

# Introduction to AI Engineering

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Code Sync, London, 2018  
Garrett Smith  
Founder, Guild AI

HI



**guild.ai**

AI



# Artificial General Intelligence (AGI)

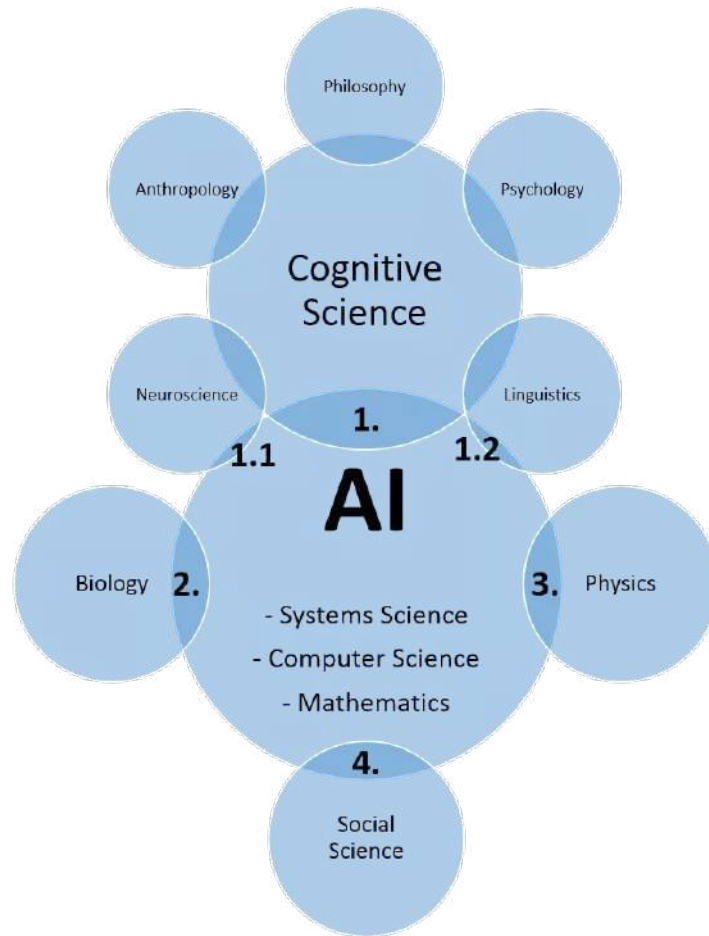
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Photographer: Joe Mehling

The study is to proceed on the basis of the conjecture that every aspect of learning or any other feature of intelligence can in principle be so precisely described that a machine can be made to simulate it. An attempt will be made to find how to make machines use language, form abstractions and concepts, solve kinds of problems now reserved for humans, and improve themselves.

*J. McCarthy et al.; Aug. 31, 1955*





AI  $\neq$  AGI

(for our purposes)

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AI  $\approx$  Intelligent Systems

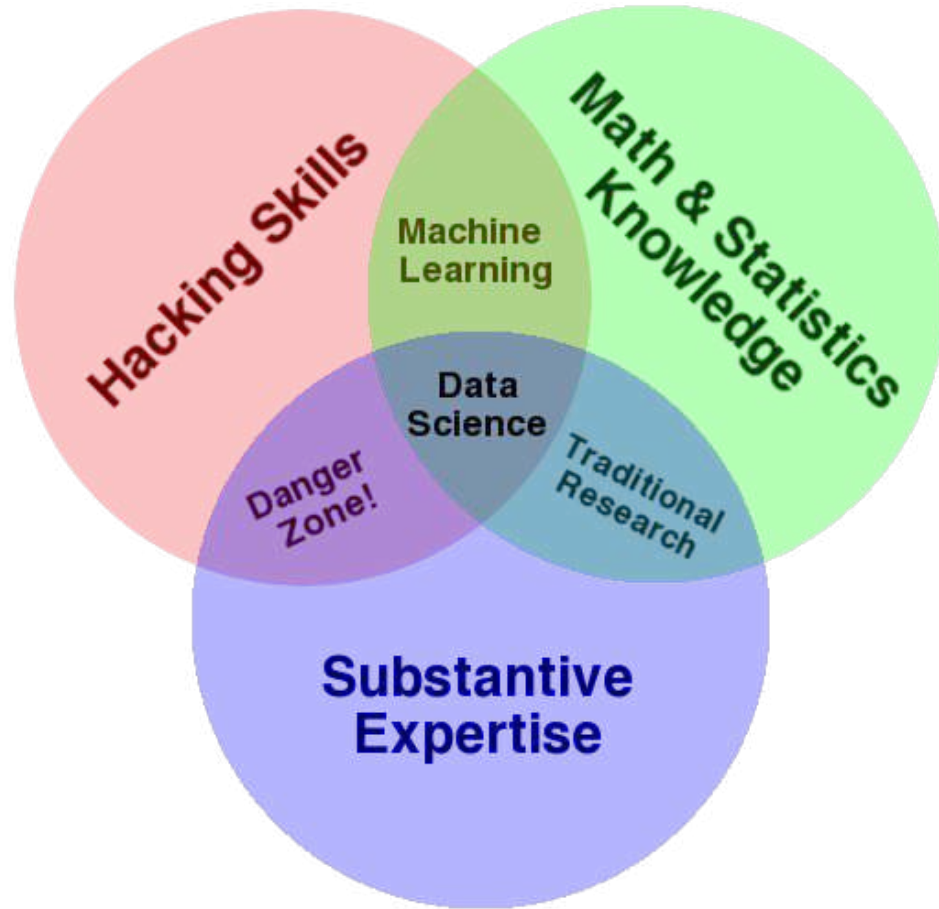
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“Hyper-automation”



