

MACHINE LEARNING: WHAT IS?

A FIRST STEP TO PRACTICAL MACHINE LEARNING

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OCTOBER 30, 2018

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`

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

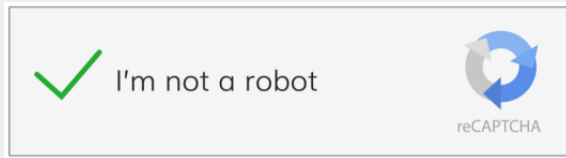
8 Challenges in Machine Learning Problems

9 Your next step into Machine Learning

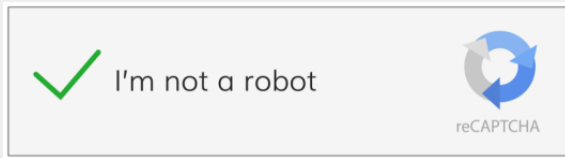
INTRODUCTION TO MACHINE LEARNING

WHAT IS MACHINE LEARNING?

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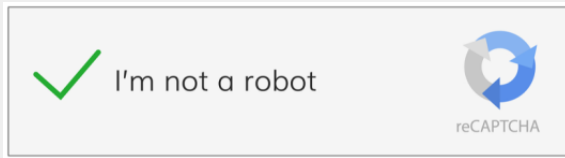


WHAT IS MACHINE LEARNING?



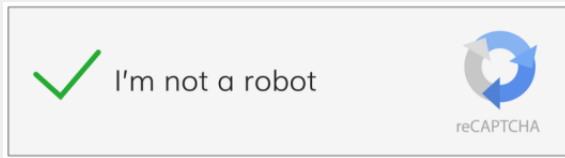
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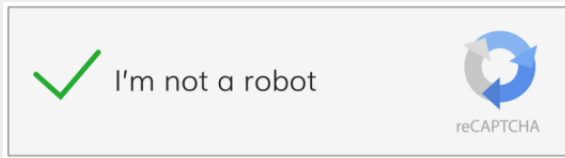
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 - ▶ In some old days, we have to type Captcha texts to distinguish ourself from bots.

WHAT IS MACHINE LEARNING?



■ 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

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1. Supervised learning

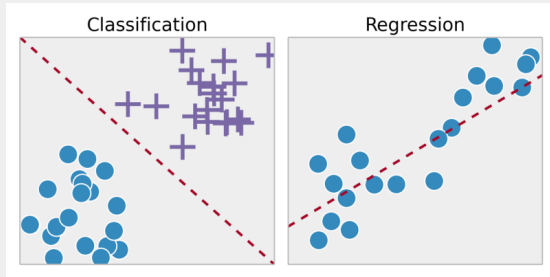
TYPES OF MACHINE LEARNING PROBLEMS

1. Supervised learning
2. Unsupervised learning

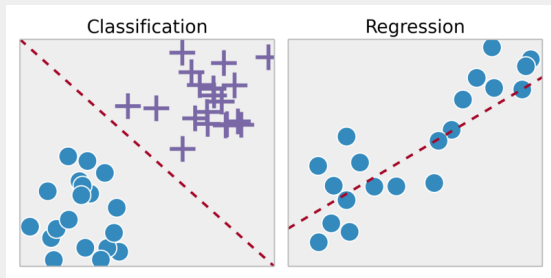
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3. Reinforcement learning

