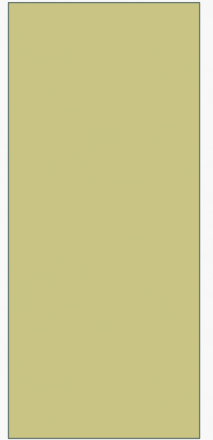


ARTIFICIAL INTELLIGENCE AND BIG DATA - 101



THE SCIENCE NEWS CYCLE

JORGE CHAM © 2009

Start Here

Your Research

Conclusion: A is correlated with B ($p=0.56$), given C, assuming D and under E conditions.



...is translated by...

UNIVERSITY PR OFFICE (YES, YOU HAVE ONE)

FOR IMMEDIATE RELEASE:
SCIENTISTS FIND
POTENTIAL LINK
BETWEEN A AND B
(UNDER CERTAIN CONDITIONS).

...which is then
picked up by...

NEWS WIRE ORGANIZATIONS

A CAUSES B, SAY
SCIENTISTS.

...who are
read by ...

THE INTERNETS

[Scientists out to kill us again.](#)

POSTED BY RANDOM DUDE

Comments (377)

OMG! I kneew it!!

...then noticed by...



We saw it on a Blog!

A causes B all the time
What will this mean for Obama?

BREAKING NEWS BREAKING NEWS BREA

CNC Cable NEWS

...and caught
on ...

4 LOCAL EYEWITLESS NEWS



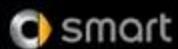
WHAT YOU DON'T
KNOW ABOUT "A" ...
CAN KILL YOU!
MORE AT 11...



...eventually
making it to...

YOUR GRANDMA







MICRO



SEDAN



CUV



SUV



HATCHBACK



ROADSTER



PICKUP



VAN



COUPE



SUPERCAR



CAMPERVAN



MINI TRUCK



CABRIOLET



MINIVAN

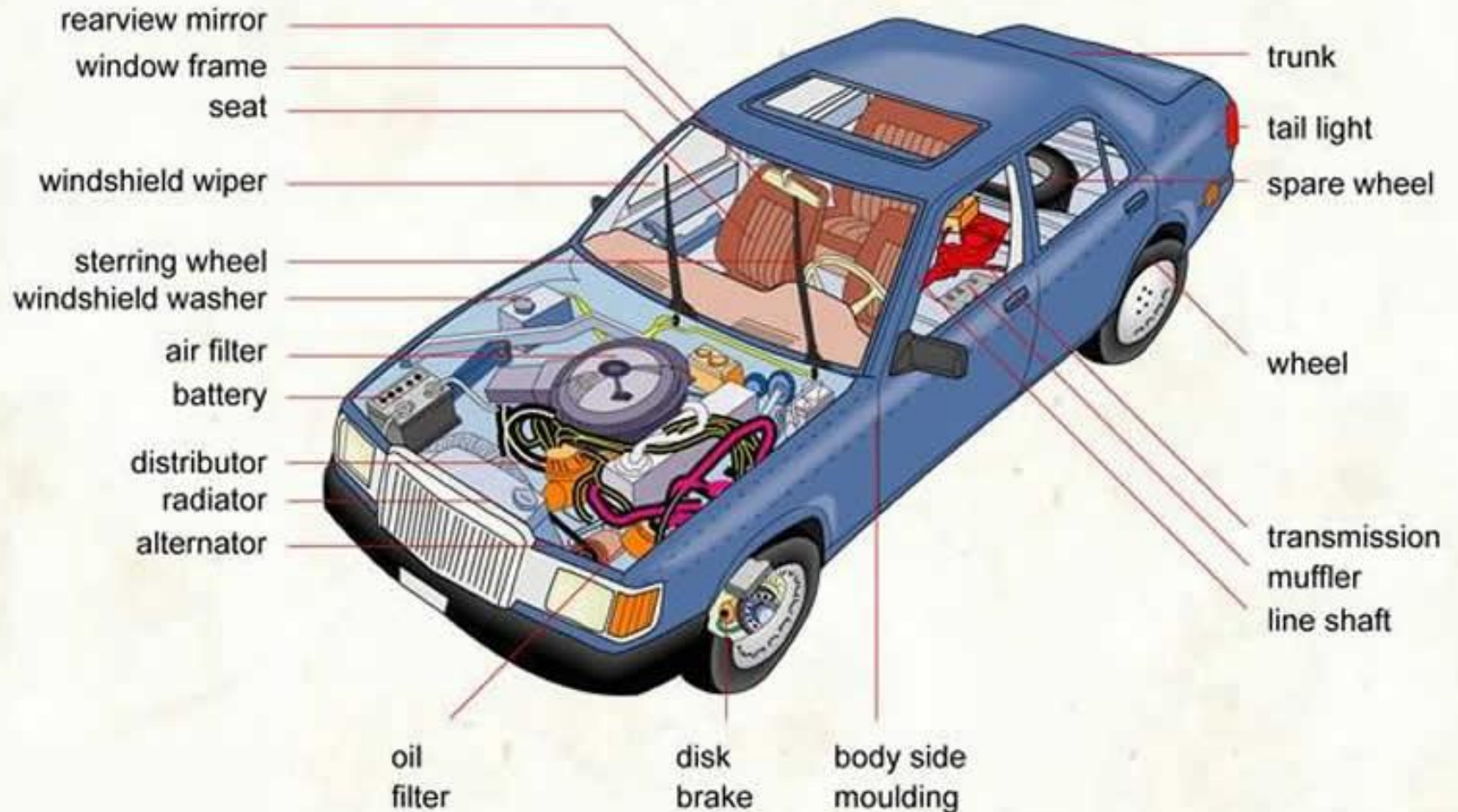


TRUCK

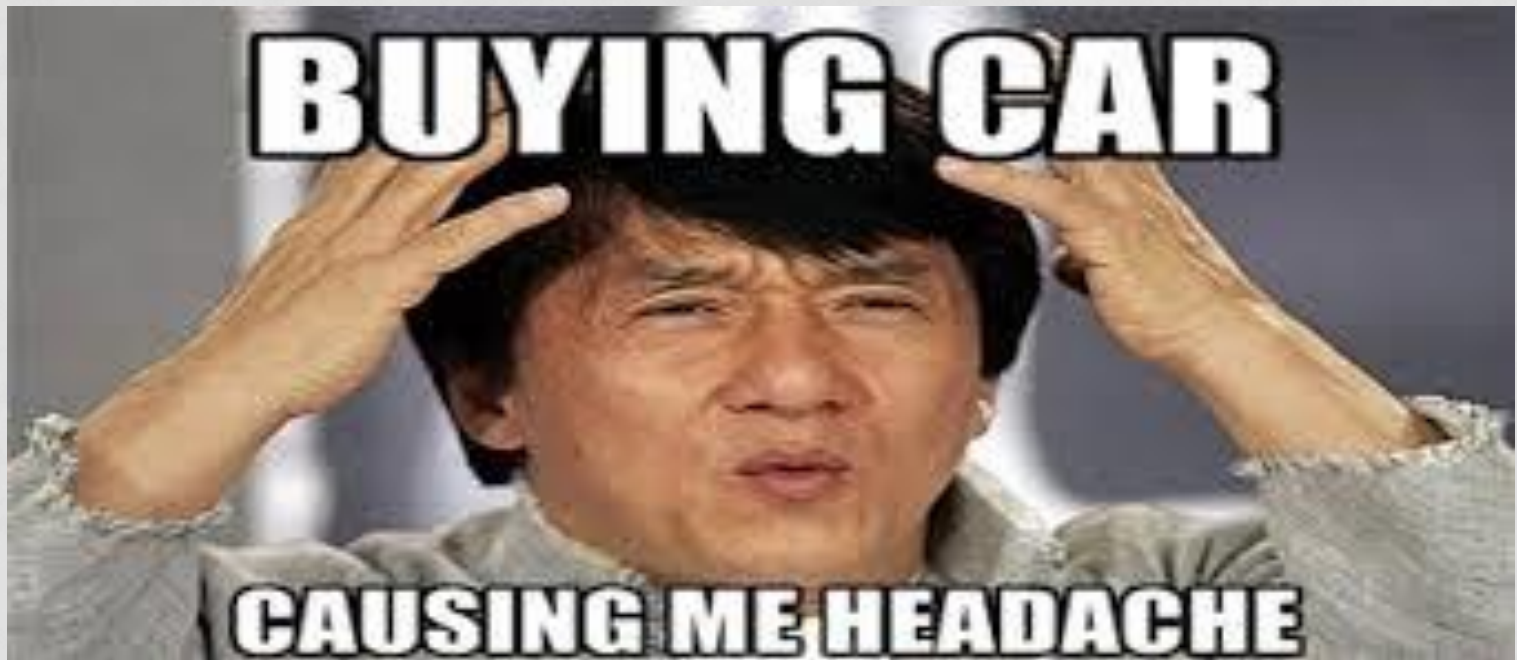


BIG TRUCK

ANATOMY OF AN AUTOMOBILE



WHAT GOES INTO THE TYPE OF CAR
YOU WANT?





