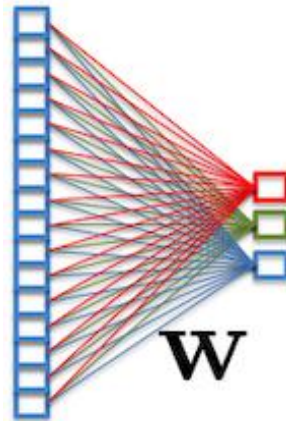


AI and Data Analysis



The speaker



2000 Dipl.Ing. TU Vienna, Austria



2003 PhD in Computer Science
INSA-Lyon



2004 MCF Télécom Physique Strasbourg



2005 MCF INSA-Lyon



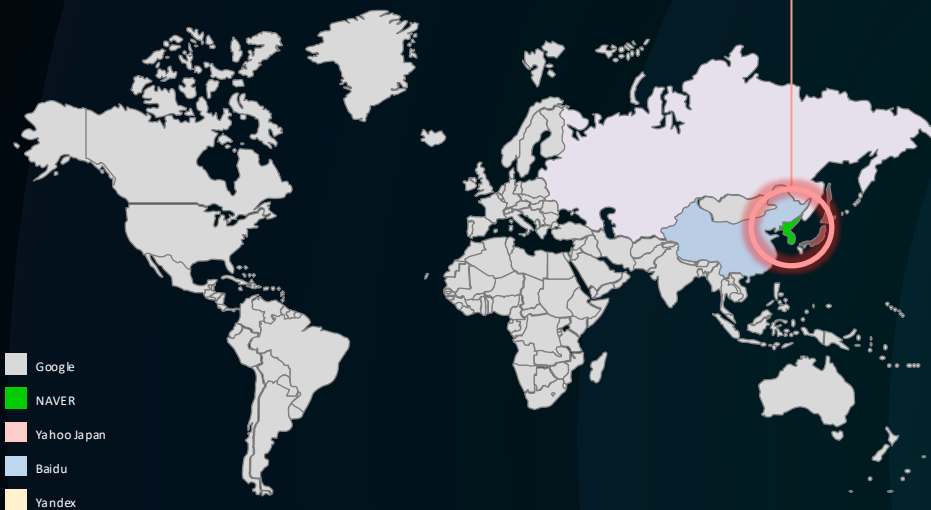
2022-now Principal Scientist, Team Lead
AI for Robotics

Teaching,
academic research

Research
in a private
laboratory

NAVER is a global ICT company with technology leadership in various fields of business

[Global Search Engine Market Share]



NAVER

Global Daily Active Users

2021.12

34 Million

No.1 Search Engine in South Korea



NAVER Shopping

Annual Transaction Amount (USD)

2021.12

1.5 Billion

No.1 E-commerce Platform in South Korea



Global Digital Comics Platform

Global Monthly Active Users

2022.01

82 Million

ZEPETO

Global Accumulated Subscribers

2022.03

300 Million

Asia's No.1 Metaverse Platform

LINE

Global Monthly Active Users

2021.04

186 Million

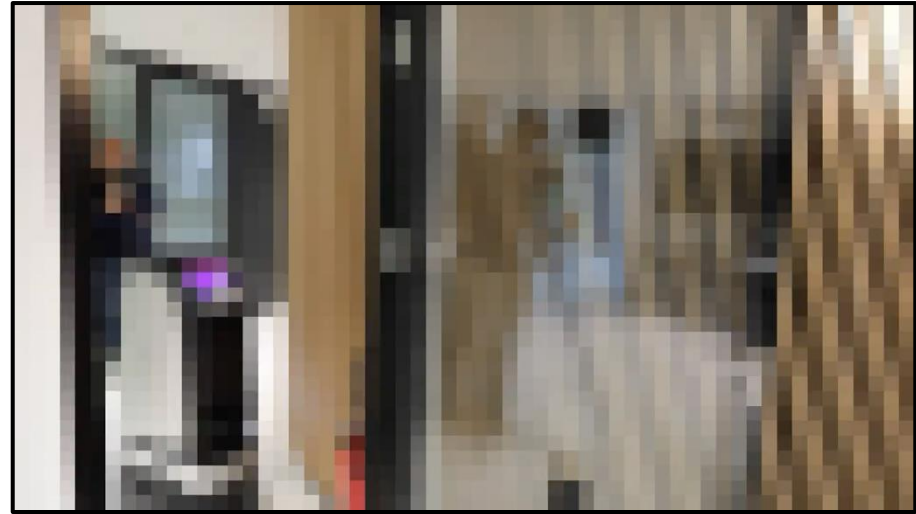
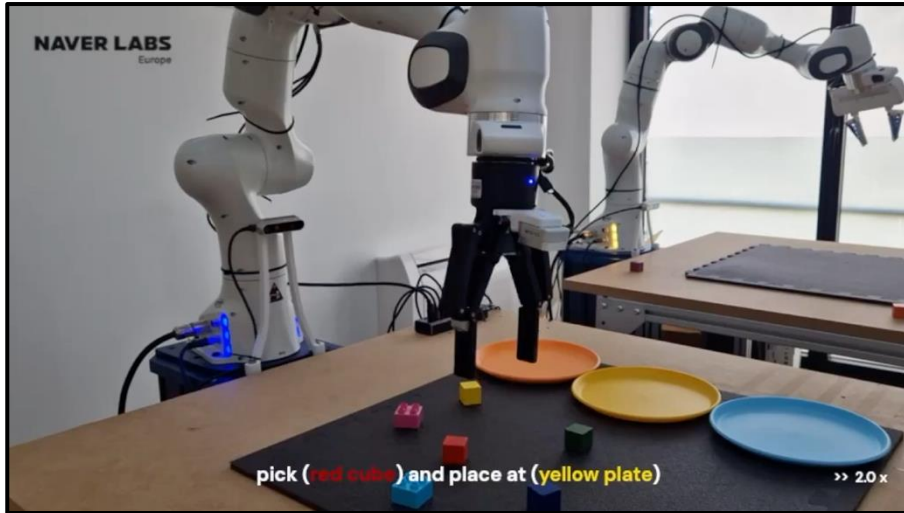
Global Mobile Messenger & Portal

Seoul city 3D reconstruction





AI for Robotics



1.1 Introduction

1 Introduction

- 1 Introduction: machine learning, a couple of applications [47]
- 2 A short history of deep learning [10]
- 3 The basics of machine learning: fitting and generalization [16]

2 Neural networks and PyTorch

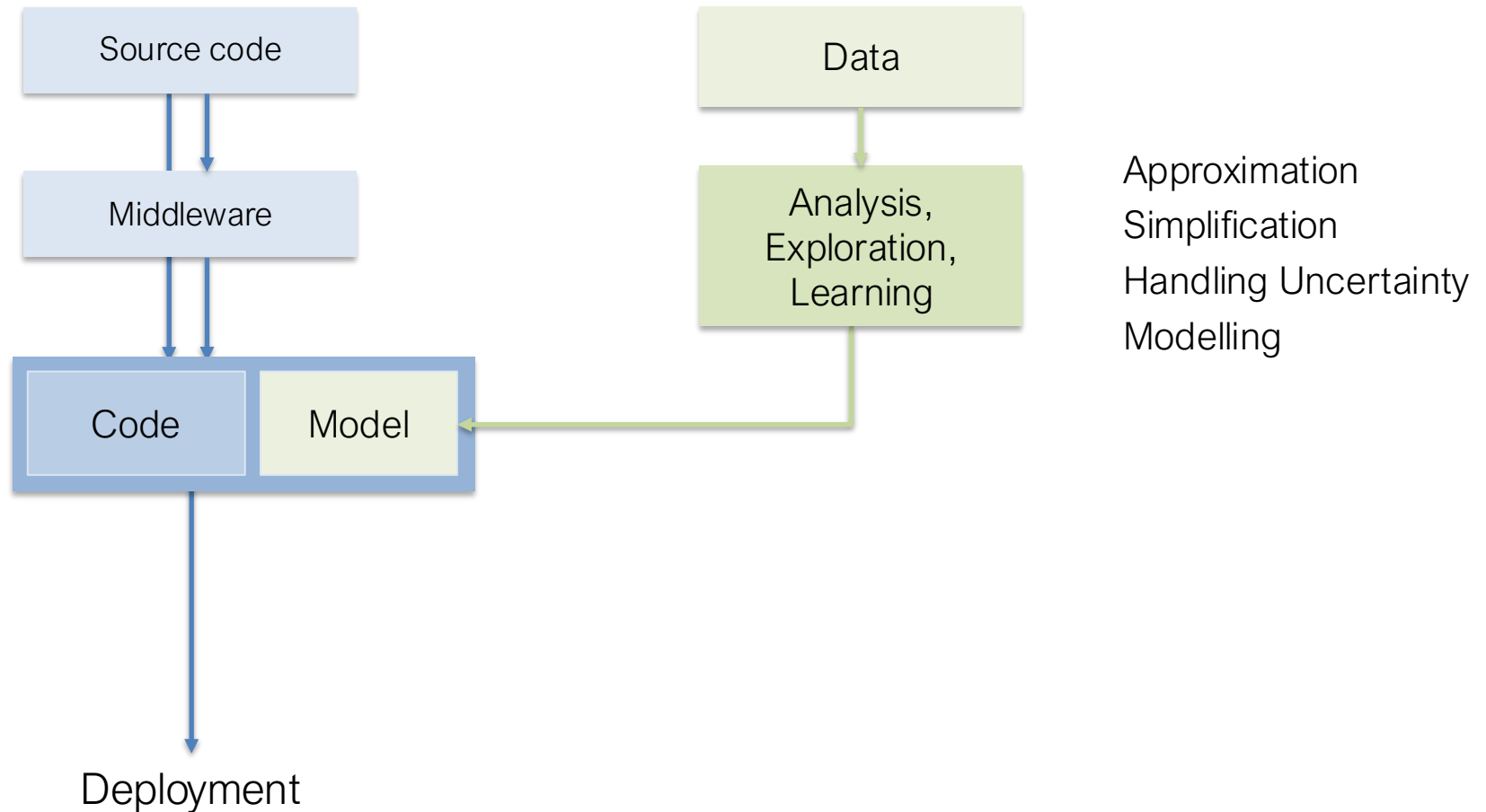
- 1 Frameworks and Tensors *{+PyTorch}* [24]
- 2 Simple models (linear regression, logistic regression) *{+PyTorch}* [32]
- 3 Multi layer models + universal approximation theorem *{+PyTorch}* [32]
- 4 Train/Validation/Test split; Tensorboard *{+PyTorch}* [14]
- 5 Gradient Backpropagation and Autograd *{+PyTorch}* [17]
- 6 Stochastic Gradient Descent and Variants (Adam, RMSProp) [15]
- 7 Shift invariance and Convolutions *{+PyTorch}* [38]

3 Scaling up: vision, transfer, visualization

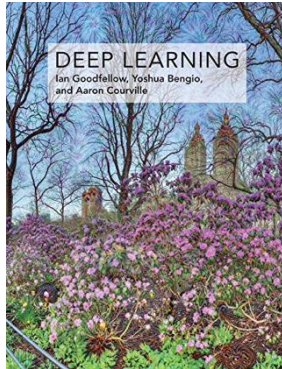
- 1 Computer Vision [39]
- 2 Semi-supervised, Self-supervised learning [8]
- 5 GPUs – Software *{+CUDA, +PyTorch}* [14]

(...)

