

# Machine Learning

## 1UCEC701

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# Outline

- Introduction to Machine learning
- Types of Machine Learning
- Issues in Machine Learning
- Application of Machine Learning
- Steps in developing a Machine Learning Application

# Maths

- **Matrix**
- **Types**
- **Row Matrix**
- **Column Matrix**
- **Square**
- **Identity Matrix**
- Its symbol is the capital letter **I**

$$A \times I = A$$

$$I \times A = A$$

$$A = \begin{bmatrix} a_{1,1} & a_{1,2} & a_{1,3} \\ a_{2,1} & a_{2,2} & a_{2,3} \end{bmatrix}$$

- **Diagonal Matrix**
- **Scalar Matrix**
- **Triangular Matrix**
- **Lower triangular , Upper triangular**
- **Zero Matrix (Null Matrix)**
- **Transpose**

# Matrix Operations

- Addition

$$\begin{bmatrix} 3 & 8 \\ 4 & 6 \end{bmatrix} + \begin{bmatrix} 4 & 0 \\ 1 & -9 \end{bmatrix} = \begin{bmatrix} 7 & 8 \\ 5 & -3 \end{bmatrix}$$

- Negative

$$-\begin{bmatrix} 2 & -4 \\ 7 & 10 \end{bmatrix} = \begin{bmatrix} -2 & 4 \\ -7 & -10 \end{bmatrix}$$

- Subtracting

$$\begin{bmatrix} 3 & 8 \\ 4 & 6 \end{bmatrix} - \begin{bmatrix} 4 & 0 \\ 1 & -9 \end{bmatrix} = \begin{bmatrix} -1 & 8 \\ 3 & 15 \end{bmatrix}$$

- Multiplication

$$2 \times \begin{bmatrix} 4 & 0 \\ 1 & -9 \end{bmatrix} = \begin{bmatrix} 8 & 0 \\ 2 & -18 \end{bmatrix}$$

A yellow curved arrow points from the scalar 2 to the element 4 in the matrix, with the label  $2 \times 4 = 8$  above it, indicating the calculation for the top-left element of the resulting matrix.

$$\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix} \times \begin{bmatrix} 7 & 8 \\ 9 & 10 \\ 11 & 12 \end{bmatrix} = \begin{bmatrix} 58 & 64 \\ 139 & 154 \end{bmatrix} \checkmark$$

- Multiply by a Constant

$$2 \times \begin{bmatrix} 4 & 0 \\ 1 & -9 \end{bmatrix} = \begin{bmatrix} 8 & 0 \\ 2 & -18 \end{bmatrix}$$

A yellow curved arrow points from the scalar 2 to the element 4 in the matrix, with the label  $2 \times 4 = 8$  above it.

- Transposing

$$\begin{bmatrix} 6 & 4 & 24 \\ 1 & -9 & 8 \end{bmatrix}^T = \begin{bmatrix} 6 & 1 \\ 4 & -9 \\ 24 & 8 \end{bmatrix}$$

- **Determinant of a Matrix**
- First of all the matrix must be **square**
- **For a 2×2 Matrix**
- $|A| = ad - bc$

$$A = \begin{bmatrix} a & b \\ c & d \end{bmatrix}$$



Example:

$$\begin{aligned} |B| &= 4 \times 8 - 6 \times 3 \\ &= 32 - 18 \\ &= 14 \end{aligned}$$

$$B = \begin{bmatrix} 4 & 6 \\ 3 & 8 \end{bmatrix}$$



- For a  $3 \times 3$  Matrix

$$A = \begin{bmatrix} a & b & c \\ d & e & f \\ g & h & i \end{bmatrix}$$

$$\left[ a \times \begin{vmatrix} e & f \\ h & i \end{vmatrix} \right] - \left[ b \times \begin{vmatrix} d & f \\ g & i \end{vmatrix} \right] + \left[ c \times \begin{vmatrix} d & e \\ g & h \end{vmatrix} \right]$$

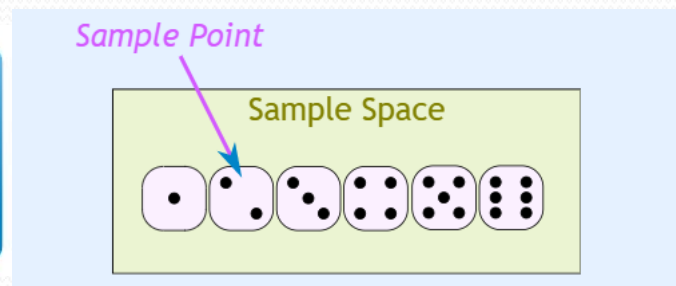
$$|A| = a(ei - fh) - b(di - fg) + c(dh - eg)$$

$$C = \begin{bmatrix} 6 & 1 & 1 \\ 4 & -2 & 5 \\ 2 & 8 & 7 \end{bmatrix}$$

$$\begin{aligned} |C| &= 6 \times (-2 \times 7 - 5 \times 8) - 1 \times (4 \times 7 - 5 \times 2) + 1 \times (4 \times 8 - (-2 \times 2)) \\ &= 6 \times (-54) - 1 \times (18) + 1 \times (36) \\ &= -306 \end{aligned}$$

# Probability

- What is probability?
- Tossing a Coin
- Throwing Dice

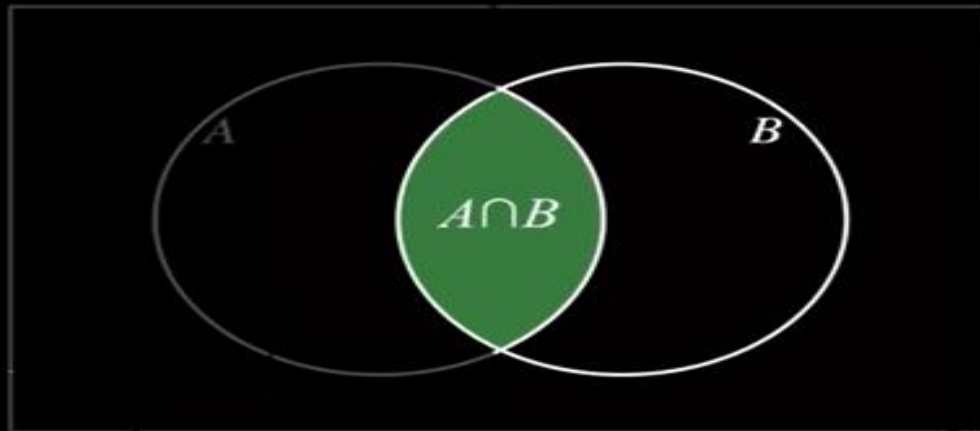


$$\text{Probability of an event happening} = \frac{\text{Number of ways it can happen}}{\text{Total number of outcomes}}$$

Example: the chances of rolling a "4" with a die

## Conditional Probability Definition

$$P(A|B) = \frac{P(A \cap B)}{P(B)} \quad \text{for } P(B) > 0$$



$$S = \{1, 2, 3, 4, 5, 6\}$$

Back to rolling a die. Consider the two events:

$$A = \{1, 2, \underline{3}, 4, 5\} \qquad P(A|B) = \frac{3}{4}$$

$$B = \{\underline{3}, 4, 5, 6\}$$

What is the conditional probability of  $A$ , given  $B$ ?

$$A \cap B = \{3, 4, 5\}$$

$$P(A|B) = \frac{P(A \cap B)}{P(B)} = \frac{3/6}{4/6} = \frac{3}{4} \qquad P(A \cap B) = \frac{3}{6}$$

# Scalars, Vectors and Matrices

- A **scalar** is a number, like 3, -5, 0.368, etc,
- A **vector** is a **list** of numbers (can be in a row or column),
- A **matrix** is an **array** of numbers (one or more rows, one or more columns).

