



# ISTA 421 + INFO 521

## Introduction to Machine Learning

### Lecture 1: Introduction

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## Welcome to ISTA 421 + INFO 521

- Today:
  - Introductions
  - Syllabus
  - Course Structure & Goals
  - Intro to ML

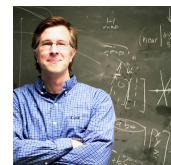
Course Website (also linked from the D2L course webpage)  
<http://w3.sista.arizona.edu/~clayton/courses/ml>

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## Your Instructors

- **Clay Morrison**

- Harvill 437A, 621-6609
- claytonm@email.arizona.edu
- Office Hours:
  - 2-3pm Wednesday
  - By appointment (email me!)



- **TA: Enrique Noriega**

- Harvill 456
- enoriega@email.arizona.edu
- Office Hours:
  - 4-5pm Monday, Wednesday



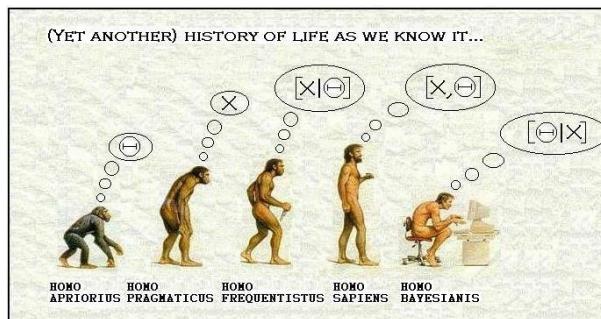
**Please contact us ahead of time if you plan to attend office hours!**

General Email Rule: start subject line with [421] or [521] (doesn't matter which)

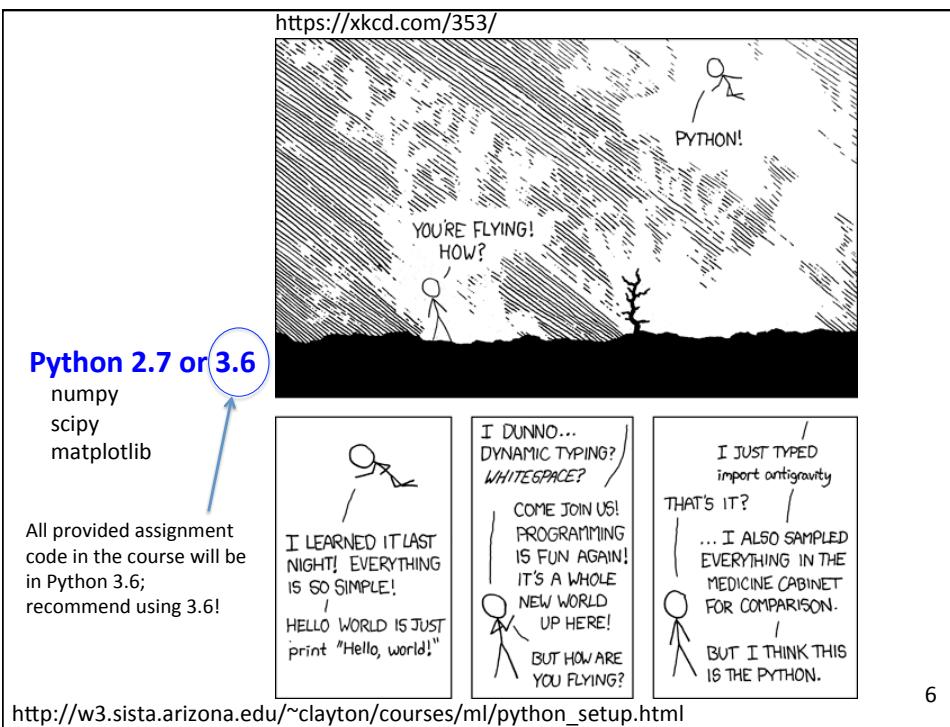
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## Course Goals

- Basic literacy in core, modern ML methods
- Practical experience implementing ML algorithms and using them on data



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## Topics

- The linear model
  - Regression, Classification
- Classification
  - Probabilistic:
    - Bayes Classifier, Naïve Bayes
    - Logistic Regression
  - Other, *non*-probabilistic
    - K-nearest neighbors
    - Support Vector Machines and kernel methods
- Clustering
  - K-means
  - Mixture Models and EM
- Other Unsupervised methods:
  - Principle Components Analysis
  - Latent Variable Models
- Additional topics (time permitting)
  - Neural networks, Deep networks
  - Nonparametric Bayesian Models
    - Gaussian processes, topic modeling
- Probability
  - Quantifying uncertainty
  - Bayesian Approach: Prior, Marginal Likelihood, MAP
- Inference Methods
  - Least Squares
  - Maximum Likelihood
  - Bayesian Inference: Direct and Sampling
- Machine Learning algorithm evaluation
- Learning theory
- Feature Selection and Model Selection

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## What is Machine Learning?

