Machine Learning An introduction of applications

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Applications in this lecture

- Finding similar users based on their preferences
- Recommending items to a user
- Building "customer viewed this also viewed" item recommendation
- Grouping things that people wants
- Discovering the buying patterns
- Predict gas consumptions
- Predict the quality of white wine
- Detect the wine class

Steps in developing a machine learning application

- 1. Collect data
- 2. Prepare the input data → make sure it's in a useable format
- 3. Analyze the input data (empty values, any patterns)
- 4. Define the evaluation metrics
- 5. Train the algorithm
- 6. Test the algorithm (evaluate using metrics)
- 7. Use it

Collaborative filtering

Sample applications:
Finding similar users based on their preferences
Recommending items to a user
Building "customer viewed this also viewed" item recommendation

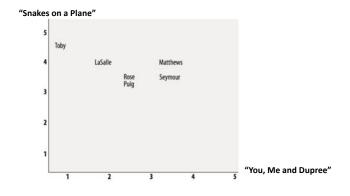
Collaborative Filtering

- We often seek recommendations from people we trust (family, friends, colleagues, experts)
- But who to ask for a recommendation is also based on similarity in taste
 - People with my tastes are likely to recommend things I will like
- CF searches a large group of people for those that like the things you like, and it combines the things they like into a ranked list of suggestions

Movie ratings movies 2.5 3.0 3.5 2.5 3.0 3.0 5.0 3.5 3.0 2.5 3.0 NaN NaN 4.0 3.5 3.0 4.0 2.0 3.0 2.0 3.0 critics 3.0 4.0 NaN 5.0 3.5 3.0 NaN 3.5 3.0 4.0 4.5 4.0

Finding similar users

- A way to determine how similar people are in their tastes
- Similarity score



Euclidean distance

$$egin{split} d(\mathbf{p},\mathbf{q}) &= d(\mathbf{q},\mathbf{p}) = \sqrt{(q_1-p_1)^2 + (q_2-p_2)^2 + \dots + (q_n-p_n)^2} \ &= \sqrt{\sum_{i=1}^n (q_i-p_i)^2}. \end{split}$$

Example:

```
# euclidean distance between two vectors
def euclidean_distance(p, q):
    from math import sqrt
    sum_pow = sum([pow(p[i] - q[i], 2) for i in range(len(p))])
    return sqrt(sum_pow)

toby = (1.0, 4.5)
    rose = (2.5, 3.5)
    puig = (2.5, 3.5)
    puig = (2.5, 3.5)
    rose_toby = euclidean_distance(rose, toby)
    rose_puig = euclidean_distance(rose, puig)

print("distance from rose to toby: ", rose_toby)
    print("distance from rose to puig: ", rose_puig)

distance from rose to toby:
    distance from rose to puig: ".
```

Similarity score

```
# we want a function that returns higher values for those are similar
def similarity(p, q):
    dist = euclidean_distance(p, q)
    return 1/(1 + dist) # why 1+?

# calculate how much similar
rose_toby = similarity(rose, toby)
rose_puig = similarity(rose, puig)

print("similarity between rose and toby: ", rose_toby)
print("similarity between rose and puig: ", rose_puig)

similarity between rose and toby: 0.3567891723253309
similarity between rose and puig: 1.0
```

Ranking the Critics

- Given a person, finds the closest matches
- As known as k-nearest neighbors

Ranking example

	Lady in the Water	Snakes on a Plane	Just My Luck	Superman Returns	You, Me and Dupree	The Night Listener
Lisa Rose	2.5	3.5	3.0	3.5	2.5	3.0
Gene Seymour	3.0	3.5	1.5	5.0	3.5	3.0
Michael Phillips	2.5	3.0	NaN	3.5	NaN	4.0
Mick LaSalle	3.0	4.0	2.0	3.0	2.0	3.0
Jack Matthews	3.0	4.0	NaN	5.0	3.5	3.0
Claudia Puig	NaN	3.5	3.0	4.0	2.5	4.5
Toby	NaN	4.5	NaN	4.0	1.0	NaN

```
topMatches(critics, "Toby")

[(0.3076923076923077, 'Mick LaSalle'),
(0.2857142857142857, 'Michael Phillips'),
(0.23529411764705882, 'Claudia Puig'),
(0.2222222222222222, 'Lisa Rose'),
(0.11764705882352941, 'Jack Matthews')]
```

Dealing with NaN values

Is there any problem?

