



نوروسافاری

NEUROSAFARI



Introduction to Machine Learning with Python

Session 1 :
What's going on there?

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Content

1. Why Machine Learning ?
2. Why Python?
 1. More on python and a little bit about python.
3. Supervised Learning
4. Unsupervised Learning
5. Representing Data and Engineering Features
6. Algorithm Chains and Pipelines

Content

- 7. Neural Network
 - 1. Introduction to Artificial Neural Network
 - 2. Perceptron
 - 3. BackPropagation
 - 4. CNN
 - 5. GAN
 - 6. RNN

Learn

- Learning is used when:
 - Human expertise does not exist (navigating on Mars),
 - Humans are unable to explain their expertise (speech recognition)
 - Solution changes in time (routing on a computer network)
 - Solution needs to be adapted to particular cases (user biometrics)

What is Machine Learning?

- Machine Learning
 - Study of algorithms that
 - improve their performance
 - at some task
 - with experience
- Optimize a performance criterion using example data or past experience.
- Role of Statistics: Inference from a sample
- Role of Computer science: Efficient algorithms to
 - Solve the optimization problem
 - Representing and evaluating the model for inference

What We Talk About When We Talk About “Learning”

- Learning general models from a data of particular examples
- Data is cheap and abundant (data warehouses, data marts); knowledge is expensive and scarce.
- Example in retail: Customer transactions to consumer behavior
- Build a model that is *a good and useful approximation* to the data.

Supervised Learning: Uses

- Prediction of future cases: Use the rule to predict the output for future inputs
- Knowledge extraction: The rule is easy to understand
- Compression: The rule is simpler than the data it explains
- Outlier detection: Exceptions that are not covered by the rule, e.g., fraud

Unsupervised Learning

- Learning “what normally happens”
- No output
- Clustering: Grouping similar instances
- Other applications: Summarization, Association Analysis
- Example applications
 - Customer segmentation in CRM
 - Image compression: Color quantization
 - Bioinformatics: Learning motifs

Reinforcement Learning

- Topics:
 - Policies: what actions should an agent take in a particular situation
 - Utility estimation: how good is a state (→used by policy)
- No supervised output but delayed reward
- Credit assignment problem (what was responsible for the outcome)
- Applications:
 - Game playing
 - Robot in a maze
 - Multiple agents, partial observability, ...

The machine learning framework

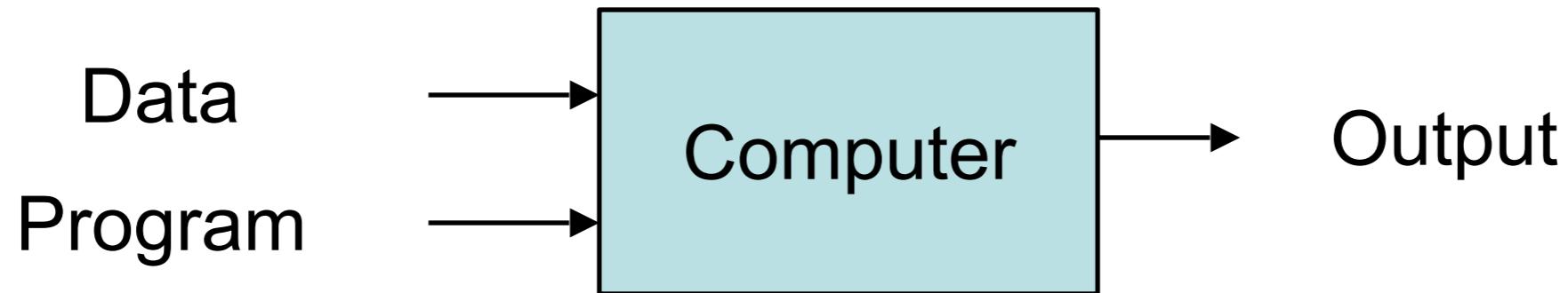
- Apply a prediction function to a feature representation of the image to get the desired output:

$$f(\text{Goat}) = \text{"Goat"}$$
$$f(\text{Pizza}) = \text{"Pizza"}$$
$$f(\text{cow}) = \text{"cow"}$$

