Unit: 1
Introduction to Artificial Intelligence and Machine learning:

Prepared by:

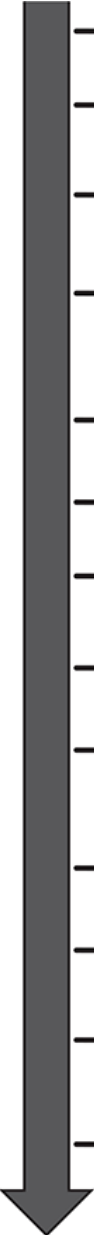Mrs. Nirali Anand Pandya

Topics

- Introduction Artificial intelligence
- History of AI
- Milestones and applications
- Overview of Machine learning
- Types of Learning:
  - Supervised
  - Semi-supervised
  - Unsupervised
  - Reinforcement
- Real-time applications
- Difference of AI, ML and Deep learning

Introduction Artificial intelligence

- AI is a branch of computer science dealing with the simulation of intelligent behavior in computers.

- AI is the study of how to make computers do things which, at the moment, people do better.

- AI is the study and design of intelligent agents where an intelligent agent is a system that perceives its environment and takes actions.

History of AI

THE JOURNEY OF MACHINE LEARNING

1950 — Alan Turing proposes "learning machine"

1952 — Arthur Samuel developed **first machine learning program** that could **play Checkers**

1957 — Frank Rosenblatt designed the **first neural network program** simulating human brain

1967 — **Nearest neighbour algorithm created** – start of basic pattern recognition

1979 — Stanford University students **develop first self – driving cart** that can navigate and avoid obstacles in a room

1982 — **Recurrent Neural Network** developed

1989 — - **Reinforcement Learning** conceptualized
- **Beginning of commercialization** of Machine Learning

1995 — **Random Forest** and **Support Vector machine** algorithms developed

1997 — **IBM's Deep Blue beats** the world chess champion Gary Kasparov

2006 — - **First machine learning competition** launched byNetflix
- Geoffrey Hinton conceptualizes **Deep Learning**

2010 — **Kaggle**, a website for machine learning competitions, **launched**

2011 — **IBM's Watson beats** two **human champions in Jeopardy**

2016 — **Google's AlphaGo** program **beats** unhandicapped **professional human player**

Overview of Machine learning

- Tom M. Mitchell, Professor of Machine Learning Department, School of Computer Science, Carnegie Mellon University has defined machine learning as:

- 'A computer program is said to learn from experience E with respect to some class of tasks T and performance measure P, if its performance at tasks in T, as measured by P, improves with experience E.'

Overview of Machine learning

- What this essentially means is that a machine can be considered to learn if it is able to gather experience by doing a certain task and improve its performance in doing the similar tasks in the future.

- In the context of the learning to play checkers, E represents the experience of playing the game, T represents the task of playing checkers and P is the performance measure indicated by the percentage of games won by the player.

- In context of image classification, E represents the past data with images having labels or assigned classes (for example whether the image is of a class cat or a class dog or a class elephant etc.), T is the task of assigning class to new, unlabelled images and P is the performance measure indicated by the percentage of images correctly classified.

Types of Learning

- Machine learning can be classified into three broad categories:
    - Supervised learning – Also called predictive learning. A machine predicts the class of unknown objects based on prior class-related information of similar objects.
    - Unsupervised learning – Also called descriptive learning. A machine finds patterns in unknown objects by grouping similar objects together.
    - Semi-supervised learning: Semi-supervised learning falls between unsupervised learning (without any labeled training data) and supervised learning (with completely labeled training data). Some of the training examples are missing training labels, yet many machine-learning researchers have found that unlabeled data, when used in conjunction with a small amount of labeled data, can produce a considerable improvement in learning accuracy.
    - Reinforcement learning – A machine learns to act on its own to achieve the given goals.
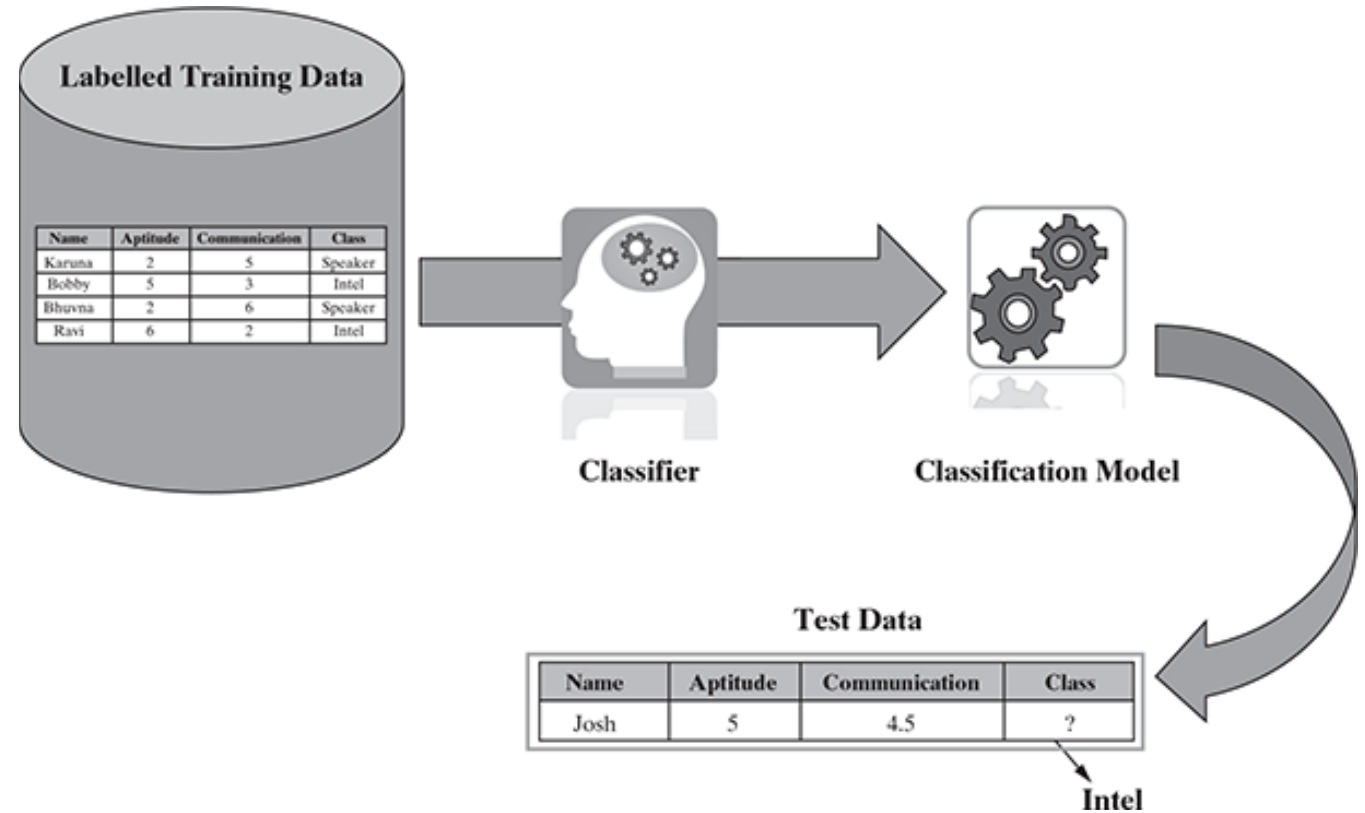
Supervised learning

