



# RECENTION RESIDENCE ARISE MORKSHOP

# What is Machine Learning?

Field of study that gives the computers the ability to learn without being explicitly programmed

or in layman terms

"Making machines intelligent"

#### MILESTONES IN MACHINE LEARNING

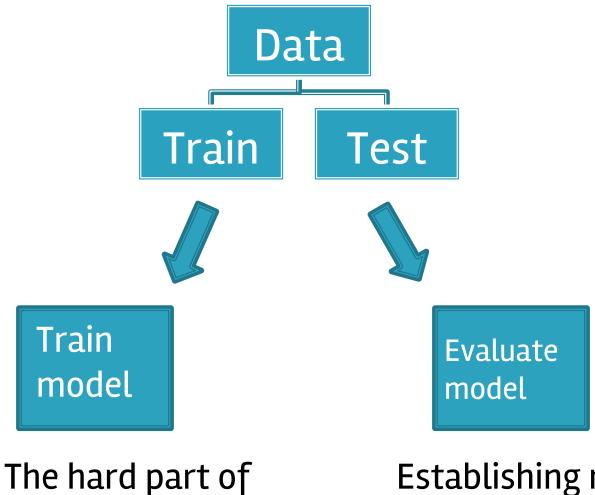
#### ALPHA GO:

- Go is an ancient Chinese game which originated more than 2500 years ago
- There are more possible positions in Go than there are atoms in the universe!!!
- Go is played primarily through intuition unlike chess which is played by logic

#### **ML ML EVERYWHERE!!!**

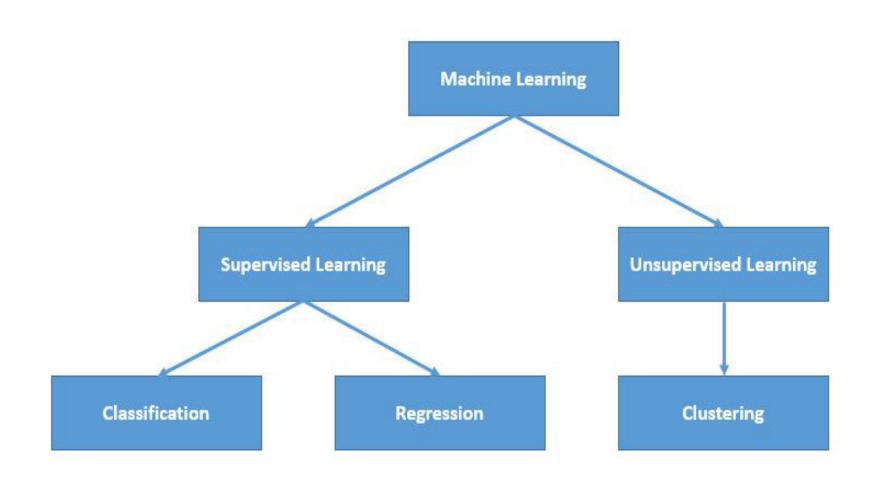
- Google, Facebook and Microsoft and many other tech giants are researching on ML
- ML have a widespread applications
  - Medical applications such as Classification of EMG signals,
    Detecting malignant tumours,...
  - Signal Processing applications such as speech recognition, machine translation, Face Recognition
  - Robotic applications
  - Data Analytics
  - and many more ...

