

- 
1. Introduction to Artificial Intelligence
 2. The Fundamentals of Machine Learning

Chapter 0

Introduction to Artificial Intelligence

- What is artificial intelligence
- AI types
- Difference between AI, ML, and DL
- Data Roles
- AI applications
- Companies

What is AI?

Artificial intelligence (AI) is a wide-ranging branch of computer science concerned with building smart machines capable of performing tasks that typically require human intelligence.



3 Types of Artificial Intelligence

Artificial Narrow Intelligence (ANI)



Stage-1

Machine Learning

- Specialises in one area and solves one problem



Siri



Alexa



Cortana

Artificial General Intelligence (AGI)



Stage-2

Machine Intelligence

- Refers to a computer that is as smart as a human across the board

Artificial Super Intelligence (ASI)



Stage-3

Machine Consciousness

- An intellect that is much smarter than the best human brains in practically every field

ARTIFICIAL INTELLIGENCE

IS NOT NEW

ARTIFICIAL INTELLIGENCE

Any technique which enables computers to mimic human behavior



MACHINE LEARNING

AI techniques that give computers the ability to learn without being explicitly programmed to do so



DEEP LEARNING

A subset of ML which make the computation of multi-layer neural networks feasible



1950's

1960's

1970's

1980's

1990's

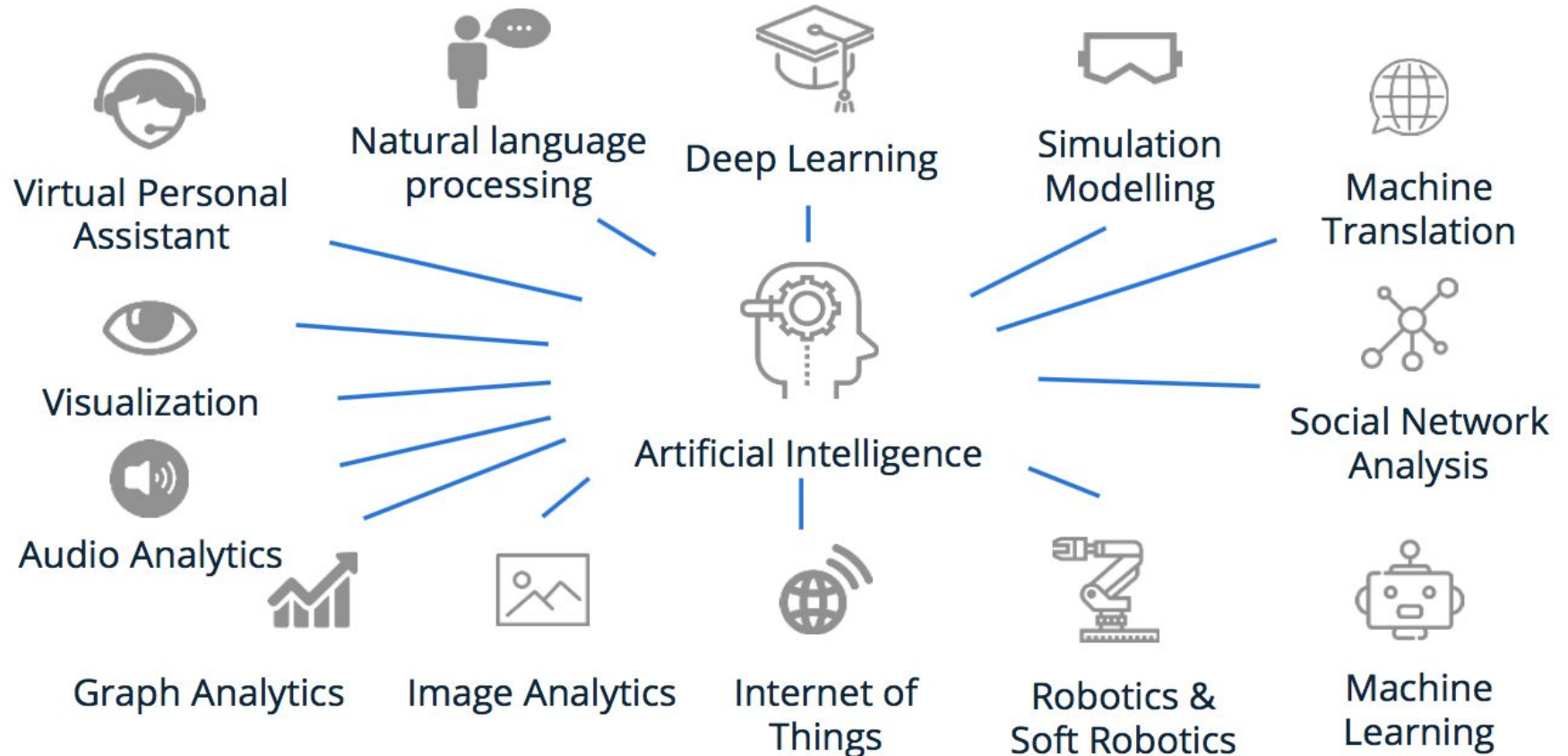
2000's

2010s

Data Roles

- Business Analyst
- Data Engineers
- Data Analyst
- Data Scientist
- Machine Learning Engineer
- AI researcher