Which distance/similarity score function?

- Euclidean
- Cosine
- Pearson correlation
- Jaccard coefficient
- Manhattan distance
- ...

Recommending items - Methods

- Method 1: Look at the person whose taste is the most similar and look for items in his but not yet mine
 - No way to rank the items
 - · Would miss items that I might like because they are not in the list
 - Too sensitive to outliers
 - If the most similar person strangely liked an item, which had all bad reviews from all others returned by topMatches

Recommending items – Methods

- Weighted score for items
 - Take the votes of all the other critics and multiply how similar they are to me by the score they gave each movie

Table 2-2. Creating recommendations for Toby Critic Similarity Night S.xNight Lady S.xLady Luck S.xLuck 2.97 2.5 2.48 3.0 2.97 Rose 0.99 3.0 0.38 3.0 1.14 3.0 1.14 1.5 0.57 Seymour 0.89 4.5 4.02 3.0 2.68 Puig 0.92 3.0 2.77 3.0 2.77 2.0 LaSalle 1.85 Matthews 3.0 1.99 3.0 If use Total, a movie 0.66 1.99 reviewed by more people would have a big advantage 12.89 8.38 8.07 Total Sim. Sum 3.84 2.95 3.18 Total/Sim. Sum 3.35 2.83 2.53 critics that reviewed that

This also implies what my rating for each movie would be

Matching products



Matching products - method

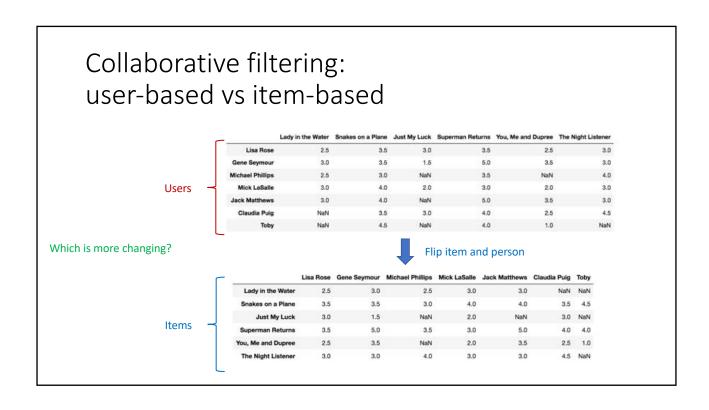
	Lady in the Water	Snakes on a Plane	Just My Luck	Superman Returns	You, Me and Dupree	The Night Listener
Lisa Rose	2.5	3.5	3.0	3.5	2.5	3.0
Gene Seymour	3.0	3.5	1,5	5.0	3.5	3.0
Michael Phillips	2.5	3.0	NaN	3.5	NaN	4.0
Mick LaSalle	3.0	4.0	2.0	3.0	2.0	3.0
Jack Matthews	3.0	4.0	NaN	5.0	3.5	3.0
Claudia Puig	NaN	3.5	3.0	4.0	2.5	4.5
Toby	NaN	4.5	NaN	4.0	1.0	NaN



Flip item and person

	Lisa Rose	Gene Seymour	Michael Phillips	Mick LaSalle	Jack Matthews	Claudia Puig	Toby
Lady in the Water	2.5	3.0	2.5	3.0	3.0	NaN	NaN
Snakes on a Plane	3.5	3.5	3.0	4.0	4.0	3.5	4.5
Just My Luck	3.0	1.5	NaN	2.0	NaN	3.0	NaN
Superman Returns	3.5	5.0	3.5	3.0	5.0	4.0	4.0
You, Me and Dupree	2.5	3.5	NaN	2.0	3.5	2.5	1.0
The Night Listener	3.0	3.0	4.0	3.0	3.0	4.5	NaN

