Was Sie von KI erwarten können

Studerus Technology Forum, Regensdorf, 22. November 2018

Thilo Stadelmann





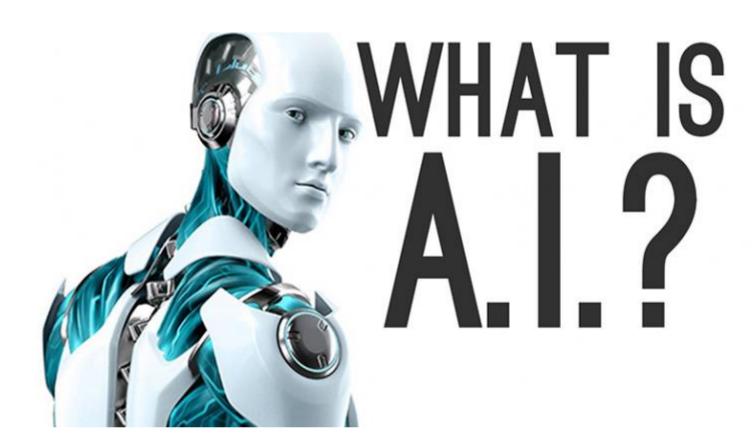
Swiss Alliance for Data-Intensive Services



datalab www.zhaw.ch/datalab

Prolog





Zürcher Fachhochschule

2

Was ist künstliche Intelligenz?



thinking

"The exciting new effort to **make computers think**... machines with minds, in the full and literal sense."

(Haugeland, 1985)

"[The automation of] activities that we associate with human thinking, activities such as decision-making, problem solving, learning..." (Bellman, 1978)

"The study of mental faculties through the use of computational models." (Charniak and McDermott, 1985)

"The study of the **computations that** make it possible to **perceive, reason,** and act." (Winston, 1992)

humanly

← standard measured by →

Concerned

with 小

ntelligence is **the study**

"The art of creating machines that perform functions that require intelligence when performed by people." (Kurzweil, 1990)

"The study of how to make computers do things at which, at the moment, people are better." (Rich and Knight, 1991) "Computational Intelligence is the study of the design of intelligent agents." (Poole et al., 1998)

"Al... is concerned with **intelligent** behaviour in artefacts." (Nilsson, 1998)

acting

rationally

Was ist künstliche Intelligenz?



thinking

"The exciting new effort to make computers think... machines with minds. in the full and literal sense."

"The study of the computation make it possible to percent "[The automation of] activities that we associate with human thinking, activities such as decision-making, problem solving,

"The study of mental faculties through the use of computational models.

humanly

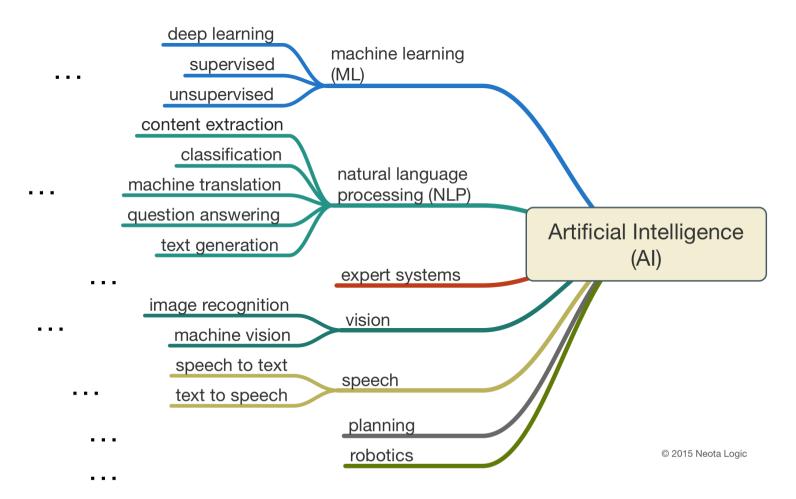
rationally

"The study of **how to make computers**

acting

Was gehört zu künstlicher Intelligenz?





Zürcher Fachhochschule

5

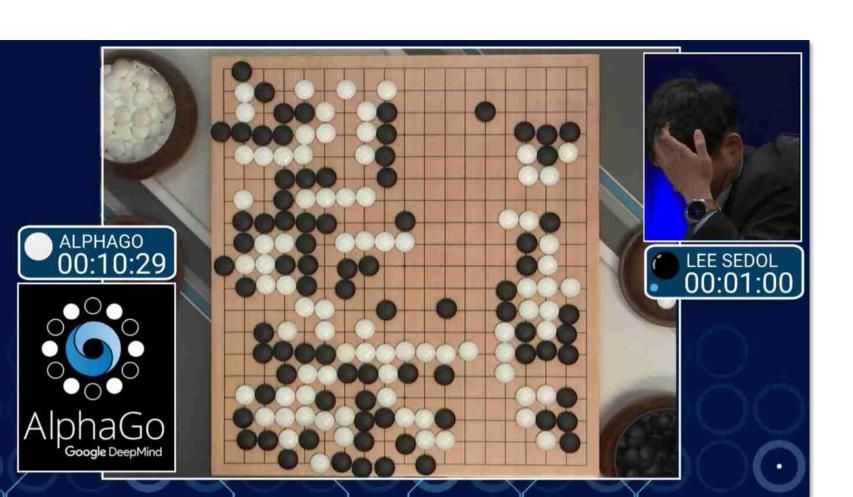
Was?→ Wie?



