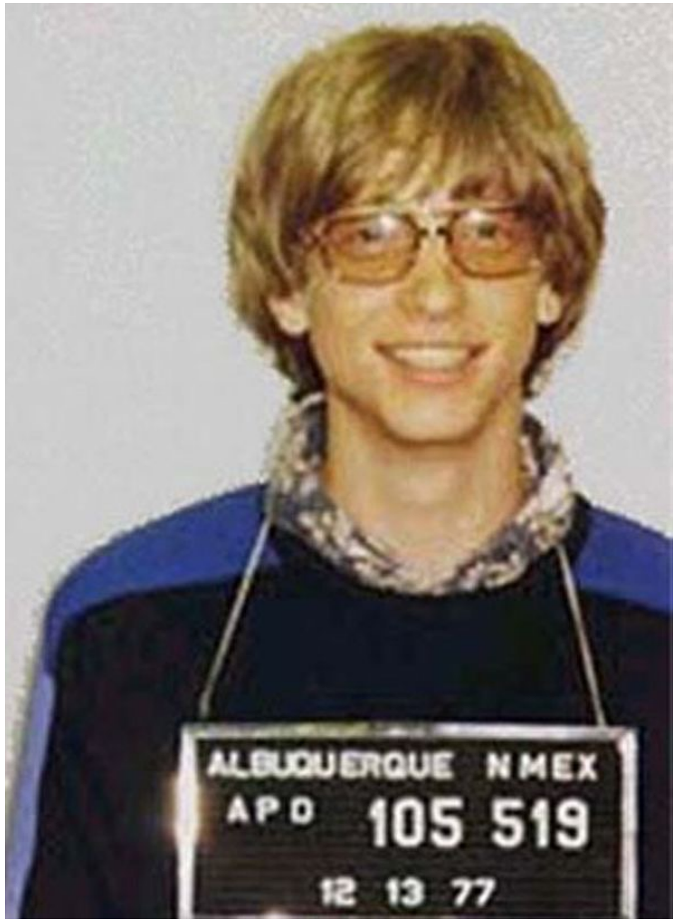
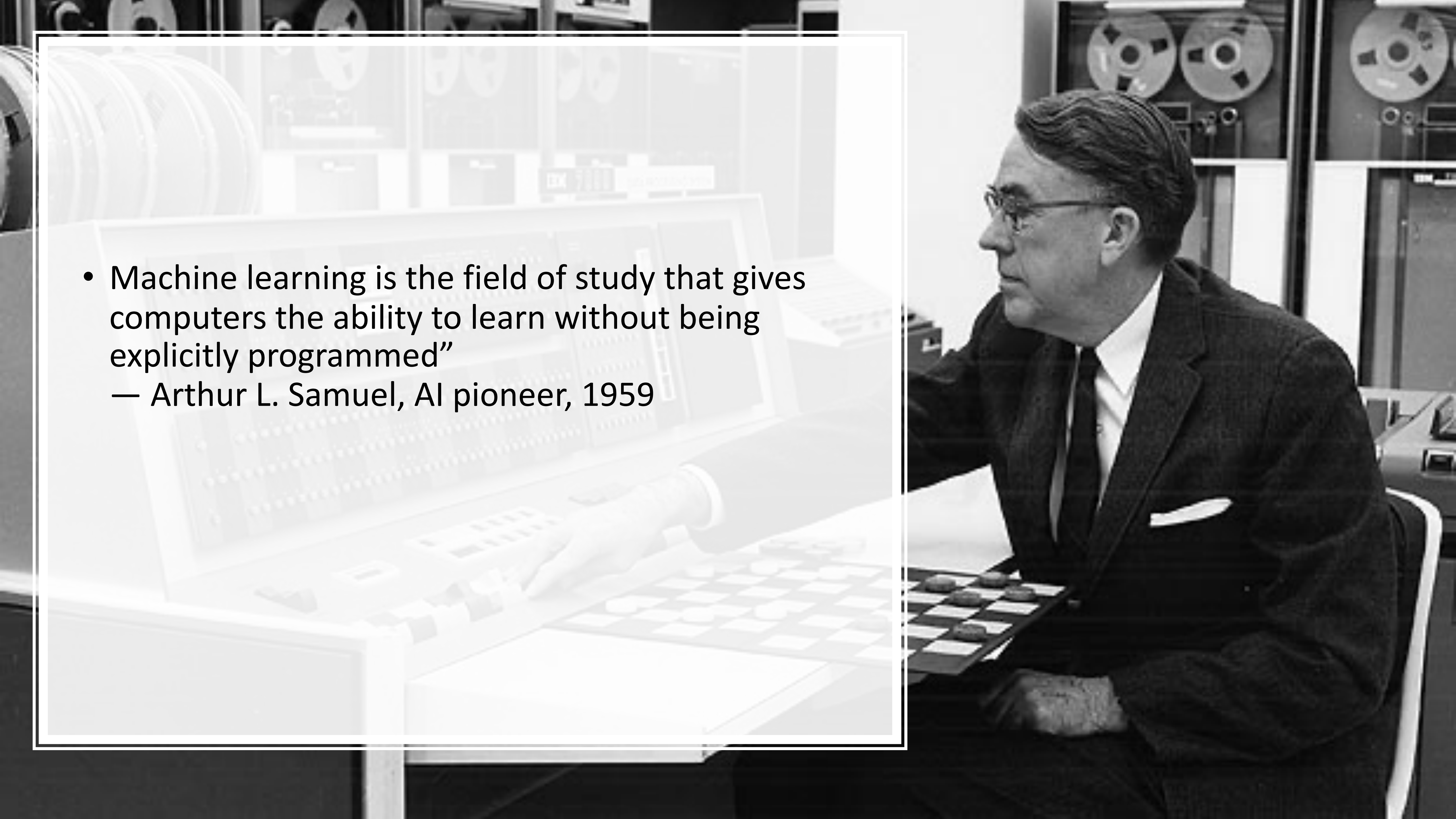
What is Machine Learning ?

