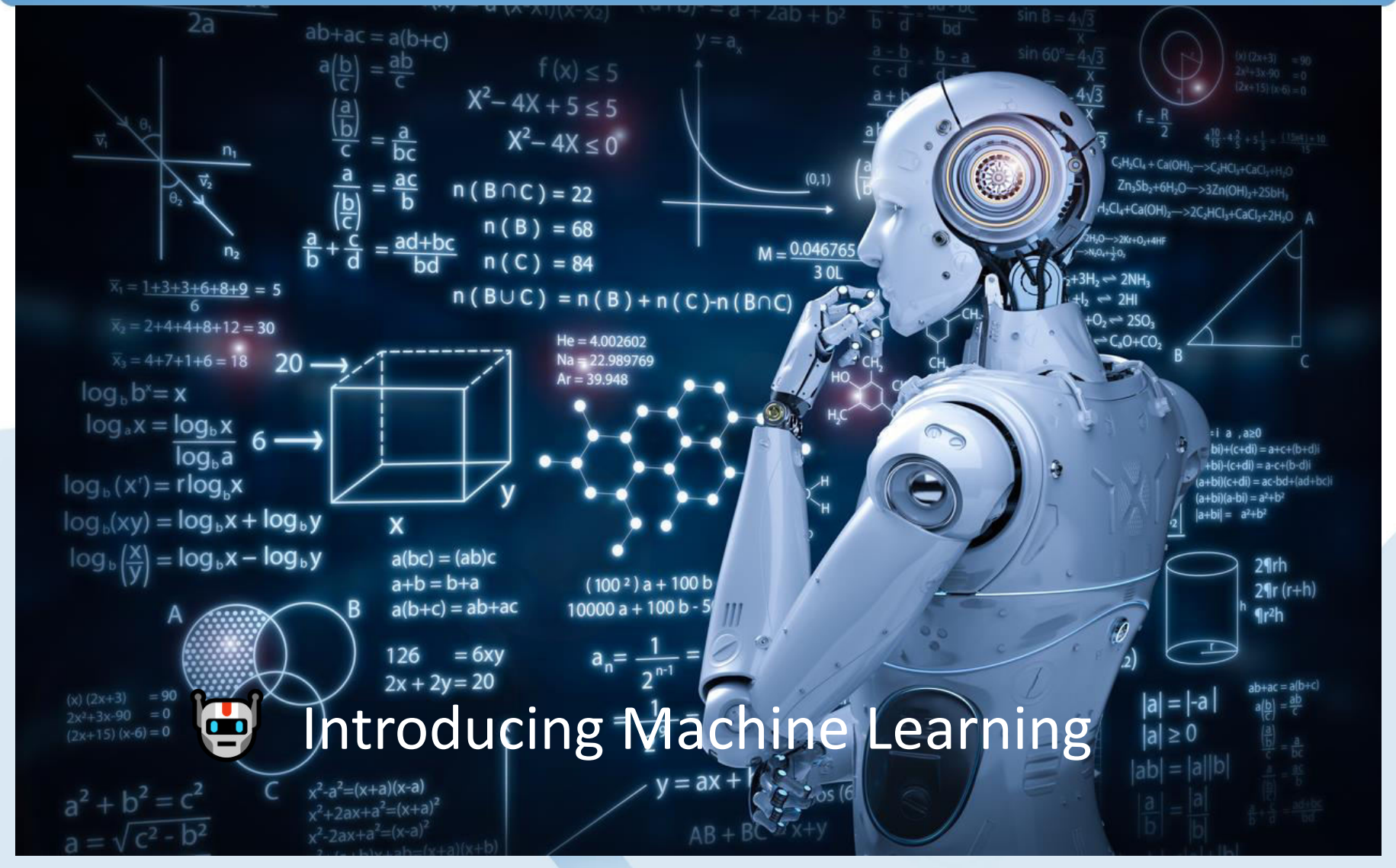
Machine Learning



About the Author

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Microsoft CERTIFIED Professional

Microsoft Specialist

Microsoft CERTIFIED Solutions Developer

Icons Used

Questions

Tools

Hands-on Exercise

Coding Standards

Questions?

