



**MOUNTAINS OF THE MOON
UNIVERSITY**

CS 2203

Introduction to Machine Learning



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What is Machine Learning?

“Learning is any process by which a system improves performance from experience.”

- Herbert Simon

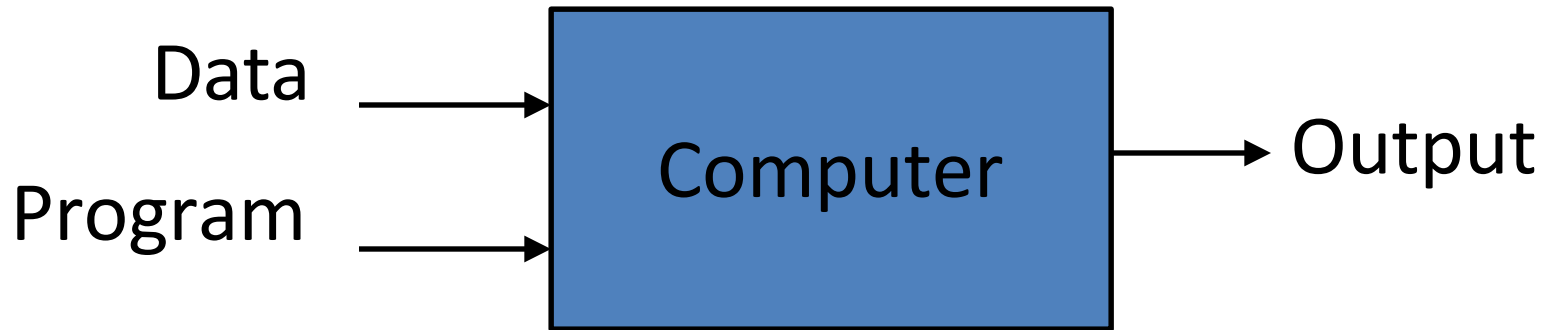
Definition by Tom Mitchell (1998):

Machine Learning is the study of algorithms that

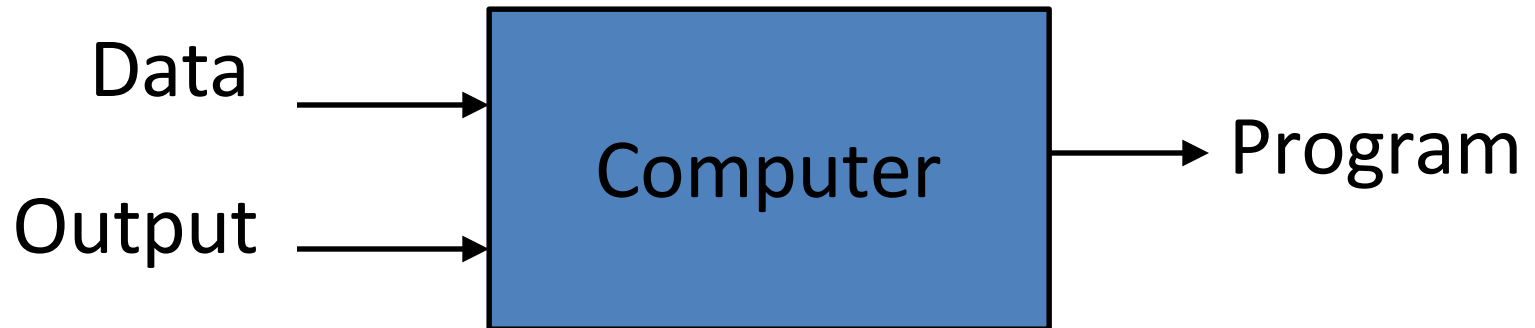
- improve their performance P
- at some task T
- with experience E .

A well-defined learning task is given by $\langle P, T, E \rangle$.

Traditional Programming



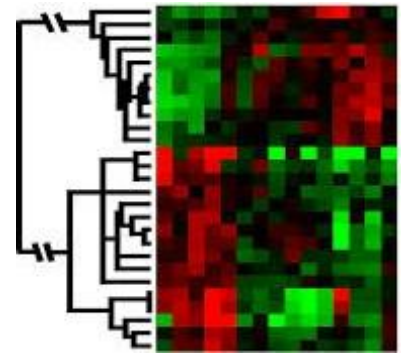
Machine Learning



When Do We Use Machine Learning?

ML is used when:

- Human expertise does not exist (navigating on Mars)
- Humans can't explain their expertise (speech recognition)
- Models must be customized (personalized medicine)
- Models are based on huge amounts of data (genomics)



Learning isn't always useful:

- There is no need to “learn” to calculate payroll

A classic example of a task that requires machine learning:
It is very hard to say what makes a 2

0 0 0 1 1 1 1 1 1 2

2 2 2 2 2 2 2 3 3 3

3 4 4 4 4 4 5 5 5 5

6 6 7 7 7 7 7 8 8 8

9 9 9 9 9 9 9 9 9

Some more examples of tasks that are best solved by using a learning algorithm

- Recognizing patterns:
 - Facial identities or facial expressions
 - Handwritten or spoken words
 - Medical images
- Generating patterns:
 - Generating images or motion sequences
- Recognizing anomalies:
 - Unusual credit card transactions
 - Unusual patterns of sensor readings in a nuclear power plant
- Prediction:
 - Future stock prices or currency exchange rates

Sample Applications

- Web search
- Computational biology
- Finance
- E-commerce
- Space exploration
- Robotics
- Information extraction
- Social networks
- Debugging software
- [Your favorite area]

Samuel's Checkers-Player

“Machine Learning: Field of study that gives computers the ability to learn without being explicitly programmed.” -Arthur Samuel (1959)



Defining the Learning Task

Improve on task T, with respect to
performance metric P, based on experience E

T: Playing checkers

P: Percentage of games won against an arbitrary opponent

E: Playing practice games against itself

T: Recognizing hand-written words

P: Percentage of words correctly classified

E: Database of human-labeled images of handwritten words

T: Driving on four-lane highways using vision sensors

P: Average distance traveled before a human-judged error

E: A sequence of images and steering commands recorded while observing a human driver.

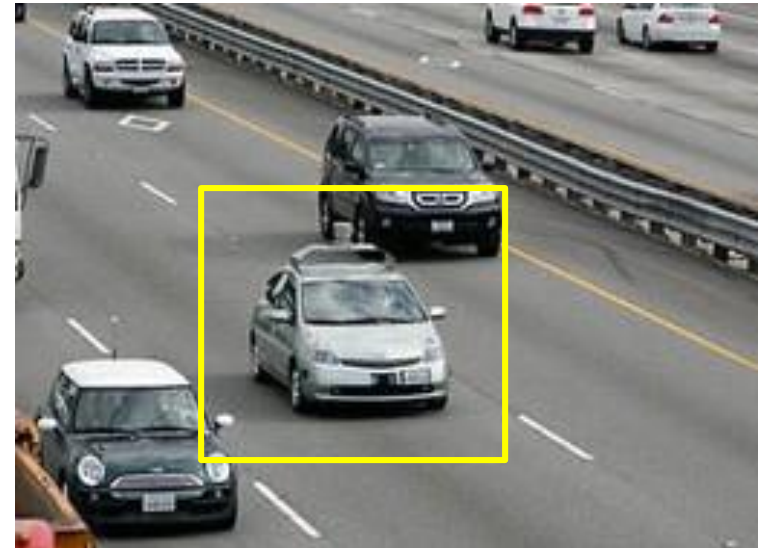
T: Categorize email messages as spam or legitimate.

P: Percentage of email messages correctly classified.