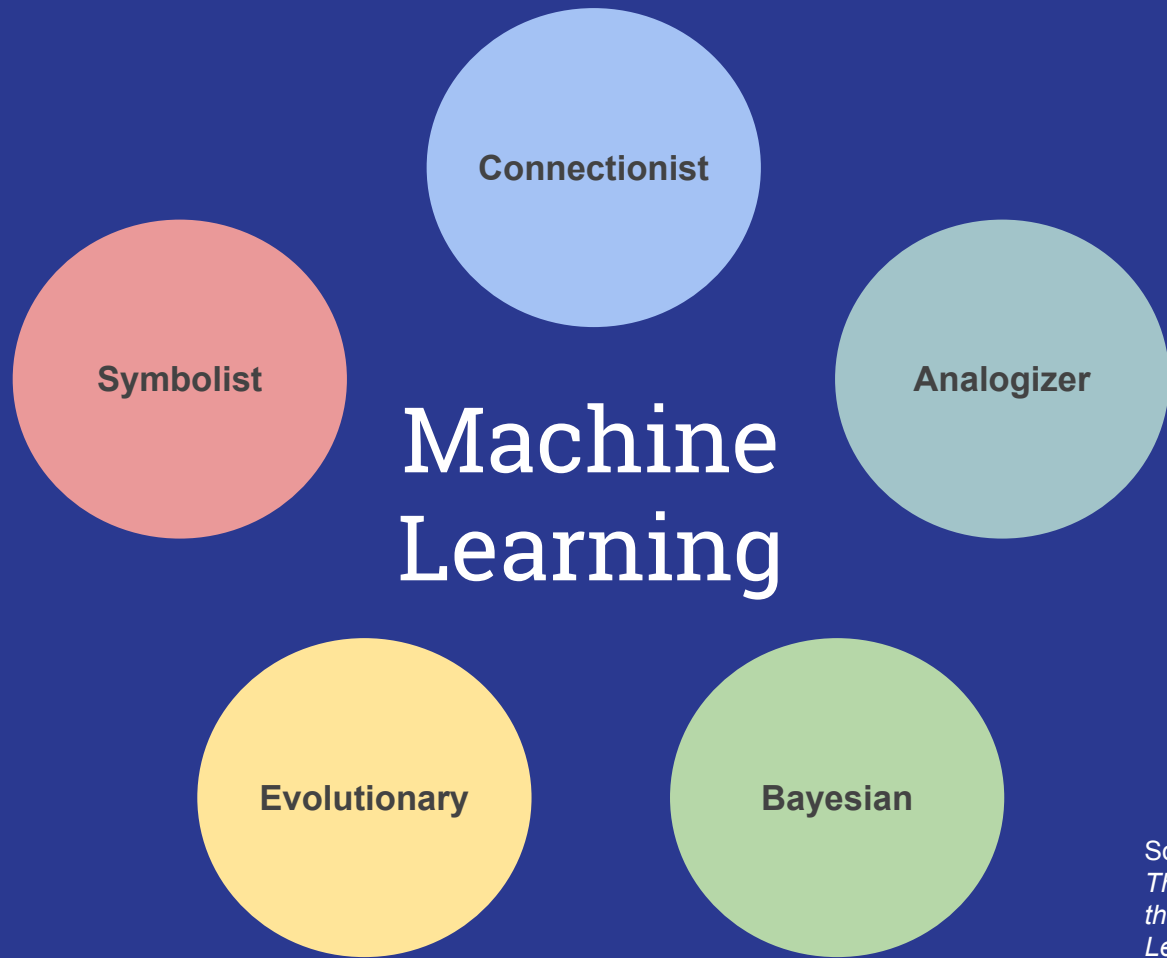
# Data Science





# Machine Learning





# Machine Learning

**Symbolist**

**Connectionist**

**Analogizer**

**Evolutionary**

**Bayesian**

Source: Domingos, Pedro.  
*The Master Algorithm: How the Quest for the Ultimate Learning Machine Will Remake Our World.*

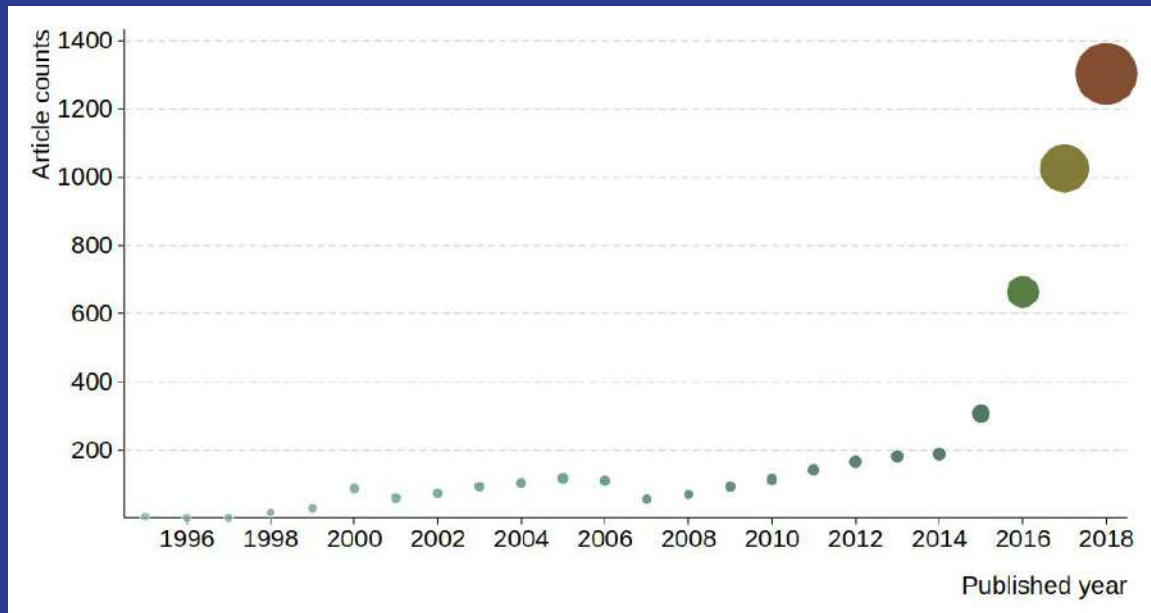
	Symbolist	Connectionist	Evolutionary	Bayesian	Analogizer
Representation	Logic	Neural Networks	Genetic Programs	Graphical Models	Support Vectors
Evaluation	Accuracy	Squared Error	Fitness	Posterior Probability	Margin
Optimization	Inverse Deduction	Gradient Descent	Generic Search	Probabilistic Inference	Constrained Optimization

Source: Domingos, Pedro. *The Master Algorithm: How the Quest for the Ultimate Learning Machine Will Remake Our World.*