Reference

Try it Out

Informative Slide

Mandatory Slide

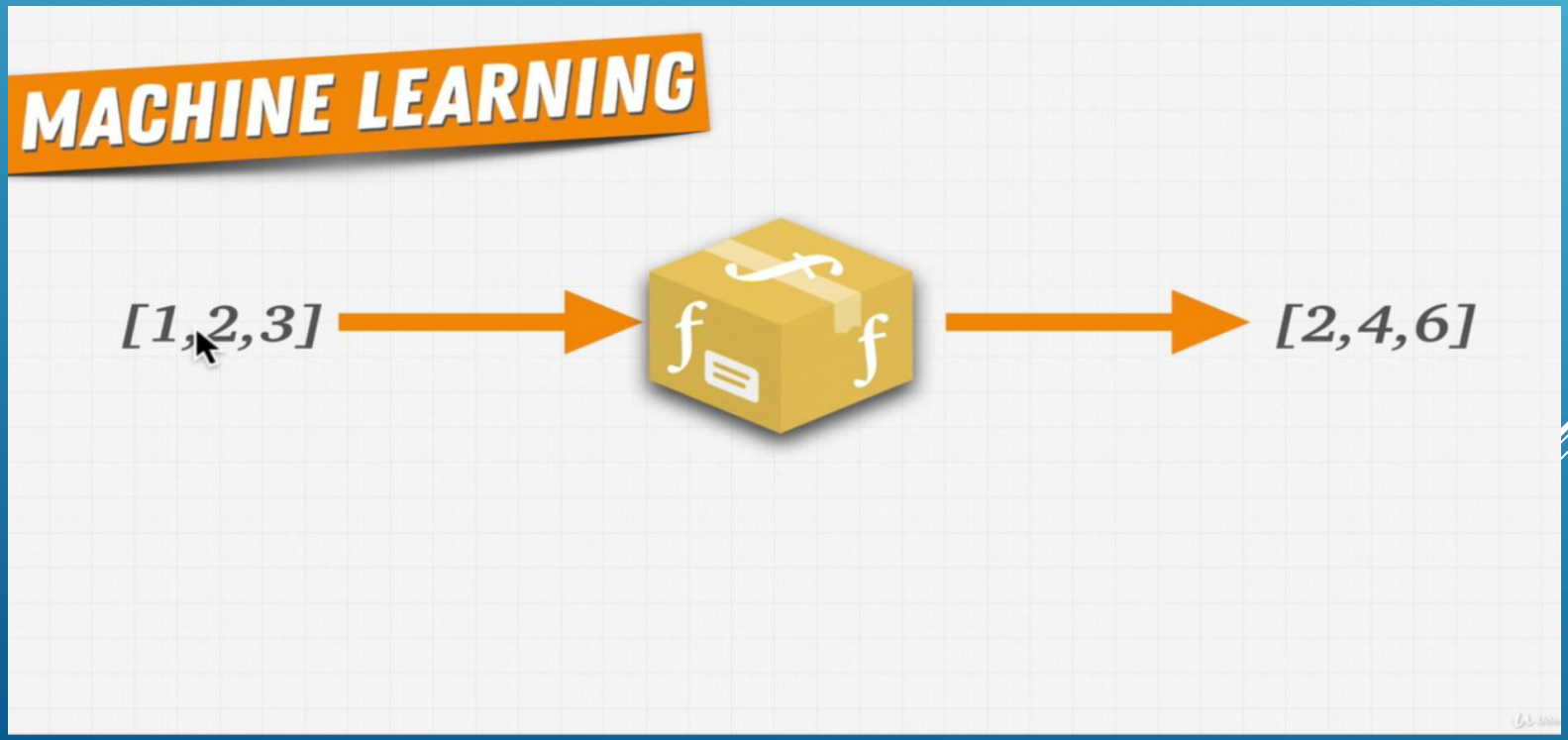
Welcome Break

WHAT IS MACHINE LEARNING

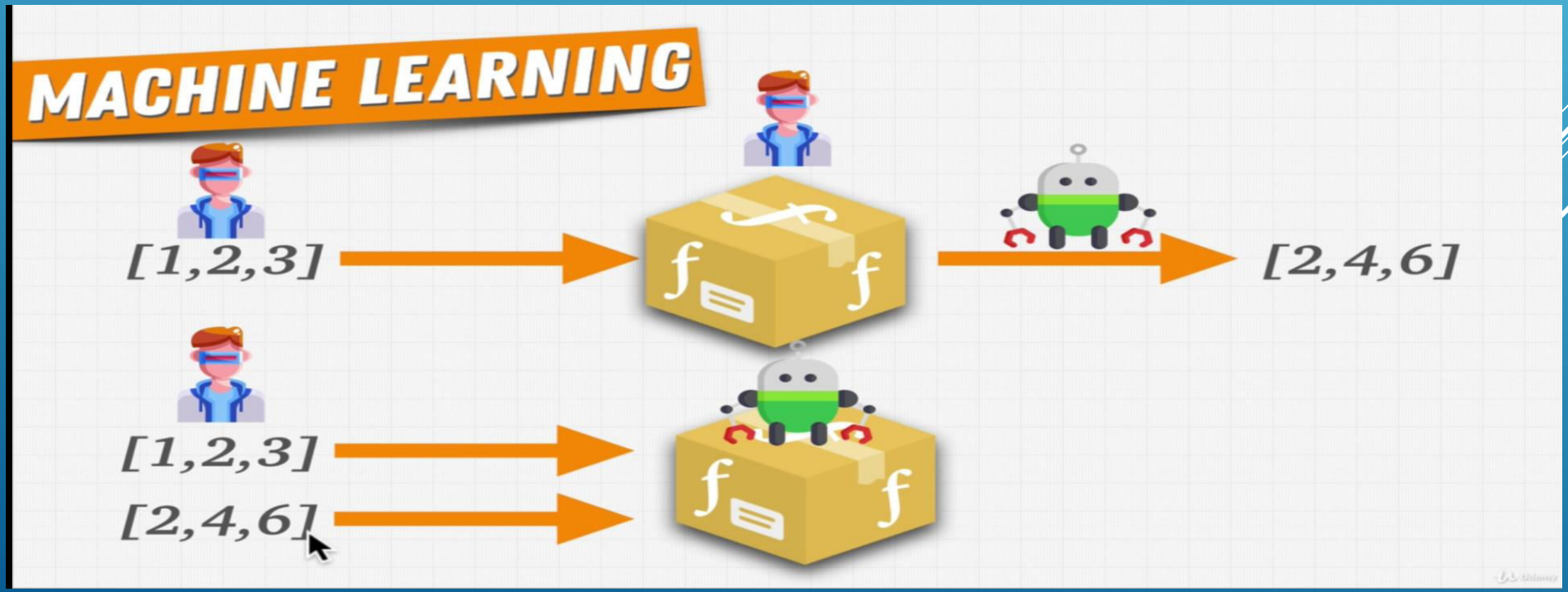
- Machine Learning (ML) is a subset of Artificial Intelligence that enables systems to learn from data and make predictions without explicit programming.

- Flow diagram → Data → Model → Prediction → FeedbackKey Point:
- ML = Learning patterns from data.

- In traditional programming, a human writes the rule or formula (f) that transforms input to output
- [1,2,3] → Function (f) → [2,4,6]
- The input data [1,2,3] goes into a function or algorithm (f).The output is [2,4,6].

