

PRACTICE

ARTIFICIAL INTELLIGENCE

WHAT WE WILL LEARN TODAY?

지도 학습

Supervised Learning

선형 회귀 (Linear Regression)

로지스틱 회귀 (Logistic Regression)

결정 트리 (Decision Tree)

인공 신경망 (ARTIFICIAL NEURAL NETWORK)

퍼셉트론 (Perceptron)

합성곱 신경망 (Convolutional Neural Network)

비지도 학습

Unsupervised Learning

K-mean Clustering

1. INSTALL & SETUP

BEFORE WE START...



1. INSTALL & SETUP

BEFORE WE START...

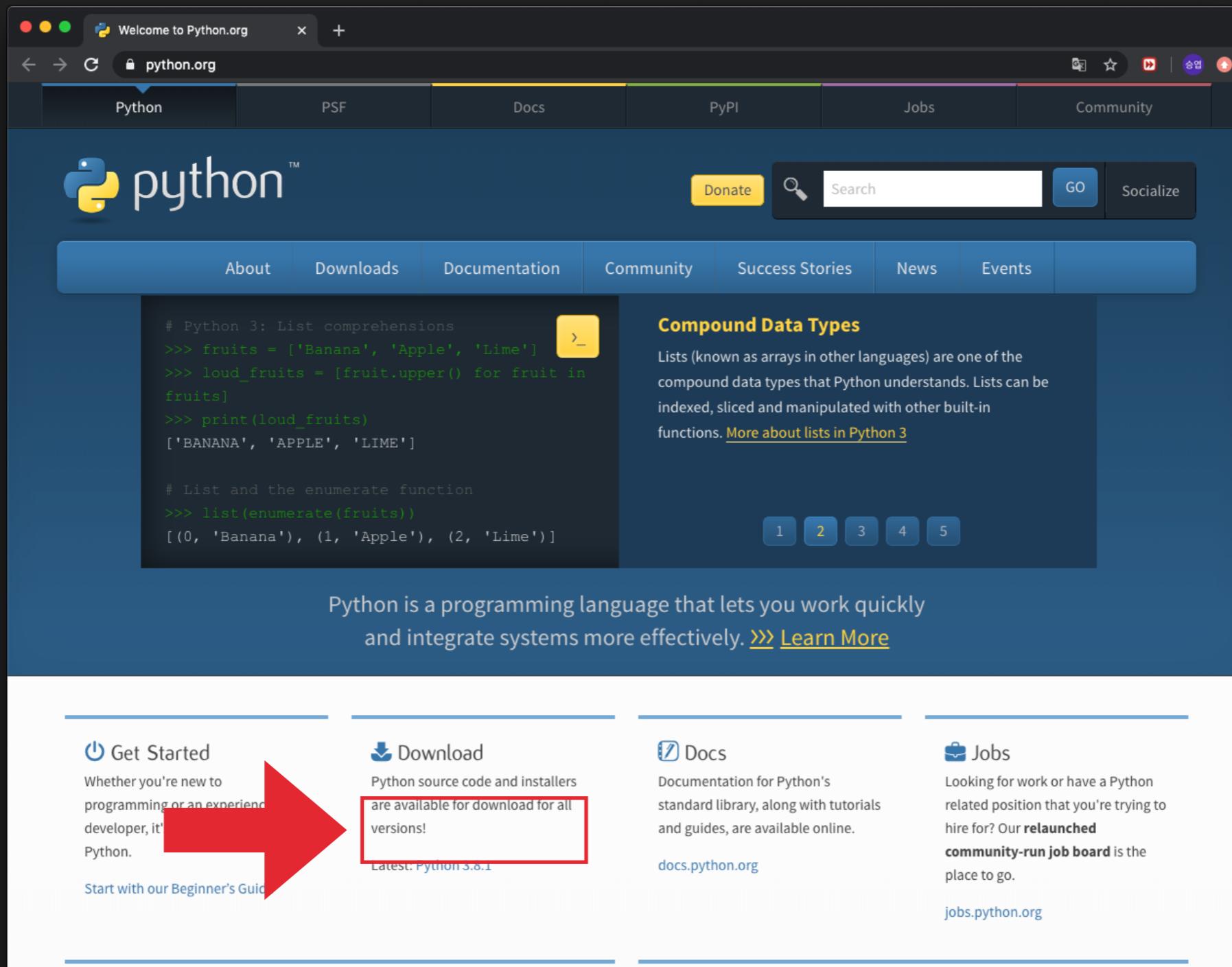


Visual Studio Code



1. INSTALL & SETUP

INSTALL PYTHON



The screenshot shows the Python.org homepage. At the top, there's a navigation bar with links for Python, PSF, Docs, PyPI, Jobs, and Community. Below the header, the Python logo is prominently displayed. A search bar and a "Socialize" button are also present. The main content area features two code snippets:

```
# Python 3: List comprehensions
>>> fruits = ['Banana', 'Apple', 'Lime']
>>> loud_fruits = [fruit.upper() for fruit in
fruits]
>>> print(loud_fruits)
['BANANA', 'APPLE', 'LIME']

# List and the enumerate function
>>> list(enumerate(fruits))
[(0, 'Banana'), (1, 'Apple'), (2, 'Lime')]
```

To the right of the code, there's a section titled "Compound Data Types" with a brief description and a link to "More about lists in Python 3". Below the code snippets, there's a navigation bar with links for 1, 2, 3, 4, and 5. The footer contains four main sections: "Get Started", "Download", "Docs", and "Jobs". A large red arrow points from the "Get Started" section to the "Download" section, specifically highlighting the download link for Python 3.8.1.

<https://python.org>

1. INSTALL & SETUP

INSTALL PYTHON

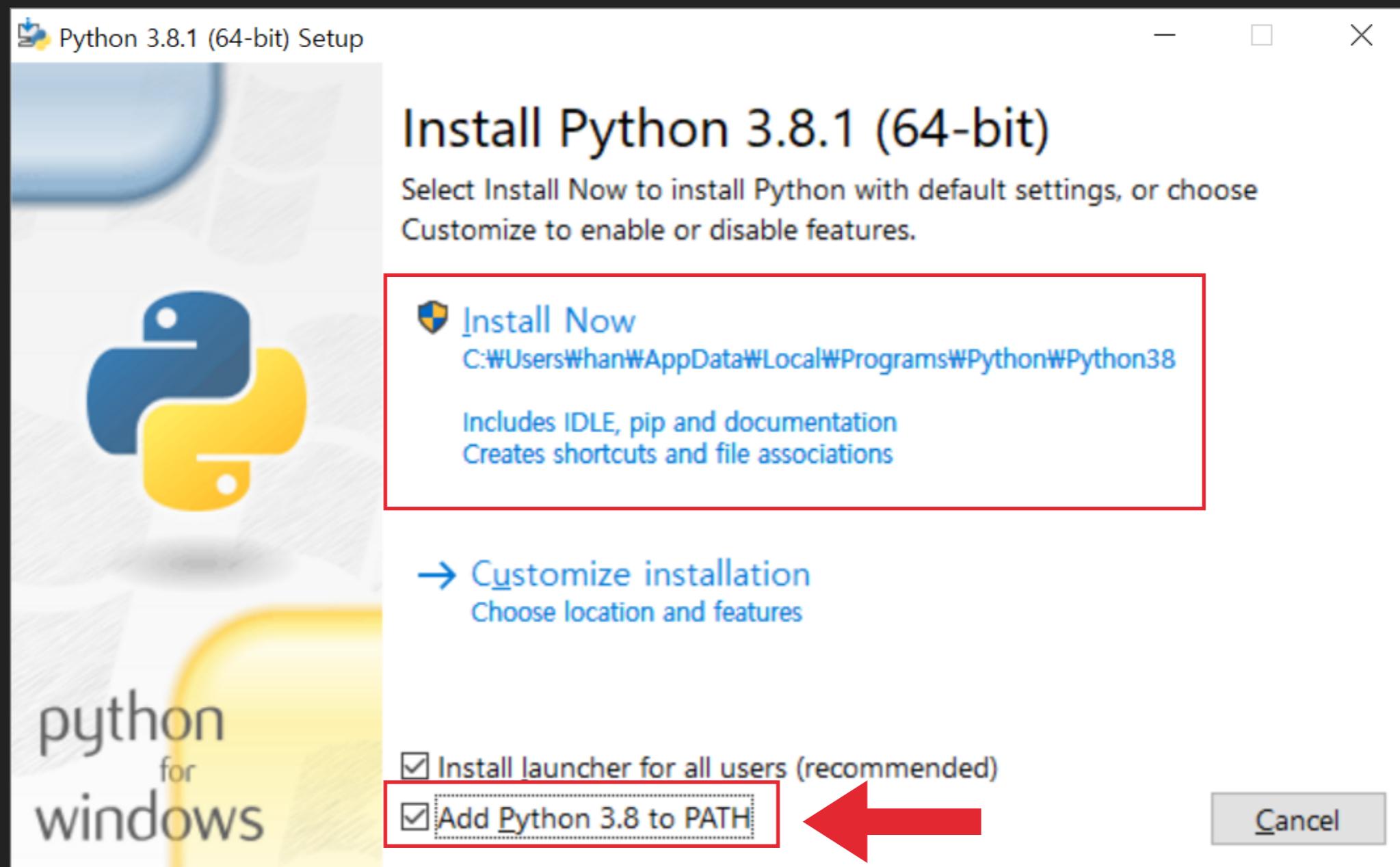
Files

Version	Operating System	Description	MD5 Sum	File Size	GPG
Gzipped source tarball	Source release		f215fa2f55a78de739c1787ec56b2bcd	23978360	SIG
XZ compressed source tarball	Source release		b3fb85fd479c0bf950c626ef80cacb57	17828408	SIG
macOS 64-bit installer	Mac OS X	for OS X 10.9 and later	d1b09665312b6b1f4e11b03b6a4510a3	29051411	SIG
Windows help file	Windows		f6bbf64cc36f1de38fbf61f625ea6cf2	8480993	SIG
Windows x86-64 embeddable zip file	Windows	for AMD64/EM64T/x64	4d091857a2153d9406bb5c522b211061	8013540	SIG
Windows x86-64 executable installer	Windows	for AMD64/EM64T/x64	3e4c42f5ff8fcfbe6a828c912b7afdb1	27543360	SIG
Windows x86-64 web-based installer	Windows	for AMD64/EM64T/x64	662961733cc947839a73302789df6145	1363800	SIG
Windows x86 embeddable zip file	Windows		980d5745a7e525be5abf4b443a00f734	7143308	SIG
Windows x86 executable installer	Windows		2d4c7de97d6fc8231fc3dec8abf79	26446128	SIG
Windows x86 web-based installer	Windows		d21706bdac544e7a968e32bbb0520f51	1325432	SIG



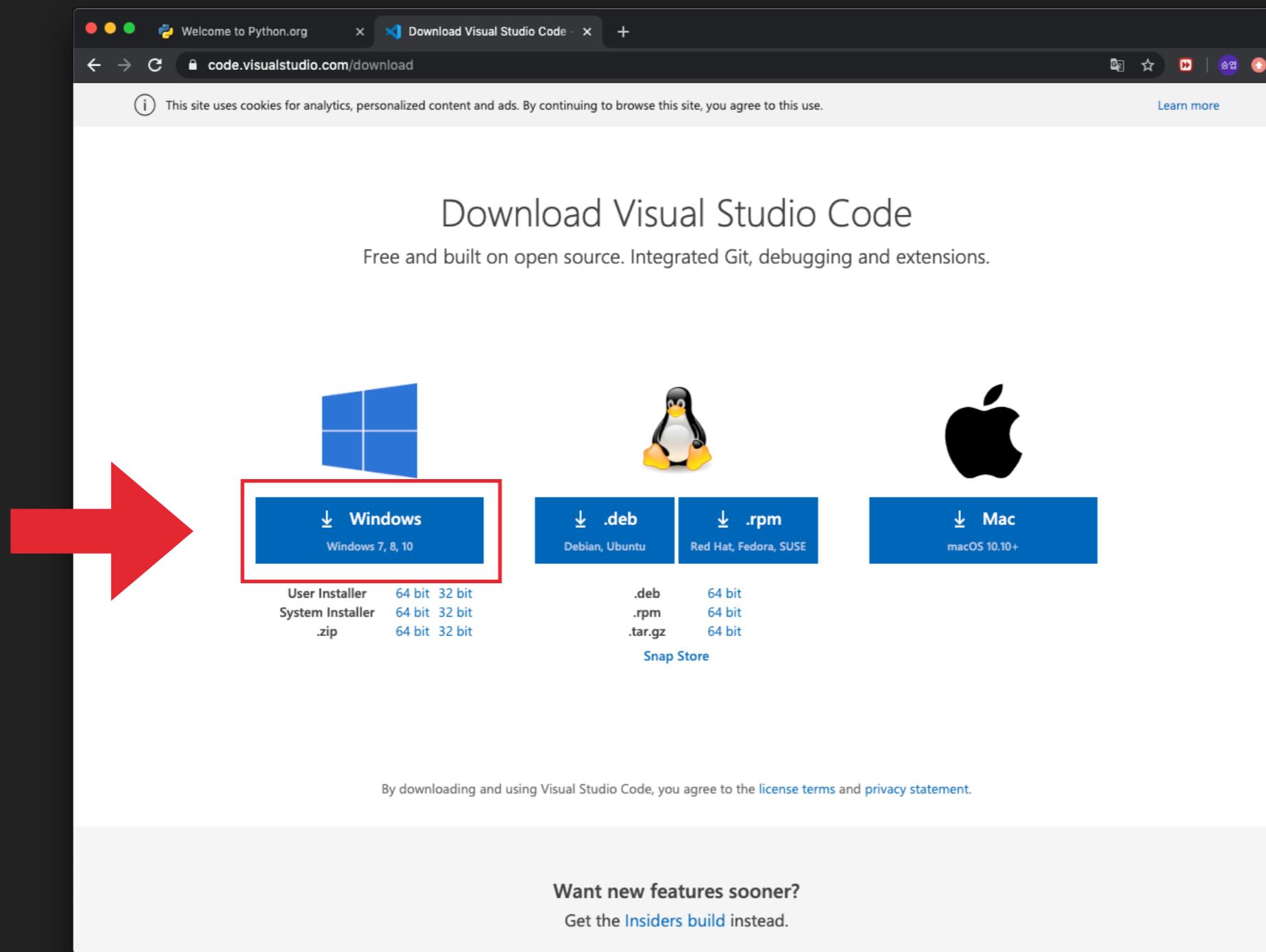
1. INSTALL & SETUP

INSTALL PYTHON



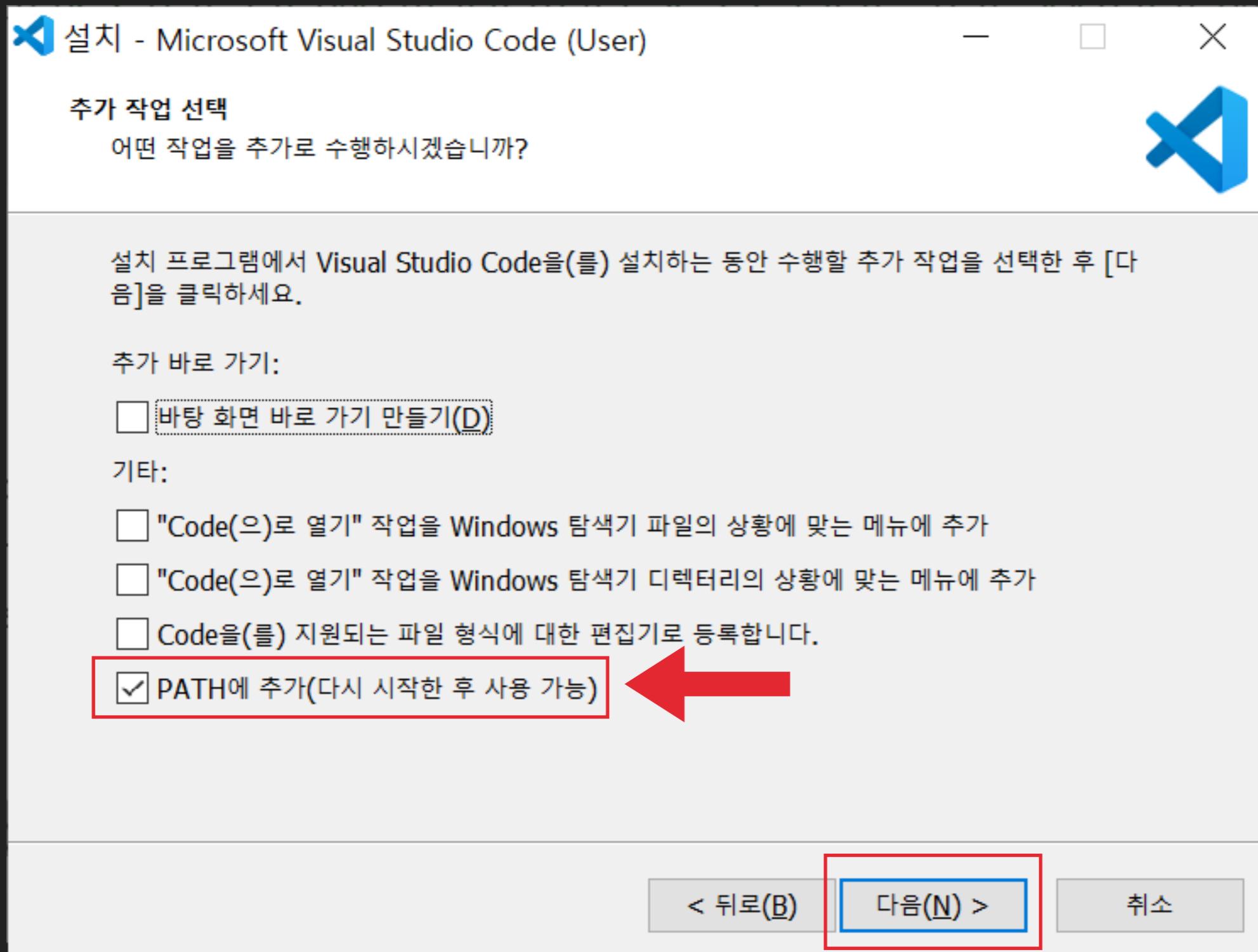
1. INSTALL & SETUP

INSTALL VISUAL STUDIO CODE



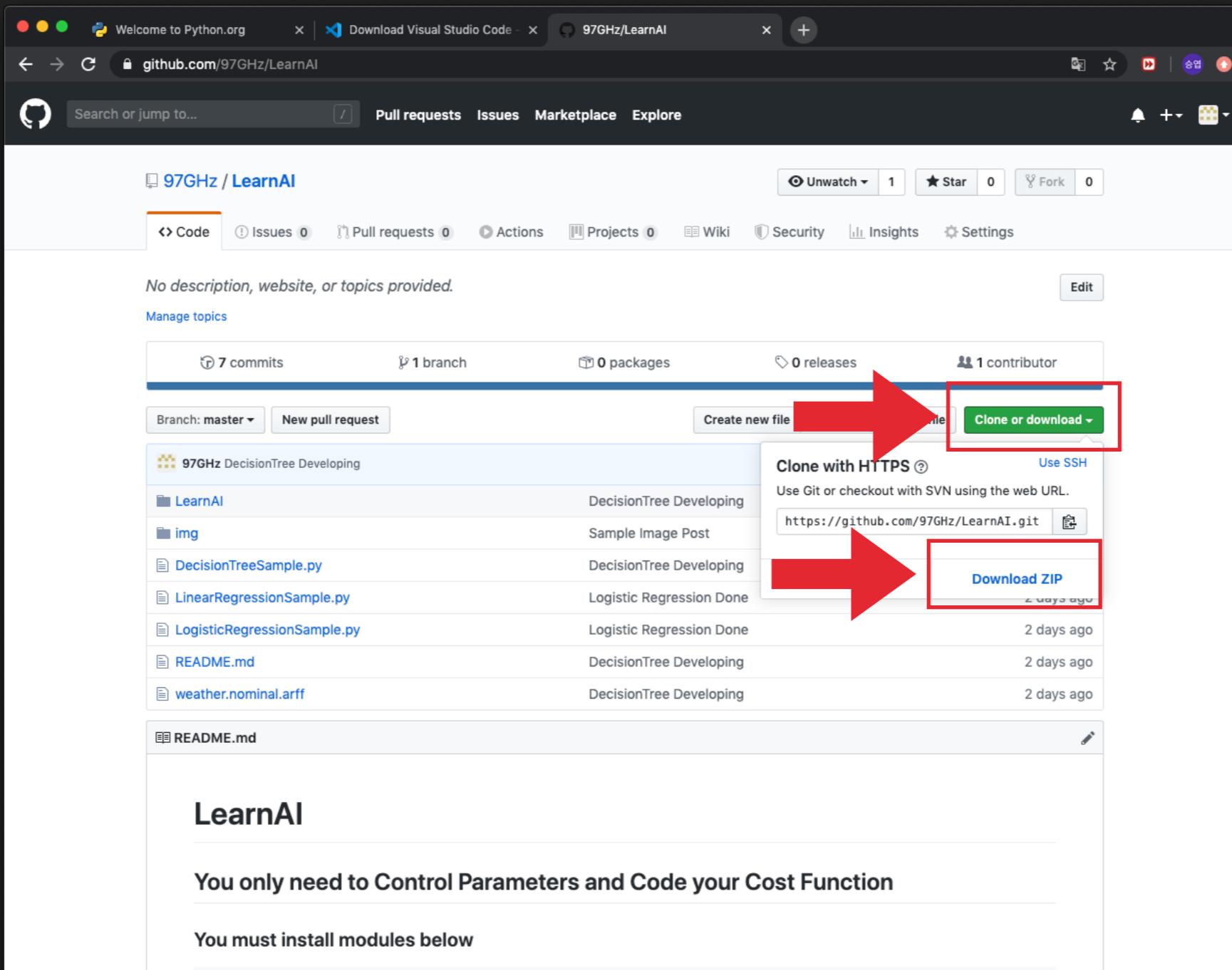
1. INSTALL & SETUP

INSTALL VISUAL STUDIO CODE



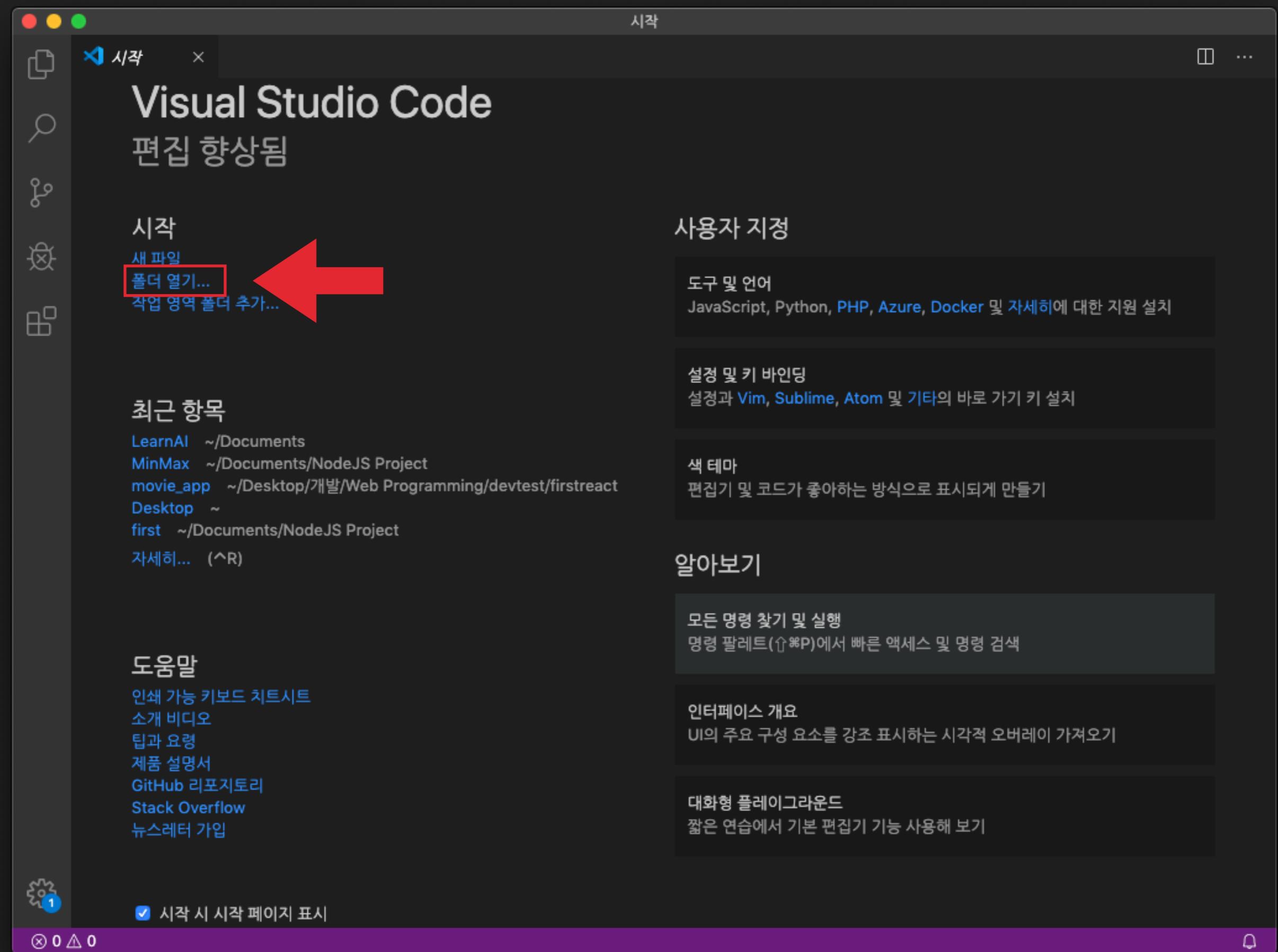
1. INSTALL & SETUP

DOWNLOAD MODULES AND SAMPLES

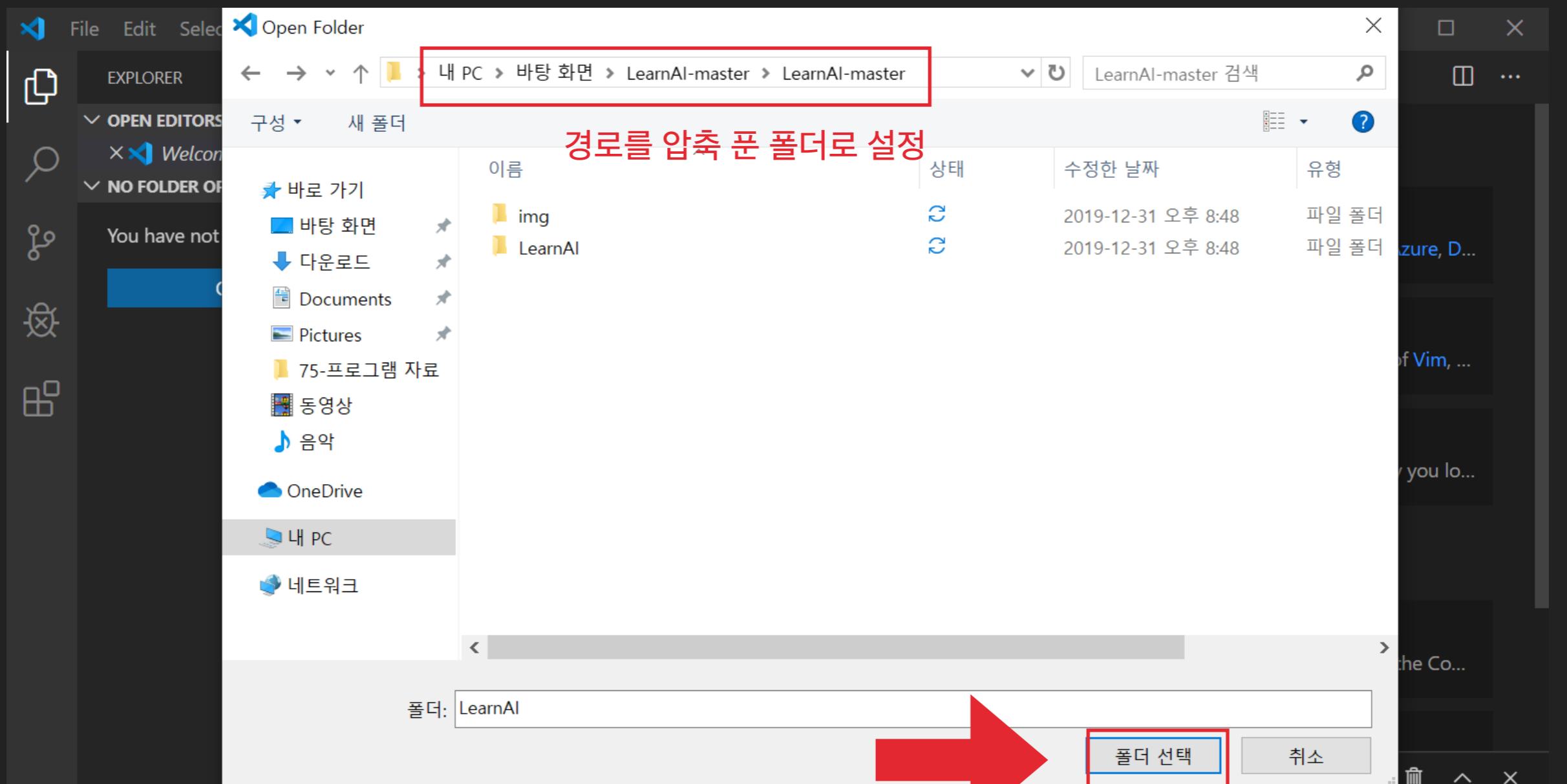


<https://github.com/97GHz/LearnAI>

1. INSTALL & SETUP



1. INSTALL & SETUP



Windows PowerShell
Copyright (C) Microsoft Corporation. All rights reserved.

