

DECOMPOSING NEURAL NETWORKS

An applicant's guide to artificial learning
18.10.2022



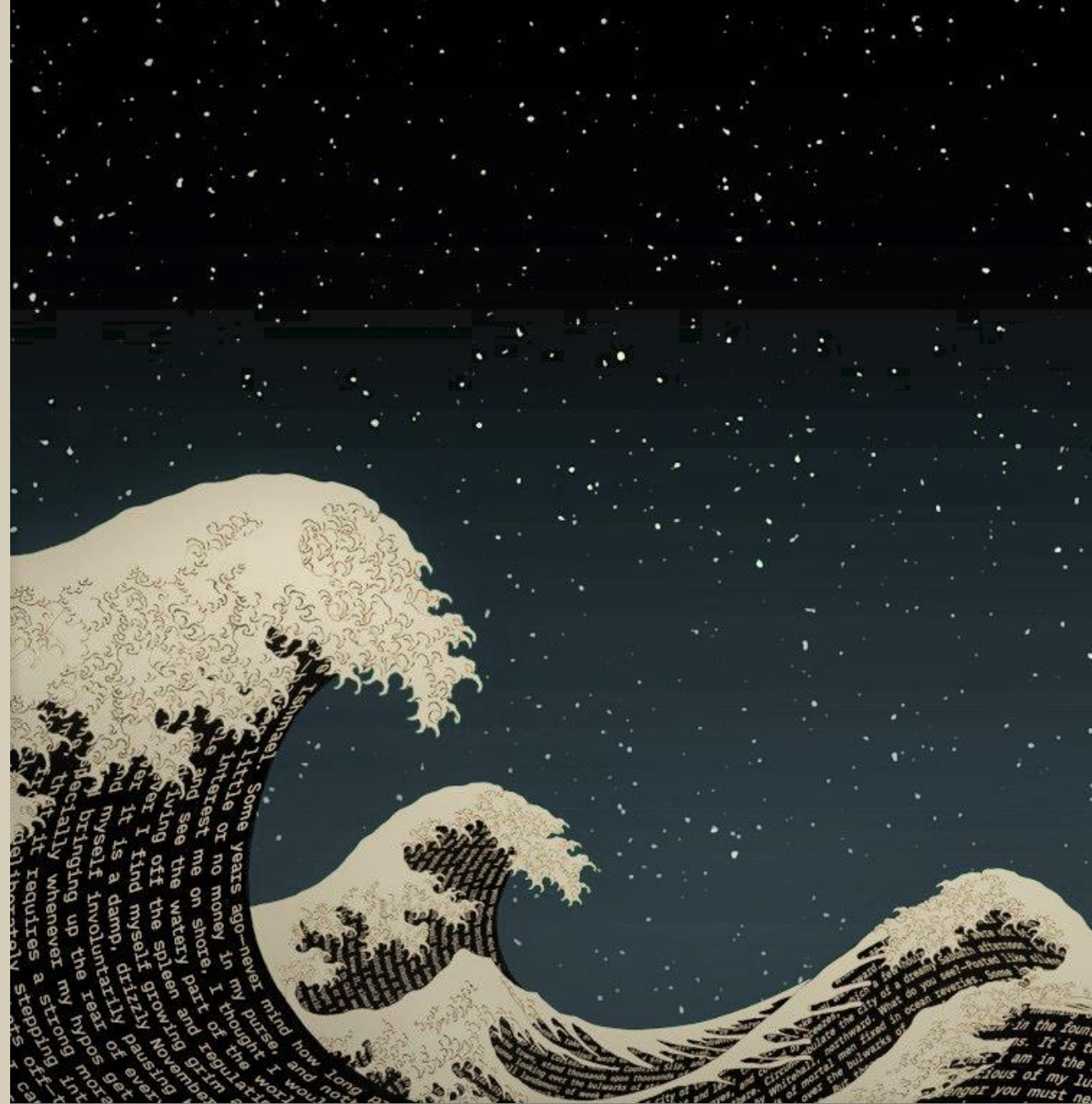
→ JENNIFER MATTHIESEN & TINO PAULSEN | WINTERSEMESTER 2022



LEUPHANA
UNIVERSITÄT LÜNEBURG

ABOUT THE COURSE

- 7 Sessions, á 3,5 hours
+ weekend session in Januar
- Files and Slides on mystudy
- Consultation hours on request



GOALS OF THE COURSE



- Get a solid understanding of neural networks
 - Why are they so powerful?
- Understand their inner mechanisms
 - How do they learn?
- Critically discuss their abilities and limitations
 - What can they learn?
 - Where are the limits?
- Code :)

HOW TO PASS THE COURSE



- Take active part in the course, participate in discussions
- **SL:**
Participate at the code-camp on the weekend block (with PIZZA)
- **PL:**
Training an own neural network (based on the code developed together in the seminar) and critically reflecting it in written form

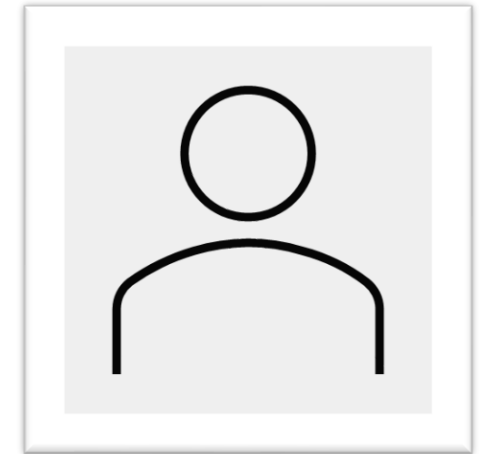
ABOUT ~~THE COURSE~~ US

Let us exploit and explore
and to find out when it does not work



JENNIFER MATTHIESEN

- Doctoral candidate in ML
- B.A. in Digital Media
- M.Sc. in Mediology



TINO PAULSEN

- Doctoral candidate in ML
- B.A. in Psychology
- M.Sc. In Management and Data Science

EXAM

COMBINATION OF CODE AND ESSAY

The exam is a combination of code and essay.
You can work in groups or alone (**1-3 persons**).

— **Code:**

— Train your own neural network (any) using data from a topic you and your group are interested in

— **Essay:**

— Shortly describe what you did, how you trained, which data was used and why. Reflect critically your results and the limitations.

TRIED TO EXPLORE
WHAT A NETWORK
CAN LEARN AND
WHERE ITS
LIMITATIONS ARE.



EXAM

COMBINATION OF CODE AND ESSAY

The exam is a combination of code and essay.
You can work in groups or alone (**1-3 persons**).

Example:

- The German language comprises three articles (“der”, “die”, “das”).
- Research question: Can a neural network learn the according article to a subjective?
- Testing its limitations: Where does it work, where not?
- How does it decide on made-up words? How do humans decide here (questionnaire)

TRIED TO EXPLORE
WHAT A NETWORK
CAN LEARN AND
WHERE ITS
LIMITATIONS ARE.



NOW ABOUT YOU!

What is your name/pronounce?

What are your interest in...

— ... digital media?


— ... machine learning / AI?

— ... the life outside university?

What do you expect to learn in this course?



ABOUT THE CONTENT

- INTRO & OVERVIEW
- INTO NEURAL NETWORKS
- ABOUT DATA, CATS AND DOGS
- OPTIMISATION
- ARCHITECTURES: KNOT BY KNOT
- CRITICAL NN STUDIES/ DECOMPOSING INFORMATION
- BRAINSTORMING/ PROJECTS
- CODE CAMP & 

TODAY: INTRODUCTION & OVERVIEW



TIME FOR BUZZWORDS

IMAGE RECOGNITION
ARTIFICIAL INTELLIGENCE
MACHINE LEARNING
PREDICTIONS
DEEP LEARNING
DATA
NEURAL NETWORKS
INTELLIGENT GENERATING
ALGORITHMS
DATA SCIENCE
GENERALI-
SATION
WEIGHTS
AND BIASES
BIG DATA

<https://www.menti.com/alph53bgwv4u>



WHAT IS ARTIFICIAL INTELLIGENCE FOR YOU?



“[The automation of] activities that we associate with human thinking, activities, such as decision-making, problem-solving, learning...” (Bellmann, 1987)

“The exciting new effort to make computers think [...] machines with minds, in the full and literal sense.” (Haugeland, 1985)

“The art of creating machines that perform functions that require intelligence when performed by people” (Kurzweil, 1990)

“The study of how to make computers do things at which , at the moment, people are better” (Rich and Knight, 1991)

“The study of the computations that make it possible to perceive, reason, and act” (Winston, 1992)

“The study of mental faculties through the use of computational models” (Charniak and McDermott, 1985)

“Computational Intelligence is the study of the design of intelligent agents” (Poole et al. 1998)

“AI [...] is concerned with intelligent behavior of artifacts” (Nilsson, 1998)

“[The automation of] activities that we associate with human thinking, activities, such as decision-making, problem-solving, learning...” (Bellman, 1987)

“The study of the computations that make it possible to perceive, reason, and act” (Winston, 1992)

WITH WHICH QUOTES DO YOU AGREE THE MOST ?

“The art of creating machines that perform functions that require intelligence when performed by people” (Kurzweil, 1990)

<https://www.menti.com/alph53bgwv4u>

“The study of how to make computers do things at which , at the moment, people are better” (Rich and Knight, 1991)

“AI [...] is concerned with intelligent behavior of artifacts” (Nilsson, 1998)

SYSTEMS THAT...

“[The automation of] activities that we associate with human thinking, activities, such as decision-making, problem-solving, learning...” (Bellmann, 1987)

**THINK
LIKE
HUMANS**

“The exciting new effort to make computers think [...] machines with minds, in the full and literal sense.” (Haugeland, 1985)

“The art of creating machines that perform functions that require intelligence when performed by people” (Kurzweil, 1990)

“The study of how to make computers do things at which , at the moment, people are better” (Rich and Knight, 1991)

“The study of the computations that make it possible to perceive, reason, and act” (Winston, 1992)

“The study of mental faculties through the use of computational models” (Charniak and McDermott, 1985)

“Computational Intelligence is the study of the design of intelligent agents” (Poole et al. 1998)

“AI [...] is concerned with intelligent behavior of artifacts” (Nilsson, 1998)

SYSTEMS THAT...

"[The automation of] activities that we associate with human thinking, activities, such as decision-making, problem-solving, learning..." (Bellmann, 1987)

THINK
LIKE
HUMANS

"The exciting new effort to make computers think [...] machines with minds, in the full and literal sense." (Haugeland, 1985)

"The art of creating machines that perform functions that require intelligence when performed by people" (Kurzweil, 1990)

"The study of how to make computers do things at which, at the moment, people are better" (Rich and Knight, 1991)

"The study of the computations that make it possible to perceive, reason, and act" (Winston, 1992)

THINK
RATION-
ALLY

"The study of mental faculties through the use of computational models" (Charniak and McDermott, 1985)

"Computational Intelligence is the study of the design of intelligent agents" (Poole et al. 1998)

"AI [...] is concerned with intelligent behavior of artifacts" (Nilsson, 1998)

SYSTEMS THAT...

"[The automation of] activities that we associate with human thinking, activities, such as decision-making, problem-solving, learning..." (Bellmann, 1987)

THINK
LIKE
HUMANS

"The exciting new effort to make computers think [...] machines with minds, in the full and literal sense." (Haugeland, 1985)

"The study of the computations that make it possible to perceive, reason, and act" (Winston, 1992)

THINK
RATION-
ALLY

"The study of mental faculties through the use of computational models" (Charniak and McDermott, 1985)

"The art of creating machines that perform functions that require intelligence when performed by people" (Kurzweil, 1990)

ACT
LIKE
HUMANS

"The study of how to make computers do things at which, at the moment, people are better" (Rich and Knight, 1991)

"Computational Intelligence is the study of the design of intelligent agents" (Poole et al. 1998)

"AI [...] is concerned with intelligent behavior of artifacts" (Nilsson, 1998)

SYSTEMS THAT...

"[The automation of] activities that we associate with human thinking, activities, such as decision-making, problem-solving, learning..." (Bellmann, 1987)

THINK
LIKE
HUMANS

"The exciting new effort to make computers think [...] machines with minds, in the full and literal sense." (Haugeland, 1985)

"The study of the computations that make it possible to perceive, reason, and act" (Winston, 1992)

THINK
RATION-
ALLY

"The study of mental faculties through the use of computational models" (Charniak and McDermott, 1985)

"The art of creating machines that perform functions that require intelligence when performed by people" (Kurzweil, 1990)

ACT
LIKE
HUMANS

"The study of how to make computers do things at which, at the moment, people are better" (Rich and Knight, 1991)

"Computational Intelligence is the study of the design of intelligent agents" (Poole et al. 1998)

ACT
RATION-
ALLY

"AI [...] is concerned with intelligent behavior of artifacts" (Nilsson, 1998)

WHAT IS MACHINE LEARNING FOR YOU?



WHAT IS MACHINE LEARNING FOR YOU?



SAMUEL'S CHECKERS-PLAYER

“**MACHINE LEARNING**: FIELD OF STUDY THAT GIVES COMPUTERS THE ABILITY TO LEARN WITHOUT BEING EXPLICITLY PROGRAMMED.”

ARTHUR SAMUEL (1959)



