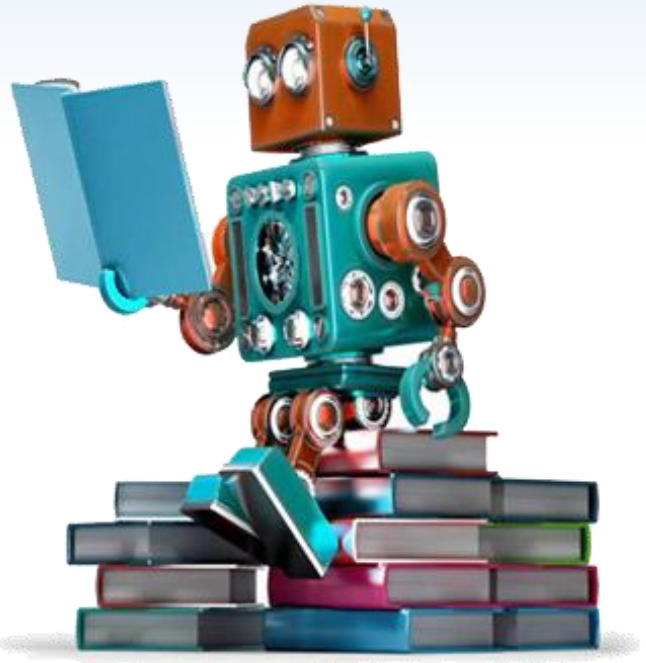
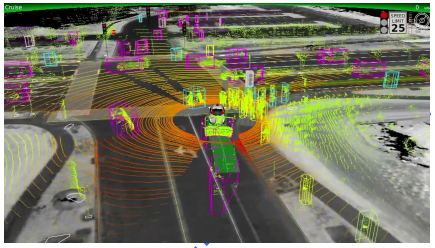
西北工业大学
NORTHWESTERN POLYTECHNICAL UNIVERSITY

机器学习
Machine Learning

布树辉

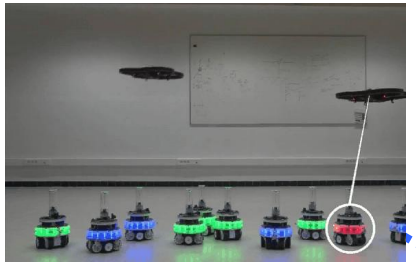


Future?




Using information relayed from the swarm, human swarm tacticians adaptively employed various swarm tactics their teams had developed to isolate and secure the identified items while maintaining situational awareness and surveillance of the environment.
DARPA

AI

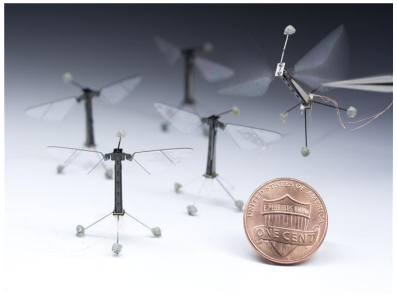



Weapons with Different Sensor Packages Release from Multiple Air Platforms
DARPA
ARTIST'S CONCEPT

UAV

- Small, cheap
- No pilot
- Convenient
- Strong survivability

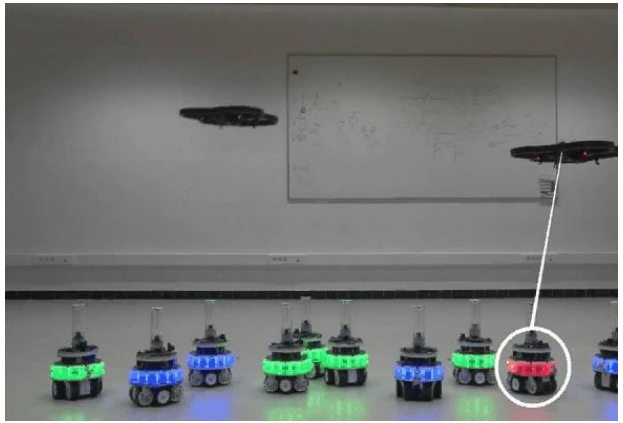
- Aerial photograph
- Attack
- Air platform
- General aviation

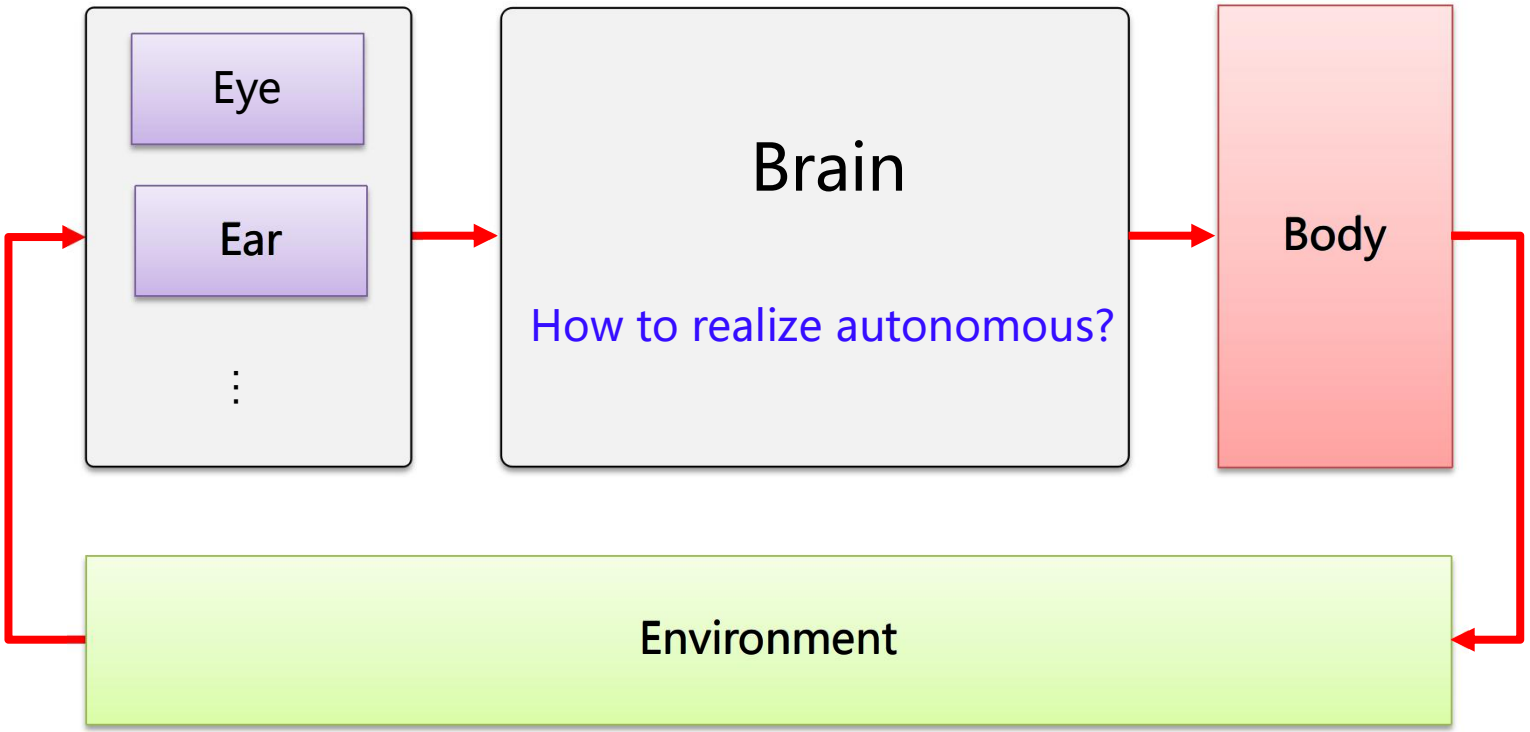



UAV - Autonomous

Remote Control → Heavy workload
Professional training
Difficult to be cluster → Autonomous



How to Realize Autonomous?



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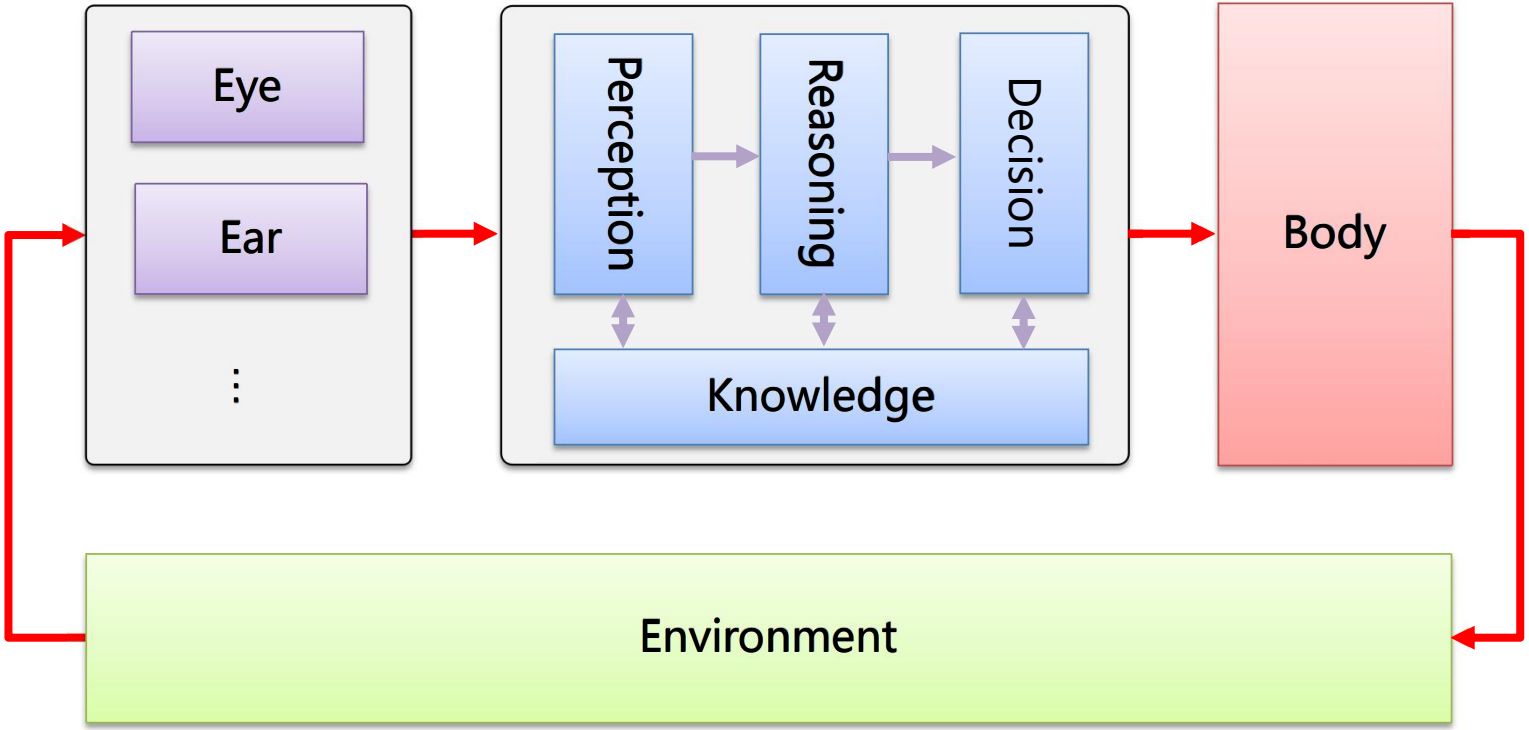
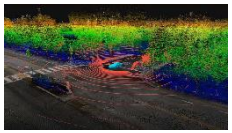
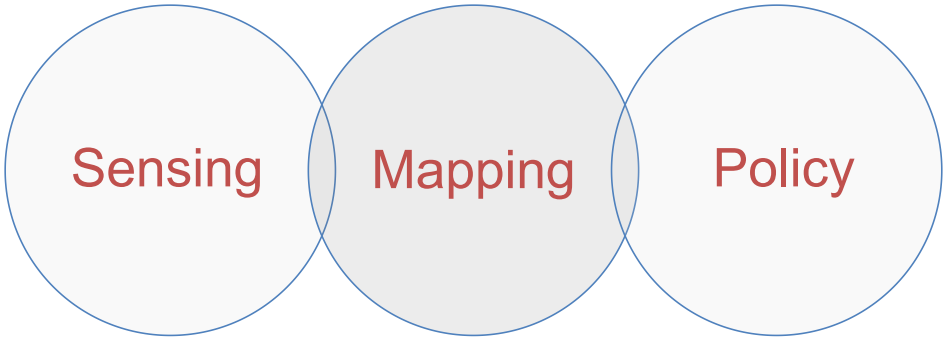


