

Machine Learning

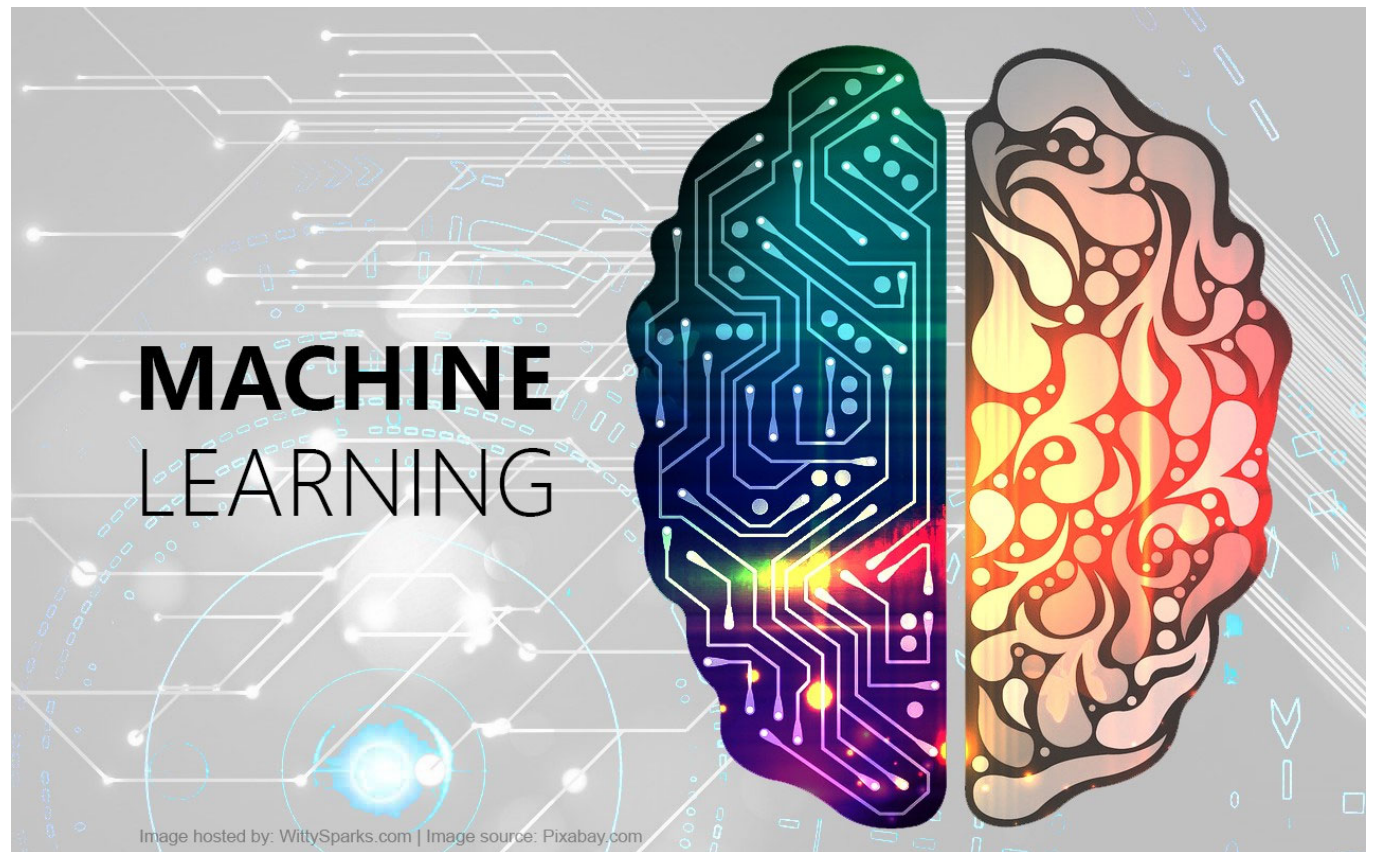
Introduction

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What is Machine Learning?

Machine Learning (ML):

The field of study that gives computers the ability to learn without being explicitly programmed.

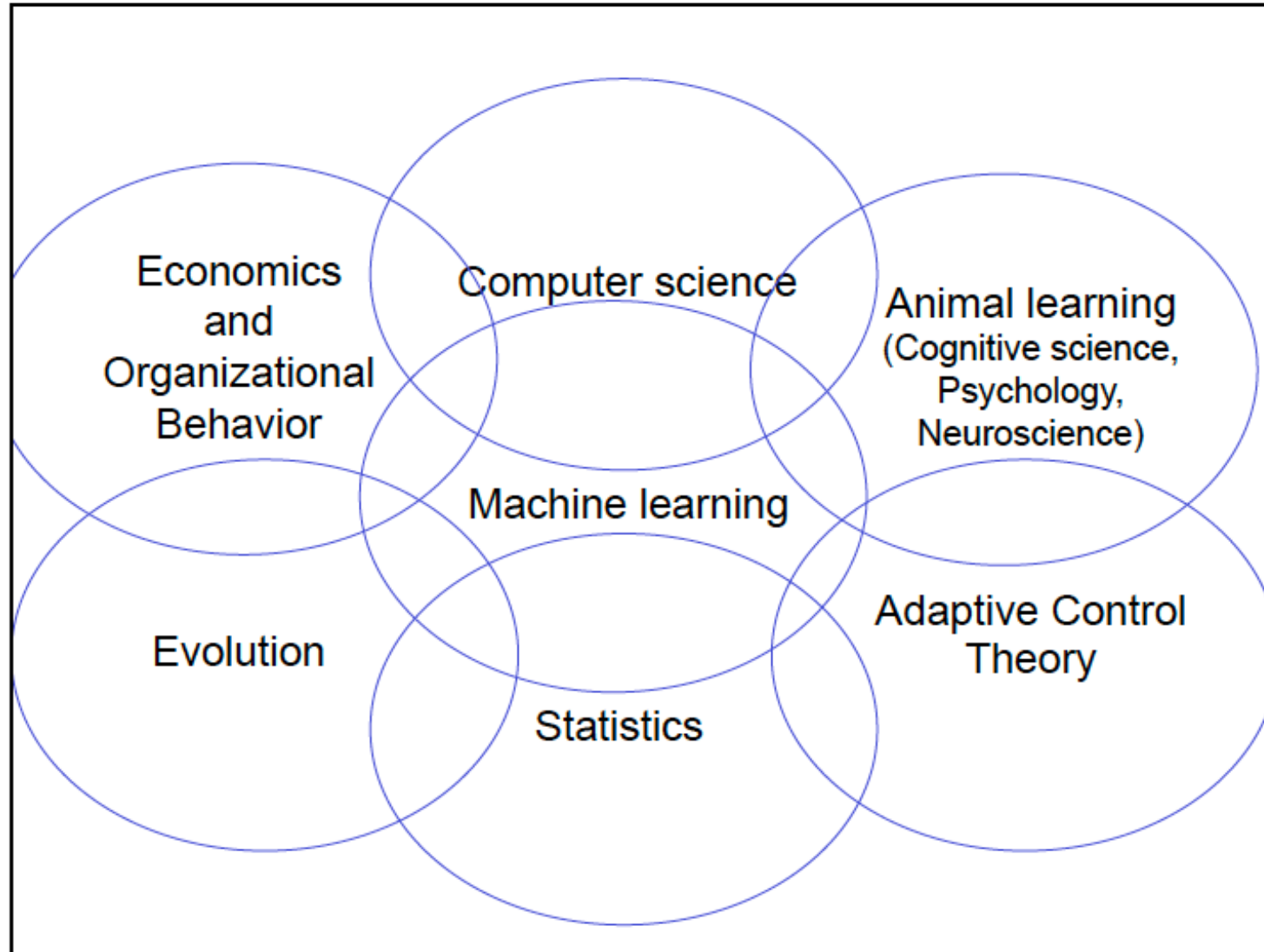
Arthur Lee Samuel was an American pioneer in the field of computer gaming and artificial intelligence. He popularized the term "machine learning" in 1959.



