Machine Learning

Slides use Tony Jebara's materials

Topic 1

- Introduction
- Machine Learning: What, Why and Applications
- Syllabus, policies, texts, web page
- Historical Perspective
- Machine Learning Tasks and Tools
- Digit Recognition Example
- Machine Learning Approach
- Deterministic or Probabilistic Approach
- •Why Probabilistic?

Machine Learning: What/Why

Statistical Data-Driven Computational Models

Real domains (vision, speech, behavior):

no $E=MC^2$

noisy, complex, nonlinear

have many variables

non-deterministic

incomplete, approximate models

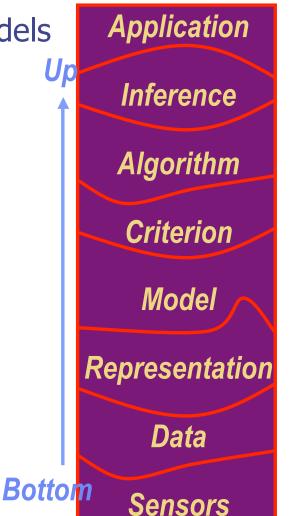
Need: statistical models driven by data &

sensors, a.k.a Machine Learning

Bottom-Up: use data to form a model

Why? Complex data everywhere, audio, video, internet

Intelligence = Learning = Prediction



Machine Learning Applications

- •ML: Interdisciplinary (CS, Math, Stats, Physics, OR, Psych)
- Data-driven approach to AI
- Many domains are too hard to do manually

Speech Recognition (HMMs, ICA)

Computer Vision (face rec, digits, MRFs, super-res)

Time Series Prediction (weather, finance)

Genomics (micro-arrays, SVMs, splice-sites)

NLP and Parsing (HMMs, CRFs, Google)

Text and InfoRetrieval (docs, google, spam, TSVMs)

Medical (QMR-DT, informatics, ICA)

Behavior/Games (reinforcement, gammon, gaming)

Course Details & Requirements

- Probability/Stats, Linear Algebra, Calculus, AI
- Mathematical & Data Driven approach to AI
- •Lots of Equations!

Required Text: Introduction to Graphical Models

by M. Jordan & C. Bishop (Online)

Pattern Recognition & Machine Learning

by C. Bishop (Spring 2006 Edition)

•Reference Text: Pattern Classification (3rd Edition)

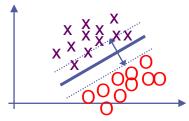
by Duda, Hart and Stork

•Homework: Every 2-3 weeks

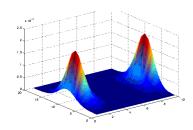
•Grading: homework, midterm, 2 quizzes & final examination

•Software Requirements: Matlab software & Acis account

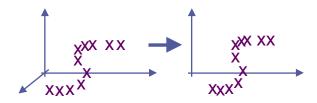
Classification y=sign(f(x))



Modeling p(x)



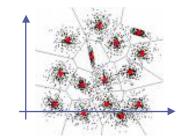
Feature Selection



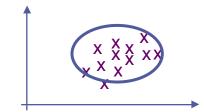
Regression y=f(x)



Clustering



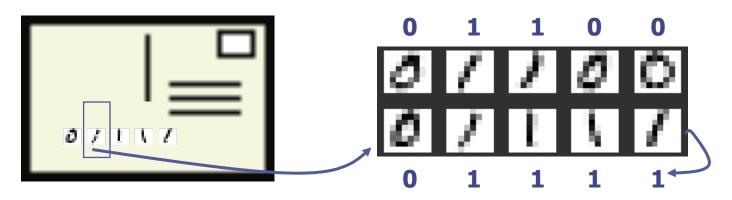
Detection p(x)<t



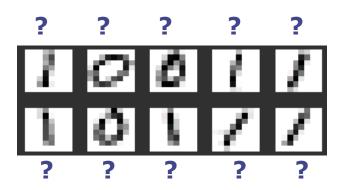
Supervised

Unsupervised

ML Example: Digit Recognition



- Want to automate zipcode reading in post office
- Look at an image and say if it is a '1' or '0'
- •8x8 pixels of gray-level (0.0=dark, 0.5=gray, 1.0=white)
- Learn from above labeled training images
- Predict labels on testing images
- Binary Classification [0,1]
- •What to do?



