

# CS540 Introduction to Artificial Intelligence

## Lecture 1

Young Wu

Based on lecture slides by Jerry Zhu, Yingyu Liang, and Charles Dyer

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# Socrative

## Admin

- Download the Socrative App or go to the Socrative website.
- Use Room CS540E log in with wisc ID.
- Choose "E" for the first question Q1.

# Logistics, Grading

## Admin

- Everything is on the course website.
- Talk about these and answer questions at the end of the lecture.



# Is This Face Real

## Quiz

- Which face is real?
- *A* : Left
- *B* :
- *C* :
- *D* :
- *E* : Right
- (Do not choose *B*, *C*, *D*.)

# Is This Face Real

## Quiz

- How is the real face different from the fake one?
- Short answer.
- (Write something random if you do not know: Do not leave it blank.)

# Socrative

## Admin

- Submit a regrade request if you missed any questions or selected the incorrect answer by mistake.

# Generative Adversarial Network

## Motivation

- Generative Adversarial Network (GAN):
  - 1 Generative part: input random noise and output fake images.
  - 2 Discriminative part: input real and fake images and output labels real or fake.
  - 3 The two parts compete with each other.



# Supervised Learning Example 1

## Motivation

Data	images of cats and dogs
Features (Input)	height, length, eye color, ...
Labels (Output)	cat or dog

Data	images of 1000 object classes
Features (Input)	pixel information ...
Labels (Output)	turtle or rifle

# Supervised Learning Example 2

## Motivation

Data	handwritten characters
Features (Input)	pixel intensity, stroke, ...
Labels (Output)	$\delta$ or $\sigma$ , $\varphi$ or $\psi$

Data	voice recording
Features (Input)	signal, sound (phoneme), ...
Labels (Output)	recognize speech or wreck a nice beach

# Supervised Learning Example 3

## Motivation

Data	medical records
Features (Input)	scan, blood, and test results, ...
Labels (Output)	cancer or no cancer

Data	patient information
Features (Input)	age, pre-existing conditions, ...
Labels (Output)	cancer or no cancer

# Supervised Learning Example 4

## Motivation

Data	emails
Features (Input)	word count, capitalization, ...
Labels (Output)	spam or ham

Data	comments
Features (Input)	word count, capitalization, ...
Labels (Output)	offensive or not

# Supervised Learning Example 5

## Motivation

Data	face images
Features (Input)	edges, corners, ...
Labels (Output)	face or non-face

Data	self-driving car data
Features (Input)	color, distance (depth), movement, ...
Labels (Output)	road or car or pedestrian

# Supervised Learning Example 6

## Motivation

Data	book or movie reviews
Features (Input)	word count, capitalization, ...
Labels (Output)	positive or negative

Data	financial transactions
Features (Input)	amount, frequency, ...
Labels (Output)	fraud or not

# Supervised Learning Example 7

## Motivation

Data	painting
Features (Input)	appearance, price, ...
Labels (Output)	art or garbage

Data	essay
Features (Input)	length, key words, ...
Labels (Output)	A+ or <i>F</i>

# Supervised Learning

## Motivation

- Supervised learning:

Data	Features	Labels	-
Sample	$\{(x_{i1}, \dots, x_{im})\}_{i=1}^n$	$\{y_i\}_{i=1}^n$	find "best" $\hat{f}$
-	observable	known	-
New	$(x'_1, \dots, x'_m)$	$y'$	guess $\hat{y} = \hat{f}(x')$
-	observable	unknown	-



# Training and Test Sets

## Motivation

- Supervised learning:

Data	Features	Labels	-
Training	$\{(x_{i1}, \dots, x_{im})\}_{i=1}^{n'}$	$\{y_i\}_{i=1}^{n'}$	find "good" $\hat{f}$
-	observable	known	-
Validation	$\{(x_{i1}, \dots, x_{im})\}_{i=n'+1}^n$	$\{y_i\}_{i=n'+1}^n$	find "best" $\hat{f}$
-	observable	known	-
Test	$(x'_1, \dots, x'_m)$	$y'$	guess $\hat{y} = \hat{f}(x')$
-	observable	unknown	-

