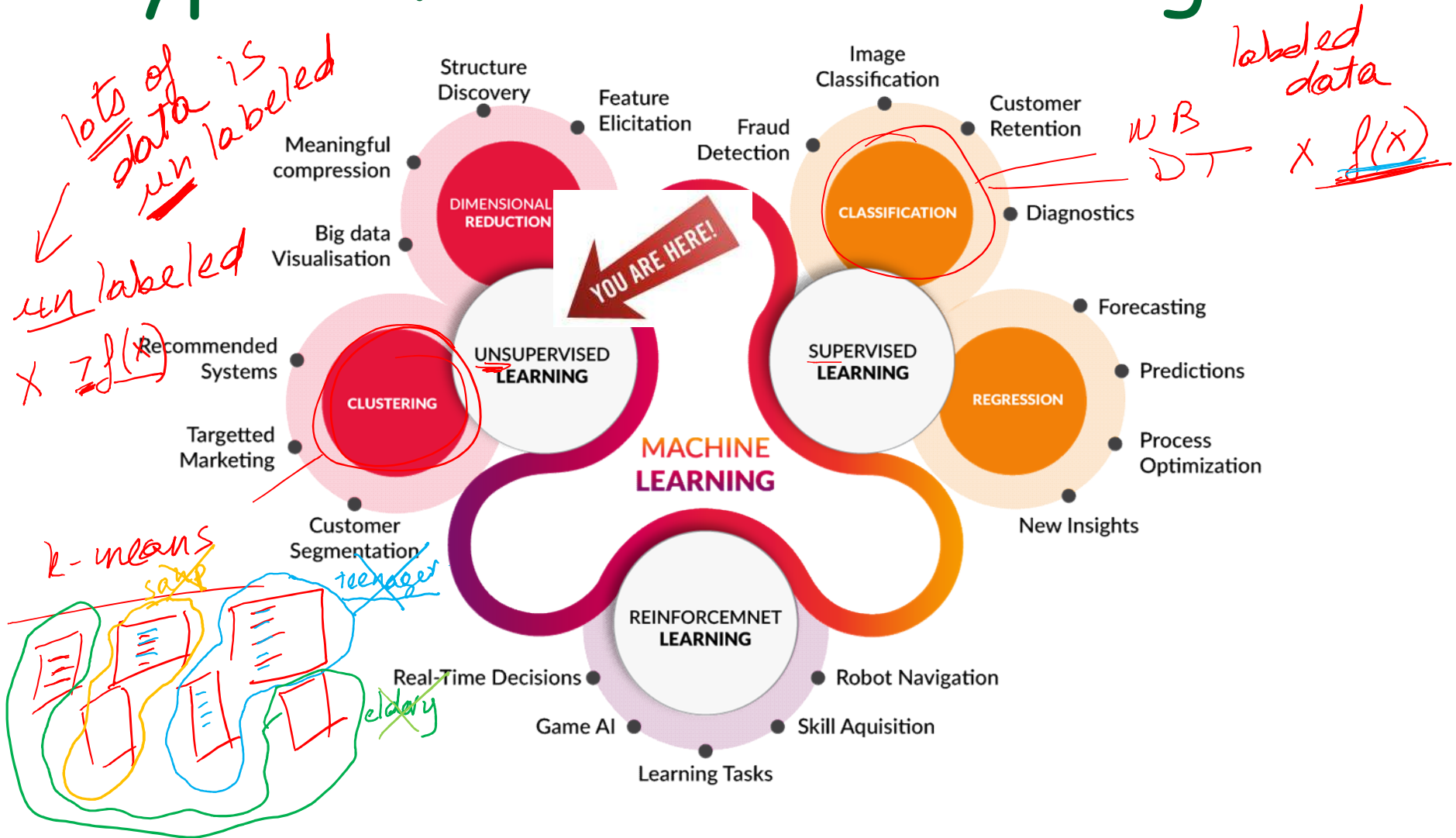

COMP 472: Artificial Intelligence Machine Learning Unsupervised Learning *video #6*

- Russell & Norvig: *not much really*

Today

1. Introduction to ML
2. Naive Bayes Classification → supervised
 - a. Application to Spam Filtering
3. Decision Trees →
4. (Evaluation
5. Unsupervised Learning) ← YOU ARE HERE!
6. Neural Networks →
 - a. Perceptrons
 - b. Multi Layered Neural Networks

Types of Machine Learning



Remember this slide?

