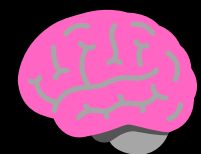


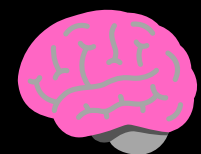
# Introdução a Machine Learning

{kat;e}



## **TÓPICOS A SEREM ABORDADOS**

- **Conceitos iniciais**
- **Onde se aplica**
- **Tipos de Machine Learning**
- **Algoritmos básicos**
- **Noções de Deep Learning**
- **Onde aprender Machine Learning**



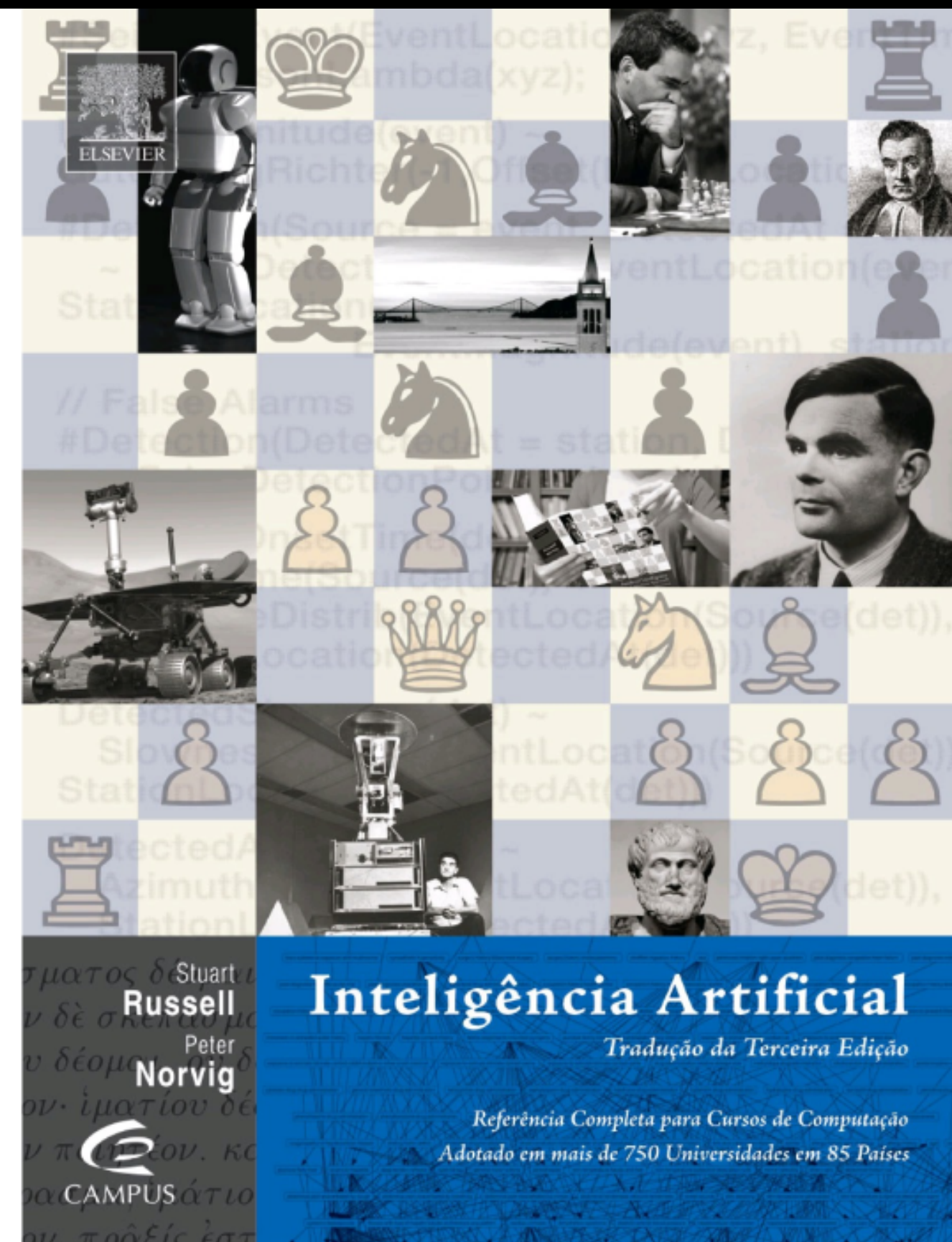
# O que é Machine Learning?

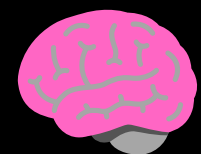




## Quatro vertentes:

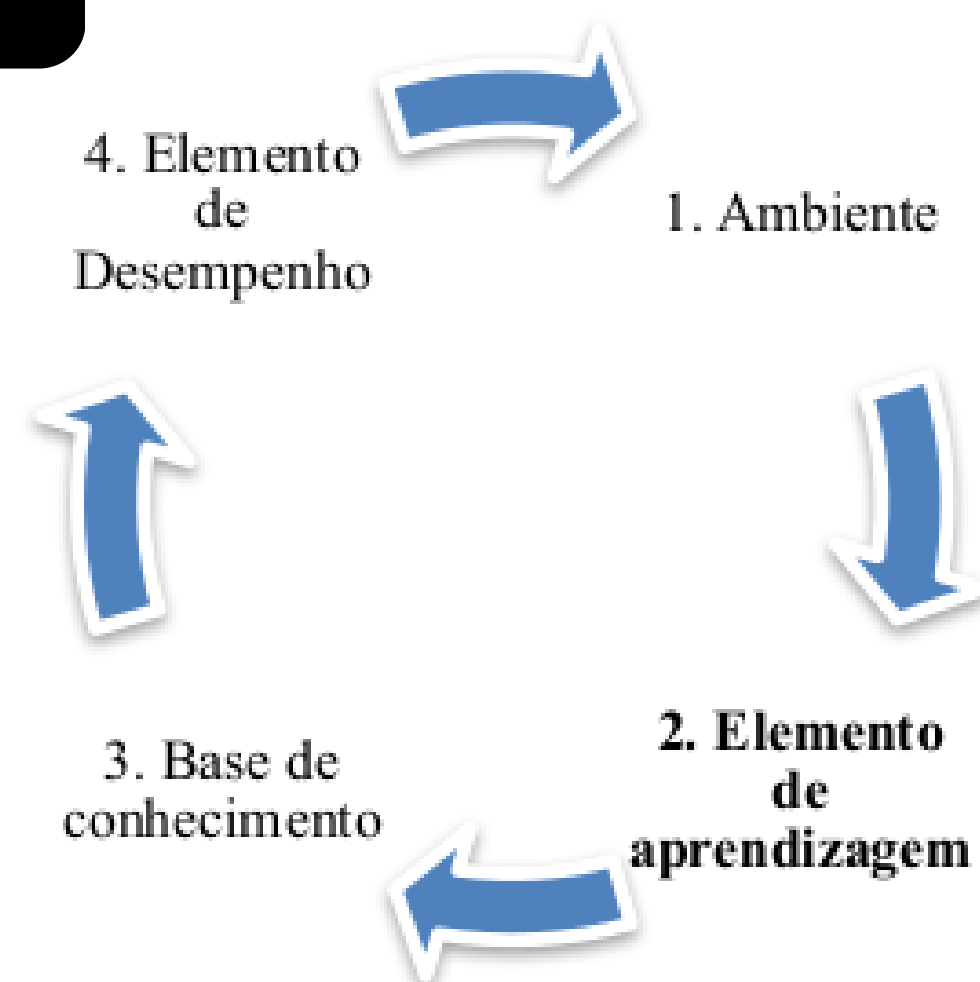
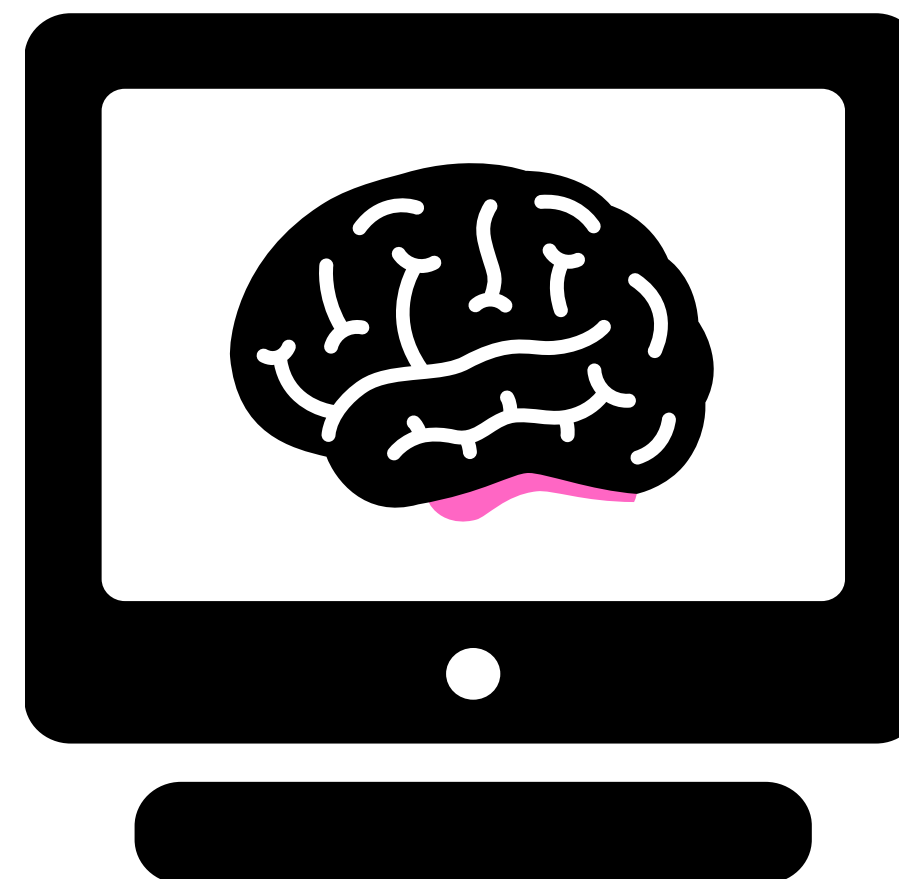
- **Pensar de forma humana**
- **Pensar racionalmente**
- **Agir de forma humana**
- **Agir racionalmente**

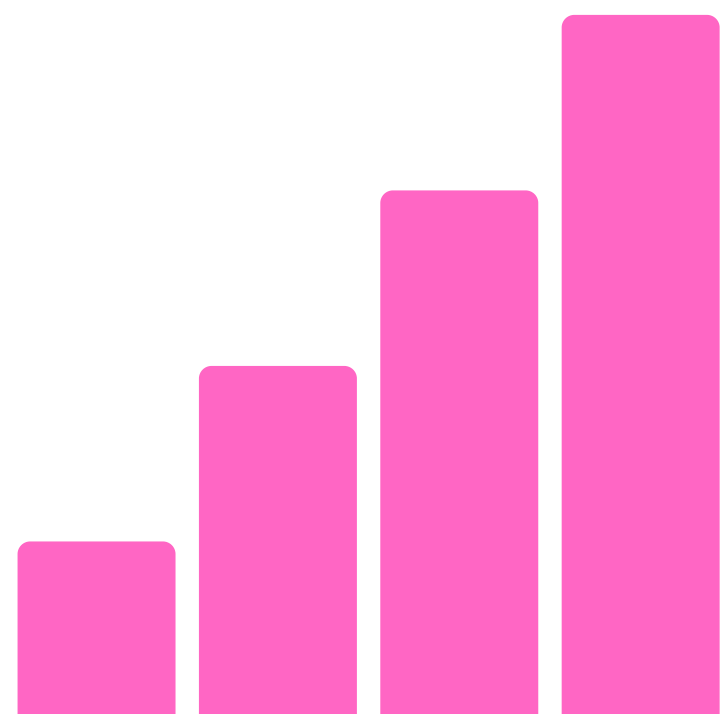
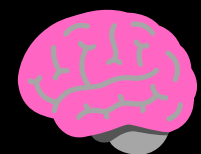