#### The ML Process



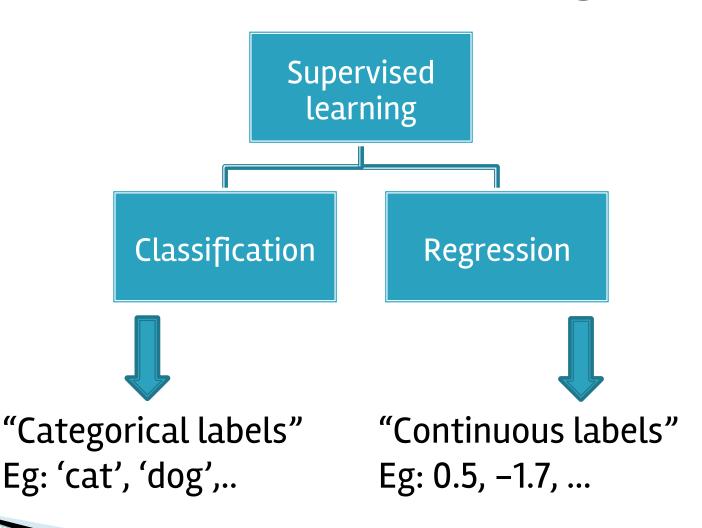
Establishing model accuracy

### **TYPES OF ML**



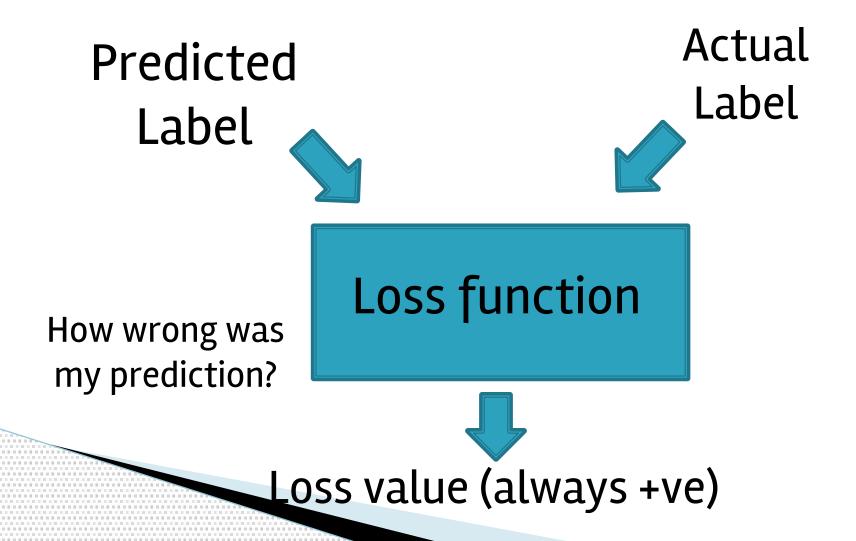
## **SUPERVISED LEARNING**

# Types of Supervised learning

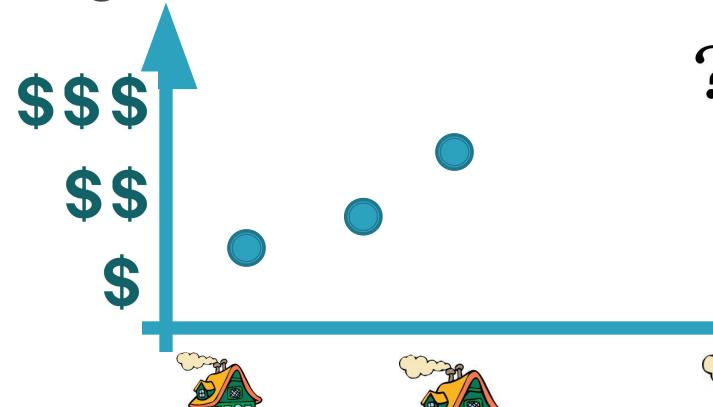


