



Corso di Coding in Python & Machine Learning

FabLab Ostiense
Stefano Capezzone

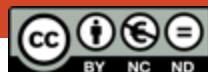


www.chirale.it/materiale-python

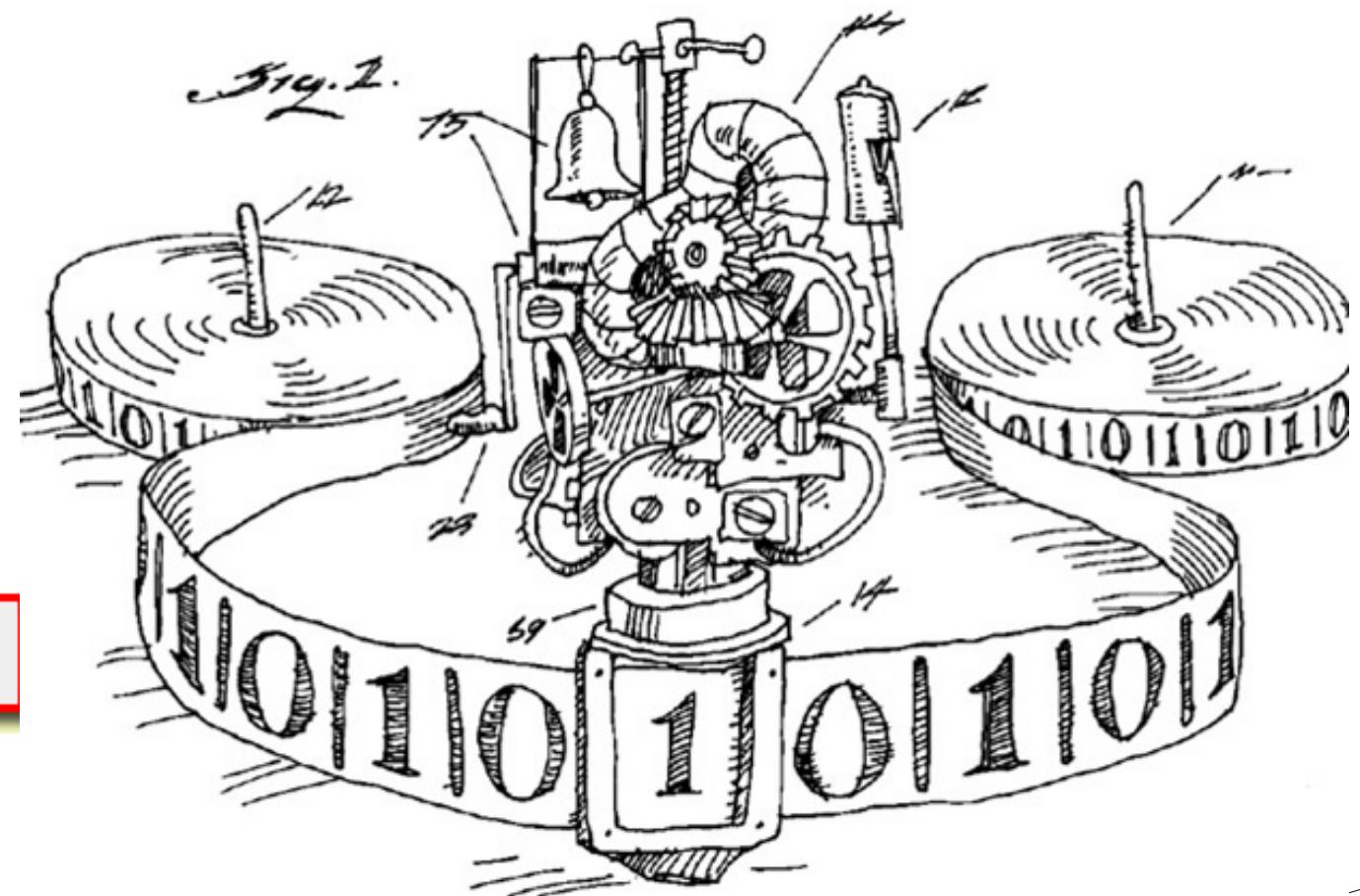
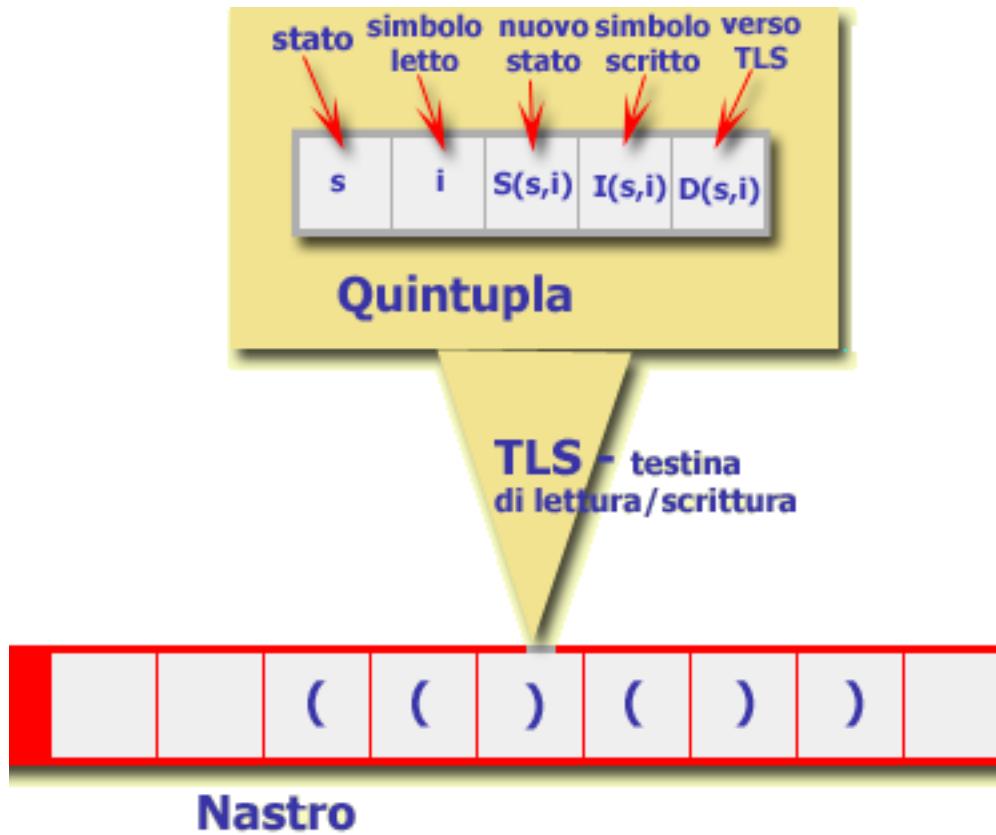


SSID: TalentGarden
Pass: Explorers&Innovators

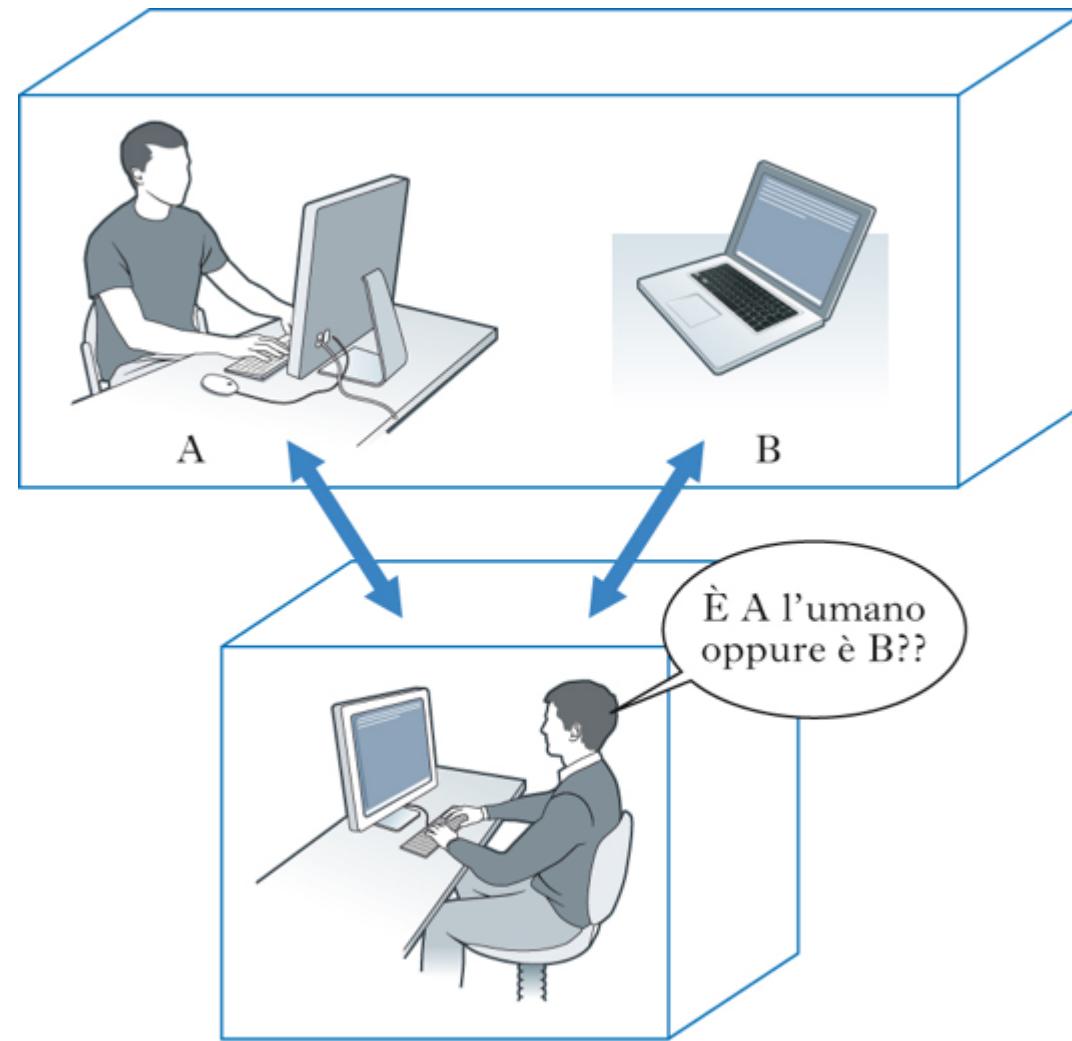
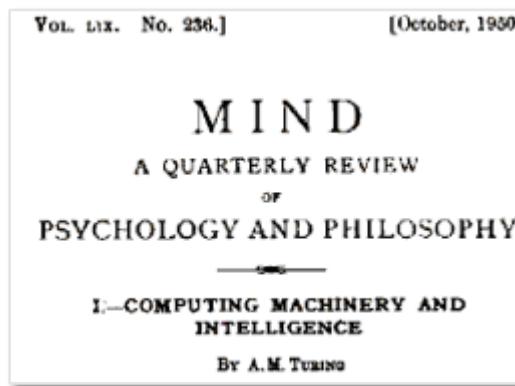
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La macchina di Turing



Il Test di Turing



Sistemi Esperti – Programmazione Logica

Esempio di Knowledge Base:

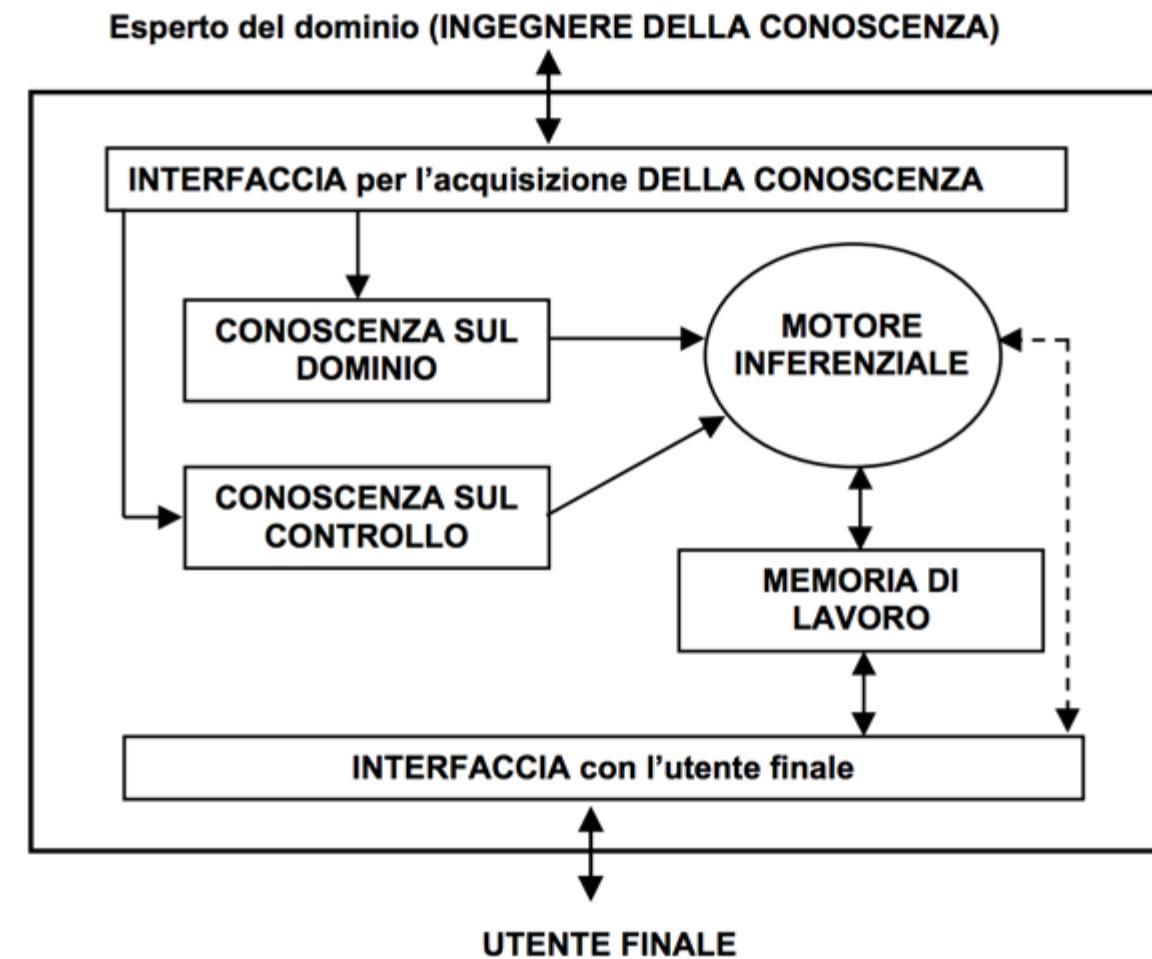
Regola #1: Gli Uomini sono Mortali

Regola #2: Socrate è un Uomo

Esempio di Inferenza:

Query: Socrate è Mortale?

