Introduction to Machine Learning

Machine learning in a general bense refers to the culmination of useful data obtained from given data to be able to process previously unseen cases of the same category. A good learner should be able to generalize data, and this is referred to as inductive reasoning.

Great care must be taken to ensure that only meaningful data is being extracted, and not the properties which are favourable by chance, like in the pigeon superstition example.

Having prior knowledge regarding the property in question greatly helps to deduce whether the information is useful, or not. The bias obtained due to prior knowledge is called inductive bias. However, having a very rigid prior makes the learning to be less flexible.

* Supervised Learning !-

The training data provided has additional information than the testing data,

Such as labels indicating what the given picture represents. This additional

data "supervises" the Jeanning process, hence the name.

* Unsupervised Learning -

No difference between training and testing data. The algorithm needs to find classifications by itself. Clustering of data wets is a typical example.

* Reinforcement Leaving

Training examples contain more information than testing examples. This involves the agent interacting with the environment in a Trail-and-error manner. A good example for this would be Q-learning.

- Other Classifications include -

· Active and passive

- Active Learner refers to when the agent actively seeks for feedback and were input.

Passive Learners usually do reither

· Helpfulness of teacher

- Humans trying to understand nature can be labelled as nature being a passive teacher, as nature Simply doesn't care what humans do.
- A security software learning by dealing with backers would model the backers adversial teachers, and they act as "worst-case" training scenario.

· Online us Batch Learning

- Batch learning woully has large amounts of data for the agent to learn from before making the final call, whereas online learning requires the agent to give answers on the go, making mistakes as it learns.

Formal model - Nomenclature

* Domain Set -

· A set \times which contains all the objects we wish to label. Each element in \times is represented by a vector of its features.

* Label Set :-

· A set Y which contains all possible labels that every element in X may be awarded.

* Training data

• A finite sequence of pairs, where each pair $\in X \times Y$ (looking at supervised learning) which the agent has access to .

* Learner's Output >

- A function $h: X \to Y$ obtained from analyzing the training data.

 The function is also called as classifier, predictor, Hypothesis or a prediction rule.
- · Let the training data be given by S, the predictor obtained is supresented as A(S) where 'A' is the predictor.

* Dota generation model!

· We first assume the instances in X are generated via some pdf \mathbb{D} , and that there is a "correct" labelling function $f: X \to Y$. Both \mathbb{D} , f are unknown to the agent. The training data is obtained by obtaining a sample $X: \in X$ and using f to get its correct label.

* Measure of Success!-

The error of a classifier is the probability that the label given by the agent abesitalign with the "true label". It is supresented by L.

$$L_{D,t}(h) = P[h(x) \neq f(x)] = D(\{x \mid f(x) \neq h(x)\})$$

$$Loss of extimator'h' Prob. that By LOTUS, write$$

$$D-distr. of x h \neq f$$

$$\int_{-}^{\infty} true function''$$

L is also known as risk, generalization ever, true over. etc

· However, the agent has no idea what the values of D, of are; so the true error carrot be calculated by the agent. We therefore define Emperical error using the traing data as follows:

$$7 L_{S}(h) = \frac{\left| \left(\frac{1}{16} \left[\frac{1}{16} \right] + \frac{1}{16} \right) + \frac{1}{16} \right|}{10}$$
emperical risk m

We thus try to minimize the emperical risk. The process of coming up with an estimator to minimize emperical risk us Emperical Risk Minimization (ERM). However, this does have some problems.

Problem_

Overfitting - " If it's too good to be true, it probably is."

· Consider the estimator
$$h(x) = \begin{cases} 3: & \text{if } \exists x \in S \text{ and } x = x; \\ 0 & \text{otherwise} \end{cases}$$

The estimator can be seen to have emperical error as zero, meanwhile its true error is 0.5, which is horrible. Such a phenomenon where the estimator performs amazingly well with train data, but poorly outside, is called as Overfitting.

