

AI 스터디

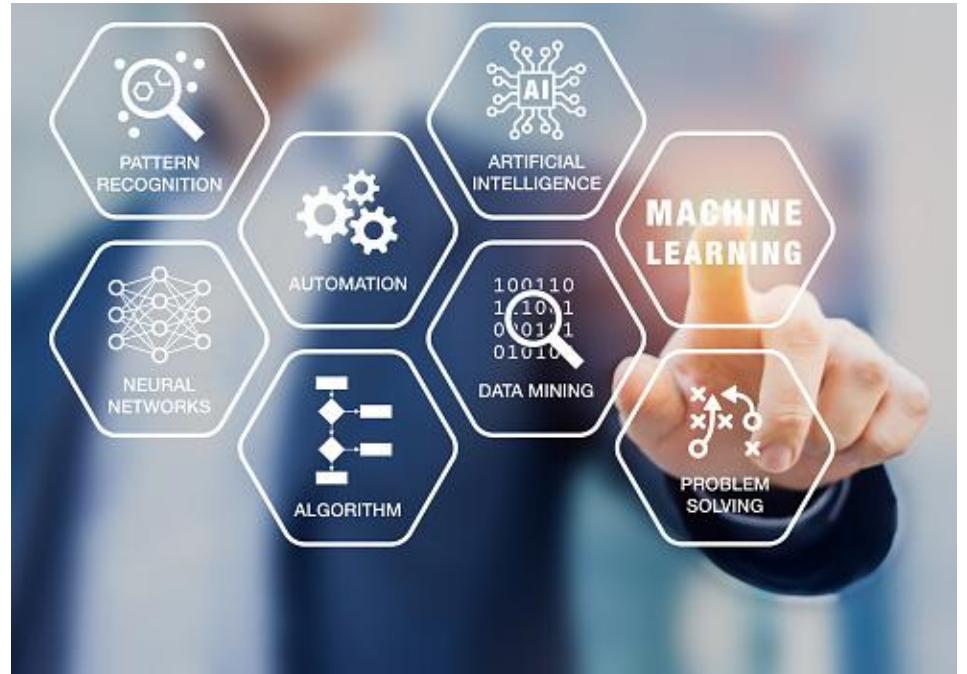
조상구
2025.12.24



과목 명 : AI 빅데이터

목 표 |

Python scikit-learn으로 기계학습 분야
의 데이터 전처리, 다양한 알고리즘 적
용을
위한 개념, 도구 및 기술 교육



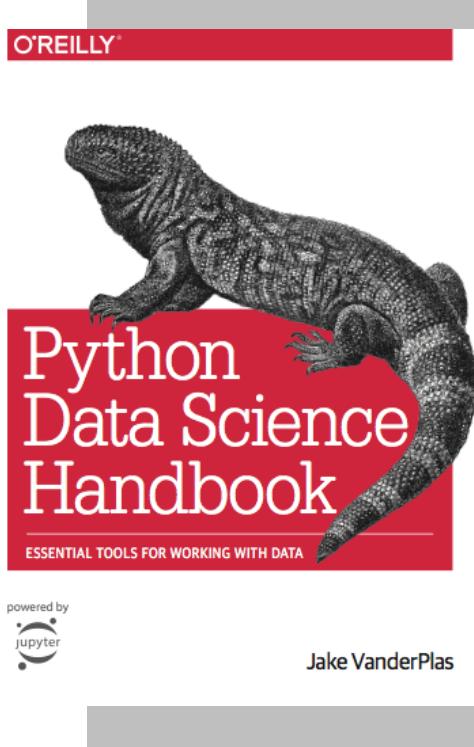
The all images are quated from <https://unsplash.com/>

강의 계획

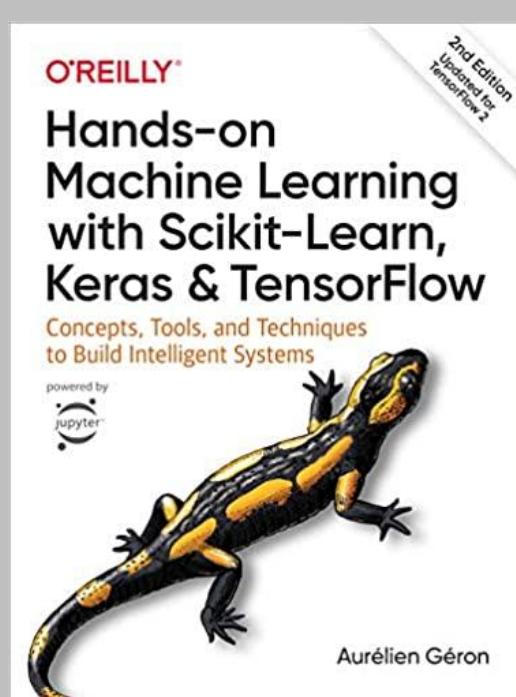
| 일정 | 강의 내용 |
|--|--|
| 1. Machine learning(4.2, Sat) | <ul style="list-style-type: none"> - Pattern recognition, data, algorithm & model - Schikit learn API, Scikit-learn getting started - Model selection and evaluation with performance index |
| 2. Feature selection & extraction(4.2 Sat) | <ul style="list-style-type: none"> - Principal Component Analysis - K-Nearest Neighbor - Logistic Regression & regression - SGD(Stochastic gradient descent) |
| 3. Supervised learning(4.8 Fri) | <ul style="list-style-type: none"> - Deep learning alogorithm with Keras - Gaussian Naïve Bayes - Support vector machine |
| 4. Supervised learning(4.9 Sat) | <ul style="list-style-type: none"> - Decision tree, - Ensemble(Voting, Boosting, Stacking) model - Variance and Bias, Bootstrapping |
| 5. Unsupervised model(4.9 Sat) | <ul style="list-style-type: none"> - K-means clustering, Logistic regression with k-Means - 1D kernel density estimation - Gaussian mixture model |
| 6. Imbalanced data(4.15, Fri) | <ul style="list-style-type: none"> - Imbalanced data handling problem, Anomaly detection algorithm - Introduction to XAI (expalainable AI) |

강의 교재

강의에 필요한 Jupyter code는 깃허브(<https://github.com/조상9/aSSIST>) 참고



<https://github.com/jakevdp/PythonDataScienceHandbook>



<https://github.com/ageron/handson-ml2>

<https://scikit-learn.org/stable/>

강의 목표

- 연구목적 정의, 예측모형에 투입될 데이터 전처리, 머신러닝 알고리즘과 모델의 평가와 선택 과정의 이론과 실습 능력을 갖추어 직접 실무 데이터에 적용 분석할 수 있는 인공지능 전문역량 습득
- 인공지능 연구 방법 절차를 이해하고 각 절차 단계에 필요한 python 개발 역량 습득



3. Supervised Learning

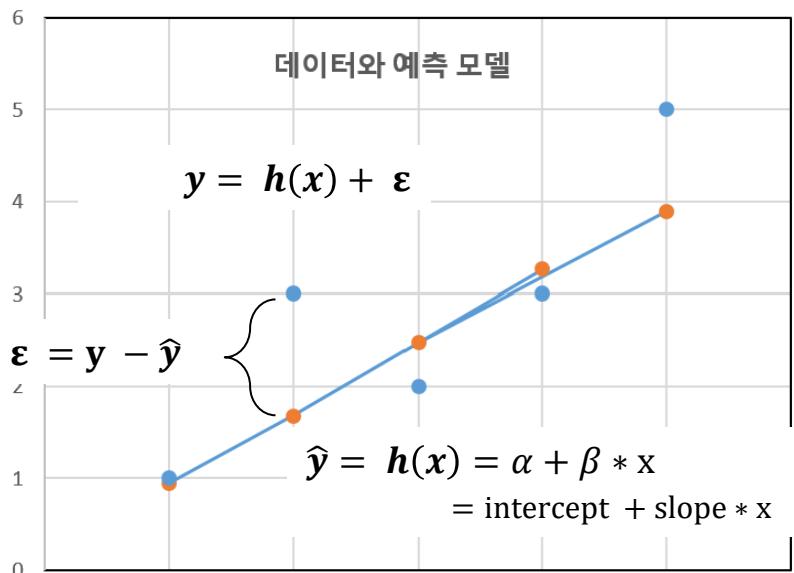
- K-nearest neighbors
- Regression, Logistic regression
- Stochastic Gradient Descent
- Deep learning algorithm



GD(Gradient Descent) 미분 최적화

$$\text{Minimize } E^2 = (\mathbf{Y} - \hat{\mathbf{Y}})^2$$

\longleftrightarrow Minimize Sum of squared residuals = (Observed instances – Predictions)²



| x | y | |
|---|---|---------------------------------|
| 1 | 1 | 변수 2개, 인스턴스 5개 |
| 2 | 3 | - 2개의 변수별로 5개의 미분방정식별 |
| 4 | 3 | - Epoch이 4회이면 $2*5*4 = 40$ 번 계산 |
| 3 | 2 | |
| 5 | 5 | |

Predictions = intercept + slope * x

$$\frac{\partial}{\partial \text{intercept}} \text{Sum of squared residuals} =$$

$$\begin{aligned}
 & -2(1-(\alpha + \beta * 1)) + -2(3-(\alpha + \beta * 2)) \\
 & + -2(3-(\alpha + \beta * 4)) + -2(2-(\alpha + \beta * 3)) \\
 & + -2(5-(\alpha + \beta * 5)) = -28
 \end{aligned}$$

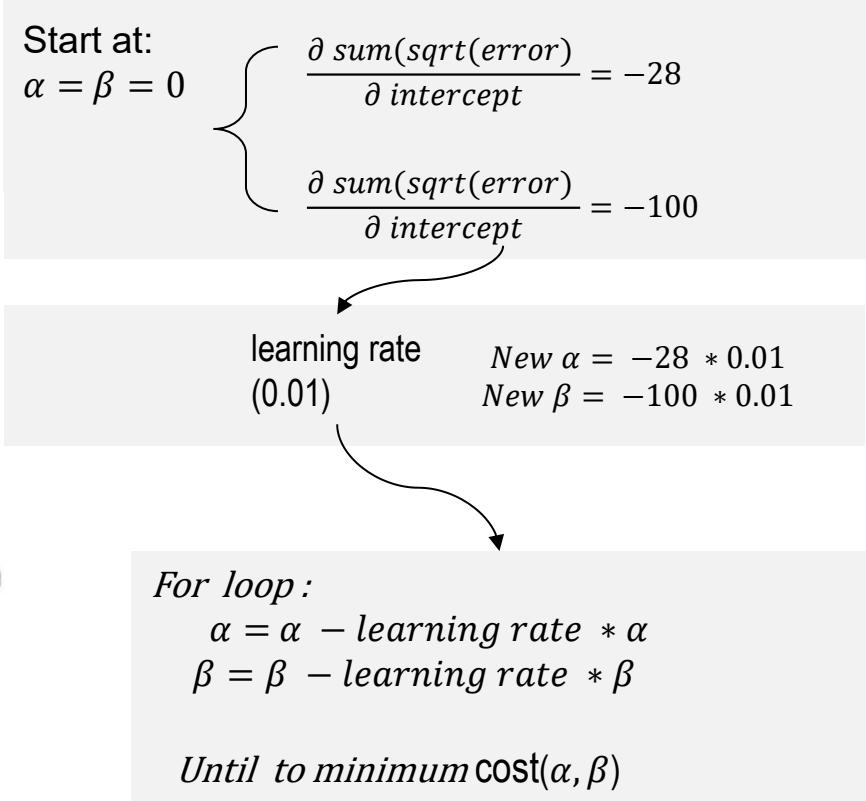
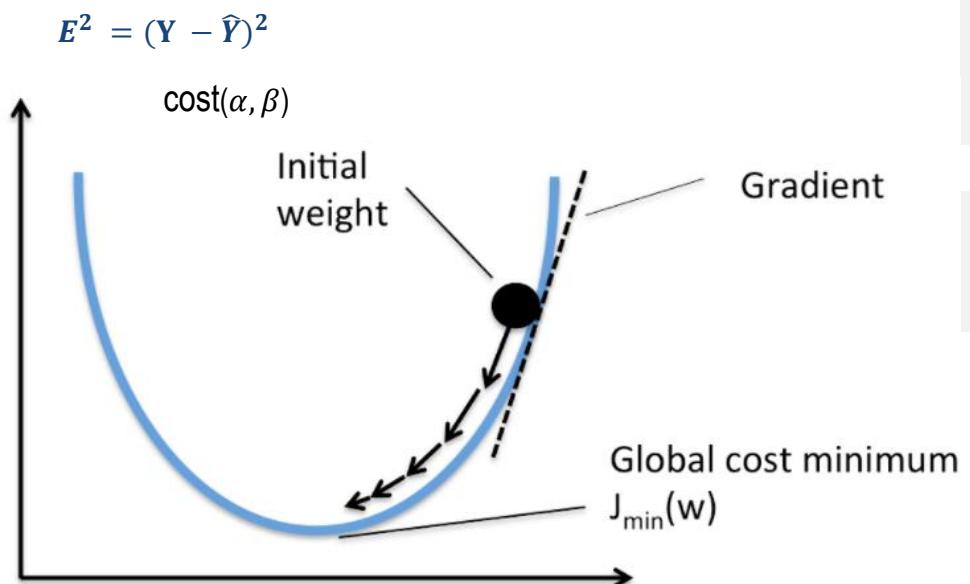
초기 값을
 $\alpha = \beta = 0$