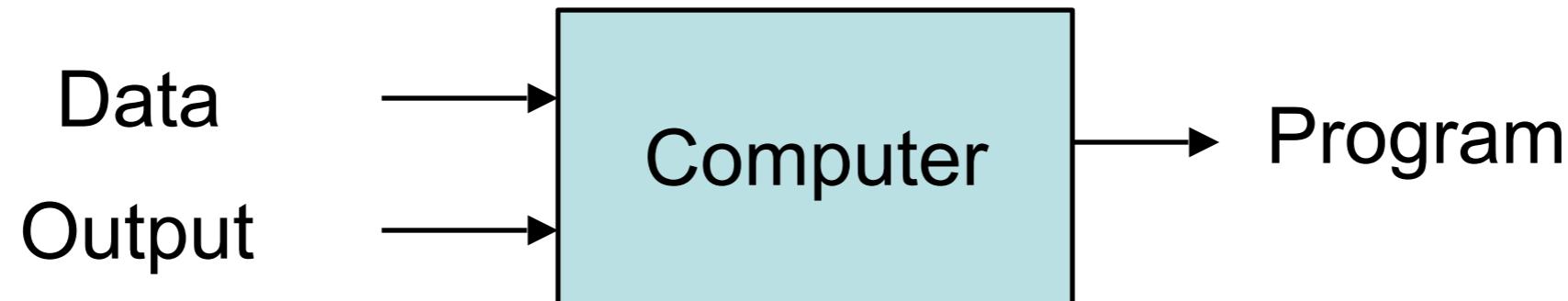
Fashion



Traditional Programming



