

Introduction

Administrivia

- <https://cs.pomona.edu/classes/cs152/>
 - Assignments (start every Thursday; due in 1 week)
 - Projects (start every Tuesday; due in 1 week)
 - Grading (questionnaires, assignments, projects)
 - Policies

Projects

1. Individual Proposals (due week 3)
2. Introduction Outline (due week 4)
3. Related Works Search (due week 5)
4. First Project Check-In (due week 6)
5. Introduction and Related Works Draft (due week 7)
6. Methods Outline (due week 9)
7. Second Project Check-In (due week 10)
8. Discussion Outline (due week 11)
9. Complete Rough Draft (due week 13)
10. Completed Project (due week 15 or finals)

Artificial Intelligence Disclaimers

- No background needed
- No expensive resources
- You don't need a massive dataset
- Anthropomorphism can be a big problem
- NNs are just a software component
- Creativity is not random
- Not AGI

Neural Network Applications

- Evaluate players for fantasy football
 - Drive a robot
 - Predict behavior (e-commerce)
 - Music recs
 - Medical imaging
 - Machine translation
 - Image classification
 - Sound classification
 - Game theory stuff
 - Image / audio / text generation
- Object detection
 - Semantic segmentation
 - Instance segmentation
 - Regressions

Project Types

- Application
- Research
- Ethical Studies

Artificial Intelligence and Machine Learning



Artificial Intelligence and Machine Learning

ML

- Hybrid

- Supervised

- o Regression, classification, search, recommendation

o Labeled Data

- Unsupervised

- o Clustering, PCA

