

DATA, AI ALGO, DATA

Databases

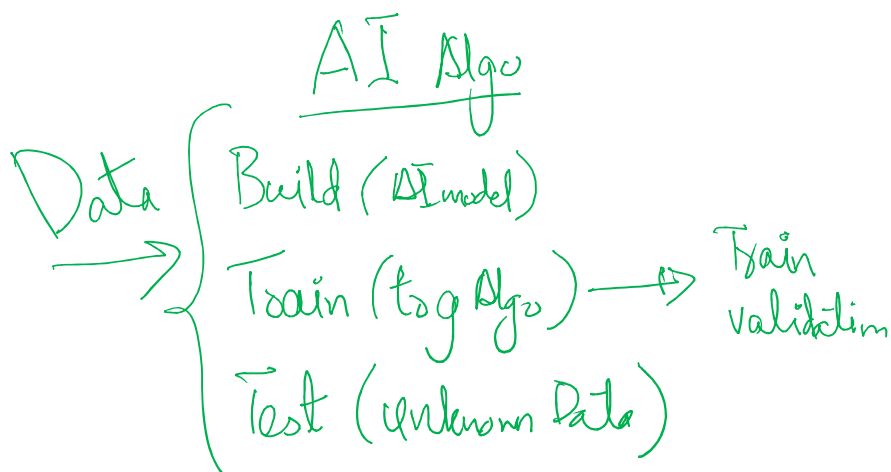
Kaggle

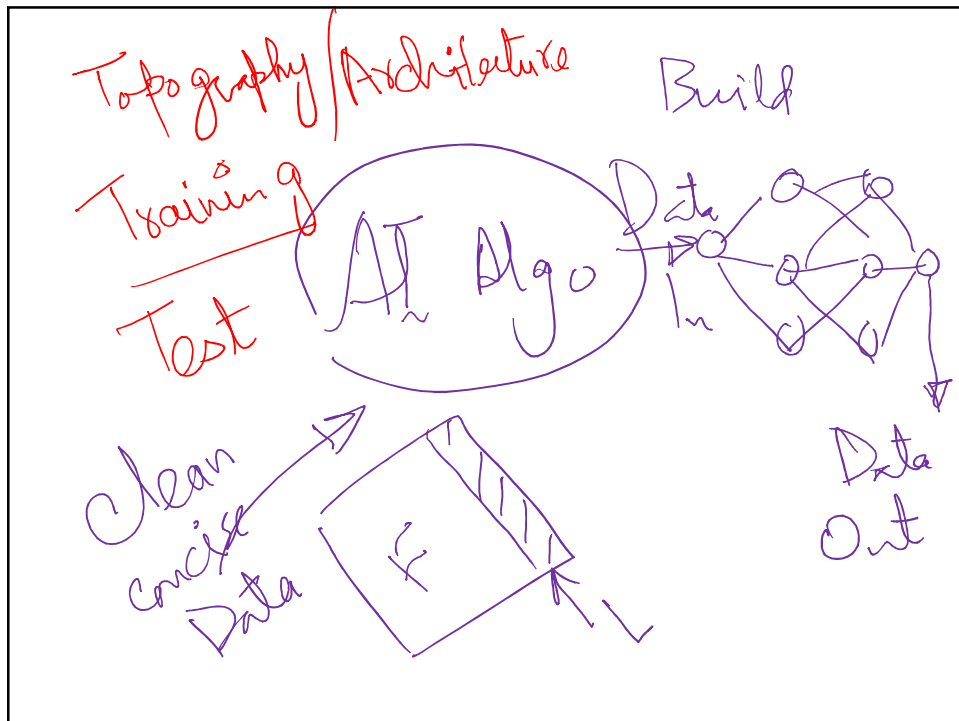
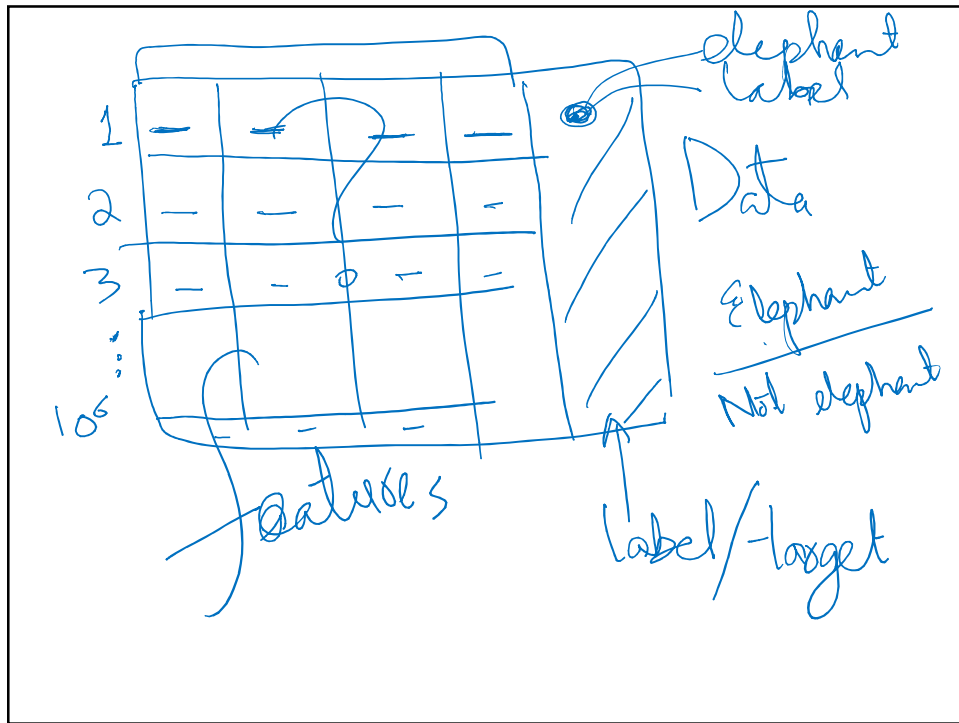
UCI