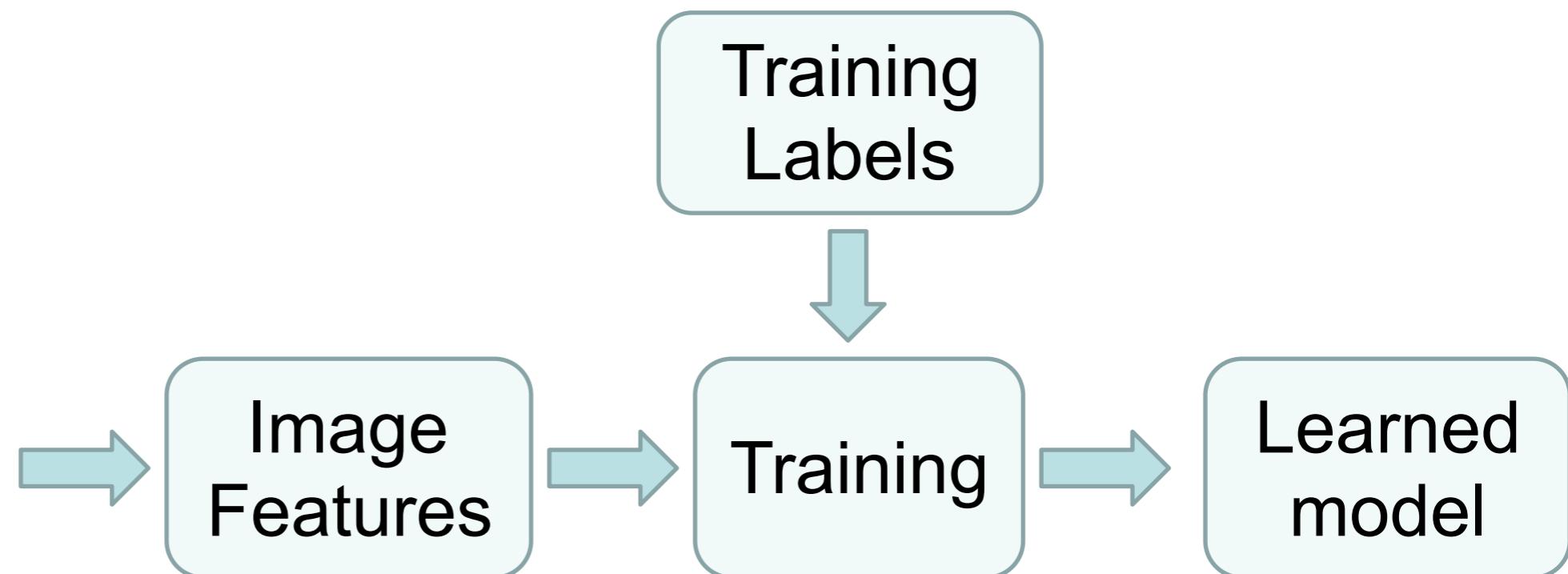
Machine Learning



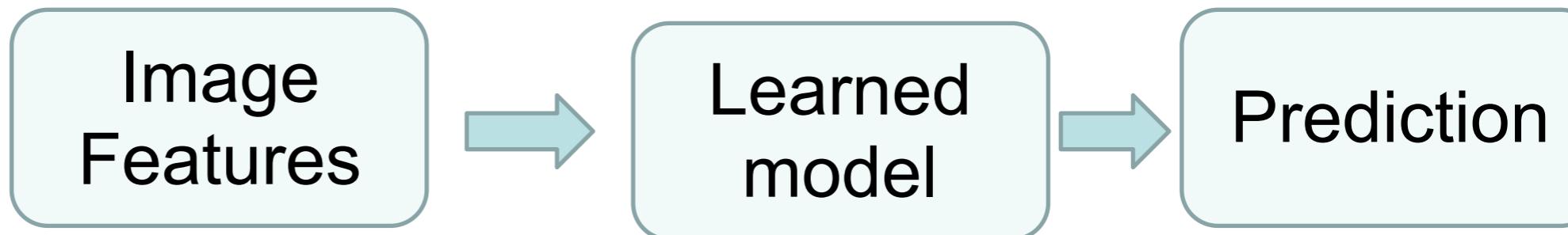
Steps

Training