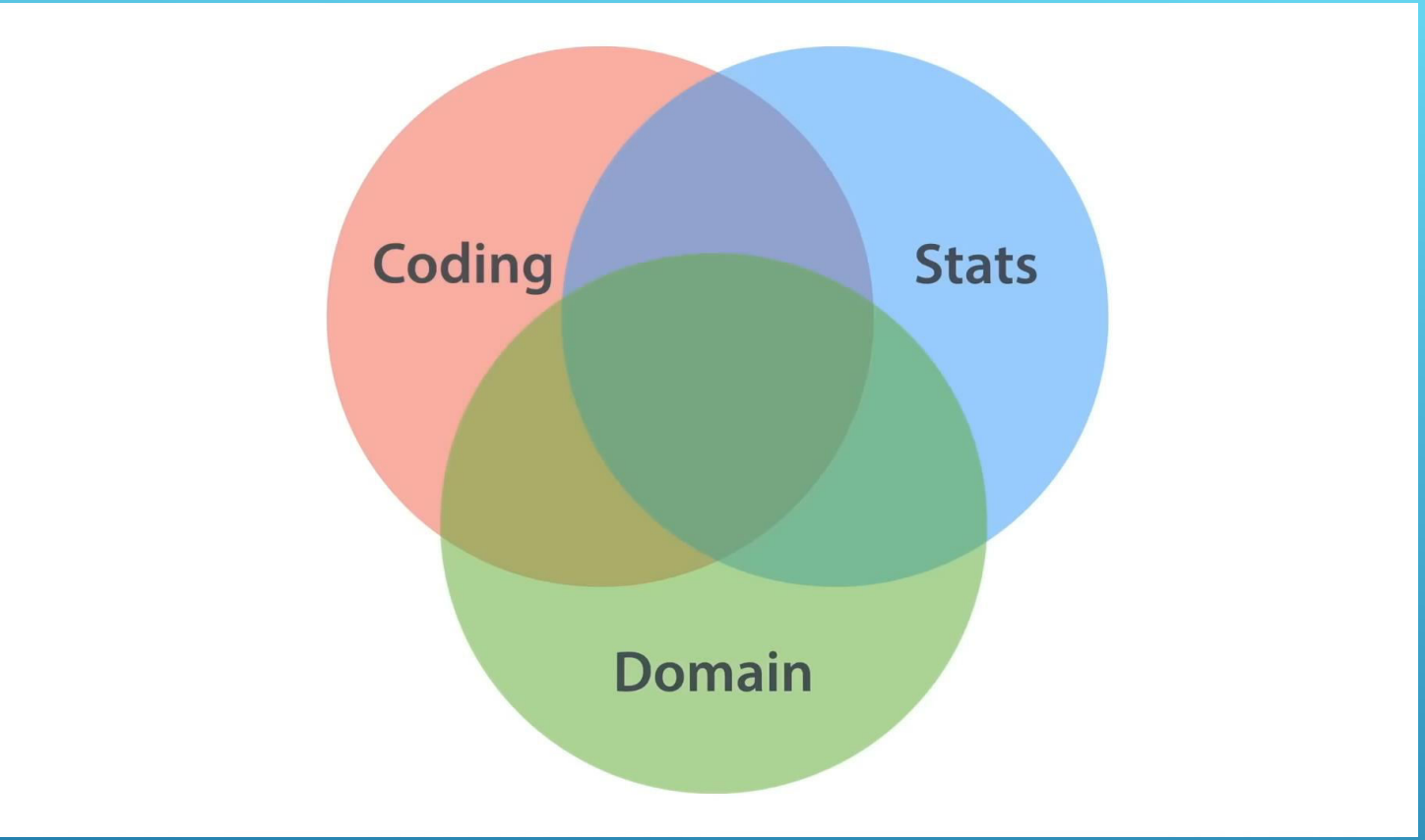


- One represents the human-written function.
- The next represents the machine-learned function.
- The robot now replaces the human's role in creating the function