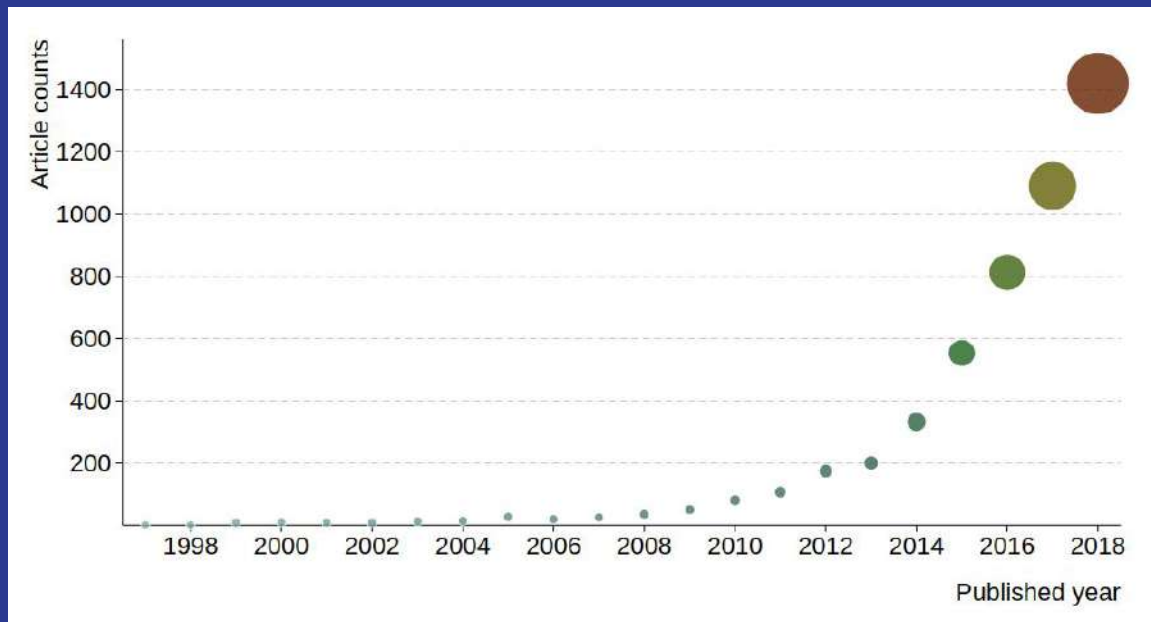
# arXiv - Artificial Intelligence (cs.AI)

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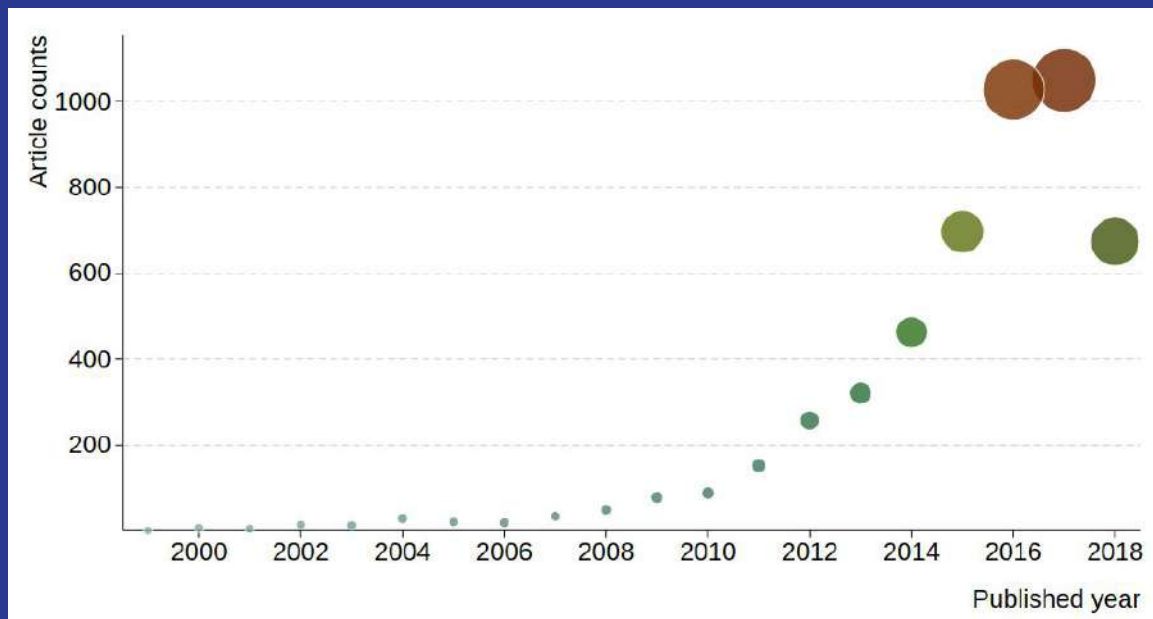
# arXiv - Machine Learning (cs.LG)

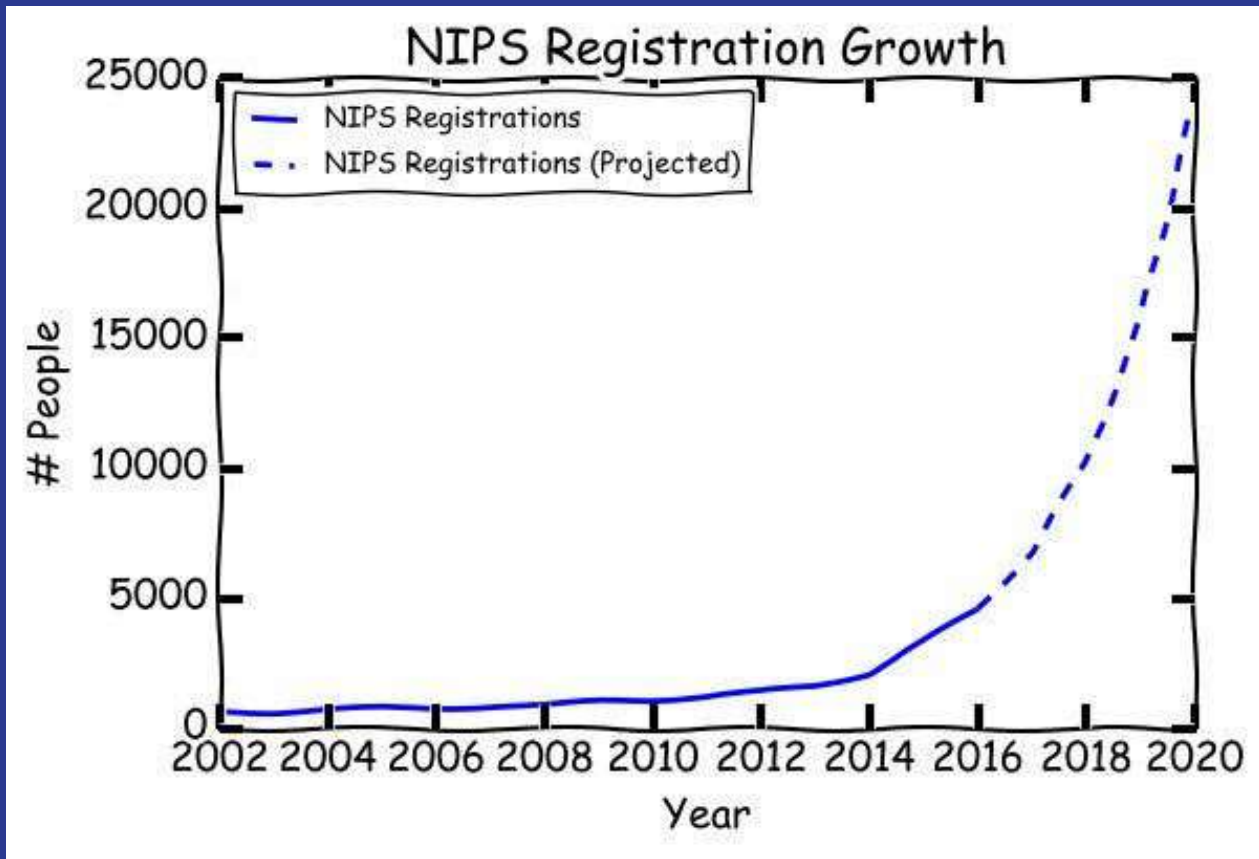
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# arXiv - Computer Vision and Pattern Recognition (cs.CV)

