

# CS 6243, EE 4463, EE 5573

# Machine Learning

## INTRODUCTION

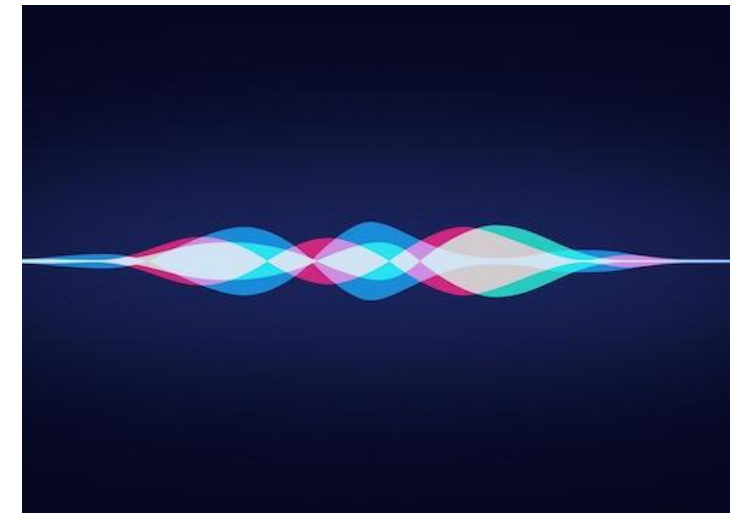
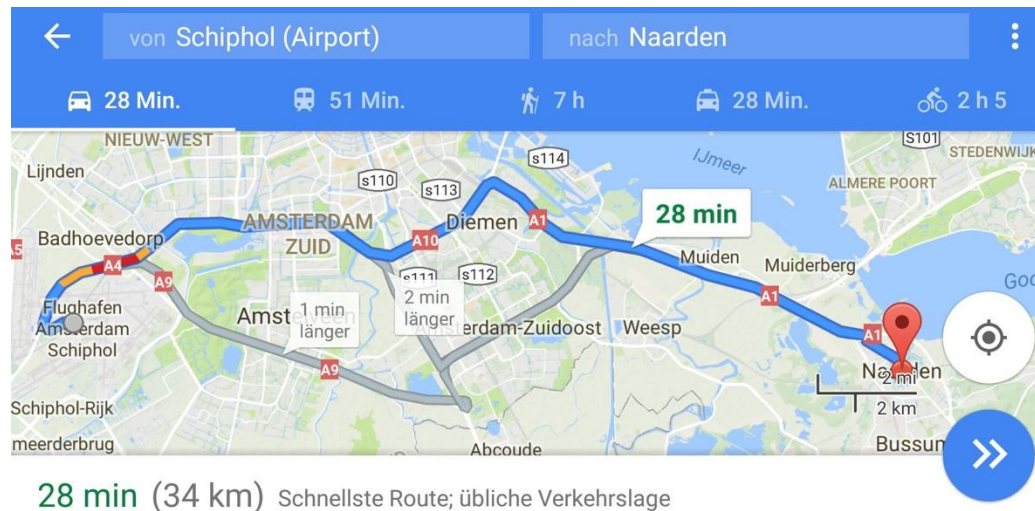
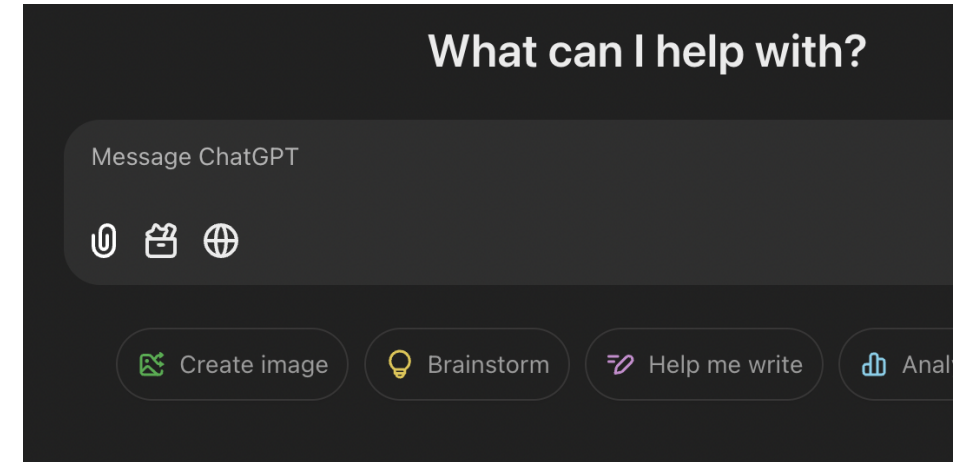
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# Artificial Intelligence