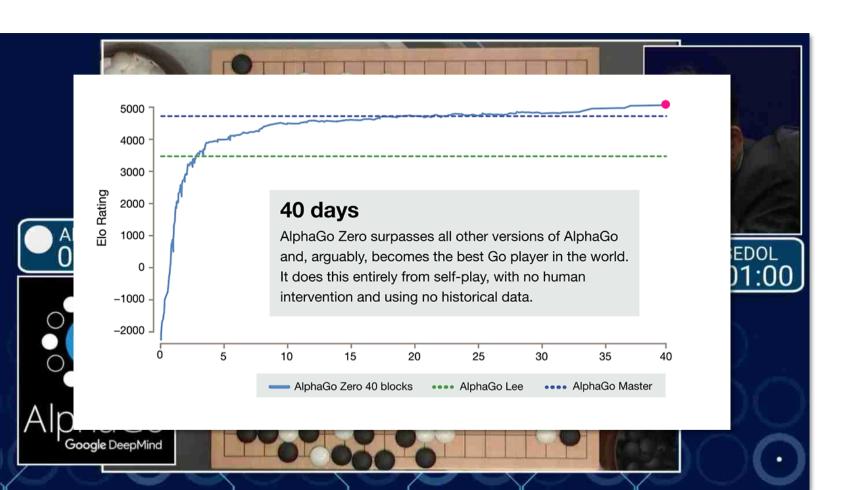
1

Was ist passiert?
(Eine kurze Geschichte der letzten Jahre)











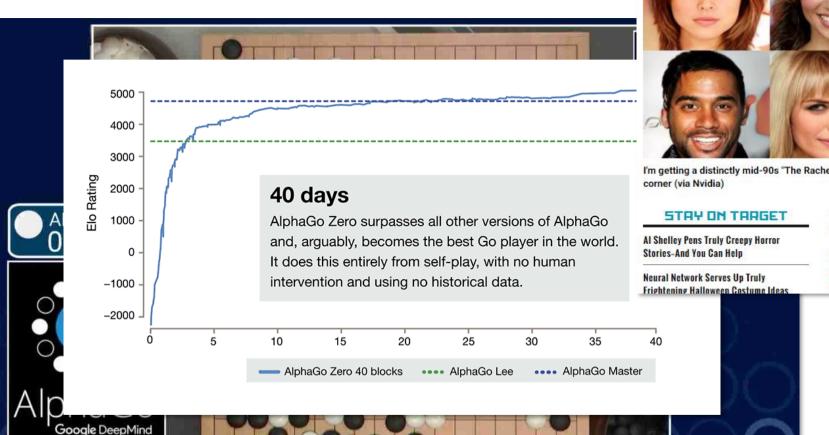
Nvidia Al Generates Fake Faces Based On Real Celebs