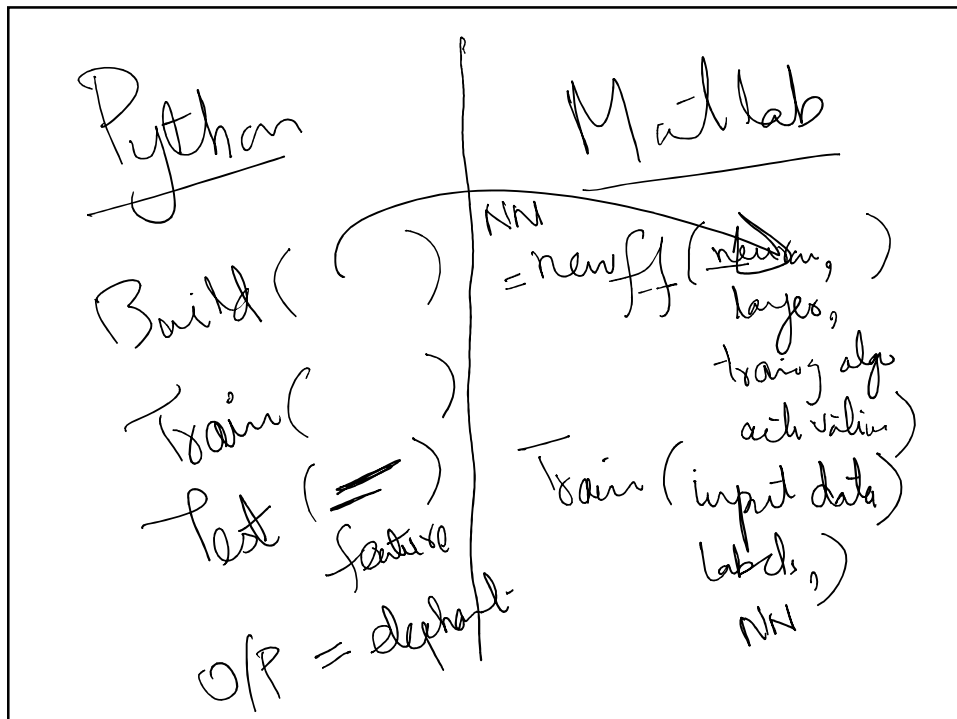
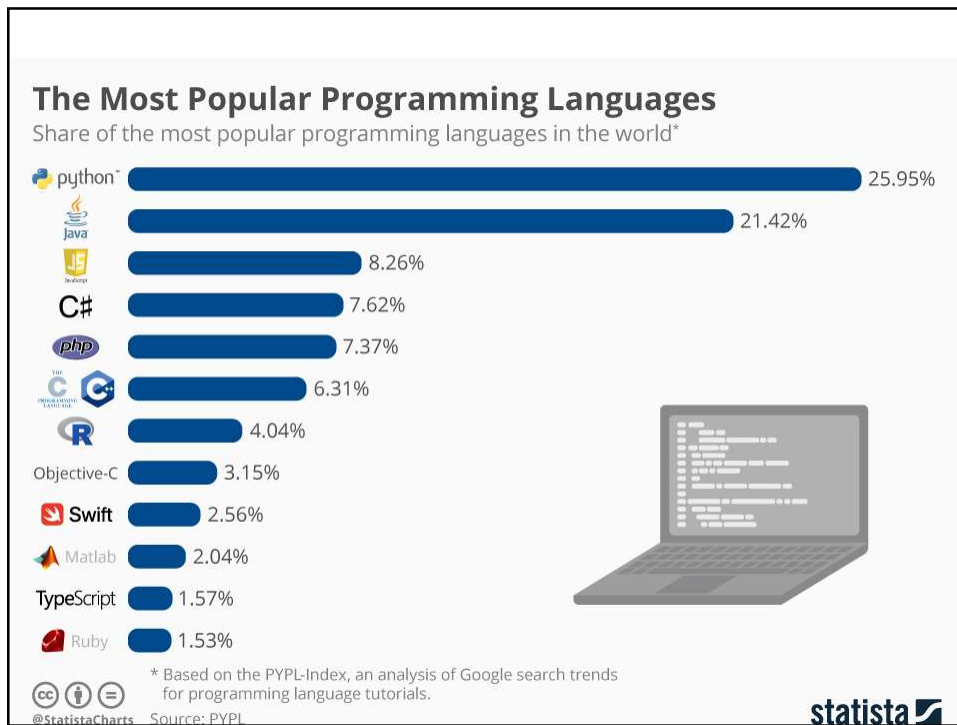
Github

