# Datascience 3.0 Introduction to Machine learning in Python

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# About Machine learning

- ► Field of Artificial Intelligence
- Very active research field today
- ► Has acomplished amazing results
- ▶ Built on multiple mathematical disciplines

### About Machine learning

### Famous definition by Tom M. Mitchell

► A computer program is said to learn from **experience E** with respect to some class of **tasks T** and **performance measure P** if its performance at tasks in T, as measured by P, improves with **experience E** 

### What is the goal of Machine learning?

- ▶ To create models able to generalize
- ▶ To give a theoretical base of generalization
- ▶ To solve a whole class of problems difficult for deterministic algorithms

### Some result of Machine learning

- ▶ 1992 TD-Gammon, computer program develoepd by Gerald Tesauro able to play backgammon
- ▶ 2011 IBM's Watson wins in quiz Jeopardy!
- ▶ 2012 Google X creates system able to recognize cats on video recordings
- ▶ 2015 Classification error for images reduced to 3.6% (5-10% is the error made by humans)
- ▶ 2016 Google creates AlphaGo, agent able to play Go who beats the world champion 4:1
- ▶ 2017 AlphaGo plays against its 2016 version and wins 100/100 games

# Applications of Machine learning

- Autonomous driving
- Bioinformatics
- Social networks
- Algorithm porfolio
- Playing video games
- Image classification
- Recognizing handwritting
- Natural language processing
- ► Generating optimization algorithms [Andrychowicz et al., 2016]
- Generating images

- Computer vision
- Detecting credit card frauds
- Data mining
- Medical assistance and assesment
- Marketing
- Targeted marketing
- Controlling robots
- Economy
- Speach recognition
- ► Recommendation systems



# But why is it so successful and popular today?

- ► There is serious amount of mathematics behind [Murphy, 2012, Bishop, 2006, Hastie et al., 2001, Shalev-Shwartz and Ben-David, 2014, Vapnik, 1995]
- ► Today we have big amounts of data
- ▶ We also have graphical cards with thousands of processors
  - ► They allow us to get extremely high levels of parallelization
- Industry and academia complement each other
  - Our meeting here today is the evidence of that :)

# Types of machine learning

- Supervised learning
- Unsupervised learning
- ► Reinforcement learning

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### Supervised learning

- ► Our main focus today
- ▶ We are given attributes  $x_1, x_2, ...x_n$
- ▶ Using them, we need to predict target variable *y*
- We want to create a model that will approximate  $f(x_1, x_2, ..., x_n) = y$
- ▶ So we need to create a function  $f \approx f$

### Regression

- ► Target variable *y* is continuous
- ▶ Trying to predict temperature (y) using pressure (x)

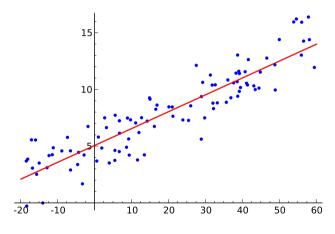


Figure: Linear regression (wikipedia)

### Classification

- ► Target variable *y* is discreete
- ▶ Trying to predict gender (y) using weight  $(x_1)$  and height  $(x_2)$

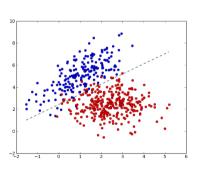


Figure: Classification example 1

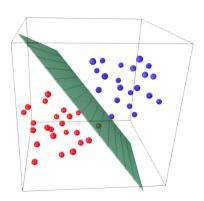


Figure: Classification example 2 (Sachin Joglekar's blog)

### Linear regression

▶ We construct the model in the following form:

$$f_w(x) = w_0 + w_1 x_1 + w_2 x_2 + ... + w_n x_n$$
  
 $f_w(x) = w_0 + \sum_{i=1}^n w_i x_i$ 

▶ We calculate model accuracy using the following formula¹:

Loss(w) = 
$$\frac{1}{N} \sum_{i=1}^{N} (y_i - f_w(x_i))^2$$



<sup>&</sup>lt;sup>1</sup>Which is usually called *Mean squared error* 

# Linear regression - minimization problem

- ▶ We have lots of different models
- Every tuple  $(w_0, w_1, ..., w_n)$  defines a different model
- ▶ What is the *best*<sup>2</sup> one?
- ► Model that makes the smallest mistake on the data we have is *generally* great for us!
- ▶ But how do we find such model?