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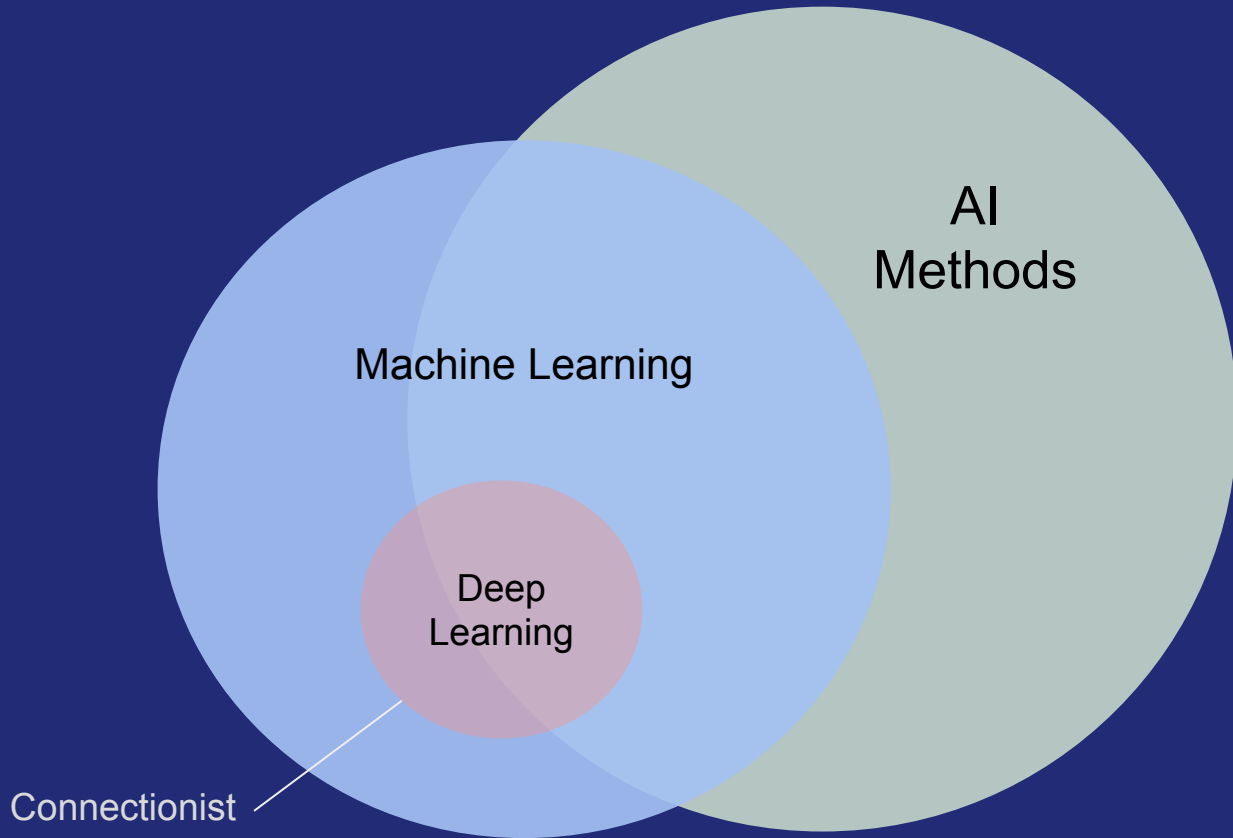