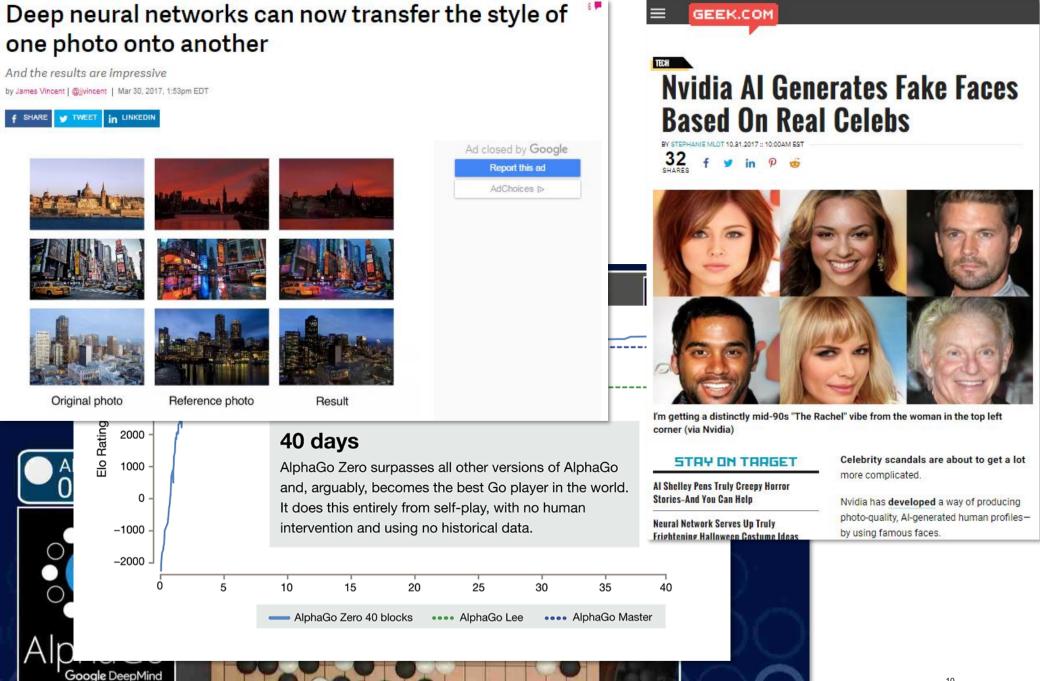




I'm getting a distinctly mid-90s "The Rachel" vibe from the woman in the top left

Celebrity scandals are about to get a lot more complicated.

Nvidia has developed a way of producing photo-quality, Al-generated human profilesby using famous faces.



Deep neural networks can now transfer the style of one photo onto another

And the results are impressive

by James Vincent | @jivincent | Mar 30, 2017. 1:53pm EDT



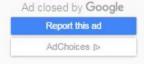
























Result

"Get me an appointment at..."

"You're all set!"



Elo Rating

2000

1000

-1000

-2000

Google DeepMin

0

Reference photo



AlphaGo Zero surpasses all other versions of AlphaGo and, arguably, becomes the best Go player in the world. It does this entirely from self-play, with no human intervention and using no historical data.





Nvidia Al Generates Fake Faces Based On Real Celebs













I'm getting a distinctly mid-90s "The Rachel" vibe from the woman in the top left corner (via Nvidia)

STAY ON TARGET

Al Shelley Pens Truly Creepy Horror Stories-And You Can Help

Neural Network Serves Up Truly

Celebrity scandals are about to get a lot more complicated.

Nvidia has developed a way of producing photo-quality, Al-generated human profilesby using famous faces.

Frightening Halloween Costume Ideas

User



Google Assistant

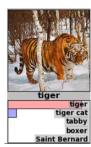


Business





1000 Kategorien1 Mio. Beispiele









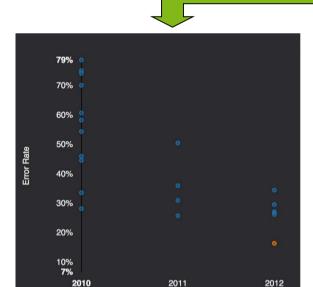
fireboat

drilling platform



nbination lock





Zürcher Fachhochschule

12





1000 Kategorien1 Mio. Beispiele





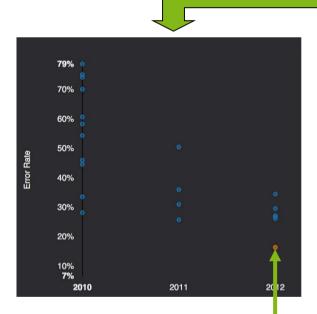




drilling platform











1000 Kategorien1 Mio. Beispiele





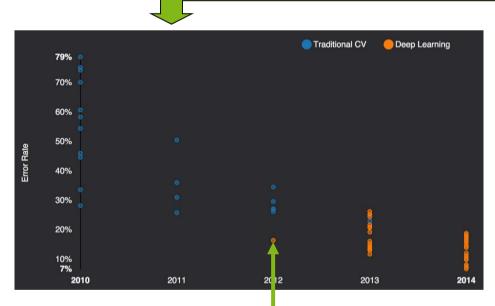




drilling platform











1000 Kategorien1 Mio. Beispiele



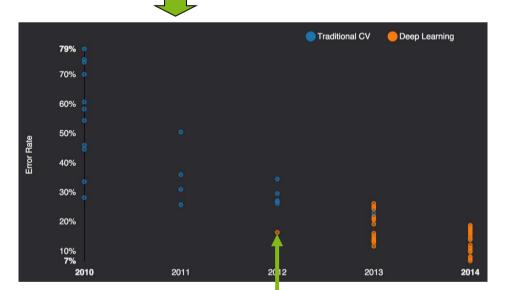












2015: Computer haben "Sehen" gelernt

- 4.95% Microsoft (06. Februar)
- → Besser als Menschen (5.10%)
- 4.80% Google (11. Februar)
- 4.58% Baidu (11. Mai)
- 3.57% Microsoft (10. Dezember)

Was?→ Wie?



2

Wie geht das?

