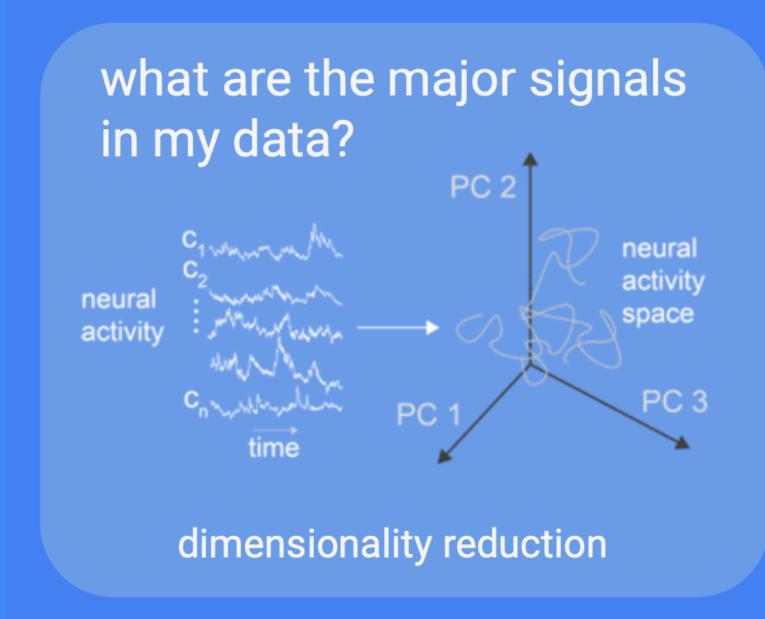
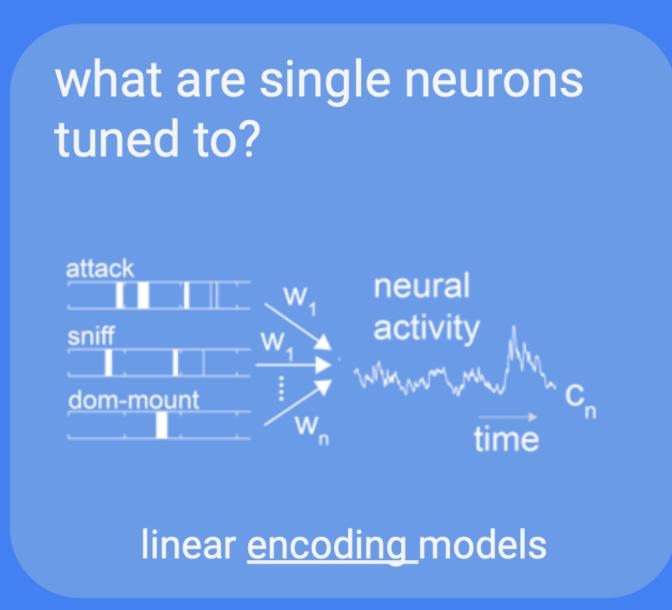
## Machine Learning Basics

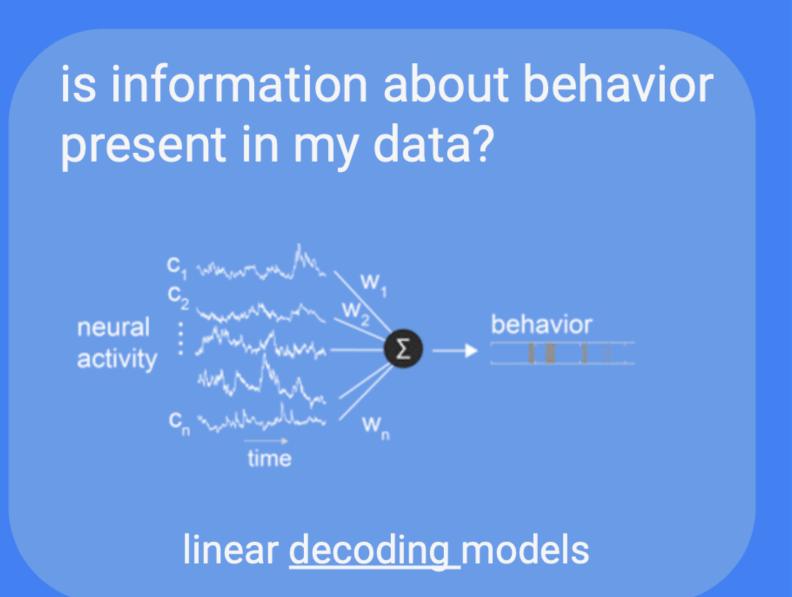
**James Gornet** 



# Machine learning provides useful interpretations of your experiments









## Machine learning follows three simple principles

Statistics

how do I model my question?

