# CS 474/574 Machine Learning 1. Introduction

Prof. Dr. Forrest Sheng Bao Dept. of Computer Science Iowa State University Ames, IA, USA

January 27, 2021

► How computers know how to do things?

- ► How computers know how to do things?
- ► Two ways:

- How computers know how to do things?
- ► Two ways:
  - 1. programming: steps detailed by human programmer

- How computers know how to do things?
- ► Two ways:
  - 1. programming: steps detailed by human programmer
  - 2. learning: without being specifically told

- How computers know how to do things?
- ► Two ways:
  - 1. programming: steps detailed by human programmer
  - 2. learning: without being specifically told
- Example 1: machine translation

- How computers know how to do things?
- Two ways:
  - 1. programming: steps detailed by human programmer
  - 2. learning: without being specifically told
- Example 1: machine translation
  - 1. programming: writing many rules to replace and reposition words, e.g., *Do you speak Julia? Sprechen Sie Julia?*

- How computers know how to do things?
- Two ways:
  - 1. programming: steps detailed by human programmer
  - 2. learning: without being specifically told
- Example 1: machine translation
  - 1. programming: writing many rules to replace and reposition words, e.g., *Do you speak Julia? Sprechen Sie Julia?*
  - 2. learning: feeding the computer many bilingual documents

- How computers know how to do things?
- ► Two ways:
  - 1. programming: steps detailed by human programmer
  - 2. learning: without being specifically told
- Example 1: machine translation
  - 1. programming: writing many rules to replace and reposition words, e.g., *Do you speak Julia? Sprechen Sie Julia?*
  - 2. learning: feeding the computer many bilingual documents
- Example 2: sorting

- How computers know how to do things?
- ► Two ways:
  - 1. programming: steps detailed by human programmer
  - 2. learning: without being specifically told
- Example 1: machine translation
  - 1. programming: writing many rules to replace and reposition words, e.g., *Do you speak Julia? Sprechen Sie Julia?*
  - 2. learning: feeding the computer many bilingual documents
- Example 2: sorting
  - 1. programming: Quicksort, etc.

- How computers know how to do things?
- ► Two ways:
  - 1. programming: steps detailed by human programmer
  - 2. learning: without being specifically told
- Example 1: machine translation
  - 1. programming: writing many rules to replace and reposition words, e.g., *Do you speak Julia? Sprechen Sie Julia?*
  - 2. learning: feeding the computer many bilingual documents
- Example 2: sorting
  - 1. programming: Quicksort, etc.
  - learning: feeding the computer many pairs of unsorted and sorted list of numbers.

- How computers know how to do things?
- ► Two ways:
  - 1. programming: steps detailed by human programmer
  - 2. learning: without being specifically told
- Example 1: machine translation
  - 1. programming: writing many rules to replace and reposition words, e.g., *Do you speak Julia? Sprechen Sie Julia?*
  - 2. learning: feeding the computer many bilingual documents
- Example 2: sorting
  - 1. programming: Quicksort, etc.
  - 2. learning: feeding the computer many pairs of unsorted and sorted list of numbers.
- ► The first approach in the context of AI is also called rule-based system or expert system, e.g. MyCin, Grammarly.

We are lazy. We want to shift the heavy lifting to the computers.

- We are lazy. We want to shift the heavy lifting to the computers.
- ▶ We are incompetent. No kidding! Sometimes it is very difficult to come up with step-by-step instructions.

- ▶ We are lazy. We want to shift the heavy lifting to the computers.
- ▶ We are incompetent. No kidding! Sometimes it is very difficult to come up with step-by-step instructions.
- Examples: Self-driving, AlphaGo, Automated circuit routing, Machine translation, Commonsense reasoning, text entailment, Document generation, auto-reply of messages/emails, fly a helicoper inversely, van-Gogh-lize paints.

- ► We are lazy. We want to shift the heavy lifting to the computers.
- ▶ We are incompetent. No kidding! Sometimes it is very difficult to come up with step-by-step instructions.
- ► Examples: Self-driving, AlphaGo, Automated circuit routing, Machine translation, Commonsense reasoning, text entailment, Document generation, auto-reply of messages/emails, fly a helicoper inversely, van-Gogh-lize paints.
- ▶ It is a dream. "Creating an artificial being has been the dream since the beginning of science." – Movie A.I., Spielberg et al., 2001

▶ A function is a many(incl. one)-to-one mapping between data!