Scalar

24

Vector

$\begin{bmatrix} 2 & -8 & 7 \end{bmatrix}$

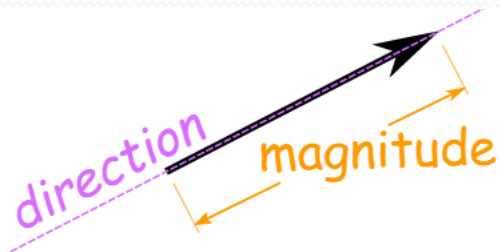
row

or  
column  $\begin{bmatrix} 2 \\ -8 \\ 7 \end{bmatrix}$

Matrix

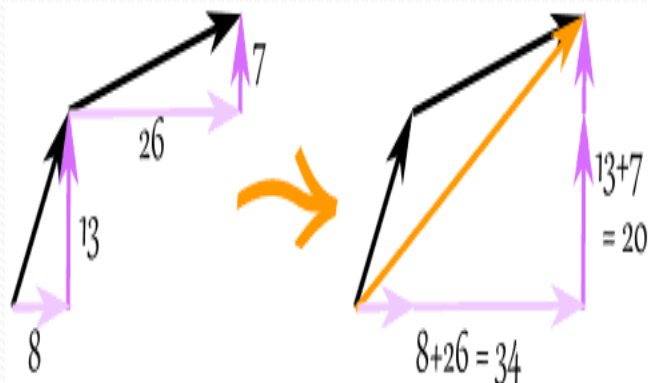
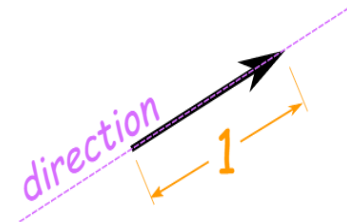
$\begin{bmatrix} 6 & 4 & 24 \\ 1 & -9 & 8 \end{bmatrix}$

row(s) × column(s)



## Unit Vector

A **Unit Vector** has a magnitude of **1**:



Example: add the vectors  $\mathbf{a} = (8, 13)$  and  $\mathbf{b} = (26, 7)$

$$\mathbf{c} = \mathbf{a} + \mathbf{b}$$

$$\mathbf{c} = (8, 13) + (26, 7) = (8+26, 13+7) = (34, 20)$$

# Magnitude of a Vector

- $|\mathbf{a}|$
- $|\mathbf{a}| = \sqrt{x^2 + y^2}$
- Example: what is the magnitude of the vector  $\mathbf{b} = (6, 8)$  ?
- $|\mathbf{b}| = \sqrt{6^2 + 8^2} = \sqrt{36+64} = \sqrt{100} = 10$

## Population Covariance Formula

$$Cov(x,y) = \frac{\sum(x_i - \bar{x})(y_i - \bar{y})}{N}$$

## Sample Covariance

$$Cov(x,y) = \frac{\sum(x_i - \bar{x})(y_i - \bar{y})}{N-1}$$

### Notations in Covariance Formulas

- $x_i$  = data value of x
- $y_i$  = data value of y
- $\bar{x}$  = mean of x
- $\bar{y}$  = mean of y
- N = number of data values.

### Relation Between Correlation Coefficient and Covariance Formulas

$$\text{Correlation} = \frac{Cov(x,y)}{\sigma_x \sigma_y}$$

Here,  $Cov(x,y)$  is the covariance between x and y while  $\sigma_x$  and  $\sigma_y$  are the standard deviations of x and y.



- **Question:** The table below describes the rate of economic growth ( $x_i$ ) and the rate of return on the S&P 500 ( $y_i$ ). Using the covariance formula, determine whether economic growth and S&P 500 returns have a positive or inverse relationship. Before you compute the covariance, calculate the mean of  $x$  and  $y$ .

Economic Growth % ( $x_i$ )	S&P 500 Returns % ( $y_i$ )
2.1	8
2.5	12
4.0	14
3.6	10

- **Solution:**

- $\bar{x} = \sum x_i / n$

- $\bar{x} = 2.1+2.5+4+3.6 / 4$

- $\bar{x} = 12.24$

- $\bar{x} = 3.1$

- $\bar{y} = \sum y_i / n$

- $\bar{y} = 8+12+14+10 / 4$

- $\bar{y} = 444$

- $\bar{y} = 11$

growth and out-look returns.

$x_i$	$y_i$	$x_i - \bar{x}$	$y_i - \bar{y}$
2.1	8	-1	-3
2.5	12	-0.6	1
4.0	14	0.9	3
3.6	10	0.5	-1

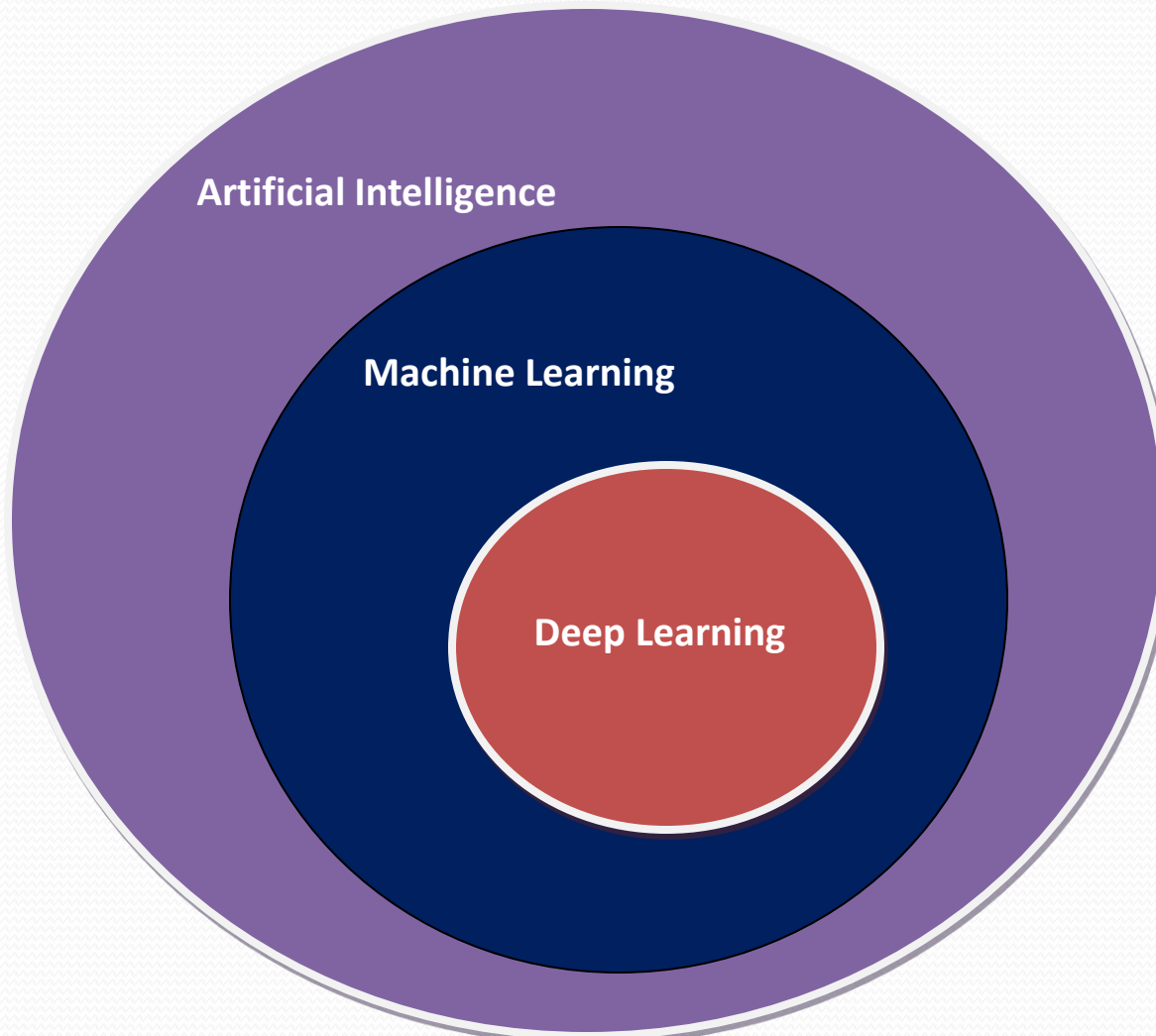
$$Cov(x, y) = \frac{(-1)(-3) + (-0.6)1 + (0.9)3 + (0.5)(-1)}{4-1} = \frac{3-0.6+2.7-0.5}{3} = \frac{4.6}{3} = 1.533$$

# *Mean, Median, Mode, and Range*

- *Find the mean, median, mode, and range for the following list of values:*
- 13, 18, 13, 14, 13, 16, 14, 21, 13
- Mean? 15
- Median: 13, 13, 13, 13, 14, 14, 16, 18, 21 :14
- Mode: 13
- range is  $21 - 13 = 8$ .
- *Find the mean, median, mode, and range for the following list of values:*
- 1, 2, 4, 7 mean: 3.5  
median: 3  
mode: none  
range: 6

- *Find the mean, median, mode, and range for the following list of values:*
- **8, 9, 10, 10, 10, 11, 11, 11, 12, 13**
- **mean: 10.5**  
**median: 10.5**  
**modes: 10 and 11**  
**range: 5**
- **Outliers**
- **Outliers** are values that "**lie outside**" the other values.
- They can change the mean a lot, so we can either not use them (and say so) or use the median or mode instead.
- Example: 3, 4, 4, 5 and 104
- $(3+4+4+5+104) / 5 = 24$
- Without the 104 the mean is:  $(3+4+4+5) / 4 = 4$
- But please tell people you are not including the outlier.

