

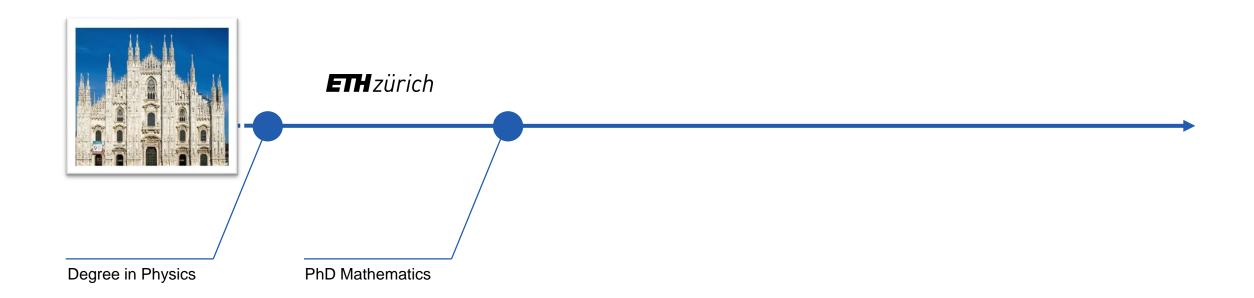


Getting to know each other



Academia 2005-2012

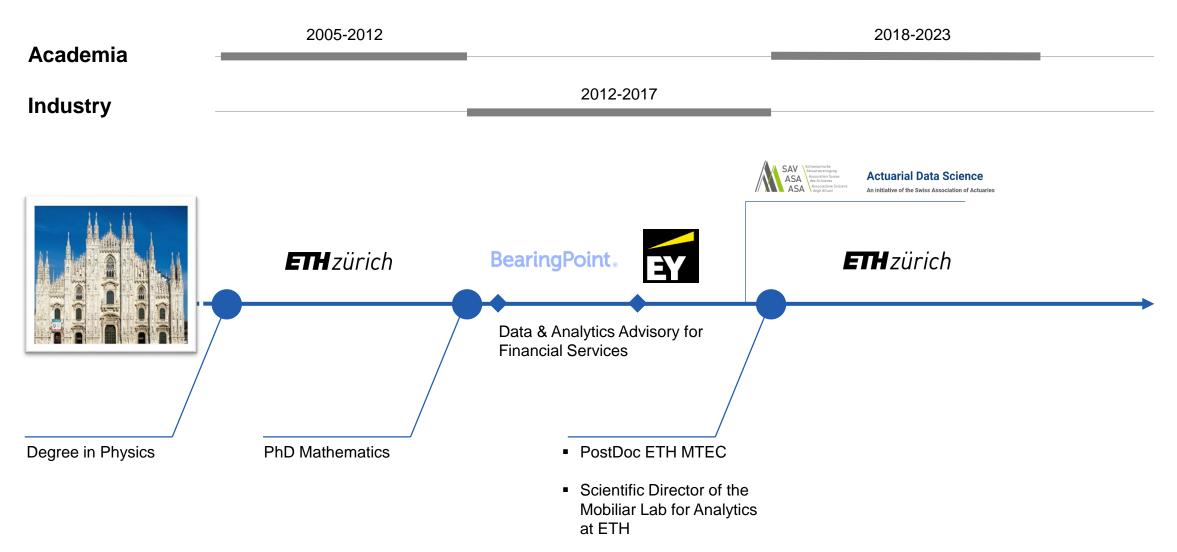
Industry





2005-2012 **Academia** 2012-2017 Industry **Actuarial Data Science** An initiative of the Swiss Association of Actuaries **ETH** zürich **BearingPoint**_® Data & Analytics Advisory for Financial Services Big Data Predictive Analytics Robotic Process Automation Degree in Physics PhD Mathematics Cognitive Robotic Process Automation Artificial Intelligence (AI) Trustworthy AI







Academia

Industry



Degree in Physics

PhD Mathematics

2005-2012

ETH zürich

The Mobiliar Lab for Analytics at ETH (2018-2023)



- Joint venture between die Mobiliar and ETH
- Focus: generating value for society through excellent research
- Lab Lead (since 2018): Prof. Dr. Florian von Wangenheim

Research:

- Interdisciplinary investigations on the implications of new technologies on human-machine interactions
- Conception, design, development of digital technology-based artifacts to run experiments in order to test scientific hypotheses with statistics and machine learning methodologies

Methods:

- Core: data science (e.g. statistics and machine learning); signal processing and devices; software engineering
- Cognitive and Behavioral Sciences, Service Marketing, Social Psychology and Bioethics



2005-2012 2018-2023 **Academia** 2024+ 2012-2017 Industry **Actuarial Data Science** An initiative of the Swiss Association of Actuaries University of Zurich^{UZH} **ETH** zürich **BearingPoint**_® **ETH** zürich **ETH** zürich Data & Analytics Advisory for **Financial Services** Degree in Physics PhD Mathematics PostDoc ETH MTEC Senior Teaching and Research Assistant at the Institute for Biomedical Ethics and Scientific Director of the History of Medicine, University of Zurich Mobiliar Lab for Analytics at ETH Lecturer at ETH