SUPERVISED LEARNING

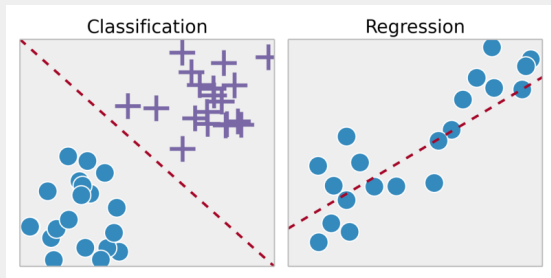


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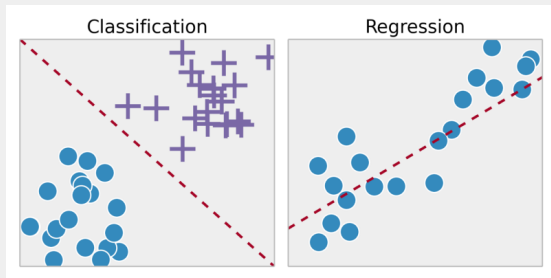
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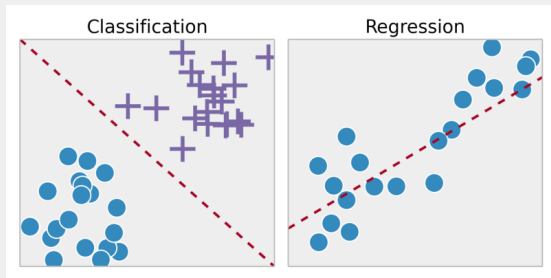
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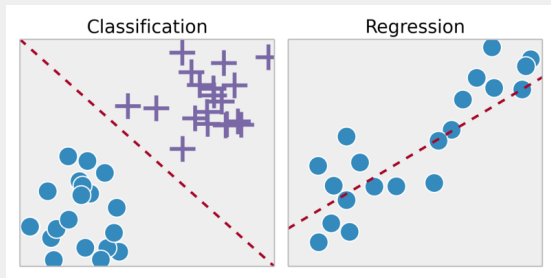
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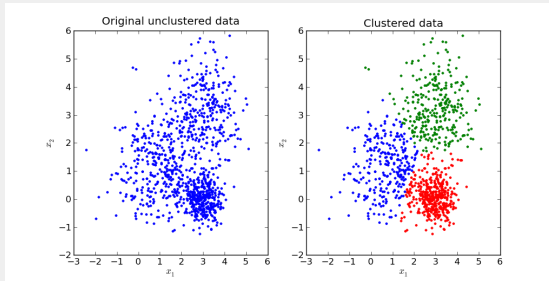
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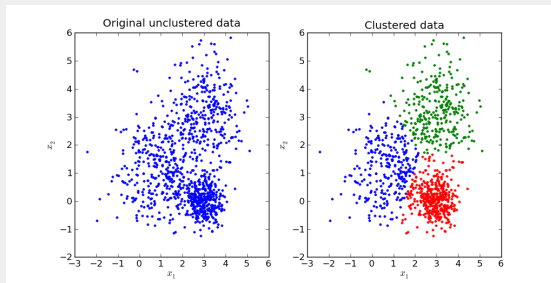


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 - ▶ Classification: On the discrete data
 - ▶ Regression: On the continuous data
- Example problems: Spam E-mail detection, Facial recognition

UNSUPERVISED LEARNING

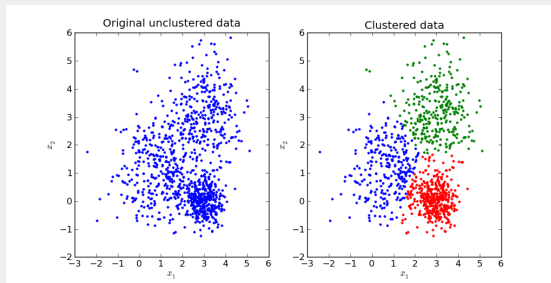


UNSUPERVISED LEARNING



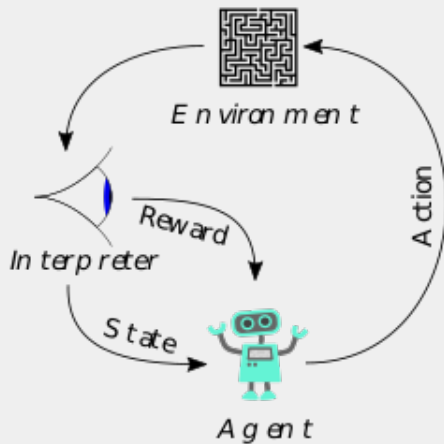
- Discover **hidden** structure in **non-labelled** data.

UNSUPERVISED LEARNING



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- Example: Clustering, Generative models

REINFORCEMENT LEARNING



MODEL

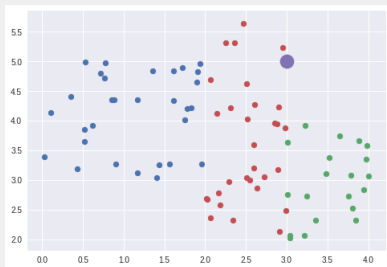
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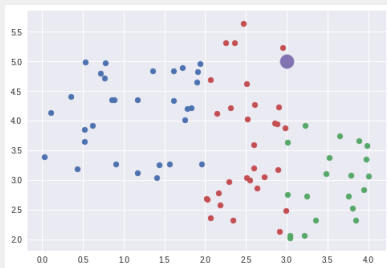
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Data

MODEL

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Data

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

Method

THE GOAL OF MACHINE LEARNING

Generalise

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Generalise

- We want our model to know how 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.