# What do we mean by learning?

# Learning = Minimizing a function



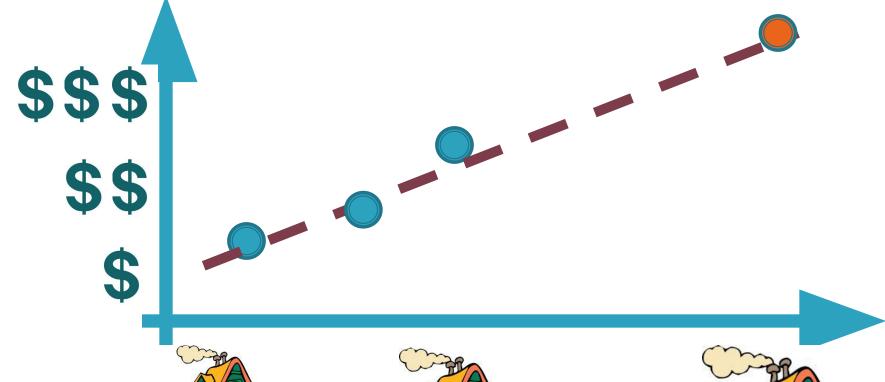
# Regression





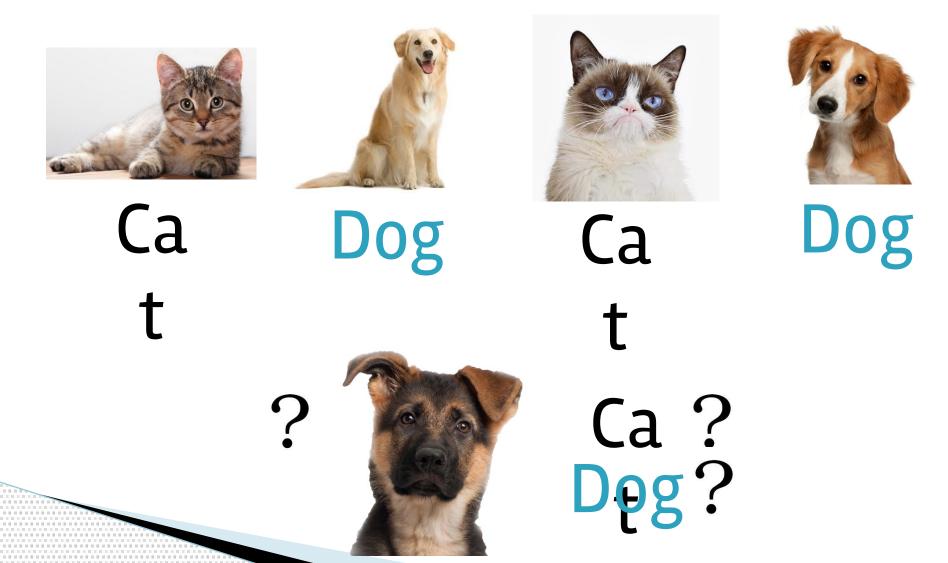


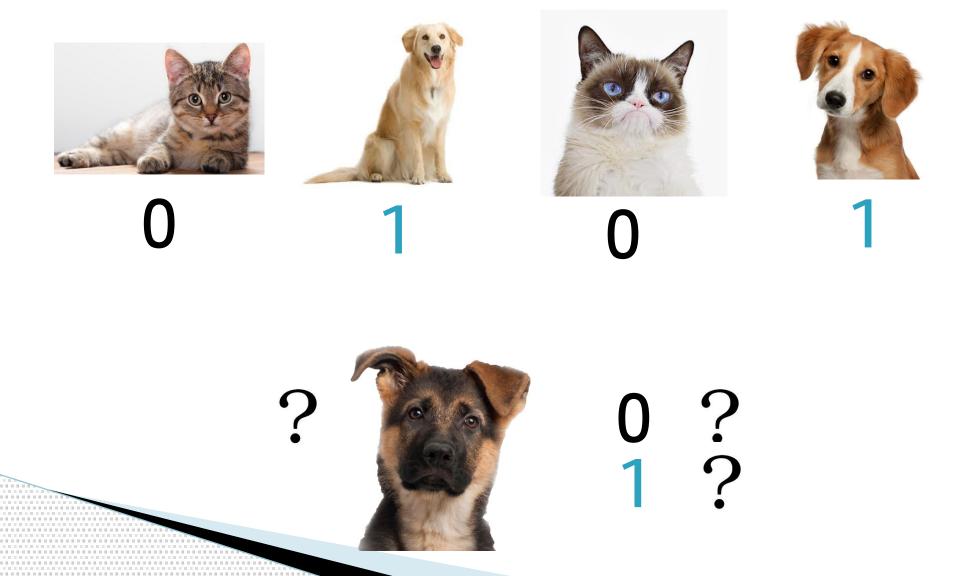
# Regression

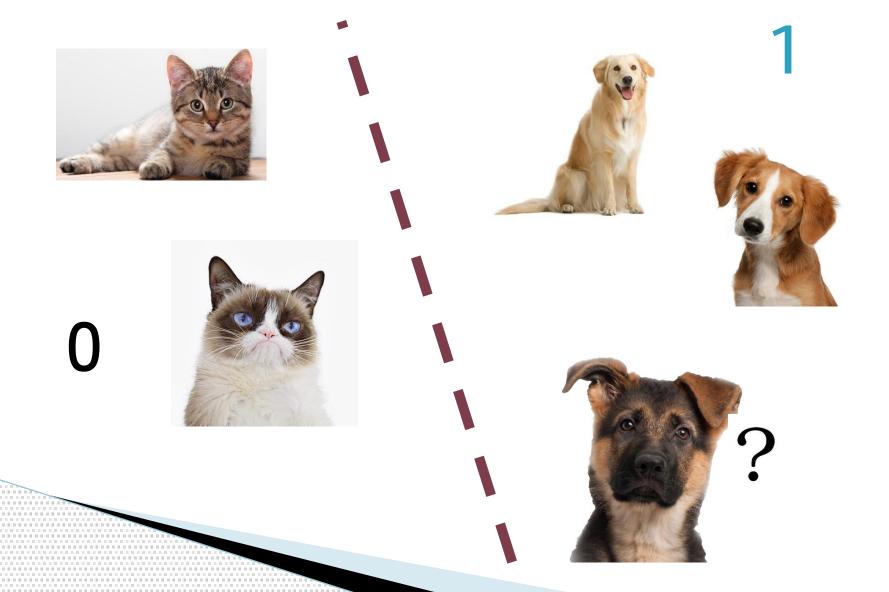


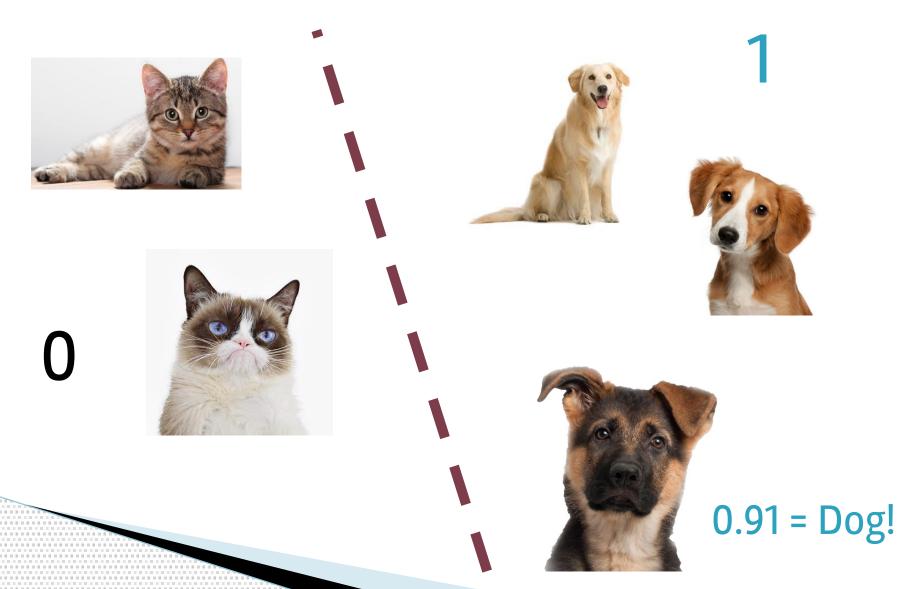












