

Course 2: Supervised Learning



IMT Atlantique
Bretagne-Pays de la Loire
École Mines-Télécom

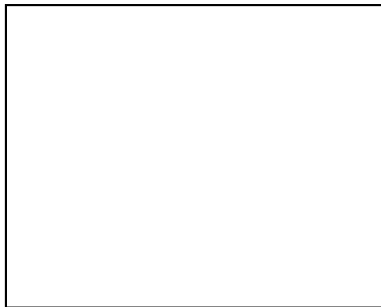
Last session

- 1 AI definition
- 2 Applications
- 3 Deep learning
- 4 Open issues

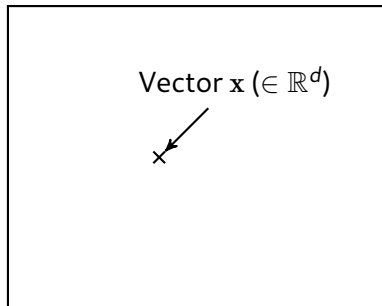
Today's session

- Learning from labeled examples
- Challenges of supervised learning

Vector space (\mathbb{R}^d)



Vector space (\mathbb{R}^d)



Notations

Vector space (\mathbb{R}^d)



Definition

Supervised learning methods use **labels** \hat{y} associated with examples x to learn a function f such as $\hat{y} \approx f(x)$, with the aim of **generalizing** (\neq memorizing) to unlabeled examples.

x :



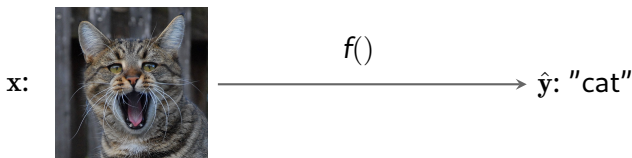
\hat{y} : "cat"

Supervised learning

Definition

Supervised learning methods use **labels** \hat{y} associated with examples x to learn a function f such as $\hat{y} \approx f(x)$, with the aim of **generalizing** (\neq memorizing) to unlabeled examples.

Goal of supervised learning:
learning the mapping function $f()$



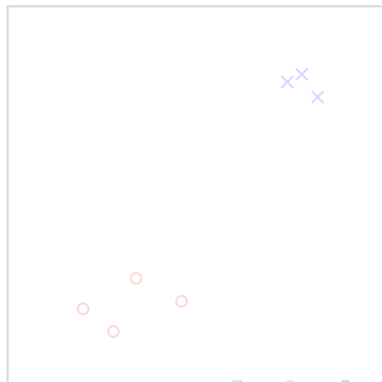
Supervised learning

Definition

Supervised learning methods use **labels** \hat{y} associated with examples x to learn a function f such as $\hat{y} \approx f(x)$, with the aim of **generalizing** (\neq memorizing) to unlabeled examples.

Examples

- **Classification** (y is categorical)
- **Regression** (y is scalar)
- Tons of applications:
 - Pattern recognition,
 - Prediction...



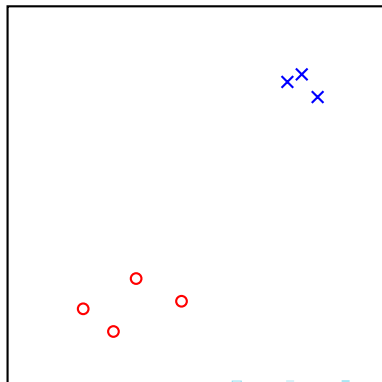
Supervised learning

Definition

Supervised learning methods use **labels** \hat{y} associated with examples x to learn a function f such as $\hat{y} \approx f(x)$, with the aim of **generalizing** (\neq memorizing) to unlabeled examples.

Examples

- **Classification** (y is categorical)
- **Regression** (y is scalar)
- Tons of applications:
 - Pattern recognition,
 - Prediction...