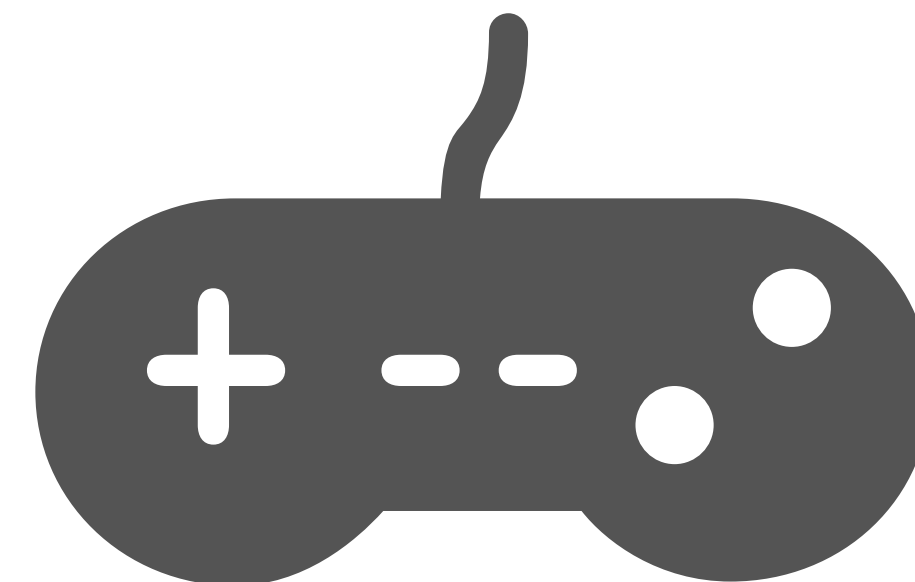
## MACHINE LEARNING

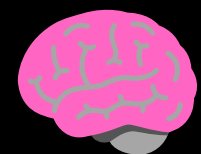
- Área da Inteligência Artificial que visa dotar as máquinas da capacidade de aprender
- Usada quando não se sabe modelar o problema
- O desempenho melhora com a experiência





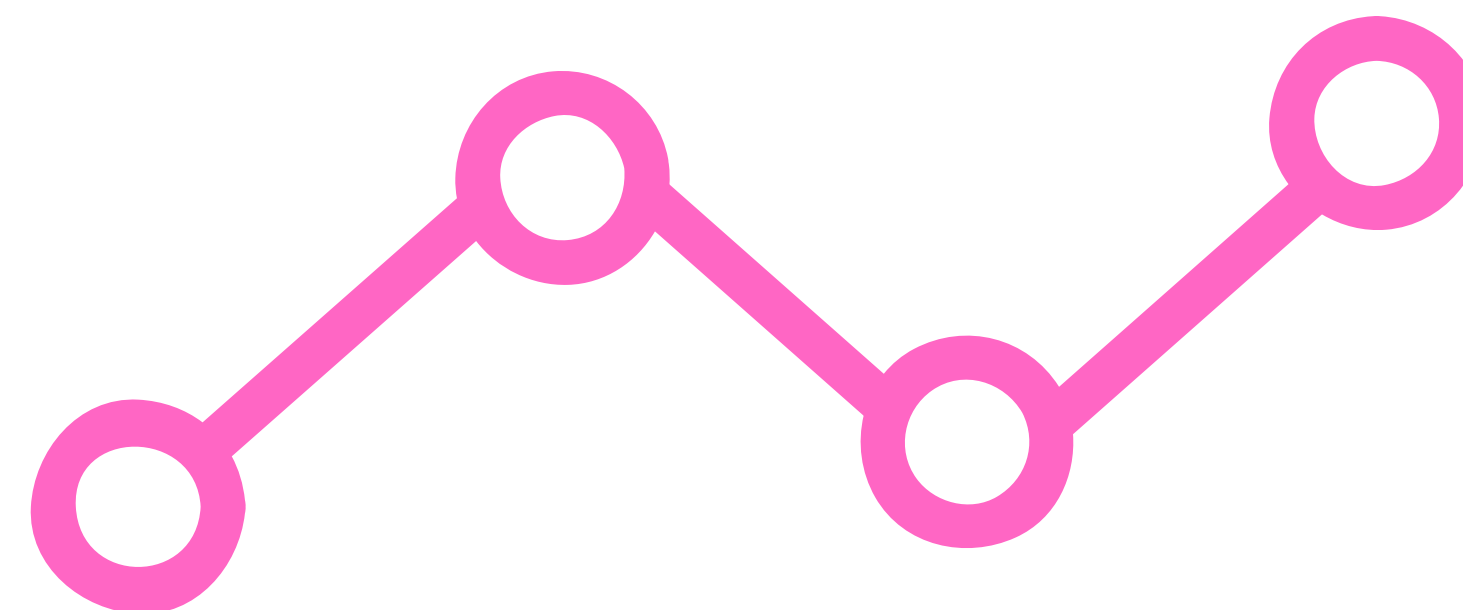
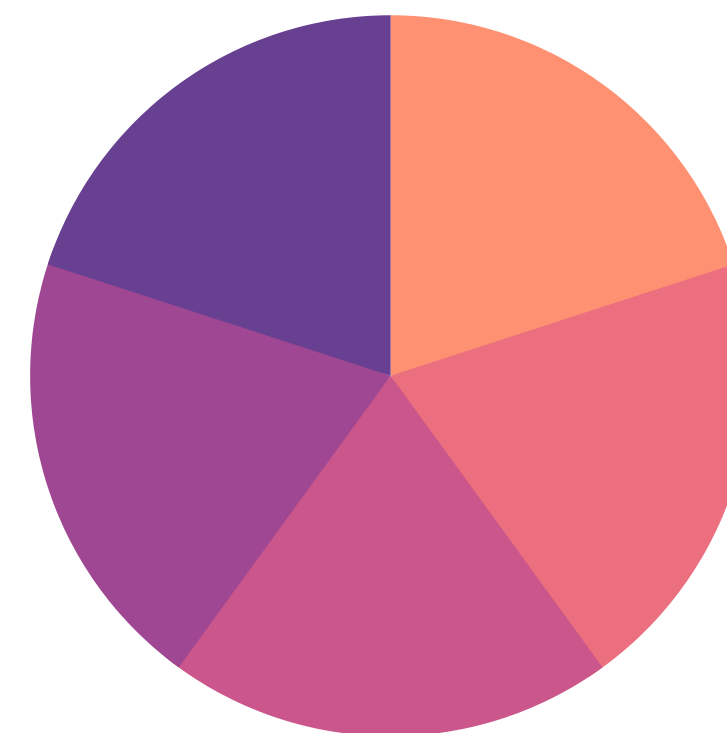
**Onde se aplica?**

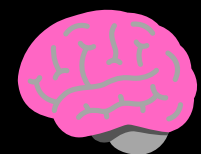




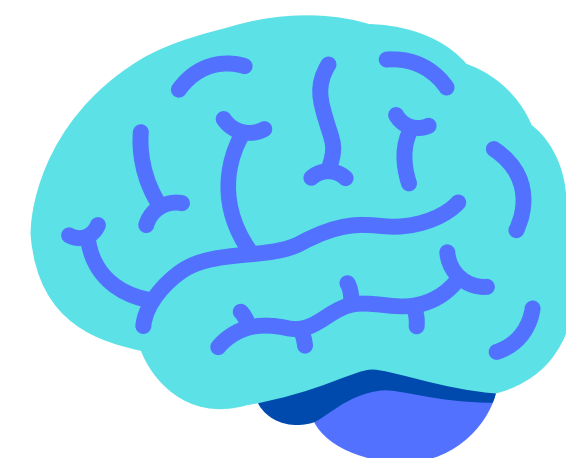
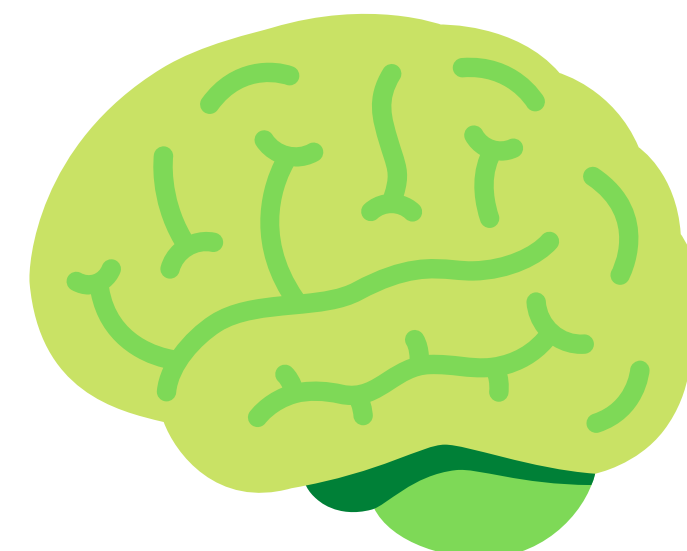
## MINERAÇÃO DE DADOS

- **Extração de informações a partir de grandes quantidades de dados**
- **Em alta devido à grande quantidade de dados que vem sendo produzidos**
- **Etapa principal do processo de Knowledge Discovery in Databases (KDD)**
- **Preditiva x Descritiva**

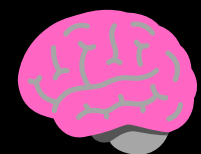




# Tipos de Machine Learning







**SUPERVISIONADO**

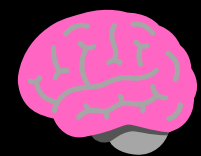
**NÃO SUPERVISIONADO**

**POR REFORÇO**

**1**

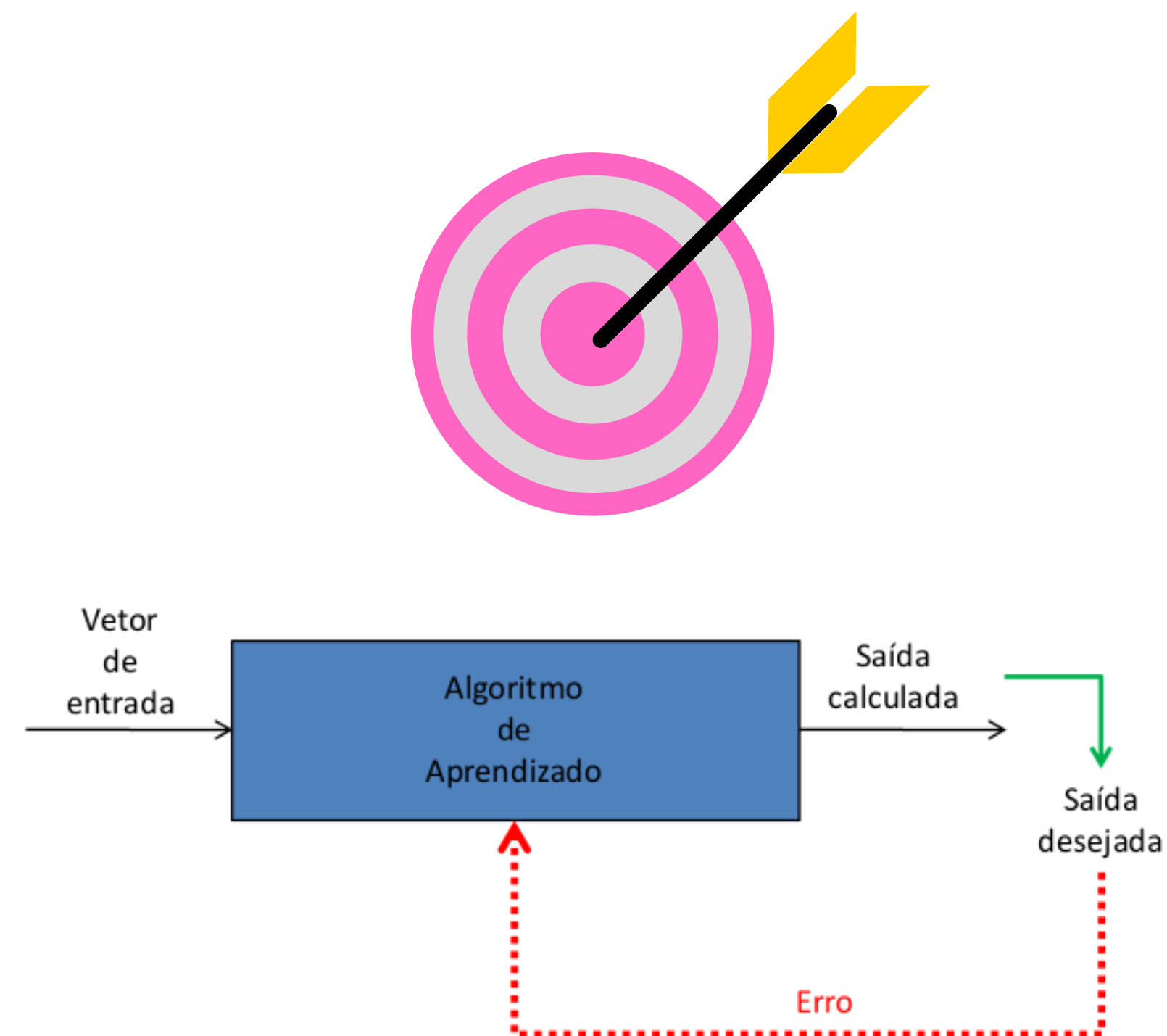
**2**

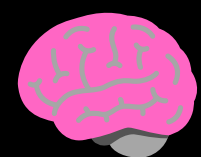
**3**



## SUPERVISIONADO

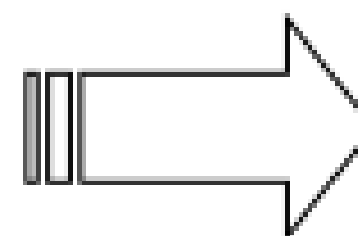
- É fornecida uma referência do objetivo esperado a partir de exemplos de entrada e saída
- Dados são divididos entre conjunto de treino e conjunto de teste
- Classificação x Regressão
- Mineração Preditiva



