



CSCI 651

Algorithm Concepts

Selected Topic: Machine Learning Introduction

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What is Machine Learning (ML)?

- Automatic discovery of regularities in data
- Algorithms and techniques that allow computers to “learn”. The major focus is to extract information from data automatically, by computational and statistical methods
- Applications: natural language processing, computer vision, recommender systems, bioinformatics, stock market analysis, game playing, and intrusion detection systems

What is Machine Learning?

- ChatGPT:

You
What is Machine Learning?
🔗

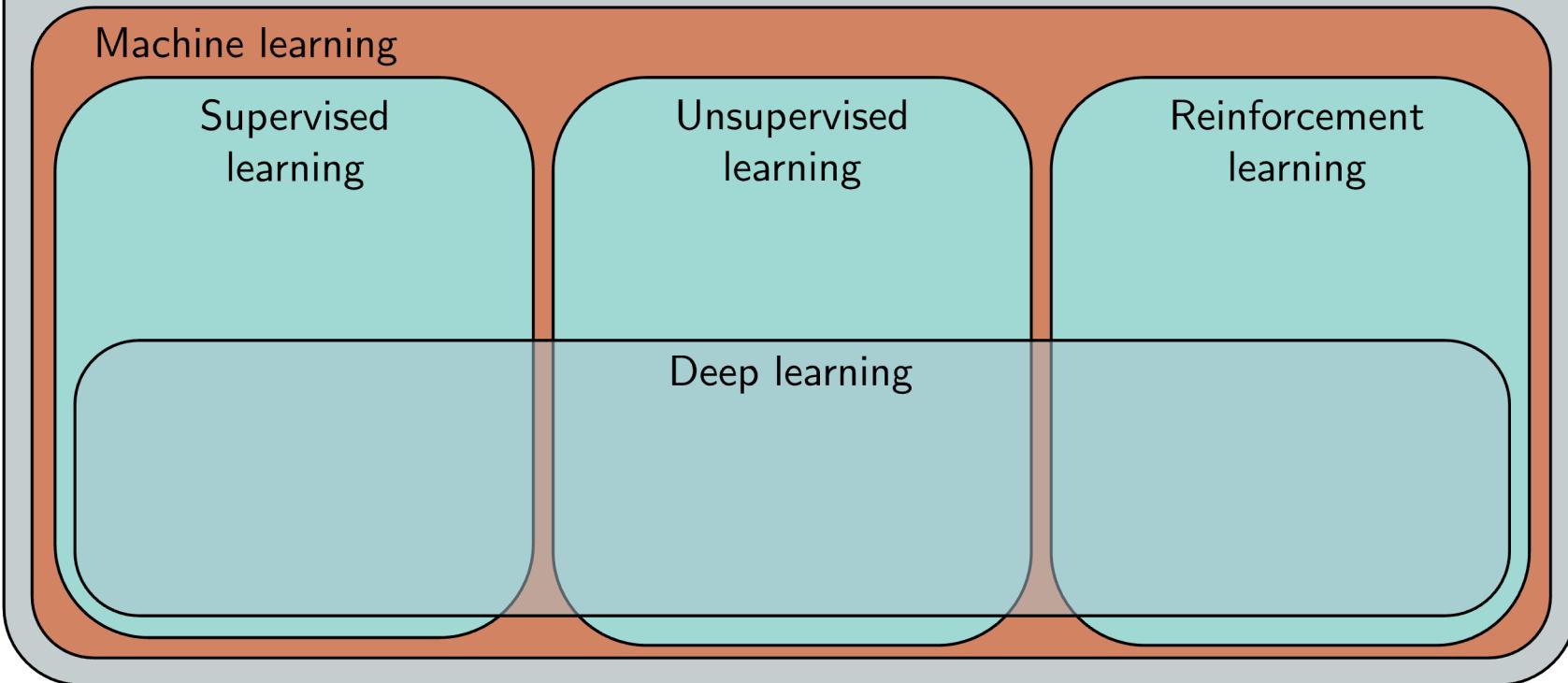
ChatGPT
Machine Learning (ML) is a branch of artificial intelligence (AI) that focuses on building systems capable of learning from data, identifying patterns, and making decisions with minimal human intervention. Instead of being explicitly programmed to perform a task, these systems are trained using large sets of data and algorithms to learn how to perform the task.

- Microsoft:

- ML is the process of using mathematical models of data to help a computer learn without direct instruction. It's considered a subset of artificial intelligence (AI).
- ML uses algorithms to identify patterns within data, and those patterns are then used to create a data model that can make predictions.
- With increased data and experience, the results of machine learning are more accurate—much like how humans improve with more practice.

<https://azure.microsoft.com/en-ca/resources/cloud-computing-dictionary/what-is-machine-learning-platform>

Artificial intelligence



Supervised learning



Bicycle

Unsupervised learning



Reinforcement learning



Reward = 0



Apple



Reward = -1



Aardvark



Reward = +1

Regression

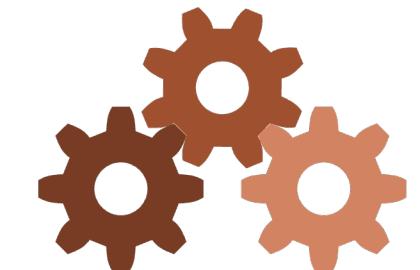
Real world input

6000 square feet,
4 bedrooms,
previously sold for
\$235K in 2005,
1 parking spot.

Model
input

$$\begin{bmatrix} 6000 \\ 4 \\ 235 \\ 2005 \\ 1 \end{bmatrix}$$

Model



Supervised learning
model

Model
output

$$[340]$$

Real world output

Predicted price
is \$340k

Image classification

Real world input



Model
input

$$\begin{bmatrix} 124 \\ 140 \\ 156 \\ 128 \\ 142 \\ 157 \\ \vdots \end{bmatrix}$$

Model



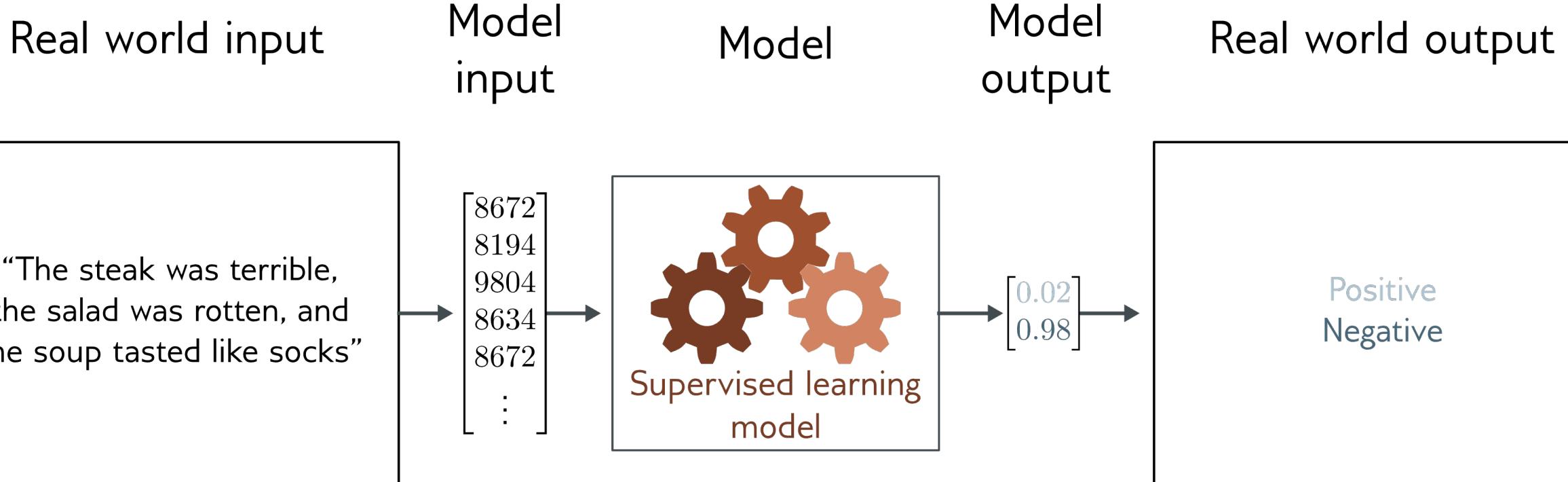
Model
output

$$\begin{bmatrix} 0.00 \\ 0.00 \\ 0.01 \\ 0.89 \\ 0.05 \\ 0.00 \\ \vdots \\ 0.01 \end{bmatrix}$$

