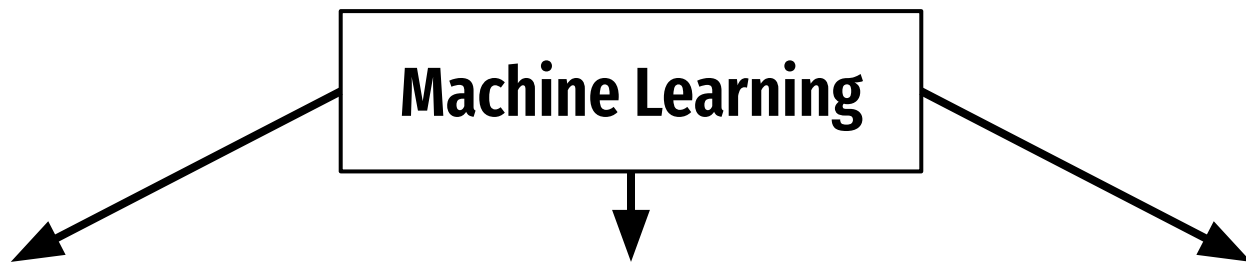


# Basics of Machine Learning

Ismaël Lajaaiti

# **What is Machine Learning?**



# Machine Learning

```
graph TD; ML[Machine Learning] --> S[Supervised]; ML --> U[Unsupervised]; ML --> RL[Reinforcement Learning];
```

## Supervised

Train algorithm with labeled data

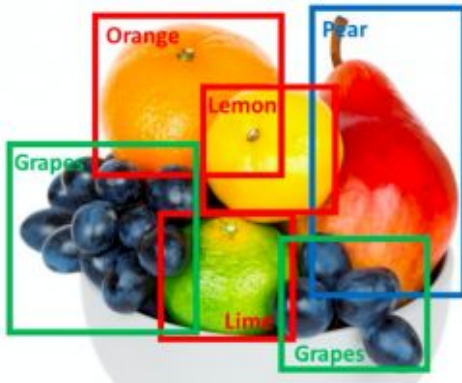
# Machine Learning

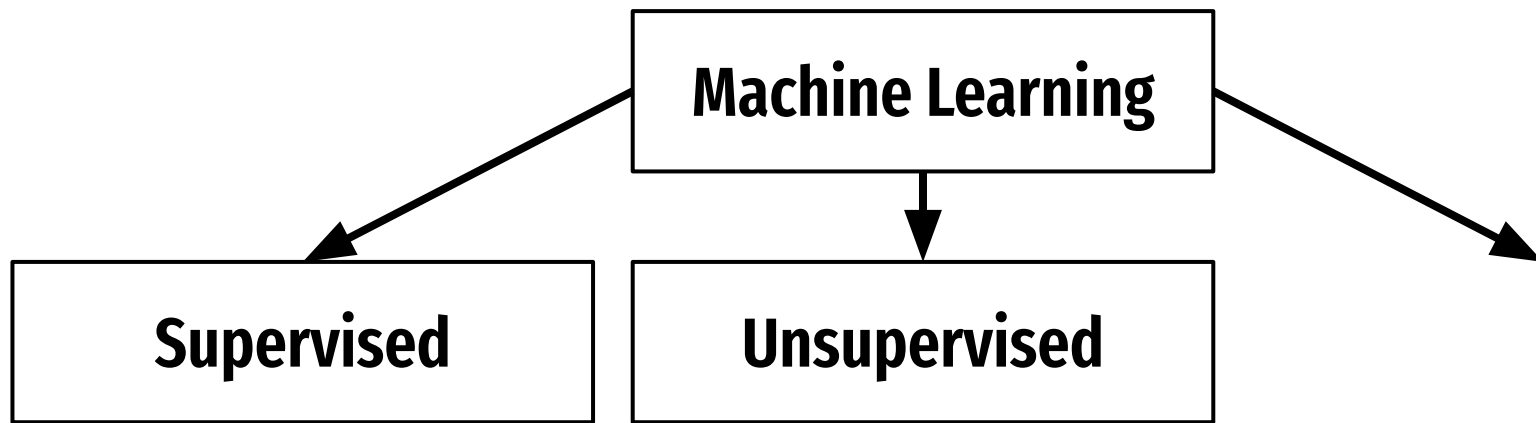
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graph TD; ML[Machine Learning] --> S[Supervised]; ML --> U[Unsupervised]; ML --> RL[Reinforcement Learning];
```

## Supervised

Train algorithm with labeled data

**Example:** Image classification

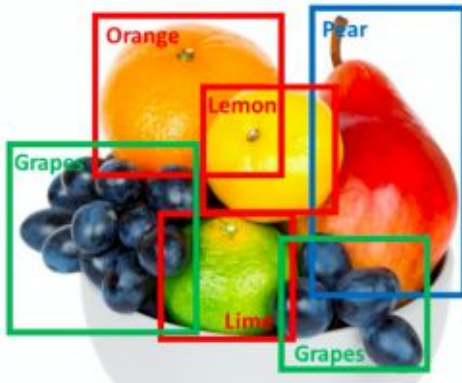




Train algorithm with labeled data