Further resources on definition:

<https://www.youtube.com/watch?v=ukzFI9rgwfU>

What is Machine Learning?



A Quick History of Machine Learning

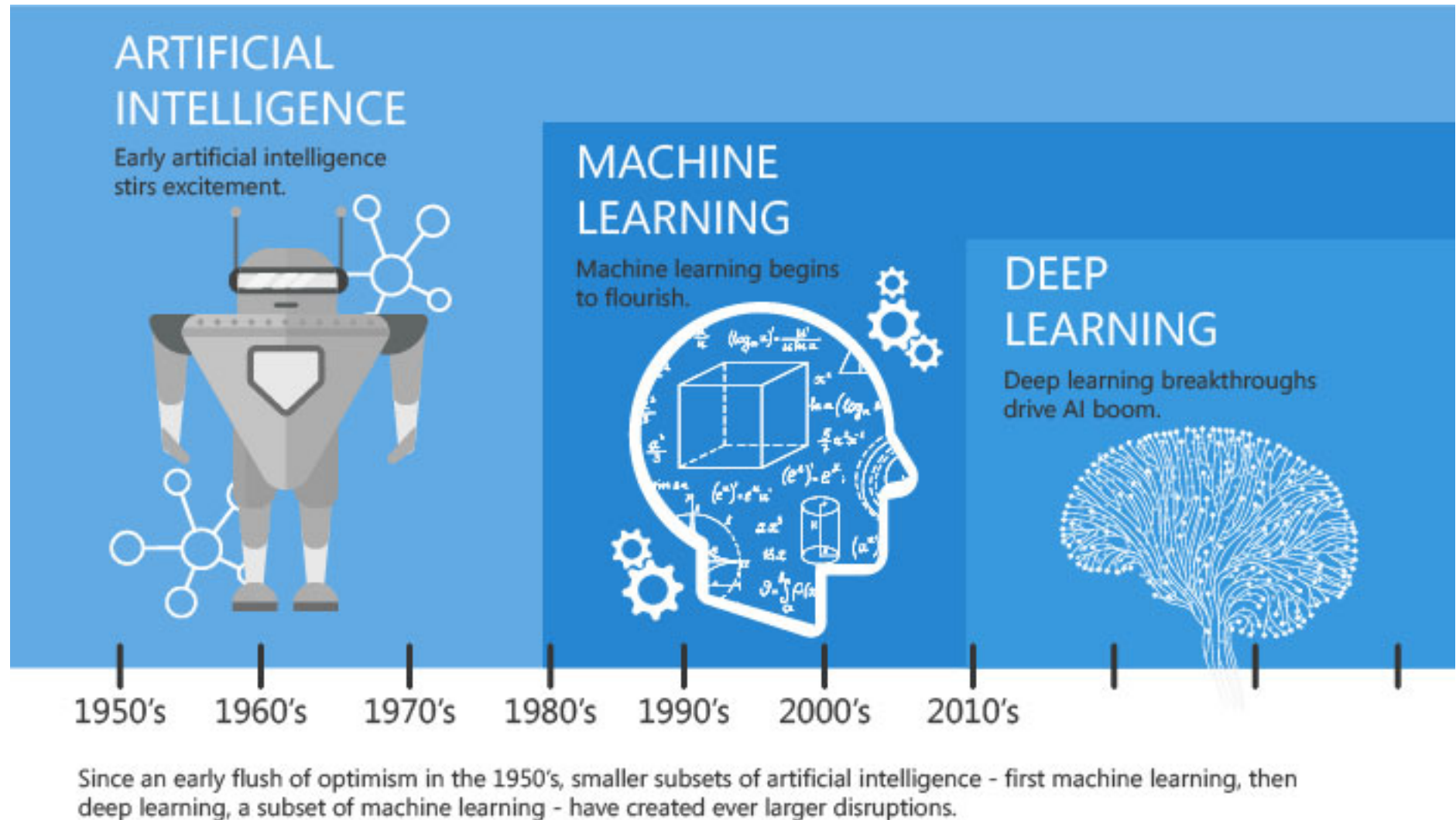


Image: Linked In | Machine Learning vs Deep learning

A Quick History of Machine Learning



1940s EIMC — Electronic Numerical Integrator and Computer
Image: www.computerhistory.org

How do you use Machine Learning
in your everyday life?