Software development ... and data



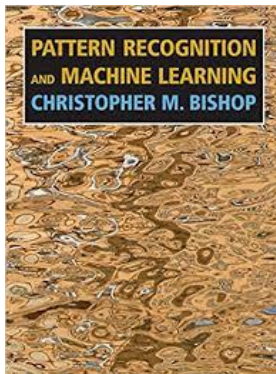
To go deeper



Ian Goodfellow, Yoshua Bengio, Aaron Courville, « Deep Learning », MIT Press



PyTorch online tutorials
<https://pytorch.org/>



Christopher Bishop, « Pattern Recognition and Machine Learning », 2006 (*Pre-deeplearning area, but a very pedagogical book on machine learning*)

Learn Python!

For example: <https://learnxinyminutes.com/docs/python/>

Learn X in Y minutes

[Share this page](#)

Where X=python

Select theme:

Get the code: [learnpython.py](#)

Python was created by Guido Van Rossum in the early 90s. It is now one of the most popular languages in existence. I fell in love with Python for its syntactic clarity. It's basically executable pseudocode.

Feedback would be highly appreciated! You can reach me at [@louiedinh](#) or [louiedinh \[at\] \[google's email service\]](#)

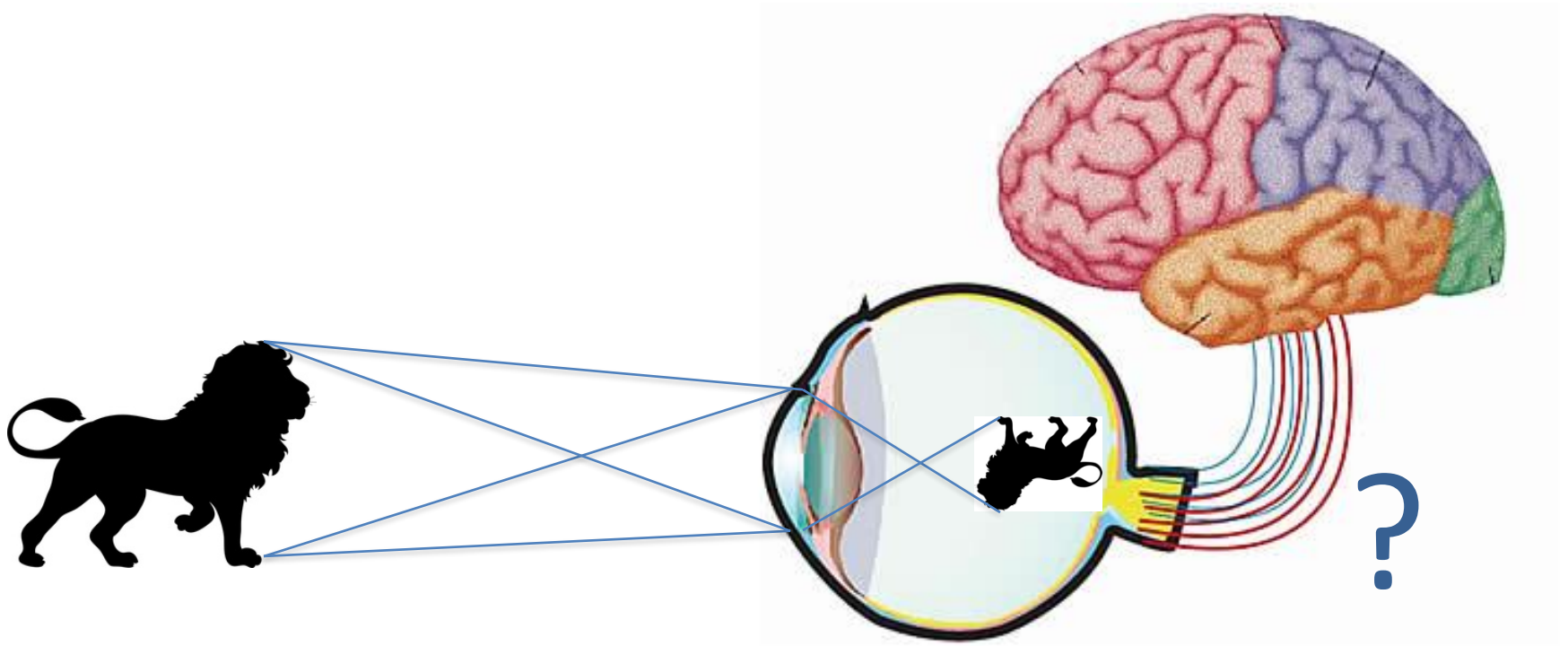
Note: This article applies to Python 2.7 specifically, but should be applicable to Python 2.x. Python 2.7 is reaching end of life and will stop being maintained in 2020, it is though recommended to start learning Python with Python 3. For Python 3.x, take a look at the [Python 3 tutorial](#).

It is also possible to write Python code which is compatible with Python 2.7 and 3.x at the same time, using Python [__future__ imports](#). [__future__](#) imports allow you to write Python 3 code that will run on Python 2, so check out the Python 3 tutorial.

```
# Single line comments start with a number symbol.
```

```
""" Multiline strings can be written
    using three "s, and are often used
    as comments
    """
```

Why do we need learning?

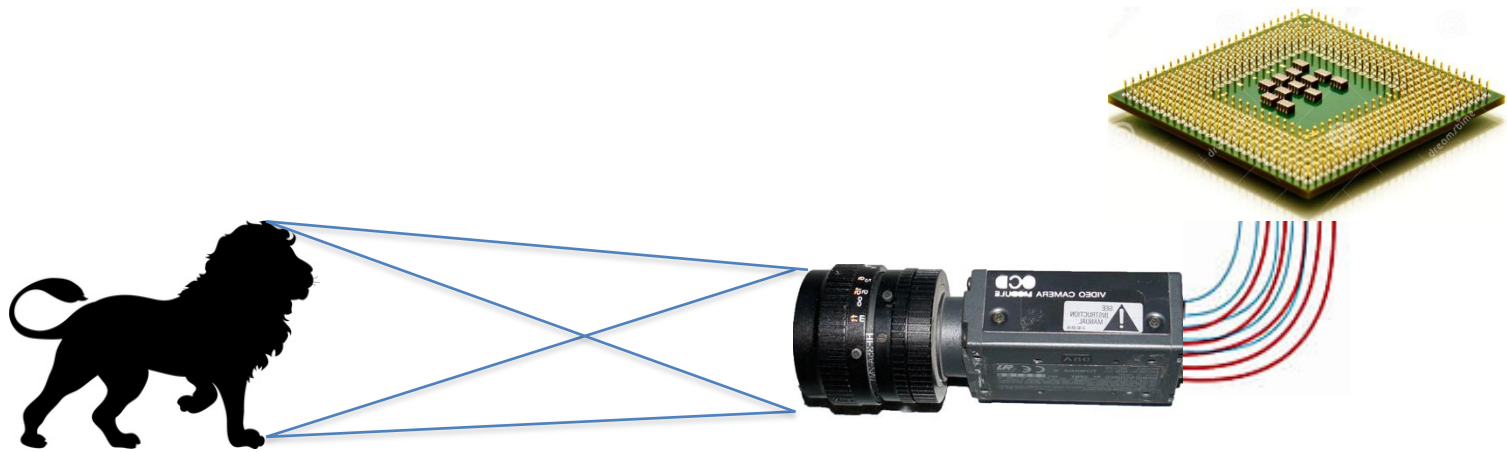
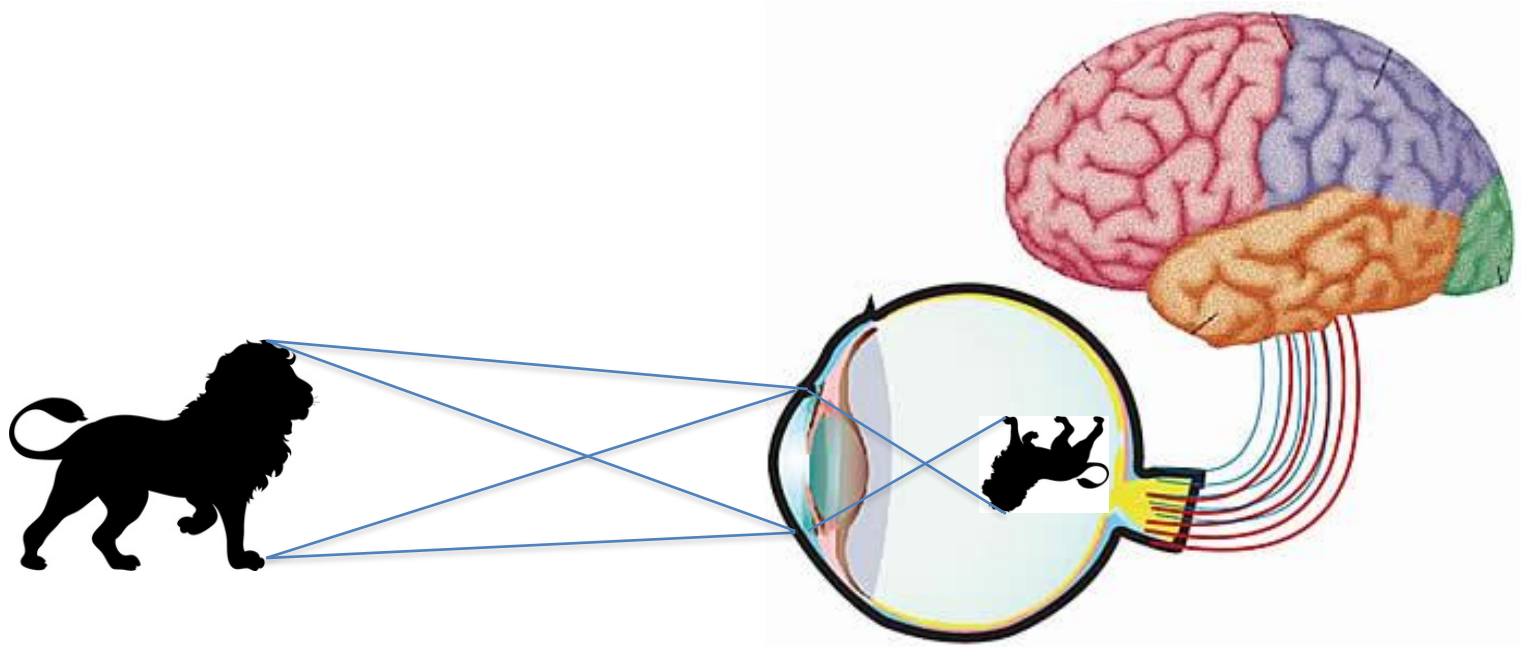