# **Unsupervised Learning**











# **Unsupervised Learning**





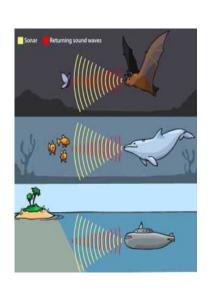


# **Unsupervised Learning**

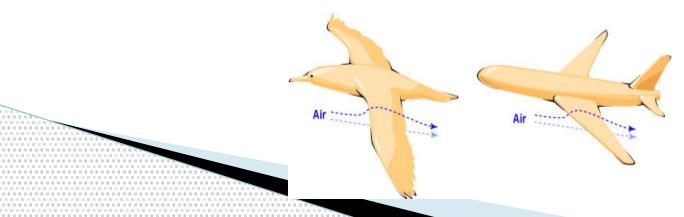


## **NEURAL NETWORKS(SUPERVISED)**

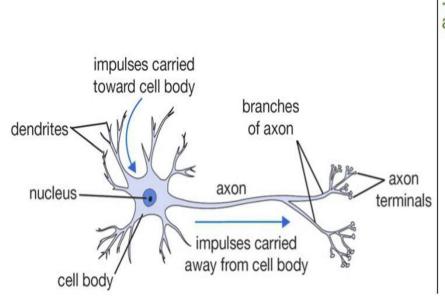
# Copying from Nature -- Nothing New, Really !!!