The algorithm discover the information by itself

**Example:** Image classification

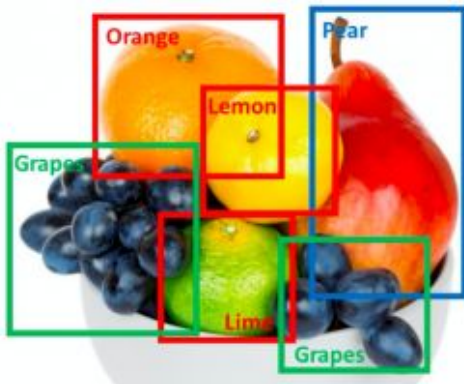


# Machine Learning

## Supervised

Train algorithm with labeled data

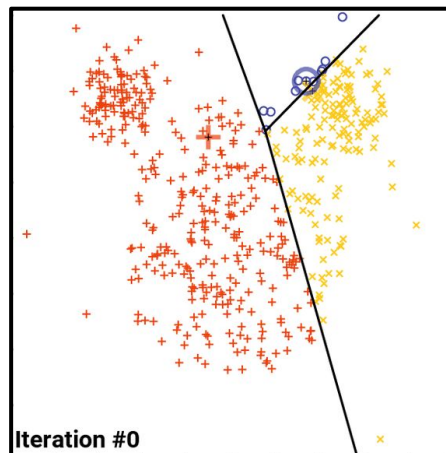
**Example:** Image classification



## Unsupervised

The algorithm discover the information by itself

**Example:** K-means algorithm

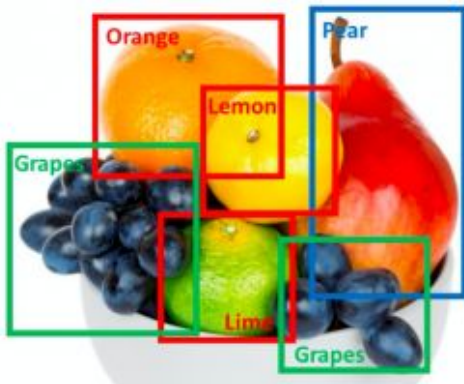


# Machine Learning

## Supervised

Train algorithm with labeled data

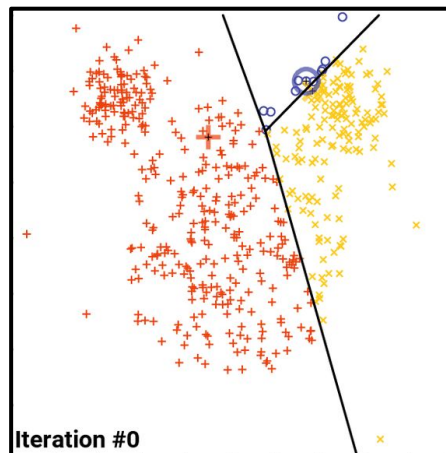
**Example:** Image classification



## Unsupervised

The algorithm discover the information by itself

**Example:** K-means algorithm



## Reinforcement

Simulate game-like situations, the algorithm get reward (for 'good moves') and penalties (for 'bad moves')