새로운 크로스 플랫폼 **PowerShell** 사용 <https://aka.ms/pscore6>

PS C:\Users\han>

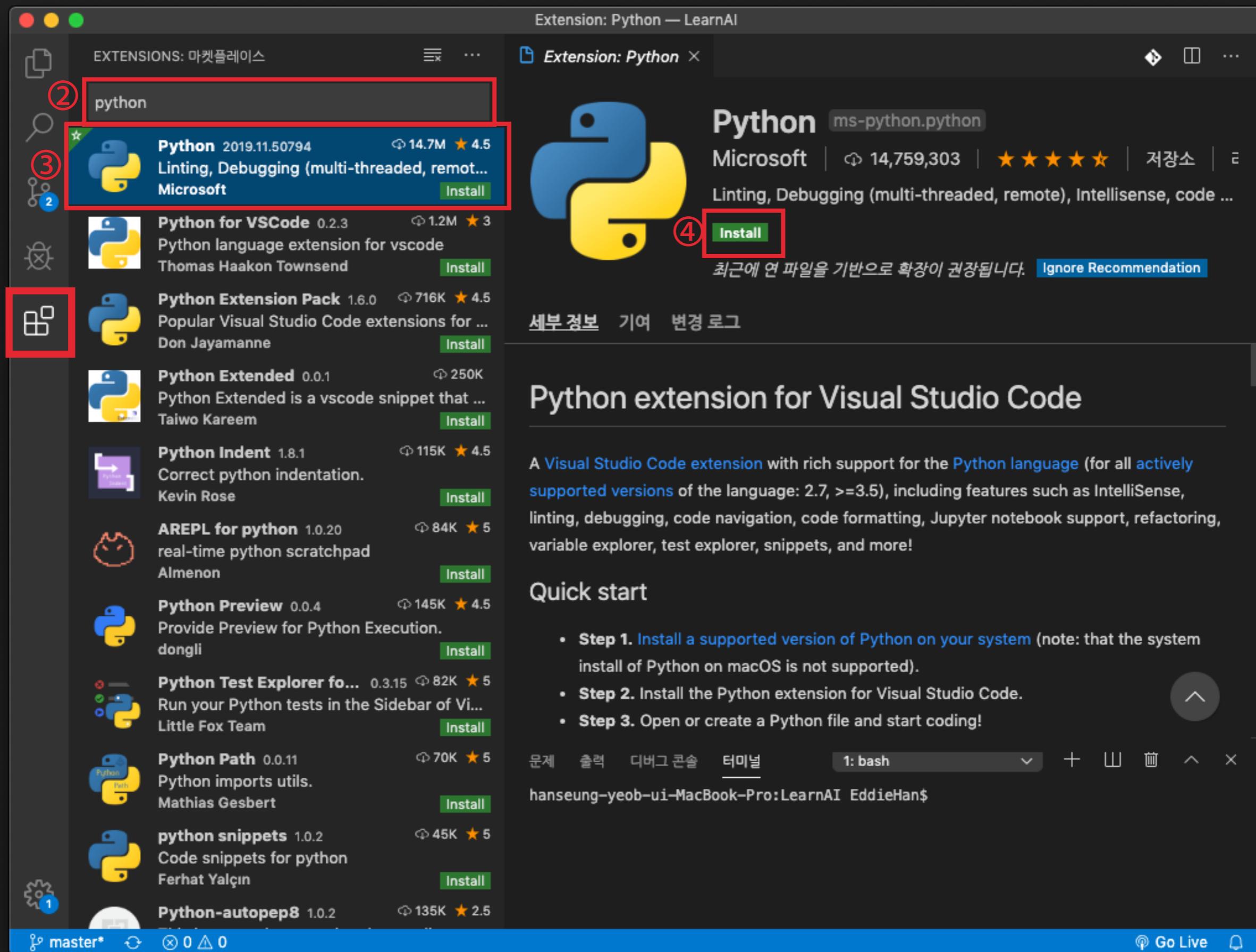


> OUTLINE

⊗ 0 △ 0

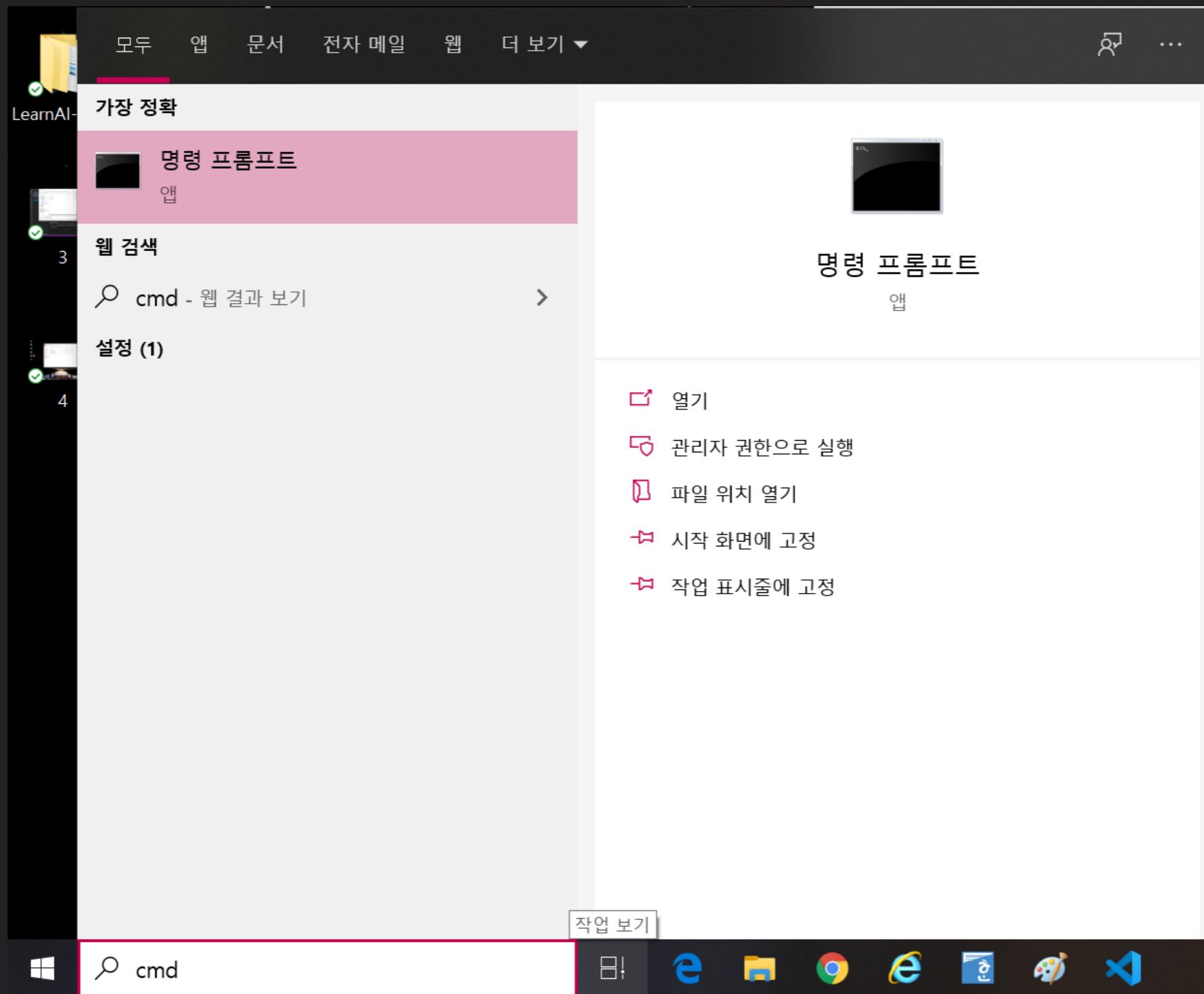
☺ 🔍

1. INSTALL & SETUP



1. INSTALL & SETUP

INSTALL PYTHON MODULES



1. INSTALL & SETUP

INSTALL PYTHON MODULES



A screenshot of a Windows Command Prompt window titled "명령 프롬프트". The window shows the following text:

```
Microsoft Windows [Version 10.0.18362.207]
(c) 2019 Microsoft Corporation. All rights reserved.

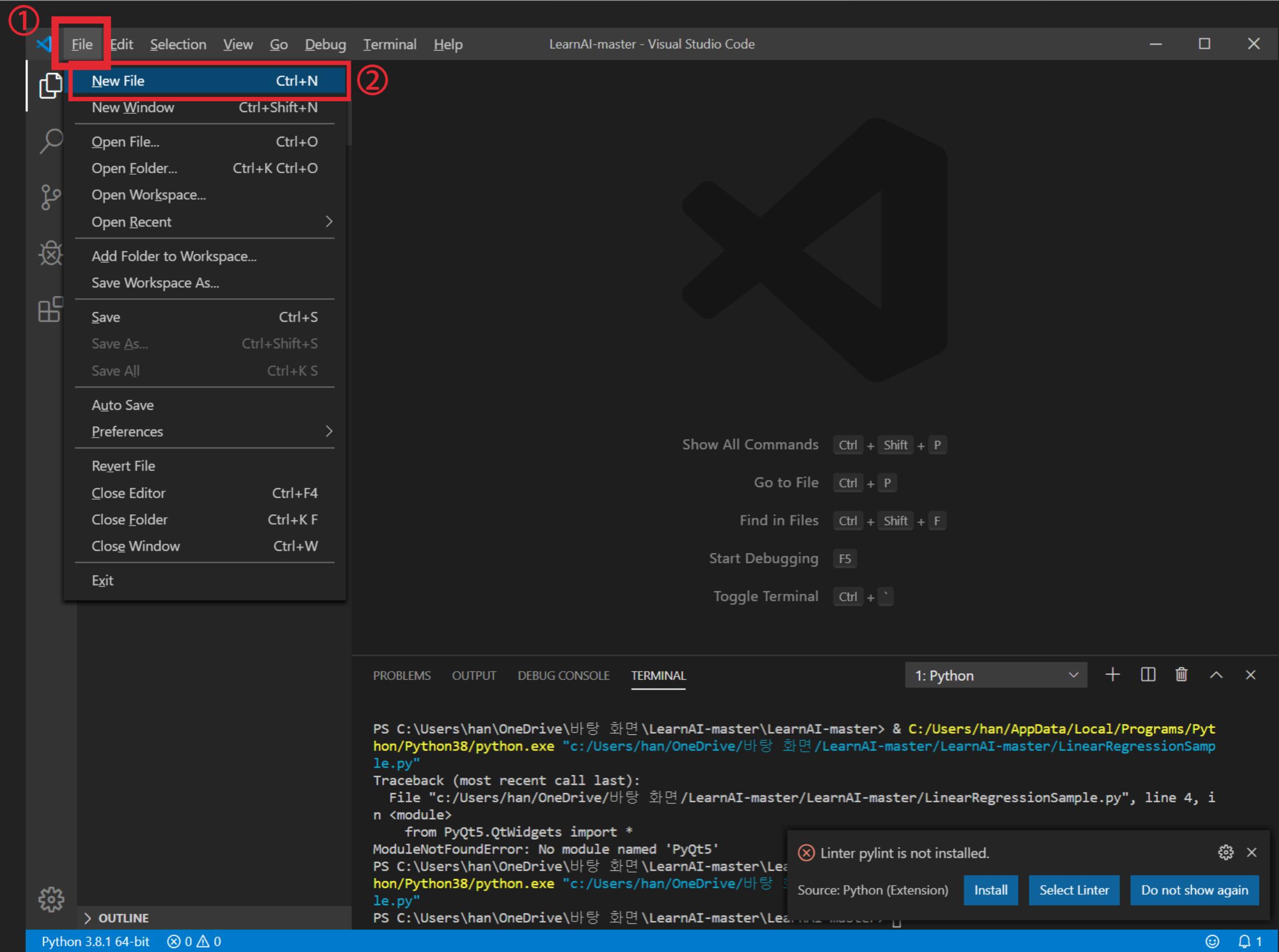
C:\Users\han>
```

Inside a white rectangular box, three pip installation commands are listed:

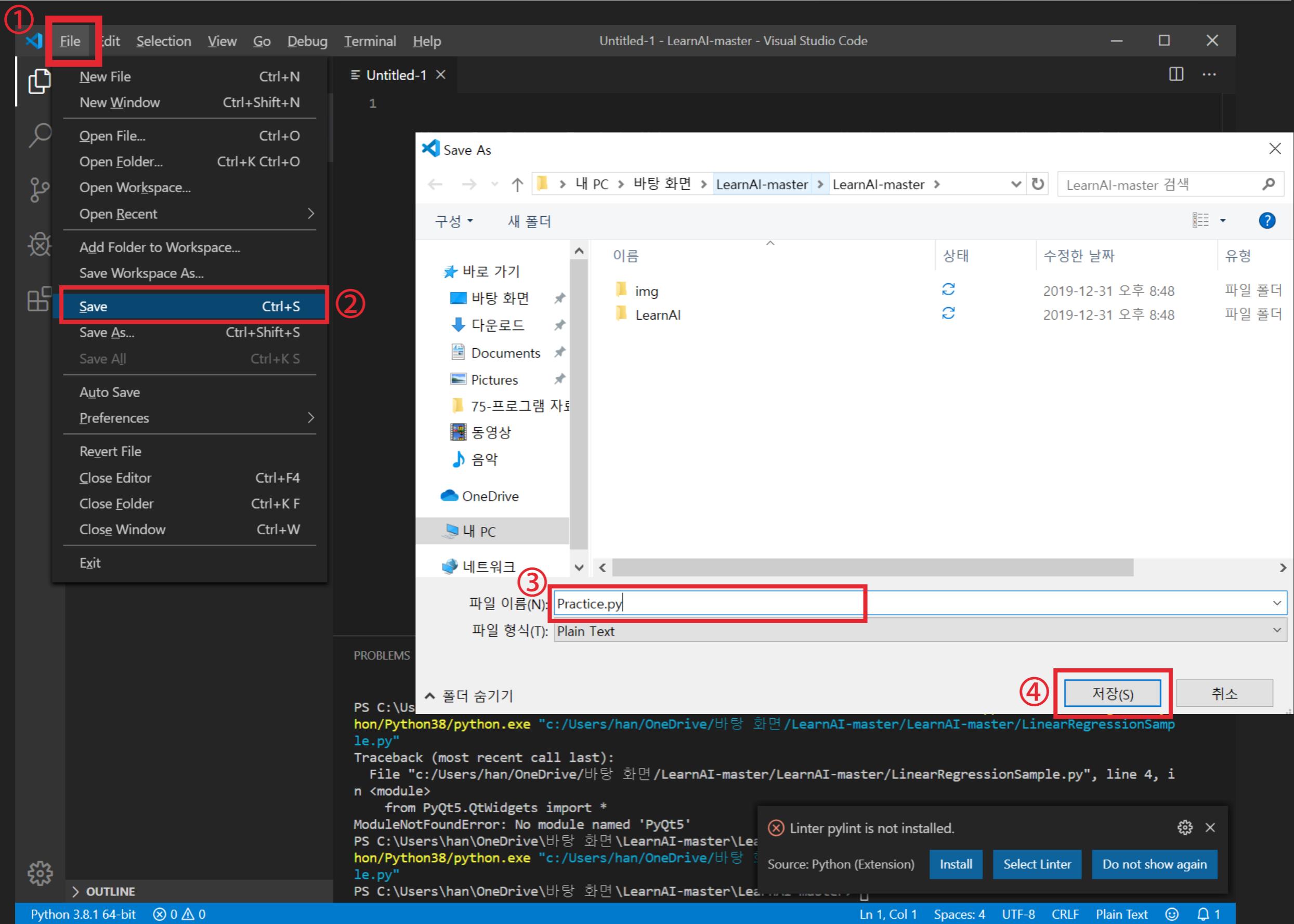
```
pip install PyQt5
pip install numpy
pip install matplotlib
```

To the right of the third command, the text "대소문자 주의!" (Pay attention to case sensitivity!) is written in red.

1. INSTALL & SETUP



1. INSTALL & SETUP



1. INSTALL & SETUP

FOLLOW UP

```
import sys
from PyQt5.QtWidgets import *
from LearnAI.LinearRegression import LinearRegression

def Calc():
    reg.updateScreen()

if __name__ == '__main__':
    app = QApplication(sys.argv)

    x = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10]
    y = [2, 4, 5, 7, 10, 12, 14, 17, 18, 20]
    w = [0]
    b = [0]
    cost = [0]
    learningRate = [0.001]

    reg = LinearRegression()
    reg.setClickEvent(Calc)
    reg.connectParameter(x, y, w, b, cost, learningRate)

    app.exec_()
```

1. INSTALL & SETUP

FOLLOW UP

The image shows a development environment with two main windows. On the left is a code editor for a file named `Practice.py`. The code implements a linear regression application using PyQt5. It defines a `Calc()` function that updates a screen (presumably a UI element not shown). The main part of the code sets up the application, defines data points `x` and `y`, initializes parameters `w`, `b`, and `cost`, and connects the `Calc()` function to the application's click event. The code concludes with `app.exec_()` to start the application loop.

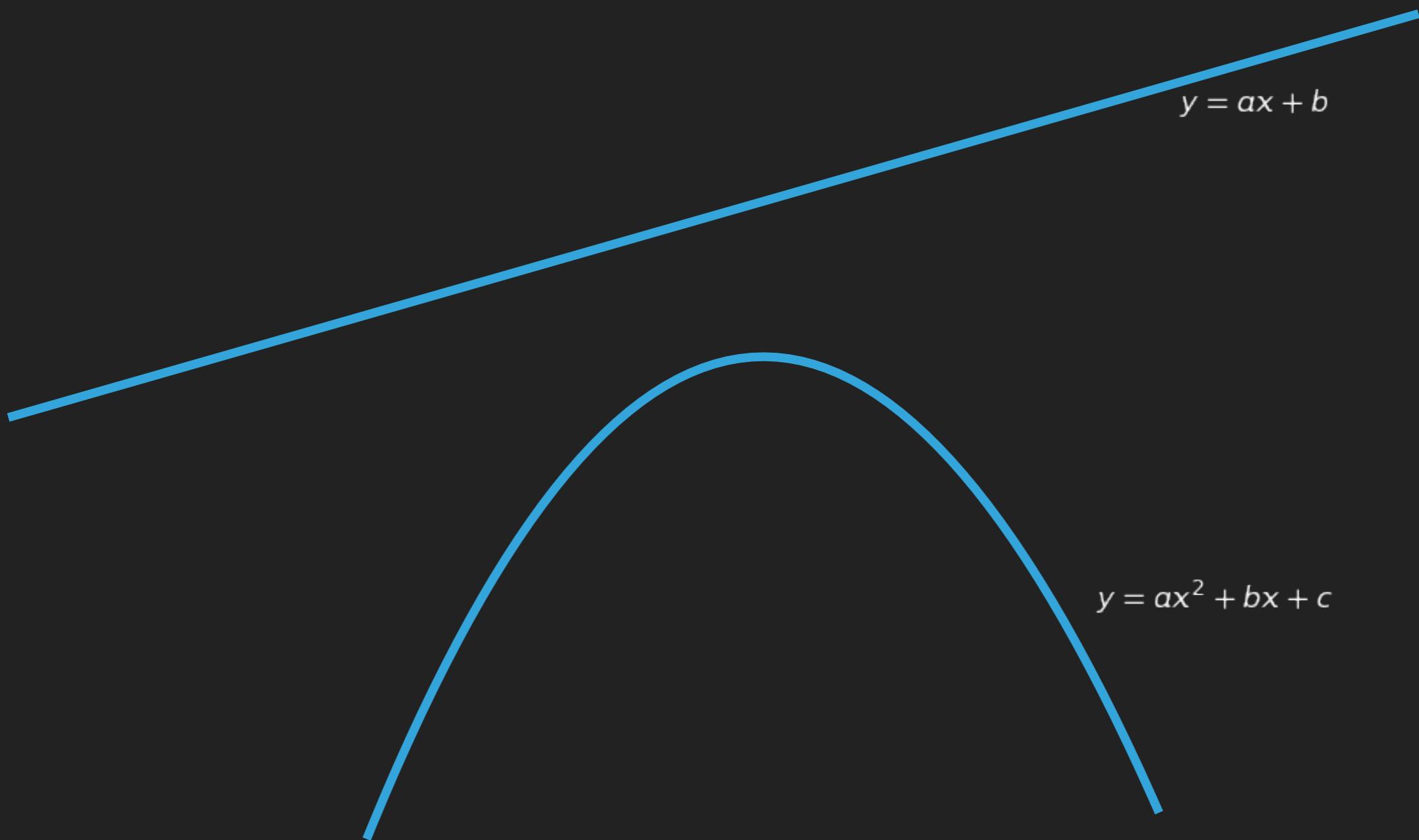
```
Practice.py — LearnAI
Practice.py •
Practice.py > ...
1 import sys
2 from PyQt5.QtWidgets import *
3 from LearnAI.LinearRegression import LinearRegression
4
5 def Calc():
6     reg.updateScreen()
7
8
9 if __name__ == '__main__':
10    app = QApplication(sys.argv)
11
12    x = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10]
13    y = [2, 4, 5, 7, 10, 12, 14, 17, 18, 20]
14    w = [0]
15    b = [0]
16    cost = [0]
17    learningRate = [0.001]
18
19    reg = LinearRegression()
20    reg.setClickEvent(Calc)
21    reg.connectParameter(x, y, w, b, cost, learningRate)
22
23    app.exec_()
24
```

A large red arrow points from the run button in the code editor towards the terminal window. A large blue arrow points from the code editor towards the `Linear Regression` application window.

The right window is titled `Linear Regression` and displays a scatter plot of data points and a graph of the hypothesis function $H(x) = Wx + B$. The scatter plot has `x` values from 1 to 10 and `y` values from 0.0 to 20.0. The hypothesis function graph shows a horizontal line at $y = 0.0$. The application interface includes a status bar with `Count: 1`, `W: 0`, `B: 0`, and `Prev Cost: 0`, and a control panel with `Learning Rate 0.001` and a `Next` button.

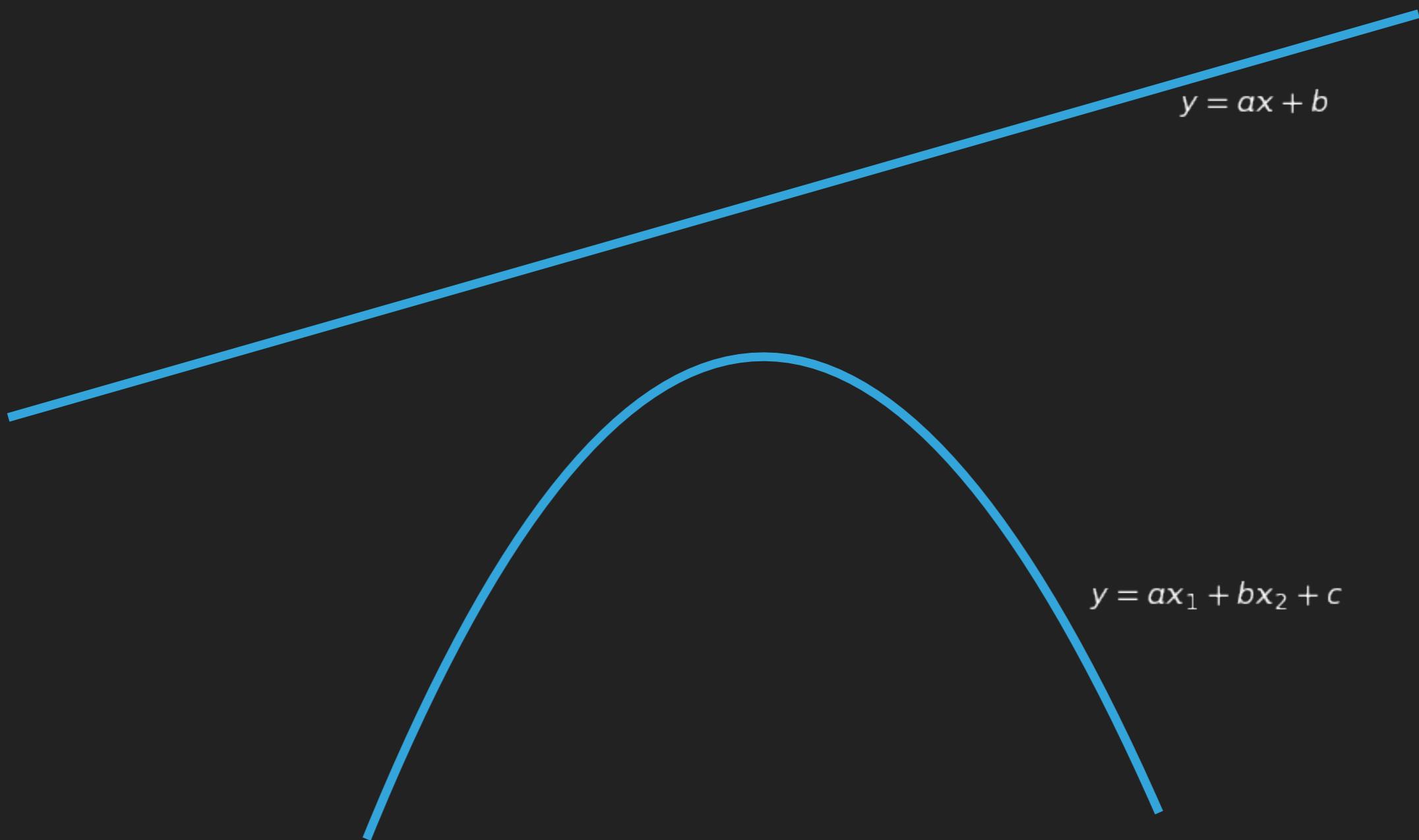
2. LINEAR REGRESSION

WHAT IS LINEAR?



2. LINEAR REGRESSION

WHAT IS LINEAR?



WHY LINEAR?

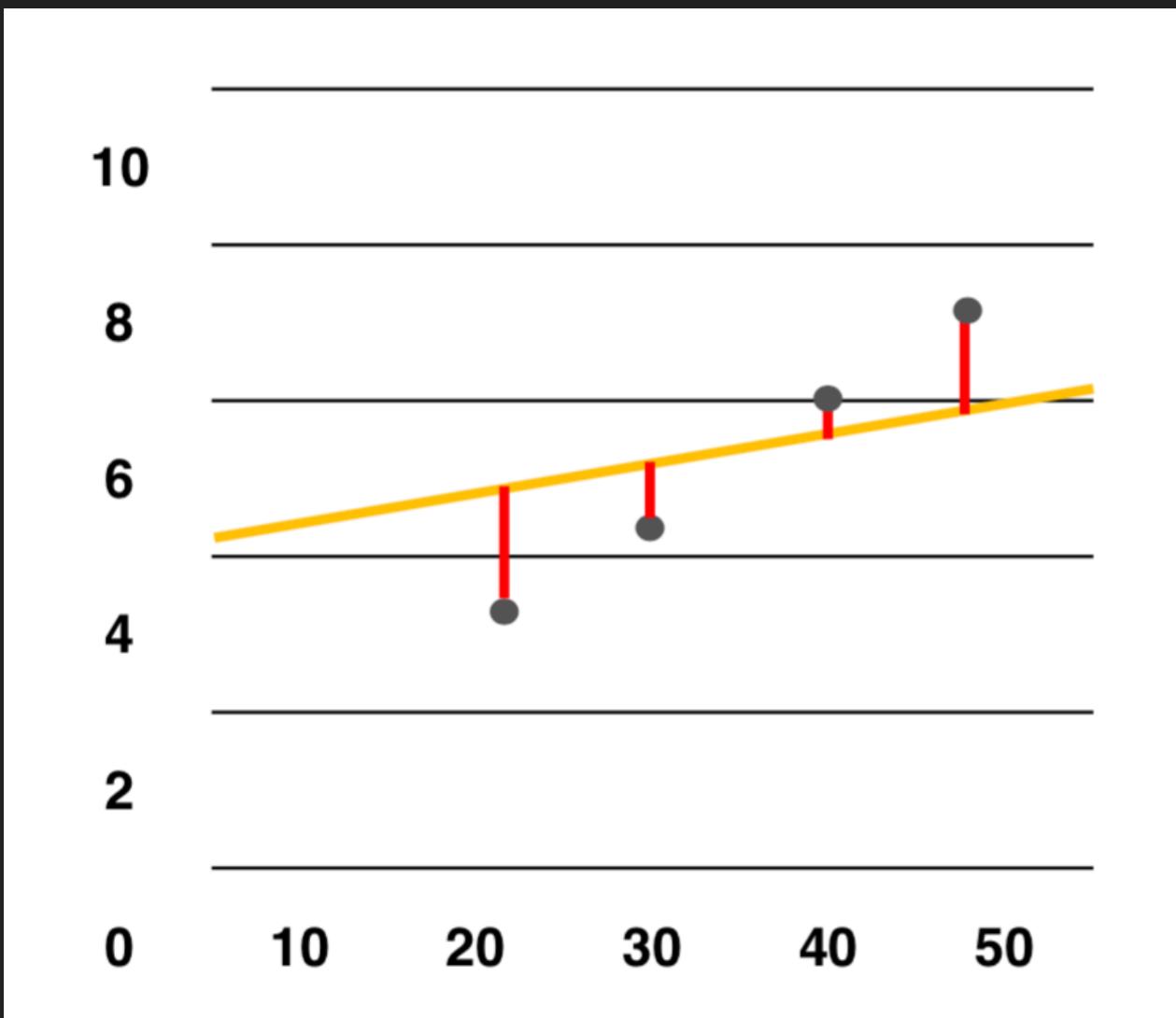
걷는 걸음 수에 따른 체중 변화?

오늘 평균 기온에 따른 어묵 판매량?

평수에 따른 월세 비용?

2. LINEAR REGRESSION

WHY LINEAR?