E: Database of emails, some with human-given labels

State of the Art Applications of Machine Learning

Autonomous Cars

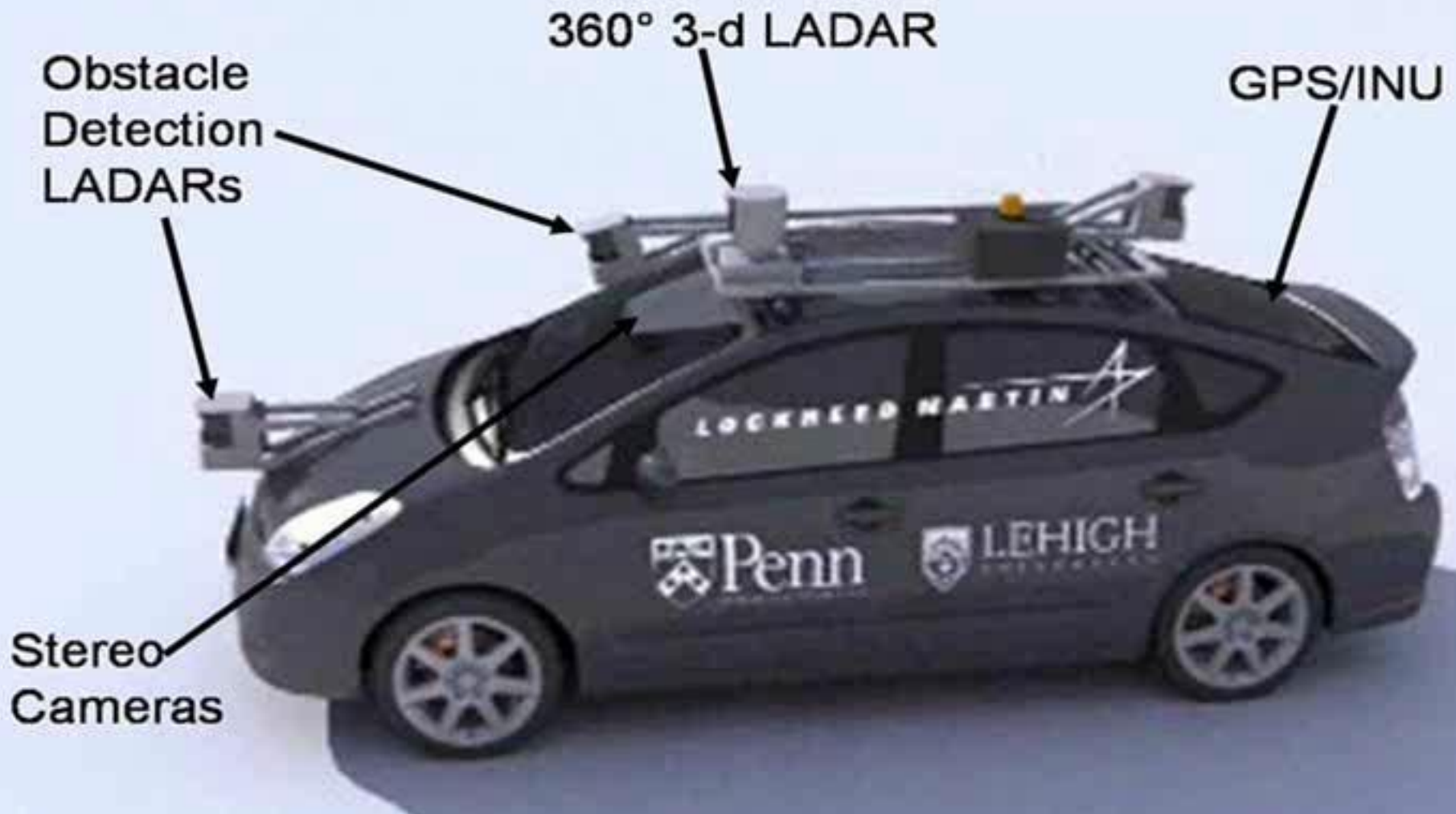


- Nevada made it legal for autonomous cars to drive on roads in June 2011
- As of 2013, four states (Nevada, Florida, California, and Michigan) have legalized autonomous cars

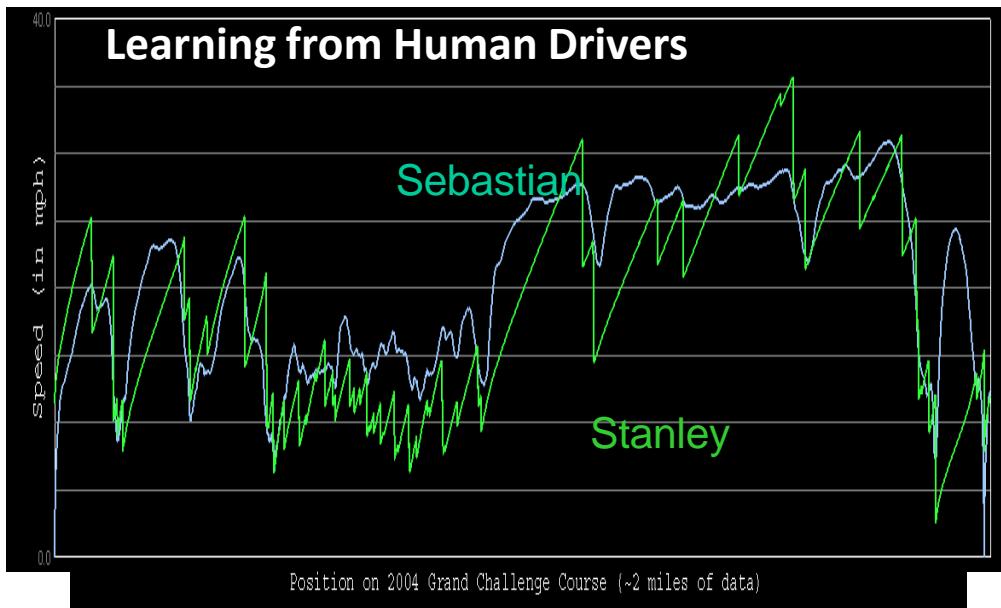
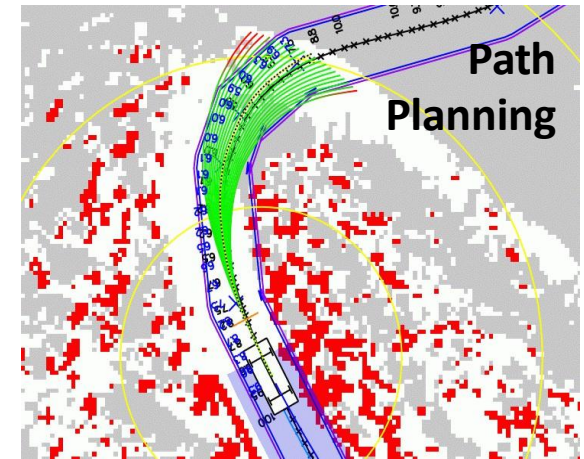
Penn's Autonomous Car →
(Ben Franklin Racing Team)



Autonomous Car Sensors



Autonomous Car Technology



Deep Learning in the Headlines

BUSINESS NEWS

MIT
Technology
Review

Is Google Cornering the Market on Deep Learning?

A cutting-edge corner of science is being wooed by Silicon Valley, to the dismay of some academics.

By Antonio Regalado on January 29, 2014



How much are a dozen deep-learning researchers worth? Apparently, more than \$400 million.

This week, Google [reportedly paid that much](#) to acquire [DeepMind Technologies](#), a startup based in



This is Freescale
make it

BloombergBusinessweek Technology

Acquisitions

The Race to Buy the Human Brains Behind Deep Learning Machines

By Ashlee Vance | January 27, 2014

intelligence projects. “DeepMind is bona fide in terms of its research capabilities and depth,” says Peter Lee, who heads Microsoft Research.

According to Lee, Microsoft, Facebook ([FB](#)), and Google find themselves in a battle for deep learning talent. Microsoft has gone from four full-time deep learning experts to 70 in the past three years. “We would have more if the talent was there to

WIRED

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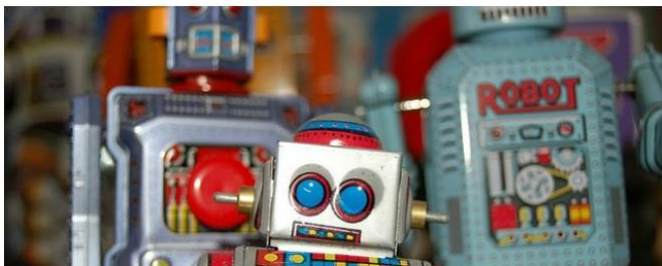
INNOVATION INSIGHTS

