

---

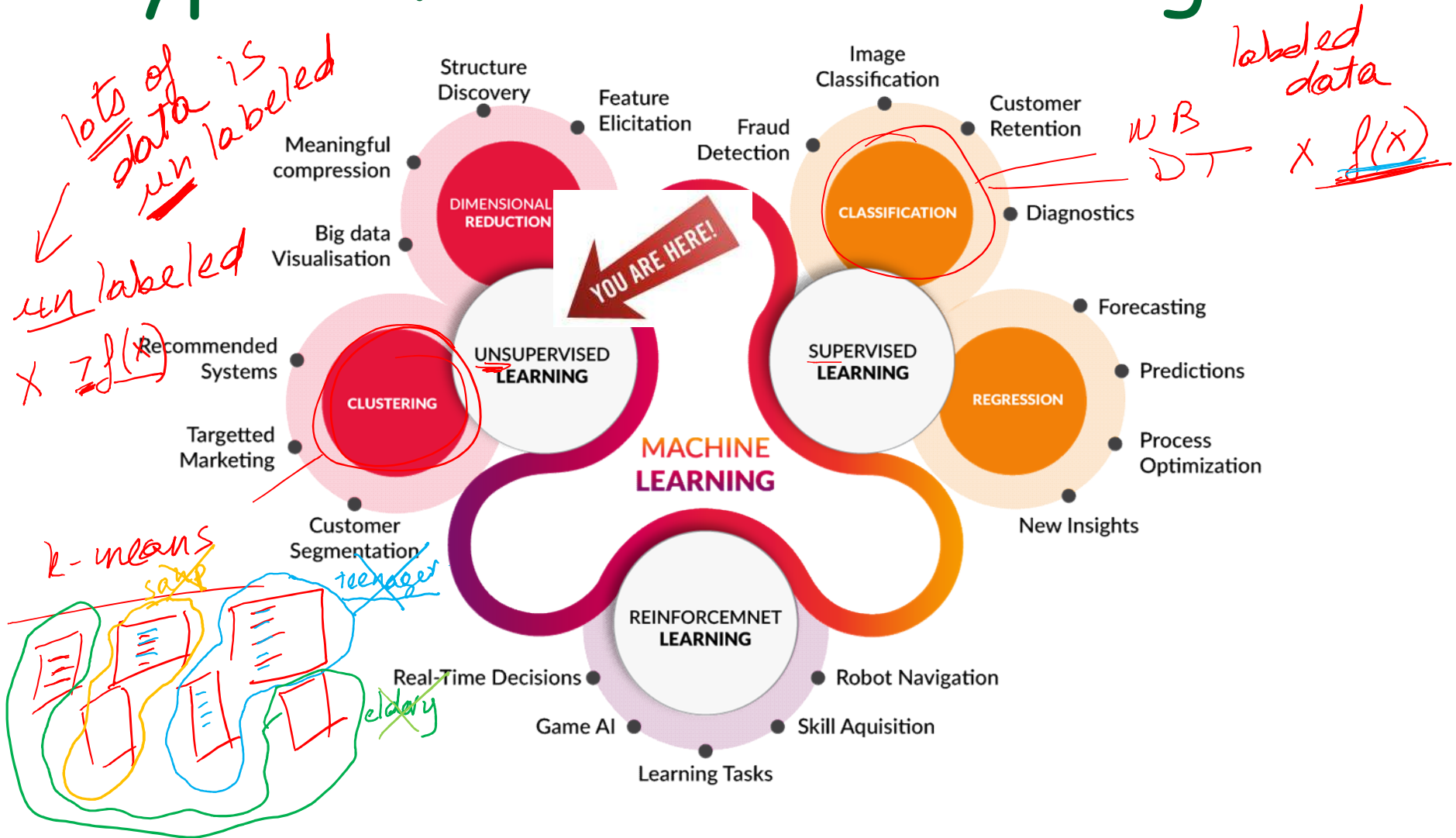
# COMP 472: Artificial Intelligence Machine Learning Unsupervised Learning *video #6*