<sup>&</sup>lt;sup>2</sup>Using term *best* is tricky here, but let's stick with it for now.

### Linear regression - minimization problem

- Actually, that's not so difficult to do, we can derive the following equation with a bit of algebra
- ▶ Let's assume for simplicity that we have only one attribute *x*
- x<sub>i</sub> is the i-th dataset element
- ▶ y<sub>i</sub> is the target value for i-th dataset element

$$w = (X^{\top}X)^{-1}X^{\top}Y$$

$$X = \begin{bmatrix} 1 & x_1 \\ 1 & x_2 \\ \dots & \\ 1 & x_N \end{bmatrix} Y = \begin{bmatrix} y_1 \\ y_2 \\ \dots \\ y_N \end{bmatrix}$$

# Linear regression - minimization problem

So what's the problem then?

- ▶ Matrix multiplication lowest complexity so far  $O(n^{2.373})$  [Gall, 2014]
- ▶ Matrix inverse lowest complexity so far  $O(n^{2.373})$
- ▶ Storing big<sup>3</sup> matrix  $n \times m$  in memory: O(nm)



<sup>&</sup>lt;sup>3</sup>non sparse, we can store sparse matrices more efficiently

### Linear regression - gradient descent

- ► How does our error function generally look?
- ▶ Which point has the smaller error, A or B?

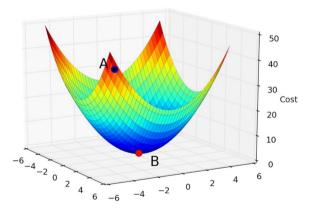


Figure: An example of the error function



### Linear regression - gradient descent

Can we somehow descend into the function minimum?

Yes!

#### But how?

- Calculate gradient of the error function with respect to w
- ▶ This vector *points* into the direction of the fastest function growth

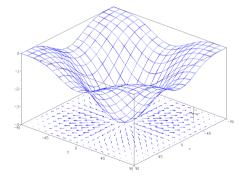


Figure: Blue arrows represent function gradients



### Linear regression - gradient descent

### Gradient descent algorithm:

- ► Repeat until convergence
  - $w_j := w_j \mu \frac{\partial}{\partial w_j} Loss(w), j \in \{1, 2, ..., n\}$

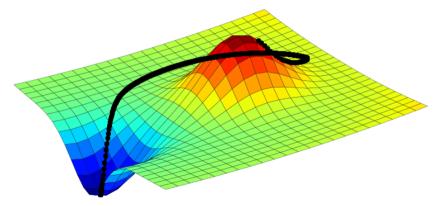


Figure: An example of the steps made by the gradient descent algorithm (github.com/joshdk)

# Linear regression - (R)MSE

Mean

$$\bar{y} = \frac{1}{N} \sum_{i=1}^{N} y_i$$

► Mean squared error (MSE)

$$\frac{1}{N} \sum_{i=1}^{N} (y_i - f_w(x_i))^2$$

► Root mean squared error (RMSE)

$$\sqrt{\frac{1}{N}\sum_{i=1}^{N}(y_i-f_w(x_i))^2}$$

# Linear regression - $R^2$

- ► Coefficient of determination, mostly called R<sup>2</sup>
- ▶ It is the **proportion of the variation** in the **dependent** variable that is predictable from the **independent** variable(s)
- We can say that it determines how much of variability has our model managed to explain
- ▶ What is the minimum of  $R^2$ ?
- $\blacktriangleright$  What is the maximum of  $R^2$ ?

$$R^{2} = 1 - \frac{\sum_{i=1}^{N} (f_{w}(x_{i}) - y_{i})^{2}}{\sum_{i=1}^{N} (\bar{y} - y_{i})^{2}}$$

### Linear regression - coding time

▶ Let's code linear regression in scikit-learn

### Linear regression - overfitting

► Analyze the following images<sup>4</sup>

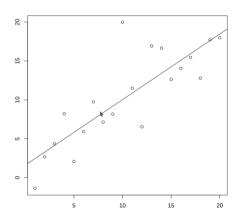


Figure: Linear regression 1

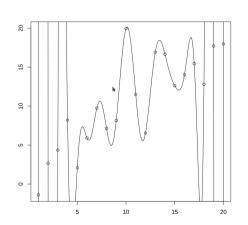
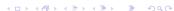


Figure: Linear regression 2

<sup>&</sup>lt;sup>4</sup>Images taken from book *P. Janičić*, *M. Nikolić*, *Artificial Intelligence* 



► Given 3 models, which one do you prefer in respect to black points (dataset samples)?

