Xiang Deng
Professor
Computer Science Department
Harbin Institute of Technology (Shenzhen)

Research Interests: Embodied AI, Multimodal Large Language Models

Course: Advanced Machine Learning

Instructors: Xianming Liu (csxm@hit.edu.cn), Xiang Deng (dengxiang@hit.edu.cn)

Grading Policy:

The course will be graded based on participation (10%), project (40%), and final exam (50%).

Lesson1: Introduction to Machine Learning

Outline

- Introduction
- Terminology
- Hypothesis Space
- Inductive Bias
- Brief History
- Application Status
- Further Reading

What is Machine Learning? (Layman's term)



Human can learn from past experience and make decision of its own

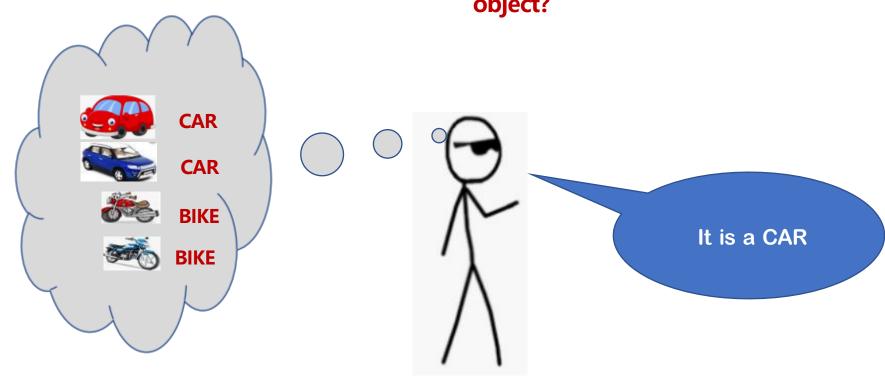


What is this object?





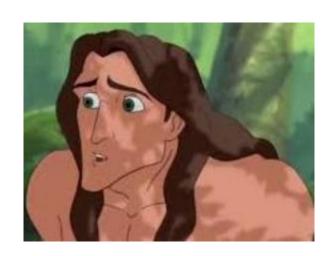
What is this object?



Let us ask the same question to him

What is this object?





Let us ask the same question to him













[But, he is a human being. He can observe and learn]

Let us make him learn













Let us make him learn











CAR



BIKE



BIKE

Let us ask the same question now

What is this object?







CAR



CAR



BIKE



BIKE

Past experience

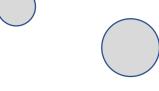
Let us ask the same question now

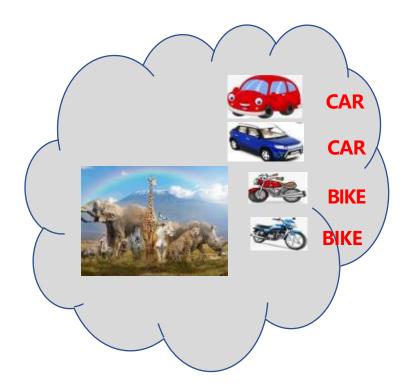


What is this object?

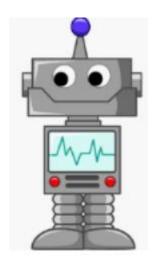








What about a Machine?



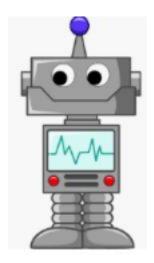
Machines follow instructions

[It can not take decision of its own] 12

What about a Machine?

We can ask a machine

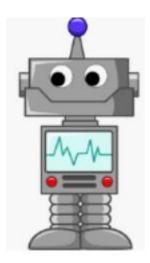
- To perform an arithmetic operations such as
 - Addition
 - Multiplication
 - Division



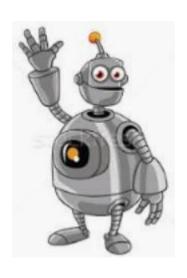
Machines follow instructions

What about a Machine?

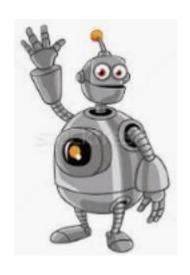
- Comparison
- Print
- Plotting a chart



Machines follow instructions

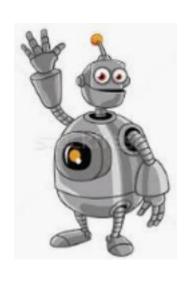






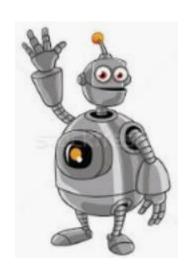


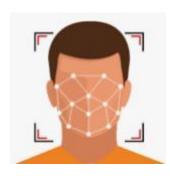
Price in 2026?



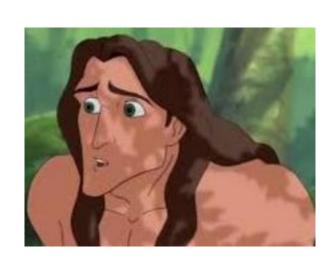
I made met yesterda him y

[Natural Language understand, and correct grammar]





recognize face

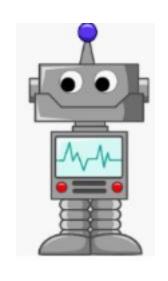


[What do we do?

Just like, what we did to human,

we need to provide experience to the machine.

]

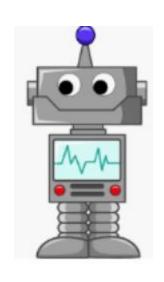






Datase t [
This what we called as Data or Training dataset

So, we first need to provide training dataset to the machine







[Then, devise algorithms and execute programs on the data

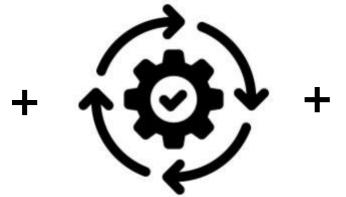
With respect to the underlying target tasks]





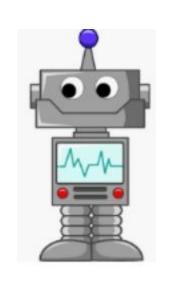




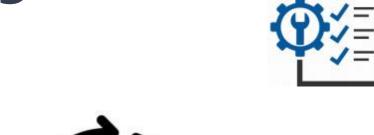


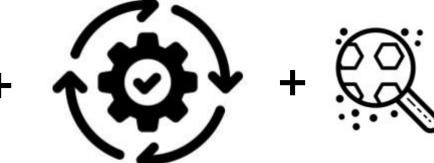
Datase t

[Then, using the programs, Identify required rules]

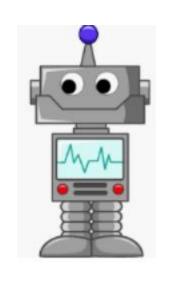




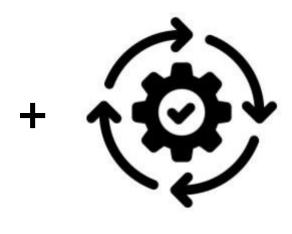




Datase t [extract required patterns]

