

CSCE 421: Machine Learning

Lecture 1: Introduction to Machine Learning

Texas A&M University

Section 200/500

Bobak Mortazavi

Welcome to CSCE 421!

- About this class
 - Who are we?
 - Syllabus
 - Texts and other resources
- Intro to machine learning

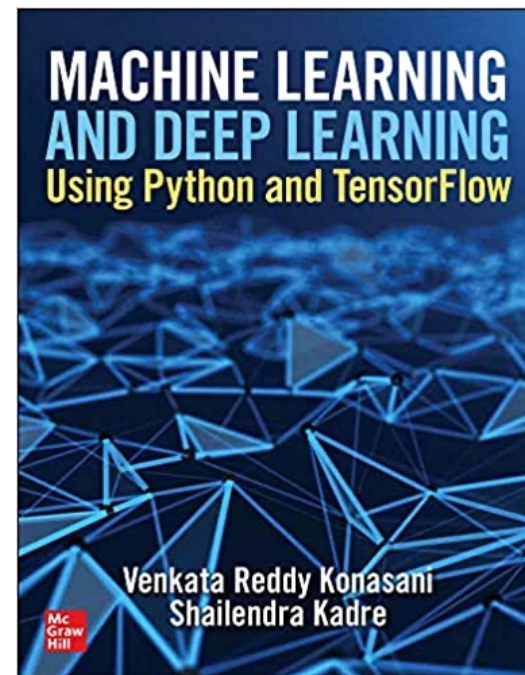
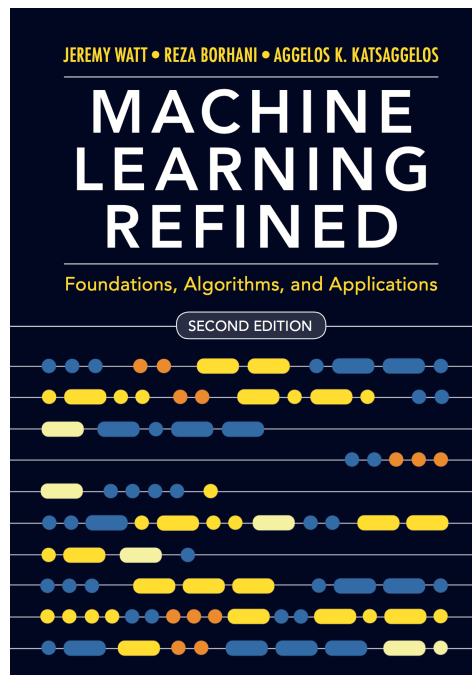
Who are we?

- Instructor
 - Bobak Mortazavi
 - bobakm@tamu.edu – please put [CSCE 421 SP23] in subject line for all emails
- TA
 - Zhale Nowroozilarki
 - zhale@tamu.edu – please put [CSCE 421 SP23] in subject line for all emails
- Grader
 - Dibyanshu Shekhar
 - dshekhar@tamu.edu – please put [CSCE 421 SP23] in subject line for all emails

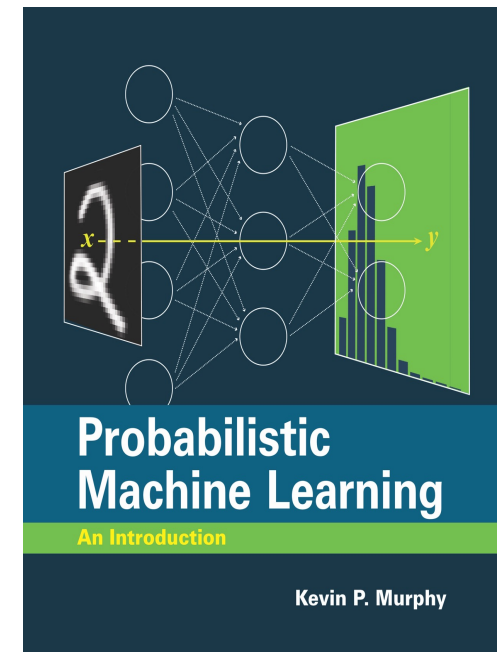
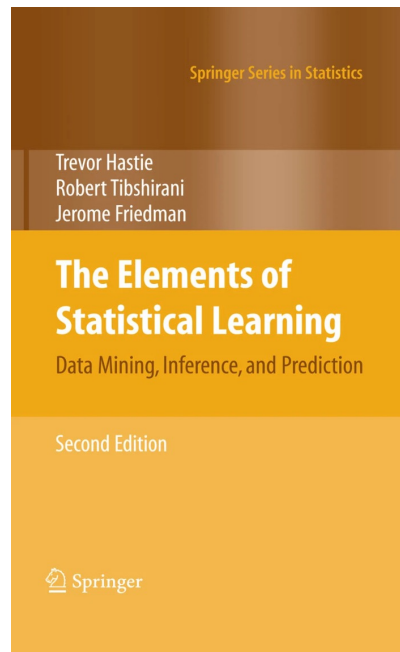
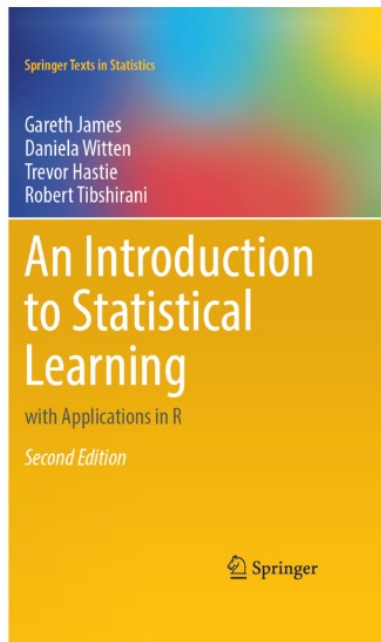
Schedule, Syllabus, Canvas

- To Canvas we go!

