

# Introduction to Machine Learning

*Shahane Arushanyan*  
*Machine Learning. Summer 2020*

# My Background (in Data Science and ML)

- Ucom LLC (2017-2019)
- Philip Morris Armenia (2020-present)

## **Teaching:**

- AUA Machine Learning, Algorithms (2017-2018)
- ISTC (2018)
- ACA (2019-present)

# Course Outline

- Intro to Python (optional)
- Numpy, Pandas, Matplotlib
- Regression Algorithms (Linear r., Polynomial r., Ridge r.)
- Classification algorithms (Logistic r., SVM, Decision tree, Random forest)
- Introduction to unsupervised learning
- Introduction to Neural networks

# Course Structure

- Lectures
- Practical sessions
- Homeworks (practical + homework)
- 3 Midterm exams (at the end of each month)
- Slack

# Lecture Outline

- What is Machine Learning?
- Set ups
- Github

# Data Science vs Machine Learning

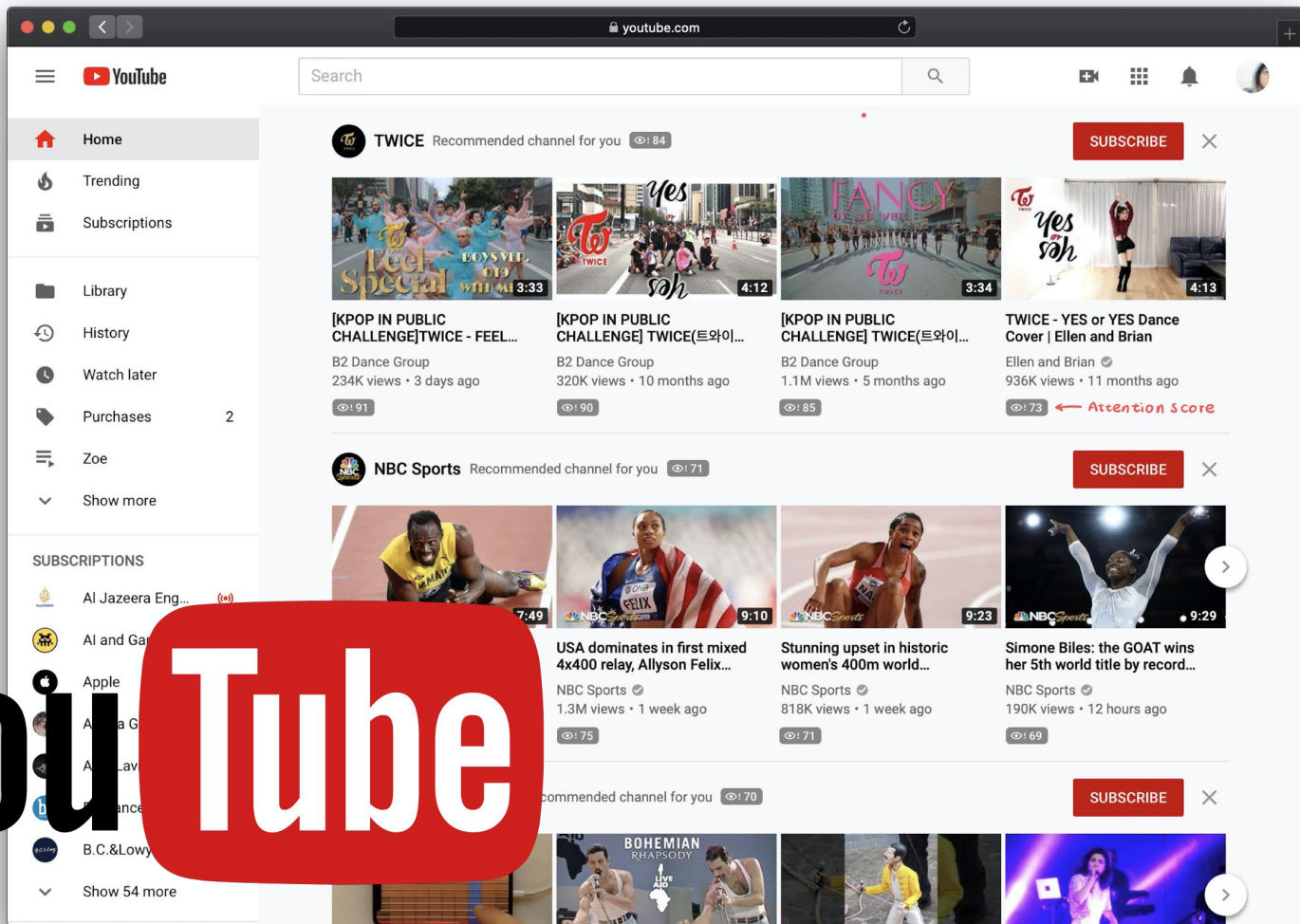
**DS** -> using scientific approach to extract meaning and insights from data

**ML** -> a group of techniques that allow computers to learn from data

# What is Machine Learning?

- Data is everywhere and in every field
- Huge amounts of data collected and stored
- Machine learning techniques in our everyday lives

# You Tube







Face recognition



Vacuum robot



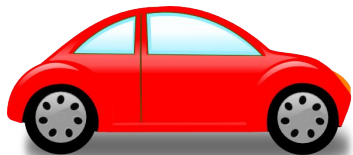
Voice assistant

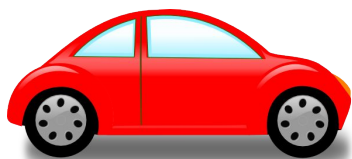


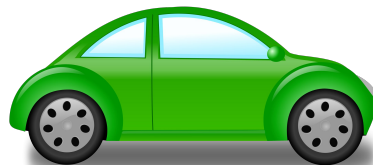
Movies suggestion

# What is Machine Learning?

Machine learning is a study of computer algorithms that improve automatically through experience.