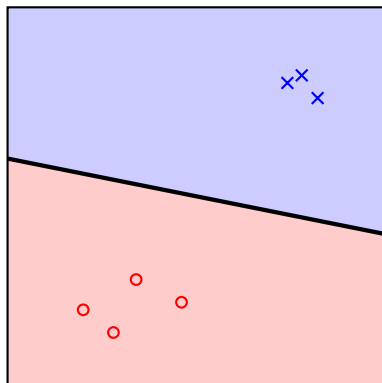
Supervised learning

Definition

Supervised learning methods use **labels** \hat{y} associated with examples x to learn a function f such as $\hat{y} \approx f(x)$, with the aim of **generalizing** (\neq memorizing) to unlabeled examples.

Examples

- **Classification** (y is categorical)
- **Regression** (y is scalar)
- Tons of applications:
 - Pattern recognition,
 - Prediction...



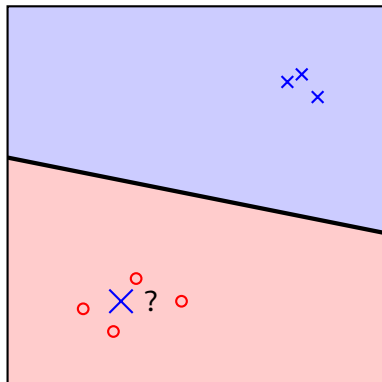
Supervised learning

Definition

Supervised learning methods use **labels** \hat{y} associated with examples x to learn a function f such as $\hat{y} \approx f(x)$, with the aim of **generalizing** (\neq memorizing) to unlabeled examples.

Examples

- **Classification** (y is categorical)
- **Regression** (y is scalar)
- Tons of applications:
 - Pattern recognition,
 - Prediction...



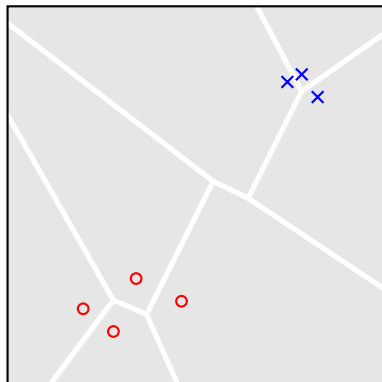
Supervised learning

Definition

Supervised learning methods use **labels** \hat{y} associated with examples x to learn a function f such as $\hat{y} \approx f(x)$, with the aim of **generalizing** (\neq memorizing) to unlabeled examples.

Examples

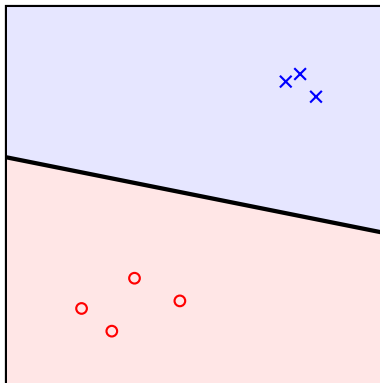
- **Classification** (y is categorical)
- **Regression** (y is scalar)
- Tons of applications:
 - Pattern recognition,
 - Prediction...



Challenges of supervised learning (1/5)

An ill-defined problem

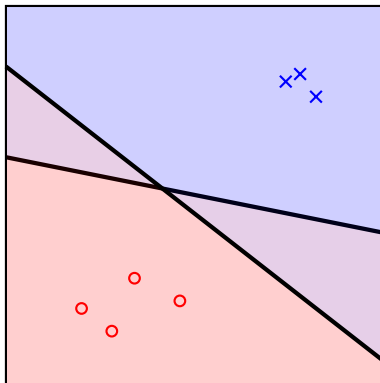
- An infinity of potential solutions, one must be the “best one” but is unreachable,
- \Rightarrow requires **priors or constraints**.



Challenges of supervised learning (1/5)

An ill-defined problem

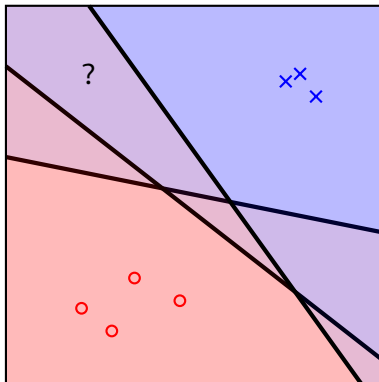
- An infinity of potential solutions, one must be the “best one” but is unreachable,
- \Rightarrow requires **priors or constraints**.



