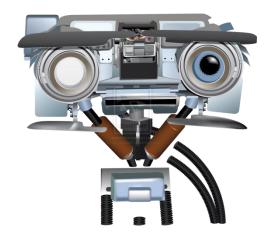


Machine Learning Introduction

Kate Saenko

Today

- What is machine learning?
- Supervised learning intro
- Course logistics



Why Do We Need Machine Learning?

Machine Learning: Why do we need it?

- Help automate boring, hard tasks
- Hard to program computer directly to do the task
- Instead, program a computer to learn from examples
- Often use "big data" examples



Machine Learning:

used in lots of ways in our everyday life!







ML wins Jeopardy!



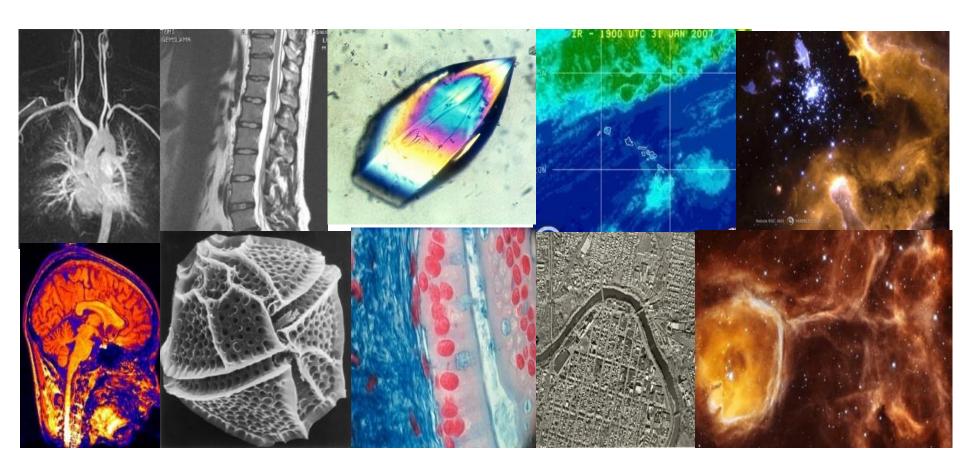


Machine Learning in Real Life: Smart Cars

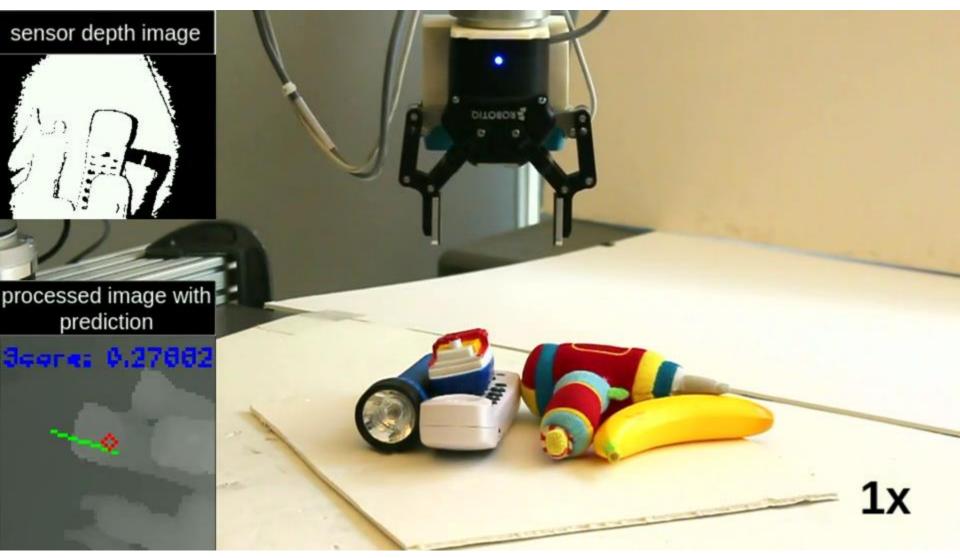


- Stanford/Google one of the first to develop self-driving cars
- Cars "see" using many sensors: radar, laser, cameras

