SLAM 101

Lecture 00 Machine Learning1

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Overview

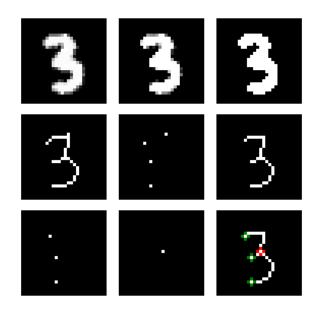
- Machine learning techniques in robotics
 - Regression
 - Gaussian process
 - Model fitting (RANSAC)
 - Clustering
 - ▶ K-means, dbscan

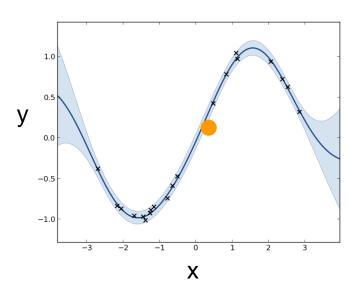


Introduction to Machine Learning

Three types

- Classification
- Regression
- Reinforcement learning

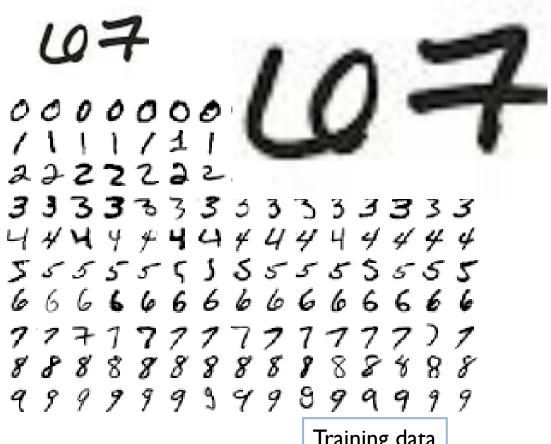






Examples

Read the following



Training data



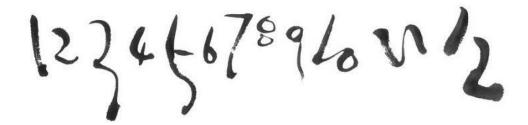


New data



Randomness

- Generalization is the ability to categorize correctly new examples that differ from those used in the training set
 - In most application, there is some inevitable randomness or uncertainty



- The training data x (or the set $X=\{x \mid x_1, x_2, ..., x_n\}$) can be viewed as a random variable
- Probabilistic approaches



Supervised Learning

Classification

$$y \in \{1, \cdots, M\}$$

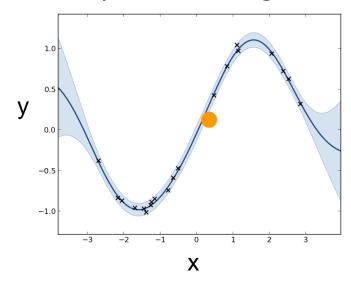
- Example: handwritten numbers $y \in \{0, 1, \dots, 9\}$
- Train with labels

Predict the label of a new data

Regression

$$y \in \mathcal{R}$$

Example: curve fitting



Predict the y value given a new x

$$x = 0.234$$
 $y = ?$



Unsupervised Learning

The input data is without label

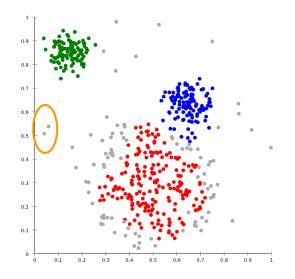
$$X = \{\mathbf{x}_1, \cdots, \mathbf{x}_N\}$$

- The goal of unsupervised learning is to understand the structure in the data sample. No input-output relation is of interest.
- ▶ The primary unsupervised learning problems:
 - Clustering
 - Density estimation
 - Dimensionality reduction



Unsupervised Learning

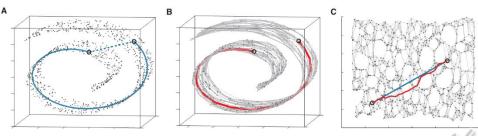
- Clustering
 - Group input data
 - Distance function
 - Example: 2D clustering