Private sources

REMIND TO SHOW
AFTER GC exercise







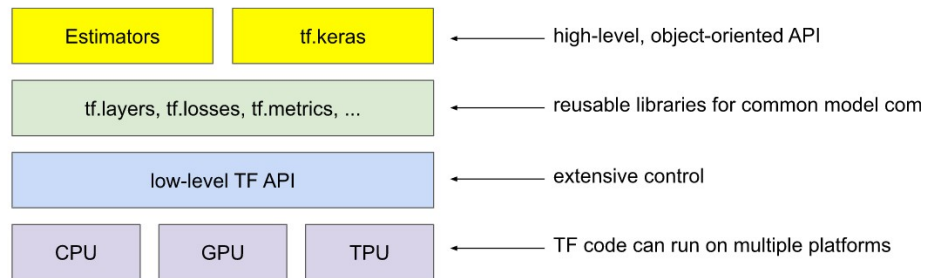
INTRODUCTION TO TENSORFLOW

- TensorFlow, an end-to-end open source platform for machine learning
- Its APIs are arranged hierarchically, high-level APIs built on the low-level APIs
- ML researchers use the low-level APIs to create and explore new ML algorithms

INTRODUCTION TO TENSORFLOW

- Keras is a high-level, deep learning API developed by Google for implementing neural networks
- It is written in Python and is used to make the implementation of neural networks easy

TENSORFLOW TOOLKIT HIERARCHY



PROGRAMMING EXERCISES

- ML concepts are put into practice by coding models in `tf.keras`.
- **Colab** used as a programming environment, Google's version of **Jupyter Notebook** (<https://jupyter.org/>)
- Jupyter Notebook, Colab provides an interactive Python programming environment that combines text, code, graphics, and program output

