

Welcome to CS-304

A Data Mining Exploration

Objectives

- Exploring the facets of machine learning
- Data scientist check list
- Practical applications of converse inductive integrals in the context of epsilon

A Review

$$S_i^{(t)} = \{x_p : \|x_p - m_i^{(t)}\|^2 \leq \|x_p - m_j^{(t)}\|^2 \ \forall \ 1 \leq j \leq k\},$$

$$m_i^{(t+1)} = \frac{1}{|S_i^{(t)}|} \sum_{x_j \in S_i^{(t)}} x_j$$

?????

Some Background

Introduction to Machine Learning

Introduction to ~~Machine~~ ~~Learning~~

Introduction to Data Mining

Depth versus Breadth

Types of problems with machine learning answers

Supervised versus Unsupervised



THUNDERBOLT
LABS

@bryanl

@thunderboltlabs

Required Knowledge

Math

Papers

Persistence

Regression

Linear regression

$$y = \alpha + \beta x,$$

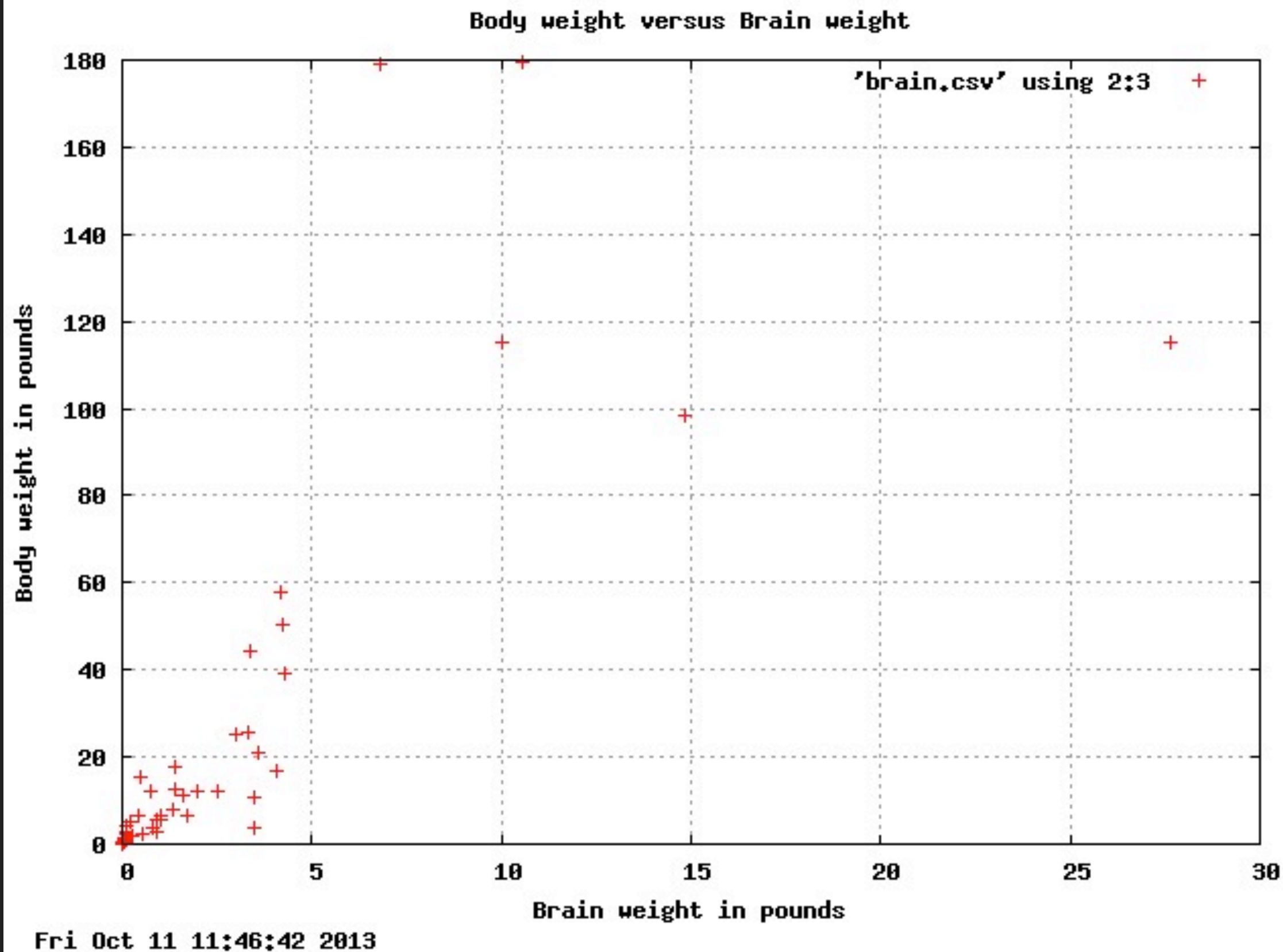
Find $\min_{\alpha, \beta} Q(\alpha, \beta)$, where $Q(\alpha, \beta) = \sum_{i=1}^n \hat{\varepsilon}_i^2 = \sum_{i=1}^n (y_i - \alpha - \beta x_i)^2$