# Introduction to Machine Learning



# Artificial Intelligence

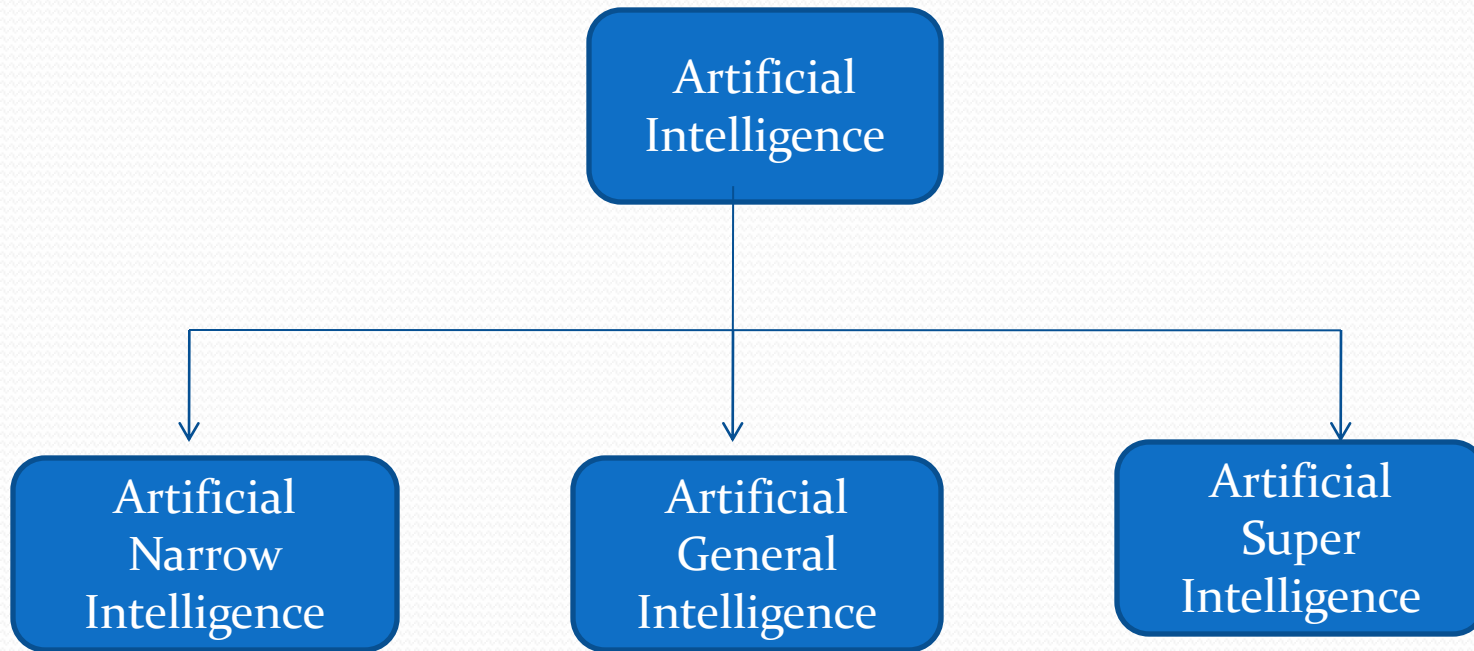


John McCarthy

Image Source:Wikipedia

Artificial Intelligence is the science and engineering of making intelligent machines, especially intelligent computer programs

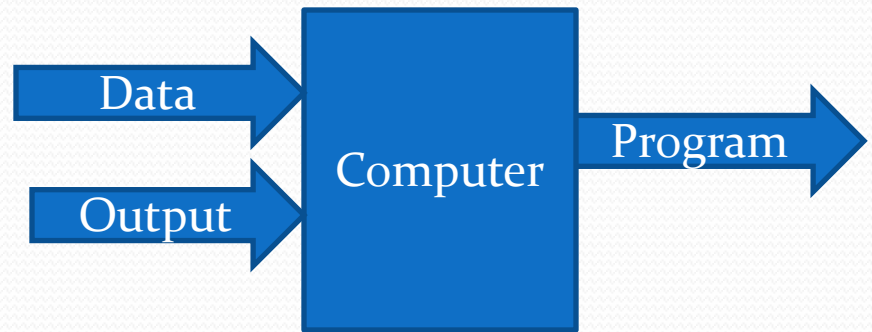
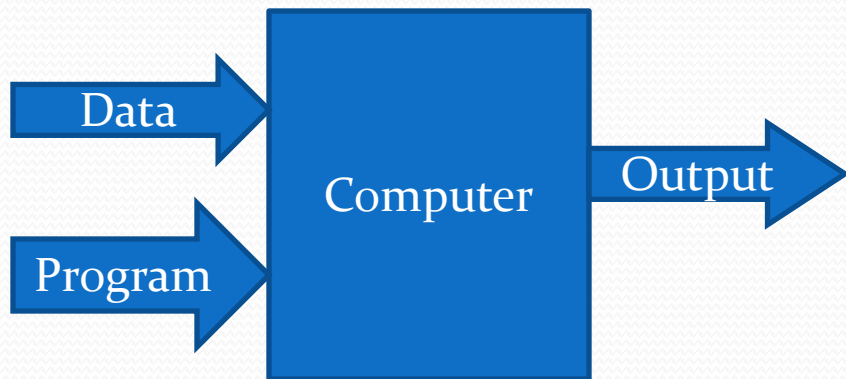
# Artificial Intelligence