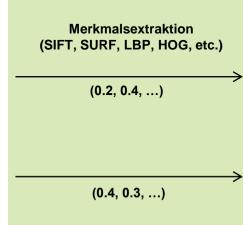
Idee: Mehr Tiefe zum Lernen von Merkmalen



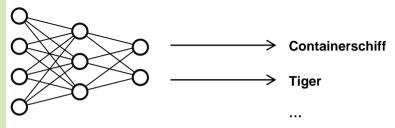
Klassische Bildverarbeitung







Klassifikation (SVM, Neuronales Netz, etc.)



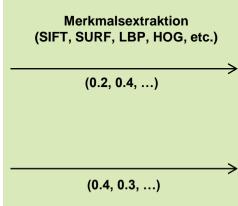
Idee: Mehr Tiefe zum Lernen von Merkmalen

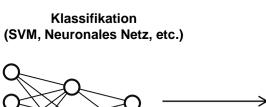


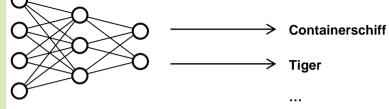
Klassische Bildverarbeitung









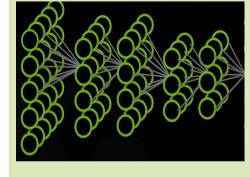


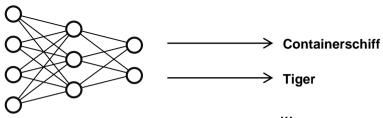
Mit Convolutional Neural Networks (CNNs)





Nimmt rohe Pixel entgegen, Merkmale werden mitgelernt!

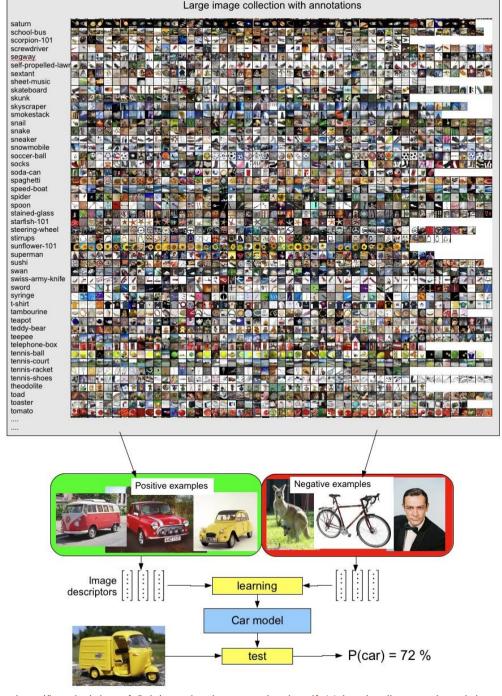




GrundlageInduktives überwachtes Lernen

Annahme

- Ein an genügend viele Beispiele angepasstes Modell...
- ...wird auch auf unbekannte Daten generalisieren



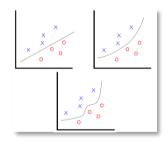
Grundlage Induktives überwachtes Lernen

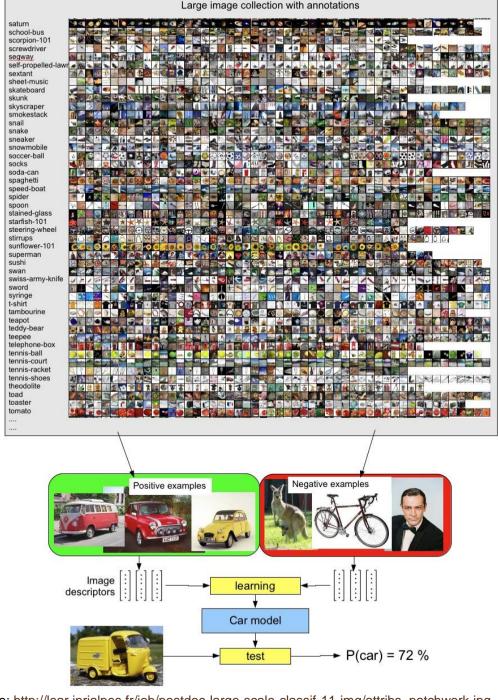
Annahme

- Ein an genügend viele Beispiele angepasstes Modell...
- ...wird auch auf unbekannte Daten generalisieren

Methode

- Suchen der Parameter einer gegebenen Funktion...
- ...so dass für alle Beispiele Eingabe (Bild) auf Ausgabe («Auto») abgebildet wird