$$y = mx + b$$

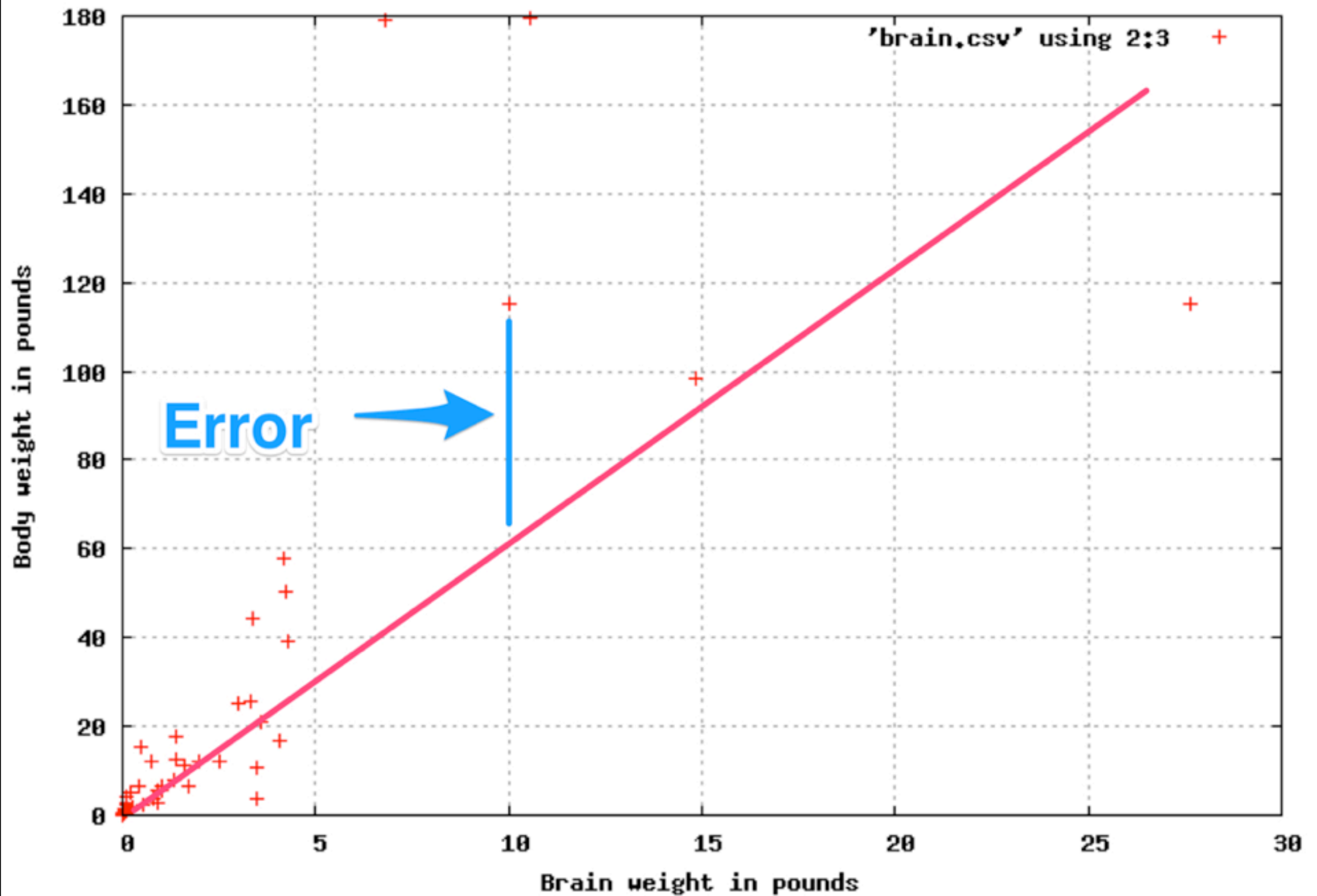
$$y = mx + \alpha$$

$$y = \beta x + \alpha$$

3, 1.330, 8.100
4, 465.000, 423.000
5, 36.330, 119.500
6, 27.660, 115.000
7, 14.830, 98.200
8, 1.040, 5.500
9, 4.190, 58.000
10, 0.425, 6.400
11, 0.101, 4.000
12, 0.920, 5.700
13, 1.000, 6.600
14, 0.005, 0.140
15, 0.060, 1.000
16, 3.500, 10.800
17, 2.000, 12.300
18, 1.700, 6.300



Body weight versus Brain weight



Fri Oct 11 11:46:42 2013

$$\text{error} = (y_i - \alpha - \beta x_i)$$

$$Q = \sum (\text{error})^2$$

Classification

How do we
classify?