- ▶ A function is a many(incl. one)-to-one mapping between data!
- ▶ It does not need to have an analytic form and the domain/range does not have to be of real numbers.

- ▶ A function is a many(incl. one)-to-one mapping between data!
- It does not need to have an analytic form and the domain/range does not have to be of real numbers.
- ▶ An example of edge detection in Wolfram Mathematica:





- ▶ A function is a many(incl. one)-to-one mapping between data!
- It does not need to have an analytic form and the domain/range does not have to be of real numbers.
- ▶ An example of edge detection in Wolfram Mathematica:





► Another example in machine translation



ML (in current approaches) is about finding/approximating functions.

▶ Supervised, finding  $\hat{f}(x) \approx f(x)$  with ground truth provided by human.

- ▶ Supervised, finding  $\hat{f}(x) \approx f(x)$  with ground truth provided by human.
  - Let x and y be two (vectors of) variables, and a function connecting them y = f(x) But only god knows f.

- Supervised, finding  $\hat{f}(x) \approx f(x)$  with ground truth provided by human.
  - Let x and y be two (vectors of) variables, and a function connecting them y = f(x) But only god knows f.
  - We construct another function  $\hat{f}$  to approximate f such that  $\hat{y} = \hat{f}(x) \approx y = f(x)$  for a(ny) given x.

- Supervised, finding  $\hat{f}(x) \approx f(x)$  with ground truth provided by human.
  - Let x and y be two (vectors of) variables, and a function connecting them y = f(x) But only god knows f.
  - We construct another function  $\hat{f}$  to approximate f such that  $\hat{y} = \hat{f}(x) \approx y = f(x)$  for a(ny) given x.
  - ▶ Supervised because we provide many pairs of x's and y's for the computer to know the difference between  $\hat{y}$  and y on a large pool of samples.

- Supervised, finding  $\hat{f}(x) \approx f(x)$  with ground truth provided by human.
  - Let x and y be two (vectors of) variables, and a function connecting them y = f(x) But only god knows f.
  - We construct another function  $\hat{f}$  to approximate f such that  $\hat{y} = \hat{f}(x) \approx y = f(x)$  for a(ny) given x.
  - ▶ Supervised because we provide many pairs of x's and y's for the computer to know the difference between  $\hat{y}$  and y on a large pool of samples.
  - Examples: object detection from images, Flavia, CPU branch prediction, COVID-19 diagnosis from blood profile, Epileptic EEG recognition, depression treatment from brain shapes.

- Supervised, finding  $\hat{f}(x) \approx f(x)$  with ground truth provided by human.
  - Let x and y be two (vectors of) variables, and a function connecting them y = f(x) But only god knows f.
  - We construct another function  $\hat{f}$  to approximate f such that  $\hat{y} = \hat{f}(x) \approx y = f(x)$  for a(ny) given x.
  - ▶ Supervised because we provide many pairs of x's and y's for the computer to know the difference between  $\hat{y}$  and y on a large pool of samples.
  - Examples: object detection from images, Flavia, CPU branch prediction, COVID-19 diagnosis from blood profile, Epileptic EEG recognition, depression treatment from brain shapes.
  - ▶ Beyond categorization/classification: Mflux, Review helpfulness prediction, Document summarization, predict house prices

- Supervised, finding  $\hat{f}(x) \approx f(x)$  with ground truth provided by human.
  - Let x and y be two (vectors of) variables, and a function connecting them y = f(x) But only god knows f.
  - We construct another function  $\hat{f}$  to approximate f such that  $\hat{y} = \hat{f}(x) \approx y = f(x)$  for a(ny) given x.
  - **Supervised** because we provide many pairs of x's and y's for the computer to know the difference between  $\hat{y}$  and y on a large pool of samples.
  - ► Examples: object detection from images, Flavia, CPU branch prediction, COVID-19 diagnosis from blood profile, Epileptic EEG recognition, depression treatment from brain shapes.
  - ▶ Beyond categorization/classification: Mflux, Review helpfulness prediction, Document summarization, predict house prices
- ▶ Unsupervised, finding  $\hat{f}(x)$  without ground truth

