

CS Get-Skilled Academy

# Machine Learning Course Prerequisites

Mostafa S. Ibrahim
Teaching, Training and Coaching for more than a decade!

Artificial Intelligence & Computer Vision Researcher PhD from Simon Fraser University - Canada Bachelor / MSc from Cairo University - Egypt Ex-(Software Engineer / ICPC World Finalist)



© 2023 All rights reserved.

Please do not reproduce or redistribute this work without permission from the author

# Python Programming Skills

- You need to be a good coder
- Coding mistakes:
  - Normal coding bugs
  - A scientific mistake leading to wrong calculations
- You should have debugging skills
- You better implemented some 300 lines of code basic projects
- Some topics: read/write files, numpy, basics of classes

### **Mathematics**

- Machine learning involve many mathematical topics
  - Probability
  - Statistics
  - Calculus
  - Linear Algebra
  - Geometry
- The better you are in math, the easier studying machine learning
- Good news: you can count on minimal math and do good progress then expand your math skills later
  - Each topic (depth) requires a specific subset of prerequisites
  - The puzzle: which math topics?!

## Minimal Math: Geometry

- Line equation: y = mc+cx (understand the slope: +ve, -ve, steepness)
- Hyperplane: line / plane
- Notes
  - Once the course starts, we need these topics

### Calculus

- Find min of quadratic function using differentiation
- Functions: local minima and saddle points
- Derivative Rules (be skilled in chain rule)
- Common Derivatives: polynomials, log and exponential
- Partial derivatives
- Compute the partial derivatives of these functions relative to x and y:
  - $\circ$  (2x-4)^5 + 4yx, 6(2x^3-4)^5 + 4yx, sqrt(4yx), log(2x^3 + 4yx), exp(2x3^ + 4yx)
- Notes: This is a must basics early in the course

## Linear Algebra

- Vector and Matrix
  - operations: add, multiply, scalar, matrix-matrix multiplication, transpose
- Apply the operations using python Numpy
  - o Pronounced: num-bye or num-bee

# Probability & Statistics

- Conditional probability
- Rules in probability
- Expected value
- Distributions: Bernoulli, Uniform, binomial, exponential, normal (2D Gaussian)
- Statistics: mean, median, mode, variance, covariance, standard deviation, percentile

# Algorithms

- Graph representation
- Basics of graph traversal
- Basics of DP

## Background lectures

- I will refresh some of these topics
- My assumption: you know them but refreshing
- Examples
  - Normal Distribution
  - Linear Equation
  - Calculs
  - Graph Representation
- So overall, don't worry if you have fair math background sometime ago

## Beyond the course

- After the course, it is highly recommended to consider the next 5-years of your life as sharpening more
  - Your mathematical skills
  - Your machine learning background: depth and breadth

### Relevant Materials

- Note: I did not try
- Stanford CS229: First 3 <u>lectures</u> about prerequisites
- Cousera: Mathematics for Machine Learning Specialization
- Cousera: Mathematics for Machine Learning and Data Science Specialization
- <u>Udemy</u>: Mathematical Foundations of Machine Learning
- AnaHr <u>channel</u>
- Eng Ahmed Fathi: <u>linear algebra</u>
- My <u>Udemy</u> courses for Python and Algorithms

"Acquire knowledge and impart it to the people."

"Seek knowledge from the Cradle to the Grave."