Inferenza: R#2 -> R#1 -> True



Strategia forward

```
while <obiettivo non raggiunto> do
    begin
        <MATCH: determina l'insieme delle
        regole applicabili (cioè le regole il
        cui antecedente è soddisfatto dai
        fatti contenuti nella memoria di
        lavoro)>;
        <CONFLICT_RESOLUTION: seleziona la
        regola da applicare>;
        <FIRE: esegui l'azione associata alla
        regola>
    end.
```

Strategia backward

```
if <G è un fatto nella memoria di lavoro>
then  <G è dimostrato>
else
begin
    <MATCH: seleziona le regole il cui
conseguente può essere unificato con G>
    <CONFLICT RESOLUTION: seleziona la
regola da applicare>
    <l'antecedente della regola selezionata
diventa il nuovo obiettivo (congiunzione
di obiettivi) da verificare>
end.
```

Il Prolog, un esempio di linguaggio per S.E.

```
% Esempio di ragionamento inferenziale
%
% Tassonomia elementare del regno animale
%
% @author Stefano Capezzone (Corso di Coding e Machine Learning)
%

mammifero(X) :- allattaLaProle(X), ricopertoDa(X,peli).
ricopertoDa(ragno, peli).
ricopertoDa(cane, peli).
ricopertoDa(gallina, piume).
ricopertoDa(cigno, piume).
allattaLaProle(cane).
uccello(X) :- ricopertoDa(X,piume).
possiede(X,becco) :- uccello(X).
possiede(X,bocca) :- mammifero(X).

/** <examples>

?- mammifero(cane).
?- uccello(cigno).
?- possiede(gallina, X).

*/
```



<https://swish.swi-prolog.org>



Un esempio di *chatbot*

```
=====
EEEEEEE L      IIIIIII  ZZZZZZZZ   AAA
E          L      I          Z       A   A
E          L      I          Z       A   A
EEEEEE    L      I          Z       A   A
E          L      I          Z       AAAAAAAA
E          L      I          Z       A   A
EEEEEEE   LLLLLL  IIIIIII  ZZZZZZZZ   A   A
=====
```

<http://www.masswerk.at/eliza/>



Implementazione in Prolog di Eliza

```
%% eliza(+Stimuli, -Response) is det.
%   @param Stimuli is a list of atoms (words).
%   @author Richard A. O'Keefe (The Craft of Prolog)

eliza(Stimuli, Response) :-
    template(InternalStimuli, InternalResponse),
    match(InternalStimuli, Stimuli),
    match(InternalResponse, Response),
    !.

template([s([i,am]),s(X)], [s([why,are,you]),s(X),w('?')]). 
template([w(i),s(X),w(you)], [s([why,do,you]),s(X),w(me),w('?')]). 

match([],[]).
match([Item|Items],[Word|Words]) :- match(Item, Items, Word, Words).

match(w(Word), Items, Word, Words) :- match(Items, Words).
match(s([Word|Seg]), Items, Word, Words0) :- append(Seg, Words1, Words0), match(Items, Words1).

/** <examples>

?- eliza([i, am, very, hungry], Response).
?- eliza([i, love, you], Response).

*/
```