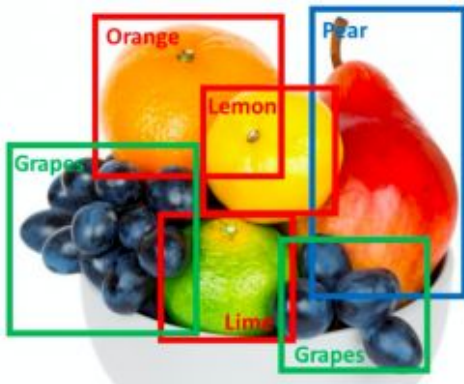


# Machine Learning

## Supervised

Train algorithm with labeled data

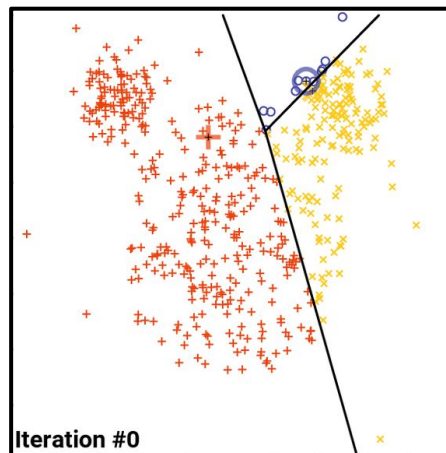
**Example:** Image classification



## Unsupervised

The algorithm discover the information by itself

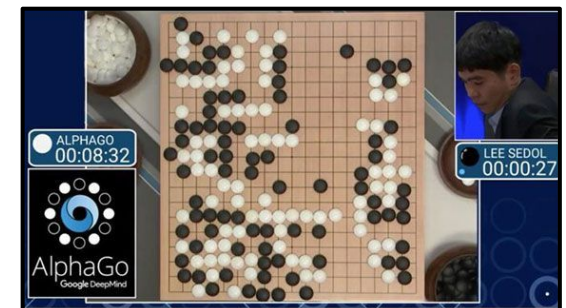
**Example:** K-means algorithm



## Reinforcement

Simulate game-like situations, the algorithm get reward (for 'good moves') and penalties (for 'bad moves')

**Example:** AlphaGo

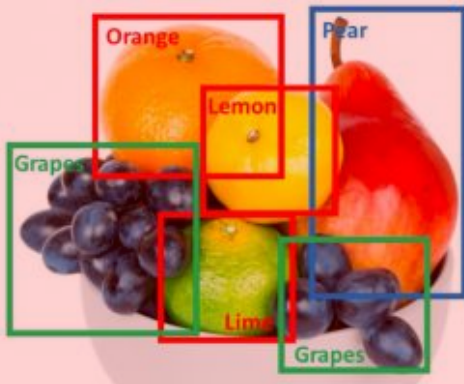


# Machine Learning

## Supervised

Train algorithm with labeled data

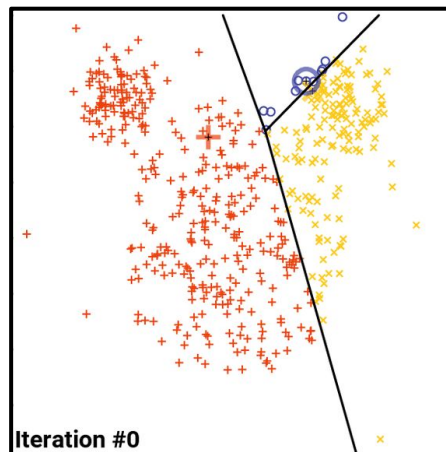