BASIC FORMULA TO GOOD STORYTELLING

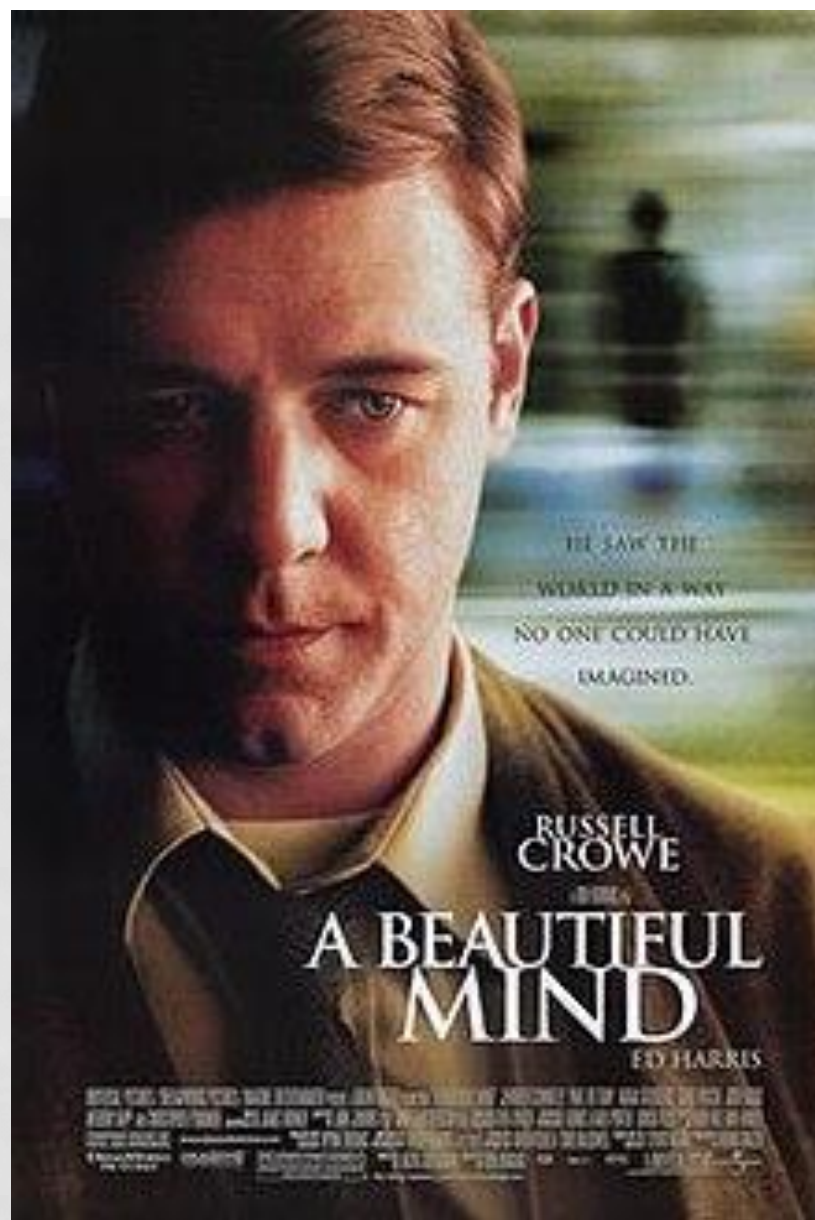


BASIC FORMULA TO GOOD STORYTELLING





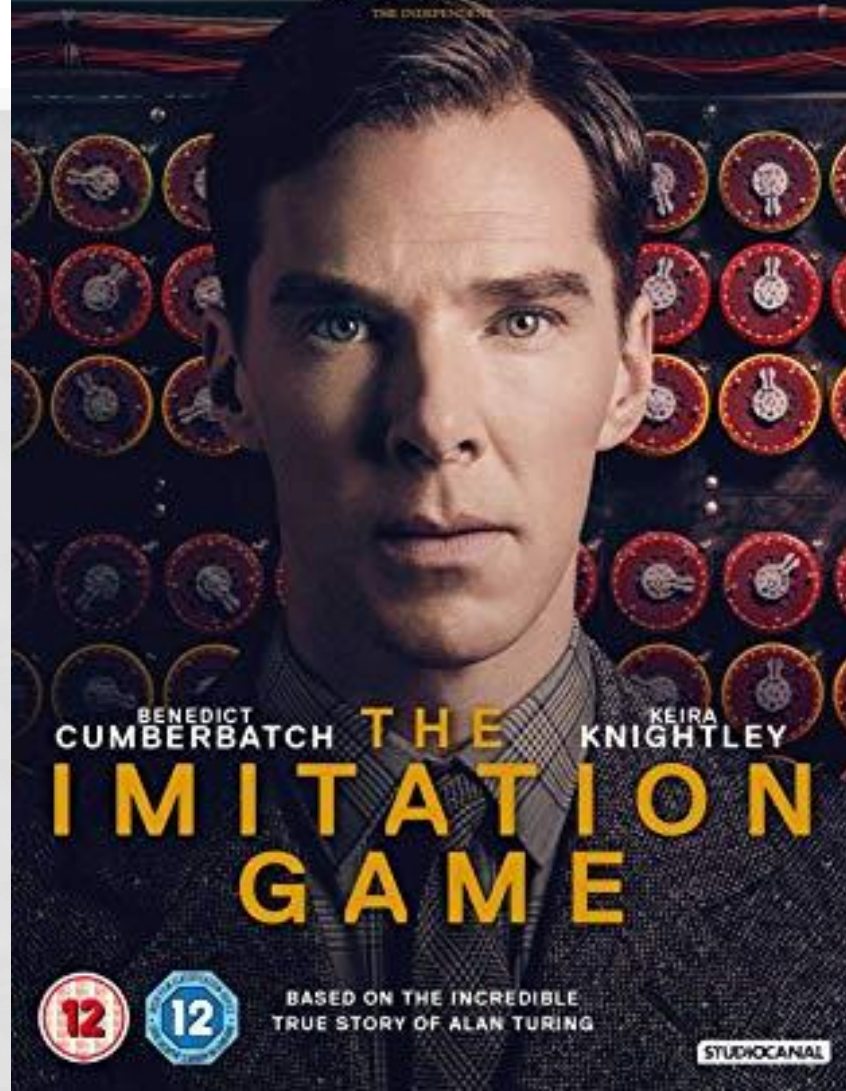




"THE BEST BRITISH FILM OF THE YEAR"



THE DIFFERENCE



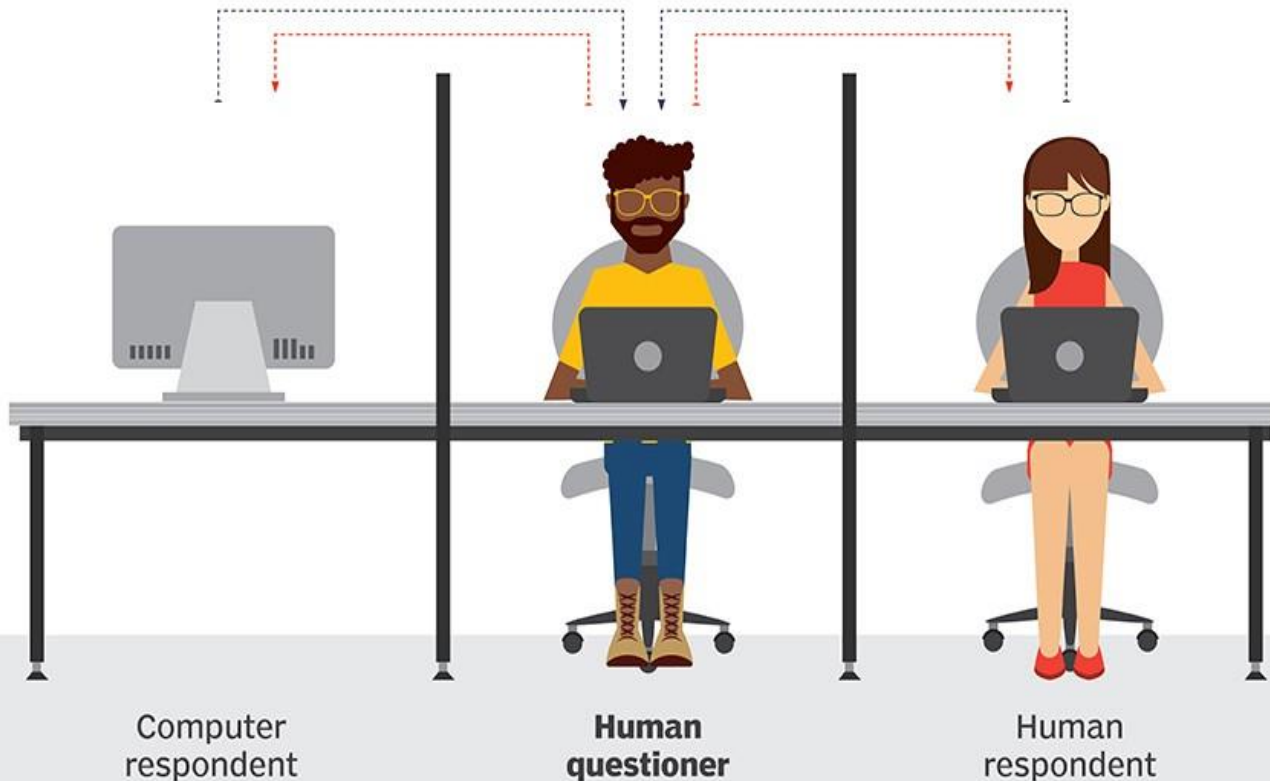
BASED ON THE INCREDIBLE
TRUE STORY OF ALAN TURING