Labelled Training Data → Supervised Learning → Prediction Model → Test Data → Prediction
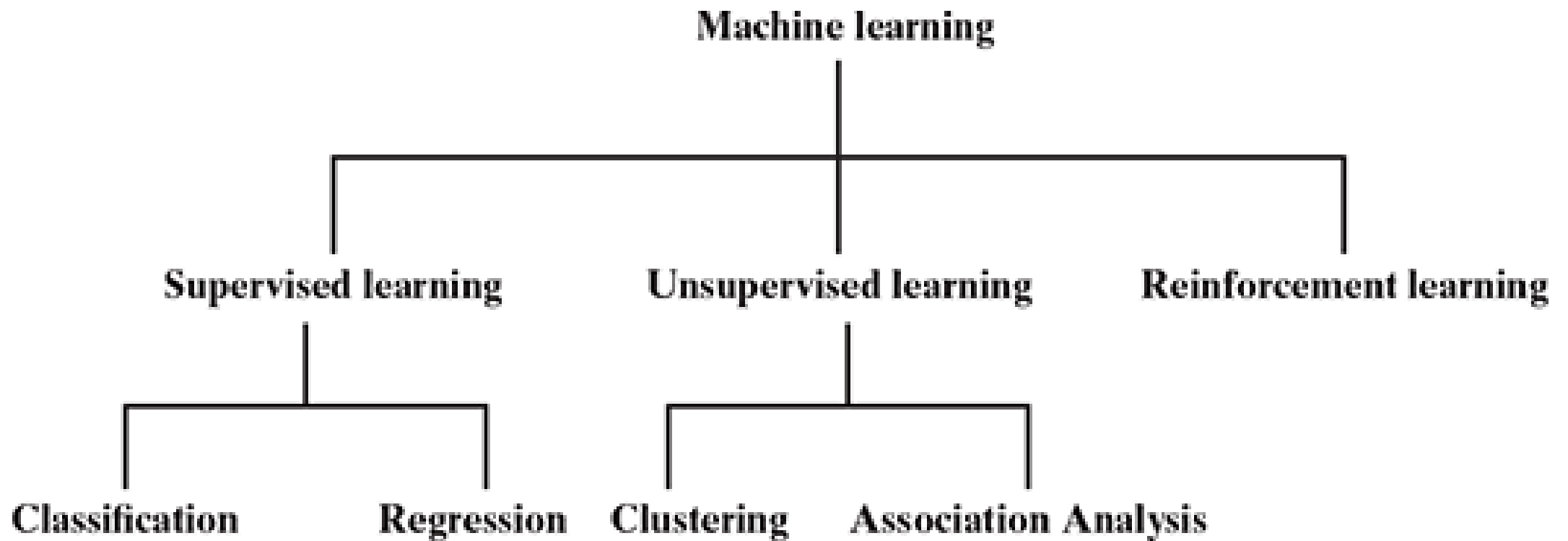