Challenges of supervised learning (1/5)

An ill-defined problem

- An infinity of potential solutions, one must be the “best one” but is unreachable,
- \Rightarrow requires **priors or constraints**.

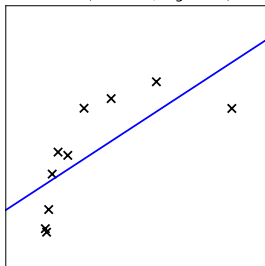


Challenges of supervised learning (2/5)

Bias/variance trade-off

- A **simple** solution that almost matches is better than a complex one that fully matches,
- Mimicking is not learning: **overfitting** problem.

Polynomial regression,
 $d = 1$ (under-fit; high bias)

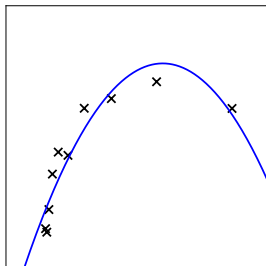


Challenges of supervised learning (2/5)

Bias/variance trade-off

- A **simple** solution that almost matches is better than a complex one that fully matches,
- Mimicking is not learning: **overfitting** problem.

Polynomial regression,
 $d = 2$

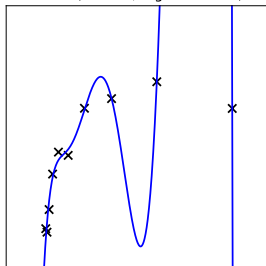


Challenges of supervised learning (2/5)

Bias/variance trade-off

- A **simple** solution that almost matches is better than a complex one that fully matches,
- Mimicking is not learning: **overfitting** problem.

Polynomial regression,
 $d = 6$ (over-fit; high variance)

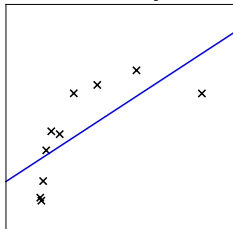


Challenges of supervised learning (2/5)

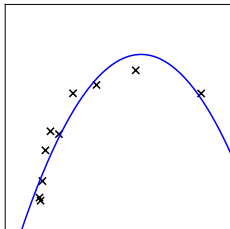
Bias/variance trade-off

- A **simple** solution that almost matches is better than a complex one that fully matches,
- Mimicking is not learning: **overfitting** problem.

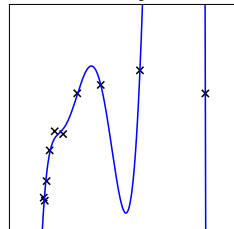
Polynomial regression,
 $d = 1$ (under-fit; high bias)



Polynomial regression,
 $d = 2$



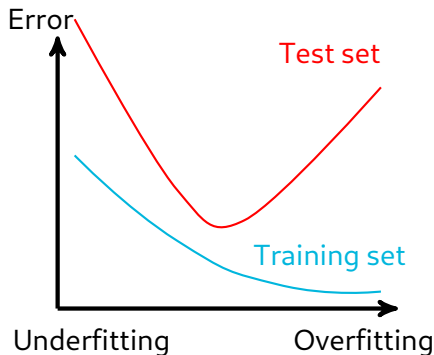
Polynomial regression,
 $d = 6$ (over-fit; high variance)



Challenges of supervised learning (2/5)

Bias/variance trade-off

- A **simple** solution that almost matches is better than a complex one that fully matches,
- Mimicking is not learning: **overfitting** problem.



