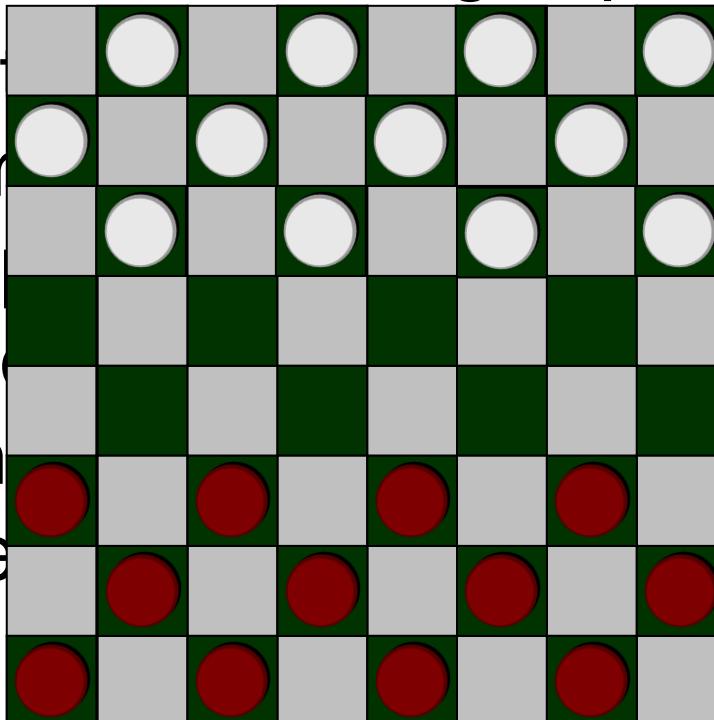


Machine Learning

Machine Learning definition

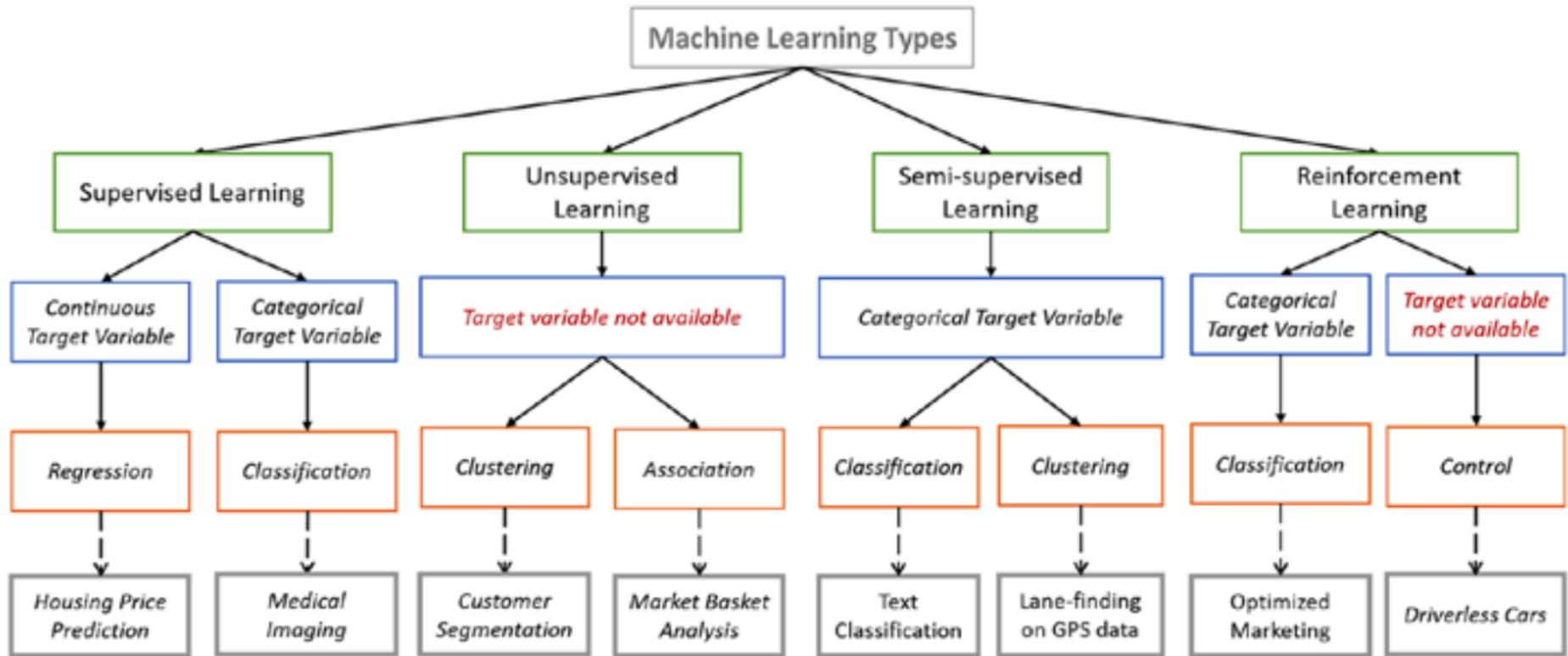
- Arthur Samuel (1959). Machine Learning:
Field of study that gives computers the ability
to learn without being explicitly programmed.
- Tom M. Mitchell defines Machine Learning
as a "Field of study that gives computers the ability
to learn without being explicitly programmed".
A program is said to *learn* from experience
with respect to some task *T* and some measure *P*, if its
performance improves with respect to *P*,
as it is exposed to experience.



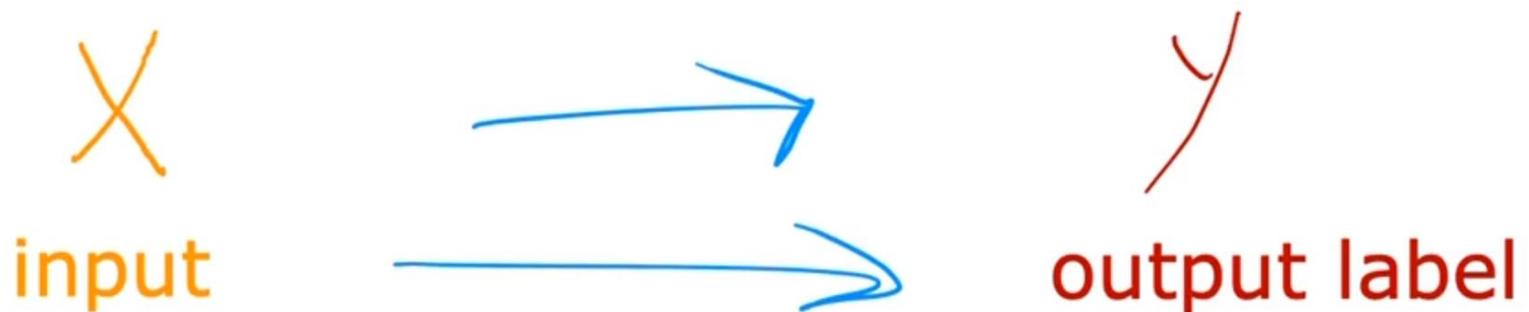
Question

If the checkers program had been allowed to play only ten games (instead of tens of thousands) against itself, a much smaller number of games, how would this have affected its performance?

- Would have made it better
- Would have made it worse



Supervised learning



Learns from being given “right answers”

Supervised learning, refers to algorithms that learn x to y or input to output mappings. The key characteristic of supervised learning is that you give your learning algorithm examples to learn from. That includes the right answers, whereby right answer, I mean, the correct label y for a given input x , and by seeing correct pairs of input x and desired output label y that the learning algorithm eventually learns to take just the input alone without the output label and gives a reasonably accurate prediction or guess of the output.

Supervised Learning

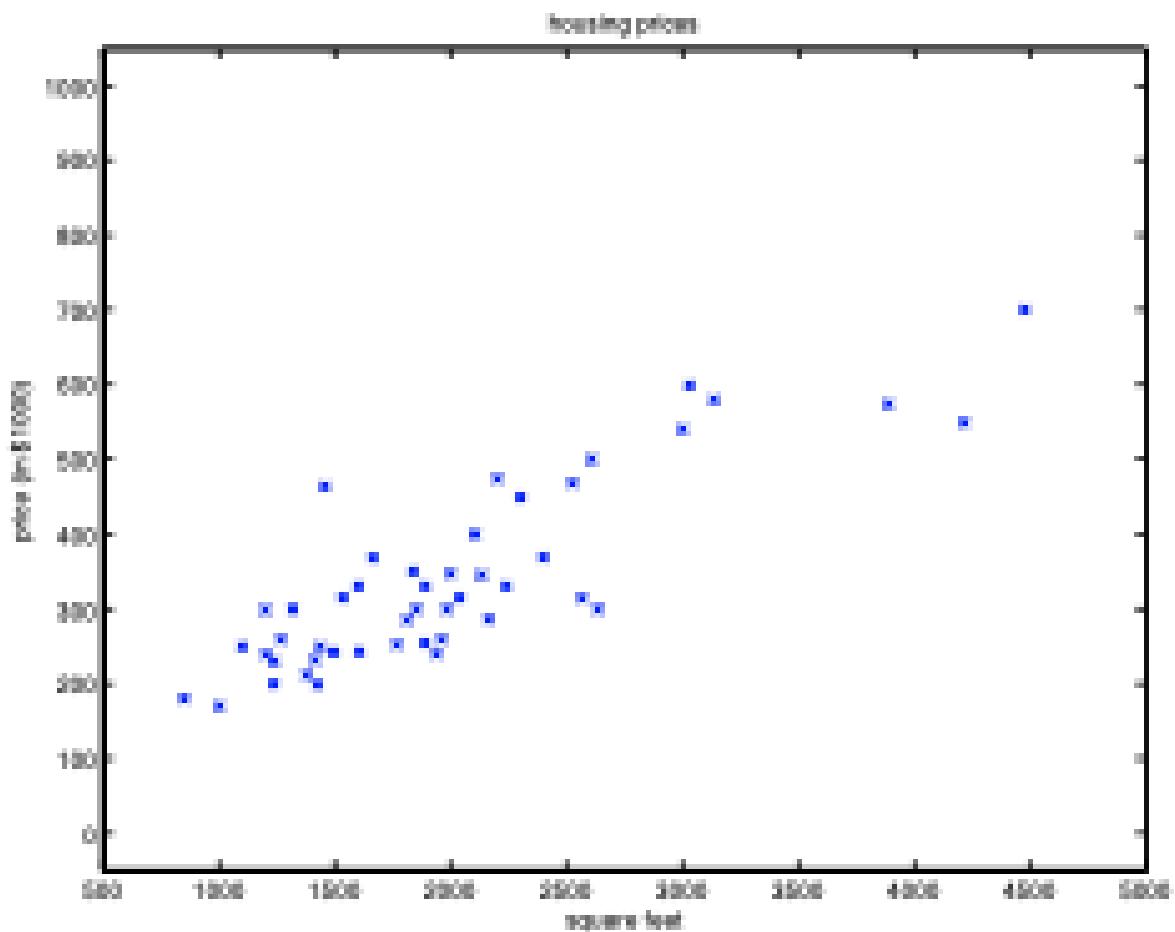
| Input (X) | Output (Y) | Application |
|-------------------|------------------------|---------------------|
| email | spam? (0/1) | spam filtering |
| audio | text transcripts | speech recognition |
| English | Spanish | machine translation |
| ad, user info | click? (0/1) | online advertising |
| image, radar info | position of other cars | self-driving car |
| image of phone | defect? (0/1) | visual inspection |

Supervised Learning

Let's start by talking about a few examples of supervised learning problems. Suppose we have a dataset giving the living areas and prices of 47 houses from Portland, Oregon:

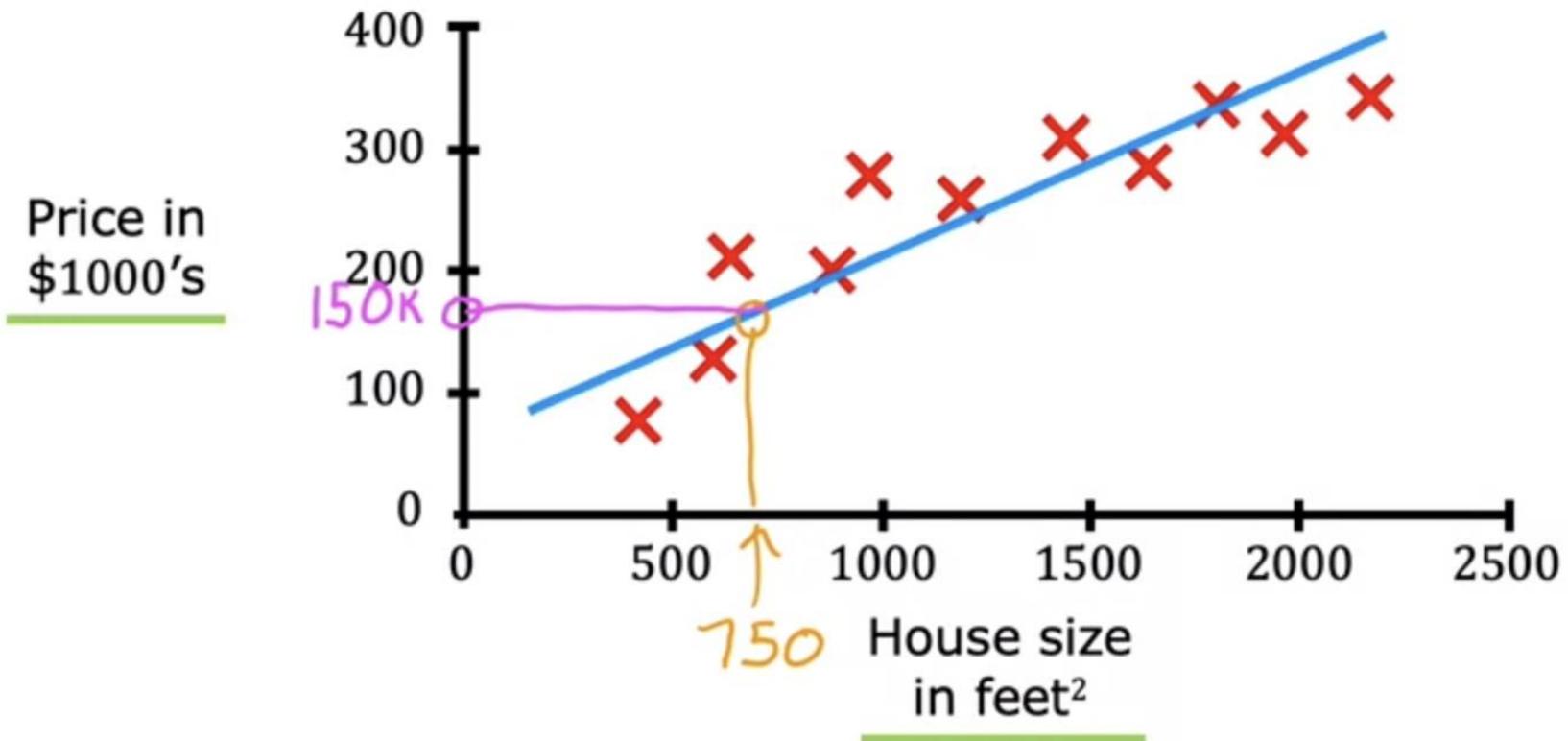
| Living area (feet ²) | Price (1000\$) |
|----------------------------------|----------------|
| 2104 | 400 |
| 1600 | 330 |
| 2400 | 369 |
| 1416 | 232 |
| 3000 | 540 |
| : | : |

We can plot this data:

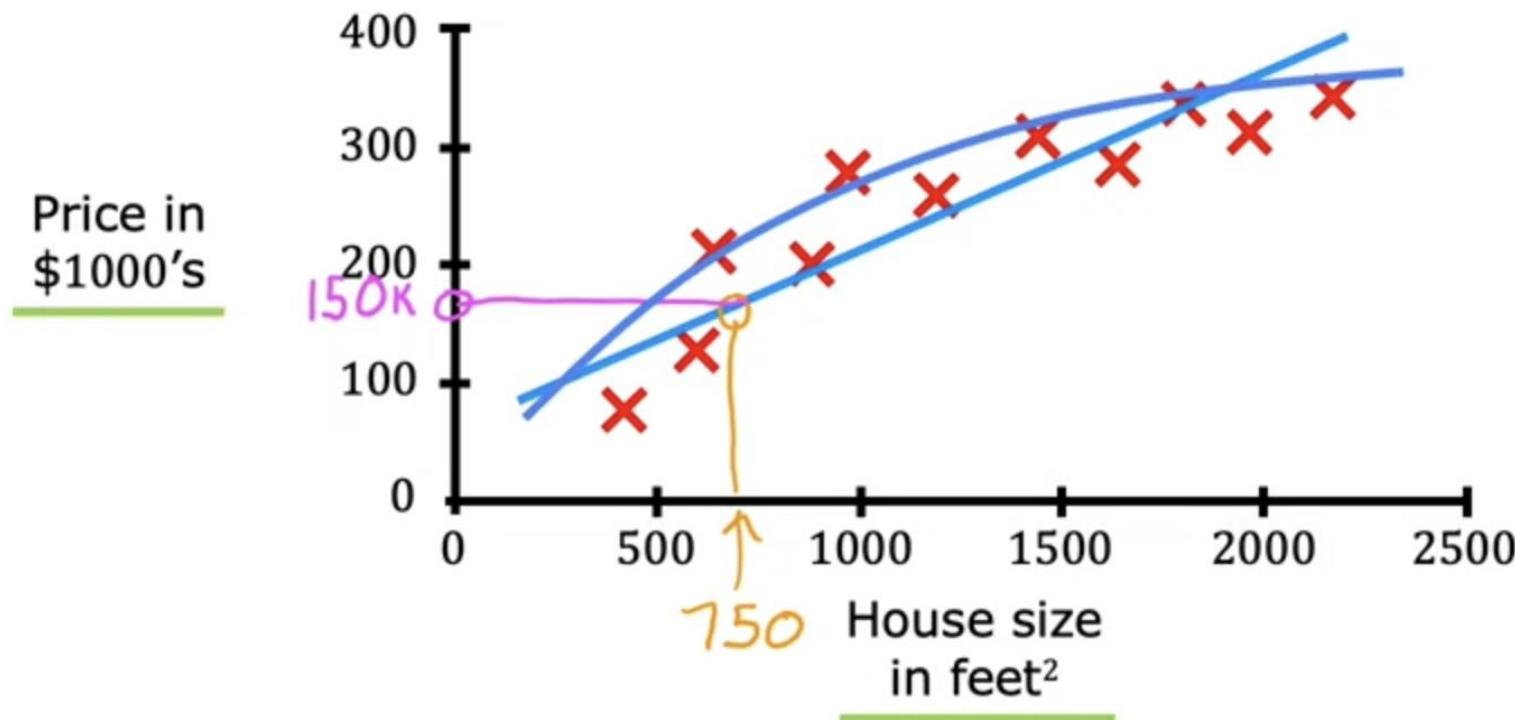


Continuous values – Regression Problem

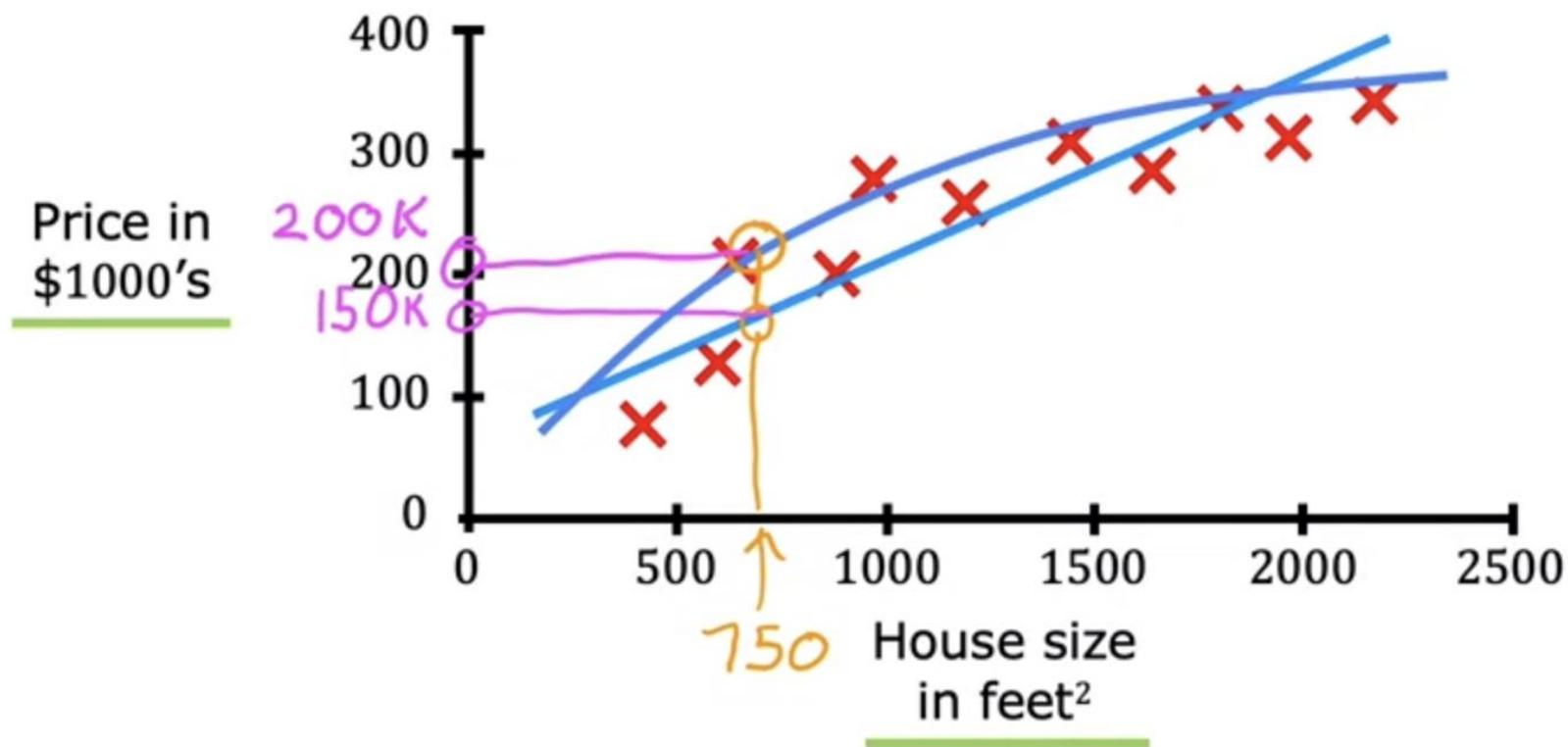
Regression: Housing price prediction



Regression: Housing price prediction

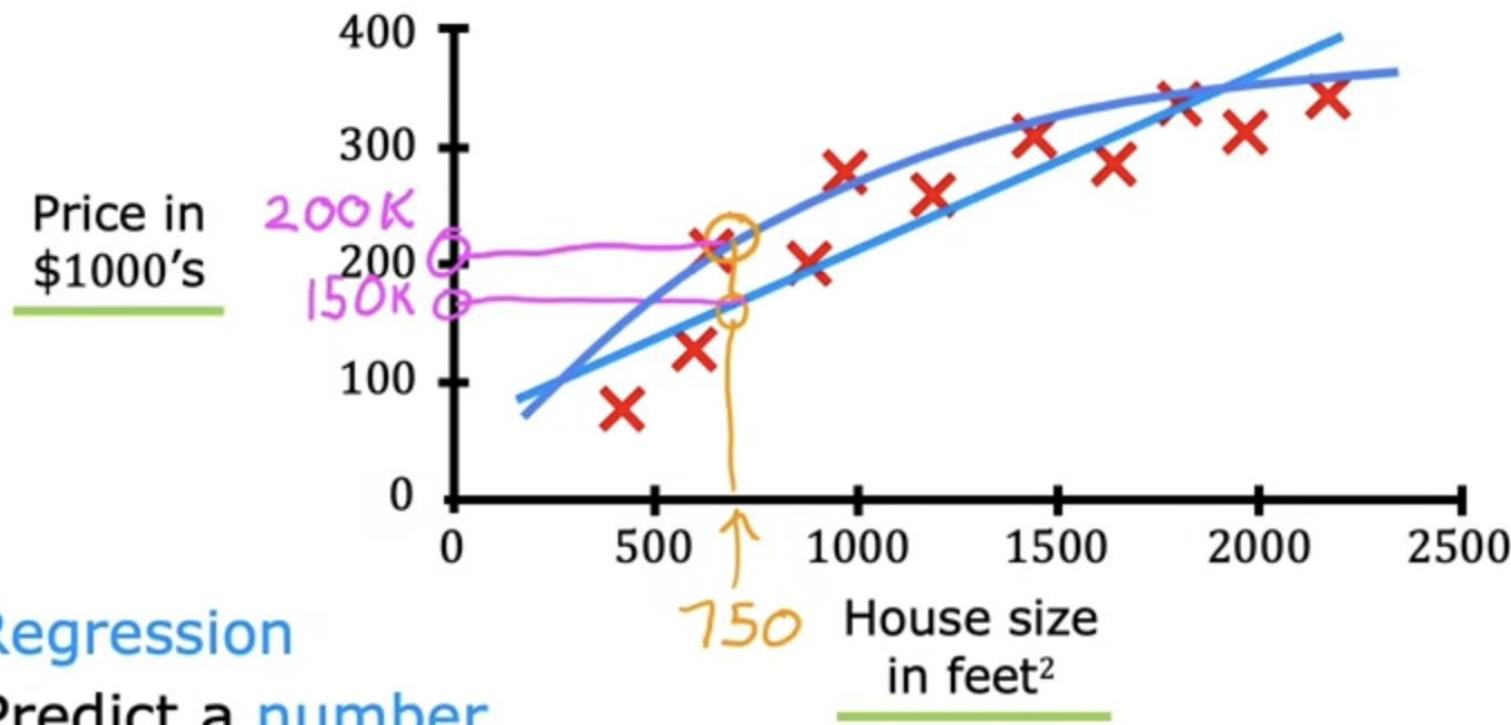


Regression: Housing price prediction



One of the things you see later in this class is how you can decide whether to fit a straight line, a curve, or another function that is even more complex to the data. Now, it doesn't seem appropriate to pick the one that gives your friend the best price, but one thing you see is how to get an algorithm to systematically choose the most appropriate line or curve or other thing to fit to this data.

Regression: Housing price prediction

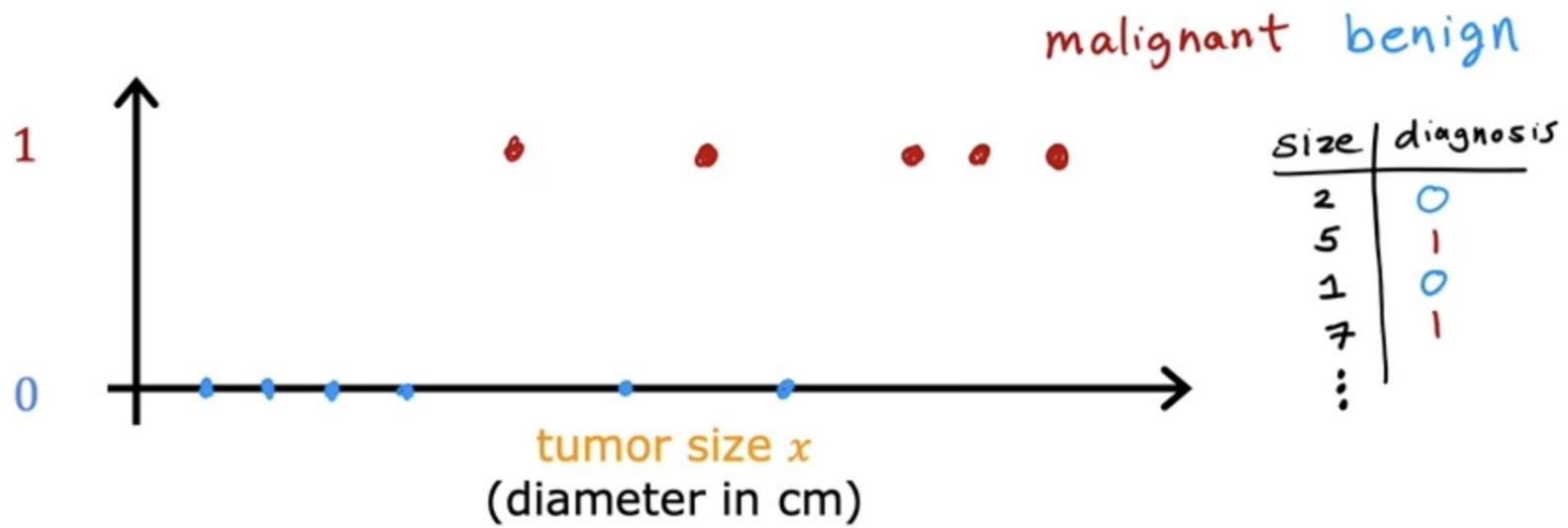


- Goal is to map a relationship between x and y
- The value y , which we need to predict, is continuous. Therefore, it is a regression problem.

