Machine Learning: What is?

A First Step to Practical Machine Learning

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Student, Kasetsart U.

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Acknowledgements

Resources on this slides are mainly adapted and rearranged from

- W. Jitkrittum: Machine Learning Fundamentals I
- K. Muandet: Machine Learning Fundamentals II
- Google's Machine Learning Crash Course

Before we start...

Make sure these are installed on your computer.

- Python 3.6
- NumPy, Scipy, Matplotlib, Scikit-learn, MLxtend:
  Run `pip install numpy scipy matplotlib sklearn mlxtend`
- MNIST loader
  `pip install git+https://github.com/datapythonista/mnist.git`

Outline

Introduction to Machine Learning

What is Machine Learning?

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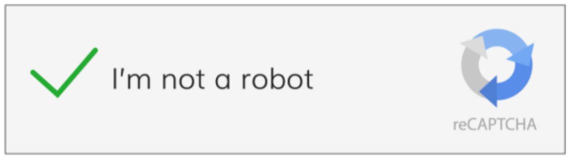
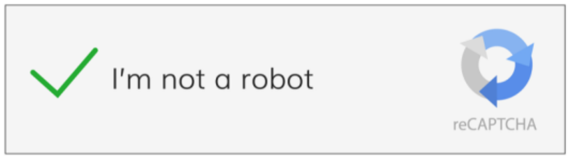


What is Machine Learning?



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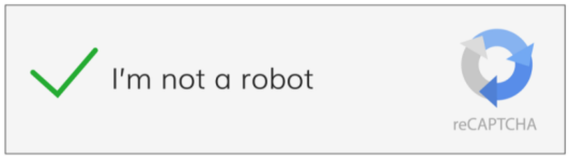

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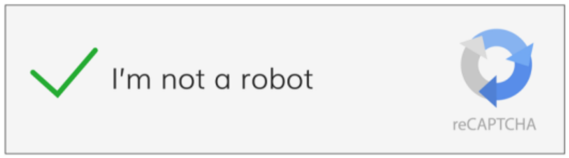

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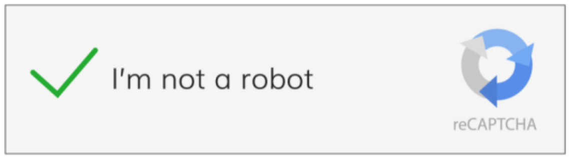

- This is Recaptcha.
  - Recaptcha helps stop millions of spam a day.
  - In some old days, we have to type Captcha texts to distinguish ourself from bots.
  - How is it possible that with a single click, an automated system can distinguish bots from humans?

Machine **Learning**

Machine **Learning**

= Improves performance on a specific task.

Machine Learning Problems

Types of Machine Learning problems

1. Supervised learning

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1. Supervised learning
2. Unsupervised learning

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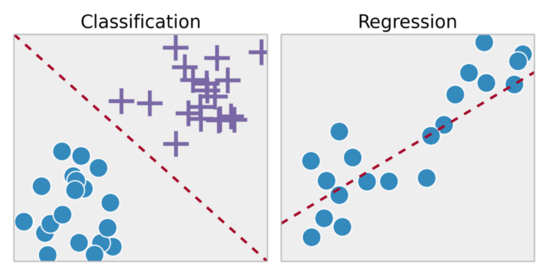
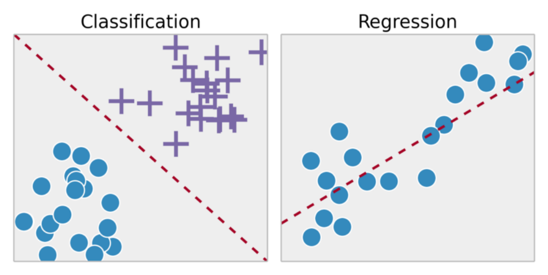
2. Unsupervised learning
3. Reinforcement learning

Supervised learning





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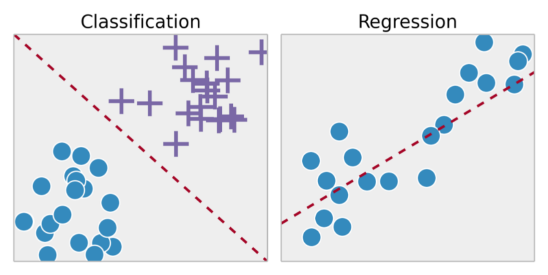