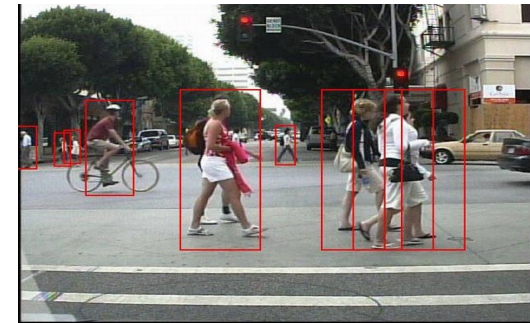
Some Examples



Spam filtering



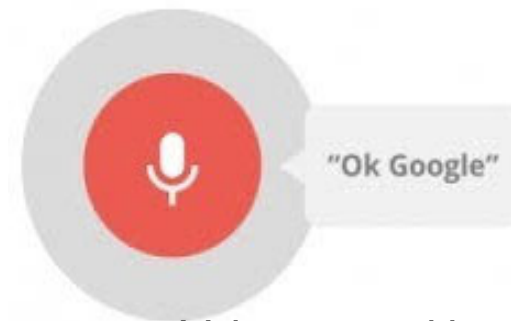
Face detection



Pedestrian detection



Movie recommendation



Voice recognition

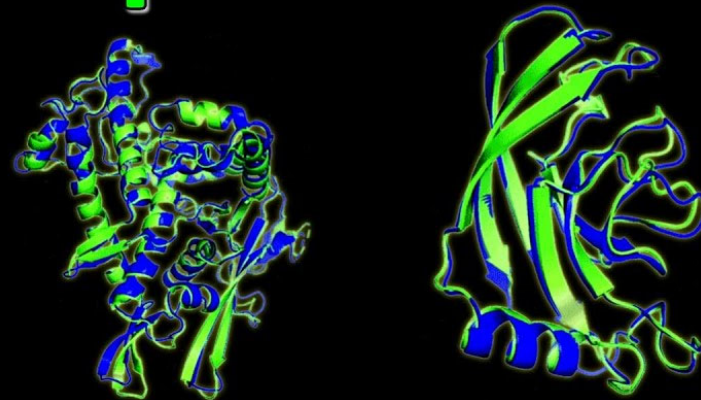
Some Examples



Some Examples

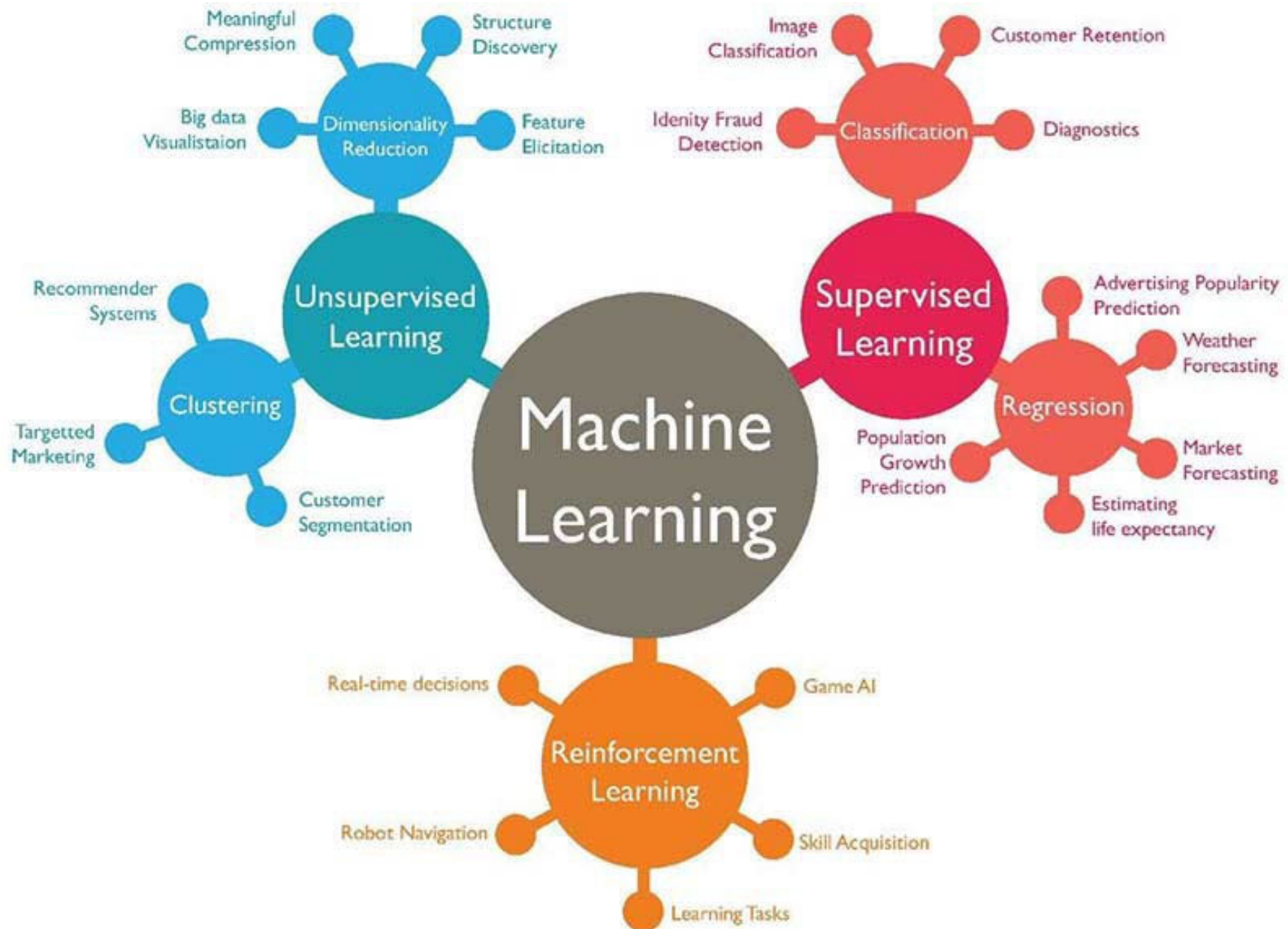


Google DeepMind's
AlphaFold 2