Text Books



Other Useful Textbooks



Required Prerequisites

- The topics you need to know for this class include:
 - Probability
 - Matrix Operations
 - Differentiation
 - Linear Algebra

Assignments

- Python for programming problems and Latex for written components
- There will be 6 assignments.
- Projects will be individual and may require the development of models with a conference-like write up (more later!)
- Honors section: Will have to propose a final project and have an oral presentation that accompanies report.

Scribe Notes!

- Counts as part of your HW grade. Due by the final exam time. (no late submissions)
- Have to provide latex write up of lecture notes.
- Need to add additional formulations examples and proofs where applicable and cite additional sources you use (including text books)
- Sign up for a lecture today! (this lecture counts!) No more than 5 students may sign up for each lecture. First come first serve

Email us (MYSELF AND THE TA) the top three choices you would like and we will confirm your selections.

Late Policy

- Quizzes cannot be made up late. Please check syllabus now and alert us of any conflicts.
- Final project deliverables (due the date/time of the "final exam" cannot be late.
- No exceptions will be made.
- Materials are due at 11:59:59 pm on the date they are state as due. It is considered late if it arrives at 12:00 am (technically the next day)

Slip Days

- If an item is due at 11:59:59 pm it is considered late if it arrives at 12:00 am
- For homework assignments, you'll be given 3 slip days to allow flexibility.
- Each slip day gives you 24 additional hours to be used without the assignment being considered late.
- Once you use a slip day it is counted.
- Once you are out of slip days, no late assignments will be allowed.
- At the end of the semester, each slip day you do not use will add 3% to your overall HW grade (allowing for a total possible 109% of homework points)

Quizzes

- You will take 5 online quizzes (through Canvas) at the start of class on the assigned days.
- Syllabus indicates quiz dates.
- 30 minute quiz.
- You will be graded on your 4 best quizzes.

Midterms

- There will be two midterm examinations (see syllabus for assigned date)
- Midterms cannot be made up later
- There is no final exam

Final Projects

- More details later but – will be due the day of the final exam (end of day)
- Will require code + written report
- Honors section will have to propose their own project and turn in an oral presentation as well
- All are welcome to propose a project if it aligns with their research
- **REGULAR SECTION:** Top 5 scoring groups (limited to size of 3) will have lowest quiz score dropped. HONORS SECTION NOT ELIGIBLE FOR THIS.

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Acknowledgements

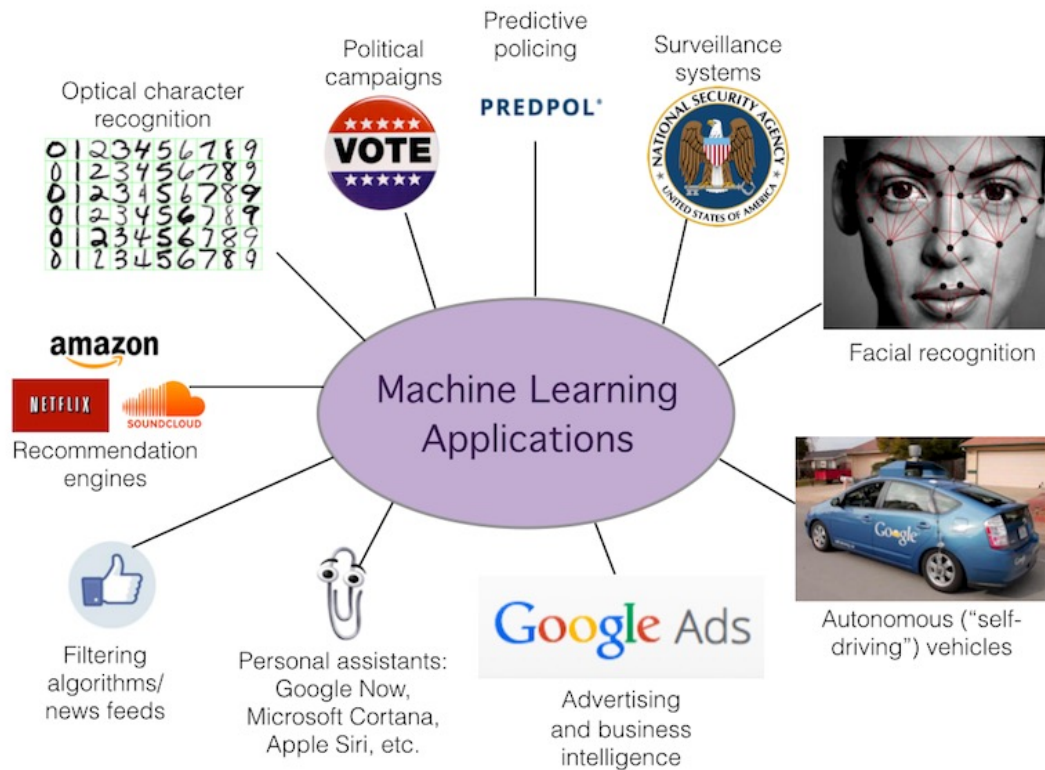
- Material from textbooks used in slides from:
 - Watt, Borhani, and Katsaggelos
 - Friedmen, Hastie, and Tibshirani
 - James, Witten, Hastie, and Tibshirani
 - Examples and Images Used

Topics

- About This Class
- Introduction to Machine Learning
 - What is machine learning?
 - Models and accuracy
 - Some general supervised learning examples

What is machine learning?

