# Introduction to Machine Learning

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### Outline

# The problems of Machine Learning (1 week) Introduction

#### Estimation

Answering a scientific problem Pandas and dataframes Single variable models Two variable models

### Statistics, validation and model selection

#### Course summary

Course Contents Objective functions Pitfalls

# Reading for this week Reading

# The problems of Machine Learning (1 week) Introduction

Estimation

Statistics, validation and model selection

Course summary

Reading for this week

# Machine Learning And Data Mining

### The nuts and bolts

- ▶ Models
- Algorithms
- ► Theory
- Practice

#### **■**Workflow

- Scientific question
- Formalisation of the problem
- Data collection
- Analysis and model selection

# Types of <u>I</u> statistics / **\*** machine learning problems

- Classification
- Regression
- ► Density estimation
- ► Reinforcement learning



# The nuts and bolts

- ► Models
- ► Algorithms
- ► Theory
- ► Practice

# Machine learning

#### Data Collection

- Downloading a clean dataset from a repository
- Performing a survey
- Scraping data from the web
- Deploying sensors, performing experiments, and obtaining measurements.

# Modelling (what we focus on this course)

- ► Simple: the bias of a coin
- Complex: a language model.
- The model depends on the data and the problem

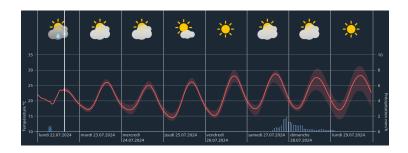
# Algorithms and Decision Making

- ▶ We want to use models to make decisions.
- ▶ Decisions are made every step of the way.
- Decisions are automated algorithmically.



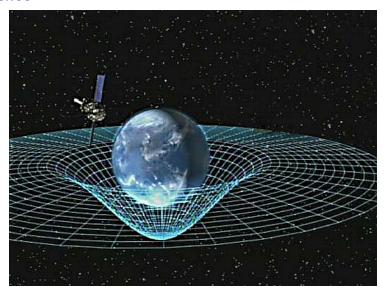
The main problems in machine learning and statistics

### Prediction



- ▶ Will it rain tomorrow?
- ► How much will bitcoin be worth next year?
- ▶ When is the next solar eclipse?

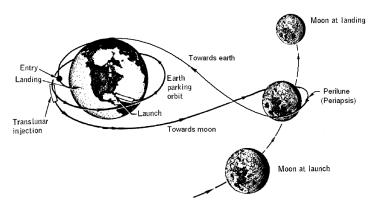
# Inference



- ▶ Does my poker opponent have two aces?
- ► What is the law of gravitation?



# **Decision Making**



#### ./fig/artemis.gif

- ► What data should I collect?
- ► Which model should I use?
- Should I fold, call, or raise in my poker game?
- How can I get a spaceship to the moon and back?



#### The need to learn from data

#### Problem definition

- What problem do we need to solve?
- ► How can we formalise it?
- What properties of the problem can we learn from data?

#### Data collection

- ▶ Why do we need data?
- ▶ What data do we need?
- How much data do we want?
- How will we collect the data?

# Modelling and decision making

- ► How will we compute something useful?
- ► How can we use the model to make decisions?

### Problem definition

Example: Health, weight and height

Example (Health questions regarding height and weight)

- ► What is a normal height and weight?
- ► How are they related to health?
- ► What variables affect height and weight?

### Data collection

Think about which variables we need to collect to answer our research question.

### Necessary variables

The variables we need to know about

- ► Weight
- ► Height
- Dependent: (health/vote/opinion/salary)

### Auxiliary variables

Measurable factors related to the variables of interest

#### Possible confounders

Hidden factors that might affect variables

### Class data and variables

► The class enters their data into the excel file.

# Unsupervised learning (unconditional estimation)

- Predict the gender of an unknown individual.
- ► Predict the height.
- ► Predict the height and weight?

# Supervised learning problems (conditional estimation)

- ► Classification: Can we predict gender from height/weight?
- Regression: Can we predict weight from height and gender?
- ▶ In both cases we predict output variables from input variables

### Input variables

Also called features, predictors, independent variables

### Output variables

Also called response, dependent variables, labels, or targets.