Some of my research in the machine learning and artificial intelligence fields

TOP-DOWN

Philosophy of Al

Epistemology of Al

Theory of justification Expertise and authority of AI Epistemology of Large Language Models

Ethics of Al

Reliance and trust in AI
Transparency and explainability
Trustworthiness

Metaphysics of Al

Formal methods in the metaphysics of Al

Machine
Learning and
Artificial
Intelligence

Detecting **measures of stress** from physiological and behavioural data collected in the office (*ML for affective computing*)

Detecting **autobiographical memories** from everyday conversations of young and older adults (*ML for computational linguistics*)

Improving the **robustness** of counterfactual explanations of machine learning models (*ML for XAI*)

BOTTOM-UP



BLOCK I. Intro to Machine Learning: Overview

- Learning objectives
- Requirements
- Schedule
- Content, structure and success criteria
- A little extra



Learning objectives

Acquire a **good understanding of fundamental machine learning concepts** and their theoretical underpinnings Perform machine learning modeling in Python using Google Colab infrastructure confidently Cultivate an analytical mindset for identifying, developing and applying machine learning Ш methodologies in financial services scenarios



By the way...equipment



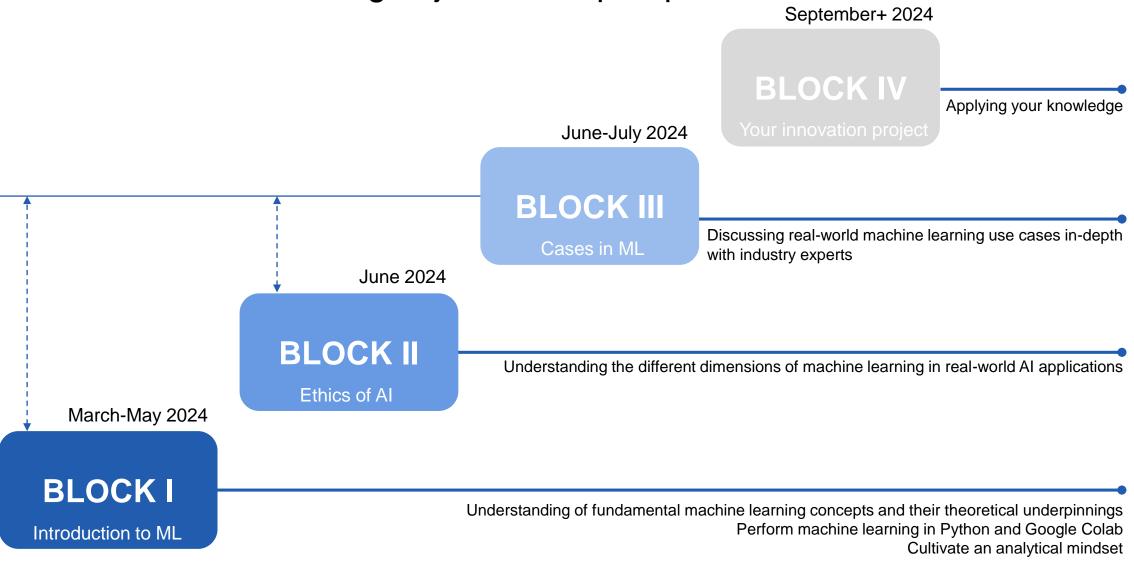
Personal Computer + Internet access



Paper and pen



BLOCK I and its learning objectives in perspective





Schedule of **BLOCK I**: Intro to ML

Date	Time	Location	Remark
March 01st, 2024	09:15 - 16:00	HG E33.1 & Zoom (via Moodle)	Afternoon session: introduction to Block I
March 08th, 2024	09:15 - 12:00	HG G19.1 & Zoom (via Moodle)	
March 15 th , 2024	09:15 - 12:00	HG G19.2 & Zoom (via Moodle)	
March 22 nd , 2024	09:15 - 16:00	Morning: HG G19.1 & Zoom (via Moodle) Afternoon: HG G19.2 & Zoom (via Moodle)	Afternoon session with Dr. Visentin
March 23 rd , 2024	09:15 - 16:00	HG G19.2 & Zoom (via Moodle)	Workshop on Large Language Models with E. Venteouri, Prof. Teichmann and Dr. Bergmann
April 12th, 2024	09:15 - 16:00	HG G19.2 & Zoom (via Moodle)	Afternoon session with Dr. Visentin
April 13 th , 2024	09:15 - 16:00	HG G19.1 & Zoom (via Moodle)	Workshop on Large Language Models with E. Venteouri, Prof. Teichmann and Dr. Bergmann
April 19 th , 2024	09:15 - 12:00	HG G19.2 & Zoom (via Moodle)	Q&A session with Dr. Visentin
May 17 th , 2024	09:15 - 12:00	HG G19.2 & Zoom (via Moodle)	
May 24th, 2024	09:15 - 16:00	HG G19.2 & Zoom (via Moodle)	Morning session with Prof. Teichmann



Content of **BLOCK I: Intro to ML**



Introducing Machine learning

- What is machine learning?
- How to do machine learning?
- How to learn to do machine learning?

