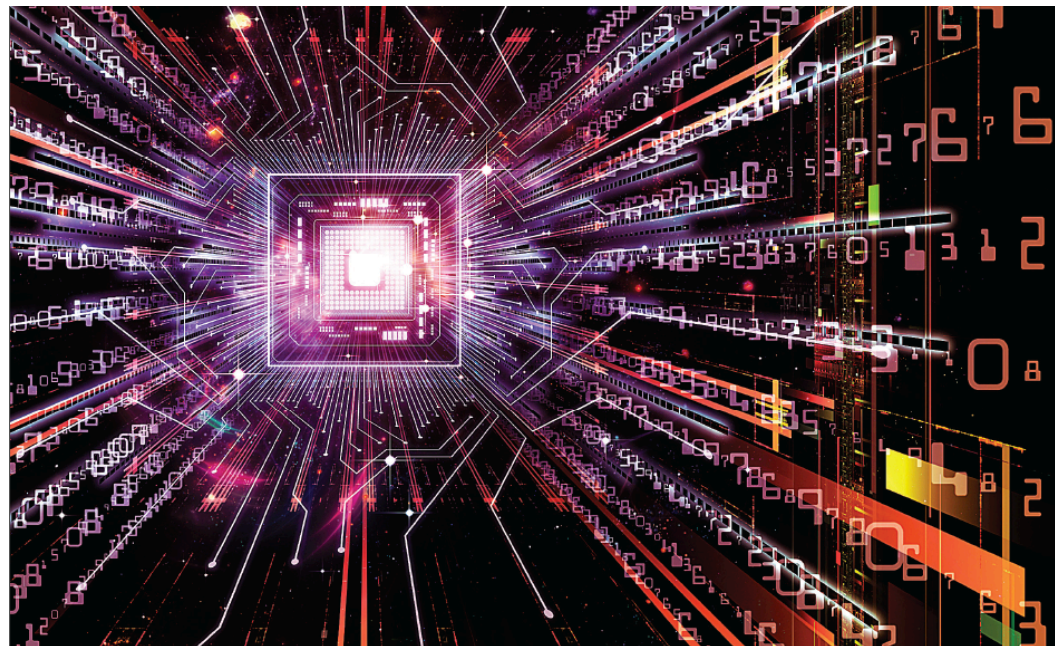




Autour de l'Apprentissage Artificiel

Enggelbert Mephu Nguifo

Usages ?





Apprentissage artificiel

Why ?

Manyika, J., Chui, M., Brown, B., Bughin, J., Dobbs, R., Roxburgh, C. and Byers, A. *Big data: The next frontier for innovation, competition, and productivity*. Technical report, **McKinsey Global Institute**, 2011.

“Machine learning (a.k.a. data mining or predictive analytics) will be the **driver of the next big wave of innovation**”



Apprentissage artificiel

Why ?

ML algorithms can figure out how to perform important tasks by **generalizing from examples**. This is often feasible and cost-effective where manual programming is not.

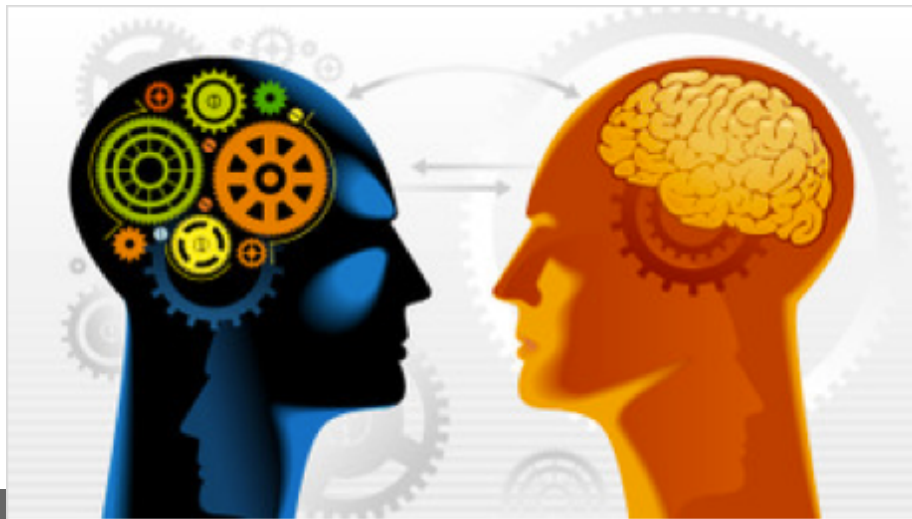
As **more data** becomes available, **more ambitious problems** can be tackled.



Apprentissage artificiel

Why ?

ML is widely used in computer science and other fields. However, developing **successful ML** applications requires a substantial amount of “**black art**” that is difficult to find in textbooks.





Apprentissage artificiel

What's in ?

Problem Setting:

- Set of possible instances X
- Unknown target function $f: X \rightarrow Y$
- Set of function hypotheses $H = \{ h \mid h: X \rightarrow Y \}$

Function approximation

Input:

- Training examples $\{ \langle x^{(i)}, y^{(i)} \rangle \}$ of unknown target function f

superscript: i^{th} training example

Output:

- Hypothesis $h \in H$ that best approximates target function f



Apprentissage artificiel

What's in ?