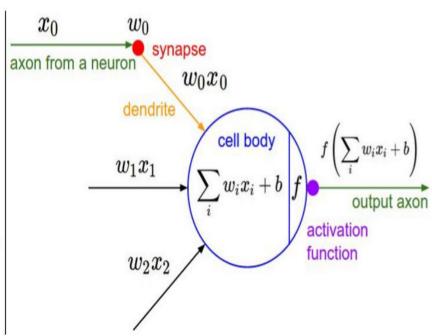






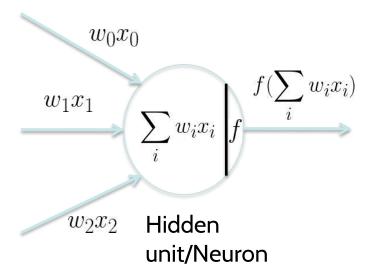
# Basic Building block :: A Neuron

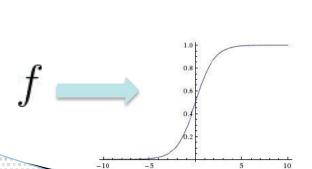




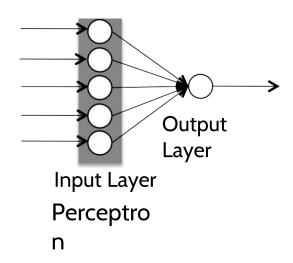


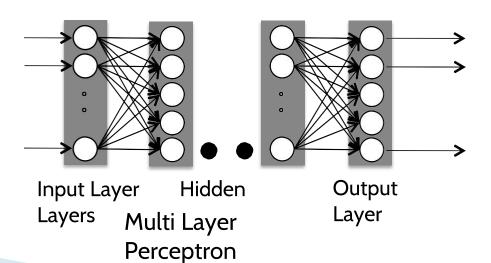
# Neuron, Perceptron and MLP





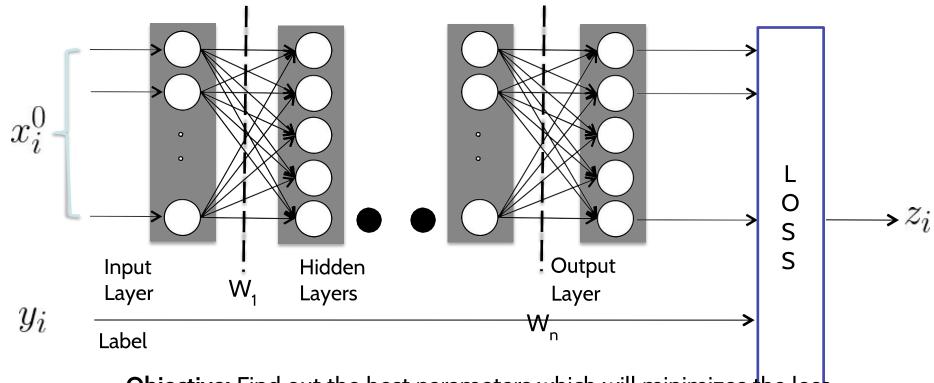
E.g. Sigmoid Astivation Function







# **Loss or Objective**



**Objective:** Find out the best parameters which will minimizes the loss.

$$W^* = arg \min_{W} \sum_{i=1}^{N} L(x_i^n, y_i; W)$$
 Weight Vector

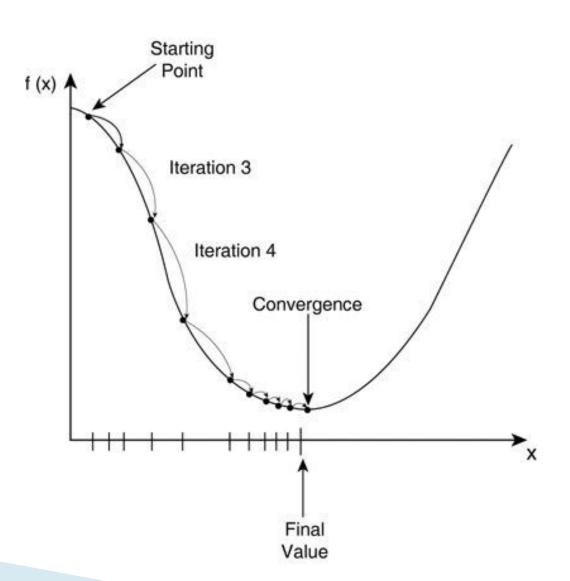
$$z_i = \frac{1}{2} \parallel x_i^n - y_i \parallel_2^2$$

