

Python102

Python for Data Science Bootcamp

(6) Introduction to Machine Learning

AIAT Academy



- Textbook
 - Introduction to Statistical Learning by Gareth James http://www-bcf.usc.edu/~gareth/ISL/index.html
 - https://github.com/JWarmenhoven/ISLR-python

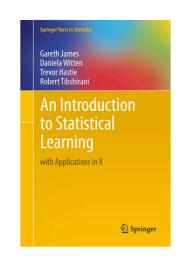
An Introduction to Statistical Learning

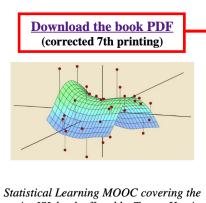
with Applications in R

Gareth James, Daniela Witten, Trevor Hastie and Robert Tibshirani

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Errata

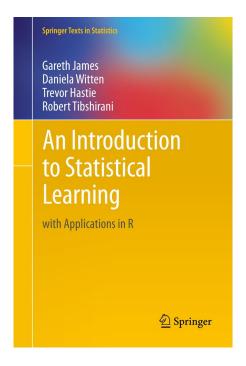




Statistical Learning MOOC covering the entire ISL book offered by Trevor Hastie and Rob Tibshirani. Start anytime in selfpaced mode.

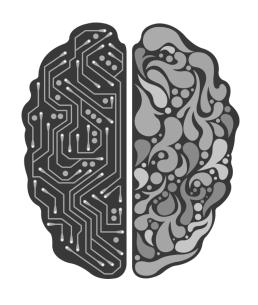
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Free Book PDF





- Machine Learning (ML) is a method of data analysis that automates analytical model building
- Using algorithms that **iteratively learning** from data to **find hidden insights** in the data

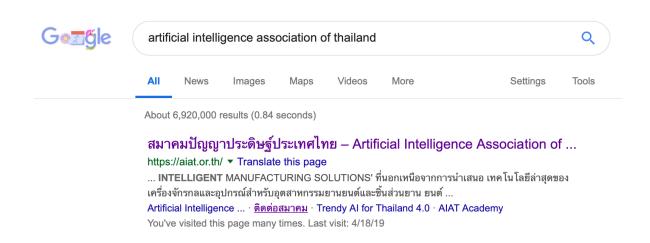




- What is it used for?
 - License plate recognition
 - Optical Character Recognition (OCR)
 - Recommendation Systems

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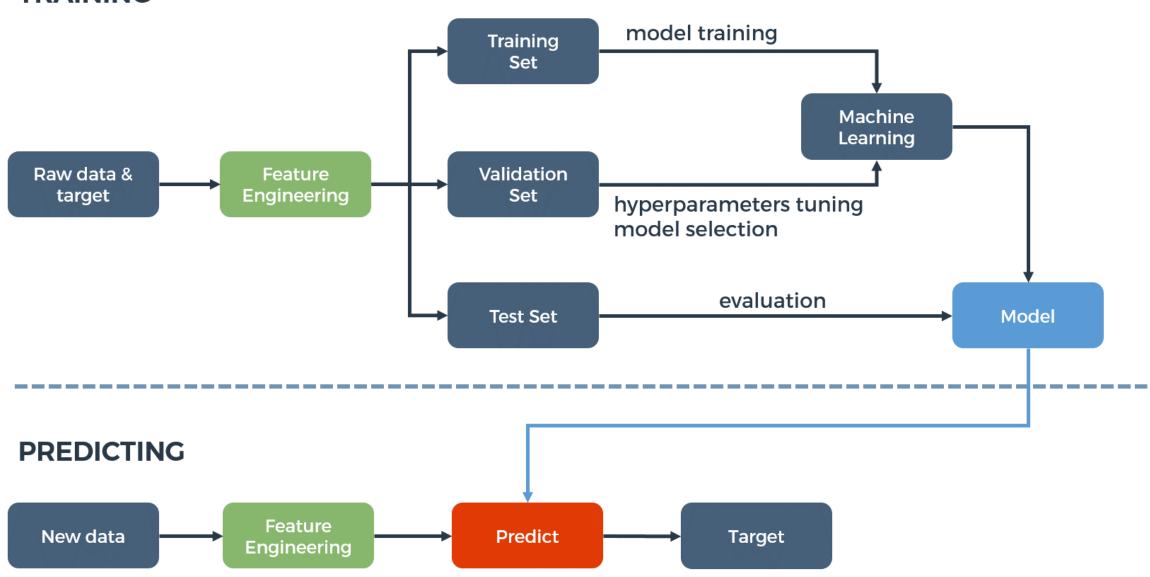