BEGINNING WITH OUR FIRST MODEL

- We're going to write our **first own** machine learning algorithm called ***k*-Nearest Neighbour** (*k*-NN)

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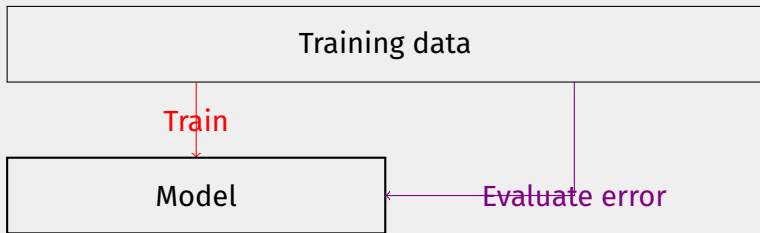
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 - ▶ Answer: Our model will always answer the labels with the highest data point count.
- What if we choose $k = 1$?
 - ▶ Let's try!

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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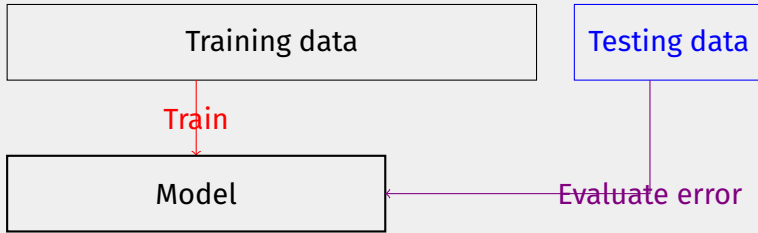
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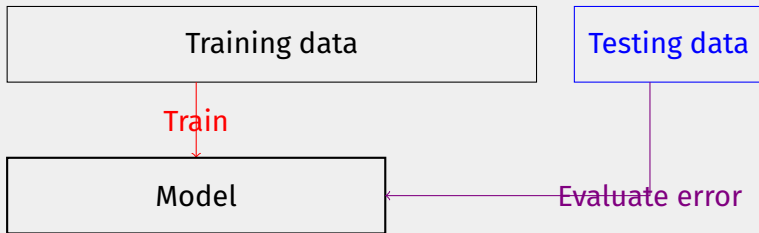
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- So how should we evaluate our model?

TRAINING AND TESTING SET

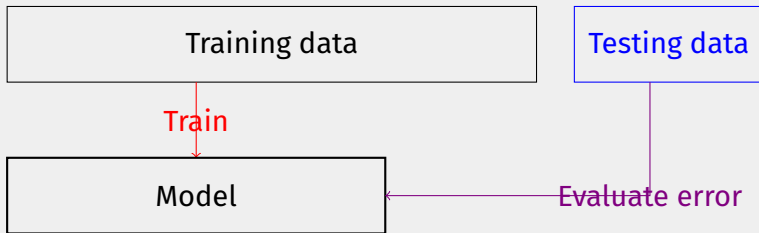


TRAINING AND TESTING SET



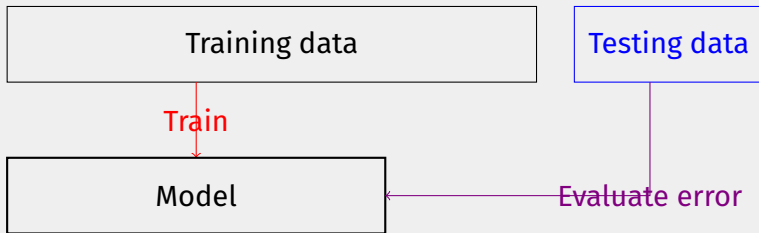
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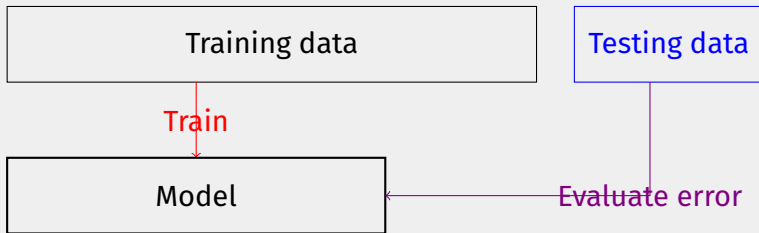
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 - ▶ Our model sees the correct label of the training set, but not the testing set.
 - ▶ We all know the correct label of both the training and testing set.
 - ▶ Teach our model with the training set, see how it performs with the testing set.

