



**QUEEN'S  
UNIVERSITY  
BELFAST**

# CSC4007 Advanced Machine Learning

## **Lesson 01: Introduction**

by Vien Ngo  
EEECS / ECIT / DSSC

# Outline

- Organization
- Outline of the module
- Introduction to machine learning
- What is a learning problem?
- Introduction to supervised learning
- Introduction to unsupervised learning

# Outline

- **Organization**
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# CSC4007: Organization

- Lectures:
  - Tuesday : 14:00 - 16:00
  - Thursday: 13:00 - 14:00
- Practical:
  - Thursday: 15:00 – 17:00
- Assignment (two):
  - Assignment 1: Release at week 15 (30% module marks), deadline at week 19
  - Assignment 2: Release at week 19 (30% module marks), deadline at week 23
- Final exam: 40% module marks in April

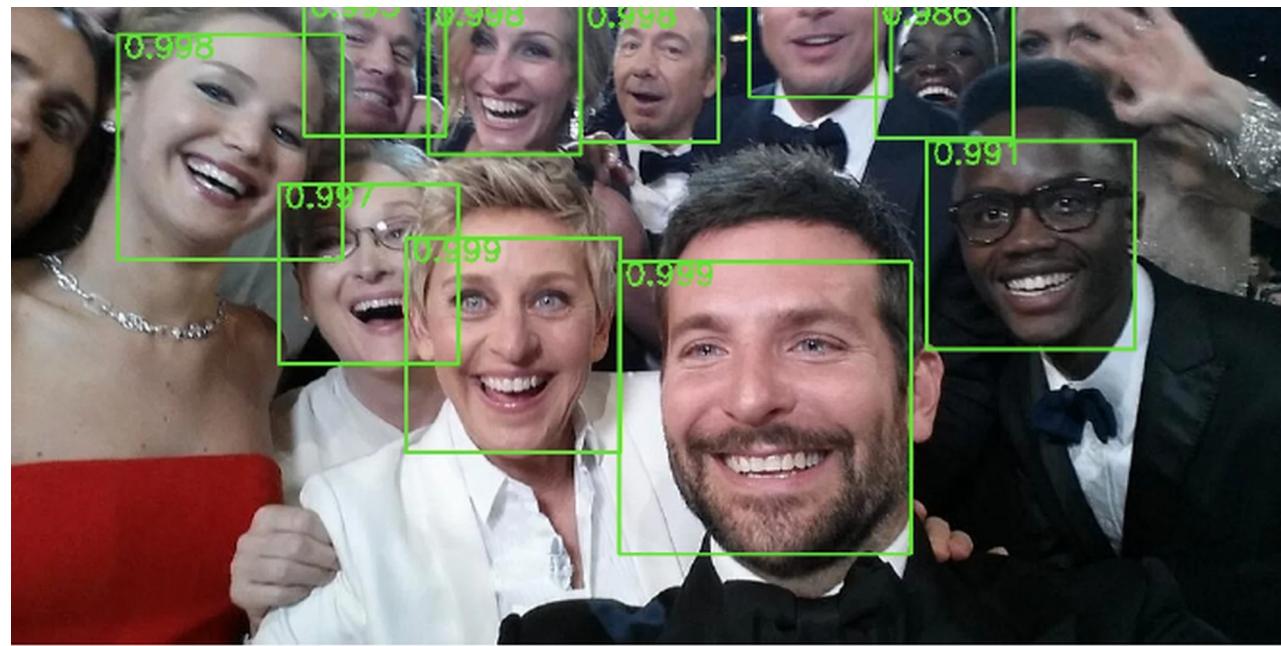
# Outline of the Course

- Introduction to learning problem
- Basics on linear algebra
- Regression (week 3)
- Classification (week 4)
- Kernel methods, support vector machine (week 5)
- Unsupervised learning (week 6+7)
- Ensemble methods (week 8)
  - Boosting, random forest
- Neural networks (week 9+10)
  - Multilayer perception, back-propagation, CNN, LSTM

# Outline

- Outline of the module
- **Introduction to machine learning**
- Components of learning
- Introduction to supervised learning
- Introduction to unsupervised learning
- Feature representation

# Face detection on commercial products



# Autonomous Driving



# Machine learning definition



Arthur Lee Samuel (1901-1990)

- The term "machine learning" was first coined in 1959

*Machine Learning: Field of study that gives computers the ability to learn without being explicitly programmed.*



checker game

# Machine learning definition



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- The term "machine learning" was first coined in 1959

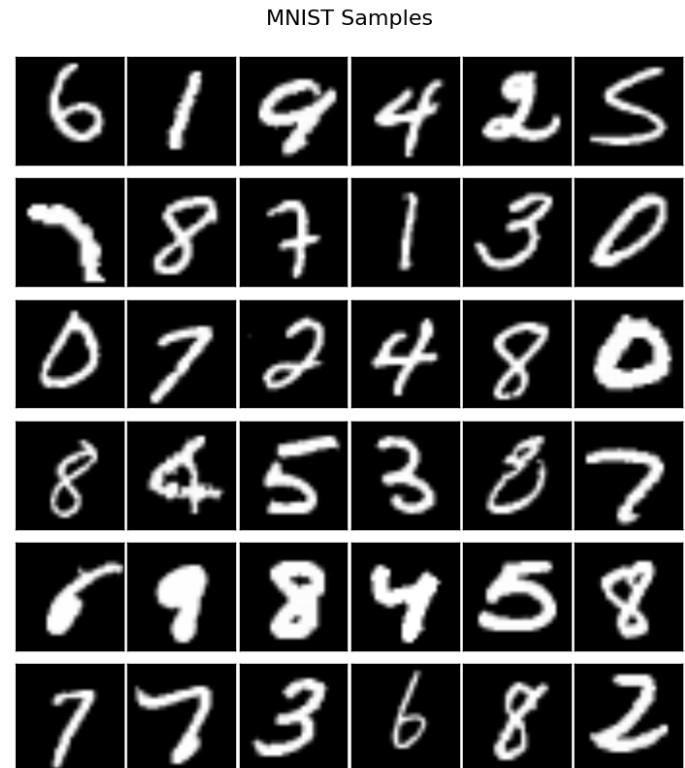
*Machine Learning: Field of study that gives computers the ability to learn without being explicitly programmed.*