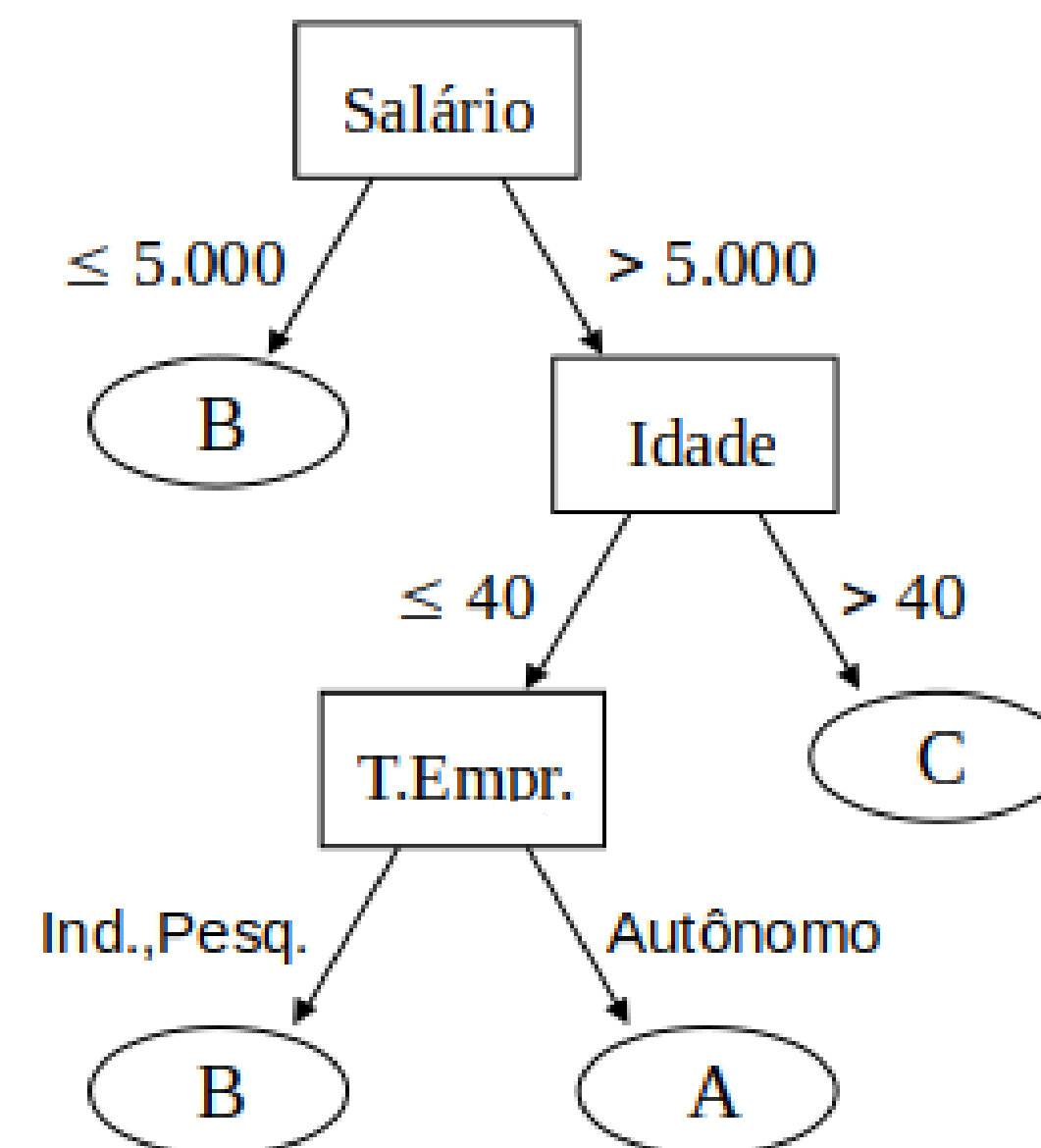


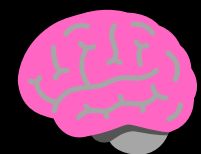
## ÁRVORE DE DECISÃO

Atributos Independentes				Atributo Dependente
ID	Salário	Idade	Tipo Emprego	Classe
1	3.000	30	Autônomo	B
2	4.000	35	Indústria	B
3	7.000	50	Pesquisa	C
4	6.000	45	Autônomo	C
5	7.000	30	Pesquisa	B
6	6.000	35	Indústria	B
7	6.000	35	Autônomo	A
8	7.000	30	Autônomo	A
9	4.000	45	Indústria	B



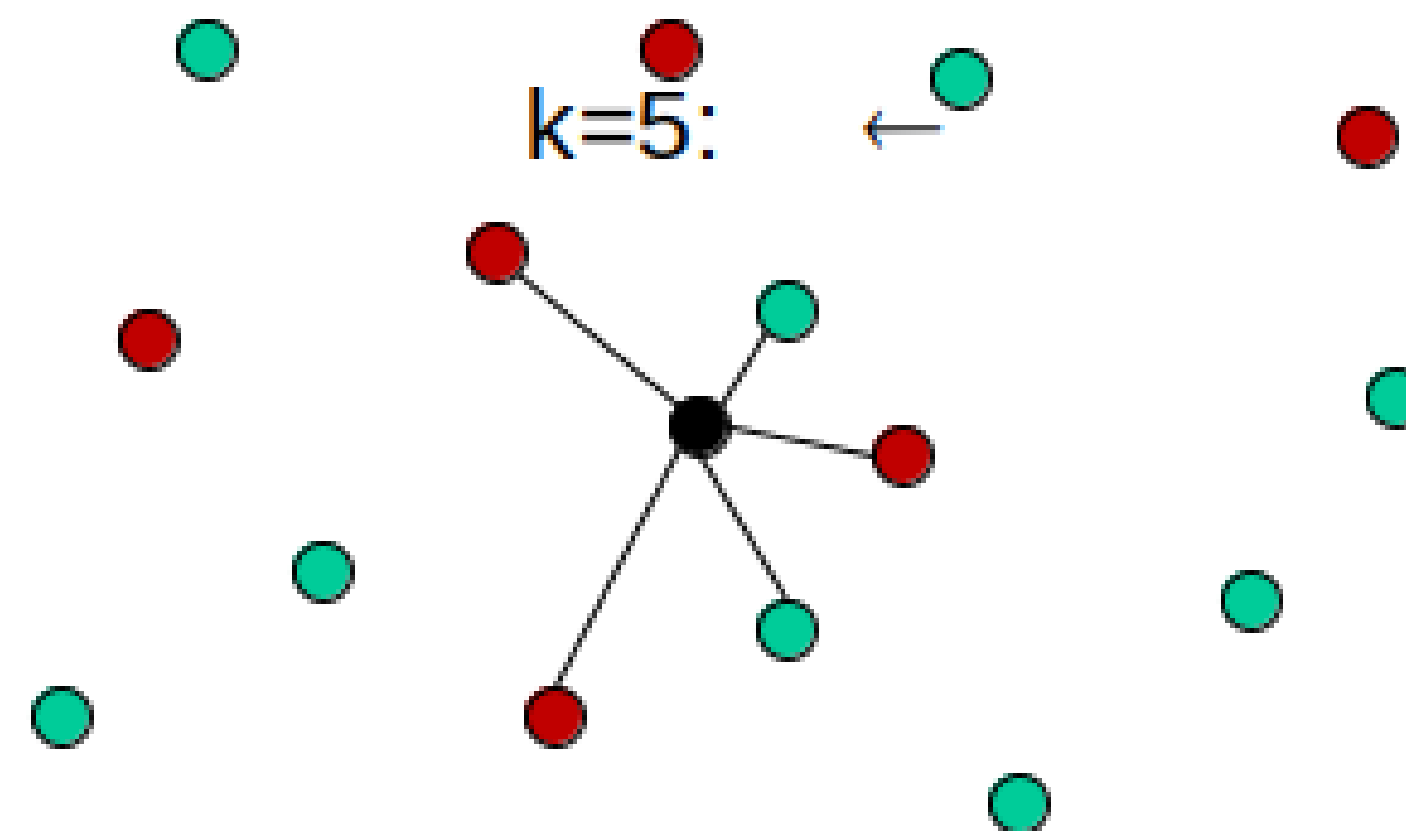
### Árvore de Decisão ou Árvore de Classificação

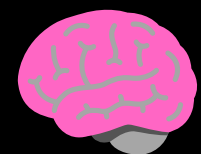




## K NEAREST NEIGHBORS

- Usado para classificação
- Trabalha com o conceito de distância Euclidiana
- Saída é tida de acordo com o rótulo dos  $k$  vizinhos mais próximos
- $k$  é um hiperparâmetro que deve ser determinado empiricamente

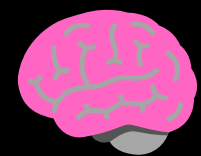




## NÃO SUPERVISIONADO

- **Não existe saída esperada, sendo fornecido apenas a entrada**
- **Aprendizagem de padrões na entrada quando não há uma saída específica**
- **Usado para agrupamento de dados e para a extração de regras de associação**
- **Mineração Descritiva**



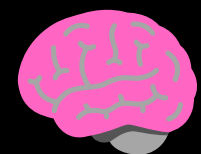


## K-MEANS

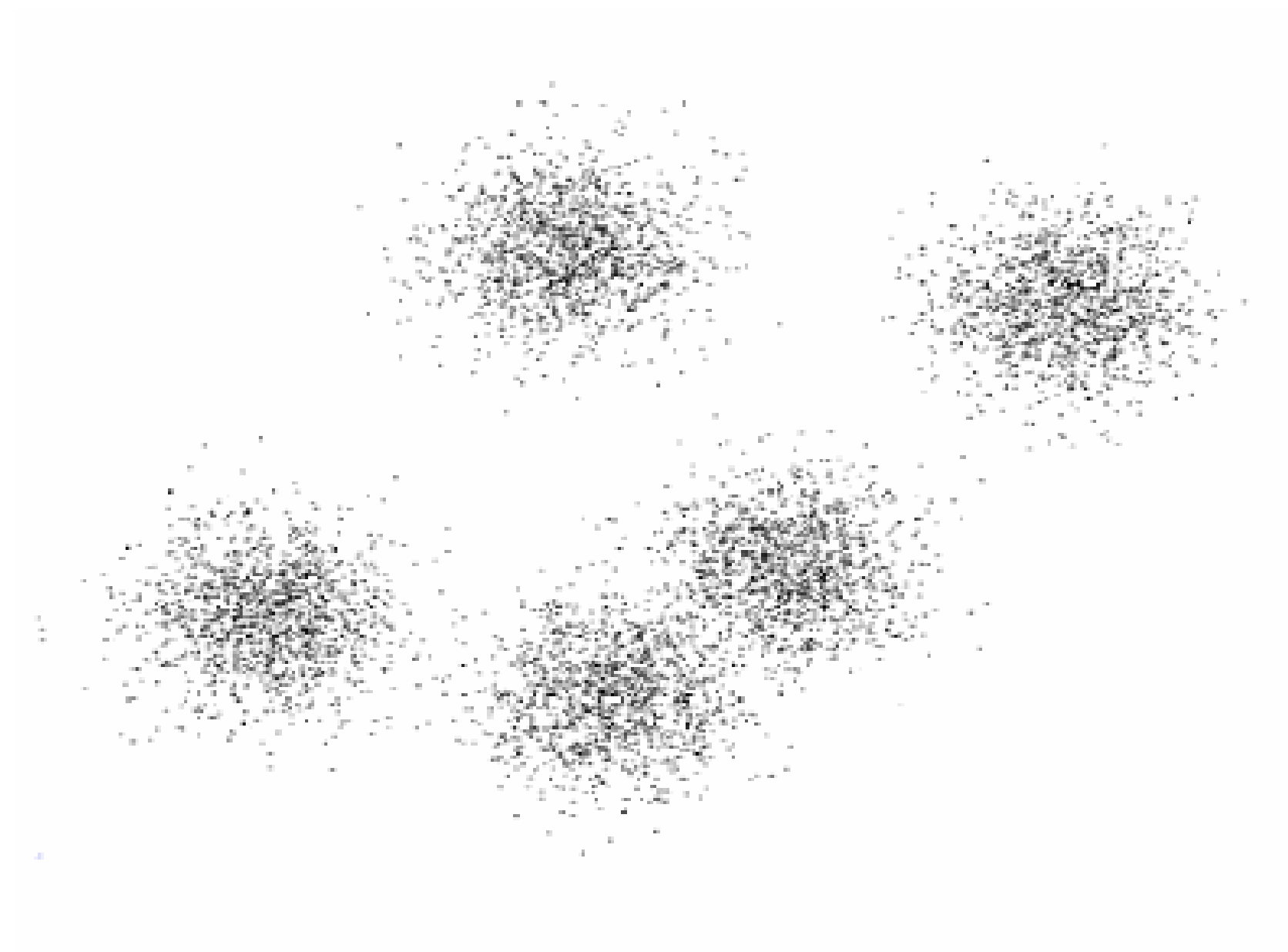
**Algoritmo de agrupamento baseado em distância que segue os seguintes passos:**