### General problems

The input/output dichotomy only exists in some problems.

### **Variables**

#### The class data looks like this

First Name	Gender	Height	Weight	Age	Nationality	Smoking
Lee	М	170	80	20	Chinese	10
Fatemeh	F	150	65	25	Turkey	0
Ali	Male	174	82	19	Turkish	0
Joan	N	5'11	180	21	Brtish	4

► X: Everybody's data

 $\triangleright x_t$ : The t-th person's data

 $\triangleright$   $x_{t,k}$ : The k-th feature of the *t*-th person.

 $ightharpoonup x_k$ : Everybody's k-th feature

#### Raw versus neat data

▶ Neat data:  $x_t \in \mathbb{R}^n$ 

► Raw data: text, graphs, missing values, etc

# Modelling variables

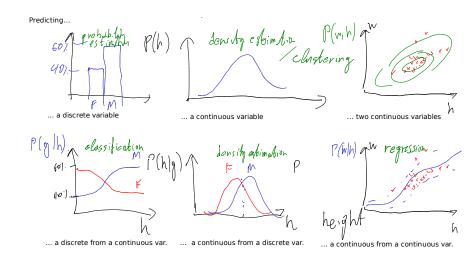


Figure: Basic learning problems

# Directed graphs for modelling relationships

We can always summarise the type of model we want through a graph. In directed graphs we always have to specify a direction between linked variables.

# Single variable



# Regression



# Classification

$$w \rightarrow g$$

# Python pandas for data wrangling

# Reading class data

```
import pandas as pd
X = pd.read_excel("data/class.xlsx")
X["First Name"]
```

- ► Array columns correspond to features
- Columns can be accessed through namesx

# Summarising class data

```
X.hist()
import matplotlib.pyplot as plt
plt.show()
```

### Pandas and DataFrames

- Data in pandas is stored in a DataFrame
- ► DataFrame is not the same as a numpy array.

#### Core libraries

```
import pandas as pd
import numpy as np
```

### Series: A sequence of values

```
# From numpy array:
s = pd.Series(np.random.randn(3), index=["a", "b", "c"])
# From dict:
d = {"a": 1, "b": 0, "c": 2}
s = pd.Series(d)
# accessing elemets
s.iloc[2] #element 2
s.iloc[1:2] #elements 1,2
s.array # gets the array object
s.to_numpy() # gets the underlying numpy array
```

#### **DataFrames**

# Constructing from a numpy array

```
data = np.random.uniform(size = [3,2])
df = pd.DataFrame(data, index=["John", "Ali", "Sumi"],
    columns=["X1", "X2"])
```

# Constructing from a dictionary

#### Access

```
X["First Name"] # get a column
X.loc[2] # get a row
X.at[2, "First Name"] # row 2, column 'first name'
X.loc[2].at["First Name"] # row 2, element 'first name' of the s
X.iat[2,0] # row 2, column 0
```

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# Means using python

# Example (Calculating the mean of our class data)

```
X.mean() # gives the mean of all the variables through pandas.co
X["Height"].mean()
np.mean(X["Weight"])
```

- ▶ The mean here is fixed because we calculate it on the same data.
- If we were to collect new data then the answer would be different.

# Example (Calculating the mean of a random variable)

```
import numpy as np
X = np.random.gamma(170, 1, size=20)
X.mean()
np.mean(X)
```

► The mean is random, so we get a different answer everytime.

# One variable: expectations and distributions

# Definition (The expected value)

Assume  $x: \Omega \to \mathbb{R}$ , and  $\omega_t \sim P$ 

- $\triangleright$   $x_1, \ldots, x_t, \ldots, x_T$ : random i.i.d. variables with  $x_t = x(\omega_t)$
- $ightharpoonup \Omega$ : random outcome space
- ightharpoonup P: distribution of outcomes  $\omega \in \Omega$
- $\triangleright \mathbb{E}_p[x]$ : expectation of x under P

$$\mathbb{E}_{P}[x_{t}] = \sum_{\omega \in \Omega} x_{t}(\omega) P(\omega)$$

# One variable: expectations and distributions

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# Definition (The sample mean)

The sample mean of  $x_1, \ldots, x_T$  is

$$\frac{1}{T} \sum_{t=1}^{T} x_t$$

Under P, the sample mean is  $O(1/\sqrt{T})$ -close to the expected value  $\mathbb{E}_P[x_t]$ .