PROGRAMMING EXERCISES

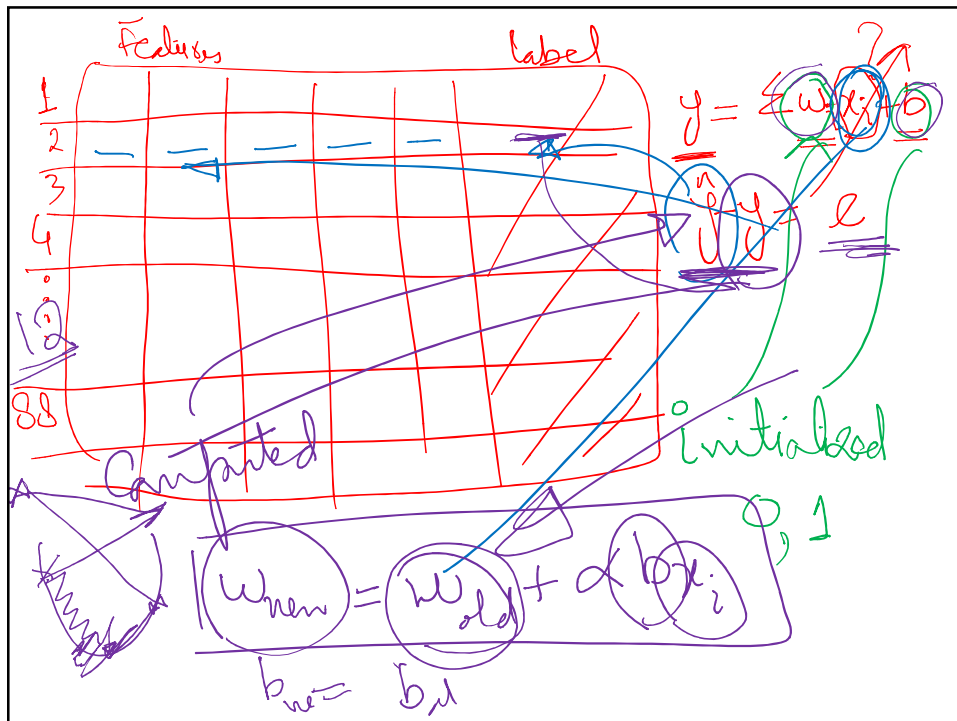
- Using tf.keras requires at least a little understanding of the following two open-source Python libraries:
- [NumPy](#), which simplifies representing arrays and performing linear algebra operations.
- [pandas](#), which provides an easy way to represent datasets in memory.

PROGRAMMING EXERCISES

- Learn enough about NumPy and pandas to understand tf.keras code.
- Learn how to use Colabs.
- Become familiar with linear regression code in tf.keras.
- Evaluate loss curves.
- Tune hyper-parameters.

PROGRAMMING EXERCISES

- [NumPy Ultraquick Tutorial](#)
- [pandas UltraQuick Tutorial](#)
- To explore linear regression and hyper-parameter tuning in tf.keras:
- [Linear Regression with Synthetic Data](#) Colab exercise, which explores linear regression with a toy dataset.
- [Linear Regression with a Real Dataset](#) Colab exercise for analysis you should do on a real dataset.



$$\left. \begin{aligned} w_n &= w_o + \alpha b x_i \\ b_n &= b_o + \alpha b \end{aligned} \right\} \begin{array}{c} 12 \\ \hline \hline \hline \hline \hline \end{array}$$

