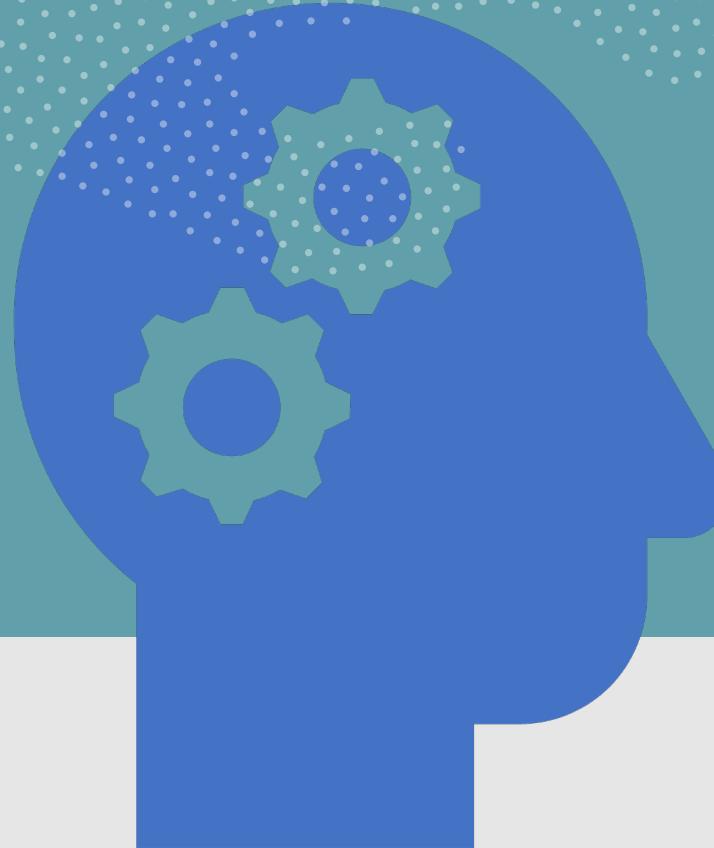


Machine Learning

06048203

Document



| Week | Topic |
|-------|--|
| 1 | Introduction to Machine Learning |
| 2 | Fundamental and Prompt Engineering |
| 3 | Advanced Prompting Techniques |
| 4 | Basic Python Programming for Machine Learning |
| 5 | Advanced Python Programming for Machine Learning |
| 6 | Regression & Advance Regression |
| 7 | Logistic Regression |
| 8 | K-nearest neighbors |
| 9 | Support vector machine |
| 10 | Naïve Bayes |
| 11 | Decision tree |
| 12 | Random forest |
| 13-15 | Application in Real world |

| Criteria | Description | Weight |
|--------------------|--|--------|
| Kaggle Assignments | Kaggle is an online Competition | 60% |
| Final Exam | Performance in exams, assessing theoretical knowledge and problem-solving skills | 40% |

| อันดับ | เปอร์เซ็นต์ | จำนวนนักศึกษา | คะแนน |
|--------|-------------|---------------|-------|
| 1-3 | Top 10% | 3 คน | 100 |
| 4-7 | Top 11-25% | 4 คน | 93 |
| 8-15 | Top 26-50% | 8 คน | 86 |
| 16-21 | Top 51-70% | 6 คน | 79 |
| 22-27 | Top 71-90% | 6 คน | 72 |
| 28-31 | Bottom 10% | 4 คน | 65 |

AI4BA-No1_Exam_2024_2

Thai silk



Overview Data Code Models Discussion Leaderboard Rules Team Submissions Settings

Leaderboard

Raw Data Refresh

Search leaderboard

Public Private

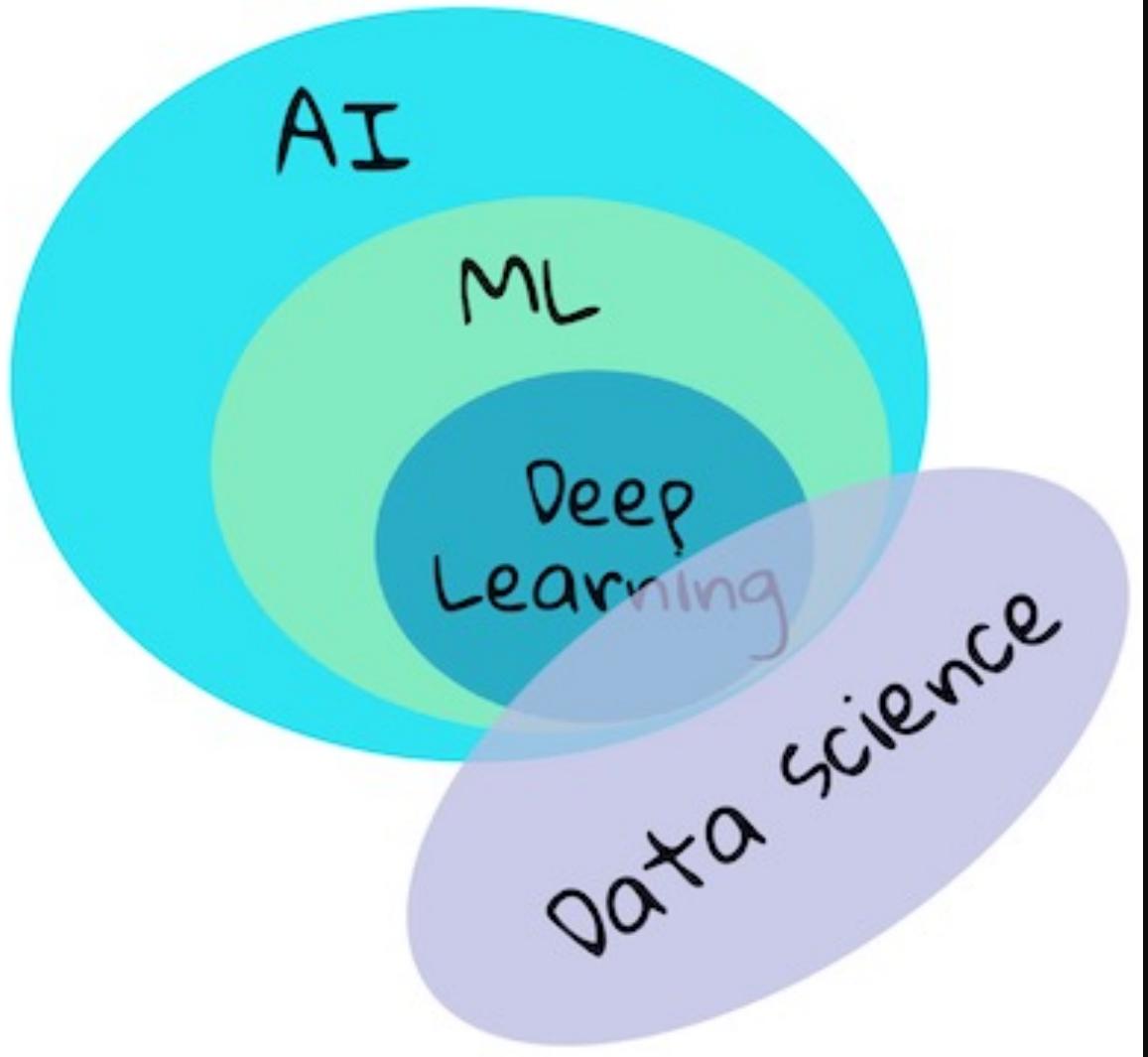
The private leaderboard is calculated with approximately 50% of the test data.
This competition has completed. This leaderboard reflects the final standings.

| # | △ | Team | Members | Score | Entries | Last | Solution |
|----|------|------------------------------|---------|-----------|---------|------|----------|
| 1 | — | 66076020_ยมพัชร | | 0.9801245 | 2 | 3mo | |
| 2 | + 1 | 66076002_ภนพพิชช์ | | 0.8584349 | 3 | 3mo | |
| 3 | - 1 | 65076051_ภพธีรา | | 0.5956180 | 3 | 3mo | |
| 4 | + 7 | 66076019_ยนต์ชัก | | 0.5923106 | 2 | 3mo | |
| 5 | + 10 | 66076017_ดวงเดือน | | 0.5770735 | 4 | 3mo | |
| 6 | + 7 | 66076021_ยนท์พิกานต์ | | 0.5753778 | 6 | 3mo | |
| 7 | - 3 | 66076022_อนศ | | 0.5442650 | 9 | 3mo | |
| 8 | + 6 | APAPJ | | 0.5357674 | 3 | 3mo | |
| 9 | - 2 | 66076040_วิภากรณ์ เรืองผลมัย | | 0.5242341 | 8 | 3mo | |
| 10 | + 2 | 66076049 อติริษฐ์ จันทร์ | | 0.5102483 | 4 | 3mo | |
| 11 | - 6 | 66076038_นิรารักษ์ | | 0.5093011 | 2 | 3mo | |
| 12 | - 4 | 65076044_พรมฎา | | 0.4985782 | 4 | 3mo | |
| 13 | - 4 | P | | 0.4976292 | 4 | 3mo | |

