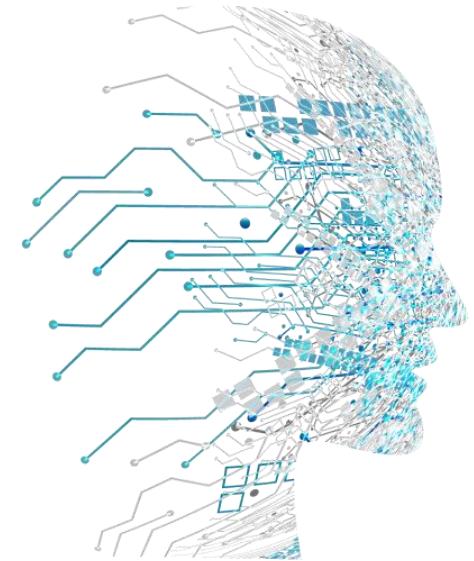


# INTRODUCTION to MACHINE LEARNING



By Khwanchai K.

23. 01. 2023

# AGENDA



## Machine Learning

What's Machine Learning  
History of Machine Learning  
Type of Machine Learning



## Real World ML

Applications of ML  
Understanding AI, ML & DL  
Material for Study



## Applied ML

ML Process Flow  
Tool & Frameworks



## Work Shop

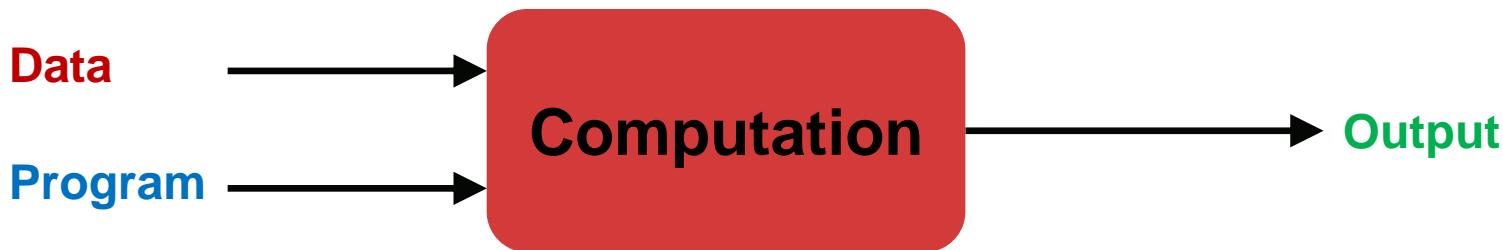
Linear Regression  
K-Mean Clustering  
Reinforcement Learning

# MACHINE LEARNING

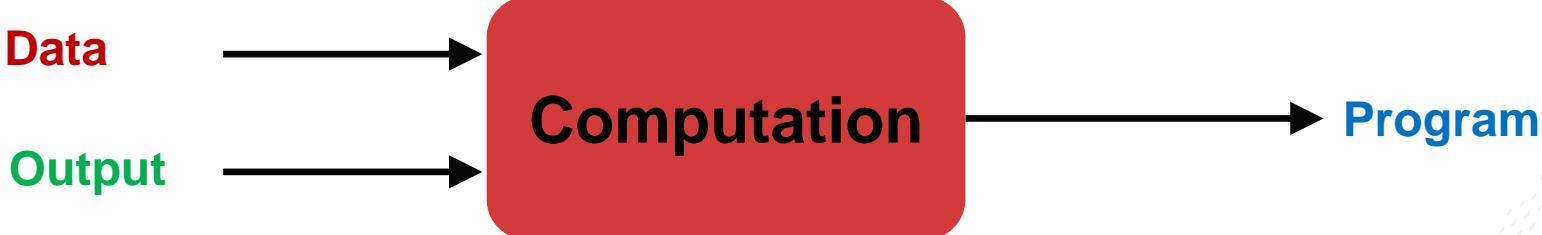


# • What's Machine Learning?

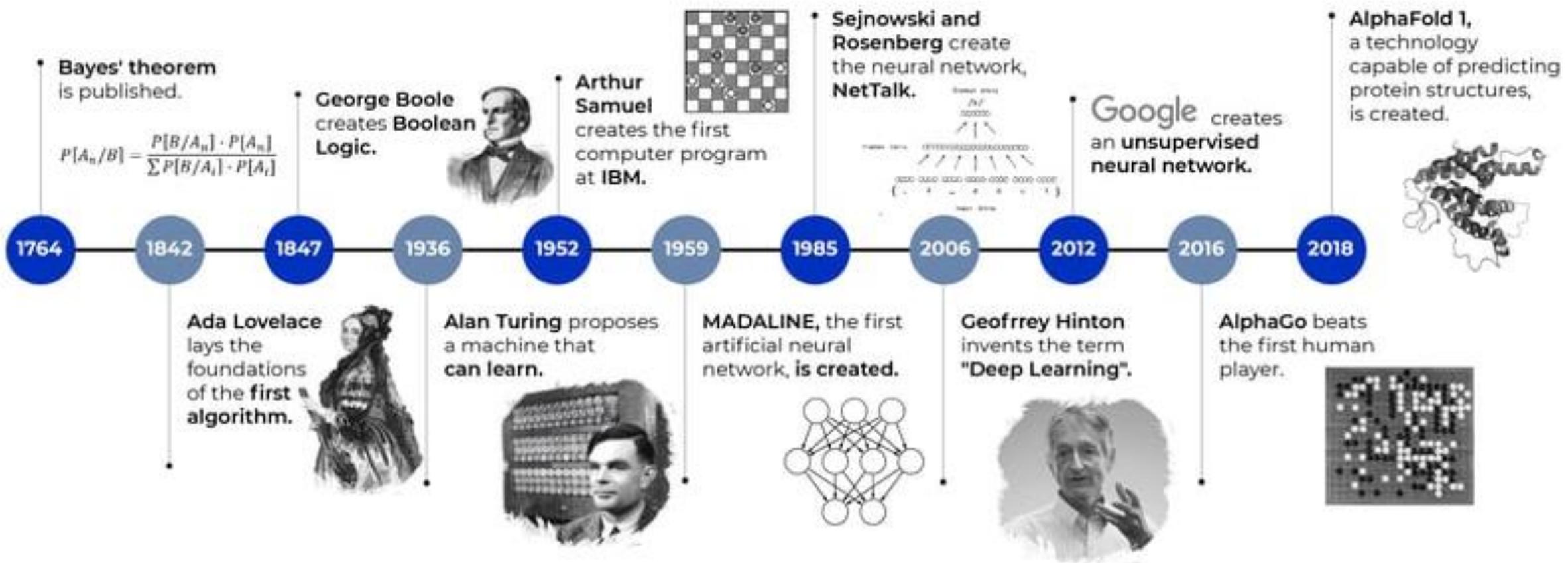
## Traditional Programming



## Machine Learning



# History of Machine Learning



# ● Why Machine Learning?

## Availability

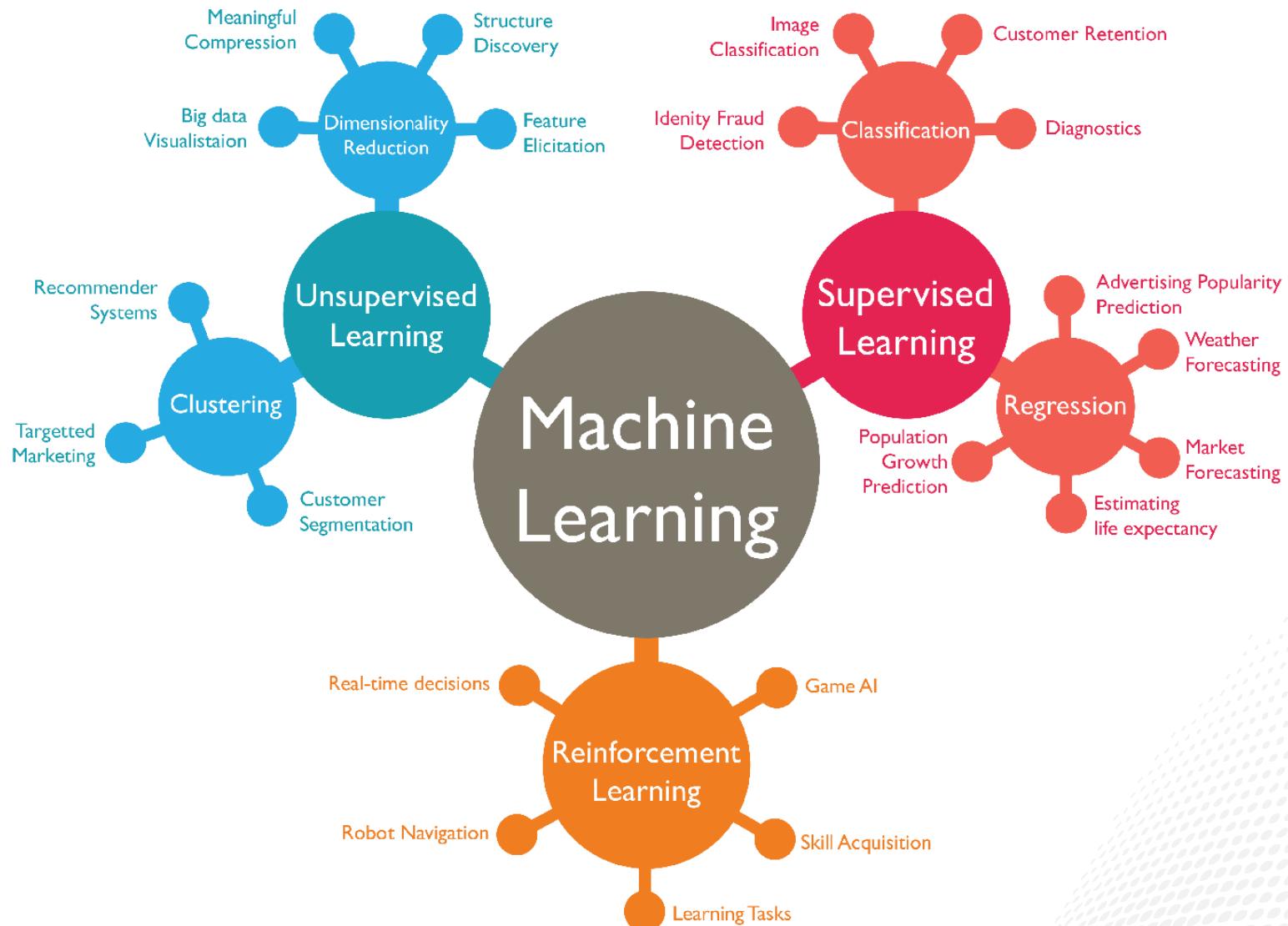
- **Data**
- **Data Storage**
- **Developer**
- **Processing**

Such as.