Possible applications for Artificial Intelligence



Companies in Jordan that use AI in their business

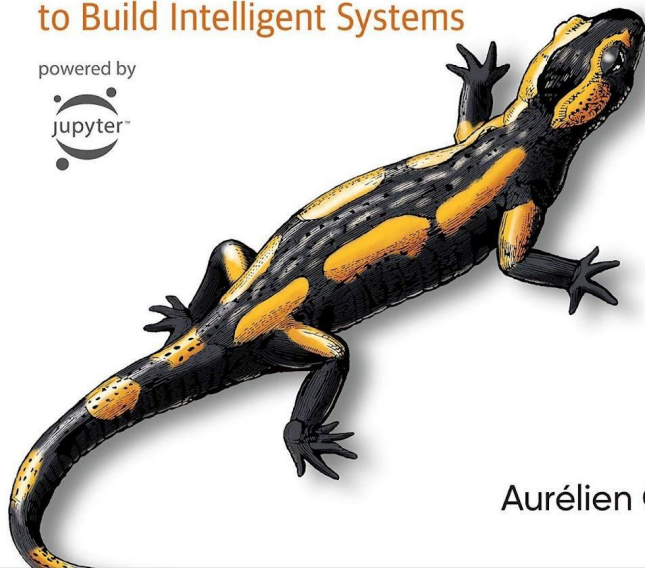


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Hands-on Machine Learning with Scikit-Learn, Keras & TensorFlow

Concepts, Tools, and Techniques
to Build Intelligent Systems

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2nd Edition
Updated for
TensorFlow 2

Things to do to get the most benefit from this course

- Never miss a lecture
- Use notebook
- Ask questions
- Answer questions
- Study at home
- Write code by yourself



1. Introduction to Artificial Intelligence
2. The Fundamentals of Machine Learning
3. End-to-End Machine Learning Project
4. Classification
5. Training Models
6. Decision tree



Chapter 1

The Fundamentals of Machine Learning

- What is ML
- Why use ML
- Examples of Applications
- Types of ML
 - Supervised
 - Unsupervised Learning
 - Semi Supervised Learning
 - Self Supervised Learning
 - Reinforcement Learning
- Batch and Online Learning
- Main Challenges of Machine Learning
 - Insufficient Quantity of Training Data
 - Nonrepresentative Training Data
 - Poor-Quality Data
 - Irrelevant Features
 - Overfitting the Training Data
 - Underfitting the Training Data
- Testing and Validation
- Hyperparameter Tuning and Model Selection
- Data Mismatch



What Is Machine Learning?

Spam filter

Launch!