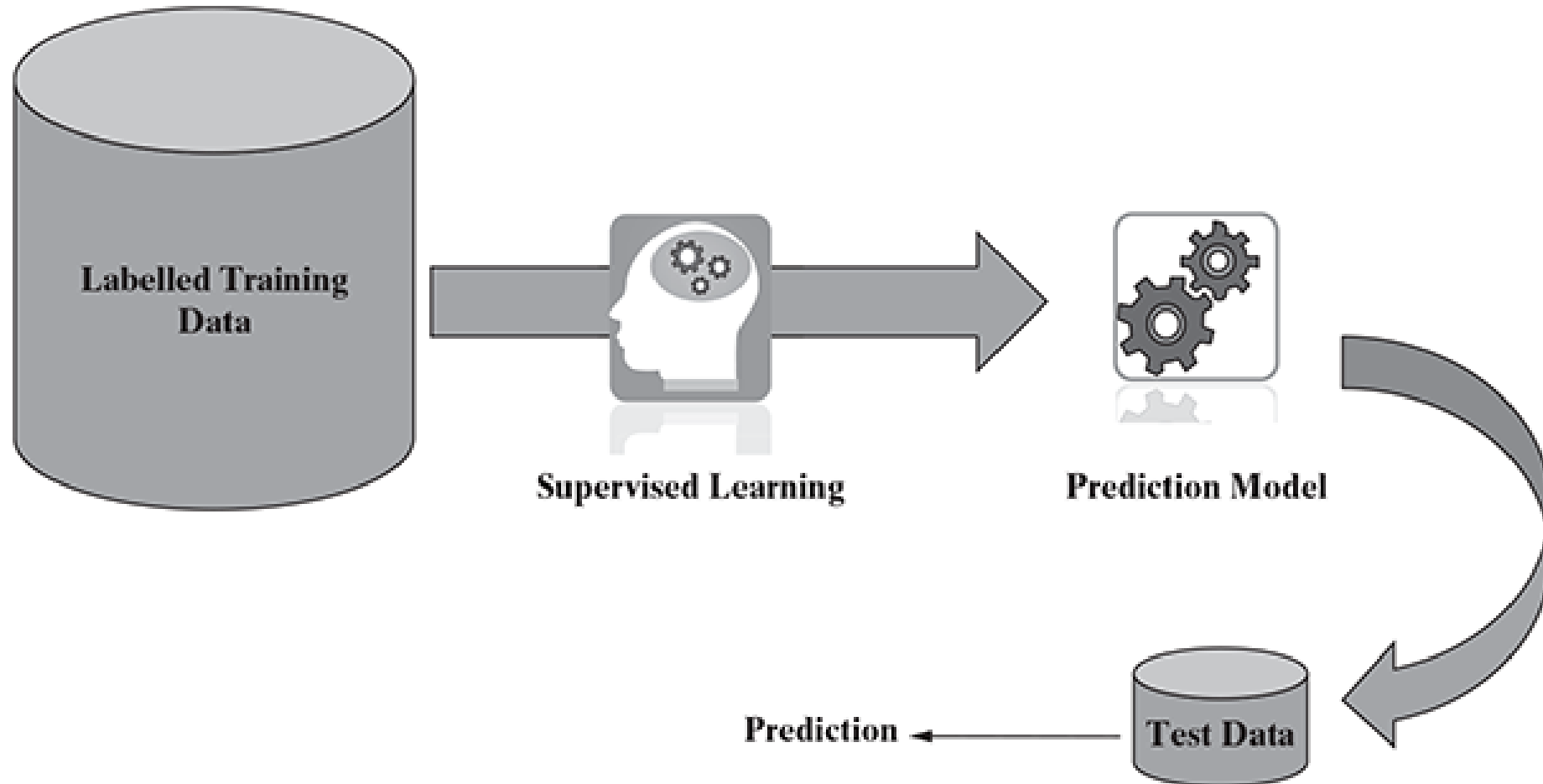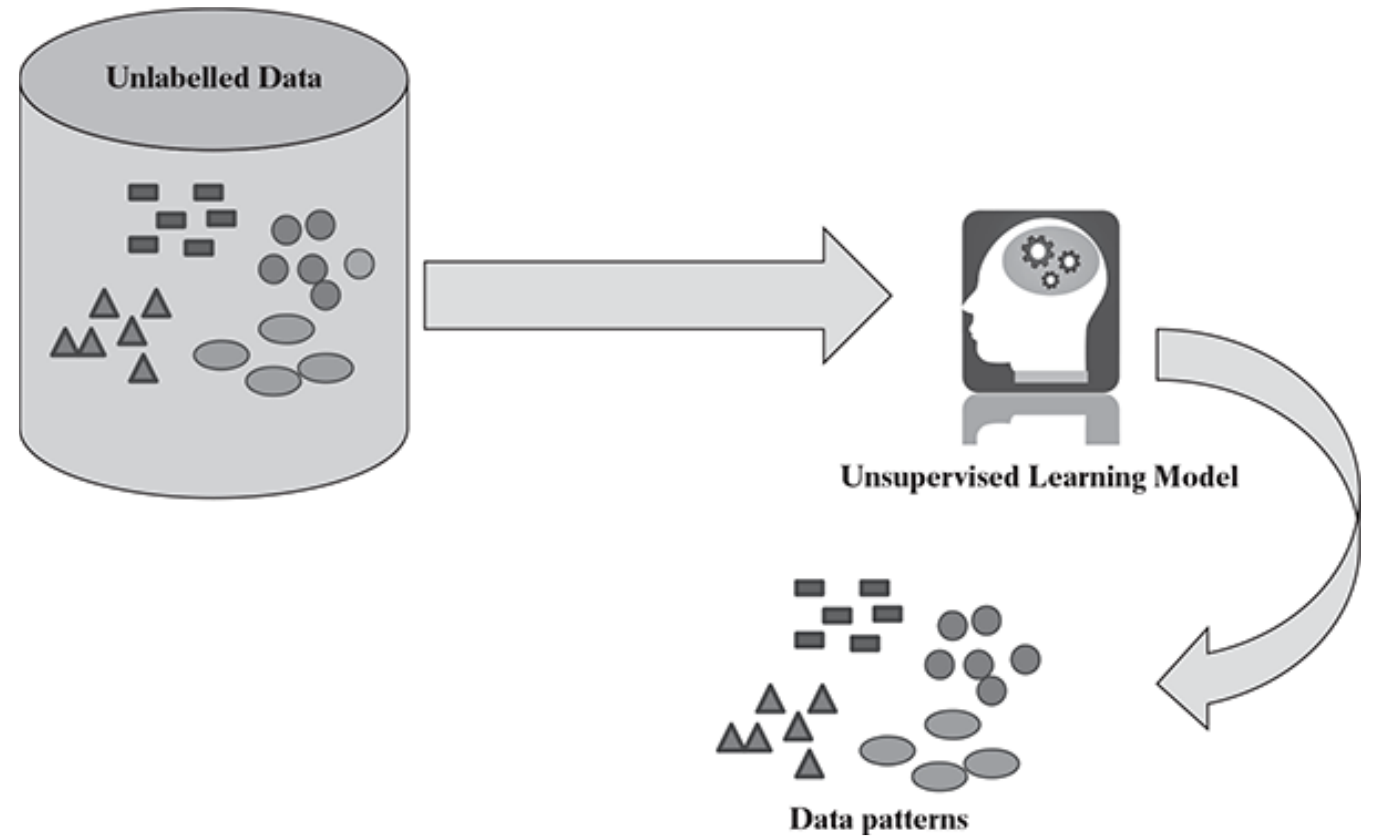
Supervised learning

