



# A BRIEF INTRODUCTION TO ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING

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Software Engineering, Safety and Security  
Trondheim



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*Research Scientist*

*PhD in Applied Mathematics, NTNU*

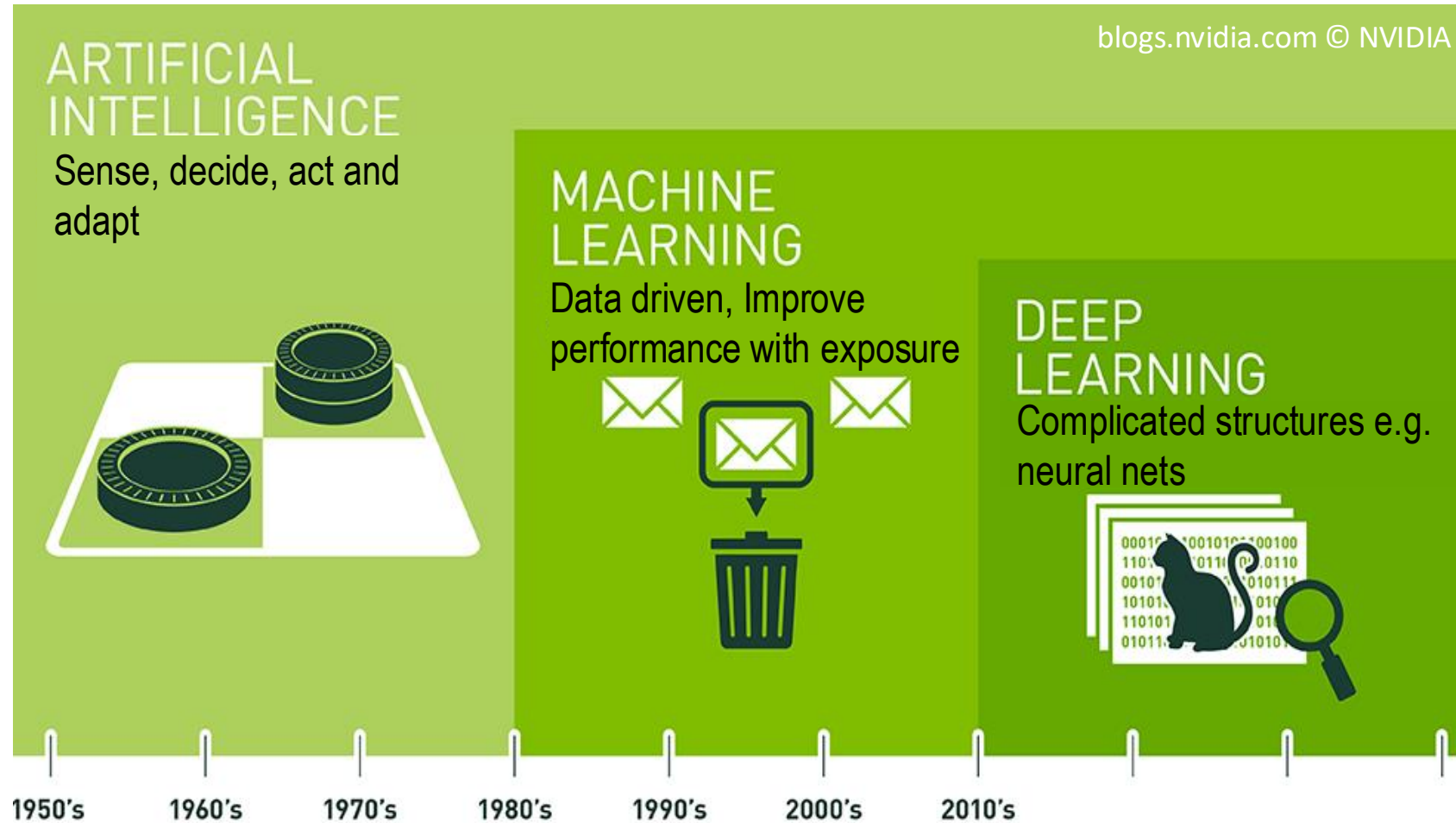
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Oslo

## **Schedule**

- Introduction
- Overview of machine learning types
- ML concepts using neural networks
- Break
- Other supervised ML models
- Probabilistic ML
- Unsupervised ML

# AI - Machine learning – Deep learning



# Machine learning

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- Everything\* that happens in the world can be described by mathematical functions!
- Some of these functions are simple.
- Some are more complex.
- As computers get more advanced, we can solve more problems with them.
- While we might never understand some real-world functions, we can observe their effects by recording ***data***.
- Using this data, we can guess/approximate complex functions.

## ***An A.I.-Generated Picture Won an Art Prize. Artists Aren't Happy.***

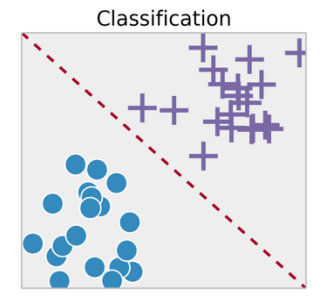
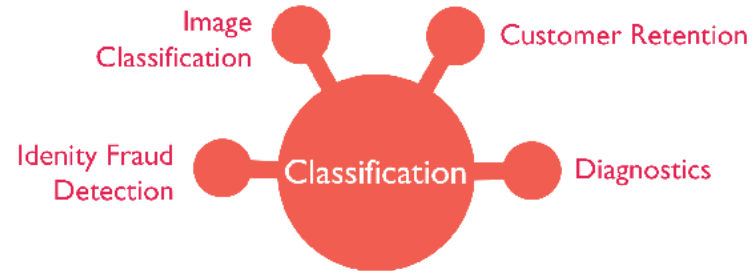
"I won, and I didn't break any rules," the artwork's creator says.



"I couldn't believe what I was seeing," he said. "I felt like it was demonically inspired — like some otherworldly force was involved."

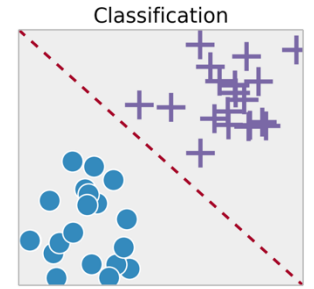
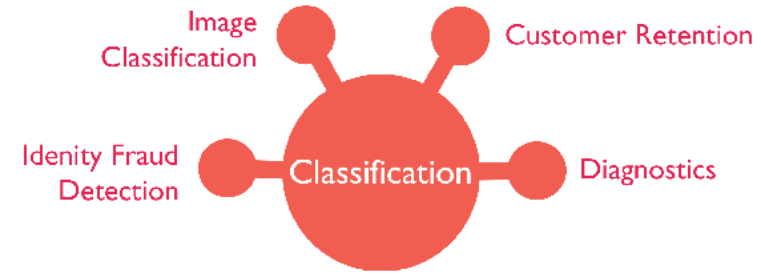
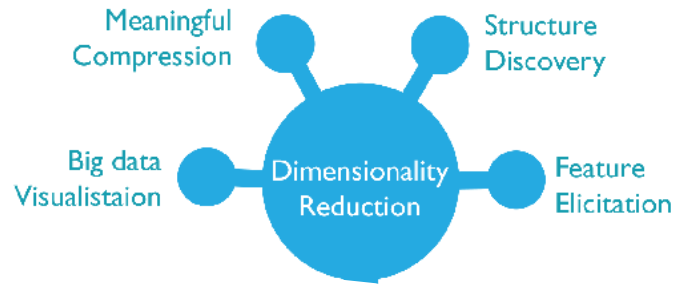
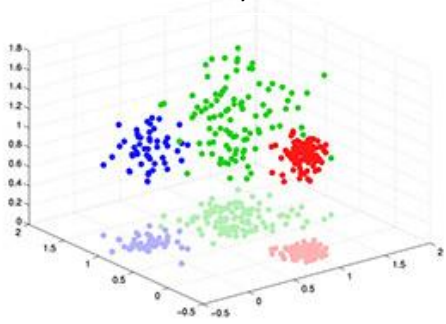
<https://www.nytimes.com/2022/09/02/technology/ai-artificial-intelligence-artists.html>

# Machine Learning



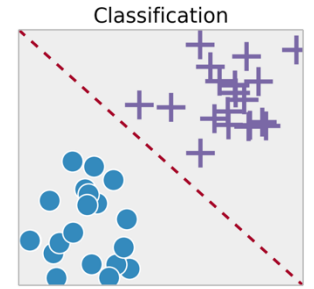
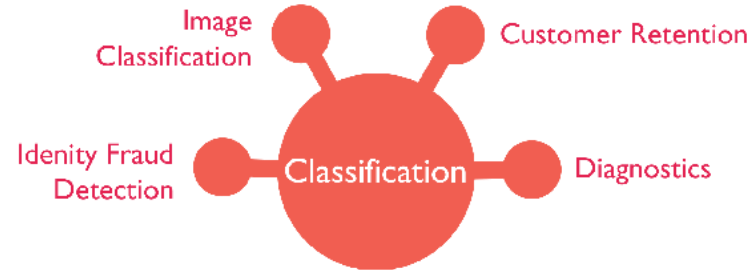
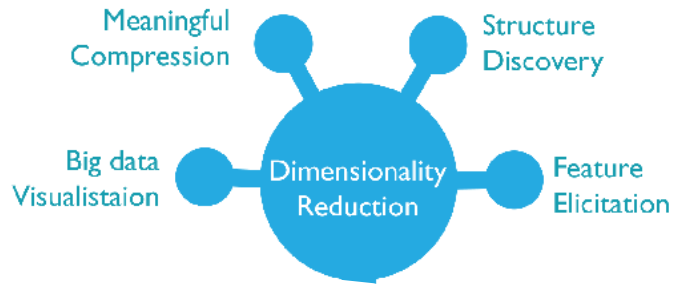
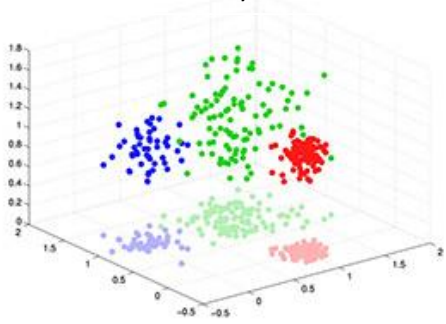
# Machine Learning

## Dimensionality reduction

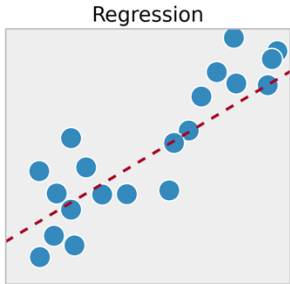
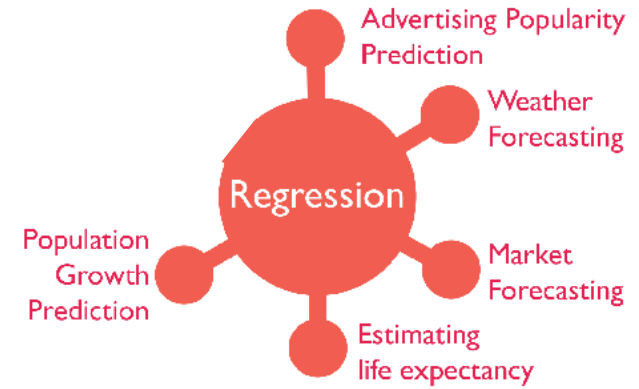


# Machine Learning

Dimensionality reduction

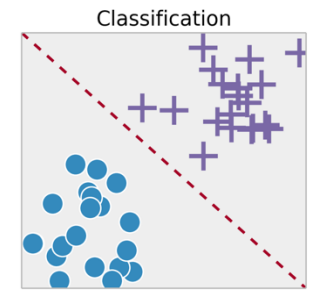
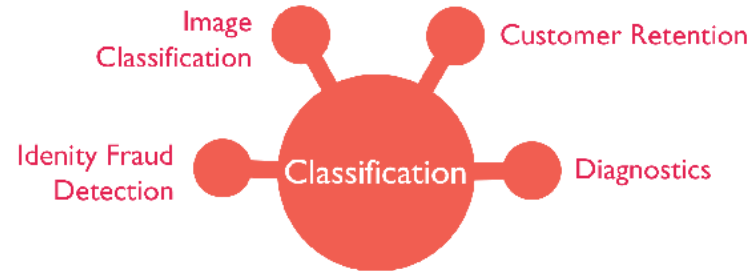
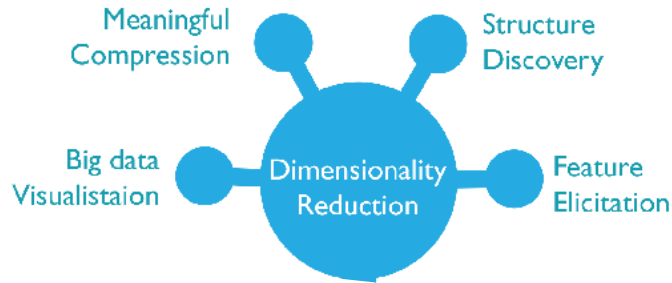
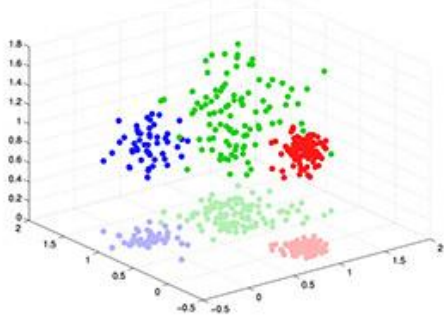


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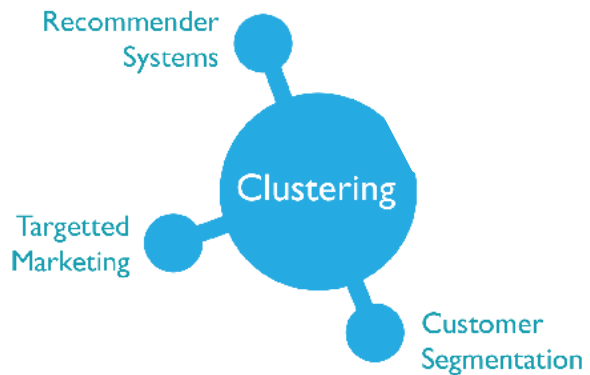
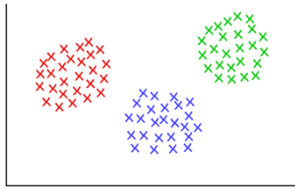




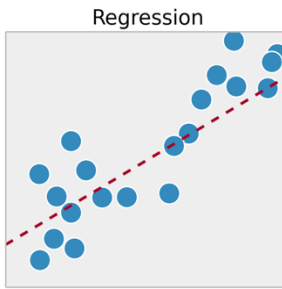
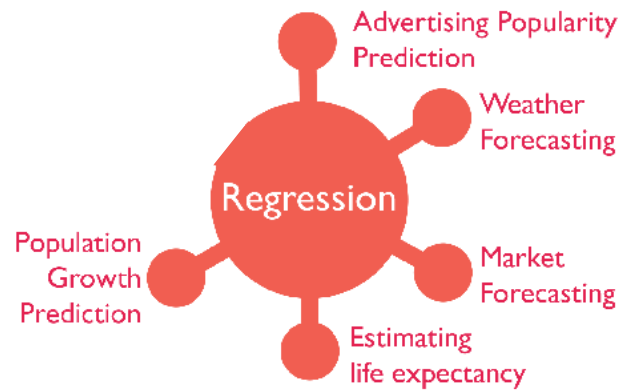
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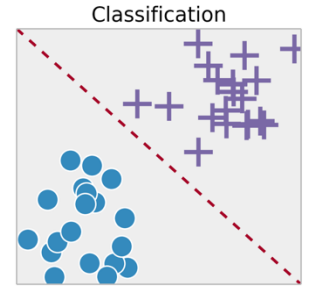
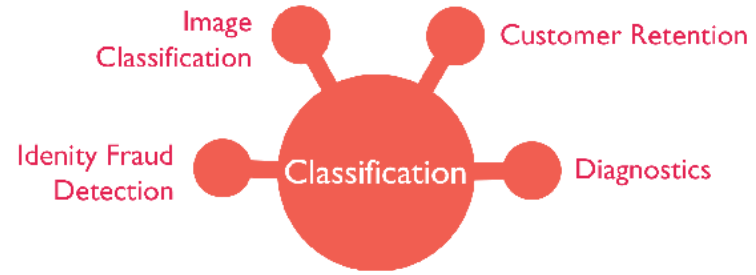
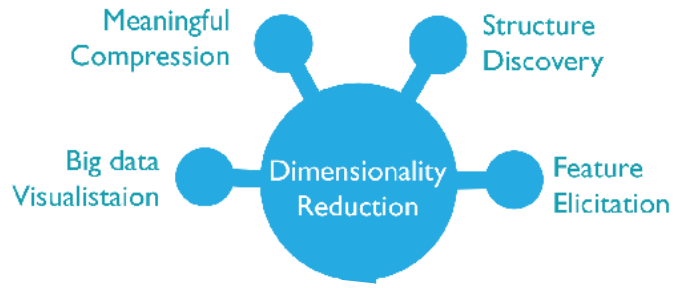
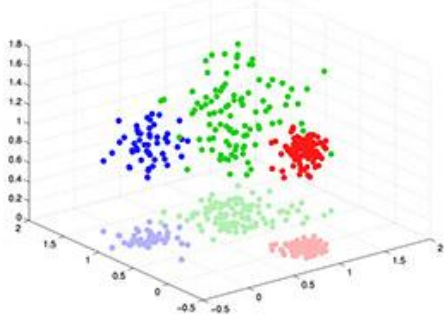
### Clustering



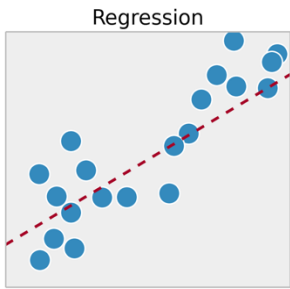
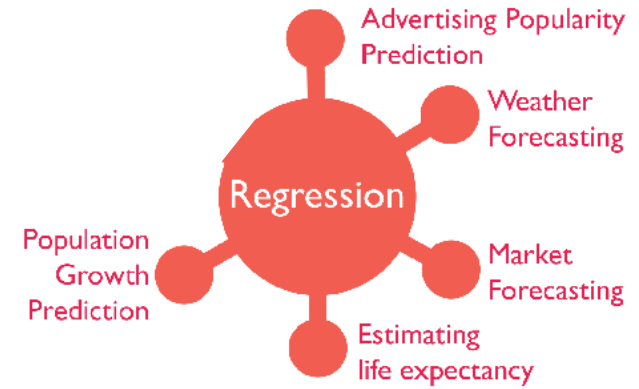
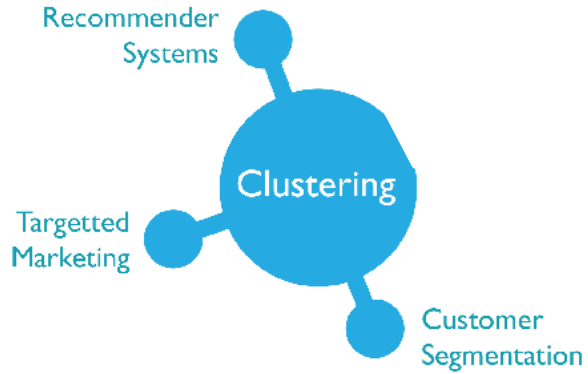
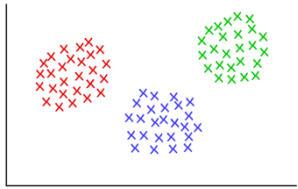
# Machine Learning



### Dimensionality reduction



### Clustering



# Machine Learning

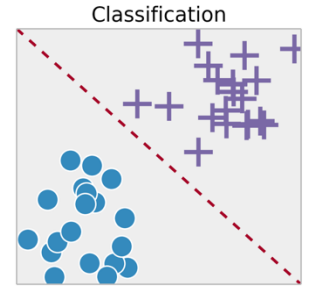
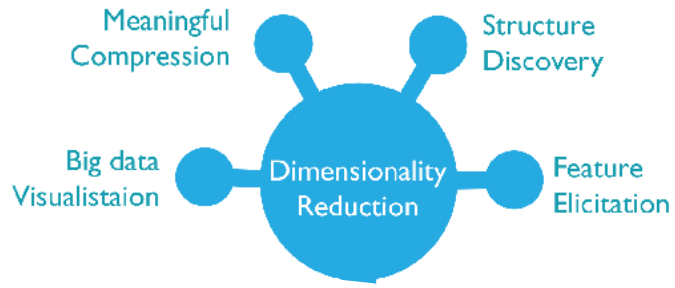
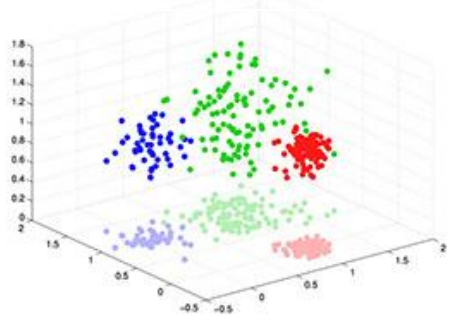
Real-time decisions ●

Game AI ●

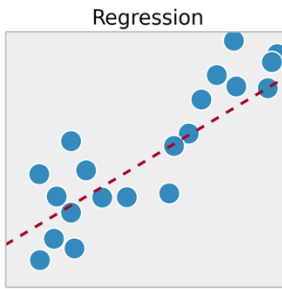
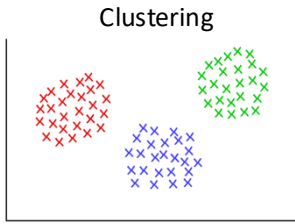
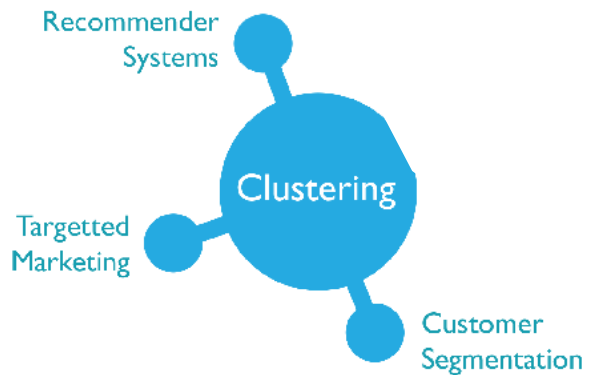
Robot Navigation ●

Skill Acquisition ●

### Dimensionality reduction



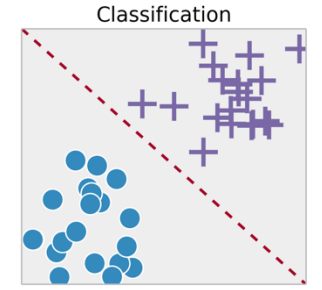
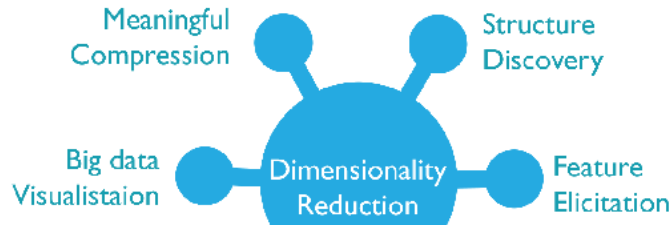
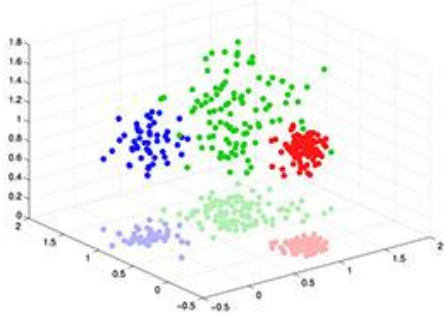
# Supervised Learning



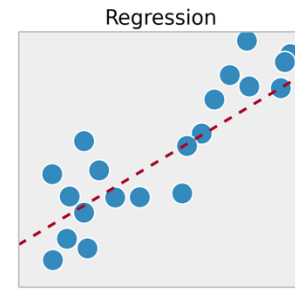
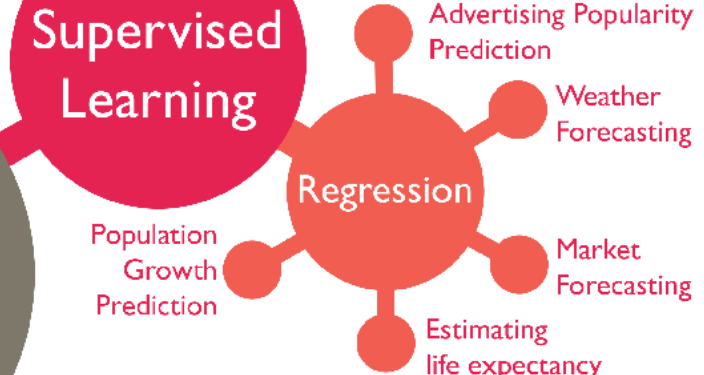
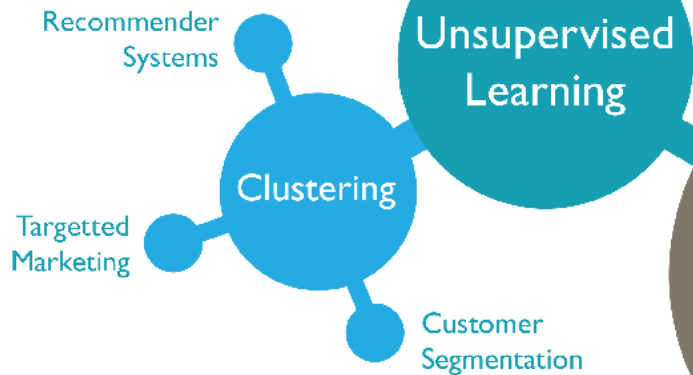
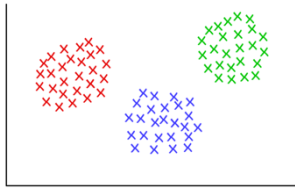
# Machine Learning

- Real-time decisions ●
- Game AI ●
- Robot Navigation ●
- Skill Acquisition ●

Dimensionality reduction



Clustering



# Machine Learning

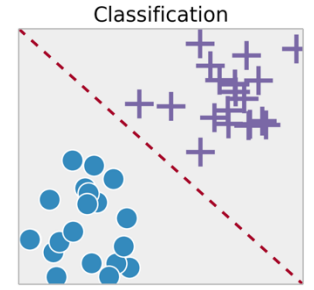
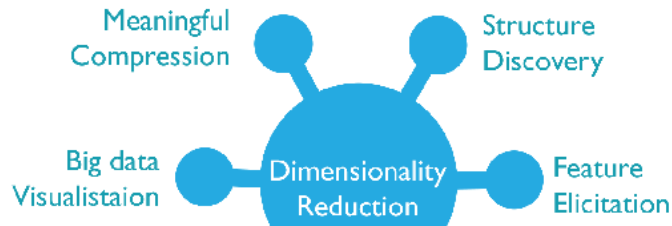
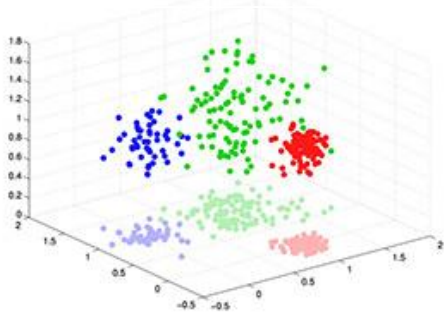
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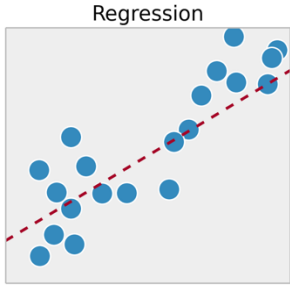
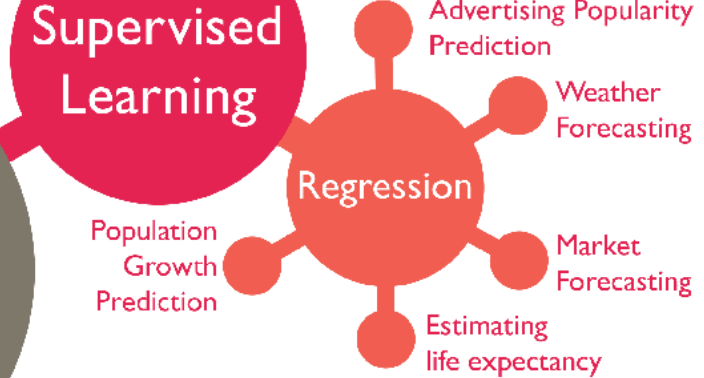
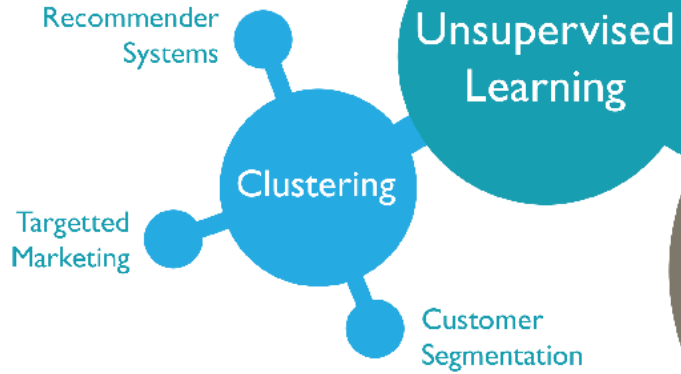
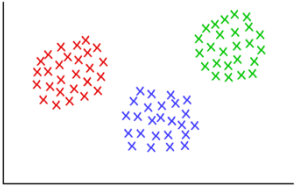
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# Machine Learning



# Supervised learning

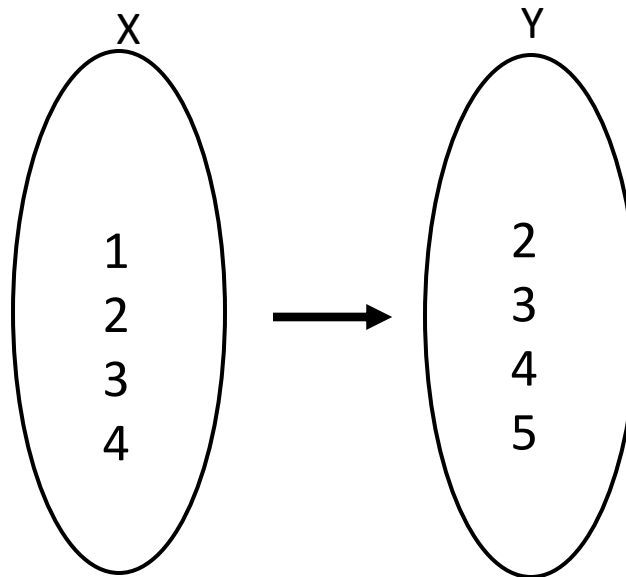
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- Given enough examples, we can learn complex relationships between the input data and the labels

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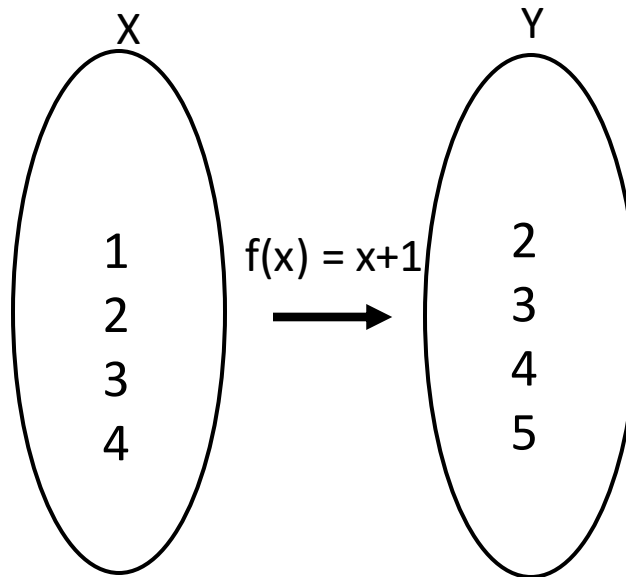
**A simple function:** find function  $f(x)$ , such that  $f(1)=2$ ,  $f(2)=3$ ,  $f(3)=4$ ,  $f(4)=5$



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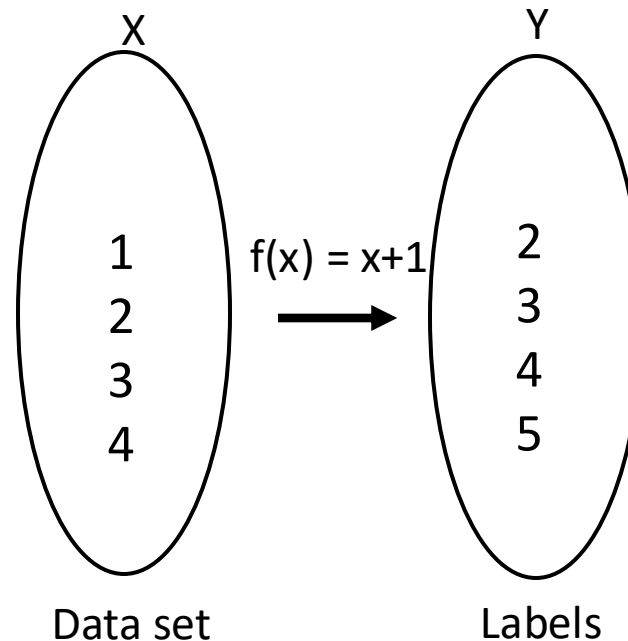