Source: *Ian Goodfellow*

# Deep Learning







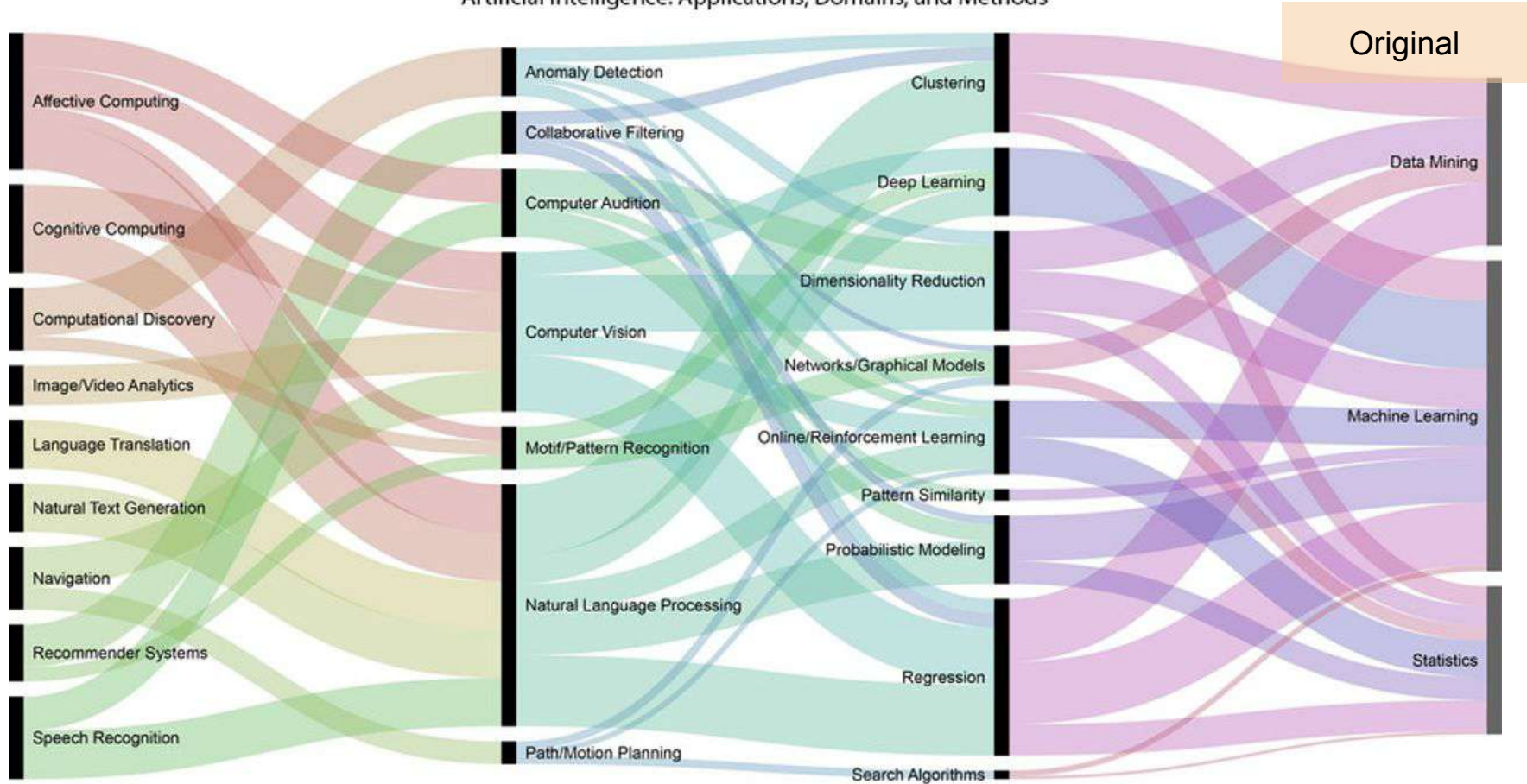
AI  
Methods

Machine Learning

Deep  
Learning

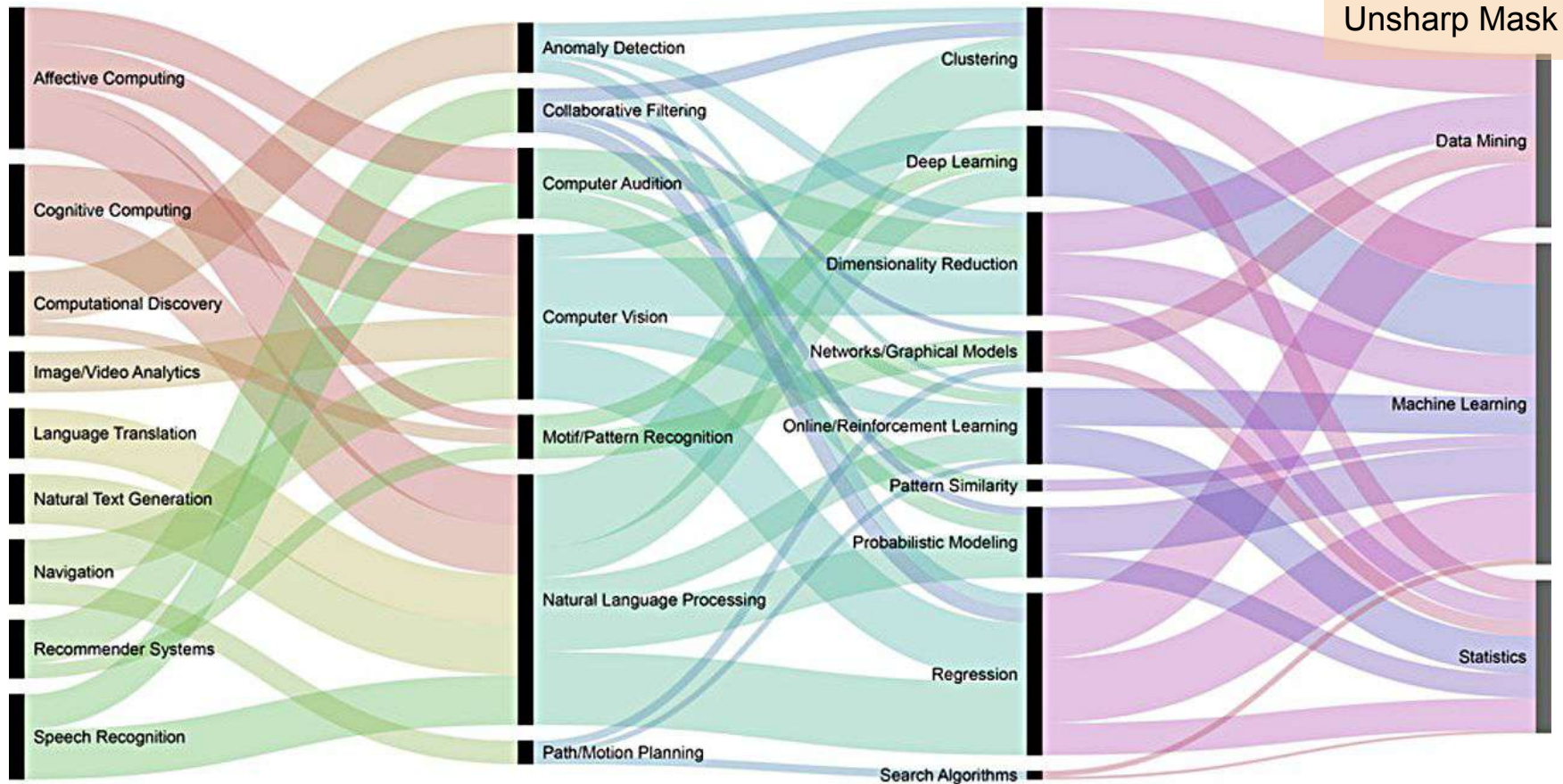
Connectionist

# Artificial Intelligence: Applications, Domains, and Methods



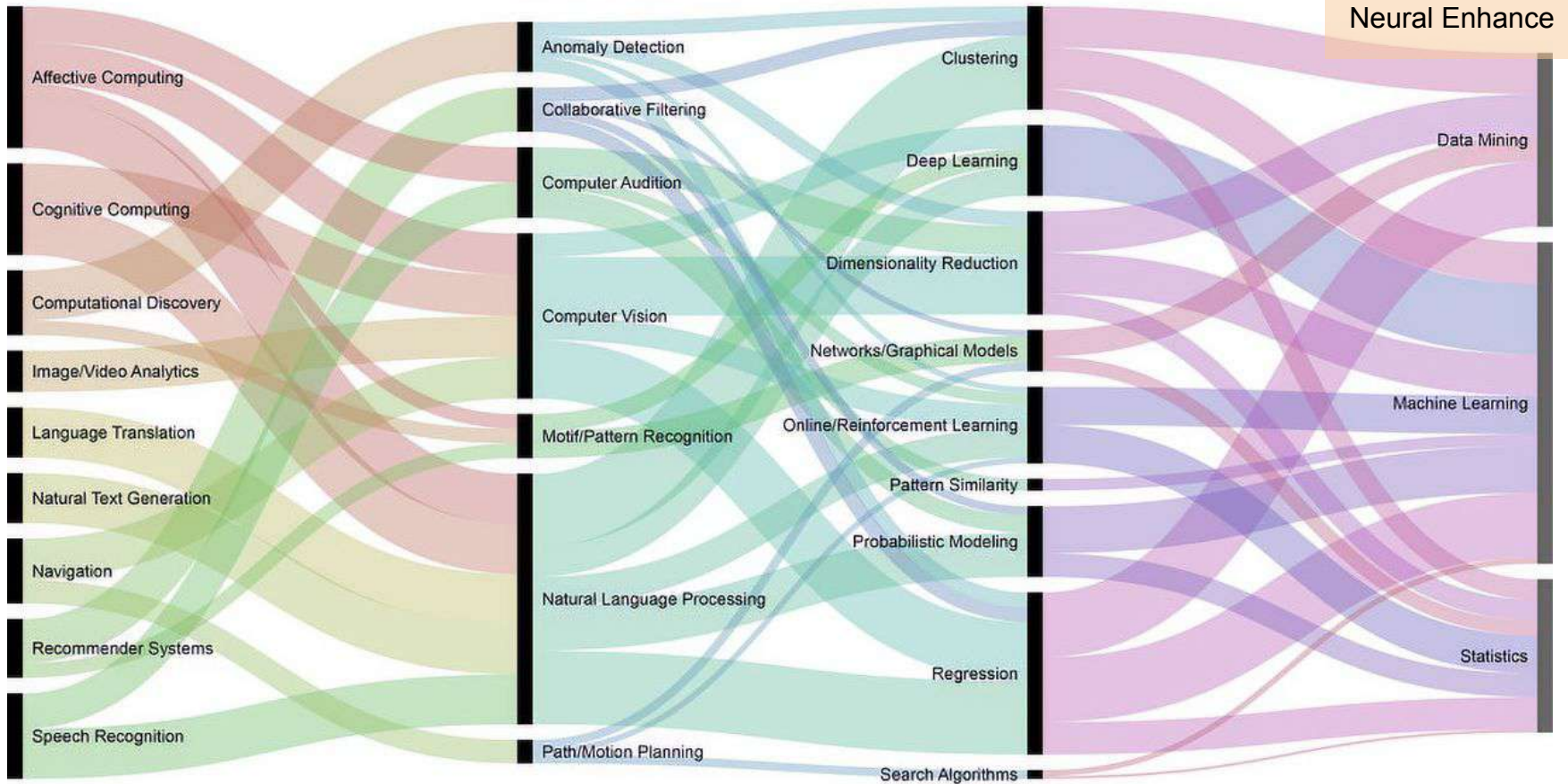


# Artificial Intelligence: Applications, Domains, and Methods



Unsharp Mask

# Artificial Intelligence: Applications, Domains, and Methods

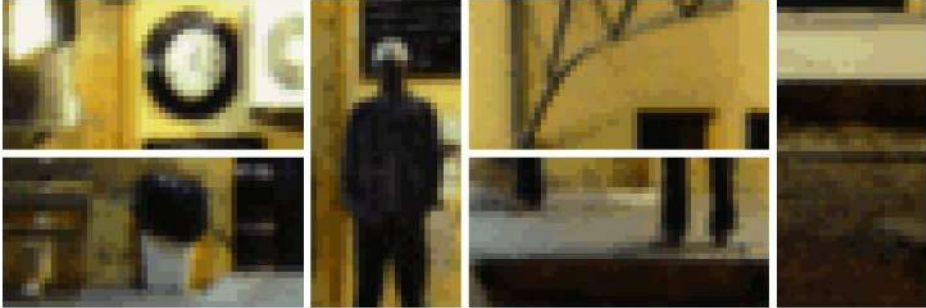


# alexjc/neural-enhance on GitHub

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README.rst

