

# Machine Learning

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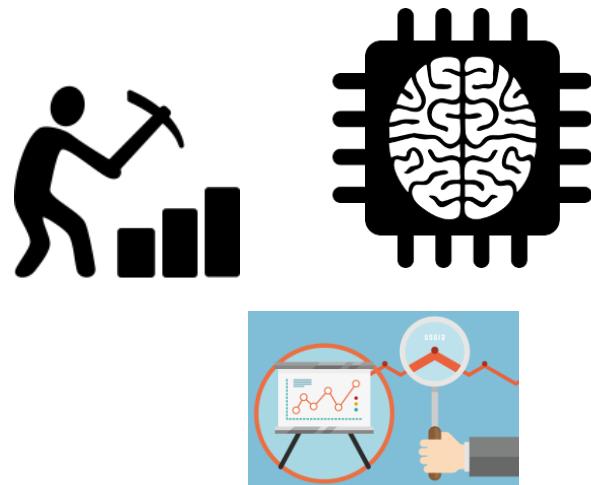
October 2<sup>nd</sup>, 2025

# Outline

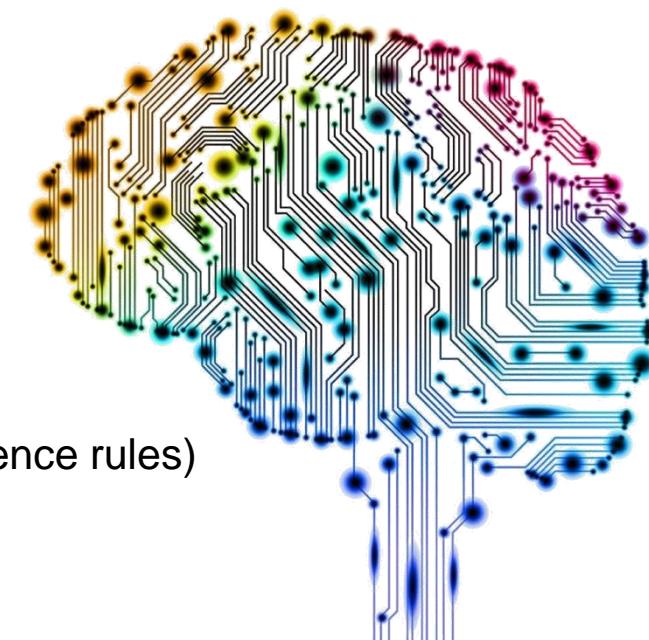
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- Machine Learning: Intro
- Types of data & data preparation (very brief intro)

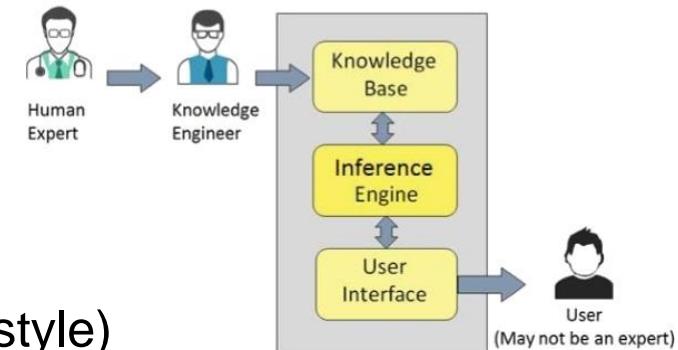
- Some related (?) terms
    - Data Mining
    - Predictive analytics
    - Knowledge discovery
    - Data Science
    - Statistics
    - Cluster Analysis
    - Artificial Intelligence
    - Reasoning / deduction
    - Regression
    - Classification
    - Supervised/ unsupervised
    - ...



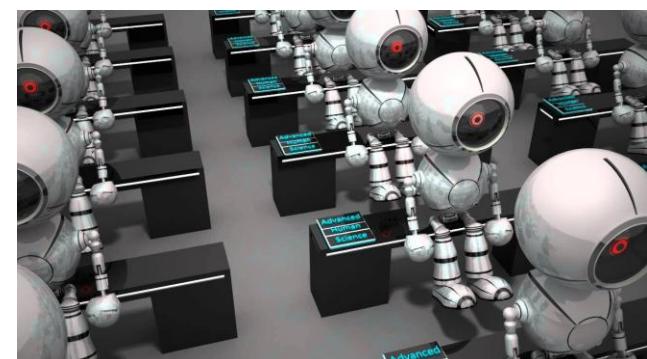
- Deals with intelligence of machines
  - *System that perceives its environment & takes actions that maximise its chances of success*
- Areas/problems of AI
  - Deduction, reasoning, problem solving
    - Often rule-based; manually created
  - Knowledge representation (reasoning)
    - Reasoning: generation of new knowledge (inference rules)
  - **Machine learning**
  - Planning / scheduling
  - Natural language processing
  - ...



- System that uses rules to make deductions or choices
  - E.g. domain-specific expert system
- Two components
  - Knowledge base: facts & rules (if → then style)
    - Knowledge representation (language)
    - Example rule: *IF (hot & smoke) THEN fire*
  - Inference engine: applies rules to deduce new facts
    - Forward chaining: assert new facts
    - Backward chaining: start with goal → determine which facts need to asserted
- Cf. Ontologies & reasoning
- Rules often manually specified (by expert)
  - Expensive, not easy to be complete
  - **Does not scale well** → enter Machine Learning?



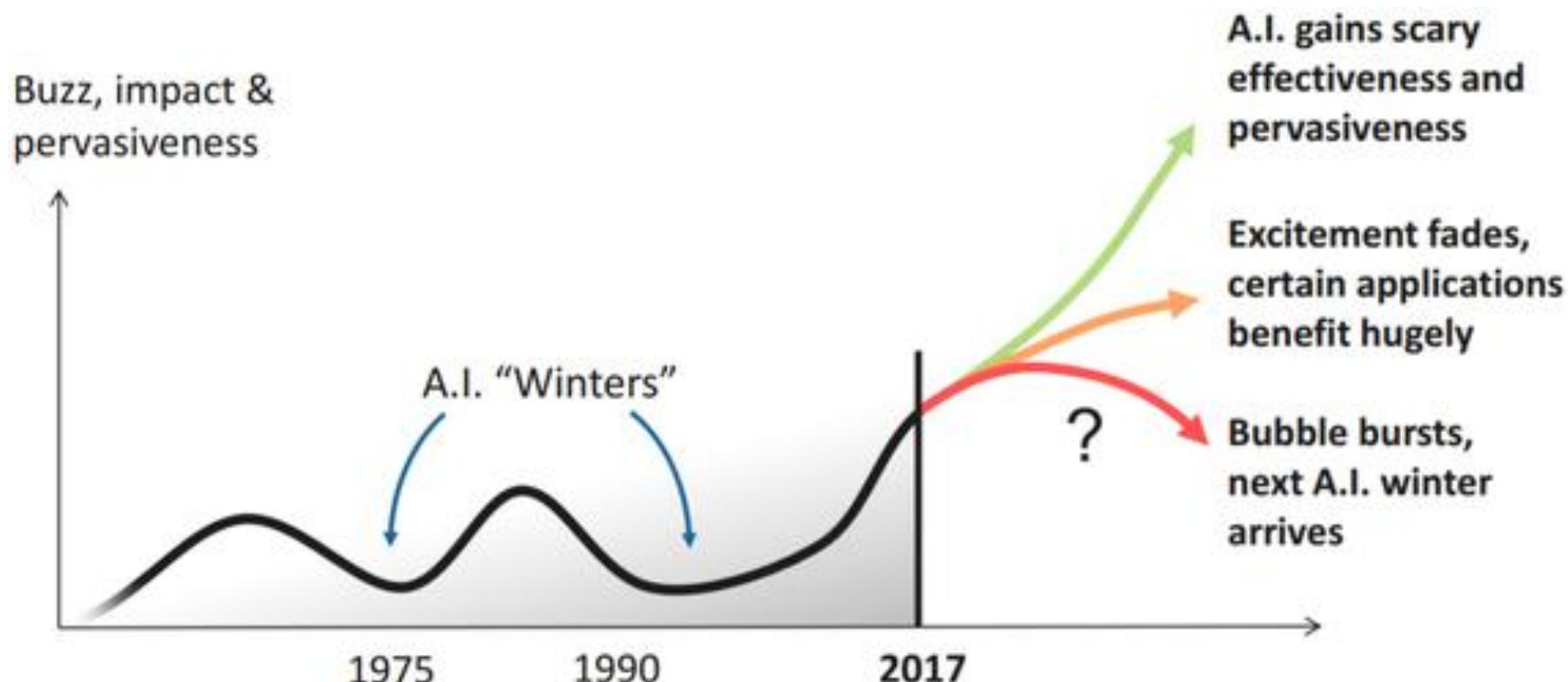
- Studies computer algorithms that can *learn* from data and make *predictions* on data
  - “A computer program is said to *learn from experience E* with respect to some class of *tasks T* and *performance measure P*, if its *performance* at tasks in *T*, as measured by *P*, *improves with experience E*” (Tom Mitchell)
- Automatic methods – no human assistance in *learning* (i.e. no specification of rules!)
  - Human assistance generally required for
    - Defining problem
    - Gathering and assessing data



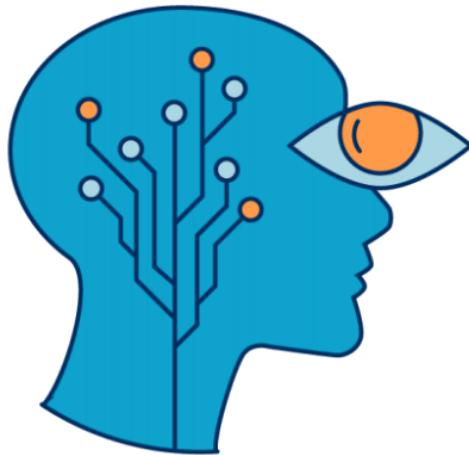
# Machine learning – why?



# Machine learning – hype?



# Machine learning – Hype



**Machine Learning**  
The next revolution or just  
another hype?

- A little bit of both ...

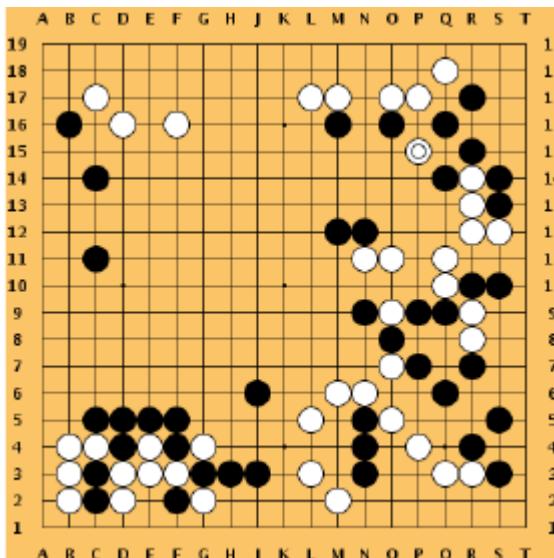
- Deep Learning used to diagnose skin cancer from images
- Learns from examples
- Matched performance of certified dermatologists



*Nature* 542, 115–118  
(02 February 2017),  
[doi:10.1038/nature21056](https://doi.org/10.1038/nature21056)

# ML success stories: AlphaGo

- DeepMind's AlphaGo beats Lee Sedol, one of the best Go players (March 2016)
  - Uses combination of Monte Carlo Simulation & Deep Learning



# ML success stories: AlphaGo Zero

- science ORF.at
  - AlphaGo Zero: not using any human generated **example** game data (October 2017)

- Learns by playing “against itself” (from successful games)

Das Aufsehen war groß, als AlphaGo 2016 der Sedol im Brettspiel Go besiegte. Forscher, da österreichischer Informatiker, haben die Software ohne menschliches Zutun lernte sie das Spiel.

- Reaches level of 2016 AlphaGo (Lee Sedol) in 3 days

AlphaGo hat sich neuer auch mit einem glatten vermeintlich weltbesten Go-Spieler Ke Jie durchgesetzt. Erholen wurde ersichtlich, wie weit die Entwicklung Künstlicher Intelligenz (KI) bereits fortgeschritten ist. Dies stammt von der britischen Firma DeepMind, die 2014 von US-Konzern Google übernommen wurde.