Computational Mathematics

how do I tractably solve my question?

Programming

how do I implement my algorithm?



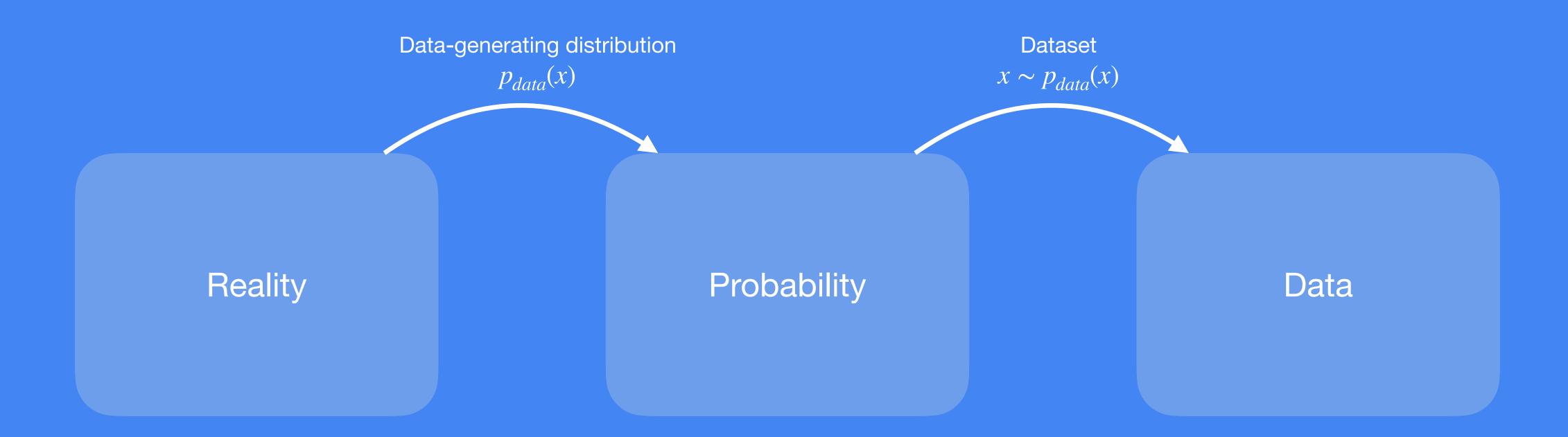
**Statistics** 

Computational Mathematics

Programming

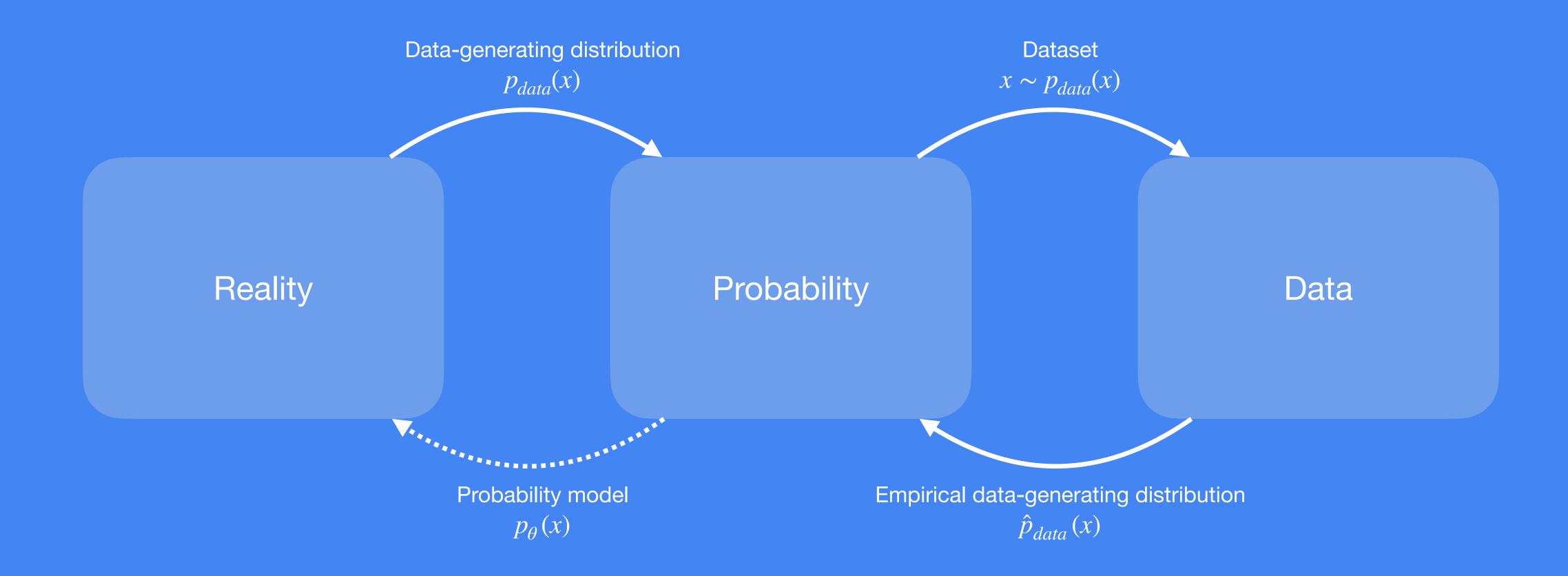


## Statistics is inverse probability





## Statistics is inverse probability





## Probability identities

### Discrete

Independence  $\mathbb{P}[x, y] = \mathbb{P}[x]\mathbb{P}[y]$ 

Conditioning  $\mathbb{P}[x, y] = \mathbb{P}[x | y] \mathbb{P}[x]$ 

Marginal  $\mathbb{P}[x] = \sum_{i=1}^{n} \mathbb{P}[x, y]$ 

Expectation  $\mathbb{E}[x] = \sum_{x} x \mathbb{P}[x]$ 

