جـامعة الجـلالة
GALALA UNIVERSITY

Artificial Intelligence Science Program

Chapter 4: Learning from Examples

Forms of Learning

- The technology of machine learning has become a standard part of software engineering.
- Any time you are building a software system, even if you don't think of it as an AI agent, components of the system can potentially be improved with machine learning.
  - For example, software to analyze images of galaxies with a machine-learned model.

Forms of Learning

- An agent is learning if it improves its performance after making observations about the world.
- When the agent is a computer,
  - we call it machine learning: a computer observes some data, builds a model based on the data, and uses it.
- Any component of an agent program can be improved by machine learning.

Types of learning

- In supervised learning the agent observes input-output pairs and learns a function that maps from input to output.
  - For example, the inputs could be camera images, each one is either “bus” or “pedestrian,” etc. An output like this is called a label.
- In unsupervised learning the agent learns patterns in the input without any explicit feedback.
  - The most common unsupervised learning task is clustering.
    - For example, when shown millions of images taken from the Internet, a computer vision system can identify a large cluster of similar images “cats.”

Types of learning

- In reinforcement learning the agent learns from a series of reinforcements: rewards and punishments.
  - For example, at the end of a chess game the agent is told that it has won (a reward) or lost (a punishment).

Supervised Learning

- Given a training set of example input–output pairs

$$(x_1, y_1), (x_2, y_2), \ldots (x_N, y_N),$$

- where each pair was generated by an unknown function $y = f(x)$ discover a function that approximates the true function f
- We can say y is the ground truth
- We can evaluate that with a second sample of (x_i, y_i) pairs called a test set.

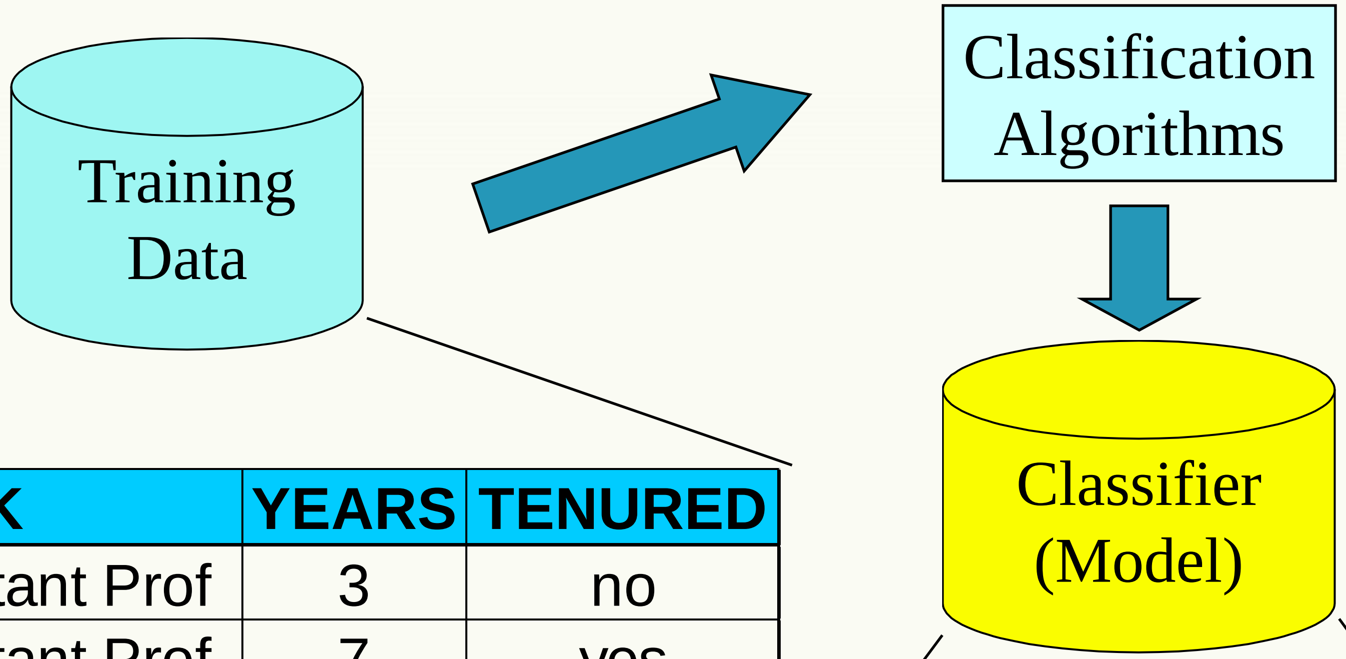
Prediction Problems: Classification vs. Numeric Prediction