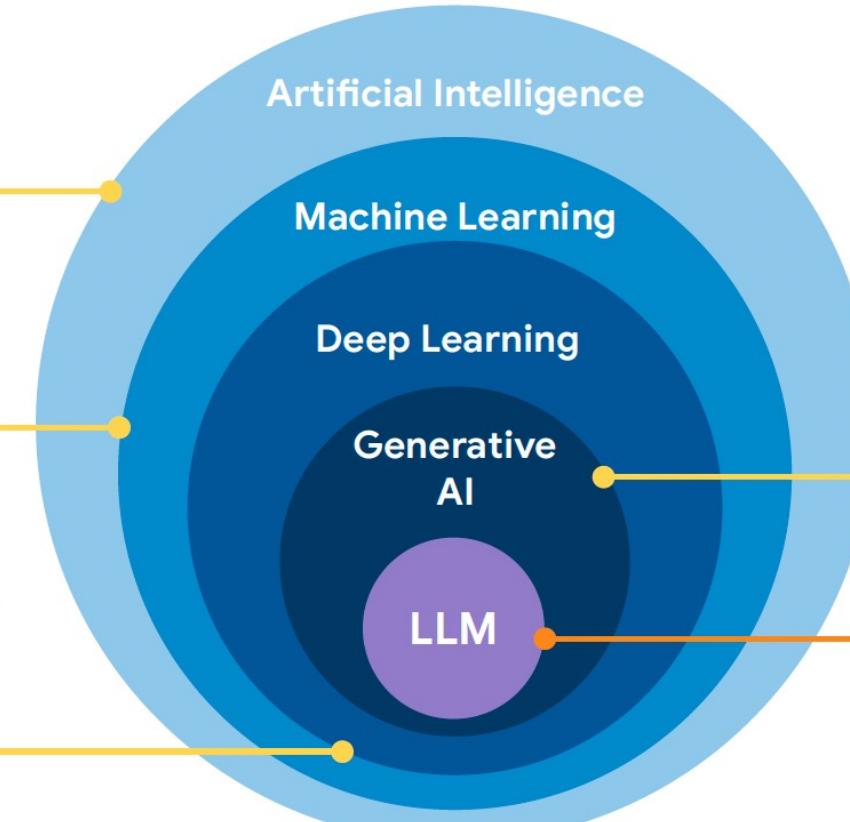
ทุจริต — ปรับตก

| สถาบันเทคโนโลยีพระจอมเกล้าเจ้าคุณทหารลาดกระบัง ใบรายชื่อนักศึกษา แยกตามสาขาวิชา ภาคการศึกษา 1 ปีการศึกษา 2567 คณะทุกคณะ | | | |
|--|-----------|--------------------------------|----------|
| รหัสวิชา 06048203 รายวิชา MACHINE LEARNING หน่วยกิต 3 กลุ่ม รวมทุกกลุ่ม | | | |
| อาจารย์ผู้สอน พศ.ดร.ทักษิณ พลดยุสรวน | | | |
| | | | |
| ลำดับที่ | รหัส น.ส. | ชื่อ-นามสกุล | หมายเหตุ |
| 1 | 67076003 | นายกฤตภัส สินปีสิลวรรณ์ | |
| 2 | 67076004 | นายกฤตเวช แซ่ซึ้ง | |
| 3 | 67076005 | นายกัลปกรณ์ อ่องประภกฤษ | |
| 4 | 67076006 | นางสาวกัญญา น้อยมนอ | |
| 5 | 67076007 | นางสาวกานต์สินี แก้วแก้ว | |
| 6 | 67076009 | นายชัยรักษ์ เตเมียจิตต์ | |
| 7 | 67076010 | นายชัชติยะ สโนหก | |
| 8 | 67076011 | นางสาวจันทร์ญา พุทธรักษ์ | |
| 9 | 67076012 | นางสาวจินดา ณ วิเชียร | |
| 10 | 67076014 | นายจิรบุตร แซ่ฟ้า | |
| 11 | 67076017 | นายนัฐนนท์ ทองคง | |
| 12 | 67076019 | นายทัศนีย์ ระบีบทพรา | |
| 13 | 67076020 | นายทินวัฒน์ อารามย์สูข | |
| 14 | 67076021 | นายธนพงศ์ ธนาศาสตร์ | |
| 15 | 67076023 | นายธนาธิป พิพัฒน์เนร豺รชร์ | |
| 16 | 67076024 | นายธนาเดช ชัยพล | |
| 17 | 67076027 | นายธีร์วิช จิรกลมหาพัฒน์ | |
| 18 | 67076029 | นางสาวนิชา กล่องเชื้อ | |
| 19 | 67076036 | นายปีรพันธ์ แก้วล้ำ | |
| 20 | 67076038 | นายปีรพันธ์ บัวทองเจันทร์ | |
| 21 | 67076042 | นางสาวพันธ์ประภา ปัลลิมปีชาร์ณ | |
| 22 | 67076043 | นายพุทธบูชา บัญญะประชุม | |
| 23 | 67076044 | นางสาวเพราพิไล พรมวิจิตร์ | |
| 24 | 67076045 | นายภาการ รุจิราลส์กุล | |
| 25 | 67076047 | นางสาวภาณี สุภารິນດ | |
| 26 | 67076051 | นางสาววรรณรงค์ ตะอังกุ | |
| 27 | 67076052 | นายชัชรพงศ์ ไพบูลยธรรม | |
| 28 | 67076053 | นางสาววราชนา แดงจำ | |
| 29 | 67076056 | นายศิริวัฒน์ บุญพาบ | |
| 30 | 67076059 | นางสาวสายชล สิทธิชล | |
| 31 | 67076061 | นายสุชาติ เอื่องสุกฯ | |

รวมจำนวนนักศึกษาทั้งสิ้น 31 คน



-
- Artificial Intelligence (AI) is a field focused on creating intelligent systems that can perform tasks requiring human-like intelligence. It encompasses both narrow AI, which is designed for specific tasks, and general AI, which aims to achieve human-level intelligence.
 - Machine Learning (ML) is a subset of AI that involves developing algorithms and models that allow computers to learn from data and improve their performance without being explicitly programmed. ML focuses on pattern recognition, prediction, and decision-making based on learned patterns.
 - Deep Learning is a specialized branch of ML that utilizes deep neural networks with multiple layers to automatically learn hierarchical representations of data. It excels at tasks involving complex patterns and feature extraction, and often requires substantial computational resources.
 - Data Science is an interdisciplinary field that involves extracting knowledge and insights from data using scientific methods, processes, algorithms, and tools. It encompasses various techniques, including AI, ML, and Deep Learning, to analyze and interpret large and complex datasets to solve problems and make informed decisions.
-



Artificial Intelligence (AI)

A field, which combines computer science and robust datasets, to enable problem-solving

Machine Learning (ML)

A branch of AI and computer science which focuses on the use of data and algorithms to imitate the way that humans learn

Deep Learning (DL)

A neural network with three or more layers which attempt to simulate the behavior of the human brain, allowing it to "learn" from large amounts of data

Generative AI

A branch of AI that involves using machine learning algorithms to create new content using previously created content

Large Language Model (LLM)

A generative AI model that is designed to understand human-like text and can perform a variety of natural language processing tasks.



“Why use
machine
learning(or
deep
learning)?”

(maybe not very
simple...)

“If you can build a simple rule-based system
that doesn’t require machine learning, do
that.”

Good reason: Why not?

Better reason: For a complex
problem, can you think of all the rules?

(probably
not)



What deep learning is good for

Problems with long lists of rules—when the traditional approach fails, machine learning/deep learning may help.

Continually changing environments—deep learning can adapt ('learn') to new scenarios.

Discovering insights within large collections of data—can you imagine trying to hand-craft rules for what 101 different kinds of food look like?

What deep learning is not good for



When you need explainability—the patterns learned by a deep learning model are typically uninterpretable by a human.

When the traditional approach is a better option — if you can accomplish what you need with a simple rule-based system.

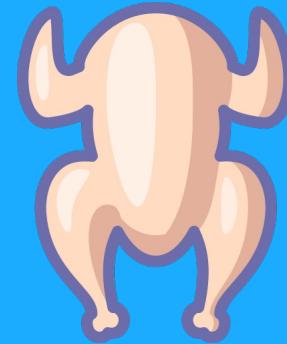
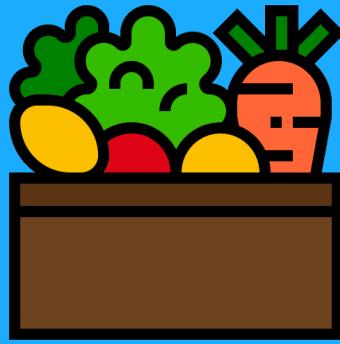
When errors are unacceptable — since the outputs of deep learning model aren't always predictable.

When you don't have much data — deep learning models usually require a fairly large amount of data to produce great results.