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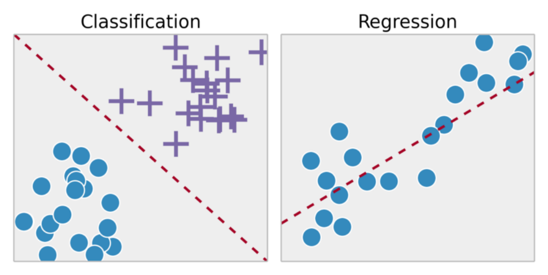

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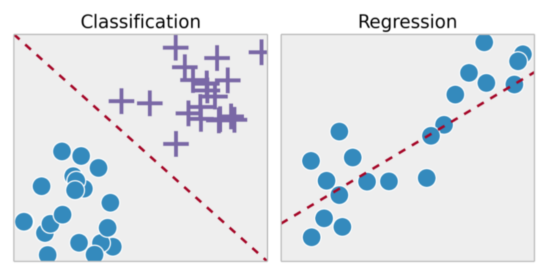

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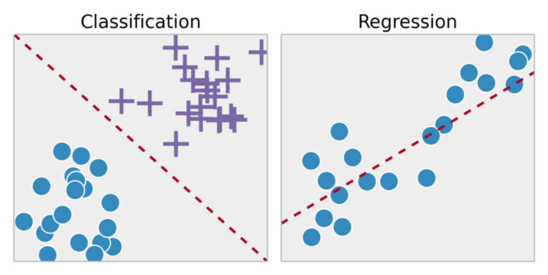

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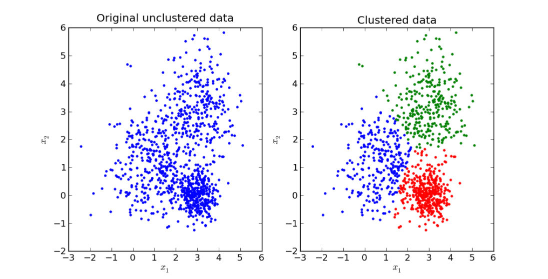
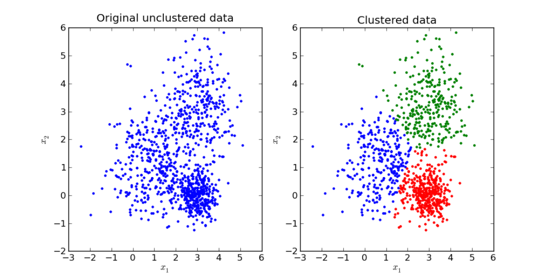
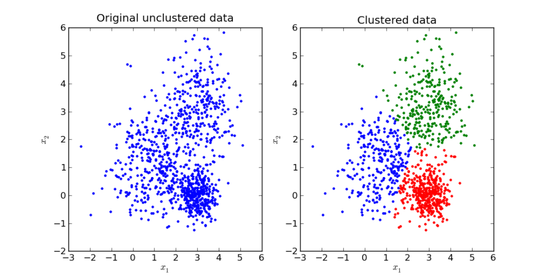
  - Regression: On the continuous data
- Example problems: Spam E-mail detection, Facial recognition

Unsupervised learning





- Discover **hidden** structure in **non-labelled** data.



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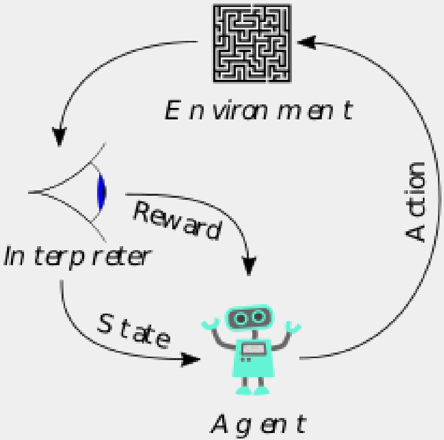
- Example: Clustering, Generative models


Environment
Interpreter
Reward
State
Action
Agent

Model

Model

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- A result of the combination between...

