MACHINE LEARNING: WHAT IS?

A FIRST STEP TO PRACTICAL MACHINE LEARNING

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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

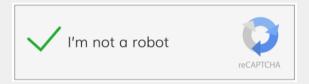
OUTLINE

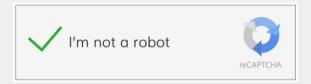
- 1 Introduction to Machine Learning
 - What is Machine Learning?
- 2 Machine Learning Problems
 - Supervised learning
 - Unsupervised learning
 - Reinforcement learning
- 3 Model
 - The Goal of Machine Learning
- 4 Machine Learning Process

- Evaluating Machine Learning Performance
- 5 Algorithms for Machine Learning Classification Problem
- 6 Problems for Machine Learning
 - Handwriting recognition
- 7 Neural Networks
- 8 Challenges in Machine Learning Problems
- 9 Your next step into Machine Learning
- 10 Questions and Answers

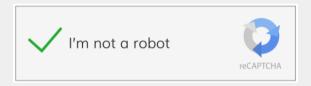


INTRODUCTION TO MACHINE LEARNING

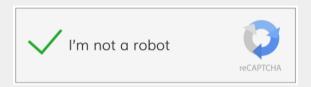




■ This is Recaptcha.

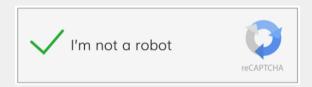


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 - ► Recaptcha helps stop millions of spam a day.



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 - ▶ In some old days, we have to type Captcha texts to distinguish ourself from bots.

4 | 51



- 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**

Machine **Learning**

= Improves performance on a specific task.



MACHINE LEARNING PROBLEMS

Types of Machine Learning Problems

Types of Machine Learning problems

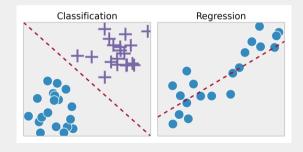
1. Supervised learning

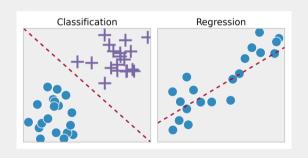
Types of Machine Learning problems

- 1. Supervised learning
- 2. Unsupervised learning

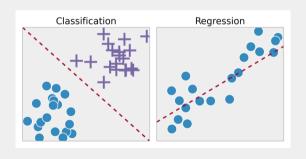
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- 1. Supervised learning
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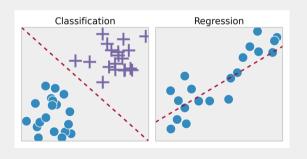




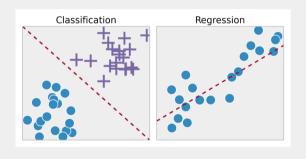
■ Given a **training set** for the data, find a **model** to **generalise** well to **unseen** data.



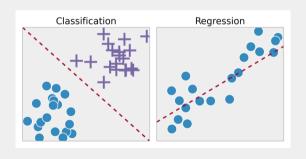
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- Two main supervised learning problems



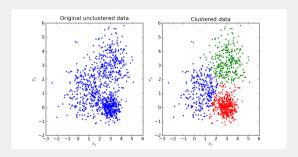
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- Two main supervised learning problems
 - ► Classification: On the discrete data



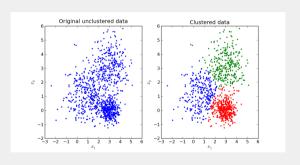
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 - ► Classification: On the discrete data
 - ► Regression: On the continuous data



- Given a **training set** for the data, find a **model** to **generalise** well to **unseen** data.
- Two main supervised learning problems
 - ► Classification: On the discrete data
 - ► Regression: On the continuous data
- Example problems: Spam E-mail detection, Facial recognition

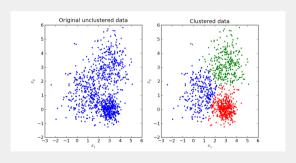


Unsupervised Learning



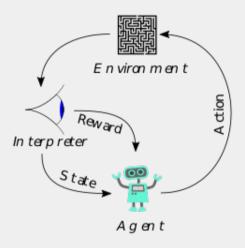
■ Discover hidden structure in non-labelled data.

Unsupervised Learning



- Discover **hidden** structure in **non-labelled** data.
- Example: Clustering, Generative models

REINFORCEMENT LEARNING



MODEL

■ A result of the combination between...

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 - ► a **method** to recognise the data, and

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Data

MODEL

- A result of the combination between...
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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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Generalise

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Generalise

- We wants our model to know how does the **data pattern** looks like
- 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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 - \blacktriangleright k-NN is known to be very simple, with its concept as

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

What is the bad way to choose k?

