# TOCI: DEEP LEARNING LECTURE 2 FUNDAMENTALS OF MACHINE LEARNING

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#### What is learning?

- H. Simon: Any process by which a system improves its performance
- M. Minsky: Learning is making useful changes in our minds
- R. Michalsky: Learning is constructing or modifying representations of what is being experienced
- L. Valiant: Learning is the process of knowledge acquisition in the absence of explicit programming

## What is Machine Learning?

- How can we solve a specific problem?
  - As computer scientists we write a program that encodes a set of rules that are useful to solve the problem
  - In many cases is very difficult to specify those rules, e.g., given a
    picture determine whether there is a cat in the image



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- Learning systems are not directly programmed to solve a problem, instead
   develop own program based on:
  - Examples of how they should behave
  - From trial-and-error experience trying to solve the problem
- Different than standard CS:
  - Want to implement unknown function, only have access e.g., to sample input-output pairs (training examples)
- Learning simply means incorporating information from the training examples into the system

## So What is ML.....

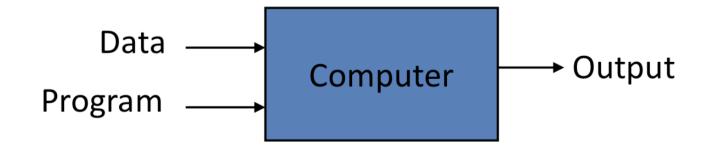
Study of making machines **learn** a concept **without** having to explicitly program it.

- Constructing algorithms that can:
  - learn from input data, and be able to make predictions.
  - find interesting patterns in data.

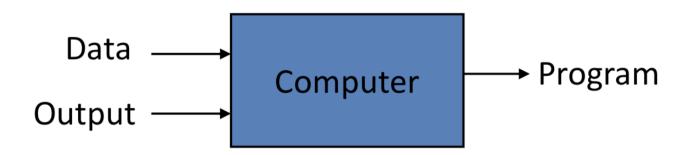
Analyzing these algorithms to understand the limits of 'learning'

## Non-explicit programming

#### **Traditional Programming**



#### **Machine Learning**



## Machine Learning models can learn by example

- Algorithms learn rules from labelled examples
- A set of labelled examples used for learning is called training data.
- The learned rules should also be able to generalize to correctly recognize or predict new examples not in the training set.

Audio signal

-1||**10||**||1-1-





Output text

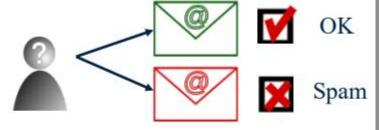
How do I get to Ann Arbor?

Hello!

Please order me a pizza.

### Machine Learning models learn from experience

 Labeled examples (Email spam detection)



 User feedback (Clicks on a search page)



 Surrounding environment (self-driving cars)



# Machine Learning brings together statistics, computer science, and more..

#### Statistical methods

- Infer conclusions from data
- Estimate reliability of predictions

#### Computer science

- Large-scale computing architectures
- Algorithms for capturing, manipulating, indexing, combining, retrieving and performing predictions on data
- Software pipelines that manage the complexity of multiple subtasks

#### Economics, biology, psychology

- How can an individual or system efficiently improve their performance in a given environment?
- What is learning and how can it be optimized?

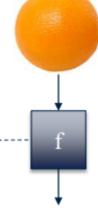
## Supervised Learning (classification

Training set

Tra	ining set	example)	
X Sample	Y Target Value (Label)		Classifier
$x_1$	Apple	$y_1$	$f: X \to Y$
$x_2$	Lemon	$y_2$	f
$x_3$	Apple	$y_3$	At training time, the classifier uses labelled examples to learn rules
$x_4$	Orange	$y_4$	recognizing each fruit



At training time, the classifier uses labelled examples to learn rules for recognizing each fruit type. Future sample

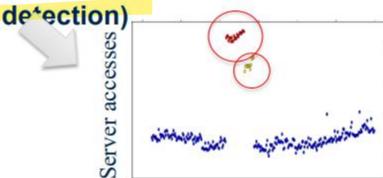


Label: Orange

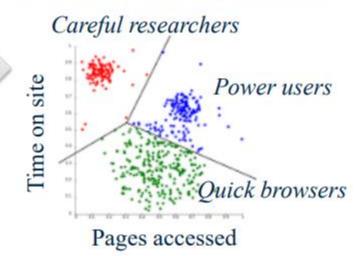
After training, at prediction time, the trained model is used to predict the fruit type for new instances using the learned rules.