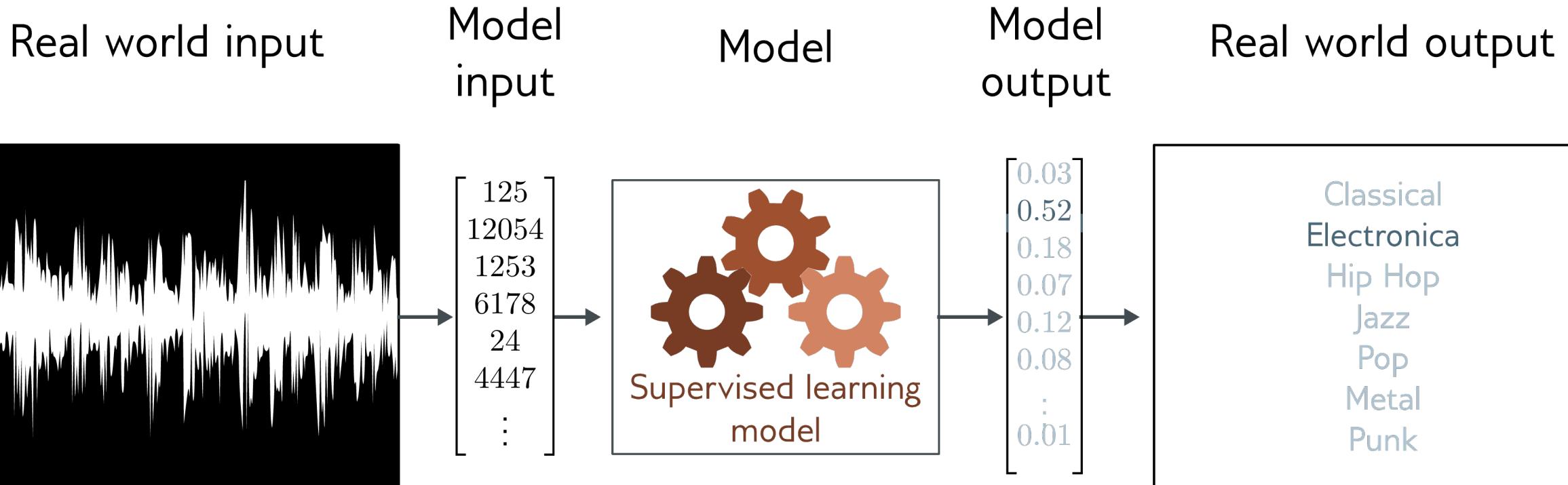
Real world output

Aardvark
Apple
Bee
Bicycle
Bridge
Clown
⋮

Text classification



Music genre classification

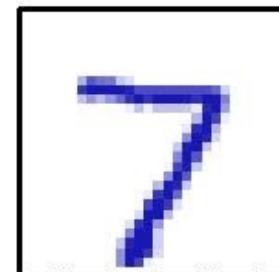
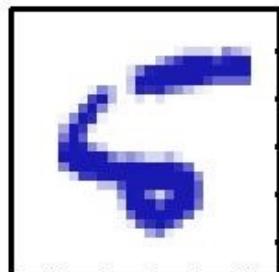
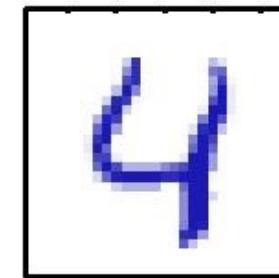
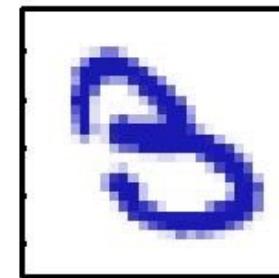
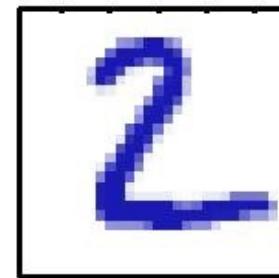
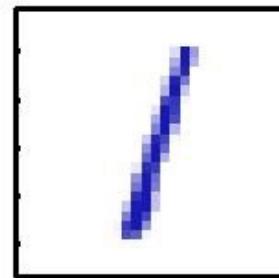
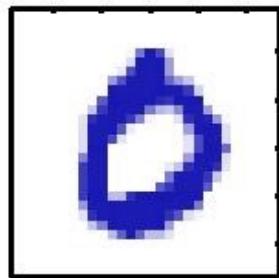


Supervised, Unsupervised, Reinforcement Learnings

- Supervised learning:
 - Define a mapping from input to output
 - Learn this mapping from paired input/output data examples
- Unsupervised learning:
 - Learning about a dataset without labels: e.g., clustering
 - Generative models can create examples: e.g., generative adversarial networks
 - Probabilistic generative models learn distribution over data: e.g., variational autoencoders
- Reinforcement learning:
 - A set of states; A set of actions; A set of rewards
 - Goal: take actions to change the state so that you receive rewards
 - You don't receive any data – you have to explore the environment yourself to gather data as you go

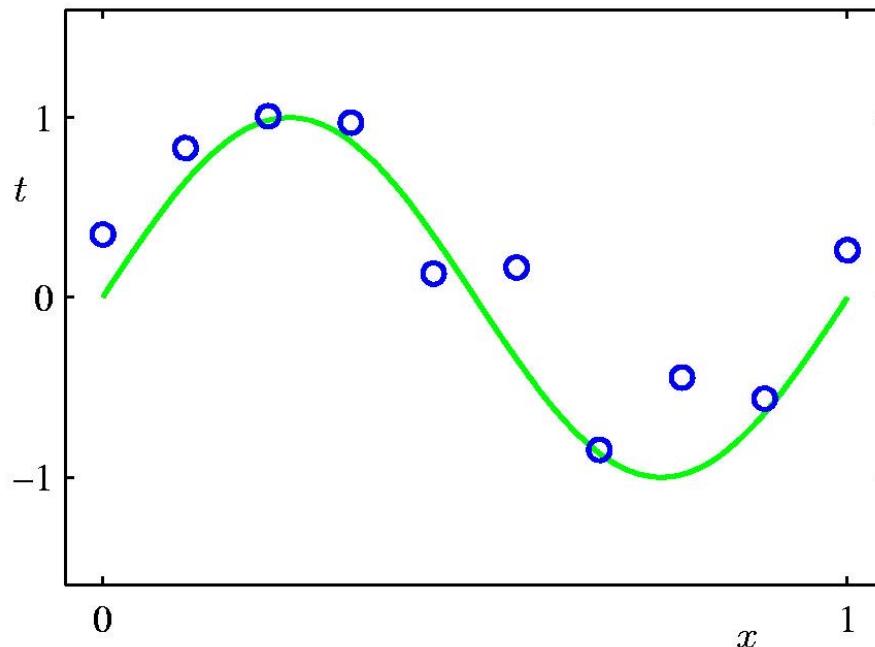
Example: Handwritten Digit Recognition

- Example: 28 x 28 pixel image as vector \mathbf{x}
- Build ML model to identify digit $\{0, 1, \dots, 9\}$ as output



Polynomial Curve Fitting

- Training set: N observations of x ; $X = (x_1, \dots, x_N)^T$
- Targets: N observations of t ; $T = (t_1, \dots, t_N)^T$
- Goal is generalization: predict x for some unseen t



Plot of training data (10 points).
Green curve shows function
 $\sin(2\pi x)$ used to generate
data.

Polynomial Curve Fitting

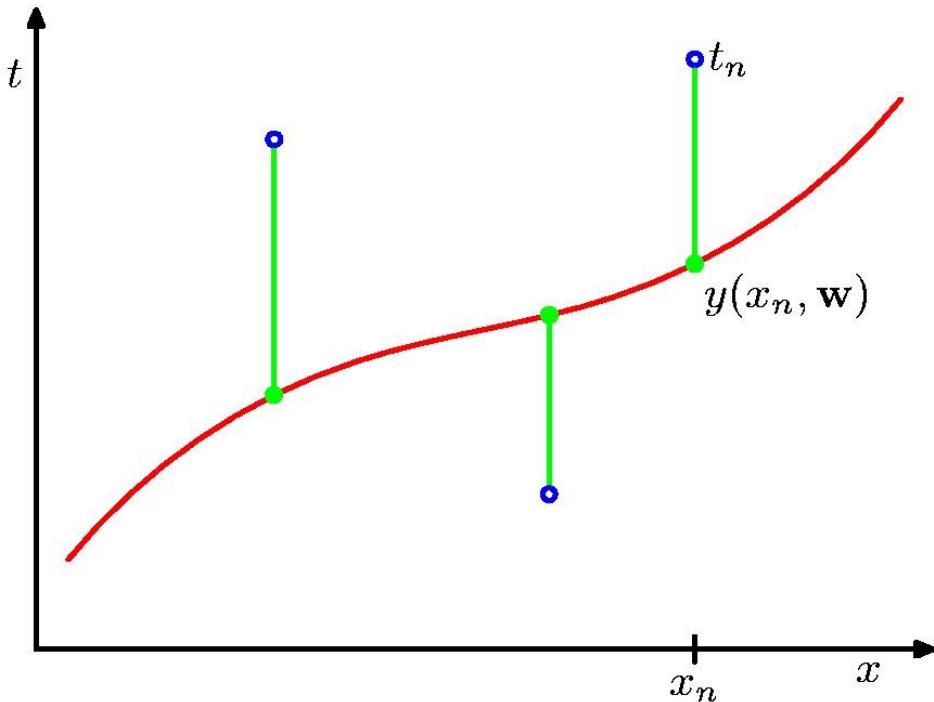
- Polynomial functional:

$$y(x, \mathbf{w}) = w_0 + w_1 x + w_2 x^2 + \dots + w_M x^M = \sum_{j=0}^M w_j x^j$$

- Error Function: minimize (one half of) sum of the squares of the errors between predictions $y(x_n, \mathbf{w})$ for each point x_n and corresponding target values t_n

$$E(\mathbf{w}) = \frac{1}{2} \sum_{n=1}^N \{y(x_n, \mathbf{w}) - t_n\}^2$$

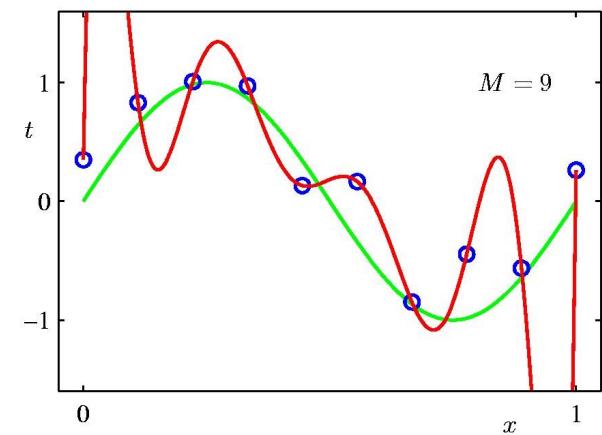
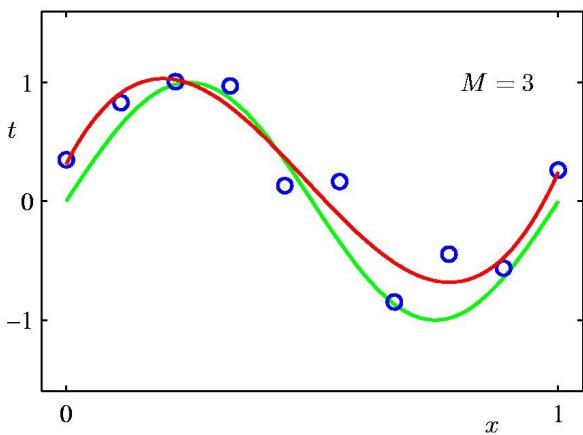
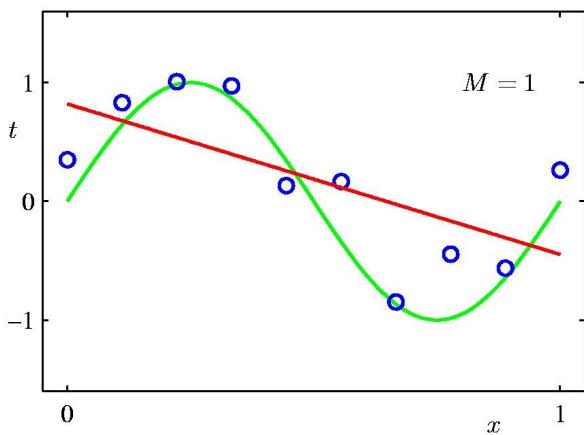
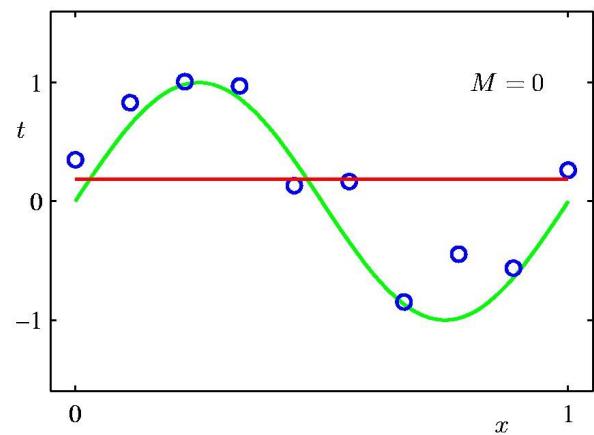
Sum-of-Squares Error Function