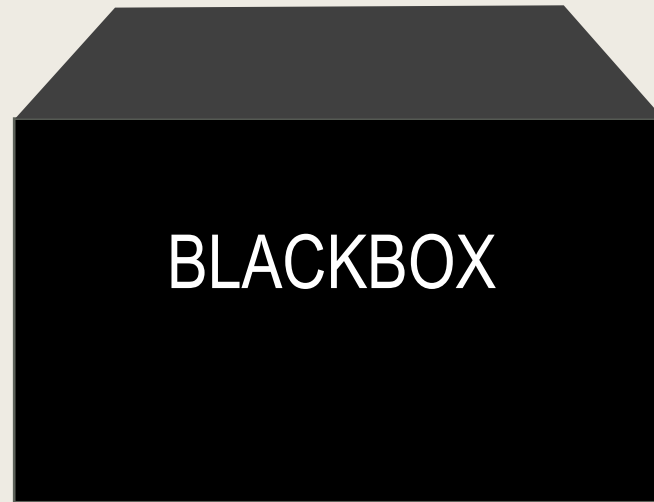
ABOUT MACHINE LEARNING



BLACKBOX

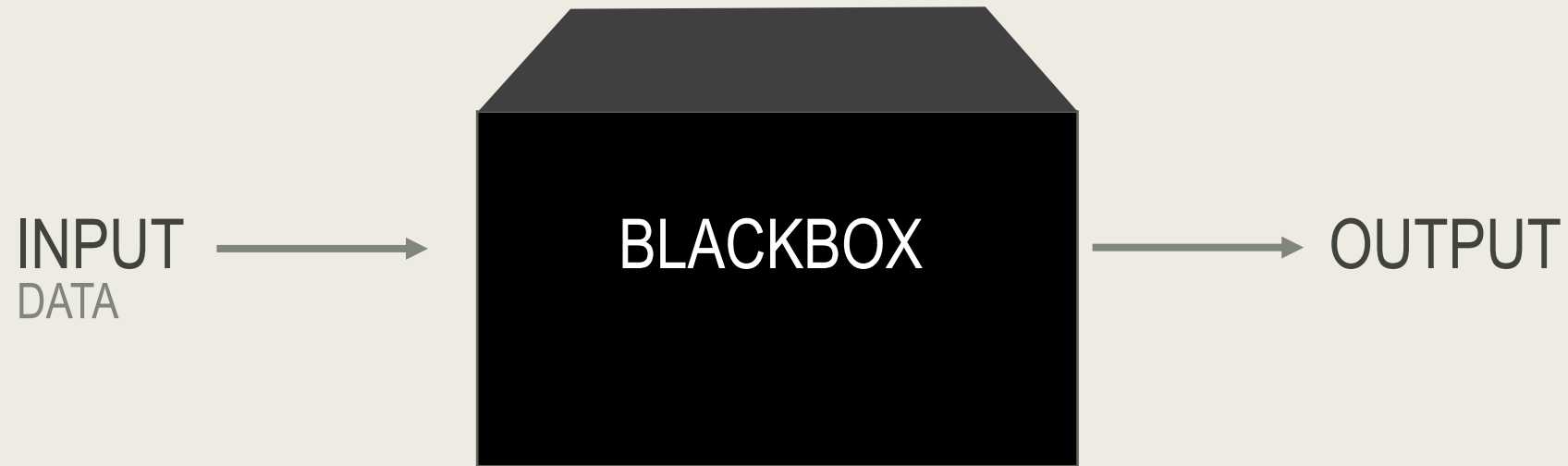
ABOUT MACHINE LEARNING

INPUT
DATA

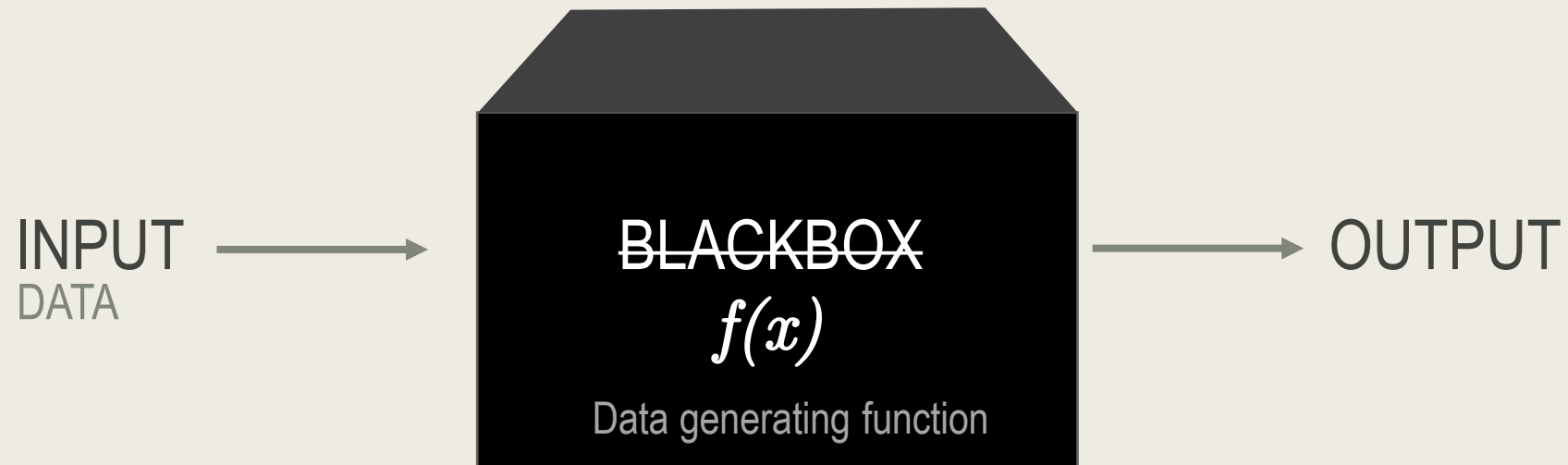


BLACKBOX

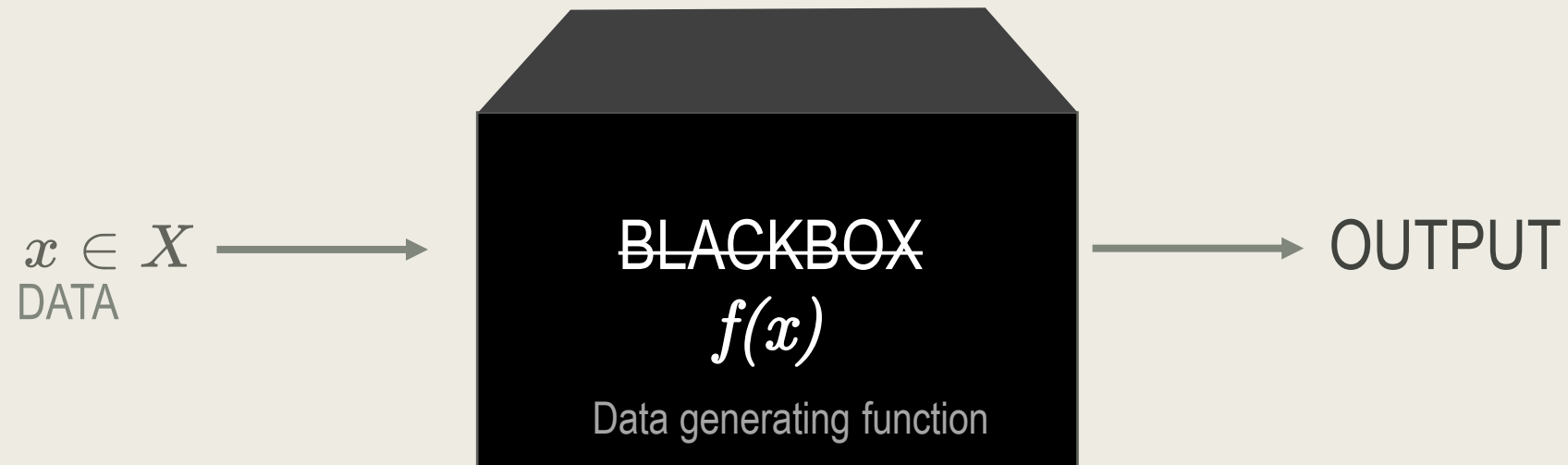
ABOUT MACHINE LEARNING



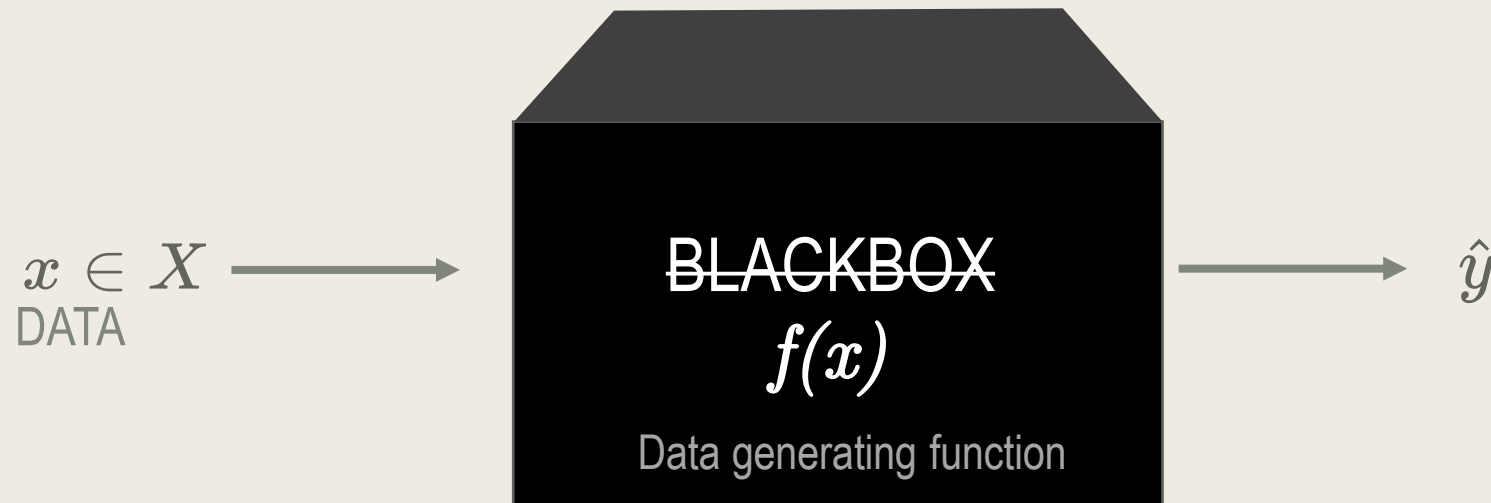
ABOUT MACHINE LEARNING



ABOUT MACHINE LEARNING



ABOUT MACHINE LEARNING



WHAT DO WE NEED FOR MACHINE LEARNING?



WHAT DO WE NEED FOR MACHINE LEARNING?

SAMPLES/ DATA



WHAT DO WE NEED FOR MACHINE LEARNING?

