

AI Machine Learning & deep learning

SARI 6 Juin 2019

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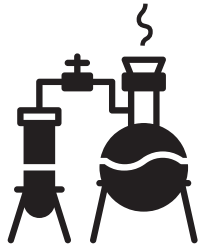
[intelligence]

« Ability to perceive or infer information, and to retain it as knowledge to be applied towards adaptive behaviors within an environment or context »*

« Capacité de percevoir ou d'inférer l'information, et de la conserver comme une connaissance à appliquer à des comportements adaptatifs dans un environnement ou un contexte donné »

[Méthode scientifique]

1st paradigm



Experimental science

2nd paradigm

$$i\hbar \frac{d}{dt} |\Psi(t)\rangle = \hat{H} |\Psi(t)\rangle$$

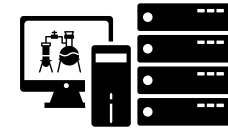
$$\nabla \times H = J + \frac{\partial D}{\partial t}$$

$$F = G \cdot \frac{m_1 \cdot m_2}{r^2}$$

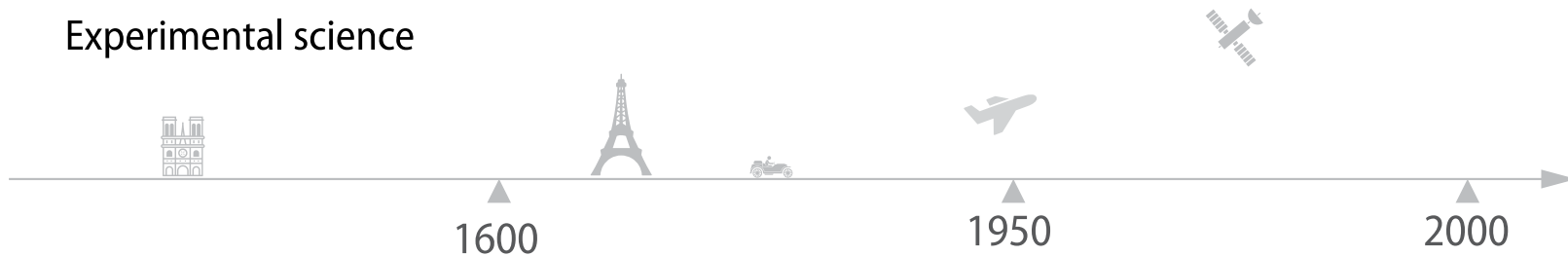
Theoretical science

3rd paradigm

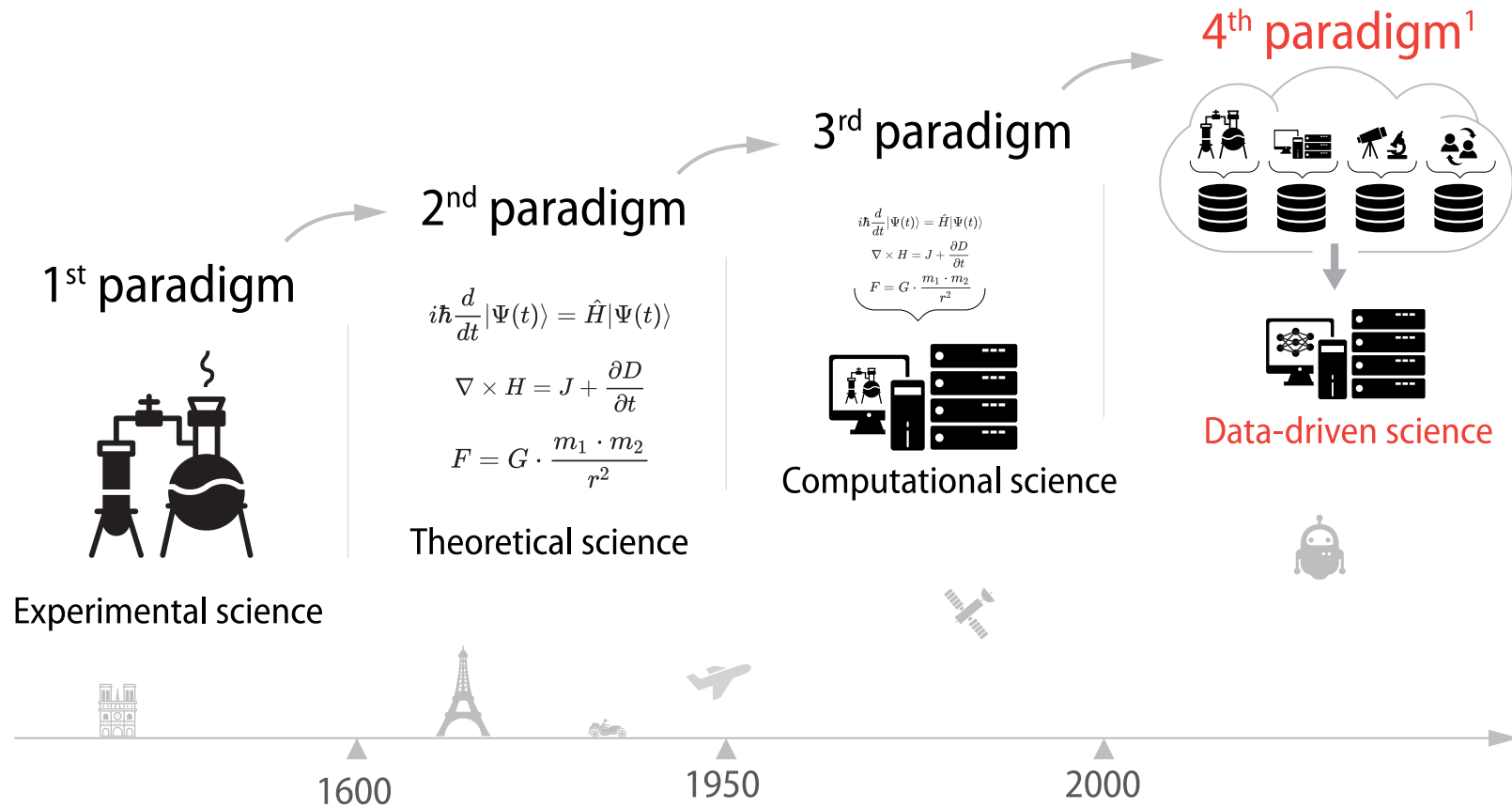
$$i\hbar \frac{d}{dt} |\Psi(t)\rangle = \hat{H} |\Psi(t)\rangle$$
$$\nabla \times H = J + \frac{\partial D}{\partial t}$$
$$F = G \cdot \frac{m_1 \cdot m_2}{r^2}$$



Computational science

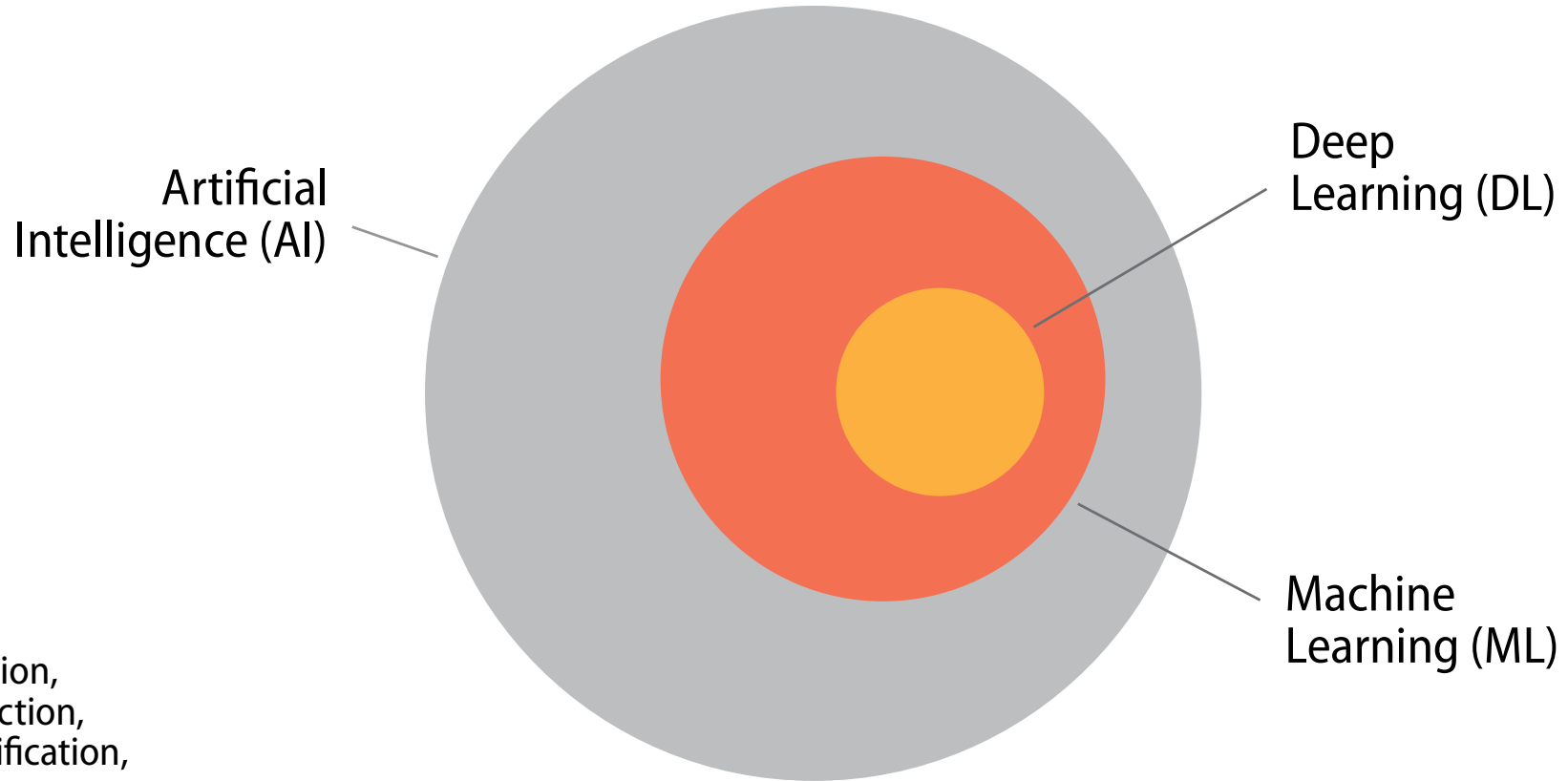


[Méthode scientifique]

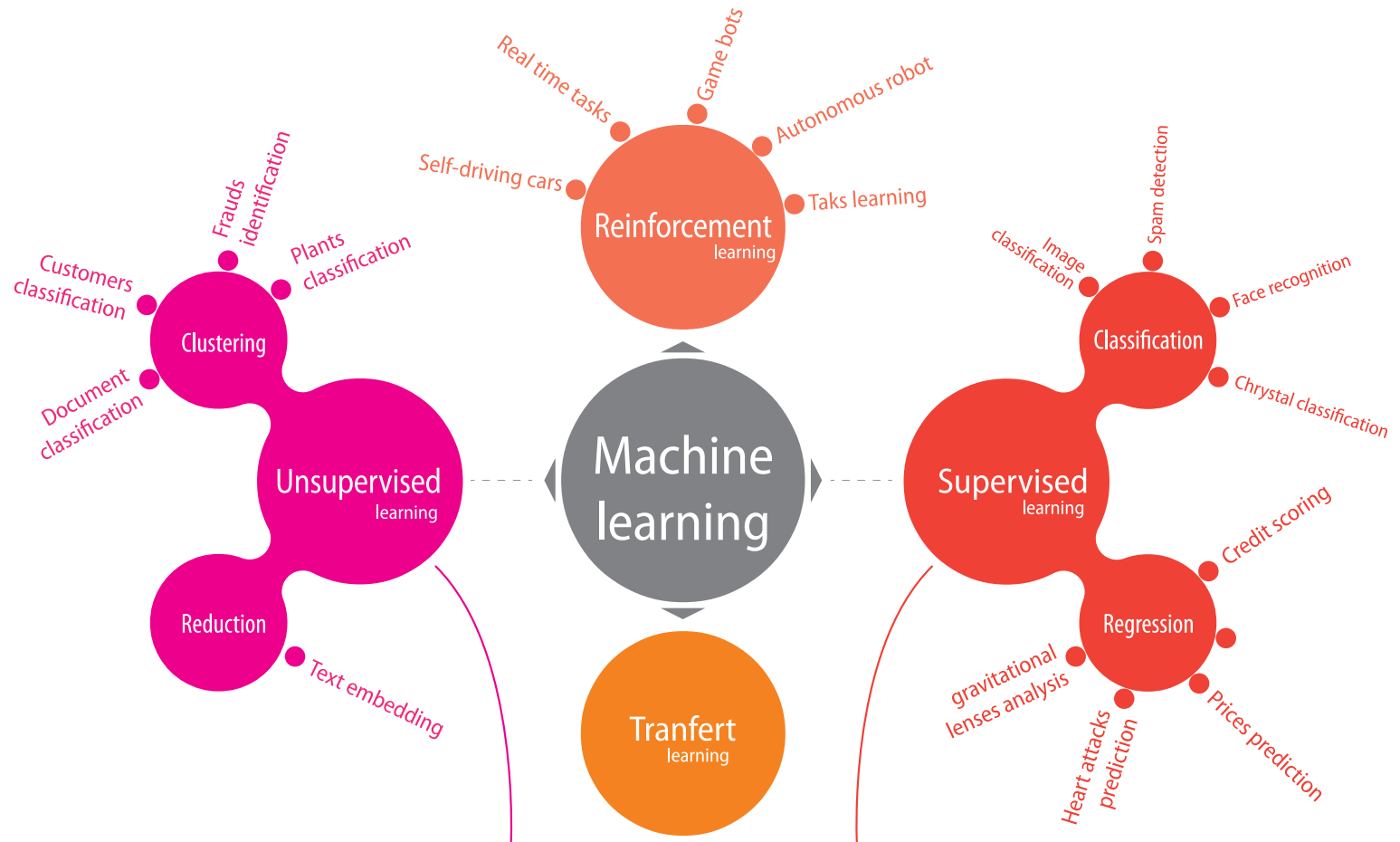


¹ Jim Gray, 2007 [GRAY]

[*-learning]

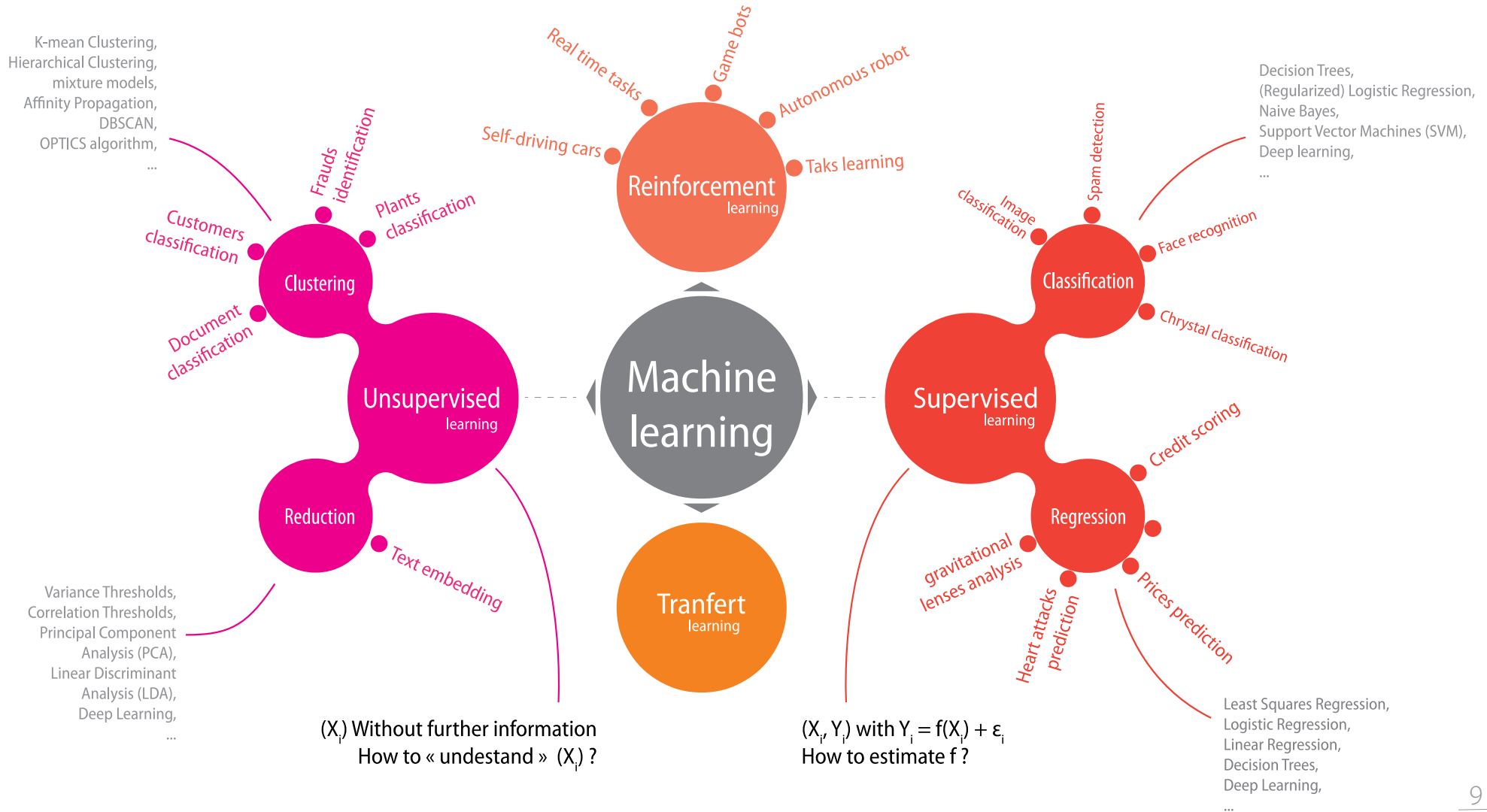


Decision,
Prediction,
Classification,
etc.



(X_i) Without further information
How to « undestand » (X_i) ?

(X_i, Y_i) with $Y_i = f(X_i) + \epsilon_i$
How to estimate f ?



- 1/ From the linear regression to the first neuron**
- 2/ Neural networks at the heart of a controversy**
- 3/ Neurons & data**
- 4/ Conclusion**



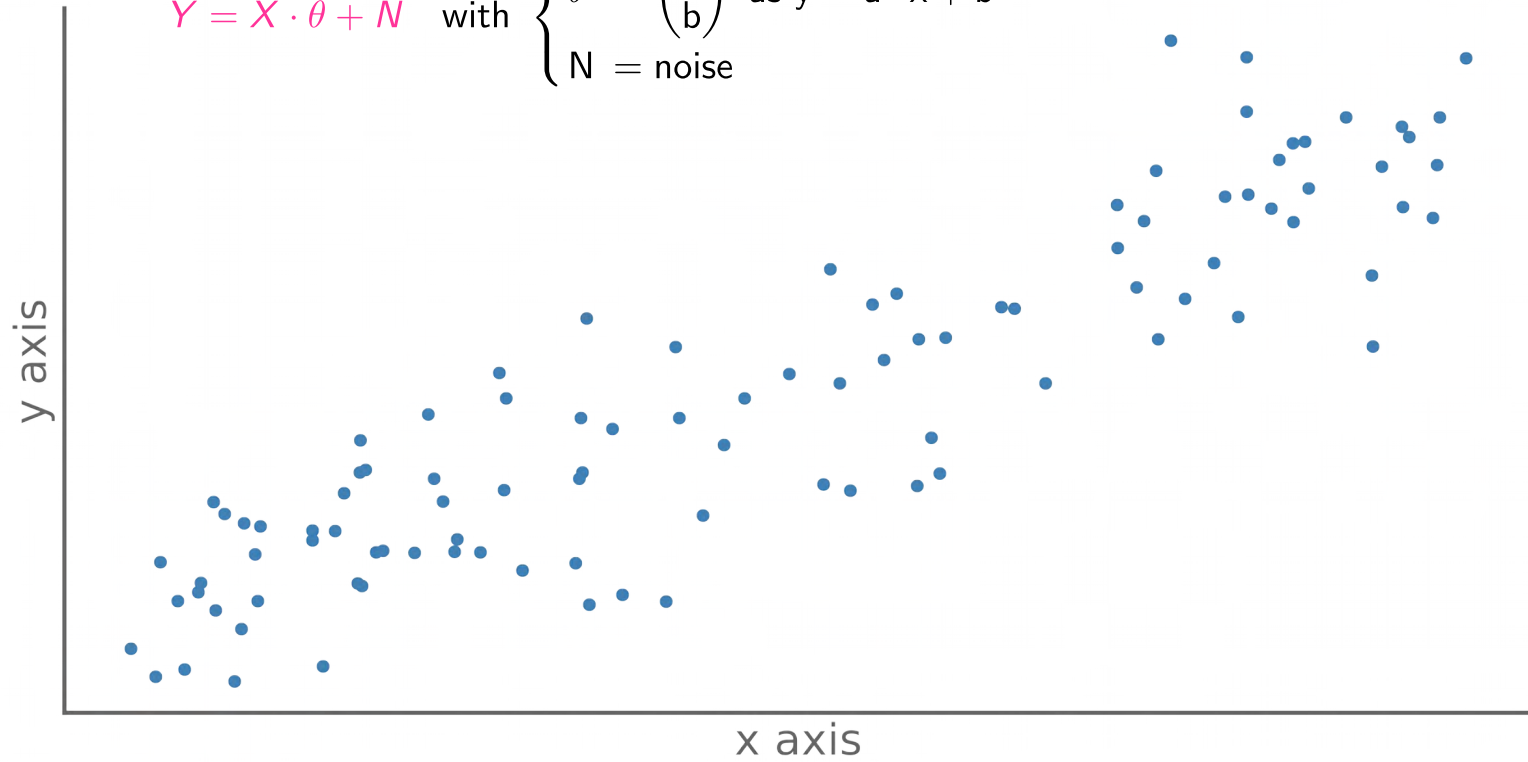
1/ From the linear regression to the first neuron

...there's a little bit of math hidden behind the neurons...



