Week 9

Machine Learning

Leo Breiman's Two Cultures

the logic of data analysis





L. Breiman, Statistical Science (2001)

Leo Breiman's Two Cultures

Data Modeling Culture



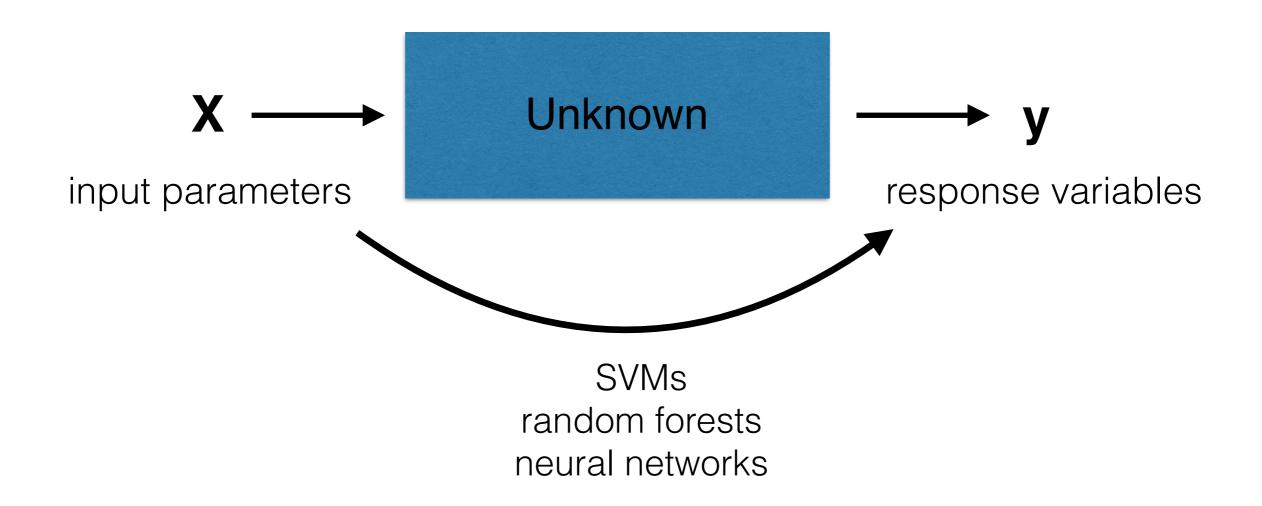
e.g. linear regression

Focus on stochastic model to explain how f(x)-> y

98% of Statistics

Leo Breiman's Two Cultures

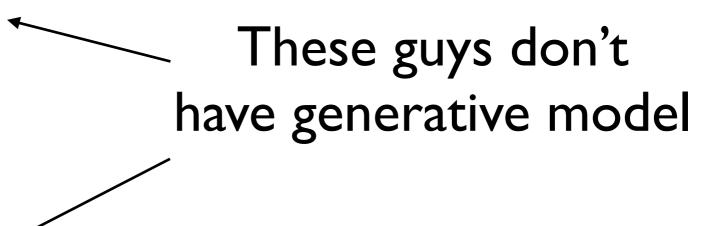
Algorithmic Modeling Culture (machine learning)

