T1: Introduction to Machine Learning

Fundamentos del Aprendizaje Automático

Curso 2025/2026

Structure

- Definition What is Machine Learning?
- 2 Structure Conceptual stages From (conceptual) stages to (practical) scheme
- Taxonomies Introduction Categorizations
- 4 Areas and application

Outline

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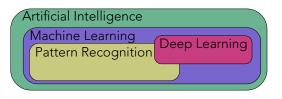


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- Nevertheless, the field dates back to the 80s
 - Grounded on statistical reasoning



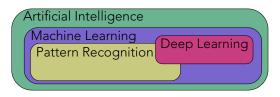
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- Premise: Infer knowledge from data by computational means
- How does it relate to other terms such as Artificial Intelligence or Pattern Recognition?



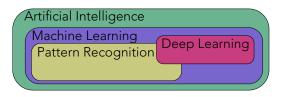
- Artificial Intelligence: Mimic human intelligence/intelligent behaviour
 Could be hand-crafted rules by a programmer
- Machine Learning: Al subfield focused on the design of algorithms capable of inferring knowledge from data
- **Pattern Recognition**: ML subfield that mainly focuses on classification tasks with hand-crafted features
- **Deep Learning**: ML subfield that focuses on deep neural models for both feature extraction and knowledge inference





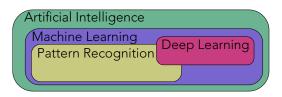
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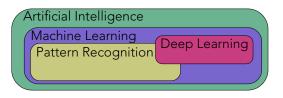
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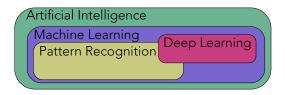




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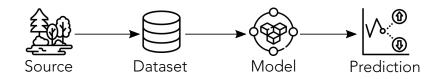
Field	Goal	Representative tasks	Models
Pattern Recognition	Automaticall detect and categorize patterns	Classification	k-Nearest Neighbor Logistic Regression Gaussian Mixture Models
Machine Learning	Infer knowledge	Classification, regression, clustering, sequence labelling	Same as ML + Decision Trees, Neural models, Support Vector Machine
Deep Learning	Infer knowledge with deep models	Classification, regression, clustering, sequence labelling	Deep neural networks
Artificial Intelligence	Mimic (human) intelligence	All previous + autommated planning + multi-agent systems +	All previous



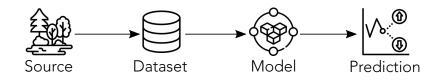
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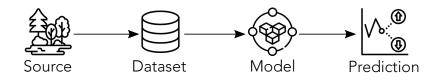




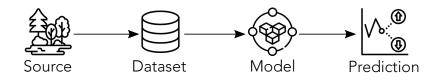
- **Source**: Data captured by sensors (photographs, recordings, scanned documents...)
- Dataset: Collection of elements from Source represented as descriptors
- Model: Knowledge extracted from the Dataset using an ML algorithm
- **Prediction**: Estimation on novel data unseen in the previous stages



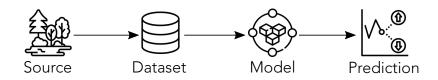
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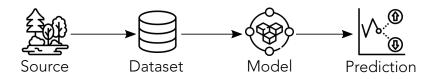


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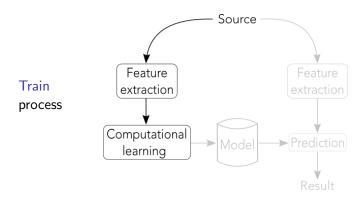
Train
process

Computational learning

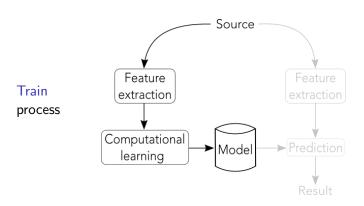
Source

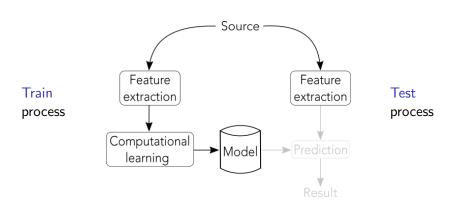
Feature extraction
Prediction

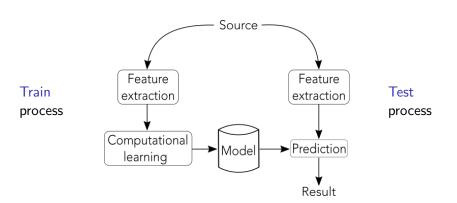
Result

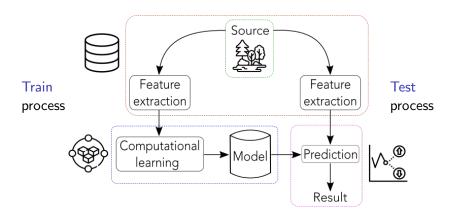












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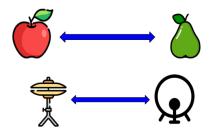
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Example: How could you differentiate these two elements?



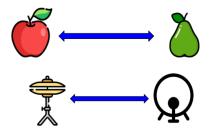
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Must be derived by a computer!



Representation strategies:



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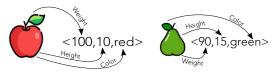
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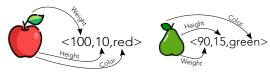
- **Structural** representation

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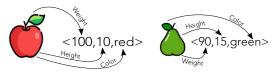
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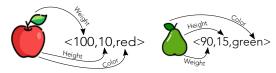
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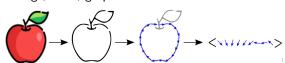


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 - The size of the structure depends on the object
 - Strings, trees, graphs

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Strategy	Representation capabilities	Flexibility
Statistical (feature-based)	Limited	Addressable by (almost) all existing algorithms
Structural	Usually achieve superior performance rates	Limited number of algorithms to process them

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Collection of train data

<100,10,red> <120,12,red>

<110,9,red>

<95,11,red>

<90,15,green>

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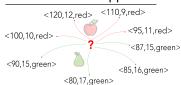






Rule-based approach

Distance-based approach



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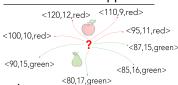


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Rule-based approach

Distance-based approach



Probabilistic approach

$$P(?, \triangle) > P(?, \triangle) \rightarrow 0$$
 $P(?, \triangle) < P(?, \triangle) \rightarrow 0$



What is the model in each case?

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- Distance-based approach: Collection of samples stored in a database

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- Rule-based approach: Set of rules

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- Distance-based approach: Collection of samples stored in a database
- Rule-based approach: Set of rules
- Probabilistic approach: Parameters of a probabilistic distribution