(though we'll see how to get great results without huge amounts of data)

Traditional programming

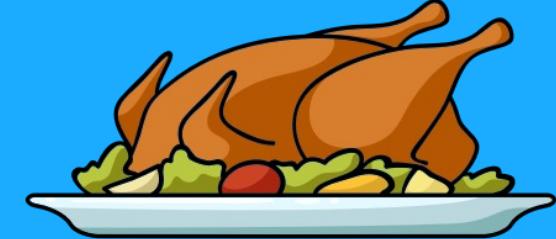
Inputs



Rules

1. Cut vegetables
2. Season chicken
3. Preheat oven
4. Cook chicken for 30-minutes
5. Add vegetables

Output



Starts with

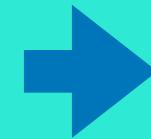
Makes

Machine learning algorithm

Inputs



Output



Rules

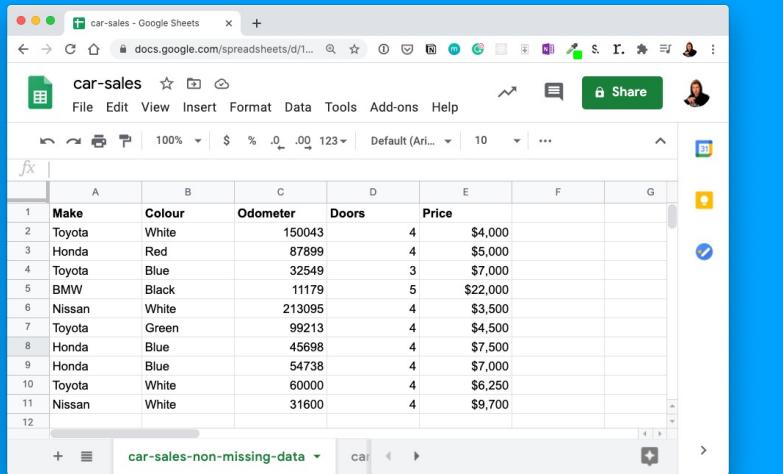
1. Cut vegetables
2. Season chicken
3. Preheat oven
4. Cook chicken for 30-minutes
5. Add vegetables

Starts with

Figures out

Machine Learning vs. Deep Learning

Machine Learning



| Make | Colour | Odometer | Doors | Price |
|--------|--------|----------|-------|----------|
| Toyota | White | 150043 | 4 | \$4,000 |
| Honda | Red | 87899 | 4 | \$5,000 |
| Toyota | Blue | 32549 | 3 | \$7,000 |
| BMW | Black | 11179 | 5 | \$22,000 |
| Nissan | White | 213095 | 4 | \$3,500 |
| Toyota | Green | 99213 | 4 | \$4,500 |
| Honda | Blue | 45698 | 4 | \$7,500 |
| Honda | Blue | 54738 | 4 | \$7,000 |
| Toyota | White | 60000 | 4 | \$6,250 |
| Nissan | White | 31600 | 4 | \$9,700 |



Structured data

Algorithm:
Boosted
machine

dmlc
XGBoost

Deep Learning



Daniel Bourke @mrdbourke · Nov 1
"How do I learn #machinelearning?"

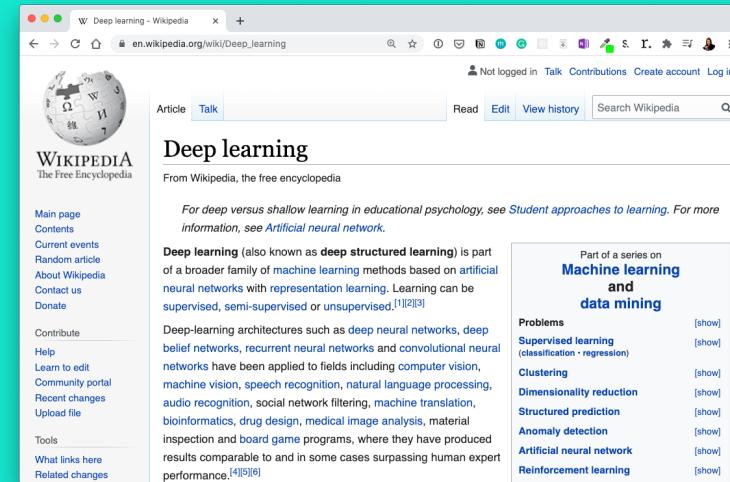
What you want to hear:

1. Learn Python
2. Learn Math/Stats/Probability
3. Learn software engineering
4. Build

What you need to do:

1. Google it
2. Go down the rabbit hole
3. Resurface in 6-9 months and reassess

See you on the other side.



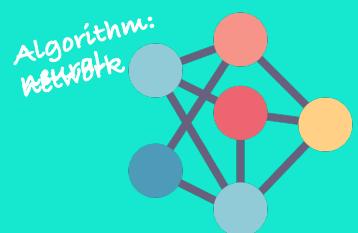
Deep learning

From Wikipedia, the free encyclopedia

Deep learning (also known as **deep structured learning**) is part of a broader family of machine learning methods based on **artificial neural networks** with representation learning. Learning can be supervised, semi-supervised or unsupervised.^{[1][2][3]}

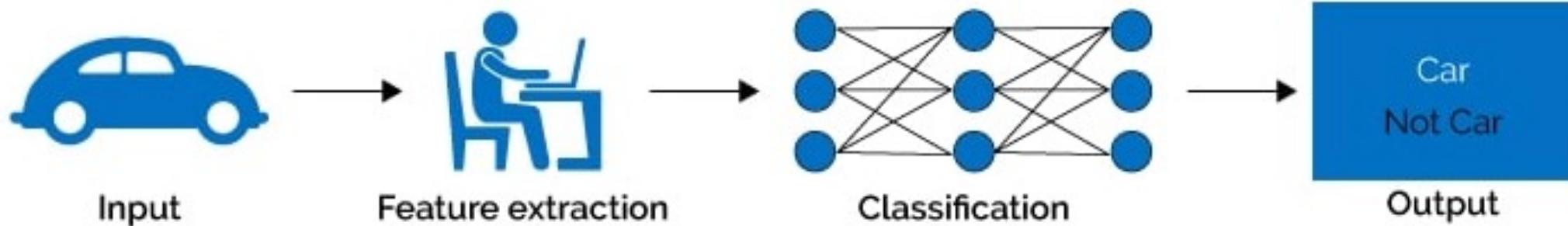
Deep-learning architectures such as deep neural networks, deep belief networks, recurrent neural networks and convolutional neural networks have been applied to fields including computer vision, machine vision, speech recognition, natural language processing, audio recognition, social network filtering, machine translation, bioinformatics, drug design, medical image analysis, material inspection and board game programs, where they have produced results comparable to and in some cases surpassing human expert performance.^{[4][5][6]}

Unstructured data

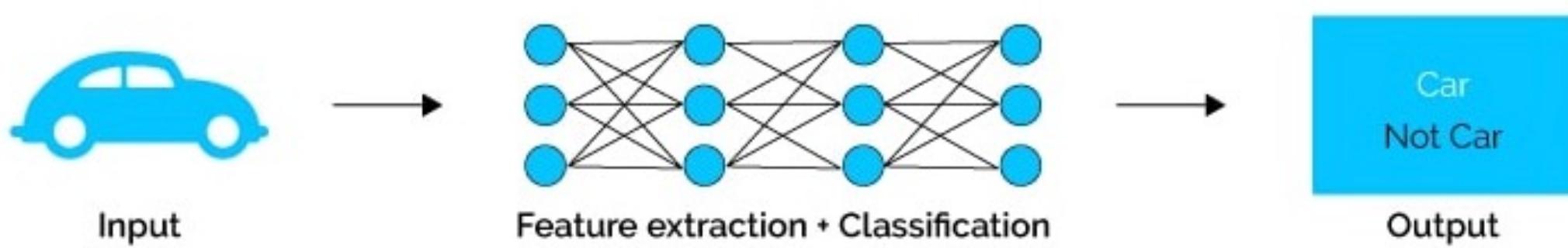


Algorithm:
Network

Machine Learning



Deep Learning



Machine Learning vs. Deep Learning

(common algorithms)

- Random forest
- Gradient boosted models
- Naive Bayes
- Nearest neighbour
- Support vector machine
- ...many more

(since the advent of deep learning these are often referred to as "shallow algorithms")

- Neural networks
- Fully connected neural network
- Convolutional neural network
- Recurrent neural network
- Transformer
- ...many more

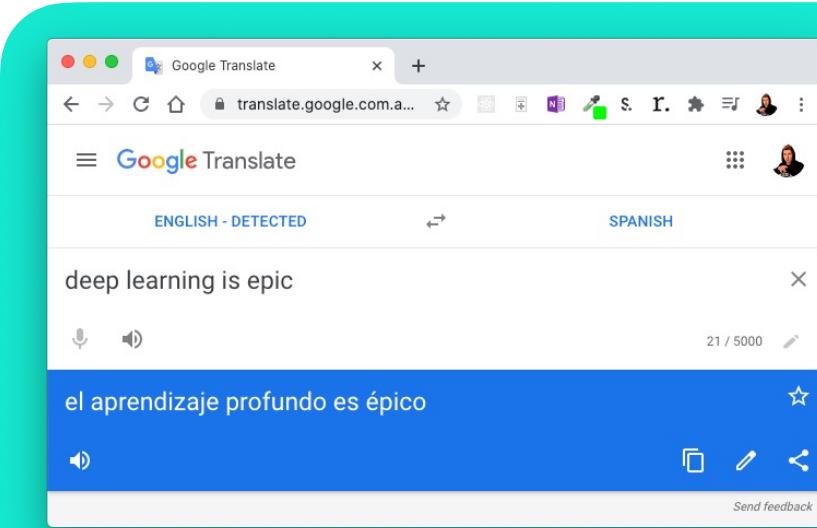
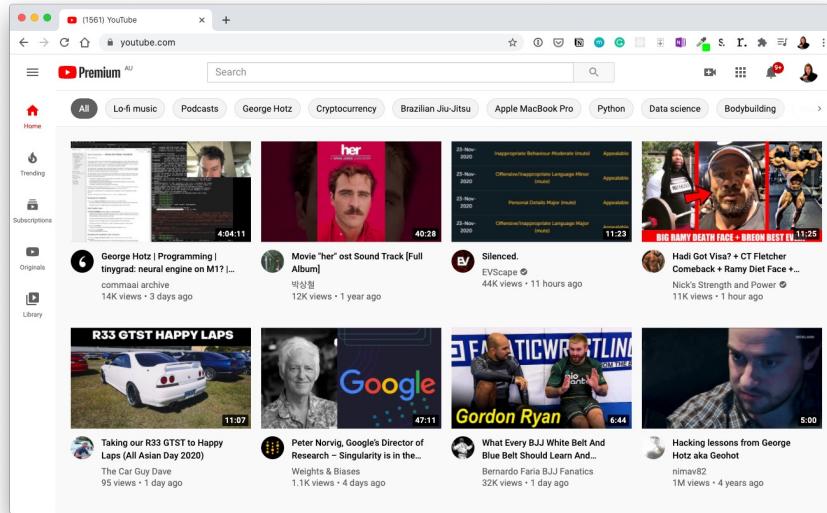
What we're focused on building
(with PyTorch)