Training Data

Test Data



Size of house



Size of garden



Number of rooms

$$\text{\$} = 1.2 \times \text{Size of house} + 0.7 \times \text{Size of garden} + 3.1 \times \text{Number of rooms}$$

$$\text{\$} = A \times \text{House Icon} + B \times \text{Leaf Icon} + C \times \text{Floor Plan Icon}$$

< Model

Model with unknown A, B and C to be defined

	House Icon	Leaf Icon	Floor Plan Icon	\\$
House 1	=====	=====	=====	=====
House 2	=====	=====	=====	=====
House 3	=====	=====	=====	=====
House 4	=====	=====	=====	=====
...				

< Data

Available data to determine A, B and C  
(to fit the model)

# Machine Learning

```
graph TD; ML[Machine Learning] --- SL[Supervised Learning]; ML --- UL[Unsupervised Learning]; ML --- RL[Reinforcement Learning];
```

Supervised  
Learning

Unsupervised  
Learning

Reinforcement  
Learning

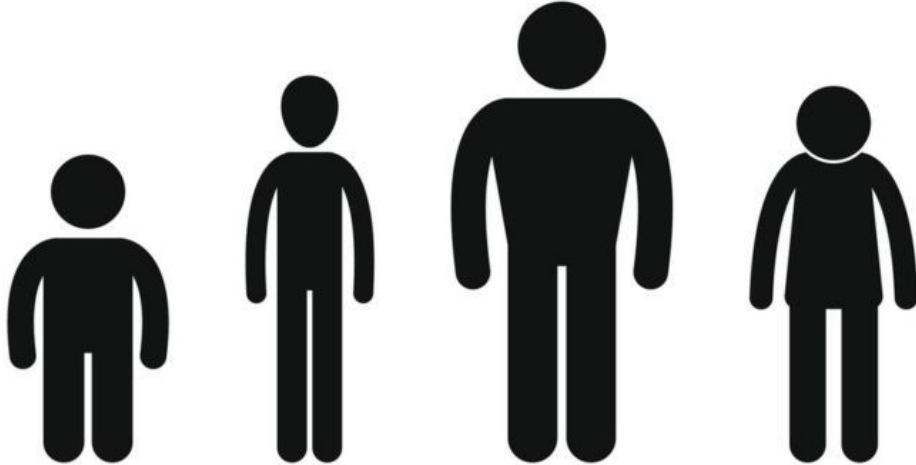


# Supervised Learning

A supervised model is trained on a labeled dataset of (feature, label) pairs.

# Regression Model - numerical label

**Problem:** Predict weight (number) given height and age

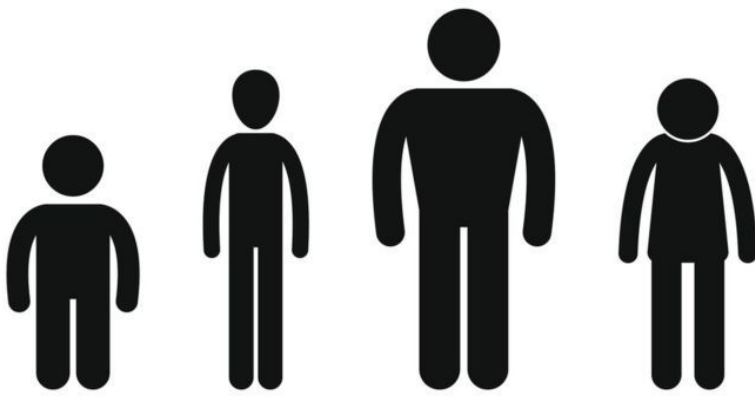


**Features:**

Height, Age

**Label:**

Weight



**Height:** 1.50 1.70 2.10 1.55

**Age:** 10 24 40 20

**Weight:** 40 58 80 45

1.62

30

?

Training data

Test data

# Classification Model - categorical label

**Problem:** Predict if the object is an apple or not (True/False) given color and shape.



**Features:**

Color, Shape

**Label:**

True/False



<b>Color:</b>	red	yellow	green	yellow	Green
<b>Shape:</b>	round	round	oval	oval	round
<b>Apple:</b>	True	True	False	False	?