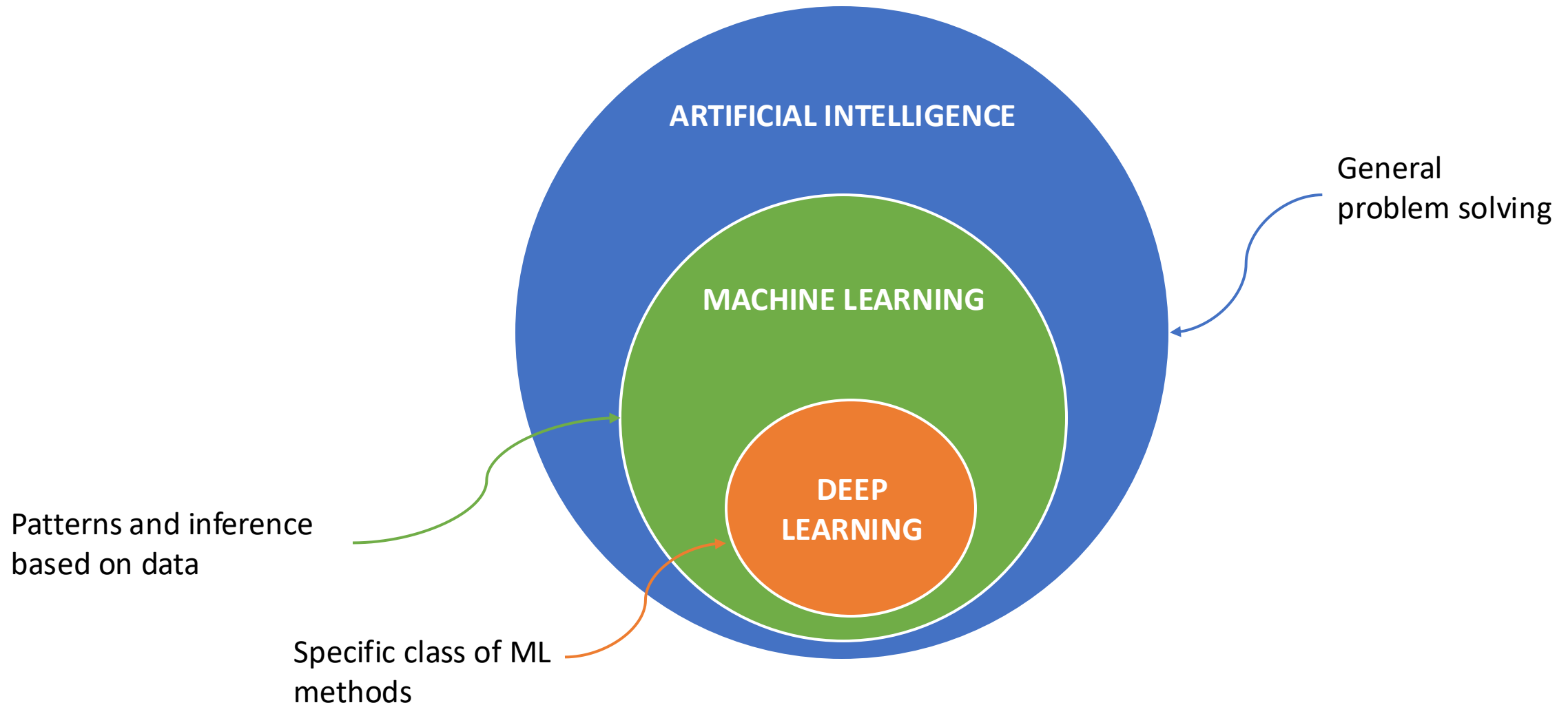


# Today AI is Everywhere

- ☐ Search
- ☐ Understand speech
- ☐ Create documents
- ☐ Autonomous Vehicles



**AI > ML > DL**



# Examples of AI that is not ML

## **Rule-Based Systems:**

- Uses manually programmed rules to make decisions.