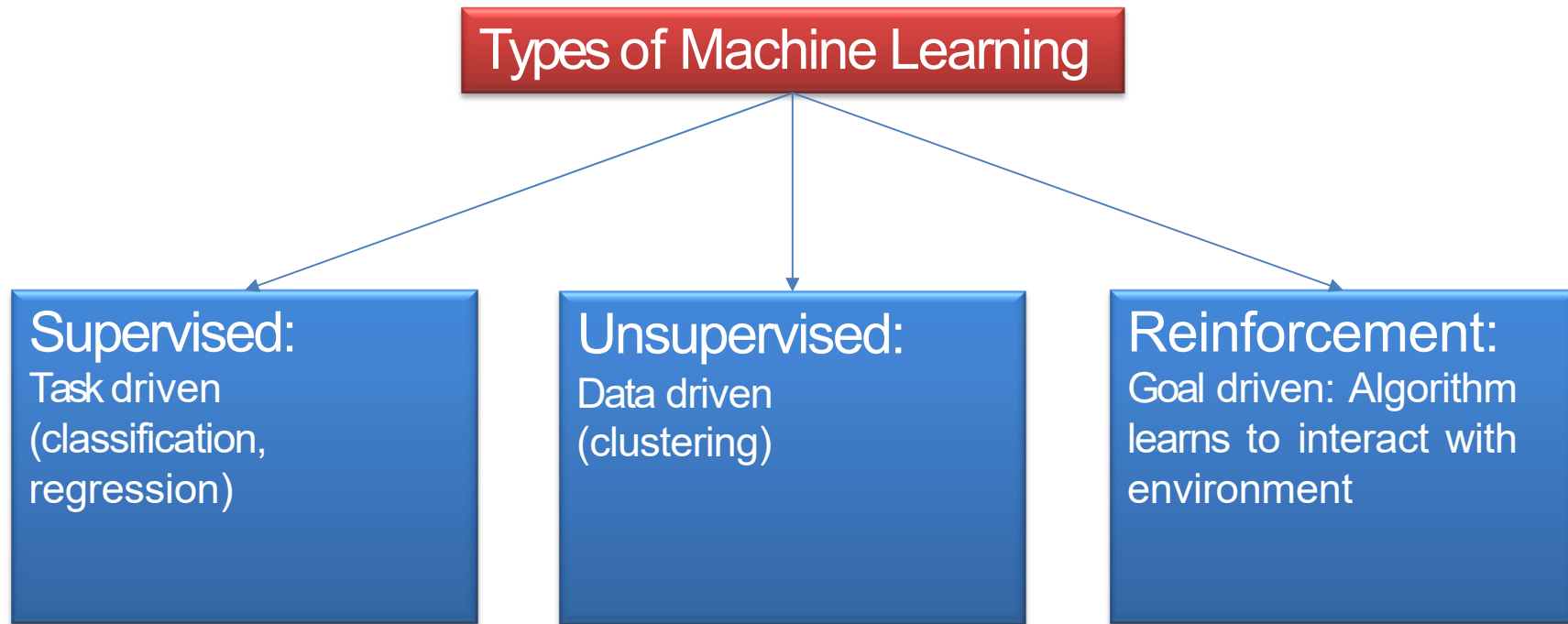


AI Breakthrough in Biology

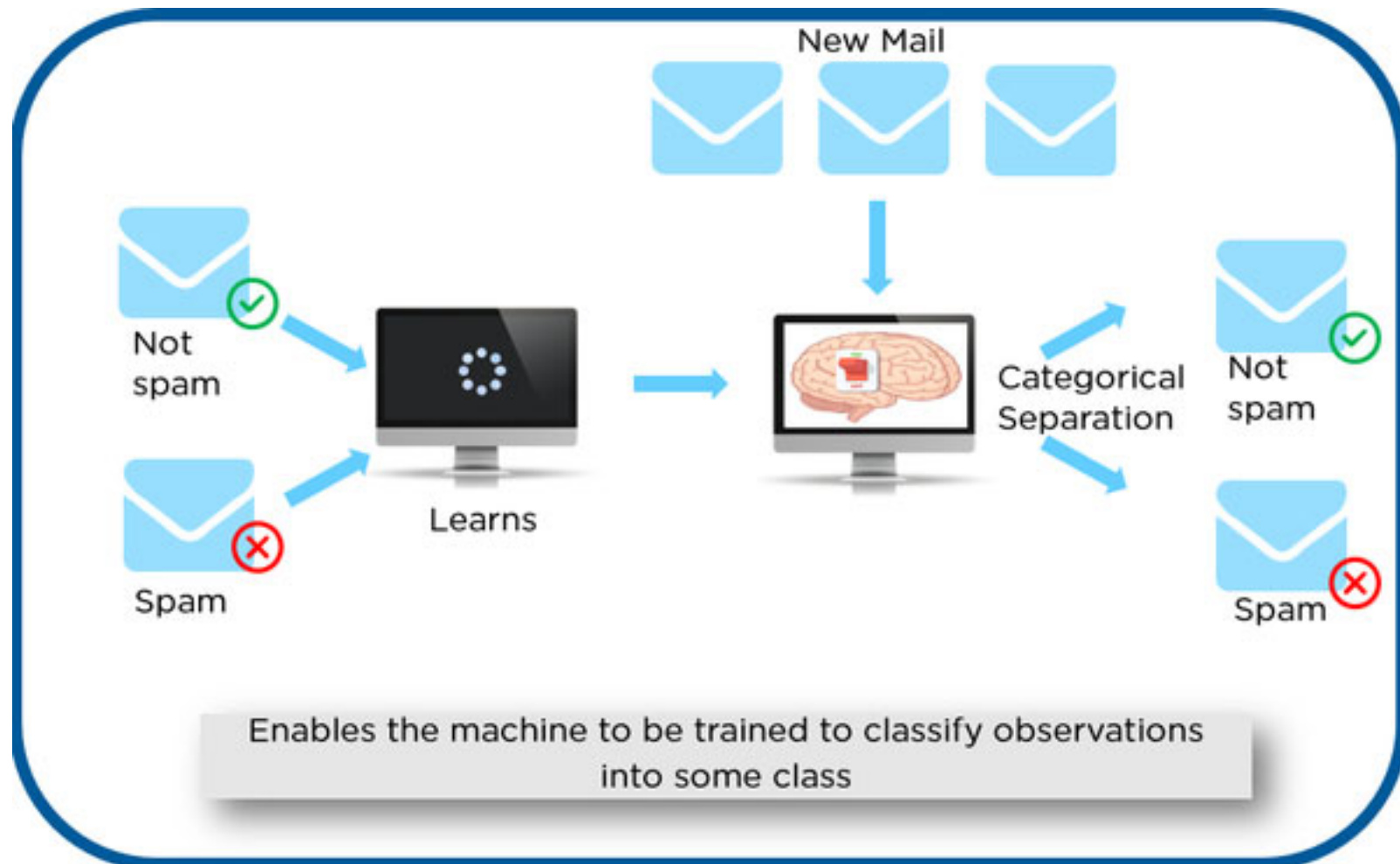
Types of Machine Learning



Types of Machine Learning



Supervised Learning



Classification

Task: determine the **discrete** variable y (chair/table) given x (image)



Chair



Chair



Chair



Table



Table



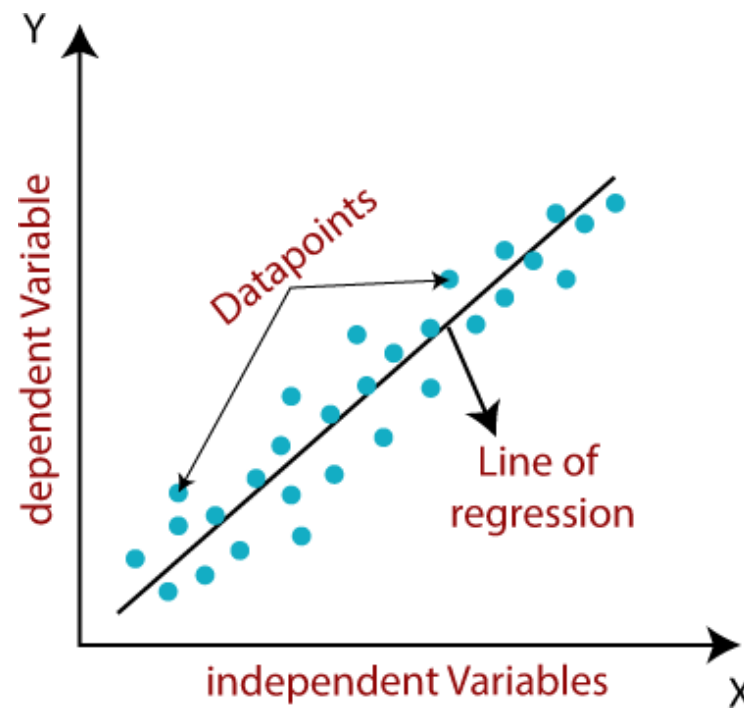
?