Content of **BLOCK I: Intro to ML**



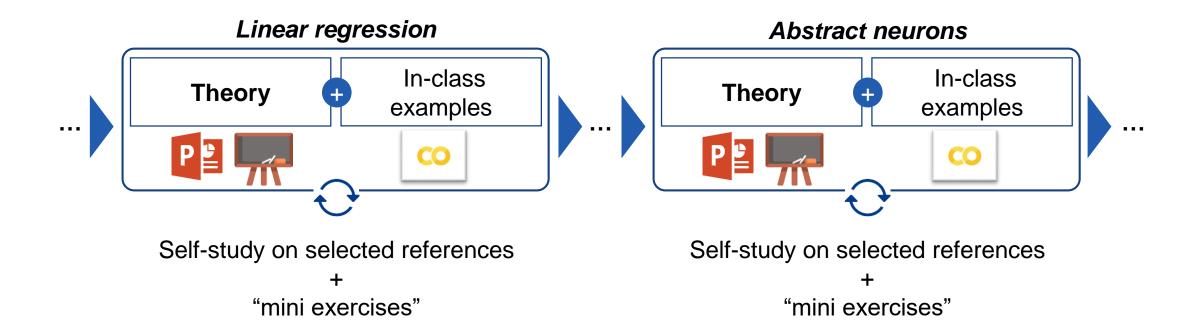
Methods of Machine learning

- Mathematical background
- Statistical learning
- Methods of supervised learning
 - Linear regression
 - (Stochastic) gradient descent
 - Logistic regression
 - Neural networks
 - Tree-based methods



Structure of **BLOCK I**: Intro to ML

We follow a modular learning experience. Each module comprises (1) theory, (2) an in-class exercise, and (3) suggestions for self-study and exercising



Our lectures focus on a "well-structured intuition" of key machine learning concepts accompanied by high-level mathematical formalism and hands-on tasks

Success criteria for **BLOCK I**: Intro to ML

Groups

- You will form groups of three students and work on two projects introduced by Dr. Visentin:
 - "Credit Analytics" (March 22nd)
 - "Insurance premium" (April 12th)
- You have total freedom on how to form groups. Send an email to Andrea with the group composition.
- Please nominate a spokesperson per group it helps communication

Deliverables

- You will submit a structured report and a notebook per project
- Upload reports and notebooks on Moodle
- Report template will be found on Moodle
- You will receive feedback on the report and the code
- Deadline: May 17th

Remark

"Mini-exercises" are not graded. If you want to discuss them, just let me know.





You

Give me a bullet list of the main topics for a "Certificate of Advance Studies in Machine Learning in Finance and Insurance" that lasts two semesters at a top university. Students are professionals with degrees in engineering, mathematics and natural sciences. Be really concise.





ChatGPT

Here's a concise bullet list of main topics for a "Certificate of Advanced Studies in Machine Learning in Finance and Insurance" program lasting two semesters at a top university, tailored for professionals with backgrounds in engineering, mathematics, and natural sciences:

* Fundamentals of Machine Learning:

- . Introduction to machine learning concepts
- Supervised and unsupervised learning techniques
- Deep learning fundamentals

* Statistical Methods for Finance and Insurance:

- * Probability models and statistical inference
- . Time series analysis and forecasting
- Risk assessment and management

Computational Finance:

- Numerical methods for finance
- Algorithmic trading strategies
- Portfolio optimization

* Machine Learning Applications in Finance:

- Credit scoring models
- Fraud detection
- . Algorithmic trading and asset pricing

* Machine Learning Applications in Insurance:

- . Predictive modeling for insurance pricing
- . Claim prediction and processing
- . Customer segmentation and lifetime value analysis

Ethical and Regulatory Considerations:

- · Data privacy and security in financial applications
- * Ethical Al use in finance and insurance
- . Regulatory environment for fintech and insurtech

* Advanced Topics in Machine Learning:

- Natural language processing for financial analysis
- * Reinforcement learning in trading systems
- Blockchain and cryptocurrencies analysis

Capstone Project:

- * Real-world machine learning project in finance or insurance
- Application of course concepts to a business challenge
- * Presentation and analysis of findings

ETH zürich

Prompts and answers: chatGPT 4.0, February 2024



You

Give me a bullet list of what to avoid discussing for a "Certificate of Advance Studies in Machine Learning in Finance and Insurance" that lasts two semesters at a top university. Students are professionals with degrees in engineering, mathematics and natural sciences. Be really concise.





