

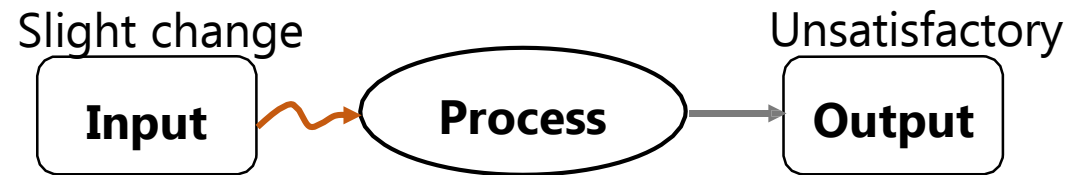
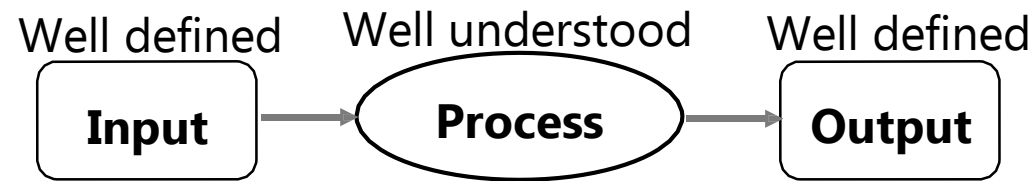
# **Introduction to** **Machine Learning**



# How Traditional Computing Works

Traditional computing or programs are very:

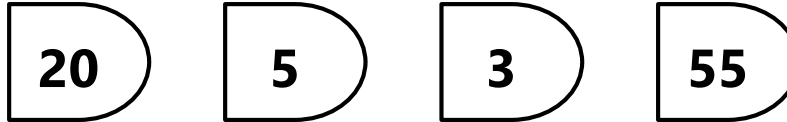
**Deterministic  
programs are  
rigid**



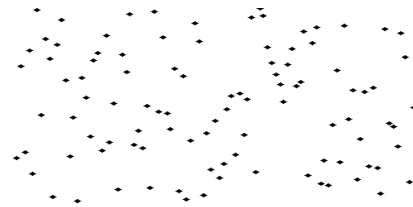
Every time you run the deterministic algorithm for a particular input, you'll get the same output

# Traditional Computing Example 1

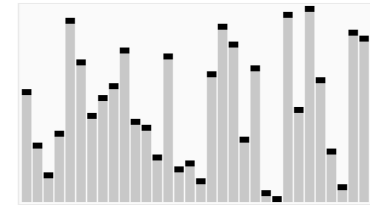
Series of numbers



Algorithms:



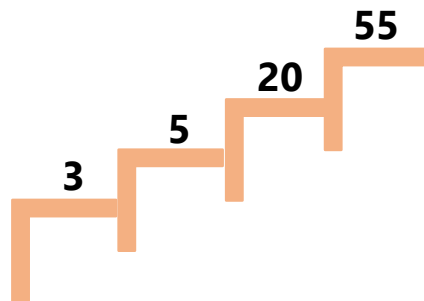
Bubble Sort



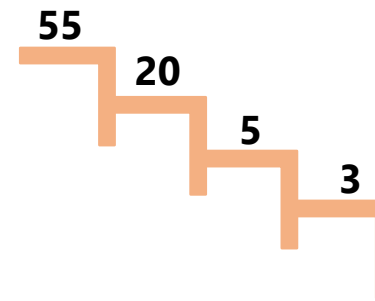
Quick Sort

Result

Output



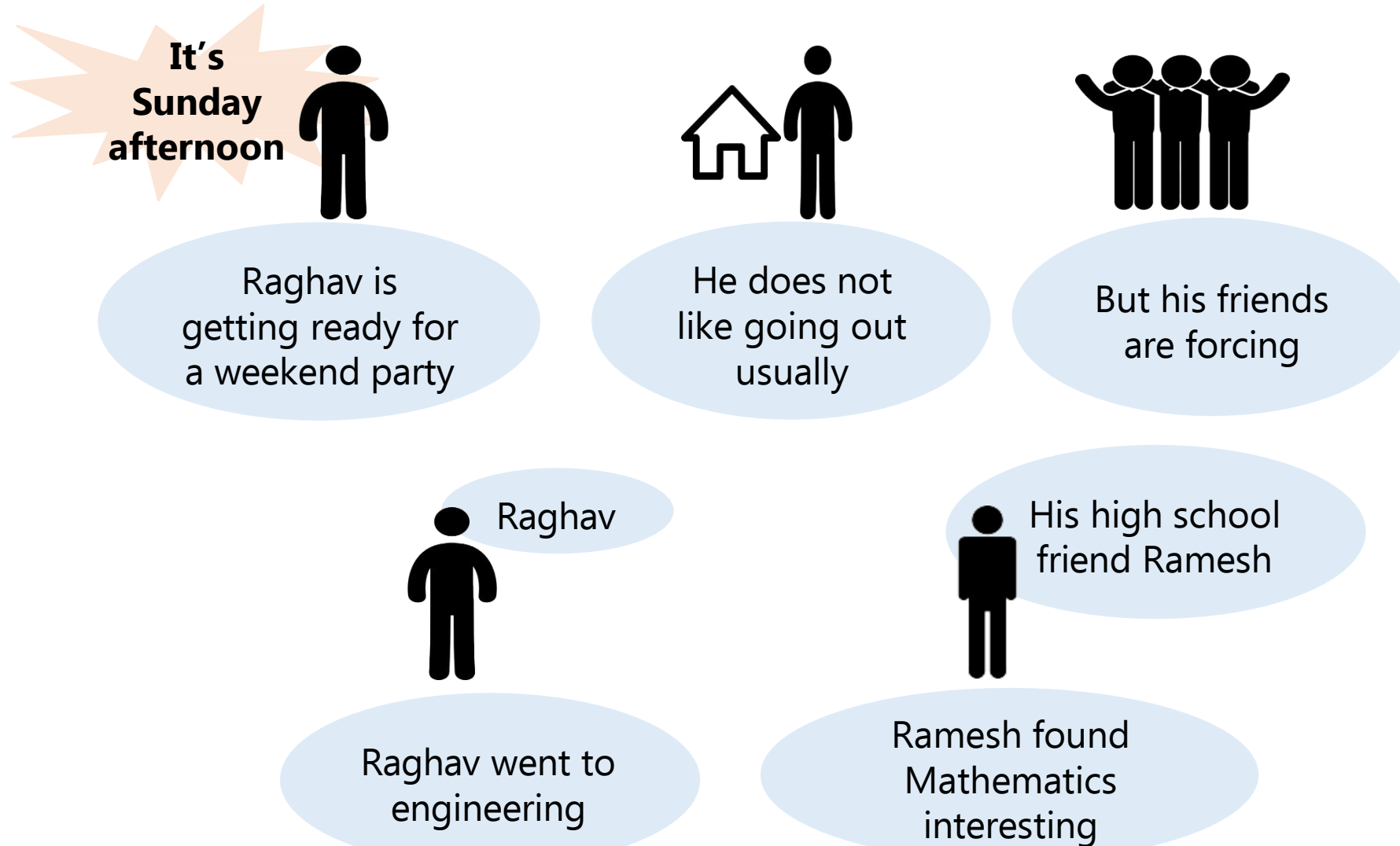
Ascending



Descending



# Traditional Computing Example 2



# Traditional Computing Example 2

Algorithm to count the number of times Raghav appears in the text

- Initialize a variable called count to 0;
- Split the paragraph into words
- Check if each word is same as Raghav
- If yes, increment count by 1
- Same result, regardless of programming language
- Result = 3



# Failure of Traditional Programming

How do you identify a marketing message?

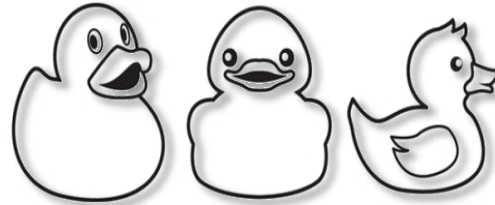
Mails with words like 'buy' or 'purchase' cannot be classified as marketing emails



Even if it were a marketing mail, it's difficult to classify either 'wanted' or 'unwanted'

# Failure of Traditional Programming

## Scenario



Marketing message  
promoting toys for kids

If you do not have kids

Spam

If you have kids

You will welcome  
such emails if you  
are looking out  
for new  
interesting toys