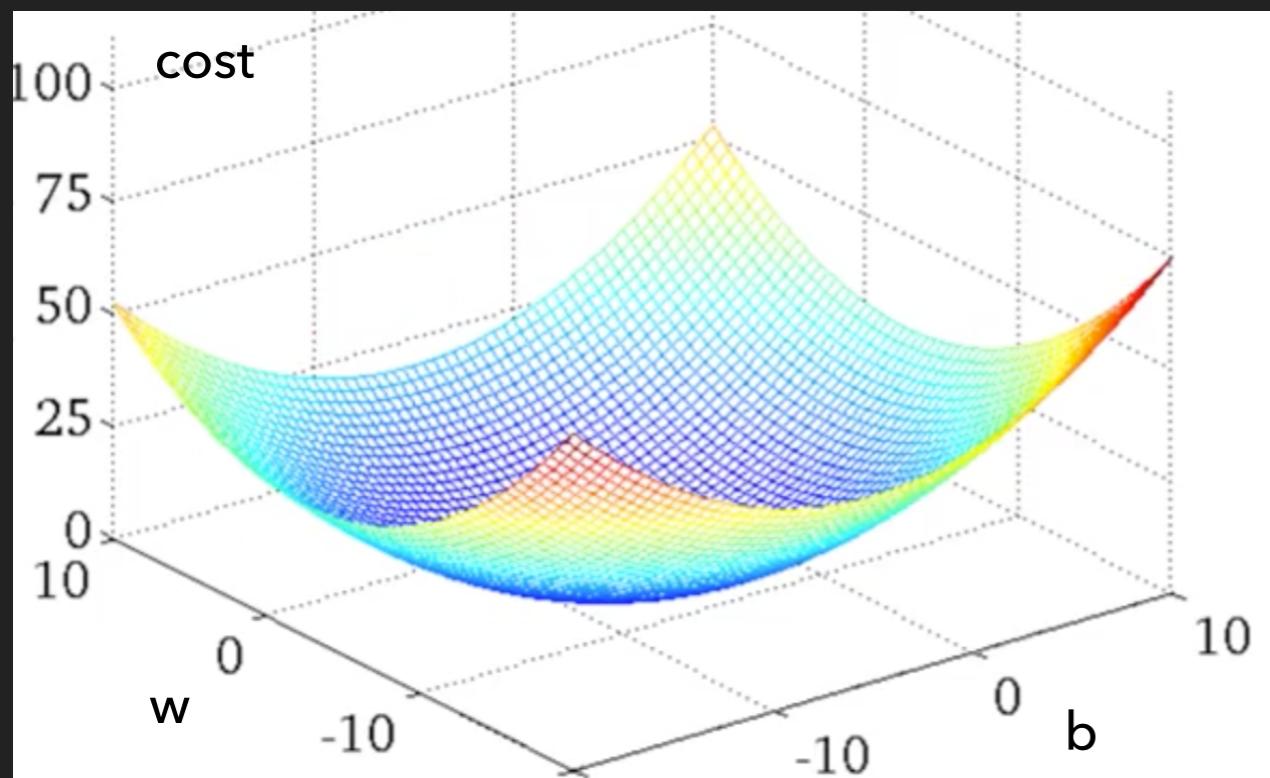


$$H(x) = wx + b$$

$$cost = \frac{1}{m} \sum_{i=1}^m (H(x^{(i)}) - y^{(i)})^2$$

2. LINEAR REGRESSION

WHY LINEAR?



$$cost(w, b) = \frac{1}{m} \sum_{i=1}^m (wx^{(i)} + b - y^{(i)})^2$$

2. LINEAR REGRESSION

WHY LINEAR?

$$cost(w, b) = \frac{1}{m} \sum_{i=1}^m (wx^{(i)} + b - y^{(i)})^2$$

$$\frac{\partial}{\partial w} cost(w, b) = \frac{2}{m} \sum_{i=1}^m (wx^{(i)} + b - y^{(i)}) * x^{(i)}$$

$$\frac{\partial}{\partial b} cost(w, b) = \frac{2}{m} \sum_{i=1}^m (wx^{(i)} + b - y^{(i)})$$

$$w := w - \alpha \frac{\partial}{\partial w} cost(w, b)$$

$$b := b - \alpha \frac{\partial}{\partial b} cost(w, b)$$

Must update weights simultaneously

2. LINEAR REGRESSION

CODE REVIEW

```
import sys
from PyQt5.QtWidgets import *
from LearnAI.LinearRegression import LinearRegression

def Calc():
    reg.updateScreen()

if __name__ == '__main__':
    app = QApplication(sys.argv)

    x = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10]
    y = [2, 4, 5, 7, 10, 12, 14, 17, 18, 20]
    w = [0]
    b = [0]
    cost = [0]
    learningRate = [0.001]

    reg = LinearRegression()
    reg.setClickEvent(Calc)
    reg.connectParameter(x, y, w, b, cost, learningRate)

    app.exec_()
```

2. LINEAR REGRESSION

CHANGING PARAMETERS

```
import random

def Calc():
    w[0] += 0.1;
    b[0] -= 0.1;
    reg.updateScreen()

w = [random.uniform(-3, 3)]
b = [random.uniform(-3, 3)]
```

2. LINEAR REGRESSION

UPDATE WEIGHT

```
def Calc():
    aw = 0
    for (xi, yi) in zip(x, y):
        aw += (w[0] * xi + b[0] - yi) * xi
    aw /= len(x)
    w[0] -= learningRate[0]*aw

    reg.updateScreen()
```

$$\frac{\partial}{\partial w} cost(w, b) = \frac{2}{m} \sum_{i=1}^m (wx^{(i)} + b - y^{(i)}) * x^{(i)}$$

$$w := w - \alpha \frac{\partial}{\partial w} cost(w, b)$$

2. LINEAR REGRESSION

UPDATE WEIGHT

```
def Calc():
    aw = 0
    ab =  
    for (xi, yi) in zip(x, y):
        aw += (w[0] * xi + b[0] - yi) * xi
        ab +=  
    aw /= len(x)
    ab /=  
    w[0] -= learningRate[0]*aw
    b[0] -=  

    reg.updateScreen()
```

Fill the Blanks

$$\frac{\partial}{\partial b} cost(w, b) = \frac{2}{m} \sum_{i=1}^m (wx^{(i)} + b - y^{(i)})$$

$$b := b - \alpha \frac{\partial}{\partial b} cost(w, b)$$

2. LINEAR REGRESSION

UPDATE WEIGHT

```
def Calc():
    aw = 0
    ab = 0
    for (xi, yi) in zip(x, y):
        aw += (w[0] * xi + b[0] - yi) * xi
        ab += (w[0] * xi + b[0] - yi)
    aw /= len(x)
    ab /= len(x)
    w[0] -= learningRate[0]*aw
    b[0] -= learningRate[0]*ab

    reg.updateScreen()
```

$$\frac{\partial}{\partial b} cost(w, b) = \frac{2}{m} \sum_{i=1}^m (wx^{(i)} + b - y^{(i)})$$

$$b := b - \alpha \frac{\partial}{\partial b} cost(w, b)$$

2. LINEAR REGRESSION

UPDATE COST

```
def Calc():
    aw = 0
    ab = 0
    cost[0] =  
    for (xi, yi) in zip(x, y):
        aw += (w[0] * xi + b[0] - yi) * xi
        ab += (w[0] * xi + b[0] - yi)
        cost[0] +=  
    aw /= len(x)
    ab /= len(x)
    cost[0] /=  
    w[0] -= learningRate[0]*aw
    b[0] -= learningRate[0]*ab

    reg.updateScreen()
```

Fill the Blanks

$$cost(w, b) = \frac{1}{m} \sum_{i=1}^m (wx^{(i)} + b - y^{(i)})^2$$

2. LINEAR REGRESSION

UPDATE COST

```
def Calc():
    aw = 0
    ab = 0
    cost[0] = 0
    for (xi, yi) in zip(x, y):
        aw += (w[0] * xi + b[0] - yi) * xi
        ab += (w[0] * xi + b[0] - yi)
        cost[0] += (w[0] * xi + b[0] - yi) ** 2
    aw /= len(x)
    ab /= len(x)
    cost[0] /= len(x)
    w[0] -= learningRate[0]*aw
    b[0] -= learningRate[0]*ab

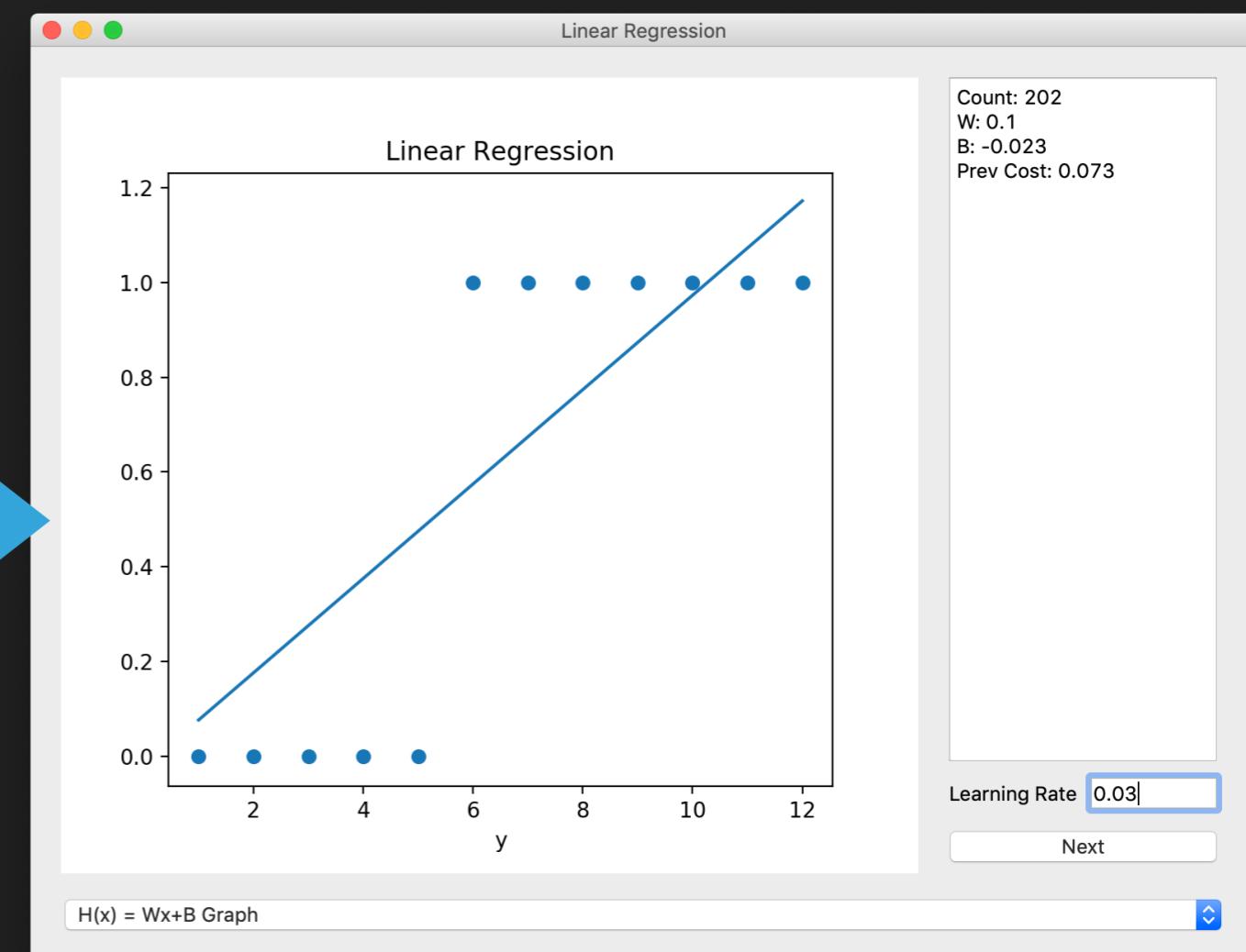
    reg.updateScreen()
```

$$cost(w, b) = \frac{1}{m} \sum_{i=1}^m (wx^{(i)} + b - y^{(i)})^2$$

2. LINEAR REGRESSION

WHAT IF DATA ARE 0 OR 1?

```
x = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12]  
y = [0, 0, 0, 0, 0, 1, 1, 1, 1, 1, 1]  
  
w = [random.uniform(-1, 1)]  
b = [random.uniform(-1, 1)]
```



3. LOGISTIC REGRESSION

FOLLOW UP

```
import sys
import random
from PyQt5.QtWidgets import *
from LearnAI.LogisticRegression import
    LogisticRegression

def Calc():
    reg.updateScreen()

if __name__ == '__main__':
    app = QApplication(sys.argv)

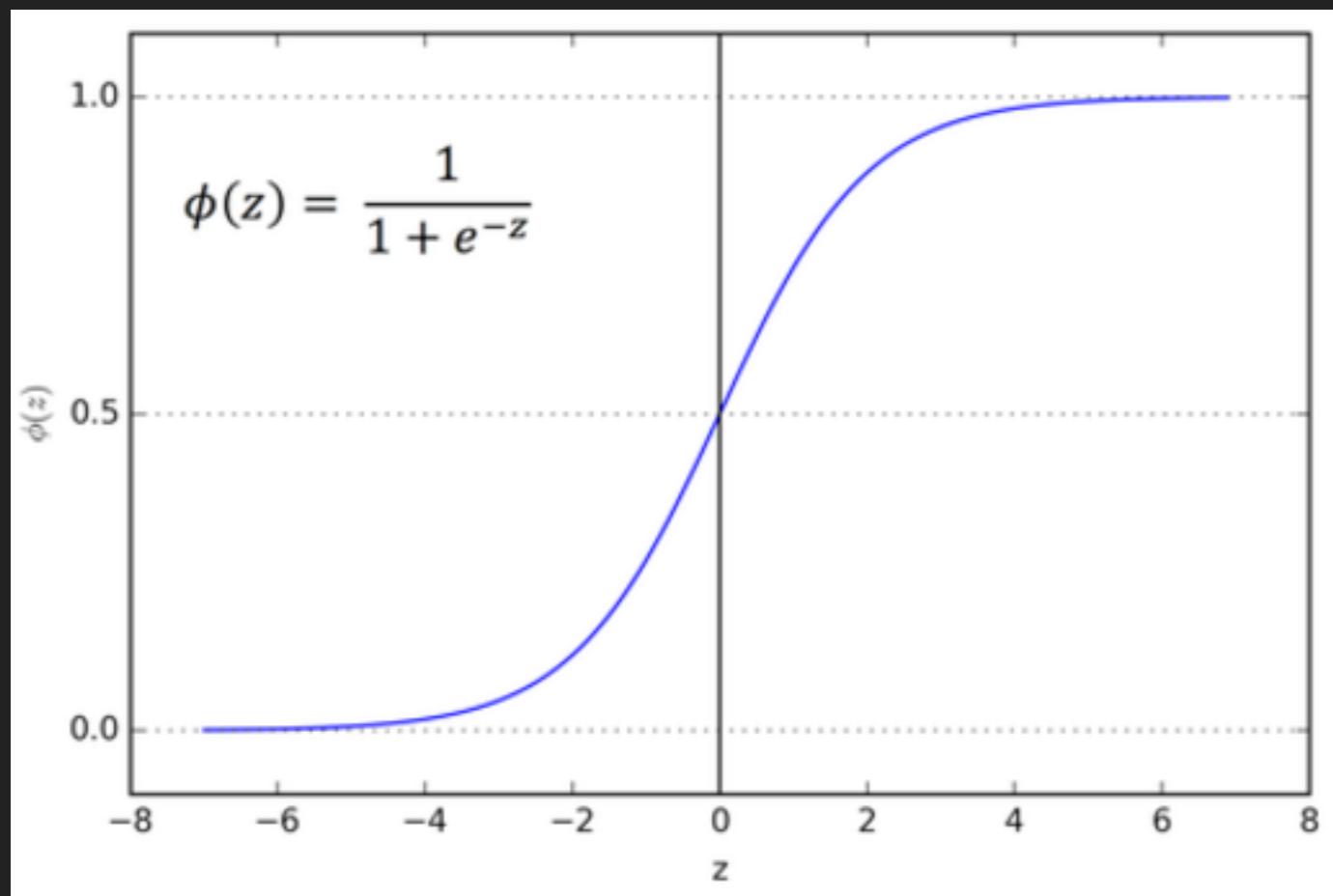
    x = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10]
    y = [0, 0, 0, 0, 0, 1, 1, 1, 1, 1]
    w = [random.uniform(-3, 3)]
    b = [random.uniform(-3, 3)]
    cost = [0]
    learningRate = [0.1]

    reg = LogisticRegression()
    reg.setClickEvent(Calc)
    reg.connectParameter(x, y, w, b, cost, learningRate)

    app.exec_()
```

3. LOGISTIC REGRESSION

HYPOTHESIS

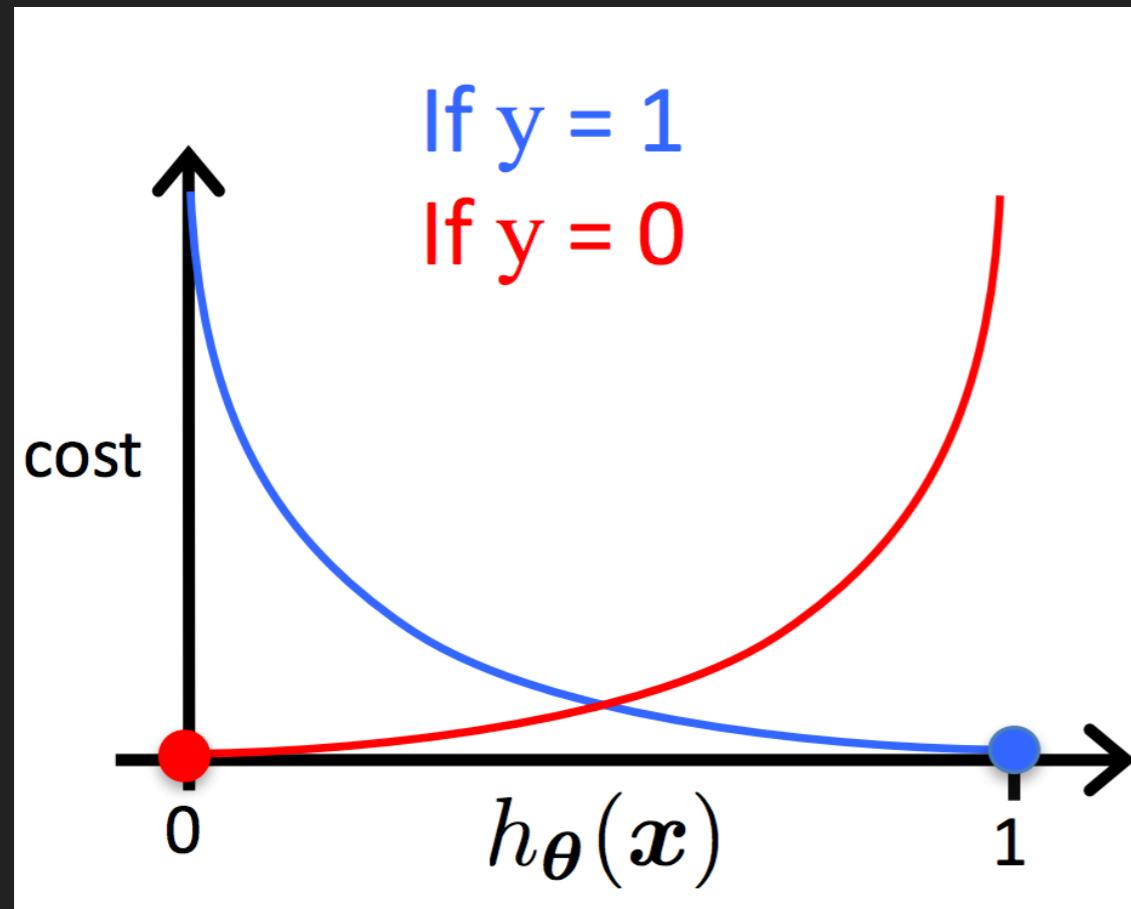


$$z = wx + b$$

$$H(z) = \frac{1}{1 + e^{-z}}$$

3. LOGISTIC REGRESSION

COST FUNCTION



$$z = wx + b$$

$$H(x) = \sigma(z) = \frac{1}{1 + e^{-z}}$$

$$cost(w, b) = \frac{1}{m} \sum_{i=1}^m c(H(x), y)$$

$$c(H(x), y) = \begin{cases} -\log(H(x)) & y = 1 \\ -\log(1 - H(x)) & y = 0 \end{cases}$$

3. LOGISTIC REGRESSION

COST FUNCTION

$$\sigma(z)' = \sigma(z)(1 - \sigma(z))$$

$$\begin{aligned} \frac{\partial}{\partial w} c(H(x), y) &= \begin{cases} -\frac{H(x)'}{H(x)} & y = 1 \\ \frac{H(x)'}{1-H(x)} & y = 0 \end{cases} & \frac{\partial}{\partial b} c(H(x), y) &= \begin{cases} -\frac{H(x)'}{H(x)} & y = 1 \\ \frac{H(x)'}{1-H(x)} & y = 0 \end{cases} \\ &= \begin{cases} (H(x) - 1)x & y = 1 \\ H(x)x & y = 0 \end{cases} & &= \begin{cases} (H(x) - 1) & y = 1 \\ H(x) & y = 0 \end{cases} \\ &= \begin{cases} (\sigma(z) - 1)x & y = 1 \\ \sigma(z)x & y = 0 \end{cases} & &= \begin{cases} (\sigma(z) - 1) & y = 1 \\ \sigma(z) & y = 0 \end{cases} \end{aligned}$$

3. LOGISTIC REGRESSION

COST FUNCTION

$$\frac{\partial}{\partial w} \text{cost}(w, b) = \sum_{i=1}^m \begin{cases} (\sigma(wx + b) - 1)x & y = 1 \\ \sigma(wx + b)x & y = 0 \end{cases}$$

$$\frac{\partial}{\partial b} \text{cost}(w, b) = \sum_{i=1}^m \begin{cases} \sigma(wx + b) - 1 & y = 1 \\ \sigma(wx + b) & y = 0 \end{cases}$$

3. LOGISTIC REGRESSION

UPDATE WEIGHTS

```
import math

def sigmoid(z):
    return 1.0/(1.0+math.exp(-z))

def Calc():
    aw = 0.0
    for (xi, yi) in zip(x, y):
        z = w[0]*xi+b[0]
        s = sigmoid(z)
        if yi == 0:
            aw += s*xi
        else:
            aw += (s-1)*xi
    aw /= len(x)
    w[0] -= learningRate[0]*aw

    reg.updateScreen()
```

$$\frac{\partial}{\partial w} cost(w, b) = \sum_{i=1}^m \begin{cases} (\sigma(wx + b) - 1)x & y = 1 \\ \sigma(wx + b)x & y = 0 \end{cases}$$

$$w := w - \alpha \frac{\partial}{\partial w} cost(w, b)$$

3. LOGISTIC REGRESSION

UPDATE WEIGHTS

```
def Calc():
    aw = 0.0
    ab = [ ]
    for (xi, yi) in zip(x, y):
        z = w[0]*xi+b[0]
        s = sigmoid(z)
        if yi == 0:
            aw += s*xi
            ab += [ ]
        else:
            aw += (s-1)*xi
            ab += [ ]
    aw /= len(x)
    ab /= [ ]
    w[0] -= learningRate[0]*aw
    b[0] -= [ ]

    reg.updateScreen()
```

Fill the Blanks

$$\frac{\partial}{\partial b} cost(w, b) = \sum_{i=1}^m \begin{cases} \sigma(wx + b) - 1 & y = 1 \\ \sigma(wx + b) & y = 0 \end{cases}$$

$$b := b - \alpha \frac{\partial}{\partial b} cost(w, b)$$

3. LOGISTIC REGRESSION

UPDATE WEIGHTS

```
def Calc():
    aw = 0.0
    ab = 0.0
    for (xi, yi) in zip(x, y):
        z = w[0]*xi+b[0]
        s = sigmoid(z)
        if yi == 0:
            aw += s*xi
            ab += s
        else:
            aw += (s-1)*xi
            ab += (s-1)
    aw /= len(x)
    ab /= len(x)
    w[0] -= learningRate[0]*aw
    b[0] -= learningRate[0]*ab

    reg.updateScreen()
```

$$\frac{\partial}{\partial b} cost(w, b) = \sum_{i=1}^m \begin{cases} \sigma(wx + b) - 1 & y = 1 \\ \sigma(wx + b) & y = 0 \end{cases}$$

$$b := b - \alpha \frac{\partial}{\partial b} cost(w, b)$$

3. LOGISTIC REGRESSION

UPDATE COST

```
def Calc():
    aw = 0.0
    ab = 0.0
    cost[0] = [REDACTED]
    for (xi, yi) in zip(x, y):
        z = w[0]*xi+b[0]
        s = sigmoid(z)
        if yi == 0:
            aw += s*xi
            ab += s
            cost[0] -= [REDACTED]
        else:
            aw += (s-1)*xi
            ab += (s-1)
            cost[0] -= [REDACTED]
    aw /= len(x)
    ab /= len(x)
    cost[0] /= [REDACTED]
    w[0] -= learningRate[0]*aw
    b[0] -= learningRate[0]*ab

    reg.updateScreen()
```

Fill the Blanks

$$cost(w, b) = \frac{1}{m} \sum_{i=1}^m c(H(x), y)$$

$$c(H(x), y) = \begin{cases} -\log(H(x)) & y = 1 \\ -\log(1 - H(x)) & y = 0 \end{cases}$$

3. LOGISTIC REGRESSION

UPDATE COST

```
def Calc():
    aw = 0.0
    ab = 0.0
    cost[0] = 0
    for (xi, yi) in zip(x, y):
        z = w[0]*xi+b[0]
        s = sigmoid(z)
        if yi == 0:
            aw += s*xi
            ab += s
            cost[0] -= math.log(1-s)
        else:
            aw += (s-1)*xi
            ab += (s-1)
            cost[0] -= math.log(s)
    aw /= len(x)
    ab /= len(x)
    cost[0] /= len(x)
    w[0] -= learningRate[0]*aw
    b[0] -= learningRate[0]*ab

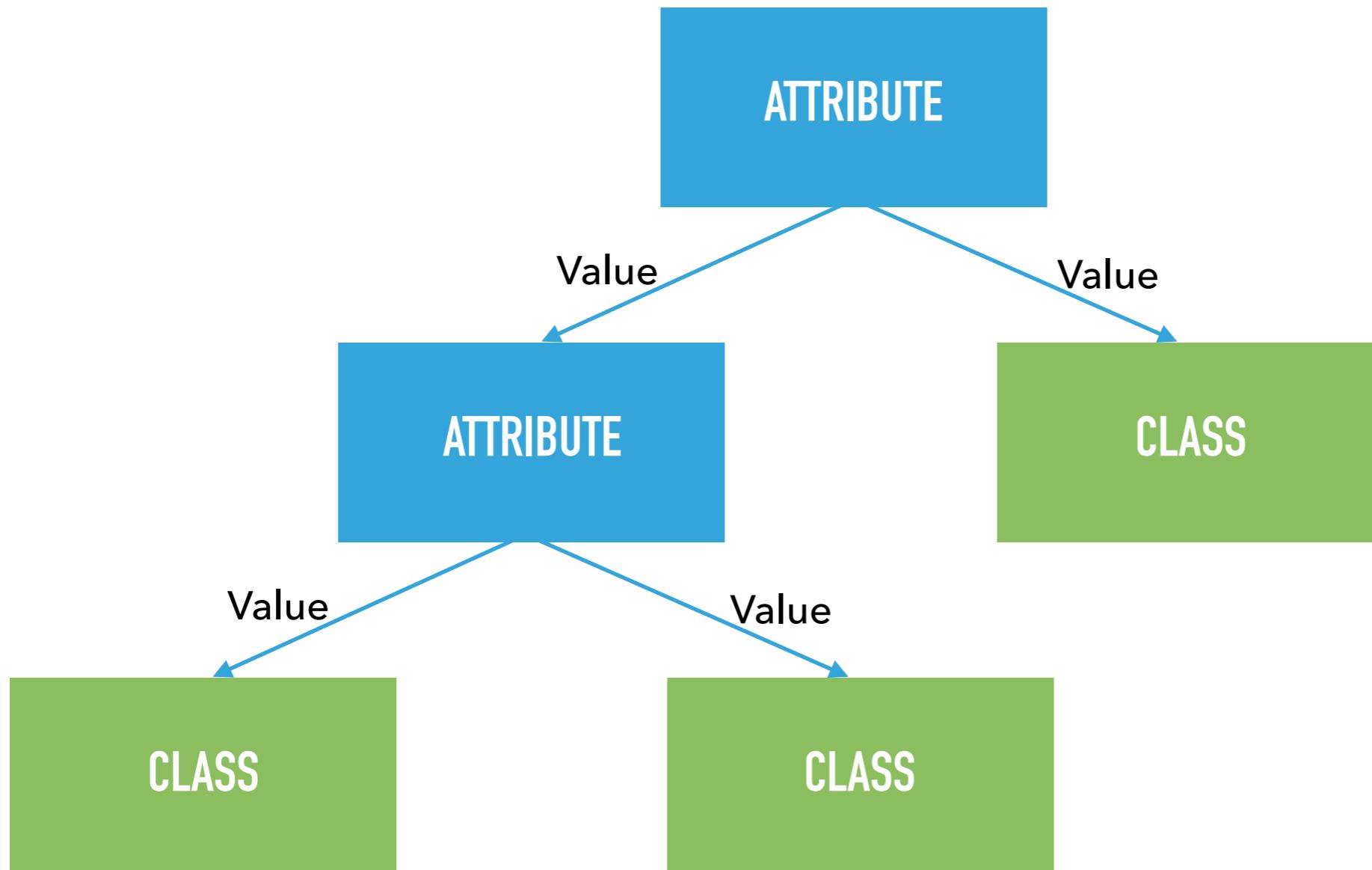
    reg.updateScreen()
```

$$cost(w, b) = \frac{1}{m} \sum_{i=1}^m c(H(x), y)$$

$$c(H(x), y) = \begin{cases} -\log(H(x)) & y = 1 \\ -\log(1 - H(x)) & y = 0 \end{cases}$$

4. DECISION TREE

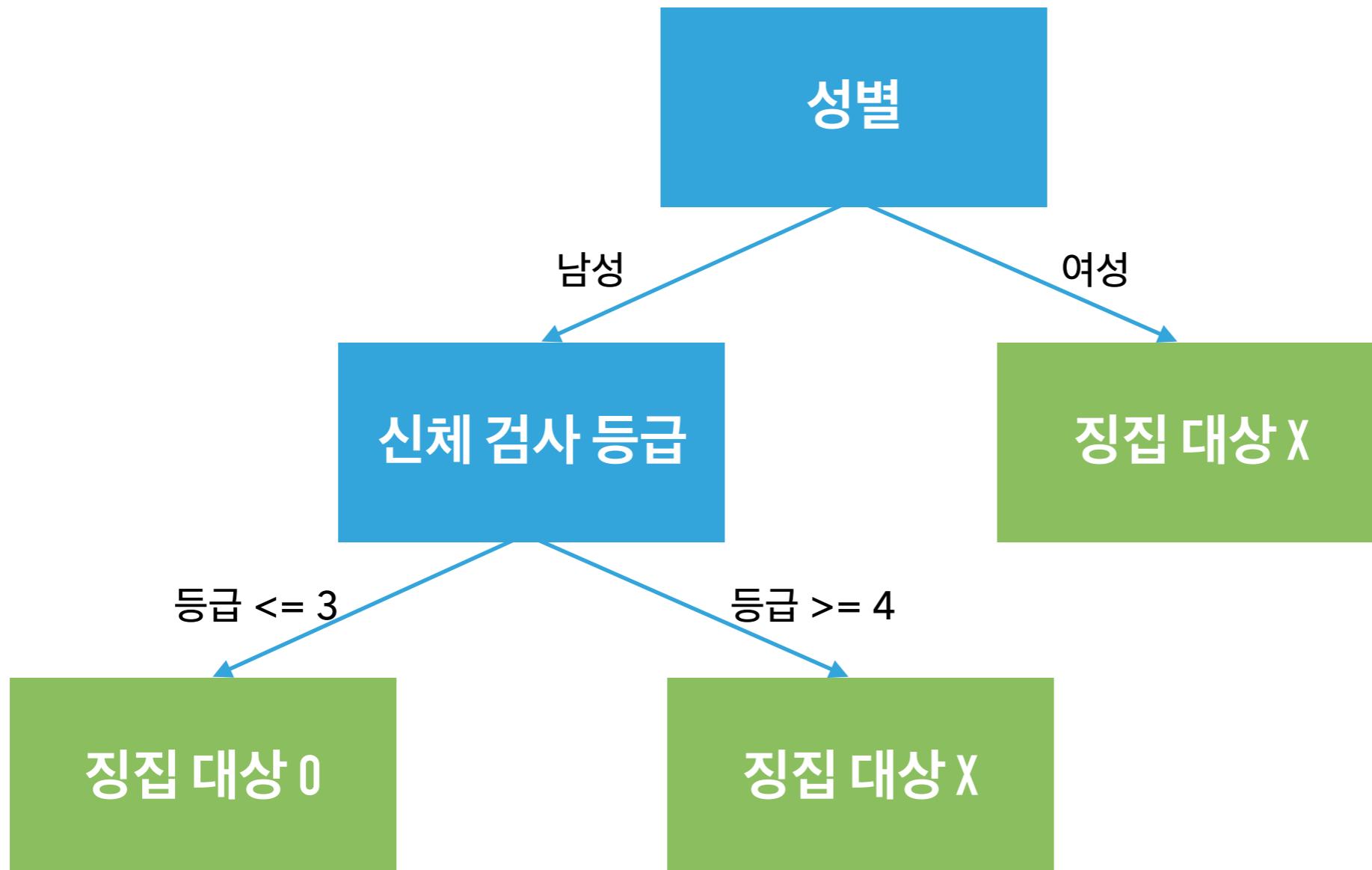
WHAT IS DECISION TREE?



Attribute = {Value1, Value2, Value3, ...}

4. DECISION TREE

WHAT IS DECISION TREE?



성별 = {남성, 여성}

등급 = {1, 2, 3, 4, 5, 6}

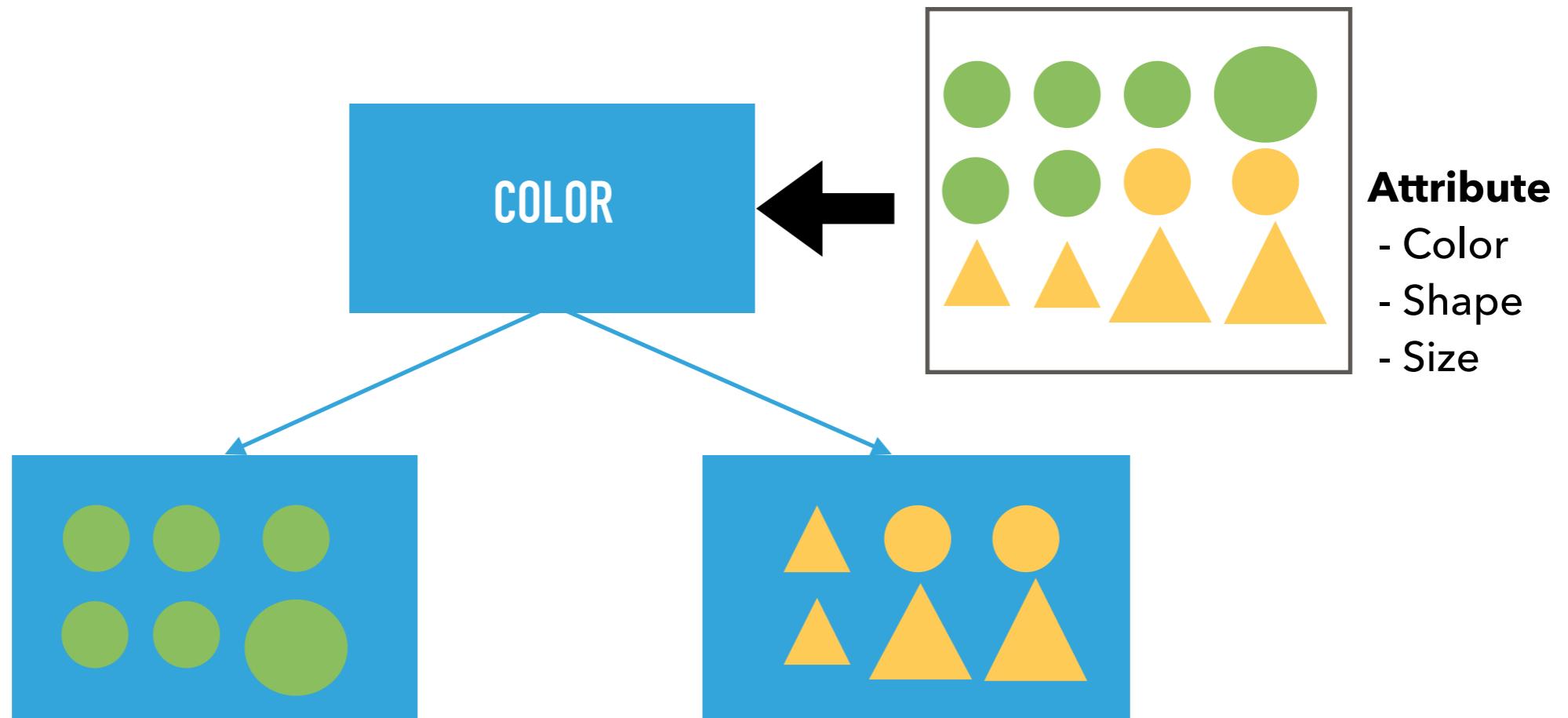
4. DECISION TREE

HOW TO MAKE DECISION TREE?