Matching products - example



Item-based collaborative filtering

- Precompute the most similar items for each item
 - Build once, reuse every time later
- When making recommendations to a user:
 - · Look at his top-rated items
 - · Create a weighted list of the items most similar to those

User-based vs item-based recommendation Table 2-3. Item-based recommendations for Toby Luck R.xLuck Movie Rating Night R.xNight Lady R.xLady 0.999 0.105 0.474 Snakes 4.5 0.182 0.818 0.222 0.091 4.0 0.103 0.412 0.363 0.065 0.258 Superman 1.0 0.148 0.148 0.4 0.4 0.182 0.182 Dupree 1.764 0.914 1.378 Normalized 3.183 2.473 Compared to User-based: Table 2-2. Creating recommendations for Toby Critic S.xLuck 0.99 3.0 2 97 25 2.48 3.0 2.97 Seymour 0.38 3.0 1.14 3.0 1.14 1.5 Need to compute Puig 0.89 4.5 4.02 3.0 2.68 these similarities LaSalle 0.92 3.0 2.77 3.0 2.77 1.85 every time Matthews 0.66 3.0 1.99 1.99 12.89 8.07 Total 8.38 Sim. Sum 3.84 2.95 3.18

3.35

2.83

Exercises

 Using del.icio.us API, create a dataset of tags and items. Use this to calculate similarity between tags and see if you can find any that are almost identical

Total/Sim. Sum

 Take a look at http://www.audioscrobbler.net, a dataset containing music preferences for a large set of users. Use their web services API to get a set of data for making and building a music recommendation system.

Data clustering

Unsupervised algorithm

Sample application: Grouping things that people wants

What clustering is for?

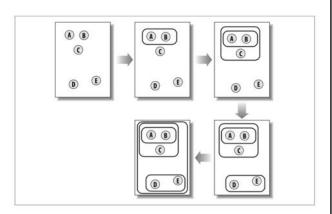
- Discovering groups of things, people, or ideas that are all closely related
- Examples:
 - Detecting groups of customers with similar buying patterns
 - Discovering different styles of fashion
 - In computational biology: Finding groups of genes that exhibit similar behavior, which might indicate that they respond to a treatment in the same way or are part of the same biological pathway

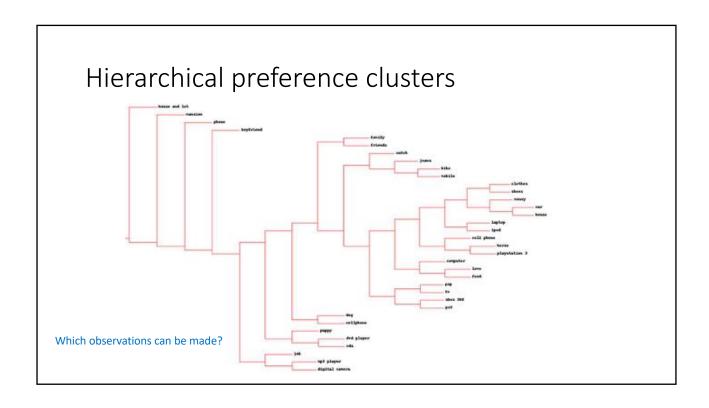
Sample problem: Clusters of Preferences

- @Zebo: People make lists of :
 - · things that they own
 - things that they would like to own
- Task: Group items by how similarly they are preferred

Hierarchical clustering

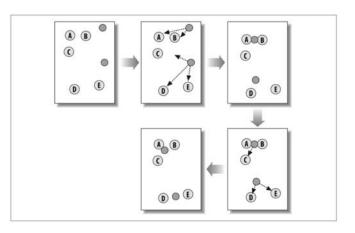
- Continuously merge the two most similar groups:
 - Each group starts as a single item
 - In each iteration, the algorithm calculates the distances between every pair of groups, and the closest ones are merged together to form a new group.
 - This is repeated until there is only one group