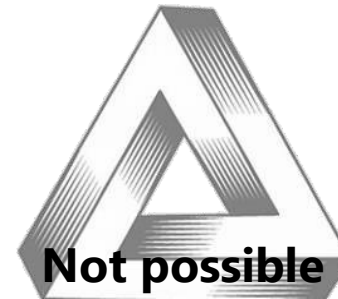
Such emails  
become a spam if  
you're not  
interested in  
buying new toys

# Failure of Traditional Programming

## Hand-writing recognition



Everyone has  
their own way of  
writing



To anticipate all the writing  
styles and write strict rules for  
identifying different alphabets

Hence an algorithm is required:

- ☐ To accommodate different styles of writing
- ☐ That is precise enough to identify alphabets or numbers like a human



# Failure of Traditional Programming

Let's see if we can expect a machine to do a particular task



Write a program to extract a information When and where Sachin hit his first century in one day international?~

This involves a technology called Natural Language Processing~

Natural Language Processing makes heavy use of Machine Learning to deal with complexity and uncertainty of human language

# Requirements for New Approach

- ✓ Acknowledge inability to write precise rules to solve a particular problem or to do a particular task
- ✓ Accommodate possible variations or noise in the input data
- ✓ Able to handle fairly complex problems
- ✓ Okay to get approximately good results on an average
- ✓ Able to learn on its own

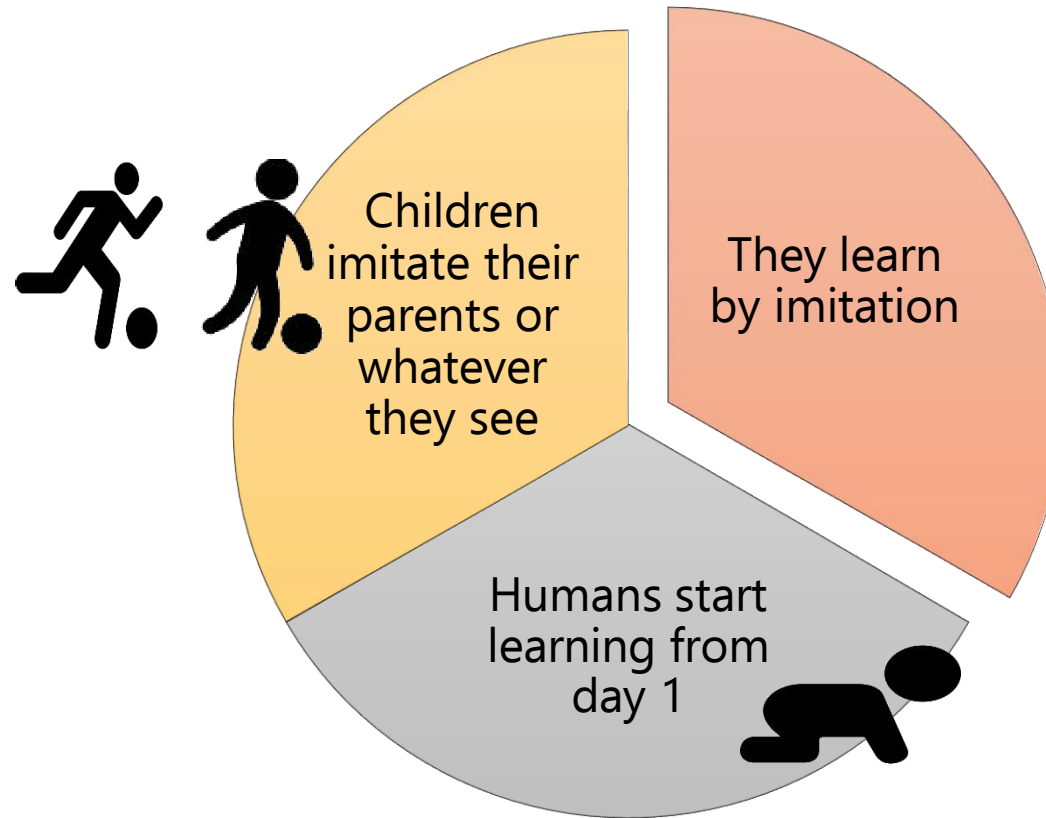


Tasks that can't  
be done by  
precise rules



We humans can do some  
amazingly complex tasks by  
‘learning’ things without  
being ‘programmed’

