

# AI in Digital Economy

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1. AI & ML :Technology review
2. AI & Digital Economy
3. Closing comment



## 1. AI & Machine Learning

- 1.1 AI & ML (Machine Learning) Overview
- 1.2 ML Methodology
- 1.3 ML Performance
- 1.4 Neural Network Overview
- 1.5 Learning algorithm for Neural Network

## 1.1 AI & ML Overview

- AI Overview
- ML Overview
- Deep Learning Overview

### 1.1 AI & ML Overview

### AI Overview

#### AI definition

Academic definition (Nils Nilsson, 2010, "The quest of AI")

- Enable machines to possess Intelligence
- 'Intelligence' is appropriately and expectively in the environment
- Problem : the concept of 'Intelligence' is very vast !



INTELLIGENCE

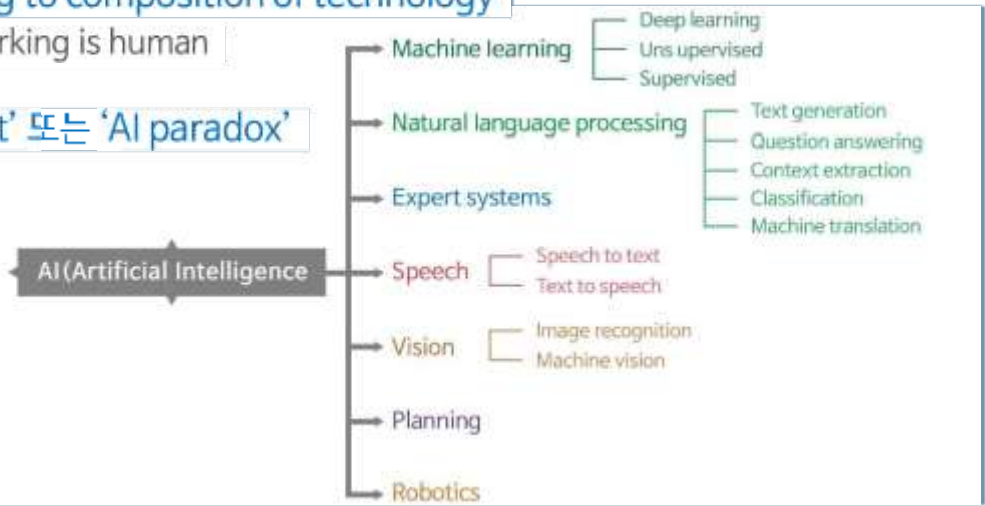
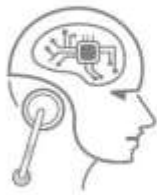
### Practical definition of AI

- Try to define AI based on what AI achieves (Inductively)
- Define AI according to achievement**
  - Any technology that makes machines acts smartly
  - AI area is what AI researchers do researches (Stanford AI 100년 Report)

### Define AI according to composition of technology

- Ultimate benchmarking is human

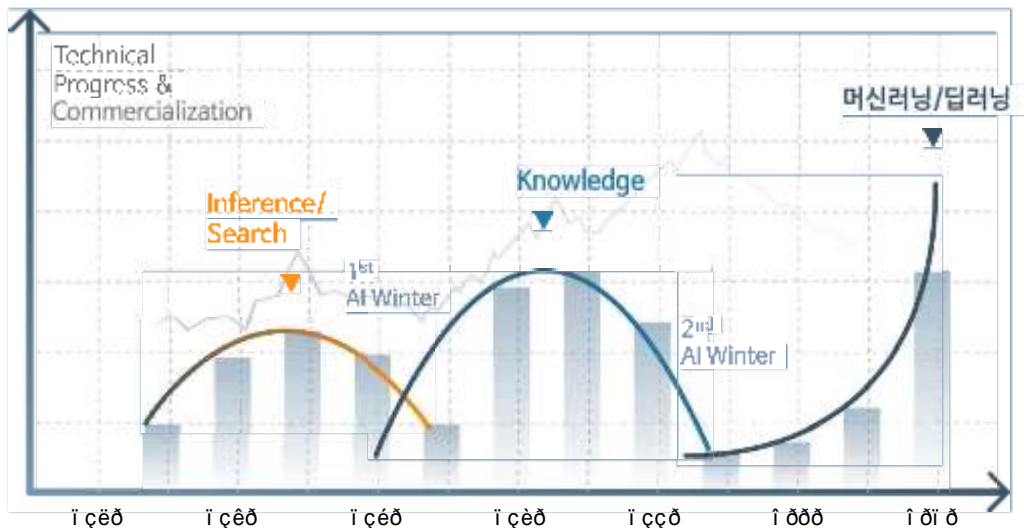
### Problem: 'AI effect' 또는 'AI paradox'