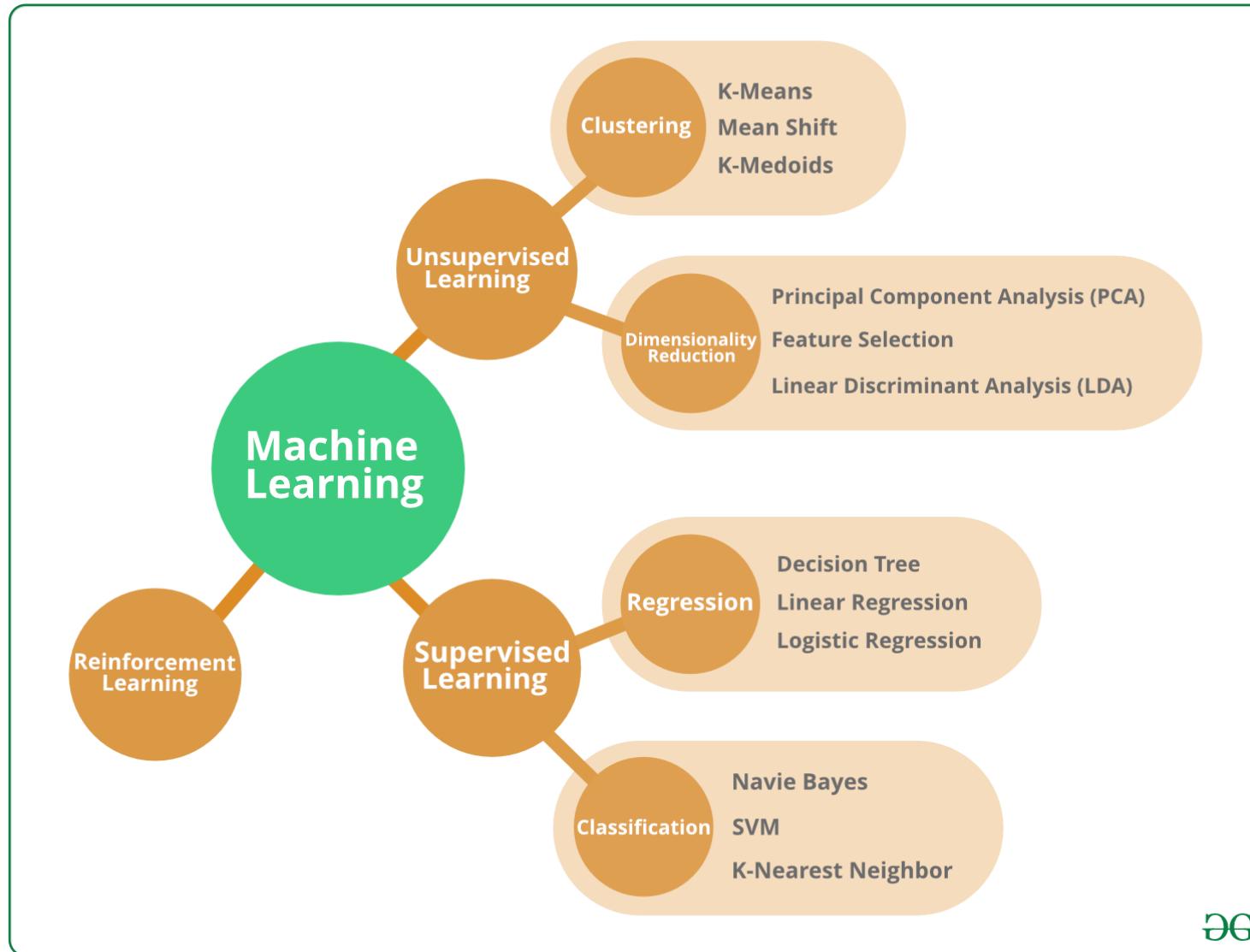
- **Manufacturing.** Predictive maintenance and condition monitoring
- **Retail.** Upselling and cross-channel marketing
- **Healthcare and life sciences.** Disease identification and risk satisfaction
- **Travel and hospitality.** Dynamic pricing
- **Financial services.** Risk analytics and regulation
- **Energy.** Energy demand and supply optimization



# Type of Machine Learning



# Type of Machine Learning

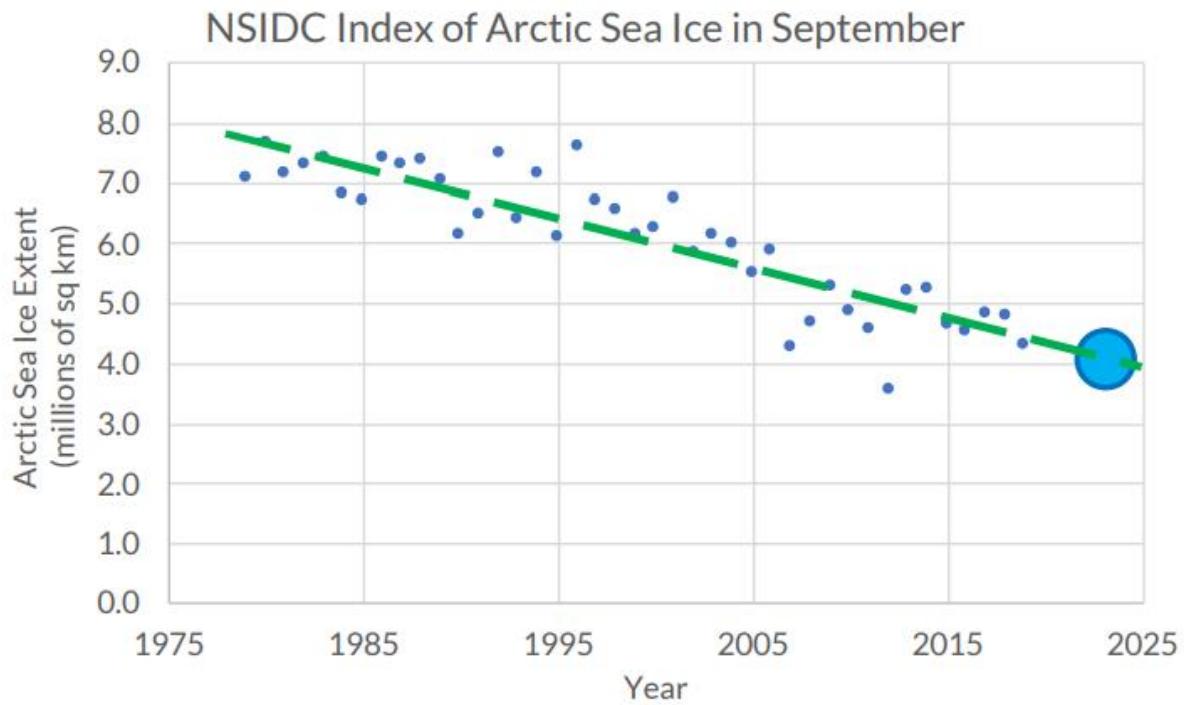


# ● Supervised Learning

- Given  $(x_1, y_1), \dots, (x_n, y_n)$ , learn a function that predicts  $y$  given  $x$
- **Regression:** Labels  $y$  are real-valued