# Simple 2D Example Diagram

## Motivation

# Linear Classifier

## Motivation

- One possible guess is in the form of a linear classifier.

$$\begin{aligned}\hat{y} &= \mathbb{1}_{\{w_1x_1 + w_2x_2 + \dots + w_mx_m + b \geq 0\}} \\ &= \mathbb{1}_{\{w^T x + b \geq 0\}}\end{aligned}$$

- The  $\mathbb{1}$  (open number 1) is the indicator function.

$$\mathbb{1}_E = \begin{cases} 1 & \text{if } E \text{ is true} \\ 0 & \text{if } E \text{ is false} \end{cases}$$

# Brute Force LTU Learning

## Motivation

# Perceptron Algorithm

## Description

- Initialize random weights.
- Evaluate the activation function at one instance  $x_i$  to get  $\hat{y}_i$ .
- If the prediction  $\hat{y}_i$  is 0 and actual  $y_i$  is 1, increase the weights by  $x_i$ .
- If the prediction  $\hat{y}_i$  is 1 and actual  $y_i$  is 0, decrease the weights by  $x_i$ .
- Repeat for all data points and until convergent.

# Perceptron Algorithm Diagram

## Description

# Perceptron Algorithm

## Definition

- Update weights using the following rule.

$$w = w - \alpha (a_i - y_i) x_i$$

$$b = b - \alpha (a_i - y_i)$$

$$a_i = \mathbb{1}_{\{w^T x_i + b \geq 0\}}$$

# Perceptron Algorithm

## Quiz

- Let the learning rate be  $\alpha = 0.2$ . Currently  $w = [0.2 \ 0.7 \ 0.9]^T$ ,  $b = -0.7$ , and  $x_i = [0 \ 0 \ 1]^T$  and  $y_i = 0$ . What is the updated weights  $\begin{bmatrix} w \\ b \end{bmatrix}$ ?



# Perceptron Algorithm, Answer Quiz

# Perceptron Algorithm, Another One

## Quiz

- Let the learning rate be  $\alpha = 0.1$ . Currently

$w = \begin{bmatrix} 0.2 \\ -0.3 \end{bmatrix}$ ,  $b = 0.4$ , and  $x_i = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$  and  $y_i = 1$ . What is the

updated weights  $\begin{bmatrix} w \\ b \end{bmatrix}$ ?

- $A : \begin{bmatrix} 0.2 \\ -0.3 \\ 0.4 \end{bmatrix}$ ,  $B : \begin{bmatrix} 0.2 \\ -0.2 \\ 0.5 \end{bmatrix}$ ,  $C : \begin{bmatrix} 0.2 \\ -0.4 \\ 0.3 \end{bmatrix}$
- $D : \begin{bmatrix} 0.2 \\ -0.2 \\ 0.3 \end{bmatrix}$ ,  $E : \begin{bmatrix} 0.2 \\ -0.4 \\ 0.5 \end{bmatrix}$

# Perceptron Algorithm, Another One, Answer

## Quiz

# Perceptron Algorithm, Another One Too

## Quiz

- Let the learning rate be  $\alpha = 0.1$ . Currently

$w = \begin{bmatrix} 0.2 \\ -0.3 \end{bmatrix}$ ,  $b = 0.4$ , and  $x_i = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$  and  $y_i = 0$ . What is the

updated weights  $\begin{bmatrix} w \\ b \end{bmatrix}$ ?

- $A : \begin{bmatrix} 0.2 \\ -0.3 \\ 0.4 \end{bmatrix}$ ,  $B : \begin{bmatrix} 0.2 \\ -0.2 \\ 0.5 \end{bmatrix}$ ,  $C : \begin{bmatrix} 0.2 \\ -0.4 \\ 0.3 \end{bmatrix}$
- $D : \begin{bmatrix} 0.2 \\ -0.2 \\ 0.3 \end{bmatrix}$ ,  $E : \begin{bmatrix} 0.2 \\ -0.4 \\ 0.5 \end{bmatrix}$

# Perceptron Algorithm, Another One Too, Answer Quiz