<https://swish.swi-prolog.org/example/eliza.pl>

Sistemi adattativi

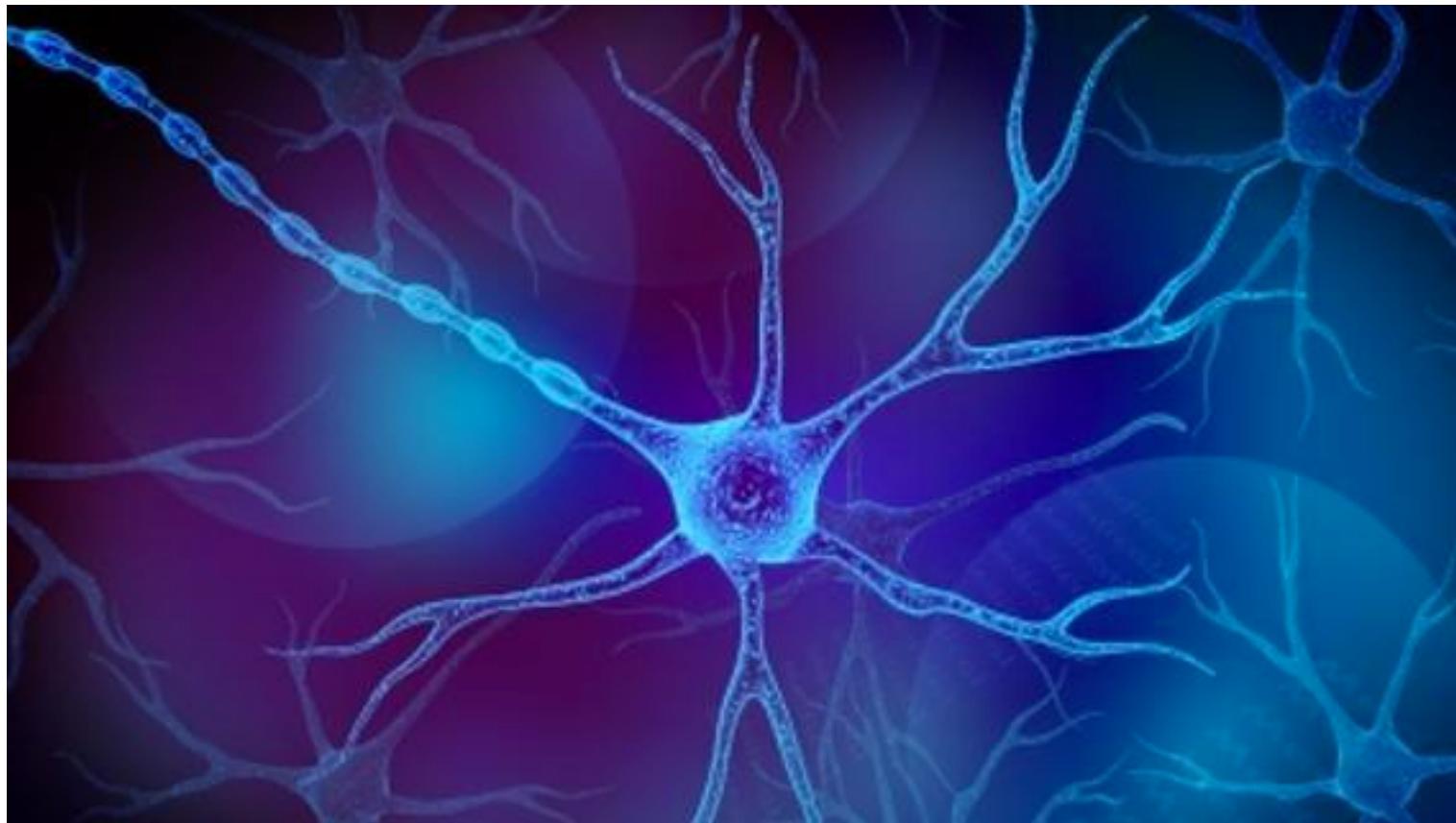


<http://it.akinator.com/>

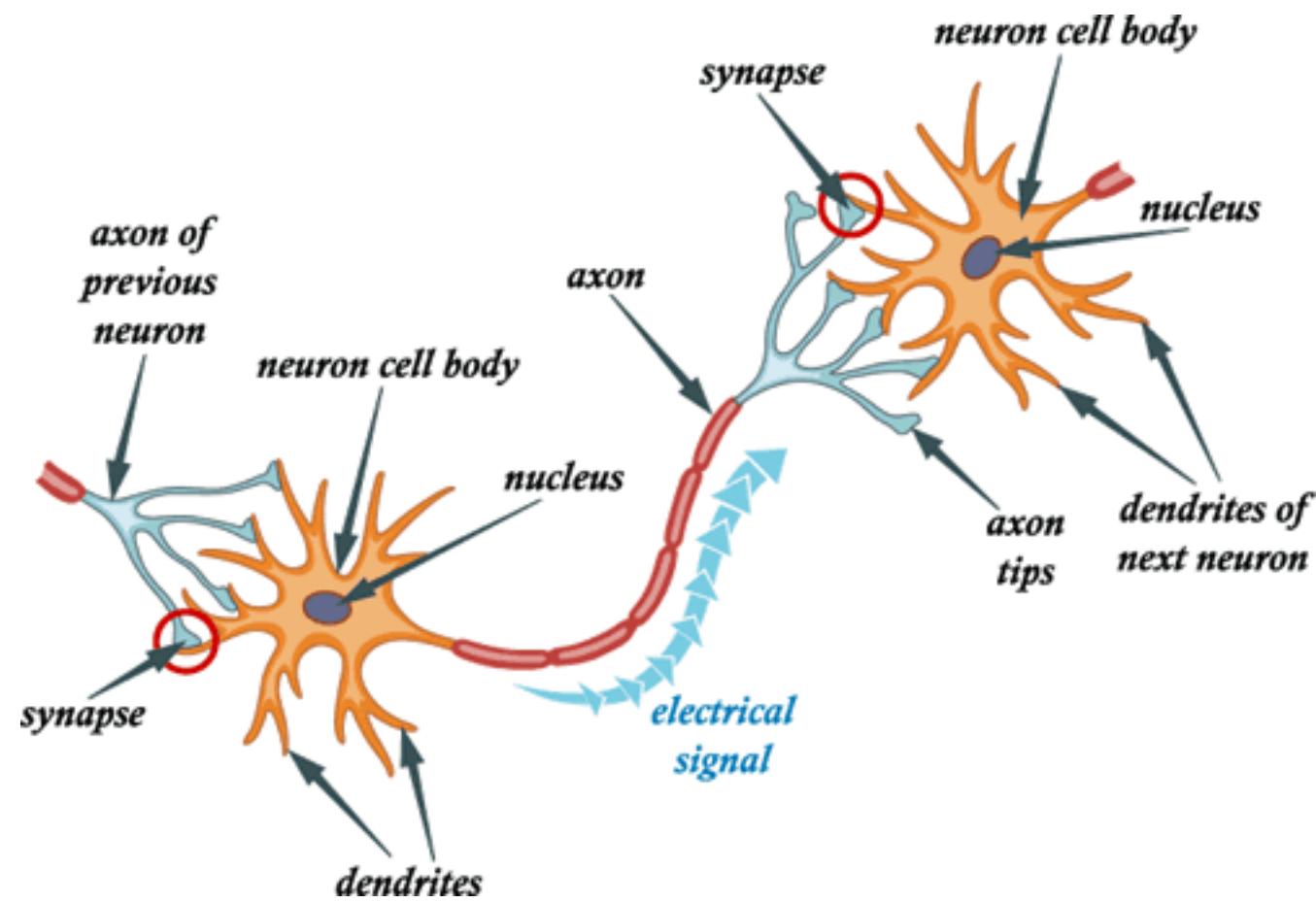
Reti Neurali



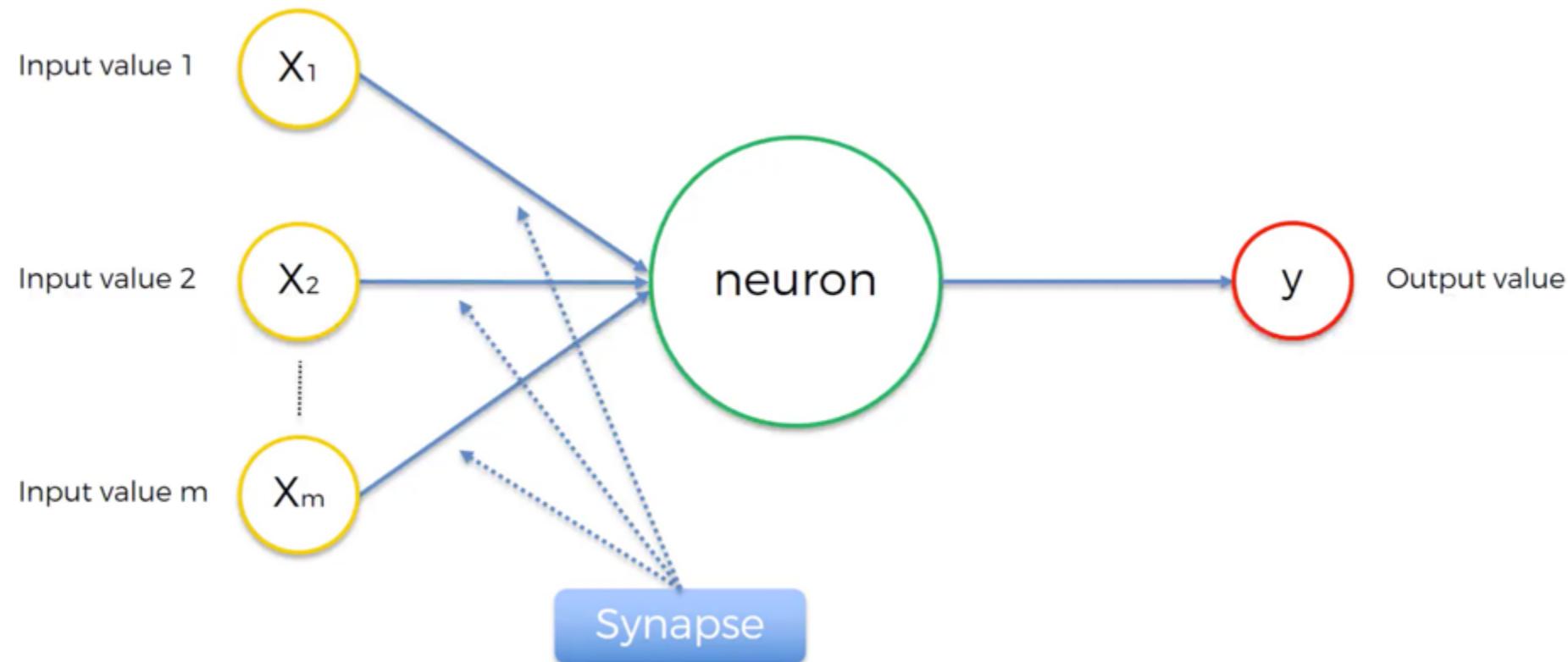
II Neurone



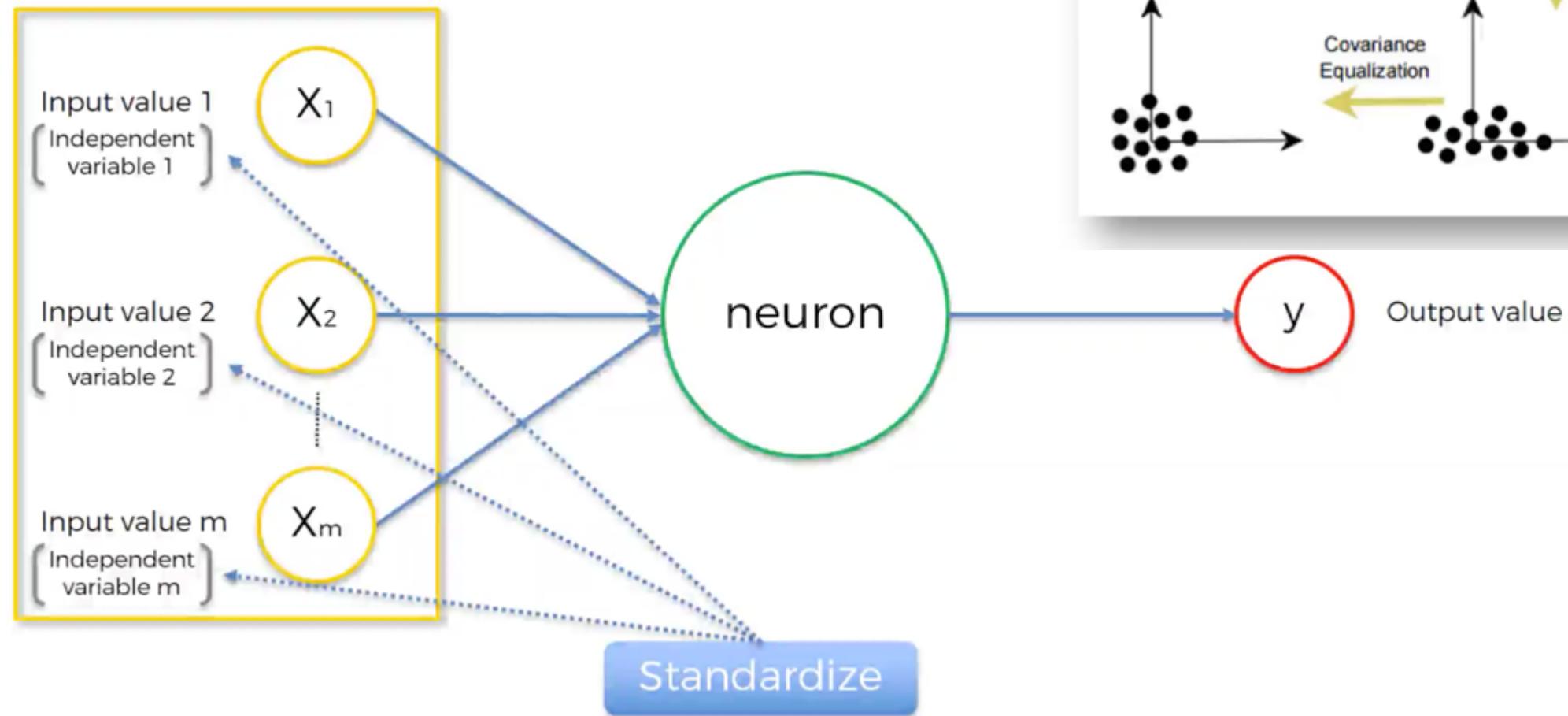
Connessioni neurali



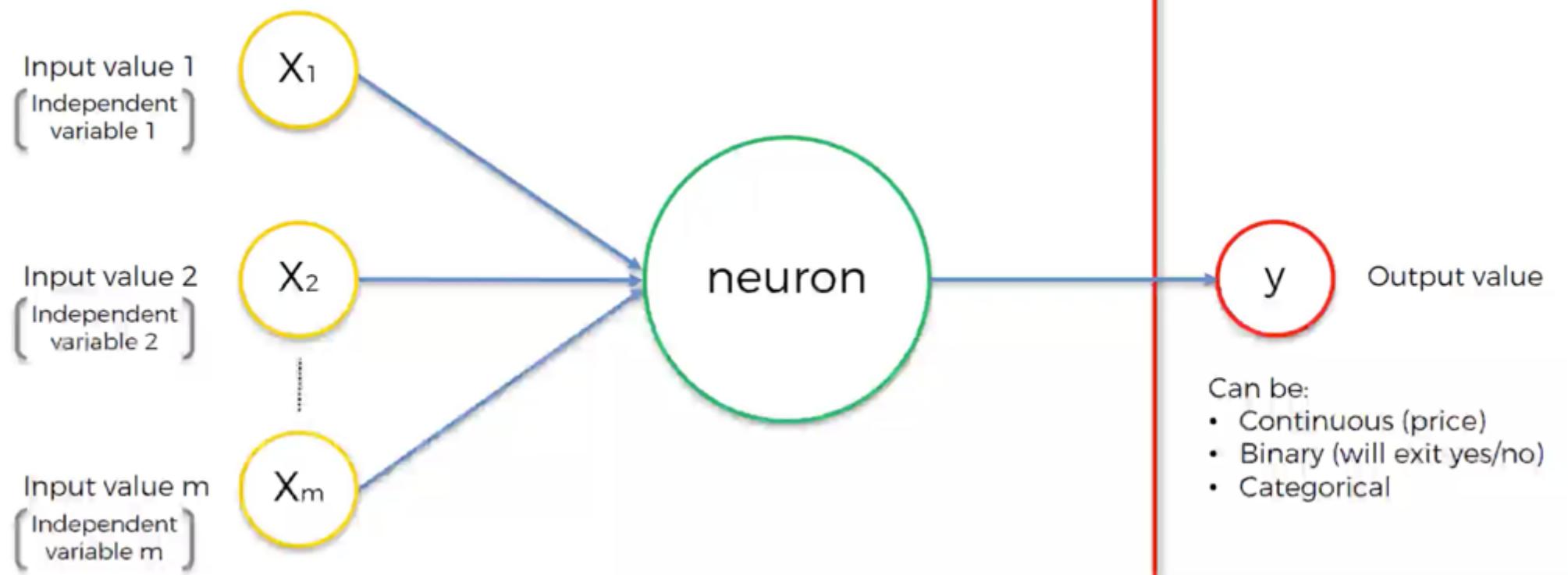
