Supervised/Unsupervised/Reinforcement Learning

Pawel Wocjan

University of Central Florida

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Sources for Slides

- I have used the machine learning materials from Google
  `https://developers.google.com/machine-learning/problem-framing/cases`
  for the overview of machine learning.

Common ML Problems

- In basic terms, ML is the process of training a model to make useful predictions using a data set.
- This predictive model can then make predictions about previously unseen data.

Common ML Problems

- Machine learning is often said to have two paradigms: supervised and unsupervised learning.
- However, it is more accurate to say that most practical problems fall along a spectrum of supervised and unsupervised learning.

Supervised Learning

- Supervised learning is a type of ML where the model is provided with labeled training data. But what does that mean?
- For example, suppose you are an amateur botanist determined to differentiate between two species of the Lilliputian plant genus (a completely made-up plant).
- The two species look pretty similar. Fortunately, a botanist has put together a data set of Lilliputian plants she found in the wild along with their species name.

Supervised Learning

- Here's a snippet of that data set:

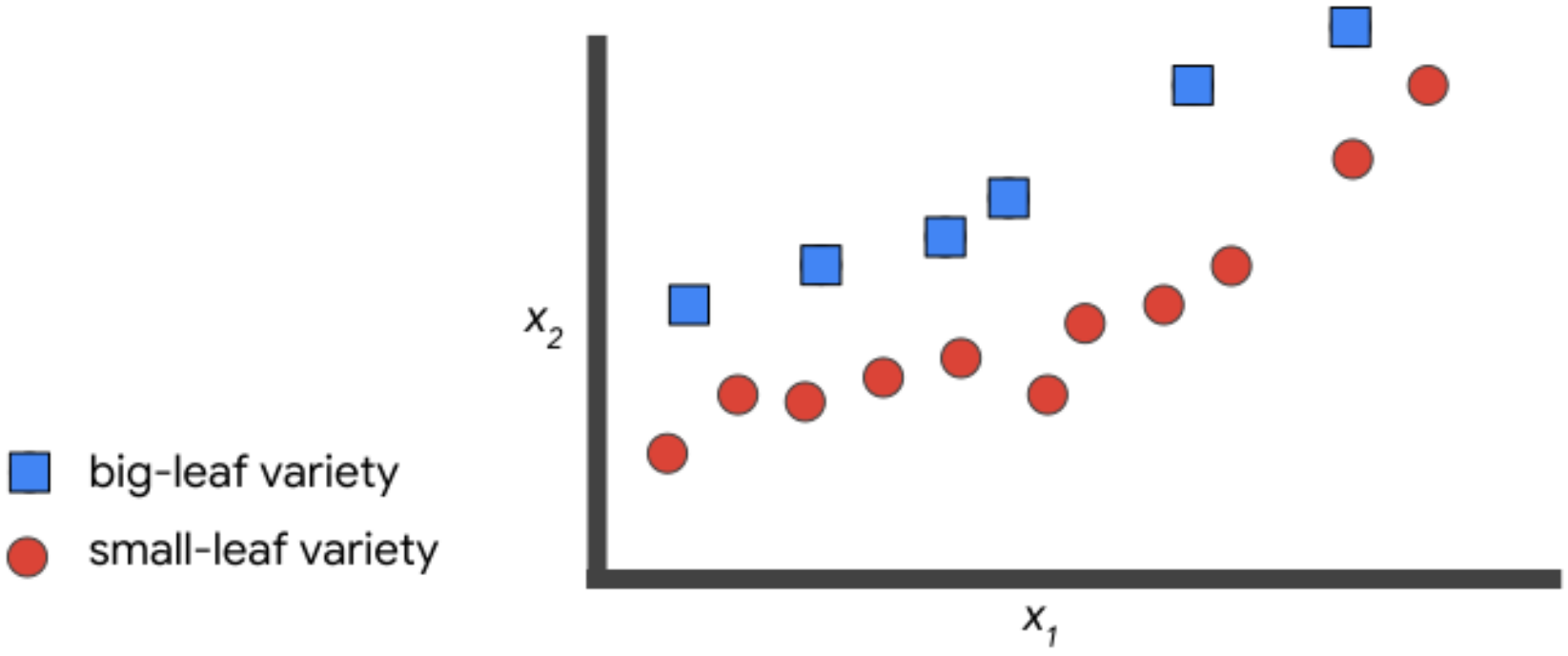
Leaf Width	Leaf Length	Species
2.7	4.9	small-leaf
3.2	5.5	big-leaf
2.9	5.1	small-leaf
3.4	6.8	big-leaf