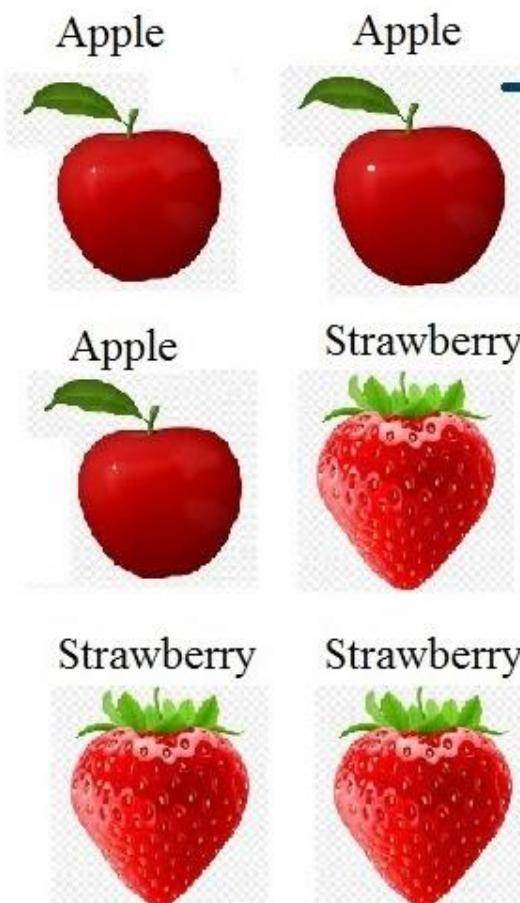


Photo by NASA Goddard



# ● Supervised Learning

Labelled Data



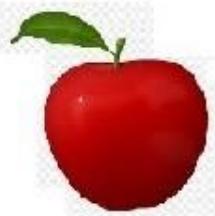
Machine  
Learning Model



Training

Output for  
future inputs

Apple

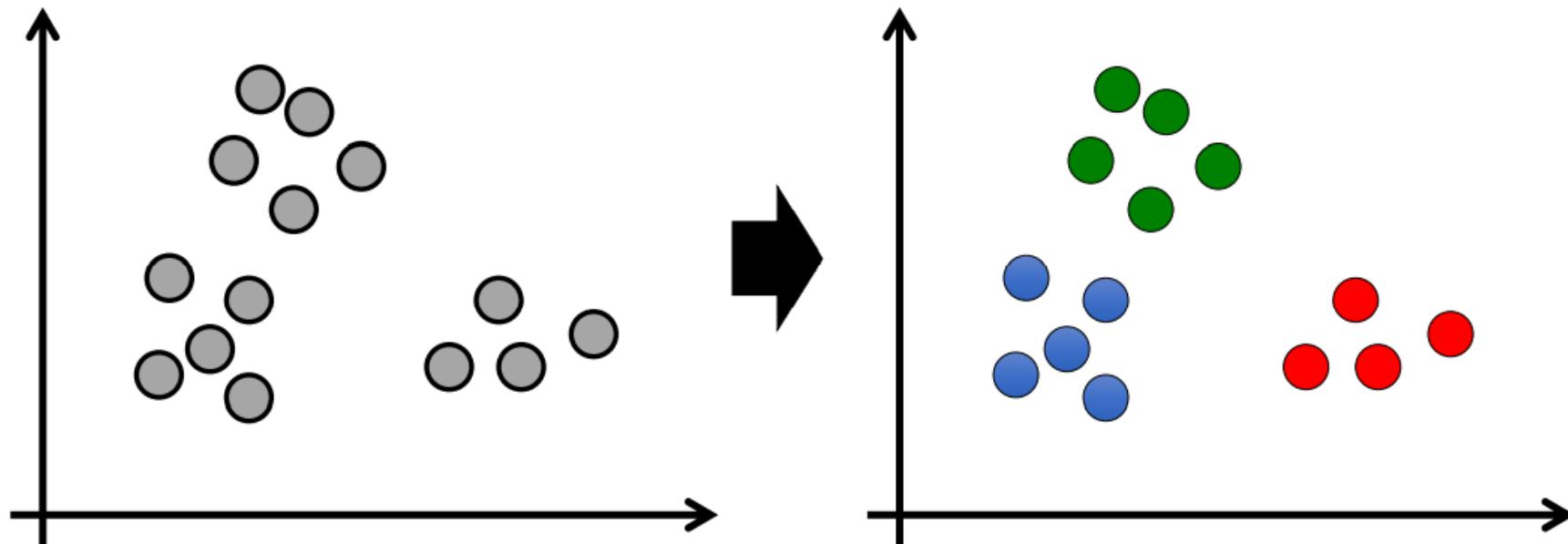


Strawberry

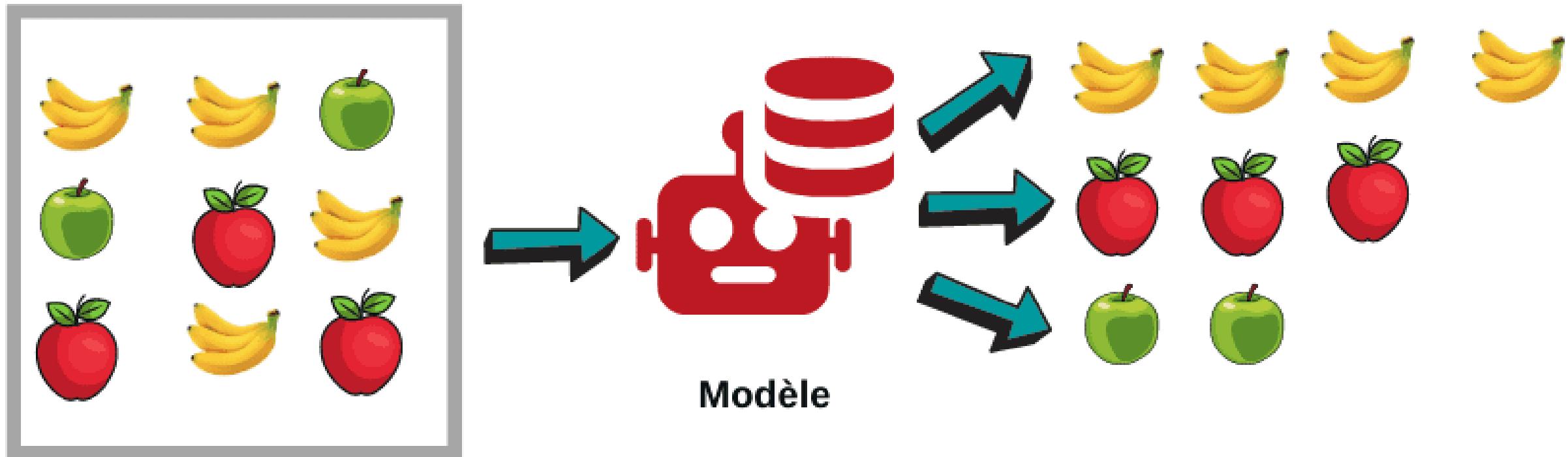


# ● Unsupervised Learning

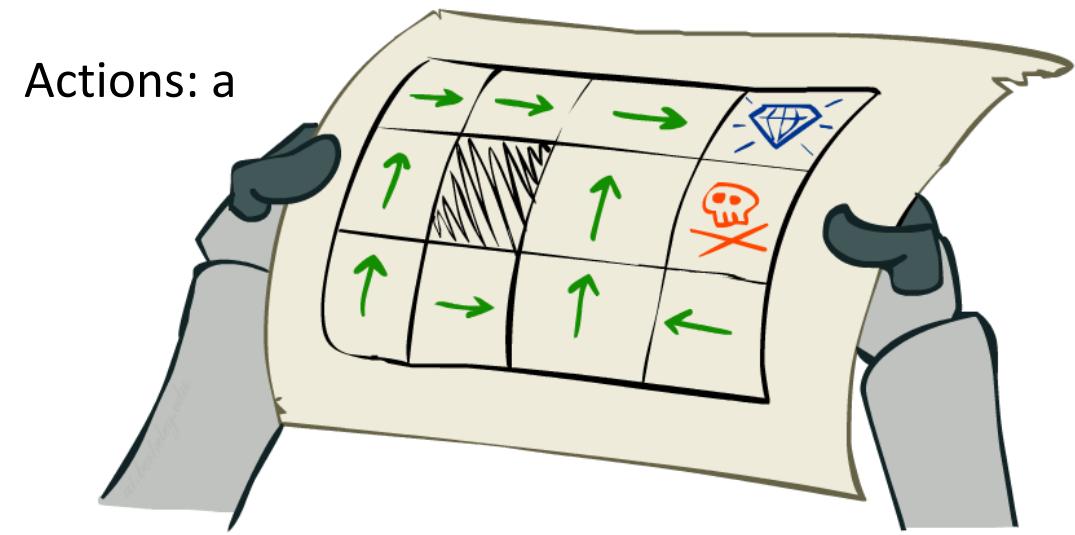
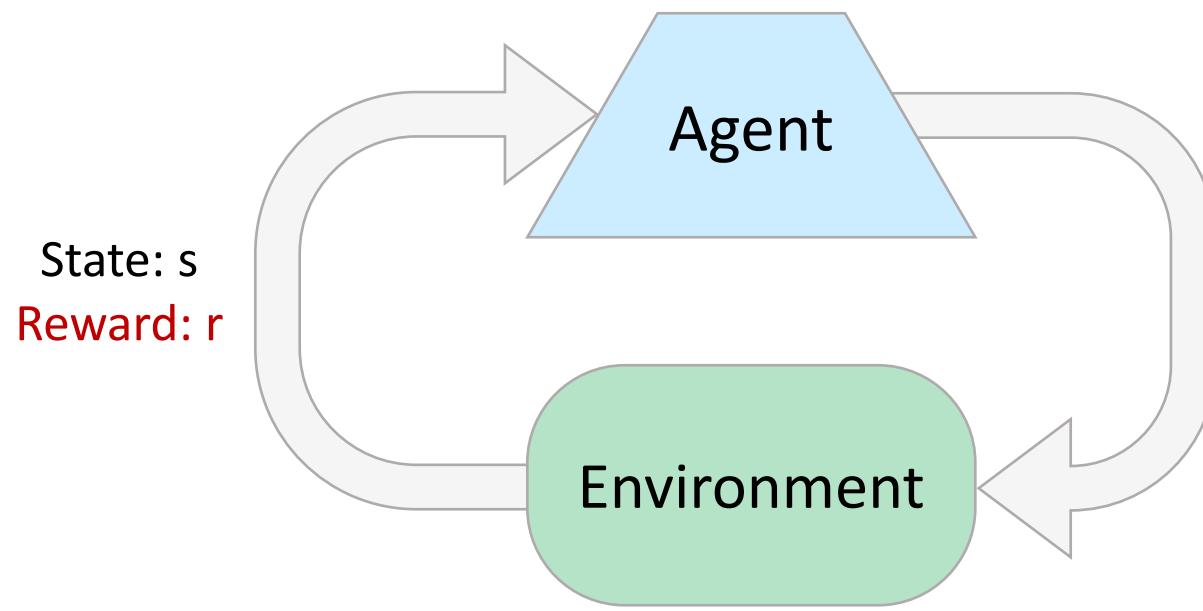
- Given  $x_1, \dots, x_n$  (no labels), output hidden structure in  $x$ 's
  - E.g., clustering



# ● Unsupervised Learning



# ● Reinforcement Learning

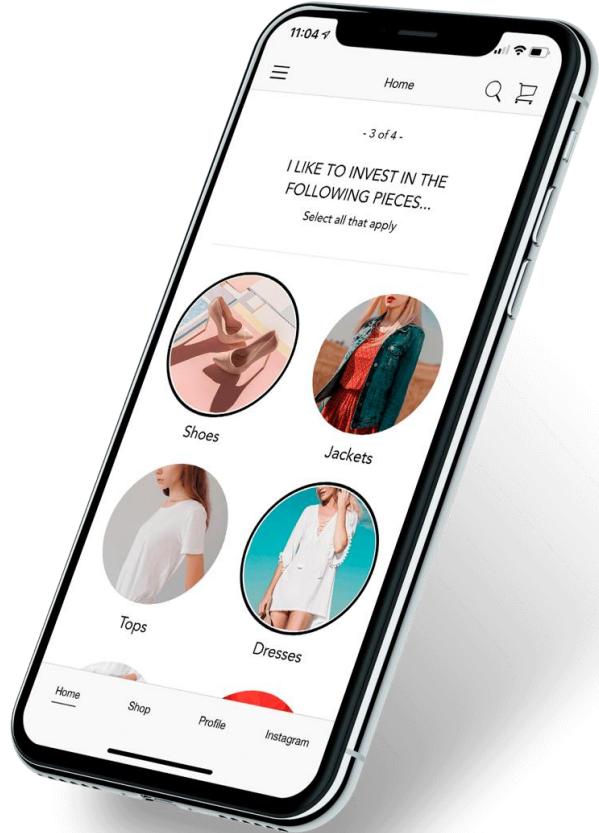


- Idea:
  - Receive feedback in the form of **rewards**
  - Agent's utility is defined by the reward function
  - Must (learn to) act so as to **maximize expected rewards**
  - All learning is based on observed samples of outcomes!