STUDIOCANAL

Turing test

During the Turing test, the human questioner asks a series of questions to both respondents. After the specified time, the questioner tries to decide which terminal is operated by the human respondent and which terminal is operated by the computer.

■ QUESTION TO RESPONDENTS ■ ANSWERS TO QUESTIONER



AN HBO ORIGINAL SERIES

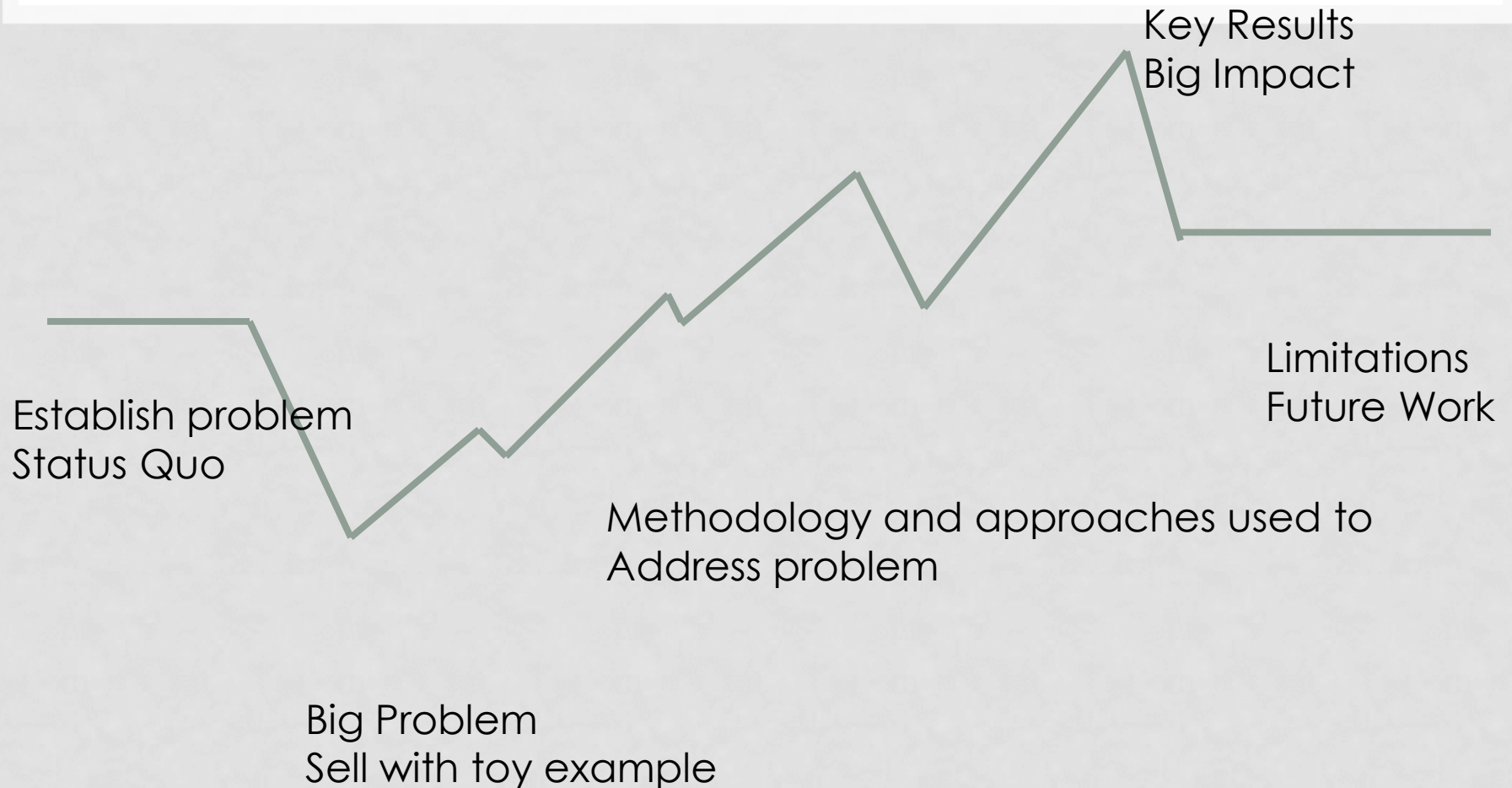
GAME OF THRONES

THE COMPLETE FIRST SEASON



YOU WIN OR YOU DIE

BASIC FORMULA TO GOOD STORYTELLING WITH DATA



BIG DATA VS ARTIFICIAL INTELLIGENCE

- **Big Data** – Large Amounts of Data – **All About Efficient Computation**
 - Computer Architecture
 - Networking
 - Distributed Systems
 - Virtual Machines
 - Operating Systems
 - Parallel Computing
- **Artificial Intelligence** – Intelligent processing of data – **All About Smart Applied Math**
 - Statistics
 - Optimization
 - Probability Reasoning
 - Logic Reasoning
 - Machine Learning

BIG DATA

- How big is big data?
 - If you can't process the data quickly on your PC, it is big data
- Why is that the benchmark?
 - Because you have to start being mindful of how to process and manage data.
 - Opens up another can of worms

HOW DO YOU PROCESS DATA FASTER?

- How to cut a lawn faster?
- How to cook more food?
- How to get to work faster?

Add more resources
Add better resources
Parallelization

BUILDING BLOCKS OF COMPUTATION

- **Computation Power (\$\$\$\$)**

- CPU (Central Processing Unit) – cores
 - More cores, more ability to parallel process
 - More CPUs more cores
 - Able to do general computation
- GPU (Graphic Processing Unit) – cores
 - Has many more cores than a typical CPU (100 vs 8)
 - Only does specific computations – matrix, vector, computation

- **Memory**

- RAM (\$\$) - Orders of Magnitude faster than reading from disk
- Hard Disk (pennies) – Faster than hitting network for more resources
- Solid state drive (tens of pennies) – Faster than hard drives, slower than RAM

- **Network (\$\$ - need people to manage) – distributed computing**

- Ability to access more resources (SLOW, but relatively cheap money wise)
 - Computers with RAM, ROM, and CPU
 - Algorithms must be in place in order for these different computers to communicate

PARALLEL COMPUTATION (COMPUTER ARCHITECTURE AND OPERATING SYSTEM)

- Multi-processor
- Multi-processor
- Fork process
- Semaphore
- Locking
- Mutexes
- CPU Pinning

**Computer Scientist,
Programmers, and Engineers
SUCK at Parallel Computing**

**Big Data Technologies Make
parallel Computation Easier
for Everyone**

https://en.wikipedia.org/wiki/Computer_architecture

https://en.wikipedia.org/wiki/Operating_system

GOOGLE STARTED MODERN BIG DATA MOVEMENT (FINANCIAL DECISION)

- Database companies would sell huge machines to process large amounts of data (Supercomputers)
 - CPU with 100 cores
 - 100GB of RAM
 - 10TB Hard drive
 - VERY EXPENSIVE