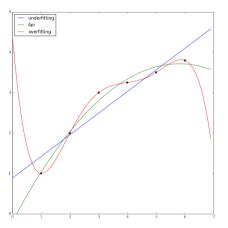


Figure: Examples of underfitting and overfitting

### Underfitting

▶ A situation in which our model is not flexible enough in order to capture the essence of a phenomena

### **Overfitting**

► A situation in which our model is too flexible and it fits too well towards the training data we feed it

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  - $ightharpoonup MSE_{test} > MSE_{train}$

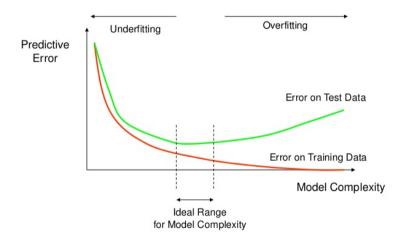


Figure: Graph showing the difference between underfitting and overfitting

### Linear regression - How to battle underfitting?

- ► Take a more flexible model
- ▶ Instead of  $f_w(x) = w_0 + w_1x_1 + x_2x_2$  take  $g_w(x) = w_0 + w_1w_2x_1 + w_1^2x_1 + w_2^2x_2$
- Usually easier to solve then overfitting
- ▶ There is a wide variety of flexible models, and we can always complicate things<sup>5</sup>



<sup>&</sup>lt;sup>5</sup>As in life and mathematics...

## Linear regression - How to battle overfitting?

#### Regularization

- It allows us to control model complexity
- ▶ Term  $\lambda$  controls the *intensity* of regularization
- ightharpoonup There are multiple options to pick from for function  $\Omega$
- ► Interesting tutorial: https://www.analyticsvidhya.com/blog/2016/01/complete-tutorial-ridge-lasso-regression-python/
- ▶ We modify the minimization problem into:

$$\min_{w} \frac{1}{N} \sum_{i=1}^{N} (y_i - f_w(x_i))^2 + \lambda \Omega(w)$$

## Linear regression - Ridge regularization

- Very commong regularization function
- ▶ It forces optimization algorithms not to increase model coefficients too much
- ▶ If coefficients get increased, then the sum of their squares rise a lot

$$\Omega(w) = \|w\|_2^2 = \sum_{i=1}^n w_i^2$$

Using ridge, we obtain the following minimization problem

$$\min_{w} \frac{1}{N} \sum_{i=1}^{N} (y_i - f_w(x_i))^2 + \lambda \sum_{i=1}^{n} w_i^2$$

## Linear regression - coding time

▶ Let's code ridge regression in scikit-learn

K-Nearest neighbours (kNN)

- ▶ Simple yet sometimes powerful classification algorithm
- ▶ K inside name comes from parameter k
- ▶ *k* determines the number of neighbours we check when classifying an instance

► How much is *k*?

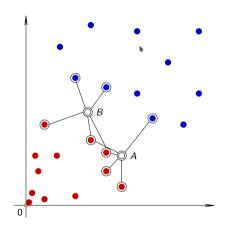


Figure: kNN example (image taken from [Janičić and Nikolić, 2017]

► How much is *k*?

**5** 

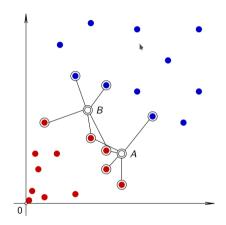


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- ► How much is *k*?
  - **>** 5
- ▶ What is the class of A?

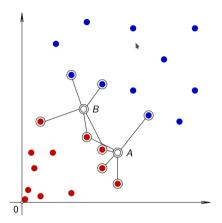


Figure: kNN example (image taken from [Janičić and Nikolić, 2017]

- ▶ How much is k?
  - **>** 5
- ▶ What is the class of A?
  - Red

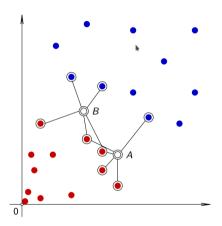


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  - **>** 5
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  - Red
- ▶ What is the class of B?

