# Machine Learning Introduction

Aleksandr Petiushko

ML Research

January 8th, 2024







A. Petiushko Intro January 8th, 2024 1 / 21

### Content

Introduction





#### Content

- Introduction
- ② Course logistics and syllabus





#### Content

- Introduction
- ② Course logistics and syllabus
- 4 Historical reference





### Intro

#### About the lecturer<sup>1</sup>

- Aleksandr Petiushko, PhD in theoretical CS (2016)
- Lecturer in Lomonosov MSU / MIPT for Machine Learning, Computer Vision, Deep Learning Theory, Python for an ML Researcher since 2019
- Former Huawei Chief Scientist (Scientific Expert), AIRI Director of Key Research Programs (Leading Scientific Researcher)
- Currently at Nuro, leading the ML Research





<sup>1</sup>Homepage: https://petiushko.info/

A. Petiushko January 8th, 2024 3 / 21

#### Intro

Time to introduce yourselves: what are your hobbies, motivation in ML, etc.: please go into "Module 1 Students Introduction" thread





# Sofia Plagiarism Policy

- It covers parts "sourced from AI"
  - ▶ Please read the "Sofia Plagiarism Policy" thread
  - ▶ First offense: students need to rewrite assignment
  - ▶ **Second offense**: students fail the course
  - ▶ Third offense: students re to be withdrawn from their program





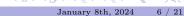
 $\bullet$  It can produce very plausible answers in 90% of cases





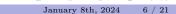
- It can produce very plausible answers in 90% of cases
- The caveats are the following:





- It can produce very plausible answers in 90% of cases
- The caveats are the following:
  - ▶ It can really hallucinate some things which are just untrue





- It can produce very plausible answers in 90% of cases
- The caveats are the following:
  - ▶ It can really hallucinate some things which are just untrue
  - ▶ It can produce very different information in comparison to the source used to ask question (e.g., book chapter)

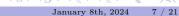




### Note about discussions

• Discussion answers like "I agree because of bla-bla" won't be graded — they do not provide any value





#### Note about discussions

- Discussion answers like "I agree because of bla-bla" won't be graded they do not provide any value
- Only the answers with some non-trivial arguments that contradict the initial post will be considered as graded ones



7 / 21



### Course logistics

• Course grading will be done based on attendance, assignments, discussions, (optional: some small programming tasks) and the final exam.





### Course logistics

- Course grading will be done based on attendance, assignments, discussions, (optional: some small programming tasks) and the final exam.
- Contribution:
  - 50%: attendance, assignments, discussions
  - 50%: final exam





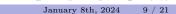
### Course logistics

- Course grading will be done based on attendance, assignments, discussions, (optional: some small programming tasks) and the final exam.
- Contribution:
  - 50%: attendance, assignments, discussions
  - 50%: final exam
- Preliminary grading scale:

Grade	Percent accumulated
A	90-100 %
В	75-89 %
С	60-74 %

• Current ML is: half Math, half Programming





- Current ML is: half Math, half Programming
  - ▶ Math: for research and design of ML algorithms





- Current ML is: half Math, half Programming
  - ▶ Math: for research and design of ML algorithms
  - ▶ **Programming**: usage and tuning of ML algorithms





- Current ML is: half Math, half Programming
  - ▶ Math: for research and design of ML algorithms
  - ▶ **Programming**: usage and tuning of ML algorithms
- Hopefully we could touch on both a little





#### Github

- Course page: https://github.com/fatheral/sofia-ml-2024-winter
- The professor's lectures will be uploaded there





### What is Artificial Intelligence?

#### Natural Intelligence (human)

• Able to perceive the information, analyze it, make decisions based on this analysis





### What is Artificial Intelligence?

#### Natural Intelligence (human)

• Able to perceive the information, analyze it, make decisions based on this analysis

### Artificial Intelligence

• (Strong) The same as natural intelligence, but computer is instead of human



11 / 21



### What is Artificial Intelligence?

#### Natural Intelligence (human)

• Able to perceive the information, analyze it, make decisions based on this analysis