- Some examples of supervised learning are
  - Predicting the results of a game
  - Predicting whether a tumour is malignant or benign
  - Predicting the price of domains like real estate, stocks, etc.
  - Classifying texts such as classifying a set of emails as spam or non-spam
- Typical applications of regression can be seen in
  - Demand forecasting in retails
  - Sales prediction for managers
  - Price prediction in real estate
  - Weather forecast
  - Skill demand forecast in job market

Classification Example

Labelled Training Data

Name	Aptitude	Communication	Class
Karuna	2	5	Speaker
Bobby	5	3	Intel
Bhuvna	2	6	Speaker
Ravi	6	2	Intel

Classifier

Classification Model

Test Data

Name	Aptitude	Communication	Class
Josh	5	4.5	?

Intel

Unsupervised Learning
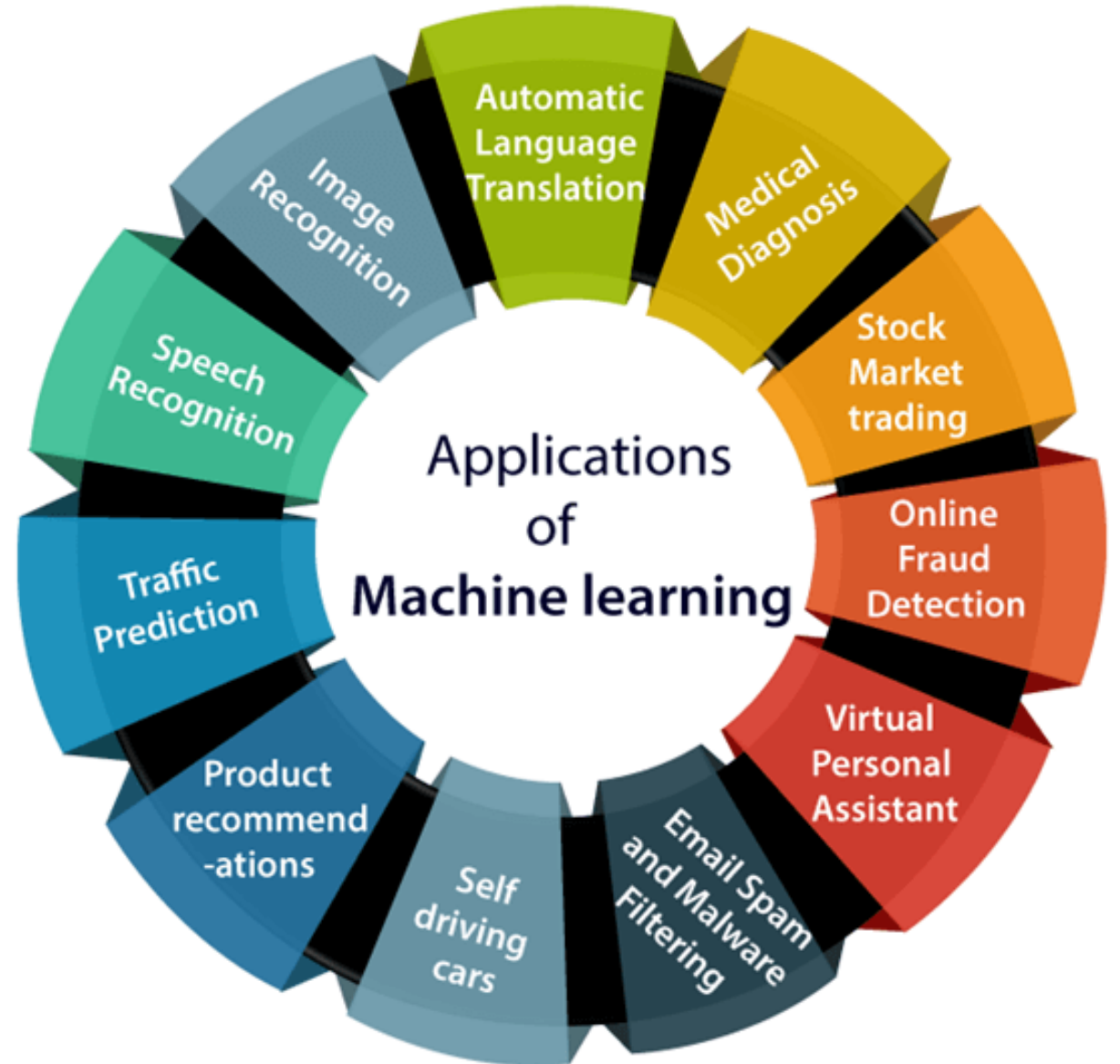

Unlabelled Data → Unsupervised Learning Model → Data patterns

Unsupervised Learning
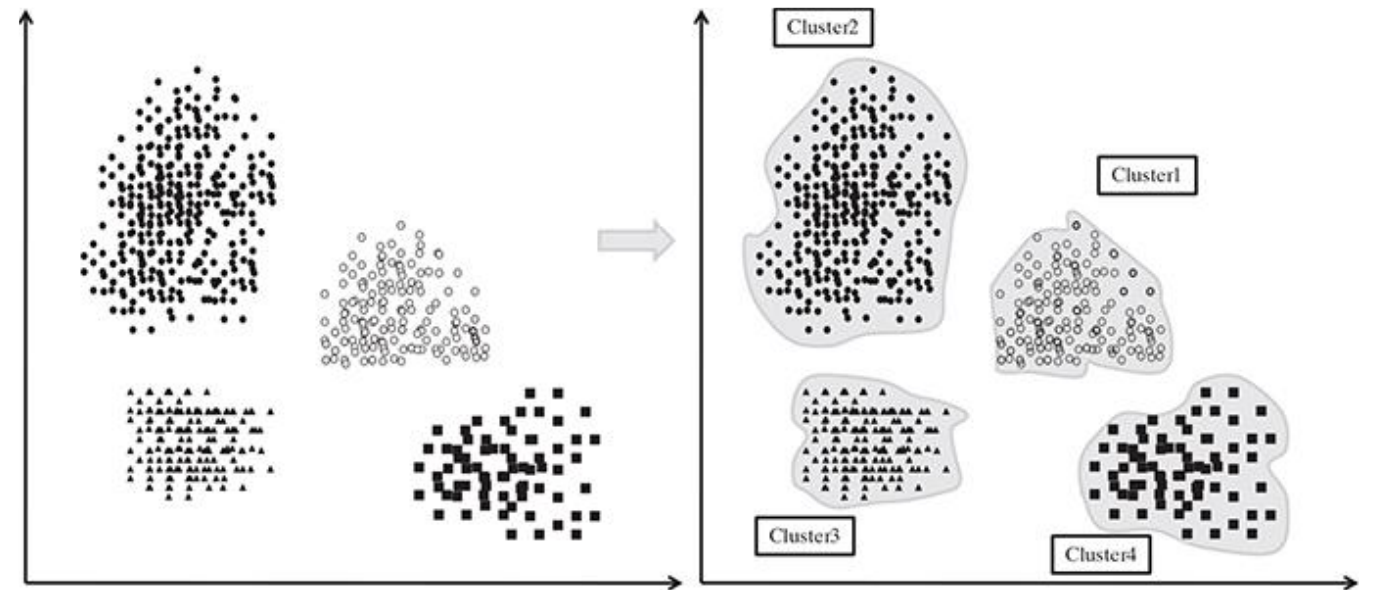
Comparison – supervised, unsupervised, and reinforcement learning

SUPERVISED	UNSUPERVISED	REINFORCEMENT
This type of learning is used when you know how to classify a given data, or in other words classes or labels are available.	This type of learning is used when there is no idea about the class or label of a particular data. The model has to find pattern in the data.	This type of learning is used when there is no idea about the class or label of a particular data. The model has to do the classification – it will get rewarded if the classification is correct, else get punished.
Labelled training data is needed. Model is built based on training data.	Any unknown and unlabelled data set is given to the model as input and records are grouped.	The model learns and updates itself through reward/punishment.