(depending how you represent your problem,
many algorithms can be used for both)

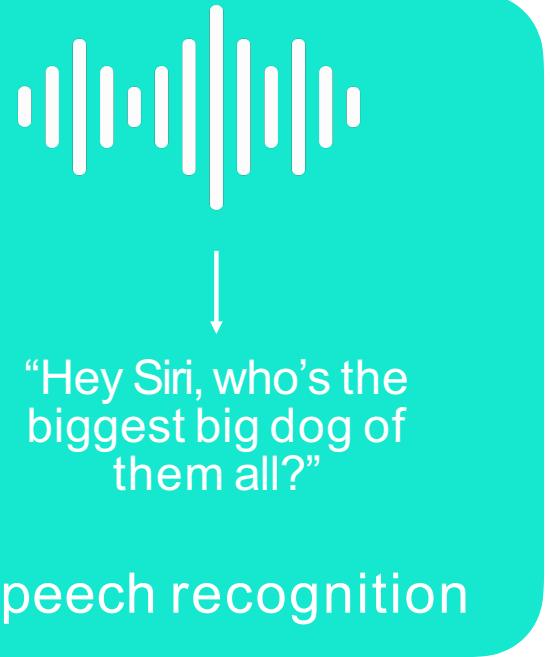
Structured data

Unstructured data

Deep Learning Use Cases



Translation



Speech recognition



To: daniel@mrdbourke.com
Hey Daniel,

This deep learning course is incredible!
I can't wait to use what I've learned!

Not spam

To: daniel@mrdbourke.com
Hay daniel...

C0ongratu1ations! U win \$1139239230

Spam

Computer Vision

Natural Language Processing (NLP)

Example of Application of machine learning



To predict the likelihood of disease from a patient's medical history or reports.



To leverage weather data to predict weather events.

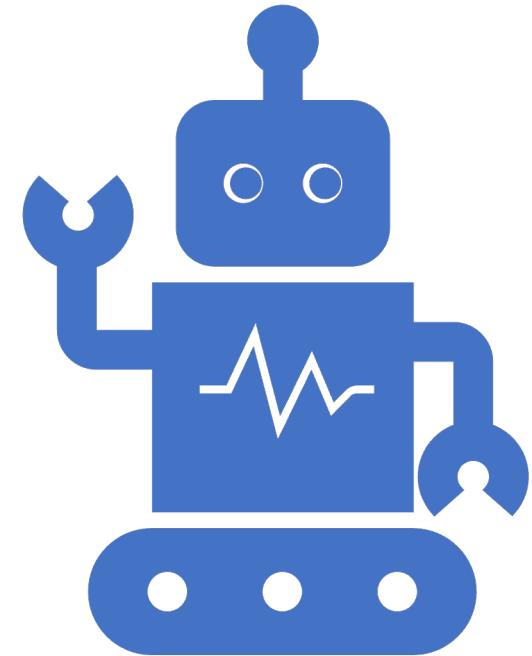


To understand the sentiment of a text.

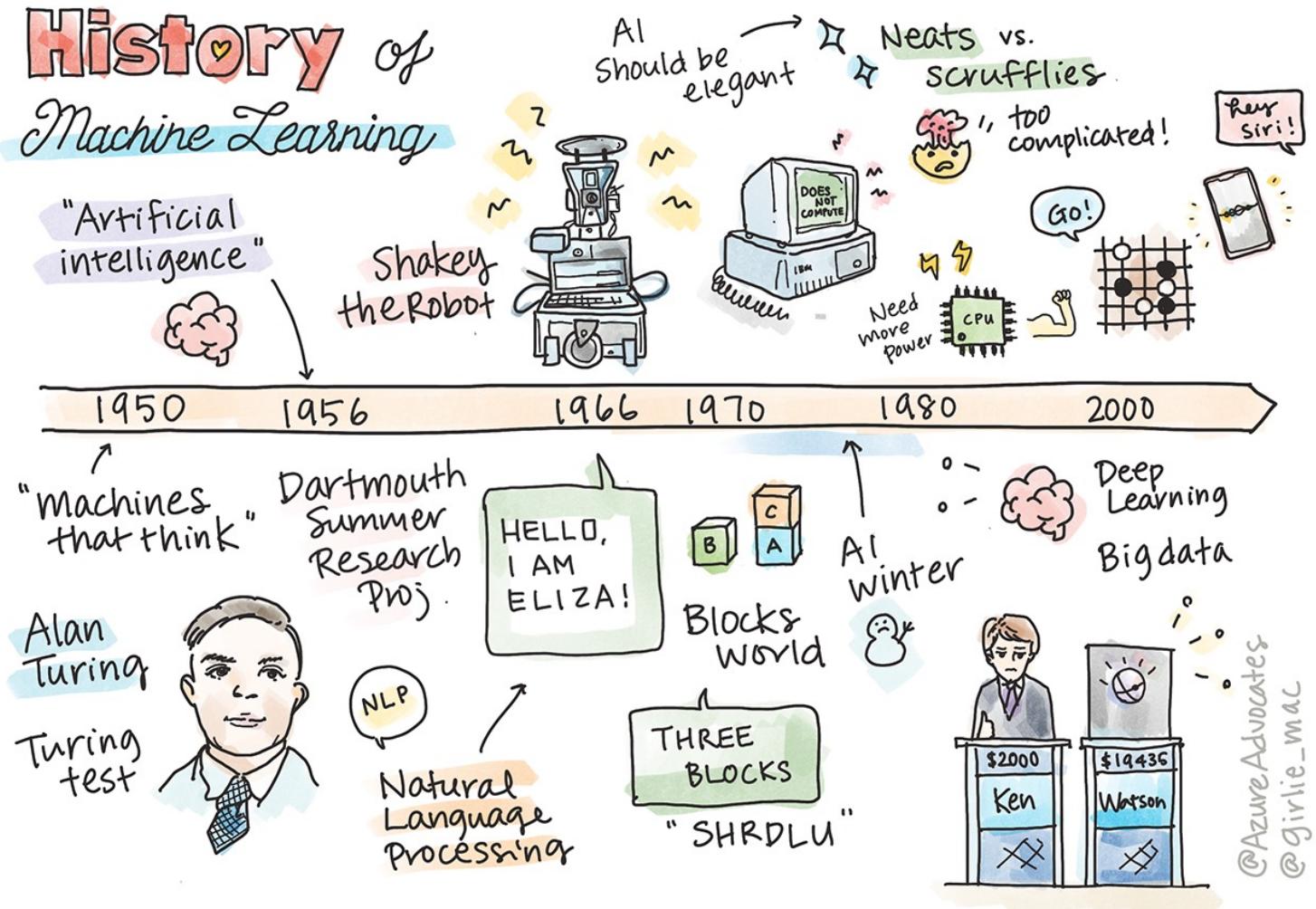


To detect fake news to stop the spread of propaganda.

Finance, economics, earth science, space exploration, biomedical engineering, cognitive science, and even fields in the humanities have adapted machine learning to solve the arduous, data-processing heavy problems of their domain.



History of machine learning



Welcome to

```
EEEEE LL      IIII    ZZZZZZ  AAAAAA  
EE   LL      II      ZZ  AA  AA  
EEEEE LL      II      ZZZ  AAAAAAAA  
EE   LL      II      ZZ  AA  AA  
EEEEE LLLLLL  IIII    ZZZZZZ  AA  AA
```

Eliza is a mock Rogerian psychotherapist.
The original program was described by Joseph Weizenbaum in 1966.
This implementation by Norbert Landsteiner 2005.

```
ELIZA: Is something troubling you ?  
YOU: Men are all alike.  
ELIZA: What is the connection, do you suppose ?  
YOU: They're always bugging us about something or other.  
ELIZA: Can you think of a specific example ?  
YOU: Well, my boyfriend made me come here.  
ELIZA: Is it important to you that your boyfriend made you come here ?  
YOU: He says I'm depressed much of the time.  
ELIZA: I am sorry to hear that you are depressed.  
YOU: It's true. I am unhappy.  
ELIZA: Can you explain what made you unhappy ?  
YOU:
```

Eliza, an early 'chatterbot', could converse with people and act as a primitive 'therapist'. You'll learn more about Eliza in the NLP lessons.