- The goal of machine learning is to build computer systems that can adapt and learn from their experience. ([Dietterich, 1999](#))
- Machine learning usually refers to changes in systems that perform tasks associated with artificial intelligence. Such tasks involve recognition, diagnosis, planning, robot control, prediction, etc. ([Nilsson, 1996](#))
- Some reasons for adaptation:
  - Some tasks can be hard to define except via examples
  - Adaptation can improve a human-built system, or track changes over time
- Goals can be **autonomous** machine performance, or enabling humans to learn from and understand data (data mining and modeling)

Ack: this and some following content adapted from Chris Williams 2006

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## Some of the Roots of Machine Learning

- **Philosophy:** epistemology, philosophy of science, logical inference: *the Problem of Induction*
- **Mathematics**
- **Physics:** statistical mechanics
- **Statistics:** statistical inference, frequentist & Bayesian
- **Psychological** models (of learning and development)
- **Brain** models, e.g. neural networks
- **Artificial Intelligence:** e.g., discovering rules using decision trees, inductive logic programming, autonomy
- **Engineering:** Statistical pattern recognition, operations research, adaptive control theory

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From Rob Tibshirani

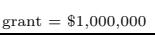
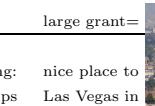
What is the difference between Machine Learning and Statistics?

**Glossary**

Machine learning	Statistics
network, graphs	model
weights	parameters
learning	fitting
generalization	test set performance
supervised learning	regression/classification
unsupervised learning	density estimation, clustering

Greater focus on  
 • prediction  
 • analysis of learning algorithms  
 (not just large dataset issues)

Greater focus on  
 • understanding data in terms of models  
 • interpretability, hypothesis testing

**Typical Machine Learning Workflow**

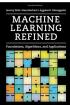
① **Define the problem.** What is the task we want to teach a computer to do?

② **Collect data.** Gather data for training and testing sets. The larger and more diverse the data the better.

③ **Design features.** What kind of features best describes the data?

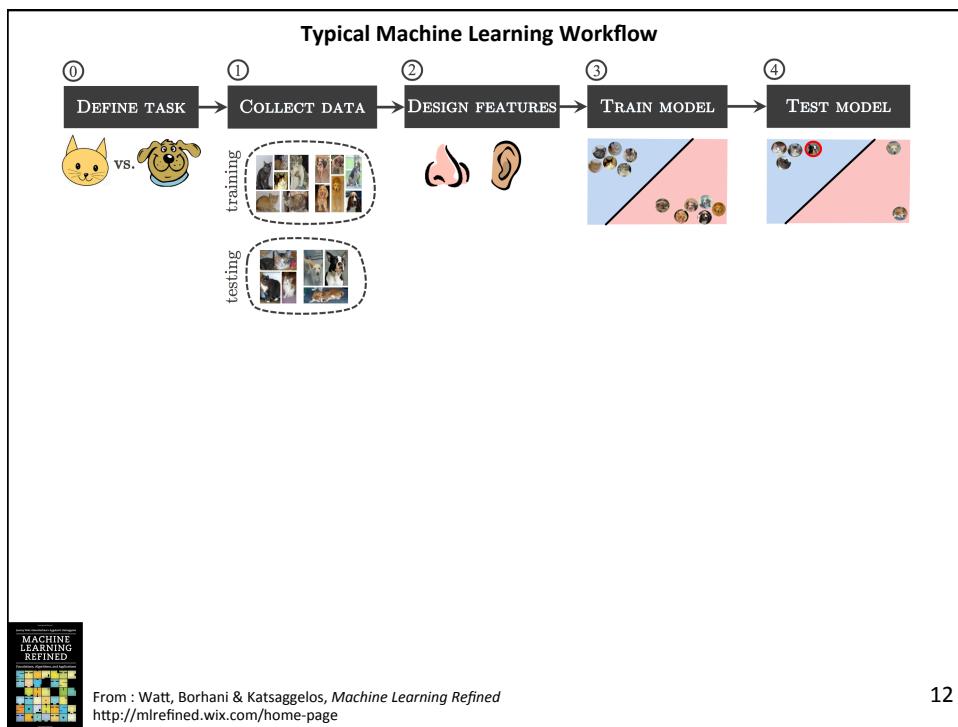
④ **Train the model.** Tune the parameters of an appropriate model on the training data using numerical optimization.