### AI History

#### Long history

- 1956, an workshop held in Dartmouth Univerity
- AI (Artificial Intelligence) is coined for "Machines that think as a human", (John McCarthy)



Technologies

Despite AI winters, researches have conducted uninterrupted !

주요 AI 기술

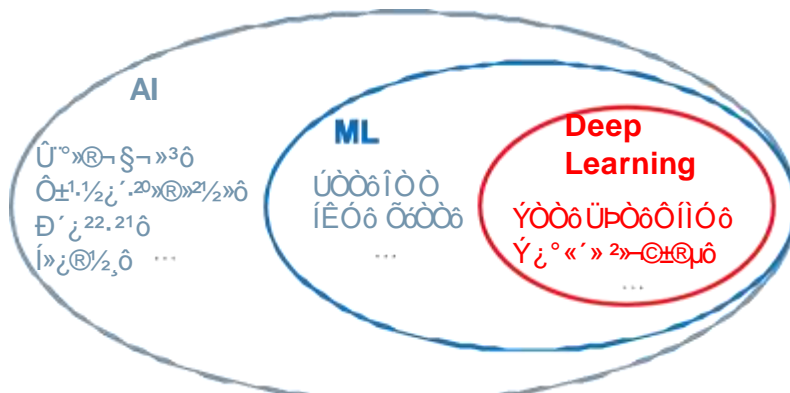
- 1960년대
- 1970년대
- 1980년대
- 1990년대
- 2000년대

- Neural networks: Perceptron
- Pattern recognition
- Minsky and Papert's proof for the limitations of Perceptron
- Symbolic concept induction
- Expert systems & the knowledge acquisition
- Mathematical discovery with AM
- Explanation-based Learning (EBL)
- Learning and planning and problem solving
- Resurgence of neural networks (backpropagation)
- Data mining
- Reinforcement learning (RL)
- Inductive Logic Programming (ILP)
- Ensembles: Bagging, Boosting, and Stacking
- Support vector machines
- Kernel methods
- Graphical models
- Transfer learning
- Deep learning

Relation between AI, ML and, Deep Learning

Inclusion relation

- Machine learning
  - An area to make makes learn some features and apply the knowledge to solve some problems (such as prediction, identification, classification)
- Deep learning
  - A subarea of the machine learning which automates from feature extraction to problem solving (a kind of end-to-end learning)
  - A dominant role for the current AI boom