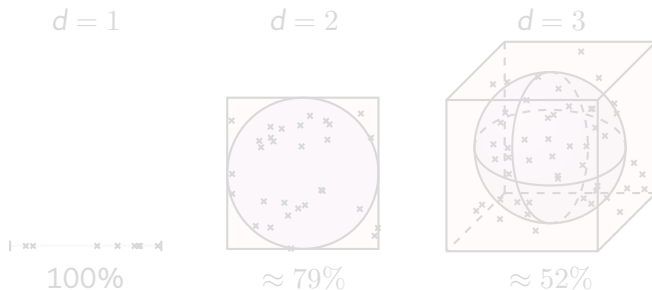
Crossvalidation

- To detect overfitting, split training dataset in two parts:
 - 1 A first part is used to train,
 - 2 A second part is used to validate,

Challenges of supervised learning (3/5)

Curse of dimensionality

- Geometry is not intuitive in **high dimension**,
- Efficient methods in 2D are not necessarily still valid.



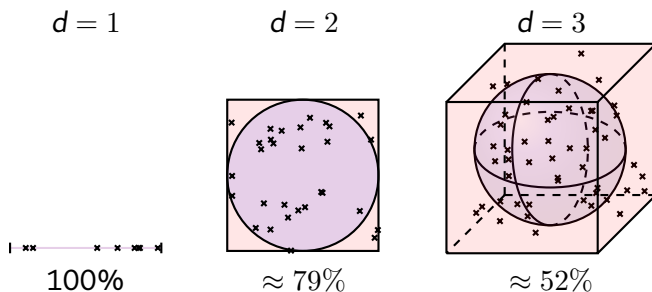
$$V_d^s = \frac{\pi^{d/2} R^d}{\Gamma(d/2 + 1)} \text{ versus } V_d^c = (2R)^d$$

see <https://youtu.be/dZrGXyTy3qc?t=533>

Challenges of supervised learning (3/5)

Curse of dimensionality

- Geometry is not intuitive in **high dimension**,
- Efficient methods in 2D are not necessarily still valid.

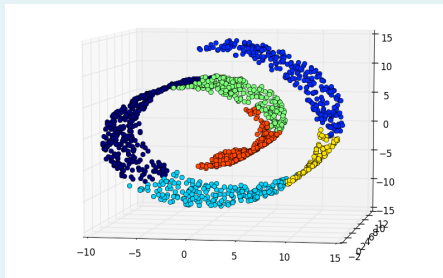


$$V_d^s = \frac{\pi^{d/2} R^d}{\Gamma(d/2 + 1)} \text{ versus } V_d^c = (2R)^d$$

see <https://youtu.be/dZrGXYty3qc?t=533>

Challenges of supervised learning (4/5)

Riemannian manifolds

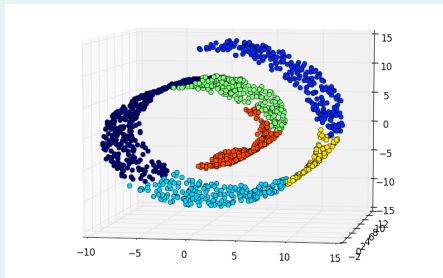


Linear separability and need for embedding

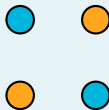


Challenges of supervised learning (4/5)

Riemannian manifolds



Linear separability and need for embedding



Challenges of supervised learning (5/5)

Computation time

Example on ImageNet, simply going through all images:

- $n = 10.000.000$, $d \approx 1.000.000$,
- $\approx 10^{13}$ elementary operations,
- $\approx 2\text{h}45$ on a modern processor.

Scalability

- Finding the best solution to a problem would be feasible with unlimited computation time,
- But searching through the space of possible functions is often **untractable**,
- Solutions must be computationally reasonable, which is the true challenge today.

Challenges of supervised learning (5/5)

Computation time

Example on ImageNet, simply going through all images:

- $n = 10.000.000$, $d \approx 1.000.000$,
- $\approx 10^{13}$ elementary operations,
- $\approx 2\text{h}45$ on a modern processor.

Scalability

- Finding the best solution to a problem would be feasible with unlimited computation time,
- But searching through the space of possible functions is often **untractable**,
- Solutions must be computationally reasonable, which is the true challenge today.

Definition

- Let us fix d ,
- The **VC dimension** is a measure of the genericity of a method,
- It is the **maximum cardinality** of a set of vectors that the method is able to shatter in any possible way.

