

# INTRODUCTION TO DATA ANALYSIS, PATTERN RECOGNITION & ARTIFICIAL INTELLIGENCE

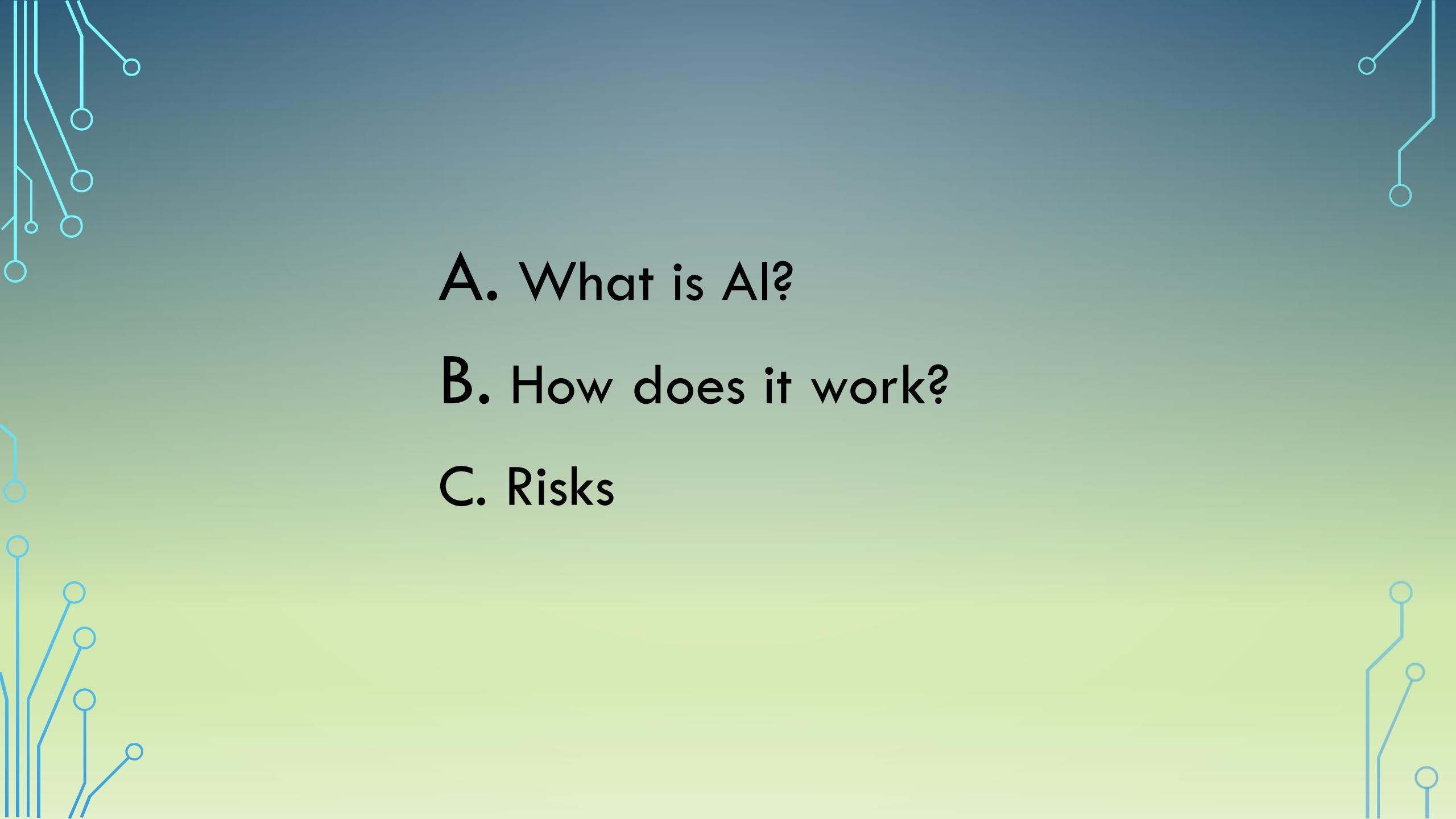
Raúl Benítez

[raul.benitez@upc.edu](mailto:raul.benitez@upc.edu)



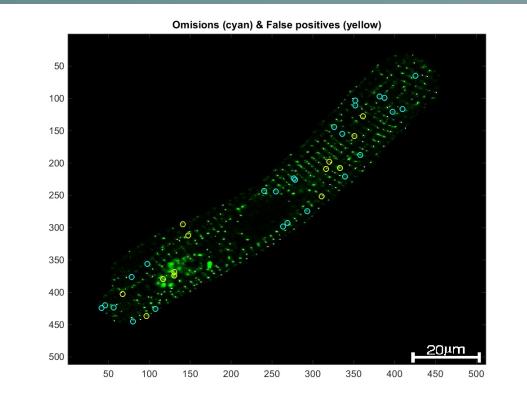
UNIVERSITAT POLITÈCNICA DE CATALUNYA  
BARCELONATECH

Centre de Recerca en Enginyeria Biomèdica

- 
- A. What is AI?**
  - B. How does it work?**
  - C. Risks**

# ANALYSIS OF MEDICAL & BIOLOGICAL IMAGES

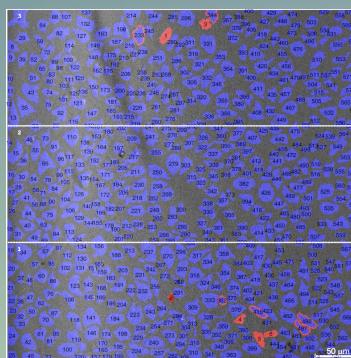
# Molecular receptors



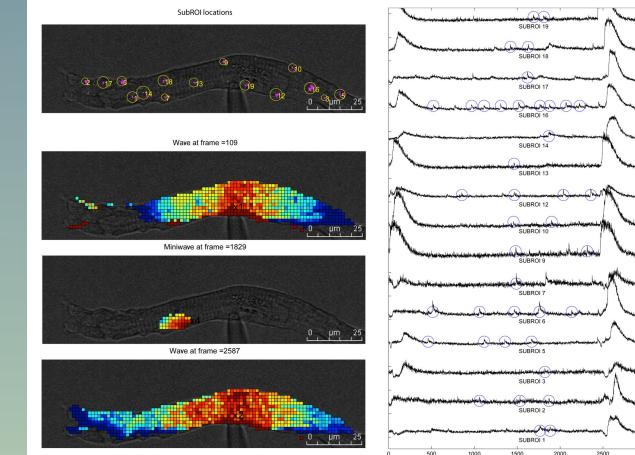
# Single-cell experiments



# Cell cultures



## Calcium dynamics

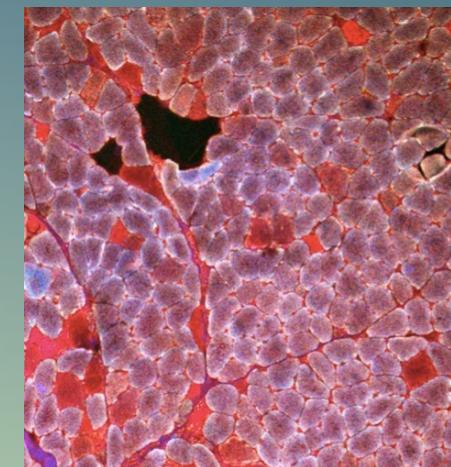


## Mitochondrial transport

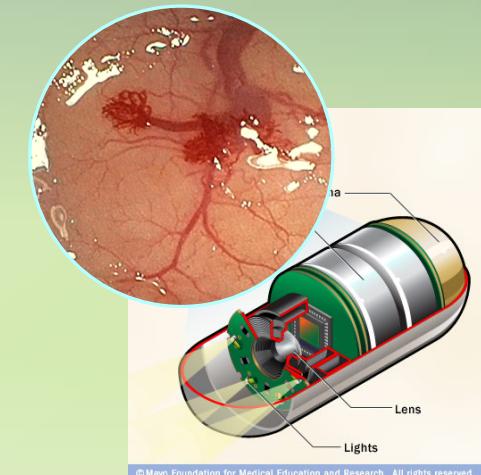


# Extraction & analysis of multiscale biomarkers

# Pathology



## Endoscopy

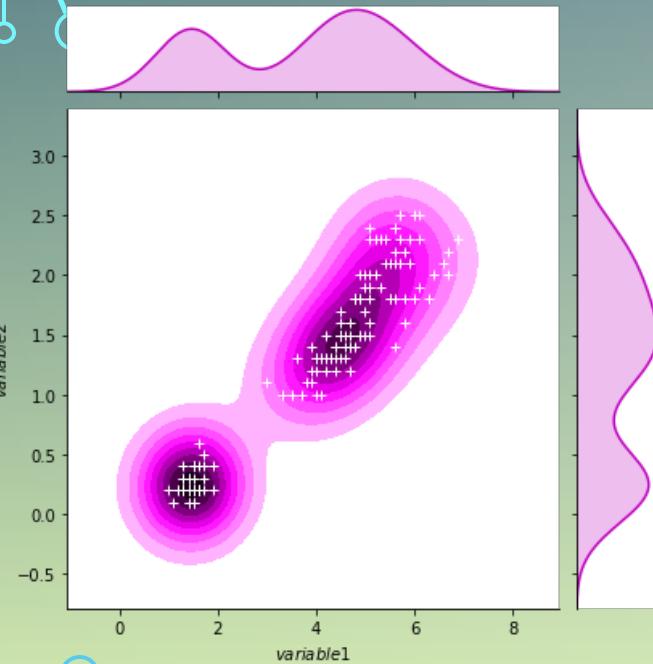


## A. WHAT IS AI?



artificial Intelligence  
data analysis  
machine learning  
unsupervised learning  
**pattern recognition**  
data modeling  
expert systems  
statistical inference  
deep learning  
big data  
business intelligence  
knowledge retrieval  
**cybernetics**  
data analytics

# Data



Text  
Images  
Multivariate numerical data  
Genetics  
Audio, video  
**HETEROGENEOUS**

# Mathematics

$$\begin{aligned} p(\mathcal{D}|\theta) &= p(x_1, x_2, \dots, x_n | \mu, \sigma^2) \\ &= \prod_{i=1}^n p(x_i | \theta) \\ &= \prod_{i=1}^n \frac{1}{\sqrt{2\pi\sigma^2}} \exp\left(-\frac{(x_i - \mu)^2}{2\sigma^2}\right) \\ &= \left(\frac{1}{2\pi\sigma^2}\right)^{\frac{n}{2}} \exp\left(-\frac{\sum_{i=1}^n (x_i - \mu)^2 + n(\frac{1}{n} \sum_{i=1}^n x_i - \mu)^2}{2\sigma^2}\right) \end{aligned}$$