community content

featured

Deep Learning's Role in the Age of Robots

BY JULIAN GREEN, JETPAC 05.02.14 2:56 PM



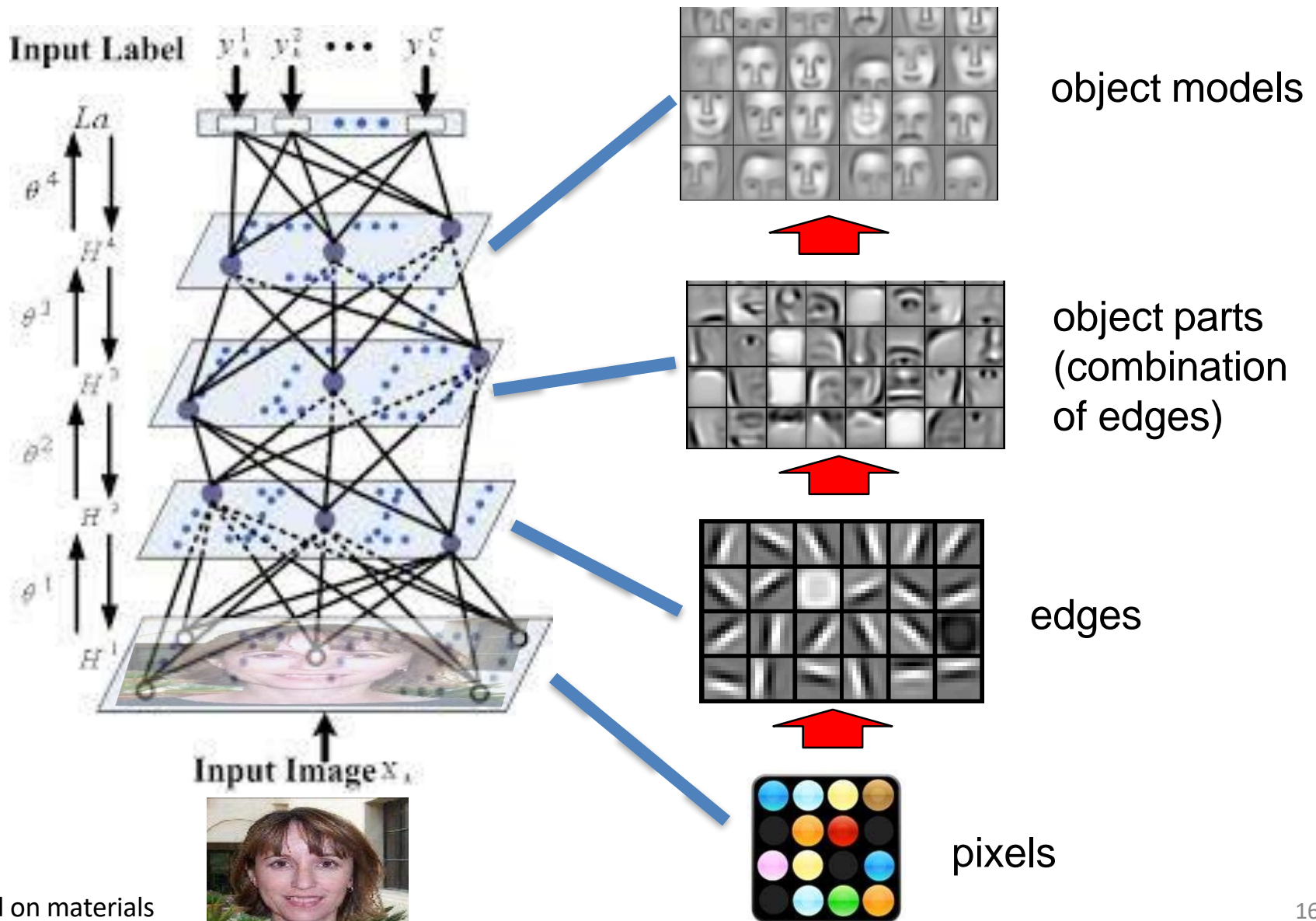
DEEP LEARNING

- » Computers learning and growing on their own
- » Able to understand complex, massive amounts of data

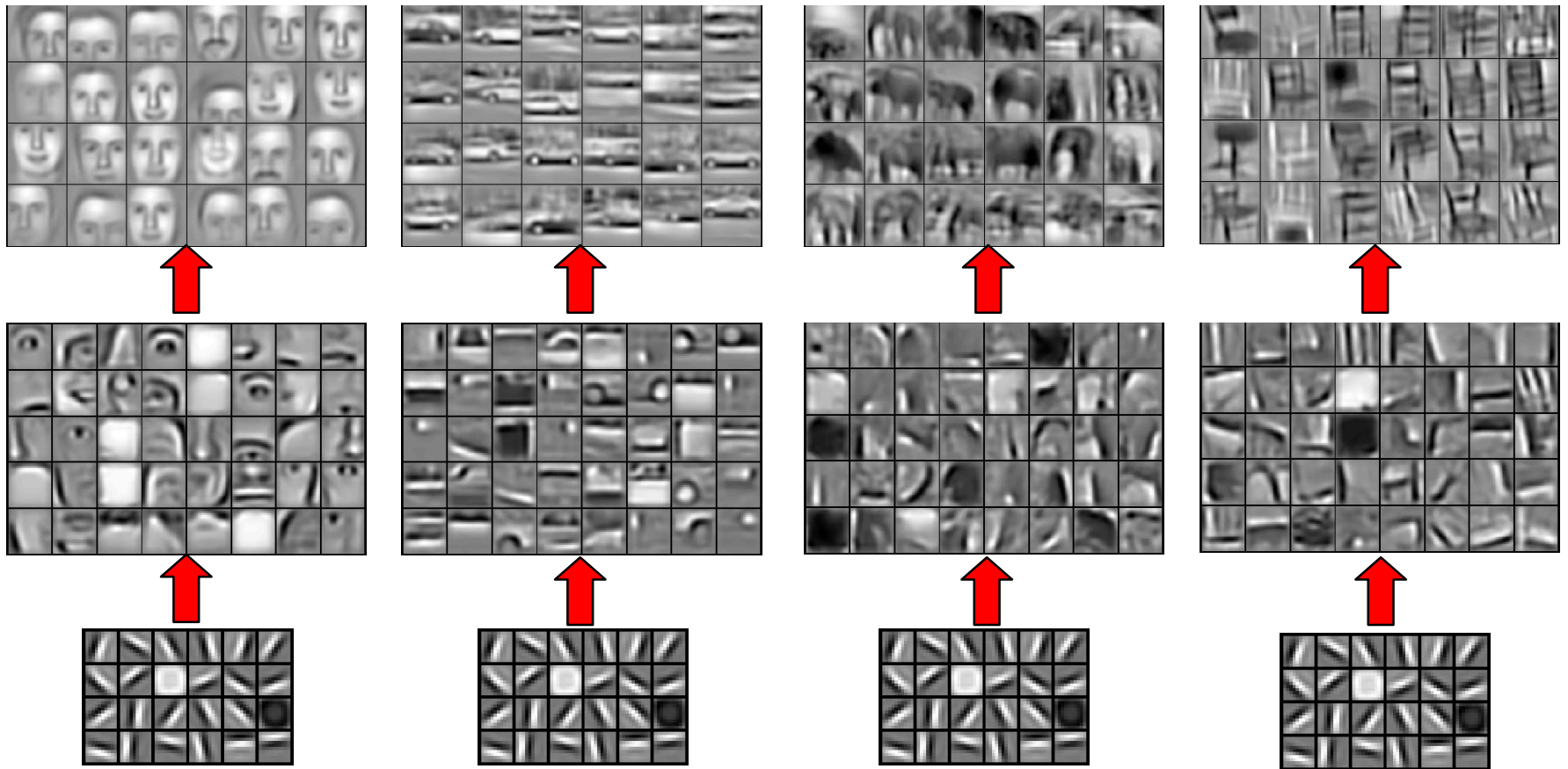
DATA ECONOMY
DEEP LEARNING

BROUGHT TO YOU BY:

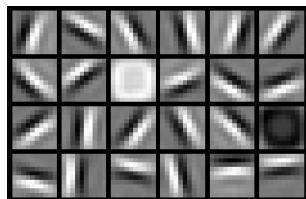
Deep Belief Net on Face Images



Learning of Object Parts



Training on Multiple Objects

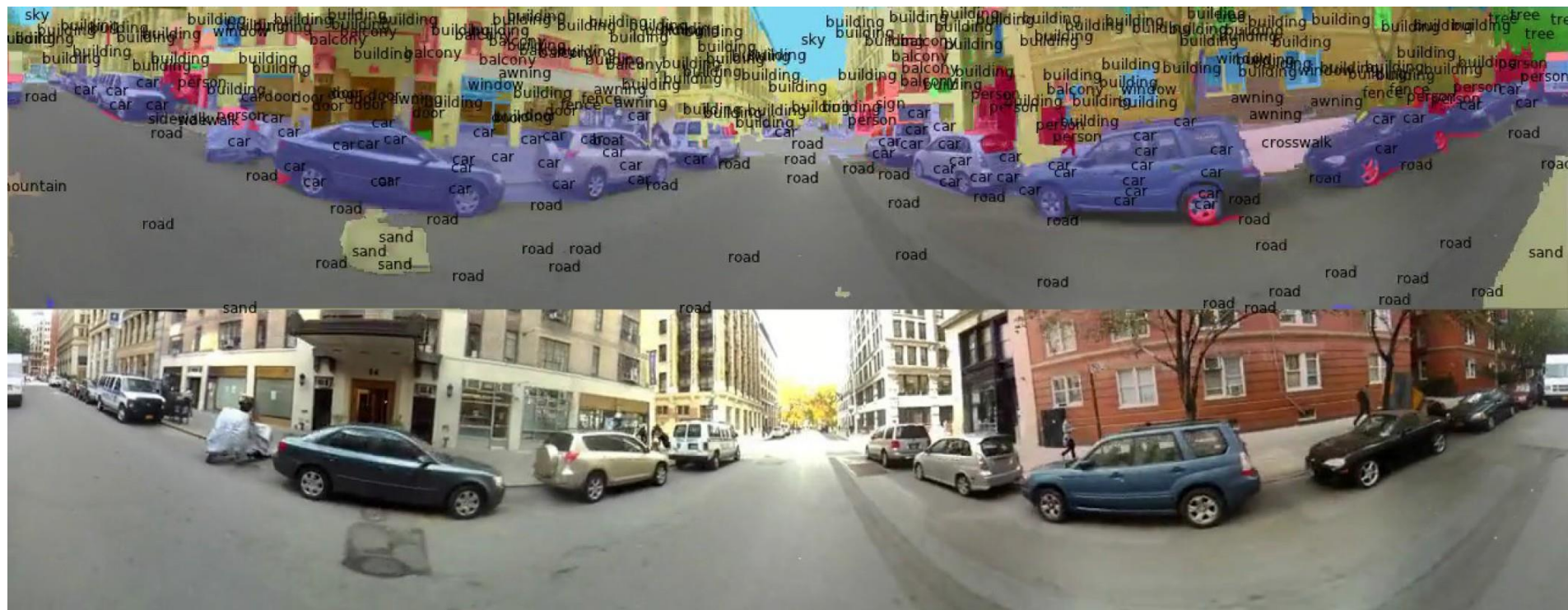


Trained on 4 classes (cars, faces, motorbikes, airplanes).