Modello di neurone artificiale



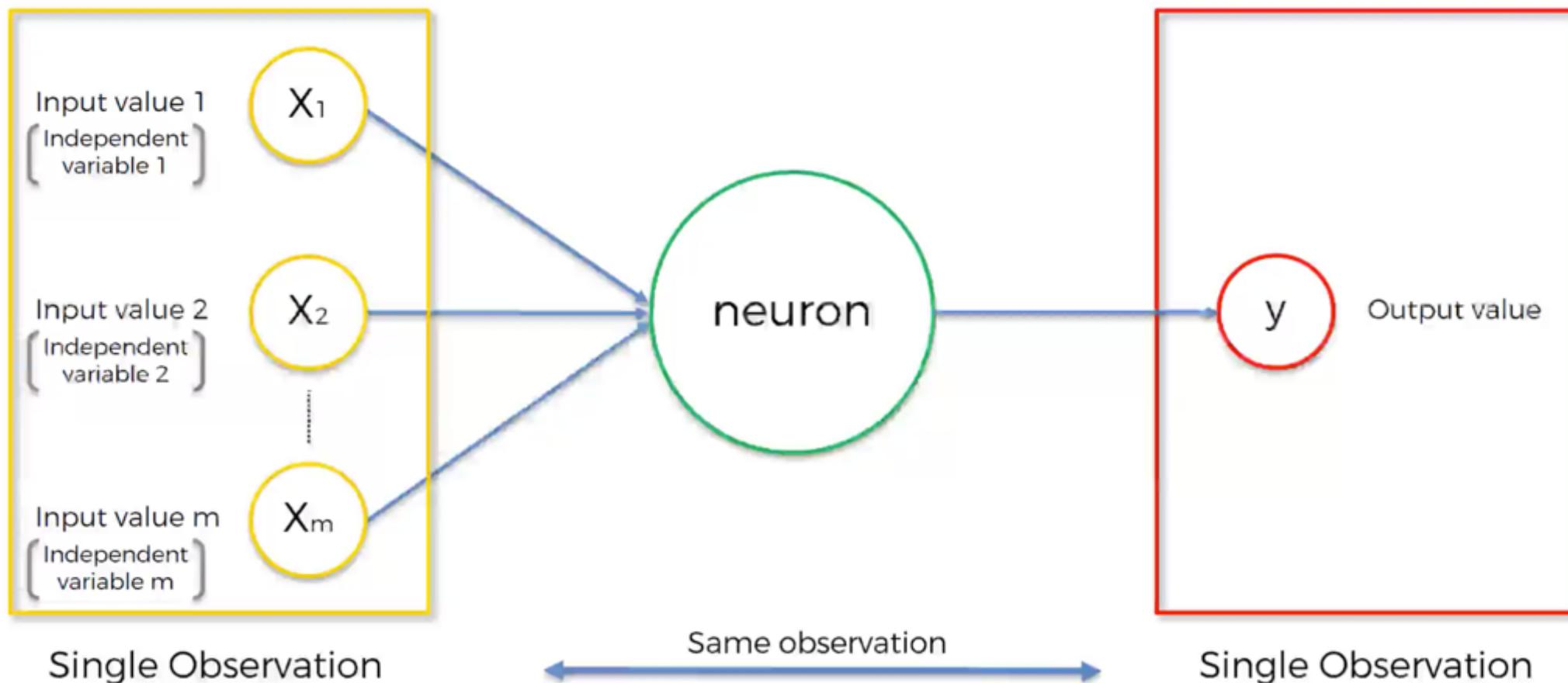
Preparazione dei dati di input



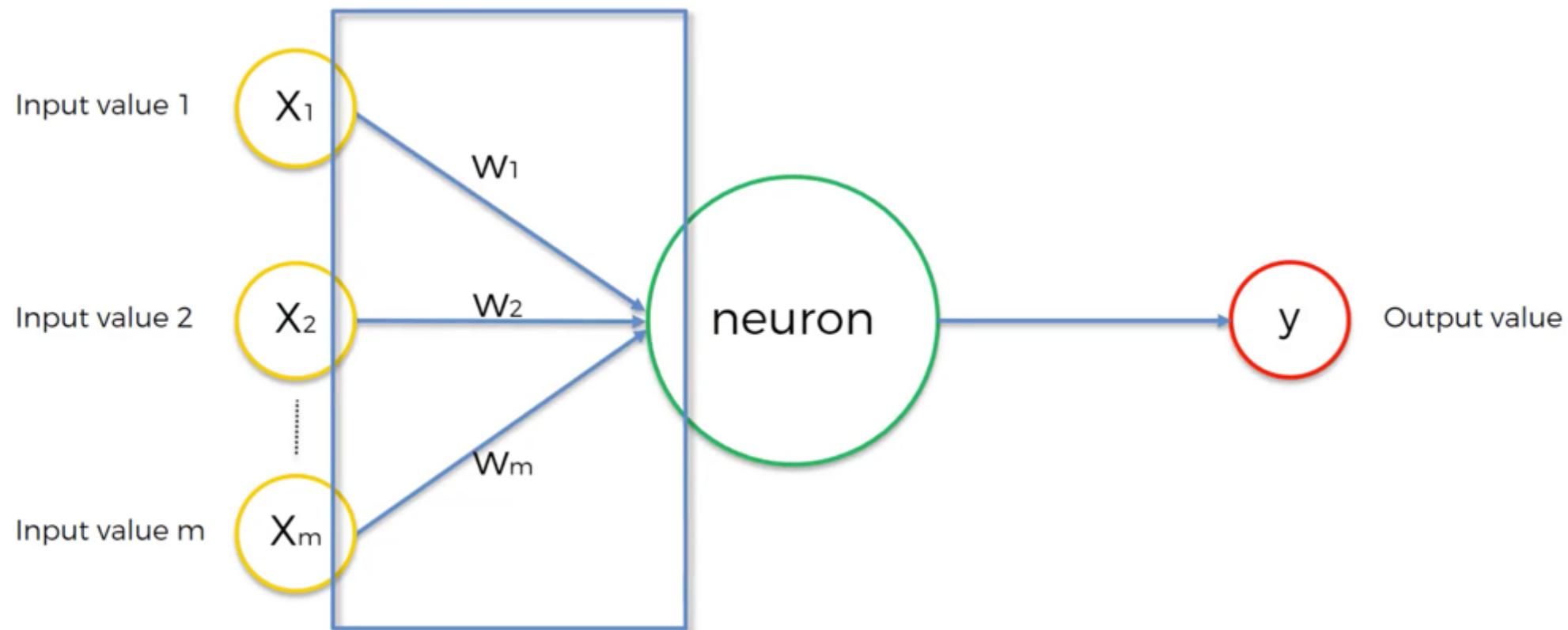
Tipologia dell'output



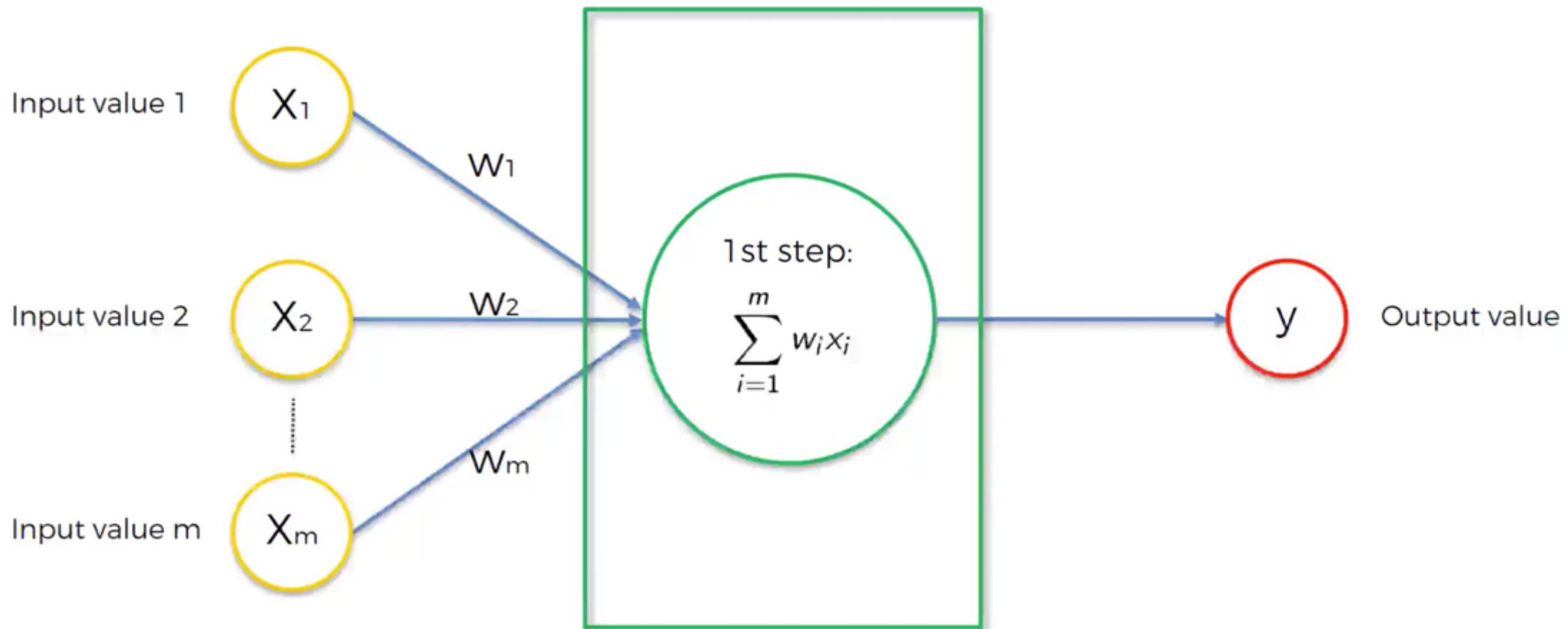
Nelle ANN si lavora per cicli di osservazioni



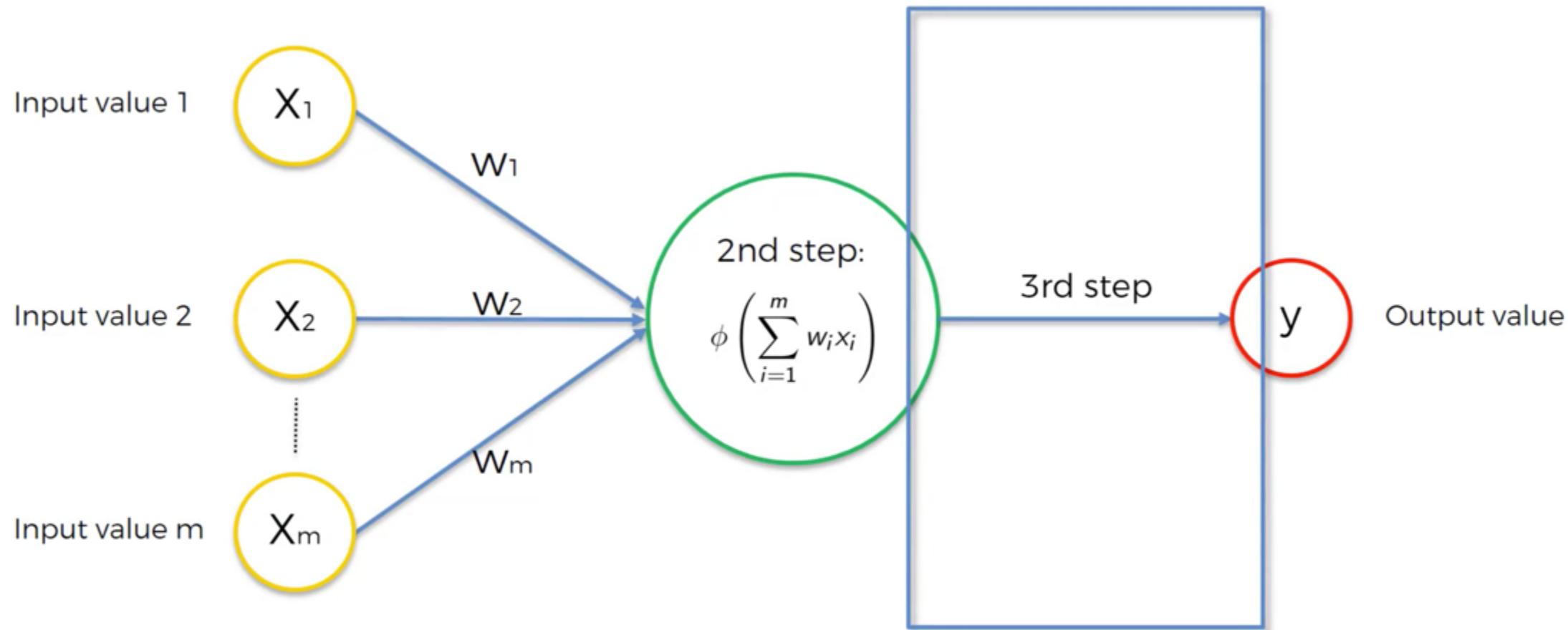
Il ruolo dei pesi (weight) nell'apprendimento