New Challenges

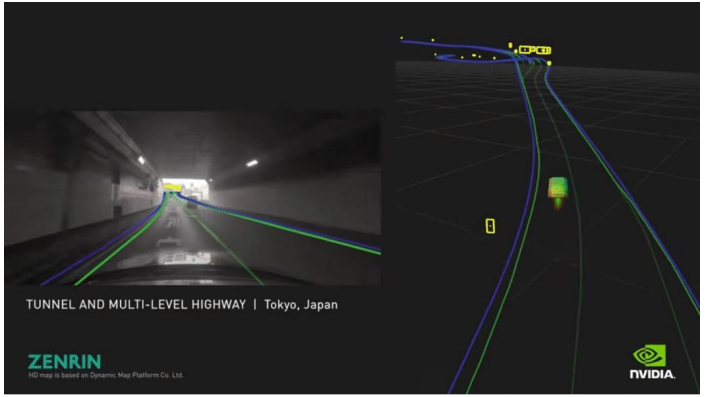



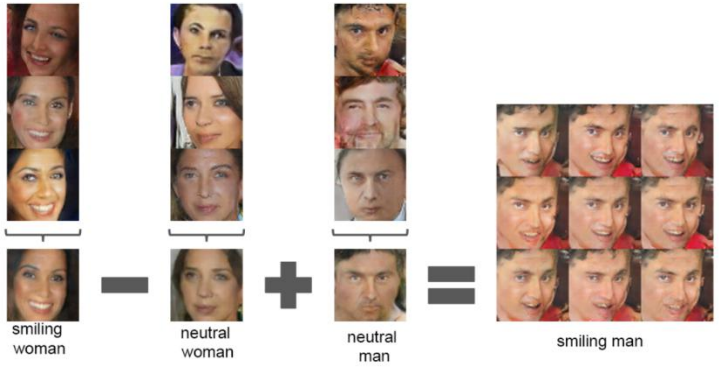



- Multi-type sensors: IMU, GPS, Image, LiDAR, RADAR …
- High quality and real-time speed required
- Reasoning and knowledge are important for realizing strong AI

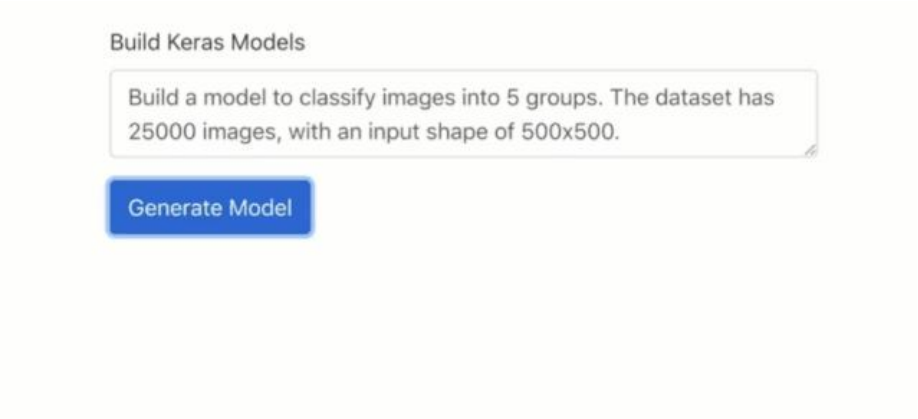
Applications

Applications

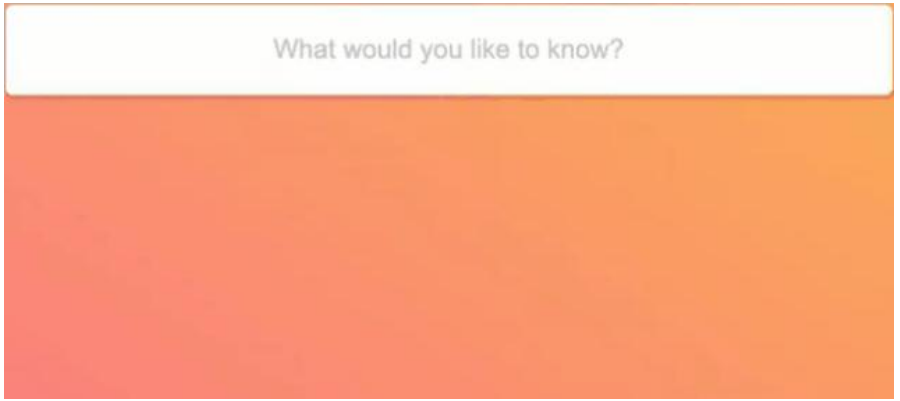




Applications



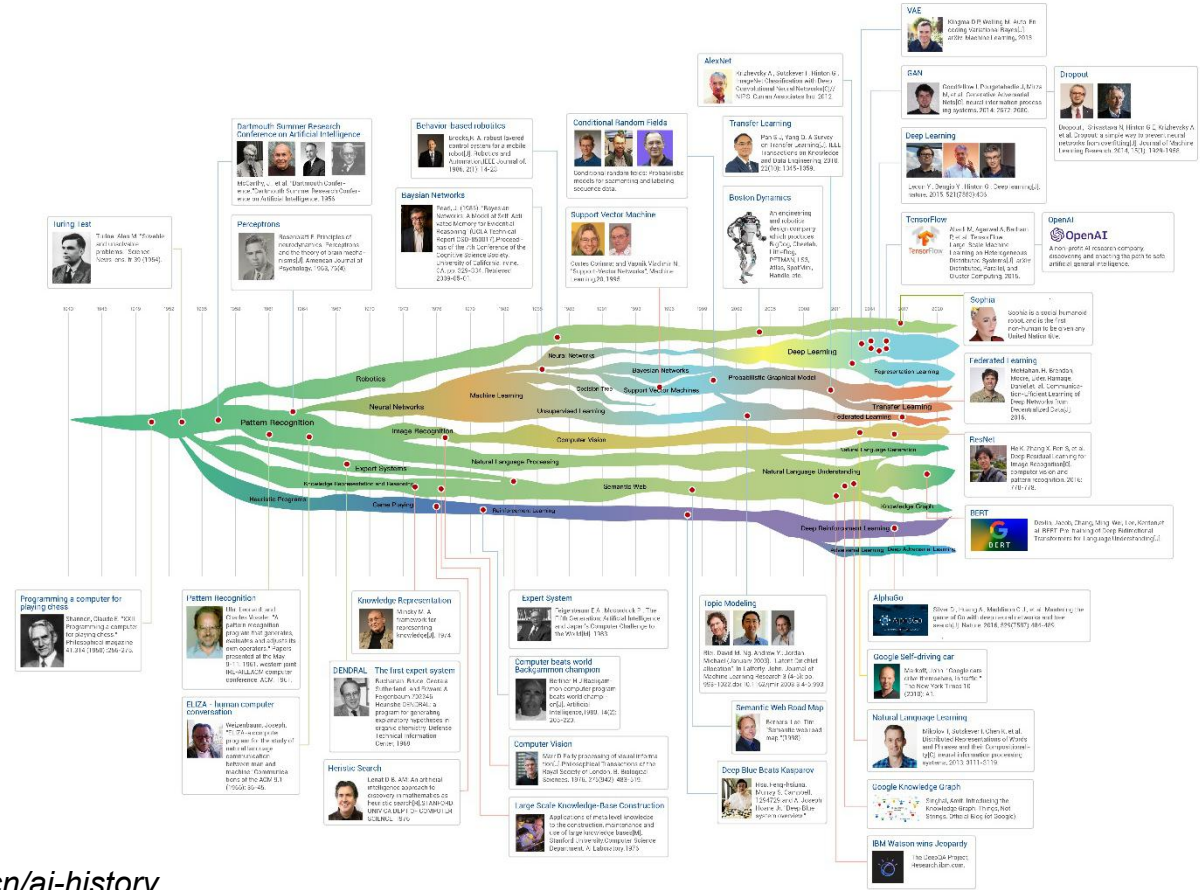
GPT-3 Automatic Keras Model



GPT-3 Automatic SQL

Applications

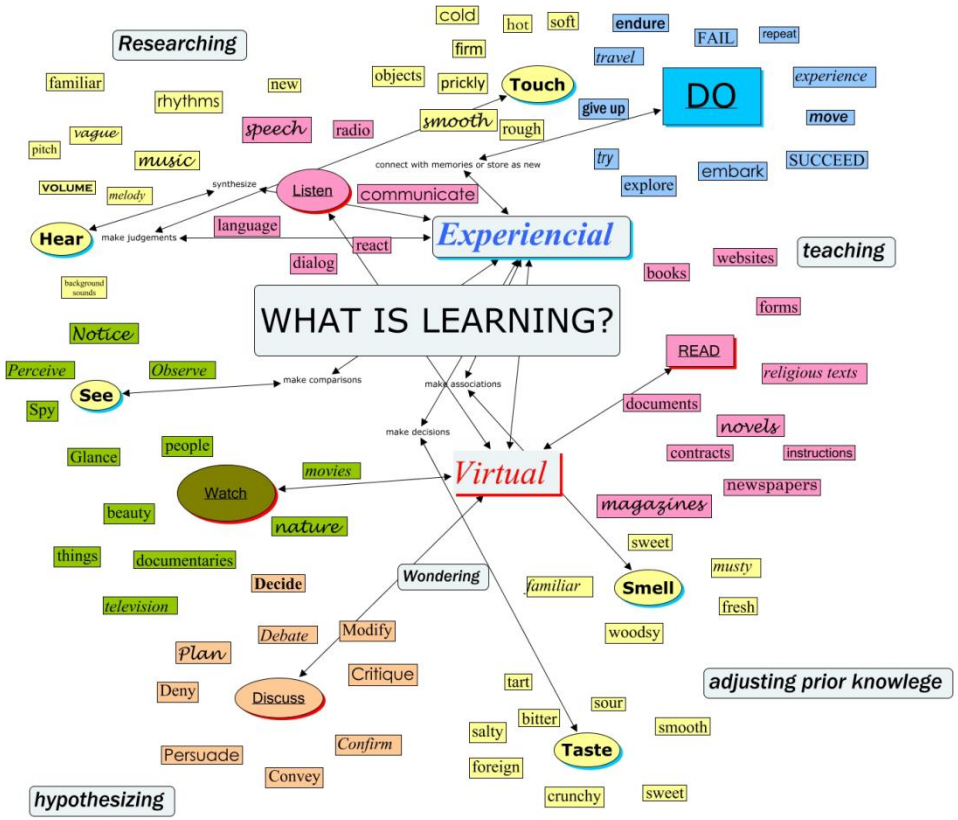
History of AI



https://www.aminer.cn/ai-history

How to Achieve Intelligence?

How to Achieve Intelligence?



Learning is about seeking a predictive and/or executable understanding of natural/artificial subjects phenomena or activities from …

What is Machine Learning?

Machine learning seeks to develop theories and computer systems for

- Representing
- Classifying, clustering, recognizing
- Reasoning under uncertainty
- Predicting
- And reacting to
- …

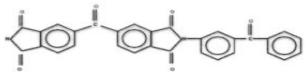
Complex, real world data, based on the system's own experience with data, and (hopefully) under a unified model or mathematical framework, that

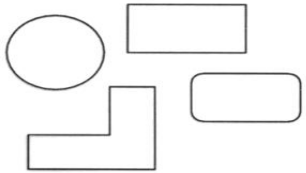
- Can be formally characterized and analyzed
- Can take into account human prior knowledge
- Can generalize and adapt across data and domains
- Can operate automatically and autonomously
- And can be interpreted and perceived by human

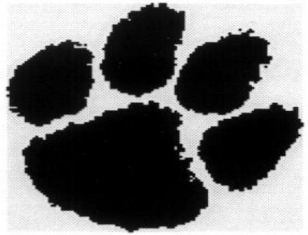
Pattern?

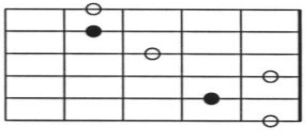
"A pattern is the opposite of a chaos; it is an entity vaguely defined, that could be given a name."