$$\frac{\partial}{\partial \text{slope}} \text{Sum of squared residuals} =$$

$$\begin{aligned}
 & -2*1(1-(\alpha + \beta * 1)) + -2*2(3-(\alpha + \beta * 2)) \\
 & + -2*4(3-(\alpha + \beta * 4)) + -2*3(2-(\alpha + \beta * 3)) \\
 & + -2*5(5-(\alpha + \beta * 5)) = -100
 \end{aligned}$$

GD(Gradient Descent) 알고리즘 이해

- Start with initial guesses
 - Start at 0, 0 (or any other values), $\alpha = \beta = 0$ with initial parameters
 - Keeping changing α, β a little bit with learning rate to try and reduce $\text{cost}(\alpha, \beta)$, error
- Each time you change the parameters (α, β), select the gradient which reduces $\text{cost}(\alpha, \beta)$ the most possible
- Repeat, Do so until you converge to a local minimum



GD(Gradient Descent)

연산의 복잡도 기하급수 증가

데이터의 크기가 1,000,000개이고 유전자(genes) 유형이 20,000개인 변수로 이루어진 다중 회귀 모델을 gradient descent 알고리즘을 적용할 경우 계산량이 너무 많아짐

$$\frac{\partial}{\partial \text{gene1}} \text{loss function}()$$

1
2
3
.....
1,000,000 개 식(terms)

$$\frac{\partial}{\partial \text{gene2}} \text{loss function}()$$

1
2
3
.....
1,000,000 개 식(terms)

$$\frac{\partial}{\partial \text{gene20,000}} \text{loss function}()$$

1
2
3
.....
1,000,000 개 식(terms)

gradient descent

20,000개의 미분방정식별로 1,000,000개의 식을 1,000번의 step(epochs = 1,000)으로 gradient descent를 수행하면, 총 2,300,000,000,000 개 식을 계산 (비효율적)



stochastic gradient descent

임의의 한 점을 선택하여 instance별로 gradient를 적용하면 epoch의 회수 * 1,000,000개 식을 계산 (효율적)

SGD(Stochastic Gradient Descent) 엑셀로 익히기

| learning rate 0.01 | Iterations | Data | | model | | $y_{\text{hat}} - y$ error |
|-----------------------|------------|------|---|---------------------------|---------------------------|-------------------------------|
| | | x | y | 절편 (α) 0.0000 | 기울기 (β) 0.0000 | |
| 1 epoch | 0 | 1 | 1 | 0.0000 | 0.0000 | 0.0000 |
| | 1 | 2 | 3 | 0.0100 | 0.0100 | -2.9700 |
| | 2 | 4 | 3 | 0.0397 | 0.0694 | -2.6827 |
| | 3 | 3 | 2 | 0.0665 | 0.1767 | -1.4033 |
| | 4 | 5 | 5 | 0.0806 | 0.2188 | -3.8254 |
| 2 epoch | 5 | 1 | 1 | 0.1188 | 0.4101 | 0.5289 |
| | 6 | 2 | 3 | 0.1235 | 0.4148 | 0.9531 |
| | 7 | 4 | 3 | 0.1440 | 0.4557 | 1.9669 |
| | 8 | 3 | 2 | 0.1543 | 0.4971 | 1.6455 |
| | 9 | 5 | 5 | 0.1579 | 0.5077 | 2.6963 |
| 3 epoch | 10 | 1 | 1 | 0.1809 | 0.6229 | 0.8038 |
| | 11 | 2 | 3 | 0.1829 | 0.6248 | 1.4325 |
| | 12 | 4 | 3 | 0.1985 | 0.6562 | 2.8233 |
| | 13 | 3 | 2 | 0.2003 | 0.6633 | 2.1901 |
| | 14 | 5 | 5 | 0.1984 | 0.6575 | 3.4862 |
| 4 epoch | 15 | 1 | 1 | 0.2135 | 0.7332 | 0.9468 |
| | 16 | 2 | 3 | 0.2141 | 0.7338 | 1.6816 |
| | 17 | 4 | 3 | 0.2273 | 0.7601 | 3.2678 |
| | 18 | 3 | 2 | 0.2246 | 0.7494 | 2.4729 |
| | 19 | 5 | 5 | 0.2199 | 0.7352 | 3.8961 |

Initialized settings

Let $\alpha = \beta = 0$,

$y_{\text{hat}} = \alpha + \beta * X(\text{instance})$

$\text{error} = y_{\text{hat}} - y$

Recursive iterations

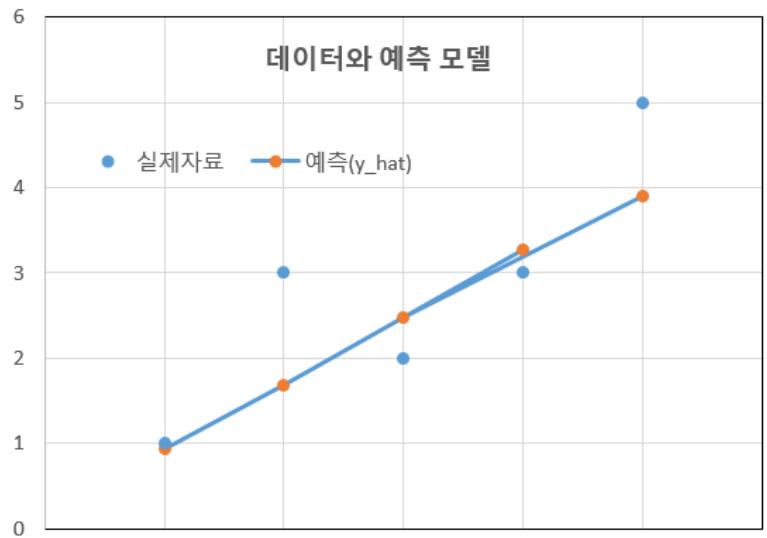
$$\alpha_{j+1} = \alpha_j - \text{learning rate} * \text{error}_j$$

$$\beta_{j+1} = \beta_j - \text{learning rate} * \text{error}_j * x_j$$

| A | B | C | D | E | F | G | H | |
|---|---------------|------------|------|---|-----------------|---------|------------------|----------------------|
| 1 | learning rate | | Data | | model | | | |
| 2 | 0.01 | Iterations | x | y | α | β | y_{hat} | $y_{\text{hat}} - y$ |
| 3 | | 1 epoch | 0 | 1 | 0.0000 | 0.0000 | 0.0000 | -1.0000 |
| 4 | | 1 | 2 | 3 | =E4-\$A\$3*\$H4 | 0.0100 | 0.0300 | -2.9700 |
| 5 | | 2 | 4 | 3 | 0.0397 | 0.0694 | 0.3173 | -2.6827 |
| 6 | | 3 | 3 | 2 | 0.0665 | 0.1767 | 0.5967 | -1.4033 |
| 7 | | 4 | 5 | 5 | 0.0806 | 0.2188 | 1.1746 | -3.8254 |
| 8 | | | | | | | | |

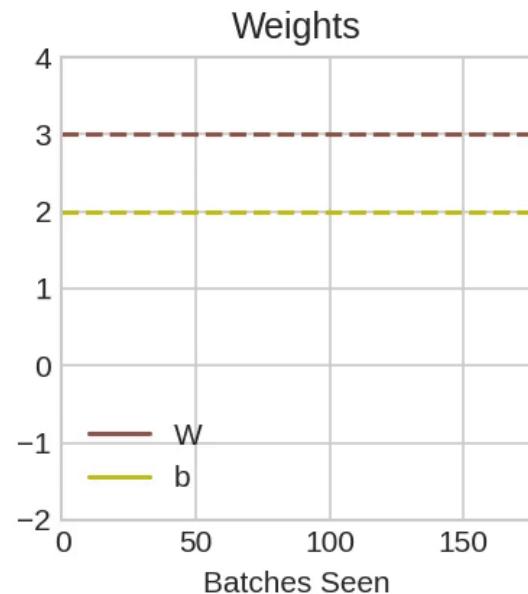
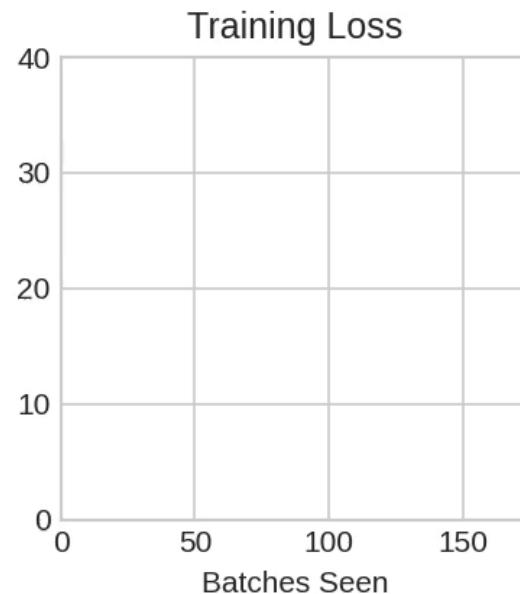
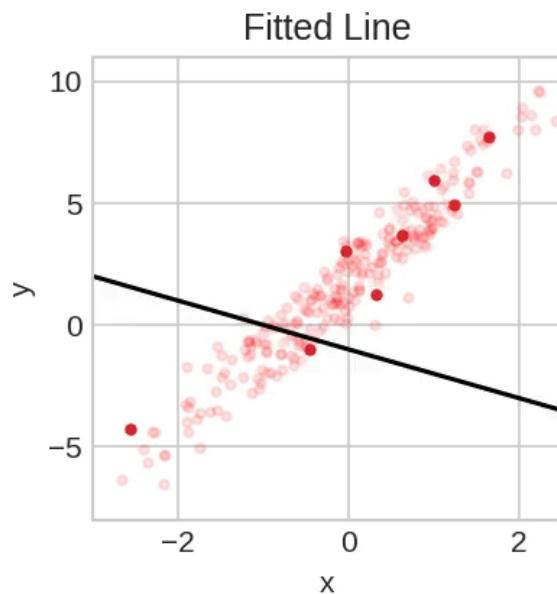
| A | B | C | D | E | F | G | H | |
|---|---------------|------------|------|---|-----------------|---------|------------------|----------------------|
| 1 | learning rate | | Data | | model | | | |
| 2 | 0.01 | Iterations | x | y | α | β | y_{hat} | $y_{\text{hat}} - y$ |
| 3 | | 1 epoch | 0 | 1 | 0.0000 | 0.0000 | 0.0000 | -1.0000 |
| 4 | | 1 | 2 | 3 | =F4-\$A\$3*\$H4 | 0.0100 | 0.0300 | -2.9700 |
| 5 | | 2 | 4 | 3 | 0.0397 | 0.0694 | 0.3173 | -2.6827 |
| 6 | | 3 | 3 | 2 | 0.0665 | 0.1767 | 0.5967 | -1.4033 |
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| 8 | | | | | | | | |

SGD(Stochastic Gradient Descent) 엑셀 그래프로 익히기



SGD(Stochastic Gradient Descent) how to train a neural network

- What problem to solve : the **loss function** measures the disparity between the target's true value and the value the model predicts.
- How to solve it : the **optimizer** is an algorithm that adjusts the weights to minimize the loss function.

