



Τεχνητά νευρωνικά δίκτυα και ευφυή υπολογιστικά συστήματα

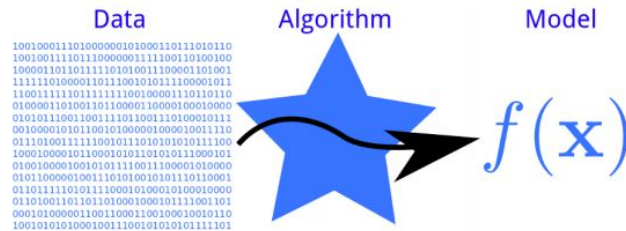
ΕΙΣΑΓΩΓΗ 2021



Μηχανική μάθηση

2

The subfield of computer science that “gives computers the ability to learn without being explicitly programmed”.
(Arthur Samuel, 1959)

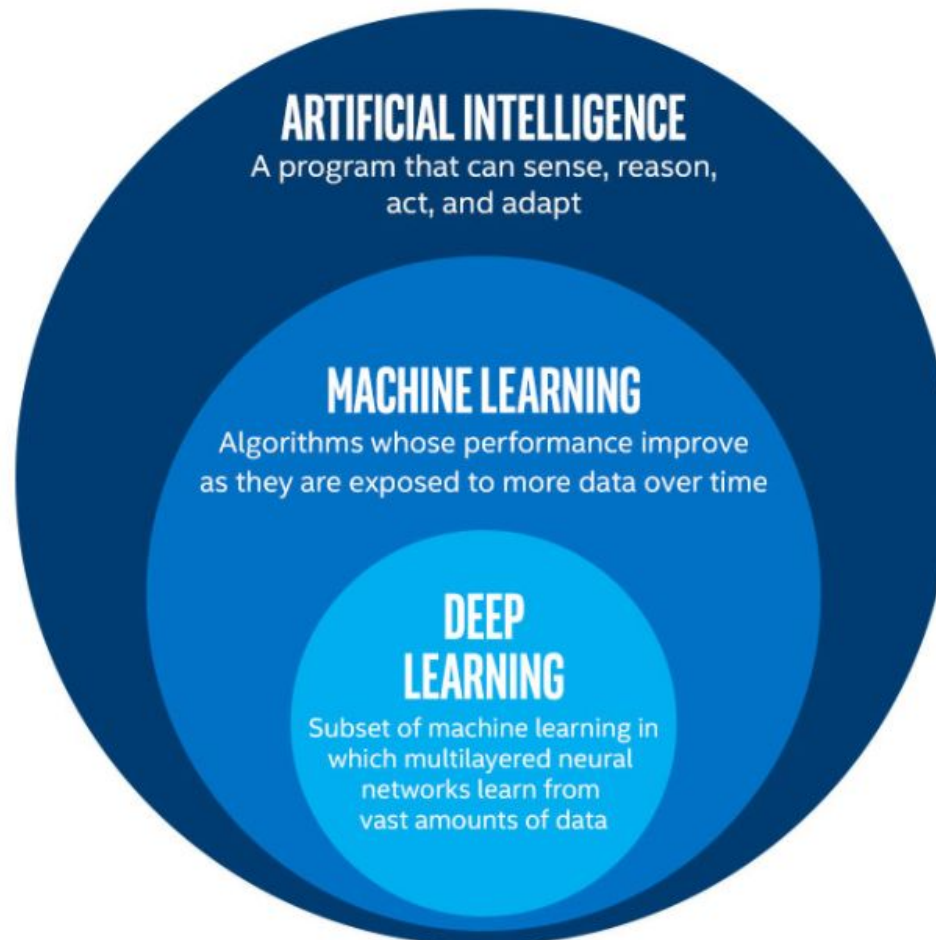


Ορισμός προβλήματος μάθησης

Ένα πρόγραμμα υπολογιστή *μαθαίνει* από μία εμπειρία E ως προς μια κλάση εργασιών T και ένα μέτρο επίδοσης P , αν η επίδοσή του σε εργασίες της κλάσης T , όπως αποτιμάται από το μέτρο P , βελτιώνεται με την εμπειρία E .

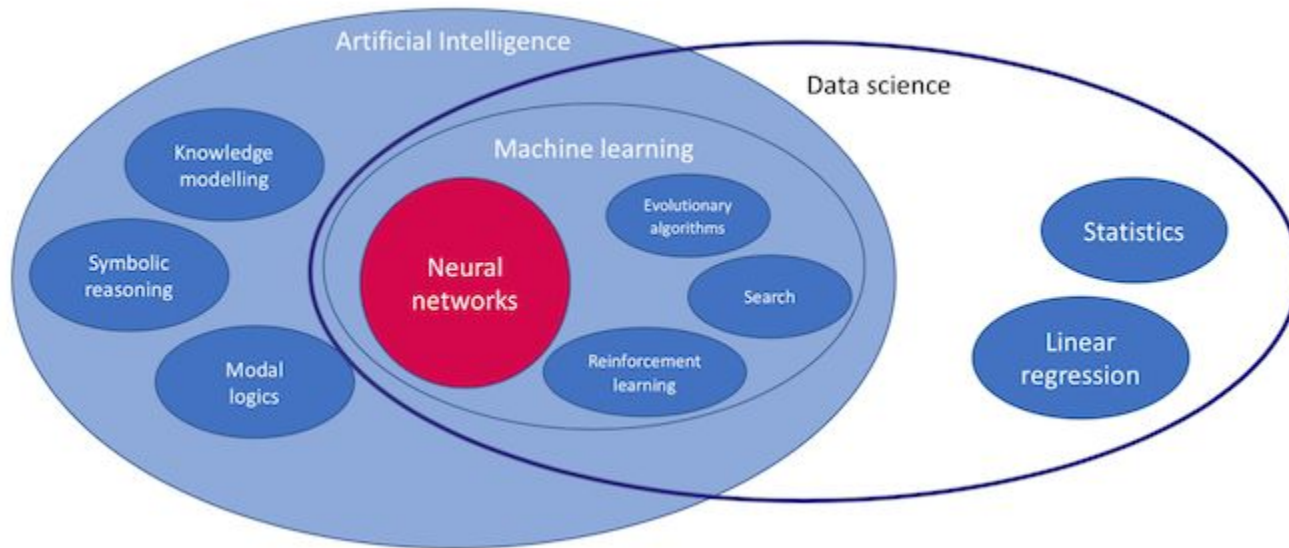


Ευφυή υπολογιστικά συστήματα





Ευφυή υπολογιστικά συστήματα





Συμβολική ΤΝ - Στατιστική - Μηχανική Μάθηση



Symbolic AI

“Let us sit down with the world’s best chess player, Ekpe Okorafor, and put his knowledge into a computer program”