# Reminder: expectations of random variables

### A gambling game

What are the expected winnings if you play this game?

- ► [a] With probability 1%, you win 100 CHF
- ▶ [b] With probability 40%, you win 20 CHF.
- ► [c] Otherwise, you win nothing

#### Solution

# Reminder: expectations of random variables

### A gambling game

What are the expected winnings if you play this game?

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- ▶ [b] With probability 40%, you win 20 CHF.
- ► [c] Otherwise, you win nothing

#### Solution

- Let x be the amount won, then x(a) = 100, x(b) = 20, x(c) = 0.
- We need to calculate

$$\mathbb{E}_{P}(x) = \sum_{\omega \in \{a,b,c\}} x(\omega)P(\omega) = x(a)P(a) + x(b)P(b) + x(c)P(c)$$

$$ightharpoonup P(c)=59\%$$
, as  $P(\Omega)=1$ . Substituting, 
$$\mathbb{E}_P(x)=1+8+0=9.$$

### Models

#### Models as summaries

- They summarise what we can see in the data
- ▶ The ultimate model of the data is the data

### Models as predictors

- They make predictions about things beyond the data
- ► This requires some assumptions about the data-generating process.

### Example models

- A numerical mean
- A linear classifier
- A linear regressor
- A deep neural network
- ► A Gaussian process
- A large language model



The simplest model: A mean

# Predicting y from x.

Consider two variables, x, y. We can either care about

- $ightharpoonup \mathbb{E}[y|x]$  the expectation of y for all x.
- $ightharpoonup \mathbb{P}[y|x]$  the distribution of y for all x.

### Models x discrete, y discrete

▶ Conditional probability table for P(y|x)

P(x,y)	y = 0	y = 1
x = 0	54%	6%
x = 1	16%	24%

ightharpoonup Conditional probability table for P(x,y)

$P(y \mid x)$	y = 0	y = 1
x = 0	90%	10%
x = 1	40%	60%

▶ What is P(x)?

# x discrete, y continuous

► Collection of probability distributions.



# Two variables: conditional expectation

# The height of different genders

The conditional expected height

$$\mathbb{E}[h \mid g = 1] = \sum_{\omega \in \Omega} h(\omega) P[\omega \mid g(\omega) = 1]$$

The empirical conditional expectation

$$\mathbb{E}[h \mid g = 1] \approx \frac{\sum_{t:g(\omega_t)=1} h(\omega_t)}{|\{t:g(\omega_t)=1\}|}$$

Python implementation

# Two variables: conditional expectation

# The height of different genders

The conditional expected height

$$\mathbb{E}[h \mid g = 1] = \sum_{\omega \in \Omega} h(\omega) P[\omega \mid g(\omega) = 1]$$

The empirical conditional expectation

$$\mathbb{E}[h \mid g = 1] \approx \frac{\sum_{t:g(\omega_t)=1} h(\omega_t)}{|\{t:g(\omega_t)=1\}|}$$

#### Python implementation

```
h[g==1] / sum(g==1)
## alternative
import numpy as np
np.mean(h[g==1])
```

# Populations, samples, and distributions

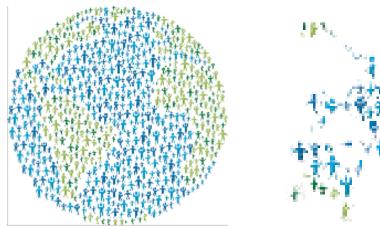


Figure: The world population

Figure: A sample

# Statistical assumptions

### Independent, Identically Distributed data

- lacksquare  $\omega_t \sim P$ : individuals  $\omega_t \in \Omega$  are drawn from some distribution P
- $ightharpoonup x_t riangleq x(\omega_t)$  are some features of the t-th individual
- ► Here we are interested in properties of the unknown distribution *P*.