6 ChatGPT

For a "Certificate of Advanced Studies in Machine Learning in Finance and Insurance" aimed at professionals with backgrounds in engineering, mathematics, and natural sciences, it's important to maintain focus on relevant topics. Here's a concise bullet list of what to avoid discussing:

Basic Principles Unrelated to ML:

* Elementary principles of engineering, mathematics, or natural sciences not directly applicable to ML

General IT Skills:

Basic computer literacy and software skills not specific to machine learning

* Unrelated Business Disciplines:

 Areas of finance and insurance not impacted by machine learning (e.g., traditional marketing strategies, non-digital business operations)

Outdated Machine Learning Techniques:

. Obsolete algorithms and models that have been superseded by more efficient methods

Overly Theoretical Concepts Without Practical Application:

. Deep theoretical concepts in mathematics or computer science that do not directly contribute to practical ML applications in finance and insurance

* Niche Programming Languages Rarely Used in ML:

 Focus on programming languages that are not widely used in the machine learning community

* Non-ML Technologies Unrelated to Finance and Insurance:

 Emerging technologies that don't have a direct application or impact on finance and insurance sectors

Detailed Regulations Unrelated to ML Applications:

 In-depth exploration of financial and insurance regulations that do not intersect with ML applications

* Excessive Focus on Manual Data Analysis Techniques:

 Traditional, manual statistical methods that are not relevant to machine learning processes



Prompts and answers: chatGPT 4.0, February 2024

Introducing Machine Learning

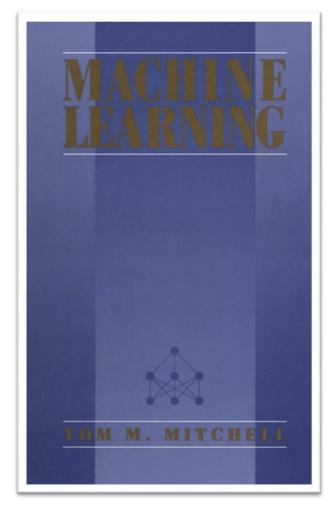
- What is machine learning?
- How to do machine learning?
- How to learn to do machine learning?
- Time to reflect
- Our first Google Colab exercise

Introducing Machine Learning

What is machine learning?



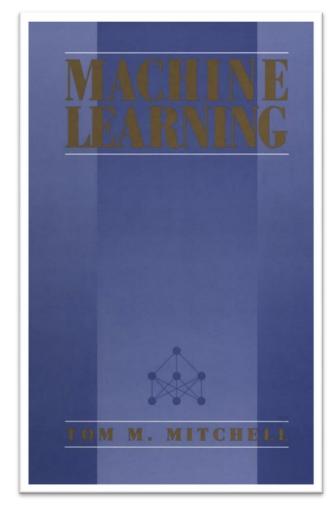
"The field of machine learning is concerned with the question of how to construct computer programs that automatically improve with experience" (pag. xv)



Mitchell, Tom M. "Machine Learning." McGraw Hill, 1997.



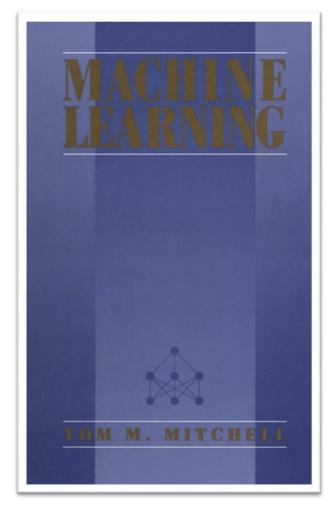
"Machine learning draws on concepts and results from many fields, including statistics, artificial intelligence, philosophy, information theory, biology, cognitive science, computational complexity, and control theory" (pag. xv)



Mitchell, Tom M. "Machine Learning." McGraw Hill, 1997.



"A computer program is said to **learn** from experience E with respect to some class of tasks T and performance measure P, if its performance at tasks in T, as measured by P, improves with experience E" (emphasis in original, pag. 2)



Mitchell, Tom M. "Machine Learning." McGraw Hill, 1997.



Mitchell tells us that...

Machine learning is an interdisciplinary field (of research)

"Machine" stands for computer programs

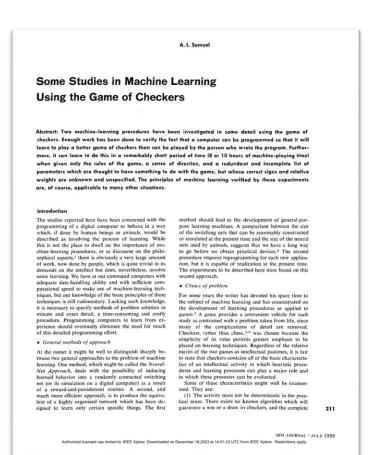
"Learning" has to do with improving performance at executing tasks using experience



Source: https://www.ml.cmu.edu/news/news-archive/2016-2020/2017/june/mitchell-world-economic-forum.html



"A field of study that gives computers the ability to learn without being explicitly programmed"



Samuel, Arthur L. "Some Studies in Machine Learning Using the Game of Checkers." IBM Journal of Research and Development, vol. 3, no. 3, 1959, pp. 210–229



"A field of study that gives computers the ability to learn without being explicitly programma

