Course 2: Supervised Learning



Summary

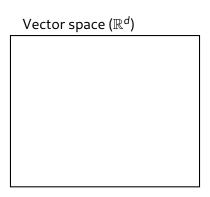
Last session

- 1 Al definition
- Applications & Open Issues
- Deep learning
- Foundation models

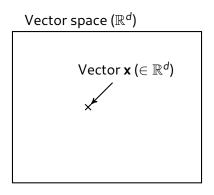
Today's session

- Learning from labeled examples
- Challenges of supervised learning

Notations

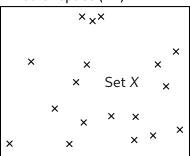


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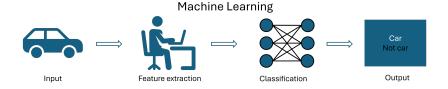


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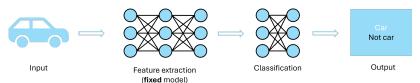
Vector space (\mathbb{R}^d)



What is the vector x? (1/2)



Foundation models



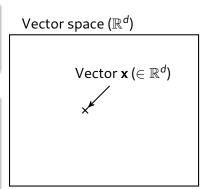
What is the vector x? (2/2)

Traditional Machine Learning

x is the data, or a small transformation of the data Ex: images, or edges in the image

The era of Foundation models x is the projection of data in an embedding space

- Advantage: richer semantically than the original image
- Disadvantage: Not interpretable nor easily understandable



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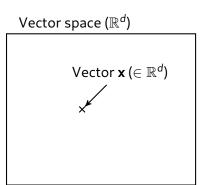
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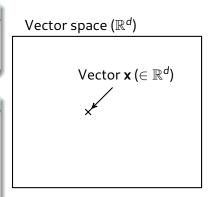
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In this class, we will illustrate the concepts using images... BUT in the lab, you will use embedding spaces (the future is probably there)

Definition

Given:

- x: inputs (raw signals or feature vectors (e.g. embeddings))
- ŷ: labels (annotated by humans)

Learn:

- a function f() such that $\hat{\mathbf{y}} \approx f(\mathbf{x})$ $\Rightarrow f()$ is **learned** by the Machine Learning algorithm
- Ideally, f() should **generalize** (\neq memorize) to unlabeled examples.



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$$\rightarrow f(\mathbf{x}) = \begin{bmatrix} 0.7 \\ 0.3 \end{bmatrix} \neq \hat{\mathbf{y}} = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$$

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- Here, labels are encoded as one-hot-bit vectors,
- We compute a loss $\mathcal{L}(f(\mathbf{x}), \hat{\mathbf{y}})$
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 - Euclidean distance $\mathcal{L}(f(\mathbf{x}), \hat{\mathbf{y}}) = \sum_{i=1}^{D} (f(\mathbf{x})_i \hat{\mathbf{y}}_i)^2$ Cross-entropy: $\mathcal{L}(f(\mathbf{x}), \hat{\mathbf{y}}) = -\sum_{i=1}^{D} \hat{\mathbf{y}}_i \log(f(\mathbf{x})_i)$
 - Cross-entropy: $\mathcal{L}(f(\mathbf{x}), \hat{\mathbf{y}}) = -\sum_{i=1}^{D} \hat{\mathbf{y}}_i \log(f(\mathbf{x})_i)$ ⇒ To prevent the model to classify everything as one, outputs are **softmaxed**: $f(\mathbf{x})_i = \frac{e^{f(\mathbf{x})_i}}{\sum_{l=1}^{D} e^{f(\mathbf{x})_i}}$
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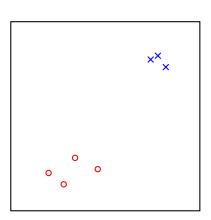
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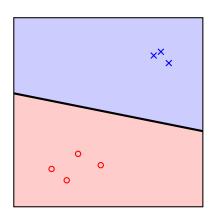
- Classification (ŷ is categorical)
- Regression (ŷ is scalar)
- Tons of applications:
 - Pattern recognition,
 - Prediction...



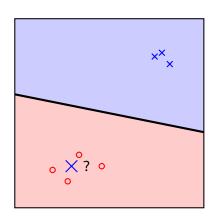
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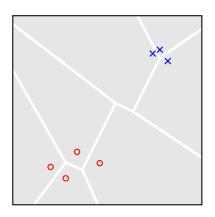
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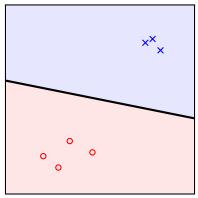


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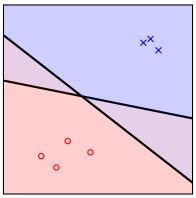
An ill-defined problem

- An infinity of potential solutions, one must be the "best one" but is unreachable,
- ⇒ requires **priors or constraints**.