Neural Network-Based Autonomous Driving

23 November 1992

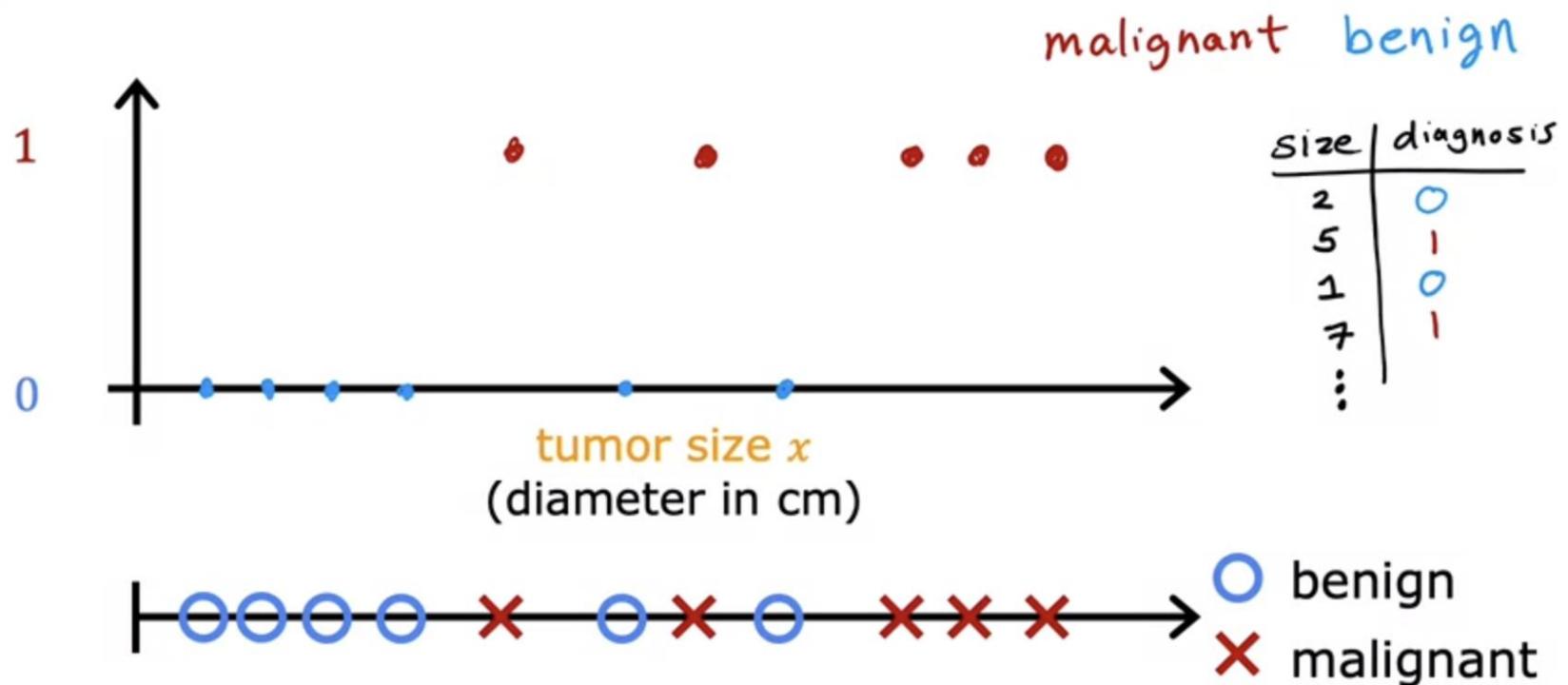
Supervised Learning – Classification Problem



Discrete values – Classification problem

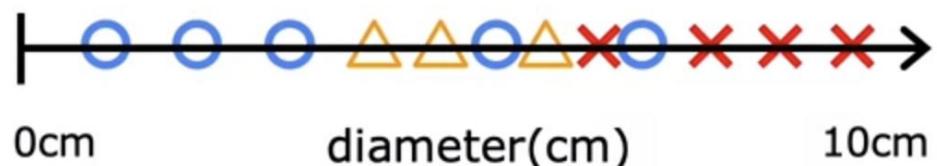
For example - 5 types of different cancers – discrete value

Cancer Detection



Cancer Detection

- benign
- ✗ malignant type 1
- △ malignant type 2



Classification
predict categories cat dog benign malignant 0, 1, 2
small number of possible outputs

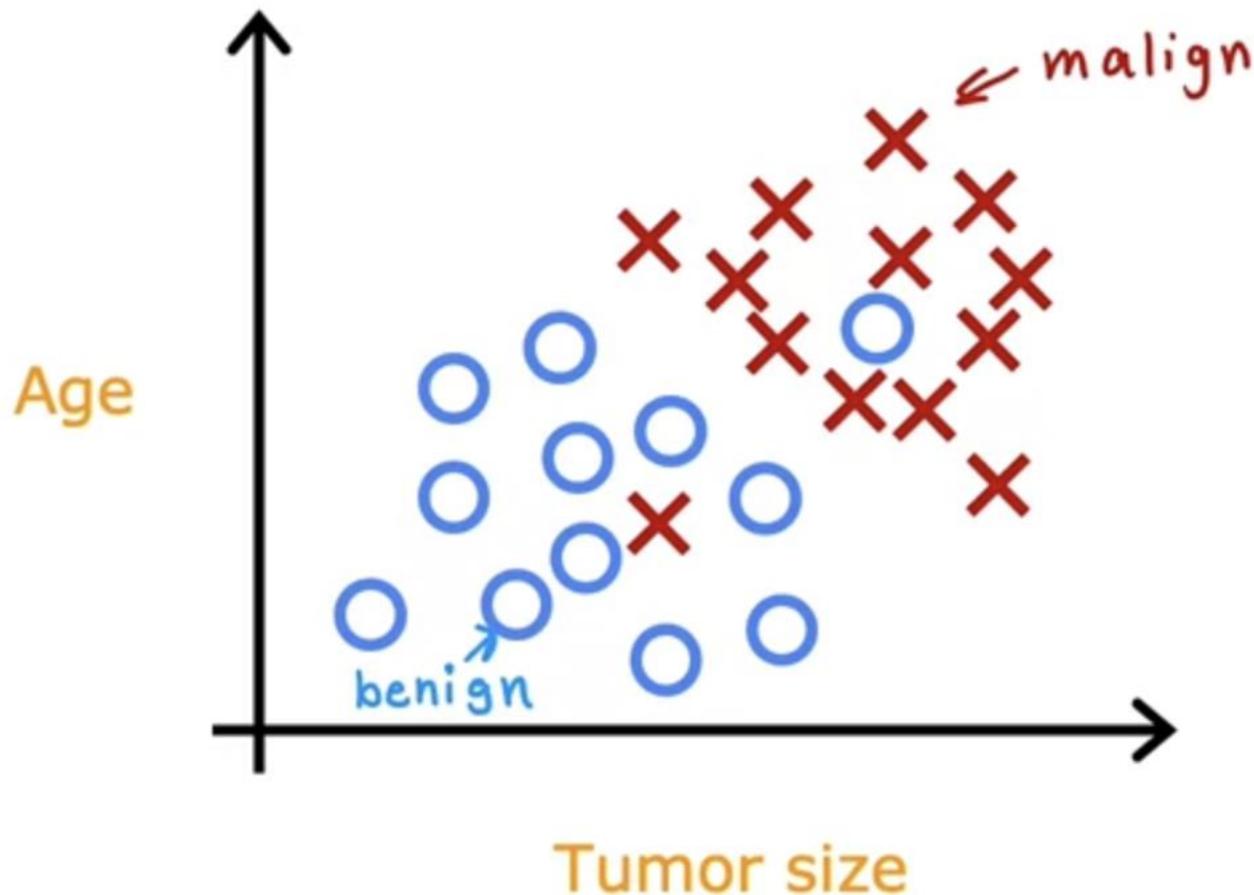
Single value of $x \rightarrow$ Single feature

Multiple values of $x \rightarrow$ Multi feature (Support Vector Machine uses infinite no of features or dimension vector) – Computers have limited memory

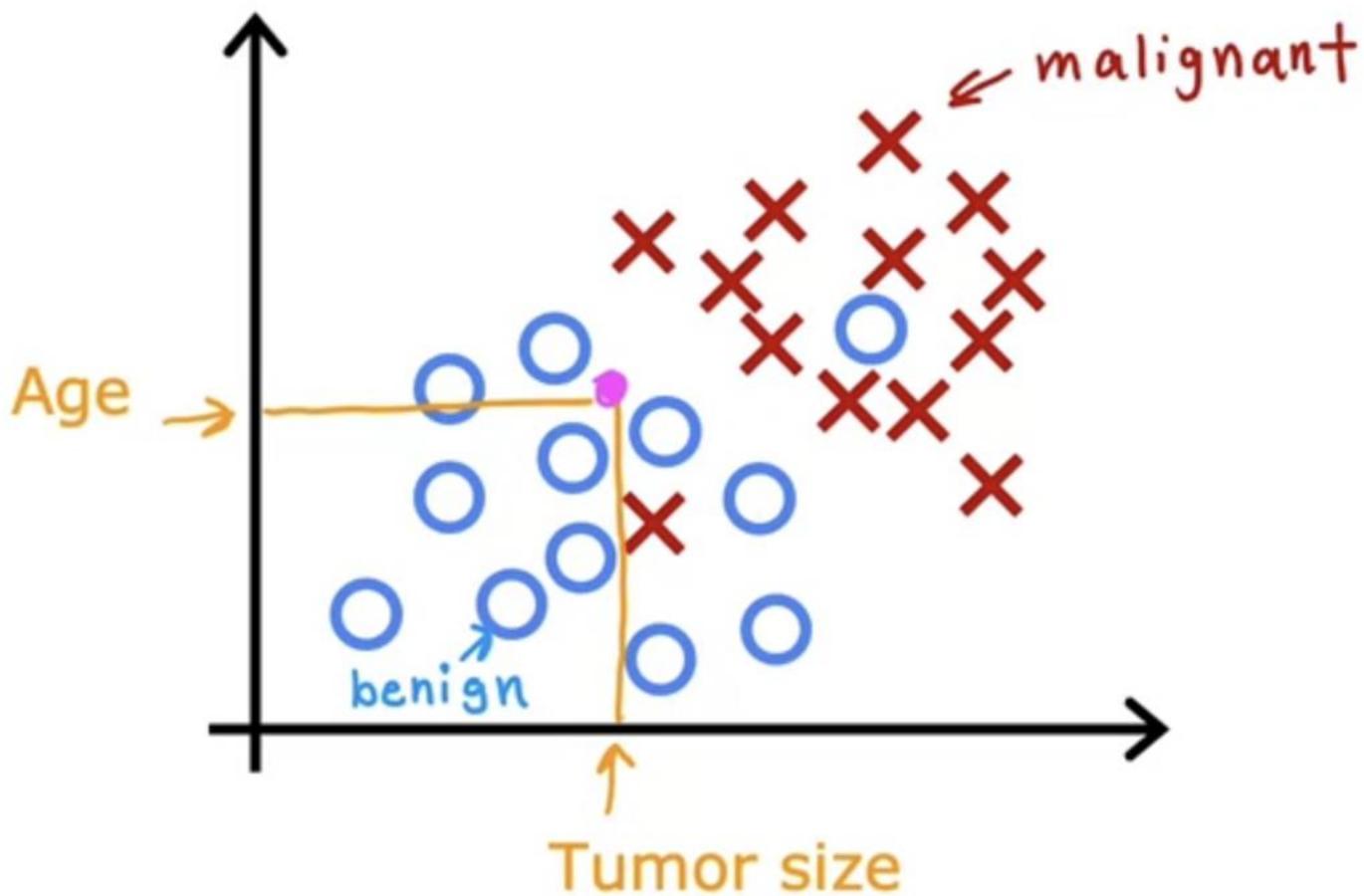
For example – Tumor size and age of the patient – Logistic regression algorithm
We cannot plot the data higher than three dimension

The state of the patient is represented by one or two or multiple features

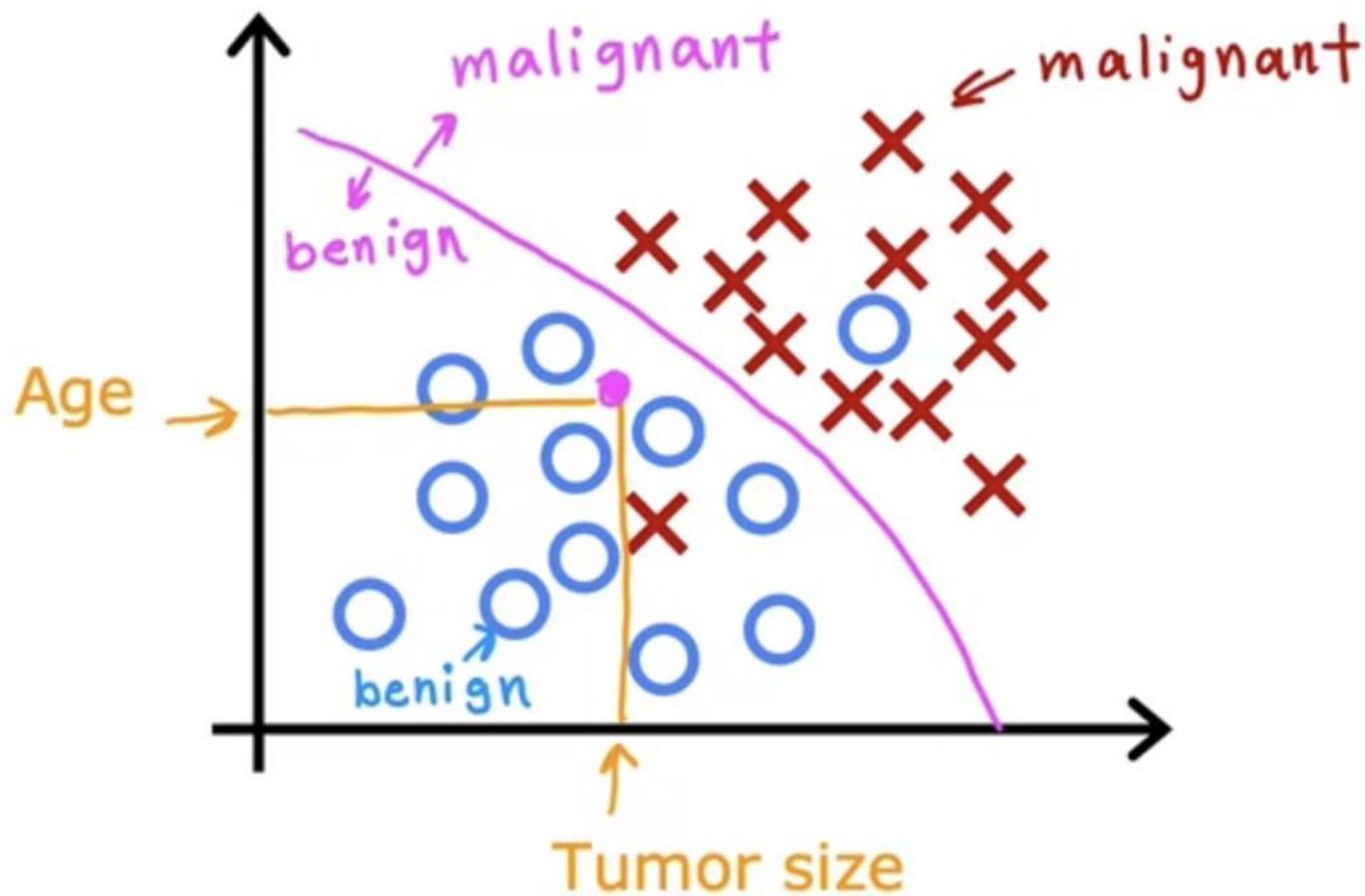
Two or more inputs



Two or more inputs



Two or more inputs



The job of the learning algorithm has to decide how to fit a boundary line through this data. The boundary line found by the learning algorithm would help the doctor with the diagnosis.