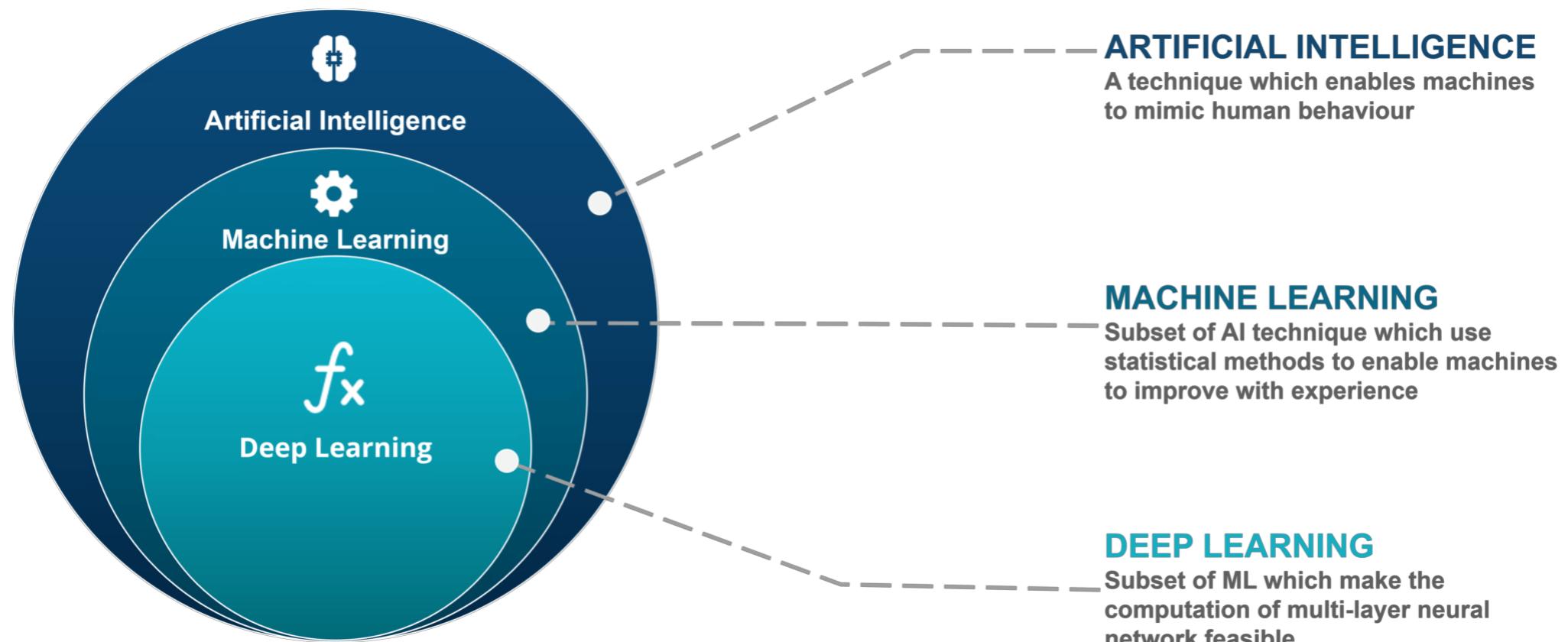
Training
Images



Testing

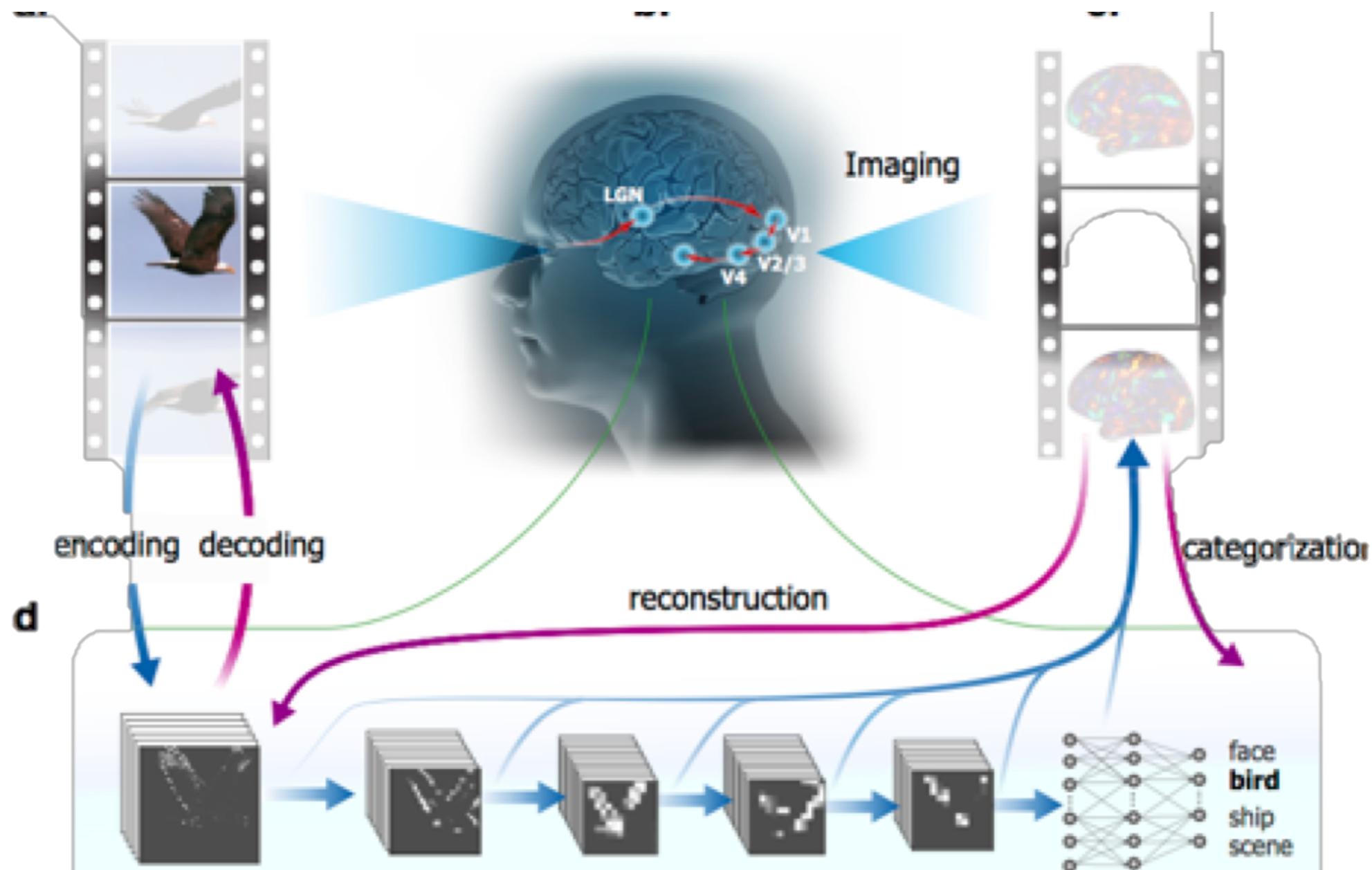