Mathematical/Statistical AI

“Let us simulate all the different possible moves and the associated outcomes at each single step and go with the most likely to win”

Machine Learning Approach

“Let us show millions of examples or real life and simulated games (won and lost) to the program, and let it learn from experience”



TN vs MM

Traditional AI techniques



- **Static** – hard-coded set of steps and scenarios
- **Rule Based** – expert knowledge
- **No generalization** – handling special cases is difficult

Machine Learning



- **Dynamic** – evolves with data, finds new patterns
- **Data driven** – discovers knowledge
- **Generalization** – adapts to new situations and special cases



Χαρακτηριστικά ανθρώπινου εγκεφάλου

7

Ελλείψεις αρχιτεκτονικής von Neumann

- Μαζική παραλληλία
- Κατανεμημένη αναπαράσταση
- Κατανεμημένη επεξεργασία
- Ανοχή σε σφάλματα, αστοχίες
- Αφαίρεση
- Γενίκευση
- Προσαρμοστικότητα
- Μάθηση



Πότε χρησιμεύει η Μηχανική Μάθηση

Tasks programmers can't describe

Hand writing



Cognitive Reasoning

Complex multidimensional problems that can't be solved by numerical reasoning

Weather Forecasting



Health Care Outcomes



Network Intrusion



Movie Recommendation



Τεχνητά νευρωνικά δίκτυα

9

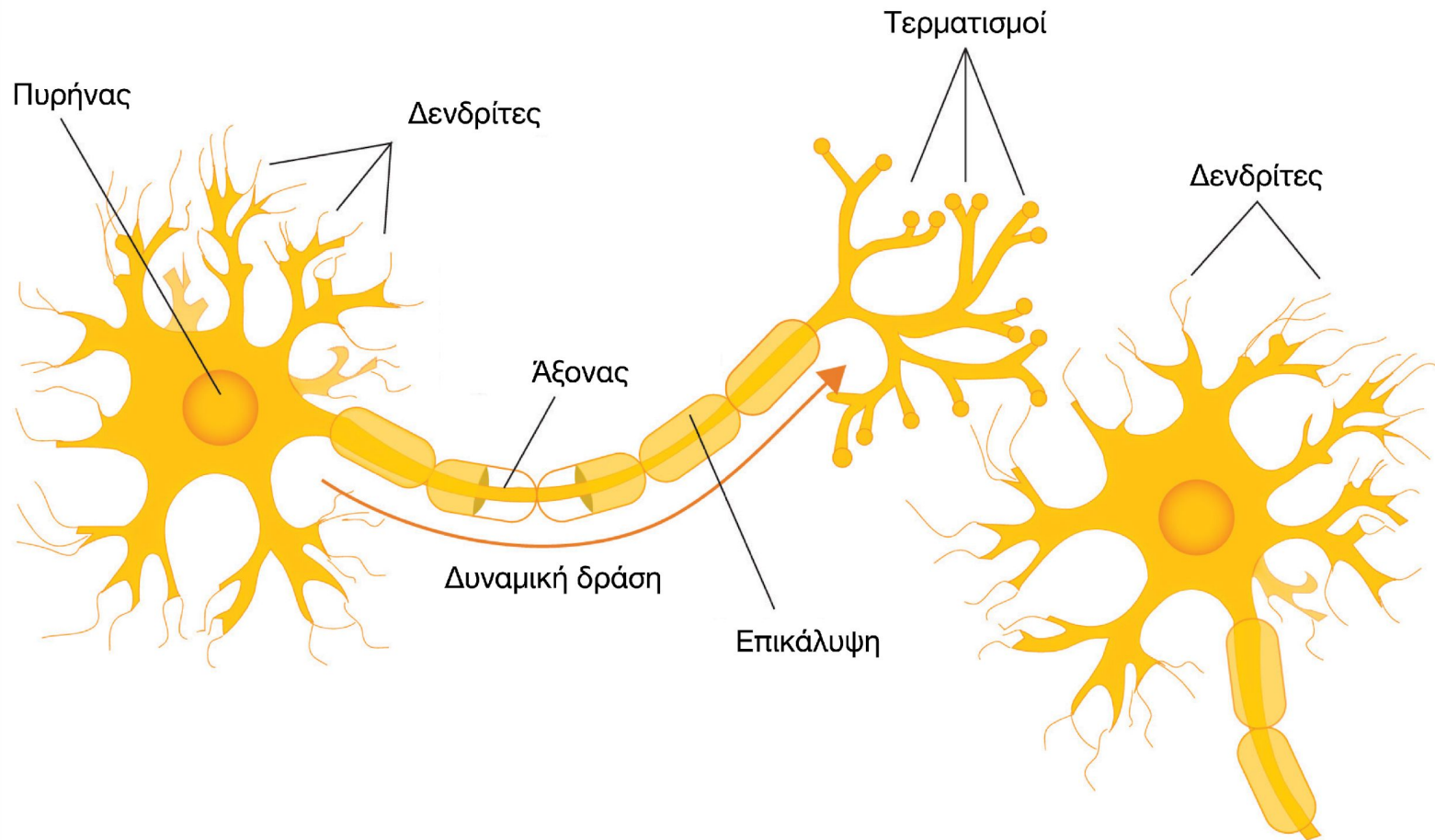
Χαρακτηριστικά μοντελοποίησης

- Κατανόηση και μοντελοποίηση βιολογικών λειτουργιών
- Προσπάθεια εφαρμογής αρχών βιολογικού εγκεφάλου (δομικά στοιχεία, αρχιτεκτονική, λειτουργικότητα)
- Υλοποιησιμότητα (πραγματιστική προσέγγιση)
- Απλές υπολογιστικές μονάδες
- Μεγάλος αριθμός συνδέσεων (connectionism)
- Παράλληλη κατανεμημένη επεξεργασία και προσαρμογή