Supervised learning

Learns from being given “right answers”

Regression

Predict a number

infinitely many possible outputs

Classification

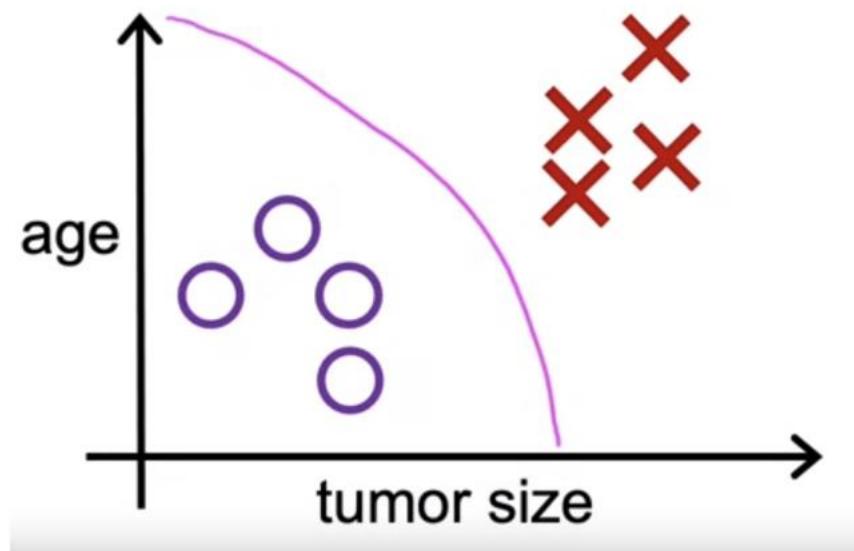
predict categories

small number of possible outputs

Unsupervised Learning

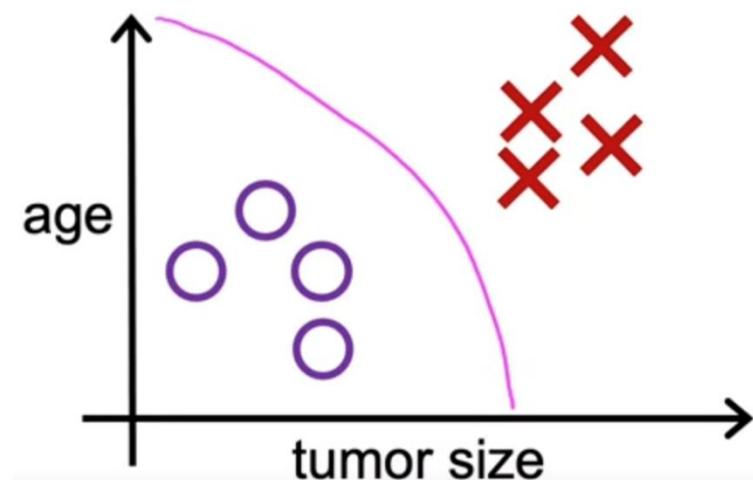
Input is given, however, no output variable for mapping
For example - Google news

Supervised learning
Learn from data **labeled**
with the “**right answers**”

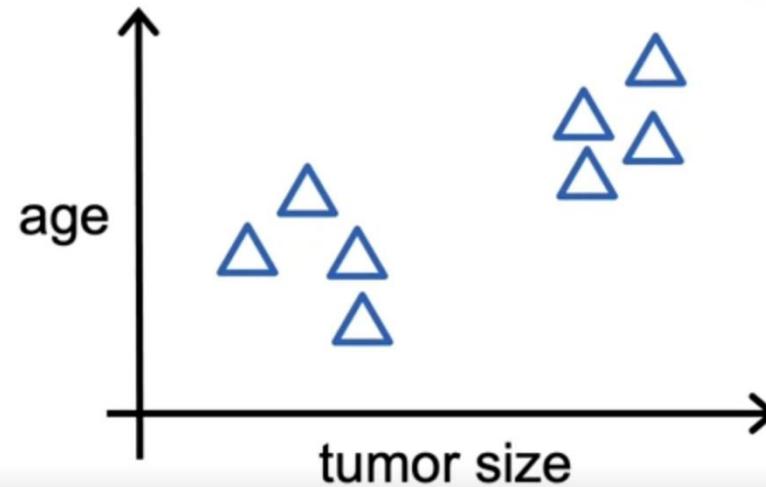


Each example, was associated with an output label y such as benign or malignant, designated by the poles and crosses.

Supervised learning
Learn from data **labeled**
with the “**right answers**”

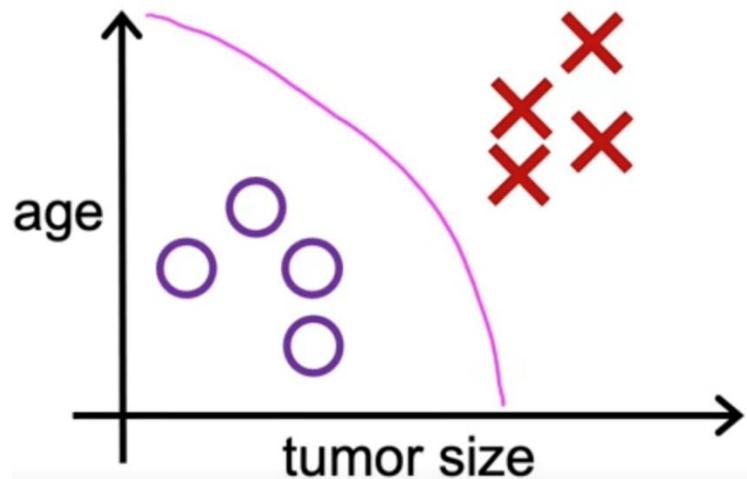


Unsupervised learning

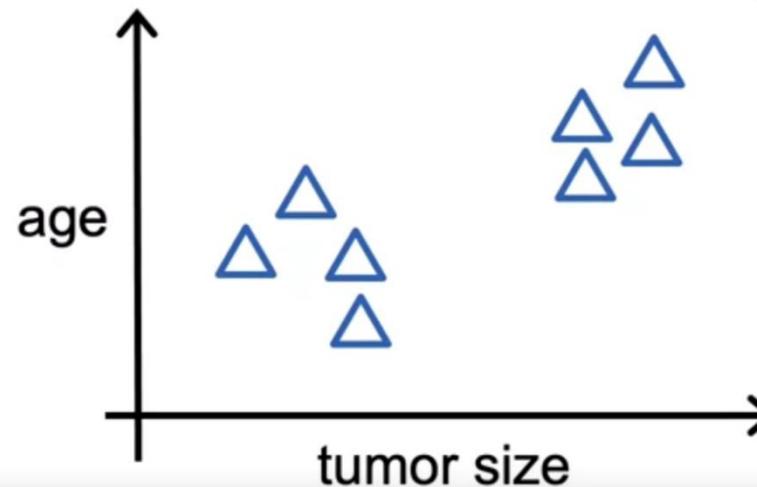


In unsupervised learning, the given data that isn't associated with any output labels y , say you're given data on patients and their tumor size and the patient's age. But not whether the tumor was benign or malignant, so the dataset looks like this on the right. We're not asked to diagnose whether the tumor is benign or malignant, because we're not given any labels instead, **our job is to find some structure or some pattern or just find something interesting in the data**.

Supervised learning
Learn from data **labeled**
with the “**right answers**”



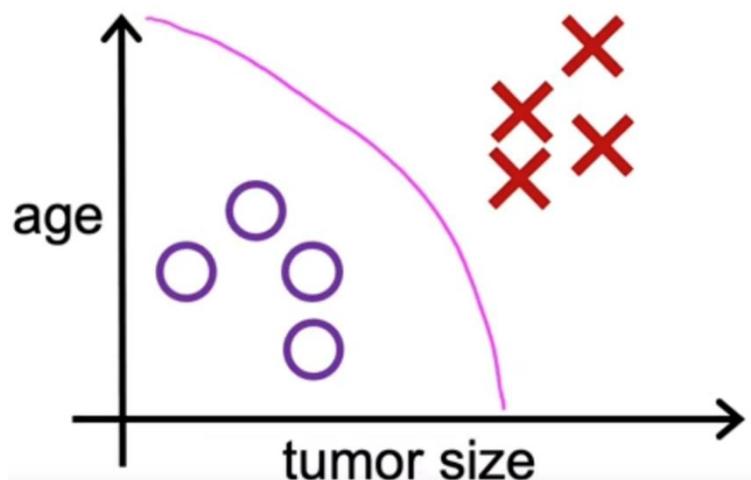
Unsupervised learning
Find something interesting
in **unlabeled** data.



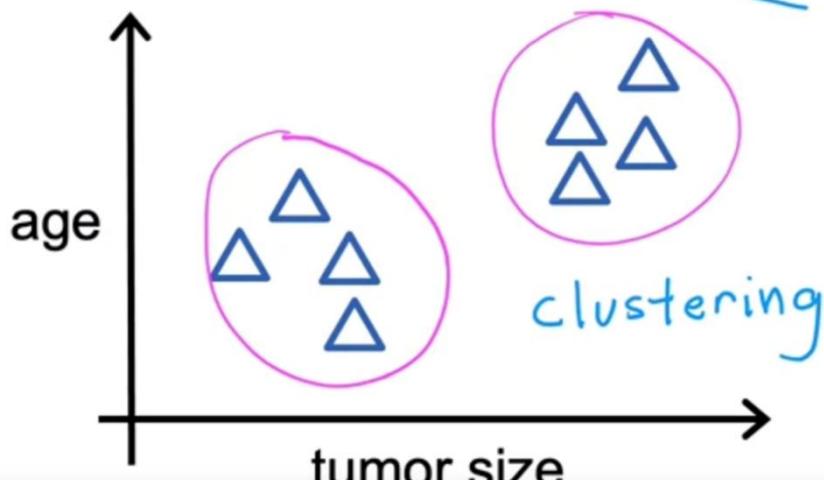
This is unsupervised learning, we call it unsupervised because we're not trying to supervise the algorithm. To give some right answer for every input, instead, we asked the algorithm to figure out all by yourself what's interesting. Or what patterns or structures that might be in this data, with this particular data set.

An unsupervised learning algorithm, **might decide that the data can be assigned to two different groups or two different clusters**.

Supervised learning
Learn from data **labeled**
with the “**right answers**”



Unsupervised learning
Find something interesting
in **unlabeled** data.



This is a particular type of unsupervised learning, called a **clustering algorithm**. Because it places the unlabeled data, into different clusters and this turns out to be used in many applications.

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BP oil spill cost hits nearly \$10bn

BP has set up a \$20bn compensation fund after the Deepwater Horizon disaster, which has so far paid out 19,000 claims totalling more than \$240m

Julia Kollewe

guardian.co.uk, Monday 20 September 2010 08.33 BST

Article history



BP's costs for the Deepwater Horizon disaster have hit \$10bn. Photograph: Ho/Reuters



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SEPTEMBER 20, 2010, 12:44 PM GMT

BP Kills Macondo, But Its Legacy Lives On

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By James Herron

BP confirmed late Sunday that the Macondo well that leaked almost five million barrels of oil into the Gulf of Mexico has been permanently sealed, but the well will continue to affect BP and the wider oil industry for many years.

The most immediate worry for BP and its shareholders is how the authorities will apportion blame for the spill. BP's own investigation spread responsibility across

A photograph showing a massive fire engulfing the remains of the offshore oil rig Deepwater Horizon. Fireboats are visible in the water in the foreground, spraying water onto the burning wreckage. The sky is dark and filled with smoke and flames.

Associated Press

Fire boat response crews battled the blazing remnants of the off shore oil rig Deepwater Horizon on April 21, 2010.

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Allen: Well is dead, but much Gulf Coast work remains

By the CNN Wire Staff

September 20, 2010 — Updated 1317 GMT (2117 HKT)


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STORY HIGHLIGHTS

(CNN) -- The ruptured Macondo well, a mile under the Gulf of Mexico off the Louisiana coast, has been pronounced dead.

Clustering: Google news



Giant panda gives birth to rare twin cubs at Japan's oldest zoo

USA TODAY · 6 hours ago



- Giant panda gives birth to twin cubs at Japan's oldest zoo

CBS News · 7 hours ago

- Giant panda gives birth to twin cubs at Tokyo's Ueno Zoo

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- Twin Panda Cubs Born at Tokyo's Ueno Zoo

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Clustering: Google news



Giant **panda** gives birth to rare **twin** cubs at Japan's oldest **zoo**

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- A Joyful Surprise at Japan's Oldest **Zoo**: The Birth of **Twin Pandas**

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- **Twin** Panda **Cubs** Born at Tokyo's Ueno **Zoo**

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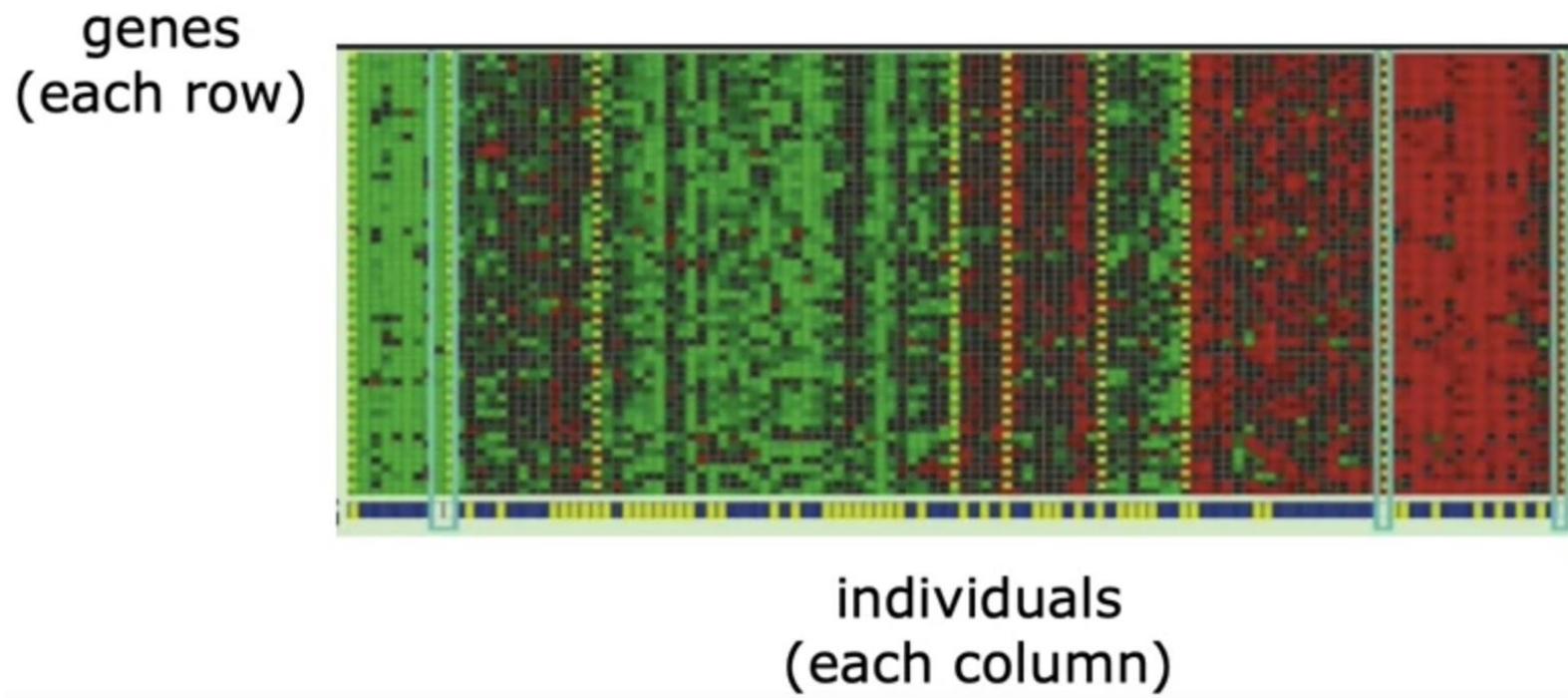
Now, what's cool is that this clustering algorithm figures out on his own which words suggest, that certain articles are in the same group. What it mean is there isn't an employee at google news who's telling the algorithm to find articles that the word panda, twins and zoo to put them into the same cluster.

The **news topics change every day**. And there are so many news stories, it just isn't feasible to people doing this every single day for all the topics that use covers.

Instead the **algorithm has to figure out on his own without supervision**, what are the clusters of news articles today.