What is the bad way to choose *k*?

■ What if we choose k = # of all points?

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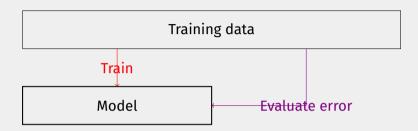
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 - Answer: Our model will always answer the labels with the highest data point count.
- What if we choose k = 1?
 - ► Let's try!

TRAINING ERROR



Loss function

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

Error

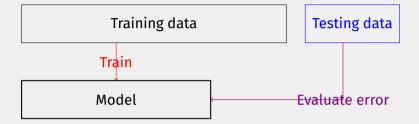
$$\sigma = \frac{1}{N} \sum_{i=0}^{N} L(y_i, \hat{y}_i)$$

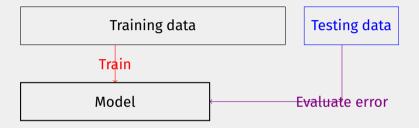
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■ Evaluating error with a data points that our model had already seen is bad.

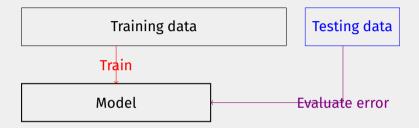
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- Evaluating error with a data points that our model had already seen is bad.
- Why? Because our model already knows the answer to that data point! It could just simply answer by looking at the "answer key"
- So how should we evaluate our model?

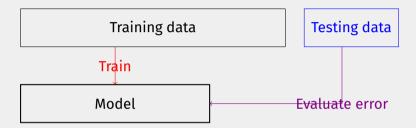




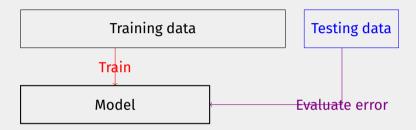
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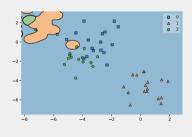
- We separate our dataset into 2 parts: the **training set** and **testing set**
 - Our model sees the correct label of the training set, but not the testing set.
 - ► We all know the correct label of both the training and testing set.
 - ► Teach our model with the training set, see how it performs with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

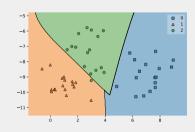
Choosing the best k

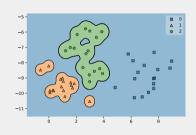
What will happen if...

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

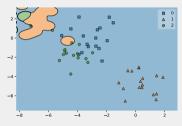
Which decision region is good?

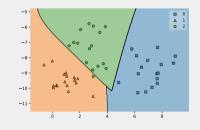


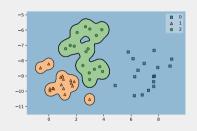




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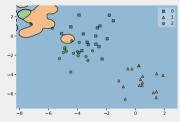




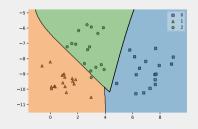


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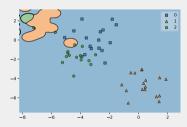


Overfit: The model remembers data pattern instead of generalising.

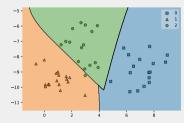
5

-10

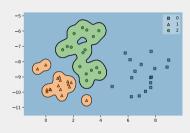
Which decision region is good?



Underfit: The model fails to recognise data pattern



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



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

Good model must generalise

It's not only k that we can adjust.

It's not only *k* that we can adjust.

■ 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

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_1 Norm: $|x|_1 = \sum_{i=0}^N |x_i|$ (Manhattan)

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

ALGORITHMS FOR MACHINE LEARNING CLASSIFI-

CATION PROBLEM

k-NN is a very simple intuition for machine learning algorithms. However, there exists more algorithm that performs well to other problems.

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■ Naïve Bayes

- Naïve Bayes
- SVM

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- Naïve Bayes
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- Logistic Regression

	Gender	Hair
1	М	Long
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3	F	Long
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Can we guess the gender from hair's length?

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Bayes Theorem

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

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

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

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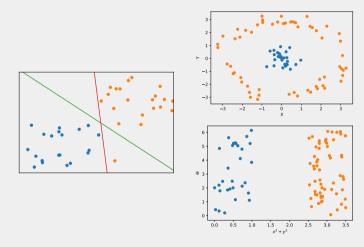
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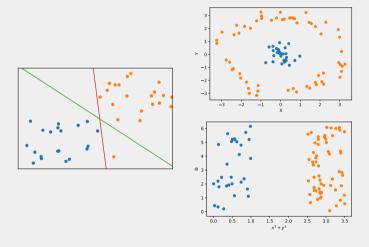
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Can we guess the gender from hair's length?