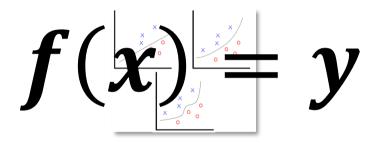
Grundlage Induktives überwachtes Lernen

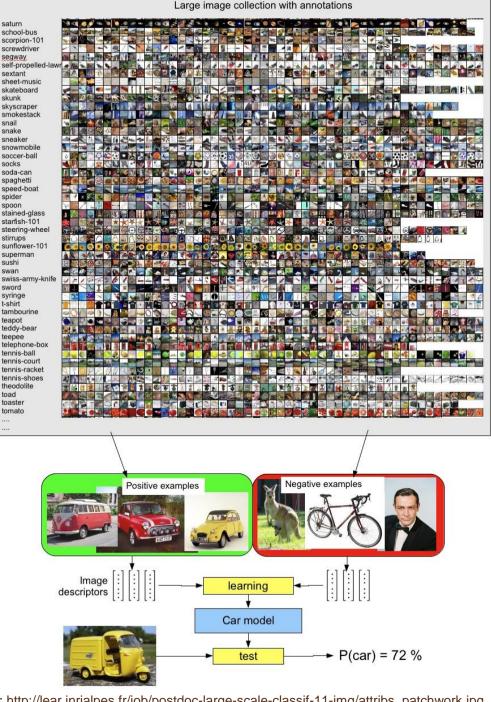
Annahme

- Ein an genügend viele Beispiele angepasstes Modell...
- ...wird auch auf unbekannte Daten generalisieren

Methode

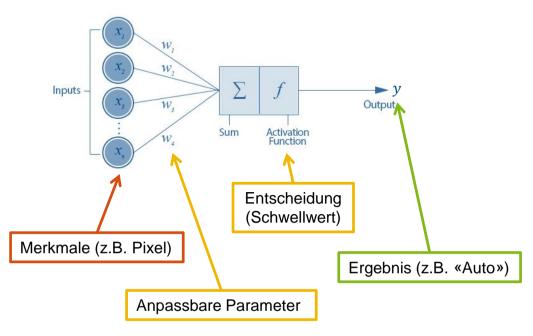
- Suchen der Parameter einer gegebenen Funktion...
- ...so dass für alle Beispiele Eingabe (Bild) auf Ausgabe («Auto») abgebildet wird