Linear regression

$$Y = X \cdot \theta + N \quad \text{with} \quad \begin{cases} \theta = \begin{pmatrix} a \\ b \end{pmatrix} \text{ as } y = a \cdot x + b \\ N = \text{noise} \end{cases}$$

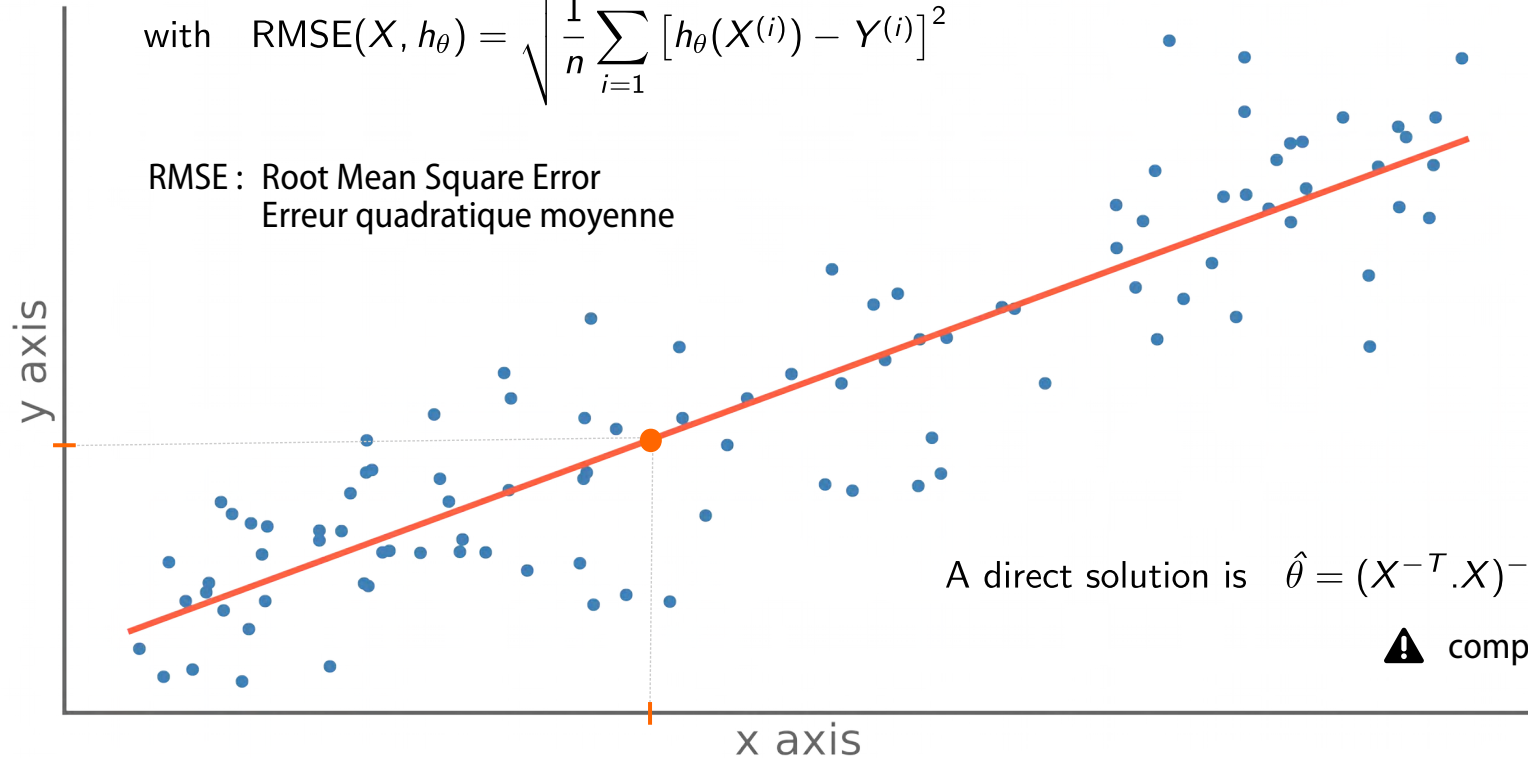


Linear regression

We search $\hat{\theta} = \begin{pmatrix} \hat{a} \\ \hat{b} \end{pmatrix}$ for which $\text{RMSE}(X, \hat{\theta})$ is minimal

$$\text{with } \text{RMSE}(X, h_{\theta}) = \sqrt{\frac{1}{n} \sum_{i=1}^n [h_{\theta}(X^{(i)}) - Y^{(i)}]^2}$$

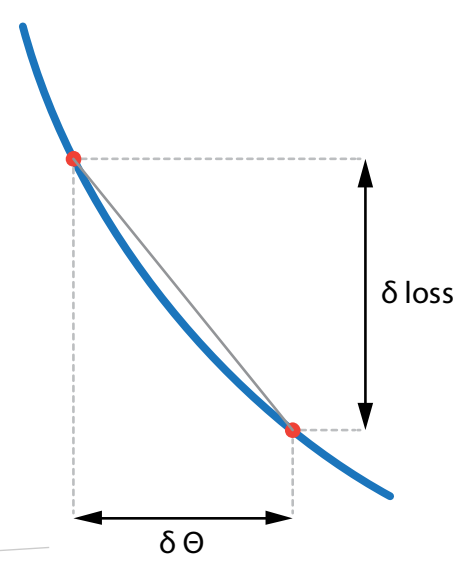
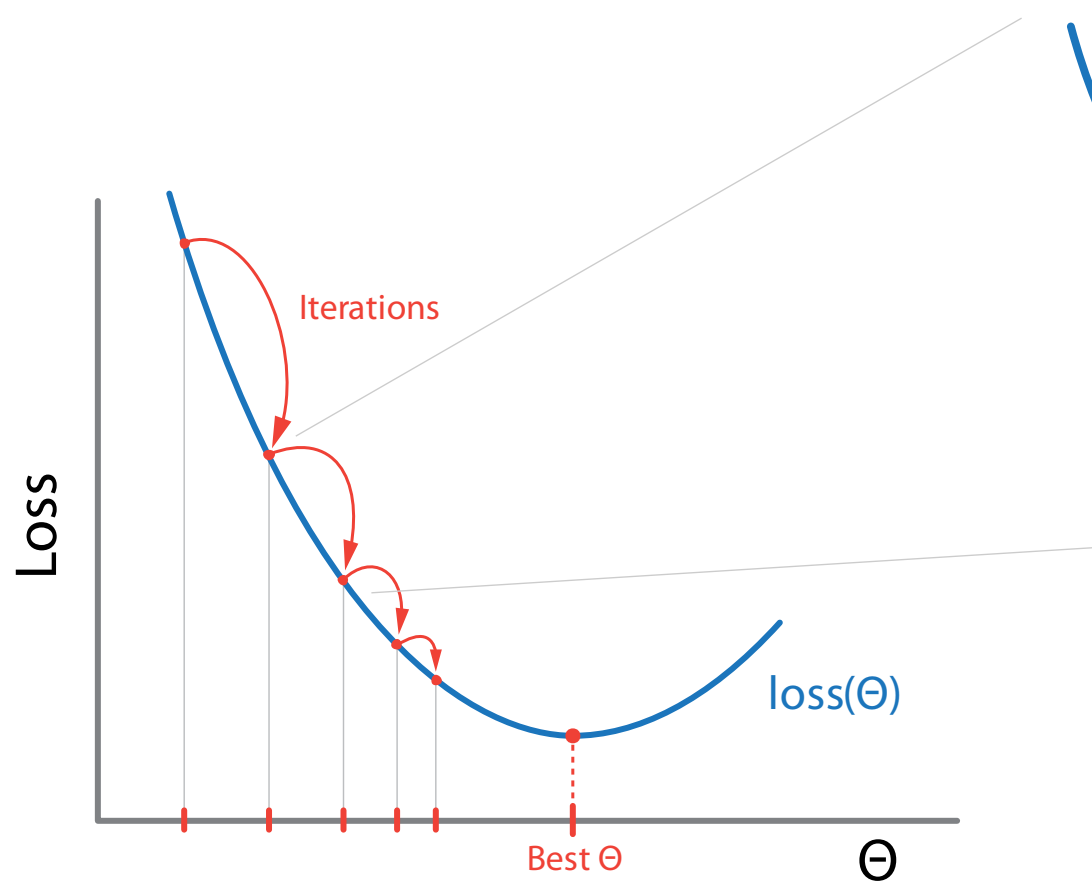
RMSE : Root Mean Square Error
Erreur quadratique moyenne



A direct solution is $\hat{\theta} = (X^{-T}.X)^{-1}.X^{-T}.Y$

⚠ complexity in n^3

Gradient descent



$$\text{gradient} = \frac{\delta \text{loss}}{\delta \theta}$$

$$\text{Iterative solution is : } \theta \leftarrow \theta - \eta \cdot \frac{\delta \text{loss}}{\delta \theta}$$

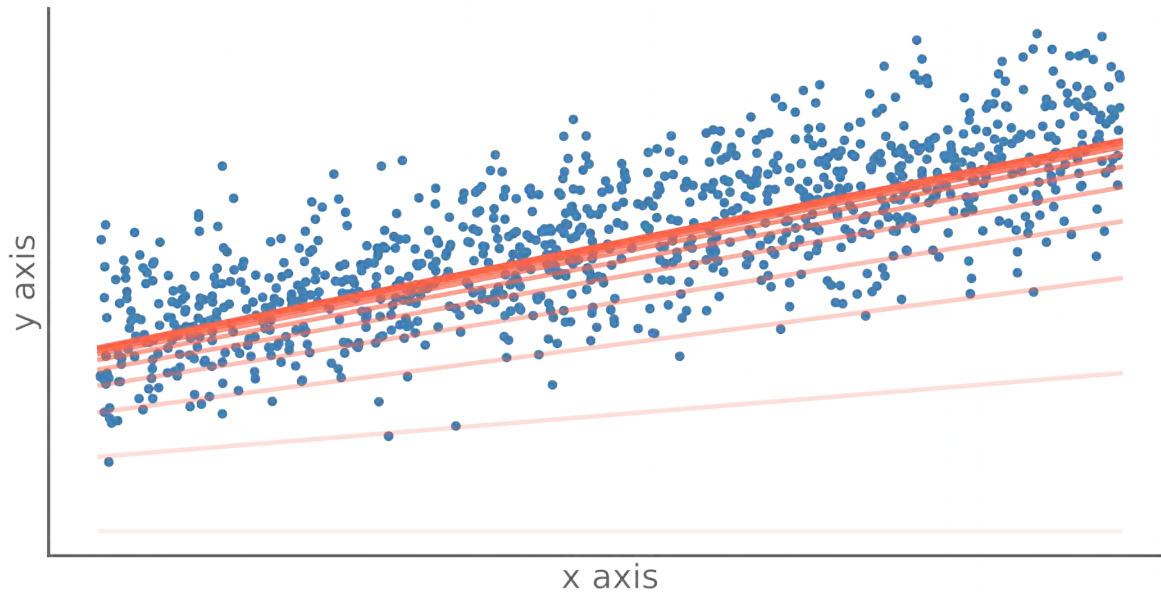
where η is the learning rate

Gradient descent

$$MSE(X, h_{\theta}) = \frac{1}{n} \sum_{i=1}^n [h_{\theta}(X^{(i)}) - Y^{(i)}]^2$$

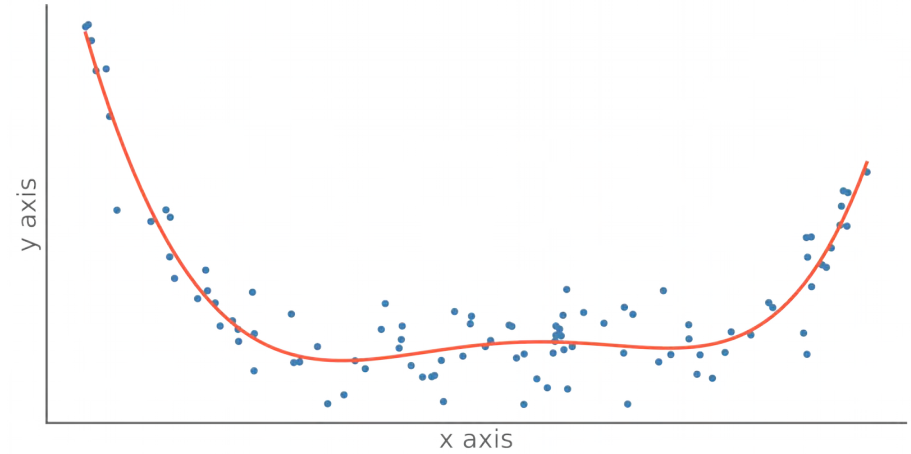
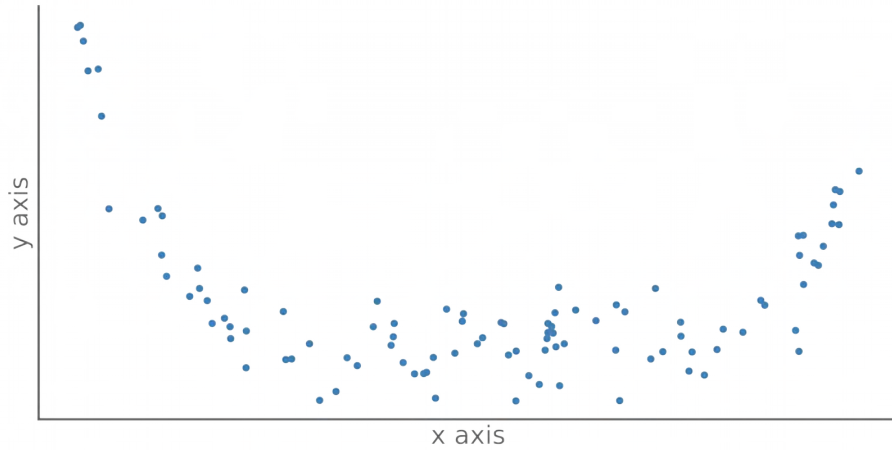
$$\nabla_{\theta} MSE(\Theta) = \begin{bmatrix} \frac{\partial}{\partial \theta_0} MSE(\Theta) \\ \frac{\partial}{\partial \theta_1} MSE(\Theta) \\ \vdots \\ \frac{\partial}{\partial \theta_n} MSE(\Theta) \end{bmatrix} = \frac{2}{m} X^T \cdot (X \cdot \Theta - Y)$$

Iterative solution is : $\Theta \leftarrow \Theta - \eta \cdot \nabla_{\theta} MSE(\Theta)$
where η is the learning rate



#i	Loss	Gradient		Theta	
0	+12.481	-6.777	-1.732	-3.388	+0.000
20	+4.653	-4.066	-1.039	-2.033	+0.346
40	+1.835	-2.440	-0.624	-1.220	+0.554
60	+0.821	-1.464	-0.374	-0.732	+0.679
80	+0.455	-0.878	-0.224	-0.439	+0.754
100	+0.324	-0.527	-0.135	-0.263	+0.799
120	+0.277	-0.316	-0.081	-0.158	+0.826
140	+0.260	-0.190	-0.048	-0.095	+0.842
160	+0.253	-0.114	-0.029	-0.057	+0.851
180	+0.251	-0.068	-0.017	-0.034	+0.857
200	+0.250	-0.041	-0.010	-0.020	+0.861

Polynomial regression

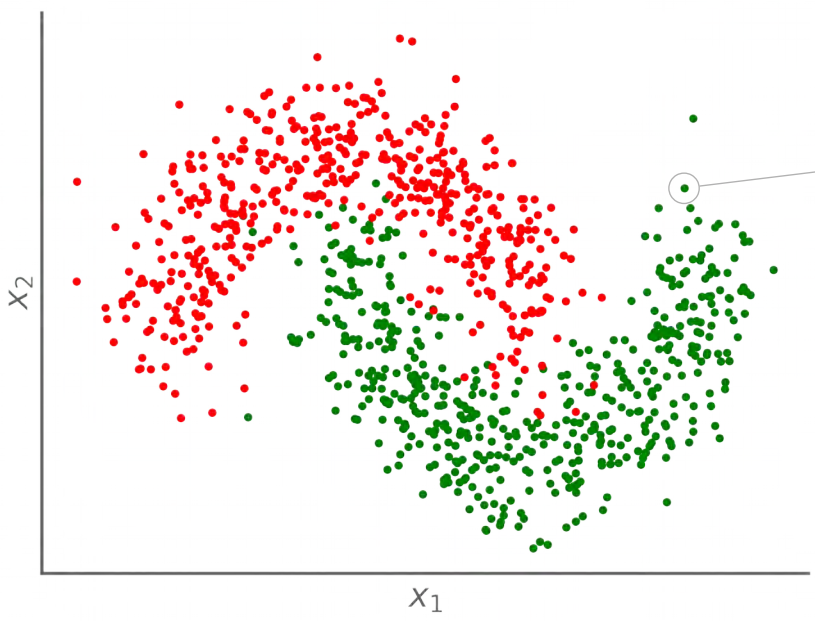


$$P_n(x) = a_0 + a_1 \cdot x + a_2 \cdot x^2 + \dots + a_n \cdot x^n = \sum_{i=0}^n a_i \cdot x^i$$

Logistic regression

A logistic regression is intended to provide a probability of belonging to a class.

Dataset : X characteristics
y probability of belonging

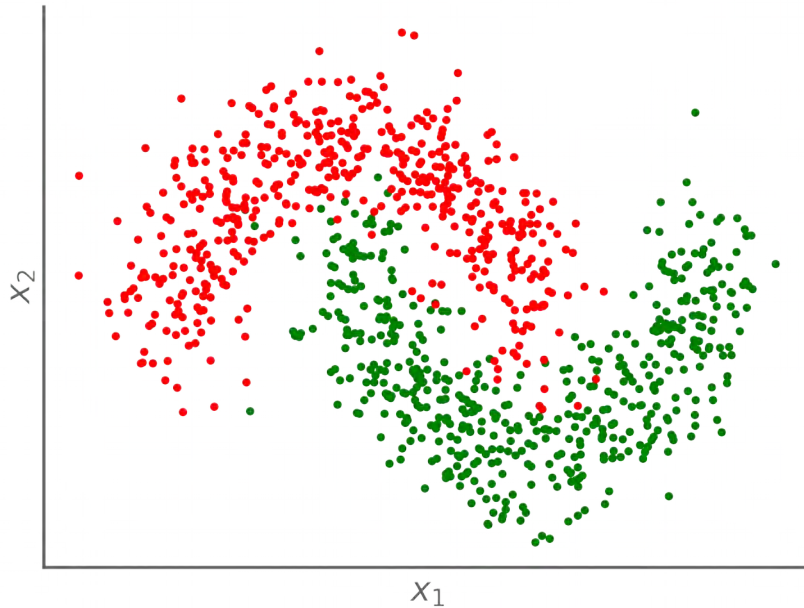


$$(X_i, y_i) \left\{ \begin{array}{l} X_i = \begin{pmatrix} x_{i1} \\ \vdots \\ x_{in} \end{pmatrix} \\ y_i = \begin{cases} 1 & \text{belong to the class} \\ 0 & \text{don't belong} \end{cases} \end{array} \right.$$

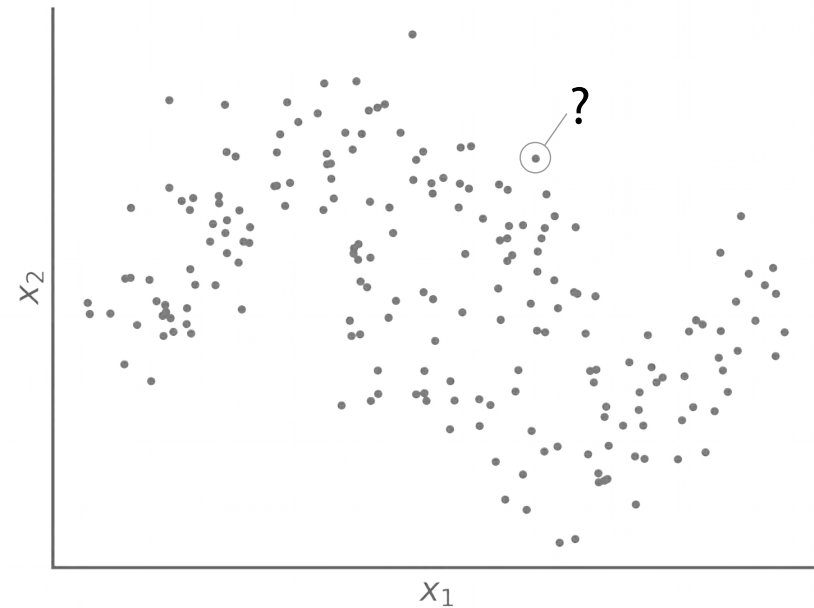
Logistic regression

A logistic regression is intended to provide a probability of belonging to a class.

