Machine Learning for Geosciences

By Francisco Mendoza

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Course material:

https://github.com/mathphysmx/teaching-ml

What is ML

Machine Learning is the science (and art) of programming computers so they can learn from data.

Here is a slightly more general definition:

[Machine Learning is the] field of study that gives computers the ability to learn without being explicitly programmed.

—Arthur Samuel, 1959

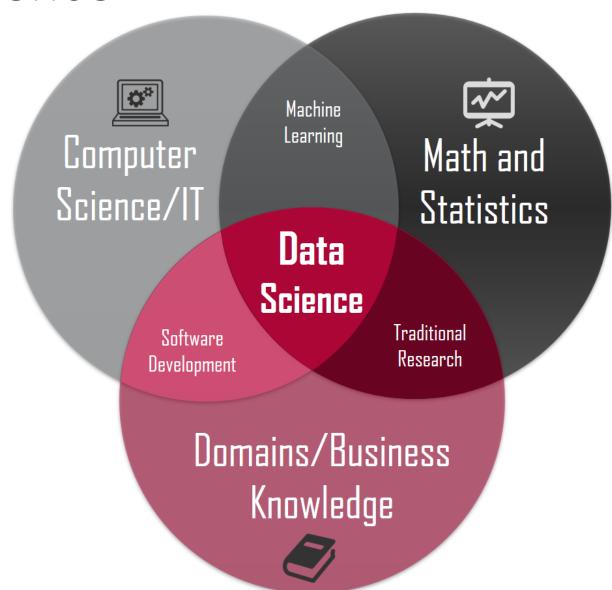
And a more engineering-oriented one:

A computer program is said to learn from experience E with respect to some task T and some performance measure P, if its performance on T, as measured by P, improves with experience E.

—Tom Mitchell, 1997

Related areas. Data Science

- Data manipulation (50 80 %)
- Machine Learning
- Deep learning



Applications in this course

Based on the book of Guangren Shi Hydrology, geothermal, radioactive waste disposal, oil and gas,

Fluid volume production from a well ()
Porosity from depth (Pyrcz)

Types of Machine learning algorithms

- Supervised
 - k-Nearest Neighbors
 - Linear Regression
 - Logistic Regression
 - Support Vector Machines (SVMs)
 - Decision Trees, Ensemble methods
 - Neural networks
- Unsupervised
 - Clustering: K-means, Hierarchical Cluster Analysis (HCA)
 - Visualization and dimensionality reduction (Kernel)? PCA, t-distributed Stochastic Neighbor Embedding (t-SNE)
- Reinforcement learning
- Batch and Online learning

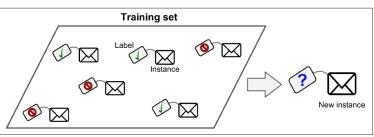


Figure 1-5. A labeled training set for supervised learning (e.g., spam classification)

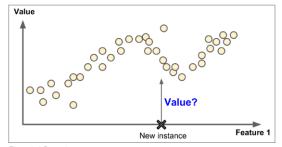
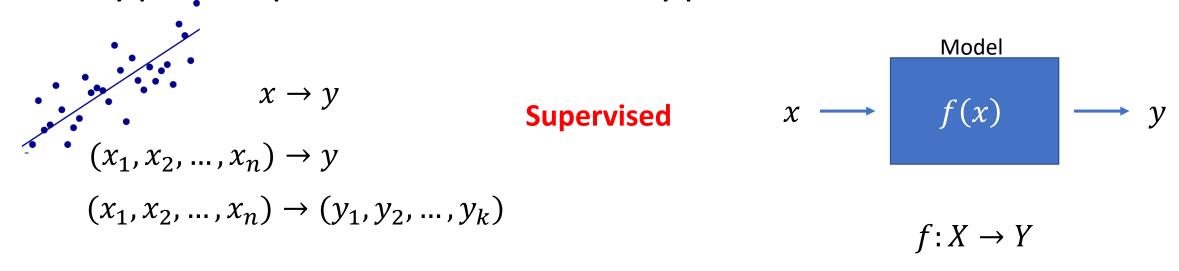