Statistics  
Geometry  
Optimization  
Stochastic processes

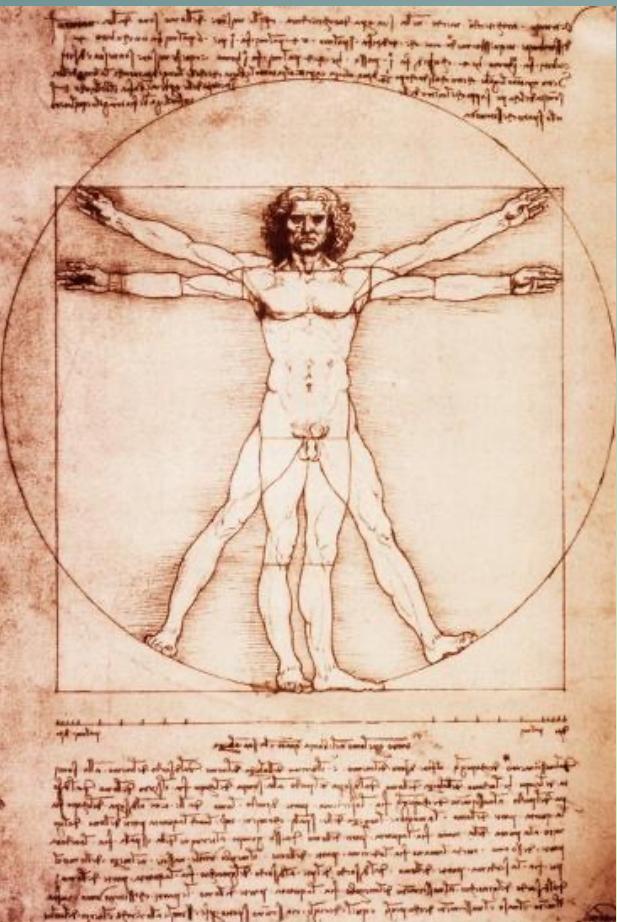
# Computer Science

```
1 import numpy as np
2 from sklearn import decomposition
3 from sklearn import datasets
4
5 iris = datasets.load_iris()
6 X = iris.data
7 y = iris.target
8
9 pca = decomposition.PCA(n_components=2)
10 pca.fit(X)
11 Xproj = pca.transform(X)
```

Algorithms  
Computational complexity  
Information theory  
Network analysis

# We emulate human body

Biomechanics



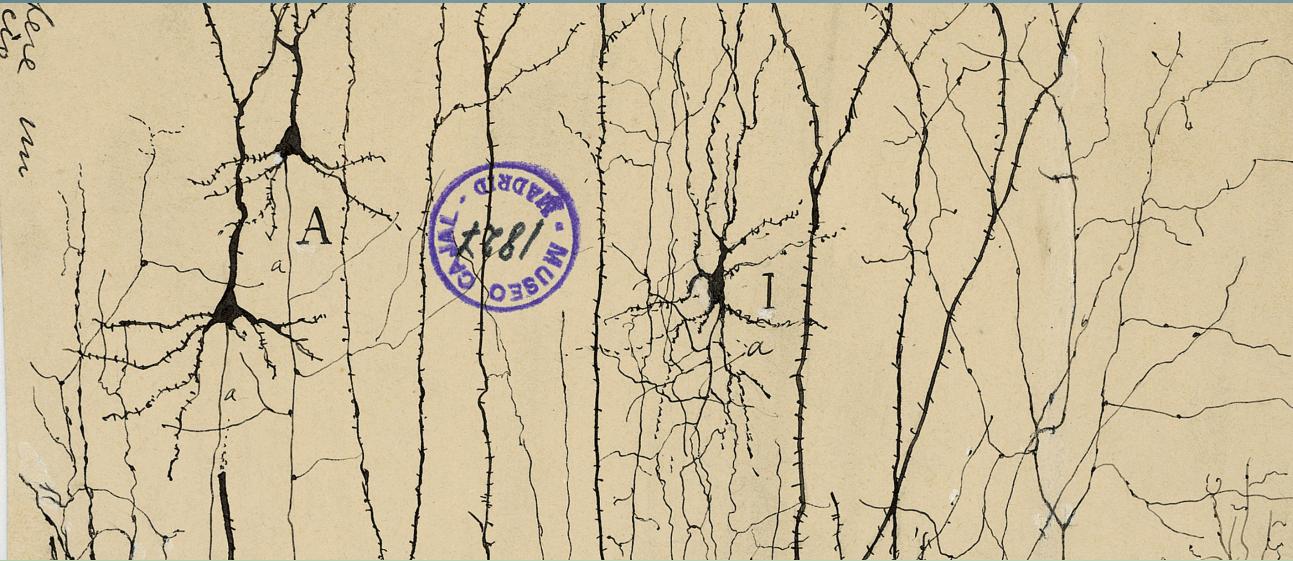
Humanoid robotics



# Robotics



# WE EMULATE HUMAN MIND



Cajal & Golgi **Nobel 1906**

Hebbian learning 1949

Hodkin & Huxley 1952 **Nobel 1963**

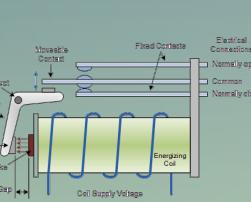
Hubel & Wiesel 1959 Visual Cortex **Nobel 1981**

# Techology & IA

Mechanical calculators  
(s.XVII)



Electromechanical relay  
(s. XIX)



Telegraph  
1830

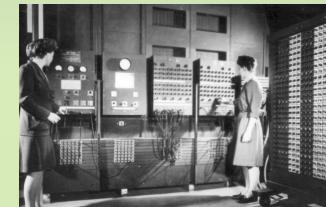


Enigma  
machine  
1918

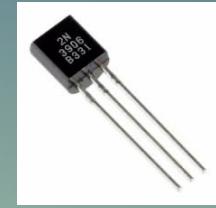
Vacuum tube(1904)



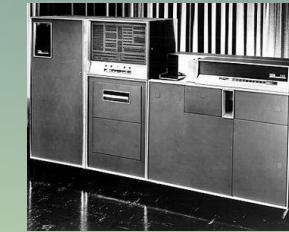
ENIAC 1946



The transistor (1947)  
Nobel 1956



IBM 608  
1957



GPUs (2018)



# IA today



RESEARCH

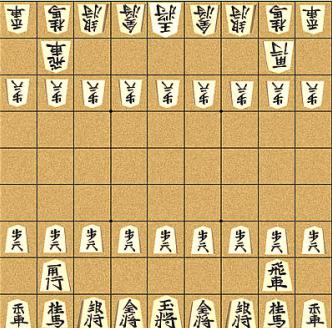
COMPUTER SCIENCE

**A general reinforcement learning algorithm that masters chess, shogi, and Go through self-play**

David Silver<sup>1,2+†</sup>, Thomas Hubert<sup>1\*</sup>, Julian Schrittwieser<sup>1+</sup>, Ioannis Antonoglou<sup>1</sup>, Matthew Lai<sup>1</sup>, Arthur Guez<sup>1</sup>, Marc Lanctot<sup>1</sup>, Laurent Sifre<sup>1</sup>, Dhruvish Kumaran<sup>1</sup>, Thore Graepel<sup>1</sup>, Timothy Lillicrap<sup>1</sup>, Karen Simonyan<sup>1</sup>, Demis Hassabis<sup>1,†</sup>

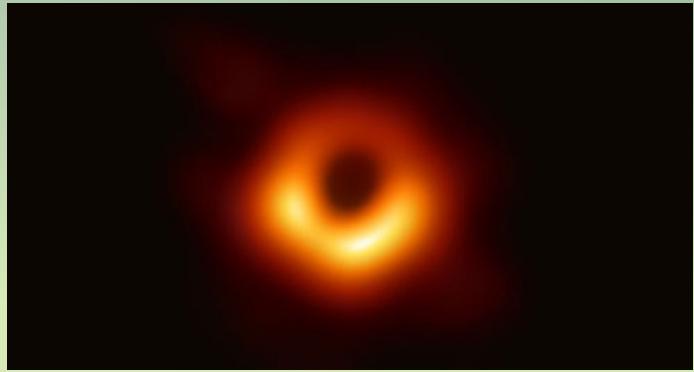
The game of chess is the longest-studied domain in the history of artificial intelligence. The strongest programs are based on a combination of sophisticated search techniques, domain-specific adaptations, and handcrafted evaluation functions that have been refined by human experts over several decades. By contrast, the AlphaGo Zero program recently achieved superhuman performance in the game of Go by reinforcement learning from self-play. In this paper, we generalize this approach into a single AlphaZero algorithm that can achieve superhuman performance in many challenging games. Starting from random play and given no domain knowledge except the game rules, AlphaZero convincingly defeated a world champion program in the games of chess and shogi (Japanese chess), as well as Go.