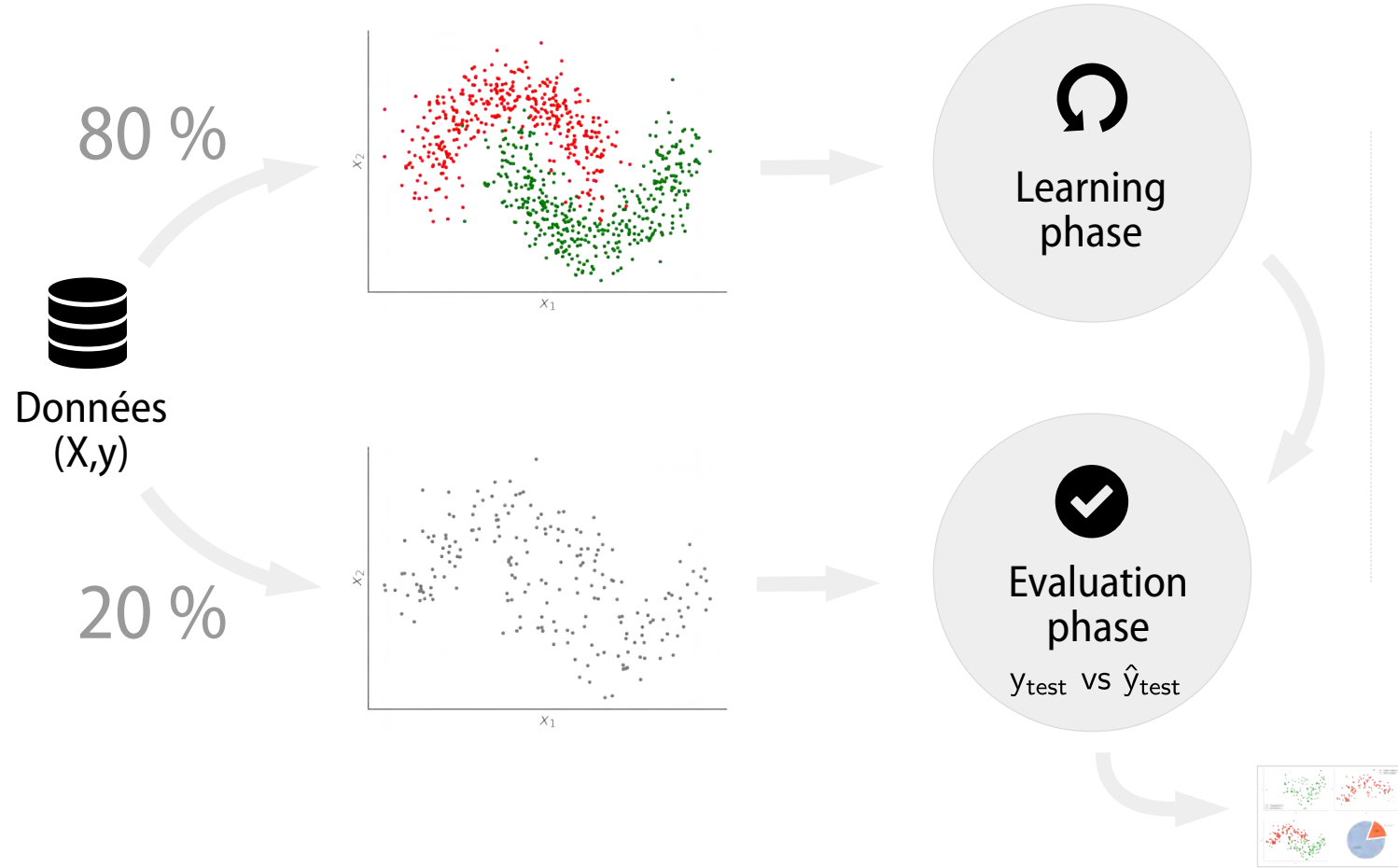
Dataset : X Observations
y Classe



Objective : Predict the class
X given, we want to predict y



Logistic regression



Determination of Θ
by a minimisation
of the log loss $J(\Theta)$

$$\hat{y} = \begin{cases} 0 & \text{if } \hat{p} < 0.5 \\ 1 & \text{if } \hat{p} \geq 0.5 \end{cases}$$

where

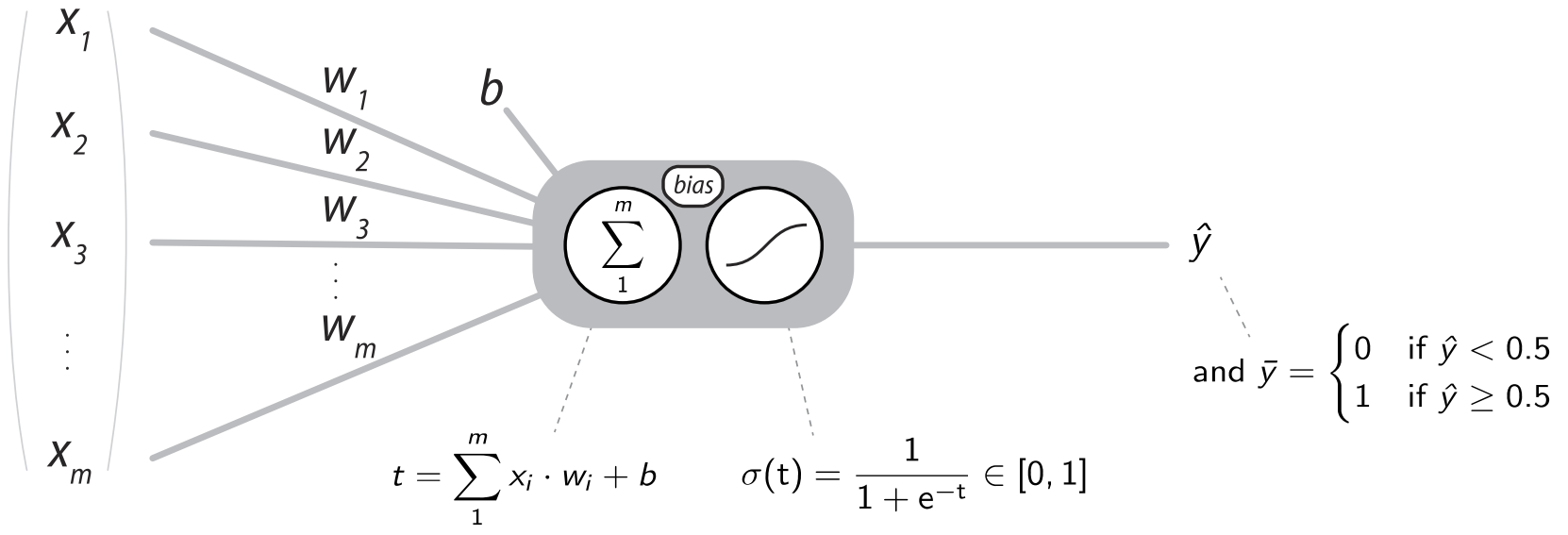
$$\hat{p} = h_{\theta}(X) = \sigma(\theta^T X + b)$$

and

$$\sigma(t) = \frac{1}{1 + \exp(-t)}$$

Logistic regression

$$\hat{y} = \sigma(\Theta^T \cdot X + b)$$



Input

X

Bias / Weight

Θ

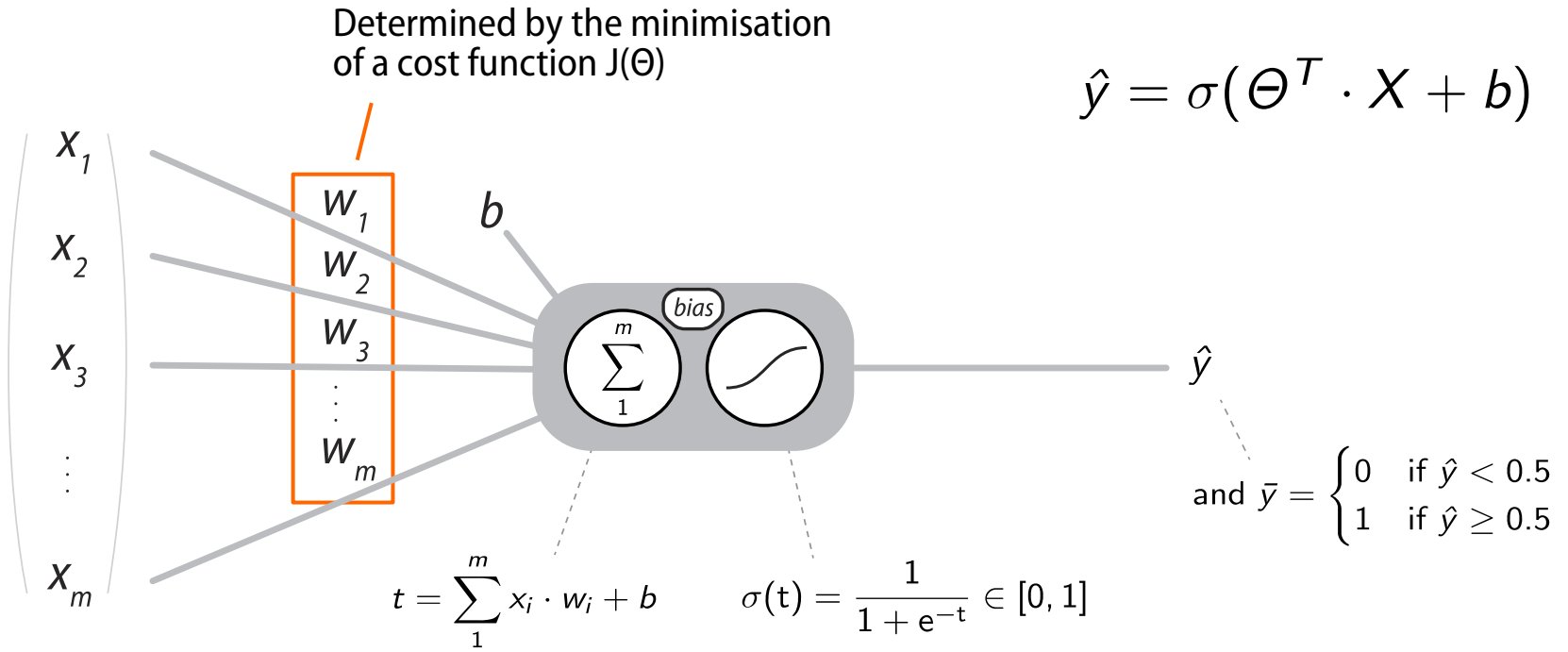
Activation function

$\sigma(t)$

Output

\hat{y}

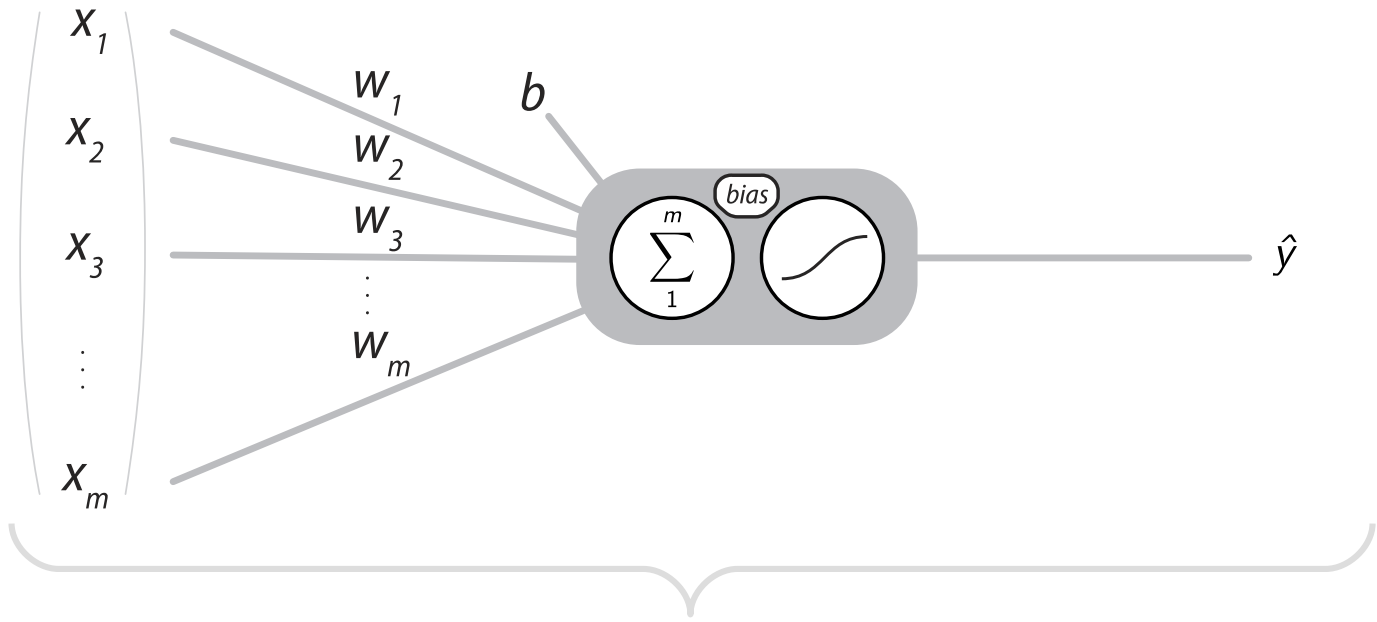
Logistic regression



Input	Bias / Weight	Activation function	Output
X	Θ	$\sigma(t)$	\hat{y}

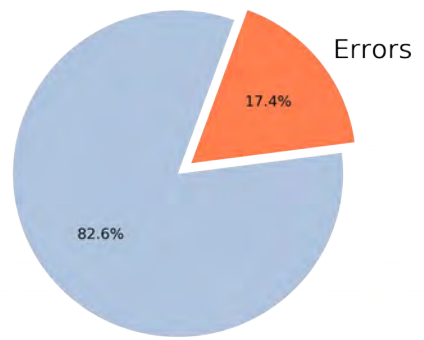
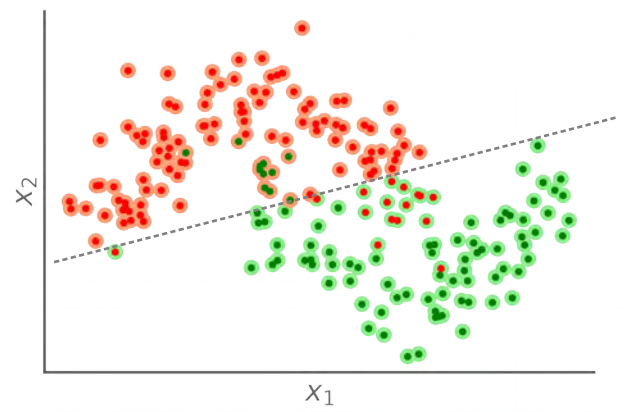
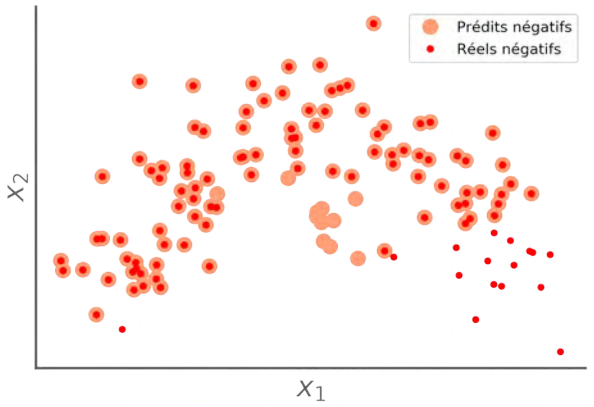
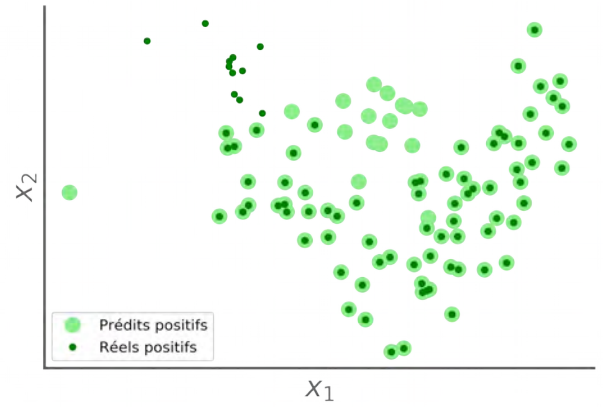
Logistic regression

$$\hat{y} = \sigma(\Theta^T \cdot X + b)$$

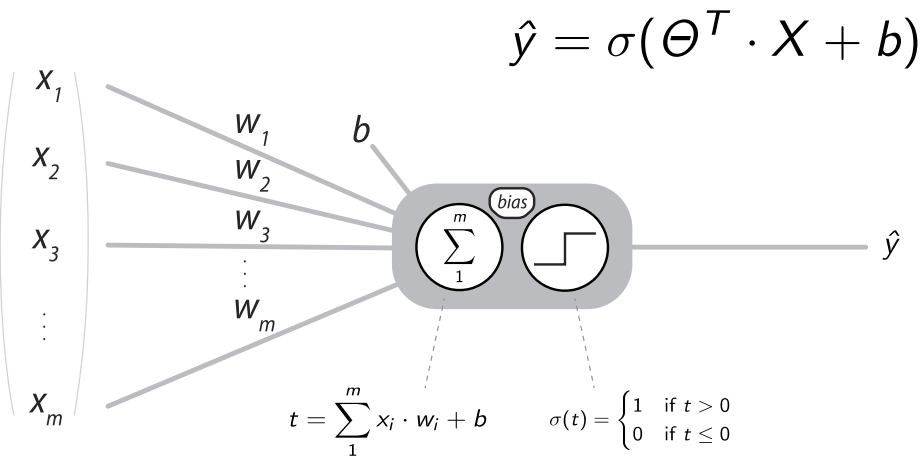


That's an « **artificial neuron** » !
So, we have a neural network of... 1 neuron !

Logistic regression



Perceptron

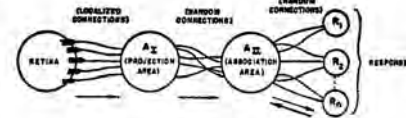


Linear and binary classifier

THE PERCEPTRON

389

sets of
which are
tend to
t sets of



ve and/
stimuli
y facilitation of

FIG. 1. Organization of a perceptron.

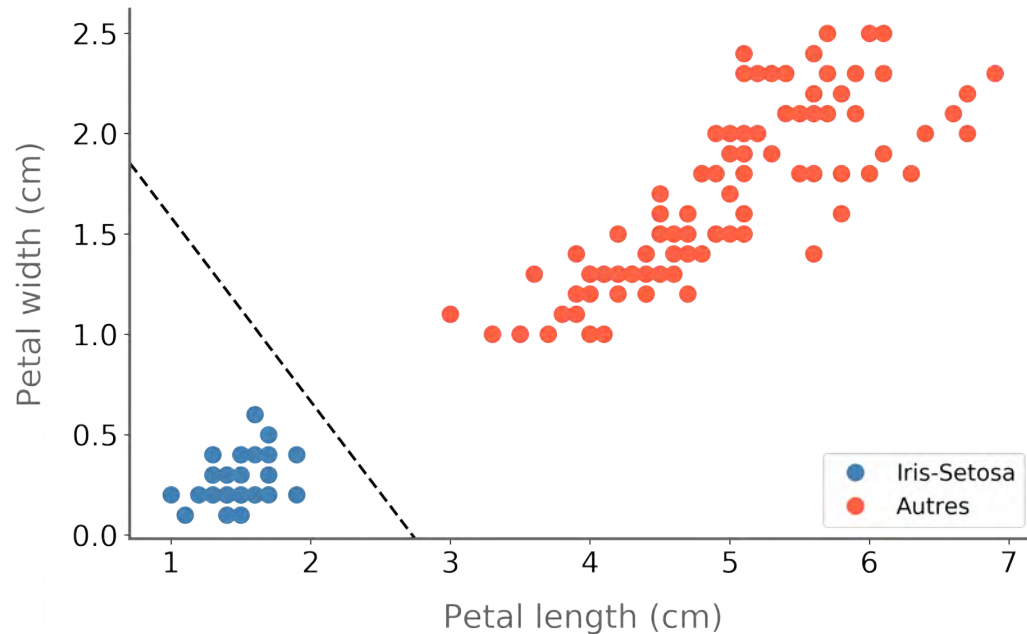
The cells in the projection area each receive a number of connections from

Perceptron
Frank Rosenblatt
1958



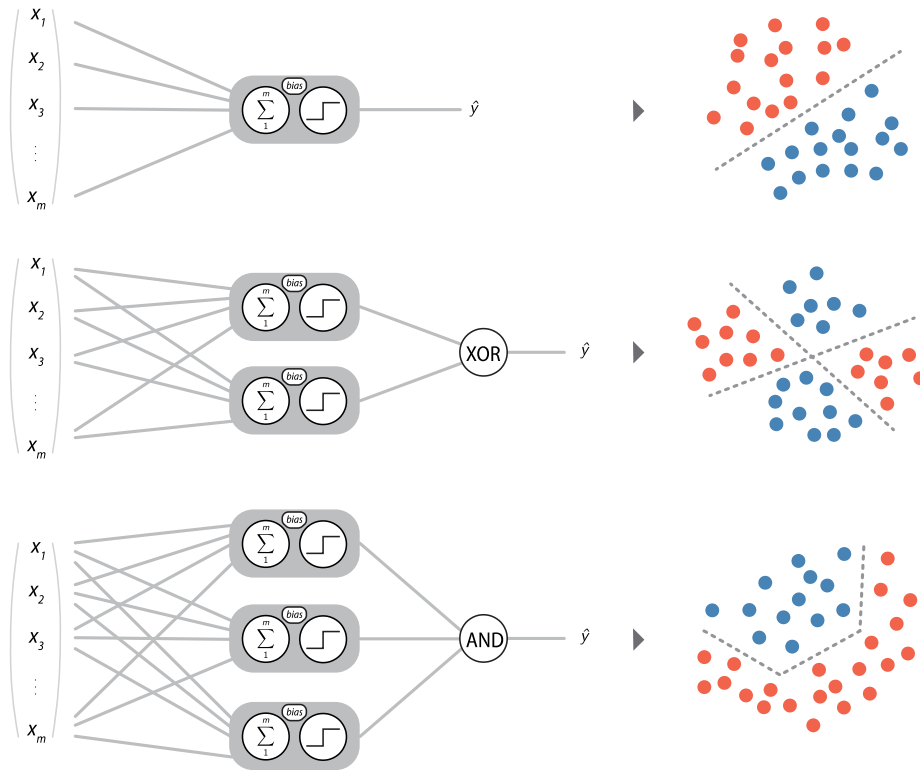
Iris plants dataset

Dataset from : Fisher, R.A. "The use of multiple measurements in taxonomic problems" Annual Eugenics, 7, Part II, 179-188 (1936)



Length	Width	Iris Setosa (0/1)
x1	x2	y
1.4	1.4	1
1.6	1.6	1
1.4	1.4	1
1.5	1.5	1
1.4	1.4	1
4.7	4.7	0
4.5	4.5	0
4.9	4.9	0
4.0	4.0	0
4.6	4.6	0
(...)		

Perceptron



Linear classifier...

1969

Marvin Minsky, Seymour Papert
« *Perceptrons : An Introduction to Computational Geometry* »¹



First AI winter...