Second layer: Shared-features and object-specific features.

Third layer: More specific features.

Scene Labeling via Deep Learning



[Farabet et al. ICML 2012, PAMI 2013]

Inference from Deep Learned Models

Generating posterior samples from faces by “filling in” experiments (cf. Lee and Mumford, 2003). Combine bottom-up and top-down inference.

Input images



Samples from
feedforward
Inference
(control)

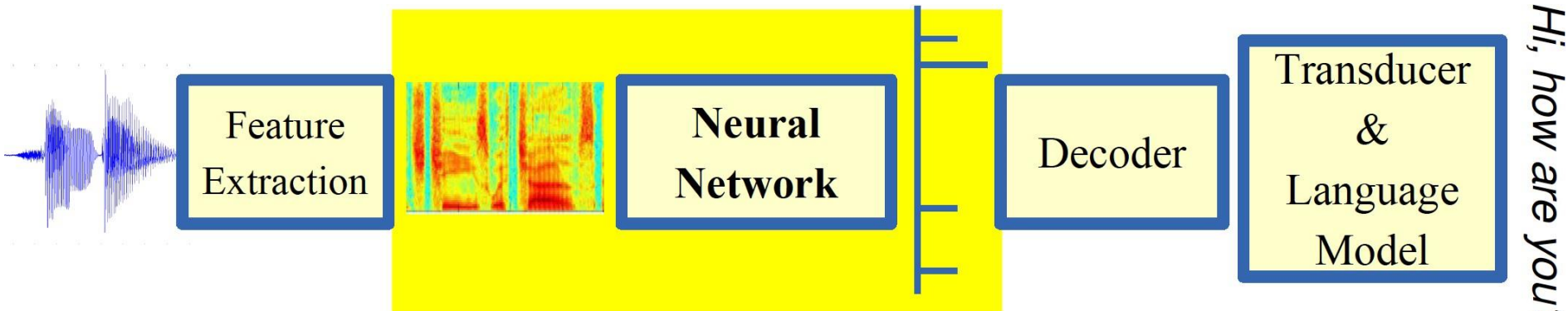


Samples from
Full posterior
inference

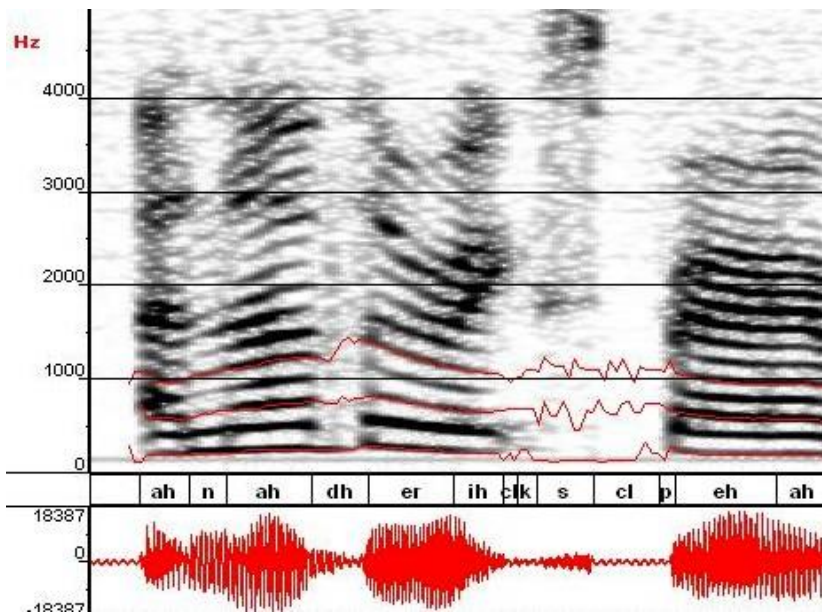


Machine Learning in Automatic Speech Recognition

A Typical Speech Recognition System



ML used to predict of phone states from the sound spectrogram



Deep learning has state-of-the-art results

# Hidden Layers	1	2	4	8	10	12
Word Error Rate %	16.0	12.8	11.4	10.9	11.0	11.1

Baseline GMM performance = 15.4%

[Zeiler et al. "On rectified linear units for speech recognition" ICASSP 2013]

Impact of Deep Learning in Speech Technology



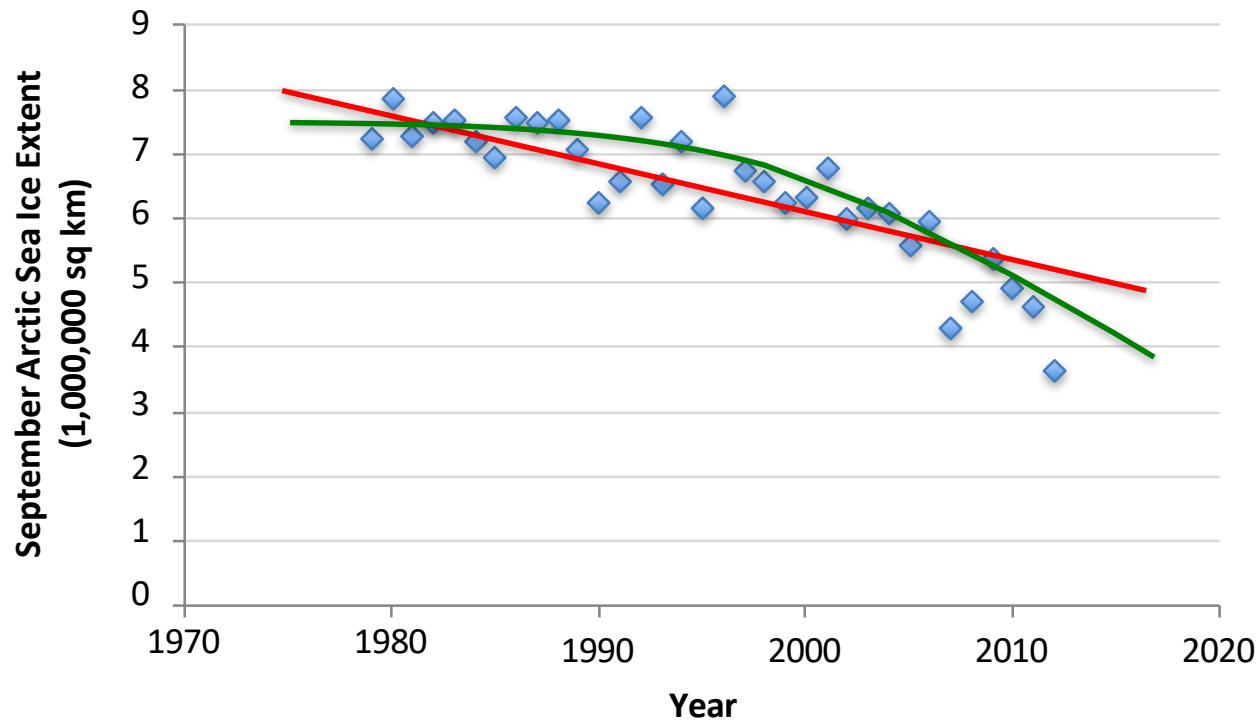
Types of Learning

Types of Learning

- **Supervised (inductive) learning**
 - Given: training data + desired outputs (labels)
- **Unsupervised learning**
 - Given: training data (without desired outputs)
- **Semi-supervised learning**
 - Given: training data + a few desired outputs
- **Reinforcement learning**
 - Rewards from sequence of actions