- Classification
  - predicts categorical class labels (discrete or nominal)
  - classifies data (constructs a model) based on the training set and the values (class labels) in a classifying attribute and uses it in classifying new data.
- Numeric Prediction
  - models continuous-valued functions, i.e., predicts unknown or missing values
- Typical applications
  - Credit/loan approval:
  - Medical diagnosis: if a tumor is cancerous or benign.
  - Web page categorization: which category it is.

Classification—A Two-Step Process

- Model construction: describing a set of predetermined classes
  - Each sample is assumed to belong to a predefined class, as determined by the class label attribute
  - The set of tuples used for model construction is training set
  - The model is represented as classification rules, decision trees, or mathematical formula
- Model usage: for classifying future or unknown objects
  - Estimate accuracy of the model
    - The known label of test sample is compared with the classified result from the model
    - Accuracy rate is the percentage of test set samples that are correctly classified by the model
    - Test set is independent of training set (otherwise overfitting)
  - If the accuracy is acceptable, use the model to classify new data
- Note: If *the test set* is used to select models, it is called validation (test) set

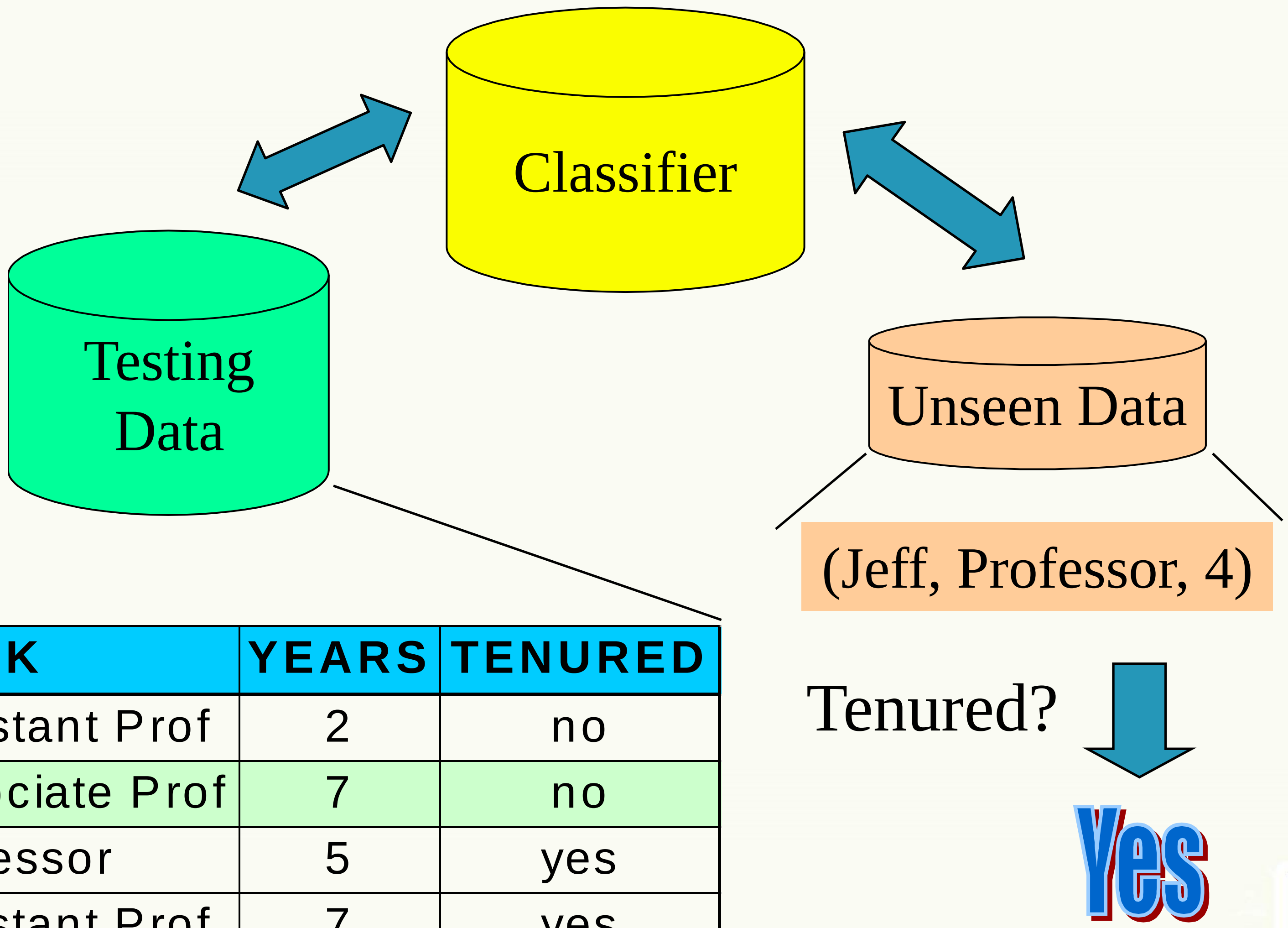
Process (1): Model Construction



NAME	RANK	YEARS	TENURED
Mike	Assistant Prof	3	no
Mary	Assistant Prof	7	yes
Bill	Professor	2	yes
Jim	Associate Prof	7	yes
Dave	Assistant Prof	6	no
Anne	Associate Prof	3	no

IF rank = ‘professor’
OR years > 6
THEN tenured = ‘yes’

Process (2): Using the Model in Prediction



NAME	RANK	YEARS	TENURED
Tom	Assistant Prof	2	no
Merlisa	Associate Prof	7	no
George	Professor	5	yes
Joseph	Assistant Prof	7	yes