Figure 1-6. Regression

Type of problems, data types

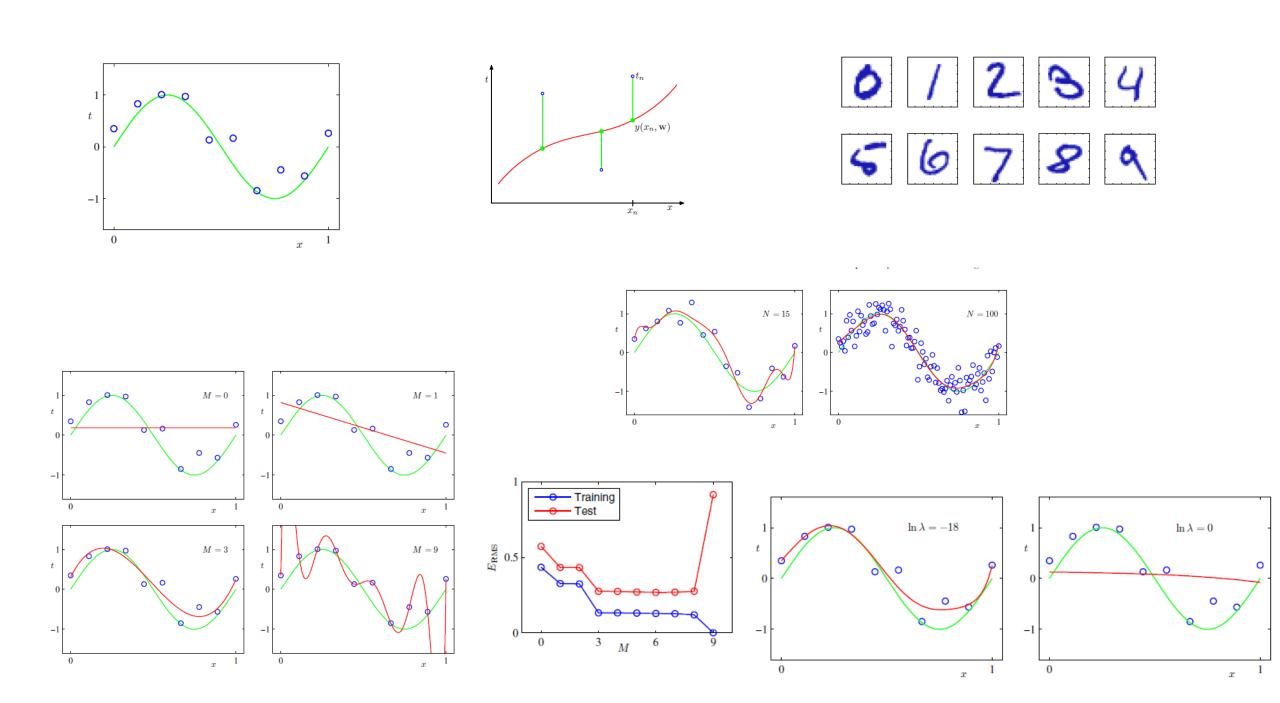


Unsupervised

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2	7.234	Н	Caty	2	
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Grading

- 20% Theoretical
- 20% Computational exercises
- 20% Exams
- 20% Oral presentation of application of ML in Geosciences
- 20% MOOC (Coursera, Udemy, ...)



Basic concepts

- Labels
- Training set
- Test set
- Feature (independent variable)
- Error

Table of Content (TOC)

Índice Temático							
		Horas					
Unidad	Tema	Teóricas	Prácticas				
1	Panorama general sobre machine learning	2	0				
2	Proyecto aplicado de machine learning	4	4				
3	Modelos lineales y regresión logística	3	3				
4	Máquinas de soporte vectorial (Support Vector Machines)	3	3				
5	Métodos basados en árboles de decisión	6	6				
6	Modelos basados en teoría de gráficas	3	3				
7	Aprendizaje no supervisado	3	3				
8	Reducción de la dimensionalidad	3	3				
9	Redes neuronales y aprendizaje profundo	6	6				
	Total de horas:						
	Suma total de horas:	64					

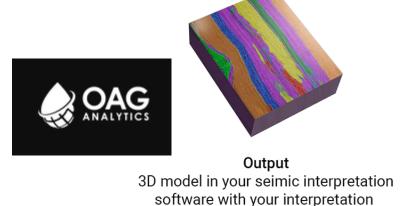
Bibliography

Companies

All big companies +

- Well spacing
- Earth models
- Seismic horizons interpretation

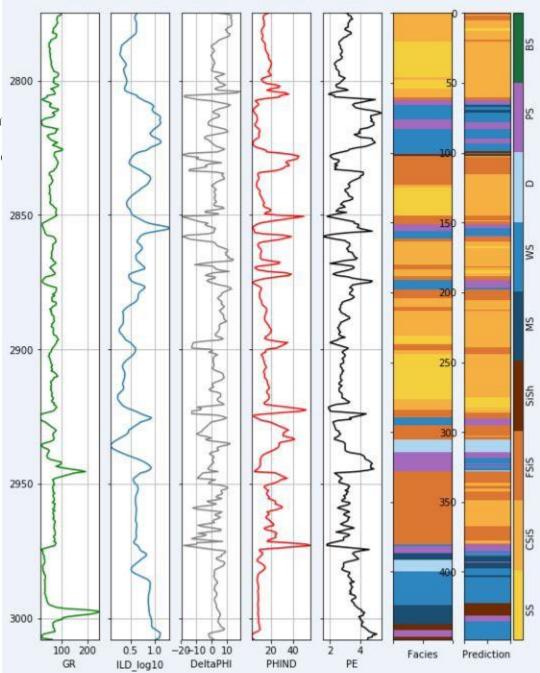








throughout the cube



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