(for neural networks)

¹ Minsky, Marvin; Papert, Seymour, (1969) [MIPA]

2/ Neural networks at the heart of a controversy



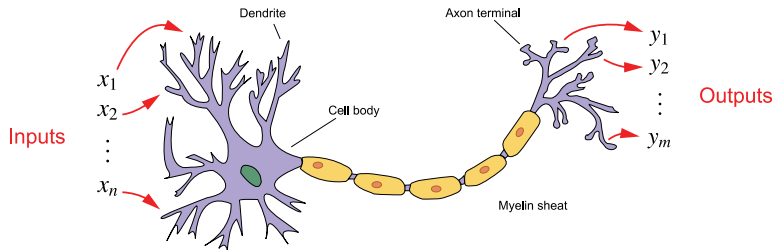
Modelling the brain :

« Penser s'apparente à un calcul massivement parallèle de **fonctions élémentaires**.

L'information est un **signal** avant d'être un code »¹

Connectionnism

Modelling the brain
Modéliser le cerveau



Making a mind :

« Penser, c'est calculer des **symboles** qui ont à la fois une réalité matérielle et une valeur sémantique de représentation »¹

L'information est une donnée symbolique de **haut niveau**.

Symbolic

Making a mind
Forger une opinion

Tout [homme] est [mortel]
[Socrate] est un [homme]
Donc [Socrate] est [mortel]

vs

¹ D Cardon, JP Cointet, A Mazieres, 2018 [LRDN]

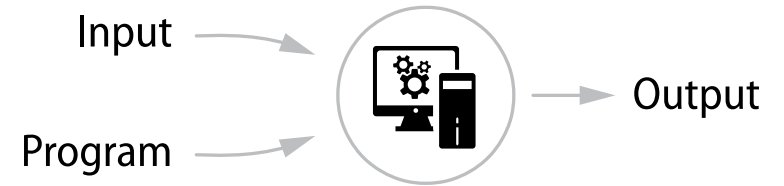
Inductive approach



Connectionnism

vs

Deductive approach

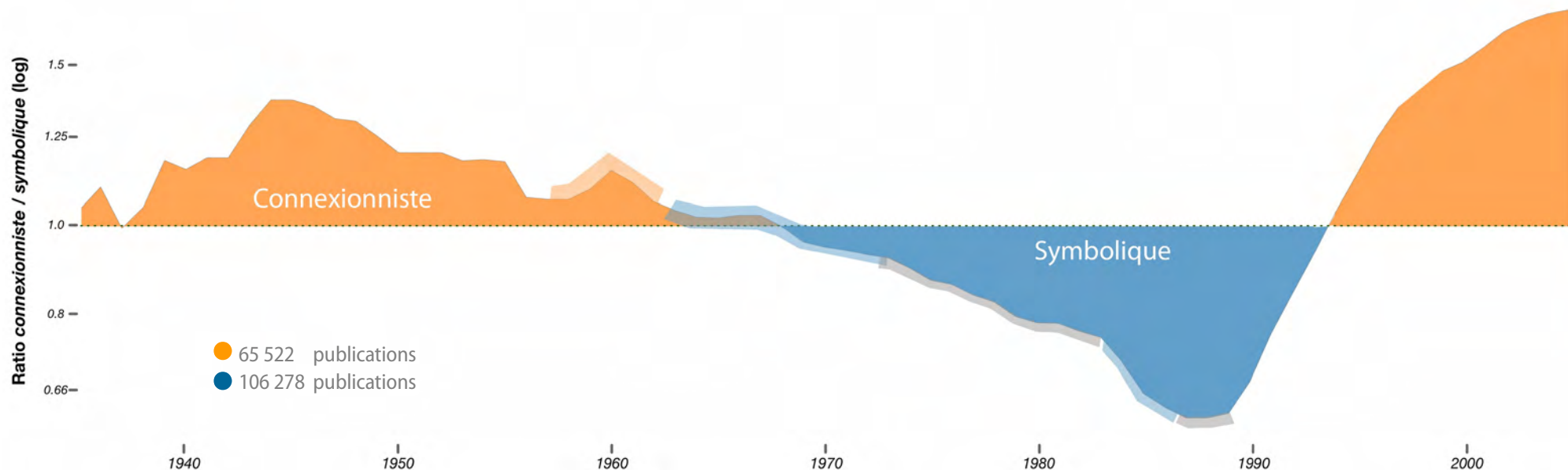


Symbolic



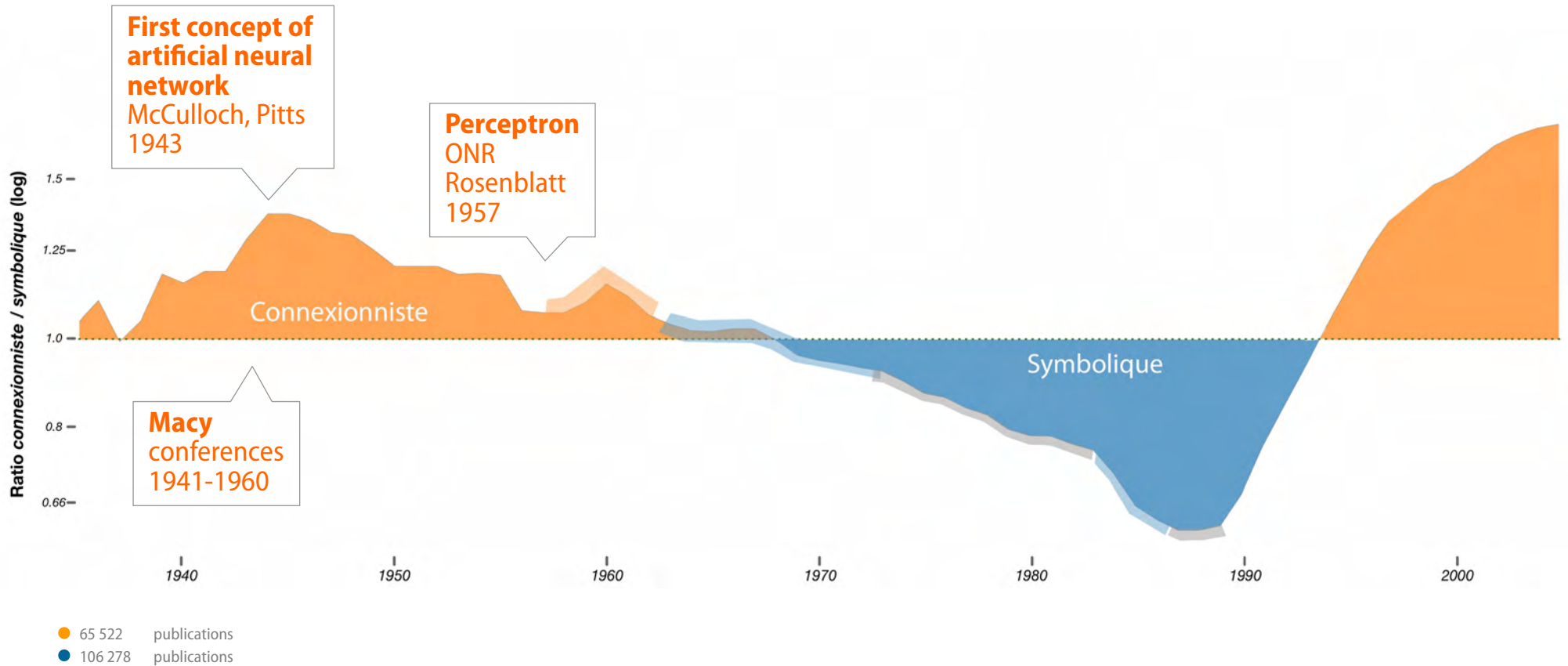
Evolution of the academic influence of connexionist and symbolic approaches¹

Ration of publications between connexionists and symbolists



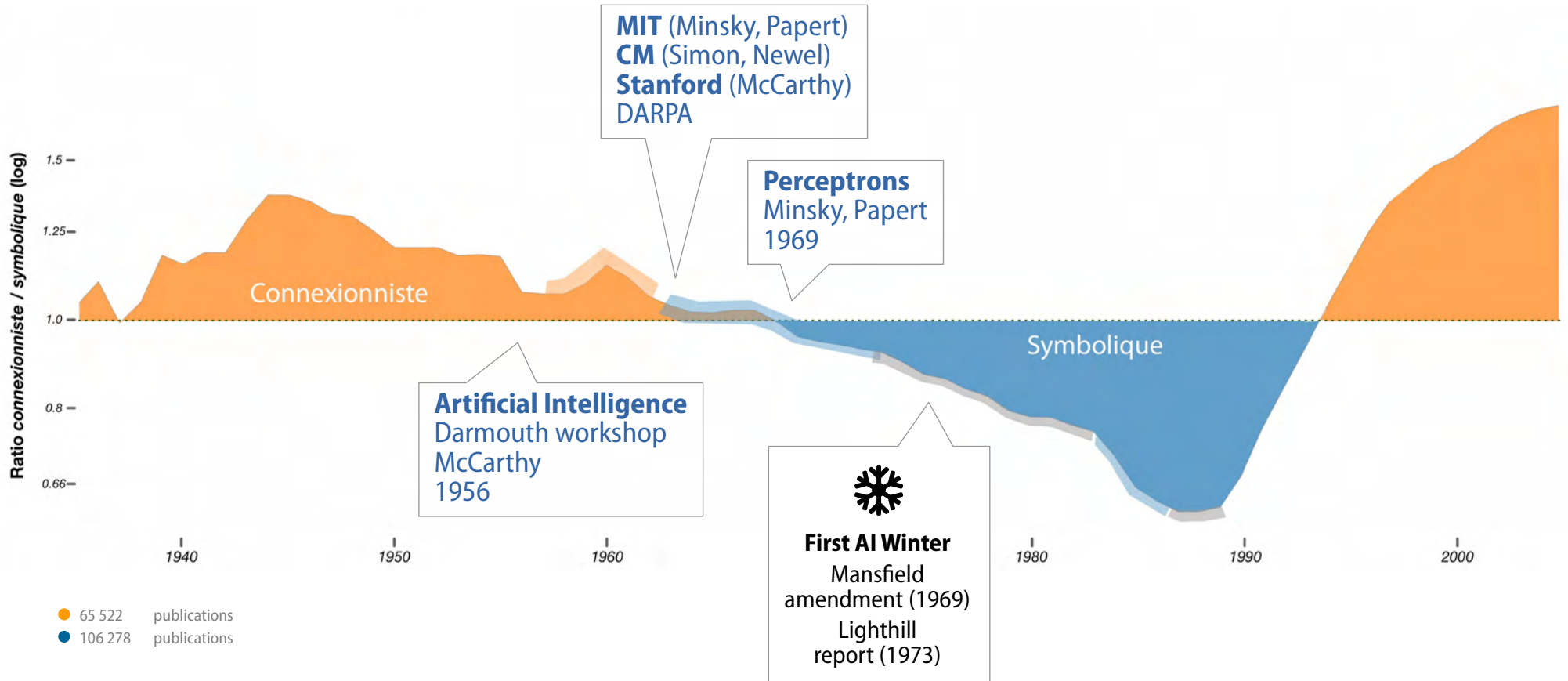
¹ D Cardon, JP Cointet, A Mazieres, 2018 [LRDN]

Evolution of the academic influence of connexionist and symbolic approaches¹



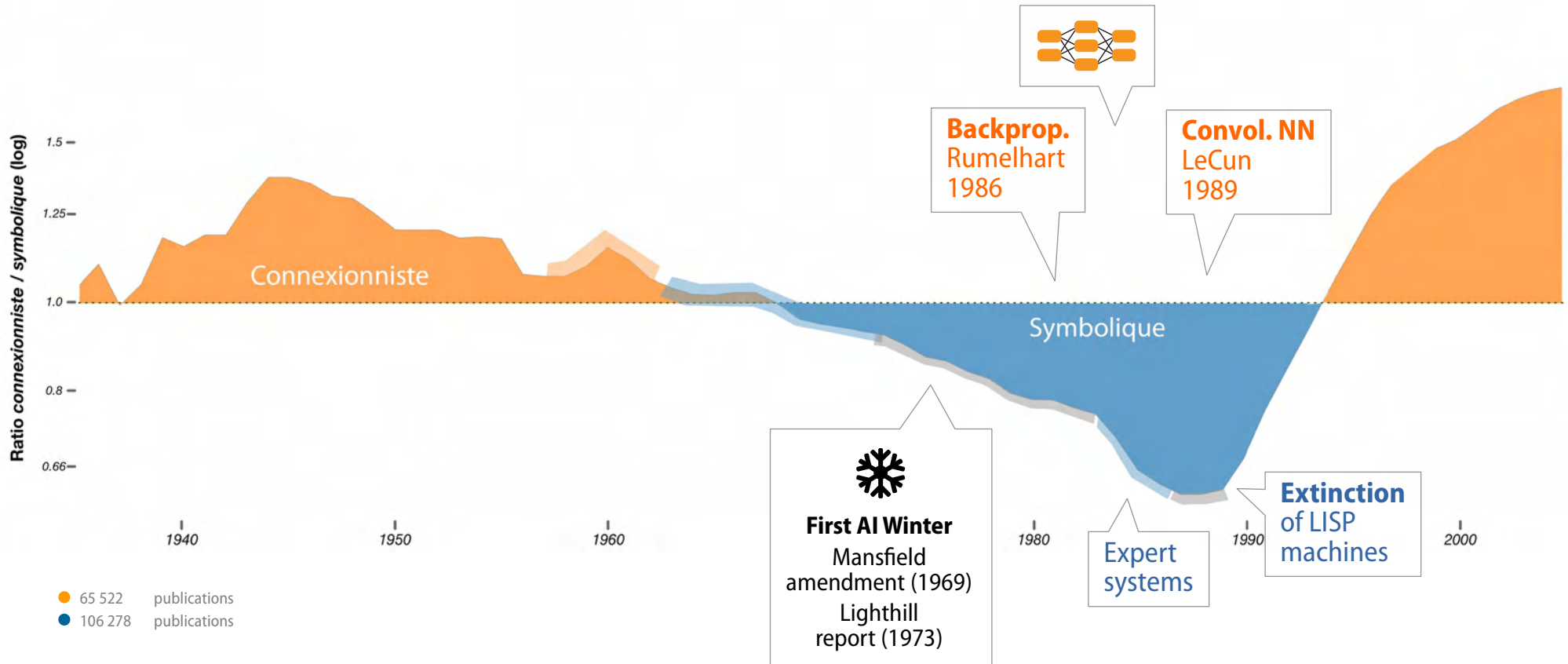
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Evolution of the academic influence of connexionist and symbolic approaches¹



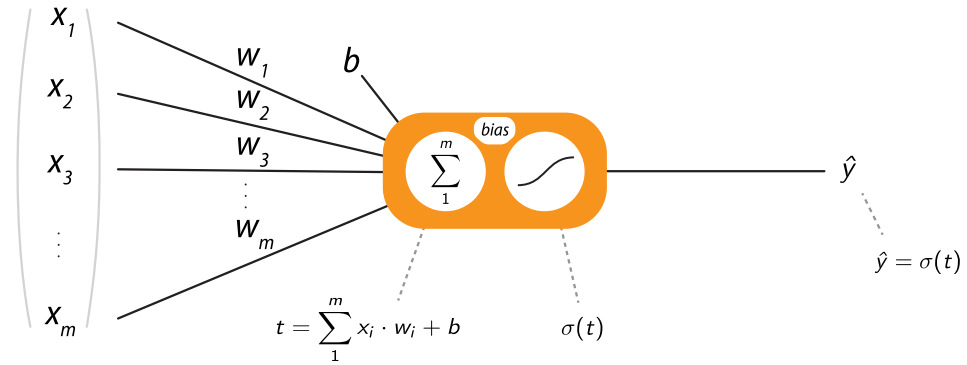
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Evolution of the academic influence of connexionist and symbolic approaches¹

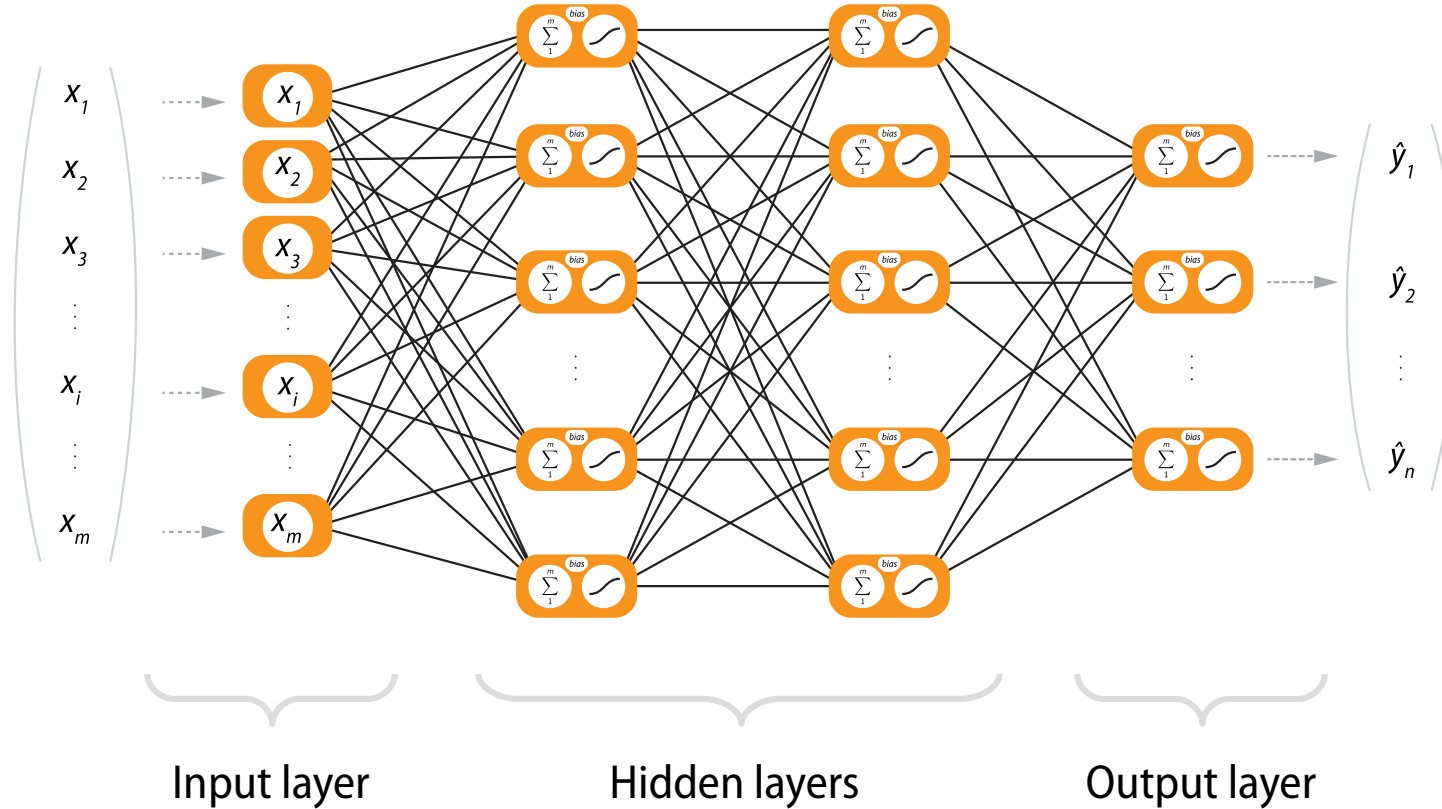


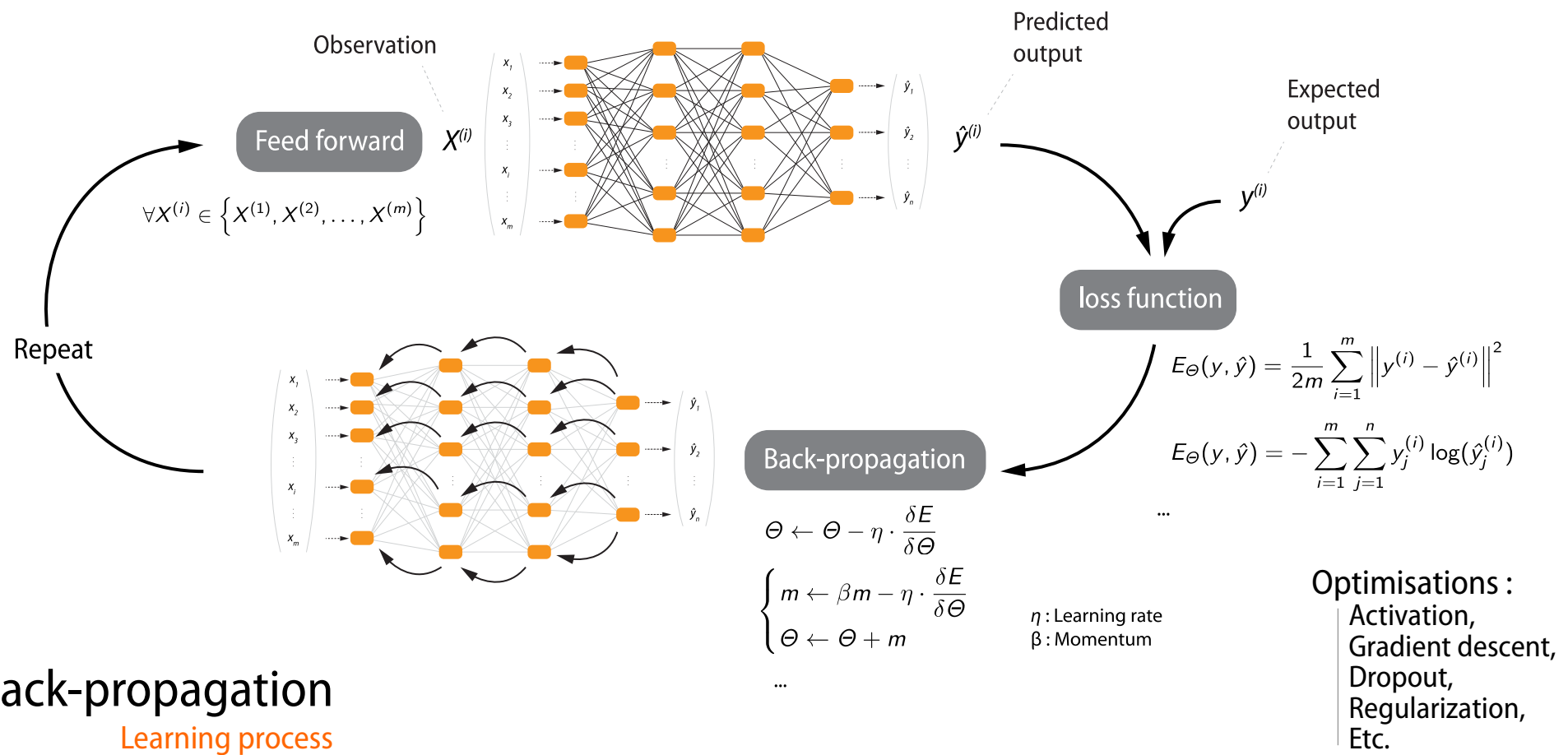
¹ D Cardon, JP Cointet, A Mazieres, 2018 [LRDN]