**Example:** Image classification



## Unsupervised

The algorithm discover the information by itself

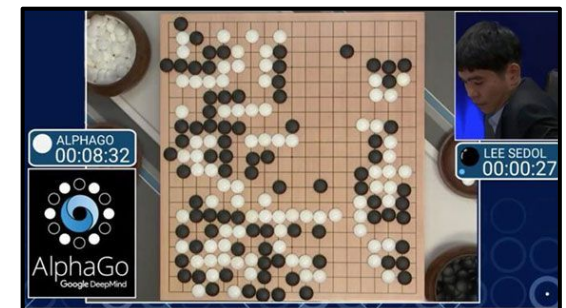
**Example:** K-means algorithm



## Reinforcement

Simulate game-like situations, the algorithm get reward (for 'good moves') and penalties (for 'bad moves')

**Example:** AlphaGo



# Supervised Learning



```
graph TD; A[Supervised Learning] --> B[ ]; A --> C[ ]
```

A diagram with a central rectangular box containing the text 'Supervised Learning'. Two arrows originate from the bottom-left and bottom-right corners of this box, pointing downwards and outwards at approximately 45-degree angles. The arrows are solid black lines with triangular heads.

# Supervised Learning

```
graph TD; A[Supervised Learning] --> B[Classification]; A --> C[Regression]