Supervised Learning

- Leaf width and leaf length are the features, while the species is the label.
- A real life botanical data set would probably contain far more features (including descriptions of flowers, blooming times, arrangement of leaves) but still have only one label.
- Features are measurements or descriptions; the label is essentially the "answer."
- For example, the goal of the data set is to help other botanists answer the question, "Which species is this plant?"
- This data set consists of only four examples. A real life data set would likely contain vastly more examples.

Supervised Learning

- Suppose we graph the leaf width and leaf length and then color-code the species.

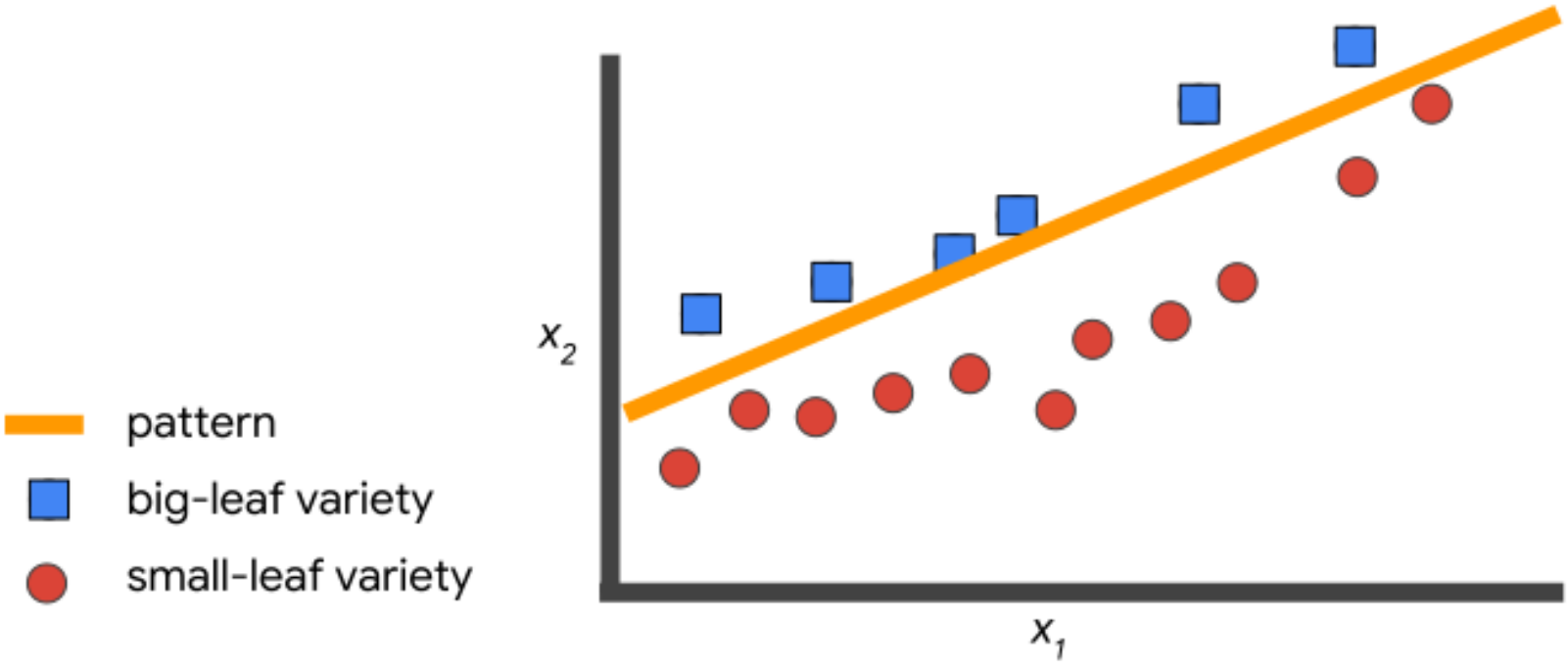


Supervised Learning

- In supervised machine learning, you feed the features and their corresponding labels into an algorithm in a process called training.
- During training, the algorithm gradually determines the relationship between features and their corresponding labels. This relationship is called the model.
- Often times in machine learning, the model is very complex.