HOW DID BIG DATA GET STARTED

Lenovo 6241HDU System x3950 X6 Server

Manufacturer: Lenovo

UPC: 889488019632

SKU: 6241HDU

Condition: New

✓ In Stock



★★★★★ Write Review

\$192,240.23

1

ADD TO CART

CHEAPER TO USE MANY SMALLER COMPUTERS IN TANDEM THAN ONE LARGE COMPUTER

DECEMBER 2, 2010 **WEBLOG**

US Air Force connects 1,760 PlayStation 3's to build supercomputer

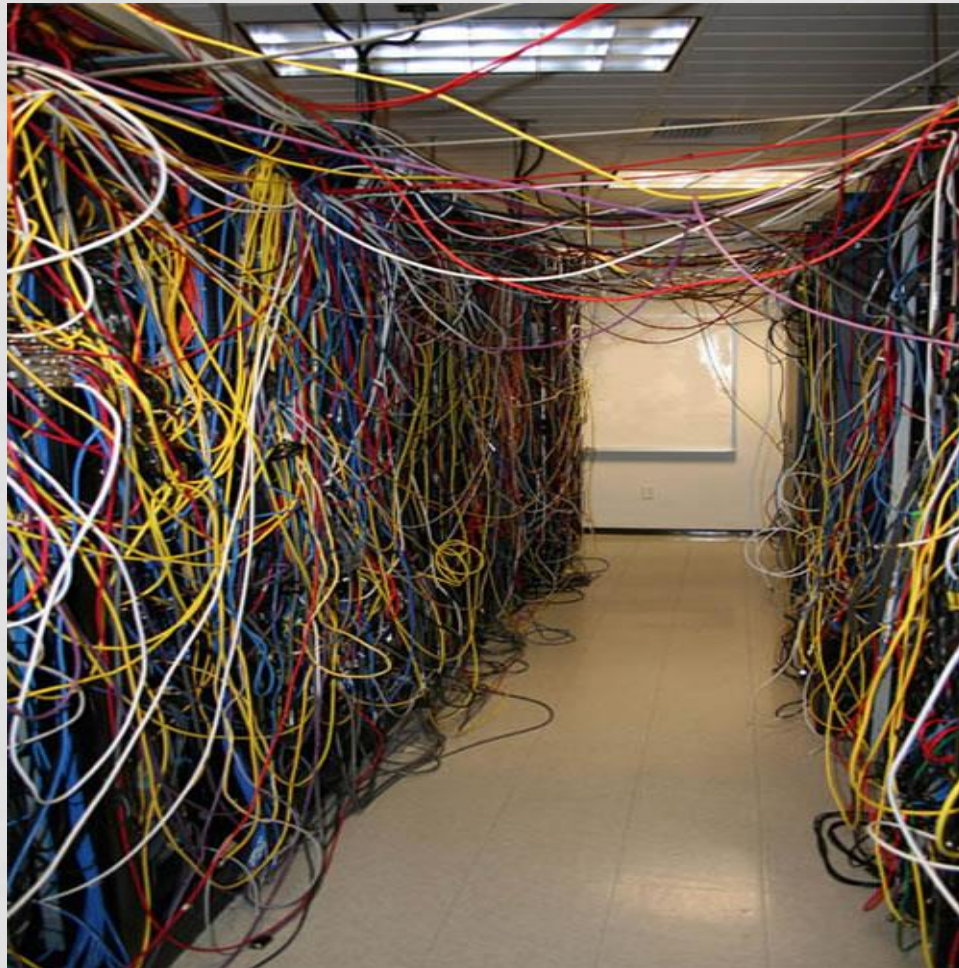
by Lisa Zyga , Phys.org



The Condor Cluster consists of 1,760 Sony PlayStation 3's, and is the US Department of Defense's fastest inte...

(Phys.org)—About the 33rd largest supercomputer in the world right now is the US Air Force Research Laboratory's (AFRL) newest system, which has a core made of 1,760 Sony PlayStation 3 (PS3) consoles. In addition to its large capacity, the so-called "Condor Cluster" is

PUTTING LOTS OF SMALL COMPUTERS TOGETHER TO DO FAST COMPUTATION CAUSES PROBLEMS



WHAT KIND OF PROBLEMS?

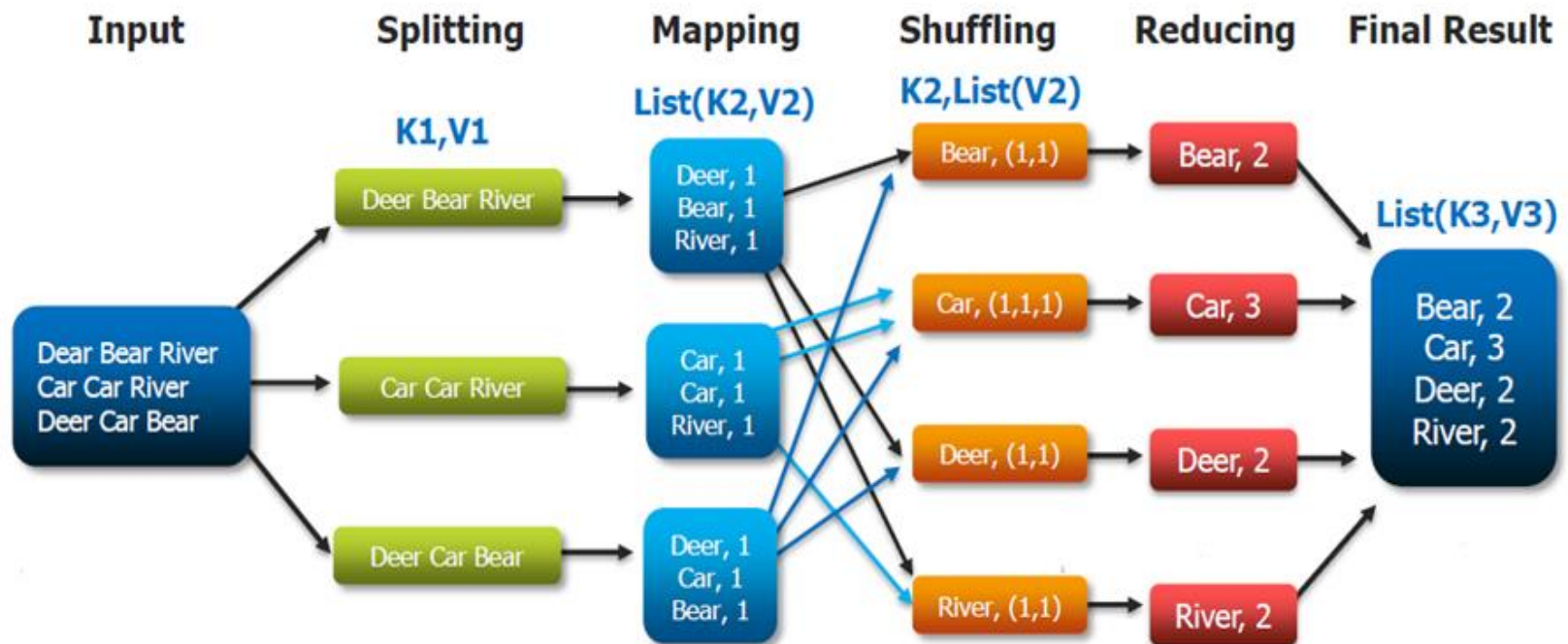
- Server failures – nodes not responding
- Connectivity – network failures
- Disk failures – loss of data
- Distribution of work/jobs – how to distribute data
- Security
- Failure
 - Avoid
 - Fault
 - Ex
 - C
 - Auto Scaling (on Demand processing)

**Cloud Service Providers
(GCP, AWS, Azure) Abstract
this Complexity Away**

ilure

MAPREDUCE - DISTRIBUTED PROGRAMMING MODEL

The Overall MapReduce Word Count Process



SPARK VS HADOOP

Parameters	Spark	Hadoop
Fault Tolerance	Spark RDD guarantees fault tolerance	Uses replication for fault tolerance
Speed	Faster due to in-memory computation	Relatively slower than Spark
OS Support	Linux, Windows, macOS	Linux, Windows, macOS
High Level Language	Python, Scala, Java, R, Spark SQL	Java, Python, Pig, Hive SQL
Machine Learning	Has its own set of ML libraries	Requires interfacing with other libraries

BIG DATA TECHNOLOGY

- Bound by Resources
 - How many servers?
 - How many CPUs?
 - How many cores per CPU?
 - How much RAM?
 - How much Disk?

ARTIFICIAL INTELLIGENCE

Artificial Intelligence

Machine Learning

Deep Learning

The subset of machine learning composed of algorithms that permit software to train itself to perform tasks, like speech and image recognition, by exposing multilayered neural networks to vast amounts of data.

A subset of AI that includes abstruse statistical techniques that enable machines to improve at tasks with experience. The category includes deep learning

Any technique that enables computers to mimic human intelligence, using logic, if-then rules, decision trees, and machine learning (including deep learning)

ARTIFICIAL INTELLIGENCE

- Logical Reasoning
 - If $A \rightarrow B$, $B \rightarrow C$, then $A \rightarrow C$
- Search
 - Shortest Path Problems
 - Constraint Satisfaction Problems
- Probabilistic Reasoning
 - Naïve Bayes Classification
 - MAP Decision
- Machine Learning
 - Unsupervised learning
 - Supervised Learning

UTILITY FUNCTION

- A **utility function** is able to represent those preferences if it is possible to assign a real number to each alternative, in such a way that *alternative a* is assigned a number greater than *alternative b* if, and only if, the individual prefers *alternative a* to *alternative b*.
- Mathematical function for determining the value of one option versus another.