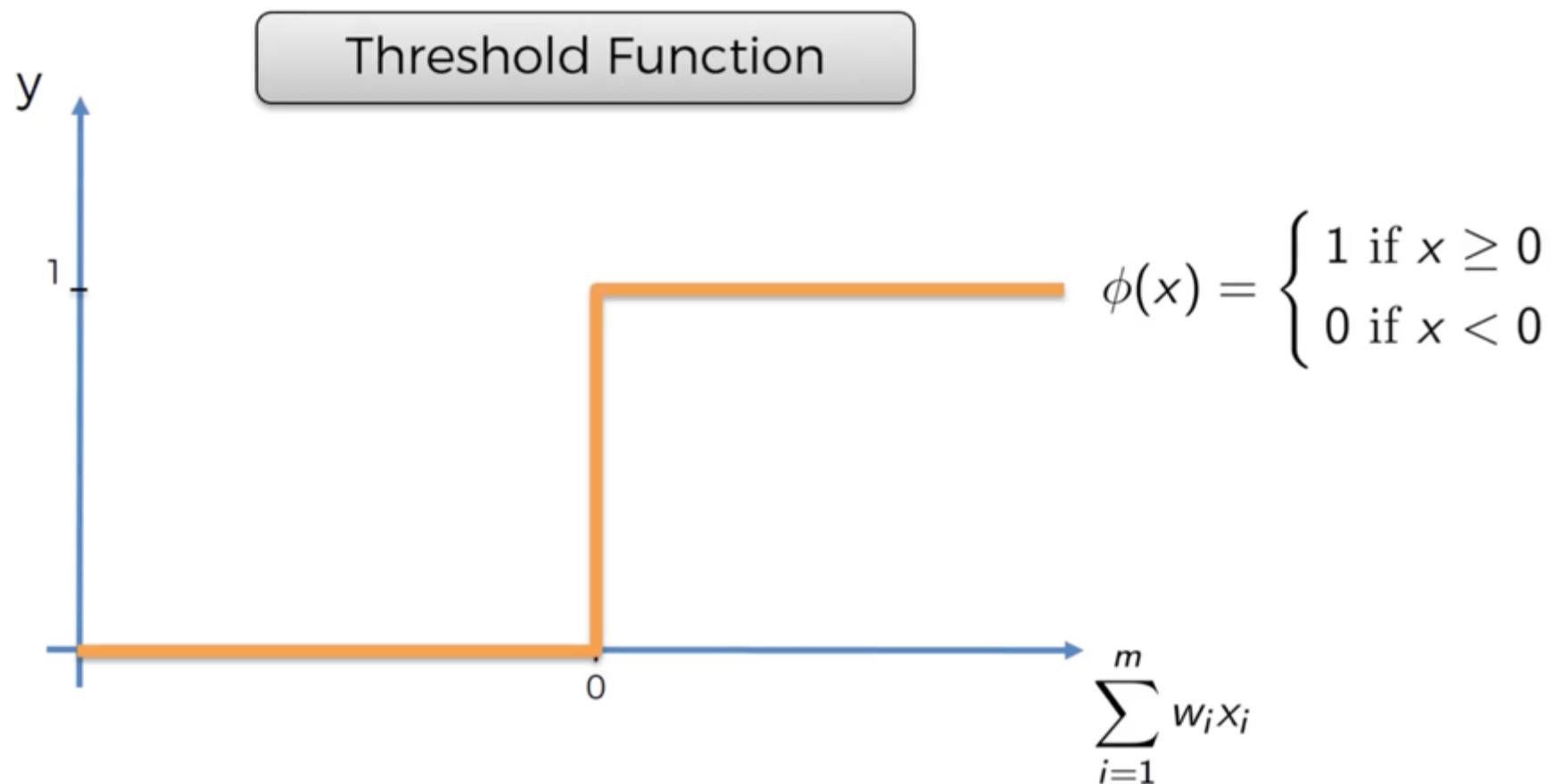
Funzionamento del neurone



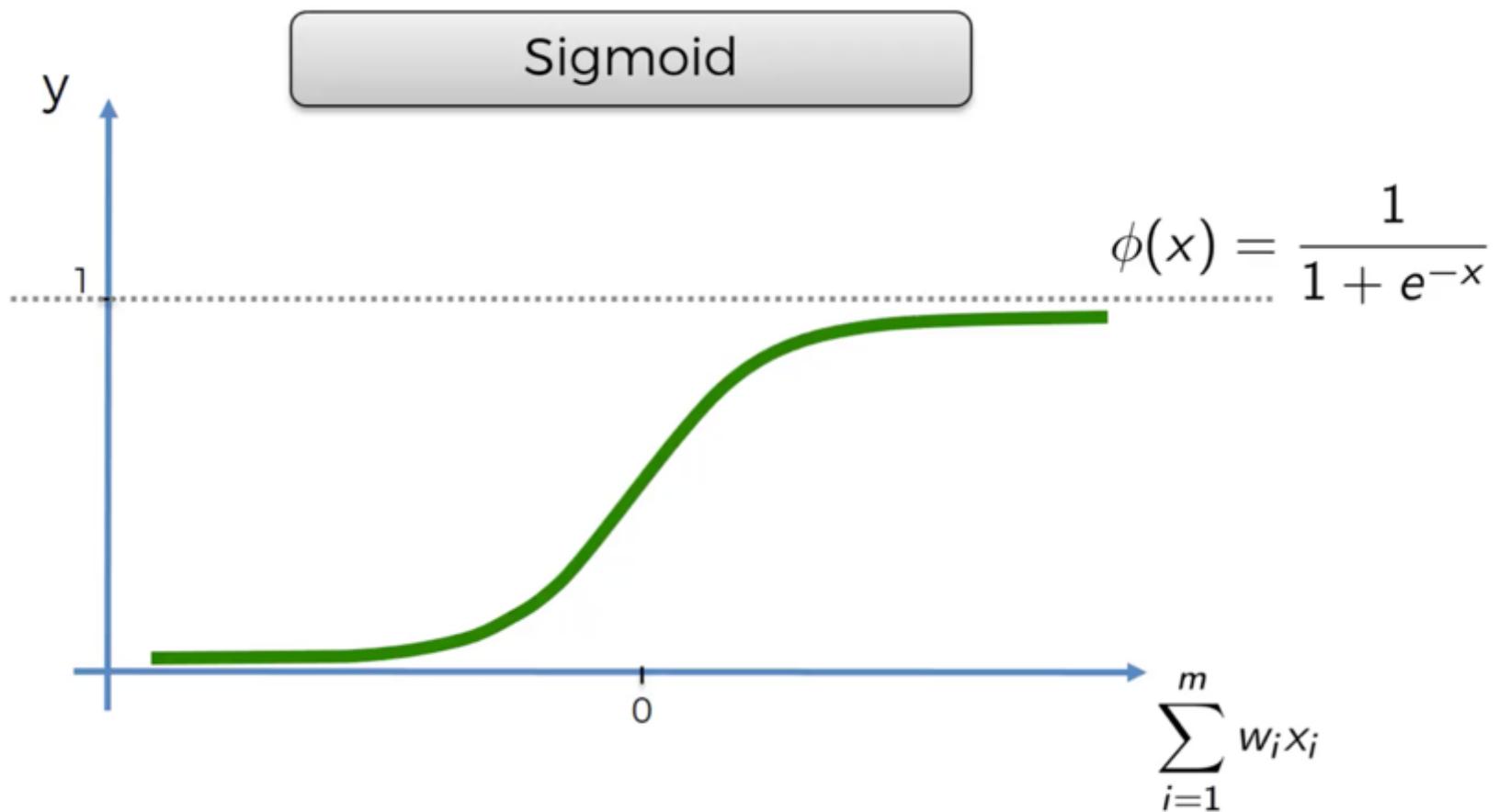
Funzionamento del neurone



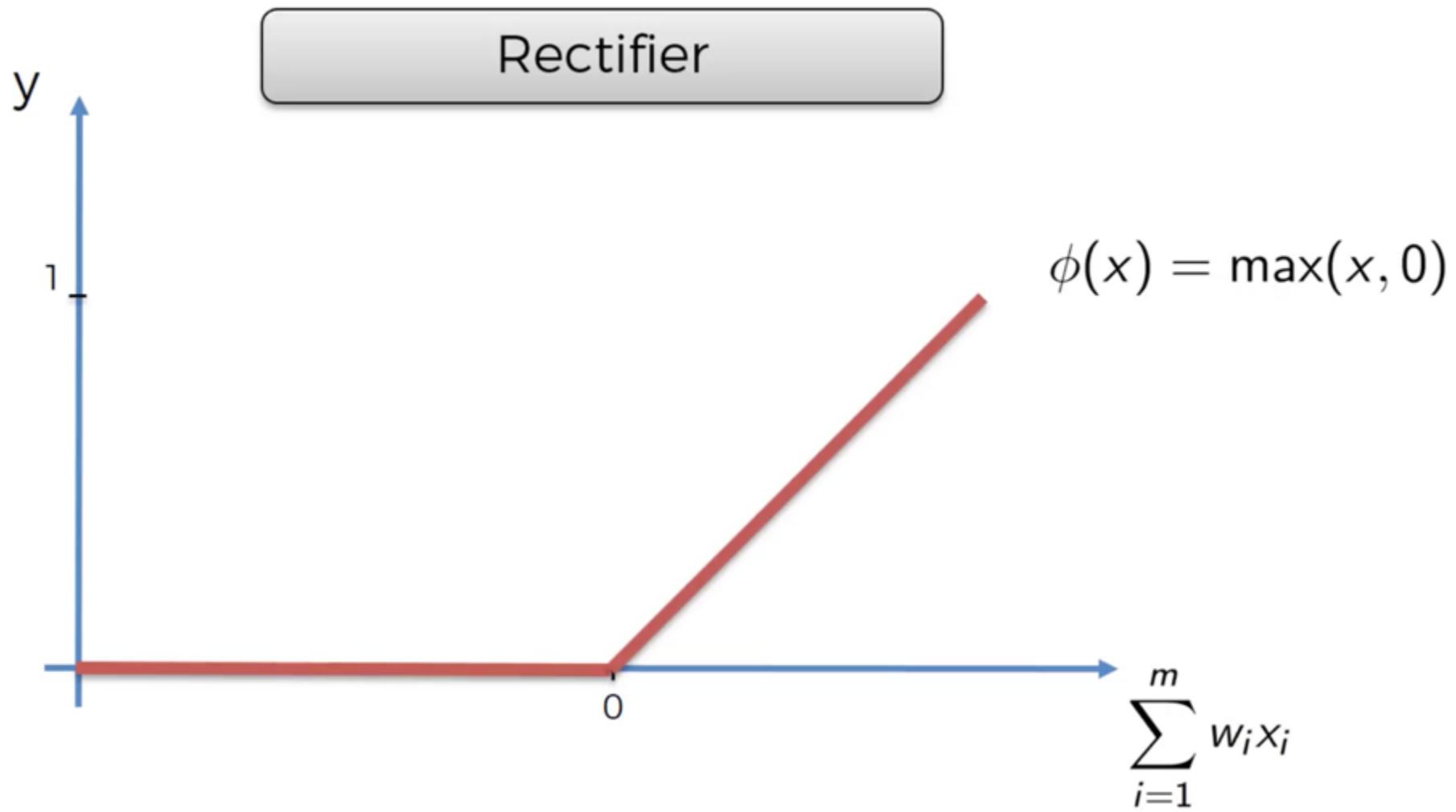
La Funzione di Attivazione



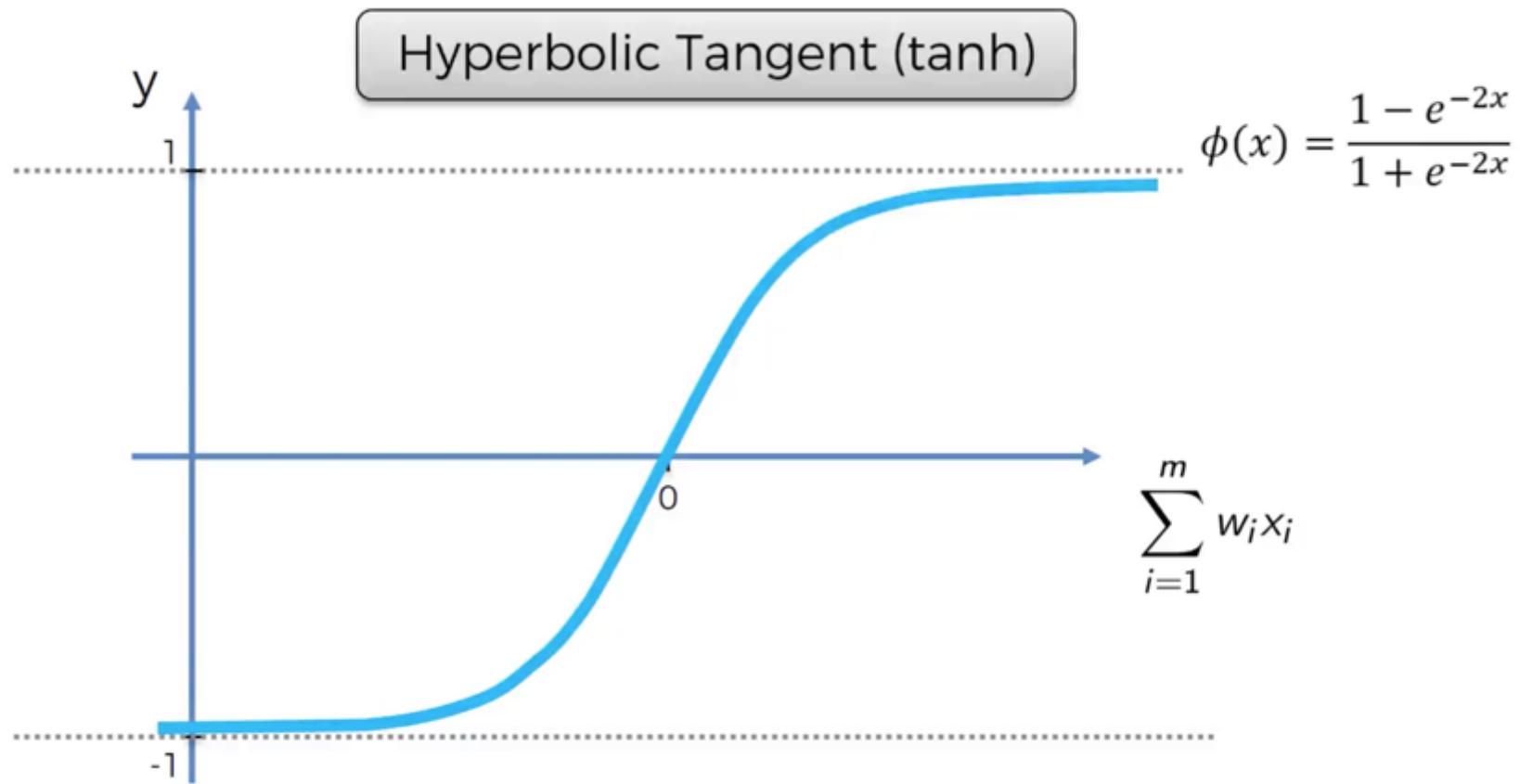
La Funzione di Attivazione



La Funzione di Attivazione



La Funzione di Attivazione



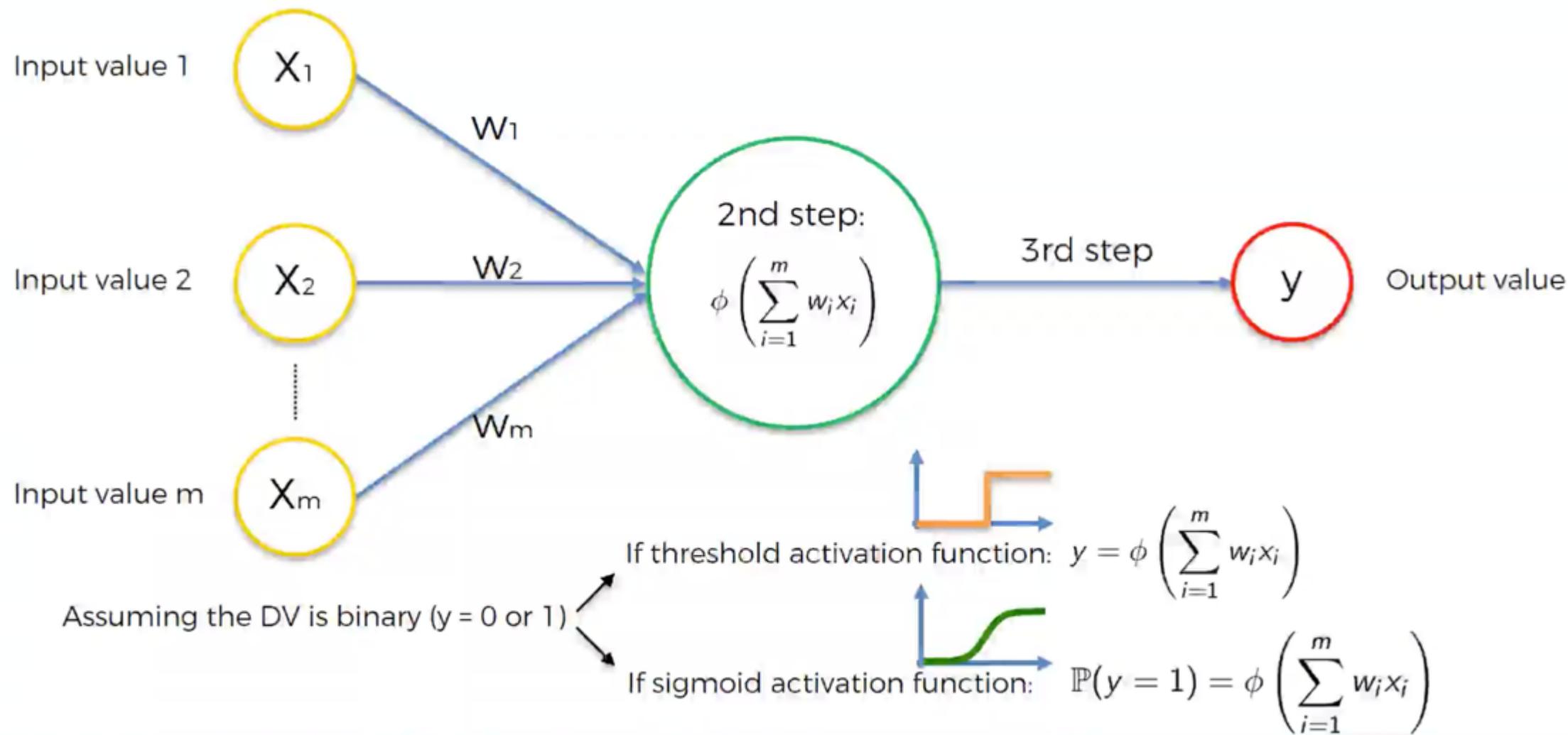
Come scegliere la funzione di attivazione?