### Continuous

$$p(x, y) = p(x)p(y)$$

$$p(x, y) = p(x | y)p(x)$$

$$p(x) = \int_{y \in Y} p(x, y) \, dy$$

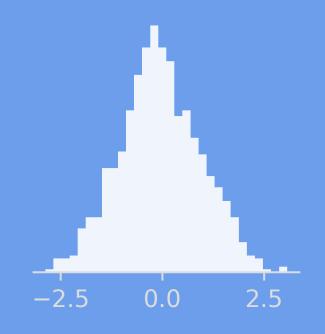
$$\mathbb{E}[x] = \int_{x \in X} xp(x) \, dx$$



## Every probability distribution tells a story

#### Normal distribution

if I have a quantity affected by sums of different noises, what do I expect to see?



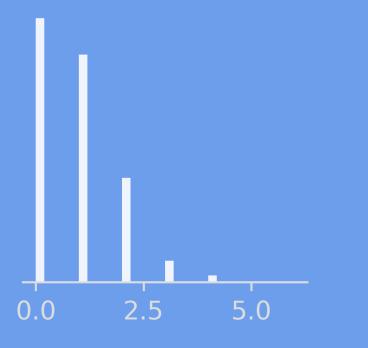
### Categorical distribution

if I have a pick a set of objects *a,b,c* with probabilities *90%, 5%, 5*%, what do I expect to see?



#### Poisson distribution

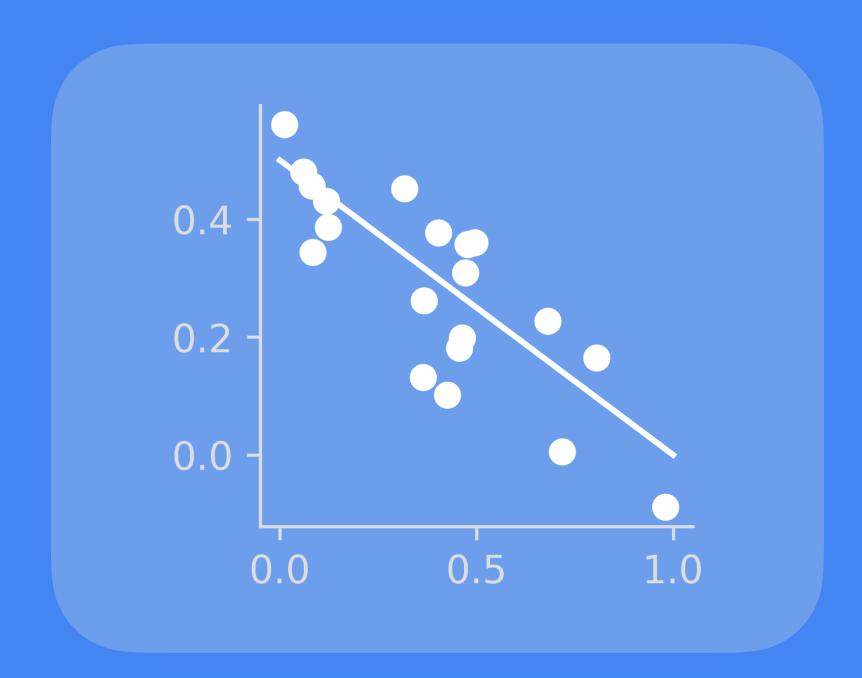
if an event occurs every 1.1 seconds, what do I expect to see?