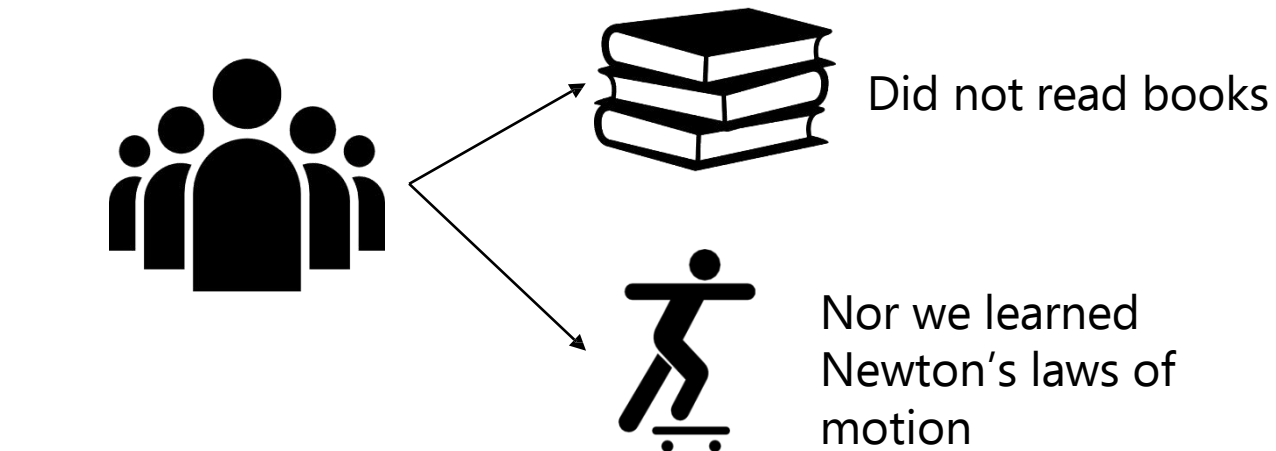
# Learning by Humans



- ☐ This learning is different from computer programming
- ☐ We also undergo a formal training or education like in school or college

