Introduction to Supervised Learning

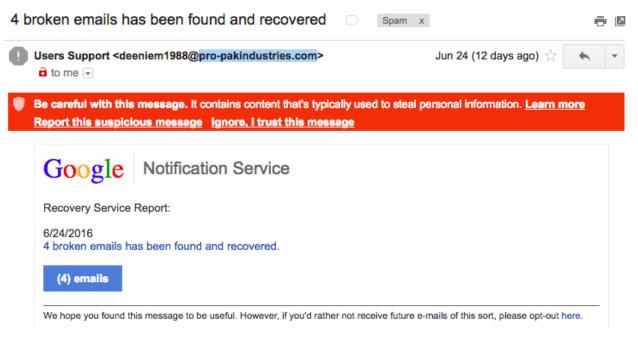
Ata Kaban

What Is Supervised Learning?

- One of the most prevalent forms of ML
 - Teach a computer to do something, then let it use its knowledge to do it
 - Also called "learning with a teacher"
- Other forms of ML
 - Unsupervised learning ("learning without a teacher")
 - Reinforcement learning ("learning with (delayed) feedback")

Example: Spam detection

Input: Emails received



• Output: "Spam", or "No spam"

Example: Stock price prediction

• Input: Historical records of stock prices

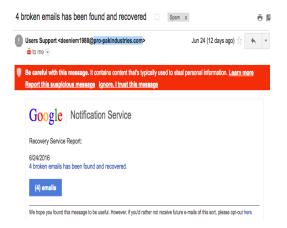


Output: Next day's stock price

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Spam detection

Input: Emails received



- Output: "Spam", or "No spam"
- This is a classification problem.
 The output has 2 possible values

Stock price prediction

Input: Historical records of stock

prices



- Output: Next day's stock price
- This is a regression problem.
 The output is a real value.

Types of supervised learning

- Regression
- Classification
 - Binary
 - Multi-class
 - •

Supervised learning

Task:

- Given some **input** x,
- Predict an appropriate output y.

Want: a **function** f such that f(x)=y

Have: examples of input-output pairs $(x^{(1)}, y^{(1)}), (x^{(2)}, y^{(2)}), ..., (x^{(n)}, y^{(n)})$

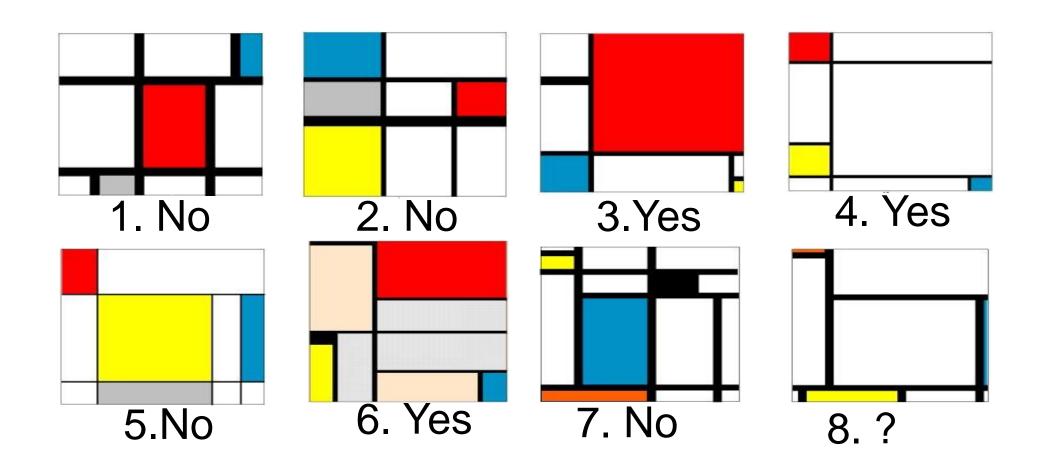
Supervised learning helps find a good f.

Training data

Supervised learning needs annotated data for training:
 in the form of examples of (Input, Output) pairs

- After training completed,
 - you present it with new Input that it hasn't seen before
 - It needs to predict the appropriate Output

Is painting 8 a genuine Mondrian?



Attributes

Labels

Annotated training data

Examples

Number	Lines	Line types	Rectangles	Colours	Mondrian?
1	6	1	10	4	No
2	4	2	8	5	No
3	5	2	7	4	Yes
4	5	1	8	4	Yes
5	5	1	10	5	No
6	6	1	8	6	Yes
7	7	1	14	5	No

Painting 8

Number	Lines	Line types	Rectangles	Colours	Mondrian?
8	7	2	9	4	???

How quick will your team complete a project?