SAMPLES/ DATA

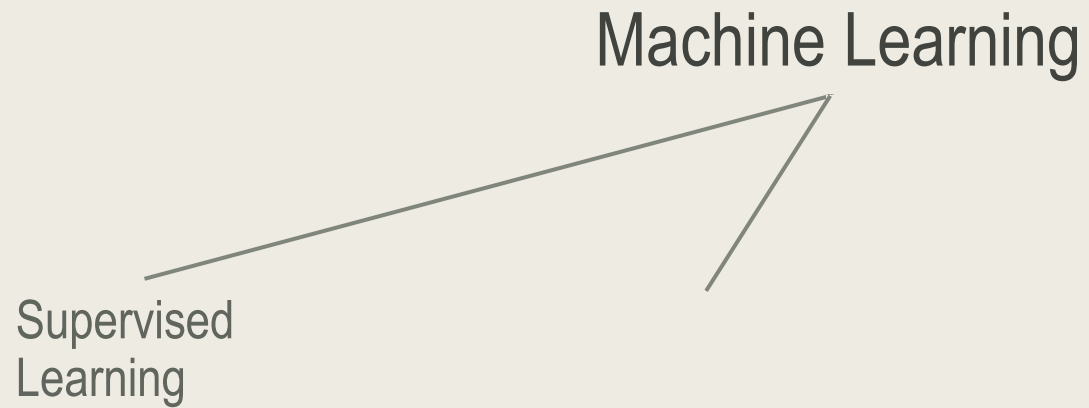


TYPES OF MACHINE LEARNING

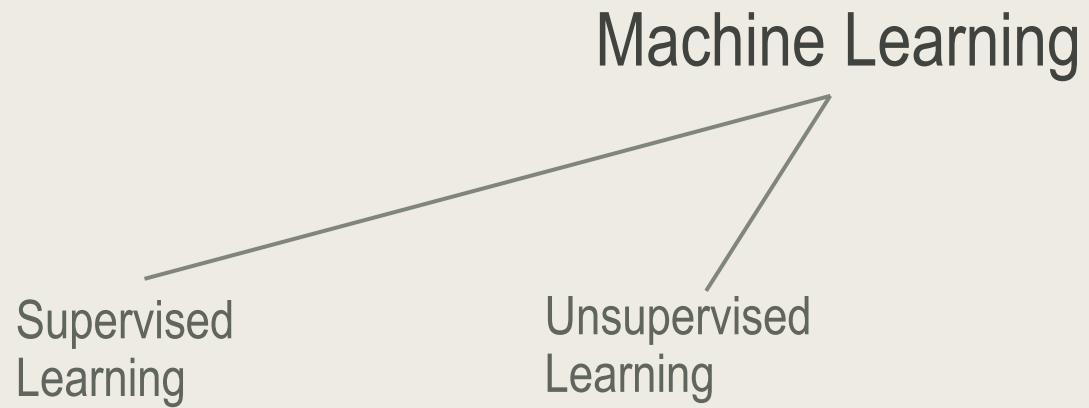
Machine Learning



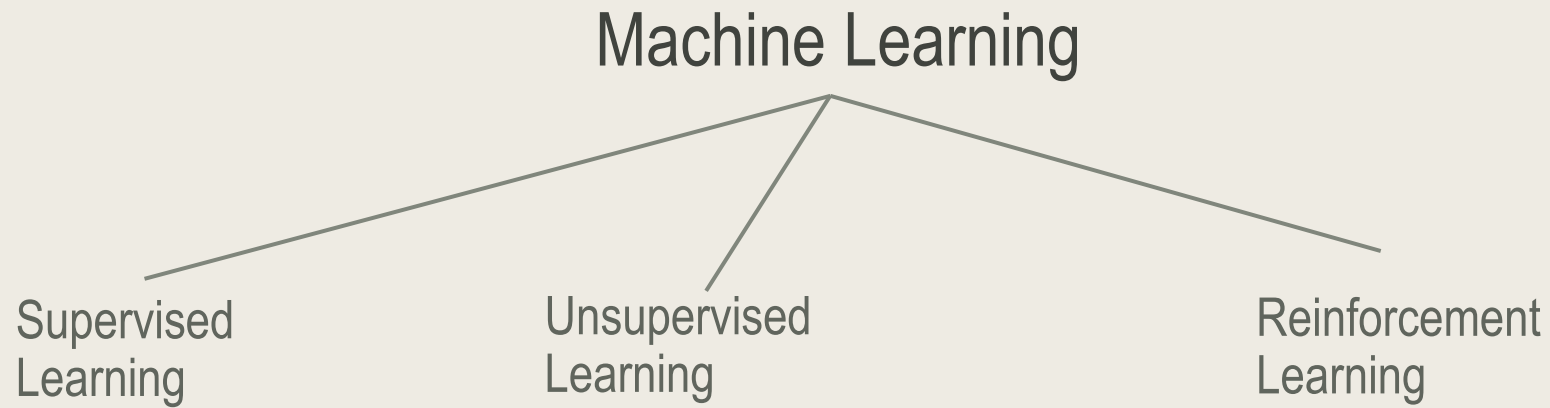
TYPES OF MACHINE LEARNING



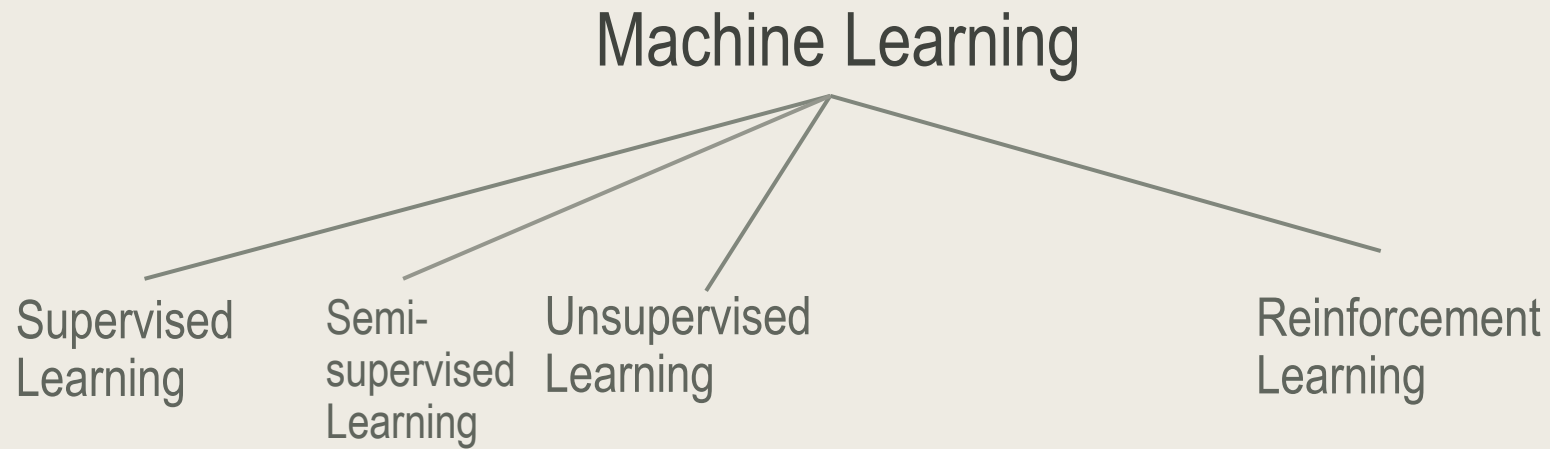
TYPES OF MACHINE LEARNING



TYPES OF MACHINE LEARNING

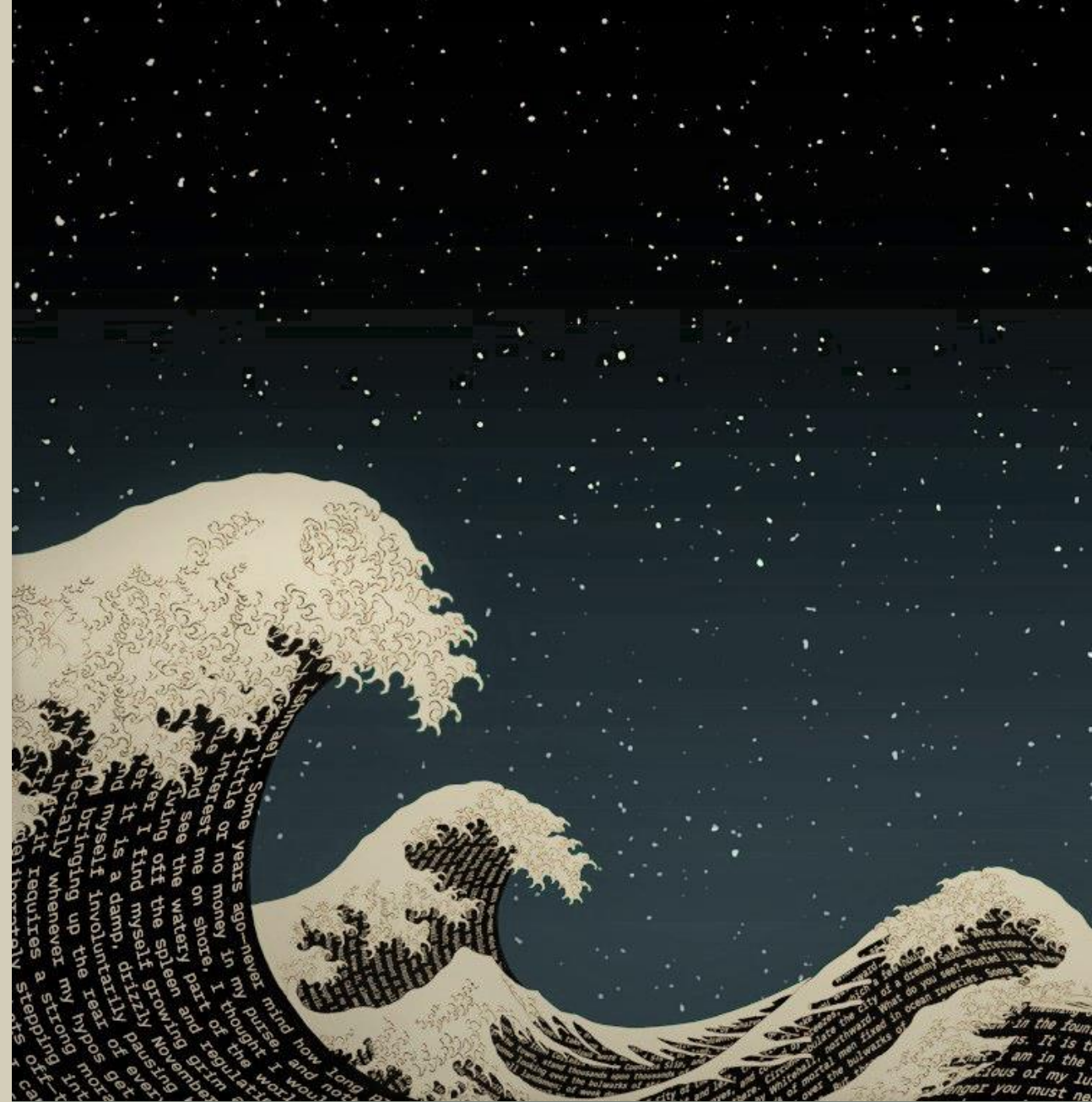


TYPES OF MACHINE LEARNING



SUPERVISED LEARNING

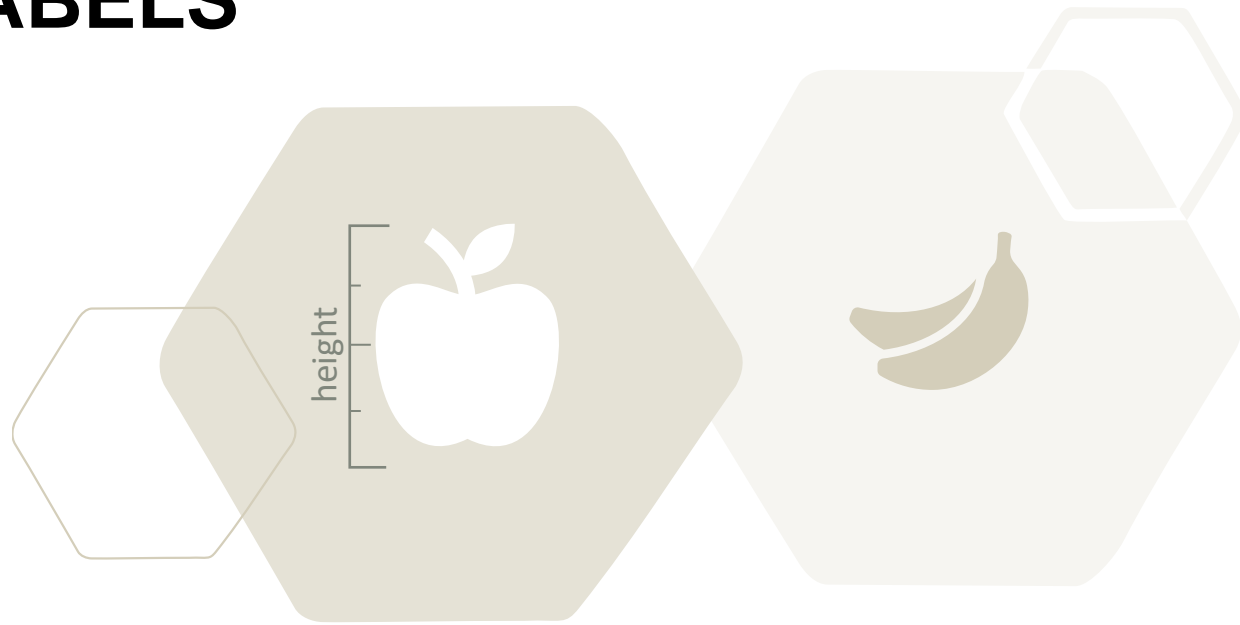
Labels is what we need



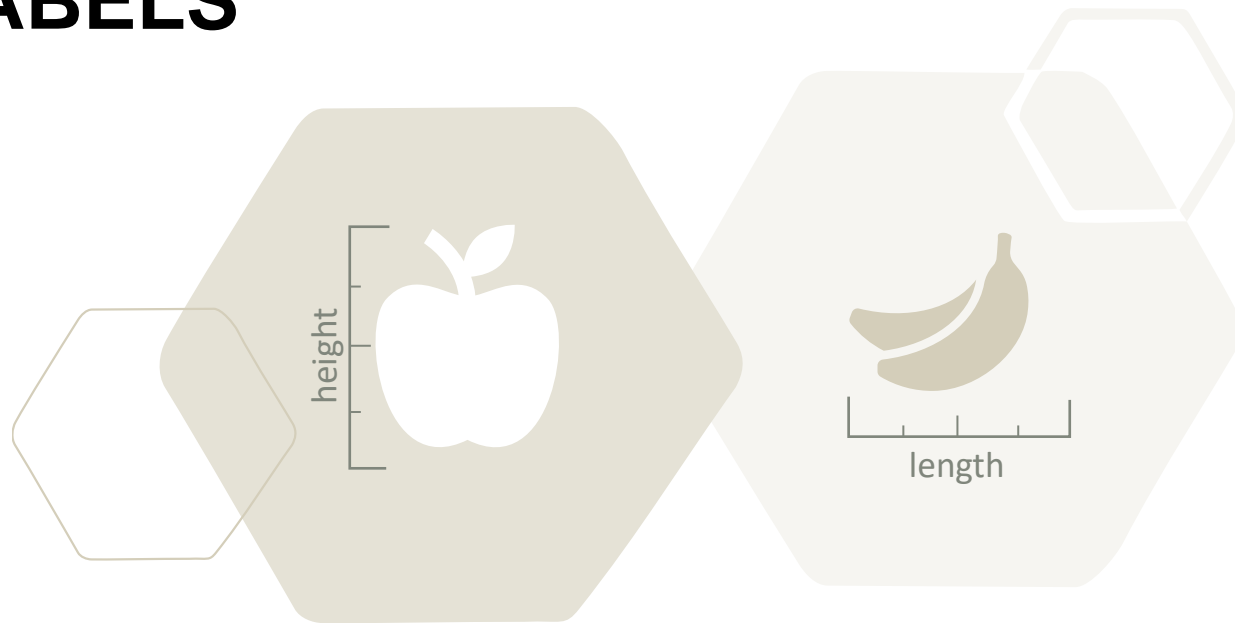
SUPERVISED LEARNING USING LABELS



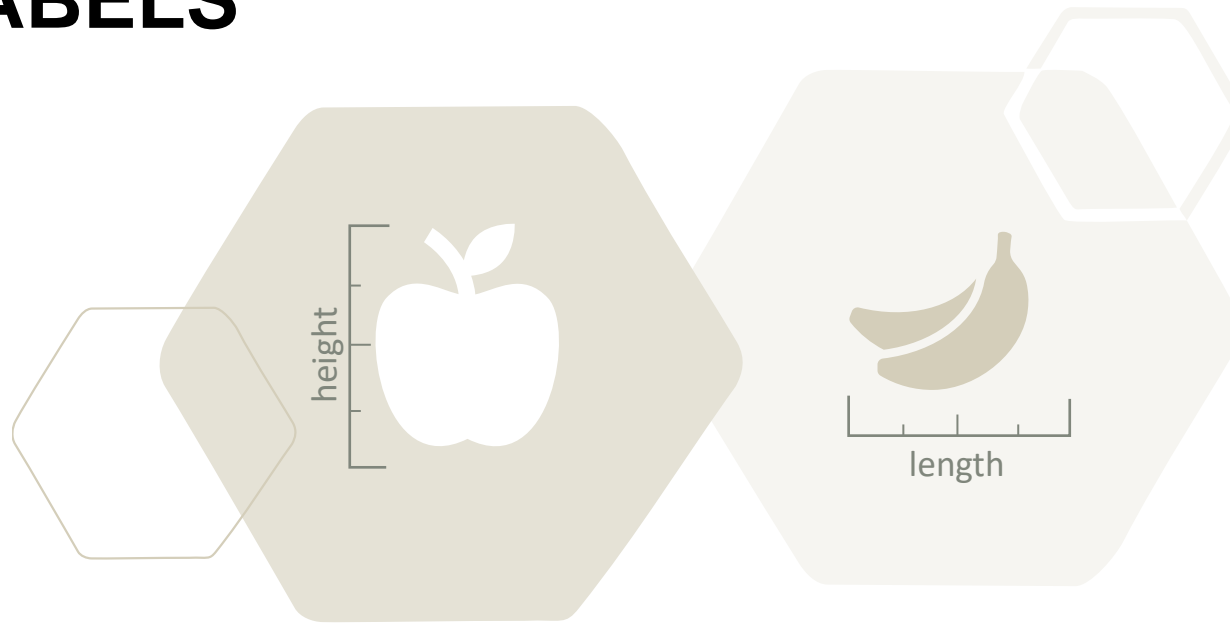
SUPERVISED LEARNING USING LABELS



SUPERVISED LEARNING USING LABELS

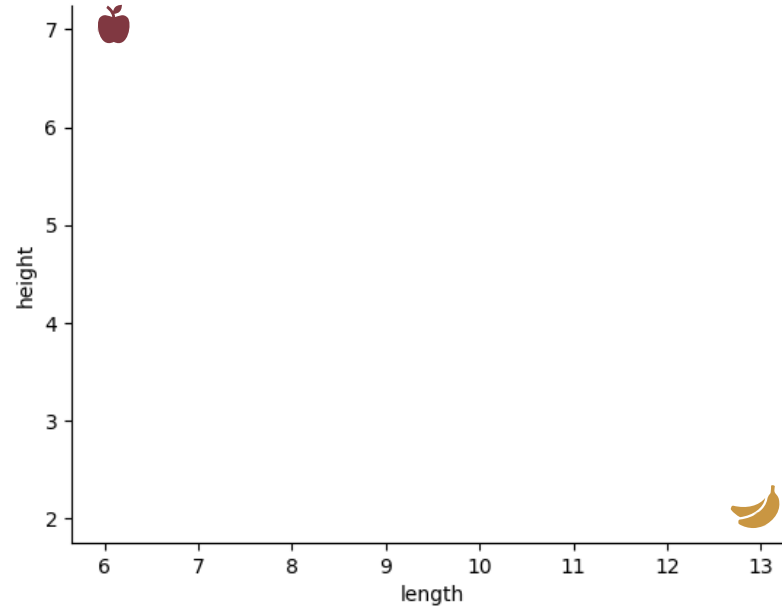


SUPERVISED LEARNING USING LABELS



Length	Height	Fruit
6	7	Apple
13	2	Banana

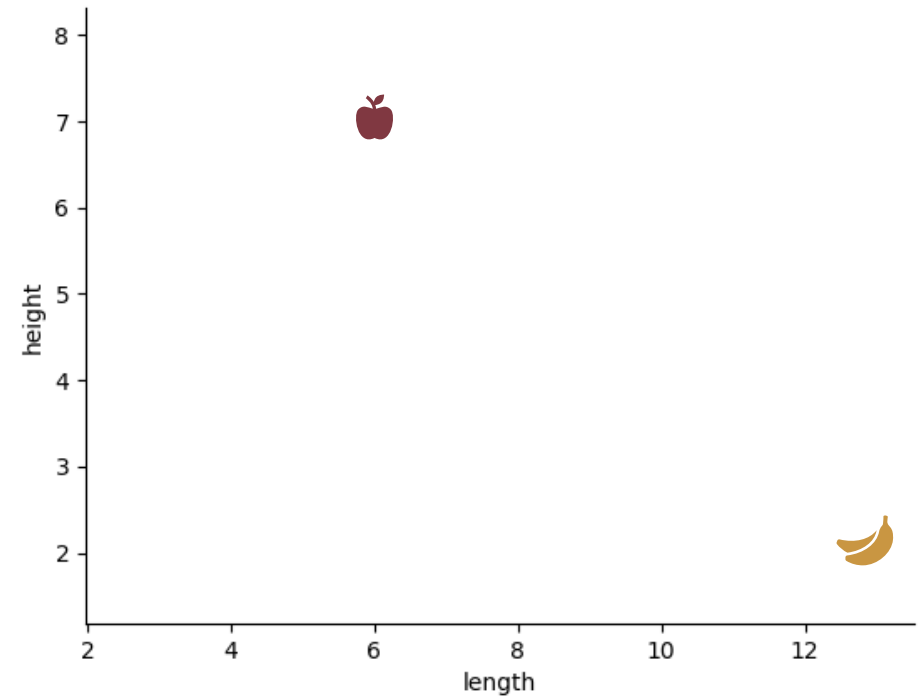
SUPERVISED LEARNING USING LABELS



Length	Height	Fruit
6	7	Apple
13	2	Banana

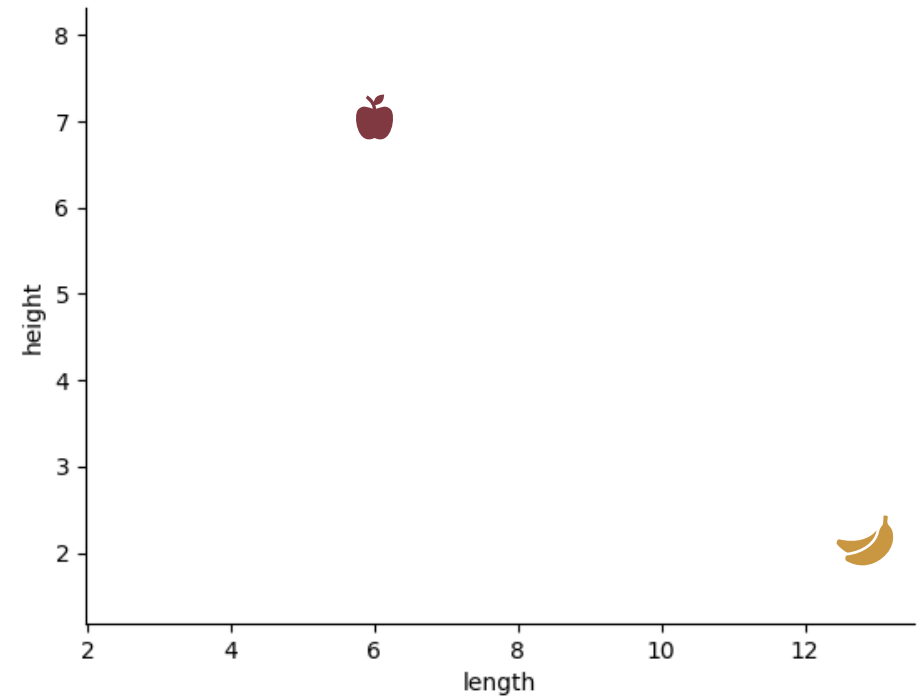
SUPERVISED LEARNING USING LABELS

Length	Height	Fruit
6	7	Apple
13	2	Banana



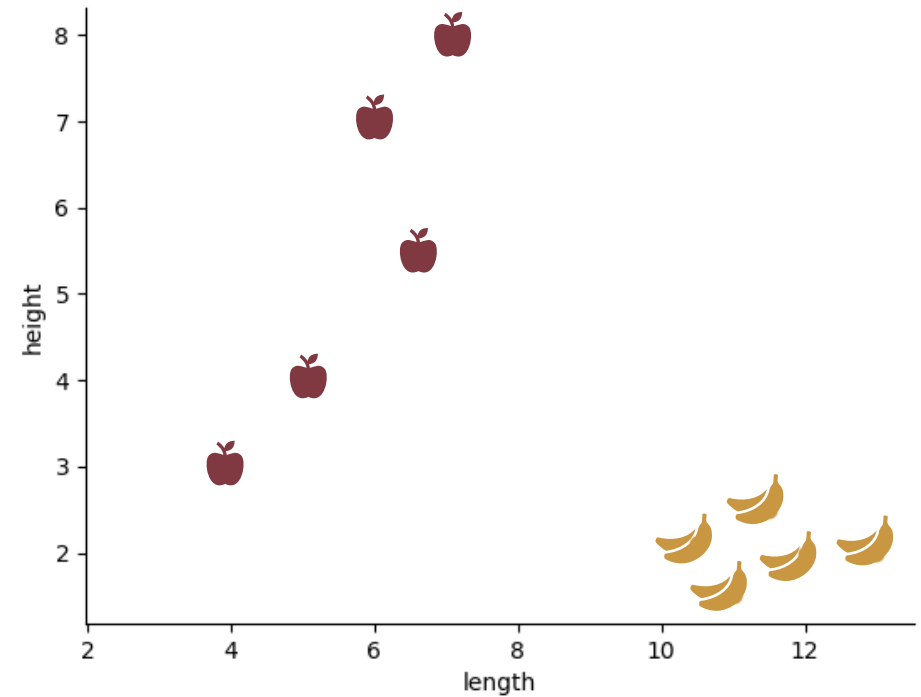
SUPERVISED LEARNING USING LABELS

Length	Height	Fruit
6	7	Apple
13	2	Banana
5	4	Apple
7	8	Apple
6.5	5.5	Apple
2.5	2.9	Apple
11	1.5	Banana
12	2	Banana
11.5	2.5	Banana