## Die Studie

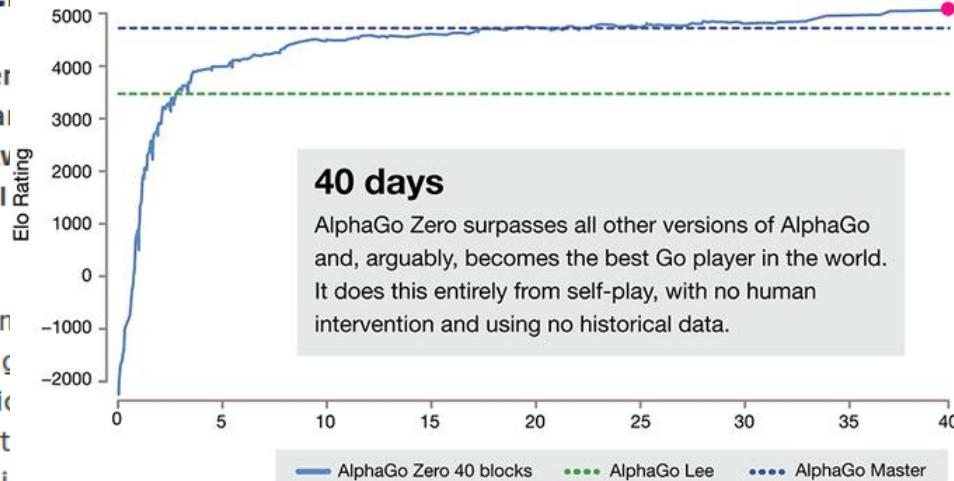
[„Mastering the game of Go without human knowledge“](#), Nature, 18.10.2017

- Implemented on very special hardware

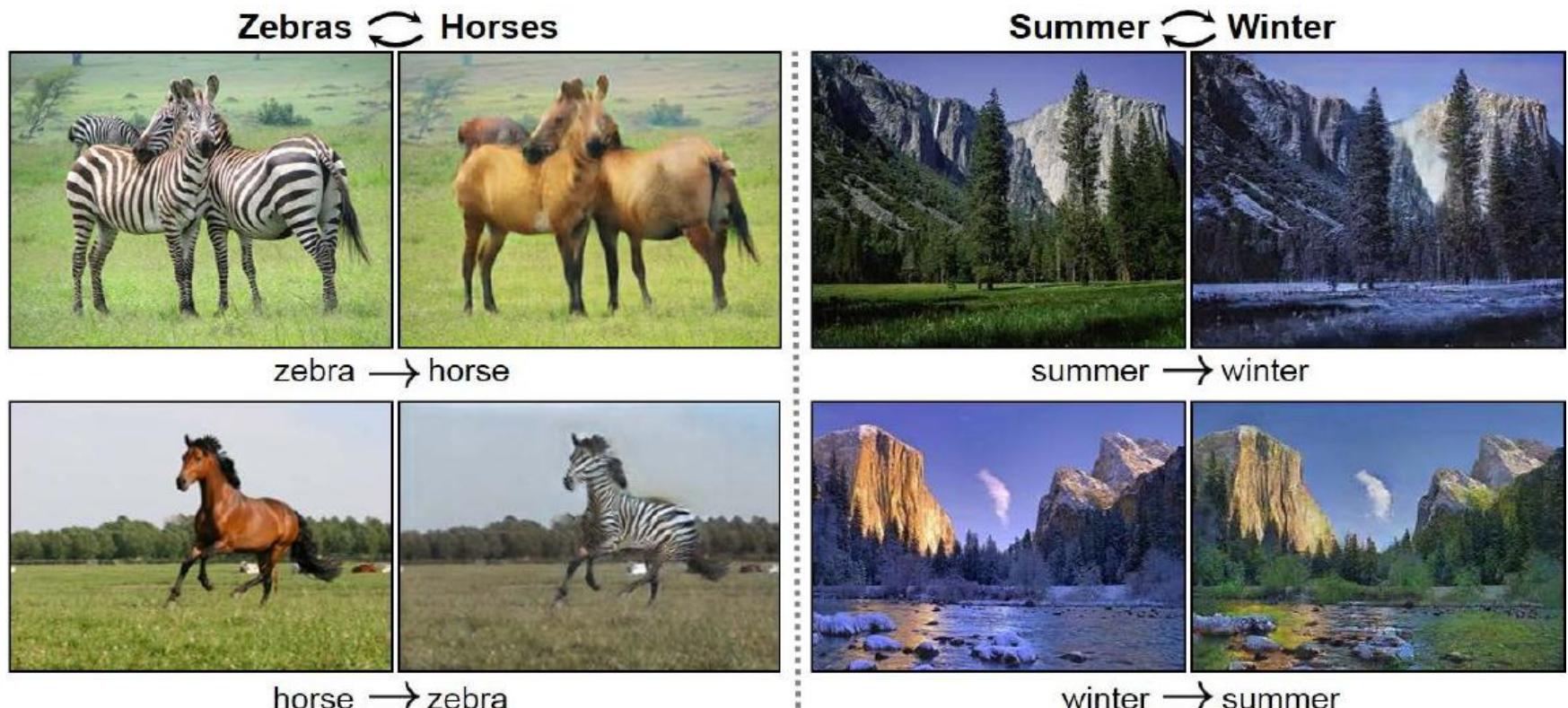
- Google’s TPU (Tensor Processing Unit)

Besonders überraschend waren die Fähigkeiten von AlphaGo, weil das rund 3.000 Jahre alte asiatische Brettspiel auf den Go-Spieler die höchste Form dem menschlichen Geist exklusiv zugebilligt werden. Anhand 19 Nanosekunden pro Zug.

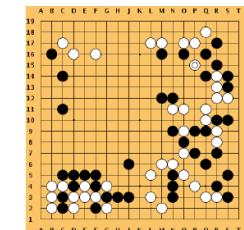
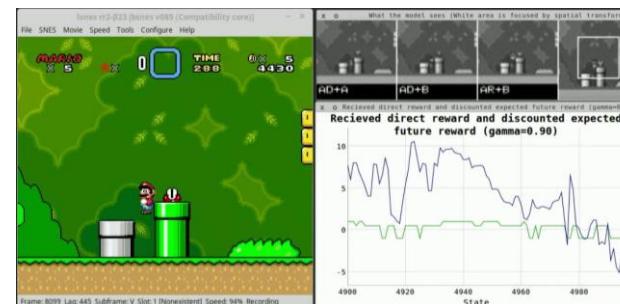
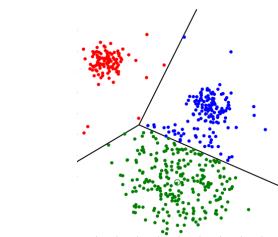
Möglichkeiten für Züge, ist nämlich viel Intuition, kreatives Denken und Lernfähigkeit gefragt.



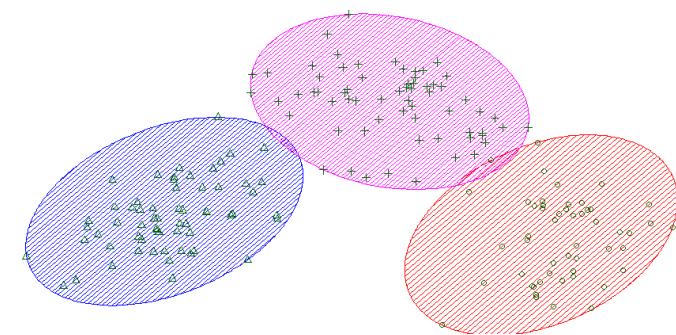
# ML success stories: image manipulation



- ML can take several forms, depending on the data and the task
- Common sub-disciplines
  - Unsupervised Learning
    - Clustering, collaborative filtering, outlier detection, ...
  - Supervised Learning
    - Classification, Regression, ...
  - Reinforcement Learning

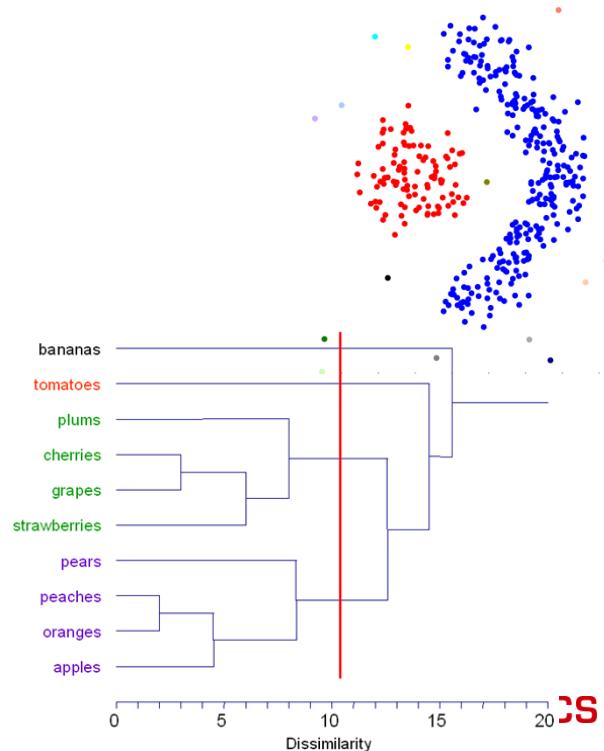
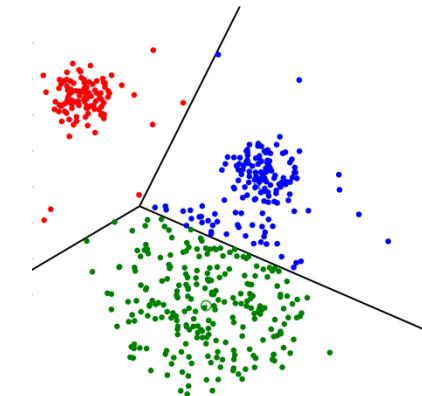


- Unsupervised learning
  - Data not *labelled*
  - No information on which and how many classes or other structures, ...
  - Goal:
    - Find structures (e.g. clustering)
    - Association rules learning
    - Find outliers (anomalies)
  - Often associated with *Data Mining*
- *Not covered in this lecture*



# Cluster analysis

- Explorative method
- Find groups of similar objects
- Applications: e.g. market segmentation





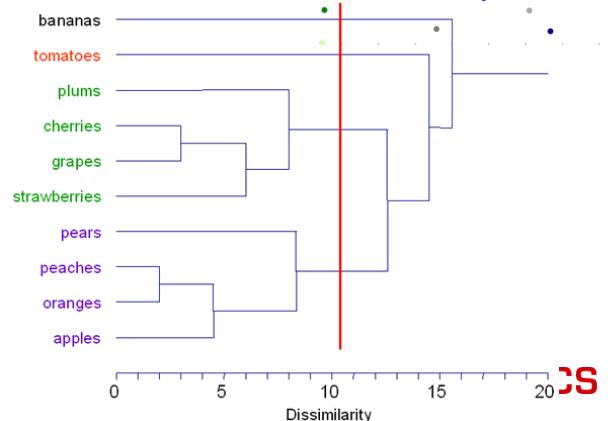
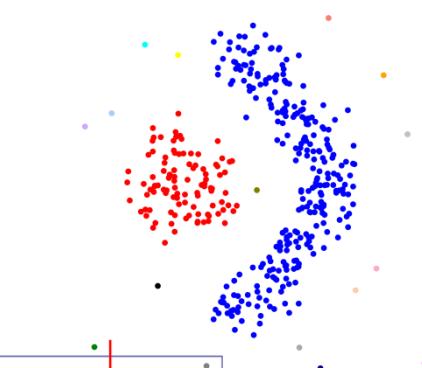
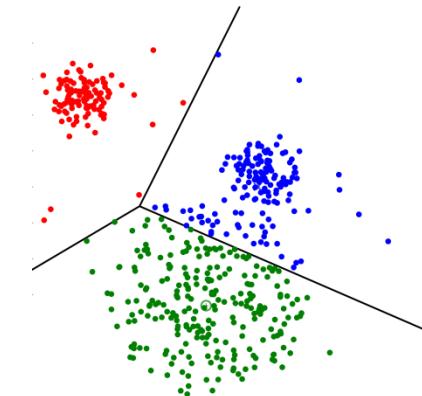
# Cluster analysis

- Animal data set
  - Describes animal by some characteristics
    - Size (tiny, small, medium, big)
    - Number of legs (2, 4, 6, 8)
    - Feathers (yes/no)
    - Eggs (yes/no)
  - Instances: cow, duck, cat, bee, sparrow, ...
- Goal: find groups of related animals:
  - Cat, cow (Mammals)
  - Duck, sparrow (Birds)
  - Bee, ladybird (Insects)
  - Spider (Invertebrate)

	<i>size</i>	<i>legs</i>	<i>feathers</i>	<i>eggs</i>
duck	small	2	yes	yes
dog	medium	4	no	no
spider	tiny	8	no	yes
ladybird	tiny	6	no	yes
cow	large	4	no	no
bee	tiny	6	no	no
sparrow	small	2	yes	yes

# Cluster analysis

- Explorative method
- Find groups of similar objects
- Applications: e.g. market segmentation
- Several popular algorithms
  - K-means clustering (centroid based)
  - DBSCAN (density-based)
  - Linkage (hierarchical)
    - single, complete, average, Ward, ..

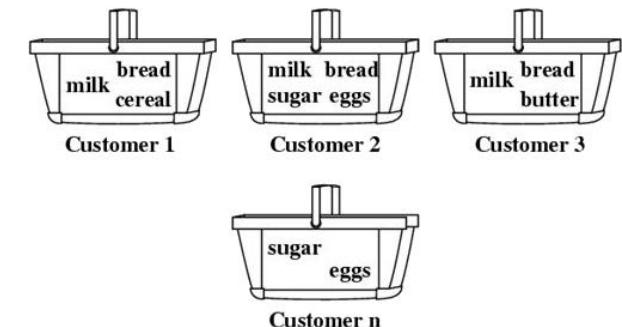


- Discover relations between variables

- E.g. market basket analysis: which items are frequently bought together

→ Useful for marketing

- Identify rules that are
    - Frequent (“support”)
    - Reliable (“confidence”)



- Anecdotal example: beer & diapers

- Related: collaborative filtering / recommender systems



- Supervised learning
  - Data labelled with actual ***output*** variable
  - Goal: correctly label ***unknown*** data
  - Sometimes equivalently used with “machine learning”
    - In some definitions, machine learning means both unsupervised and supervised learning
    - In other definitions, unsupervised learning mostly equals/is a subset of data mining; and rather seen as part of statistics
- *Types of supervised learning?*
  - Regression & Classification



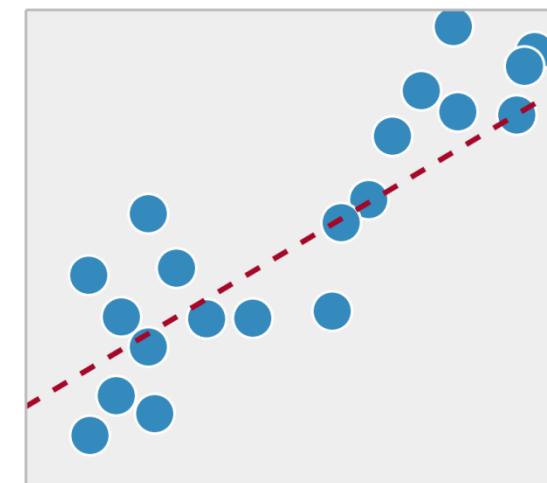
# Regression vs. Classification

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- Regression tries to predict a ***continuous*** variable
  - Examples?