- Watanabe





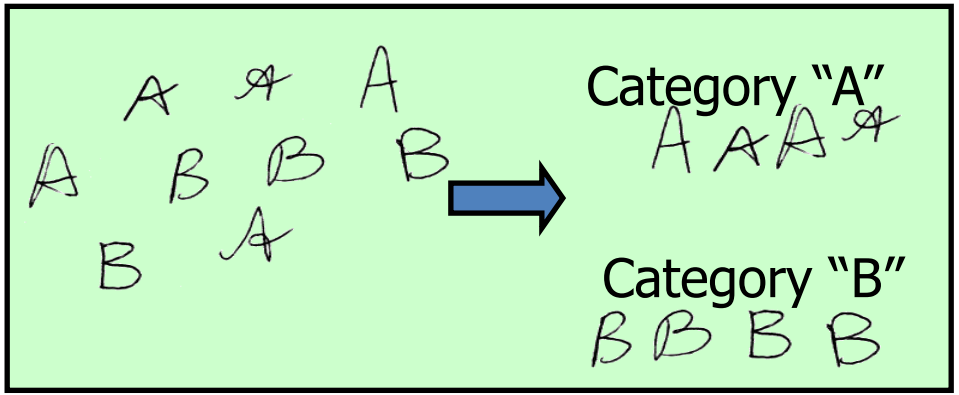




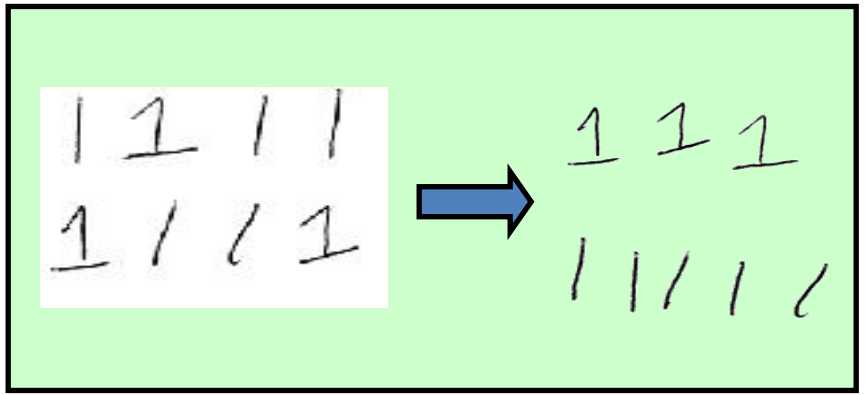
Recognition

Identification of a pattern as a member of a category we already know, or we are familiar with

- **Classification** (known categories)
- **Clustering** (learning categories)



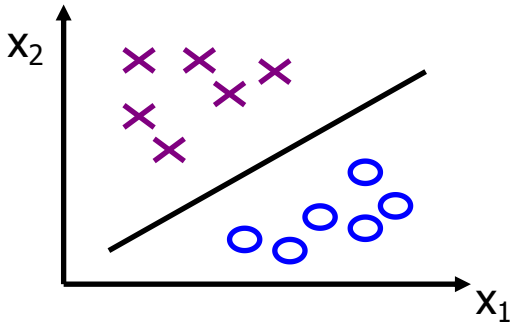
Classification

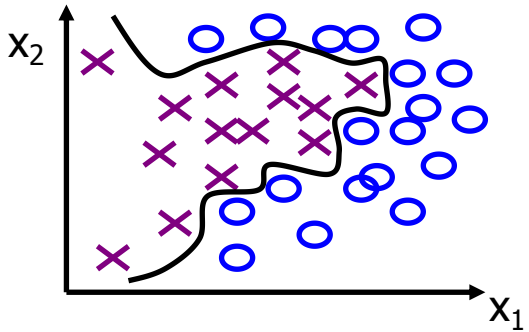


Clustering

Representation

- Each pattern is represented as **a point in *d*-dimensional feature space**
- Choice of features and their desired invariance properties are domain-specific





- Good representation implies (i) small intra-class variation, (ii) large inter-class separation and (iii) simple decision boundary

Pattern Class

- A collection of similar (not necessarily identical) objects
- A class is defined by class samples (paradigms, exemplars, prototypes, training/learning samples)
- Intra-class variability
- Inter-class similarity
- How do we define similarity?

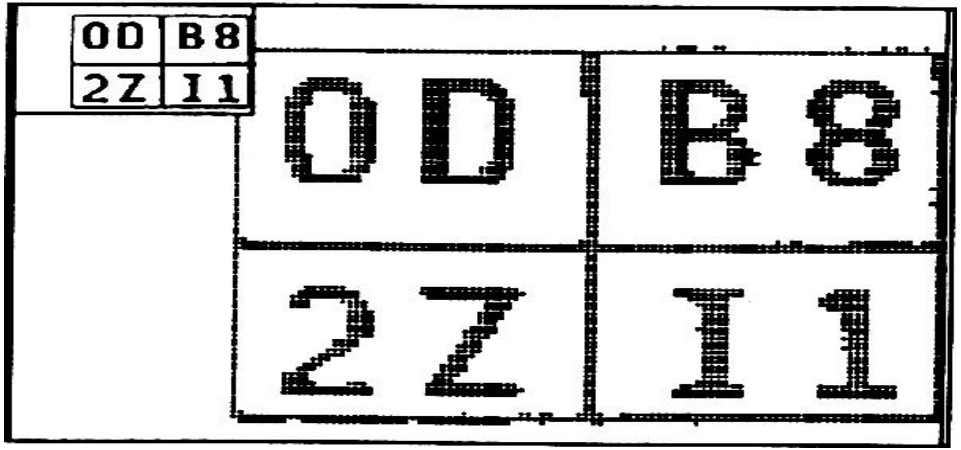
Intra-class Variability

The letter "T" in different typefaces

Same face under different expression, pose, illumination

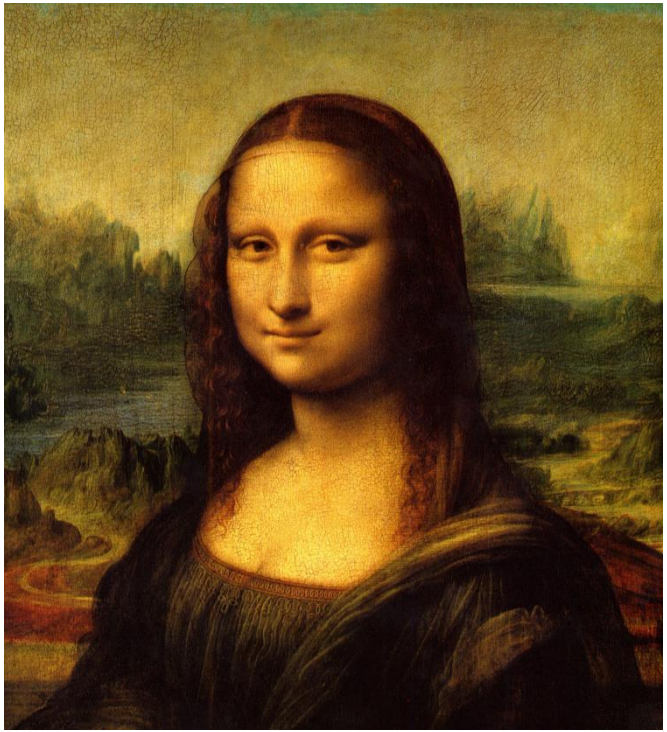
Inter-class Similarity

Identical twins



Characters that look similar

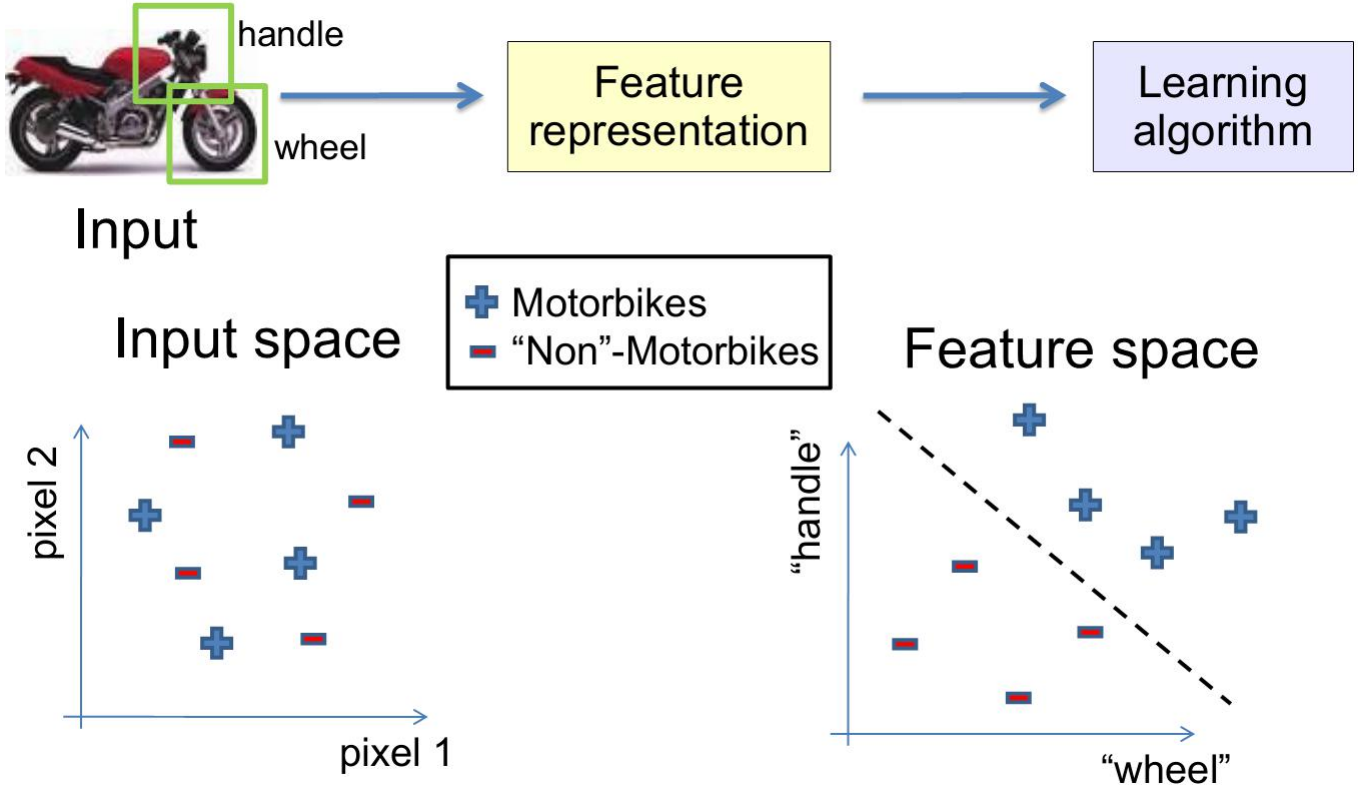
Inter-class or Intra-class?



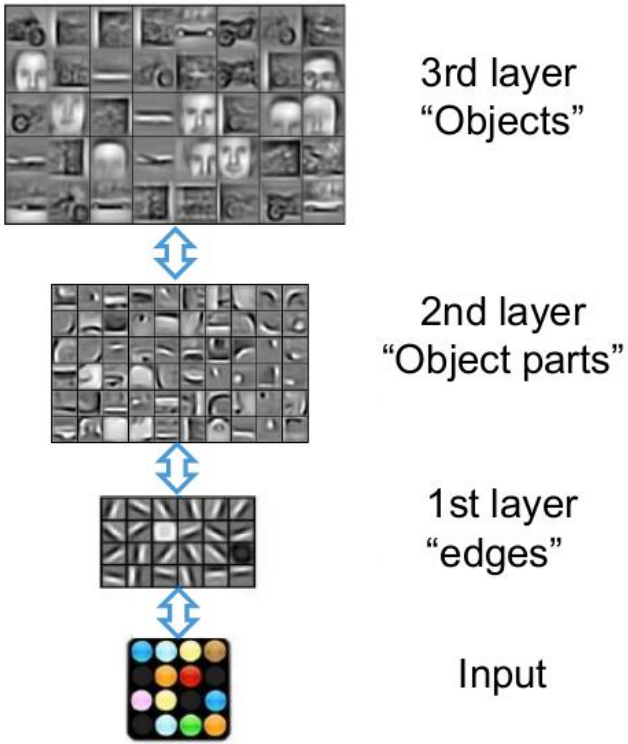
Good Representation

- Should have some invariant properties (e.g., rotation, translation, scale, …)
- Account for intra-class variations
- Ability to discriminate pattern classes of interest
- Robustness to noise, occlusion,..
- Lead to simple decision making strategies (e.g., linear decision boundary)
- Low measurement cost; real-time

Good Representation



Good Representation



- Represent objects from low-level to high-level structure
- Can share the low-level representation for multiple tasks