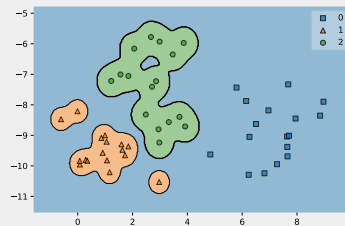
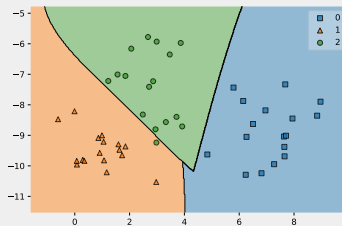
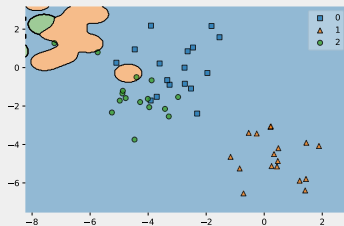
CHOOSING THE BEST k

What will happen if...

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

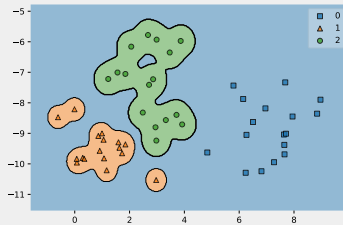
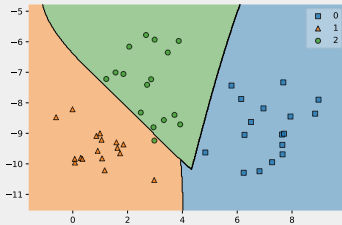
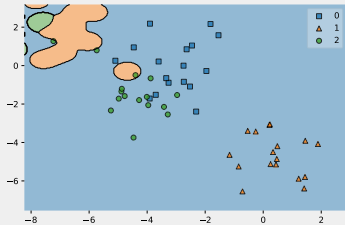
OVERFITTING AND UNDERFITTING

Which decision region is good?



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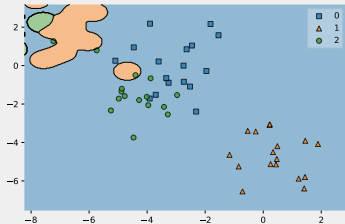
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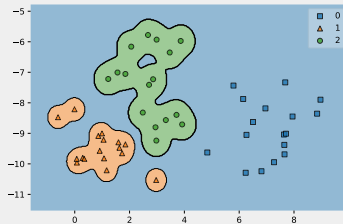
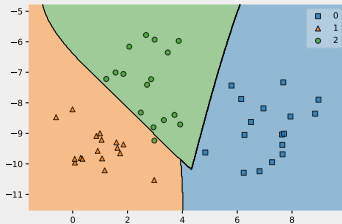
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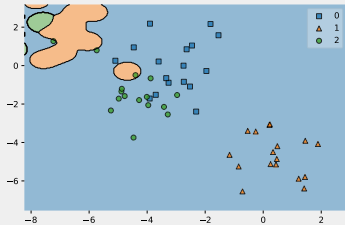
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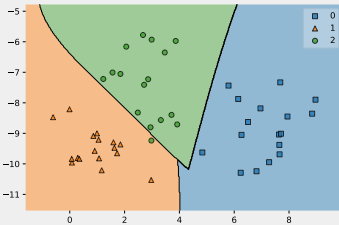
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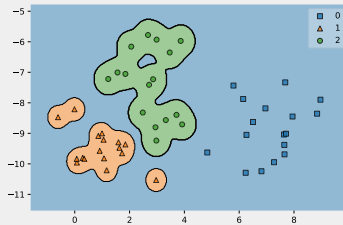
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Underfit: The model fails to recognise data pattern



Good fit: The model recognises data pattern generally



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

Good model must **generalise**

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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**?