Esempio sulle possibili scelte della funzione di attivazione:

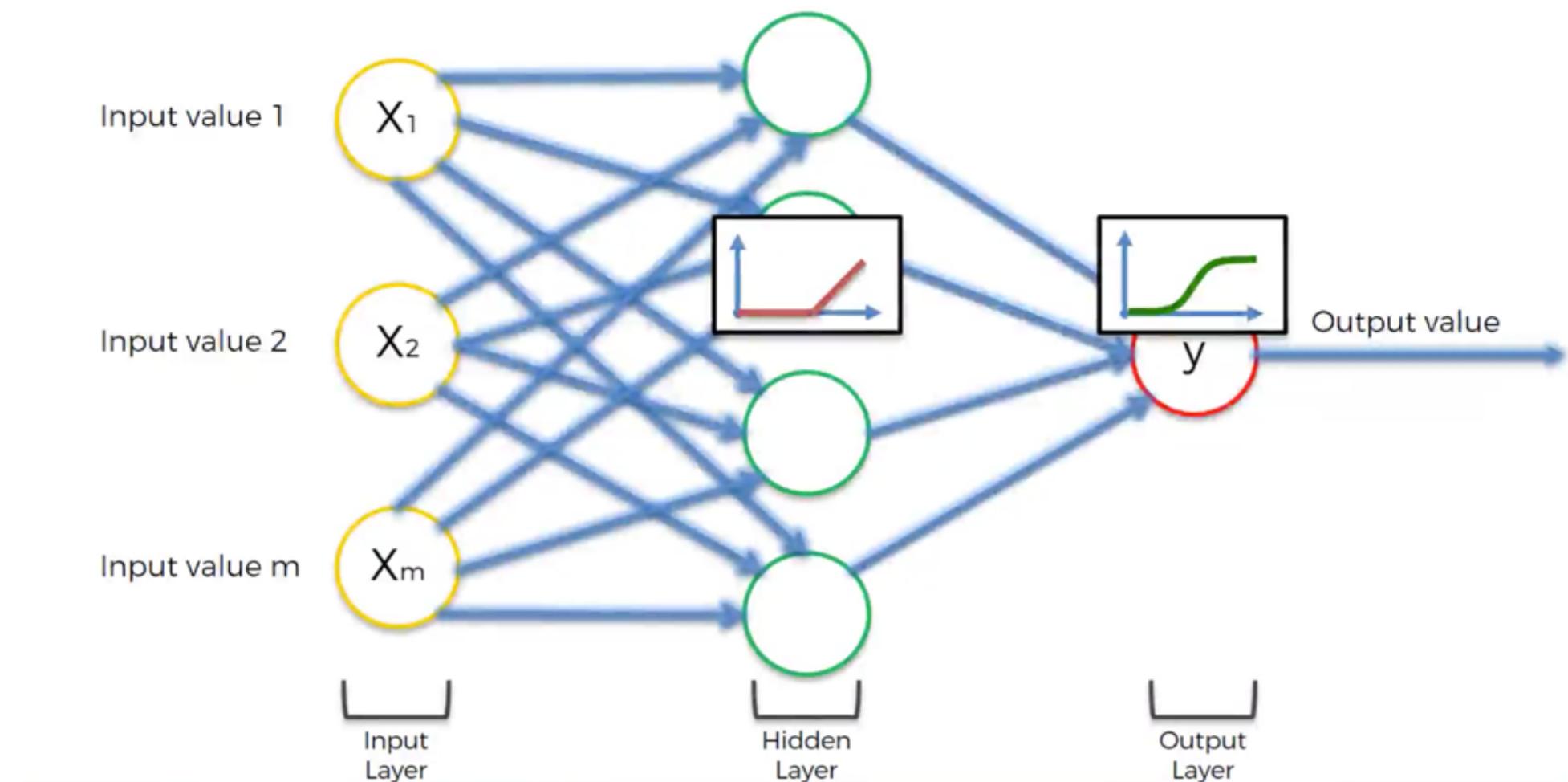
- Quale funzione è possibile usare nel caso in cui i dati assumano solo valori binari?



Esempio di scelta...



Un modello tipico di utilizzo

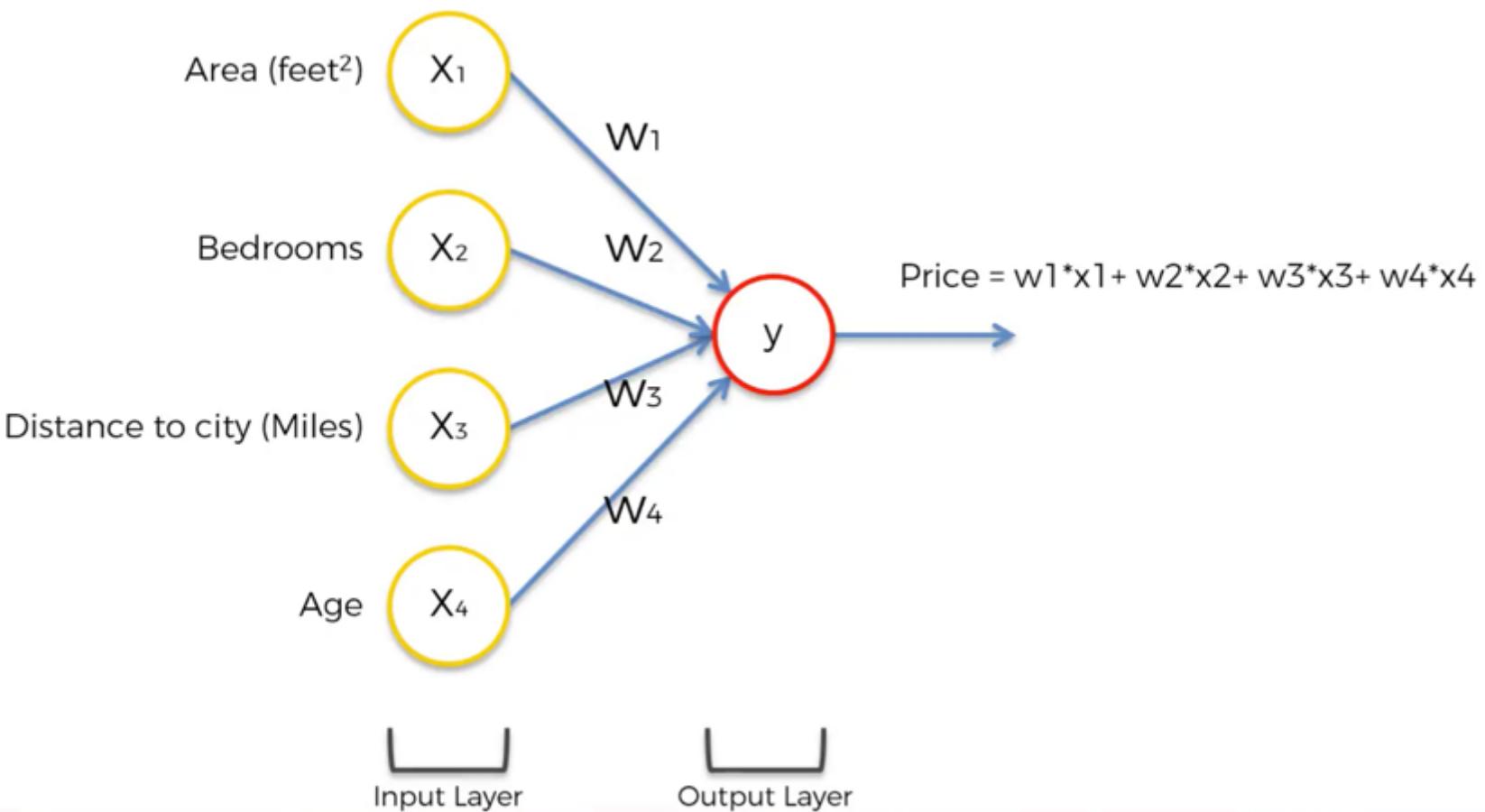


Un esempio di funzionamento

Stima del prezzo di una proprietà immobiliare in funzione di alcuni parametri ritenuti significativi