Training data

Test data

# Supervised Learning

```
graph TD; SL[Supervised Learning] --> RM[Regression Model]; SL --> CM[Classification Model]; RM --> NL[Numerical Label]; CM --> CL[Categorical Label];
```

Regression  
Model



Numerical Label

Classification  
Model

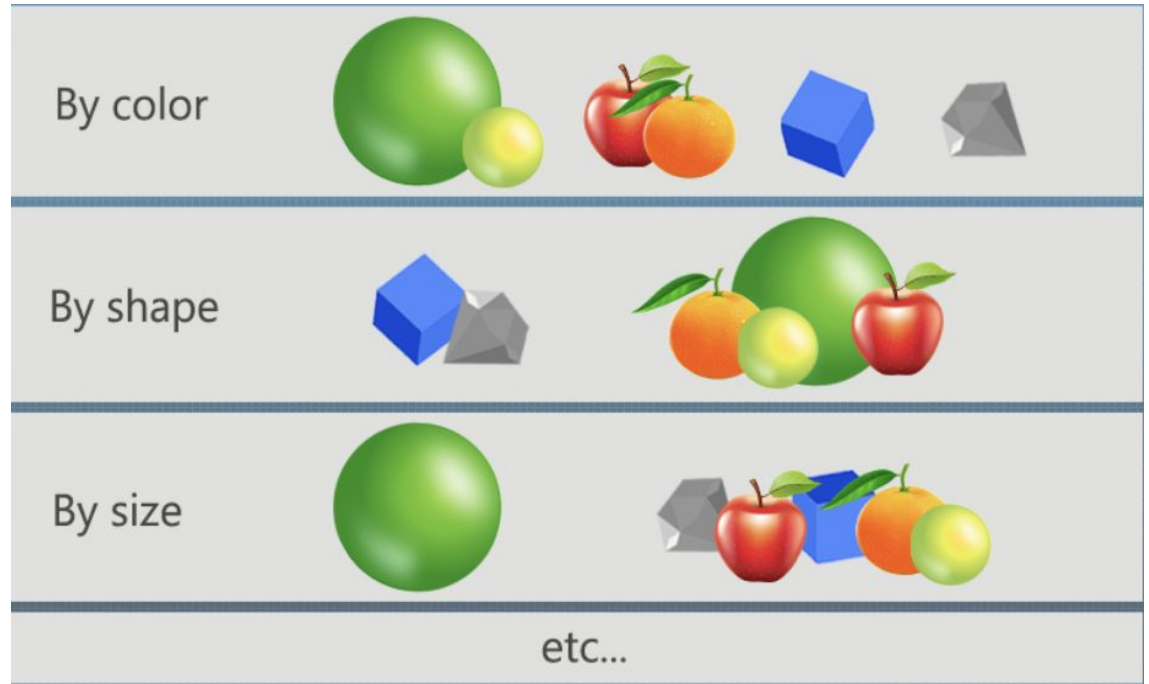


Categorical Label

# Unsupervised Learning

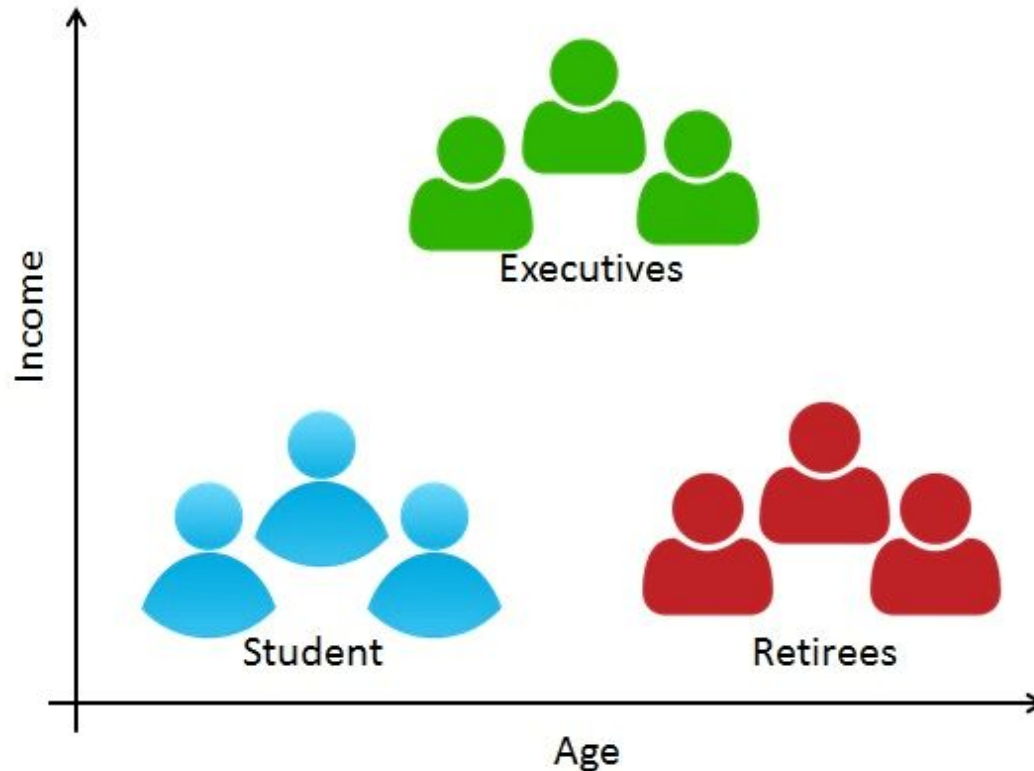
An unsupervised model is trained on a unlabeled dataset that contains only features but with NO labels