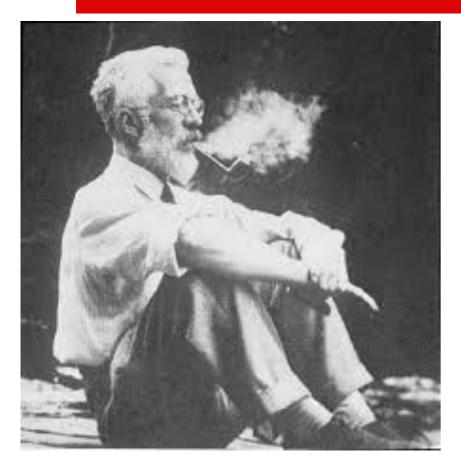


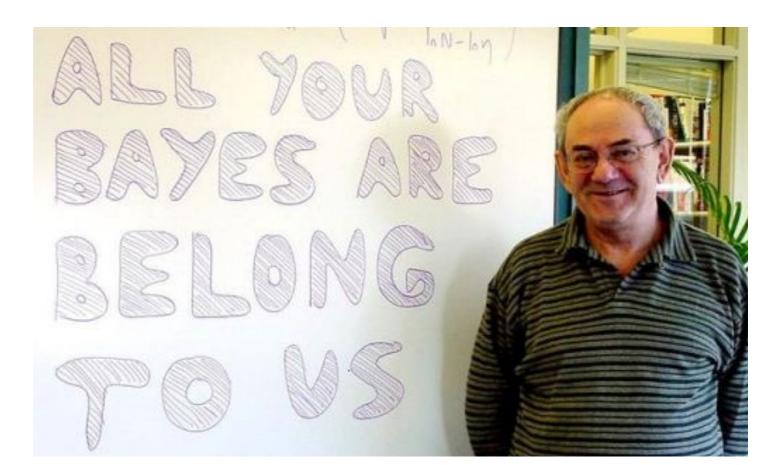
Ignore probabilistic generative model f(x)-> y

Machine Learning!



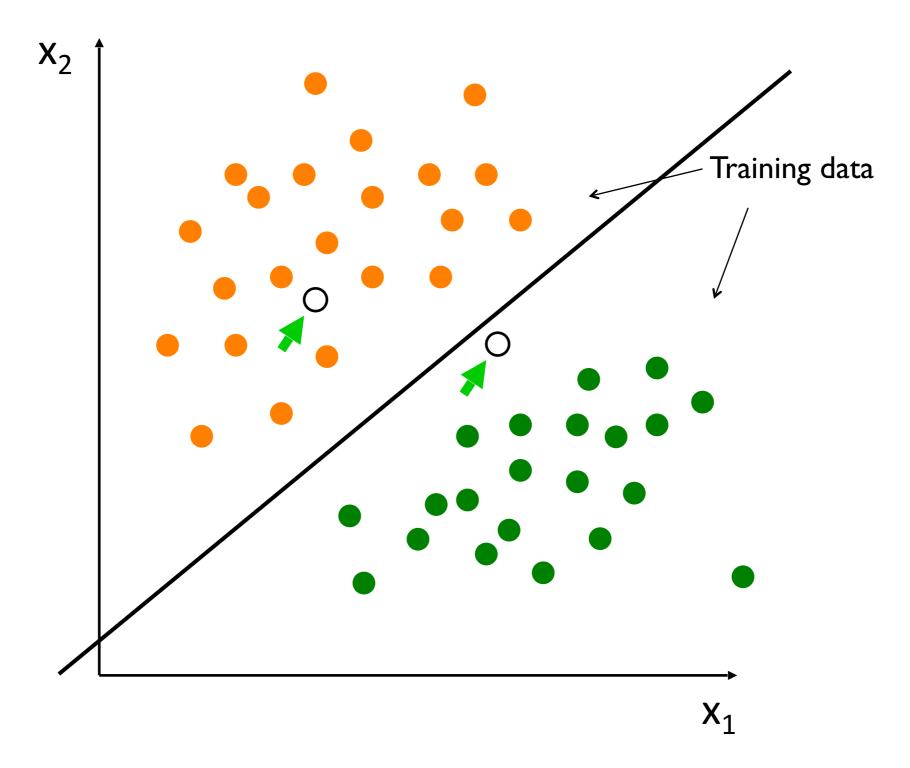






Discriminitive vs Generative Models

	Discriminative model	Generative model
Goal	Directly estimate $P(y x)$	Estimate $P(x y)$ to then deduce $P(y x)$
What's learned	Decision boundary	Probability distributions of the data
Illustration		
Examples	Regressions, SVMs	GDA, Naive Bayes



We are using a Support Vector Machine (SVM)