- Tom Mitchell (Computer scientist, CMU) proposed a more precise definition in 1998:

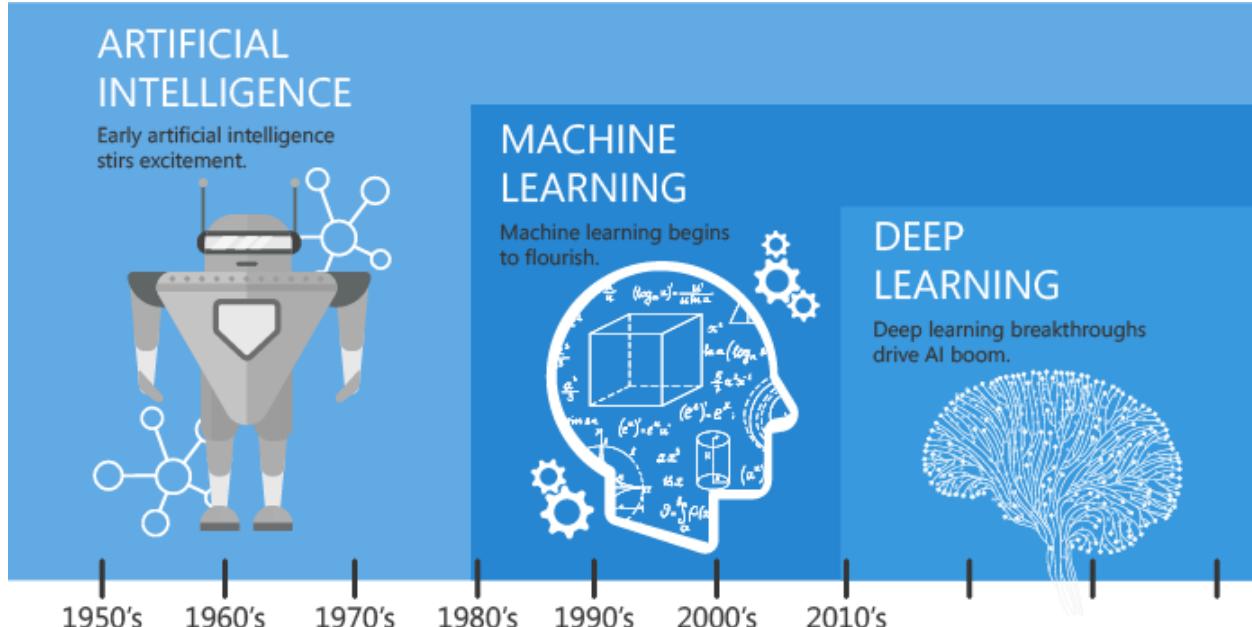
*Well posed Learning Problem: A computer program is said to learn from experience  $E$  with respect to some task  $T$  and some performance measure  $P$ , if its performance on  $T$ , as measured by  $P$ , improves with experience  $E$ .*

# Example 1

- Recognizing hand-written digits taken from US zip codes
  - **task T** is to label/classify an input image to digit numbers
  - the **performance measure P** could be the percentage correct classifications
  - **experience E** is the set of already labeled image



# Machine learning



from Kapil's blog

- **Artificial Intelligence**: Techniques enable computer mimic human or other animal intelligence
- **Machine Learning**: a subfield in AI that uses statistical models to enable machine to improve at tasks with experience
- **Deep learning**: a subset of ML that uses a cascade of multiple layers of nonlinear processing units, e.g. neural networks, for feature extraction and transformation.

# When to apply ML?

- Machine Learning consists of synthetic approaches that looks for **patterns** in data to solve different **predictive tasks**
- When to apply?
  - Human expertise is absent (i.e. when you can not code the rules)

# When to apply ML?

- Machine Learning consists of synthetic approaches that looks for **patterns** in data to solve different **predictive tasks**
- When to apply?
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  - Humans are unable to explain their expertise (speech recognition, vision, language)

# When to apply ML?

- Machine Learning consists of synthetic approaches that looks for **patterns** in data to solve different **predictive tasks**
- When to apply?
  - Human expertise is absent (i.e. when you can not code the rules)
  - Humans are unable to explain their expertise (speech recognition, vision, language)
  - The problem size is very large (i.e. when you can not scale)

# Machine Learning is everywhere

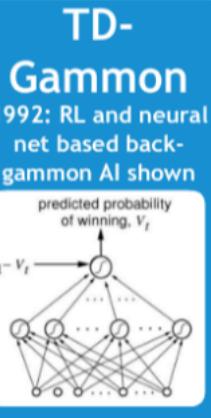
Dartmouth Conference  
1956: the birth of AI