## Neural Enhance



**Example #1** — Old Station: [view comparison](#) in 24-bit HD, [original photo](#) CC-BY-SA @siv-athens.

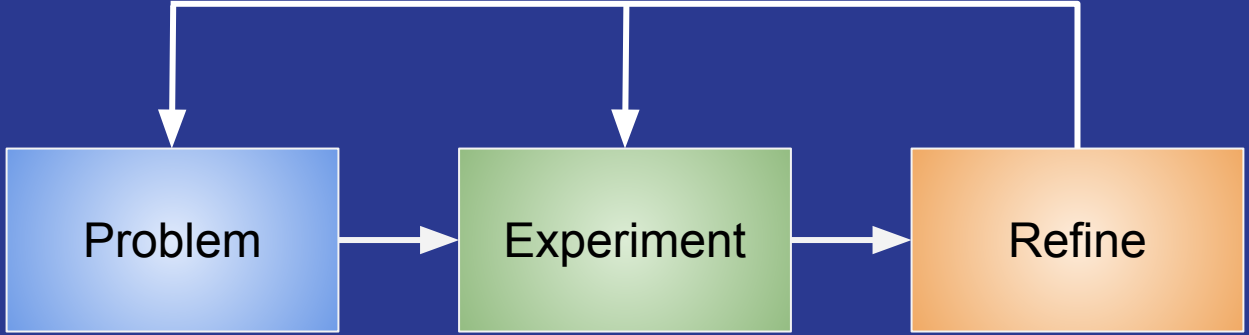
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[As seen on TV!](#) What if you could increase the resolution of your photos using technology from CSI laboratories? Thanks to deep learning and [#Neura1Enhance](#), it's now possible to train a neural network to zoom in to your images at 2x or even 4x. You'll get even better results by increasing the number of neurons or training with a dataset similar to your low resolution image.