# Clustering model - group similar instances together

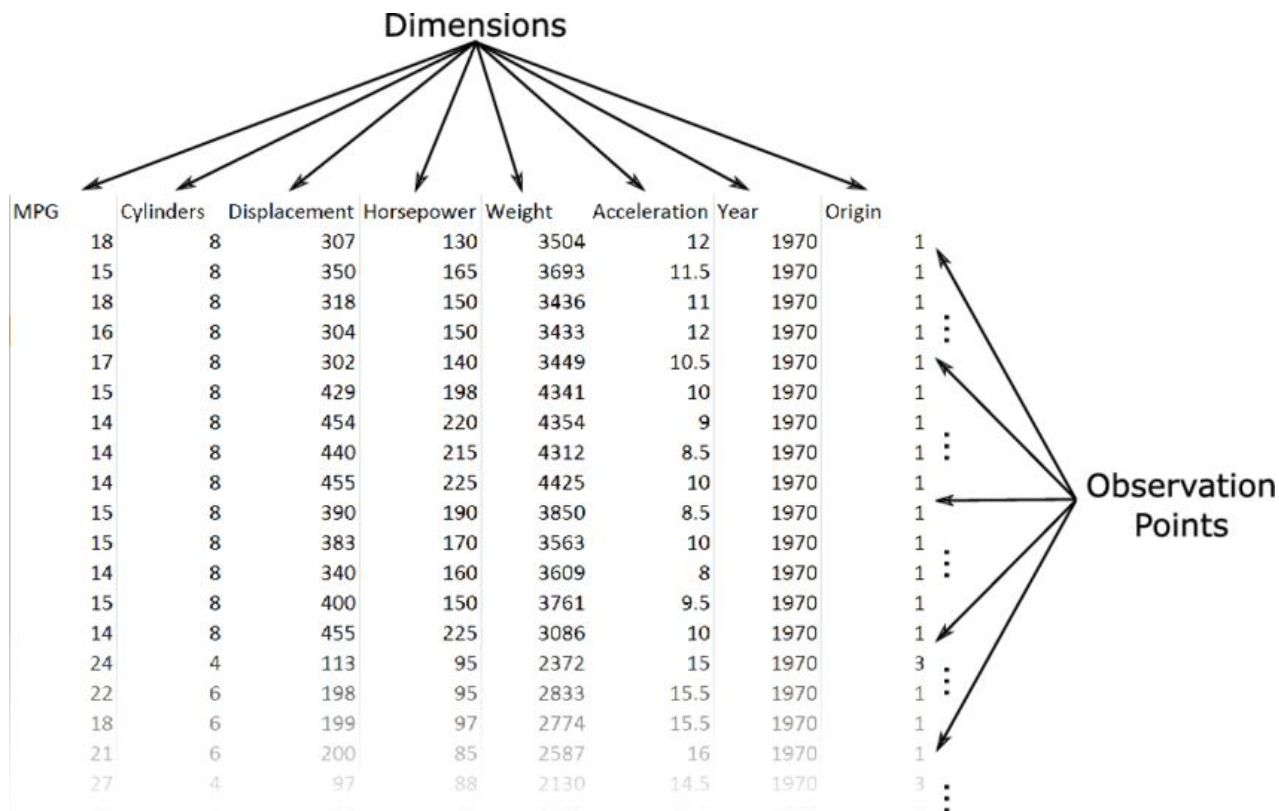




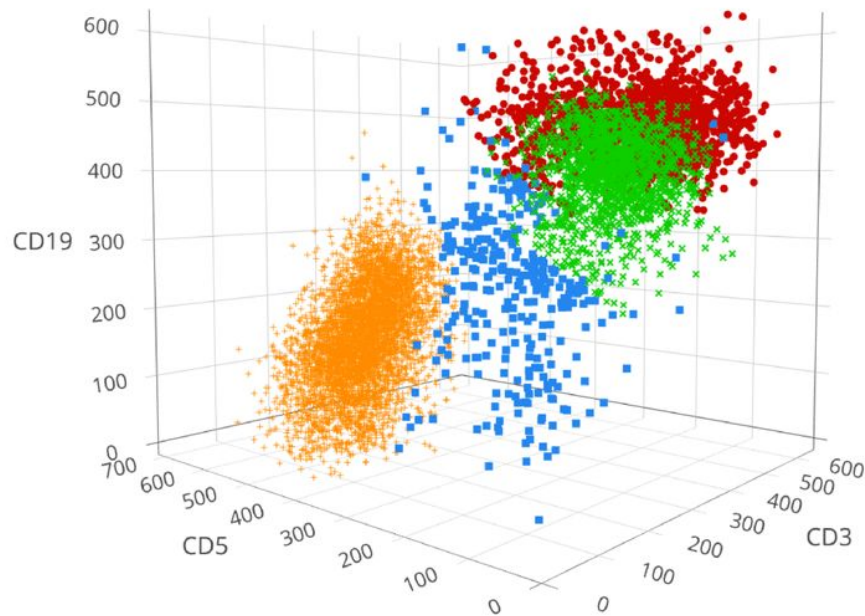
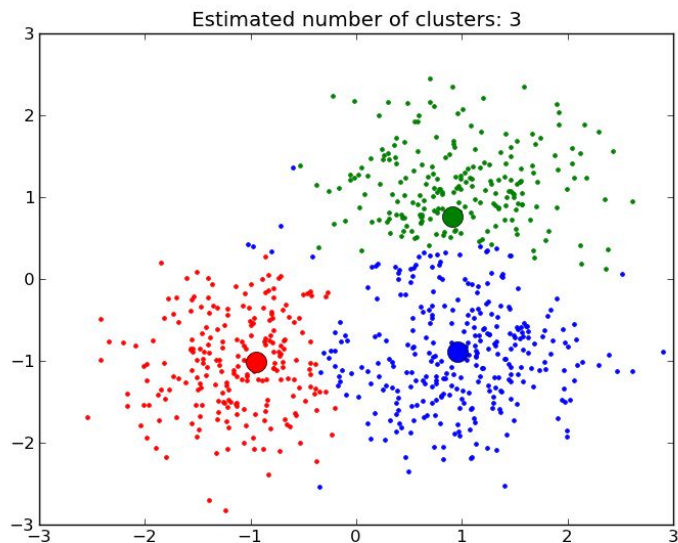
# Clustering model - customer segmentation given income and age