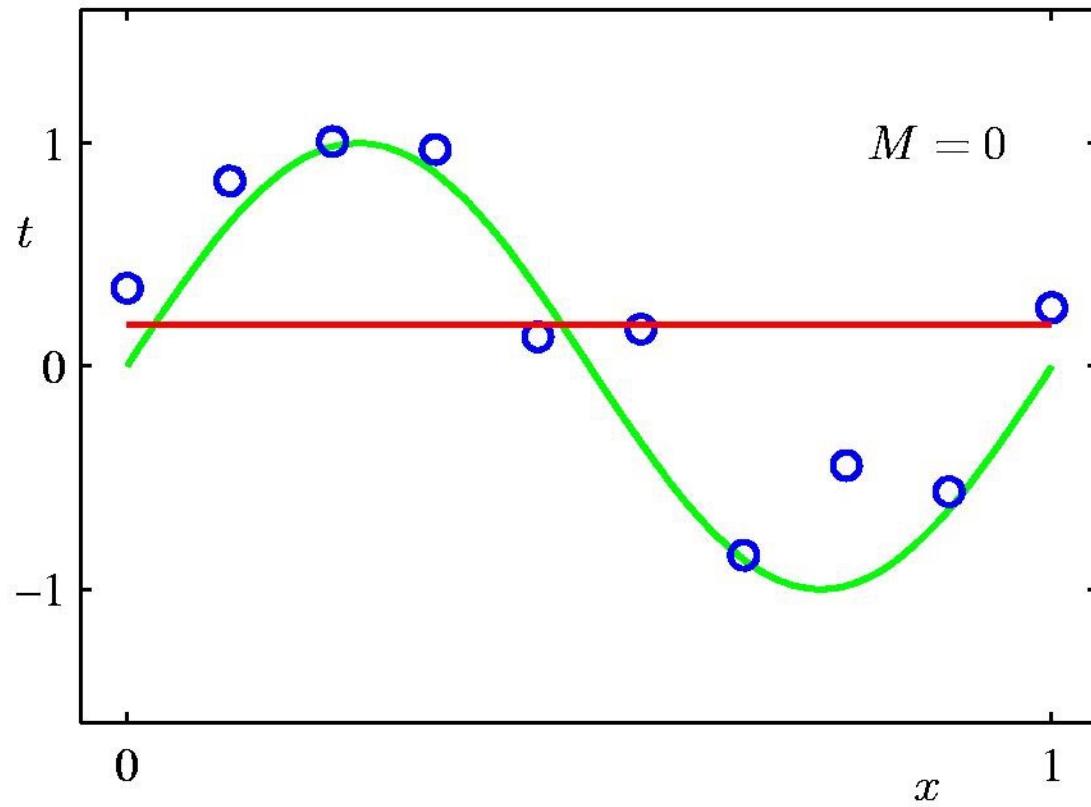
$$E(\mathbf{w}) = \frac{1}{2} \sum_{n=1}^N \{y(x_n, \mathbf{w}) - t_n\}^2$$

Model Selection

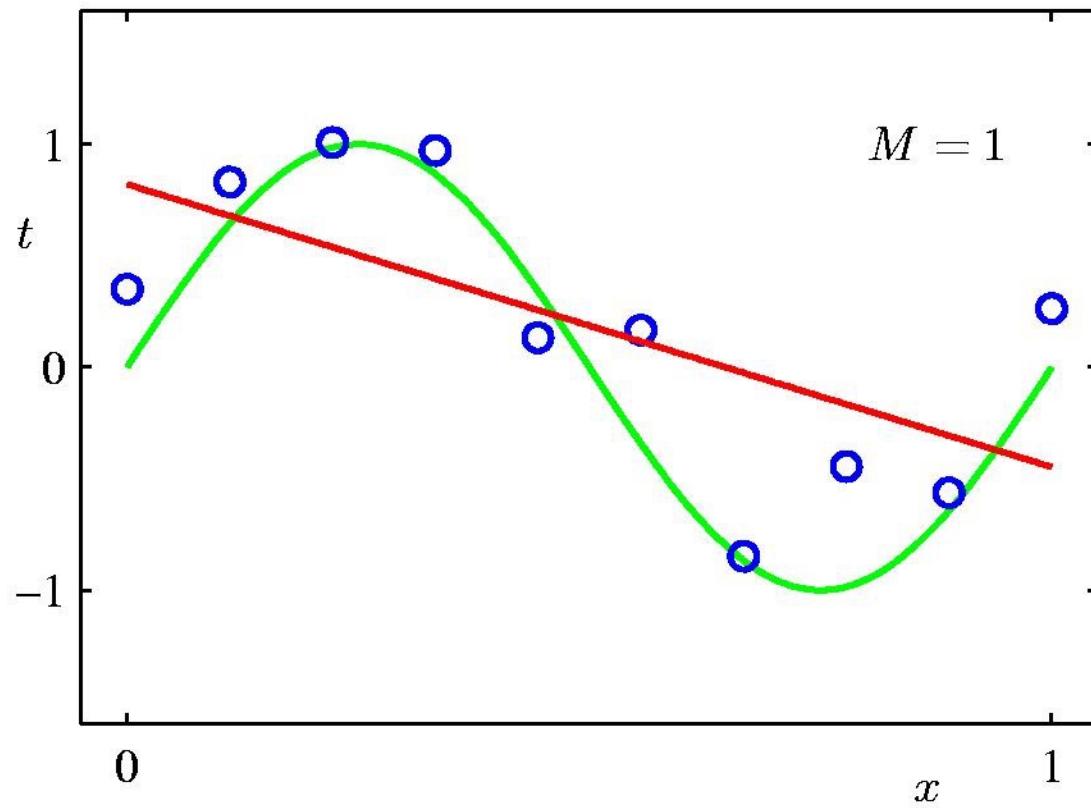
- What is the appropriate polynomial order?