Slides inspired by Sebastian Raschka STAT451 [Intro to ML]

Comments and Definitions

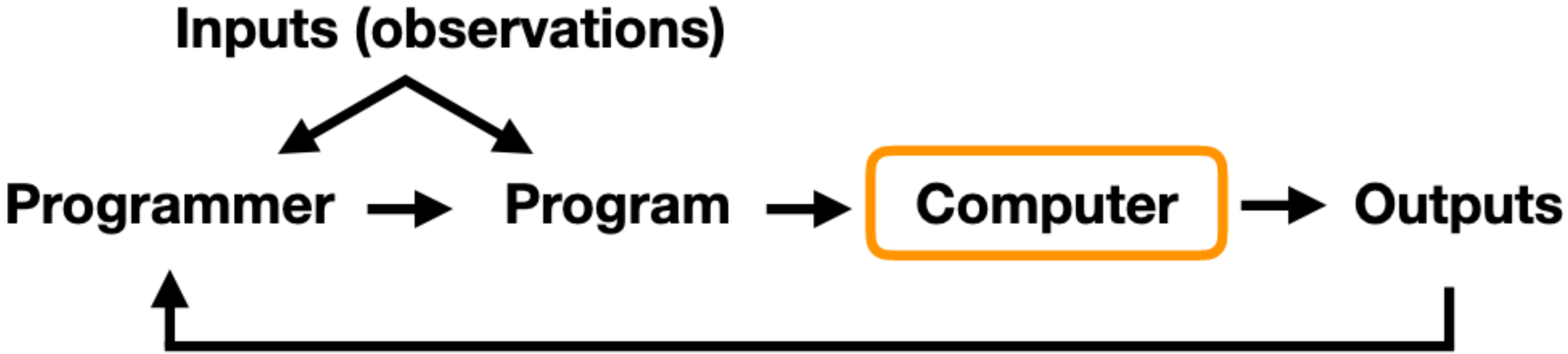
- "A breakthrough in machine learning would be worth ten Microsofts » (2004)
  —Bill Gates, Microsoft Co-founder





- Machine learning is the field of study that gives computers the ability to learn without being explicitly programmed”
  — Arthur L. Samuel, AI pioneer, 1959

The Traditional Programming Paradigm



e.g. creating rules for Spam Filtering

In machine learning, the programmer doesn’t develop the filter, we let the computer figure it out.

The outputs are on **the left** here, so the computer has examples of labeled emails

A Classic Definition

- “A computer program is said to **learn** from experience E with respect to some class of tasks T and performance measure P , if its performance at tasks in T , as measured by P , improves with experience E.”
  — Tom Mitchell, Professor at Carnegie Mellon University

Example

- Task T : ?
- Performance Measure P : ?
- Training Experience E : ?