# Regression vs. Classification

- Regression tries to predict a ***continuous*** variable
  - *Income of a house hold* (depending on education, ...)
  - *Temperature* (depending on wind, humidity...)
  - *Housing price* (depending on e.g. size, age...)
- Methods: e.g. *linear regression*
  - Mostly associated with statistics
- Many classification methods can also be used for regression



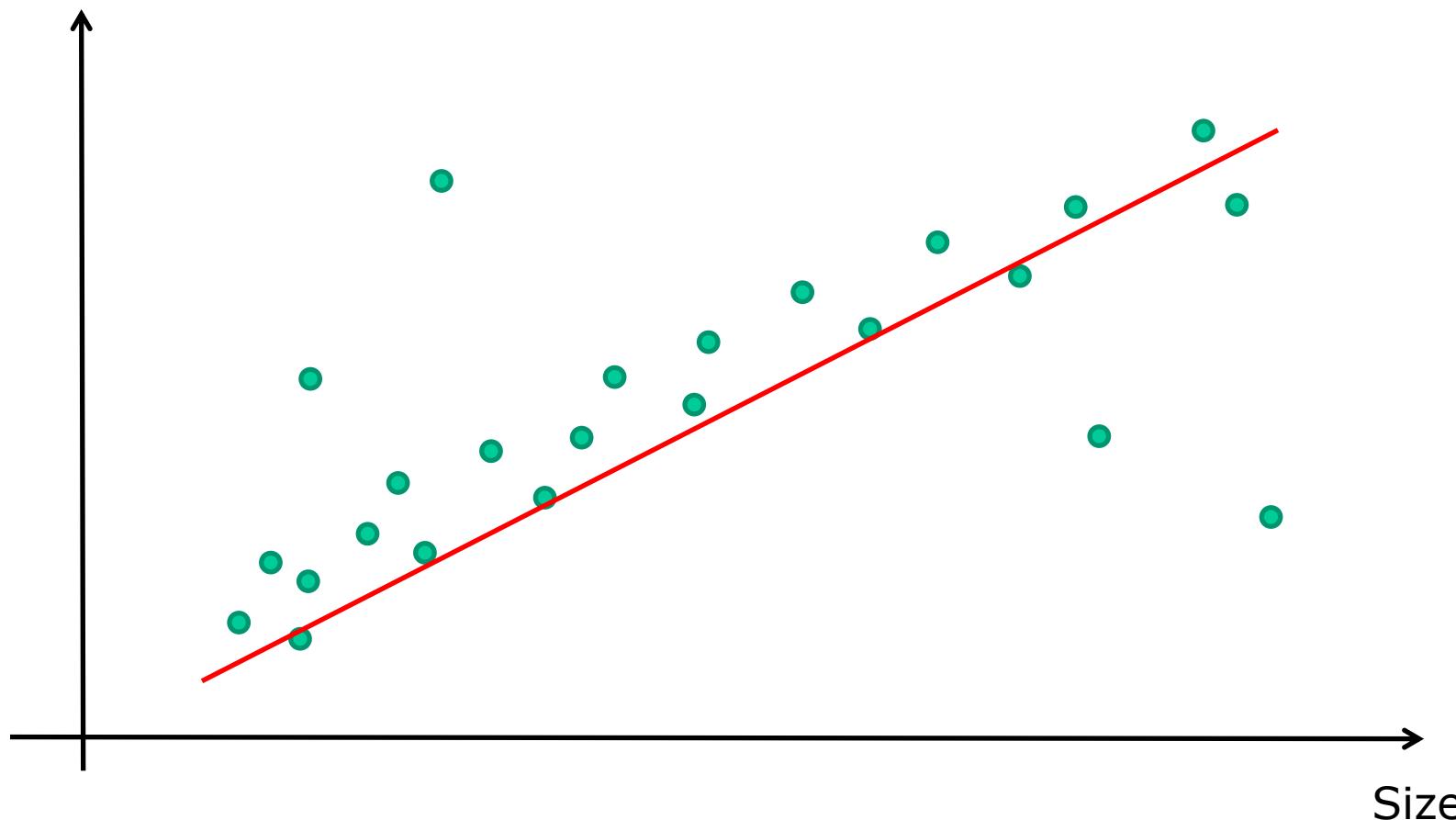
# Regression example

- Data set about prices of houses (apartments)
- Input data e.g.
  - Size
  - Number of rooms
  - Size of garden/balcony/terrace
  - Year built / age of building
  - Location
- Goal: predict the expected price of the house in €
- Solution: multivariate regression
  - *If only one input: univariate regression*

# Regression example

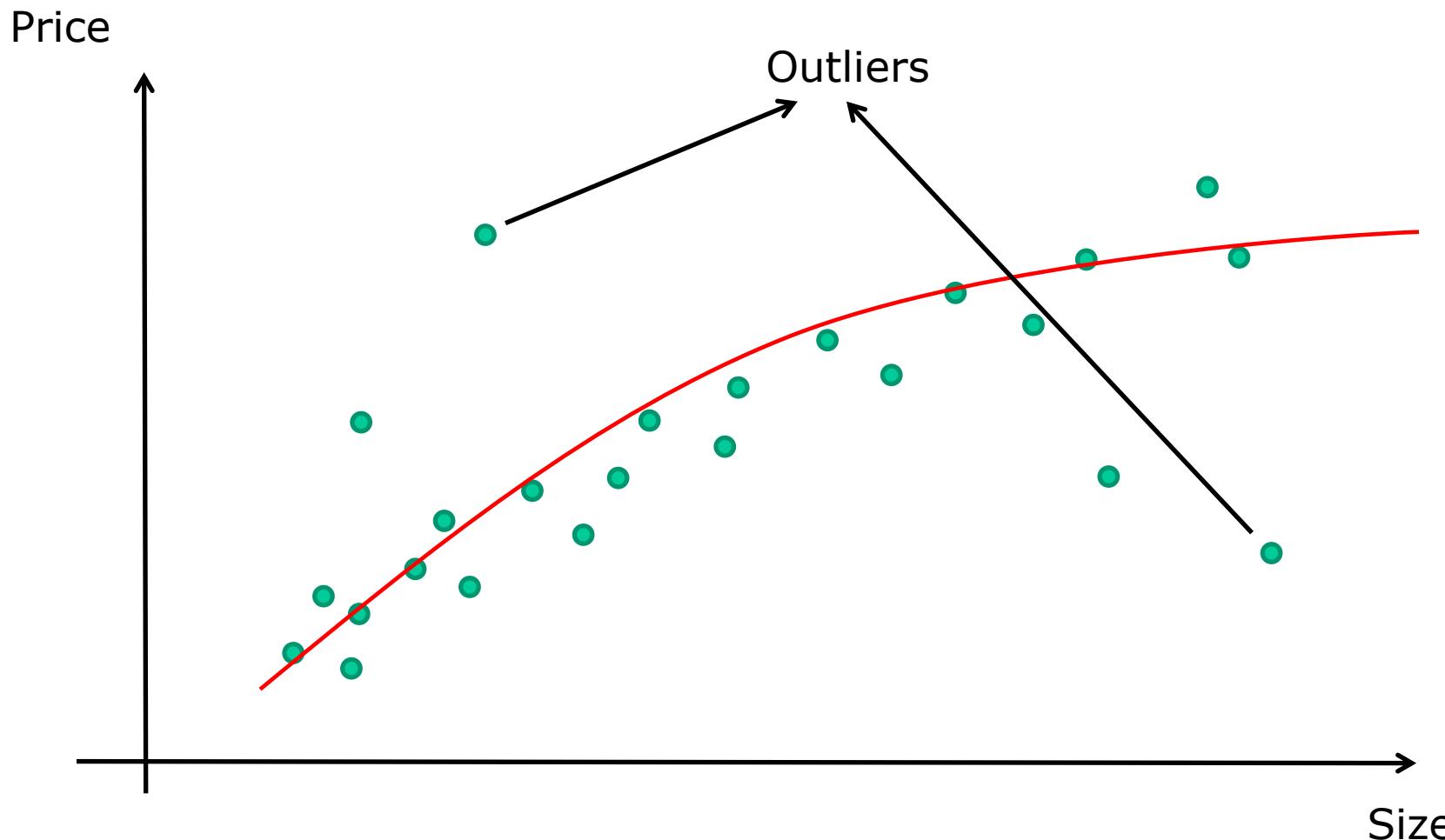
Linear regression – find a “line” that describes the data

Price



# Regression example

Polynomial regression – find a “curve” that describes the data



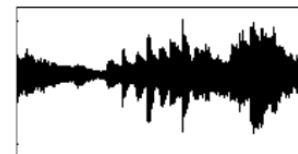
# Regression vs. Classification

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- If the output variable can take one of a predefined set of values: ***classification*** (also: *categorisation*)
  - Examples?

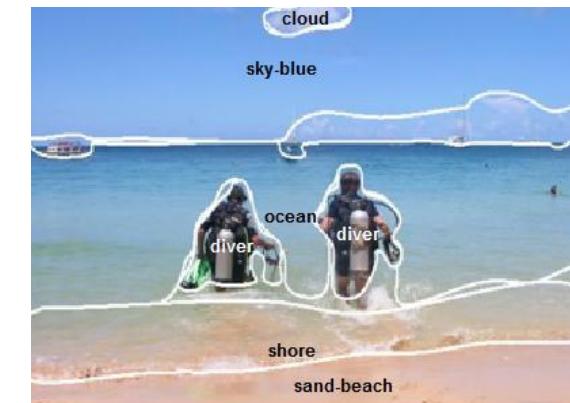
# Regression vs. Classification

- If the output variable can take one of a predefined set of values: ***classification*** (also: *categorisation*)



Winter is here. Go to the store and buy some snow shovels.

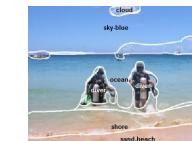
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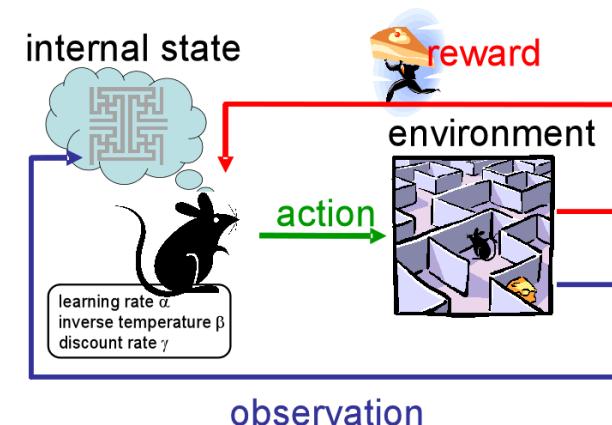
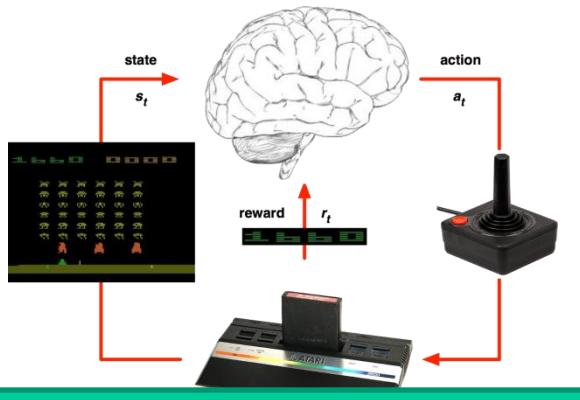
# Regression vs. Classification

- If the output variable can take one of a predefined set of values: **classification** (also: *categorisation*)

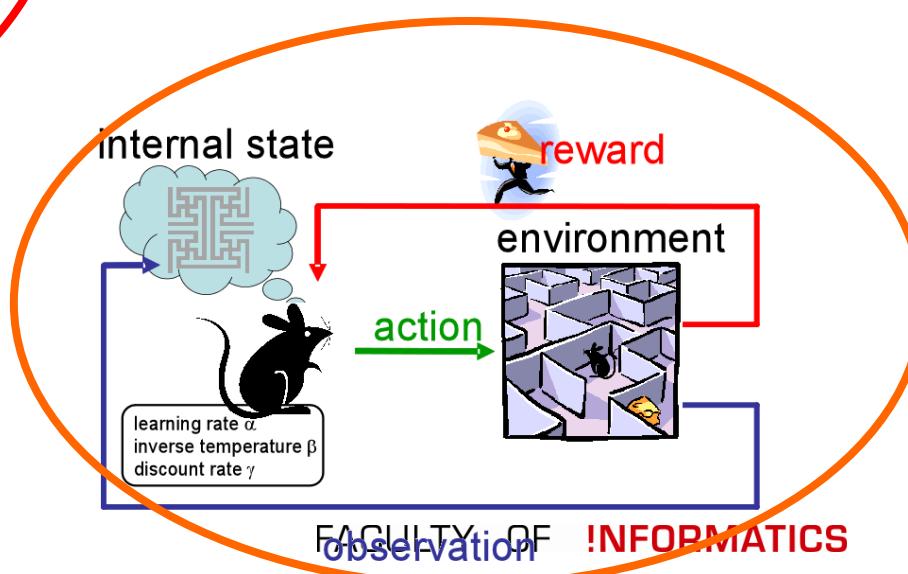
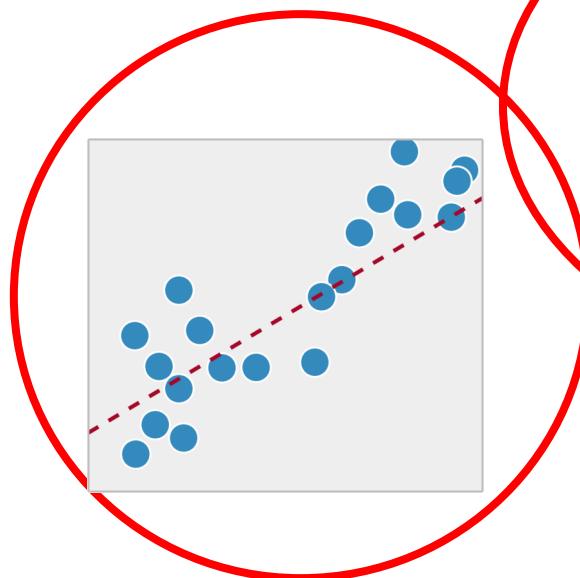
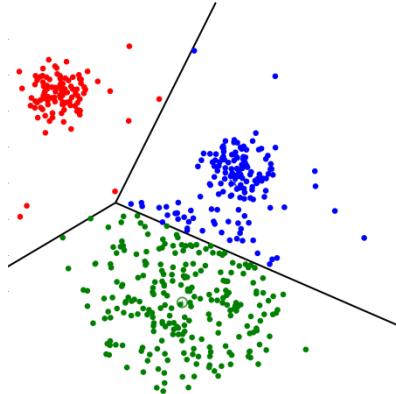
- **Information:** SPAM filtering
- **Image:** classification of hand-written letters for OCR; automatic labelling of images
- **Music:** classification of music into genres
- **Medicine:** classification of whether a person has an illness, based e.g. on x-ray images, or other measurements



- Agent (e.g. computer program) takes actions in specified environment
  - Not explicitly presenting input/output pair
  - Reward (penalise) agent for actions
- ➔ Maximise cumulative reward
- Popular applications?