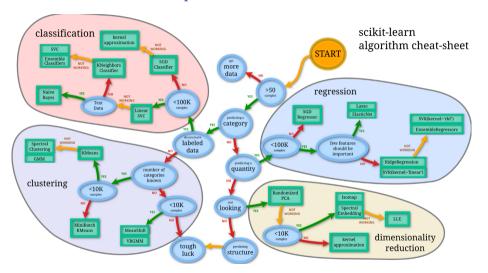
### Artificial Intelligence

- (Strong) The same as natural intelligence, but computer is instead of human
- (Weak) Algorithm which is able to train using the input data in order to do tasks afterward instead of human



A. Petiushko Intro January 8th, 2024 11 / 21

### Scikit-Learn<sup>2</sup> Roadmap

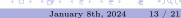




A. Petiushko Intro January 8th, 2024 12 / 21

- Quality metrics
  - Precision / Recall, TPR / FPR, ROC, AUC, Cross-Validation,  $\dots$





- Quality metrics
  - Precision / Recall, TPR / FPR, ROC, AUC, Cross-Validation, ...
- Classification task and optimization
  - kNN, Linear Classifiers, Stochastic Gradient Descent, PCA, ...





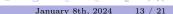
- Quality metrics
  - Precision / Recall, TPR / FPR, ROC, AUC, Cross-Validation, . . .
- Classification task and optimization
  - kNN, Linear Classifiers, Stochastic Gradient Descent, PCA, . . .
- Regression task
  - Linear Regression, Elastic Net, Ridge Regression, LASSO, ...





- Quality metrics
  - Precision / Recall, TPR / FPR, ROC, AUC, Cross-Validation, ...
- Classification task and optimization
  - kNN, Linear Classifiers, Stochastic Gradient Descent, PCA, ...
- Regression task
  - Linear Regression, Elastic Net, Ridge Regression, LASSO, ...
- Ensembles (unlikely but will try)
  - Bootstrapping, Bagging, Boosting, ...





#### Theoretic part

- Quality metrics
  - Precision / Recall, TPR / FPR, ROC, AUC, Cross-Validation, . . .
- Classification task and optimization
  - kNN, Linear Classifiers, Stochastic Gradient Descent, PCA, ...
- Regression task
  - Linear Regression, Elastic Net, Ridge Regression, LASSO, ...
- Ensembles (unlikely but will try)
  - Bootstrapping, Bagging, Boosting, ...

#### Practice part

- Data processing and analysis by Python
  - Scikit-Learn, Numpy, ...



### What is Machine Learning

In 1959 Arthur Samuel introduced the term "machine learning" into scientific use.

#### General definition

**Machine Learning** — the process leading computers to gain ability to show the behavior that wasn't explicitly programmed.



### What is Machine Learning

In 1959 Arthur Samuel introduced the term "machine learning" into scientific use.

#### General definition

**Machine Learning** — the process leading computers to gain ability to show the behavior that wasn't explicitly programmed.

In 1997 Tom M. Mitchell introduced more formal definition of a machine learning algorithm.

#### Formal definition

A **computer program** is said **to learn** from examples E for some set of problems T and a quality metric P if its performance on problems from T, as measured by P, is improved by using examples E.



A. Petiushko January 8th, 2024 14 / 21

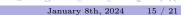
• People have been trying to predict the future based on their experience since time immemorial.





- People have been trying to predict the future based on their experience since time immemorial.
- However, the scientific basis was laid by probability theory (statistics in particular) and linear algebra (as a tool).





- People have been trying to predict the future based on their experience since time immemorial.
- However, the scientific basis was laid by probability theory (statistics in particular) and linear algebra (as a tool).
- 1795: Gauss first uses the least squares method (LSQ) to analyze astronomical observations. In 1805 Legendre first published this method for analyzing the shape of the Earth. At present, LSQ is the simplest way to solve an overdetermined system of linear equations.