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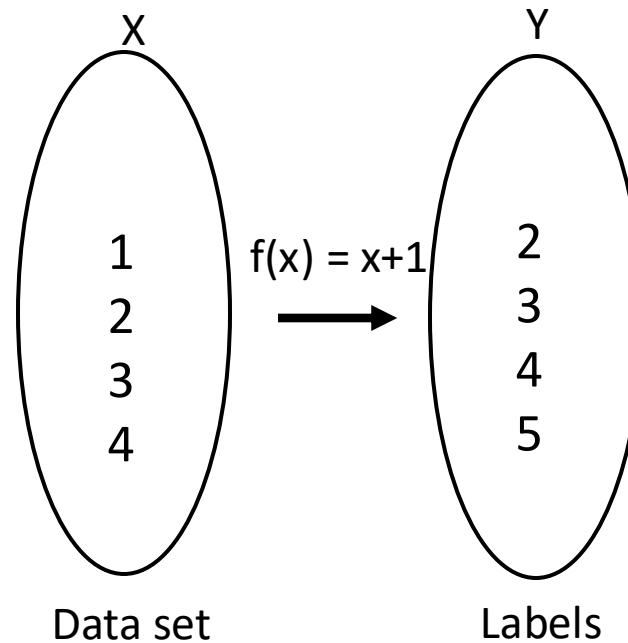
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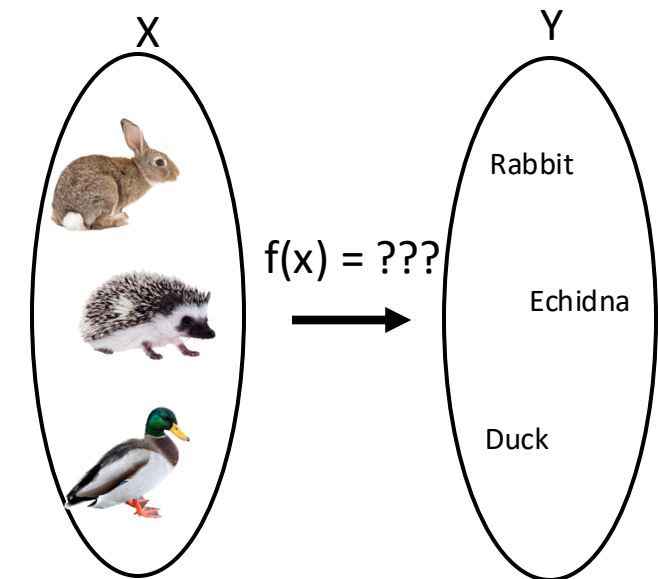
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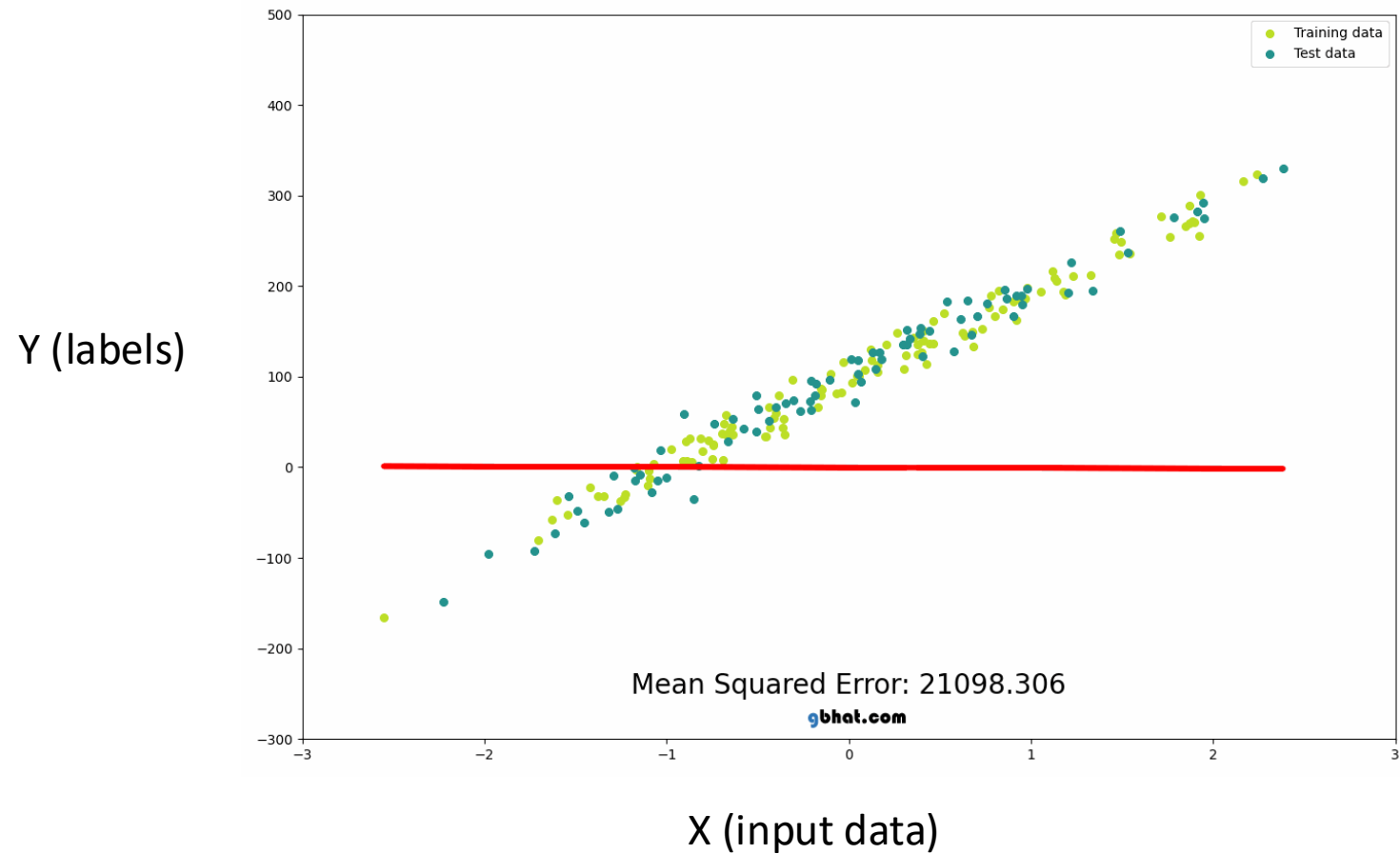


**A complex function:** identify the species from a picture



# Example: regression

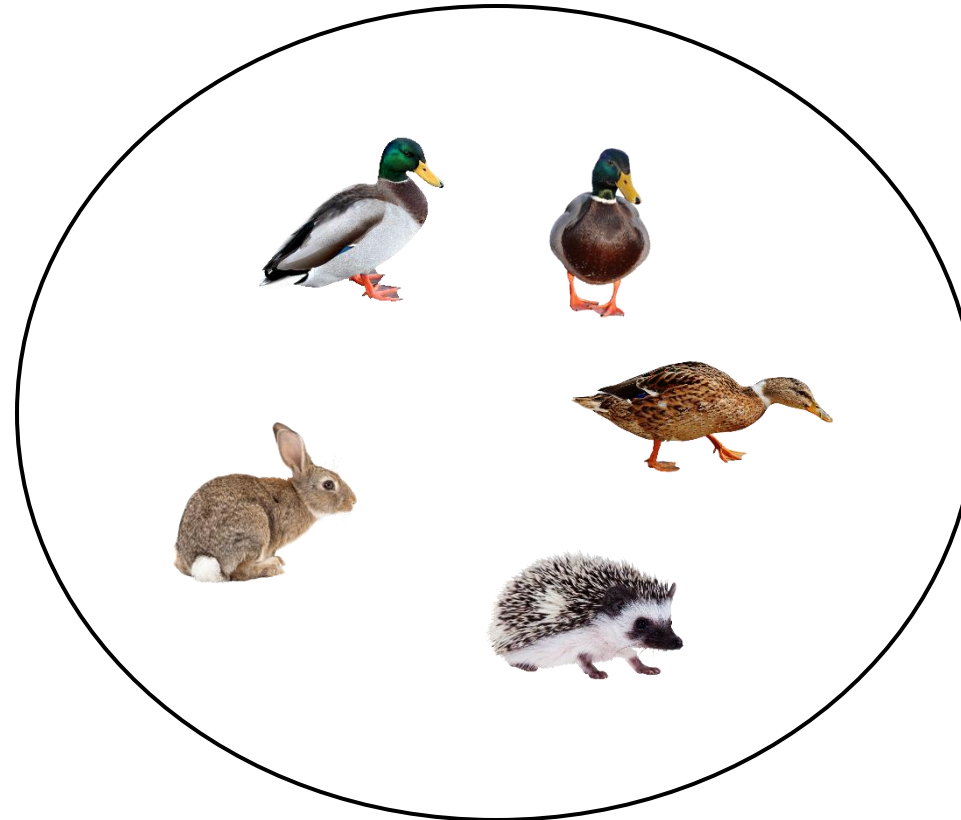
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# Unsupervised learning

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- When the dataset has **no labels**
- We want to identify patterns in the data
- Unsupervised -> let the algorithm decide how to label the data

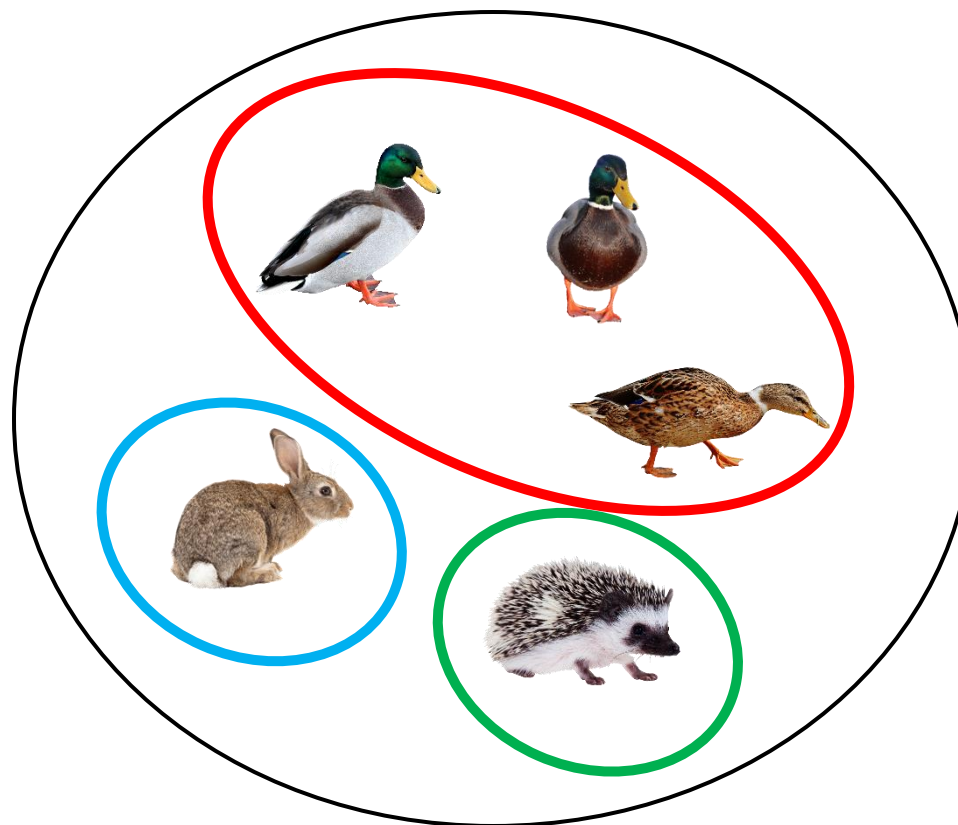


Data set

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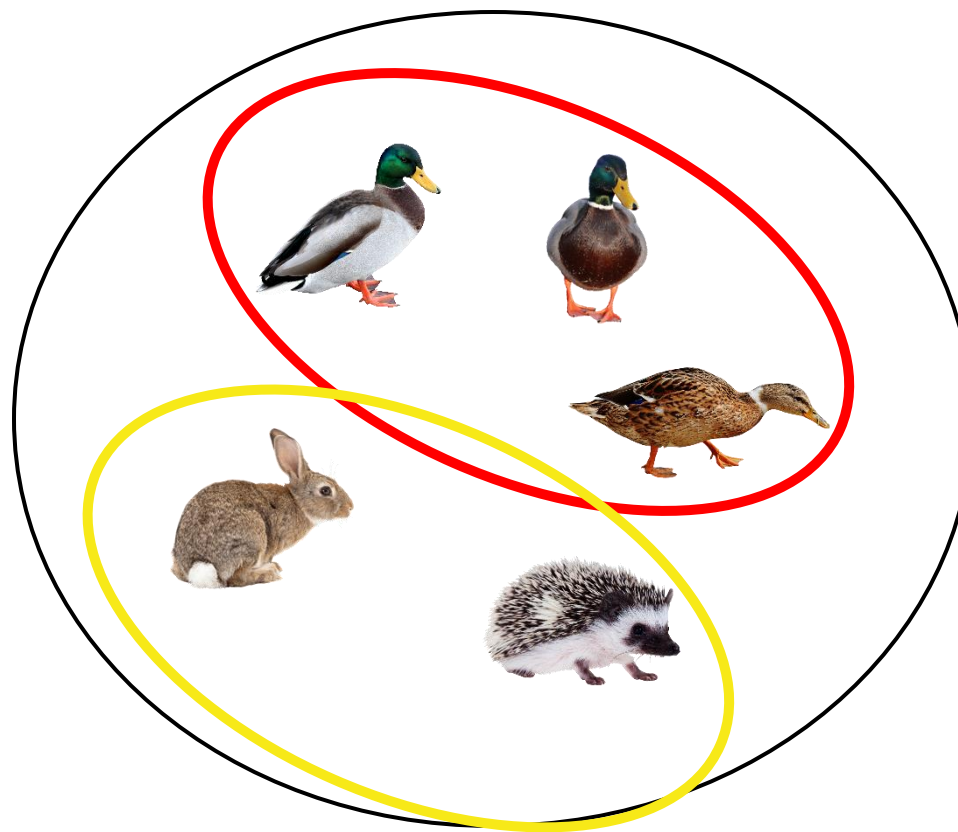


Data set

# Unsupervised learning

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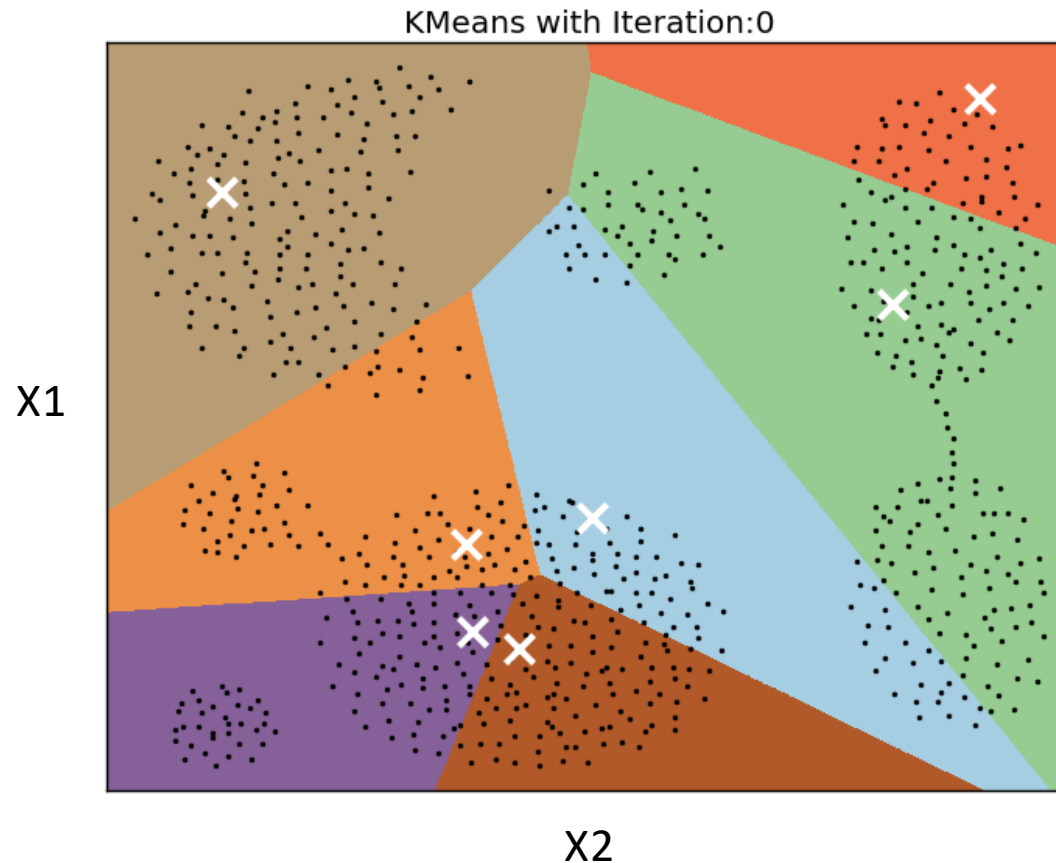
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Data set

# Example of unsupervised learning: clustering

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Algorithm learns how to  
label the data  $y$  (the colours)

# Reinforcement learning

- Similar to the way humans learn
- No data!
- Instead:
  - an environment
  - a way to explore and interact with the environment
  - learn from mistakes and reward good actions

agent



environment





# Example: learning to play a video game

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# Reward the model for good performance

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# Let the model optimise its decision making process

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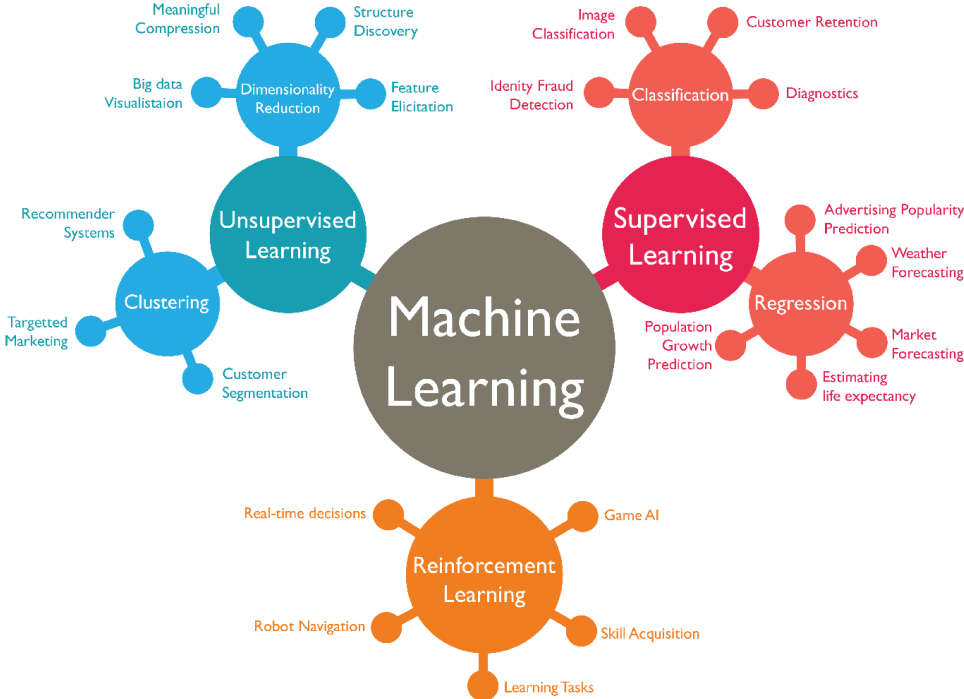




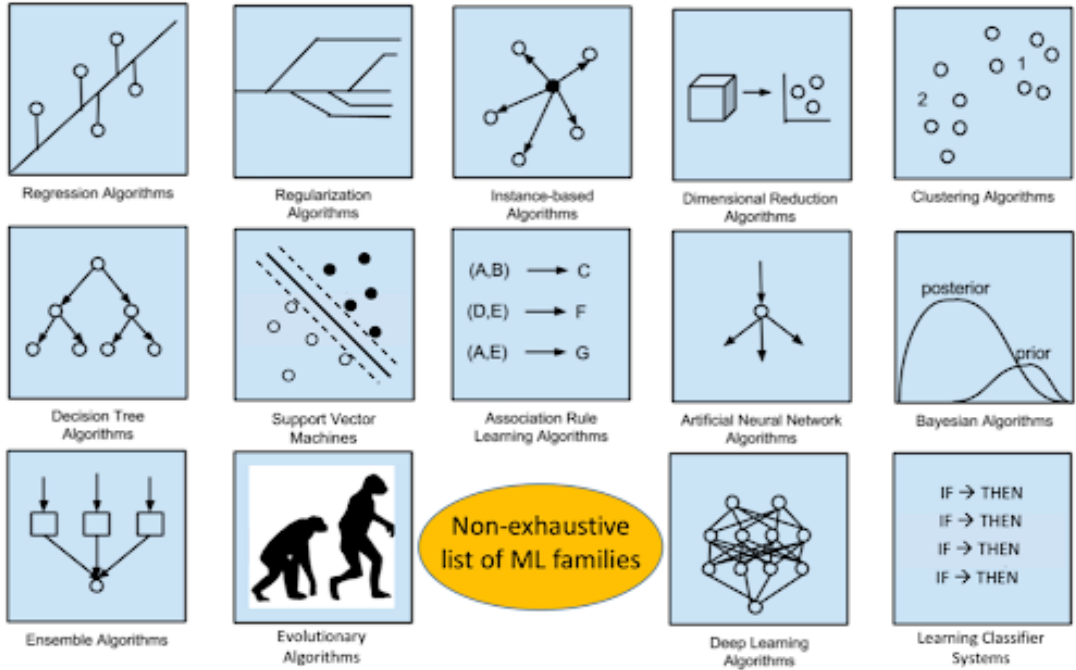


# Quick summary

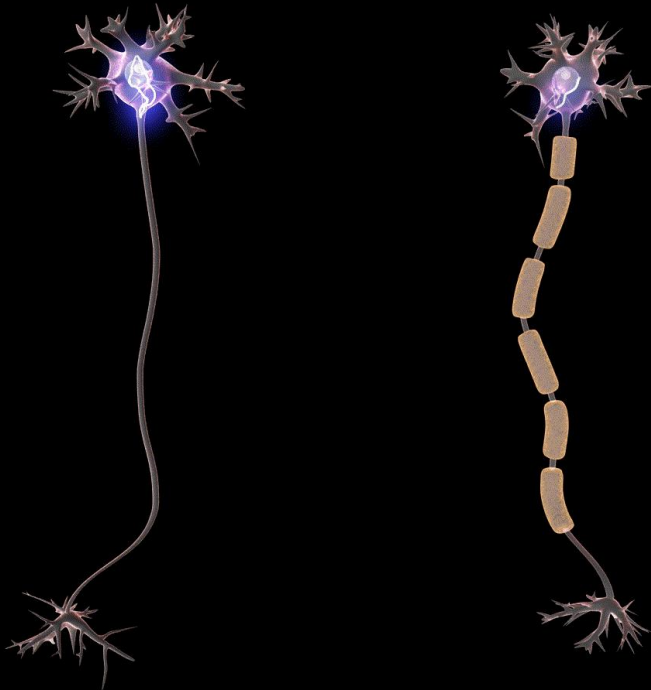
We have covered **what** ML it is:



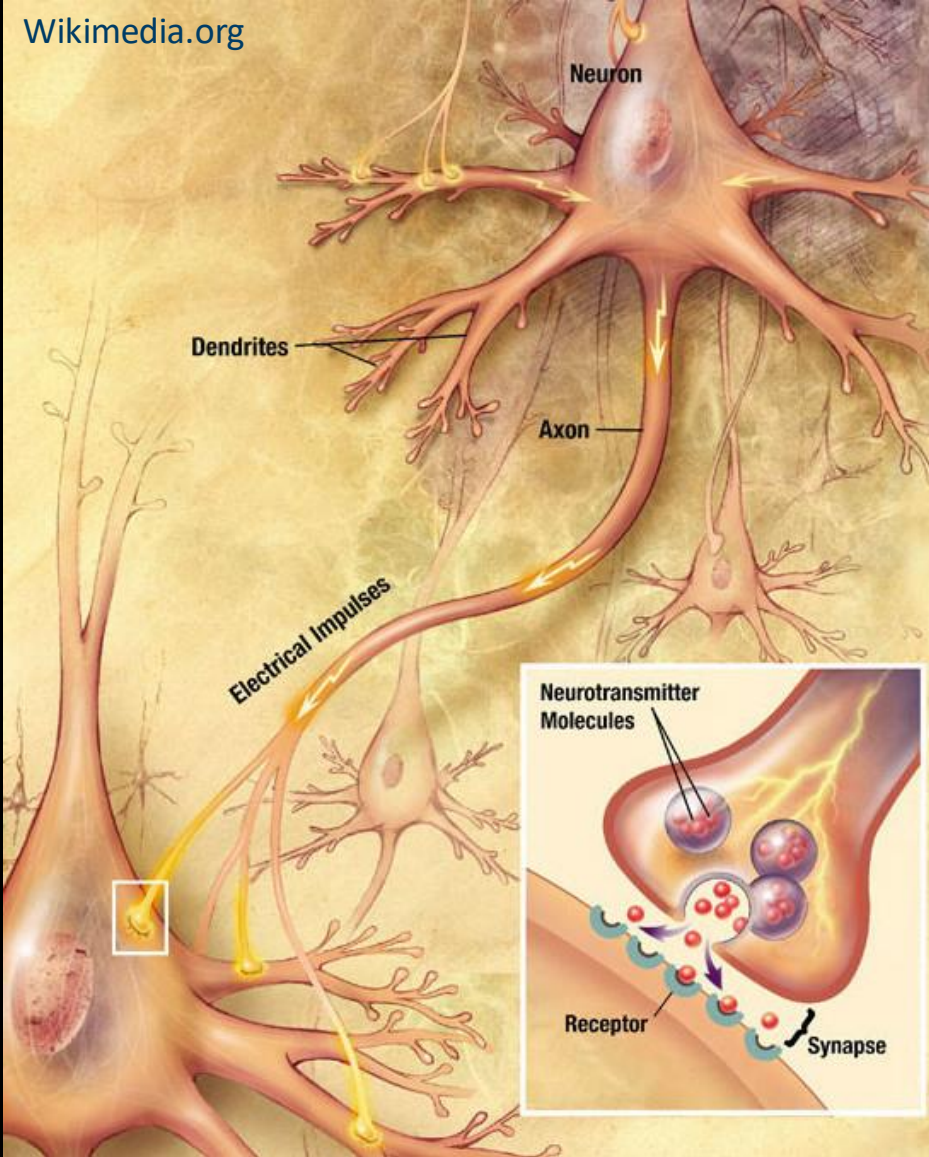
But **how** do ML models work in practice?



# Neural networks



nia.nih.gov



# Neural Networks

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Neural networks are inspired by the brain. They can approximate complex functions!

$$y = f(x)$$

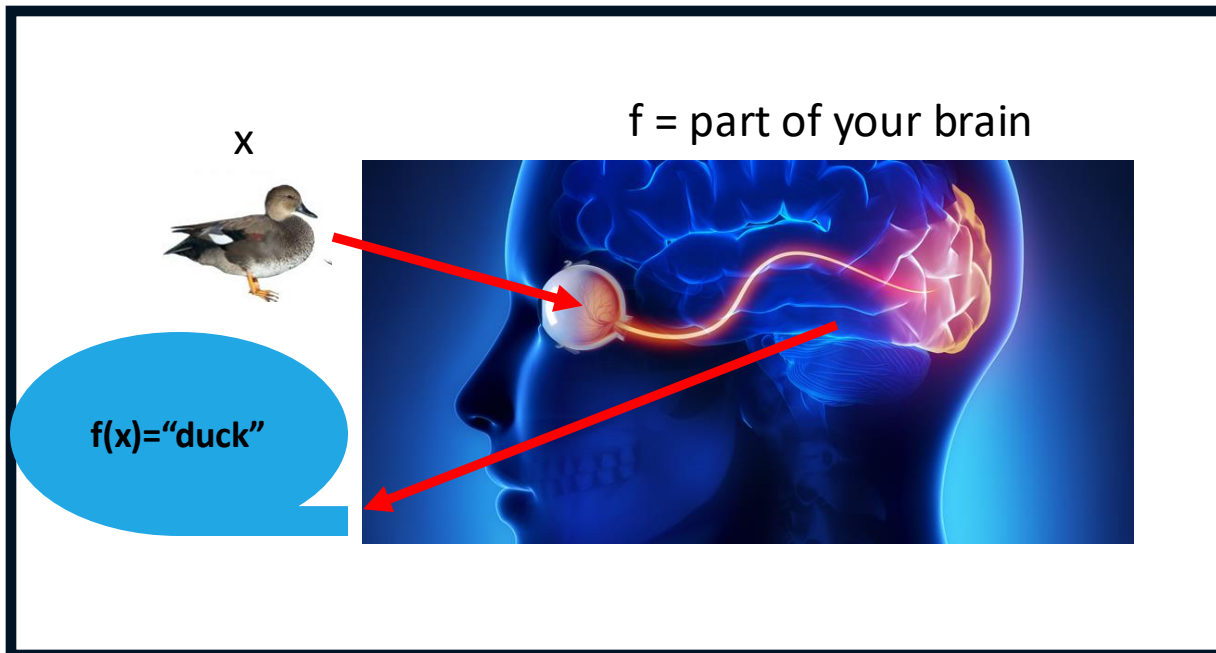


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**Biological** neural network

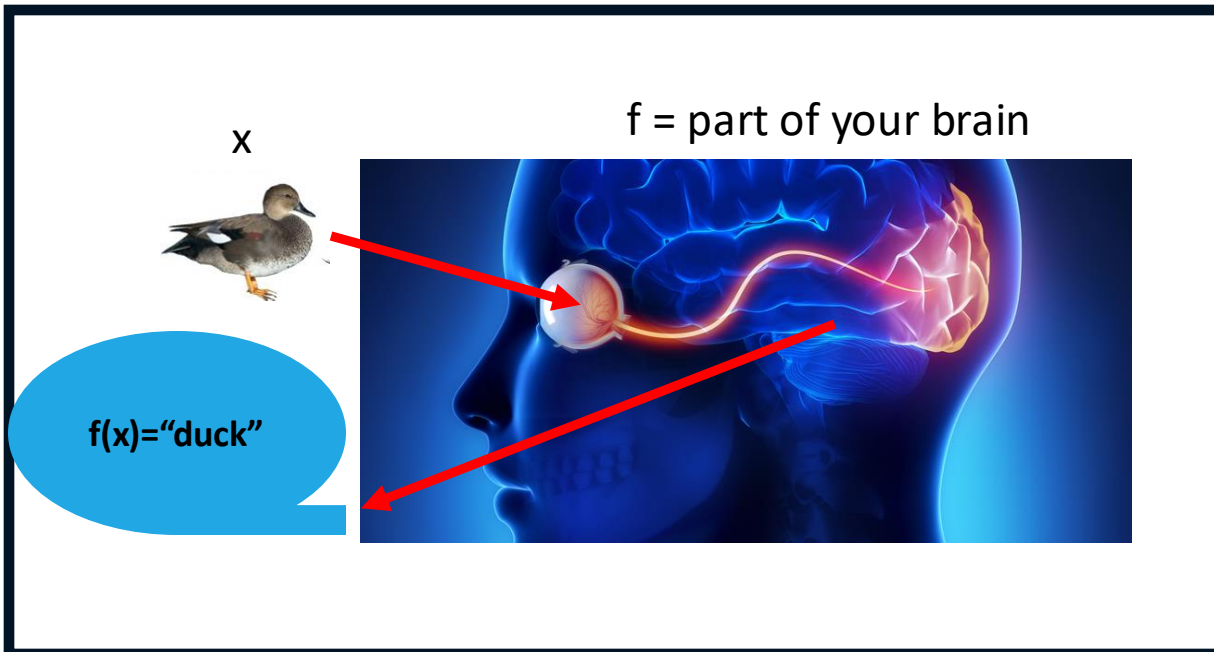


# Neural Networks

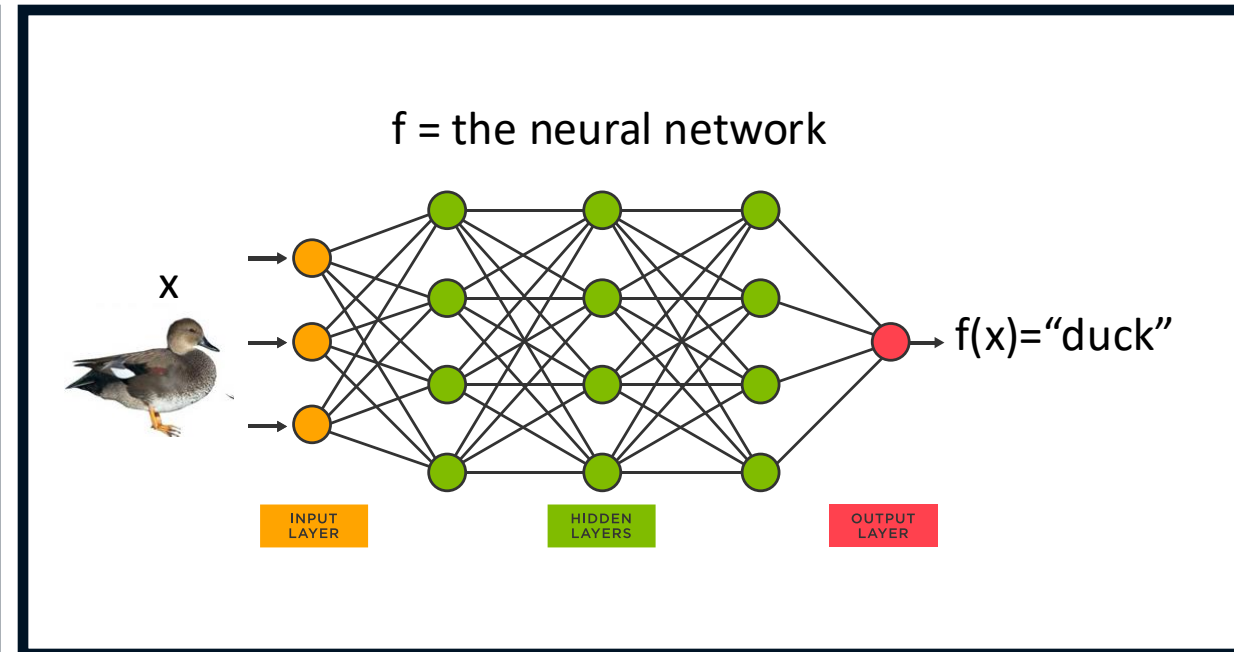
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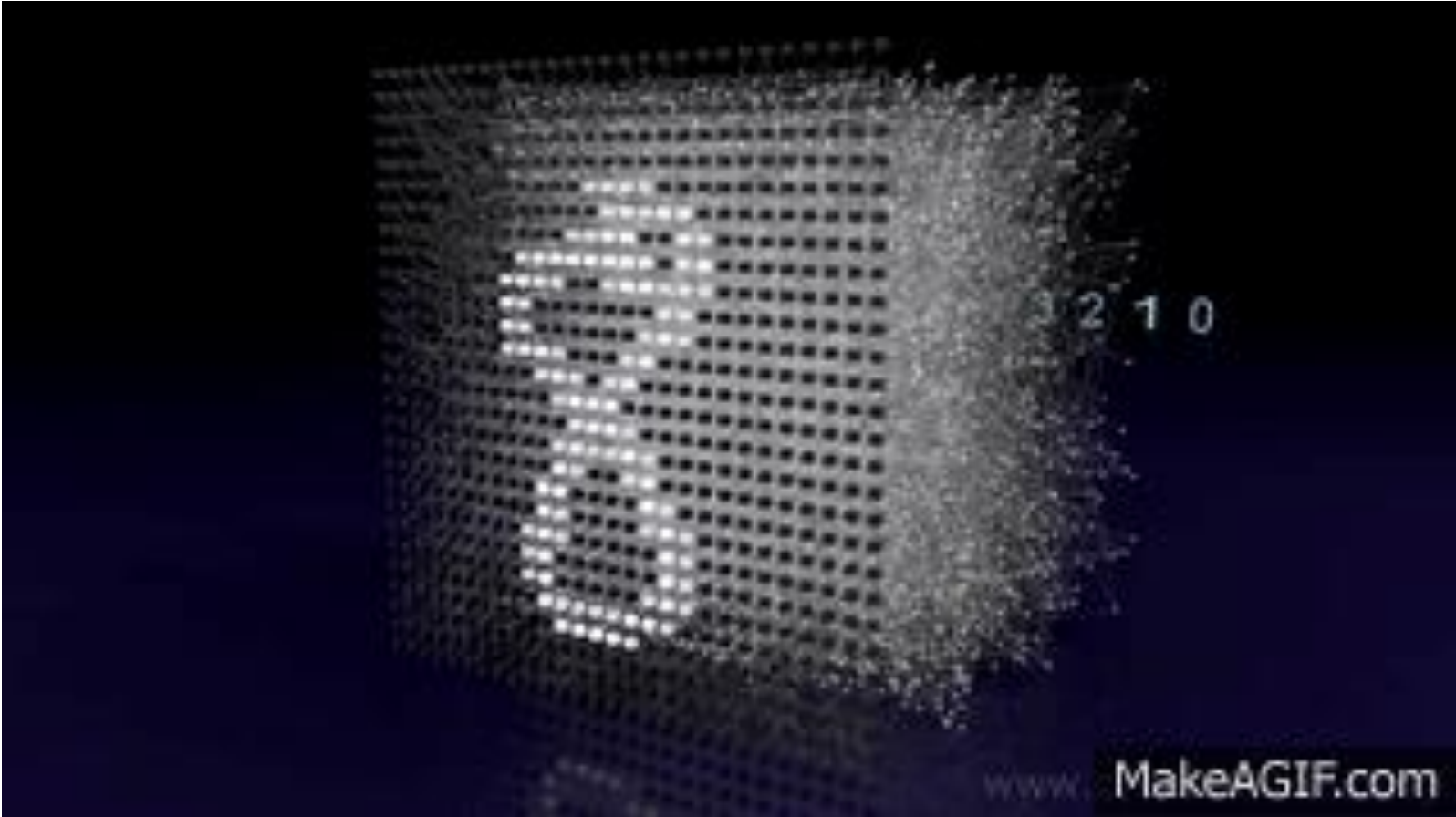
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**Artificial** neural network