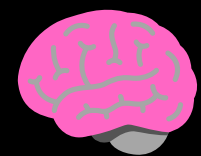
- **Escolhe-se k centros aleatórios para os k grupos**
- **Associa-se cada objeto ao grupo cujo centro está mais próximo**
- **Recalcula o centro de cada grupo a partir do valor médio dos objetos**
- **Repete até que não haja alteração**



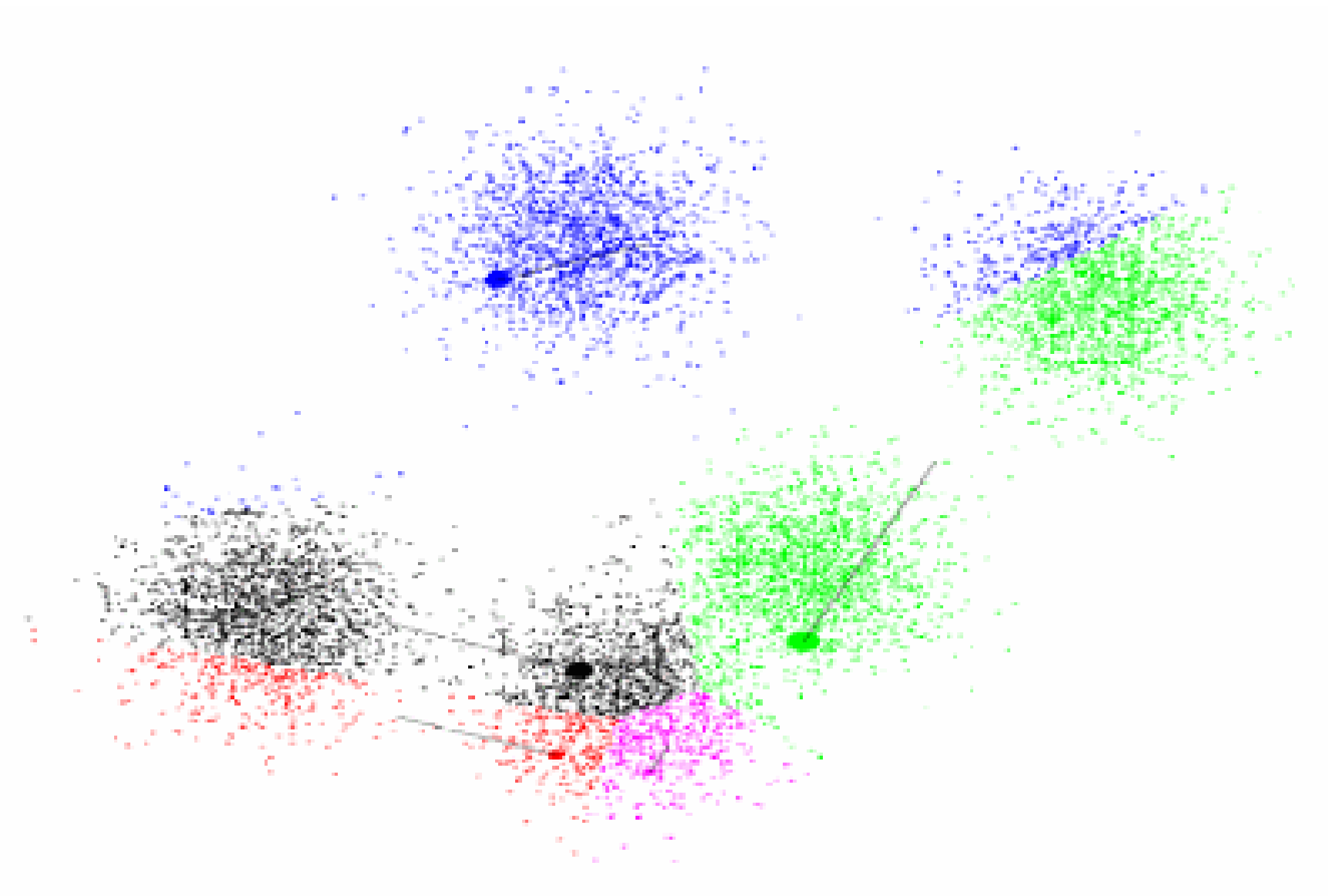


## K-MEANS

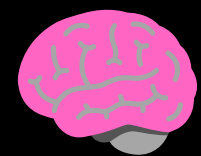




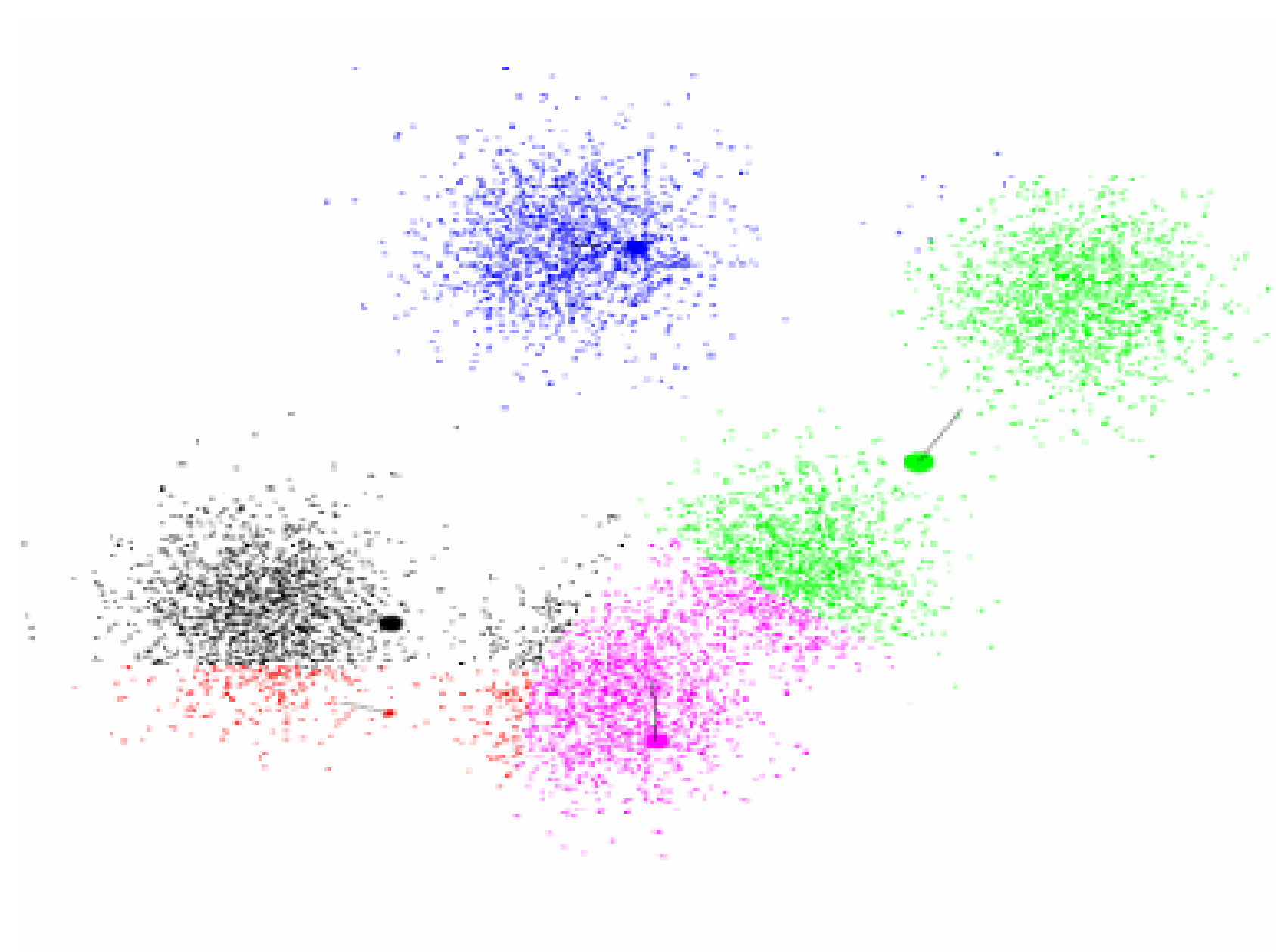
## K-MEANS

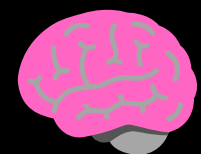




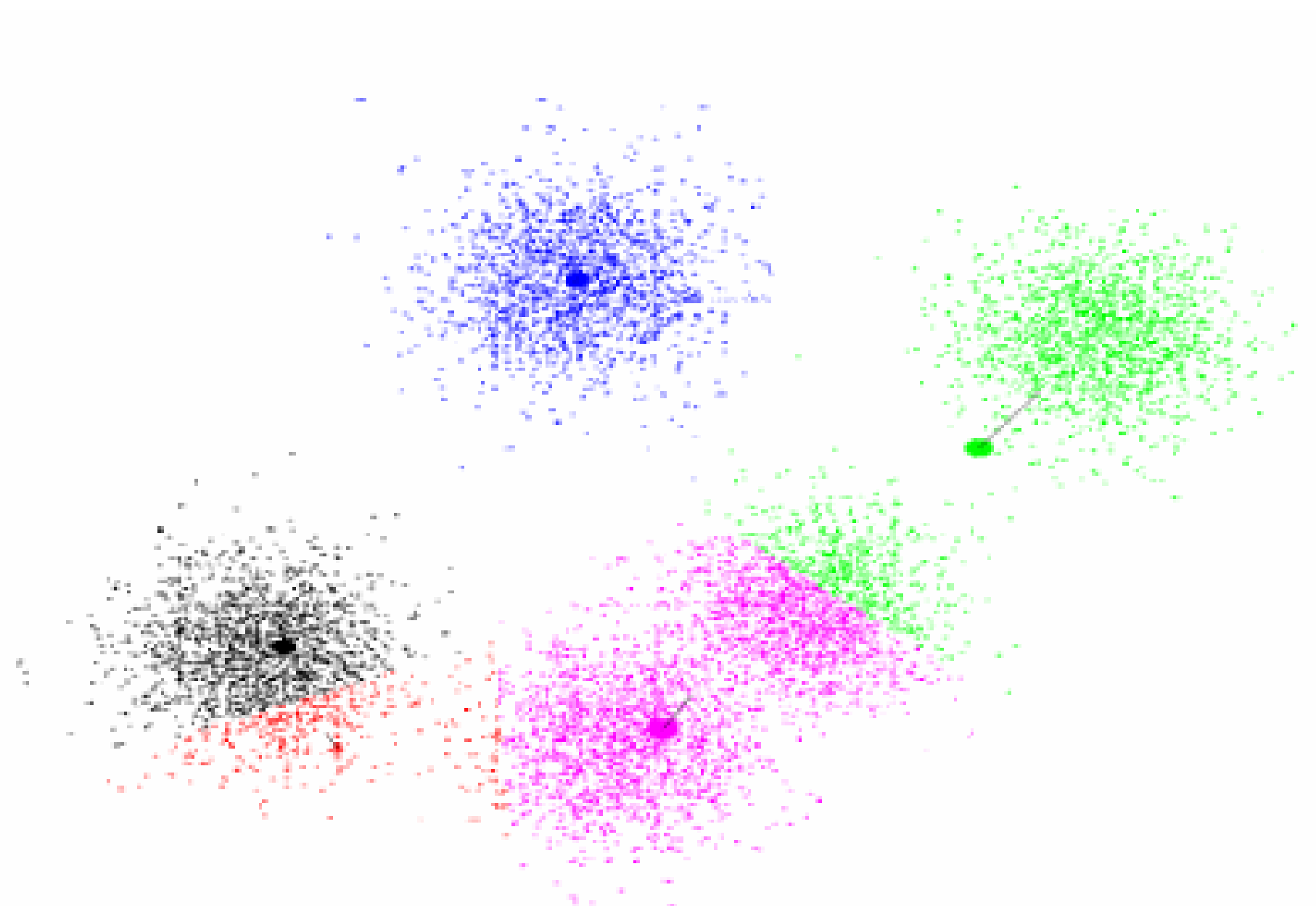