```

## Classification

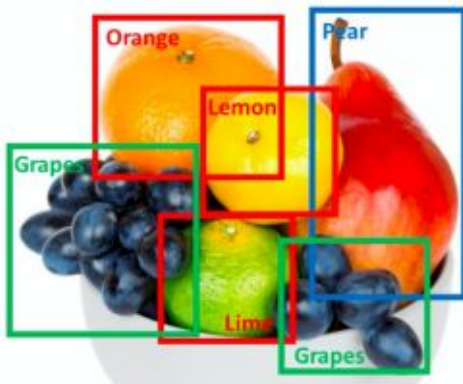
Predict **categorical** variable

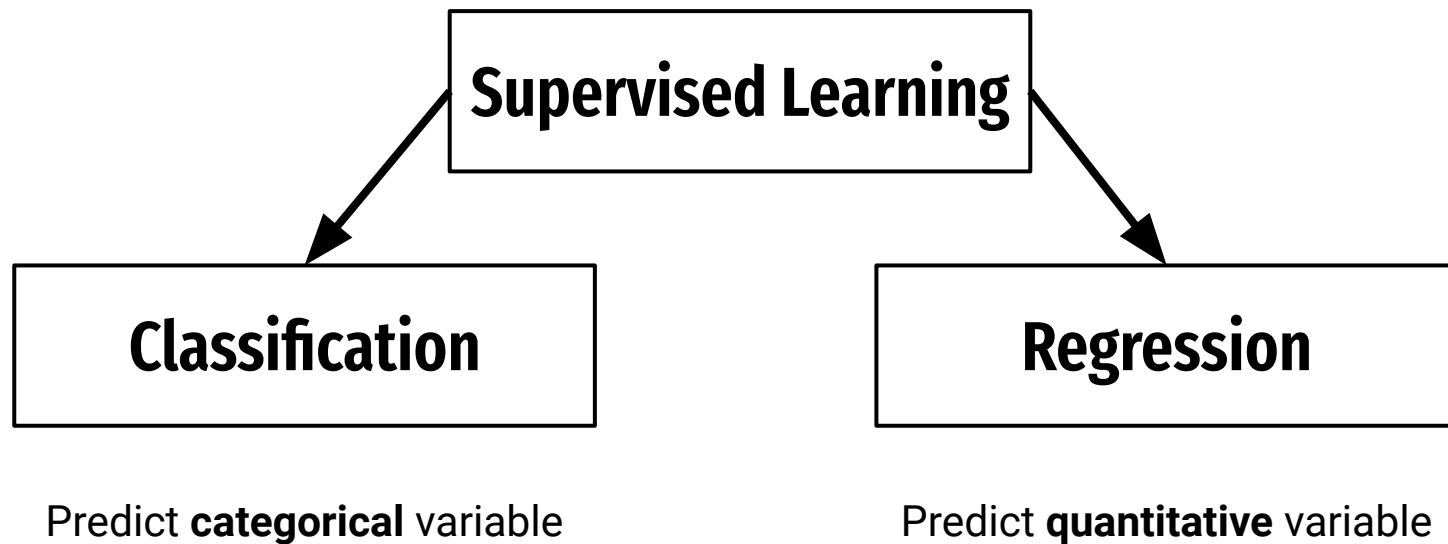
# Supervised Learning

## Classification

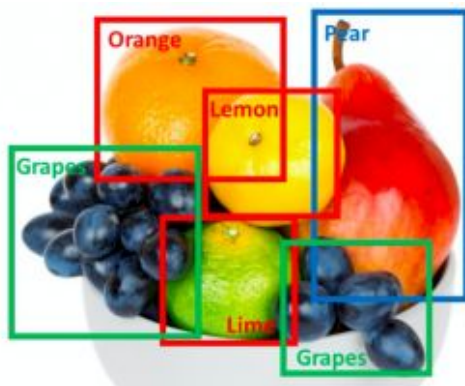
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*Example: image classification -*  
Output  $\in \{\text{"Orange", "Grapes", ...}\}$





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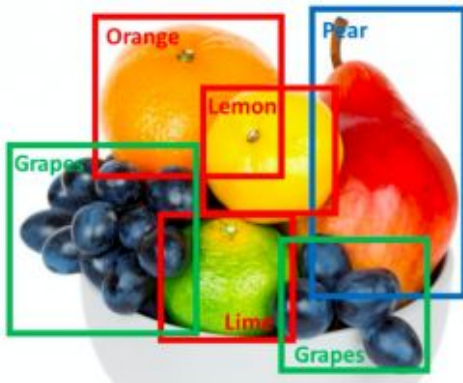


# Supervised Learning

## Classification

Predict **categorical** variable

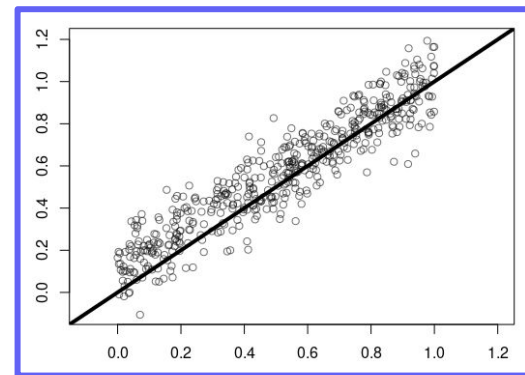
*Example: image classification -*  
Output  $\in \{\text{"Orange", "Grapes", ...}\}$



## Regression

Predict **quantitative** variable

