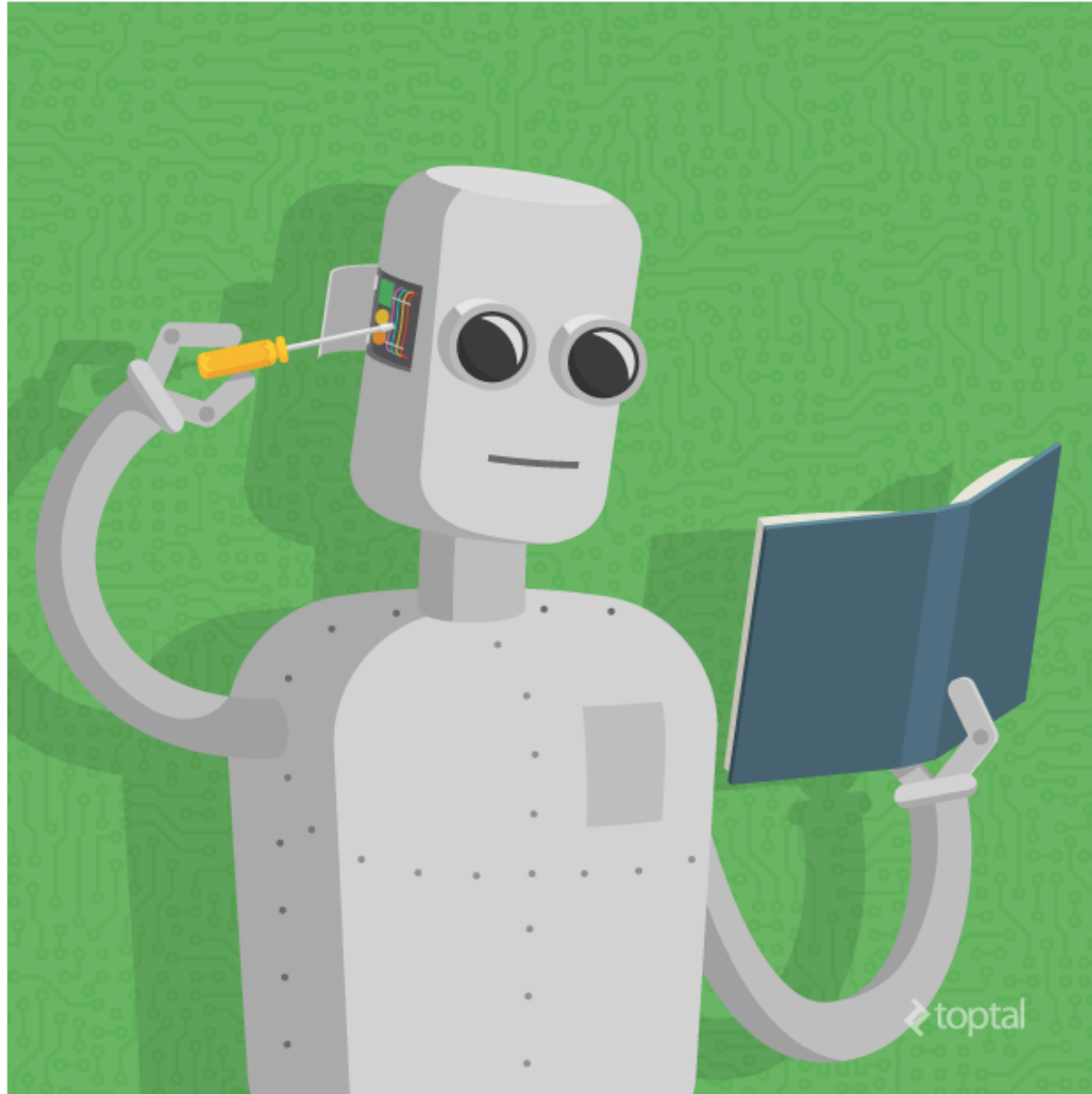


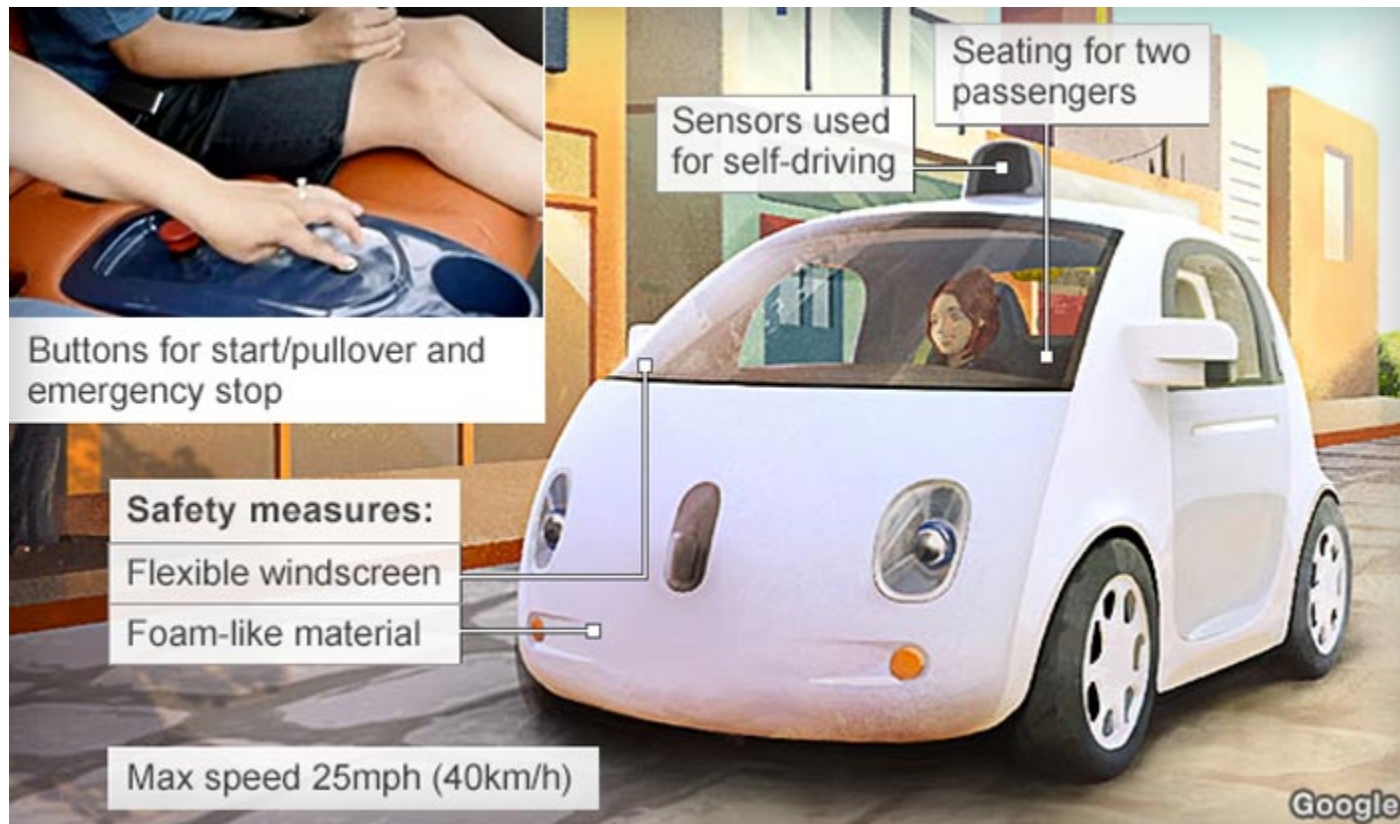
# Machine Learning



# Machine Learning in Action

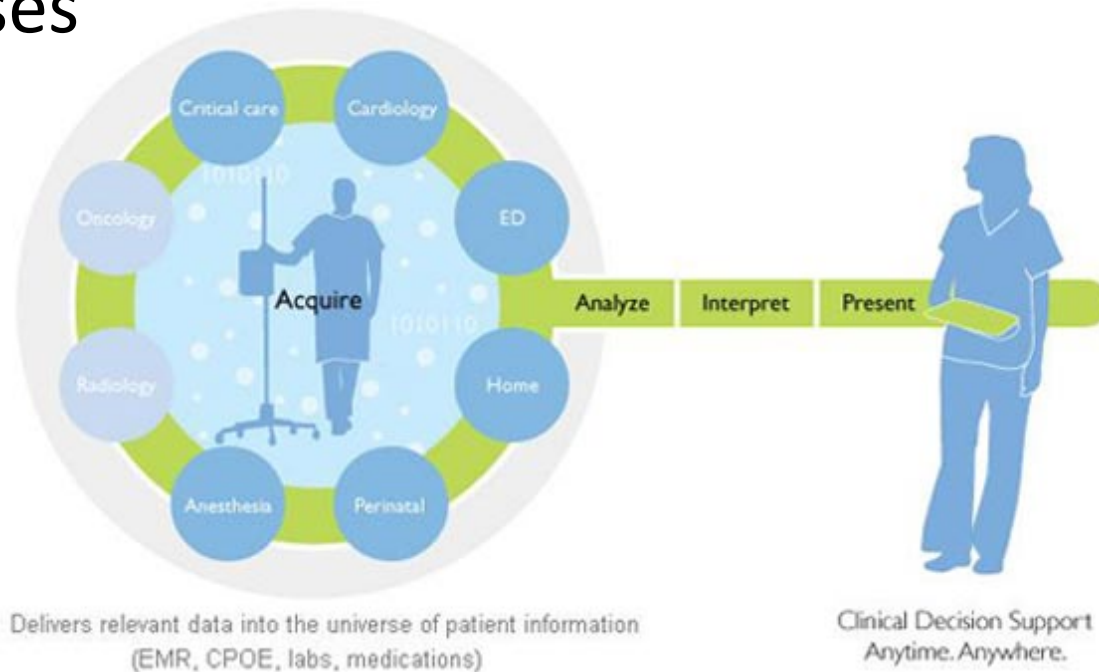


# Machine Learning in Action



# Machine Learning in Action

- Computers learning from medical records which treatments are most effective for new diseases



[http://www.healthcare.philips.com/main/products/hi\\_pm/products/clinical\\_support.wpd](http://www.healthcare.philips.com/main/products/hi_pm/products/clinical_support.wpd)

# Machine Learning in Action

- Houses learning from experience to optimize energy costs based on the particular usage patterns of their occupants





# Machine Learning in Action

- Helicopters can learn aerial tricks by watching other helicopters perform the stunts first