**Mac Hack**  
1967: chess AI beats person in tournament

History of Game AI

By: Andrey Kurenkov



**Monte Carlo Go**  
1993: first research on Go with stochastic search

**NeuroGo**  
1996: ConvNet with RL for Go, 13 kyu (amateur)

**MCTS Go**  
2006: French researchers advance Go AI with MCTS

**Crazy Stone**  
2008: MCTS Go AI beats 4 dan player

**Zen19**  
2012: MCTS based Go AI reaches 5-dan rank

**Samuel's Checkers AI**  
1956: IBM Checkers AI first demonstrated

**Zobrist's AI**  
1968: First Go AI, beats human amateur

**Bernstein's Chess AI**  
1958: first fully functional chess AI developed

**Checkers AI Wins**  
1962: Samuel's program wins game against person



**CNN**  
1989: convolutional nets first demonstrated

**Backprop**  
1986: multi-layer neural net approach widely known

**CHINOOK**  
1994: checkers AI draws with world champion



**Deep Blue**  
1997: IBM chess AI beats world champion



**DeepMind**  
2014: Google buys deep-RL AI company for \$400Mil

**AlphaGo**  
2016: Deep Learning+MCST Go AI beats top human



# Machine Learning is everywhere



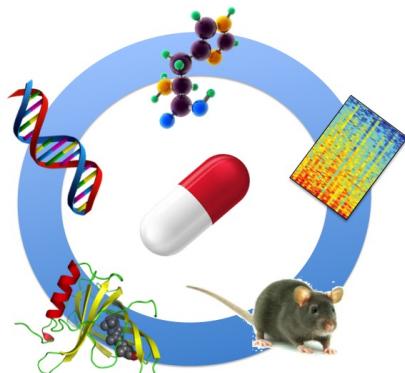
Voice assistance



Recommendation system



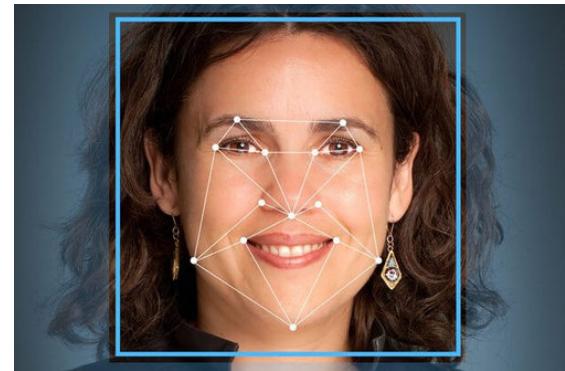
Autonomous driving



Drug discovery



Machine translation



Face recognition



Disease diagnosis



hedge fund stock prediction



Assistive robotics

# Machine Learning is everywhere

- **Forecasting** (e.g. sales, energy demand prediction, sales)
- **Inputting** missing data (e.g. Netflix/Amazon recommendations)
- **Detecting** anomalies (e.g. intruders, virus mutations)
- **Classifying** (e.g. credit risk assessment, cancer diagnosis)
- **Ranking** (e.g. Google search, personalization)
- **Summarizing** (e.g. social media sentiment, product review/opinion)
- **Decision making** (e.g, AI, robotics, trading)

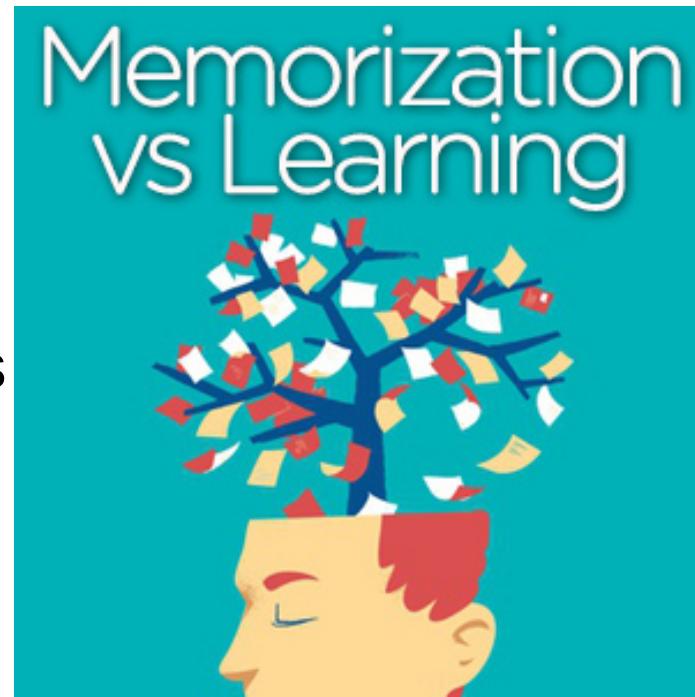
(Nando de Freitas's ML lecture)

# Outline

- Outline of the module
- Introduction to machine learning
- **Components of learning?**
- Introduction to supervised learning
- Introduction to unsupervised learning
- Feature representation

# Components of learning

- How are things learned?
  - **Memorization** (declarative knowledge)
    - Accumulation of individual facts
    - Cons: memory to store facts, time to observe facts
  - **Generalization** (imperative knowledge)
    - Deduce new facts from old facts
    - Cons: accuracy of deduction process



# Components of learning

- Basic learning paradigm
  - Observe set of examples: **training data**
  - Infer something about process that generated that data
  - Use inference to make predictions about previously unseen data: **test data**

# Components of learning

- Example: credit approval
  - Applicant information:

age	23 years
gender	male
annual salary	\$30,000
years in residence	1 year
years in job	1 year
current debt	\$15,000
...	...

**Approve credit?**

Given data of many previous customers and their credit assessment (5 years later)