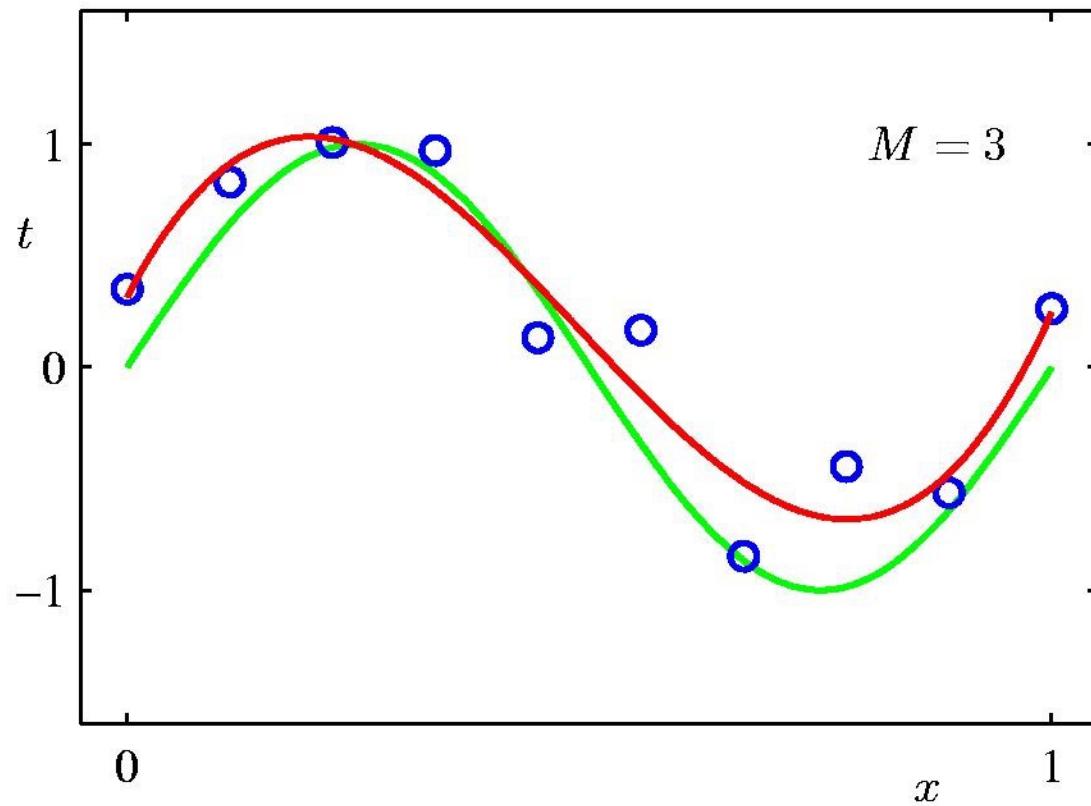
Model Selection: 0th Order Polynomial



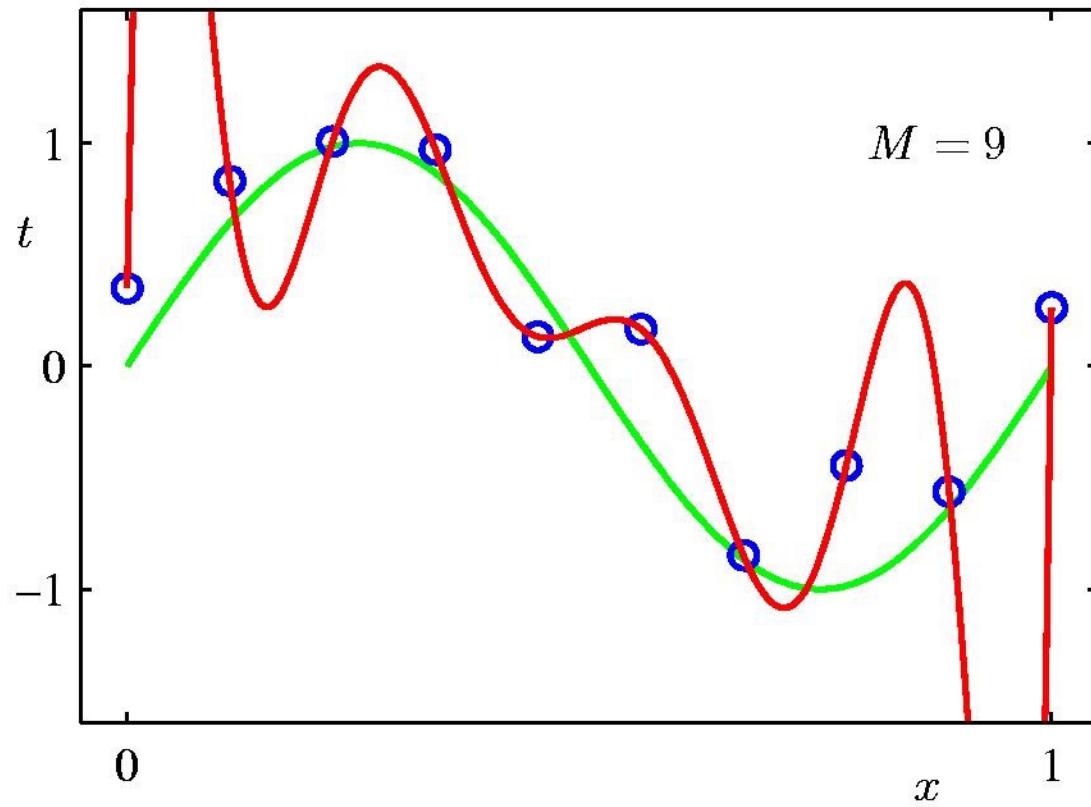
Model Selection: 1st Order Polynomial



Model Selection: 3rd Order Polynomial

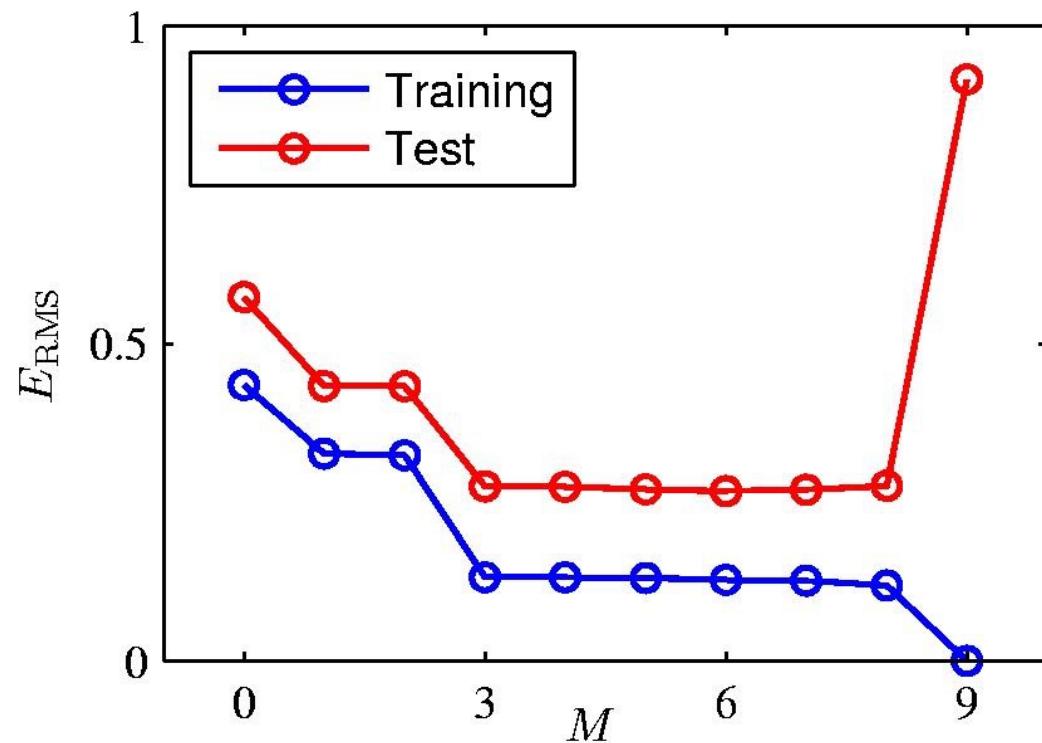


Model Selection: 9th Order Polynomial



Training vs. Test

- What is the best model given these results?
- Why does M=3 perform better than M=9?

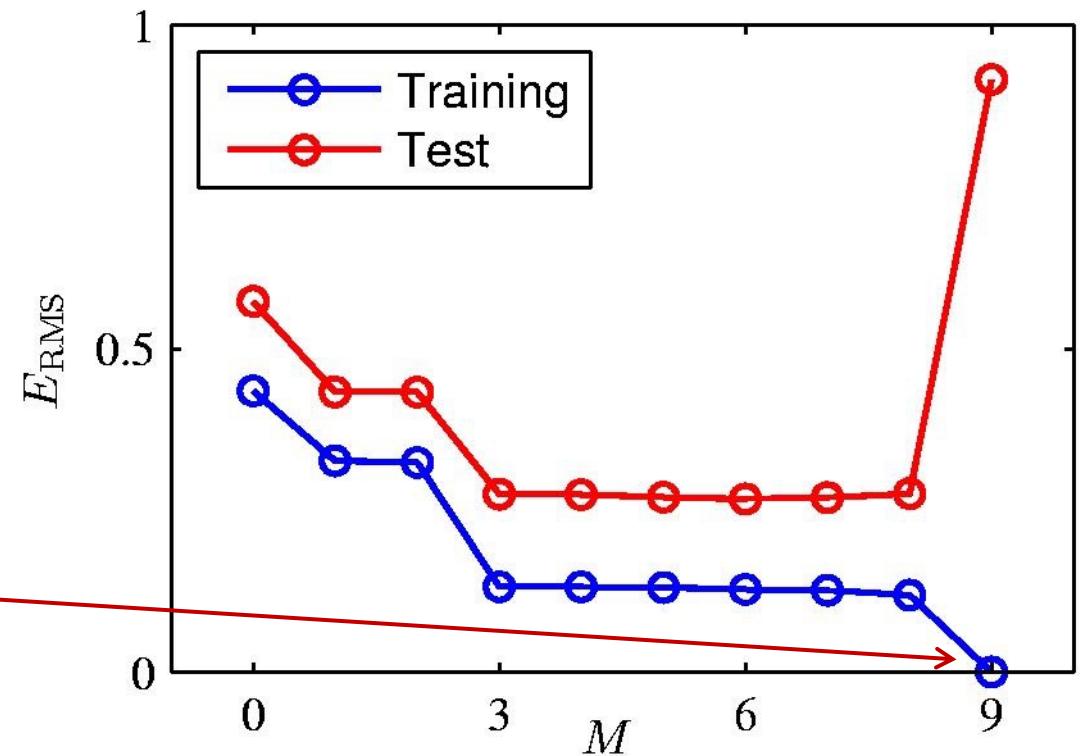
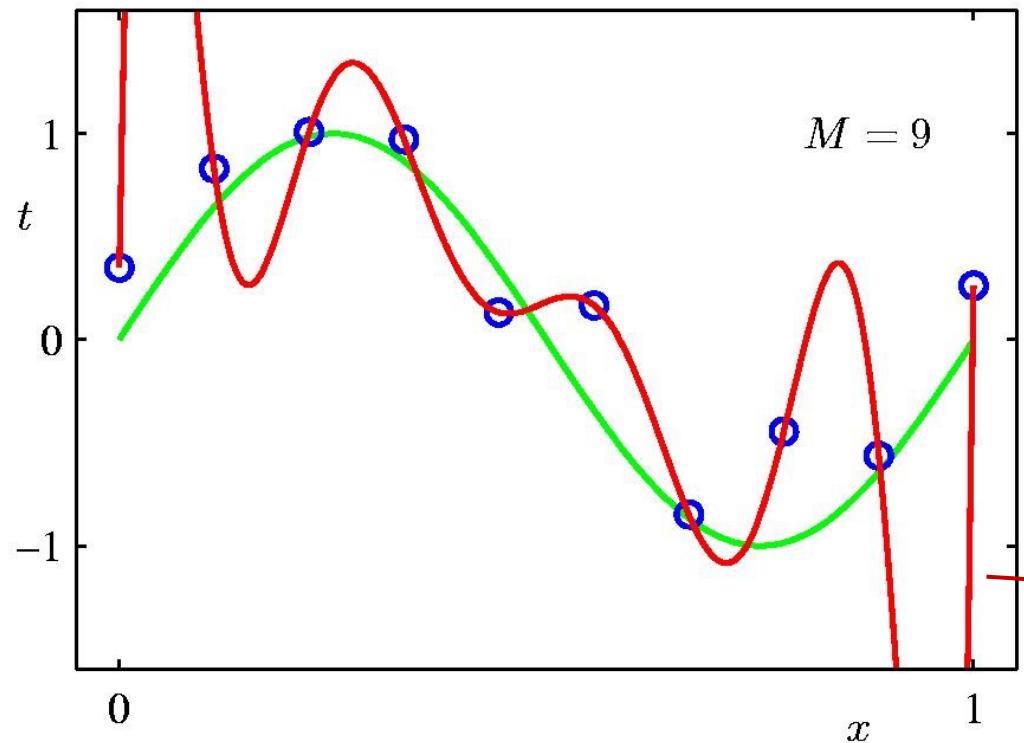


Graph of the RMS error evaluated on training set and on an independent test set.