## **Symbolic AI:**

- Based on symbolic reasoning and logic.
- Example: Chess-playing algorithms using exhaustive search and heuristics (e.g., Deep Blue).

## **Deterministic Pathfinding Algorithms:**

- Finds optimal solutions using predefined rules.
- Example: Dijkstra's algorithm for shortest path in navigation systems.

## **Classical Planning Algorithms:**

- Uses predefined rules to plan actions to achieve goals.
- Example: STRIPS (Stanford Research Institute Problem Solver).

## **Hardcoded Bots:**

- Pre-programmed bots with no learning capability.
- Example: Early chatbot systems.

## **Constraint-Satisfaction Problems (CSPs):**

- Solves problems based on predefined constraints and logic.
- Example: Sudoku solvers using backtracking algorithms.

# When to Use Traditional (Non-Deep) ML?

Deep learning relies on copious parameters to express extremely complex data models.

However:

**Not all data models are complex:** Some applications involve simple or even linear relationships between inputs and outputs. Examples: Predictive maintenance in energy systems, basic economic forecasting, or linear dose-response relationships in healthcare.

**Deep learning requires massive datasets:** The large number of parameters necessitates exponentially larger amounts of data to prevent overfitting. Many critical applications lack such data volume. Examples: Medical research with rare diseases, niche defense systems, or early-stage material discovery.

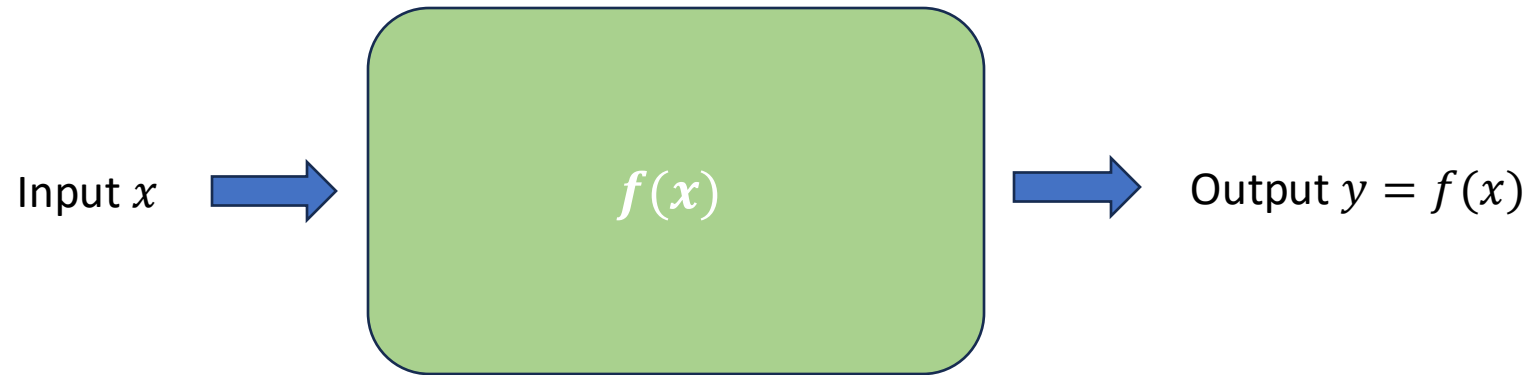
**Overkill for simpler tasks:** When simpler models can achieve comparable results with greater interpretability and efficiency. Examples: Fraud detection (finance), anomaly detection (energy), or small-scale clinical trials.

In these cases, traditional ML methods outperform deep learning in both practicality and effectiveness.