# Scoping the lecture

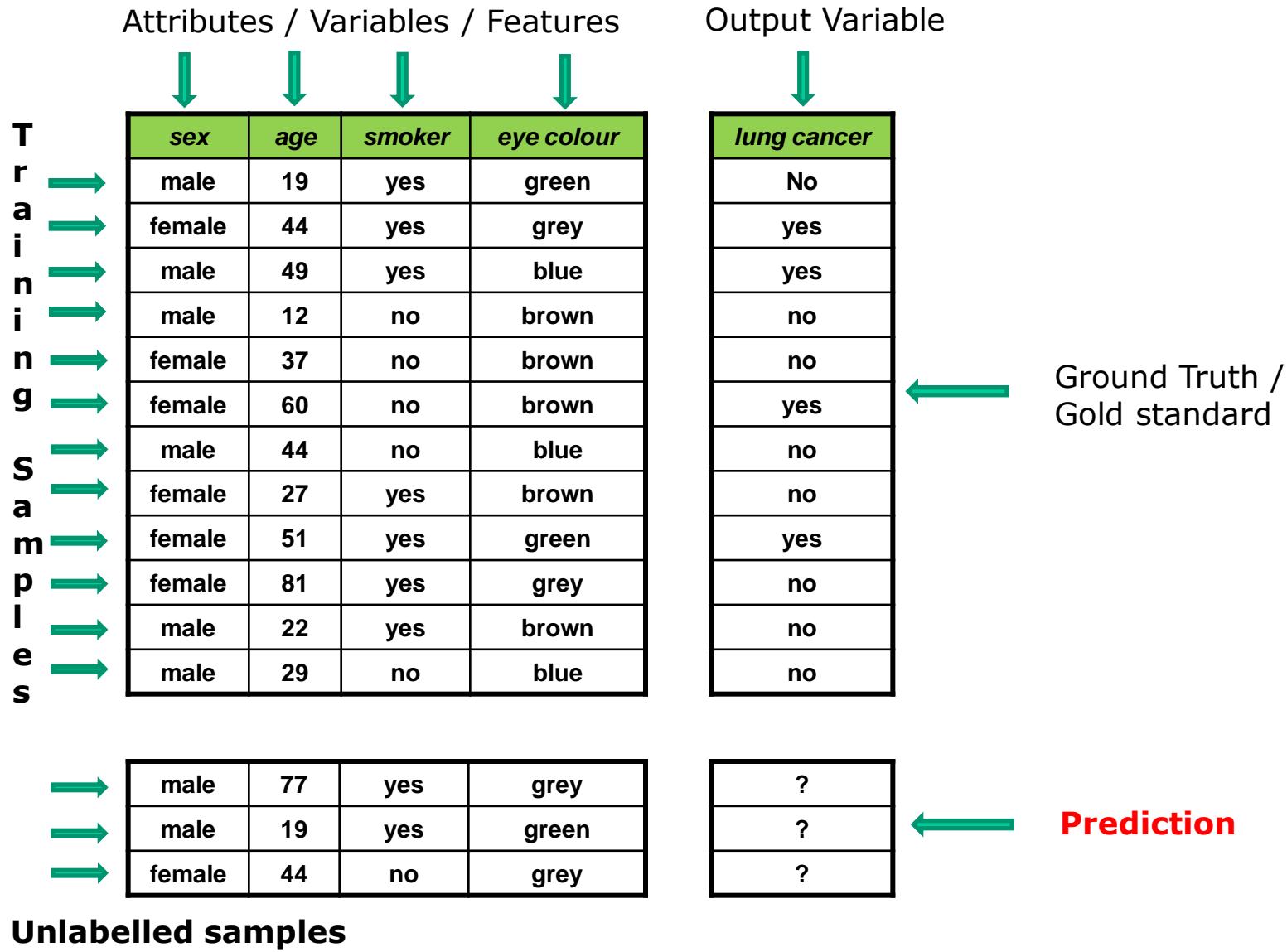


# Classification: Setting

- Example: data set describing characteristics of patients (“*experience E*”)
  - Sex
  - Age
  - Smoker yes/no
  - Eye colour
- Want to predict whether a person has lung cancer (“*task T*”)
  - Available: some data with a label / annotation (cancer yes/no)
- Measure the number of correct predictions (accuracy, “*performance P*”)



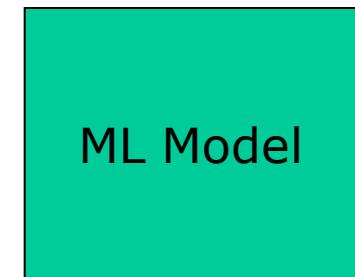
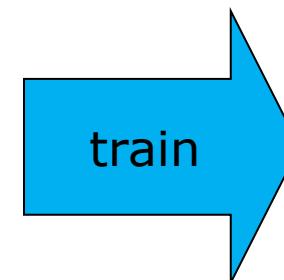
# Classification: Setting



# Classification: Setting

sex	age	smoker	eye colour
male	19	yes	green
female	44	yes	grey
male	49	yes	blue
male	12	no	brown
female	37	no	brown
female	60	no	brown
male	44	no	blue
female	27	yes	brown
female	51	yes	green
female	81	yes	grey
male	22	yes	brown
male	29	no	blue

lung cancer
No
yes
yes
no
no
yes
no
no
yes
no
no
no



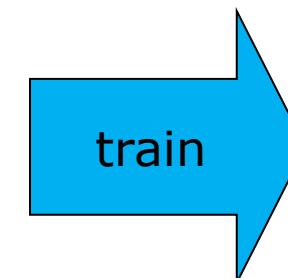
male	77	yes	grey
male	19	yes	green
female	44	no	grey

?
?
?

# Classification: Setting

sex	age	smoker	eye colour
male	19	yes	green
female	44	yes	grey
male	49	yes	blue
male	12	no	brown
female	37	no	brown
female	60	no	brown
male	44	no	blue
female	27	yes	brown
female	51	yes	green
female	81	yes	grey
male	22	yes	brown
male	29	no	blue

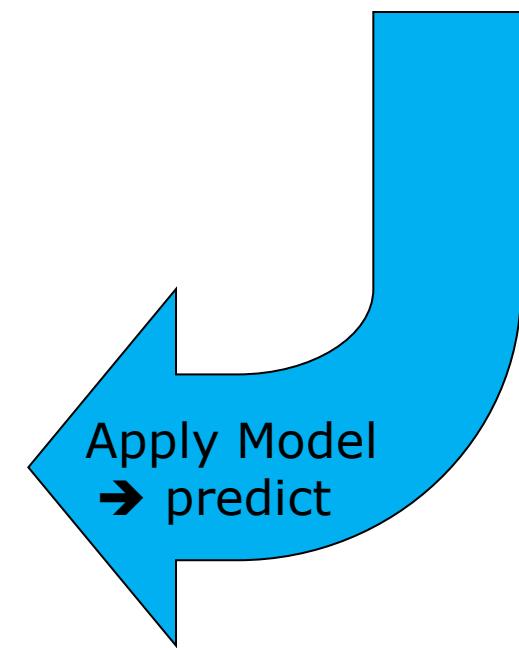
lung cancer
No
yes
yes
no
no
yes
no
no
yes
no
no
no



ML Model  
(e.g. Neural Network)

male	77	yes	grey
male	19	yes	green
female	44	no	grey

yes
no
yes



# Classification: Setting

Experience E

sex	age	smoker	eye colour
male	19	yes	green
female	44	yes	grey
male	49	yes	blue
male	12	no	brown
female	37	no	brown
female	60	no	brown
male	44	no	blue
female	27	yes	brown
female	51	yes	green
female	81	yes	grey
male	22	yes	brown
male	29	no	blue

lung cancer
No
yes
yes
no
no
yes
no
no
yes
no
no
no

train

ML Model  
(e.g. Neural Network)

male	77	yes	grey
male	19	yes	green
female	44	no	grey

Task T

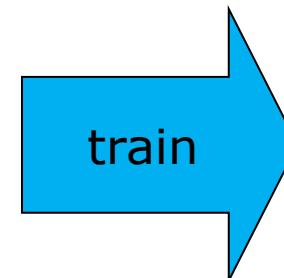
yes
no
yes

Apply Model  
→ predict

# Regression: Setting

size	age	location	rooms
70	19	good	3
60	44	good	2
120	49	good	5
90	12	bad	3
80	37	bad	3
45	60	bad	2
52	44	bad	2
85	27	good	4
50	51	good	1
35	81	good	1
75	22	good	3
95	29	bad	4

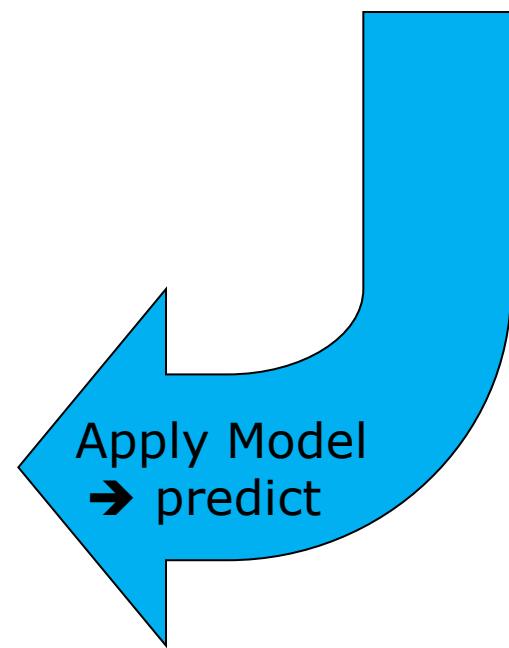
price
370000
165000
575000
225000
268000
159000
185000
472000
164000
155000
391000
478000



ML Model  
(e.g. Regression Tree)

35	77	good	4
25	19	good	1
85	44	bad	2

274000
122000
162000



# Machine Learning: Setting

sex	age	smoker	eye colour
male	19	yes	green
female	44	yes	grey
male	49	yes	blue
male	12	no	brown
female	37	no	brown
female	60	no	brown
male	44	no	blue
female	27	yes	brown
female	51	yes	green
female	81	yes	grey
male	22	yes	brown
male	29	no	blue

lung cancer
No
yes
yes
no
no
yes
no
no
yes
no
no
no

- *Where do we get the data from?*

male	77	yes	grey
male	19	yes	green
female	44	no	grey

?
?
?

# Machine Learning: Setting

sex	age	smoker	eye colour
male	19	yes	green
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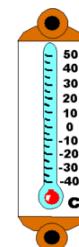
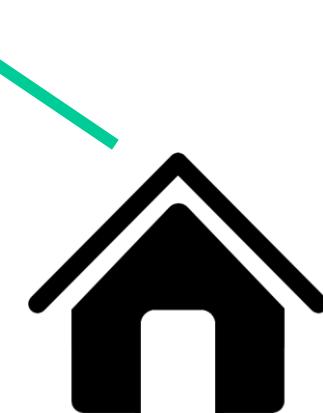
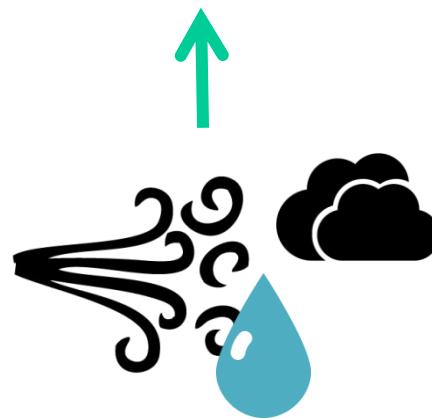
lung cancer
No
yes
yes
no
no
yes
no
no
yes
no
no
no

male	77	yes	grey
male	19	yes	green
female	44	no	grey

?
?
?