Root-Mean-Square (RMS) Error:

$$E_{\text{RMS}} = \sqrt{2E(\mathbf{w}^*)/N}$$

Over-fitting

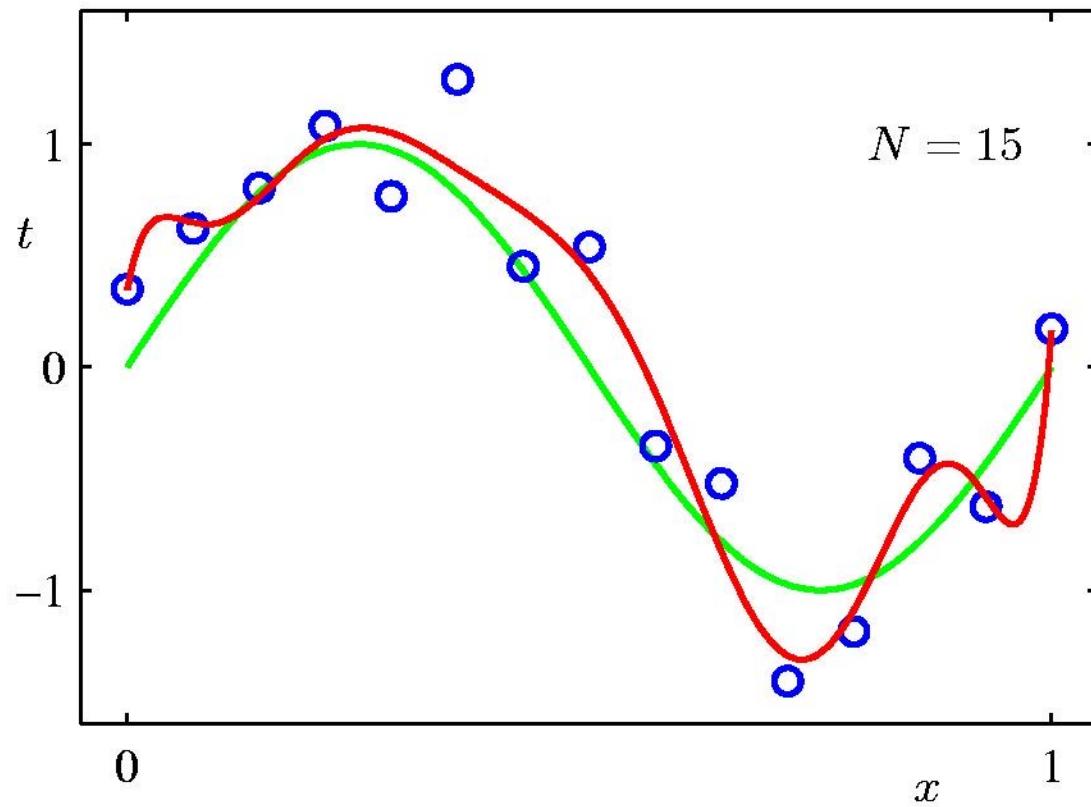


Polynomial Coefficients

	$M = 0$	$M = 1$	$M = 3$	$M = 9$
w_0^*	0.19	0.82	0.31	0.35
w_1^*		-1.27	7.99	232.37
w_2^*			-25.43	-5321.83
w_3^*			17.37	48568.31
w_4^*				-231639.30
w_5^*				640042.26
w_6^*				-1061800.52
w_7^*				1042400.18
w_8^*				-557682.99
w_9^*				125201.43

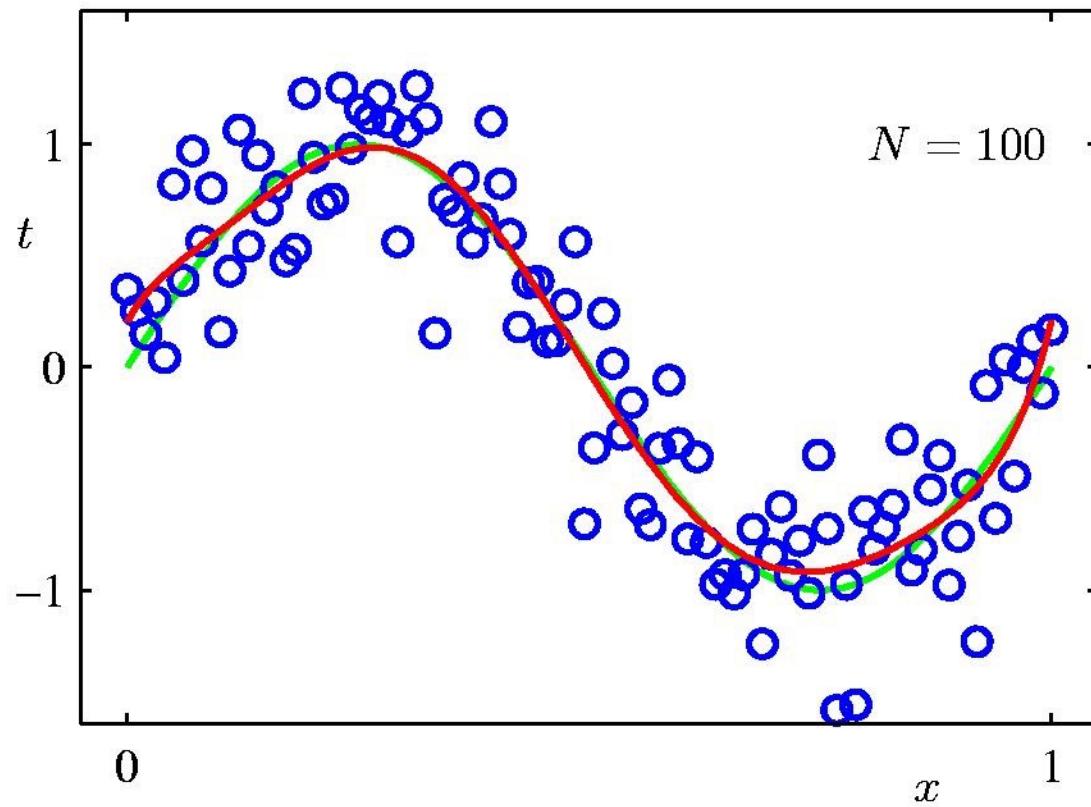
Data Set Size: $N = 15$

9th Order Polynomial



Data Set Size: $N = 100$

9th Order Polynomial



Regularization

- Add penalty term to error function:

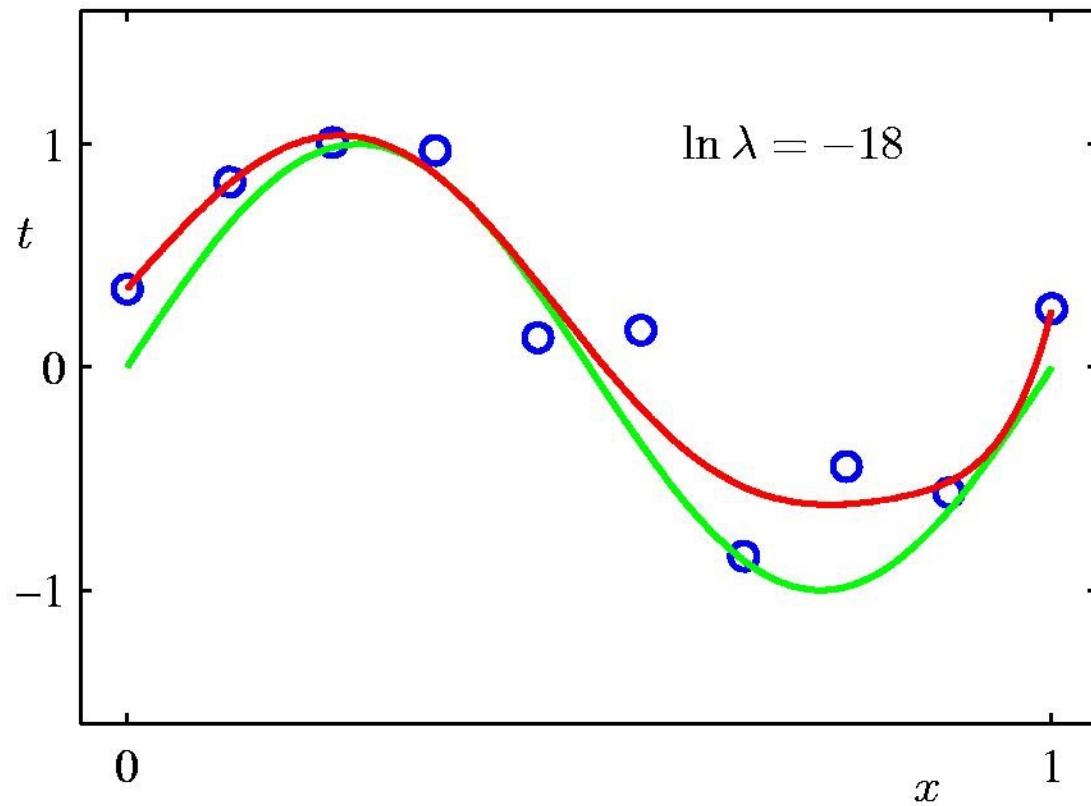
$$\tilde{E}(\mathbf{w}) = \frac{1}{2} \sum_{n=1}^N \{y(x_n, \mathbf{w}) - t_n\}^2 + \frac{\lambda}{2} \|\mathbf{w}\|^2$$

where

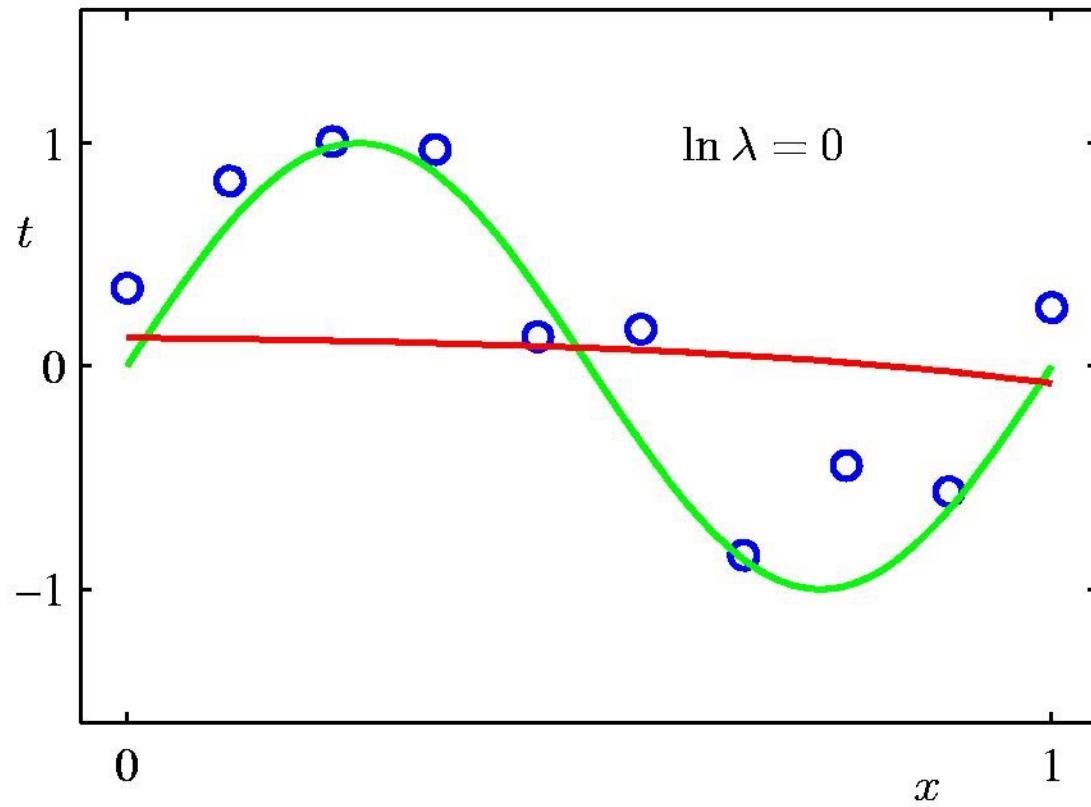
$$\|\mathbf{w}\|^2 = \mathbf{w}^T \mathbf{w} = w_0^2 + w_1^2 + \dots + w_M^2$$