### Representative sample from a fixed population

- Finite population  $\Omega = \{\omega_1, \omega_2, \dots, \omega_N\}$
- A subset S ⊂ Ω of size T < N is selected with a uniform distribution, i.e. so that</p>

$$P(S) = T/N, \quad \forall S \subset \Omega.$$

- ightharpoonup Here we are interested in statistics of the unknown population  $\Omega$ .
- ▶ We assume an underlying distribution *P* for convenience.
- We can tried both cases essentially the same.



# Learning from data

### Unsupervised learning

- ightharpoonup Given data  $x_1, \ldots, x_T$ .
- Learn about the data-generating process.
- Example: Estimation, compression, text/image generation

### Supervised learning

- ightharpoonup Given data  $(x_1, y_1), \ldots, (x_T, y_T)$
- ▶ Learn about the relationship between  $x_t$  and  $y_t$ .
- Example: Classification, Regression

## Online learning

- ▶ Sequence prediction: At each step t, predict  $x_{t+1}$  from  $x_1, \ldots, x_t$ .
- Conditional prediction: At each step t, predict  $y_{t+1}$  from  $x_1, y_1, \dots, x_t, y_t, x_{t+1}$

### Reinforcement learning

Learn to act in an unknown world through interaction and rewards



# Robust models of the mean

# Validating models

### Training data

- ► Calculations, optimisation
- ► Data exploration

#### Validation data

- ► Fine-tuning
- ► Model selection

#### Test data

Performance comparison

#### Simulation

- Interactive performance comparison
- White box testing

# Real-world testing

► Actual performance measurement



### Model selection

- ► Train/Test/Validate
- ► Cross-validation
- ► Simulation

### Course Contents

#### Models

- k-Nearest Neighbours.
- Linear models and perceptrons.
- Multi-layer perceptrons (aka deep neural networks).
- Bayesian Networks

# Algorithms

- ► (Stochastic) Gradient Descent.
- ► Bayesian inference.

# Supervised learning

The general goal is learning a function  $f: X \to Y$ .

#### Classification

- ▶ Input data  $x_t \in \mathbb{R}$ ,  $y_t \in [m] = \{1, 2, ..., m\}$
- ▶ Learn a mapping f so that  $f(x_t) = y_t$  for unseen data

### Regression

- ▶ Input data  $x_t, y_t$
- Learn a mapping f so that  $f(x_t) = \mathbb{E}[y_t]$  for unseen data
- Can be mapped into classification by binning.

# Unsupervised learning

The general goal is learning the data distribution.

### Density estimation

- ▶ Input data  $x_1, ..., x_T$  from distribution with density p
- Problem: Estimate p.

### Special case: Compression

- Learn two mappings c, d
- ightharpoonup c(x) compresses an image x to a small representation z.
- ightharpoonup d(z) decompresses to an approximate datapoint  $\hat{x}$ .

### Special case: Clustering

- lnput data  $x_1, \ldots, x_T$ .
- Estimate latent cluster labels  $c_t$  to model the distribution of x as a mix over densities  $p_c$ .

$$p(x_t) = \sum_{c} P(c_t = c) p_c(x_t)$$

# Supervised learning objectives

- ▶ Data  $(x_t, y_t)$ ,  $x_t \in X$ ,  $y_t \in Y$ ,  $t \in [T]$ .
- ▶ i.i.d assumption:  $(x_t, y_t) \sim P$  for all t.
- ▶ Supervised decision rule  $\pi(a_t|x_t)$

#### Classification

- Predict the labels correctly, i.e.  $a_t = y_t$ .
- Have an appropriate confidence level

### Regression

- Predict the mean correctly
- Have an appropriate variance around the mean

# Unsupervised learning objectives

- ► Reconstruct the data well
- ► Be able to generate data

# Reinforcement learning objectives

► Maximise total reward

### **Pitfalls**

### Reproducibility

- Modelling assumptions
- Distribution shift
- Interactions and feedback

#### **Fairness**

- Implicit biases in training data
- ► Fair decision rules and meritocracy

# Privacy

- Accidental data disclosure
- Re-identification risk

# Reading for this week

ISLP Chapter 1