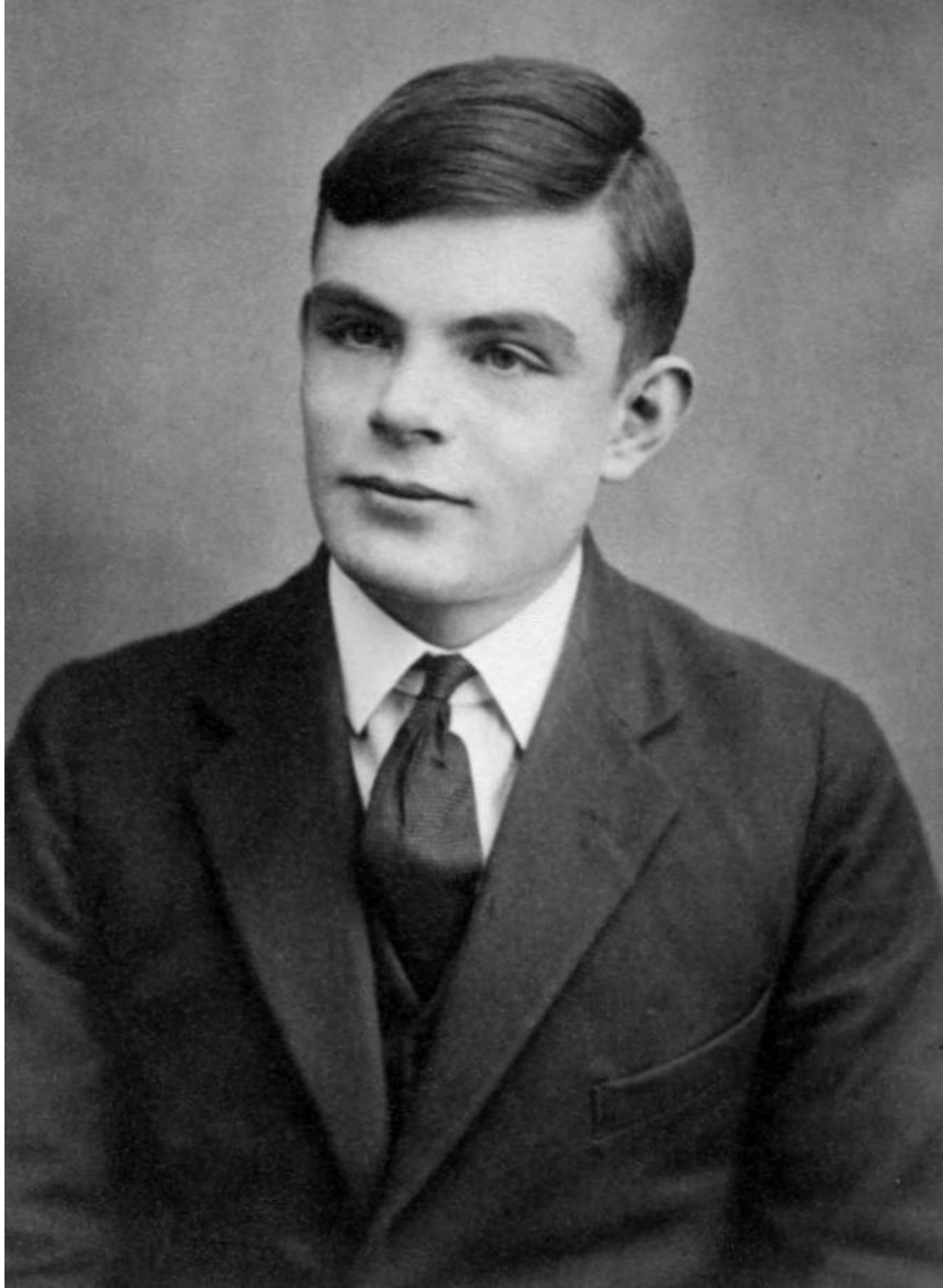
Handwriting Recognition Example:

MNIST Dataset:
50K examples of labeled handwritten digits

Alan Turing

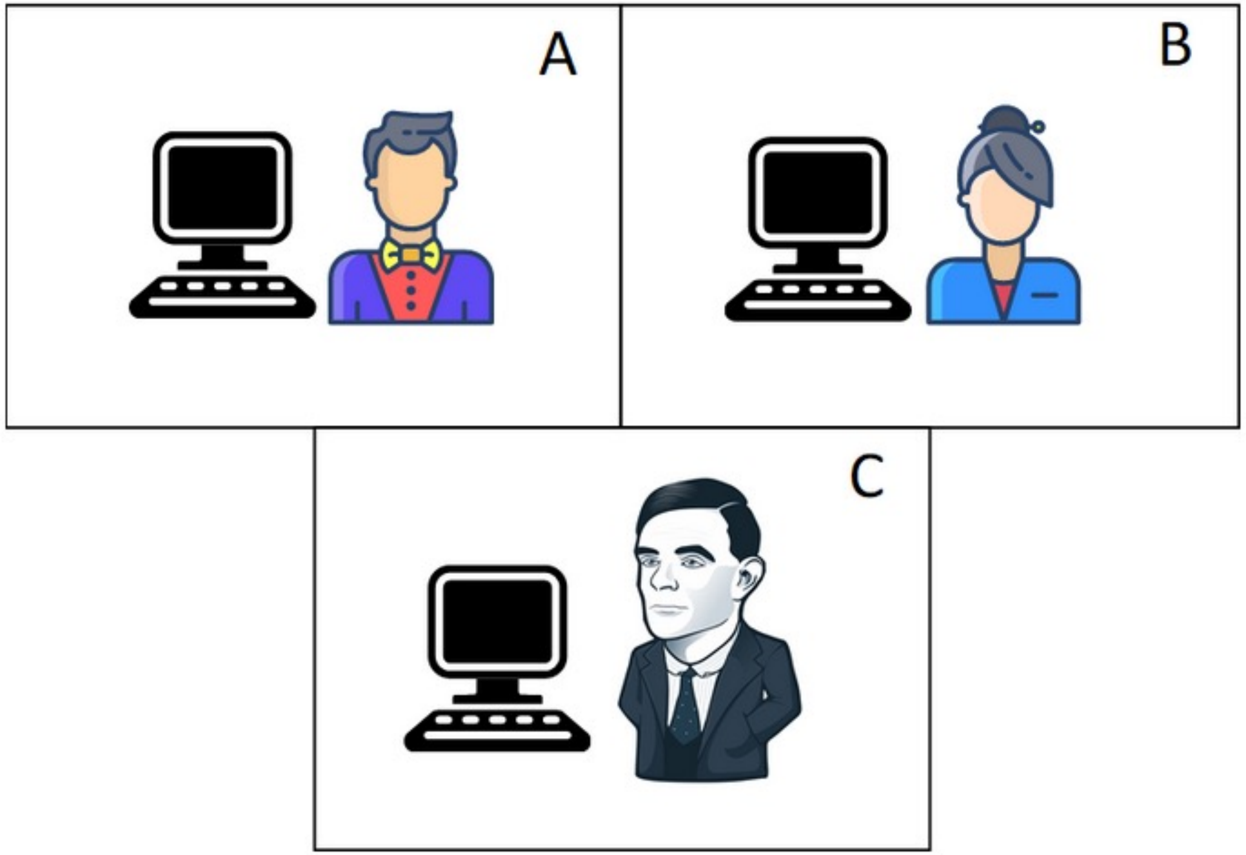
- *Can machines think ?* — Alan Turing (1912–1954)
- « Can a machine do what we as thinking entities can do?
- In other words, *can a machine mimic or imitate a person*? The answer to this question lies within ***The Imitation Game***.