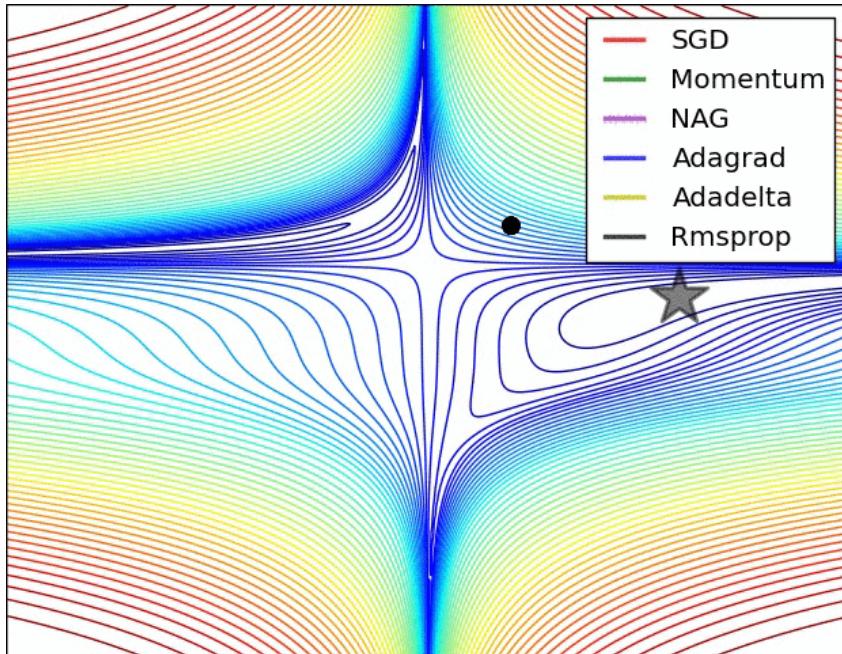


**Minimize mean absolute error or MAE
With SGD algorithm**

<https://www.kaggle.com/ryanholbrook/stochastic-gradient-descent>

SGD(Stochastic Gradient Descent) Newton's Optimization method(2차 미분)

Convex형태의 함수를 갖는 손실함수에서 최적화(최저점으로 활강)를 위한 알고리즘은 Quasi-newton 알고리즘, L-BFG, BGF, Adam의 다양한 알고리즘 사용



What's In a Name?

The **gradient** is a vector that tells us in what direction the weights need to go. More precisely, it tells us how to change the weights to make the loss change *fastest*. We call our process **gradient descent** because it uses the gradient to *descend* the loss curve towards a minimum.

Stochastic means "determined by chance."

Our training is *stochastic* because the minibatches are *random samples* from the dataset. And that's why it's called SGD!

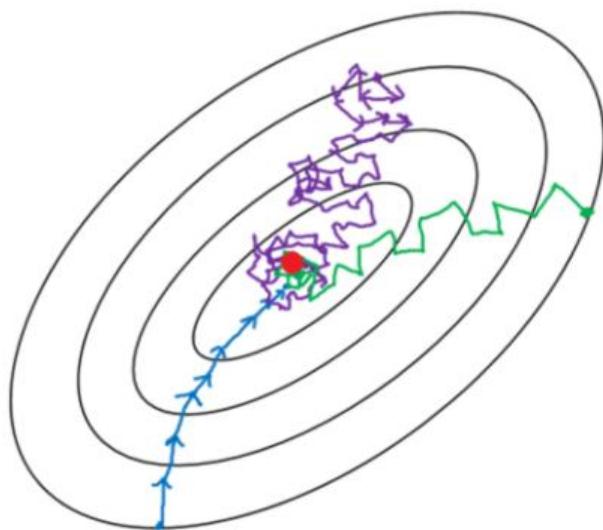
SGD(Stochastic Gradient Descent)

알고리즘의 종류

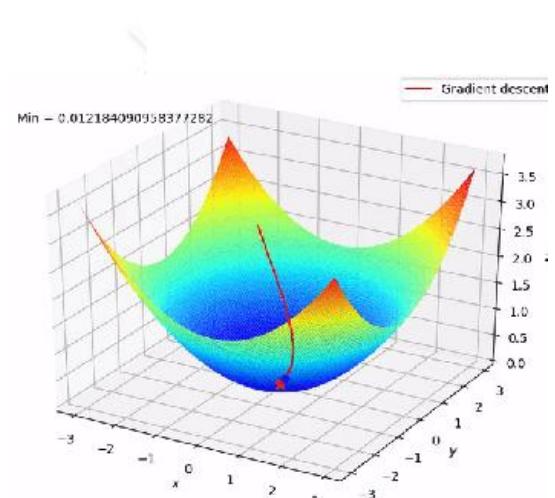
- Repeat, Do so until you converge to a local minimum

$$J(\theta) = \text{cost}(\alpha, \beta), \quad \theta = (\alpha, \beta)$$

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



- Batch gradient descent
- Mini-batch gradient Descent
- Stochastic gradient descent



2022.4.8(Fri)

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3. Supervised Learning

- K-nearest neighbors
- Regression, Logistic regression
- Stochastic Gradient Descent
- Deep learning algorithm



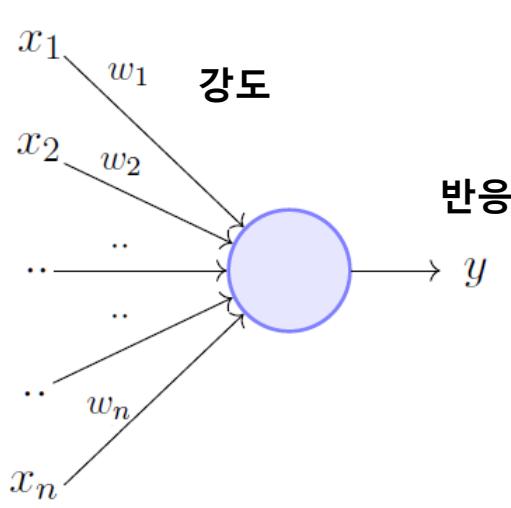
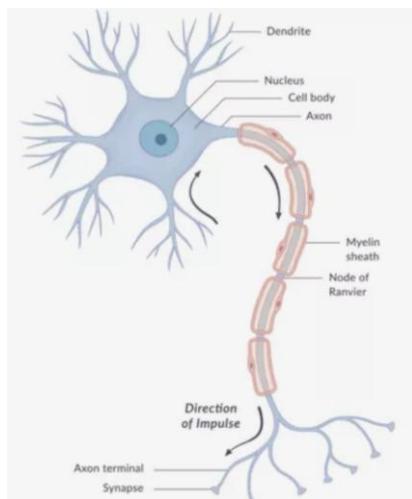
Neural network

뉴론

- 인간의 뉴런과 축삭돌기를 모방한 인공신경망 구조
- 퍼셉트론(perceptron) : 외부자극과 강도의 총합이 특정한 역치(threshold, θ)를 넘으면 반응(y)을 하는 단일 뉴런

[이진분류 뉴런]

외부자극



$$y = 1 \quad \text{if } \sum_{i=1}^n w_i * x_i \geq \theta$$

$$= 0 \quad \text{if } \sum_{i=1}^n w_i * x_i < \theta$$

Rewriting the above,

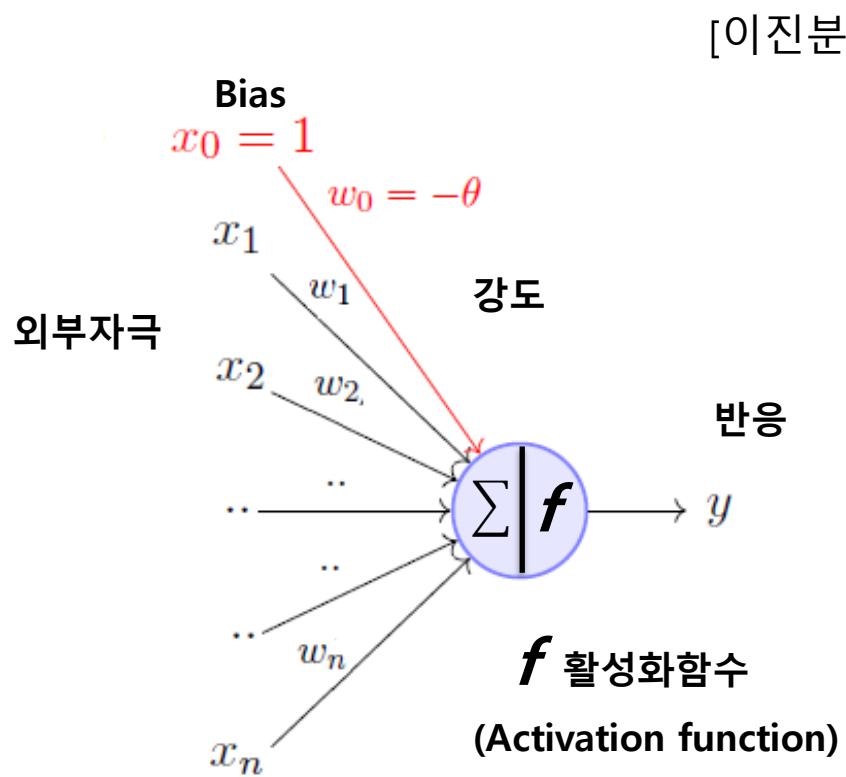
$$y = 1 \quad \text{if } \sum_{i=1}^n w_i * x_i - \theta \geq 0$$

$$= 0 \quad \text{if } \sum_{i=1}^n w_i * x_i - \theta < 0$$

Neural network

뉴론

- 인간의 뉴런과 측삭돌기를 모방한 인공신경망 구조



A more accepted convention,

$$y = 1 \quad if \sum_{i=0}^n w_i * x_i \geq 0$$

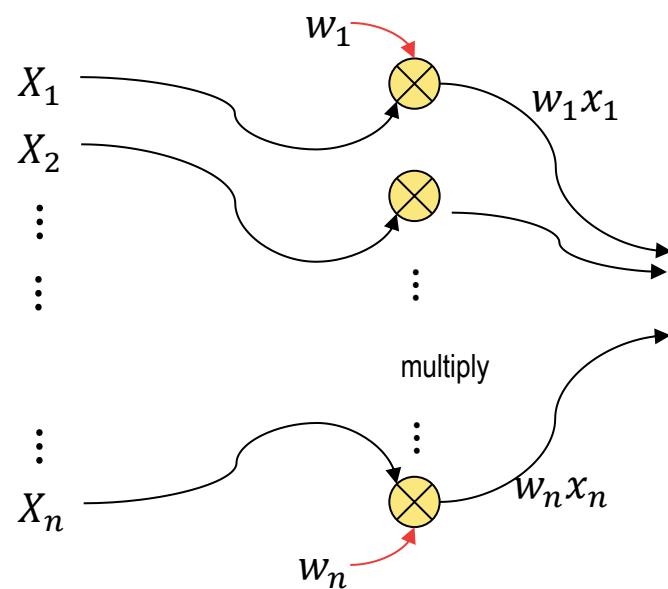
$$= 0 \quad if \sum_{i=0}^n w_i * x_i < 0$$

where, $x_0 = 1$ and $w_0 = -\theta$

Neural network

단일 뉴런의 수학적 구조

| Input | Weights | Weighted sum: $z = X^T w$ | Activation function | Output: $y = h_w(x)$ |
|-------|---------|---------------------------|---------------------|----------------------|
|-------|---------|---------------------------|---------------------|----------------------|