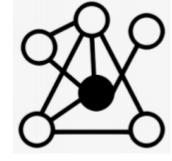




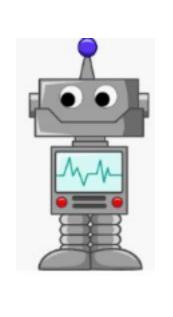






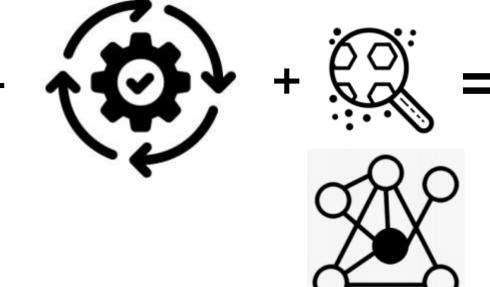


[Identify relations]







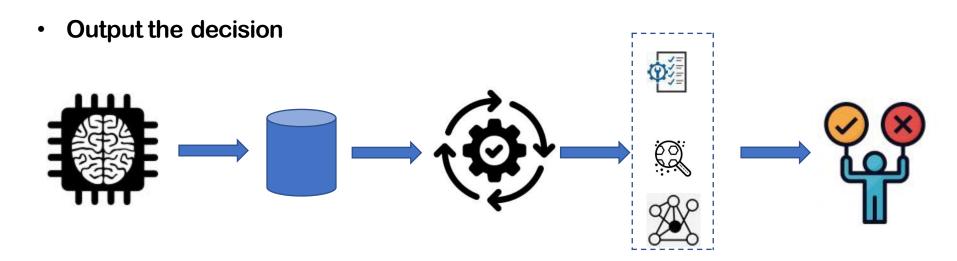


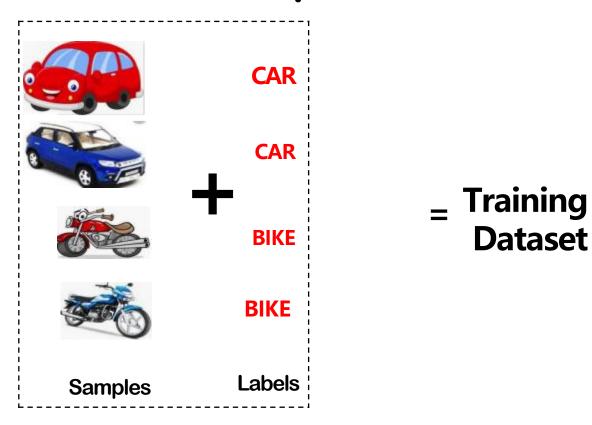
Datase [So that machine can derive inferences from the data]

In summary, what is machine learning?

- Given a machine learning problem

 Identify and create the appropriate dataset
- Perform computation to learn
 - Required rules, pattern and relations

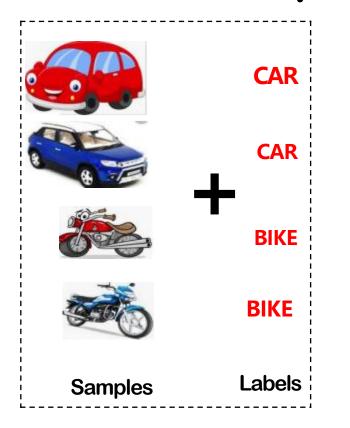




[In supervised learning, we need some thing called a Labelled Training Dataset]



[Given a labelled dataset, the task is to devise a function which takes the dataset, and a new sample, and produces an output value.]





[Given a labelled dataset, the task is to devise a function which takes the dataset, and a new sample, and produces an output value.]



[Given a labelled dataset, the task is to devise a function which takes the dataset, and a new sample, and produces an output value.]



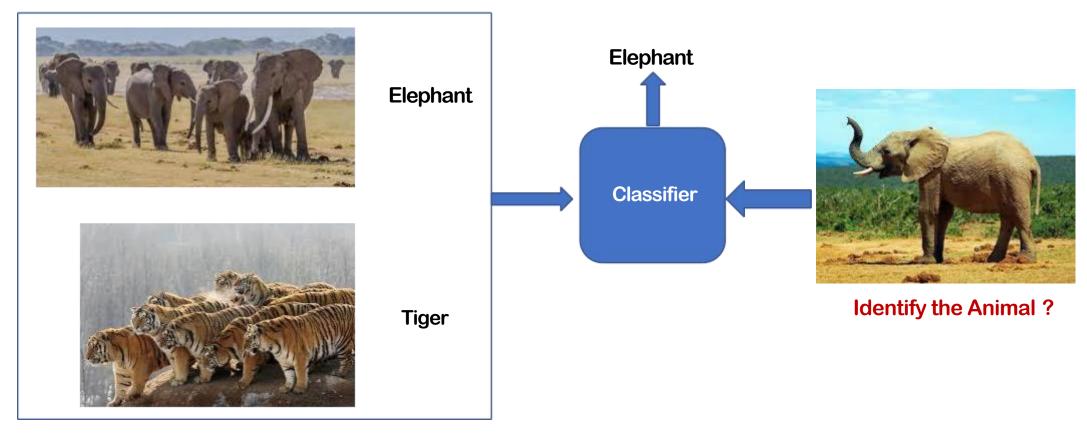
[If the possible output values of the function are predefined and discrete/categorical, it is called Classification

What is Supervised Learning?



[Predefined classes means, it will produce output only from the labels defined in the dataset. For example, even if we input a bus, it will produce either CAR or BIKE]

Classifier



Datase t

Regression



Dataset

Regression

$$f(=,=)=20500.50$$

The classification and Regression problems are supervised, because the decision depends on the characteristics of the ground truth labels or values present in the dataset, which we define as experience

]

What is Unsupervised Learning



Dataset

What is Unsupervised Learning







Dataset





Clusterin g

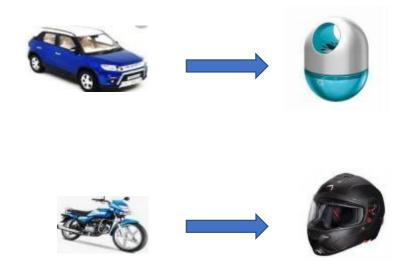
What is Unsupervised Learning







Dataset



Association Rules Mining

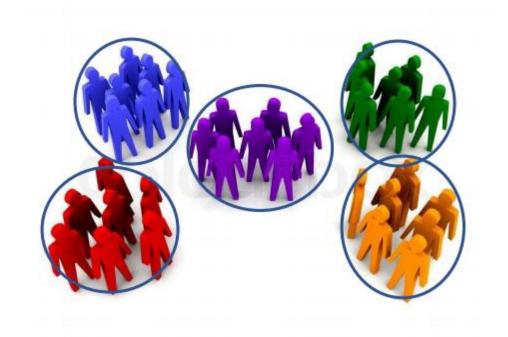
More Example Unsupervised Learning



Datase t

More Example Unsupervised Learning







More Example Unsupervised Learning





Customers who viewed this item also viewed





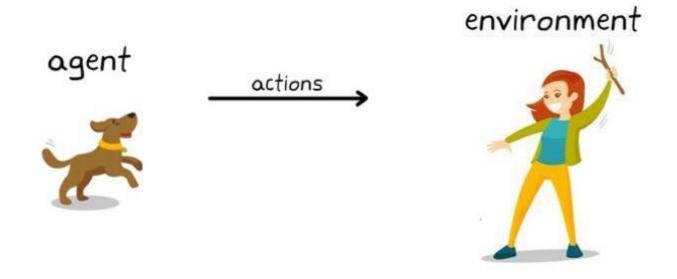


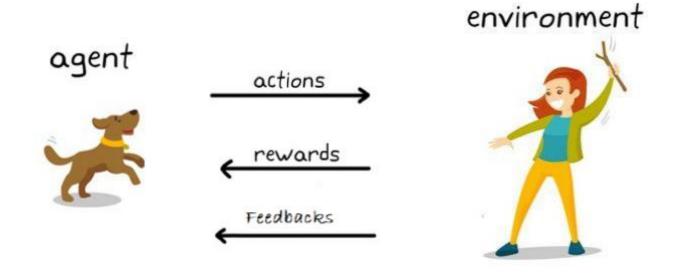












Another Example













Reinforcement Learning









Reinforcement Learning









Reinforcement Learning









Baby Learn from the Trials and Errors

Reinforcement Learning

Outline

- Introduction
- Terminology
- Hypothesis Space
- Inductive Bias
- Brief History
- Application Status
- Further Reading

Terminology-Data

Watermelon Classification

			feature ↑		label ↑
·	ID	color	root	sound	ripe
Training _←	$ \begin{array}{c} 1 \\ -2 \\ 3 \\ 4 \end{array} $	green dark green dark	curly curly straight slightly curly	muffled muffled crisp dull	true true false false
Testing set	<u>-1</u>	green	curly	dull	?