- Supervised, finding  $\hat{f}(x) \approx f(x)$  with ground truth provided by human.
  - Let x and y be two (vectors of) variables, and a function connecting them y = f(x) But only god knows f.
  - We construct another function  $\hat{f}$  to approximate f such that  $\hat{y} = \hat{f}(x) \approx y = f(x)$  for a(ny) given x.
  - ▶ **Supervised** because we provide many pairs of x's and y's for the computer to know the difference between  $\hat{y}$  and y on a large pool of samples.
  - Examples: object detection from images, Flavia, CPU branch prediction, COVID-19 diagnosis from blood profile, Epileptic EEG recognition, depression treatment from brain shapes.
  - ▶ Beyond categorization/classification: Mflux, Review helpfulness prediction, Document summarization, predict house prices
- ▶ Unsupervised, finding  $\hat{f}(x)$  without ground truth
- ▶ Reinforcement, let the machine find ground truth itself

➤ *x* is usually not a simple (vector of) number(s). How to tell it to a computer?

- ➤ *x* is usually not a simple (vector of) number(s). How to tell it to a computer?
- Example: bananas vs. apples

- x is usually not a simple (vector of) number(s). How to tell it to a computer?
- Example: bananas vs. apples
- ► **Feature engineering**: manually craft functions to **extract** features from raw data, e.g,. SIFT, bag-of-words.

- x is usually not a simple (vector of) number(s). How to tell it to a computer?
- Example: bananas vs. apples
- ► **Feature engineering**: manually craft functions to **extract** features from raw data, e.g,. SIFT, bag-of-words.
- Automated feature extraction in deep learing: E.g., filters in CNNs.

- x is usually not a simple (vector of) number(s). How to tell it to a computer?
- Example: bananas vs. apples
- ► **Feature engineering**: manually craft functions to **extract** features from raw data, e.g,. SIFT, bag-of-words.
- Automated feature extraction in deep learing: E.g., filters in CNNs.
- ► If x involves categorical values (e.g., gender), there are usually two approaches: One-hot encoding and embedding (in DL context, to be discussed later).

Given many pairs of inputs and outputs:

```
\{(X_1,y_1),(X_2,y_2),\dots,(X_N,y_N)\}\text{,}
```

- Given many pairs of inputs and outputs:
  - $\{(X_1,y_1),(X_2,y_2),\dots,(X_N,y_N)\},$
- ▶ that underline a "black-box" function  $f : \mathbb{R}^n \to \mathbb{R}^m$  such that  $\forall i \in [1..n], f(\mathbf{X}_i) = \mathbf{y}_i$ ,

- Given many pairs of inputs and outputs:
  - $\{(\mathbf{X_1}, \mathbf{y_1}), (\mathbf{X_2}, \mathbf{y_2}), \dots, (\mathbf{X_N}, \mathbf{y_N})\},$
- ▶ that underline a "black-box" function  $f: \mathbb{R}^n \mapsto \mathbb{R}^m$  such that  $\forall i \in [1..n], f(\mathbf{X}_i) = \mathbf{y}_i$ ,
- ightharpoonup construct a function  $\hat{f}$  that approximates the function f.

- Given many pairs of inputs and outputs:
  - $\{(\mathbf{X_1},\mathbf{y_1}),(\mathbf{X_2},\mathbf{y_2}),\ldots,(\mathbf{X_N},\mathbf{y_N})\},$
- ▶ that underline a "black-box" function  $f : \mathbb{R}^n \to \mathbb{R}^m$  such that  $\forall i \in [1..n], f(\mathbf{X}_i) = \mathbf{y}_i$ ,
- lacktriangle construct a function  $\hat{f}$  that approximates the function f.
- "approximate": usually  $\min ||\hat{f}(x) f(x)||^p$  where p is usually 1 or 2. See  $\ell_p$ -norm .

- Given many pairs of inputs and outputs:
- $\{(\mathbf{X_1,y_1}), (\mathbf{X_2,y_2}), \dots, (\mathbf{X_N,y_N})\},$ lambda that underline a "black-box" function  $f: \mathbb{R}^n \mapsto \mathbb{R}^m$  such that
- $orall i \in [1..n], f(\mathbf{X}_i) = \mathbf{y}_i,$
- lacktriangle construct a function  $\hat{f}$  that approximates the function f.
- "approximate": usually  $\min ||\hat{f}(x) f(x)||^p$  where p is usually 1 or 2. See  $\ell_p$ -norm .
- ▶ The process of finding the approximation function  $\hat{f}$  is called **training** or **learning**.