Science, 362 (6419), 1140-1144 (2018)

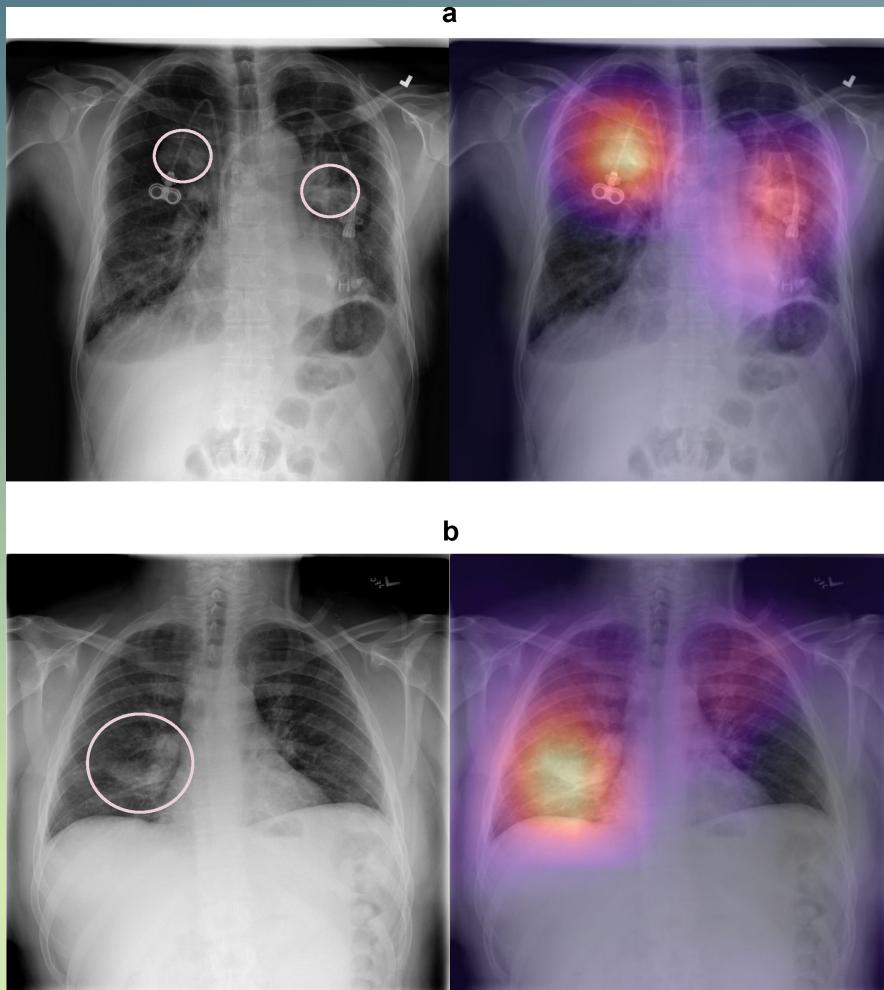


COMPUTATIONAL COMPLEXITY

First black hole image 2019  
Event Horizon Telescope (EHT)  
*The Astrophysical Journal Letters*



# Applications



14 pathologies 69,682,060 parameters

PLOS Medicine 15(11): e1002686 (2018)

**PLOS MEDICINE**

RESEARCH ARTICLE

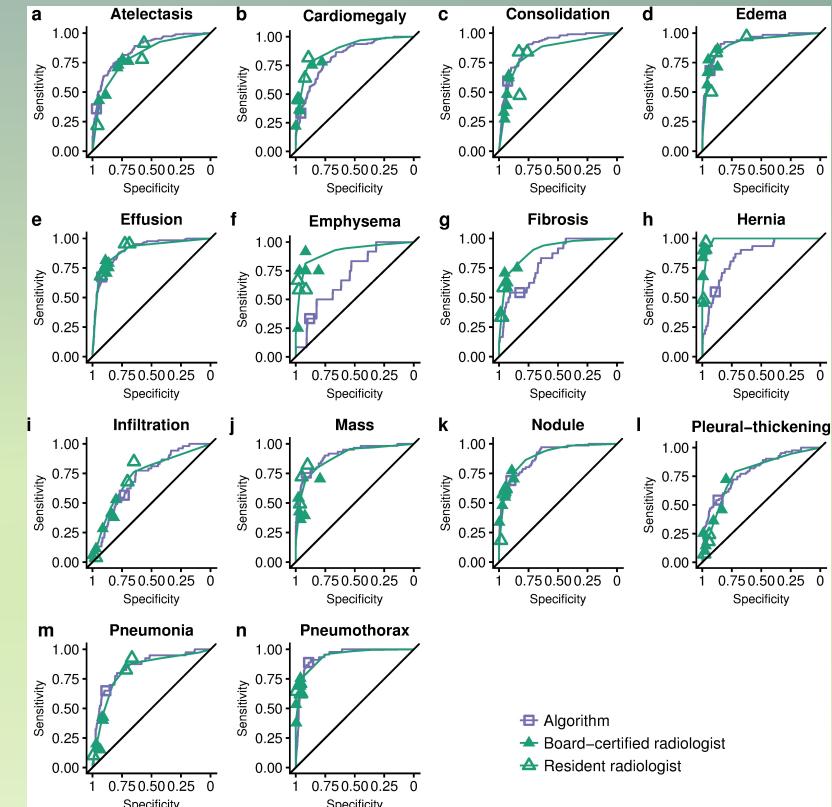
Deep learning for chest radiograph diagnosis: A retrospective comparison of the CheXNeXt algorithm to practicing radiologists

Pranav Rajpurkar<sup>1,2\*</sup>, Jeremy Irvin<sup>1†</sup>, Robyn L. Bell<sup>2</sup>, Kaylie Zhu<sup>1</sup>, Brandon Yang<sup>1</sup>, Hershel Mehta<sup>1</sup>, Tony Duan<sup>1</sup>, Daisy Ding<sup>1</sup>, Aarti Bagul<sup>1</sup>, Curtis P. Langlotz<sup>3</sup>, Bhavik N. Patel<sup>3</sup>, Kristen W. Yeom<sup>3</sup>, Katie Shpanskaya<sup>3</sup>, Francis G. Blankenberg<sup>4</sup>, Jayne Seekins<sup>4</sup>, Timothy J. Amrein<sup>4</sup>, David A. Mong<sup>4</sup>, Sawsan S. Halabi<sup>3</sup>, Evan J. Zucker<sup>3</sup>, Andrew Y. Ng<sup>1,4</sup>, Matthew P. Lungren<sup>3</sup>

1 Department of Computer Science, Stanford University, Stanford, California, United States of America, 2 Department of Medicine, Quantitative Sciences Unit, Stanford University, Stanford, California, United States of America, 3 Department of Radiology, Stanford University, Stanford, California, United States of America, 4 Department of Radiology, Duke University, Durham, North Carolina, United States of America, 5 Department of Radiology, University of Colorado, Denver, Colorado, United States of America

\* These authors contributed equally to this work.  
† These authors share first authorship on, and contributed equally to, this work.  
\* pranavr@cs.stanford.edu

**Check for updates**

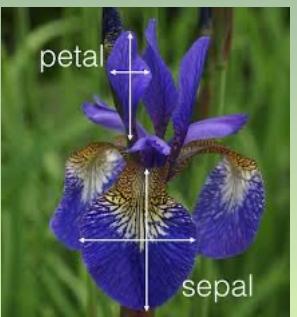


## B. HOW DOES IT WORK?

# MATHEMATICAL REPRESENTATION OF DATA

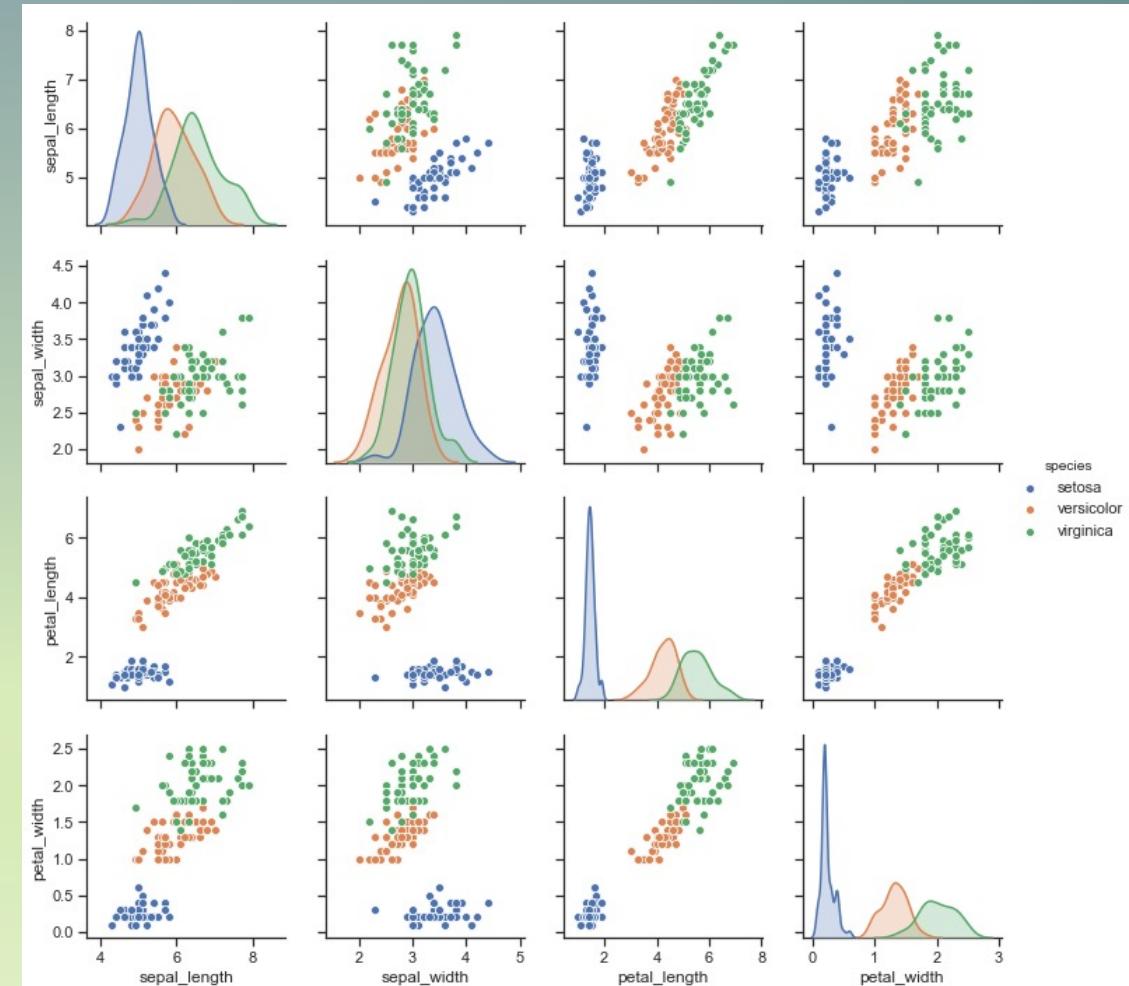
*A*:  $m$  observations  $\times$   $n$  features

$$A_{m \times n} = \begin{pmatrix} x_1^1 & x_2^1 & \cdots & x_n^1 \\ x_1^2 & x_2^2 & \cdots & x_n^2 \\ x_1^3 & x_2^3 & \cdots & x_n^3 \\ \vdots & & & \\ x_1^m & x_2^m & \cdots & x_n^m \end{pmatrix}$$



	sepal_length	sepal_width	petal_length	petal_width	species
0	5.1	3.5	1.4	0.2	setosa
1	4.9	3.0	1.4	0.2	setosa
2	4.7	3.2	1.3	0.2	setosa
3	4.6	3.1	1.5	0.2	setosa
4	5.0	3.6	1.4	0.2	setosa