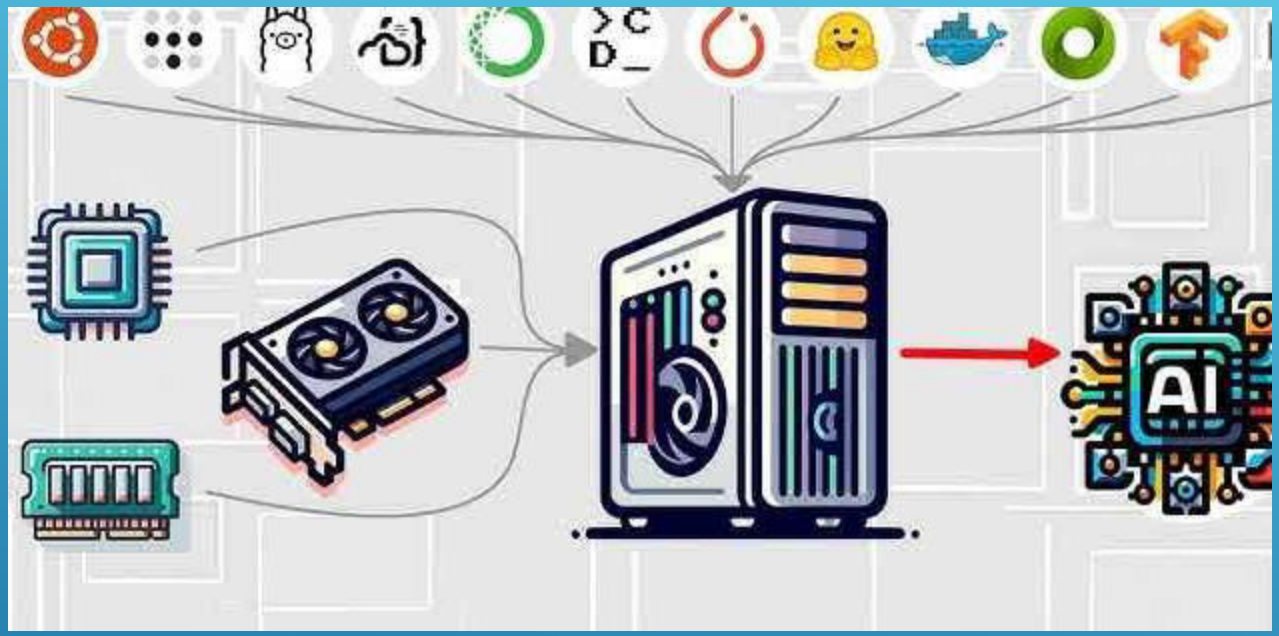


WHAT IS MACHINE LEARNING

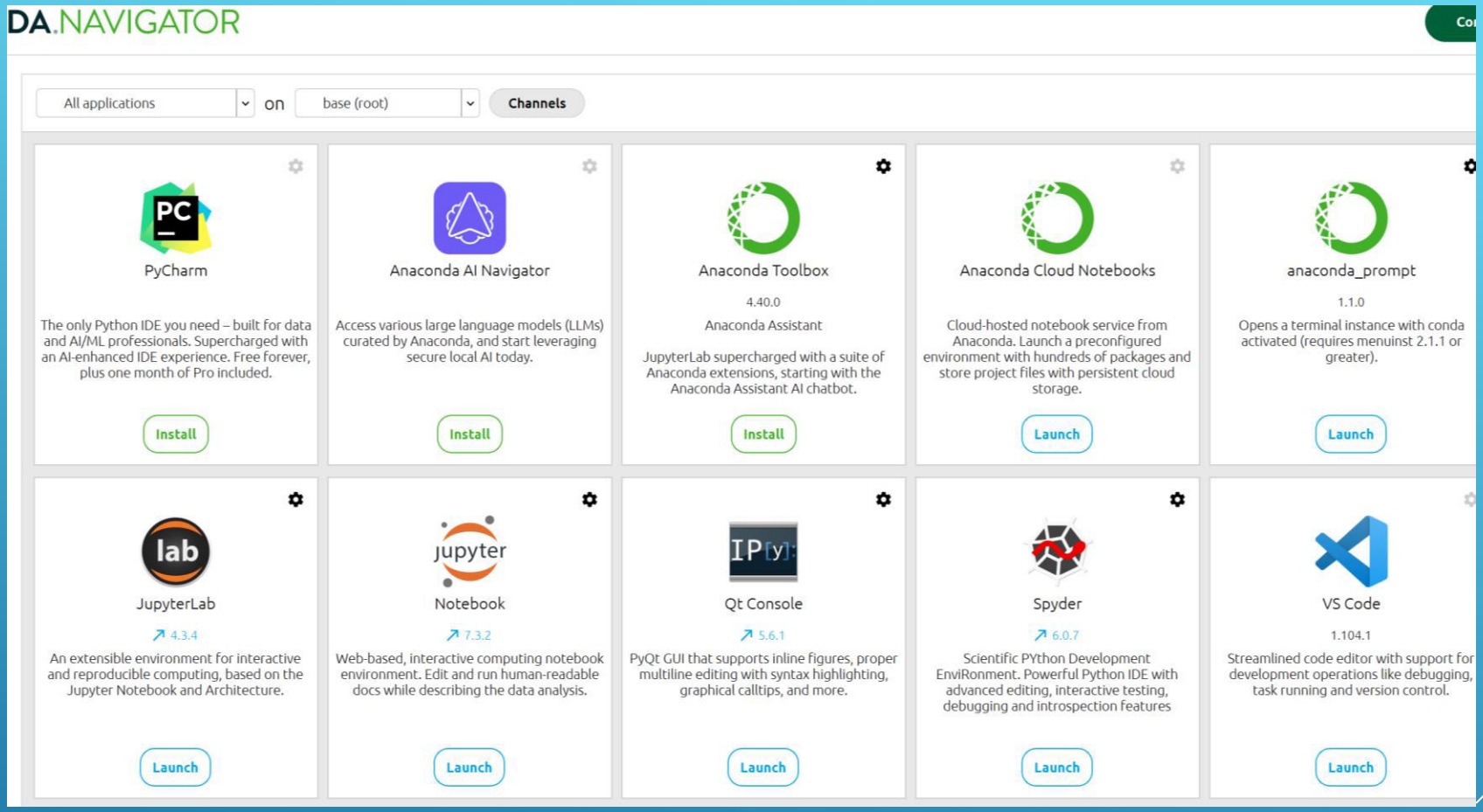
MACHINE LEARNING USAGE



MACHINE LEARNING(TO LEARN)



MACHINE LEARNING SOFTWARE



MACHINE LEARNING SOFTWARE

WHAT IS MACHINE LEARNING

Steps

1. Import the Data
2. Clean the Data
3. Split the Data into Training/Test Sets
4. Create a Model
5. Train the Model
6. Make Predictions
7. Evaluate and Improve

WHAT IS MACHINE LEARNING

THE SCIKIT-LEARN WORKFLOW

1. Getting the data ready

Collect or load your dataset.

Clean, preprocess, and split it into features (X) and labels (y).

2.Choosing the right estimator/algorithm

Pick the appropriate ML model (e.g., Linear Regression, Decision Tree, KNN).

3.Fitting the model

Train it on your data so it learns the patterns.

4. Evaluating the model

Measure accuracy, precision, recall, or other metrics.

5. Improving the model

Tune hyperparameters or use better features.

6. Saving and loading the model

Store the trained model for future predictions.

7. Putting it all together

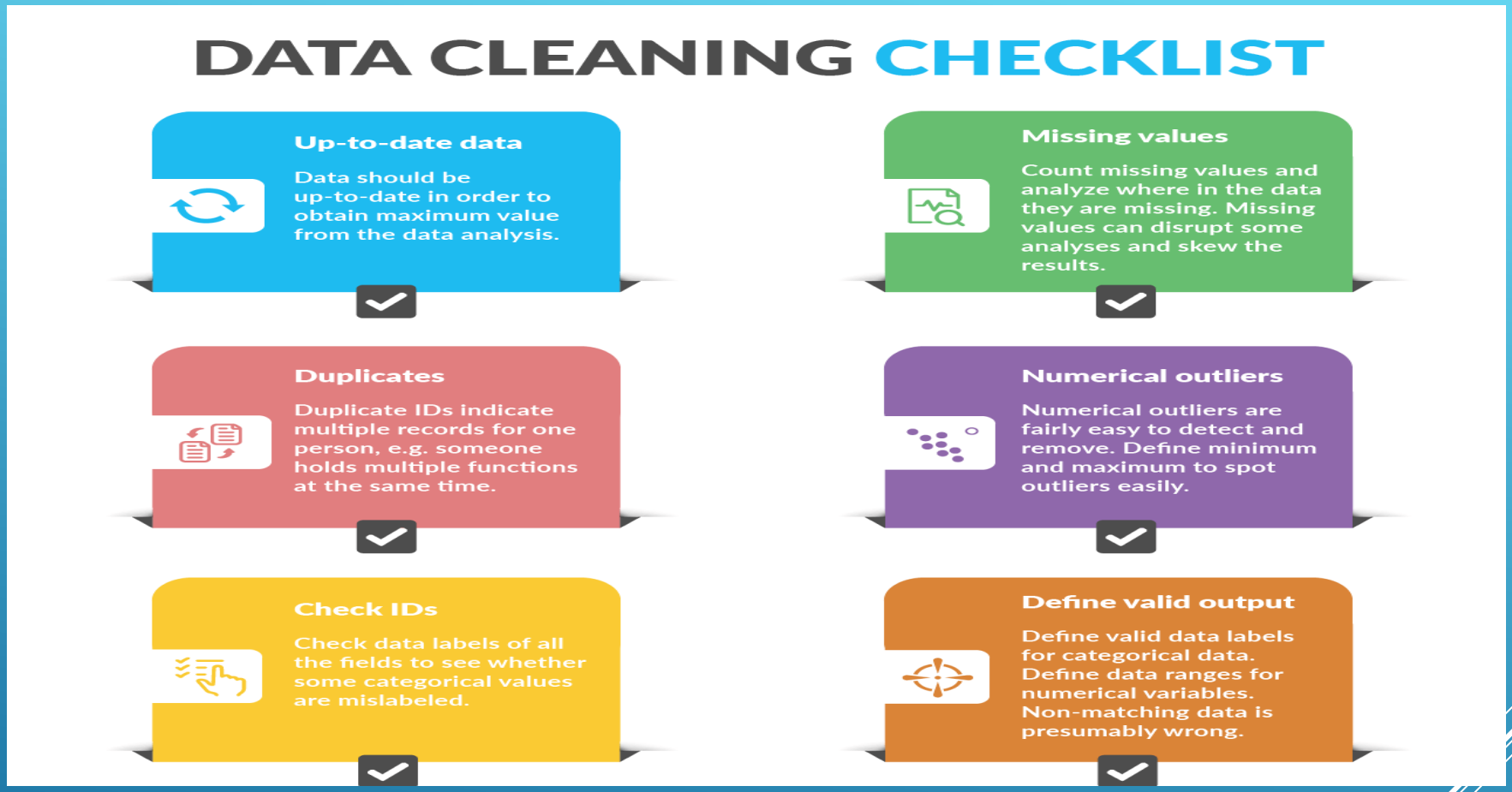
Deploy or integrate it into an application.

```
from sklearn.model_selection import train_test_split
X_train, X_test, y_train, y_test = train_test_split(X, y)
```