Machine Learning in Real Life: Medical and Scientific Data



Machine Learning in Real Life: Robotics



Machine Learning in Real Life: Image Classification

handwritten digits













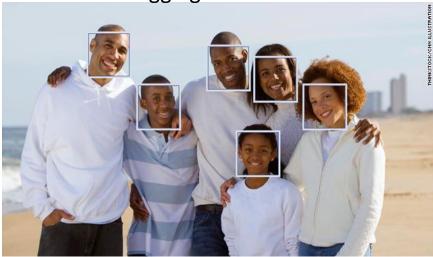








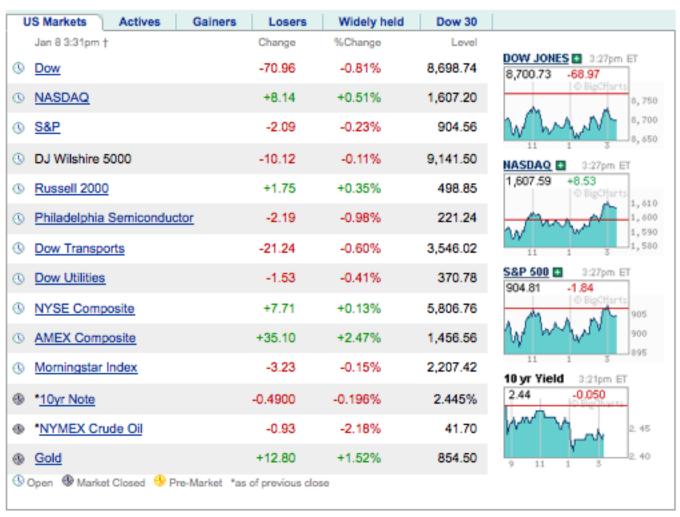
face tagging on social media



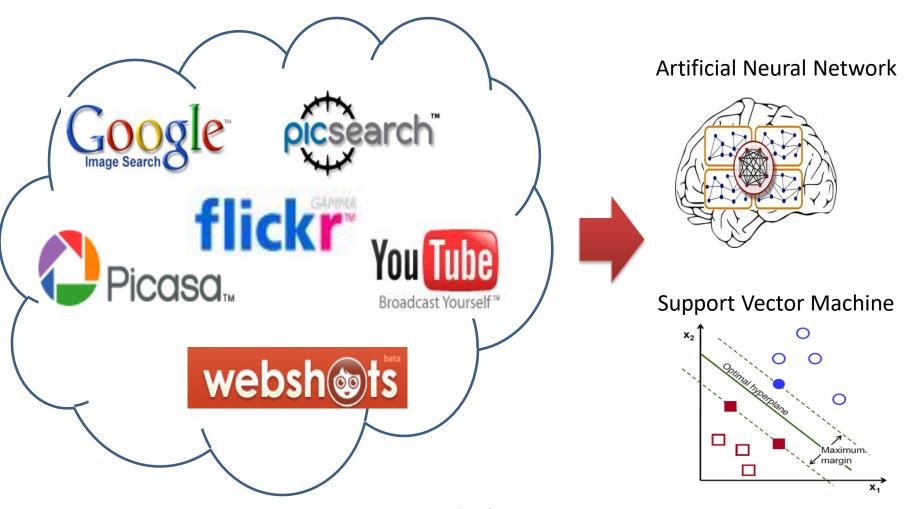
Saenko

9

Machine Learning in Real Life: Computational Finance



Machine Learning from Big Data





Introduction: What is Machine Learning?