Terminology-Task

- Labeled or unlabeled information
 - O Supervised learning: classification, regression
 - O Unsupervised learning: clustering
 - O Semi-supervised learning: a combination of the above two

Terminology-generalization ability

The objective of machine learning is to learn models that can work well on the "new samples", rather than the training examples. The ability to work on the new samples is called the *generalization* ability.

We generally assume that all samples in a sample space follow a distribution \mathcal{D} , and all samples are independently sampled from this distribution, that is, independent and identically distributed (i.i.d.). Generally speaking, the more samples we have, the better-generalized model we can learn.

Outline

- Introduction
- Terminology
- Hypothesis Space
- Inductive Bias
- Brief History
- Application Status
- Further Reading

Hypothesis Space

ID	color	root	sound	ripe
1	green	curly	muffled	true
2	dark	curly	muffled	true
3	green	straight	crisp	false
4	dark	slightly curly	dull	false

$$(color=?) \land (root=?) \land (sound=?) \leftrightarrow ripe$$

Filtering out all hypotheses that are inconsistent with the training examples.

Hypothesis Space Size: 3*4*4+1=49

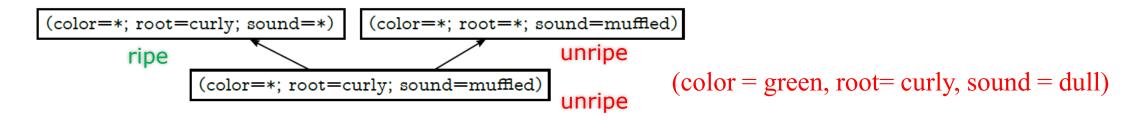
Outline

- Introduction
- Terminology
- Hypothesis Space
- Inductive Bias
- Brief History
- Application Status
- Further Reading

Inductive Bias

ID	color	root	sound	ripe
1	green	curly	muffled	true
2	dark	curly	muffled	true
3	green	straight	crisp	false
4	dark	slightly curly	dull	false
1	green	curly	dull	?

All hypotheses are consistent with the training examples, whereas these hypotheses may make different prediction on the unseen watermelon (color = green) Λ (root = curly) Λ (sound = dull):



In this case, which model (or hypothesis) should we use?

Inductive Bias

The bias of a learning algorithm towards a particular class of hypotheses is called the *inductive bias*.

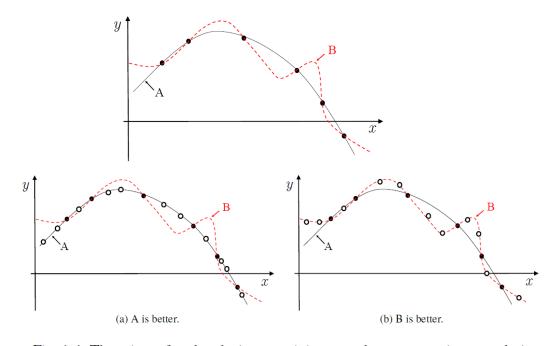


Fig. 1.4: There is no free lunch. (● are training samples; ○ are testing samples)

Inductive Bias

We can regard inductive bias as the heuristic or value philosophy of learning algorithms for search in potentially huge hypothesis spaces.

A fundamental and widely used principle for this question in natural science is the *Occam's razor* principle, which says that we should choose the simplest hypothesis when there is more than one hypothesis consistent with the observations.

In practice, whether this hypothesis matches the specific problem or not usually determines the performance of the model.

No Free Lunch

To simplify the discussion, let both the sample space \mathcal{X} and the hypothesis space \mathcal{H} be discrete. Let $P(h|X,\mathfrak{L}_a)$ denote the probability of getting the hypothesis h from the algorithm \mathfrak{L}_a based on the training set X, and let f be the ground-truth target function that we wish to learn. Then the error on all samples except those in the training set is

$$E_{ote}(\mathfrak{L}_{a}|X,f) = \sum_{h} \sum_{\boldsymbol{x} \in \mathcal{X} - X} P(\boldsymbol{x}) \mathbb{I}(h(\boldsymbol{x}) \neq f(\boldsymbol{x})) P(h \mid X, \mathfrak{L}_{a})$$

 $\mathbb{I}(\cdot)$ is the indicator function that • returns 1 for true and 0 otherwise.

No Free Lunch

In binary classification problems, the target function could be any functions $\mathcal{X} \mapsto \{0,1\}$ with a function space of $\{0,1\}^{|\mathcal{X}|}$. Summing the errors of f with respect to uniform distribution gives:

$$\begin{split} \sum_{f} E_{ote}(\mathfrak{L}_{a}|X,f) &= \sum_{f} \sum_{h} \sum_{\boldsymbol{x} \in \mathcal{X} - X} P(\boldsymbol{x}) \; \mathbb{I}(h(\boldsymbol{x}) \neq f(\boldsymbol{x})) \; P(h \mid X,\mathfrak{L}_{a}) \\ &= \sum_{\boldsymbol{x} \in \mathcal{X} - X} P(\boldsymbol{x}) \sum_{h} P(h \mid X,\mathfrak{L}_{a}) \sum_{f} \mathbb{I}(h(\boldsymbol{x}) \neq f(\boldsymbol{x})) \\ &= \sum_{\boldsymbol{x} \in \mathcal{X} - X} P(\boldsymbol{x}) \sum_{h} P(h \mid X,\mathfrak{L}_{a}) \frac{1}{2} 2^{|\mathcal{X}|} \\ &= \frac{1}{2} 2^{|\mathcal{X}|} \sum_{\boldsymbol{x} \in \mathcal{X} - X} P(\boldsymbol{x}) \sum_{h} P(h \mid X,\mathfrak{L}_{a}) \\ &= 2^{|\mathcal{X}| - 1} \sum_{\boldsymbol{x} \in \mathcal{X} - X} P(\boldsymbol{x}) \cdot 1 \; . \quad \text{The sum of errors is independent of the learning algorithm!} \end{split}$$

All learning algorithms are equally good considering all contexts.

Debating "which learning algorithm is better" is meaningless without considering the specific task

Outline

- Introduction
- Terminology
- Hypothesis Space
- Inductive Bias
- Brief History
- Application Status
- Further Reading

Brief History

■ Reasoning age:

- Seminal works in that period include the Logic Theorist program developed by A. Newell and H. Simon and later on the General Problem Solving program.
- In 2006, Carnegie Mellon University founded the world's first school of machine learning, which is directed by Professor T. Mitchell, one of the pioneers in machine learning research.