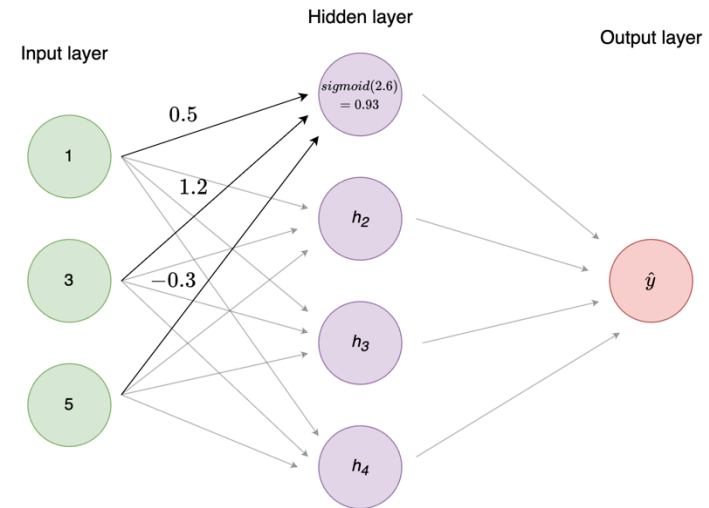


# The Role of Free Parameters

- Neural networks contain many free parameters that control the output of the function
- The goal is to tune these parameters to give the desired output

$$f(x) = \sum_{i=1}^m \alpha_i \sigma(w_i^T x)$$

- the “free parameters” are the  $\alpha_i$  and  $w_i$

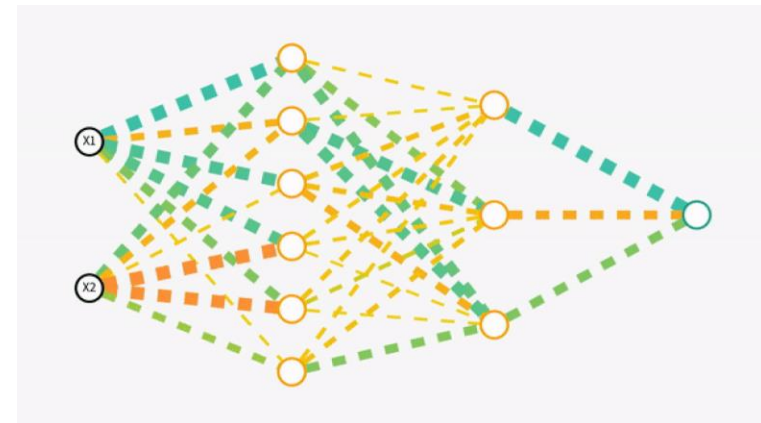
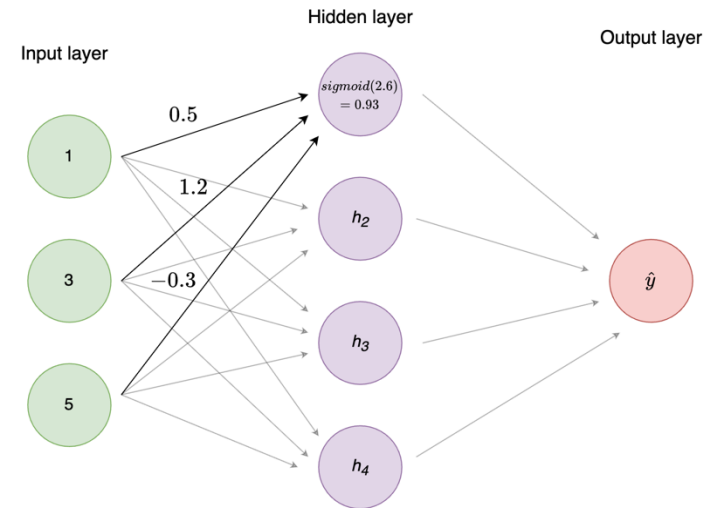


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Given a function  $g(x)$ . Could be unknown or in the form of data  $(x_i, g(x_i))$

Then there exists some set of parameters (the  $\alpha_i$  and  $w_i$ ) such that  $f(x)$  can be arbitrarily close to any function.

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$$f(x) = \sum_{i=1}^m \alpha_i \sigma(w_i^T x) \quad \rightarrow \quad \|f(x) - g(x)\| < \epsilon, \quad \forall \epsilon > 0$$

<sup>21</sup> But how to find these parameters?



# Training: Loss and gradient descent

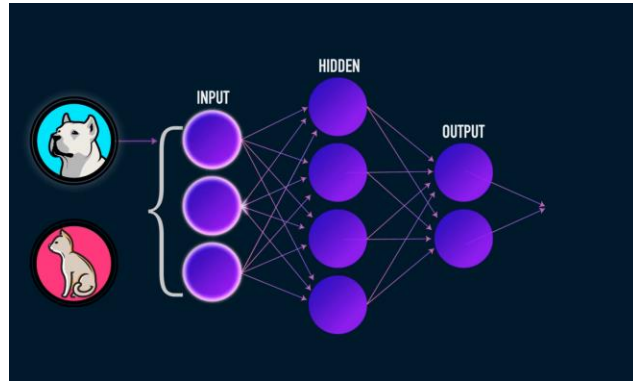
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Idea: change the parameters to minimise the error on the data set

# Training: Loss and gradient descent

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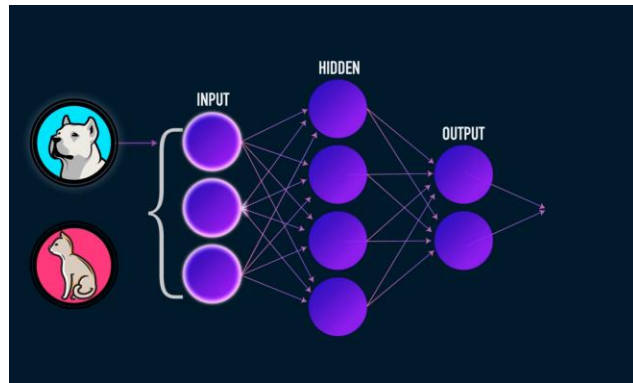
Idea: change the parameters to minimise the error on the data set



# Training: Loss and gradient descent

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Idea: change the parameters to minimise the error on the data set

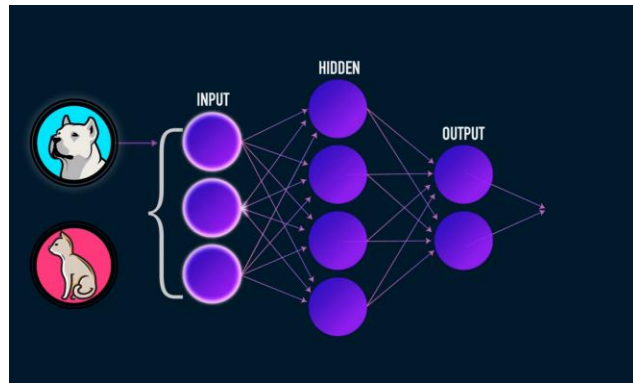


$$loss = \sum_i \|f(x_i) - y_i\|^2 = \text{"prediction"} - \text{"data labels"}$$

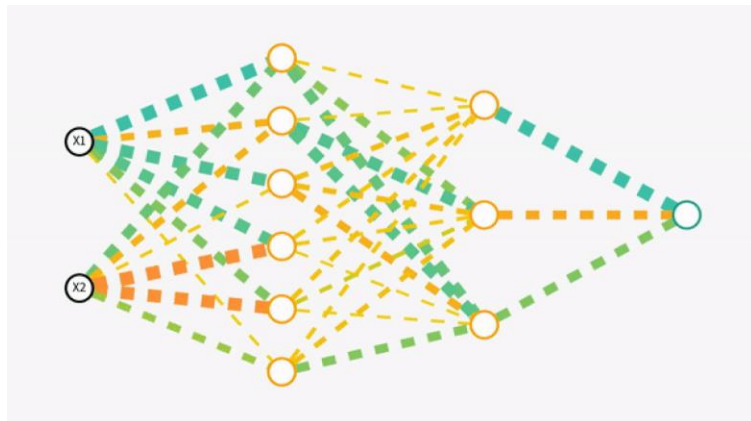
# Training: Loss and gradient descent

---

Idea: change the parameters to minimise the error on the data set

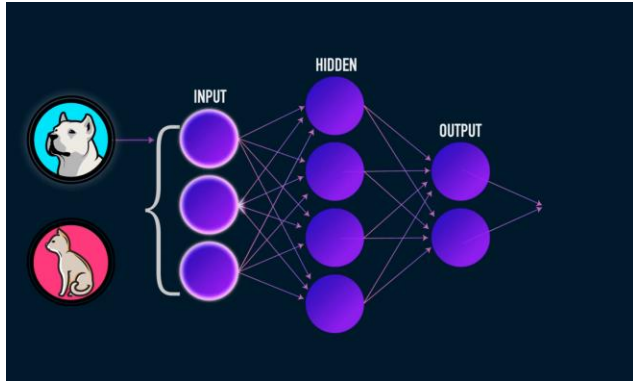


$$loss = \sum_i \|f(x_i) - y_i\|^2 = \text{"prediction"} - \text{"data labels"}$$

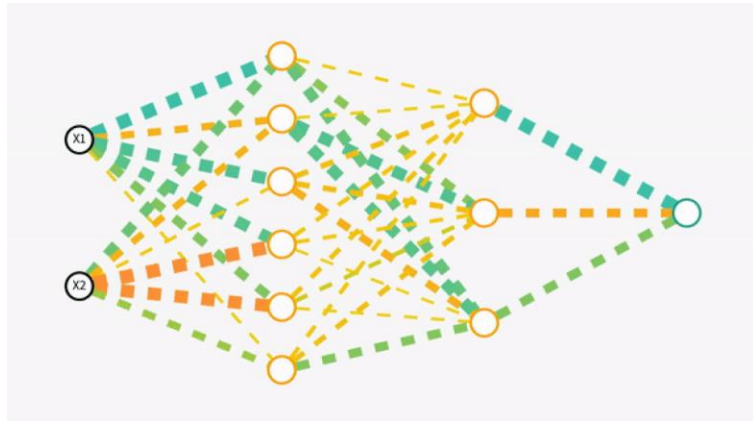


# Training: Loss and gradient descent

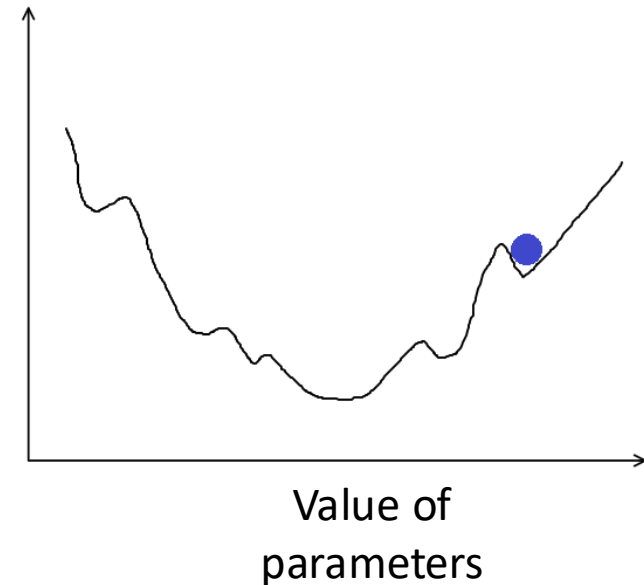
Idea: change the parameters to minimise the error on the data set



$$loss = \sum_i \|f(x_i) - y_i\|^2 = \text{"prediction"} - \text{"data labels"}$$

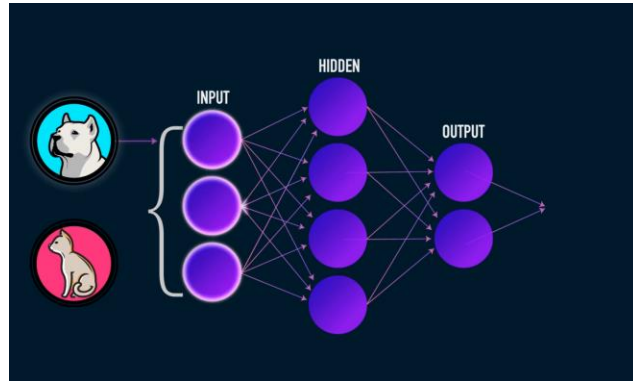


loss  
(error of neural  
network)

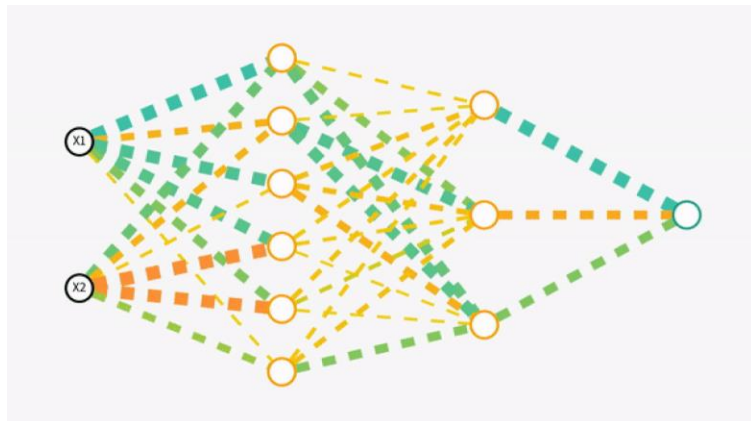


# Training: Loss and gradient descent

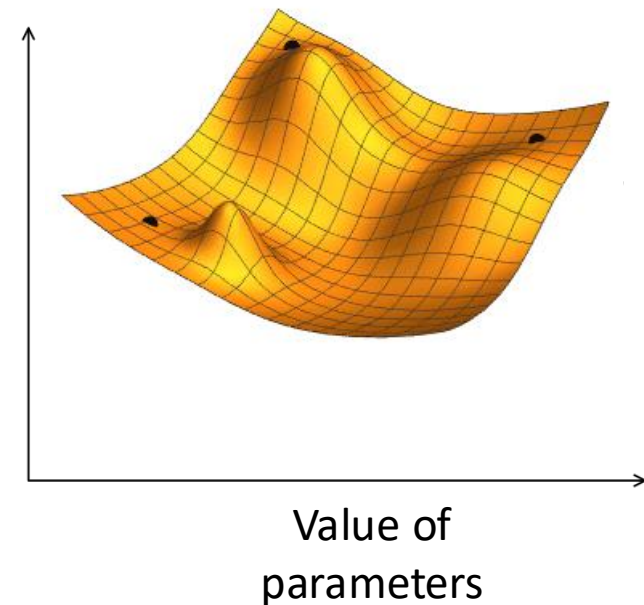
Idea: change the parameters to minimise the error on the data set



$$loss = \sum_i \|f(x_i) - y_i\|^2 = \text{"prediction"} - \text{"data labels"}$$



loss  
(error of neural  
network)



# Example: linear regression

Fit a function

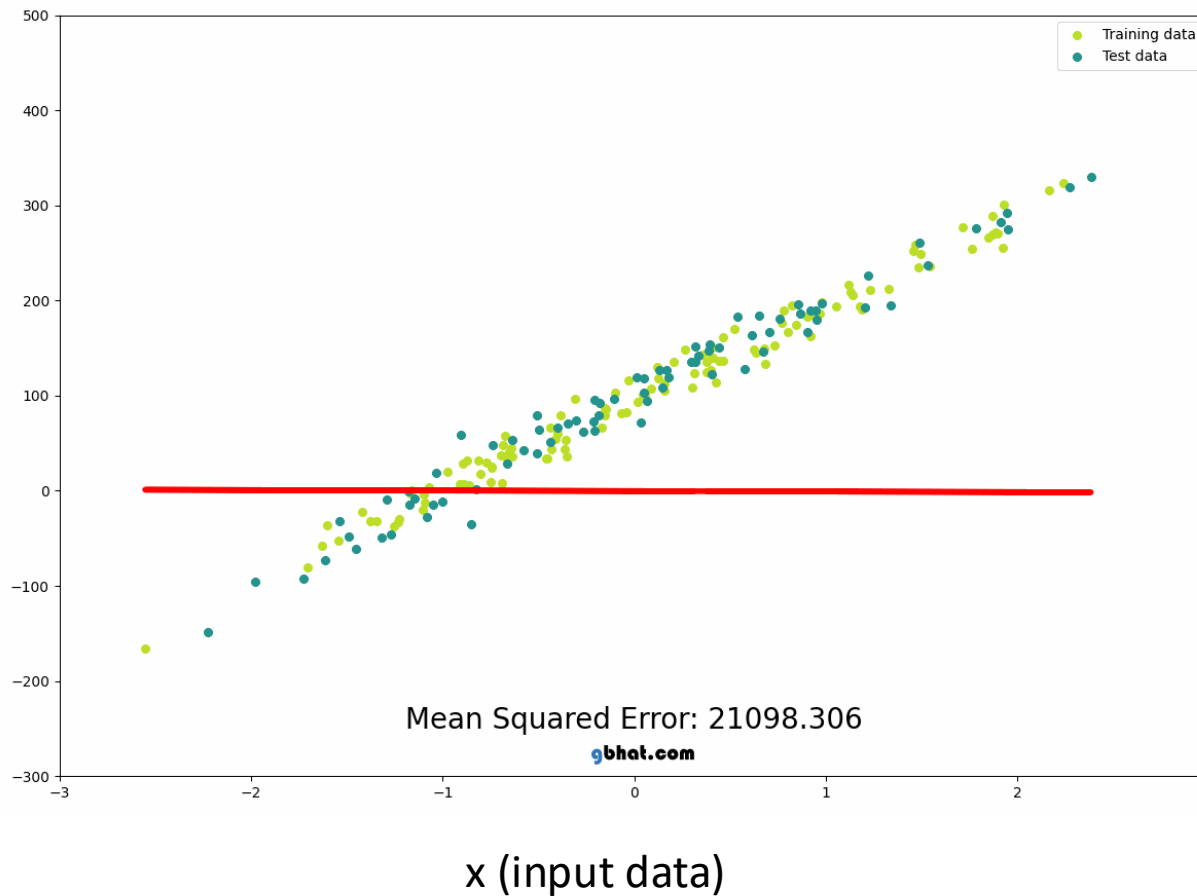
$$f(x) = mx + c$$

to the data.

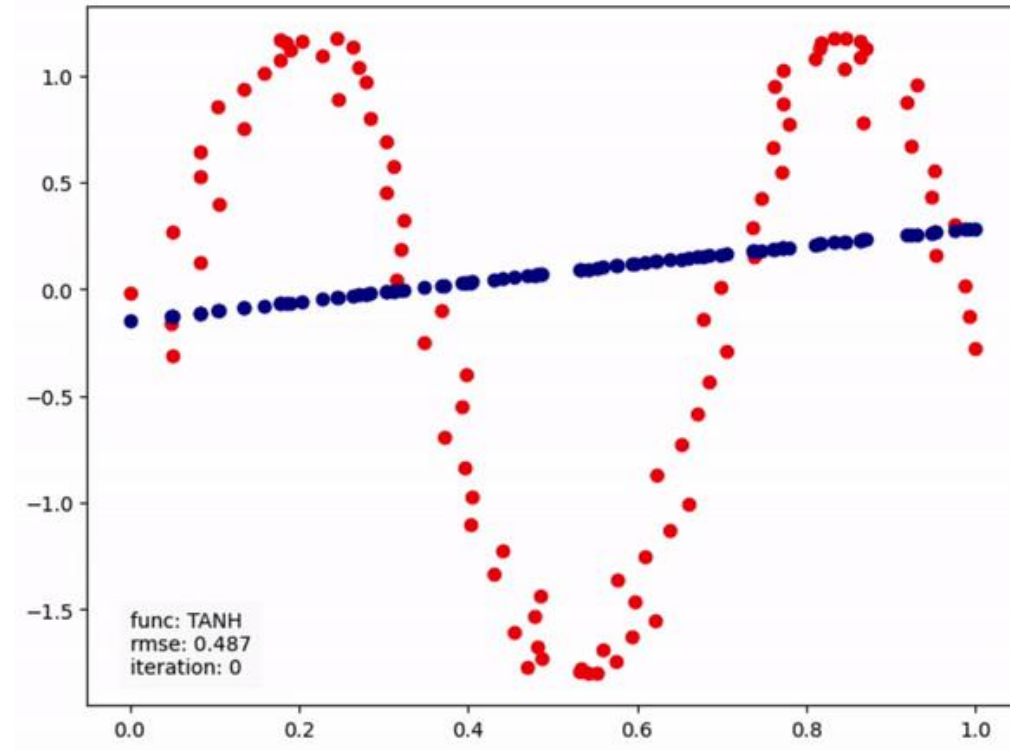
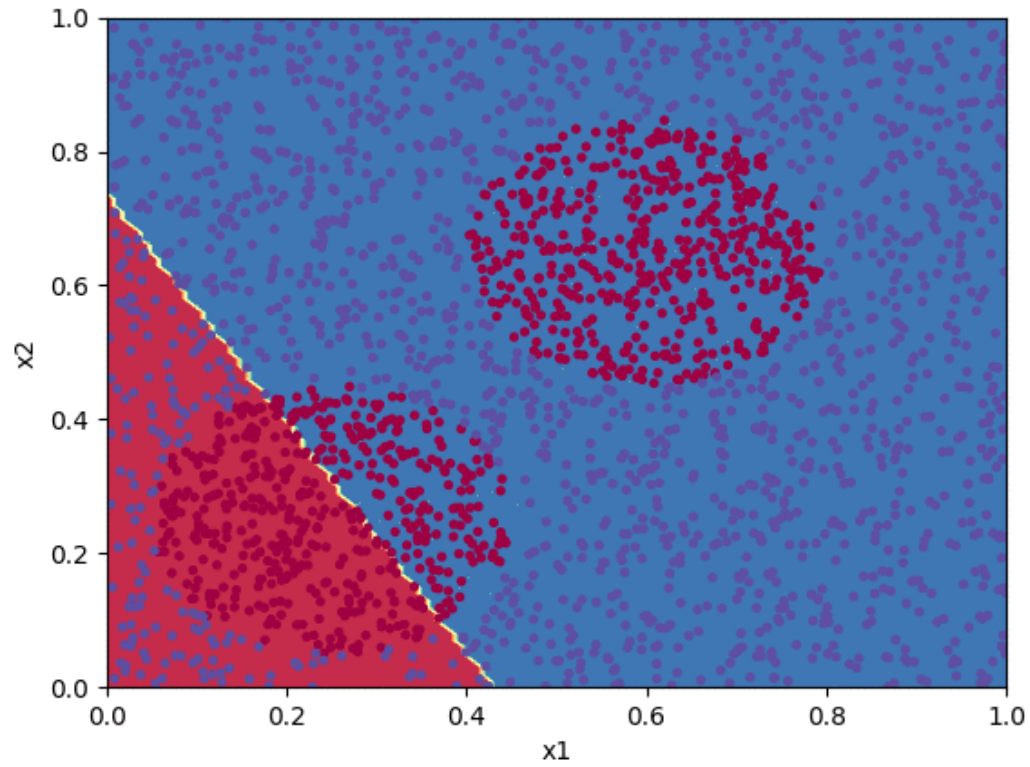
That minimises the MSE loss:

$$loss = \sum_i \|f(x_i) - y_i\|^2$$

y (labels)

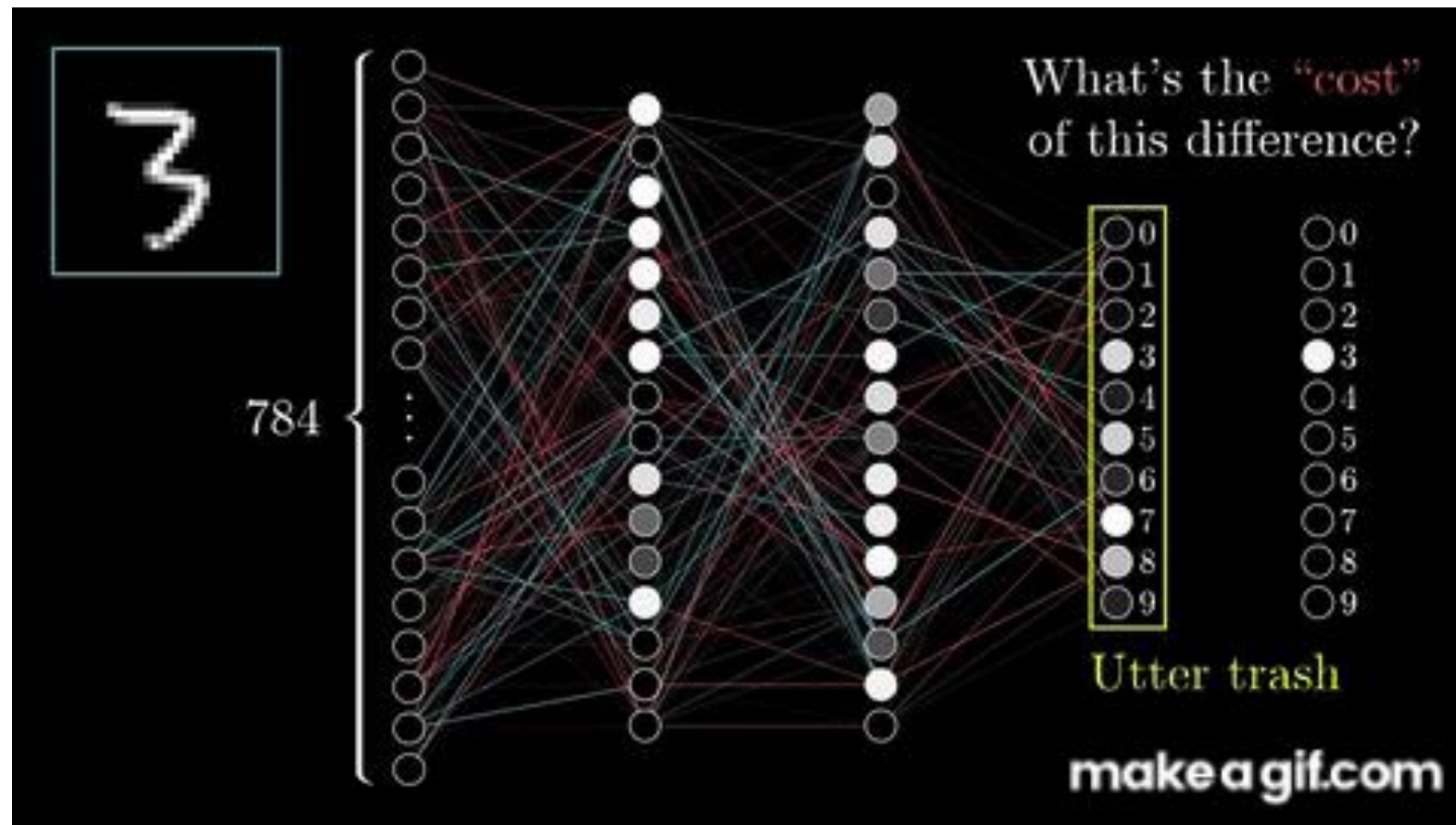


# ... same for neural networks





# Training a neural network



# Quick summary

---

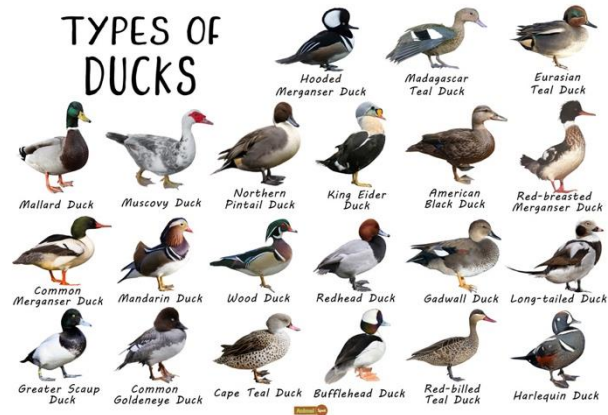
Error

Choice of free parameters

# Quick summary

---

## 1. Given a labelled data

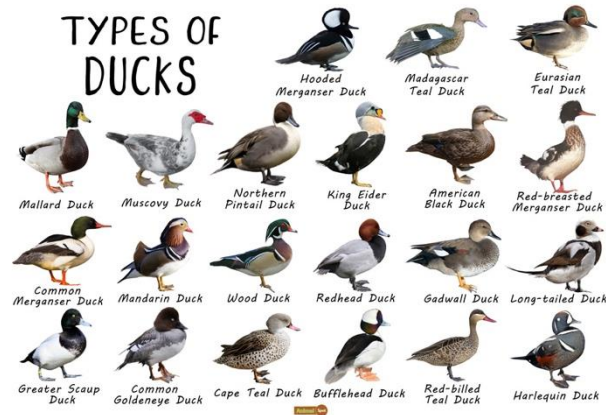


Error

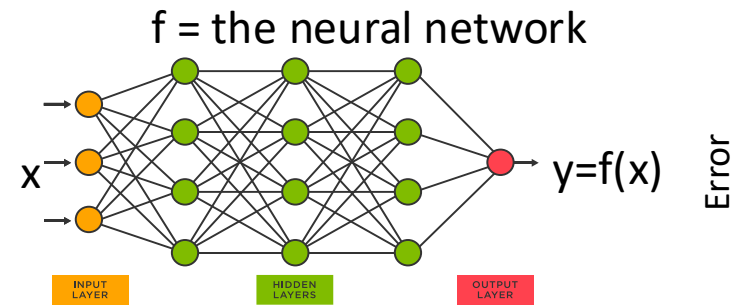
Choice of free parameters

# Quick summary

1. Given a labelled data



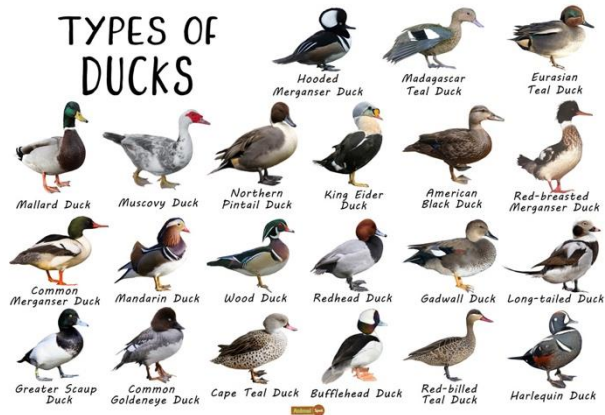
2. Choose an ML model, initially, with random parameters