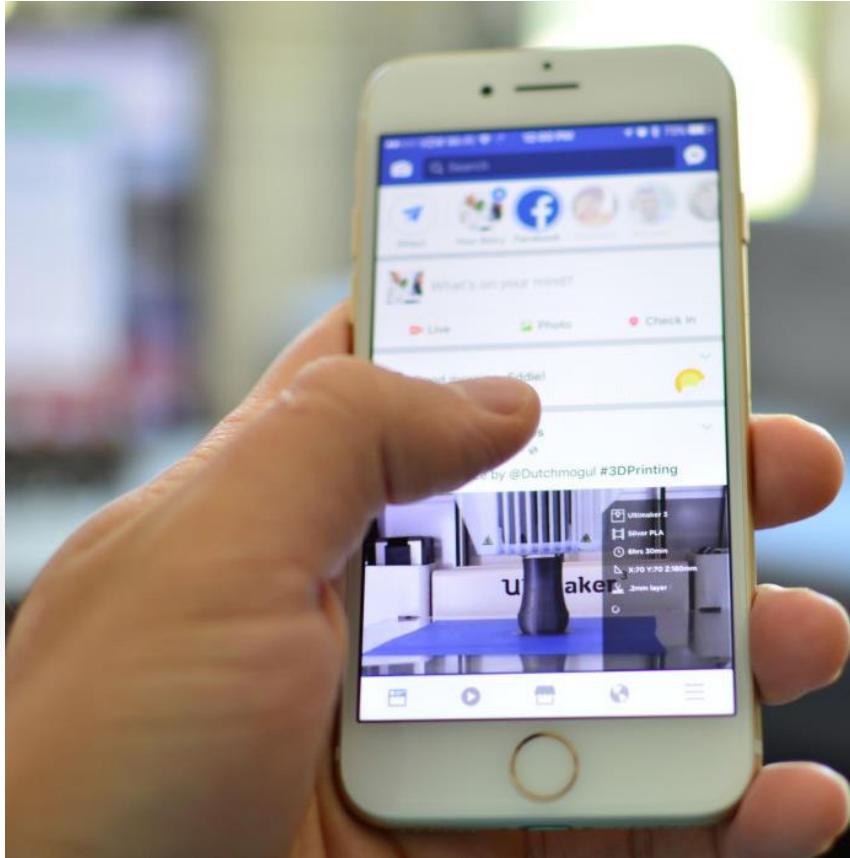
# **REAL WORLD MACHINE LEARNING**



# ● Applications of Machine Learning



Personalized Shopping



Facebook Ads

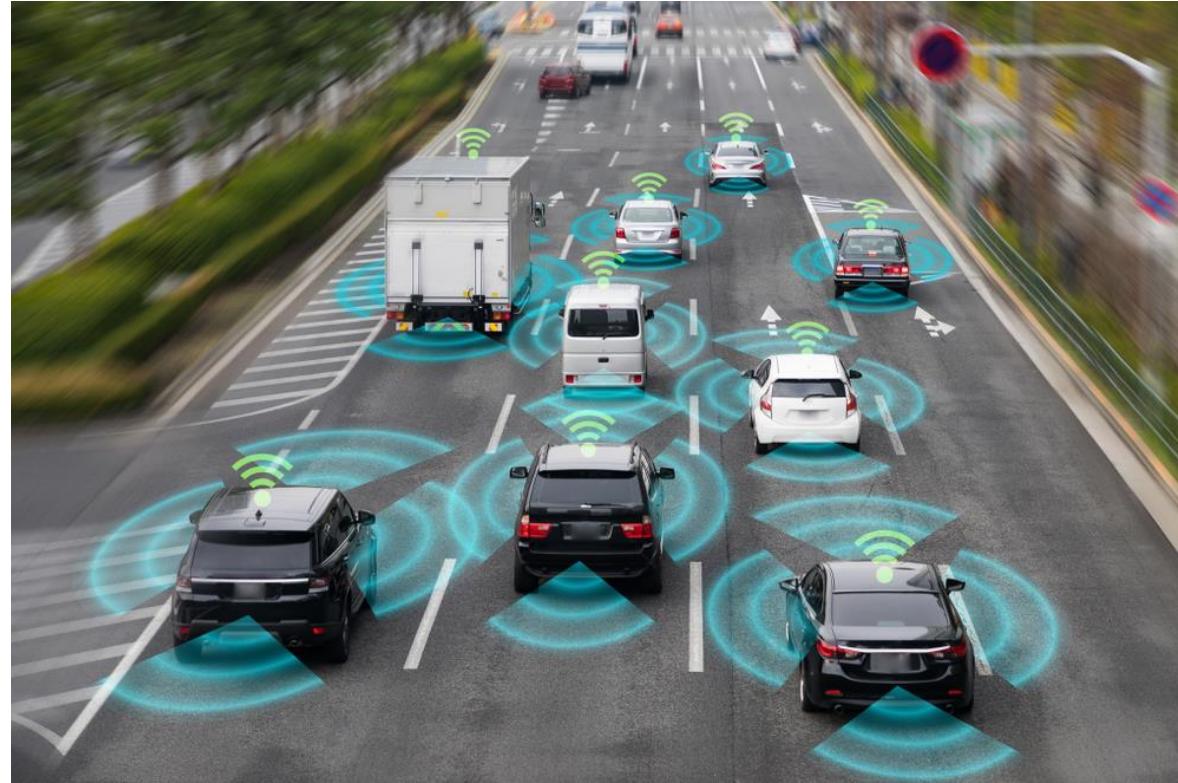


Fraud Prevention

# ● Applications of Machine Learning

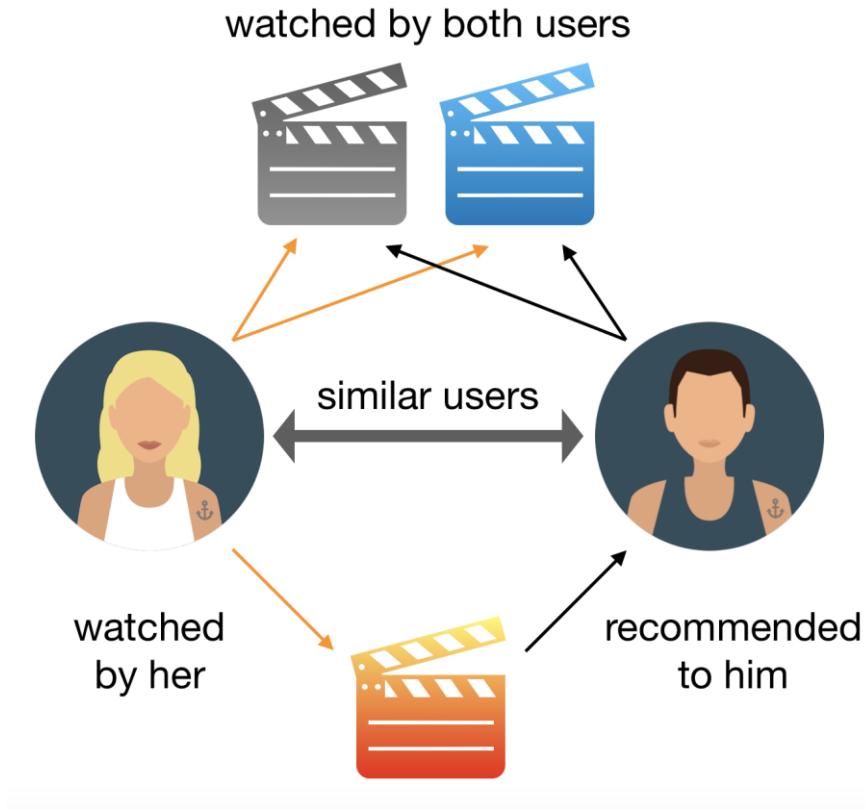


Voice Assistants

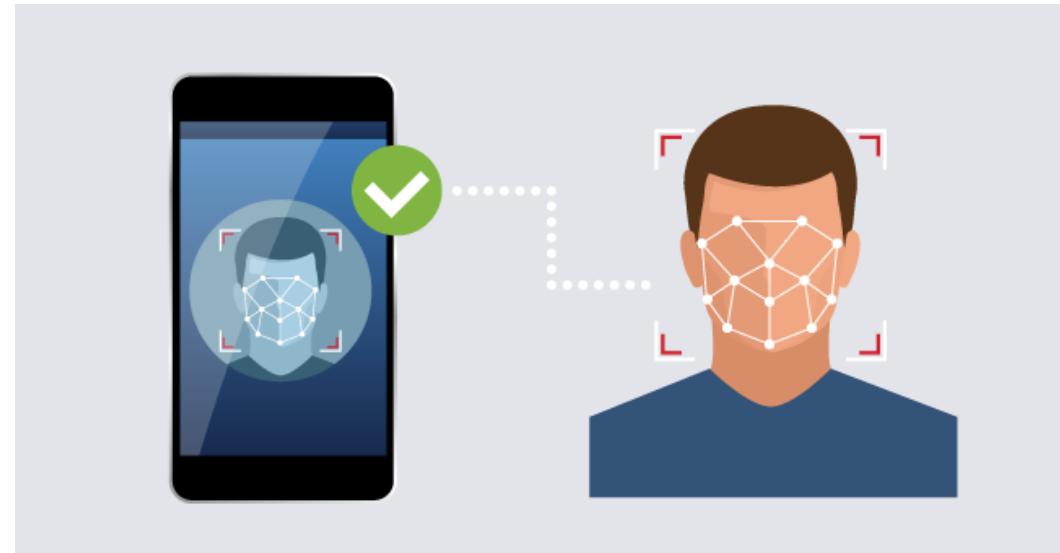


Autonomous Vehicles

# ● Applications of Machine Learning



Recommendation System



Source: Golden Sikorka/stock.adobe.com. | GAO-21-526

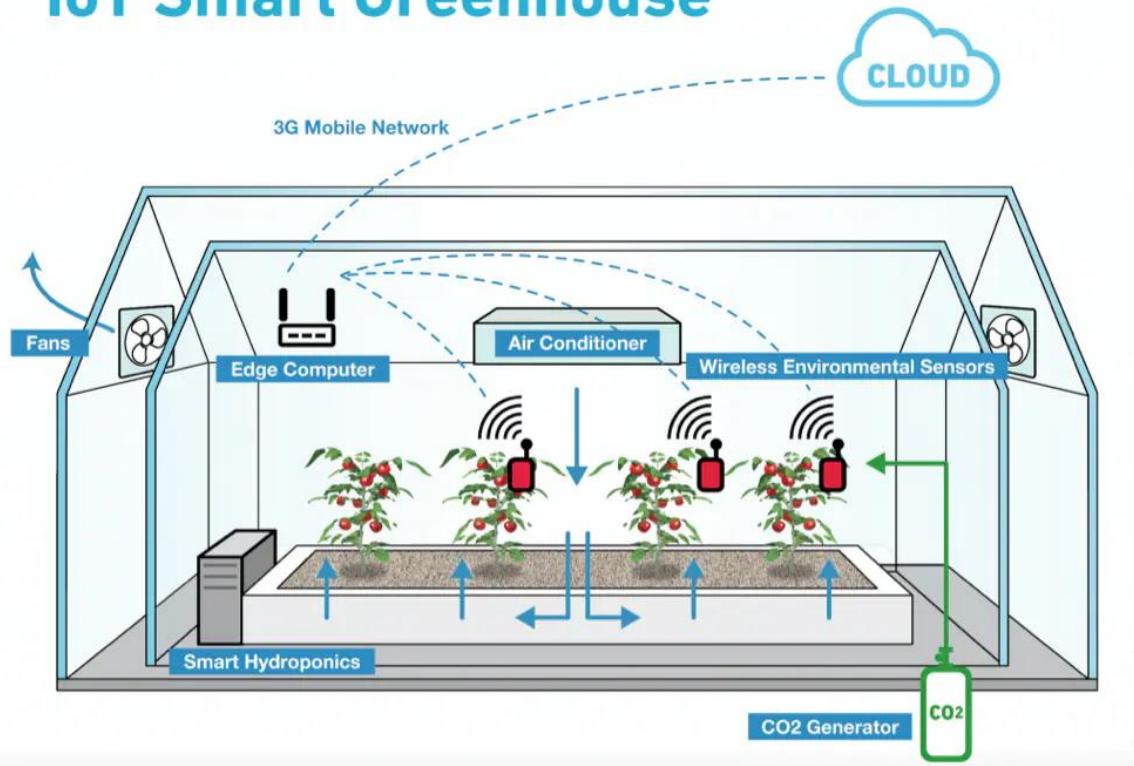
Facial Recognition

# ● Applications of Machine Learning



Google Map

## IoT Smart Greenhouse



Smart Farm

# ● Applications of Machine Learning

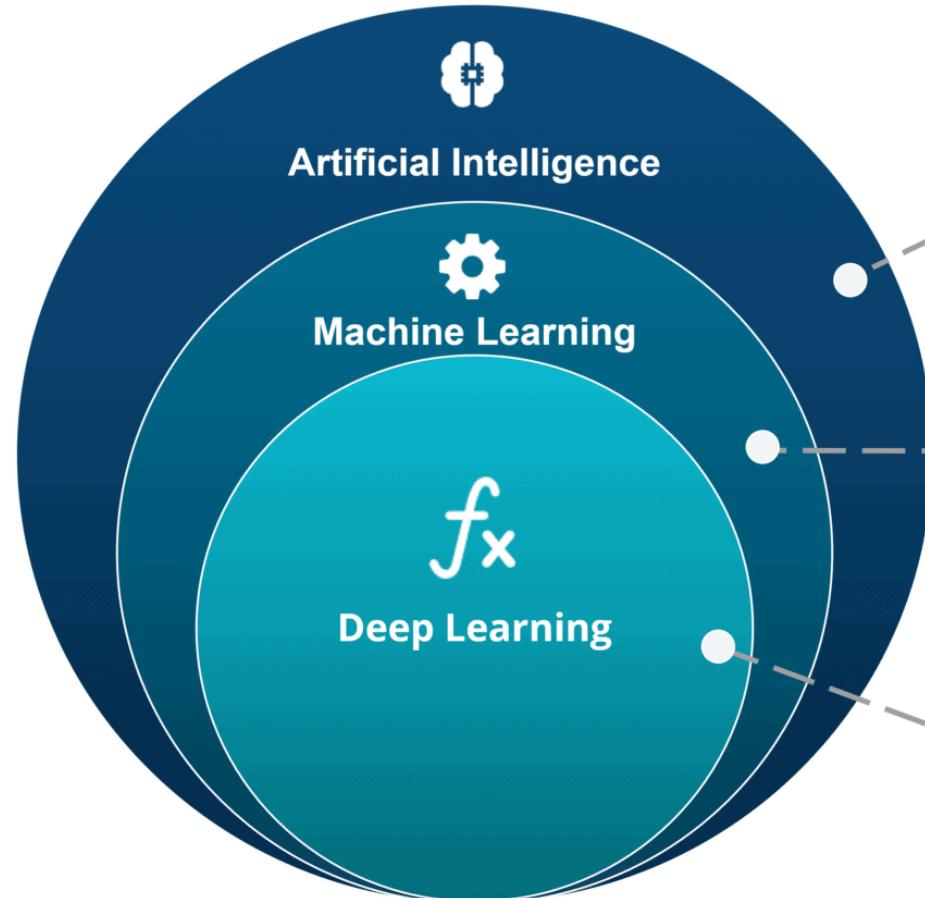


Chat Bot



Letter of Recommendation