- Given many pairs of inputs and outputs:
  - $\{(\mathbf{X_1},\mathbf{y_1}),(\mathbf{X_2},\mathbf{y_2}),\ldots,(\mathbf{X_N},\mathbf{y_N})\},$
- ▶ that underline a "black-box" function  $f: \mathbb{R}^n \mapsto \mathbb{R}^m$  such that  $\forall i \in [1..n], f(\mathbf{X}_i) = \mathbf{y}_i$ ,
- lacktriangle construct a function  $\hat{f}$  that approximates the function f.
- "approximate": usually  $\min ||\hat{f}(x) f(x)||^p$  where p is usually 1 or 2. See  $\ell_p$ -norm .
- ▶ The process of finding the approximation function  $\hat{f}$  is called **training** or **learning**.
- $ightharpoonup \hat{f}$  is called a **model** or an **estimator**.

- Given many pairs of inputs and outputs:
  - $\{(X_1,y_1),(X_2,y_2),\dots,(X_N,y_N)\},$
- ▶ that underline a "black-box" function  $f : \mathbb{R}^n \mapsto \mathbb{R}^m$  such that  $\forall i \in [1..n], f(\mathbf{X}_i) = \mathbf{y}_i$ ,
- lacktriangle construct a function  $\hat{f}$  that approximates the function f.
- "approximate": usually  $\min ||\hat{f}(x) f(x)||^p$  where p is usually 1 or 2. See  $\ell_p$ -norm .
- ▶ The process of finding the approximation function  $\hat{f}$  is called **training** or **learning**.
- $ightharpoonup \hat{f}$  is called a **model** or an **estimator**.
- X<sub>i</sub>: an input (especially when raw data is used as the input) or feature vector (if using feature engineering).

- Given many pairs of inputs and outputs:
  - $\{(X_1,y_1),(X_2,y_2),\dots,(X_N,y_N)\}\text{,}$
- ▶ that underline a "black-box" function  $f: \mathbb{R}^n \mapsto \mathbb{R}^m$  such that  $\forall i \in [1..n], f(\mathbf{X}_i) = \mathbf{y}_i$ ,
- lacktriangle construct a function  $\hat{f}$  that approximates the function f.
- "approximate": usually  $\min ||\hat{f}(x) f(x)||^p$  where p is usually 1 or 2. See  $\ell_p$ -norm .
- ▶ The process of finding the approximation function  $\hat{f}$  is called **training** or **learning**.
- $\hat{f}$  is called a **model** or an **estimator**.
- ➤ X<sub>i</sub>: an **input** (especially when raw data is used as the input) or **feature vector** (if using feature engineering).
- $\mathbf{y_i}$ , often  $\in \mathbb{R}^1$  a **label** (in classification) or **target** (used more generally and lately).

- Given many pairs of inputs and outputs:
  - $\{(\mathbf{X_1}, \mathbf{y_1}), (\mathbf{X_2}, \mathbf{y_2}), \dots, (\mathbf{X_N}, \mathbf{y_N})\},$
- ▶ that underline a "black-box" function  $f : \mathbb{R}^n \mapsto \mathbb{R}^m$  such that  $\forall i \in [1..n], f(\mathbf{X}_i) = \mathbf{y}_i$ ,
- lacktriangle construct a function  $\hat{f}$  that approximates the function f.
- "approximate": usually  $\min ||\hat{f}(x) f(x)||^p$  where p is usually 1 or 2. See  $\ell_p$ -norm .
- ▶ The process of finding the approximation function  $\hat{f}$  is called **training** or **learning**.
- $\hat{f}$  is called a **model** or an **estimator**.
- ➤ X<sub>i</sub>: an **input** (especially when raw data is used as the input) or **feature vector** (if using feature engineering).
- $y_i$ , often  $\in \mathbb{R}^1$  a **label** (in classification) or **target** (used more generally and lately).
- Classification vs. Regression: When y is continuous or discrete. In modern DL context, such division is usually no mentioned, expecially in generative tasks.