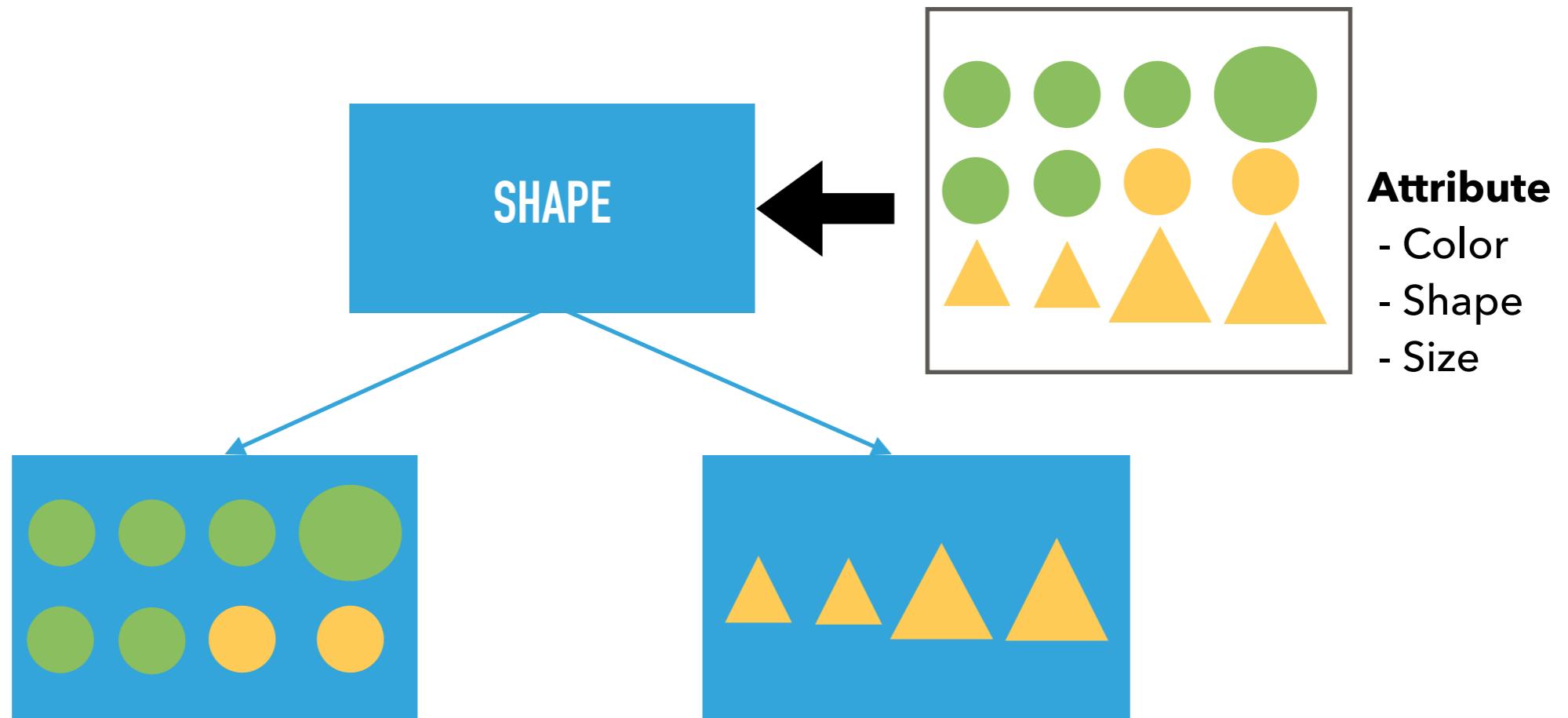
4. DECISION TREE

HOW TO MAKE DECISION TREE?



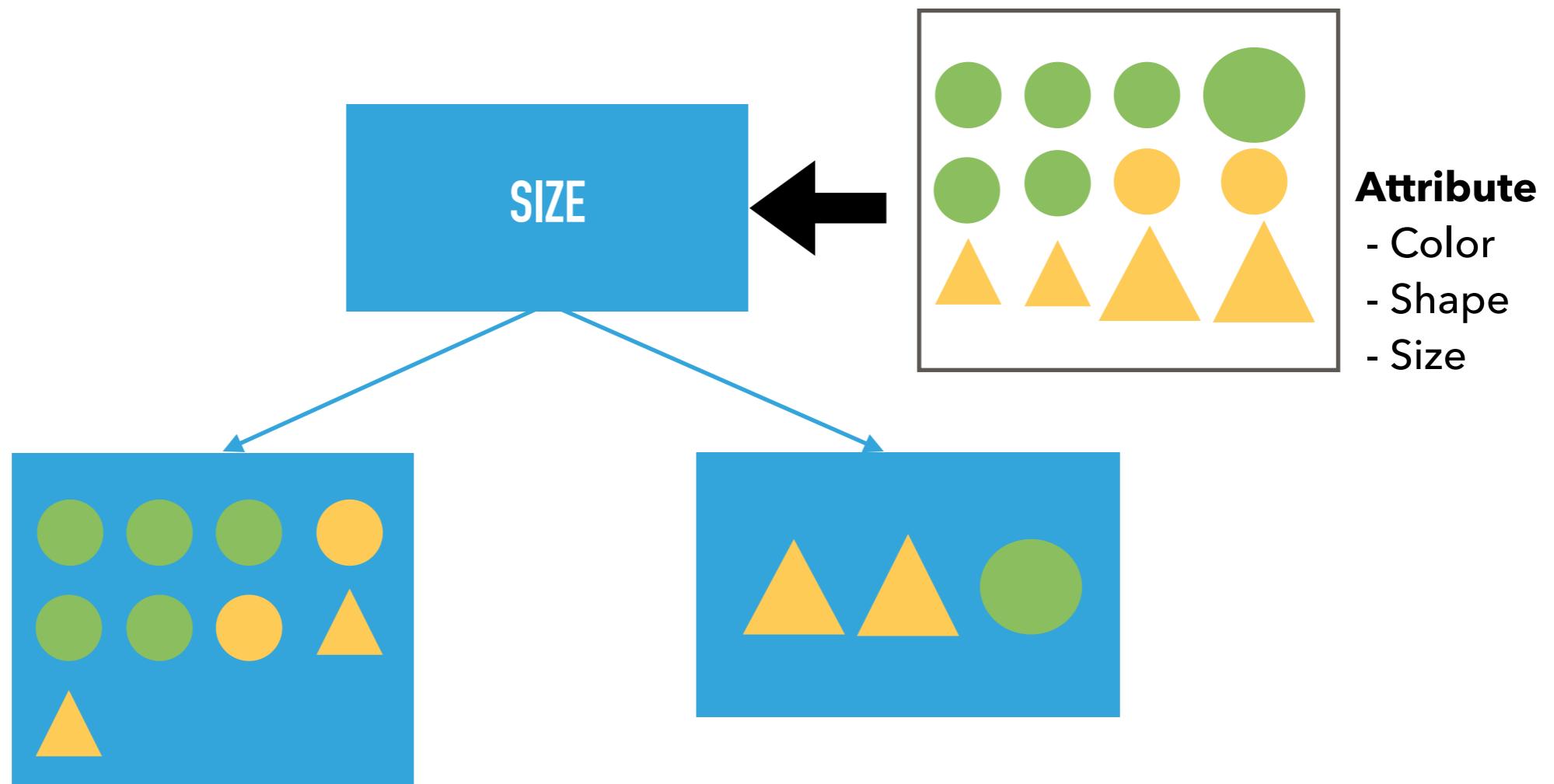
4. DECISION TREE

HOW TO MAKE DECISION TREE?



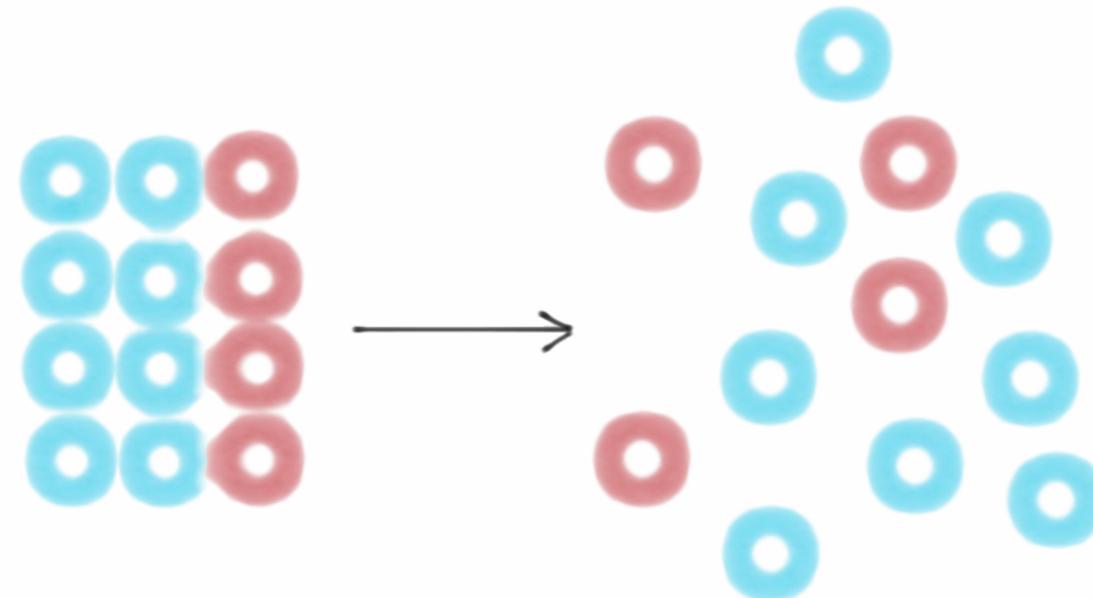
4. DECISION TREE

HOW TO MAKE DECISION TREE?



4. DECISION TREE

HOW TO MAKE DECISION TREE?



$$Entropy(S) = -p_+ \log_2 p_+ - p_- \log_2 p_-$$

테스트 샘플의 엔트로피가 0에 가까울수록 분류가 잘 됨

4. DECISION TREE

HOW TO MAKE DECISION TREE?

$$Entropy(S) = -p_+ \log_2 p_+ - p_- \log_2 p_-$$

$$Gain(S, A) = Entropy(S) - \sum_{v \in Value(A)} \frac{S_v}{S} Entropy(S_v)$$

어떤 Attribute를 선택했을 때 엔트로피 얼마나 줄어드는지?

4. DECISION TREE

FOLLOW UP

```
import sys
from PyQt5.QtWidgets import *
from LearnAI.DecisionTree import DecisionTree

if __name__ == '__main__':
    app = QApplication(sys.argv)

    dt = DecisionTree()

    app.exec_()
```

4. DECISION TREE

FOLLOW UP

	outlook	temperature	humidity	windy	play
1	sunny	hot	high	FALSE	no
2	sunny	hot	high	TRUE	no
3	rainy	hot	high	FALSE	yes
4	rainy	cool	high	FALSE	yes
5	rainy	cool	normal	FALSE	yes
6	rainy	cool	normal	TRUE	no
7	sunny	cool	normal	TRUE	yes
8	sunny	cool	high	FALSE	no
9	sunny	cool	normal	FALSE	yes
10	sunny	cool	normal	FALSE	yes
11	rainy	hot	high	TRUE	yes
12	rainy	hot	normal	FALSE	yes

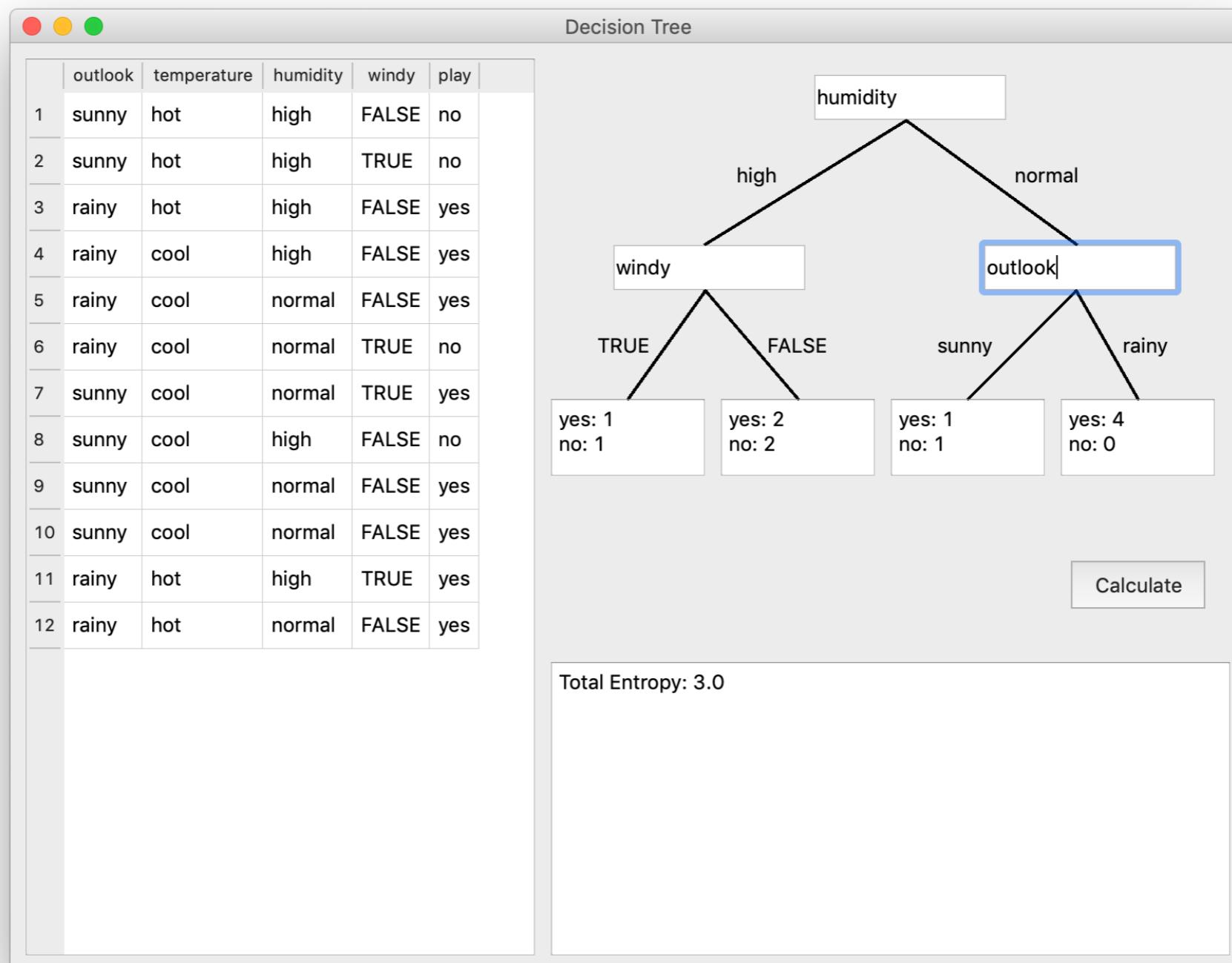
Decision Tree

```
graph TD; Root[ ] --- NodeL1L[ ]; Root --- NodeL1R[ ]; NodeL1L --- Leaf1[ ]; NodeL1L --- Leaf2[ ]; NodeL1R --- Leaf3[ ]; NodeL1R --- Leaf4[ ]
```

Input the Attributes and Make Entropy smaller!

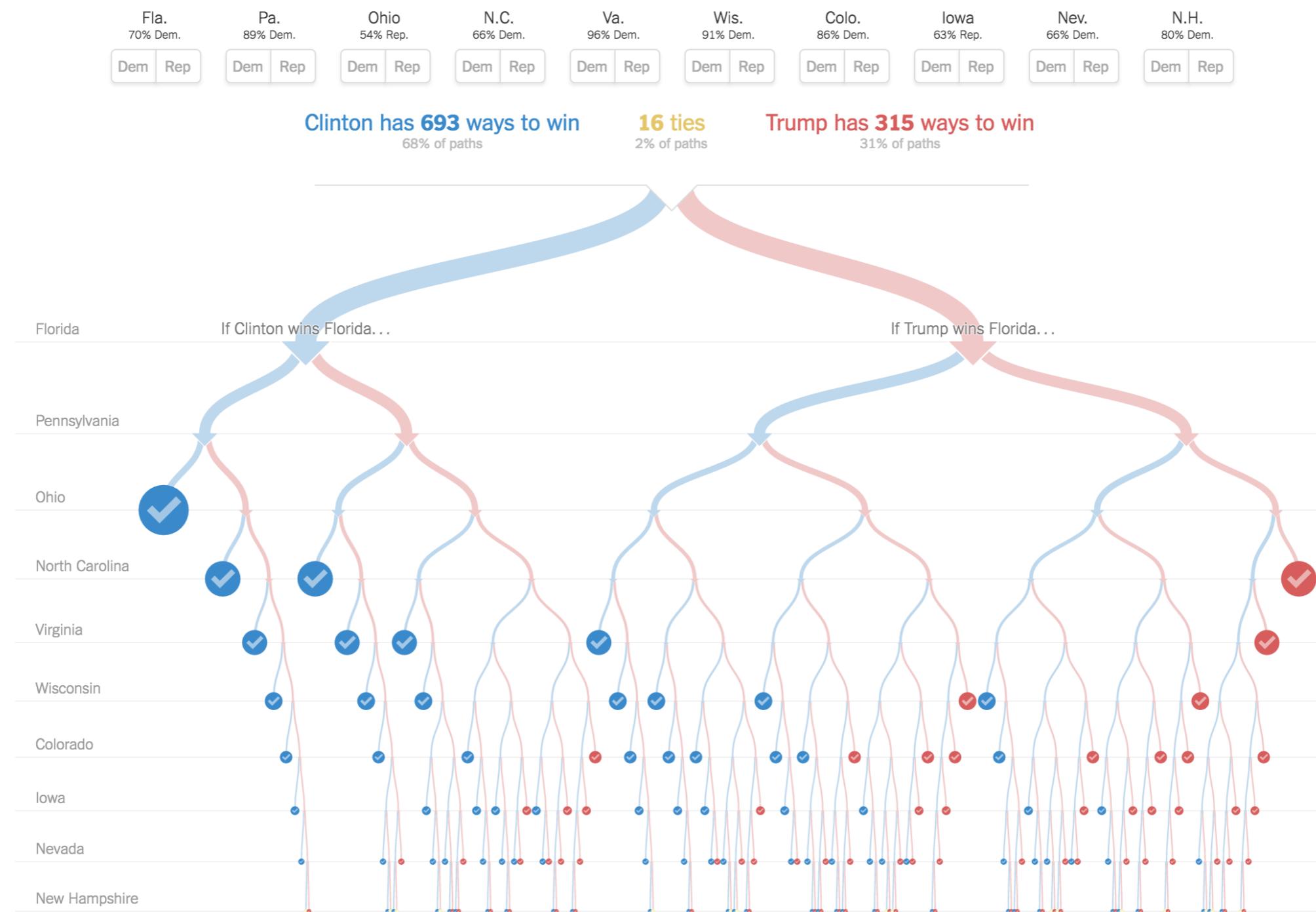
4. DECISION TREE

FOLLOW UP



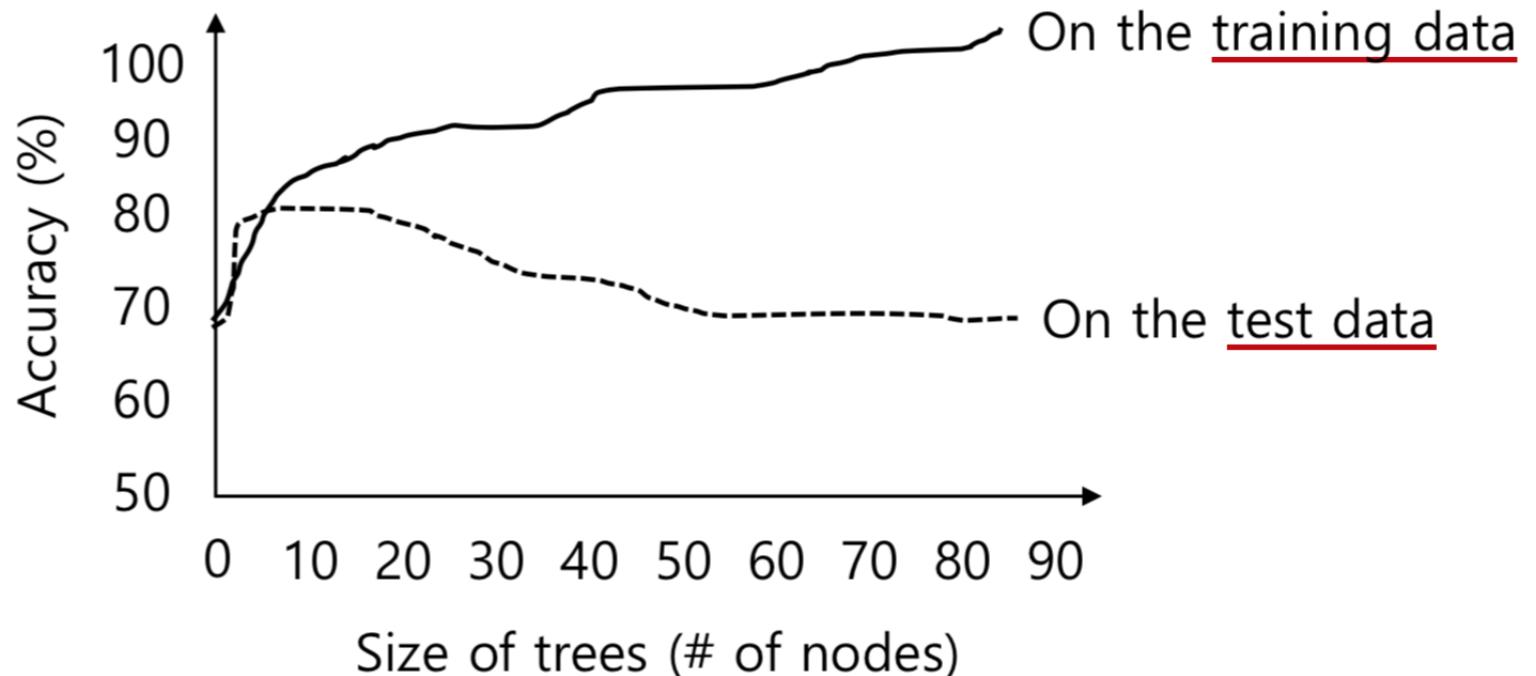
4. DECISION TREE

DEEP DECISION TREE?

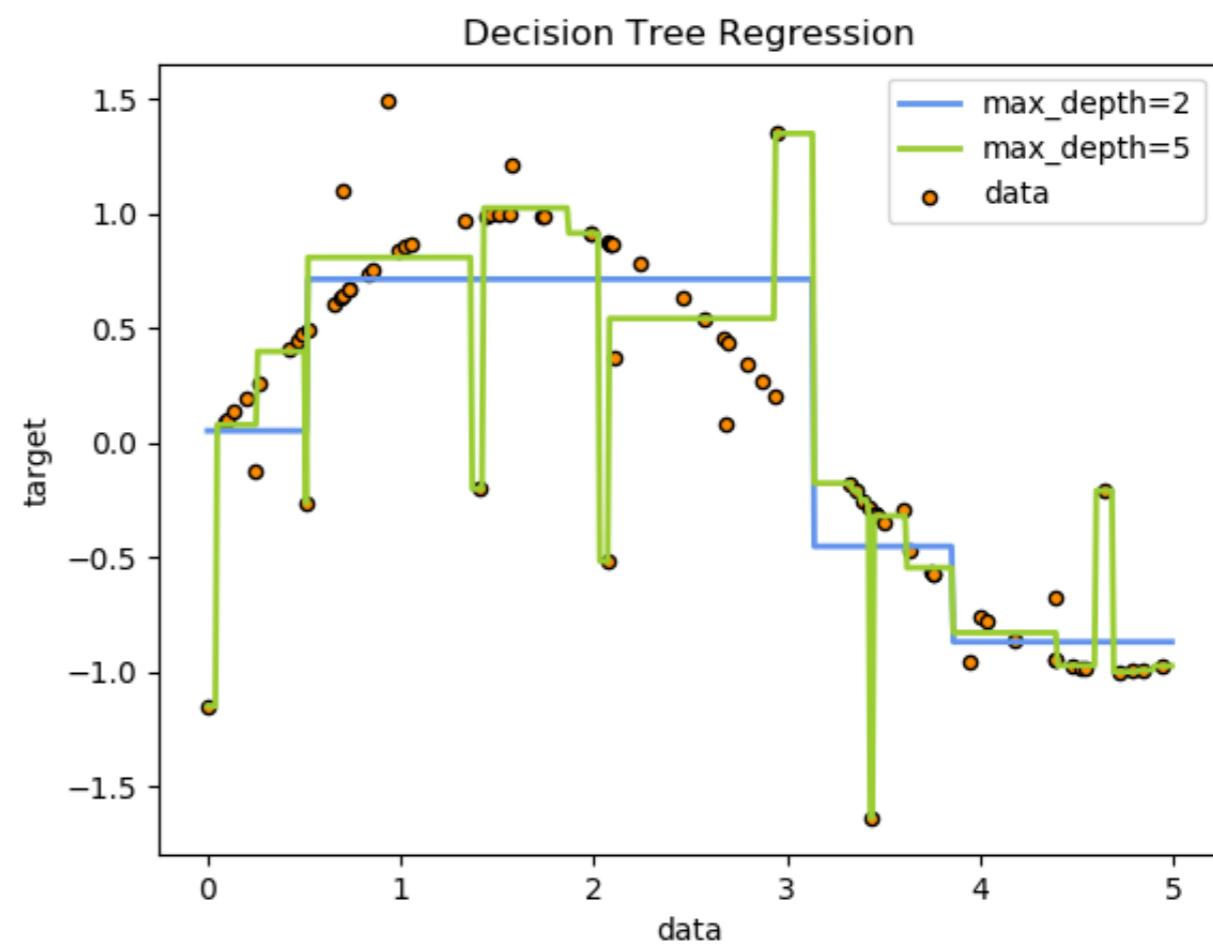


4. DECISION TREE

DEEP DECISION TREE?