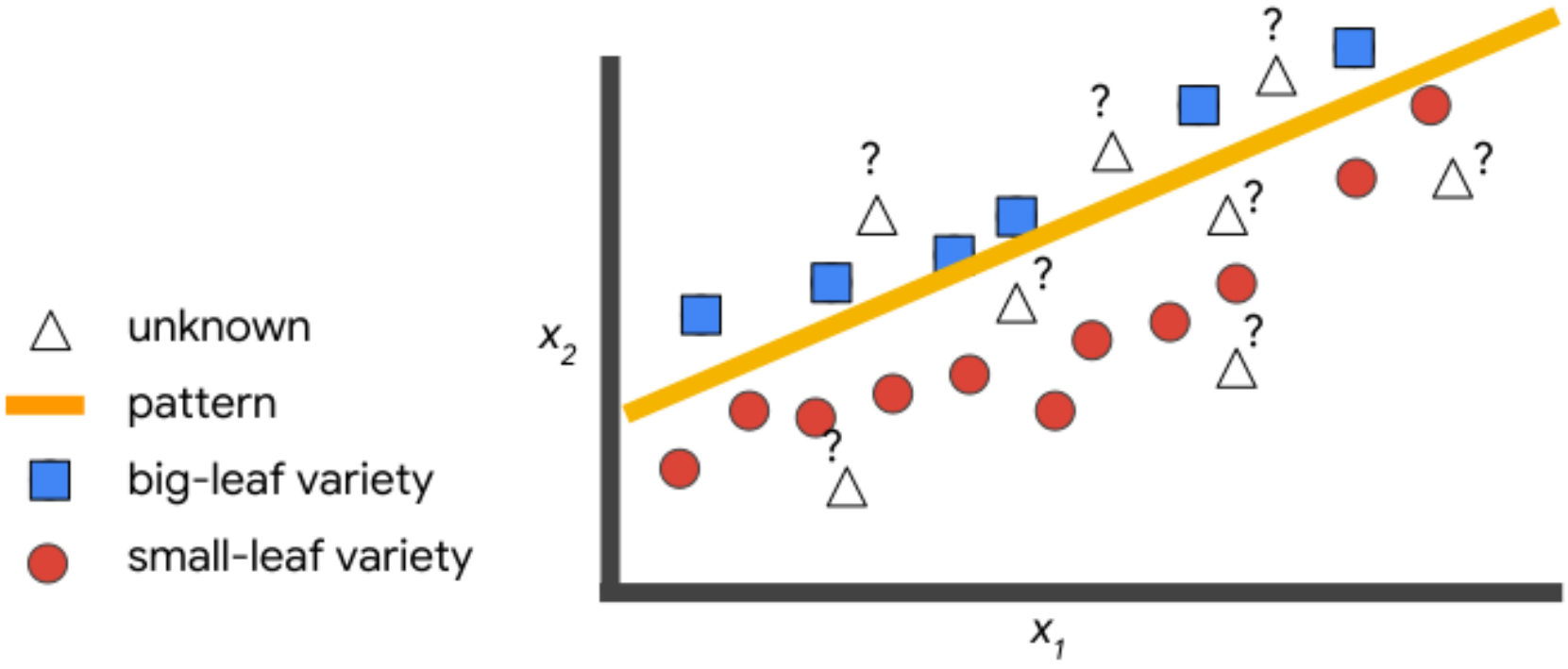
Supervised Learning

- However, suppose that this model can be represented as a line that separates big-leaf from small-leaf:



Supervised Learning

- Now that a model exists, you can use that model to classify new plants that you find in the jungle. For example:



Supervised Learning

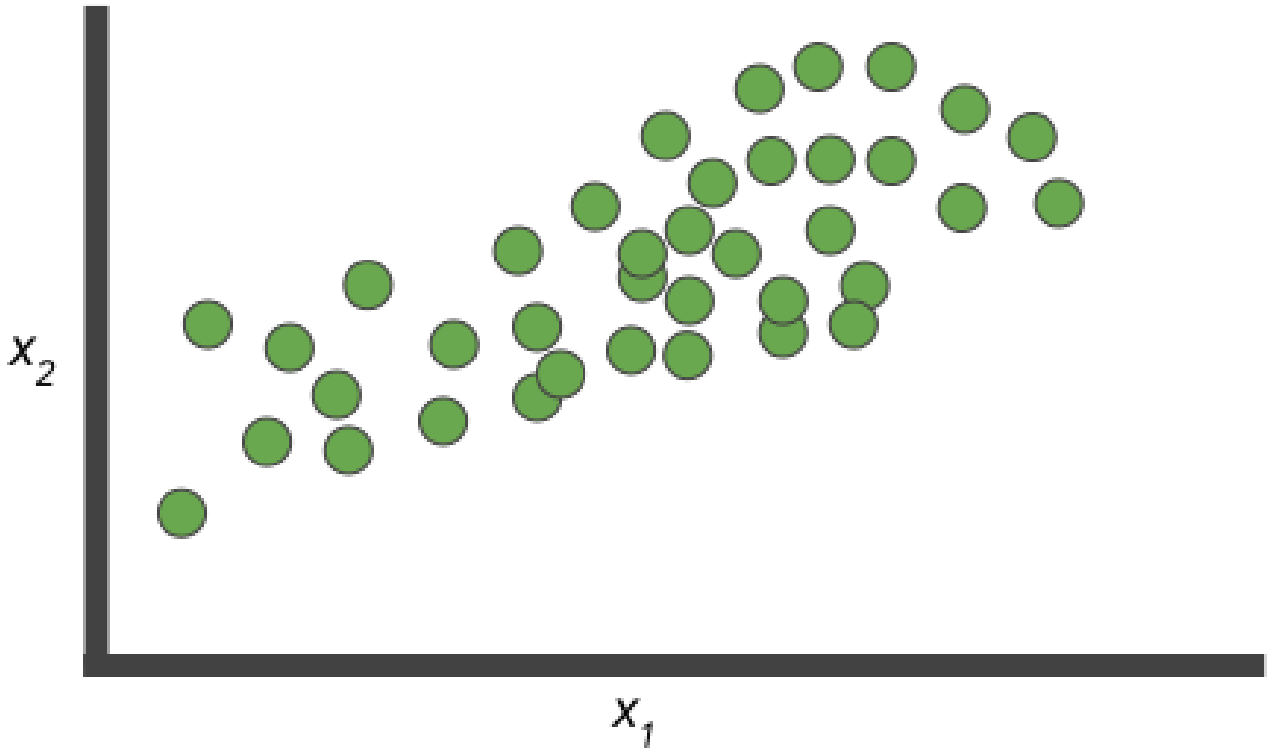
- To tie it all together, supervised machine learning finds patterns between data and labels that can be expressed mathematically as functions.
- Given an input feature, you are telling the system what the expected output label is, thus you are supervising the training. The ML system will learn patterns on this labeled data.
- In the future, the ML system will use these patterns to make predictions on data that it did not see during training.

Unsupervised Learning

- In unsupervised learning, the goal is to identify meaningful patterns in the data.
- To accomplish this, the machine must learn from an unlabeled data set.
- In other words, the model has no hints how to categorize each piece of data and must infer its own rules for doing so.