K-means clustering

- Begins with k randomly placed centroids
- Assigns every item to the nearest one
- After the assignment, the centroids are moved to the average location of all the nodes assigned to them
- Repeat until the assignments stop changing



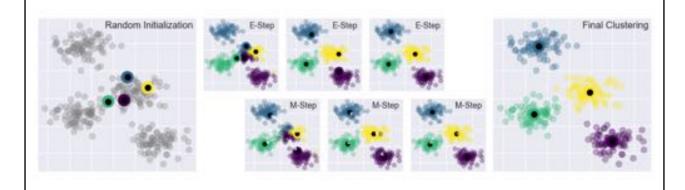
Expectation Maximization

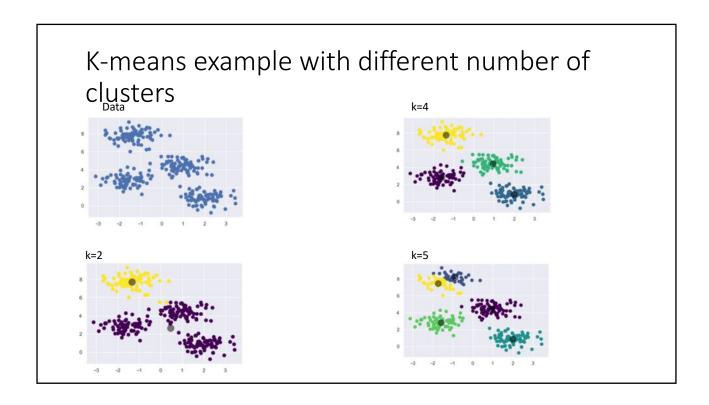
- 1. Begins with k randomly placed centroids
- 2. Assigns every item to the nearest one
- 3. After the assignment, the centroids are moved to the average location of all the nodes assigned to them
- 4. Repeat until the assignments stop changing

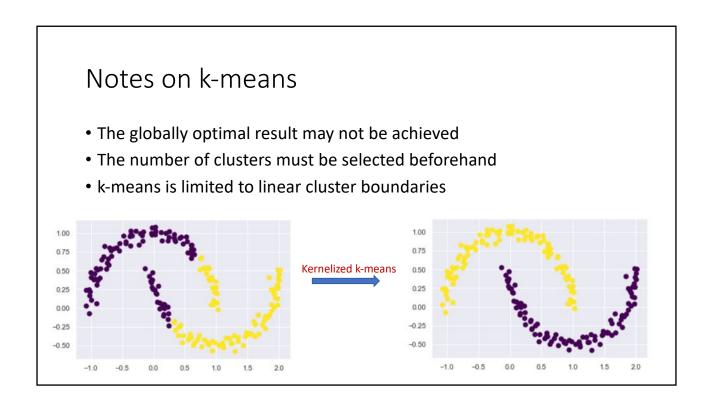
E-step (expectation step): updating our expectation of which cluster each point belongs to

M-step (maximization step): maximizing some fitness function that defines the location of the cluster centers — in this case, it is accomplished by taking a simple mean of the data in each cluster

K-means example







Exercises

• K-means on digits



• K-means for color compression





Credit: Python Data Science Handbook

Association rule mining: Apriori algorithm

Sample application: Discovering the buying patterns

Association rule mining

- To identify underlying relations between different items
- For example: Super Market
 - Mothers with babies buy milk together with diapers
 - · Bachelors buy beers and chips
- Knowing the relations to do intelligent marketing
 - If we know item A and B are often bought together, what can we do to promote this to customers?

Marketing example

- If item A and B are often bought together
 - A and B can be placed together so that when a customer buys one of the product he doesn't have to go far away to buy the other product.
 - People who buy one of the products can be targeted through an advertisement campaign to buy the other.
 - Collective discounts can be offered on these products if the customer buys both of them.
 - Both A and B can be packaged together.