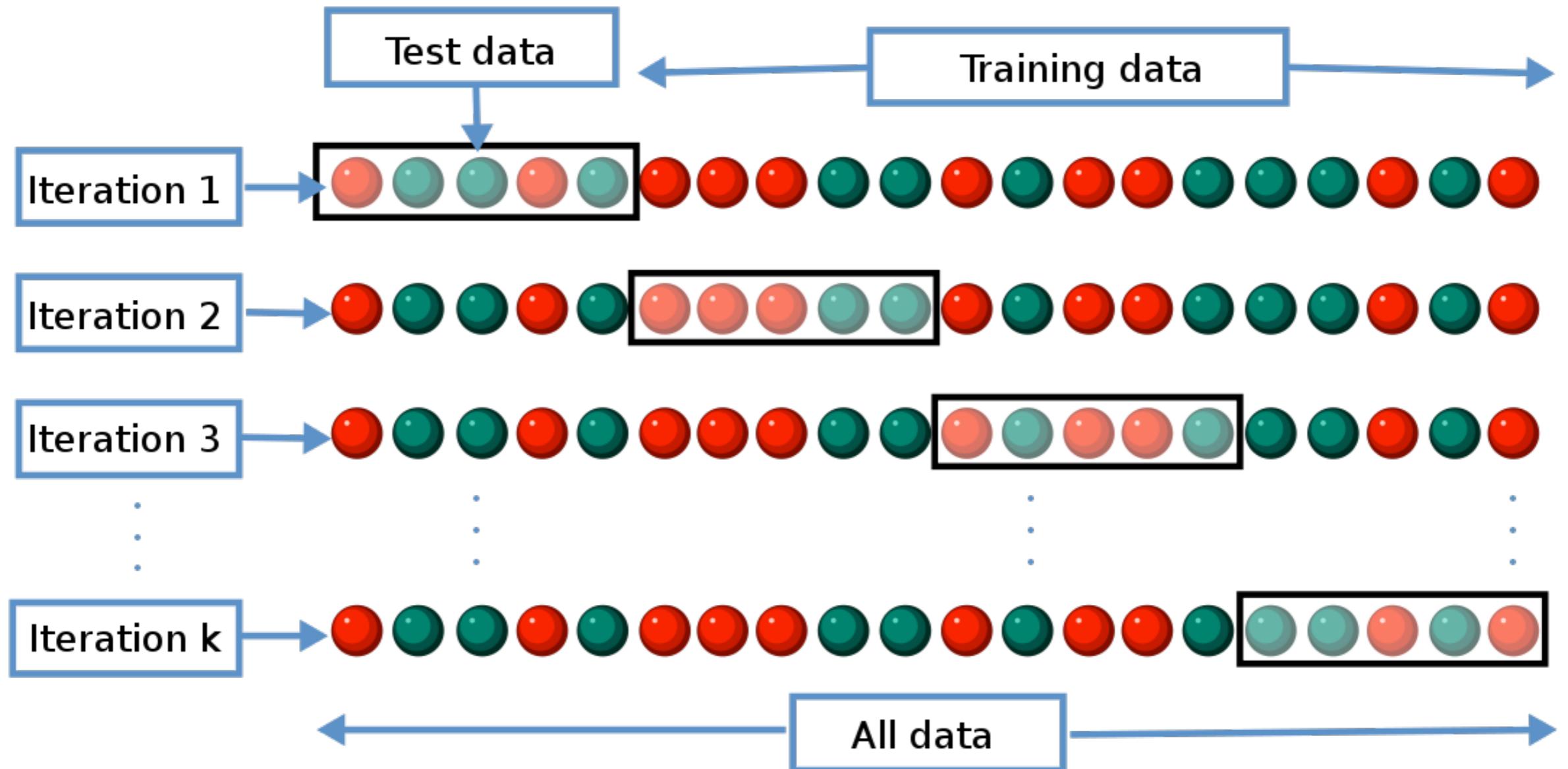


Overfitting Problem



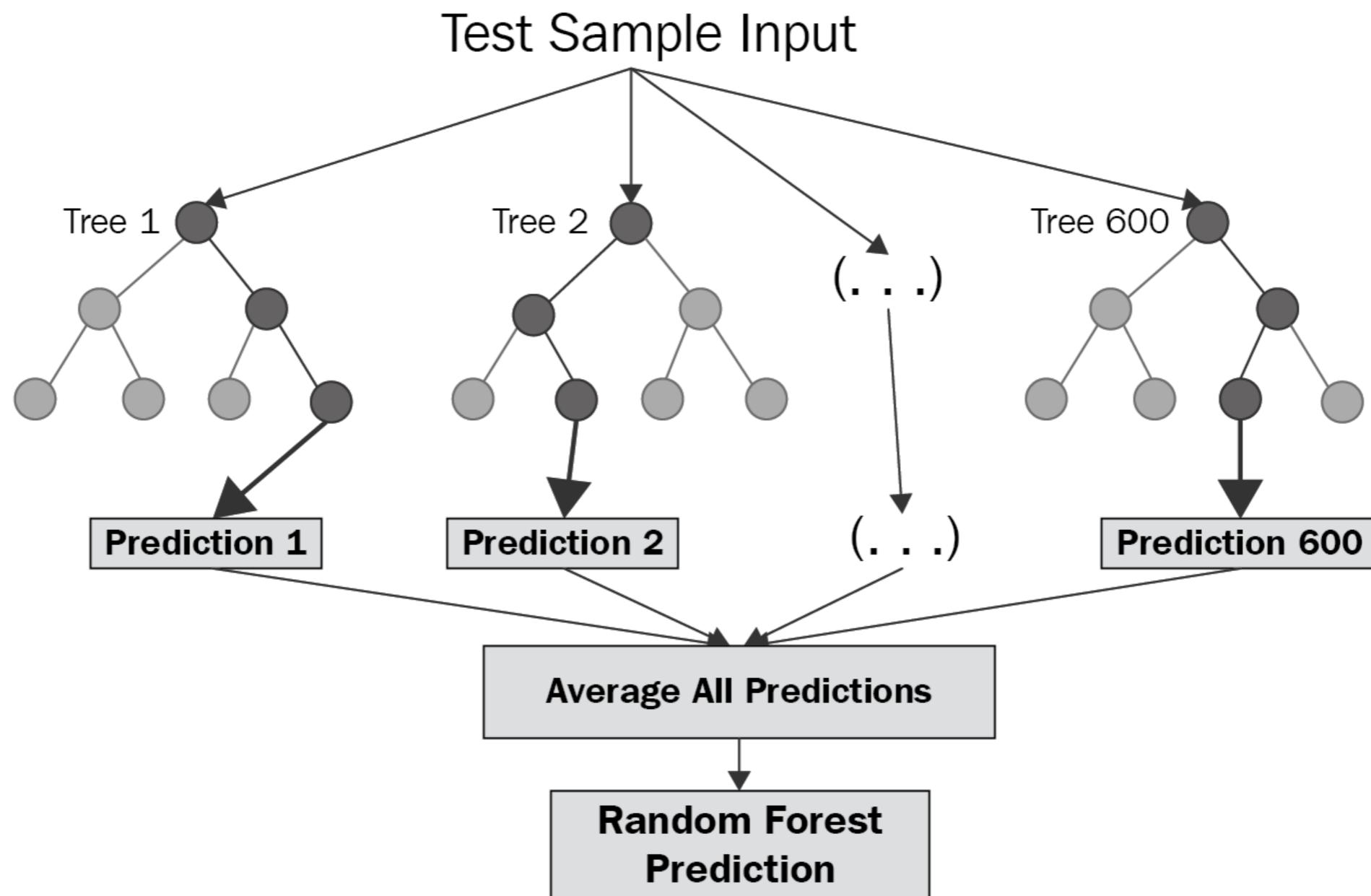
4. DECISION TREE

CROSS VALIDATING



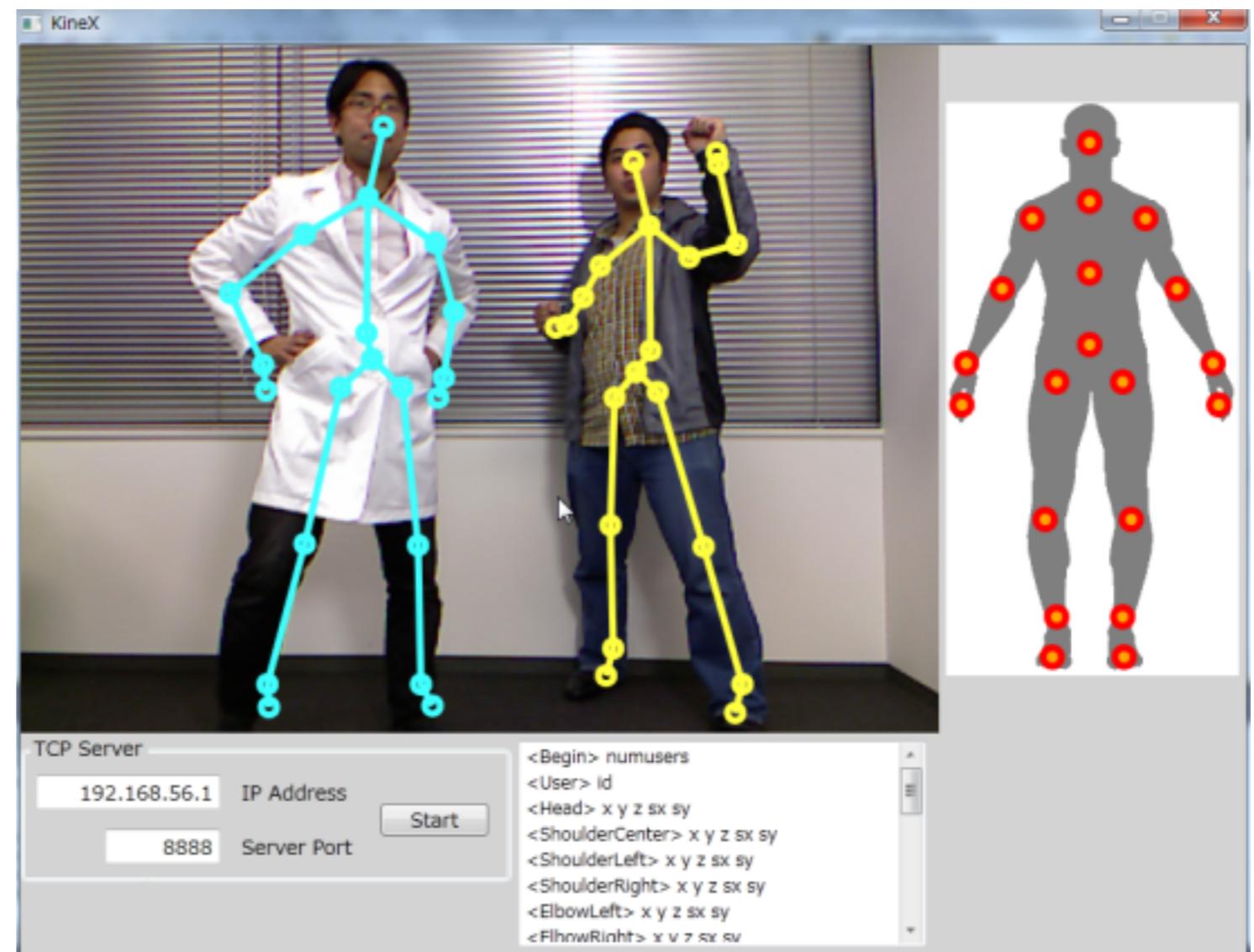
4. DECISION TREE

RANDOM FOREST



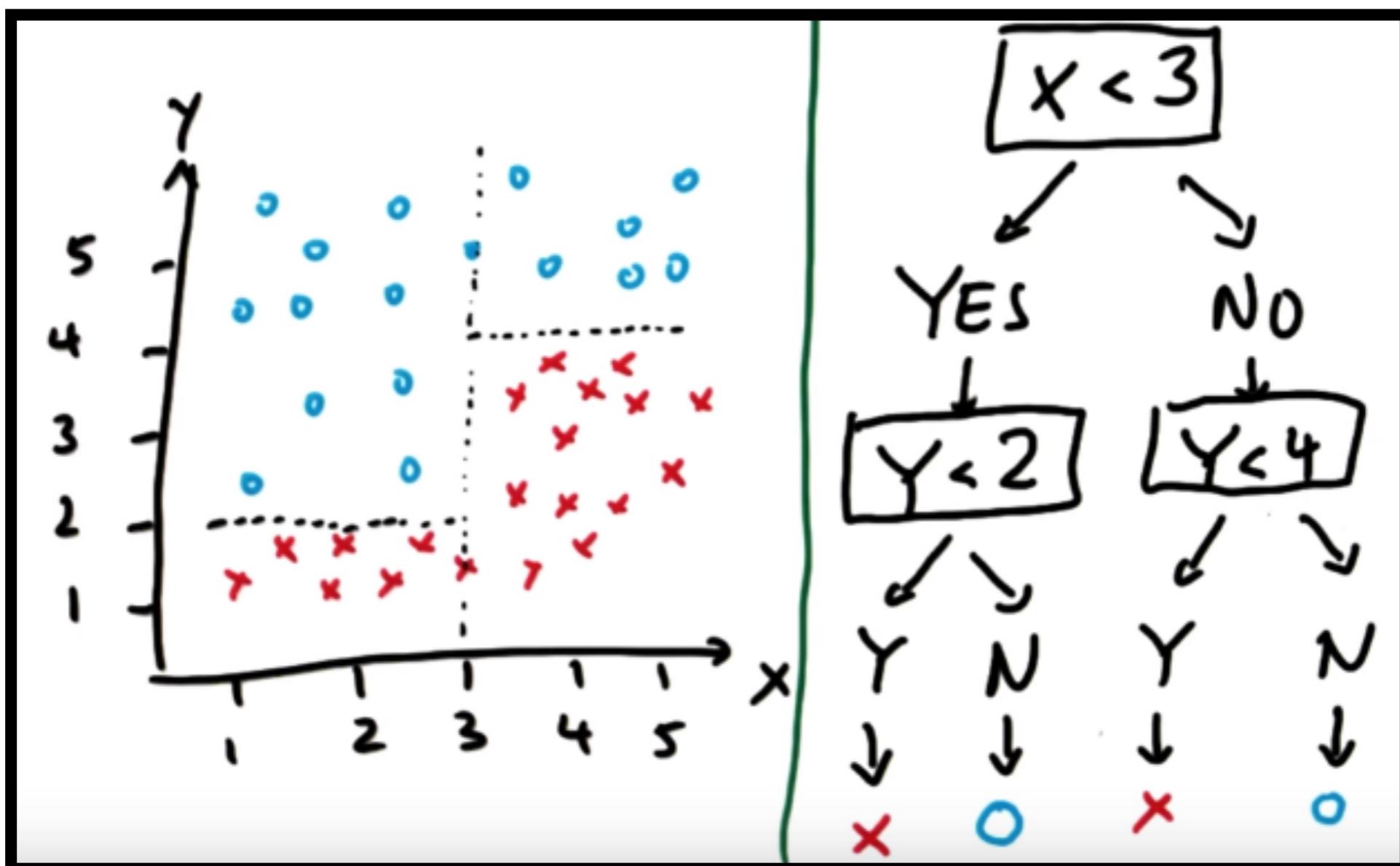
4. DECISION TREE

RANDOM FOREST - XBOX360 KINECT



4. DECISION TREE

ONLY DISCRETE DATA ARE USED?



4. DECISION TREE

WEKA

The screenshot shows a web browser window displaying the Weka Wiki page at https://waikato.github.io/weka-wiki/downloading_weka/. The left sidebar contains a navigation menu with sections like Home, Downloading and installing Weka, Requirements, Documentation, Getting help, Citing Weka, Literature, Development, History, Resources, FAQ, Not so FAQ, and Troubleshooting. The main content area is titled "Stable version" and discusses Weka 3.8. It includes sections for Windows, Mac OS, Linux, and Other platforms, each with a list of download links. The Windows section is highlighted with a red box around its content.

Stable version

Weka 3.8 is the latest stable version of Weka. This branch of Weka only receives bug fixes and upgrades that do not break compatibility with earlier 3.8 releases, although major new features may become available in packages. There are different options for downloading and installing it on your system:

Windows

- Click [here](#) to download a self-extracting executable for 64-bit Windows that includes Azul's 64-bit OpenJDK Java VM 11 (weka-3-8-4-azul-zulu-windows.exe; 118 MB)

This executable will install Weka in your Program Menu. Launching via the Program Menu or shortcuts will automatically use the included JVM to run Weka.

Mac OS

- Click [here](#) to download a disk image for Mac OS that contains a Mac application including Azul's 64-bit OpenJDK Java VM 11 (weka-3-8-4-azul-zulu-osx.dmg; 144 MB)

Linux

- Click [here](#) to download a zip archive for Linux that includes Azul's 64-bit OpenJDK Java VM 11 (weka-3-8-4-azul-zulu-linux.zip; 129 MB)

First unzip the the zip file. This will create a new directory called weka-3-8-4. To run Weka, change into that directory and type

```
./weka.sh
```

Other platforms

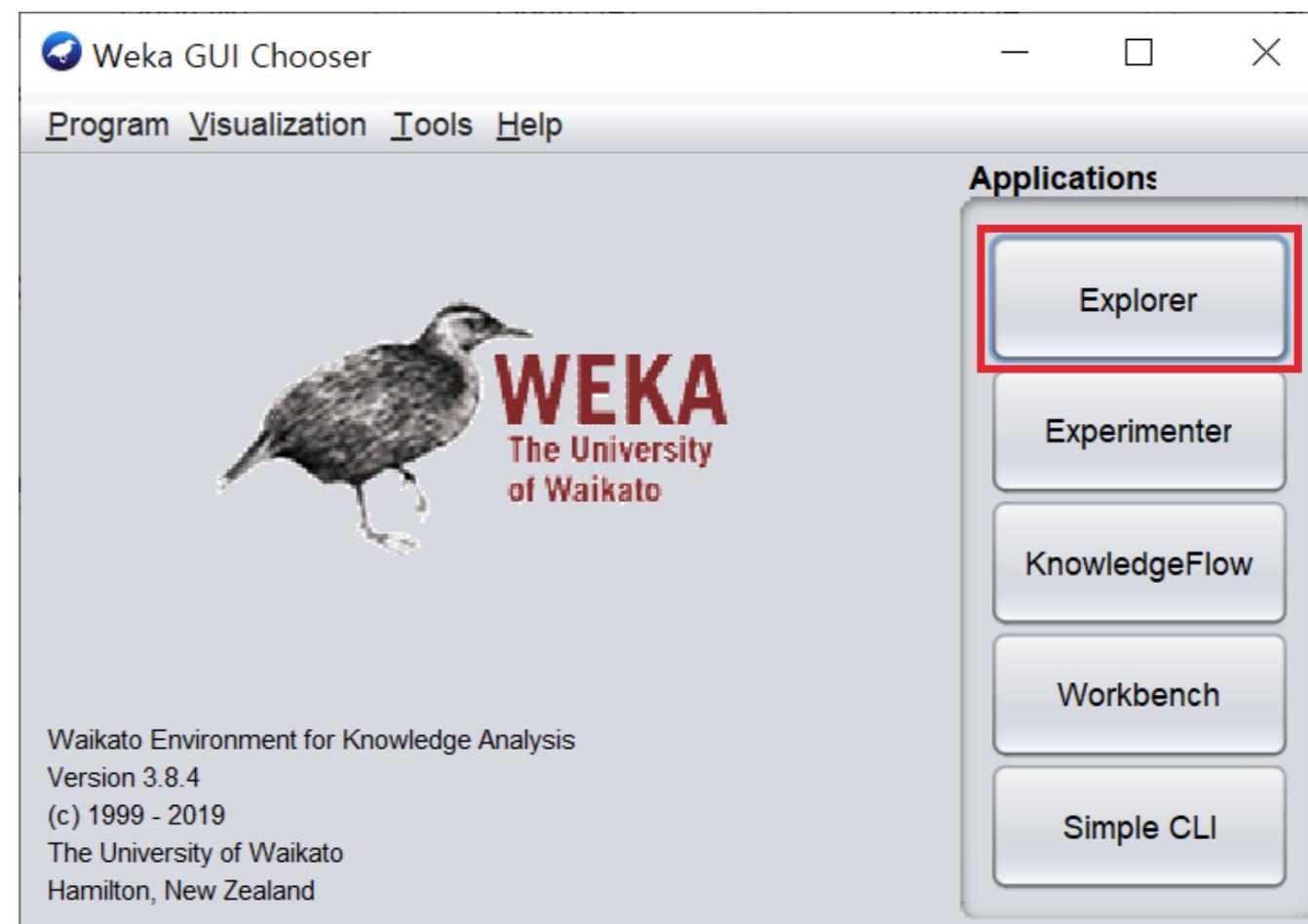
- Click [here](#) to download a zip archive containing Weka (weka-3-8-4.zip; 53 MB)

First unzip the zip file. This will create a new directory called weka-3-8-3. To run Weka, change into that directory and type