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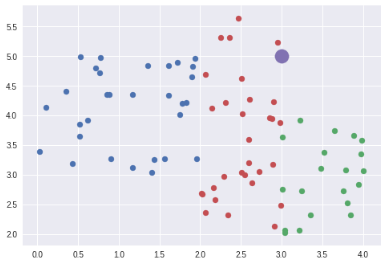

Data

Model

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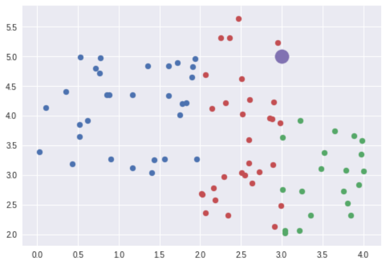

Determine which group should the purple dot be in (red/green/blue) by **checking the colour of its nearest dot.**

Data

Method

The Goal of Machine Learning

Generalise

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- Our model should not "adhere" to one set of data, but instead knows the pattern of all the data.
- Therefore, we want our model to **generalise** over any set of data, given the small portion of data that we used to teach the model.

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k-NN algorithm

To classify label of a data point, get *k* nearest data points to the data point, and select the major label among those data points.

Machine Learning Process

Choosing the parameter for k-NN algorithm

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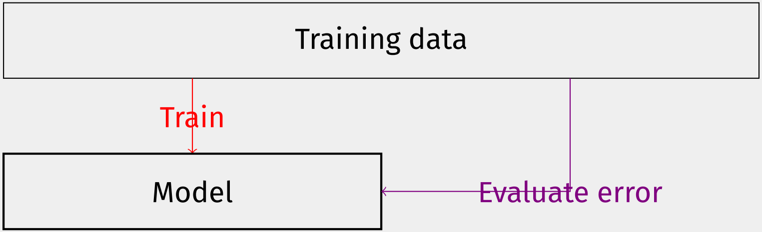
- What if we choose $k = 1$?
  - Let's try!



Loss function

$$L(y,\hat{y}) = \begin{cases} 0 & y = \hat{y} \\ 1 & y \neq \hat{y} \end{cases}$$

Error

$$\sigma = \frac{1}{N}\sum_{i=0}^{N} L(y_i, \hat{y}_i)$$

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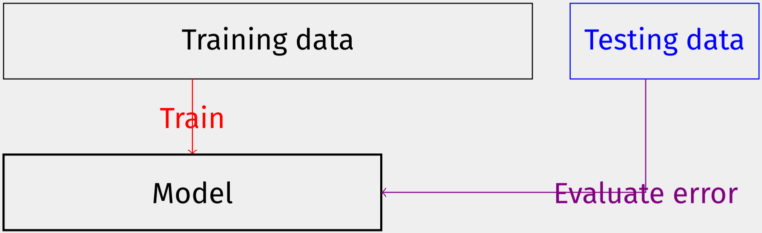
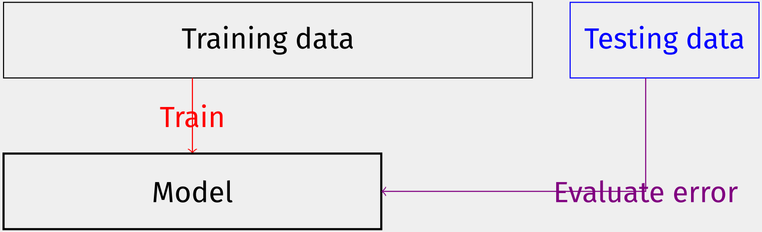
- Why? Because our model already knows the answer to that data point! It could just simply answer by looking at the "answer key"
- So how should we evaluate our model?