THE TRUE ENIGMA
WAS THE MAN WHO CRACKED
THE CODE



Notable discoveries

1950s:

- 1950: Alan Turing proposes the "Turing Test" as a measure of machine intelligence.
- 1956: John McCarthy organizes the Dartmouth Workshop, marking the birth of artificial intelligence (AI) as a field of study.

1960s:

- 1967: The concept of nearest neighbor algorithms is introduced by Evelyn Fix and Joseph Hodges.
- 1969: The "Perceptron" algorithm, a type of artificial neural network, is developed by Frank Rosenblatt.

1970s:

- 1970: The "ID3" algorithm is introduced by J.R. Quinlan, becoming one of the first decision tree learning algorithms.
- 1974: Paul Werbos introduces the concept of backpropagation, a crucial technique for training artificial neural networks.

1980s:

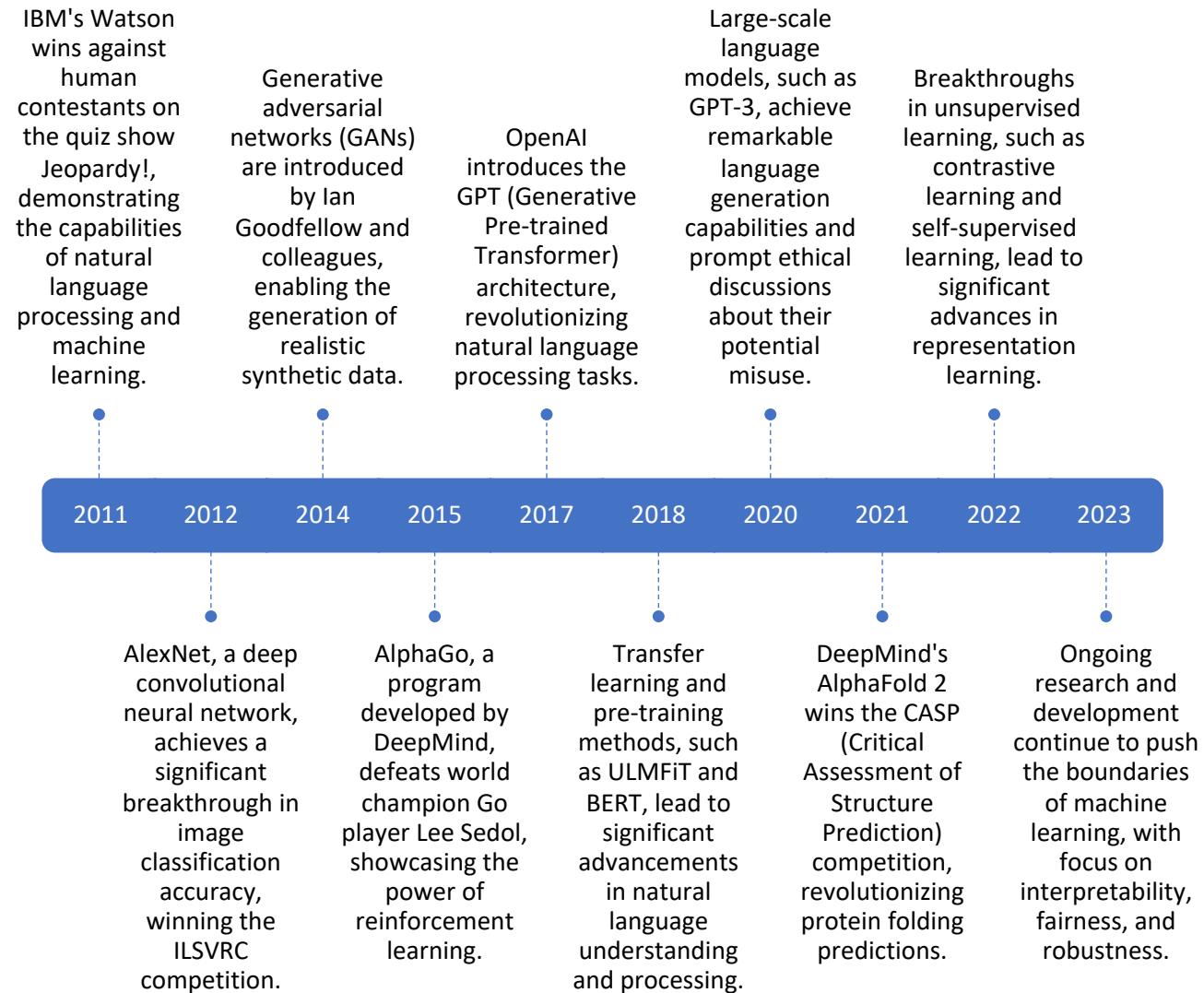
- 1981: Gerald DeJong develops the "Explanation-Based Learning" approach, enabling systems to learn from explicit explanations.
- 1986: Geoffrey Hinton, David Rumelhart, and Ronald Williams demonstrate the practical effectiveness of backpropagation, leading to a resurgence of interest in neural networks.

1990s:

- 1995: Vladimir Vapnik and Alexey Chervonenkis propose the Support Vector Machines (SVM) algorithm for classification tasks.
- 1997: IBM's Deep Blue defeats world chess champion Garry Kasparov, showcasing the power of machine learning in complex games.

2000s:

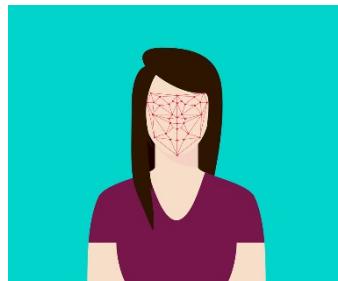
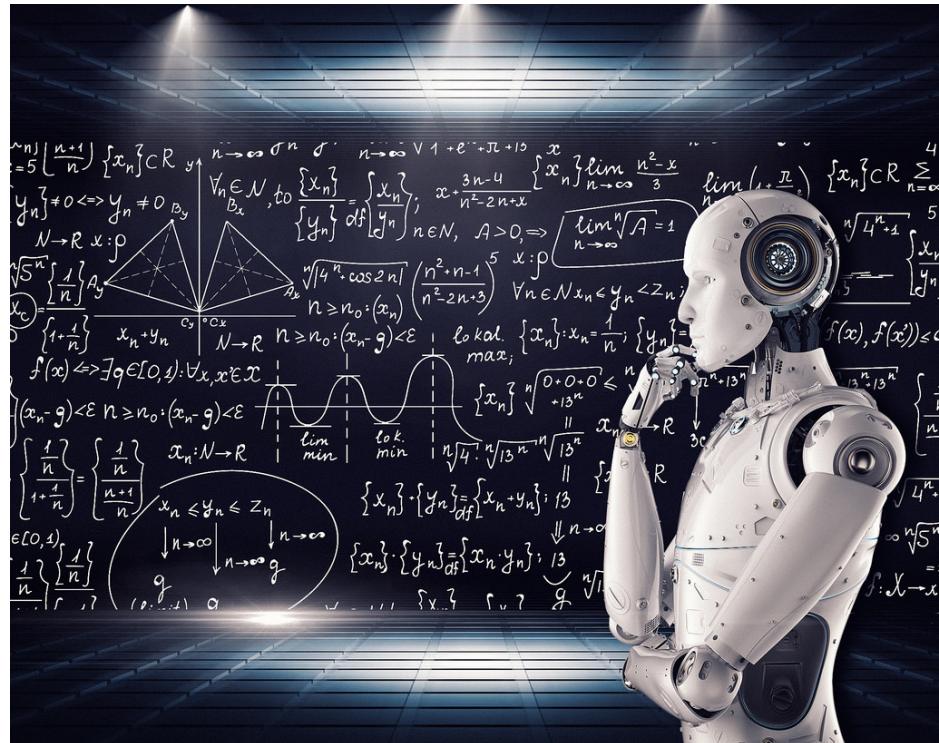
- 2001: The "AdaBoost" algorithm, which combines multiple weak classifiers to form a strong classifier, is introduced by Yoav Freund and Robert Schapire.
- 2006: Geoffrey Hinton and colleagues publish a seminal paper on deep belief networks, paving the way for modern deep learning architectures.
- 2009: The "ImageNet" dataset and the ImageNet Large Scale Visual Recognition Challenge (ILSVRC) are introduced, spurring advancements in computer vision.