Class labels  $w(i)$

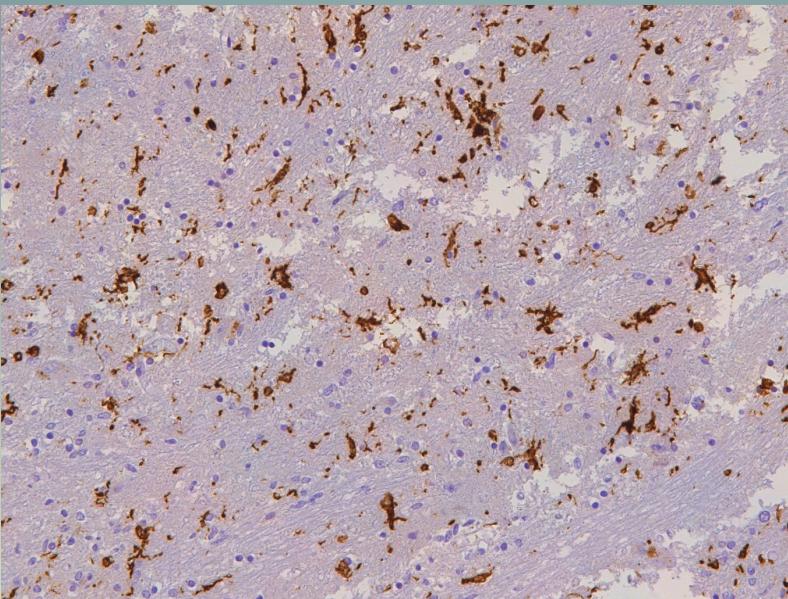


# IMAGE DATA

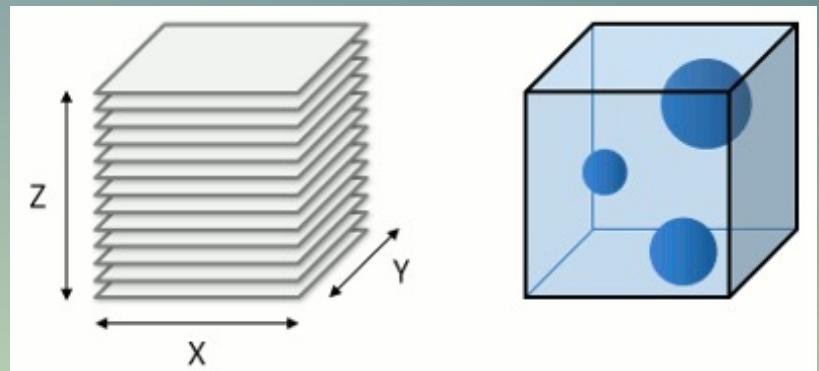
grayscale



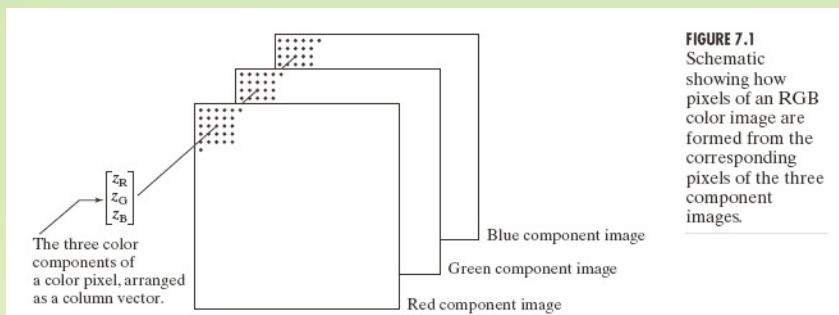
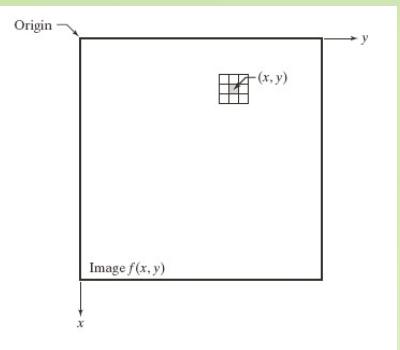
color images



3D stacks



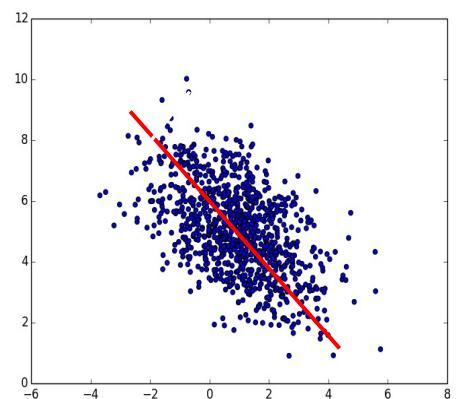
video sequences



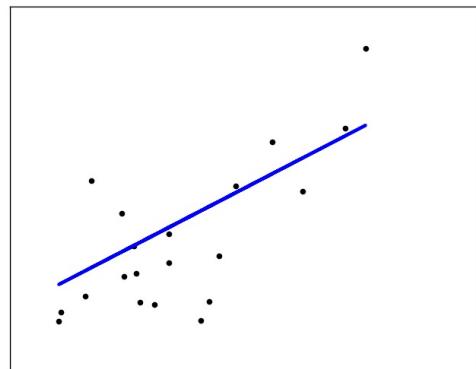
**FIGURE 7.1**  
Schematic  
showing how  
pixels of an RGB  
color image are  
formed from the  
corresponding  
pixels of the three  
component  
images.

# PATTERN RECOGNITION

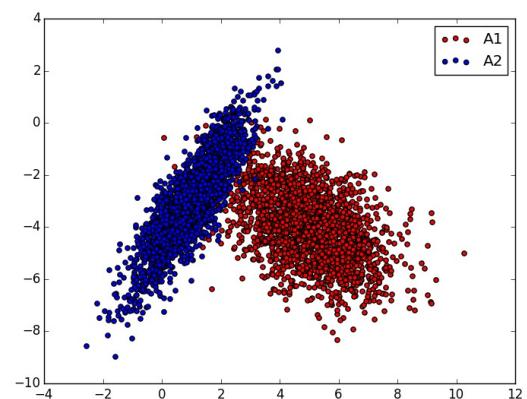
## DIMENSIONALITY REDUCTION



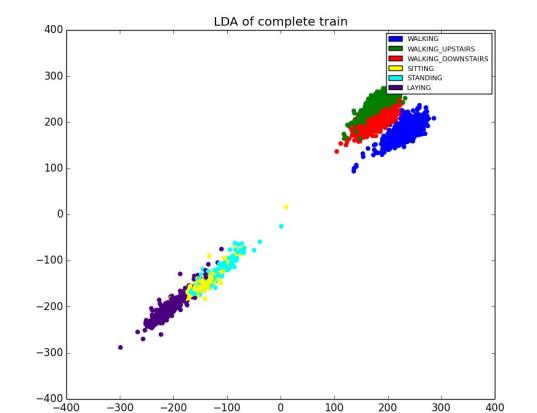
## MULTIVARIATE REGRESSION



## SUPERVISED CLASSIFICATION



## CLUSTER ANALYSIS



Principal Component Analysis  
Singular Value Decomposition  
Independent Component Analysis

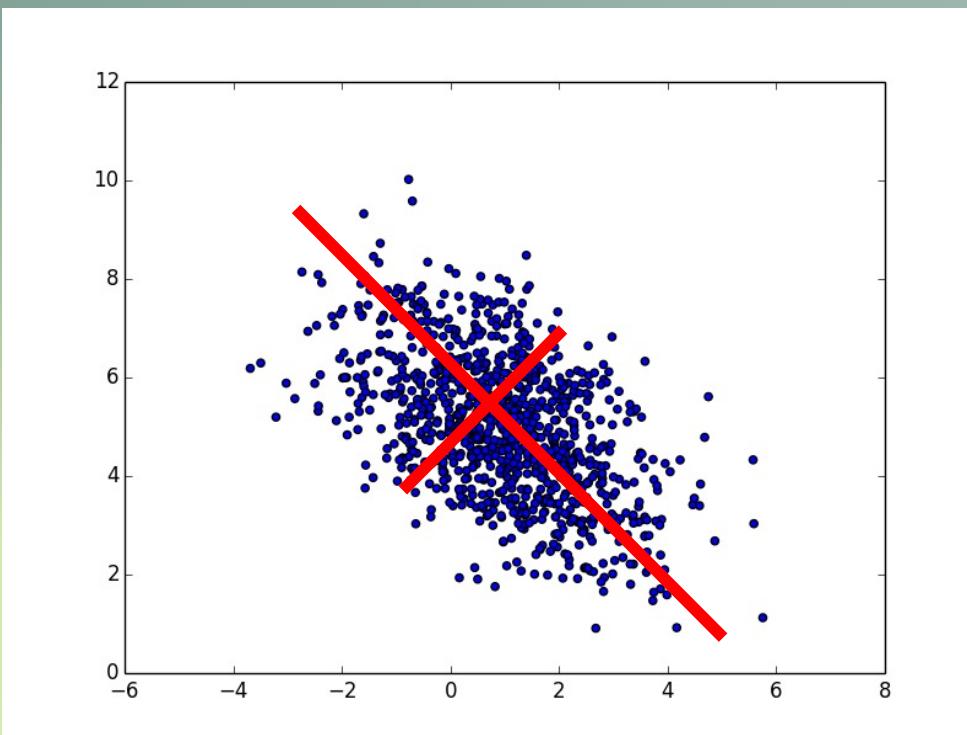
Multivariate linear regression  
Regression using decision trees  
Support Vector Machines

Discriminant Analysis  
Artificial Neural Networks  
Support Vector Machines  
Bayesian methods  
Decision Trees  
Ensemble classifiers  
Deep Learning

K-means  
Hierarchical clustering  
Gaussian Mixture Methods

# DIMENSIONALY REDUCTION PRINCIPAL COMPONENT ANALYSIS (PCA)

Reduce dimensionality of data



Mathematics

$$C_{n \times n} = (A - \bar{A})^T (A - \bar{A})$$

$$C \cdot \vec{v}_i = \lambda_i \cdot \vec{v}_i, \quad i = 1 \dots n$$

Computer Science

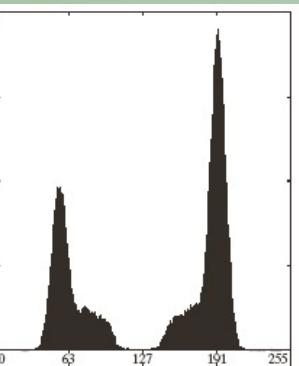


```
21 # Obtain covariance matrix:  
22 A1 = A - A.mean(0)  
23 matcov = dot(A1.transpose(),A1)  
24  
25 # Diagonalization of covariance matrix:  
26 valp,vecp = linalg.eig(mtcov)  
27  
28 ind_creciente = argsort(valp) # sort eigenvalues
```

# TRADITIONAL MACHINE LEARNING

## Processament d'imatges

Filtering  
Artefact removal



Segmentation  
Feature extraction



FIGURE 11.13 (a) Noisy fingerprint. (b) Histogram. (c) Segmented result using a global threshold (the border was added manually for clarity). (Original courtesy of the National Institute of Standards and Technology.)