Machine Learning

- Branch of Artificial Intelligence
- "creating machine algorithms that can learn from data"
- Closely related to
 - Pattern recognition
 - Data Mining
 - Big Data
 - Deep learning

Types of learning







Supervised
 Unsupervised
 Reinforcement

Supervised Learning

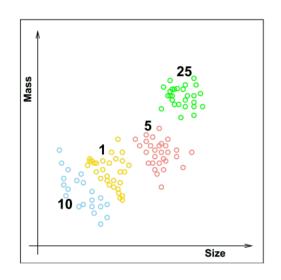


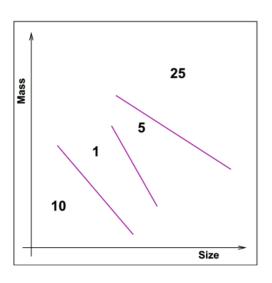
- Given a training set consisting of inputs and outputs, learn to map novel inputs to outputs
- The novel inputs are called a test set
- Outputs can be
 - Categorical (classification)
 - Continuous (regression)

Example of Supervised Learning

recognize coins

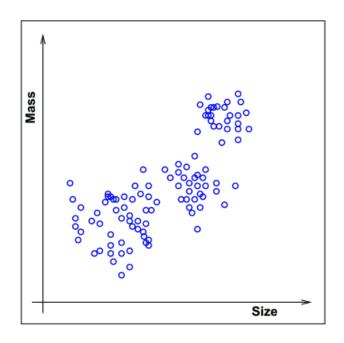






- Given training set consisting of coin denomination (penny, nickel, dime, quarter), mass and size
- Learn to predict denomination
- What is input? Output?

Unsupervised Learning



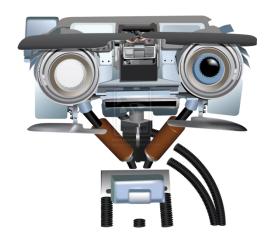
- Given training set consisting of coin denomination (penny, nickel, dime, quarter) mass and size
- Learn... something?

Reinforcement Learning

learn to pick up coins



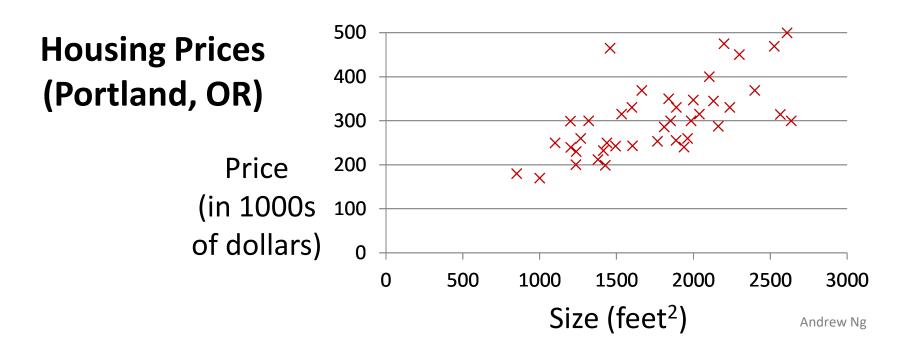
- Given only input, but can take action
- Predict output (action), get a reward for it



Supervised Learning

Cost functions

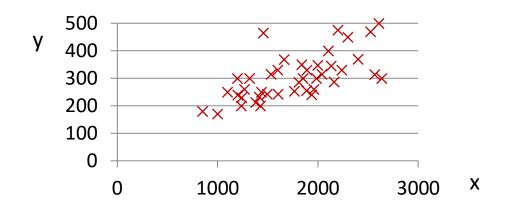
Example: house price prediction



Supervised Learning

What should the learner be??