# Machine Learning

Traditional Programming

Machine Learning





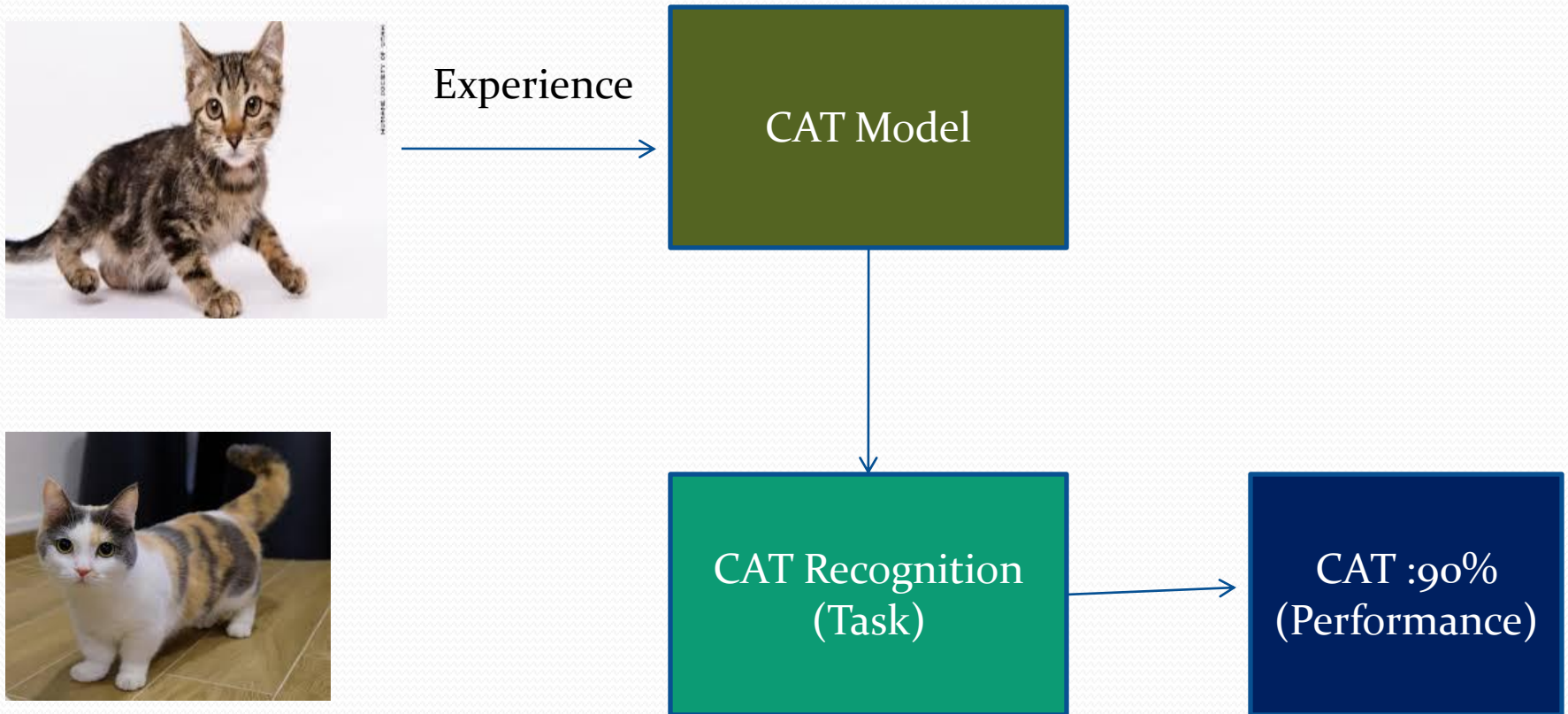
# Machine Learning

- 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

1. Predicting price of house
2. Weather prediction
3. CAT Recognition

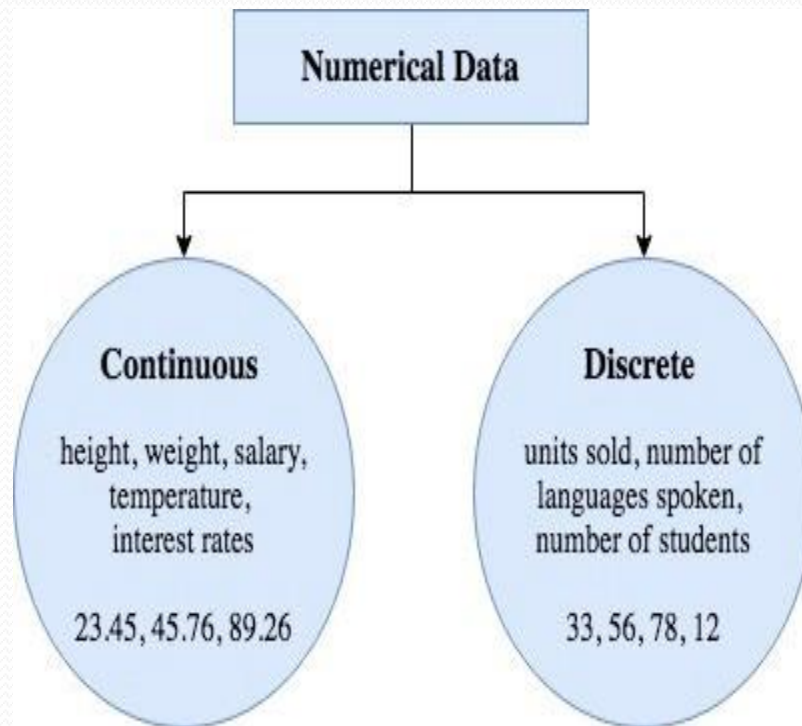
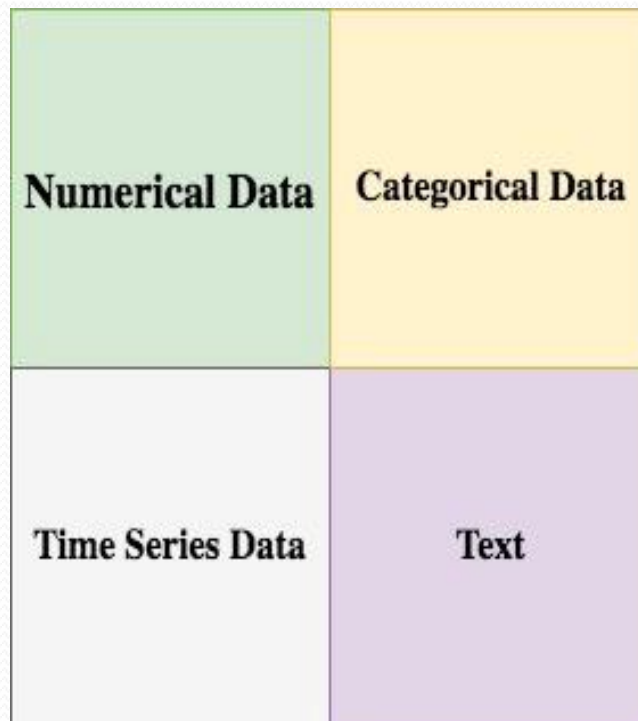
# Machine Learning



# Quiz

- A computer program is said to learn from experience  $E$  with respect to some task  $T$  and some performance measure  $P$  if its performance on  $T$ , as measured by  $P$ , improves with experience  $E$ . Suppose we feed a learning algorithm a lot of historical weather data, and have it learn to predict weather. In this setting, what is  $E$ ?
- What is  $T, P, E$ ?

# Learning Perspective With Examples



# Numerical Data

- Discrete Data
- You can check by asking the following two questions whether you are dealing with discrete data or not:
  - Can you count it?
  - Can it be divided up into smaller and smaller parts?
- Continuous Data
- Continuous Data represents measurements and therefore their values can't be counted but they can be measured. Ex.height of a person

# Continuous Data

- **Interval Data**
- Interval values represent ordered units that have the same difference

Temperature?