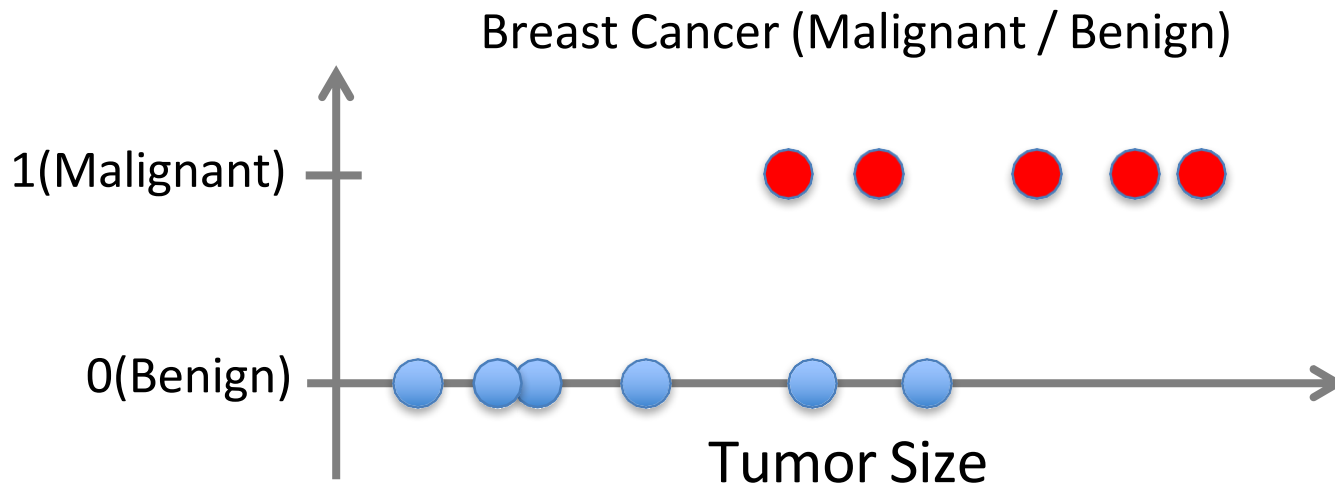
Supervised Learning: Regression

- Given $(x_1, y_1), (x_2, y_2), \dots, (x_n, y_n)$
- Learn a function $f(x)$ to predict y given x
 - y is real-valued == regression



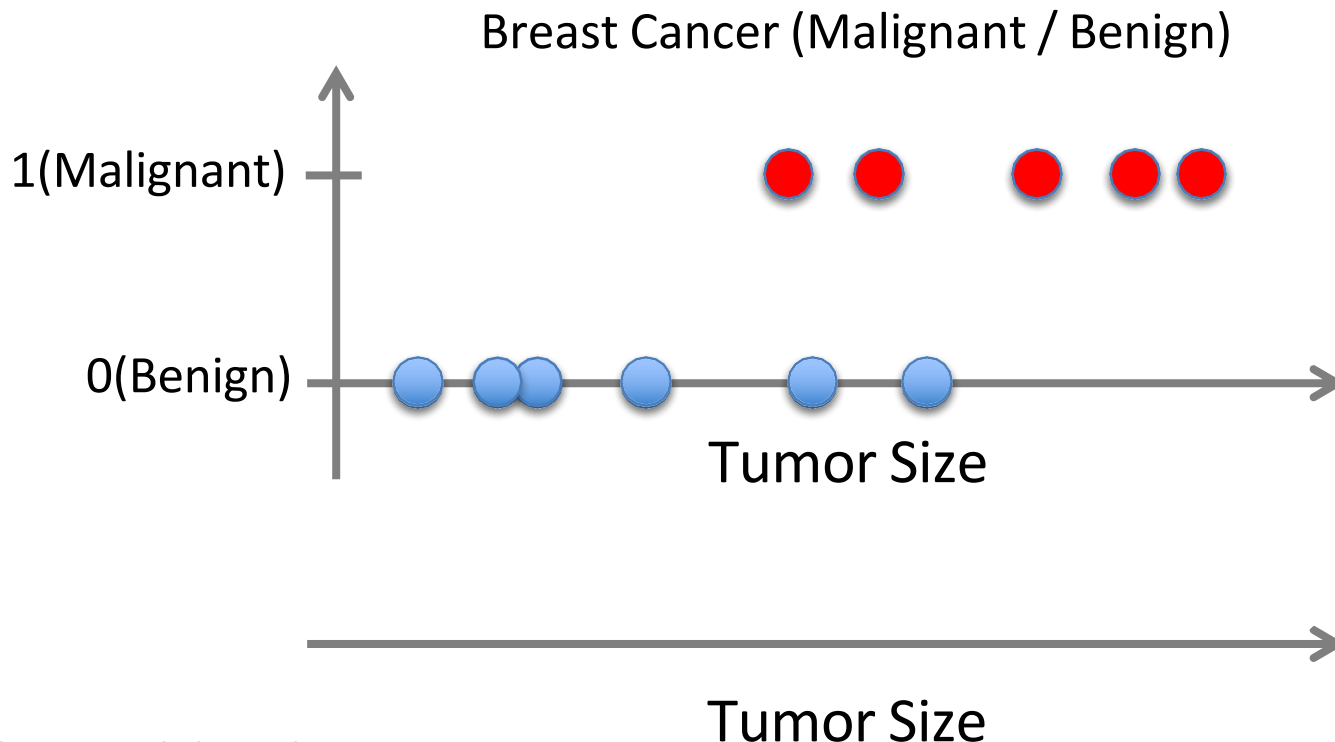
Supervised Learning: Classification

- Given $(x_1, y_1), (x_2, y_2), \dots, (x_n, y_n)$
- Learn a function $f(x)$ to predict y given x
 - y is categorical == classification



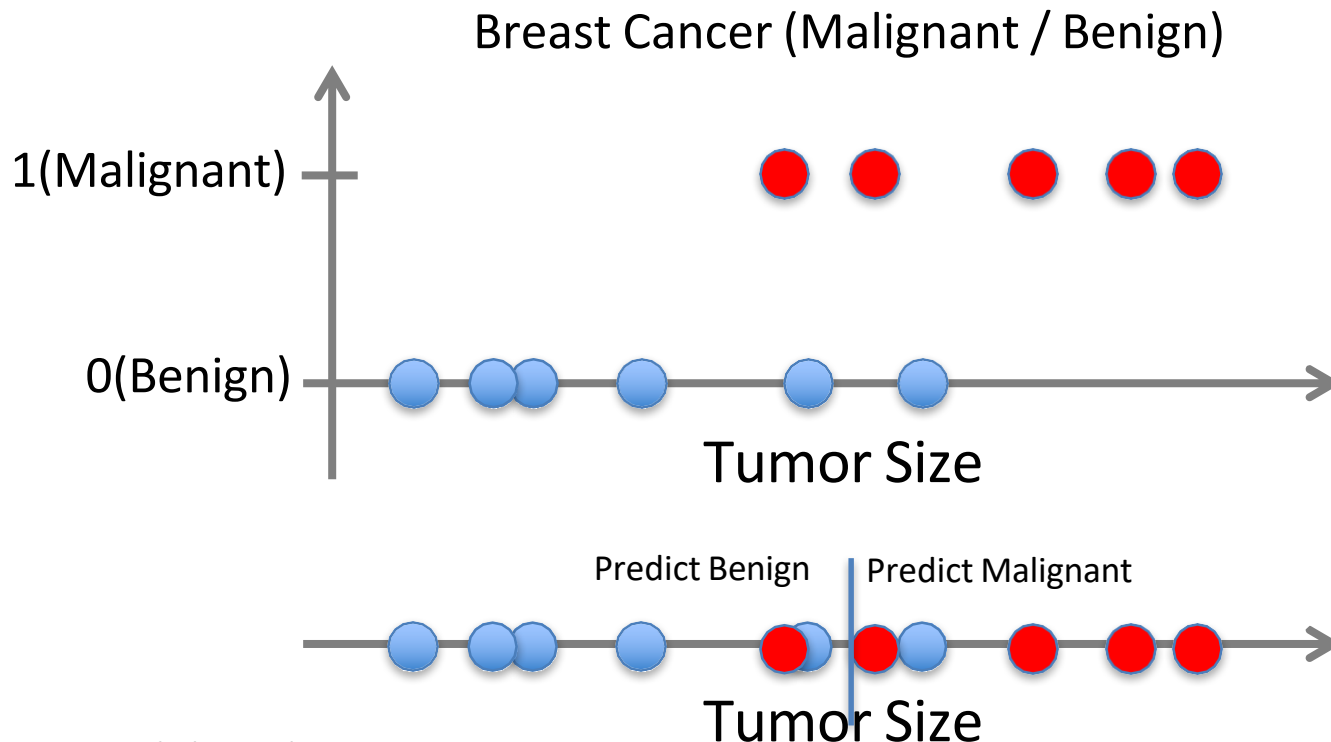
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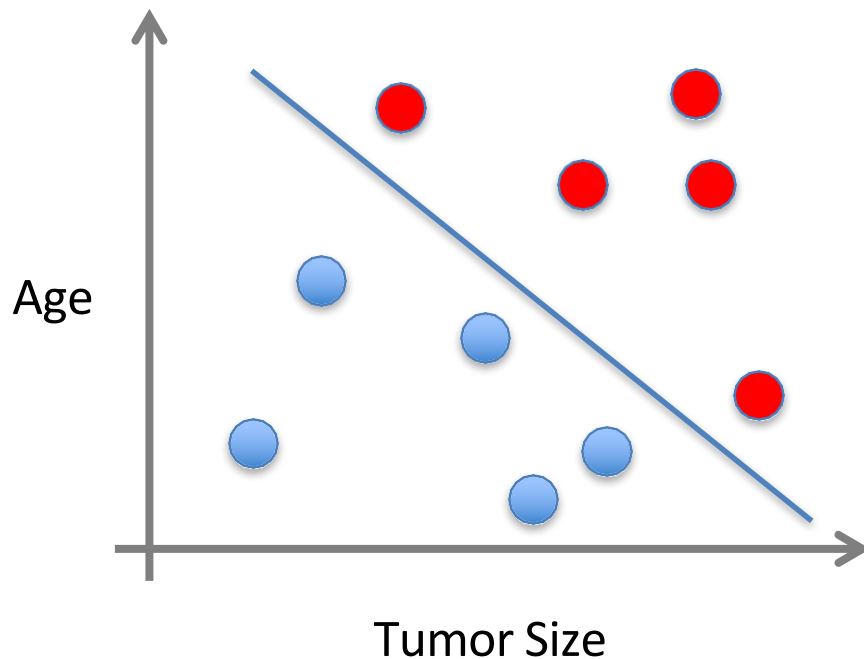
Supervised Learning: Classification