Vapnik Chervonenki (VC) dimension

Definition

- Let us fix d ,
- The **VC dimension** is a measure of the genericity of a method,
- It is the **maximum cardinality** of a set of vectors that the method is able to shatter in any possible way.

Consider for example lines to shatter set of points with $d = 2$.

Vapnik Chervonenki (VC) dimension

Definition

- Let us fix d ,
- The **VC dimension** is a measure of the genericity of a method,
- It is the **maximum cardinality** of a set of vectors that the method is able to shatter in any possible way.

Consider for example lines to shatter set of points with $d = 2$.



Vapnik Chervonenki (VC) dimension

Definition

- Let us fix d ,
- The **VC dimension** is a measure of the genericity of a method,
- It is the **maximum cardinality** of a set of vectors that the method is able to shatter in any possible way.

Consider for example lines to shatter set of points with $d = 2$.



Vapnik Chervonenki (VC) dimension

Definition

- Let us fix d ,
- The **VC dimension** is a measure of the genericity of a method,
- It is the **maximum cardinality** of a set of vectors that the method is able to shatter in any possible way.

Consider for example lines to shatter set of points with $d = 2$.

× ×

Vapnik Chervonenki (VC) dimension

Definition

- Let us fix d ,
- The **VC dimension** is a measure of the genericity of a method,
- It is the **maximum cardinality** of a set of vectors that the method is able to shatter in any possible way.

Consider for example lines to shatter set of points with $d = 2$.



Vapnik Chervonenki (VC) dimension

Definition

- Let us fix d ,
- The **VC dimension** is a measure of the genericity of a method,
- It is the **maximum cardinality** of a set of vectors that the method is able to shatter in any possible way.

Consider for example lines to shatter set of points with $d = 2$.



Vapnik Chervonenki (VC) dimension

Definition

- Let us fix d ,
- The **VC dimension** is a measure of the genericity of a method,
- It is the **maximum cardinality** of a set of vectors that the method is able to shatter in any possible way.

Consider for example lines to shatter set of points with $d = 2$.



Vapnik Chervonenki (VC) dimension

Definition

- Let us fix d ,
- The **VC dimension** is a measure of the genericity of a method,
- It is the **maximum cardinality** of a set of vectors that the method is able to shatter in any possible way.

Consider for example lines to shatter set of points with $d = 2$.

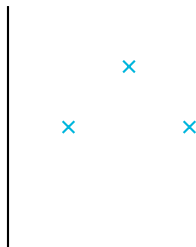


Vapnik Chervonenki (VC) dimension

Definition

- Let us fix d ,
- The **VC dimension** is a measure of the genericity of a method,
- It is the **maximum cardinality** of a set of vectors that the method is able to shatter in any possible way.

Consider for example lines to shatter set of points with $d = 2$.



Vapnik Chervonenki (VC) dimension

Definition

- Let us fix d ,
- The **VC dimension** is a measure of the genericity of a method,
- It is the **maximum cardinality** of a set of vectors that the method is able to shatter in any possible way.

Consider for example lines to shatter set of points with $d = 2$.

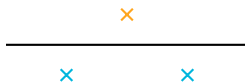


Vapnik Chervonenki (VC) dimension

Definition

- Let us fix d ,
- The **VC dimension** is a measure of the genericity of a method,
- It is the **maximum cardinality** of a set of vectors that the method is able to shatter in any possible way.

Consider for example lines to shatter set of points with $d = 2$.



Vapnik Chervonenki (VC) dimension

Definition

- Let us fix d ,
- The **VC dimension** is a measure of the genericity of a method,
- It is the **maximum cardinality** of a set of vectors that the method is able to shatter in any possible way.

Consider for example lines to shatter set of points with $d = 2$.



Vapnik Chervonenki (VC) dimension

Definition

- Let us fix d ,
- The **VC dimension** is a measure of the genericity of a method,
- It is the **maximum cardinality** of a set of vectors that the method is able to shatter in any possible way.

Consider for example lines to shatter set of points with $d = 2$.