# Machine Learning in Action

- Document Classification



Sports  
Science  
News

# Machine Learning in Action

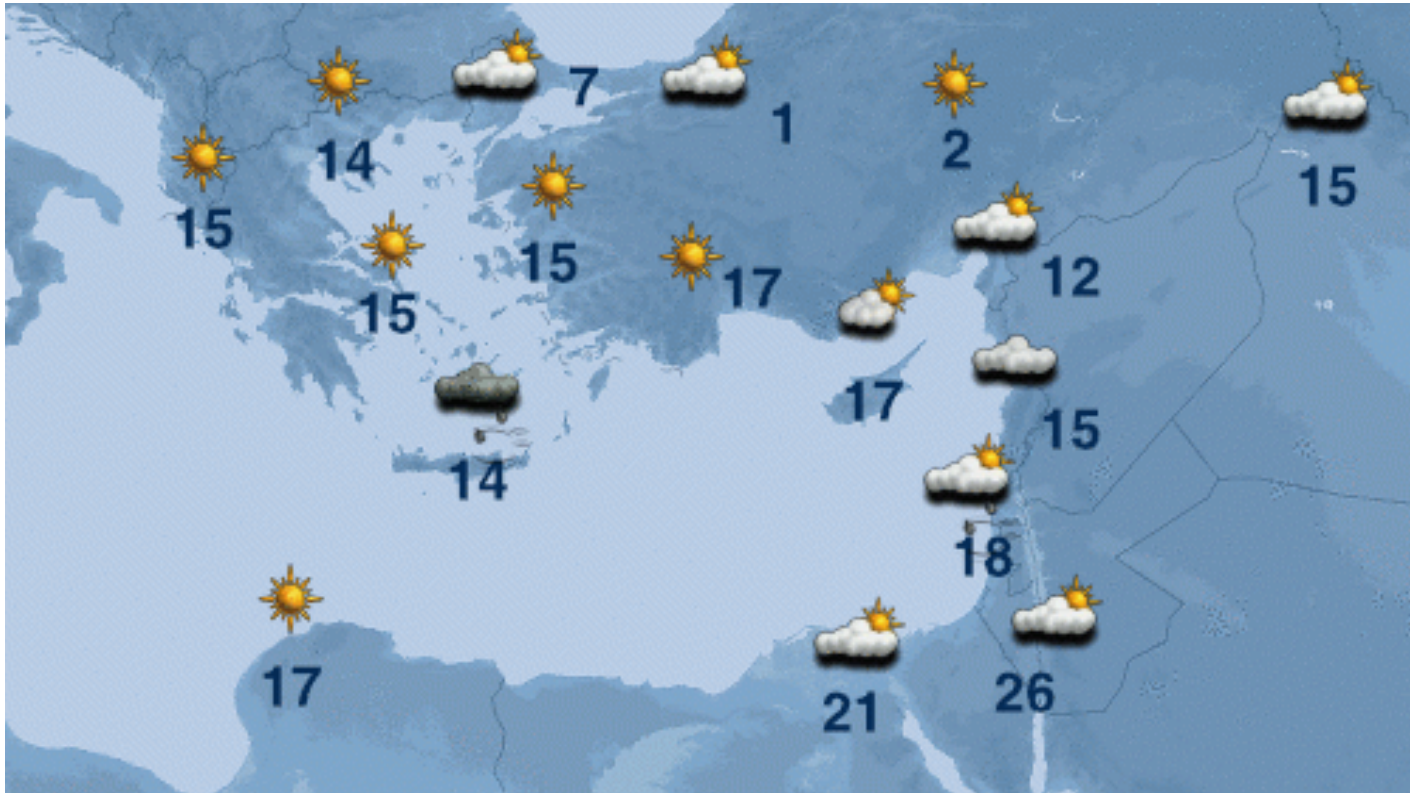
- Stock Market Prediction





# Machine Learning in Action

- Weather Prediction



# Machine Learning in Action

- Many, many more...
  - Speech recognition, Natural language processing
  - Computer vision
  - Sensor networks
  - Social networks
  - ...

# Formal Definition

- Definition: “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  $E$ ”

Tom M. Mitchel

# Well-defined Learning Problem

- Identify three features
  - Class of tasks
  - Measure of performance to be improved
  - Source of experience



# Predicting Traffic Patterns

- **Task T:** predicting traffic patterns at a busy street
- **Performance measure P:** accuracy of the predicted future traffic patterns
- **Training experience E:** data about past traffic patterns

# A checkers learning problem

- **Task T:** playing checkers
- **Performance measure P:** percent of games won against opponents
- **Training experience E:** playing practice games against itself

# A robot driving learning problem

- **Task T:** driving on public four-lane highways using vision sensors
- **Performance measure P:** average distance traveled before an error (as judged by human overseer)
- **Training experience E:** a sequence of images and steering commands recorded while observing a human driver

# Handwriting Recognition

- **Task T: ?**
- **Performance measure P: ?**
- **Training experience E: ?**



# Text Classification Problem

- **Task T: ?**
- **Performance measure P: ?**
- **Training experience E: ?**

# Some disciplines that influence ML

- Artificial intelligence
- Bayesian methods
- Computational complexity theory
- Control theory
- Information theory
- Philosophy
- Psychology and neurobiology
- Statistics

# Designing a Learning System

- **Choosing the Training Experience**
  - Direct or Indirect
  - Distribution of examples