# Understanding AI, ML & DL



## ARTIFICIAL INTELLIGENCE

A technique which enables machines to mimic human behaviour

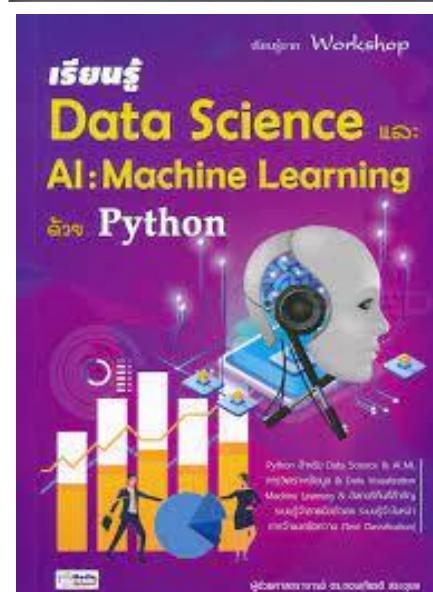
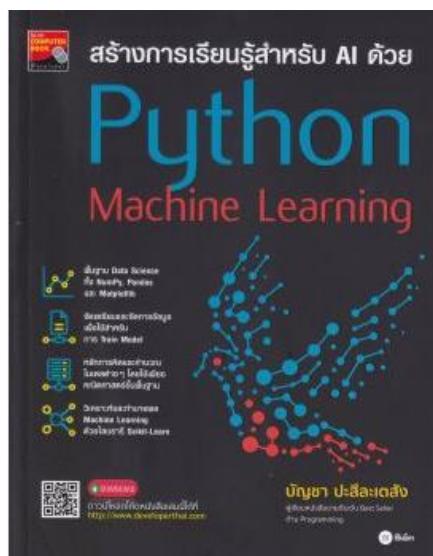
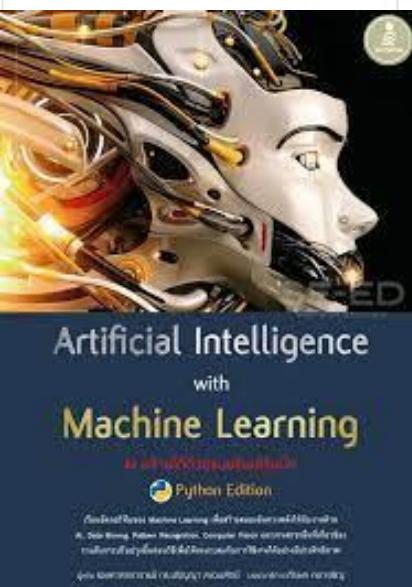
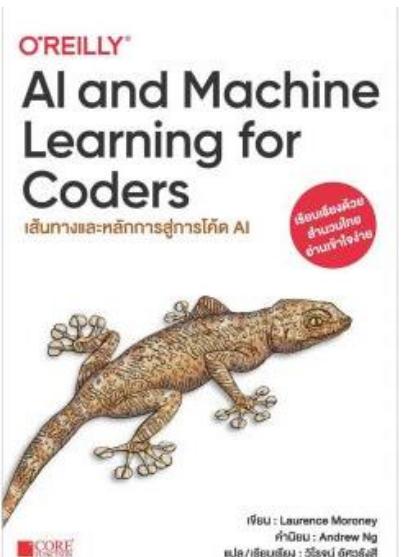
## MACHINE LEARNING

Subset of AI technique which use statistical methods to enable machines to improve with experience

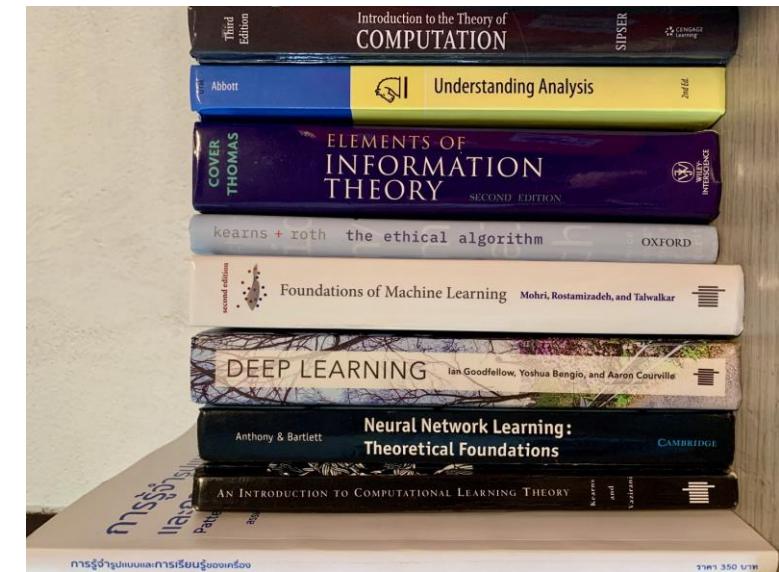
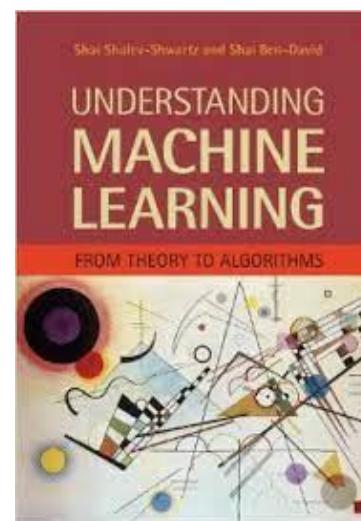
## DEEP LEARNING

Subset of ML which make the computation of multi-layer neural network feasible

# ● Material for Study



<https://guopai.github.io>



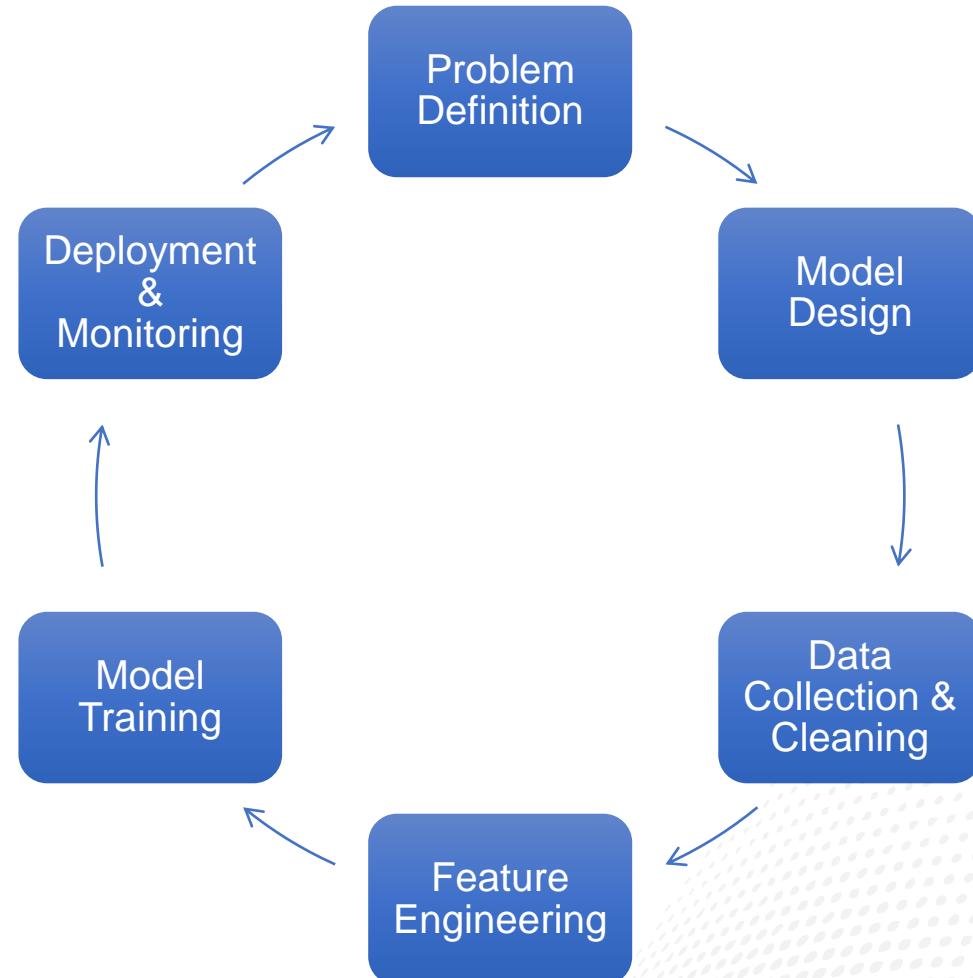
<https://medium.com/@vacharapat/วิวัฒนาลีด-mchine-learning-ล้านบทที่-bf856f90283>