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

ALGORITHMS FOR MACHINE LEARNING CLASSIFI- CATION PROBLEM

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Example algorithms:

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- 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?

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

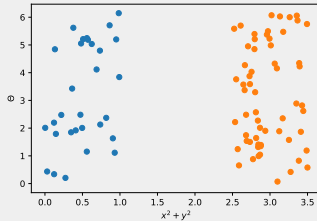
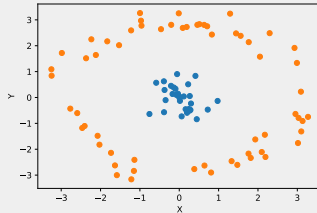
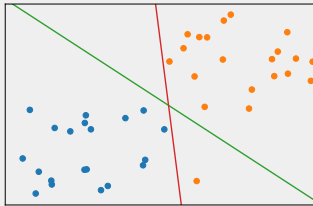
■ $P(\text{Female}|\text{Long hair}) = \frac{2}{3}$

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

Bayes Theorem

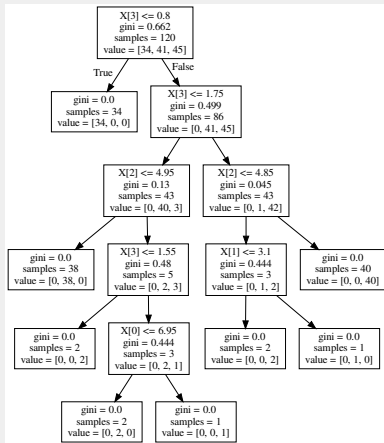
$$P(A|B) = \frac{P(A \cap B)}{P(B)} = \frac{P(B|A) \times P(A)}{P(B)}$$

SUPPORT VECTOR MACHINES (SVM)



- 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.

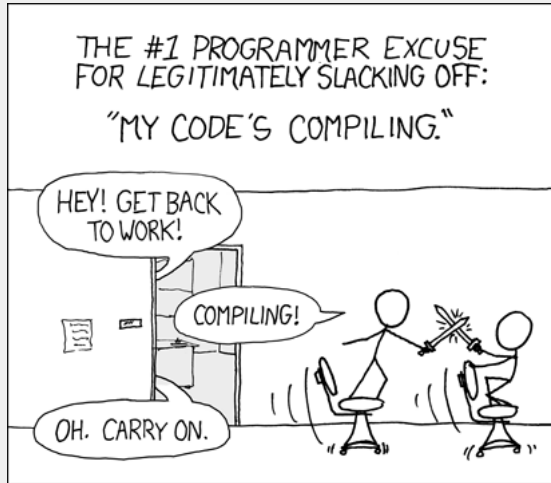


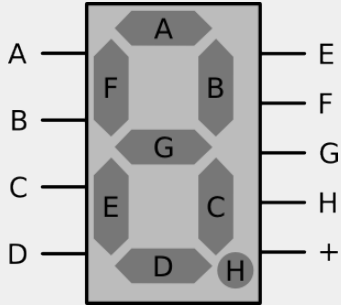
Figure: xkcd - Compiling



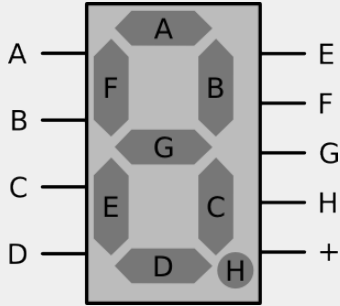
Figure: xkcd - Compiling (shamelessly modified)

PROBLEMS FOR MACHINE LEARNING

7-SEGMENT DISPLAY

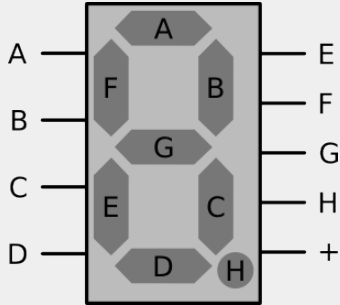


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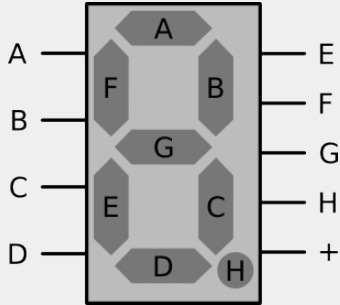
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- This is a 7-segment display.
- It consists of a bulb labelled from A-G that could form a number.