Deep Learning = Learning Hierarchical Representation

Traditional Pattern Recognition: Fixed/Handcrafted Feature Extractor

Feature Extractor → Trainable Classifier

Mainstream Modern Pattern Recognition: Unsupervised mid-level features

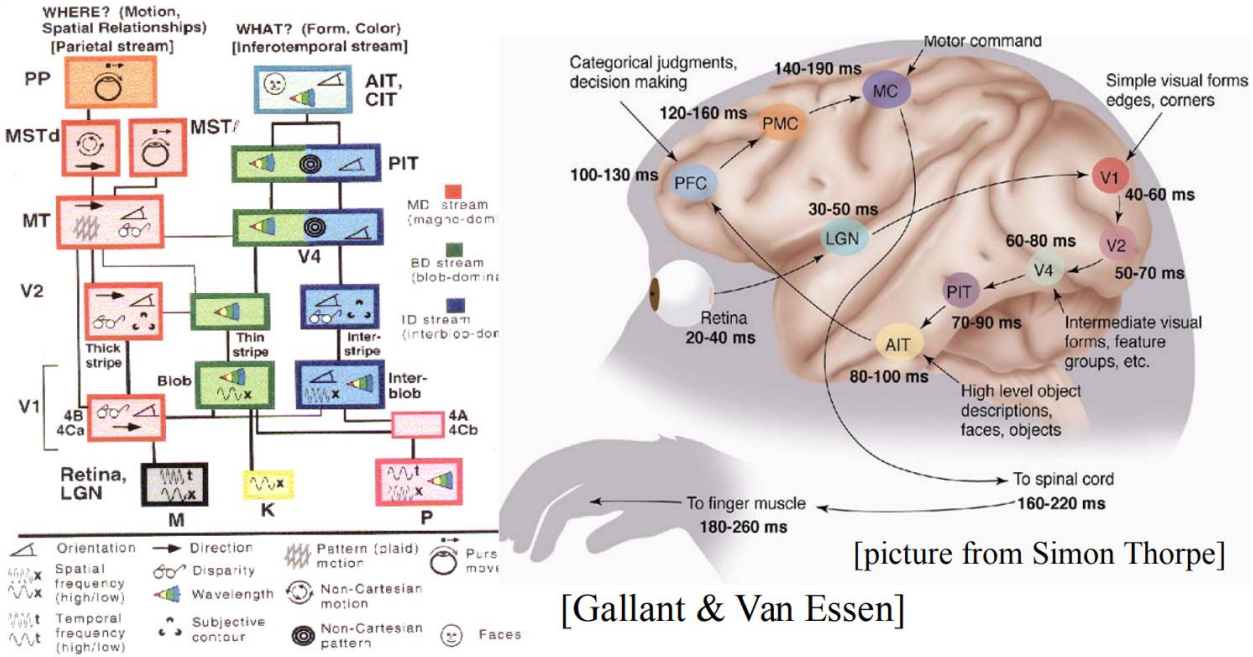
Feature Extractor → Mid-Level Features → Trainable Classifier

Deep Learning: Representations are hierarchical and trained

Low-Level Features → Mid-Level Features → High-Level Features → Trainable Classifier

The Mammalian Visual Cortex is Hierarchical

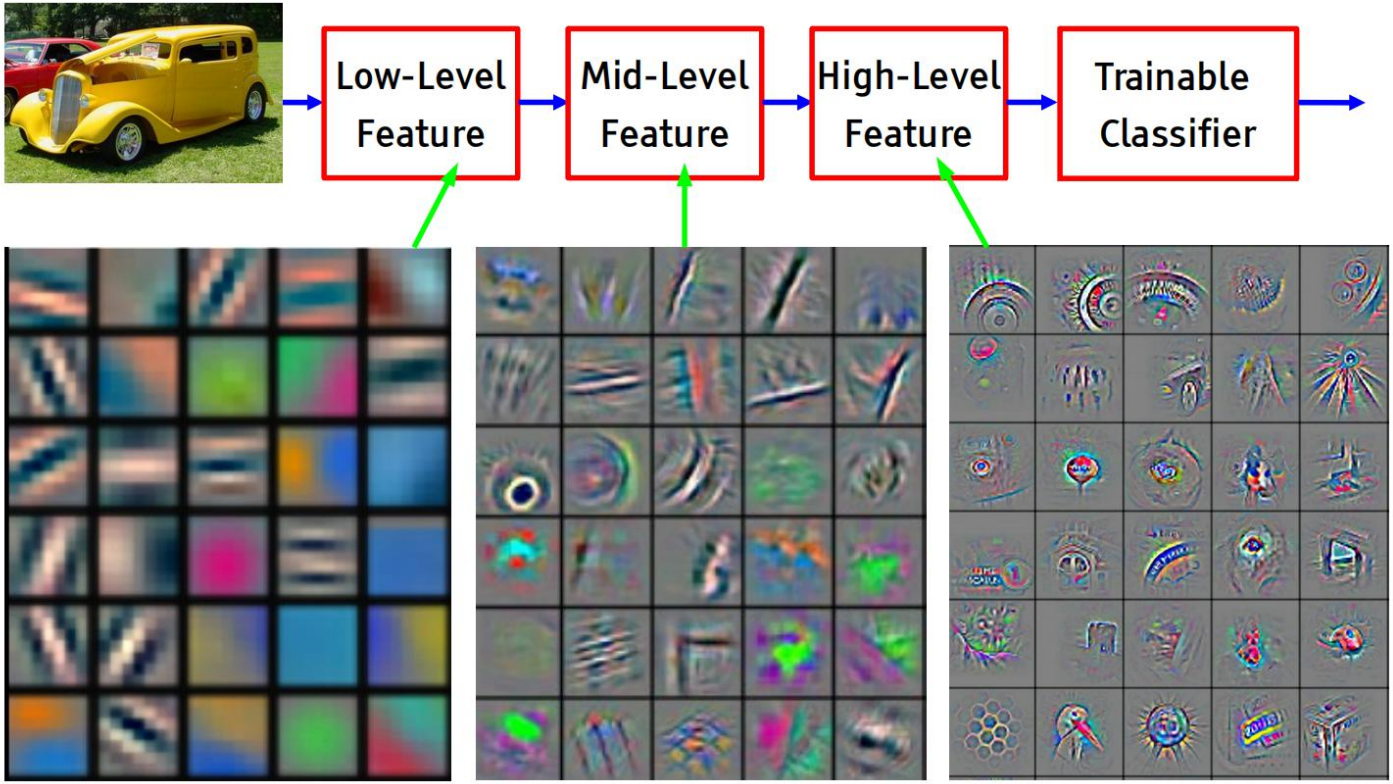
- The ventral (recognition) pathway in the visual cortex has multiple stages
- Retina - LGN - V1 - V2 - V4 - PIT - AIT ....
- Lots of intermediate representations



[Gallant & Van Essen]

Deep Learning = Learning Hierarchical Representation

It's deep if it has more than one stage of non-linear feature transformation



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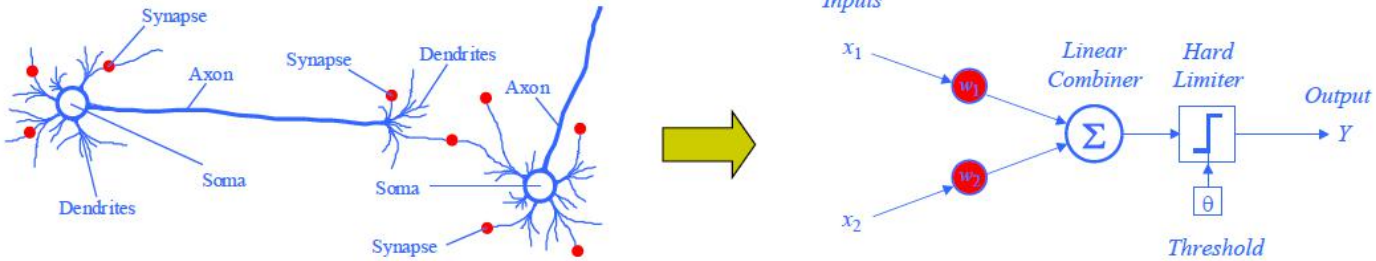
Neural Networks and Deep Learning

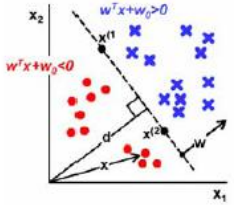
Perceptron and Neural Networks

- From biological neuron to artificial neuron (perceptron)

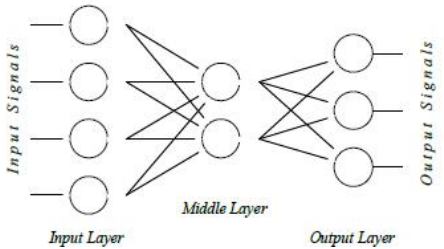


- Activation function

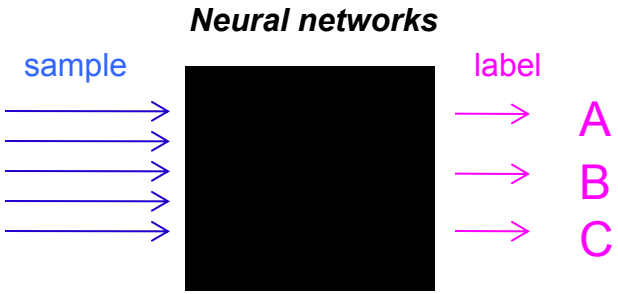
$$X = \sum_{i=1}^{n} x_i w_i \qquad y = \begin{cases} +1, & \text{if } X \geq \omega_0 \\ -1, & \text{if } X < \omega_0 \end{cases}$$

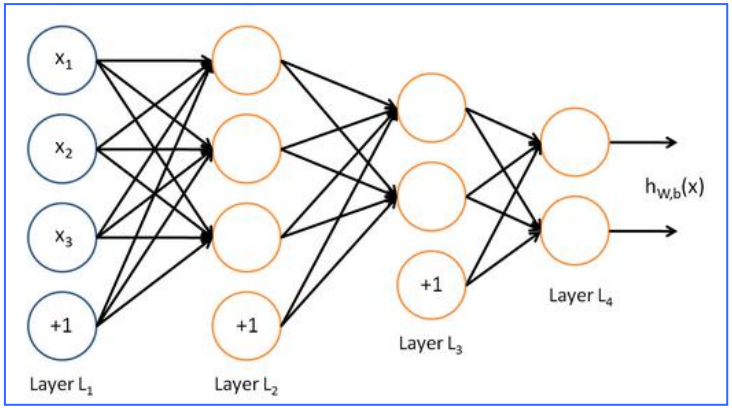


- Artificial neuron networks
  - supervised learning
  - gradient descent

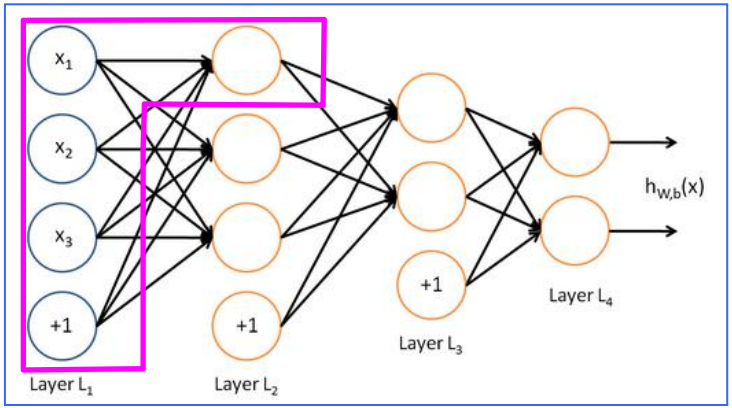


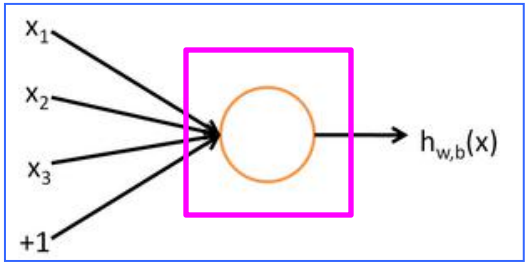
Neural Networks

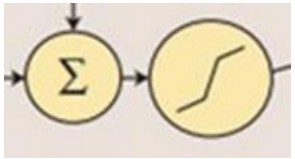




Neural Networks - Feedforward Networks







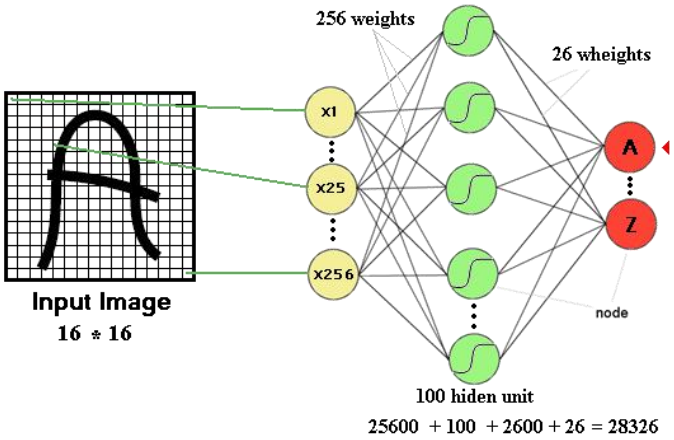
$$h_{W,b}(x) = f(W^T x) = f(\sum_{i=1}^{3} W_i x_i + b)$$