Study the
problem

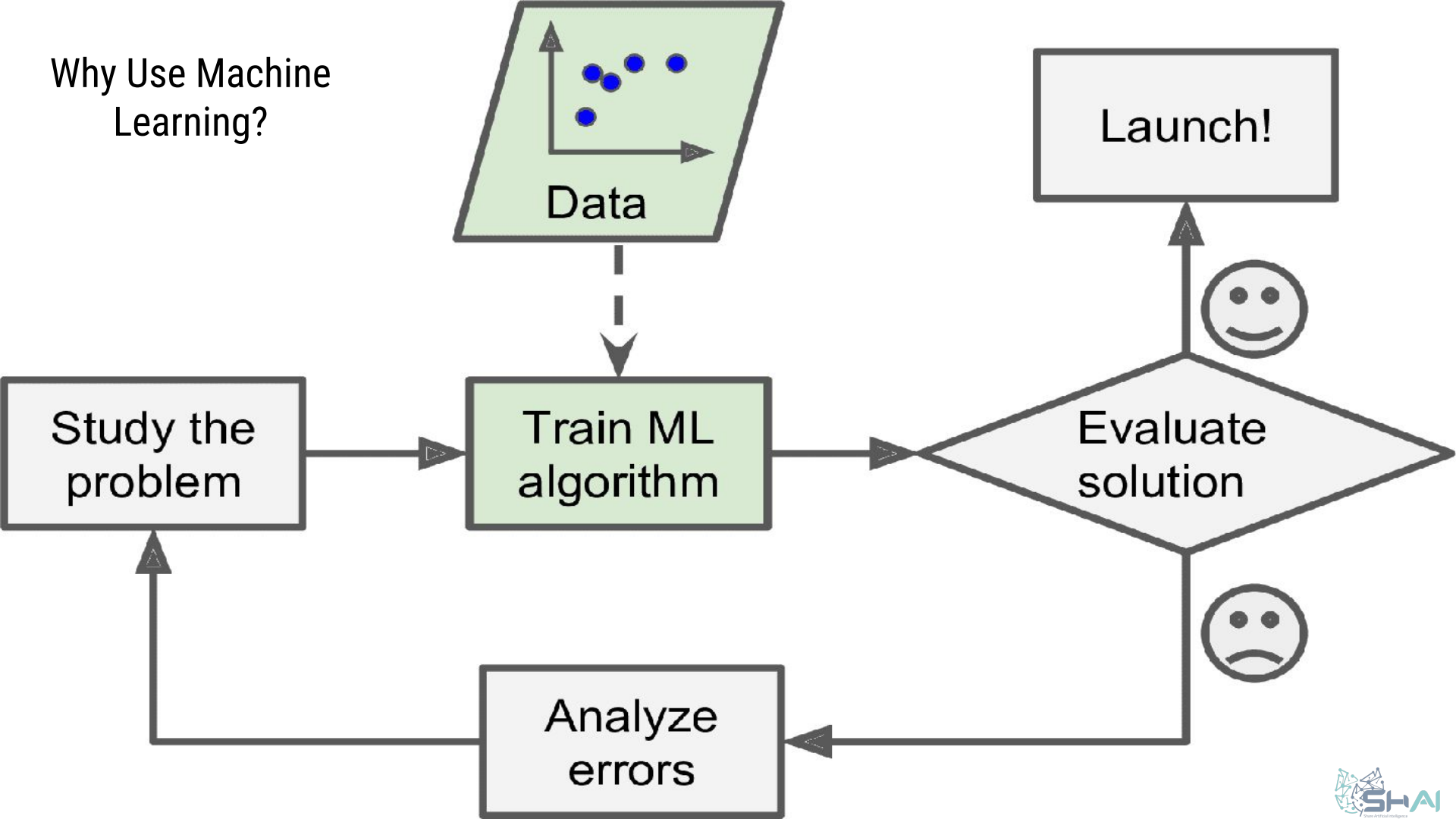
Write rules

Evaluate

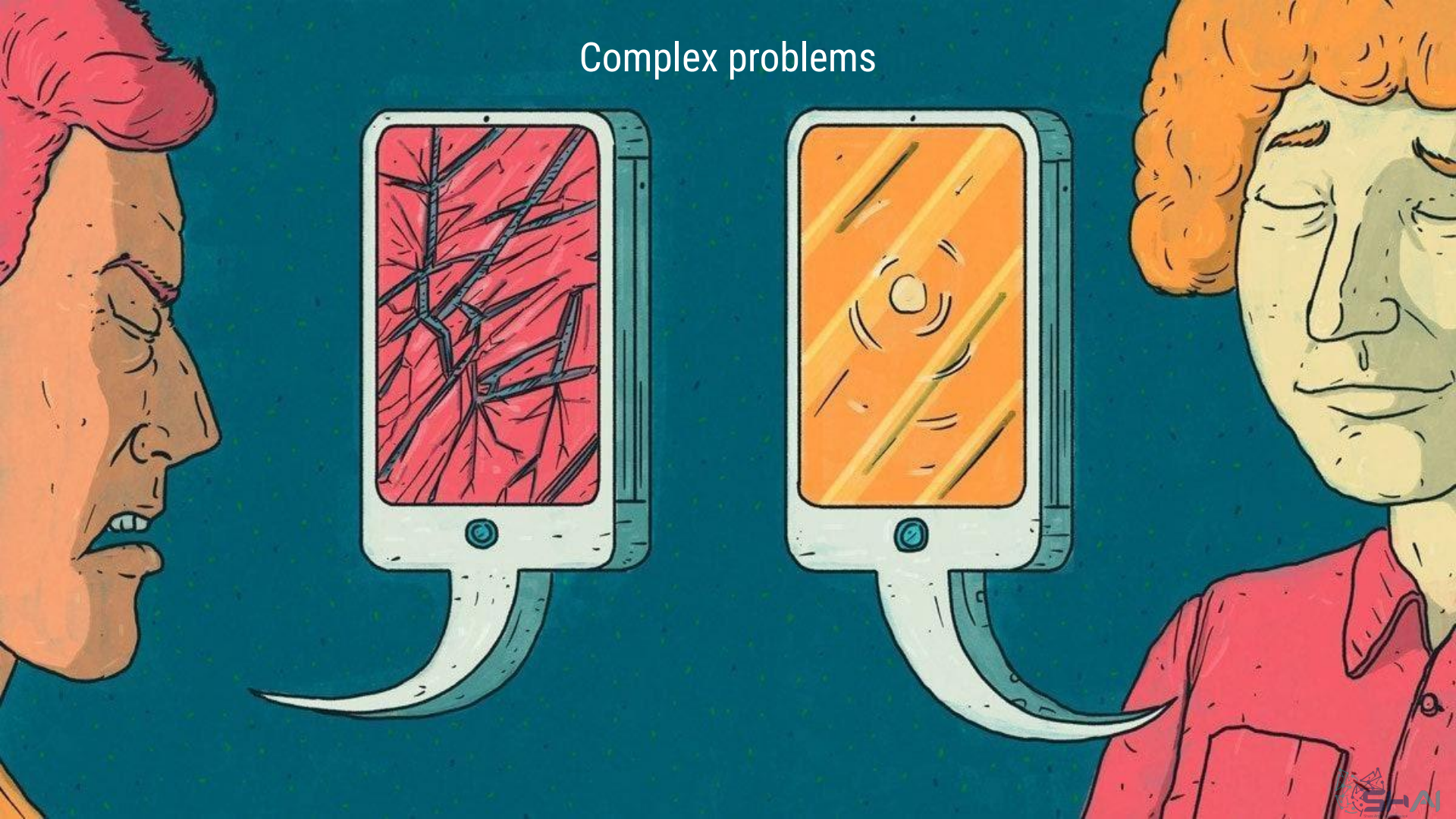
Analyze
errors



Why Use Machine Learning?



Complex problems



CONCEPT
TRANSFORMATION
EXTRACTION
NETWORK ANALYTICS
ELABORATION
INTERNET
BINARY ANALYSIS
PATTERN
PROCESS
SYSTEM
CALCULATION
WEB CONNECTION
AGGREGATION
INNOVATION
BUSINESS
SOFTWARE
INFORMATION
CODE
CONNECTIVITY
MANAGEMENT
DECISION
SECURITY
COMPUTER
TECHNOLOGY
SOLUTION
COLLECT
BUG
ERROR
STORAGE
ENCRYPTION
MACHINE
LEARNING
CUSTOMER
TROUBLESHOOT
DATA
MINING
RECOGNITION

To summarize, Machine Learning is great for:

- Problems for which existing solutions require **a lot of fine-tuning** or **long lists** of rules: one Machine Learning algorithm can often simplify code and perform better than the traditional approach.
- **Complex problems** for which using a traditional approach yields no good solution: the best Machine Learning techniques can perhaps find a solution.
- **Fluctuating environments**: a Machine Learning system can adapt to new data.
- **Getting insights** about complex problems and large amounts of data.