Ex: Two Approaches

In ML, we will consider two complementary approaches:

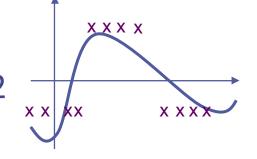
1) Deterministic:

All variables/observables are treated as certain/exact

Find/fit a function f(X) on an image X

Output 0 or 1 depending on input

Class label given by y=sign(f(X))/2 + 1/2



2) Probabilistic/Bayesian/Stochastic:

Variables/observables are random (R.V.) and uncertain

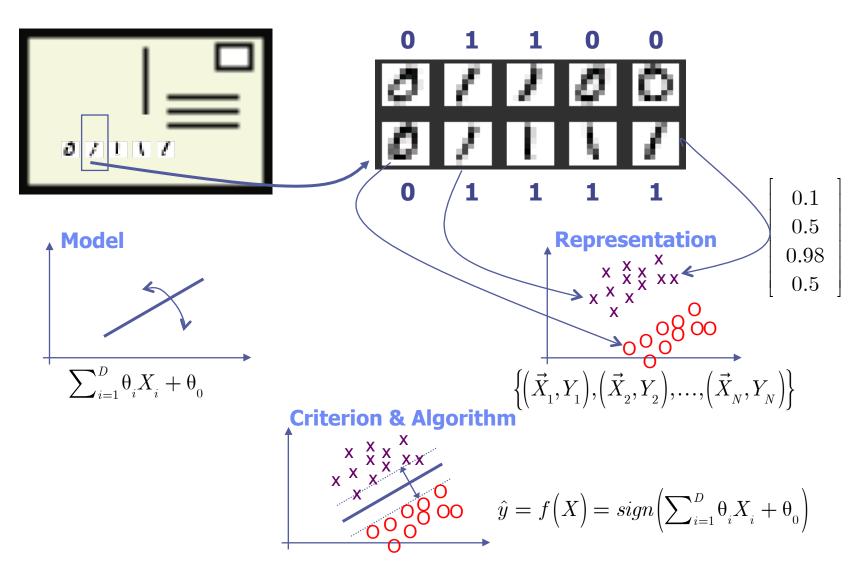
Probability image is a '0' digit: p(y=0|X) = 0.43

Probability image is a '1' digit: p(y=1|X) = 0.57

Output label with larger p(y=0|image) or p(y=1|image)

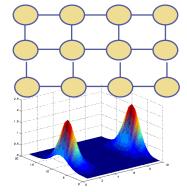
These are interconnected! Deterministic approaches can be generated from (more general) probabilistic approaches

Ex: 1) Deterministic Approach

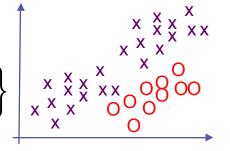


Ex: 2) Probabilistic Approach

a) Provide Prior Model Parameters & Structure e.g. nearby pixels are co-dependent



b) Obtain Data and Labels
$$\{(X_1, Y_1), ..., (X_T, Y_T)\}$$



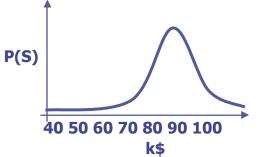
c) Learn a probability model with data p(all system variables)

 $p(Y \mid X)$

d) Use model for inference (classify/predict)

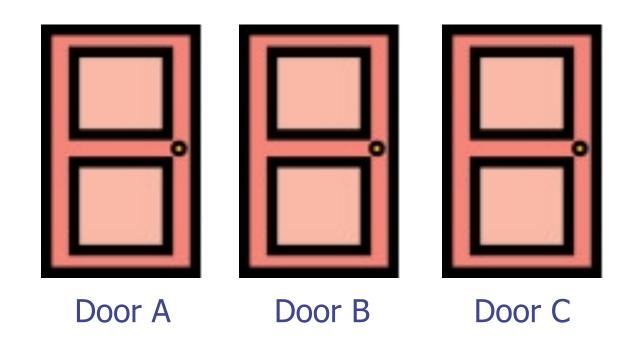
Why Probabilistic Approach?

- Decision making often involves uncertainty
- Hidden variables, complexity, randomness in system
- Input data is noisy and uncertain
- Estimated model is noisy and uncertain
- Output data is uncertain (no single correct answer)
- •Example: Predict your salary in the future
- •Inputs: Field, Degree, University, City, IQ
- Output: \$Amount
- There is uncertainty and hidden variables
- •No one answer (I.e. \$84K) is correct
- •Answer = a distribution over salaries



Why Probabilistic? Monty Hall

- Behind one door is a prize (car? 1\$?)
- Pick a door



Monty Hall Solution

Probabilistic Interpretation is Best

Bayesian Solution: Change your mind!

Probabilistic
Graphical Model
Bayesian Network

Monty Opens

Selection

Prize

Assume we always start by picking A.

If prize behind A: Opens B/C \rightarrow Change A to C/B \rightarrow Lose

If prize behind B: Opens $C \rightarrow Change A to B \rightarrow Win$

If prize behind C: Opens B \rightarrow Change A to C \rightarrow Win

Probability of winning if change your mind = 66% Probability of winning if stick to your guns = 33%