☐ - 10

☐ -5

☐ 0

☐ + 5

☐ + 10

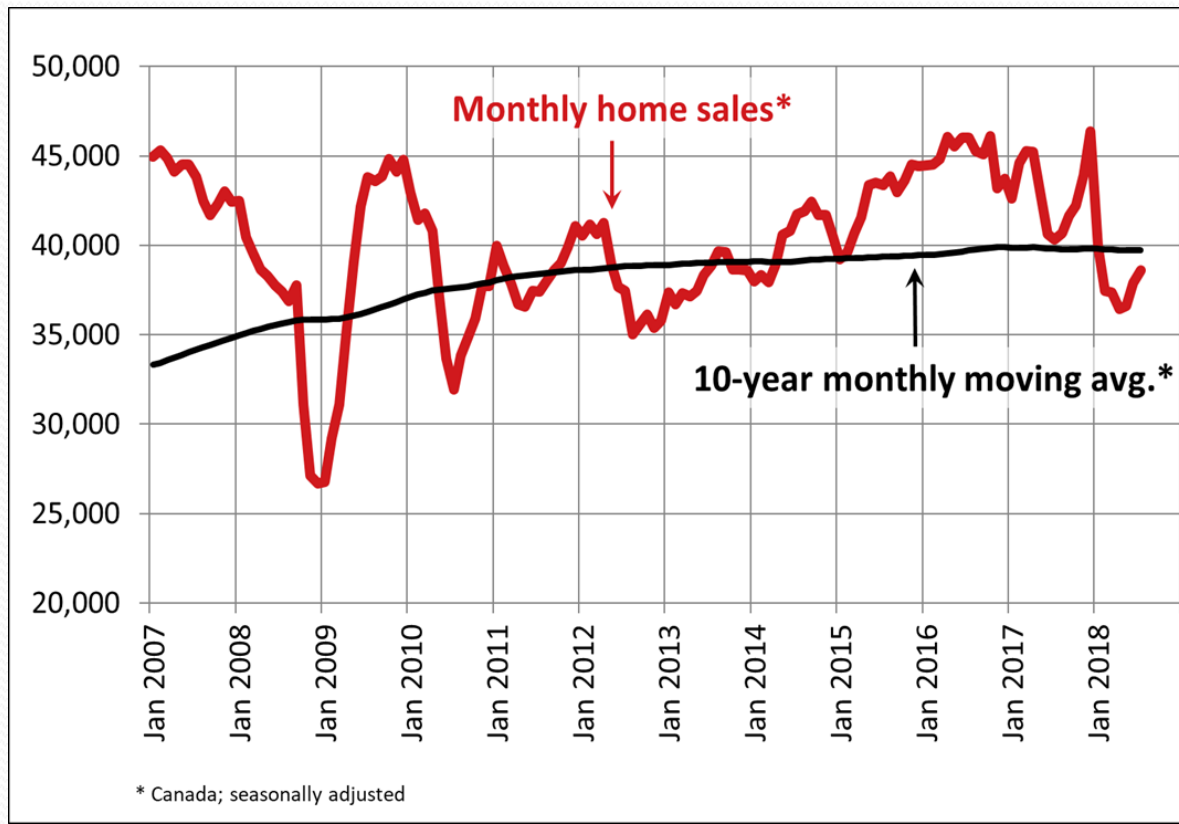
☐ + 15

# Categorical Data

- **Nominal Data**
- Nominal values represent discrete units and are used to label variables, that have no quantitative value.
- Ex. What is your Gender?
- What languages do you speak?
- **Ordinal Data**
- Ordinal values represent discrete and ordered units. It is therefore nearly the same as nominal data, except that it's ordering matters.
- Ex. What is your educational background?

# Time Series Data

- Time series data is a sequence of numbers collected at regular intervals over some period of time



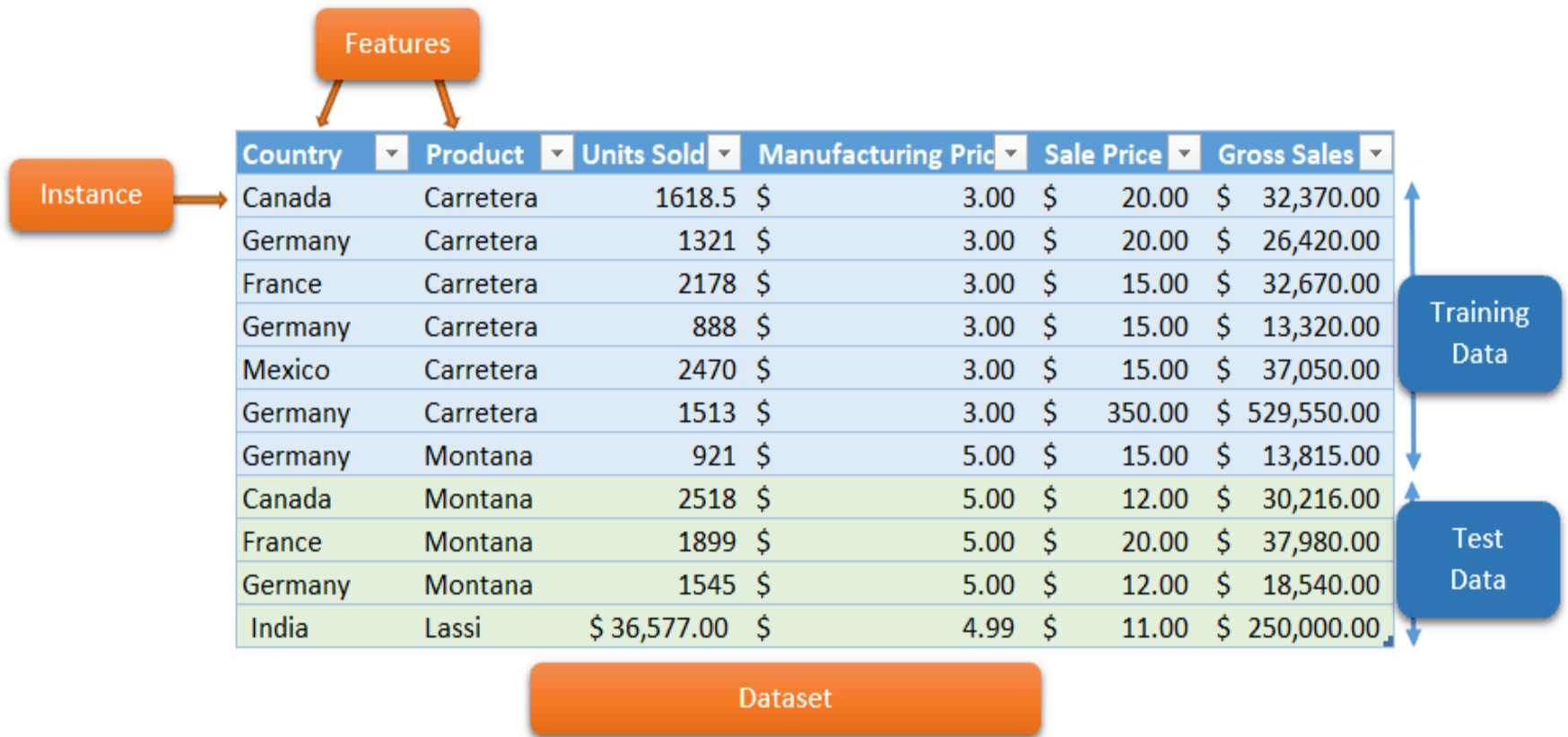


# Text

- Text data is basically just words. A lot of the time the first thing that you do with text is you turn it into numbers using some interesting functions like the bag of words formulation.
-

# Terminologies in Machine Learning

- **Dataset**
- **Instance/Samples/Observations/Individuals**
- **Features/Variables/Attributes/Field**
- **Target**
- **Dimension**
- **Size**
- **prediction**
- **model**
- **Training Dataset**
- **Testing Dataset**