This famous quote does not exist! method should lead to the development of general-pur pose learning machines. A comparison between the size of the switching nets that can be reasonably constructed or simulated at the present time and the size of the neural nets used by animals, suggests that we have a long way procedure requires reprogramming for each new application, but it is capable of realization at the present time The experiments to be described here were based on this For some years the writer has devoted his spare time to the subject of machine learning and has concentrated on the development of learning procedures as applied to games.3 A game provides a convenient vehicle for such study as contrasted with a problem taken from life, since many of the complications of detail are removed simplicity of its rules permits greater emphasis to be placed on learning techniques. Regardless of the relative merits of the two games as intellectual pastimes, it is fair to state that checkers contains all of the basic characteristics of an intellectual activity in which heuristic procedures and learning processes can play a major role and in which these processes can be evaluated. Some of these characteristics might well be enun (1) The activity must not be deterministic in the pratical sense. There exists no known algorithm which will

> Samuel, Arthur L. "Some Studies in Machine Learning Using the Game of Checkers." IBM Journal of Research and Development, vol. 3, no. 3, 1959, pp. 210-229



"A computer can be programmed so that it will **learn** to play a better game of checkers than can be played by the person who wrote the program." (emphasis ours, pag. 211)

"Programming computers to learn from experience should eventually eliminate the need for much of this detailed programming effort." (emphasis ours, pag. 211)

A. L. Samuel Some Studies in Machine Learning Using the Game of Checkers Abstract: Two machine-learning procedures have been investigated in some detail using the game o checkers. Enough work has been done to verify the fact that a computer can be programmed so that it will learn to play a better game of checkers than can be played by the person who wrote the program. Furthernore, it can learn to do this in a remarkably short period of time (8 or 10 hours of machine-playing time) when given only the rules of the game, a sense of direction, and a redundant and incomplete list of parameters which are thought to have something to do with the game, but whose correct signs and relative weights are unknown and unspecified. The principles of machine learning verified by these experimen are, of course, applicable to many other situations. The studies reported here have been concerned with the method should lead to the development of general-pur programming of a digital computer to behave in a way pose learning machines. A comparison between the size which, if done by human beings or animals, would be of the switching nets that can be reasonably constructe described as involving the process of learning. While or simulated at the present time and the size of the neural this is not the place to dwell on the importance of manets used by animals, suggests that we have a long way thine-learning procedures, or to discourse on the philosophical aspects.1 there is obviously a very large amount procedure requires reprogramming for each new applicaof work, now done by people, which is quite trivial in its tion, but it is capable of realization at the present time demands on the intellect but does, nevertheless, involve The experiments to be described here were based on this second approach. some learning. We have at our command computers with adequate data-handling ability and with sufficient com-· Choice of problem nutational speed to make use of machine-learning techniques, but our knowledge of the basic principles of these For some years the writer has devoted his spare time to techniques is still rudimentary. Lacking such knowledge, it is necessary to specify methods of problem solution in the subject of machine learning and has concentrated on the development of learning procedures as applied to games.3 A game provides a convenient vehicle for such procedure. Programming computers to learn from exstudy as contrasted with a problem taken from life, since perience should eventually eliminate the need for much many of the complications of detail are removed of this detailed programming effort. Checkers, rather than chess,4-7 was chosen because th simplicity of its rules permits greater emphasis to be · General methods of approach placed on learning techniques. Regardless of the relative At the outset it might be well to distinguish sharply bemerits of the two games as intellectual pastimes, it is fair tween two general approaches to the problem of machine to state that checkers contains all of the basic characterisearning. One method, which might be called the Neuraltics of an intellectual activity in which heuristic proce Net Approach, deals with the possibility of inducing dures and learning processes can play a major role and in which these processes can be evaluated. learned behavior into a randomly connected switching Some of these characteristics might well be enume net (or its simulation on a digital computer) as a result ated. They are: of a reward-and-punishment routine. A second, and much more efficient approach, is to produce the equiva-(1) The activity must not be deterministic in the pr tical sense. There exists no known algorithm which will lent of a highly organized network which has been designed to learn only certain specific things. The first licensed use limited to: IEEE Xolore. Downloaded on December 18,2023 at 14:01:22 UTC from IEEE Xolore. Restrictions apply

Samuel, Arthur L. "Some Studies in Machine Learning Using the Game of Checkers." IBM Journal of Research and Development, vol. 3, no. 3, 1959, pp. 210–229



"Machine learning algorithms can figure out how to perform important tasks by generalizing from examples. This is often feasible and costeffective where manual programming is not." (pag. 78)



Domingos, Pedro. "A Few Useful Things to Know about Machine Learning." Communications of the ACM, vol. 55, no. 10, 2012, pp. 78–87



What is machine learning? Our working definition

research field + automation of tasks + computer programs + learning + data =

Machine learning is an interdisciplinary research field that explores the automation of task execution by computer programs, called *machine learning models*, which "learn" from digitized data following algorithms shaped by human design



What are "the tasks" that computer programs in machine learning perform?

email filtering, fraud detection, image classification, **Computing labels or numerical** text classification, language translation, medical outcomes ("predicting") diagnostics, derivative prices, claim prediction... Supervised learning Identifying patterns in unlabeled dimensionality reduction, customer segmentation, data anomaly detection in physical systems... Unsupervised learning Optimizing actions to take in an chess, AlphaGo, autonomous cars, robots, drones, 3 automated trading... environment Reinforcement learning



Why is machine learning useful?