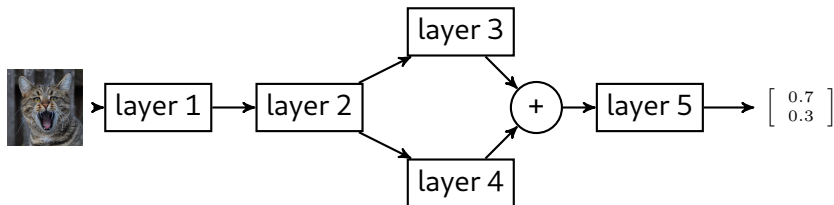


VC is 3.

The case of deep learning in classification

Inputs/outputs

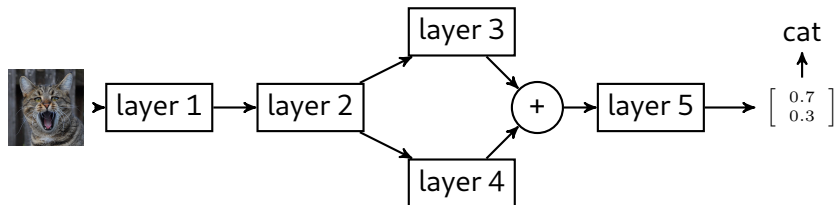
- Often: inputs are **raw signals** or **feature vectors**,
- Often: outputs are vectors which **highest value** indicate the **category of the input**.



The case of deep learning in classification

Inputs/outputs

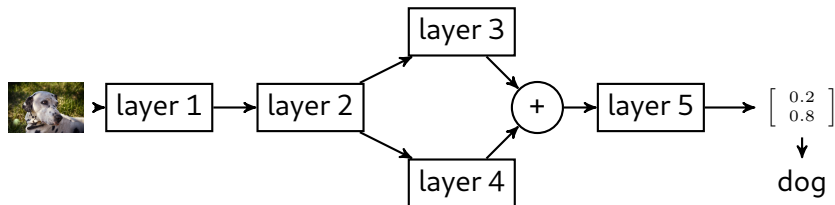
- Often: inputs are **raw signals** or **feature vectors**,
- Often: outputs are vectors which **highest value** indicate the **category of the input**.



The case of deep learning in classification

Inputs/outputs

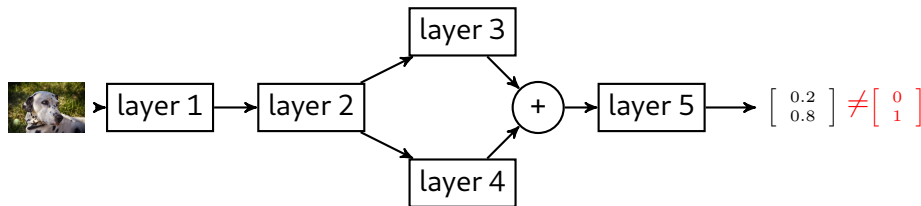
- Often: inputs are **raw signals** or **feature vectors**,
- Often: outputs are vectors which **highest value** indicate the **category of the input**.



The case of deep learning in classification

Inputs/outputs

- Often: inputs are **raw signals** or **feature vectors**,
- Often: outputs are vectors which **highest value** indicate the **category of the input**.



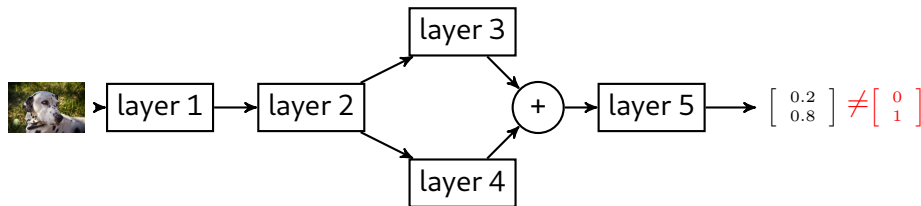
Loss and targets

- Labels are encoded as one-hot-bit vectors and called **targets**,
- Outputs are **softmaxed**: $y_i \leftarrow \exp(y_i) / \sum_j \exp(y_j)$,
- Loss is typically **cross-entropy**: $-\log(\hat{\mathbf{y}}^\top \mathbf{y})$.

