CS540 Introduction to Artificial Intelligence Lecture 1

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

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What is Al Motivation

Is This Face Real Quiz

Is This Face Real

Socrative Admin

Generative Adversarial Network

- Generative Adversarial Network (GAN):
- 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)	δ or $\sigma, arphi$ or ψ

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

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

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 F	

Supervised Learning

Motivation

Supervised learning:

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

Training and Test Sets

Motivation

Supervised learning:

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

$$\hat{y} = \mathbb{1}_{\{w_1 \times_1 + w_2 \times_2 + \dots + w_m \times_m + b \ge 0\}}$$
$$= \mathbb{1}_{\{w^T \times_1 + b \ge 0\}}$$

• The 1 (open number 1) is the indicator function.

$$\mathbb{1}_E = \left\{ \begin{array}{ll} 1 & \text{if } E \text{ is true} \\ 0 & \text{if } E \text{ is false} \end{array} \right.$$

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

Perceptron Algorithm Quiz

Perceptron Algorithm, Answer

Perceptron Algorithm, Another One

Perceptron Algorithm, Another One, Answer

Perceptron Algorithm, Another One Too

Perceptron Algorithm, Another One Too, Answer Quiz