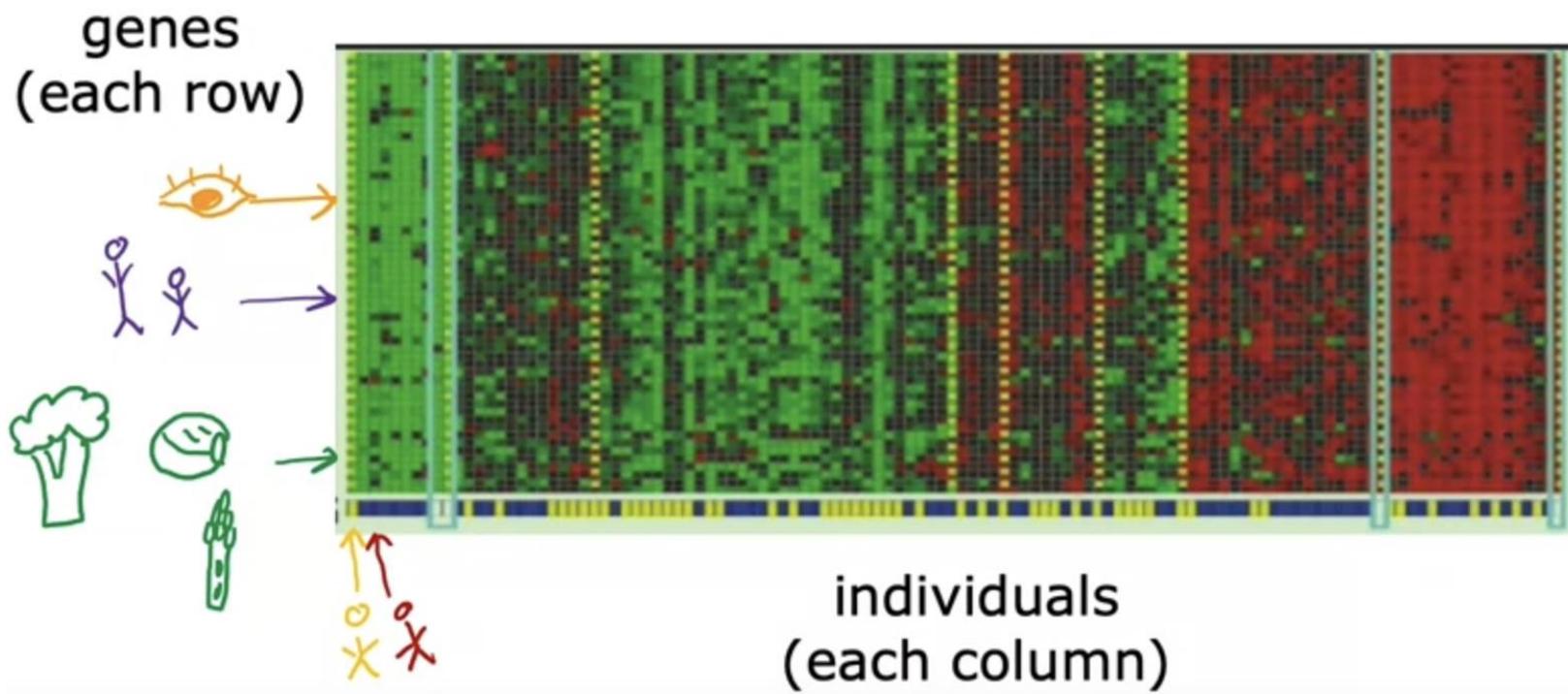
So that's why this clustering algorithm, is a type of unsupervised learning algorithm.

Clustering: DNA microarray



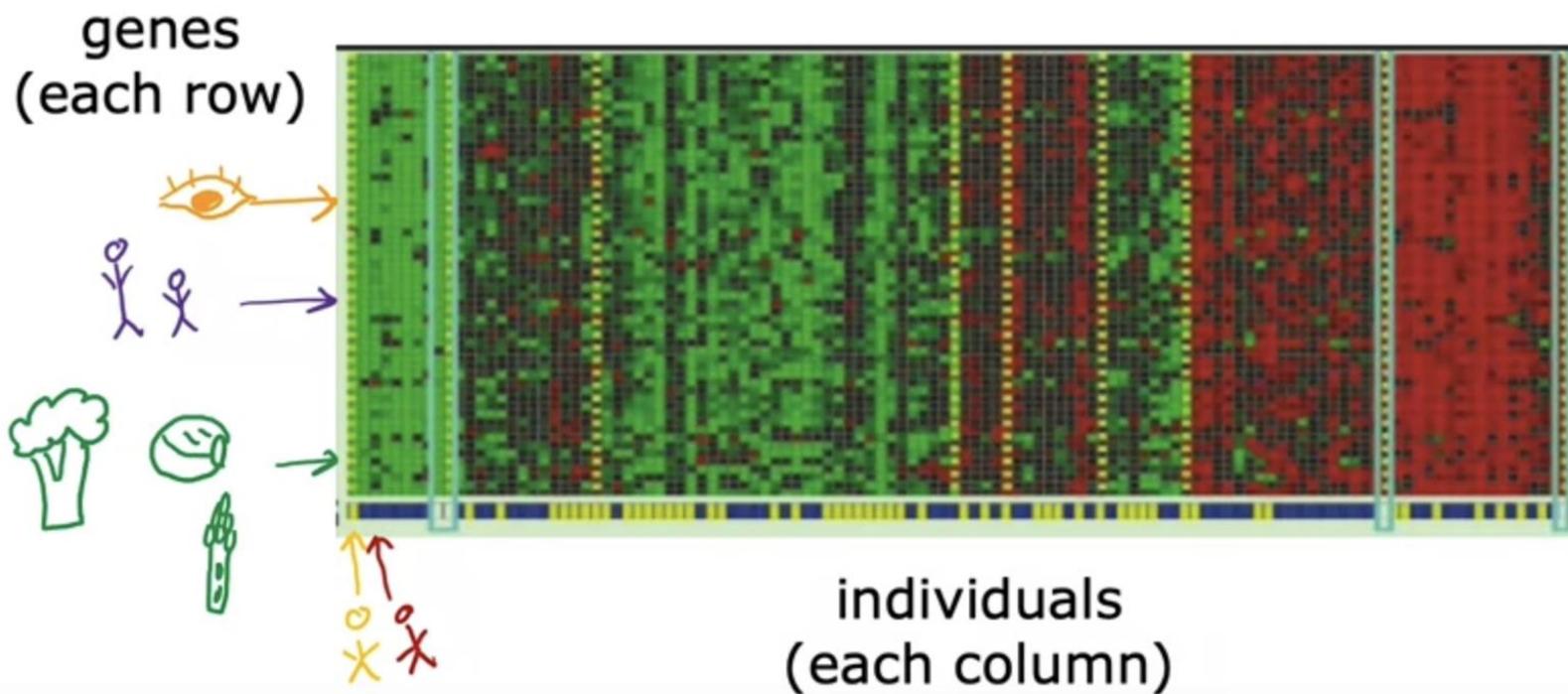
Let's look at the second example of unsupervised learning applied to clustering genetic or DNA data. This image shows a picture of DNA micro array data, these look like tiny grids of a spreadsheet and each tiny column represents the genetic or DNA activity of one person.

Clustering: DNA microarray



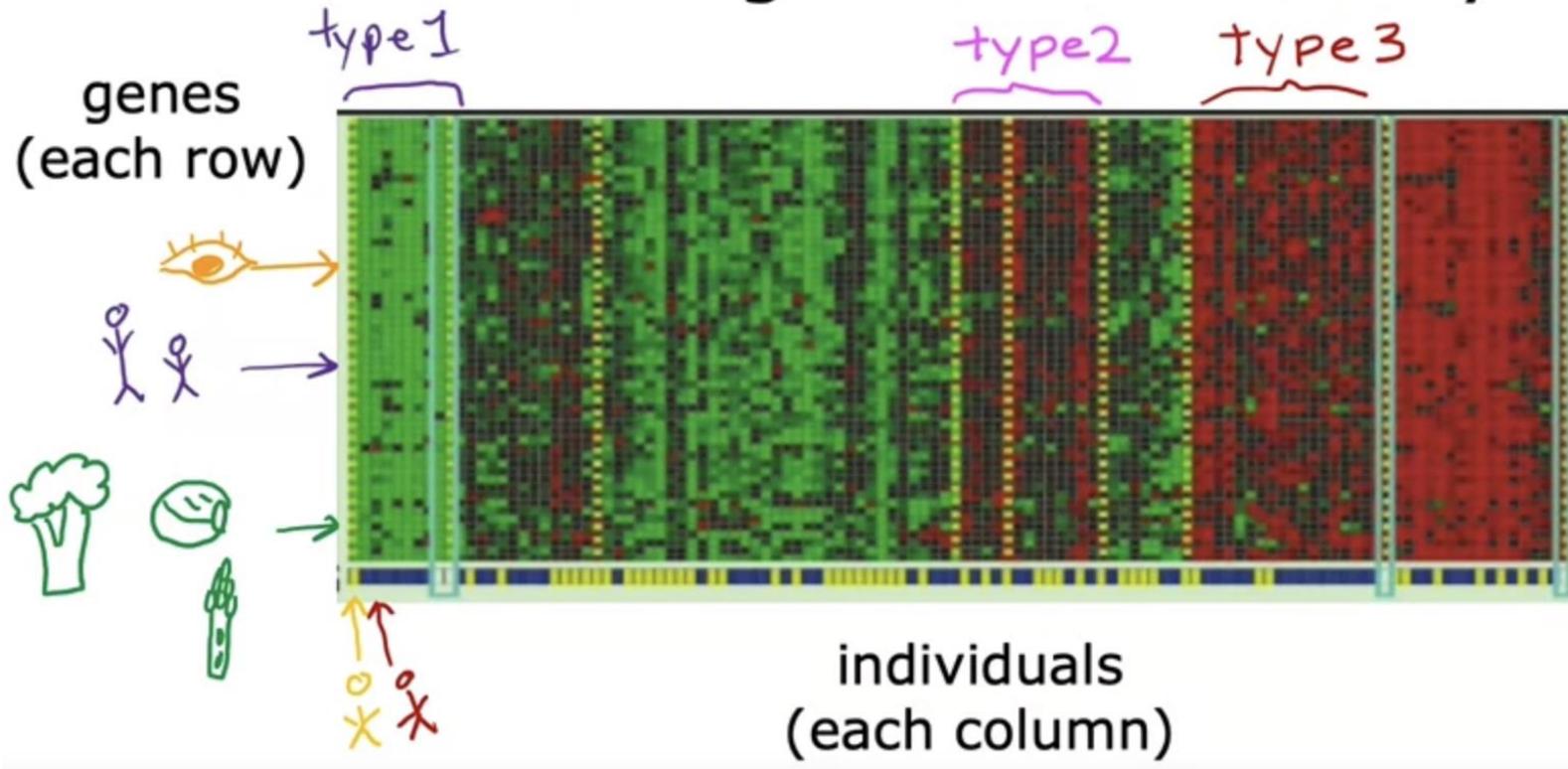
For example, this entire Column here is from one person's DNA. And this other column is of another person, each row represents a particular gene. So just as an example, perhaps this row here might represent a gene that affects eye color, or this row here is a gene that affects how tall someone is. Researchers have even found a genetic link to whether someone dislikes certain vegetables, such as broccoli, or brussels sprouts, or asparagus.

Clustering: DNA microarray



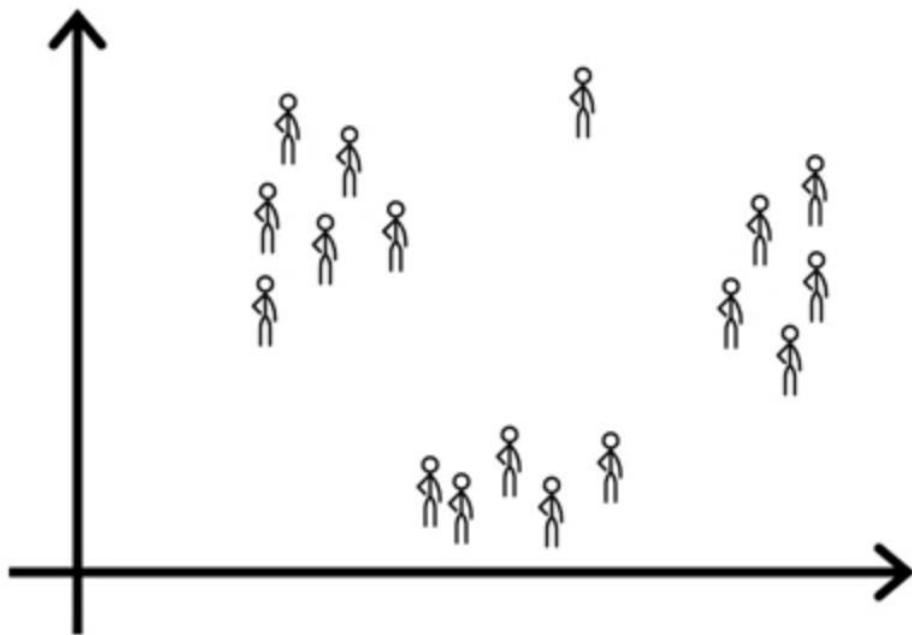
These colors red, green, gray, and so on, show the degree to which different individuals do, or do not have a specific gene active. And what you can do is then run a clustering algorithm to group individuals into different categories or different types of people.

Clustering: DNA microarray



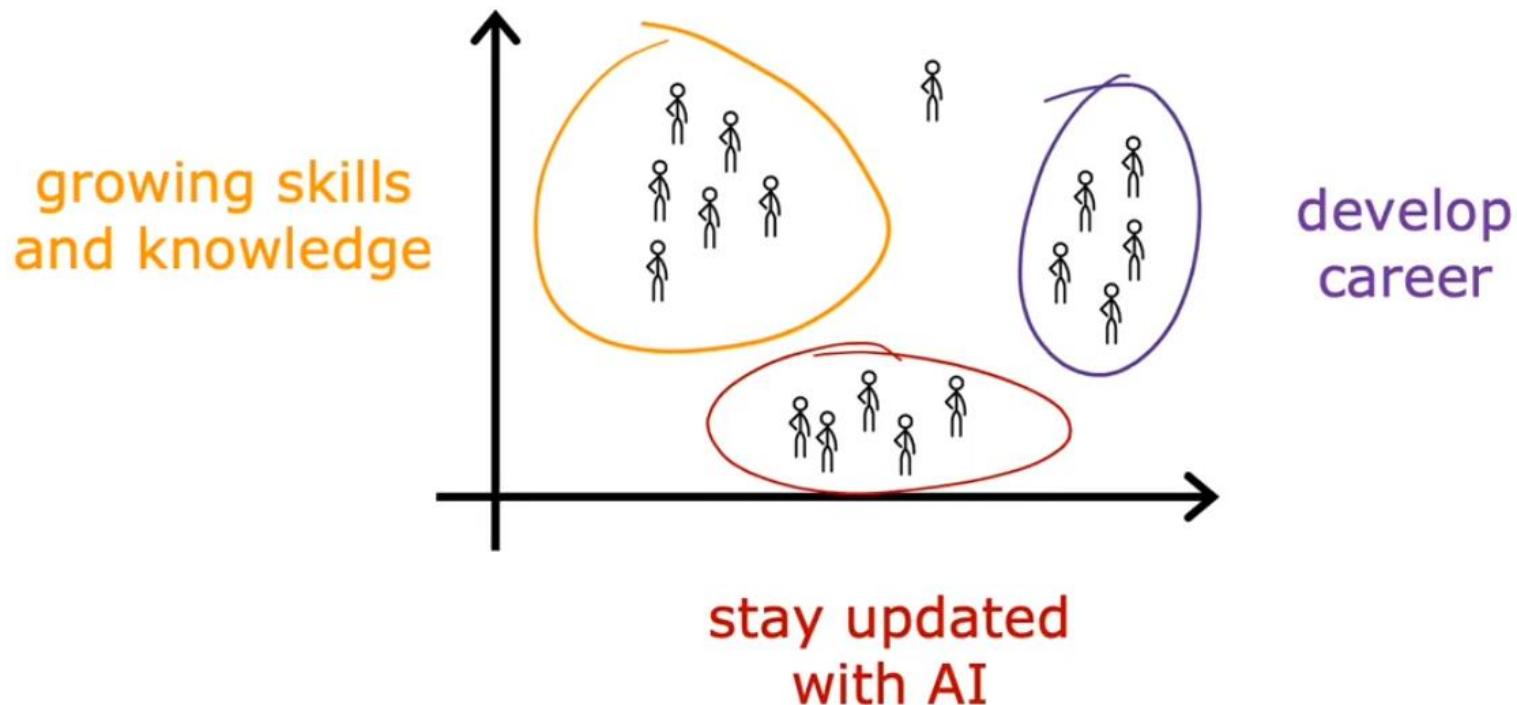
Let's just call this type one, type two, and type three. This is unsupervised learning, because we're not telling the algorithm in advance, that there is a type one person with certain characteristics. Or a type two person with certain characteristics, instead what we're saying is here's a bunch of data. I don't know what the different types of people are but can you automatically find structure into data and automatically figure out what are the major types of individuals, since we're not giving the algorithm the right answer for the examples in advance. This is unsupervised learning,

Clustering: Grouping customers



Here's the third example, many companies have huge databases of customer information given this data. Can you automatically group your customers, into different market segments so that you can more efficiently serve your customers?

