# Fundaments of Machine learning for and with engineering applications

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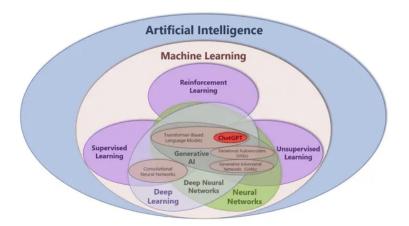
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1 Statistics, Machine learning or Artificial intelligence?

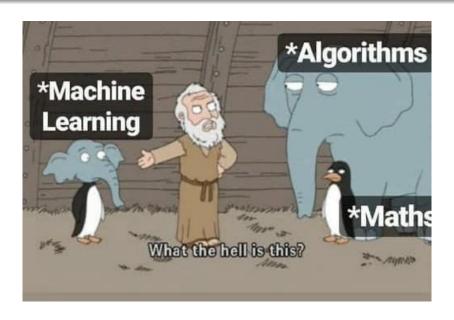
2 Machine Learning intro

### Statistics, Machine learning or Artificial intelligence?

What is the main difference between the three fields?



### How Machine Learning Started?



- Statistics (origin "description of a state/country") is the discipline that concerns the collection, organization, analysis, interpretation, and presentation of data.
- It is conventional to begin with a statistical population or a statistical model to be studied. Populations can be diverse groups of people or objects such as "all people living in a country" or "every atom composing a crystal".
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#### Definitions:

- Machine learning is a branch of artificial intelligence (AI) and computer science which focuses on the use of data and algorithms to imitate the way that humans learn, gradually improving its accuracy. [IBM]
- Machine learning (ML) is a field of study in artificial intelligence concerned with the development and study of statistical algorithms that can learn from data and generalize to unseen data, and thus perform tasks without explicit instructions. [WIKI]
- Machine learning is a subfield of artificial intelligence that uses algorithms
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#### Loss function

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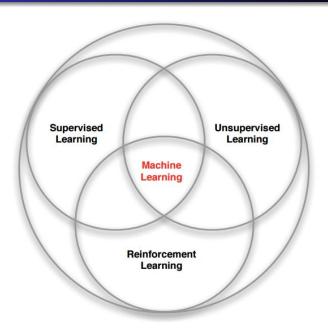
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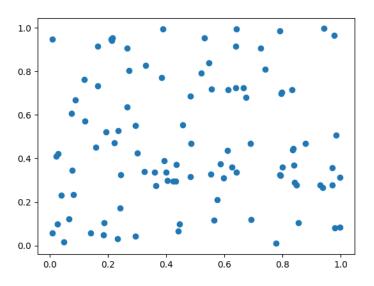
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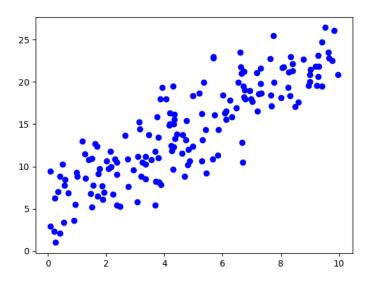
# Families of Machine learning



### What can we do with that?



### What about in this case?



### Python Source code 1

```
import numpy as np
import matplotlib.pyplot as plt

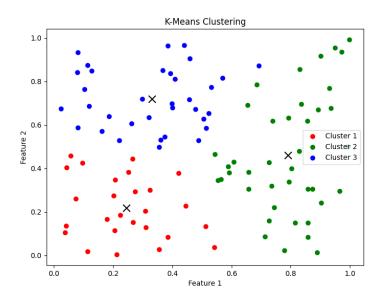
# Generate some sample data
data = np.random.rand(100, 2) # 100 data points with 2 features

plt.scatter(data[:, 0], data[:, 1])
plt.show()
```