Types of Learning

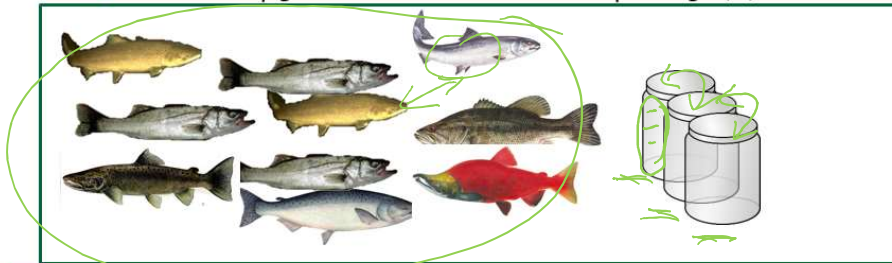
■ Supervised learning

- We are given a training set of $(X, f(X))$ pairs
- $X = \langle \text{color, length} \rangle$



■ Unsupervised learning

- We are only given the X s - not the corresponding $f(X)$



Unsupervised Learning



- Learn without labeled examples

- i.e. X is given, but not $f(X)$

small nose	big teeth	small eyes	moustache	$f(X) = ?$
------------	-----------	------------	-----------	------------

X

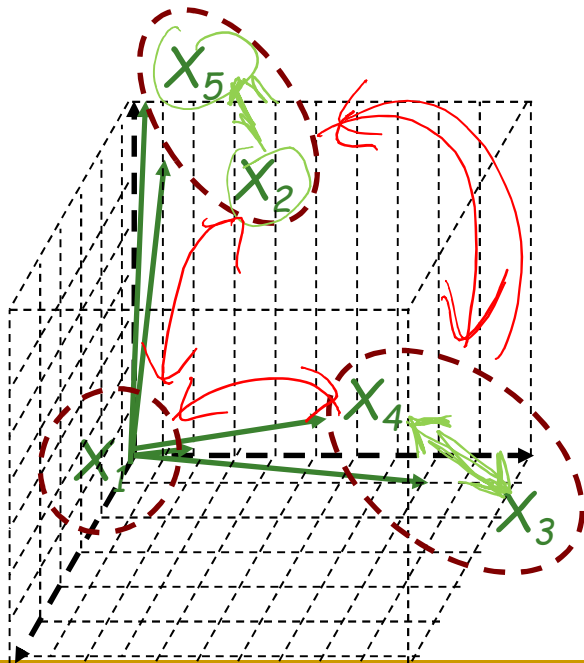
not given

- Without a $f(X)$

- you can't really identify/label a test instance
 - but you can:
 - Cluster/group the features of the test data into a number of groups
 - Discriminate between these groups without actually labeling them

Clustering

- Represent each instance as a vector $\langle a_1, a_2, a_3, \dots, a_n \rangle$
- Each vector can be visually represented in a n dimensional space

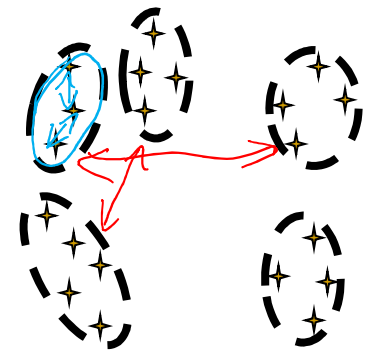


	a_1	a_2	a_3	Output
X_1	1	0	0	?
X_2	1	6	0	?
X_3	8	0	1	?
X_4	6	1	0	?
X_5	1	7	1	?

k-means Clustering

1. Represent each instance as a point on a n dimensional space
2. Partition points into k regions such that:

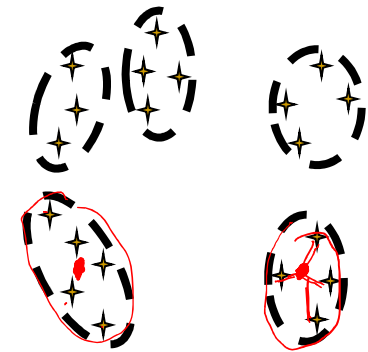
- distance between points within a region is minimized
- distance between points across regions is maximized



