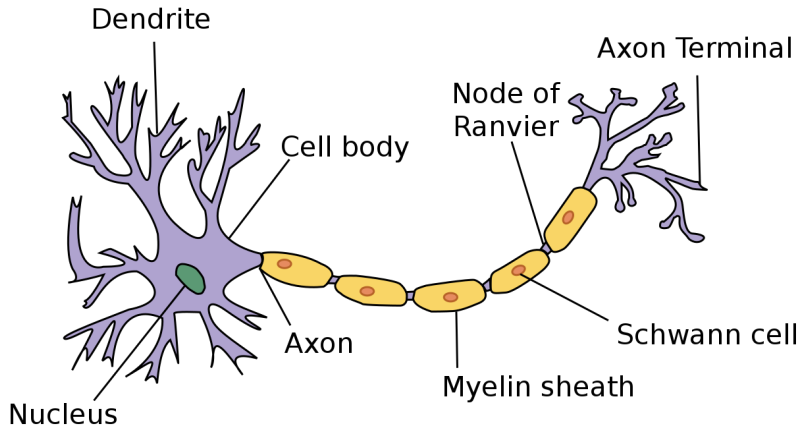


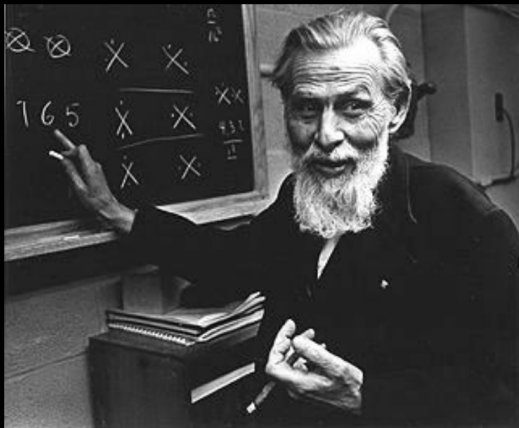
Restricted BM (RBM)



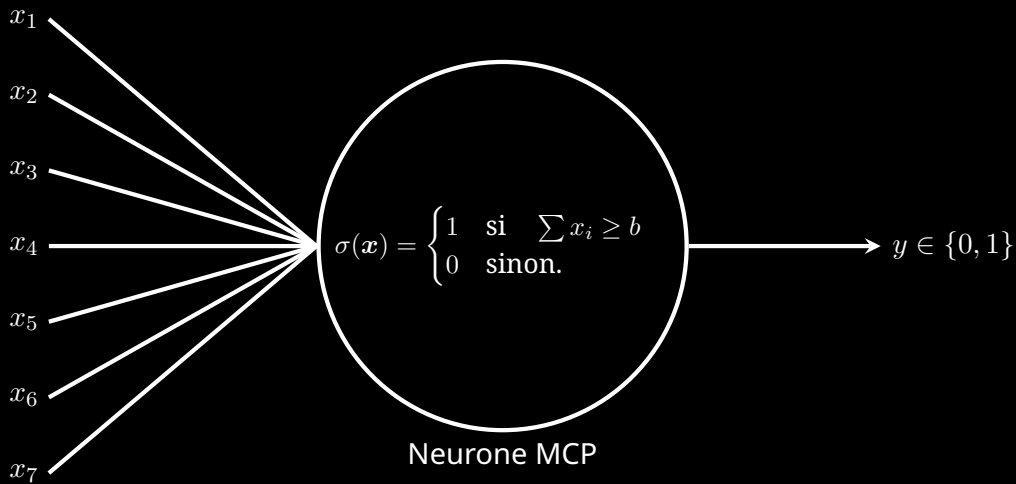
Deep Belief Network (DBN)



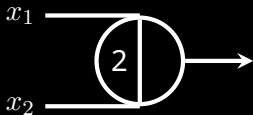




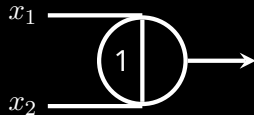
McCulloch & Pitts. *A logical calculus of the ideas immanent in nervous activity*. 1943.