https://waikato.github.io/weka-wiki/downloading_weka/

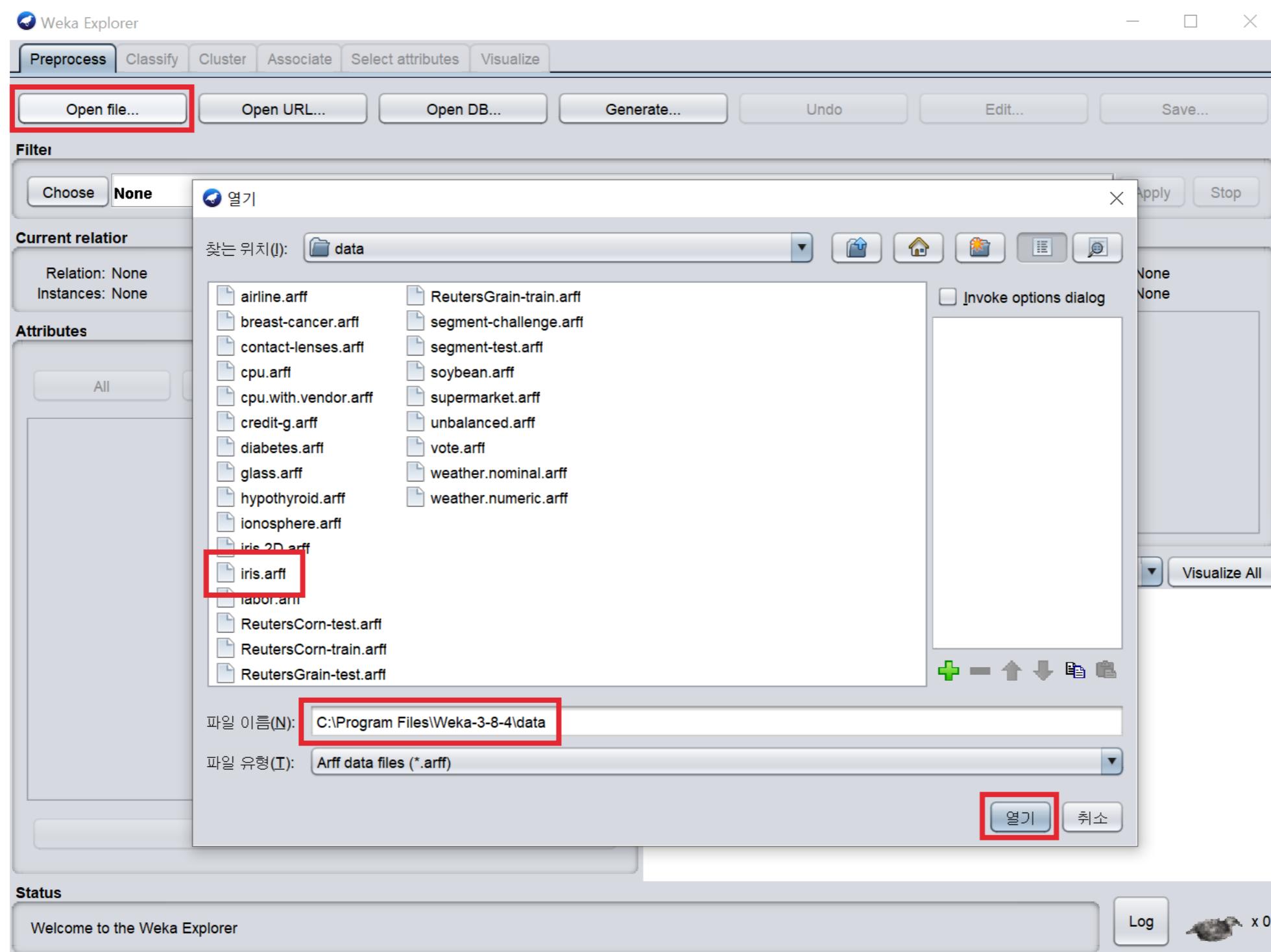
4. DECISION TREE

WEKA



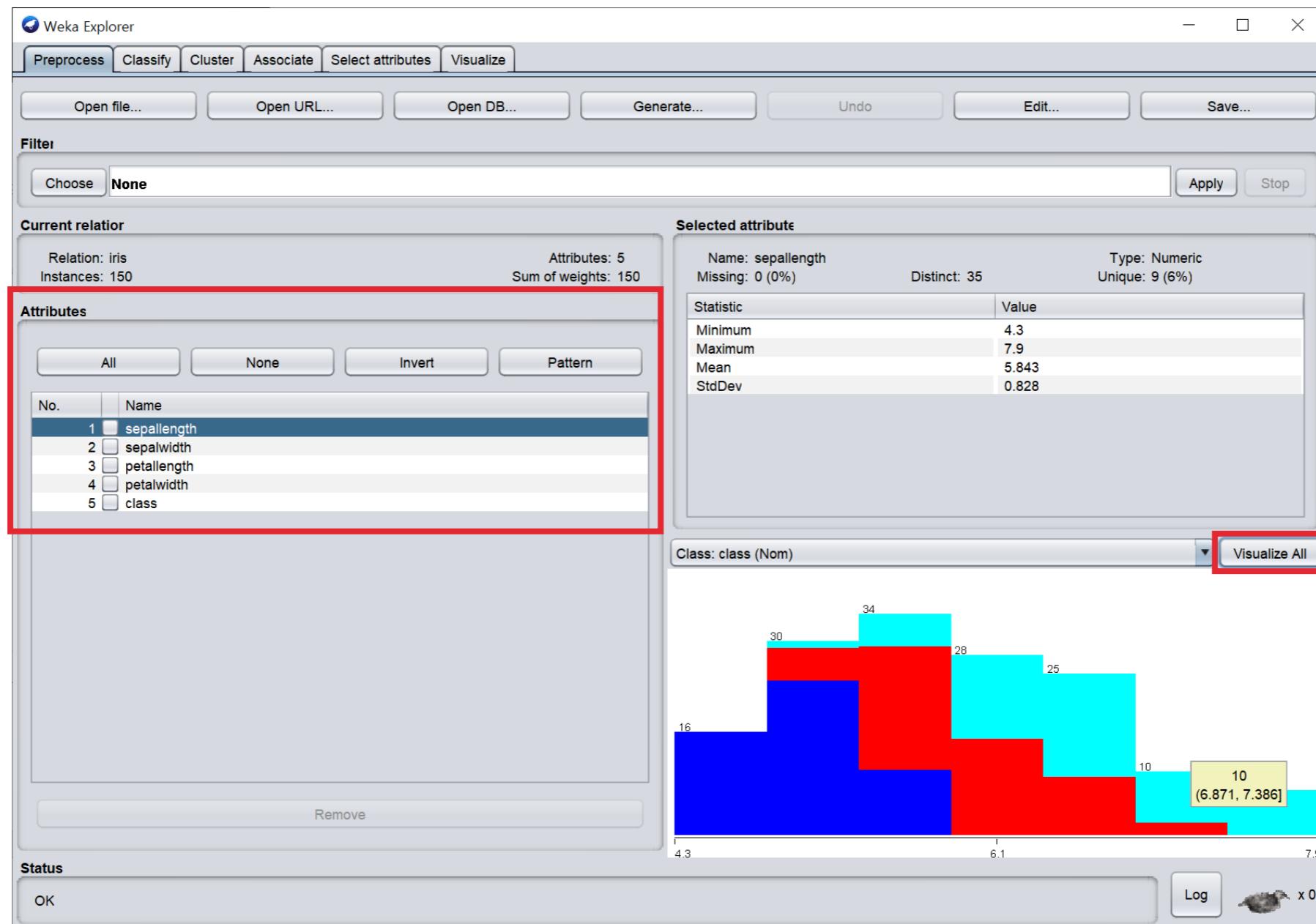
4. DECISION TREE

WEKA



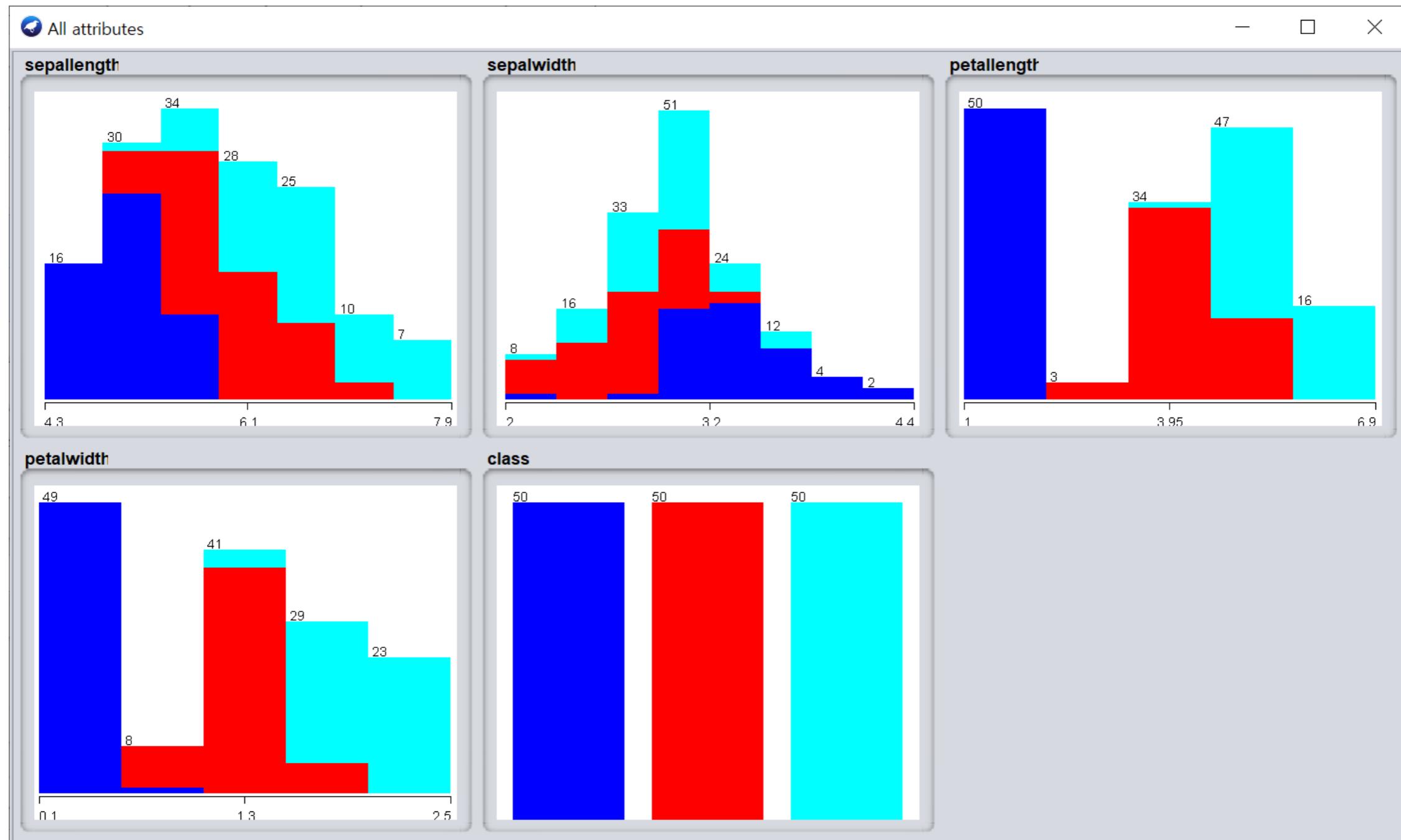
4. DECISION TREE

WEKA



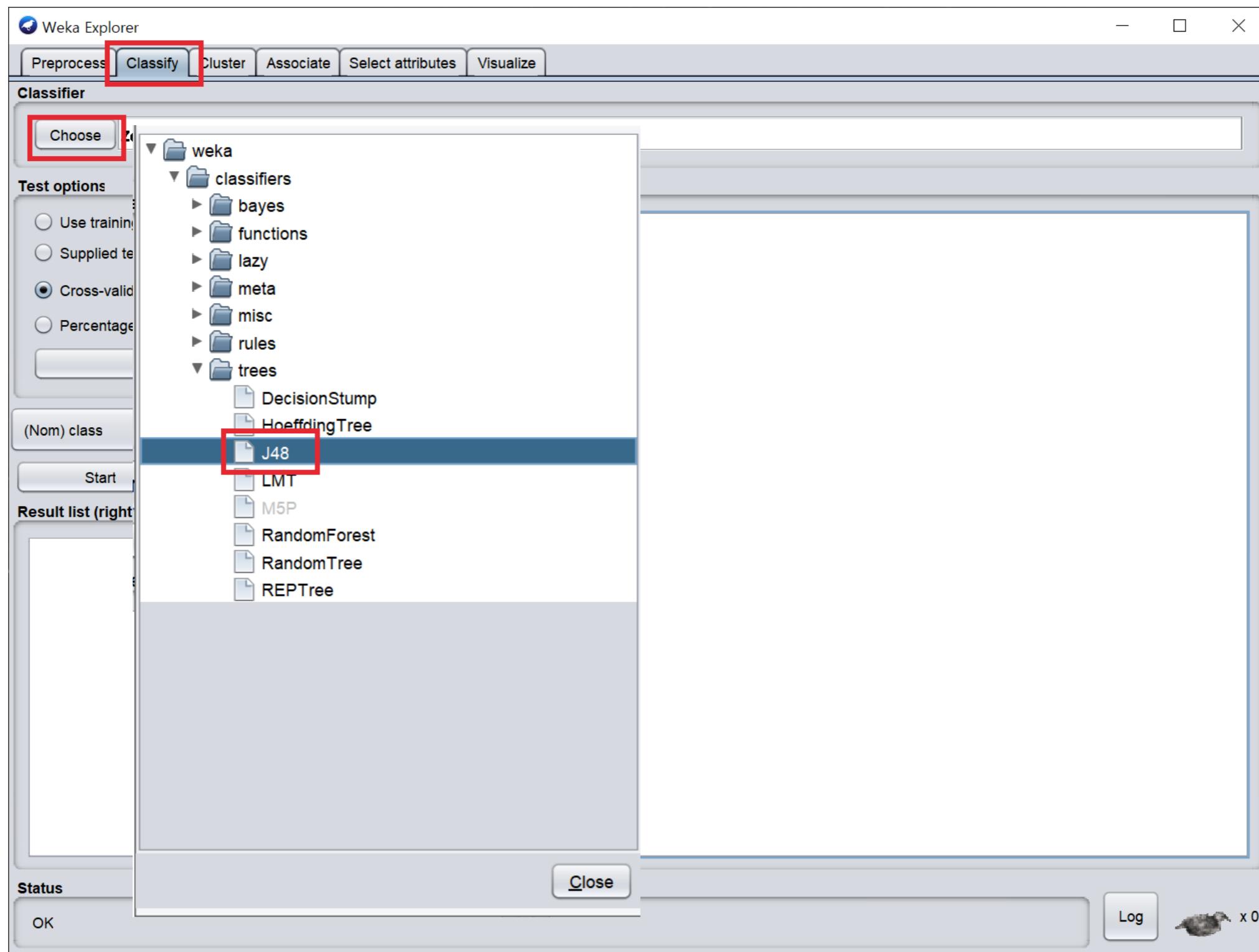
4. DECISION TREE

WEKA



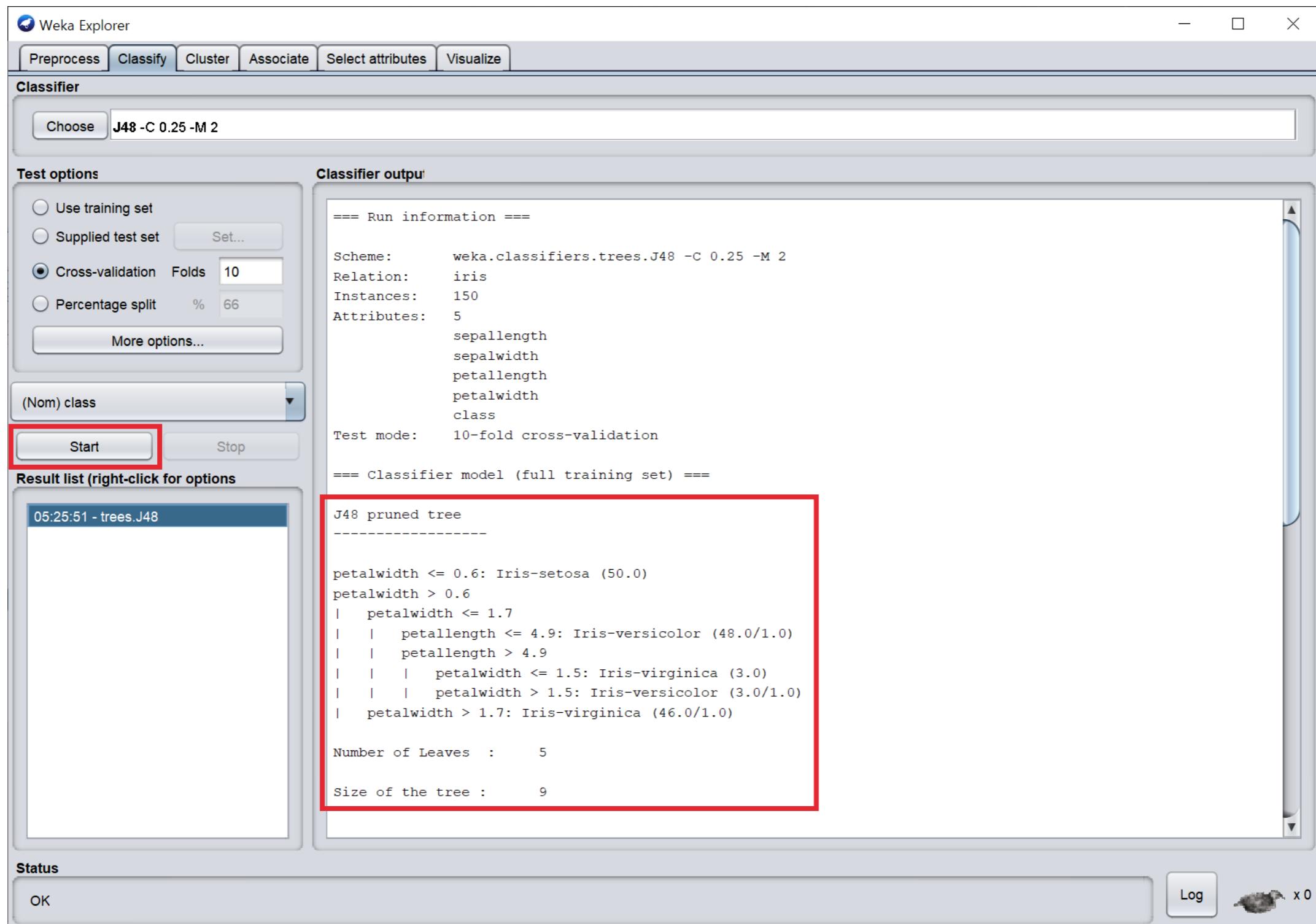
4. DECISION TREE

WEKA



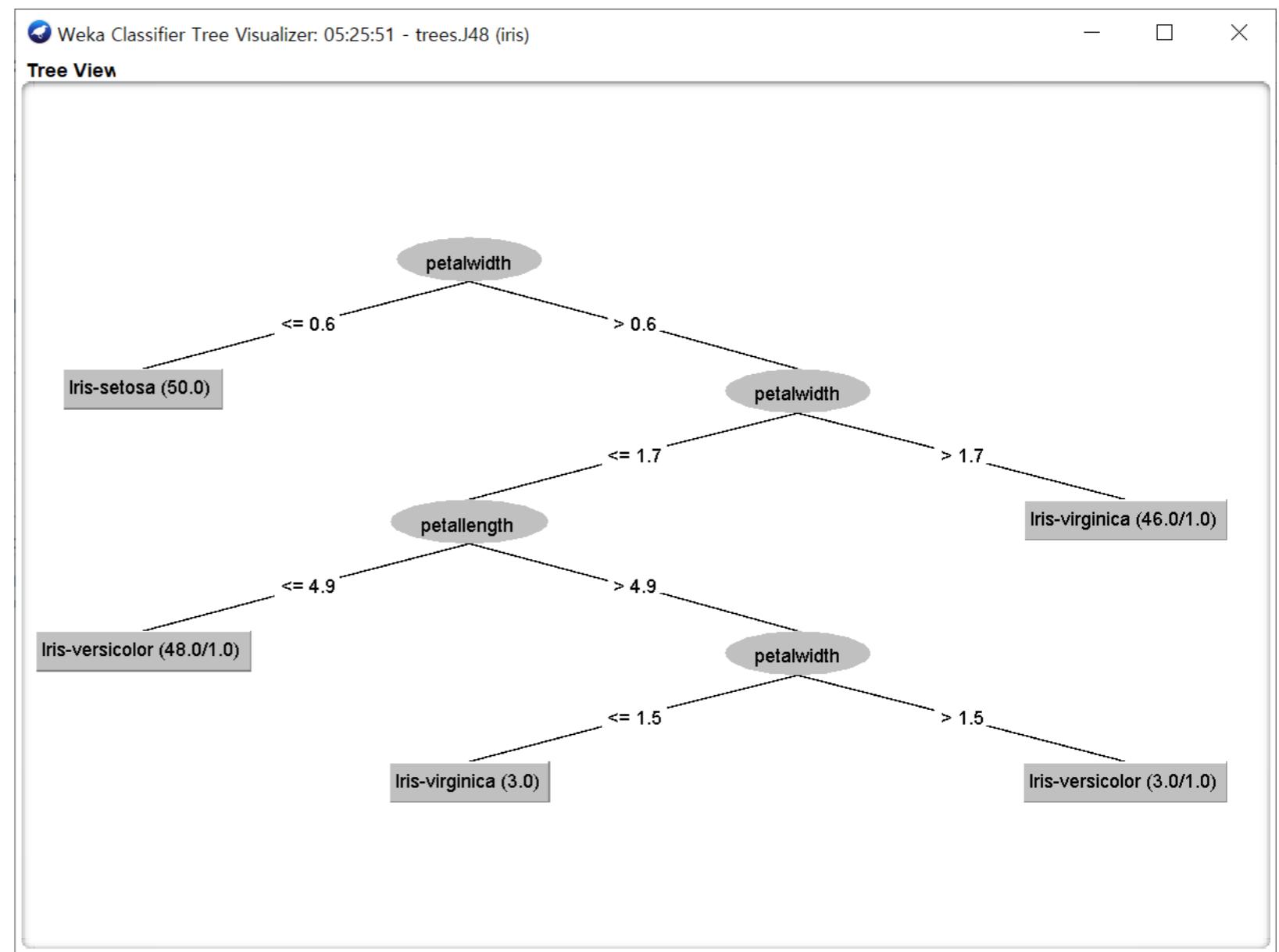
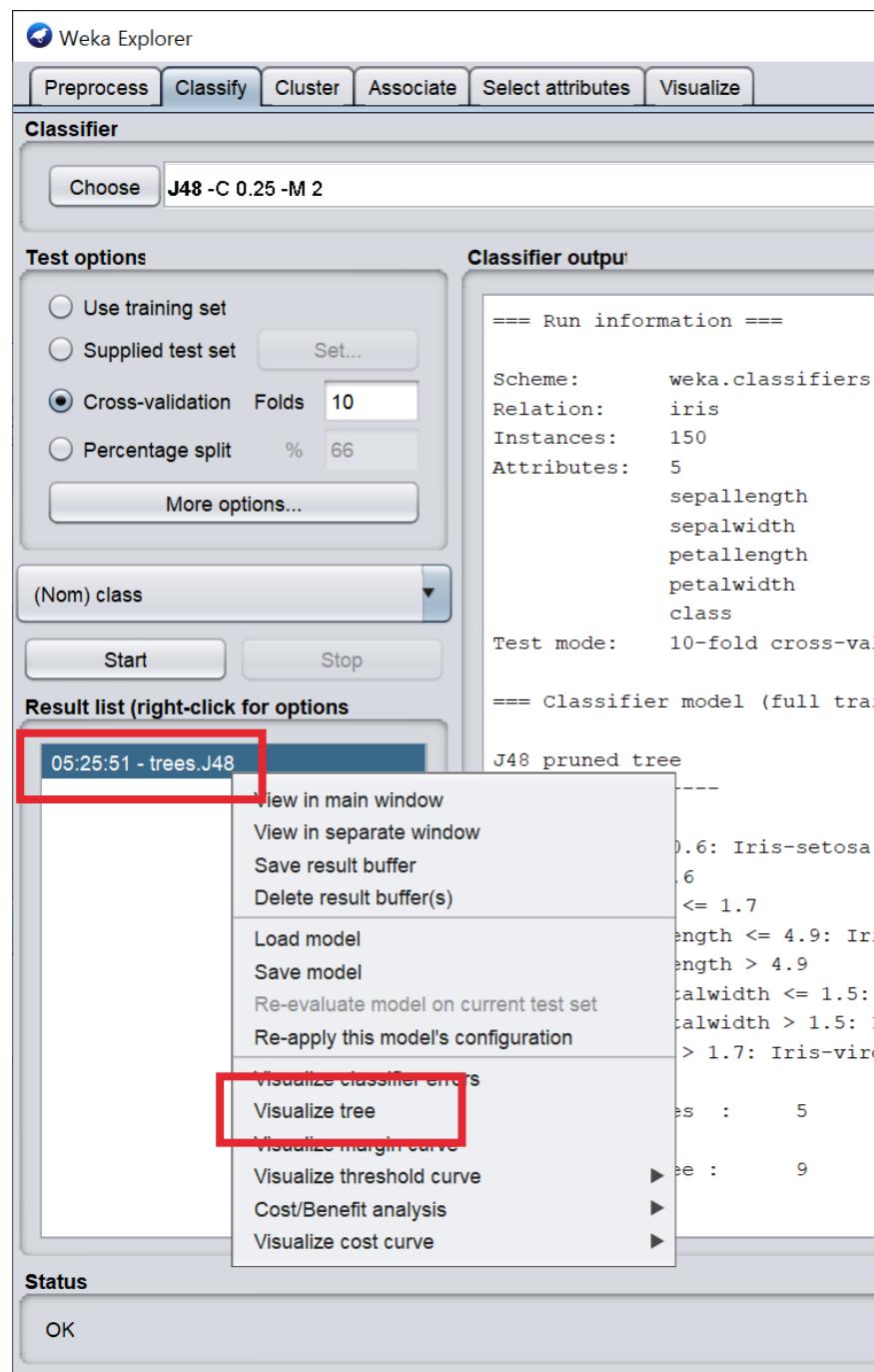
4. DECISION TREE

WEKA



4. DECISION TREE

WEKA



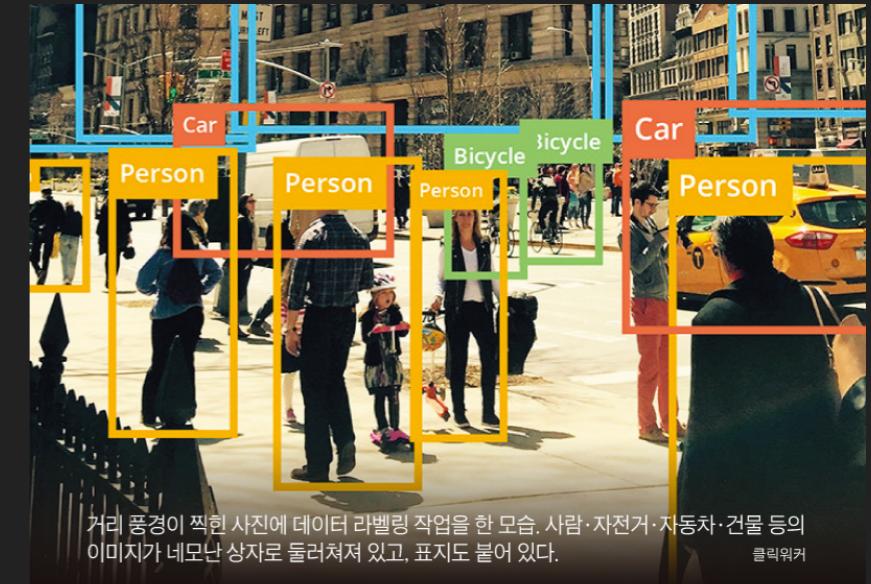
5. K-MEAN CLUSTERING

DEFECT OF SUPERVISED LEARNING



5. K-MEAN CLUSTERING

DEFECT OF SUPERVISED LEARNING



AI의 머신러닝, 알고보니 中·인도의 값싼 노동력 덕분

대표적 데이터 라벨링 작업

박스로 묶기

사진 속 물체를 박스로 표시해줌



이미지 분류

어떤 장면의 사진인지 분류

사람들이 운동하는 사진을 보고
이 운동이 야구인지 축구인지
등을 분류



시맨틱 분할

사진 내에서 픽셀(점) 단위로
객체(대상)를 분류

이미지에서 여성과 자동차를
세밀하게 분리

자료=아마존웹서비스(AWS)



데이터 라벨링 시장

규모 전망

2018년

5억달러

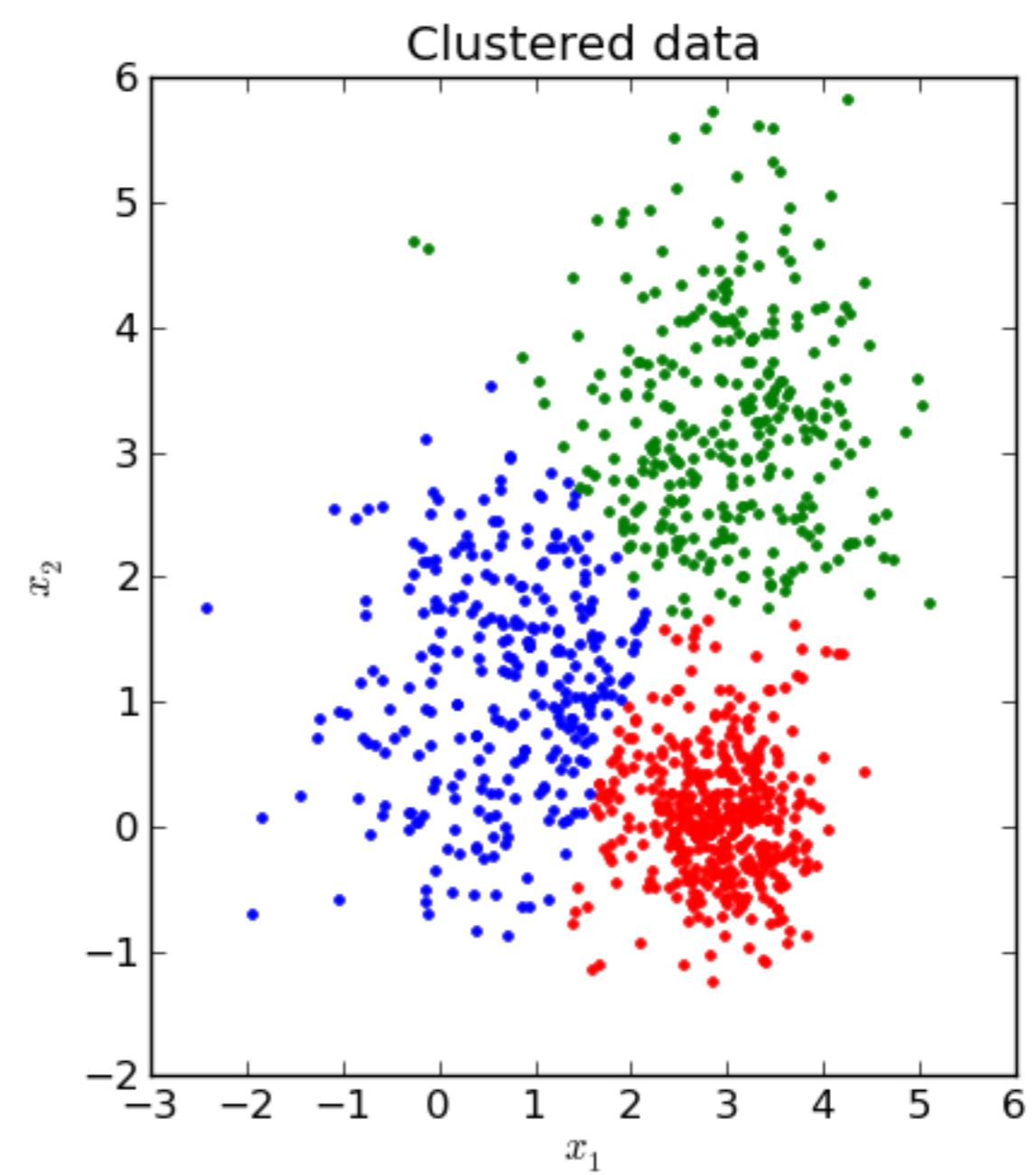
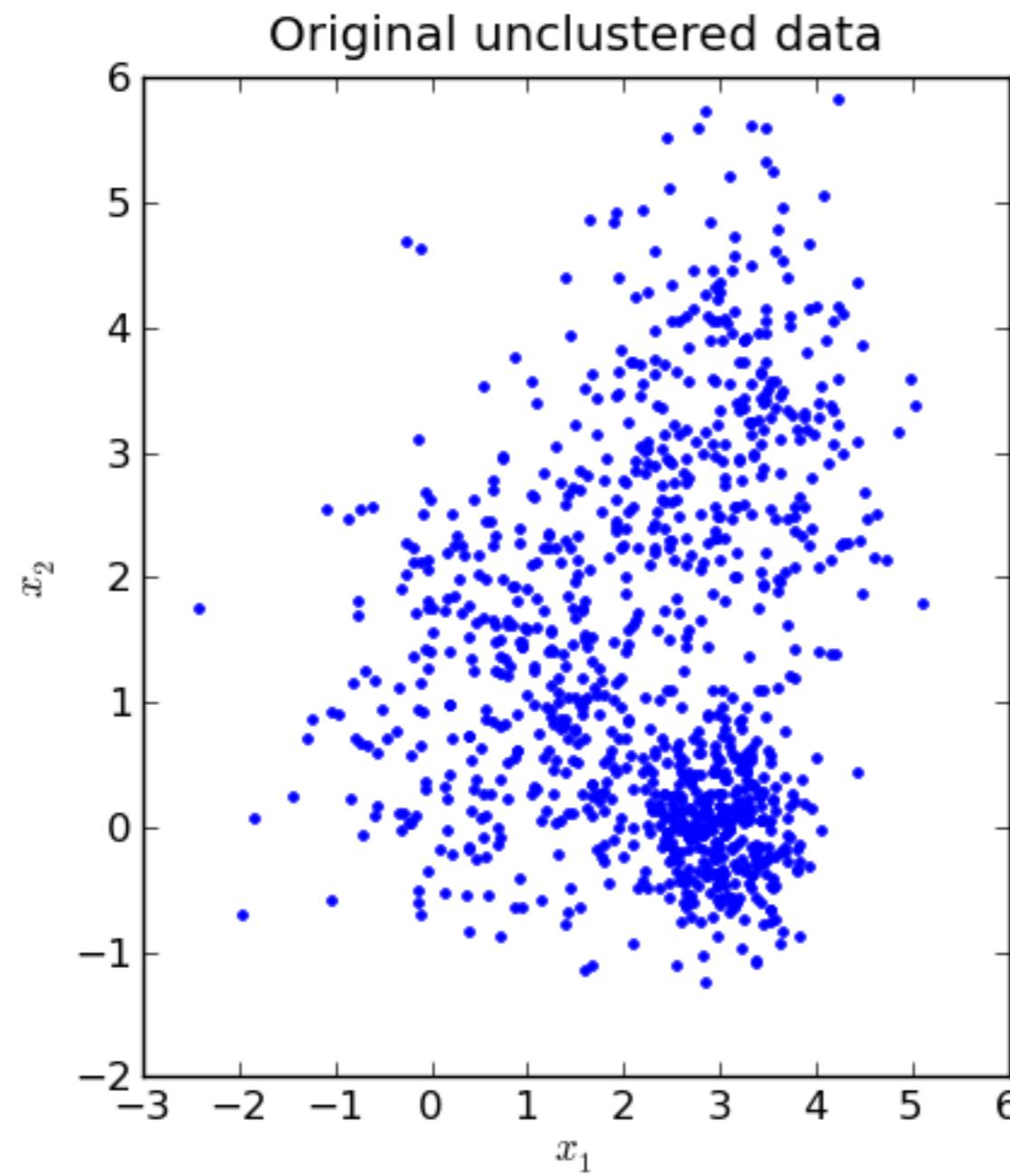
2023년

12억달러

자료=커드나리티카

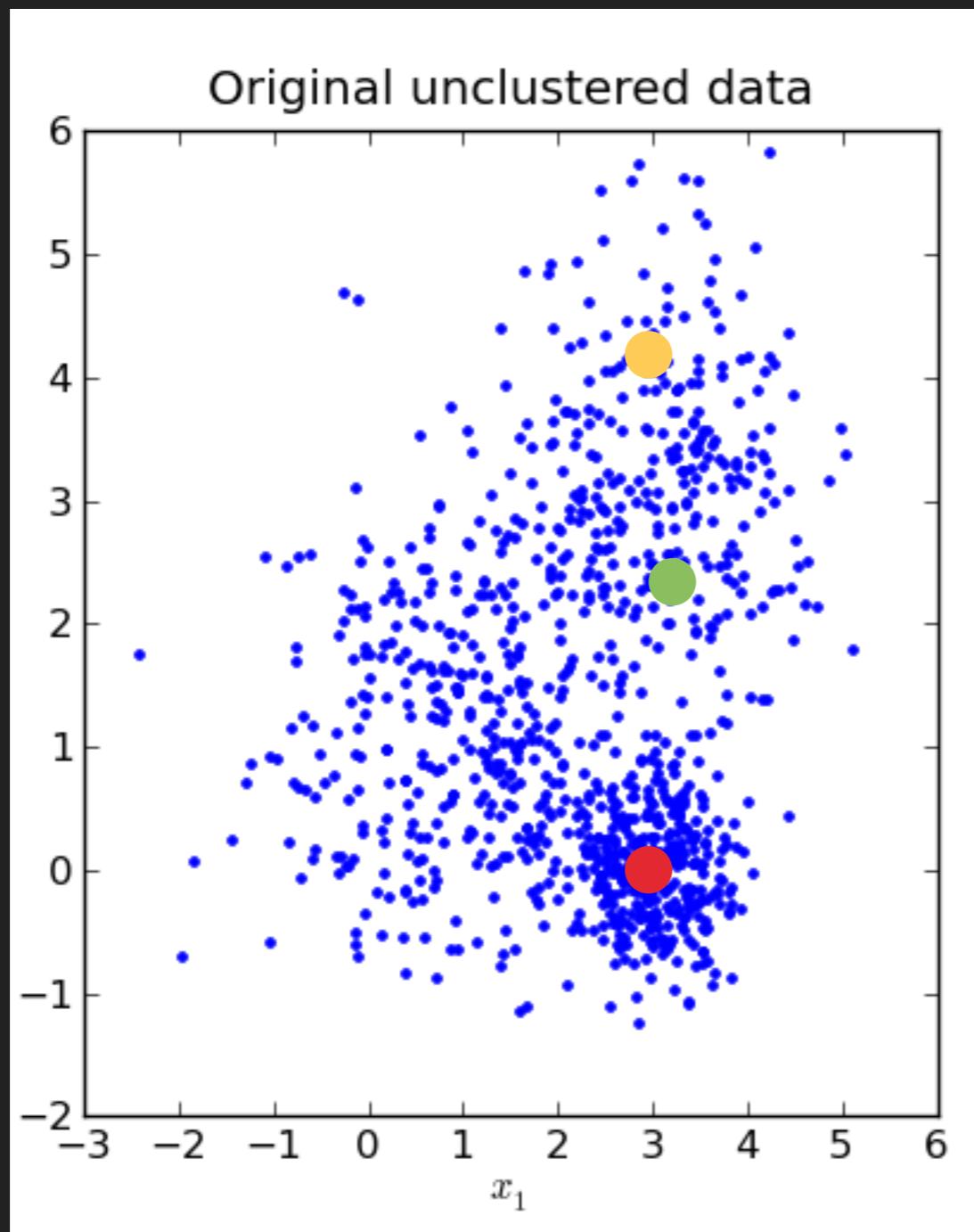
5. K-MEAN CLUSTERING

WHAT ABOUT K-MEAN CLUSTERING?



5. K-MEAN CLUSTERING

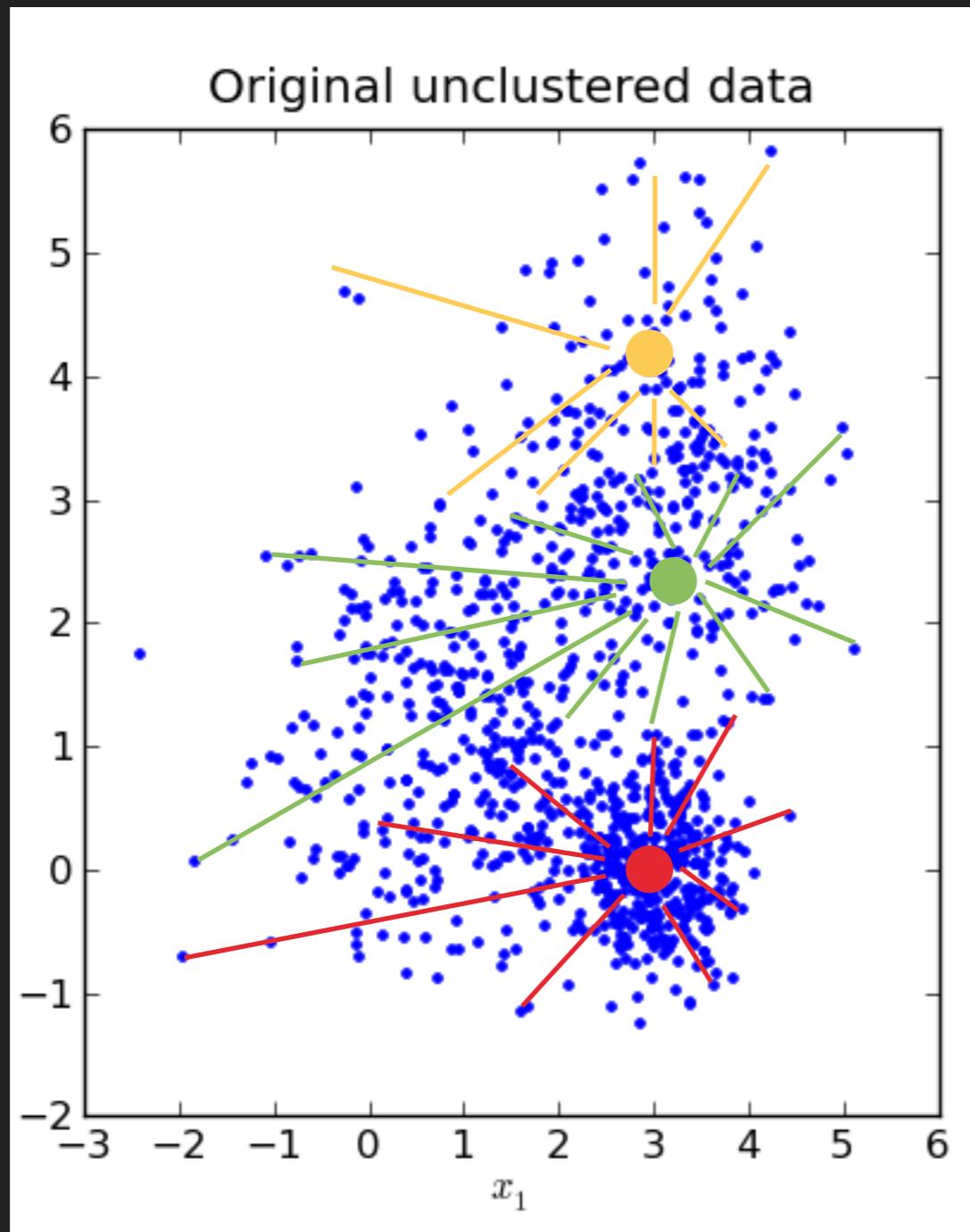
K-MEAN CLUSTERING?



무작위 K개의 점을 지정

5. K-MEAN CLUSTERING

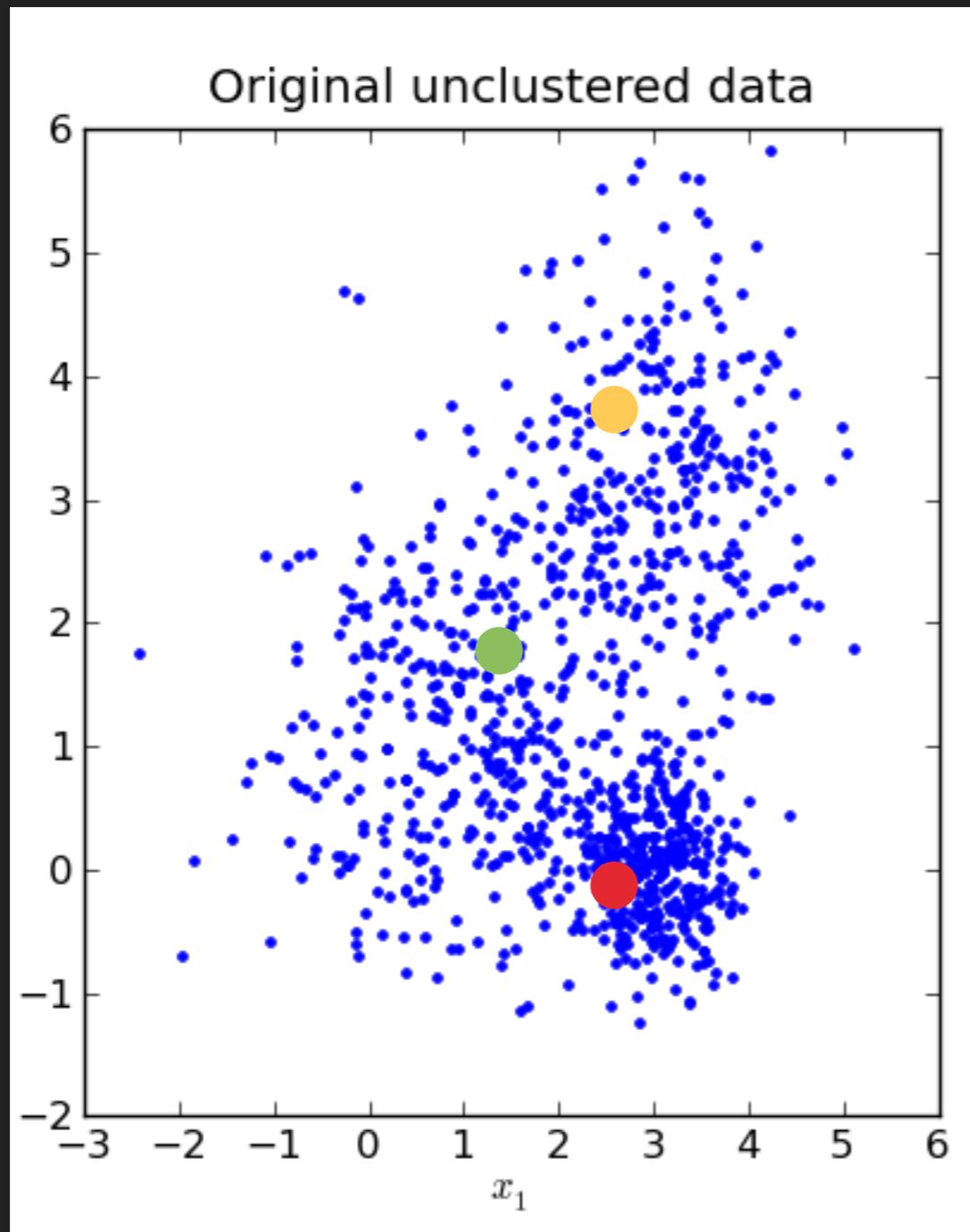
K-MEAN CLUSTERING?