Test Image



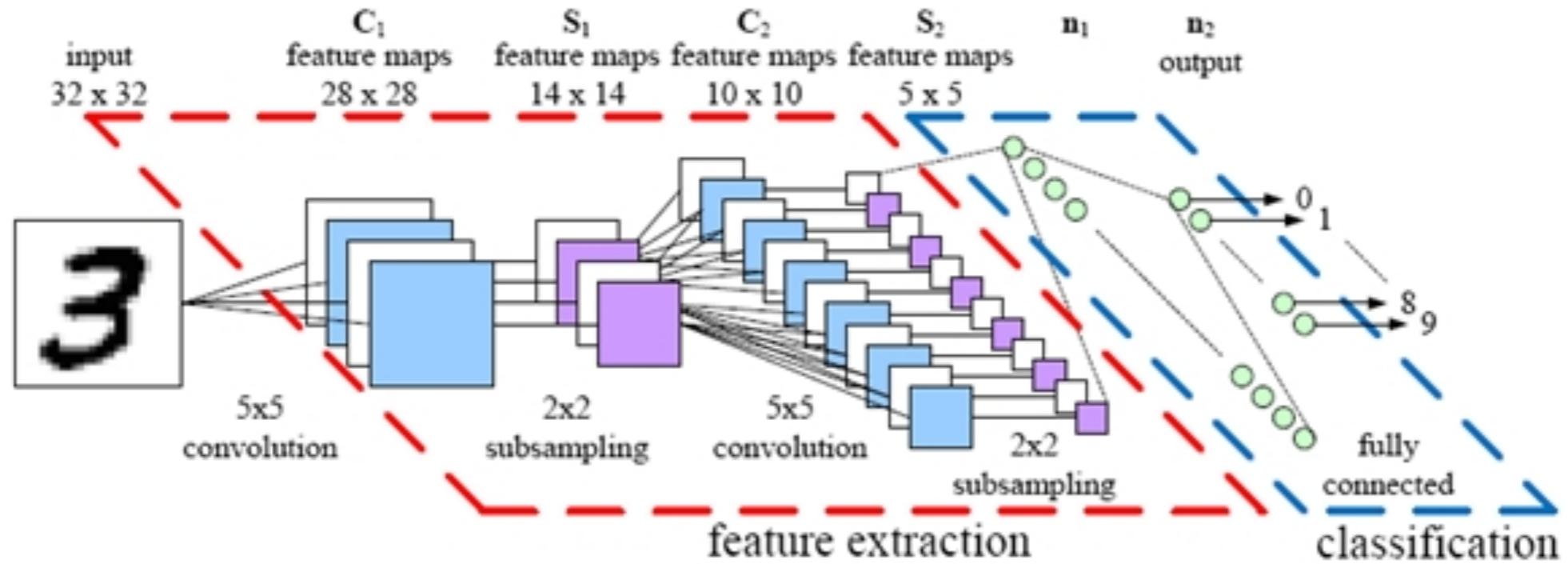
All in One

Deep Learning