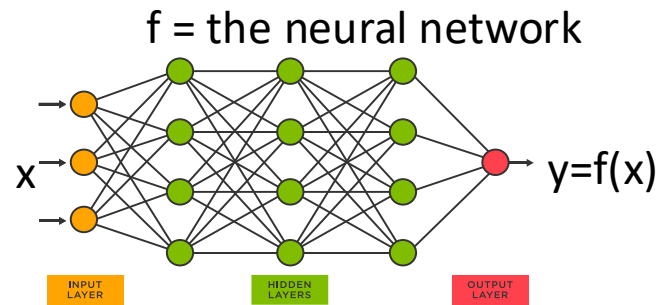
Choice of free parameters

# Quick summary

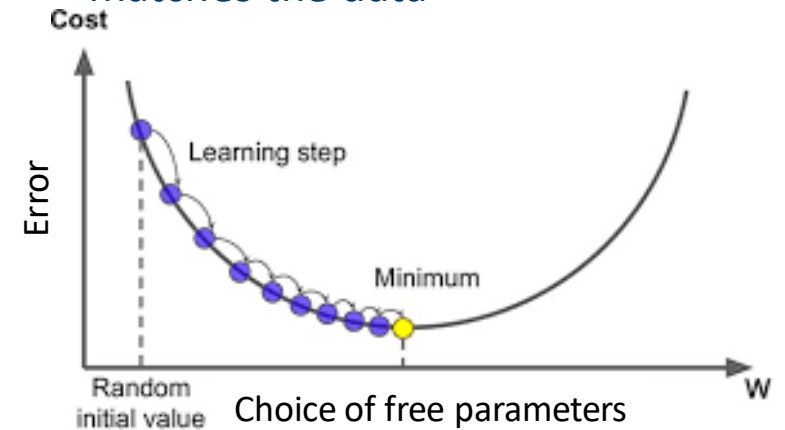
1. Given a labelled data



2. Choose an ML model, initially, with random parameters

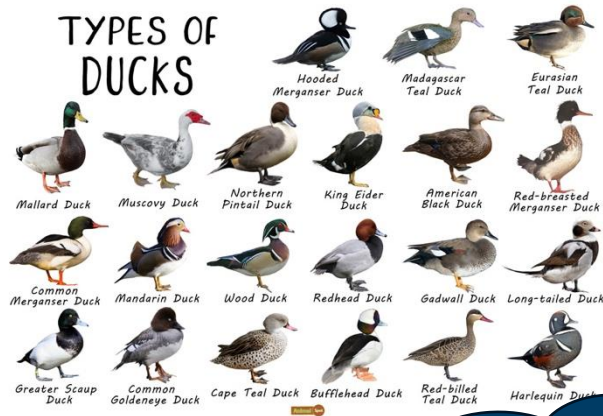


3. Adjust the parameters using gradient descent so the network matches the data

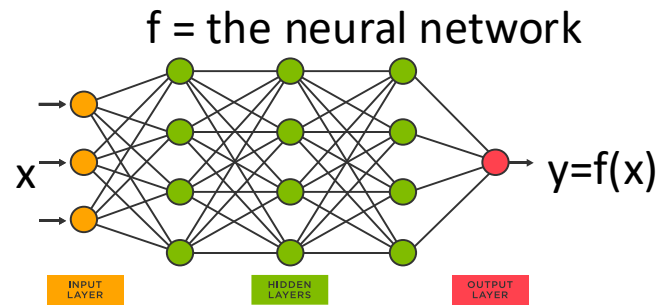


# Quick summary

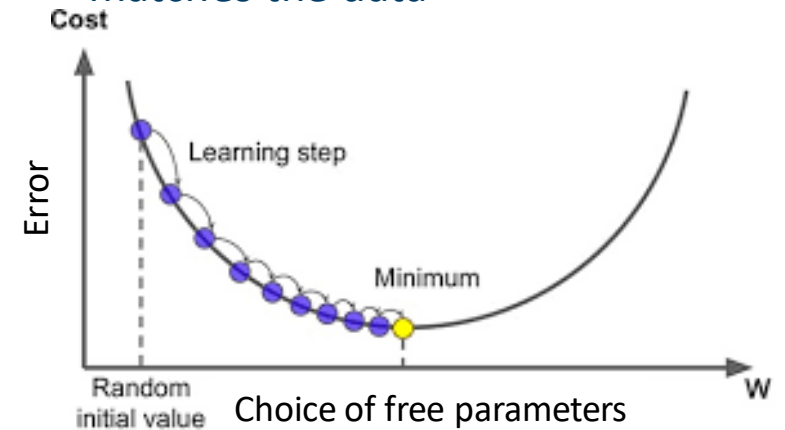
1. Given a labelled data



2. Choose an ML model, initially, with random parameters



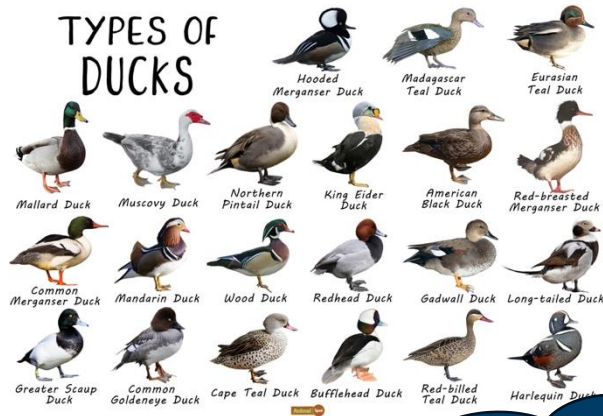
3. Adjust the parameters using gradient descent so the network matches the data



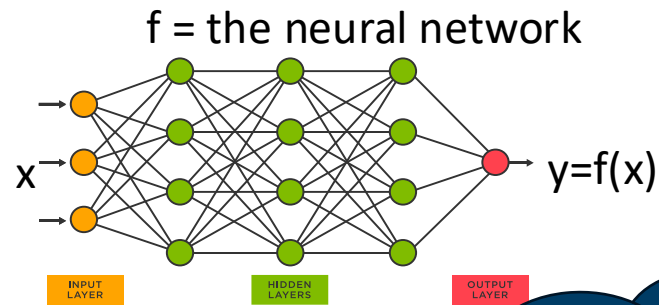
Many ML models are universal approximators!

# Quick summary

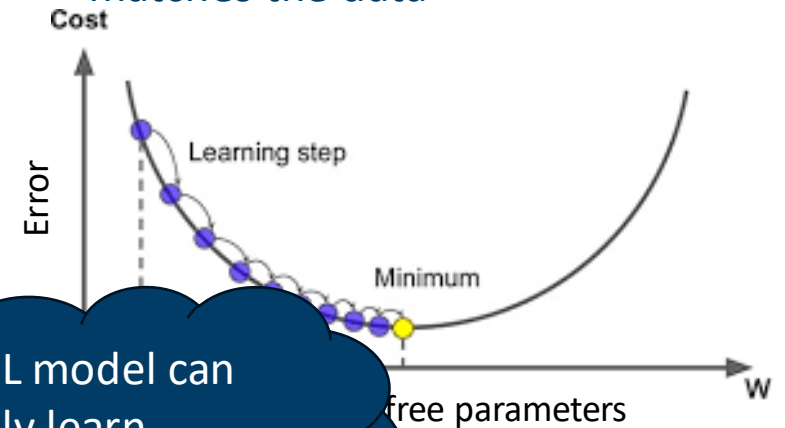
1. Given a labelled data



2. Choose an ML model, initially, with random parameters



3. Adjust the parameters using gradient descent so the network matches the data



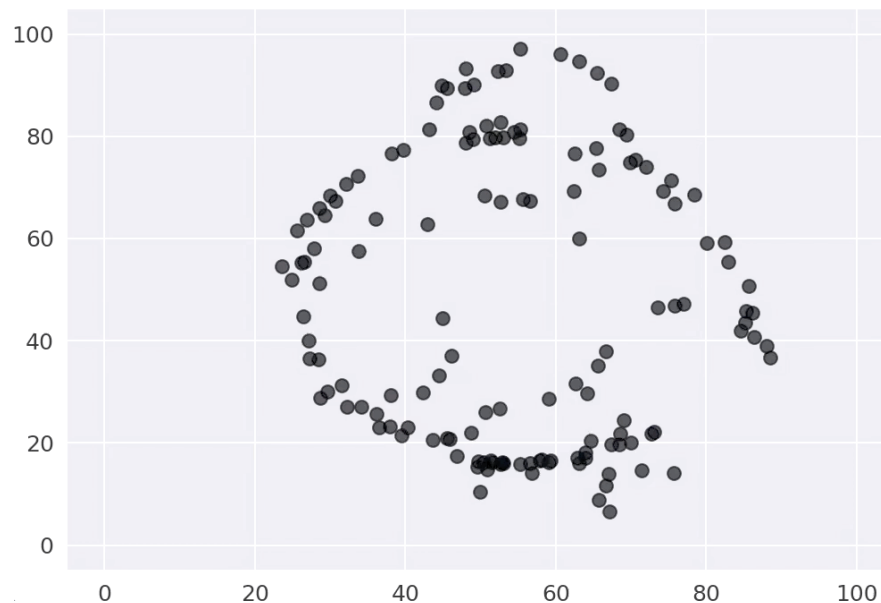
Many ML models are universal approximators!

Your ML model can only learn information already in the data!

# Data and feature engineering

---

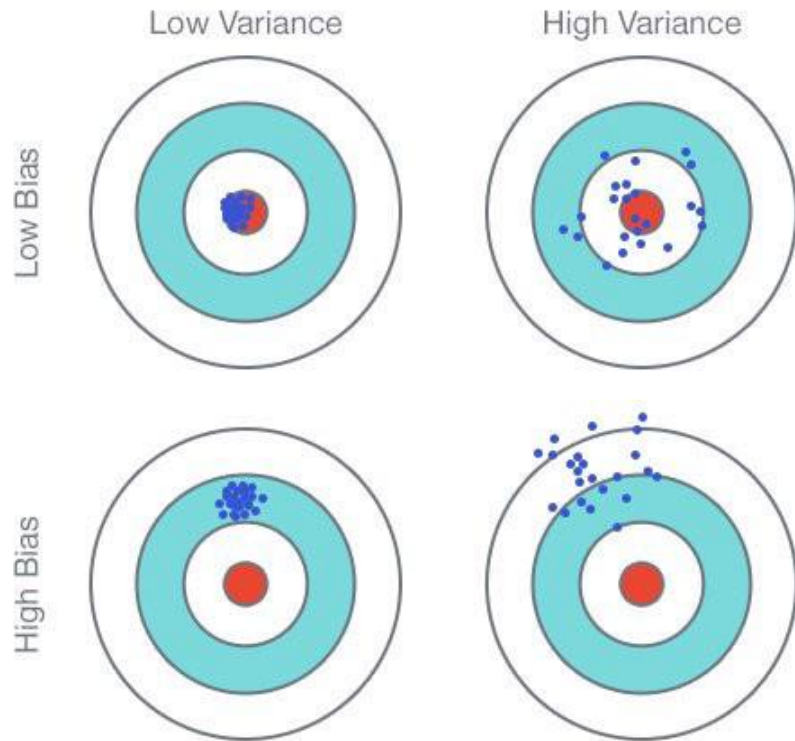
- Your ML model can only learn information already in the data!
- Data cleaning, feature engineering/selection can have a bigger effect on model performance



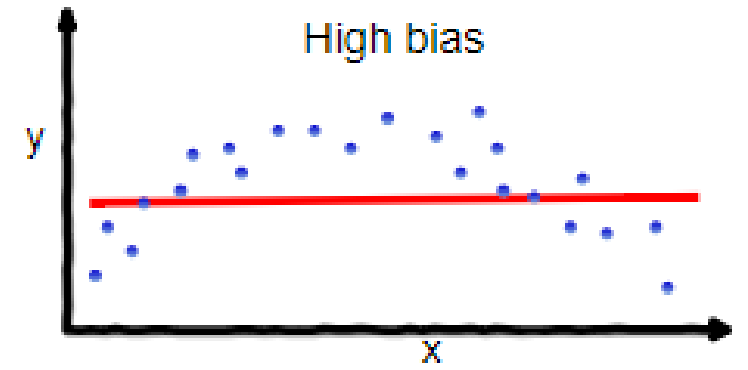
X Mean: 54.2  
Y Mean: 47.8  
X SD : 16.76  
Y SD : 26.93  
Corr. : -0.060



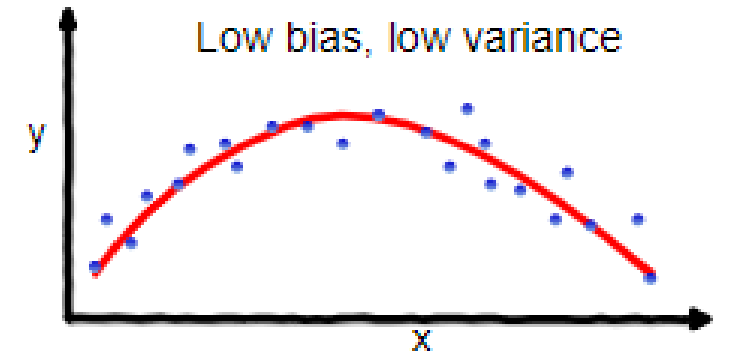
# Bias-variance trade off



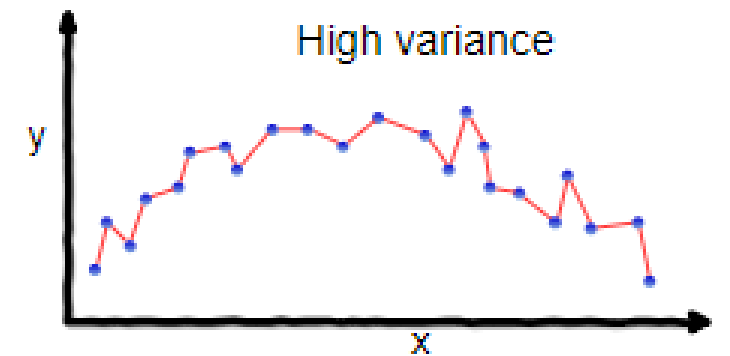
Under fitting



Good balance



Over fitting



# An example of bias

---



Predicted: **Wolf**  
True: **Wolf**



Predicted: **Husky**  
True: **Husky**



Predicted: **Wolf**  
True: **Wolf**



Predicted: **Wolf**  
True: **Wolf**



Predicted: **Husky**  
True: **Husky**



Predicted: **Wolf**  
True: **Husky**

# An example of bias



Predicted: **Wolf**  
True: **Wolf**



Predicted: **Husky**  
True: **Husky**



Predicted: **Wolf**  
True: **Wolf**



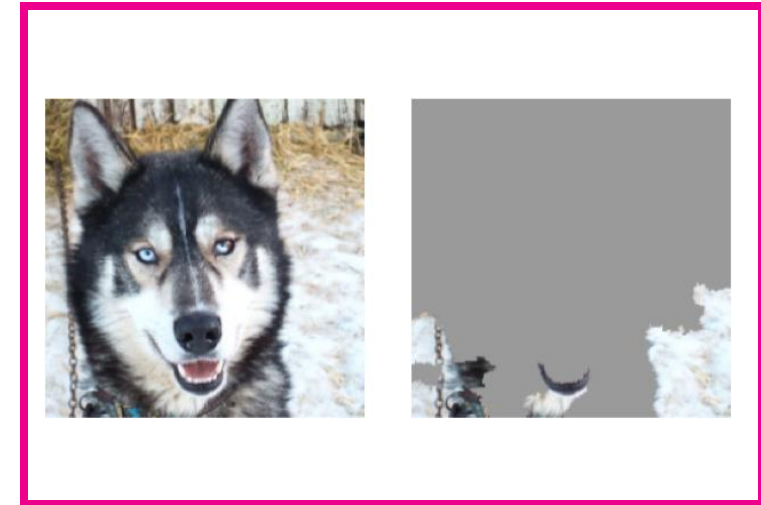
Predicted: **Wolf**  
True: **Wolf**



Predicted: **Husky**  
True: **Husky**



Predicted: **Wolf**  
True: **Husky**



# An example of bias



Predicted: **Wolf**  
True: **Wolf**



Predicted: **Husky**  
True: **Husky**



Predicted: **Wolf**  
True: **Wolf**



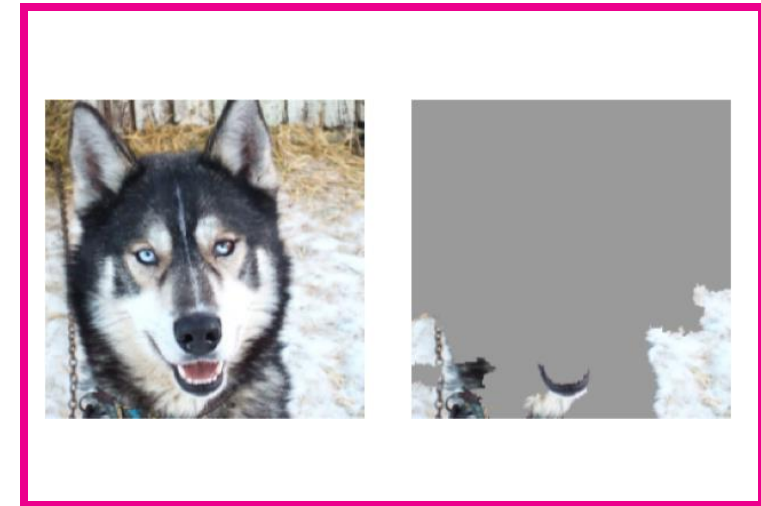
Predicted: **Wolf**  
True: **Wolf**



Predicted: **Husky**  
True: **Husky**

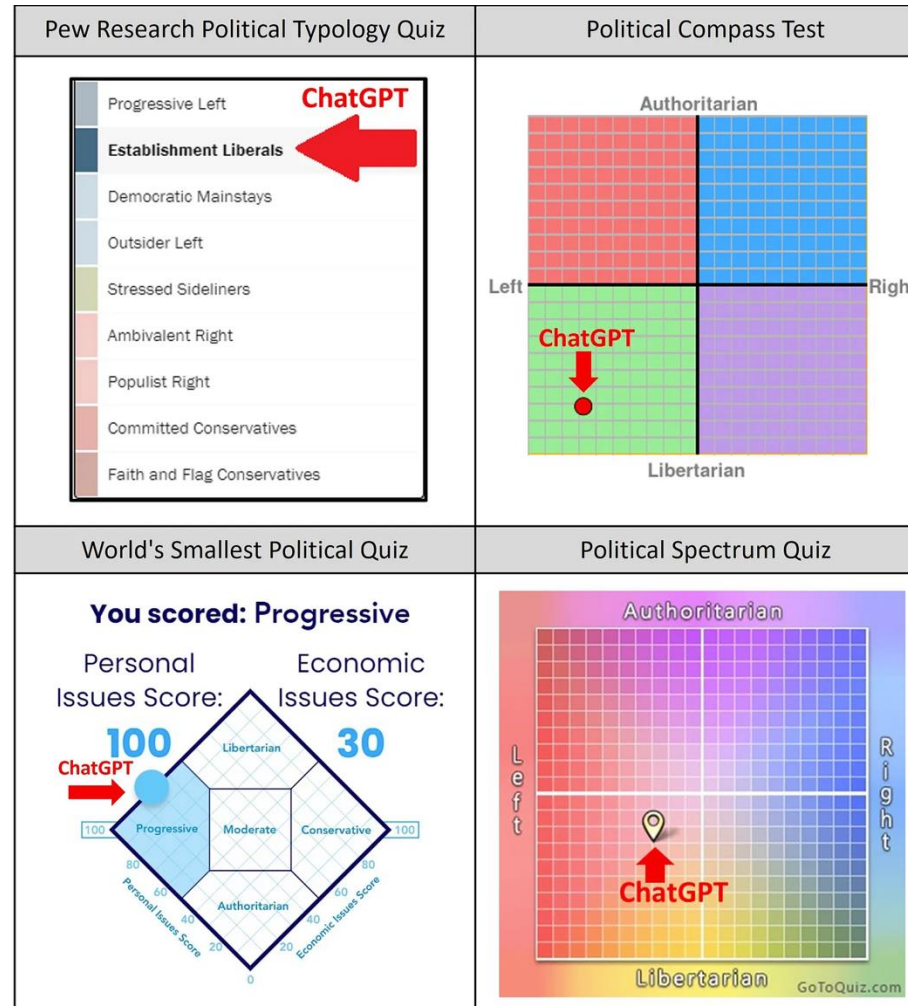


Predicted: **Wolf**  
True: **Husky**



Explainable AI!!

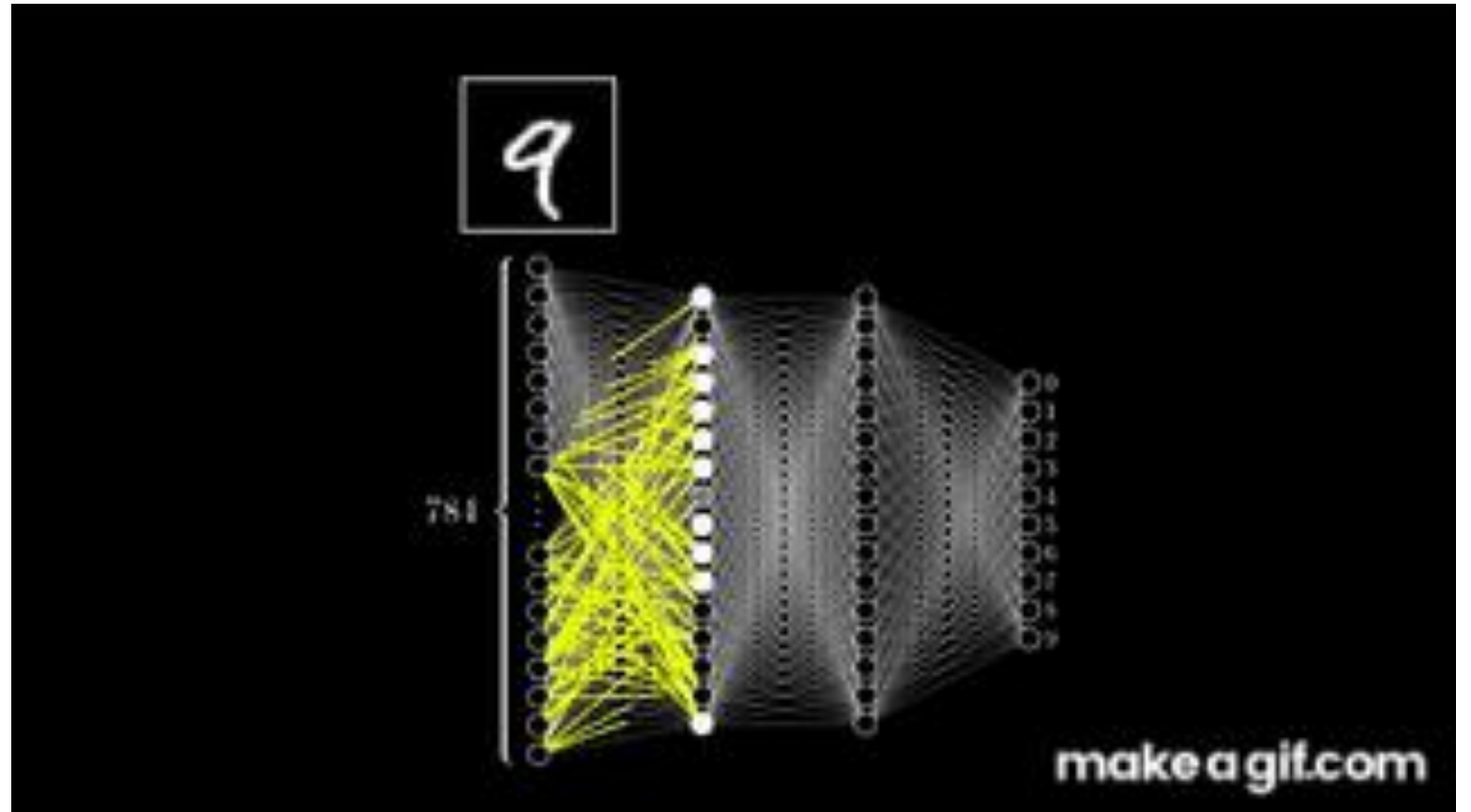
# Bias in ChatGPT



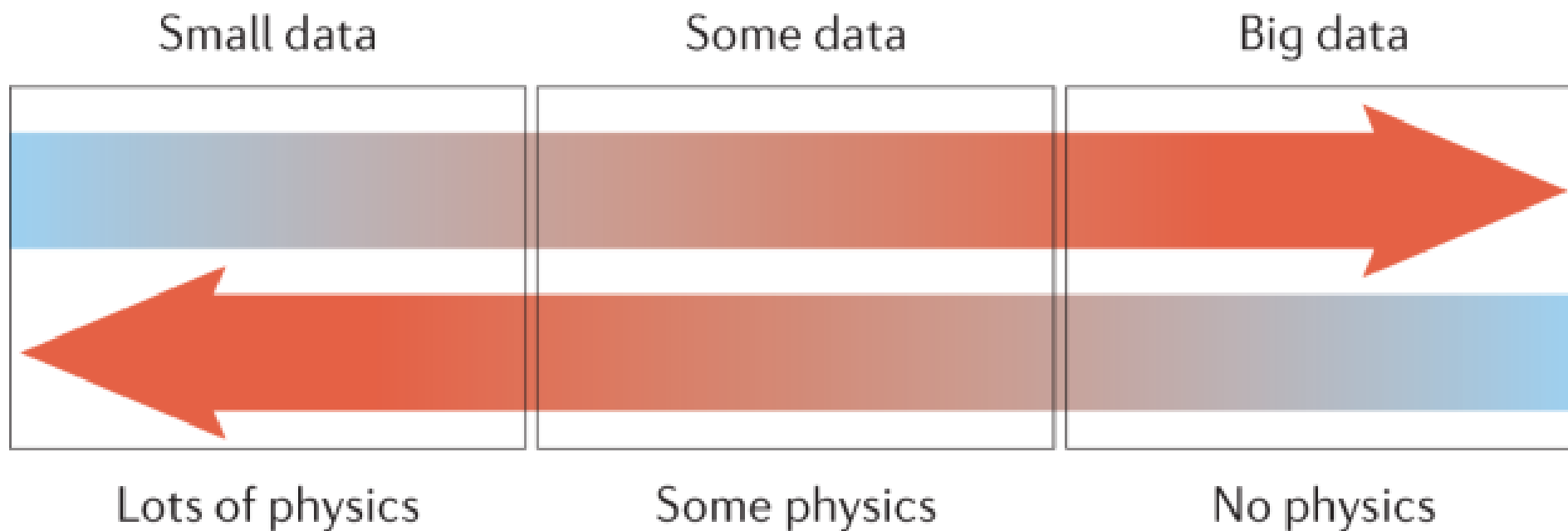
# Deep learning

---

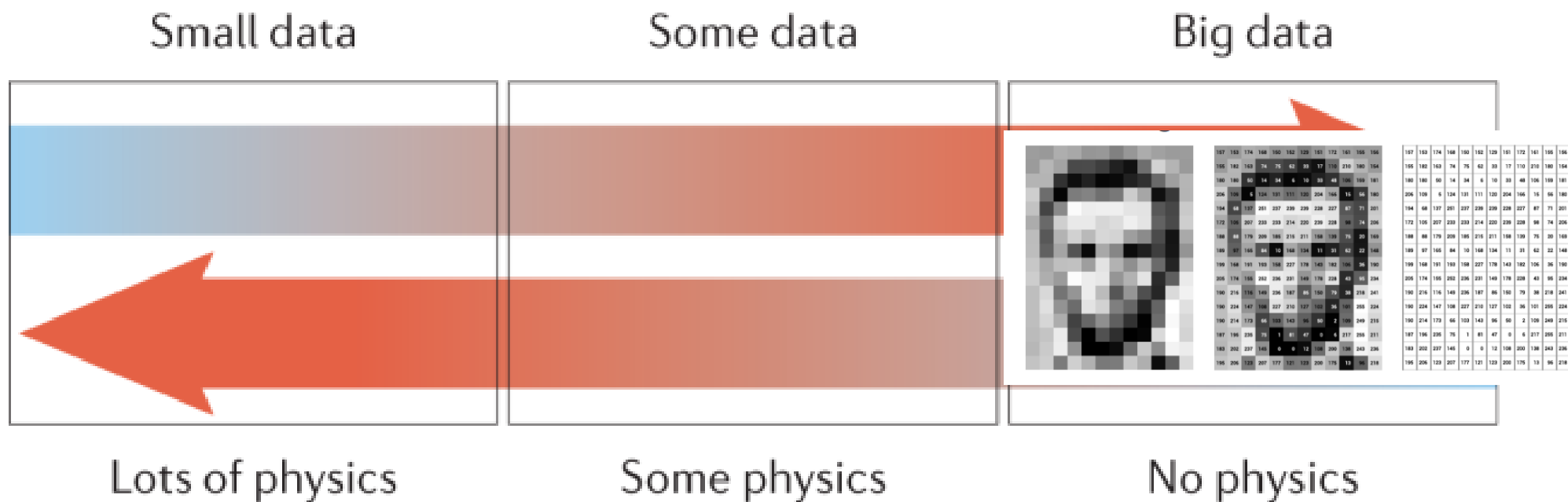
**Deeper** neural nets allows them to learn more complex functions!



# Hybrid-machine learning

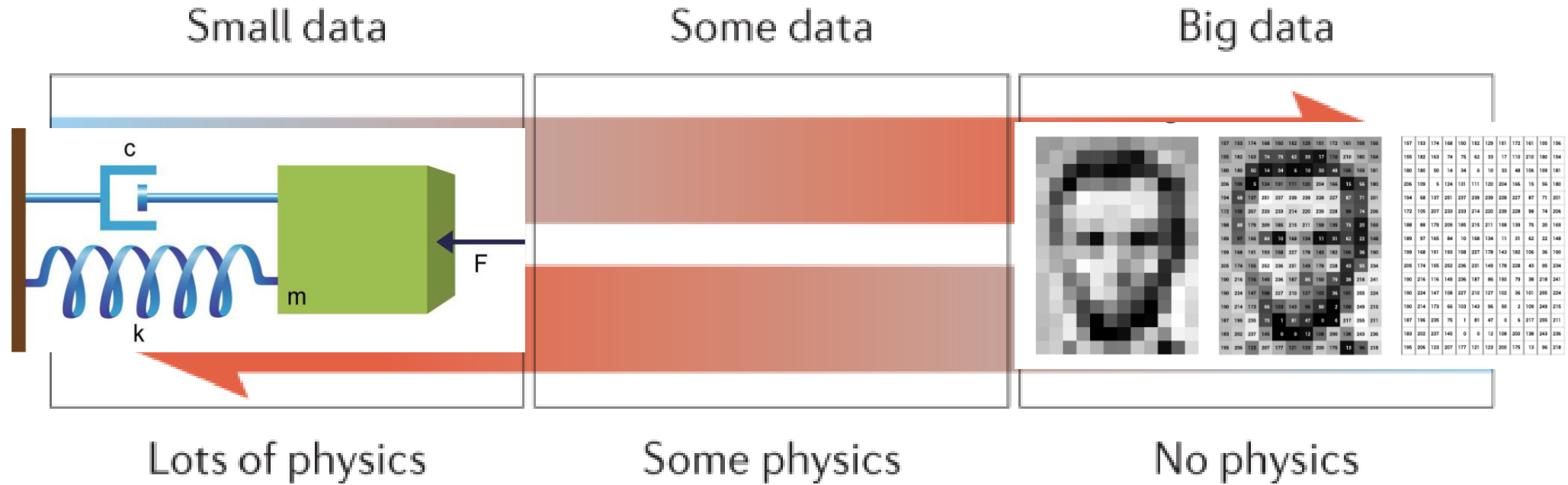


# Hybrid-machine learning

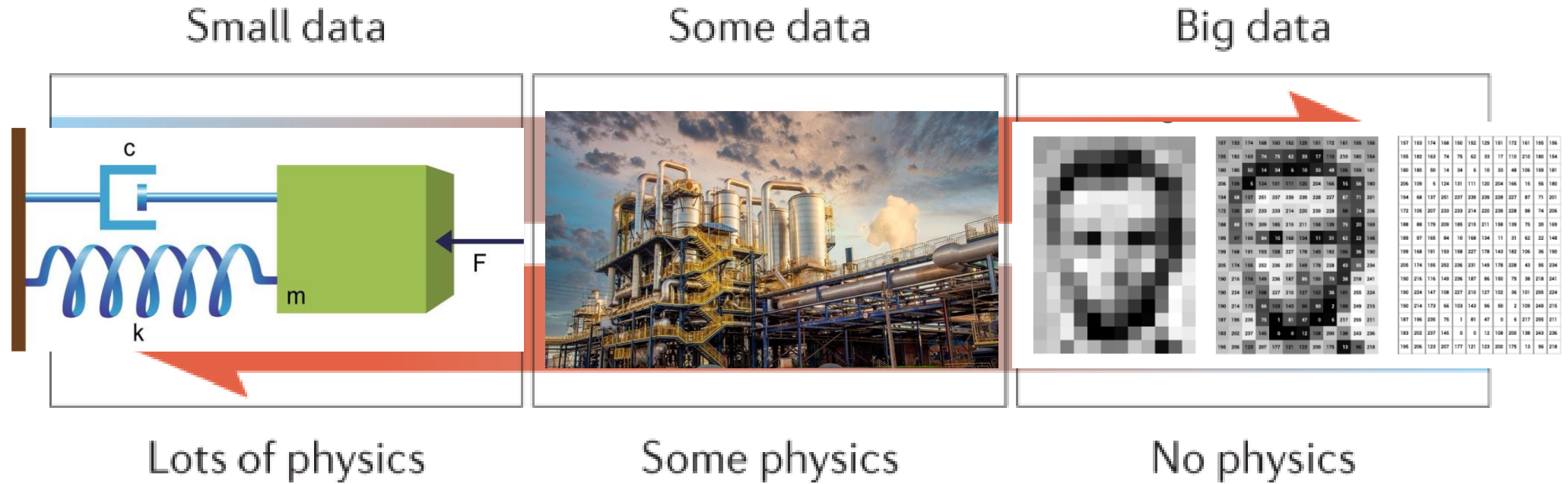


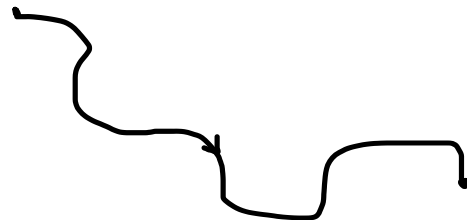


# Hybrid-machine learning

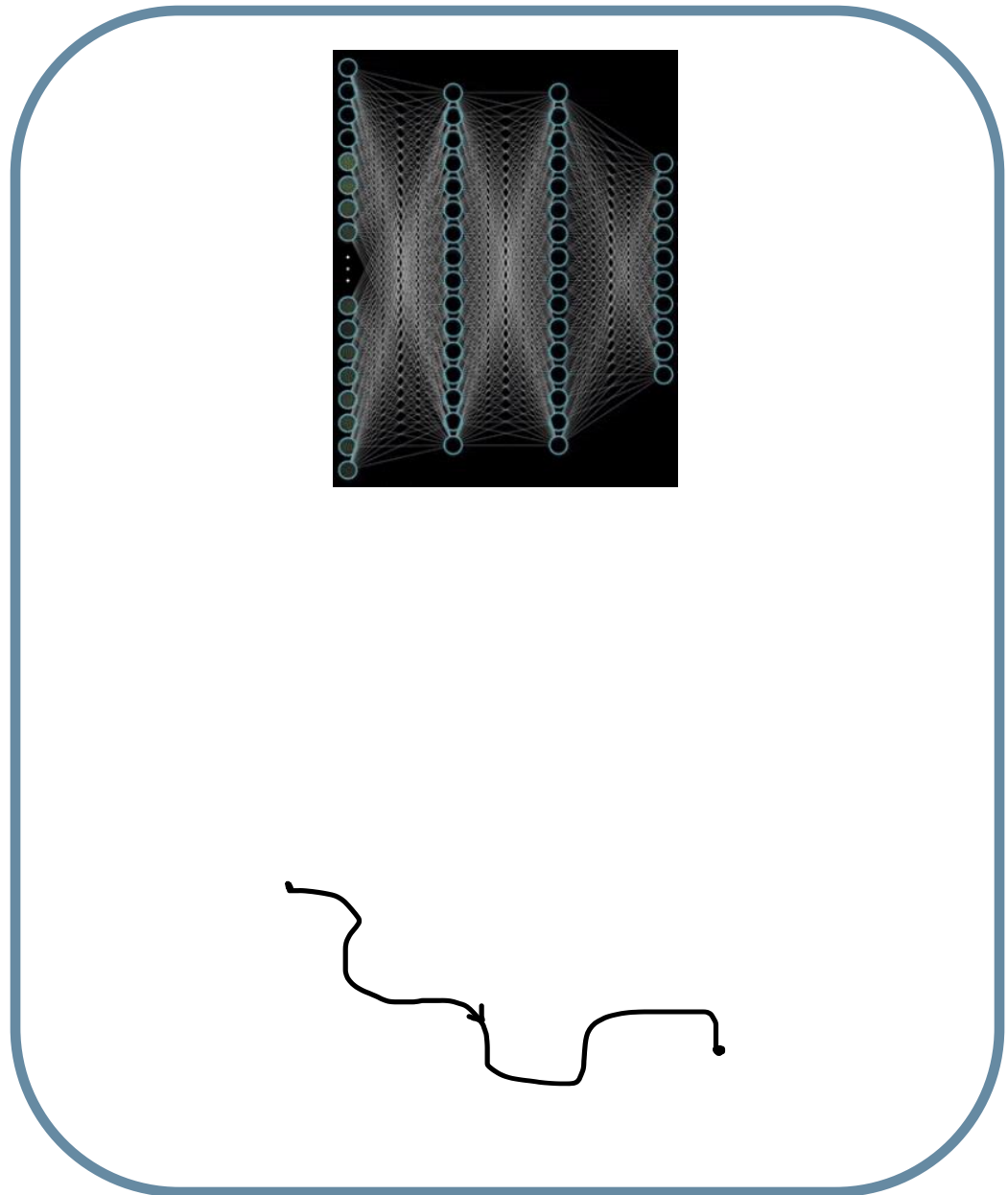
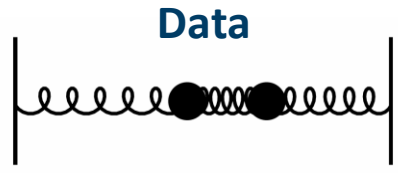