■ Knowledge age:

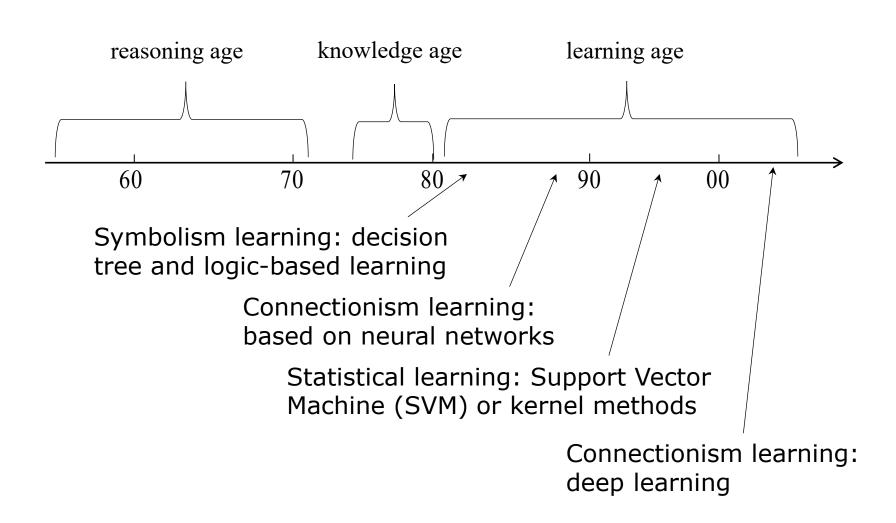
- A large number of expert systems with numerous successful applications are developed in a wide range of domains;
- It is difficult to extract and summarize knowledge into a form that computers can learn.

Brief History

□ Learning age:

- Symbolism learning
 - Decision tree: relies on information theory to simulate the tree-based decision process of humans by minimizing the information entropy.
 - Logic-based learning: employs first-order logic to represent knowledge and induces data by updating and extending the logic expressions.
- Connectionism learning
 - Neural networks
- Statistical learning
 - Support Vector Machine (SVM) or kernel methods

Brief History



Outline

- Introduction
- Terminology
- Hypothesis Space
- Inductive Bias
- Brief History
- Application Status
- Further Reading

Application Status

☐ One of the most current computer science technologies:

- In 2001, scientists from NASA-JPL published an article in the *Science* magazine pointed out that machine learning is playing an increasingly important role in supporting scientific research.
- In 2003, DARPA started the PAL project, which puts machine learning to the level of national security.
- In 2006, Carnegie Mellon University founded the world's first school of machine learning, which is directed by Professor T. Mitchell, one of the pioneers in machine learning research.

☐ Strongly influences our daily life:

 Weather forecasting, energy exploration, environmental monitoring, search engines, autonomous vehicles, etc.

Application Status

■ Affect the political life of human society::

 During the 2012 U.S. election, Obama's machine learning team analyzed various data such as social networks to prompt him for the next campaign action.

■ Sense of exploring the universe like natural science.:

• The Sparse Distributed Memory (SDM) model was proposed by P. Kanerva in the middle 1980s, there is no intentional imitation to the biological structure of the human brain. However, neuroscience researchers figured out that the sparse encoding mechanism in SDM widely exists in the cortex controlling vision, hearing, and olfactory, thus inspiring more neuroscience research.

Further Reading

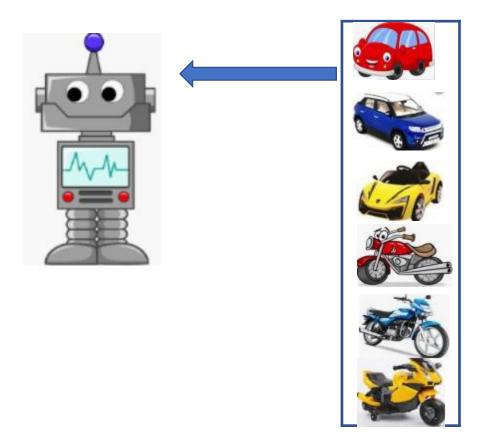
□ ICML、NeurIPS、ICLR and ect al.

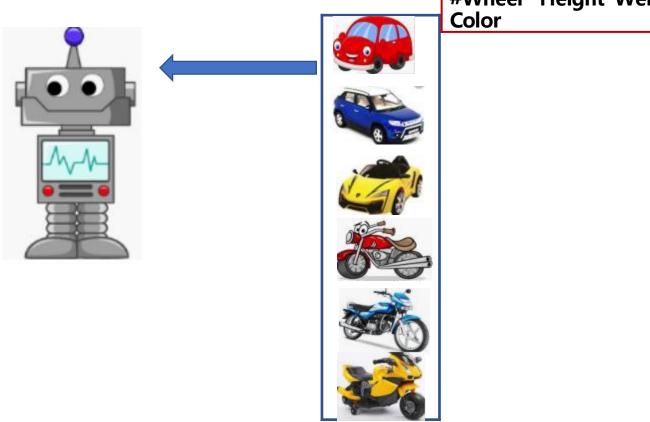
My first machine learning model from Scratch

Teach a machine to identify vehicle types

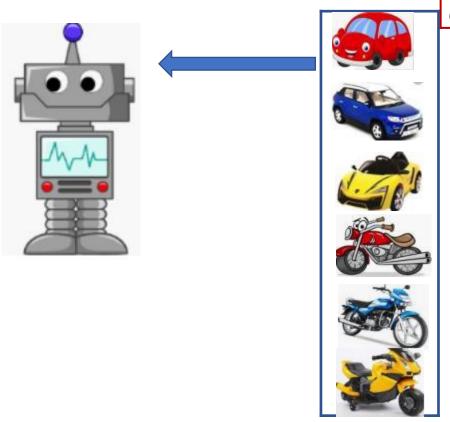








#Wheel Height Weight Color

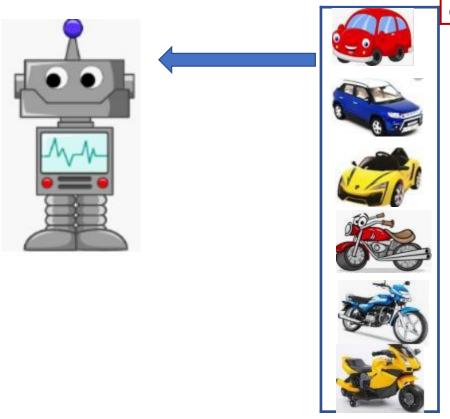


#Wheel Height Weight Color

Identify the features which can represent the objects

$$F = \{f_1f_2f_3 ... f_k\}$$

Feature set={#Wheel Height Weight Color}



#Wheel Height Weight Color

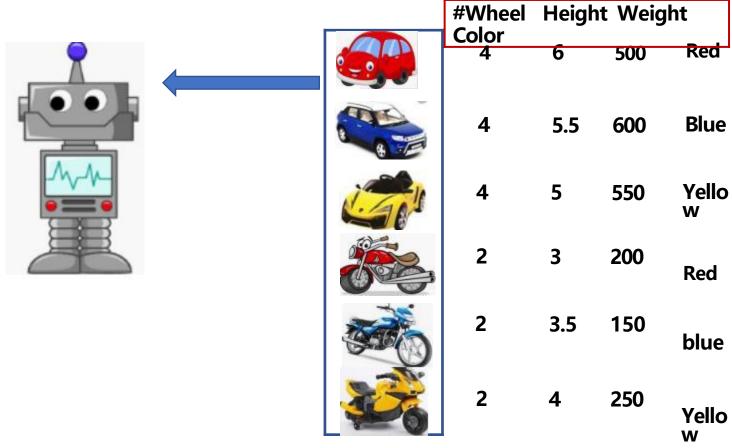
Identify the features which can represent the objects