ML = Representation + Evaluation + Optimization

Representation	Evaluation	Optimization
Instances	Accuracy/Error rate	Combinatorial optimization
K-nearest neighbor	Precision and recall	Greedy search
Support vector machines	Squared error	Beam search
Hyperplanes	Likelihood	Branch-and-bound
Naive Bayes	Posterior probability	Continuous optimization
Logistic regression	Information gain	Unconstrained
Decision trees	K-L divergence	Gradient descent
Sets of rules	Cost/Utility	Conjugate gradient
Propositional rules	Margin	Quasi-Newton methods
Logic programs		Constrained
Neural networks		Linear programming
Graphical models		Quadratic programming
Bayesian networks		
Conditional random fields		



Apprentissage artificiel

What's up ?

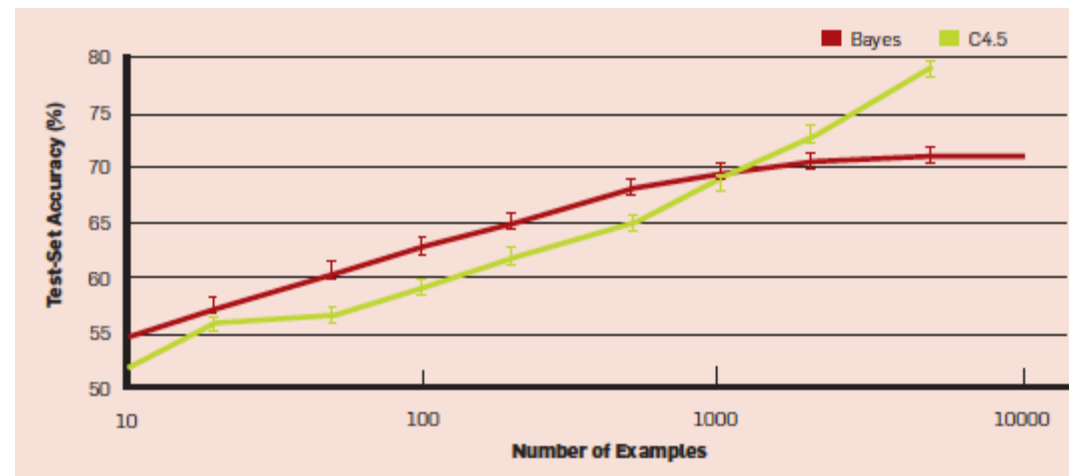
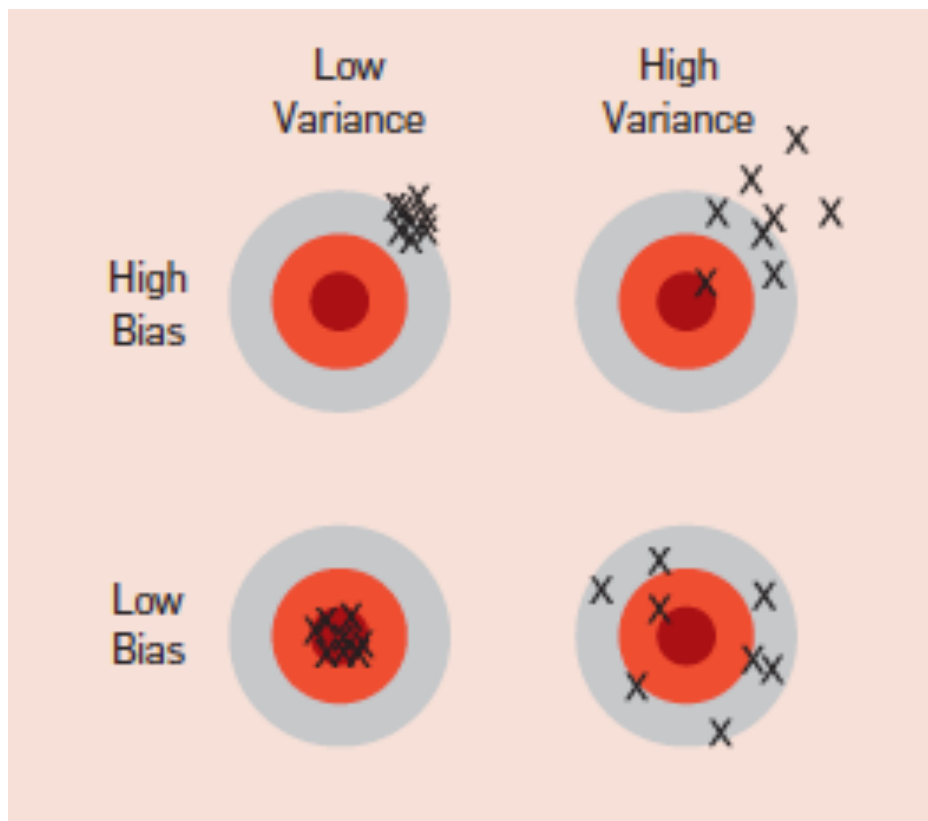
- It's generalization that counts
- Data alone is not enough
- Overfitting has many faces



Apprentissage artificiel

What's up?