(programming language)	(team expertise)	(estimated size)		(required effort)
Java	low	1000	• • •	10 p-month
C++	medium	2000	•••	20 p-month
Java	high	2000	•••	8 p-month
• • •	•••	• • •	•••	•••

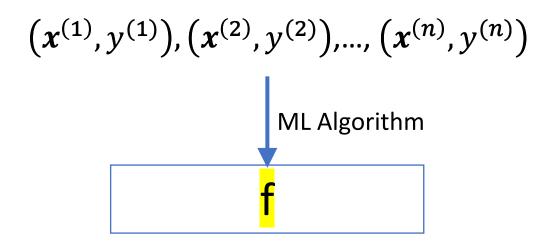
General notation we will use

(programming language)	(team expertise)	(estimated size)		(required effort)
	$x^{(}$	1)		$\mathcal{Y}^{(1)}$
	$x^{(}$	2)		$y^{(2)}$
	$x^{(}$	3)		$\mathcal{Y}^{(3)}$
• • •	• • •	• • •	• • •	• • •

Vector notation

$$x^{(i)} = \left(x_1^{(i)}, x_2^{(i)}, x_3^{(i)}, \dots, x_d^{(i)}\right)$$
 The input of the *i*-th example Attributes

Workflow of supervised learning: 1. Training phase



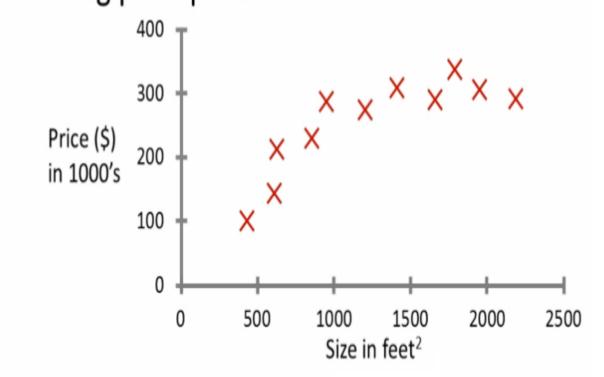
Workflow of supervised learning:

2. Test phase & use

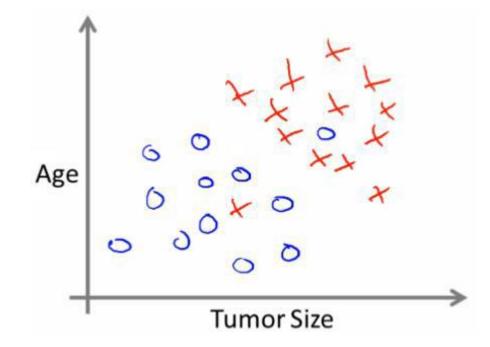


Pictorially

Regression problem
 Housing price prediction.



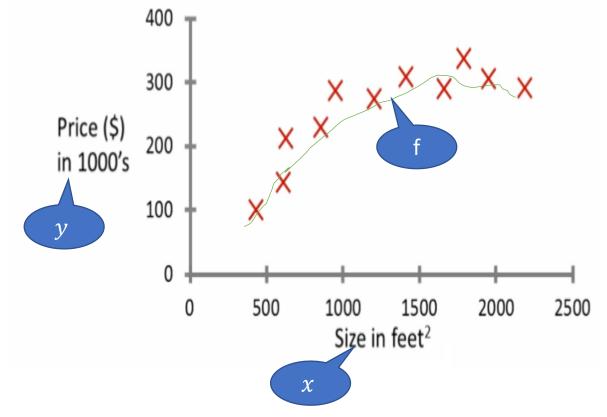
Classification problem
 Breast cancer prediction



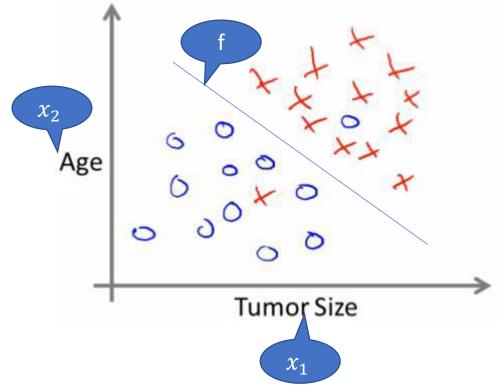
Pictorially

Regression problem

Housing price prediction.



Classification problem
 Breast cancer prediction



Terminology in Supervised Learning

• Input = attribute(s) = feature(s) = independent variable

Output = target = response = dependent variable

function = hypothesis = predictor

Pause. Is this some magic?

So...

- there is this unknown function we're after
- we are given the function values at n specific points only (training set)
- is it really possible to find out the function values at other points?
- No!
- Not unless we make the right assumptions about the unknown function
- Each ML algorithm, implicitly or explicitly, makes assumptions.
- There is a zoo of ML algorithms, there is no best ML algorithm
- Our goal is to focus on few of them, and understand how they work

Applications of supervised learning

- Handwriting recognition
 - When you write an envelope, algorithms can automatically route envelopes through the post
- Computer vision & graphics
 - When you go out during lockdown, object detection & visual tracking algorithms can automatically detect compliance with the rules
- Bioinformatics
 - Algorithms can predict protein function from sequence
- Human-computer interaction
 - Intrusion detection algorithms can recognise speech, gestures, intention

Why is ML so Prevalent?

Generality

• E.g. a robot learning to navigate mazes must be able to learn the layout of the maze it encounters

Adaptability

• E.g. a program designed to predict tomorrow's stock market must learn to adapt when conditions change from boom to bust

Applicability

 Often the human programmer has no idea how to program a solution to the problem (think of how you recognise your friend's face)