Computing labels or numerical outcomes ("predicting") Supervised learning Identifying patterns in unlabeled data Unsupervised learning Optimizing actions to take in an 3 environment Reinforcement learning

Machine learning is **useful** as it allows...

...processing high volumes of data in reduced time and automate processes by accurately predicting unseen test cases (AUTOMATE)

...improving the quality of existing products and services and create new ones (CREATE)

...learning new aspects of scientific phenomena by analyzing its models and their predictions (**DISCOVER**)

Why is machine learning useful in banks and insurance companies?

Banks

- Estimation of default/credit risk
- Pricing, hedging and calibration of derivatives
- Automated trading, market making

Insurance Companies

- Pricing and reserving for insurance contracts
- Automatic claim processing e.g., assessment of damages from pictures of damaged cars
- Personalized risk assessment

Various companies

- Automated reading of reports/legal documents
- Fraud detection
- Targeted marketing



Self-study: some examples of machine learning for banks and insurance *Start* reading one of them

European Central Bank (ECB)

Lenza, M., Moutachaker, I., & Paredes, J. (2023). Forecasting euro area inflation with machine-learning models. *Research Bulletin*, 112. Available at:

https://www.ecb.europa.eu/pub/economic-

research/resbull/2023/html/ecb.rb231017~b910853393.en.html

Hirschbühl, D., Onorante, L., & Saiz, L. (2021). Using machine learning and big data to analyse the business cycle. *Economic Bulletin Articles*, *5*. Available at:

https://www.ecb.europa.eu/pub/economic-

bulletin/articles/2021/html/ecb.ebart202105 02~c429c01d24.en.html#toc6

Moufakkir, M. (2023). Careful embrace: Al and the ECB. Technical report, European Central Bank. Available at: https://www.ecb.europa.eu/press/blog/date/2023/html/ecb.blog230928 3f76d57cce.en. html.

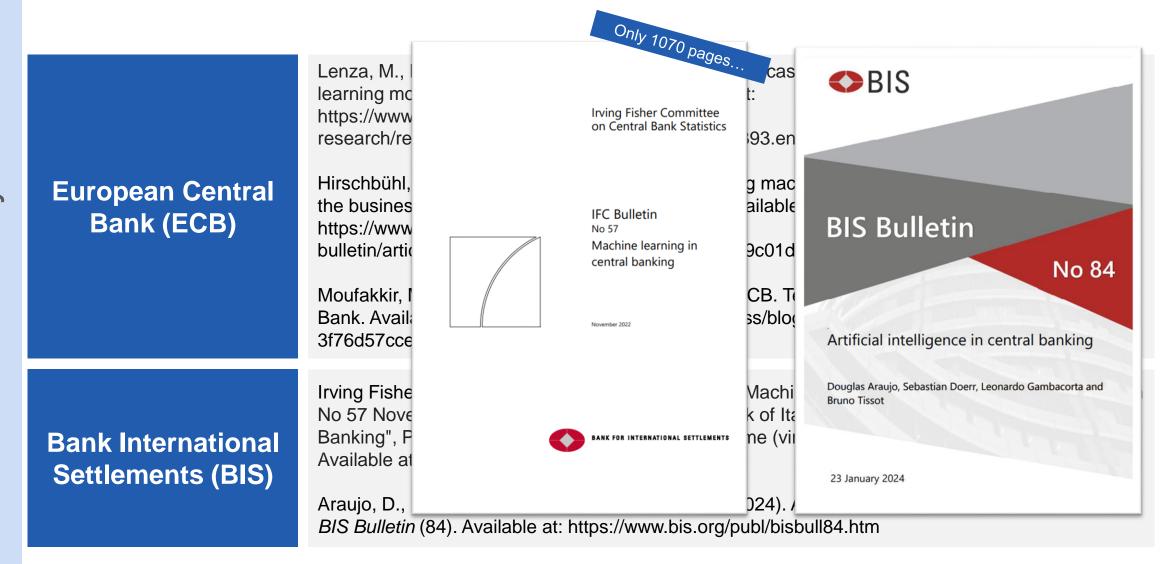
Bank International Settlements (BIS)

Irving Fisher Committee on Central Bank Statistics. Machine learning in central banking, IFC Bulletin No 57 November 2022. Proceedings of the IFC-Bank of Italy Workshop on "Data Science in Central Banking", Part 1: Machine learning applications, Rome (virtual event), 19-22 October 2021. Available at: https://www.bis.org/ifc/publ/ifcb57.htm

Araujo, D., Doerr, S., Gambacorta, L. & Tissot, B. (2024). Artificial intelligence in central banking. BIS Bulletin (84). Available at: https://www.bis.org/publ/bisbull84.htm



Self-study: some examples of machine learning for banks and insurance *Start* reading one of them