Clustering: Grouping customers



Clustering: Grouping customers



Unsupervised learning

Data only comes with inputs x , but not output labels y .
Algorithm has to find **structure** in the data.

Clustering

Group similar data points together.

Dimensionality reduction

Compress data using fewer numbers.

Anomaly detection

Find unusual data points.

Unsupervised learning algorithm, takes data without labels and tries to automatically group them into clusters.

Unsupervised learning

Data only comes with inputs x , but not output labels y .
Algorithm has to find **structure** in the data.

Clustering

Group similar data points together.

Dimensionality reduction

Compress data using fewer numbers.

Anomaly detection

Find unusual data points.

You'll learn about clustering as well as two other types of unsupervised learning. One is called anomaly detection, which is used to detect unusual events. This turns out to be really important for fraud detection in the financial system, where unusual events, unusual transactions could be signs of fraud and for many other applications.

You also learn about dimensionality reduction. This lets you take a big data-set and almost magically compress it to a much smaller data-set while losing as little information as possible.

Question

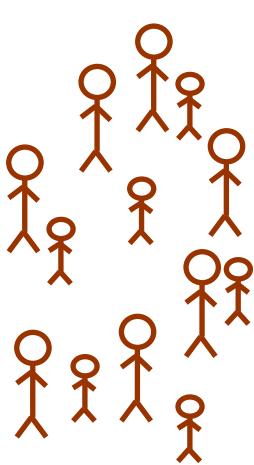
Of the following examples, which would you address using an **unsupervised** learning algorithm?

- Given email labeled as spam/not spam, learn a spam filter.
- Given a set of news articles found on the web, group them into sets of articles about the same story.
- Given a database of customer data, automatically discover market segments and group customers into different market segments.
- Given a dataset of patients diagnosed as either having diabetes or not, learn to classify new patients as having diabetes or not

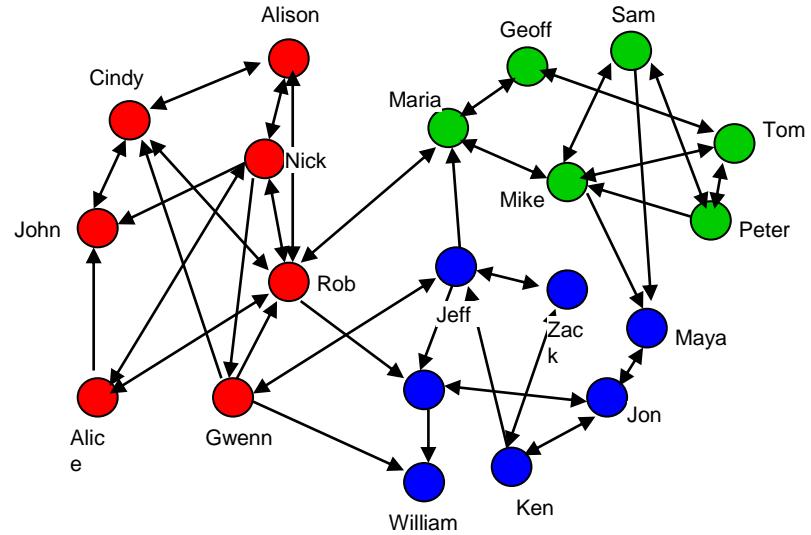
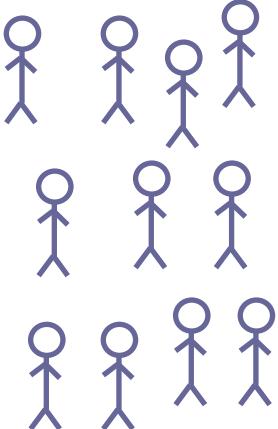
Question

Of the following examples, which would you address using an **unsupervised learning algorithm**?

-  Given email labeled as spam/not spam, learn a spam filter.
-  Given a set of news articles found on the web, group them into sets of articles about the same story.
-  Given a database of customer data, automatically discover market segments and group customers into different market segments.
-  Given a dataset of patients diagnosed as either having diabetes or not, learn to classify new patients as having diabetes or not



Market segmentation



Social network analysis



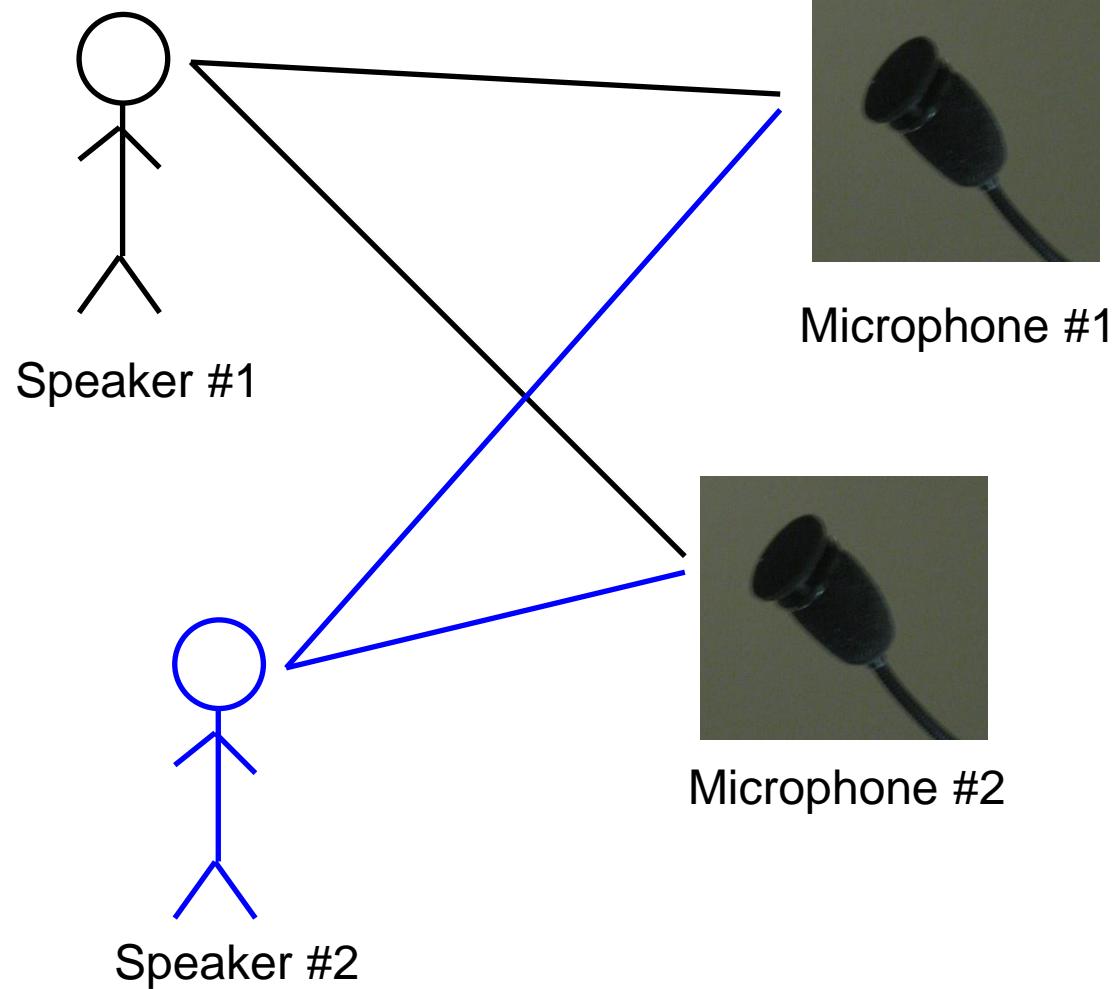
Organize computing clusters



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

Astronomical data analysis

Cocktail party problem



Microphone #1: 

Output #1: 

Microphone #2: 

Output #2: 

Microphone #1: 

Output #1: 

Microphone #2: 

Output #2: 

ICA algorithm

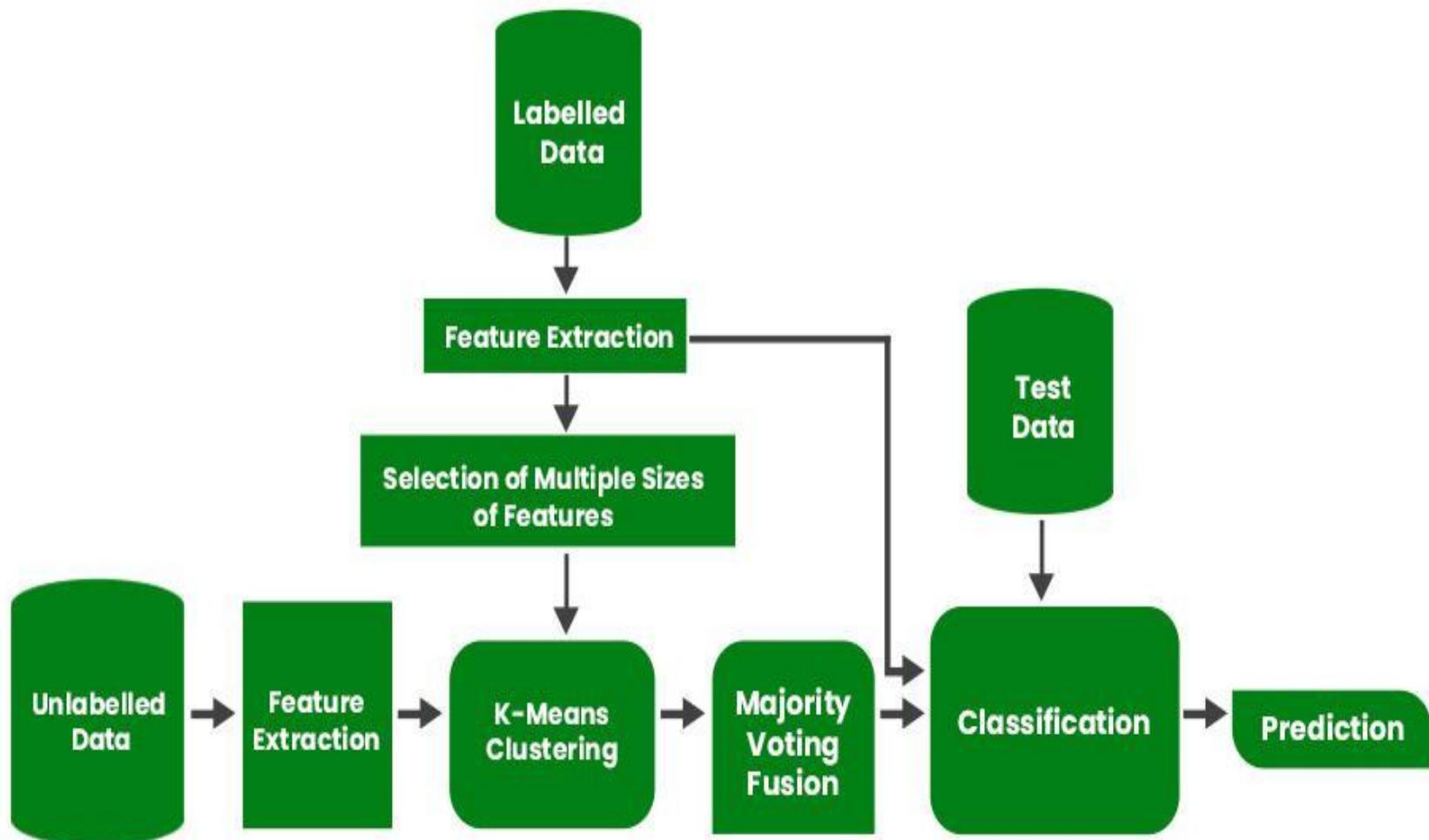
```
[W,s,v] = svd((repmat(sum(x.*x,1),size(x,1),1).*x)*x');
```

What is Semi-Supervised Learning?

Semi-supervised learning is a type of machine learning that falls in between supervised and unsupervised learning. It is a method that uses a small amount of labeled data and a large amount of unlabeled data to train a model.

The goal of semi-supervised learning is to learn a function that can accurately predict the output variable based on the input variables, similar to supervised learning. However, unlike supervised learning, the algorithm is trained on a dataset that contains both labeled and unlabeled data.

Semi-supervised learning is particularly useful when there is a large amount of unlabeled data available, but it's too expensive or difficult to label all of it.



Examples of Semi-Supervised Learning

- **Text classification**: In text classification, the goal is to classify a given text into one or more predefined categories. Semi-supervised learning can be used to train a text classification model using a small amount of labeled data and a large amount of unlabeled text data.
- **Image classification**: In image classification, the goal is to classify a given image into one or more predefined categories. Semi-supervised learning can be used to train an image classification model using a small amount of labeled data and a large amount of unlabeled image data.
- **Anomaly detection**: In anomaly detection, the goal is to detect patterns or observations that are unusual or different from the norm

Assumptions followed by Semi-Supervised Learning

A Semi-Supervised algorithm assumes the following about the data

1. **Continuity Assumption:** The algorithm assumes that the points which are closer to each other are more likely to have the same output label.
2. **Cluster Assumption:** The data can be divided into discrete clusters and points in the same cluster are more likely to share an output label.
3. **Manifold Assumption:** The data lie approximately on a manifold of a much lower dimension than the input space. This assumption allows the use of distances and densities which are defined on a manifold.

Applications of Semi-Supervised Learning

- 1. Speech Analysis:** Since labeling audio files is a very intensive task, Semi-Supervised learning is a very natural approach to solve this problem.
- 2. Internet Content Classification:** Labeling each webpage is an impractical and unfeasible process and thus uses Semi-Supervised learning algorithms. Even the Google search algorithm uses a variant of Semi-Supervised learning to rank the relevance of a webpage for a given query.
- 3. Protein Sequence Classification:** Since DNA strands are typically very large in size, the rise of Semi-Supervised learning has been imminent in this field.

Disadvantages of Semi-Supervised Learning

The most basic disadvantage of any **Supervised Learning** algorithm is that the dataset has to be hand-labeled either by a Machine Learning Engineer or a Data Scientist. This is a very *costly process*, especially when dealing with large volumes of data. The most basic disadvantage of any **Unsupervised Learning** is that its **application spectrum is limited**.

To counter these disadvantages, the concept of **Semi-Supervised Learning** was introduced. In this type of learning, the algorithm is trained upon a combination of labeled and unlabelled data. Typically, this combination will contain a very small amount of labeled data and a very large amount of unlabelled data. The basic procedure involved is that first, the programmer will cluster similar data using an unsupervised learning algorithm and then use the existing labeled data to label the rest of the unlabelled data. The typical use cases of such type of algorithm have a common property among them – The acquisition of unlabelled data is relatively cheap while labeling the said data is very expensive.

Reinforcement Learning

Reinforcement learning is an area of Machine Learning. It is about taking suitable action to maximize reward in a particular situation. It is employed by various software and machines to find the best possible behavior or path it should take in a specific situation.