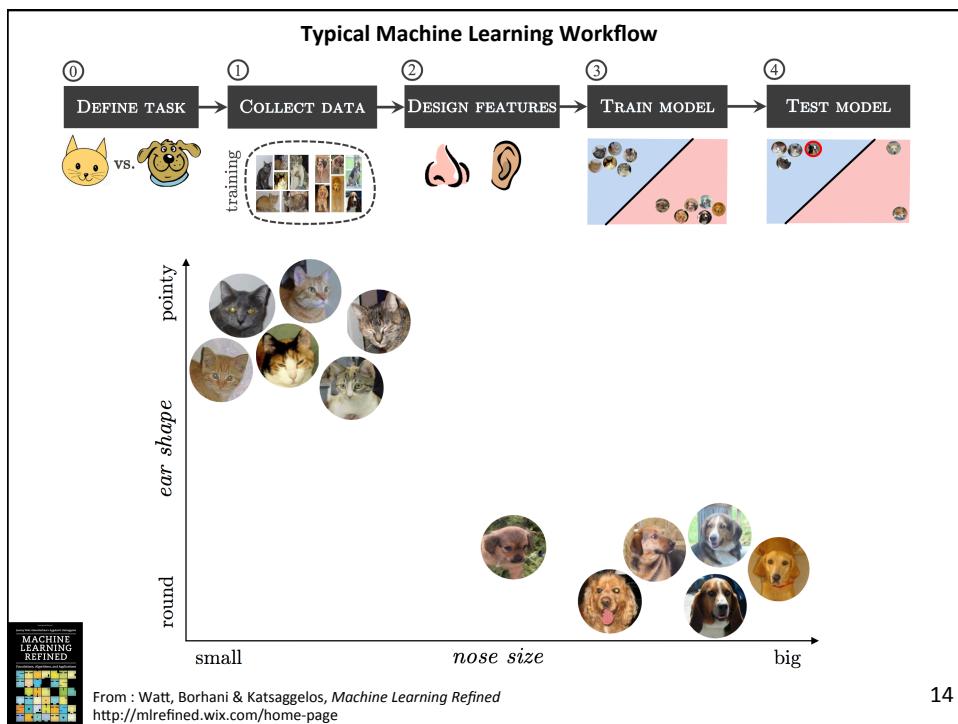
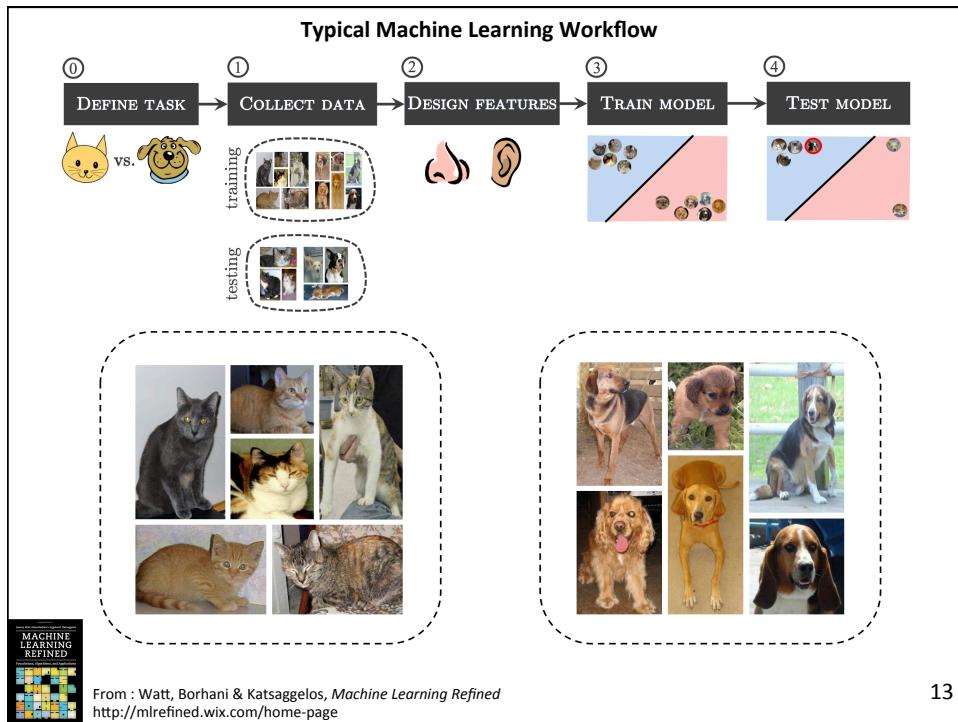
⑤ **Test the model.** Evaluate the performance of the trained model on the testing data. If the results of this evaluation are poor, re-think the particular features used and gather more data if possible.

