

# Temperature and Entropy in AI

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# What is AI?

*It is the science and engineering of making intelligent machines, especially intelligent computer programs. It is related to the similar task of using computers to understand human intelligence, but AI does not have to confine itself to methods that are biologically observable.*

*-John McCarthy*

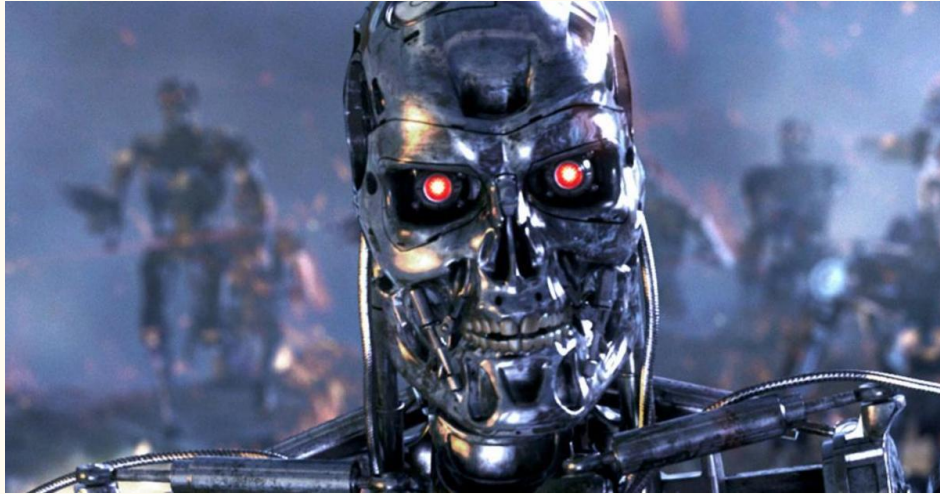
*Artificial intelligence, or AI, is the field that studies the synthesis and analysis of computational agents that act intelligently.*

*- Poole & Mackworth*

*In practice, AI is about making computers and other machines perform tasks that (for humans) seem to require intelligence*

*-Bryce Wiedenbeck, CS Department*

# What AI is NOT (yet)



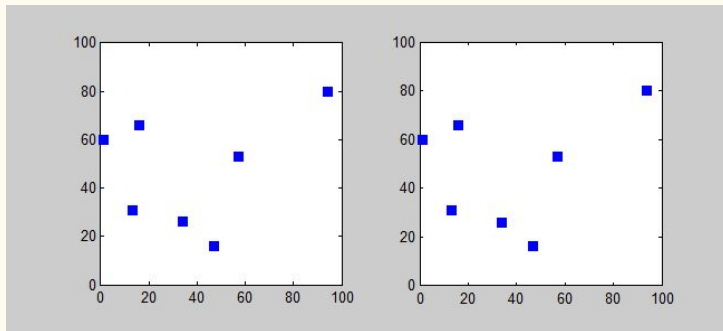
# Searching...

One application of AI -> Searching!

Using “intelligence/heuristics” to make better moves without exhaustive search

Traveling Salesman Problem:

*"Given a list of cities and the distances between each pair of cities, what is the shortest possible route that visits each city and returns to the origin city?"*



# Hill Climbing

Key idea:

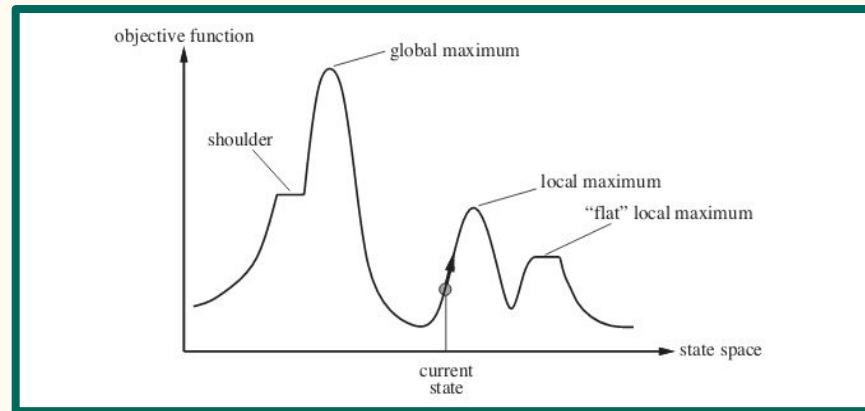
- Start with an arbitrary candidate.
- Iteratively move to a neighbor with higher value.
  - Climb up the value hill.