- Naturally works well with features with numerical values
 - where distance between points can be measured by the Euclidean distance
- Needs modifications for categorical values
 - which have no order
 - eg. "Honda", "Audi", "BMW", "Ferrari", "Nissan", "Lamborghini"
 - needs domain-specific distance measure

$\text{dist}(\text{Honda}, \text{Nissan}) = 1$
 $\text{dist}(\text{Honda}, \text{Audi}) = 3$
 $\text{dist}(\text{Ferrari}, \text{Lamborghini}) = 1$
 $\text{edit dist}(\text{Honda}, \text{Audi})$
 $\text{edit dist}(\text{Honda}, \text{Nissan})$

k-means Clustering



- User selects how many clusters they want (the value of k)

1. Place k points into the space (eg. at random).
These points represent initial group centroids.
cluster
2. Assign each data point x_n to the nearest centroid.
cluster
3. When all data points have been assigned, recalculate the positions of the k centroids as the average of the cluster
4. Repeat Steps 2 and 3 until none of the data instances change group.
cluster

Euclidean Distance

- To find the nearest centroid...
 - typical metric is the Euclidean distance
 - Euclidean distance between 2 pts:

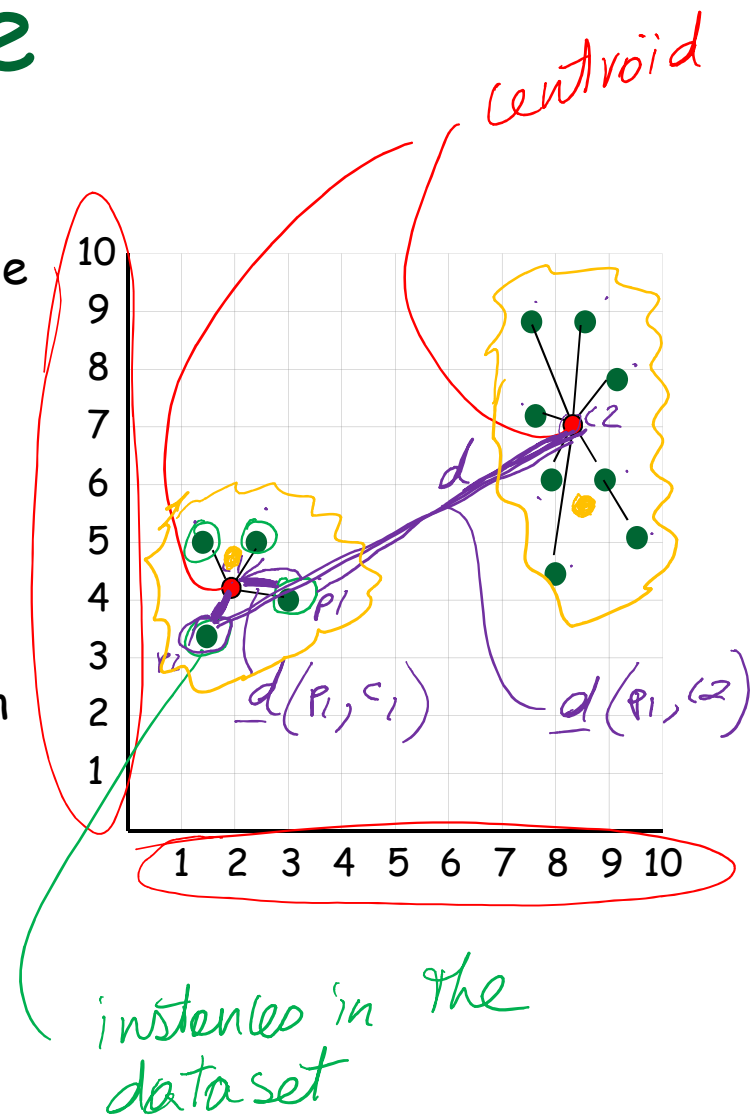
$$p = (p_1, p_2, \dots, p_n) \quad q = (q_1, q_2, \dots, q_n) \quad d = \sqrt{\sum_{i=1}^n (p_i - q_i)^2}$$