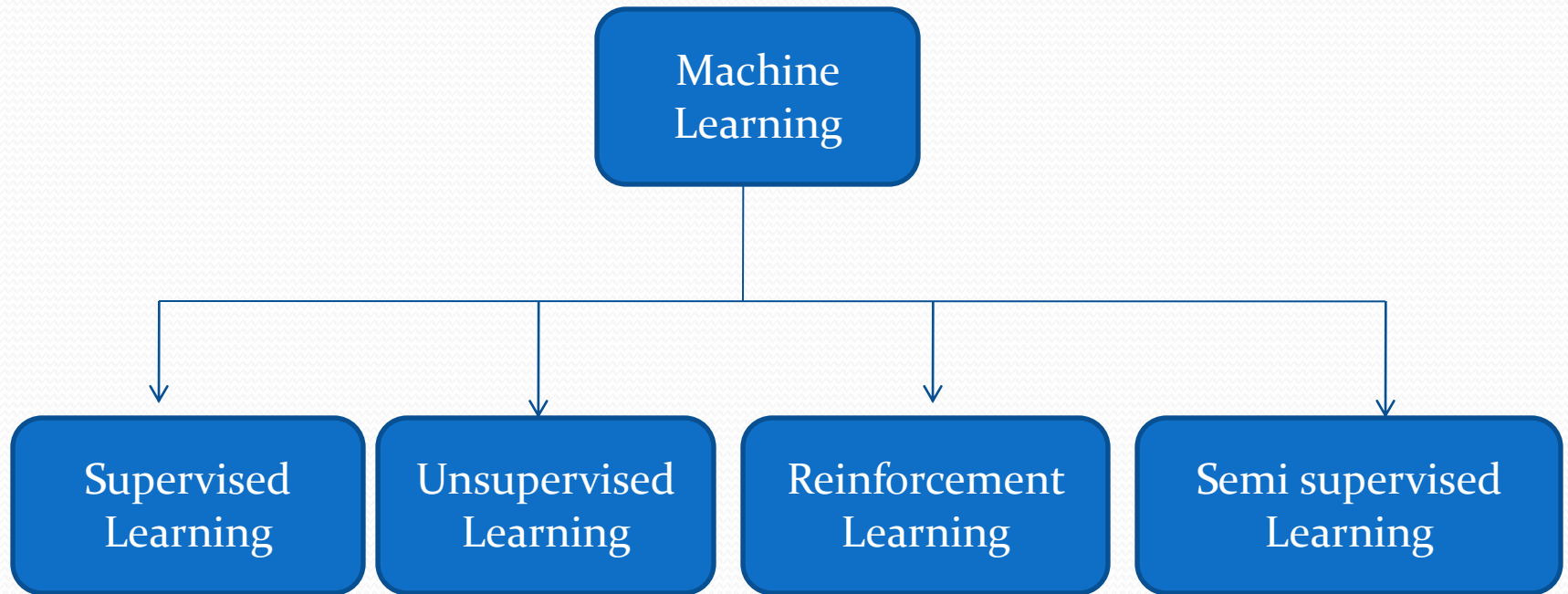
# Data Set

Input Attributes				Target Attribute	
Instances	Number of new Recipients	Email Length (K)	Country (IP)	Customer Type	Email Type
	0	2	Germany	Gold	Ham
	1	4	Germany	Silver	Ham
	5	2	Nigeria	Bronze	Spam
	2	4	Russia	Bronze	Spam
	3	4	Germany	Bronze	Ham
	0	1	USA	Silver	Ham
	4	2	USA	Silver	Spam
Numeric		Nominal	Ordinal		

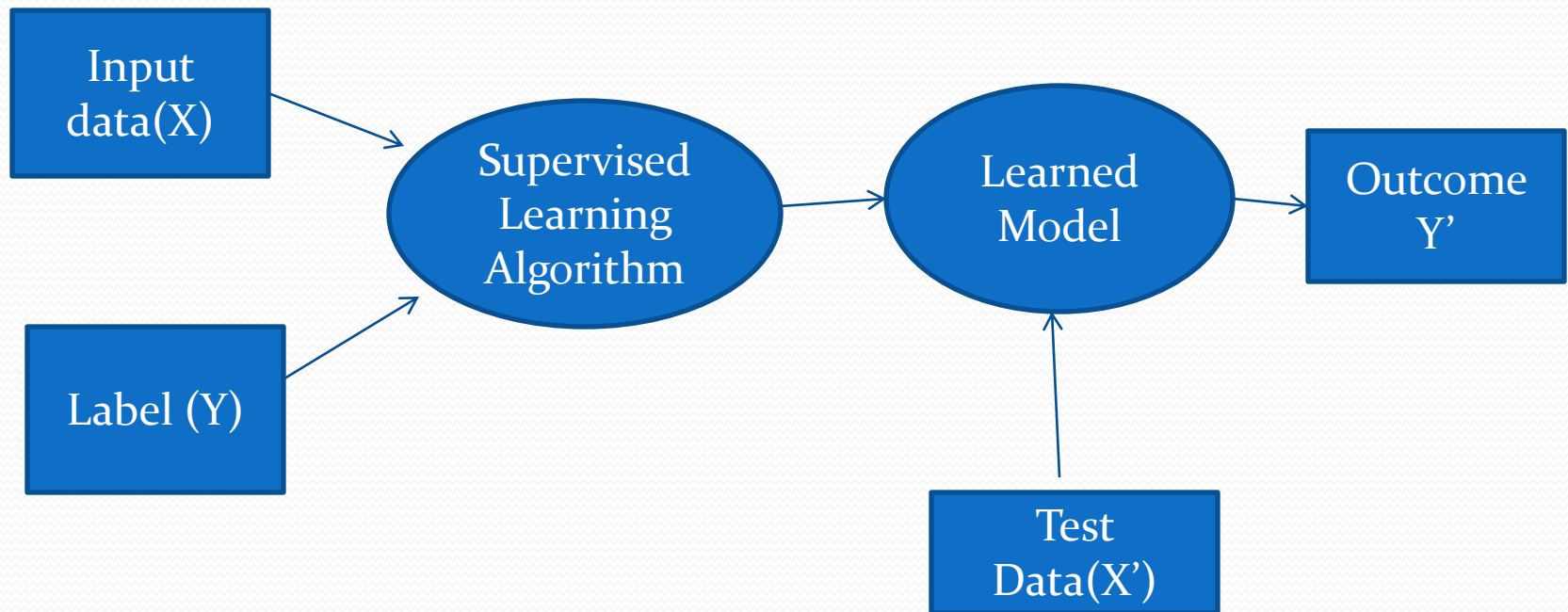
- **Representation: Feature Engineering**
- The process of creating features from raw data is called feature engineering.

- **Classification**
- **Regression**
- **Clustering**
- **Classification Accuracy**
- **Confusion Matrix**