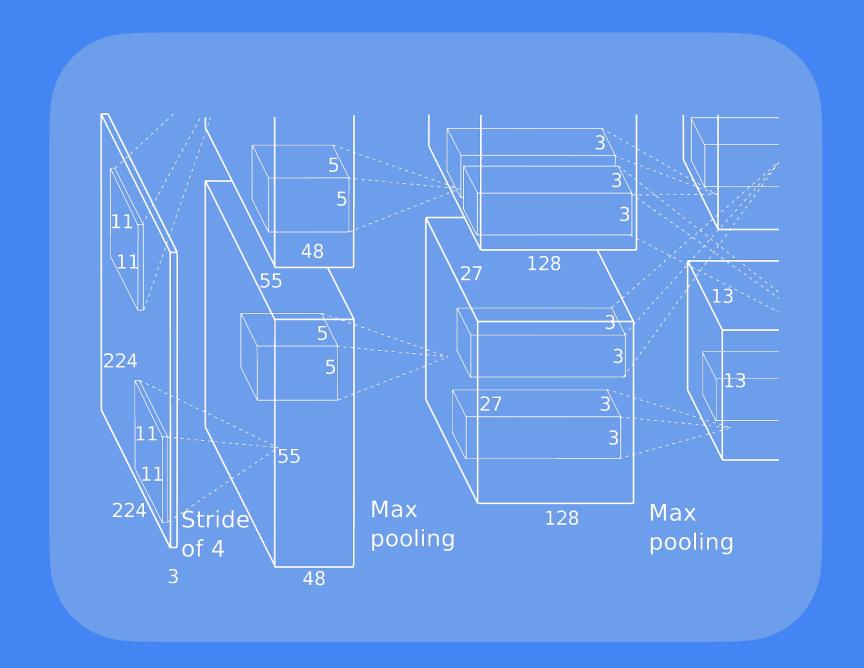


## Every method in statistics has a model

### Linear relationships



### Pixel-wise neighbor relationships

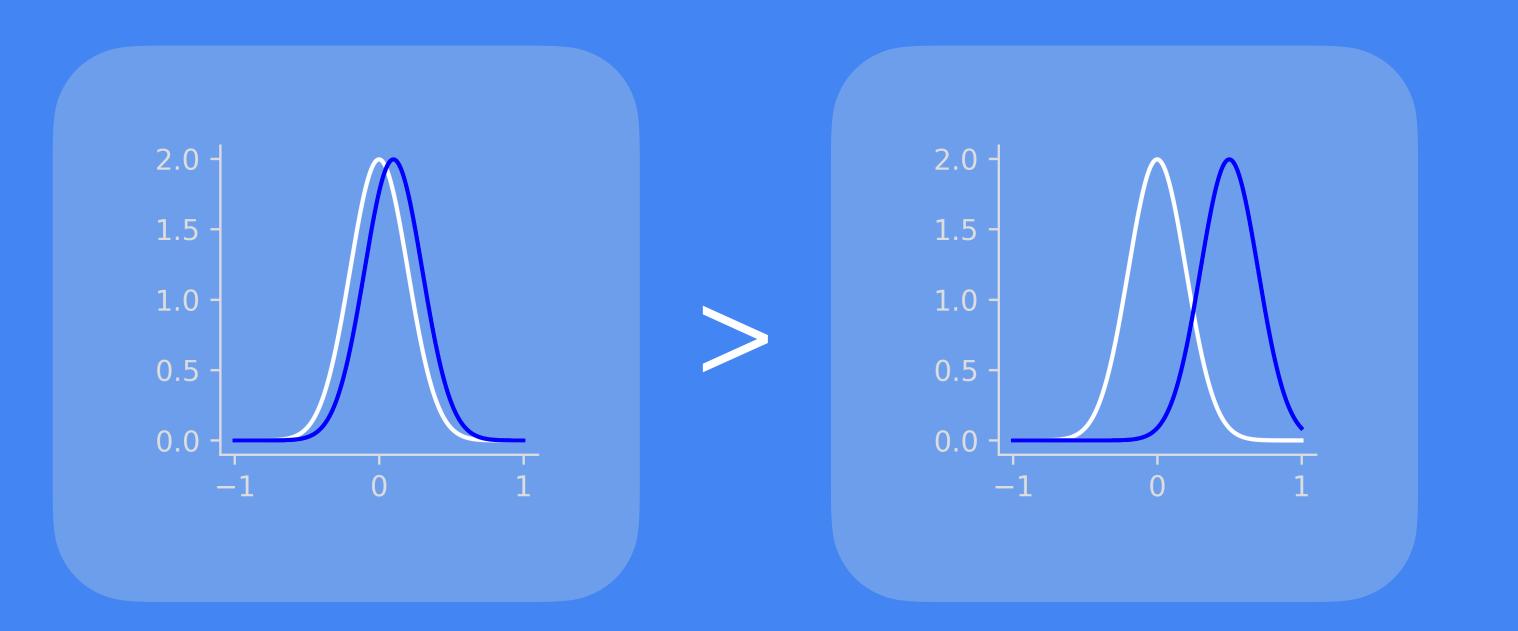




# Maximum likelihood scores a probability model on data

#### Maximum likelihood

$$\arg \max_{\theta} \mathbb{E}_{p_{data}}[\log p_{\theta}(x)]$$