Density estimation

- Dimensionality reduction
 - Project higher dim data into lower dim
 - Example: Swiss roll dimension reduction





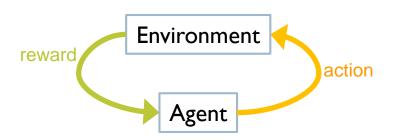


Reinforcement Learning (RL)

▶ The patterns are observed sequentially

$$X = \{\mathbf{x}_1, \cdots, \mathbf{x}_N\}$$

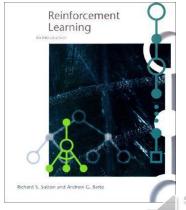
- After each observation
 the learner takes an action
- After each action it received a reward



The goal of the RL is to determine a policy to maximize the

long term reward

- RL is important in Robotics, Economics
 - Navigation, path planning



Reinforcement Learning (RL)

- Learning rules via trial and error
 - Backgammon (Tesauro 1994)
 - Neural network learned the game







Backgammon

- Policy: balancing between exploration and exploitation
 - Take a action you already know vs. adventure



₩ 4,000 per game

₩ 1,000

₩ 6.000

Action State

Reward



Regression



Data Analysis

Today topics

- Regression
- Clustering

Objectives

Just to have an idea and know you can use "A" in your research



Least Square Linear Regression



Least Square Linear Regression

- Regression vs. classification
 - y is continuous function vs. from a discrete set
 - Regression is supervised learning
- In regression problem, the training data is given

$$(\mathbf{x}_1, \mathbf{y}_1), \cdots, (\mathbf{x}_n, \mathbf{y}_n)$$

$$x \in \mathcal{R}^d$$

$$y \in \mathcal{R}$$

- Here (x_i, y_i) is realization of a random pair (X, Y)
- \blacktriangleright Goal of regression is to predict the response y associated to a new input x



Least Square Linear Regression

Regression model

$$y = f(x) + \epsilon$$

 ϵ is noise

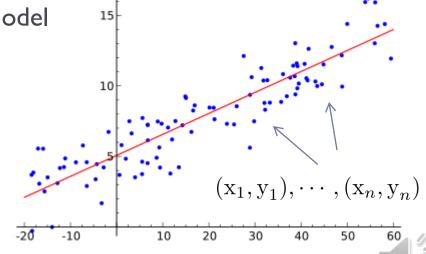
 $f \in \text{some class of function}$

Linear regression model

lacksquare Assume the form of f is a linear model

$$f(\mathbf{x}) = \beta^{\top} \mathbf{x} + \beta_0$$

Estimate β, β_0



Least Square Linear Regression

of unknowns < # equations</p>

$$\beta, \beta_0$$
 $(\mathbf{x}_1, \mathbf{y}_1), \cdots, (\mathbf{x}_n, \mathbf{y}_n)$

- No exact solution → Optimal solution
- Objective function = minimize what?
- Least square linear regression
 - Select β, β_0 that minimize the sum of squared error

$$y = f(x) + \epsilon$$

$$f(x) = \beta^{\top} x + \beta_0$$

$$\epsilon = y - f(x)$$

$$= y - \beta^{\top} x - \beta_0$$

$$E = \sum_{i=1}^{n} (\mathbf{y}_i - \boldsymbol{\beta}^{\top} \mathbf{x}_i - \boldsymbol{\beta}_0)^2$$

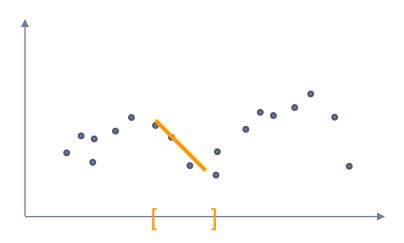


Locally Linear Regression

When the data is nonlinear

- So far we only know linear regression
- Given $(\mathbf{x}_1, \mathbf{y}_1), \cdots, (\mathbf{x}_n, \mathbf{y}_n)$