# Methodology





Data

Models and Algorithms

Compute

# Three roles

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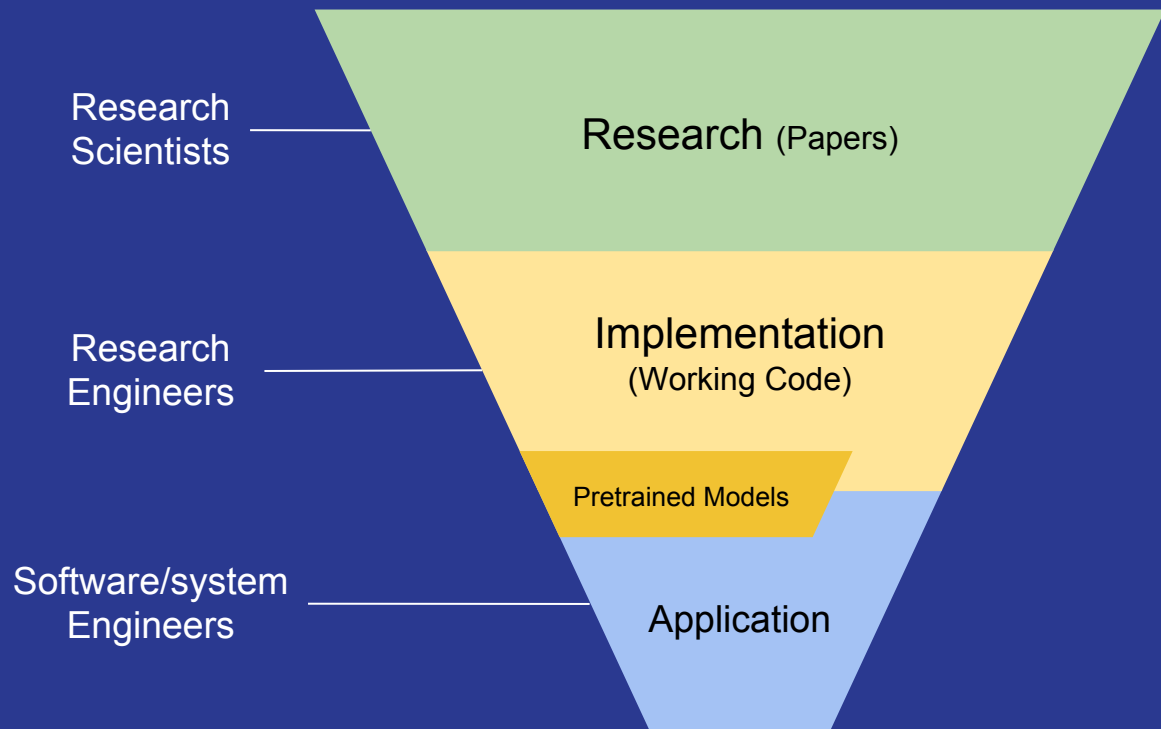
Research scientist

Research engineer

Software/system engineer

# Content funnel

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# Best Paper - CVPR 2018

## Taskonomy: Disentangling Task Transfer Learning

Amir R. Zamir<sup>1,2</sup> Alexander Sax<sup>1\*</sup> William Shen<sup>1\*</sup> Leonidas Guibas<sup>1</sup> Jitendra Malik<sup>2</sup> Silvio Savarese<sup>1</sup>

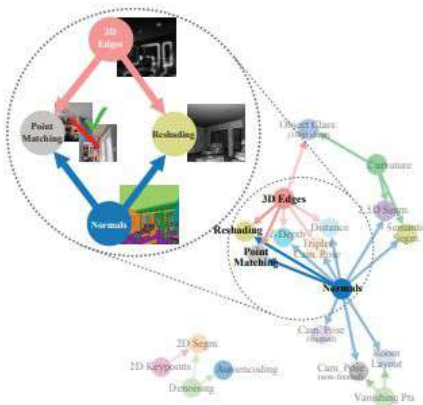
<sup>1</sup> Stanford University <sup>2</sup> University of California, Berkeley

<http://taskonomy.vision/>

### Abstract

*Do visual tasks have a relationship, or are they unrelated? For instance, could having surface normals simplify estimating the depth of an image? Intuition answers these questions positively, implying existence of a **structure** among visual tasks. Knowing this structure has notable values; it is the concept underlying transfer learning and provides a principled way for identifying redundancies across tasks, e.g., to seamlessly reuse supervision among related tasks or solve many tasks in one system without piling up the complexity.*

*We propose a fully computational approach for modeling the structure of space of visual tasks. This is done via finding (first and higher-order) transfer learning dependencies across a dictionary of twenty six 2D, 2.5D, 3D, and semantic tasks in a latent space. The product is a computational taxonomic map for task transfer learning. We study the consequences of this structure, e.g. nontrivial emerged*



8328v1 [cs.CV] 23 Apr 2018

# StanfordVL/taskonomy on GitHub

README.md

Top 5 prediction:  
television room  
living room  
home office  
home theater  
office

Scene Classification

Top 5 prediction:  
home theater, hon  
entertainment cen  
television, televisi  
studio couch, day  
sliding door

Object Classification

## TASK BANK: A Unified Bank of 25 Visual Estimators

This repository shares a unified bank of pretrained models for 25 vision tasks spanning a wide range of 2D, 3D, and semantic problems. Given a query image, the produced 25 estimations give a broad visual understanding useful for different

# http://taskonomy.stanford.edu/tasks/

## Task Bank Demo

We provide a demo where you can upload (or use a preselected image) and visualize the outputs of different task-specific networks. The pretrained models in our TASK BANK can be [downloaded here along with visualizations code](#).

Our task-specific networks were trained on 3 million images of varied indoor scenes. You can see the statistics of the training set [here](#). If your query image severely deviates from these statistics, the performance is expected to degrade. Processing usually takes around 10 seconds.

Input Image



Surface Normals

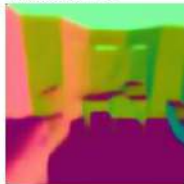
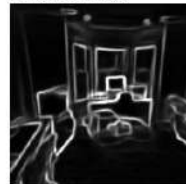


Image Reshading



2D Texture Edges



Sample Images (click to use)



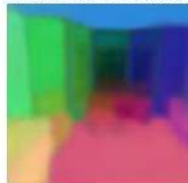
Image to upload:

No file chosen

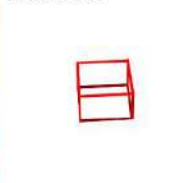
Vanishing Points



Unsupervised 2.5D Segm.