Deep Neural Networks



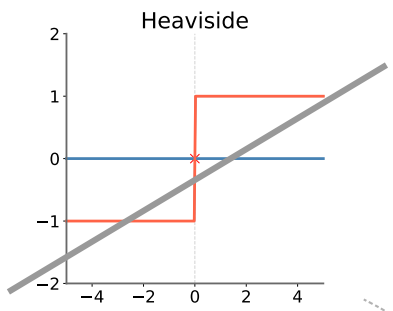
Deep Neural Networks



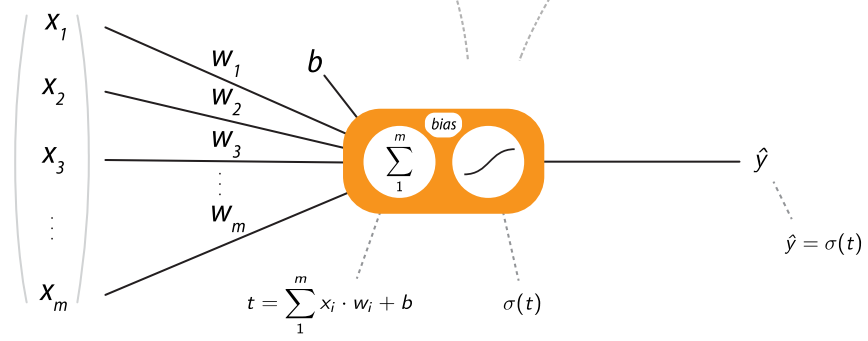


Back-propagation
Learning process

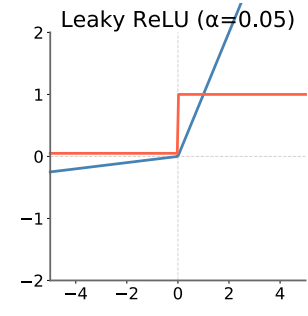
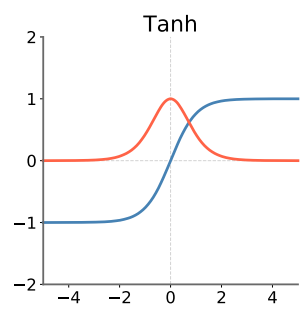
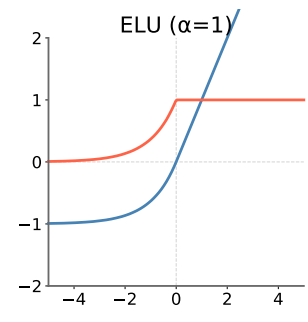
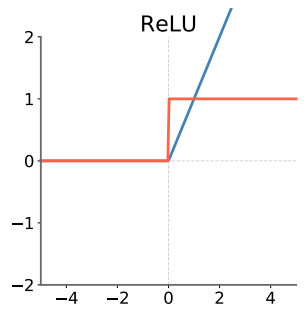
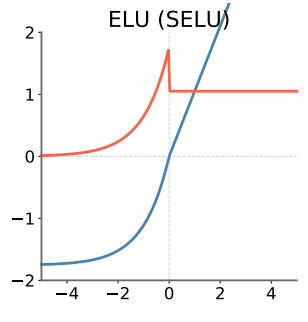
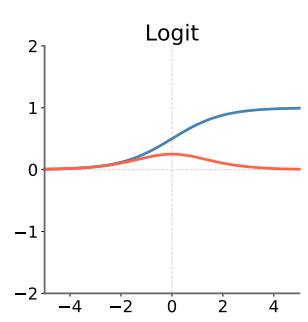
Deep Neural Networks



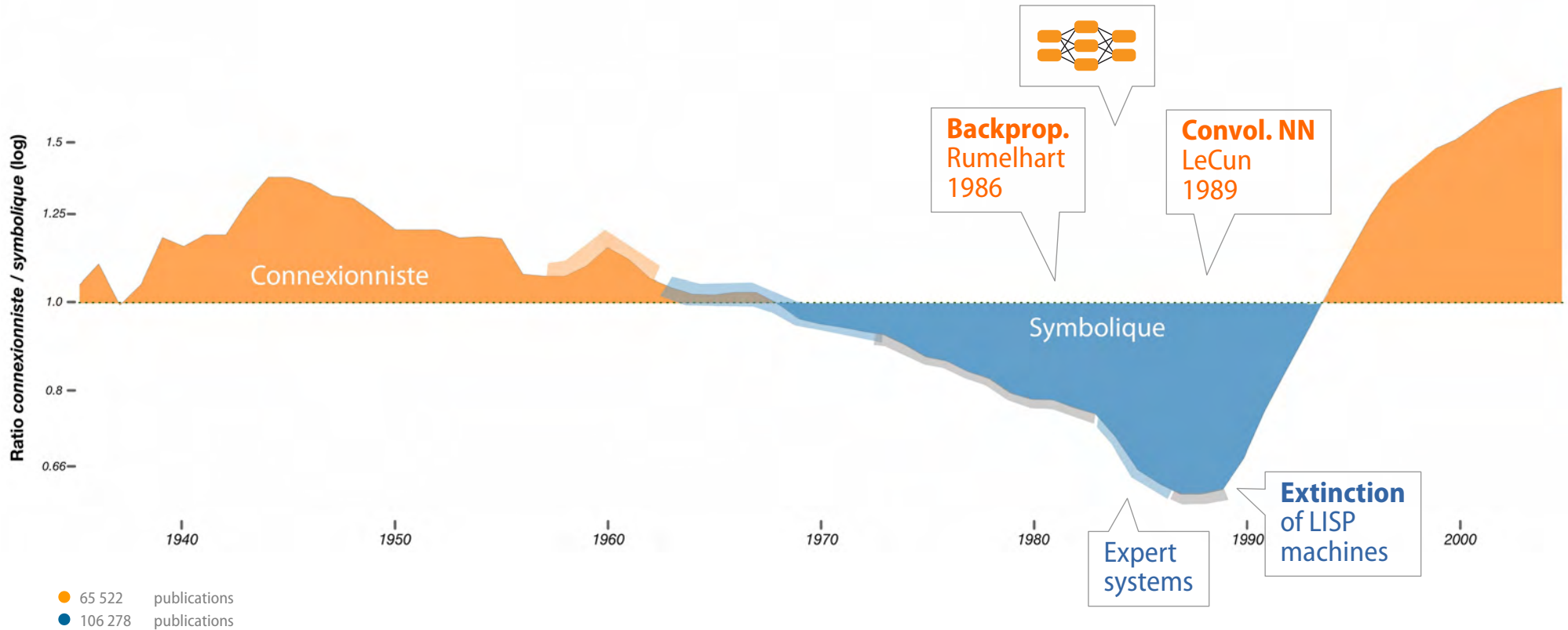
1958



Input X **Bias / Weight** θ **Activation function** $\sigma(t)$ **Output** \hat{y}

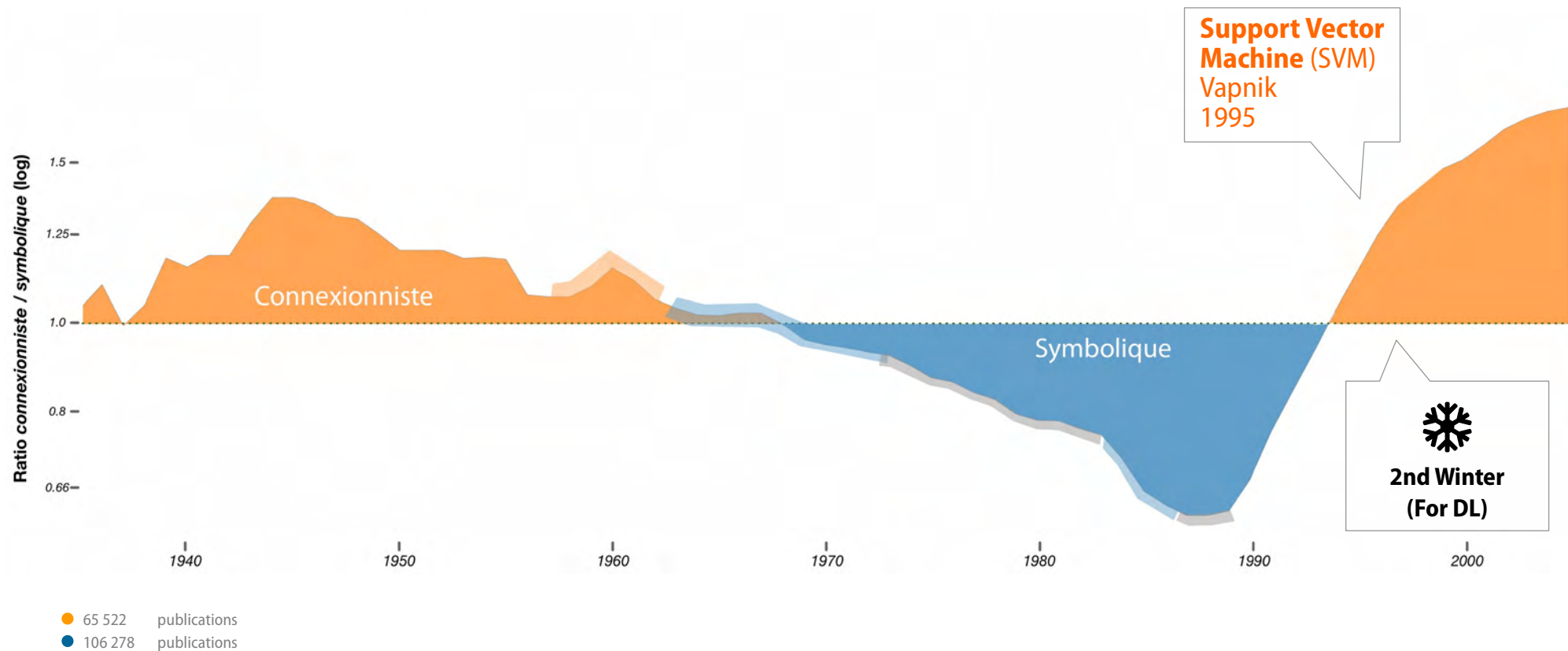


Evolution of the academic influence of connexionist and symbolic approaches¹



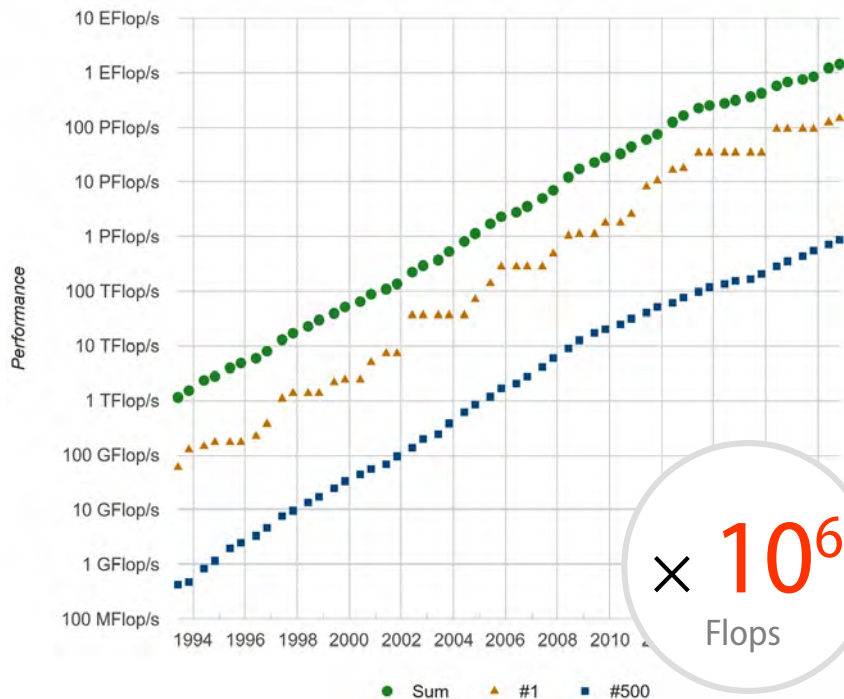
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Evolution of the academic influence of connexionist and symbolic approaches¹



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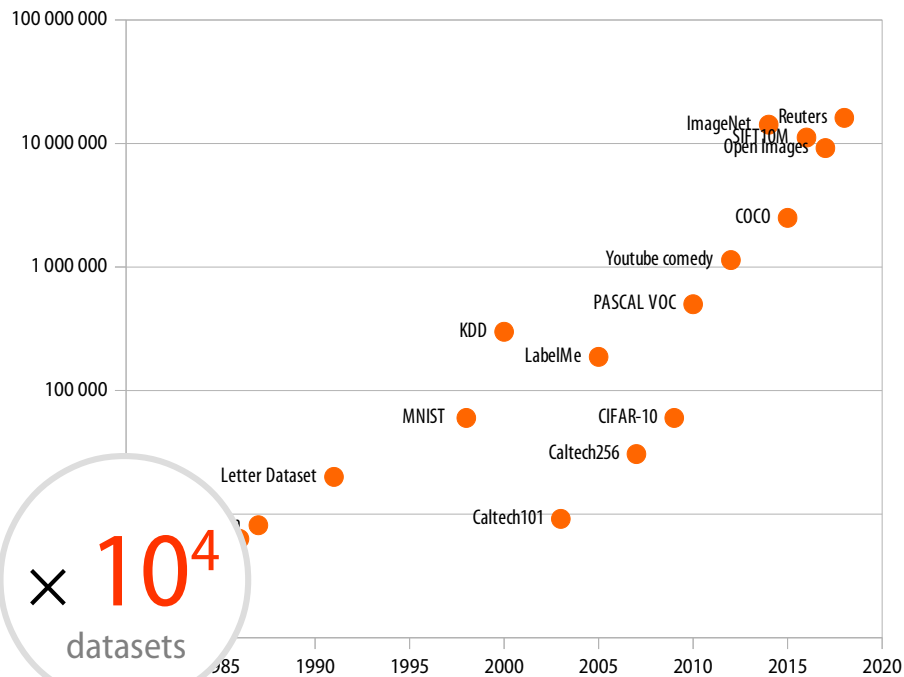
Performance Development¹



× 10^6
Flops

25 ans

Datasets for machine-learning²



× 10^4
datasets

Laboratoire
Cas particulier

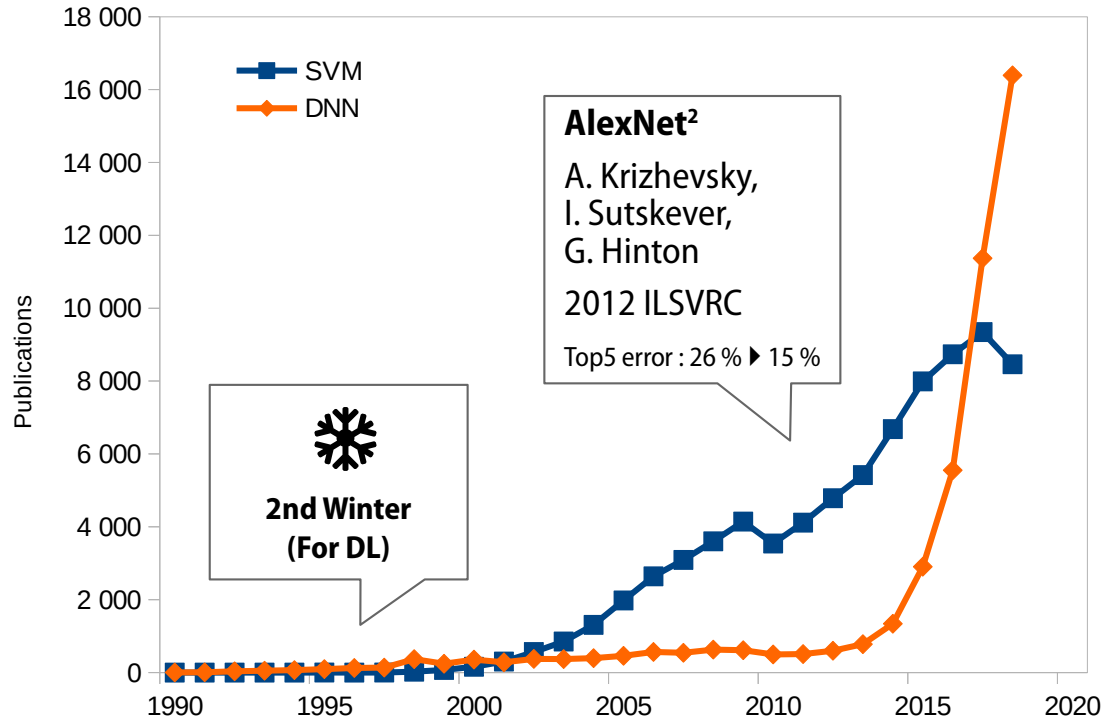


Monde réel

¹ TOP500 List [TOP500]

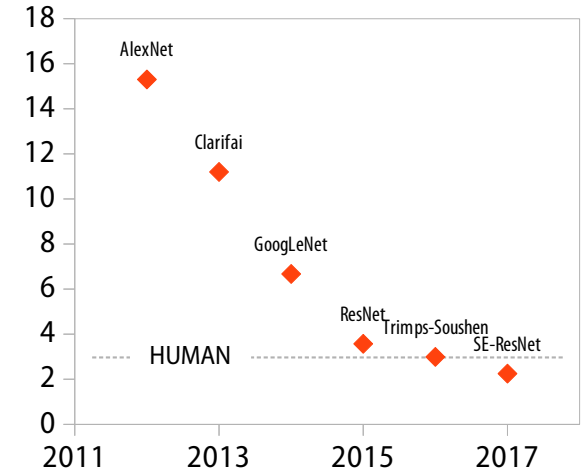
² Wikipedia [WKP1]

Publications SVM vs DNN¹



DN

Images classification Top 5 error at ILSVRC^{3,4}



Without mathematical guarantee, DNN have proven to be more effective in the face of the **complexity of the real world!**

¹ Web of Science [WOS1][WOS2]

² AlexNet [ALEX]

³ ImageNet Large Scale Visual Recognition [ILSVRC]

⁴ Similar evolution in Natural language processing, translation, board games, etc.
 See : DeepL.com, AlphaGo, AlphaZero, ...

