



# ML.js Crash Course

Crashing Machine Learning w/ JavaScript

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# What is machine learning?



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Artificial intelligence,  
Machine learning,  
Data science,  
Big data

??



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# About me

Developer



Vim



Data-science



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# Worth mentioning...

1. Preach JavaScript
2. #ALCinTanzania
3. Community Ninja
4. Marathoner



\* seedspace  
DAR ES SALAAM



Andela



Dar JS



for/loop



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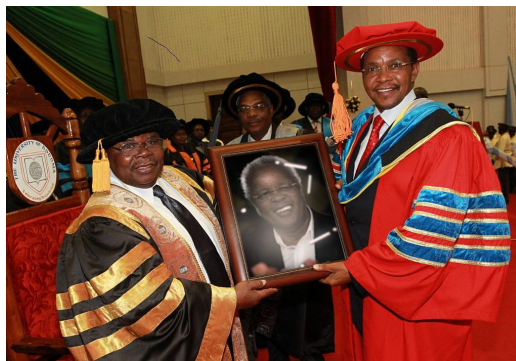
[https://medium.com/@forlooptanzania\\_99946/forloop-tanzania-major-updates-7ba32ebe3190](https://medium.com/@forlooptanzania_99946/forloop-tanzania-major-updates-7ba32ebe3190)

#ALCwithforLoop



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# Can Digital Images Talk? How can ML & JS Help?



<https://github.com/joshuamabina/claws>

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# What is machine learning??



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# Machine learning...

Machine learning (ML) is the **study of algorithms** and **mathematical models** that computer systems use to **progressively improve their performance on a specific task.**

~ Wikipedia

# Machine learning...

Machine learning algorithms **build a mathematical model of sample data**, known as "training data", in order to **make predictions or decisions without being explicitly programmed** to perform the task.

~ Wikipedia



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# Simply put,

1. It is a subfield of Artificial intelligence (AI)
2. It is a study of algorithms that learn from examples and experience
3. It is a study of algorithms that help computers learn without being explicitly programmed to do so
4. It is a study of algorithms that help computers predict correct answers & execute instructions without your explicit directions

What are the common  
machine learning problems?



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**Supervised learning**, a type of machine learning, can be approached through classification.

Classification is a process in which a **computer learns to identify to which class the given input belongs to by learning from labelled data.**

What is the connection between artificial intelligence, machine learning, deep learning, data-science and big-data?

#foodForThought



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# Head First Machine learning

**Problem:** Is it a Mouse or Rat?! 🤔

# The steps

1. Import your data set
2. Train your model
3. Predict the correct answer



# The rodents data...

Weight (units)	Location	Label
140	Town (0)	Mouse (0)
120	Town (0)	Mouse (0)
700	Country (1)	Rat (1)
500	Country (1)	Rat (1)
900	Country (1)	Rat(1)
100	Town (0)	Mouse (0)



# Importing the data:

```
features = [[140, 0], [120, 0], ..., [500, 1] [900, 1]]
```

```
labels = [0, 0, 1, 1, 1, 0]
```

# Training the classifier:

```
classifier = tree.DecisionTreeClassifier()
```

```
classifier = classifier.fit(features,label)
```



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# Predict the rodent:

```
print classifier.predict([[300, 0]])
```

```
from sklearn import tree
```

```
# 1. import the data
```

```
features = [[140, 0], [120, 0], [700, 1], [500, 1], [900, 1], [100, 0]]
```

```
label = [0, 0, 1, 1, 1, 0]
```

```
# 2. train the classifier
```

```
classifier = tree.DecisionTreeClassifier()
```

```
classifier = classifier.fit(features, label)
```

```
# 3. predict
```

```
print classifier.predict([[300, 0]])
```



How accurate will the classifier be when used on rodents not in the training data?