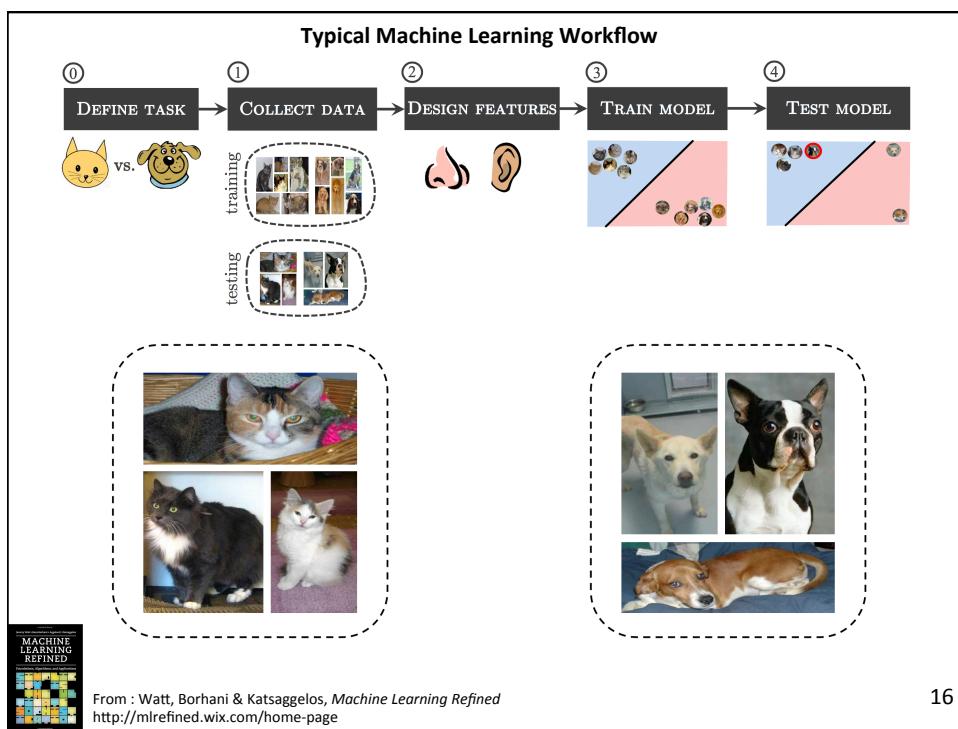
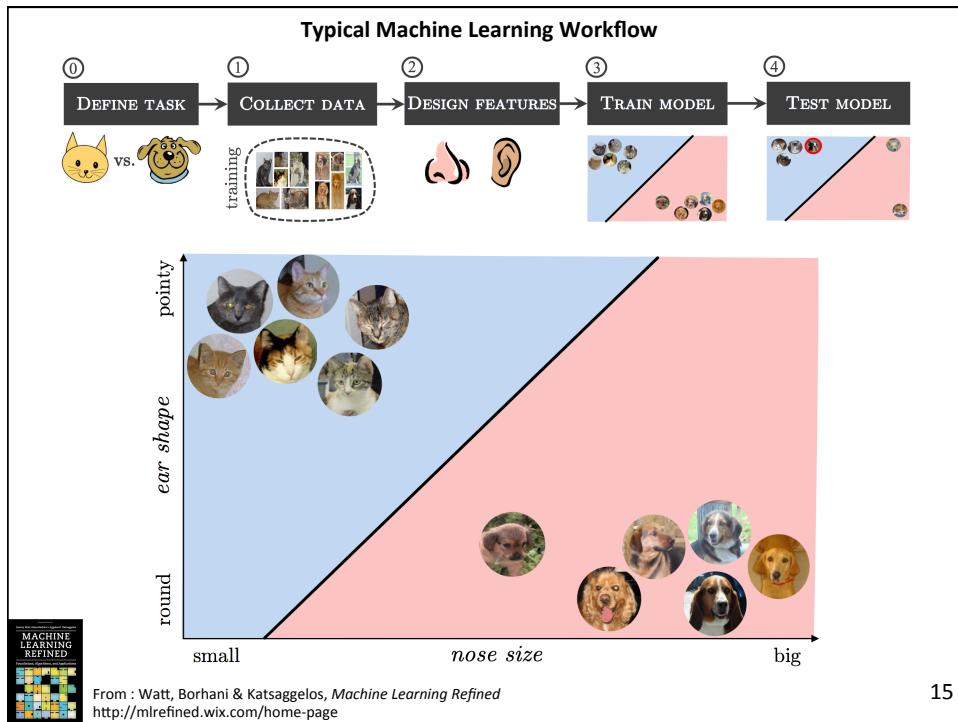