Regression

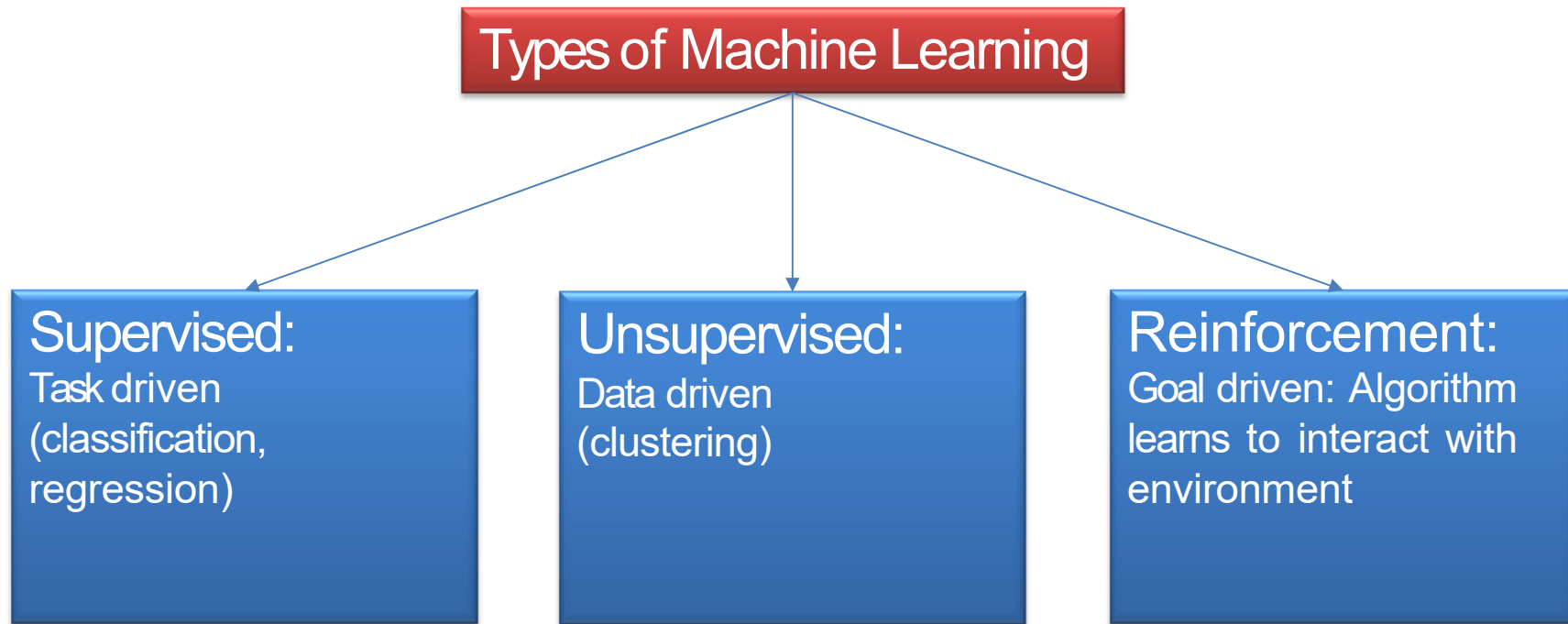
Task: predict a **continuous** dependent variable y (e.g. weight) given an independent variable x (e.g. height)

Dependent variables are also called **target** variables.

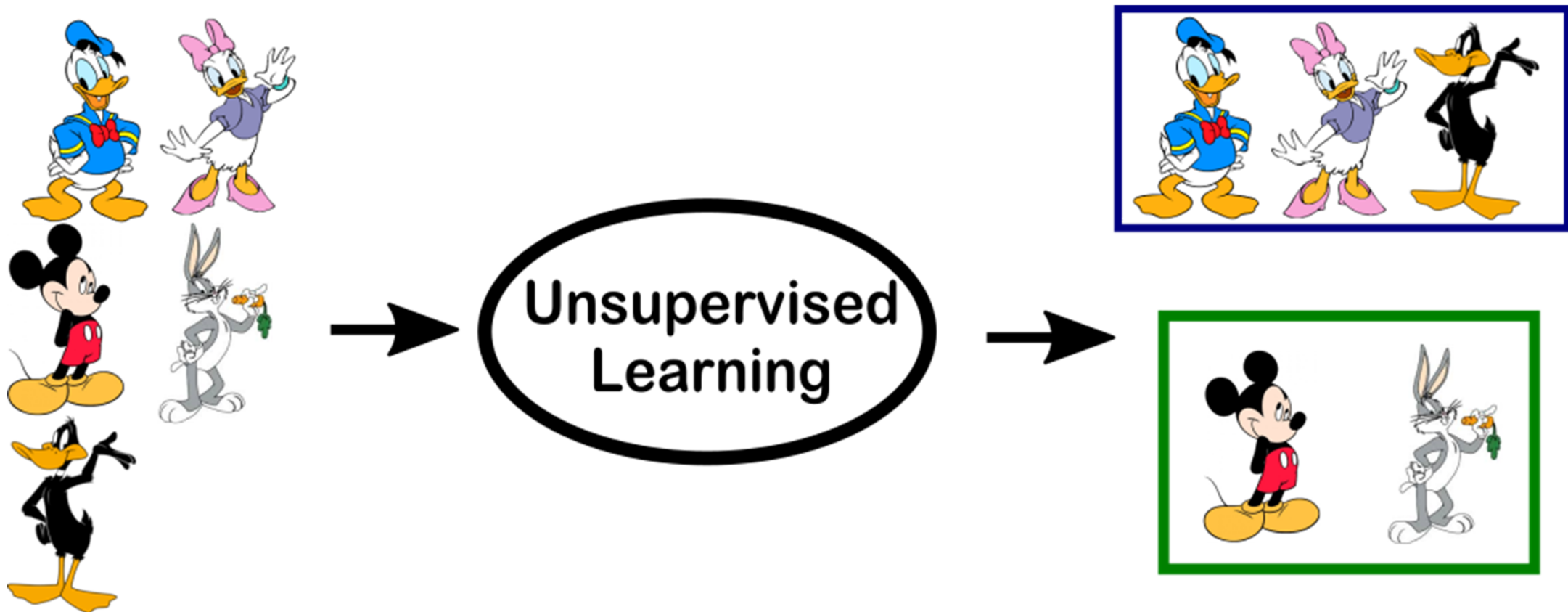
x	y
160	61
154	53
187	79
174	70
165	?