Introduction to Machine Learning (Process)



TRAINING





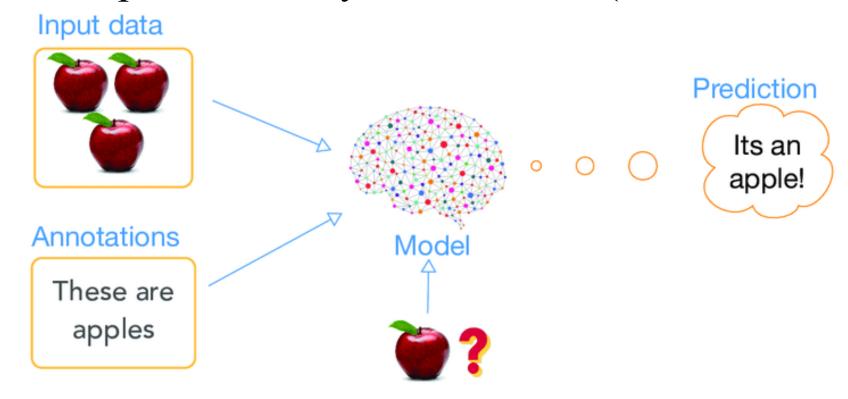
- 3 main types of ML algorithms
 - Supervised Learning
 - Unsupervised Learning
 - Reinforcement Learning



- Supervised Learning
 - You have labelled data and trying to predict a label on new data
- Unsupervised Learning
 - You have unlabelled data and trying to group together similar data points
- Reinforcement Learning
 - Algorithm learns to perform an action from experience

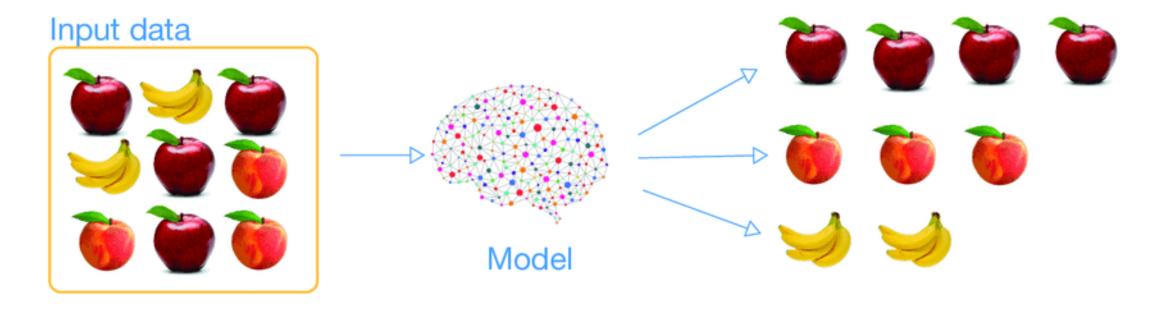


- Supervised Learning algorithms are trained using labelled example (an input that we know desired output)
- Supervised learning is commonly used in application where historical data predicts likely future events (**Classification**)



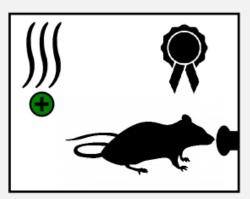


- Unsupervised Learning is used for data that has no labels
- The system is not told the **right answer** bit explore the data and fine some structure for **grouping** (**Clustering**)





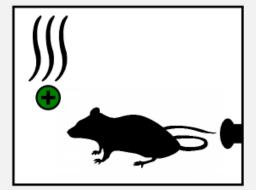
- Reinforcement Learning is often used for robotics, gaming and navigation
- The algorithm discovers through trial and error which action yield the greatest reward



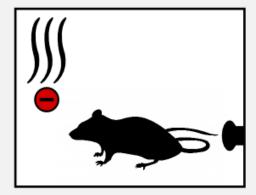
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GO + NEGATIVE ODOUR (PUNISHMENT)



NO-GO + POSITIVE ODOUR (NO-PUNISHMENT NO-REWARD)



NO-GO + NEGATIVE ODOUR (NO-PUNISHMENT NO-REWARD)