## Pattern Recognition

features

- Shape
- Size
- Color
- Texture
- Orientation
- Contours
- Intensity

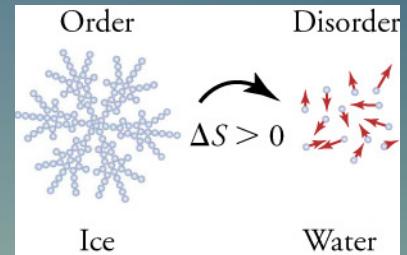
$$A_{m \times n} = \begin{pmatrix} x_1^1 & x_2^1 & \cdots & x_n^1 \\ x_1^2 & x_2^2 & \cdots & x_n^2 \\ x_1^3 & x_2^3 & \cdots & x_n^3 \\ \vdots & & & \\ x_1^m & x_2^m & \cdots & x_n^m \end{pmatrix} \quad w(i)$$

Fase 1: TRAINING  
Fase 2: TEST

# SHANNON'S ENTROPY

**Physics:** Measure of the disorder of a system

$$S = k \log W$$



**Information theory:** Information content

Set of symbols (alphabet):  $a_1, a_2, a_3, \dots, a_n$

Probability of occurrence of each symbol in a message  $p_1, p_2, p_3, \dots, p_n$

$$S = - \sum_{i=1}^n p_i \log p_i$$

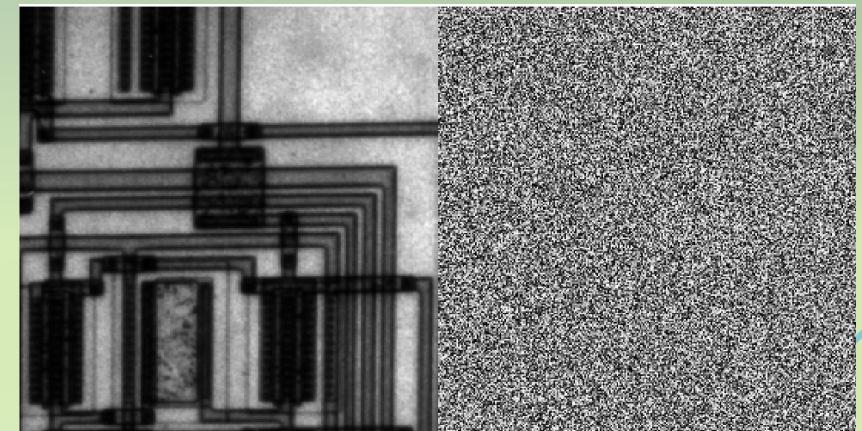
$S = 6.9439$  bits/pixel

$S = 8$  bits/pixel

**Example:** Grayscale image

Alphabet: grayscale intensity levels  $0, 1, 2, \dots, 255$

Probability of occurrence: Histogram  $p_1, p_2, p_3, \dots, p_n$



Low entropy



less bits needed to encode image



image compression

# IMAGE RECOGNITION



## Database of labelled images

- **Images**  $I(i)$ ,  $i = 1, \dots N_{im}$
- **Class labels** (name, happy/sad, healthy/ii, etc.)  $w(i)$

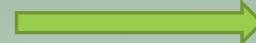
Represent intra and inter-class variability (100-1000 images)  
70% training set / 30% test set