Handwritten note: distance (p, q)

- To compute the next generation of centroids...
 - take mean of all points in the cluster in each dimension
 - mean of 2 points:

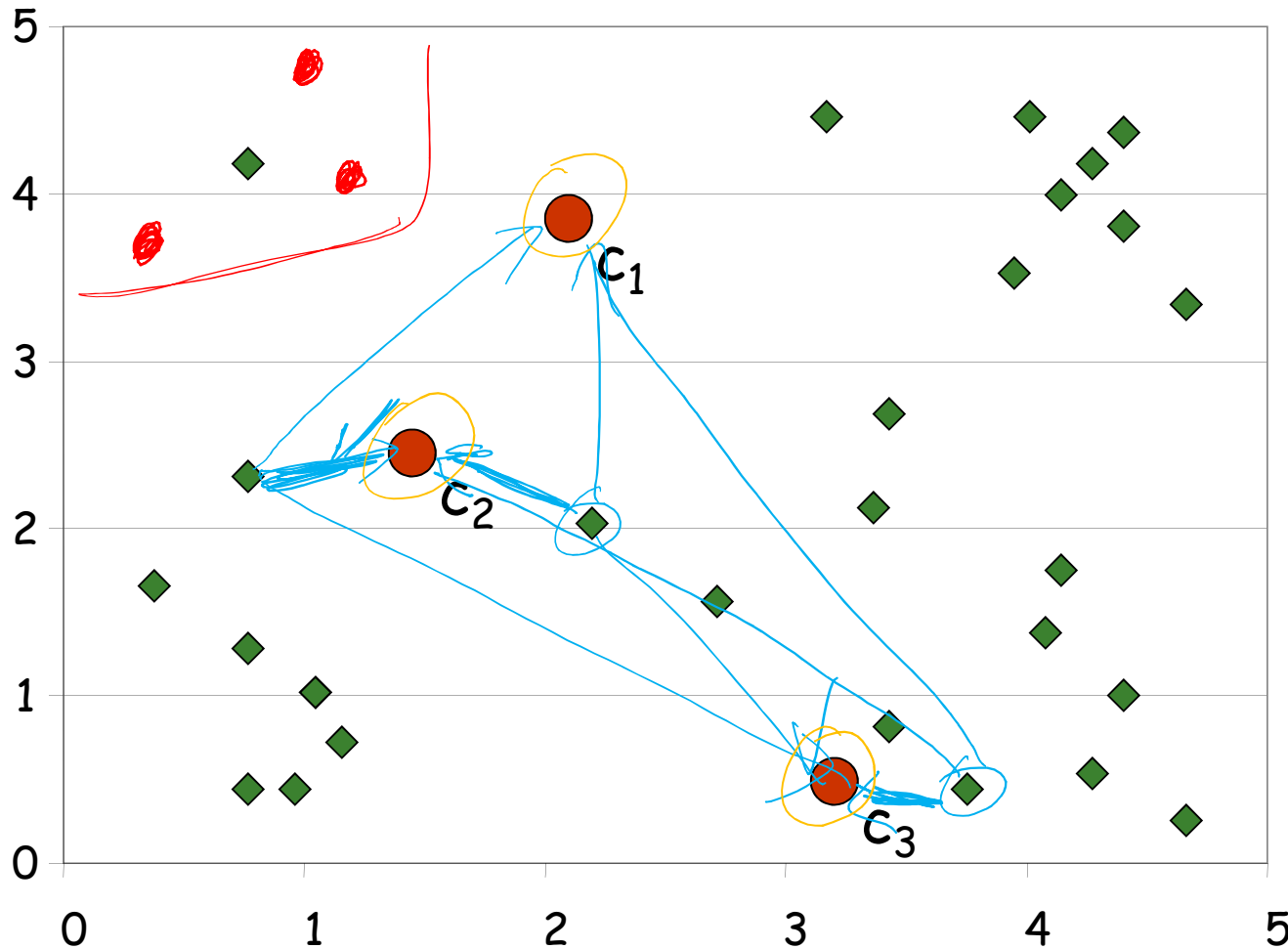
$$p = (p_1, p_2, \dots, p_n) \quad q = (q_1, q_2, \dots, q_n)$$

$$c = \left(\frac{p_1 + q_1}{2}, \frac{p_2 + q_2}{2}, \dots, \frac{p_n + q_n}{2} \right)$$