The human visual system

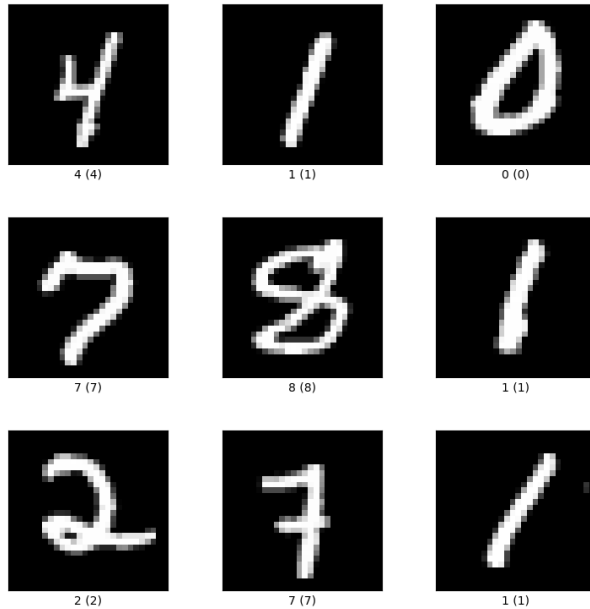


= ?

[illegible]

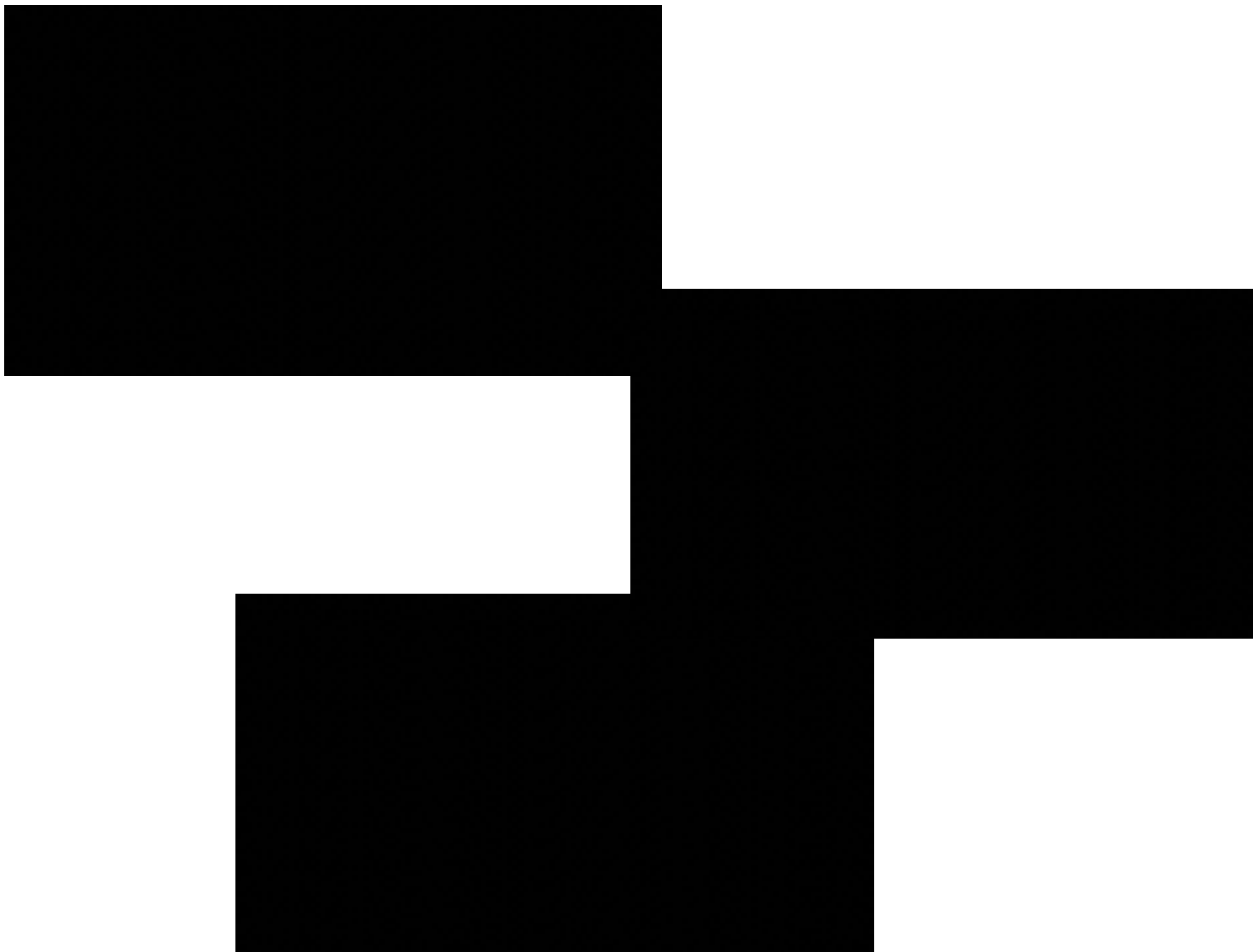


Interpretation



Human/hand-crafted recognition ("Rule-based") is possible when the data regularities are simple.

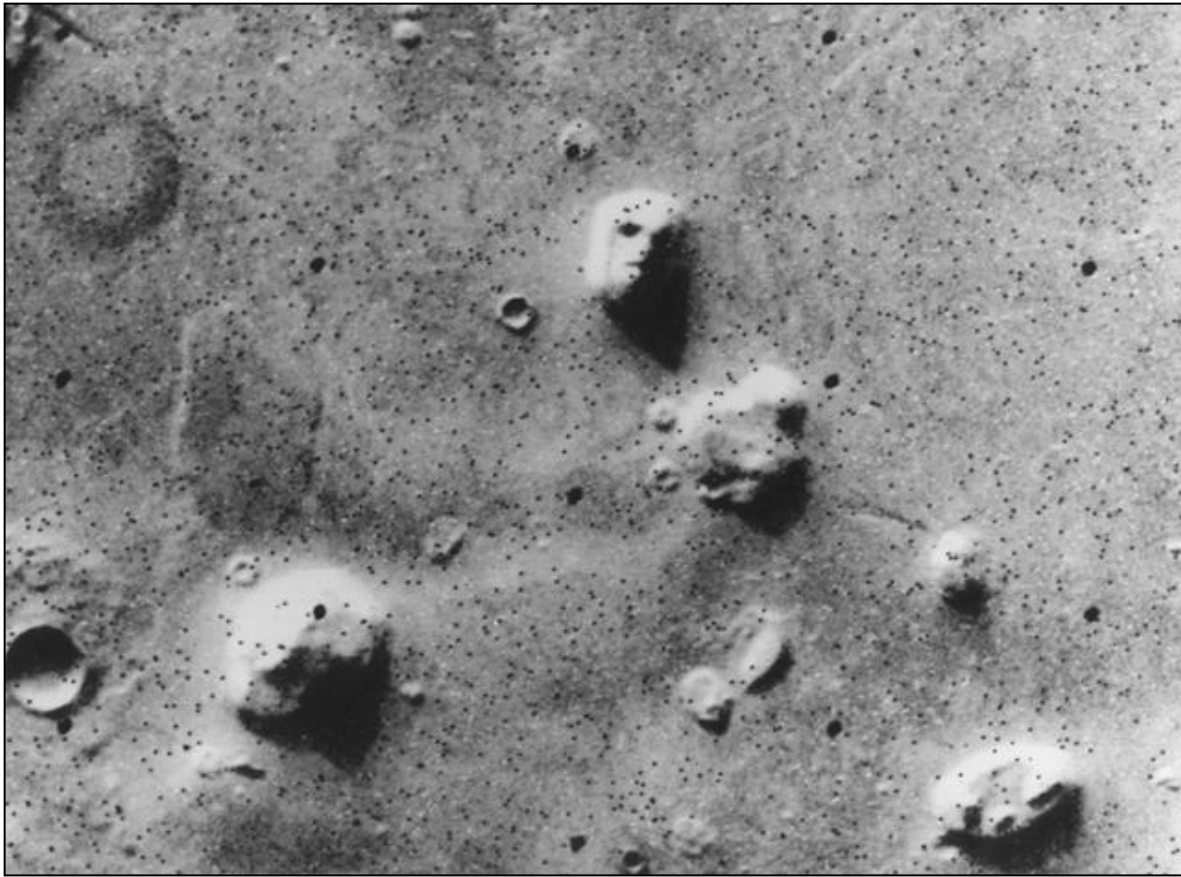
Here: straight lines, some curves and junctions.





Friend or foe?
Smile or run?