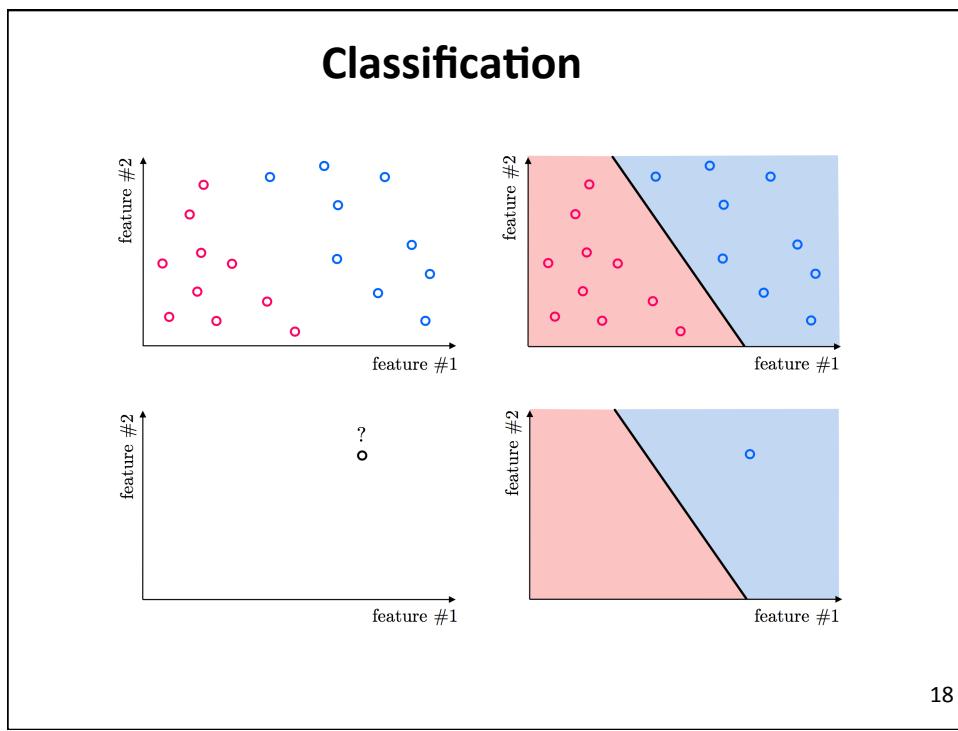
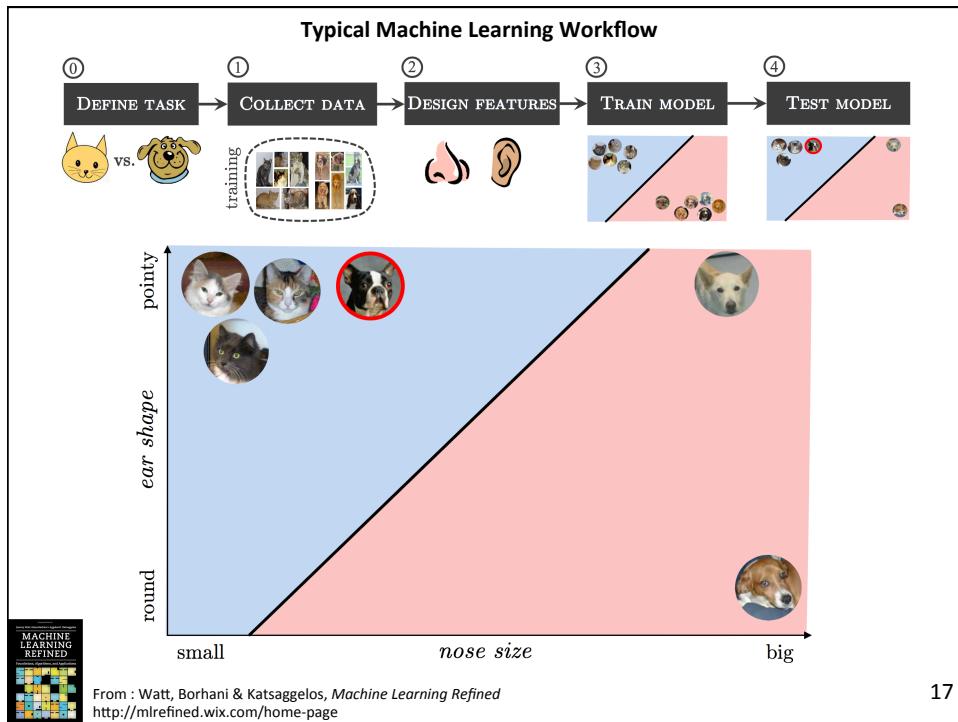
From : Watt, Borhani & Katsaggelos, *Machine Learning Refined*  
<http://mlrefined.wix.com/home-page>