# Components of learning

- Example: credit approval

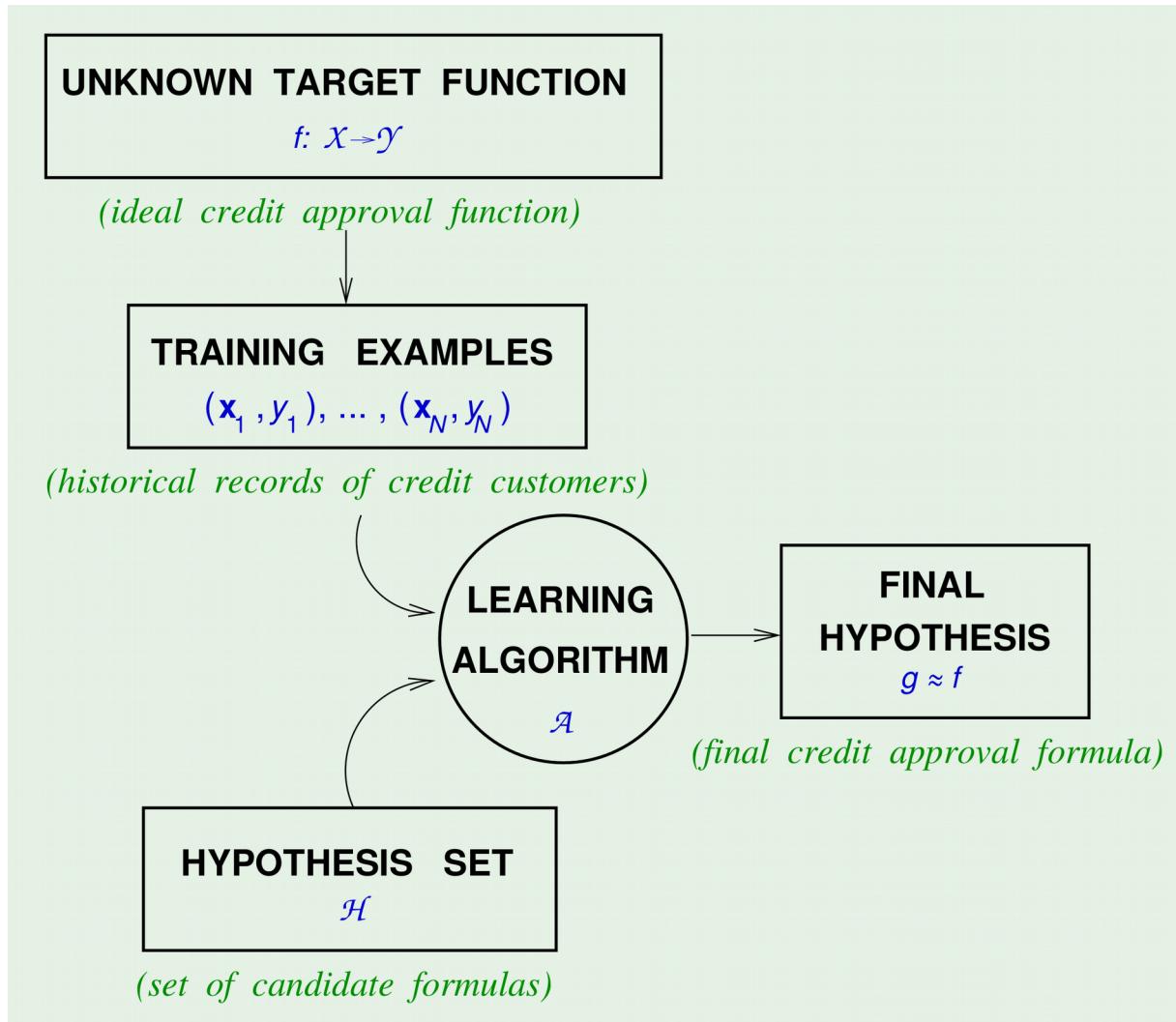
- Formalization:

- Input:  $\mathbf{x}$  (*customer application*)
    - Output:  $y$  (*good/bad customer?*)
    - Target function:  $f : \mathcal{X} \rightarrow \mathcal{Y}$  (*ideal credit approval formula*)
    - Data:  $(\mathbf{x}_1, y_1), (\mathbf{x}_2, y_2), \dots, (\mathbf{x}_N, y_N)$  (*historical records*)



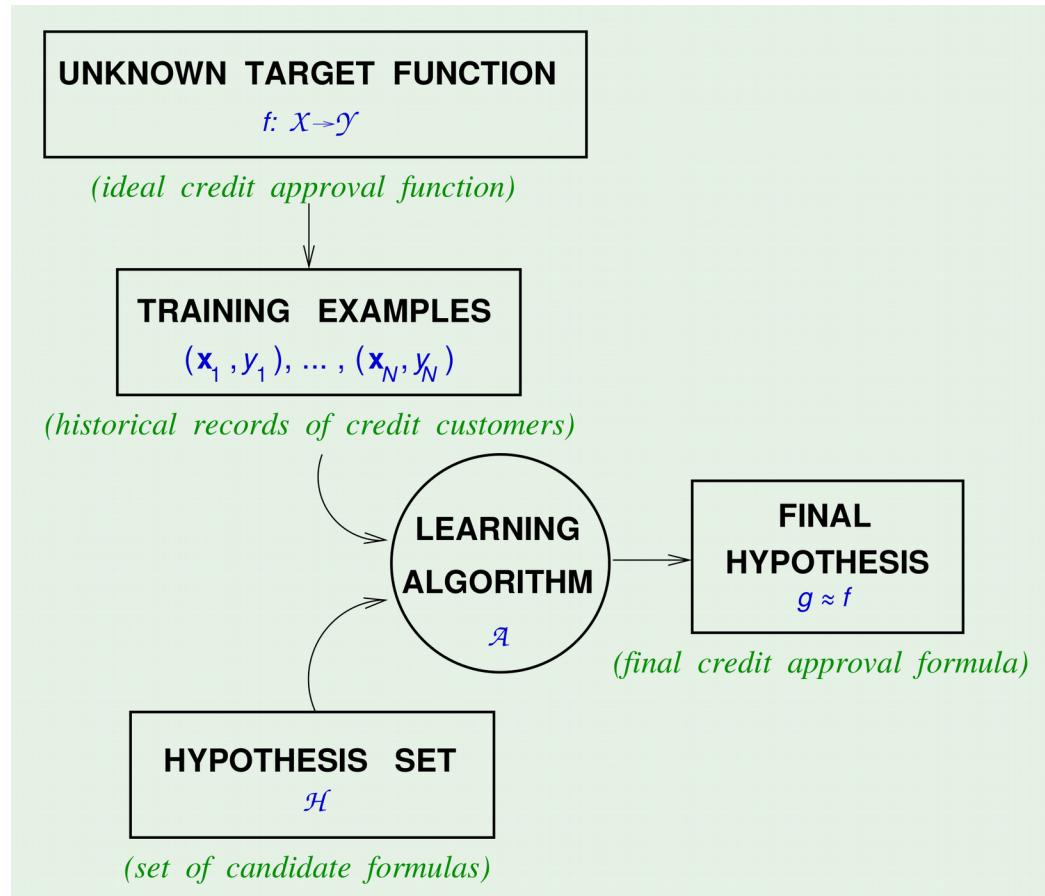
- Hypothesis:  $g : \mathcal{X} \rightarrow \mathcal{Y}$  (*formula to be used*)