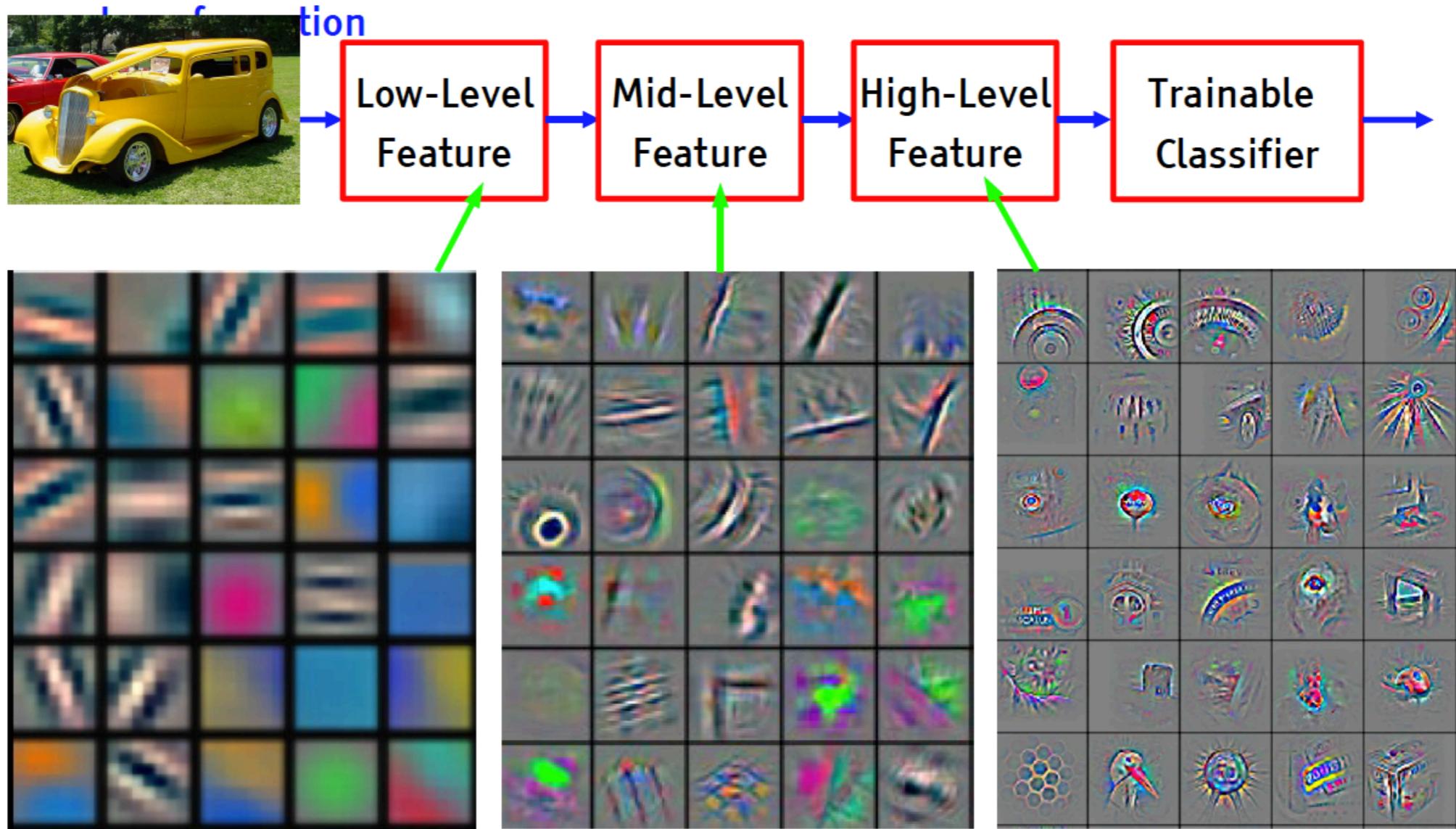
Idea

Deep Learning



Initial Usage