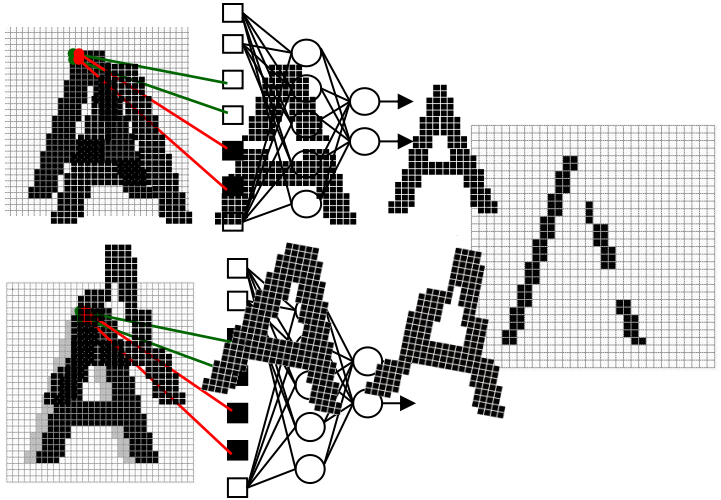
$$f(z) = \frac{1}{1 + \exp(-z)}$$

Neural Networks - Feedforward Networks

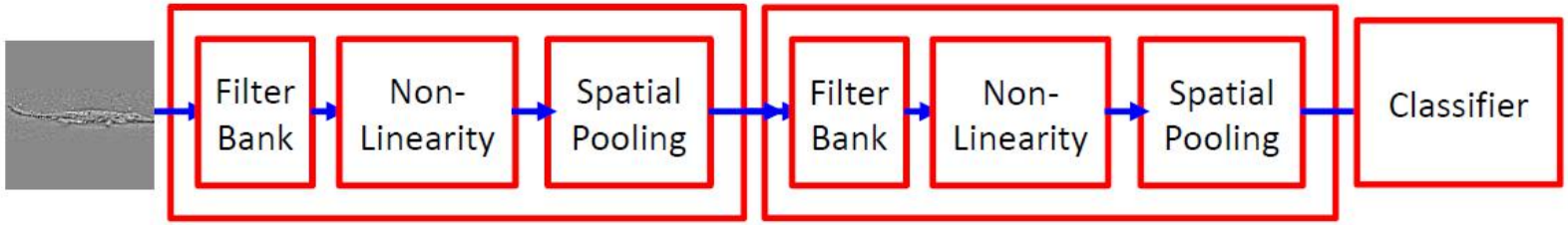
Neural Networks - Disadvantages

- The number of trainable parameters becomes extremely large
- Little or no invariance to shifting, scaling, and other forms of distortion



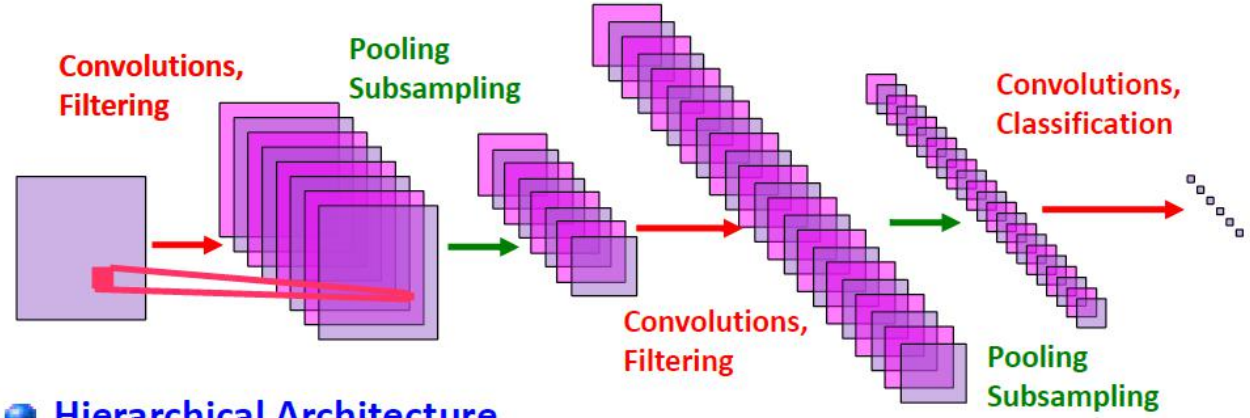


Hierarchical / Deep Architectures for Vision



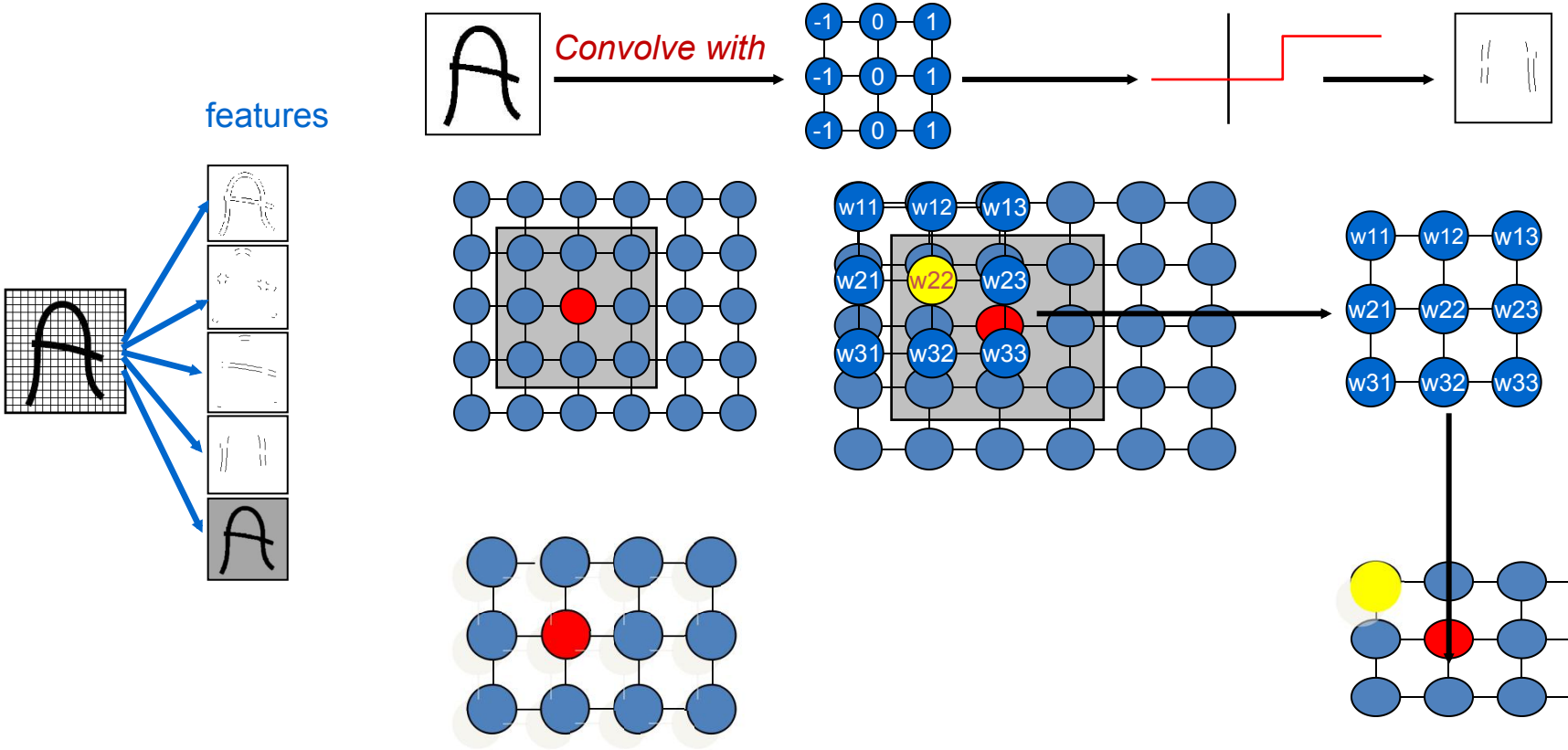
- Multiple Stages
- Each Stage is composed of
  - A bank of local filters (convolutions)
  - A non-linear layer (may include harsh non-linearities, such as rectification, contrast normalization, etc...).
  - A feature pooling layer
- Multiple stages can be stacked to produce high-level representations
  - Each stage makes the representation more global, and more invariant
- The systems can be trained with a combination of unsupervised and supervised methods

Convolutional Neural Network: Multi-stage Trainable Architecture

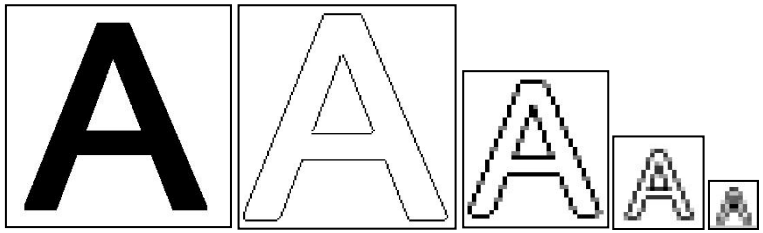


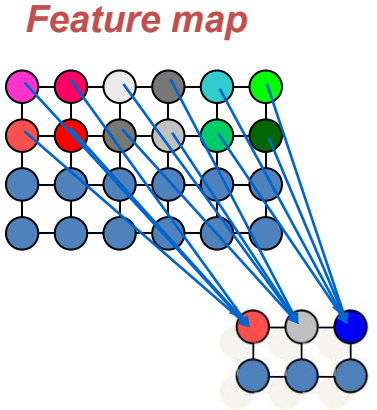
- **Hierarchical Architecture**
  - Representations are more global, more invariant, and more abstract as we go up the layers
- **Alternated Layers of Filtering and Spatial Pooling**
  - Filtering detects conjunctions of features
  - Pooling computes local disjunctions of features
- **Fully Trainable**
  - All the layers are trainable

Convolutional Layer or Feature Extraction Layer



Subsampling Layer

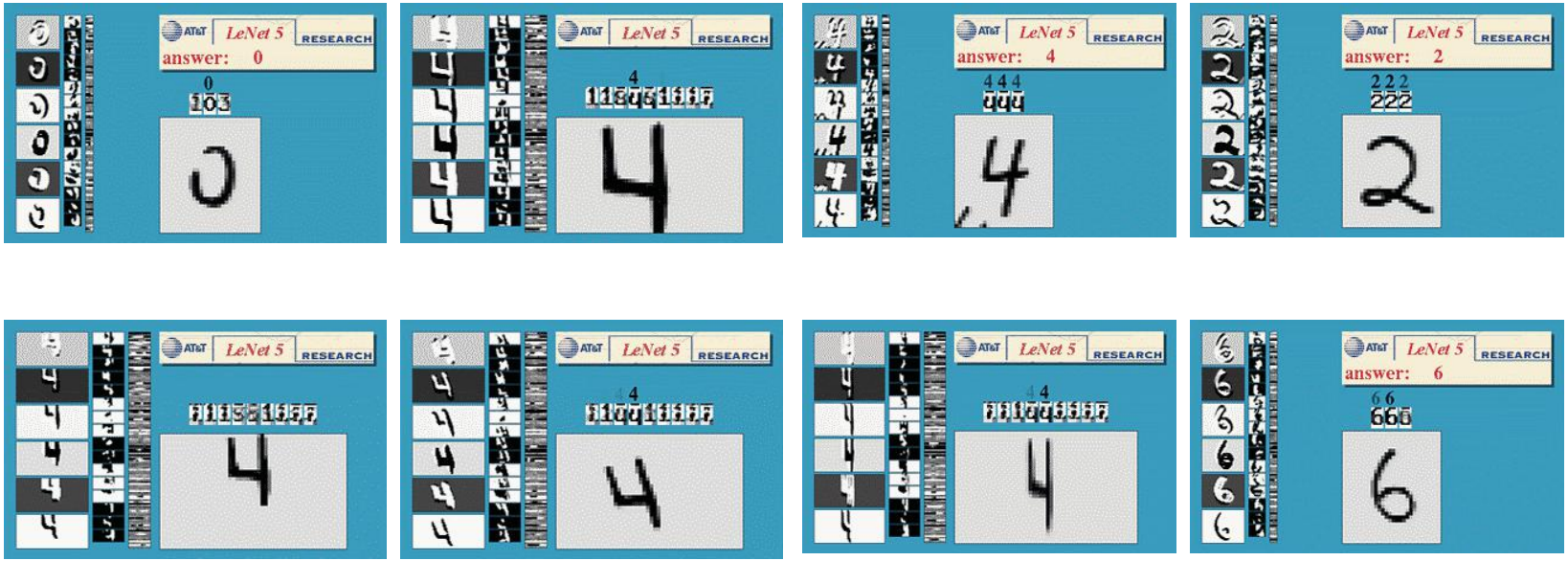




- By reducing the spatial resolution of the feature map, reduce the effect of noises and shift or distortion.
- The weight sharing is also applied in subsampling layers