- **Features:**
  - Observation / measurement
  - *Extraction from media*
  - (*Transformation*)
- **Labels (groundtruth):**
  - Human experts
  - (Observation / measurement)

## Observation / Measurements

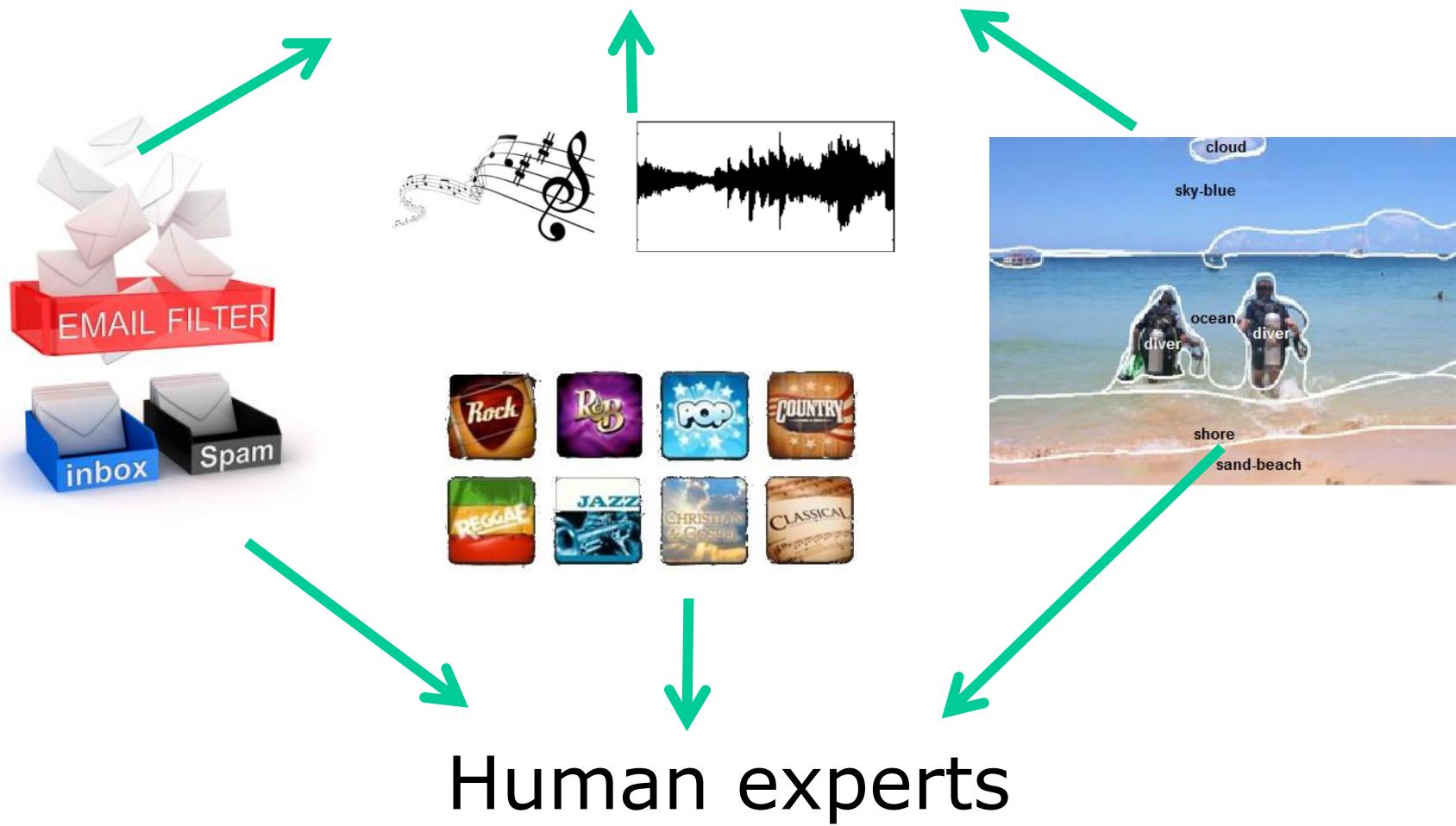


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Annotations  
(human experts)

Measurement/observation

## Feature Extraction



- Feature Extraction: description of complex content by derived, **numeric** values
  - Text: Bag of Words – counting term occurrences
  - Music: counting activity on various frequencies
  - Image: colour histograms, edge detection, “bag of visual words”, ....
- Important aspect of many data science applications
  - Overview/intro in this course
  - *More details e.g. Information retrieval (188.412), ...*

# Machine Learning: Setting

	Word 1	Word 2	Word 3	Word 4	Word 5	...	Word n	$\Sigma$
Doc 1	1	0	0	2	3		0	6
Doc 2	2	0	0	0	2		2	6
Doc 3	1	3	0	0	1		5	10
Doc 4	2	0	0	2	0		2	6
Doc 5	5	4	0	0	1		0	10
...							0	
Doc m	1	2	1	3	0		0	7

Text Feature Extraction



Music Feature Extraction

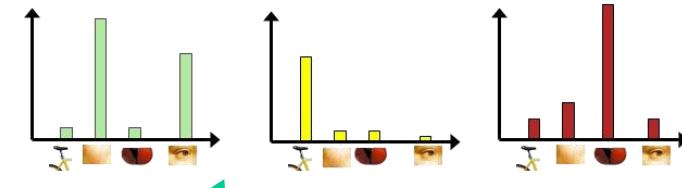
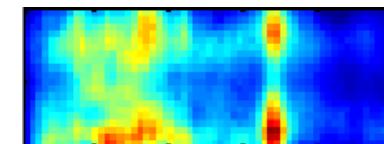
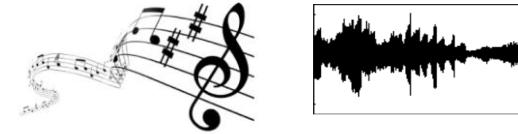
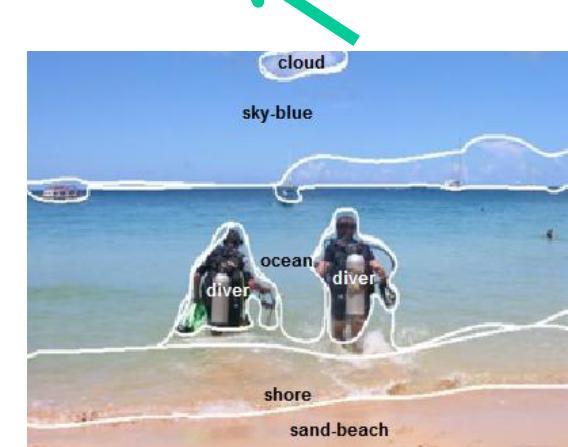
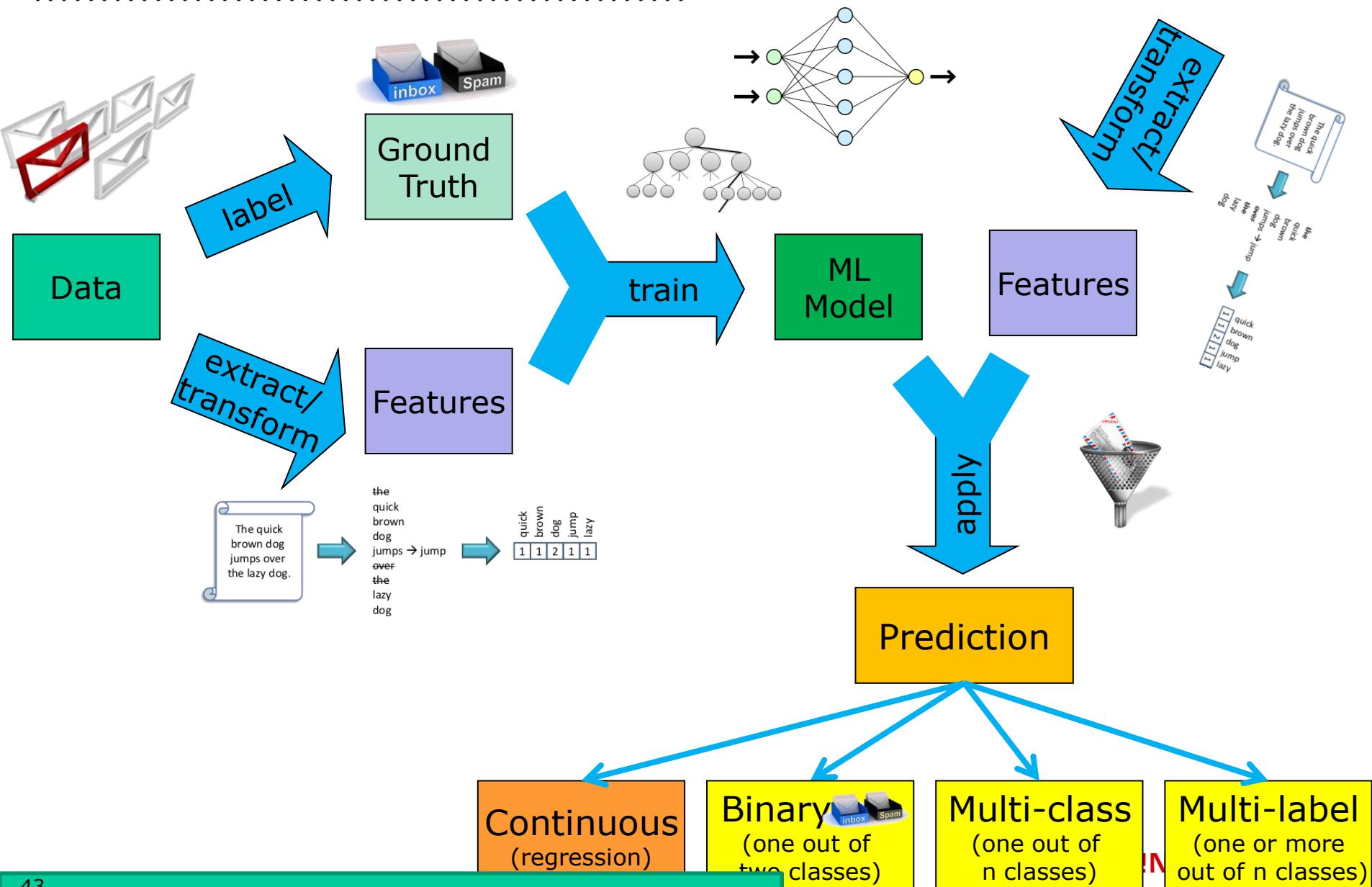