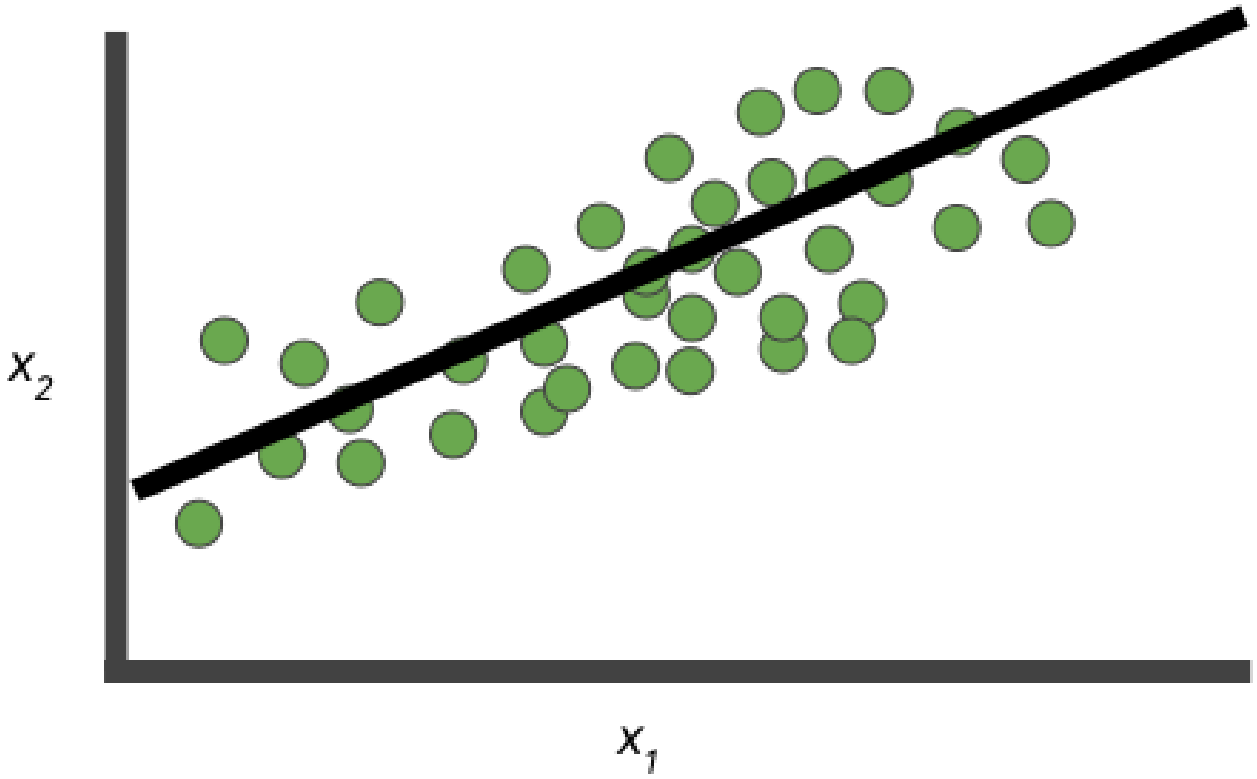
Unsupervised Learning

- All the examples are the same shape because we don't have labels to differentiate between examples of one type or another here:



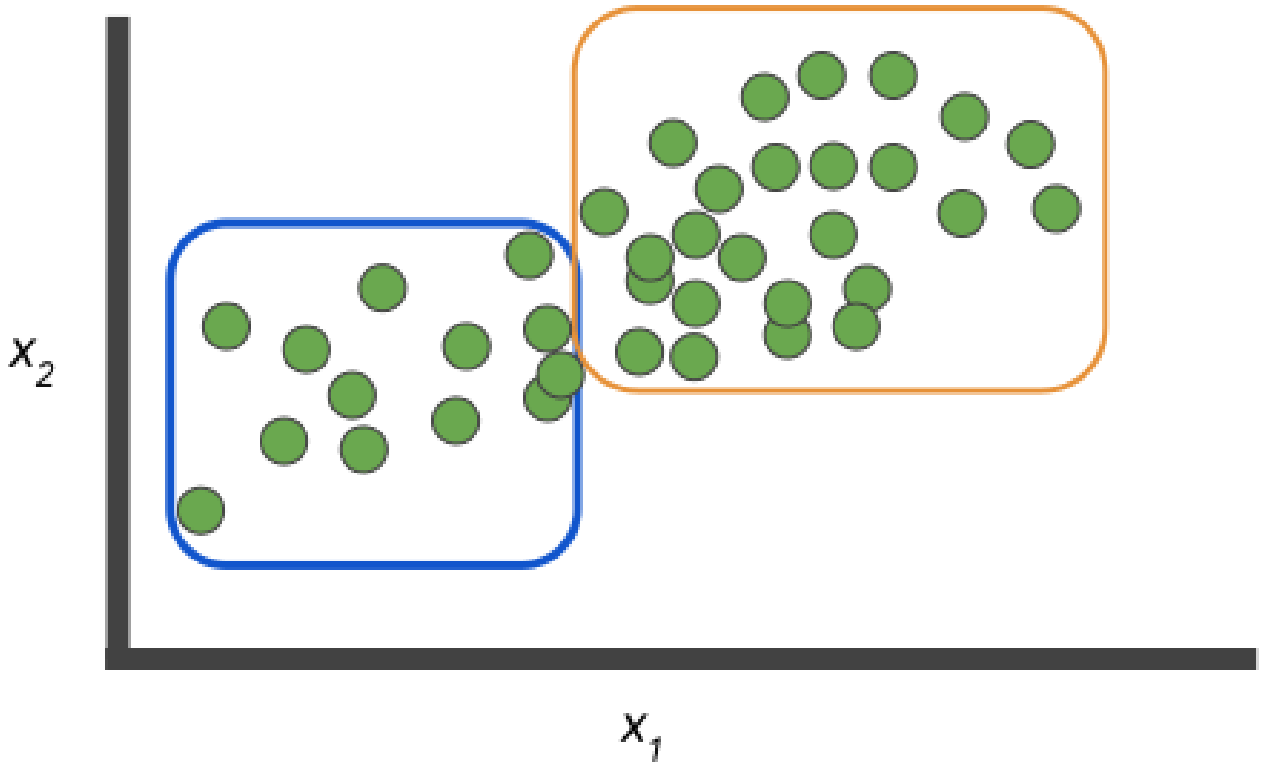
Unsupervised Learning

- Fitting a line to unlabeled points isn't helpful. We still end up with examples of the same shape on both sides of the line.