# Designing a Learning System

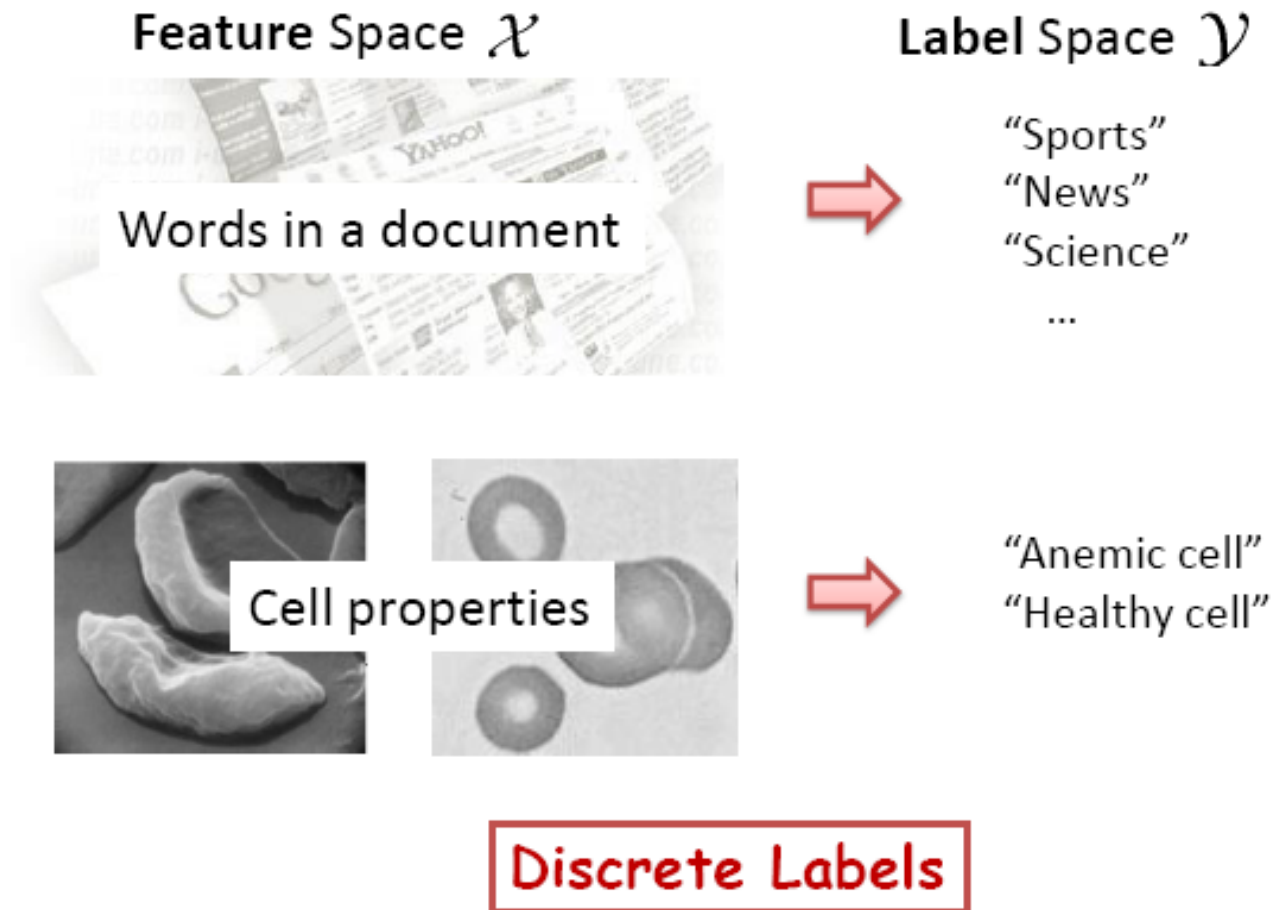
- **Choosing the Target Function**
  - The next design choice is to determine exactly what type of knowledge will be learned and how this will be used by the performance program.
- **Choosing a Representation for the Target Function**
  - Now that we have specified the ideal target function, we must choose a representation that the learning program will use to describe the function that it will learn.
- **Choosing a Learning Algorithm**
  - Mechanism to learn from the experiences.



# Types of Machine Learning

- **Supervised learning**
  - Where we get a set of training inputs and outputs. The correct output for the training samples is available
- **Unsupervised learning**
  - No specific output values are supplied with the learning patterns
- **Semi-supervised learning**
  - Where we get a small amount of labeled data with a large amount of unlabeled data

# Supervised Learning - Classification



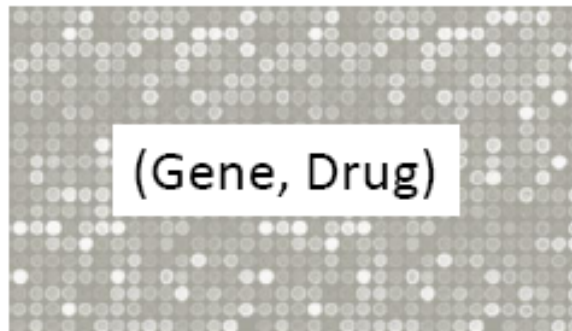
# Supervised Learning - Regression

Feature Space  $\mathcal{X}$

Label Space  $\mathcal{Y}$



Share Price  
"\$ 24.50"



Expression level  
"0.01"

**Continuous Labels**