Apriori algorithm - components

Support = default popularity of an item

Support(B) = (Transactions containing (B))/(Total Transactions)

• Confidence = likelihood that an item B is also bought if item A is bought

Confidence($A\rightarrow B$) = (Transactions containing both (A and B))/(Transactions containing A)

• Lift (A->B) = increase in the ratio of sale of B when A is sold

 $Lift(A\rightarrow B) = (Confidence (A\rightarrow B))/(Support (B))$

Apriori algorithm

- 1. Set a minimum value for support and confidence. This means that we are only interested in finding rules for the items that have certain default existence (e.g. support) and have a minimum value for co-occurrence with other items (e.g. confidence).
- 2. Extract all the subsets having higher value of support than minimum threshold.
- 3. Select all the rules from the subsets with confidence value higher than minimum threshold.
- 4. Order the rules by descending order of Lift.

Association rule - Example

```
### Approximation  
### Ap
```

Number of transactions containing light cream divided by total number of transactions

Out of all the transactions that contain "light cream", 29.05% of the transactions also contain chicken

Chicken is 4.84 times more likely to be bought by the customers who buy light cream compared to the default likelihood of the sale of chicken

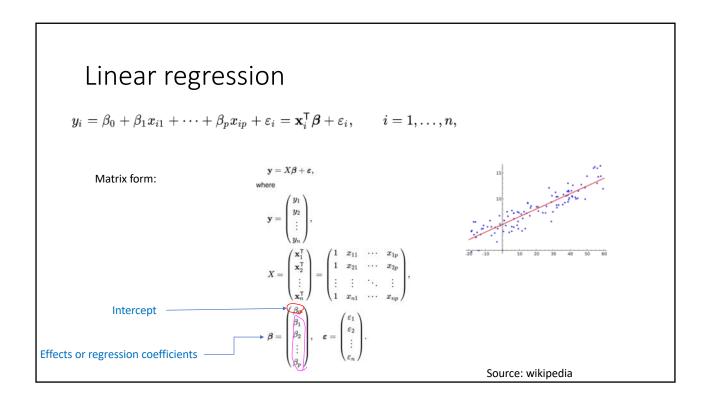
Regression

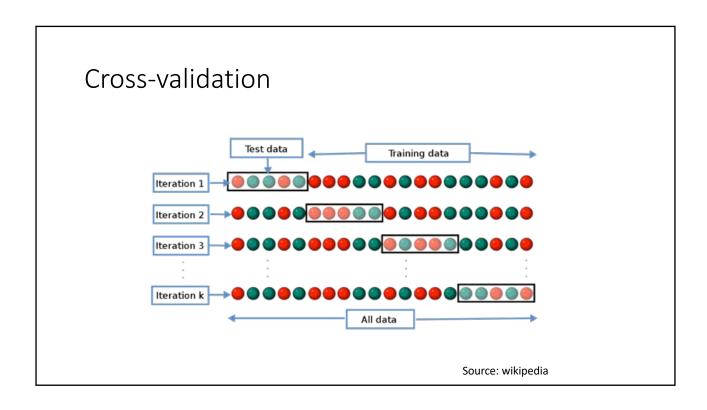
Supervised learning algorithm Sample applications:

- Predict gas consumptions
- Predict the quality of white wine

Problem statement

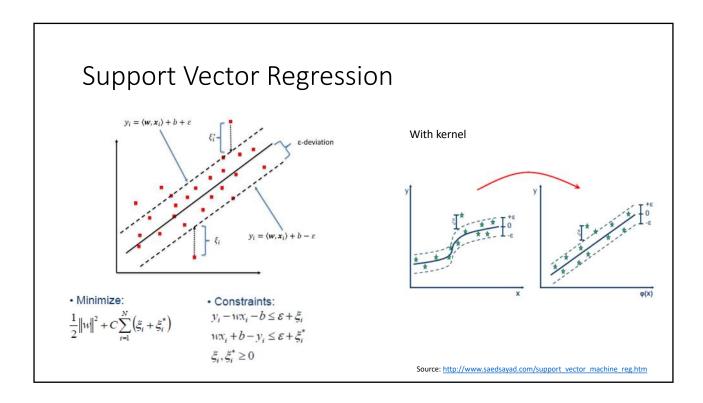
 Predict the gas consumptions (in millions of gallons) in 48 US states based upon gas taxes (in cents), per capita income (dollars), paved highways (in miles) and the proportion of population that has a drivers license.