- A. M. TURING, I.—COMPUTING MACHINERY AND INTELLIGENCE, *Mind*, Volume LIX, Issue 236, October 1950, Pages 433–460, https://doi.org/10.1093/mind/LIX.236.433



The Imitation Game

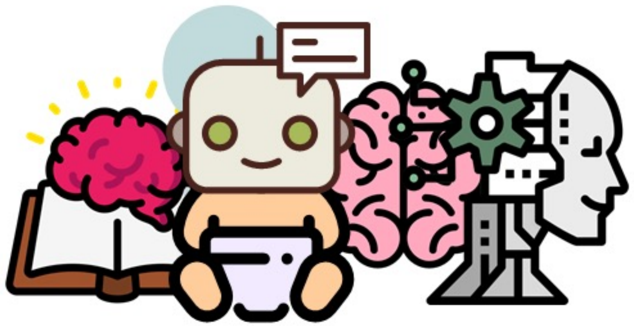
- Man (A), Woman (B), Interrogator (C)
- => can only communicate using their computer
- The goal of the game is for C to discover who is the male and who is the female.
- The goal of A, in this case, is to make C fail => fool him into thinking that he is the female.
- ***what will happen when a machine takes the role of A in this game?***
- **This is the essence of the Turing Test:** an interrogator has a conversation with a certain entity, which can either be a human or a machine.
- If the interrogator is not able to tell if the entity it was interacting with is a machine or a human, **then this machine is said to have passed the Turing Test.**



https://howtolearnmachinelearning.com/articles/what-is-the-turing-test/

Learning Machines

- If we want to imitate an adult human mind, we should somehow **replicate the process that has taken place in such a mind**, which he says, is made up of three components:
  - The initial state of the mind, at birth.
  - The education to which this mind has been subjected.
  - The experience (different from education, as that coming from the environment) to which the mind has been exposed.
- The goal here is to create a program that replicates the mind of a child, and then educate it — **make it learn** — in order for it to reach the characteristics of the adult brain.
- https://howtolearnmachinelearning.com/articles/what-is-the-turing-test/



Some Machine Learning Applications

- Email Spam/Ham filter
- Character/Digit recognition
- Face recognition on your phone/computer for example
- Self-driving cars
- In NLP:
  - Language Translation
  - Social Media Monitoring
  - Chatbots/Dialogue Agents
  - Targeted advertizing/Recommendation systems
  - Voice assistants
  - Grammar Checkers/Language Helpers
  - Copy Writing
  - Summarizers
  - Audio/Video transcriptions
  - Image Generation

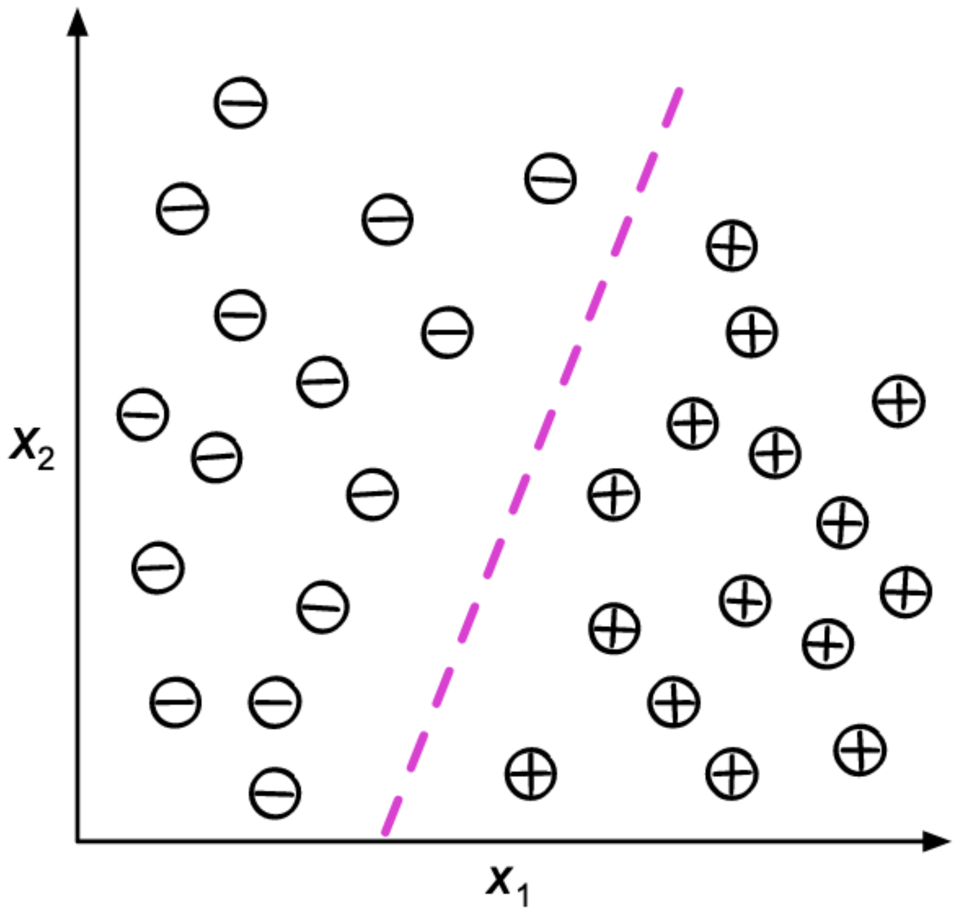
https://www.analyticsvidhya.com/blog/2020/07/top-10-applications-of-natural-language-processing-nlp/