What is machine learning?



Let's start with an example

- Let's say you want to teach a computer how to tell the difference between a cat and dog.



How do you describe the differences?

- Let's say you want to teach a computer how to tell the difference between a cat and dog



- Assume you take these pictures (call this **data collection**)
- Take a moment and ask yourself – how would you tell the difference between a cat and dog?

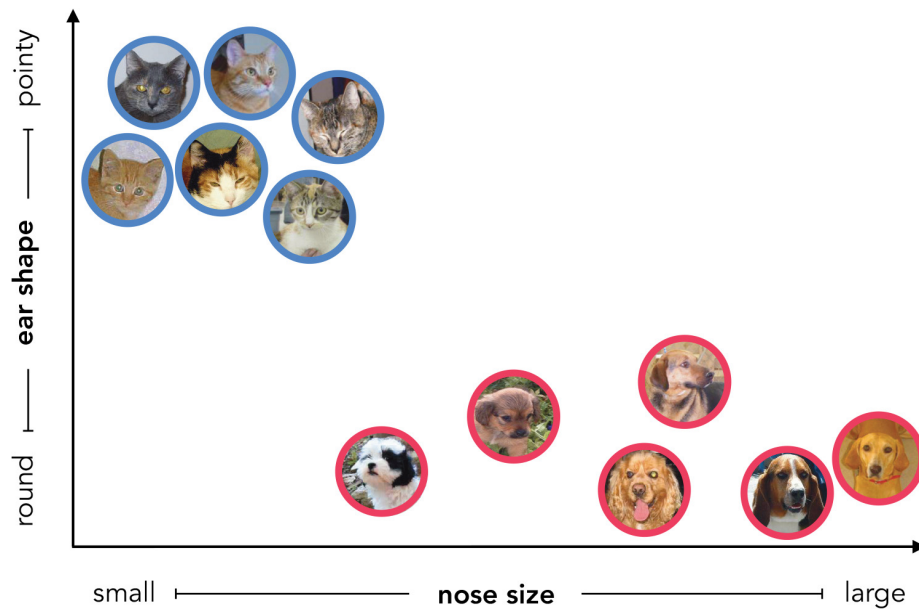
Feature extraction

- Let's say you want to teach a computer how to tell the difference between a cat and dog.



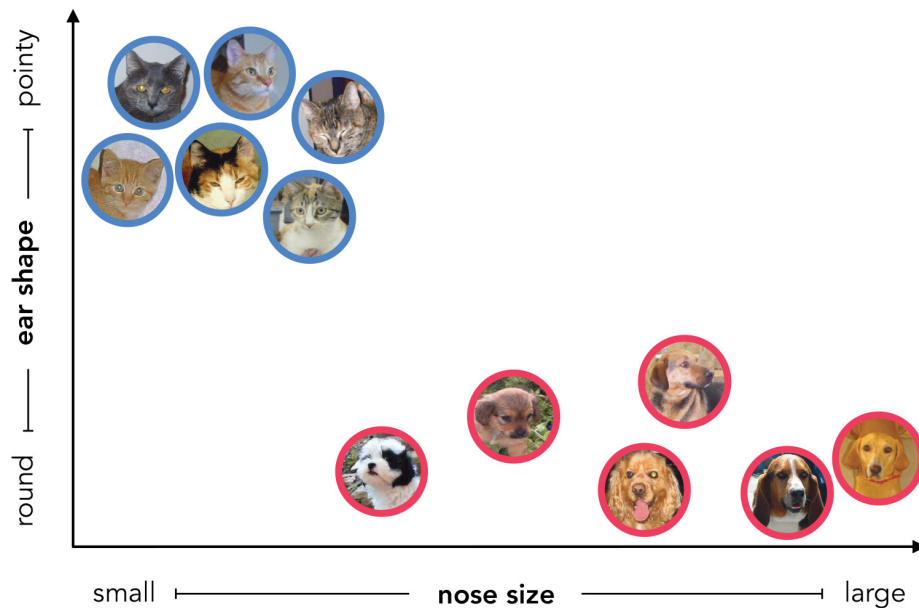
- Those things you just described? Those can be considered **features** (or **covariates**)
- So now we have **data collection** and **feature design** (or **feature engineering**) as two important steps.

Picking good features!