## Unsupervised learning: finding useful structure or knowledge in data when no labels are available

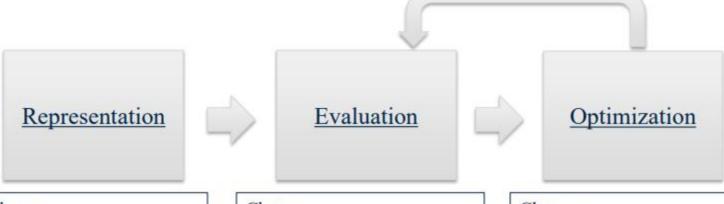
- Finding clusters of similar users (clustering)
- Detecting abnormal server access patterns (unsupervised outlier



Time



## A Basic Machine Learning Workflow



#### Choose:

- A feature representation
- Type of classifier to use

e.g. image pixels, with k-nearest neighbor classifier

#### Choose:

- What criterion distinguishes good vs. bad classifiers?
- e.g. % correct predictions on test set

#### Choose:

 How to search for the settings/parameters that give the best classifier for this evaluation criterion

e.g. try a range of values for "k" parameter in k-nearest neighbor classifier

## **Feature Representations**

#### Email

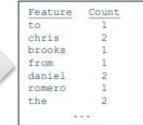
To: Chris Brooks

From: Daniel Romero

Subject: Next course offering

Hi Daniel,

Could you please send the outline for the
next course offering? Thanks! -- Chris

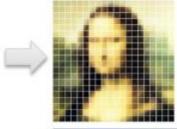


Feature representation

A list of words with their frequency counts

#### **Picture**

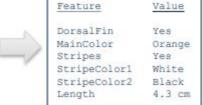




A matrix of color values (pixels)

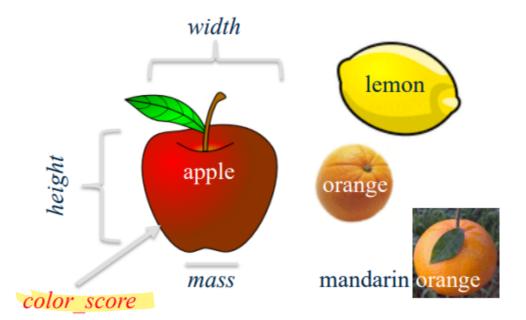
Sea Creatures





A set of attribute values

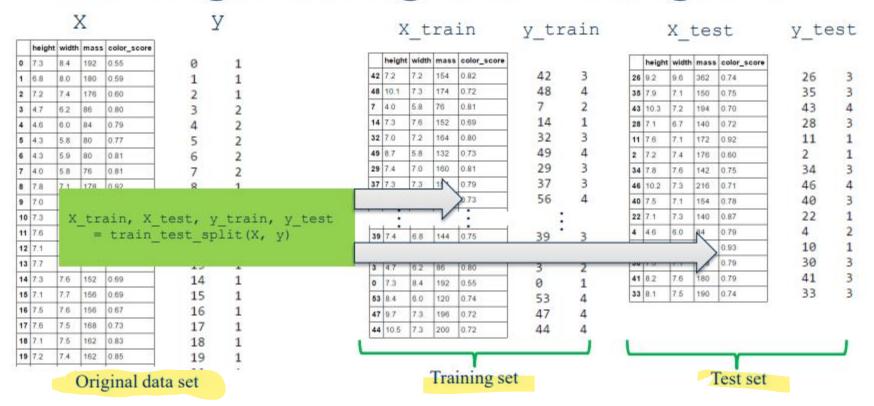
## **The Fruit Dataset**



	fruit_label	fruit_name	fruit_subtype	mass	width	height	color_score
0	1	apple	granny_smith	192	8.4	7.3	0.55
1	1	apple	granny_smith	180	8.0	6.8	0.59
2	1	apple	granny_smith	176	7.4	7.2	0.60
3	2	mandarin	mandarin	86	6.2	4.7	0.80
4	2	mandarin	mandarin	84	6.0	4.6	0.79
5	2	mandarin	mandarin	80	5.8	4.3	0.77
6	2	mandarin	mandarin	80	5.9	4.3	0.81
7	2	mandarin	mandarin	76	5.8	4.0	0.81
8	1	apple	braeburn	178	7.1	7.8	0.92
9	1	apple	braeburn	172	7.4	7.0	0.89
10	1	apple	braeburn	166	6.9	7.3	0.93
11	1	apple	braeburn	172	7.1	7.6	0.92
12	1	apple	braeburn	154	7.0	7.1	0.88
13	1	apple	golden_delicious	164	7.3	7.7	0.70
14	1	apple	golden_delicious	152	7.6	7.3	0.69
15	1	apple	golden_delicious	156	7.7	7.1	0.69
16	1	apole	golden delicious	156	7.6	7.5	0.67

fruit\_data\_with\_colors.txt

## **Creating Training and Testing Sets**



# Some reasons why looking at the data initially is important Examples of incorrect or missing feature values

- Inspecting feature values may help identify what cleaning or preprocessing still needs to be done once you can see the range or distribution of values that is typical for each attribute.
- You might notice missing or noisy data, or inconsistencies such as the wrong data type being used for a column, incorrect units of measurements for a particular column, or that there aren't enough examples of a particular class.
- You may realize that your problem is actually solvable without machine learning.

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