Statistics

Computational Mathematics

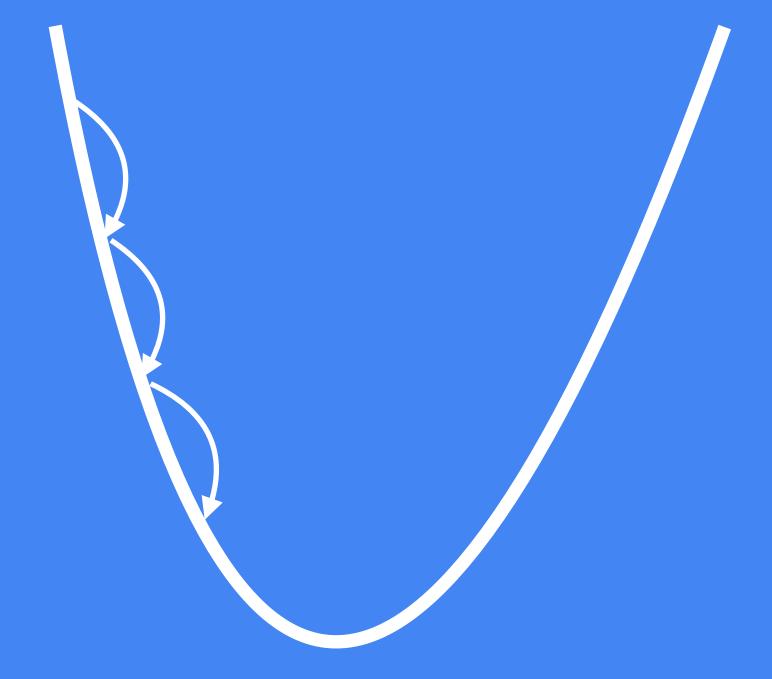
Programming



# Gradient descent provides an algorithm for finding the best model

#### Gradient descent

$$\theta_{t+1} \leftarrow \theta_t - \nabla_{\theta} \mathbb{E}_{p_{data}} [-\log p_{\theta}(x)]$$