$$e = \hat{y} - y$$

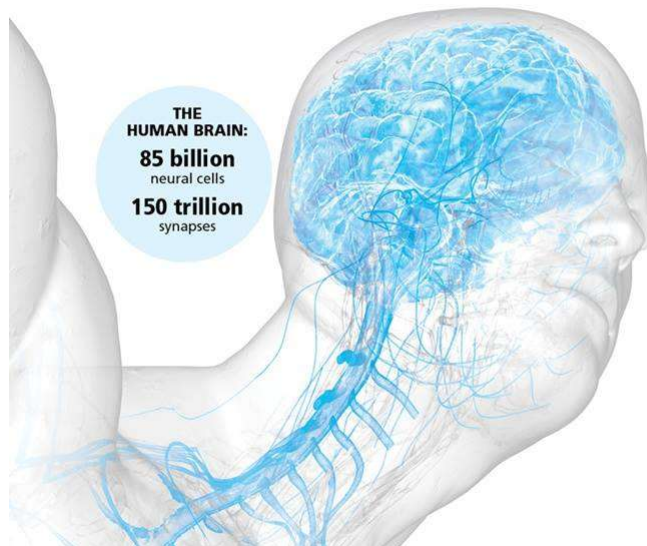
BEST INTELLIGENCE

لَقَدْ خَلَقْنَا الْإِنْسَانَ فِي أَحْسَنِ تَقْوِي

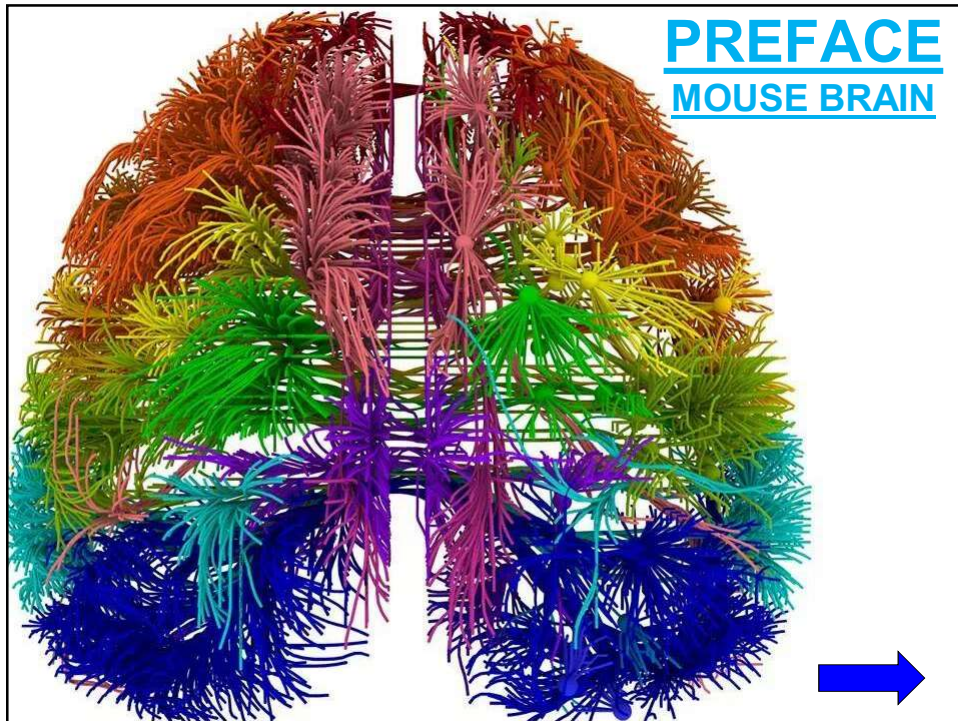
Indeed Allah has created the human in the best of forms. (Surah Teen, verse 4)

This verse indicates to Insaan (humans) being the best and most noble creation of Allah.

THE BEST AI INSPIRED BY HUMAN BRAIN



PREFACE MOUSE BRAIN





The most complex object in
the known universe:

BRAIN,

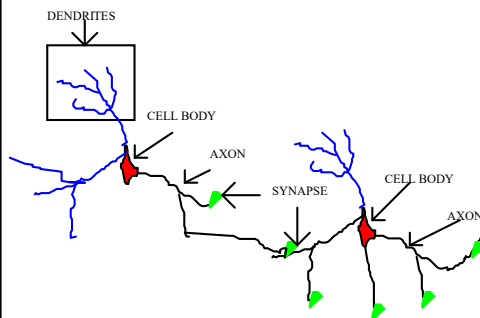
only uses **20 watts** of
power. It would require a
nuclear power plant to
energize a computer the
size of a city block to mimic
your brain, and your brain
does it with just 20 watts.