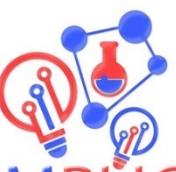




MACHINE LEARNING AND ARTIFICIAL INTELLIGENCE: INTRODUCTION

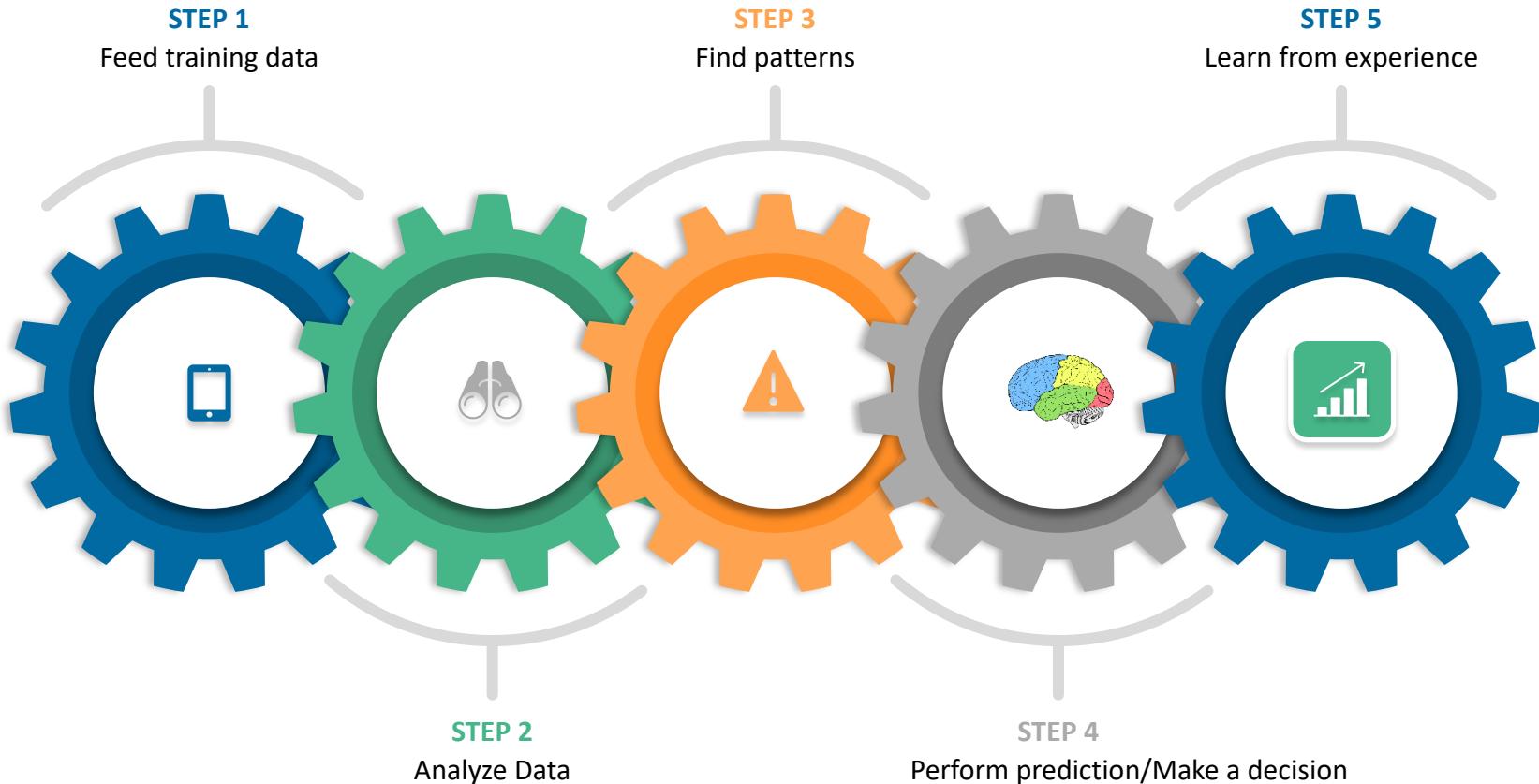
- Artificial Intelligence/Machine learning does not only mean robots or Sci-Fi movies!
- Machine learning applications are everywhere!
- Google search engine, amazon recommender systems, Facebook facial recognition (tagging), Siri





MACHINE LEARNING AND ARTIFICIAL INTELLIGENCE: PROCESS

- Machine learning is the study of algorithms that teach computers to learn from experience.
- Through experience (more training data), computers can continuously improve their performance.





MACHINE LEARNING: BIG PICTURE

ARTIFICIAL INTELLIGENCE

Science that enables computers to mimic human intelligence. Subfields: Machine Learning, robotics, and computer vision

MACHINE LEARNING

Subset of AI that enable machines to improve at tasks with experience

SUPERVISED LEARNING

Training algorithms using labeled input/output data.

CLASSIFICATION

REGRESSION

UNSUPERVISED LEARNING

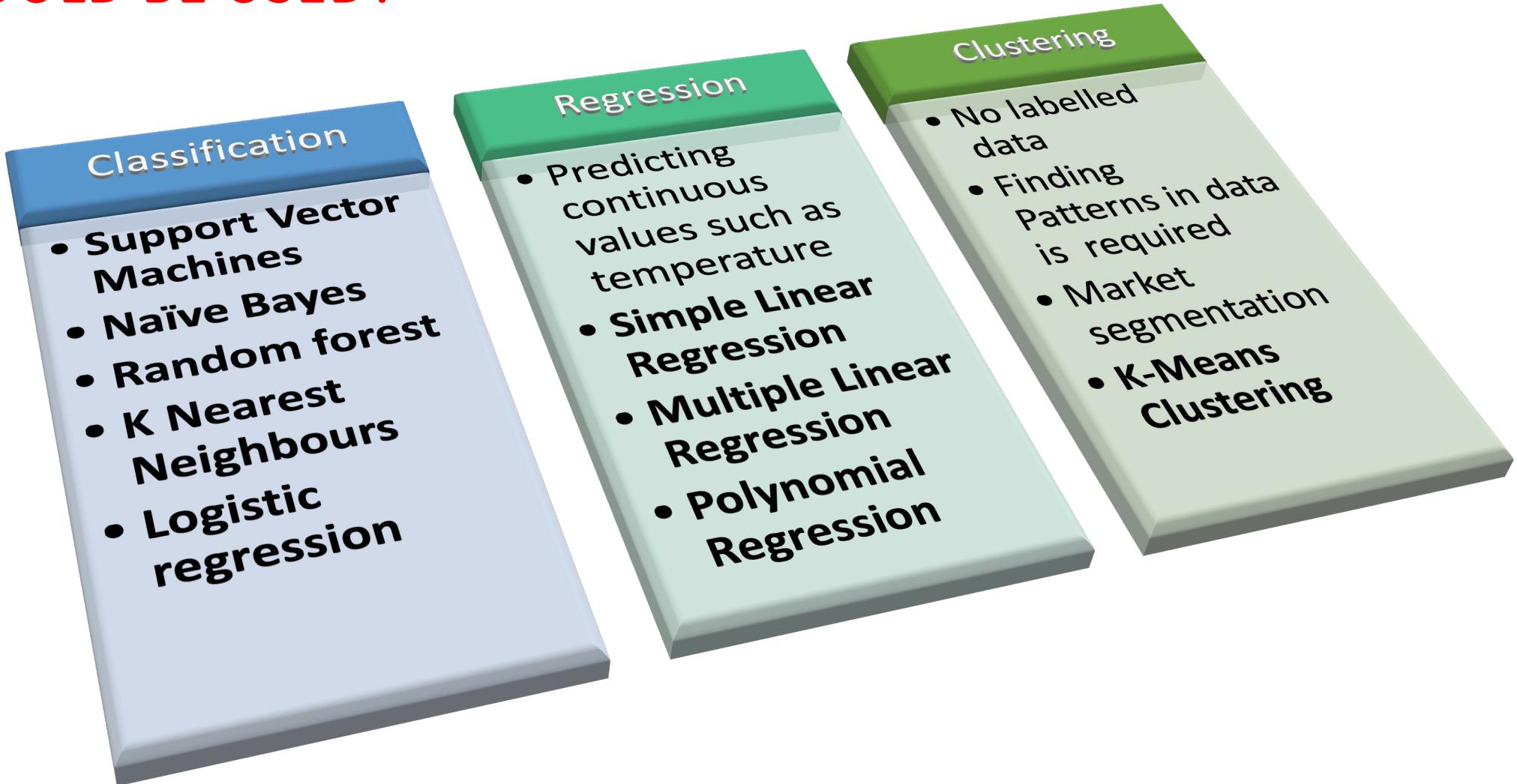
Training algorithms with no labeled data. It attempts at discovering hidden patterns on its own.

CLUSTERING

REINFORCEMENT LEARNING

Algorithm take actions to maximize cumulative reward.