Training data
Testing data
Train
Model
Evaluate error



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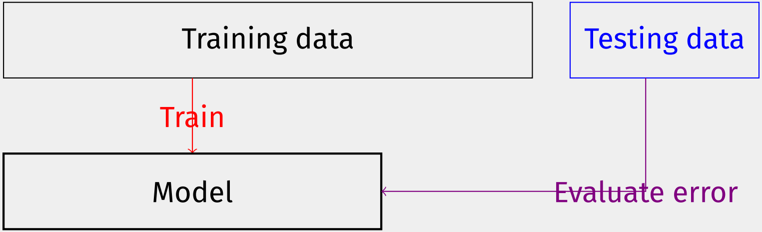

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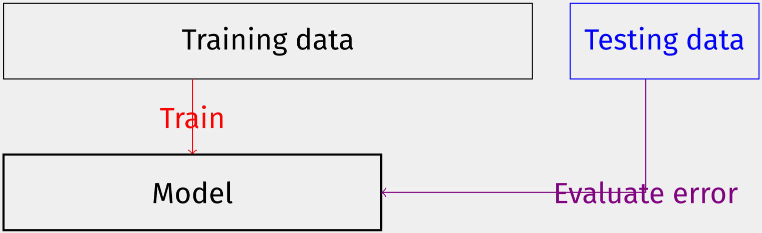

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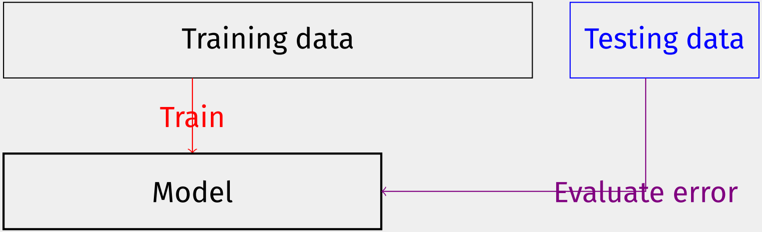
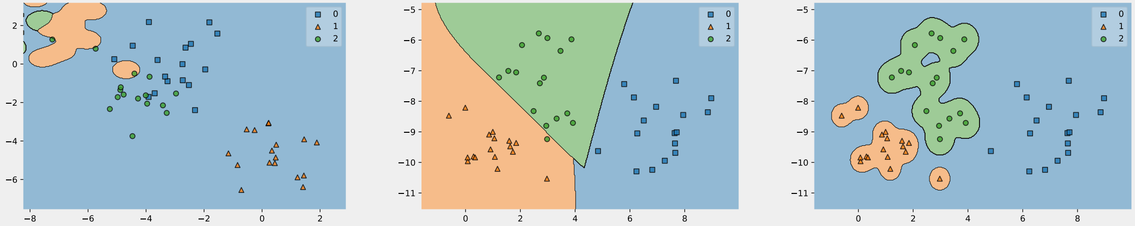


- We separate our dataset into 2 parts: the **training set** and **testing set**
  - Our model sees the correct label of the training set, but not the testing set.
  - We all know the correct label of both the training and testing set.
  - Teach our model with the training set, see how it performs with the testing set.

What will happen if...

- our k is too small?
- our k is too large?

Which decision region is good?



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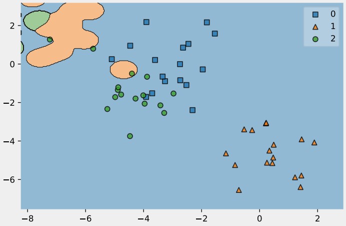

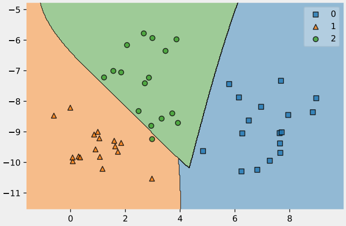

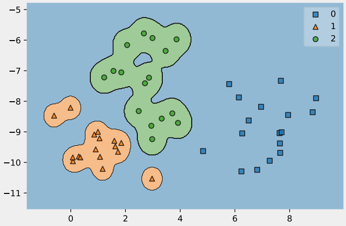

Underfit: The model fails to recognise data pattern

Overfitting and underfitting

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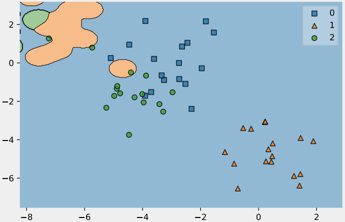

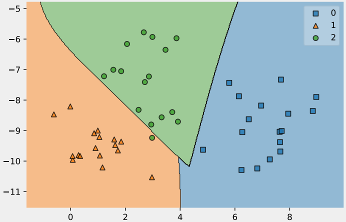

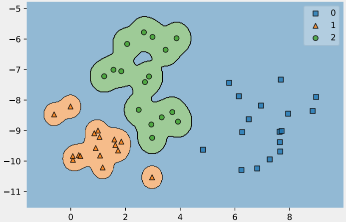

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Overfit: The model **remembers** data pattern instead of generalising.