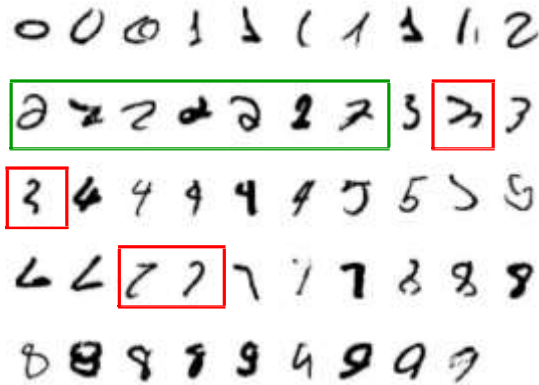


Motivation of ML

- There are many problems that are hard to program

Hand-written digit recognition

Face recognition



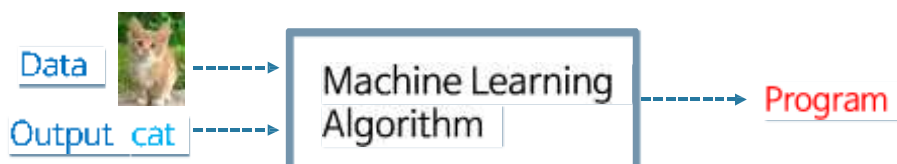
Think reversely : Machine Learning

- How about automatic generation of 'program' using Input & Solution(Example)

Traditional programming

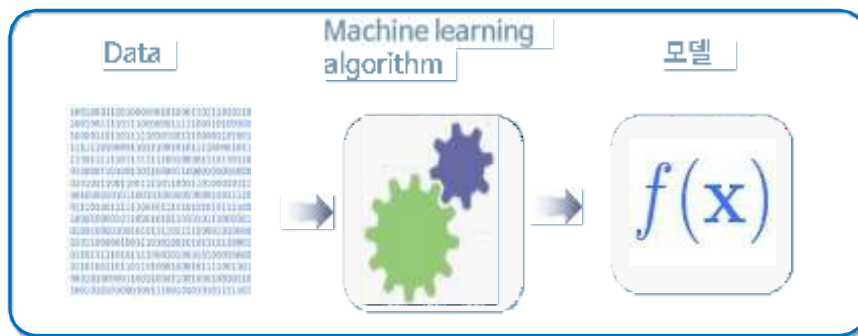


Machine learning



### Definitin of Machine Learning

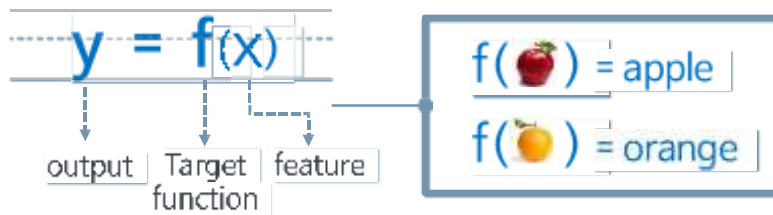
- AI subarea that makes computers to possess such capabilities as
  - Learning empirical data) & Taking intelligent actions(Inference, classification, prediction, etc.,)
- "Learning denotes changes in a system that ... enable a system to do the same task ... more efficiently the next time." - Herbert Simon
- "Learning is constructing or modifying representations of what is being experienced." - Ryszard Michalski
- "Learning is making useful changes in our minds." - Marvin Minsky



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### Mathematical explanation of ML