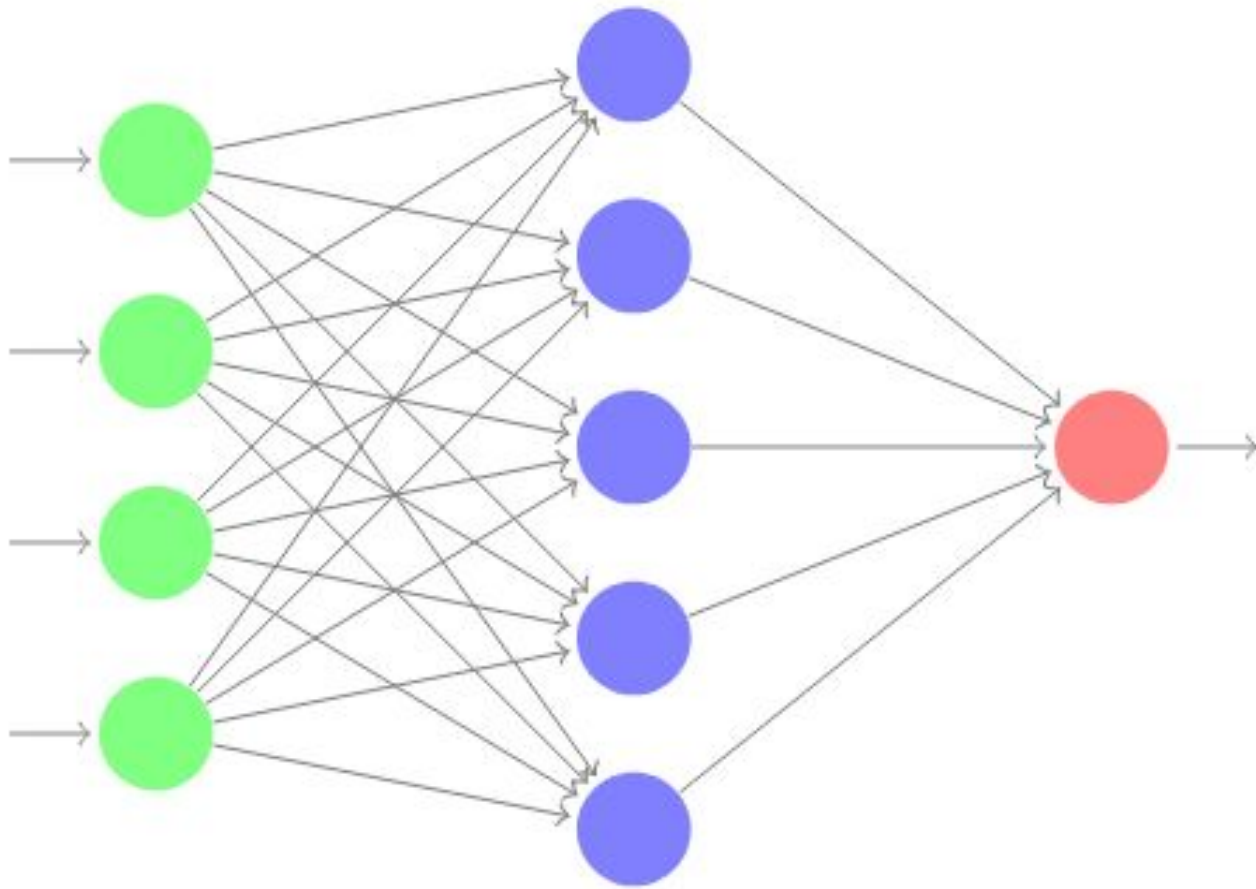
*Example: Guess the correlation -*  
Predict correlation from scatter plot



Scatter plot - input

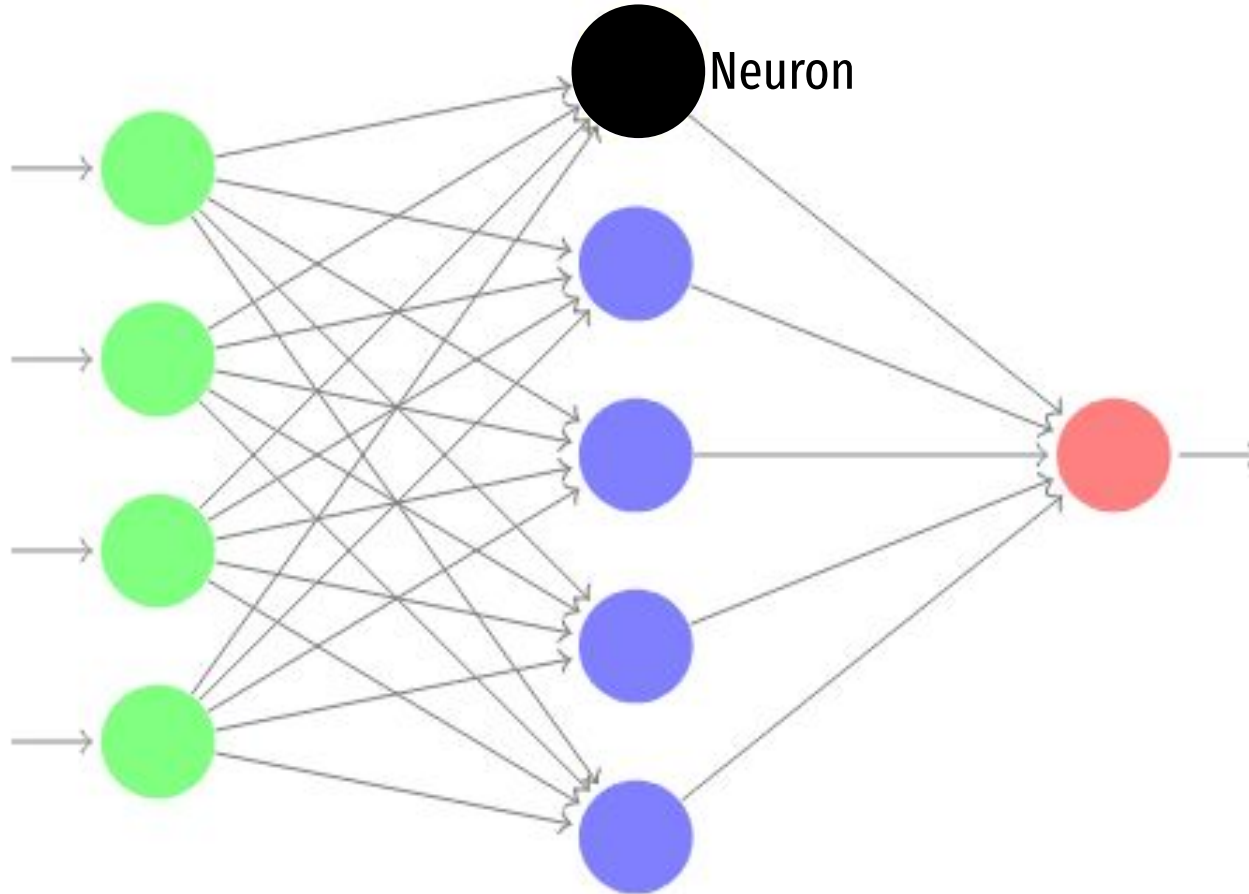
→  $\text{Cor}(X,Y) = 0.9$   
Pred. corr. - output

# Neural networks

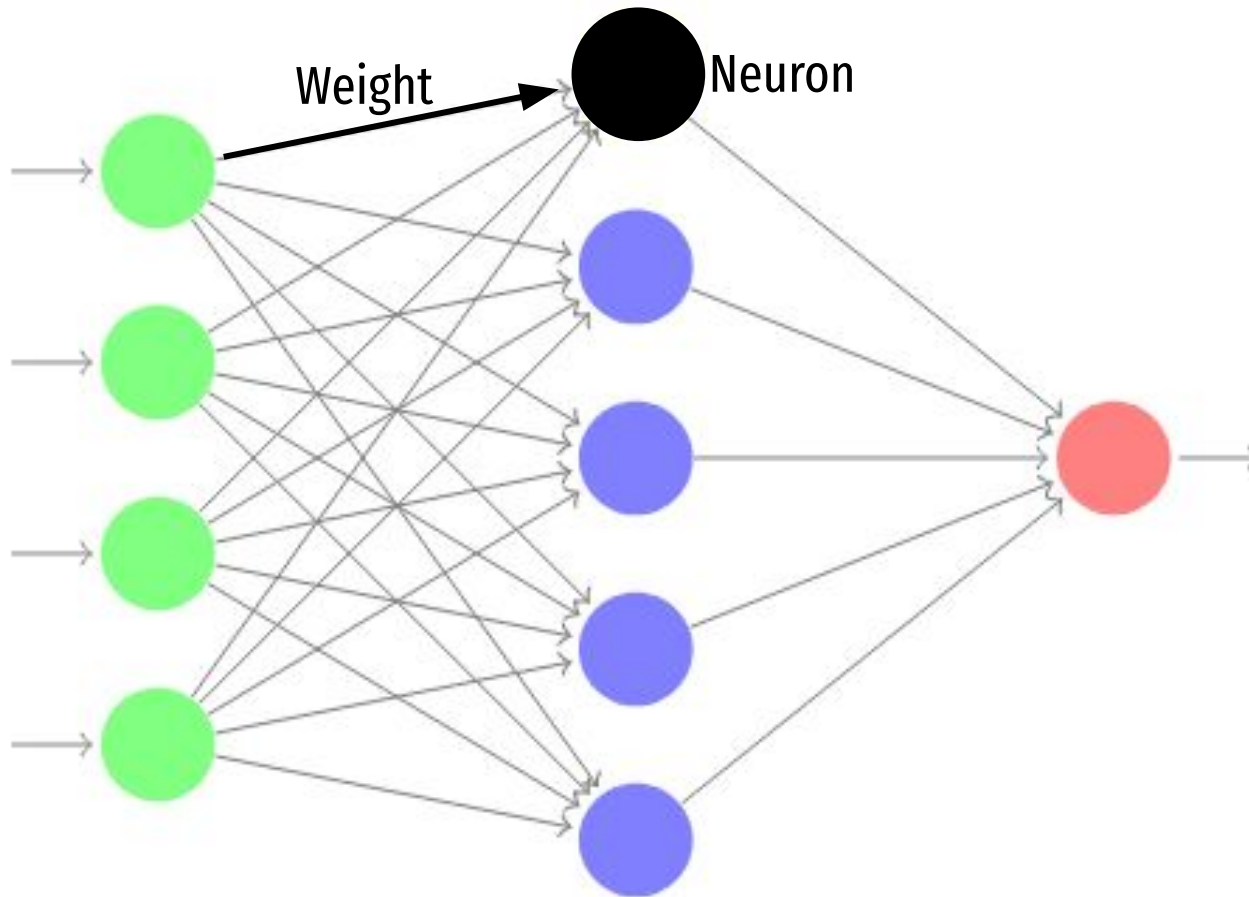




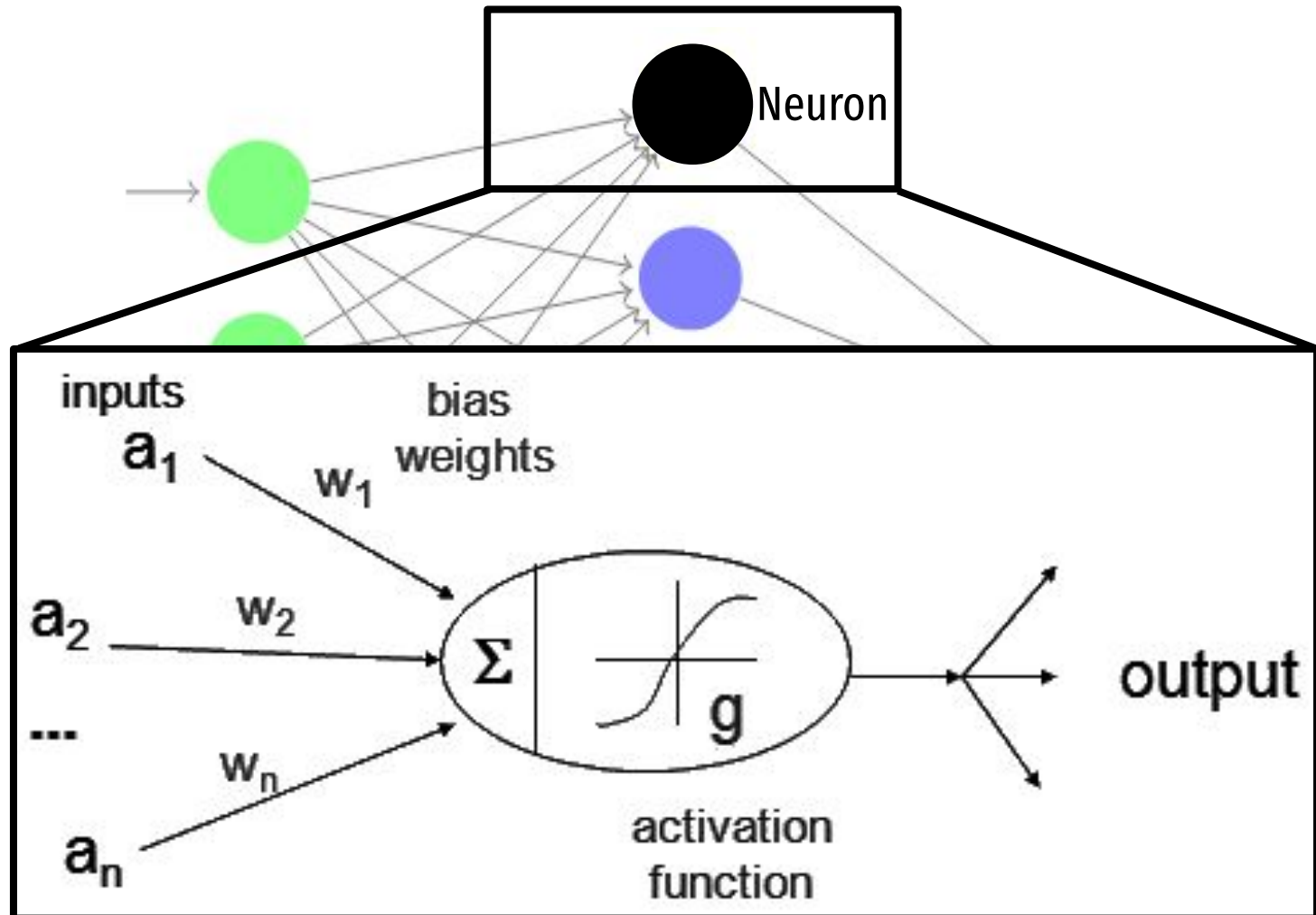
# Neural networks



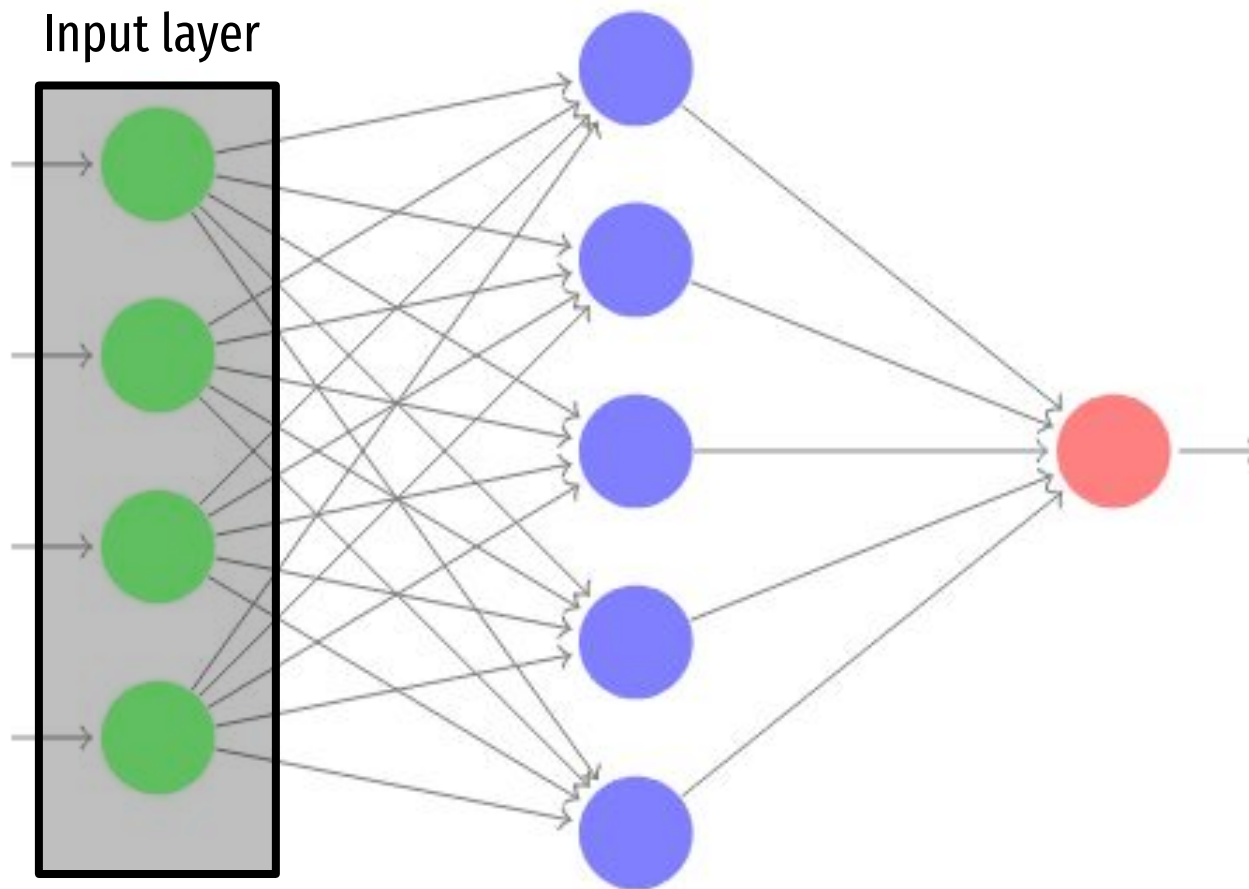
# Neural networks



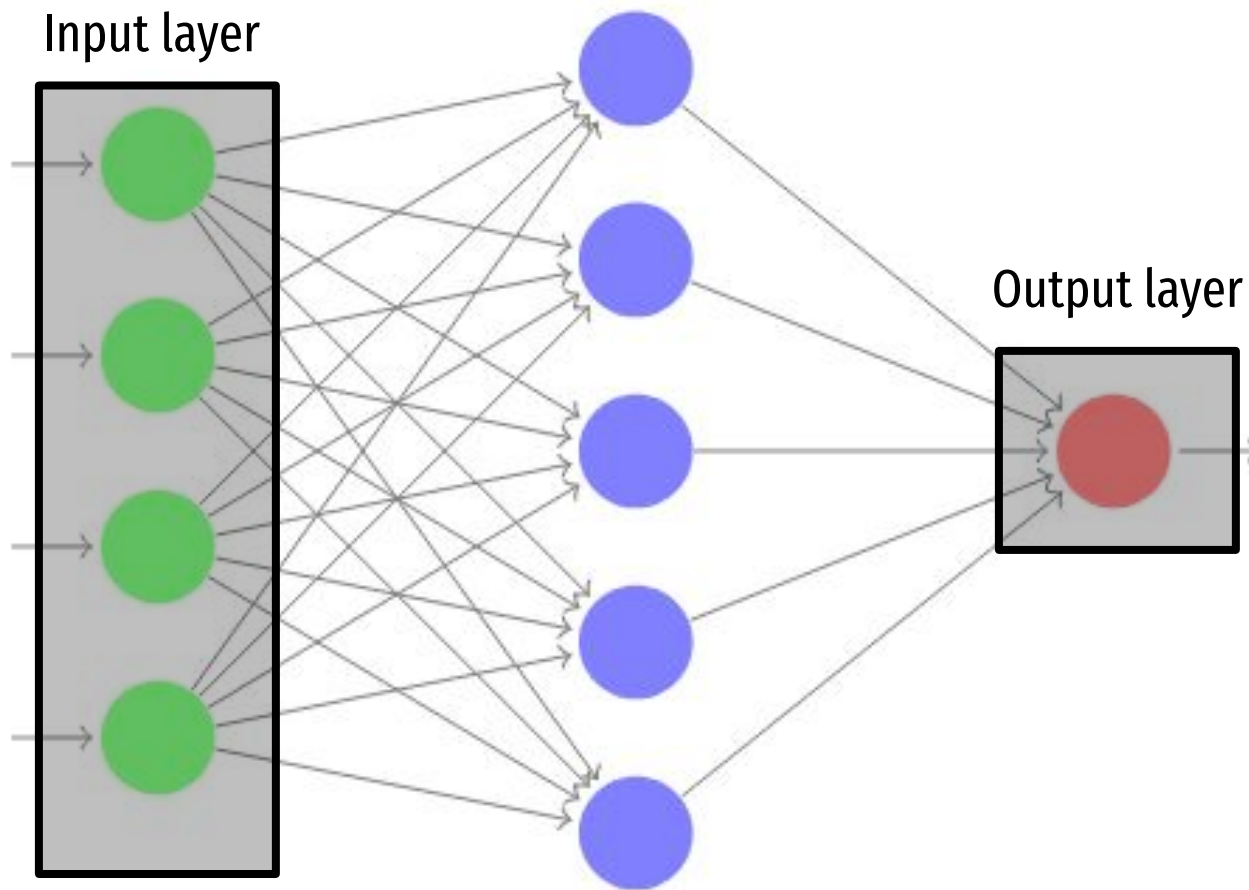
# Neural networks



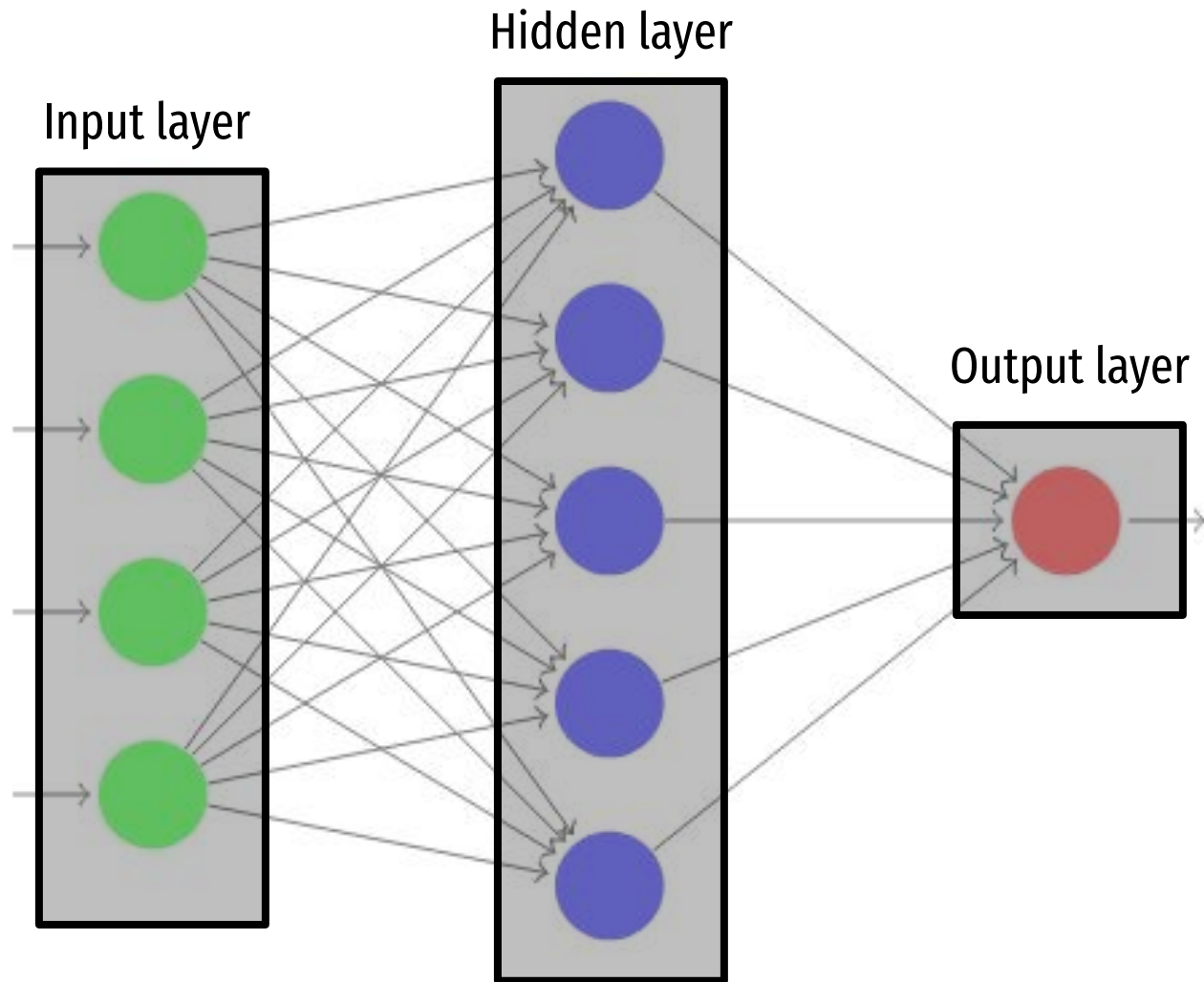
# Neural networks



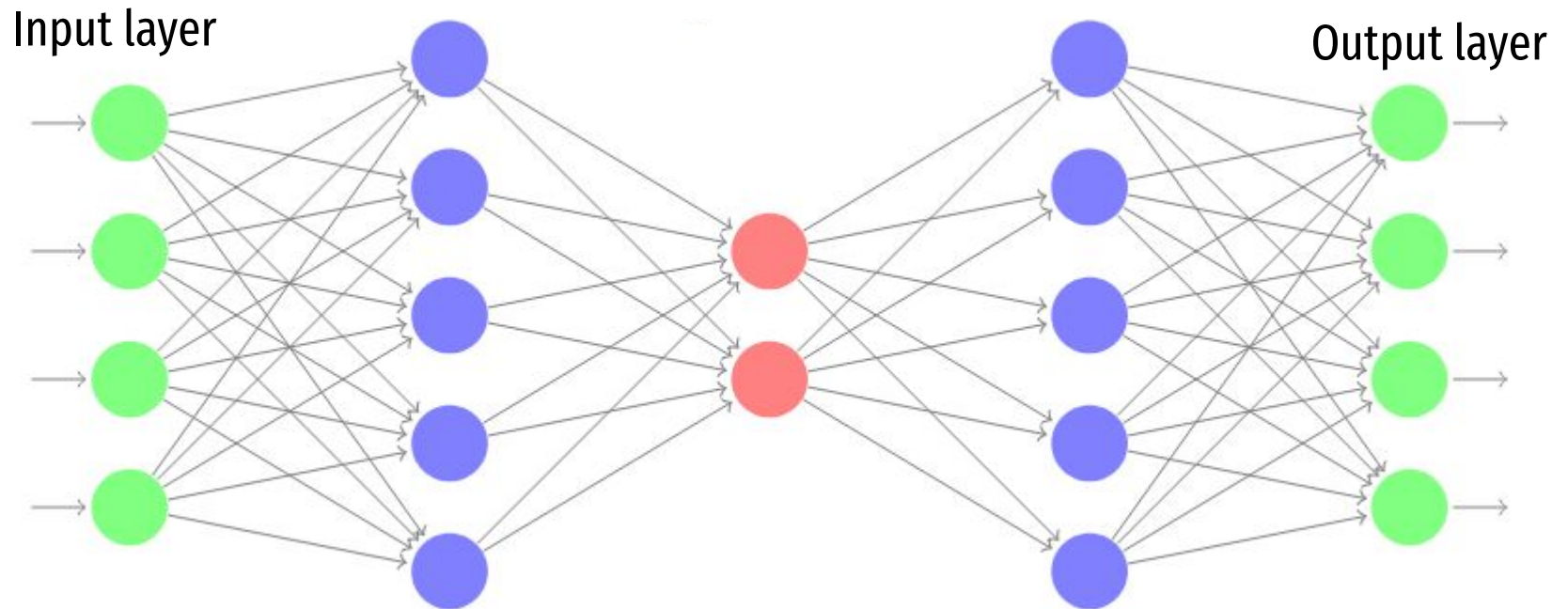
# Neural networks



# Neural networks

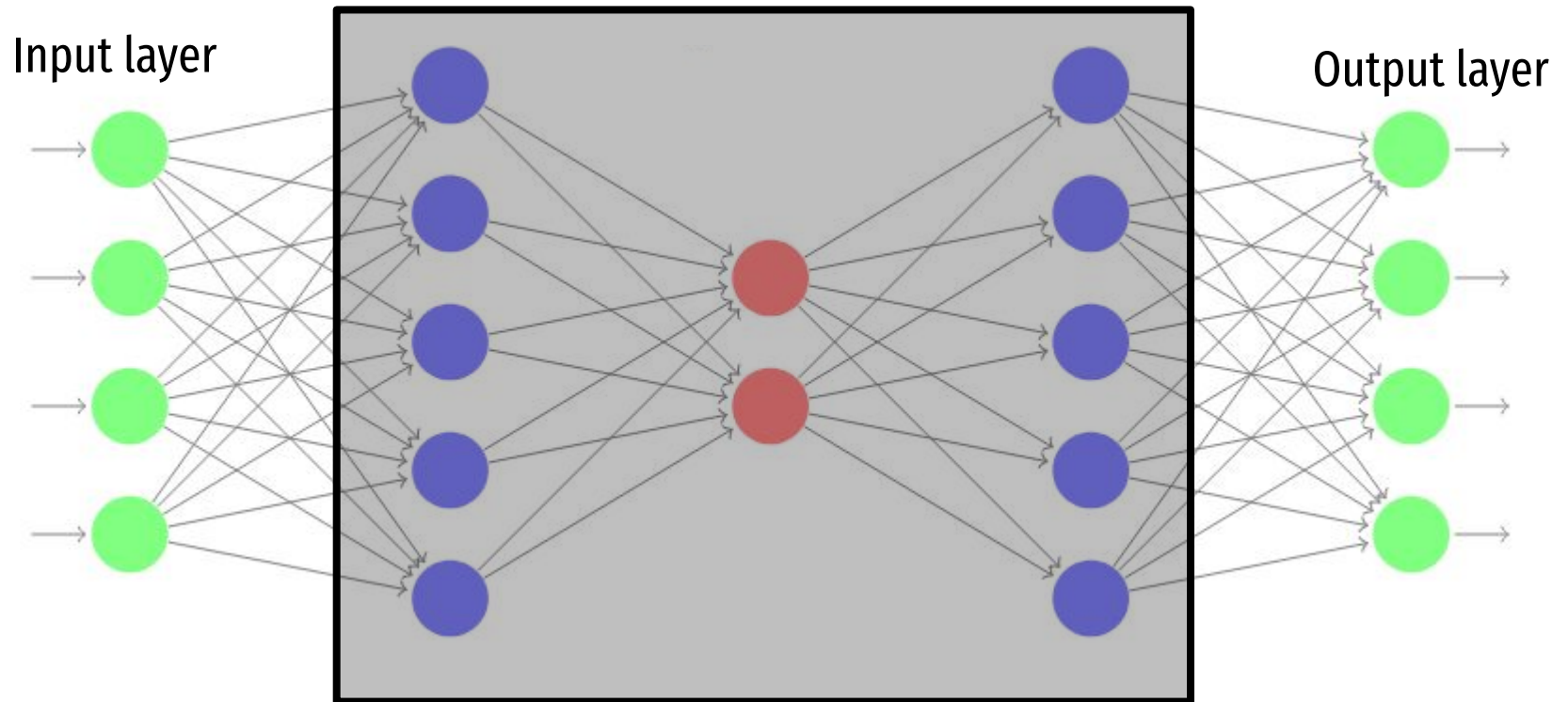


# Deep neural network



# Deep neural network

Stacked hidden layers