UTILITY FUNCTIONS FOR DECISION MAKING

- Artificial intelligence and machine learning usually starts with defining a utility function that represents the desirability of an outcome.
- Determining the best utility function is subjective but you do need to define one that is “reasonable”.
- Quantifying options is “human work”.
 - Not always straightforward



CHESS

Standard valuations [\[edit \]](#)

The following table is the most common assignment of point values ([Capablanca & de Firmian 2006:24–25](#)), ([Seirawan & Silman 1990:40](#)), ([Soltis 2004:6](#)), ([Silman 1998:340](#)), ([Polgar & Truong 2005:11](#)).

Symbol					
Piece	pawn	knight	bishop	rook	queen
Value	1	3	3	5	9

Value of non-[passed pawn](#) in the [opening](#)

Rank	a & h file	b & g file	c & f file	d & e file
2	0.90	0.95	1.05	1.10
3	0.90	0.95	1.05	1.15
4	0.90	0.95	1.10	1.20
5	0.97	1.03	1.17	1.27
6	1.06	1.12	1.25	1.40

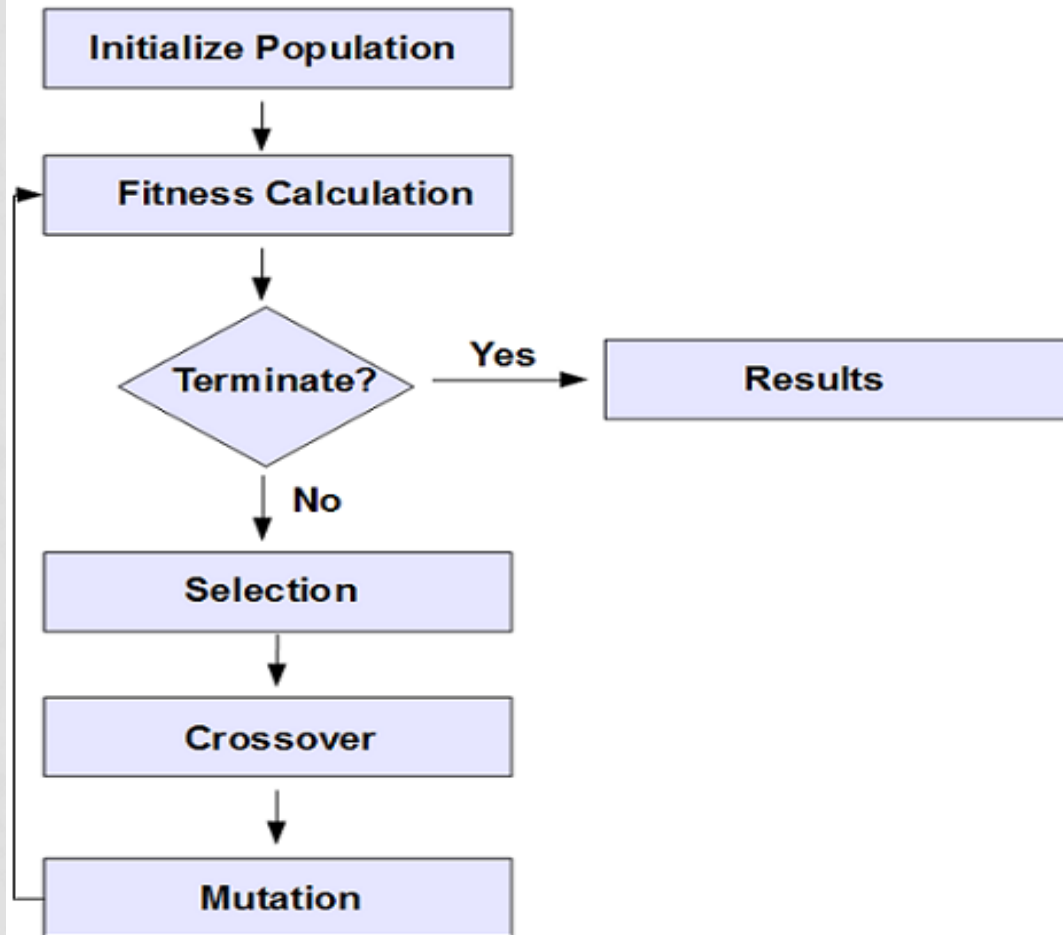
Value of non-[passed pawn](#) in the [endgame](#)

Rank	a & h file	b & g file	c & f file	d & e file
2	1.20	1.05	0.95	0.90
3	1.20	1.05	0.95	0.90
4	1.25	1.10	1.00	0.95
5	1.33	1.17	1.07	1.00
6	1.45	1.29	1.16	1.05

ARTIFICIAL INTELLIGENCE IN CHESS

- Given all possible outcomes for the next few moves – which move gives me the best chance of highest the highest value of my pieces (according to my utility function).
 - Solved Via Exhaustive search of All possibilities to see what works
 - Computers struggled for years because it couldn't represent the future well in memory (only next 2 moves vs next 1000 moves)
 - With supercomputers, these additional combinations can be stored and checked.

GENETIC ALGORITHMS



https://rednuht.org/genetic_cars_2/

OPTIMIZATION

- Trying to find best option (parameters) which maximizes or minimizes a utility function.
 - If you can't optimize intelligently, you do exhaustive search
 - **Exhaustive search** compares each possible option, computes the utility function, and select the option that maximizes/minimizes it (**Grid search**).
 - Why not use **exhaustive search**?
 - Usually too many options to check – even with supercomputers
 - Alternatives – **Optimization algorithms** (complex)

EXAMPLE

- How to determine a utility function for determining the best time to leave to go the airport?

EXAMPLE

- What Cuisine Should I Eat For Dinner Tonight?
- Table lookup – Burgers = 1.00
- Pizza – 1.00
- Mexican = 0.9
- Gyros = 0.6
- Yogurt = 0.2
- $\text{Argmax}(\text{Food}) = \text{Food_type} - \text{Food_type}(\text{recent}) + \text{rand}(n)$

LOGICAL REASONING – KNOWLEDGE BASE

A **knowledge-based system (KBS)** is a computer program that reasons and uses a knowledge base to solve complex problems. The term is broad and refers to many different kinds of systems. The one common theme that unites all knowledge based systems is an attempt to represent knowledge explicitly and a reasoning system that allows it to derive new knowledge. Thus, a knowledge-based system has two distinguishing features: a knowledge base and an inference engine.

Logical Reasoning - Validity and soundness

Argument terminology

Deductive arguments are evaluated in terms of their validity and soundness.

An argument is “**valid**” if it is impossible for its premises to be true while its conclusion is false. In other words, the conclusion must be true if the premises are true. An argument can be “valid” even if one or more of its premises are false.

An argument is “**sound**” if it is *valid* and the premises are true.

It is possible to have a deductive argument that is logically *valid* but is not *sound*. Fallacious arguments often take that form.

The following is an example of an argument that is “valid”, but not “sound”:

1. Everyone who eats carrots is a quarterback.
2. John eats carrots.
3. Therefore, John is a quarterback.

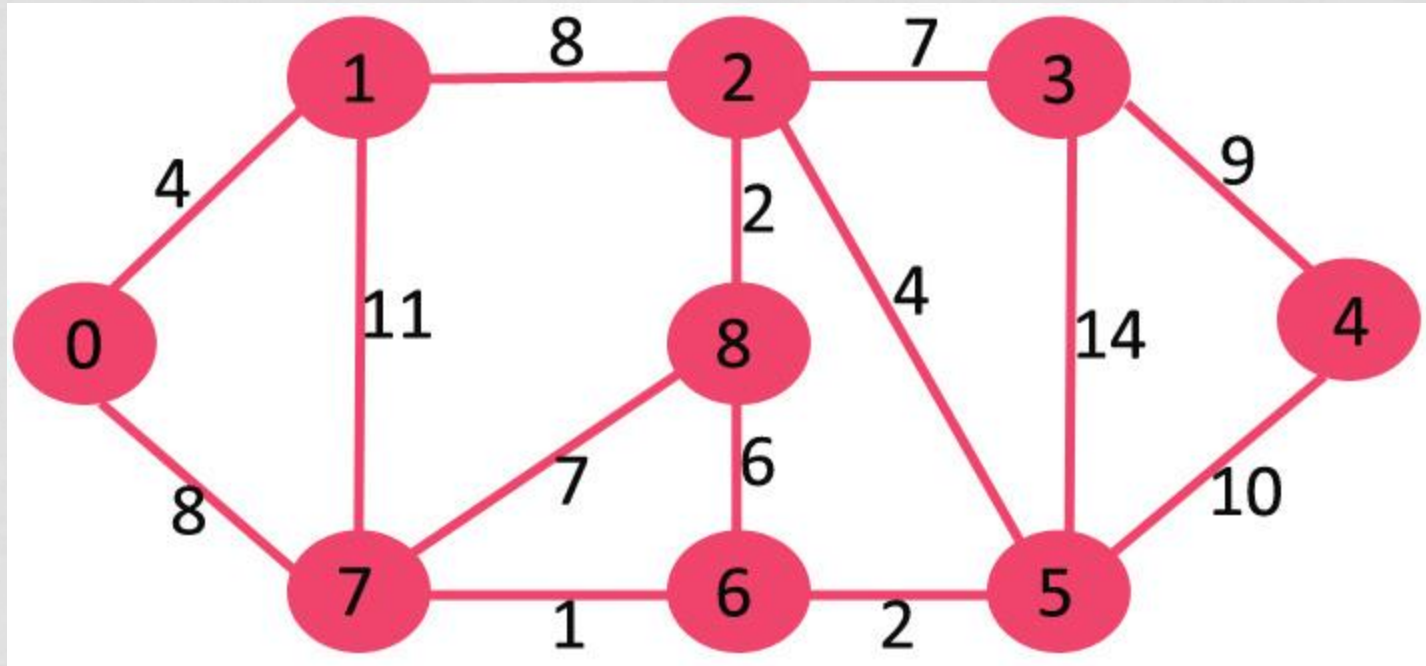
IBM WATSON



IBM WATSON

- Watson was created as a question answering (QA) computing system that IBM built to apply advanced natural language processing, information retrieval, knowledge representation, automated reasoning, and machine learning technologies to the field of open domain question answering.^[2]
- The key difference between QA technology and document search is that document search takes a keyword query and returns a list of documents, ranked in order of relevance to the query (often based on popularity and page ranking), while QA technology takes a question expressed in natural language, seeks to understand it in much greater detail, and returns a precise answer to the question.^[12]
- When created, IBM stated that, "more than 100 different techniques are used to analyze natural language, identify sources, find and generate hypotheses, find and score evidence, and merge and rank hypotheses."

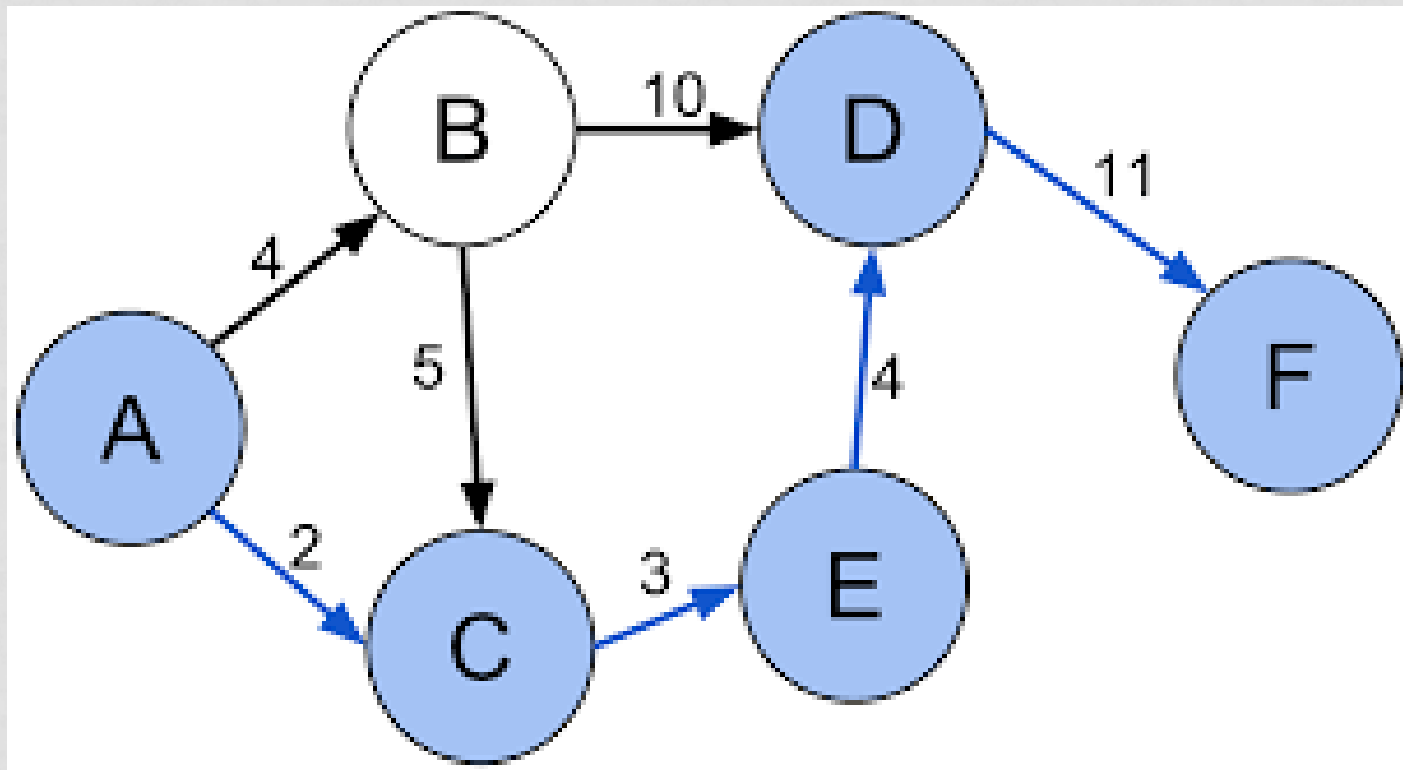
SEARCH



What is shortest path from Node 5(A) to Node 3(B)?

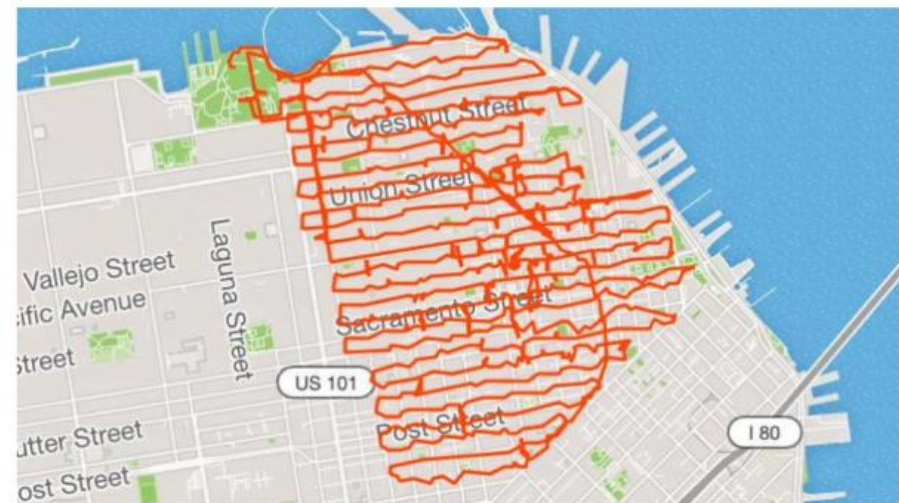
SHORTEST PATH ALGORITHMS (LARGELY SOLVED)

Shortest path from A to B



SOME PROBLEMS ARE TOO HARD!