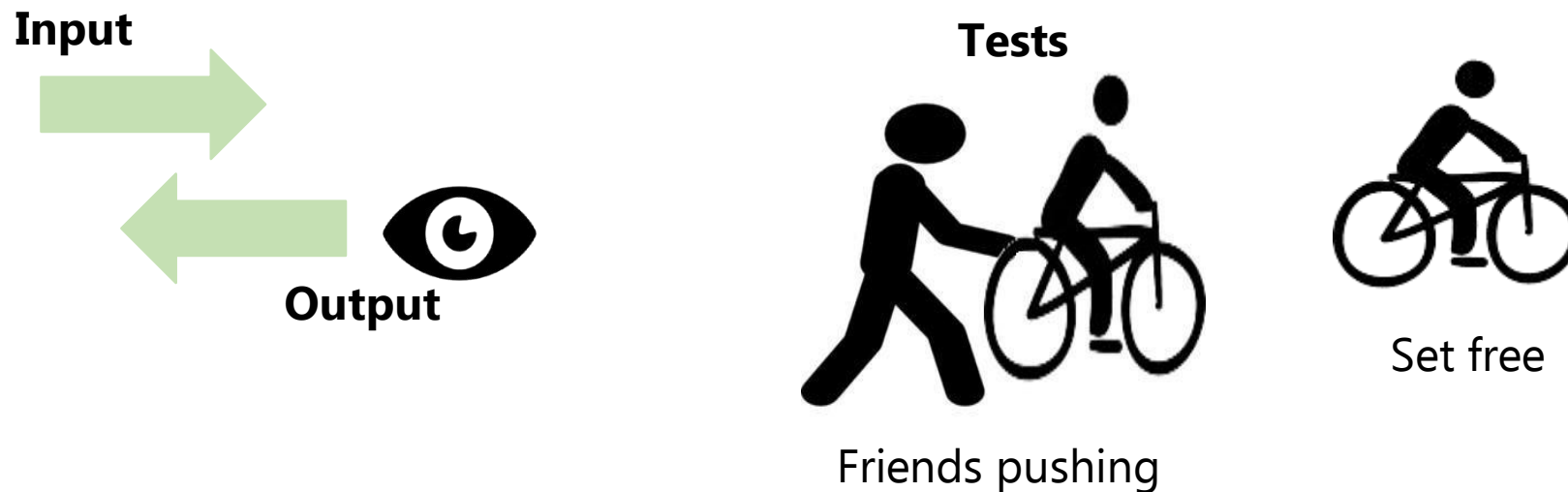
# Example: Learning Cycling

We will see how learning cycling is related to Machine Learning<sup>v</sup>



- ☐ We observed how others were doing, and we started with the help of a family member or a friend
- ☐ We gradually learned how to control handle, how much pressure to apply, how fast to peddle, etc by trial and error

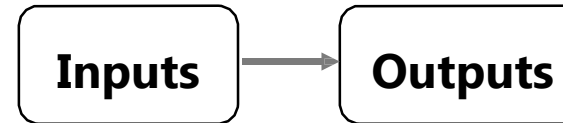
# Example: Learning Cycling



If we had learned our lessons properly, we would ride safely, otherwise we would stop or fall down, which meant we needed some more practice

# Example: Learning Cycling

Machine Learning is also quite similar



We don't have to know the rules that produce these outputs

Create a program that can approximate a function and can produce outputs given some inputs

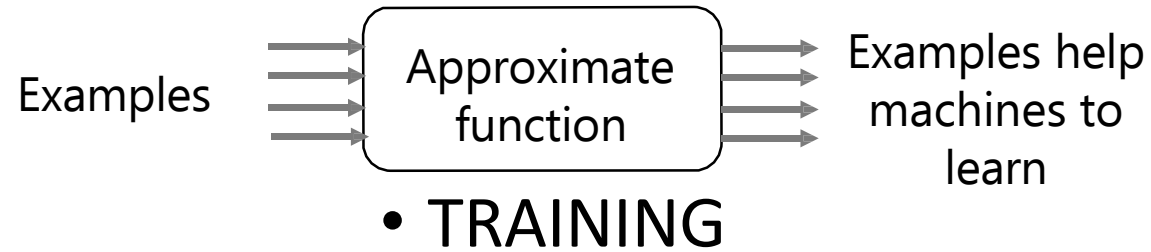
## Core idea of Machine Learning



# Learning by Machines



Machines or computers can be programmed to learn~



- Machine Learning is:
  - ✓ Not a hypothetical technology
  - ✓ It is a reality today



- Examples of Machine Learning are:
  - ✓ Separating spam emails from non-spam
  - ✓ Online-banking security systems
  - ✓ Recommendation systems that suggest products to buy in
  - online e-commerce sites etc



# Learning by Machines



Machine Learning algorithms are usually not 100% accurate because they are statistical in nature.



The output of such Statistical Learning or Machine Learning is a  $\hat{\text{model}}$  that approximates a phenomenon or a function



This  $\hat{\text{model}}$  is used for prediction or to perform some task and there will always be a parameter that represents accuracy of the model



Accuracy level of the  $\hat{\text{model}}$  and where it works well should be known



Never blindly trust a model without proper testing



# Data in Machine Learning

Data is central to Machine Learning algorithms



No Data



No Machine Learning

Machine Learning is a process of learning from examples and examples are fed to the algorithm through data

		1
		2
		3
		4

Variables



Row

Data is usually in table format

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# Machine Learning Tasks



**Regression:** Predicting the value of continuous variable based on how a variable is related to some other variables

Example –

- An e-retailer like Amazon or Flipkart can predict how much money a customer will spend in next 1 month based on his/her purchase history and user interaction on their mobile apps



**Classification:** Predicting the class of a given data point, given certain attributes

Example –

- Based on the credit history, a bank can predict if a given person will pay his full due
- An expert system controlling a self-driving car while determining the speed limit by following traffic signs



**Unsupervised Learning:** Finding similar data points in a dataset

Example –

- Grouping segments of customers who are similar on certain sets of attributes like demography, buying behaviour etc.
- Building recommendation engines, which are also based on the notion of similarity