# Hybrid-machine learning

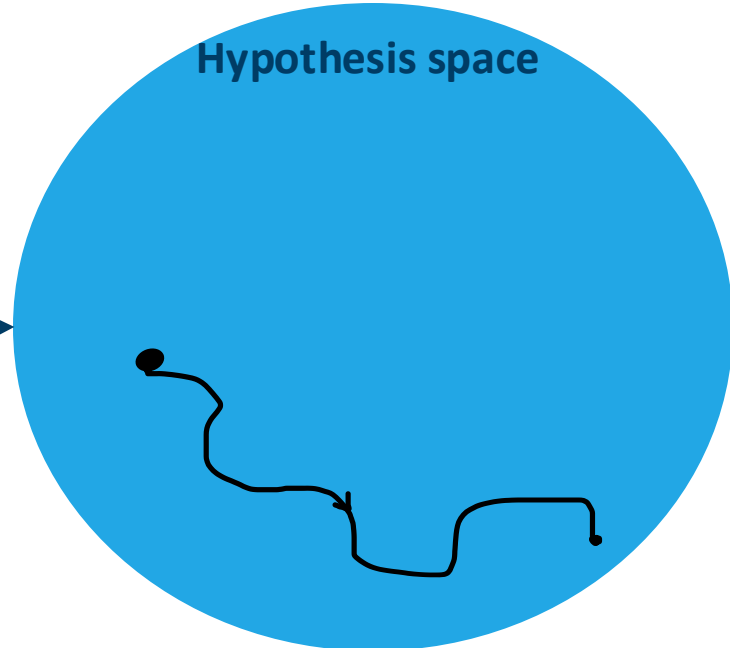
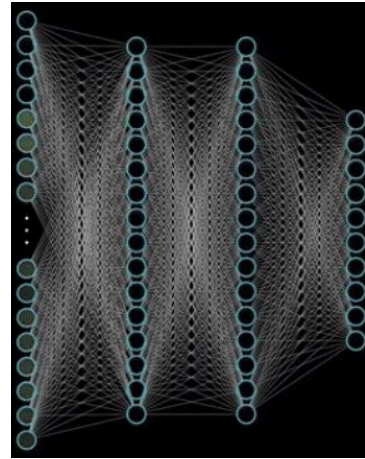




# Training process

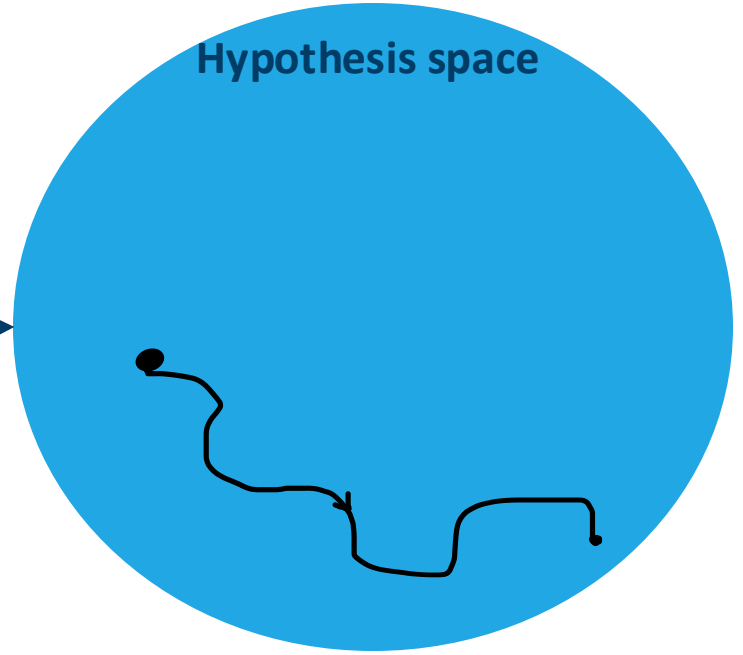
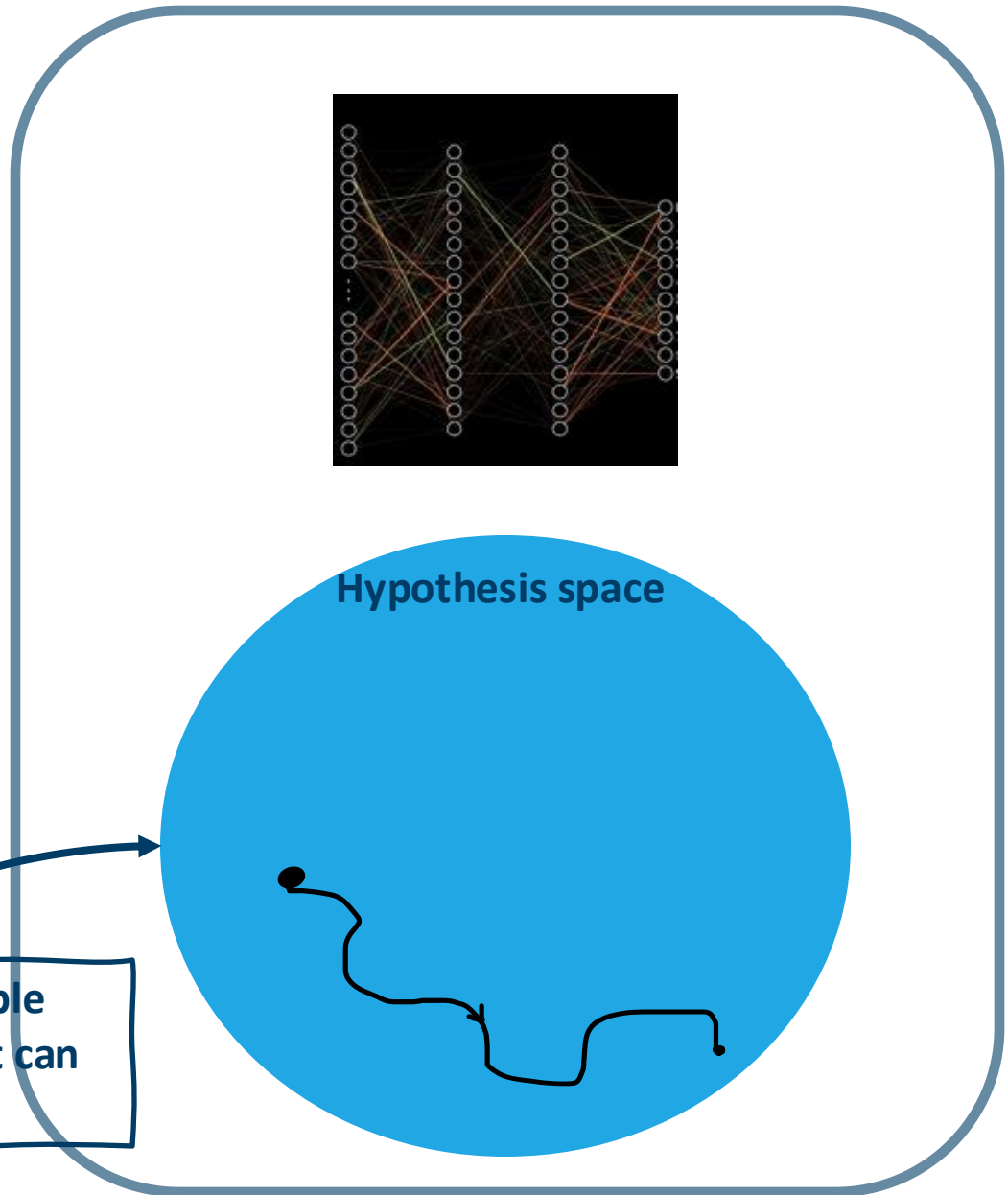


# Training process



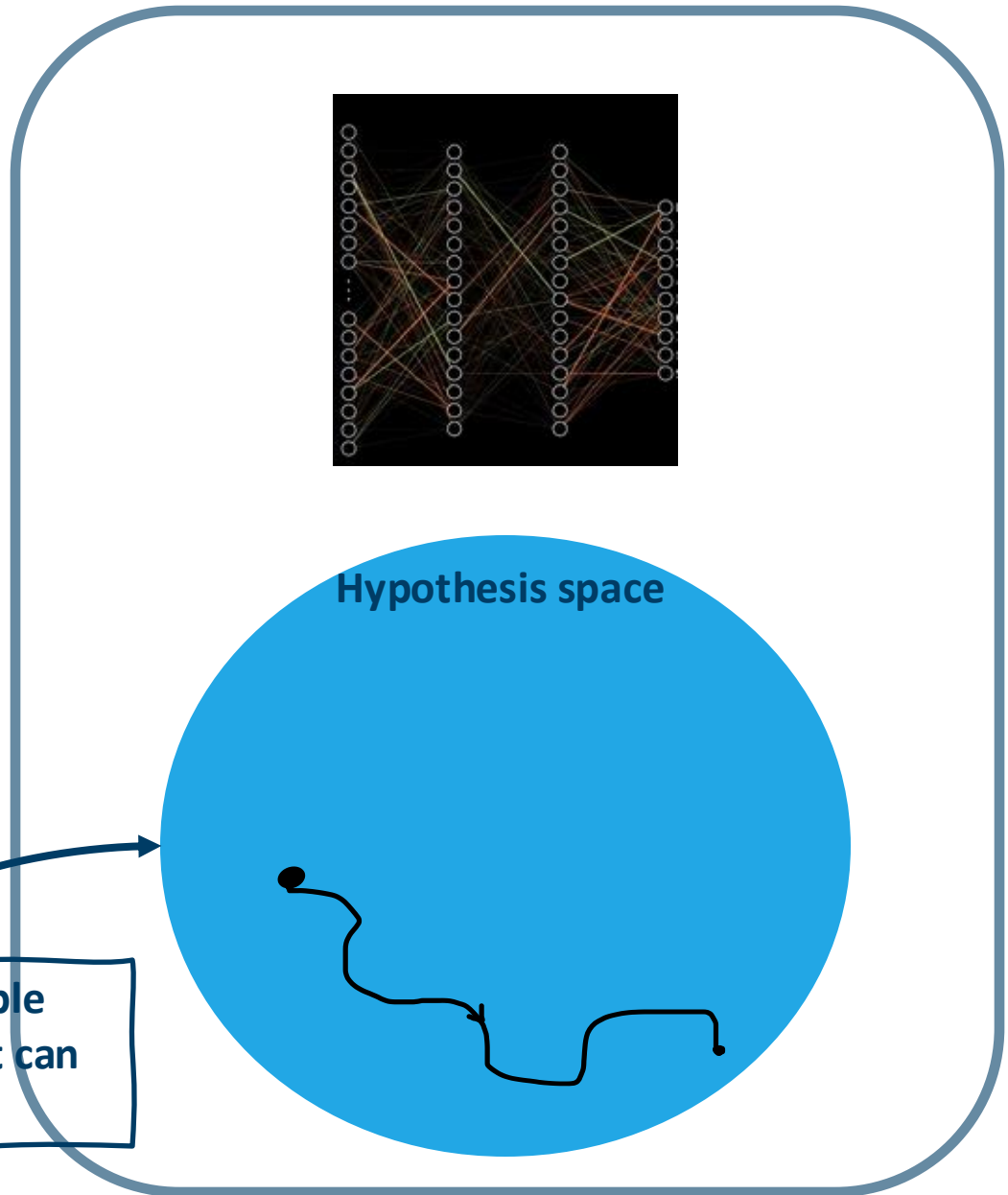
Space of all possible models a neural net can learn

# Training process



Space of all possible models a neural net can learn

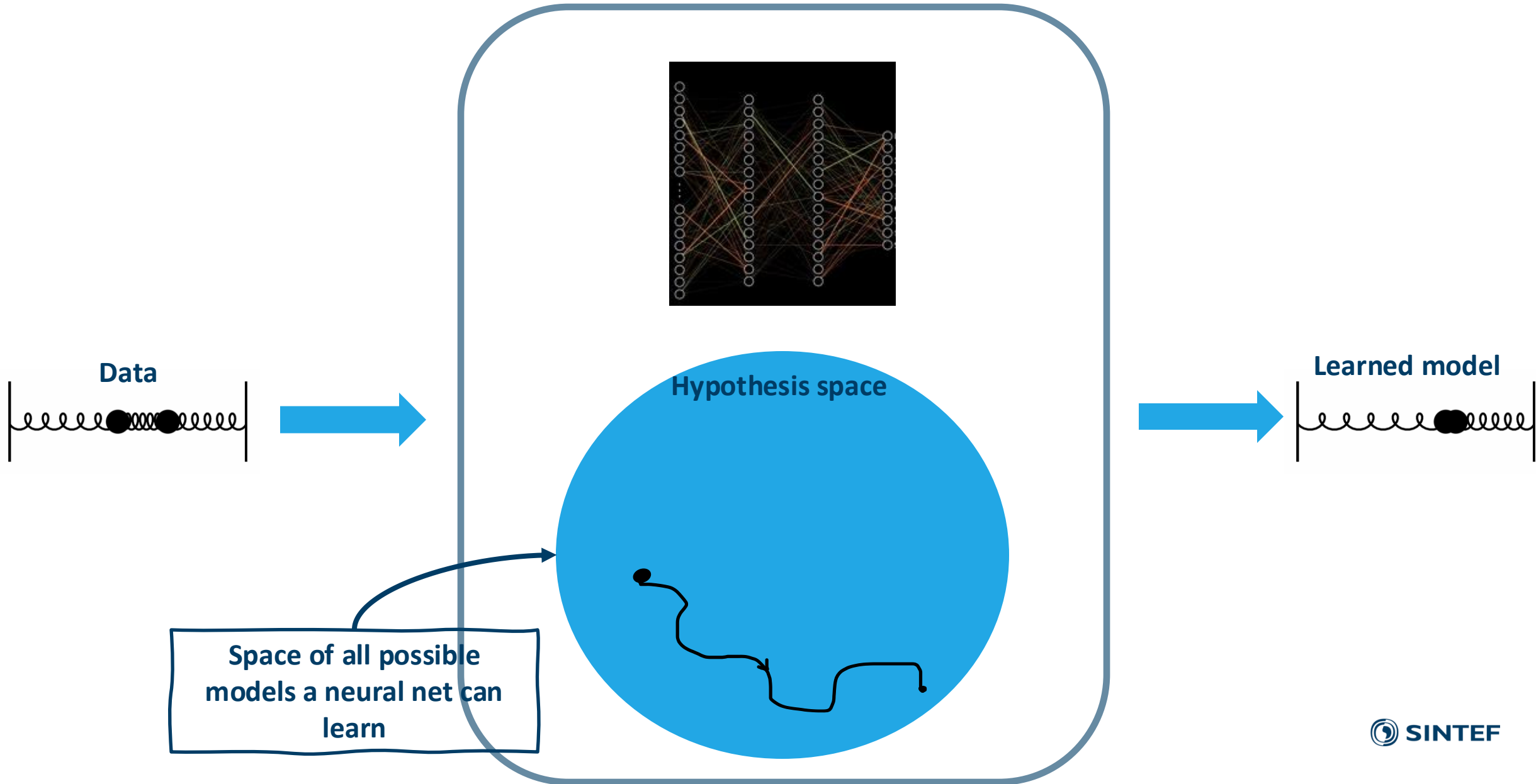
# Training process



Hypothesis space

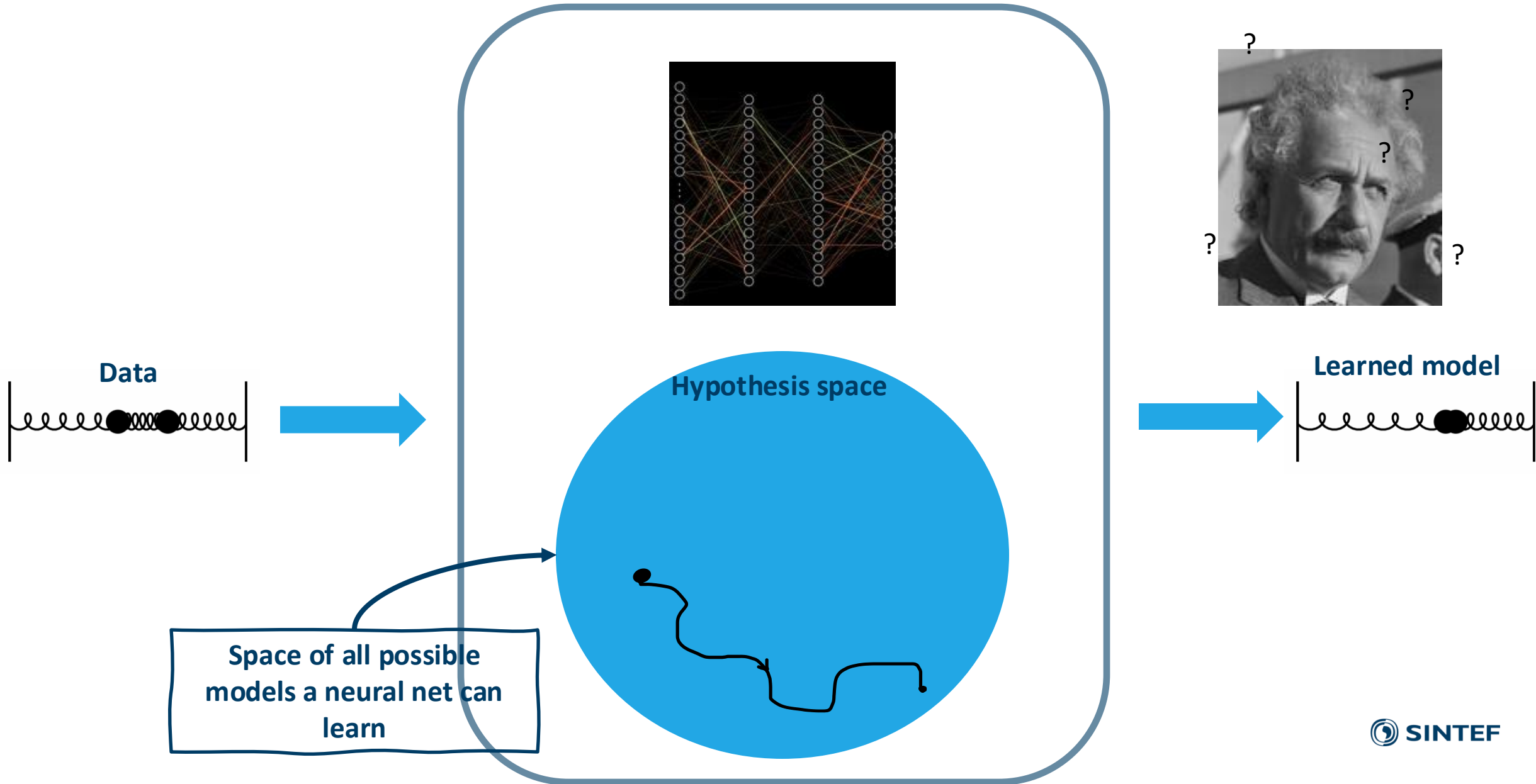
Space of all possible models a neural net can learn