The brain specializes on faces



« compagnon » robot



Figure : Figure-AI "Neo"



Navigation : where am I?
« Visual Landmarks »

Robot navigation



Figure : LAAS-CNRS, Toulouse

Visual SLAM using landmarks

Support for tools (motor control)



Visual servoing

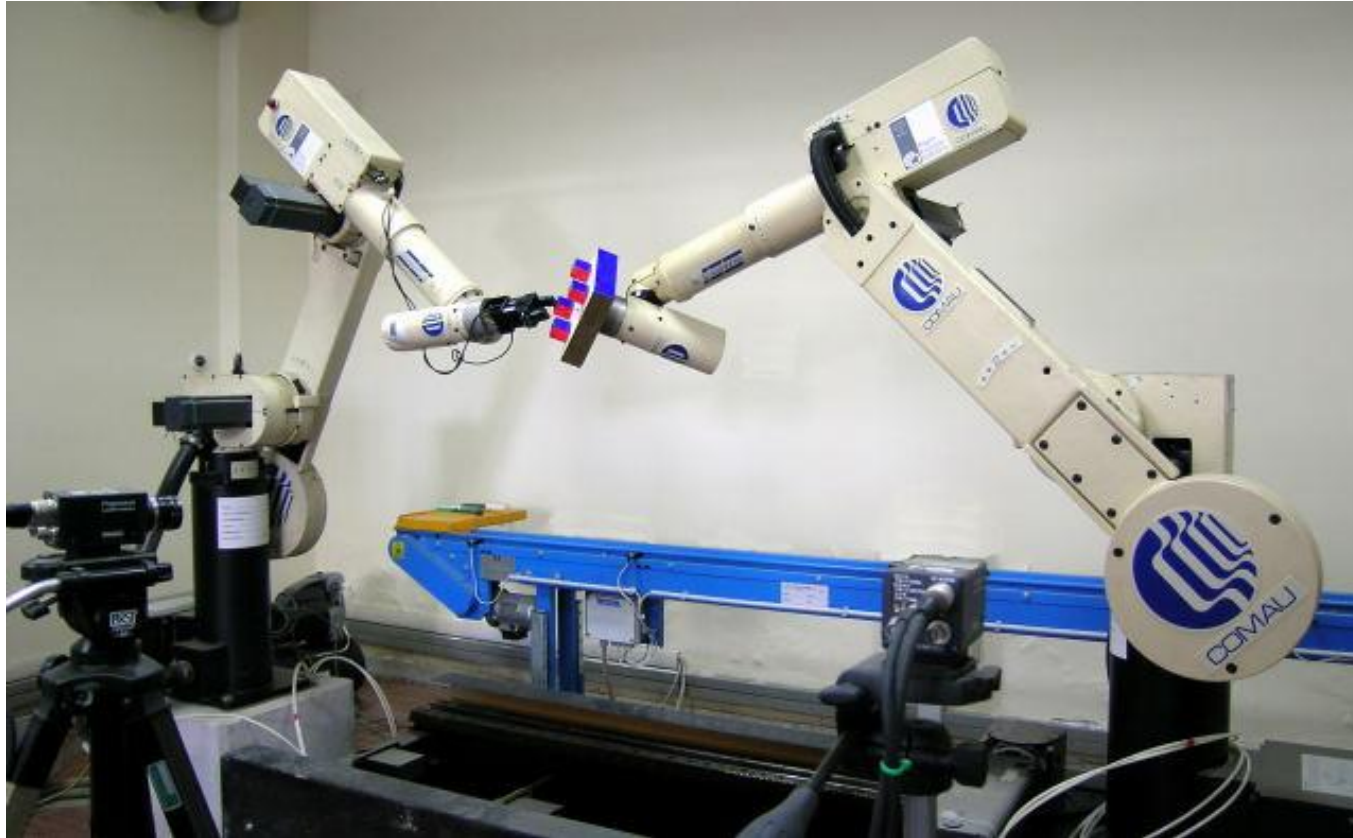
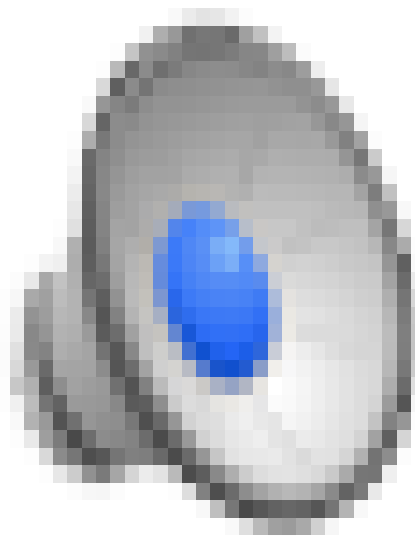


Figure : PRISMA Lab, Université de Naples

Some applications of Deep Learning

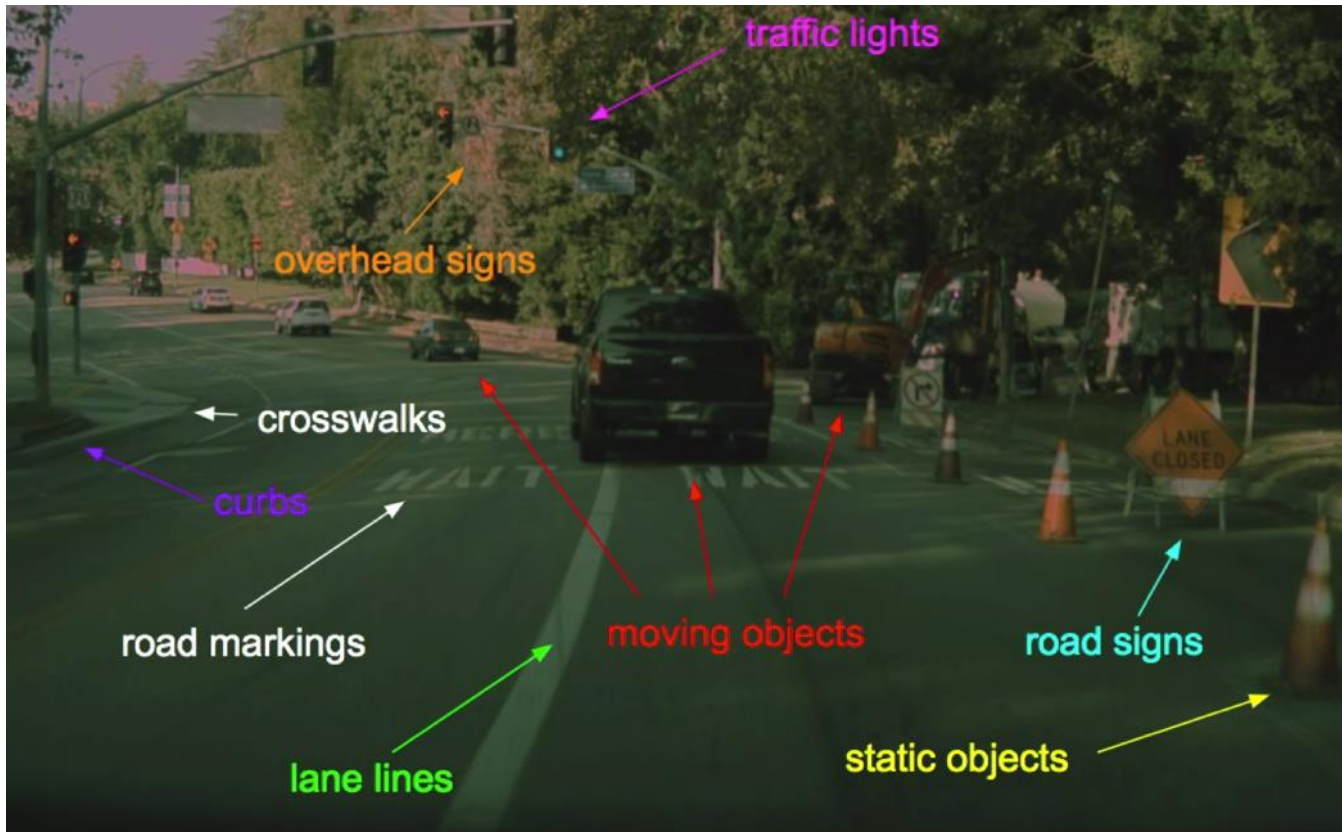
Semantic Segmentation



[Fourure, Emonet, Fromont, Muselet, Tremeau, Wolf, BMVC 2017]