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Supervised Learning

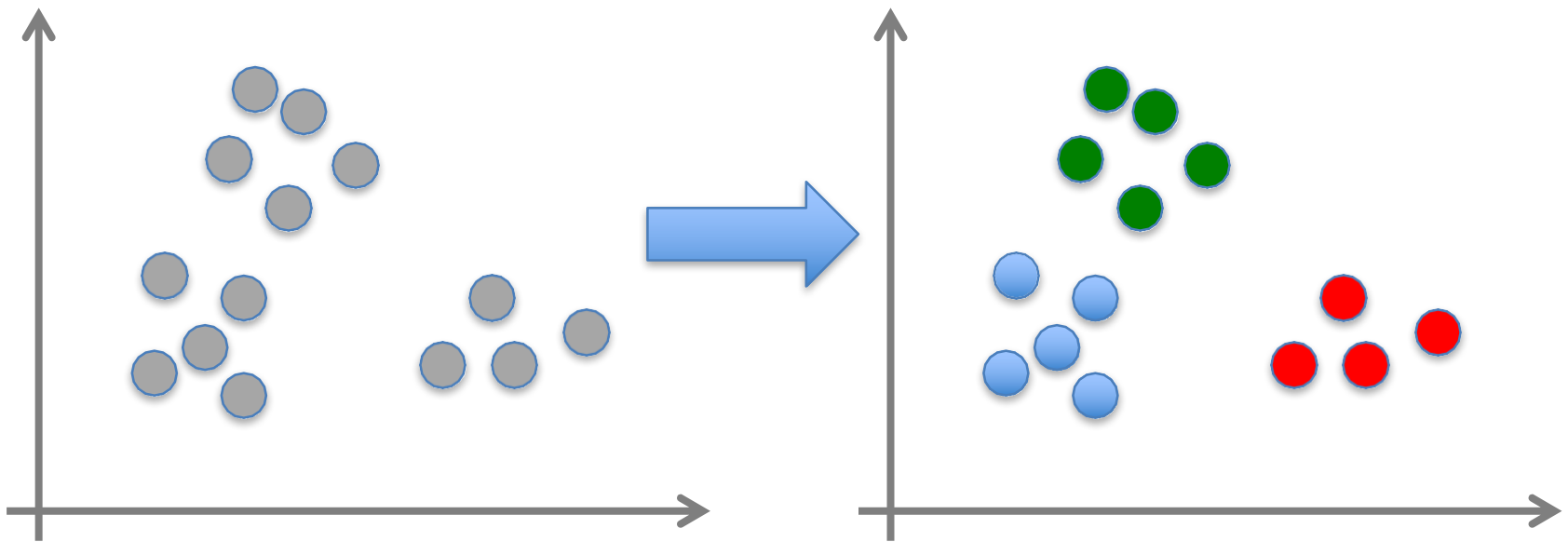
- x can be multi-dimensional
 - Each dimension corresponds to an attribute



- Clump Thickness
- Uniformity of Cell Size
- Uniformity of Cell Shape
- ...

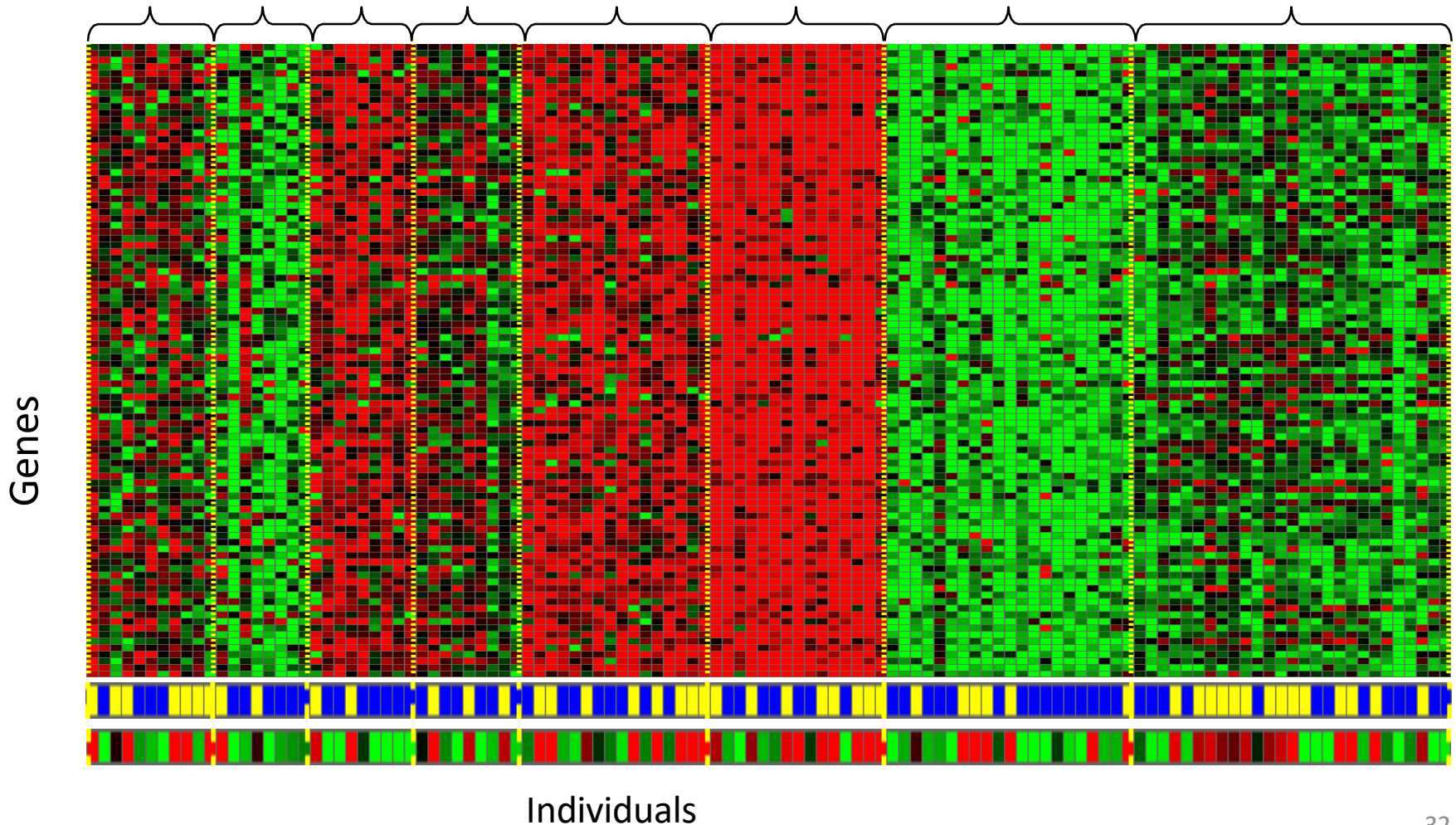
Unsupervised Learning

- Given x_1, x_2, \dots, x_n (without labels)
- Output hidden structure behind the x 's
 - E.g., clustering



Unsupervised Learning

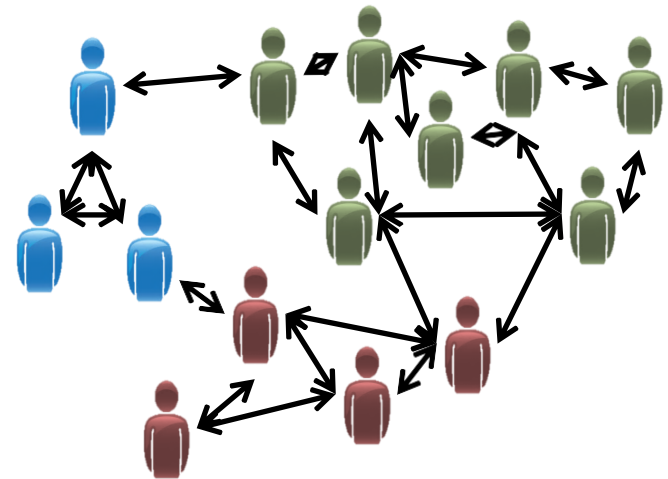
Genomics application: group individuals by genetic similarity