[@michiokaku](#), physicist

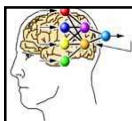
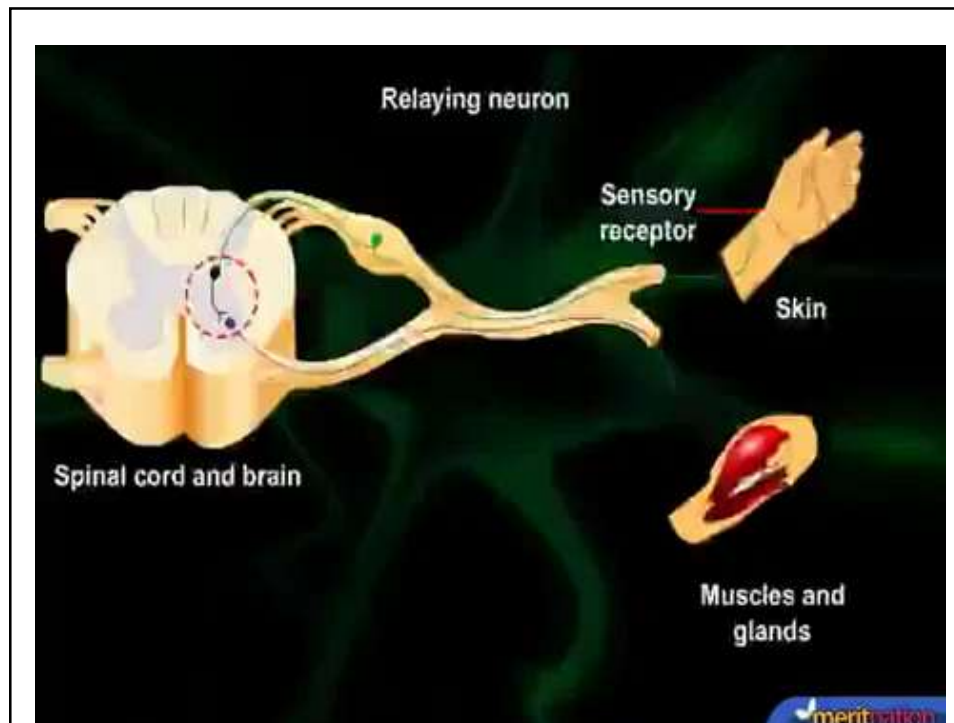
Human and Artificial Neurons (FUNCTIONALITIES)

- Much is still unknown

- How brain train itself/process information
- Theories abound

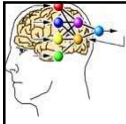


- Dendrites → input
- Cell Body
 - soma
- Axon → output
 - Electrical pulses
- Synapses
 - junction
- Biochemical activities
- Brain's functionality
 - Thought, emotion and cognition



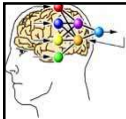
IMPORTANT TIMELINES

- Roots of work on AI/ANN are **Neurobiological studies** (more than one century ago):
 - How do nerves behave when stimulated by different magnitudes of electric current? medical
 - Is there a minimal threshold needed for nerves to be activated?
 - Given that no single nerve cell is long enough, how do different nerve cells communicate among each other?
1. Phy Connections



IMPORTANT TIMELINES

- **Psychological studies:** 2. Learning
 - How do animals learn, forget, recognize and perform other types of tasks?
- **Psycho-physical** experiments helped to understand how individual neurons and groups of neurons work.
- **McCulloch and Pitts** introduced the first mathematical model of single neuron, widely applied in subsequent work. 3. Modelling

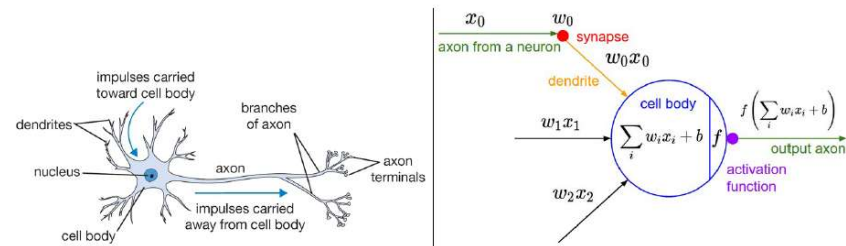


IMPORTANT TIMELINES

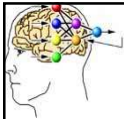
4. Simulations

- Initial simulations using formal logic
 - logic functions such as "a or b" and "a and b"
- McCulloch and Pitts (1943)
 - several assumptions about neurons
 - binary devices
 - fixed thresholds

Artificial Neural Networks



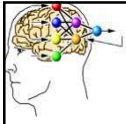
A cartoon drawing of a biological neuron (left) and its mathematical model (right).