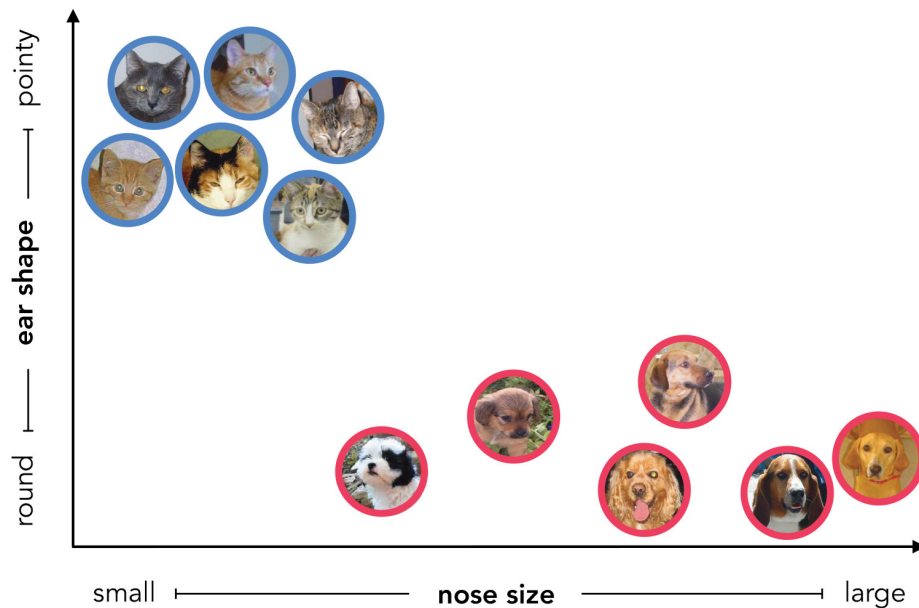
- Let's see how well some features distinguish
- Example: *size of nose* and *shape of ear*

Picking good features!



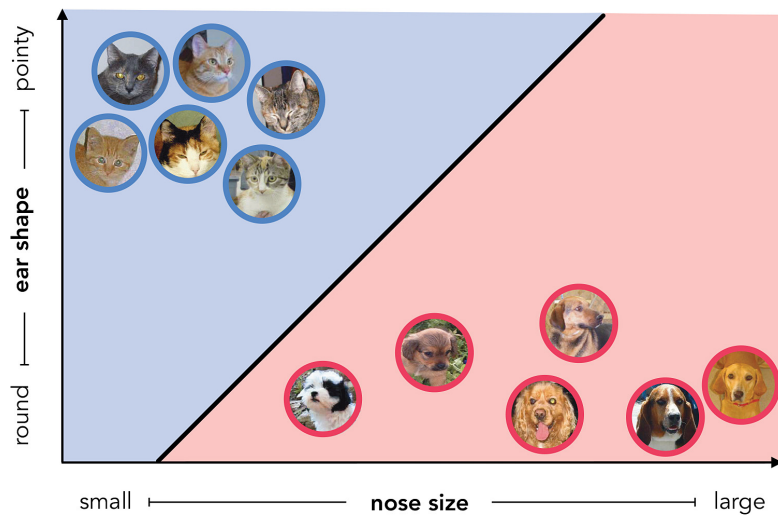
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- Example: *size of nose* and *shape of ear*
- These seem to separate (or discriminate) between cats and dogs well!

Picking good features!



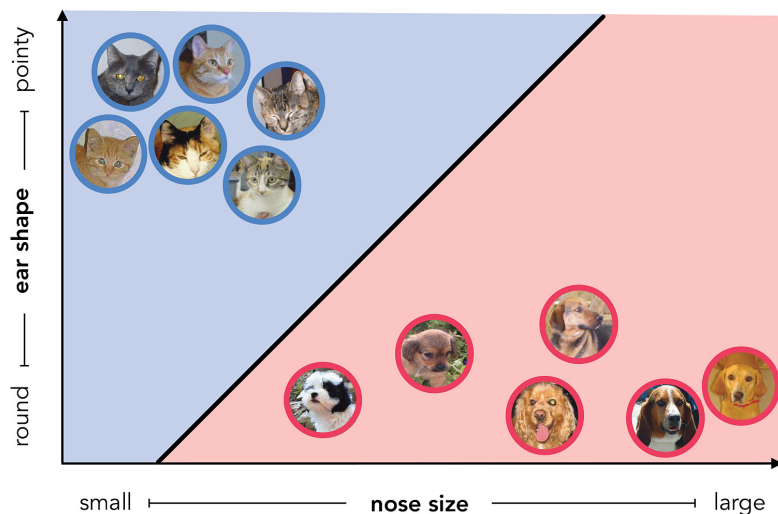
- Let's see how well some features distinguish
- Example: *size of nose* and *shape of ear*
- These seem to separate (or discriminate) between cats and dogs well!
- Can we mathematically describe this difference?

Designing a Model



- This line seems to separate the space where cats and dogs are represented
- How would you describe this line that separates these objects?

Designing a Model



- This line seems to separate the space where cats and dogs are represented
- The line is described by a Slope + Intercept. Finding these terms is done via different mathematical optimization techniques.

Testing your model

- Are these dogs or cats?