- Quadratic regularization yields ridge regression

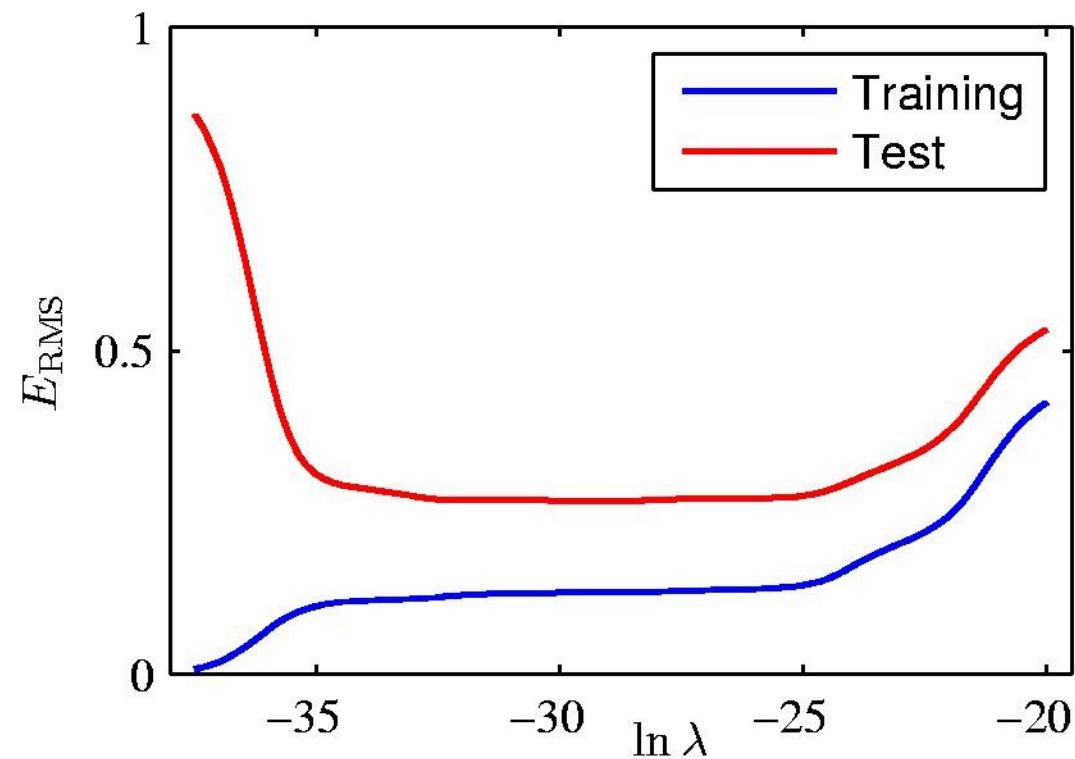
Regularization: $\ln \lambda = -18$



Regularization: $\ln \lambda = 0$



Regularization: E_{RMS} **vs.** $\ln \lambda$



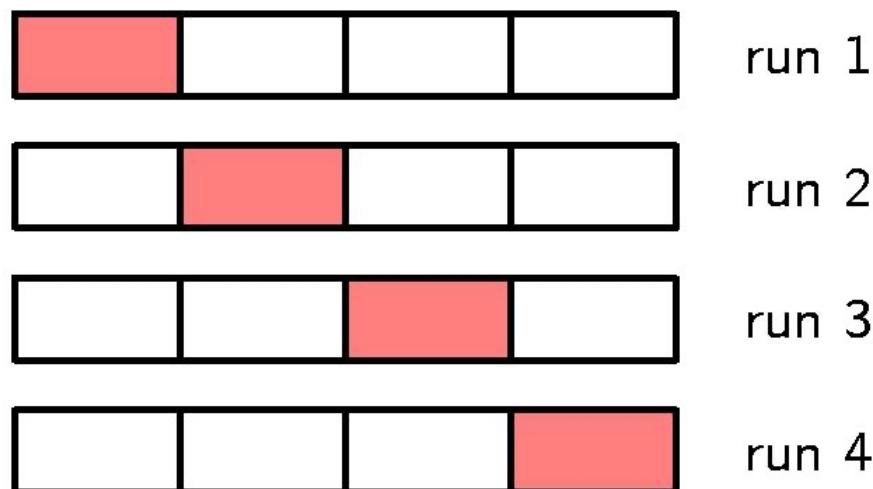
Polynomial Coefficients

	$\ln \lambda = -\infty$	$\ln \lambda = -18$	$\ln \lambda = 0$
w_0^*	0.35	0.35	0.13
w_1^*	232.37	4.74	-0.05
w_2^*	-5321.83	-0.77	-0.06
w_3^*	48568.31	-31.97	-0.05
w_4^*	-231639.30	-3.89	-0.03
w_5^*	640042.26	55.28	-0.02
w_6^*	-1061800.52	41.32	-0.01
w_7^*	1042400.18	-45.95	-0.00
w_8^*	-557682.99	-91.53	0.00
w_9^*	125201.43	72.68	0.01

Model Selection

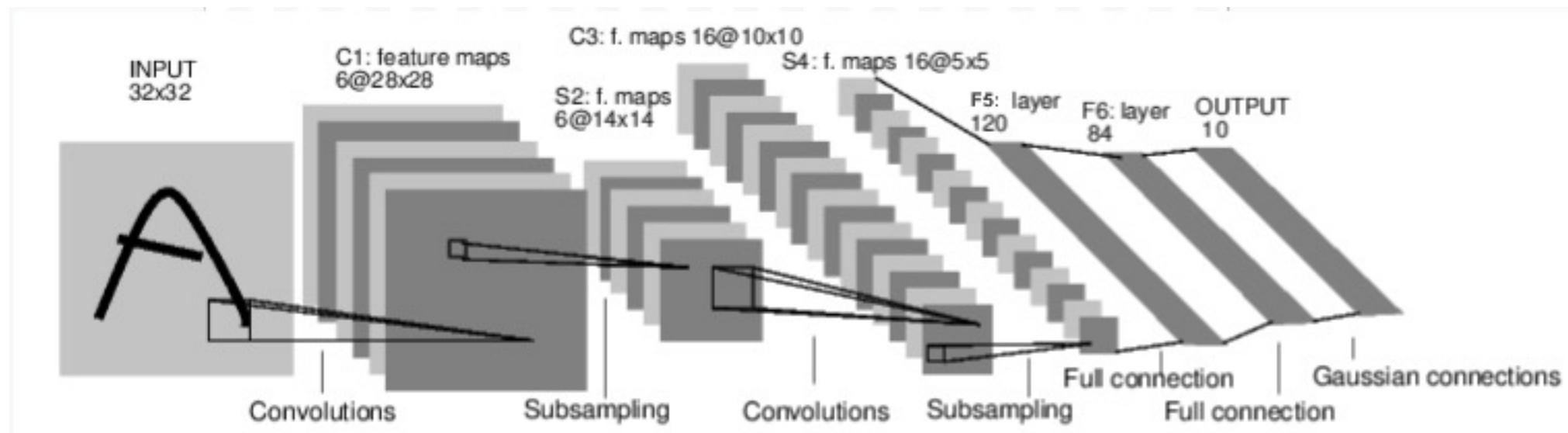
- Performance on training set not a good measure
- Can divide original (training) data into the training set and validation set for comparing models and test set for final test performance

- Cross-validation:



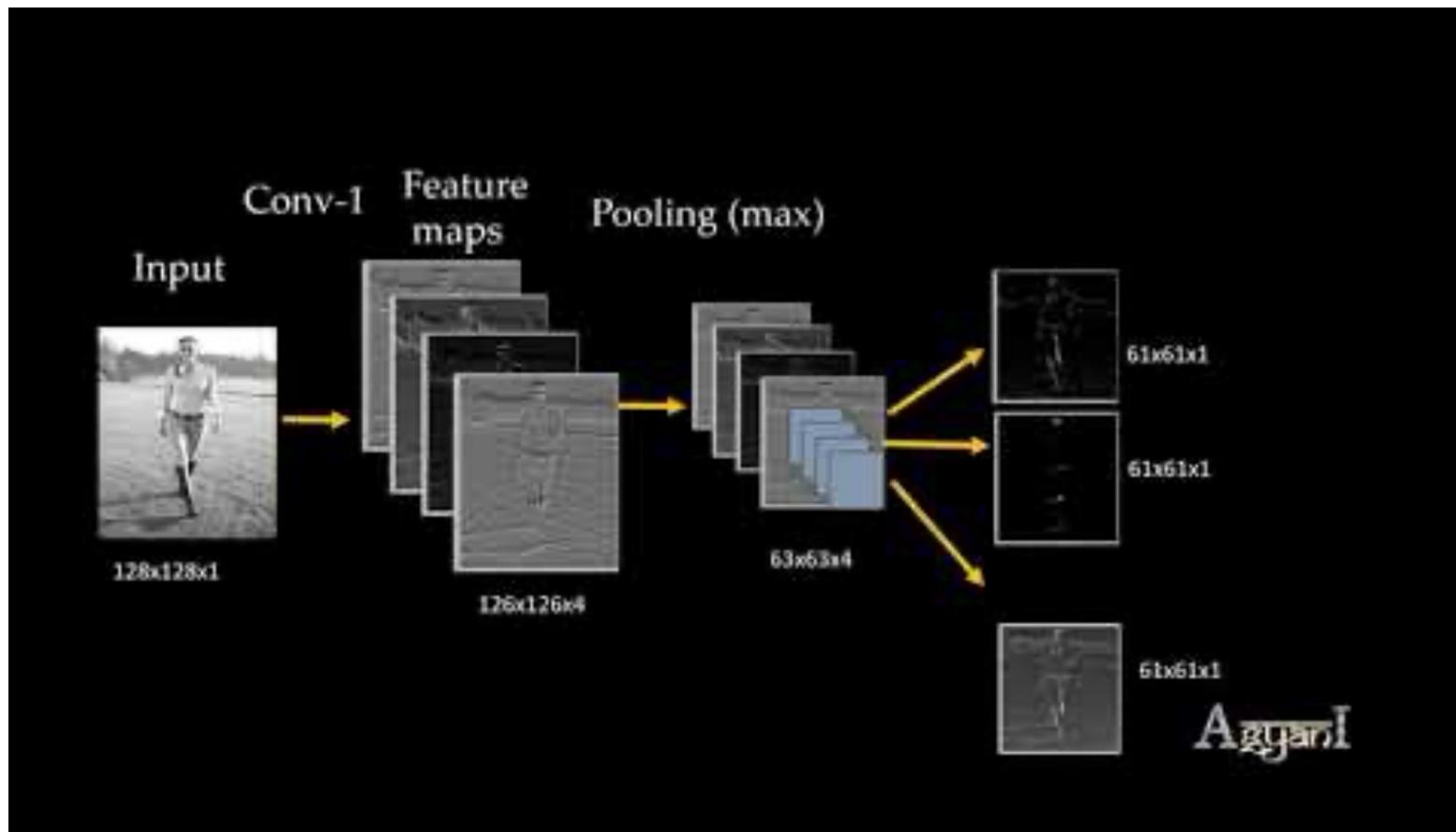
Neural Networks: CNN

- It is a simple feed-forward network. It takes the input, feeds it through several layers one after the other, and then finally gives the output.