$$F = \{f_1f_2f_3 ... f_k\}$$

For every sample, assign value to corresponding feature

$$Vi = \{Wi1Wi2Wi3 ... Wik\}$$

where wijis the value assigned for the feature fj

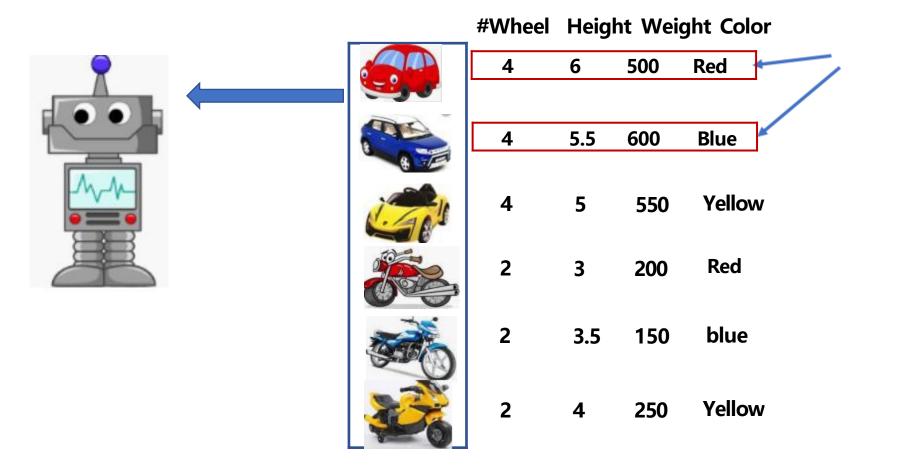


For every object, assign value to corresponding feature

 $Vi = \{Wi1Wi2Wi3 ... Wik\}$

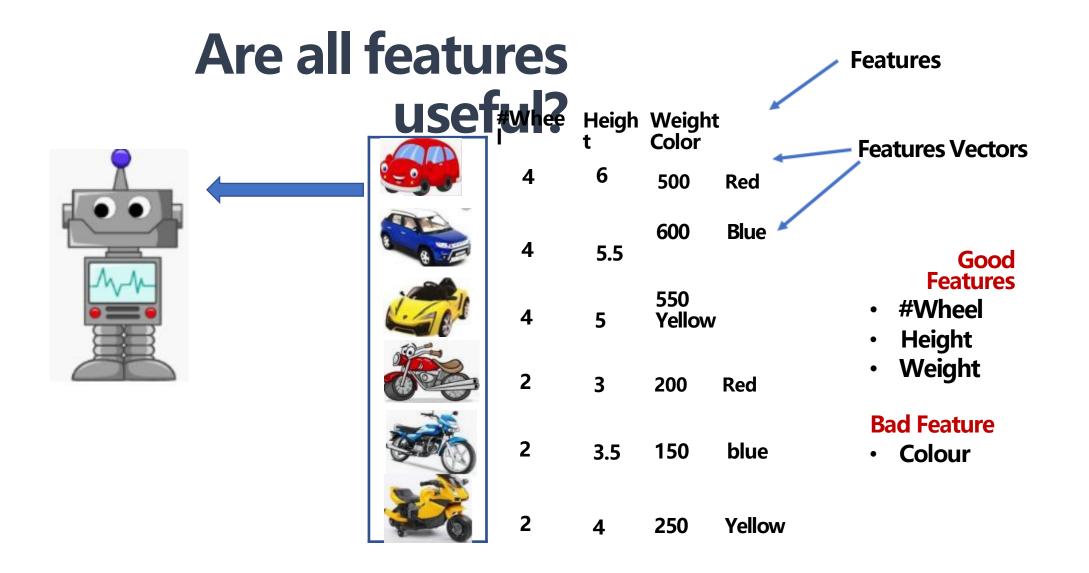
where wij is the value assigned for the feature fj

Vector Space Model

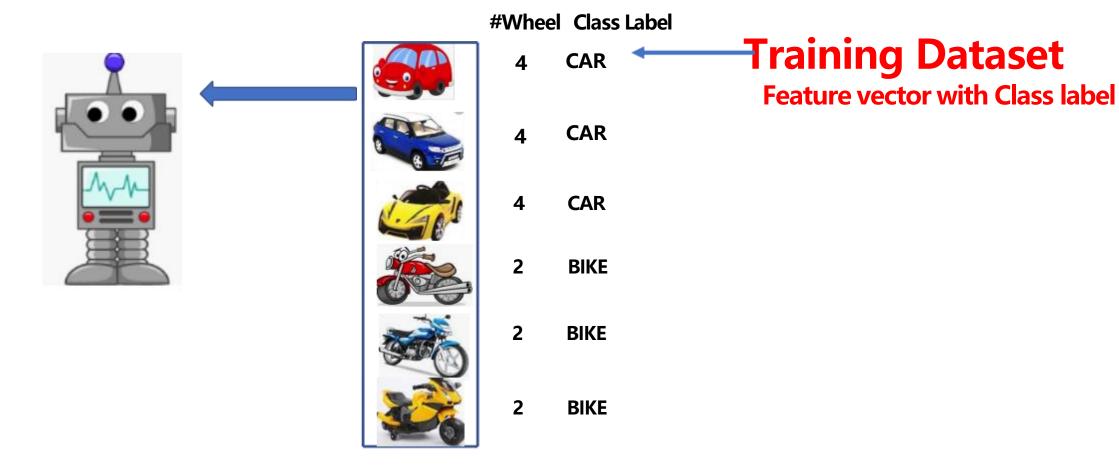


Features Vectors

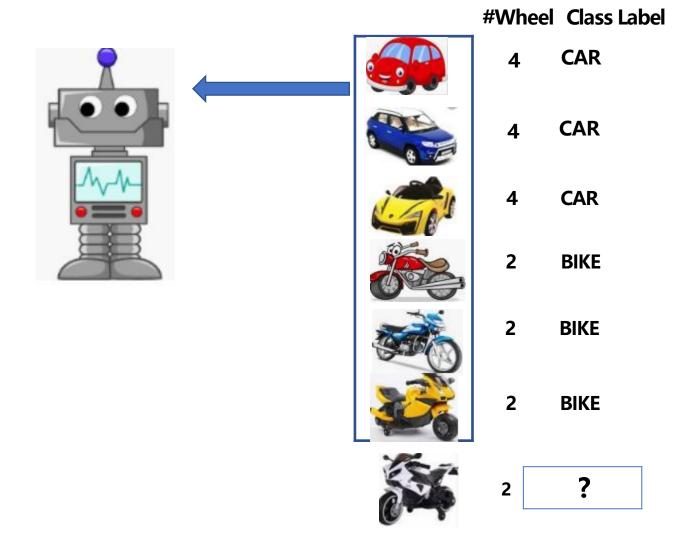
This form of representation is called **Vector Space Model**