# **APPLIED MACHINE LEARNING**



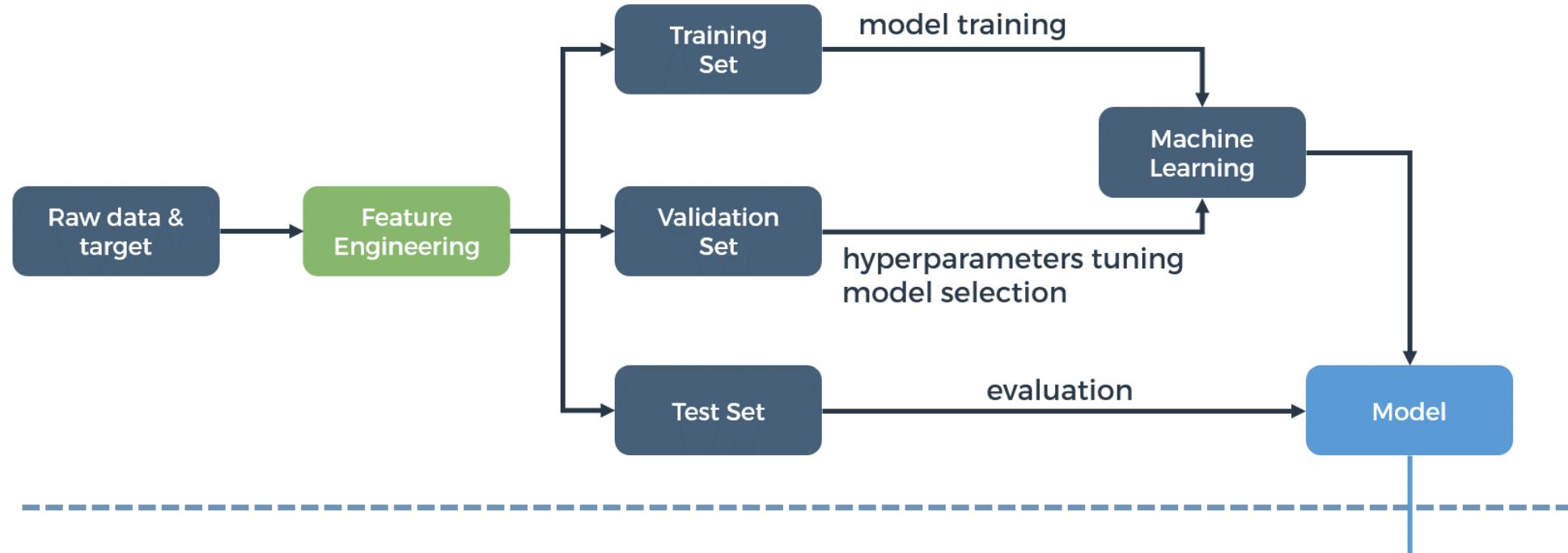
# Machine Learning Project Flow

1. **Problem definition and framing**
2. **Model design**
3. **Data collection, labelling, and cleaning**
4. **Feature engineering**
5. **Model training and offline validation**
6. **Model deployment, monitoring & online training**



# Machine Learning Process

## TRAINING



## PREDICTING



# ● Tools & Frameworks

## ML Languages



## General ML Frameworks



## Data Analysis and Visualization tools



## ML Frameworks for neural network modelling



unplug



# **WORK SHOP**

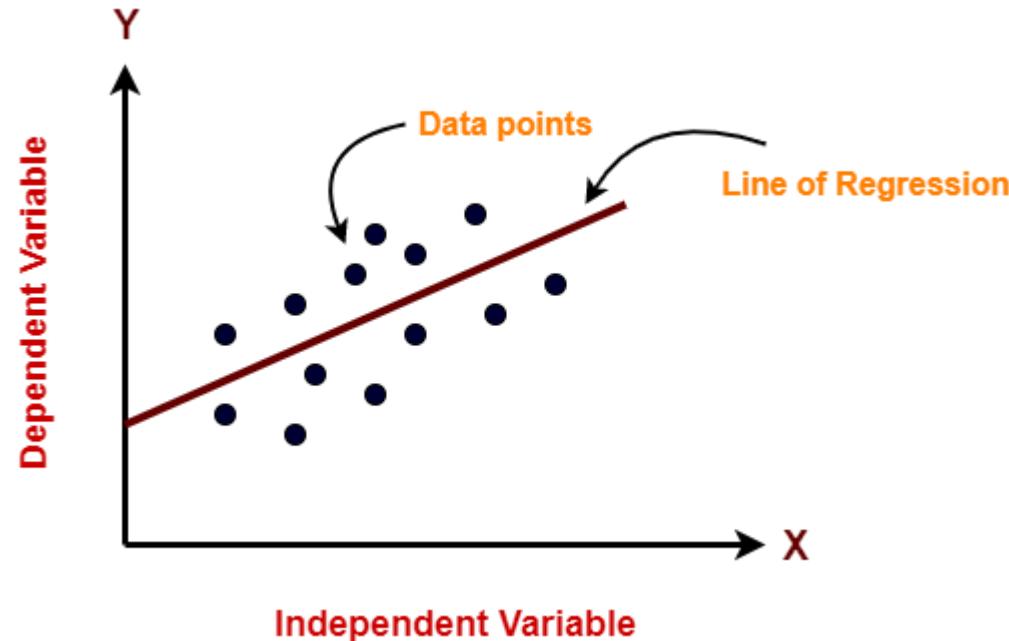
# **MACHINE LEARNING**



# ● Linear Regression

Simple Linear Regression

$$Y = \beta_0 + \beta_1 X$$



- Y is a dependent variable.
- X is an independent variable.
- $\beta_0$  and  $\beta_1$  are the regression coefficients.
- $\beta_0$  is the intercept or the bias that fixes the offset to a line.
- $\beta_1$  is the slope or weight that specifies the factor by which X has an impact on Y.

# ● Linear Regression

What is the best Model?

1. R Square/Adjusted R Square

$$R^2 = 1 - \frac{SS_{Regression}}{SS_{Total}} = 1 - \frac{\sum_i (y_i - \hat{y}_i)^2}{\sum_i (y_i - \bar{y})^2}$$

2. Mean Square Error(MSE)/Root Mean Square Error(RMSE)

$$MSE = \frac{1}{N} \sum_{i=1}^N (y_i - \hat{y}_i)^2$$

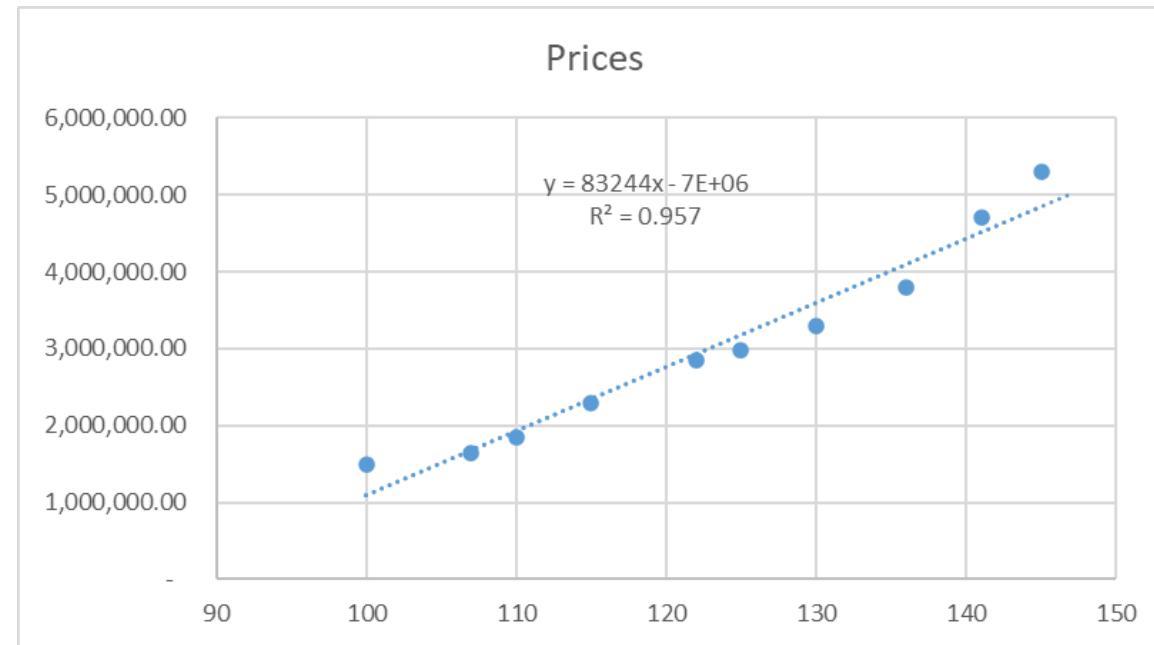
3. Mean Absolute Error(MAE)