Detecting tumors
Semantic
segmentation

01

Flagging offensive
comments
Text

02

classification,

using NLP
tools
Chatbots and personal
assistant

03

Many NLP
components,
including NLU

Examples of AI Applications

04

Segmenting Clients
Clustering

05

Recommending a
product
Recommender
system

06

Intelligent bot
Reinforcement
Learning


Types of Machine Learning

- Supervised Learning
- Unsupervised Learning
- Semi Supervised Learning
- Self Supervised Learning
- Reinforcement Learning




01

Supervised Learning



In supervised learning, the training set you feed to the algorithm includes the **desired solutions, called labels**





Some of the most important supervised learning algorithms

- k-Nearest Neighbors
- Linear Regression
- Logistic Regression
- Support Vector Machines (SVMs)
- Decision Trees and Random Forests
- Neural networks



02

Unsupervised learning

Some of the most important unsupervised learning algorithms

- Clustering
 - K-Means
 - DBSCAN
 - Hierarchical Cluster Analysis (HCA)
- Anomaly detection and novelty detection
 - One-class SVM
 - Isolation Forest
- Visualization and dimensionality reduction
 - Principal Component Analysis (PCA)
 - Kernel PCA
 - Locally Linear Embedding (LLE)
 - t-Distributed Stochastic Neighbor Embedding (t-SNE)

03

Semi Supervised learning



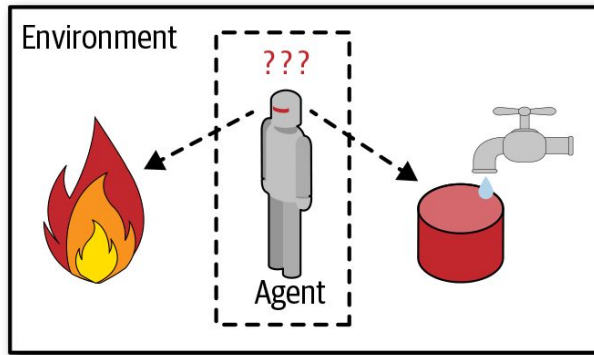
04

Self Supervised learning

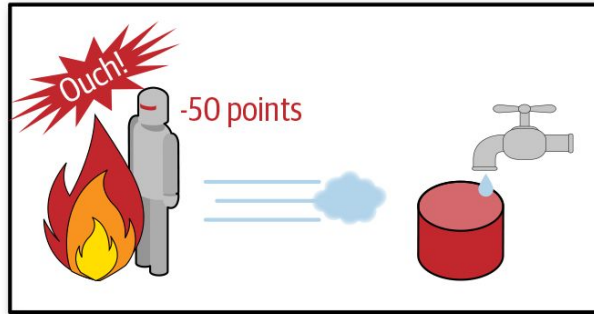


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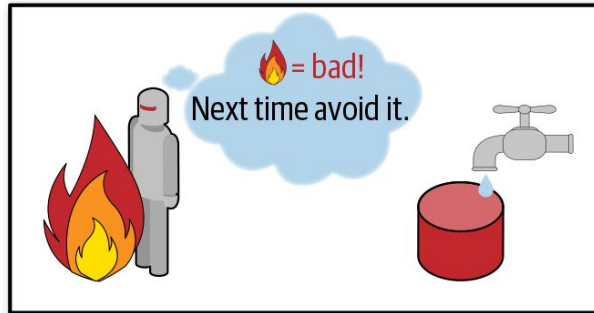
Reinforcement learning



- 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



Batch and Online Learning

Another criterion used to classify Machine Learning systems is whether or not the system can learn incrementally from a stream of incoming data.

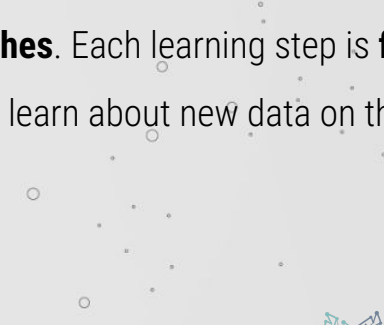
Batch learning

In batch learning, the system is incapable of learning incrementally: it must be **trained using all the available data**.

This will generally **take a lot of time** and **computing resources**, so it is typically done offline. First the system is trained, and then it is launched into production and runs without learning anymore; it just applies what it has learned. This is called **offline learning**.