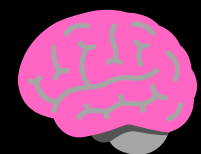
## K-MEANS



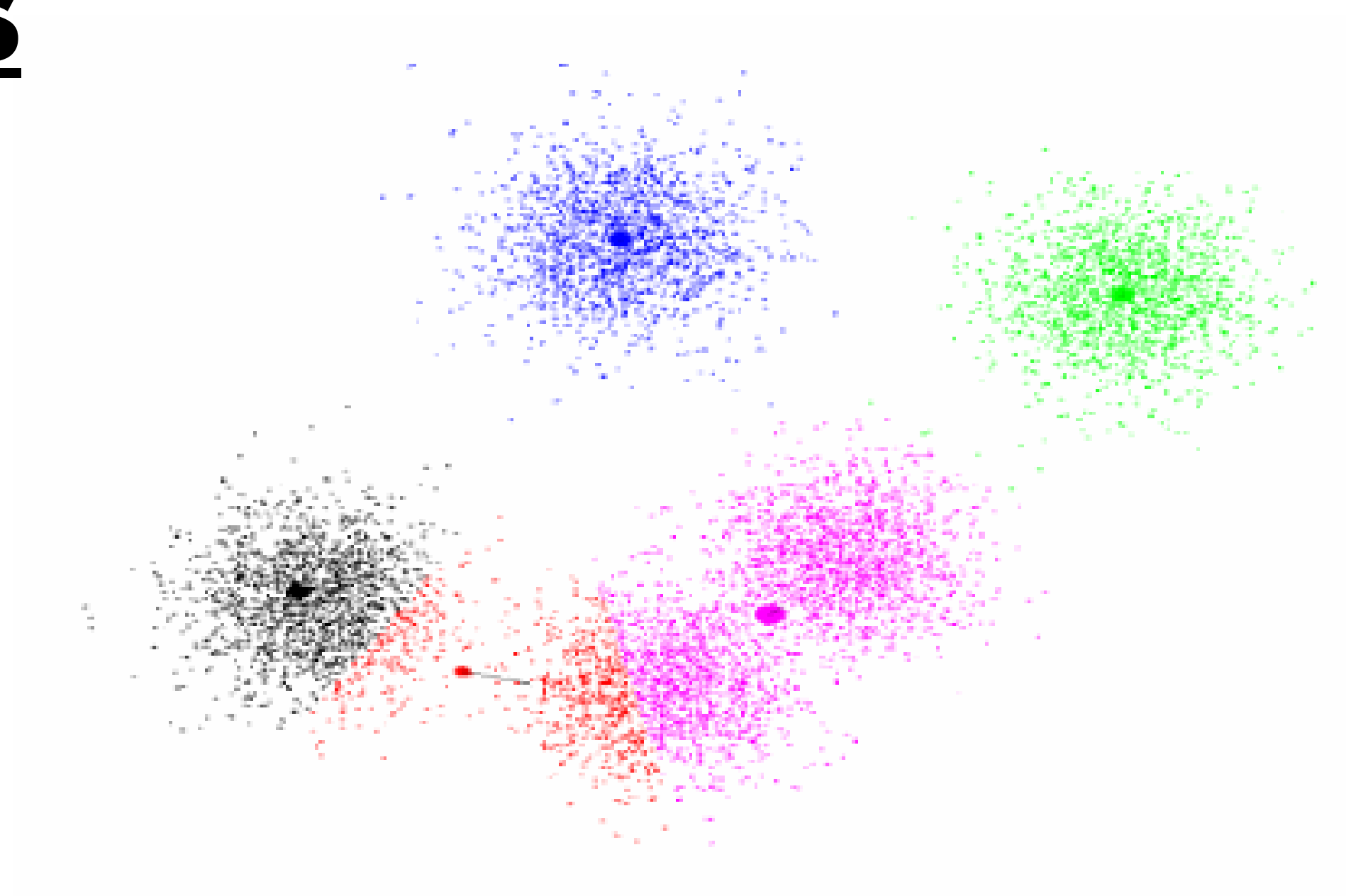


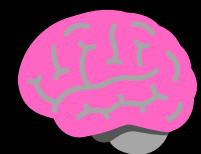
## K-MEANS



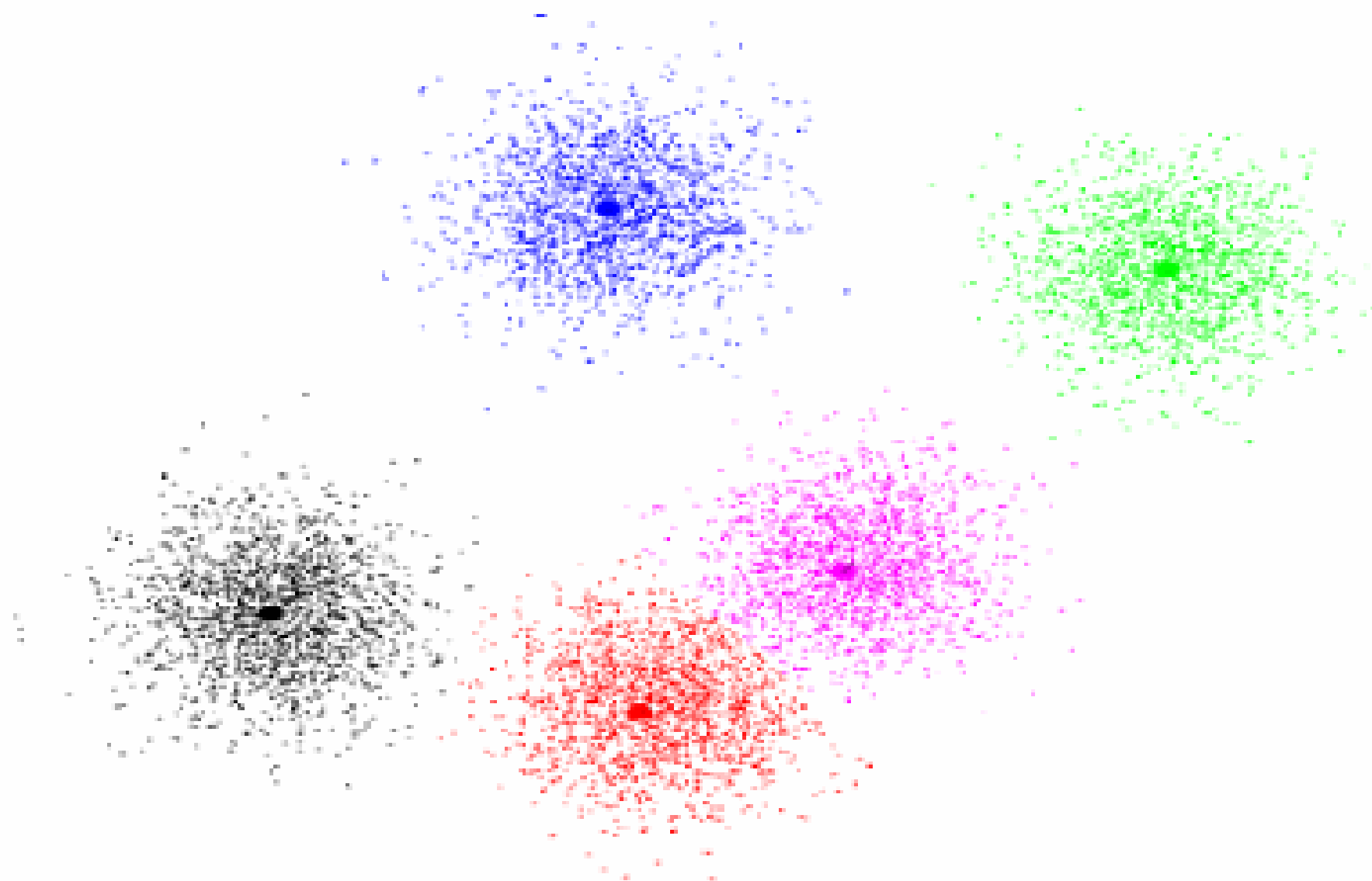


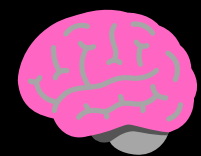
## K-MEANS





## K-MEANS

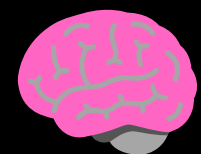




## K-MEDOIDS

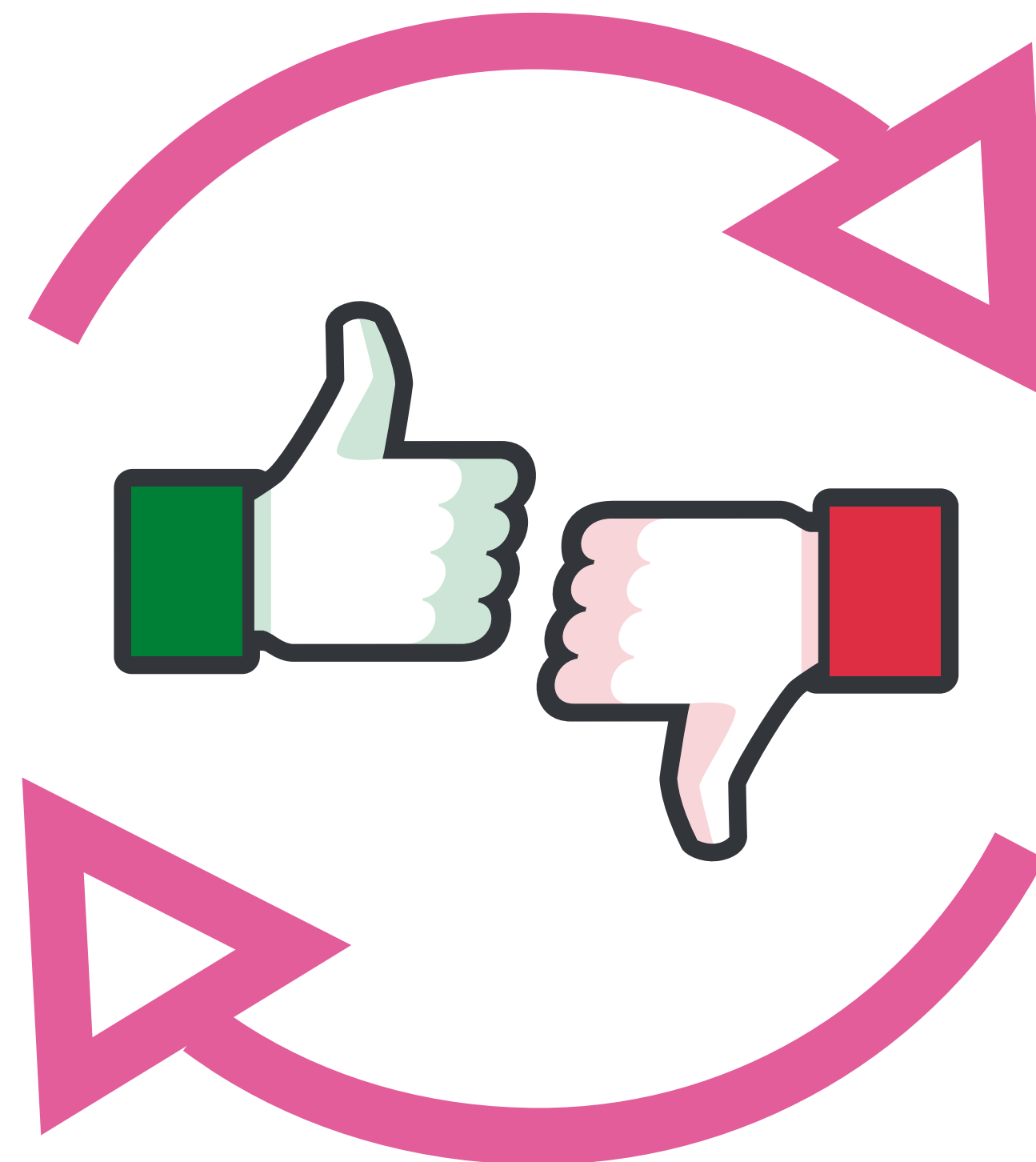
- **Similar ao K-Means**
- **Os centros de cada grupo são compostos por um elemento do grupo**
- **Visa minimizar o impacto do ruído em dados poluídos**