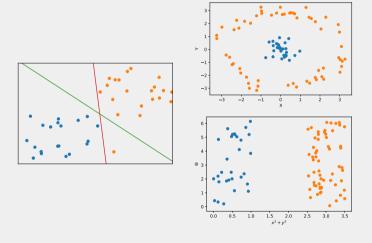
- $P(\text{Male}|\text{Long hair}) = \frac{1}{3}$
- $P(\text{Female}|\text{Long hair}) = \frac{2}{3}$

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

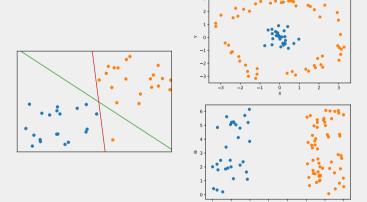




■ Goal: to draw a line to separate groups of data

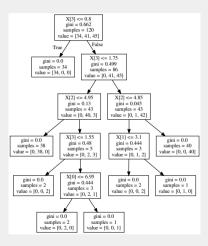


- Goal: to draw a line to separate groups of data
- Ideal good line: maximising the distant between the line and classes of data points

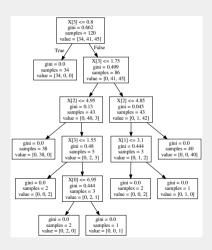


- Goal: to draw a line to separate groups of data
- Ideal good line: maximising the distant between the line and classes of data points
- What if the data is not linearly separable? Kernel tricks

DECISION TREE

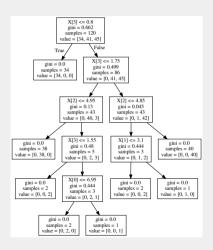


DECISION TREE



■ Creating an if-else conditions automatically

DECISION TREE



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

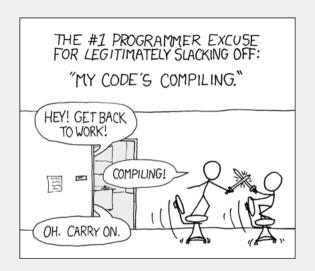


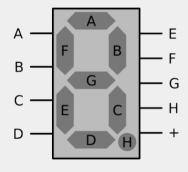
Figure: xkcd - Compiling

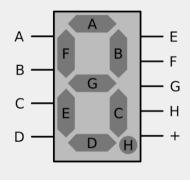


Figure: xkcd - Compiling (shamelessly modified)

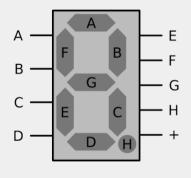


PROBLEMS FOR MACHINE LEARNING

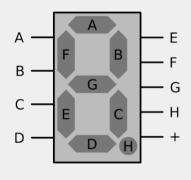




■ This is a 7-segment display.



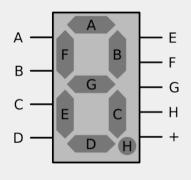
- This is a 7-segment display.
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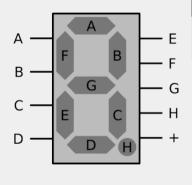
Problem

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



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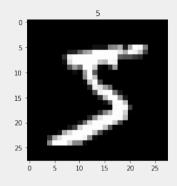
Not only yes, but easily yes!

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

29

. . .

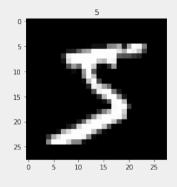
HANDWRITING



Problem

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

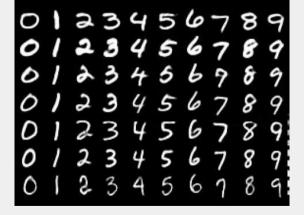
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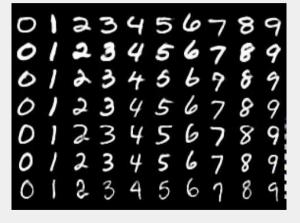


Problem

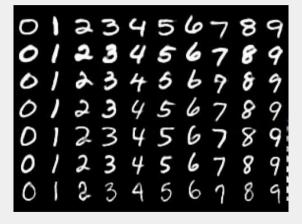
When the image of the handwriting were given, can we determine the number?