# What is ML?

ML is a **subset of AI** that focuses on **algorithms and statistical models** that enable machines to learn patterns from data and make predictions or decisions without being explicitly programmed for specific tasks.

# Supervised Machine Learning



Big Picture:

- ❑  $f(x)$  is unknown and sought-after.
- ❑ ML model typically estimates or mimics  $f(x)$ , given experience.



# Broad Classification of ML Problems

- Based on the type of examples/experience:
  - Supervised, Unsupervised, Semi-supervised
  - Reinforcement Learning
- Based on the type of output/task:
  - Regression, Classification
- Based on the type of model:
  - Generative, Discriminative
- Based on structure of assumed  $f$ :
  - Linear; Non-linear, including neural nets etc.

# Some Daily Applications

- **Personalized Recommendations:** Netflix, Spotify, and Amazon use ML to recommend movies, music, and products based on user behavior.
- **Smart Assistants:** Alexa, Siri, and Google Assistant rely on natural language processing (NLP) for voice recognition and response generation.
- **Spam Detection:** Email services like Gmail employ ML models to filter spam and phishing emails.
- **Facial Recognition:** Used in smartphones (Face ID) and social media platforms for tagging or security purposes.
- **Navigation:** Google Maps and Waze leverage ML to optimize routes, predict traffic, and suggest alternative paths.
- **Generative AI:** Tools like ChatGPT, Jasper, and Canva AI assist in daily content generation, writing, and communication tasks.

## Some Applications (cont'd)

- **Fraud Detection:** Banks utilize ML to identify unusual patterns in transactions for credit card fraud or money laundering.
- **Healthcare Diagnostics:** ML algorithms support early diagnosis of diseases such as diabetes, cancer, and retinal disorders through image analysis.
- **Predictive Maintenance:** Industries use ML to predict equipment failure in manufacturing, reducing downtime and maintenance costs.
- **Customer Sentiment Analysis:** NLP models analyze reviews, social media posts, and feedback to gauge customer sentiment.
- **Dynamic Pricing:** E-commerce and airlines adjust prices in real-time based on demand and market trends using ML.
- **Drug Discovery:** ML models like AlphaFold predict protein folding, accelerating drug discovery and personalized medicine.
- **Cybersecurity:** Advanced anomaly detection models secure systems against evolving cyber threats, including zero-day exploits.
- **Digital Twins:** ML powers virtual replicas of physical systems for optimization in fields like aerospace and smart cities.

# Some ML Challenges

- **Data Quality and Availability:** High-quality, unbiased, and labeled data is critical for reliable ML models.
- **Bias and Fairness:** Ensuring models and data do not perpetuate or amplify societal biases.
- **Model Interpretability:** Creating explainable models for trust in high-stakes fields like healthcare and finance.
- **Privacy Concerns:** Safeguarding sensitive data while complying with privacy regulations (e.g., GDPR, HIPAA).
- **Scalability:** Designing algorithms to handle massive datasets and real-time processing demands.
- **Energy Efficiency:** Reducing the computational and environmental costs of large-scale model training and deployment.
- **Robustness to Adversarial Attacks:** Building models resilient to deliberate inputs designed to mislead.
- **Domain Generalization:** Ensuring models perform well on new or shifted data distributions beyond training datasets.
- **Ethical Use of Generative AI:** Preventing misuse of tools like deepfakes and synthetic media for harm.

# Supervised Learning

Definition: Learns a mapping function from labeled input-output pairs to predict outputs for unseen inputs.

Structure: Data is organized with corresponding inputs and outputs.

Process: The model identifies patterns and relationships between inputs and outputs.

Nature: Predictive.

Types of Problems: Classification, Regression

Examples: Spam email detection, Face recognition, Medical diagnosis

# Unsupervised Learning

Definition: Learns patterns and structures from unlabeled data without predefined outputs

Structure: Data is provided without corresponding outputs

Process: The model identifies inherent relationships, clusters, or structures within the data

Nature: Descriptive or exploratory

Types of Problems: E.g., Clustering, dimensionality reduction, denoising, feature extraction

Examples: Customer clustering, anomaly detection, stock data compression

Difference between supervised and unsupervised: Supervised learning uses labeled data to map inputs to outputs for prediction; unsupervised learning uses unlabeled data to discover patterns or structures without predefined outputs.