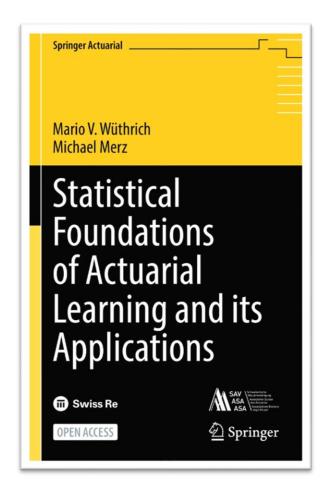


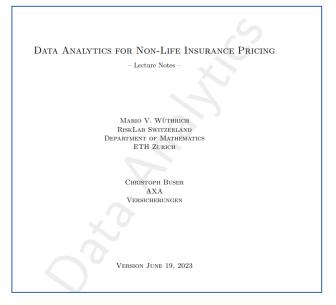


Self-study: some examples of machine learning for banks and insurance *Start* reading one of them

Wüthrich, M. V., & Merz, M. (2023). Statistical foundations of actuarial learning and its applications (p. 605). Springer Nature. Available at: https://link.springer.com/book/10.1007/978-3-031-12409-9

Wuthrich, M. V., & Buser, C. (2023). Data analytics for non-life insurance pricing. *Swiss Finance Institute Research Paper*, (16-68). Available at: https://papers.ssrn.com/sol3/papers.cfm?abstract_id =2870308







Introducing Machine Learning

How to do machine learning?



How to do machine learning? We follow a three-step approach





Formulate.

Express the problem to be addressed with machine learning



Computing labels or numerical outcomes ("predicting")

- "Can we predict the future price of a stock based on historical price data and market indicators?"
- "Is this insurance claim likely to be fraudulent based on claim history and customer data?"
- "What is the risk profile of a loan applicant based on their credit history, income, and employment status?"
- "Can we forecast a customer's lifetime value for an insurance company using their demographics, policy details, and past interactions?"



- "How can customer segments be identified based on spending patterns and account behavior for targeted marketing strategies?"
- "What are the common patterns in investment portfolios that might indicate market trends or investor behavior?"
- "How can clusters of similar insurance claims be identified to understand common claim characteristics and streamline processing?"
- "What are the underlying patterns in financial transaction data that could indicate emerging risks or opportunities for investment?"



Formulate.

Express the problem to be addressed with machine learning



Computing labels or numerical outcomes ("predicting")

- "Can we predict the future price of a stock based on historical price data and market indicators?"
- "Is this insurance claim likely to be fraudulent based on claim history and customer data?"
- "What is the risk profile of a loan applicant based on their credit history, income, and employment status?"
- "Can we forecast a customer's lifetime value for an insurance company using their demographics, policy details, and past interactions?"

Identifying patterns in data

- "How can customer segments be identified based on risk profiles and preferences to offer personalized policies?"
- "What are the common patterns in investment portfolios that might indicate market trends or investor behavior?"
- "How can clusters of similar insurance claims be identified to understand common claim characteristics and streamline processing?"
- "What are the underlying patterns in financial transaction data that could indicate emerging risks or opportunities for investment?"



Translate the question into a mathematical problem that can be computed



Statistical Learning is the datum of a

- (1) Representation, (2) Evaluation and
- (3) **Optimization** of the problem at hand.

From Domingos, P. (2012)

Representation

It involves specifying

- 1. Empirical evidence (data)
- 2. The class of mathematical structures, called machine learning models, that will "learn" from data.

Neural network Random forest
Logistic regression Linear regression
Decision tree



The "learning" in machine learning



Statistical Learning is the datum of a

- (1) Representation, (2) Evaluation and
- (3) **Optimization** of the problem at hand.

From Domingos, P. (2012)

Evaluation

It involves defining an objective function—also called scoring function or loss function—that allows discriminating between good and bad models, given the empirical evidence (data). It is a measure of performance of machine learning models



The "learning" in machine learning



Statistical Learning is the datum of a

- (1) Representation, (2) Evaluation and
- (3) **Optimization** of the problem at hand.

From Domingos, P. (2012)

Optimization

It involves defining an algorithm that searches for model(s) which optimize the objective function specified in **Evaluation**. It is when we "train" the machine learning model



The "learning" in machine learning. A summary.



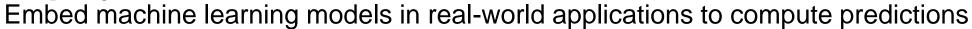
A statistical learning framework is the formalization of a machine learning problem. It requires specifying (1) data, (2) class of models, (3) performance measure, and (4) optimization problem

П

Learning is the process of finding algorithmically the machine learning model that optimizes a performance measure, given empirical evidence (training data) and the class of models

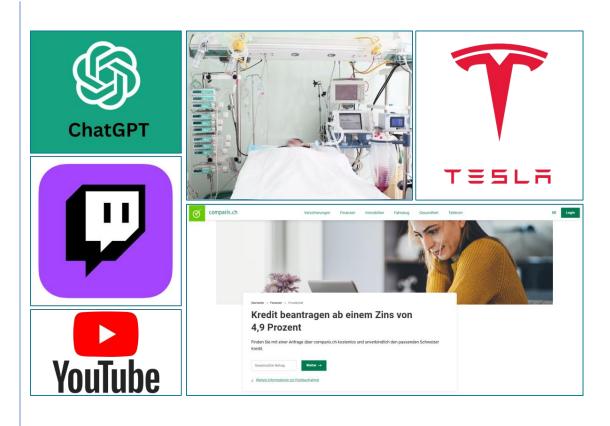


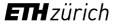
Deploy.