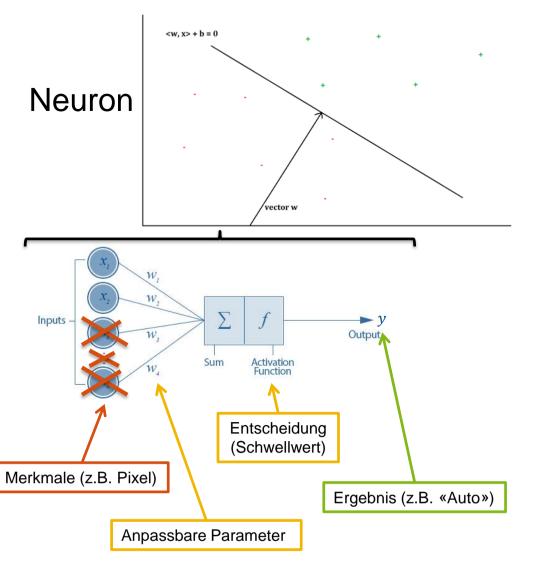




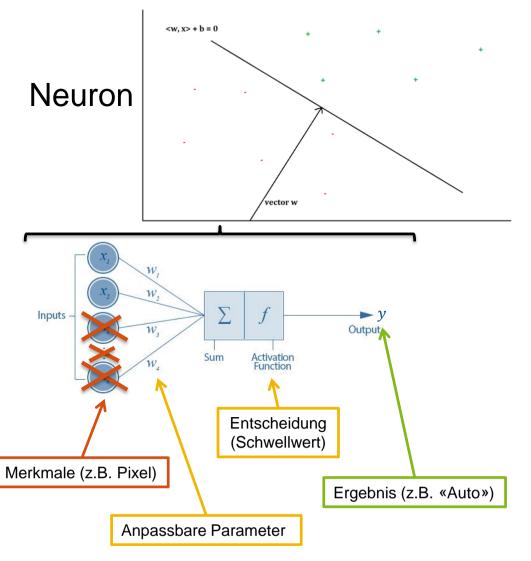


Neuron

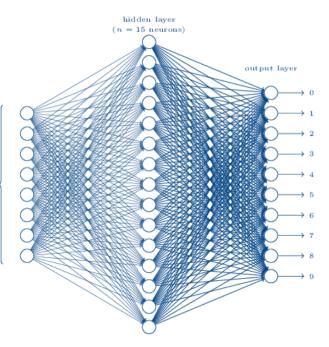






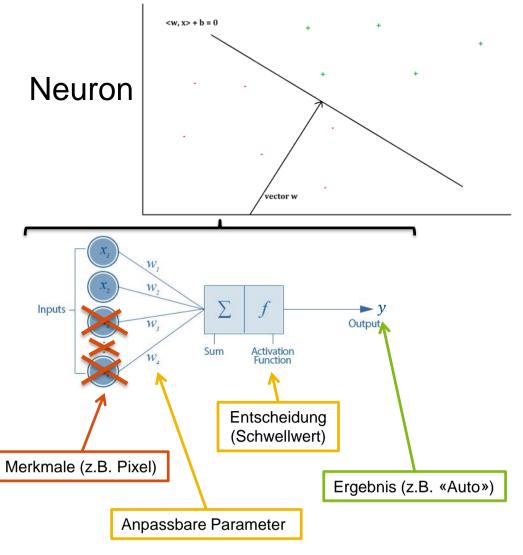


Neuronales Netz

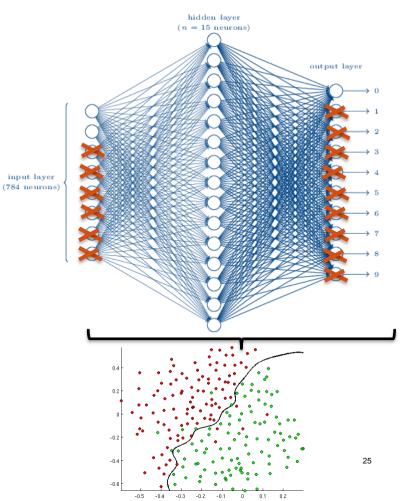


input layer (784 neurons)





Neuronales Netz



input layer

zh

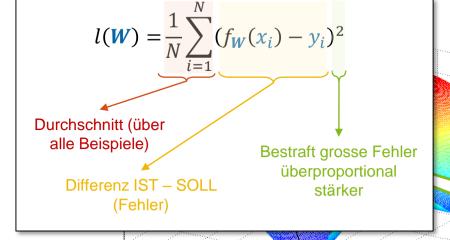
Wahrscheinlichkeit [%] für bestimmtes Ergebnis

0.4

 W_2

0.6

- Unser Neuronales Netz: $f_{W}(x) = y$ mit Bild x, echtem Resultat y und Parametern W($W = \{w_1, w_2, ...\}$ anfangs zufällig gewählt)
- Fehlermass: $l(W) = \frac{1}{N} \sum_{i=1}^{N} (f_W(x_i) y_i)^2$ Durchschnitt der quadrüchen Abweichungen über alle Bilder (Loss)



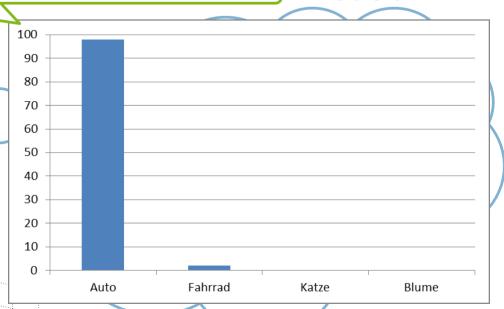
0.7

Zürcher Fachhochschule

0.6

0.5 0.4 0.3

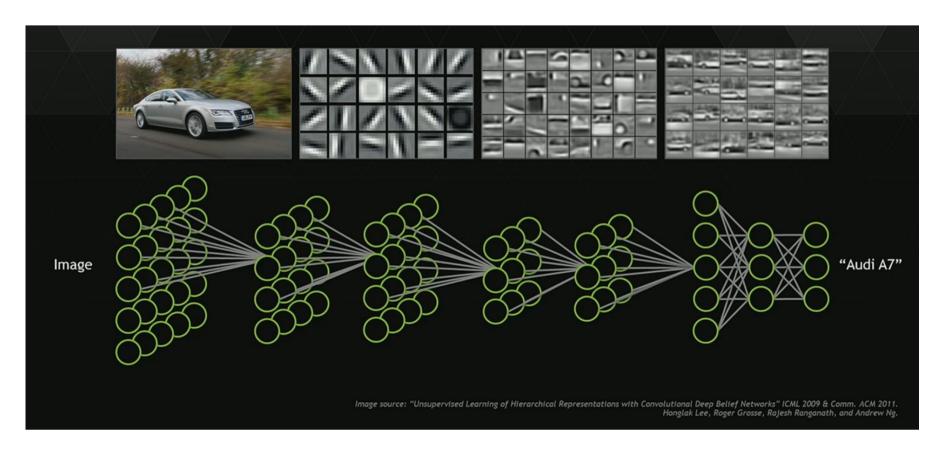
0.2



← Fehlerlandschaft

Methode: Anpassung der Gewichte von f in Richtung der steilsten Steigung (abwärts) von J

Was «sieht» das Neuronale Netz? Hierarchien komplexer werdender Merkmale



Quellen: https://www.pinterest.com/explore/artificial-neural-network/
Olah, et al., "Feature Visualization", Distill, 2017, https://distill.pub/2017/feature-visualization/.