## Example: Logistic regression

Model

$$p_{\theta}(x) = \frac{1}{1 + e^{-z}}$$
$$z = Wx + b$$

Likelihood

$$\mathbb{E}_{p_{data}}[\log p_{\theta}(x)]$$

$$= \sum_{i} y_{i} \log(z_{i}) + (1 - y_{i}) \log(1 - z_{i})$$

#### Bernoulli distribution

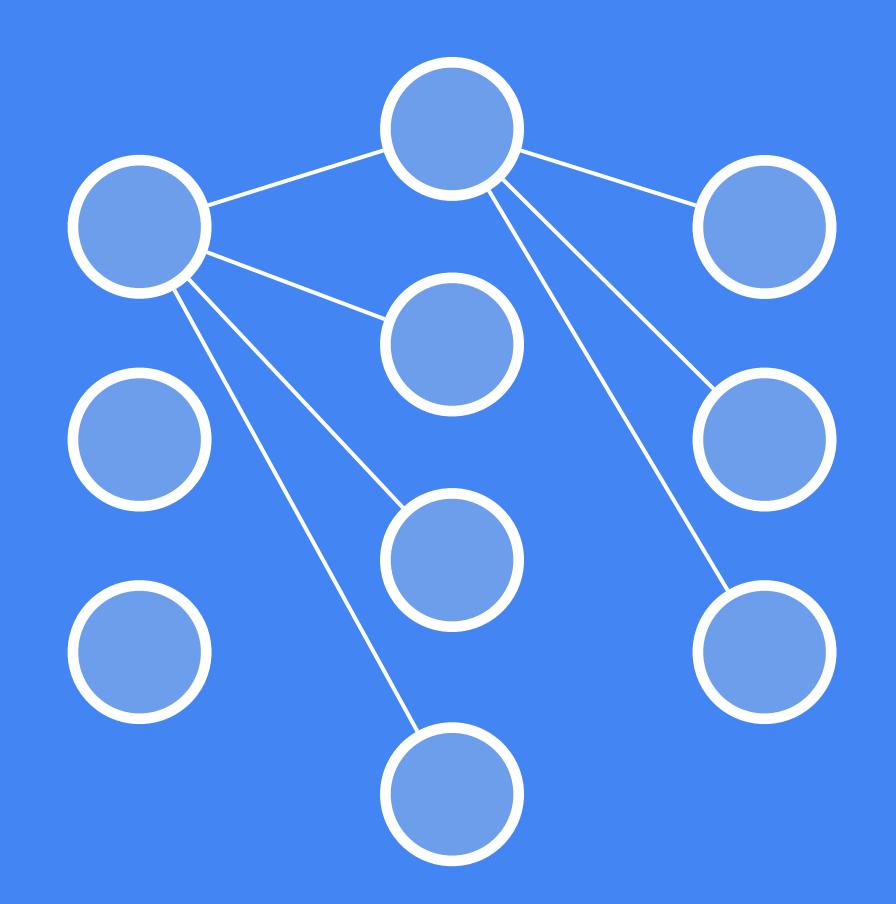
if an object has two possibilities with probabilities y, (1-y), what do I expect to see?





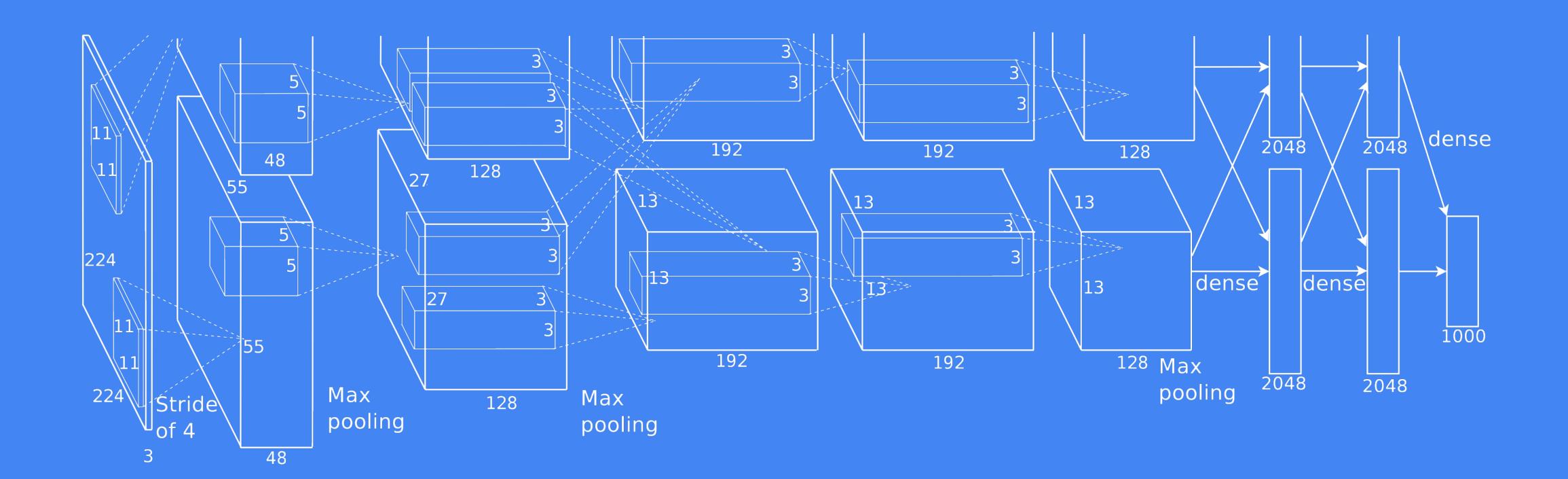
# Neural networks are linear transforms followed by nonlinear operations