3/ Neurons & data



**Generative
Adversarial
Network**
GAN



**Basic
Classification**
DNN

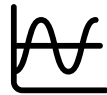


**Reinforcement
learning**

3/ **Neurons & data**



**Hight
Dimensional Data**
(images, vidéos, ...)
CNN



Sequences data
(Time data, ...)
RNN



Sparse data
(text, ...)
Embedding



**Generative
Adversarial
Network**
GAN



**Basic
Classification**
DNN

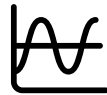


**Reinforcement
learning**

3/ Neurons & data



**Hight
Dimensionnal Data**
(images, vidéos, ...)
CNN

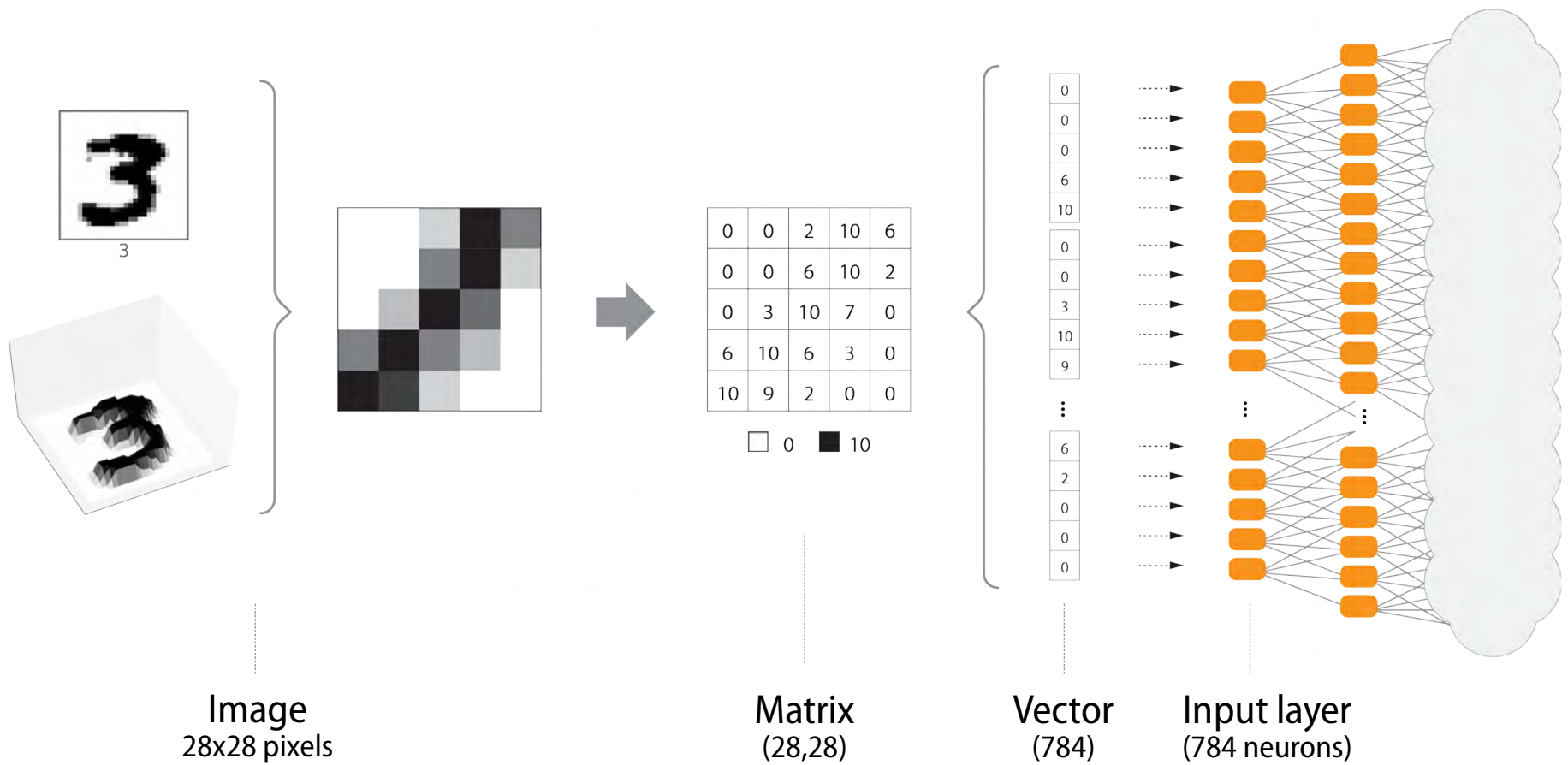


Sequences data
(Time data, ...)
RNN

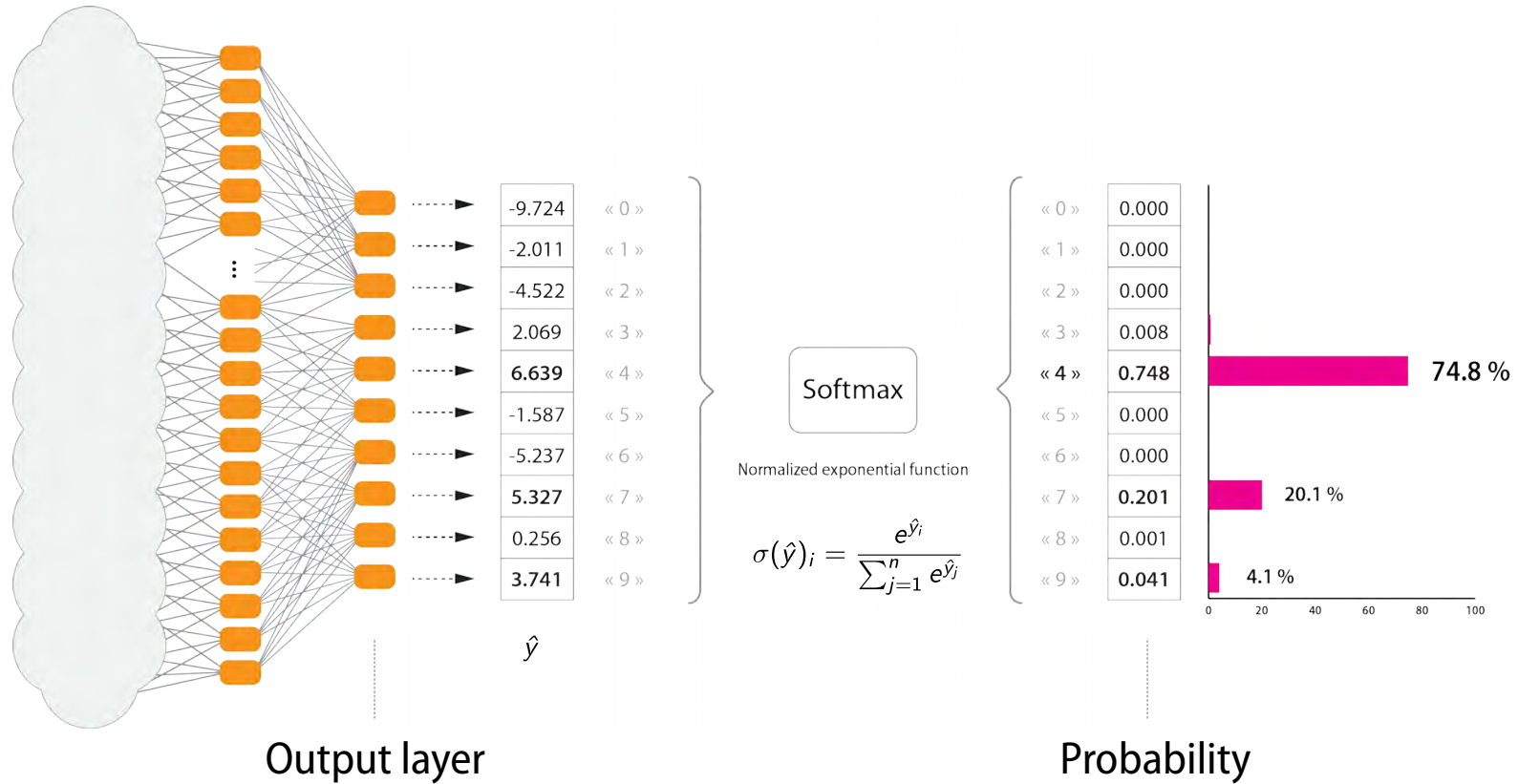


Sparse data
(text, ...)
Embedding

Basic example / MNIST



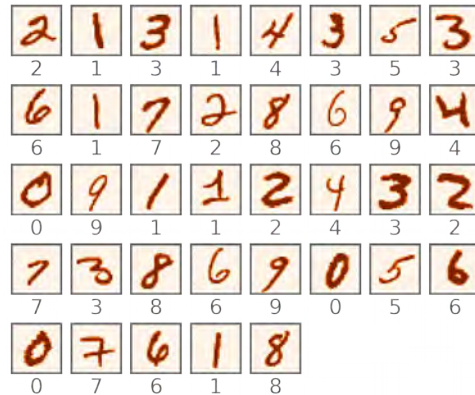
Basic example / MNIST





Basic example Handwritten Digits Recognition

MNIST dataset
Tensorflow, Jupyter lab





**Generative
Adversarial
Network**
GAN



**Basic
Classification**
DNN

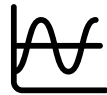


**Reinforcement
learning**

3/ Neurons & data



**Hight
Dimensional Data**
(images, vidéos, ...)
CNN



Sequences data
(Time data, ...)
RNN



Sparse data
(text, ...)
Embedding

Convolutional Neural Networks (CNN)



24 M pixels
(r,v,b) 3x8 bits



3 x 24 M neurons ?!



10 000



70 M



100 Mds



1 000 000



700 M



250 Mds

Convolutional Neural Networks (CNN)



"Straight ahead" by HarisDrako

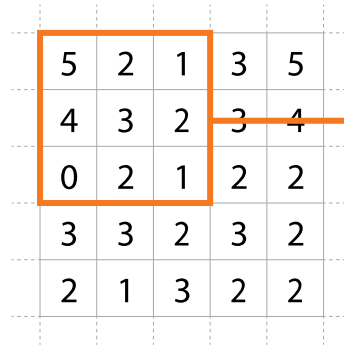
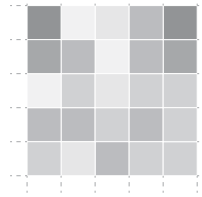


Image piece

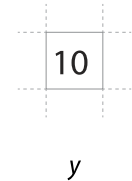
5	2	1
4	3	2
0	2	1

X

Kernel 3x3

1	0	1
0	1	0
1	0	1

ω



y

$$\begin{aligned} y &= 5 \times 1 + 2 \times 0 + 1 \times 1 \\ &+ 4 \times 0 + 3 \times 1 + 2 \times 0 \\ &+ 0 \times 1 + 2 \times 0 + 1 \times 1 = 10 \end{aligned}$$

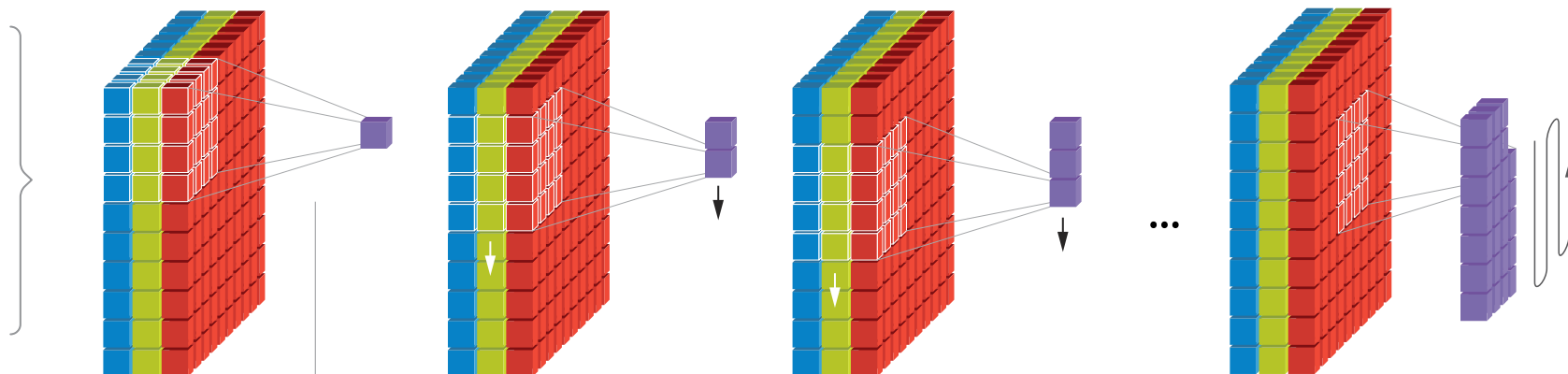
$$y = \sum_{i=1}^n \sum_{j=1}^m x_{i,j} \cdot \omega_{i,j} \quad \text{with } \begin{cases} n & \text{kernel width} \\ m & \text{kernel height} \end{cases}$$

2D convolution

Convolutional Neural Networks (CNN)



"Morondava - 28" by Olivier Lejade - CC BY-SA 2.0




Kernel 4x4x3

3D convolution

Convolutional Neural Networks (CNN)

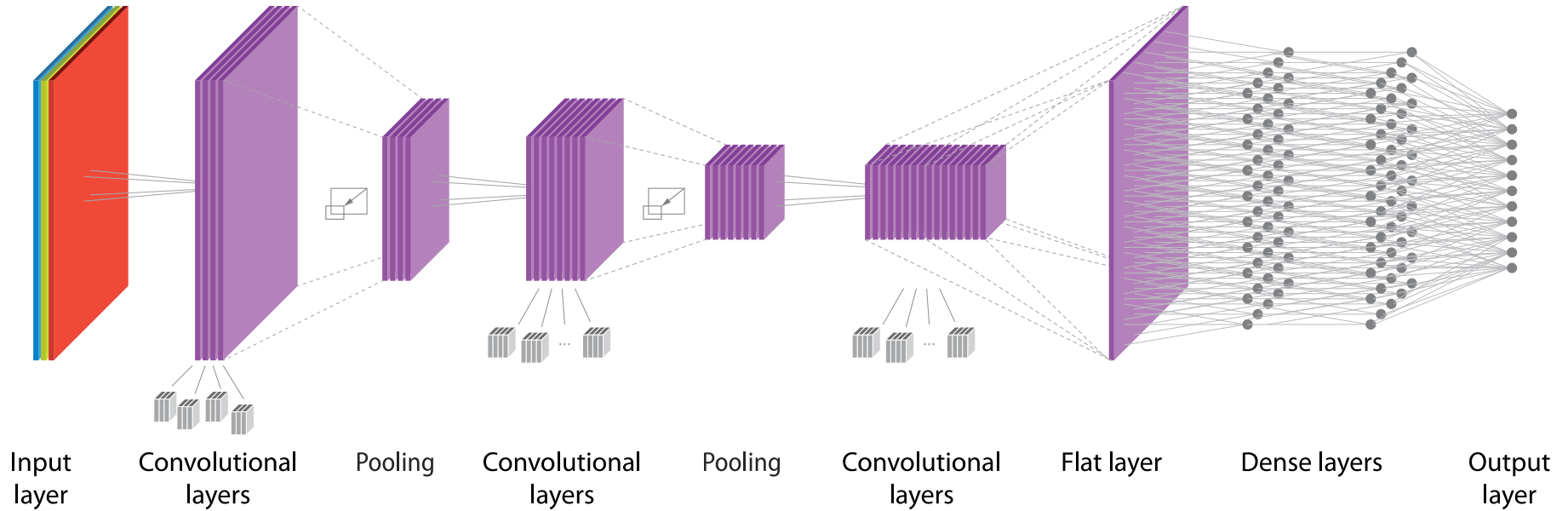


Image classification with **MobileNet v1**

Trained model
TensorflowJS, Javascript





**Generative
Adversarial
Network**
GAN



**Basic
Classification**
DNN

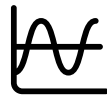


**Reinforcement
learning**

3/ **Neurons & data**



**Hight
Dimensionnal Data**
(images, vidéos, ...)
CNN



Sequences data
(Time data, ...)
RNN

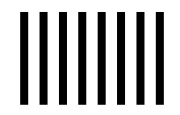
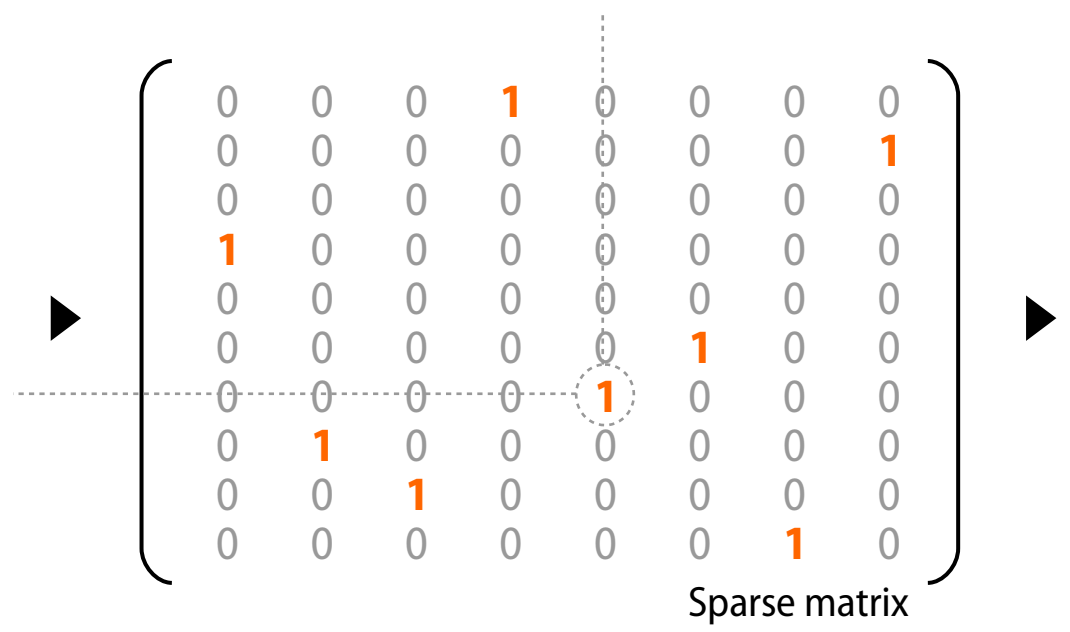


Sparse data
(text, ...)
Embedding

Word Embedding

« I've never seen a movie like this before. »

1	a
2	before
3	fantastic
4	i've
5	is
6	like
7	movie
8	never
9	seen
10	this

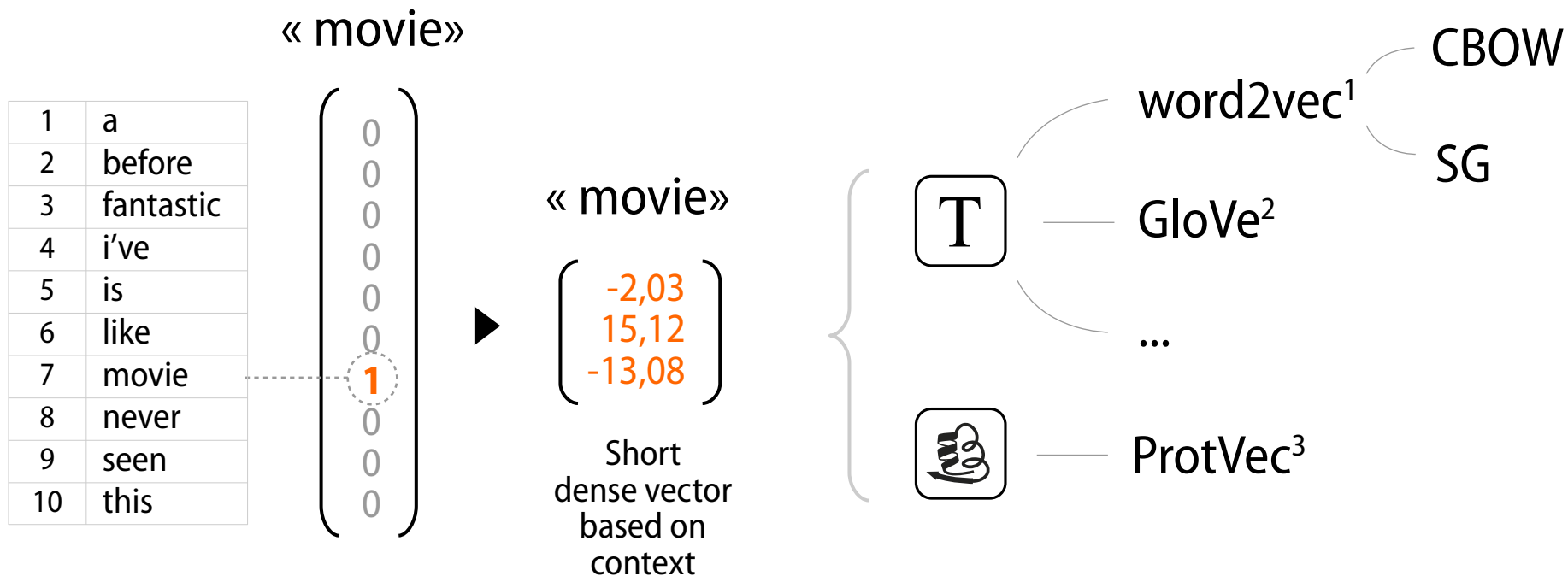


Dictionary = 80 000
Sentence = 300

Vectors = 24 M



Word Embedding



¹ Tomas Mikolov & all, (2013), [W3VEC]

CBOW : Continuous Bag of Words - Embedding based on the prediction of the word according to its context.

SG : Skip-gram - Embedding based on context prediction from the word.

² Jeffrey Pennington & all, (2014), [GLOVE]

Training is performed on aggregated global word-word co-occurrence statistics.

³ Ehsaneddin Asgari, Mohammad R.K. Mofrad (2016), [PROTV]

Biological Sequences Representation

IMDB film review classification

Word Embedding
Keras, jupyter lab



87 %



**Generative
Adversarial
Network**
GAN



**Basic
Classification**
DNN

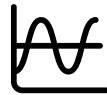


**Reinforcement
learning**

3/ **Neurons & data**



**Hight
Dimensional Data**
(images, vidéos, ...)
CNN

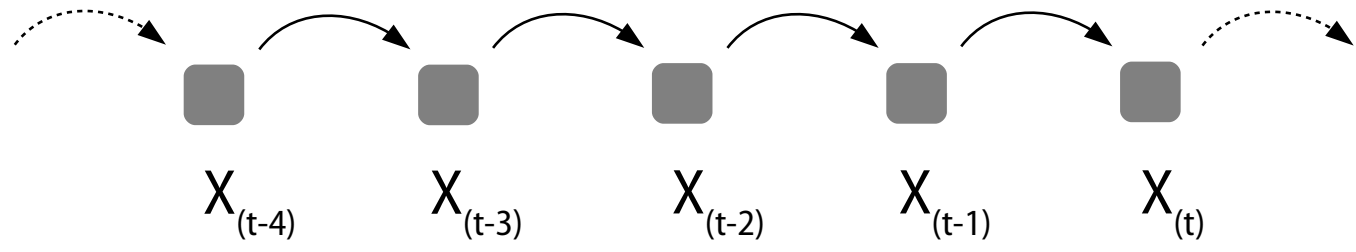


Sequences data
(Time data, ...)
RNN

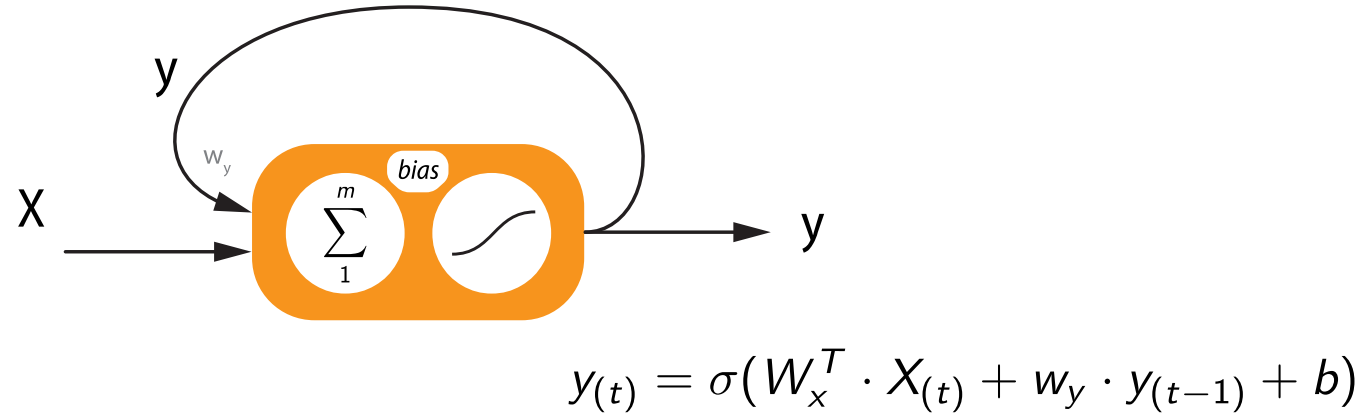
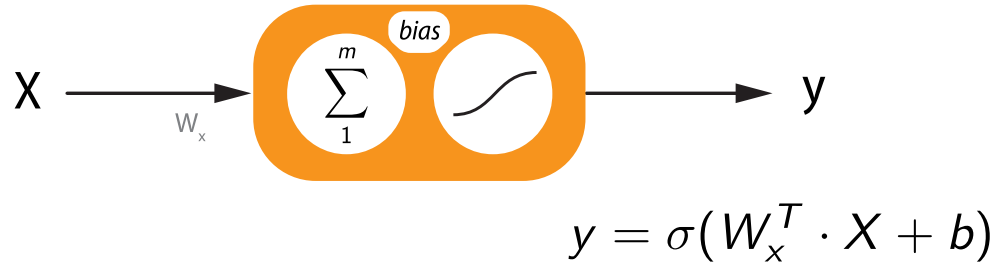