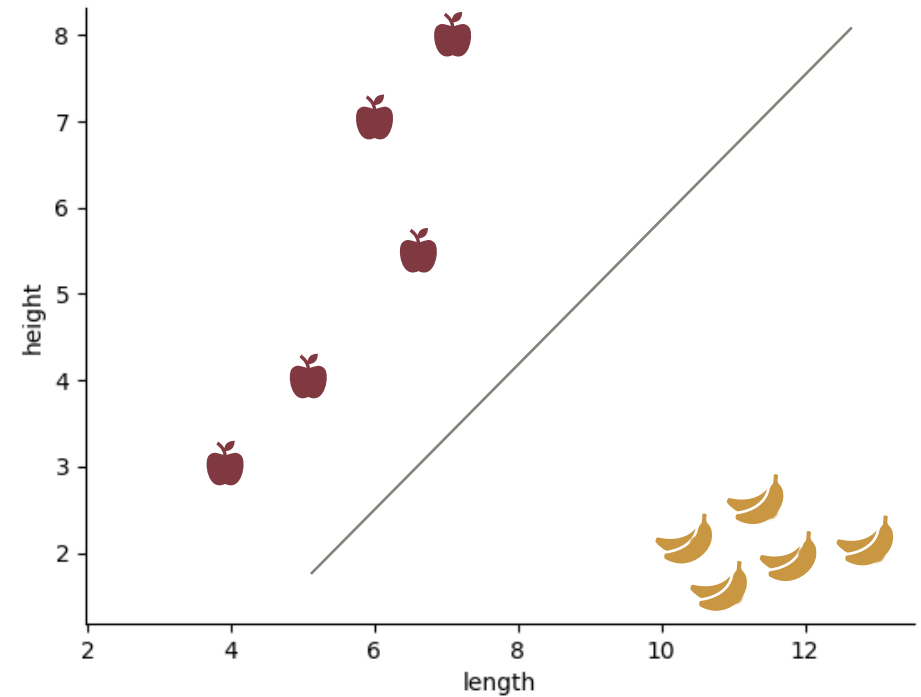
SUPERVISED LEARNING USING LABELS

Length	Height	Fruit
6	7	Apple
13	2	Banana
5	4	Apple
7	8	Apple
6.5	5.5	Apple
4.1	3.1	Apple
11	1.5	Banana
12	2	Banana
11.5	2.5	Banana



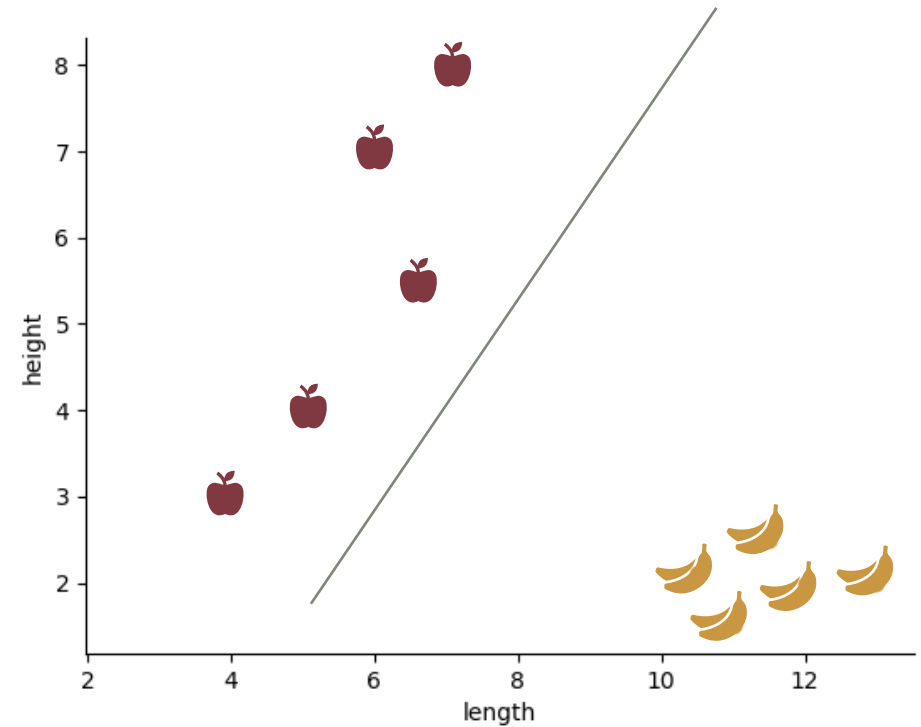
SUPERVISED LEARNING USING LABELS

Length	Height	Fruit
6	7	Apple
13	2	Banana
5	4	Apple
7	8	Apple
6.5	5.5	Apple
4.1	3.1	Apple
11	1.5	Banana
12	2	Banana
11.5	2.5	Banana



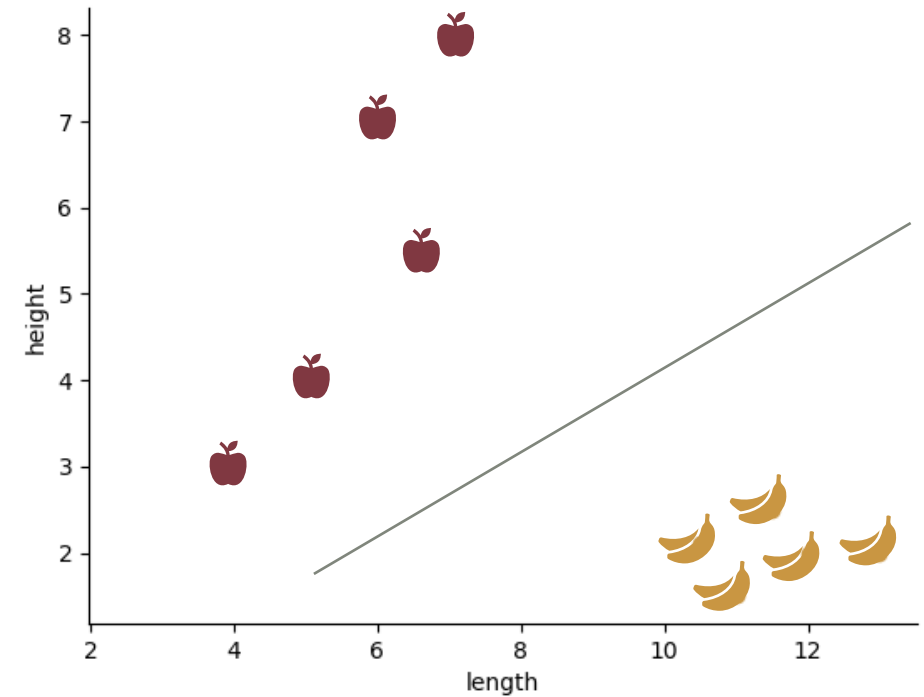
SUPERVISED LEARNING USING LABELS

Length	Height	Fruit
6	7	Apple
13	2	Banana
5	4	Apple
7	8	Apple
6.5	5.5	Apple
4.1	3.1	Apple
11	1.5	Banana
12	2	Banana
11.5	2.5	Banana



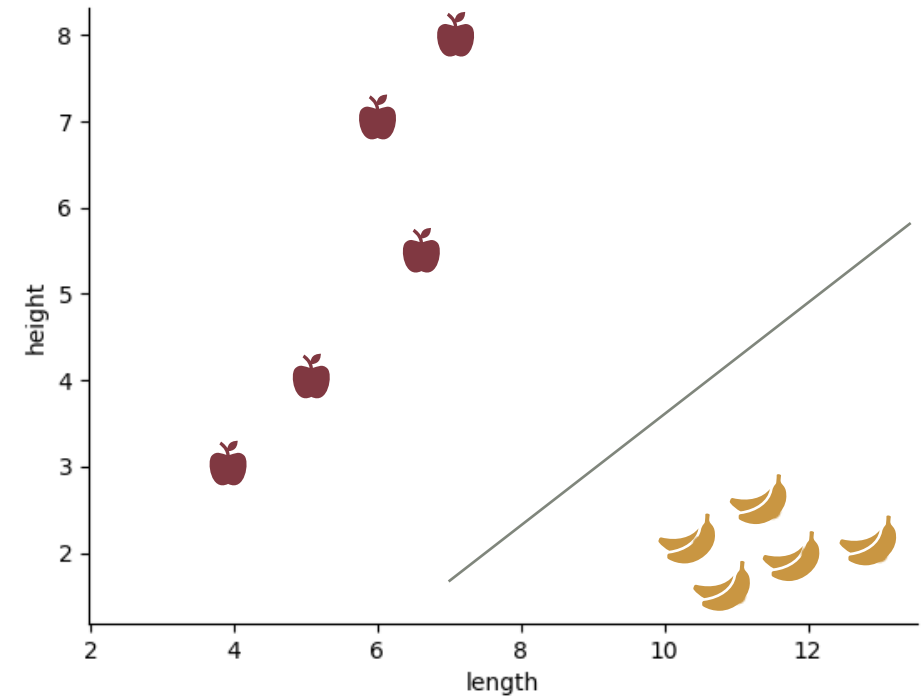
SUPERVISED LEARNING USING LABELS

Length	Height	Fruit
6	7	Apple
13	2	Banana
5	4	Apple
7	8	Apple
6.5	5.5	Apple
4.1	3.1	Apple
11	1.5	Banana
12	2	Banana
11.5	2.5	Banana



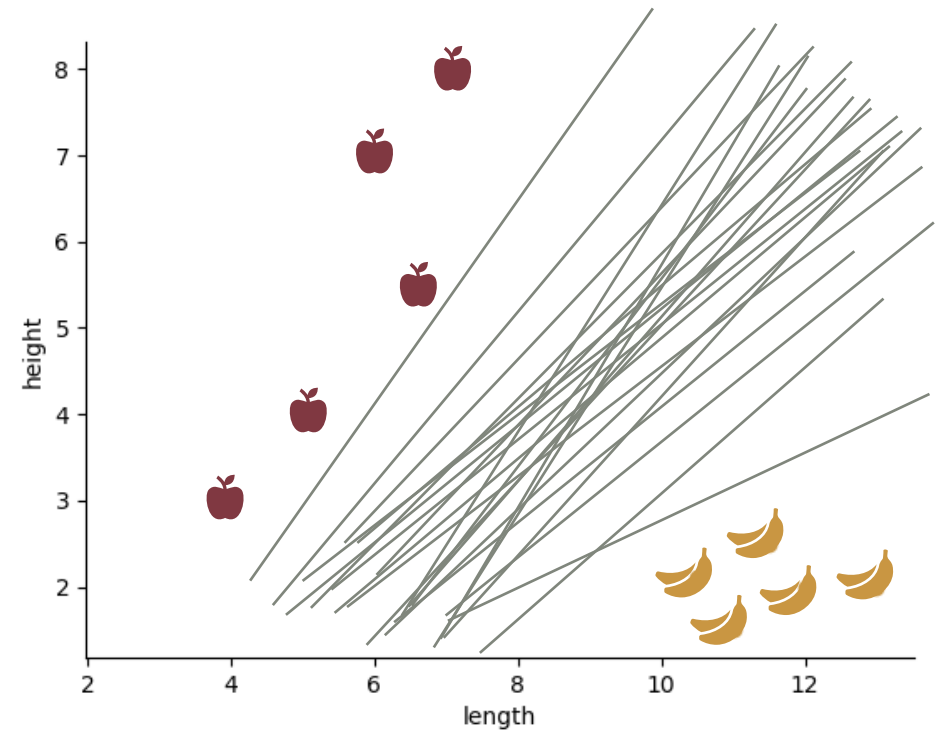
SUPERVISED LEARNING USING LABELS

Length	Height	Fruit
6	7	Apple
13	2	Banana
5	4	Apple
7	8	Apple
6.5	5.5	Apple
4.1	3.1	Apple
11	1.5	Banana
12	2	Banana
11.5	2.5	Banana



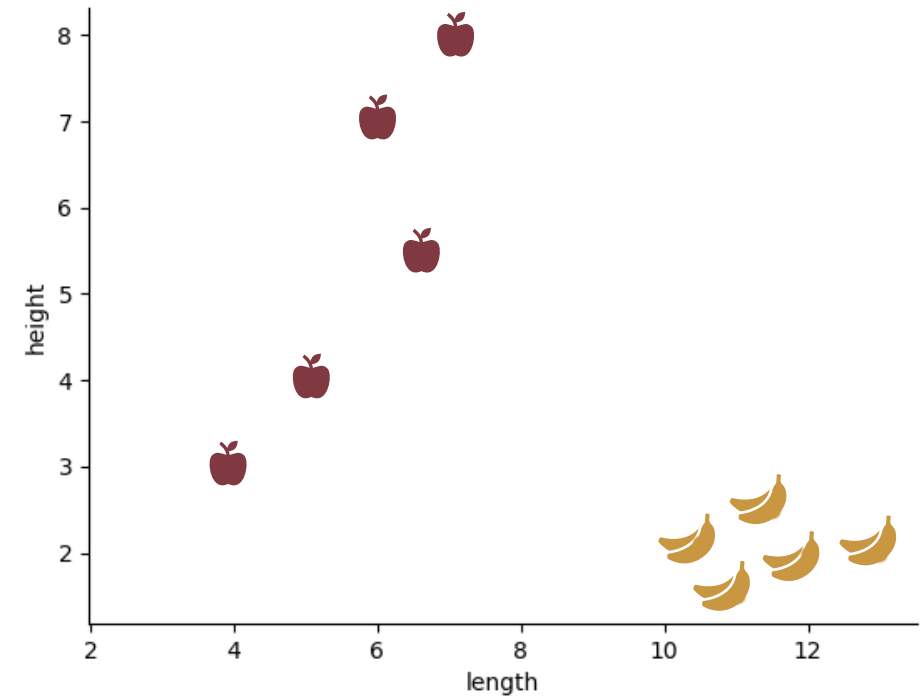
SUPERVISED LEARNING USING LABELS

Length	Height	Fruit
6	7	Apple
13	2	Banana
5	4	Apple
7	8	Apple
6.5	5.5	Apple
4.1	3.1	Apple
11	1.5	Banana
12	2	Banana
11.5	2.5	Banana



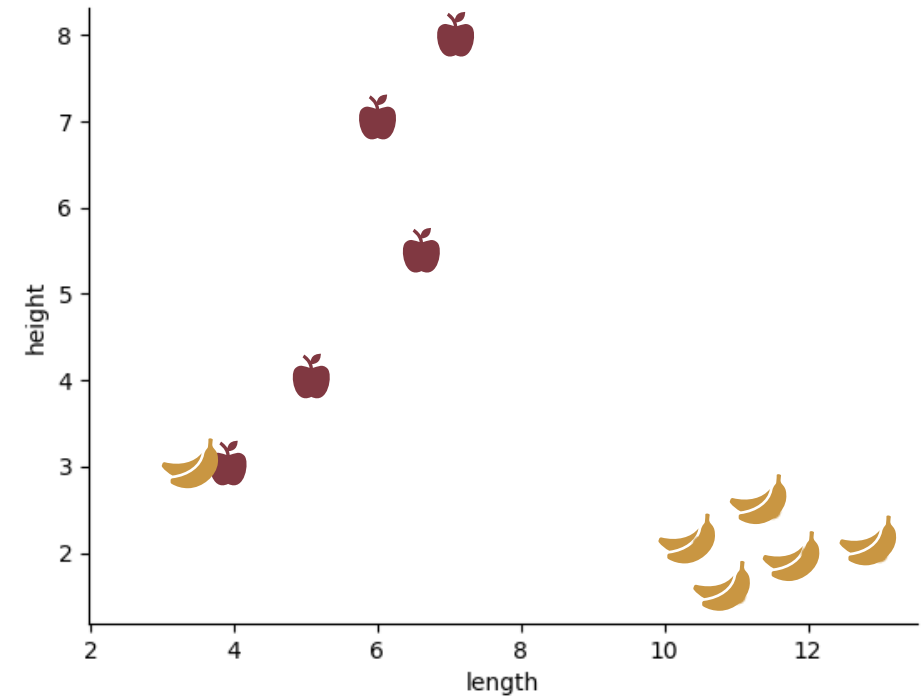
SUPERVISED LEARNING USING LABELS

Length	Height	Fruit
6	7	Apple
13	2	Banana
5	4	Apple
7	8	Apple
6.5	5.5	Apple
4.1	3.1	Apple
11	1.5	Banana
12	2	Banana
11.5	2.5	Banana
4	3.1	Banana



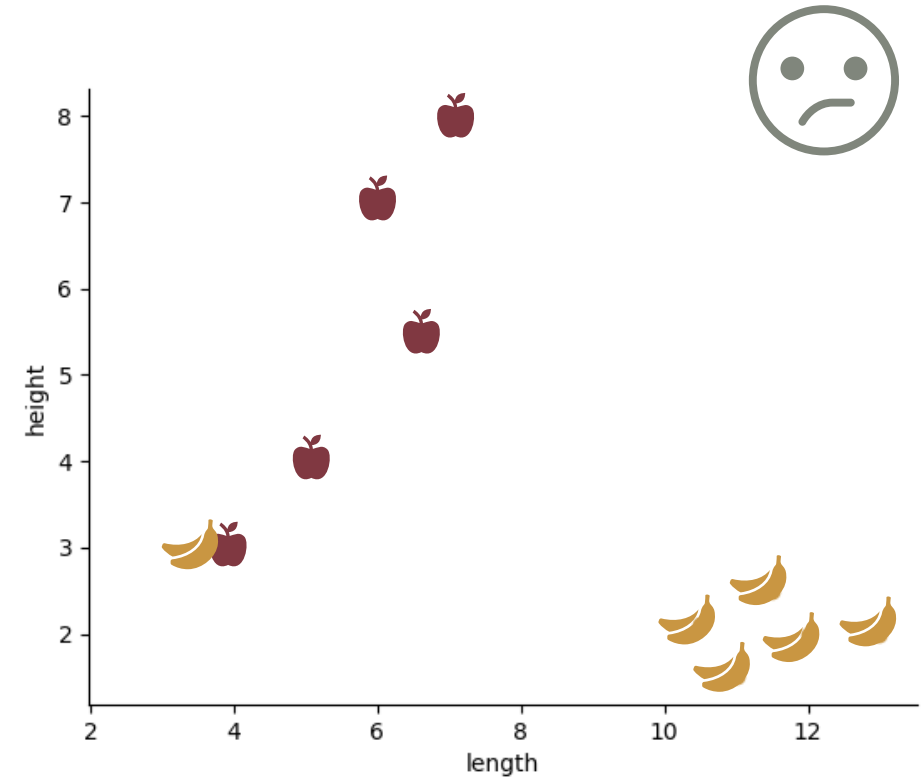
SUPERVISED LEARNING USING LABELS

Length	Height	Fruit
6	7	Apple
13	2	Banana
5	4	Apple
7	8	Apple
6.5	5.5	Apple
4.1	3.1	Apple
11	1.5	Banana
12	2	Banana
11.5	2.5	Banana
4	3.1	Banana



SUPERVISED LEARNING USING LABELS

Length	Height	Fruit
6	7	Apple
13	2	Banana
5	4	Apple
7	8	Apple
6.5	5.5	Apple
4.1	3.1	Apple
11	1.5	Banana
12	2	Banana
11.5	2.5	Banana
4	3.1	Banana



SUPERVISED LEARNING USING LABELS

Length	Height		Fruit
6	7	WHAT COULD WE POSSIBLY DO??	Apple
5	4		Apple
7	8		Apple
6.5	5.5		Apple
13	2		Banana
11	1.5		Banana
12	2		Banana
11.5	2.5		Banana
10.5	2.1		Banana
...