- Shortest path to travel every street on a map



Run | December 14, 2018

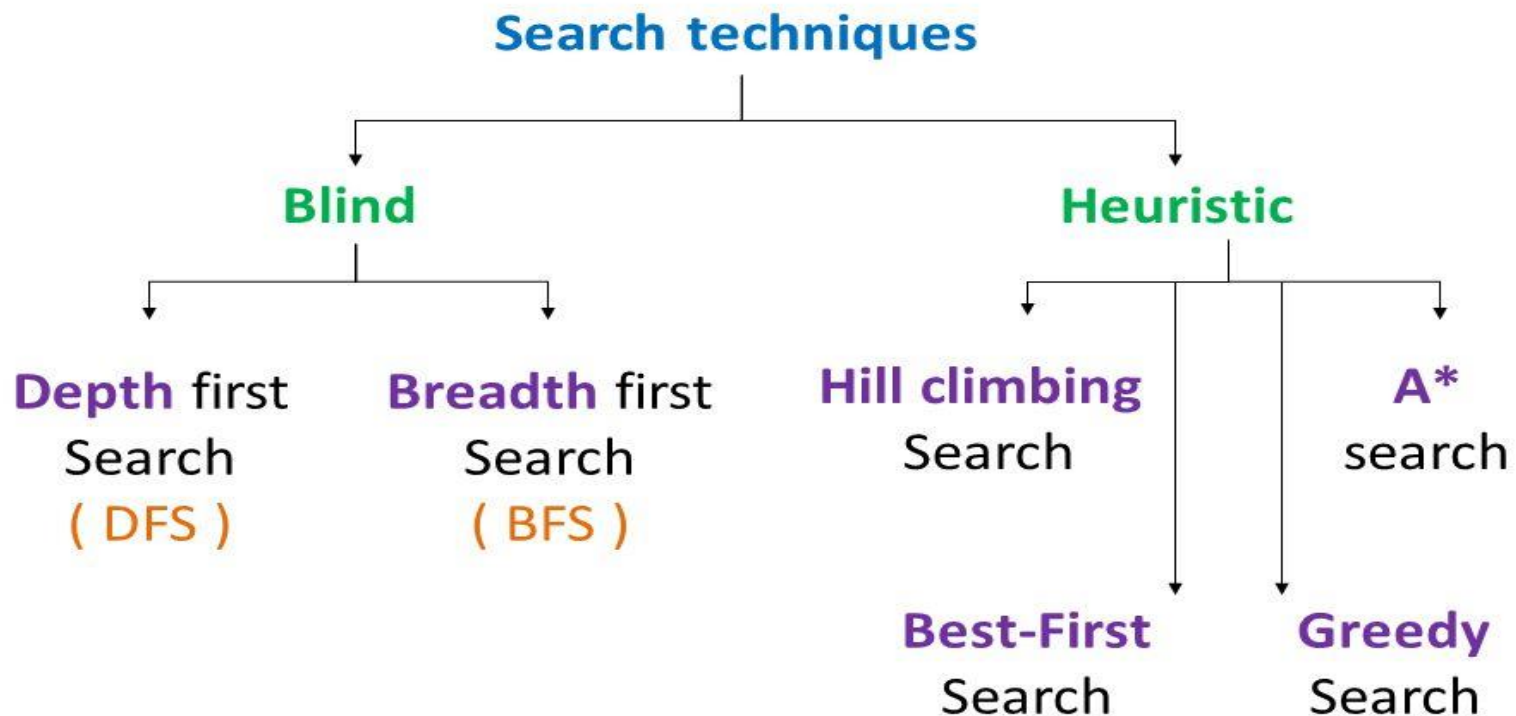
Every Single Street 45.1

👍 672 💬 10 🏆 5

Distance	Time	Elevation	Calories
50.2 mi	9:42:04	6,726 ft	5892

ALGORITHMS FOR SHORTEST PATH PROBLEMS

SEARCH TECHNIQUES



SHORTEST PATH (GOOGLE MAPS)

← from Randstad - Corporate Office, One Overton Park, 3...
to Georgia Tech Global Learning Center, 800 Spring St ...

14 min (9.0 miles)
via I-75 S
Fastest route, the usual traffic

Randstad - Corporate Office
One Overton Park, 3625 Cumberland Blvd SE, Atlanta, GA 30339

- Get on I-75 S
2 min (0.7 mi)
- Follow I-75 S to Techwood Dr NW in Atlanta. Take exit 250 from I-75 S
7 min (7.3 mi)

14 min
9 miles

Satellite

Live traffic Fast Slow

Map data ©2019 Google United States Terms Send feedback 2 mi

Ruchi_Garq_07_07.pdf

Show all

SHORTEST PATH (WITH CONSTRAINTS)

The screenshot displays the Google Maps interface with a route calculated from "Randstad - Corporate Office, One Overto" to "Georgia Tech Global Learning Center, 80". The route is shown in blue on the map, passing through Vinings, Buckhead, and Atlantic Station. A callout box indicates a travel time of 25 minutes and a distance of 10 miles for a segment. The left sidebar shows route options, including avoiding highways, tolls, and ferries, and distance units in miles or km. The bottom of the screen shows map data from 2019 and a link to send directions to a phone.

Route options

Avoid

- ☒ Highways
- ☐ Tolls
- ☐ Ferries

Distance units

- ☒ Automatic
- ☐ miles
- ☐ km

[Send directions to your phone](#)

Map data ©2019 Google United States Terms Send feedback 2 mi

ALGORITHMS FOR SORTING

Name	Best	Average	Worst	Memory	Stable	Method	Other notes
Quicksort	$n \log n$ variation is n	$n \log n$	n^2	$\log n$ on average, worst case space complexity is n ; Sedgwick variation is $\log n$ worst case.	Typical in- place sort is not stable; stable versions exist.	Partitioning	Quicksort is usually done in-place with $O(\log n)$ stack space. ^{[4][5]}
Merge sort	$n \log n$	$n \log n$	$n \log n$	n A hybrid block merge sort is $O(1)$ mem.	Yes	Merging	Highly parallelizable (up to $O(\log n)$ using the Three Hungarians' Algorithm ^[6] or, more practically, Cole's parallel merge sort) for processing large amounts of data.
In-place merge sort	—	—	$n \log^2 n$ See above, for hybrid, that is $n \log n$	1	Yes	Merging	Can be implemented as a stable sort based on stable in-place merging. ^[7]
Heapsort	n If all keys are distinct, $n \log n$	$n \log n$	$n \log n$	1	No	Selection	
Insertion sort	n	n^2	n^2	1	Yes	Insertion	$O(n + d)$, in the worst case over sequences that have d inversions .

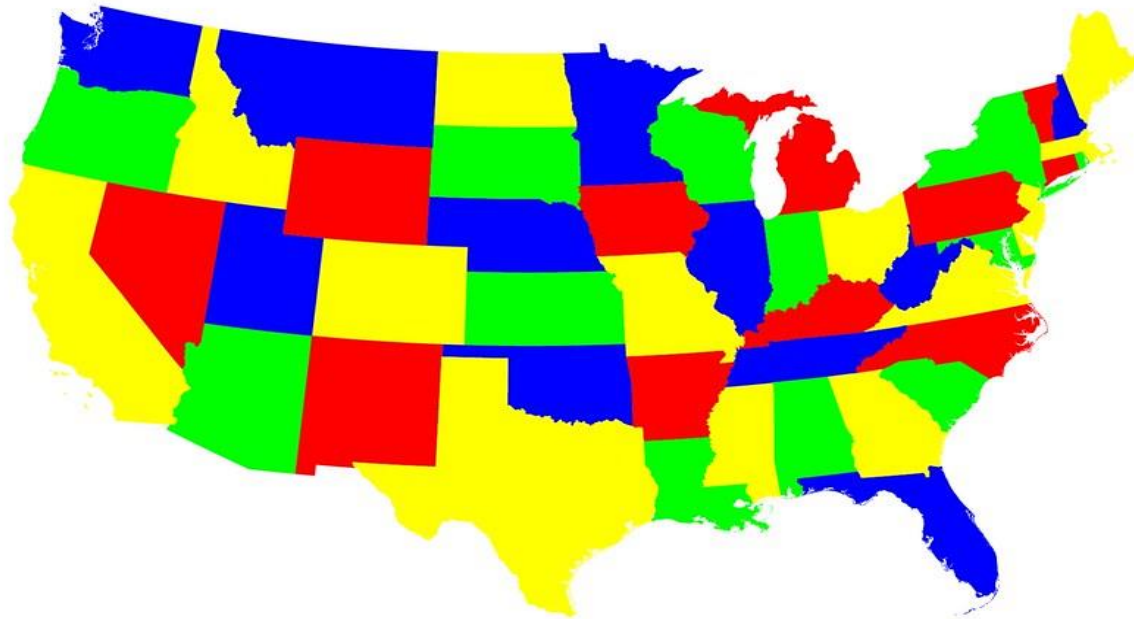
SEARCH - CONSTRAINT SATISFACTION PROBLEMS

- **Constraint satisfaction problems (CSPs)** are mathematical questions defined as a set of objects whose state must satisfy a number of constraints or limitations.
- How to find options that work?
 - **Exhaustive search**

MAP COLORING

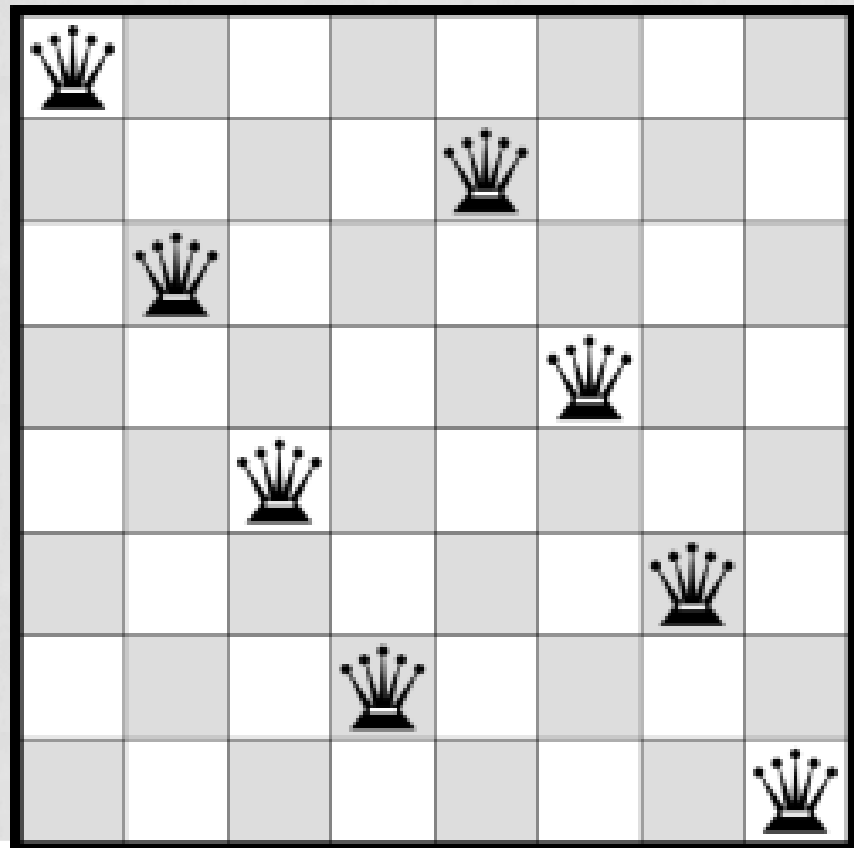
Color states on map where any adjacent state has different color.