The model performance can be evaluated based on how many misclassifications have been done based on a comparison between predicted and actual values.	Difficult to measure whether the model did something useful or interesting. Homogeneity of records grouped together is the only measure.	Model is evaluated by means of the reward function after it had some time to learn.
There are two types of supervised learning problems – classification and regression.	There are two types of unsupervised learning problems – clustering and association.	No such types.
Simplest one to understand.	More difficult to understand and implement than supervised learning.	Most complex to understand and apply.
Standard algorithms include • Naïve Bayes • k-nearest neighbour (kNN) • Decision tree • Linear regression • Logistic regression • Support Vector Machine SVM), etc.	Standard algorithms are • k-means • Principal Component Analysis (PCA) • Self-organizing map (SOM) • Apriori algorithm • DBSCAN etc.	Standard algorithms are • Q-learning • Sarsa
Practical applications include • Handwriting recognition • Stock market prediction • Disease prediction • Fraud detection, etc.	Practical applications include • Market basket analysis • Recommender systems • Customer segmentation, etc.	Practical applications include • Self-driving cars • Intelligent robots • AlphaGo Zero (the latest version of DeepMind's AI system playing Go)

Difference of AI, ML and Deep learning

Artificial Intelligence → Ability of machine to imitate human intelligence

Machine Learning → Algorithms to incorporate intelligence into machine by automatically learning from data

Deep Learning → Algorithms that mimics human brain to incorporate intelligence into machine
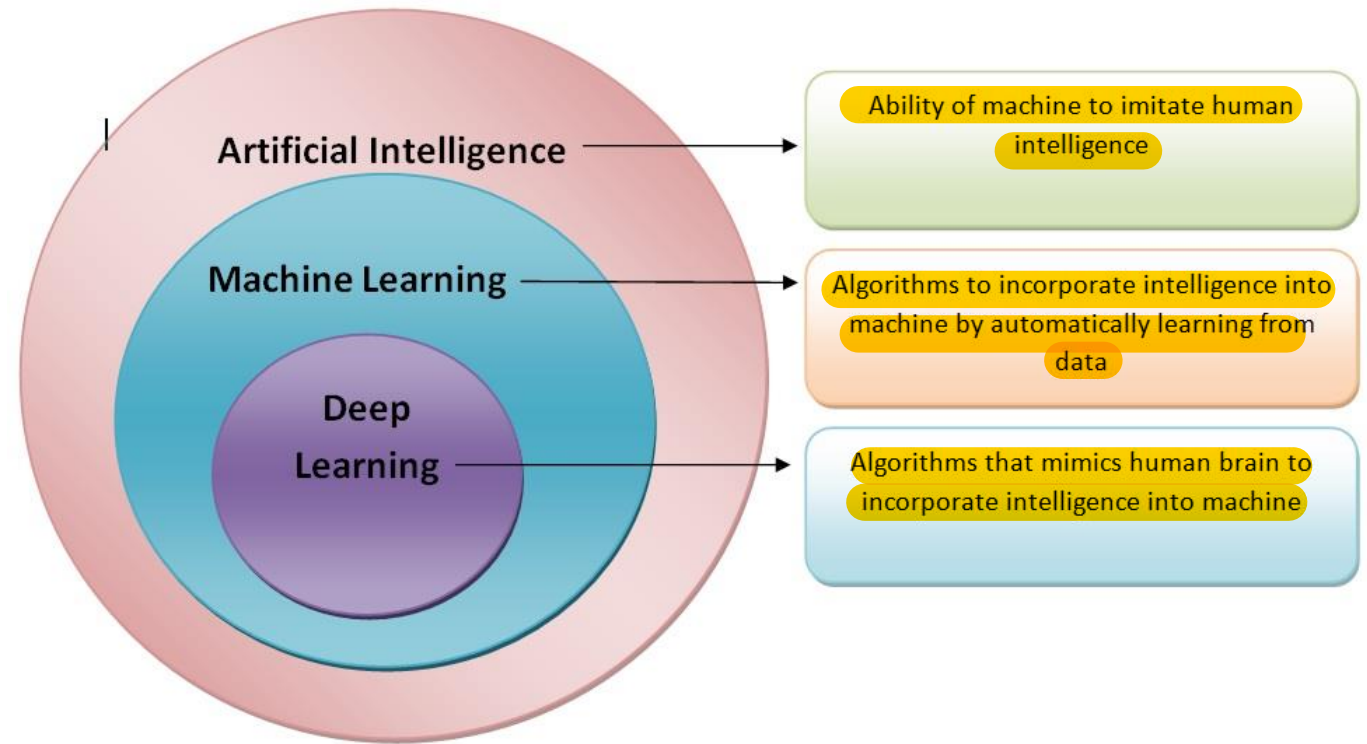
Thank You