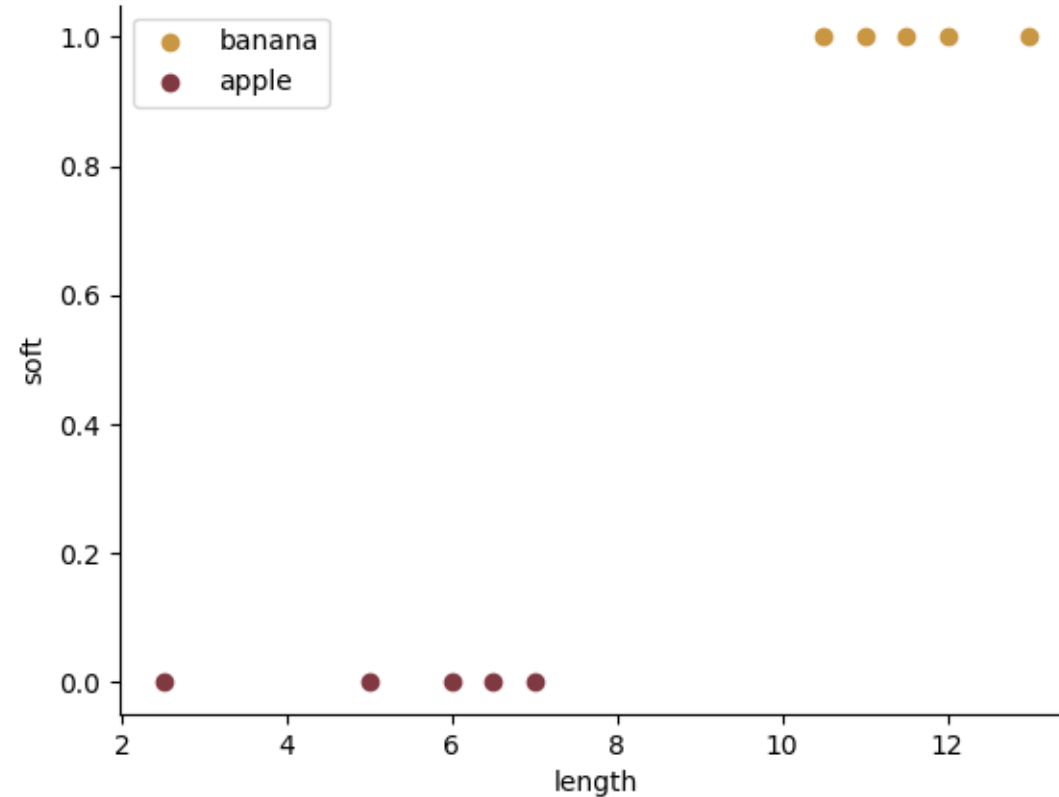
SUPERVISED LEARNING USING LABELS

Length	Height	Weight	Soft	Fruit
6	7	82	0	Apple
5	4	61	0	Apple
7	8	99	0	Apple
6.5	5.5	73	0	Apple
13	2	146	1	Banana
11	1.5	123	1	Banana
12	2	129	1	Banana
11.5	2.5	135	1	Banana
10.5	2.1	111	1	Banana
...



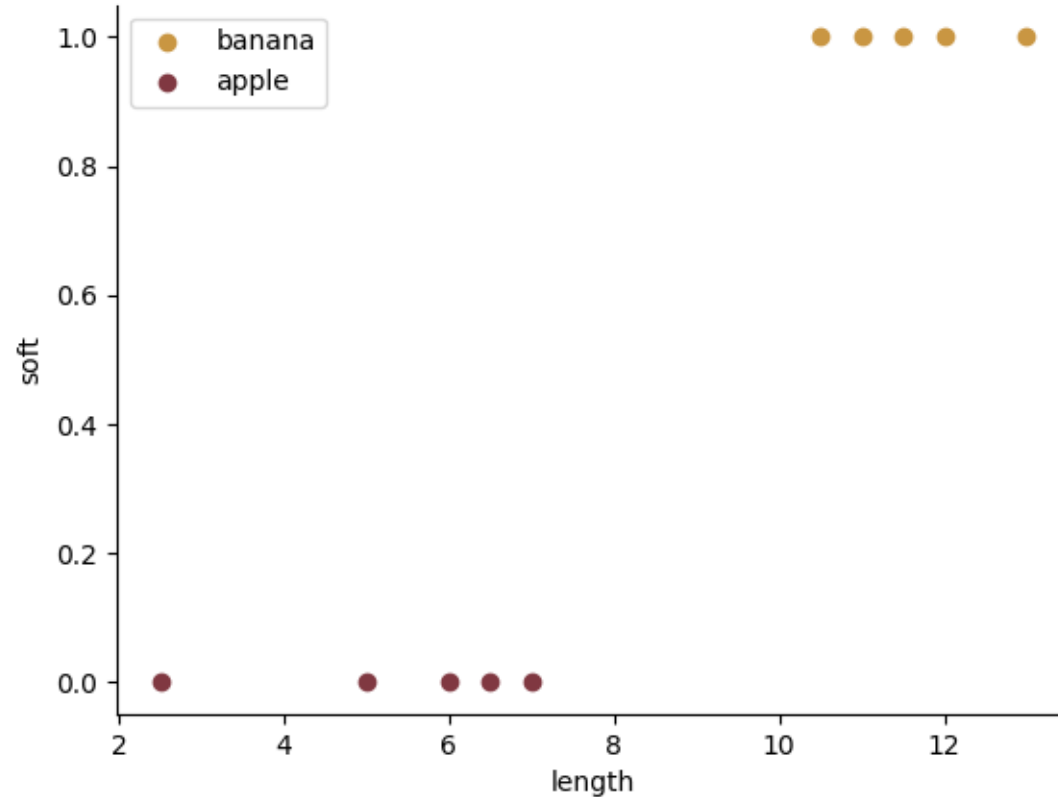
SUPERVISED LEARNING USING LABELS

Length	Soft	Fruit
6	0	Apple
5	0	Apple
7	0	Apple
6.5	0	Apple
2.5	0	Apple
13	1	Banana
11	1	Banana
12	1	Banana
11.5	1	Banana
10.5	1	Banana



SUPERVISED LEARNING USING LABELS

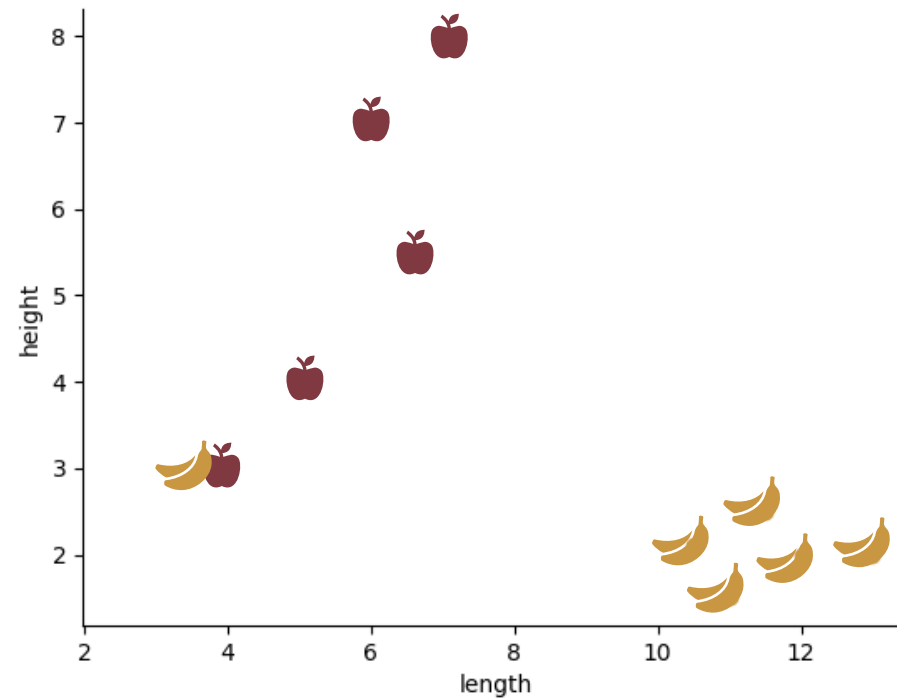
Length	Soft	Fruit
6	0	Apple
5	0	Apple
7	0	Apple
6.5	0	Apple
2.5	0	Apple
13	1	Banana
11	1	Banana
12	1	Banana
11.5	1	Banana
10.5	1	Banana



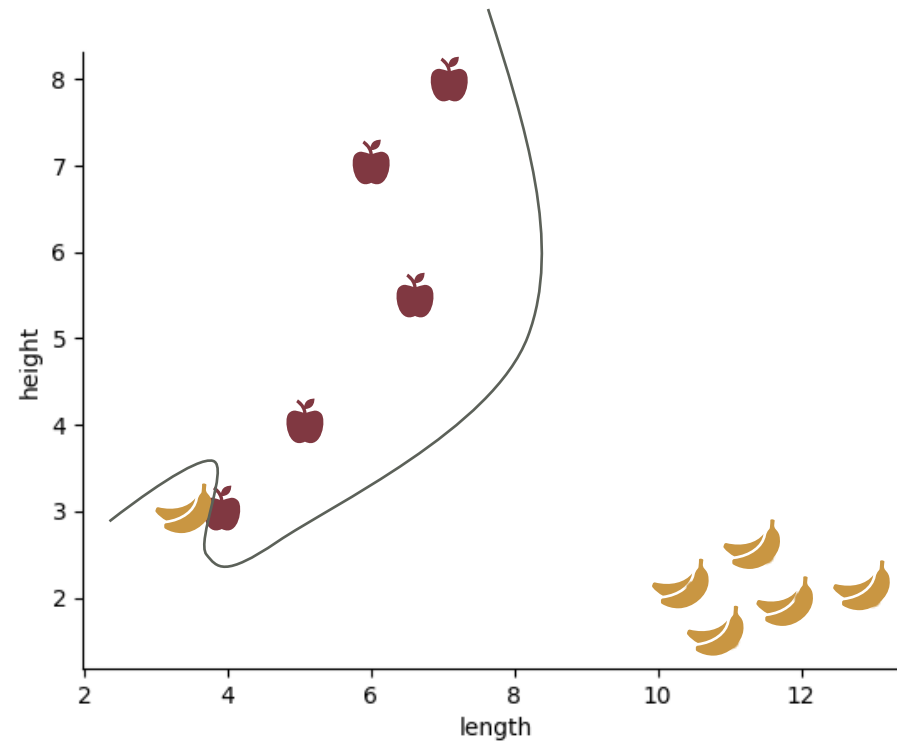
Features and feature engineering is an important influence factor in machine learning



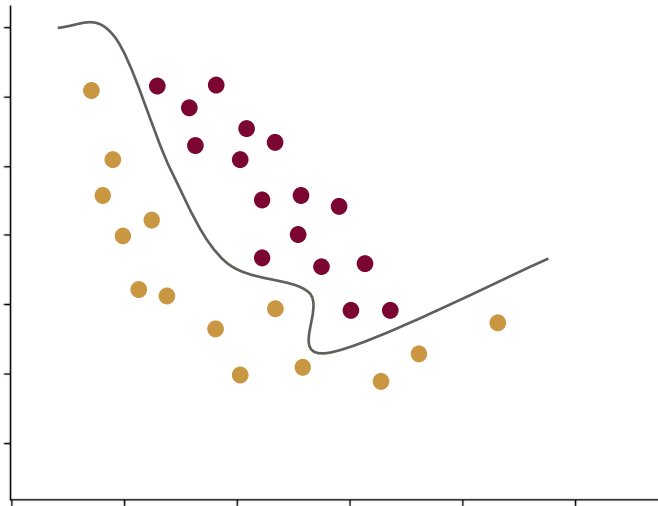
NOT LINEAR DECISION BOUNDARIES



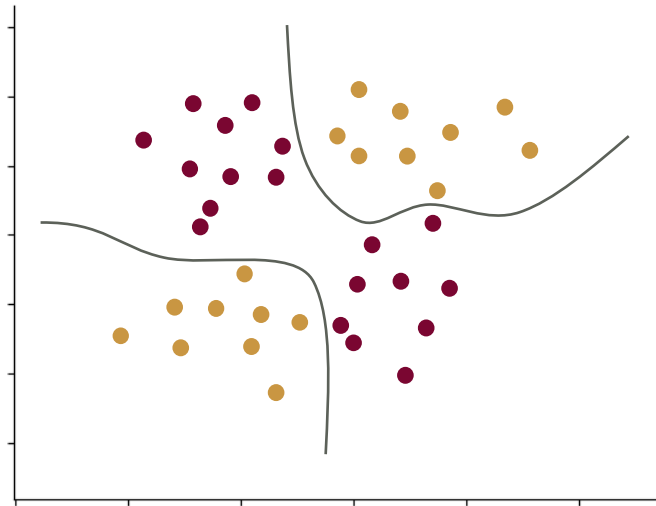
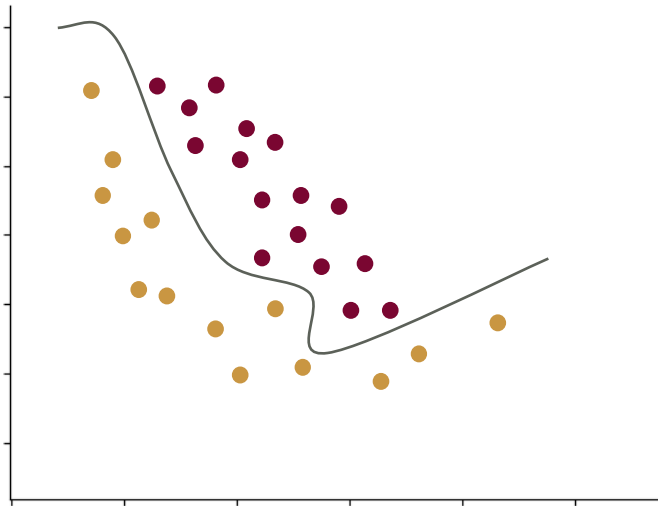
NOT LINEAR DECISION BOUNDARIES