Μοντέλο βιολογικού νευρώνα

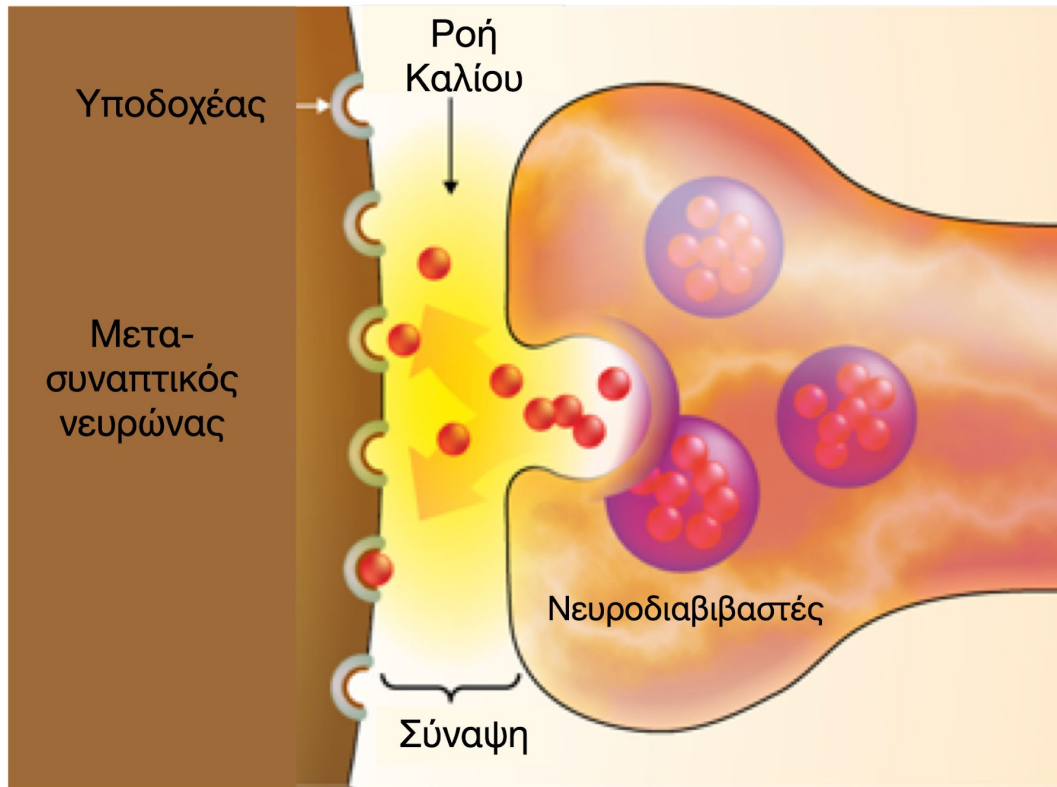
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Μοντέλο βιολογικού νευρώνα

11





Μοντέλο βιολογικού νευρώνα

12

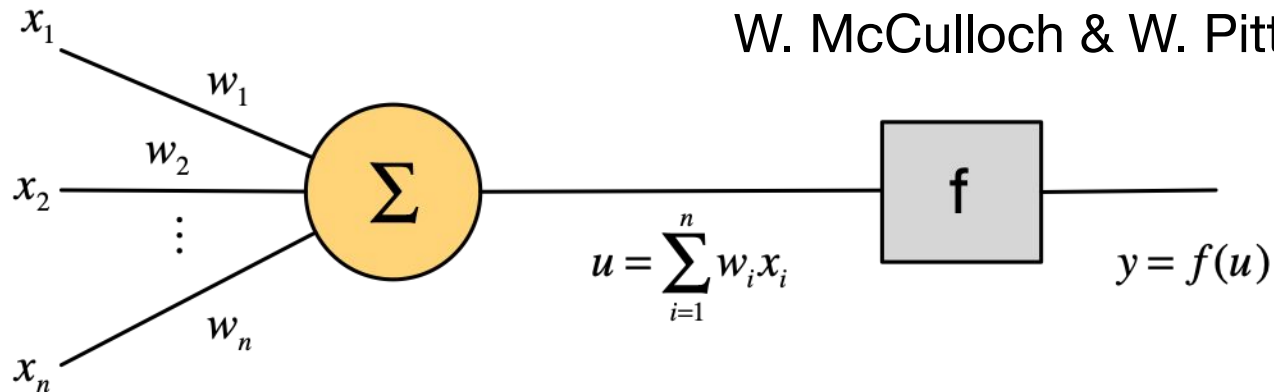
Χαρακτηριστικά

- 10^{11} νευρώνες
- 10^{15} συνάψεις
- Χαμηλές ταχύτητες (msec)
- Τοπικός έλεγχος



Μοντέλο τεχνητού νευρώνα

13

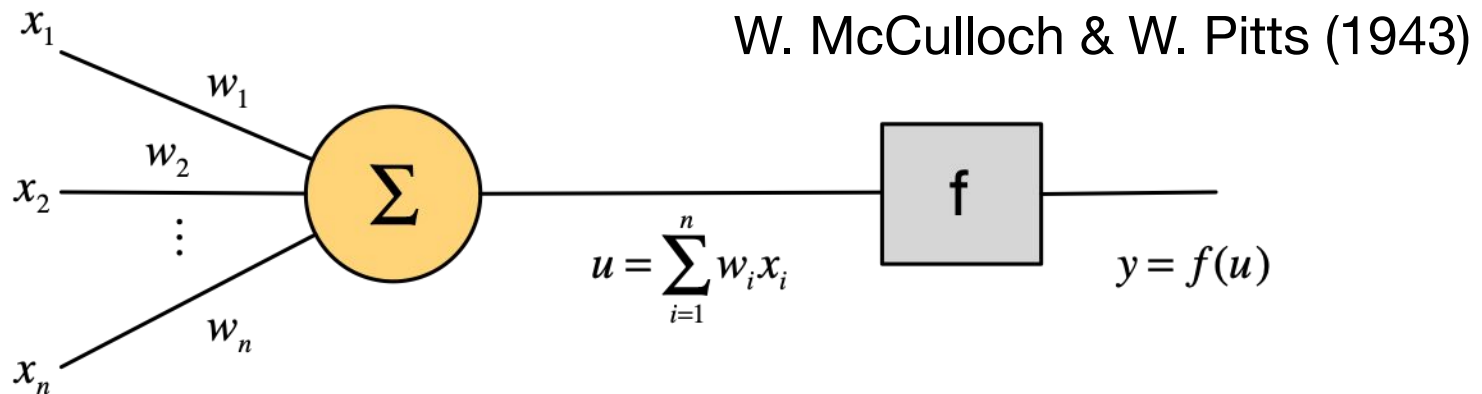


- x_i, w_i, y □ Είσοδοι, βάρη, έξοδος
- u □ Αναλυτικό γινόμενο διανυσμάτων εισόδου-βαρών
- f □ Συνάρτηση ενεργοποίησης