$$MAE = \frac{1}{N} \sum_{i=1}^N |y_i - \hat{y}_i|$$

# ● Linear Regression

Ex. Simple Linear Regression

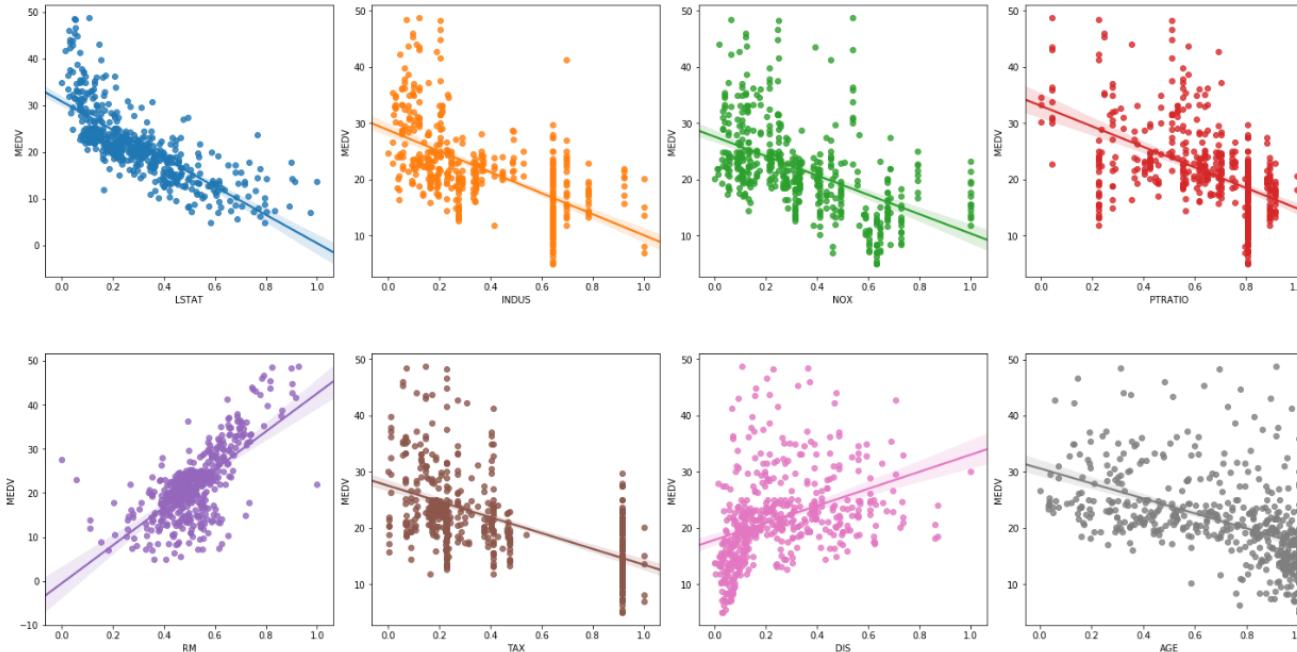
Square Meter	Prices
100	1,500,000.00
107	1,650,000.00
110	1,840,000.00
115	2,300,000.00
122	2,850,000.00
125	2,975,000.00
130	3,300,000.00
136	3,800,000.00
141	4,700,000.00
145	5,300,000.00



Prediction = ??

# ● Linear Regression

Multiple Linear Regression

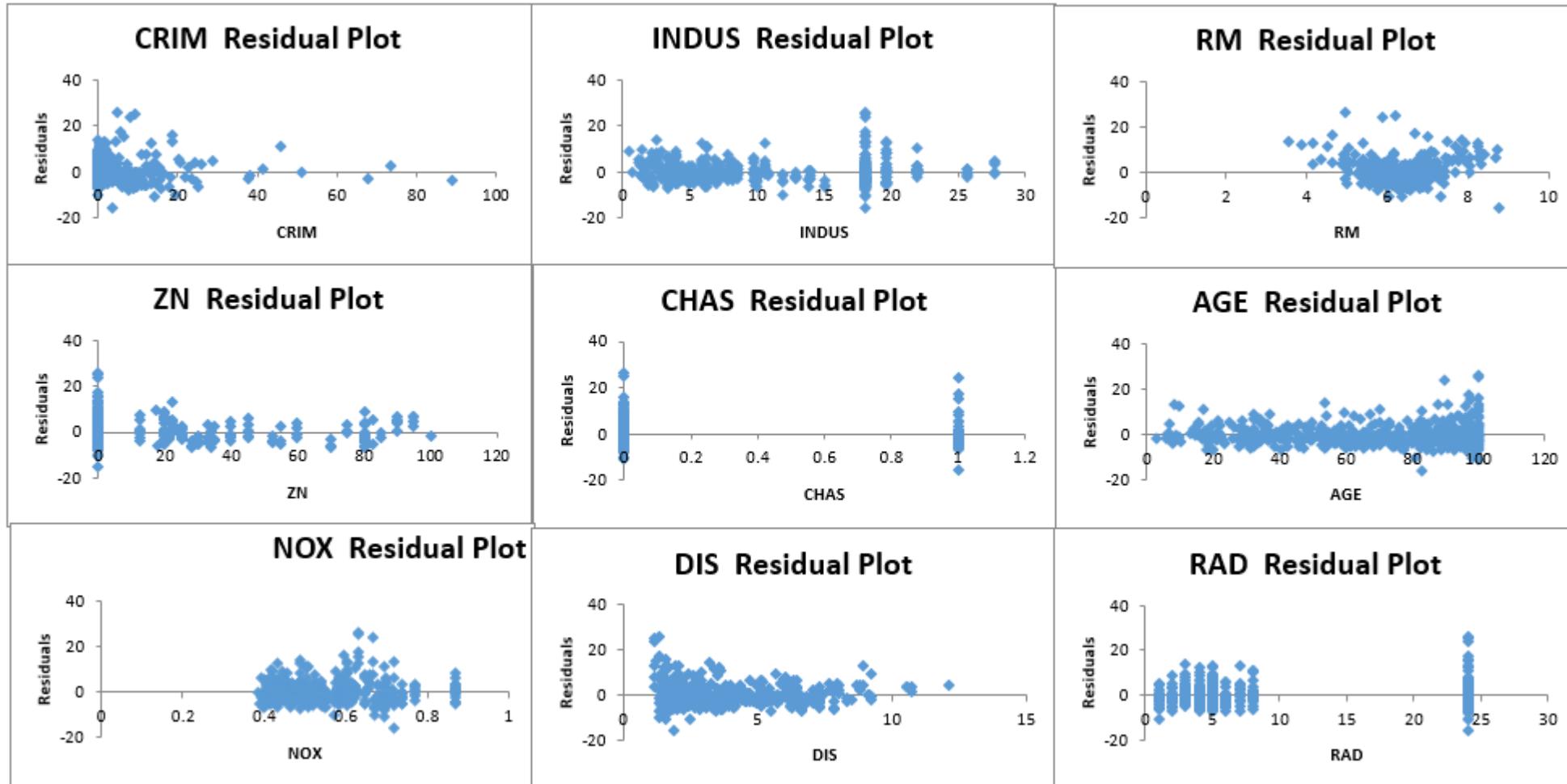


$$Y = \beta_0 + \beta_1 X_1 + \beta_2 X_2 + \beta_3 X_3 + \dots + \beta_n X_n$$

- Y is a dependent variable.
- X<sub>1</sub>, X<sub>2</sub>, ..., X<sub>n</sub> are independent variables.
- β<sub>0</sub>, β<sub>1</sub>, ..., β<sub>n</sub> are the regression coefficients.
- β<sub>j</sub> (1 <= j <= n) is the slope or weight that specifies the factor by which X<sub>j</sub> has an impact on Y.

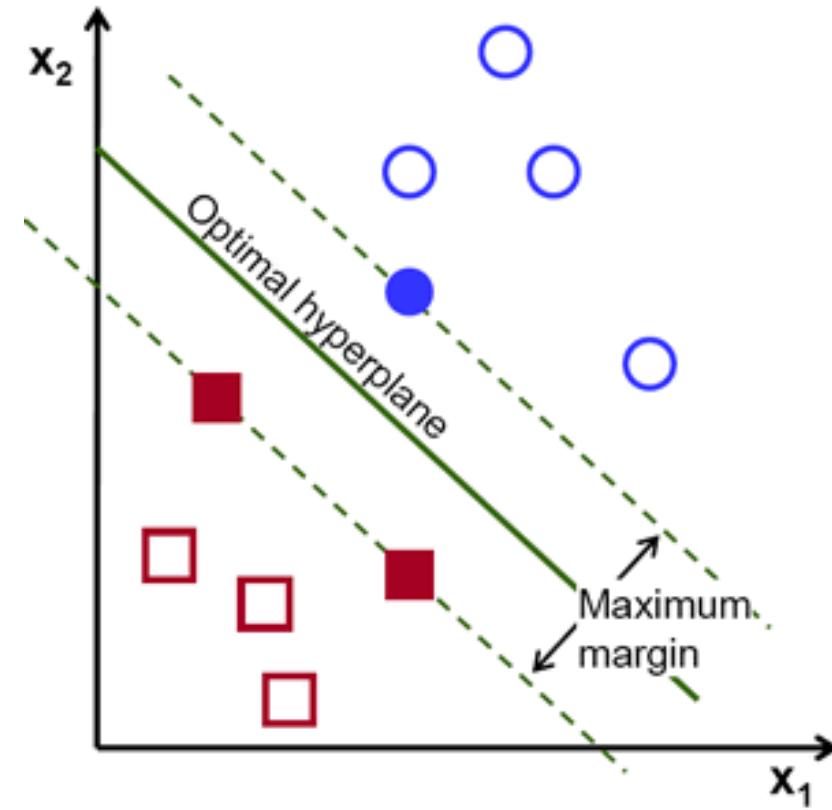
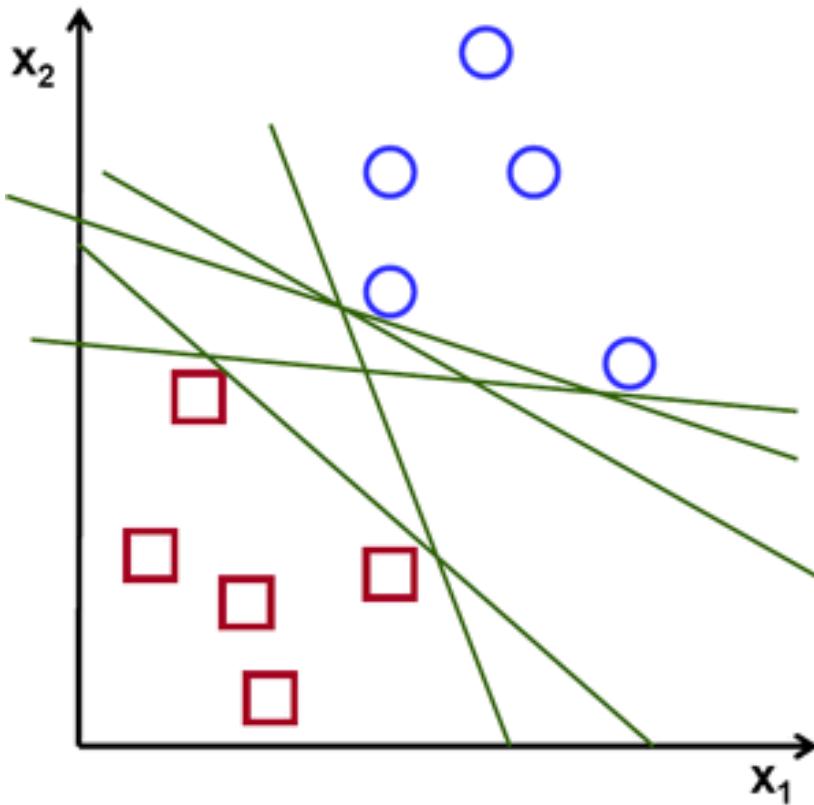
# Linear Regression