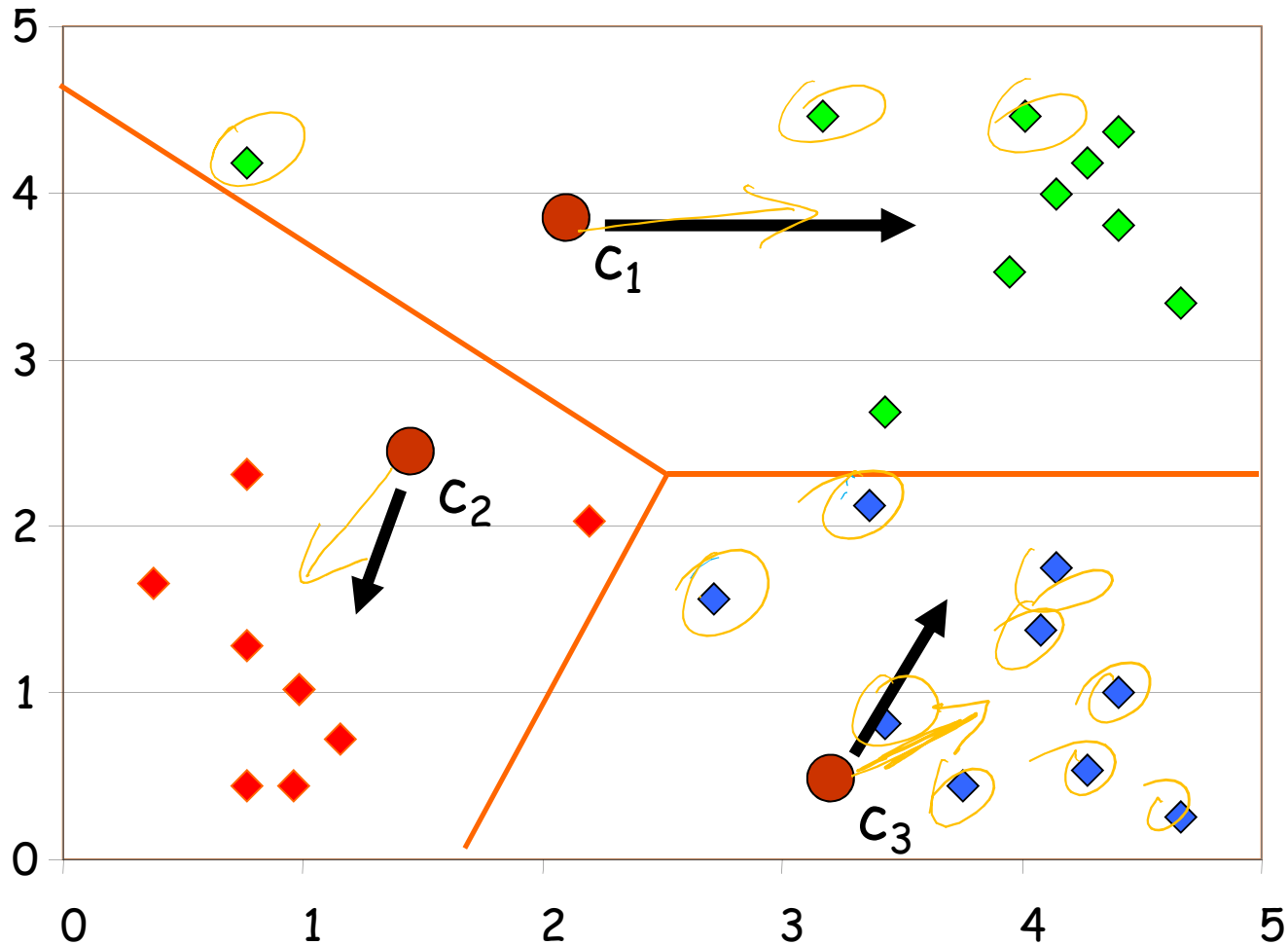
Example (in 2-D... i.e. 2 features)