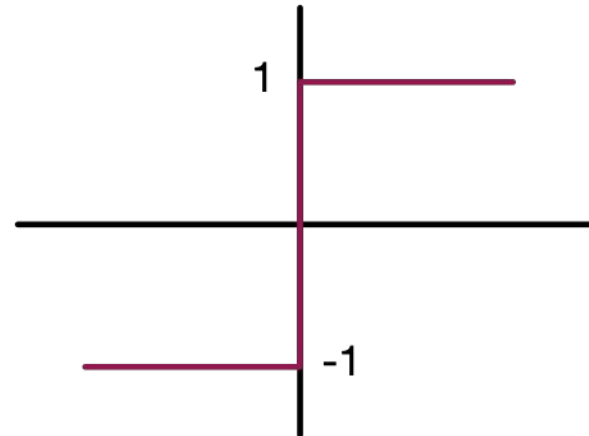
Μοντέλο τεχνητού νευρώνα

14



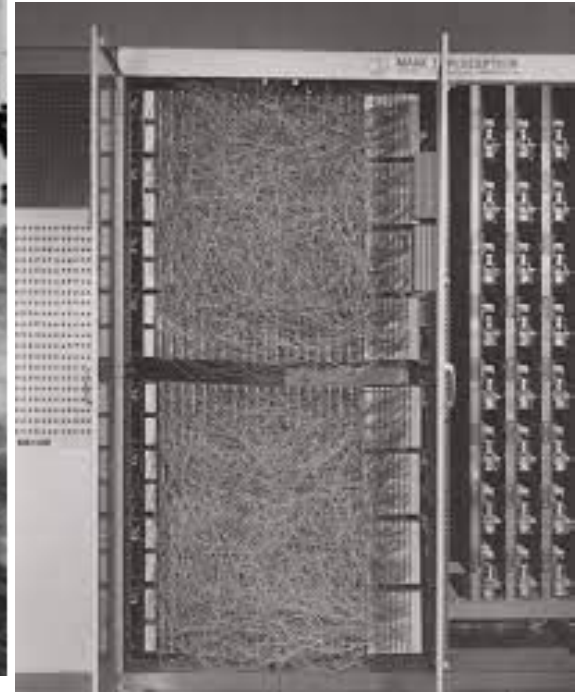
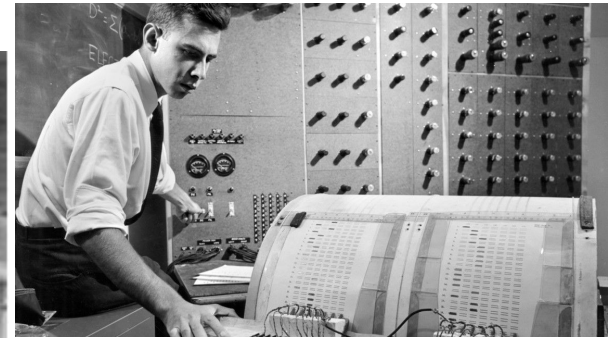
Συναρτήσεις ενεργοποίησης

- Βηματική
- Σιγμοειδής
- Υπερβολική εφαπτομένη
- Κατωφλίου





Perceptron (Rosenblatt, 1958)



Perceptron



NEW NAVY DEVICE LEARNS BY DOING

Psychologist Shows Embryo
of Computer Designed to
Read and Grow Wiser

WASHINGTON, July 7 (UPI)—The Navy revealed the embryo of an electronic computer today that it expects will be able to walk, talk, see, write, reproduce itself and be conscious of its existence.

The embryo—the Weather Bureau's \$2,000,000 "704" computer—learned to differentiate between right and left after fifty attempts in the Navy's demonstration for newsmen.

The service said it would use this principle to build the first of its Perceptron thinking machines that will be able to read and write. It is expected to be finished in about a year at a cost of \$100,000.

Dr. Frank Rosenblatt, designer of the Perceptron, conducted the demonstration. He said the machine would be the first device to think as the human brain. As do human be-

ings, Perceptron will make mistakes at first, but will grow wiser as it gains experience, he said.

Dr. Rosenblatt, a research psychologist at the Cornell Aeronautical Laboratory, Buffalo, said Perceptrons might be fired to the planets as mechanical space explorers.

Without Human Controls

The Navy said the perceptron would be the first non-living mechanism "capable of receiving, recognizing and identifying its surroundings without any human training or control."

The "brain" is designed to remember images and information it has perceived itself. Ordinary computers remember only what is fed into them on punch cards or magnetic tape.

Later Perceptrons will be able to recognize people and call out their names and instantly translate speech in one language to speech or writing in another language, it was predicted.

Mr. Rosenblatt said in principle it would be possible to build brains that could reproduce themselves on an assembly line and which would be conscious of their existence.

1958 New York Times...

In today's demonstration, the "704" was fed two cards, one with squares marked on the left side and the other with squares on the right side.

Learns by Doing

In the first fifty trials, the machine made no distinction between them. It then started registering a "Q" for the left squares and "O" for the right squares.