Branching Factor:

- Searches can be slow, if states have lots of neighbors
- Alternatively, pick a random neighbor. If better, keep!
  - Else, try again

Problems:

- We can get stuck in local optima
- Possible Solutions:
  - Random steps
  - Random restarts



Use Temperature To Help Search!!!

# Simulated Annealing

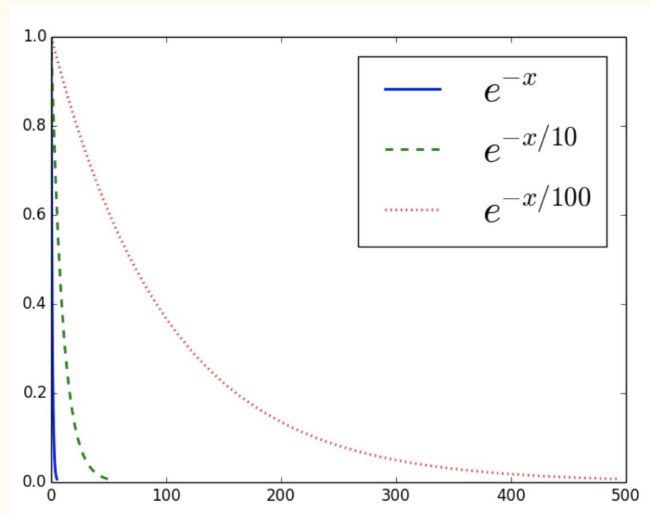
Big Idea:

- combines hill climbing with a random walk
- Select moves randomly, but accept bad moves with low probability!

Setup:

- Have an initial temperature
- Set a decay rate

$$Prob = e^{\frac{cost_{state} - cost_{neighbor}}{t * rate_{decay}^{rounds}}}$$



# Stochastic Beam Search

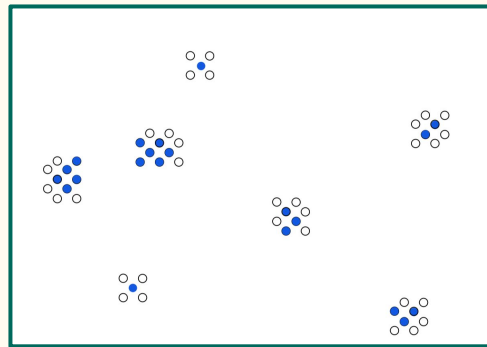
Rather than random restarts, want to focus on promising paths

Could do a parallel search, but we lose good candidates quickly

Idea:

Use Gibbs Sampling to select a new population

- Probability similar to SA
- Have each candidate have a weight
- Create a distribution from weights
  - Then set population from distribution





# What About ML???

At a basic level, machine learning is about predicting the future based on the past. -Hal Daumé III

a set of methods that can automatically detect patterns in data, and then use the uncovered patterns to predict future data, or to perform other kinds of decision making under uncertainty - Kevin Murphy

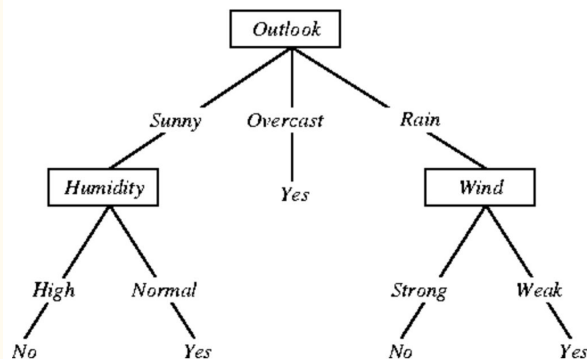


Big Idea: Use Entropy/Information  
Gain to make “decisions”

# Decision Trees

- Way to classify **importance** of a **feature** to the **label**
  - **Importance** - Use Entropy/Information Gain/Gain Ratio
  - **Feature** - characteristic of subject -> age, height, weight, etc.
  - **Label** - characteristic we are predicting -> disease, customer, etc.

**Decision Tree for *PlayTennis***



# Information Gain/Gain Ratio/ Entropy

Quick Definitions:

Entropy  $\rightarrow$  Homogeneity, Information in System

Info Gain  $\rightarrow$  Reduction in Entropy from added Feature

Concept: pick features with highest info gain!