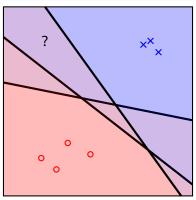
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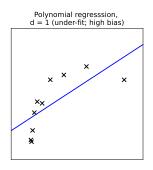
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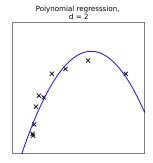
- A simple solution that almost matches is better than a complex one that fully matches,
- Mimicking is not learning: overfitting problem

- Bias: Error from erroneous assumptions in the learning algorithm.
- Variance: Error from sensitivity to small fluctuations in the training set.



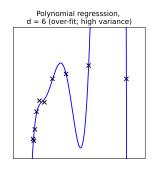
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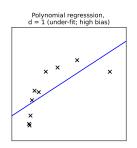


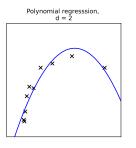
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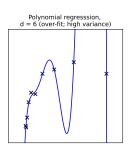
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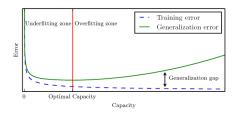


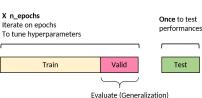
Bias/variance trade-off

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Crossvalidation

To detect overfitting, split training dataset in two parts, the first used to train, the second part to validate (Validation Set)





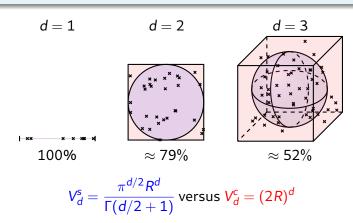
Curse of dimensionality

- Geometry is not intuitive in high dimension,
- Efficient methods in 2D are not necessarily still valid.

$$V_d^s = \frac{\pi^{d/2}R^d}{\Gamma(d/2+1)}$$
 versus $V_d^c = (2R)^d$

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- Geometry is not intuitive in high dimension,
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The natural space of data may not always be suited to represent data! ⇒ Part of the reason why embeddings are richer semantically.

Computation time

Example on ImageNet, simply going through all images:

- $n = 10.000.000, d \approx 1.000.000,$
- ho pprox ppr
- ightharpoonup pprox 2h45 on a modern processor.

Scalability

- Finding the best solution to a problem would be feasible with unlimited computation time,
- But searching through the space of possible functions is often untractable,
- Solutions must be computationally reasonable, which is the true challenge today.

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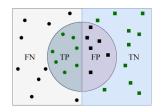
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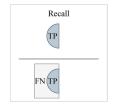
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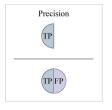
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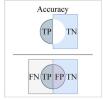
Metrics

Accuracy, Precision and Recall









 $https://\verb|www.researchg| ate.net/publication/346129022_Overview_of_Machine_Learning_Part_1/figures$

Metrics

A useful tool: the confusion matrix

		Ground truth		
		+	-	
Predicted	+	True positive (TP)	False positive (FP)	Precision = TP / (TP + FP)
		False negative (FN)	True negative (TN)	
		Recall = TP / (TP + FN)		Accuracy = (TP + TN) / (TP + FP + TN + FN)

 $https://www.researchgate.net/publication/334840641_A_cloud_detection_algorithm_for_satellite_imagery_based_on_deep_learning/figures?lo=1$

Lab Session 2 and presentation in Session 3

Lab Supervised Learning

- Basics of machine learning using sklearn (including new definitions / concepts)
- Tests on the modality chosen in Lab 1 (text, vision or audio), based on the same foundation model than in Lab 1.

Project 1 (P1)

As a group, you will choose one couple of supervised learning methods among those available (see Lab 2). You will present

- A description of the theory behind both methods,
- Basic tests on these techniques for your modality.

During Session 3 you will have 15 minutes to present, and evaluated by your peers.

Your presentation should be **educational** and addressed to the rest of the class.

Lab Session 2 and assignments for Session 3

List of Supervised Learning Methods

- Adaboost & Support Vector Machines (SVM)
- Decision Trees & Random Forest classifiers
- Logistic Regression & Multi-layer Perceptrons (MLP)