Online learning

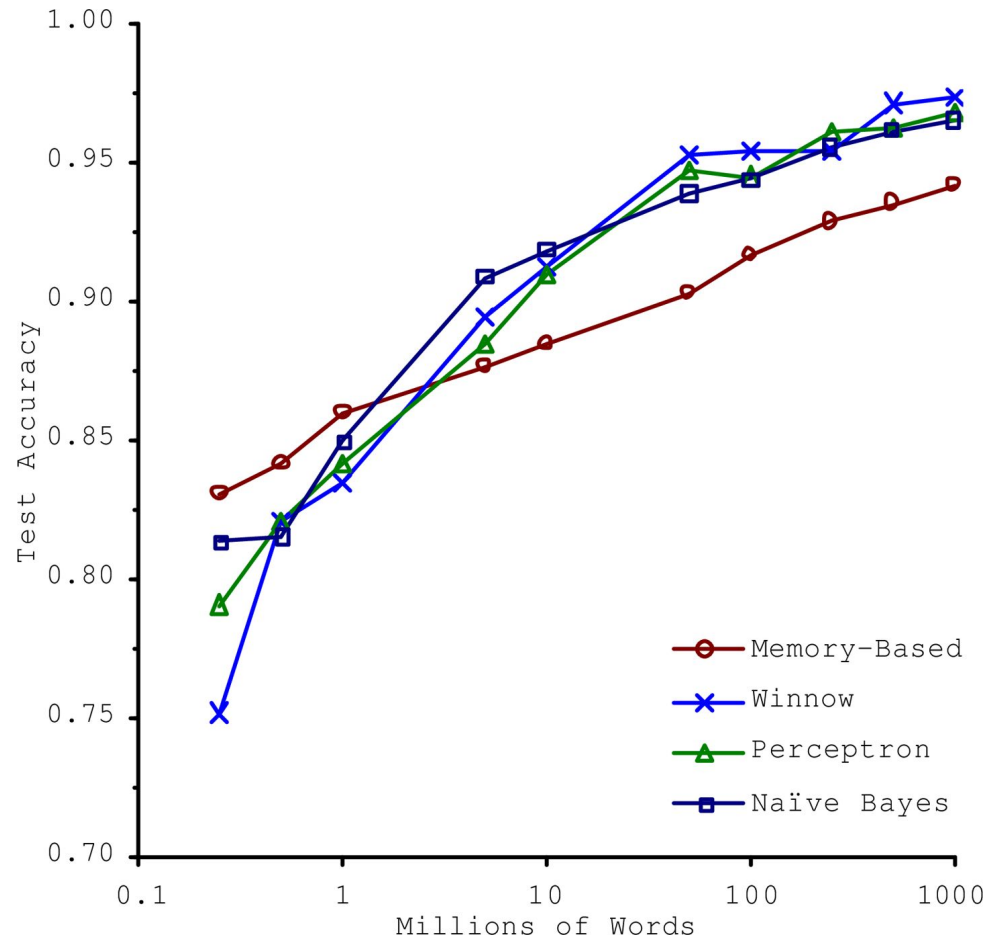
In online learning, you train the system incrementally by feeding it data instances sequentially, either **individually** or in small groups called **mini-batches**. Each learning step is **fast and cheap**, so the system can learn about new data on the fly, as it arrives




Main Challenges of Machine Learning

- Insufficient Quantity of Training Data
- Nonrepresentative Training Data
- Poor-Quality Data
- Irrelevant Features
- Overfitting the Training Data
- Underfitting the Training Data

Insufficient Quantity of Training Data





Learning style

Possibly the most trivial form of learning is simply to learn by heart. If you were to create a spam filter this way, it would just flag all emails that are identical to emails that have already been flagged by users—not the worst solution, but certainly not the best

Instance-Based

Another way to generalize from a set of examples is to build a model of these examples and then use that model to make predictions

Model-Based Learning

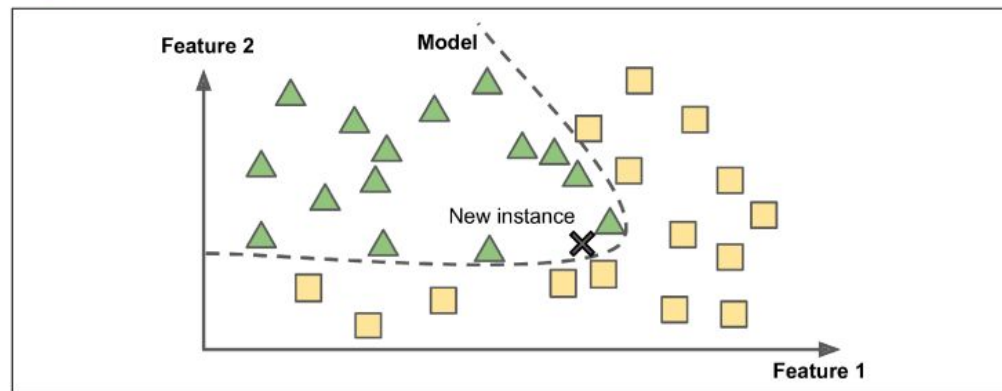




Figure 1-15. Instance-based learning

Model-based learning

Another way to generalize from a set of examples is to build a model of these examples and then use that model to make *predictions*. This is called *model-based learning* (Figure 1-16).