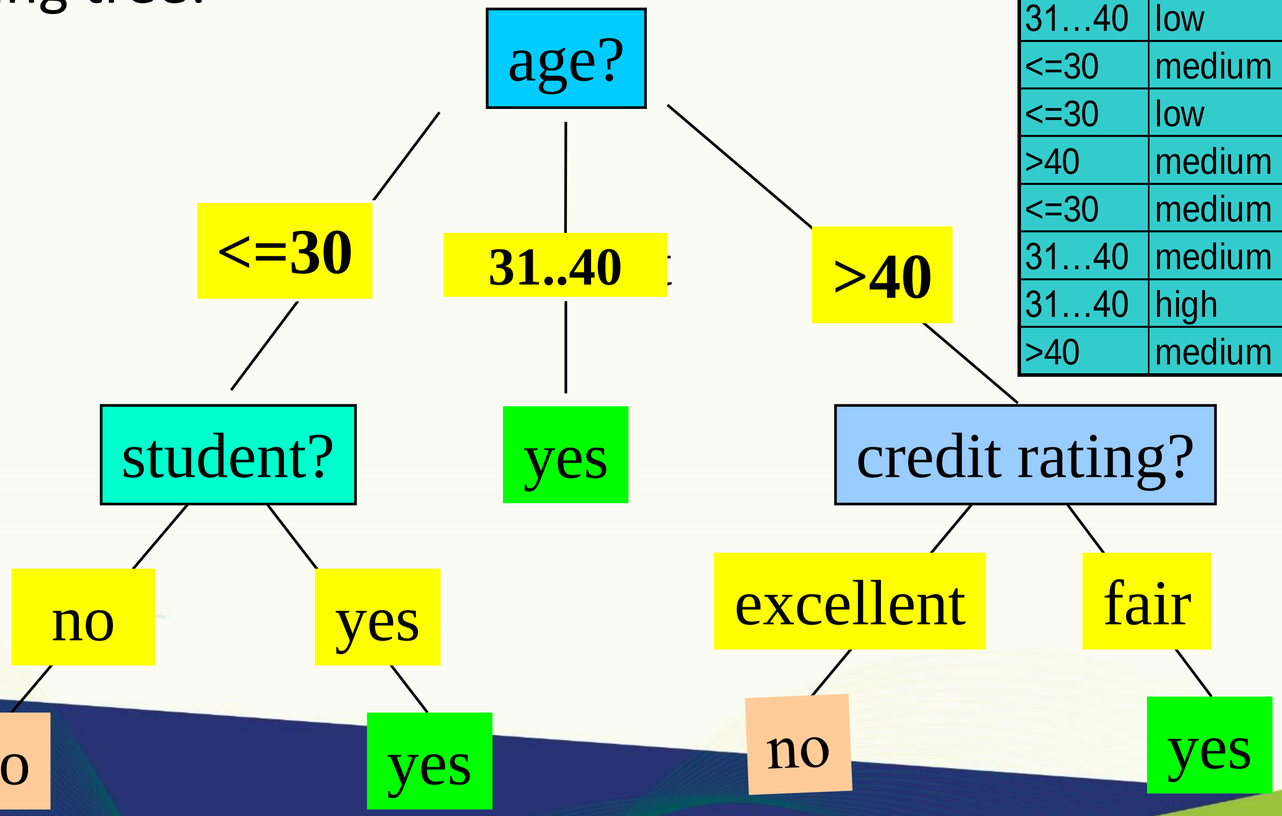
Learning Decision Trees

- A decision tree is a representation of a function that maps a vector of attribute values to a single output value—a “decision.”
- A decision tree reaches its decision by performing a sequence of tests, starting at the root and following the appropriate branch until a leaf is reached.

Decision Tree Induction: An Example

- Training data set: Buys_computer
- The data set follows an example of Quinlan's ID3 (Playing Tennis)
- Resulting tree:

age	income	student	credit_rating	buys_computer
<=30	high	no	fair	no
<=30	high	no	excellent	no
31…40	high	no	fair	yes
>40	medium	no	fair	yes
>40	low	yes	fair	yes
>40	low	yes	excellent	no
31…40	low	yes	excellent	yes
<=30	medium	no	fair	no
<=30	low	yes	fair	yes
>40	medium	yes	fair	yes
<=30	medium	yes	excellent	yes
31…40	medium	no	excellent	yes
31…40	high	yes	fair	yes
>40	medium	no	excellent	no

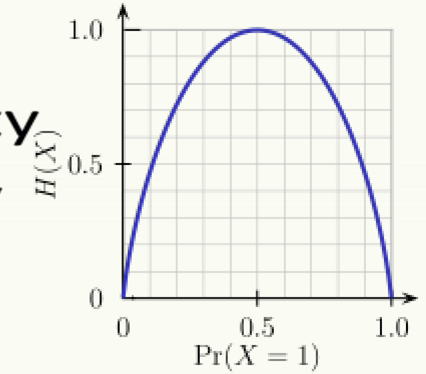


Algorithm for Decision Tree Induction

- Basic algorithm (a greedy algorithm)
  - Tree is constructed in a top-down recursive divide-and-conquer manner.
  - At start, all the training examples are at the root
  - Attributes are categorical (if continuous-valued, they are discretized in advance)
  - Examples are partitioned recursively based on selected attributes
  - Test attributes are selected on the basis of a heuristic or statistical measure (e.g., information gain)
- Conditions for stopping partitioning
  - All samples for a given node belong to the same class
  - There are no remaining attributes for further partitioning – majority voting is employed for classifying the leaf
  - There are no samples left

Brief Review of Entropy

- Entropy (Information Theory)
  - A measure of uncertainty associated with a random variable
  - Calculation: For a discrete random variable Y taking m distinct values $\{y_1, \ldots, y_m\}$,
    - $H(Y) = -\sum_{i=1}^{m} p_i \log(p_i)$, where $p_i = P(Y = y_i)$
  - Interpretation:
    - Higher entropy => higher uncertainty
    - Lower entropy => lower uncertainty
- Conditional Entropy
  - $H(Y|X) = \sum_x p(x) H(Y|X = x)$



m = 2

Attribute Selection Measure: Information Gain (ID3/C4.5)