# Training process

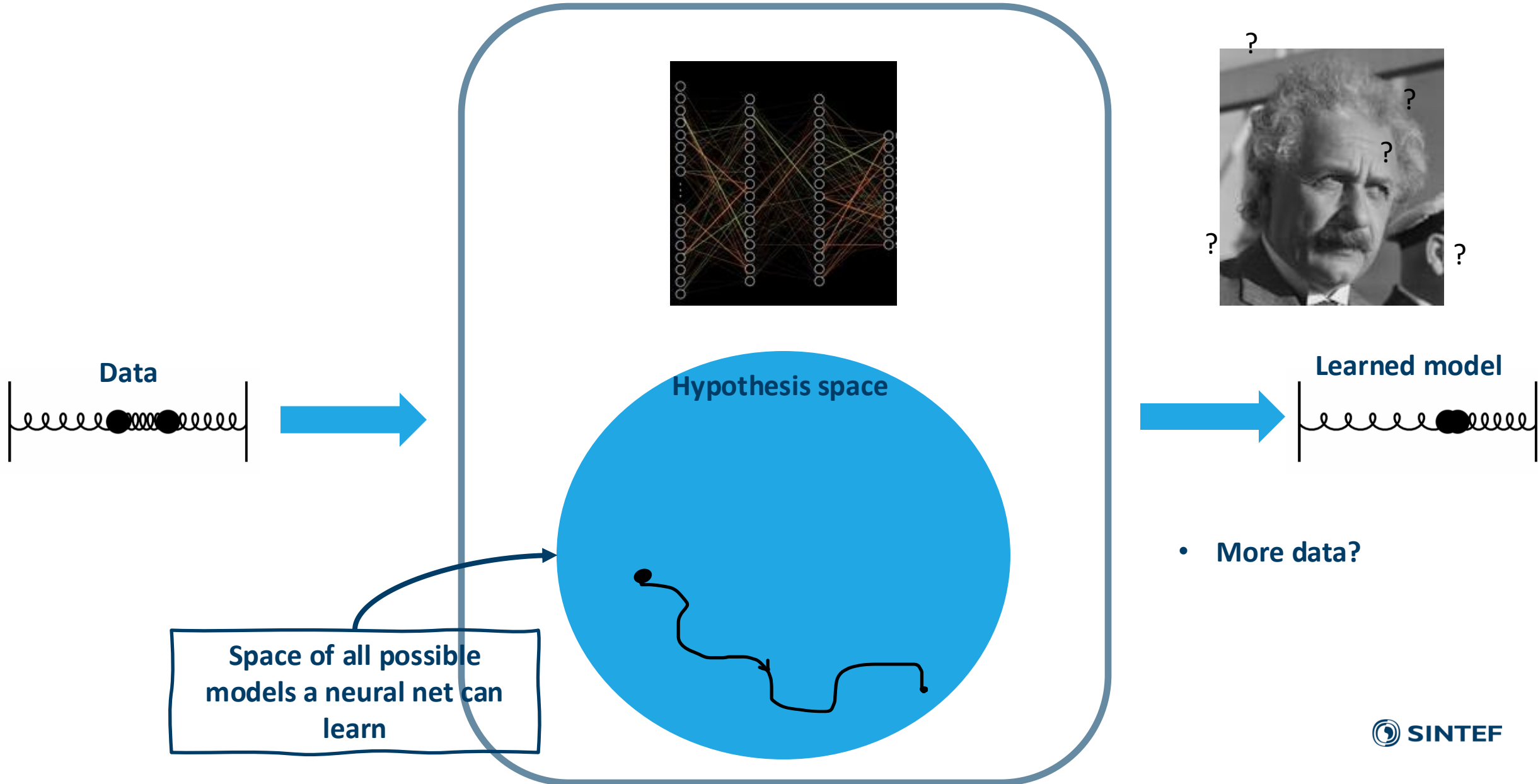




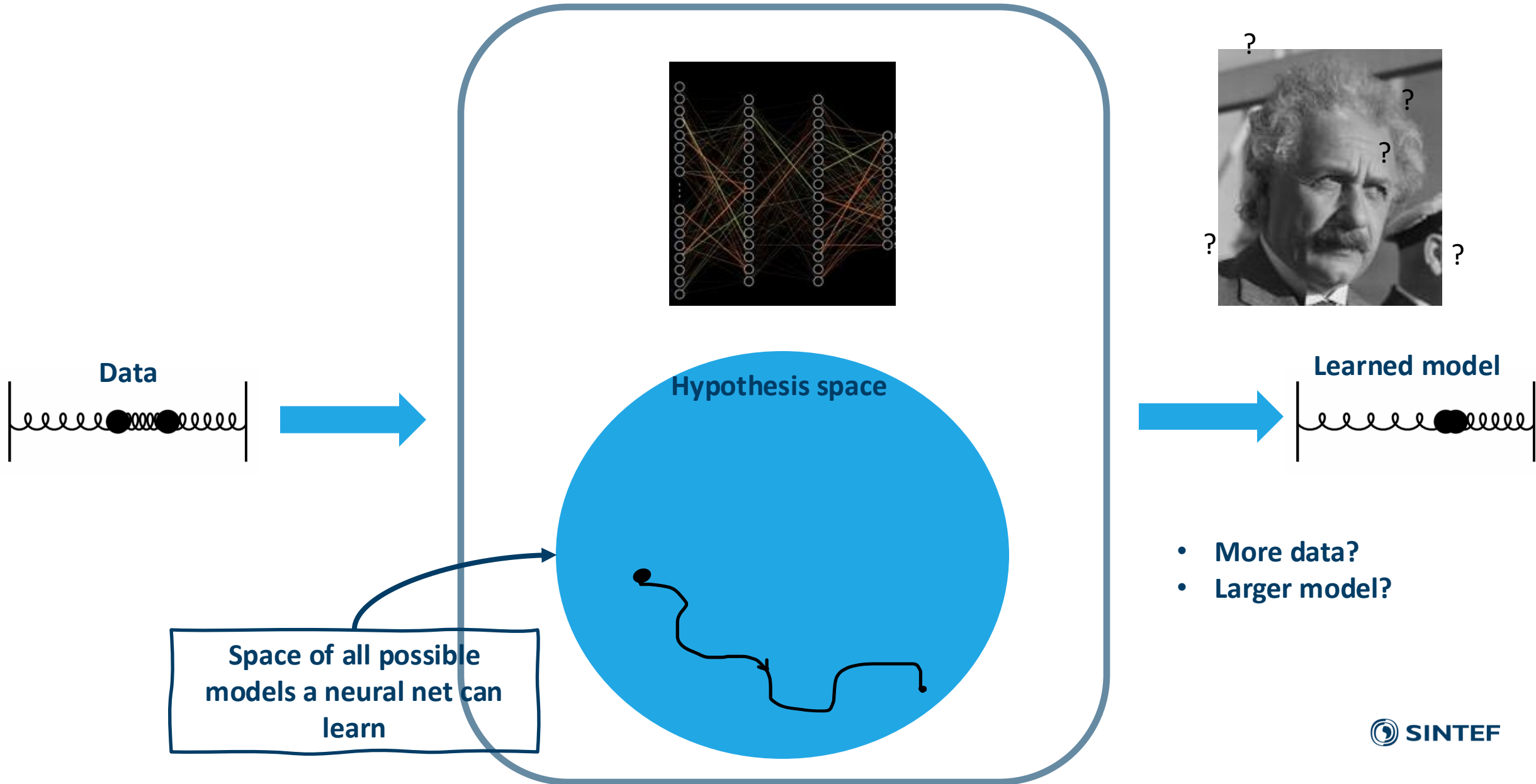
# Training process



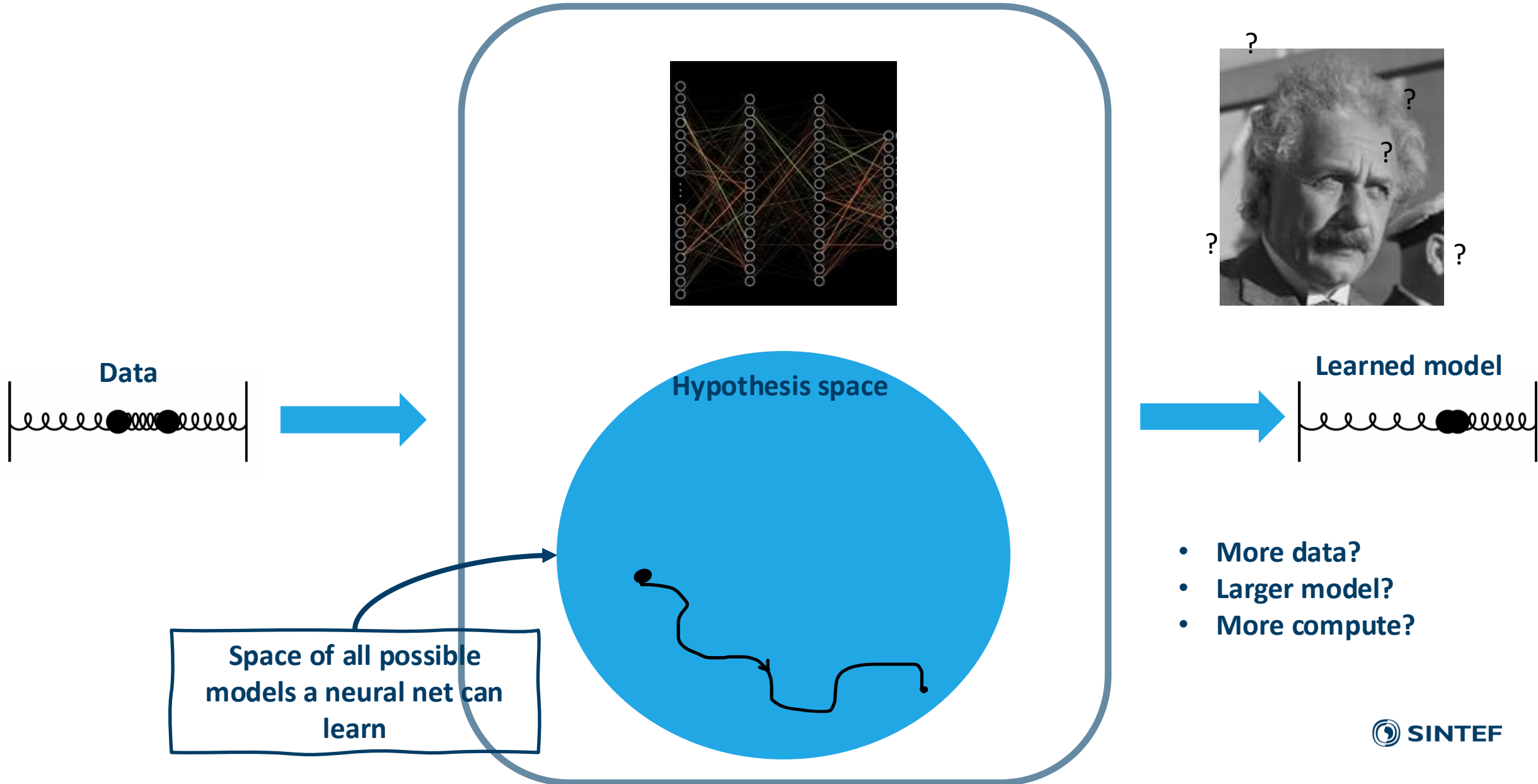
# Training process



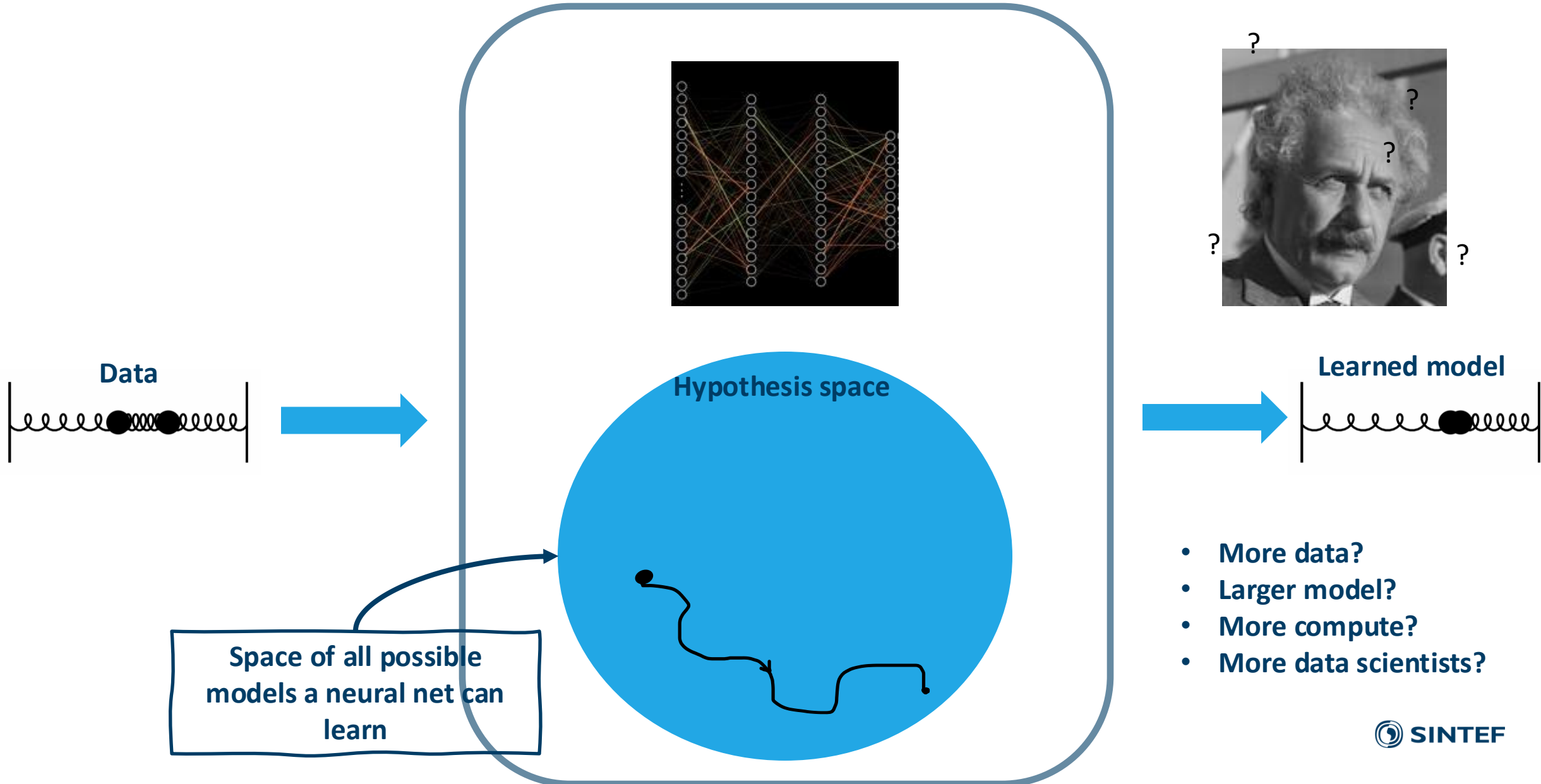
# Training process



# Training process



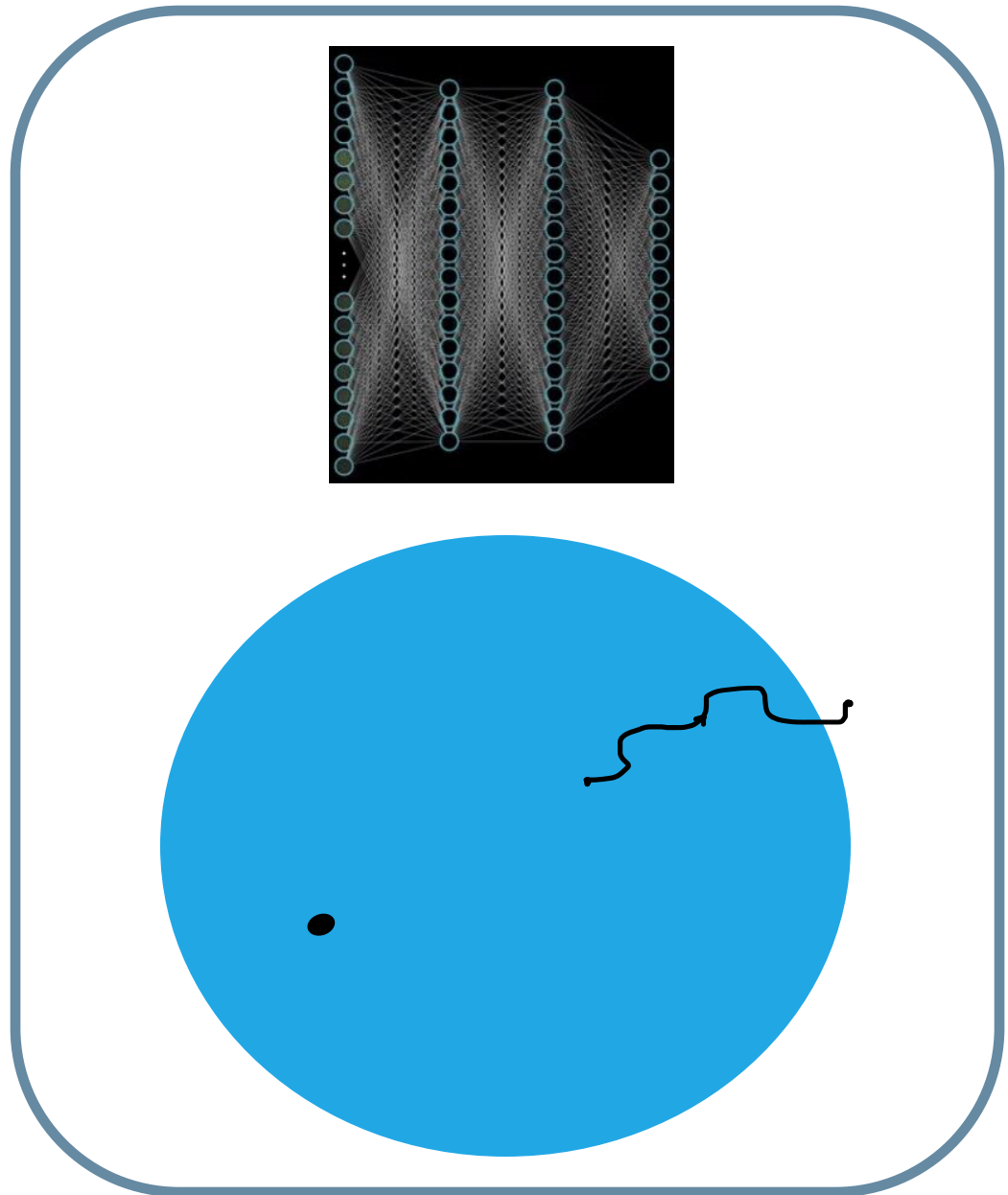
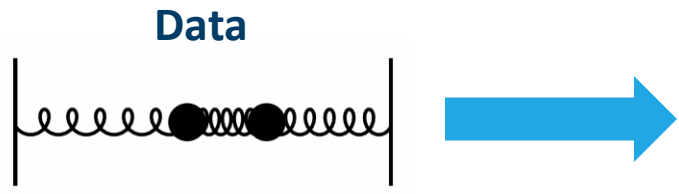
# Training process



Data



# Training process



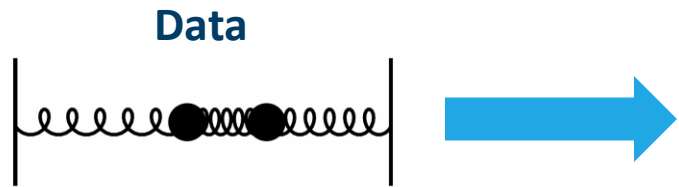
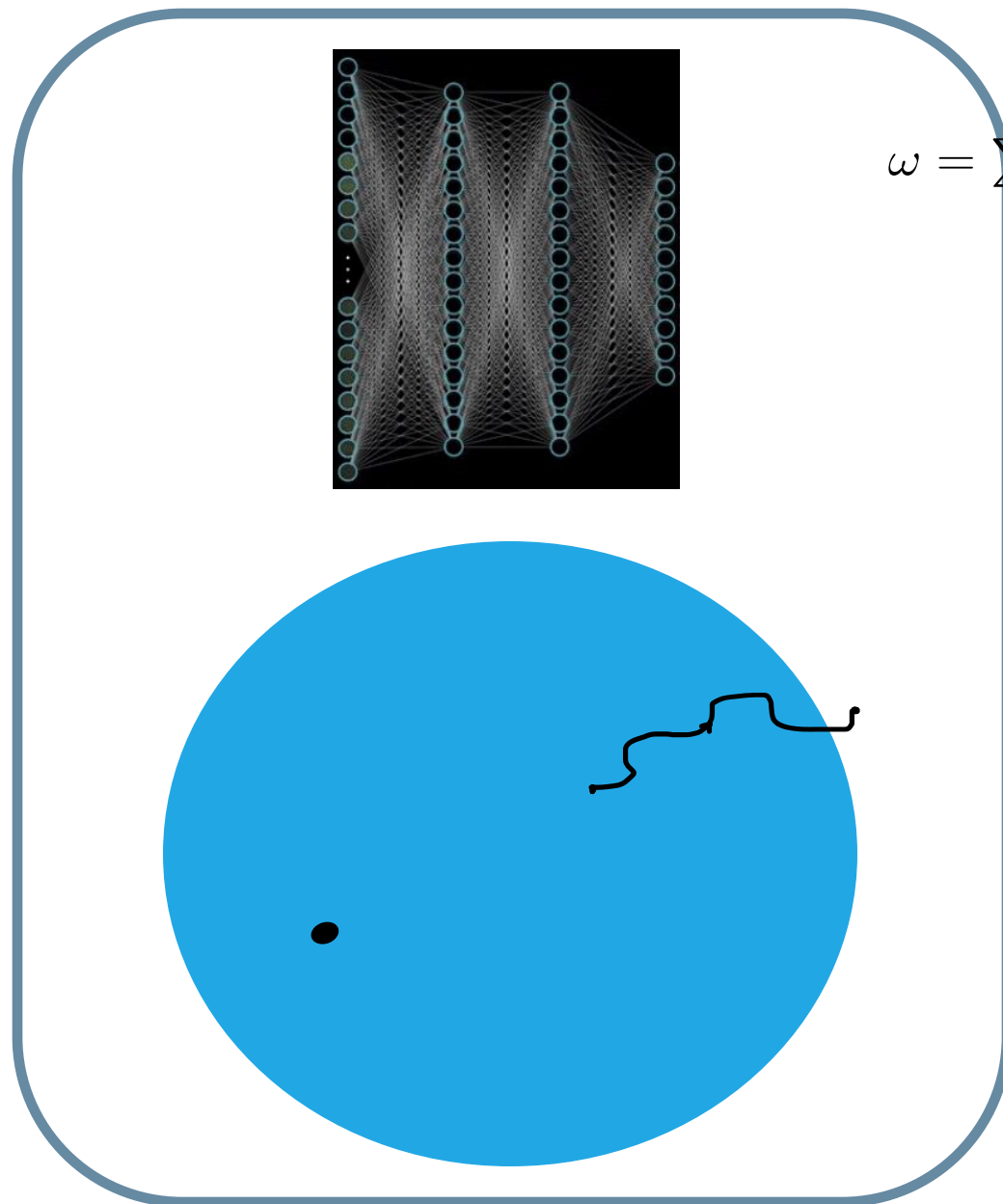
$$\delta \int_{t_1}^{t_2} L dt = 0$$

**Training process**  $\dot{x} = (S(x) - R(x))\nabla H(x) + f(x, t)$

$$\dot{q}_i = \frac{\partial H}{\partial p_i}$$

$$\dot{p}_i = -\frac{\partial H}{\partial q_i}$$

$$\omega = \sum_{i=1}^n dq_i \wedge dp_i,$$





$$\delta \int_{t_1}^{t_2} L dt = 0$$

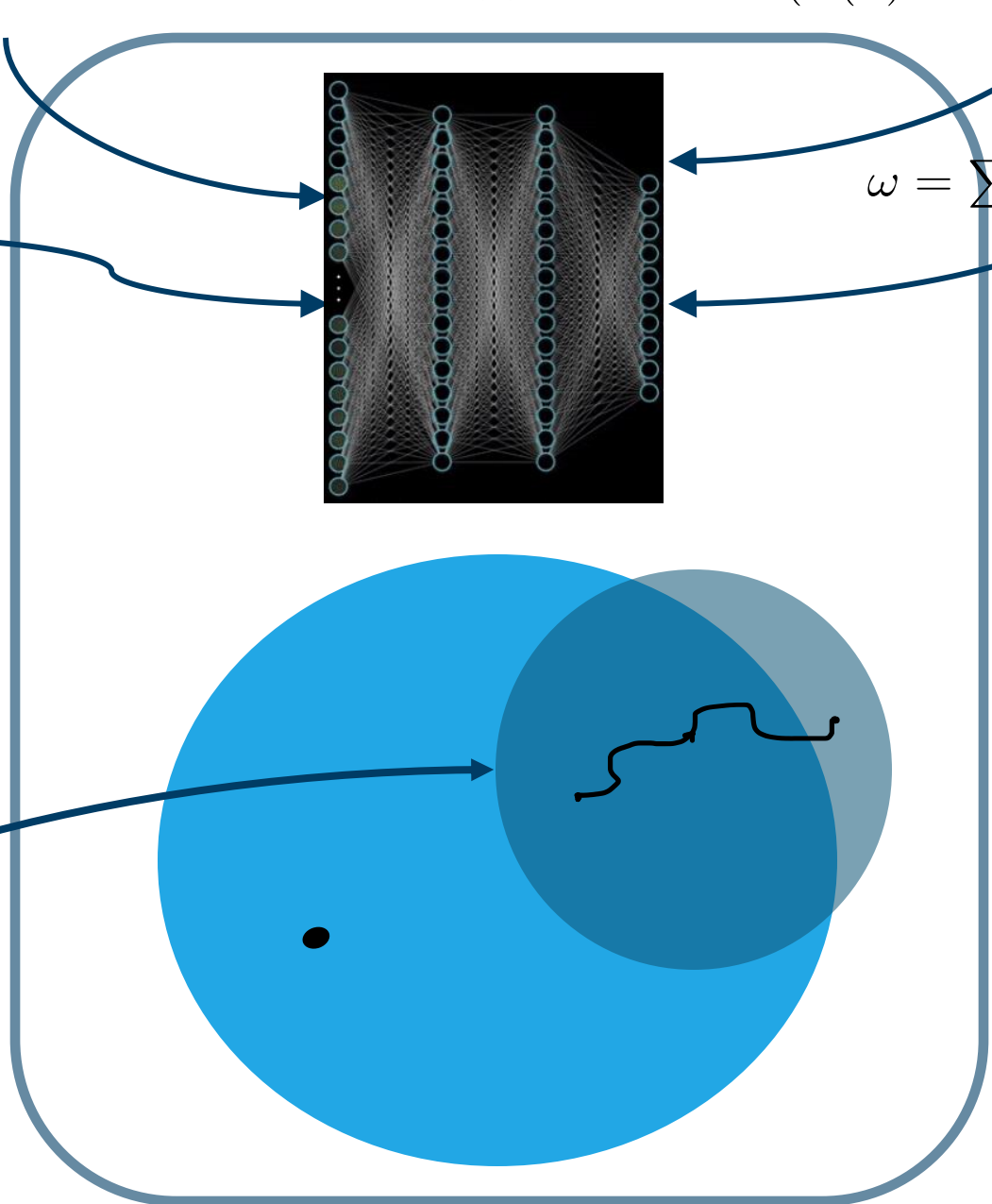
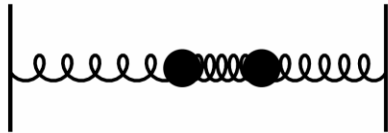
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$$\omega = \sum_{i=1}^n dq_i \wedge dp_i,$$

**Data**



Space of all physically possible models

$$\delta \int_{t_1}^{t_2} L dt = 0$$

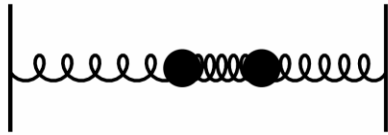
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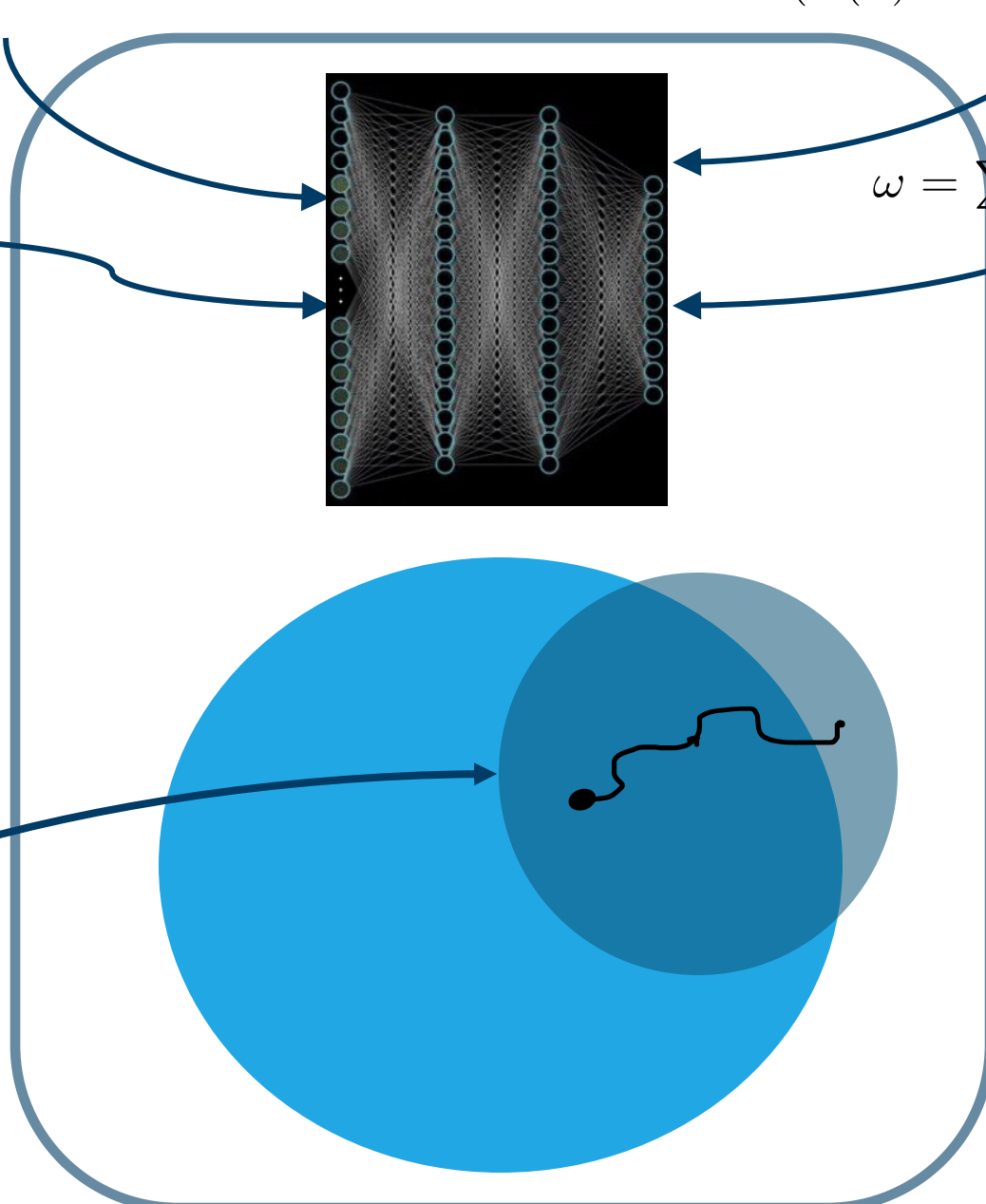
$$\dot{p}_i = -\frac{\partial H}{\partial q_i}$$

$$\omega = \sum_{i=1}^n dq_i \wedge dp_i,$$

**Data**



Space of all physically possible models



$$\delta \int_{t_1}^{t_2} L dt = 0$$

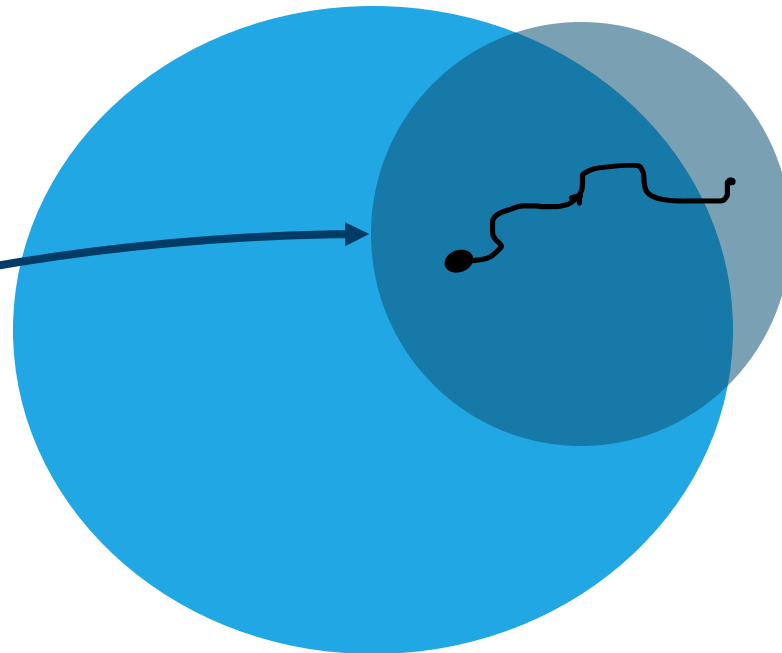
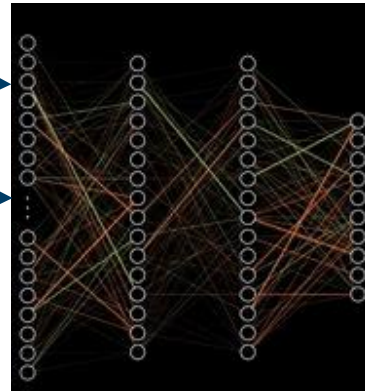
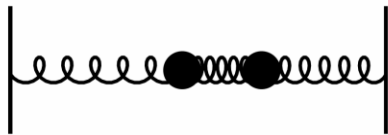
**Training process**  $\dot{x} = (S(x) - R(x))\nabla H(x) + f(x, t)$

$$\dot{q}_i = \frac{\partial H}{\partial p_i}$$

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$$\omega = \sum_{i=1}^n dq_i \wedge dp_i,$$

**Data**



Space of all physically possible models

$$\delta \int_{t_1}^{t_2} L dt = 0$$

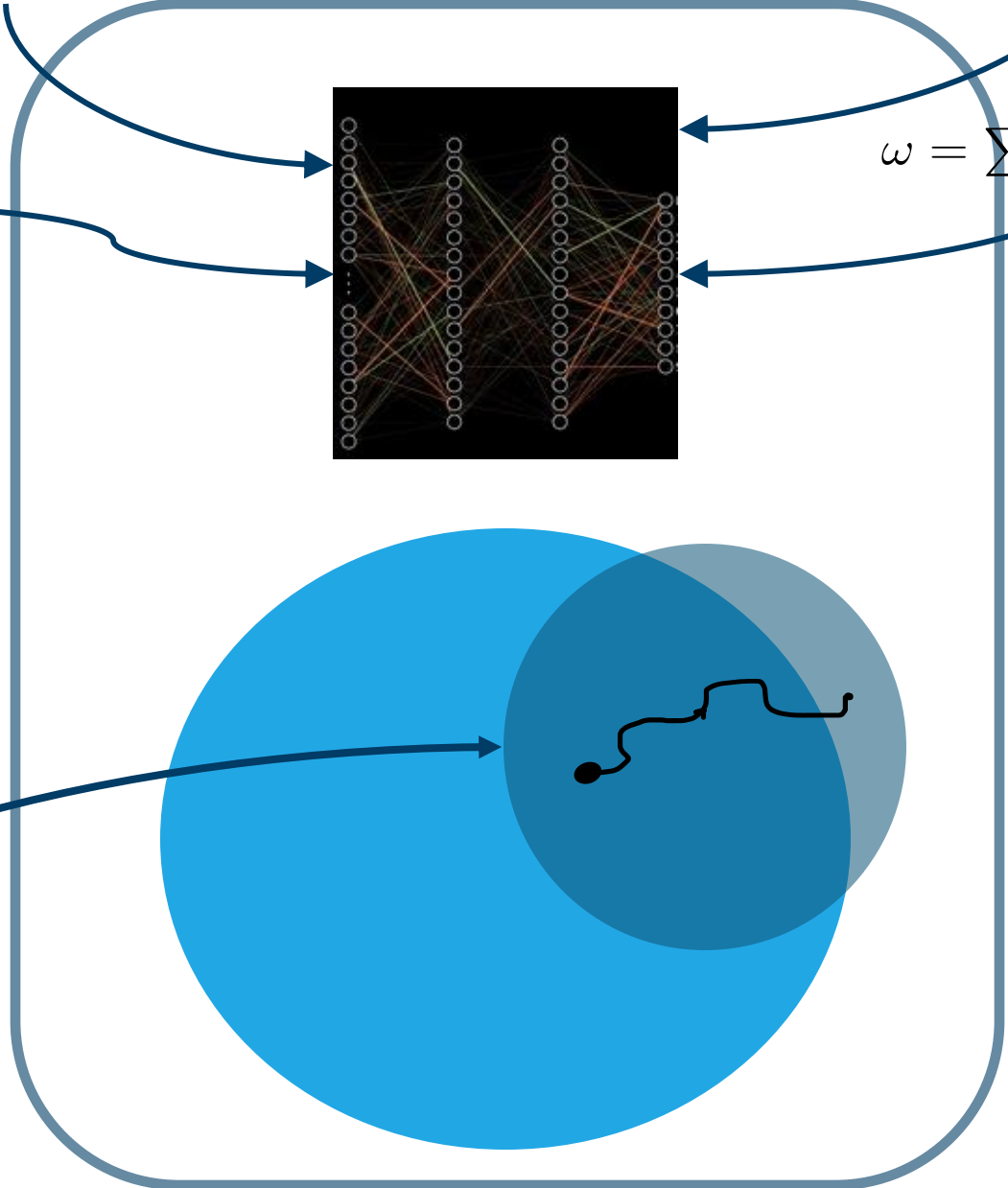
**Training process**  $\dot{x} = (S(x) - R(x))\nabla H(x) + f(x, t)$

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$$\omega = \sum_{i=1}^n dq_i \wedge dp_i,$$

**Data**



Space of all physically possible models

**Learned model**



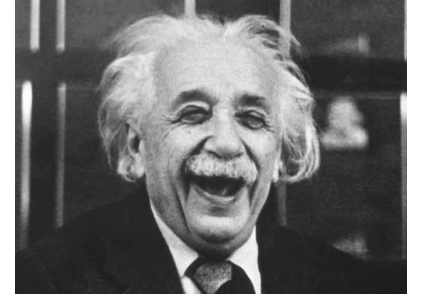
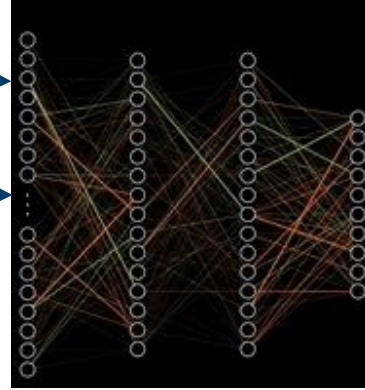
$$\delta \int_{t_1}^{t_2} L dt = 0$$

**Training process**  $\dot{x} = (S(x) - R(x))\nabla H(x) + f(x, t)$

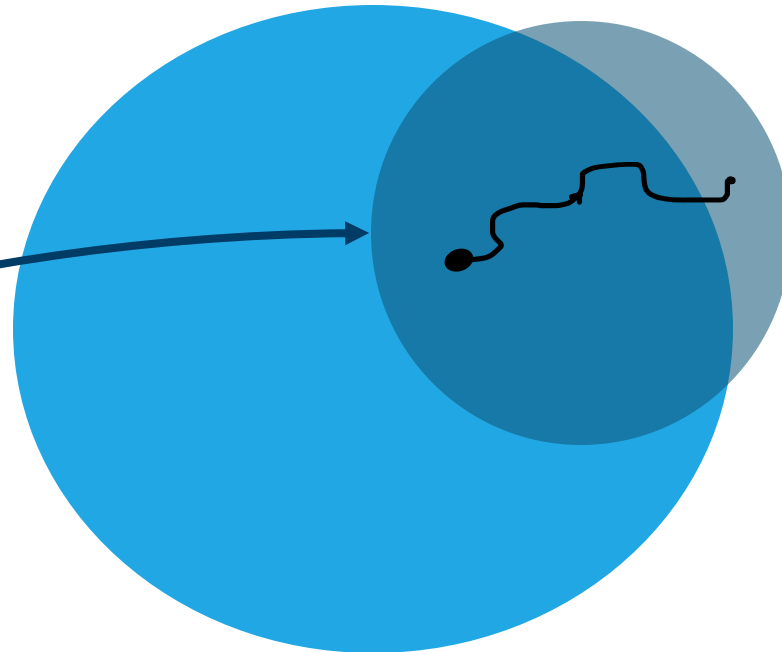
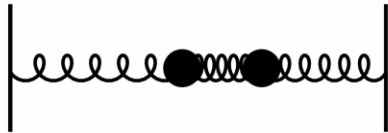
$$\dot{q}_i = \frac{\partial H}{\partial p_i}$$

$$\dot{p}_i = -\frac{\partial H}{\partial q_i}$$

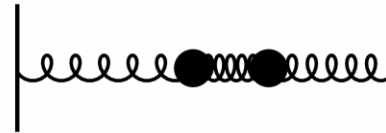
$$\omega = \sum_{i=1}^n dq_i \wedge dp_i,$$



**Data**



**Learned model**

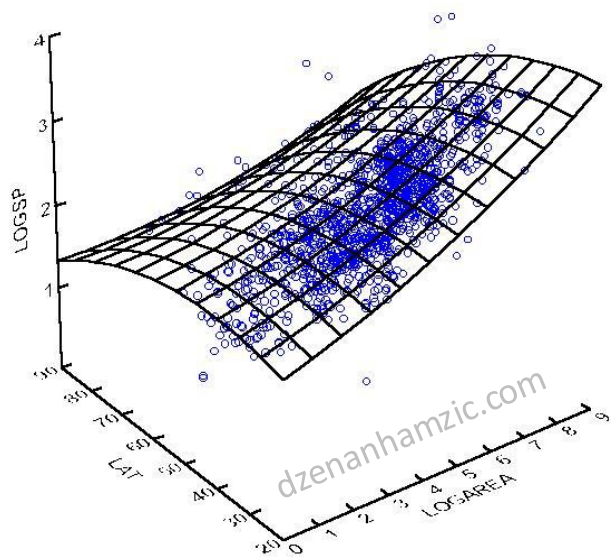


Space of all physically possible models

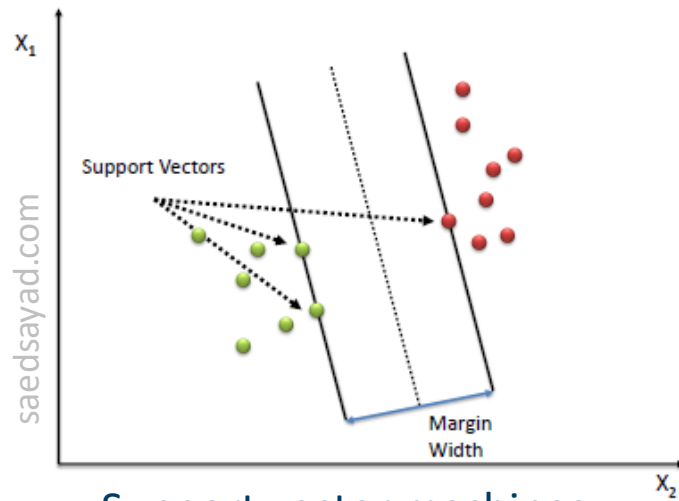
# COFFEE BREAK

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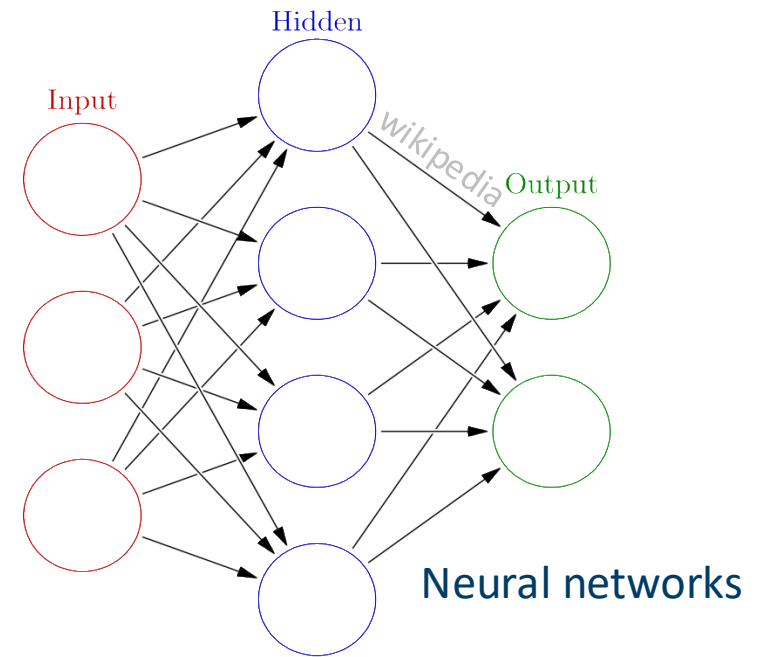
# Examples of methods