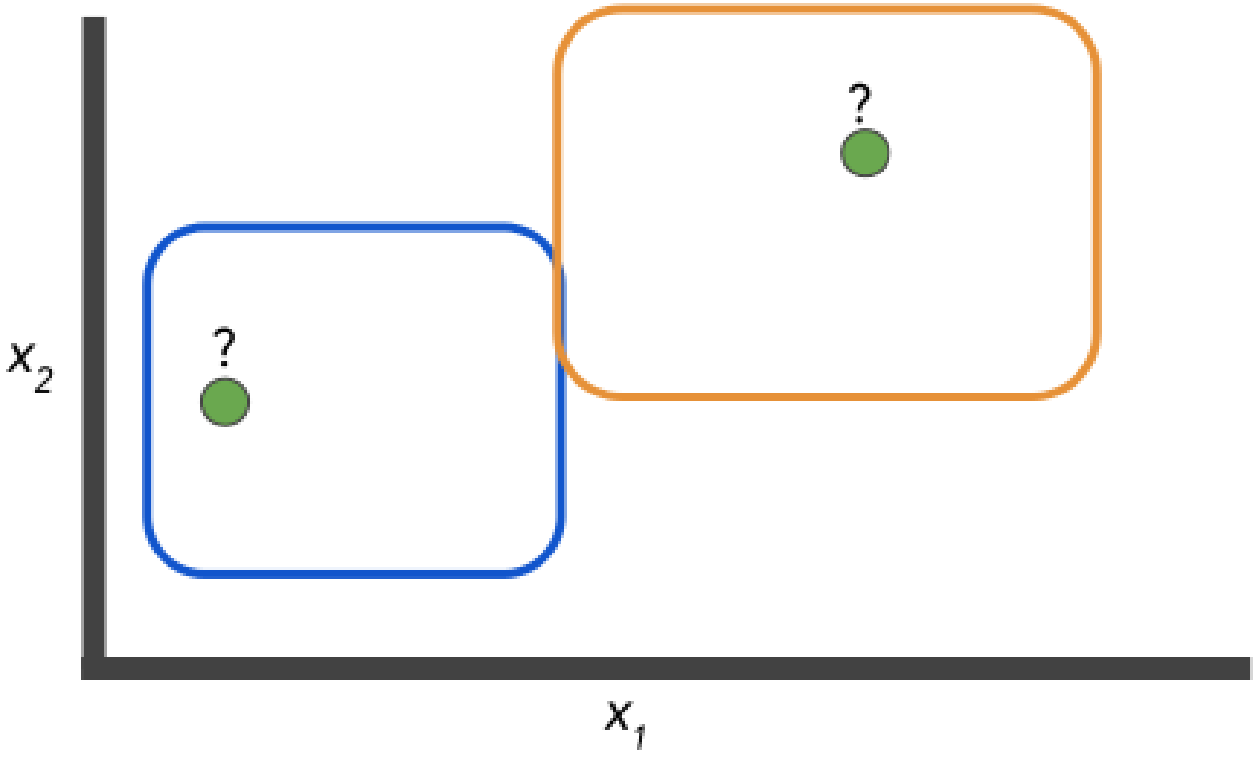
Unsupervised Learning

- Here, we have two clusters. What do these clusters represent? It can be difficult to say.



Unsupervised Learning

- However, when new data arrives, we can categorize it pretty easily, assuming it fits into a known cluster.

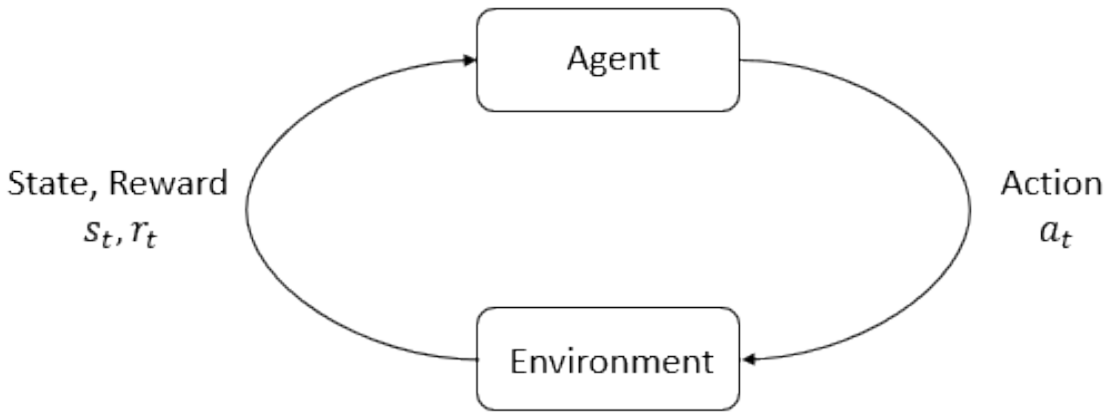


Reinforcement Learning

- An additional branch of machine learning is reinforcement learning (RL).
- In RL you don't collect examples with labels.
- Imagine you want to teach a machine to play a very basic video game and never lose.
- You set up the model (often called an agent in RL) with the game, and you tell the model not to get a "game over" screen.

Reinforcement Learning

- At time step t, the agent is in state s_t, takes action a_t, receives reward r_t, and transitions into state s_{t+1}.



Reinforcement Learning

- The state s_t describes the agent's knowledge of the world.
- For instance, the visual input from a camera and the positions of the joints of a robot.
- The agent has to learn which actions to take so as to maximize the total reward.
- For instance, a robot has to learn how to grasp and manipulate an object as fast as possible.

Reinforcement Learning

- You also need to provide a way for the agent to interact with the game to produce data.
- This means either building a physical agent that can interact with the real world or a virtual agent and a virtual world, either of which is a big challenge.

Reinforcement Learning

https://gym.openai.com/

https://unity3d.com/machine-learning

https://openai.com/blog/openai-five/

https://deepmind.com/blog/article/

AlphaStar-Grandmaster-level-in-StarCraft-II-using-multi-agent-reinforcement-learning

https://openai.com/blog/emergent-tool-use/