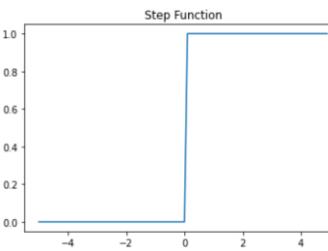
$x_i \sim (0,1)$
standard scaling

Weighted sum: $z = X^T w$

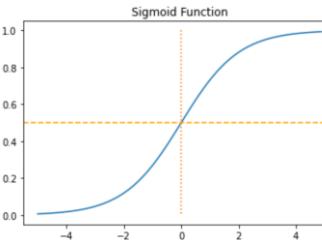
Activation function

Output: $y = h_w(x)$

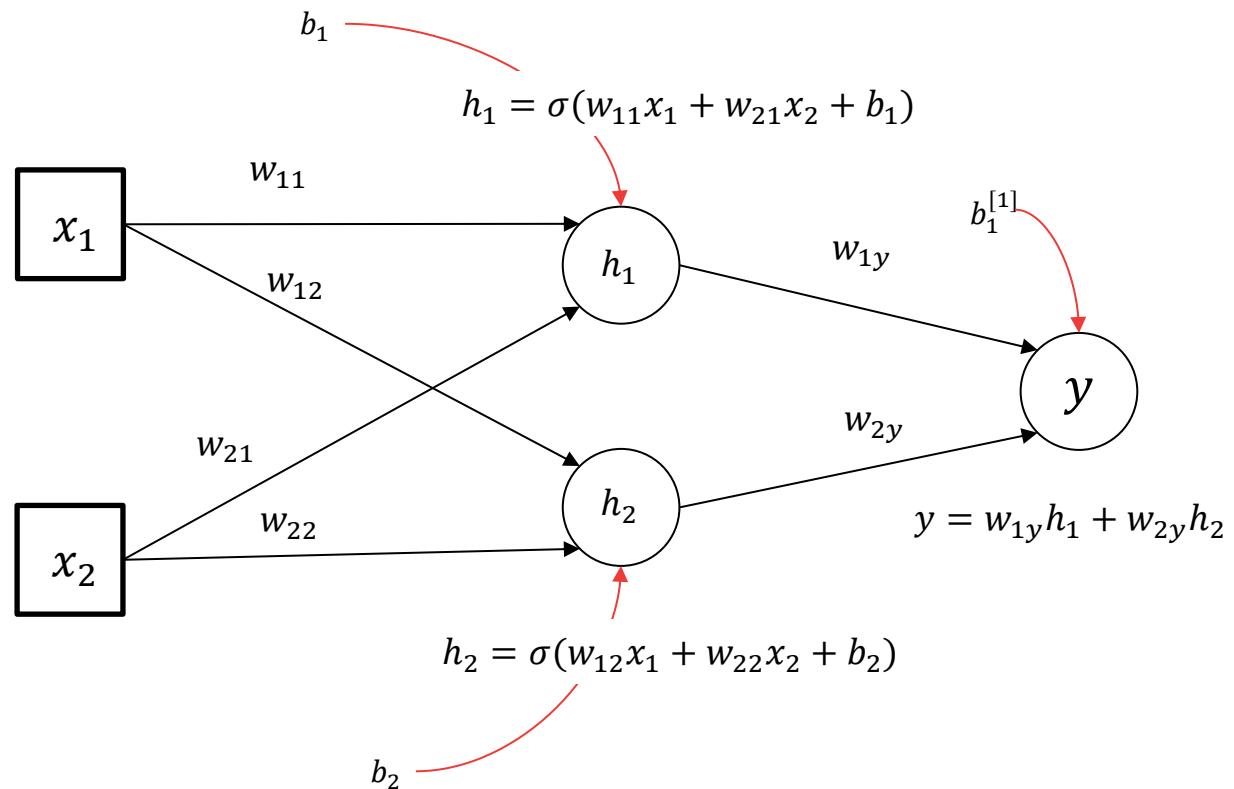
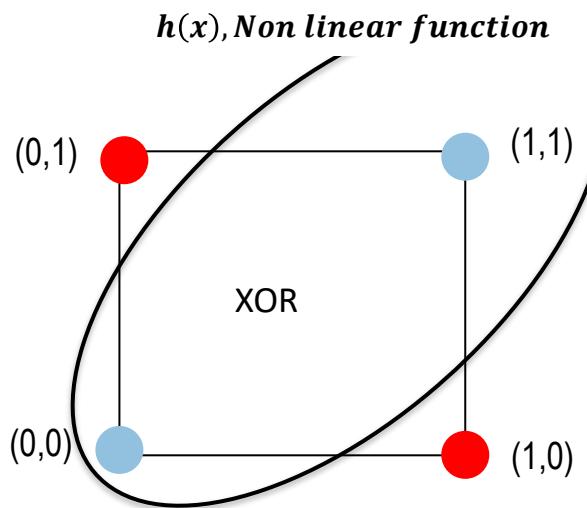
$$\sum_{i=1}^n w_i x_i$$



$$y = \text{activation}(X^T w)$$

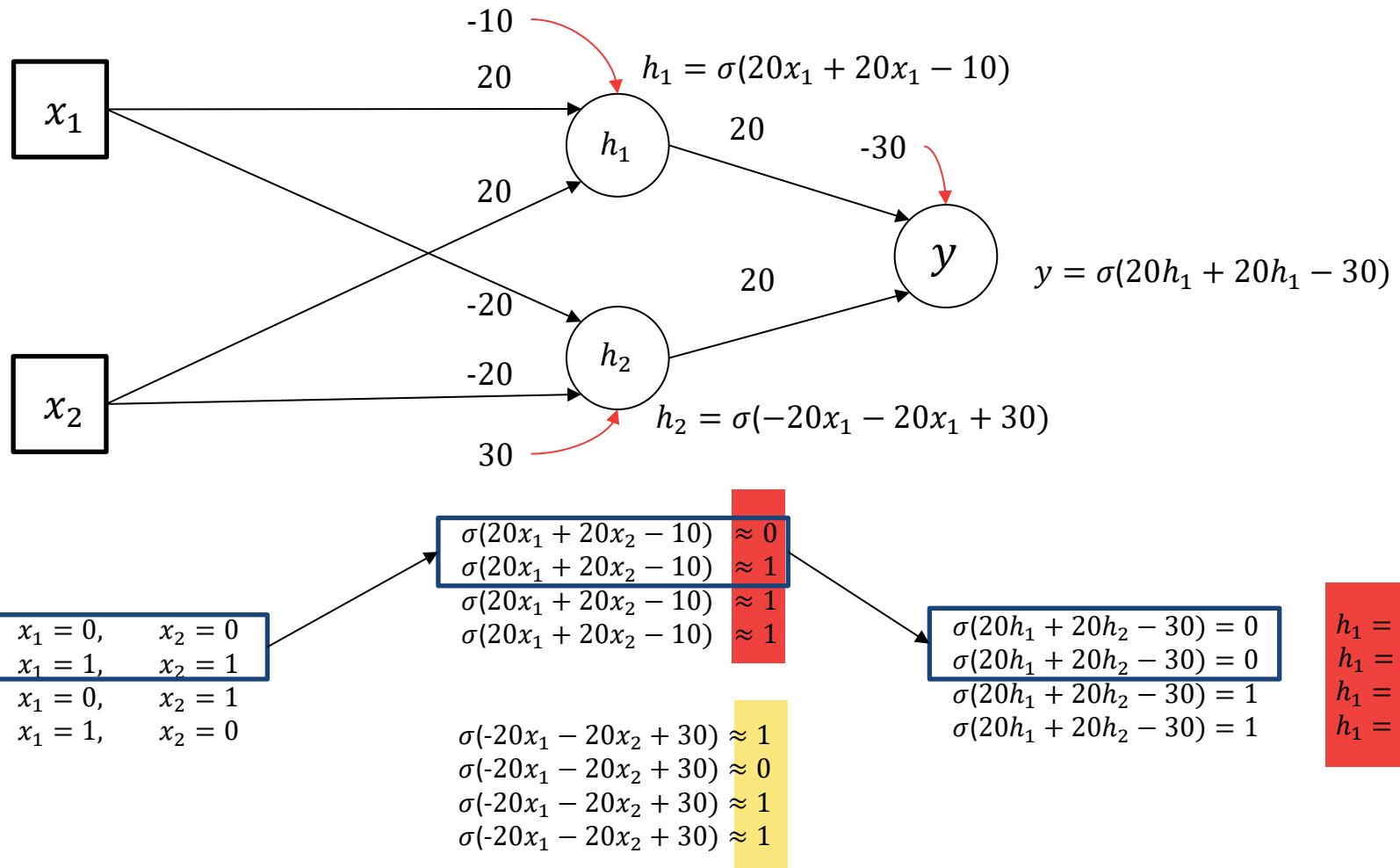


Neural network XOR problem solving



Neural network XOR problem solving

Rule based problem solving

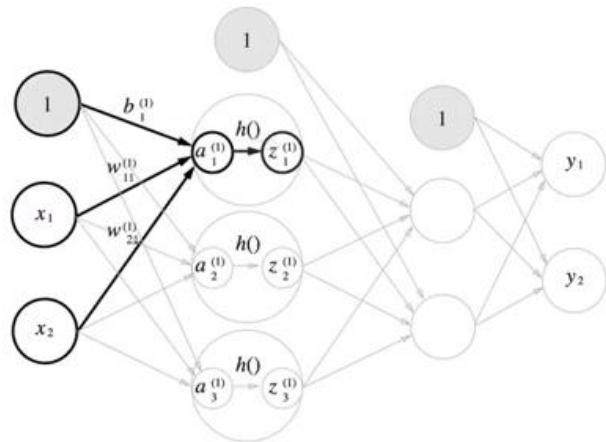


Neural network

실습 코드 (numpy)