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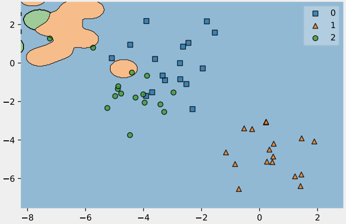

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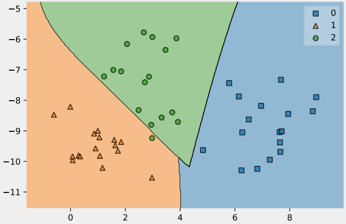
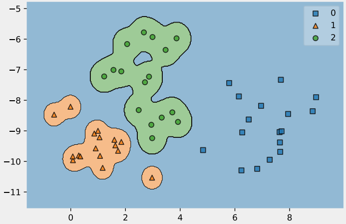


Good fit: The model recognises data pattern **generally**



Overfit: The model **remembers** data pattern instead of generalising.

Good model must **generalise**

Parameter Optimisation

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- Actually, the key point in *k*-NN algorithm is choosing *k* points with the least **distant**.

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- Actually, the key point in k-NN algorithm is choosing k points with the least **distant**.
- What is **distant**?

Norm for k-NN algorithm

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In linear algebra, a **norm** is a function that assigns a strictly positive length or size to each vector in a vector space - except for the zero vector, which is assigned a length of zero.

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- l_2 Norm: $|x|_2 = \sqrt{\sum_{i=0}^{N} x_i^2}$ (Euclidian)
- l_p Norm: $|x|_p = \left(\sum_{i=1}^{n} |x_i|^p\right)^{1/p}$ (Minkowski)

Algorithms for Machine Learning Classification Problem

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- Naïve Bayes
- SVM
- Decision Tree
- Logistic Regression

Naïve Bayes

	Gender	Hair
1	M	Long
2	M	Short
3	F	Long
4	F	Long
5	F	Short

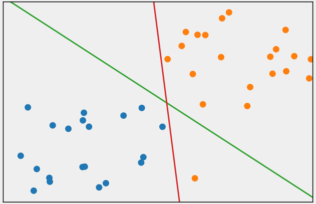
Can we *guess* the gender from hair's length?

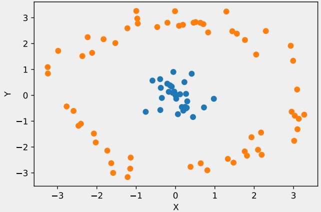
- $P(\text{Male}|\text{Long hair}) = \frac{1}{3}$
- $P(\text{Female}|\text{Long hair}) = \frac{2}{3}$

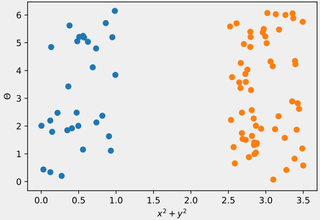
Therefore, we guess that the long-haired person is more likely to be a female.

Bayes Theorem

$$P(A|B) = \frac{P(A \cap B)}{P(B)} = \frac{P(B|A) \times P(A)}{P(B)}$$

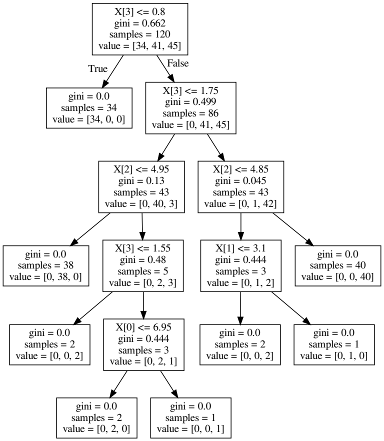






- Goal: to draw a line to separate groups of data
- Ideal good line: maximising the distant between the line and classes of data points
- What if the data is not linearly separable? **Kernel tricks**

Decision Tree



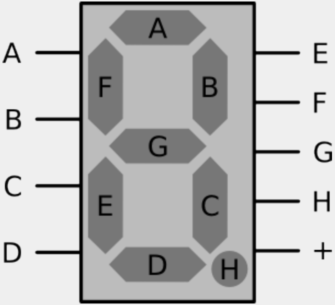
- Creating an if-else conditions automatically
- Nested conditions with a parameter to determine how does the separating of the "tree" performs.