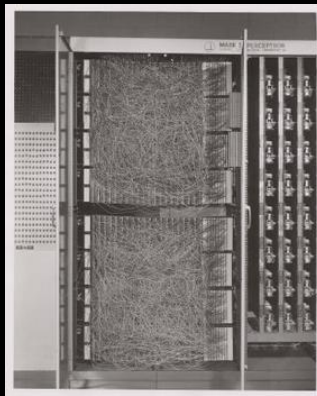
Algèbre Booléenne avec des neurones MCP



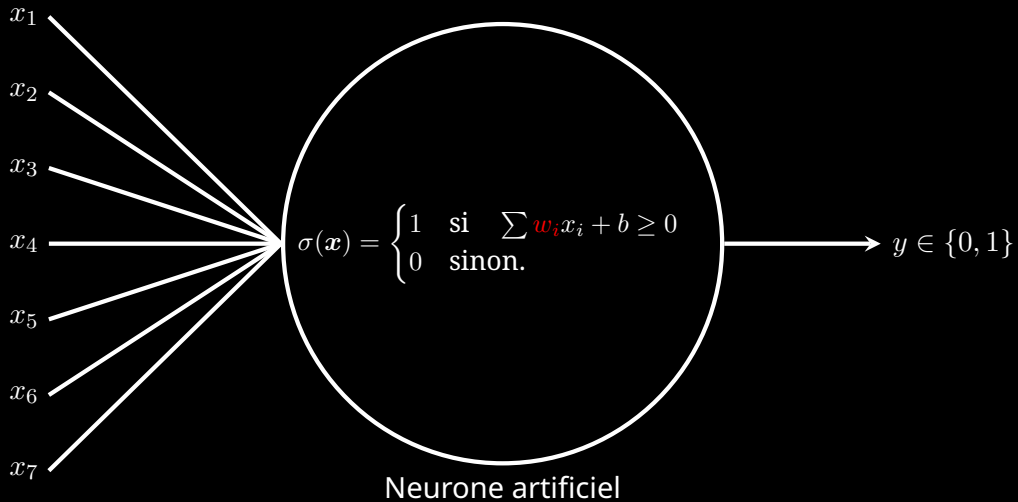
AND



OR



F. Rosenblatt. *The Perceptron – a perceiving and recognizing automaton*. 1957.



Algorithm 1: Perceptron Learning Algorithm

Input: Le jeu d'entraînement $\{x_i, y_i\}$, le taux d'apprentissage α .

Output: Les paramètres (w, b) du perceptron.