Ex. Multiple Linear Regression

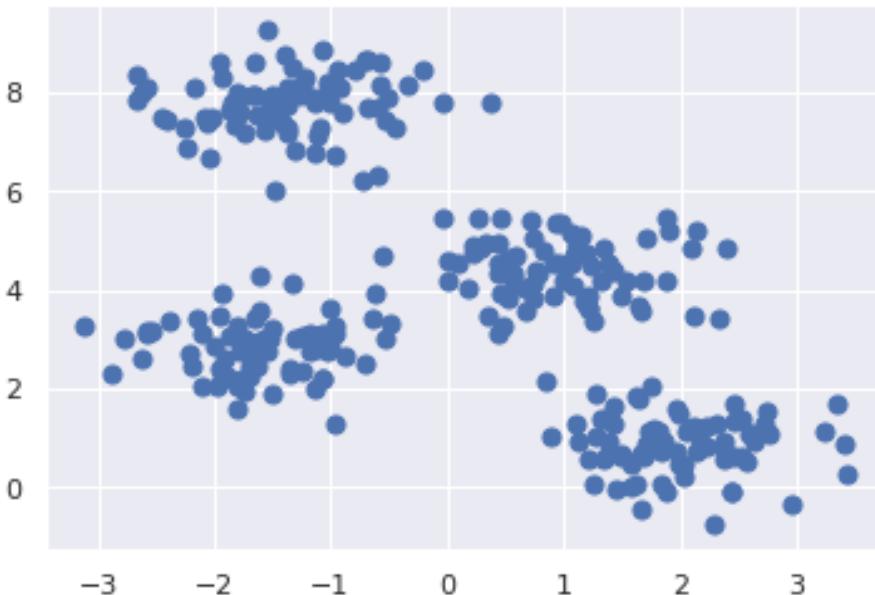


# ● Support-Vector Machines

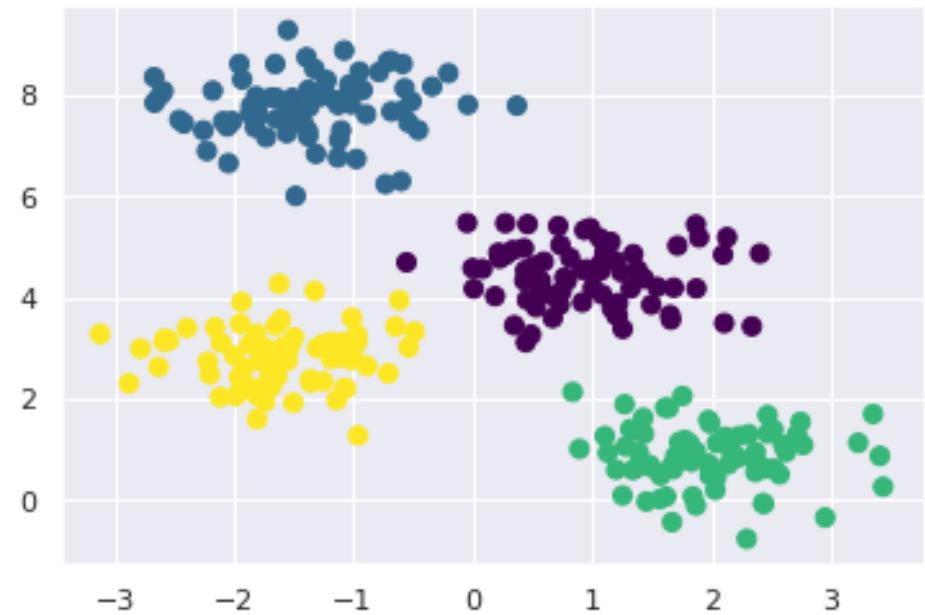
The objective of the support vector machine algorithm is to find a hyperplane in an N-dimensional space(N — the number of features) that distinctly classifies the data points.



## ● K-Mean Clustering



K-Mean



## ● Principal Component Analysis

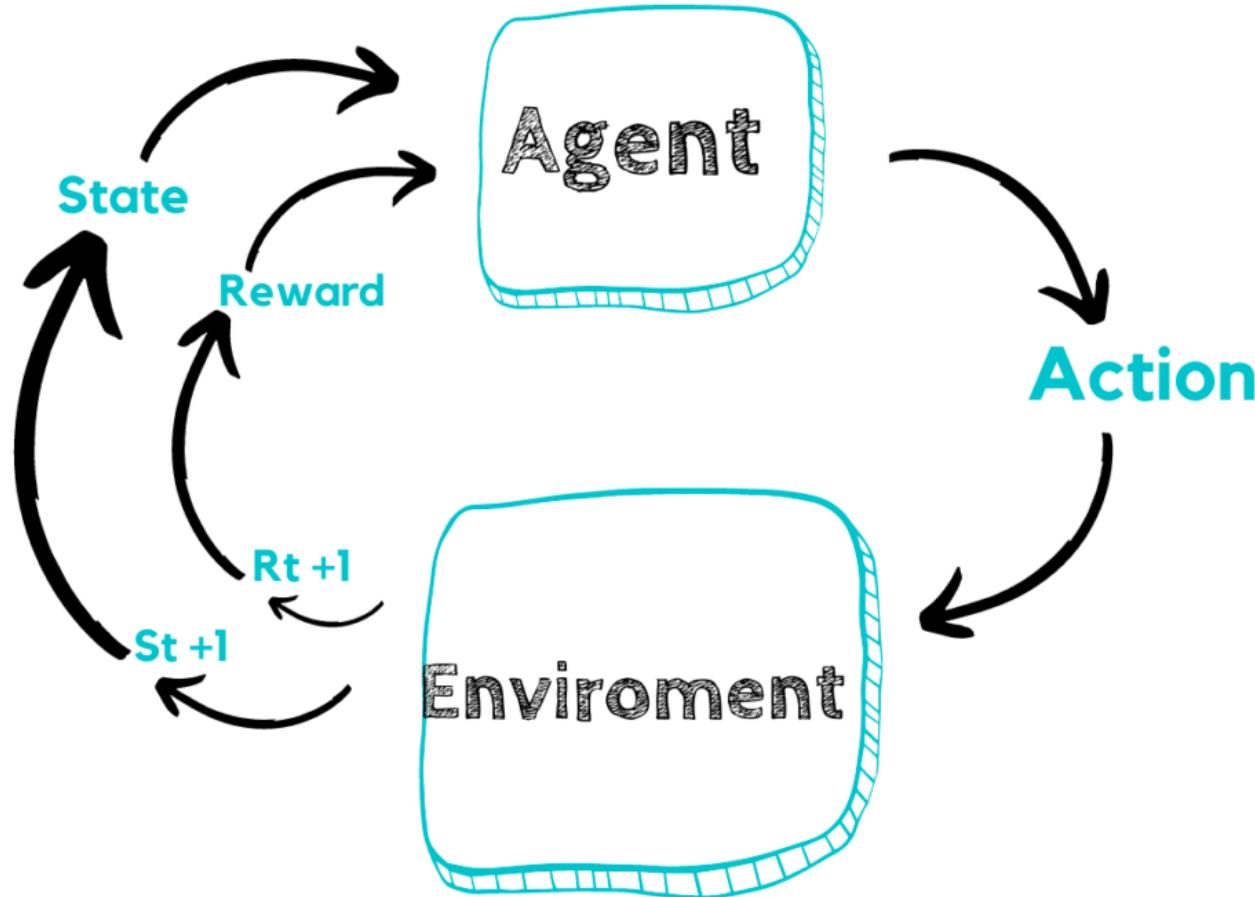


Noise in Dataset



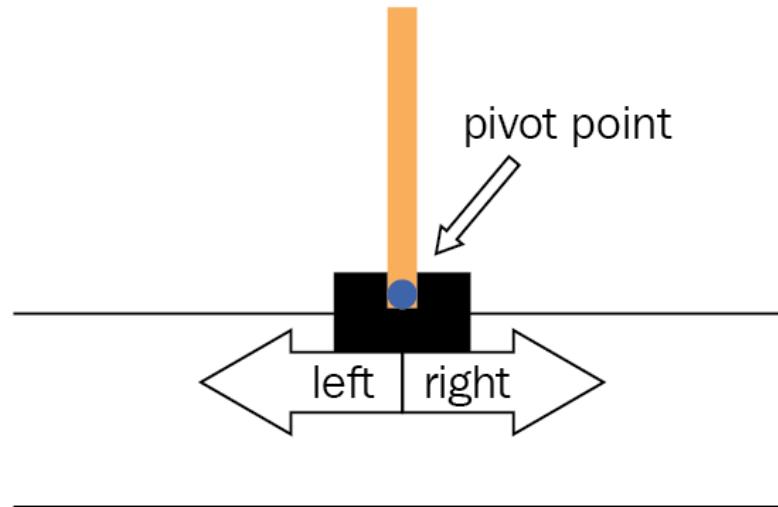
PCA as Noise Filtering

## ● Reinforcement Learning

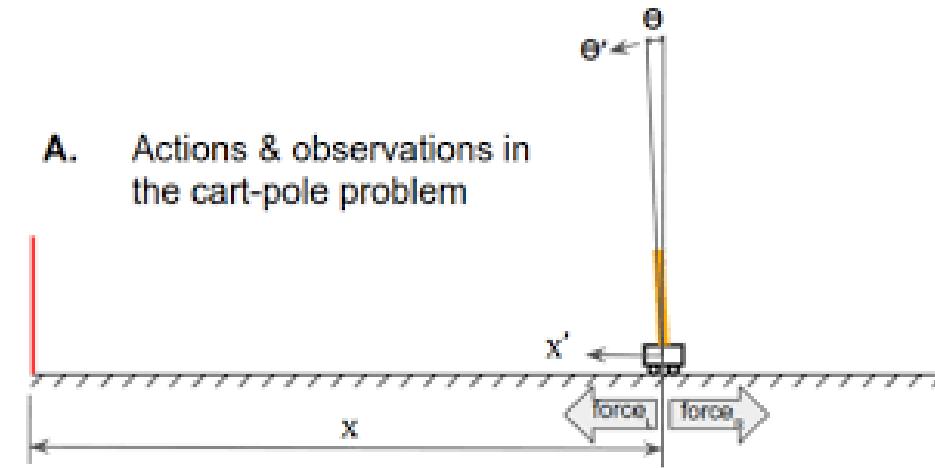


# ● Reinforcement Learning

Cartpole using RL



A. Actions & observations in the cart-pole problem



**Thanks !**