# Machine Learning Tasks



# Supervised Learning

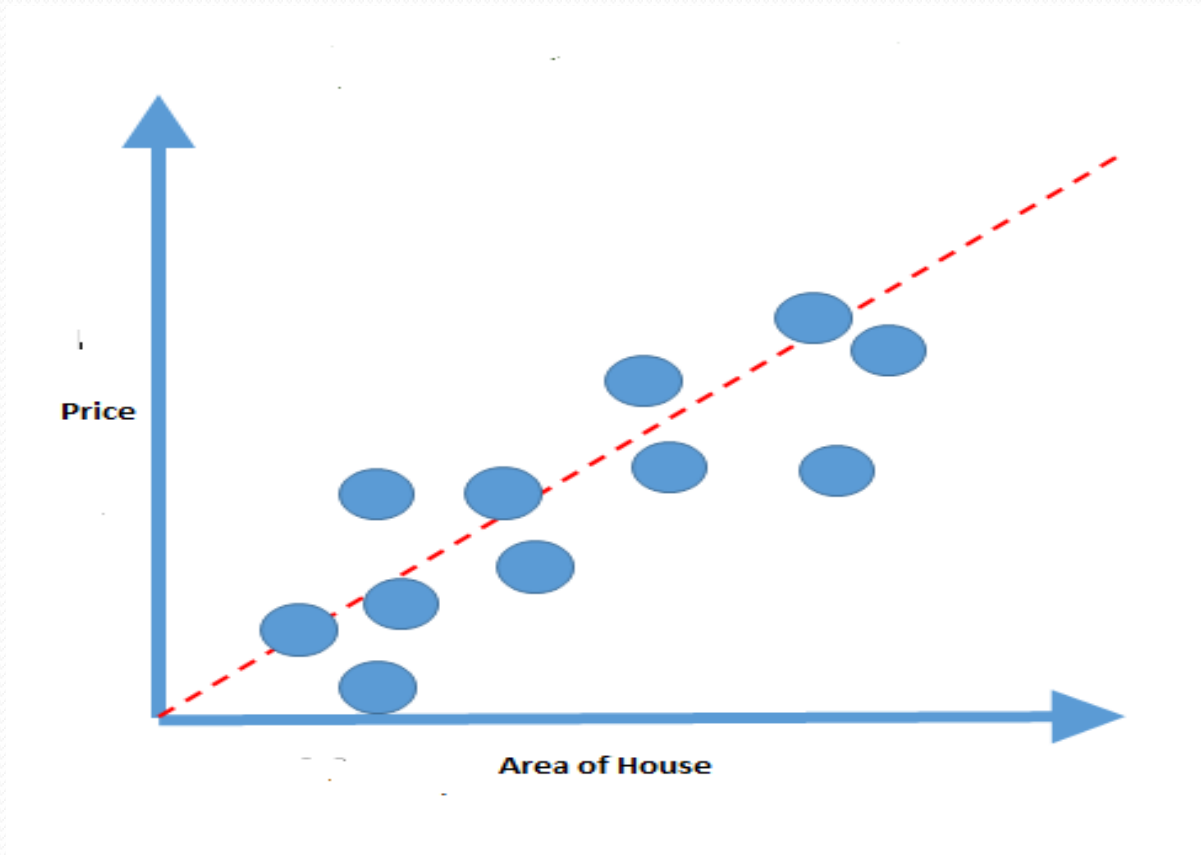


Training Data

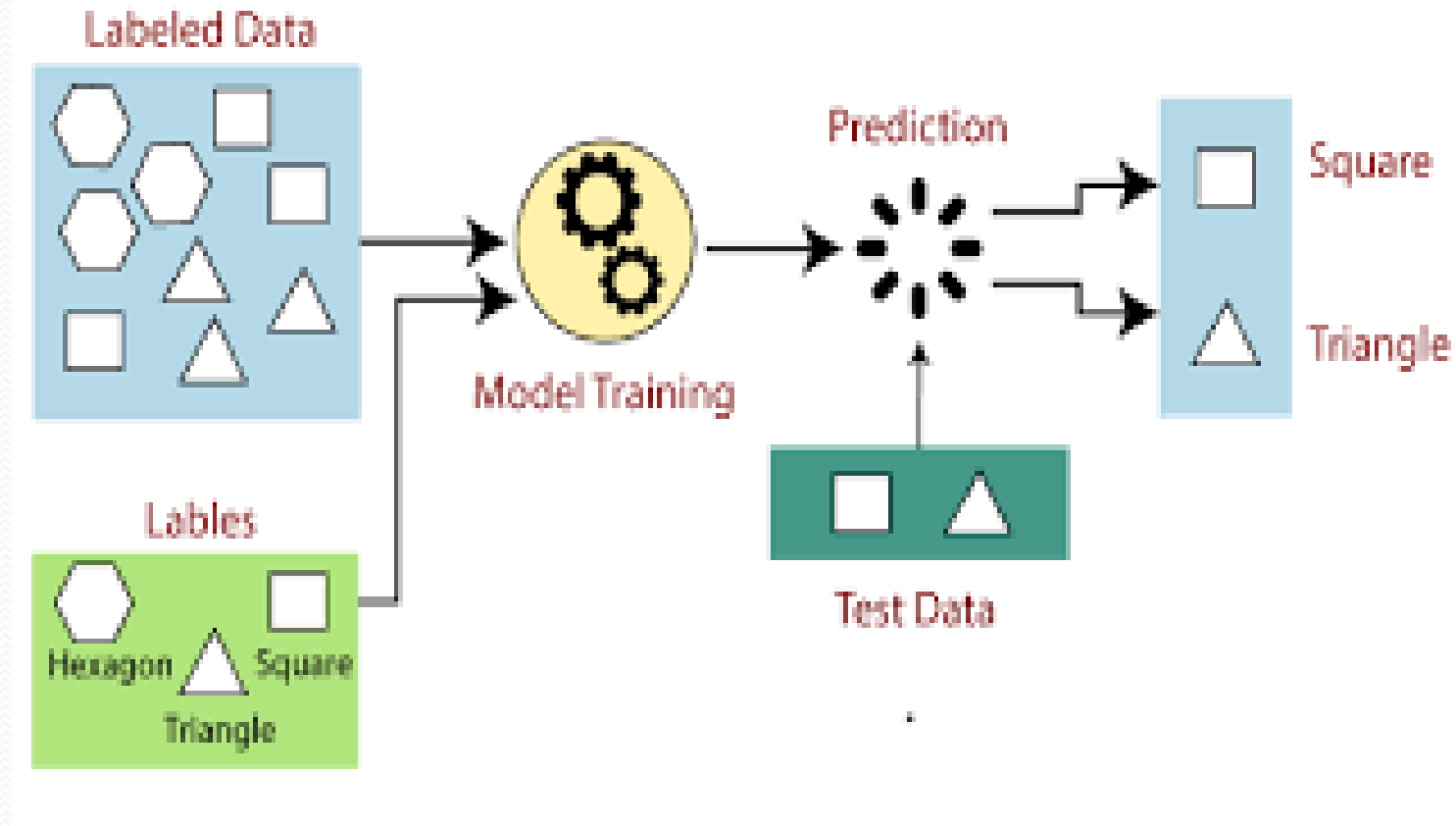


# Regression

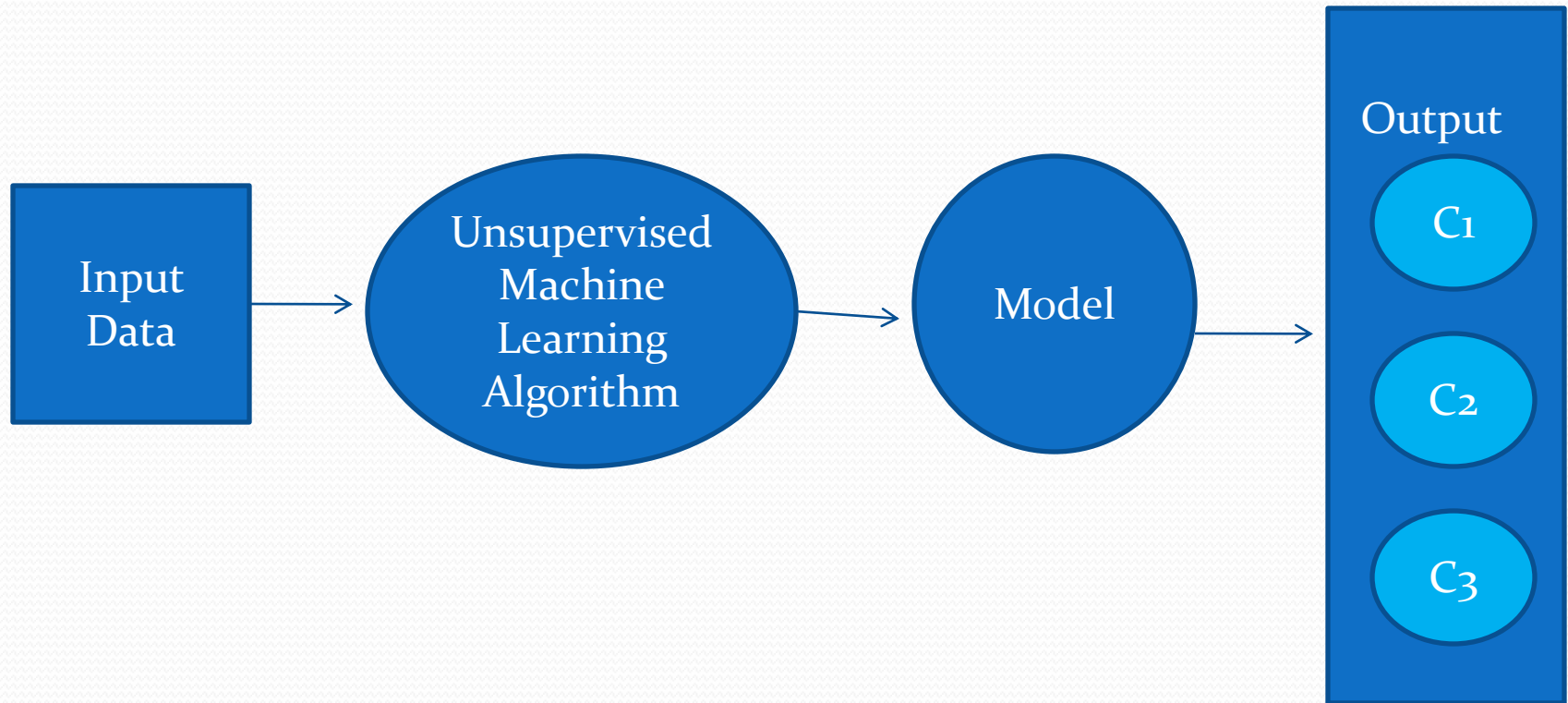
- Predicting price of a house



# Classification



# Unsupervised Machine Learning



# Unsupervised Learning

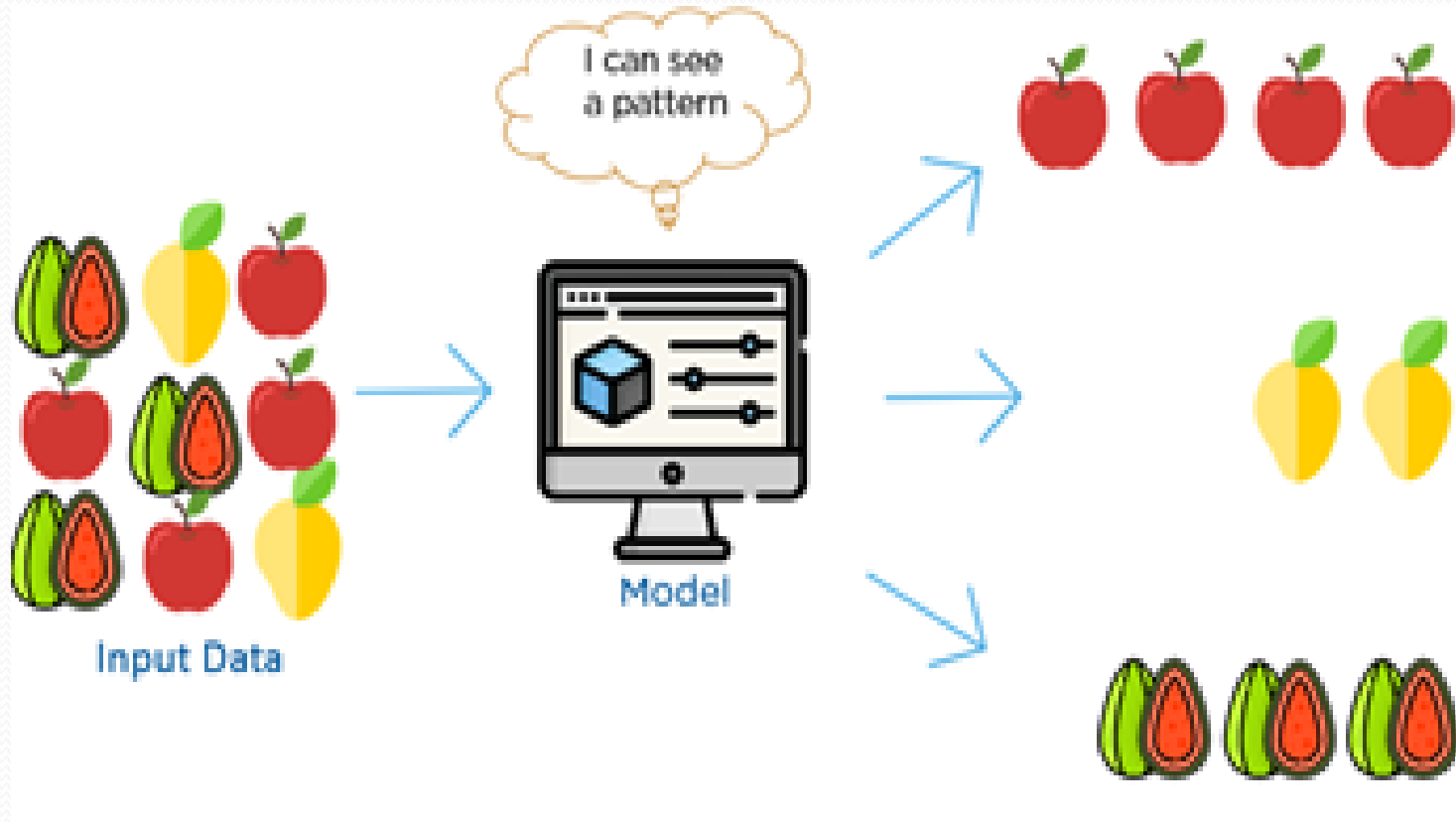
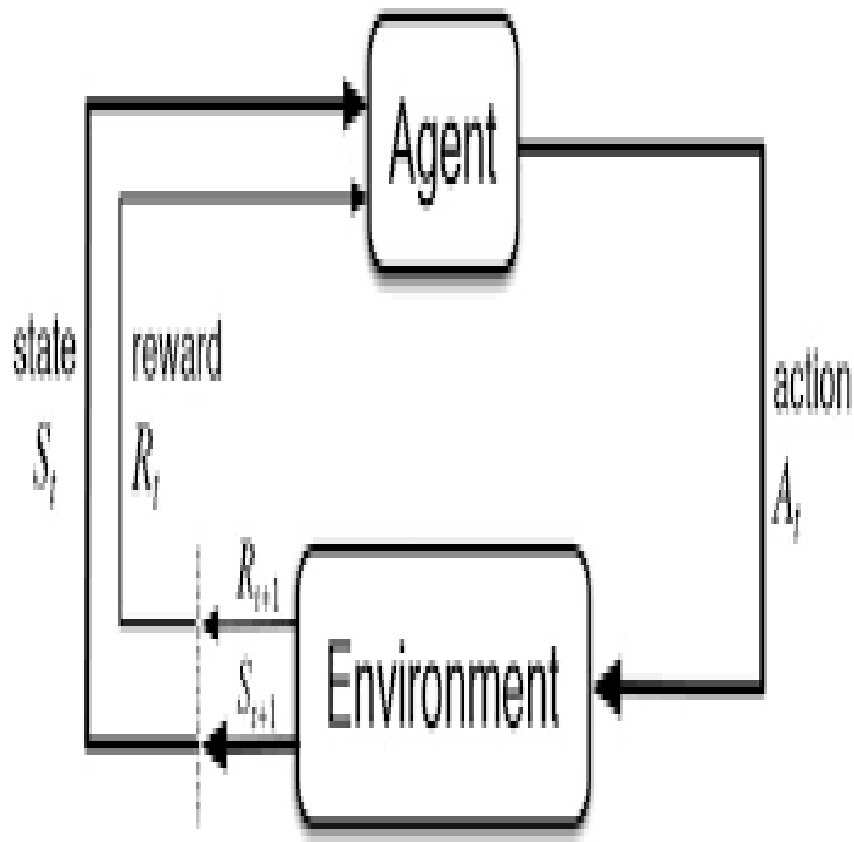


Image Source:Medium.com

# Reinforcement Learning

Reinforcement Learning(RL) is a type of machine learning technique that enables an agent to learn in an interactive environment by trial and error using feedback from its own actions and experiences.

# Reinforcement Learning



- Baby
- Living Room
- Ice crème
- State

# Semi supervised Learning

- Combination of supervised and unsupervised learning
- Pseudo Labeling



	Machine learning	Deep learning
Training dataset	Small	Large
Choose features	Yes	No
Number of algorithms	Many	Few
Training time	Short	Long





# Machine Learning Applications

## 1. Virtual Assistant

Google Assistant, Amazon's Alexa

Microsoft's Cortana, Samsung's Bixby

## 2. Transportation

Google Maps-Traffic Alerts (Maps)

Dynamic Pricing in Travel

## 3. Videos Surveillance

## 4. Social Media

Facebook

# Machine Learning Applications

## 5. Education

- Predict Grade of a student
- MOM generator
- Examination Process

## 6. Agriculture

- disease detection
- weather forecasting
- Agriculture Bots

## 7. Web Services

- Spam filtering
- Google Search
- Google Translate

## 8. Sales and Marketing

- Product Recommendations