#### Function



#### ML Algorithm

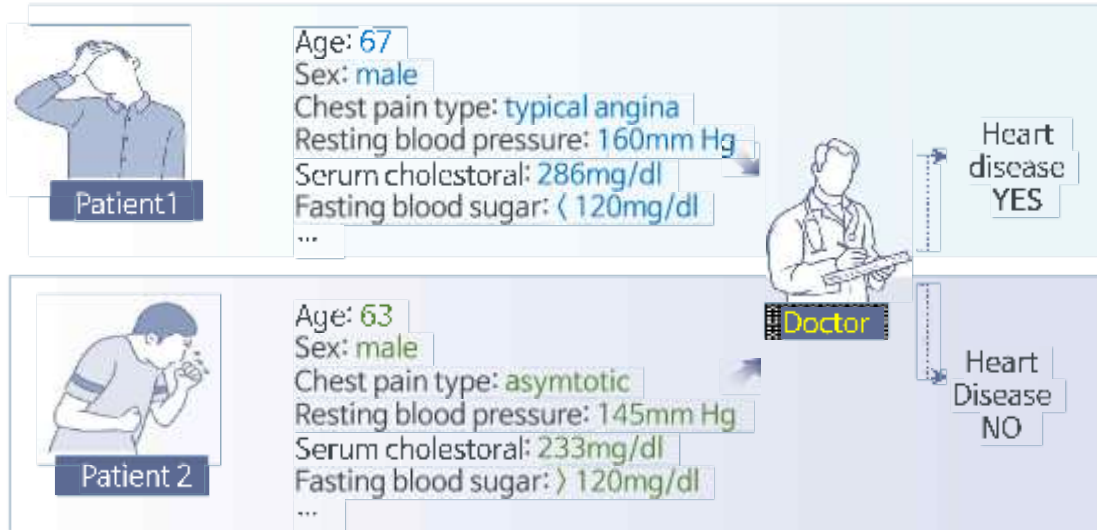
- Find approximation function  $h(\cdot)$  of  $f(\cdot)$  using  $S = \{(x,y)\}$



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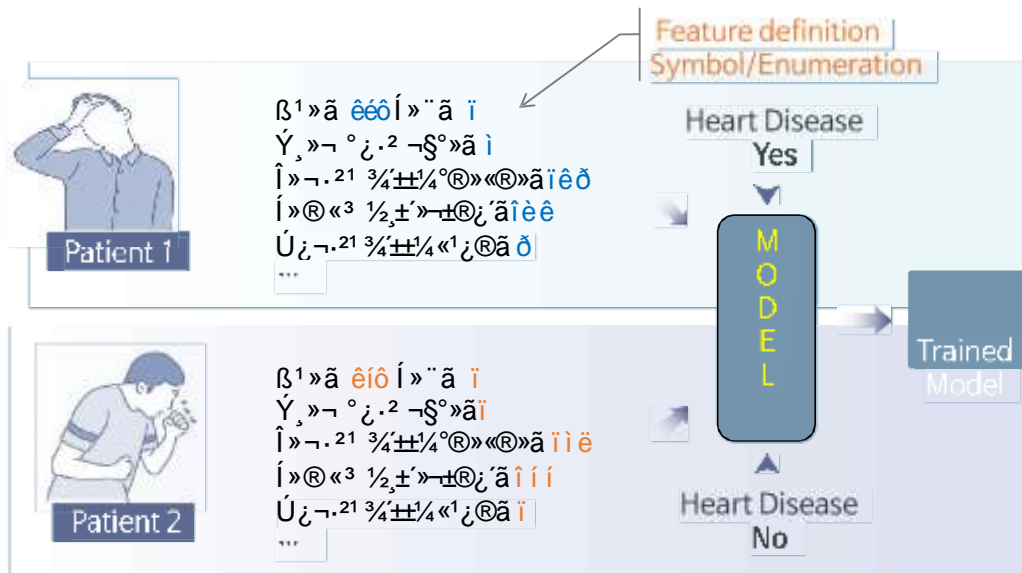
## ML Scenario