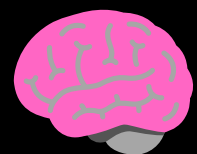




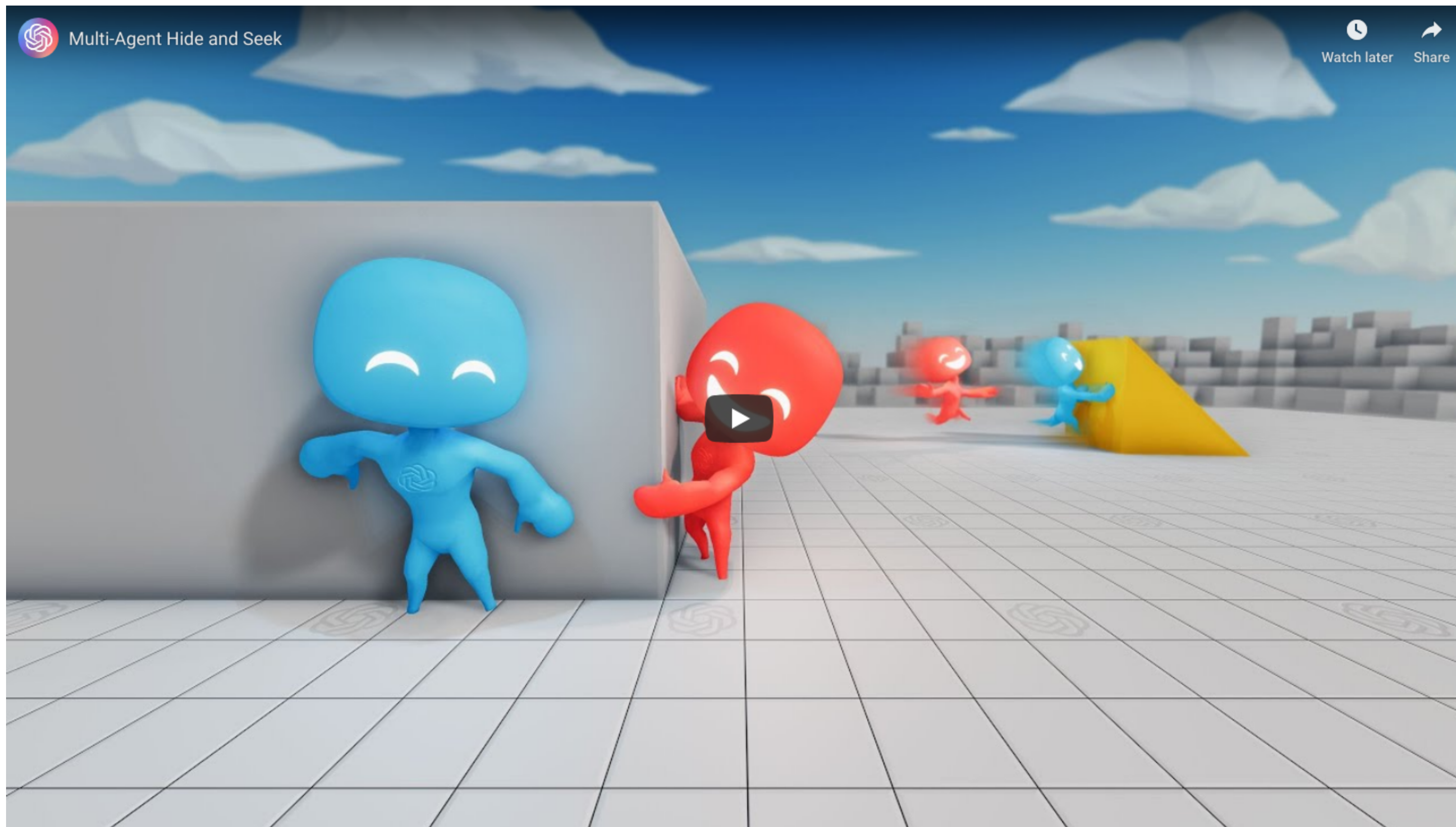
## POR REFORÇO

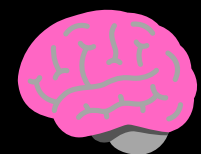
- Usado quando não há uma base de dados
- Dependente de interação com o ambiente em processo de tentativa e erro
- Reforço indica ao agente se a ação tomada foi boa ou ruim
- Exploration x Exploitation





# Introdução a Machine Learning

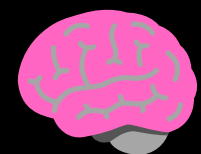




# Noções de Deep Learning

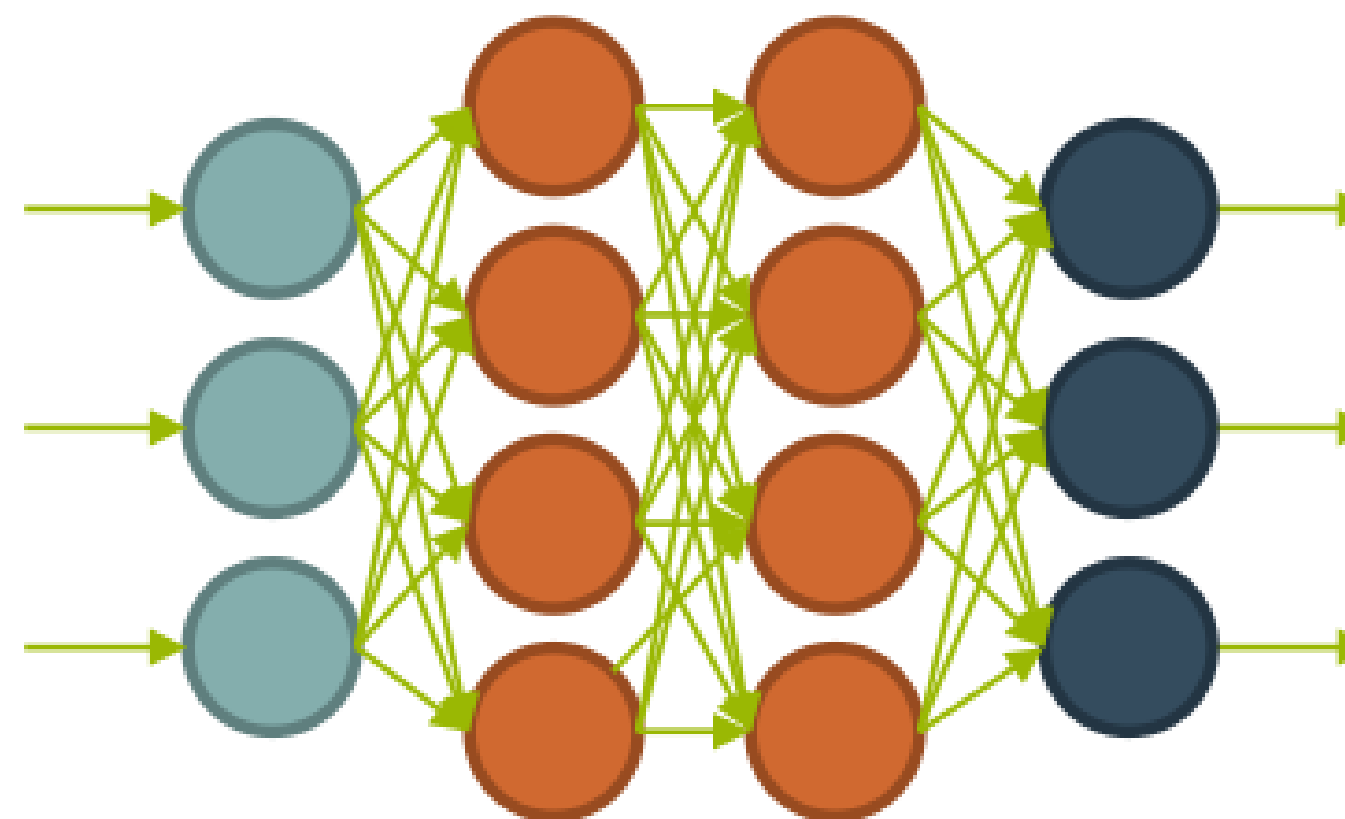


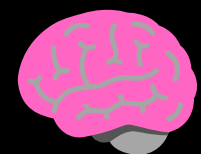




## DEEP LEARNING

- **Técnicas de Machine Learning que são uma abstração do funcionamento do cérebro humano**
- **Faz uso de Redes Neurais Profundas**
- **Geralmente usadas para tarefas mais complexas**

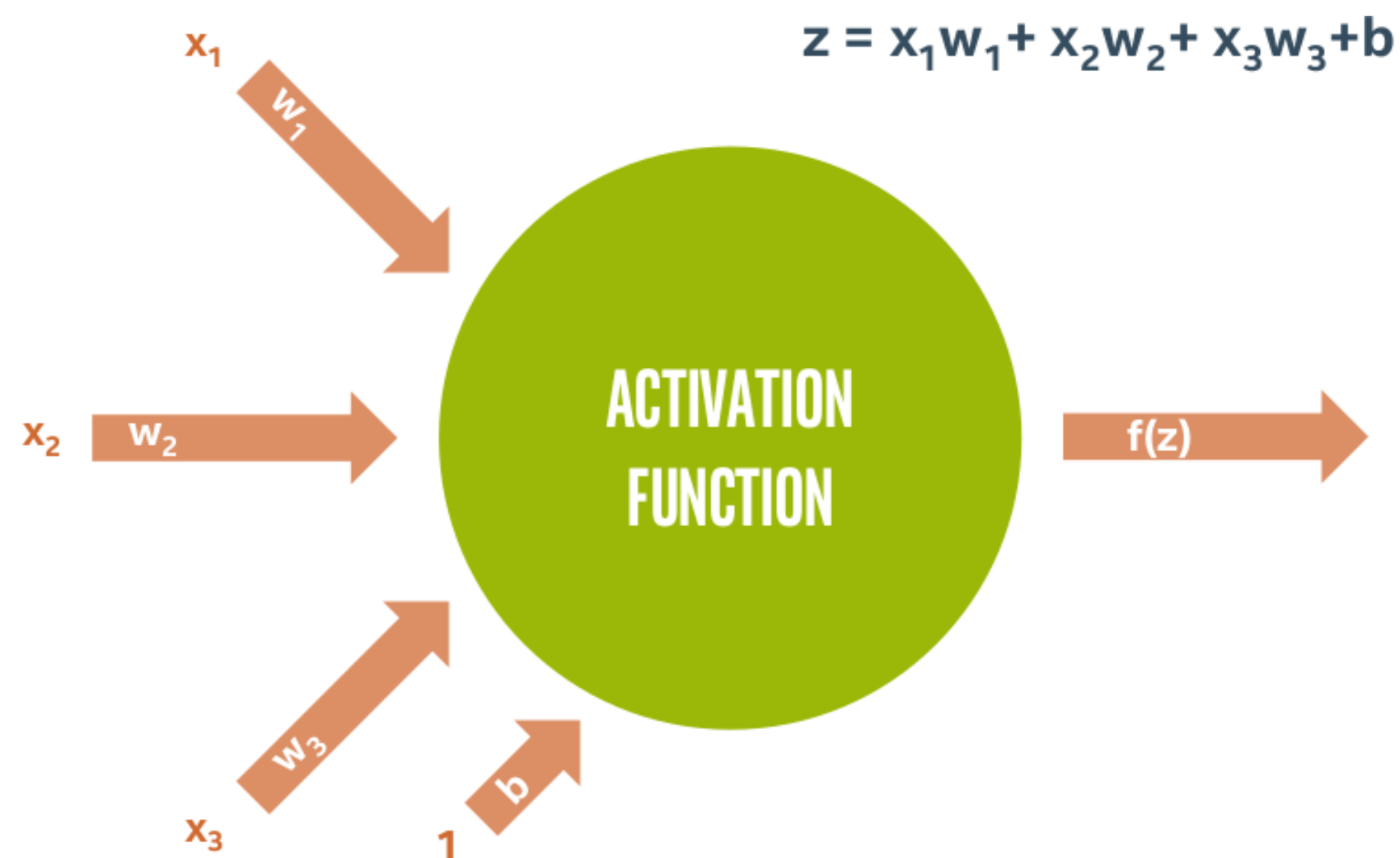


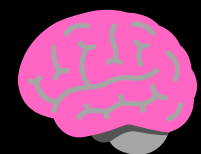


## DEEP LEARNING

A unidade básica de uma rede neural é o neurônio, o qual:

- Possui entradas com pesos
- Possui uma função de ativação
- Se liga a outros neurônios a partir de sua saída para formar uma rede

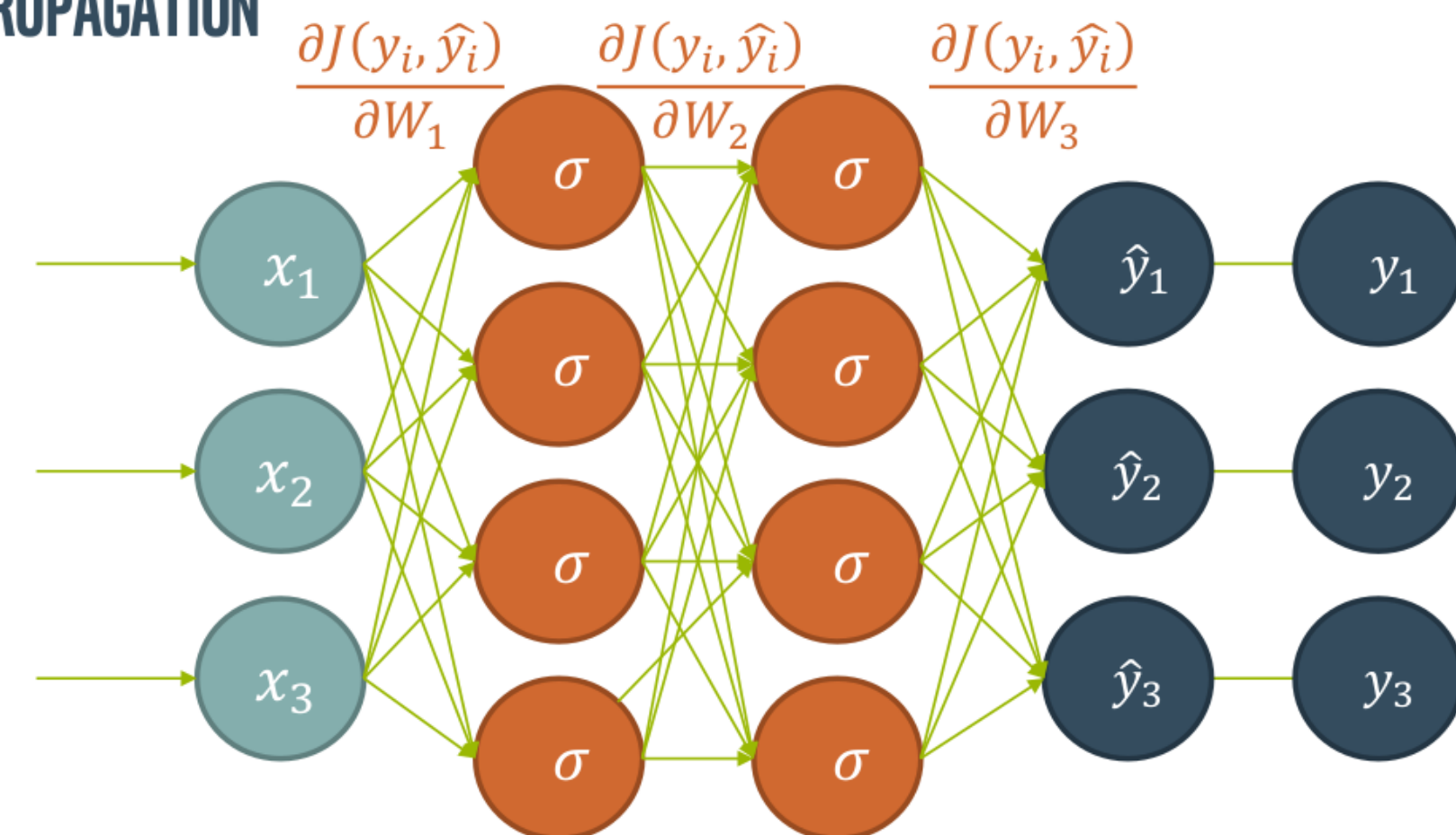


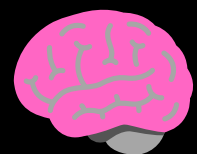


## DEEP LEARNING

- Faz uso de uma técnica chamada de **backpropagation**
- Faz uso de conceitos de **Cálculo**
- O pesos das entradas são alterados a partir do gradiente da saída

BACKPROPAGATION

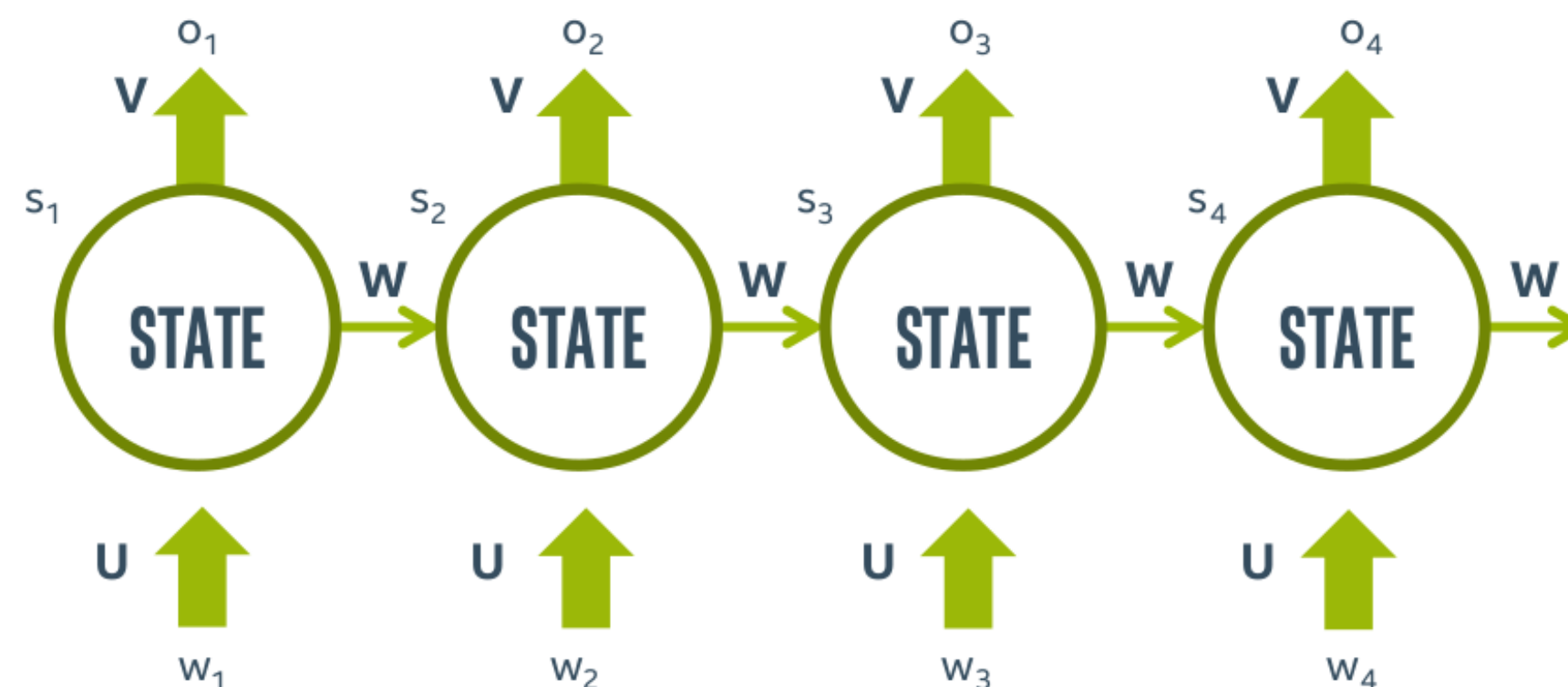
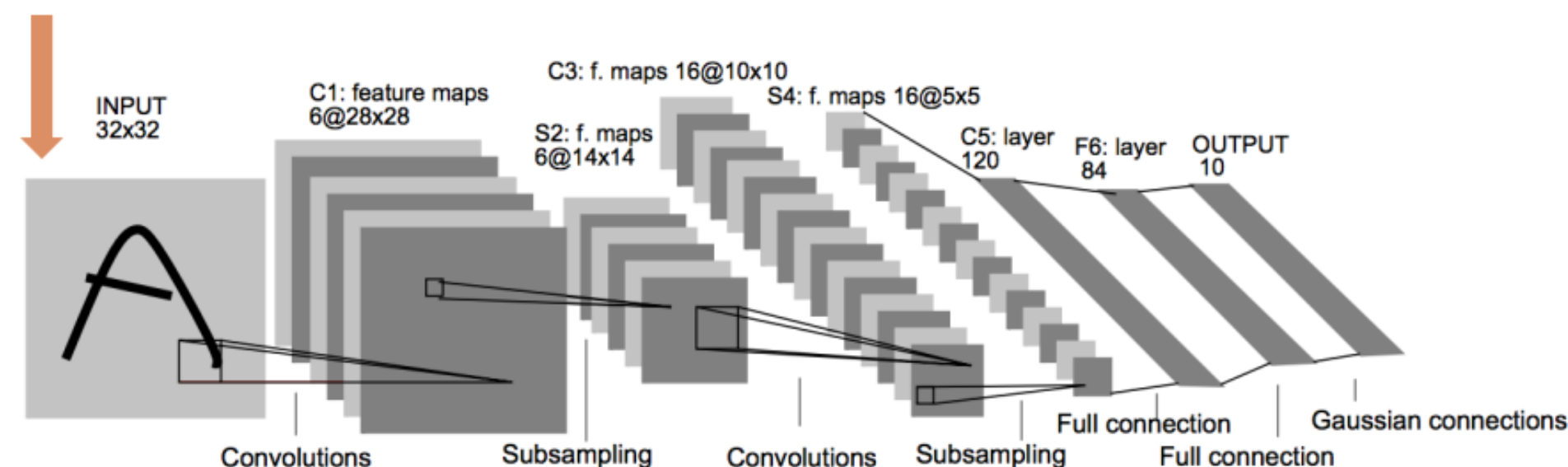


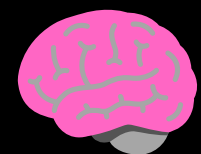


## DEEP LEARNING

- Existem diferentes arquiteturas de redes
- Multi Layer Perceptron (MLP)
- Convolutional Neural Network (CNN)
- Recurrent Neural Network (RNN)

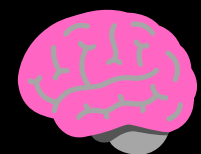
Input: A 32 x 32 grayscale image (28 x 28) with 2 pixels of padding all around.