# Components of learning

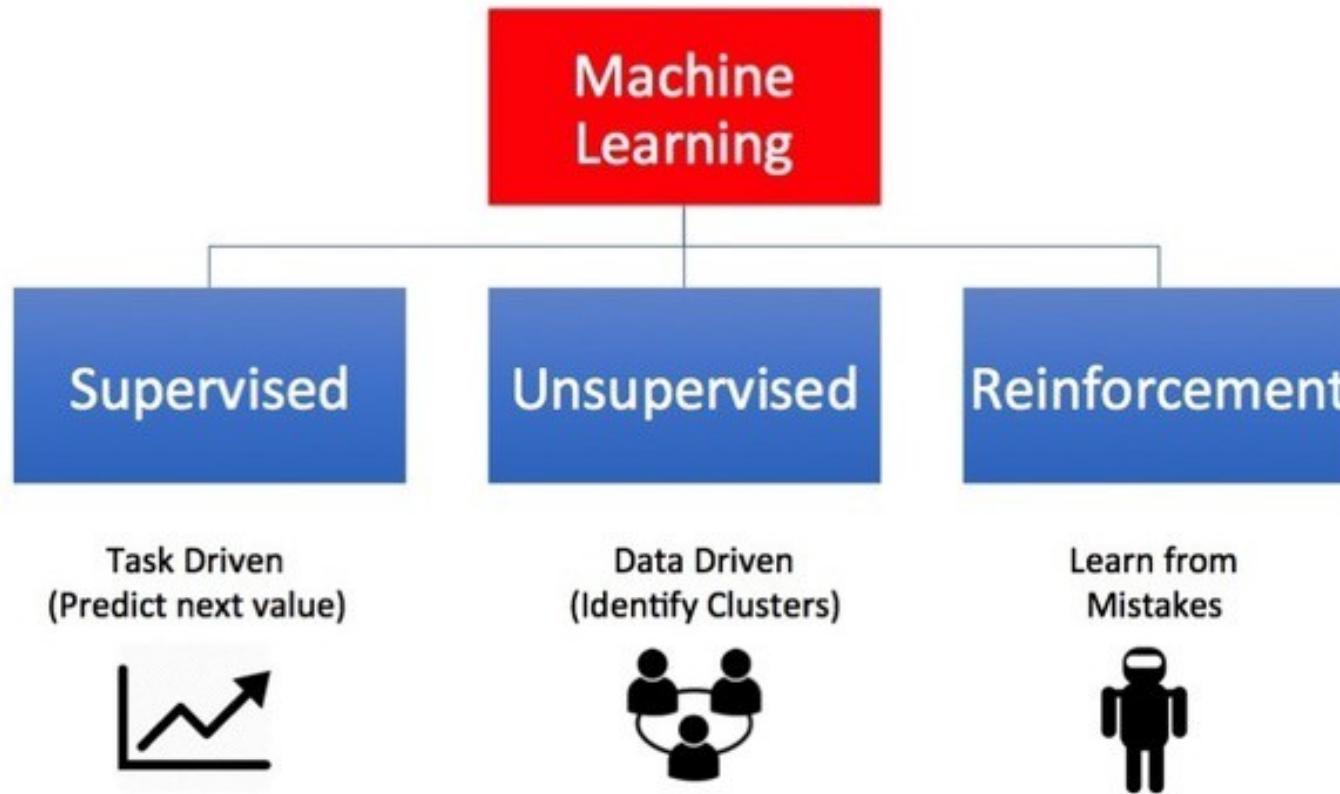


# Components of learning

- Two main components of the learning problem:
  - **The Hypothesis Set:** linear functions, feedforward networks, etc.
  - **Learning Algorithms:** supervised learning, unsupervised learning, reinforcement learning



# Machine learning algorithms



**Supervised learning** : when given **labeled data**

**Unsupervised learning** : when given **unlabeled data**

**Reinforcement learning**: learn by **trial and error** when given **evaluative feedback**

RL will not be covered in CSC4007

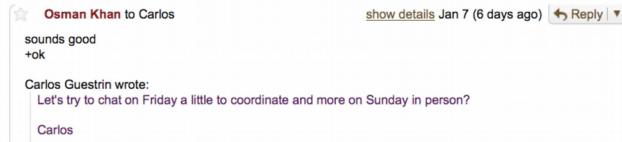
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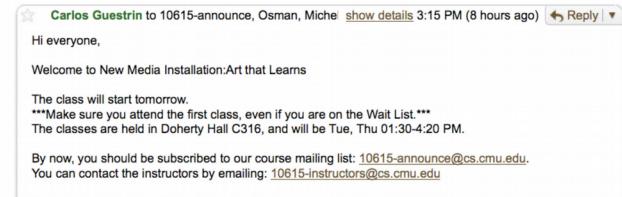
# Introduction to supervised learning

- Spam filtering: given an email → **spam** or **not spam**

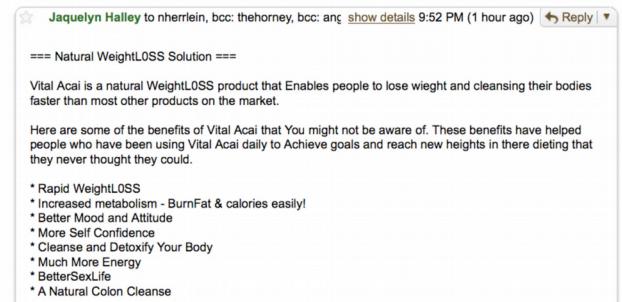
data



Welcome to New Media Installation: Art that Learns



Natural \_LoseWeight SuperFood Endorsed by Oprah Winfrey, Free Trial 1 bottle, pay only \$5.95 for shipping mfw r lk Spam | x



prediction

Spam

vs.

Not Spam

Bag of words



e.g.  $x = [\text{winner} = 2, \text{ prize} = 1, \$\text{dd} = 2, \dots]$



- Bag of words example:

Sentence 1 = John likes to watch movies. Mary likes movies too.

Bow1 = {"John":1, "likes":2, "watch":1, "movies":2, "Mary":1, "too":1, other:1};

Sentence 2 = John also likes to watch football games.