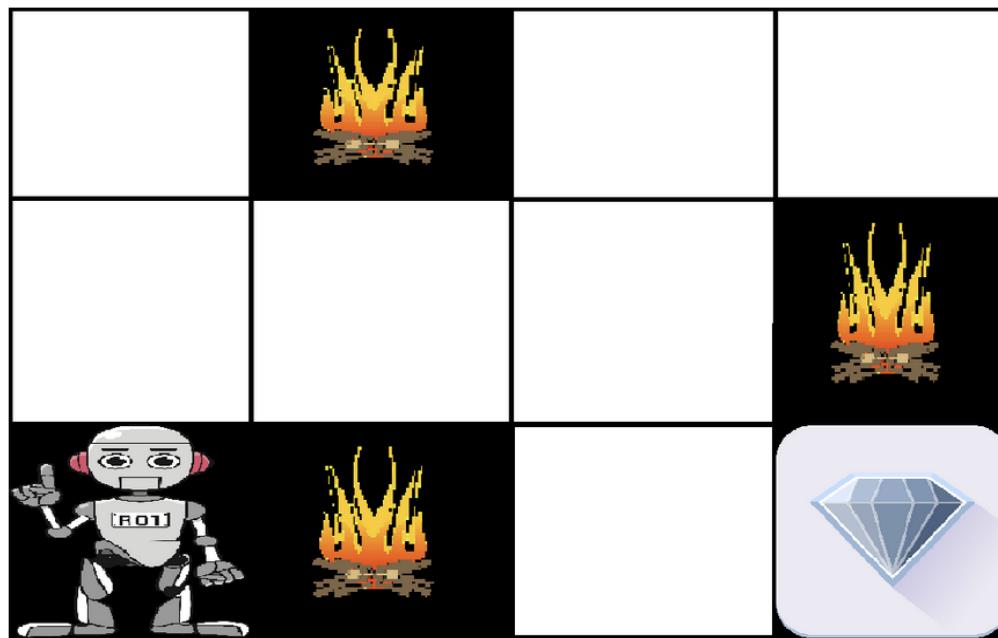
Reinforcement learning differs from supervised learning in a way that in supervised learning the training data has the answer key with it so the model is trained with the correct answer itself whereas in reinforcement learning, there is no answer but the reinforcement agent decides what to do to perform the given task. In the absence of a training dataset, it is bound to learn from its experience.

Reinforcement learning uses algorithms that learn from outcomes and decide 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. It is a good technique to use for automated systems that have to make a lot of small decisions without human guidance.

Reinforcement learning is an autonomous, self-teaching system that essentially learns by trial and error. It performs actions with the aim of maximizing rewards, or in other words, it is learning by doing in order to achieve the best outcomes.

Example:

The problem is as follows: We have an agent and a reward, with many hurdles in between. The agent is supposed to find the best possible path to reach the reward. The following problem explains the problem more easily.



The above image shows the robot, diamond, and fire. The goal of the robot is to get the reward that is the diamond and avoid the hurdles that are fired. The robot learns by trying all the possible paths and then choosing the path which gives him the reward with the least hurdles. Each right step will give the robot a reward and each wrong step will subtract the reward of the robot. The total reward will be calculated when it reaches the final reward that is the diamond.

Main points in Reinforcement learning –

- Input: The input should be an initial state from which the model will start
- Output: There are many possible outputs as there are a variety of solutions to a particular problem
- Training: The training is based upon the input, The model will return a state and the user will decide to reward or punish the model based on its output.
- The model keeps continues to learn.
- The best solution is decided based on the maximum reward.

Difference between Reinforcement learning and Supervised learning:

| Reinforcement learning | Supervised learning |
|---|--|
| Reinforcement learning is all about making decisions sequentially. In simple words, we can say that the output depends on the state of the current input and the next input depends on the output of the previous input | In Supervised learning, the decision is made on the initial input or the input given at the start |
| In Reinforcement learning decision is dependent, So we give labels to sequences of dependent decisions | In supervised learning the decisions are independent of each other so labels are given to each decision. |
| Example: Chess game, text summarization | Example: Object recognition, spam detection |

Types of Reinforcement:

There are two types of Reinforcement:

1. Positive: Positive Reinforcement is defined as when an event, occurs due to a particular behavior, increases the strength and the frequency of the behavior. In other words, it has a positive effect on behavior.

Advantages of reinforcement learning are:

- Maximizes Performance
- Sustain Change for a long period of time
- Too much Reinforcement can lead to an overload of states which can diminish the results

2. Negative: Negative Reinforcement is defined as strengthening of behavior because a negative condition is stopped or avoided.

Advantages of reinforcement learning:

- Increases Behavior
- Provide defiance to a minimum standard of performance
- It Only provides enough to meet up the minimum behavior

Elements of Reinforcement Learning

Reinforcement learning elements are as follows:

1. Policy
2. Reward function
3. Value function
4. Model of the environment

Policy: Policy defines the learning agent behavior for given time period. It is a mapping from perceived states of the environment to actions to be taken when in those states.

Reward function: Reward function is used to define a goal in a reinforcement learning problem. A reward function is a function that provides a numerical score based on the state of the environment

Value function: Value functions specify what is good in the long run. The value of a state is the total amount of reward an agent can expect to accumulate over the future, starting from that state.

Various Practical Applications of Reinforcement Learning –

- RL can be used in robotics for industrial automation.
- RL can be used in machine learning and data processing
- RL can be used to create training systems that provide custom instruction and materials according to the requirement of students.

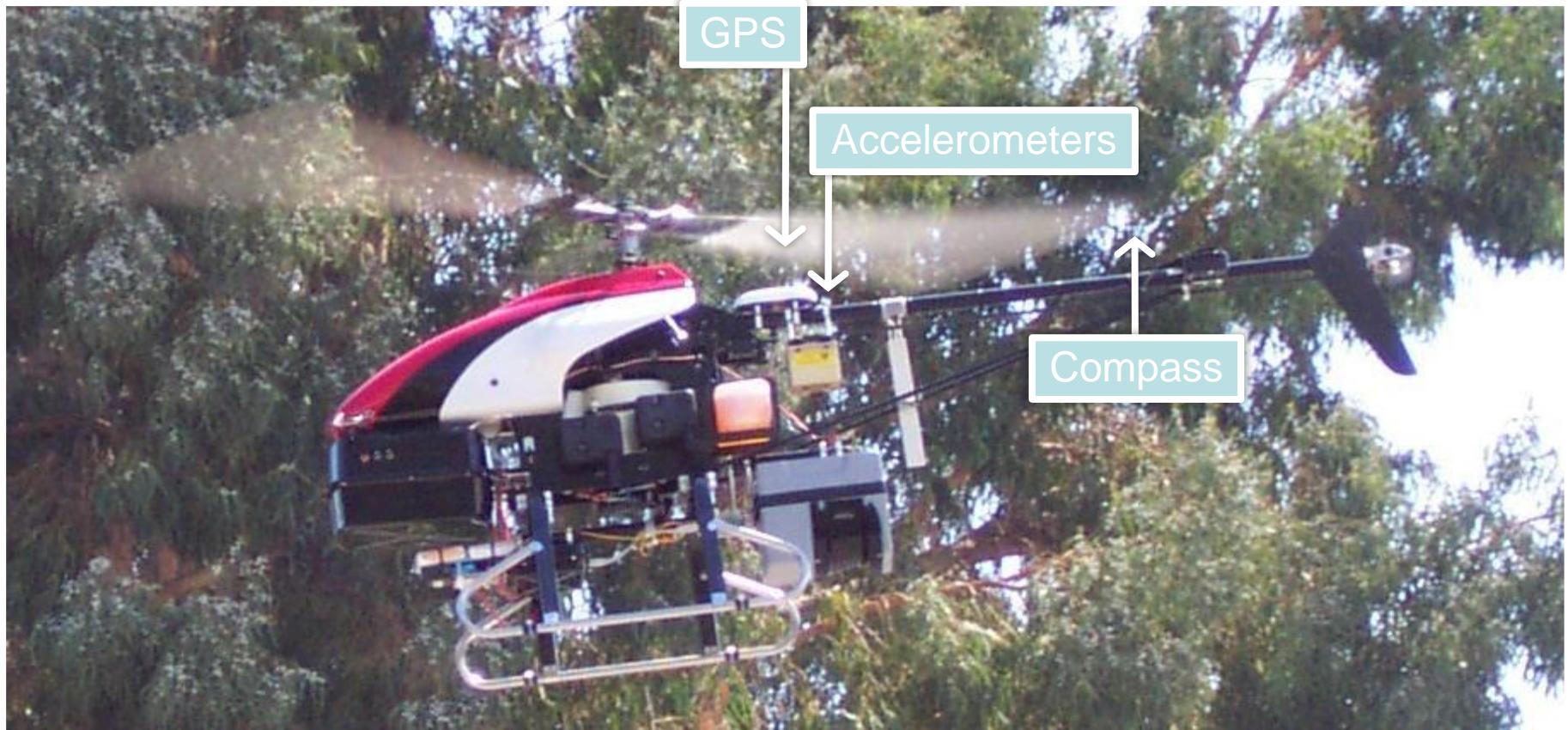
Advantages of Reinforcement learning

1. Reinforcement learning can be used to solve very complex problems that cannot be solved by conventional techniques.
2. The model can correct the errors that occurred during the training process.
3. In RL, training data is obtained via the direct interaction of the agent with the environment
4. Reinforcement learning can handle environments that are non-deterministic, meaning that the outcomes of actions are not always predictable. This is useful in real-world applications where the environment may change over time or is uncertain.
5. Reinforcement learning can be used to solve a wide range of problems, including those that involve decision making, control, and optimization.
6. Reinforcement learning is a flexible approach that can be combined with other machine learning techniques, such as deep learning, to improve performance.

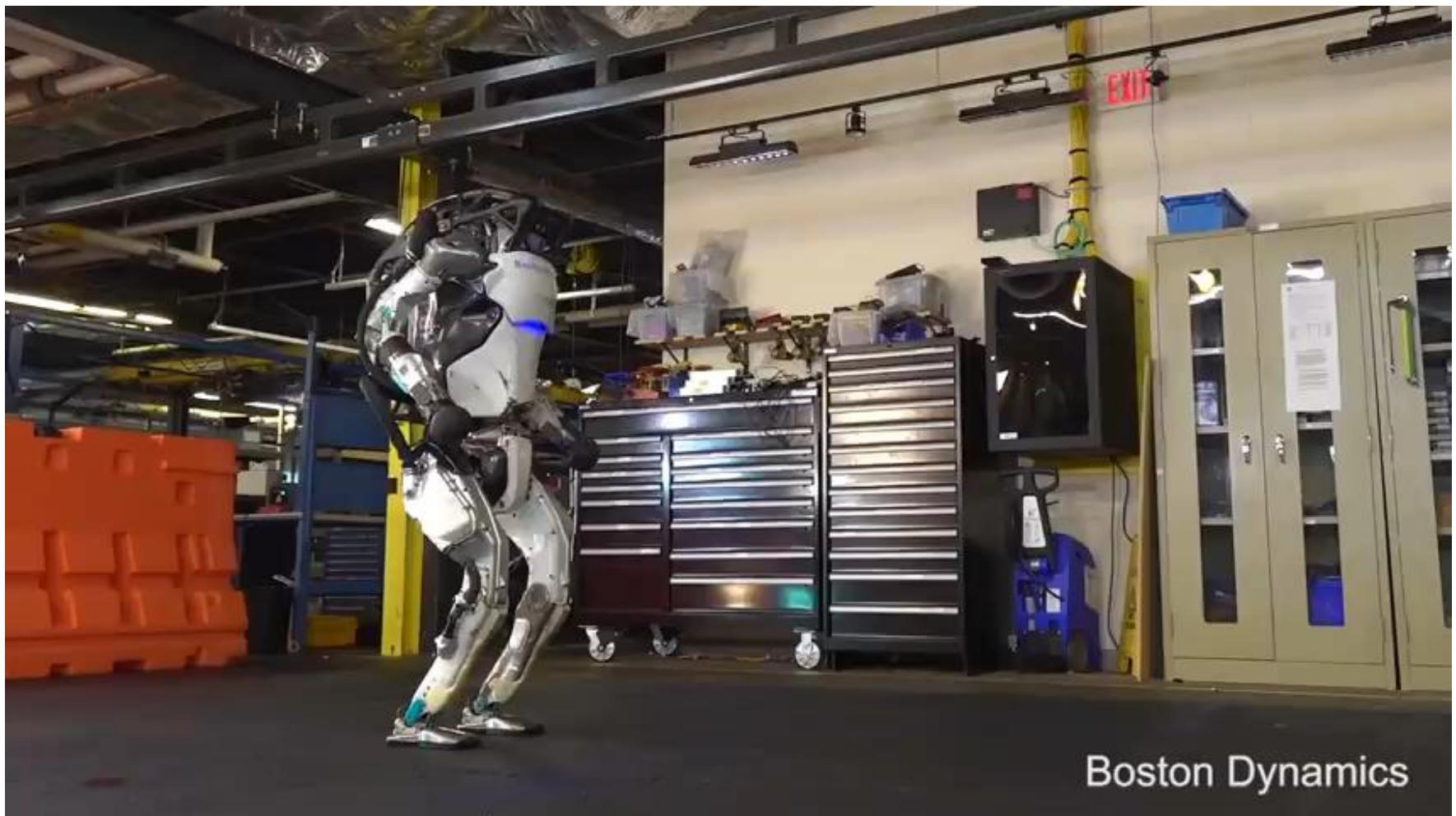
Disadvantages of Reinforcement learning

1. Reinforcement learning is not preferable to use for solving simple problems.
2. Reinforcement learning needs a lot of data and a lot of computation
3. Reinforcement learning is highly dependent on the quality of the reward function. If the reward function is poorly designed, the agent may not learn the desired behavior.
4. Reinforcement learning can be difficult to debug and interpret. It is not always clear why the agent is behaving in a certain way, which can make it difficult to diagnose and fix problems.

Stanford autonomous helicopter







Boston Dynamics

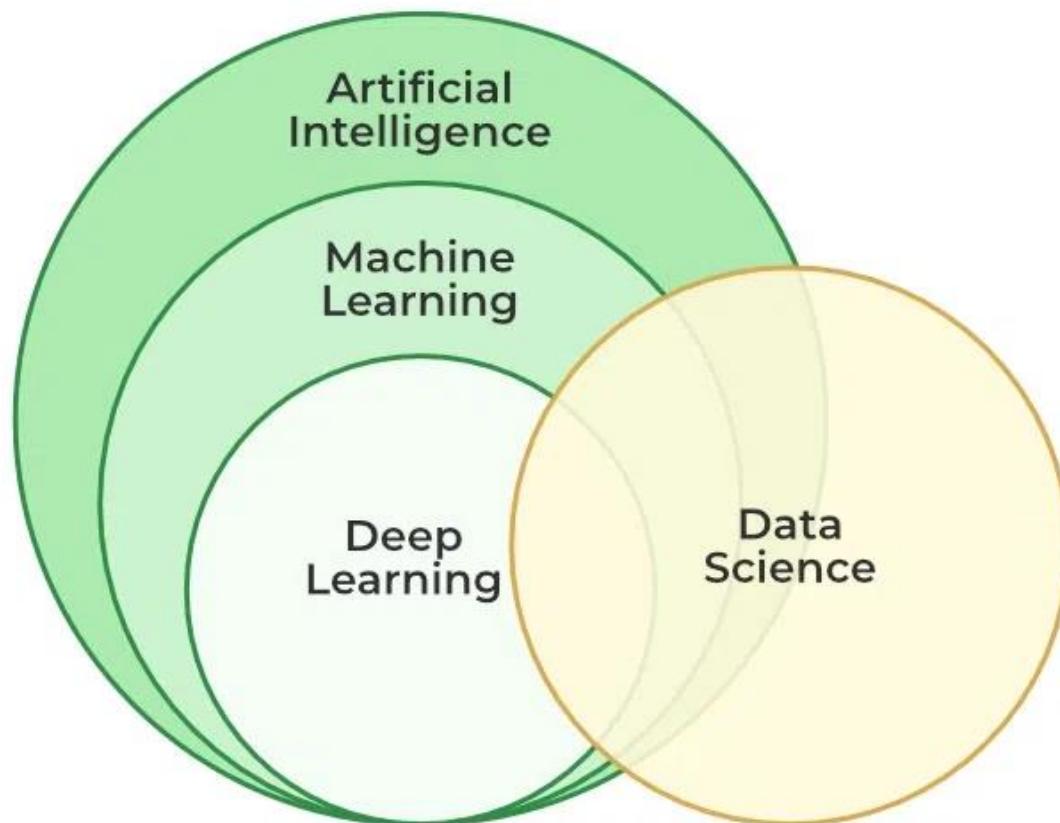
Deep Learning (Neural Networks)

Deep learning is a branch of machine learning which is based on artificial neural networks. It is capable of learning complex patterns and relationships within data. In deep learning, we don't need to explicitly program everything.

