# Introduction to Data Science (machine learning).

# 1. Artificial Intelligence (AI)

• **Definition**: All is the creation of applications that can perform specific tasks without human intervention.

# Key Features:

- Al applications are autonomous.
- o They mimic human decision-making and reasoning processes.

# Examples:

# 1. Netflix Recommendation System:

- An AI module analyses user preferences (e.g., action movies) and recommends similar content.
- Operates independently without direct human involvement.

#### 2. Self-Driving Cars:

- AI modules control vehicle navigation.
- Tasks include traffic light recognition, obstacle detection, and realtime decision-making.

# 3. Amazon/E-commerce Recommendations:

 Recommends products based on user purchase history and browsing behavior.

# 2. Machine Learning (ML)

• **Definition**: A subset of AI that uses statistical tools and algorithms to analyze and predict outcomes based on data.

# • Key Characteristics:

ML involves identifying patterns and relationships in data.

Outputs can be continuous (regression) or categorical (classification).

# Relationship to AI:

- o ML is a "smaller circle" within AI's "universe."
- o Any ML project ultimately contributes to Al applications.

#### Examples of Use Cases:

- o Predicting house prices based on size and number of rooms.
- Recommending personalized products to users.

#### 3. Deep Learning

• **Definition**: A subset of ML designed to mimic the human brain using **multi-layered** neural networks.

## Origins:

- In the 1950s, scientists theorized machines could learn like humans.
- Deep learning was developed to replicate human learning processes.

# Key Concepts:

# o Multi-Layered Neural Networks:

- Use multiple layers of interconnected nodes to process data.
- The complexity enables learning from raw, unstructured data (e.g., images, text).
- Focuses on learning patterns and features at different levels (e.g., shapes in images, sentence context).

## Applications:

o Image recognition, speech processing, autonomous systems.

#### 4. Data Science

• **Definition**: An interdisciplinary field that encompasses AI, ML, and deep learning to extract insights and build predictive models.

# Key Characteristics:

- Overlaps with all AI subsets.
- o Relies heavily on mathematics, statistics, and domain knowledge.
- Tools and techniques:
  - Exploratory Data Analysis (EDA).
  - Feature engineering.
  - Statistical modeling.

#### Role of a Data Scientist:

- Works across AI, ML, and deep learning domains.
- o Requires expertise in algorithms, programming, and analytics.

# **Detailed Explanation of Machine Learning Types**

# A. Supervised Learning

- **Definition**: A learning method where models are trained on labelled data (data with input-output pairs).
- Key Features:
  - o Requires independent features (inputs) and a dependent feature (output).
  - o Example: House price prediction.
    - Inputs: House size, number of rooms.
    - Output: House price.
- Types of Problems:

# 1. Regression:

Output is continuous (e.g., price, temperature).

#### 2. Classification:

Output is categorical (e.g., pass/fail).

- **Binary Classification**: Two categories (e.g., pass/fail).
- Multi-Class Classification: More than two categories (e.g., pass, fail, maybe).

# • Key Algorithms:

 Linear Regression, Ridge, Lasso, Logistic Regression, Decision Trees, Random Forests, XGBoost.

# **B.** Unsupervised Learning

• **Definition**: A learning method where models find hidden patterns or groupings in unlabeled data.

# • Key Features:

- No labeled outputs.
- Focuses on clustering data into meaningful groups.

## • Example: Customer Segmentation:

- Inputs: Salary, Spending Score.
- Outcome: Groups customers into clusters (e.g., high earners, frequent spenders).

#### Key Algorithms:

o K-Means Clustering, Hierarchical Clustering, DBSCAN.

#### C. Reinforcement Learning

• **Definition**: A trial-and-error-based learning approach where agents learn by interacting with the environment and receiving rewards or penalties.

#### Key Example:

- A child learning to walk:
  - Falls and adjusts based on pain (penalty).
  - Successful steps reinforce good behavior.

## Applications:

o Gaming AI, robotic process automation, self-driving cars.

#### **Mathematical Foundations**

# 1. Equation of a Straight Line

- Standard Form: y=mx+cy = mx + c
  - o mm: Slope (rate of change in yy as xx changes).
  - o cc: Intercept (where the line crosses the y-axis).

#### Generalized Form:

- $\circ$  y= $\beta$ 0+ $\beta$ 1xy = \beta\_0 + \beta\_1x.
- o Equation can represent linear relationships in supervised learning.

## 2. Planes and Hyperplanes

- 3D Plane Equation: W1X1+W2X2+W3X3+b=0W\_1X\_1 + W\_2X\_2 + W\_3X\_3 + b = 0.
- **N-Dimensional Plane Equation**: WTX+b=0W^TX + b = 0, where:
  - WW: Coefficients vector.
  - XX: Feature vector.
  - bb: Intercept.

#### 3. Distance from a Plane

- **Formula**: Distance d=WTS|W|d = \frac{W^T S}{|W|}, where:
  - o SS: Coordinates of the point.
  - WW: Perpendicular vector to the plane.

#### • Insights:

- o Points above the plane have positive distances.
- o Points below the plane have negative distances.

#### Instance-Based vs. Model-Based Learning

# **Instance-Based Learning**

- **Definition**: Memorizes training data and uses it directly for predictions.
- Key Characteristics:
  - No pattern recognition.
  - o Relies on similarity to training instances (e.g., nearest neighbors).
- **Examples**: K-Nearest Neighbors (KNN).

# **Model-Based Learning**

- **Definition**: Learns patterns and generalizes for future predictions.
- Key Characteristics:
  - o Builds a generalized model (e.g., decision boundaries).
  - Faster and more efficient for new predictions.
- **Examples**: Decision Trees, Random Forests.

# **Key Differences**

Aspect	Instance-Based	Model-Based	
Learning Method	Memorizes data	Learns patterns	
Prediction Speed	Slower	Faster	
Storage Requirements	High (full dataset)	Low (compact model)	
Generalization Ability	Low	High	

#### Conclusion

- AI, ML, Deep Learning, and Data Science:
  - o Each contributes to building intelligent applications.
- Supervised and Unsupervised Learning:
  - o Core approaches to solving regression, classification, and clustering problems.
- Mathematical Concepts:
  - o Essential for understanding machine learning algorithms.
- Instance vs. Model-Based Learning:
  - o Highlights different approaches to training and prediction.

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