Linear model

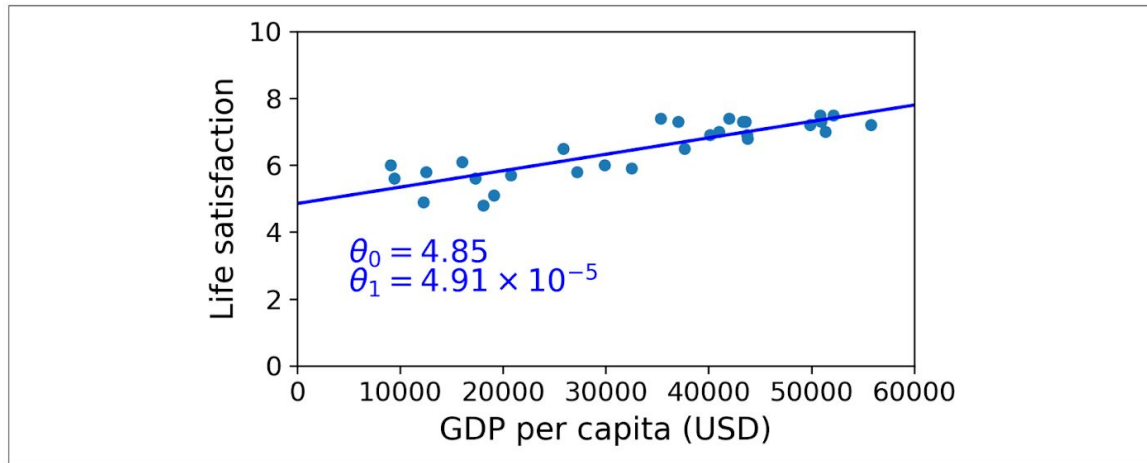
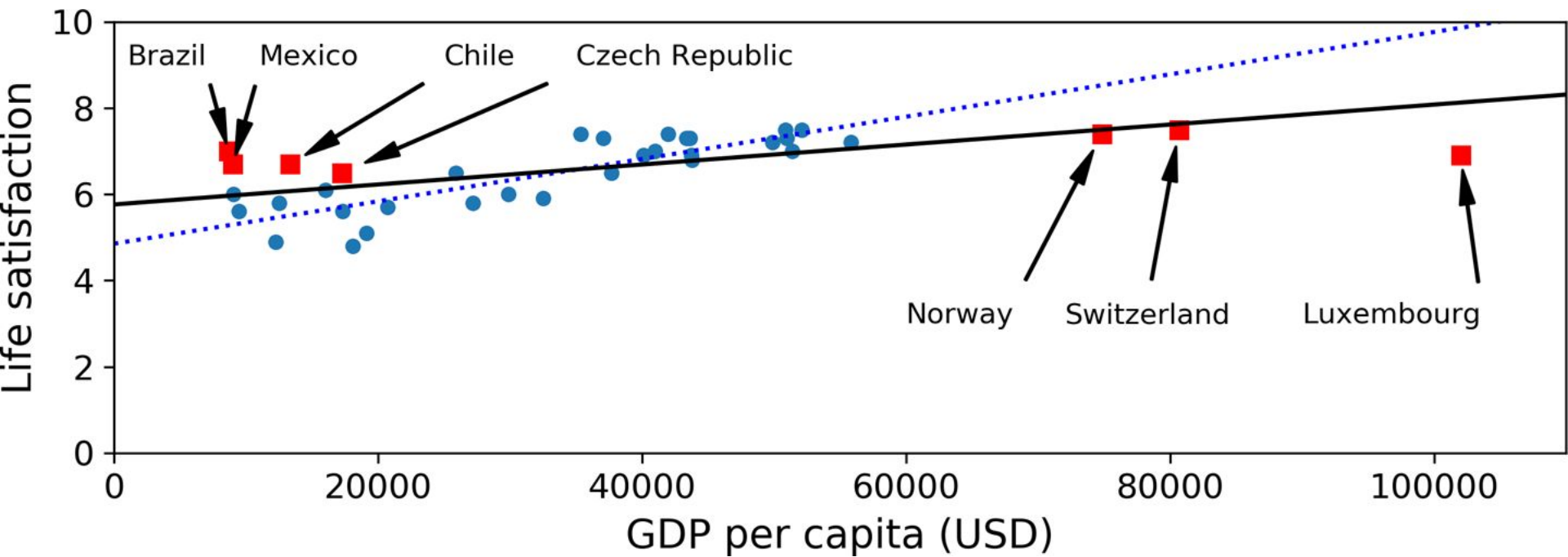


Figure 1-19. The linear model that fits the training data best

Nonrepresentative Training Data



Poor-Quality Data

- If some instances are clearly outliers, it may help to simply discard them or try to fix the errors manually.
- If some instances are missing a few features (e.g., 5% of your customers did not specify their age), you must decide whether you want to ignore this attribute altogether, ignore these instances, fill in the missing values (e.g., with the median age), or train one model with the feature and one model without it.

Irrelevant Features

- Feature selection (selecting the most useful features to train on among existing features)
- Feature extraction (combining existing features to produce a more useful one—as we saw earlier, dimensionality reduction algorithms can help)
- Creating new features by gathering new data

There's just one last important topic to cover: once you have trained a model, you don't want to just "hope" it generalizes to new cases. You want to evaluate it and fine-tune it if necessary. Let's see how to do that



Testing and Validating

The only way to know how well a model will generalize to new cases is to actually try it out on new cases. One way to do that is to put your model in production and monitor how well it performs. This works well, but if your model is horribly bad, your users will complain—not the best idea.

A better option is to split your data into two sets: the **training set and the test set**. You train your model using the training set, and you test it using the test set. The error rate on new cases is called the **generalization error (or out-of-sample error)**, and by evaluating your model on the test set, you get an estimate of this error. This value tells you how well your model will perform on instances it has never seen before.

If the training error is low (i.e., your model makes few mistakes on the training set) but the generalization error is high, it means that your model is overfitting the training data