- 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

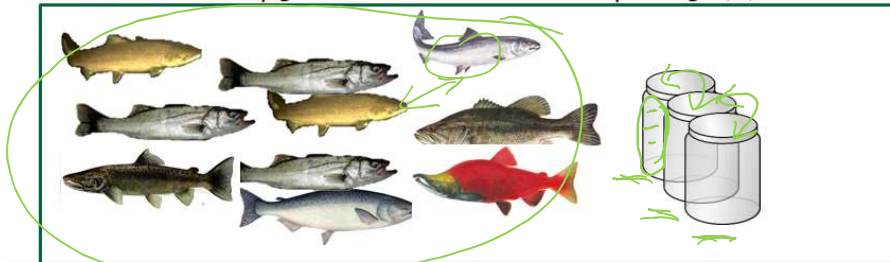
### ■ Supervised learning

- 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  $f(X)$

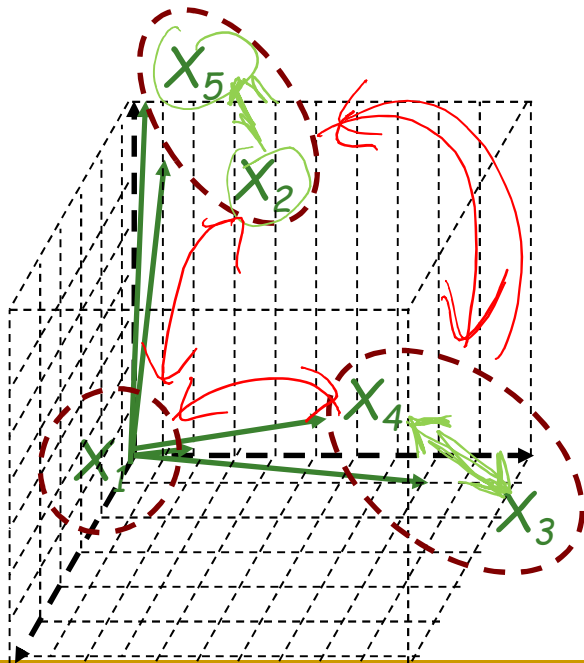
- you can't really identify/label a test instance

- 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

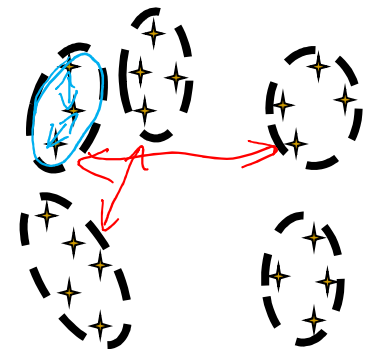


|       | $a_1$ | $a_2$ | $a_3$ | Output |
|-------|-------|-------|-------|--------|
| $X_1$ | 1     | 0     | 0     | ?      |
| $X_2$ | 1     | 6     | 0     | ?      |
| $X_3$ | 8     | 0     | 1     | ?      |
| $X_4$ | 6     | 1     | 0     | ?      |
| $X_5$ | 1     | 7     | 1     | ?      |

# k-means Clustering

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

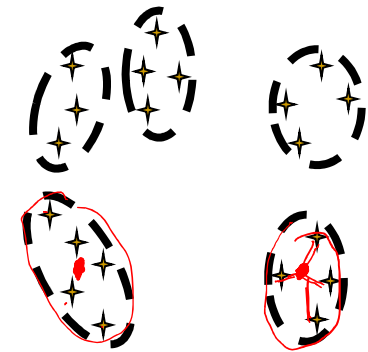
- distance between points within a region is minimized
- distance between points across regions is maximized



- 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:

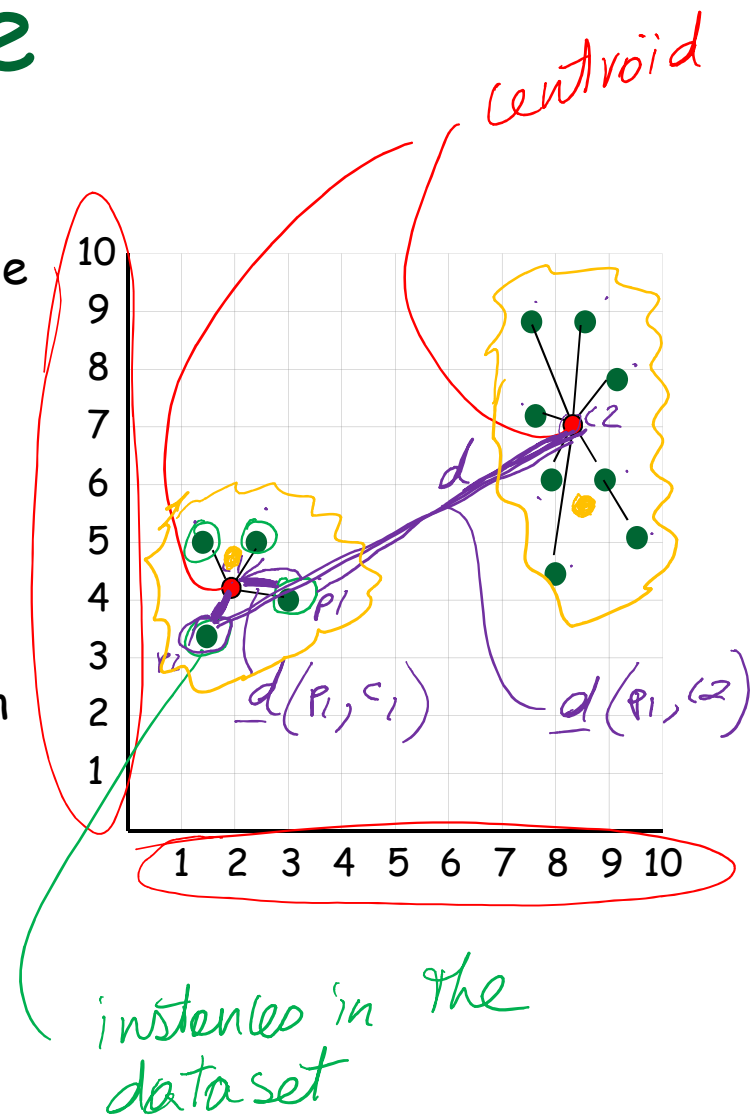
$$p = (p_1, p_2, \dots, p_n) \quad q = (q_1, q_2, \dots, q_n) \quad d = \sqrt{\sum_{i=1}^n (p_i - q_i)^2}$$

*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:

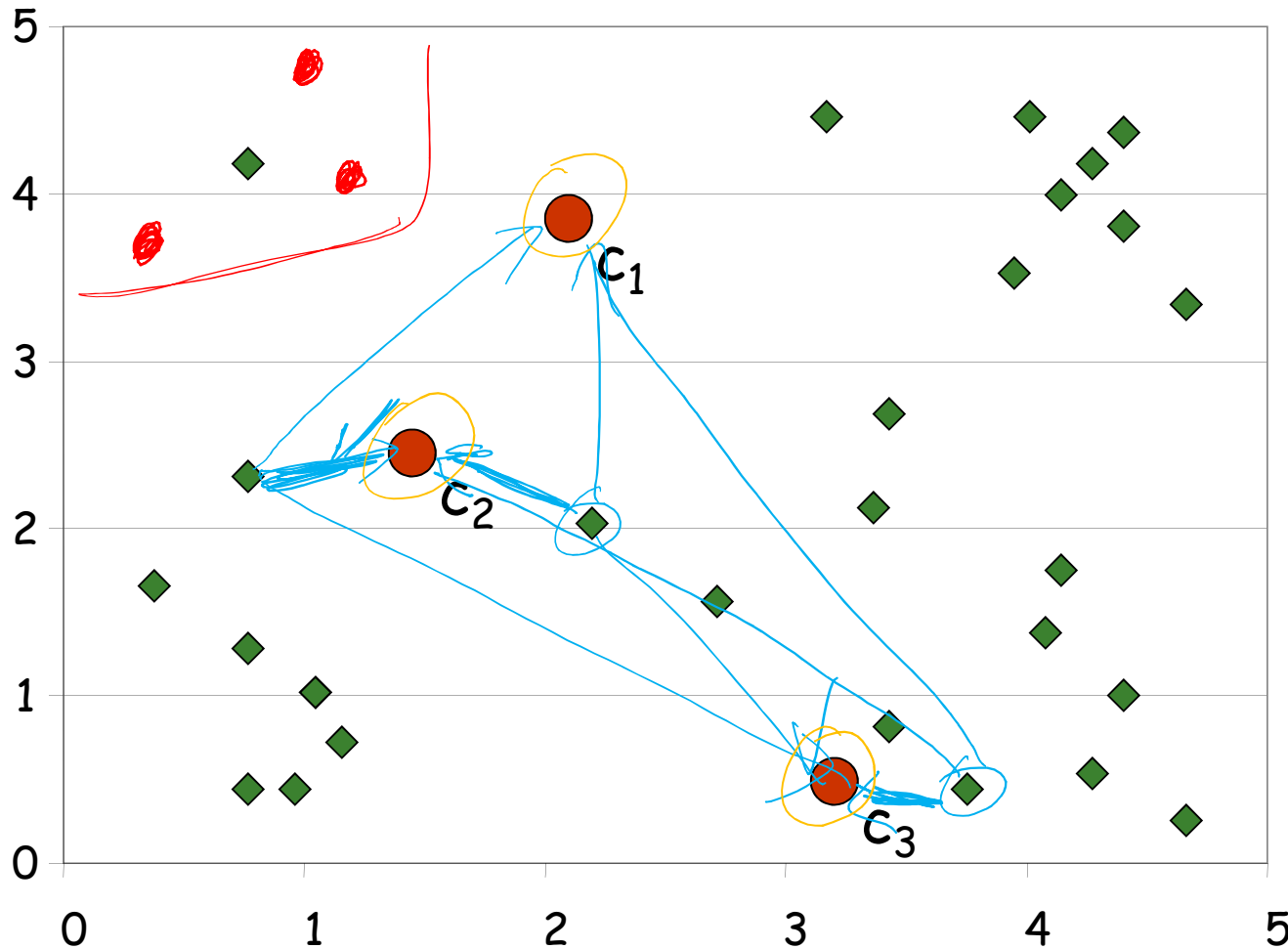
$$p = (p_1, p_2, \dots, p_n) \quad q = (q_1, q_2, \dots, q_n)$$