PyTorch + computer vision @Tesla

<https://www.youtube.com/watch?v=oBklltKXtDE>

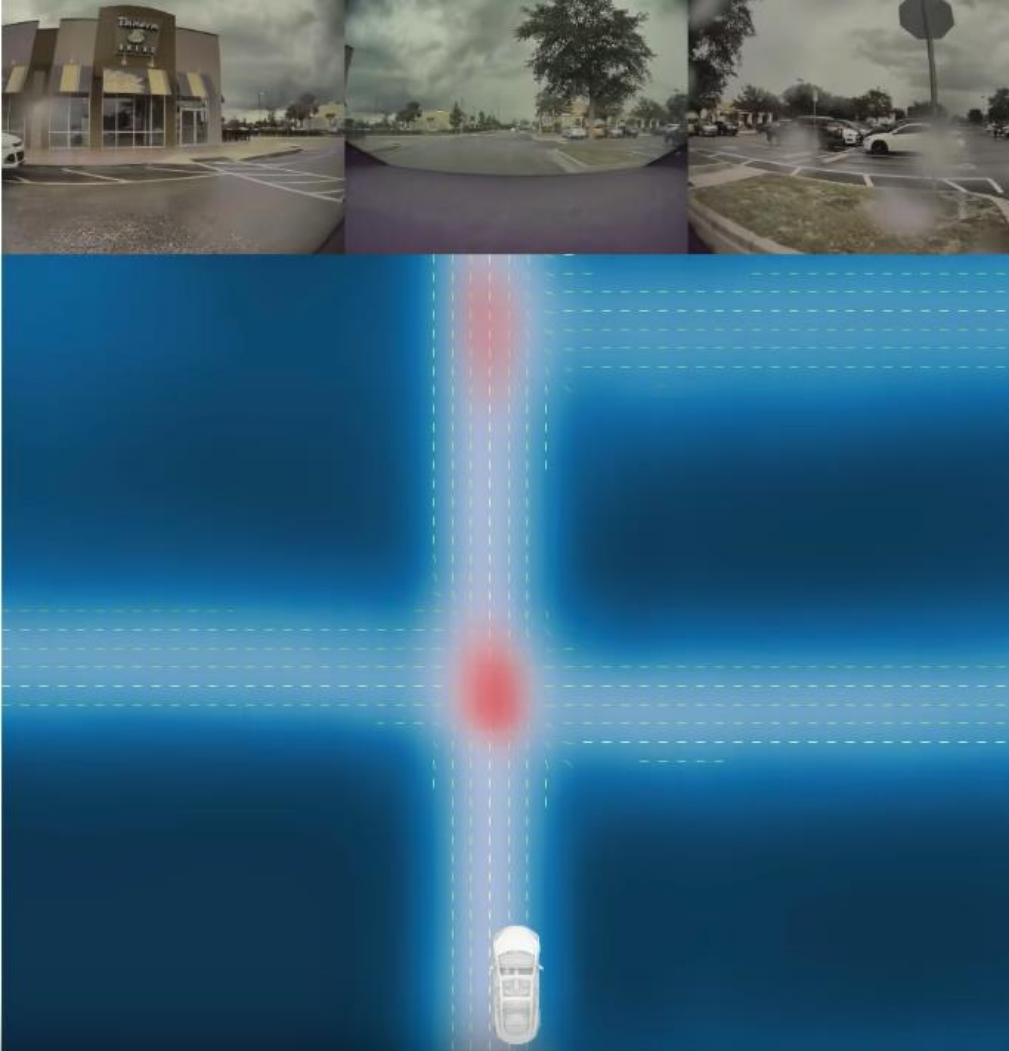


<https://www.youtube.com/watch?v=oBklltKXtDE>

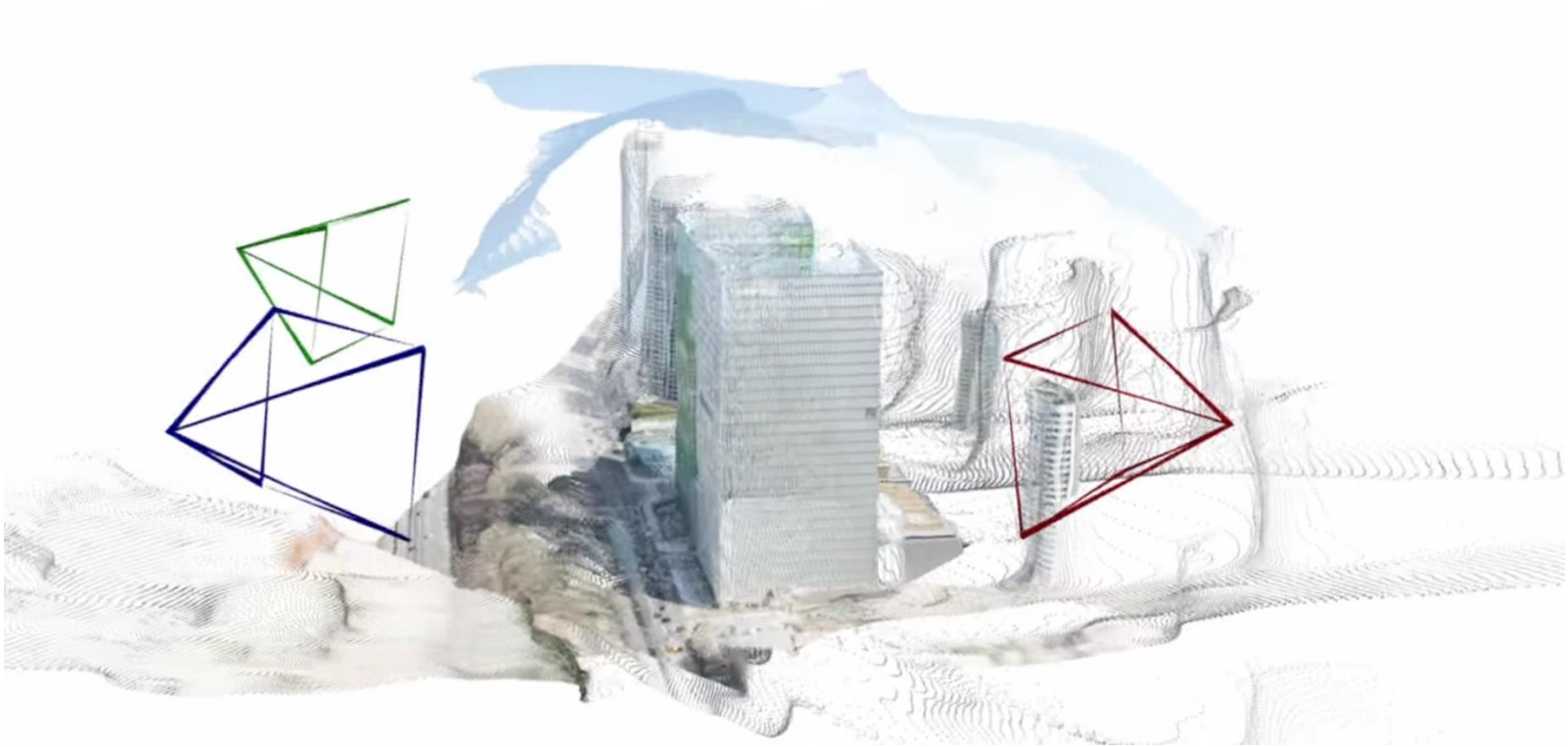
- (3, 960, 1280) input images
- “ResNet-50 like” dilated backbones
- FPN / DeepLabV3 / UNet -like heads
- ~15 tasks => “prototypes framework”

PyTorch + computer vision @Tesla

<https://www.youtube.com/watch?v=oBkl1tKXtDE>



3D reconstruction: DUSt3R



<https://www.youtube.com/watch?v=kl7wCEAFFb0>

[Shuzhe Wang, Vincent Leroy, Yohann Cabon, Boris Chidlovskii, Jerome Revaud, 2023]

Human pose estimation: Anny



<https://www.youtube.com/watch?v=vpAZQrty45Y>

[Romain Brégier, Guénolé Fiche, Laura Bravo-Sánchez, Thomas Lucas, Matthieu Armando, Philippe Weinzaepfel, Gregory Rogez, Fabien Baradel, 2025]

Bullet time



<https://free-view-video.github.io/>

[C. Gao, A. Saraf, J. Kopf, J.-B. Huang, Dynamic View Synthesis from Dynamic Monocular Video, ICCV 2021]

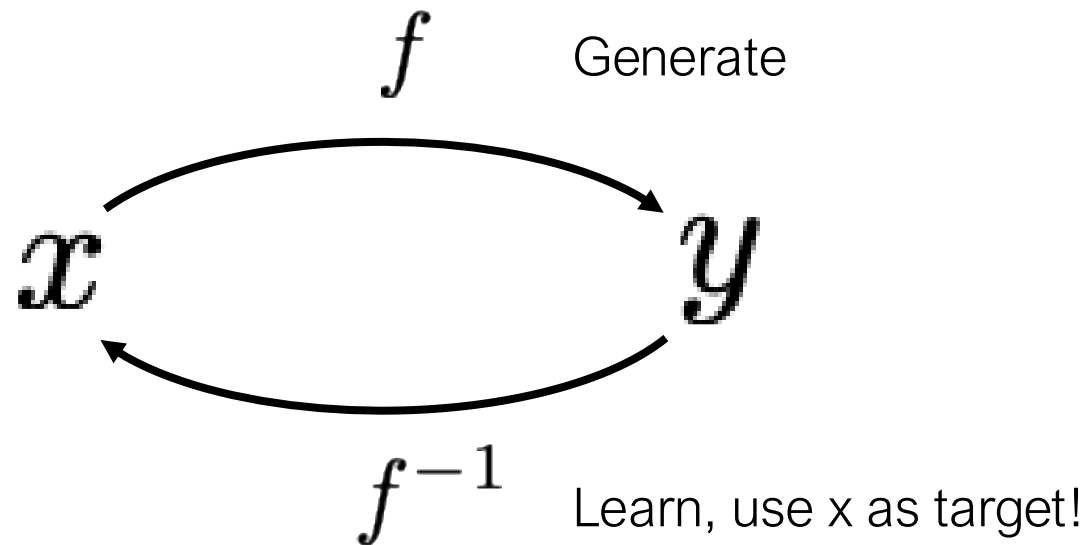
Bullet time in 1999 (Matrix)



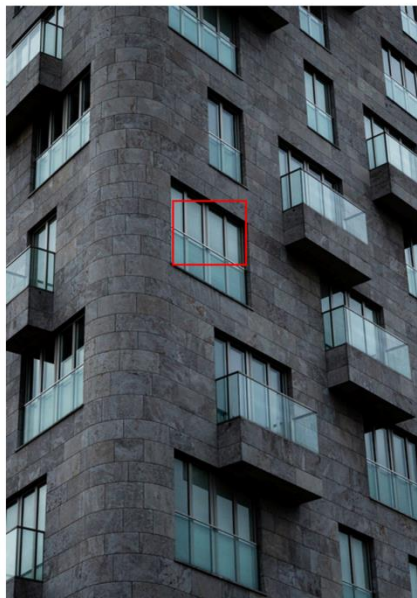
Learning inverse problems

Learning is particularly useful in applications, where

1. a forward function is known and easy, but its inverse is difficult and needs to be learned, and
2. Data can be found / generated easily



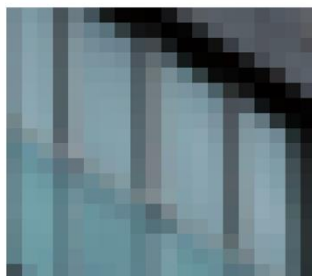
Super-resolution



Urban100: img_001 ($\times 4$)