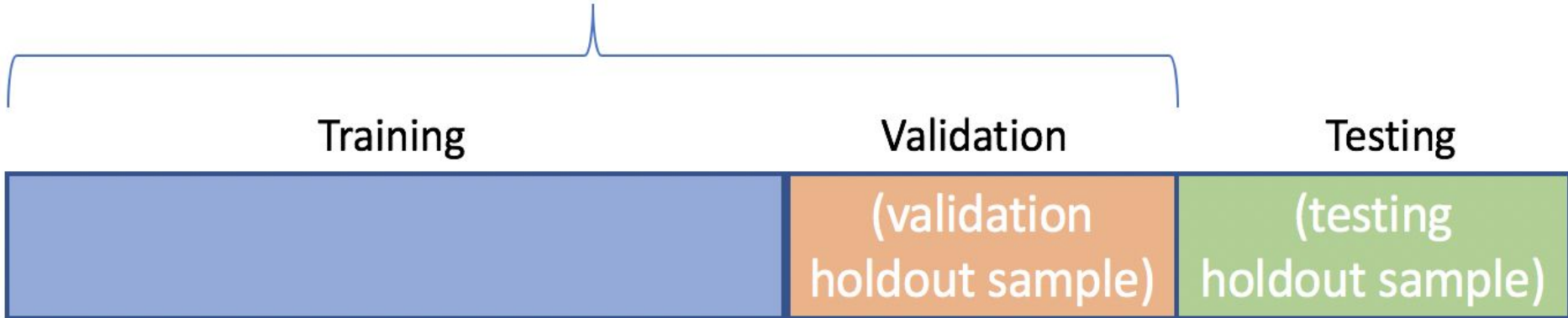


Hyperparameter Tuning and Model Selection

Available Data



New Available Data



Problems with Validation set

Too Big

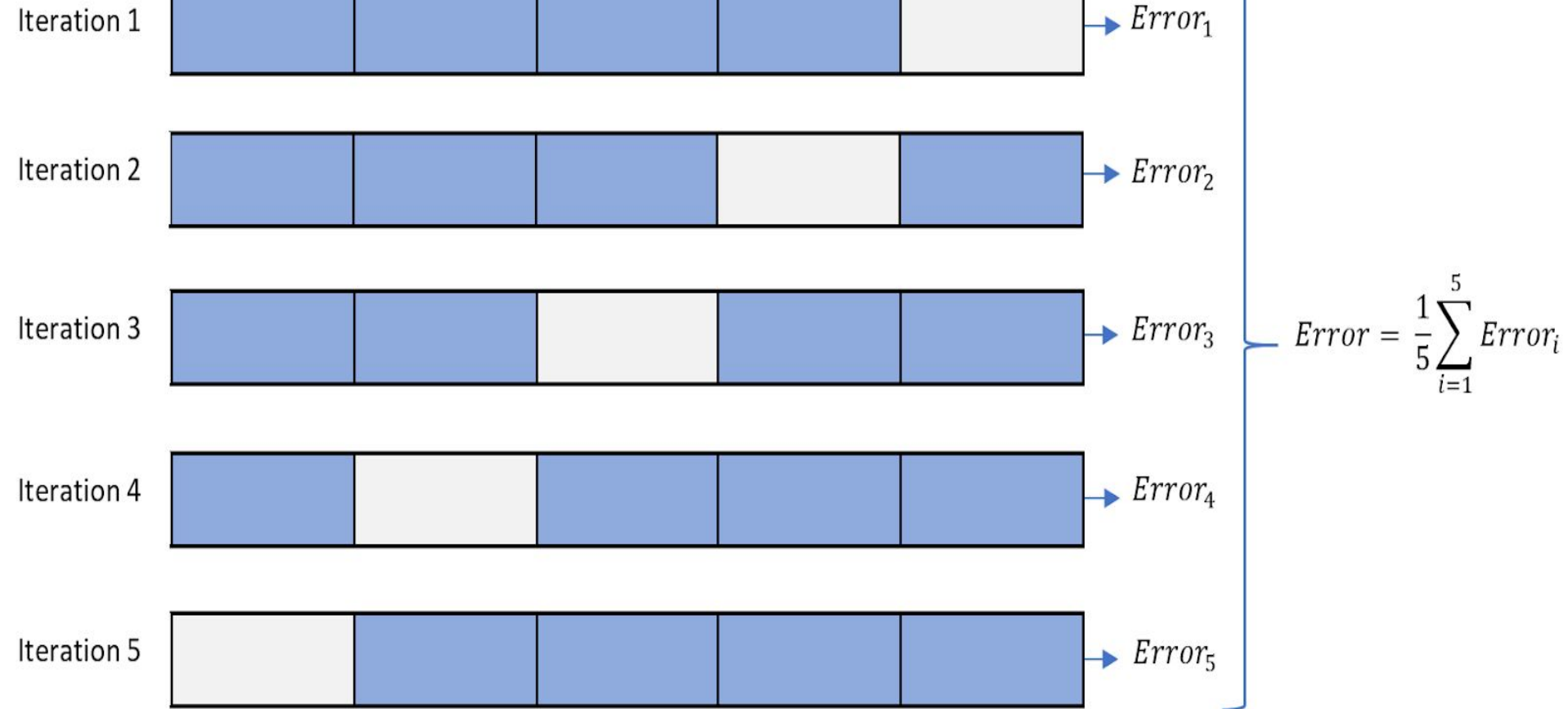
Too Small

Cross Validation

Cross-Validation