Sparse data
(text, ...)
Embedding

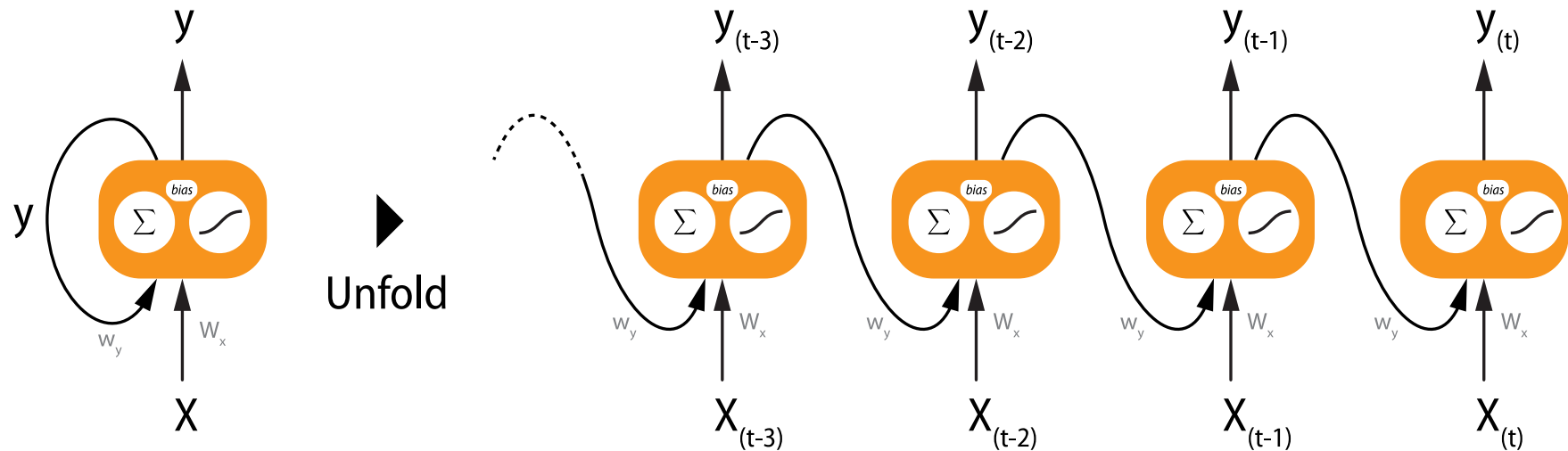
Recurrent Neural Network (RNN)



Recurrent Neural Network (RNN)

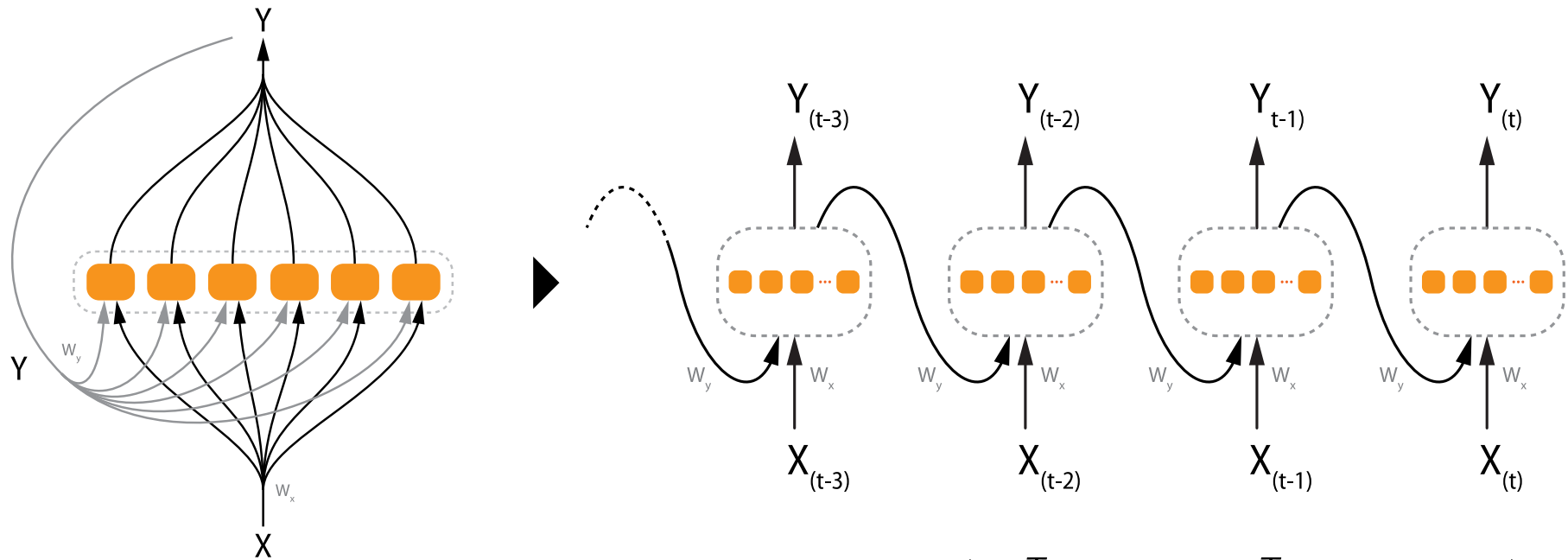


Recurrent Neural Network (RNN)



$$y_{(t)} = \sigma(W_x^T \cdot X_{(t)} + w_y \cdot y_{(t-1)} + b)$$

Recurrent Neural Network (RNN)



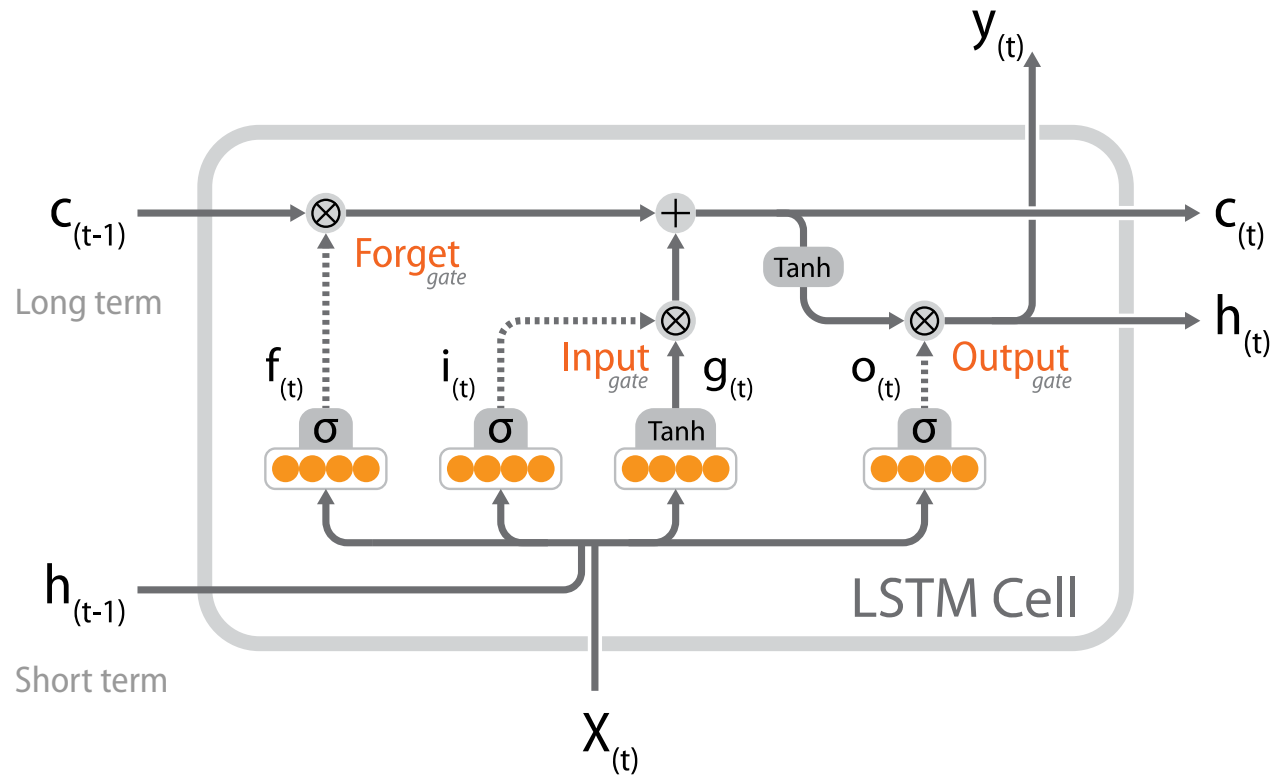
$$Y_{(t)} = \Phi (W_x^T \cdot X_{(t)} + W_y^T \cdot Y_{(t-1)} + b)$$

i Recurrent neuron } « Cell »
Recurrent layer }



Slow convergence,
Short memory,
Vanishing / exploding gradients

Recurrent Neural Network (RNN)



Long short-term memory (LSTM)¹

Gated recurrent unit (GRU)²

$$f_{(t)} = \sigma(W_{xf}^T X_{(t)} + W_{hf}^T h_{(t-1)} + b_f)$$

$$i_{(t)} = \sigma(W_{xi}^T X_{(t)} + W_{hi}^T h_{(t-1)} + b_i)$$

$$g_{(t)} = \tanh(W_{xg}^T X_{(t)} + W_{hg}^T h_{(t-1)} + b_g)$$

$$o_{(t)} = \sigma(W_{xo}^T X_{(t)} + W_{ho}^T h_{(t-1)} + b_o)$$

$$c_{(t)} = f_{(t)} \otimes c_{(t-1)} + i_{(t)} \otimes g_{(t)}$$

$$y_{(t)} = h_{(t)} = o_{(t)} \otimes \tanh(c_{(t)})$$

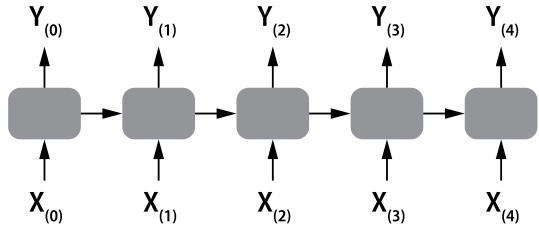
with :

- $X_{(t)} \in \mathbb{R}^d$ input vector
- $f_{(t)} \in \mathbb{R}^h$ forget gate's activation vector
- $i_{(t)} \in \mathbb{R}^h$ input gate's activation vector
- $o_{(t)} \in \mathbb{R}^h$ output gate's activation vector
- $g_{(t)} \in \mathbb{R}^h$, candidate generation vector
- $h_{(t)}, y_{(t)} \in \mathbb{R}^h$ hidden state or output vector
- $c_{(t)} \in \mathbb{R}^h$ cell state vector
- \otimes Hadamard product
- σ sigmoid function
- W_k weights matrix
- b_k bias vector

¹ Sepp Hochreiter, Jürgen Schmidhuber, (1997) [LSTM]

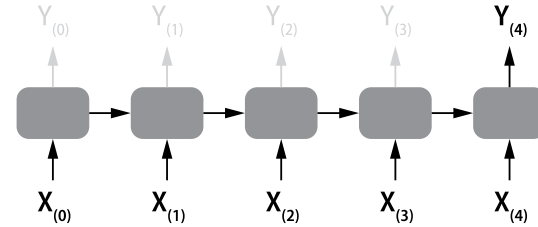
² Kyunghyun Cho et al, (2014) [GRU]

Recurrent Neural Network (RNN)



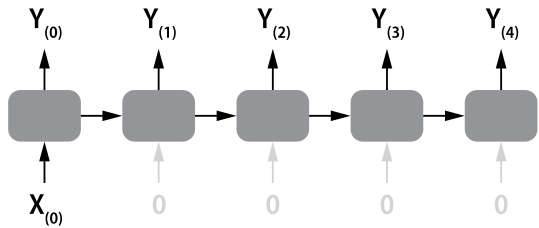
Serie to serie

Example : Time serie prediction



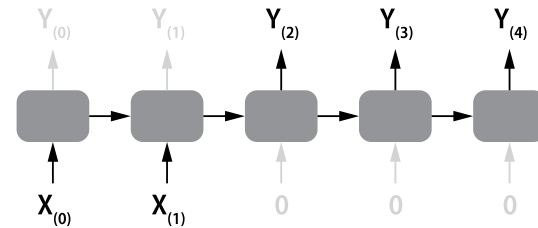
Serie to vector

Example : Sentiment analysis



Vector to serie

Example : Image annotation

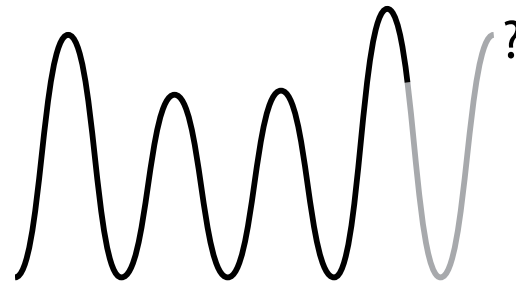


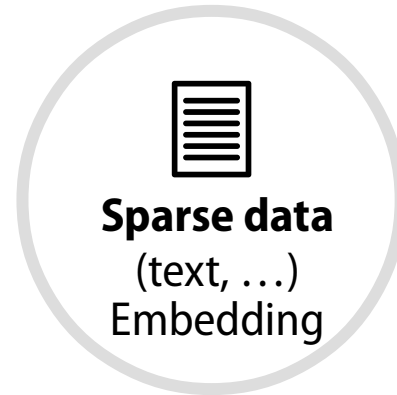
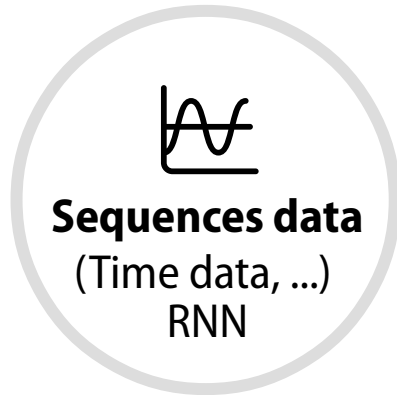
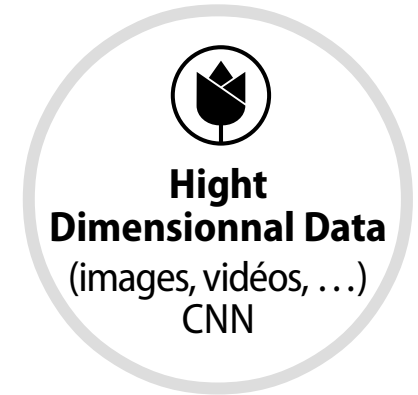
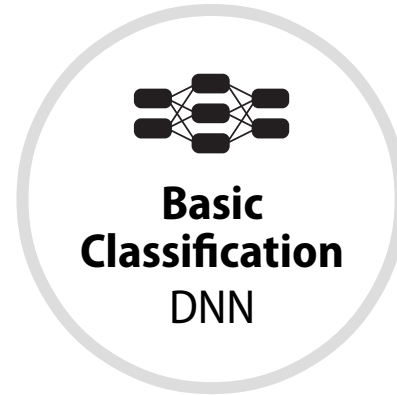
Encoder-decoder

Example : Language Translation

Time serie prediction

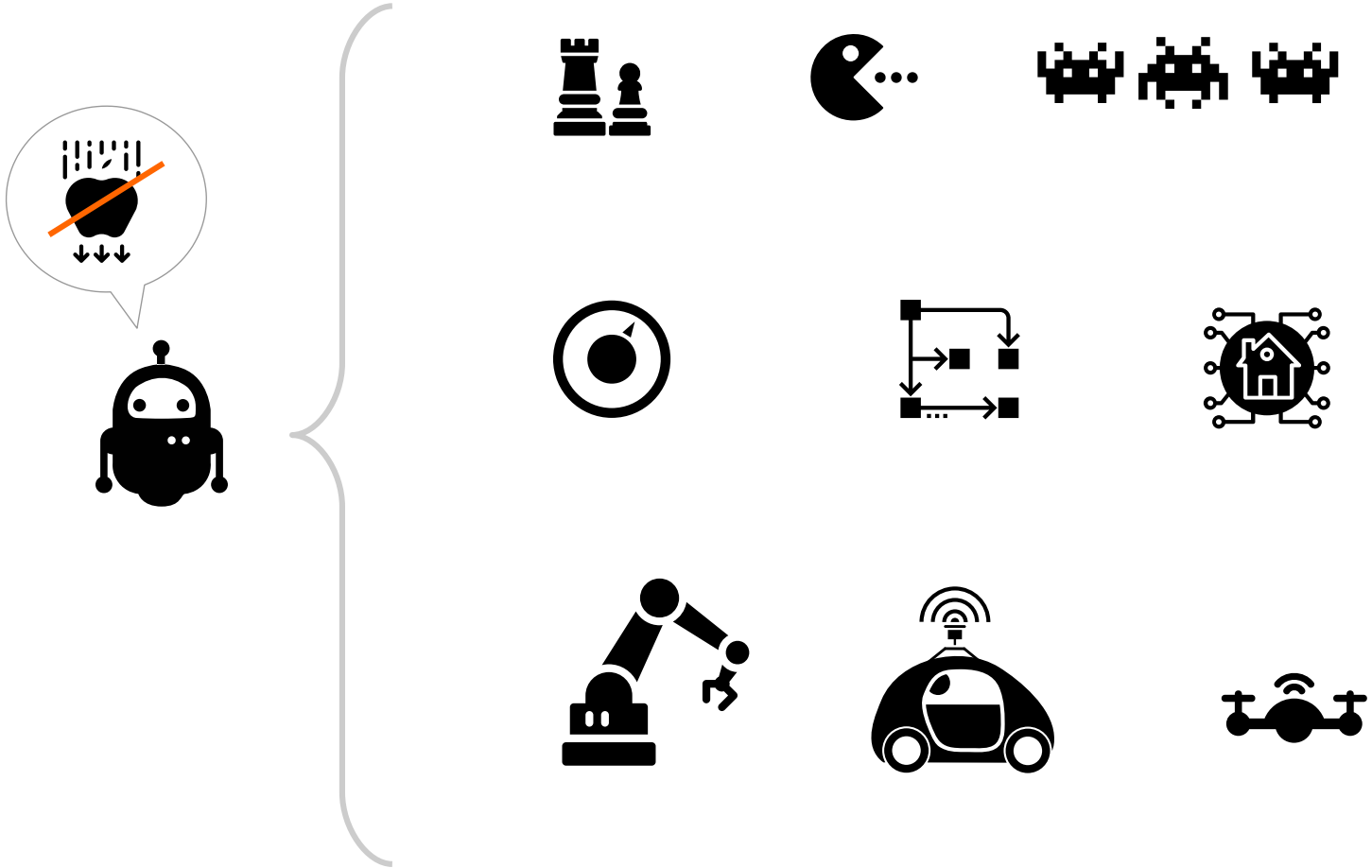
RNN with LSTM cell
Tensorflow, jupyter lab



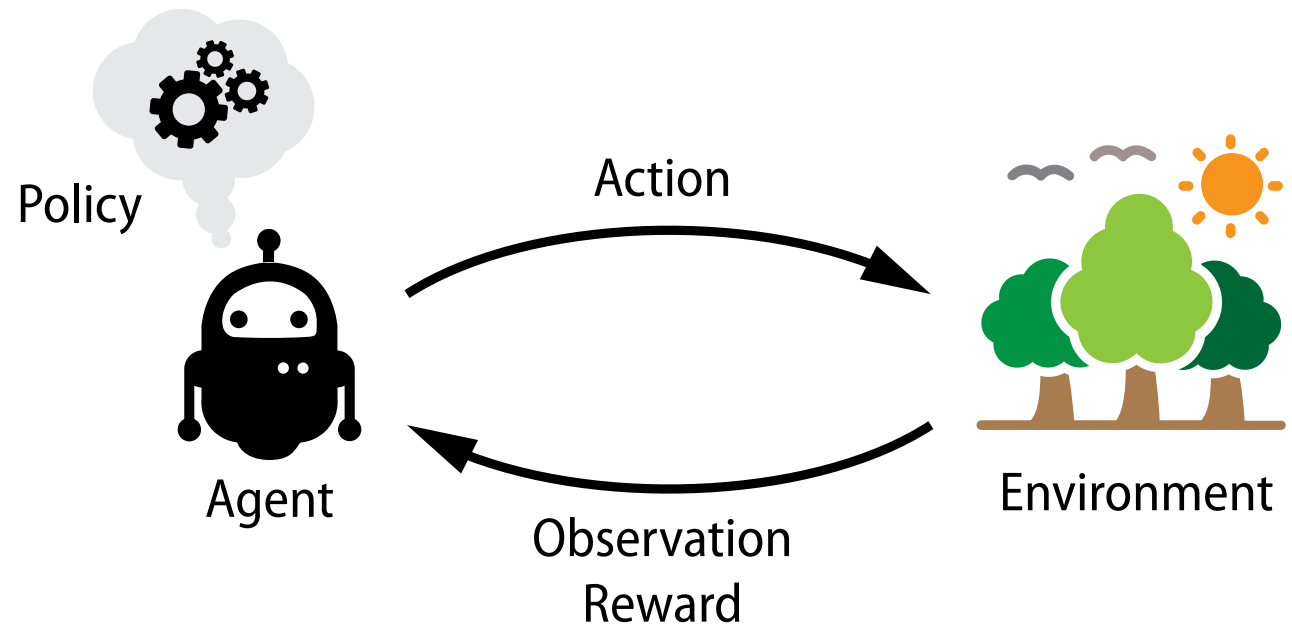


3/ Neurons & data

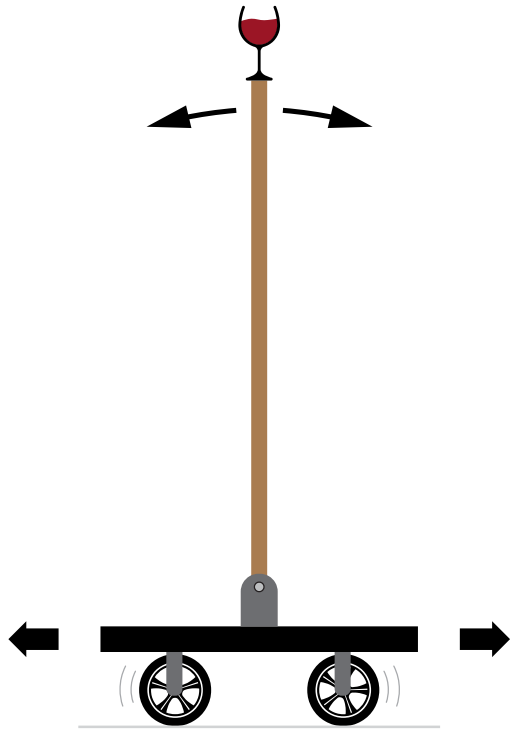
Reinforcement learning



Reinforcement learning



What actions can be taken to maximize rewards ?