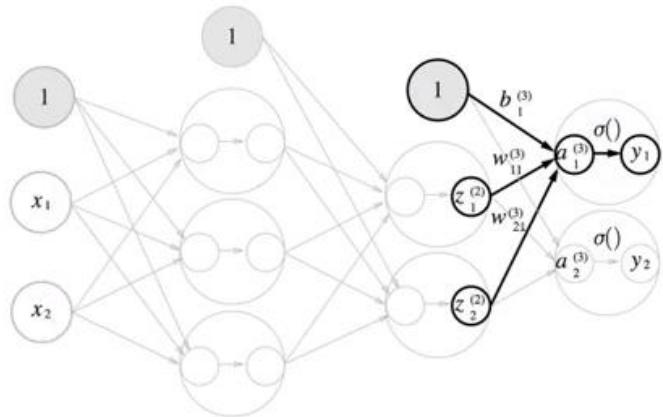
- 출력층의 뉴런(노드)가 한 개의 회귀(regression)모델로 추정해야할 파라미터는 각 층의 전 단계 뉴런의 개수와 bias를 더한 값

[입력층에서 1층 layer]



$$(a_1^{(1)} \quad a_2^{(1)} \quad a_3^{(1)}) = (x_1 \quad x_2) \begin{pmatrix} w_{11}^{(1)} & w_{12}^{(1)} & w_{13}^{(1)} \\ w_{21}^{(1)} & w_{22}^{(1)} & w_{23}^{(1)} \end{pmatrix} + (b_1^{(1)} \quad b_2^{(1)} \quad b_3^{(1)})$$

[1층 layer에서 출력층]



$$(a_1^{(3)} \quad a_2^{(3)}) = (z_1^{(2)} \quad z_2^{(2)}) \begin{pmatrix} w_{21}^{(3)} & w_{22}^{(3)} \\ w_{31}^{(3)} & w_{32}^{(3)} \end{pmatrix} + (b_1^{(3)} \quad b_2^{(3)})$$

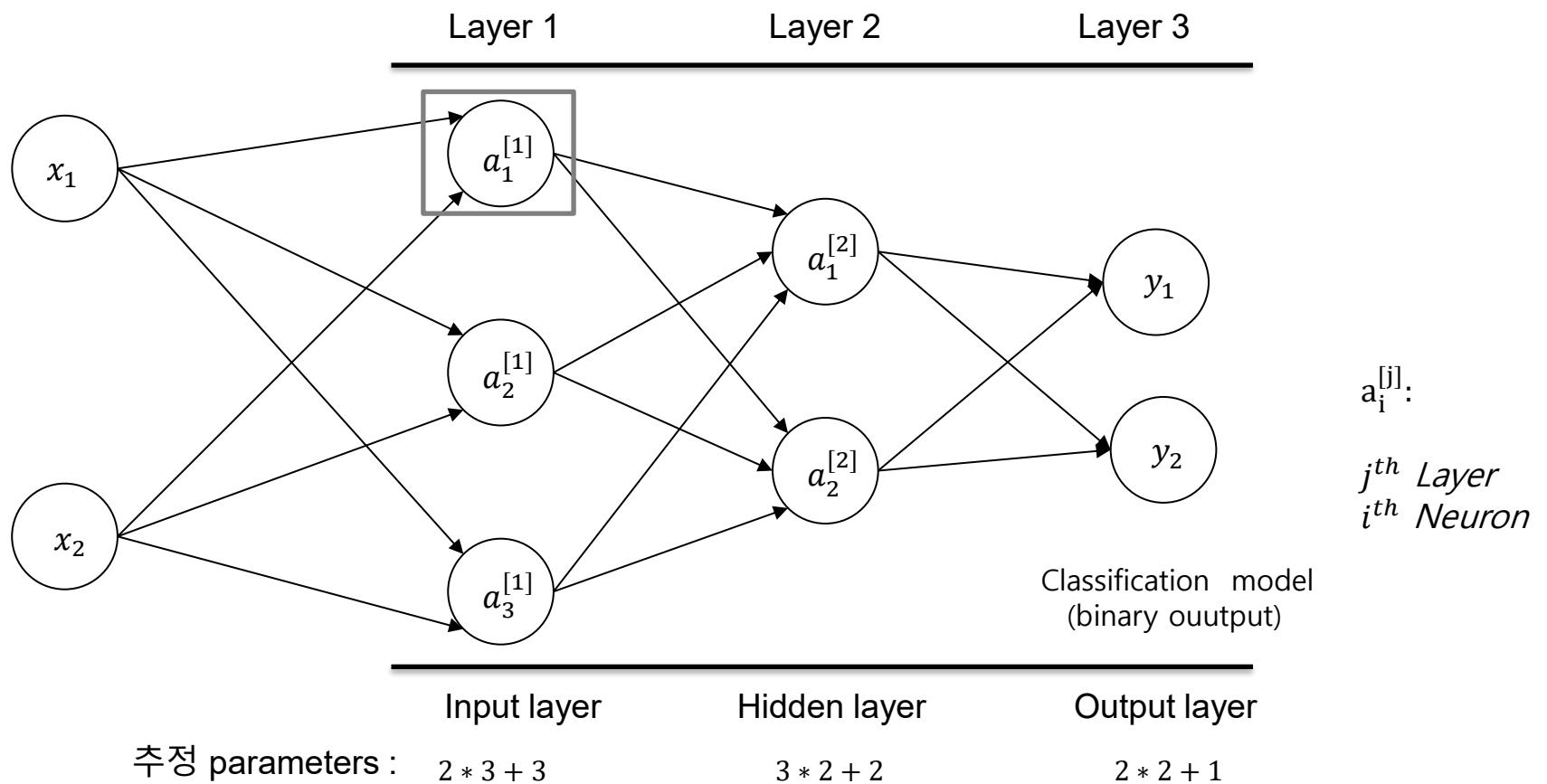
- 선형변환함수와 활성화함수로 중첩 네트워크 구성

- 소프트맥스(softmax)함수
- 확률벡터로 변환하는 함수

Neural network

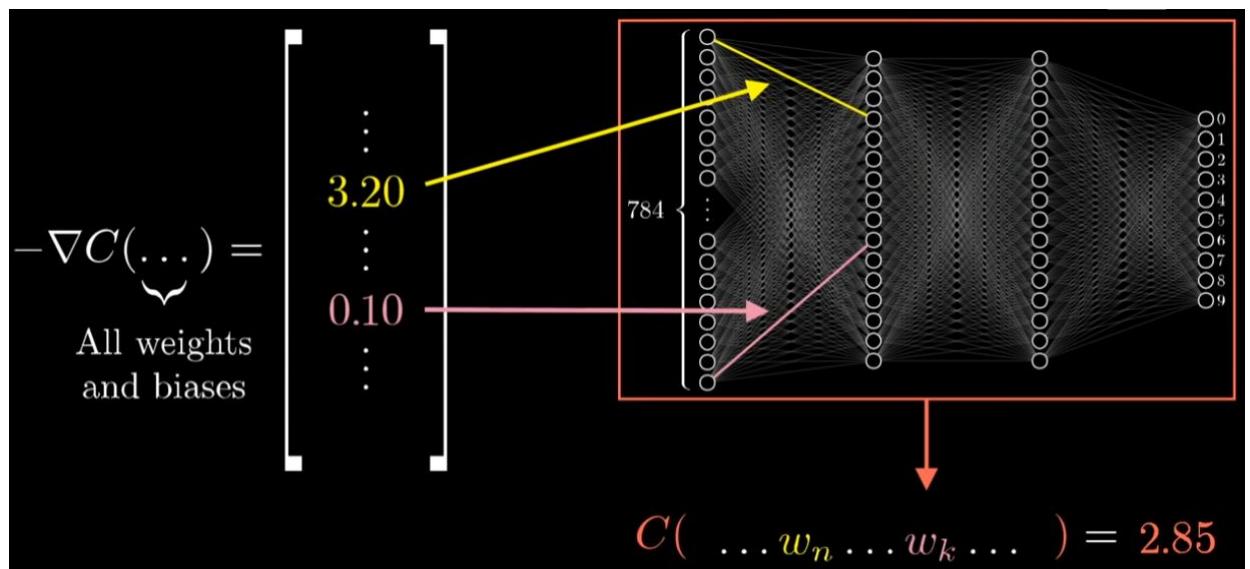
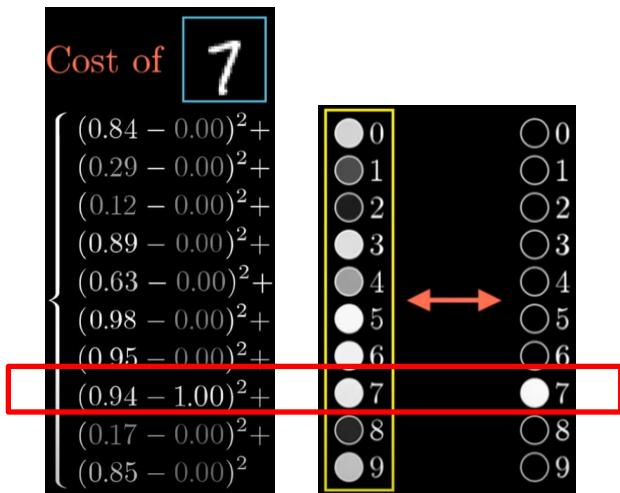
Hidden layers

- 출력층의 뉴런(노드)가 한 개의 회귀(regression)모델로 추정해야 할 파라미터는 각 층의 전단계 뉴런의 개수와 bias를 더한 값



Neural network 역전파(Backpropagation)

- 전체 인공신경망에서 손실함수(**L**, loss function)을 최소화하는 $W(w_i, \text{bias}$ 포함) 를 찾는 방법
 - ✓ 인공신경망이 '7'번을 예측한 확률벡터에 대한 교차엔트로피 손실 '2.85'
 - ✓ 교차엔트로피 손실에 대한 입력층과 첫번째 hidden layer의 weight와 bias의 전미분값(민감도)은 각각 '3.2' 와 '0.1'
 - ✓ W 를 아주 조금씩 변동시키면서 손실함수가 최소가 되는 W 를 gradient descent방법으로 최적의 W 를 도출