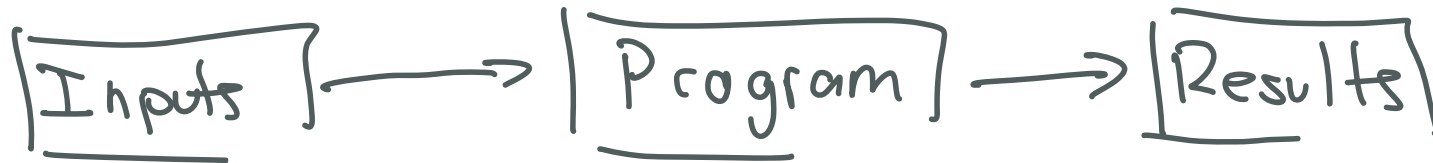
o No labels

- Reinforcement

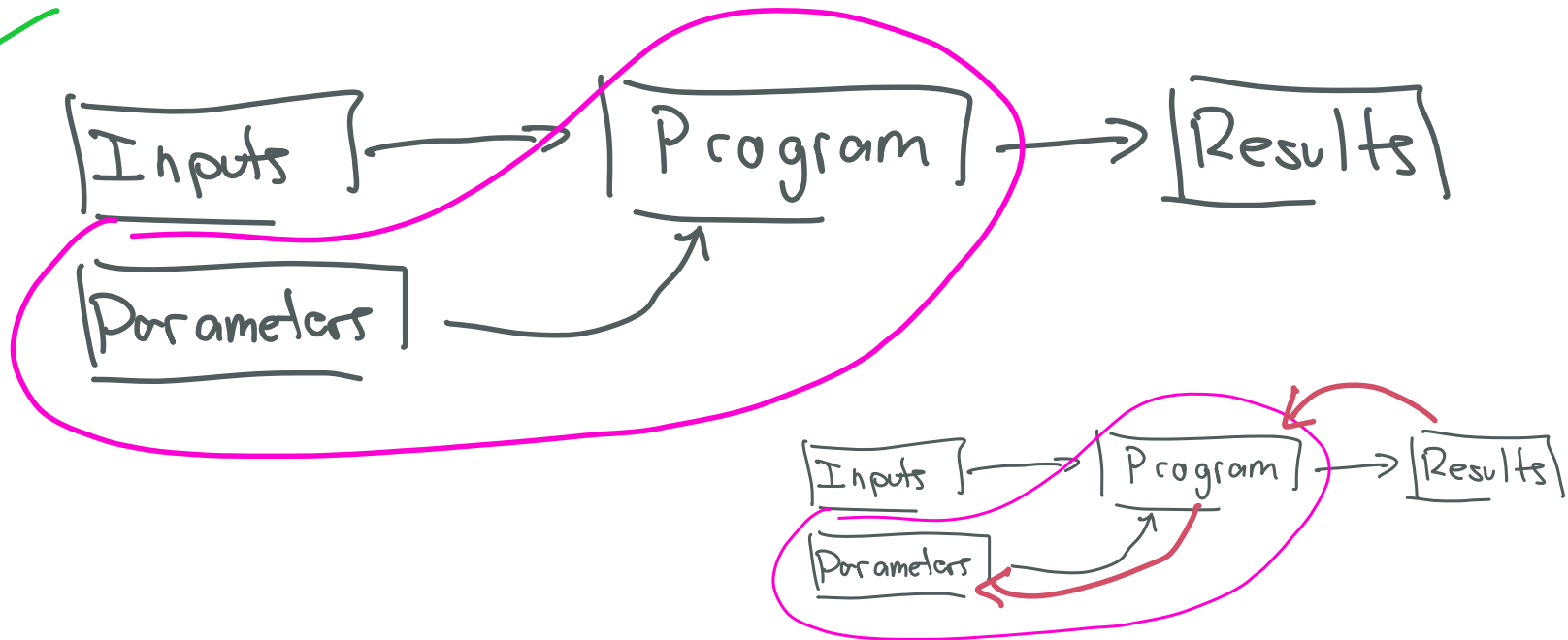
o Delayed Labeling

"Learned" Programs

Standard



Learned



Example

Predict sale price of house

Neural Networks

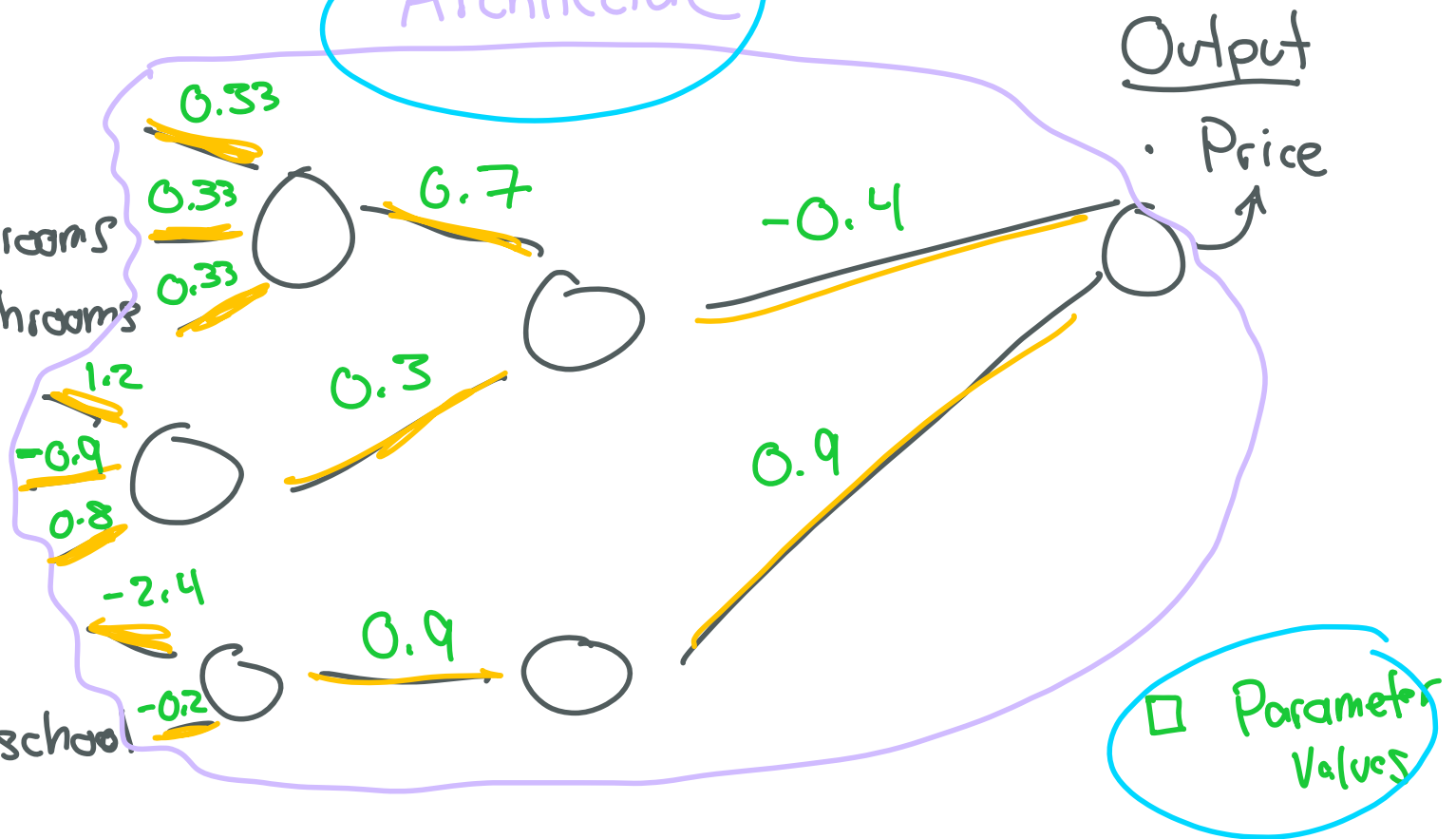
Regression

Model

Architecture

Inputs

- Comps
- # of bedrooms
- # of bathrooms
- Property
- Age
- Zip code
- State
- Dist. to school



Limitations

- They only learn from what you put in front of them
- They produce a guess/estimate. Check the output.
- Easy to create an abomination!
 - ↳ perpetuate human bias

Semester vs. Topic Timelines

<u>Foundations</u>	<u>NN Basics</u>	<u>NN Inter.</u>	<u>NN Advanced</u>
<ul style="list-style-type: none">• Math<ul style="list-style-type: none">• Calc• Lin. Alg.• Coding<ul style="list-style-type: none">• Python• Libraries• Computing<ul style="list-style-type: none">• HPC• CLI	<ul style="list-style-type: none">• Terminology (1)• History (2)• Ethics (4)• Neuron (5)• MLPs (6)• Backprop (7)	<ul style="list-style-type: none">• Optimization (8)• Overfitting ;• Convolutions ✓• Recurrent• Transformers	<ul style="list-style-type: none">• Transfer Learning• Deploy + Inf.• GANs• RL• Attention• Neuro evolution• Graph neural networks

History

Alternative Names

• Cybernetics, Connectionism, Artificial NN, Deep Learning

1943: Neuron

1958: Perceptrons (Neuron + activation)

1969: Reached limits

1970s - 80s: AI winter

1980s: • Multi-Layer Perceptrons

• Ended the 1st winter

• Universal Approximation Theorem