Was «sieht» das Neuronale Netz? Hierarchien komplexer werdender Merkmale

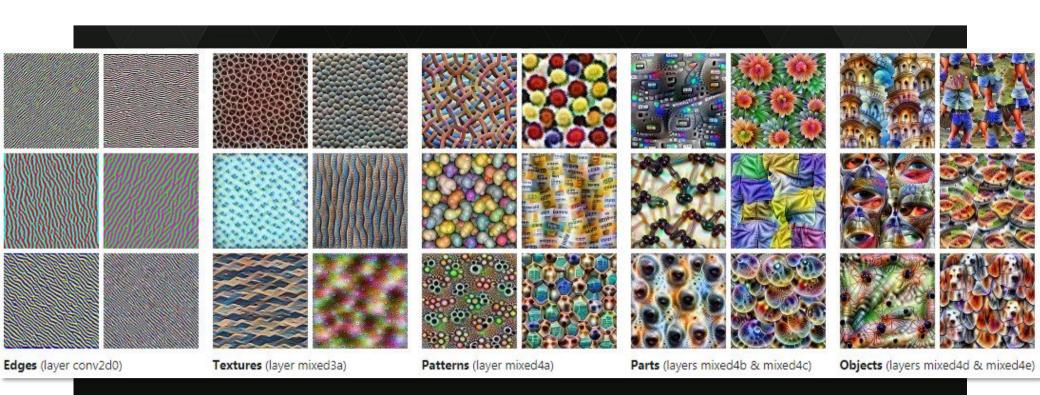


Image source: "Unsupervised Learning of Hierarchical Representations with Convolutional Deep Belief Networks" ICML 2009 & Comm. ACM 2011.
Honglak Lee, Roger Grosse, Rajesh Ranganath, and Andrew Ng.

Quellen: https://www.pinterest.com/explore/artificial-neural-network/
Olah, et al., "Feature Visualization", Distill, 2017, https://distill.pub/2017/feature-visualization/.

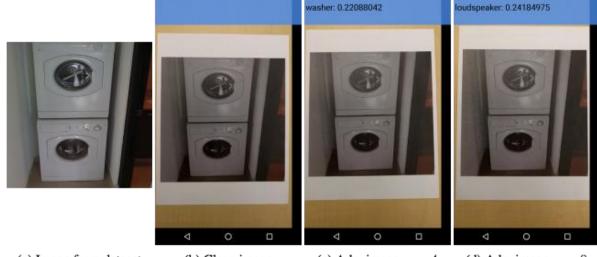
safe: 0.3719305

Wie schlussfolgert die Maschine?

«Debugging» für Einblicke in die vermeintliche «Black Box»

Verdeutlichen ein Problem:

Adversarial Examples



safe: 0.34602574

(a) Image from dataset

(b) Clean image

sher: 0.5398173

(c) Adv. image, $\epsilon=4$

(d) Adv. image, $\epsilon = 8$

https://blog.openai.com/adversarial-example-research/

Zürcher Fachhochschule

29

Wie schlussfolgert die Maschine?

«Debugging» für Einblicke in die vermeintliche «Black Box»

Verdeutlichen ein Problem:

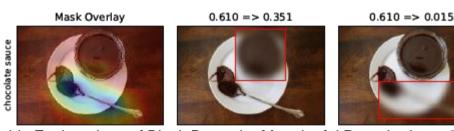
Adversarial Examples



https://blog.openai.com/adversarial-example-research/

Bieten eine Lösung:

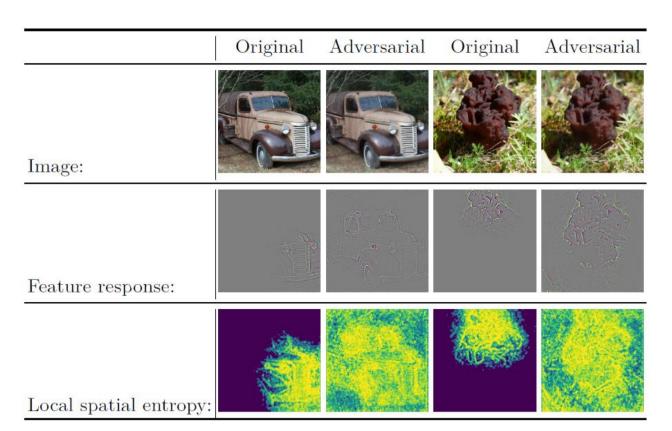
Saliency Maps



Ruth C. Fong & Andrea Vedaldi, «Interpretable Explanations of Black Boxes by Meaningful Perturbation», 2017

Adversarial attacks erkennen ...mittels Local Spatial Entropy der Feature Responses





Schweizerische Eidgenossenschaft Confederation suisse Confederation swizzera Confederation swizzera Swiss Confederation

Innosuisse - Swiss Innovation Agenc

Amirian, Schwenker & Stadelmann (2018). «Trace and Detect Adversarial Attacks on CNNs using Feature Response Maps». ANNPR'2018.

