Some terms

Collaborative filtering - collaborative filtering is a method of making automatic predictions (filtering) about the interests of a user by collecting preferences or taste information from many users
Assumes that one person has same opinion as the other person

Inductive learning Assumption - after seeing many training examples result in high accuracy on unobserved examples
Hypothesis approximates well

average hypothesis only depends on H, does not always lie in H
$H_2 \subset H_{10}$

Target function y = f(x)
Unbiased learner cannot generalise $\rightarrow$ inductive bias

h is +ve when h(x) = 1 $\geq_g$ more general than or equal to
h$_j \geq_g$ h$_k \equiv \forall x \in X(h_k(x) = 1) \rightarrow (h_j(x) = 1)$
Not a total order has there may have the same specificity but different hypothesis (maximally specific h)

Consistency: h is consistent iff h(x) = f(x)
h4$(\langle 0, 1 \rangle) = 1 \neq f(\langle 0, 1 \rangle) = 0$.

Proposition 1
h is consistent with iff every +ve training instance satisfies h and every -ve training instance does not satisfy h.
Proposition 2
If h belongs to H, then it is consistent

Naive Bayes

Bayes Rule

There can be relatively lesser occurrences of one class
prior odds / likelihood = posterior odds
Bayesian thinking
How likely is something not going to work?
Hold your beliefs, shift your beliefs as u encounter with the world
$P(y|x) = \frac{P(x|y) \times P(y)}{P(x)}$

$\mathrm{P}(\mathrm{X}_1 = 0, X_2 = -1) = P(X_1 = 0 \mid C_1) \times P(X_2 = -1 \mid C_1) \times P(C_1) + P(X_1 = 0 \mid C_2) \times P(X_2 = -1 \mid C_2) \times P(C_2)$

a priori - equally probable

Naive - Assuming that features are conditionally independent of each other

Insensitive to the number of training examples

Calculate which is more likely
1. $P(Outcome|x) = \mathrm{P}(\mathrm{X}_1|Outcome) * P(X_2|Outcome) * P(Outcome)$
2.$P(Not\,Outcome|x) = \mathrm{P}(\mathrm{X}_1|Not\,Outcome) * P(X_2|Not\,Outcome) * P(Not\,Outcome)$

Calculate probability outcome occurs
#1/(#1+#2)

Perceptron classifier

$\mathrm{x}_0\theta_0 + x_1\theta_1 + x_2\theta_2$
of the previous weight vector
first instance will compute based on initial vector
For -1, first point checks == -1, != 1 for the points after
Update weight = - (x × learning_rate) for the misclassified instance

For +1, first point checks != -1, == 1 for the points after
Update weight = + (x × learning_rate) for the misclassified instance

points are linearly separable if there are no longer any misclassified points
not misclassified: sign(x) function having -1 when x is ≤ 0

Supervised learning

Identifying objects
Output would be a continuous value
Given many emails, you want to **determine** if they are Spam or Non-Spam emails.

Given historical weather records, **predict** if tomorrow's weather will be sunny or rainy.

Unsupervised learning

No labels (no output) Kmeans
Input: Given a set of data points P, number of clusters k
1. Randomly pick k points from P as centers $c_j = 1..k$
2. Iterate (until max-iterations or c_j no longer changes up to some threshold)
- Assign each point to nearest center: $y_i = \arg\min \parallel p_i - c_j \parallel^2$
$c_j =$ Re-estimate each center as mean of points assigned to it

Given a set of news articles from many different news websites, find out what are the main topics covered.

From the user usage patterns on a website, figure out what different groups of users exist.

RL

Key usage: Planning problems
Goal of markov property: operate in ease
choices that maximise the outcome

Precision vs control
Decisions we make the optimize

Prediction allows us to evaluate how good a policy is for a state space
Control
Reward at any step is optimal, highest reward
continuous MDP - common in robots
No supervisor, only reward signal
Reward is a scalar feedback
whether one state vs the other is preferred

RL Challenge: Does not have a good idea if it is right to do, which one

is feasible, figuring out rules, which gives the best reward
Given action will give observation and reward
Does not know the rules

Planning Challenge:
A* search - Going through the search space to figure the appropriate action
what if i did this, what kind of consequences
Rules are known
Uses a search space which requires tree search

Action affects the subsequent states
Action $\rightarrow$ Observation (what state it is in) $\rightarrow$ Reward
time t will not take the final reward but t - 1
Sometimes actions affect the observations
May contain irrelevant information of the state at time t
Although we have large field of vision, our neural cortex is trying to observe t changes in the environment
Function of history is not visible to the environment and is specific to agent
State - what information that we have in the brain is what we are going to need to predict the future