# How does the neural network learn?

1. Define an objective: **minimize distance between predicted and expected value**

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Loss function

**Example:** *Mean Square Error (MSE)*

$$\text{MSE} = \sum_i (y_{i,\text{pred}} - y_{i,\text{true}})^2$$

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**Example:** *Mean Square Error (MSE)*

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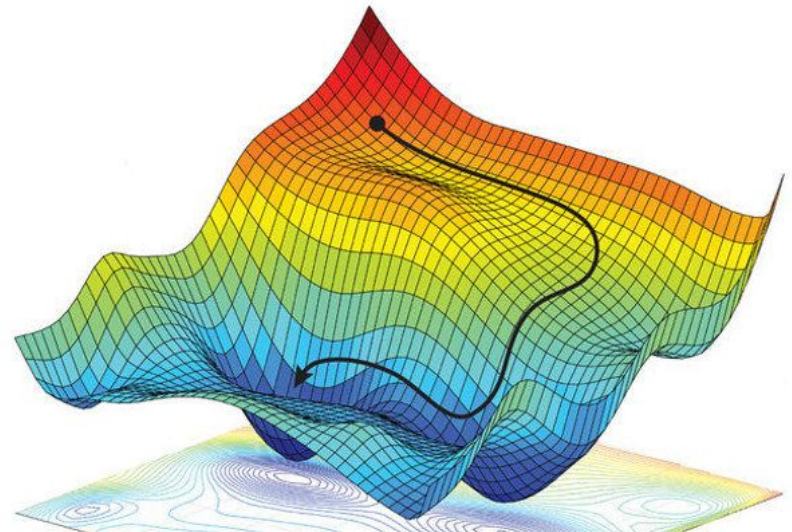
Loss function

**Example:** Mean Square Error (MSE)

$$\text{MSE} = \sum_i (y_{i,\text{pred}} - y_{i,\text{true}})^2$$

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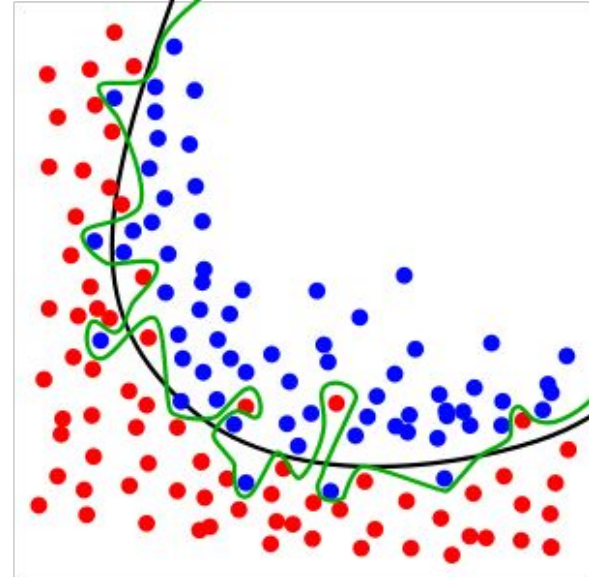
Compute loss **gradient** vs.  
weights with **backward**  
**propagation**



**How do we know that the neural network has learned correctly?**

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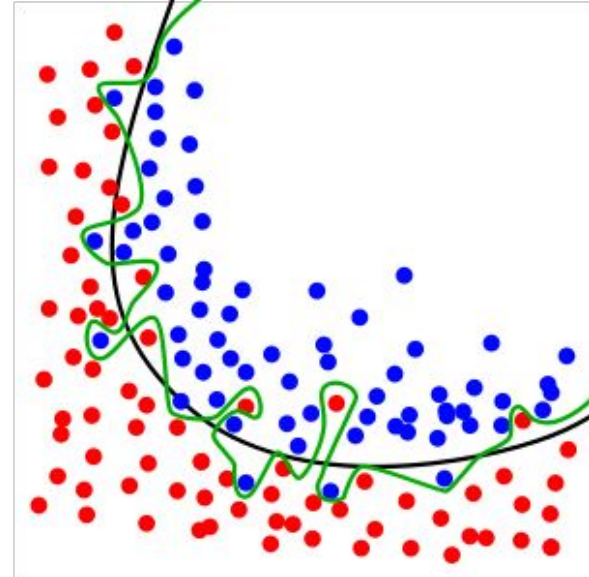
Avoid **overfitting** i.e. neural network learn train data 'by heart' and is not able to extrapolate to new data



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1. Split data set in two subsets:  
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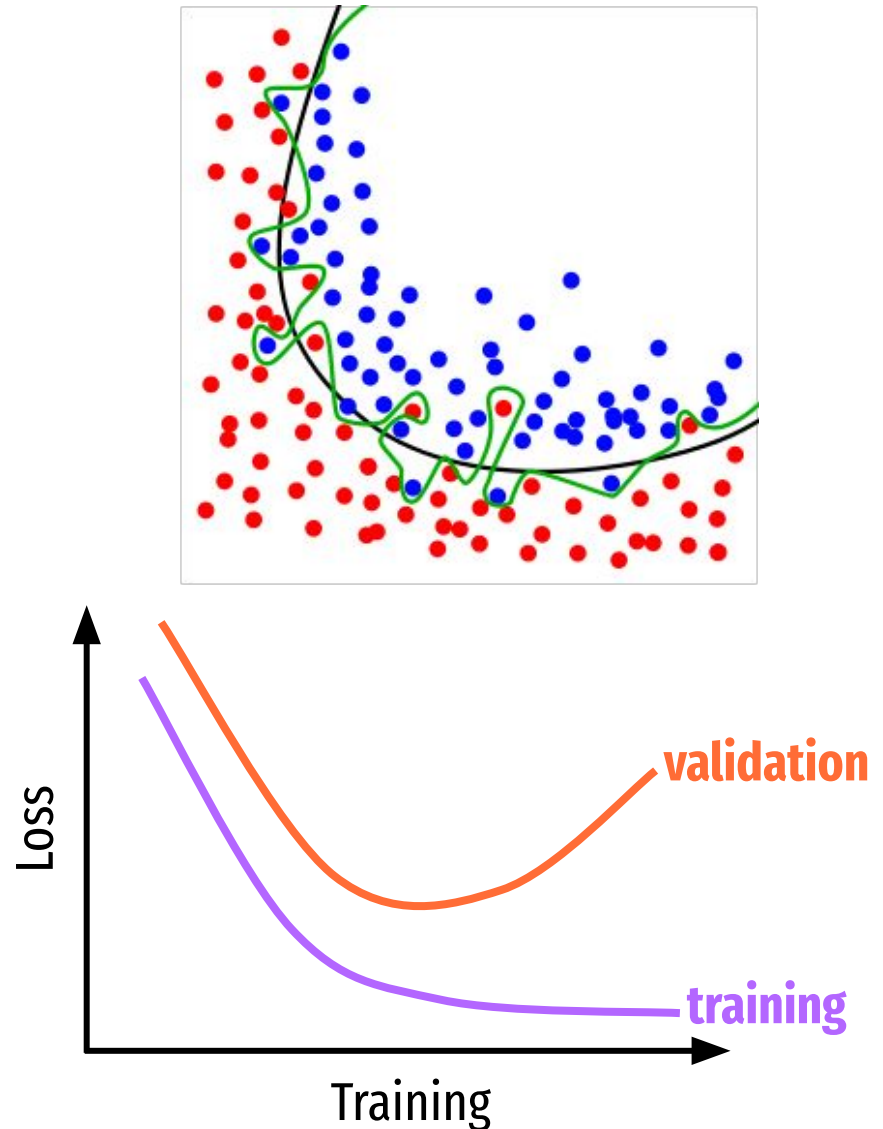




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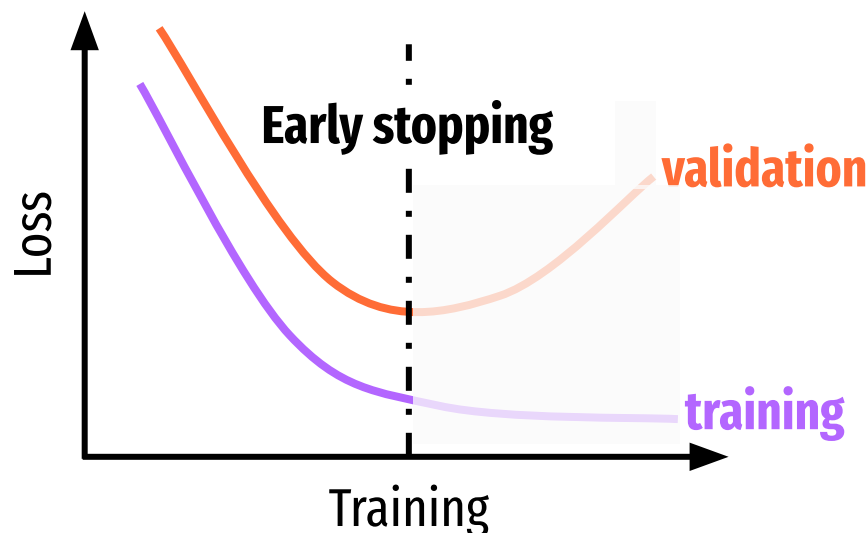
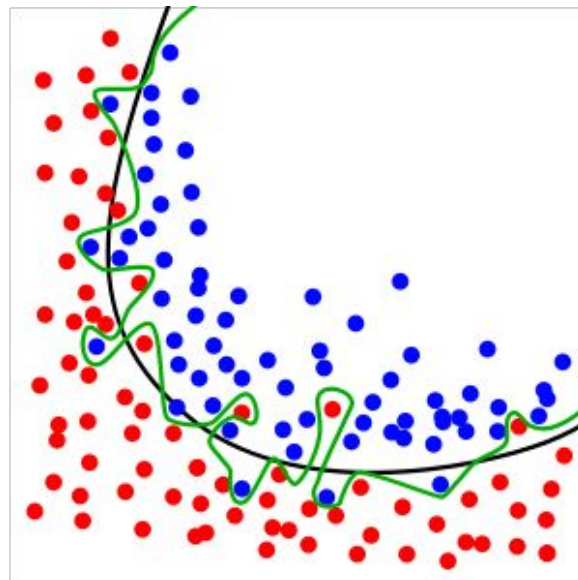
1. Split data set in two subsets:  
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# How do we know that the neural network has learned correctly?