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

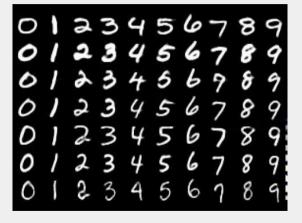




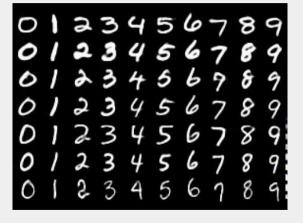
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k-NN with MNIST

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- Good results with k-NN were achieved. (k-NN w/ non-linear deformation (P2DHMDM), preprocessed with shiftable edges, results into 0.52% error rate.)

SVM WITH MNIST

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■ Training: Slow as hell.

Trust me, I've tried.

SVM WITH MNIST

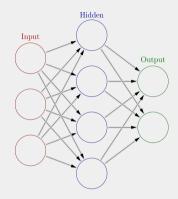
■ Training: Slow as hell.

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)



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

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

NEURONS



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

NEURON

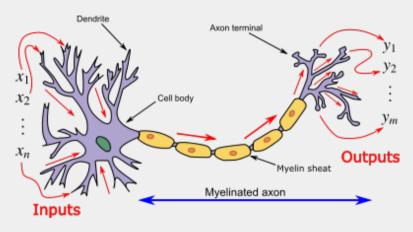
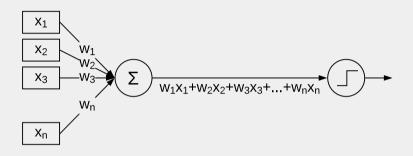
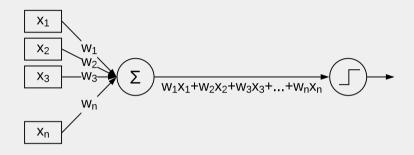
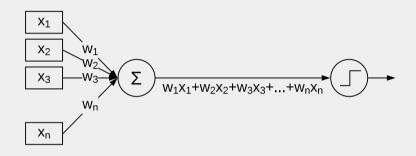


Figure: Neuron (Courtesy: Egm4313.s12 from Wikimedia Commons)

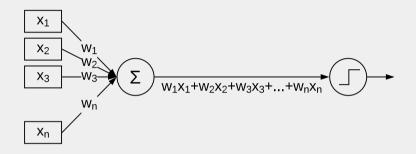




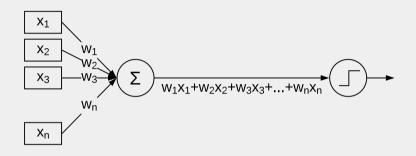
■ **Inputs** consisting of *n* inputs from x_1 , x_2 ... to x_n .



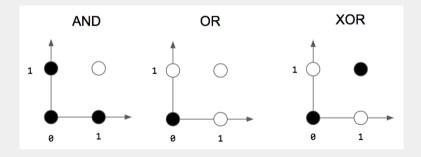
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- **Summation** of all the weighted inputs $\Sigma = w_1x_1 + w_2x_2 + \ldots + w_nx_n$
- **Activation function** in either the form of $\Sigma > k$ or $\Sigma < k(nonlinear)$



AND gate OR gate XOR gate

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$$f: \Sigma \geq 2$$

OR gate

XOR gate

AND gate

- $f: \Sigma \geq 2$

OR gate

- $\blacksquare f: \Sigma \geq 1$

XOR gate

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OR gate

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

LINEARLY SEPARABLE PROBLEM

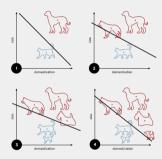


Figure: Linearly Separable Problem (Courtesy: Elizabeth Goodspeed from Wikimedia Commons)

- 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?

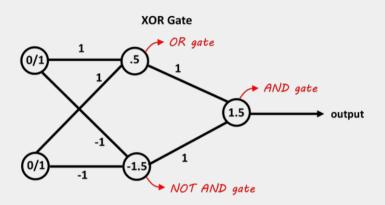


Figure: XOR gate with Perceptrons connected together (Courtesy: Parth Udawant)

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ARTIFICIAL NEURAL NETWORKS

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ARTIFICIAL NEURAL NETWORKS

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

Demo

https://playground.tensorflow.org/



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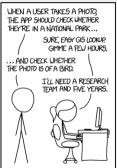
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- \blacksquare Error rate of 0.35% were achieved by neural networks for the MNIST problem.



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Figure: xkcd - Tasks

45



IN CS, IT CAN BE HARD TO EXPLAIN
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Problem's complexity



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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.



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)

QUESTIONS AND ANSWERS

What are the applications of Machine Learning?

How should we cope with news like "Danger! Experts claims AI to be dangerous, creates its own language"? (Source: Thairath)

Other questions?

Thanks!

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https://twitter.com/public_srakrn
https://www.facebook.com/srakrn
sirakorn.l@ku.th
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(2-shots with me after this course are totally welcomed)