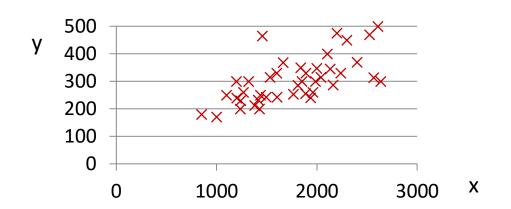




Hypothesis h

h: a function parametrized by ϑ

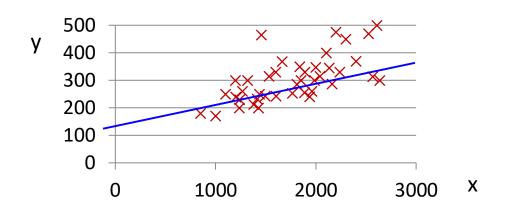
input
$$x \longrightarrow \left(h_{\theta}\right) \longrightarrow \text{output } y$$



How to learn ϑ ?

Given: Training Set $\{x^i, y^i\}$ But what if $y \neq y^i$??

input
$$x^i \longrightarrow h_\theta \longrightarrow output y$$



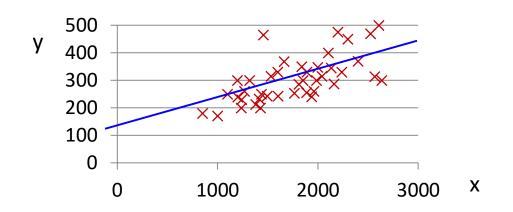
Cost function

Given: Training Set $\{x^i, y^i\}$

Cost function Cost(y, yⁱ)

learning == minimizing cost

input
$$x^i \longrightarrow h_{\theta} \longrightarrow \text{output } y$$



Supervised Learning

Given: Training Set $\{x^i, y^i\}$

Cost function Cost(y, yⁱ)

learning == minimizing cost

Learn θ^* : min Cost($h_{\theta}(x^i)$, y^i)

Want: input $x^i \longrightarrow h_{\theta^*} \longrightarrow$ output y

Training set

Training set:

Size in feet ² (x)	Price (\$) in 1000's (y)
2104	460
1416	232
1534	315
852	178
•••	•••

Notation:

```
m = Number of training examples

x^{(i)} = "input" variable / features

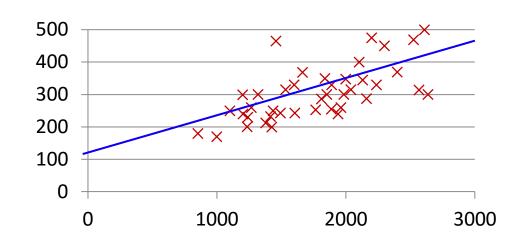
y^{(i)} = "output" variable / "target" variable
```

What should *h* be?

Linear hypothesis:

$$h_{\theta}(x) = \theta_0 + \theta_1 x$$

 $heta_i$'s: Parameters



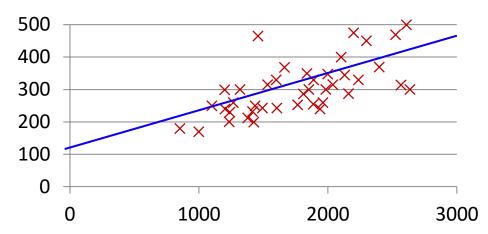
min Cost(
$$h_{\theta}$$
, {xⁱ, yⁱ}) θ

What's a good cost function for this problem?

Hypothesis:

$$h_{\theta}(x) = \theta_0 + \theta_1 x$$

 θ_i 's: Parameters



How about "Sum of squared differences"

Cost Function:

$$J(\theta_0, \theta_1) = \frac{1}{2m} \sum_{i=1}^{m} \left(h_{\theta}(x^{(i)}) - y^{(i)} \right)^2$$

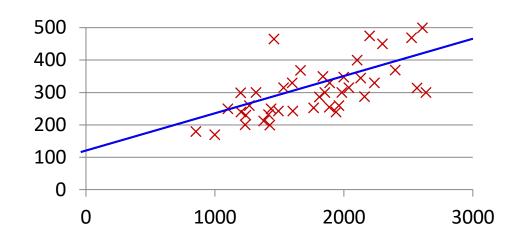
Goal: minimize
$$J(\theta_0, \theta_1)$$