# Semi-Supervised Learning

Definition: Learns through trial and error by interacting with an environment to maximize cumulative rewards.

Structure: No labeled input-output pairs; the agent learns by receiving feedback (rewards or penalties) based on its actions.

Process: The model explores actions, evaluates outcomes, and adjusts strategies to optimize long-term rewards.

Nature: Goal-oriented and adaptive.

Types of Problems: Sequential decision-making, Control optimization, Game strategy

Examples: Game-playing AI (e.g., AlphaGo), Robotics for task automation, Dynamic pricing and bidding systems

# Reinforcement Learning

Definition: Combines a small amount of labeled data with a large amount of unlabeled data to improve learning accuracy.

Structure: Data includes both labeled and unlabeled examples.

Process: The model leverages labeled data to infer patterns and extend learning to unlabeled data.

Nature: Predictive and exploratory.

Types of Problems: Classification, Regression

Examples: Text classification with limited labeled documents, Image recognition with partially labeled datasets, Medical diagnosis with a small number of annotated cases

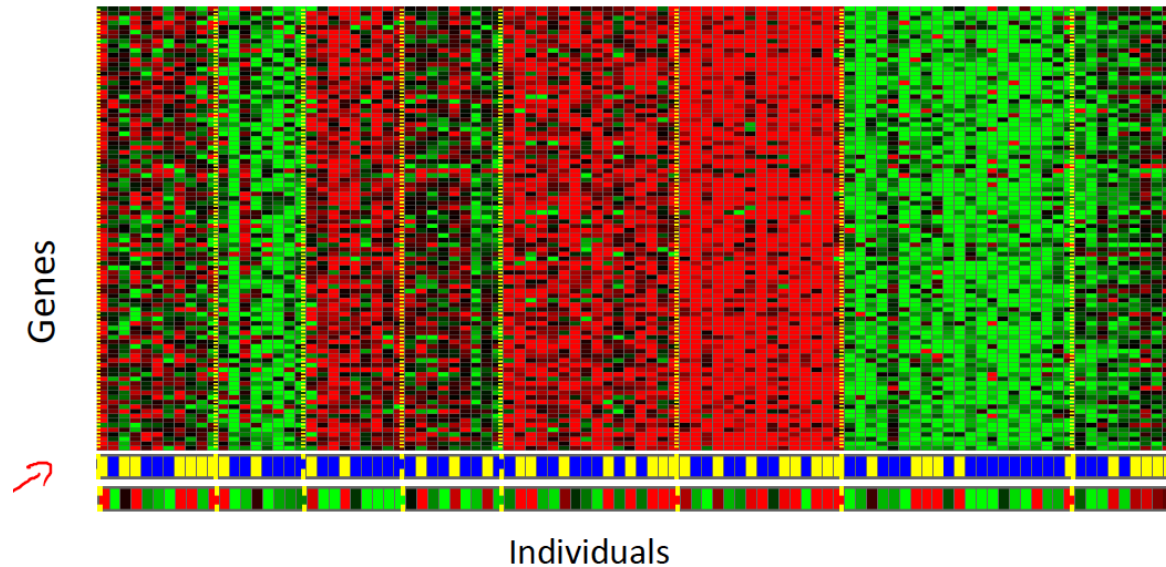
Difference with supervised learning: RL optimizes rewards through interaction with an environment, using delayed feedback; SL minimizes a loss function using immediate feedback from labeled input-output pairs (outputs are used to form a loss that serves as immediate feedback)



# SL: Classification Problems

- **Input:** Any type of data.
- **Output:** A discrete class label.
- **Engineer's Role:**
  - Design model structure and define learnable parameters.
  - Determine the algorithm for training the model's parameters.
  - Provide labeled input-output examples (training data).
- **Machine's Role:**
  - Use the provided data and algorithm to train model parameters.
- **Goal:** For unseen data, predict outputs from inputs as accurately as possible.
- **Modes of Operation:**
  - Training: Learn parameters from labeled data.
  - Testing: Evaluate performance on unseen data.