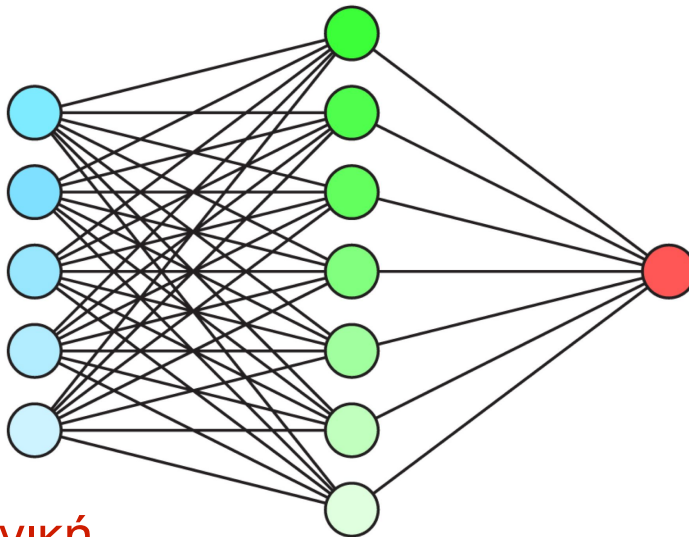
Dr. Rosenblatt said he could explain why the machine learned only in highly technical terms. But he said the computer had undergone a "self-induced change in the wiring diagram."

The first Perceptron will have about 1,000 electronic "association cells" receiving electrical impulses from an eye-like scanning device with 400 photo-cells. The human brain has 10,000,000,000 responsive cells, including 100,000,000 connections with the eyes.

Νευρωνικά δίκτυα - Βαθιά μάθηση

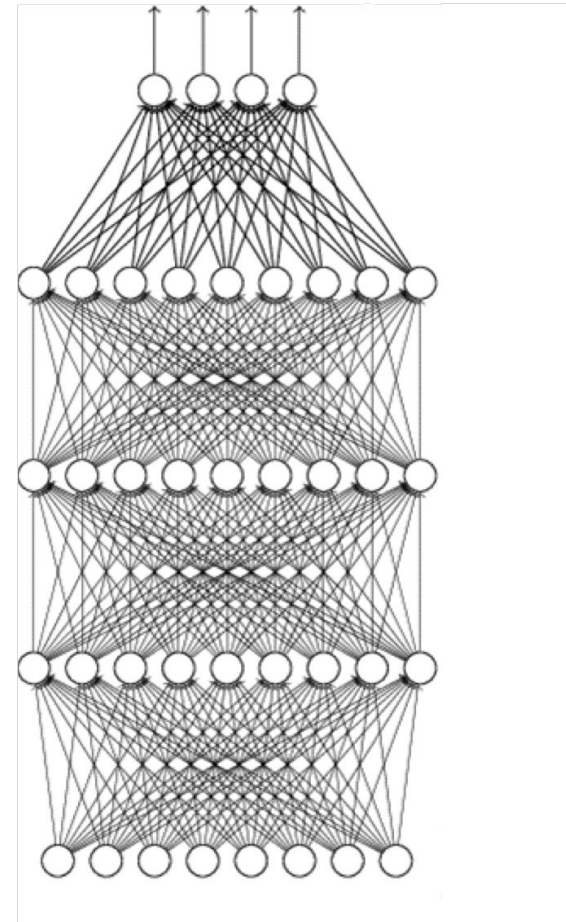
17

Συνδέσεις νευρώνων



Αρχιτεκτονική

- Στρώματα (layers)
- Πρόσθια τροφοδότηση (feedforward)
- Ανατροφοδότηση (feedback, recurrent)





Μάθηση στα νευρωνικά δίκτυα

18

Πρόβλημα

Δίνεται μία εμπειρία (συνήθως ένα σύνολο δεδομένων εισόδου-επιθυμητής εξόδου στην *επιβλεπόμενη* μάθηση, ή μόνο δεδομένα εισόδου και αξιολόγηση επίδοσης στη *μη-επιβλεπόμενη* μάθηση) και ζητείται ο προσδιορισμός των παραμέτρων του δικτύου (αρχιτεκτονική, βάρη συνάψεων), έτσι ώστε η επίδοσή του να είναι ικανοποιητική

Ζητήματα που προκύπτουν

- Υπάρχει λύση για τα συγκεκριμένα δεδομένα;
- Μπορεί να βρεθεί η λύση (αν υπάρχει);
- Αν υπάρχουν πολλές λύσεις, μπορεί να βρεθεί η καλύτερη;
- Μεθοδολογία (ανάπτυξη, αξιολόγηση επίδοσης κλπ)



Είδη της Μηχανικής Μάθησης

Supervised

Learn through **examples** of which we know the desired output (what we want to predict).

Is this a cat or a dog?

Unsupervised

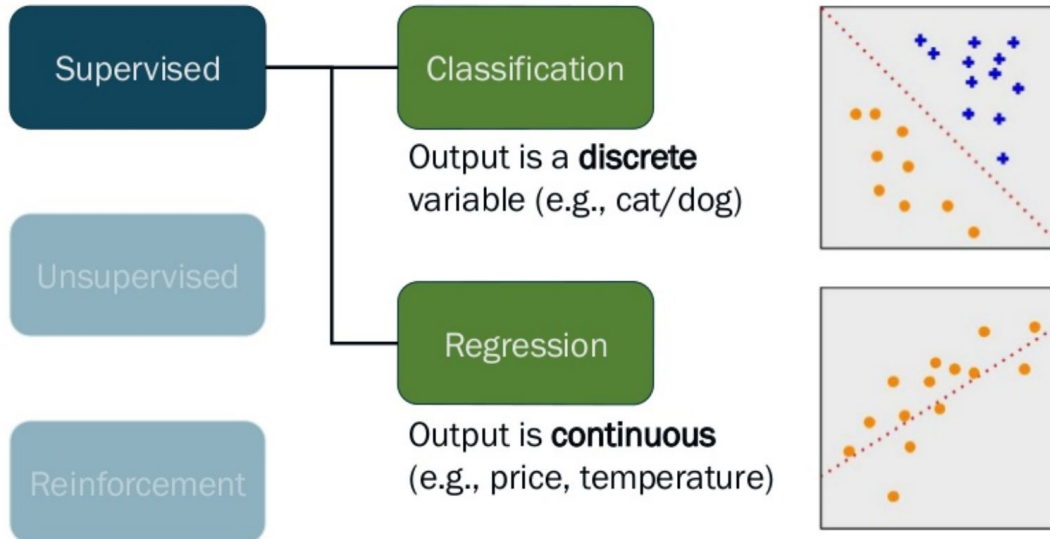
Are these emails spam or not?