# THE TRAINING PROCESS



Training set

$I(i)$



FEATURE  
EXTRACTION

Update parameters

SUPERVISED  
CLASSIFIER

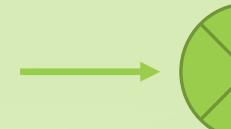
Error measure

$w(i)$

Actual class

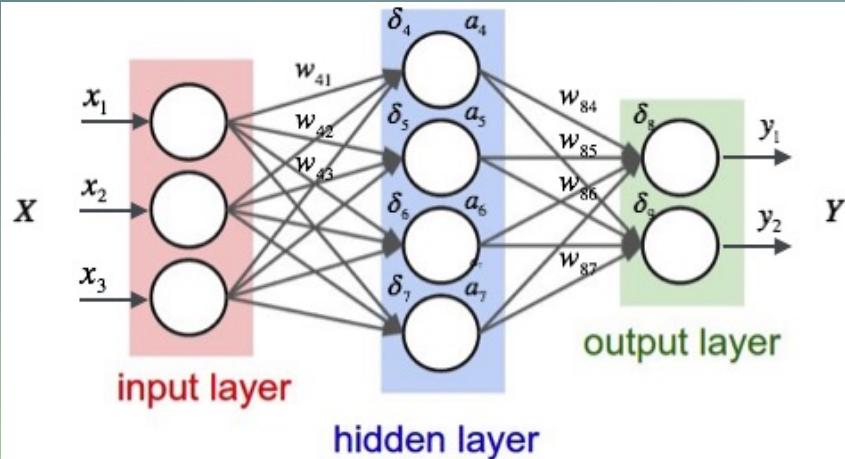
$\hat{w}(i)$

Predicted class

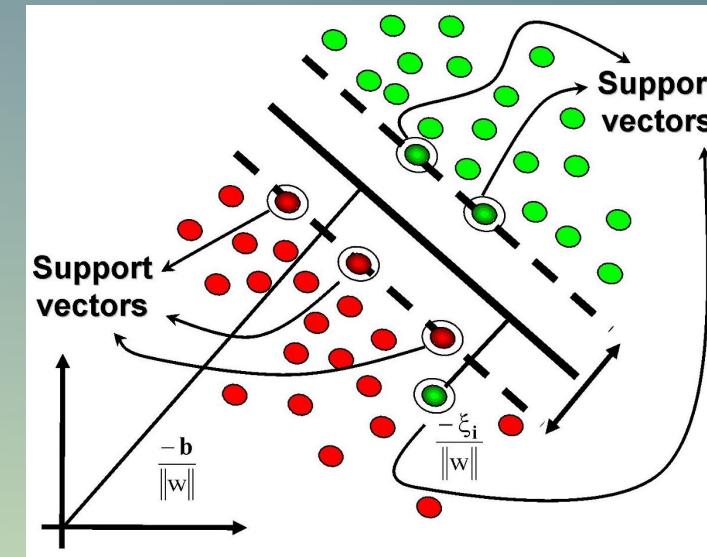


# DIFFERENT SUPERVISED ALGORITHMS

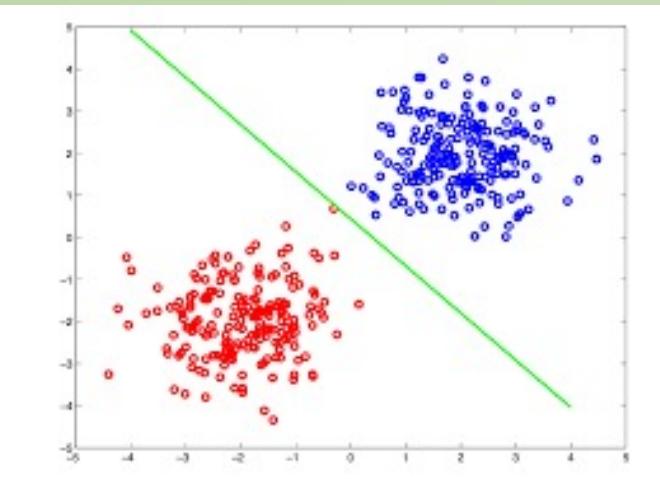
Neural Networks



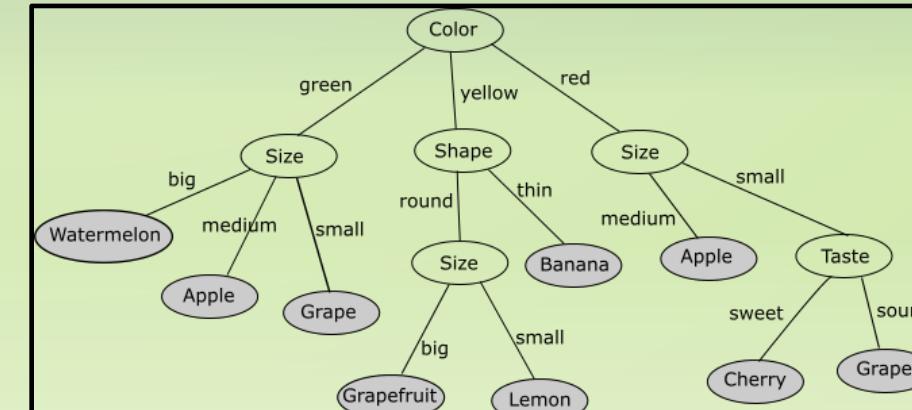
Support Vector Machines



Probabilistic discriminants



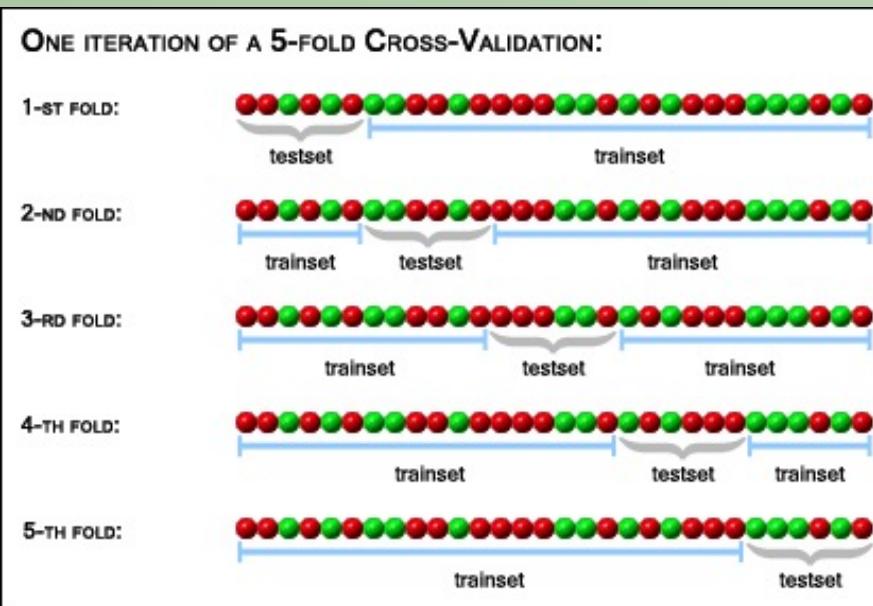
Decision trees



# TEST: PERFORMANCE EVALUATION



test set



$I(i)$

FEATURE  
EXTRACTION

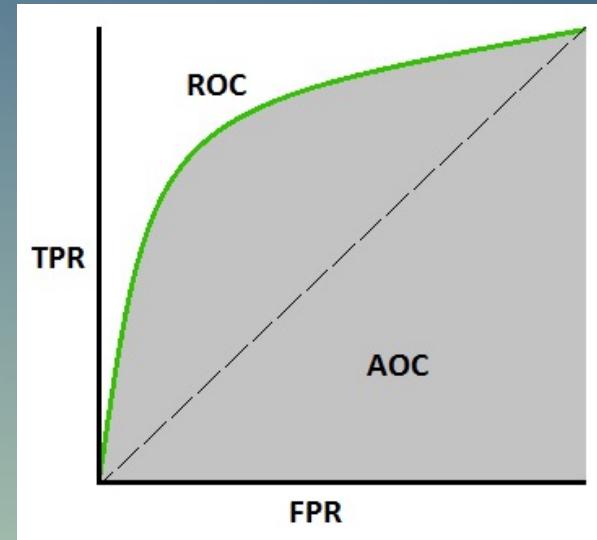
SUPERVISED  
CLASSIFIER

$w(i)$   
Actual  
class

$\hat{w}(i)$   
Predicted  
class

Error measures

# PERFORMANCE MEASURES



Confusion matrix

		True condition		Prevalence = $\frac{\sum \text{Condition positive}}{\sum \text{Total population}}$	Accuracy (ACC) = $\frac{\sum \text{True positive} + \sum \text{True negative}}{\sum \text{Total population}}$
Total population	Condition positive	Condition negative			
Predicted condition	Predicted condition positive	<b>True positive</b>	<b>False positive, Type I error</b>	Positive predictive value (PPV), Precision = $\frac{\sum \text{True positive}}{\sum \text{Predicted condition positive}}$	False discovery rate (FDR) = $\frac{\sum \text{False positive}}{\sum \text{Predicted condition positive}}$
	Predicted condition negative	<b>False negative, Type II error</b>	<b>Omission!</b>	False omission rate (FOR) = $\frac{\sum \text{False negative}}{\sum \text{Predicted condition negative}}$	Negative predictive value (NPV) = $\frac{\sum \text{True negative}}{\sum \text{Predicted condition negative}}$
		True positive rate (TPR), Recall, Sensitivity, probability of detection, Power $= \frac{\sum \text{True positive}}{\sum \text{Condition positive}}$	False positive rate (FPR), Fall-out, probability of false alarm $= \frac{\sum \text{False positive}}{\sum \text{Condition negative}}$	Positive likelihood ratio (LR+) = $\frac{\text{TPR}}{\text{FPR}}$	Diagnostic odds ratio (DOR) = $\frac{\text{LR+}}{\text{LR-}}$
		False negative rate (FNR), Miss rate $= \frac{\sum \text{False negative}}{\sum \text{Condition positive}}$	Specificity (SPC), Selectivity, True negative rate (TNR) = $\frac{\sum \text{True negative}}{\sum \text{Condition negative}}$	Negative likelihood ratio (LR-) = $\frac{\text{FNR}}{\text{TNR}}$	
				$F_1 \text{ score} = 2 \cdot \frac{\text{Precision} \cdot \text{Recall}}{\text{Precision} + \text{Recall}}$	

# Example: Fetal plane recognition

Data:

Fetal ultrasound 1<sup>st</sup> trimester  
506 RGB Images of size 960x720 pixels / class  
3 class labels (fetal planes BPD, CLR, NT)



BPD - Biparietal Diameter



CLR - Crown-Rump-Length



NT - Nuchal translucency



TRAINING & TEST SETS

	BPD	CLR	NT
Training	406	406	406
Test	100	100	100
Total	<b>506</b>	<b>506</b>	<b>506</b>

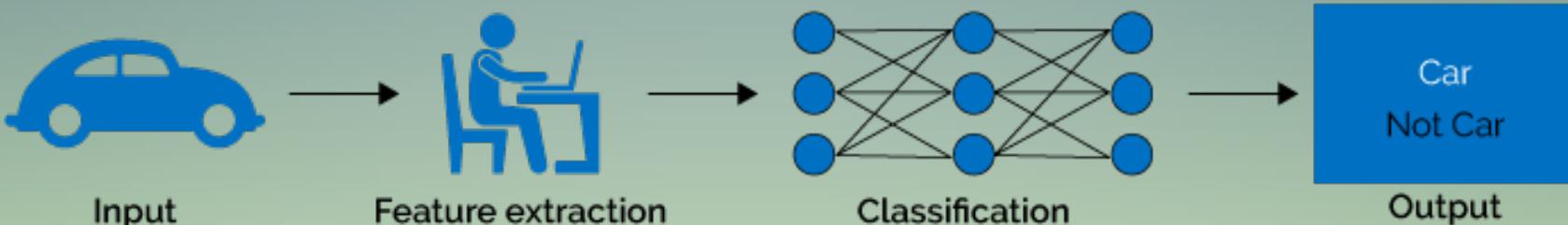
ACTUAL

	BPD	CLR	NT
<b>BPD</b>	95	4	1
<b>CLR</b>	1	97	2
<b>NT</b>	2	6	92

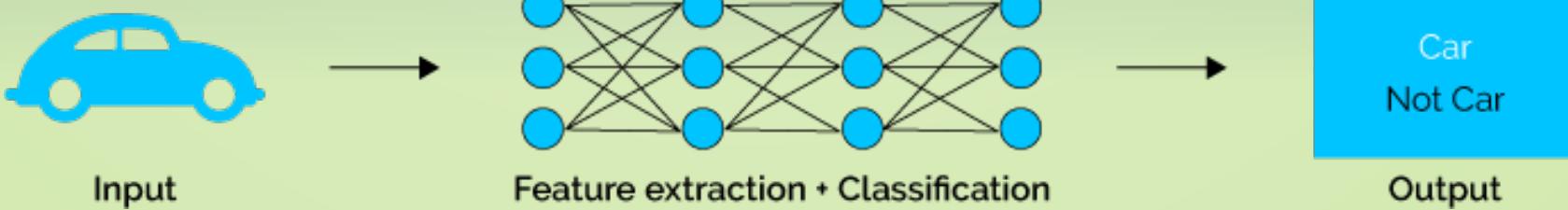
PREDICTED

# CHANGE IN PARADIGM

## Machine Learning



## Deep Learning

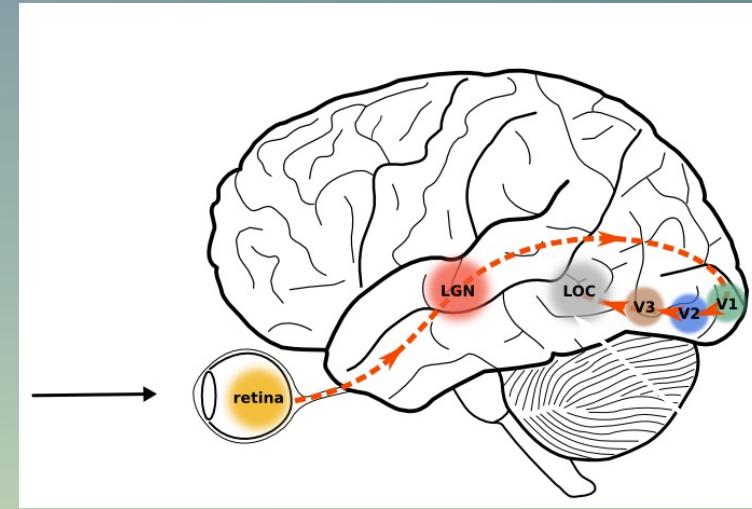


# DEEP LEARNING – CONVOLUTIONAL NEURAL NETWORKS

Hubel & Wiesel: Neural basis of visual perception

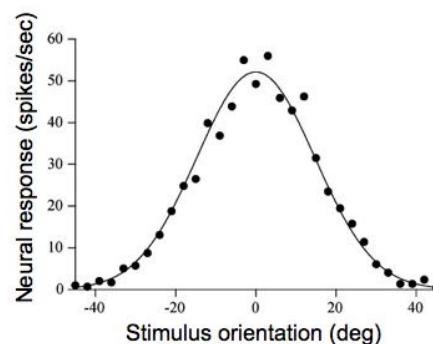
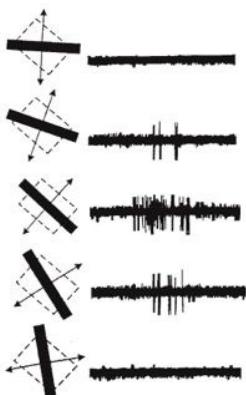
LGN: Lateral Geniculate Nucleus