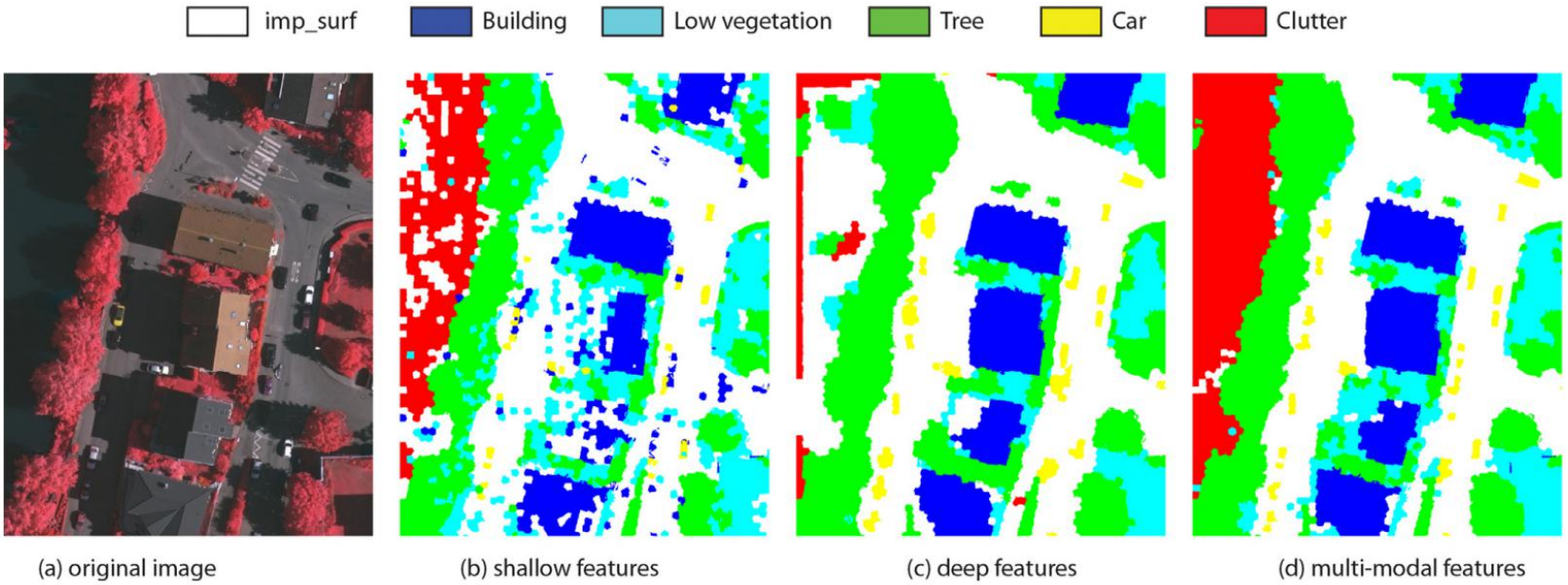
Convolutional Neural Networks - Demo

Convolutional Neural Networks - Hand-Writing Recognition



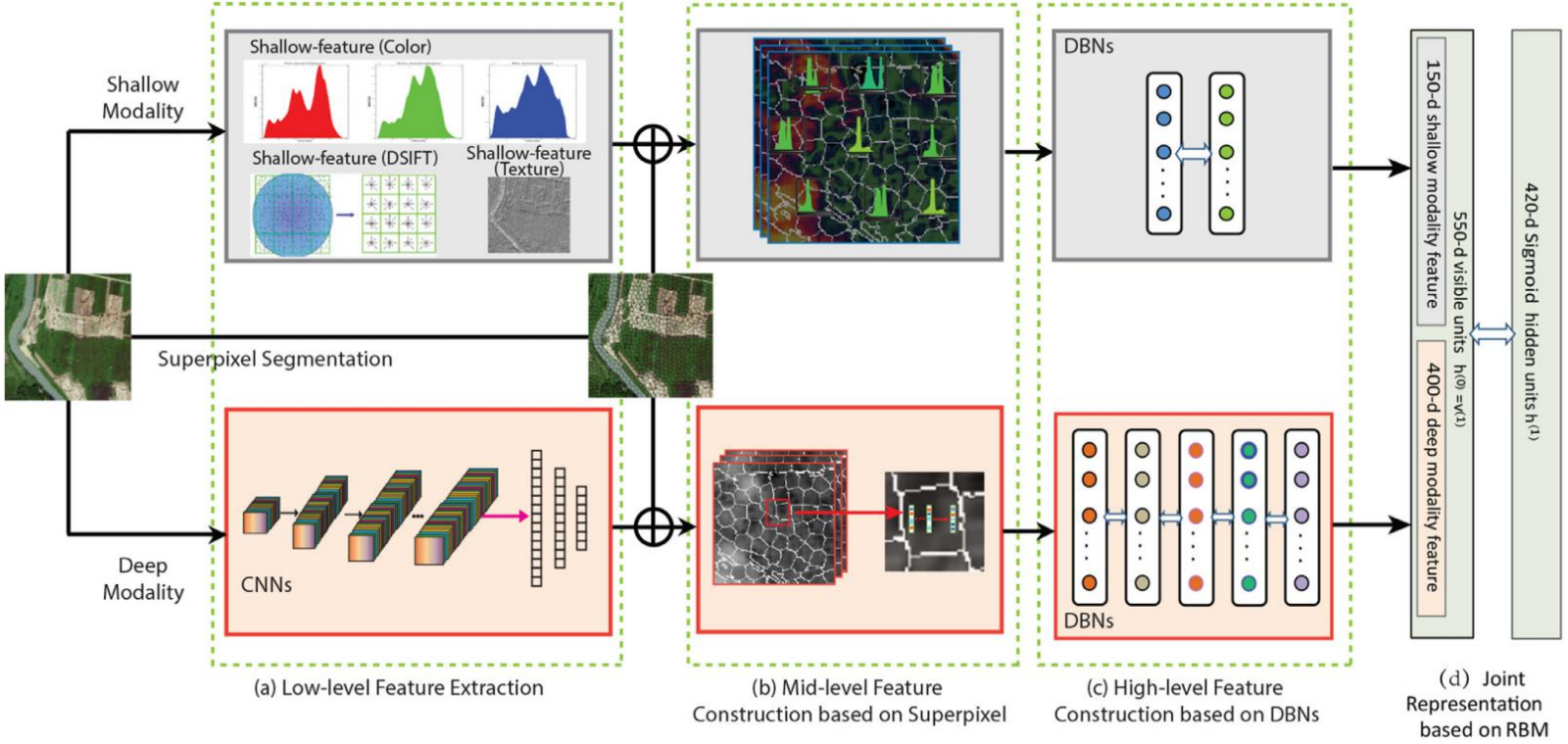
Applications

Application (1) Image Annotation



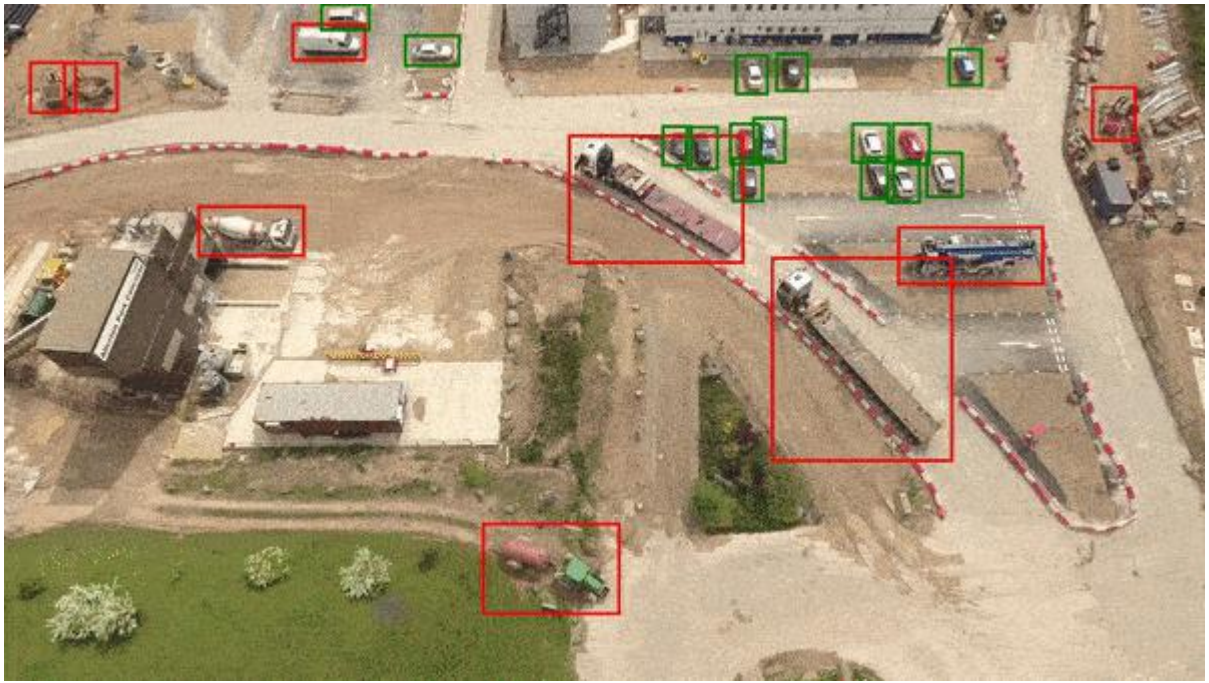
Ke Li, et al. Multi-modal feature fusion for geographic image annotation

Application (1) Image Annotation



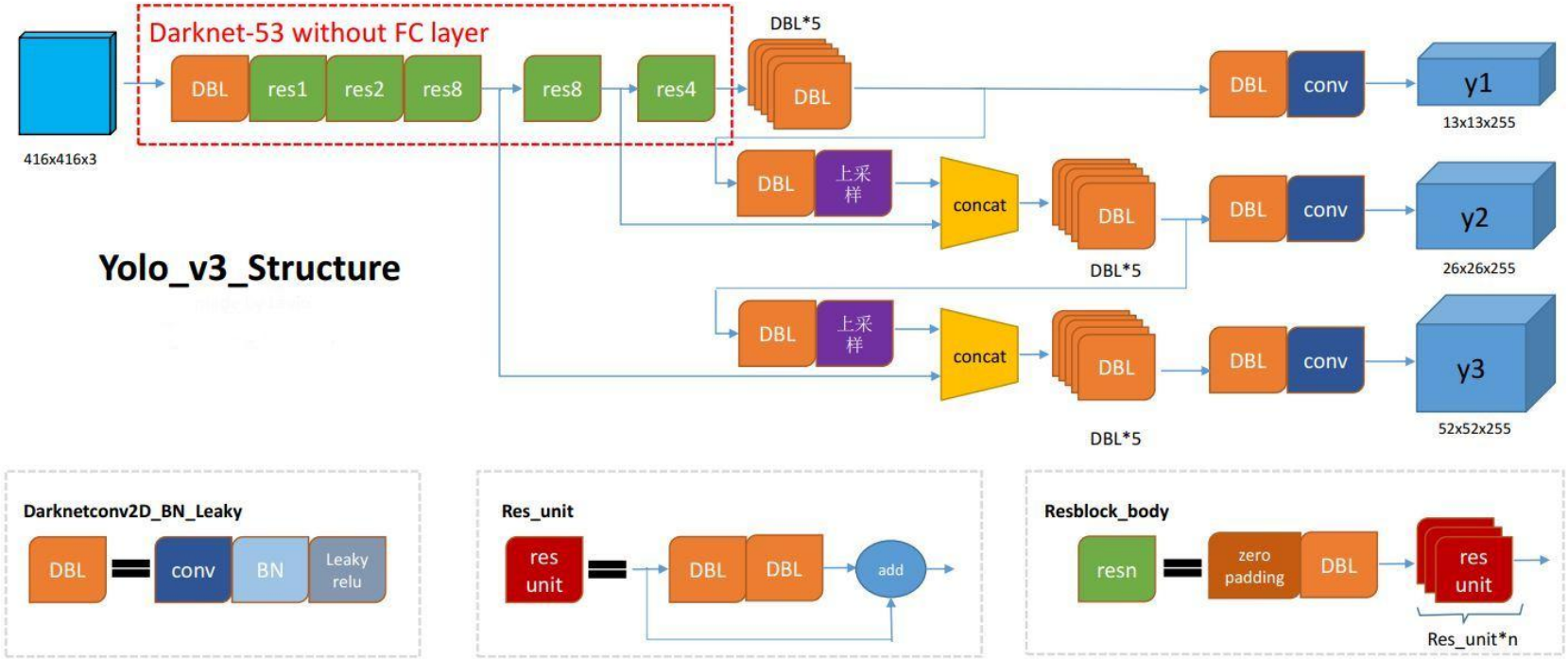
Ke Li, et al. Multi-modal feature fusion for geographic image annotation