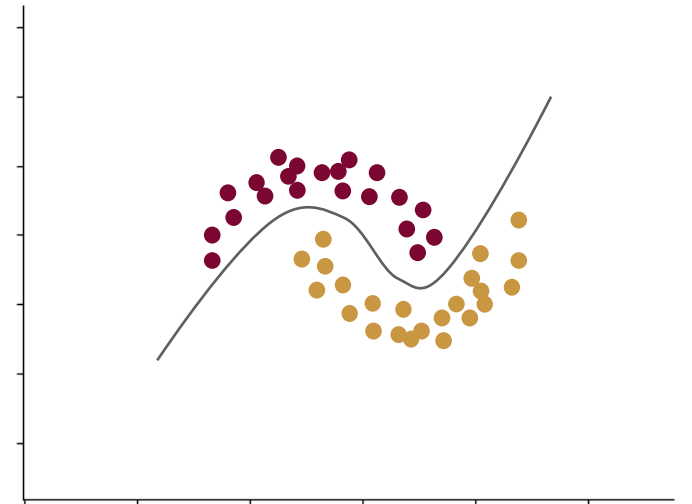
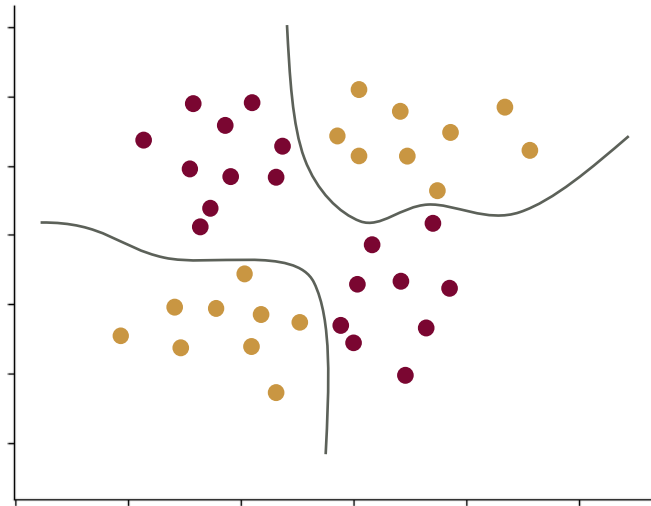
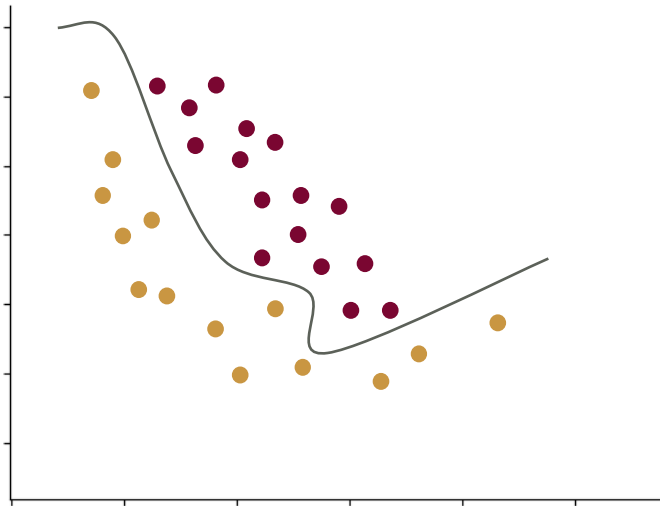
NOT LINEAR DECISION BOUNDARIES



NOT LINEAR DECISION BOUNDARIES



NOT LINEAR DECISION BOUNDARIES



SUPERVISED LEARNING WITH NEURAL NETS

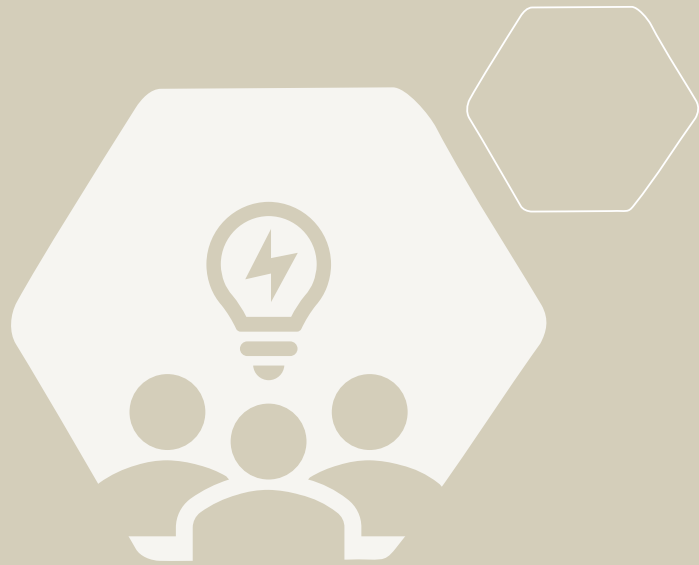
Teachable Machine

Train a computer to recognize your own images, sounds, & poses.

A fast, easy way to create machine learning models for your sites, apps, and more – no expertise or coding required.



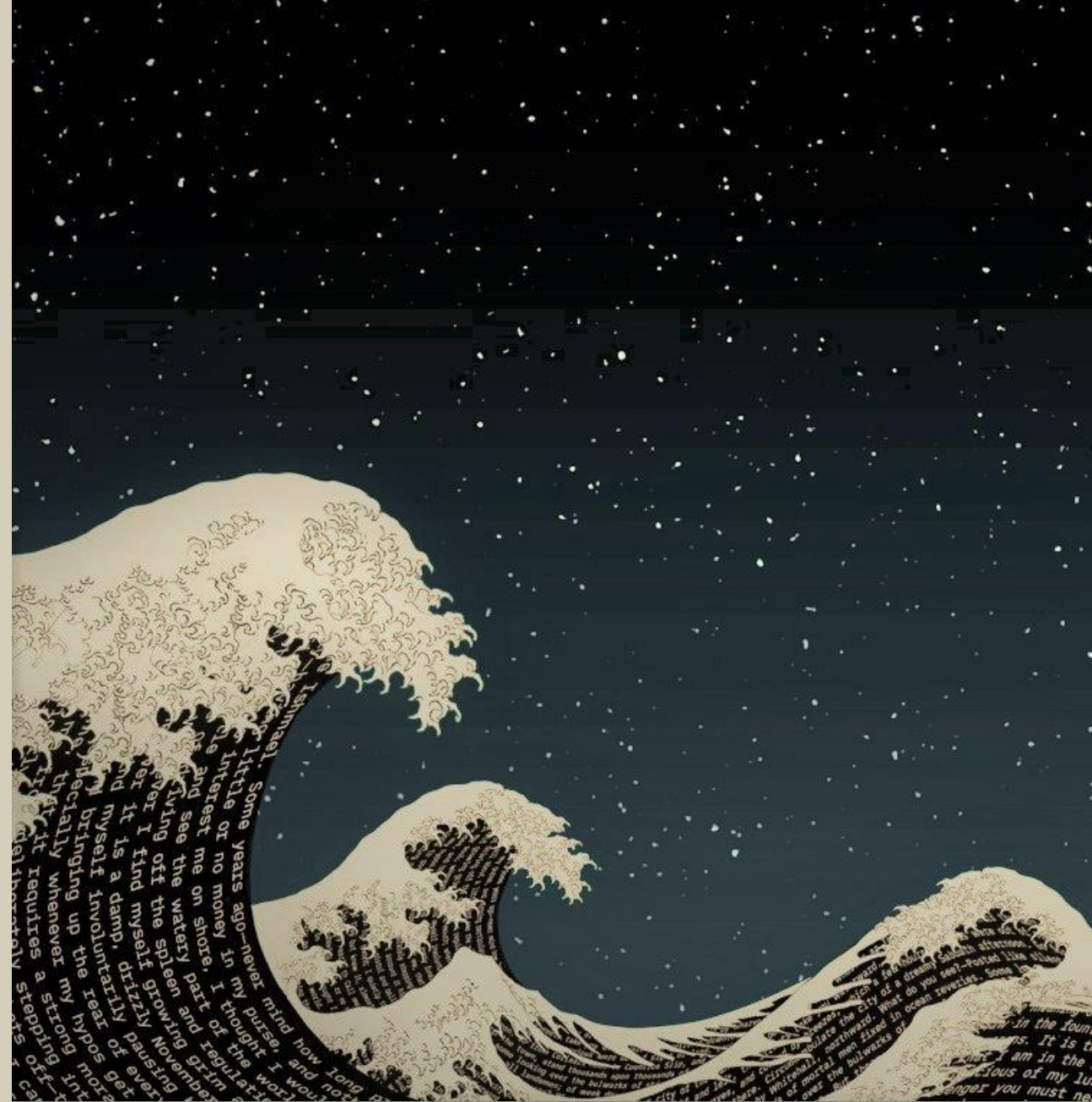
SUPERVISED LEARNING WITH NEURAL NETS



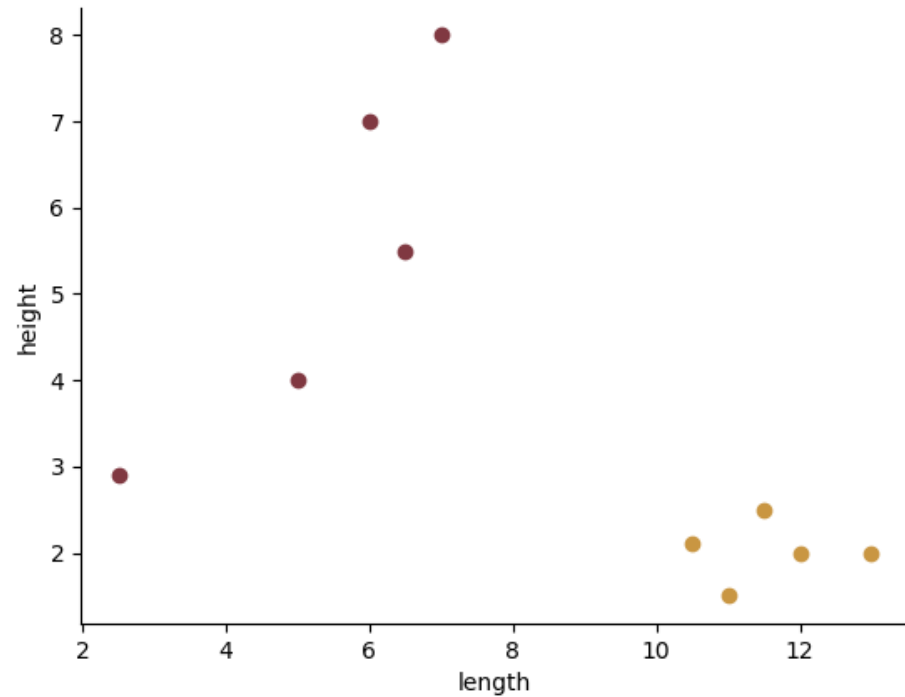
- Go to <https://teachablemachine.withgoogle.com/>
- Train your own image model (image project)
- **Choose the number of classes** you want to train.
- Record images and compile your model
- Test your model
- **What can it do? When does it break? When does it work?**