### Heart disease decision : ① Collect medical data (sample)



## Machine scenario (cont'd)

### Heart disease dicision : ② Data preprocessing & Training



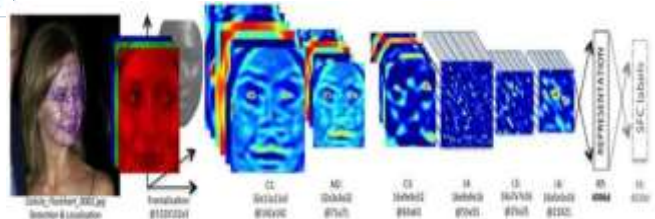


### Deep learning

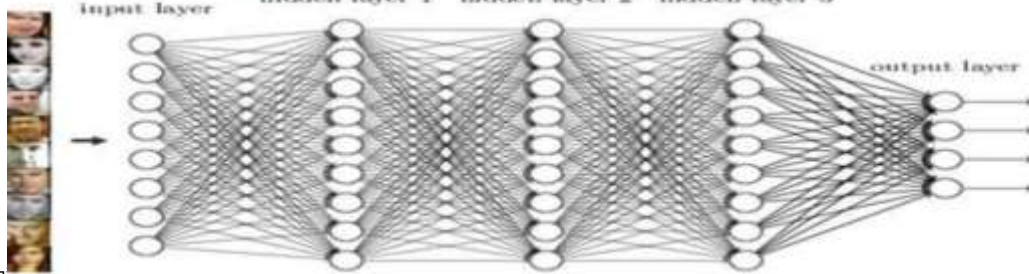
#### Mostly multi-layer neural network

- Large-scale feature extraction
  - Deepface 120 million parameters

#### Hierarchical feature extraction



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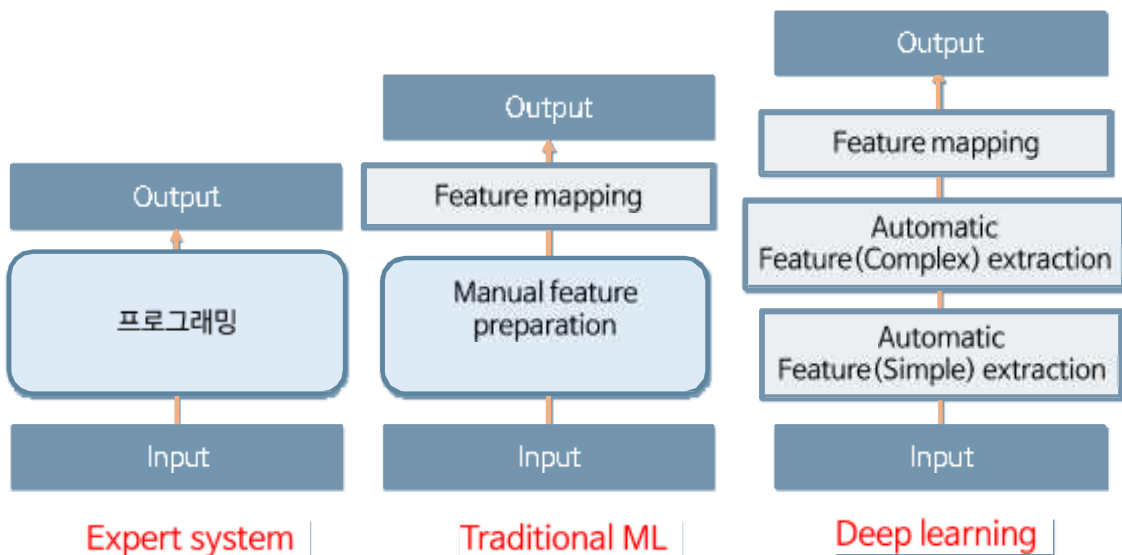


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### Potential of Deep learning