# Examples



Classify a tissue sample into one of several cancer classes, based on a gene expression profile.



Handwritten digit classification.

# SL: Regression Problems

- **Input:** Any type of data.
- **Output:** A continuous value.
- **Engineer's Role:**
  - Design model structure and define learnable parameters.
  - Determine the algorithm for training the model's parameters.
  - Provide labeled input-output examples (training data).
- **Machine's Role:**
  - Train model parameters using examples and the prescribed algorithm.
- **Goal:** Accurately predict continuous values for unseen inputs.
- **Modes of Operation:**
  - **Training:** Learn parameters from labeled data.
  - **Testing:** Evaluate performance on unseen data.

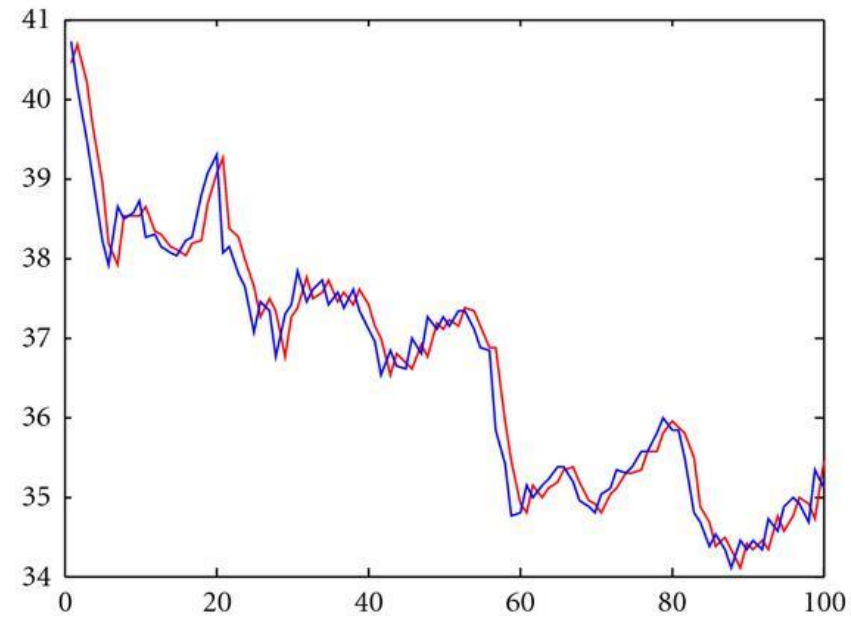
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# SL: Classification vs Regression

- **Output:**
  - **Classification:** Predicts discrete (categorical) values with a limited number of possible outputs.
  - **Regression:** Predicts continuous values, though practically discrete due to finite numerical precision, with a larger range and higher resolution.
- **Key Insight:** Continuous values do not exist in computation; all outputs are discrete due to the limits of digital precision. Regression treats outputs as continuous within numerical precision. Classification: Operates on far fewer output options, often categorical rather than numerical.
- **Loss Function:** Different loss functions are required due to differences in output types (e.g., categorical for classification, numerical for regression).

# Example

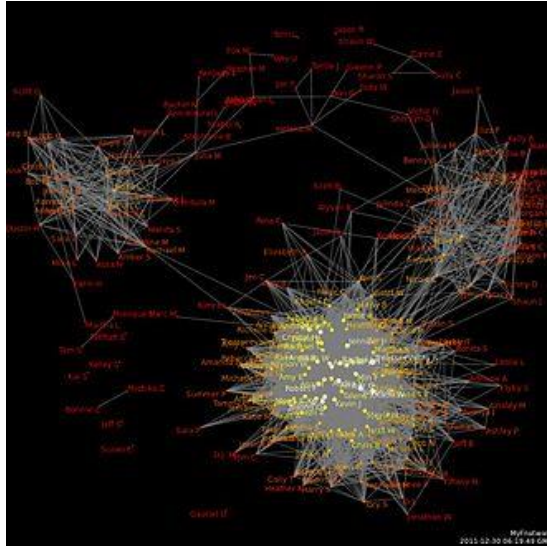


Stock value prediction, house price prediction, etc.