Overfitting has many faces





Apprentissage artificiel

What's up ?

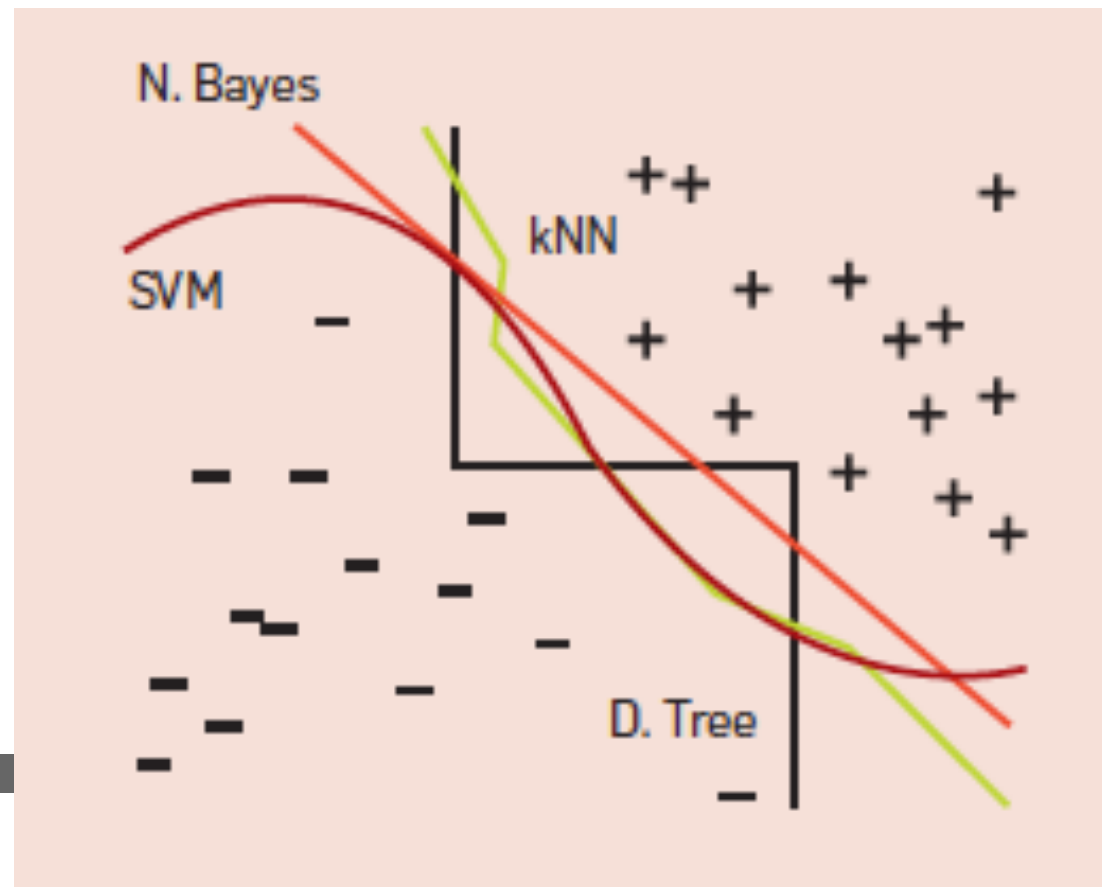
- Intuition fails in high dimensions
- Theoretical guarantees are not what they seem
- Feature engineering is the key
- More data beats a clever algorithm



Apprentissage artificiel

What's up ?

- More data beats a clever algorithm





Apprentissage artificiel

What's up ?

- Learn many models, not just one
- Simplicity does not imply accuracy
- Representable does not mean learnable
- Correlation does not imply causation



Apprentissage artificiel

Where ?

- APPs :
 - Robot control
 - Computer vision
 - Speech recognition, Natural language processing
 - Medical outcomes analysis
 - ...
- ML niche is growing :
 - Improved machine learning algorithms
 - Increased data capture, networking, new sensors
 - Software too complex to write by hand
 - Demand for self-customization to user, environment



Apprentissage artificiel

Where ?

Pedro DOMINGOS, A Few Useful Things to Know about Machine Learning. *Communications of the ACM*, 55 (10), 78-87, 2012.

Antoine CORNUÉJOLS - Laurent MICLET, "Apprentissage artificiel : Concepts et algorithmes (2ème éd.) », Eyrolles. Juin 2010. 830 pages. ISBN: 978-2-212-12471-2

Ressources

➤ http://www.cs.cmu.edu/~tom/10701_sp11/lectures.shtml

➤ www.kdnuggets.com

➤ SIGKDD : www.sigkdd.org

➤ WEKA : www.cs.waikato.ac.nz/ml/weka/

➤ <http://www.videlectures.net>

➤ Nuage de mots

➤ Outil : <http://www.tagxedo.com/app.html>