

ADVANCED TOPICS OF MACHINE LEARNING

Course Description

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Universidad Distrital Francisco José de Caldas

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UNIVERSIDAD DISTRITAL
FRANCISCO JOSÉ DE CALDAS

Outline

- 1 You don't know who I am
- 2 Course Overview
- 3 Grading & Rules
- 4 Bibliography



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Academic Experience

- **Computer Engineer**, M.Sc. in Computer Engineering, and researcher for 16 years. *Evol. Comp. Art. Life*
- 8 years as **full-time associate professor** at colleges, in **Computer Engineering programs**.
- 3 years as **lecturer professor** for both colleges and **government STEM programs**.
- Speaker at **IEEE** events and colleges in Colombia, Brazil, and Bolivia.



Non-academic Experience



- PyCon Colombia and Python Bogotá co-organizer.
- 3 years as **software engineer** for several **tech companies** in Colombia. ✕
- 3 years as **Technical Leader** of Machine Learning and Data Science at a USA startup.
- 1.5 years as MLOps Engineer for a **Fintech** company in LATAM.
- Currently, **Senior Engineering Manager** of **Data Engineering** and **Machine Learning** at Blend 360.



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Overview

This course is designed to **introduce undergraduate students** to **advanced machine learning techniques** as part of the foundation for becoming an experienced **AI engineer** capable of developing **intelligent solutions**.

~5 years ago

The course starts with a **comprehensive study** of **reinforcement learning** and **generative models**. Then, it transitions into **advanced unsupervised learning** and **deep learning optimization techniques**. Finally, we will focus on **online learning**, **transfer learning**, and **model interpretability** for both **research** and **industry applications**.

Classes will consist of **theoretical lectures**, **algorithm implementation sessions**, and **cutting-edge research projects**. Also, you must complete some readings from **advanced ML research papers** and **deep learning**. In addition, there will be a **semester-long research project**, **one final course test**, and **four practical challenges**.



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Goals

The **main goal** of this course is to **provide students** with **advanced concepts** and **cutting-edge techniques** for **intelligent systems design** capable of analyzing data, optimizing processes, and improving **human-machine interactions**.

At the end of this course you should be able to **implement advanced ML models** including reinforcement learning, generative models, and **transfer learning techniques**. Also, you should be able to **develop** complete **AI solutions** that solve real-world problems using **state-of-the-art algorithms** and optimization techniques.



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Prerequisites

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This is an advanced course, so you must have some knowledge in:

- **Programming** in **Python** (advanced level), including libraries like **NumPy**, **Pandas**, and **Scikit-learn**.
- **Mathematics** fundamentals: **linear algebra**, **calculus**, and **probability theory**.
- **Statistics** and **statistical inference**: hypothesis testing, distributions, and regression analysis.
- **Basic Machine Learning** concepts: supervised/unsupervised learning, model evaluation, and cross-validation.
- **Git** usage, **Jupyter Notebooks**, and experience with ML frameworks like **TensorFlow** or **PyTorch**.
- **Recommended**: Experience with Docker containers and research paper reading.



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Syllabus

Period	Topic	Time
Period I	Introduction to Machine Learning	2 sessions
	<u>Reinforcement Learning Fundamentals</u>	7 sessions — 1
	Generative and Probabilistic Models	5 sessions
	Advanced Unsupervised Learning I	3 sessions — 2
	Course Project Catch-Up	2 sessions
Period II	Advanced Unsupervised Learning II	4 sessions
	Deep Learning	4 sessions — 3
	Online Learning	2 sessions
	ML Interpretability Techniques	3 sessions — 4
	Final Test	1 session
Period III	Project Dissertation	2 sessions



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Grades Percentages

Period	Item	Percentage
Period I	Mini-Projects	20%
	Project Catch-Up	15%
Period II	Mini-Projects	15%
	Course Test	20%
Period III	Paper + Poster	15%
	Report + Implementation	10%
	Presentation	5%

35%

45%



Don't hate the player, hate the game

- All assignments must be submitted on time and in English. Grammar and spelling will **not** be evaluated.
- Copying and pasting from the internet are forbidden. Please **develop** your own ideas and solutions.
- Class attendance is not mandatory. If you **miss** classes, you must study independently.
- No cell phones, smartwatches, WhatsApp, Tinder, or **smart devices**. **Just you and your brain.** Pay attention in class.
- Communication with me must be via email or Slack. I will **not** answer any questions via WhatsApp.



Code of Conduct

- **Always** be **respectful** to your **classmates** and to me. You must be **kind** to everyone inside (*and outside*) the classroom.
- There is **(no best programming language, tool, or technology)** There are only **better** or **worse** solutions.
- You must be **honest** with your work. If you **(don't know something,** just **ask** me. I will be **glad** to help you.
- You must be **responsible** with your work. If you don't submit **on time** please **don't complain**.
- You must not be **disruptive** or **negatively affect** the **classroom environment**. If you do, I will **ask you to leave** the classroom.



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Bibliography

Recommended bibliography:

- **Reinforcement Learning: An Introduction**, by Richard S. Sutton & Andrew G. Barto.
- **Deep Learning**, by Ian Goodfellow, Yoshua Bengio, & Aaron Courville.
- **Generative Deep Learning**, by David Foster.
- **Pattern Recognition and Machine Learning**, by Christopher M. Bishop.
- **The Elements of Statistical Learning**, by Trevor Hastie, Robert Tibshirani, & Jerome Friedman.
- **Interpretable Machine Learning**, by Christoph Molnar.
- **Online Learning and Online Convex Optimization**, by Shai Shalev-Shwartz.

 **Bayesian Reasoning and Machine Learning**, by David Barber.



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Thanks!

Questions?



My Profile: www.linkedin.com/in/casierrav