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



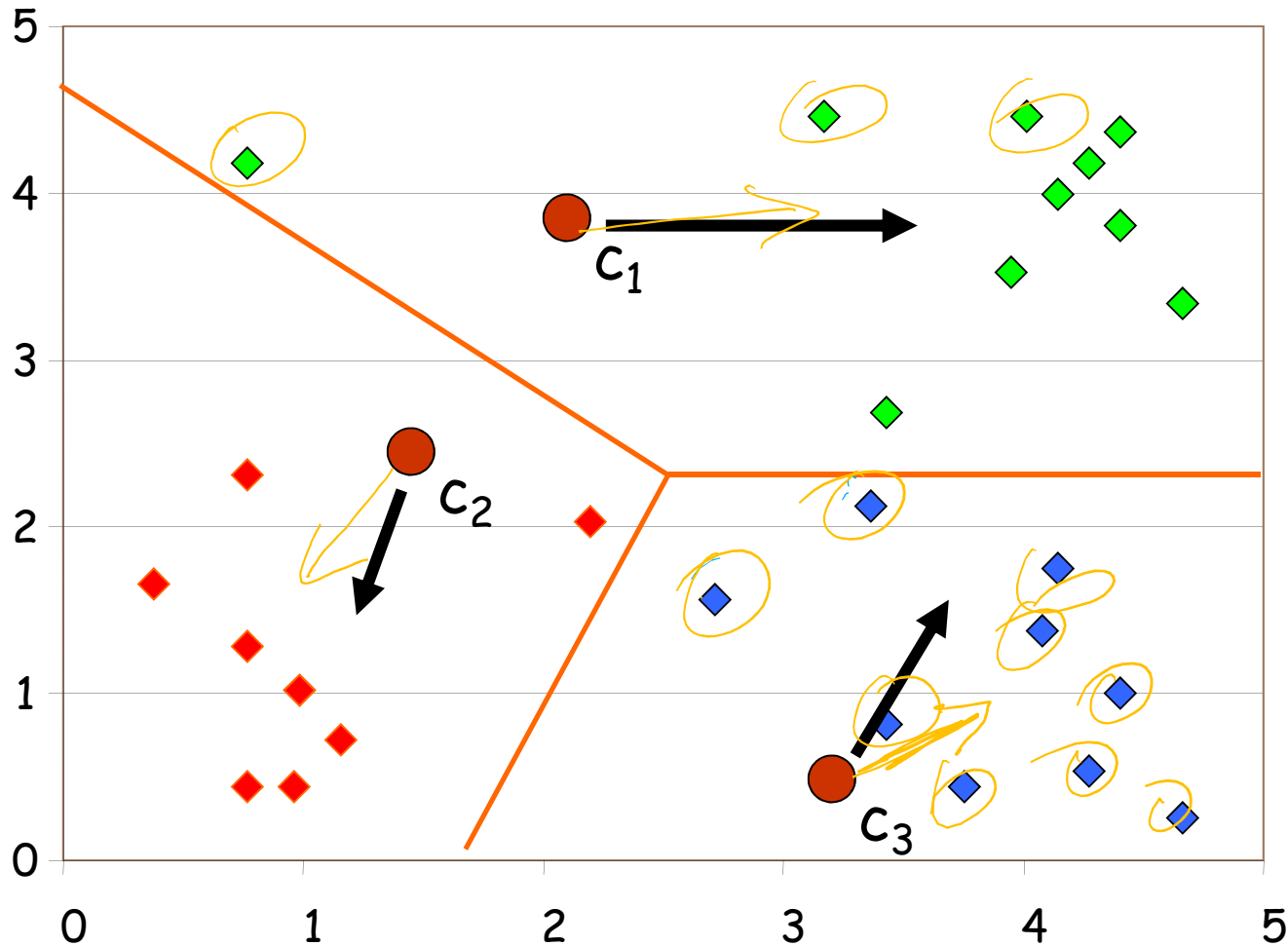
# Example (in 2-D... i.e. 2 features)