Image Feature Extraction

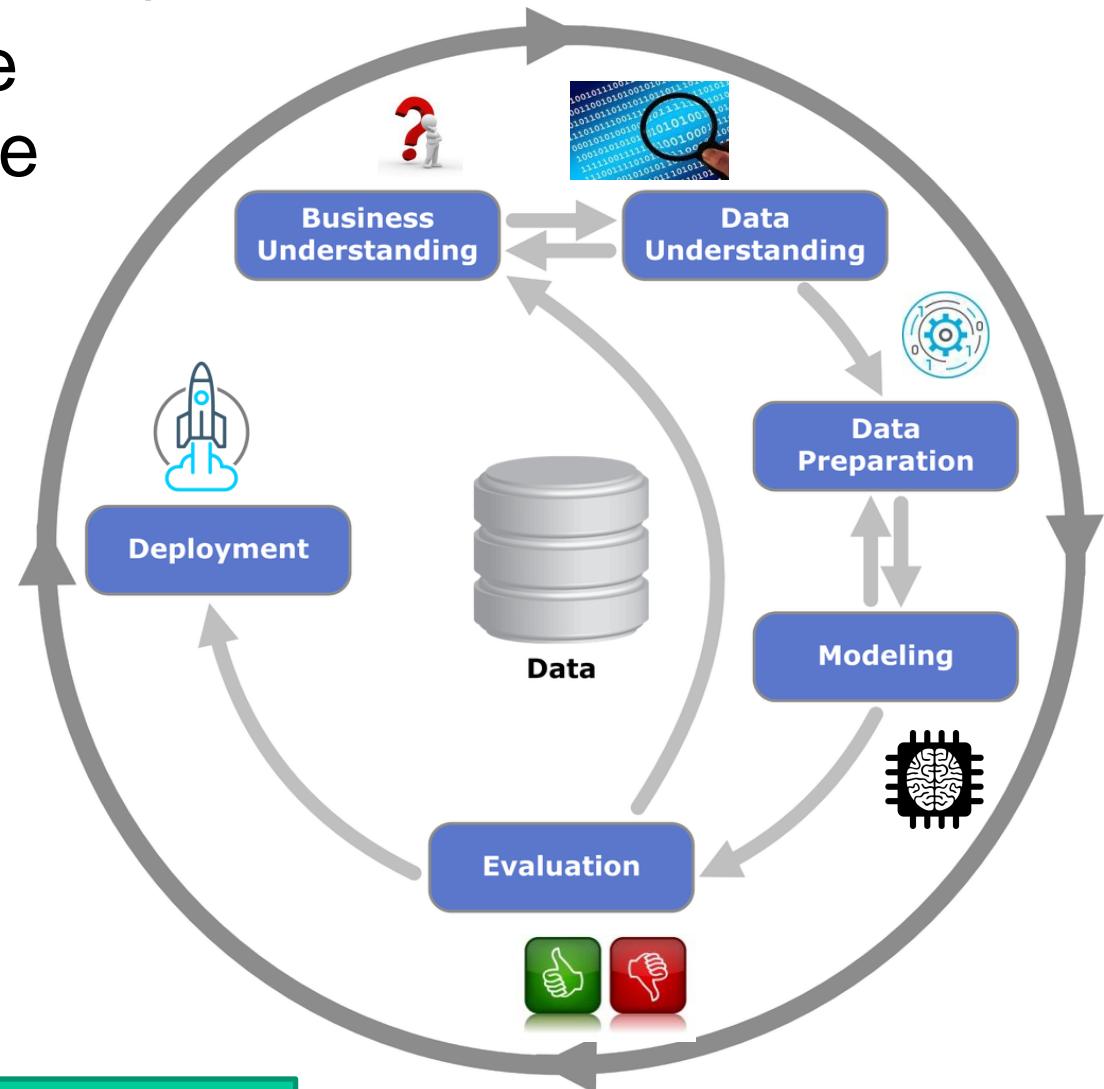


# Machine Learning: steps

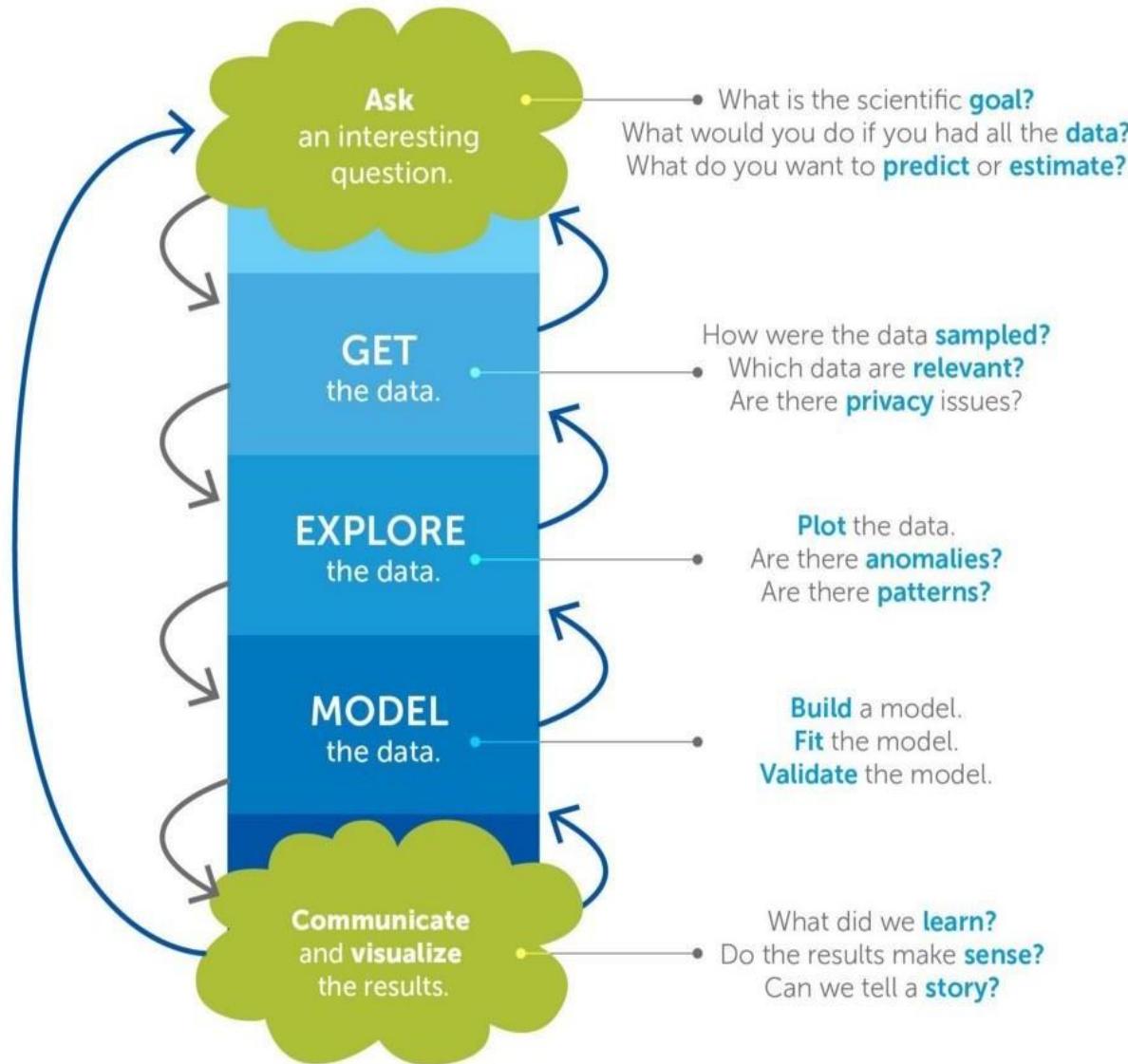


# General analytical (data science) process

- E.g. CRISP Data Mining Model
- Modelling (machine learning) is only one of many important steps!



# The Data Science Process



Derived from the work of Joe Blitzstein and Hanspeter Pfister,  
originally created for the Harvard data science course <http://cs109.org/>.

**INFORMATICS**



1. Identify problem / question



2. Identify & capture the available data



3. Prepare your data: clean & transform



4. Analyse your data → actual machine learning



5. Create report with results, visualisation, insights

## 1. Identify problem / question

- What is the problem
- Why does it need to be solved
- How can it be solved (**as machine learning problem!**)



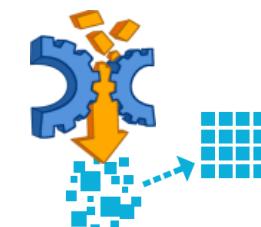
## 2. Identify & capture data

- Select your data
- Capture / extract your data



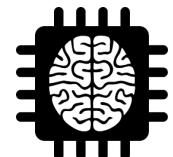
## 3. Clean & transform your data

- Deal with missing values
- Transform data: scale/normalise, attribute selection, ...



## 4. Analyse your data

- Select fitting algorithms
- Train and evaluate models, select best performing
- Improve your results – parameter tuning, ...



## 5. Document & analyse your results

- Problem definition, solutions, approach
- Present & compare your results in graphs, tables, ...
- Discoveries made during investigation
- Methods that did / did not work
- Limitations: when does the model not work? What questions can not be answered?



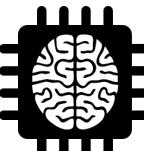
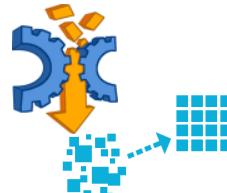
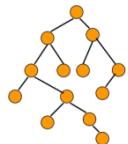
6. Embed results into business / decision making
  - Directly adjust your operation depending on the result
  - Use results for decision making
    - At various levels of the organisation
7. Plan for better data capturing in the future
  - Capture more data than currently available
  - Capture data in higher resolution  
(more detail, more frequent, ...)
  - Capture data in better quality



# Scoping the lecture



Data types & feature extraction



Data preparation & transformation

Decision Trees & Random Forests

Support Vector Machines

Neural Nets & Deep Learning

Ensemble learning



Evaluation

Model selection

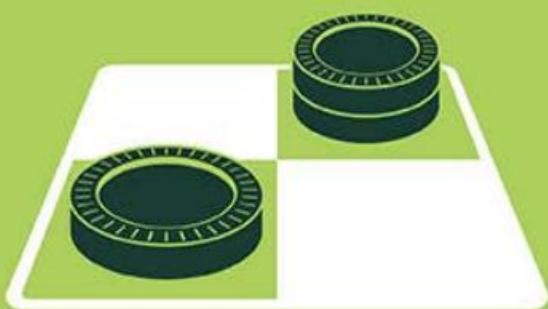
Significance testing

...



## ARTIFICIAL INTELLIGENCE

Early artificial intelligence stirs excitement.



Intelligent Machines & Programs

1950's

1960's

1970's

1980's

1990's

2000's

2010's

## MACHINE LEARNING

Machine learning begins to flourish.



Ability to learn

## DEEP LEARNING

Deep learning breakthroughs drive AI boom.



Neural Networks

# Scoping the lecture

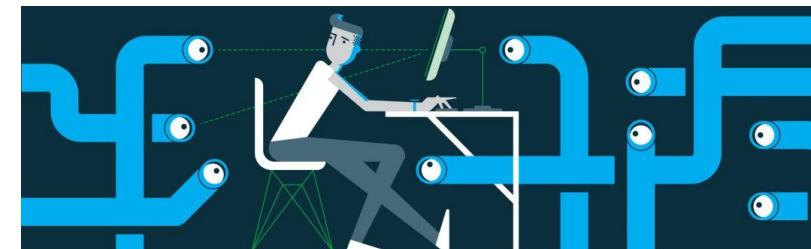
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- Matching your expectations?

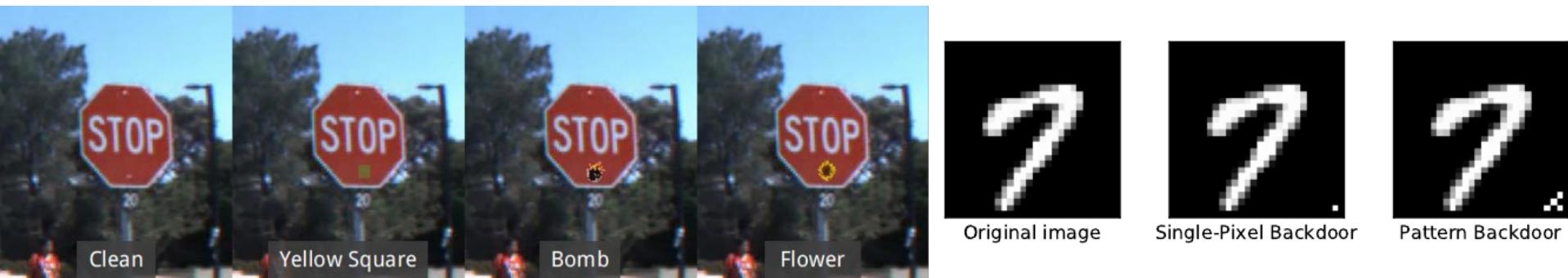
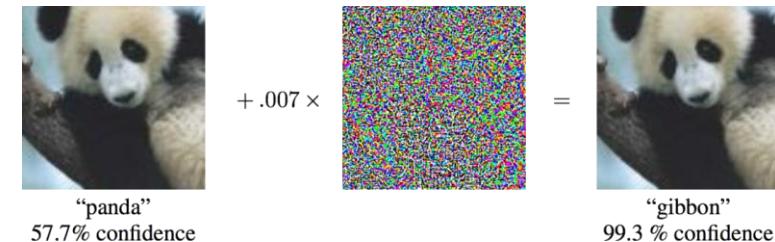
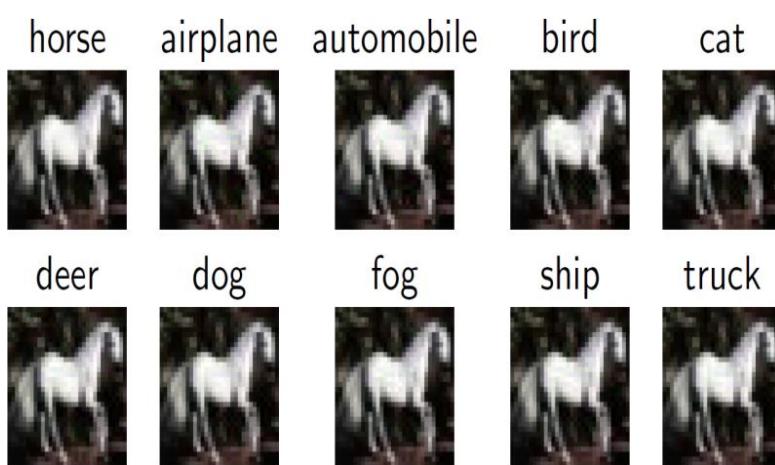


# Advanced topics: Privacy

- Large amounts of personal data available
  - Collection & analysis often conflicting with data protection laws (more severe now: GDPR!)
- Especially with sensitive information
  - E.g. health data, financial data, ..
- Thus, often data needs to be anonymised before we can use it
  - E.g. generalisation of values (birthday → month, year, decade)
  - Implications on the utility of the data & subsequent models...

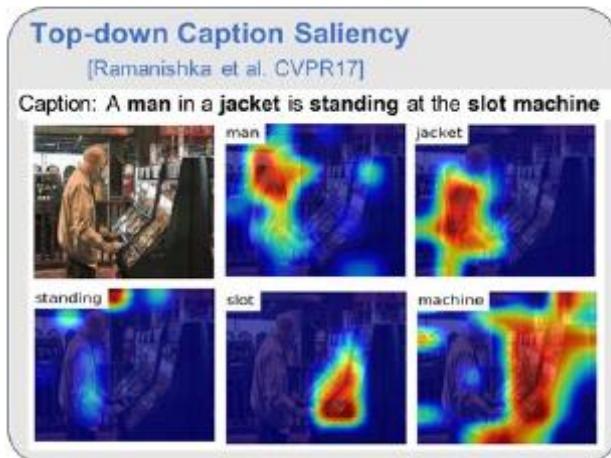


# Advanced topics: Robustness & Security

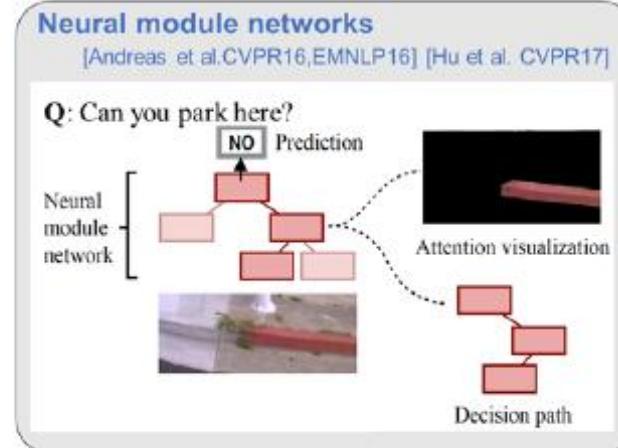


# Advanced topics: XAI

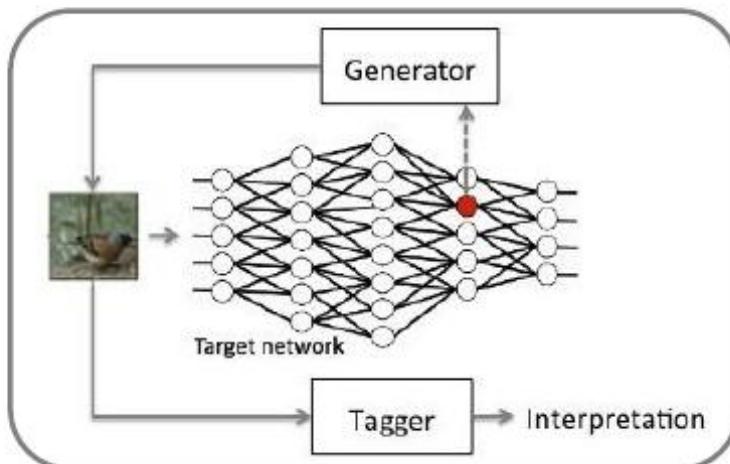
## Attention Mechanisms



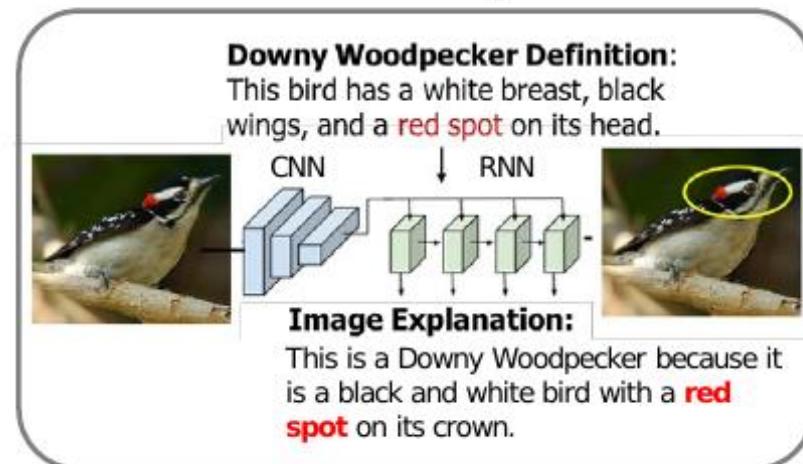
## Modular Networks



## Feature Identification



## Learn to Explain

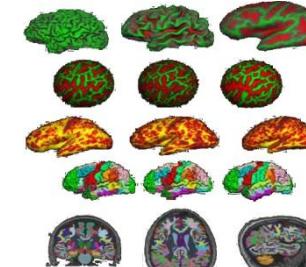
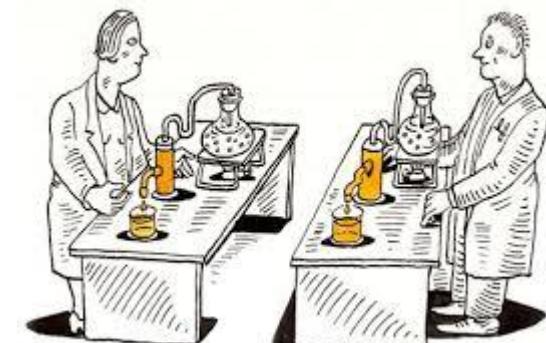