Fully observable
The state can be represented different based on how we want the agent to see the sequence
congruent between the agent and the environment

Partially observable
Align/ localize itself based on the map e.g. game
Represented state can influence the agent
Depending on the agent, we can end up in a different state
E.g. if we want to turn the rotor around the corner, it may turn out not to behave that way
Recurrent neural networks
Using ReLu to construct each state in deep learning

Policy

Look through the mapping function
Deterministic s_1 to a_1
Stochastic Take a particular action with a probability

Value function - future reward
Sum of expected reward, reward farther in the future will have gamma to discount it
Model - probability that it will go to the next state, sum over all possible actions has to be 1

Agent taxonomy
Value Based
Policy - in this state we take a particular action
Actor Critic - model based

Exploration vs Exploitation

Going to the restaurant that i like
Exploration - discover more information about the environment
Exploitation - Exploits known information to maximise reward

State transition probability matrix

Represented with the symbol P
some of the values are 0 in the transition matrix if it cannot move to a particular state
episodes are finite
there are always probability attach to the state, eventually it will reach the terminal state

0.1 Markov Reward process

Attach the reward and discount
Differentiating reward,create two different states with different reward
$E(r_{t+1}|..)$ immediately receive the reward in next time step

Discount factorγ
Near sighted - given where i am now where should I go
Far sighted - sum all the rewards add all of them, favor longer samples (should have more reward)

Role of Discount
Infinitely sample the cycle, a lot of uncertainties on the future

0.2 Bellman equation

Reward based on executing the state

Find S

1.Initialise h to most specific h
2. If the positive instance differs, then replace with ?

Version space

List all hypothesis, remove any hypothesis that is inconsistent with any training example

Candidate Elimination

prefers positive examples over negatives as there can only be one maximally specific hypothesis in each iteration ? don't care
no value
Set $S_0 = \langle \emptyset\emptyset\emptyset\emptyset\emptyset\emptyset \rangle$

G$_0, G_1 = \langle ?????? \rangle$

For the negative example,
Create h from the specific hypothesis when it differs based on previous instance
Remove those that are inconsistent from the previous general hypotheses
Keep S to the previous instance S

For the positive example,
replace with ? when it differs

Cost functions

Logistic regression
Is binary classification
Need meta strategies for multi class and it chooses the model that has the highest confidence in predictions
Only gives values 0 and 1 so it is not a good result

J$(\theta) = \frac{1}{m} \sum_{j=1}^{m} ln(1 + exp^{-y^{j}\theta^{T}x^{j}})$

Linear regression

J$(\theta) = \frac{1}{m}\sum\limits_{j=1}^{m}(\theta^T x^j - y^j)^2$

Linear algebra

trace(AB) = trace(BA) = trace(I$_{n+1}$) $= n + 1$

$Idempotency$
$H^2 = H$
$(I - H)^2 = I - 2H + H = I - H$

Pseudoinverse

(X$^T X)^{-1} X^T$
$\theta = X^+ y$
$X = \begin{pmatrix} 1 & .. & .. \\ 1 & .. & .. \\ 1 & .. & .. \end{pmatrix}$

Maximizing likelihood

Minimize cross entropy = - $\frac{1}{m}\sum\limits_{j=1}^{m} ln\ g(y^j \theta^T x^j)$

Ridge Regression

$\frac{1}{m}\sum\limits_{i=1}^{m}(y_i - w^T x_i)^2 + \lambda \parallel w \parallel^2$
$-2X^\top(Y - X * \theta) + 2 * \alpha * \theta$

Noise

Not deterministic only deterministic for f(x) = 0
y - f(x)
$P(y|x)$
Noisy target = $E[y|x] + (y - f(x))$

Stochastic noise vs Deterministic

To reduce stochastic noise, the only way is to re-measure y
To reduce deterministic noise, change H

Underfitting and Overfitting

Why do we regularize? We fit the data too much, we are fitting to the noise, balance fitting to the observed data. If we fit the data too well, the performance can be poor called overfitting. Overfitting can happen even if the data is not noisy.

Overfit - high level of noise, high complexity of f(x)
Underfit - high bias and low variance

Reduce bias by increasing complexity of hypotheses
simple representation of more complex reality

Non-linear transformation

Transform this non-linear equation to a linear one: $y = ax^b$?

Under the condition $y > 0$ and $x > 0$
$ln(y) = ln(ax^b)$
$ln(y) = ln(a) + ln(x^b)$
$ln(y) = ln(a) + bln(x)$
let $y' = ln(y)$, $x' = ln(x)$, $a' = ln(a)$, the equation can be written as $y' = a' + bx'$