Predict the market value of houses, given the square meters, number of rooms, neighborhood, etc.

Reinforcement



Είδη της Μηχανικής Μάθησης





Είδη της Μηχανικής Μάθησης

Supervised

There is **no desired output**. Learn something about the data. *Latent* relationships.

Unsupervised

I have photos and want to put them in 20 groups.

I want to find anomalies in the credit card usage patterns of my customers.

Reinforcement



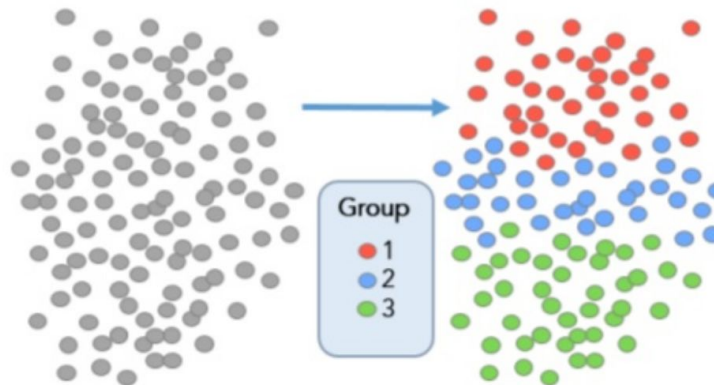
Είδη της Μηχανικής Μάθησης

Supervised

Useful for learning structure in the data (**clustering**), hidden correlations, reduce dimensionality, etc.

Unsupervised

Reinforcement





Είδη της Μηχανικής Μάθησης

Supervised

An agent **interacts** with an **environment** and watches the result of the interaction.

Unsupervised

Environment gives feedback via a positive or negative **reward signal**.

Reinforcement





Νευρωνικά δίκτυα - Κατηγορίες

24

Επιβλεπόμενη μάθηση

- Πολυστρωματικά perceptron
- Δίκτυα RBF (Radial Basis Functions)
- LVQ (Learning Vector Quantisation)
- SVM (Support Vector Machines)

Μη επιβλεπόμενη μάθηση

- Ομαδοποίηση (Clustering)
- Δίκτυα Hopfield
- Ανταγωνιστικά δίκτυα
- Αυτοοργανούμενοι χάρτες Kohonen



Παραδείγματα αλγορίθμων MM

Supervised

- Linear classifier
- Naive Bayes
- Support Vector Machines (SVM)
- Decision Tree
- Random Forests
- k-Nearest Neighbors
- **Neural Networks (Deep learning)**

Unsupervised

- PCA
- t-SNE
- k-means
- DBSCAN

Reinforcement

- SARSA- λ
- Q-Learning



Βιβλιοθήκες - Python



The screenshot shows the scikit-learn website homepage. At the top left is the scikit-learn logo. To its right is a navigation menu with links for Home, Installation, Documentation, and Examples. Further right is a search box labeled "Google Custom Search". The main content area has a blue background. On the left is a grid of 21 small plots showing various machine learning results. To the right of the grid, the text "scikit-learn" is displayed in large white font, with "Machine Learning in Python" underneath. Below this, a list of bullet points describes the library's features.

Classification

Identifying to which category an object belongs to.

Applications: Spam detection, Image recognition.

Algorithms: SVM, nearest neighbors, random forest, ... — Examples

Regression

Predicting a continuous-valued attribute associated with an object.

Applications: Drug response, Stock prices.

Algorithms: SVR, ridge regression, Lasso, ... — Examples

Clustering

Automatic grouping of similar objects into sets.

Applications: Customer segmentation, Grouping experiment outcomes

Algorithms: k-Means, spectral clustering, mean-shift, ... — Examples

Dimensionality reduction

Reducing the number of random variables to consider.

Applications: Visualization, Increased efficiency

Algorithms: PCA, feature selection, non-negative matrix factorization. — Examples

Model selection

Comparing, validating and choosing parameters and models.

Goal: Improved accuracy via parameter tuning

Modules: grid search, cross validation, metrics. — Examples

Preprocessing

Feature extraction and normalization.

Application: Transforming input data such as text for use with machine learning algorithms.

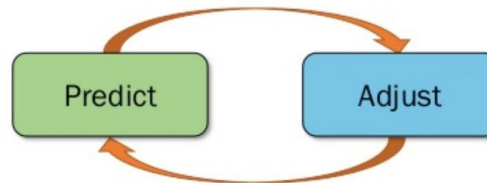
Modules: preprocessing, feature extraction. — Examples



Επιλογή Αλγορίθμου και Εκπαίδευση

Goal of training: making the correct prediction as often as possible

- Incremental improvement:

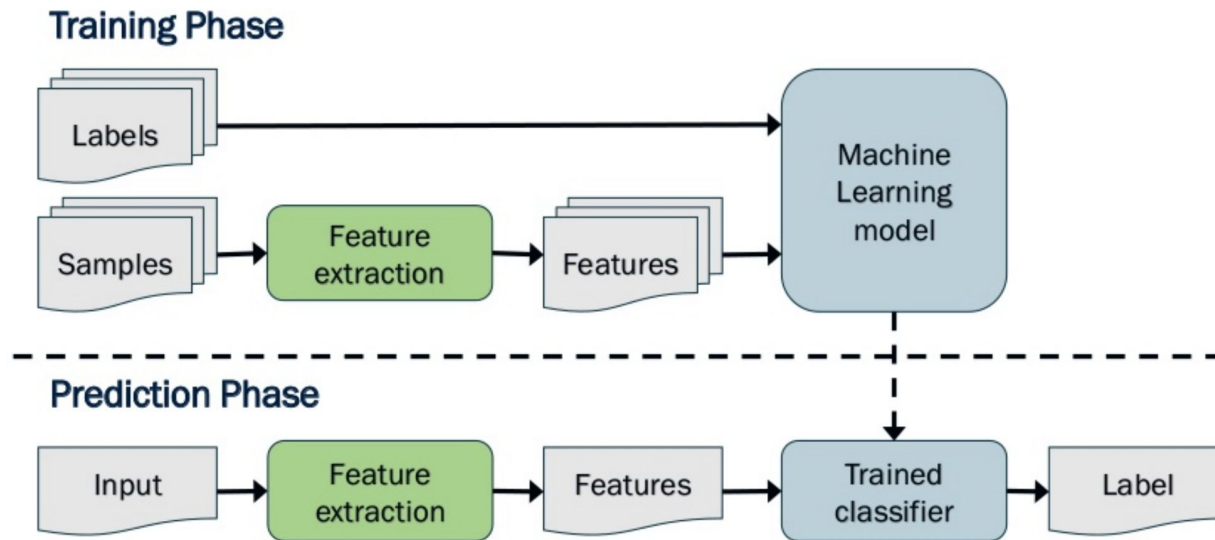


- Use of metrics for **evaluating** performance and comparing solutions
- **Hyperparameter tuning:** more an art than a science