Application (2) Object Detection



Joseph Redmon, et al. YOLOv3: An Incremental Improvement

Application (2) Object Detection



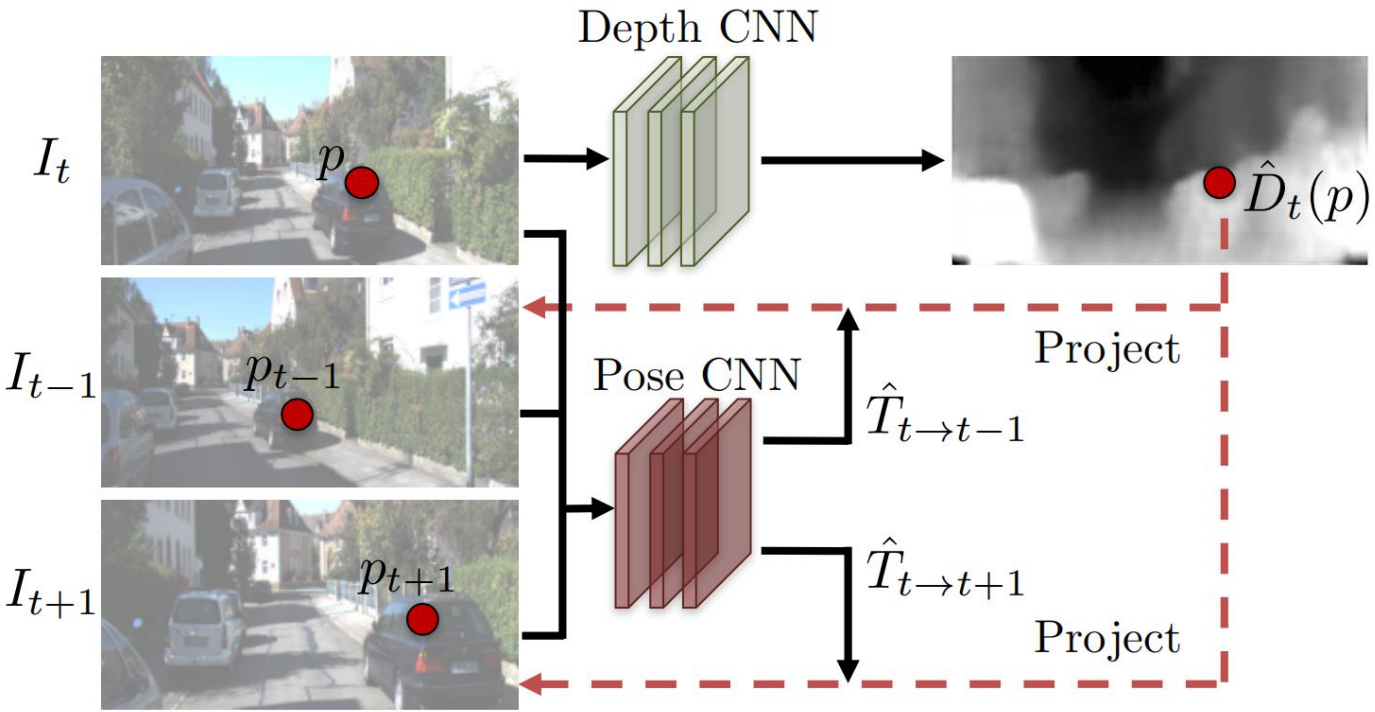
Joseph Redmon, et al. YOLOv3: An Incremental Improvement

Application (3) Deep Learning based SLAM

Estimate position and depth image simultaneously

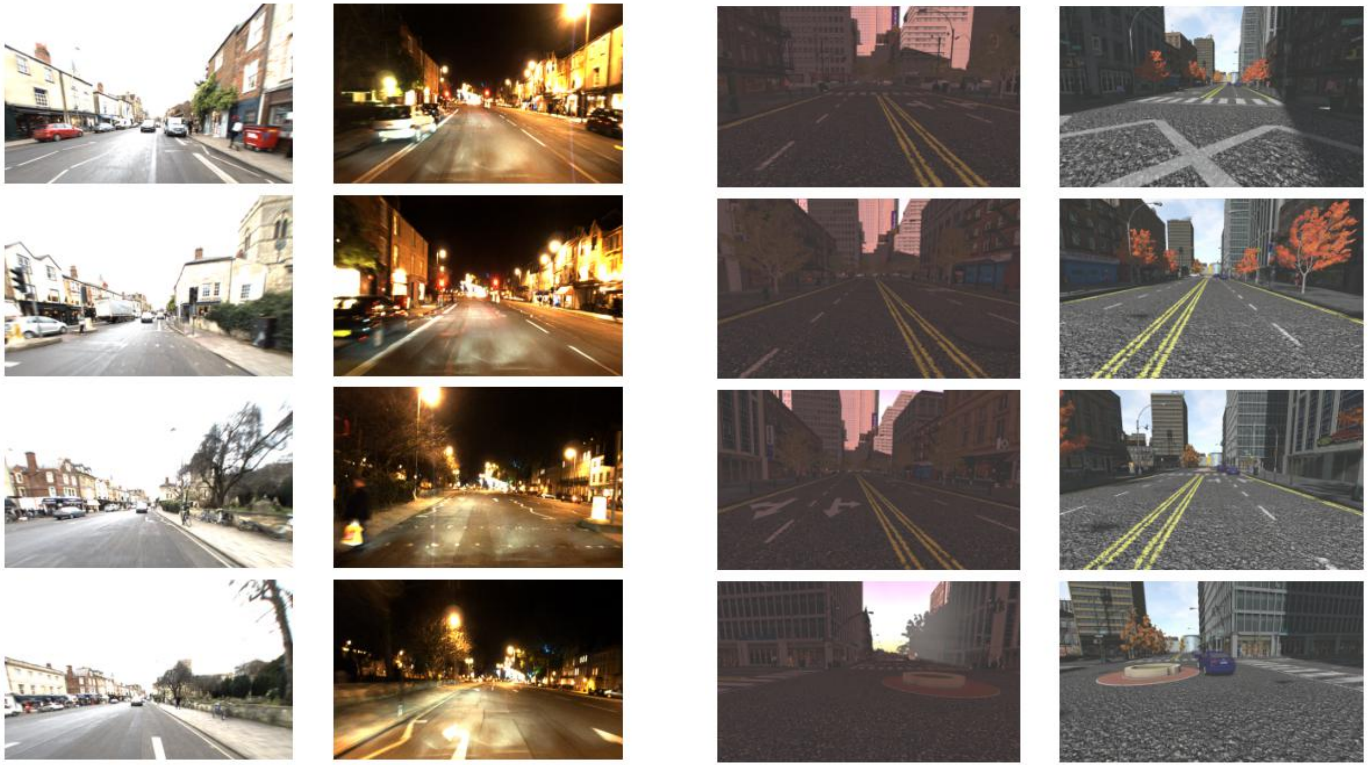
Tinghui Zhou, et al., Unsupervised Learning of Depth and Ego-Motion from Video

Application (3) Deep Learning based SLAM



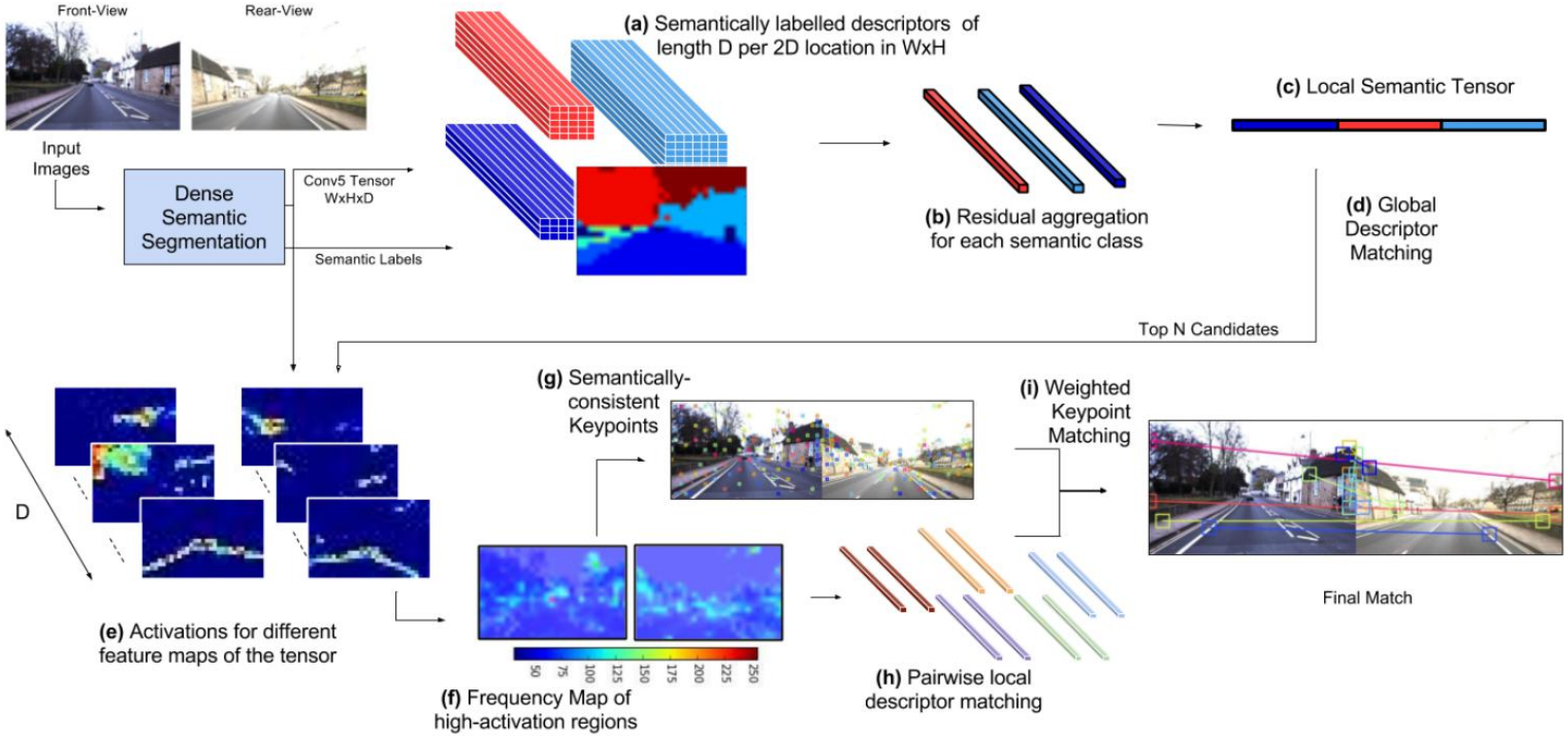
Tinghui Zhou, et al., Unsupervised Learning of Depth and Ego-Motion from Video

Application (4) Place Recognition



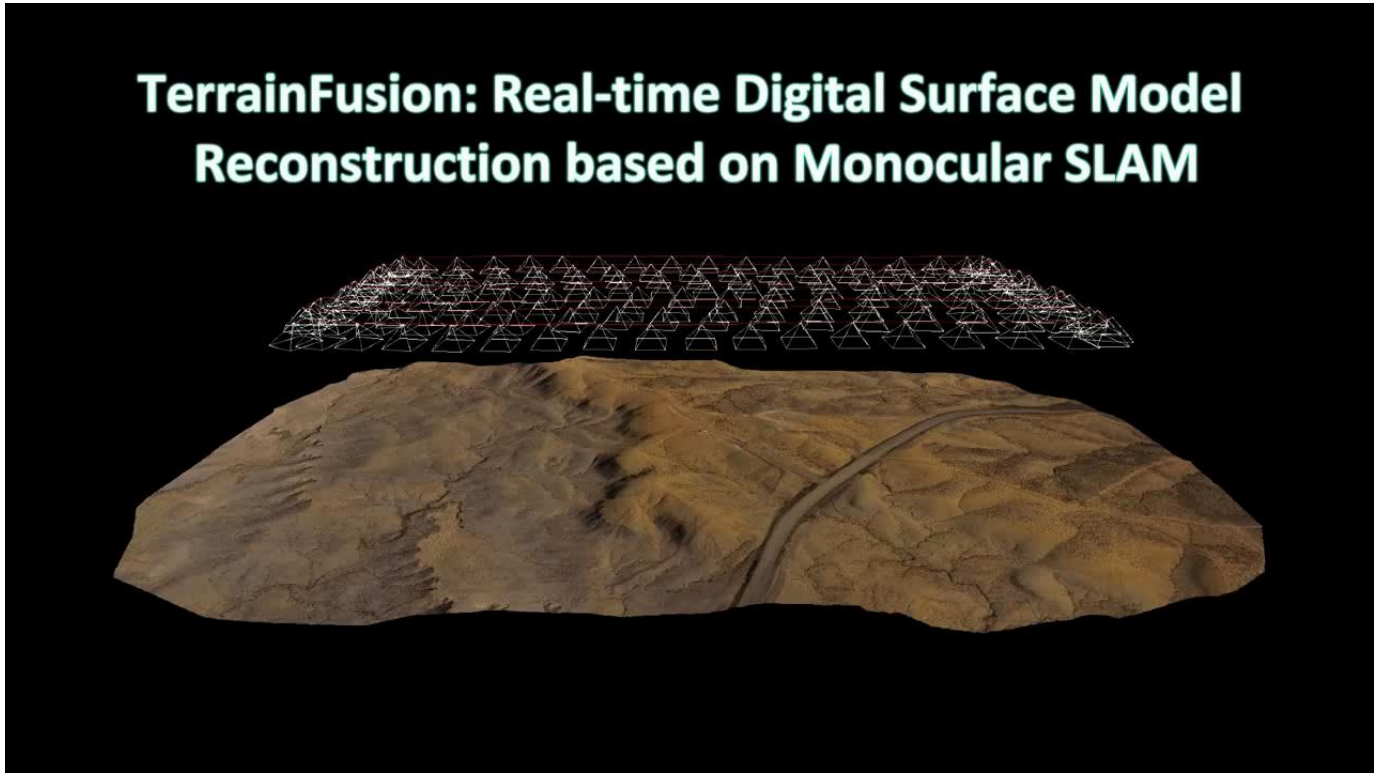
Sourav Garg, et al., LoST? Appearance-Invariant Place Recognition for Opposite Viewpoints using Visual Semantics