**⊗AP** 

A. Petiushko Intro January 8th, 2024 15 / 21

- People have been trying to predict the future based on their experience since time immemorial.
- However, the scientific basis was laid by probability theory (statistics in particular) and linear algebra (as a tool).
- 1795: Gauss first uses the least squares method (LSQ) to analyze astronomical observations. In 1805 Legendre first published this method for analyzing the shape of the Earth. At present, LSQ is the simplest way to solve an overdetermined system of linear equations.
- 1901: Karl Pearson invented the Principal Component Analysis (PCA) a master method for data dimensionality reduction.

()AP

A. Petiushko Intro January 8th, 2024 15 / 21

# Forerunner of Machine Learning

- People have been trying to predict the future based on their experience since time immemorial.
- However, the scientific basis was laid by probability theory (statistics in particular) and linear algebra (as a tool).
- 1795: Gauss first uses the least squares method (LSQ) to analyze astronomical observations. In 1805 Legendre first published this method for analyzing the shape of the Earth. At present, LSQ is the simplest way to solve an overdetermined system of linear equations.
- 1901: Karl Pearson invented the Principal Component Analysis (PCA) a master method for data dimensionality reduction.
- 1906: Andrey Andreyevich Markov develops the apparatus of Markov chains, which in 1913 he uses to study the text "Eugene Onegin". Markov chains are used to generate and recognize signals.

□ ▶ ◆@ ▶ ◆볼 ▶ ◆볼 ★ 옛 Q(

A. Petiushko Intro January 8th, 2024 15 / 21

• 1950: Alan Turing creates the Turing test to evaluate the intelligence of a computer.





- 1950: Alan Turing creates the Turing test to evaluate the intelligence of a computer.
- 1951: Marvin Minsky created the first SNARC learning machine with a randomly connected neural network. In 1959, he co-founded the Artificial Intelligence Laboratory at MIT.



- 1950: Alan Turing creates the Turing test to evaluate the intelligence of a computer.
- 1951: Marvin Minsky created the first SNARC learning machine with a randomly connected neural network. In 1959, he co-founded the Artificial Intelligence Laboratory at MIT.
- 1952: Arthur Samuel creates the first checkers program for the IBM 701. In 1955 Samuel adds self-learning capability to the program.





- 1950: Alan Turing creates the Turing test to evaluate the intelligence of a computer.
- 1951: Marvin Minsky created the first SNARC learning machine with a randomly connected neural network. In 1959, he co-founded the Artificial Intelligence Laboratory at MIT.
- 1952: Arthur Samuel creates the first checkers program for the IBM 701. In 1955 Samuel adds self-learning capability to the program.
- 1958: Frank Rosenblatt invented the Perceptron the first artificial neural network and built the first "Mark-1" brain computer. New York Times: The Perceptron is "the embryo of an electronic computer that [the Navy] expects will be able to walk, talk, see, write, reproduce itself and be conscious of its existence".

AP PAP E 4E 4E 4E 4E

A. Petiushko Intro January 8th, 2024 16 / 21

- 1950: Alan Turing creates the Turing test to evaluate the intelligence of a computer.
- 1951: Marvin Minsky created the first SNARC learning machine with a randomly connected neural network. In 1959, he co-founded the Artificial Intelligence Laboratory at MIT.
- 1952: Arthur Samuel creates the first checkers program for the IBM 701. In 1955 Samuel adds self-learning capability to the program.
- 1958: Frank Rosenblatt invented the Perceptron the first artificial neural network and built the first "Mark-1" brain computer. New York Times: The Perceptron is "the embryo of an electronic computer that [the Navy] expects will be able to walk, talk, see, write, reproduce itself and be conscious of its existence".
- 1963: Lawrence Roberts formulated the thesis of computer vision in his dissertation at MIT.

A. Petiushko Intro January 8th, 2024 16 / 21

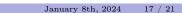
• 1963: Vladimir Vapnik and Aleksey Chervonenkis invented the SVM algorithm.





- 1963: Vladimir Vapnik and Aleksey Chervonenkis invented the SVM algorithm.
- 1965: One of the first books on machine learning (pattern classification) was published Nilsson N. Learning Machines, McGraw Hill.