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One way to evaluate an algorithm is by partitioning it into two: (1) the training set, on which we learn some properties; (2) the testing set, on which we test the learned properties.

```
from sklearn import tree
```

```
# 1. import the data
```

```
testing_features = [[140, 0], [700, 1]]
```

```
testing_labels = [0, 1]
```

```
training_features = [[120, 0], [500, 1], [900, 1], [100, 0]]
```

```
training_labels = [0, 1, 1, 0]
```

```
# 2. train the classifier
```

```
classifier = tree.DecisionTreeClassifier()
```

```
classifier = classifier.fit(training_features, training_labels)
```

```
# 3. predict
```

```
print classifier.predict(testing_features)
```

```
print testing_labels
```



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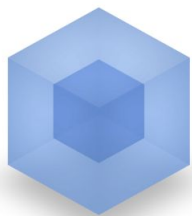


# It's JavaScript

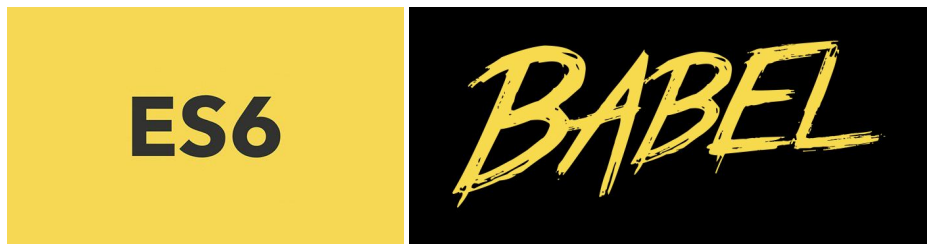
<https://github.com/getify/You-Dont-Know-JS>

# JavaScript Ecosystem?

1. Node, npm, nvm
2. ES6 & Babel
3. Webpack



webpack  
MODULE BUNDLER



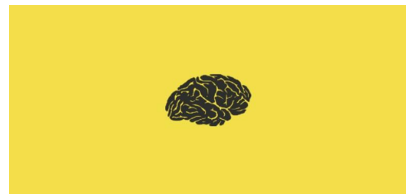
<https://github.com/creationix/nvm>



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# JavaScript ML Ecosystem?

1. brain.js (Neural Networks)
2. Synaptic (Neural Networks)
3. Natural (Natural Language Processing)
4. ConvNetJS (Convolutional Neural Networks)
5. **mljs (A set of sub-libraries with a variety of functions)**
6. Neataptic (Neural Networks)
7. Webdnn (Deep Learning)
8. Tensorflow.js (Deep Learning)



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# ml.js

Machine learning and numerical analysis tools in JavaScript for Node.js and the Browser !

[Report abuse](#)

 **Repositories** 85

 **People** 7

 **Projects** 1

## Pinned repositories



**ml**

Machine learning tools in JavaScript

 JavaScript ★ 1.3k 🍴 136



**matrix**

Matrix manipulation and computation library

 JavaScript ★ 108 🍴 16



**pca**

Principal component analysis

 JavaScript ★ 50 🍴 11



**knn**


A k-nearest neighbor classifier algorithm.

 JavaScript ★ 59 🍴 10



**feedforward-neural-networks**

A implementation of feedforward neural networks based on wildml implementation

 JavaScript ★ 17 🍴 3



**libsvm**

LIBSVM for the browser and nodejs 🔥

 JavaScript ★ 37 🍴 7

<https://github.com/mljs>



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# Importing the data:

```
let trainingSet = [[140, 0], [120, 0], [700, 1], [500, 1], [900, 1], [100, 0]]  
    let trainingLabels = [0, 0, 1, 1, 1, 0];
```



# Training the classifier:

```
let classifier = new DTClassifier();  
classifier.train(trainingSet, trainingLabels);
```

```
import { DecisionTreeClassifier as DTClassifier } from 'ml-cart';
```

```
// 1. import the data
```

```
let trainingSet = [[140, 0], [120, 0], [700, 1], [500, 1], [900, 1], [100, 0]]
```

```
let trainingLabels = [0, 0, 1, 1, 1, 0];
```

```
// 2. train the classifier
```

```
let classifier = new DTClassifier();
```

```
classifier.train(trainingSet, trainingLabels);
```

```
// 3. predict
```

```
console.log(classifier.predict([[300, 0]]));
```

# Recap / Q&A