V1: Primary Visual cortex

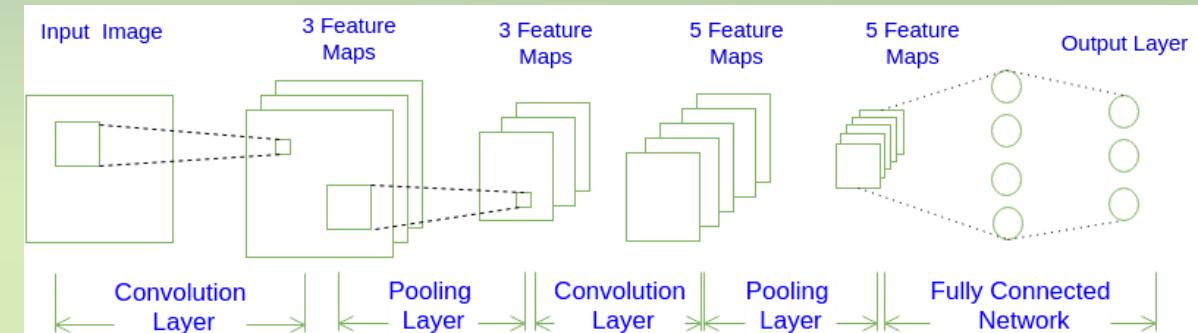


Mug

## V1 physiology: orientation selectivity



Hubel & Wiesel, 1968

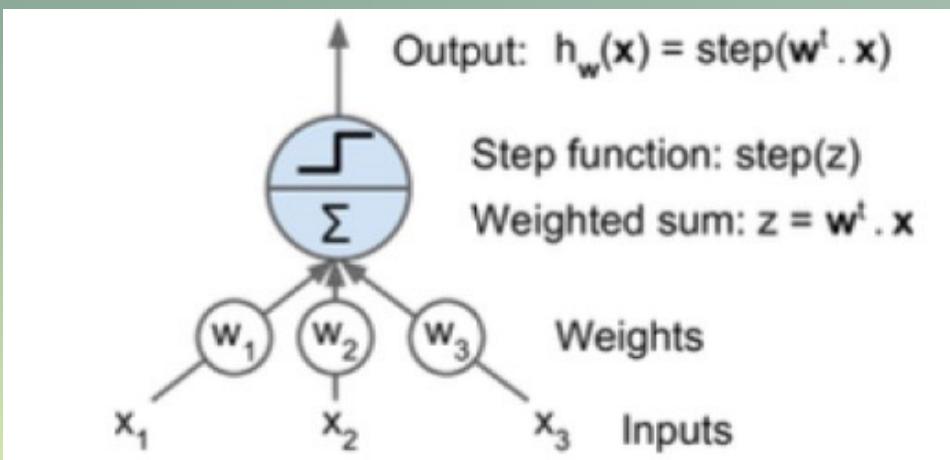


CNN's: 1982 – Now become hot topic due to GPU's (gamers)  
SUPERVISED LEARNING OF WEIGHTS

# NEURAL NETWORK

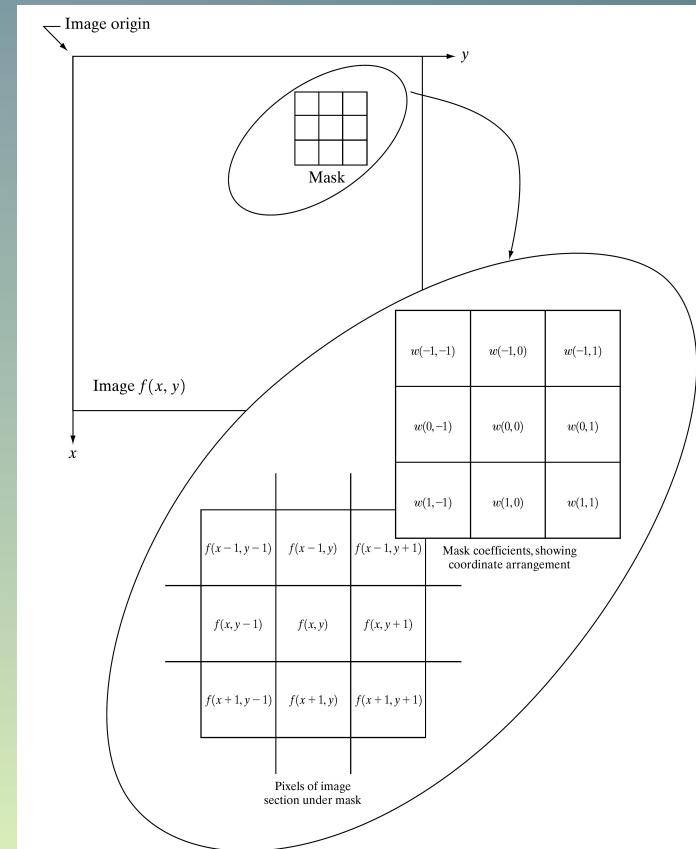
Artificial neuron:

Soma, post-synaptic inputs, activation function



Training / learning weights:  
Hebbian rule “wiring by firing”

# Convolutional filters

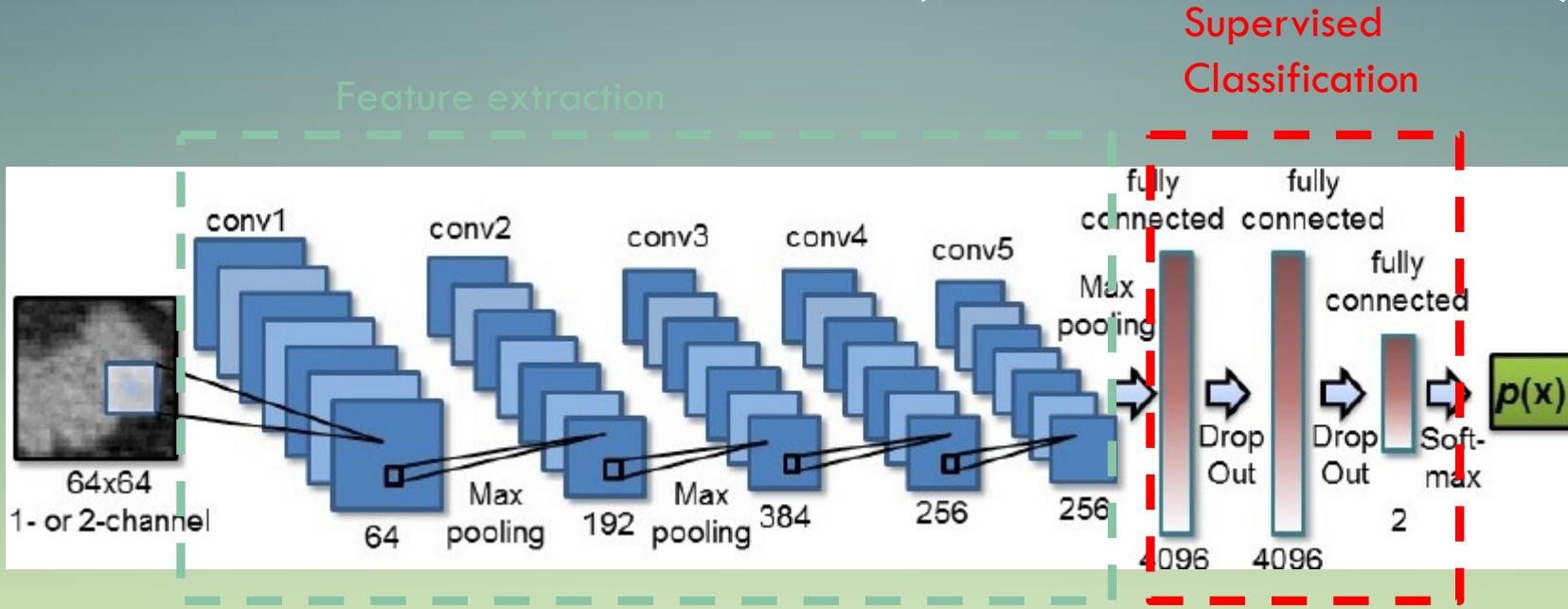


$$g(x, y) = \sum_{s=-a}^a \sum_{t=-b}^b w(s, t) \cdot f(x + s, y + t)$$

Mask

Image

# DL: BLACK-BOX LEARNING ! (DARK-LEARNING)



Learns both:

- Which features are more relevant
- How to classify the images

# TRANSFER LEARNING: PRE-TRAINED MODELS

```
from keras.applications.inception_v3 import InceptionV3
from keras.layers import Input

# this could also be the output of a different Keras model or layer
input_tensor = Input(shape=(224, 224, 3)) # this assumes K.image_data_format() == 'channels_last'

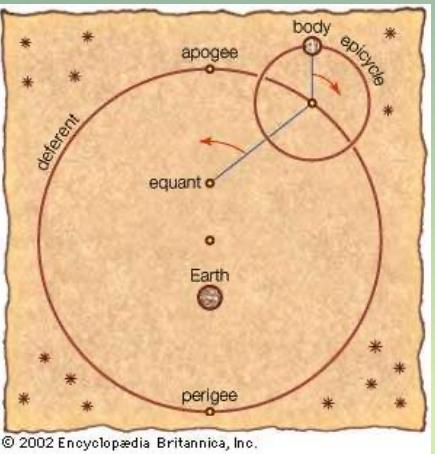
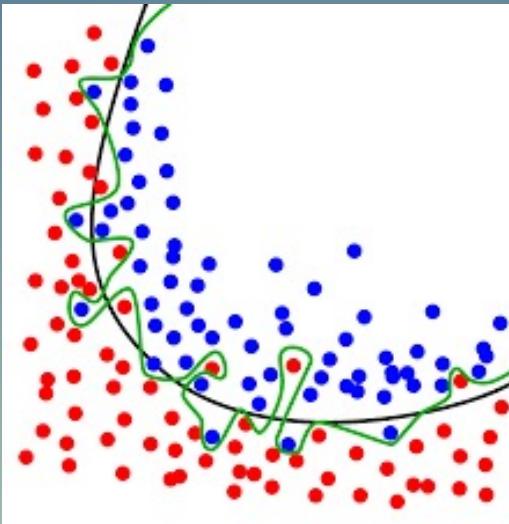
model = InceptionV3(input_tensor=input_tensor, weights='imagenet', include_top=True)
```

## Documentation for individual models

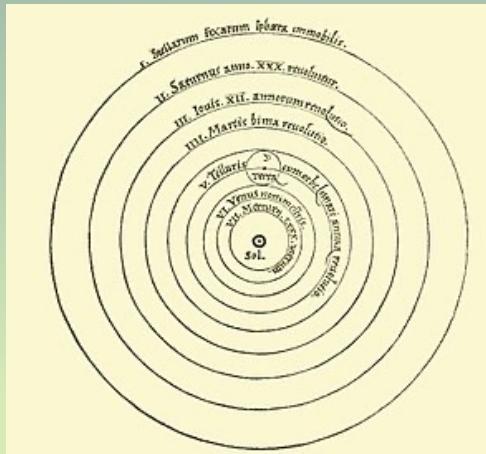
Model	Size	Top-1 Accuracy	Top-5 Accuracy	Parameters	Depth
Xception	88 MB	0.790	0.945	22,910,480	126
VGG16	528 MB	0.715	0.901	138,357,544	23
VGG19	549 MB	0.727	0.910	143,667,240	26
ResNet50	99 MB	0.759	0.929	25,636,712	168
InceptionV3	92 MB	0.788	0.944	23,851,784	159
InceptionResNetV2	215 MB	0.804	0.953	55,873,736	572
MobileNet	17 MB	0.665	0.871	4,253,864	88
DenseNet121	33 MB	0.745	0.918	8,062,504	121
DenseNet169	57 MB	0.759	0.928	14,307,880	169
DenseNet201	80 MB	0.770	0.933	20,242,984	201