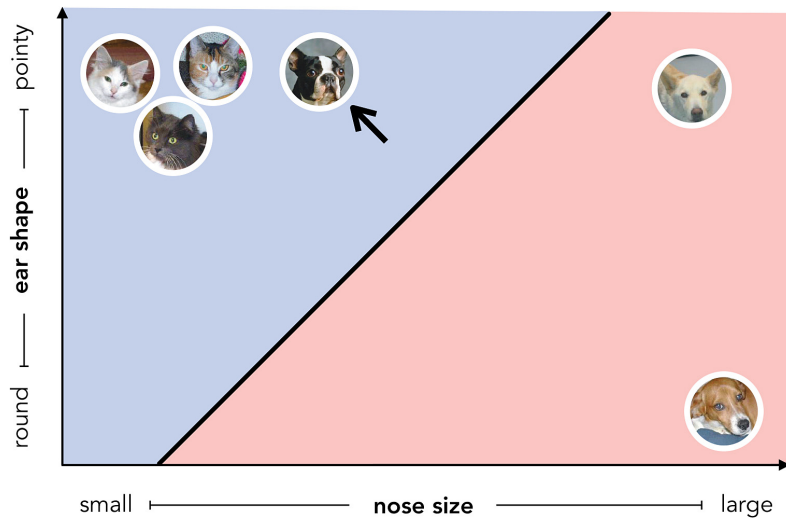


Testing your model



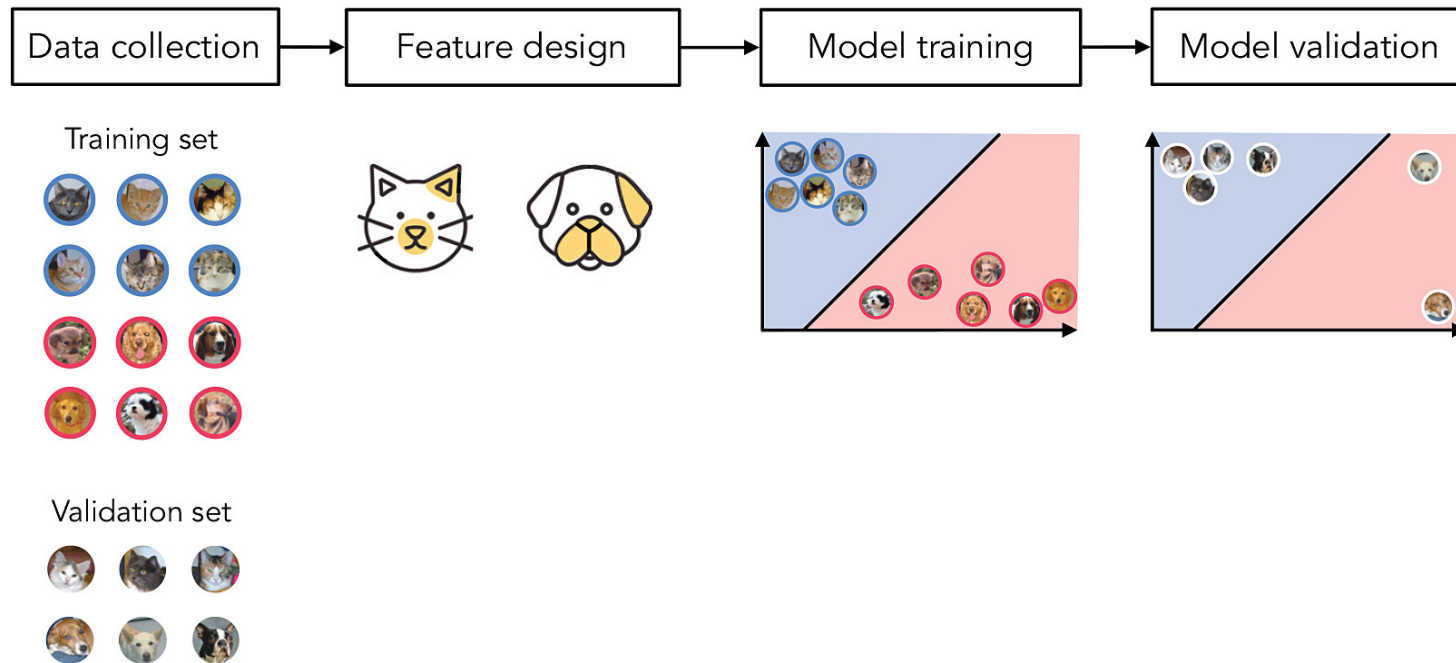
- Are these dogs or cats?
- How would you validate your model?
- What ways would you describe if your model is good?