$$x \in \mathcal{R}^d$$
$$y \in \mathcal{R}$$





Locally Linear Regression

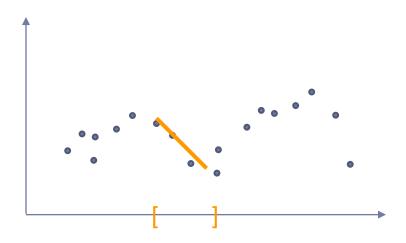
Easy two game plans

Locally averaging

$$\hat{f}(\mathbf{x}) = \text{avg. } y_i \text{ among } \mathbf{x}_i$$

$$\text{such that } |\mathbf{x} - \mathbf{x}_i| < \delta$$

$$= \frac{1}{||i:|\mathbf{x} - \mathbf{x}_i| < \delta||} \sum y_i$$





Gaussian Process



Gaussian Process

The prediction using kernel

$$p(f_*|x_*, X, \mathbf{y}) = \mathcal{N}(\phi_* \Sigma_p \Phi(K + \sigma_n^2 I)^{-1} \mathbf{y}$$

$$, \quad \phi_*^\top \Sigma_p \phi_* - \phi_*^\top \Sigma_p \Phi(\sigma_n^2 I + K)^{-1} \Phi^\top \Sigma_p \phi_*)$$

$$\operatorname{mean}(f_*) = \phi_* \Sigma_p \Phi(K + \sigma_n^2 I)^{-1} \mathbf{y}$$

$$\operatorname{cov}(f_*) = \phi_*^\top \Sigma_p \phi_* - \phi_*^\top \Sigma_p \Phi(\sigma_n^2 I + K)^{-1} \Phi^\top \Sigma_p \phi_*$$

$$\phi_*^\top \Sigma_p \phi_* = k(\mathbf{x}_*, \mathbf{x}_*), \quad \phi_*^\top \Sigma_p \Phi = \mathbf{k}_*, \quad \Phi^\top \Sigma_p \Phi = K$$

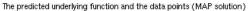
mean
$$(f_*)$$
 = $\mathbf{k}_* (K + \sigma_n^2 I)^{-1} \mathbf{y}$
 $\operatorname{cov}(f_*)$ = $k(\mathbf{x}_*, \mathbf{x}_*) - \mathbf{k}_*^{\top} (\sigma_n^2 I + K)^{-1} \mathbf{k}_*$

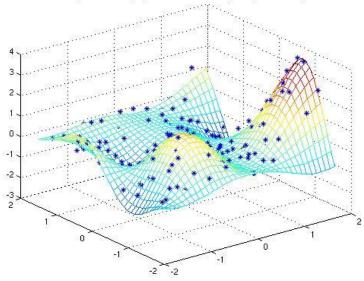


Gaussian Process

▶ GP in a nutshell

mean
$$(f_*)$$
 = $\mathbf{k}_* (K + \sigma_n^2 I)^{-1} \mathbf{y}$
cov (f_*) = $k(\mathbf{x}_*, \mathbf{x}_*) - \mathbf{k}_*^{\top} (\sigma_n^2 I + K)^{-1} \mathbf{k}_*$