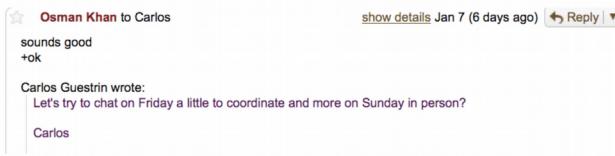
Bow2 = {"John":1, "also":1, "likes":1, "watch":1, "football":1, "games":1, other:1};

# Introduction to supervised learning

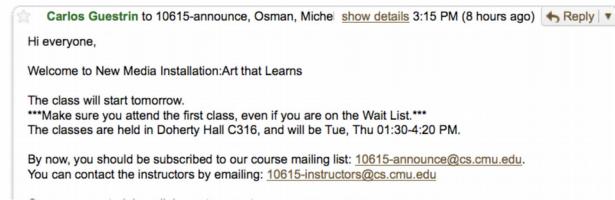
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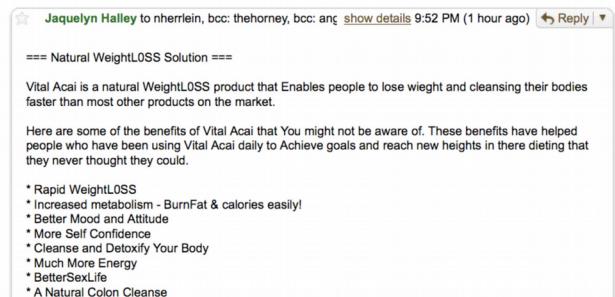
prediction



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Natural \_LoseWeight SuperFood Endorsed by Oprah Winfrey, Free Trial 1 bottle, pay only \$5.95 for shipping mfw rlk Spam | X



Spam  
vs.  
Not Spam

Classification

Predict discrete values

→ Outputs={**0,1**}

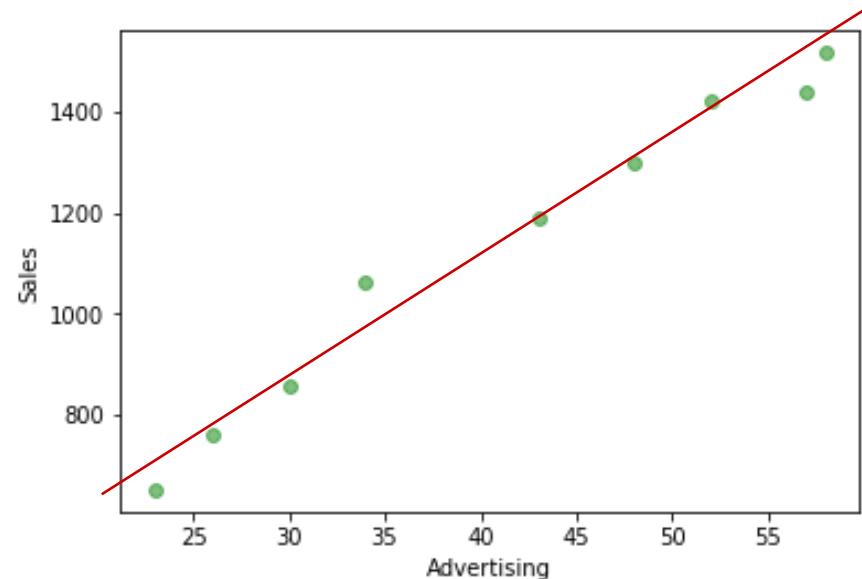
# Introduction to supervised learning

- Sale prediction: advertising → sales (million EUR)

Year	Sales (Million Euro)	Advertising (Million Euro)
1	651	23
2	762	26
3	856	30
4	1,063	34
5	1,190	43
6	1,298	48
7	1,421	52
8	1,440	57
9	1,518	58

Regression

→ Predict continuous values (sales)



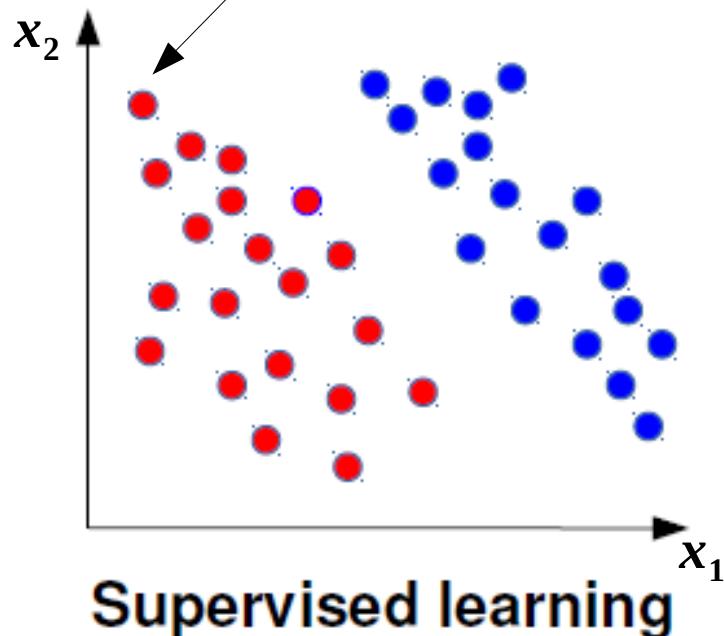
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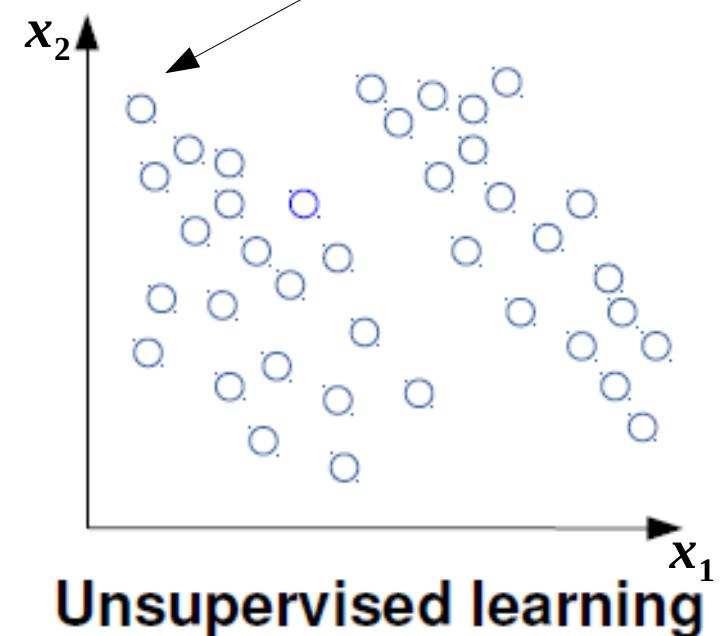
# Introduction to unsupervised Learning