Categories of Machine Learning

Supervised Learning

- Labeled data
- Direct feedback
- Predict outcome/future

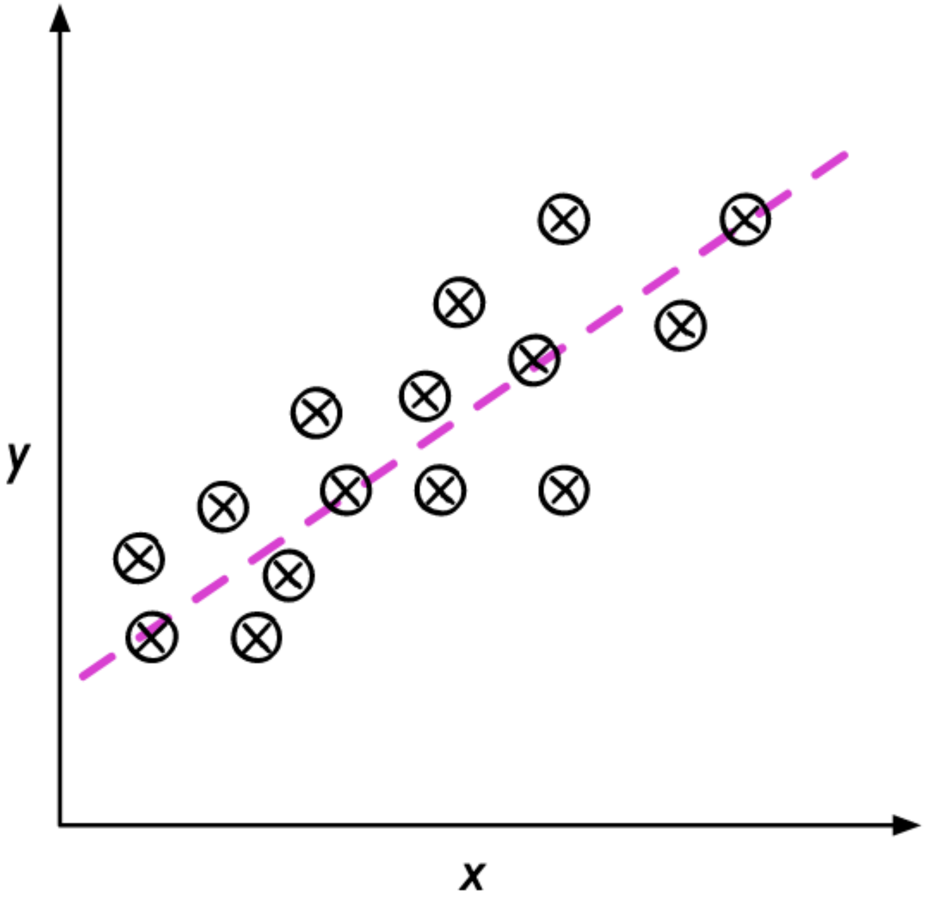
Supervised Learning Sub-category: Classification



Examples :
- Sports car vs. Regular car
- Positive vs. Negative Review
- English vs. Another language
- Spam vs. Ham

Use boundary to predict the class of a new data point, axes are features : goal for the algorithm is to find a boundary such that it gets *most* data points in the correct class.