Neural Networks: CNN

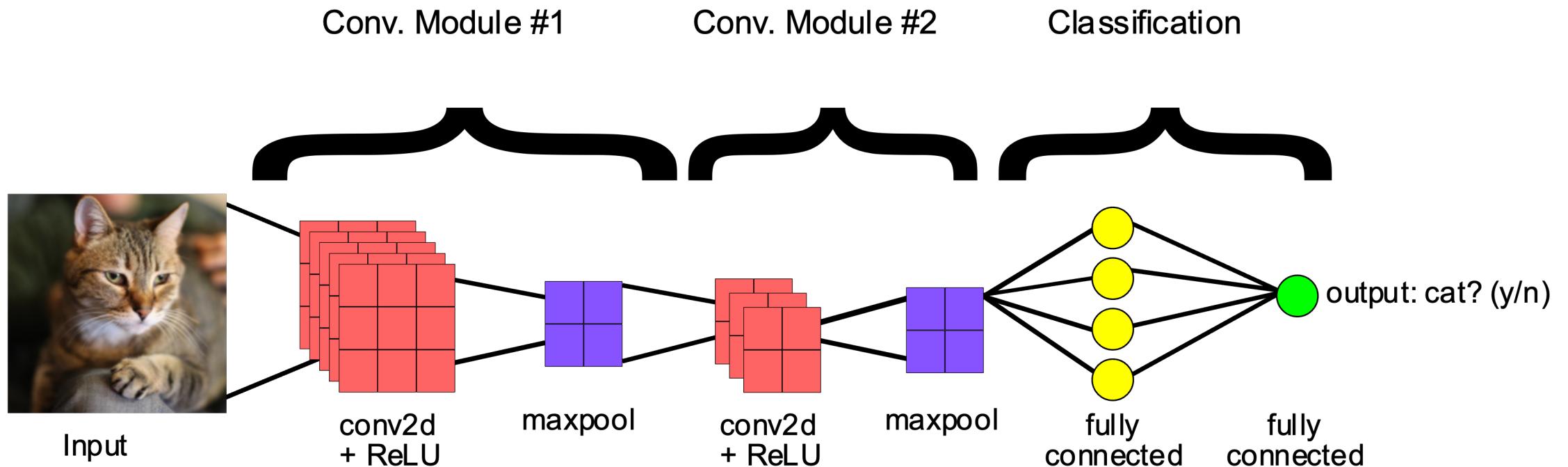
- 2D Convolution Neural Network Animation



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

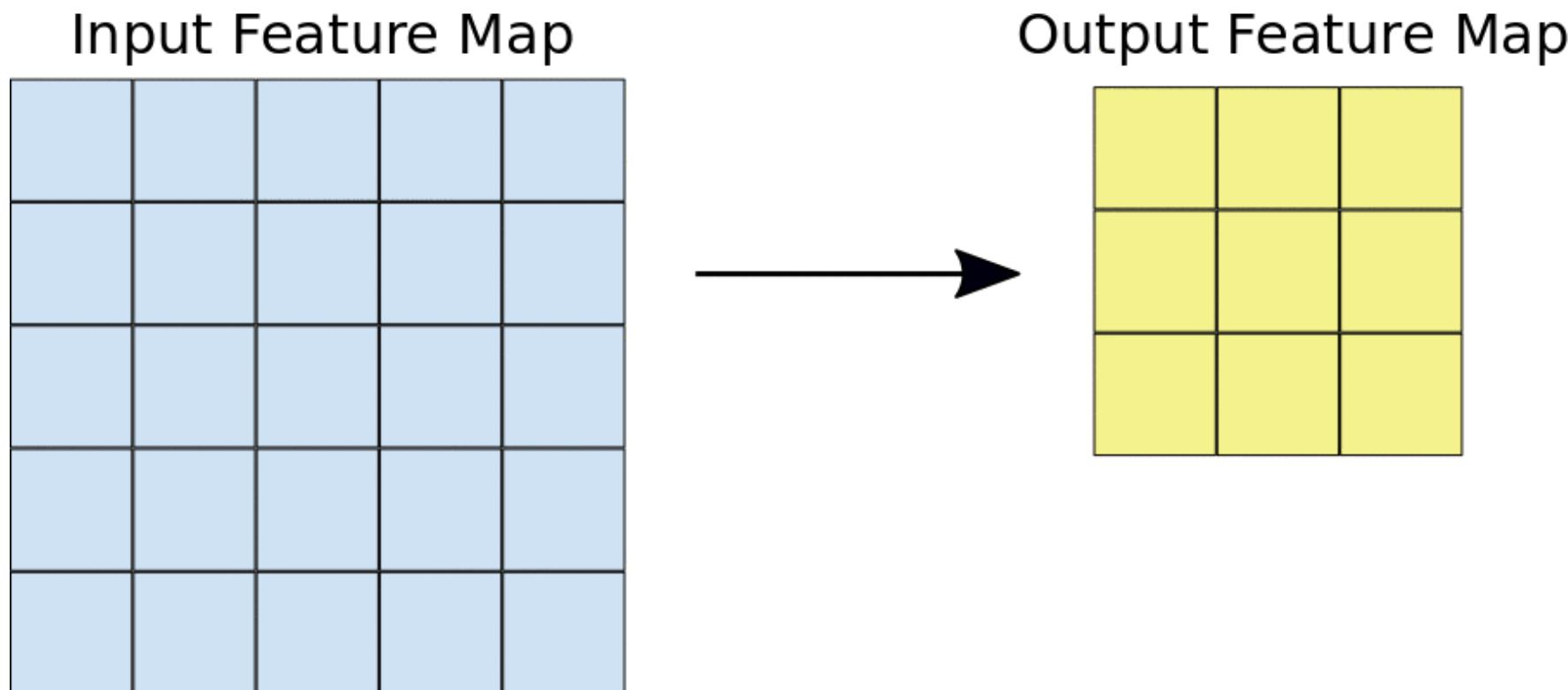
Neural Networks: CNN

- End-to-end structure of a convolutional neural network.



Neural Networks: CNN

- Convolution



Neural Networks: CNN

- Convolution

Input Feature Map

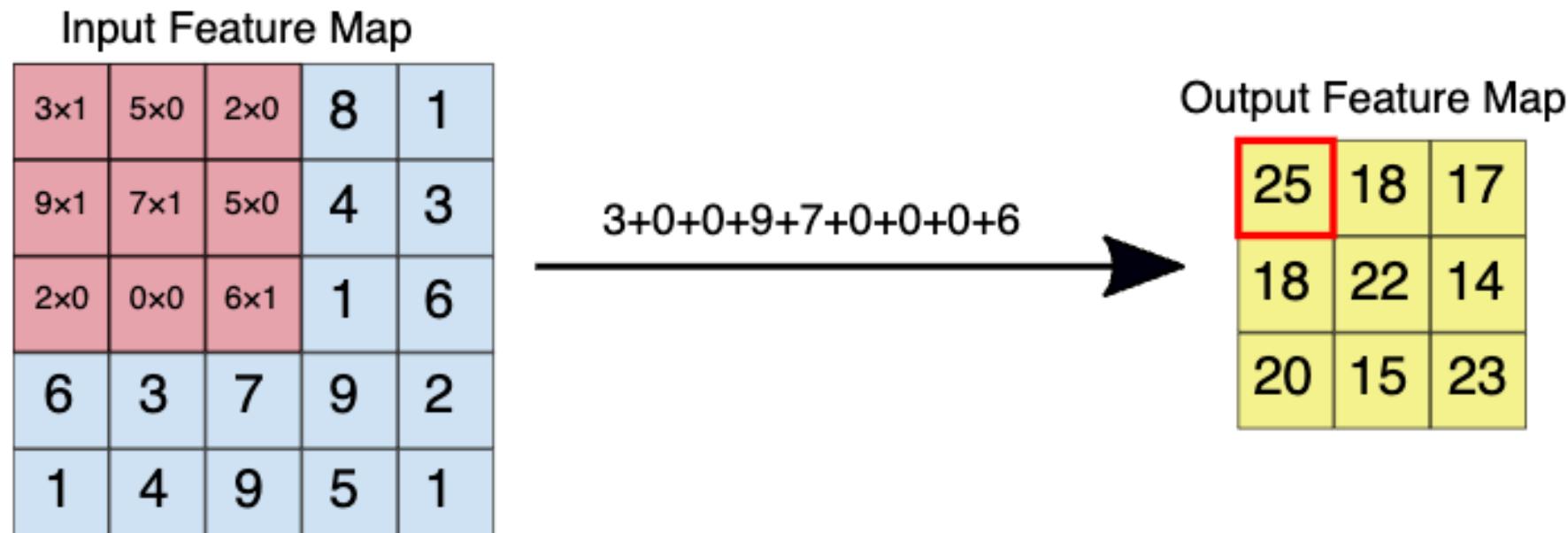
3	5	2	8	1
9	7	5	4	3
2	0	6	1	6
6	3	7	9	2
1	4	9	5	1