## Supervised learning vs. Unsupervised learning

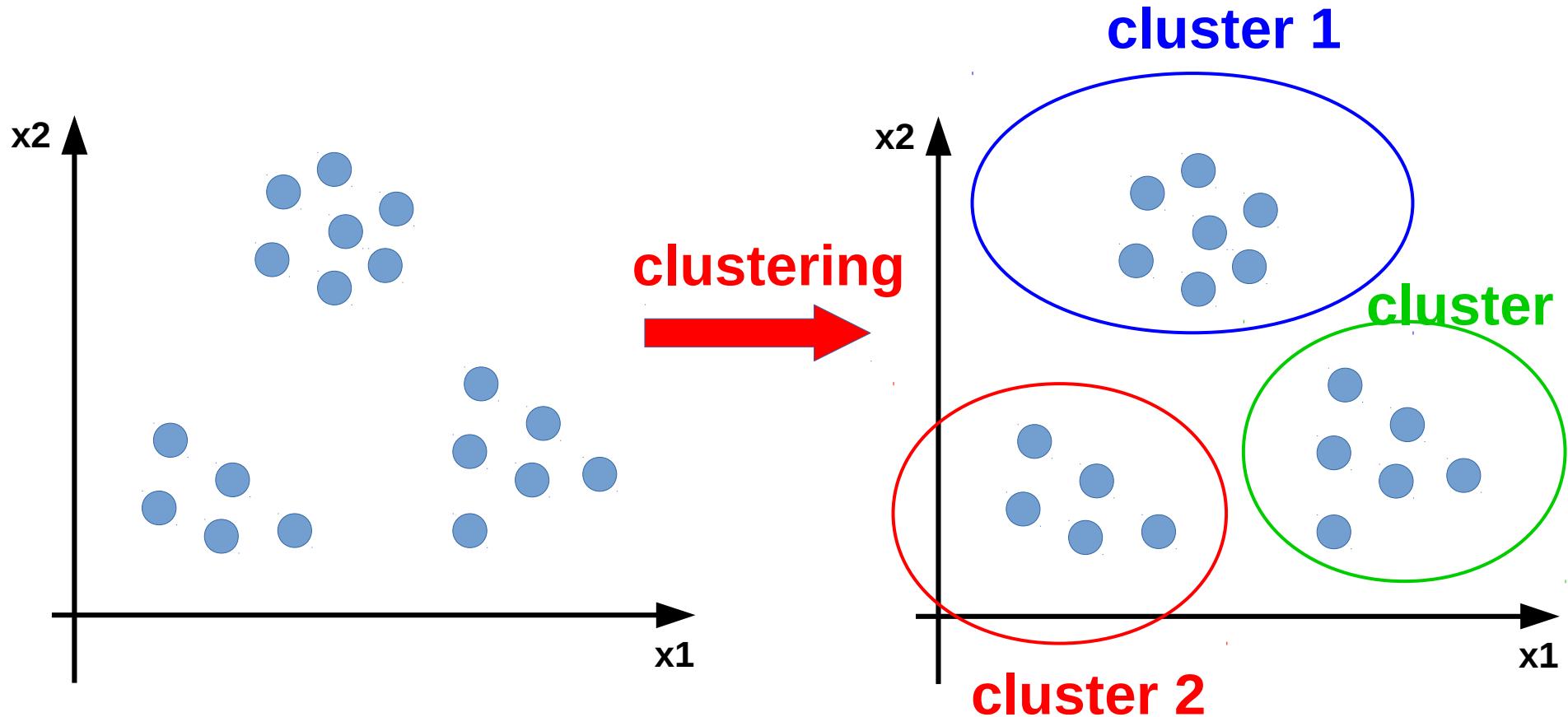
Dataset  $\{x = [x_1, x_2], y = \{\text{red, blue}\}\}$