- Every ML algorithm has three components:
 - **Representation**
 - **Optimization**
 - **Evaluation**



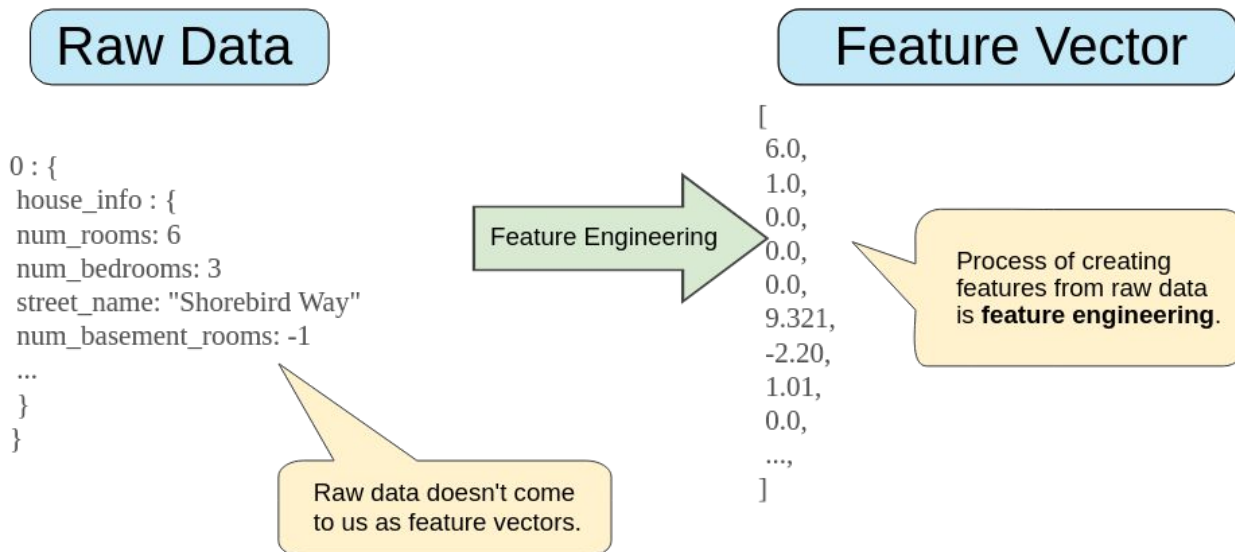
Πρόβλεψη - Inference





Representation & Features

(αναπαράσταση και χαρακτηριστικά)





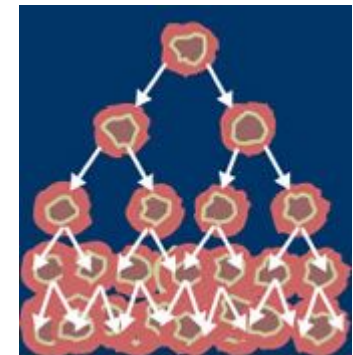
Datasets

Attribute Information:

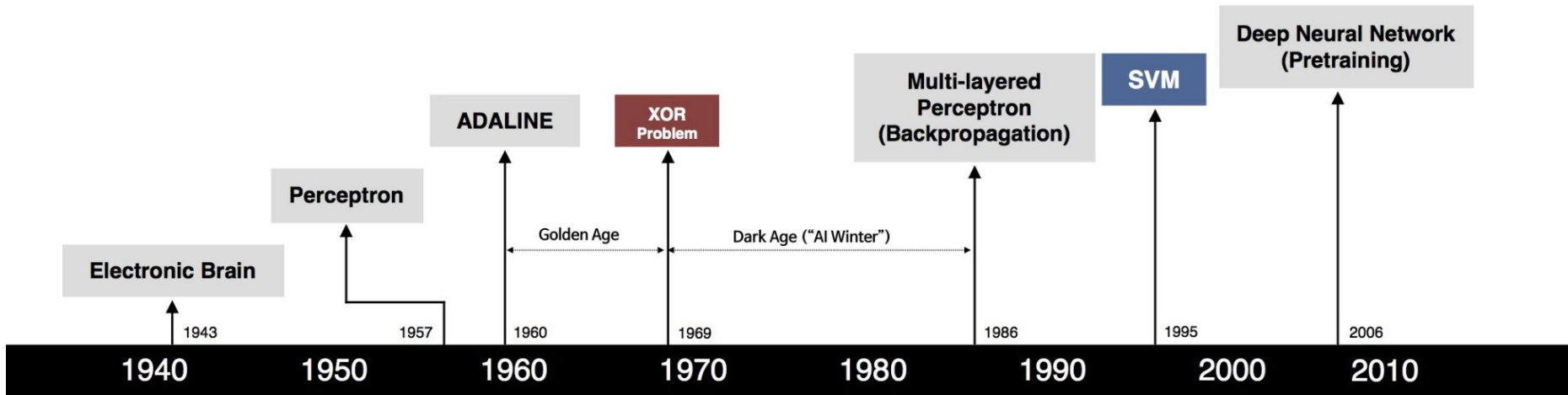
- 1) ID number
- 2) Diagnosis (M = malignant, B = benign)
3-32)

Ten real-valued features are computed for each cell nucleus:

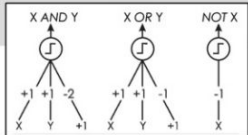
- a) radius (mean of distances from center to points on the perimeter)
- b) texture (standard deviation of gray-scale values)
- c) perimeter
- d) area
- e) smoothness (local variation in radius lengths)
- f) compactness ($\text{perimeter}^2 / \text{area} - 1.0$)
- g) concavity (severity of concave portions of the contour)
- h) concave points (number of concave portions of the contour)
- i) symmetry
- j) fractal dimension ("coastline approximation" - 1)



```
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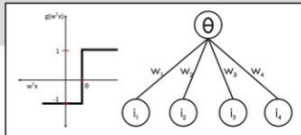
S. McCulloch - W. Pitts



- Adjustable Weights
- Weights are not Learned



F. Rosenblatt



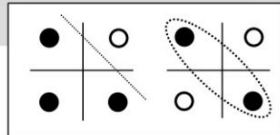
- Learnable Weights and Threshold



B. Widrow - M. Hoff



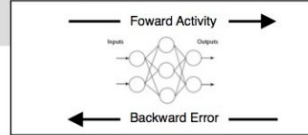
M. Minsky - S. Papert



- XOR Problem



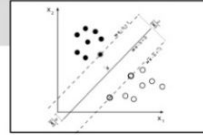
D. Rumelhart - G. Hinton - R. Williams



- Solution to nonlinearly separable problems
- Big computation, local optima and overfitting



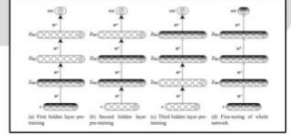
V. Vapnik - C. Cortes



- Limitations of learning prior knowledge
- Kernel function: Human Intervention



G. Hinton - S. Ruslan



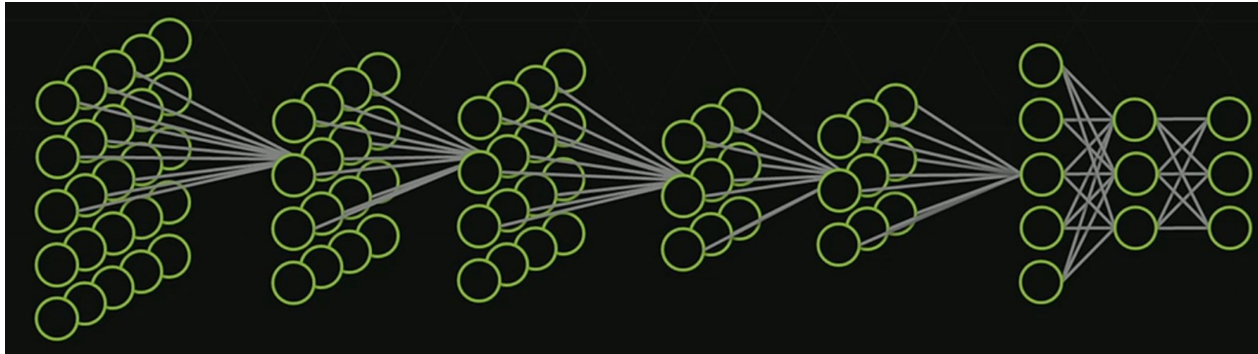
- Hierarchical feature Learning



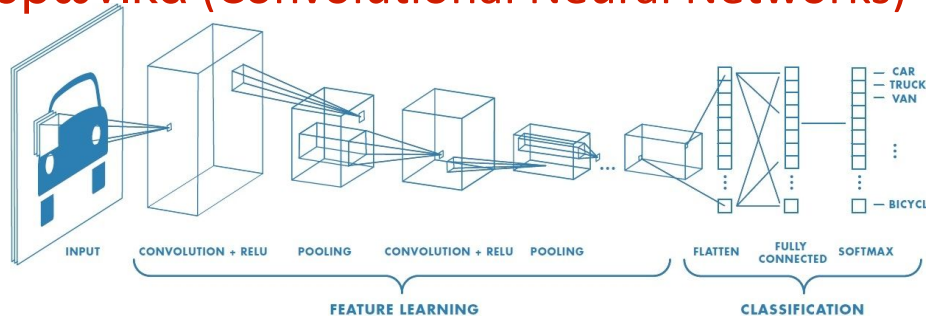
Σύγχρονα νευρωνικά δίκτυα

32

Πολυεπίπεδες αρχιτεκτονικές (βαθιά νευρωνικά δίκτυα)



Συνελικτικά νευρωνικά (Convolutional Neural Networks)





Turing Award 2019

☰ 🔍 TECHNOLOGY

The New York Times

Turing Award Won by 3 Pioneers in Artificial Intelligence



From left, Yann LeCun, Geoffrey Hinton and Yoshua Bengio. The researchers worked on key developments for neural networks, which are reshaping how computer systems are built. From left, Facebook, via Associated Press; Aaron Vincent Elkaim for The New York Times; Chad Buchanan/Getty Images



Η εποχή της Μηχανικής Μάθησης






- Περισσότερα δεδομένα - Internet
- Αλγοριθμικές “εξελίξεις”
- Αλματώδης βελτίωση hardware
- Καλές βιβλιοθήκες (λογισμικό)
- **Strong AI vs Weak AI**

Computer Vision και NLP είναι τα πεδία με τα περισσότερα tasks

Browse State-of-the-Art






5,521 benchmarks 2,489 tasks 56,105 papers with code

Computer Vision

 Semantic Segmentation 191 benchmarks 2141 papers with code	 Image Classification 260 benchmarks 1848 papers with code	 Object Detection 240 benchmarks 1606 papers with code	 Image Generation 161 benchmarks 711 papers with code	 Denoising 100 benchmarks 687 papers with code
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




▶ See all 1139 tasks

Natural Language Processing

 Language Modelling 25 benchmarks 1359 papers with code	 Machine Translation 72 benchmarks 1260 papers with code	 Question Answering 101 benchmarks 1204 papers with code	 Sentiment Analysis 66 benchmarks 757 papers with code	 Text Generation 81 benchmarks 593 papers with code
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▶ See all 484 tasks

Medical

 Medical Image Segmentation 83 benchmarks 225 papers with code	 Drug Discovery 14 benchmarks 144 papers with code	 Lesion Segmentation 6 benchmarks 101 papers with code	 Brain Tumor Segmentation 8 benchmarks 63 papers with code	 COVID-19 Diagnosis 3 benchmarks 57 papers with code
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▶ See all 221 tasks

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