It has become increasingly popular in recent years due to the advances in processing power and the availability of large datasets. Because it is based on artificial neural networks (ANNs) also known as deep neural networks (DNNs). These neural networks are inspired by the structure and function of the human brain's biological neurons, and they are designed to learn from large amounts of data.

What is Deep Learning?

Deep learning is the branch of [machine learning](#) which is based on artificial neural network architecture. An artificial neural network or ANN uses layers of interconnected nodes called neurons that work together to process and learn from the input data.



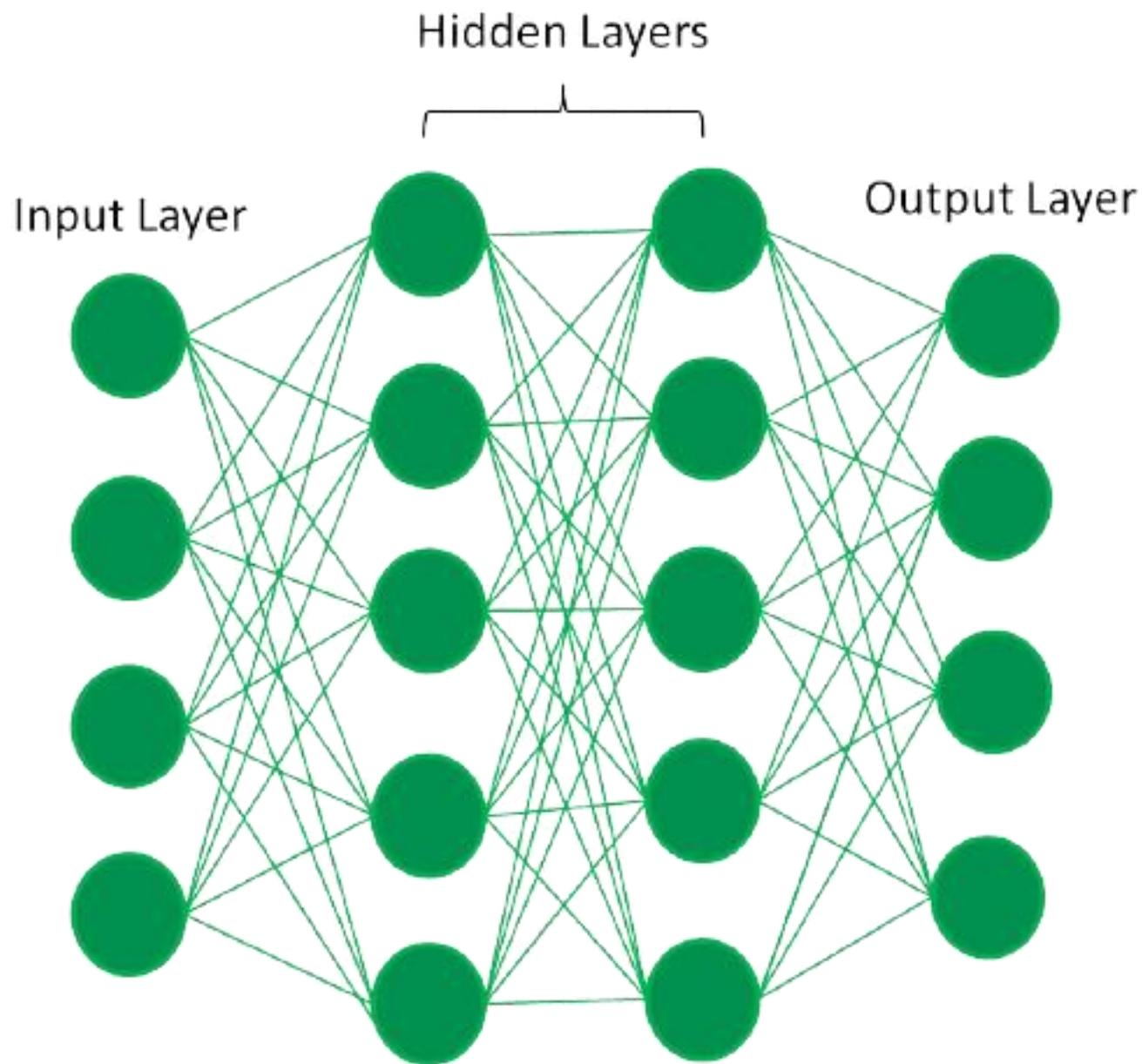
In a fully connected Deep neural network, there is an input layer and one or more hidden layers connected one after the other.

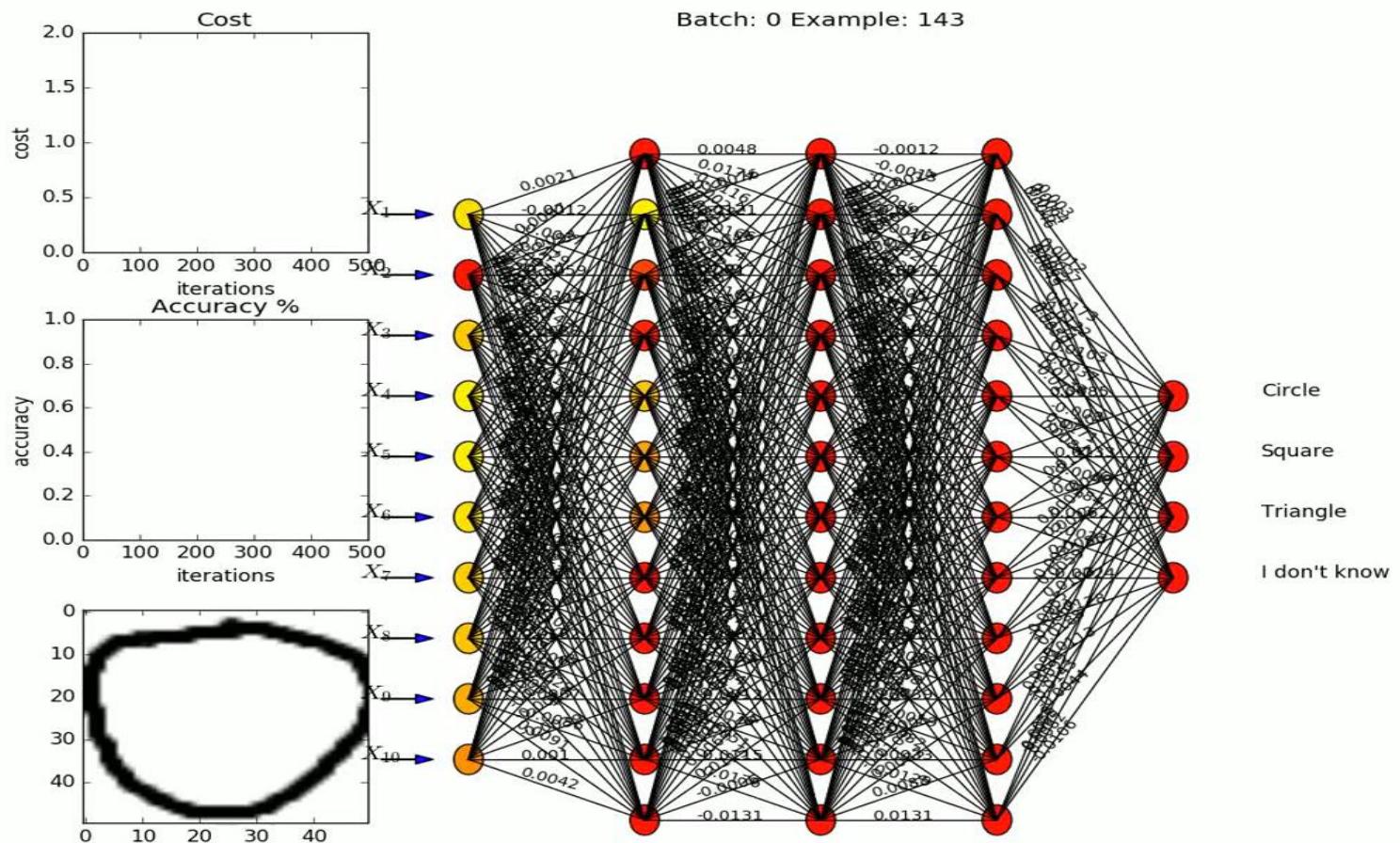
Each neuron receives input from the previous layer neurons or the input layer. The output of one neuron becomes the input to other neurons in the next layer of the network, and this process continues until the final layer produces the output of the network.

The layers of the neural network transform the input data through a series of nonlinear transformations, allowing the network to learn complex representations of the input data.

Artificial neural networks

Artificial neural networks are built on the principles of the structure and operation of human neurons. It is also known as neural networks or neural nets. An artificial neural network's input layer, which is the first layer, receives input from external sources and passes it on to the hidden layer, which is the second layer. Each neuron in the hidden layer gets information from the neurons in the previous layer, computes the weighted total, and then transfers it to the neurons in the next layer. These connections are weighted, which means that the impacts of the inputs from the preceding layer are more or less optimized by giving each input a distinct weight. These weights are then adjusted during the training process to enhance the performance of the model.





| Machine Learning | Deep Learning |
|--|--|
| Apply statistical algorithms to learn the hidden patterns and relationships in the dataset. | Uses artificial neural network architecture to learn the hidden patterns and relationships in the dataset. |
| Can work on the smaller amount of dataset | Requires the larger volume of dataset compared to machine learning |
| Better for the low-label task. | Better for complex task like image processing, natural language processing, etc. |
| Takes less time to train the model. | Takes more time to train the model. |
| A model is created by relevant features which are manually extracted from images to detect an object in the image. | Relevant features are automatically extracted from images. It is an end-to-end learning process. |
| Less complex and easy to interpret the result. | More complex, it works like the black box interpretations of the result are not easy. |
| It can work on the CPU or requires less computing power as compared to deep learning. | It requires a high-performance computer with GPU. |

Types of neural networks

Deep Learning models are able to automatically learn features from the data, which makes them well-suited for tasks such as image recognition, speech recognition, and natural language processing. The most widely used architectures in deep learning are feedforward neural networks, convolutional neural networks (CNNs), and recurrent neural networks (RNNs).

Feedforward neural networks (FNNs) are the simplest type of ANN, with a linear flow of information through the network. FNNs have been widely used for tasks such as image classification, speech recognition, and natural language processing.

Convolutional Neural Networks (CNNs) are specifically for image and video recognition tasks. CNNs are able to automatically learn features from the images, which makes them well-suited for tasks such as image classification, object detection, and image segmentation.

Recurrent Neural Networks (RNNs) are a type of neural network that is able to process sequential data, such as time series and natural language. RNNs are able to maintain an internal state that captures information about the previous inputs, which makes them well-suited for tasks such as speech recognition, natural language processing, and language translation.

Applications of Deep Learning :

The main applications of deep learning can be divided into computer vision, natural language processing (NLP), and reinforcement learning.

In computer vision, Deep learning models can enable machines to identify and understand visual data. Some of the main applications of deep learning in computer vision include:

- **Object detection and recognition:** Deep learning model can be used to identify and locate objects within images and videos, making it possible for machines to perform tasks such as self-driving cars, surveillance, and robotics.
- **Image classification:** Deep learning models can be used to classify images into categories such as animals, plants, and buildings. This is used in applications such as medical imaging, quality control, and image retrieval.
- **Image segmentation:** Deep learning models can be used for image segmentation into different regions, making it possible to identify specific features within images.

Natural language processing (NLP):

In NLP, the Deep learning model can enable machines to understand and generate human language. Some of the main applications of deep learning in NLP include:

- **Automatic Text Generation** – Deep learning model can learn the corpus of text and new text like summaries, essays can be automatically generated using these trained models.
- **Language translation:** Deep learning models can translate text from one language to another, making it possible to communicate with people from different linguistic backgrounds.
- **Sentiment analysis:** Deep learning models can analyze the sentiment of a piece of text, making it possible to determine whether the text is positive, negative, or neutral. This is used in applications such as customer service, social media monitoring, and political analysis.
- **Speech recognition:** Deep learning models can recognize and transcribe spoken words, making it possible to perform tasks such as speech-to-text conversion, voice search, and voice-controlled devices.

Reinforcement learning:

In **reinforcement learning**, deep learning works as training agents to take action in an environment to maximize a reward. Some of the main applications of deep learning in reinforcement learning include:

- **Game playing:** Deep reinforcement learning models have been able to beat human experts at games such as Go, Chess, and Atari.
- **Robotics:** Deep reinforcement learning models can be used to train robots to perform complex tasks such as grasping objects, navigation, and manipulation.
- **Control systems:** Deep reinforcement learning models can be used to control complex systems such as power grids, traffic management, and supply chain optimization.

Challenges in Deep Learning

Deep learning has made significant advancements in various fields, but there are still some challenges that need to be addressed. Here are some of the main challenges in deep learning:

1. Data availability: It requires large amounts of data to learn from. For using deep learning it's a big concern to gather as much data for training.
2. Computational Resources: For training the deep learning model, it is computationally expensive because it requires specialized hardware like GPUs and TPUs.
3. Time-consuming: While working on sequential data depending on the computational resource it can take very large even in days or months.
4. Interpretability: Deep learning models are complex, it works like a black box. it is very difficult to interpret the result.
5. Overfitting: when the model is trained again and again, it becomes too specialized for the training data, leading to overfitting and poor performance on new data.

Advantages of Deep Learning:

1. High accuracy: Deep Learning algorithms can achieve state-of-the-art performance in various tasks, such as image recognition and natural language processing.
2. Automated feature engineering: Deep Learning algorithms can automatically discover and learn relevant features from data without the need for manual feature engineering.
3. Scalability: Deep Learning models can scale to handle large and complex datasets, and can learn from massive amounts of data.
4. Flexibility: Deep Learning models can be applied to a wide range of tasks and can handle various types of data, such as images, text, and speech.
5. Continual improvement: Deep Learning models can continually improve their performance as more data becomes available.

Disadvantages of Deep Learning:

1. High computational requirements: Deep Learning models require large amounts of data and computational resources to train and optimize.
2. Requires large amounts of labeled data: Deep Learning models often require a large amount of labeled data for training, which can be expensive and time-consuming to acquire.
3. Interpretability: Deep Learning models can be challenging to interpret, making it difficult to understand how they make decisions.
Overfitting: Deep Learning models can sometimes overfit to the training data, resulting in poor performance on new and unseen data.
4. Black-box nature: Deep Learning models are often treated as black boxes, making it difficult to understand how they work and how they arrived at their predictions.

In summary, while Deep Learning offers many advantages, including high accuracy and scalability, it also has some disadvantages, such as high computational requirements, the need for large amounts of labeled data, and interpretability challenges. These limitations need to be carefully considered when deciding whether to use Deep Learning for a specific task.

Practical ML advice

- You have to take many strategic decisions before applying machine learning algorithms
- Need to collect more data
- Try different machine learning algorithms – Neural nets or regression
- Try faster GPUs to train algorithms
- Blackbox magic to systematic engineering process