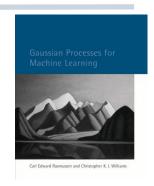






Gaussian Process - Algorithm

- Gaussian Processes for Machine Learning (GPML)
 - http://www.gaussianprocess.org/gpml/



```
input: X (inputs), \mathbf{y} (targets), k (covariance function), \sigma_n^2 (noise level), \mathbf{x}_* (test input)

2: L := \text{cholesky}(K + \sigma_n^2 I)

\boldsymbol{\alpha} := L^\top \backslash (L \backslash \mathbf{y})

4: \bar{f}_* := \mathbf{k}_*^\top \boldsymbol{\alpha}

\mathbf{v} := L \backslash \mathbf{k}_*

6: \mathbb{V}[f_*] := k(\mathbf{x}_*, \mathbf{x}_*) - \mathbf{v}^\top \mathbf{v}

\log p(\mathbf{y}|X) := -\frac{1}{2}\mathbf{y}^\top \boldsymbol{\alpha} - \sum_i \log L_{ii} - \frac{n}{2} \log 2\pi

eq. (2.30)

8: return: \bar{f}_* (mean), \mathbb{V}[f_*] (variance), \log p(\mathbf{y}|X) log marginal likelihood
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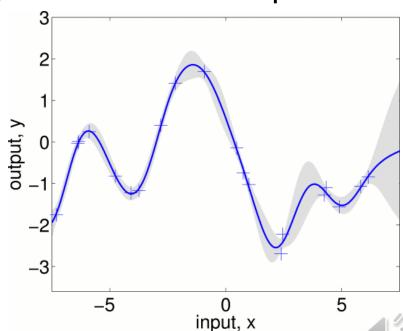


GP - Covariance Function

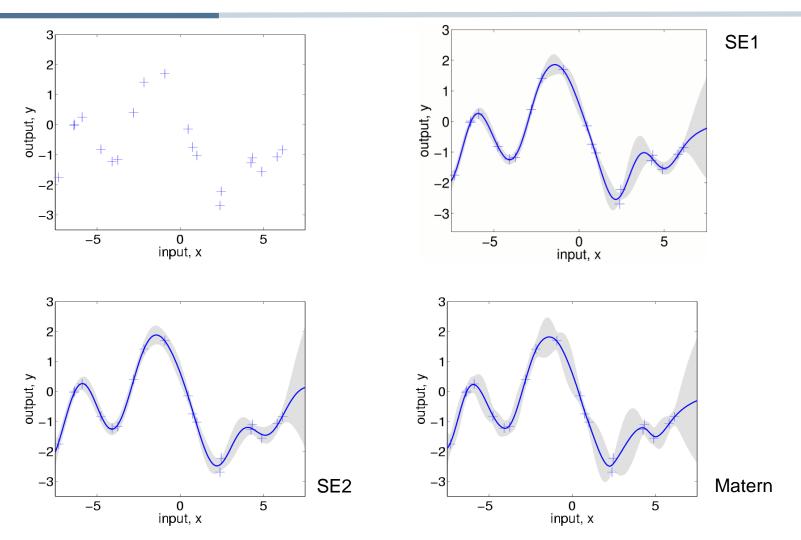
- Selection of covariance function
 - Covariance function choice
 - Related hyperparameters
- Example: SE (Squared exponential) function with three params

$$k(\mathbf{x}_p, \mathbf{x}_q) = \sigma_f^2 \exp(-\frac{1}{2\ell^2} (\mathbf{x}_p - \mathbf{x}_q)^2) + \sigma_n^2 \delta_{pq}$$

Hyperparameters: σ_f, ℓ, σ_n



GP – Covariance Function





GP - Covariance Function

$$f(x,x') = \exp\left(\frac{|x-x'|}{l}\right)^{2}$$

$$f(x,x') = \frac{2}{\pi}\sin^{-1}\left(\frac{2\tilde{x}^{T}\Sigma\tilde{x}}{\sqrt{(1+2\tilde{x}^{T}\Sigma\tilde{x})(1+2\tilde{x}^{T}\Sigma\tilde{x})}}\right) \quad \tilde{x} = (x_{1},x_{2},\cdots,x_{d})^{T}$$

$$f(x,x') = \begin{cases} \sigma_{o}\left(\frac{2+\cos(2\pi d/l)}{3}(1-d/l) + \frac{\sin(2\pi d/l)}{2\pi}\right), & d < l \\ 0, & \text{o.w.} \end{cases}$$

$$f(x,x') = \frac{2^{1-\nu}}{\Gamma(\nu)}\left(\frac{\sqrt{2\nu}|x-x'|}{l}\right)^{\nu}K_{\nu}\left(\frac{\sqrt{2\nu}|x-x'|}{l}\right)$$

$$K_{\nu} = \exp\left(-\frac{\sqrt{2\nu}|x-x'|}{l}\right)\frac{\Gamma(p+1)}{\Gamma(p+2)}\cdot\sum_{i=0}^{p}\frac{(p+i)!}{(p-i)!}\left(\frac{\sqrt{8\nu}|x-x'|}{l}\right)^{(p-i)}$$

$$f(x,x') = \exp\left(\frac{|x-x'|}{l}\right) \quad f(x,x') = \exp\left(\frac{|x-x'|}{l}\right)^{\gamma}$$



Next Lecture

- RANSAC
- Clustering





Thank you very much !!