7-SEGMENT DISPLAY

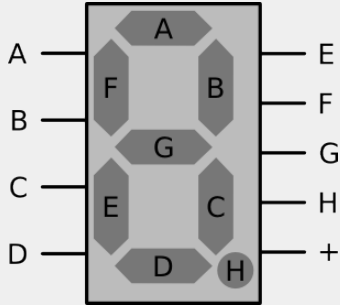


- This is a 7-segment display.
- It consists of a bulb labelled from A-G that could form a number.

Problem

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

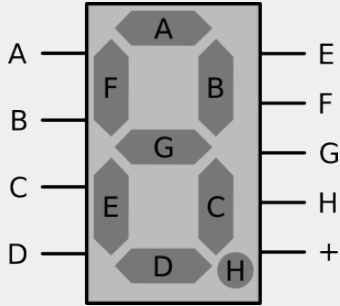
7-SEGMENT DISPLAY



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7-SEGMENT DISPLAY

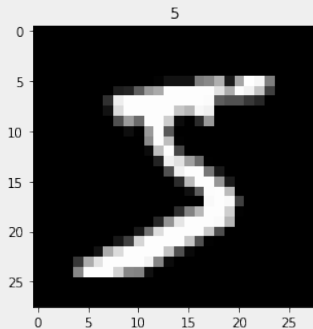


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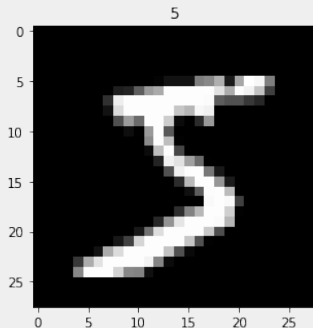
Not only yes, but *easily* yes!

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



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



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

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MNIST DATASET



- 28*28 pixel images of handwritten numbers (0-9)
 - ▶ Later to be viewed as a vector of 784 dimensions
- 60,000 training images
- 10,000 testing images

- 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.)

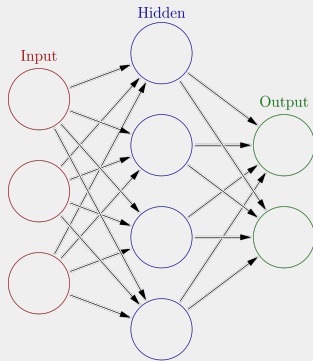
- Training: Slow as hell.

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

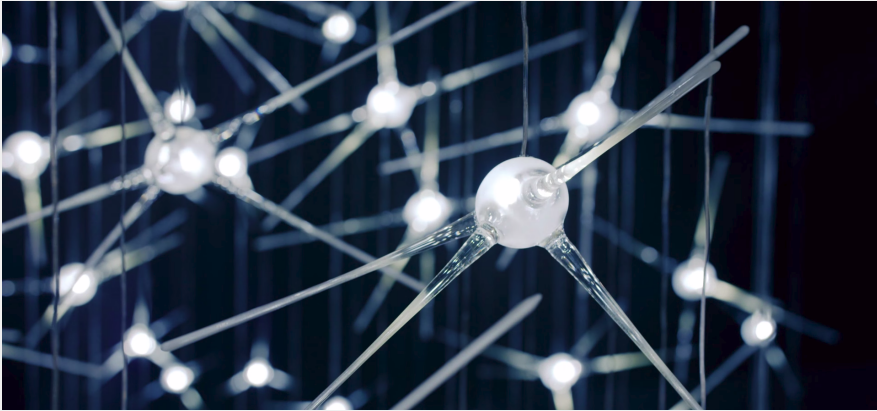


Figure: "Neurons" chandelier installed at Princh Mahidol Hall, Nakhon Pathom, Thailand
(Courtesy: LASVIT's promotion video)