Evaluating Test Cases

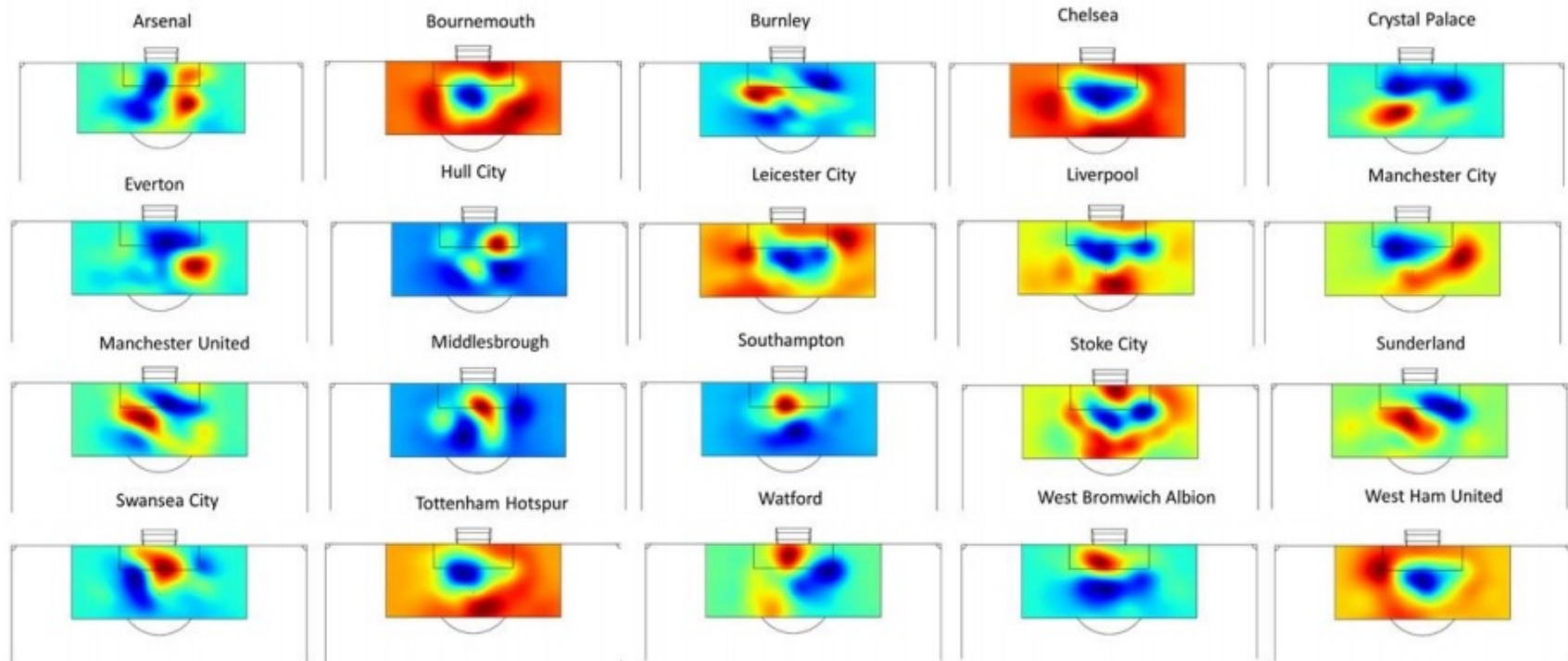


- After you build a model you must validate that it works on new, unseen data!
- Might not work as well as the training version

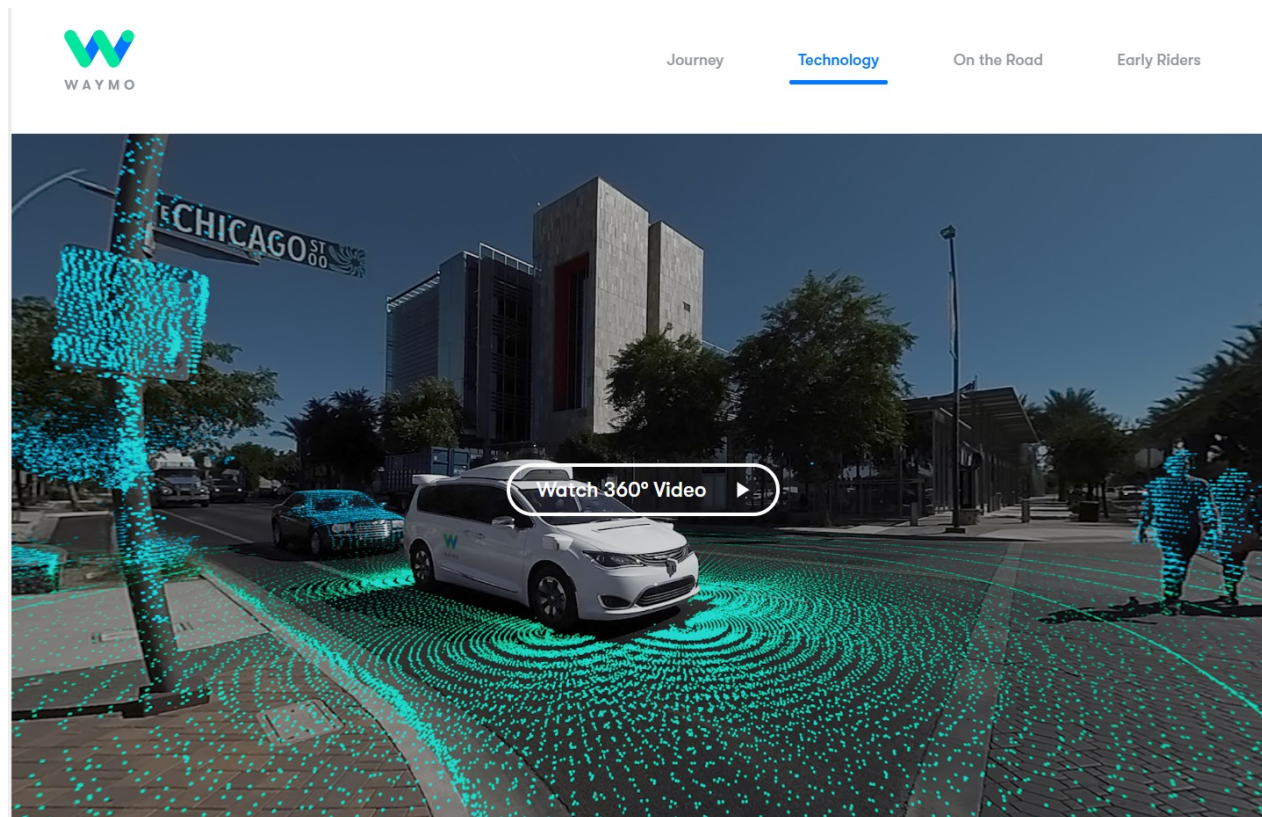
General Machine Learning Pipeline



Some other examples of machine learning!