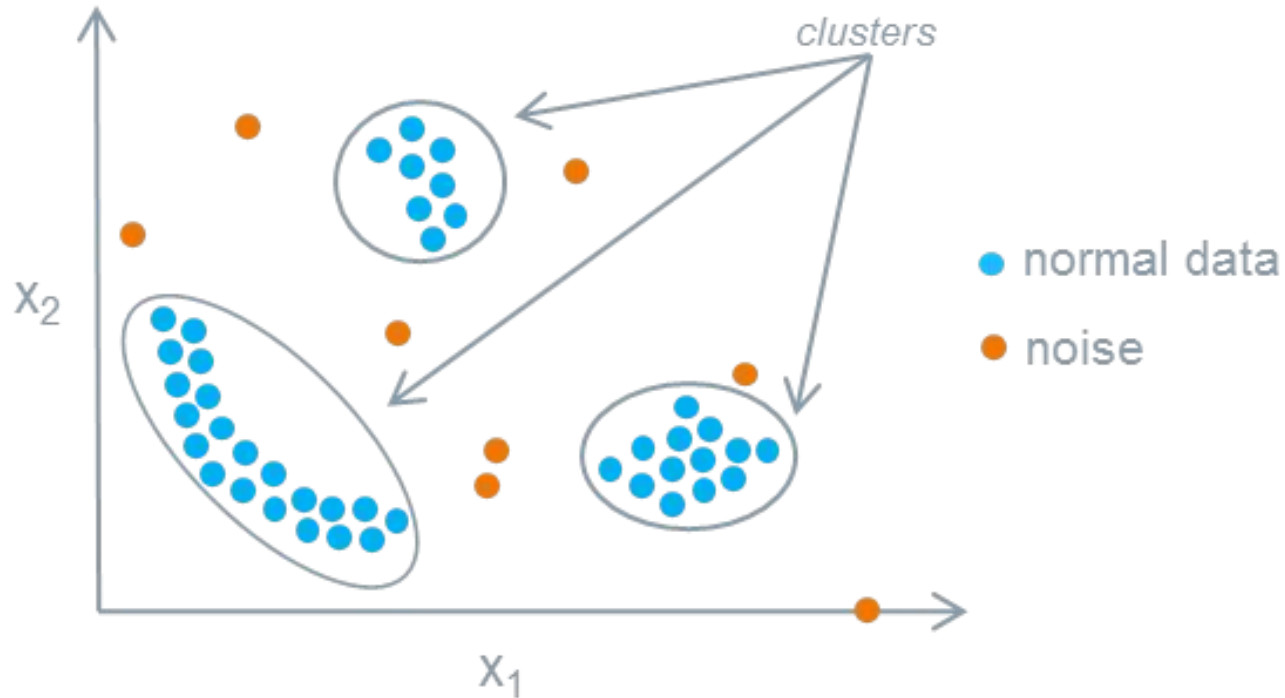
# Dimension reduction model - express data with 2-3 dimensions