Unsupervised Learning



Organize computing clusters



Social network analysis



Market segmentation

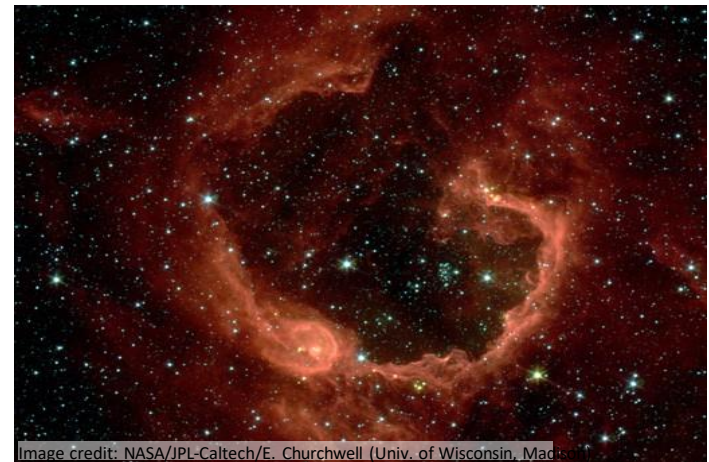
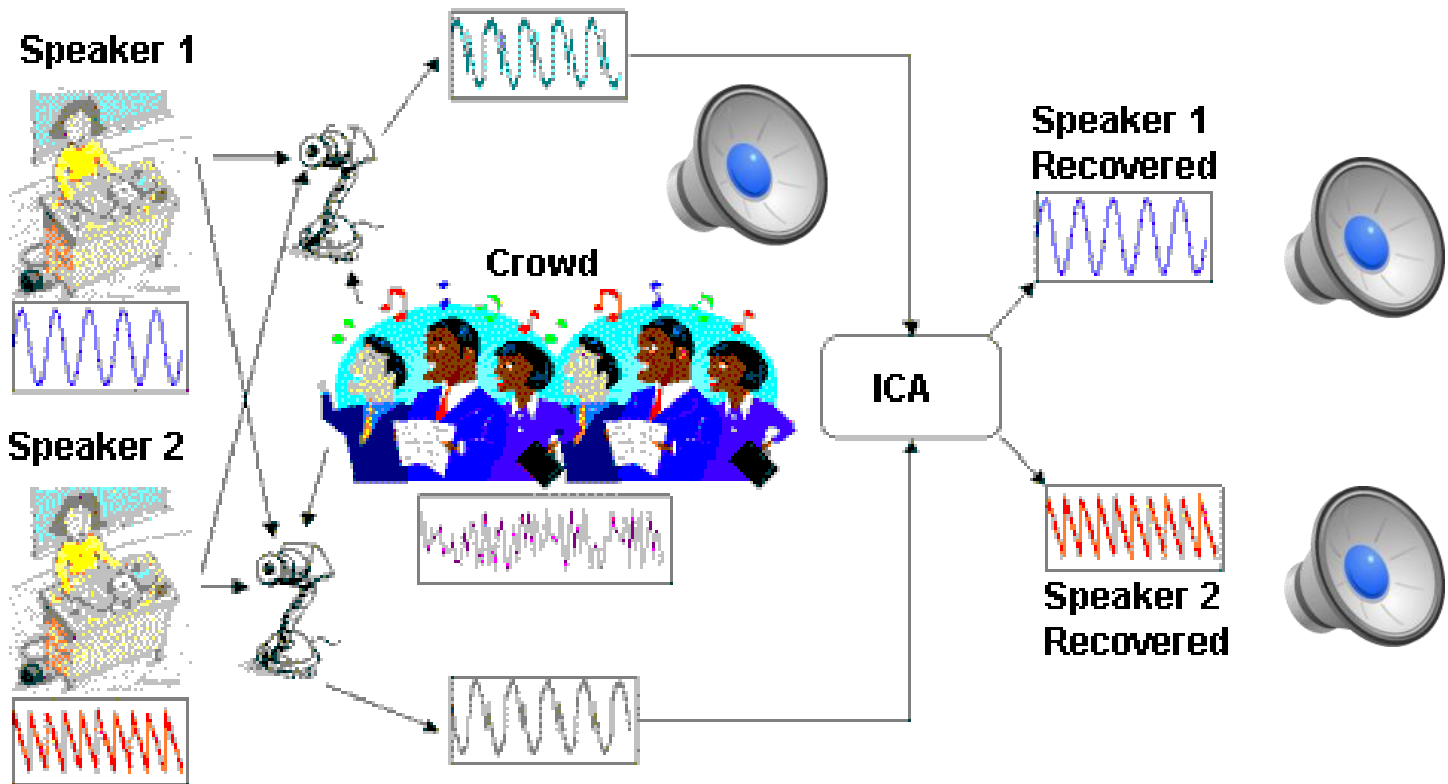


Image credit: NASA/JPL-Caltech/E. Churchwell (Univ. of Wisconsin, Madison)

Astronomical data analysis

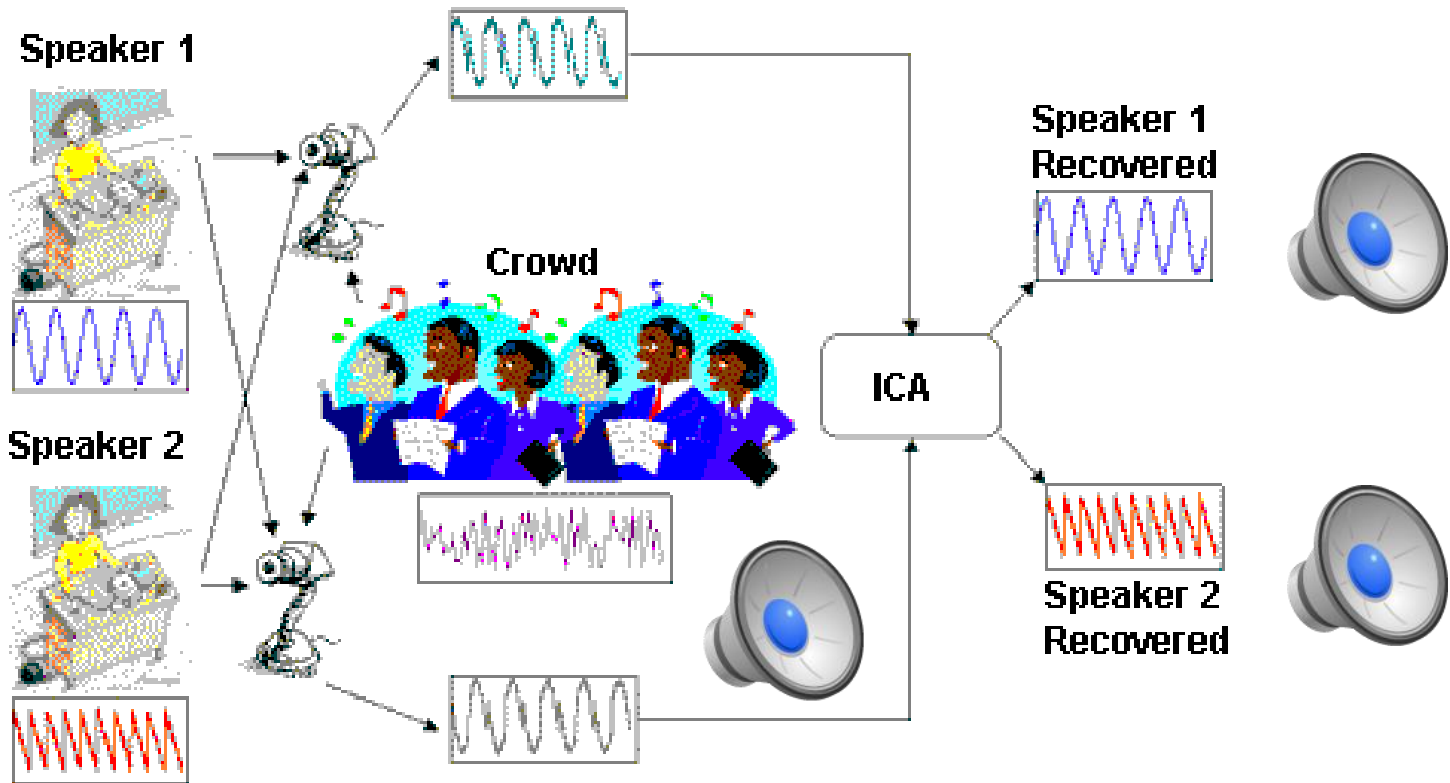
Unsupervised Learning

- Independent component analysis – separate a combined signal into its original sources