Types of Machine Learning

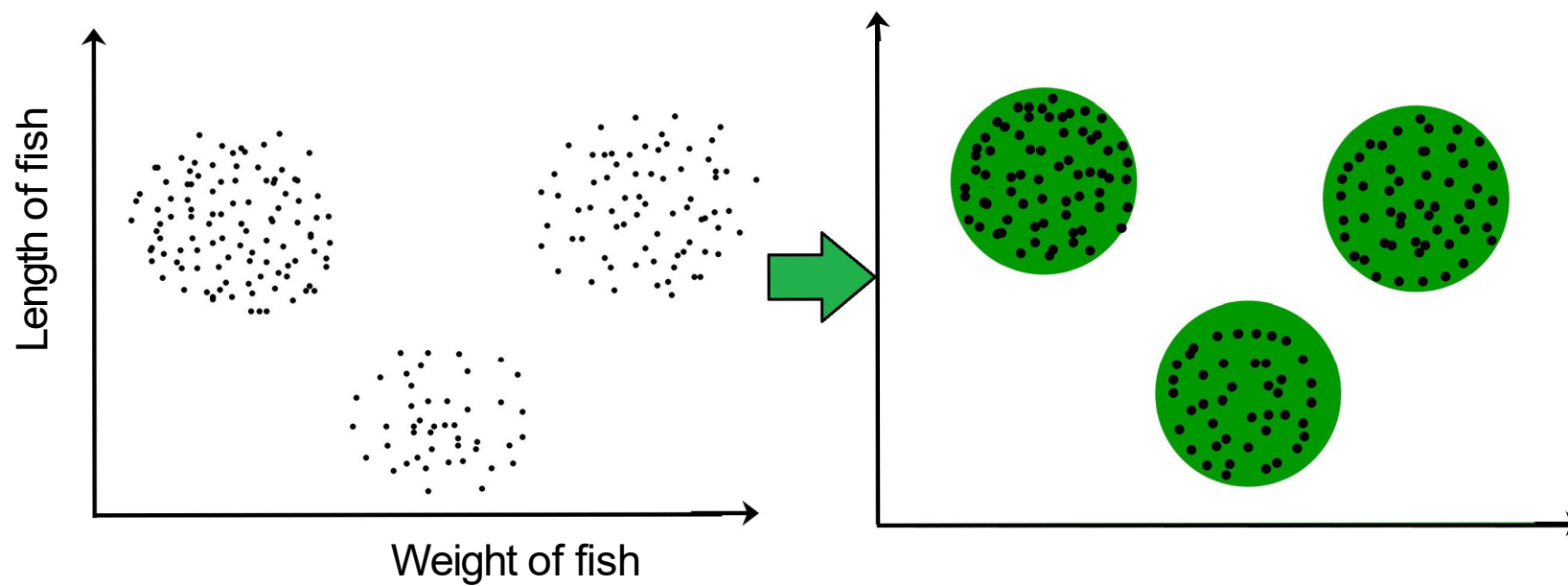


Unsupervised Learning

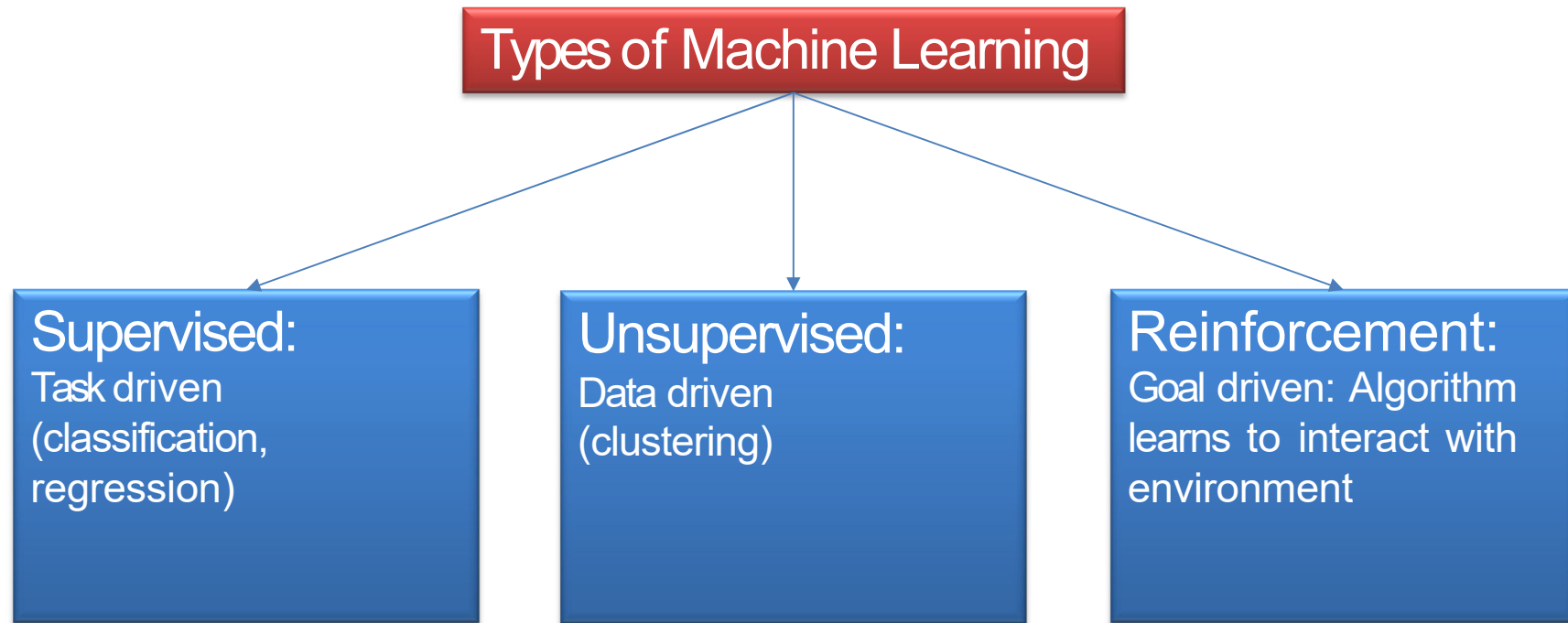


Clustering

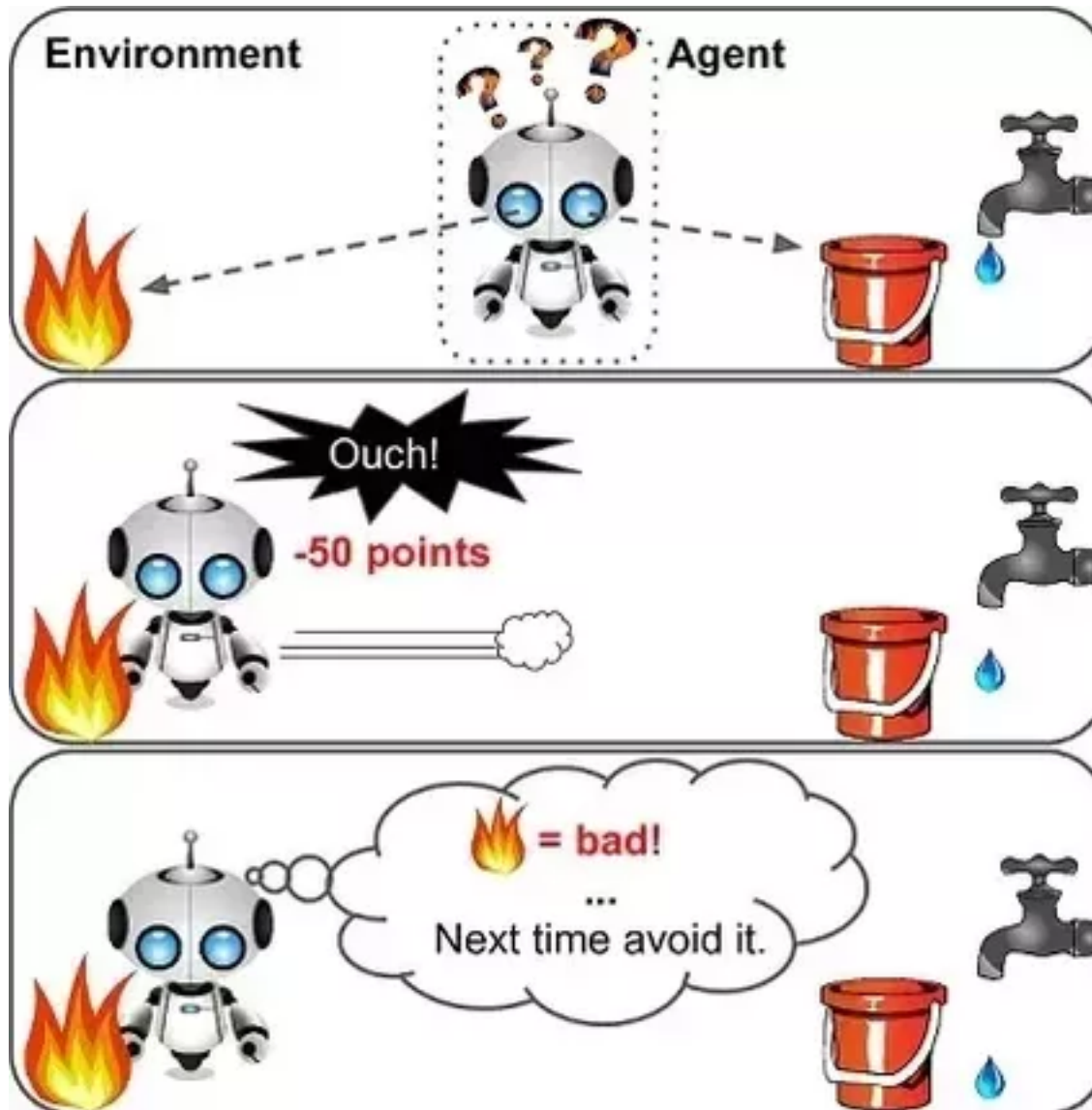
Task: cluster the data (e.g. height/weight) into coherent groups.



Types of Machine Learning



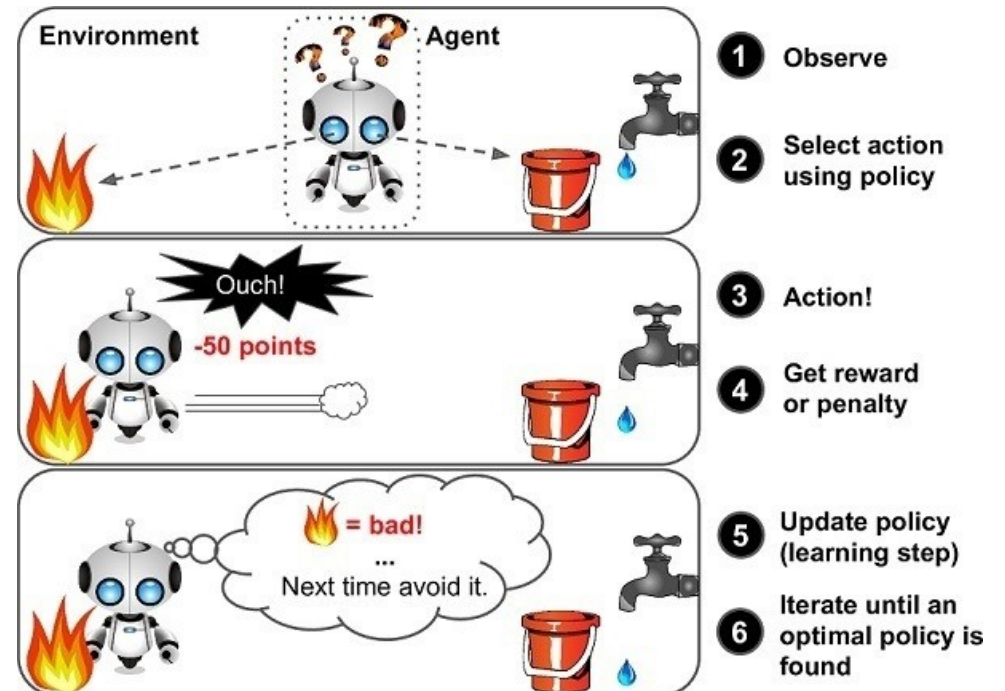