# UL: Clustering Problems

- **Input:** Any data collection.
- **Output:** Groups (clusters) of similar data points.
- **Engineer's Role:**
  - Define a measure of similarity between data points (e.g., Euclidean distance).
  - Select the algorithm for clustering (e.g., k-means, hierarchical).
- **Machine's Role:** Apply the algorithm to the data and form clusters based on the similarity measure.
- **Goal:** Group data points into clusters that maximize similarity within groups and minimize similarity across groups.

# Examples



Social network analysis.



Image segmentation and for vegetation identification.



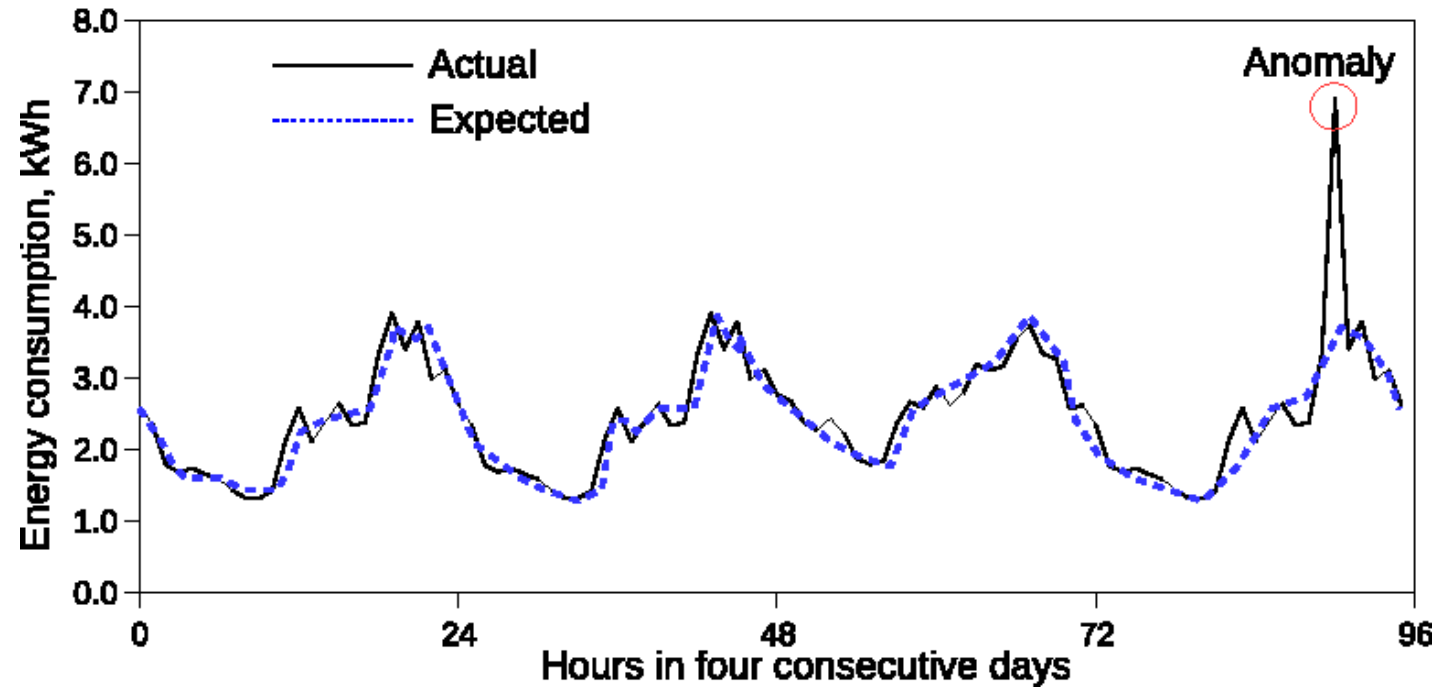
Organize computer clusters.