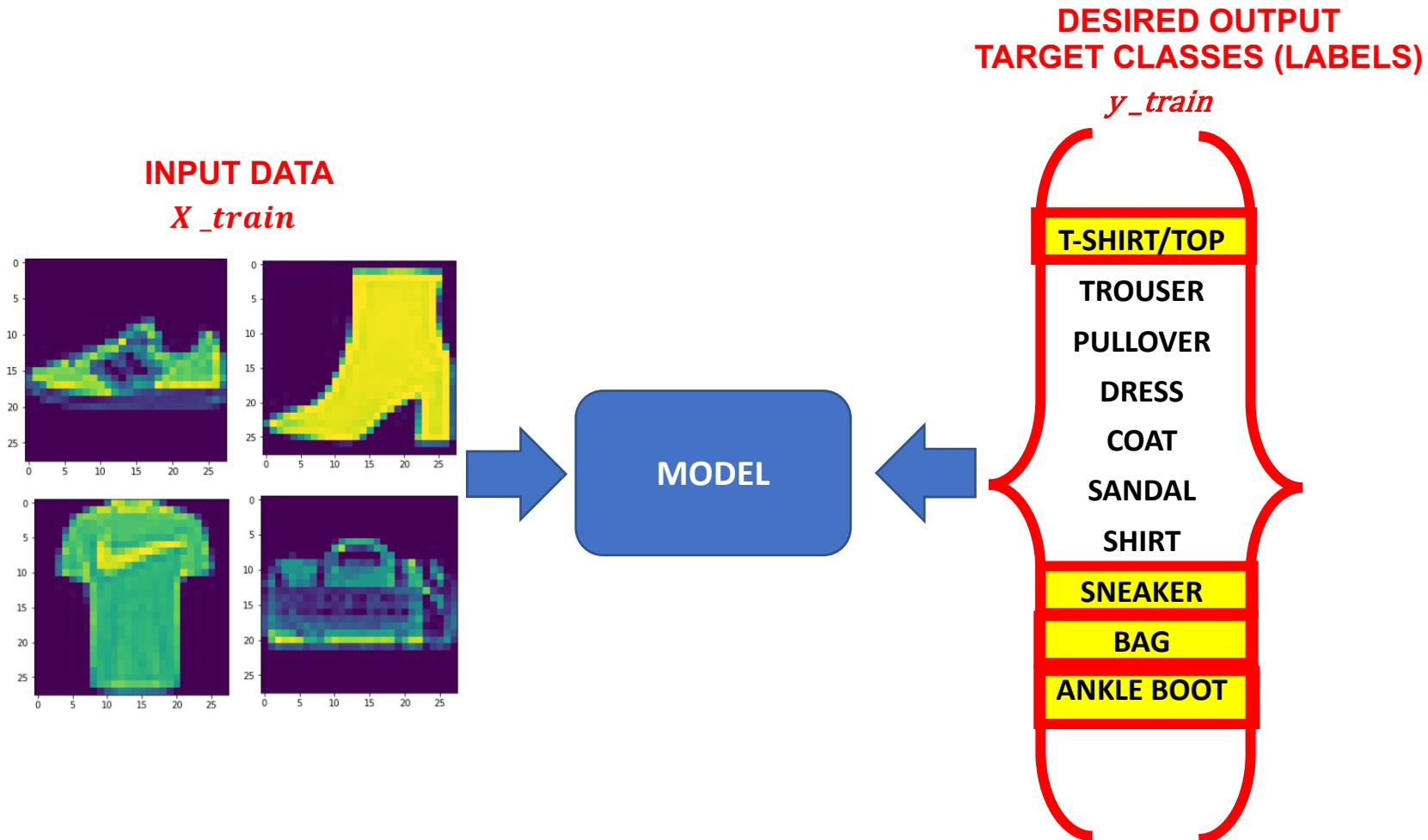
MACHINE LEARNING: WHICH TECHNIQUE SHOULD BE USED?





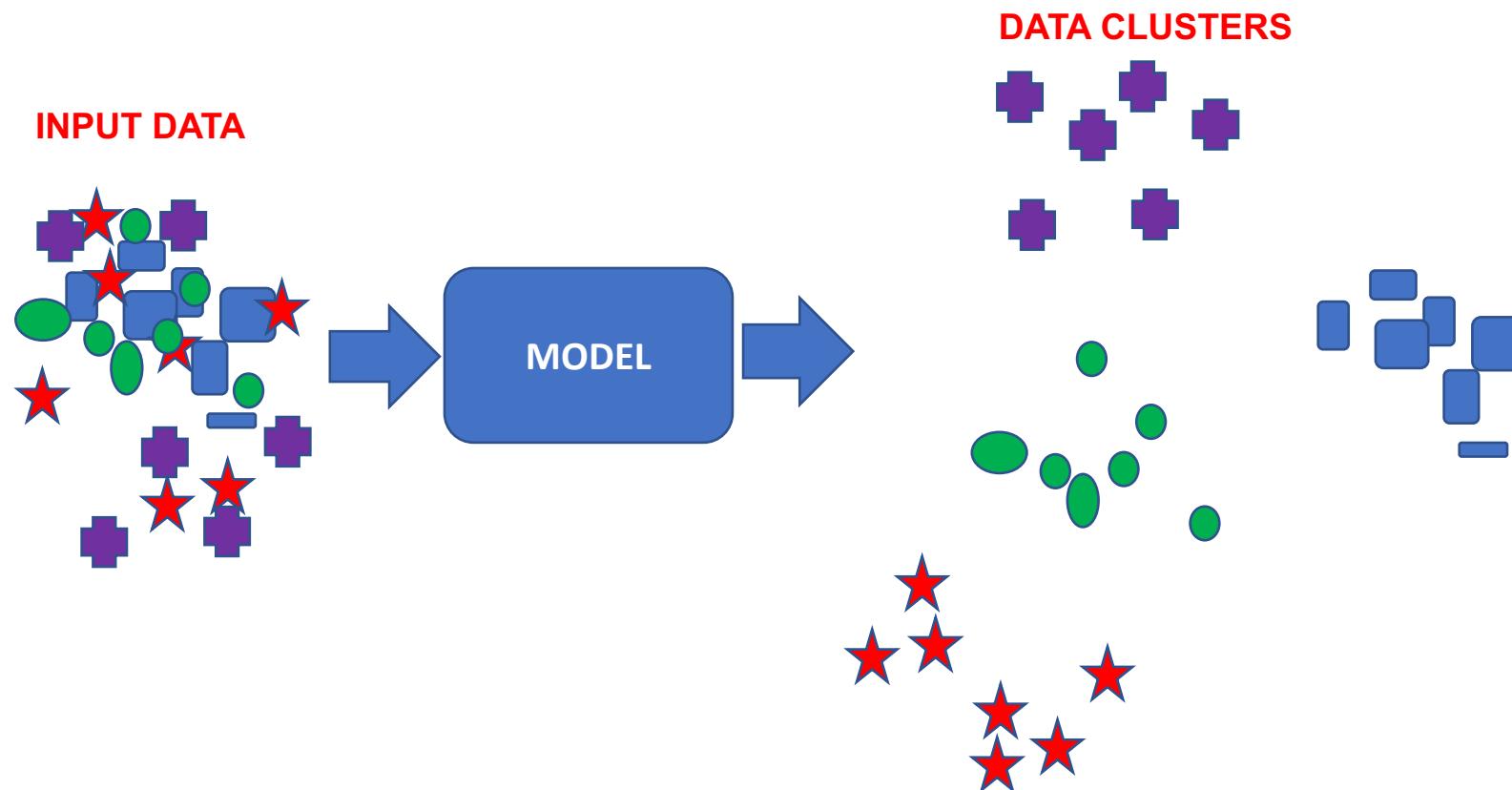
MACHINE LEARNING: SUPERVISED LEARNING

- **Supervised:** used to train algorithms using labeled input and output data.
- Performance is assessed by comparing trained model prediction vs. real output.



MACHINE LEARNING: UNSUPERVISED LEARNING

- **Unsupervised learning:** provides the algorithm with no labeled data.
- The algorithm attempts at discovering hidden patterns within the training data.
- Unsupervised learning methods can analyze complex data that humans might find difficult to interpret.
- No feedback!



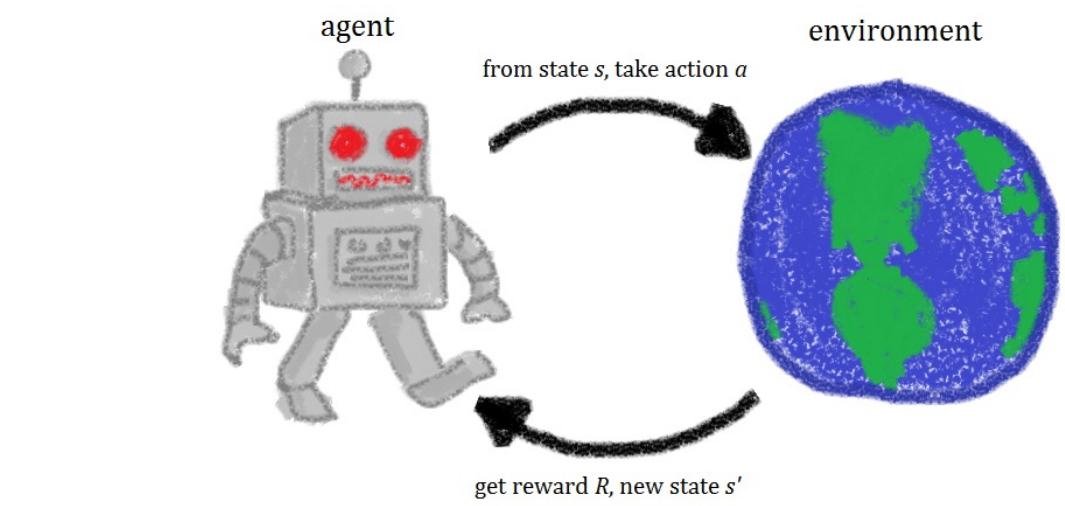
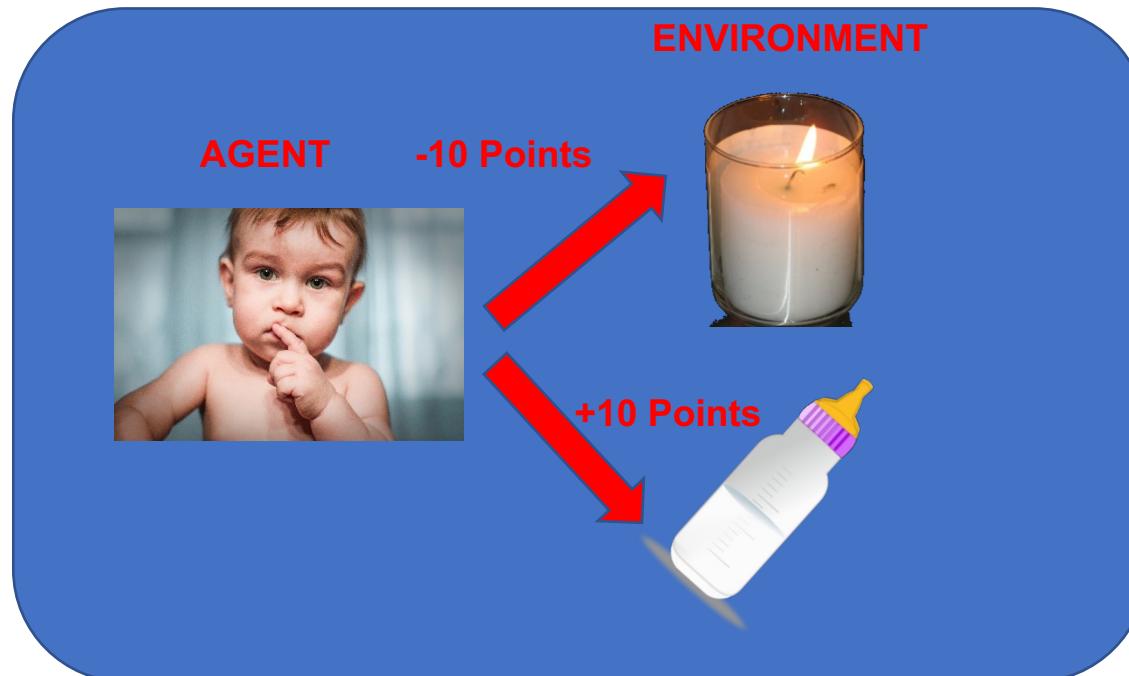