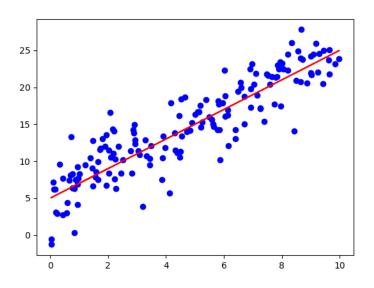
### Python Source code 2

```
import numpy as np
import matplotlib.pyplot as plt
def generate_linear_data(n_random_points, noise=16):
    x = np.random.rand(n_random_points) * 10
    # Make 'perfect' data
    true_slope, true_intercept = 2, 5
    y = true_slope * x + true_intercept
    # Add noise
    y += np.random.randn(n_random_points)*noise
    return x, y, true_slope, true_intercept
# Use the function to generate data
x, y, true_slope, true_intercept = generate_linear_data(
        n_random_points=166,
        noise=3)
# Plot all
plt.scatter(x, y, color='blue', label='Data Points')
plt.show()
```

# Unsupervised learning



# Supervised learning



#### The data decides

This is why we focus so much on the data type.

The data properties dictate what statistical model can be adopted.

An statistical model has leverages our understanding of the data structure to improve its **predictions** (inference).

The numerical recipe that we used to generate the data is defined the truth

Psychology or data science?

Most Machine learning tools are aimed to find the truth. In most cases, we are happy to not find lies.

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Unsupervised learning, a term that resonates with the autonomy of machine intelligence, operates on the principle of identifying patterns and structures in datasets without labelled responses.

This branch of machine learning is distinguished by its lack of explicit guidance, where algorithms are tasked with uncovering hidden structures from unlabeled data.

The most common clustering strategies are

- filtering
- clustering
- dimensionality reduction
- association learning

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### Application of unsupervised learning

It is a bit of a holy grail: a computer that finds patterns without guidance. (Yes, it doesn't work, most of the time)

Still, it has been shown efficient for

- Computer vision
- Anomaly detection
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#### Main challenge

The right result is quite undefined, Uncertain goa

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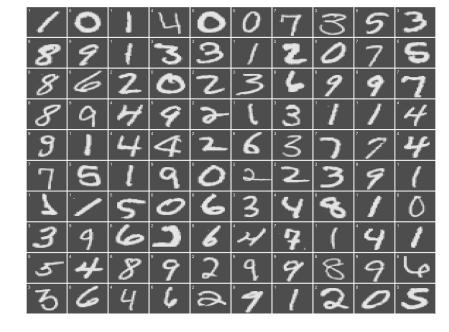
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# Uncertain goal



### Weak supervised learning

 $\boldsymbol{A}$  less popular type of machine learning problem is when labels are assigned to groups of instances.

The group of instances is called bag.

The question is, what is the level of a previously unforeseen bag?

This data structure and question type request a hybrid treatment between supervised and supervised learning.

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Multiple instances are needed to learn (quite clear name)

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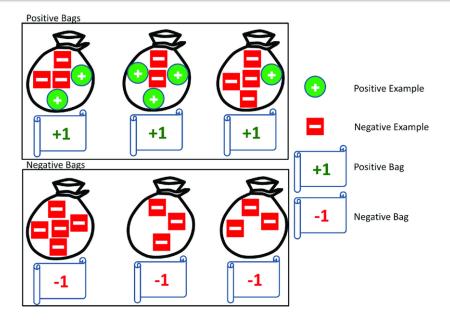
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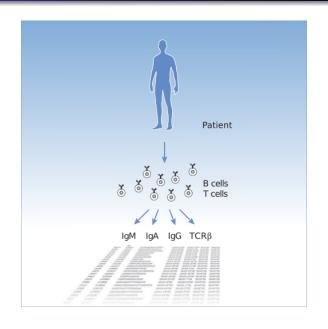
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Finally, there is a further approach.

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It aims to train an intelligent agent to take actions in a dynamic environment in order to maximise the cumulative reward.

It learns from outcomes and decides which action to take next. After each action, the algorithm receives feedback that helps it determine whether the choice it made was correct, neutral or incorrect.

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