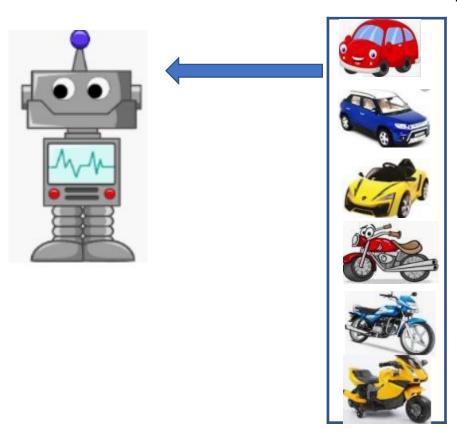
Let us consider single feature



Given the #Wheel, identify the vehicle



Let us estimate

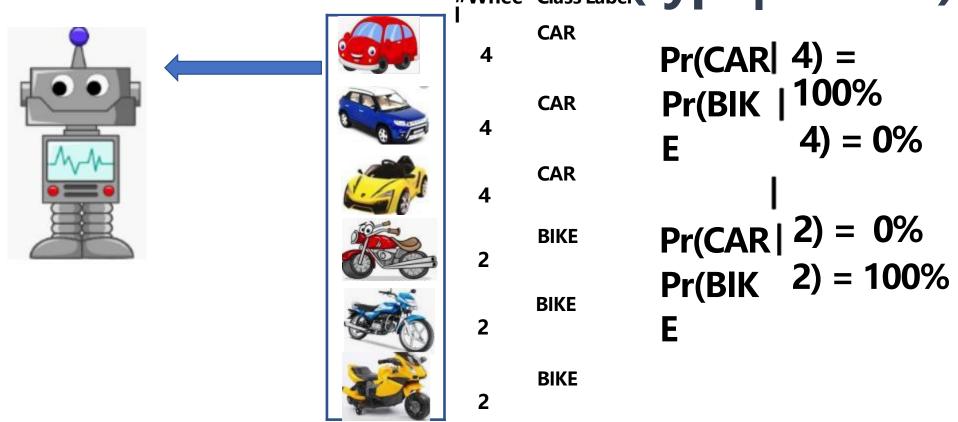


#Wheel Class Label

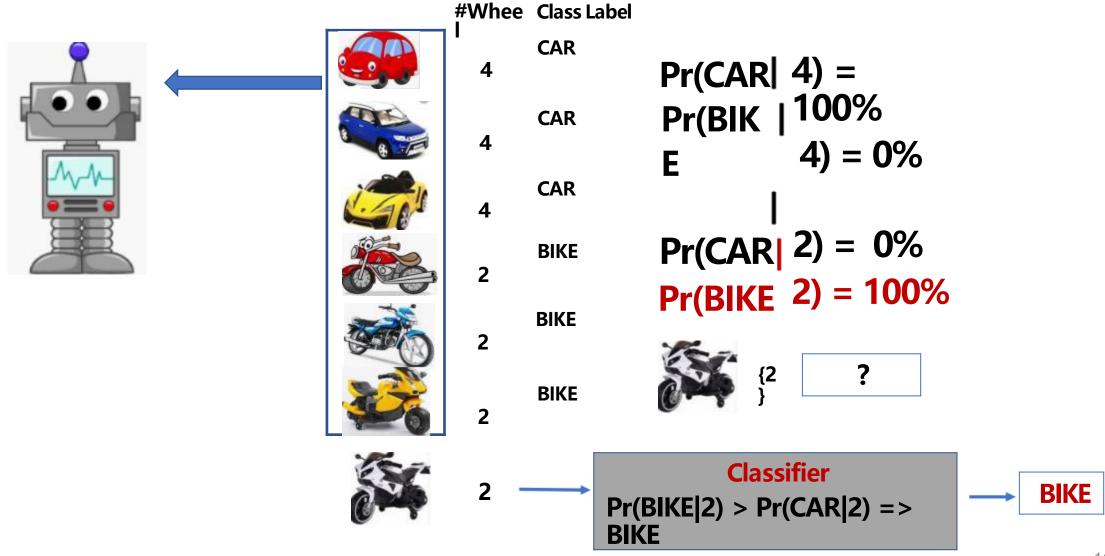
- 4 CAR
- 4 CAR
- 4 CAR
- 2 BIKE
- 2 BIKE
- 2 BIKE

Pr(Vehicle type| #Wheel) = ?

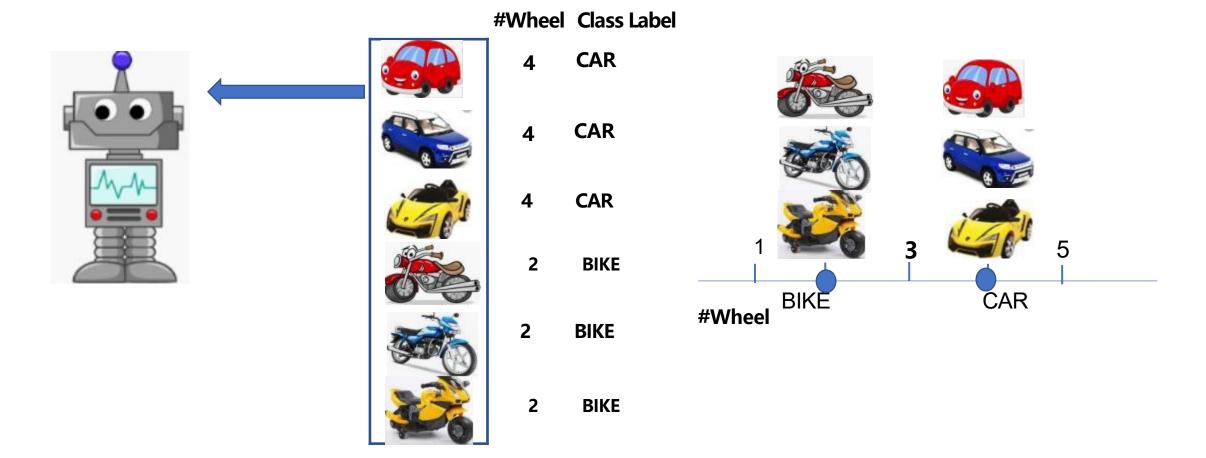
Let us estimate the probability #Whee Class Label (type | #wheel)