1 Initialiser w and b aléatoirement.

2 **while** *not converged* **do**

3 **for** $k = 1, \dots, n$ **do**

4 $\varepsilon = y_i - \sigma(w^T x_i + b)$

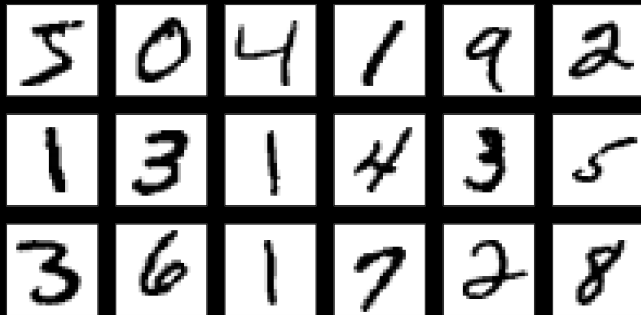
5 **if** $\varepsilon \neq 0$ **then**

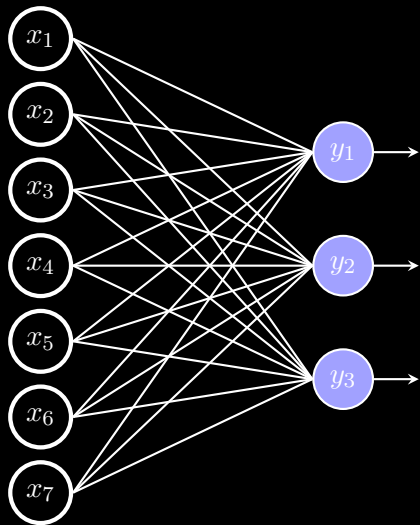
6 $w = w + \alpha \varepsilon x_i$

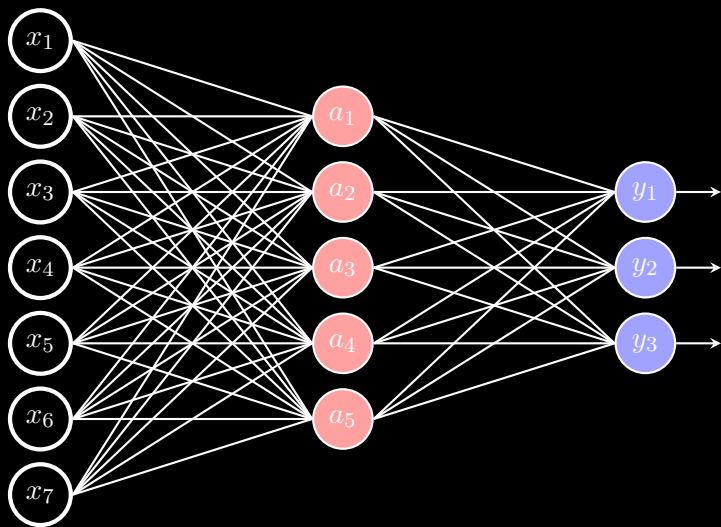
7 $b = b + \alpha \varepsilon$

8 Test de la convergence.

Démonstration sur MNIST









Les applications de l'apprentissage machine aujourd'hui

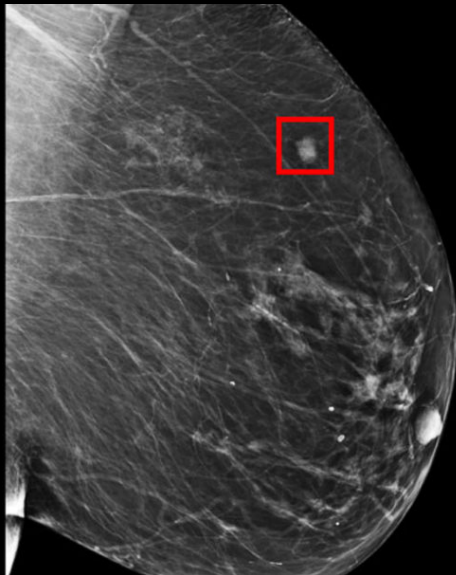
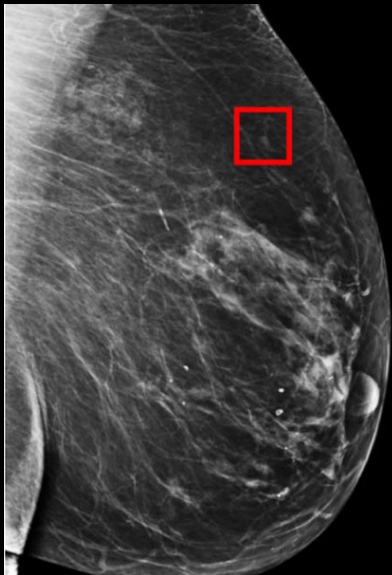
Jouer aux jeux (vidéos)



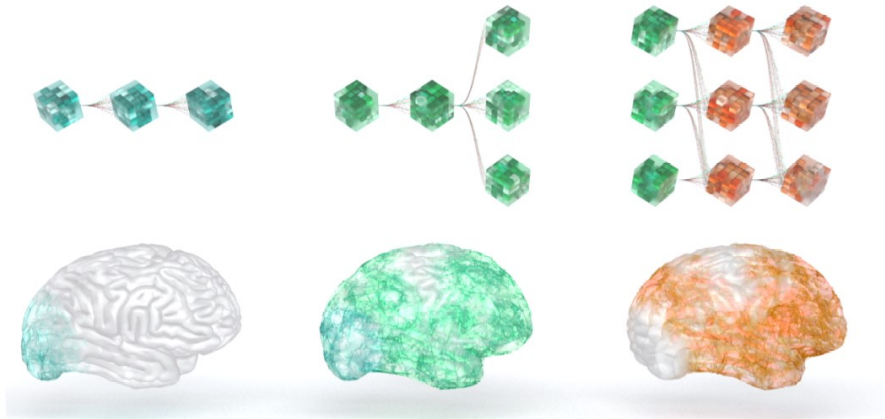
Générer des images/videos



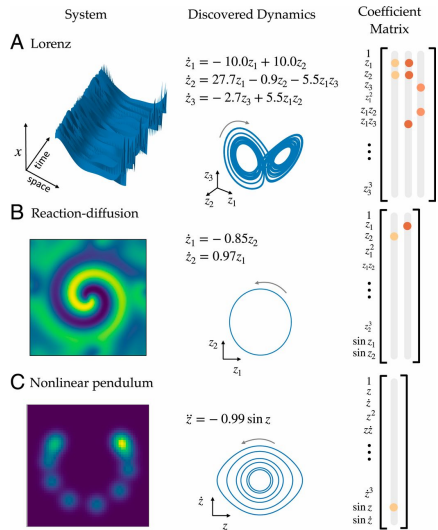
Identifier des tumeurs



Mieux comprendre le cerveau



Identifier des modèles physiques





Le mot de la fin





`https://loiseaujc.github.io/`



`https://loiseau-jc.medium.com/`



`@loiseau_jc`

Merci de votre attention !

Des questions?