

机器学习基石笔记

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Contents

When Can Machines Learn?

The Learning Problem

Components of Machine Learning

\mathcal{A} takes \mathcal{D} and \mathcal{H} get $g \approx f$

- Algorithm \mathcal{A}
- Data \iff Training examples: $\mathcal{D} = \{(\mathbf{x}_1, y_1), (\mathbf{x}_2, y_2), \dots, (\mathbf{x}_N, y_N)\}$
- Hypothesis set \mathcal{H}
- final hypothesis g , where
 - $g \in \mathcal{H}$
 - $g \approx f$
 - $g : \mathcal{X} \rightarrow \mathcal{Y}$
- unknown target function: $f : \mathcal{X} \rightarrow \mathcal{Y}$

Perceptron Learning Algorithm

- $\mathcal{H} = \{\text{sign}(h(\mathbf{x}; \mathbf{w}))\}$ where:
 - $\mathbf{w} \in \mathcal{R}^{d+1}$
 - $\mathbf{x} = (1, x_1, x_2, \dots, x_d)^T := (x_0, x_1, x_2, \dots, x_d)^T$
- $\dagger \in \{+1, -1\}$

$$\frac{\mathbf{w}_f^T \mathbf{w}_T}{\|\mathbf{w}_f\| \|\mathbf{w}_T\|} = \cos(\theta_{f,T}) \quad (1)$$

$$\mathbf{w}_T = \mathbf{w}_{T-1} + y_{n(T)} \mathbf{x}_{n(T)} = \mathbf{w}_{T-2} + y_{n(T-1)} \mathbf{x}_{n(T-1)} + y_{n(T)} \mathbf{x}_{n(T)} = \sum_{t=0}^T y_{n(t)} \mathbf{x}_{n(t)}$$

$$\|\mathbf{w}_T\|^2 = (2)$$

- The rule somewhat "tries to correct the mistake"
- Mistake limits the growth of $\|\mathbf{w}_t\|^2$, even updating with the longest \mathbf{x}_n
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Learning to Answer Yes/No

Types of Learning

Feasibility of Learning

Why Can Machines Learn? [為什麼機器可以學習]

Training versus Testing [訓練與測試]

Theory of Generalization [舉一反三的一般化理論]

The VC Dimension [VC 維度]

Noise and Error [雜訊一錯誤]

How Can Machines Learn? [機器可以怎麼樣學習]

Linear Regression [線性迴歸]

Linear 'Soft' Classification [軟性的線性分類]

Linear Classification beyond Yes/No [二元分類以外的分類問題]

Nonlinear Transformation [非線性轉換]

How Can Machines Learn Better? [機器可以怎麼樣學得更好]

Hazard of Overfitting [過度訓練的危險]

Preventing Overfitting I: Regularization [避免過度訓練一：控制調適]

Preventing Overfitting II: Validation [避免過度訓練二：自我檢測]

Three Learning Principles [三個機器學習的重要原則]