THE SCIKIT-LEARN WORKFLOW

```
import pandas as pd
df = pd.read_csv("students_scores.csv")
df.isnull().sum()
df.fillna(df.mean(), inplace=True)
```

WHAT IS DATA CLEANING



WHAT IS DATA CLEANING

WHAT IS DATA CLEANING

Method	Purpose
`isnull()`	Finds missing data
`fillna(value)`	Replaces missing values
`dropna()`	Removes rows with missing data

converts categorical values into numeric codes (integers).
Each unique category is assigned a number

LABEL ENCODING

```
from sklearn.preprocessing import LabelEncoder
# Sample data
colors = ['Red', 'Blue', 'Green', 'Blue', 'Red']
# Create encoder
le = LabelEncoder()
# Fit and transform
encoded = le.fit_transform(colors)
print(encoded)
```

LABEL ENCODING

ONE-HOT ENCODING

One-Hot Encoding converts categorical variables into binary columns (0 or 1) — one for each category.

It prevents the model from assuming any ordinal relationship between categories.

```
from sklearn.preprocessing import OneHotEncoder
import pandas as pd
# Sample data
data = pd.DataFrame({'Color': ['Red', 'Blue', 'Green', 'Blue', 'Red']})
# Create encoder
ohe = OneHotEncoder(sparse_output=False)
# Fit and transform
encoded = ohe.fit_transform(data[['Color']])
encoded_df = pd.DataFrame(encoded,
columns=ohe.get_feature_names_out(['Color']))
print(encoded_df)
```

ONE-HOT ENCODING

LABEL ENCODING VS ONE-HOT ENCODING

Feature	Label Encoding	One-Hot Encoding
Output	Single numeric column	Multiple binary columns
Example	Red → 2	Red → [0,0,1]
Suitable for	Ordinal data	Nominal data
Risk	Implies order relationship	No order assumption
Libraries	`LabelEncoder`	`OneHotEncoder`, `pd.get_dummies()`

- from sklearn.preprocessing import LabelEncoder
- import pandas as pd

- data = pd.DataFrame({'Satisfaction': ['Low', 'Medium', 'High', 'Low']})
- le = LabelEncoder()
- data['Satisfaction_Encoded'] = le.fit_transform(data['Satisfaction'])
- print(data)

LABEL ENCODING

- from sklearn.preprocessing import LabelEncoder
- import pandas as pd

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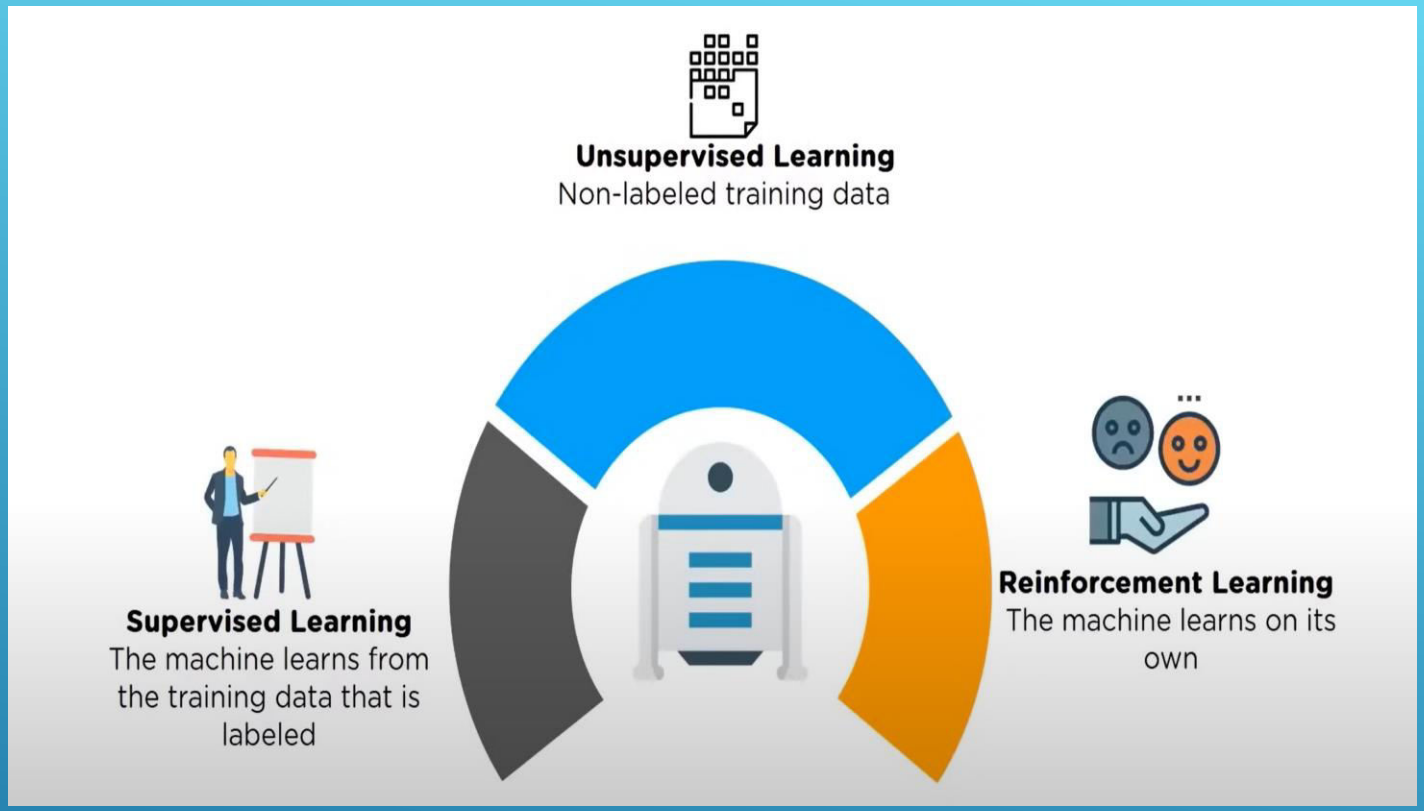
LABEL ENCODING