HR



LR



SwinIR



ART



HAT



IPG



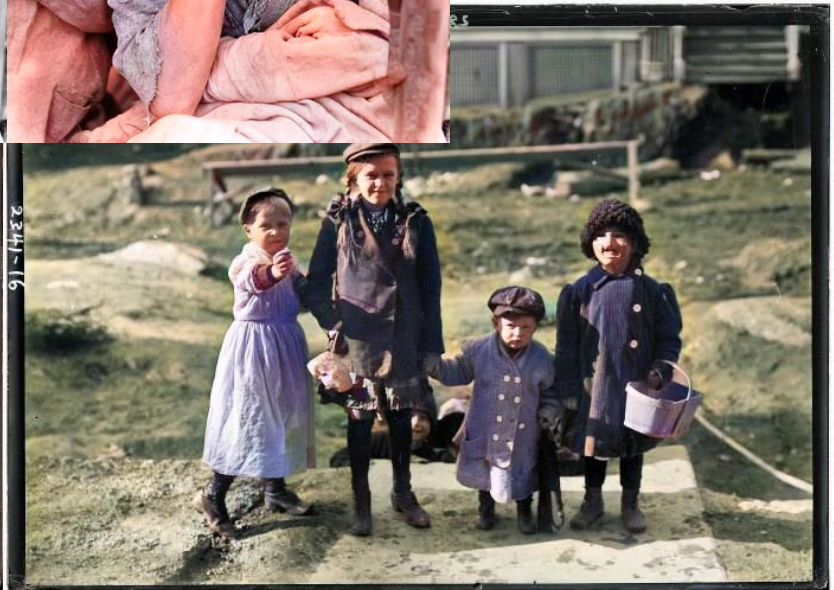
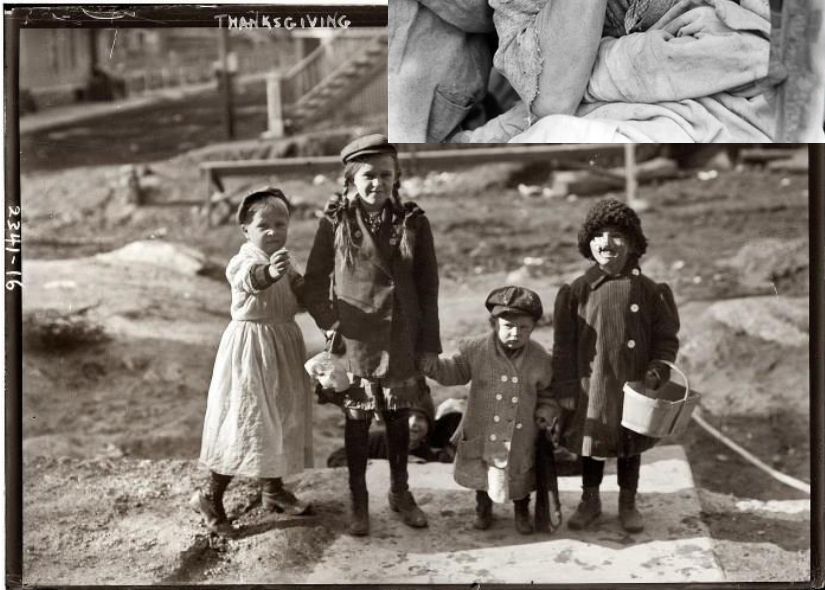
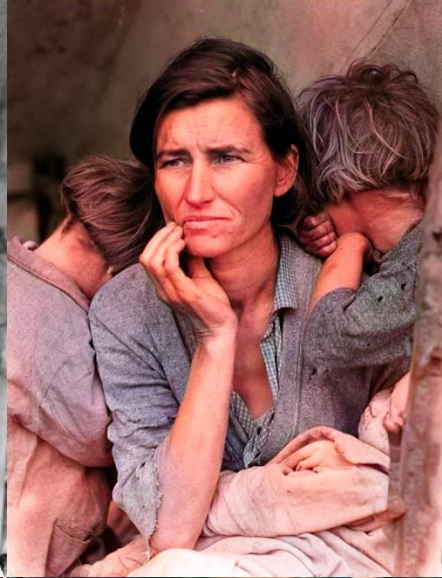
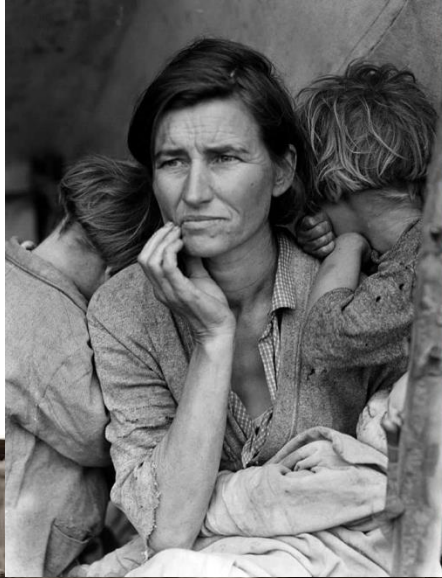
ATD



PFT (ours)

[Wei Long, Xingyu Zhou, Leheng Zhang, Shuhang Gu, CVPR 2026]

De-Oldify



<https://github.com/jantic/DeOldify>

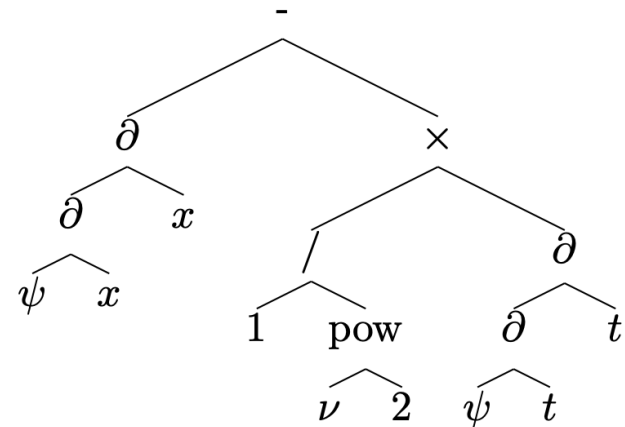
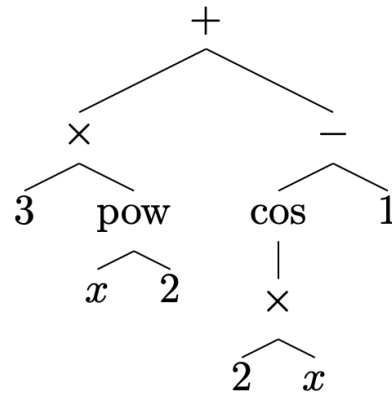
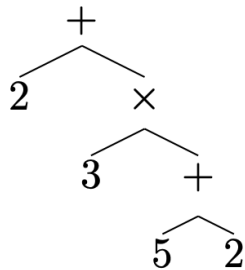
Symbolic mathematics

It is easy to: generate random expressions, and derive them.

It is hard to: integrate them

Learn it!

$$2 + 3 \times (5 + 2), 3x^2 + \cos(2x) - 1, \text{ and } \frac{\partial^2 \psi}{\partial x^2} - \frac{1}{\nu^2} \frac{\partial^2 \psi}{\partial t^2}:$$



Learning to control

Task: design a controller for a system.

1. We know the system (equations!):

Solution: design the controller with control theory.

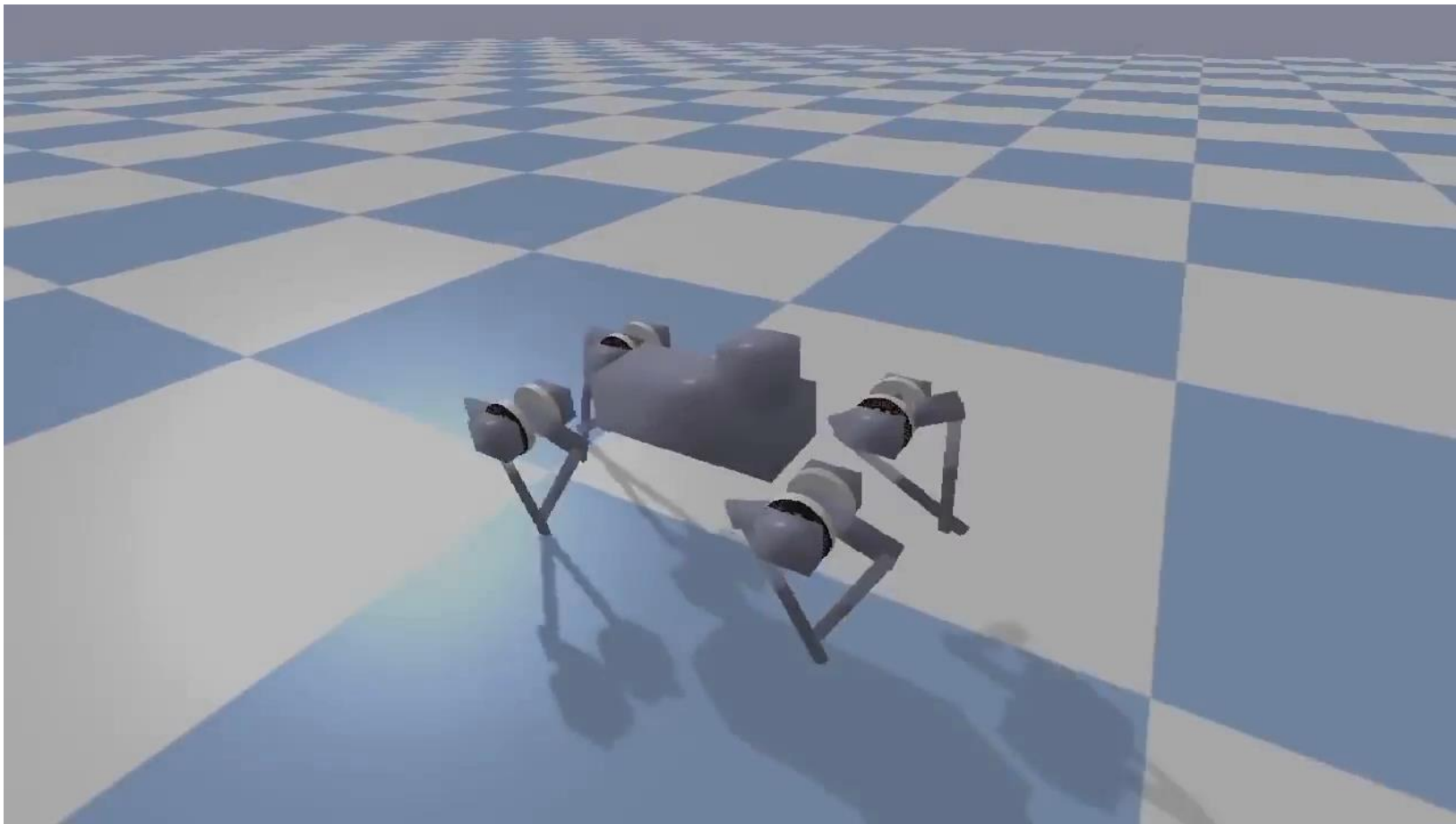
2. We do not know the system but we have expert trajectories (inputs and outputs):

Solution: use Supervised Learning.

3. We know the system (equations!): and do not have any expert trajectories. But given a trajectory, we can know whether the control decisions were satisfactory or not.

Solution: use Reinforcement Learning.

