ML Week 0x01 Introduction

What is ML?

- 1. Some algorithms we know how to write
 - (a) Sort numbers
 - (b) Fly a plane
- 2. Some algorithms we don't know how to write (example: drive a car)
 - (a) Drive a car
 - (b) Read addresses on envelopes
 - (c) Detect spam
- 3. Some things we used to say
 - Artificial intelligence
 - Expert systems

Types of ML

- 1. Supervised
 - (a) Training data: input and correct responses
 - (b) Regression (continuous) (example: home prices)
 - (c) Classification (discrete) (example: medical outcome (alive/dead))
- 2. Unsupervised
 - (a) Clustering
 - (b) Deep neural networks
 - (c) Associative (example: human experience, e.g. from a career)
 - (d) Dimensionality reduction
- 3. Reinforcement
 - (a) Make a choice, get feedback
 - (b) Online
 - (c) Can be stochastic (example: predicting weather from local clues)

Curse of Dimensionality

- 1. Fléau (ou : malédiction) de la dimension
- 2. Volume of unit cube $\pm \epsilon$
- 3. Distance from (0, 0, ..., 0) to (1, 1, ..., 1)
- 4. Physics: $1/r^{d-1}$
- 5. It's easy to get lost...
- 6. Richard Ernest Bellman, Dynamic programming, Princeton University Press, 1957.

Probability

- 1. Event
- 2. Complement of an event
- 3. Disjoint (mutually exclusive)
- 4. Independent events knowing one outcome gives no information about other
- 5. addition (\times 2), multiplication \times 2)
- 6. Conditional probability
- 7. Marginal probability
- 8. Joint probability

Statistics

- 1. Goal for a bit: think like a statistician
- 2. What is statistics? $(\times 3)$
- 3. Said differently: goal is to compare reality to a model
- 4. Or to find a model and then compare.
- 5. Good statistical models are often relatively simple.
- 6. What is data science $(\times 5)$

Study design

- 1. Anecdote
- 2. Study types $(\times 2)$
- 3. Observational studies can't conclude causality
- 4. Observational studies can be
 - prospective: identify individuals, collect information
 - retrospective
 - we can combine them
- 5. Experimental studies
 - We do stuff
 - Can conclude causation if properly designed
 - controlling: hold other variables constant (e.g., drink pill with full glass of water even if we don't care)
 - randomization: cancel out effects we can't control
 - replication: enough participants
- 6. Study types example
 - Sunscreen use correlated to skin cancer rates.
 - Confounding variable
- 7. Random sampling hazards
 - Not actually random
 - Convenience sample
 - Non-response bias

Statistical concepts

- 1. Variable types
 - Input: Features
 - Input variables measure: Explanatory variable
 - Output: Response variable
 - Training set
 - Test set (tune parameters) (compare model parameters)
 - Validation set (tune hyperparameters) (measure performance of model)

- Cross validation
- 2. Population statistics ($\times 6$)
 - sample mean vs population mean (\times 7)
 - Sample standard deviation and variance: divide by n-1
- 3. Distributions
 - Important: pdf (pmf), cdf, ppf ($\times 5$)
 - pdf = densité de probabilité
 - pmf = fonction de masse
 - cdf = fonction de répartition
 - -ppf = ?
 - The rest: just so you've heard of them
 - Boxplot $(\times 2)$
- 4. Normal distributions $(\times 2)$ TODO: compare in matplotlib, quantile-quantile plot
 - Sample mean vs population mean
 - How close are they?
 - Point estimate: if you have to guess, this is it
 - Correction: if I want to be on average weighted right as much possible
- 5. Sampling distributions ($\times 3$)
 - Sampling mean is unimodal and approximately symmetric
 - It is centred at population mean.
 - The standard deviation of the sample mean tells us how far a point sample's mean is likely to be from the population mean. In other words, how much error we are likely to have in the point estimate's mean. **Standard error.**
 - TODO: Generate uniform population, sample, and plot sampling distribution
 - TODO Generate highly skewed population, sample, and plot sampling distribution
 - In real life, we don't have access to the population parameters. We have to *estimate* them from samples. So we can't *know* the standard error (erreur type).
- 6. Confidence intervals $(\times 3)$
 - Sampling is usually expensive.
 - Reminder: Independent random samples!

- Correct language: "We are 95% confident that the population parameter is between..."
- Incorrect language: describe the confidence interval as capturing the population parameter with a certain probability.
- This is one of the most common errors: while it might be useful to think of it as a probability, the confidence level only quantifies how plausible it is that the parameter is in the interval.
- Another especially important consideration of confidence intervals is that they only try to capture the population parameter. Our intervals say *nothing* about the confidence of
 - capturing individual observations
 - a proportion of the observations
 - about capturing point estimates

Confidence intervals only attempt to capture population parameters.