NEURON

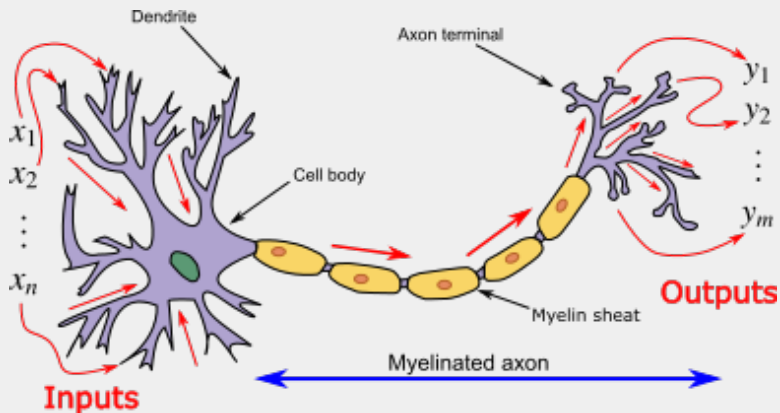
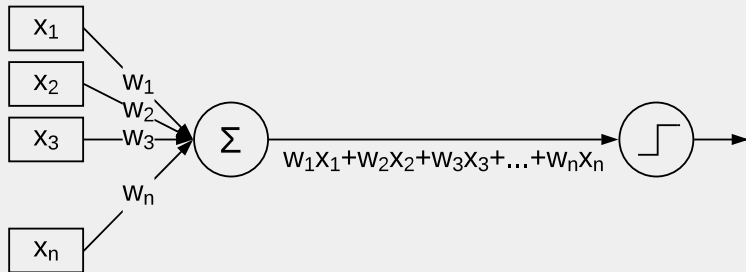


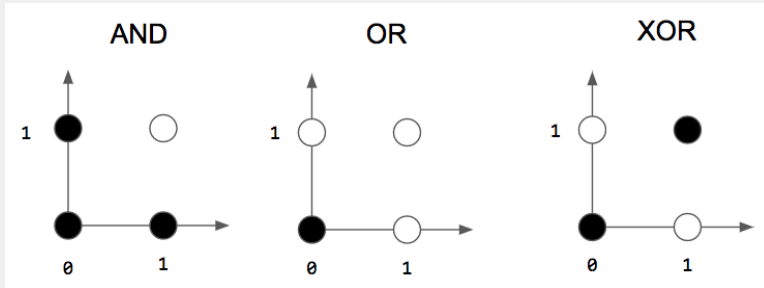
Figure: Neuron (Courtesy: Egm4313.s12 from Wikimedia Commons)

PERCEPTRON



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

LOGIC GATES WITH PERCEPTRON



LOGIC GATES WITH PERCEPTRON

AND gate

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

OR gate

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XOR gate

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

LINEARLY SEPARABLE PROBLEM

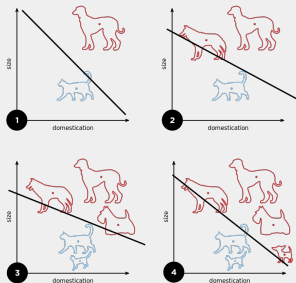


Figure: Linearly Separable Problem
(Courtesy: Elizabeth Goodspeed
from Wikimedia Commons)

- 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?

ARTIFICIAL NEURAL NETWORKS

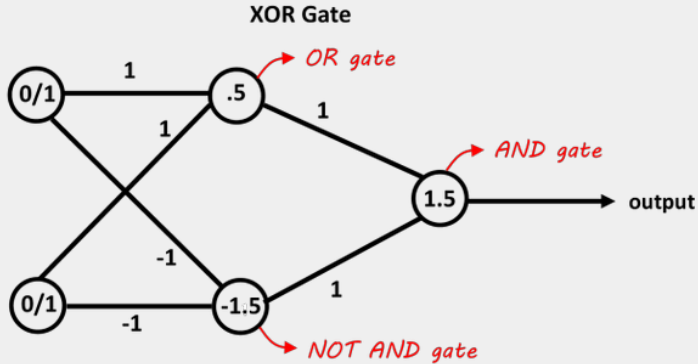


Figure: XOR gate with Perceptrons connected together (Courtesy: Parth Udawant)

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- ▶ Initiate weights randomly
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- ▶ Attempts to adjust weights little by little to minimise loss

(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?

CHALLENGES IN MACHINE LEARNING PROBLEMS



Figure: xkcd - Tasks



Problem's complexity

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- Although looked similar, some problems are much more complex than it looks



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Figure: xkcd - Tasks

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
- Artificial Intelligence/Machine Learning

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)