- 1963: Vladimir Vapnik and Aleksey Chervonenkis invented the SVM algorithm.
- 1965: One of the first books on machine learning (pattern classification) was published Nilsson N. Learning Machines, McGraw Hill.
- 1966: Joseph Weizenbaum wrote a computerized conversation simulator ELIZA, able to imitate (or rather parody) a dialogue with a psychotherapist (the program owes its name to the heroine from the play by B. Shaw).





- 1963: Vladimir Vapnik and Aleksey Chervonenkis invented the SVM algorithm.
- 1965: One of the first books on machine learning (pattern classification) was published Nilsson N. Learning Machines, McGraw Hill.
- 1966: Joseph Weizenbaum wrote a computerized conversation simulator ELIZA, able to imitate (or rather parody) a dialogue with a psychotherapist (the program owes its name to the heroine from the play by B. Shaw).
- 1967: Alexey Ivakhnenko and Valentin Lapa publish the first general working learning algorithm for deep multilayer perceptrons for supervised learning problems.



A. Petiushko January 8th, 2024 17 / 21

- 1963: Vladimir Vapnik and Aleksey Chervonenkis invented the SVM algorithm.
- 1965: One of the first books on machine learning (pattern classification) was published Nilsson N. Learning Machines, McGraw Hill.
- 1966: Joseph Weizenbaum wrote a computerized conversation simulator ELIZA, able to imitate (or rather parody) a dialogue with a psychotherapist (the program owes its name to the heroine from the play by B. Shaw).
- 1967: Alexey Ivakhnenko and Valentin Lapa publish the first general working learning algorithm for deep multilayer perceptrons for supervised learning problems.
- 1986: Rina Dechter introduced the term "Deep Learning" to the machine learning community.



A. Petiushko Intro January 8th, 2024 17 / 21

- 1963: Vladimir Vapnik and Aleksey Chervonenkis invented the SVM algorithm.
- 1965: One of the first books on machine learning (pattern classification) was published Nilsson N. Learning Machines, McGraw Hill.
- 1966: Joseph Weizenbaum wrote a computerized conversation simulator ELIZA, able to imitate (or rather parody) a dialogue with a psychotherapist (the program owes its name to the heroine from the play by B. Shaw).
- 1967: Alexey Ivakhnenko and Valentin Lapa publish the first general working learning algorithm for deep multilayer perceptrons for supervised learning problems.
- 1986: Rina Dechter introduced the term "Deep Learning" to the machine learning community.
- 1997: The Deep Blue computer beat world chess champion Garry Kasparov.

A. Petiushko January 8th, 2024 17 / 21

• **2010**: Founding of DeepMind.

18 / 21

- **2010**: Founding of DeepMind.
- 2011: Andrew Ng, Greg Corrado and Jeff Dean founded Google Brain.

A. Petiushko January 8th, 2024 18 / 21

- **2010**: Founding of DeepMind.
- 2011: Andrew Ng, Greg Corrado and Jeff Dean founded Google Brain.
- 2011: IBM Watson AI supercomputer wins TV quiz show Jeopardy!





- **2010**: Founding of DeepMind.
- 2011: Andrew Ng, Greg Corrado and Jeff Dean founded Google Brain.
- 2011: IBM Watson AI supercomputer wins TV quiz show Jeopardy!
- 2014: Facebook invented the DeepFace software algorithm for face recognition. The accuracy of the algorithm was 97%.



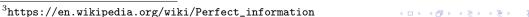


A. Petiushko Intro January 8th, 2024 18 / 21

A Petiushko

- **2010**: Founding of DeepMind.
- 2011: Andrew Ng, Greg Corrado and Jeff Dean founded Google Brain.
- 2011: IBM Watson AI supercomputer wins TV quiz show Jeopardy!
- 2014: Facebook invented the DeepFace software algorithm for face recognition. The accuracy of the algorithm was 97%.
- 2016: AlphaGo, developed by (now) Google's DeepMind, won four out of five games against Korea's world Go champion Lee Se-dol. The computer won the last game with perfect information <sup>3</sup> against a human (an example of a game with incomplete information is poker, although robots are already beginning to perform successfully there).