IMPORTANT TIMELINES

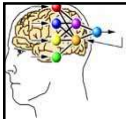
ENGR & PHYSICIANS

- Computer simulations matured
 - Two groups (Farley and Clark, 1954 (IBM Engrs); Rochester, Holland, Haibit and Duda, 1956 (McGill Uni neuroscientists))
 - Whenever Engrs models did not work, they consulted the neuroscientists
 - Multidisciplinary trend continues today



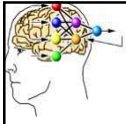
IMPORTANT TIMELINES

- Psychologists entered for Training Logics
 - Rosenblatt (1958) stirred considerable interest and activity by Perceptron
 - The Perceptron had three layers with the middle layer known as the association layer
 - This system could learn to connect or associate a given input to a random output unit



IMPORTANT TIMELINES

- ADALINE (ADaptive LInear Element)
- developed in 1960 by Widrow and Hoff of Stanford University
 - Least-Mean-Squares (LMS) learning rule



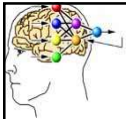
IMPORTANT TIMELINES

In 1969 Minsky and Papert generalized the limitations of
In the book they said:

"...our intuitive judgment that the extension (to multilayer systems) is sterile". NOT CAPABLE

The significant result of the book

- eliminate funding
- Disenchantments of researchers
- Prejudice against this field

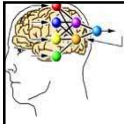


IMPORTANT TIMELINES

- **Innovation in the 70's: (even funding was minimal)**
 - Individual researchers continue laying foundations
 - von der Marlsburg (1973): competitive learning and self-organization

Big neural-nets boom in the 80's and re-emergence

- Books, conferences, university programmes, funding by major ctry
 - Grossberg: adaptive resonance theory (ART)
 - Hopfield: Hopfield network
 - Kohonen: self-organising map (SOM)

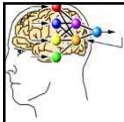


IMPORTANT TIMELINES

- Oja: **neural principal component analysis (PCA)**
- Ackley, Hinton and Sejnowski: **Boltzmann machine**
- Rumelhart, Hinton and Williams: **backpropagation**

Diversification in 90's, 2000's and Till Today:

- Machine learning: mathematical rigor, Bayesian methods, information theory, **support vector machines (now state of the art!)**, ...
- Computational neurosciences: To understand low-level compartmental models of individual neurons to large-scale brain models
- **Deep learning evolution, last few years**



Some of most common ANN models

Period	Inventors	Name of the model	Applications	Learning Mode
1957-1960	F. Rosenblatt	Perceptron	Type character recognition and Classification	Supervised
1959-1962	B. Widrow M. E. Hoff	LMS	Prediction, noise cancellation	Supervised
1971-1994	I. Aleksander J. G. Taylor T. G. Clarkson D. Gorse	RAM model and PRAM (Weightless neurons)	Pattern recognition	Supervised reinforcement
1974-1986	P. Werbos, D. Parker D. Rumelhart	Back propagation	Pattern, recognition, Prediction, etc.	Supervised
1975-1983	K. Fukushima	Neocognitron	Pattern recognition	Supervised/ Unsupervised
1978-1986	G. Carpenter S. Grossberg	Adaptive Resonance Theory (ART)	Recognition: classification of complex pattern	Supervised/ Unsupervised
1980	T. Kohonen	Self Organizing Map	Image recognition	Unsupervised
1982	B. Wilkie J. Stonham I. Aleksander	WISARD	Pattern and image recognition	RAM based model
1982-1984	J. Hopfield	Associative Memory	Speech Processing	Association (Hebbian)
1985	B. Kosko	Bi-directional Associative Memory (BAM)	Image Processing	Association (Hebbian)
1980-1993 And so on	M. J. D. Powell J. E. Moody C. J. Dalken S. Renals T. Poggio F. Girosi	Radial Base Function (RBF) (Hybrid system) Hardware systems	Prediction /Recognition	Supervised and unsupervised

THE EVOLUTION

- Perceptron
- Multi layer perceptron
- Feed-forward back-propagation ANN
- Recurrent ANN
- Long-short term memory (LSTM)
- Convolutional ANN
- Attentions Nets aka Transformers aka Regenerative networks aka Large language models