Solution – Exhaustive Search



8 QUEENS PROBLEM

- Find configuration where 8 queens on a chess board do not attack each other (i.e., put each other in check)



SUDOKU PUZZLE

5	3			7				
6			1	9	5			
	9	8					6	
8				6				3
4			8		3			1
7				2				6
	6					2	8	
			4	1	9			5
				8			7	9

REAL WORLD CONSTRAINT SATISFACTION PROBLEMS

- Scheduling for calendars (Holiday Schedules)
- Job Recruiting
- Housing buying

PROBABILISTIC REASONING

- Use probability to make decisions
- In a nutshell, there are many options, each with a probability of being the best, simply select the option with the highest probability.
- MAP Decision
 - Maximum A Posteriori (MAP) decision

AXIOMS OF PROBABILITY (REVIEW)

- First Axiom – The probability of an event is a non-negative real number
- Second Axiom – The sum of all probabilities in the event space is 1
- Third Axiom – Sum of the probability of disjoint sets is simply the sum of the disjoint sets.

satisfies

$$P\left(\bigcup_{i=1}^{\infty} E_i\right) = \sum_{i=1}^{\infty} P(E_i).$$

NAÏVE BAYES CLASSIFICATION

The diagram shows the Naïve Bayes formula with arrows pointing from descriptive labels to the corresponding parts of the equation:

- Likelihood** points to $P(x|c)$
- Class Prior Probability** points to $P(c)$
- Posterior Probability** points to $P(c|x)$
- Predictor Prior Probability** points to $P(x)$

$$P(c|x) = \frac{P(x|c)P(c)}{P(x)}$$

$$P(c|X) = P(x_1|c) \times P(x_2|c) \times \dots \times P(x_n|c) \times P(c)$$

NAÏVE BAYES DETAILS

- $P(X | C)$ - Likelihood – probability distribution given class **(Required)**
 - histograms
- $P(C)$ - Prior – Probability of the Class (usually based on Frequency) – **(Optional)**
 - Banana = 100 – Prior Probability = $1/5$
 - Apple = 300 – Prior Probability = $3/5$
 - Peach = 100 – Prior Probability = $1/5$
- $P(X)$ – Probability of the data - **ignore**

Derivation of Naive Bayes rule

We want to find the class that is most likely given the document:

$$c_{\text{map}} = \arg \max_{c \in \mathbb{C}} P(c|d)$$

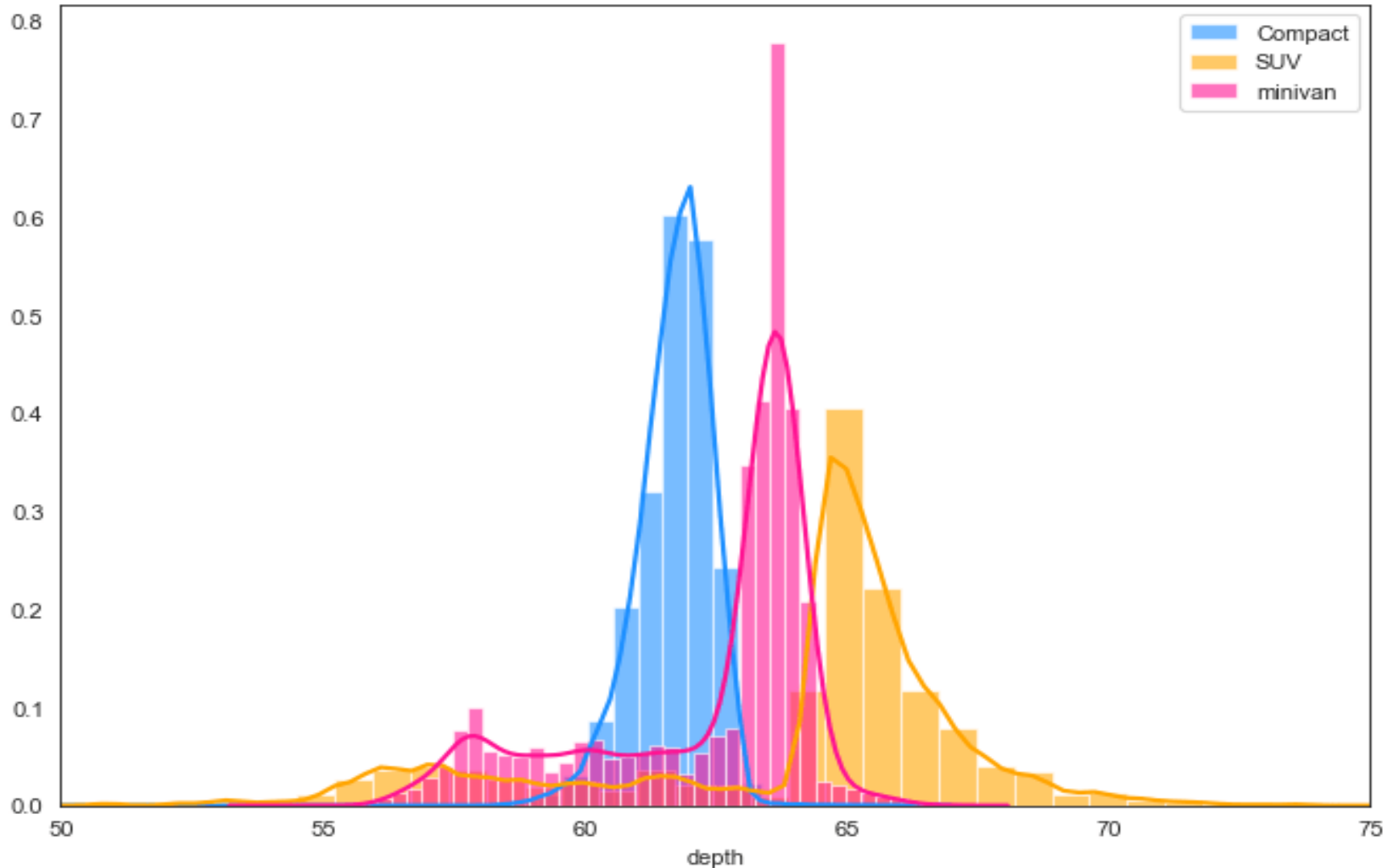
Apply Bayes rule $P(A|B) = \frac{P(B|A)P(A)}{P(B)}$:

$$c_{\text{map}} = \arg \max_{c \in \mathbb{C}} \frac{P(d|c)P(c)}{P(d)}$$

Drop denominator since $P(d)$ is the same for all classes:

$$c_{\text{map}} = \arg \max_{c \in \mathbb{C}} P(d|c)P(c)$$

NAÏVE-BAYES HISTOGRAM-BASED EXAMPLE



MACHINE LEARNING TECHNIQUES

- Unsupervised
 - Clustering
- Supervised
 - Regression
 - Classification

COMPONENTS OF A MACHINE LEARNING TECHNIQUE

- Input Data – Features (X) and Target Y (Optional)
- Objective to optimize
 - Parameters
 - Maximizing or minimizing something
 - Model Type - Classification, Clustering, Regression
- Optimization Algorithm
- Validation
 - Metrics – Accuracy, mean square error, Likelihood, F-score, Plots, Qualitative
 - Evaluation Methodology to use for supervised learning – Cross validation

LINEAR REGRESSION

- Model Type – Regression
- Objective – Minimize mean square error
- Optimization algorithm – Ordinary Least Squares, gradient descent

LOGISTIC REGRESSION

- Model Type – Classification
- Objective – Logit
- Optimization algorithm – gradient descent, newton method

NEURAL NETWORKS

- Model Type – Classification/Regression
- Objective – Defined by User
- Optimization Algorithm – Back Propagation