Unsupervised Learning

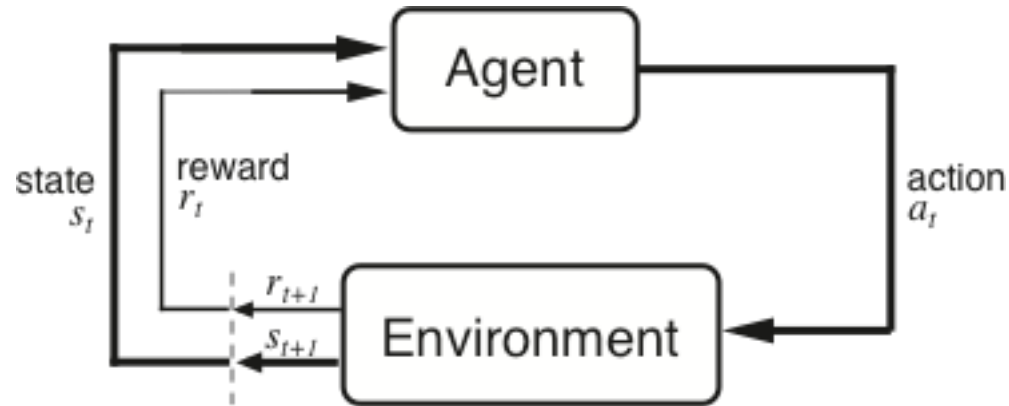
- Independent component analysis – separate a combined signal into its original sources



Reinforcement Learning

- Given a sequence of states and actions with (delayed) rewards, output a policy
 - Policy is a mapping from states \rightarrow actions that tells you what to do in a given state
- Examples:
 - Credit assignment problem
 - Game playing
 - Robot in a maze
 - Balance a pole on your hand

The Agent-Environment Interface



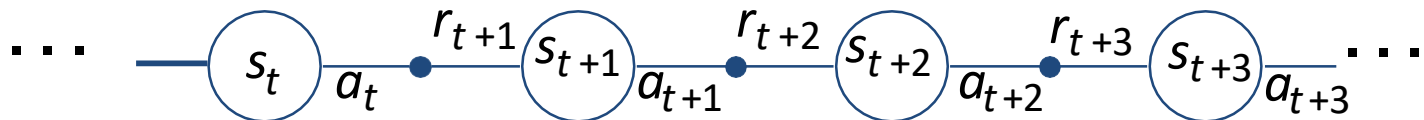
Agent and environment interact at discrete time steps : $t = 0, 1, 2, K$

Agent observes state at step t : $s_t \in S$

produces action at step t : $a_t \in A(s_t)$

gets resulting reward : $r_{t+1} \in \mathcal{R}$

and resulting next state : s_{t+1}



Reinforcement Learning



<https://www.youtube.com/watch?v=4cgWya-wjgY>

Inverse Reinforcement Learning

- Learn policy from user demonstrations



Stanford Autonomous Helicopter

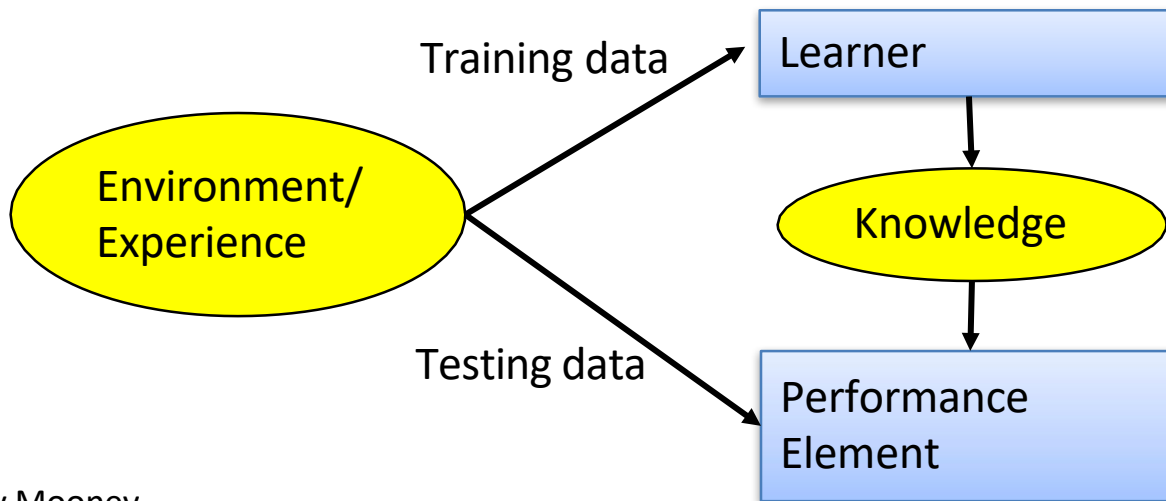
<http://heli.stanford.edu/>

<https://www.youtube.com/watch?v=VCdxqn0fcnE>

Framing a Learning Problem

Designing a Learning System

- Choose the training experience
- Choose exactly what is to be learned
 - i.e. the *target function*
- Choose how to represent the target function
- Choose a learning algorithm to infer the target function from the experience



Training vs. Test Distribution

- We generally assume that the training and test examples are independently drawn from the same overall distribution of data
 - We call this “i.i.d” which stands for “independent and identically distributed”
- If examples are not independent, requires *collective classification*
- If test distribution is different, requires *transfer learning*

ML in a Nutshell

- Tens of thousands of machine learning algorithms
 - Hundreds new every year
- Every ML algorithm has three components:
 - **Representation**
 - **Optimization**
 - **Evaluation**

Various Function Representations

- Numerical functions
 - Linear regression
 - Neural networks
 - Support vector machines
- Symbolic functions
 - Decision trees
 - Rules in propositional logic
 - Rules in first-order predicate logic
- Instance-based functions
 - Nearest-neighbor
 - Case-based
- Probabilistic Graphical Models
 - Naïve Bayes
 - Bayesian networks
 - Hidden-Markov Models (HMMs)
 - Probabilistic Context Free Grammars (PCFGs)
 - Markov networks

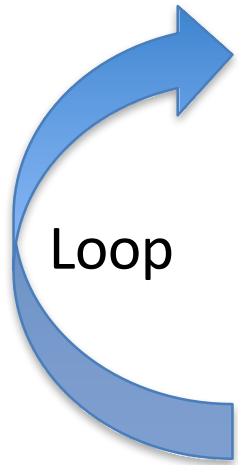
Various Search/Optimization Algorithms

- Gradient descent
 - Perceptron
 - Backpropagation
- Dynamic Programming
 - HMM Learning
 - PCFG Learning
- Divide and Conquer
 - Decision tree induction
 - Rule learning
- Evolutionary Computation
 - Genetic Algorithms (GAs)
 - Genetic Programming (GP)
 - Neuro-evolution

Evaluation

- Accuracy
- Precision and recall
- Squared error
- Likelihood
- Posterior probability
- Cost / Utility
- Margin
- Entropy
- K-L divergence
- etc.

ML in Practice



- Understand domain, prior knowledge, and goals
- Data integration, selection, cleaning, pre-processing, etc.
- Learn models
- Interpret results
- Consolidate and deploy discovered knowledge

Lessons Learned about Learning

- Learning can be viewed as using direct or indirect experience to approximate a chosen target function.
- Function approximation can be viewed as a search through a space of hypotheses (representations of functions) for one that best fits a set of training data.
- Different learning methods assume different hypothesis spaces (representation languages) and/or employ different search techniques.

A Brief History of Machine Learning

History of Machine Learning

- 1950s
 - Samuel's checker player
 - Selfridge's Pandemonium
- 1960s:
 - Neural networks: Perceptron
 - Pattern recognition
 - Learning in the limit theory
 - Minsky and Papert prove limitations of Perceptron
- 1970s:
 - Symbolic concept induction
 - Winston's arch learner
 - Expert systems and the knowledge acquisition bottleneck
 - Quinlan's ID3
 - Michalski's AQ and soybean diagnosis
 - Scientific discovery with BACON
 - Mathematical discovery with AM

History of Machine Learning (cont.)

- 1980s:
 - Advanced decision tree and rule learning
 - Explanation-based Learning (EBL)
 - Learning and planning and problem solving
 - Utility problem
 - Analogy
 - Cognitive architectures
 - Resurgence of neural networks (connectionism, backpropagation)
 - Valiant's PAC Learning Theory
 - Focus on experimental methodology
- 1990s
 - Data mining
 - Adaptive software agents and web applications
 - Text learning
 - Reinforcement learning (RL)
 - Inductive Logic Programming (ILP)
 - Ensembles: Bagging, Boosting, and Stacking
 - Bayes Net learning

History of Machine Learning (cont.)

- 2000s
 - Support vector machines & kernel methods
 - Graphical models
 - Statistical relational learning
 - Transfer learning
 - Sequence labeling
 - Collective classification and structured outputs
 - Computer Systems Applications (Compilers, Debugging, Graphics, Security)
 - E-mail management
 - Personalized assistants that learn
 - Learning in robotics and vision
- 2010s
 - Deep learning systems
 - Learning for big data
 - Bayesian methods
 - Multi-task & lifelong learning
 - Applications to vision, speech, social networks, learning to read, etc.
 - ???

What We'll Cover in this Course

- **Supervised learning**
 - Decision tree induction
 - Linear regression
 - Logistic regression
 - Support vector machines & kernel methods
 - Model ensembles
 - Bayesian learning
 - Neural networks & deep learning
 - Learning theory
- **Unsupervised learning**
 - Clustering
 - Dimensionality reduction
- **Reinforcement learning**
 - Temporal difference learning
 - Q learning
- **Evaluation**
- **Applications**

Our focus will be on applying machine learning to real applications