Supervised Learning Sub-class: Regression



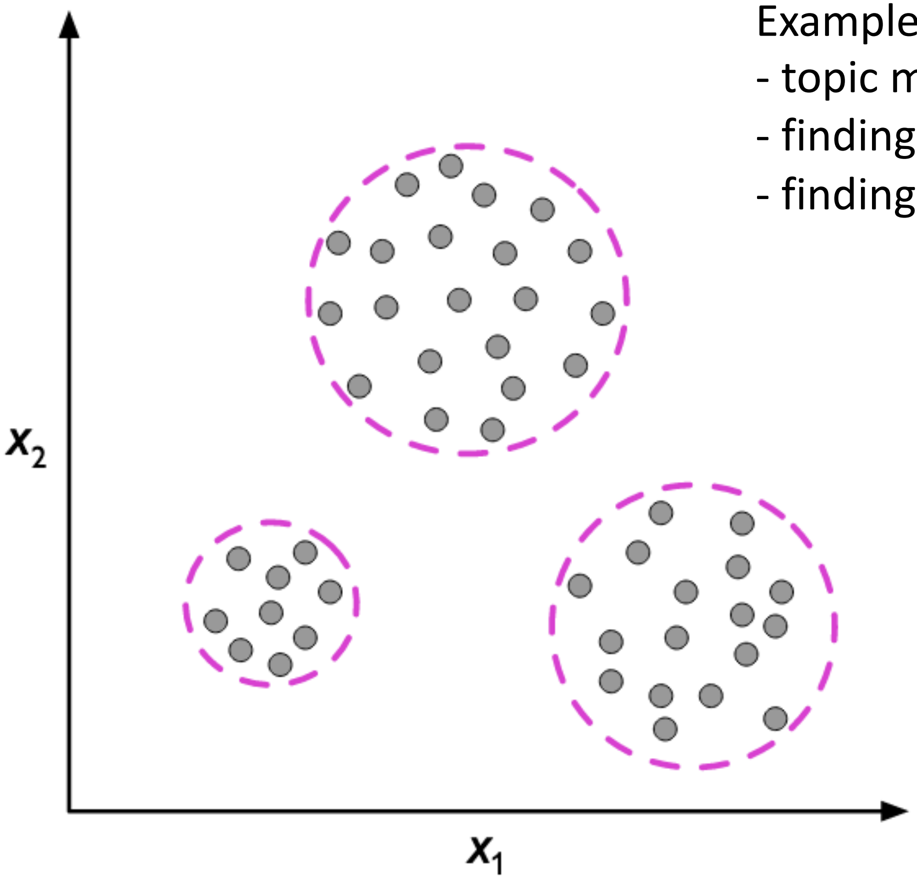
Examples : Housing Prices
Temperature
User satisfaction
Sentence Similarity

Predict targets which are **continuous** values.

Categories of Machine Learning

Supervised Learning	Labeled data Direct feedback Predict outcome/future
Unsupervised Learning	No labels/targets No feedback Find hidden structure in data

Unsupervised Learning Example : Clustering



Examples:
- topic modeling
- finding clothing sizes
- finding similar users on your platform…

Usually involves grouping together similar insrtances and finding patterns, without any label information.

Categories of Machine Learning

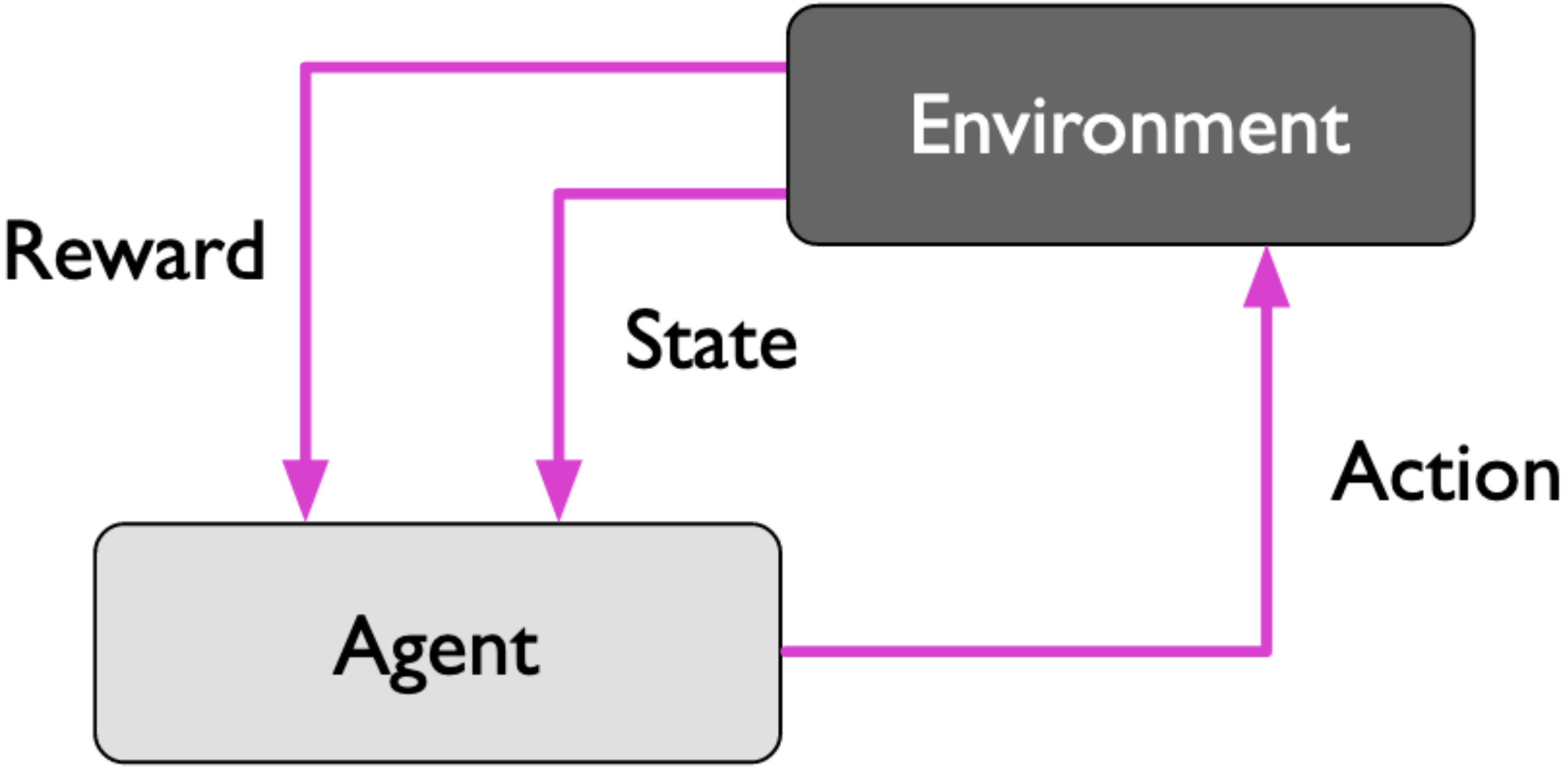
Supervised Learning
- Labeled data
- Direct feedback
- Predict outcome/future