Figure: xkcd - Compiling

Figure: xkcd - Compiling (shamelessly modified)

Problems for Machine Learning

7-Segment display



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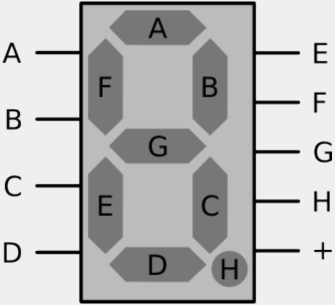

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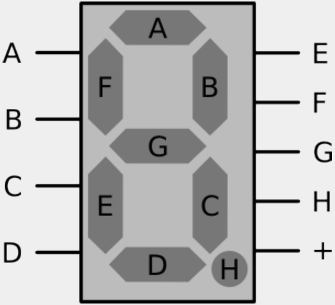

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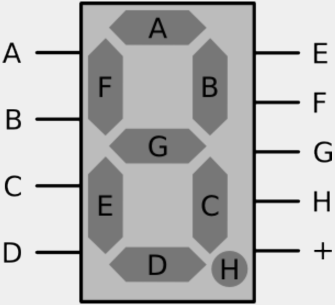
- It consists of a bulb labelled from A-G that could form a number.



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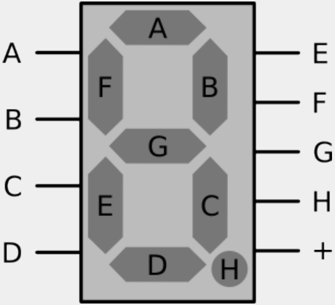
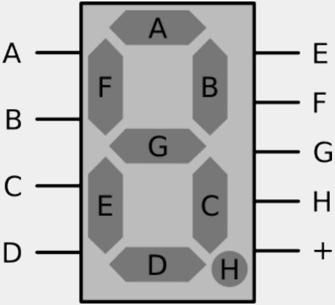
Problem

When the list of the bulb that went on were given, can we determine the number?



Problem

When the list of the bulb that went on were given, can we determine the number?

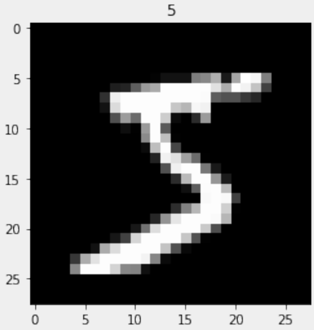


Problem

When the list of the bulb that went on were given, can we determine the number?

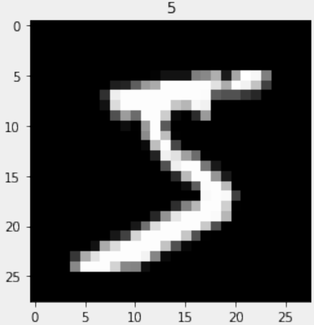
Not only yes, but *easily* yes!

```
if led_on == (b, c):
    return 1
elif led_on == (a, b, g, e, d):
    return 2
...
```



Problem

When the image of the handwriting were given, can we determine the number?



Problem

When the image of the handwriting were given, can we determine the number?

With an **explicit algorithm**? Obviously no! There are too many ways of drawing the number!

MNIST Dataset

- 28*28 pixel images of handwritten numbers (0-9)

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MNIST Dataset

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- 60,000 training images
- 10,000 testing images

k-NN WITH MNIST

- Training: Pretty fast, no calculations on training phase
- Testing: **thinking**
  - 60,000 data points to calculate the distant + 10,000 data points to test
  - = 600,000,000 calculations to be made
    (this excludes sorting, of which is a $\mathcal{O}(n)$ process)
  - = **(relatively) slow**
- Good results with k-NN were achieved.
  (k-NN w/ non-linear deformation (P2DHMDM), preprocessed with shiftable edges, results into 0.52% error rate.)

k-NN WITH MNIST

- Training: Slow as hell.