- Select the attribute with the highest information gain
- Let p_i be the probability that an arbitrary sample in D belongs to class C_i, estimated by $|C_{i,D}|/|D|$.
- Expected information (entropy) needed to classify a tuple in D:

$$Info(D) = -\sum_{i=1}^{m} p_i \log_2(p_i)$$

- Information needed (after using A to split D into v partitions) to classify D:

$$Info_A(D) = \sum_{j=1}^{v} \frac{|D_j|}{|D|} \times Info(D_j)$$

- Information gained by branching on attribute A

$$Gain(A) = Info(D) - Info_A(D)$$

Attribute Selection: Information Gain

- Class P: buys_computer = "yes"
- Class N: buys_computer = "no"

$$Info(D) = I(9,5) = -\frac{9}{14}\log_2\left(\frac{9}{14}\right) - \frac{5}{14}\log_2\left(\frac{5}{14}\right) = 0.940$$

age	p_i	n_i	$I(p_i, n_i)$
<=30	2	3	0.971
31…40	4	0	0
>40	3	2	0.971

age	income	student	credit_rating	buys_computer
<=30	high	no	fair	no
<=30	high	no	excellent	no
31…40	high	no	fair	yes
>40	medium	no	fair	yes
>40	low	yes	fair	yes
>40	low	yes	excellent	no
31…40	low	yes	excellent	yes
<=30	medium	no	fair	no
<=30	low	yes	fair	yes
>40	medium	yes	fair	yes
<=30	medium	yes	excellent	yes
31…40	medium	no	excellent	yes
31…40	high	yes	fair	yes
>40	medium	no	excellent	no

$$Info_{age}(D) = \frac{5}{14}I(2,3) + \frac{4}{14}I(4,0) + \frac{5}{14}I(3,2) = 0.694$$

$\frac{5}{14}I(2,3)$ means "age <=30" has 5 out of 14 samples, with 2 yes'es and 3 no's. Hence

$$Gain(age) = Info(D) - Info_{age}(D) = 0.246$$

Similarly,

$$Gain(income) = 0.029$$
$$Gain(student) = 0.151$$
$$Gain(credit\_rating) = 0.048$$

```
#Importing required libraries
 import pandas as pd
import numpy as np
from sklearn.datasets import load_iris
from sklearn.tree import DecisionTreeClassifier
from sklearn.model_selection import train_test_split
data = load_iris() print('Classes to predict: ', data.target_names)
#Extracting data attributes
X = data.data
### Extracting target/ class labels
y = data.target

print('Number of examples in the data:', X.shape[0])
#First four rows in the variable 'X'
X[:4]

#Output
Out: array([[5.1, 3.5, 1.4, 0.2],
       [4.9, 3. , 1.4, 0.2],
       [4.7, 3.2, 1.3, 0.2],
       [4.6, 3.1, 1.5, 0.2]])
```

```
#Using the train_test_split to create train and test sets.
X_train, X_test, y_train, y_test = train_test_split(X, y, random_state = 47, test_size = 0.25)
#Importing the Decision tree classifier from the sklearn library.
from sklearn.tree import DecisionTreeClassifier
clf = DecisionTreeClassifier(criterion = 'entropy’)

#Training the decision tree classifier.
clf.fit(X_train, y_train)

#Output:
Out:DecisionTreeClassifier(class_weight=None, criterion='entropy', max_depth=None,
            max_features=None, max_leaf_nodes=None,
            min_impurity_decrease=0.0, min_impurity_split=None,
            min_samples_leaf=1, min_samples_split=2,
            min_weight_fraction_leaf=0.0, presort=False, random_state=None,
            splitter='best')
#Predicting labels on the test set.
y_pred =  clf.predict(X_test)
```

```
#Importing the accuracy metric from sklearn.metrics library

from sklearn.metrics import accuracy_score
print('Accuracy Score on train data: ', accuracy_score(y_true=y_train, y_pred=clf.predict(X_train)))
print('Accuracy Score on test data: ', accuracy_score(y_true=y_test, y_pred=y_pred))

#Output:
Out: Accuracy Score on train data:  1.0
    Accuracy Score on test data:  0.9473684210526315
```