Types of Machine Learning

Machine learning is a subset of AI, which enables the machine to automatically learn from data, improve performance from past experiences, and make predictions. Machine learning contains a set of algorithms that work on a huge amount of data. Data is fed to these algorithms to train them, and on the basis of training, they build the model & perform a specific task.


These ML algorithms help to solve different business problems like Regression, Classification, Forecasting, Clustering, and Associations, etc.

Based on the methods and way of learning, machine learning is divided into mainly four types, which are:

1. Supervised Machine Learning
2. Unsupervised Machine Learning
3. Semi-Supervised Machine Learning
4. Reinforcement Learning
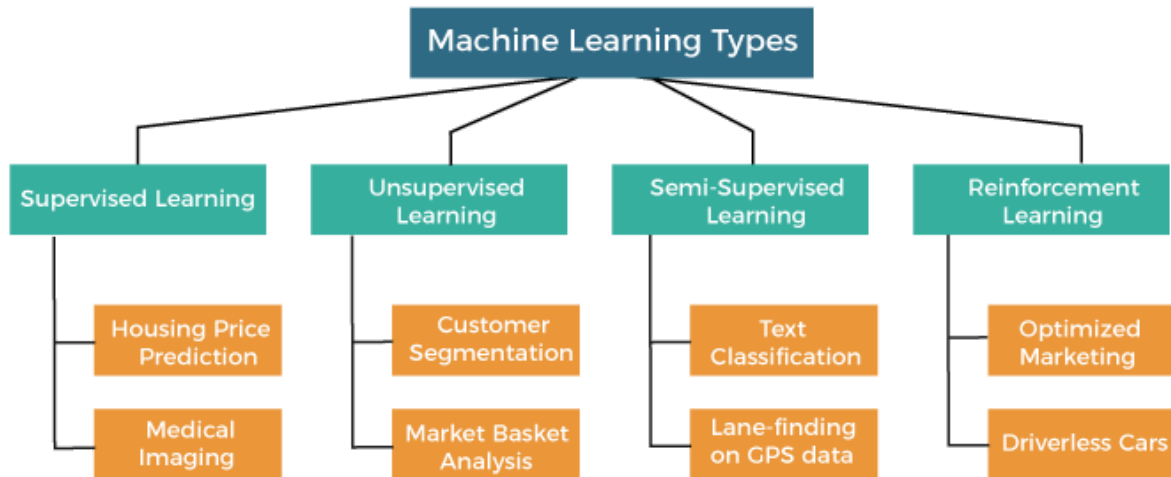
In this topic, we will provide a detailed description of the types of Machine Learning along with their respective algorithms:

1. Supervised Machine Learning

As its name suggests, Supervised machine learning is based on supervision. It means in the supervised learning technique, we train the machines using the "labelled" dataset, and based on the training, the machine predicts the output. Here, the labelled data specifies that some of the inputs are already mapped to the output. More preciously, we can say; first, we train the machine with the input and corresponding output, and then we ask the machine to predict the output using the test dataset.

Let's understand supervised learning with an example. Suppose we have an input dataset of cats and dog images. So, first, we will provide the training to the machine to understand the images, such as the **shape & size of the tail of cat and dog, Shape of eyes, colour, height (dogs are taller, cats are smaller), etc.** After completion of training, we input the picture of a cat and ask the machine to identify the object and predict the output. Now, the machine is well trained, so it will check all the features of the object, such as height, shape, colour, eyes, ears, tail, etc., and find that it's a cat. So, it will put it in the Cat category. This is the process of how the machine identifies the objects in Supervised Learning.

The main goal of the supervised learning technique is to map the input variable(x) with the output variable(y). Some real-world applications of supervised learning are **Risk Assessment, Fraud Detection, Spam filtering,** etc.

Categories of Supervised Machine Learning

Supervised machine learning can be classified into two types of problems, which are given below:

- **Classification**
- **Regression**

a) Classification

Classification algorithms are used to solve the classification problems in which the output variable is categorical, such as **"Yes" or No, Male or Female, Red or Blue, etc**. The classification algorithms predict the categories present in the dataset. Some real-world examples of classification algorithms are **Spam Detection, Email filtering,** etc.

Some popular classification algorithms are given below:

- **Random Forest Algorithm**
- **Decision Tree Algorithm**
- **Logistic Regression Algorithm**
- **Support Vector Machine Algorithm**

b) Regression

Regression algorithms are used to solve regression problems in which there is a linear relationship between input and output variables. These are used to predict continuous output variables, such as market trends, weather prediction, etc.

Some popular Regression algorithms are given below:

- **Simple Linear Regression Algorithm**
- **Multivariate Regression Algorithm**
- **Decision Tree Algorithm**
- **Lasso Regression**

Advantages and Disadvantages of Supervised Learning

Advantages:

- Since supervised learning work with the labelled dataset so we can have an exact idea about the classes of objects.
- These algorithms are helpful in predicting the output on the basis of prior experience.