  Trust me, I’ve tried.

- Good results with SVM were achieved.
  (Virtual SVM, deg-9 poly, 2-pixel jittered with deskewing preprocessing results into 0.56% error rate.)

Neural Networks

Artificial Neural Networks (ANN)

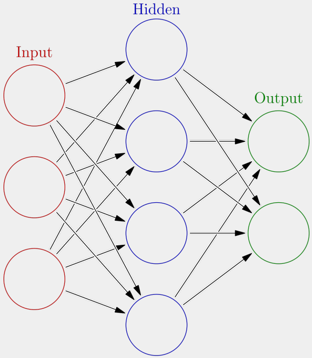


Figure: Neural network (Courtesy: Glosser.ca from Wikimedia Commons)

This seems complex, right? We'll get start a little by little...

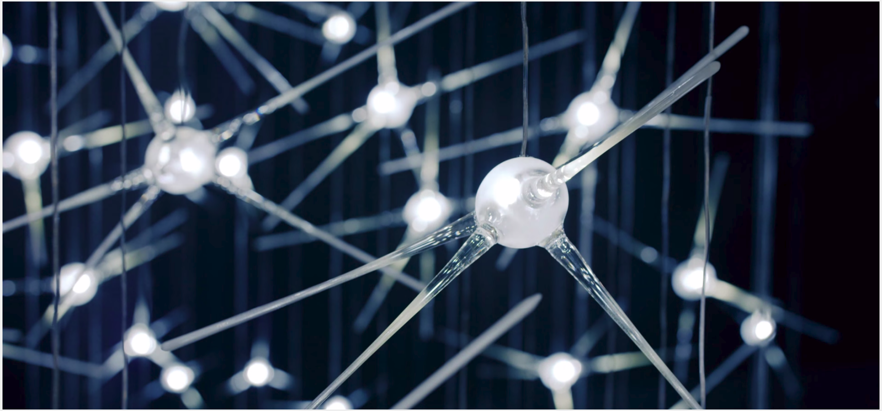


Figure: "Neurons" chandelier installed at Princh Mahidol Hall, Nakhon Pathom, Thailand (Courtesy: LASVIT’s promotion video)

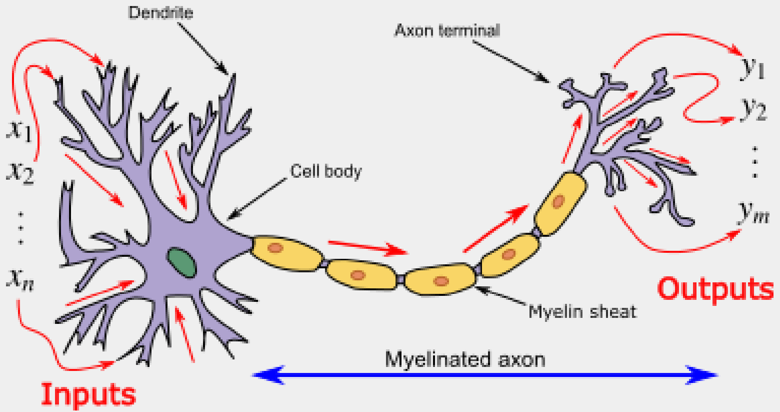
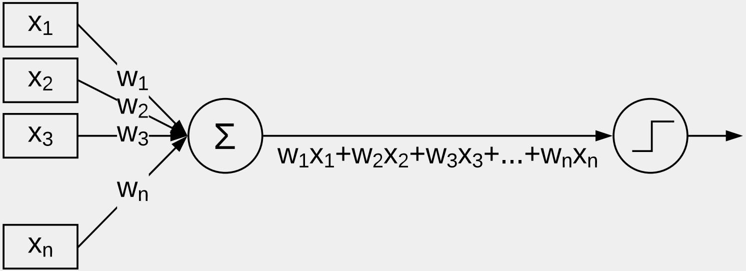
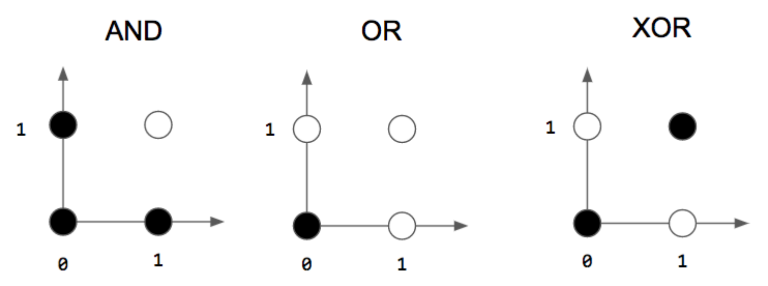