Avoid **overfitting** i.e. neural network learn train data 'by heart' and is not able to extrapolate to new data

1. Split data set in two subsets:  
**training set** & **validation set**
2. Track **train** & **validation** losses through the training
3. Stop the training when validation loss stop to decrease = **early stopping**



# Frameworks (in R)



**TensorFlow**



**Torch**



**TensorFlow**

Google



**Torch**

Facebook



**TensorFlow**

Google

Industry-focused



**Torch**

Facebook

Research-focused



**TensorFlow**

Google

Industry-focused

Easier to learn (Keras)



**Torch**

Facebook

Research-focused

Harder to learn



**TensorFlow**

Google

Industry-focused

Easier to learn (Keras)

Requires Python



**Torch**

Facebook

Research-focused

Harder to learn

Does not require Python





**TensorFlow**

Google

Industry-focused

Easier to learn (Keras)

Requires Python

Good documentation



**Torch**

Facebook

Research-focused

Harder to learn

Does not require Python

Poor documentation



## TensorFlow

Google

Industry-focused

Easier to learn (Keras)

Requires Python

Good documentation



## Torch

Facebook

Research-focused



Harder to learn

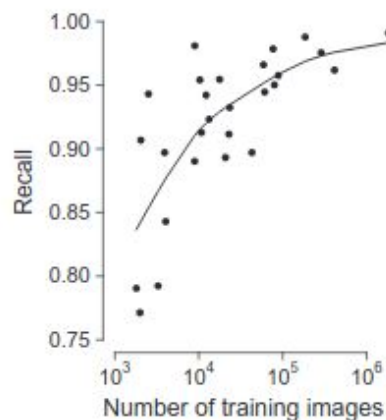
Does not require Python

Poor documentation

# **Examples of use**

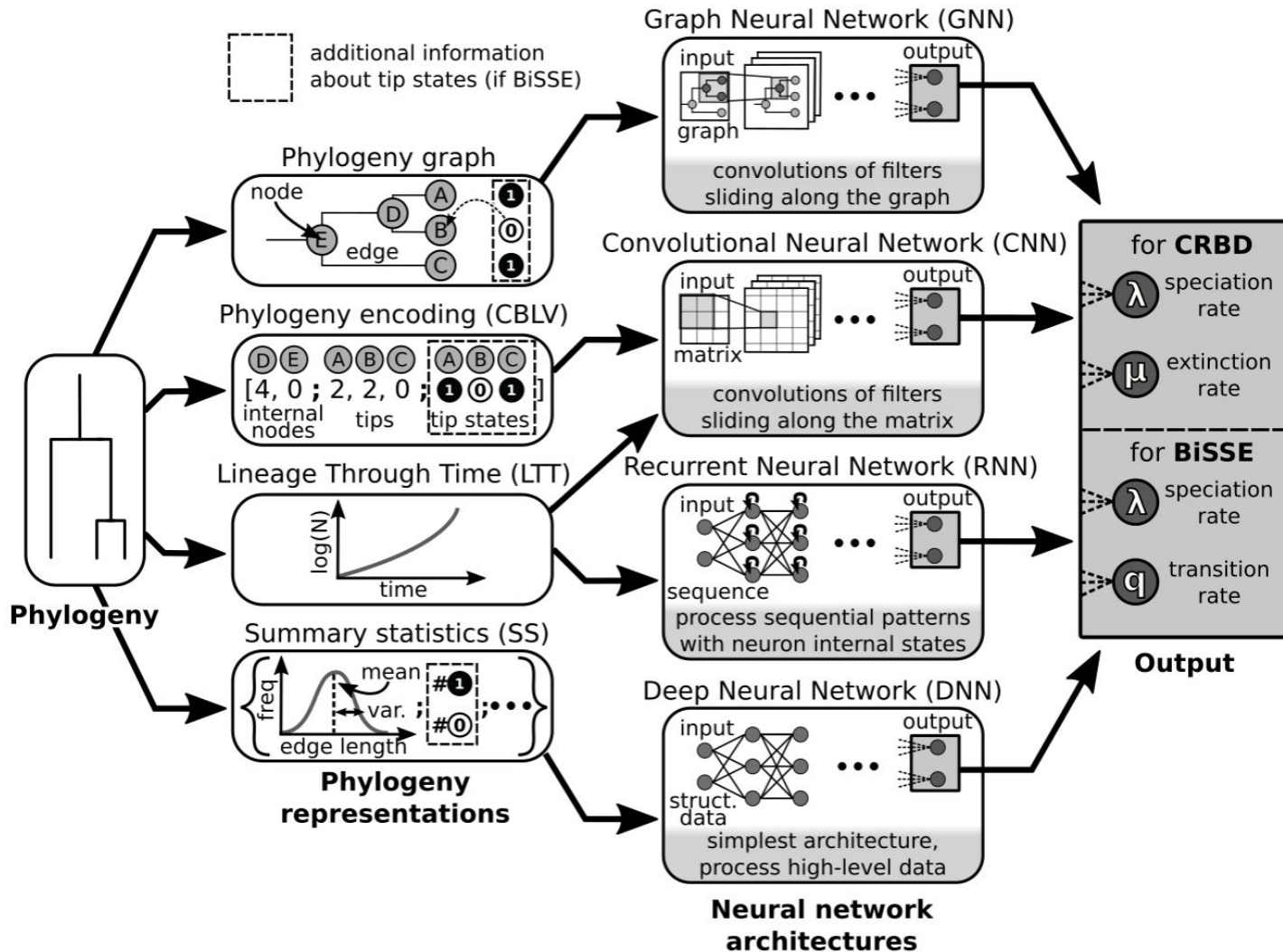
## Machine learning to classify animal species in camera trap images: Applications in ecology

Michael A. Tabak<sup>1,2</sup>  | Mohammad S. Norouzzadeh<sup>3</sup> | David W. Wolfson<sup>1</sup> | Steven J. Sweeney<sup>1</sup> | Kurt C. Vercauteren<sup>4</sup> | Nathan P. Snow<sup>4</sup>  | Joseph M. Halseth<sup>4</sup> | Paul A. Di Salvo<sup>1</sup> | Jesse S. Lewis<sup>5</sup> | Michael D. White<sup>6</sup> | Ben Teton<sup>6</sup> | James C. Beasley<sup>7</sup> | Peter E. Schlichting<sup>7</sup> | Raoul K. Boughton<sup>8</sup> | Bethany Wight<sup>8</sup> | Eric S. Newkirk<sup>9</sup> | Jacob S. Ivan<sup>9</sup> | Eric A. Odell<sup>9</sup> | Ryan K. Brook<sup>10</sup> | Paul M. Lukacs<sup>11</sup> | Anna K. Moeller<sup>11</sup> | Elizabeth G. Mandeville<sup>2,12</sup> | Jeff Clune<sup>3</sup> | Ryan S. Miller<sup>1</sup>



**FIGURE 3** Model recall (the ability of the model to recognize species) increased with the size of the training dataset for that species. Points represent each species or group of species. The line represents the result of generalized additive models relating the two variables (see Appendix S9 for details)

# Inferring speciation and extinction rates from phylogenies



**Thanks!**

**Questions**