Given a set of N training (i.e. known, labelled) examples:

$$\{(x_1,y_1),...,(x_N,y_N)\}$$
 feature vector \mathbb{R}^M class label $y\in\{-1,1\}$

we define a learning function:

$$g: X \to Y$$
 e.g. $g(x) = P(y|x)$

and a loss function:

$$L: g(x) \times Y \to \mathbb{R}^{\geq 0}$$
 e.g. $L(g(x), y) = \mathbb{1}(g(x) \neq y)$

then simply minimize a chosen risk function:

$$R(g) = \frac{1}{N} \sum_{i} L(y_i, g(x_i))$$

Support Vector Machines

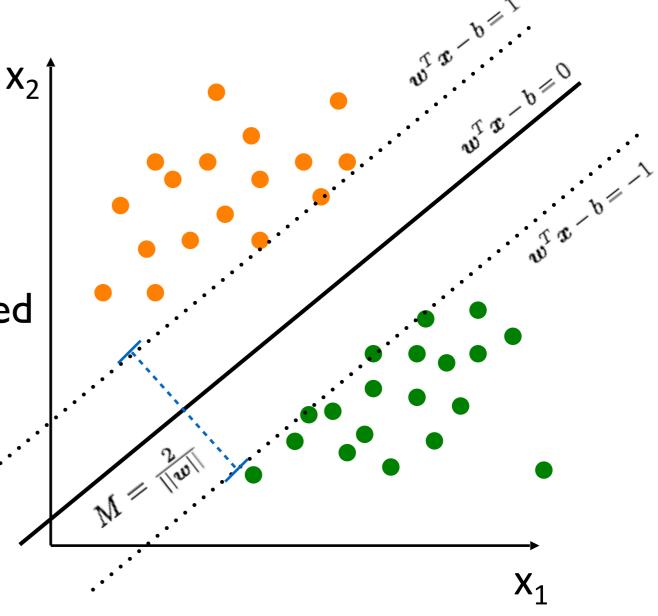
general learning function:

$$g(\boldsymbol{x}) = sign(\boldsymbol{w}^T \boldsymbol{x} - b)$$

simplest form = "Hard Margin" i.e. all training points correctly classified

minimize $|| oldsymbol{w} ||$ subject to,

$$y_i(\boldsymbol{w}^T\boldsymbol{x_i} - b) \ge 1$$



LOTS of variations on this e.g. soft margins, kernel trick for non-linear

Support Vector Machines

Image recognition via SVM



Happy S



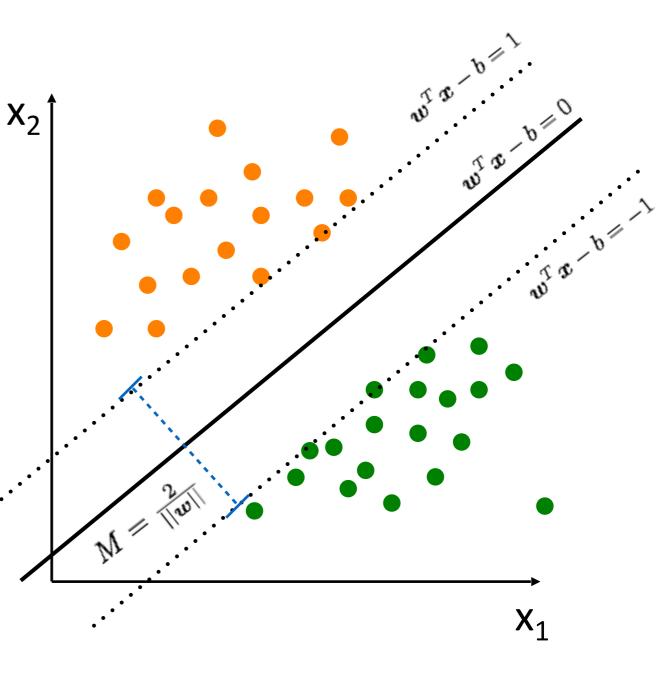
Sad



Surprised



Angry



Decision Trees and Random Forests