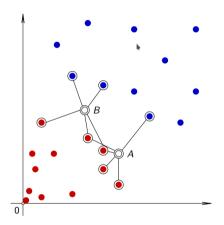


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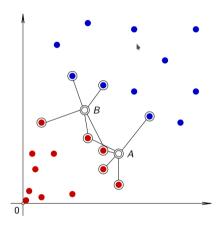


Figure: kNN example (image taken from [Janičić and Nikolić, 2017]

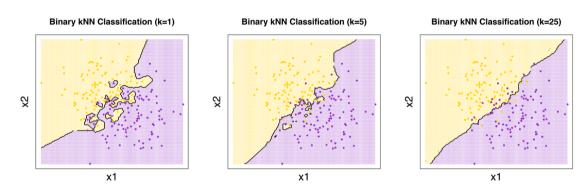


Figure: kNN example (image taken from Burton DeWilde's blog

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- ▶ In linear regression, we represented our model with coefficients w
- ▶ What is the model in the kNN classifier?
  - ► There is no such thing, we only need to know *k*
- ► How do we train the model?
  - ▶ We don't, but every time we must calculate neighbours for a new instance

#### kNN - distances

- ▶ There are multiple functions we can use to calculate distances
- Assume we are given points  $x = (x_1, ..., x_n)$  and  $y = (y_1, ..., y_n)$
- Minkowski

$$\left(\sum_{i=1}^n(|x_i-y_i|)^q\right)^{\frac{1}{q}}$$

► Manhattan (q = 1)

$$\sum_{i=1}^{n} |x_i - y_i|$$

► Euclidean distance (q = 2)

$$\sqrt{\sum_{i=1}^n (x_i - y_i)^2}$$

## kNN - Curse of dimensionality

- Our intuition is bad for high dimensionals spaces
- ▶ When dimensionality increases, the volume of space increases really fast
- ▶ This can make our dataset very sparse
- ► Essentially, we number of dataset instances required increases exponentially with the dimensionality
- ► This is very bad for kNN

## Classification - important metrics

- ▶ TP (true positive): those that are positive and our model was correct
- ► TN (true negative): those that are negative and our model was correct
- ▶ FP (false positive): those that are negative and our model was wrong
- ► FN (false negative): those that are negative and our model was wrong
- Accuracy

$$Acc = \frac{TP + TN}{TP + TN + FP + FN}$$

Precision

$$Precision = \frac{TP}{TP + FP}$$

Recall score

$$Recall = \frac{TP}{TP + FN}$$

 $ightharpoonup F_1$  score

$$F_1 = \frac{2TP}{2TP + FP + FN}$$



## Logistic regression

## Logistic regression

- ► Classification algorithm
- ▶ By design, similar to linear regression
- ▶ We want to approximate p(y|x)

$$f_w(x) = w_0 + \sum_{i=1}^n w_i x_i$$

•  $f_w(x)$  is not in interval [0,1]

## Logistic regression - sigmoid function

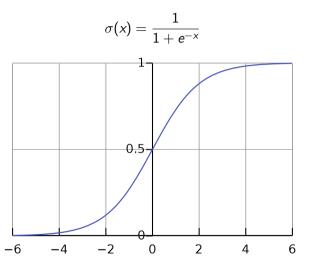


Figure: Graph of the sigmoid function

## Logistic regression - loss function

▶ We define the loss function as following (check [Bishop, 2006, Murphy, 2012] for details)

$$Loss(w) = -\sum_{i=1}^{N} N \log p_w(y_i|x_i) = -\sum_{i=1}^{N} [y_i \log f_w(x_i) + (1-y_i) \log(1-f_w(x_i))]$$

## Logistic regression - minimization problem

▶ We end up with the following minimization problem

$$\min_{w} - \sum_{i=1}^{N} [y_i \log f_w(x_i) + (1-y_i) \log(1-f_w(x_i))]$$

▶ Which is a convex function with a global minimum

## Logistic regression - examples

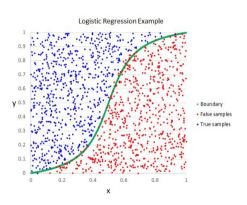


Figure: Example taken from www.helloacm.com

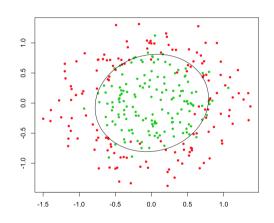


Figure: Example taken from statsblogs.com

## Linear regression - coding time

▶ Let's code logistic regression in scikit-learn

# Questions?

# Thank you!

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