Learning to control



[Tan, Zhang, Coumans, Iscen, Bai, Hafner, Bohez, Vanhouke, RSS 2018]

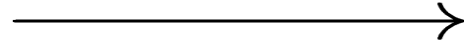
Learning to control



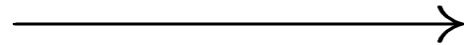
https://www.youtube.com/watch?v=l44_zbEwz_w

[Boston Dynamics Atlas, 2025]

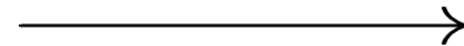
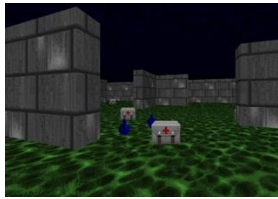
Taking decisions



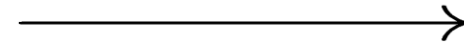
{dog, cat, avocado, chair, ...}



{0, 1, ... 26, 27, 28..., 98, 99, ...}

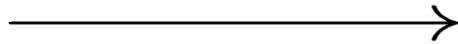


{Left, right, forward, backward, ...}

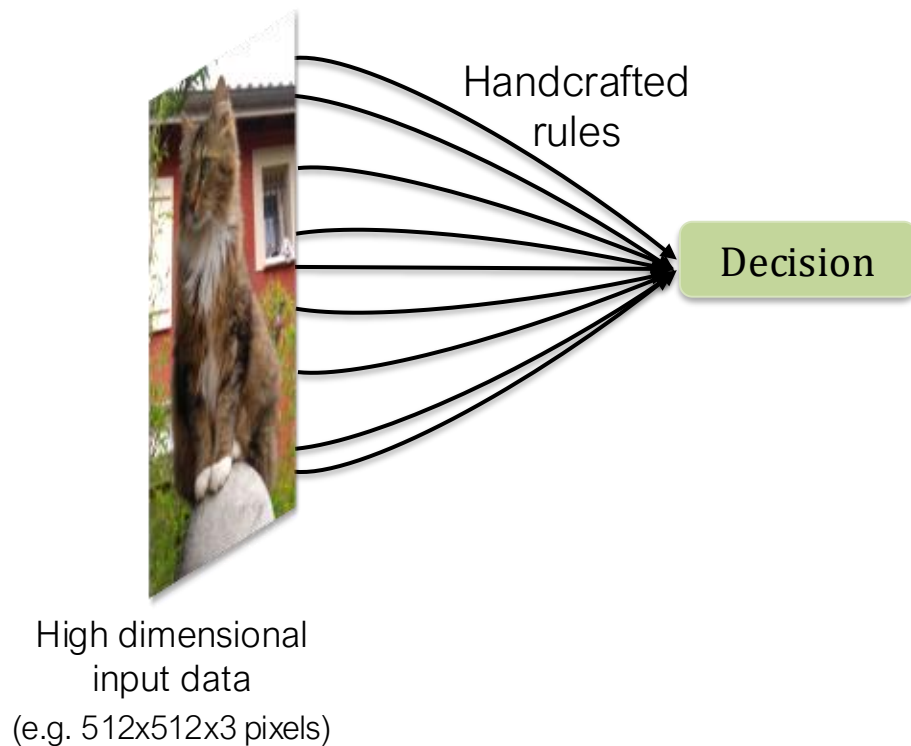


Motor control

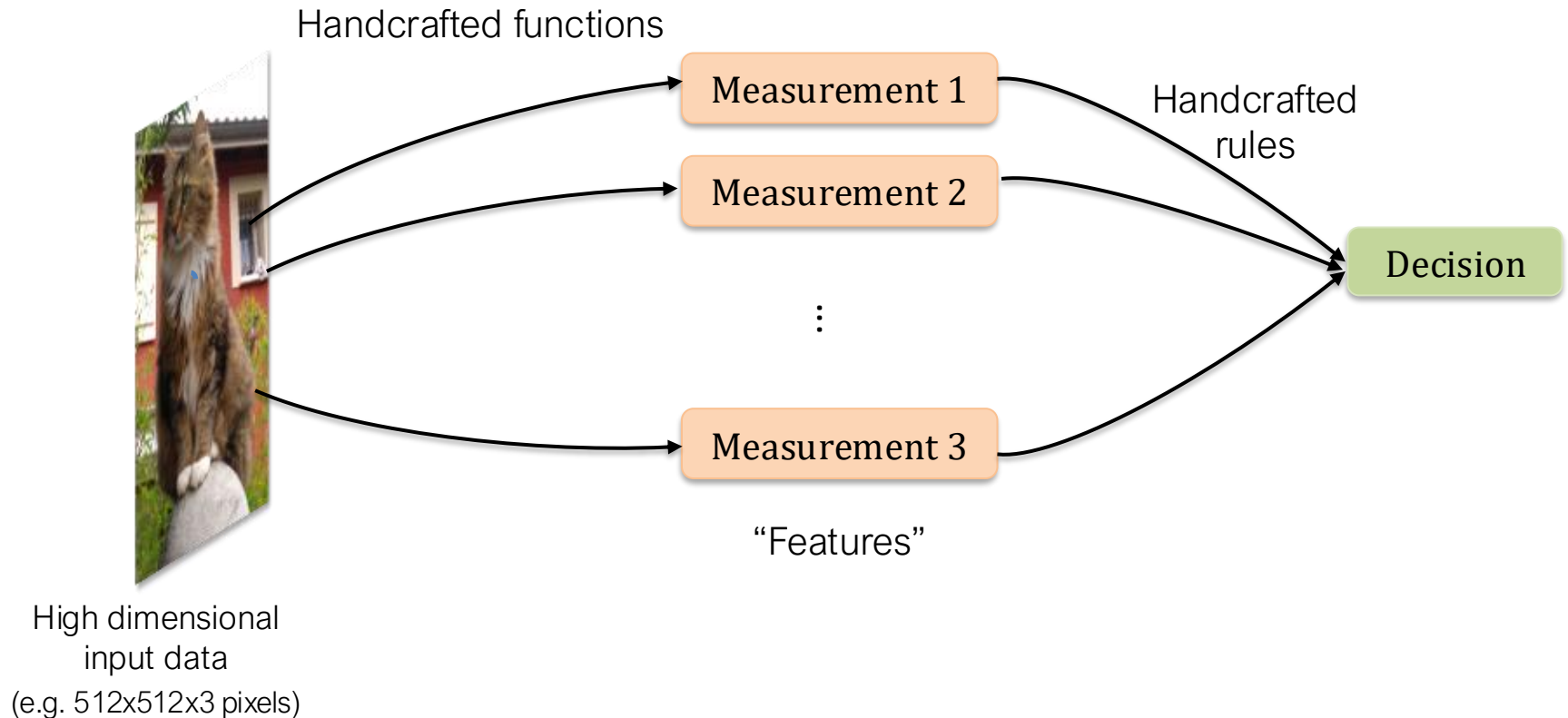
“A blue parrot with a yellow belly
sitting on a branch in a forest”