모든 데이터를 K개의 점 중
제일 가까운 점과 연결

5. K-MEAN CLUSTERING

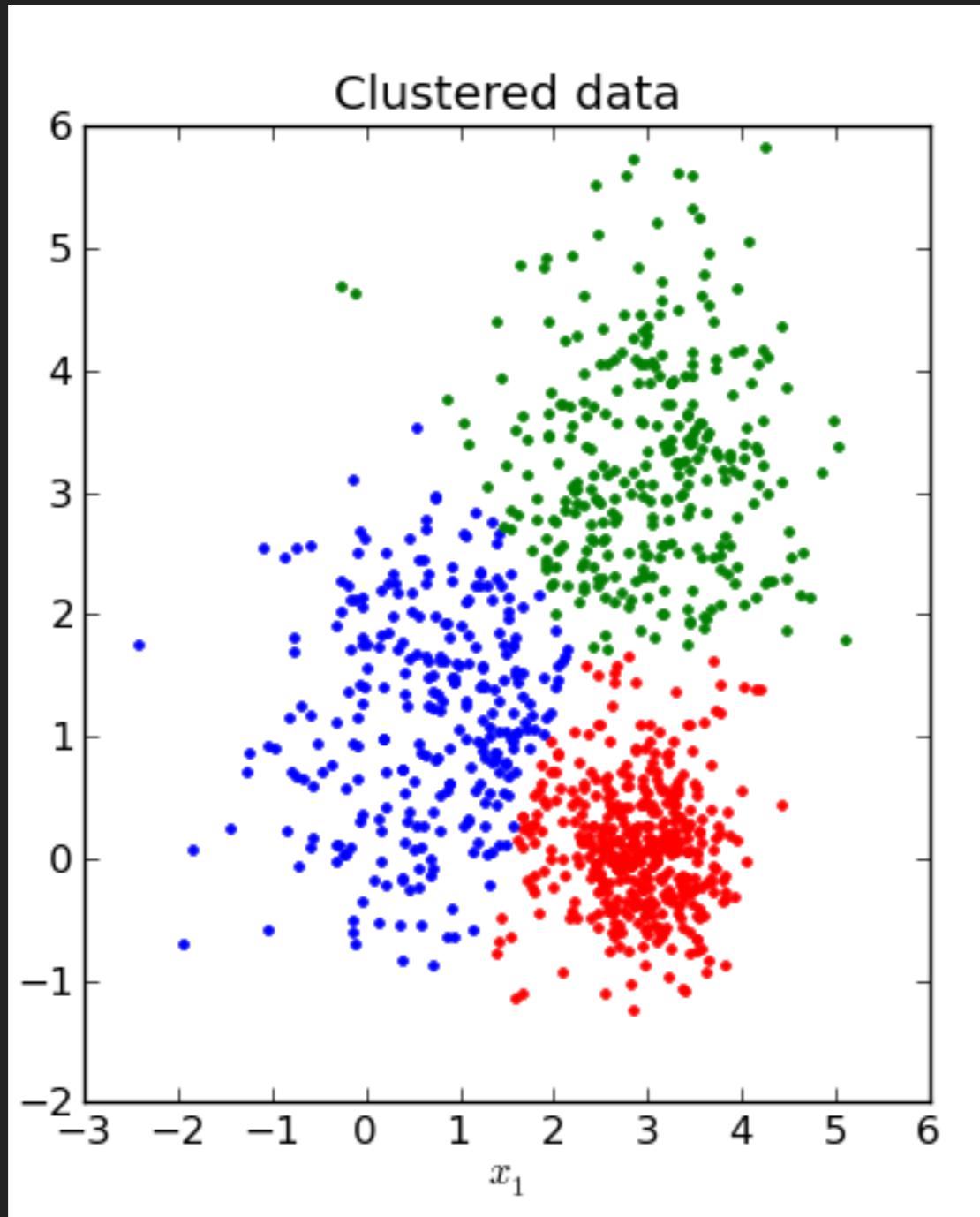
K-MEAN CLUSTERING?



연결된 점들의 평균 좌표를 구해서
그 좌표로 이동

5. K-MEAN CLUSTERING

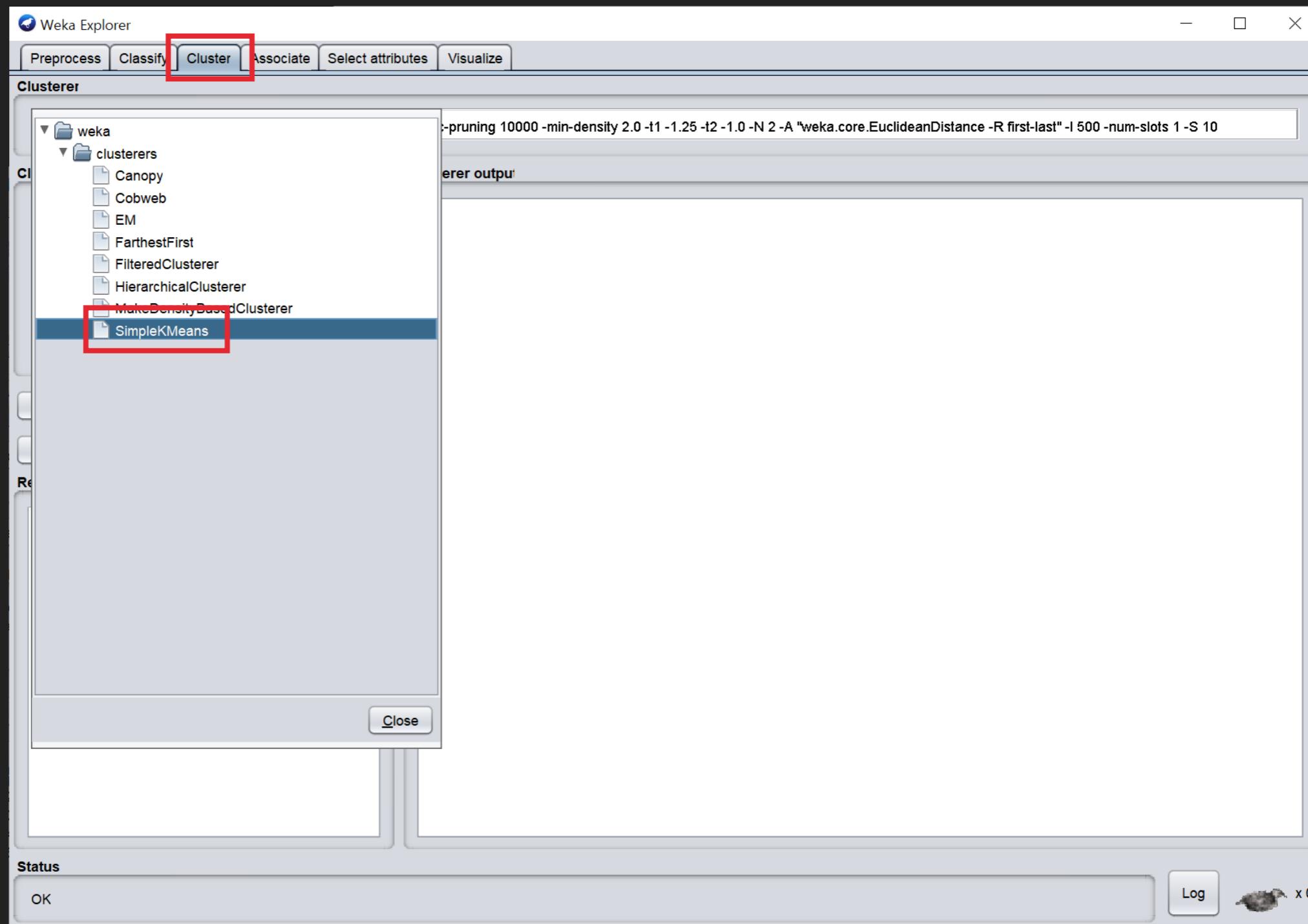
K-MEAN CLUSTERING?



움직임이 없어질 때까지 반복

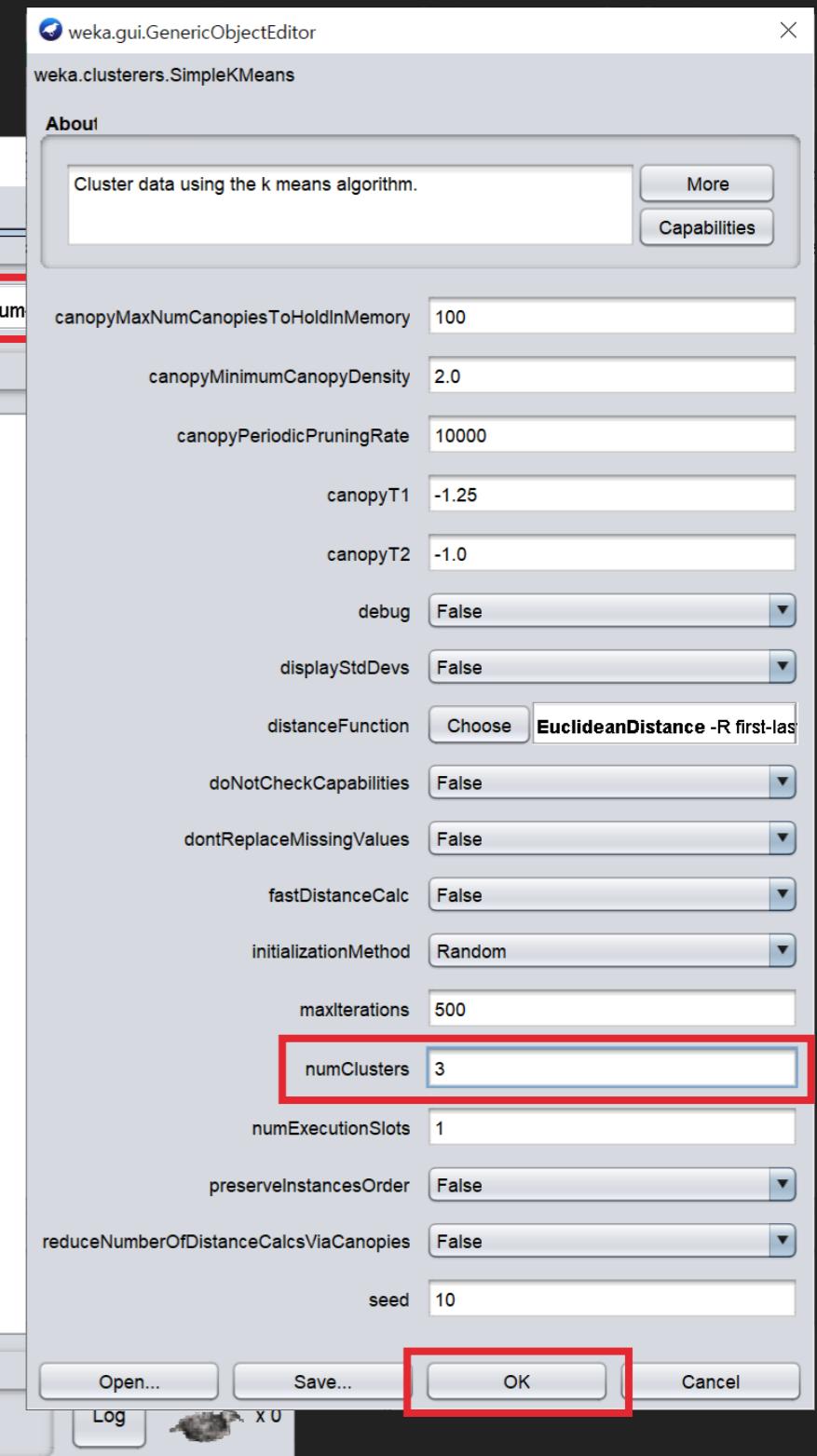
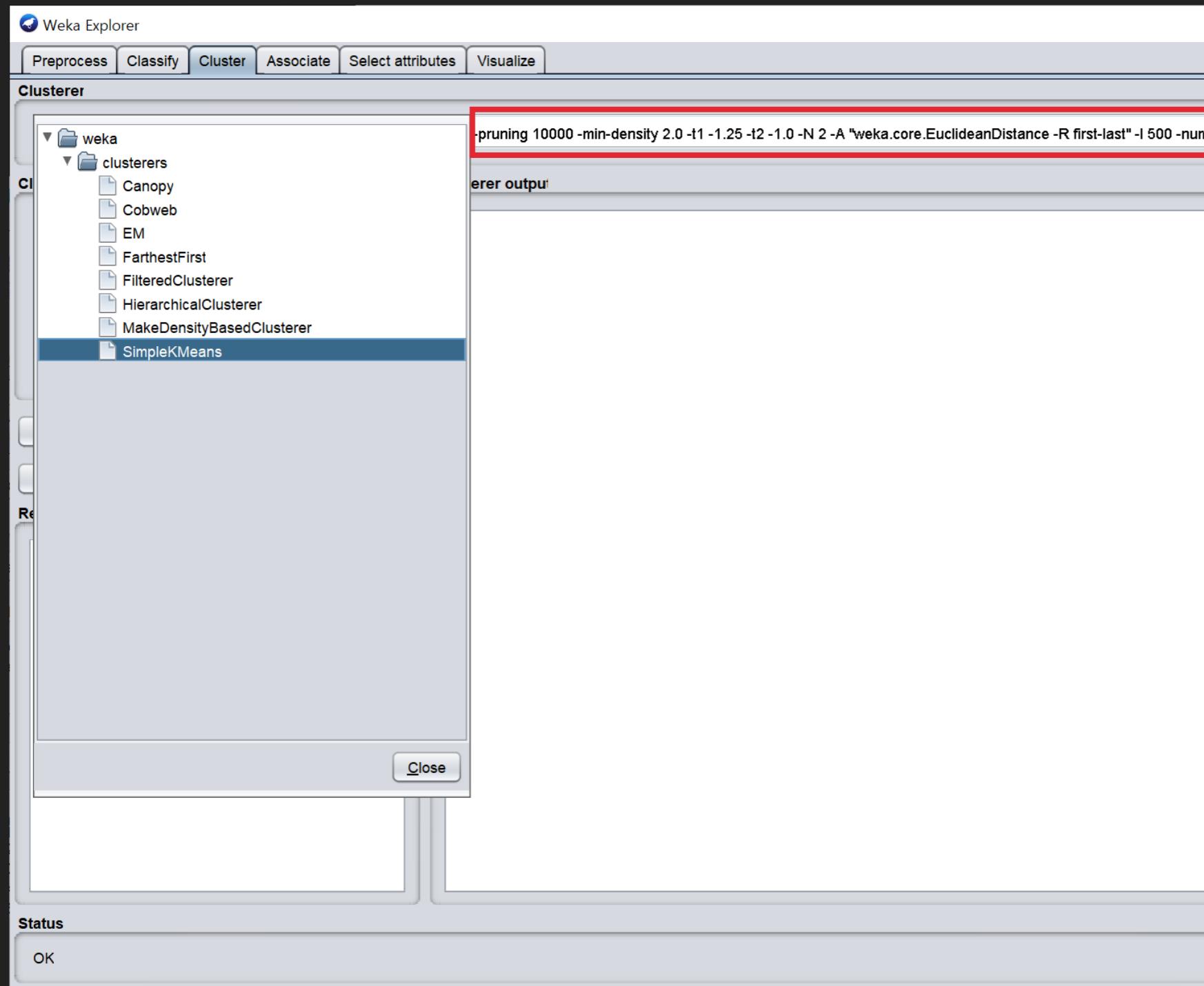
5. K-MEAN CLUSTERING

