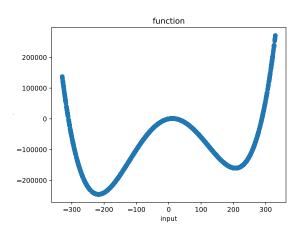
Machine learning I, supervised learning: problem statement



Machine learning (ML)

- (proposed definition of) learning: "Modification of a behavior, based on a life experiment"
- a machine learning system is programmed to learn in a semi-automatic way.

Classical programming vs ML

- ➤ Classical program : predict the total amount of money spent, based on the number of fruits bought and the price of each individual fruit (a summation is enough)
- ► ML program : predict which fruit a person buys, based on a database of customers and on some information about this person (e.g. buying log, age, profession).

Book

https://cazencott.info/index.php/pages/ Introduction-au-Machine-Learning

Use cases of ML

ML is useful for problems:

- that we cannot solve directly thanks to an explicit representation (such as the amount of money spent in the previous first example).
- ► that we can solve in practice, but without a complete understanding of the underlying mechanism (face recognition)
- ▶ that we could solve explicitely, but the computationnal ressources would be too heavy (molecular dynamics), so we approximate a solution with ML.

Denomination

- ► The name "machine learning" is rather deceitful!
- ▶ It is no more machine driven than any algorithm or coffee machine.
- ► The denomination "statistical learning" is sometimes used, and is more epxlicit.

Ingredients of machine learning (ML)

ML's main ingredients are

- statistics and probabilities : most ML objects can (should) be seen as outcomes of random variables.
- optimization : most (but not all) ML problems are formulated as an optimization problem.

Other tools come from:

- graph theory
- ▶ information theory
- statistical physics

Deep learning

- ML is a subset of AI.
- ▶ Deep learning is a subset of ML.

Learning paradigms

- supervised learning: learn to predict an output as a function of an input (predict the energy production of a wind farm based on sensors)
- unsupervised learning: learn information about the structure of data (density estimation, clustering, dimensionality reduction)
- reinforcement learning: learn to perform actions in order to maximize a reward (game player, alphago)

Why is there a hype around machine learning?

Machine learning has received attention and funding because it has reached state-of-the-art efficiency on several problems, such as :

- computer vision
- spam classification
- machine translation
- speech recognition
- self-driving cars

Deep learning is involved in several of these setups.

ML revolution

- ► Technical progress in the computing and storage capacities
- ► Increase in amount of available data. According to IBM, 10¹⁸ bytes are created each day.
- Progress in algorithmic methods to analyze the data.

Example 1 : ImageNet

- ➤ A database of images (more than 15M), hand-annotated in order to indicate what objects are present in the image. More than 20000 categories of images.
- ► Contest : ImageNet Large Scale Visual Recognition Challenge.
- ▶ The best top 5 score (a measure of the classification error) went from 25% in 2011 to $\simeq 15.3\%$ in 2012.

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- ▶ The best top 5 score (a measure of the classification error) went from 25% in 2011 to $\simeq 15.3\%$ in 2012.
- ► The technology used was deep learning, exploiting GPUs (AlexNet).

https://paperswithcode.com/sota/ image-classification-on-imagenet

Example 2 : AlphaGo

- ▶ In 2015 : beats a professionnal player. In 2017 : beats the world champion.
- Uses several technologies : among them Deep reinforcement learning.
- Improvements: AlphaGo Zero, trained without a database of played games. In 20217, AlphaZero beats AlphaGo Zero after 3 days of learning.

Example 3 : AlphaFold

- Goal : to predict the spatial configuration of proteins, from their DNA sequence.
- Achieves a breakthgough performance on the CASP challenge :
 - ➤ 2018 : more than 50% GDT (Global distance test), whereas it was < 40% before then.
 - ➤ 2020 : 92,4% GDT. At a ≥ 90% score, the method is considered competitive with experimental methods..
- https://alphafold.ebi.ac.uk/
- Also based on Deep learning.

Audio engineering

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https://www.sonible.com/smarteq3/
https://www.youtube.com/watch?v=ZGetnk222YU&t=494s
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Supervised learning

Predict an output from an input.

- discrete output : classification
- continuous output : regression

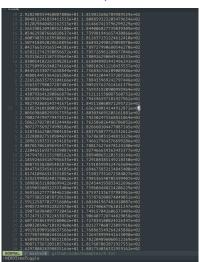
We learn from a dataset D_n of n labeled examples;

$$D_n = \{(x_i, y_i)\}\tag{1}$$

Supervised Learning: example of regression

- x : age and height of a person. Here x, is a vector containing 2 features.
- y : record on a 100 meters track

Regression: raw inputs



Input data.