2-dimensional θ

Hypothesis:

$$h_{\theta}(x) = \theta_0 + \theta_1 x$$

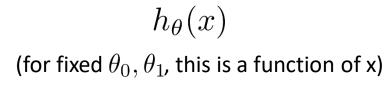
 $heta_i$'s: Parameters

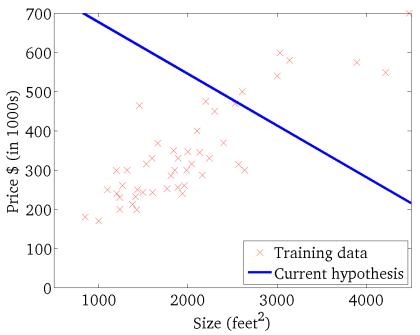


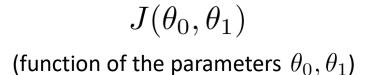
Cost Function:

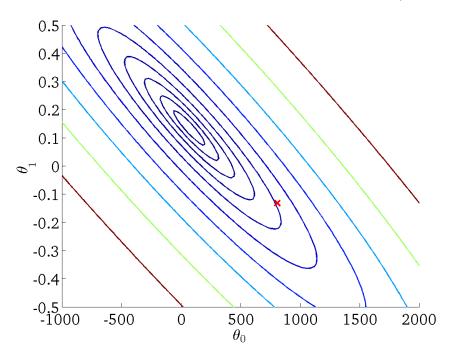
$$J(\theta_0, \theta_1) = \frac{1}{2m} \sum_{i=1}^{m} \left(h_{\theta}(x^{(i)}) - y^{(i)} \right)^2$$