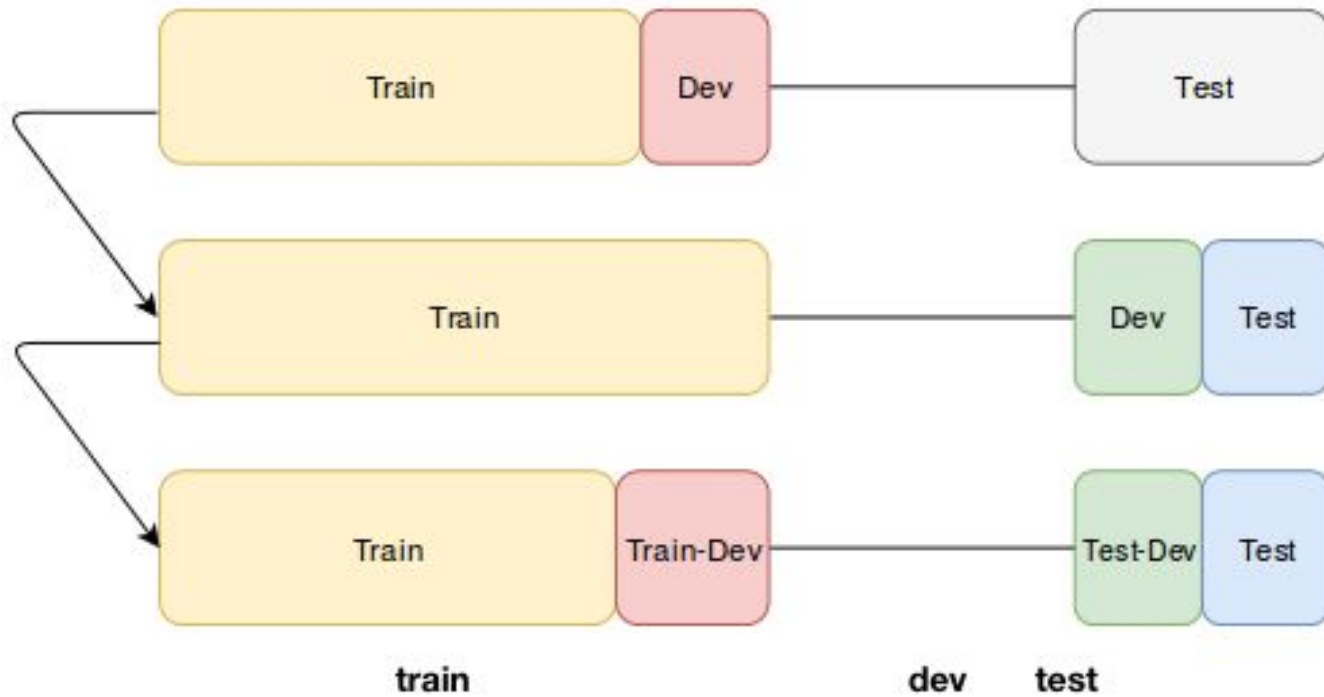
Training Sets

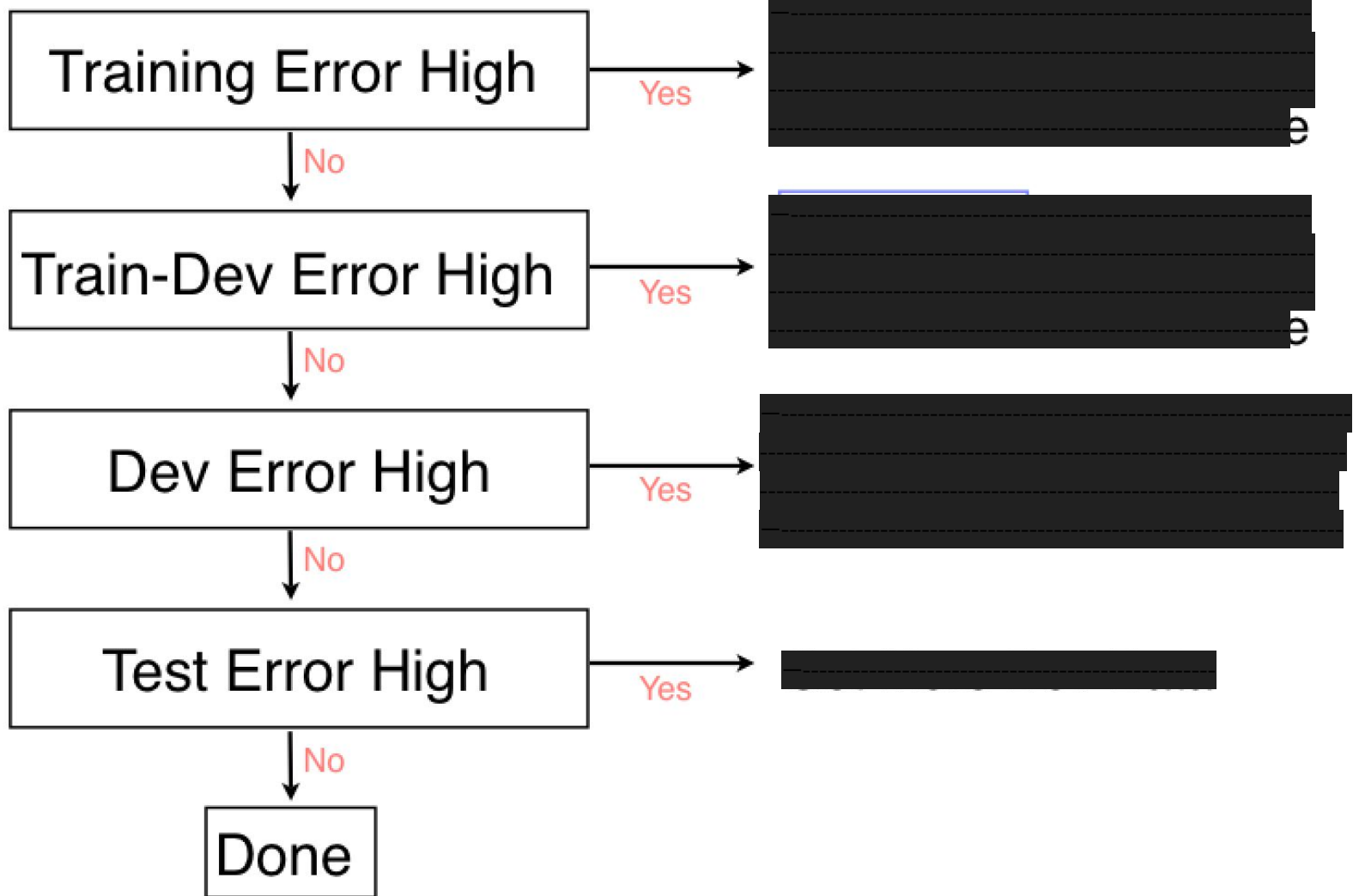
Test Set





Data Mismatch





Is it possible to have a higher train error
than a test error in machine learning? And
why is that?



Questions?

