

ARTIFICIAL INTELLIGENCE



Since an early flush of optimism in the 1950s, smaller subsets of artificial intelligence – first machine learning, then deep learning, a subset of machine learning – have created ever larger disruptions.



1940s - 1960s

Cybernetics

Neuroscience was the predominant guide for the field

$$f(x, w) = x_1 w_1 + ... + x_n w_n$$

Severe limitations of linear models – e.g. unable to learn the XOR function

Connectionism = parallel distributed processing

Large number of computational units networked together

Simple example: solution to recognize 4 objects and 3 colors

Major breakthroughs: back-propagations, LSTM

Deep Learning

2006 – efficient training of a deep belief network

GPU revolution



Image credits: Deep Learning by Ian Goodfellow, Yoshua Bengio, Aaron Courville

The spiral

A simple demo



Major trends in current phase

Unsupervised + small -> supervised + (very) large

Increasing data set sizes

Increasing model sizes

Increasing accuracy, complexity, and impact



- 1 Adaptive linear element (1960)
- 2 Neocognitron (1980)
- 3 GPU-accelerated convolutional (2006)
- 4 Deep Boltzman machine (2009)
- 5 Unsupervized convolutional (2009)
- 6 GPU-accelerated multilayer perceptron (2010)
- 7 Distributed autoencoder (2012)
- 8 Multi-GPU convolutional (2012)
- 9 COTS HPC unsupervised convolutional (2013)
- 10 GoogLeNet (2014)



It's not all cool and smooth in Deep Learning land



The human brain has 100 billion neurons and 1,000 trillion synaptic interconnections

10,000 neurons and 30,000,000 interconnections from a mammalian brain (The Blue Brain Project)







"panda" 57.7% confidence **"gibbon"** 99.3% confidence

Image credits: https://blog.openai.com/adversarial-example-research/



































Image credits: Papernot et al (https://arxiv.org/abs/1602.02697)

THANK YOU!

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