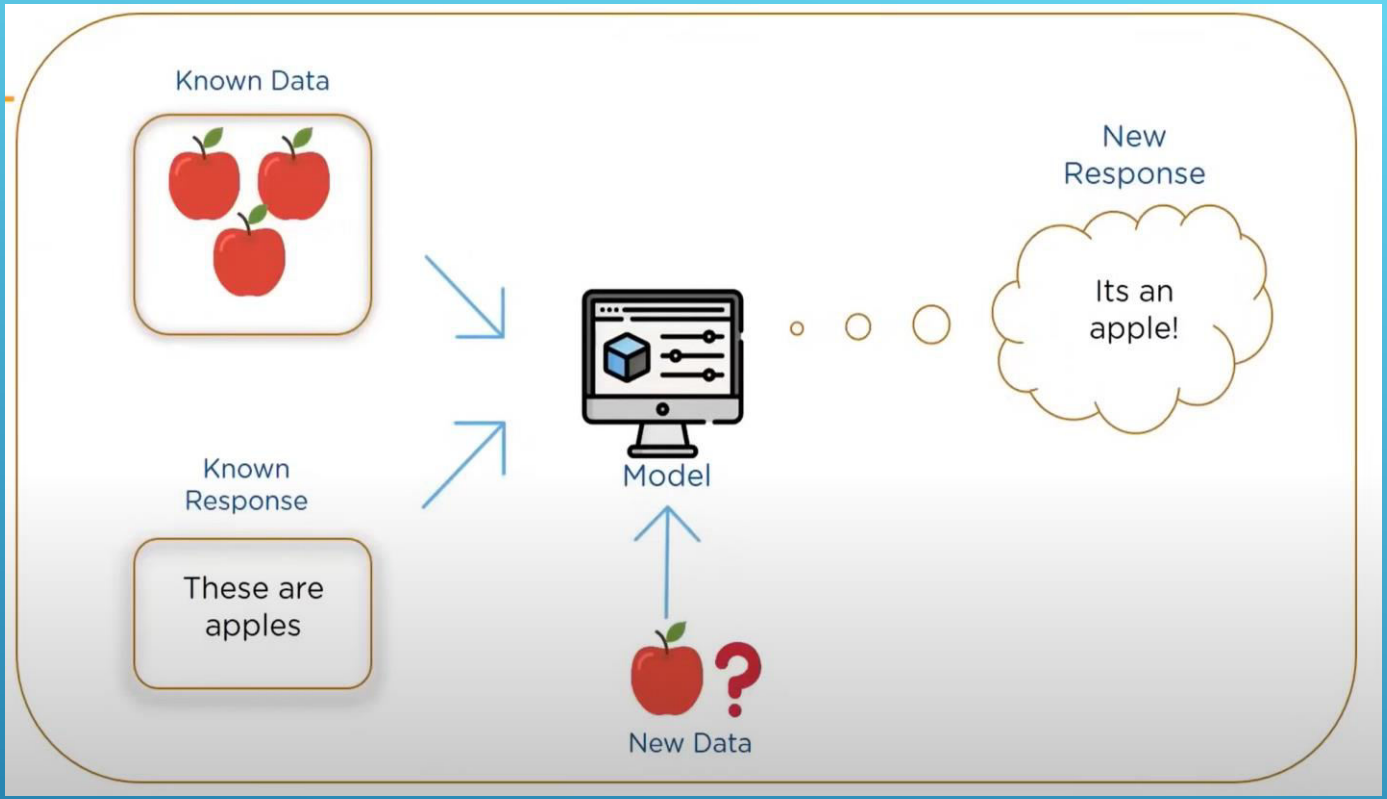
ONE-HOT ENCODING

- import pandas as pd
- from sklearn.preprocessing import OneHotEncoder

- data = pd.DataFrame({'Region': ['North', 'South', 'East', 'West', 'South']})
- ohe = OneHotEncoder(sparse_output=False)
- encoded = ohe.fit_transform(data[['Region']])
- encoded_df = pd.DataFrame(encoded, columns=ohe.get_feature_names_out(['Region']))
- print(encoded_df)



TYPES OF MACHINE LEARNING TECHNIQUES



1. SUPERVISED LEARNING

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Definition:

The model is trained using labelled data meaning both input (X) and output (Y) are known.

Goal:

Learn a mapping from inputs to outputs so it can predict new results accurately

Examples:

Predicting house prices (Regression)

Email spam detection (Classification)

Predicting student marks based on study hours

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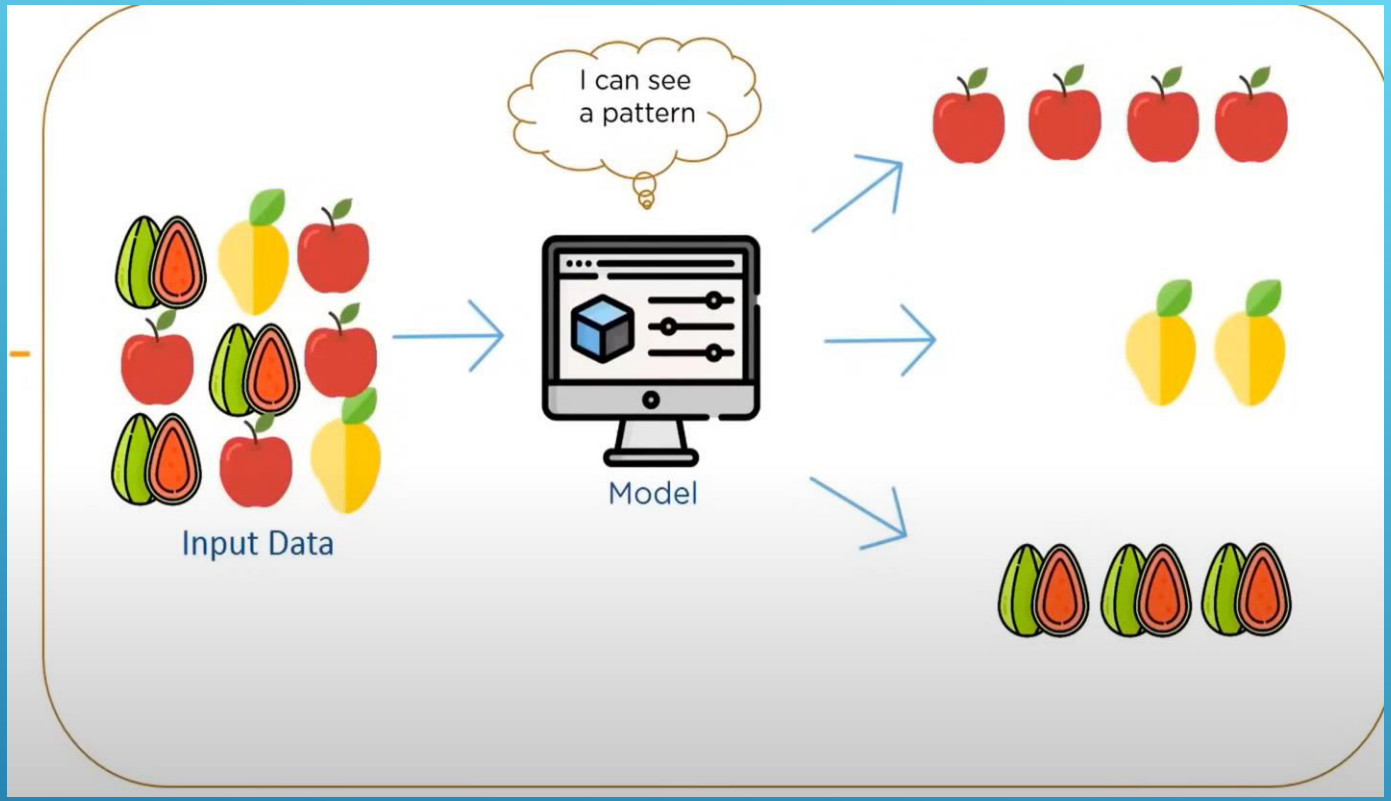
Algorithms:

- Linear Regression
- Logistic Regression
- Decision Trees
- Support Vector Machine (SVM)
- K-Nearest Neighbors (KNN)

1. SUPERVISED LEARNING



2. UNSUPERVISED LEARNING

2. UNSUPERVISED LEARNING

Definition:

The model is trained using **unlabeled data** — only inputs (X) are provided, and the system finds hidden patterns.

Goal: Discover structure, grouping, or relationships in the data.

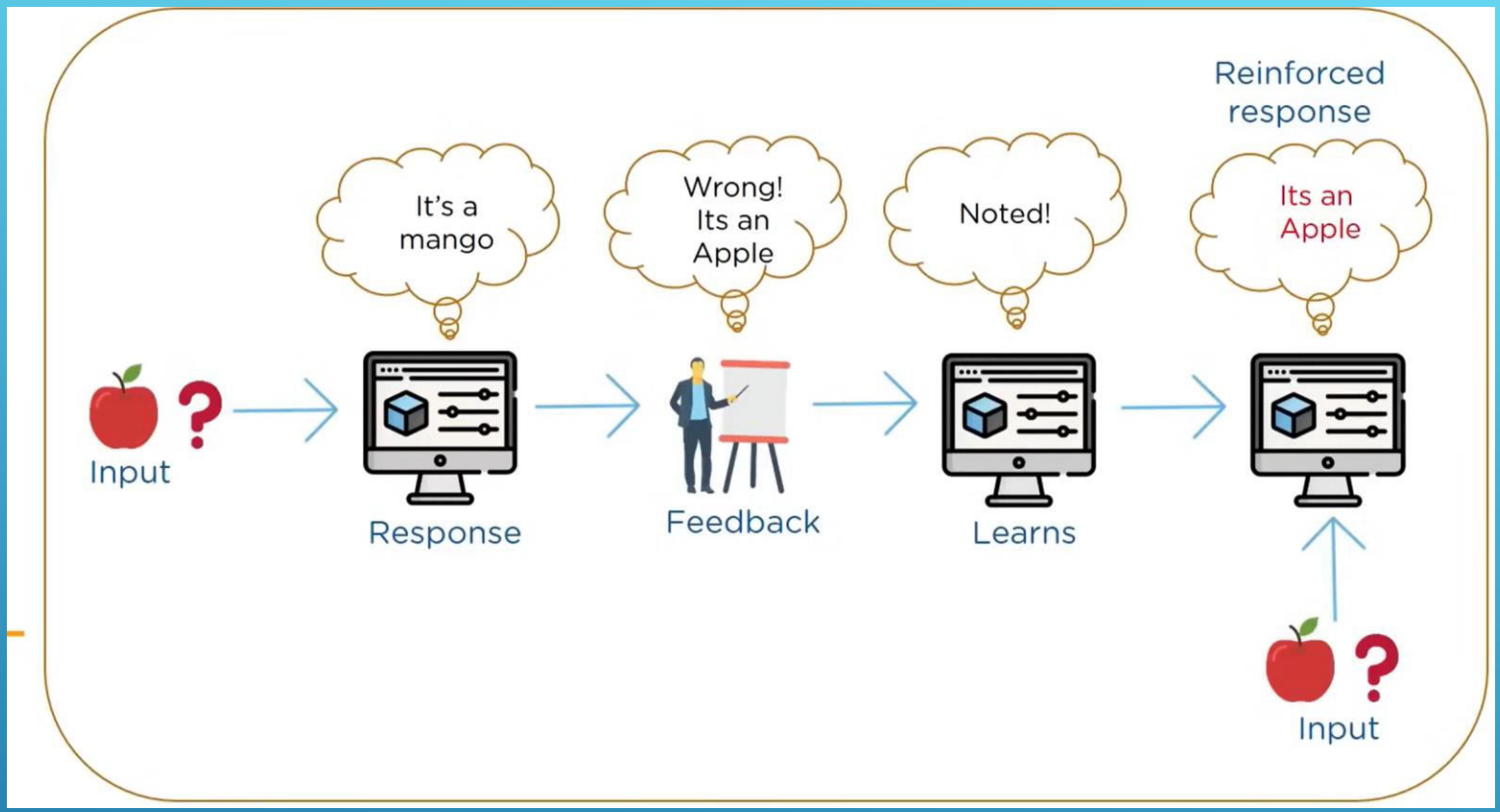
Examples:

- Customer segmentation
- Market basket analysis
- Grouping similar news articles

Algorithms:

- K-Means Clustering
- Hierarchical Clustering
- PCA (Principal Component Analysis)
- Association Rules (Apriori Algorithm)

2. UNSUPERVISED LEARNING



3. REINFORCEMENT LEARNING

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Definition:

The model learns by **interacting with an environment**. It receives **rewards or penalties** for actions and improves over time.

Goal: Maximize cumulative reward by learning the best strategy or policy.