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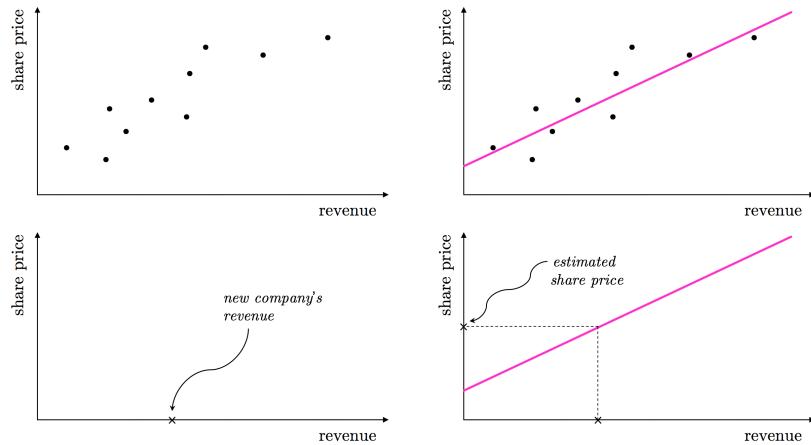








## Regression



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## Three General Classes of ML

- **Supervised learning** – model  $p(y|x)$ 
  - Given data and model, or data with correct output (label)
  - Regression, Classification, etc.
- **Unsupervised Learning** – model  $p(x)$ 
  - Only given input data (no output)
  - Clustering, Latent Models, Projection methods, etc.
- **Reinforcement Learning** – model  $p(s_{t+1}|s_t, a)$ 
  - Given input data, *some* output, and *grade* for output
  - Learning to choose better actions
  - Markov decision processes, POMDPs, planning