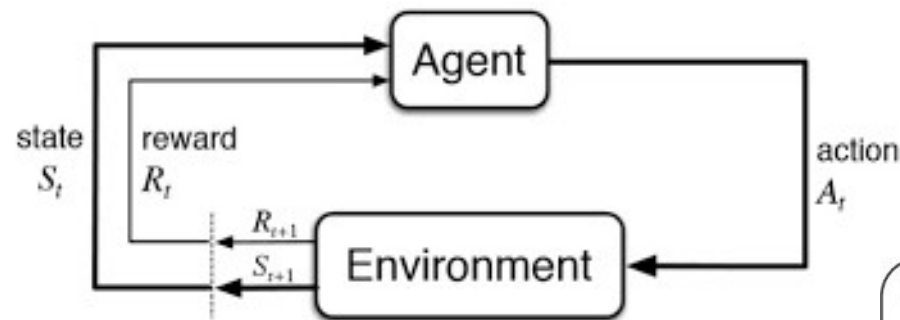
Reinforcement Learning



- 1 Observe
- 2 Select action using policy
- 3 Action!
- 4 Get reward or penalty
- 5 Update policy (learning step)
- 6 Iterate until an optimal policy is found

Reinforcement learning

Goal: At any state S_t , the agent learns to take the best action a_t to maximize the reward r_t .