Convolutional Filter

1	0	0
1	1	0
0	0	1

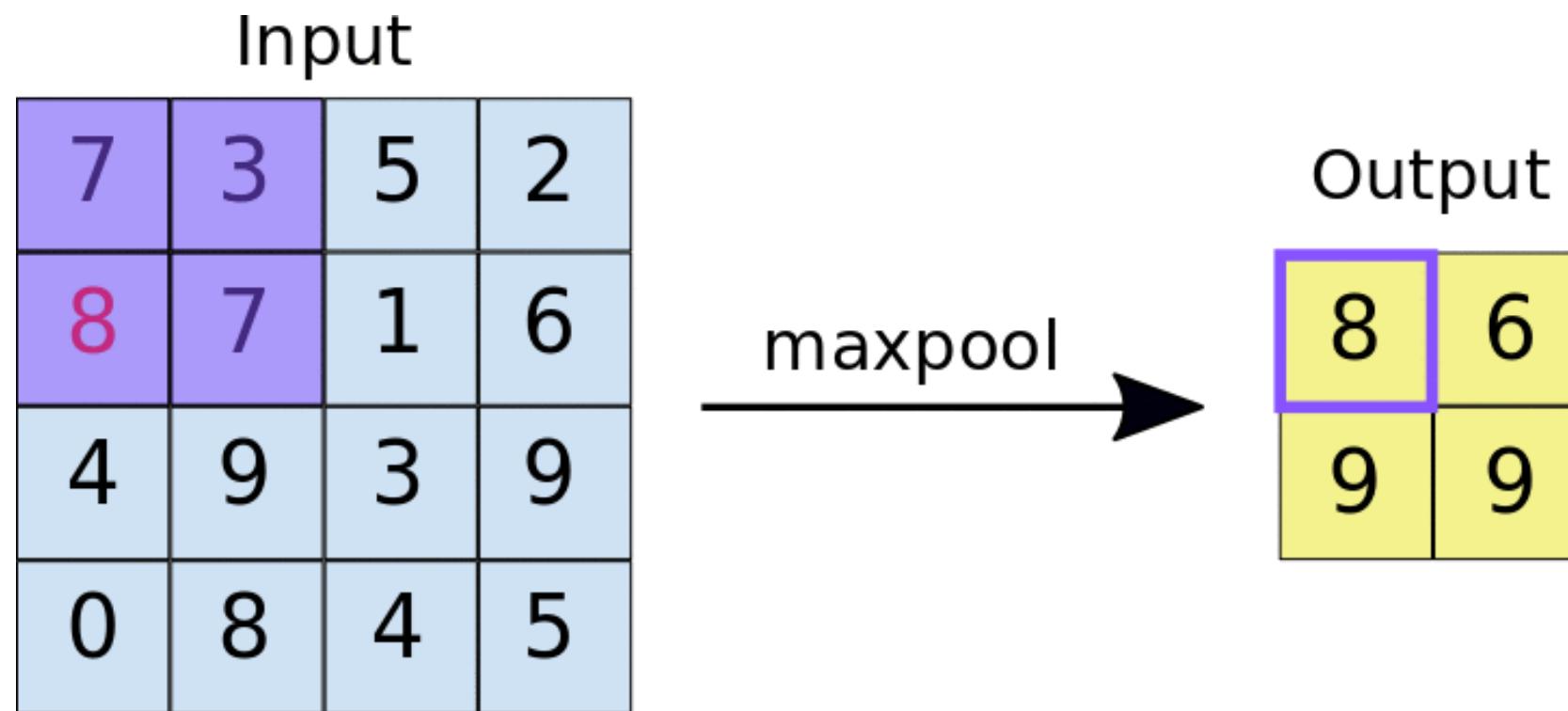
Neural Networks: CNN

- Convolution



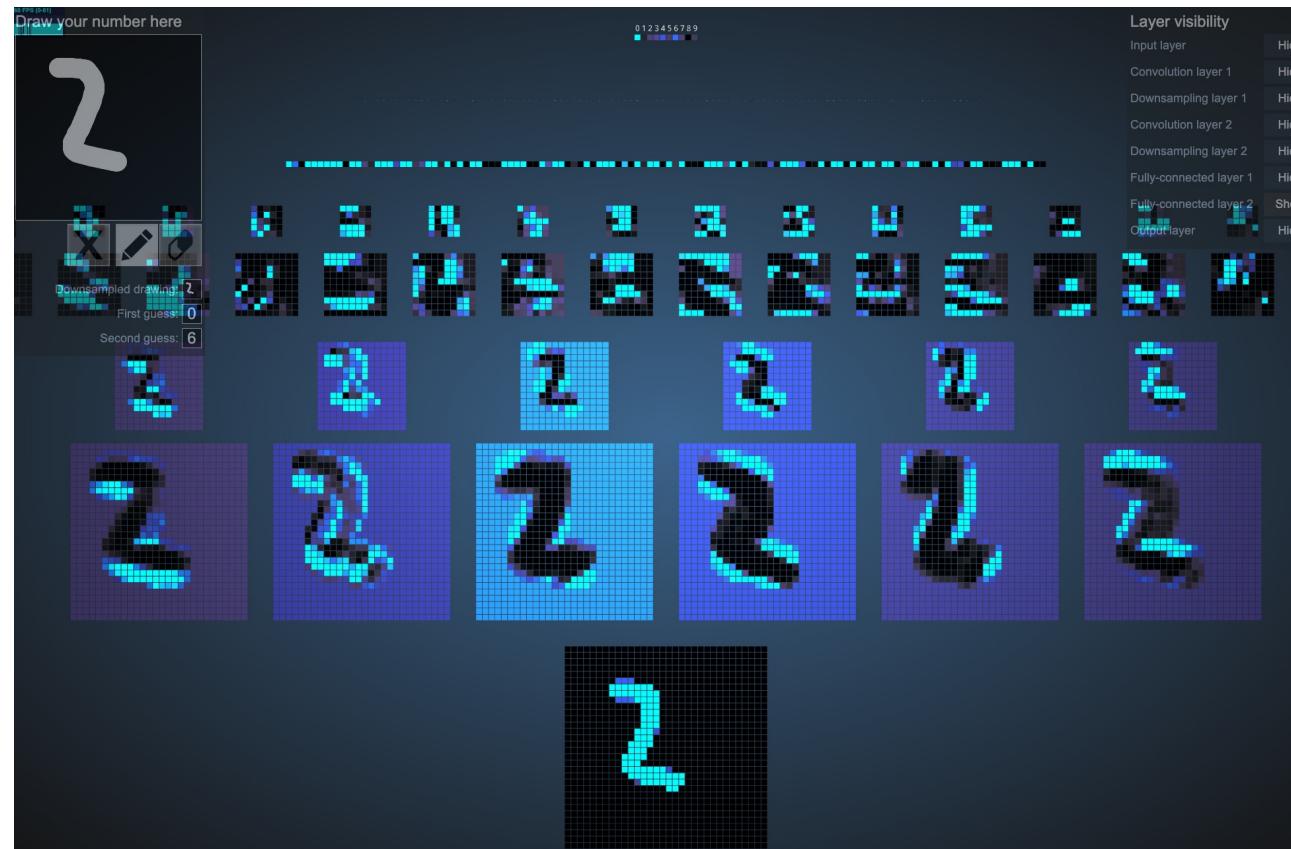
Neural Networks: CNN

- Convolution



Neural Networks: CNN

- 2D Convolutional neural network visualization



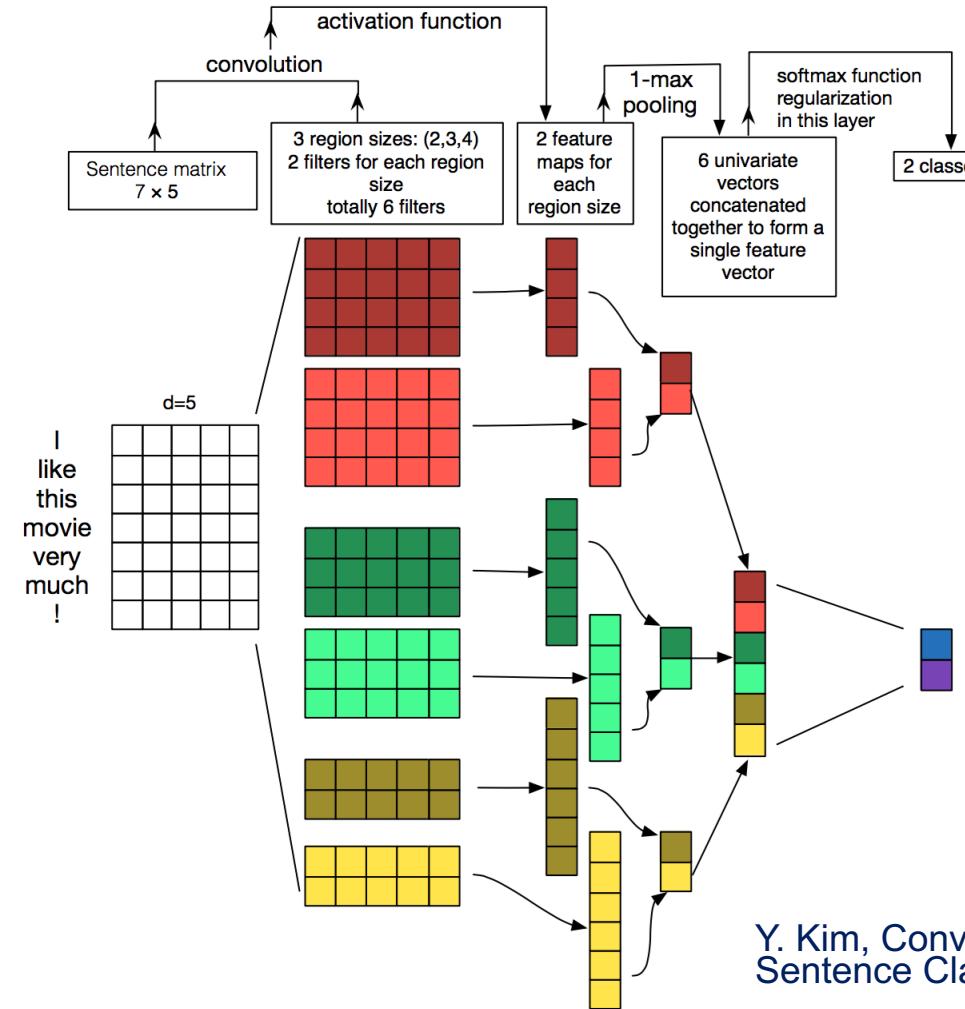
Neural Networks: CNN

A typical training procedure for a neural network is as follows:

- Define the neural network that has some learnable parameters (or weights)
- Iterate over a dataset of inputs
- Process input through the network
- Compute the loss (how far is the output from being correct)
- Propagate gradients back into the network's parameters
- Update the weights of the network, typically using a simple update rule: $\text{weight} = \text{weight} - \text{learning_rate} * \text{gradient}$

Neural Networks: CNN

- Sentiment Analysis
Method: CNN model



Reference

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- An Interactive Node-Link Visualization of Convolutional Neural Networks:
https://adamharley.com/nn_vis/