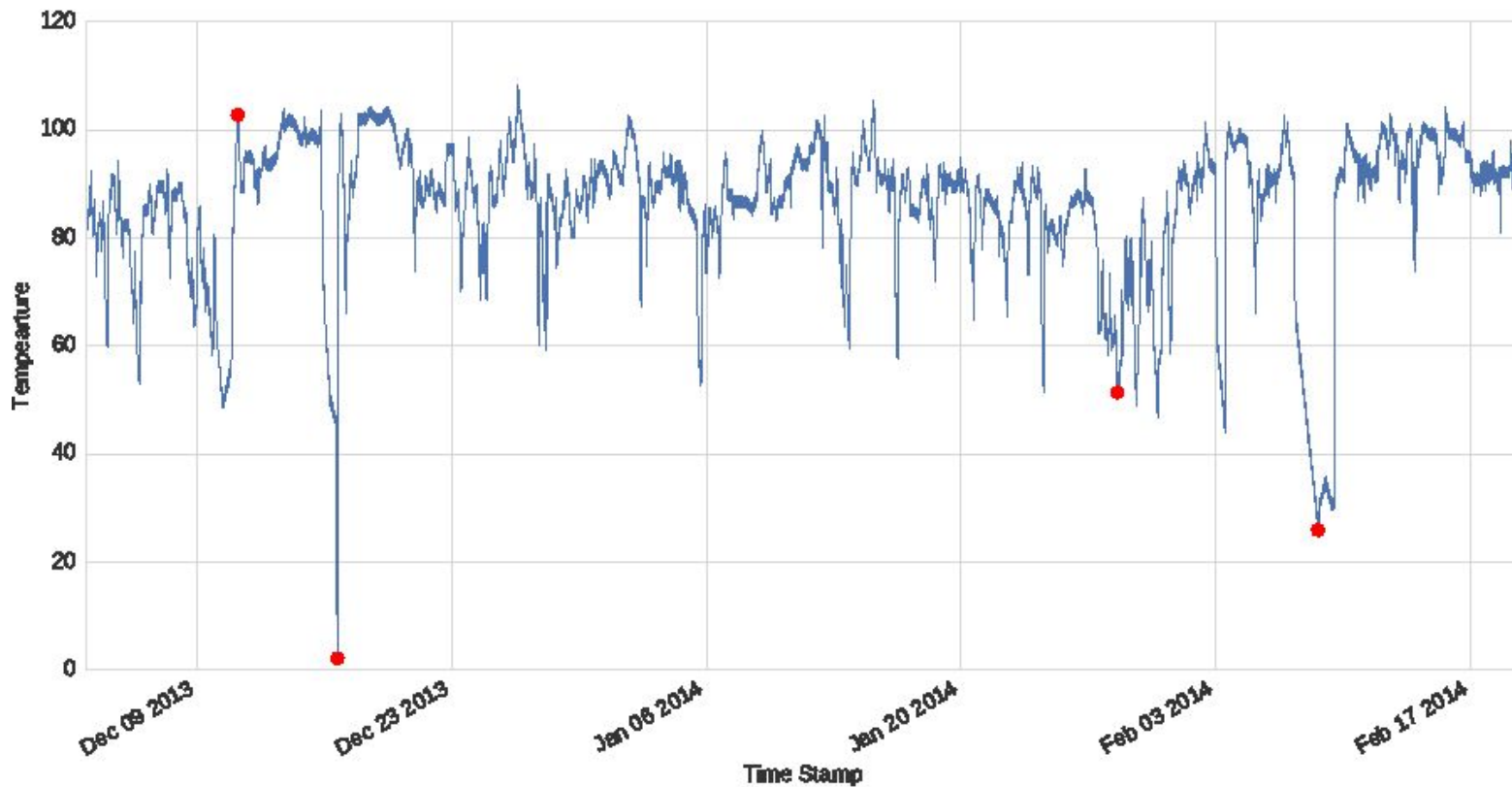
# Dimension reduction model - express data with 2-3 dimensions