Binary classification

Linear classification

Support Vector Machines

Decision trees

Clustering

Jaccard Coefficient

Group documents

Detect plagiarism

K-Means Clustering

Survey of the Ruby Landscape

AI4R

SciRuby

JRuby and Mahout

Rails on Ruby

Fast Math

Easy Plotting

Integrated Environment

Let me
dance!

Moving Forward

Want to
learn more?

Linear Algebra

Calculus

Coursera ML

Wikipedia

Now, if you
want to get
serious

1. Find a dataset

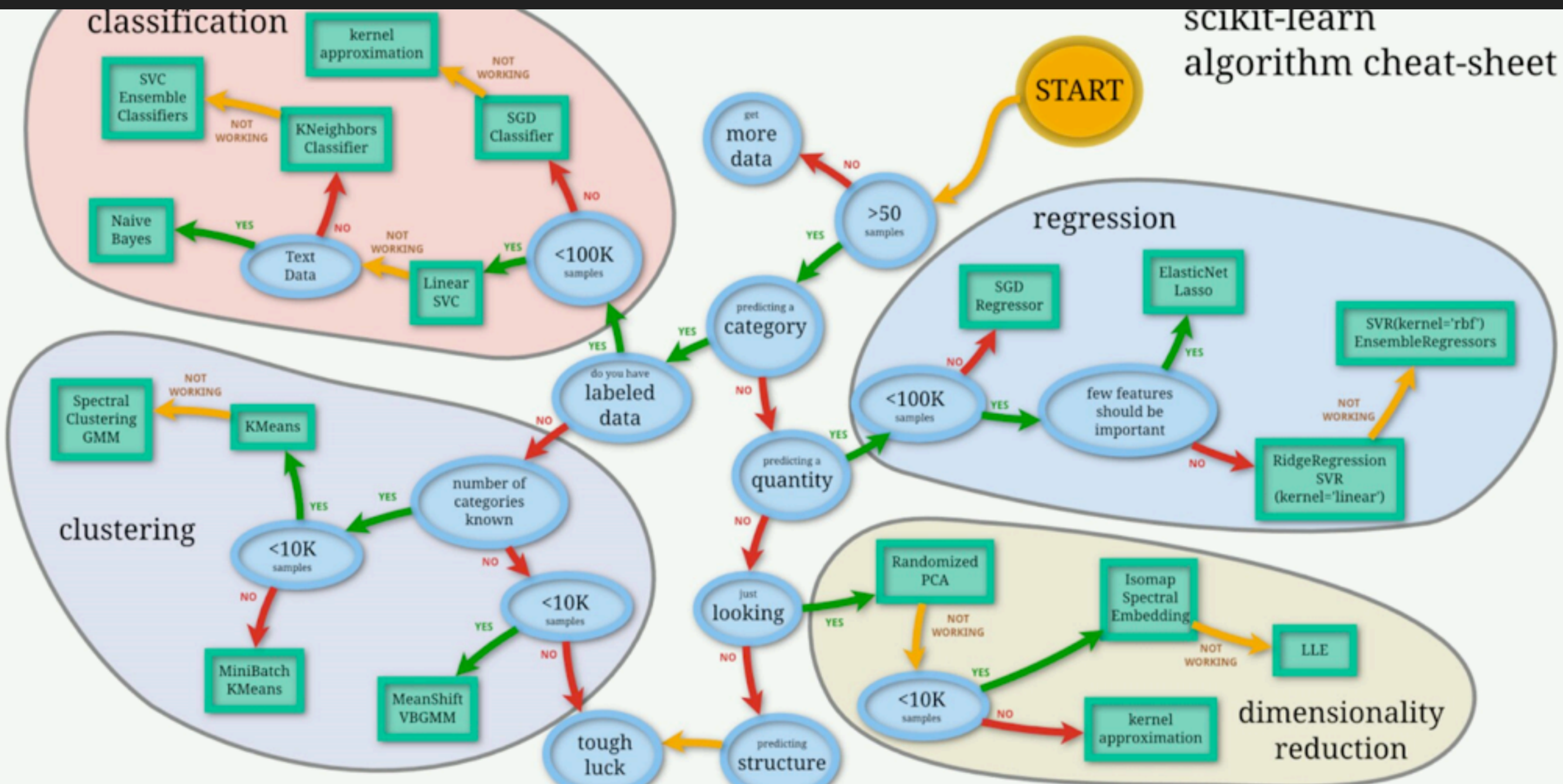
2. Find another language

3. . . .

4. Profit?

We haven't
event scratched
the surface

scikit-learn algorithm cheat-sheet



BigML

Dundas

Kaggle

Python Land

Mahout

Shark with Spark