## C. RISKS

# OVERFITTING



data-driven  
models



knowledge-driven  
models

Model Performance ↑

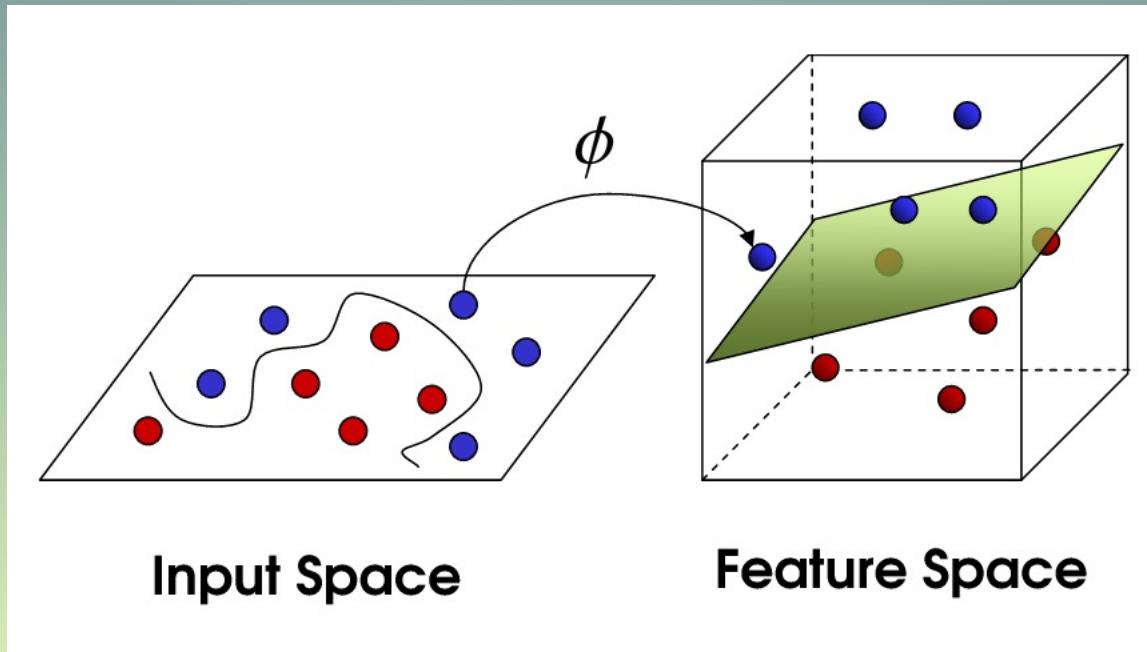


Model Complexity →

Errors due to excess of complexity

Parsimony principle

# HUMAN INTERPRETABILITY



Algorithms should be interpretable by humans

# OPEN AND CLOSED DOMAIN PROBLEMS



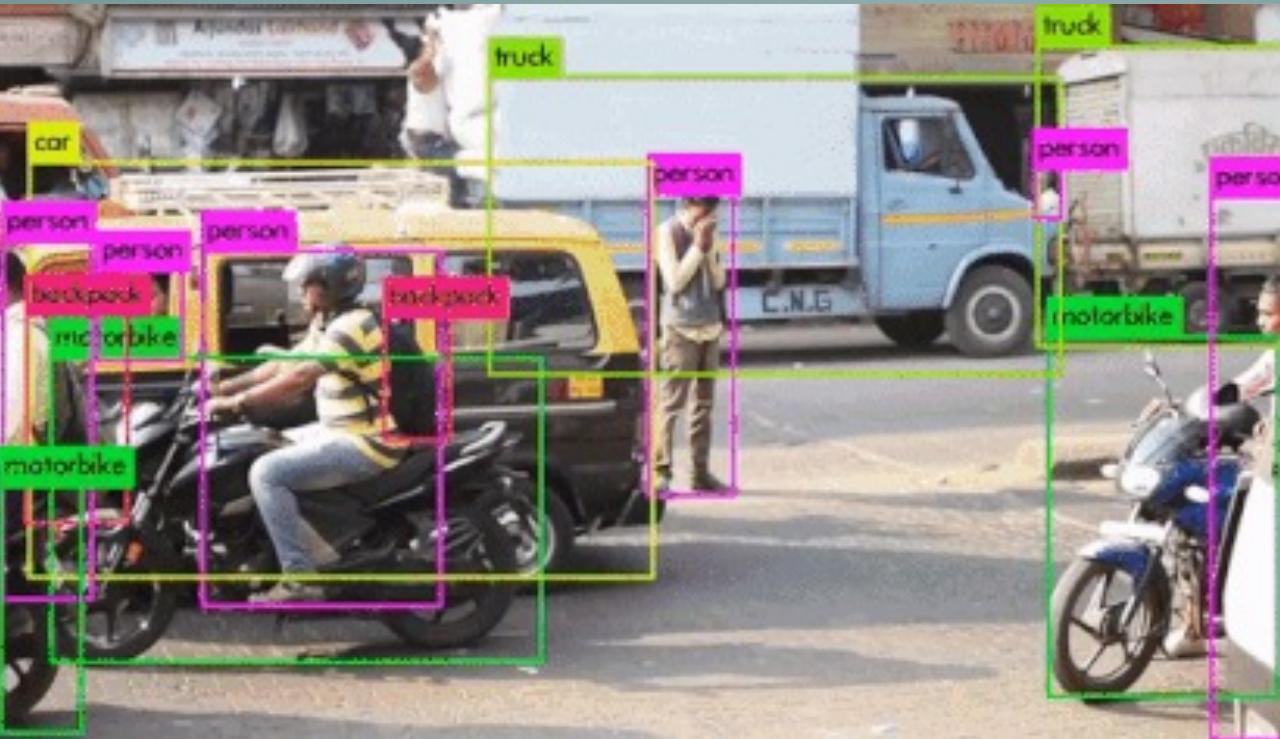
Include open, contextual and dynamic information

# WHO IS RESPONSIBLE OF ERRORS?



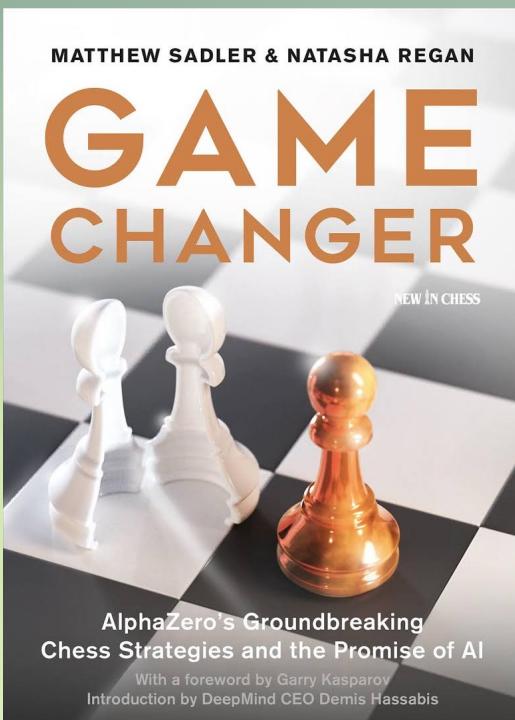
Ethical considerations

# YOU ONLY LOOK ONCE (YOLO)



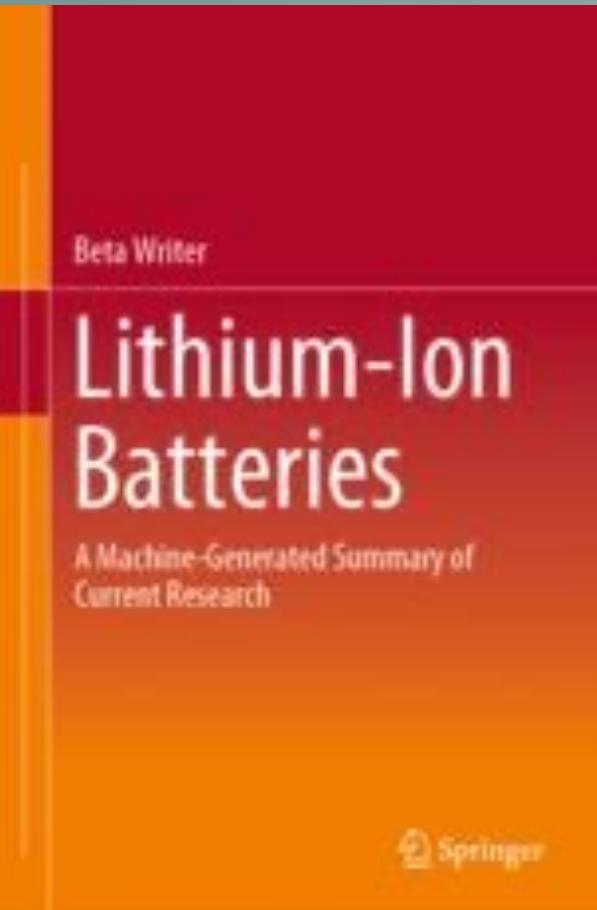
Reduce the costs of computational resources and data

# HUMANS WILL BE REPROGRAMMED BY MACHINES



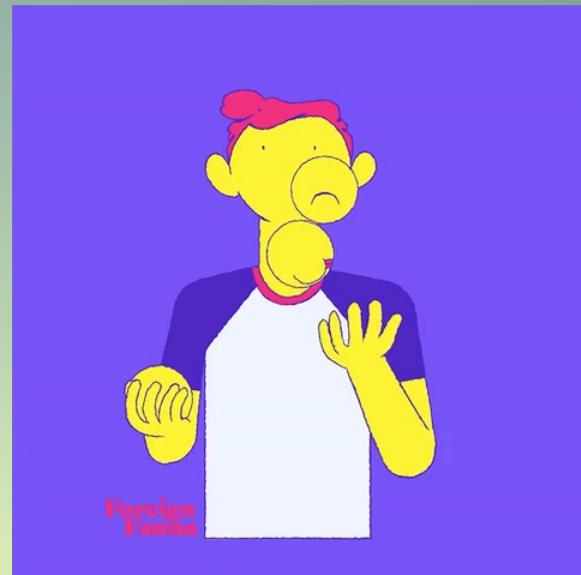
WHAT ELSE?

Creativity?



Lithium-Ion Batteries | © Springer Nature

Empathy?  
Pity?  
Consciousness?  
Respect?  
Enthusiasm?



Thanks! Let's get started