Text and Image Labeling

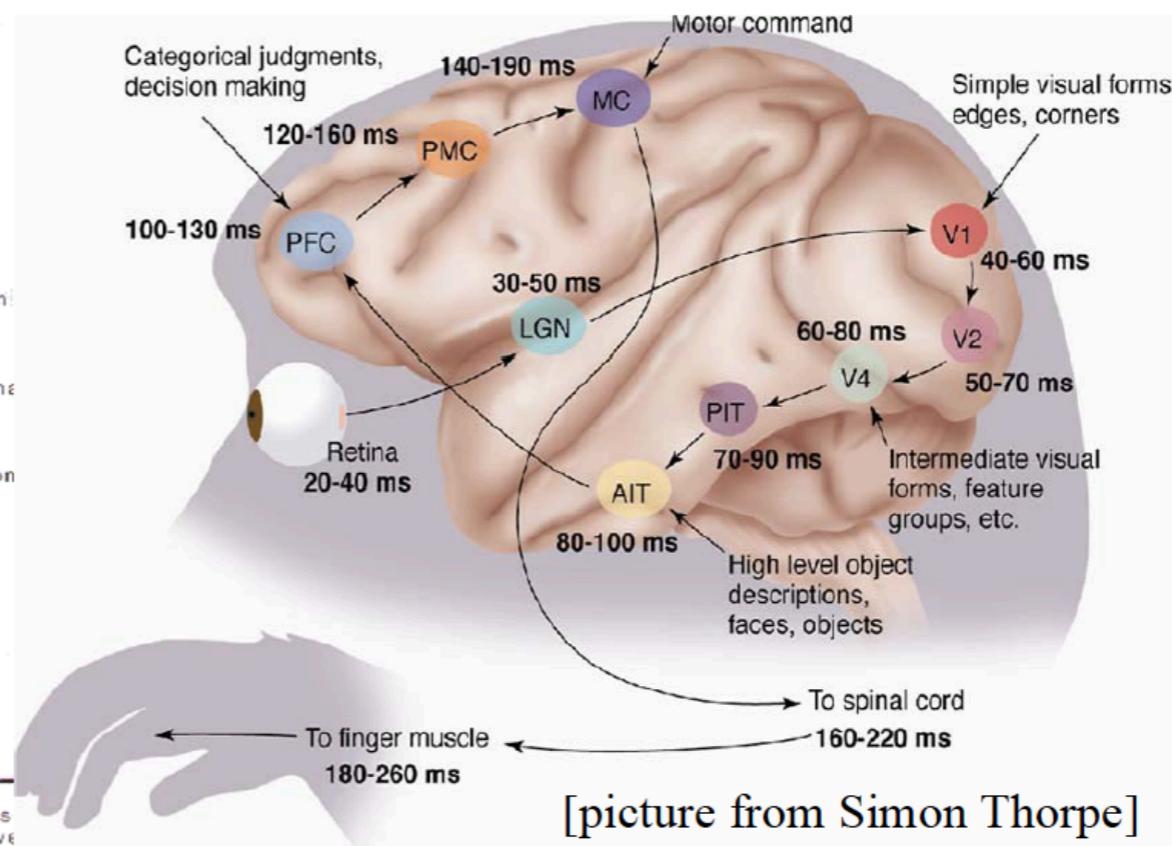
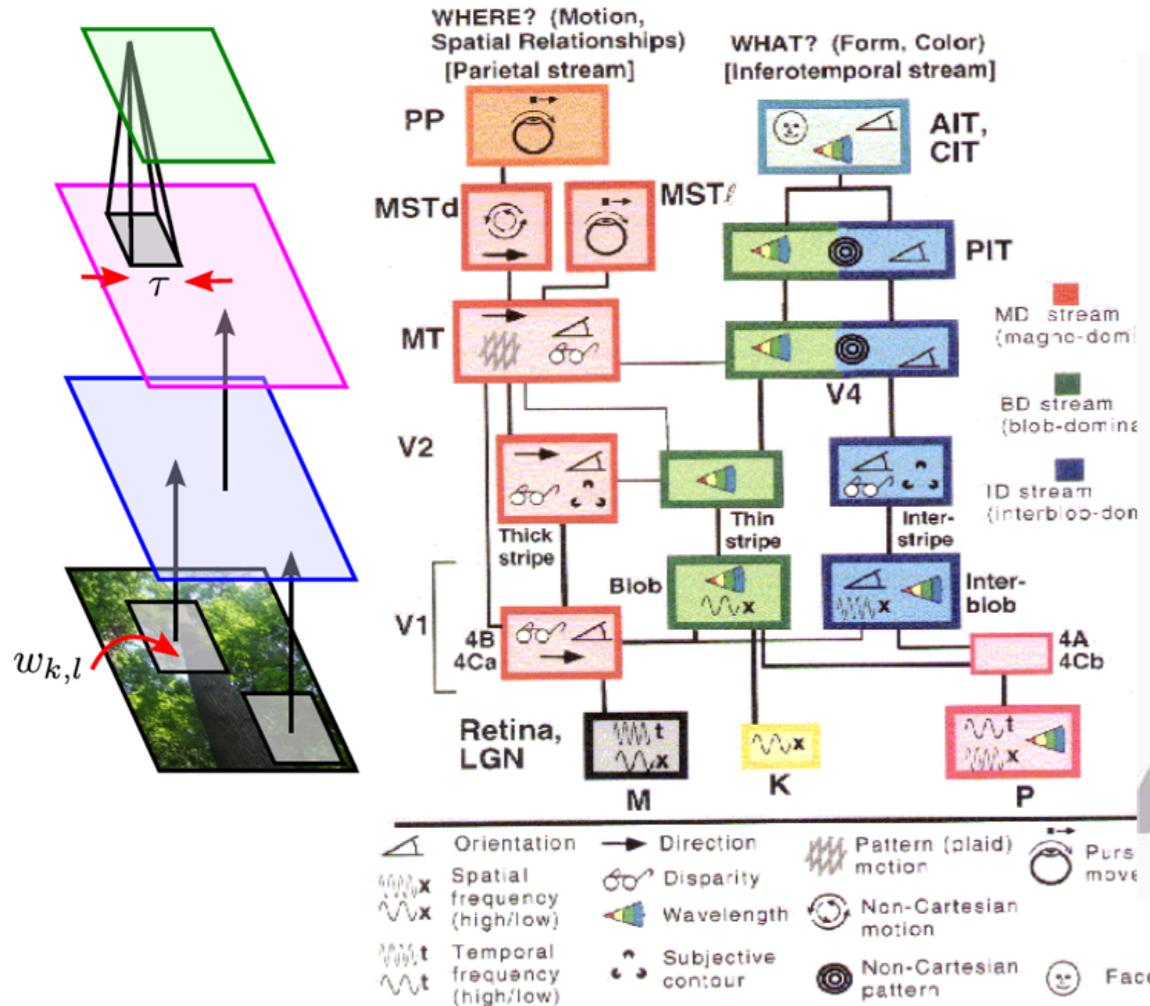