Schlussfolgerungen



- KI löst komplexe (einzelne) Probleme; es geht nicht um «Intelligenz» in unserem Sinne
- Deep Learning hat zu Paradigmenwechsel in Mustererkennungsaufgaben geführt
- Deren Anwendung (in Unternehmen & Produkten) führt zu grossem Veränderungspotential in der Gesellschaft – ganz ohne Science Fiction
- Die Veränderung wird kommen *gestalten wir* sie!



7u mir

- Leiter ZHAW Datalab, Board Data+Service
- thilo.stadelmann@zhaw.ch
- 058 934 72 08
- https://stdm.github.io/

Mehr zum Thema:

- KI: https://sgaico.swissinformatics.org/
- Data+Service Alliance: www.data-service-alliance.ch
- Gemeinsame Projekte: datalab@zhaw.ch
- → Fragen Sie gerne nach.





ANHANG



Interpretability is required.

- Helps the developer in «debugging», needed by the user to trust → visualizations of learned features, training process, learning curves etc. should be «always on»
 - positive X-ray





negative X-ray





Stadelmann, Amirian, Arabaci, Arnold, Duivesteijn, Elezi, Geiger, Lörwald, Meier, Rombach & Tuggener (2018). «Deep Learning in the Wild». ANNPR'2018. Schwartz-Ziv & Tishby (2017). «Opening the Black Box of Deep Neural Networks via Information». https://distill.pub/2017/feature-visualization/, https://stanfordmlgroup.github.io/competitions/mura/







Swice Confederation



Interpretability is required.

- Helps the developer in «debugging», needed by the user to trust
 → visualizations of learned features, training process, learning curves etc. should be «always on»
- ys on >>

 Schweizersche Eidgenossenschaft
 Confederation suisse
 Confederation Swizzera
 Confederation Swizzera
 Confederation
 Confederation Swizzera
 Confederation
 Confederation
 Innosuisse Swiss Innovation Agent



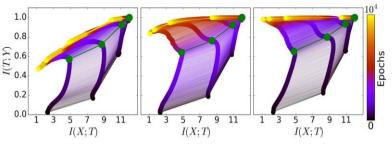




positive X-ray







DNN training on the Information Plane

Stadelmann, Amirian, Arabaci, Arnold, Duivesteijn, Elezi, Geiger, Lörwald, Meier, Rombach & Tuggener (2018). *«Deep Learning in the Wild»*. ANNPR'2018. Schwartz-Ziv & Tishby (2017). *«Opening the Black Box of Deep Neural Networks via Information»*. https://distill.pub/2017/feature-visualization/, https://stanfordmlgroup.github.io/competitions/mura/



Interpretability is required.

Helps the developer in «debugging», needed by the user to trust
 → visualizations of learned features, training process, learning curves etc. should be «always on»





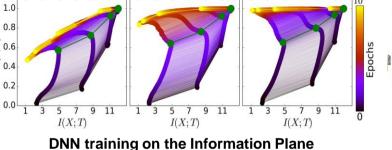


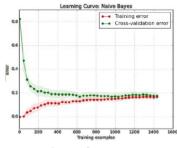


positive X-ray









Plane a learning curve

Stadelmann, Amirian, Arabaci, Arnold, Duivesteijn, Elezi, Geiger, Lörwald, Meier, Rombach & Tuggener (2018). «Deep Learning in the Wild». ANNPR'2018. Schwartz-Ziv & Tishby (2017). «Opening the Black Box of Deep Neural Networks via Information». https://distill.pub/2017/feature-visualization/, <a href="https://distill.



Interpretability is required.

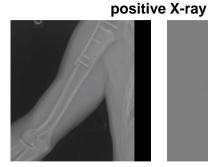
Helps the developer in «debugging», needed by the user to trust

 visualizations of learned features, training process, learning curves etc. should be «always on»

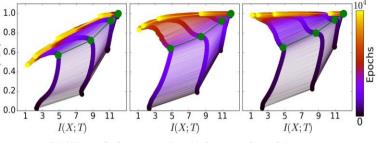


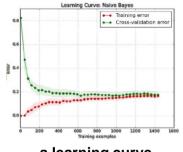


















DNN training on the Information Plane

a learning curve

feature visualization

Stadelmann, Amirian, Arabaci, Arnold, Duivesteijn, Elezi, Geiger, Lörwald, Meier, Rombach & Tuggener (2018). *«Deep Learning in the Wild»*. ANNPR'2018. Schwartz-Ziv & Tishby (2017). *«Opening the Black Box of Deep Neural Networks via Information»*. https://distill.pub/2017/feature-visualization/, https://stanfordmlgroup.github.io/competitions/mura/