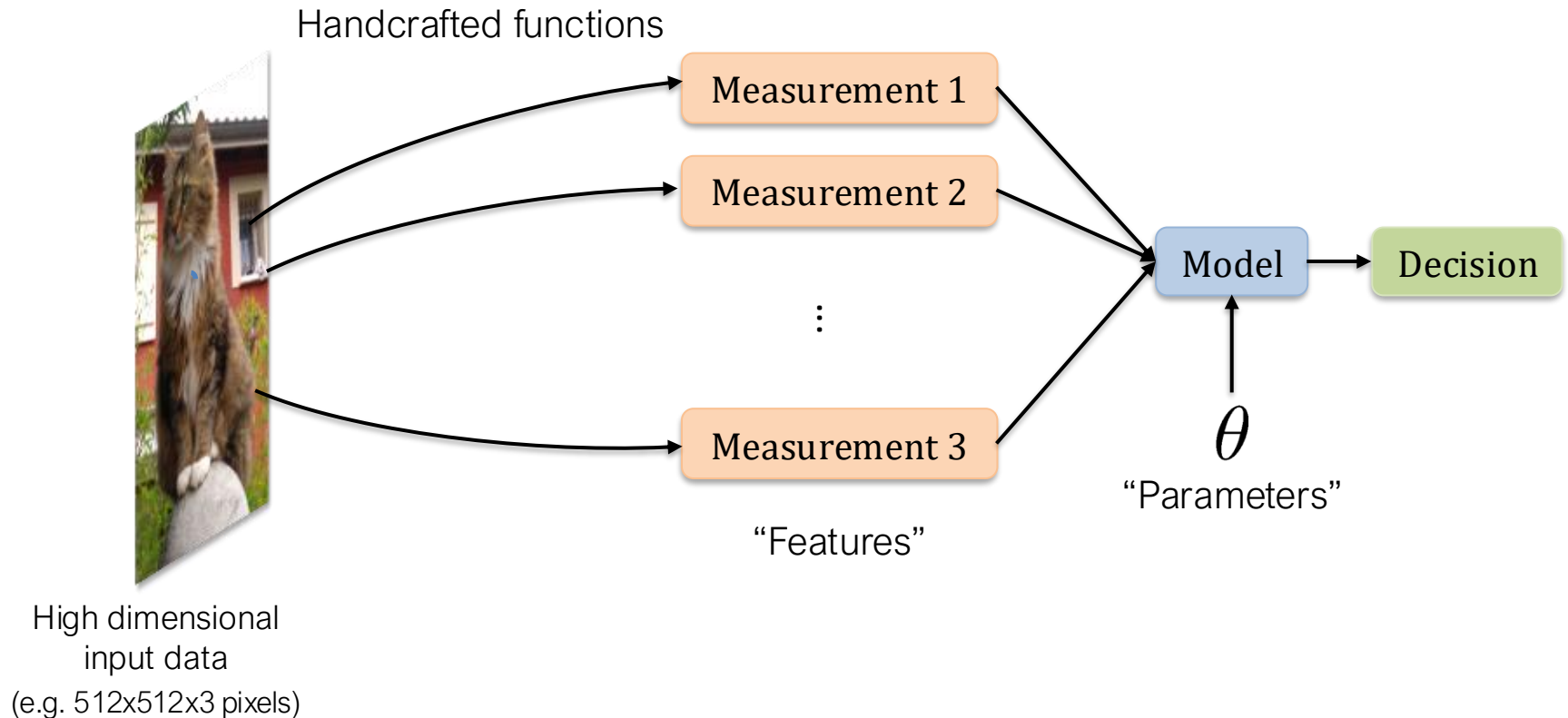
Decision taking



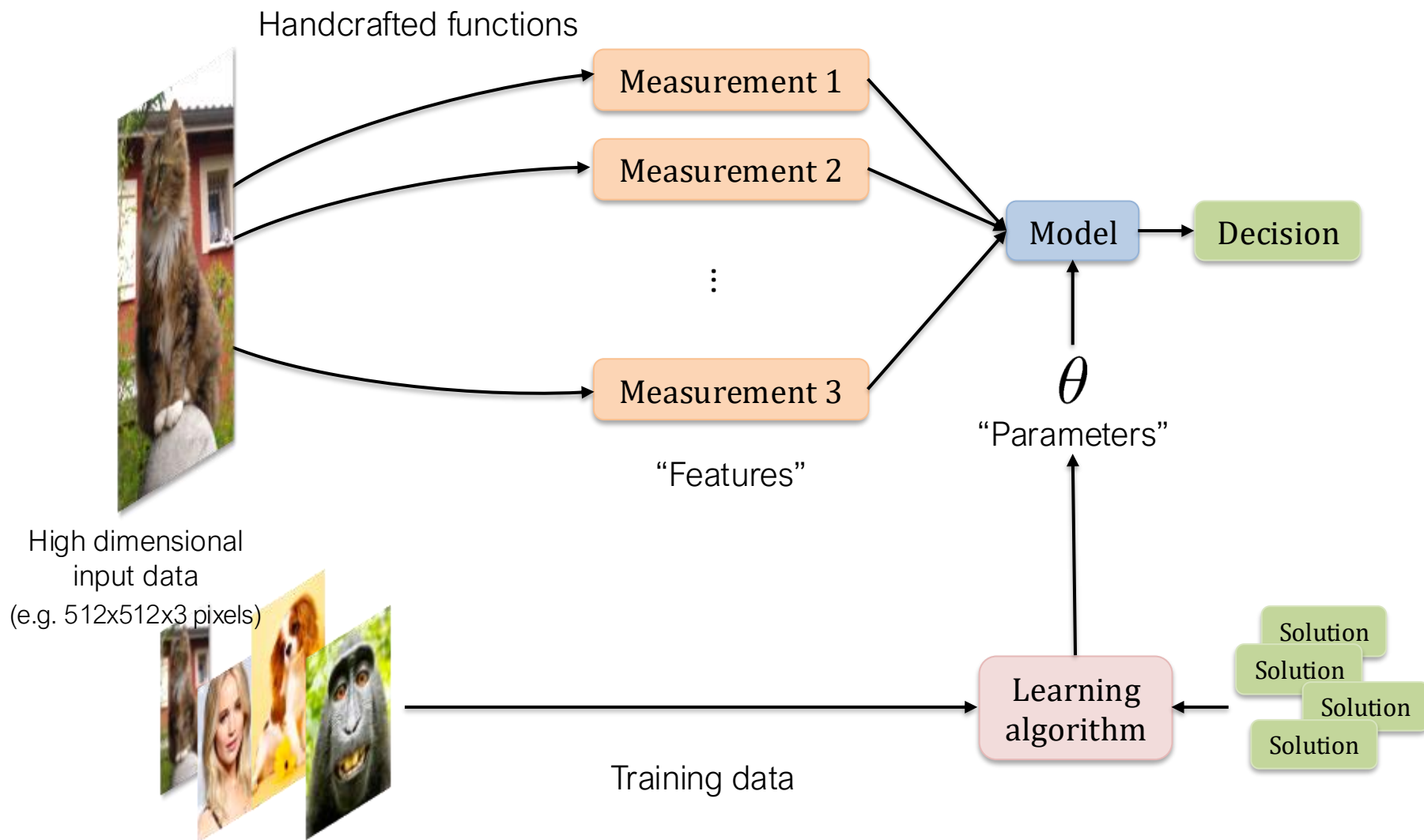
Decision taking: expert knowledge



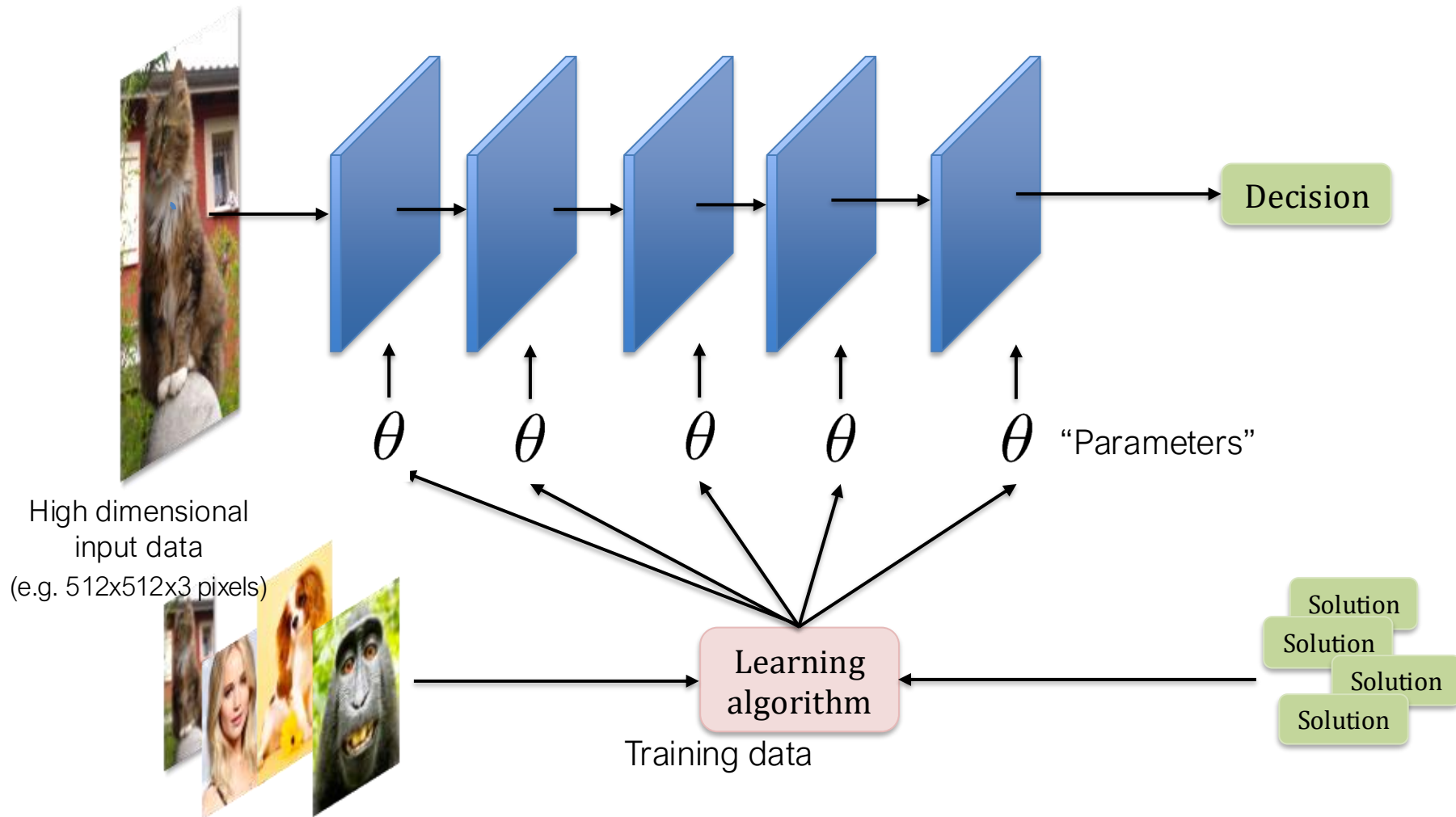
Decision taking: adding learning



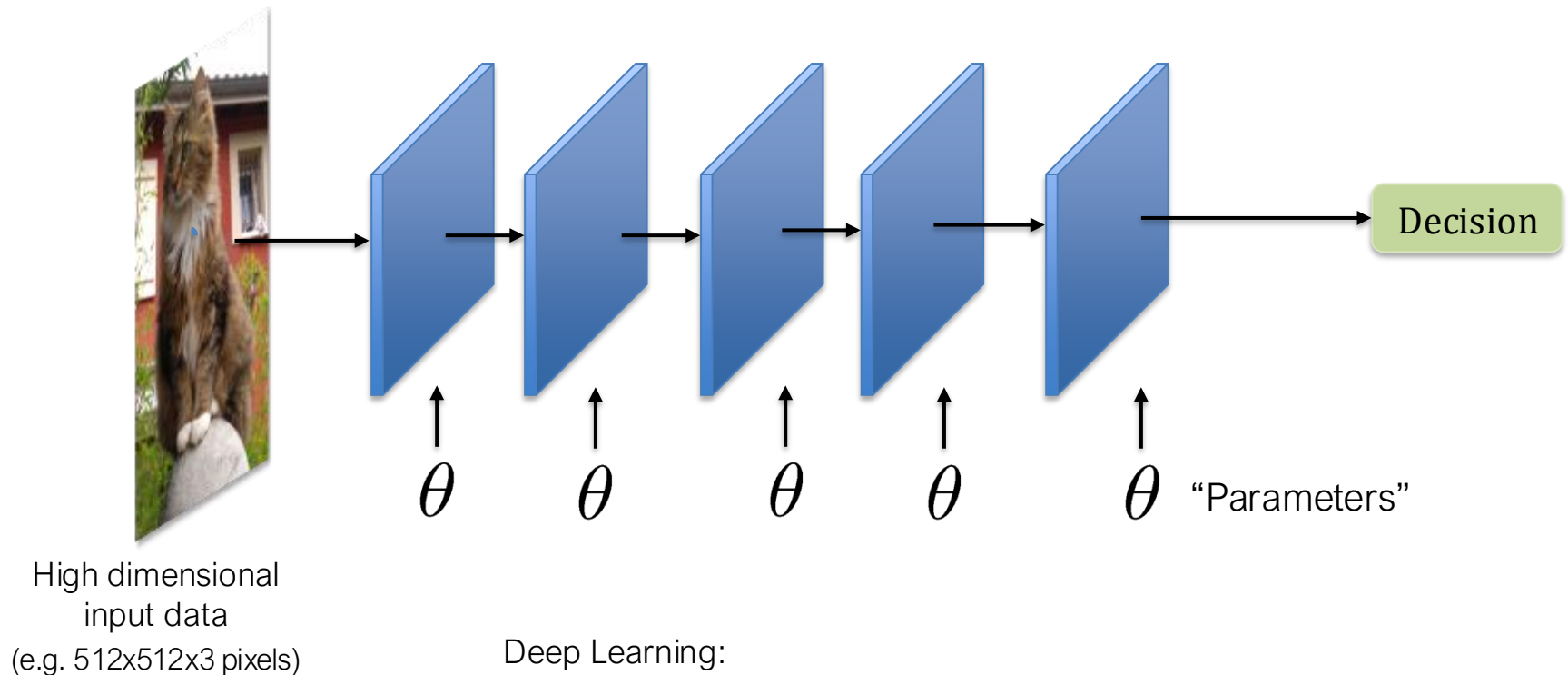
Adding machine learning



Decision taking: deep learning



Decision taking: deep learning



Deep Learning:

- Learning from raw signals
- Hierarchical, layered representation
- Different levels of abstraction
- Learning from massive amounts of data, requiring massive compute