initial 3 random centroids



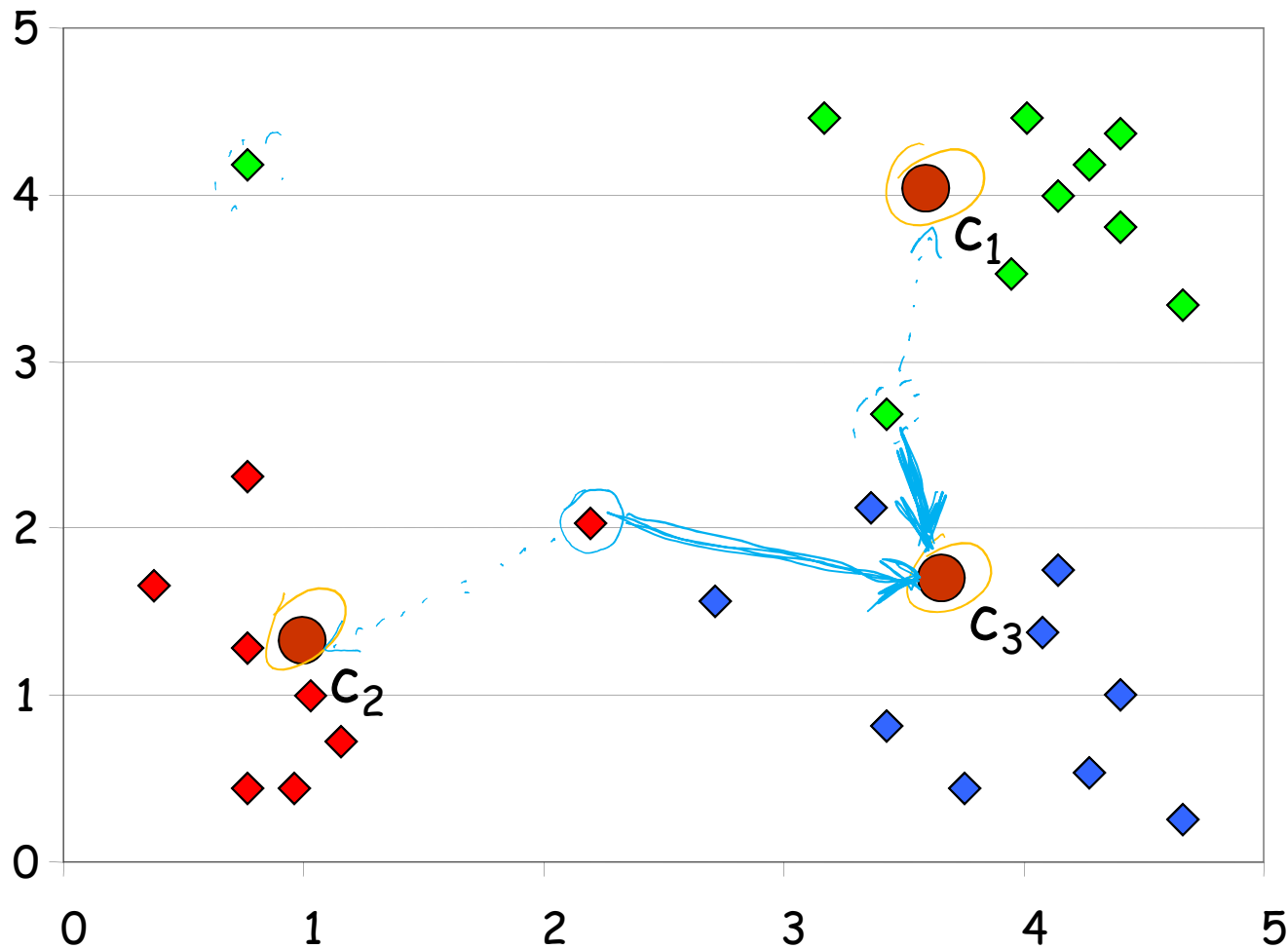
Example

partition data points to closest centroid



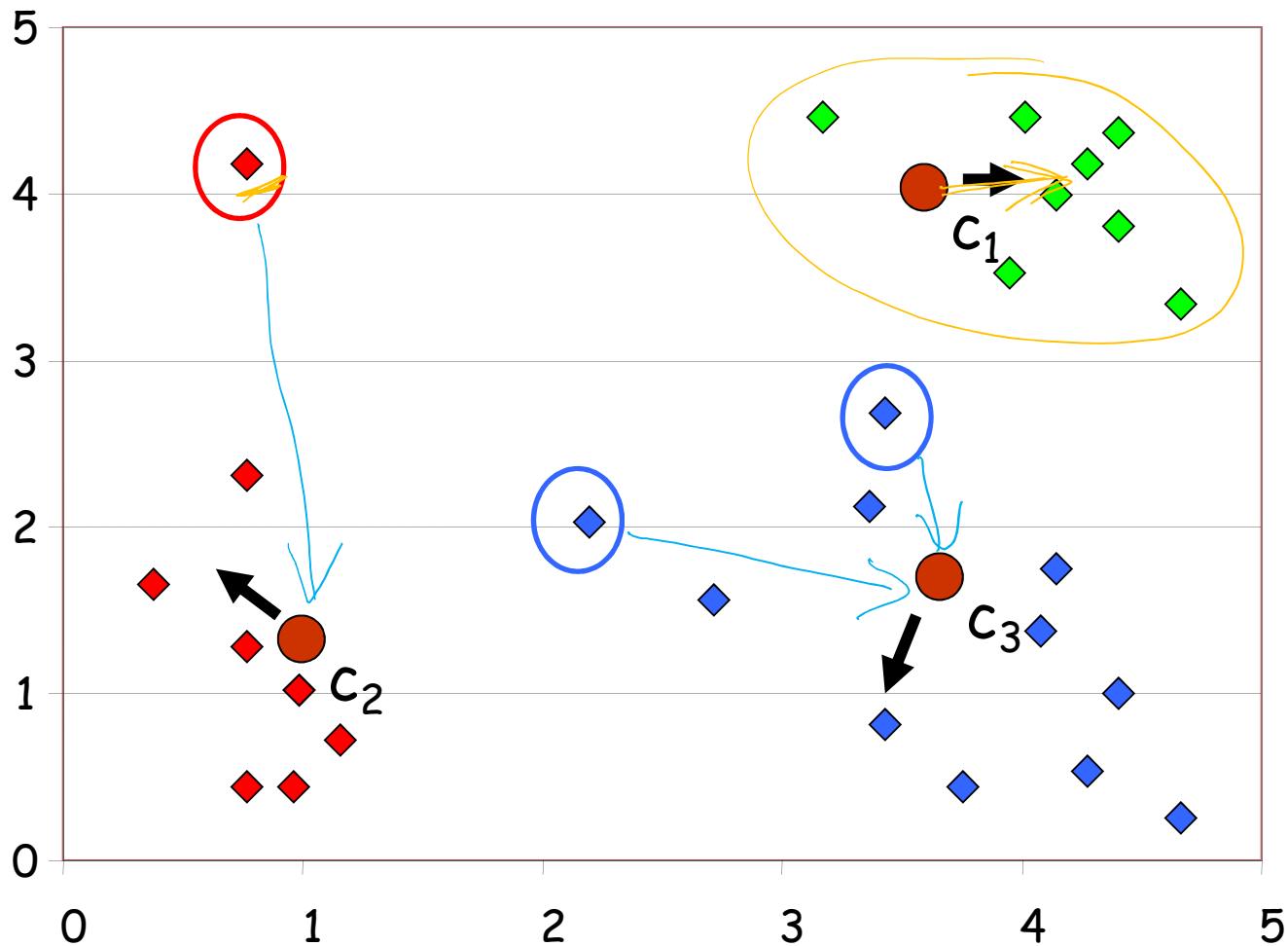
Example

re-compute new centroids

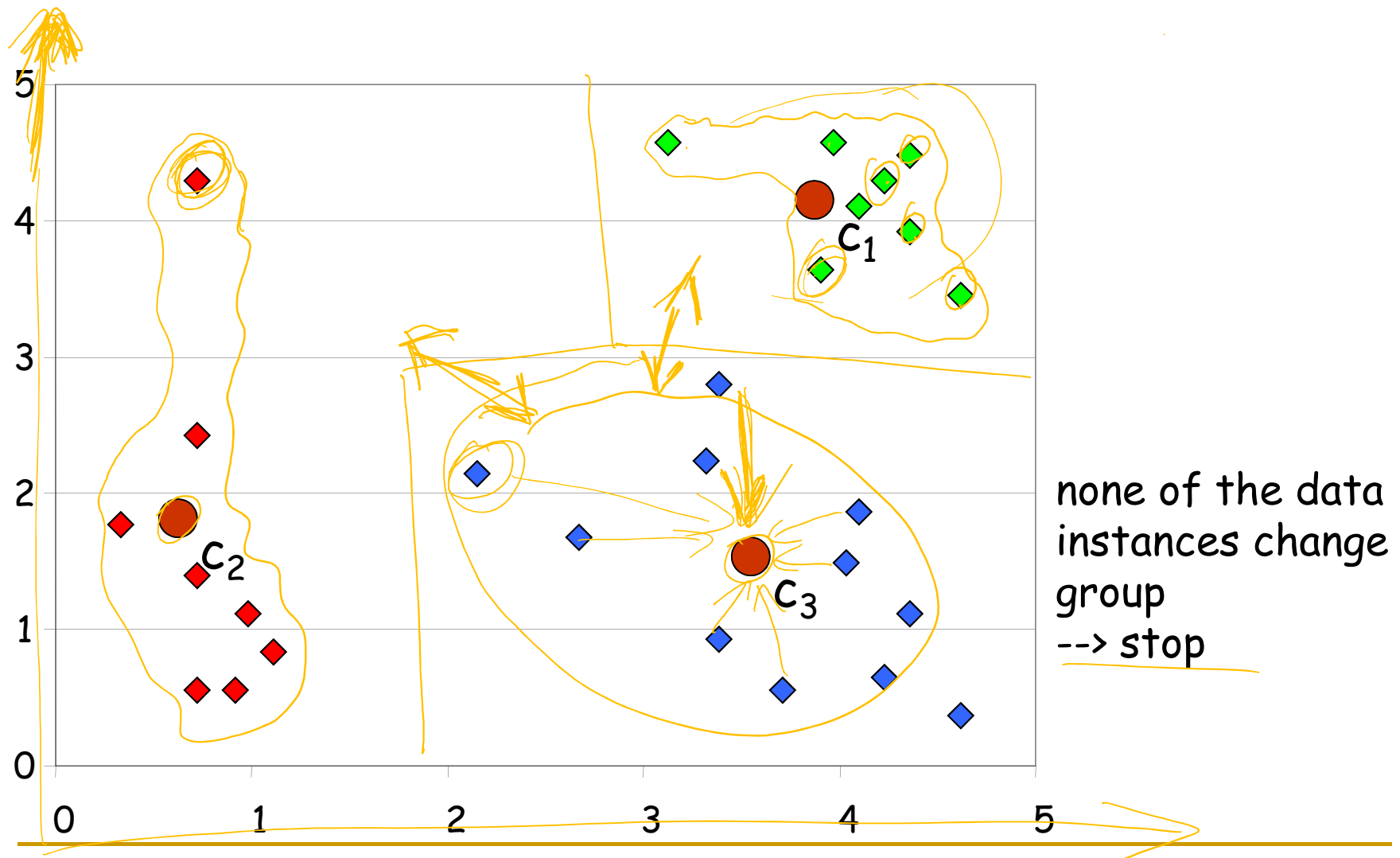


Example

re-assign data points to new closest centroids



Example









Notes on k-means

- negatives:
 - does not guarantee to converge to the global optimum
 - very sensitive to initial choice of centroids
 - many find useless clusters...
 - user must set initial k
 - not easy to do...
- but converges very fast!
- many other clustering algorithms...



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Up Next

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6. **Neural Networks**
 - a. Perceptrons —
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