Unsupervised Learning
- No labels/targets
- No feedback
- Find hidden structure in data

Reinforcement Learning
- Decision process
- Reward system
- Learn series of actions

Reinforcement Learning Paradigm

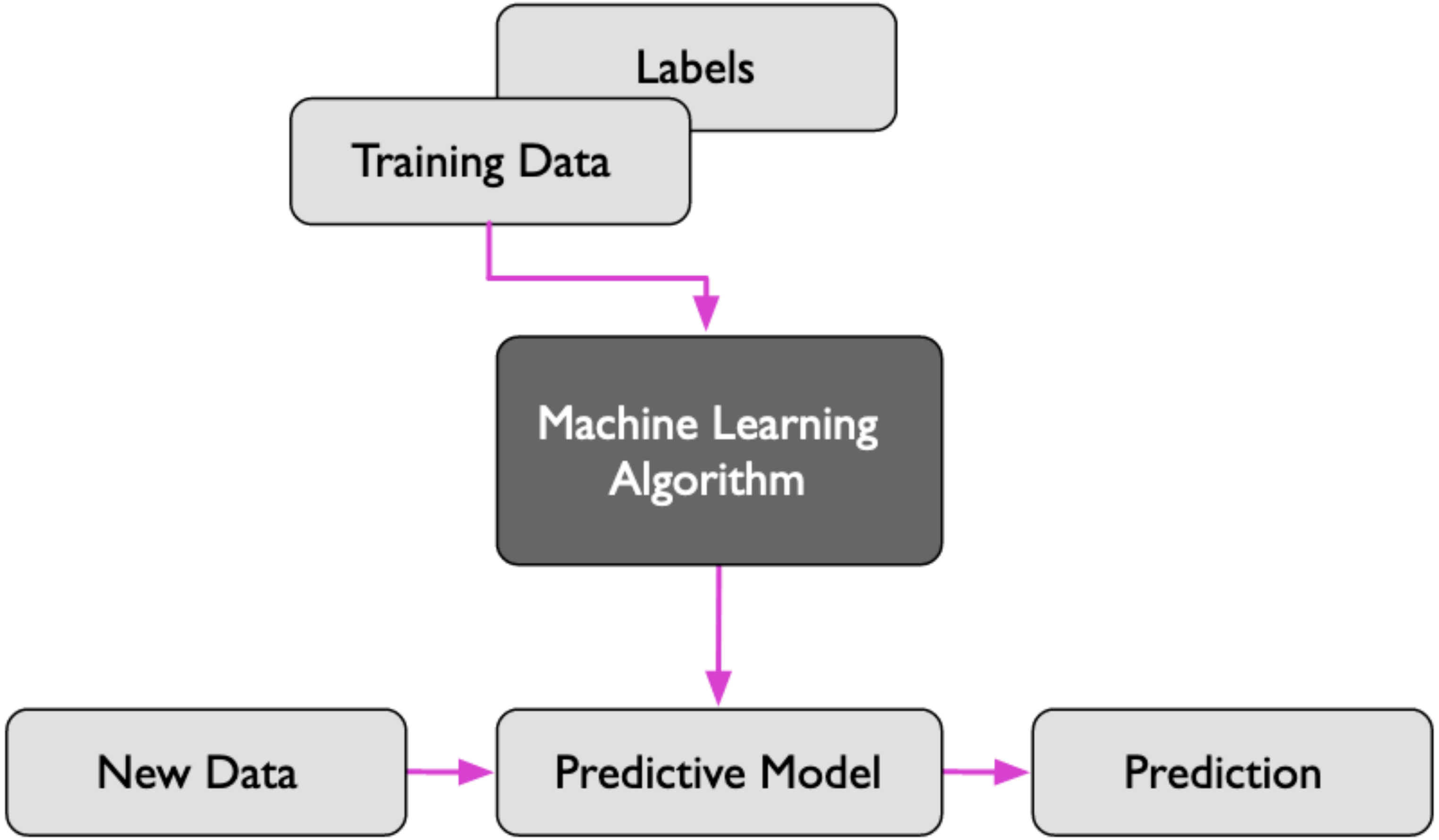
GridWorld example, chess, video games (starcraft, atari games…), robotics etc…



Learn with limited feedback : the agent is never given the « correct » solution, just signals telling it if it is on the right track or not (reward).