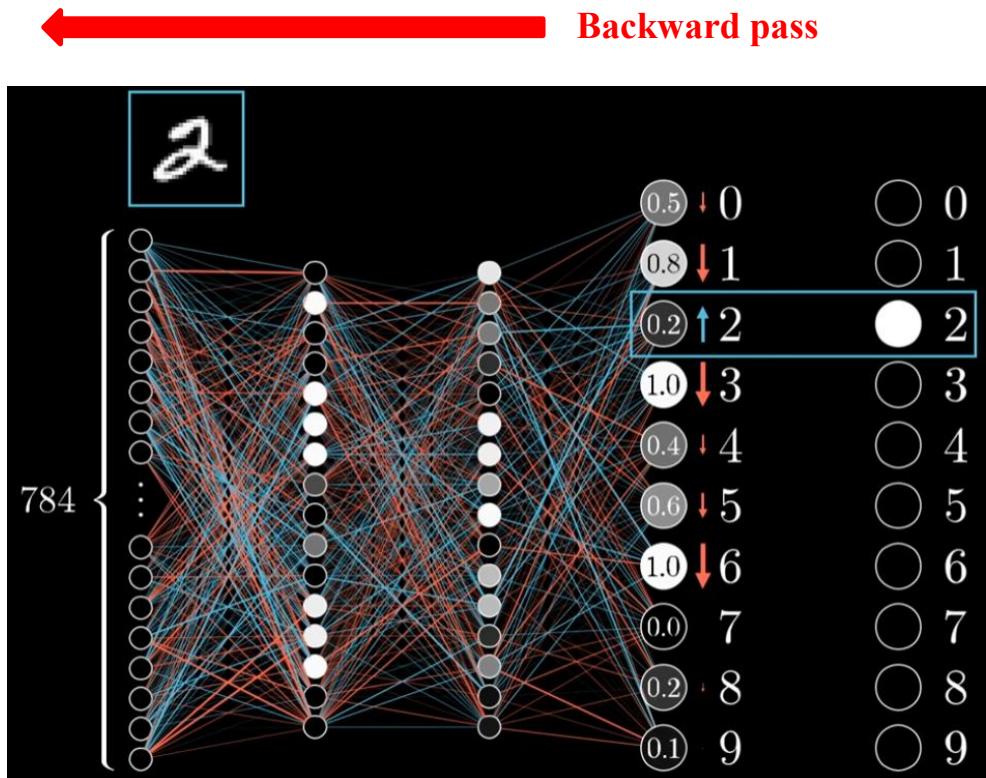


<https://www.youtube.com/watch?v=llg3gGewQ5U&t=566s>

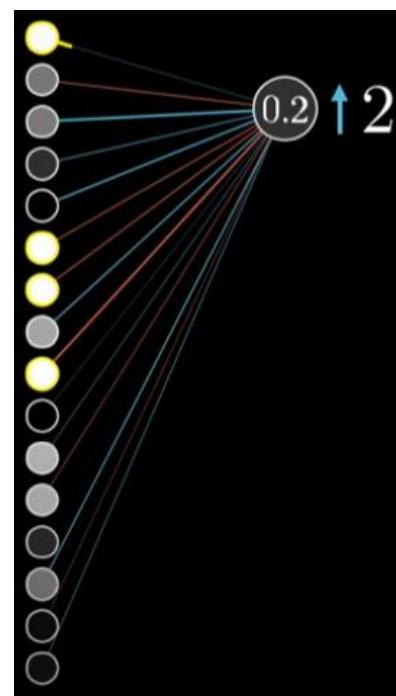
Neural network

역전파(Backpropagation) gradient descent

- 실제 '2' 번을 예측하지 못한 손실함수(L, loss function)를 줄이는 방법은 backward 방향으로 파라미터와 활성화함수를 gradient descent하게 변화("Neurons that fire together, wire together." - Donald Hebb)



$$\textcircled{0.2} = \sigma(w_0a_0 + w_1a_1 + \dots + w_{n-1}a_{n-1} + b)$$



↓

Increase b

Increase w_i in proportion to a_i

Change a_i

- ❖ Backward pass
- ❖ Chain rule derivatives
- ❖ Gradient descent

<https://www.youtube.com/watch?v=llg3gGewQ5U&t=566s>

Neural network

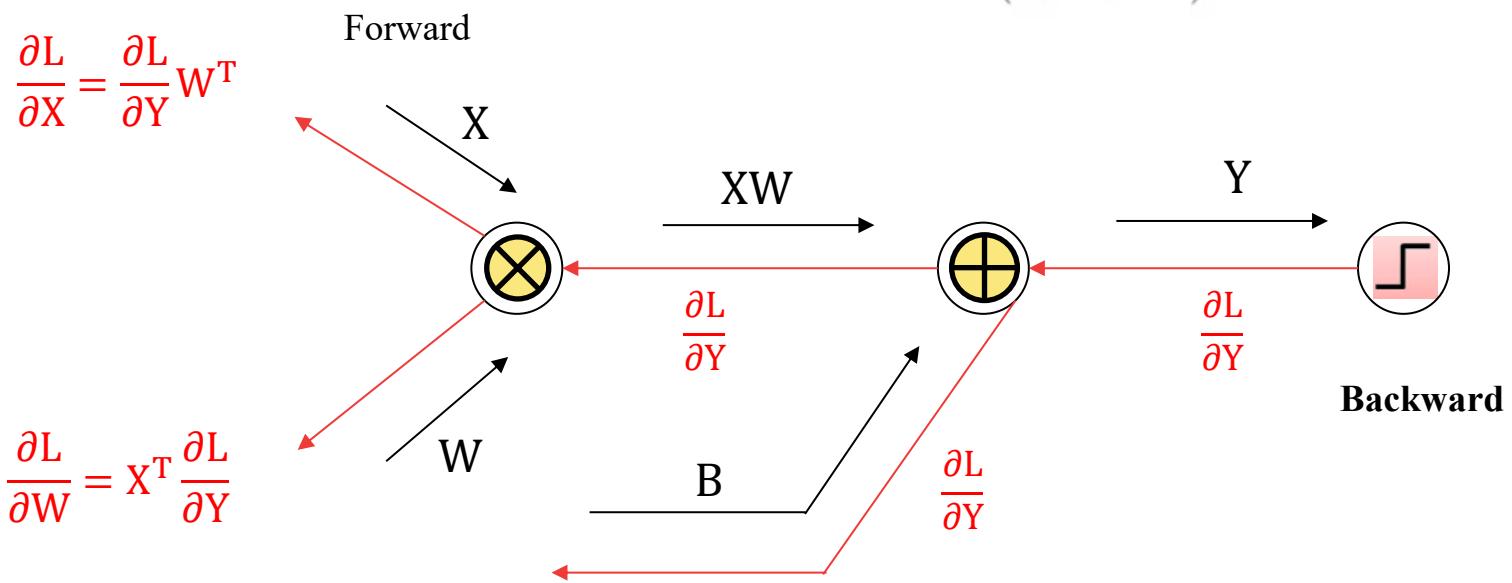
역전파(Backpropagation)

- 전체 인공신경망에서 손실함수(L , loss function)을 최소화하는 $W(w_i, \text{bias 포함})$ 를 찾는 방법

- 1. Chain Rule**
- 2. Gradient Descent**

$$Y = XW + B$$

$$\begin{pmatrix} y_1 & y_2 & y_3 \end{pmatrix} = \begin{pmatrix} x_1 & x_2 \end{pmatrix} \begin{pmatrix} w_{11} & w_{12} & w_{13} \\ w_{21} & w_{22} & w_{23} \end{pmatrix} + \begin{pmatrix} b_1 & b_2 & b_3 \end{pmatrix}$$

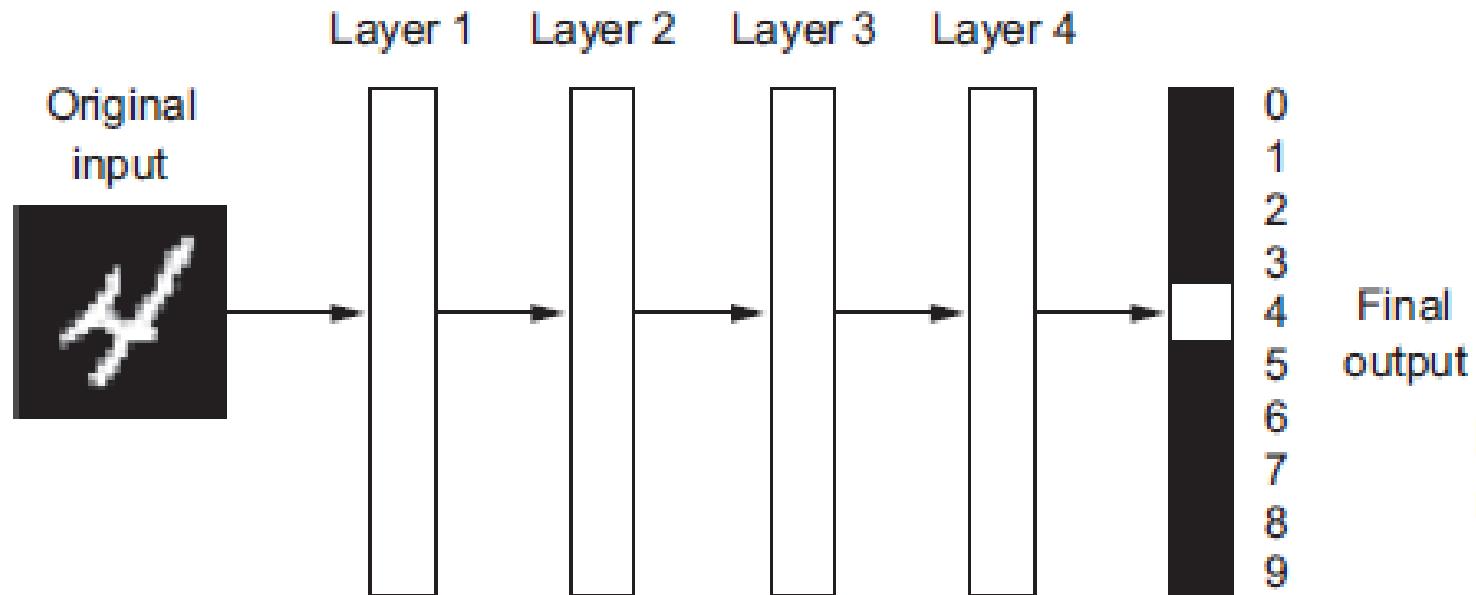


Neural network

Deep representations

- MNIST 수기체 '4'의 이미지가 여러 층(layers)에 따라 이미지는 변환(representation)하는 방법

[A deep neural network for digit classification]



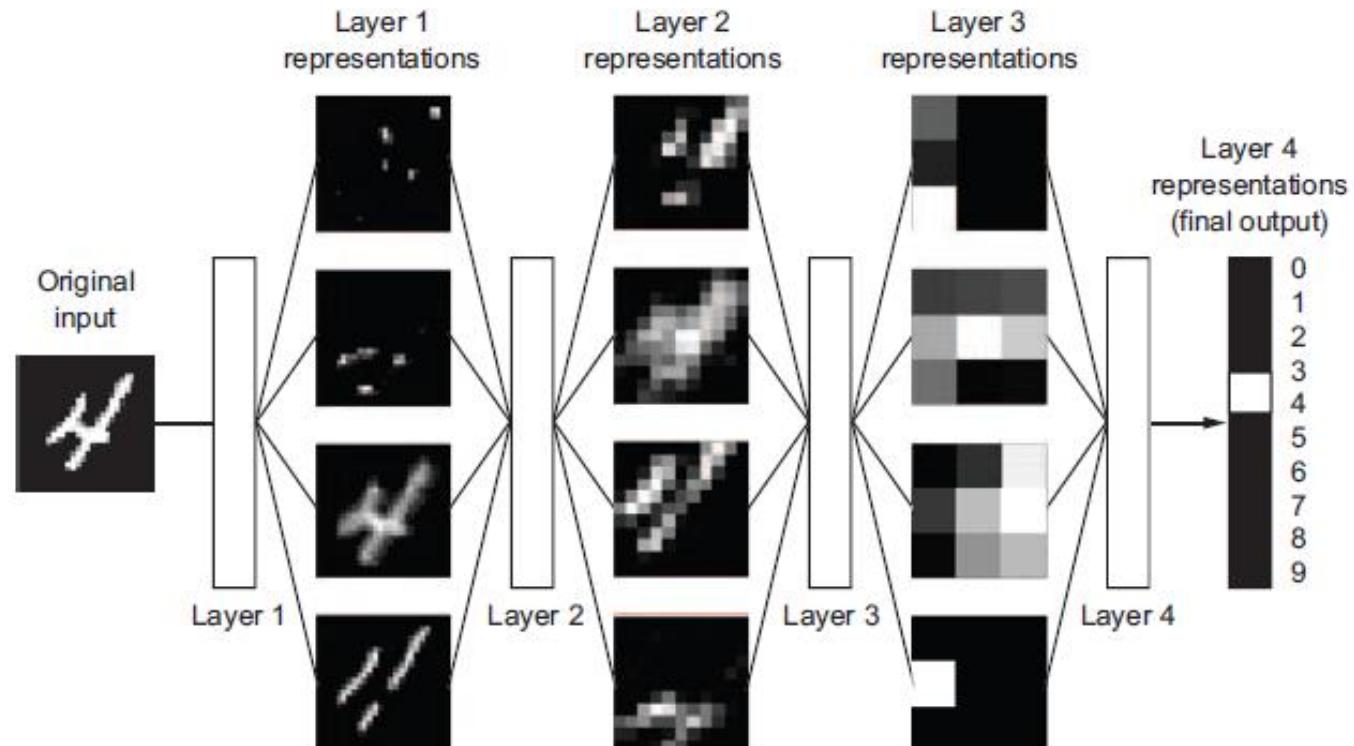
Deep Learning with Python, Francois Chollet, O'REILLY