# Regression Task

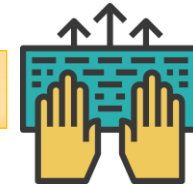
Historical data

Gender	Income	Age	Amount Spent
Male	40000	30	1000
Female	35000	26	500
Female	50000	32	2500
Male	50000	40	5000
Female	65000	35	5000

Regression task



Build an algorithm



Predict the amount spent



Algorithm will learn to predict Amount Spent of a new customer with the available information about their gender, age and income

# Regression Example 2

Temperature	Average Rainfall	Crop Yield
34°C	135 inches	80 Units
33°C	140 inches	65 Units
38°C	137 inches	60 Units
31°C	152 inches	82 Units
42°C	120 inches	55 Units



Data used  
for  
regression

Regression is basically about predicting a number from given inputs

The Machine Learning problem for this data set would be:

**Given:** Temperature and Rainfall

**Predict:** Crop Yield

# Classification Task

Historical data

Gender	Income	Age	Good
Male	40000	30	Yes
Female	35000	26	No
Female	50000	32	Yes
Male	50000	40	No
Female	65000	35	No

Classification



Bank



Train an algorithm



Classify its current customers into good or bad customers



Help the bank in future to predict if a customer will be a good or not given his demographic data such as gender, income and age



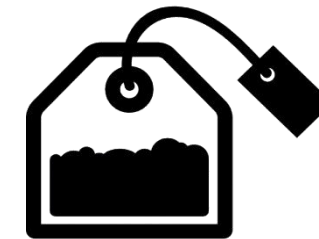
# Labelled Data: Crop Yield

When predicting the crop yield, High or Low are considered as labels that we attach to each observation or each row

Temperature	Average Rainfall	Crop Yield
34°C	135 inches	High
33°C	140 inches	Low
38°C	137 inches	Low
31°C	152 inches	High
42°C	120 inches	Low