Waymo.com/tech

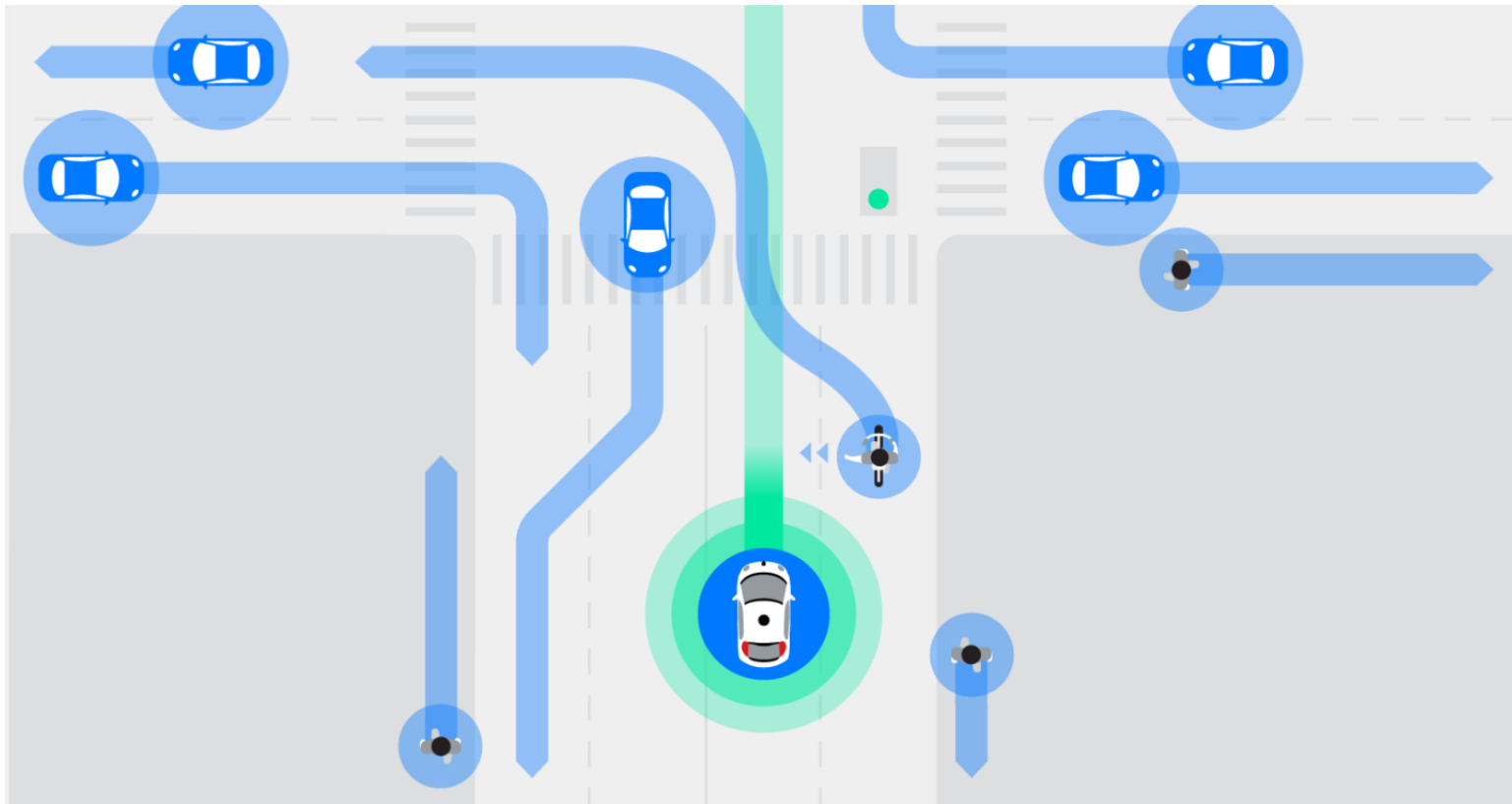


B Mortazavi, R King, Z Nowroozilarki CSE

Self Driving Challenges



Self Driving Challenges



Advertising Example

- Assume we are trying to improve sales of a product through advertising in three different markets:
TV Newspaper Online/Mobile
- Then we can define the advertising budget as:
 - **Input variables** x_i : Consisting of TV budget $x_{i,1}$, newspaper budget $x_{i,2}$, and mobile budget $x_{i,3}$ (also known as the **independent** variables)
 - **Output variable** y : sales numbers (also known as the **response** variable or **dependent** variable)
 - Can generalize $x_{i,1}, x_{i,2}, \dots, x_{i,m} = x_i$

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 - **How do we learn f ?**

Why estimate f ? (and how?)

- Prediction

- Inference

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In many situations, x_i is available to us but y is not. We would like to estimate y as accurately as possible

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- Inference

In some situations both x_i and y are available and we would like to understand how y is affected by changes in x_i

Predicting f ?

- Seek to learn an $\hat{f}(x)$ that generates a \hat{y} , which estimates y as closely as possible by attempting to minimize the **reducible error**.
- We have to accept that there may always be **irreducible error** that is independent of x . Why might that be?

Predicting f?

- Seek to learn an $\hat{f}(x)$ that generates a \hat{y} , which estimates y as closely as possible by attempting to minimize the **reducible error**.
- We have to accept that there may always be **irreducible error** that is independent of x . Why might that be?
- We can calculate the **expected value** of the average error as:

$$\mathbb{E}(y - \hat{y}) = \mathbb{E}[f(x) + \varepsilon - \hat{f}(x)]^2 = [f(x) - \hat{f}(x)]^2 + \text{Var}(\varepsilon)$$

(Scribe notes – please provide entire derivation)

- The focus of this class is to learn the various techniques that estimate f and minimize this reducible error.