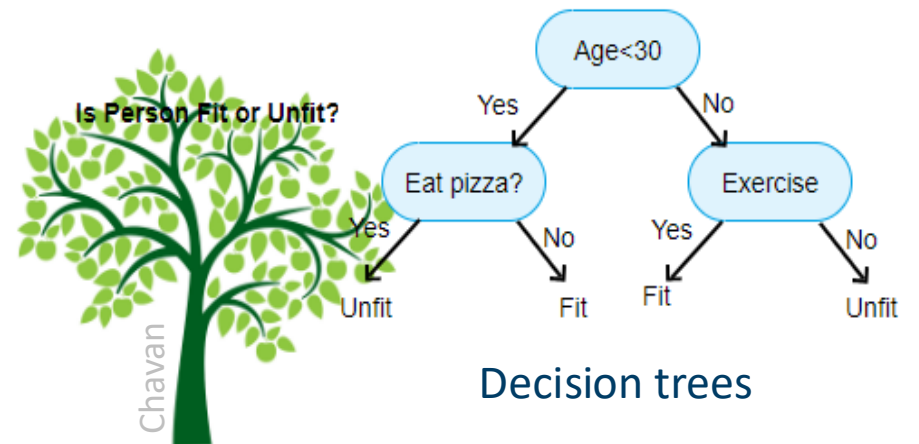
(Non-)linear regression



Support vector machines



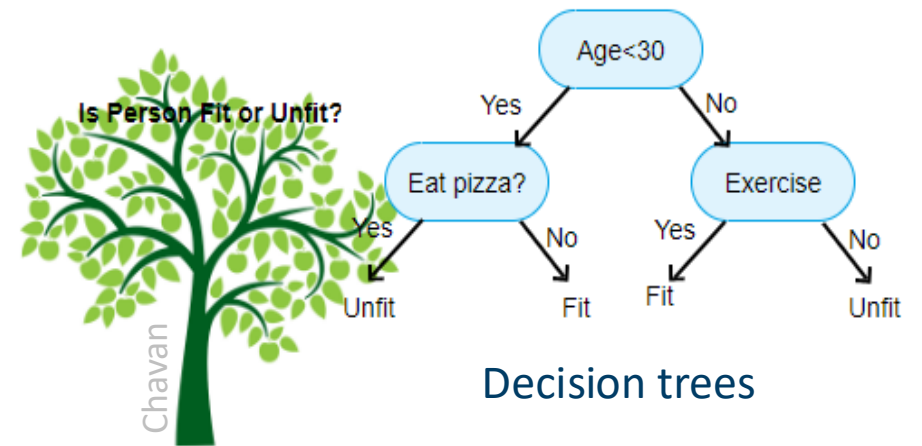
Neural networks



Decision trees

# Examples of methods

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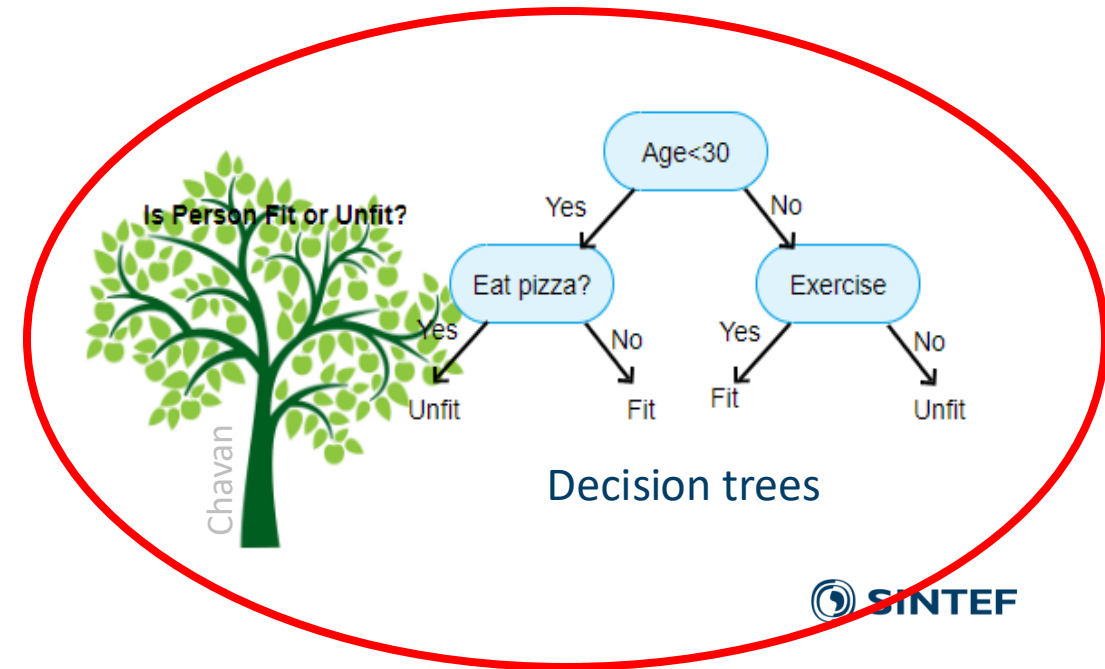


(Non-)linear regression



# Examples of methods

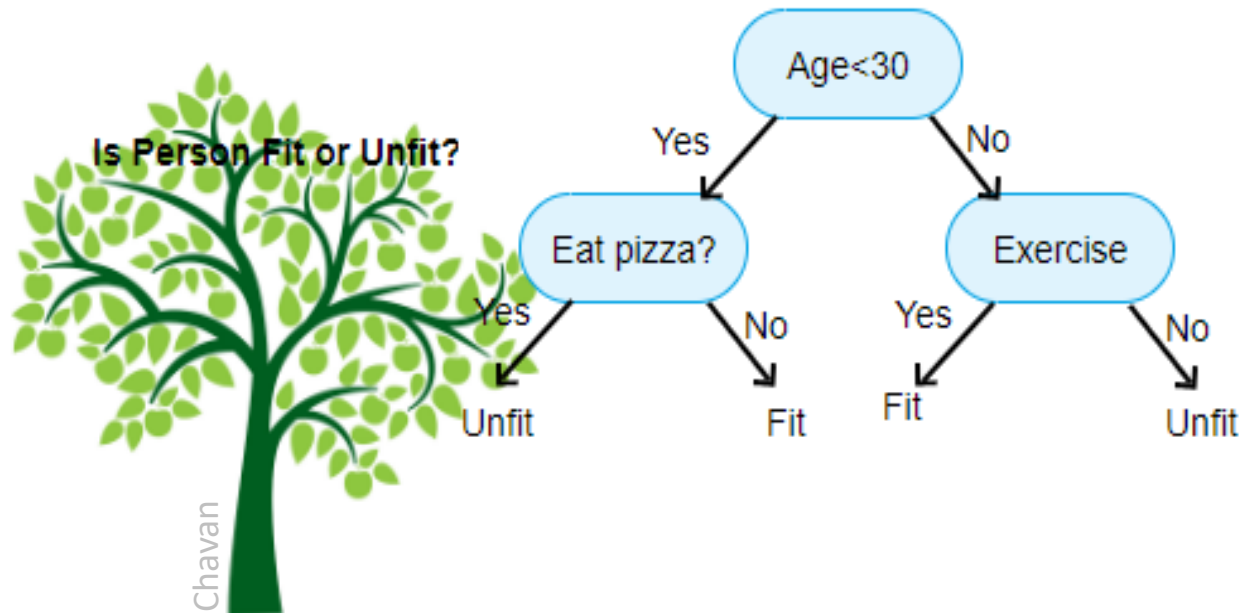
---



(Non-)linear regression

# Decision trees

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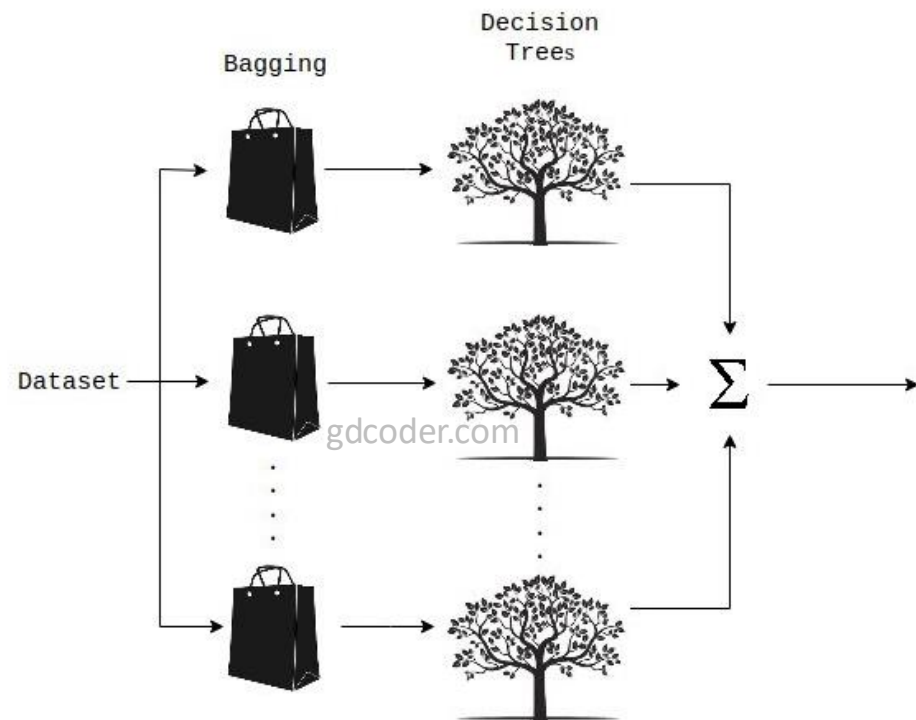


# Bagging and random forest

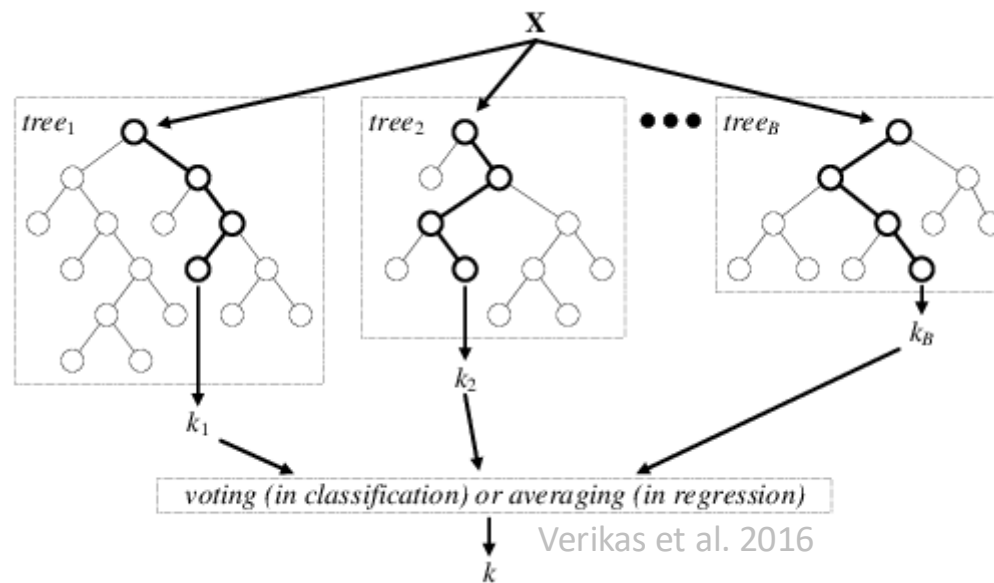
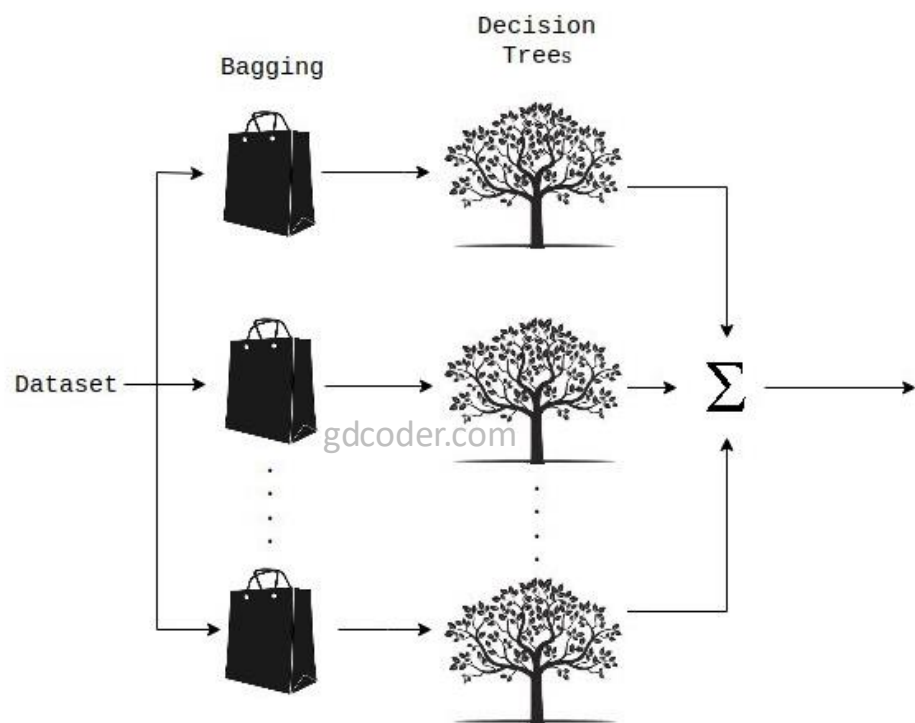
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# Bagging and random forest

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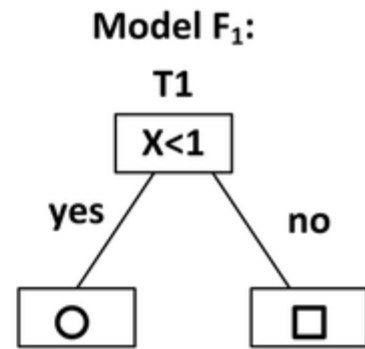
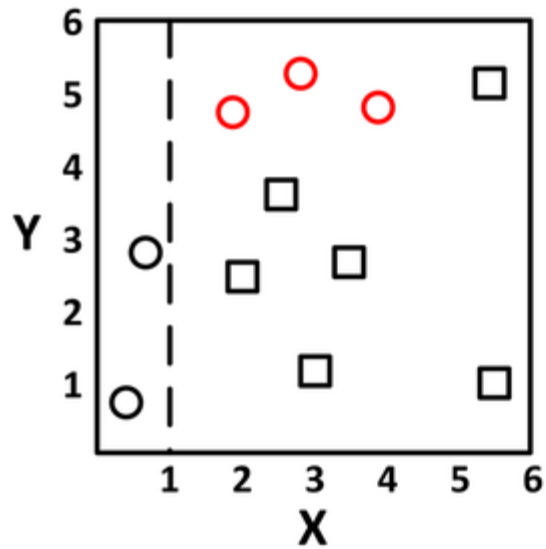
# Bagging and random forest



# Boosting

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## Iteration 1

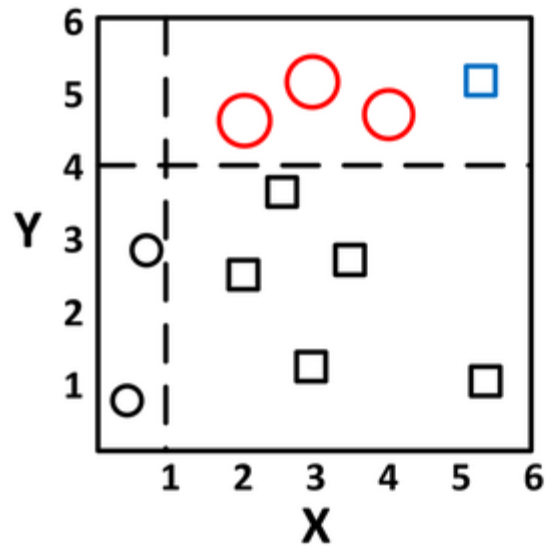


Zhang et al. 2018

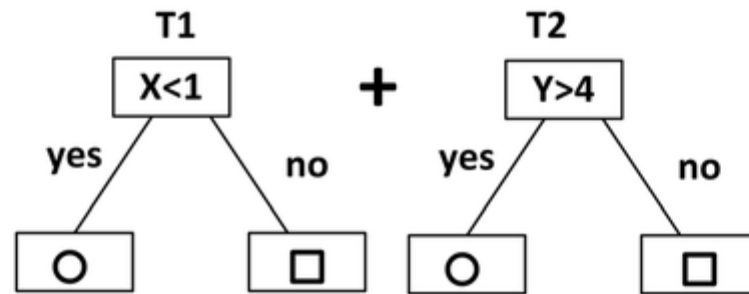
# Boosting

---

Iteration 2

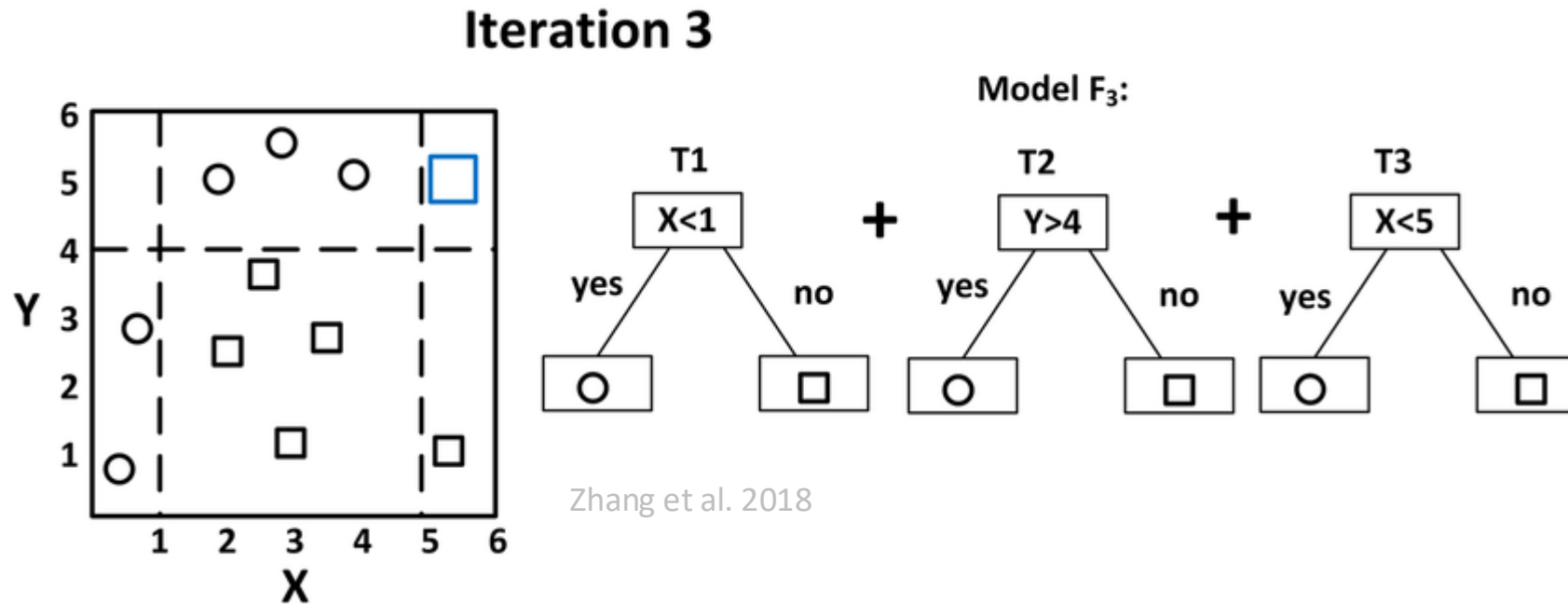


Model  $F_2$ :



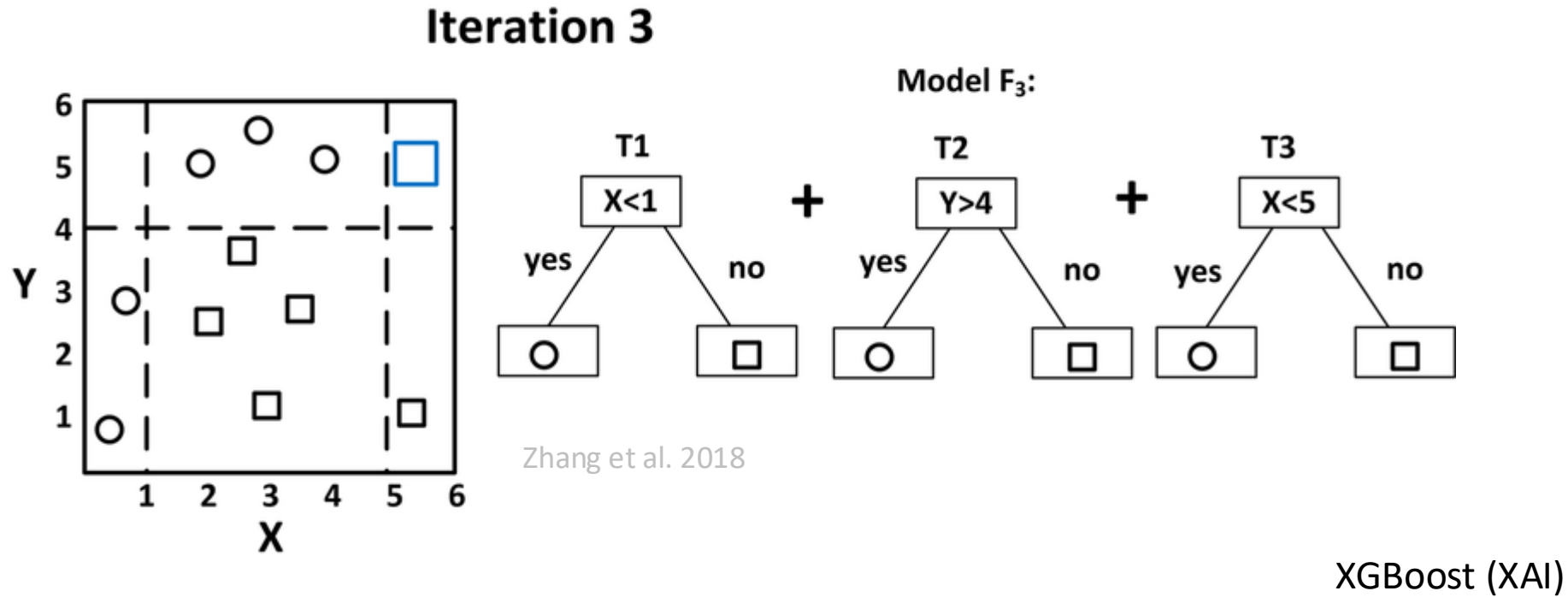
Zhang et al. 2018

# Boosting



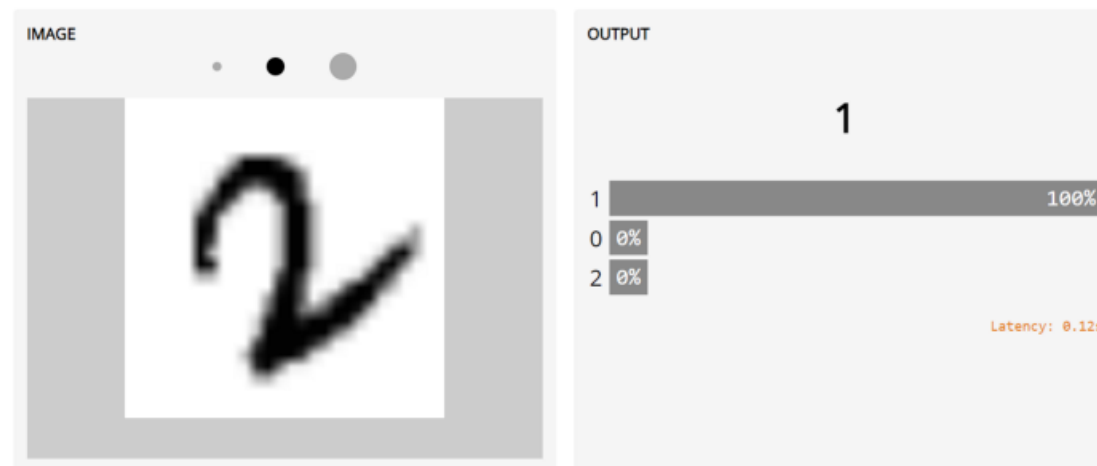


# Boosting



# Failures happen

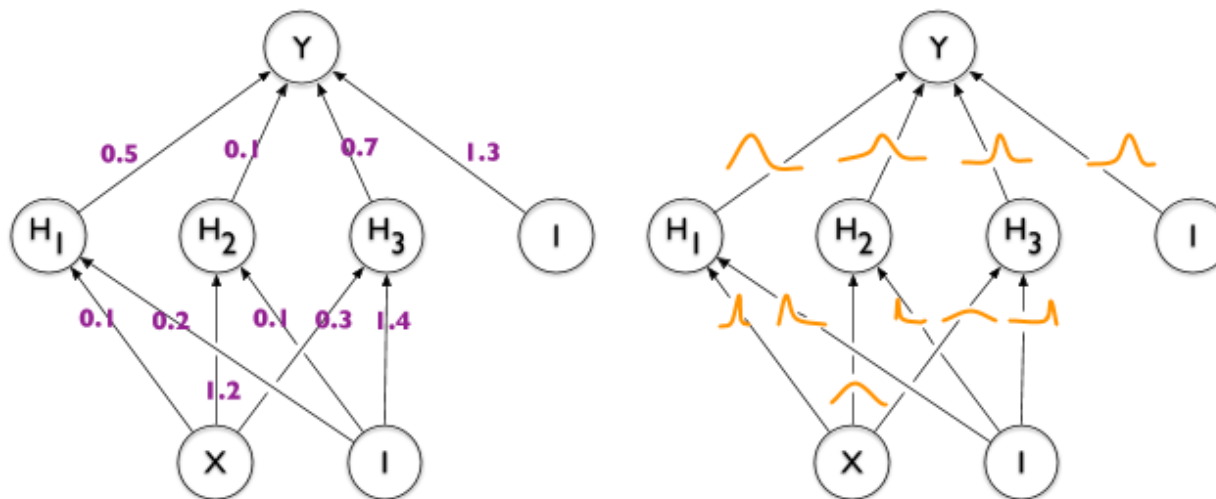
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<https://towardsdatascience.com/fixing-your-machine-learning-models-failure-points-e3ec0a047895>)

# Probabilistic ML

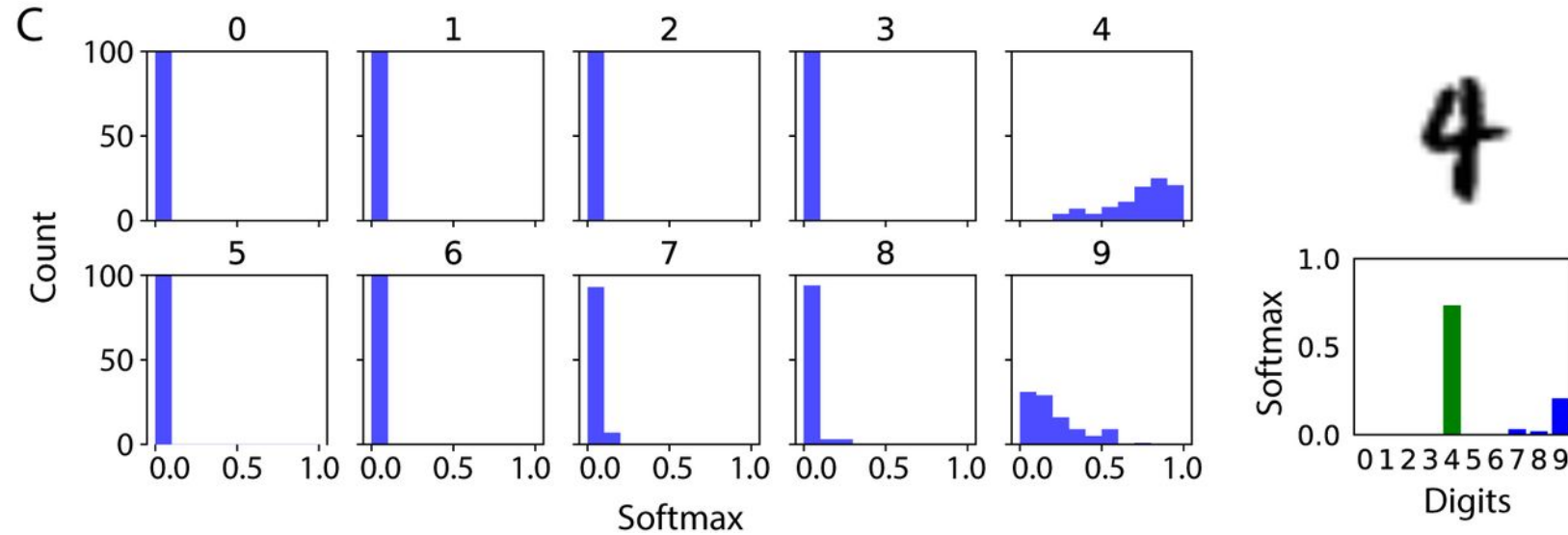
---



Concept of Bayesian neural networks (from <https://sanjaykthakur.com/2018/12/05/the-very-basics-of-bayesian-neural-networks/>)

# Probabilistic ML

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Bayesian neural networks classifying FashionMNIST and MNIST

## UNSUPERVISED LEARNING 101

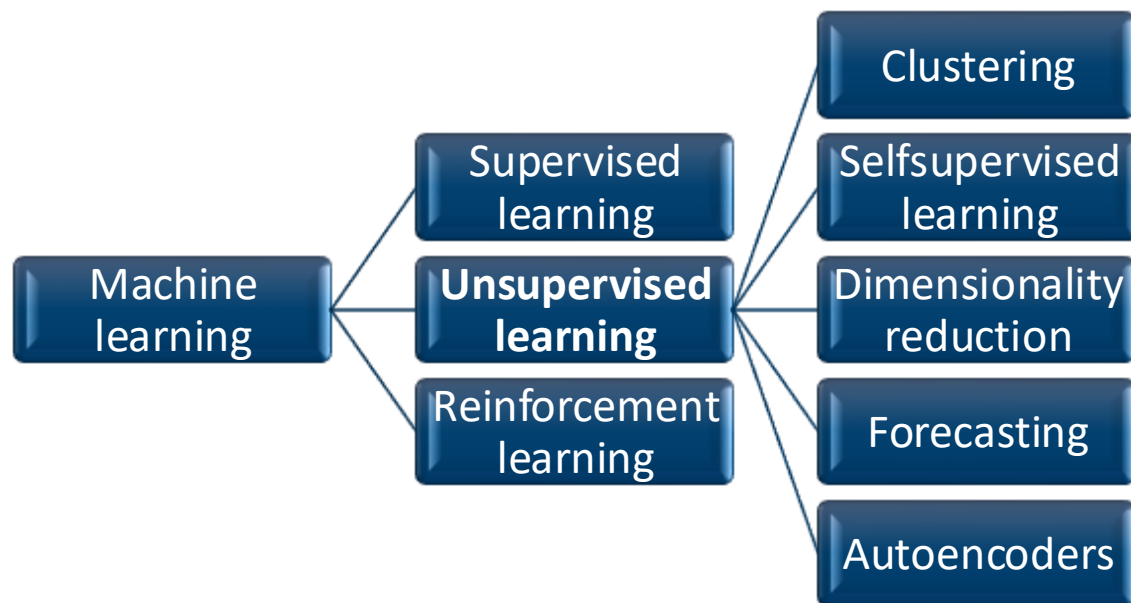
Bjørn Magnus Mathisen

Katarzyna Michałowska

# Unsupervised learning

- Unlabelled data
- Finding patterns in the data
- Making the data more meaningful

	sepal_length	sepal_width	petal_length	petal_width	species
0	5.1	3.5	1.4	0.2	setosa
1	4.9	3.0	1.4	0.2	setosa
2	4.7	3.2	1.3	0.2	setosa
3	4.6	3.1	1.5	0.2	setosa
4	5.0	3.6	1.4	0.2	setosa



Supervised learning is the cherry!