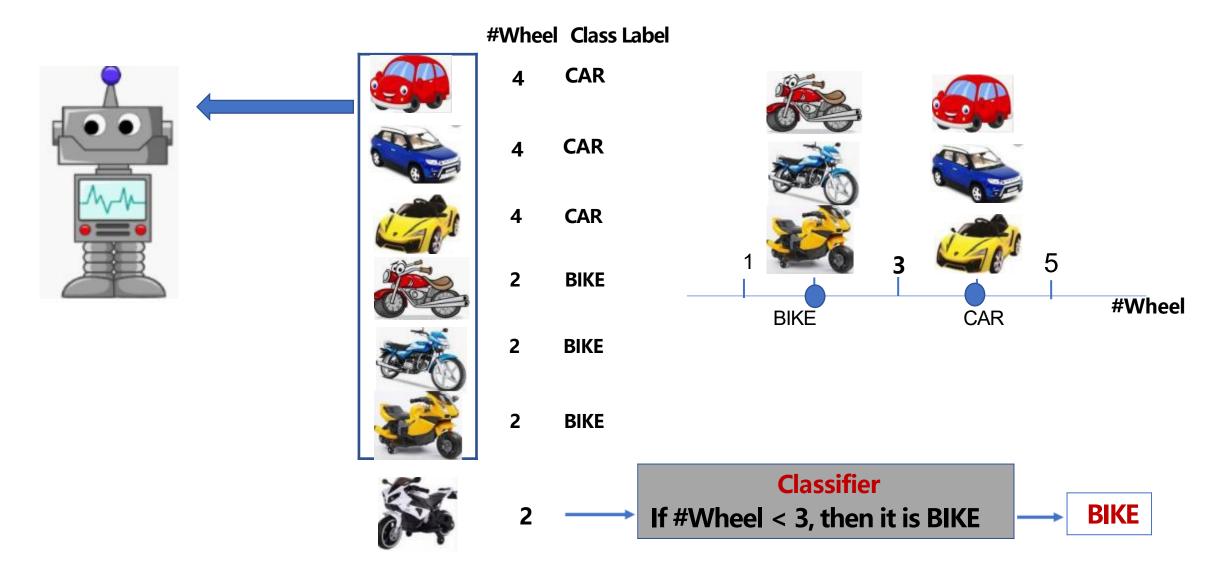
Ask the question now



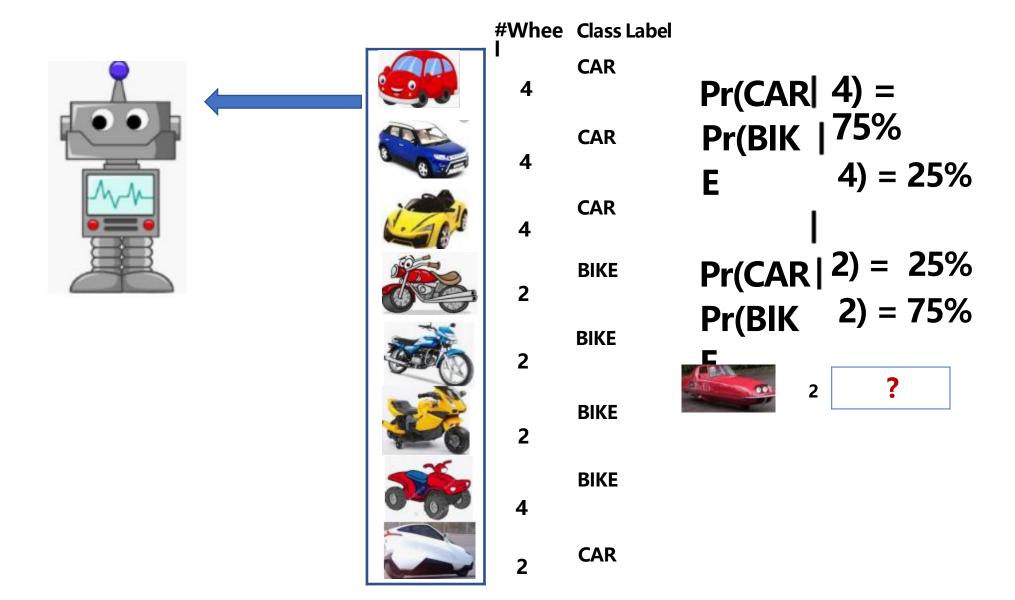
There are multiple ways



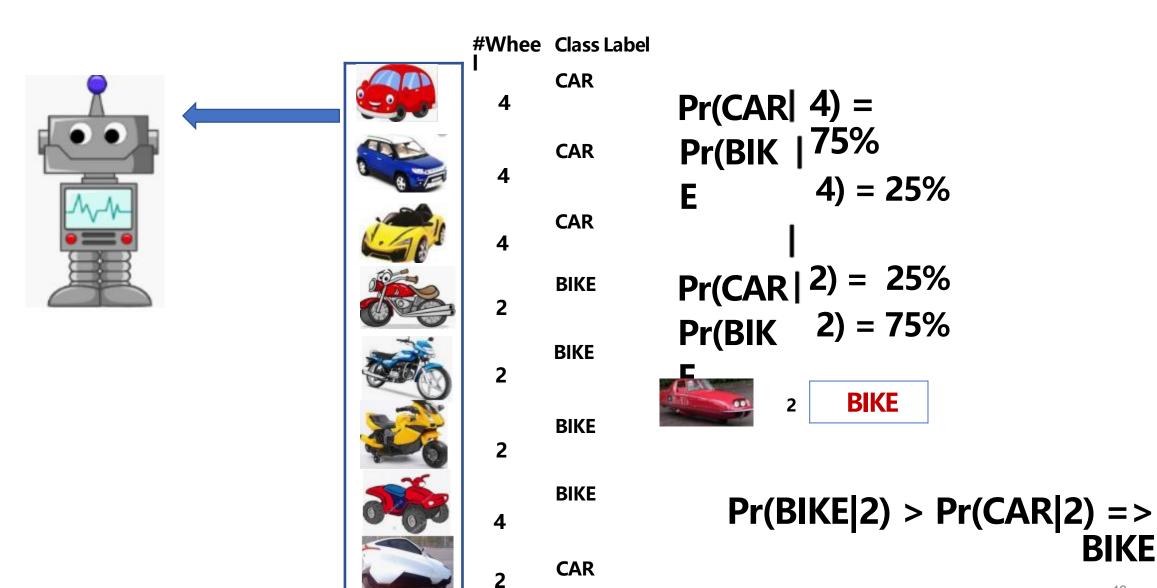
There are multiple ways



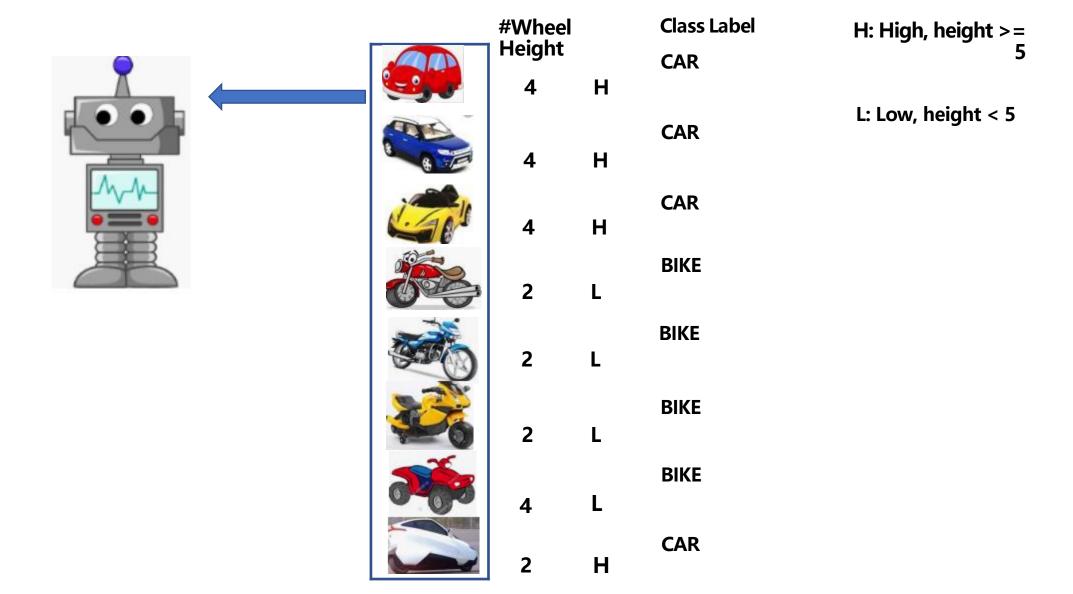
If selected feature is not sufficient



If selected feature is not sufficient

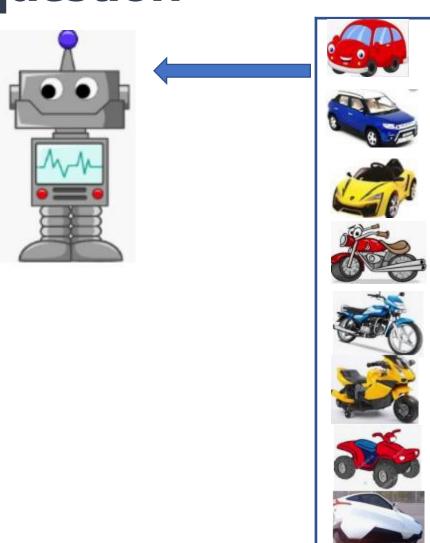


More Features



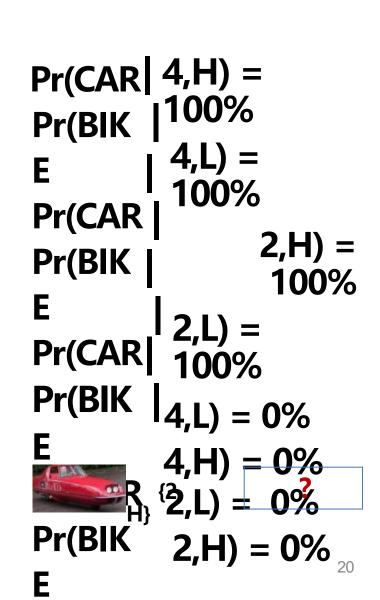
Estimate the probabilities, and ask the same

question