RL Hide and Seek Demo OpenAI

Supervised Learning Workflow Overview



Supervised Learning Formal Notations

Training set: $\mathscr{D} = \{\langle \mathbf{x}^{[i]}, y^{[i]} \rangle, i = 1, \ldots, n\}$,

Unknown function: $f(\mathbf{x}) = y$

Hypothesis: $h(\mathbf{x}) = \hat{y}$

Classification ↙ ↘ **Regression**

$h : \mathbb{R}^m \rightarrow \{0,1,2\}$

$h : \mathbb{R}^m \rightarrow \mathbb{R}$

We want to **map the input** vectors of features to an output. The **original mapping** or function is **unknown** and the predictive model serves as an **estimate** or hypothesis of **that original function**.

Data Representation

$$\mathbf{x} = \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_m \end{bmatrix}$$

Feature vector

Data Representation

- Design Matrix, each row represents 1 training example, i.e 1 feature vector **transposed** (this is what the T stands for).
- Pay attention to the bold font as well: **bold => vector**, vs.a single value variable when the font is normal.

$$\mathbf{x} = \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_m \end{bmatrix}$$

Feature vector

$$\mathbf{X} = \begin{bmatrix} \mathbf{x}_1^T \\ \mathbf{x}_2^T \\ \vdots \\ \mathbf{x}_n^T \end{bmatrix}$$

Data Representation Design Matrix Made Explicit

$$\mathbf{X} = \begin{bmatrix} \mathbf{x}_1^T \\ \mathbf{x}_2^T \\ \vdots \\ \mathbf{x}_n^T \end{bmatrix}$$

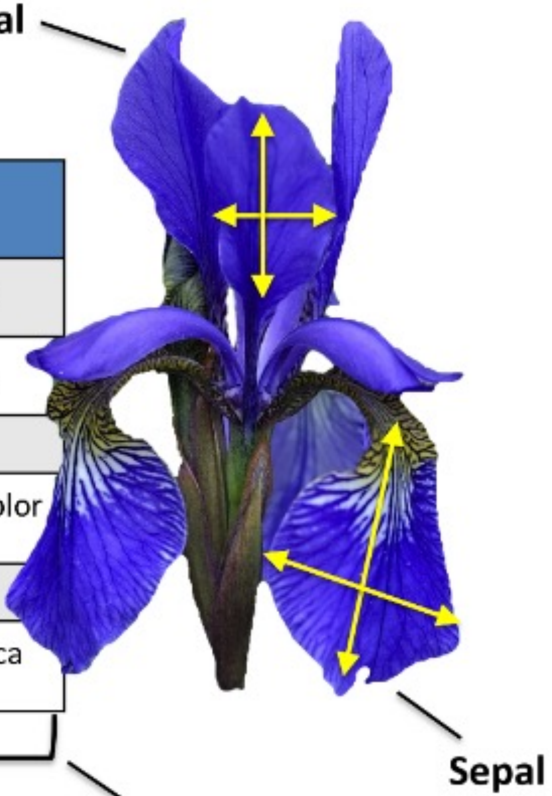
$$\mathbf{X} = \begin{bmatrix} x_1^{[1]} & x_2^{[1]} & \cdots & x_m^{[1]} \\ x_1^{[2]} & x_2^{[2]} & \cdots & x_m^{[2]} \\ \vdots & \vdots & \ddots & \vdots \\ x_1^{[n]} & x_2^{[n]} & \cdots & x_m^{[n]} \end{bmatrix}$$

Extremely Popular Dataset Example: The Iris Dataset

$m =$ ____

$n =$ ____

	Sepal length	Sepal width	Petal length	Petal width	
1	5.1	3.5	1.4	0.2	Setosa
2	4.9	3.0	1.4	0.2	Setosa
			…		
50	6.4	3.5	4.5	1.2	Versicolor
			…		
150	5.9	3.0	5.0	1.8	Virginica



In this dataset, we have flower measurements and want to predict the flower species.

Data Representation: Labels

$$\mathbf{y} = \begin{bmatrix} y^{[1]} \\ y^{[2]} \\ \vdots \\ y^{[n]} \end{bmatrix}$$

A vector to represent labels is also generally used.

ML Terminology

- **Training example**: A row in the table representing the dataset. Synonymous to an observation, training record, training instance, training sample (in some contexts, sample refers to a collection of training examples).
- **Feature**: a column in the table which represents a particular aspect of the dataset.
- **Labels**: What we want to predict.
- **Output / prediction**: use this to distinguish from Labels; means the output of the model.