# Clustering

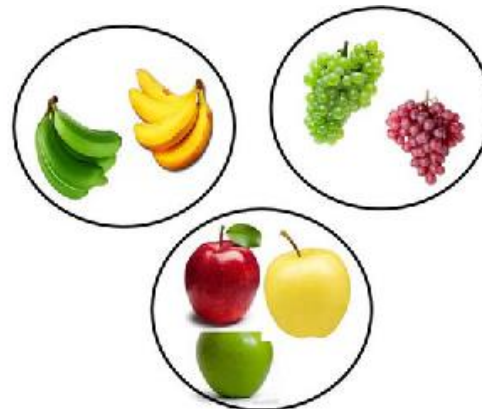
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Grouping objects to simultaneously obtain:

1. **Similar** objects in the same group
2. **Dissimilar** objects separated into different groups



(a)

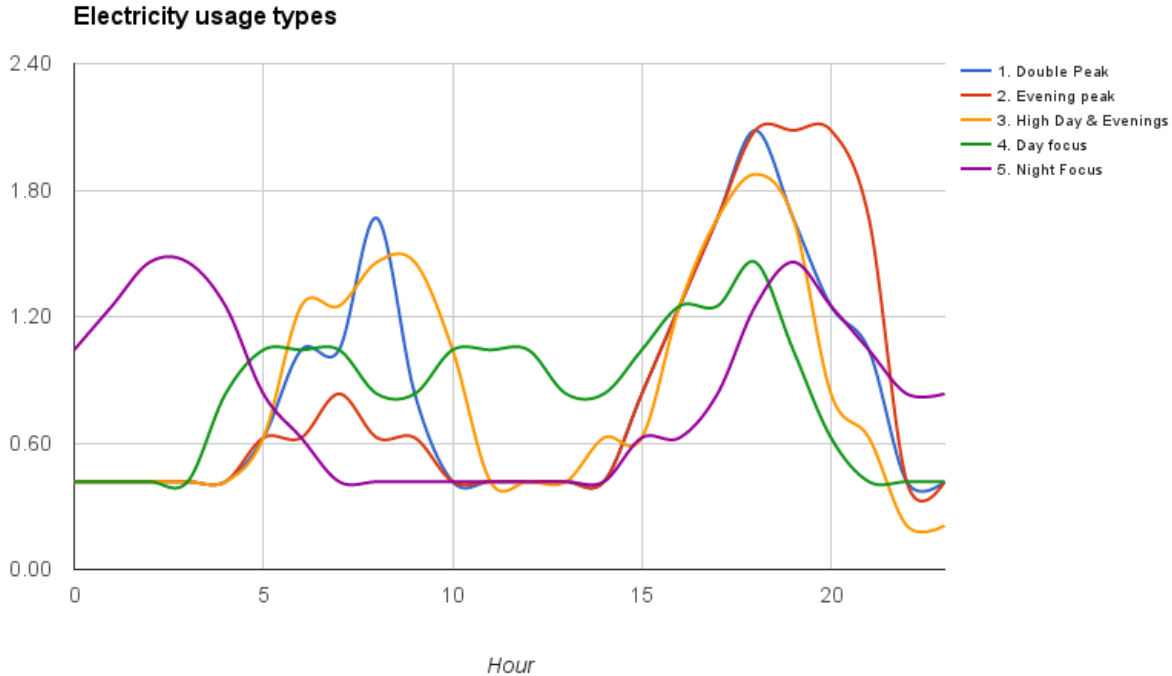
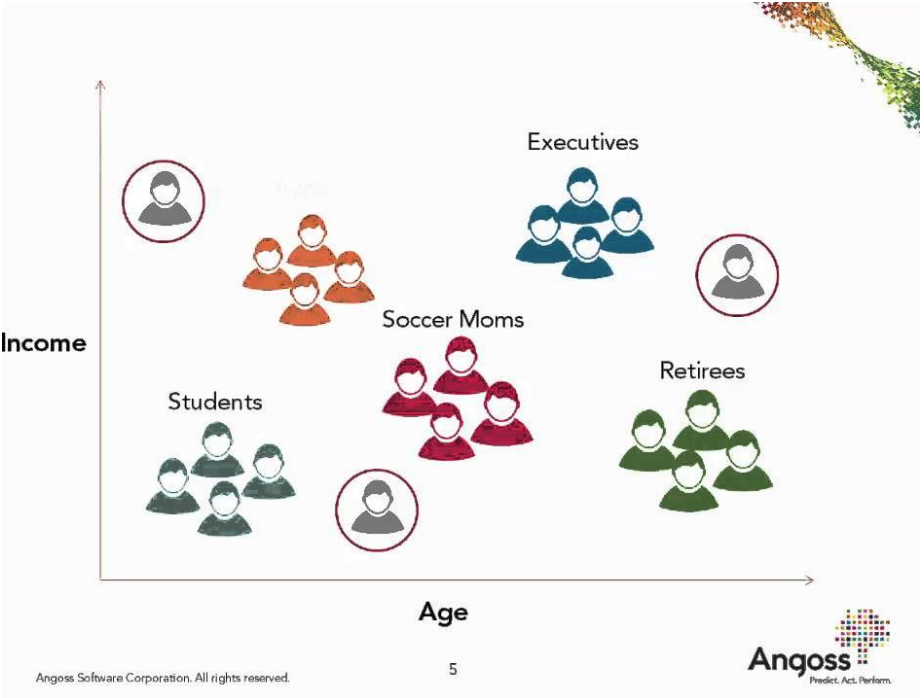


(b)



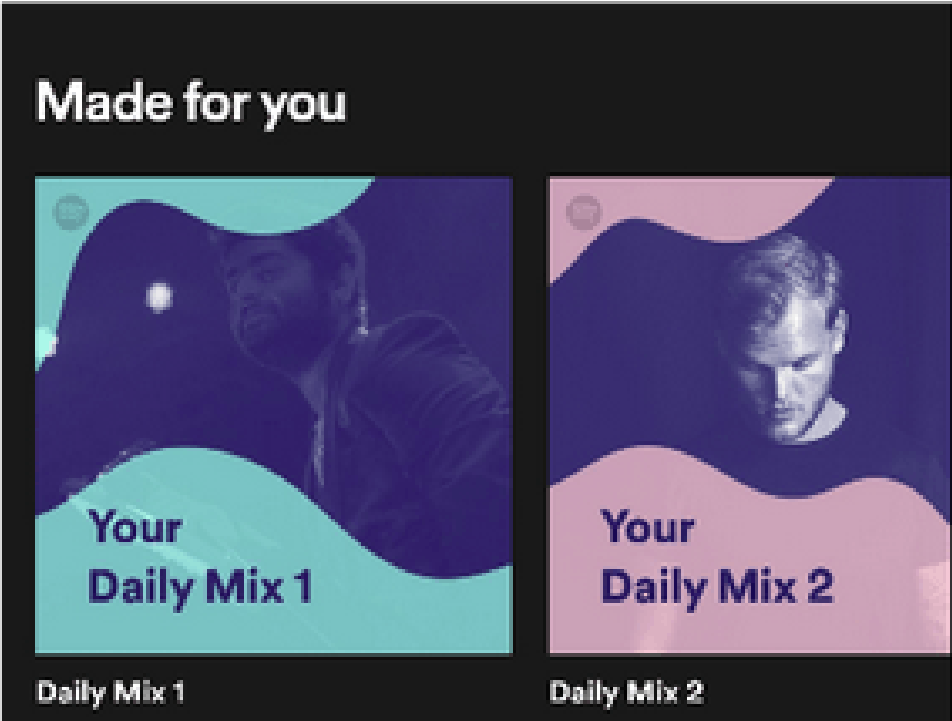
(c)

# Clustering example: Consumer segmentation





# Clustering example: Recommender systems



## Recommended for you, Thomas



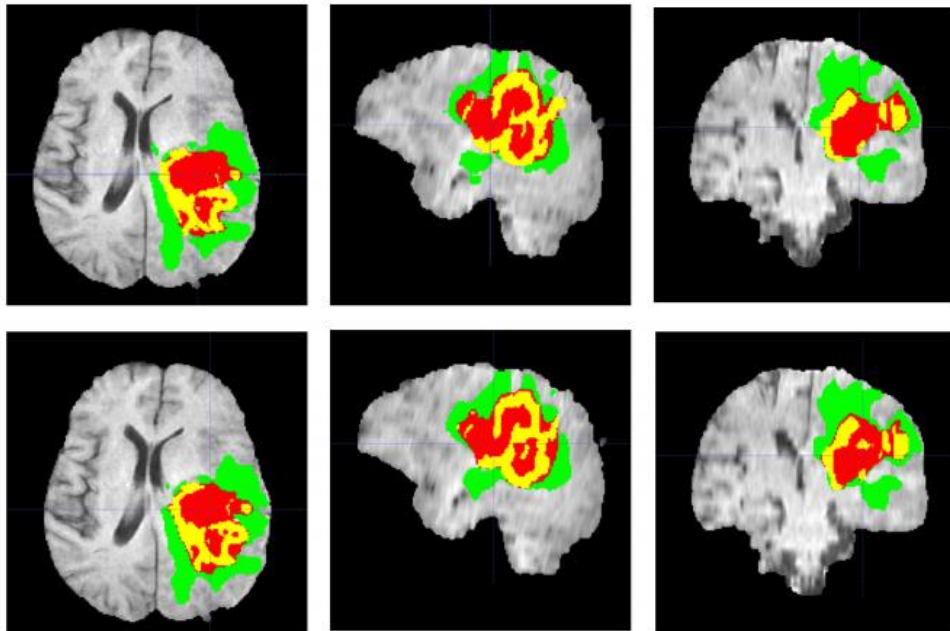
Exercise & Fitness Equipment  
8 ITEMS



Health, Fitness & Dieting Books  
37 ITEMS

# Clustering example: Image segmentation

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# Clustering: Other applications

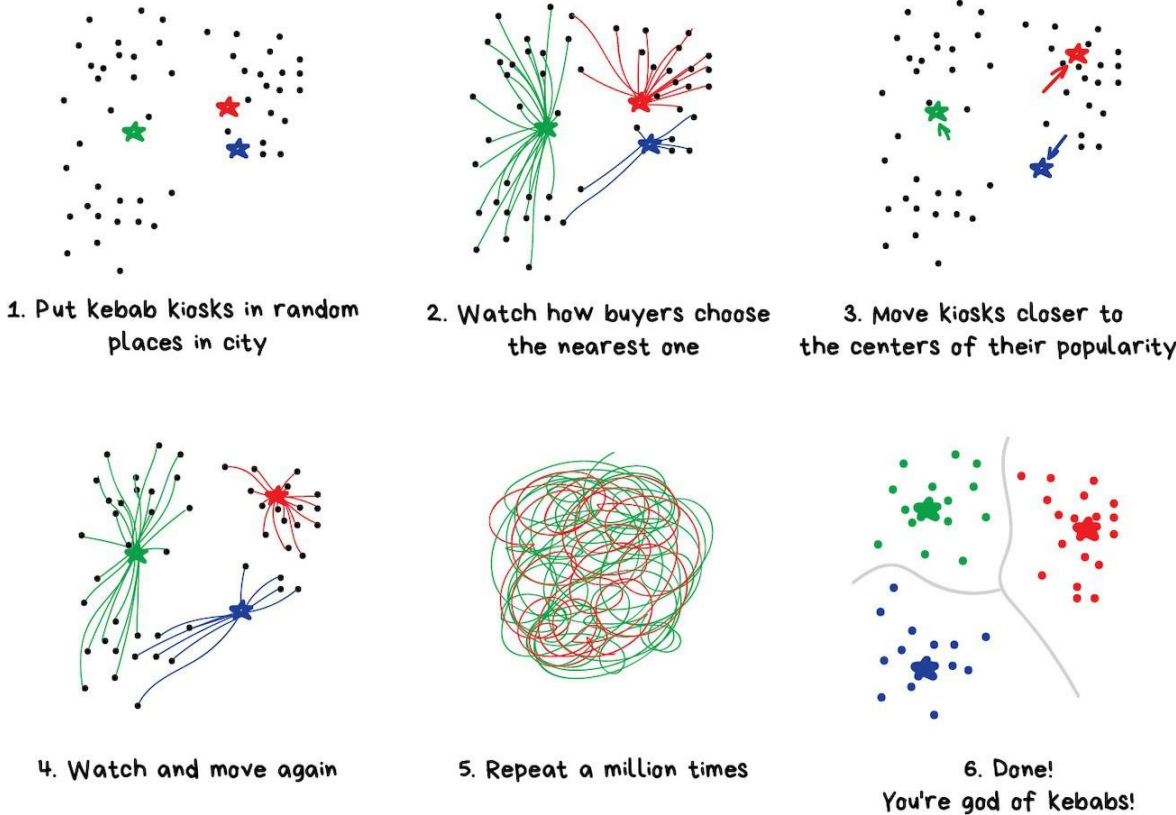
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- Document segmentation;
- Taxonomy;
- Gene expression clustering;
- Social network analysis;
- Denoising;
- Anomaly detection...

# Clustering: Algorithm K-means

PUT KEBAB KIOSKS IN THE OPTIMAL WAY  
(also illustrating the K-means method)

kiosk = cluster centroid  
buyer = observation  
(x,y) position of a buyer = features describing an observation



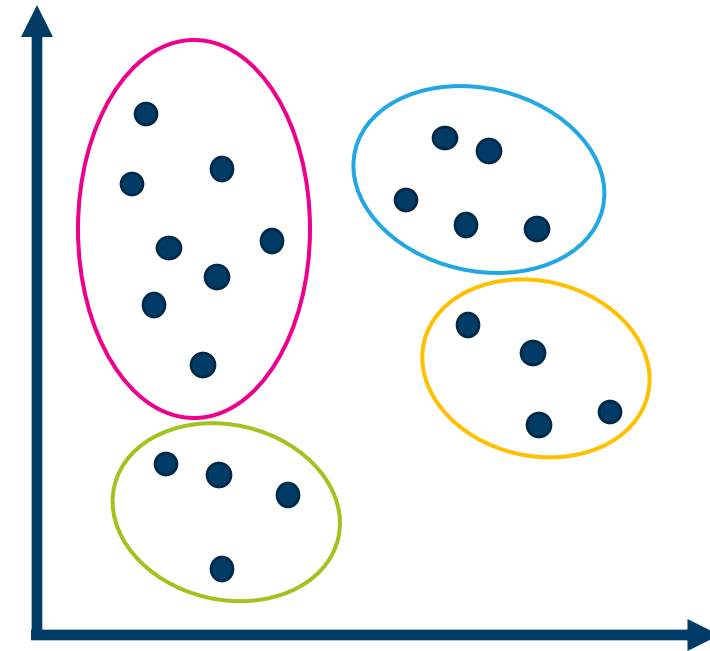
# Clustering: Optimal number of clusters

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The 'best' number of clusters depends on the application

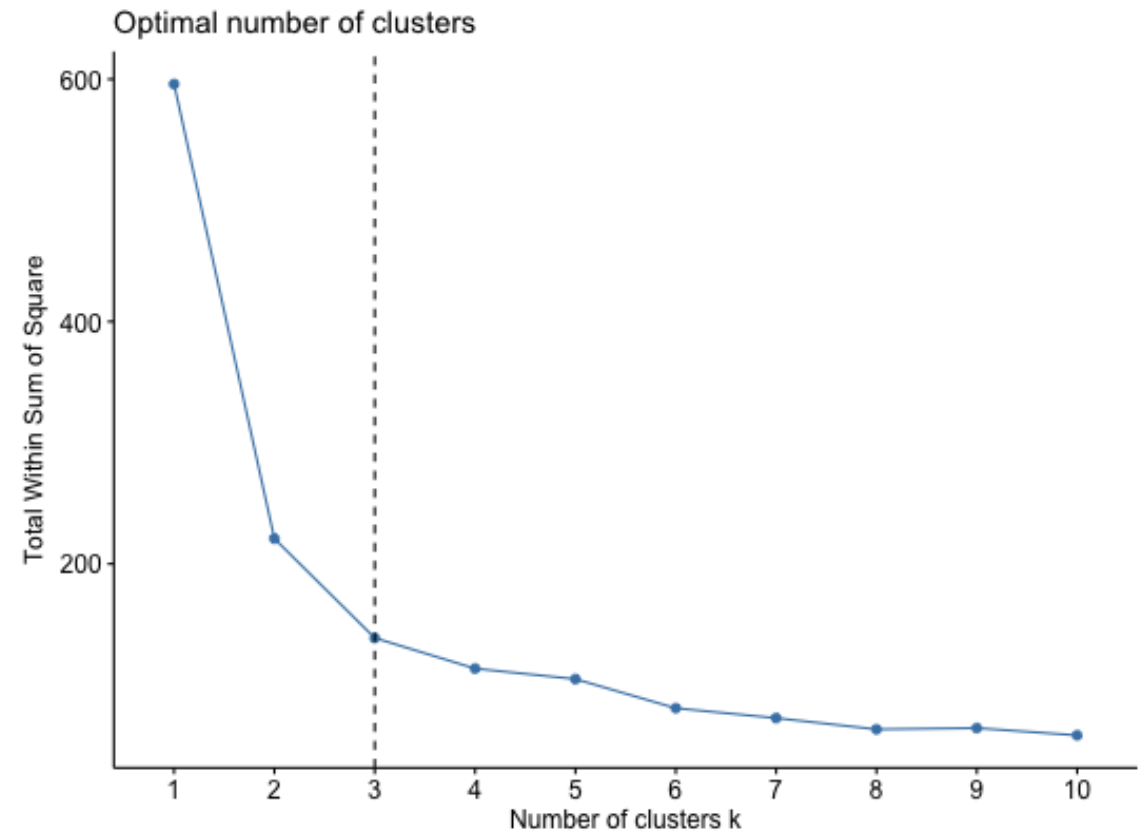
Think about:

- Geographical regions of different sizes
- Taxonomic families
- Etc.

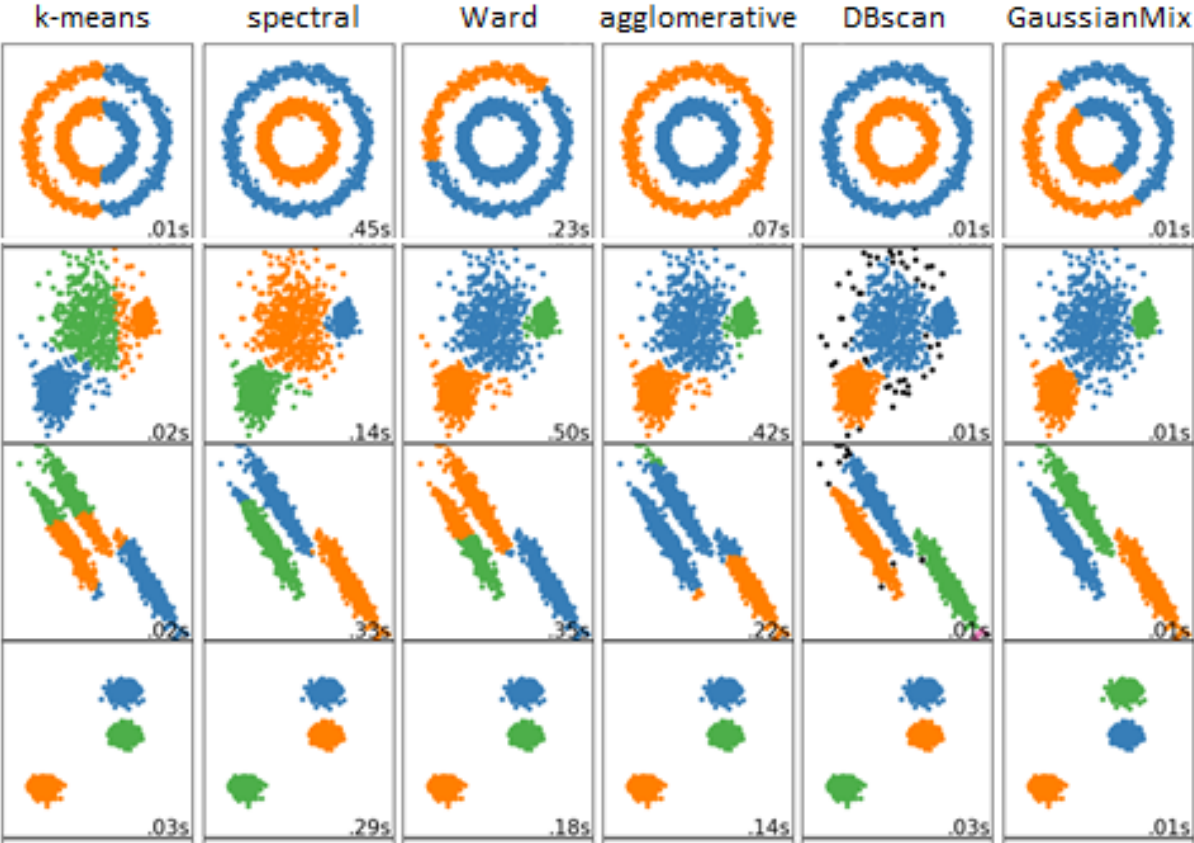


# Clustering: Optimal number of clusters

- No ground truth = no ideal answer!
- Based on:
  - How well the clusters are separated  
-> Maximize the distances
  - How similar are the observations within clusters  
-> Minimize the distances
- Elbow method: How tight are the clusters?



# Clustering: Selection of methods



No Free Lunch Theorem!  
• No algorithm can perform ideally on all data

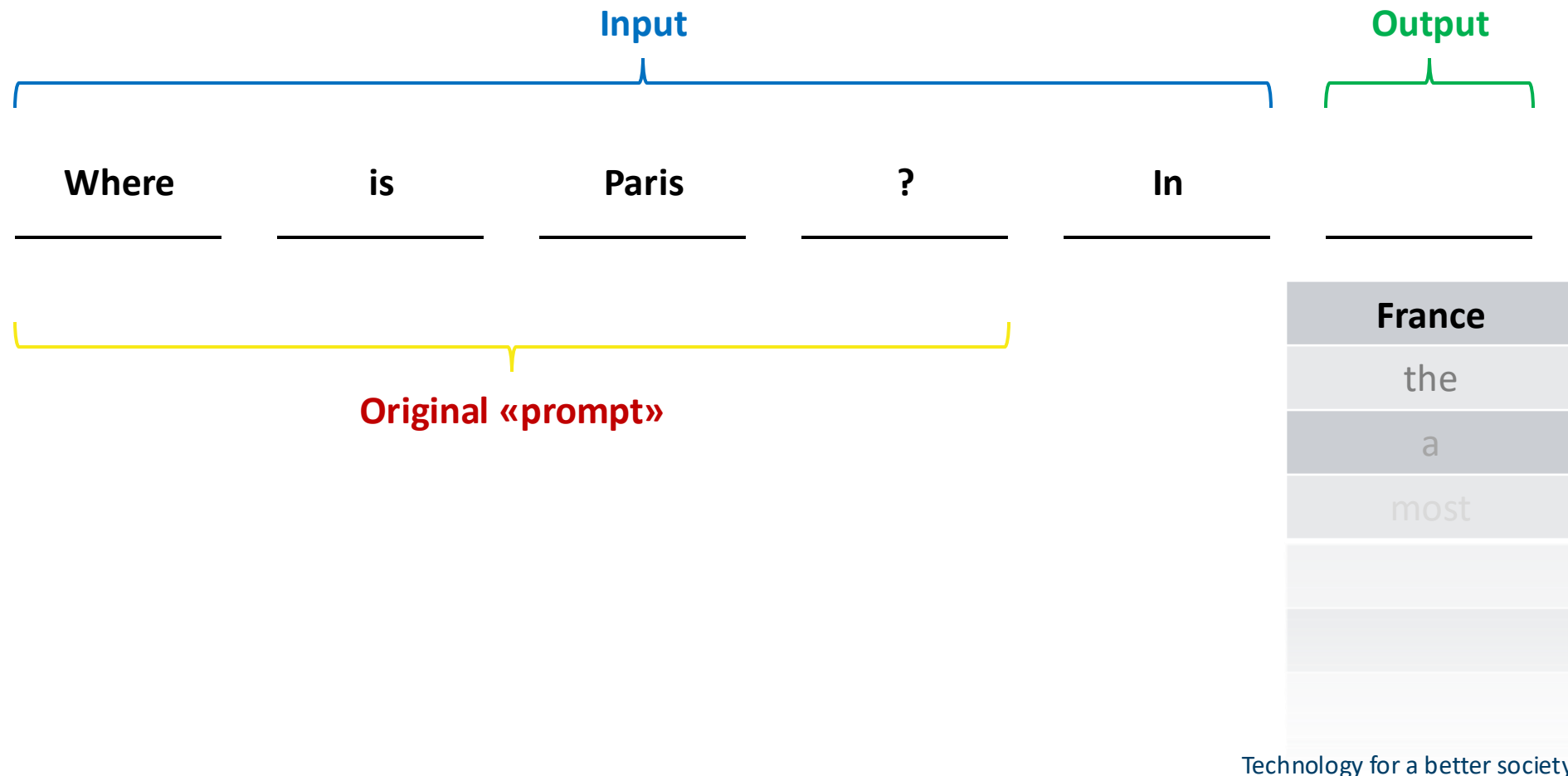
[scikit-learn.org/stable/modules/clustering.html#overview-of-clustering-methods](https://scikit-learn.org/stable/modules/clustering.html#overview-of-clustering-methods)

# Selfsupervised learning

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# Selfsupervised learning



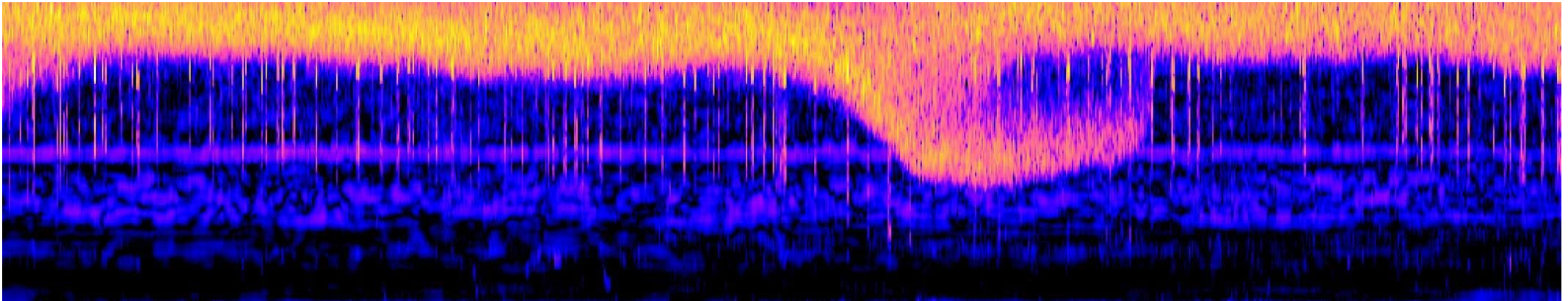
# Selfsupervised learning

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- Text
- Pictures
- Timeseries
- Video
- Even..

# Selfsupervised learning

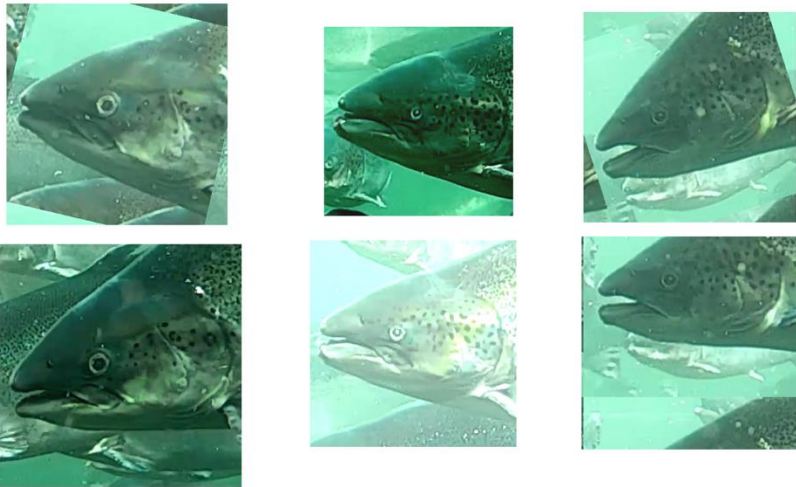
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Echobert. Måløy et al.

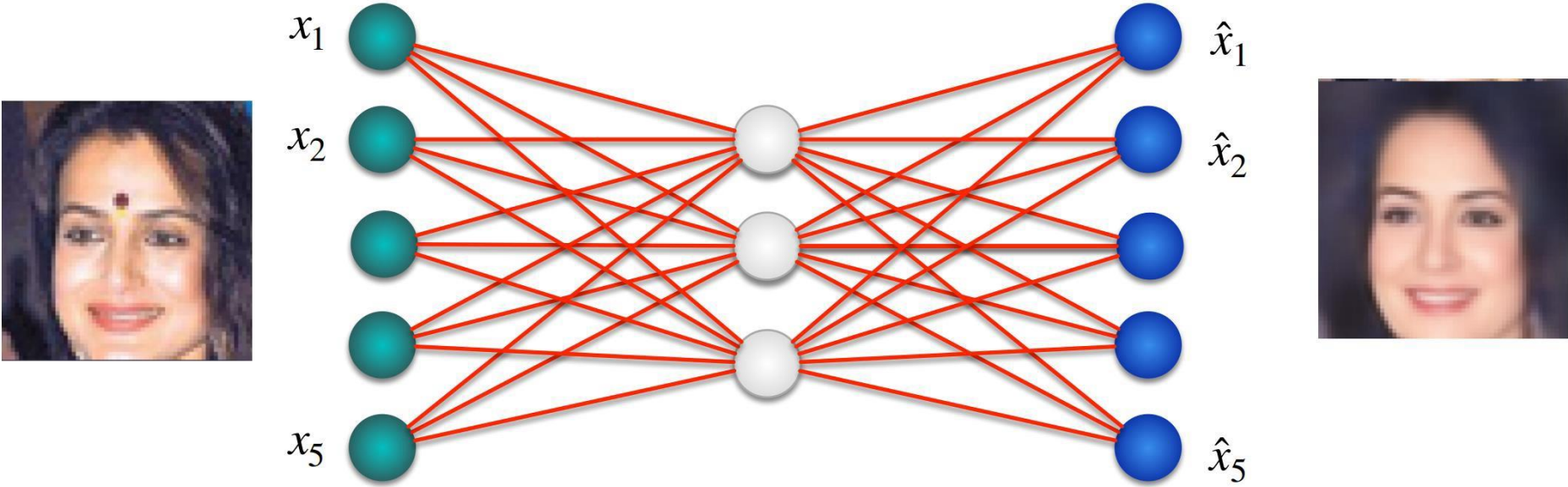
# Selfsupervised learning – cheat codes

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Fishnet. Mathisen et al.

# Honorable mentions - VAE

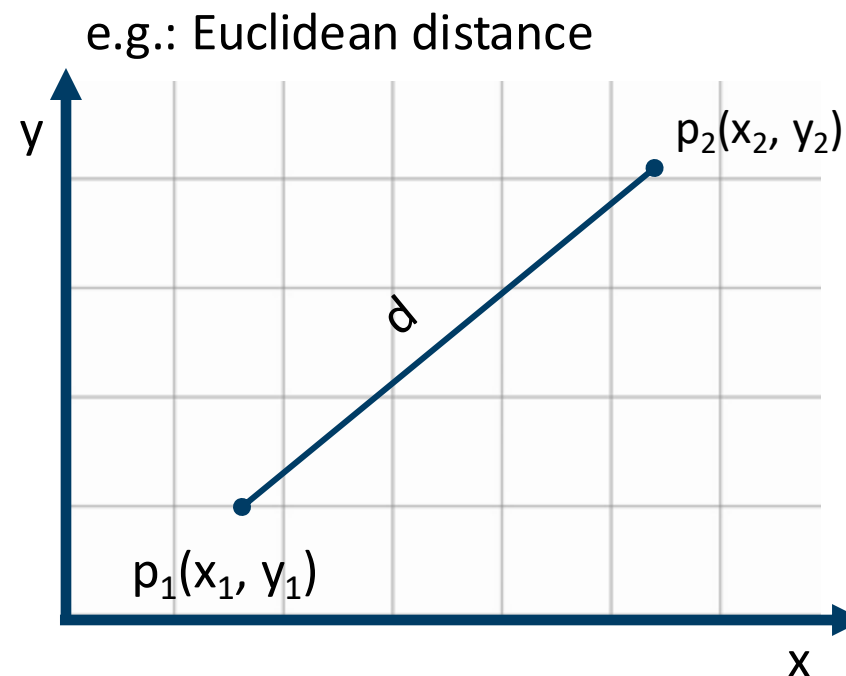


Face image source: Tolstikhin et al., ICLR 2018

# How to measure similarity?

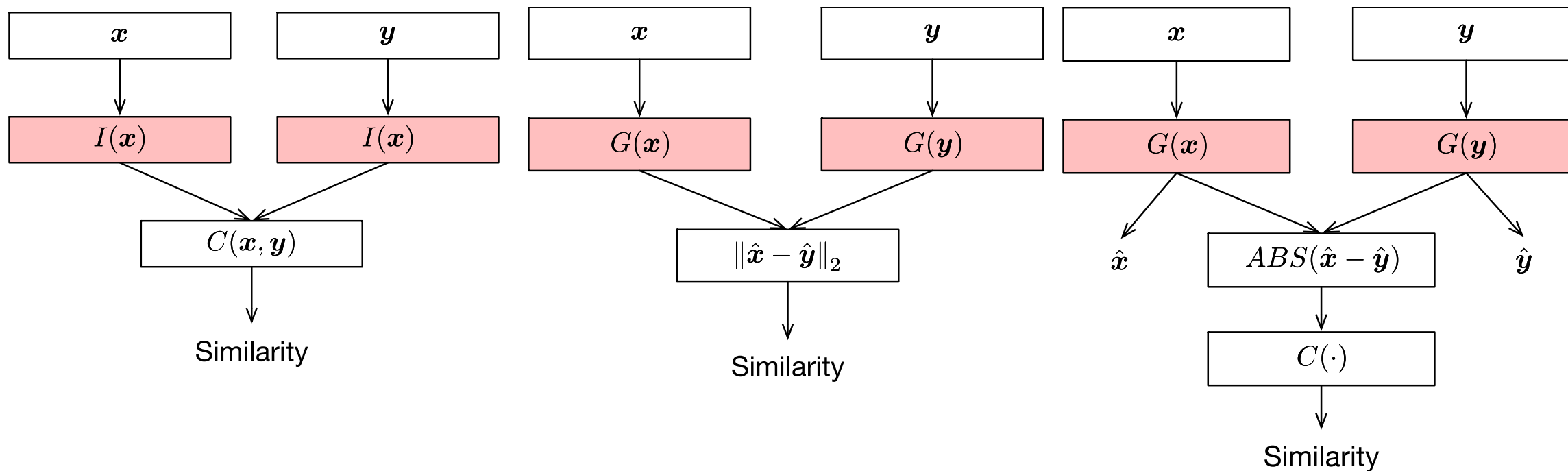
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- Limited to *description* of observations
- Similarity between observations is defined using inter-observation distance measures or correlation-based distance measures



$$d = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + \dots}$$

# How to learn the measure of similarity?



Mathisen, B.M., Aamodt, A., Bach, K. *et al.* Learning similarity measures from data. *Prog Artif Intell* **9**, 129–143 (2020). <https://doi.org/10.1007/s13748-019-00201-2>

# Other usages for SSL / similarity

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- Embedding search (CLIP/RAG)
- ML assisted data-exploring
- Re-identification (faces, fishes, signatures)



# Implementations

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 Keras

PYTORCH

# Take home messages

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- Each context is different
- The model is the data!
- Experimentation is key
- Lots of tricks lies in the preprocessing and data exploration
  - Not all features are important
  - Finding the correct method is an art



# Take home messages

---

- Each context is different
- The model is the data!
- Experimentation is key
- Lots of tricks lies in the preprocessing and data exploration
  - Not all features are important
  - Finding the correct method is an art





Technology for a better society

# Projects

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- **SESAR EU Exploratory research  
PROJECT SynthAir - Improved ATM  
automation and simulation through  
AI-based universal models for  
synthetic data generation**
- **Subzerospace**