

# CS 480/680 Winter 2024:

## Lecture Notes

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Lecture notes taken, unless otherwise specified, by myself during section 002 of the Winter 2024 offering of CS 480/680, taught by Hongyang Zheng.

### Lectures

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# Chapter 1

## Classic Machine Learning

### 1.1 Introduction

There have been three historical AI booms:

*Lecture 1*  
*Jan 9*

1. 1950s–1970s: search-based algorithms (e.g., chess), failed when they realized AI is actually a hard problem
2. 1980s–1990s: expert systems
3. 2012 – present: deep learning

Machine learning is the subset of AI where a program can learn from experience.

Major learning paradigms of machine learning:

- Supervised learning: teacher/human labels answers (e.g., classification, ranking, etc.)
- Unsupervised learning: without labels (e.g., clustering, representation, generation, etc.)
- Reinforcement learning: rewards given for actions (e.g., gaming, pricing, etc.)
- Others: semi-supervised, active learning, etc.

Active focuses in machine learning research:

- Representation: improving the encoding of data into a space
- Generalization: improving the use of the model on new distributions
- Interpretation: understanding how deep learning actually works
- Complexity: improving time/space requirements
- Efficiency: reducing the amount of samples required
- Privacy: respecting legal/ethical concerns of data sourcing
- Robustness: gracefully failing under errors or malicious attack
- Applications