Application (4) Place Recognition



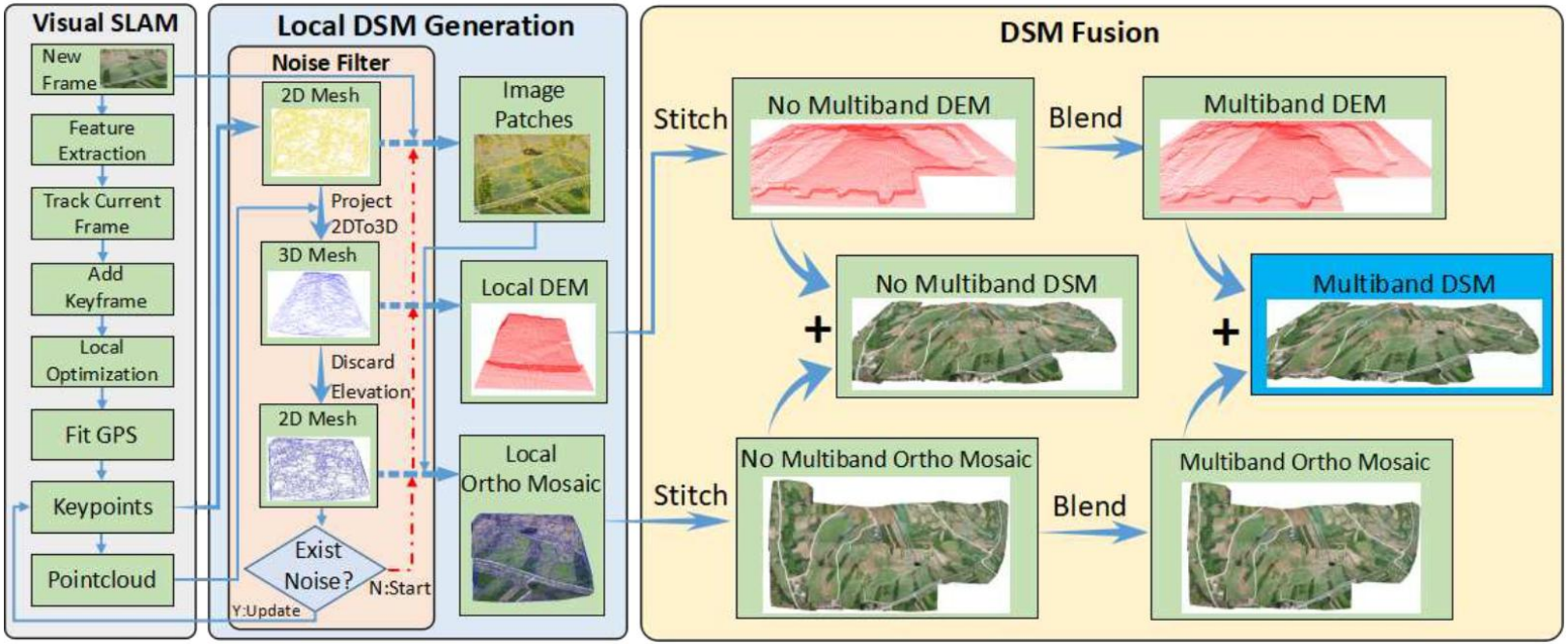
Sourav Garg, et al., LoST? Appearance-Invariant Place Recognition for Opposite Viewpoints using Visual Semantics

Application (5) Realtime 3D Map



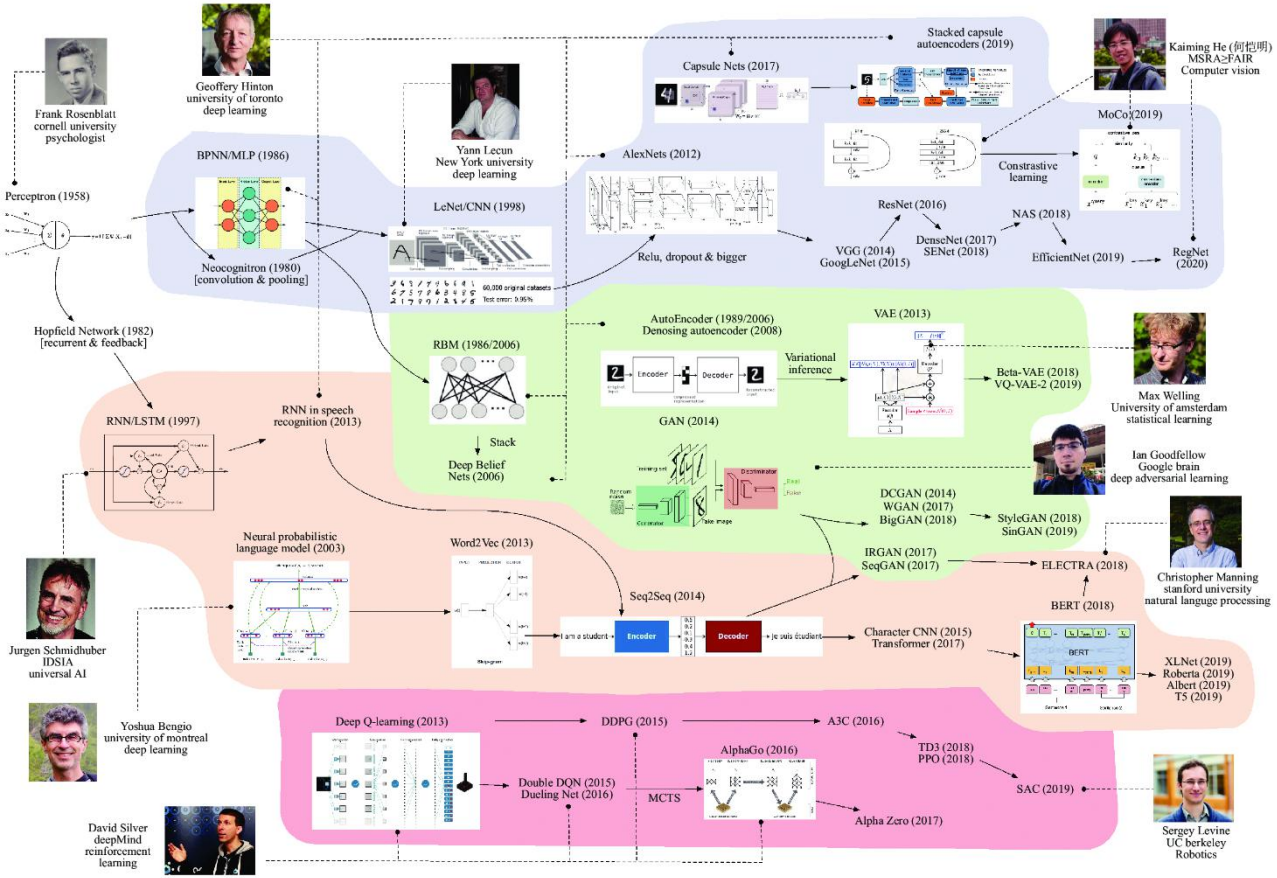
Wei Wang, et al., TerrainFusion: Real-time Digital Surface Model Reconstruction based on Monocular SLAM

Application (5) Realtime 3D Map



Wei Wang, et al., TerrainFusion: Real-time Digital Surface Model Reconstruction based on Monocular SLAM

Summary - Methods



Summary - Problems

- General-purpose intelligent system is a very difficult problem
- Successful systems available in well-constrained domains
- All components are coupled
- No single approach has been found to be optimal for all problems
- Use of object models, constraints and context is necessary for identifying complex patterns
- Careful sensor design and feature extraction often lead to simple classifiers

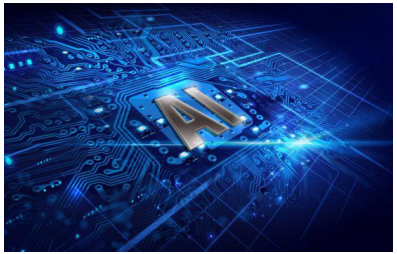
Summary - Future

Storage
Computing

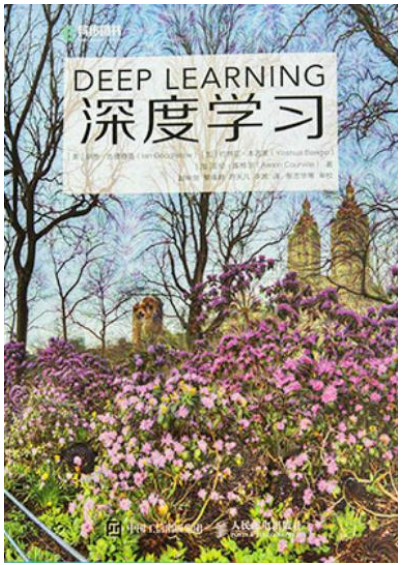
Representation
Recognition
(Text, Voice,
Image, Video, 3D)

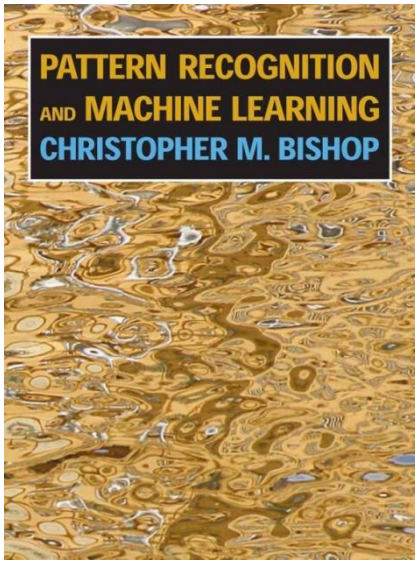
Organize and
Generate
Knowledge,
Reasoning

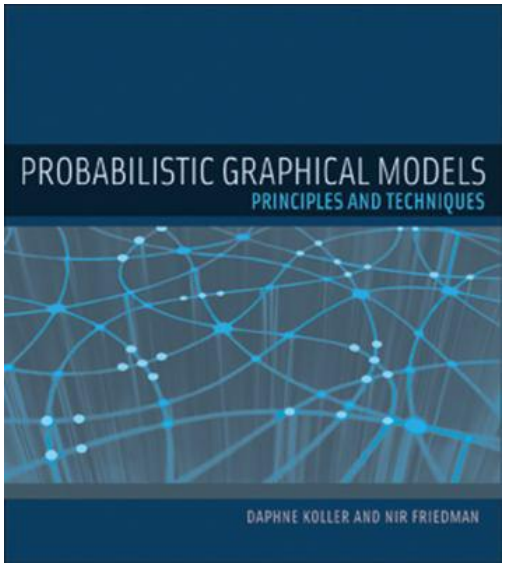
Computing → **Perception** → **Cognition**

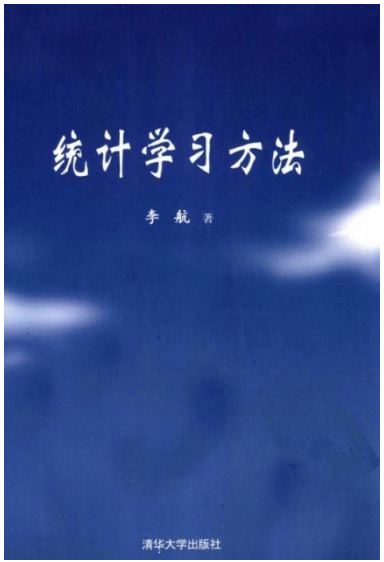


Books


DEEP LEARNING
深度学习


PATTERN RECOGNITION
AND MACHINE LEARNING
CHRISTOPHER M. BISHOP


PROBABILISTIC GRAPHICAL MODELS
PRINCIPLES AND TECHNIQUES
DAPHNE KOLLER AND NIR FRIEDMAN


统计学习方法
李航 著
清华大学出版社

Materials

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Homework: https://gitee.com/pi-lab/machinelearning_homework

Notebook

Homework

THANK YOU

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