Neural network

Deep representations

- 딥러닝 네트워크는 여러 층(layers)에 따라 숫자 이미지를 표현(representation)으로 변환
- 다단계로 확인하면 원본이미지가 연속적인 필터를 거쳐 종류 작업처럼 점점 더 정제(purification)

[A deep representations learned by a digit-classification model]

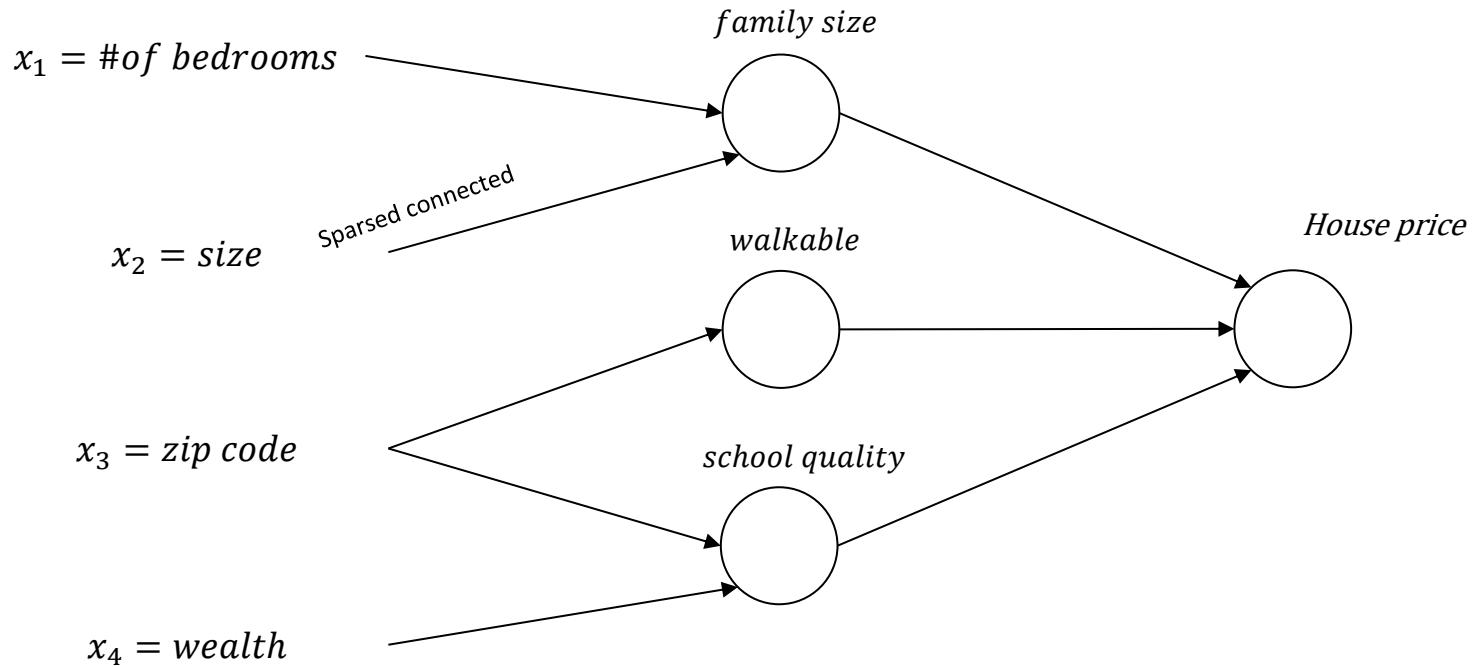


Deep Learning with Python, Francois Chollet, O'REILLY

Neural network

사회과학적 해석

- 출력층의 뉴런(노드)가 회귀(regression)모델



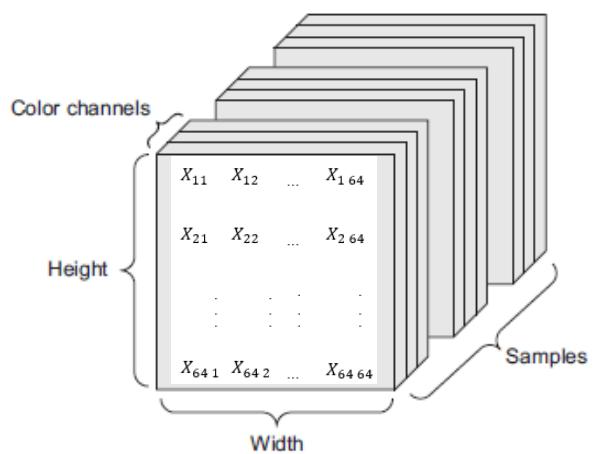
Deep learning & logistic regression

Goal 1 : 사진에서(이미지) 고양이와 개를 구분하는 이진분류

- Step 1 : initialize parameters, w(weight), b(bias)
- Step 2 : find the optimal w, b

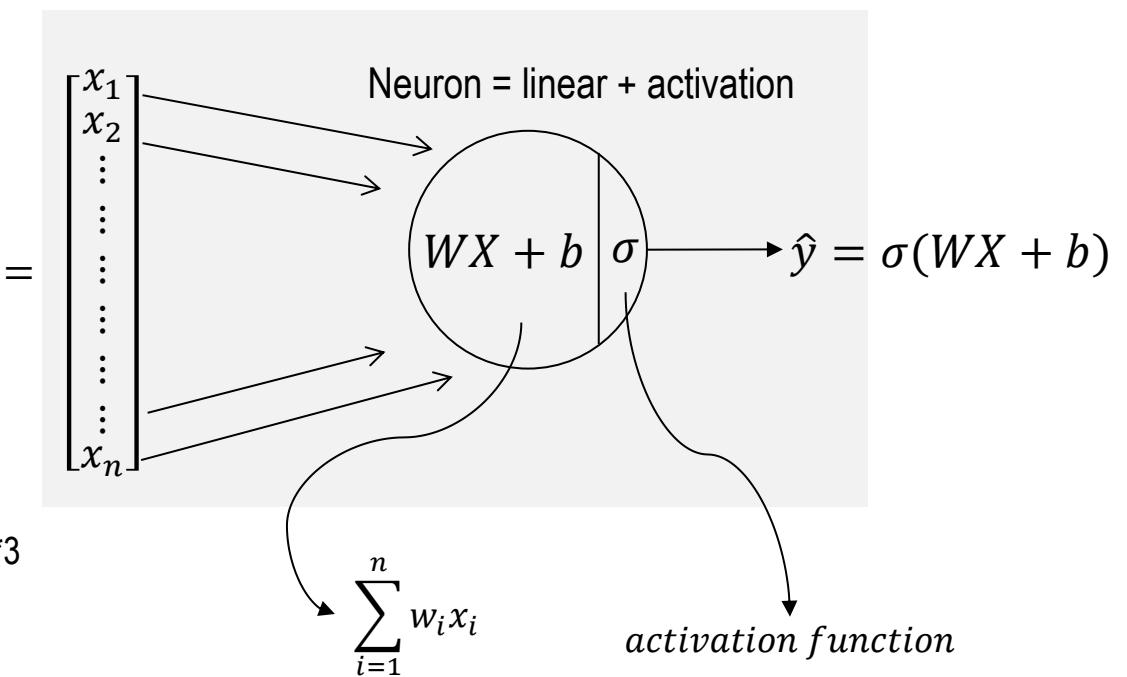
$$\text{Min Loss function} = -[y \log \hat{y} + (1 - y) \log(1 - \hat{y})]$$

- Step 3 : predict y to use $\hat{y} = \sigma(WX + b)$



4D tensor, 12,288 = pixel * RGB = $(64 \times 64) * 3$

parameters : $(12,288 + 1)$



Deep learning & logistic regression

Goal 2 : 사진에서(이미지) 고양이, 사자, 이구아나를 분류하는 multi label classification

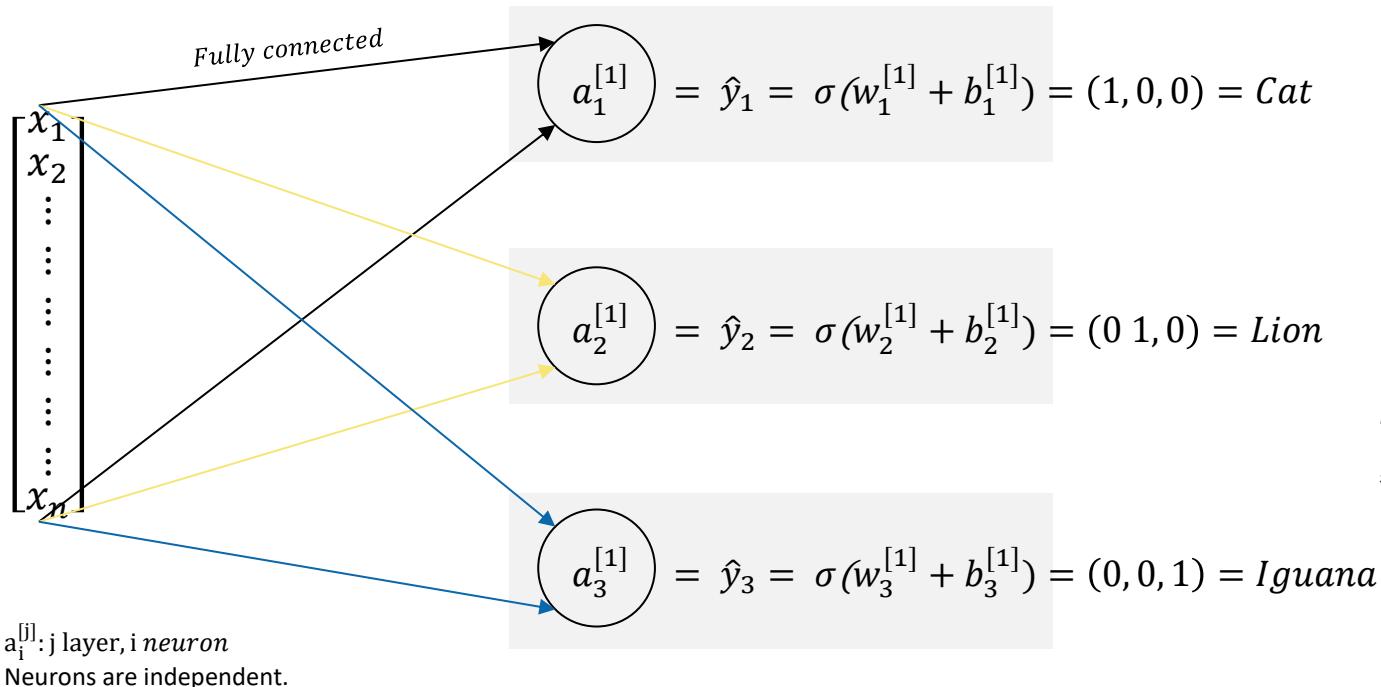
- Step 1 : initialize parameters, w(weight), b(bias)

- Step 2 : find the optimal w, b

(1,1,0) 출력 가능 즉 고양이와 사자가 같이 있는 이미지

$$\text{Min Loss function} = -\sum_{k=1}^3 [y_k \log \hat{y}_k + (1 - y_k) \log(1 - \hat{y}_k)], \text{MLE function}$$