# Other topics (out of scope): Reproducibility

- For various reasons, we want to be able to achieve the same results as in a previous experiment (run)

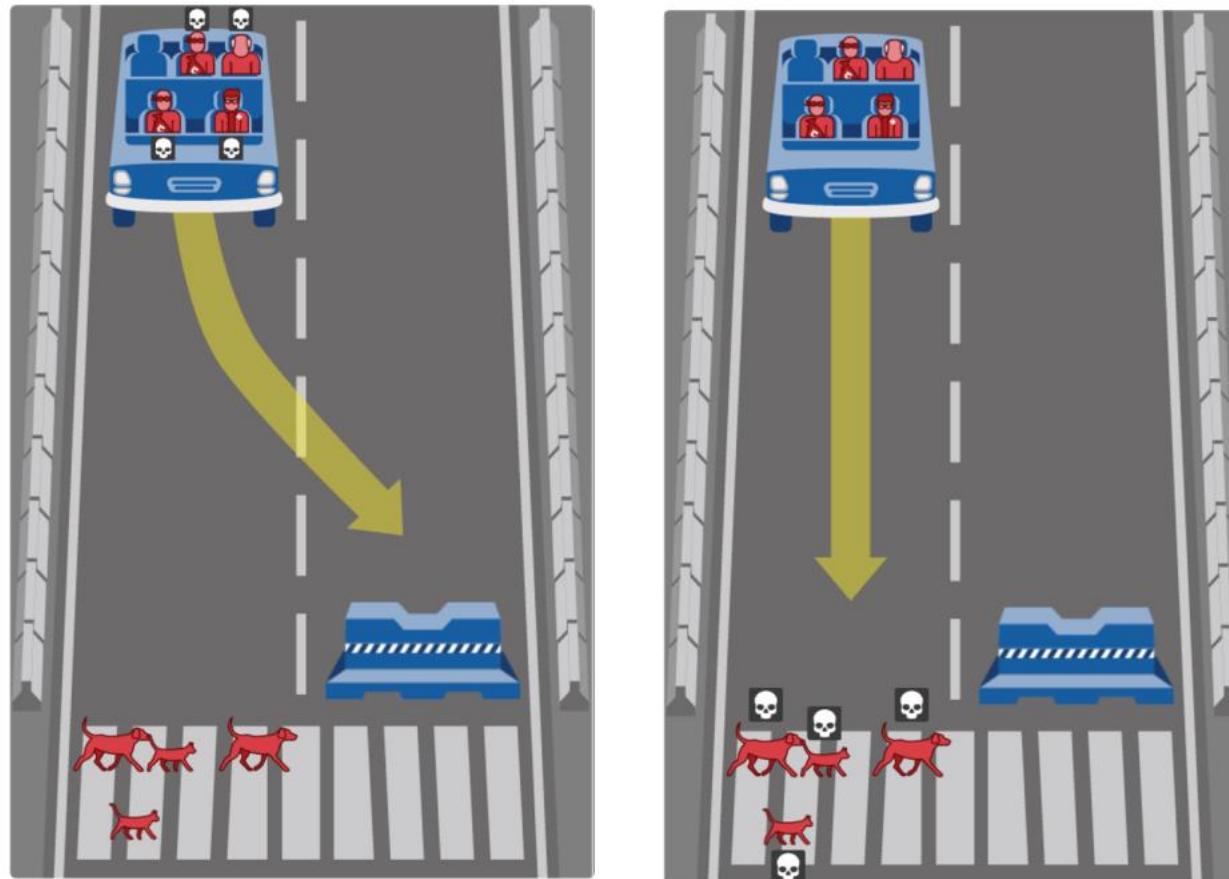
- This is difficult, for various reasons

- *Examples?*
  - Initialisation of algorithms (random number generation)
  - Order of data samples (e.g. for Perceptron)
  - Version of software used (bug fixes, improvements, etc..)
  - Version of operating system  
(e.g. a different C++ library..)
  - Any many more ...



# Other topics (out of scope): Ethics

What should the self-driving car do?



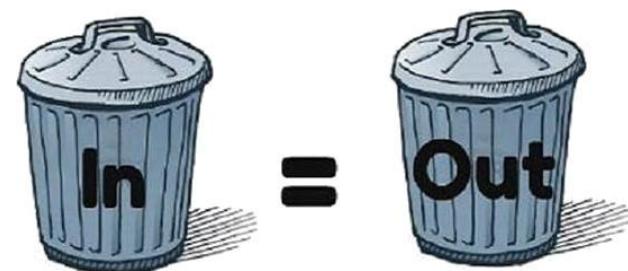
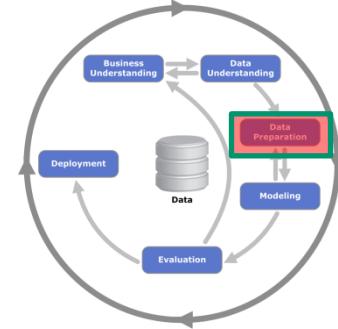
<http://moralmachine.mit.edu/>

# Outline

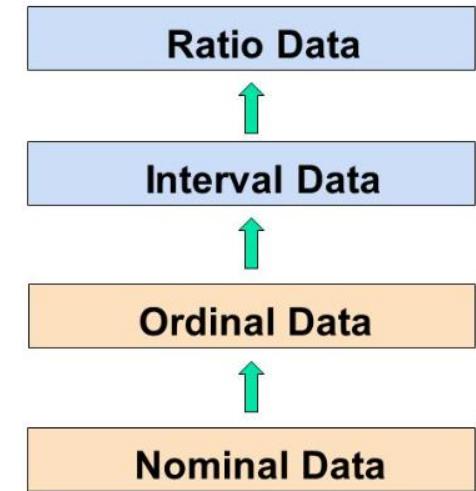
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- Machine Learning: Intro
- Types of data & data preparation (very brief intro)

- Vital step for machine learning (supervised and unsupervised)
- ML algorithm will ***always*** give you a model
  - Quality of that model depends highly on the quality of the input data
- “Garbage in” → “Garbage out”
- One major goal of data preparation:
  - Eliminate “wrong influence” of variables



- Possible attribute/feature/variable types (“*levels of measurement*”)
  - Nominal, ordinal, interval and ratio
- Nominal quantities
  - Values are distinct symbols
  - Example: attribute “eye colour”: “green”, “grey”, “brown”, “blue”
    - Values themselves serve only as labels or names
    - Nominal comes from the Latin word for name
    - No relation among values (no ordering or distance measure)
    - Only (in)equality tests can be performed
    - (*You may encode it as number, but order is arbitrary; calculations on it (e.g. mean) are meaningless*)



- Ordinal quantities
  - Impose order (rank) on values
  - (In)equality, additionally comparison ( $<$ ,  $>$ ) and median
  - But: no distance between values defined
  - Example:
    - attribute “size” in animals data
    - Values: “large”  $>$  “medium”  $>$  “tiny”
    - Note: addition and subtraction don’t make sense
    - Difference “large” to “medium” and “medium” to “tiny” not necessarily comparable
- *Distinction between nominal and ordinal not always clear*

- Interval quantities
  - Interval quantities are not only ordered but measured in fixed and equal units
  - Difference between measurements meaningful
  - Example: Temperature, pH values, ...
  - Difference of two values makes sense
  - Ratio not (20 is not twice as hot as 10 )
  - Sum or product doesn't make sense

- Ratio quantities
  - The measurement scheme defines a zero point
  - Example: distance, mass, length
    - Temperature (Kelvin)
  - Distance between an object and itself is zero
  - All mathematical operations are allowed
  - Meaningful to have ratios: “twice as long”

# Data Types

Differences between measurements, true zero exists

## Ratio Data

Quantitative Data

Differences between measurements but no true zero

## Interval Data

Ordered Categories (rankings, order, or scaling)

## Ordinal Data

Qualitative Data

Categories (no ordering or direction)

## Nominal Data

Can compute	Nominal	Ordinal	Interval	Ratio
Frequency distribution	Yes	Yes	Yes	Yes
Median and percentiles	No	Yes	Yes	Yes
Add or subtract	No	No	Yes	Yes
Mean, standard deviation, ...	No	No	Yes	Yes
Ratios, coefficient of variation	No	No	No	Yes

- Example data set from earlier (lung cancer)

gender	age	height	smoker	eye colour
male	19	170	yes	green
female	44	162	yes	grey
male	49	185	yes	blue
male	12	178	no	brown
female	37	165	no	brown
female	?	157	no	?
male	44	190	no	blue
female	27	178	yes	brown
female	51	162	yes	green
female	81	168	?	grey
male	22	184	yes	brown
male	29	176	no	blue

- Potential issues ?
  - Quantitative (continuous) data with different scales
  - Data type not fitting
    - Categorical (nominal, ordinal, ..) vs numerical (interval, ratio)
  - Missing values

→ More on that later!

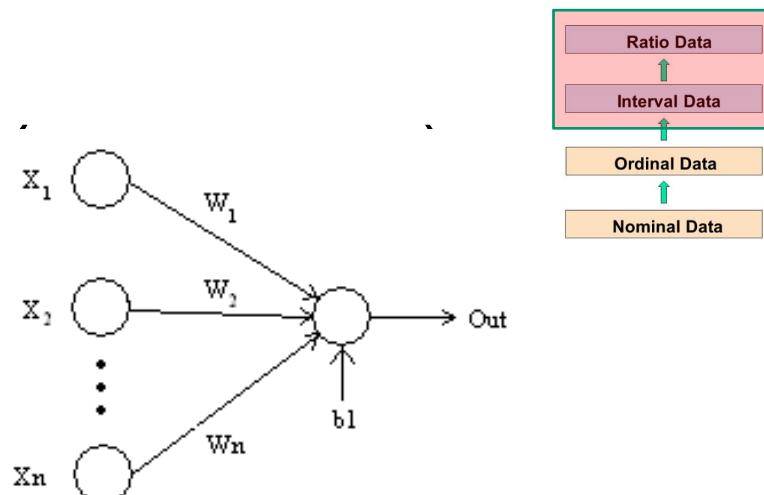
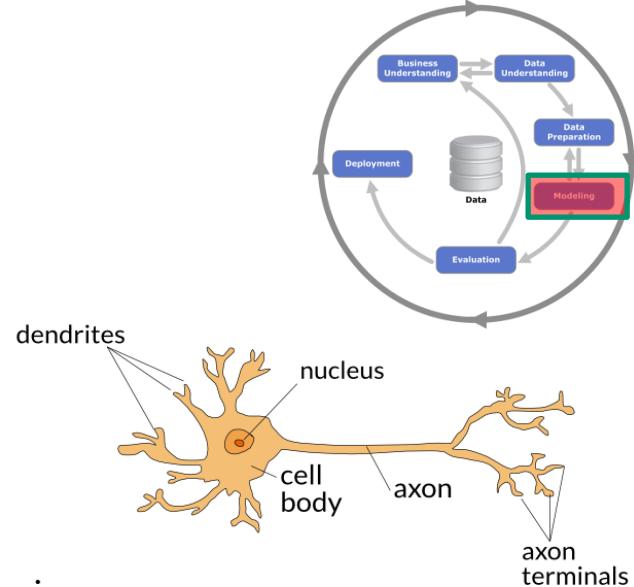
# Outline

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- Machine Learning: Intro
- Types of data & data preparation (very brief intro)
- Perceptron

