

Lec Mon

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Introduction to Machine Learning

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Machine Learning is the study of algorithms that improve their performance P at some task T with experience E .

Ex:

T: Playing Checkers

P: Percentage of games won against arbitrary opponent

E: Playing practice games against itself

Ex:

Spam Detection

- A **binary classification** task
- Assign one of two **labels** (yes/no) to the **input** (an email)
- Classification requires a **model** (a **classifier**) to determine which label to assign

In this class, we study **algorithms** to **learn (train)** models from data

We'll cover:

- Supervised Learning - given **labeled** examples, goal: learn mapping that predicts label for test instances
 - Decision Tree, Perceptron, Linear Models, SVM's, Kernel Methods
 - Learning Theory
- Unsupervised Learning - given **unlabeled** input, goal: learn some intrinsic structure in inputs
 - Clustering, Hidden Markov Models
 - EM Algorithms
- Practical Issues
 - Experimental Evaluation, Implementing ML Models

Won't Cover:

- Reinforcement Learning - given sequence of states and actions with rewards
 - goal: learn policy that maximizes agent's reward
 - like how people train a mouse - it goes through a maze and looks for cheese

Framing a Learning Problem

- need to define an **instance** and represent it by machine
 - and what **features** we'll use for making predictions
- train a **classifier** that **learns (generalizes)** based on features that can make predictions

Challenges in Machine Learning

- Representation - how to represent input/output?
- What is the right model?
 - depends on size of data, type of problem, prior knowledge, annotation quality...
 - depends on goal: model size, test-time budget, accuracy vs. speed
- Debugging - bugs can come from your implementation or your design and within each, lots of possible causes
- Structured Inference
- Robustness - lots of hard edge cases you might not be prepared for

- Adversarial Attack - can make targeted changes to an image that messes with the prediction