WEKA



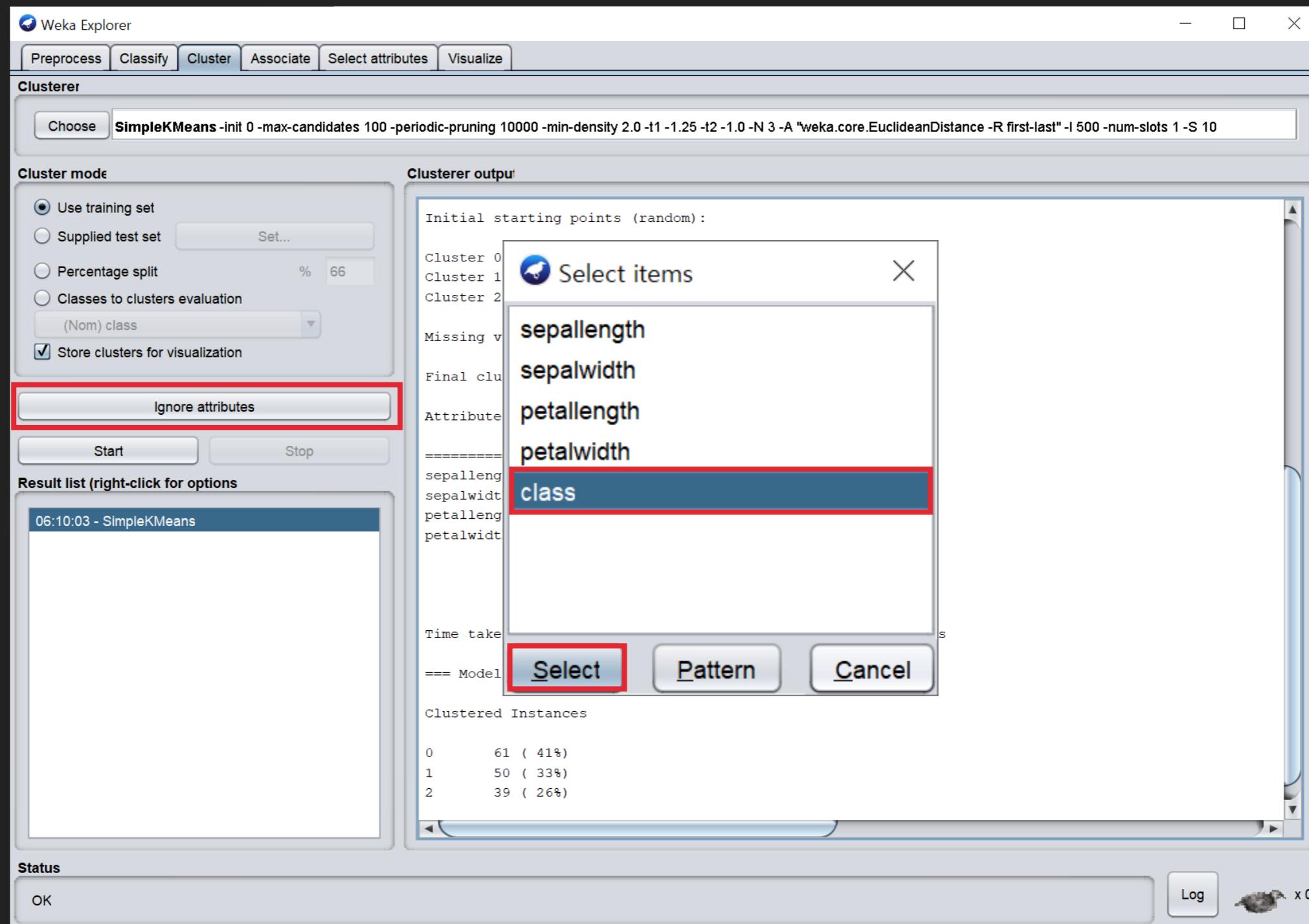
5. K-MEAN CLUSTERING

WEKA



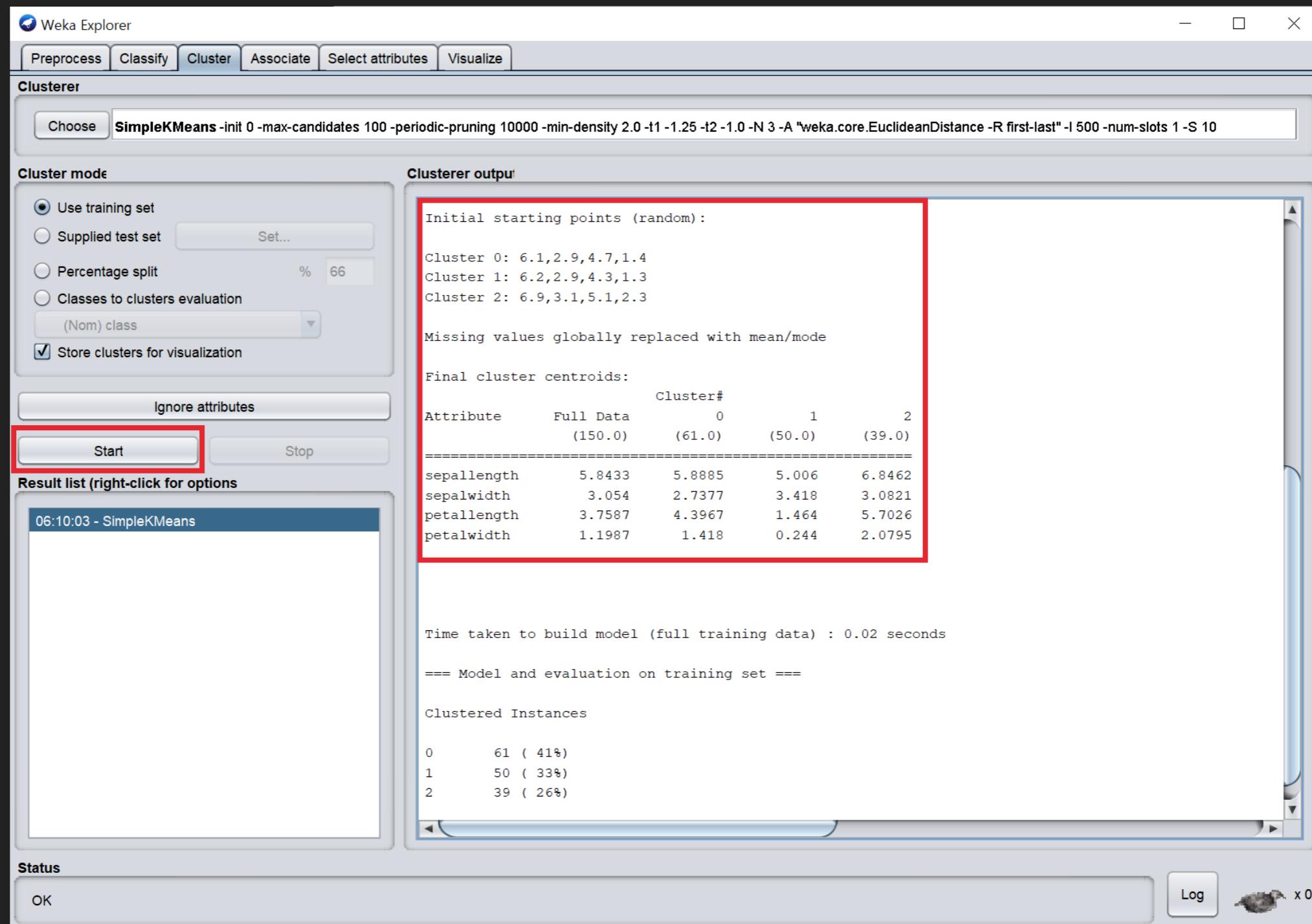
5. K-MEAN CLUSTERING

WEKA



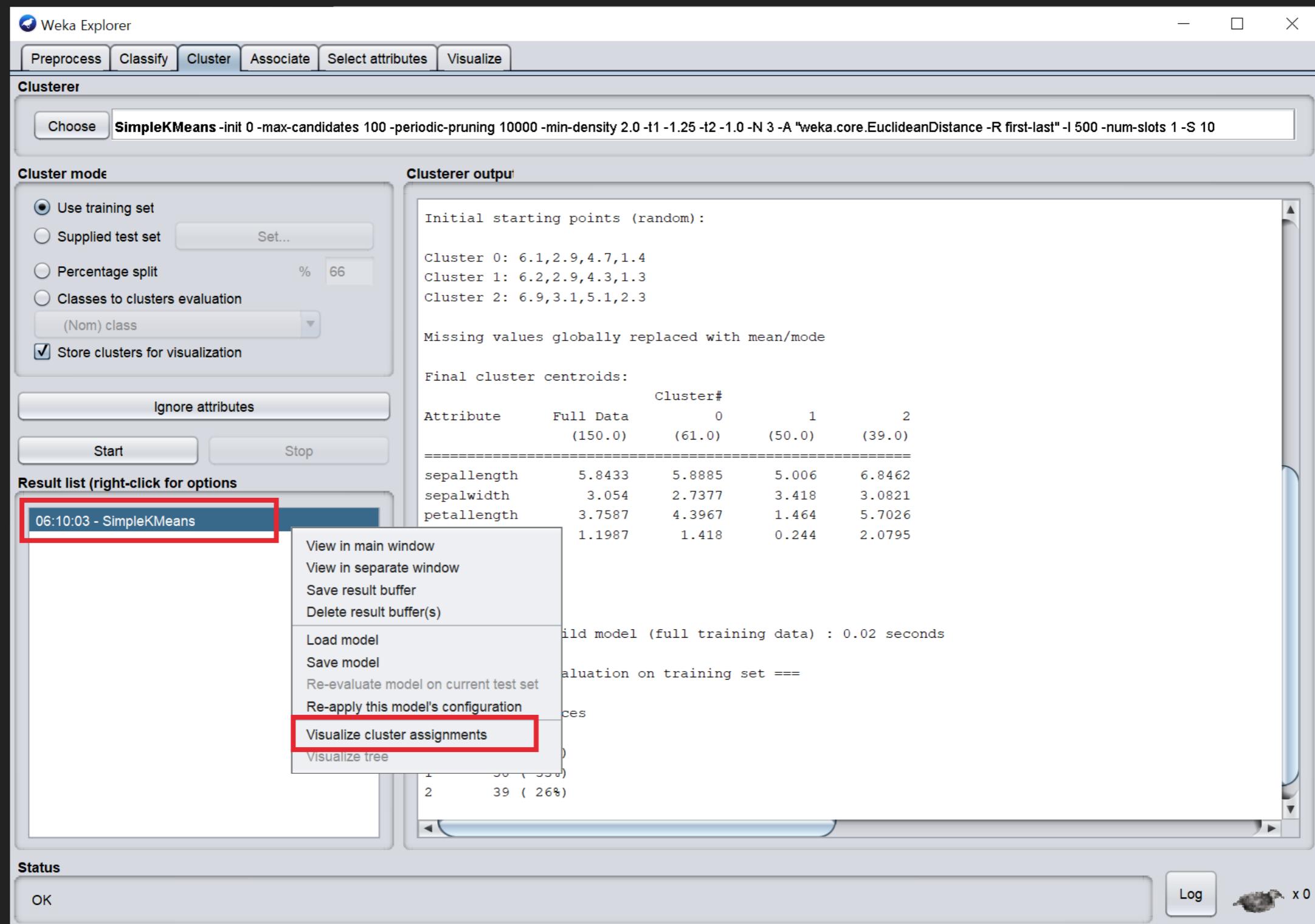
5. K-MEAN CLUSTERING

WEKA



5. K-MEAN CLUSTERING

WEKA



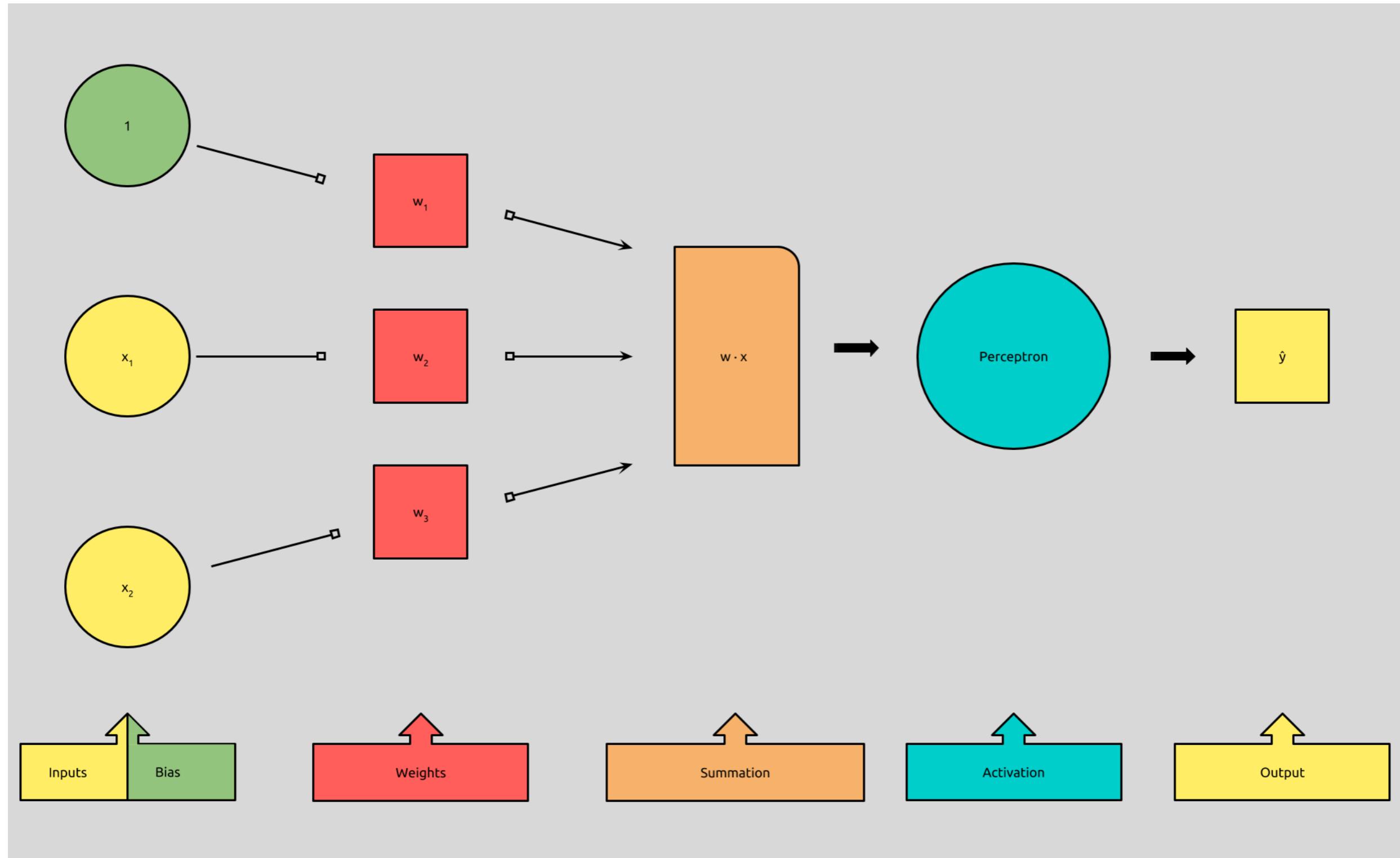
5. K-MEAN CLUSTERING

WEKA



6. ARTIFICIAL NEURAL NETWORK

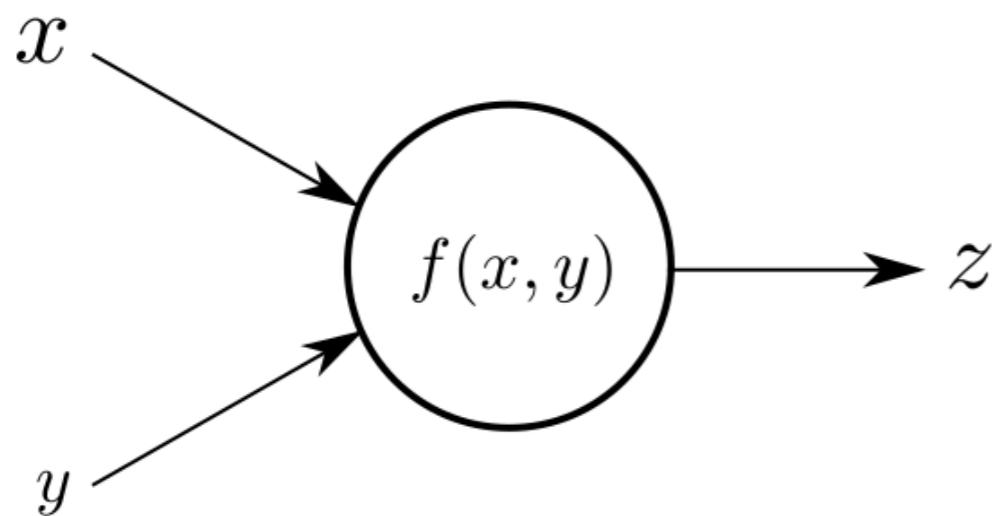
PERCEPTRON



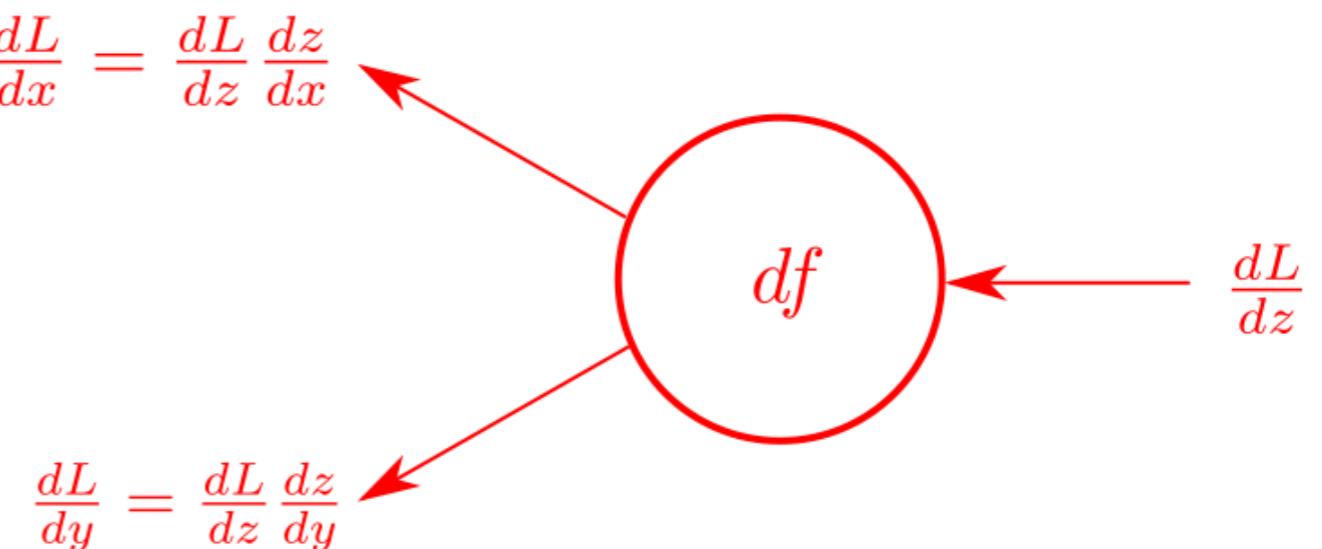
6. ARTIFICIAL NEURAL NETWORK

PERCEPTRON

Forwardpass



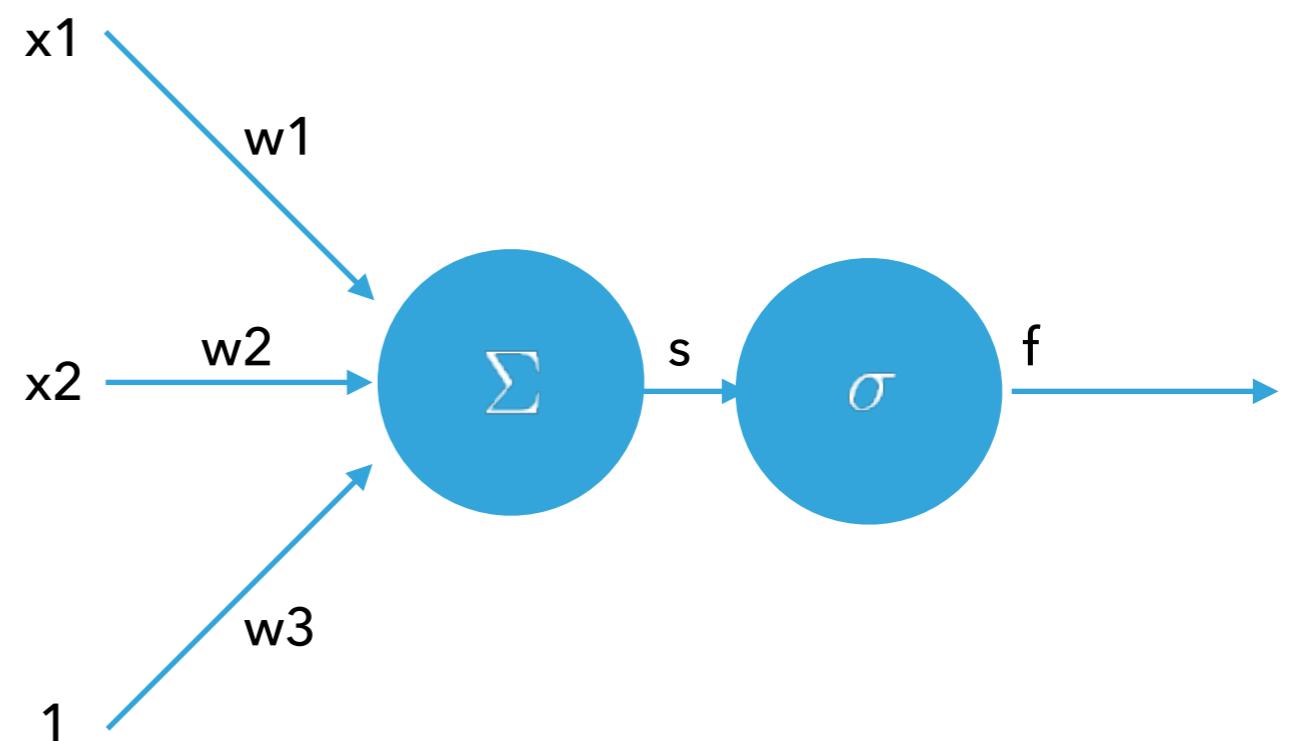
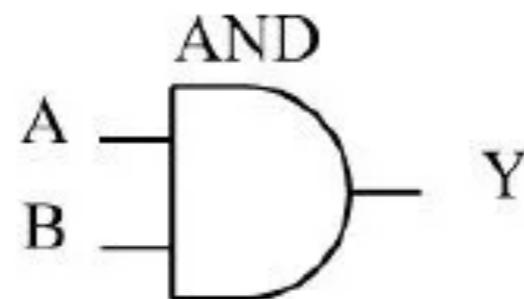
Backwardpass



6. ARTIFICIAL NEURAL NETWORK

MAKE AND GATE WITH PERCEPTRON

A	B	Y
0	0	0
0	1	0
1	0	0
1	1	1



6. ARTIFICIAL NEURAL NETWORK

MAKE AND GATE WITH PERCEPTRON

```
import random
import math

def activate(p):
    return 1.0 / (1.0 + math.exp(-p))

if __name__ == '__main__':
    x = [[0, 0], [0, 1], [1, 0], [1, 1]]
    y = [0, 0, 0, 1]
    w = []

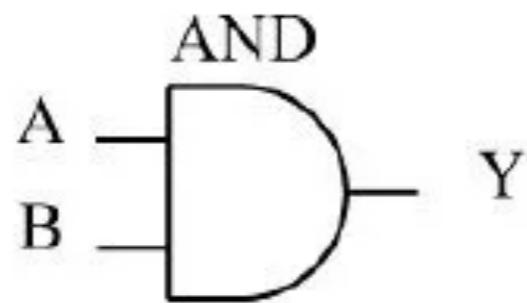
    for i in range(3):
        w.append(random.uniform(-1, 1))

    for epoch in range(501):
        if epoch % 100 == 0:
            print('epoch: ', epoch)
        for x_bar, y_bar in zip(x, y):
            s = x_bar[0] * w[0] + x_bar[1] * w[1] + w[2]
            f = activate(s)
            loss = (f - y_bar)**2
            if epoch % 100 == 0:
                print('Loss: ', loss)
                print(x_bar[0], x_bar[1], round(f, 2))
```

6. ARTIFICIAL NEURAL NETWORK

MAKE AND GATE WITH PERCEPTRON

A	B	Y
0	0	0
0	1	0
1	0	0
1	1	1



$$\frac{dL}{dw_1} = \frac{dL}{ds} \frac{ds}{dw_1}$$
$$\frac{dL}{dw_2} = \frac{dL}{ds} \frac{ds}{dw_2}$$
$$\frac{dL}{dw_3} = \frac{dL}{ds} \frac{ds}{dw_3}$$

The diagram illustrates the backpropagation process for training a perceptron. It shows three nodes: a sigmoid function node (σ) on the right, a summation node (Σ) in the middle, and an AND gate node on the left. Blue arrows indicate the flow of error gradients from the output layer back through the hidden layer and the summation node to the input weights. The equations above each arrow show the calculation of the gradient for each weight component.

6. ARTIFICIAL NEURAL NETWORK

MAKE AND GATE WITH PERCEPTRON

```
import random
import math

def activate(p):
    return 1.0 / (1.0 + math.exp(-p))

if __name__ == '__main__':
    x = [[0, 0], [0, 1], [1, 0], [1, 1]]
    y = [0, 0, 0, 1]
    w = []

    for i in range(3):
        w.append(random.uniform(-1, 1))

    for epoch in range(501):
        if epoch % 100 == 0:
            print('epoch: ', epoch)
            print("w: ", w)
        for x_bar, y_bar in zip(x, y):
            s = x_bar[0] * w[0] + x_bar[1] * w[1] + w[2]
            f = activate(s)
            loss = (f - y_bar)**2
            if epoch % 100 == 0:
                print('Loss: ', loss)
                print(x_bar[0], x_bar[1], round(f, 2))

            dLdf = 2*(f - y_bar)
            dfds = activate(s)*(1-activate(s))
            dsdw0 = x_bar[0]
            dsdw1 = x_bar[1]
            dsdw2 = 1

            w[0] -= dsdw0 * dfds * dLdf
            w[1] -= dsdw1 * dfds * dLdf
            w[2] -= dsdw2 * dfds * dLdf
```

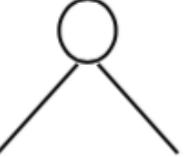
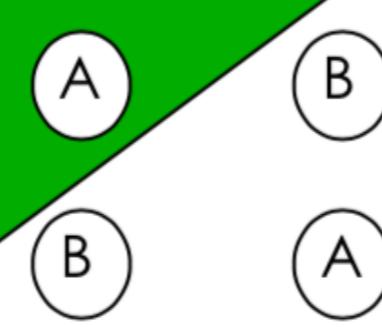
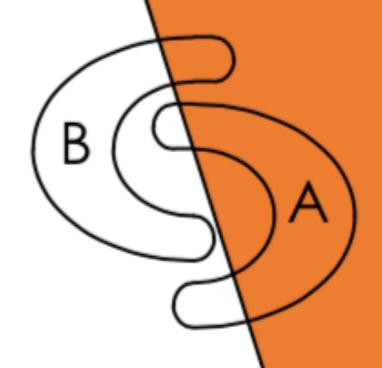
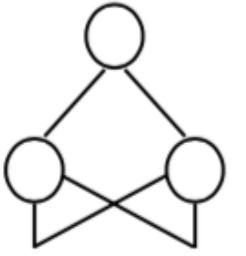
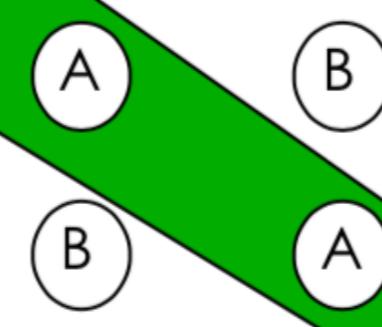
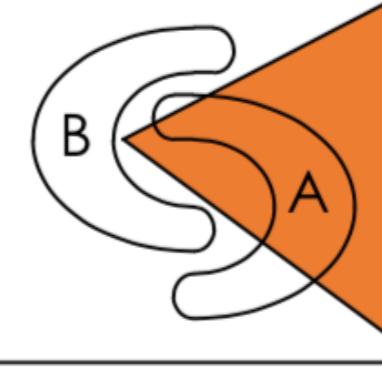
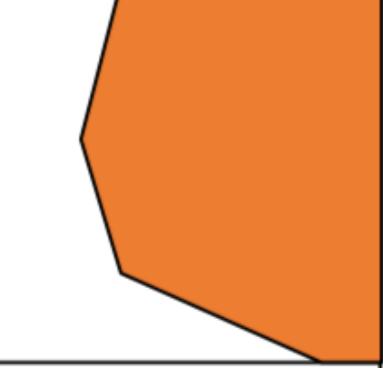
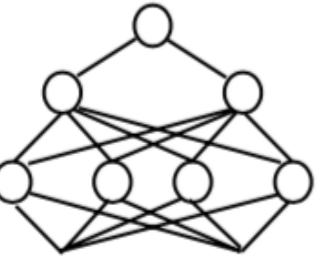
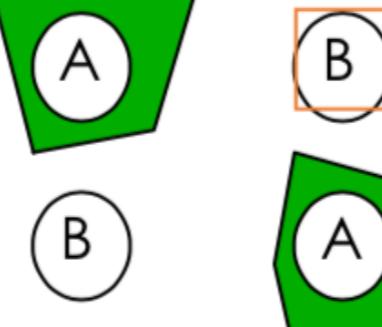
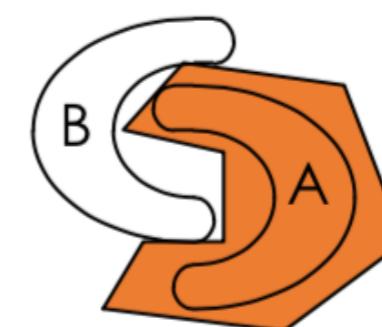
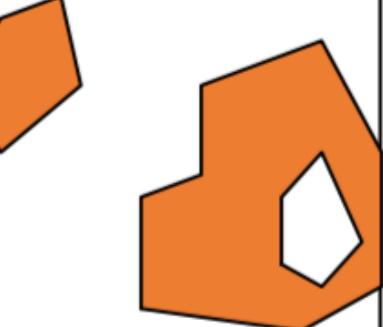
```
epoch: 500
w: [5.538945620318824, 5.5318751010436715, -8.382551971239408]
Loss: 5.233703759954025e-08
0 0 0.0
Loss: 0.0029862218276803477
0 1 0.05
Loss: 0.002994274887514747
1 0 0.05
Loss: 0.004228987506300576
1 1 0.93
```

WHY NEURAL NETWORK?

Non Linearity

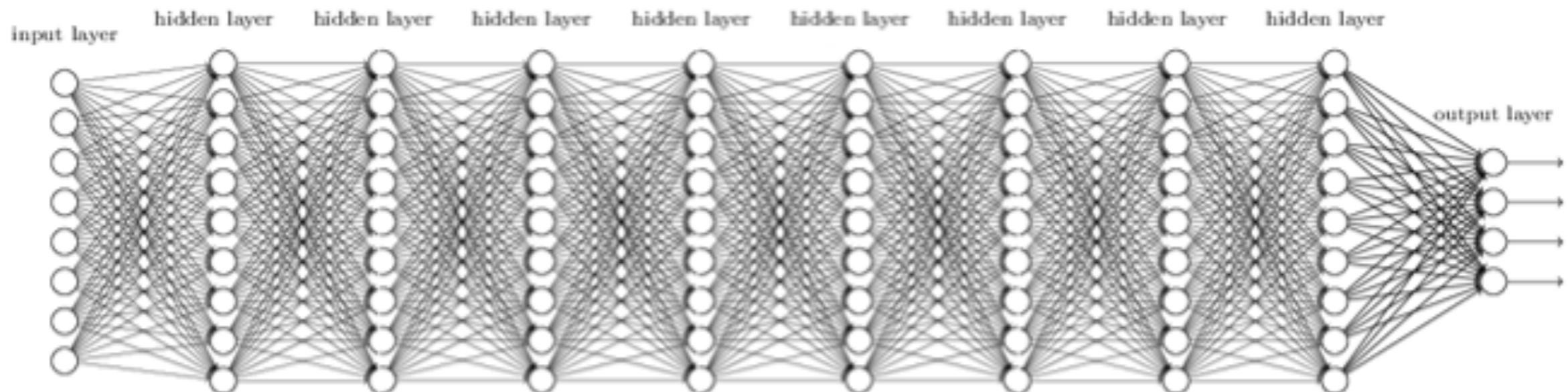
6. ARTIFICIAL NEURAL NETWORK

WHY NEURAL NETWORK?

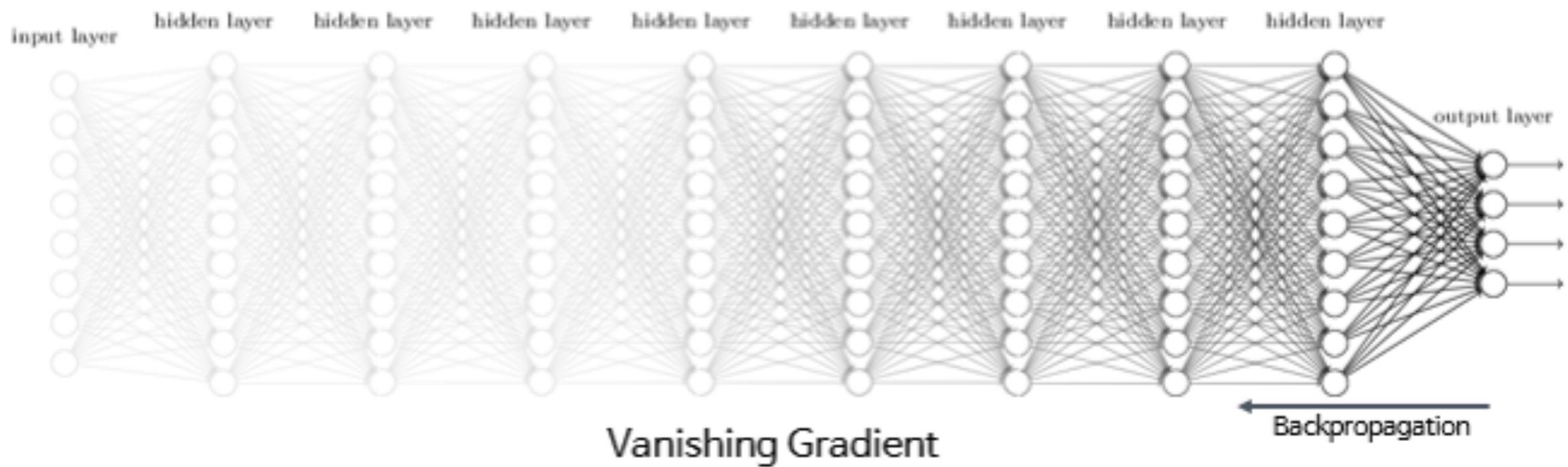
Structure	Types of Decision Regions	Exclusive-OR Problem	Classes with Meshed regions	Most General Region Shapes
Single-Layer 	Half Plane Bounded By Hyperplane			
Two-Layer 	Convex Open Or Closed Regions			
Three-Layer 	Arbitrary (Complexity Limited by No. of Nodes)			

6. ARTIFICIAL NEURAL NETWORK

THEN DEEPER THE BETTER?



Deep Neural Network

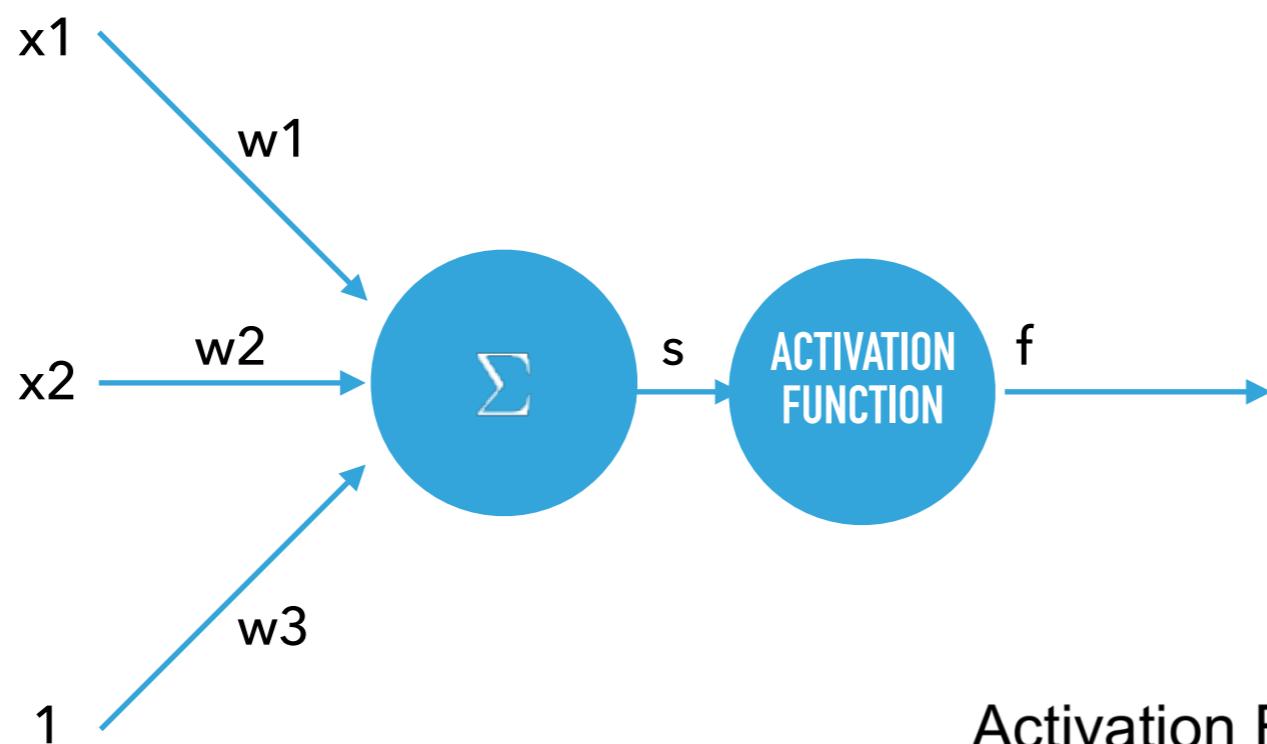


Vanishing Gradient

Backpropagation

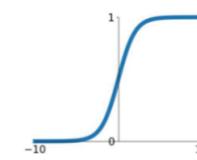
6. ARTIFICIAL NEURAL NETWORK

ACTIVATION FUNCTION?

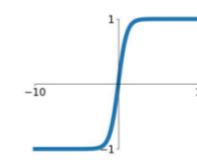


Activation Functions

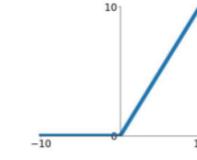
Sigmoid
 $\sigma(x) = \frac{1}{1+e^{-x}}$



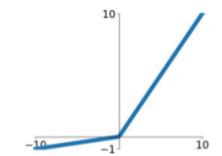
tanh
 $\tanh(x)$



ReLU
 $\max(0, x)$

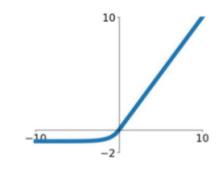


Leaky ReLU
 $\max(0.1x, x)$

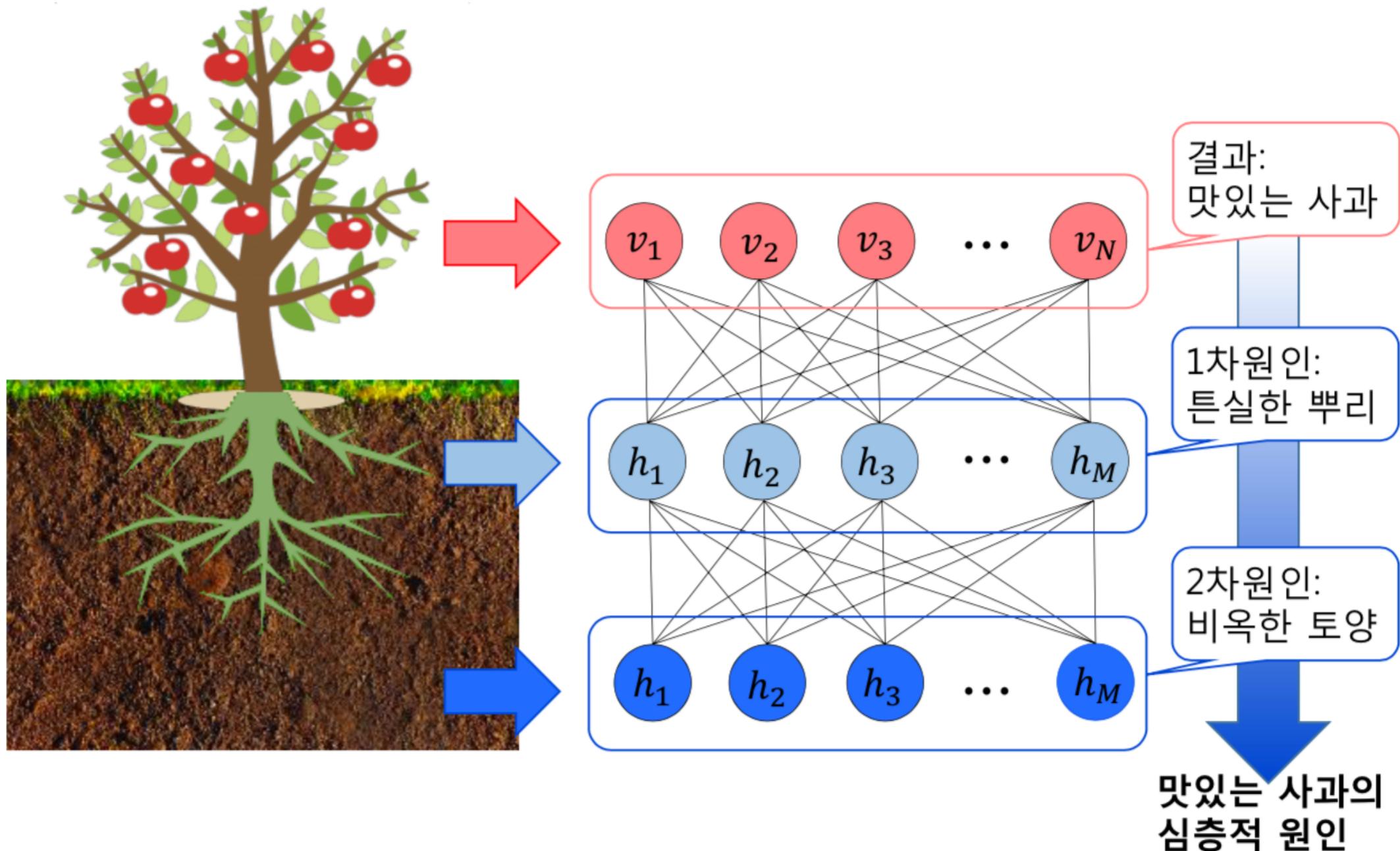


Maxout
 $\max(w_1^T x + b_1, w_2^T x + b_2)$

ELU
$$\begin{cases} x & x \geq 0 \\ \alpha(e^x - 1) & x < 0 \end{cases}$$



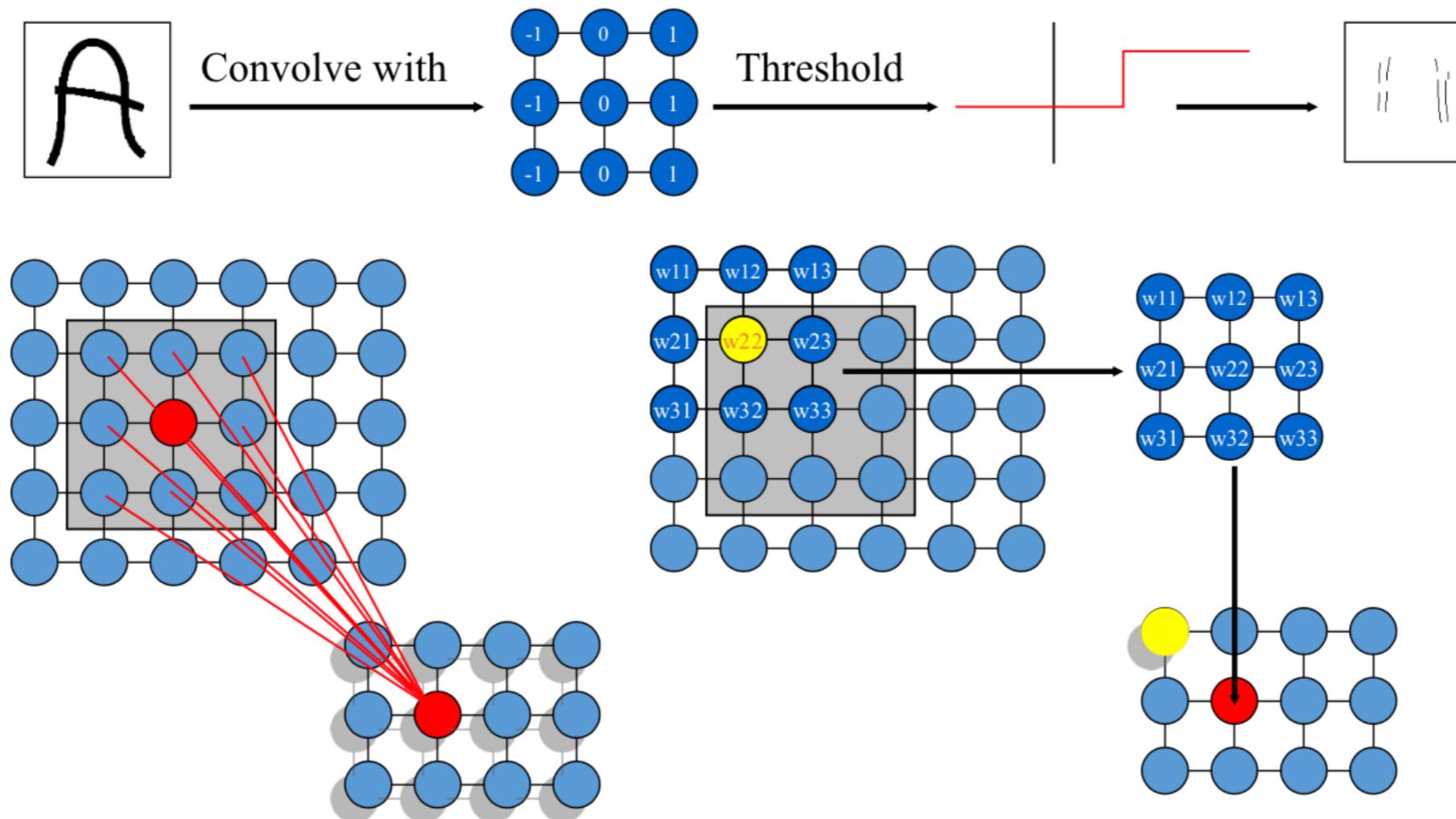
WHAT IS DEEP LEARNING ACTUALLY?



Deep means '심층' not '깊은'

6. ARTIFICIAL NEURAL NETWORK

DEEP CONVOLUTIONAL NEURAL NETWORK



6. ARTIFICIAL NEURAL NETWORK

DEEP CONVOLUTIONAL NEURAL NETWORK



<https://cs.ryerson.ca/~aharley/vis/conv/>