

Machine Learning

Lecture. 1.

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Department of Computing Science University of Glasgow

What is Machine Learning?,

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 Machine learning is concerned with the development of techniques which allow computers to "learn". More specifically, machine learning is a method for creating computer programs by the analysis of data sets.

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 Machine learning overlaps heavily with statistics, since both fields study the analysis of data, but unlike statistics, machine learning is concerned with the algorithmic complexity of computational implementations. Many inference problems turn out to be NP-hard, so part of machine learning research is the development of tractable approximate inference algorithms.

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 Machine learning has a wide spectrum of applications including search engines, medical diagnosis, detecting credit card fraud, stock market analysis, classifying DNA sequences, speech and handwriting recognition, game playing and robot locomotion to name a few.

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- Companies such as Microsoft, Yahoo, Google, IBM invest heavily in ML R & D
- Many interesting CS related problems can be tackled with ML - two slides further on
- It's a whole lot of fun.... hmmmmm

Who does Machine Learning UNIVERSITY of

 Researchers & practitioners from diverse backgrounds contributing to development of the discipline

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- Engineering Control Theory and Adaptive methods
- Psychology Cognitive science and theories of learning



Bioinformatics



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- Inferring gene & protein network structures
- Predicting protein function from sequence



Computer Vision & Graphics



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- Image reconstruction from degraded images



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- Object detection and localisation



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- Visual tracking



Networked Systems Measurement & Control



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- Autonomic network management systems



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- Detecting network level packet patterns



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- Detecting network level packet patterns
- Intrusion detection systems



Human Computer Interaction



- Human Computer Interaction
- Speech recognition



- Human Computer Interaction
- Speech recognition
- System control via auditory feedback



- Human Computer Interaction
- Speech recognition
- System control via auditory feedback
- Gesture recognition



Information Retrieval



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- New topic identification in news feeds



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- New topic identification in news feeds
- Language Models for ad hoc retrieval



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- Image & video retrieval



Software Engineering & Technology

Problems for ML?



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- Compilers that learn to optimise (Edinburgh)

Problems for ML?



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- Enough I think?





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- Graphical models
- Numerous applications



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- Introduce the Bayesian inferential method for flexible linear models
- Study probabilistic methods for classification based on conditional density estimates and flexible nonlinear models, introduce approximate Bayesian methods
- Study non-probabilistic classification methods based on maximum margin machines, Support-Vector Machines and the good old K-Nearest neighbours Lecture One January 9, 2006 - p. 12/1



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- Clustering methods Spectral & Model based clustering (lots of fun)
- Introduce sub-space methods such as PCA & ICA
- Brief introduction to Graphical Models & applications



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- Focus on basic principles underlying many Machine Learning methods
- Students capable of making intelligent decisions about what methods (if any) would be appropriate for specific problems
- Understanding of core issues associated with particular problems
- Possibly develop own methods for specific applications



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- Students strongly advised to attend all lectures & laboratories and to keep up with material as delivered



Module Website



- Module Website
- http://www.dcs.gla.ac.uk/ girolami/Machine_Learning_Module_2006/index.htm



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- Lecture notes, Laboratory sheets, Tutorial sheets, snippets of Matlab for each lecture session



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- Enjoy.....