Regression: raw ouptuts



Output data.

Precision

Exercice 1:

What order of magnitude of precision do we expect to obtain with this example?

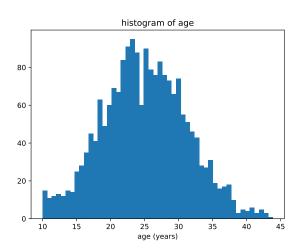
Precision

Exercice 2:

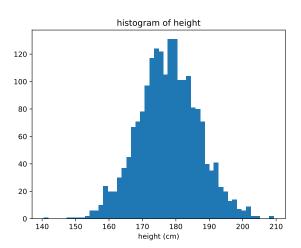
What order of magnitude of precision do we expect to obtain with this example?

In a machine learning problem, there is (almost) always a statistical error associated to a prediction. Our goal is to minimize it!

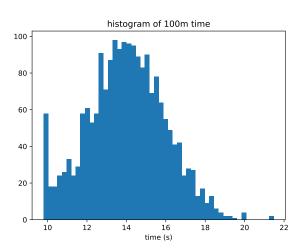
Histograms



Histograms



Histograms



Important question

We assume that there is a relationship between the inputs x and the output y, given by some function f. y = f(x). f is most of the time a function that contains some **randomness**.

- ▶ Objective : find a good estimation \tilde{f} , of f.
- ▶ \tilde{f} maps an input to an output, deterministically. For the input x_i , we predict $\tilde{f}(x_i)$.
- ▶ In order to measure the quality of \tilde{f} , we use **loss functions**.

Example loss function for a regression problem

- ► The loss function should be a measure of the discrepancy between our prediction and the correct label.
- For an individual sample, a discrepancy is the least-square loss

$$(\tilde{f}(x_i) - y_i)^2 \tag{2}$$

Loss function

► Taking into account the whole dataset, the **loss function** writes :

$$\sum_{i=1}^{n} (\tilde{f}(x_i) - y_i)^2 \tag{3}$$

► Several other loss functions are possible :

$$\sum_{i=1}^{n} |\tilde{f}(x_i) - y_i| \tag{4}$$

Loss function

- The loss function is a **real number** measuring the relevance of a **collection** of parameters (\tilde{f} is defined by these parameters.)
- ➤ The number of parameters depends on the situation, and varies between 1 (e.g. for a simple linear model) and millions (e.g. for some deep neural networks).

Important question II

▶ To what subset of functions does \tilde{f} belong?

More supervised learning examples: I

Predict the winning team of an NBA game at half-time.

- ▶ Dataset : 15 years of games (comments, text) : approximately 17000 games.
- ► The dataset is preprocessed to have as an input a time-series: each time contains the score and 10 technical features (rebounds, etc.). So for each time the dimension is 11. Each game is a matrix of size 1440 × 11, reorganized as a line vector.
- Output : Receiving team wins or looses (classification)
- ► Evaluation metric : classification error ("0-1" loss).

Example II

Predict the quantity of oil in a rock.

- ▶ Input : tomographic image of a rock.
- Output: material of the rock, average presence of residual oil in the rock (regression).

Example III

Detect issues in wind farms.

- ▶ Input: sensors on the wind turbine (wind direction, air temperature, electric tension, rotation speed, component temperature, etc.) as a time series. Each step represents 10 minutes (several years).
- Output : Power generated by the turbine (regression)
- Evaluation metric : MAE (mean absolute error).

Difficulties of machine learning

- hard optimization problem
- overfitting / statistical garantees
- curse of dimensionality

Optimization problem

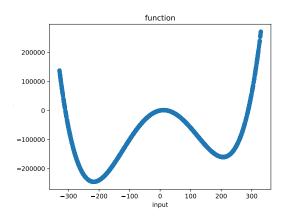
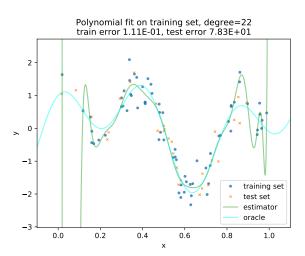


Figure - Loss function

Overfitting



Curse of dimensionality

Two numbers are important in machine learning :

- \triangleright n: number of samples
- d: dimension (number of features) of a unique sample

Both can be large and prohibitive for some algorithms.

Curse of dimensionality

- ▶ *n* is large when the dataset has many samples.
- d is large if each sample has many features :
 - image
 - DNA sequence
 - text
 - audio/video file