* ERM wing Inductive blas !-

- Suppose that you define a set of functions, H, using prior knowledge of the problem. Also, suppose that $\forall h \in H$, overfitting does not occur. From this bias, we can choose an estimator $h \in H$ such that $\forall h' \in H$; $L(h') \ge L_H(h)$, i.e, the ERM for h is the least.
- · Therefore, the problem row becomes choosing a proper set H, and proving that overfitting cannot occur for any element.
- Also understand that reducing the size of H protects us against overfilting at the cost of Learning becoming Stiff. (Trade-off)
- The Simplest restriction on the set H would be to make it finite. We will now show that ERMH will not overfit if H is finite, provided that the training sample is sufficiently large. We make the following reasonable assumption to aid us.

* Realizability Assumption !-

 $\forall H, \exists h^* \in H \text{ such that } \bigsqcup_{D_{jh}} (h^*) = 0.$

In words, there exists an estimator for every set whose true risk is zero. Note that this inturn implies that the emporical Jisk is zero as well, for every ERM

* The i.i.d assumption!

All points in S are sampled independently from the true distribution, D.

· Because the sample S is a multivariate R.V, by extension, our ERMs estimator would be a random variable as well, which means that the true risk is RV!

- · As the true risk is a RV, we can only talk in terms of probabilities now. We define a few terms-
 - 1) Confidence Parameter-(1-8)

If δ is the probability of obtaing a bad sample, $(1-\delta)$ is the conf. parameter

2) Accuracy parameter - E

hs with L(hs)> € is said to be a failure, whereas < € is said to be approximately correct.

· We would like the upper bound of $P[\{S_x: L(h_s) > E\}]$ to be low. prob. of getting bad S.

Let the set of bad hypotheres be given by $H_g = \{h \in H: L(h) > \epsilon\}$ additionally define misleading samples, $M = \{S: \exists h \in H_g, L_g(h) = 0\}$ $= \bigcup_{h \in H_g} \{S: L_g(h) = 0\}$

We wanted to find $P[S: L_p(h_s) > \in]$, from realization absumption to have that $L_s(h_s) = 0$, $L_p(h_s) > \in$

$$\Rightarrow \left\{ S_{x} : L(h_{s}) > \epsilon \right\} \subseteq M$$

$$P\left[\left\{ S_{x} : L(h_{s}) > \epsilon \right\} \right] \leq P\left[\bigcup_{h \in H_{B}} \left\{ S : L_{s}(h) = 0 \right\} \right]$$

$$\leq \sum_{h \in H_{B}} P\left[\left\{ S : L_{s}(h) = 0 \right\} \right]$$

$$\sum_{h \in H_{B}} P[\{S: L_{S}(h) = 0\}] = \sum_{h \in H_{B}} P[\{S: \forall x \in S, h(x) = \{(x)\}\}]$$

$$= \sum_{h \in H_{B}} \prod_{x \in S} P[h(x) = \{(x)\}] = \sum_{h \in H_{B}} \prod_{x \in S} I - L_{D, \{(x)\}} \leq \sum_{h \in H_{B}} (I - E)$$

$$\leq \sum_{h \in H_{B}} (I - E)^{m}$$

Now, we that (1-E) 4 E-E

$$\Rightarrow \sum_{h \in H_B} \left(|-\varepsilon|^m \le \sum_{h \in H_B} \varepsilon^{-m\varepsilon} = |H_B| \varepsilon^{-m\varepsilon} \le |H| \varepsilon^{-m\varepsilon}$$

Result The probability of getting a bad sample is capped by
$$|H|e^{-mE}$$

$$\Rightarrow P\left[\{S: L_{D,t}(hs) > E\}\right] \leq |H|(I-E)^m \leq |H|e^{-mE}$$

Corollary Let $\delta \in (0,1)$ and $\epsilon > 0$. Let 'm' be an integer which satisfies :-

$$m \ge \frac{\log(H^{1}/\delta)}{\epsilon}$$

Then, for any labelling function it and any distribution D', where the realizability absumption holds, for a sample S of size m, we have that

L (h_s)≤ ∈ with probability atleast (1-6)
$$D_{i}$$

That is, the minimum size of the sample that is to be taken to have a confidence of $(1-\delta)$ with error \in is now known!