- **2010**: Founding of DeepMind.
- 2011: Andrew Ng, Greg Corrado and Jeff Dean founded Google Brain.
- 2011: IBM Watson AI supercomputer wins TV quiz show Jeopardy!
- 2014: Facebook invented the DeepFace software algorithm for face recognition. The accuracy of the algorithm was 97%.
- 2016: AlphaGo, developed by (now) Google's DeepMind, won four out of five games against Korea's world Go champion Lee Se-dol. The computer won the last game with perfect information <sup>3</sup> against a human (an example of a game with incomplete information is poker, although robots are already beginning to perform successfully there).
- 2016: OpenAI, a non-profit research company, is launched with the support of Elon Musk.



A. Petiushko Intro January 8th, 2024 18 / 21

- **2010**: Founding of DeepMind.
- 2011: Andrew Ng, Greg Corrado and Jeff Dean founded Google Brain.
- 2011: IBM Watson AI supercomputer wins TV quiz show Jeopardy!
- 2014: Facebook invented the DeepFace software algorithm for face recognition. The accuracy of the algorithm was 97%.
- 2016: AlphaGo, developed by (now) Google's DeepMind, won four out of five games against Korea's world Go champion Lee Se-dol. The computer won the last game with perfect information <sup>3</sup> against a human (an example of a game with incomplete information is poker, although robots are already beginning to perform successfully there).
- 2016: OpenAI, a non-profit research company, is launched with the support of Elon Musk.
- 2022: OpenAI, a (not so) non-profit research company, provided the breakthrough in LLMs: ChatGPT.





#### Definitions

- X set of objects
- $\bullet$  Y- set of (correct) answers/labels
- ullet  $y: X \to Y$  the <u>unknown</u> dependency





#### **Definitions**

- X set of objects
- $\bullet$  Y- set of (correct) answers/labels
- $y: X \to Y$  the <u>unknown</u> dependency

- Supervised (now)
  - Sufficient amount of training material, i.e. pairs  $(x_i, y_i)$

#### Definitions

- X set of objects
- $\bullet$  Y set of (correct) answers/labels
- $y: X \to Y$  the <u>unknown</u> dependency

- Supervised (now)
  - Sufficient amount of training material, i.e. pairs  $(x_i, y_i)$
- Semi-supervised
  - Few labeled data  $(x_i, y_i)$  and many unlabeled examples  $x_j$

#### Definitions

- X set of objects
- $\bullet$  Y set of (correct) answers/labels
- $y: X \to Y$  the <u>unknown</u> dependency

- Supervised (now)
  - Sufficient amount of training material, i.e. pairs  $(x_i, y_i)$
- Semi-supervised
  - Few labeled data  $(x_i, y_i)$  and many unlabeled examples  $x_j$
- Unsupervised (in future lectures?)
  - No labeled pairs, only  $x_i$  examples

#### Definitions

- X set of objects
- $\bullet$  Y set of (correct) answers/labels
- $y: X \to Y$  the <u>unknown</u> dependency

- Supervised (now)
  - Sufficient amount of training material, i.e. pairs  $(x_i, y_i)$
- Semi-supervised
  - Few labeled data  $(x_i, y_i)$  and many unlabeled examples  $x_j$
- Unsupervised (in future lectures?)
  - No labeled pairs, only  $x_i$  examples
- Reinforced
  - Action generation based on interaction with the environment

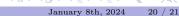
• Please go through all the materials of Module 0





- Please go through all the materials of Module 0
- 2 Please introduce yourself, complete the **Assignment 1** and discuss the question inside "Module 1 DQ"





- Please go through all the materials of Module 0
- Please introduce yourself, complete the Assignment 1 and discuss the question inside "Module 1 DQ"
- We are going to cover the most important things needed for ML, and will have small optional programming tasks





- Please go through all the materials of Module 0
- Please introduce yourself, complete the Assignment 1 and discuss the question inside "Module 1 DQ"
- We are going to cover the most important things needed for ML, and will have small optional programming tasks
- ML History is intriguing!



A. Petiushko Intro January 8th, 2024 20 / 21

# Thank you!