Problem 2 - Description

- Predict the quality of white wines on a scale given chemical measures of each wine
 - Fixed acidity
 - Volatile acidity
 - · Citric acid
 - Residual sugar
 - Chlorides
 - Free sulfur dioxide
 - · Total sulfur dioxide
 - Density
 - pH
 - Sulphates
 - Alcohol
 - Quality (score between 0 and 10)



Other regression datasets

- https://archive.ics.uci.edu/ml/datasets.php?task=reg
- More on cross validation:
 - https://scikit-learn.org/stable/modules/cross validation.html

Classification

Supervised learning algorithms: SVM, NaiveBayes, LogisticRegression

Sample application: Detect the wine class

Problem description

• Predict labels of wine based on its features

https://archive.ics.uci.edu/ml/datasets/wine

Data Set Characteristics:	Multivariate	Number of Instances:	178	Area:	Physical
Attribute Characteristics:	Integer, Real	Number of Attributes:	13	Date Donated	1991-07-01
Associated Tasks:	Classification	Missing Values?	No	Number of Web Hits:	1243736

1) Alcohol

2) Malic acid

3) Ash

4) Alcalinity of ash

5) Magnesium

6) Total phenols

7) Flavanoids

8) Nonflavanoid phenols

9) Proanthocyanins

10)Color intensity

11)Hue

12)OD280/OD315 of diluted wines

13)Proline

Classification with SVM

"One-against-one" for multi-class classification

Class +1
Class -1

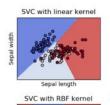
Another separating hyperplan w'x + b = 0

Another separating hyperplan w'x + b = 0

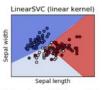
If n_{class} is the number of classes, then $n_{class} * (n_{class} - 1) / 2$ classifiers are constructed and each one trains data from two classes.

Multi-class classification

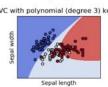
- Strategies
 - "one-against-rest"
 - "one-against-one"
 - If n_class is the number of classes, then n_class * (n_class - 1) / 2 classifiers are constructed and each one trains data from two classes.