E.g. Squared Loss

#### **HOW DO NEURAL NETWORKS LEARN**

#### **Gradient Descent**

Workhorse for modern Deep Neural Networks!



#### **Gradient descent**

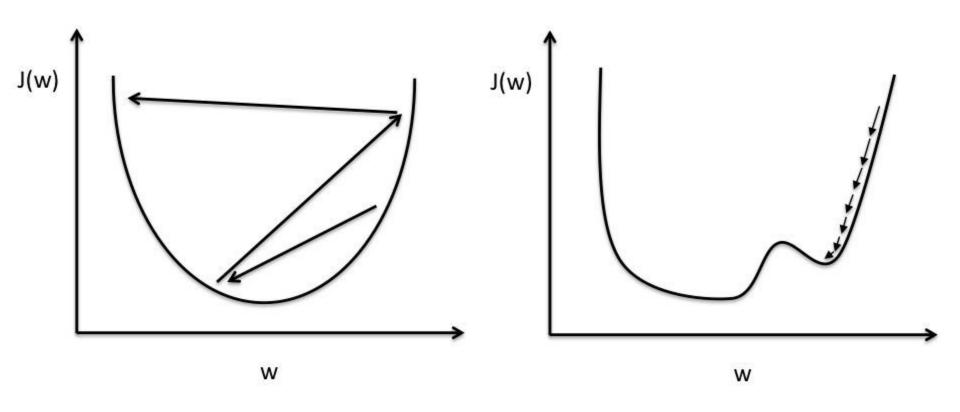
Let  $\theta$  be the parameters (a,b) and let  $J(\theta)$  be the cost function.

Repeat until convergence {

$$\theta_j \leftarrow \theta_j - \alpha \frac{\partial}{\partial \theta_i} J(\theta)$$

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# **Learning rate**



Large learning rate: Overshooting.

Small learning rate: Many iterations until convergence and trapping in local minima.