UNSUPERVISED LEARNING

Structure counts

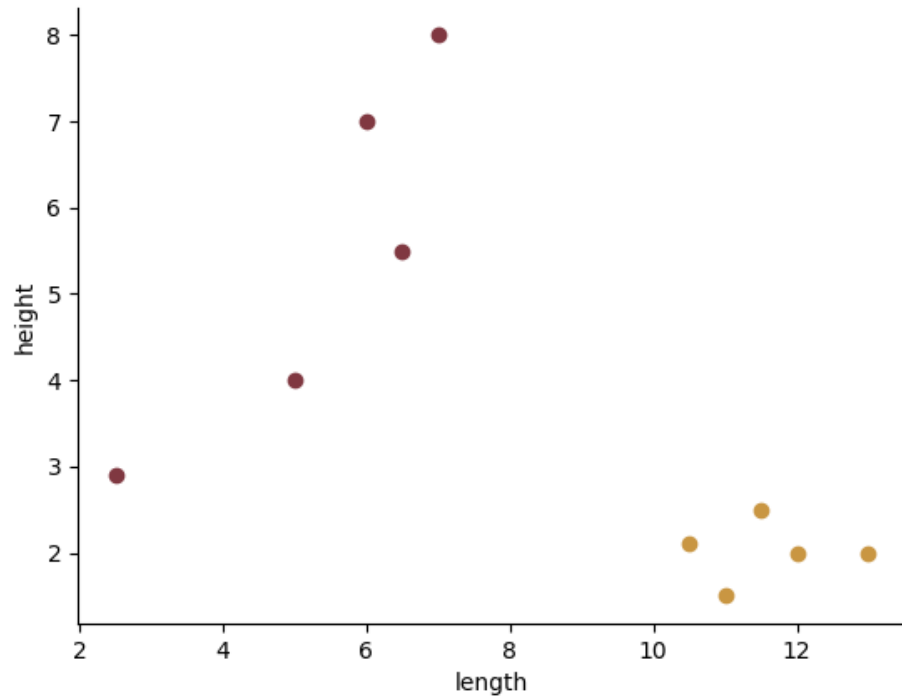


UNSUPERVISED LEARNING STRUCTURE COUNTS

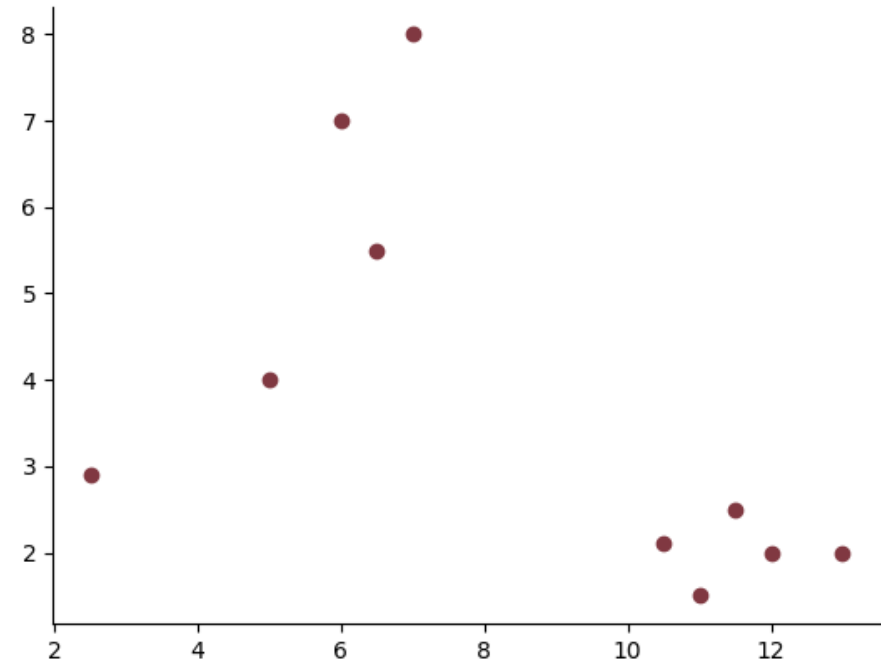


SUPERVISED

UNSUPERVISED LEARNING STRUCTURE COUNTS

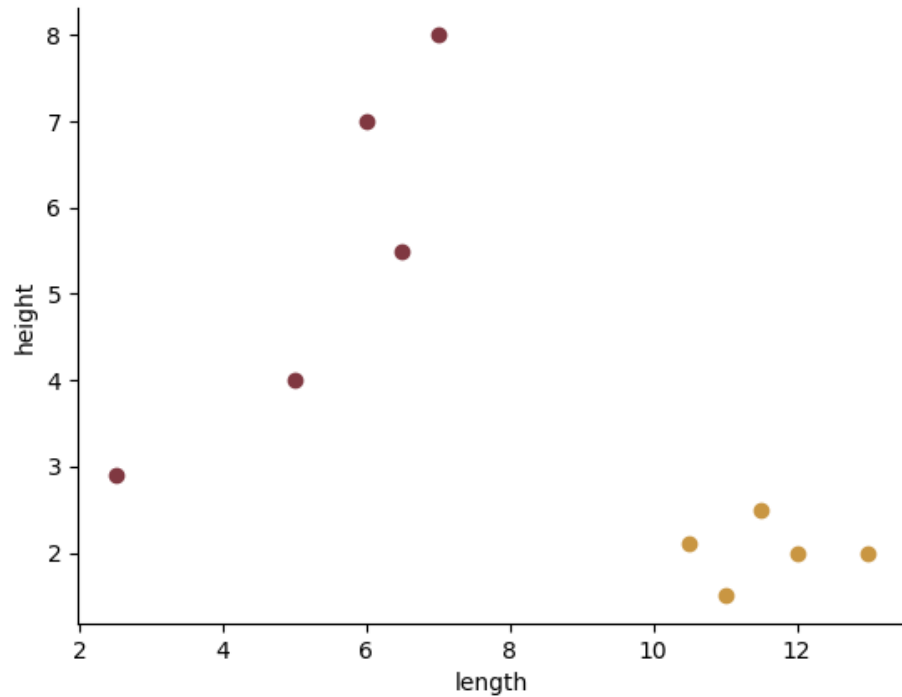


SUPERVISED

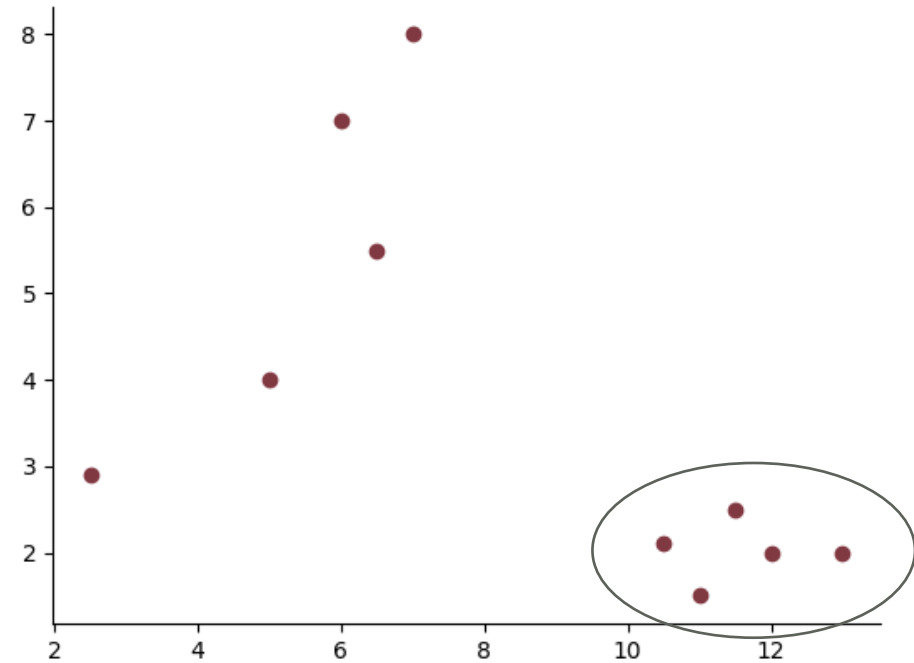


UNSUPERVISED

UNSUPERVISED LEARNING STRUCTURE COUNTS

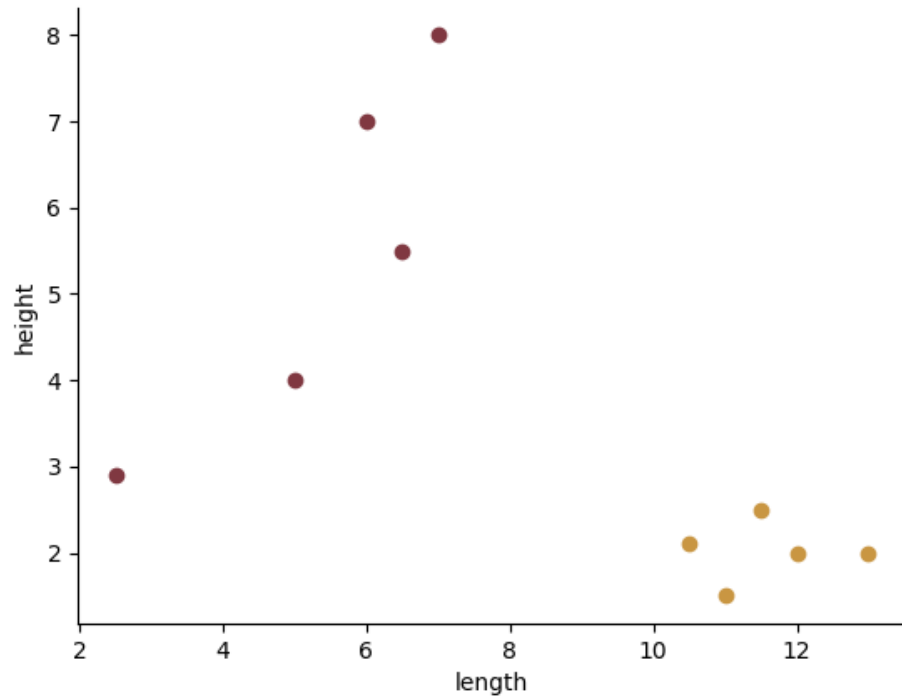


SUPERVISED

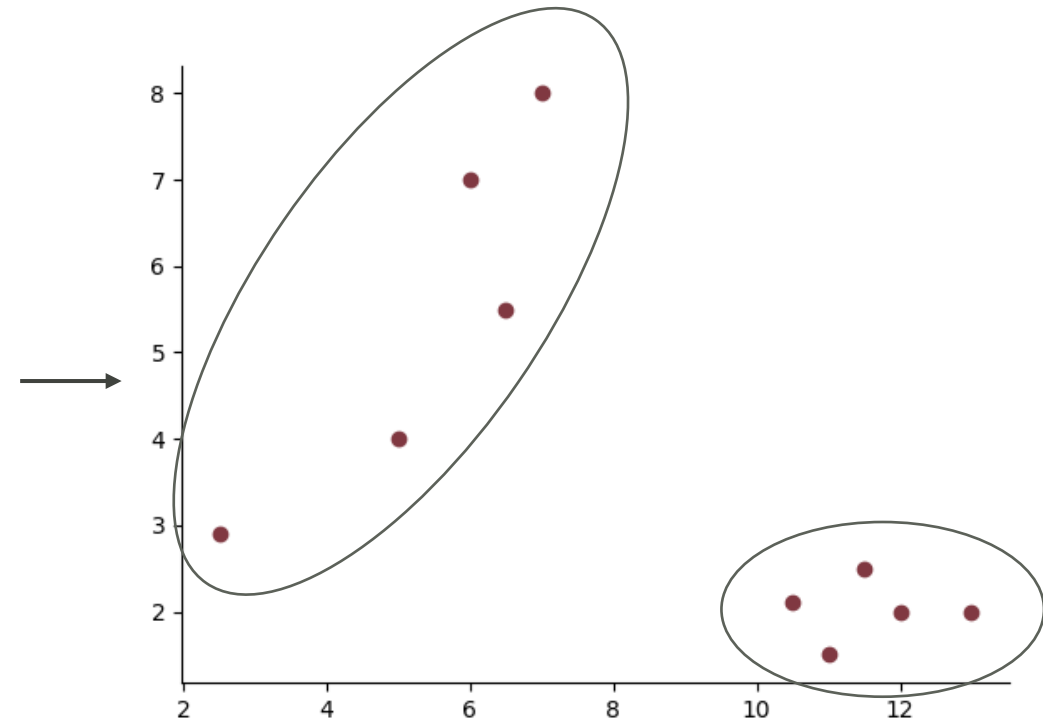


UNSUPERVISED

UNSUPERVISED LEARNING STRUCTURE COUNTS

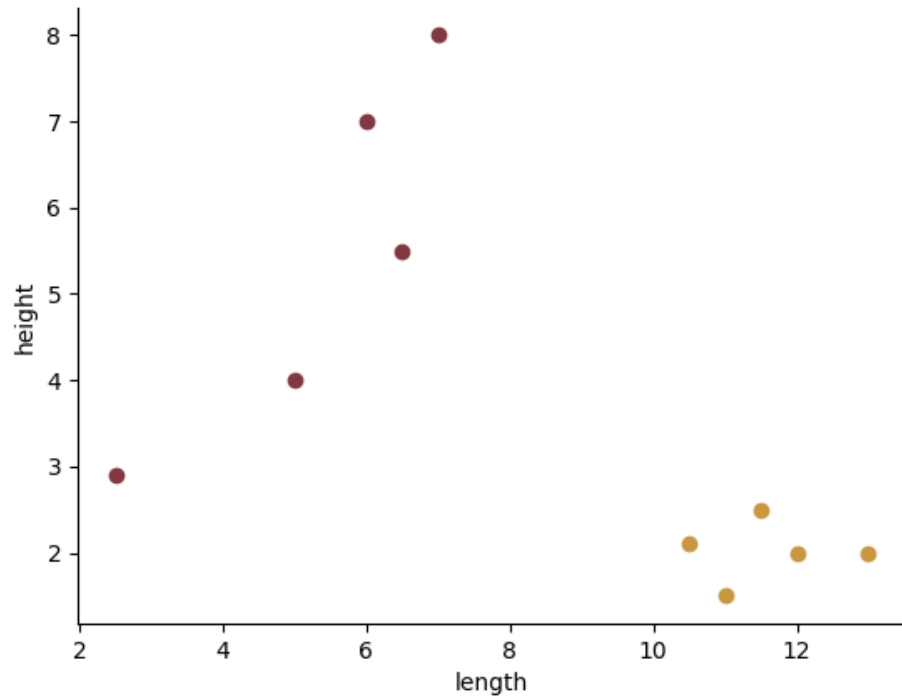


SUPERVISED

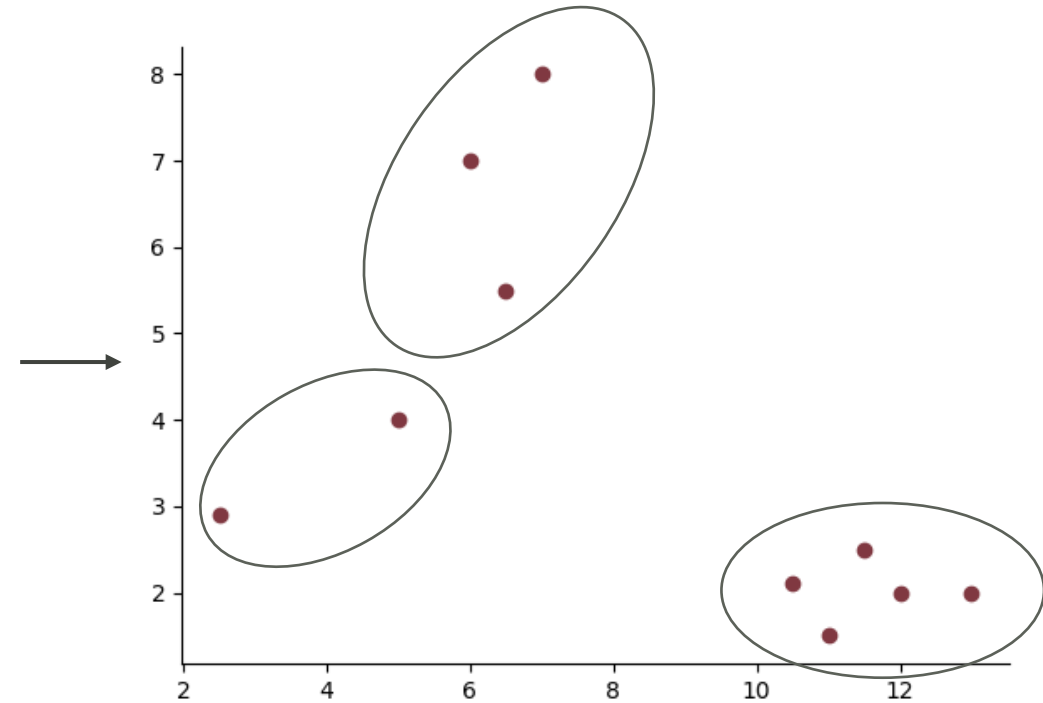


UNSUPERVISED

UNSUPERVISED LEARNING STRUCTURE COUNTS

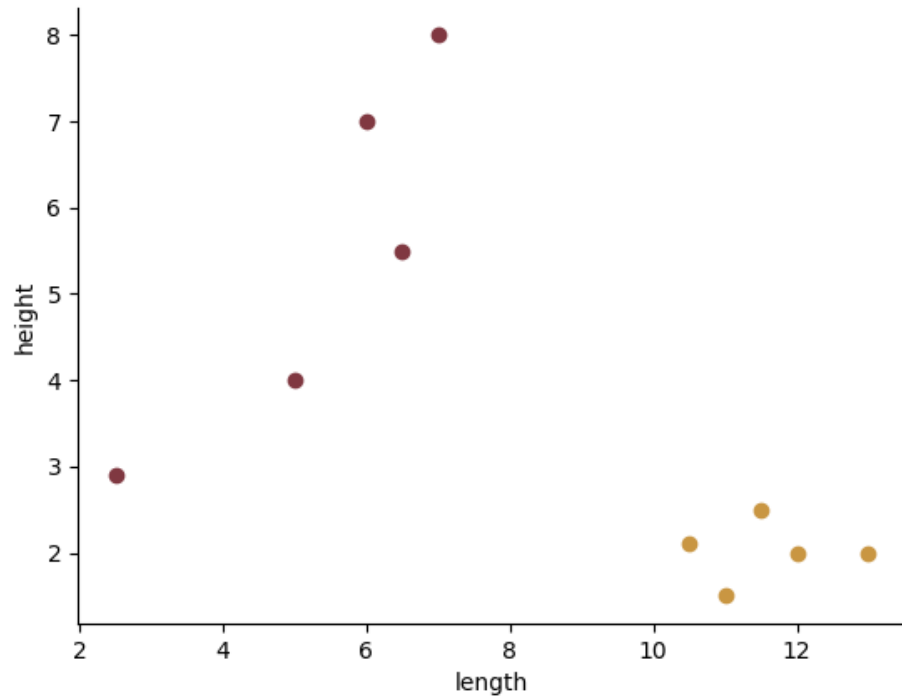


SUPERVISED

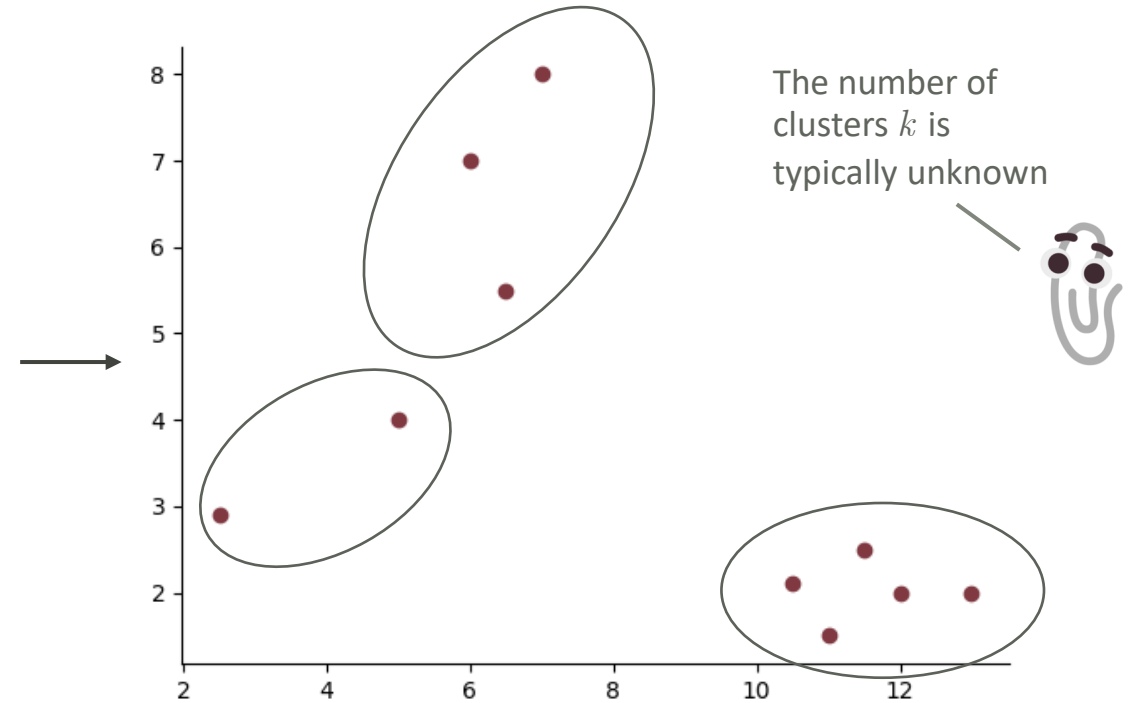


UNSUPERVISED

UNSUPERVISED LEARNING STRUCTURE COUNTS



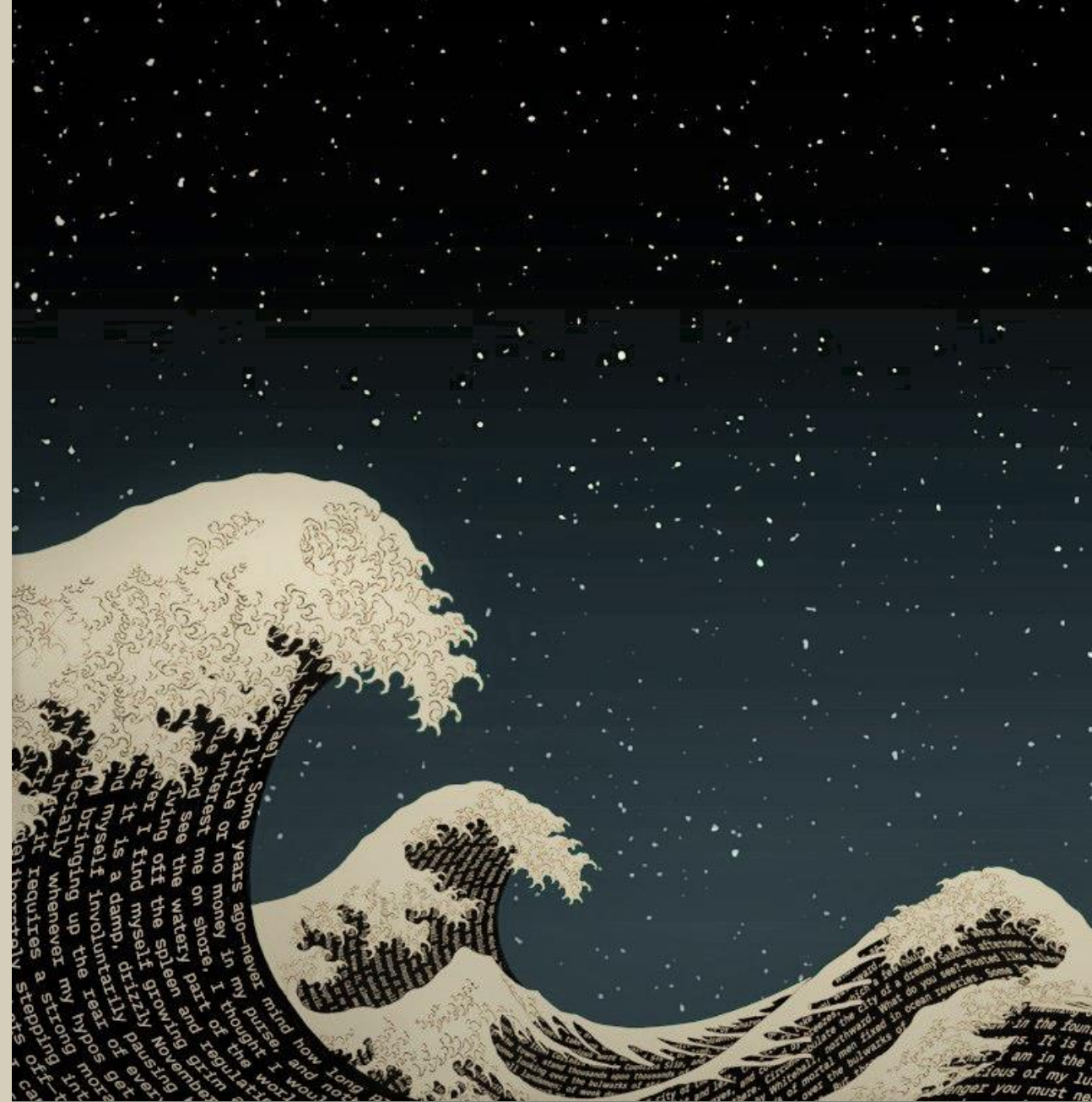
SUPERVISED



UNSUPERVISED

SEMI-SUPERVISED LEARNING

Knowing a bit, but not everything



SEMI-SUPERVISED LEARNING

KNOWING A BIT, BUT NOT EVERYTHING

SUPERVISED

UNSUPERVISED

SEMI-SUPERVISED LEARNING KNOWING A BIT, BUT NOT EVERYTHING

SUPERVISED

SEMI-SUPERVISED

UNSUPERVISED

SEMI-SUPERVISED LEARNING

KNOWING A BIT, BUT NOT EVERYTHING

SUPERVISED

SEMI-SUPERVISED

UNSUPERVISED

WE KNOW
EVERYTHING.
(At least about the
class labels...)