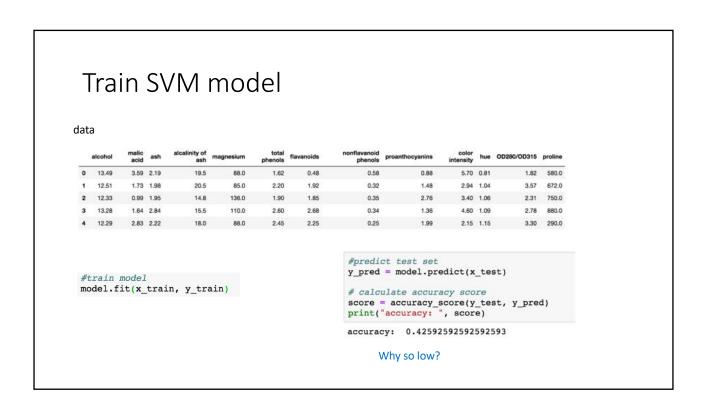


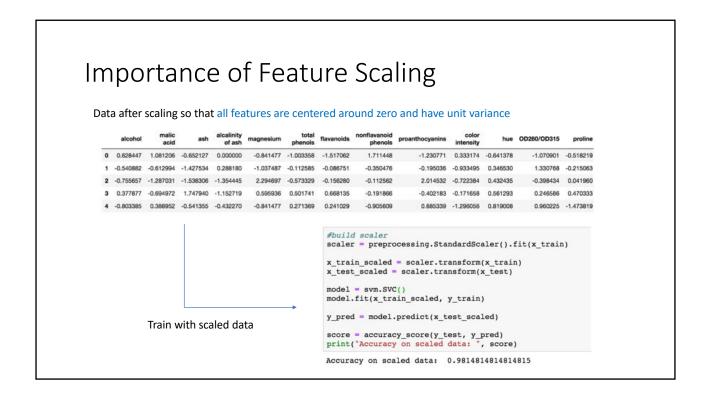
sklearn.svm.SVC()











Naive Bayes

$$P(y|X) = \frac{P(X|y)P(y)}{P(X)}$$

$$P(y|x_1, ..., x_n) = \frac{P(x_1|y)P(x_2|y)...P(x_n|y)P(y)}{P(x_1)P(x_2)...P(x_n)}$$

$$= \frac{P(y)\prod_{i=1}^{n} P(x_i|y)}{P(x_1)P(x_2)...P(x_n)}$$

$$P(y|x_1,...,x_n) \propto P(y) \prod_{i=1}^n P(x_i|y)$$

$$y = argmax_y P(y) \prod_{i=1}^n P(x_i|y)$$

Naive Bayes classification

```
from sklearn.naive_bayes import GaussianNB

model = GaussianNB()

#fit model
model.fit(x_train_scaled, y_train)
#predict
y_pred = model.predict(x_test_scaled)
#evaluate
score = accuracy_score(y_test, y_pred)
print("Accuracy on scaled data: ", score)
Accuracy on scaled data: 1.0
```

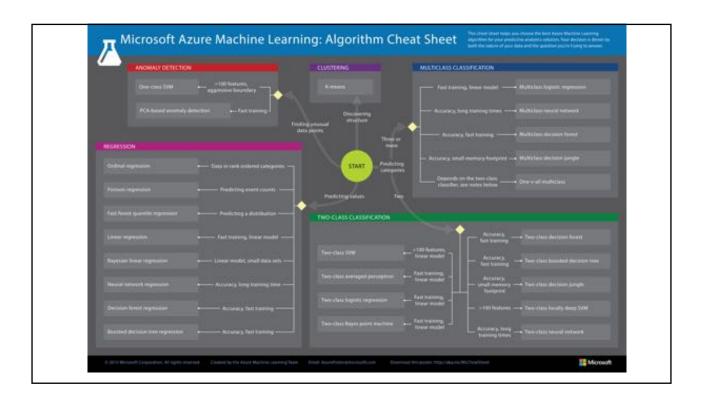
Logistic regression

```
from sklearn.linear_model import LogisticRegression

model = LogisticRegression()
model.fit(x_train, y_train)
y_pred = model.predict(x_test)
#evaluate
score = accuracy_score(y_test, y_pred)
print("Accuracy on scaled data: ", score)
```

Accuracy on scaled data: 1.0

Summary



Top 10 algorithms in data mining -2007

- 1. C4.5 (trees)
- 2. K-means
- Support vector machines
- 4. <mark>Apriori</mark>
- 5. Expectation maximization
- 6. PageRank
- 7. AdaBoost
- 8. K-Nearest Neighbors
- 9. Naive Bayes
- 10. CART

Ref: Journal of Knowledge and Information Systems, 2007

Top 10 machine learning algorithms - 2018

- 1. Linear regression
- 2. Logistic regression
- 3. CART
- 4. Naive Bayes
- 5. KNN

- 6. Apriori
- 7. K-means
- 8. PCA
- 9. Bagging with random forests
- 10. Boosting with AdaBoost

Ref: https://www.dataquest.io/blog/top-10-machine-learning-algorithms-for-beginners/

References

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- Pedregosa, Fabian, et al. "Scikit-learn: Machine learning in Python." *Journal of machine learning research* 12.Oct (2011): 2825-2830.