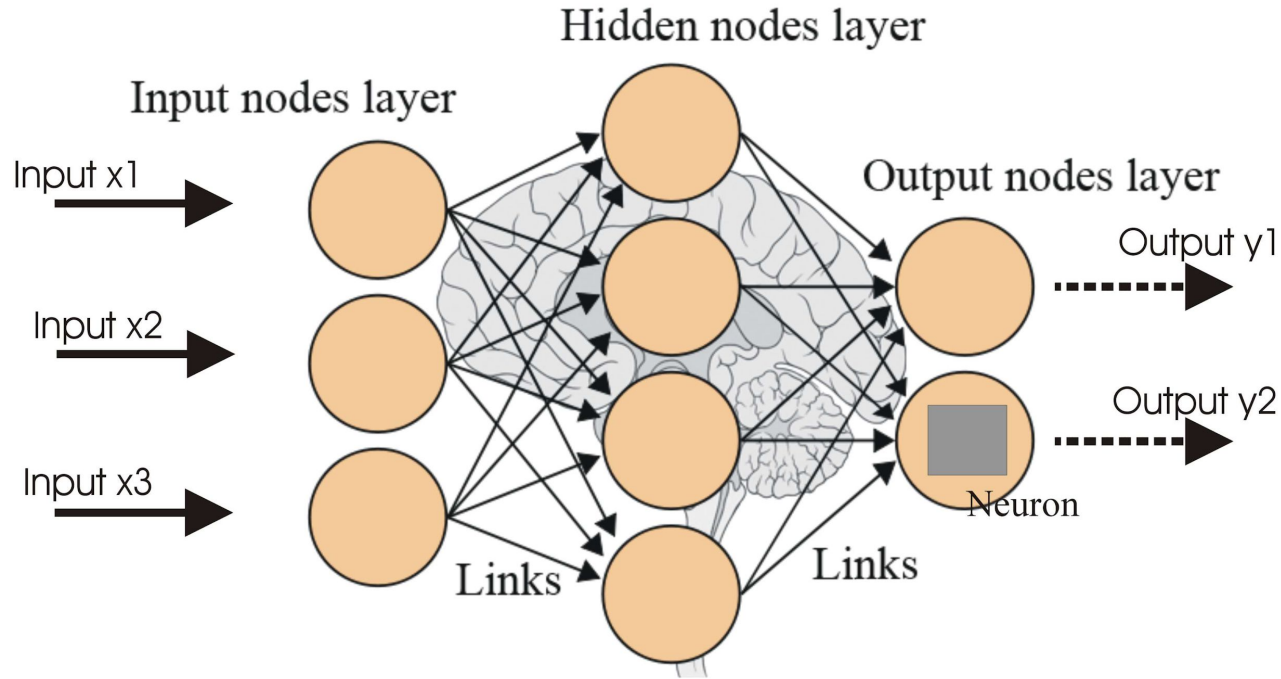
# Anomaly detection - finding outliers



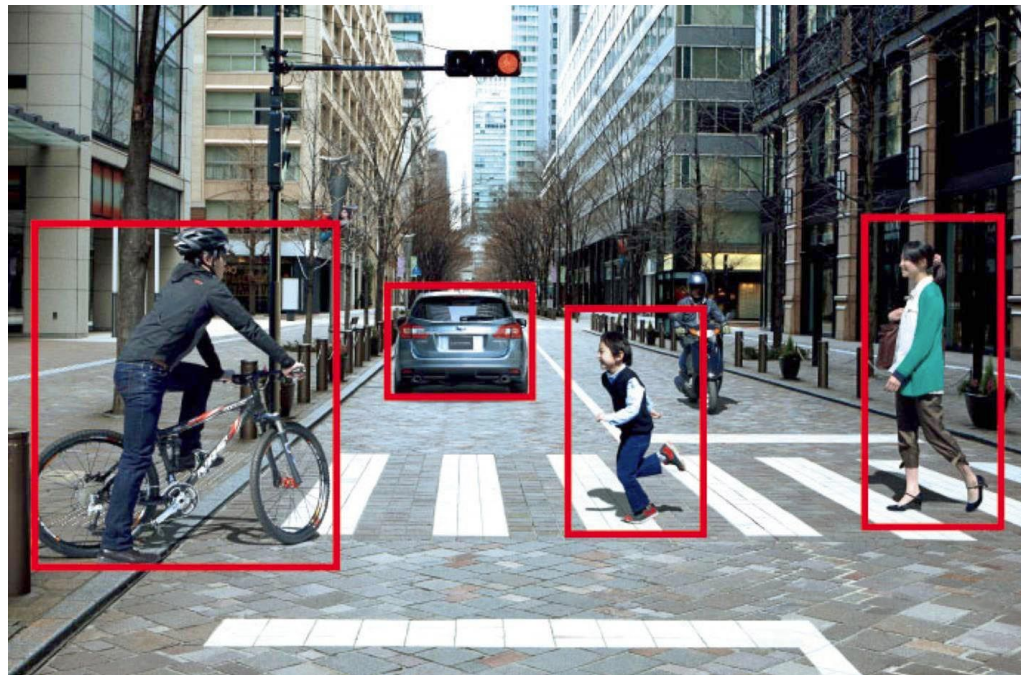
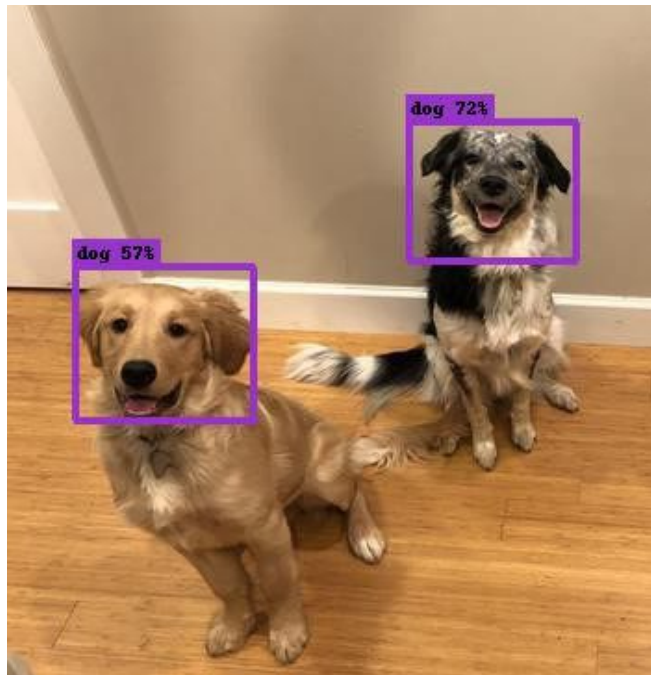
# Anomaly detection - finding outliers



# Neural Networks



# Convolutional Neural Networks



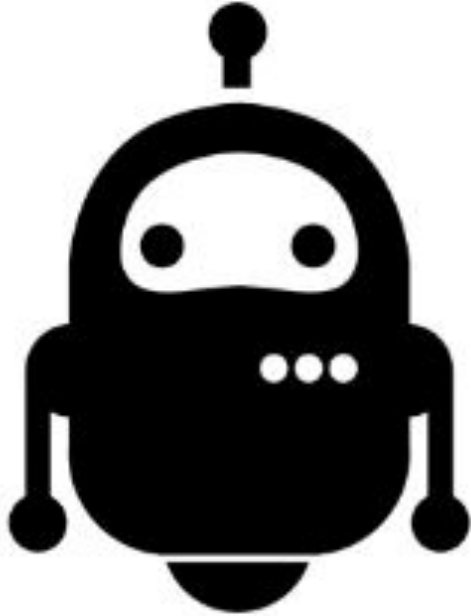
# Reinforcement Learning

Train a machine learning model to generate a sequence of decisions

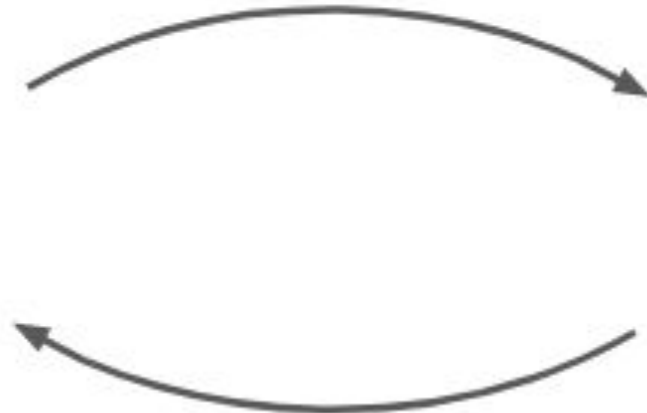


(Model)