# **Gradient descent procedure**

- Choose high learning rate and perform GD
- If learning diverges, divide learning rate by 10
- Perform GD

Other methods to select learning rate also exist

# LET'S SEE AN EXAMPLE



# **Image Understanding**



Caption: "Two

pizzas sitting

on top of a stove top oven"



Caption:

"A group of people shopping at an outdoor market."

# Image Understanding



DAQUAR

Q: What is the object close to the wall?

A: whiteboard

Q: What is the object in front of the sofa?

A: table



DAQUAR

Q: What is the largest object?

A: sofa

Q: How many windows are there?

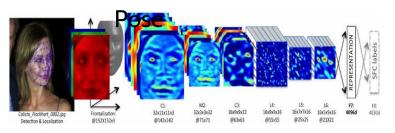
A: 2



Impact in many vision tasks ..



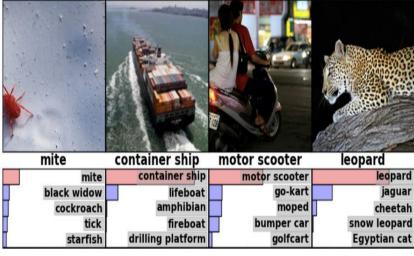
Human



**Semantic** 



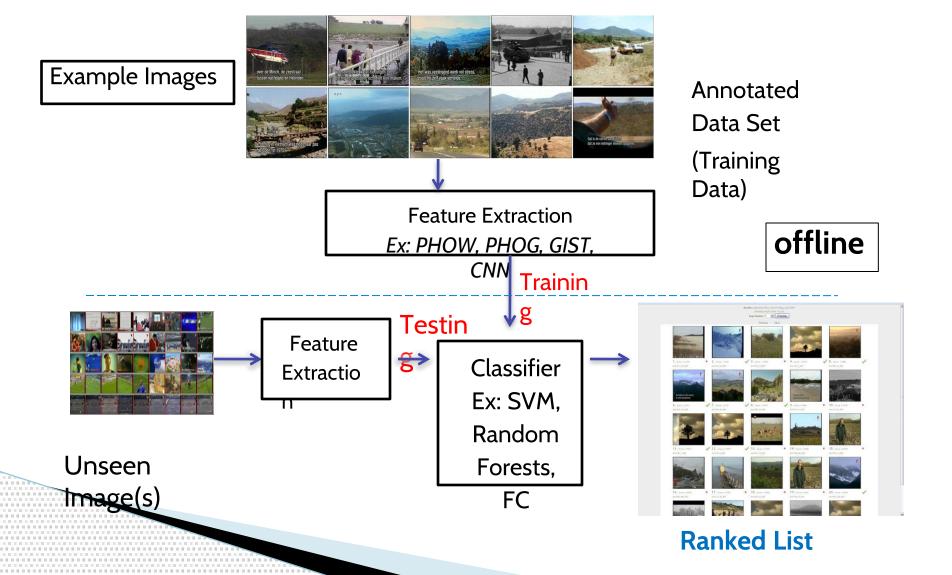
Face Recognition



Classification:Alex Net



# **Basic Approach**





# **Face Verification**





Same YES person?

C = l

$$X_2$$

$$l \in L = \{l_1 = "YES", l_2 = "NO"\}$$

To predict if the two input images  $X_1 \& X_2$  are of same person Goal: or not.

Challenge: Variation in Lighting, occlusion, pose, expression, multiple faces. Different people in and test set.

#### **ADVANCED NEURAL NETWORKS**

- CONVOLUTIONAL NEURAL NETWORKS
- RECURRENT NEURAL NETWORKS
- GENERATIVE ADVERSERIAL NETWORKS

# **ML RESOURCES**

- Coursera Machine learning Courses by Andrew ng
- http://neuralnetworksanddeeplearning.com/
  - Online book by Michael Nielsen
- http://cs231n.github.io/
  - Courses by Stanford University