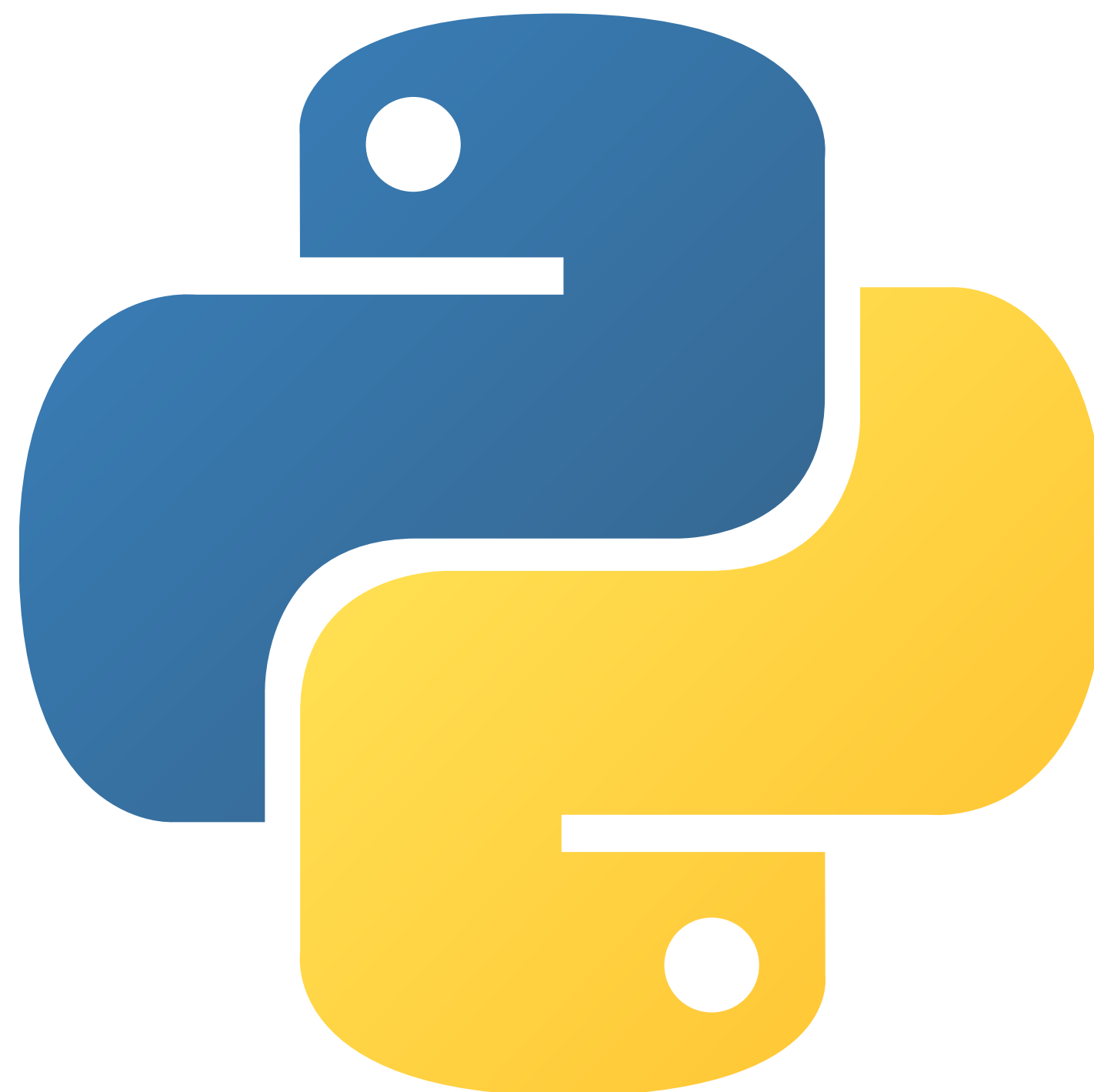
# Onde aprender?

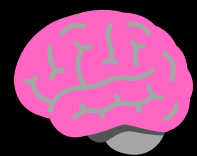




## PYTHON

- **Linguagem mais utilizada no ramo**
- **Sintaxe simples**
- **Bibliotecas específicas para Machine Learning e auxiliares:**
  - > **NumPy**
  - > **Pandas**
  - > **scikit-learn**
  - > **keras e tensorflow**



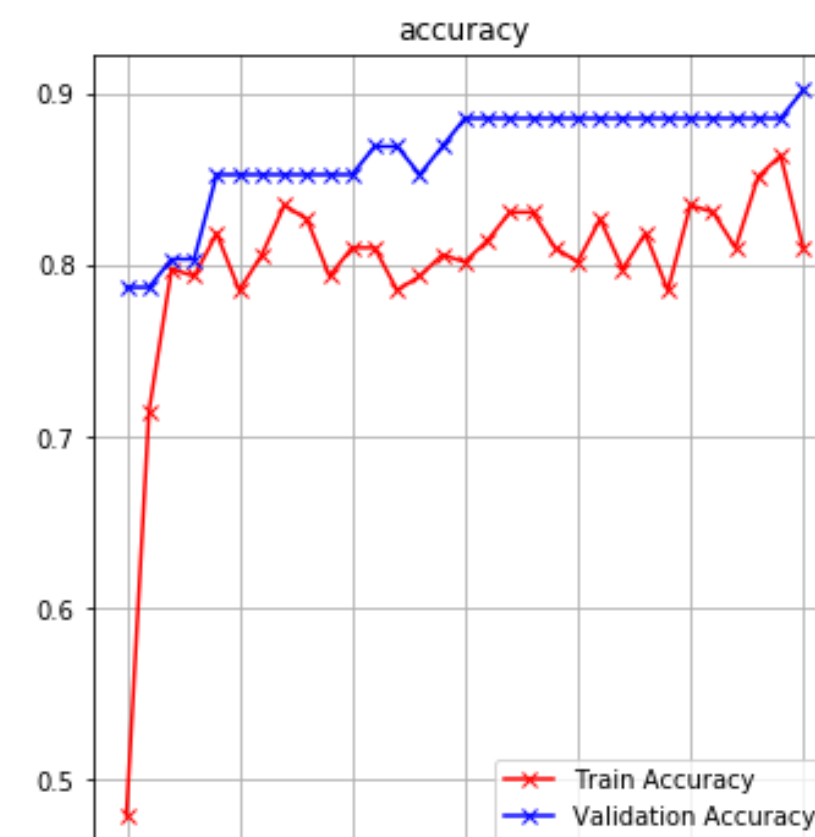
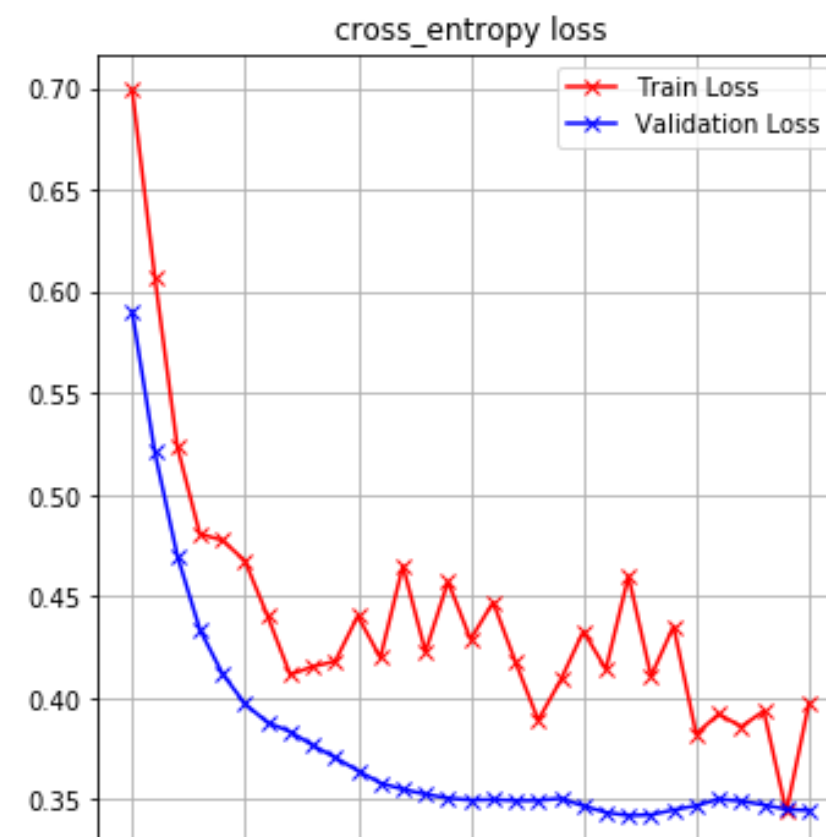


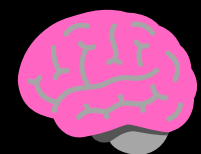
## FERRAMENTAS

- IDE
- Jupyter
- Google Colab

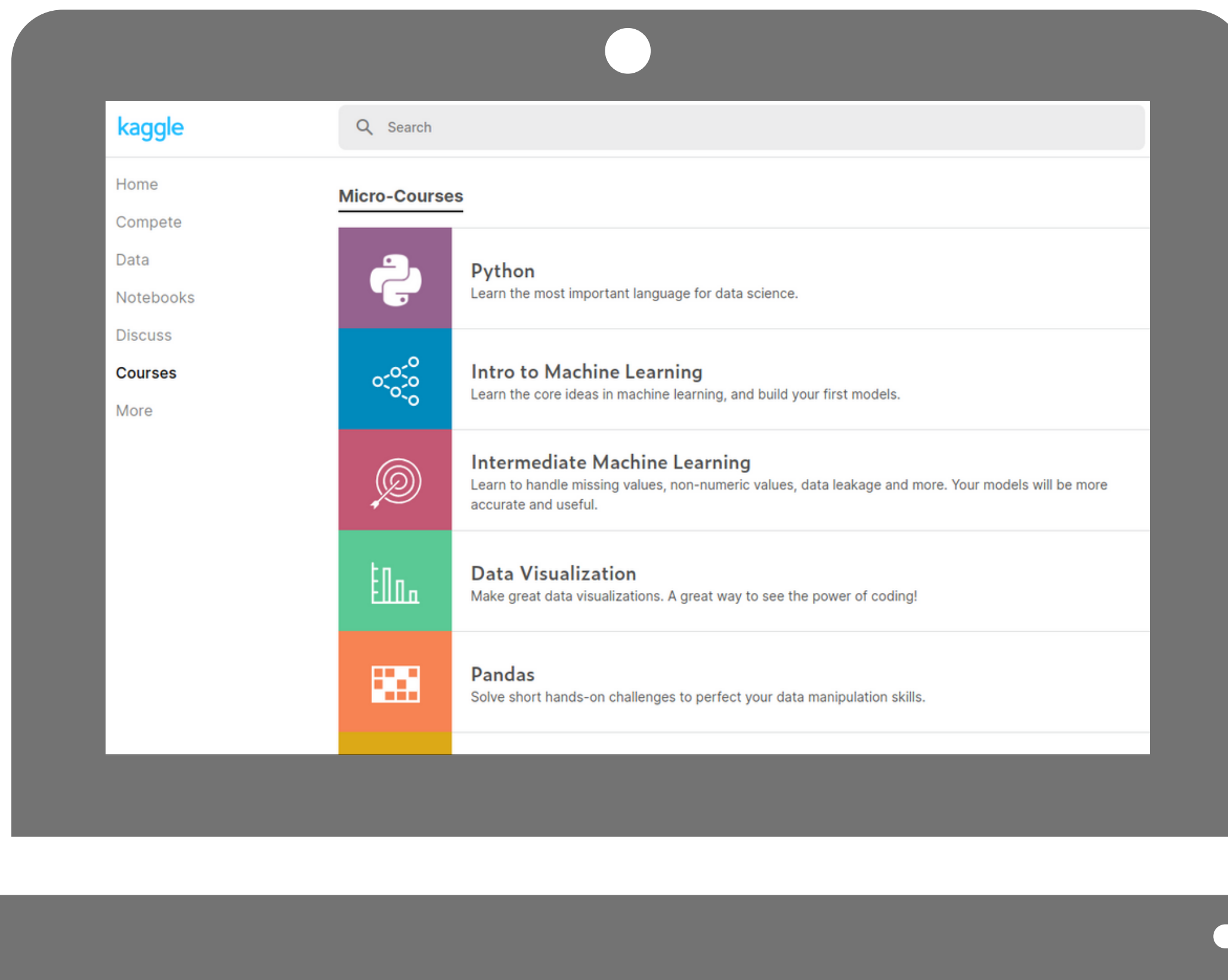


```
In [20]: def plot_loss_accuracy(history):  
fig = plt.figure(figsize=(12, 6))  
ax = fig.add_subplot(1, 2, 1)  
ax.plot(history.history["loss"], 'r-x', label="Train Loss")  
ax.plot(history.history["val_loss"], 'b-x', label="Validation Loss")  
ax.legend()  
ax.set_title('cross_entropy loss')  
ax.grid(True)  
  
ax = fig.add_subplot(1, 2, 2)  
ax.plot(history.history["accuracy"], 'r-x', label="Train Accuracy")  
ax.plot(history.history["val_accuracy"], 'b-x', label="Validation Accuracy")  
ax.legend()  
ax.set_title('accuracy')  
ax.grid(True)  
  
plot_loss_accuracy(history)
```

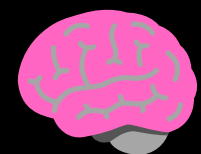


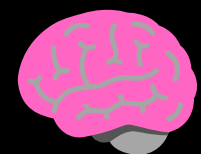


# kaggle









THANK  
YOU