Examples:

- Game-playing AI (Chess, Go, etc.)
- Self-driving cars
- Robot navigation

3. REINFORCEMENT LEARNING (RL)

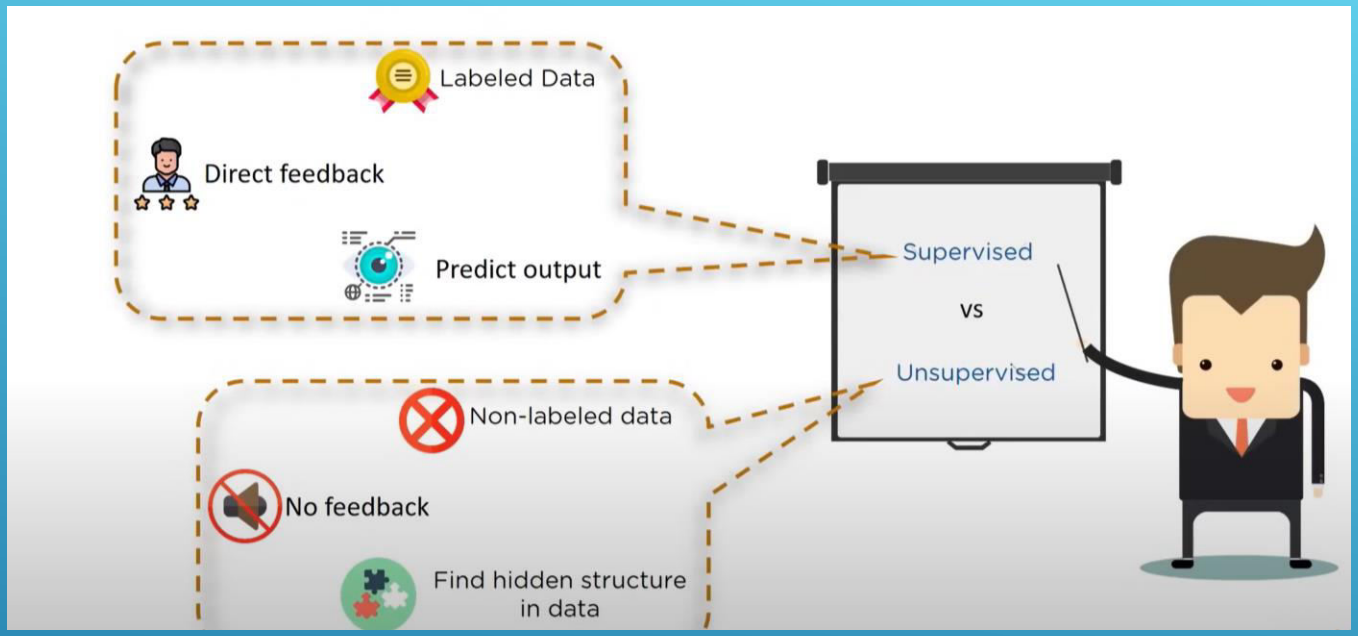
- Reinforcement Learning (RL) is a type of Machine Learning where an agent learns to make decisions by interacting with an environment
- The agent performs **actions**
- Receives **rewards or penalties** based on the action
- Learns A **policy** — the best strategy to maximize the total reward over time

Algorithms:

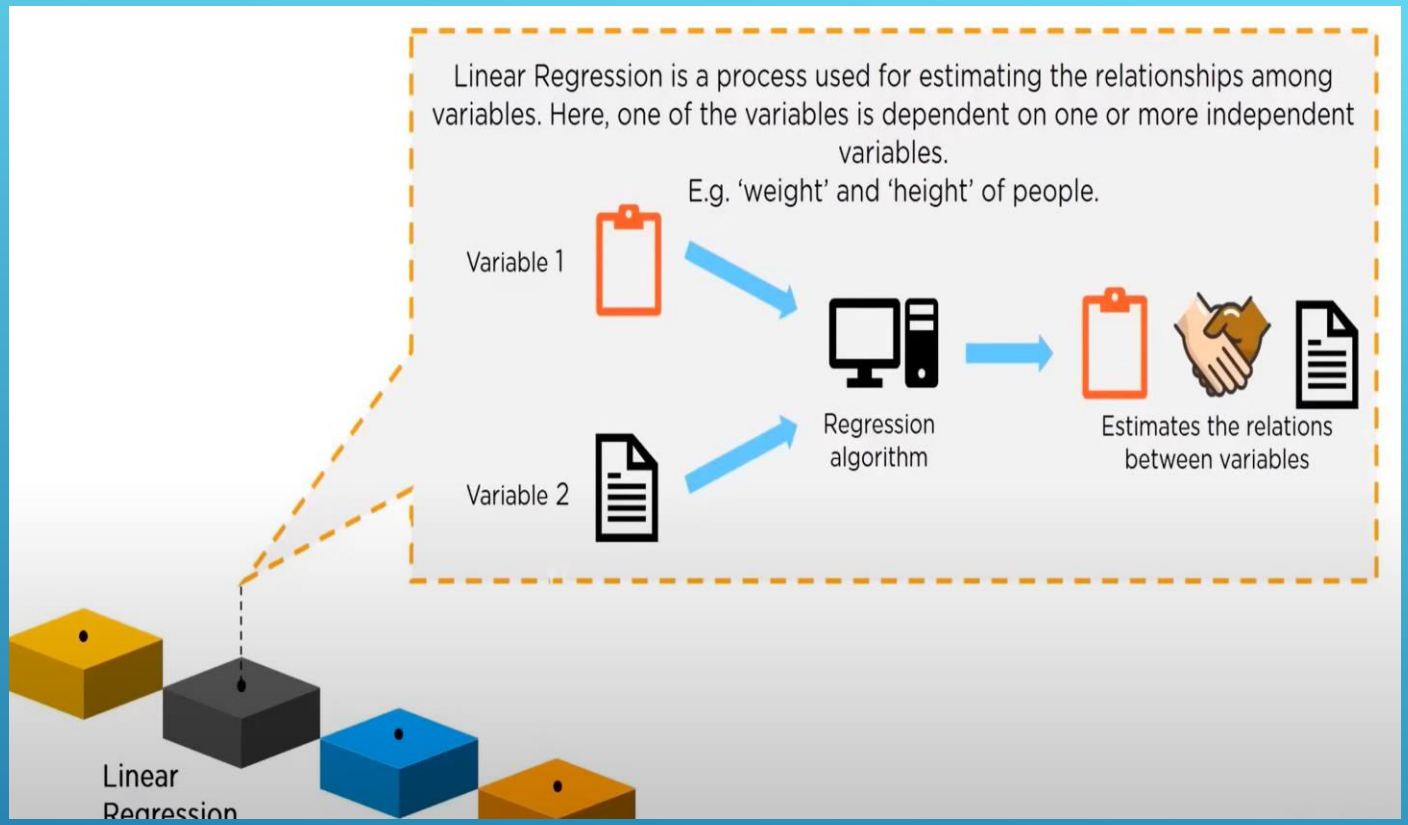
Q-Learning, SARSA, DQN

REINFORCE, PPO, TRPO

3. REINFORCEMENT LEARNING (RL)



SUPERVISED VS UNSUPERVISED LEARNING



SUPERVISED LEARNING

THANK YOU!