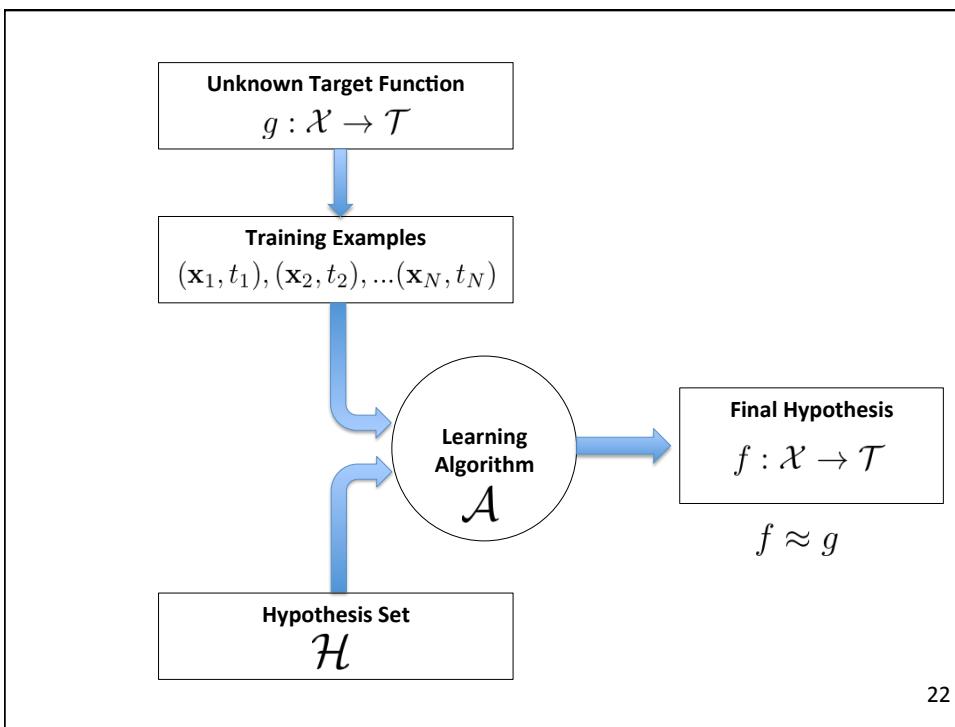
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## Some Terminology

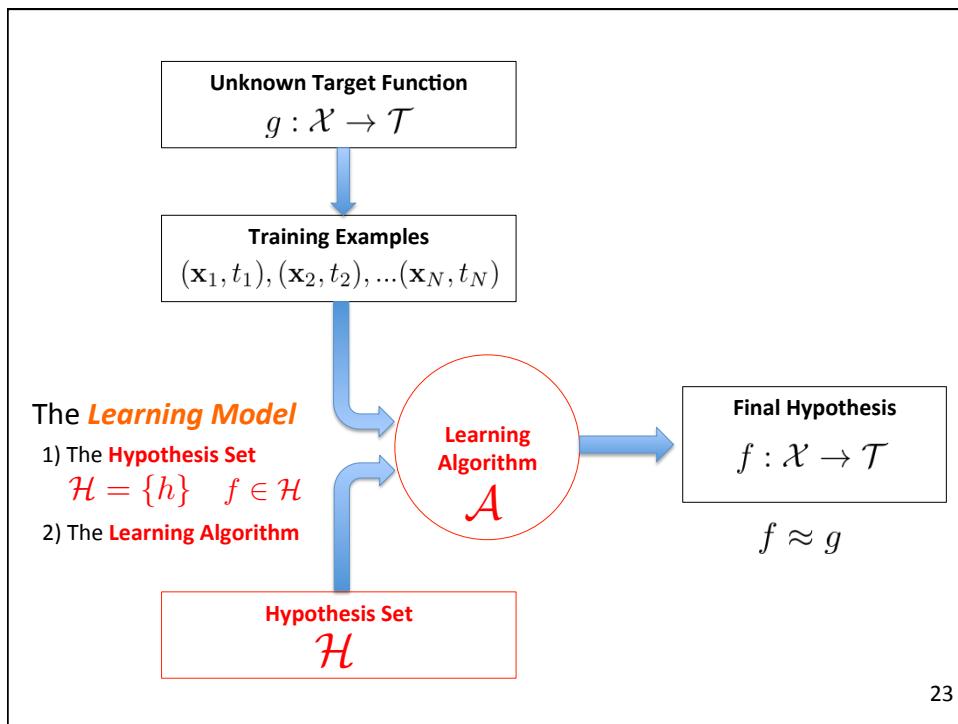
- Input:  $\mathbf{x}$  (customer application)
  - Output:  $t$  (good/bad customer?)
  - Target function:  $g : \mathcal{X} \rightarrow \mathcal{T}$  (*ideal* credit approval fn)
  - Data:  $(\mathbf{x}_1, t_1), (\mathbf{x}_2, t_2), \dots (\mathbf{x}_N, t_N)$  (historical records)
- $\downarrow$   
*learning*
- Hypothesis:  $f : \mathcal{X} \rightarrow \mathcal{T}$  (formula to be used)

Adapted from Yaser S. Abu-Mostafa et al., *Learning from Data*

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