$$f(x) = W_2 \max\{0, W_1 x + b_1\} + b_2$$





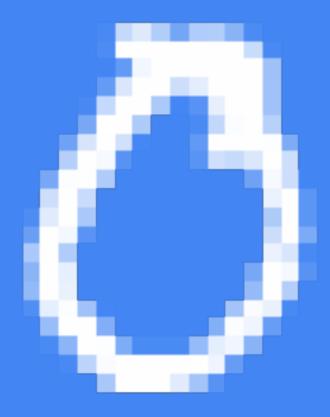
## Deep neural networks are feature learners





### MNIST Classification

#### Data



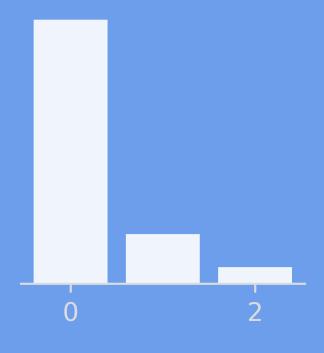
#### Model

$$p_{\theta}(z_i) = \frac{e^{z_i}}{\sum_{j} e^{z_j}}$$

$$z = W_2 \max\{0, W_1 x + b_1\} + b_2$$

### Categorical distribution

if an image can be the number 0,...,9 with probabilities  $z_0,...,z_9$ , what do I expect to see?





# Maximum likelihood provides a quantity to minimize

#### Model

$$p_{\theta}(z_i) = \frac{e^{z_i}}{\sum_{j} e^{z_j}}$$

$$z = W_2 \max\{0, W_1 x + b_1\} + b_2$$

#### Likelihood

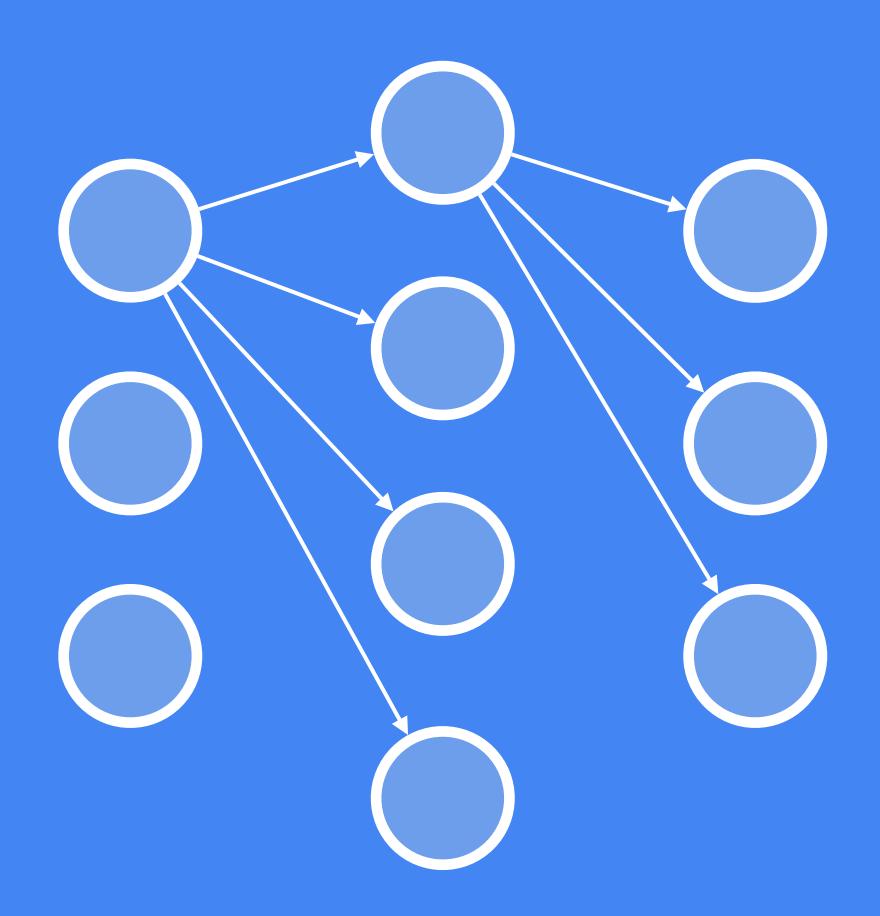
$$\mathbb{E}_{\hat{p}_{data}}[\log p_{\theta}(z)] = \sum_{i} y_{i} \log z_{i}$$