The case of deep learning in classification

Inputs/outputs

- Often: inputs are **raw signals** or **feature vectors**,
- Often: outputs are vectors which **highest value** indicate the **category of the input**.



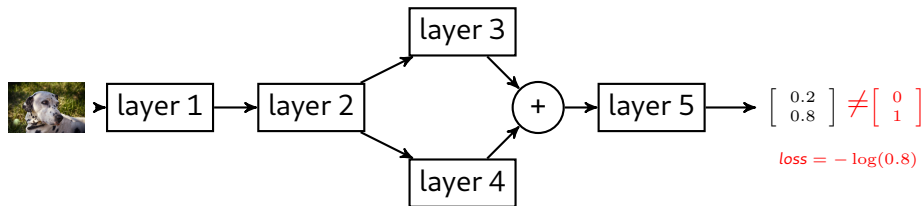
Loss and targets

- Labels are encoded as one-hot-bit vectors and called **targets**,
- Outputs are **softmaxed**: $y_i \leftarrow \exp(y_i) / \sum_j \exp(y_j)$,
- Loss is typically **cross-entropy**: $-\log(\hat{\mathbf{y}}^\top \mathbf{y})$.

The case of deep learning in classification

Inputs/outputs

- Often: inputs are **raw signals** or **feature vectors**,
- Often: outputs are vectors which **highest value** indicate the **category of the input**.

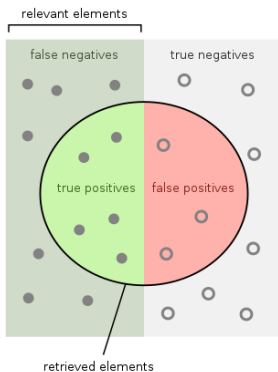


Loss and targets

- Labels are encoded as one-hot-bit vectors and called **targets**,
- Outputs are **softmaxed**: $y_i \leftarrow \exp(y_i) / \sum_j \exp(y_j)$,
- Loss is typically **cross-entropy**: $-\log(\hat{\mathbf{y}}^\top \mathbf{y})$.

Metrics

In supervised learning : per class metric



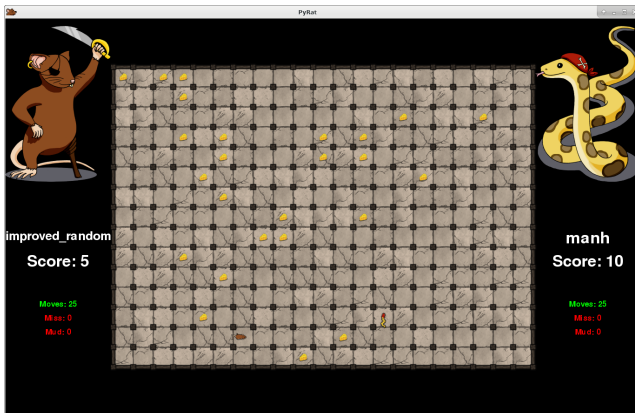
How many retrieved items are relevant?

$$\text{Precision} = \frac{\text{true positives}}{\text{true positives} + \text{false positives}}$$

How many relevant items are retrieved?

$$\text{Recall} = \frac{\text{true positives}}{\text{true positives} + \text{false negatives}}$$

Non-symmetric PyRat without walls / mud



Both players follow a deterministic greedy algorithm.

Supervised learning - Two tasks

- Lab 2a - Predict the outcome of a game from the start configuration.
- Lab 2b - Learn the next move using a dataset of winners

Lab Session 2 and assignments for Session 3

Lab Supervised Learning

- Basics of machine learning using sklearn (including new definitions / concepts)
- Tests on PyRat datasets : winner prediction task

Project 1 (P1)

You will choose a supervised learning method. You have to prepare a Jupyter Notebook on this method, including:

- A brief description of the theory behind the method,
- Basic tests on simulated data to show the influence of parameters and hyperparameters
- Tests on PyRat Datasets on the winner prediction task

During Session 3 you will have 7 minutes to present your notebook.