#### End-to-End Learning

- Automatic feature extraction from 'ra data → 'small' expert interruption

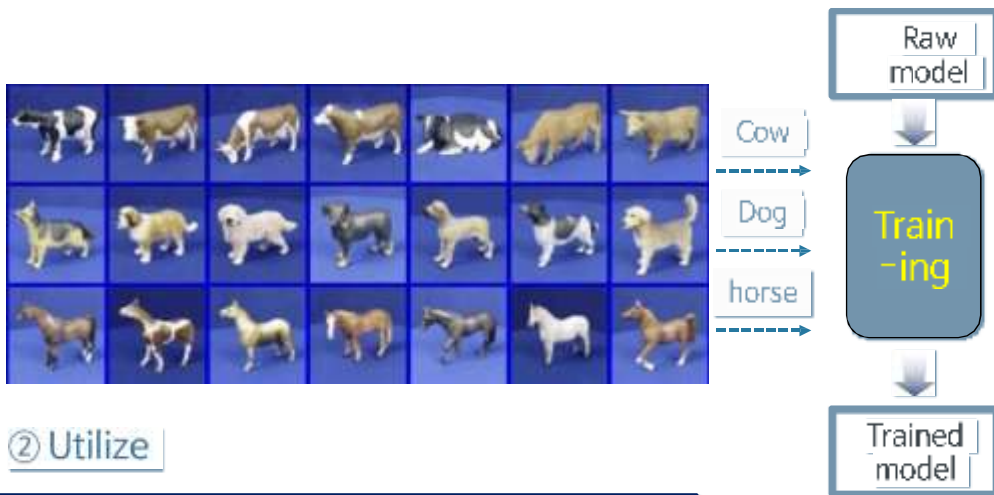


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### Deep learning scenario

- Similar to traditional machine learning scenario

#### Animal detection ① Training a model



#### ② Utilize



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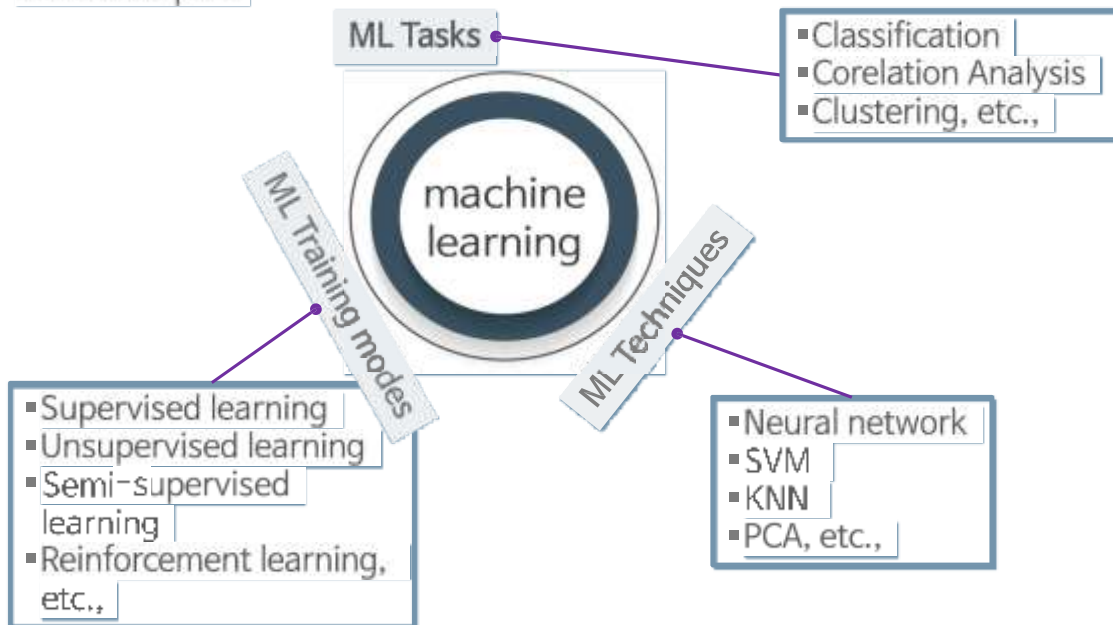
## 1.2 ML Methodology

- ML Tasks
- ML Training modes
- ML Techniques

## ML is a very wide and complex area

### Machine learning (informal) framework

- ML Tasks
- ML Training modes
- ML Techniques

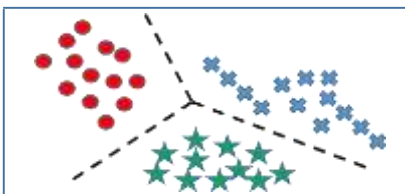


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## Tasks realized by ML are numerous