Si supponga la rete neurale già addestrata

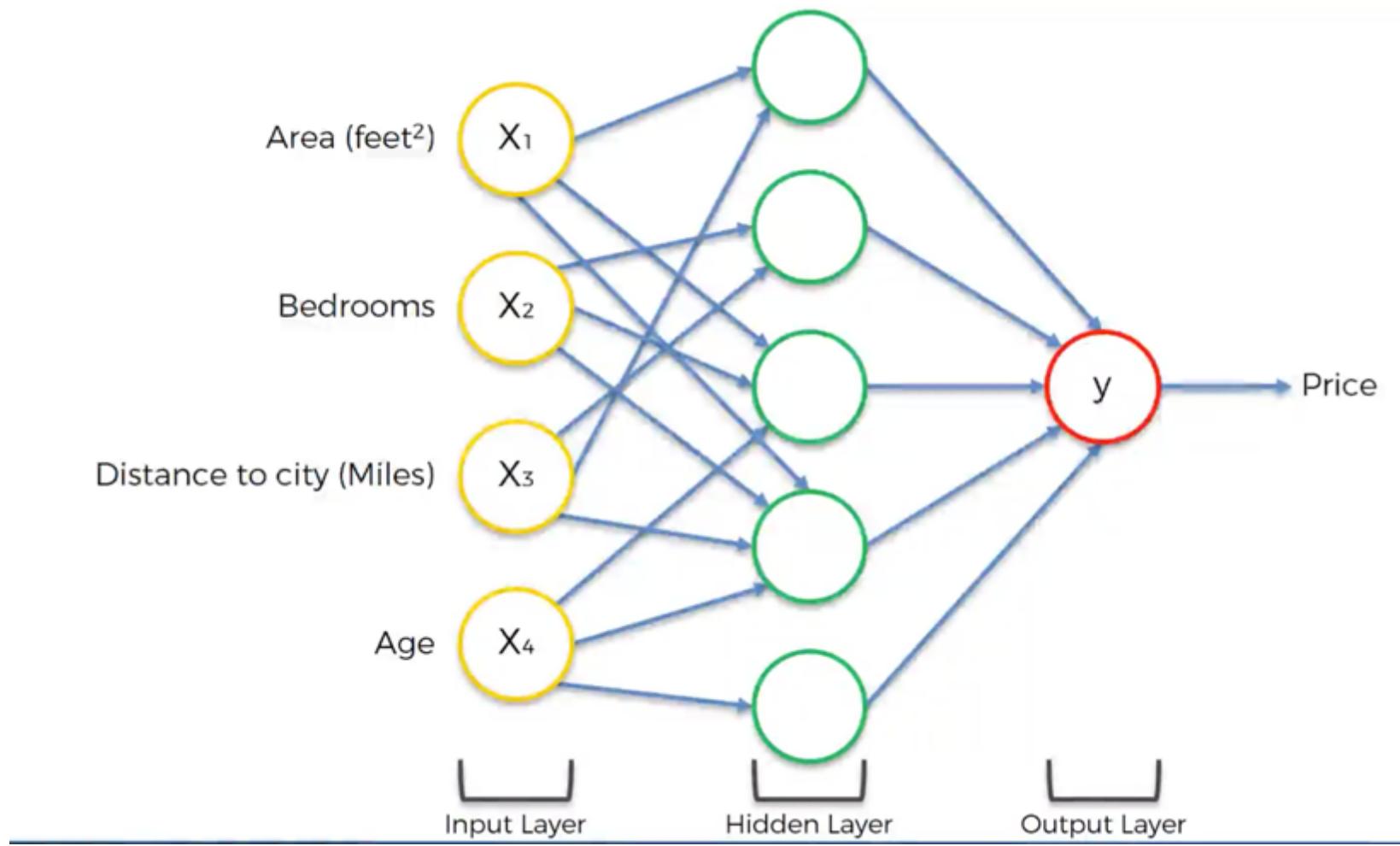
Un modello semplicistico



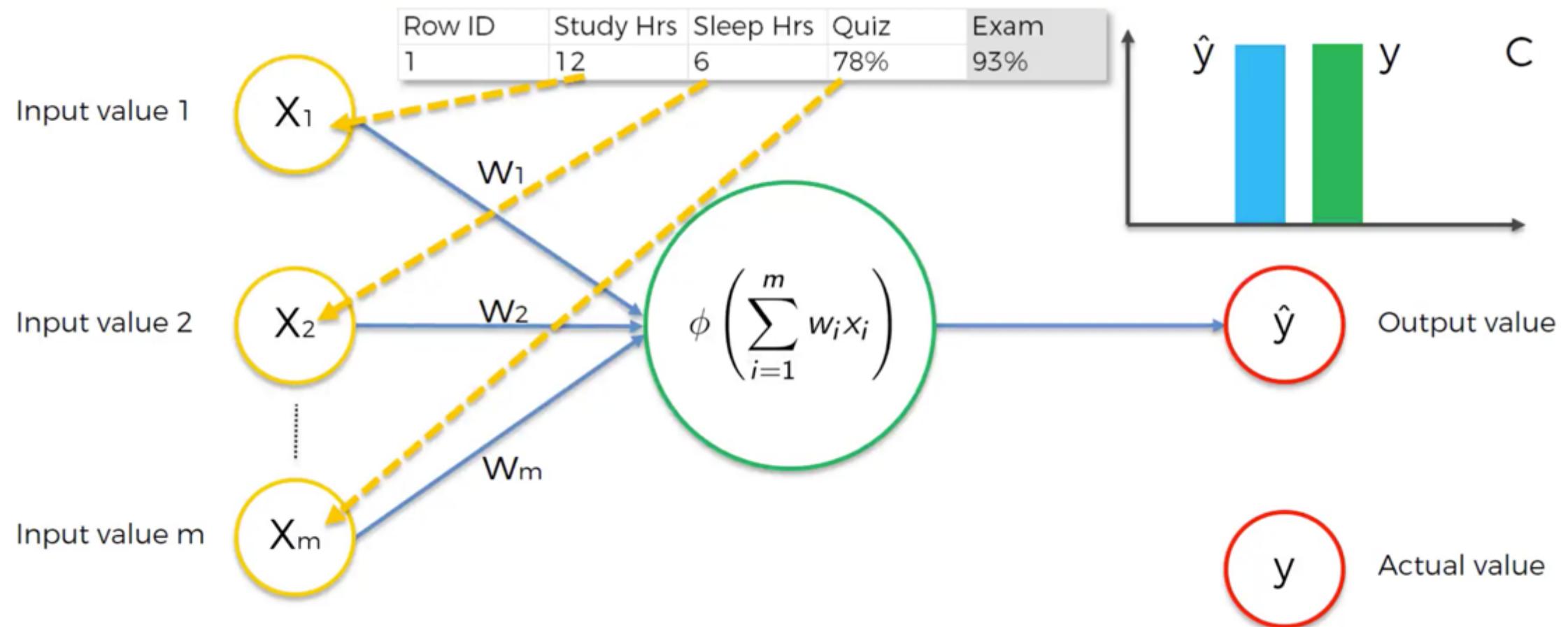
Il valore dello hidden layer



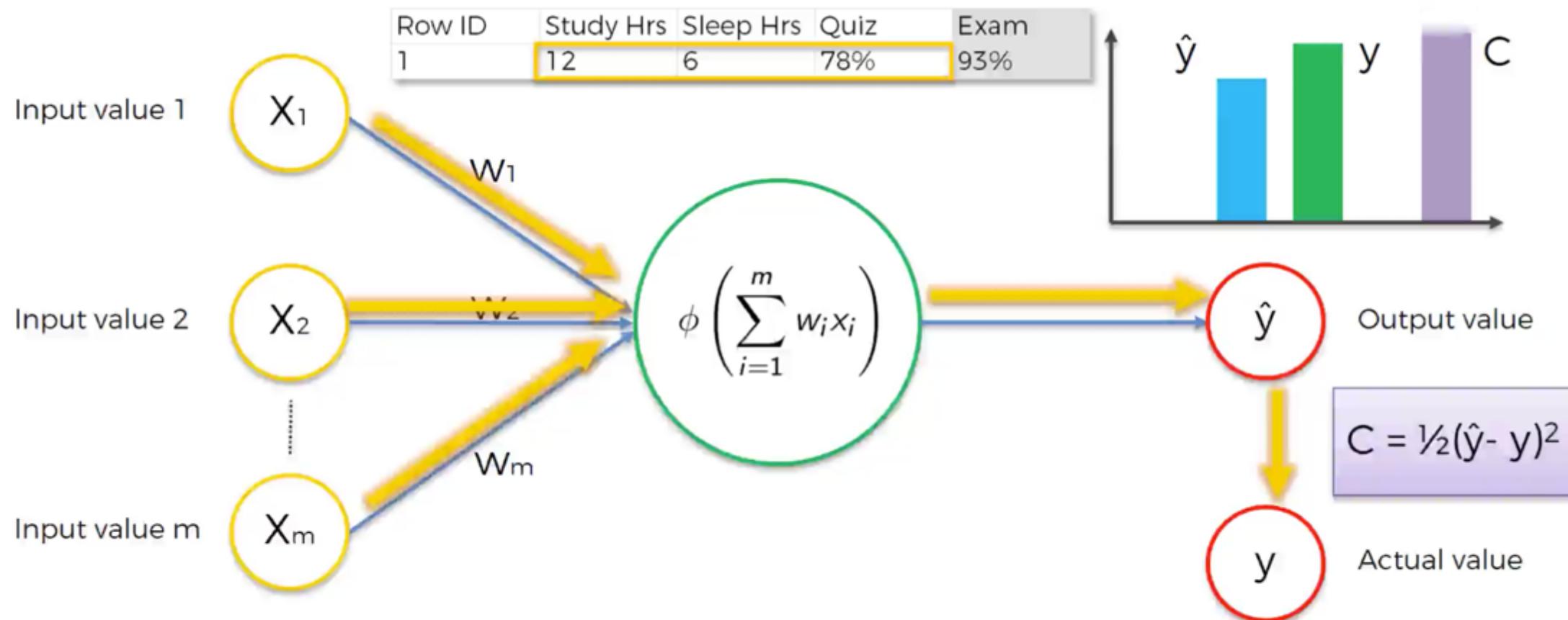
Ogni neurone dello strato rappresenta un elemento di conoscenza sui dati di training



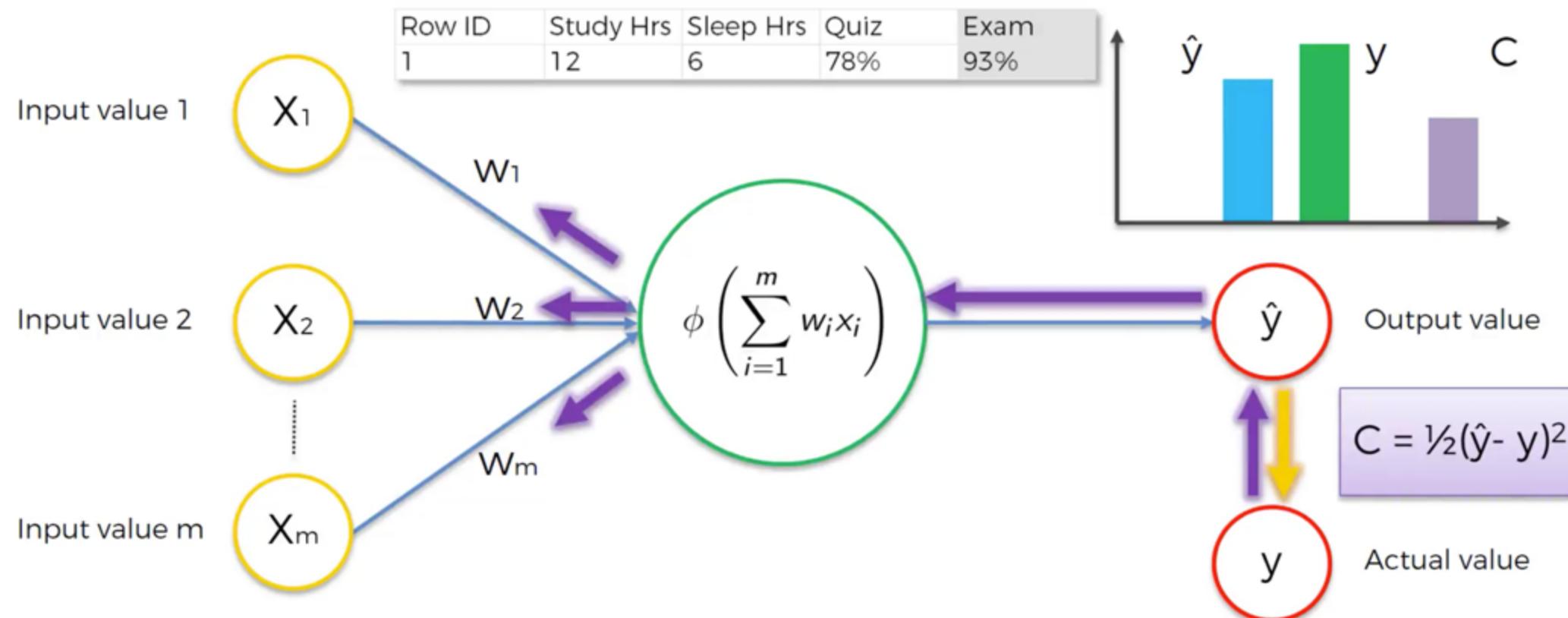
Addestramento di una rete: il Perceptron



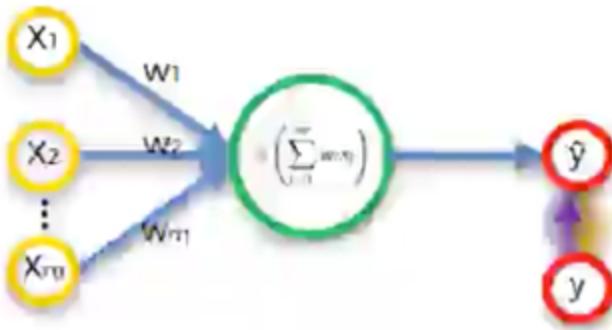
Addestramento con una sola riga di dati



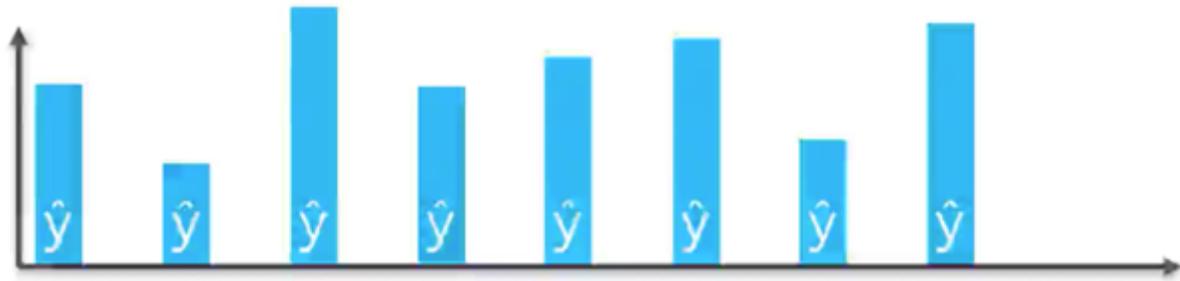
Funzione Costo e *backpropagation*



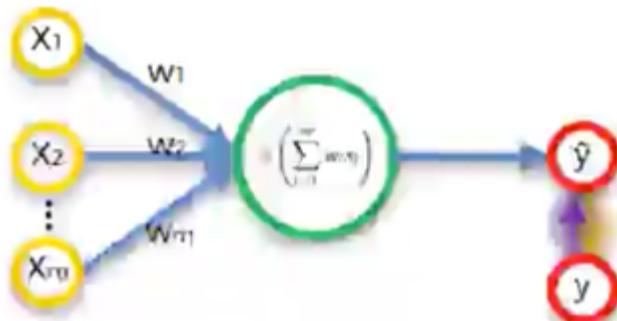
Utilizzo di più righe di dati - Epoche



Row ID	Study Hrs	Sleep Hrs	Quiz	Exam
1	12	6	78%	93%
2	22	6.5	24%	68%
3	115	4	100%	95%
4	31	9	67%	75%
5	0	10	58%	51%
6	5	8	78%	60%
7	92	6	82%	89%
8	57	8	91%	97%



Funzione costo valutata per ogni epoca



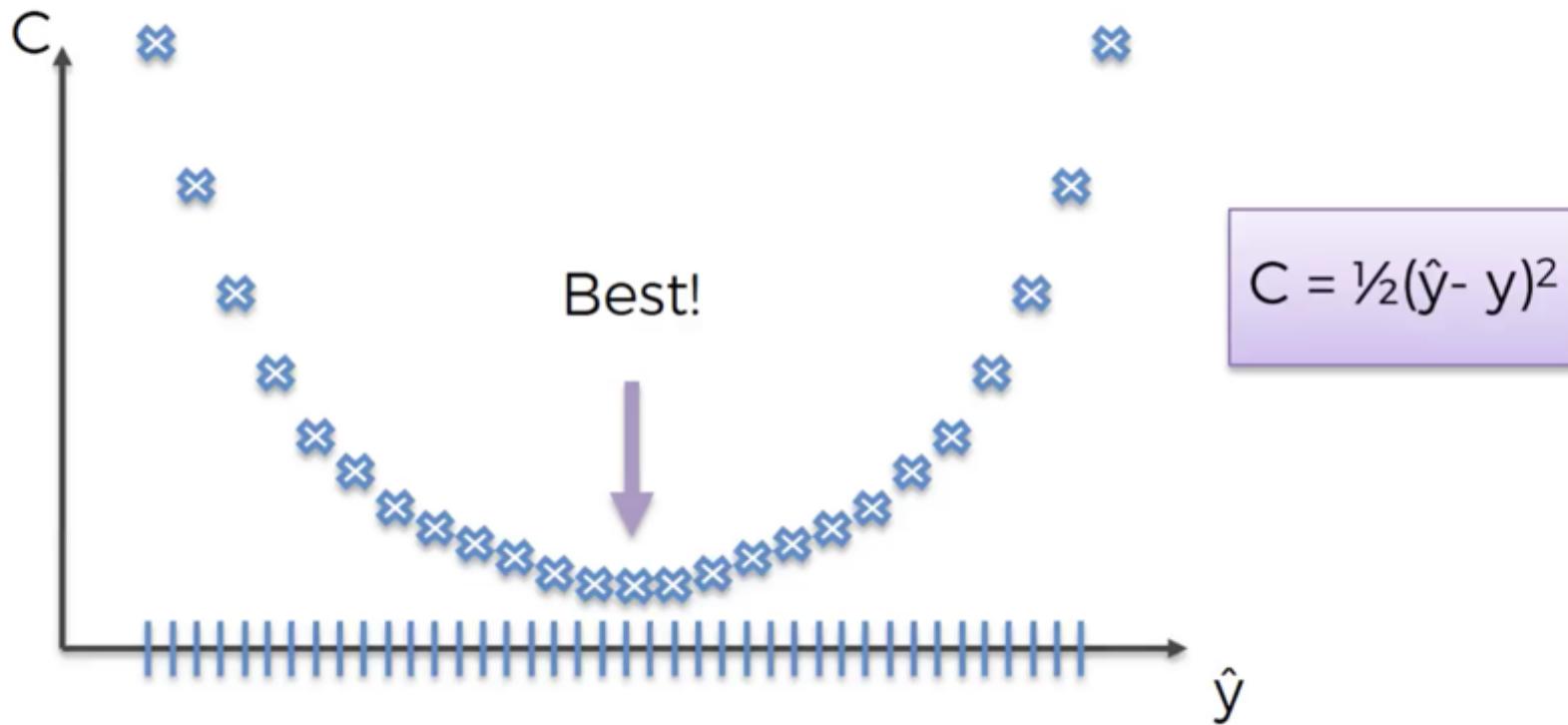
Row ID	Study Hrs	Sleep Hrs	Quiz	Exam
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7	92	6	82%	89%
8	57	8	91%	97%