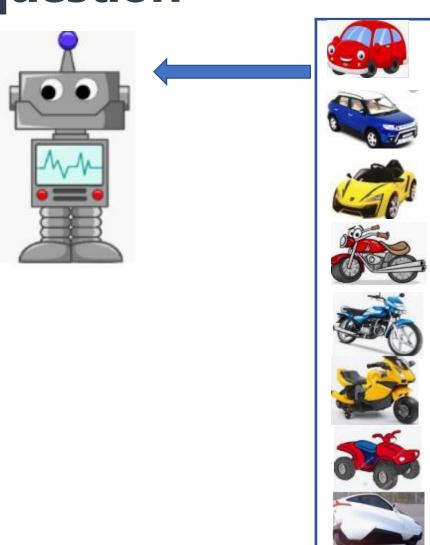
#Wheel Height 4	н	Class Labo
4	Н	CAR
4	н	CAR
2	L	BIKE
2	L	BIKE
2	L	BIKE
4	L	BIKE
		CAR

Н



Estimate the probabilities, and ask the same

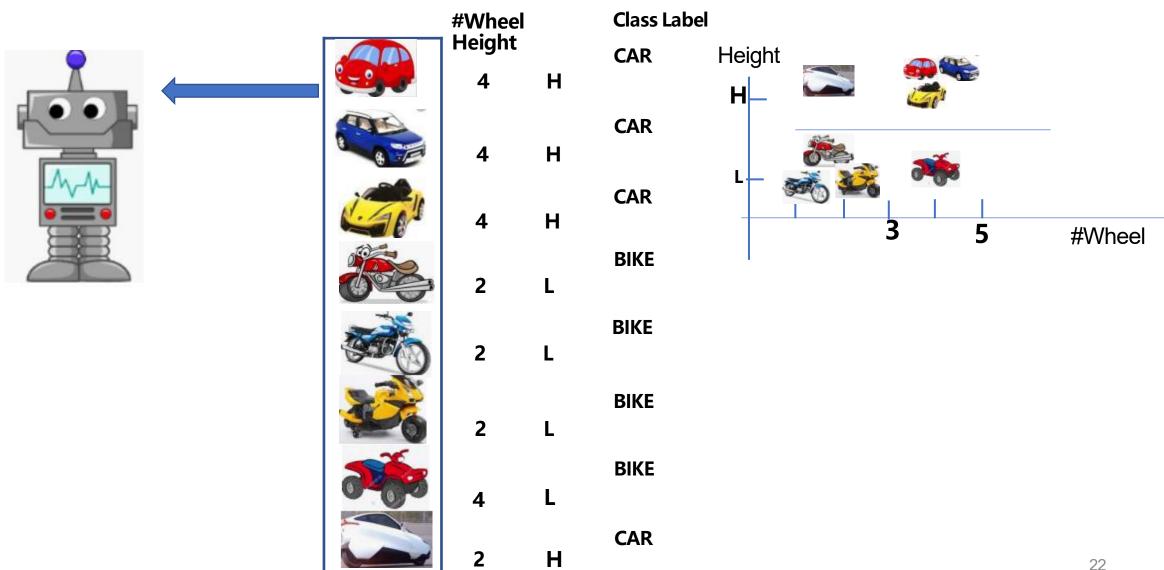
question



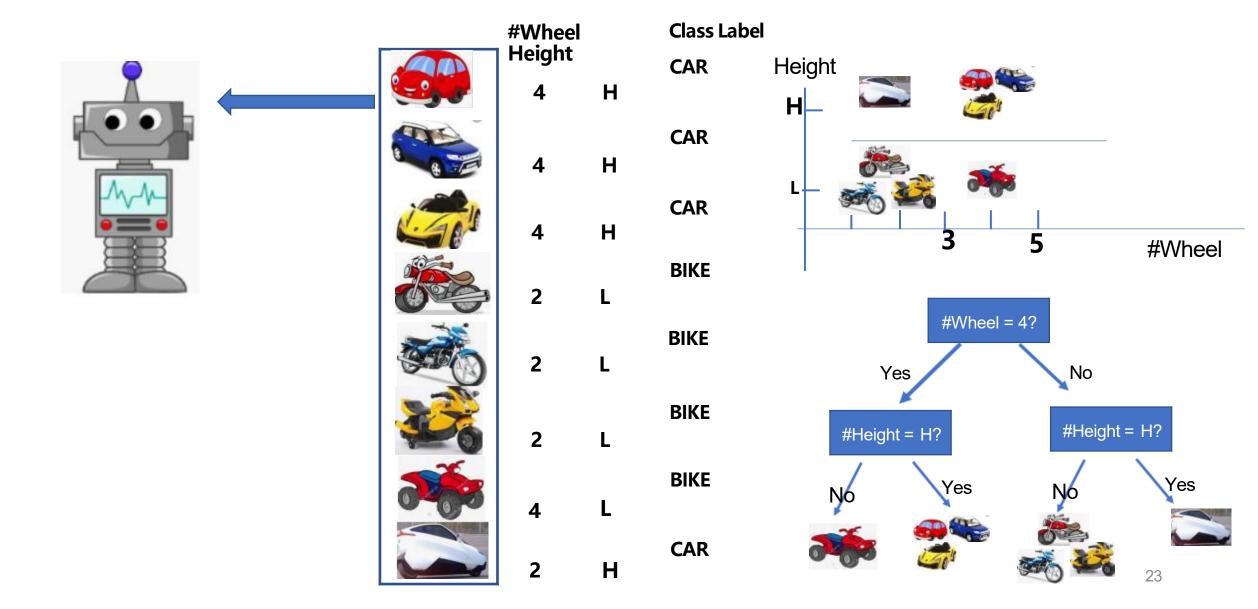
#Wheel Height		Class Lab
4	Н	CAR
		CAR
4	Н	
4	н	CAR
-	••	BIKE
2	L	
2	L	BIKE
		BIKE
2	L	
_		BIKE
4	L	CAR

```
Pr(CAR | 4,H) = Pr(BIK | 100%
Pr(CAR
Pr(BIKE
                  100%
Pr(CAR
Pr(BIK
Pr(CAR
```

Multiple ways



Multiple ways



Thanks!