Disadvantages:

- These algorithms are not able to solve complex tasks.
- It may predict the wrong output if the test data is different from the training data.
- It requires lots of computational time to train the algorithm.

Applications of Supervised Learning

Some common applications of Supervised Learning are given below:

- **Image Segmentation:**
  Supervised Learning algorithms are used in image segmentation. In this process, image classification is performed on different image data with pre-defined labels.
- **Medical Diagnosis:**
  Supervised algorithms are also used in the medical field for diagnosis purposes. It is done by using medical images and past labelled data with labels for disease conditions. With such a process, the machine can identify a disease for the new patients.
- **Fraud Detection -** Supervised Learning classification algorithms are used for identifying fraud transactions, fraud customers, etc. It is done by using historic data to identify the patterns that can lead to possible fraud.
- **Spam detection -** In spam detection & filtering, classification algorithms are used. These algorithms classify an email as spam or not spam. The spam emails are sent to the spam folder.
- **Speech Recognition -** Supervised learning algorithms are also used in speech recognition. The algorithm is trained with voice data, and various identifications can be done using the same, such as voice-activated passwords, voice commands, etc.

2. Unsupervised Machine Learning

Unsupervised learning is different from the Supervised learning technique; as its name suggests, there is no need for supervision. It means, in unsupervised machine learning, the machine is trained using the unlabeled dataset, and the machine predicts the output without any supervision.

In unsupervised learning, the models are trained with the data that is neither classified nor labelled, and the model acts on that data without any supervision.

The main aim of the unsupervised learning algorithm is to group or categories the unsorted dataset according to the similarities, patterns, and differences. Machines are instructed to find the hidden patterns from the input dataset.

Let's take an example to understand it more preciously; suppose there is a basket of fruit images, and we input it into the machine learning model. The images are totally unknown to the model, and the task of the machine is to find the patterns and categories of the objects.

So, now the machine will discover its patterns and differences, such as colour difference, shape difference, and predict the output when it is tested with the test dataset.

Categories of Unsupervised Machine Learning

Unsupervised Learning can be further classified into two types, which are given below:

- **Clustering**
- **Association**

1) Clustering

The clustering technique is used when we want to find the inherent groups from the data. It is a way to group the objects into a cluster such that the objects with the most similarities remain in one group and have fewer or no similarities with the objects of other groups. An example of the clustering algorithm is grouping the customers by their purchasing behaviour.

Some of the popular clustering algorithms are given below:

- **K-Means Clustering algorithm**
- **Mean-shift algorithm**
- **DBSCAN Algorithm**
- **Principal Component Analysis**
- **Independent Component Analysis**

2) Association

Association rule learning is an unsupervised learning technique, which finds interesting relations among variables within a large dataset. The main aim of this learning algorithm is to find the dependency of one data item on another data item and map those variables accordingly so that it can generate maximum profit. This algorithm is mainly applied in **Market Basket analysis, Web usage mining, continuous production**, etc.

Some popular algorithms of Association rule learning are **Apriori Algorithm, Eclat, FP-growth algorithm.**

Advantages and Disadvantages of Unsupervised Learning Algorithm

Advantages:

- These algorithms can be used for complicated tasks compared to the supervised ones because these algorithms work on the unlabeled dataset.
- Unsupervised algorithms are preferable for various tasks as getting the unlabeled dataset is easier as compared to the labelled dataset.

Disadvantages:

- The output of an unsupervised algorithm can be less accurate as the dataset is not labelled, and algorithms are not trained with the exact output in prior.
- Working with Unsupervised learning is more difficult as it works with the unlabelled dataset that does not map with the output.

Applications of Unsupervised Learning

- **Network Analysis:** Unsupervised learning is used for identifying plagiarism and copyright in document network analysis of text data for scholarly articles.
- **Recommendation Systems:** Recommendation systems widely use unsupervised learning techniques for building recommendation applications for different web applications and e-commerce websites.
- **Anomaly Detection:** Anomaly detection is a popular application of unsupervised learning, which can identify unusual data points within the dataset. It is used to discover fraudulent transactions.
- **Singular Value Decomposition:** Singular Value Decomposition or SVD is used to extract particular information from the database. For example, extracting information of each user located at a particular location.

3. Semi-Supervised Learning

Semi-Supervised learning is a type of Machine Learning algorithm that lies between Supervised and Unsupervised machine learning. It represents the intermediate ground between Supervised (With Labelled training data) and Unsupervised learning (with no labelled training data) algorithms and uses the combination of labelled and unlabeled datasets during the training period.

Although Semi-supervised learning is the middle ground between supervised and unsupervised learning and operates on the data that consists of a few labels, it mostly consists of unlabeled data. As labels are costly, but for corporate purposes, they may have few labels. It is completely different from supervised and unsupervised learning as they are based on the presence & absence of labels.

To overcome the drawbacks of supervised learning and unsupervised learning algorithms, the concept of Semi-supervised learning is introduced. The main aim of semi-supervised learning is to effectively use all the available data, rather than only labelled data like in supervised learning. Initially, similar data is clustered along with an unsupervised learning algorithm, and further, it helps to label the unlabeled data into labelled data. It is because labelled data is a comparatively more expensive acquisition than unlabeled data.

We can imagine these algorithms with an example. Supervised learning is where a student is under the supervision of an instructor at home and college. Further, if that student is self-analysing the same concept without any help from the instructor, it comes under unsupervised learning. Under semi-supervised learning, the student has to revise himself after analyzing the same concept under the guidance of an instructor at college.

Advantages and disadvantages of Semi-supervised Learning

Advantages:

- It is simple and easy to understand the algorithm.
- It is highly efficient.
- It is used to solve drawbacks of Supervised and Unsupervised Learning algorithms.

Disadvantages:

- Iterations results may not be stable.
- We cannot apply these algorithms to network-level data.
- Accuracy is low.