$$C = \sum \frac{1}{2}(\hat{y} - y)^2$$

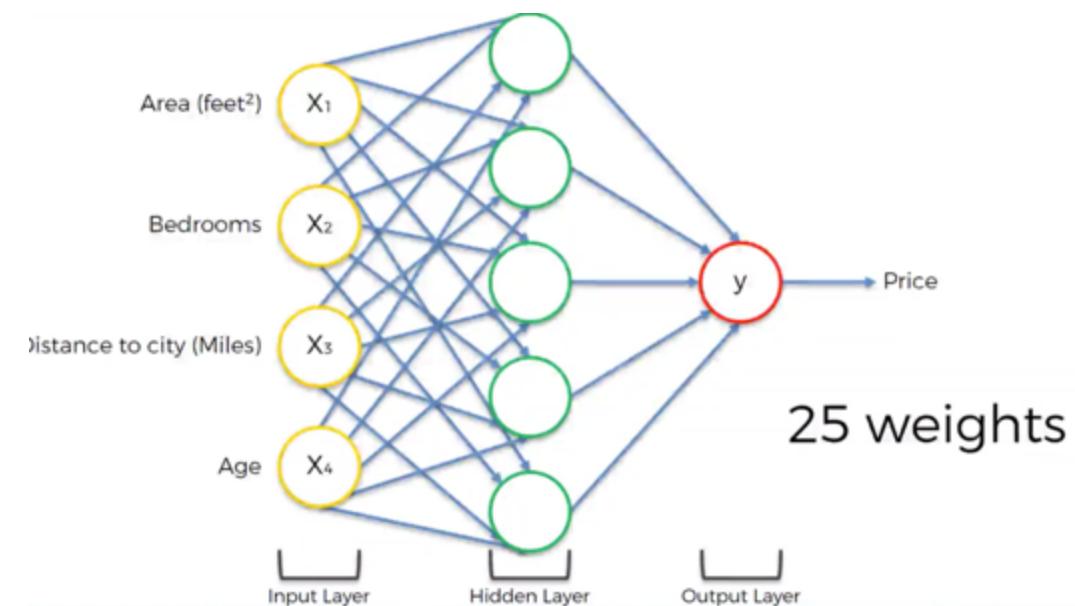
Adjust w_1, w_2, w_3



Scegliere I pesi con metodo “brute force”



Complessità computazionale



$$1,000 \times 1,000 \times \dots \times 1,000 = 1,000^{25} = 10^{75} \text{ combinations}$$

Sunway TaihuLight: World's fastest Super Computer

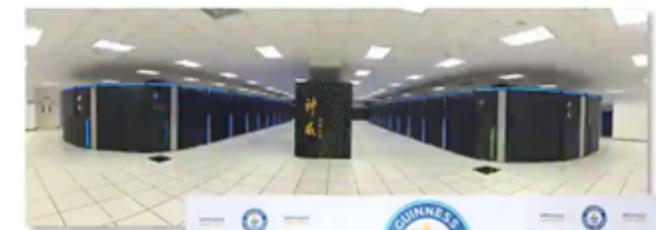
93 PFLOPS

$$93 \times 10^{15}$$

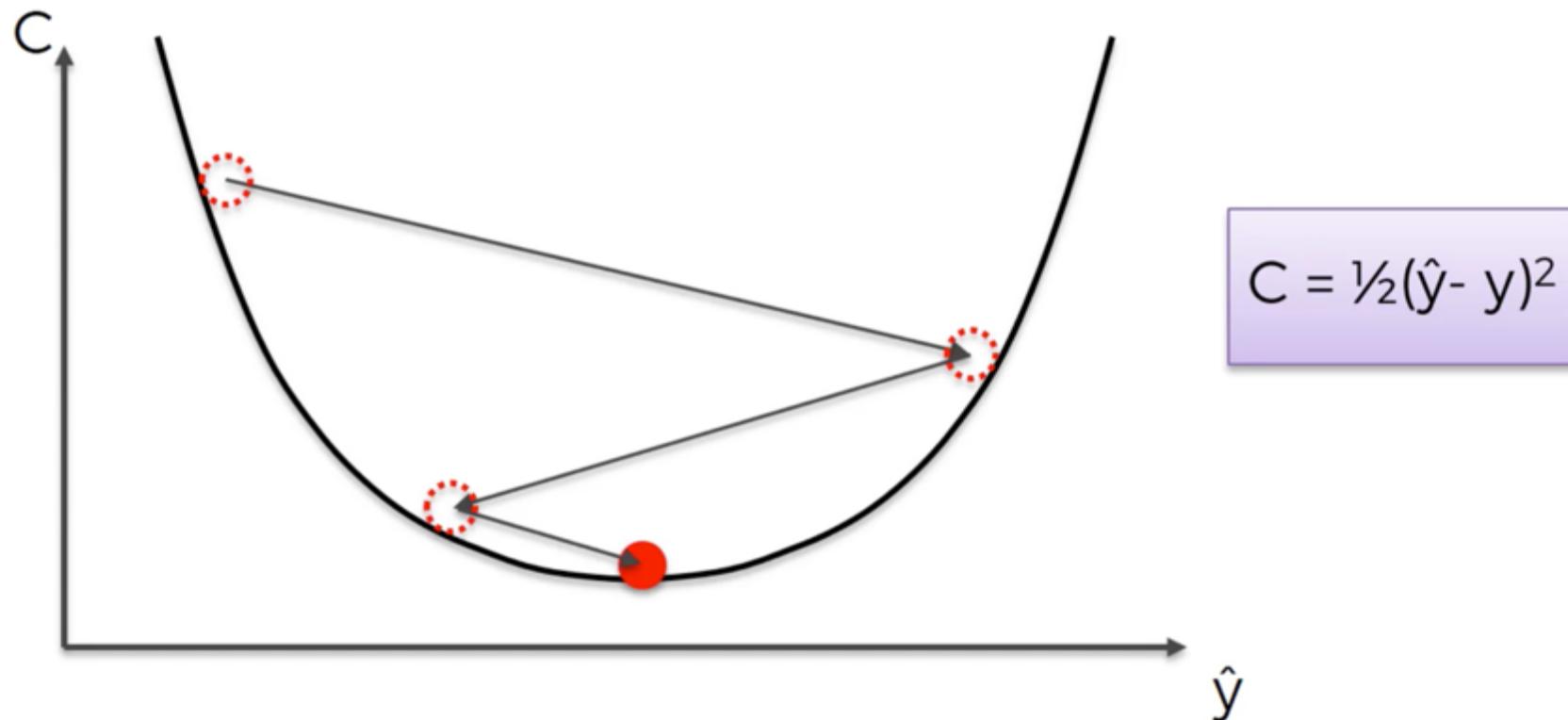
$$10^{75} / (93 \times 10^{15})$$

$$= 1.08 \times 10^{58} \text{ seconds}$$

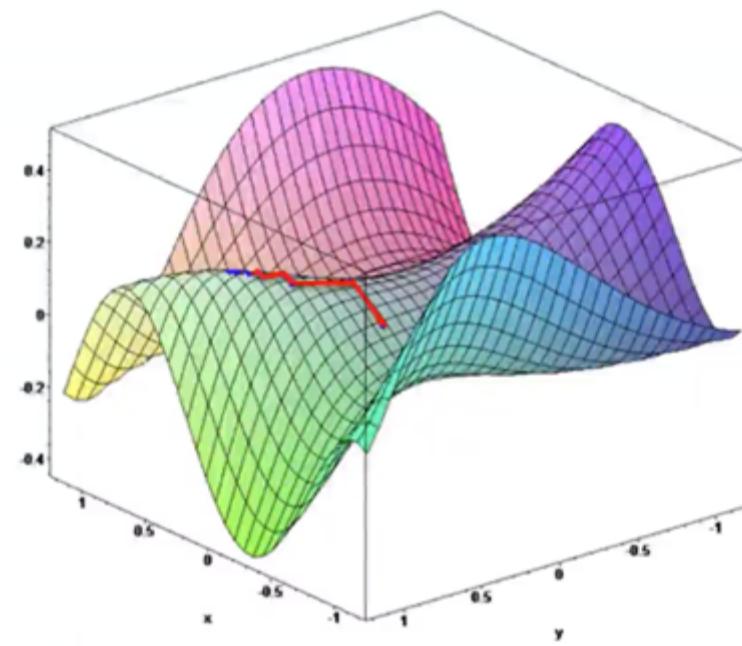
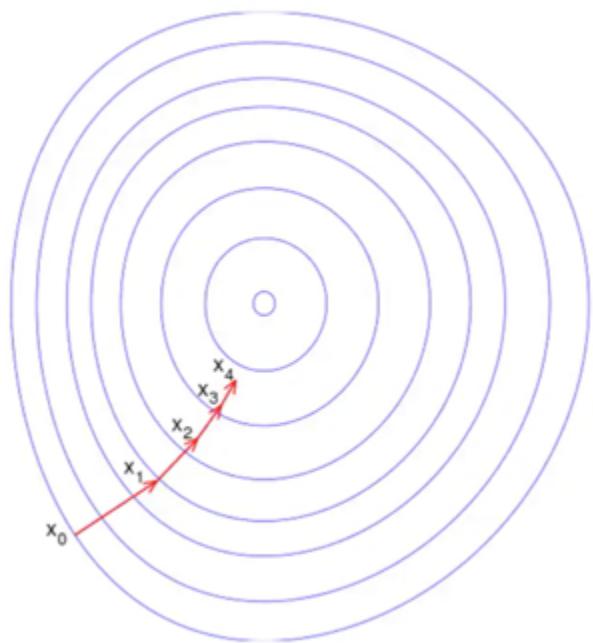
$$= 3.42 \times 10^{50} \text{ years}$$



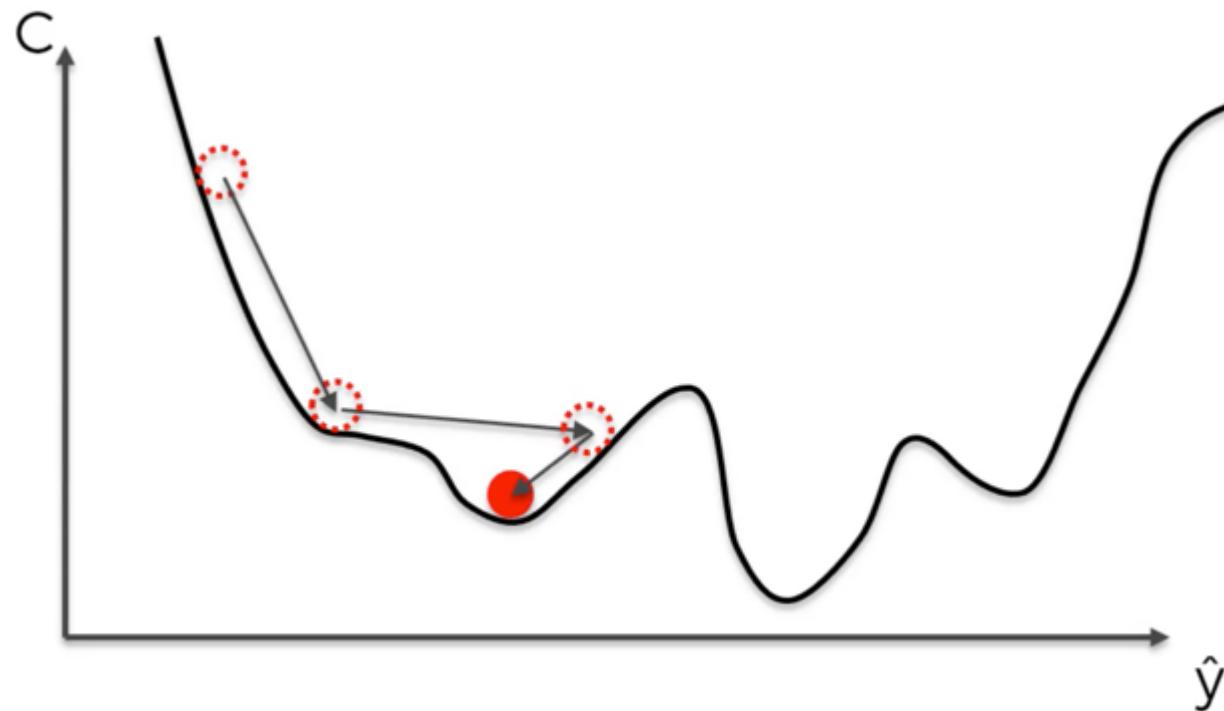
Gradient descend – Esempio Monodimensionale



Gradient Descend - Multidimensionale



Problema se la funzione costo non è convessa



Gradient descend stocastico

Upd w's

Row ID	Study Hrs	Sleep Hrs	Quiz	Exam
1	12	6	78%	93%
2	22	6.5	24%	68%
3	115	4	100%	95%
4	31	9	67%	75%
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Batch
Gradient
Descent

Stochastic
Gradient
Descent