Machine learning

- Linear Regression: A linear regression algorithm fits a linear equation to the data by minimizing the difference between the predicted and actual values. It is used for regression tasks where the target variable is continuous.
- Logistic Regression: Logistic regression is used for binary classification problems. It estimates the probability of an instance belonging to a particular class by fitting a logistic function to the data.
- Decision Trees: Decision trees create a flowchart-like structure where each internal node represents a decision based on a feature, and each leaf node represents a class label or a numerical value. They are versatile and can be used for both classification and regression tasks.
- Random Forests: Random forests are an ensemble learning method that combines multiple decision trees. Each tree is built on a random subset of features, and the final prediction is made based on the majority vote or average of the predictions from individual trees.
- Support Vector Machines (SVM): SVM is a powerful algorithm used for classification tasks. It finds a hyperplane that maximally separates the data into different classes. SVM can handle linear and non-linear separable data by using different kernel functions.
- Naive Bayes: Naive Bayes is a probabilistic algorithm based on Bayes' theorem. It assumes that features are conditionally independent given the class label and uses this assumption to calculate the probability of an instance belonging to a particular class.

MACHINE LEARNING: REINFORCEMENT LEARNING

- Reinforcement learning allows machines take actions to maximize cumulative reward.
- Reinforcement algorithms learn by trial and error through reward and penalty.
- Two elements: **environment** and **learning agent**.
- The environment rewards the agent for correct actions.
- Based on the reward or penalty, agent improves its environment knowledge to make better decision.



https://commons.wikimedia.org/wiki/File:RL_agent.png

MACHINE LEARNING: DEEP LEARNING

- Deep learning is a subset of machine learning that utilizes multi-layer Artificial Neural Networks.
- Deep Neural Networks are inspired by the human brain and mimics the operation of biological neurons.

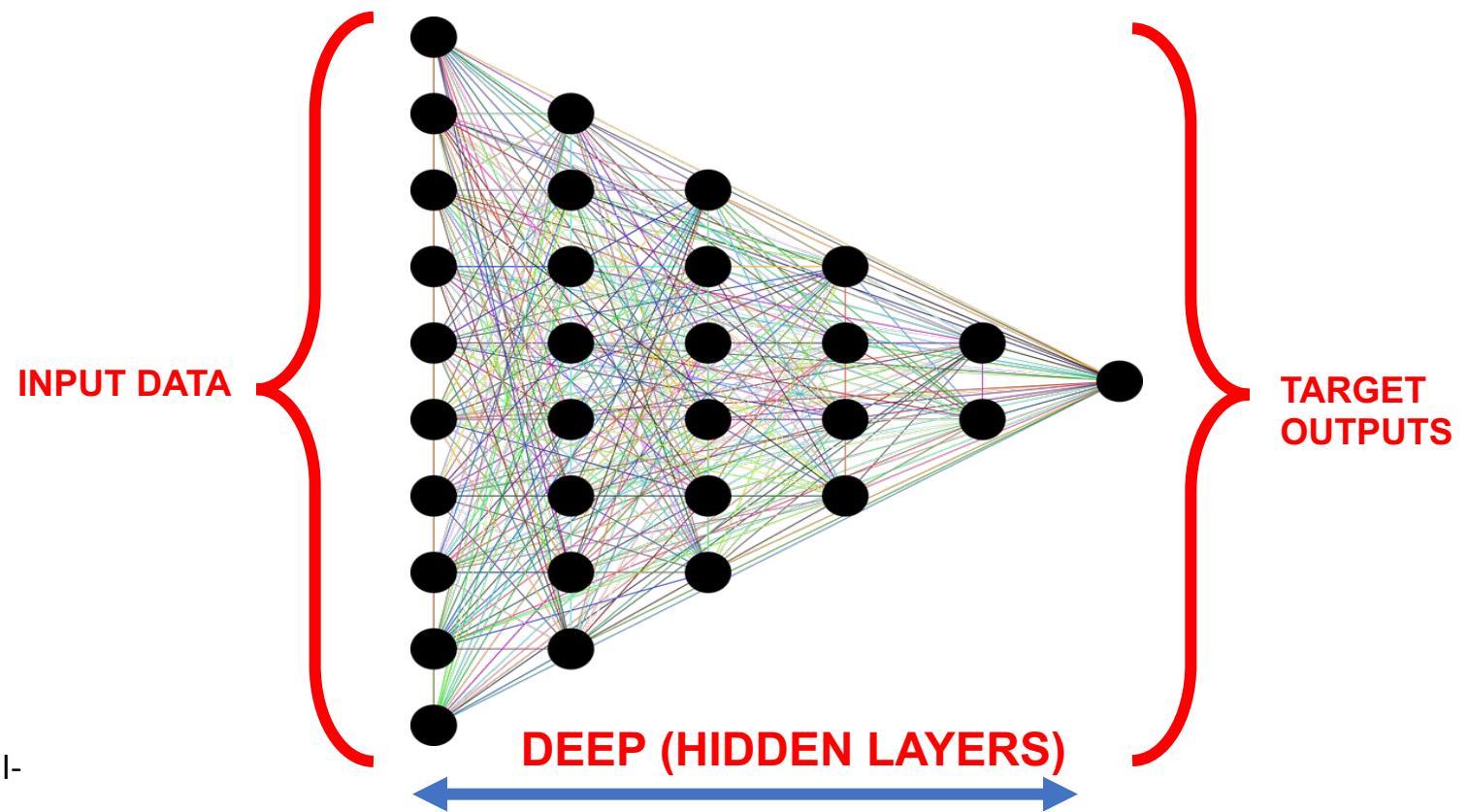
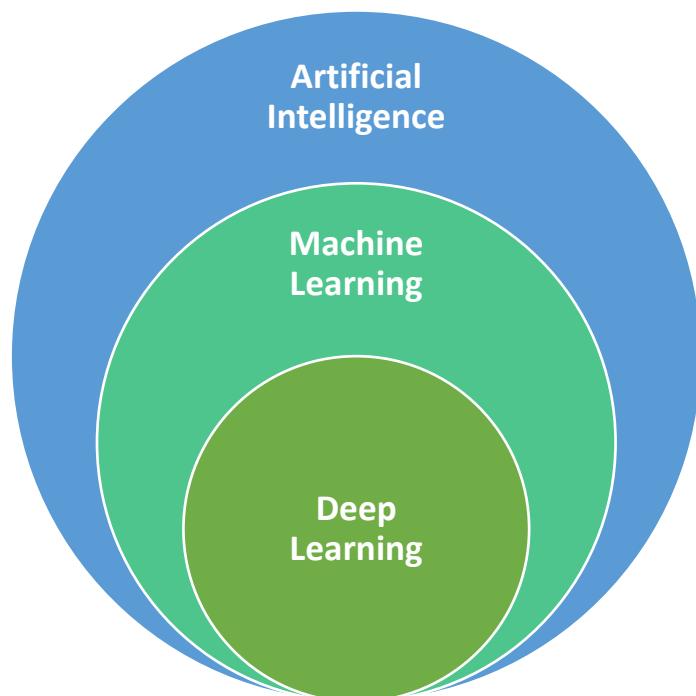


Photo Credit: <https://pixabay.com/en/neural-network-thought-mind-mental-3816319/>