# The chain rule of calculus allows us to perform maximum likelihood estimation

#### Chain rule

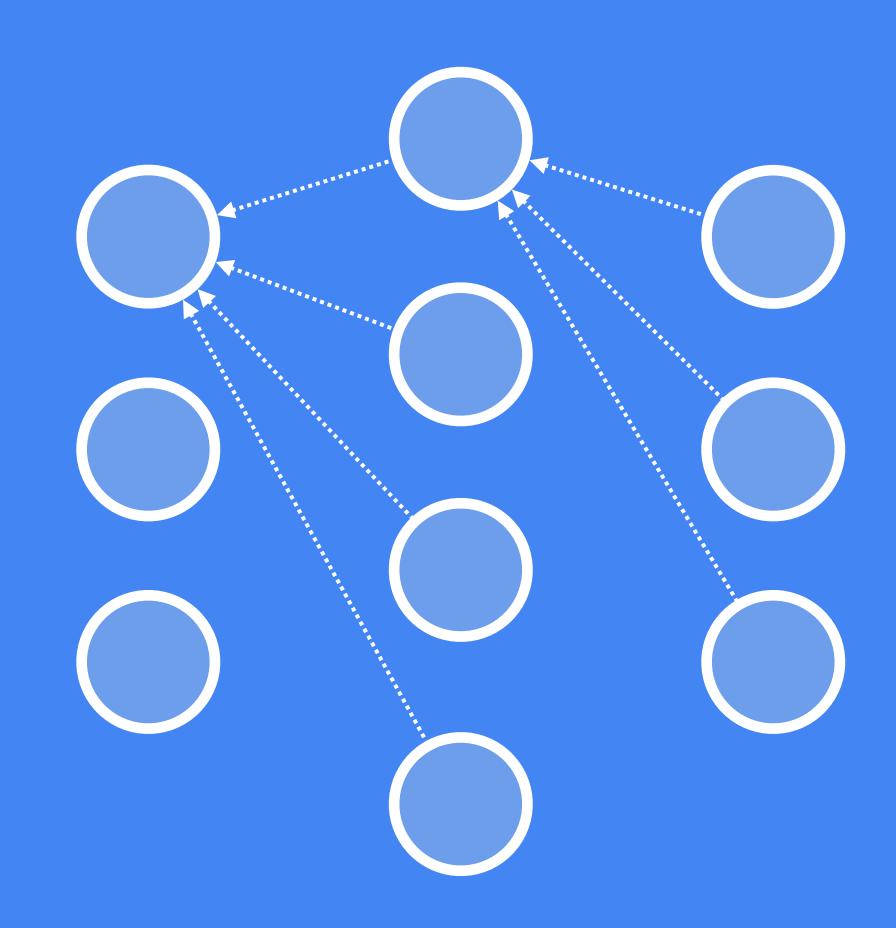
$$\nabla_{x} z(y(x)) = \left(\frac{\partial y}{\partial x}\right)^{\mathsf{T}} \nabla_{x} y(x)$$



# The chain rule of calculus allows us to perform maximum likelihood estimation

### Chain rule

$$\nabla_{x} z(y(x)) = \left(\frac{\partial y}{\partial x}\right)^{\mathsf{T}} \nabla_{x} y(x)$$



# The chain rule of calculus allows us to perform maximum likelihood estimation

#### Model

$$p_{\theta}(z_i) = \frac{e^{z_i}}{\sum_{j} e^{z_j}}$$

$$z = W_2 \max\{0, W_1 x + b_1\} + b_2$$

### Maximum likelihood gradients

$$\nabla_z p_{\theta}(z) = z_i (\delta_{ij} - p_j)$$
 for  $y_i = 1$ 

$$\frac{\partial}{\partial x} \mathbb{E}_{p_{data}} [\log p_{\theta}(z)] = \sum_{k} y_{k} \frac{1}{(p_{\theta}(z))_{k}} \frac{\partial (p_{\theta}(z))_{k}}{\partial z}$$
$$= p_{\theta}(z)_{i} - y_{i}$$

**Statistics** 

Computational Mathematics

Programming