We want to remove uncertainty from our guess!!

# Conditional Entropy

Specific Conditional Entropy:

A way to find the label given a single feature:

$$H(Y|X=v) = - \sum_{i \in \text{vals}(Y)} P(Y=i|X=v) \log P(Y=i|X=v)$$

Overall:

$$H(Y|X) = \sum_{v \in \text{vals}(X)} P(X=v) H(Y|X=v)$$

# Information Gain/Gain Ratio:

## ID3 DTrees: Information Gain

- Make “decisions” using Info Gain
- Reducing Entropy - How much entropy did the feature remove from system
- For feature X, calculate:

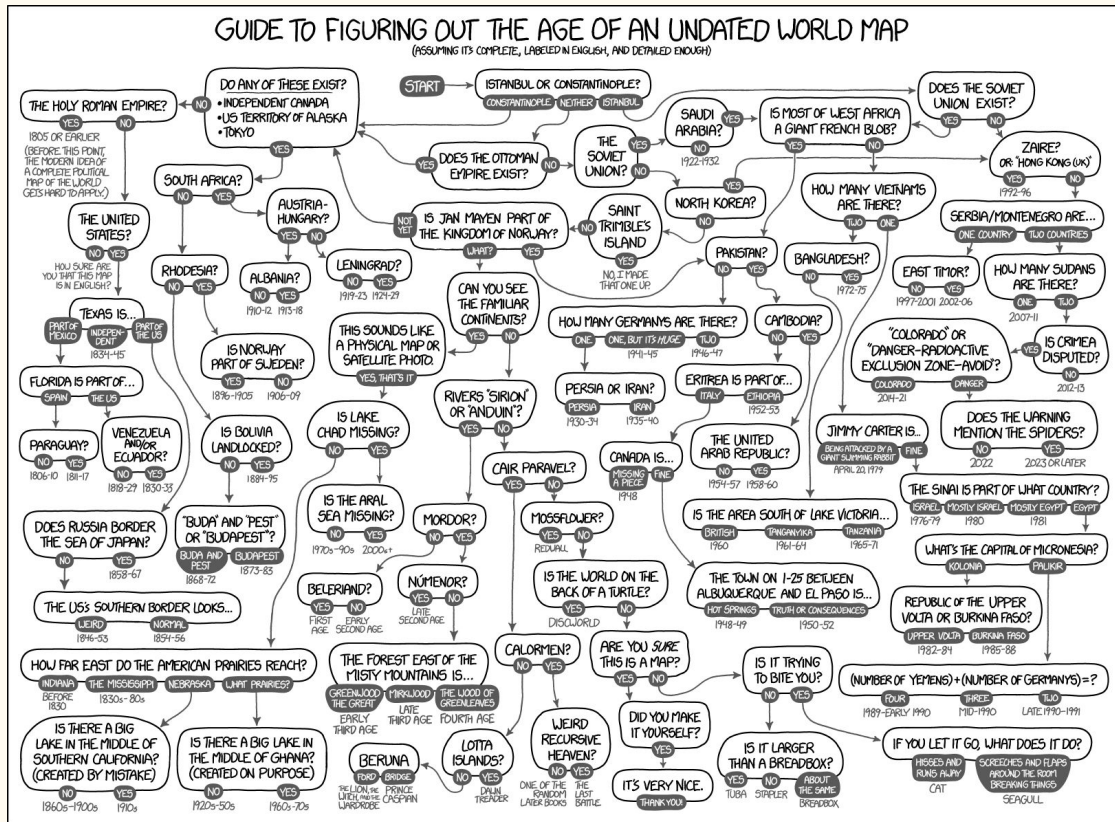
$$\text{Gain}(Y, X) = H(Y) - H(Y|X)$$

Highest Info Gain Used! Stop when all have same label .... But biased towards features with larger values

## C4.5 DTrees: Gain Ratio

$$\text{Gain Ratio}(X) = \frac{\text{Information Gain}(X)}{\text{Entropy}(X)}$$

## Result:



# References

John McCarthy, Stanford University, <http://jmc.stanford.edu/artificial-intelligence/what-is-ai/index.html>

Mackworth and Poole, Artificial Intelligence: Foundational Computational Agents

Swarthmore College Department of Computer Science

- CS63: Artificial Intelligence, Spring 2018, taught by Professor Wiedenbeck
- CS66: Machine Learning, Fall 2017, taught by Professor Soni

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