# UL: Anomaly Detection

- **Input:** Any data collection.
- **Output:** Data points that deviate significantly from the norm (anomalies).
- **Engineer's Role:**
  - Define measures of conformity to identify normal data points.
  - Select the algorithm to test conformity and detect anomalies.
- **Machine's Role:** Apply the algorithm to the data and flag anomalies based on the conformity measures.
- **Goal:** Identify and isolate data points that differ significantly from expected patterns.

# Examples



Anomaly detection in power grid data.

# RL

- **Input:** An environment with states and possible actions.
- **Output:** A policy (strategy) that maximizes cumulative rewards over time.
- **Engineer's Role:**
  - Define the environment, state space, actions, and reward structure.
  - Select the algorithm to optimize the agent's decision-making (e.g., Q-learning, policy gradient).
- **Machine's Role:** Interact with the environment, learn from rewards/penalties, and refine the policy to maximize long-term rewards.
- **Goal:** Enable the agent to make optimal decisions in an environment through exploration and learning.

# This Course

Scope of course:

- **Foundations and Core Approaches and Methods of ML**

Course Objectives:

- Solidify mathematical foundations of ML.
- Understand the principles, problems, and inner workings of ML methods.
- Implement ML methods and conduct numerical experiments.
- Test and compare between ML configurations.
- Identify challenges and potential solutions.

# Our Scope

## STATE-OF-THE-ART DEEP LEARNING

- Advanced frameworks: TensorFlow, PyTorch, Scikit-learn, specialized libraries.
- Latest advancements in deep learning: Transformer models, GANs, diffusion models.
- Scalable and data-intensive methodologies for large-scale applications.
- Custom solutions tailored for domain-specific and industrial applications.

Covered by courses: CS 6283 Deep Learning, CS 6313 Deep Reinforcement Learning, EE 5553 Deep Learning

## CORE MACHINE LEARNING APPROACHES AND METHODS

- Supervised Learning: Regression, classification.
- Unsupervised Learning: Clustering, dimensionality reduction, anomaly detection.
- Reinforcement Learning: Policy optimization, reward-driven learning, game theory.
- Model Evaluation and Generalization: Metrics, cross-validation, regularization techniques.

## FOUNDATIONS

- Mathematical Foundations: Linear Algebra, Statistics and Probability, Multivariate Calculus, Numerical and Stochastic Optimization Methods
- Programming Foundations: Algorithmic thinking and problem-solving, Python, libraries (NumPy, Pandas), and basic programming principles

# Necessary Background

The following background is necessary for this course:

- **Linear algebra (intermediate)**
  - In particular: matrix and vector operations (e.g., addition, multiplication, inner/outer product product), inversion, decompositions, trace, norms
- **Calculus (intermediate)**
  - In particular: derivatives
- **Probability and Random Variables (intermediate-strong)**
  - In particular: probability theory, Bayes, random variable distributions (Gaussian, uniform) and sample statistics (mean, variance, covariance, correlation, independence)
- **Programming (basic)**
  - Ideally python

**If you lack this background, the course will be hard to follow.**

If you have questions/doubts, please contact me.

# Refresh your Memory

Examples of material you can study to refresh your memory. You can use any other source of your choice.

## **Linear Algebra:**

- Introduction to Applied Linear Algebra, S. Boyd, L. Vandenberghe, <https://web.stanford.edu/~boyd/vmls/>
- Chapters 1, 3, 5, 6, 8, 10, 11.1-2

## **Probability:**

- Introduction to Probability for Data Science, S. H. Chan, <https://probability4datascience.com/>
- Chapters 1-6.

## **Calculus:**

- Convex Optimization, S. P. Boyd, L. Vandenberghe, <https://stanford.edu/~boyd/cvxbook/>
- Chapter A.4

## **Programming:**

- Python (<https://wiki.python.org/moin/BeginnersGuide>); numpy (<https://numpy.org/>); pandas (<https://pandas.pydata.org/>)

## Related Announcements

**Research Experiences for Undergraduates (REU) Course:** EE-4913 Signal Processing and ML

**NSF-Sponsored AI Spring School:** <https://ai.utsa.edu/ai-spring-school-2025/>