- Step 3 : predict y to use $\hat{y} = \sigma(WX + b)$



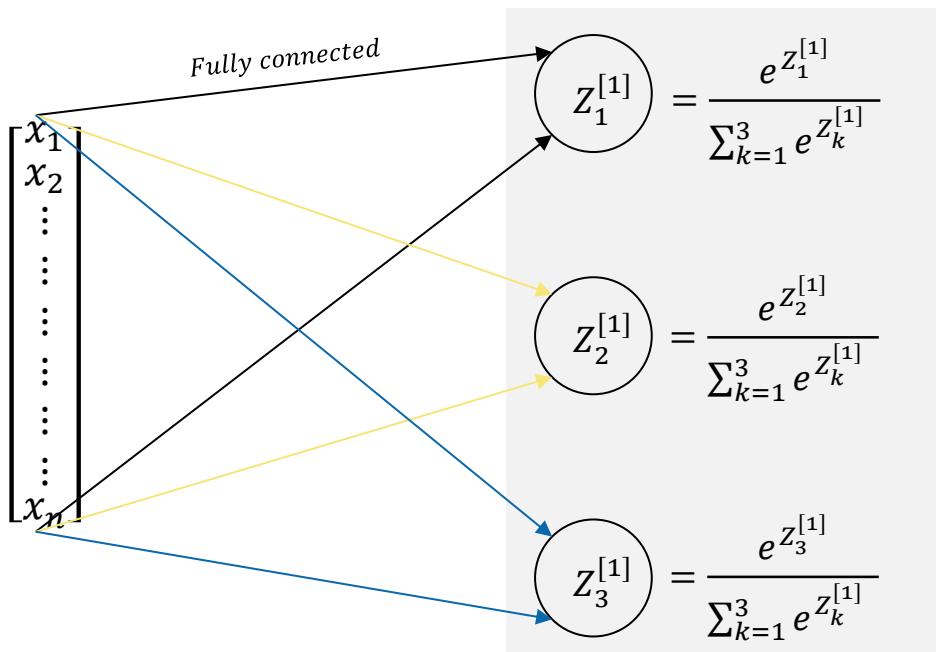
Deep learning & logistic regression

Goal 3 : 사진에서(이미지) 고양이, 사자, 이구아나를 분류하는 multi class classification

- Step 1 : initialize parameters, w(weight), b(bias)
- Step 2 : find the optimal w, b

Let $Z = WX + b$, $z_i^{[j]} = w_i^{[j]} + b_i^{[j]}$, layer j, neuron i
 Min Loss function = $-\sum_{k=1}^3 y_k \log \hat{y}_k$, cross entropy loss function

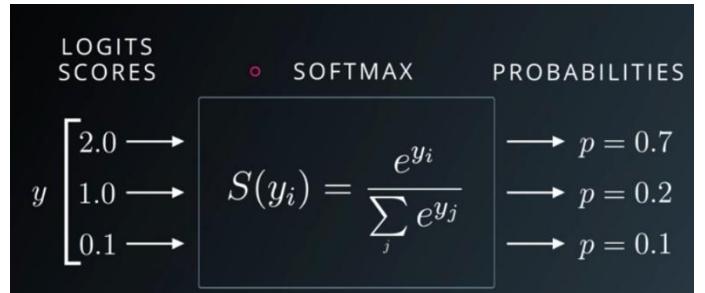
- Step 3 : predict y to use $\hat{y} = \sigma(Z)$



$a_i^{[j]}$: j layer, i neuron

Neurons are not independent.

Softmax activation function



Deep learning & logistic regression

Softmax function

The standard (unit) softmax function $\sigma : \mathbb{R}^K \rightarrow (0, 1)^K$ is defined when K is greater than one by the formula

$$\sigma(\mathbf{z})_i = \frac{e^{z_i}}{\sum_{j=1}^K e^{z_j}} \quad \text{for } i = 1, \dots, K \text{ and } \mathbf{z} = (z_1, \dots, z_K) \in \mathbb{R}^K.$$

```
In [46]: 1 import numpy as np
2 a = [1.0, 2.0, 3.0, 4.0, 1.0, 2.0, 3.0]
3 np.exp(a) / np.sum(np.exp(a))

Out[46]: array([0.02364054, 0.06426166, 0.1746813 , 0.474833 , 0.02364054,
   0.06426166, 0.1746813 ])
```

```
In [47]: 1 print(np.sum(np.exp(a)) / np.sum(np.exp(a)))

Out[47]: 0.9999999999999999
```

Overflow 방지

```
1 a = a - np.max(a)
2 np.exp(a) / np.sum(np.exp(a))

array([0.02364054, 0.06426166, 0.1746813 , 0.474833 , 0.02364054,
   0.06426166, 0.1746813 ])
```

https://en.wikipedia.org/wiki/Softmax_function

Overflow

```
In [43]: 1 a = np.array([1.0, 2.0, 3.0, 4.0, 1.0, 2.0, 3.0])
2 a = a*10000
3 print(a)
4 np.exp(a) / np.sum(np.exp(a))

Out[43]: [10001, 10002, 10003, 10004, 10001, 10002, 10003]

<ipython-input-43-bd6e323e1c75>:4: RuntimeWarning: overflow encountered in exp
    np.exp(a) / np.sum(np.exp(a))
<ipython-input-43-bd6e323e1c75>:4: RuntimeWarning: invalid value encountered in true_divide
    np.exp(a) / np.sum(np.exp(a))

Out[43]: array([nan, nan, nan, nan, nan, nan, nan])
```

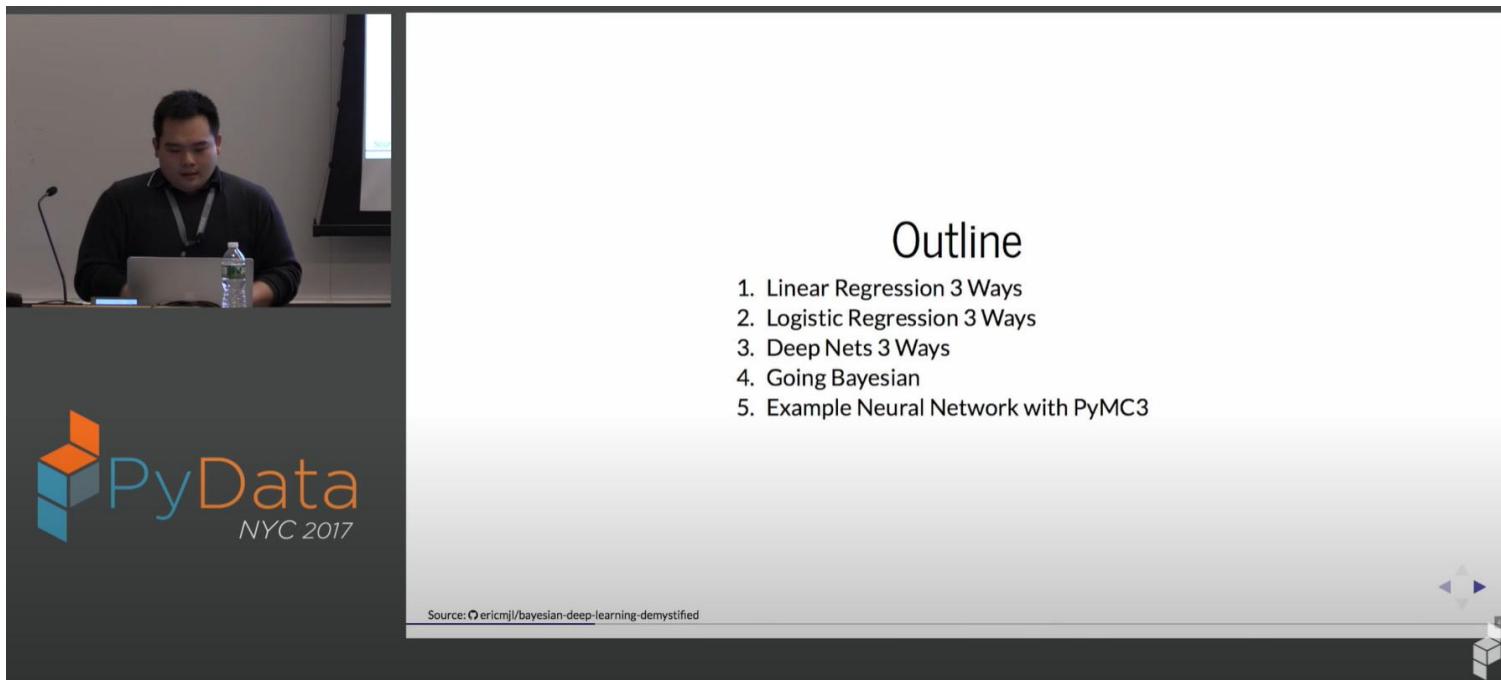
```
In [48]: 1 np.exp(1000)

Out[48]: inf
```

Eric J. Ma - An Attempt At Demystifying Bayesian Deep Learning

딥 러닝은 행렬에 대한 함수의 구성

Deep learning is nothing more than **compositions of functions on matrices.**



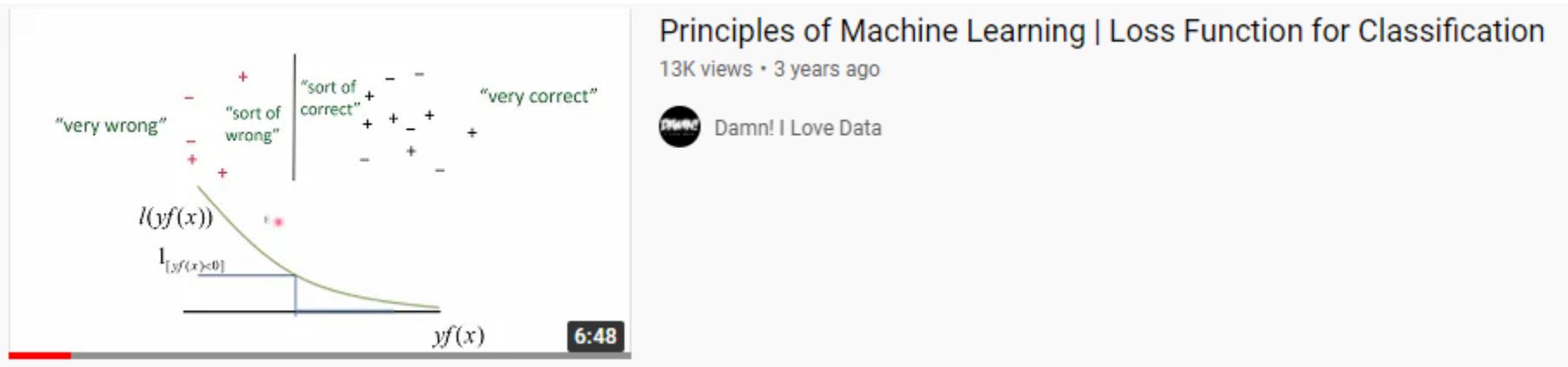
The slide features the PyData NYC 2017 logo on the left. The main content is an "Outline" section with the following points:

- 1. Linear Regression 3 Ways
- 2. Logistic Regression 3 Ways
- 3. Deep Nets 3 Ways
- 4. Going Bayesian
- 5. Example Neural Network with PyMC3

Source: ericmjl/bayesian-deep-learning-demystified

<https://www.youtube.com/watch?v=s0S6HFdPtIA>

Principles of Machine Learning | Loss Function for Classification



Principles of Machine Learning | Loss Function for Classification

13K views • 3 years ago

Damn! I Love Data

6:48

<https://www.youtube.com/watch?v=r-vYJqcFxBI>