So how do we estimate f ?

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$$x_i = (x_{i,1}, x_{i,2}, \dots, x_{i,p})^T$$

for n subjects and p dimensions.

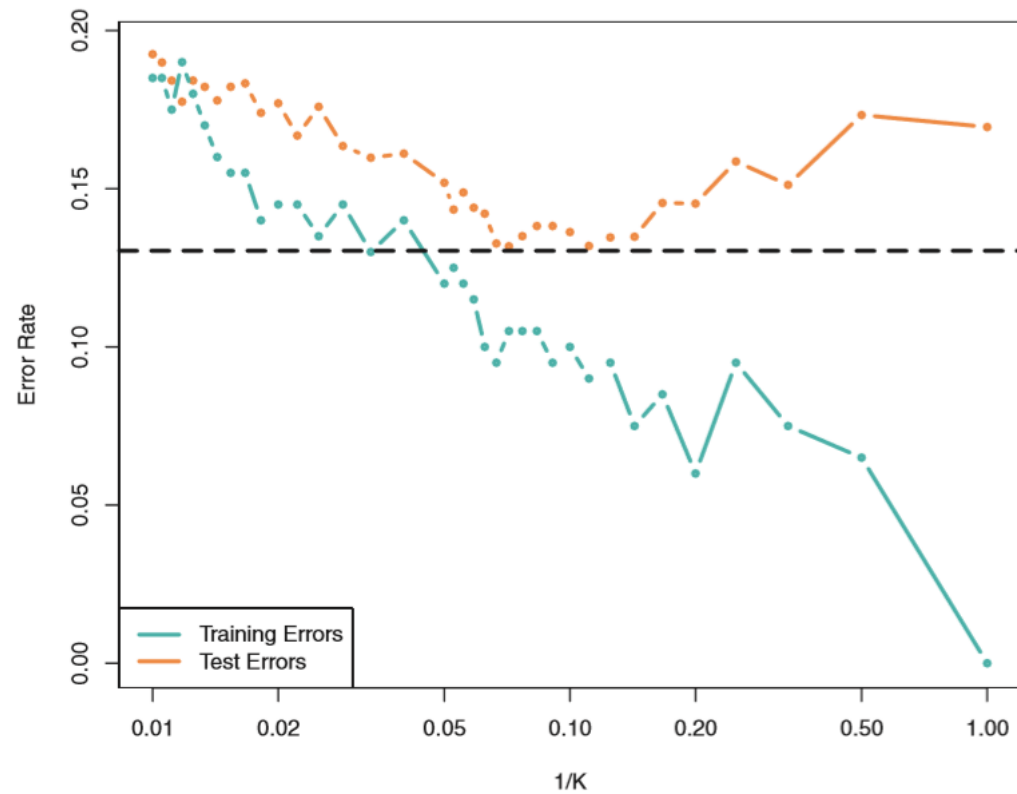
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for n subjects and p dimensions.
- Where y can be:
 - Categorical or nominal – the problem we solve is classification or pattern recognition
 - Continuous – the problem we solve is regression
 - Categorical with order, or ordinal (example: Grades A, B, C, D, F) – the problem we can solve is ordinal regression

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- **Please Note! NOTATIONS MAY DIFFER ACROSS BOOKS**

Things to watch out for!



Standard Machine Learning Terms

Tasks

- Machine Learning tasks typically fall into the following tasks:
 - **Classification** - assigning a category to each item
i.e. text classification, speech recognition, cats vs. dogs
 - **Regression** - learning a real value for each item
i.e. stock value prediction
 - **Clustering** – learning how to partition a set of items into homogenous subsets i.e. identifying communities within larger groups of people
 - **Dimension Reduction** - learning a transformation from the initial representation into a lower-dimensional representation i.e. digital image processing

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Terminology

- Key terms and definitions common in machine learning
 - **Examples** - instances of data for learning or evaluation
 - **Features** – set of attributes representing the examples (often a vector)
 - **Labels** - values/categories assigned to the examples
 - **Hyperparameters** – free parameters of a model not determined in training but rather specific as inputs
 - **Training sample** – examples used in the training process
 - **Validation sample** – examples used in parameter tuning
 - **Test sample** - examples used for performance evaluation
 - **Loss function** – a function measuring the difference between a predicted label and the true label. This function is to be minimized in the optimization stage
 - **Hypothesis set** – a set of possible functions which map the feature vectors to the set of labels

Other Learning Scenarios

- **Online Learning** – training and testing phases are intermixed. The data is made available to the learner over time. The objective is to minimize the cumulative loss over all rounds.
- **Reinforcement Learning** – training and testing phases are intermixed. The learner interacts with/affects the environment. Some actions of the learner lead to being rewarded. Objective is to maximize the rewards based on a course of actions. Exploration vs. exploitation dilemma.
- **Self-Supervised Learning** – the learner interactively collects training examples, querying an oracle for requesting new labels. Used when labels are expensive/difficult to obtain.

Takeaways and Next Time

- Course structure
- What are machine learning tasks?
- What are some basics of machine learning?
- Can a learner always achieve zero prediction error?
- Next session: Review of Linear Algebra, Measures of Model Performance, Linear Regression and K-Means