Room Layout



# Languages and Libraries

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## Python

TensorFlow

PyTorch

Keras

CNTK

Theano

Caffe

scikit-learn

NumPy

SciPy

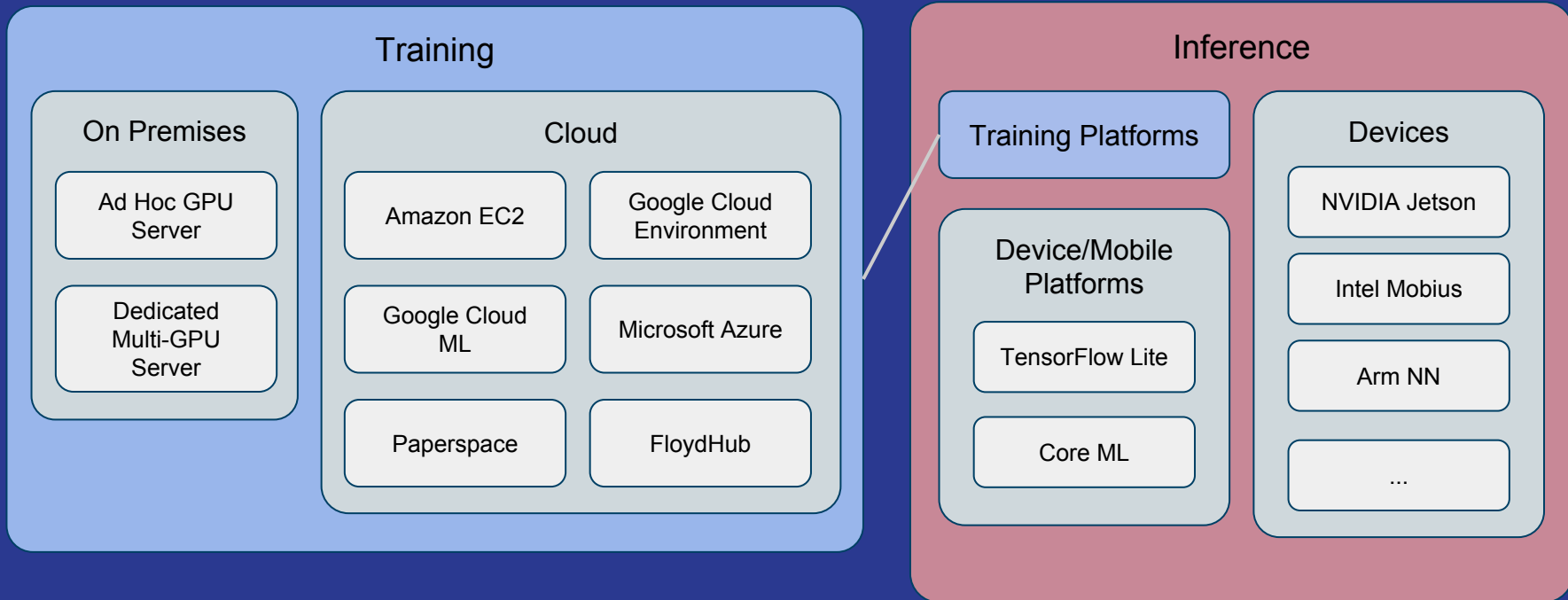
## C / C++

CUDA

Device SDKs

Everything You  
Already Know

# Systems



Hard to be an expert in everything

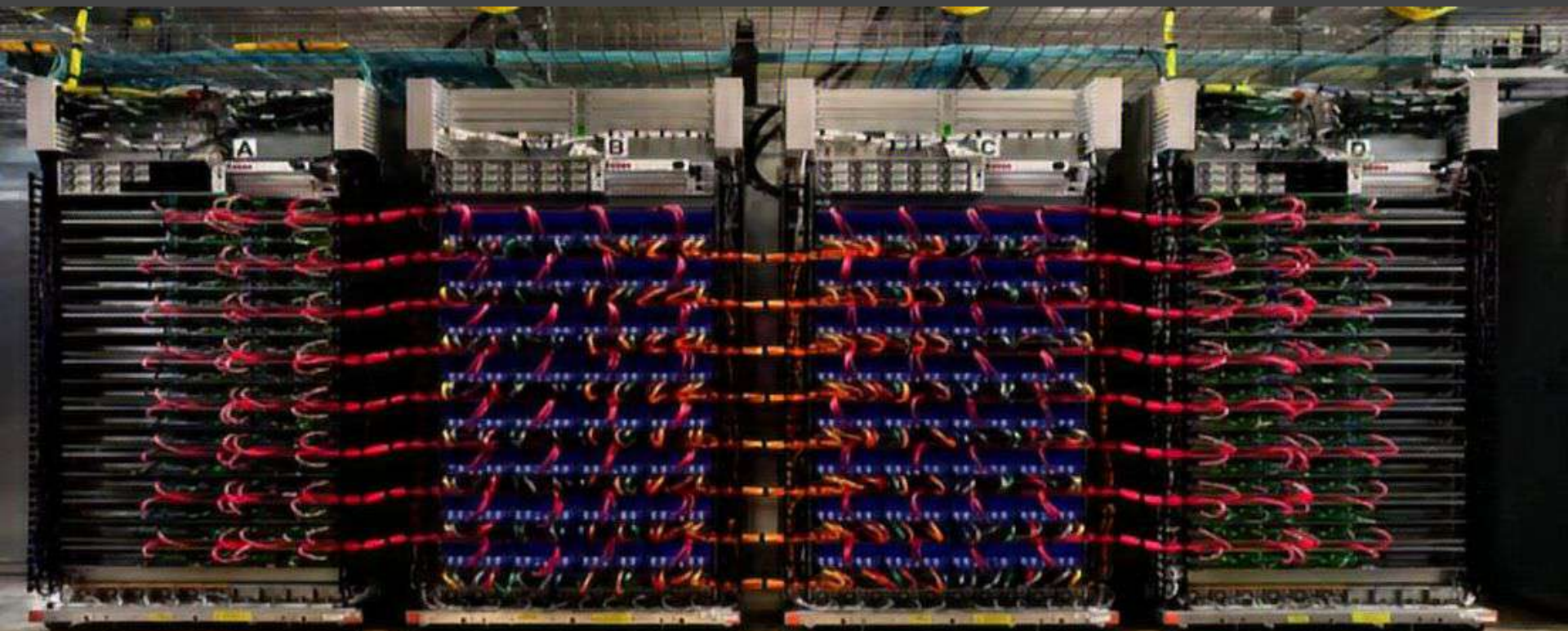
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# The Floating City Problem

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“The Data, Stupid”



# Individuals

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Build something small to start

Find a mentor or community for help

Attend local area meetups

Build something else, this time with others

Follow your nose

# Organizations

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Lower expectations

Select a senior engineer to spearhead a project

Select a problem that has multiple known solutions

Ship something non-critical

Expect to throw-away, but to learn

# Books

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*The Master Algorithm*, Pedro Domingos

*Deep Learning with Python*, Francois Chollet

*Deep Learning*, Ian Goodfellow

# Starting Projects

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Object Detection / Segmentation

Natural Language Processing

Generative Networks

Speech Recognition

# Build Stuff

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# Starting Projects

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Object Detection / Segmentation

Natural Language Processing

Generative Networks

Speech Recognition



Do It



**guild.ai**

<https://guild.ai>