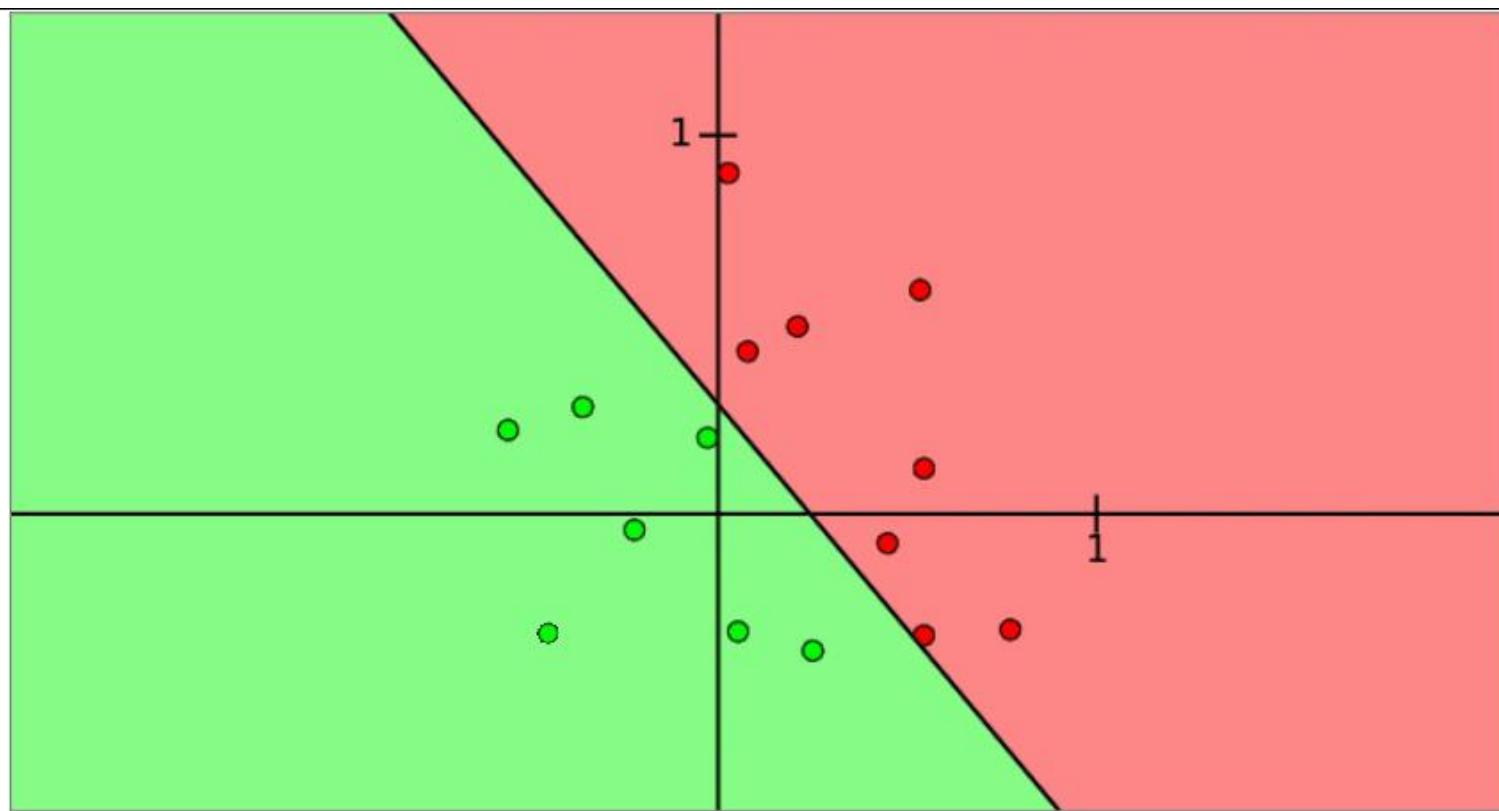
# Perceptron

- Proposed in 1957
  - Predecessors already in late 40s
  - *Why is it relevant for you?* ☺
- Artificial (neural) network
  - only one neuron; “single-layer perceptron”
- Input: **continuous values**  $X$
- Output: activation a
  - Boolean value 0 / 1

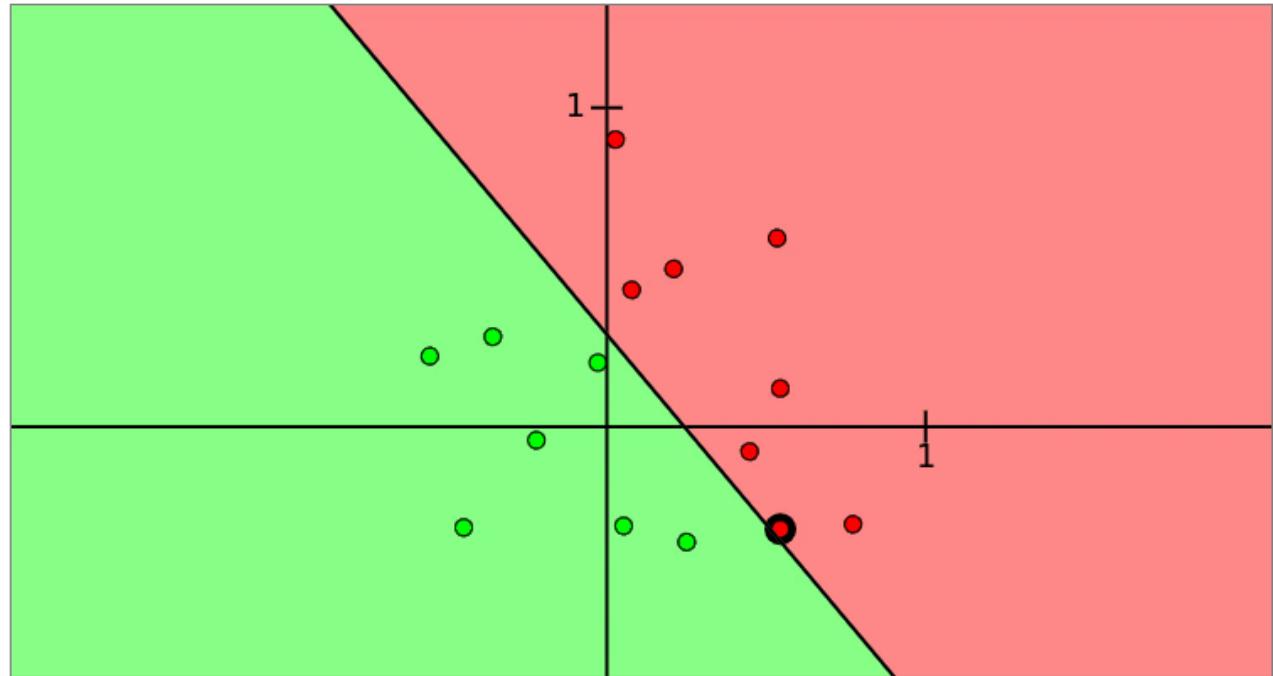
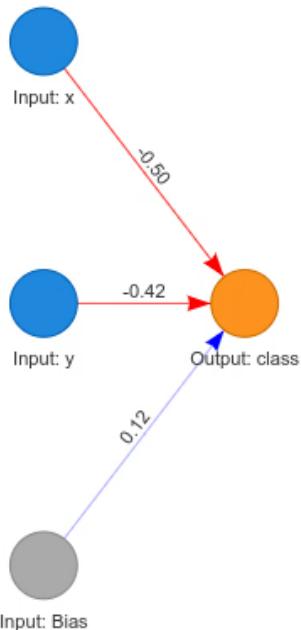


# Perceptron (classification): Goal

- What we want to achieve (in classification in general):  
“Partition” the input space into classes (categories)
  - Here: 2D Input ( $x, y$  coordinate), 2 classes (red & green)



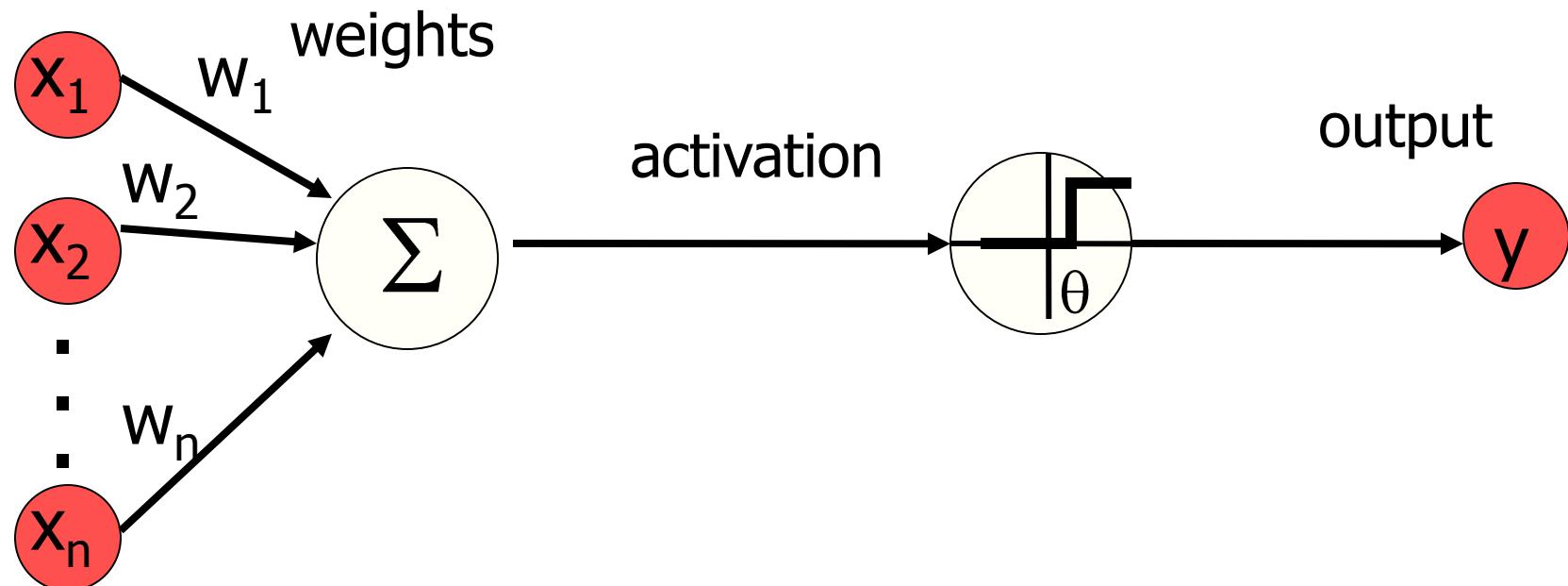
# Perceptron: Demo



Correct: 15/15 — Iteration: 53

Stop Reset Train All Train Single

inputs



- Linear combination of inputs

- Using weights  $W$  
$$a = \sum_{i=1}^n w_i x_i$$

- Pass through threshold activation function with threshold  $\theta$

$$y = f(x) = \begin{cases} 1 & \text{if } a \geq \theta \\ 0 & \text{if } a < \theta \end{cases}$$

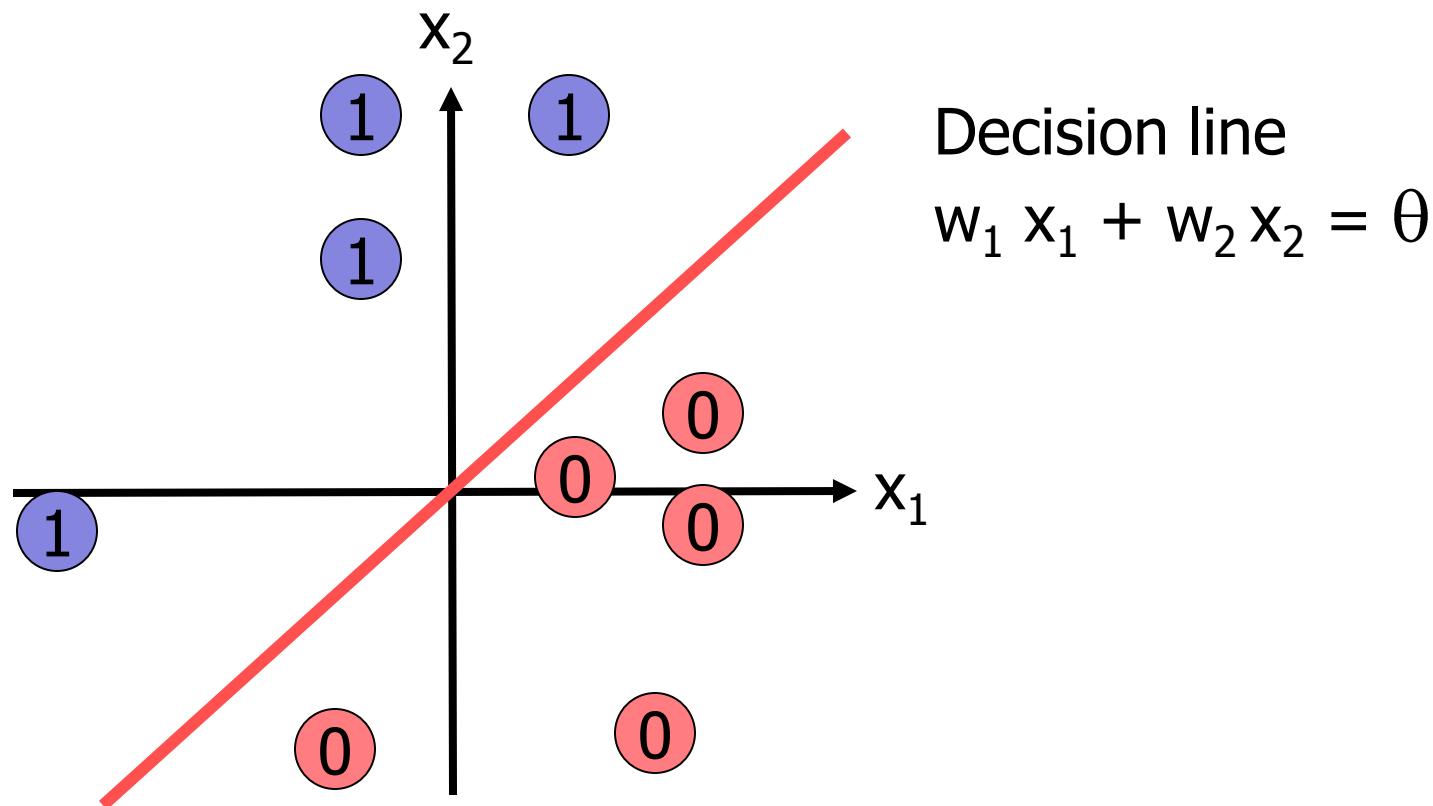
*(Heaviside step function)*

- Often:  $\theta = 0$

# Perceptron: simple example

- Two-dimensional data set
  - Variables  $x_1$  &  $x_2$ 
    - E.g. position on a map
- Weight vector also has two components
  - $w_1$  &  $w_2$
- Data set can be easily visualised in Cartesian coordinate system
- Two classes: **0** and **1** (sometimes also -1 & 1)
  - Visualised as red & green

# Perceptron visualised



# Perceptron: learning algorithm

- Training the model: learning the weights from labelled samples (label:  $y$ )
  - Initialise weights
  - Repeat
    - Present training sample  $x$
    - Predict sample label:  $y' = f(x)$
    - Prediction correct? Compare  $y$  and  $y'$ 
      - if  $y' \neq y \rightarrow$  Compute new weights  $w'$  as  $w' = w + \alpha (y - y') x$
  - Until prediction correct ( $y' = y$ ) for all samples

# Perceptron: learning algorithm

- Parameter  $\alpha$ : *learning rate*
  - determines the magnitude of weight updates
- If output is correct ( $y=y'$ )
  - weights **not** changed
- If output is incorrect ( $y \neq y'$ )
  - weights changed such that the output of the for the new weights  $w'$  is **closer** to the input  $x_i$

# Questions?

Upcoming topics:

- Decision trees
- Random Forests

....