Naturally

 This data is called labelled data



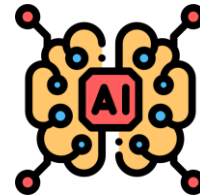
**Given:** Temperature and Rainfall

**Predict:** Crop yield either High or Low

# Classification Task

Image labels and corresponding signs

Image	Sign
Image 1	Stop
Image 2	U Turn
...	...
...	...
Image N	Parking



Classification



Expert system recognizing  
images of different traffic signs

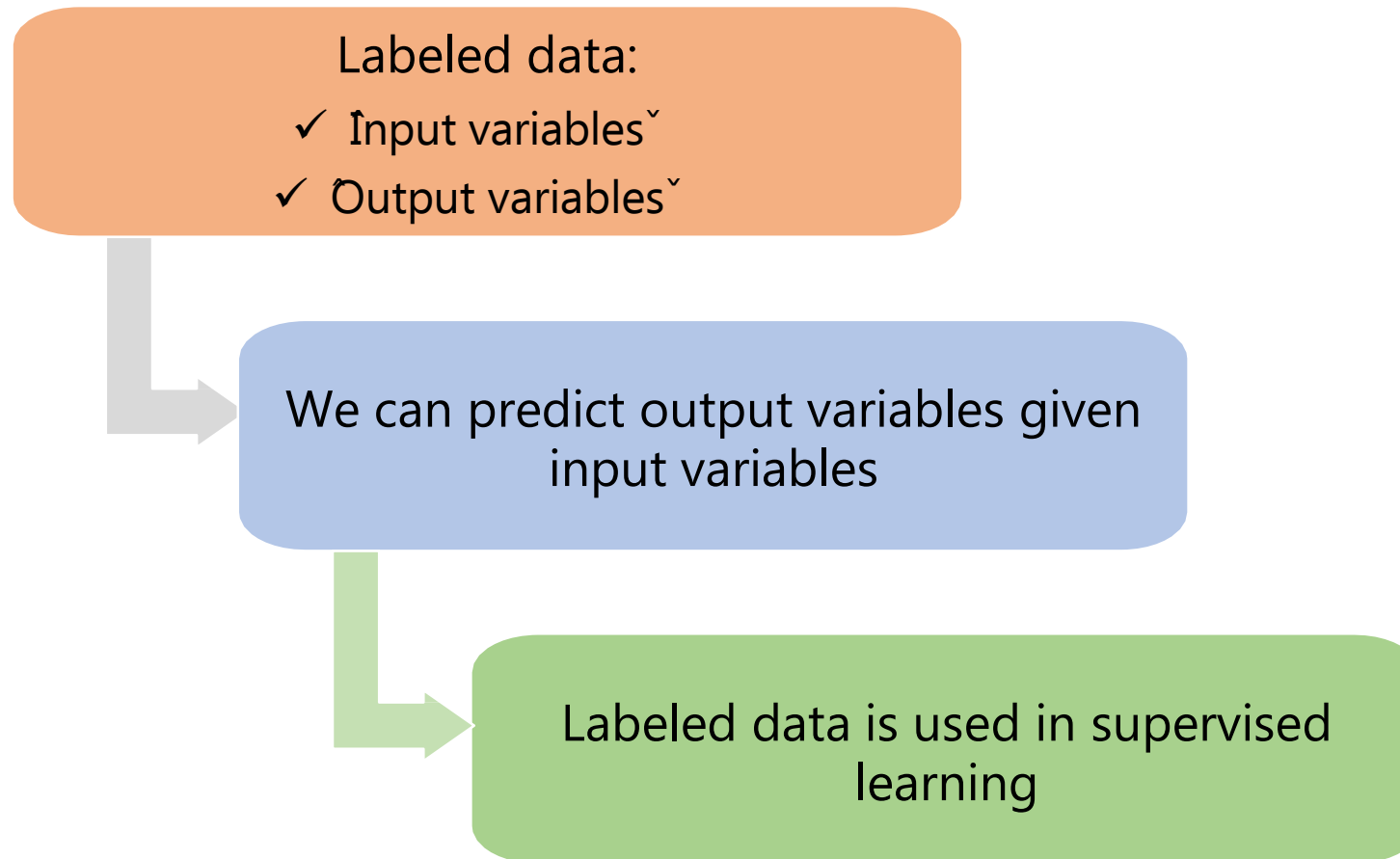
Image labels



Train an algorithm

Recognize the sign corresponding to the image label

# Labelled Data: Crop Yield





# Supervised Machine Learning

## Classification Task

Gender	Income	Age	Good
Male	40000	30	Yes
Female	35000	26	No
Female	50000	32	Yes
Male	50000	40	No
Female	65000	35	No

Image	Sign
Image 1	Stop
Image 2	U Turn
...	...
...	...
Image N	Parking

## Regression Task

Gender	Income	Age	Amount Spent
Male	40000	30	1000
Female	35000	26	500
Female	50000	32	2500
Male	50000	40	5000
Female	65000	35	5000

Contained a column that was needed to be predicted


## Supervised Machine Learning

Whenever an algorithm is trained in a manner where the variable required by the algorithm to predict is present in the training data

# Unlabeled Data

It is the data that records some specific observations and here it is not necessary to identify input and output variables

Age	Gender	Income	Location
45	Male	5.78 lakh	Bangalore
32	Female	8.81 lakh	Chennai
33	Male	11 lakh	Mumbai
71	Male	20 lakh	Mumbai
28	Female	8 lakh	Delhi

 Unlabelled data does not have input and output variables

- ☐ You cannot possibly use one or more variables to predict another variable
- ☐ Unsupervised learning algorithms uses this type of data, which can be further used for clustering, etc

# Unsupervised Machine Learning

Recommendation engine

Customer	Item 1	Item 2	Item 3	Item 4
C1	Yes	Yes	No	No
C2	No	No	Yes	Yes
C3	Yes	?	No	No
C4	No	No	?	Yes



User behaviour with respect to product offerings

**C3** and **C4** - not bought some items and their preferences are not known

**C1** and **C3** – similar in terms of product preferences

Recommend **Item 2** to **C3**

**C3** will like **Item 2**

**C1** - liked **Item 2**

# Unsupervised Machine Learning

Recommendation engine

Customer	Item 1	Item 2	Item 3	Item 4
C1	Yes	Yes	No	No
C2	No	No	Yes	Yes
C3	Yes	?	No	No
C4	No	No	?	Yes