SEMI-SUPERVISED LEARNING KNOWING A BIT, BUT NOT EVERYTHING

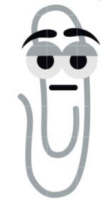
SUPERVISED

WE KNOW
EVERYTHING.
(At least about the
class labels...)

SEMI-SUPERVISED

UNSUPERVISED

WE KNOW
NOTHING.
(Just that we do not
know)



SEMI-SUPERVISED LEARNING

KNOWING A BIT, BUT NOT EVERYTHING

SUPERVISED

WE KNOW
EVERYTHING.
(At least about the
class labels...)

SEMI-SUPERVISED

WE KNOW "A BIT".



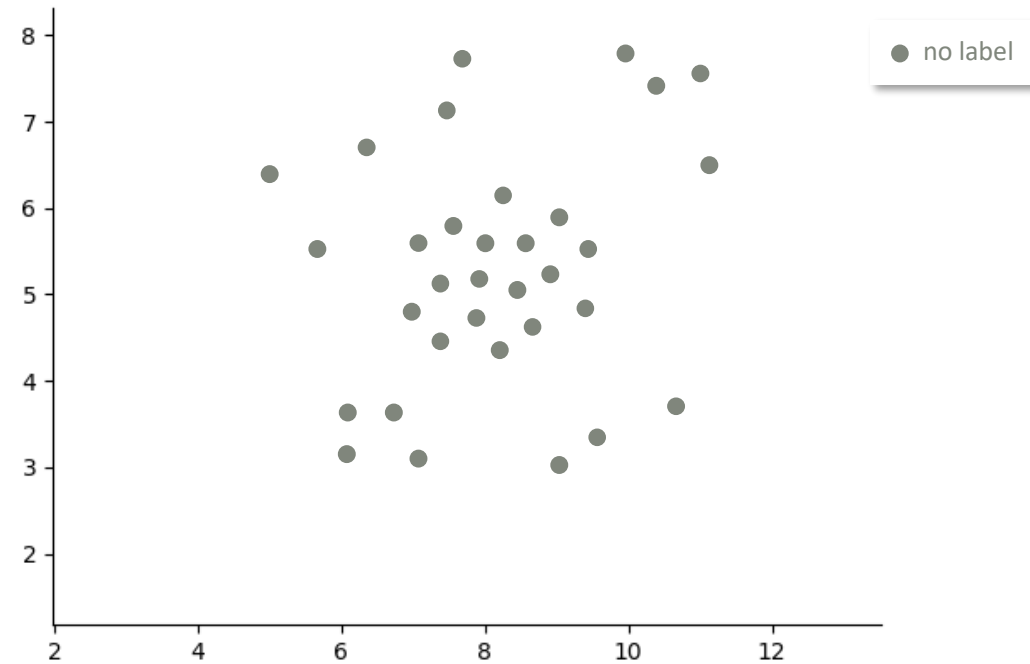
UNSUPERVISED

WE KNOW
NOTHING.
(Just that we do not
know)

SEMI-SUPERVISED LEARNING

KNOWING A BIT, BUT NOT EVERYTHING

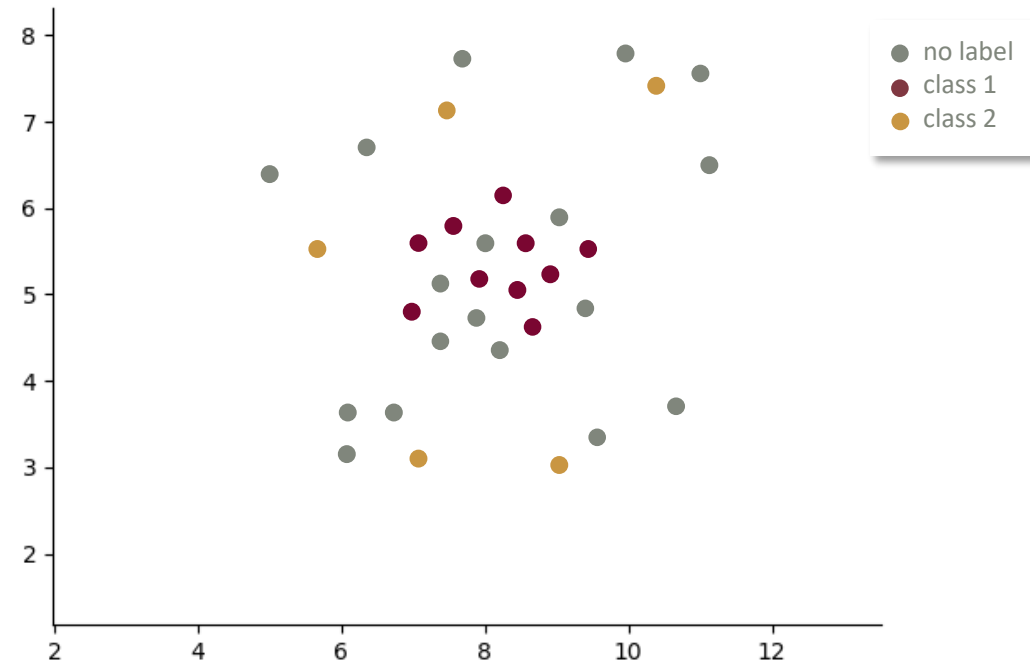
— **Unsupervised setup:**
— No labels are given



SEMI-SUPERVISED LEARNING KNOWING A BIT, BUT NOT EVERYTHING

— One example for a **semi-supervised setup:**

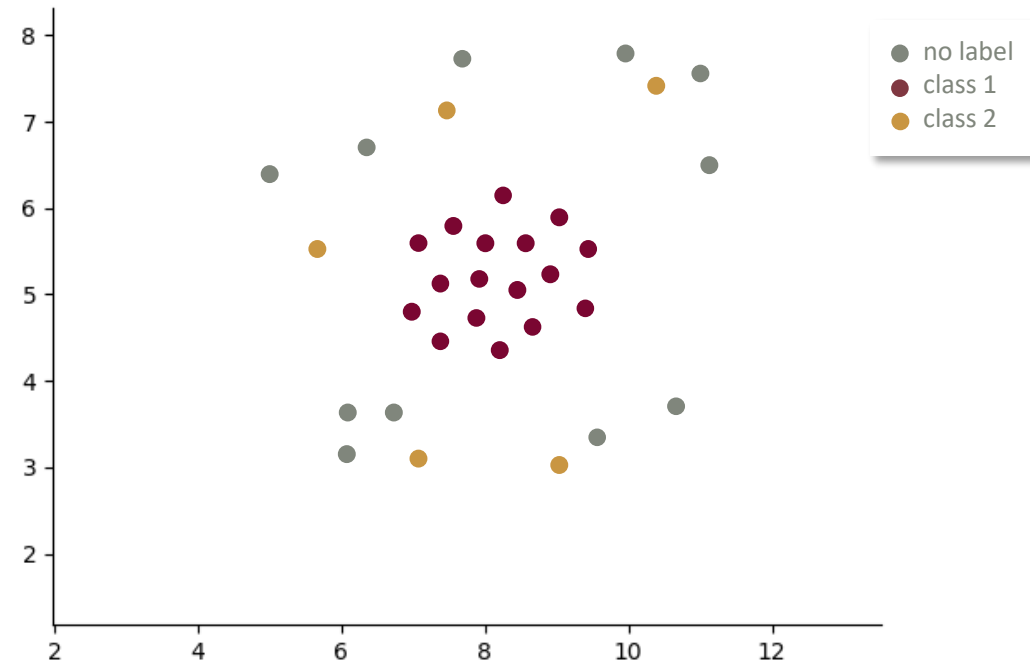
— Some labels from two classes are given



SEMI-SUPERVISED LEARNING KNOWING A BIT, BUT NOT EVERYTHING

— Another example
for a **semi-
supervised setup**:

— Labels of one class
and some labels
from another class
are given

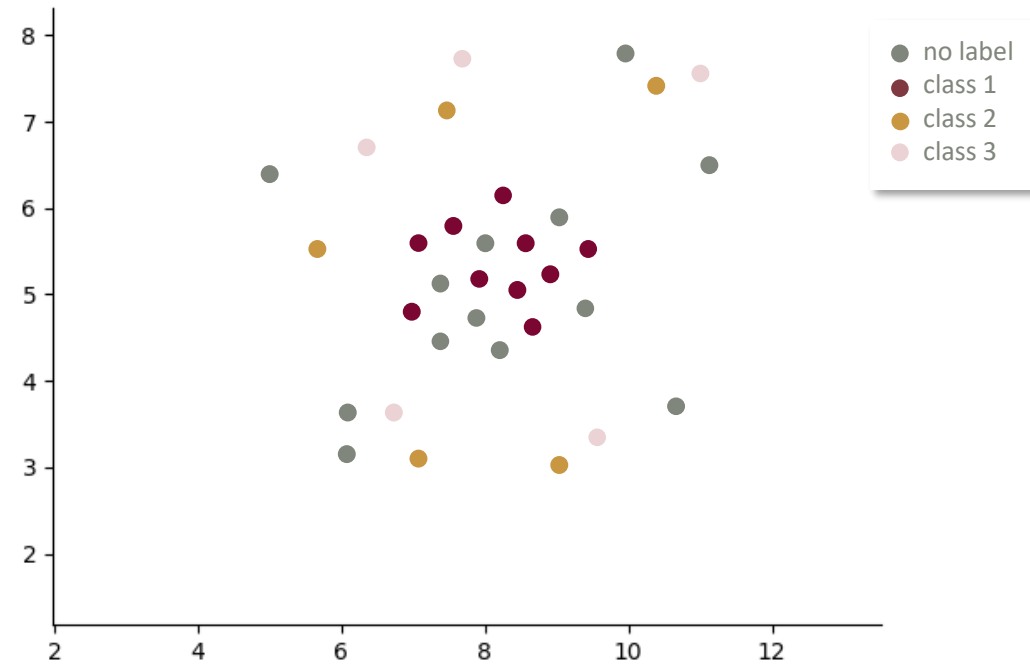


SEMI-SUPERVISED LEARNING

KNOWING A BIT, BUT NOT EVERYTHING

— Another example for a **semi-supervised setup**:

— Some labels from three classes are given

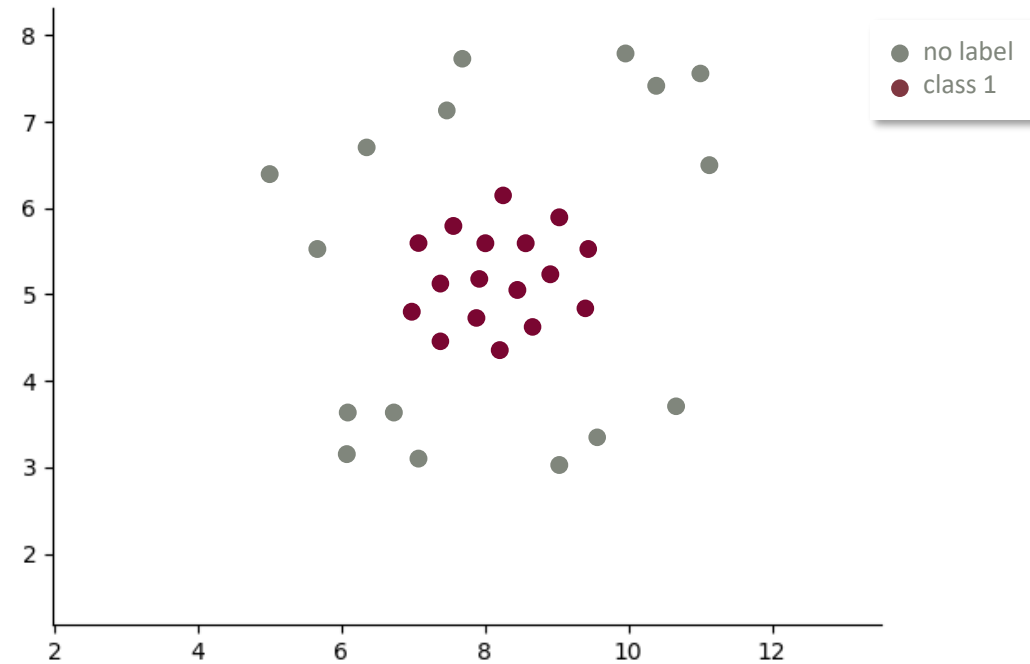


SEMI-SUPERVISED LEARNING

KNOWING A BIT, BUT NOT EVERYTHING

— One-class setup:

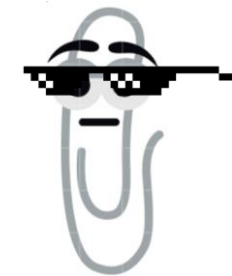
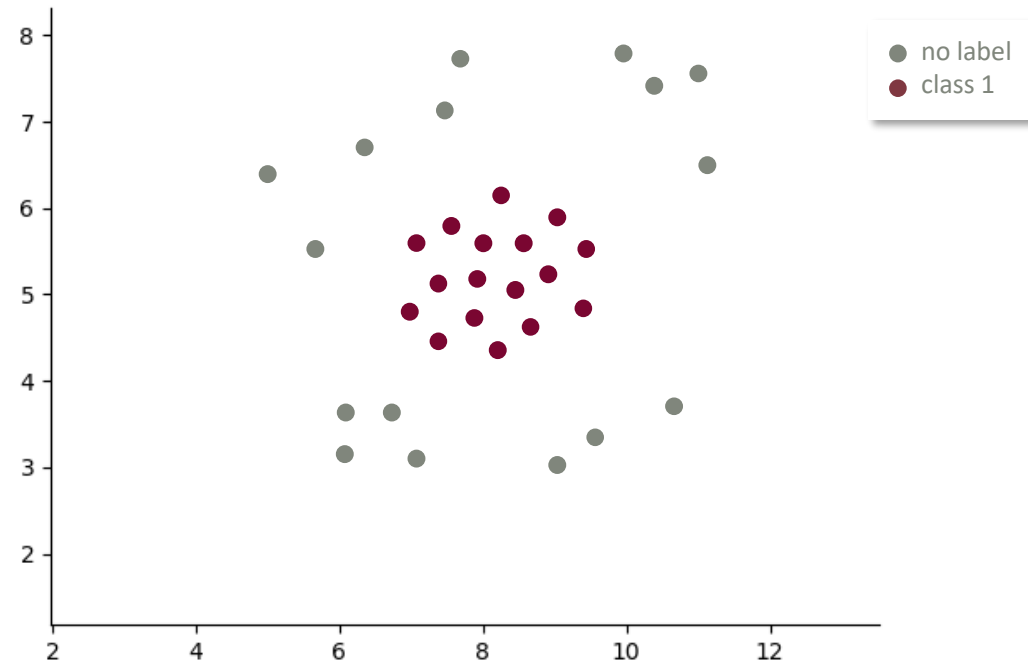
— Labels from one class are given



SEMI-SUPERVISED LEARNING

KNOWING A BIT, BUT NOT EVERYTHING

- **One-class setup:**
 - Labels from one class are given



SUMMARY OF TODAY INTRODUCTION

- **MACHINE LEARNING** gives computers the ability to learn without being explicitly programmed
- ML requires **SAMPLES/DATA** and **FEATURES**
- **NEURAL NETWORKS** can find a non-linear decision boundary
- **SUPERVISED LEARNING:**
 - Class labels given
 - Like e.g. “The Teachable Machine”
- **UNSUPERVISED LEARNING:**
 - No class labels are given