4. Reinforcement Learning

Reinforcement learning works on a feedback-based process, in which an AI agent (A software component) automatically explore its surrounding by hitting & trail, taking action, learning from experiences, and improving its performance. Agent gets rewarded for each good action and get punished for each bad action; hence the goal of reinforcement learning agent is to maximize the rewards.

In reinforcement learning, there is no labelled data like supervised learning, and agents learn from their experiences only.

The reinforcement learning process is similar to a human being; for example, a child learns various things by experiences in his day-to-day life. An example of reinforcement learning is to play a game, where the Game is the environment, moves of an agent at each step define states, and the goal of the agent is to get a high score. Agent receives feedback in terms of punishment and rewards.

Due to its way of working, reinforcement learning is employed in different fields such as **Game theory, Operation Research, Information theory, multi-agent systems.**

A reinforcement learning problem can be formalized using **Markov Decision Process(MDP).** In MDP, the agent constantly interacts with the environment and performs actions; at each action, the environment responds and generates a new state.

Categories of Reinforcement Learning

Reinforcement learning is categorized mainly into two types of methods/algorithms:

- **Positive Reinforcement Learning:** Positive reinforcement learning specifies increasing the tendency that the required behaviour would occur again by adding something. It enhances the strength of the behaviour of the agent and positively impacts it.
- **Negative Reinforcement Learning:** Negative reinforcement learning works exactly opposite to the positive RL. It increases the tendency that the specific behaviour would occur again by avoiding the negative condition.

Real-world Use cases of Reinforcement Learning

- **Video Games:**
  RL algorithms are much popular in gaming applications. It is used to gain super-human performance. Some popular games that use RL algorithms are **AlphaGO** and **AlphaGO Zero**.

- **Resource Management:**
  The "Resource Management with Deep Reinforcement Learning" paper showed that how to use RL in computer to automatically learn and schedule resources to wait for different jobs in order to minimize average job slowdown.
- **Robotics:**
  RL is widely being used in Robotics applications. Robots are used in the industrial and manufacturing area, and these robots are made more powerful with reinforcement learning. There are different industries that have their vision of building intelligent robots using AI and Machine learning technology.
- **Text Mining**
  Text-mining, one of the great applications of NLP, is now being implemented with the help of Reinforcement Learning by Salesforce company.

Advantages and Disadvantages of Reinforcement Learning

Advantages

- It helps in solving complex real-world problems which are difficult to be solved by general techniques.
- The learning model of RL is similar to the learning of human beings; hence most accurate results can be found.
- Helps in achieving long term results.

Disadvantage

- RL algorithms are not preferred for simple problems.
- RL algorithms require huge data and computations.
- Too much reinforcement learning can lead to an overload of states which can weaken the results.

The curse of dimensionality limits reinforcement learning for real physical systems.

Comparison Table

Criteria	Supervised ML	Unsupervised ML	Reinforcement ML
Definition	Learns by using labelled data	Trained using unlabelled data without any guidance.	Works on interacting with the environment
Type of data	Labelled data	Unlabelled data	No – predefined data
Type of problems	Regression and classification	Association and Clustering	Exploitation or Exploration
Supervision	Extra supervision	No supervision	No supervision
Algorithms	Linear Regression, Logistic Regression, SVM, KNN etc.	K – Means, C – Means, Apriori	Q – Learning, SARSA
Aim	Calculate outcomes	Discover underlying patterns	Learn a series of action
Application	Risk Evaluation, Forecast Sales	Recommendation System, Anomaly Detection	Self Driving Cars, Gaming, Healthcare

Artificial Intelligence	Machine Learning	Deep Learning
AI stands for Artificial Intelligence, and is basically the study/process which enables machines to mimic human behaviour through particular algorithm.	ML stands for Machine Learning, and is the study that uses statistical methods enabling machines to improve with experience.	DL stands for Deep Learning, and is the study that makes use of Neural Networks(similar to neurons present in human brain) to imitate functionality just like a human brain.
AI is the broader family consisting of ML and DL as it's components.	ML is the subset of AI.	DL is the subset of ML.
AI is a computer algorithm which exhibits intelligence through decision making.	ML is an AI algorithm which allows system to learn from data.	DL is a ML algorithm that uses deep(more than one layer) neural networks to analyze data and provide output accordingly.
Search Trees and much complex math is involved in AI.	If you have a clear idea about the logic(math) involved in behind and you can visualize the complex functionalities like K-Mean, Support Vector Machines, etc., then it defines the ML aspect.	If you are clear about the math involved in it but don't have idea about the features, so you break the complex functionalities into linear/lower dimension features by adding more layers, then it defines the DL aspect.
The aim is to basically increase chances of success and not accuracy.	The aim is to increase accuracy not caring much about the success ratio.	It attains the highest rank in terms of accuracy when it is trained with large amount of data.
Three broad categories/types Of AI are: Artificial Narrow Intelligence (ANI), Artificial General Intelligence (AGI) and Artificial Super Intelligence (ASI)	Three broad categories/types Of ML are: Supervised Learning, Unsupervised Learning and Reinforcement Learning	DL can be considered as neural networks with a large number of parameters layers lying in one of the four fundamental network architectures: Unsupervised Pre-trained Networks, Convolutional Neural Networks, Recurrent Neural Networks and Recursive Neural Networks

Artificial Intelligence	Machine Learning	Deep Learning
The efficiency Of AI is basically the efficiency provided by ML and DL respectively.	Less efficient than DL as it can't work for longer dimensions or higher amount of data.	More powerful than ML as it can easily work for larger sets of data.
Examples of AI applications include: Google's AI-Powered Predictions, Ridesharing Apps Like Uber and Lyft, Commercial Flights Use an AI Autopilot, etc.	Examples of ML applications include: Virtual Personal Assistants: Siri, Alexa, Google, etc., Email Spam and Malware Filtering.	Examples of DL applications include: Sentiment based news aggregation, Image analysis and caption generation, etc.