**C3** and **C4** - not bought some items and their preferences are not known

**C2** and **C4** – similar in terms of product preferences

Recommend **Item 3** to **C4**

**C4** will like **Item 3**

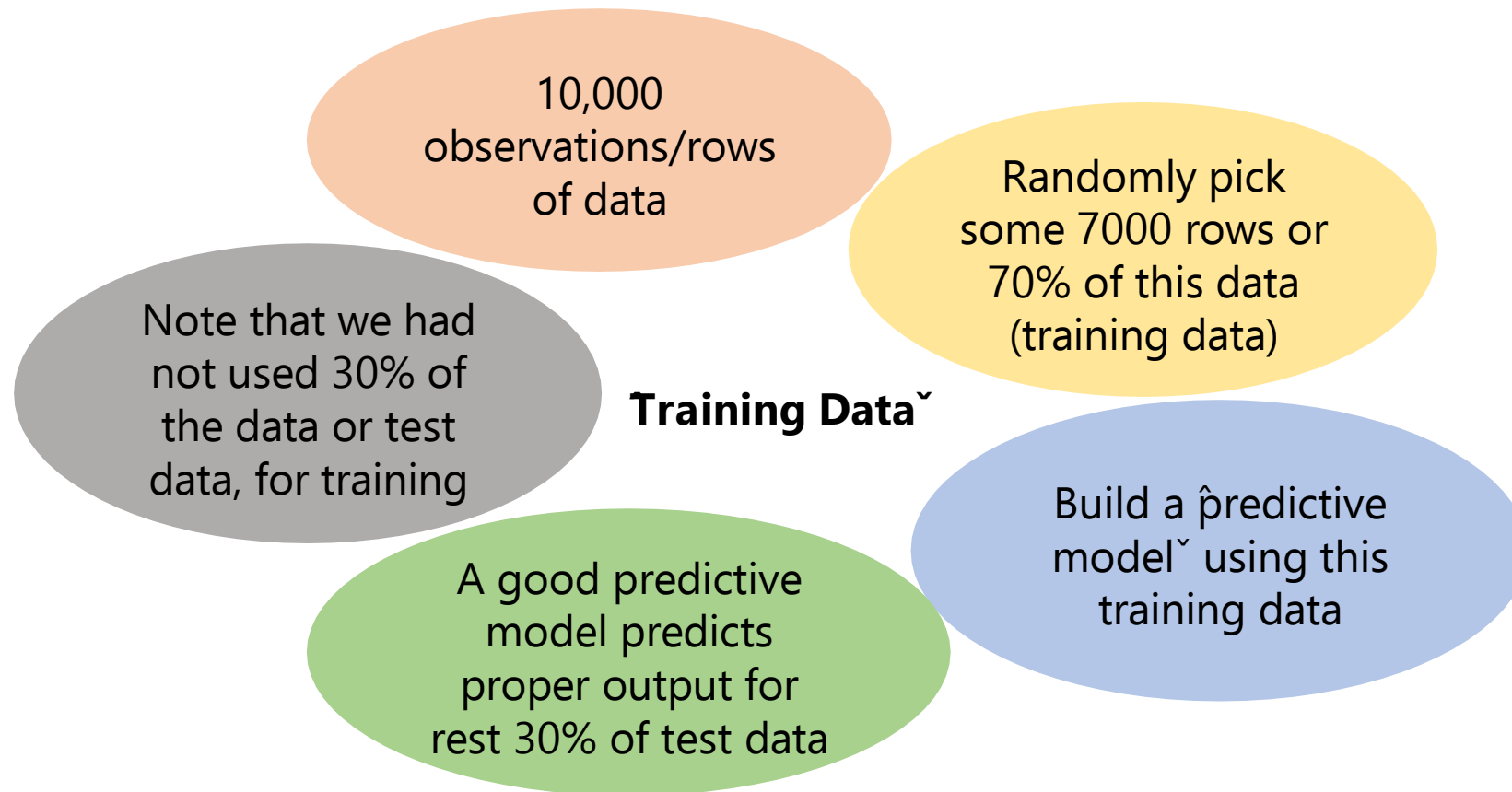
**C2** - liked **Item 3**

User behaviour with respect to our product offerings



**Unsupervised Machine Learning**  
When no target variable is present in the dataset of the algorithm

# Supervised Learning



Very popular and useful Supervised Learning algorithms are Linear Regression, Bayesian Classifier, K-nearest Neighbour, etc



# Recap