**AGENT**



- State  $s \in \mathcal{S}$
- Take action  $a \in \mathcal{A}$



**ENVIRONMENT**

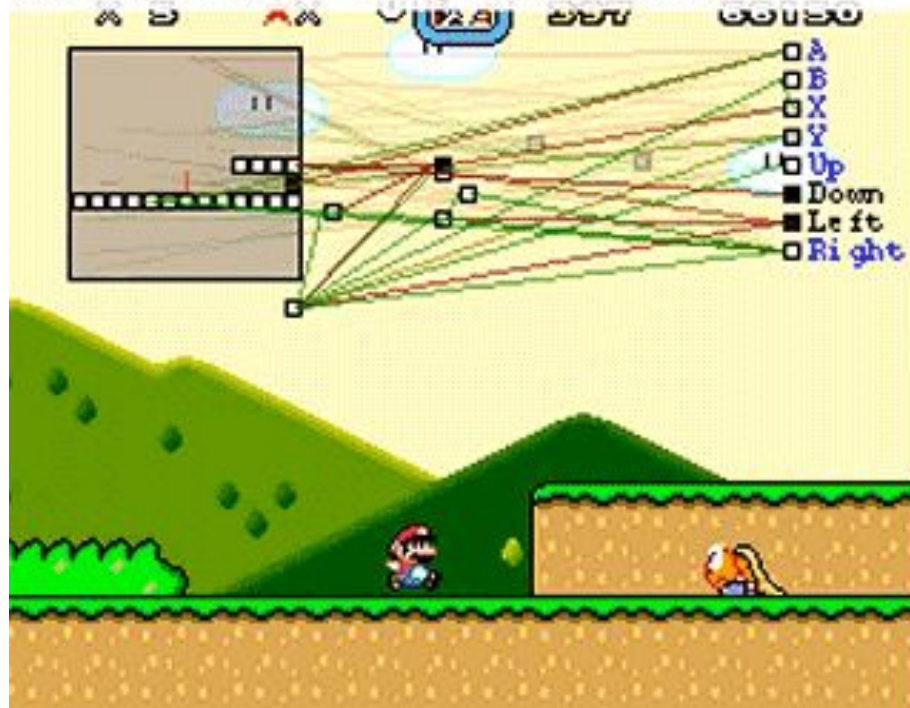


- Get reward  $r$
- New state  $s' \in \mathcal{S}$

# Mario game

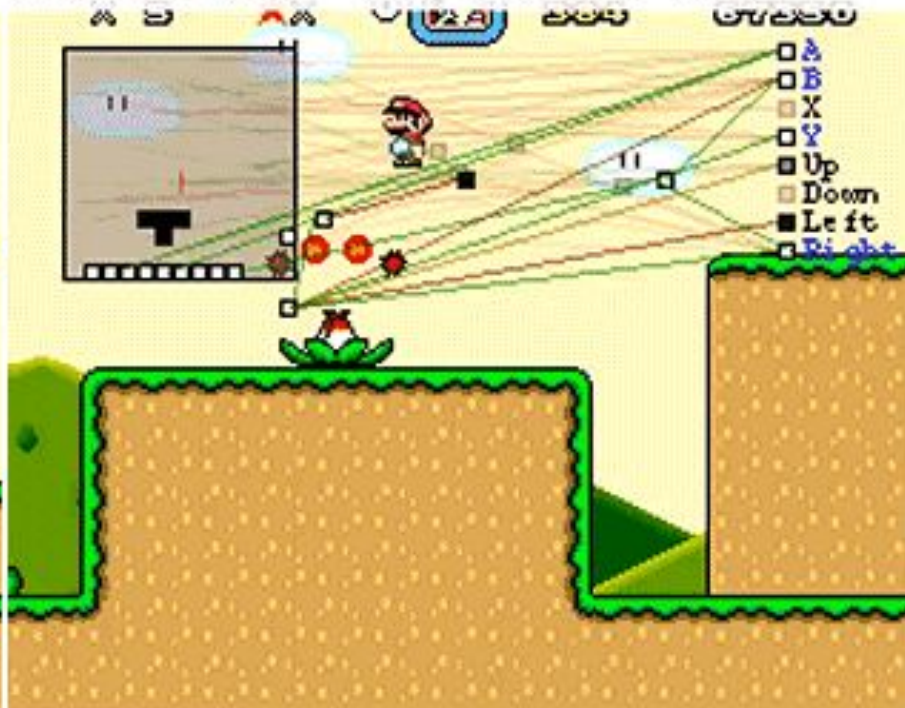
Gen 34 species 14 genome 14 (37%)

Fitness: 230 Max Fitness: 4322



Gen 24 species 31 genome 13 (56%)

Fitness: 975 Max Fitness: 1856



# Autonomous car navigation



**Environment:** street model

**Set of actions:** 

**Scoring:** penalty/reward

<https://www.youtube.com/watch?v=3ROVzjkkCIA>

Thank you!