Goals

- Know the theory behind the most popular learning algorithms for classification, clustering, and regression.
- Code and apply those algorithms to datasets.

Machine Learning

Data Collection

Feature Selection

Model choice

Training

Evaluation

Machine Learning Process

Data Collection:

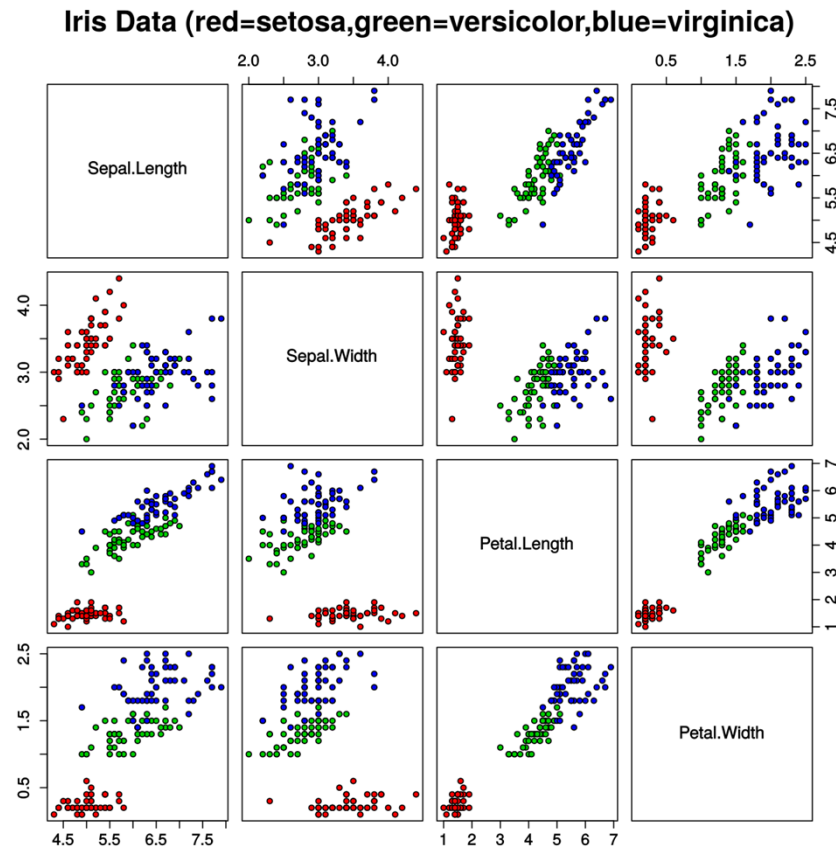
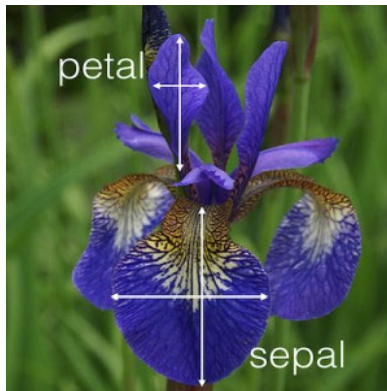
For example, many images
of various iris flowers



Machine Learning Process

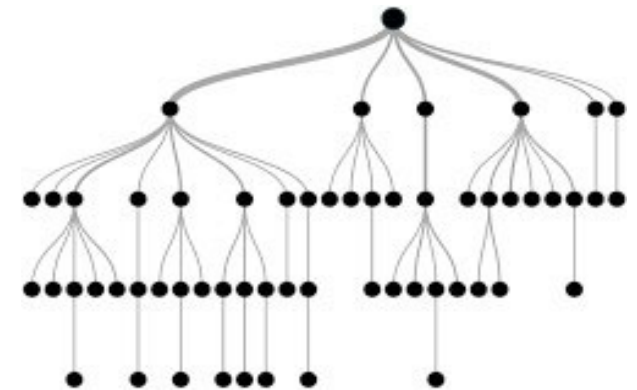
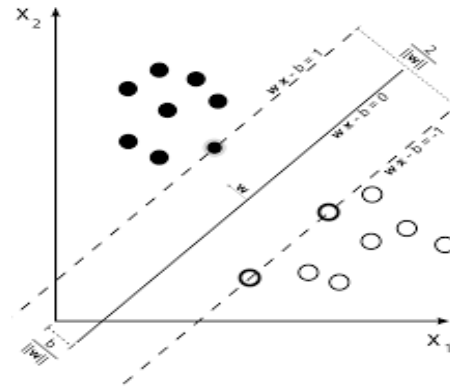
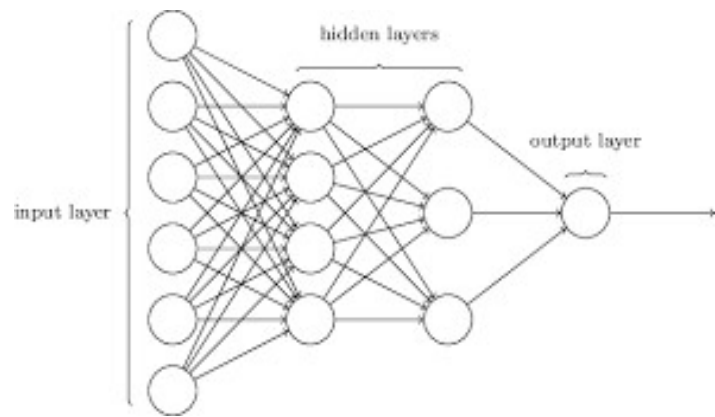
Feature Selection:

E.g., length/widths of petal
and sepal in each flower



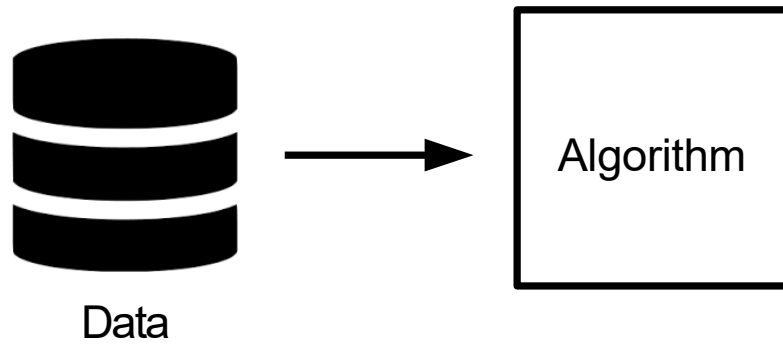
Machine Learning Process

Model choice



Machine Learning Process

Training



Machine Learning Process

Evaluation

		PredictedClass		
		Setosa	Versicolor	Virginica
Actual Class	Setosa	14	1	1
	Versicolor	1	11	3
	Verginica	1	3	10

Machine Learning

Data Collection

Feature Selection

Model choice

Training

Evaluation

Most of this class