- Online Customer Support-Chatbots

## 9. Healthcare

Anomaly detection using X-ray images

COVID<sub>19</sub>

10. Automatic email response

11. Tesla

# How to approach Machine Learning Problem

- Find the Problem statement
  - Institutions
  - COVID 19 ( Ex.Bots,Predict Disease spread)
  - Look at problems of post COVID situation in your organization
  - Client Company
- Understand the problem statement

# How to approach Machine Learning Problem-Cont

- Data acquisition
  - public datasets available
  - Client provides the data
  - Figure out the data from websites
  - Sometimes generate the data
- Data preparation
  - Data Preprocessing
  - Feature engineering /Data Transformation
    1. Scaling-height/weight
    2. Decomposing-DateTime
    3. Agrigation

# How to approach Machine Learning Problem-Cont

- Choose the algorithm
  - Visualize the data
- Training the model
- Evaluation
- Improving Model -Parameter Tuning
- Deployment of the system

# How to choose the right algorithm

- How can you choose which one to use?
- Goal
- Type of data
- Issues in Machine Learning



# Technology Stack

- Machine Learning Deep Learning Libraries

- 1.Scikitlearn
- 2.Tensor flow
- 3.Keras
4. pytorch
5. Caffe2

# Technology Stack

- Computer Vision
  - opencv
  - pillow
- Conversational AI:
  - RASA
- NLP
  - NLTK
  - Std nlp libraries

# Online Web Service Jupyter Notebook

- Google Colaboratory
- Microsoft azure
- Collaborative Calculation and Data(CoCalc)
- Binder
- Kaggle Kernal
- Datalore



# Thank You