Feature visualization of convolutional net trained on ImageNet from [Zeiler & Fergus 2013]

Image Analysis

Detection

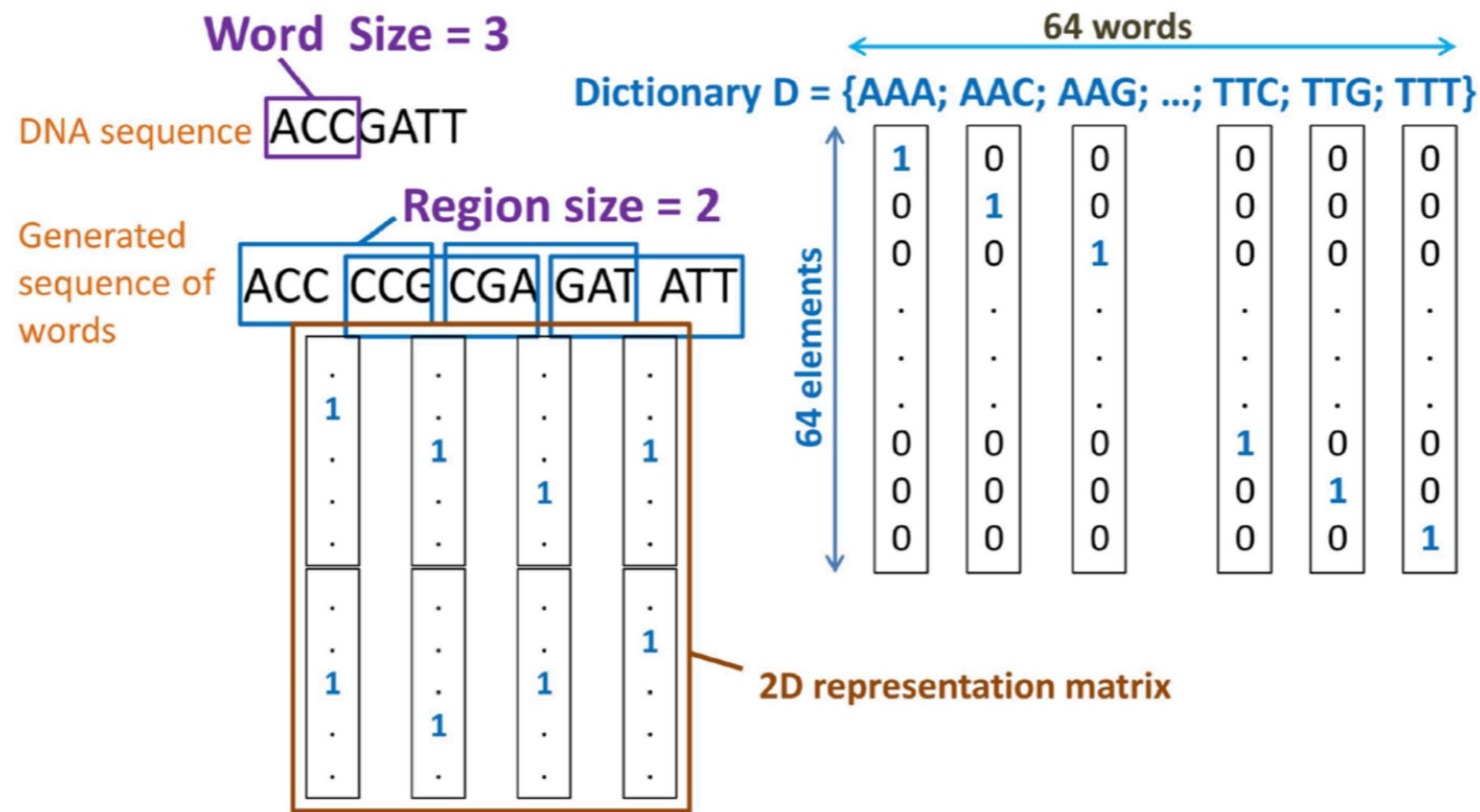
- The ventral (recognition) pathway in the visual cortex has multiple stages
 - Retina - LGN - V1 - V2 - V4 - PIT - AIT
 - Lots of intermediate representations



[Gallant & Van Essen]

Neuroscience

Brain Modeling



DNA

Combination of textmining and matrix analysis