- Classification, Correlation analysis, Clustering, Frequency distribution modelling, Prediction, etc.,

### Classification



$$y = f(x)$$

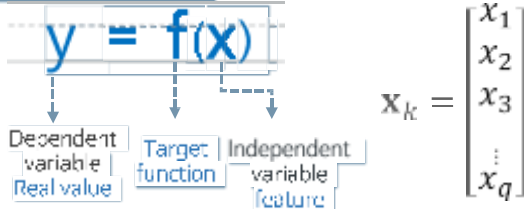
Number (Category id)    Target function    feature

- Classify each individual data into a specific category
- The number of category is predetermined
  - Hand-written digit recognition, object recognition, sound recognition
- Classification sometimes means identification

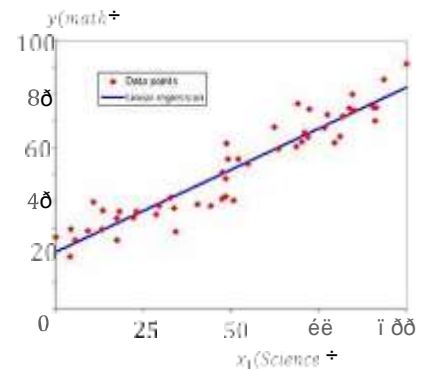
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## Correlation analysis

### Linear regression



$$\hat{y} = f(x) = \sum_{i=0}^q \beta_i x_i = \beta_0 + \beta_1 x_1 + \dots + \beta_q x_q \quad ; x_0 = 1$$



$$\hat{y} = f(x) = \beta_0 + \beta_1 x_1$$

$$\hat{y} = 22 + 0.65 x_1$$

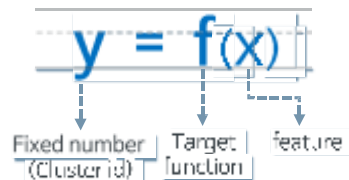
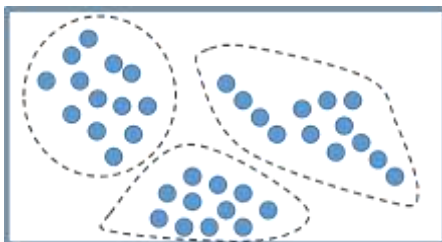
### Nonlinear regression



## Clustering

### Grouping data by extracting features internal to data

- Cluster is a set of similar data in terms of color, position, density, etc.,
- Cluster number is not pre-determined.



### 응용

- Document clustering based on keyword frequency
- Image clustering based on colors

## Supervised Learning

- <Teacher, Student> relation
- Data (x)+Label (y) : Training data
- During training, construct a prediction mode which maps x to y
- Use the prediction model



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### Major tasks using supervised learning

- Classification), Regression, etc.,

### 응용 사례

- Object detection, Hand-written digit
- CT image analysis

## Unsupervised Learning

- Training only with data without label
- Based on extraction of common features and phenomena
- Need more intense future research
  - Human learning prototype

### Major tasks using unsupervised learning

- Clustering
- Density estimation

### Application

- Customer segmentation in CRM
- Image compression: Color quantization
- Bioinformatics: Learning motifs (250K proteins from 25 amino acid)

## Reinforcement learning

- Practically used in recent years, the technology was developed in 1990
- Produce policy  $\pi$  which maximizes long-term reward
  - $\pi$  is a series actions in a certain situation

### Model (Markov Decision Process)

- State set  $S$
- Action set  $A$
- Reward function  $R : S \times A \rightarrow \mathbb{R}$
- State transition function  $T : S \times A \rightarrow \Pi(S)$ 
  - $T(s, a, s')$  : the probability reaching state  $s'$  when taking action  $a$  in state  $s$

### 응용

- Games(Atari, AlphaGo), Robot navigation, Multi-agent system

## Machine learning techniques

Many ML techniques are available (due to researches over 30 year)