Dataset  $\{x = [x_1, x_2]\}$



# Unsupervised Learning: Clustering



# Clustering: Examples

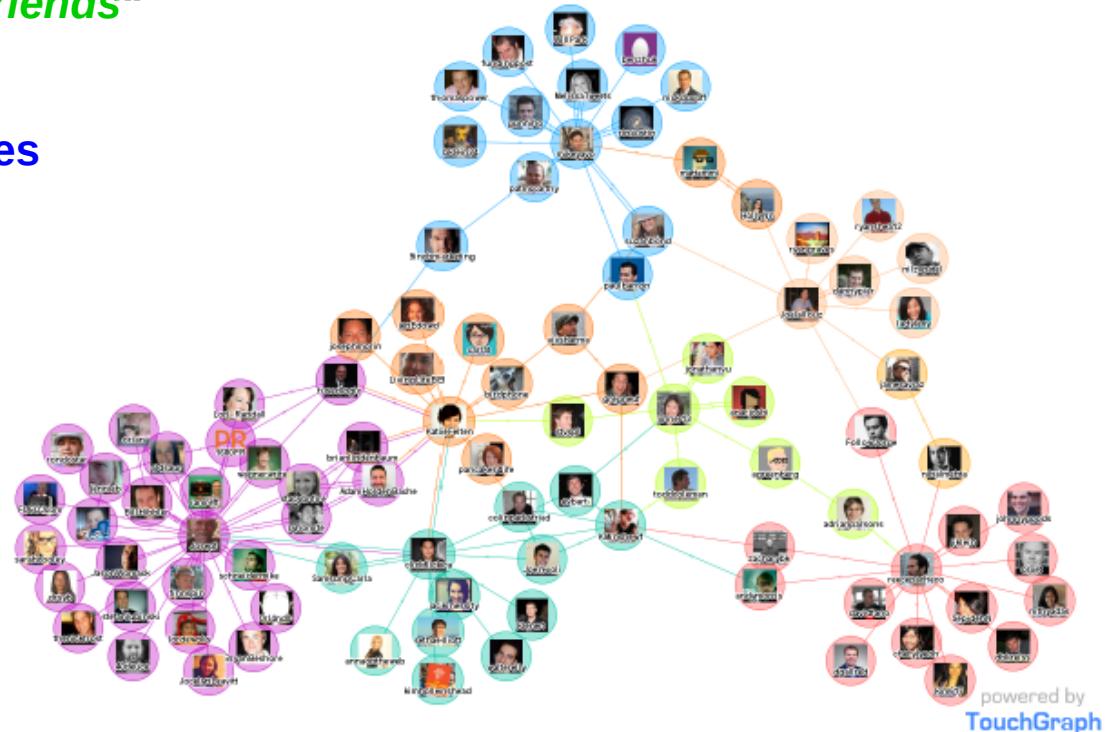
- **Social network analysis**

**Input:** {person, his interest, his likes, his groups, his friends links, etc.}

## Clustering: into groups of “*friends*“

**Facebook uses this to:**

- recommend “**Add Friend**”
  - recommend to **like new pages**
  - put **new ads**



powered by  
**TouchGraph**

by TouchGraph

# Clustering: Data analytics

colorful dresses



(a)

(b)

black pants



(c)

stripes

(c)



(e)

printed shirt

checked



(d)

# Outline

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- **Feature representation**

# Feature representation

- Features?
  - Example: what features used to predict the student's performance at the start of CSC4007.
    - data: examples/students studied in the last 2 years (~ 100 students)
    - **Helpful features?** GPA, performances in programming modules, CSC3060, CSC3061, etc.
    - Other features might cause **overfit**? Birth month/days, hair colors, etc.
  - Features never fully describe the situation

**“All models are wrong, but some are useful” – George Box**

# Features: example

	Features					Label
Name	Egg-laying	Scales	Poisonous	Cold-blooded	# legs	Reptile
Cobra	True	True	True	True	0	Yes

Initial model:

- Not enough information to generalize

# Features: example

	Features					Label
Name	Egg-laying	Scales	Poisonous	Cold-blooded	# legs	Reptile
Cobra	True	True	True	True	0	Yes
Rattlesnake	True	True	True	True	0	Yes

Initial model:

- Egg laying
- Has scales
- Is poisonous
- Cold blooded
- No legs

# Features: example

Name	Features					# legs	Label
	Egg-laying	Scales	Poisonous	Cold-blooded			
Cobra	True	True	True	True	0	Yes	
Rattlesnake	True	True	True	True	0	Yes	
Boa constrictor	False	True	False	True	0	Yes	

Current model:

- Has scales
- Cold blooded
- No legs

Boa doesn't fit model, but is labeled as reptile.  
Need to refine model

# Features: example

Name	Egg-laying	Features				# legs	Label
		Scales	Poisonous	Cold-blooded			
Cobra	True	True	True	True	0	Yes	
Rattlesnake	True	True	True	True	0	Yes	
Boa constrictor	False	True	False	True	0	Yes	
Chicken	True	True	False	False	2	No	

Current model:

- Has scales
- Cold blooded
- No legs

# Features: example

Name	Egg-laying	Features				# legs	Label
		Scales	Poisonous	Cold-blooded			
Cobra	True	True	True	True	0	Yes	
Rattlesnake	True	True	True	True	0	Yes	
Boa constrictor	False	True	False	True	0	Yes	
Chicken	True	True	False	False	2	No	
Alligator	True	True	False	True	4	Yes	

Current model:

- Has scales
- Cold blooded
- Has 0 or 4 legs

Alligator doesn't fit model, but is labeled as reptile.  
Need to refine model

# Features: example

Name	Egg-laying	Features				Label
		Scales	Poisonous	Cold-blooded	# legs	
Cobra	True	True	True	True	0	Yes
Rattlesnake	True	True	True	True	0	Yes
Boa constrictor	False	True	False	True	0	Yes
Chicken	True	True	False	False	2	No
Alligator	True	True	False	True	4	Yes
Dart frog	True	False	True	False	4	No

Current model:

- Has scales
- Cold blooded
- Has 0 or 4 legs

# Features: example

Name	Egg-laying	Features				Label
		Scales	Poisonous	Cold-blooded	# legs	
Cobra	True	True	True	True	0	Yes
Rattlesnake	True	True	True	True	0	Yes
Boa constrictor	False	True	False	True	0	Yes
Chicken	True	True	False	False	2	No
Alligator	True	True	False	True	4	Yes
Dart frog	True	False	True	False	4	No
Salmon	True	True	False	True	0	No
Python	True	True	False	True	0	Yes

Current model:

- Has scales
- Cold blooded
- Has 0 or 4 legs

No (easy) way to add to rule that will correctly classify salmon and python (since identical feature values)

# Features: example

Name	Egg-laying	Features			# legs	Label
		Scales	Poisonous	Cold-blooded		
Cobra	True	True	True	True	0	Yes
Rattlesnake	True	True	True	True	0	Yes
Boa constrictor	False	True	False	True	0	Yes
Chicken	True	True	False	False	2	No
Alligator	True	True	False	True	4	Yes
Dart frog	True	False	True	False	4	No
Salmon	True	True	False	True	0	No
Python	True	True	False	True	0	Yes

Good model:

- Has scales
- Cold blooded

Not perfect, but no false negatives (anything classified as not reptile is correctly labeled); some false positives (may incorrectly label some animals as reptile)

# Summary

- Today, we covered
  - Machine learning definition
  - Components of learning problems
  - Supervised learning vs. unsupervised learning
  - Feature representation in machine learning