Inverted pendulum

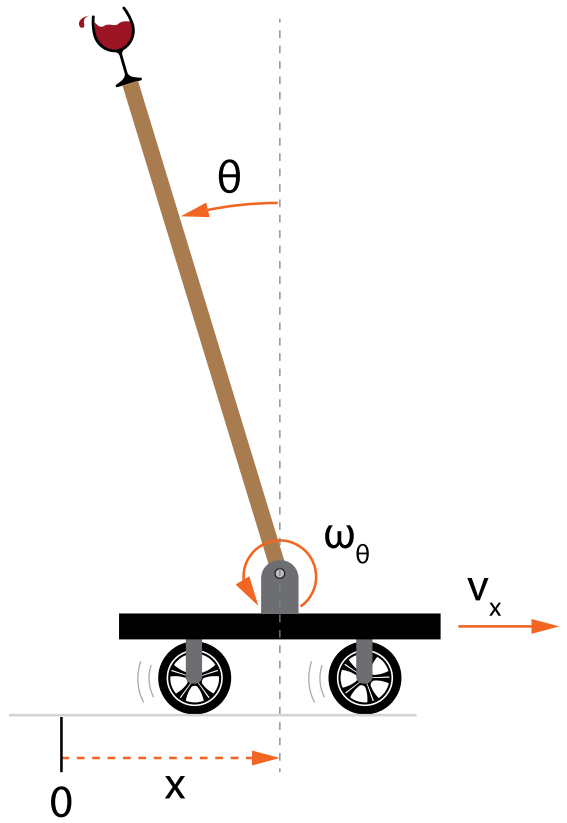
Objective :

Keep the pendulum in balance,
in the centre of the stage

Actions :

Impulse to
the **left** (-1)

Impulse to
the **right** (+1)



Inverted pendulum

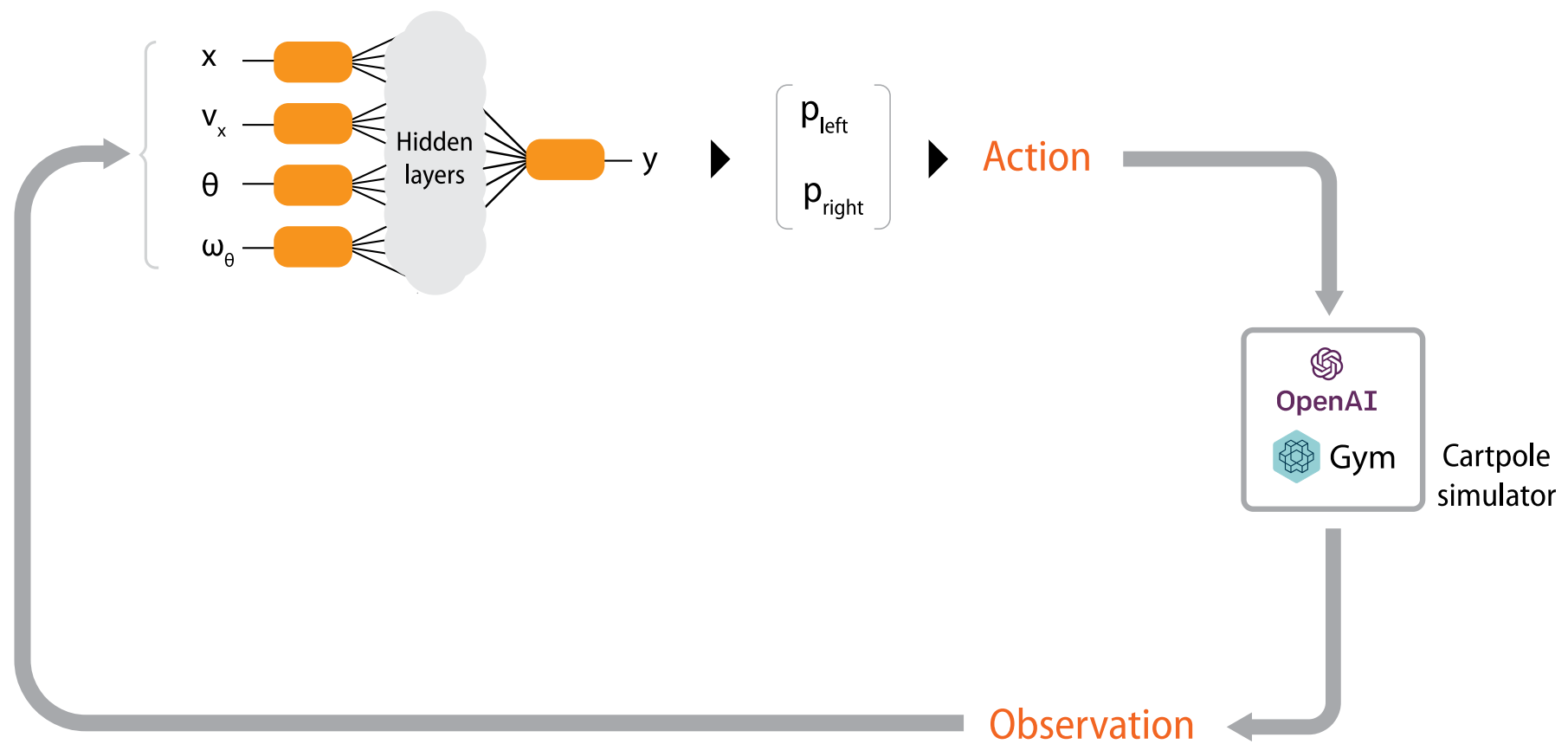
Observations :

- x Cart position
- v_x Cart velocity
- θ Pole angle
- ω_θ Pole angular velocity

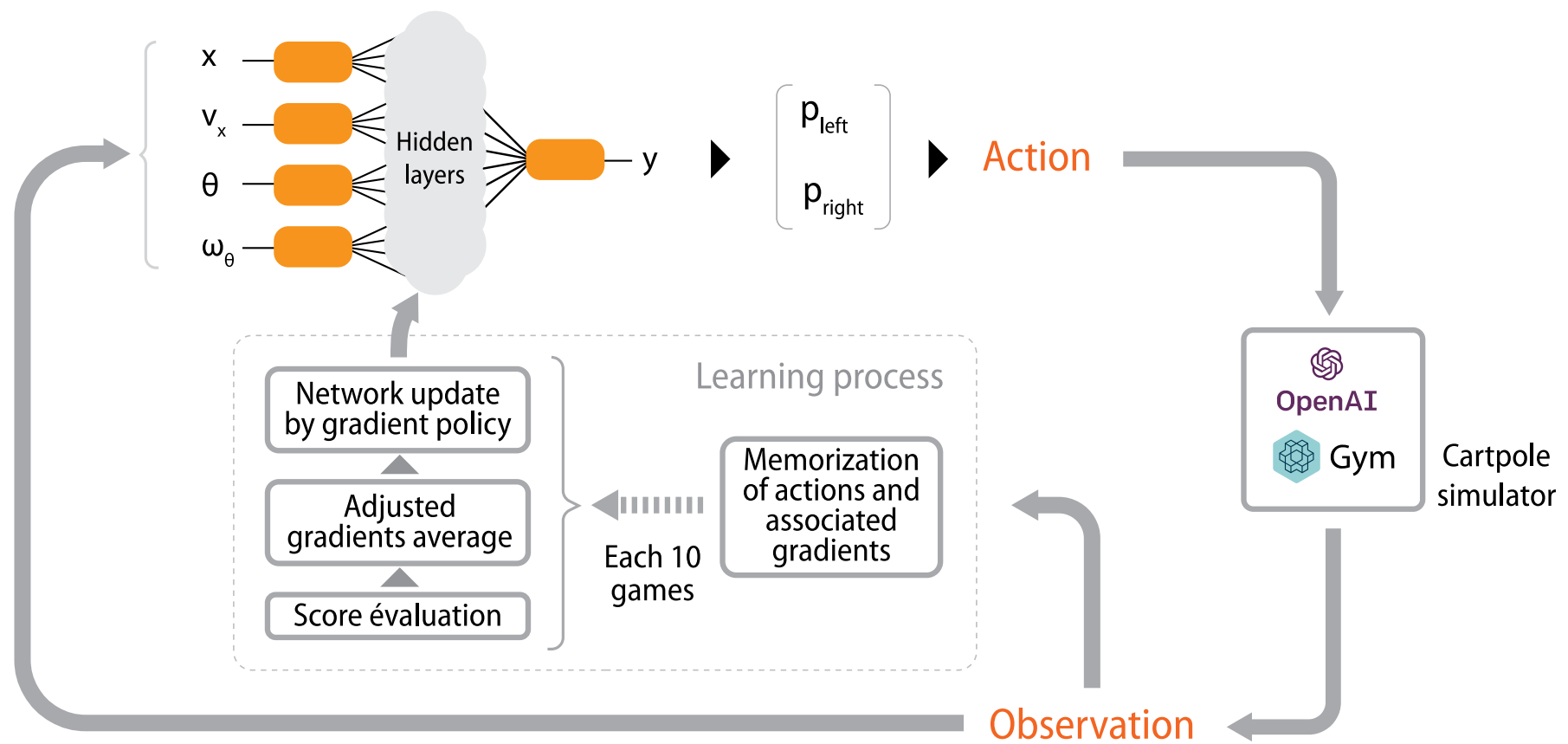
Rewards :

Based on keeping the bar in balance for as long as possible, while remaining in the centre of the stage

Reinforcement learning

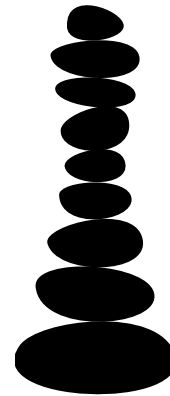


Reinforcement learning



Reinforcement learning

OpenAI/Gym Cartpole with gradient policy





**Generative
Adversarial
Network**
GAN



**Basic
Classification**
DNN

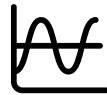


**Reinforcement
learning**

3/ Neurons & data



**Hight
Dimensionnal Data**
(images, vidéos, ...)
CNN



Sequences data
(Time data, ...)
RNN

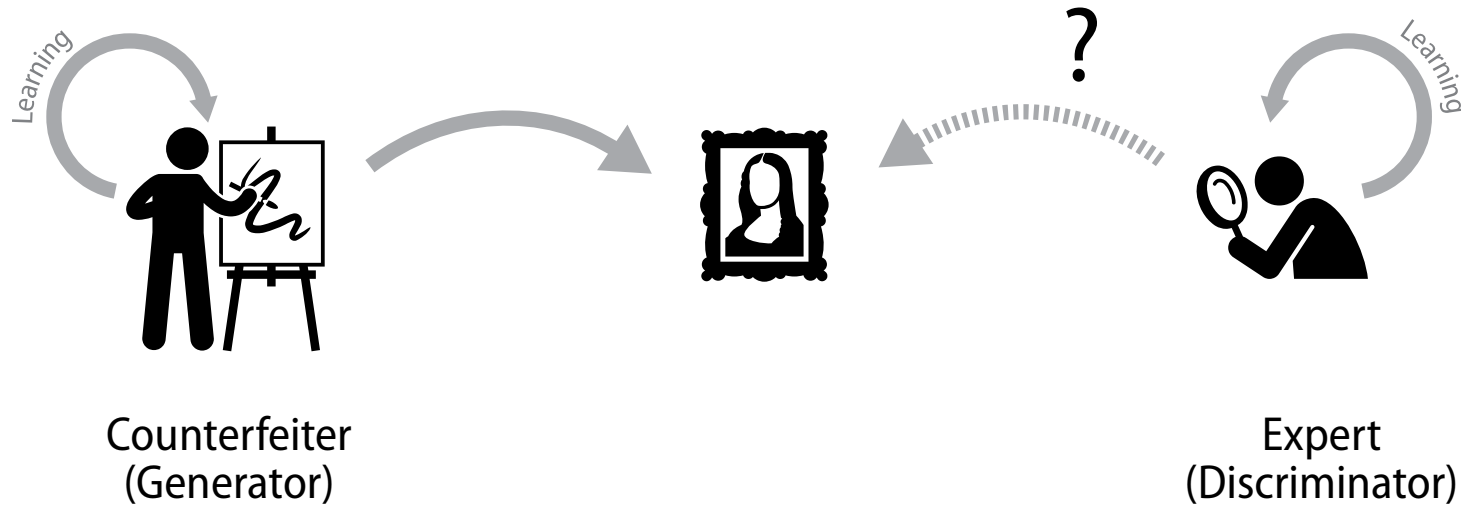


Sparse data
(text, ...)
Embedding

Generative Adversarial Network

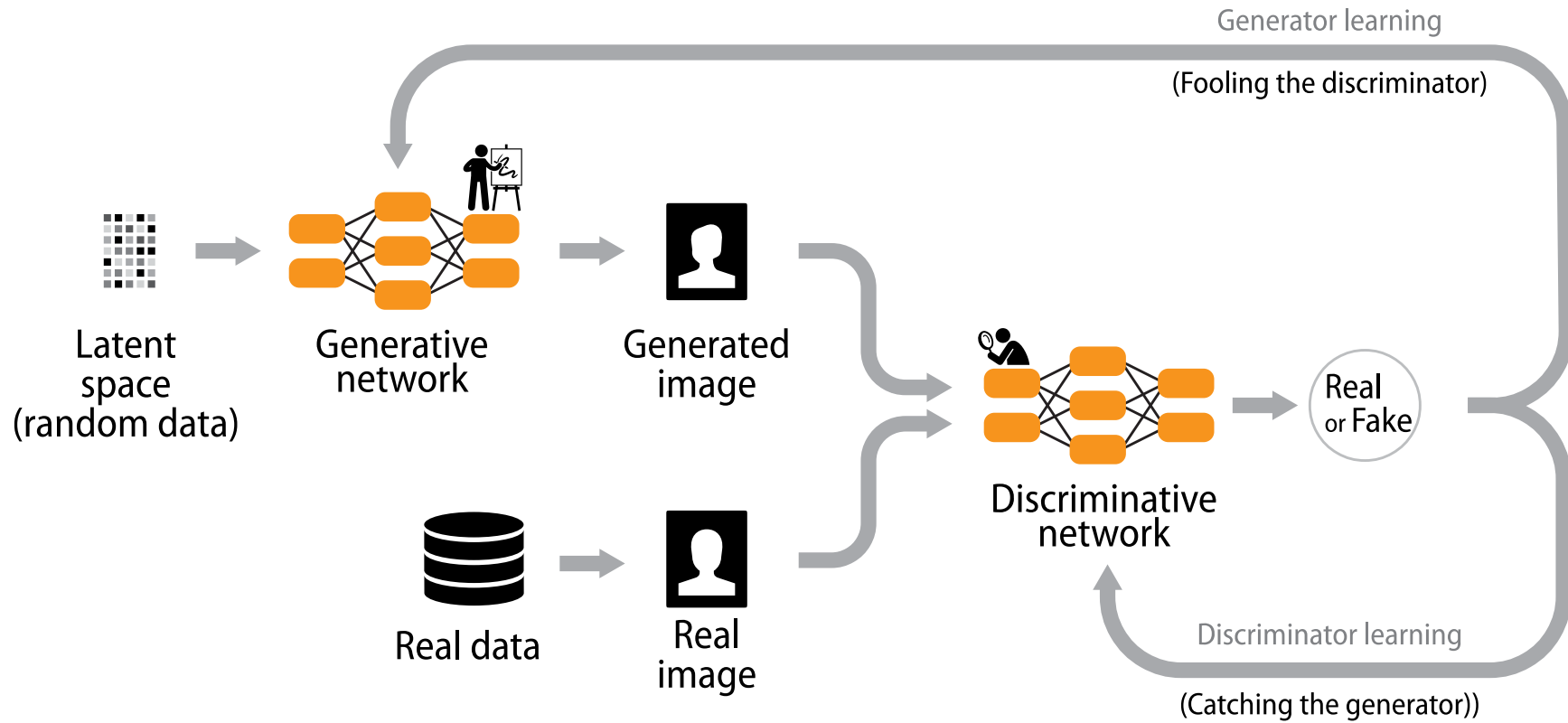
GAN¹ Use Cases :

- Photorealistic images generation
- Image to Image Translation
- Increasing Image Resolution
- Text to Image Generation
- Video / Frame prediction
- Etc.



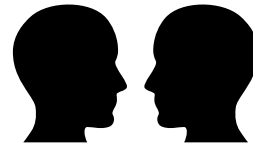
¹ Ian J. Goodfellow & all, (2014), « Generative Adversarial Networks » [GAN]

Generative Adversarial Network



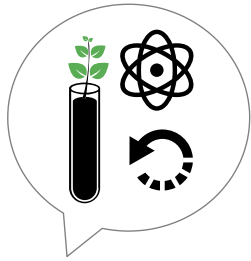
Generative Adversarial Network

Photorealistic generation



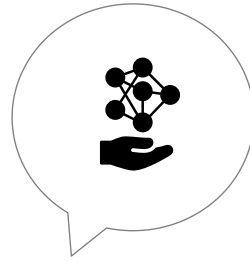
4/ Conclusion





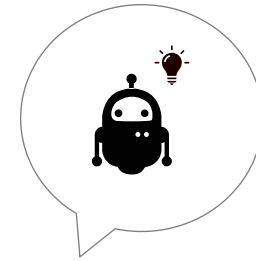
Great opportunities

it works !



Complex but accessible tools and techniques

Open Science
Data
Source

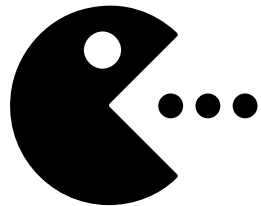


Very significant and rapid progress

« (...) *Due to our concerns about malicious applications of the technology, we are not releasing the trained model.*(...) »
OpenAI.com



Algorithmes, la bombe à retardement
Editions Les Arènes
Cathy O'Neil



Major societal
impacts

« *San Francisco Bans Facial Recognition Technology* »

New York Times
May 14, 2019

COMMENT PERMETTRE À L'HOMME DE GARDER LA MAIN¹ ?

Les enjeux éthiques des algorithmes et de
l'intelligence artificielle

SYNTHÈSE DU DÉBAT PUBLIC ANIMÉ PAR LA CNIL DANS LE CADRE DE LA MISSION
DE RÉFLEXION ÉTHIQUE CONFIEE PAR LA LOI POUR UNE RÉPUBLIQUE NUMÉRIQUE

¹ Report available on the CNIL website

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- [WKP1] Wikipedia/en. (2018) « List of datasets for machine-learning research ». <https://en.wikipedia.org>
- [WOS1] Core database : TS=("support vector machine*" OR ("SVM" AND "classification") OR ("SVM" AND "regression") OR ("SVM" AND "classifier") OR "support vector network*" OR ("SVM" AND "kernel trick*"))
- [WOS2] Core database : TS=("deep learning" OR "deep neural network*" OR ("DNN" AND "neural network*") OR "convolutional neural network*" OR ("CNN" AND "neural network*") OR "recurrent neural network*" OR ("LSTM" AND "neural network*") OR ("RNN*" AND "neural network*"))
- [ALEX] A. Krizhevsky, I. Sutskever, G. Hinton. (2012). « ImageNet Classification with Deep Convolutional Neural Networks » doi: 10.1145/3065386
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- [CNIL] Comment permettre à l'homme de garder la main ? Synthèse du débat public animé par la cnil dans le cadre de la mission de réflexion éthique confiée par la loi pour une république numérique. <https://www.cnil.fr/fr/comment-permettre-lhomme-de-garder-la-main-rapport-sur-les-enjeux-ethiques-des-algorithmes-et-de>

Notebooks

- [LAB1] 01 Regression Linéaire.ipynb
- [LAB2] 02 Descente de gradient.ipynb
- [LAB12] 12 Regression Logistique.ipynb
- [LAB1] Regression linéaire
Exemple de régression linéaire avec résolution directe
- [LAB2] Gradient descent
Simple gradient descent example
- [LAB12] Logistic Regression
Logistic Regression with Gradient Descent using TensorFlow
- [LAB12.1] Activation functions
Example of activation functions
- [LAB13] Simple Perceptron
IRIS classification with a simple perceptron, using sklearn
- [LAB14.1] Deep Neural Network*
MNIST Example with Tensor Flow
- [WEB1] Image classification with MobileNet v1*
Image classification with MobileNet using tensorflow js
- [WEB2] Object detection with coco-ssd*
Object detection with coco-ssd/mobilenet using tensorflow js

Notebooks

- [LAB22.2] Word Embedding – Basic
TripAdvisor CBOW Embedding with Gensim
- [LAB22.3] Word Embedding – IMDB*
IMDB film review classification with Keras
- [LAB21.3] Time series prediction with RNN*
Prediction of a time serie with LSTM RNN using Tensorflow
- [LAB19.5] CartPole with Policy gradients*
CartPole game (from Gym) with gradient policy using Tensorflow

Illustrations

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"straight ahead" by HarisDrako is licensed under CC BY-NC-ND 3.0



<https://gricad-gitlab.univ-grenoble-alpes.fr/talks/deeplearning>



<https://bit.ly/2wDS3r6>



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