Plotting cost for 2-dimensional θ

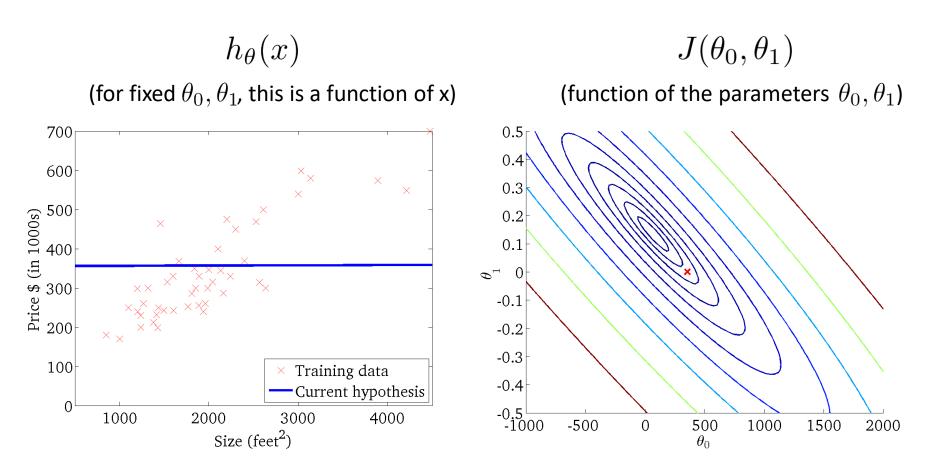






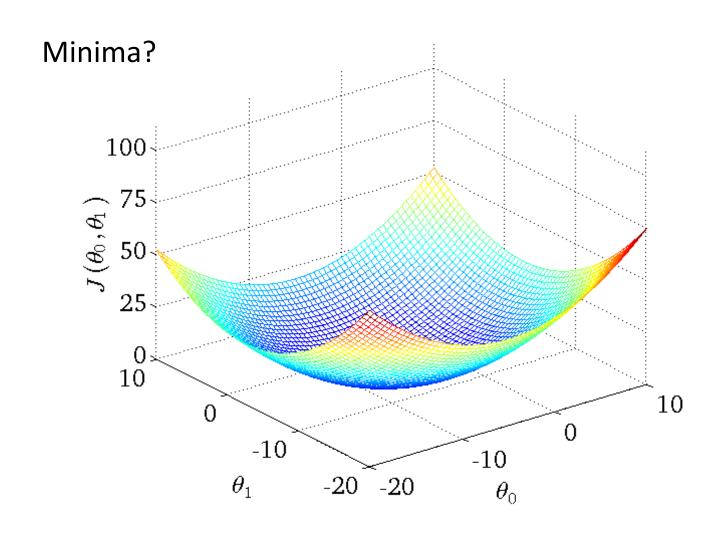


Plotting cost for 2-dimensional θ

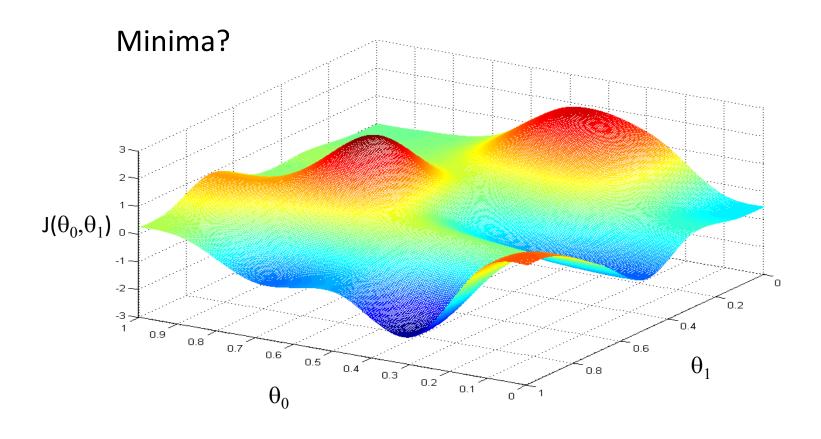


Note, squared loss cost is convex in parameters

SSD cost function is convex

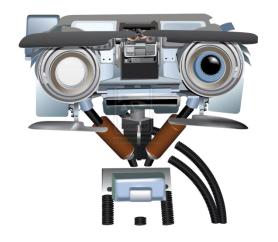


Non-convex cost function



Later

- How to minimize the SSD cost function
 - Direct solution
 - Indirect solution



Introduction: Course Overview

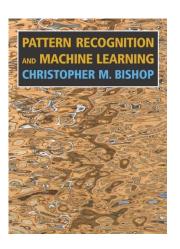
Class website

Main class website

https://piazza.com/bu/spring2020/cs542/home

Textbook

Required textbook



Bishop, C. M. <u>Pattern Recognition and Machine Learning</u>. Springer. 2007

Other suggested textbooks

Duda, R.O., Hart, P.E., and Stork, D.G. <u>Pattern Classification</u>. Wiley-Interscience. 2nd Edition. 2001. Marsland, S. <u>Machine Learning: An Algorithmic Perspective</u>. CRC Press. 2009.Theodoridis, S. and Koutroumbas, K. <u>Pattern Recognition</u>. <u>Edition 4</u>. Academic Press, 2008.

Russell, S. and Norvig, N. <u>Artificial Intelligence: A Modern Approach</u>. Prentice Hall Series in Artificial Intelligence. 2003.

Bishop, C. M. Neural Networks for Pattern Recognition. Oxford University Press. 1995.

Hastie, T., Tibshirani, R. and Friedman, J. The Elements of StatisticalLearning. Springer. 2001.

Koller, D. and Friedman, N. Probabilistic Graphical Models. MIT Press. 2009.

Problem Sets

Problems sets

- Python coding problems
- Written math problems
- Important to prepare you for the exam!

Self-graded

- you will submit code, answers, and your own grade
- we will randomly check to verify

Class Challenge

End-of-term project

- Based on a real-world problem, hosted as a Kaggle-like challenge for our class
- Goal is to design a machine learning approach and apply it to the problem
- Deliverables: github

Questions