initial 3 random centroids



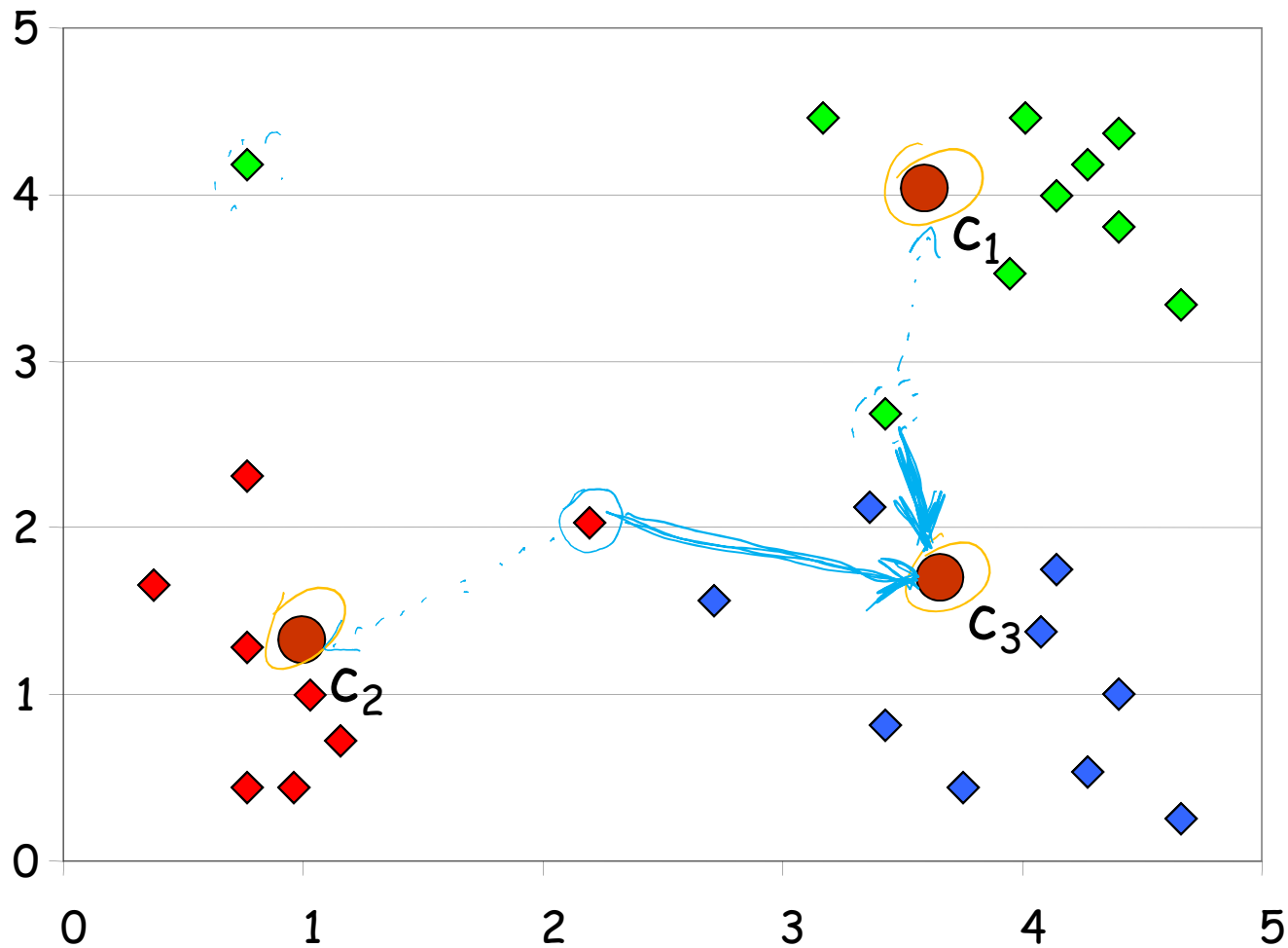
# Example

partition data points to closest centroid



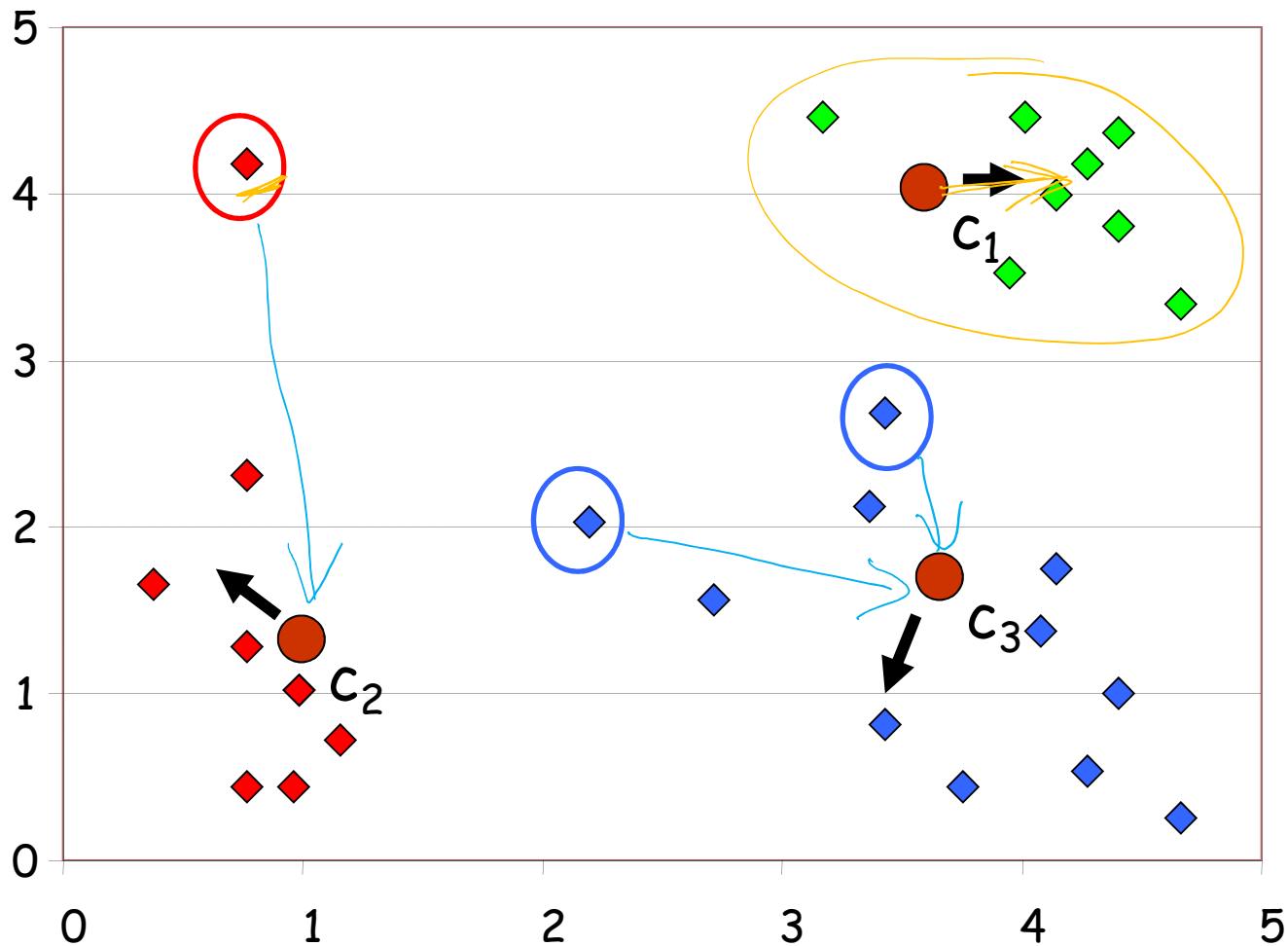
# Example

re-compute new centroids

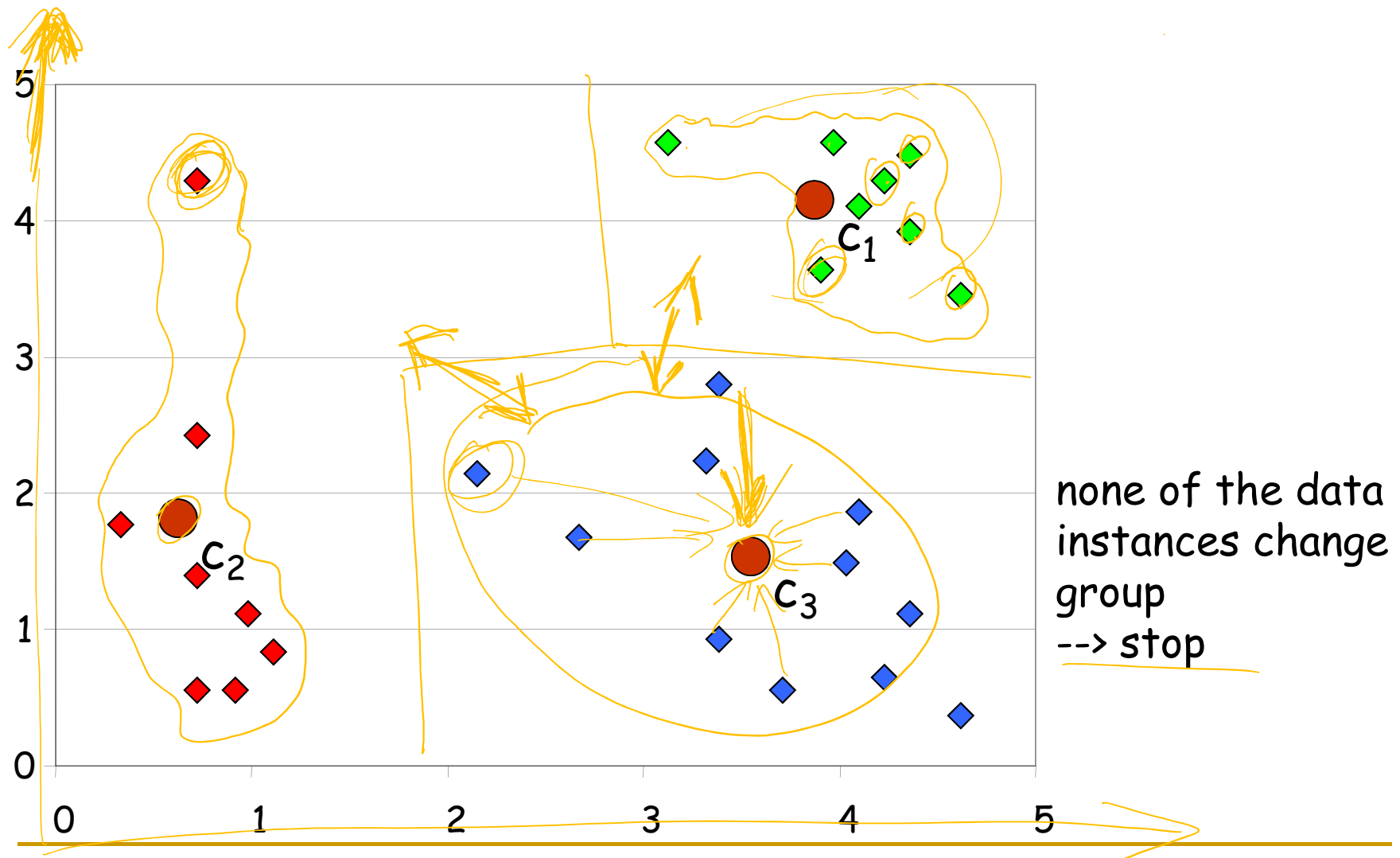


# Example

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...



# Today

1. Introduction to ML 
2. Naïve Bayes Classification 
  - a. Application to Spam Filtering 
3. Decision Trees 
4. ( Evaluation 
5. Unsupervised Learning ) 
6. Neural Networks *video #7*
  - a. Perceptrons
  - b. Multi Layered Neural Networks



---

# Up Next

1. Introduction to ML
2. Naive Bayes Classification
  - a. Application to Spam Filtering
3. Decision Trees
4. ( Evaluation
5. Unsupervised Learning )
6. **Neural Networks**
  - a. Perceptrons —
  - b. Multi Layered Neural Networks —