Figure: Neuron (Courtesy: Egm4313.s12 from Wikimedia Commons)

Perceptron



- **Inputs** consisting of n inputs from x_1, x_2 ... to x_n.
- **Weights** of each inputs, namely w_1, w_2, ..., w_n
- **Summation** of all the weighted inputs $\Sigma = w_1x_1 + w_2x_2 + \ldots + w_nx_n$
- **Activation function** in either the form of $\Sigma > k$ or $\Sigma < k(nonlinear)$


AND
OR
XOR
1
0
1
1
0
1
1
0
1

AND gate

- $w_1 = 1$
- $w_2 = 1$
- $\Sigma = 1x_1 + 1x_2$
- $f : \Sigma \geq 2$

OR gate

- $w_1 = 1$
- $w_2 = 1$
- $\Sigma = 1x_1 + 1x_2$
- $f : \Sigma \geq 1$

XOR gate

Why can't XOR gate be created using a perceptron?

Linearly Separable Problem

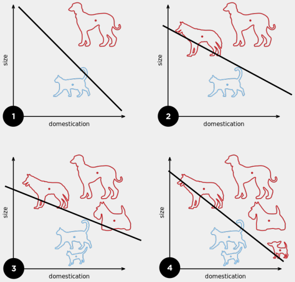


Figure: Linearly Separable Problem (Courtesy: Elizabeth Goodspeed from Wikimedia Commons)

- Now our problem is that the perceptron is a **linear classifier**, that means it could only separate datas that is linearly separable.
- Real-world problems are not that easy to separate
- How can we solve this problem?

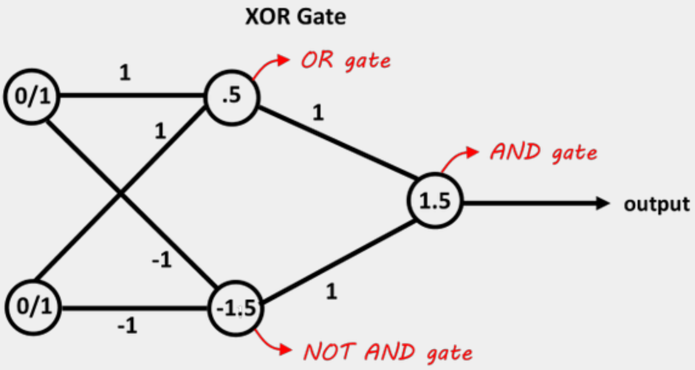


Figure: XOR gate with Perceptrons connected together (Courtesy: Parth Udawant)

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    (Seriously, one day it will converge. There exists a mathematical proof)

Challenges in Machine Learning Problems

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- **More than half of the letter/parcel’s postal code will be wrongly labelled!**
- Can we do better? How?

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Problem's complexity

- Although looked similar, some problems are much more complex than it looks
- **CIFAR-10**, a 32*32 pixel RGB images of 10 classes
- Straightforward neural networks (like what we've did) yields only 56% accuracy.

Your next step into Machine Learning

Courses in KU-CPE to be taken

- Engineering Mathematics I
- Discrete Mathematics and Linear Algebra
- Probability and Statistics
- Statistics for Computer Engineers
- Aritificial Intelligence/Machine Learning

MOOCs

For practical use, go ahead with...

- Google's Machine Learning Crash Course
- Udemy's Machine Learning (UD120)

Thanks!

`https://twitter.com/public_srakrn`
`https://www.facebook.com/srakrn`
`sirakorn.l@ku.th`

(2-shots with me after this course are totally welcomed)