Deploying a trained/learned machine learning model := putting a trained model
into production, where it can start making **accurate** predictions or decisions based on **new** data





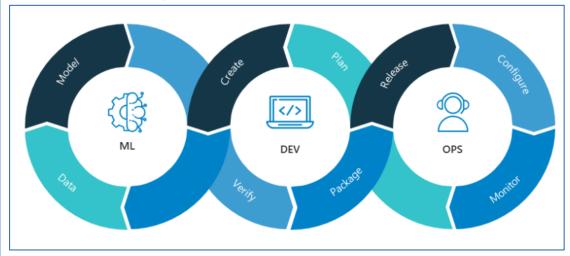
Deploy.

MLOps are best practices to run machine learning-infused applications in business



Deploying a trained/learned machine learning model := putting a trained model
into production, where it can start making **accurate** predictions or decisions based on **new** data

Machine Learning Operations (MLOps)



Source: https://blogs.nvidia.com/blog/what-is-mlops/

Security and Compliance Version Control and

Version Control and Model Management

Monitoring and Maintenance

Scalability and Performance

Integration into Production Systems

Feedback Loops for Continuous Improvement



Deploy.

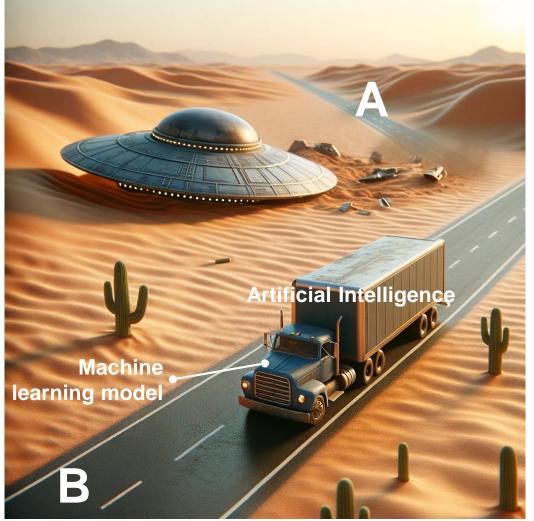
Machine learning models are not artificial intelligence systems



01.03.2024

BLOCKI

Machine learning models are proper parts of **artificial intelligence systems**. These, in turn, are key to deliver **services/products** to target stakeholders.



Created with chatGPT 4.0, December 2023



1. **Formulate a problem** to be addressed with ML

Formulate



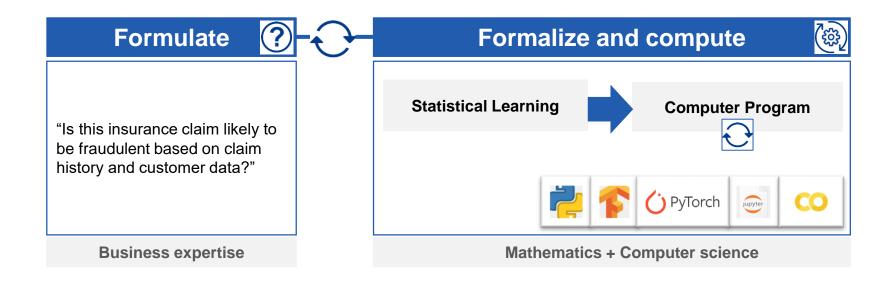
"Is this insurance claim likely to be fraudulent based on claim history and customer data?"

Business expertise



1. **Formulate a problem** to be addressed with ML

- 2. Formalize the problem using statistical learning
- 3. **Implement the problem** in a computer program and learn/train the machine learning model

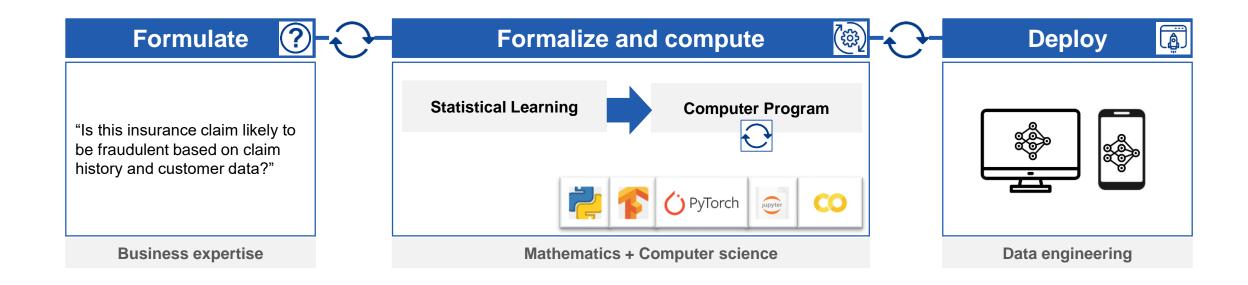




1. **Formulate a problem** to be addressed with ML

- 2. Formalize the problem using statistical learning
- 3. **Implement the problem** in a computer program and learn/train the machine learning model

4. Use the learned/trained machine learning model to compute predictions on "new" input data



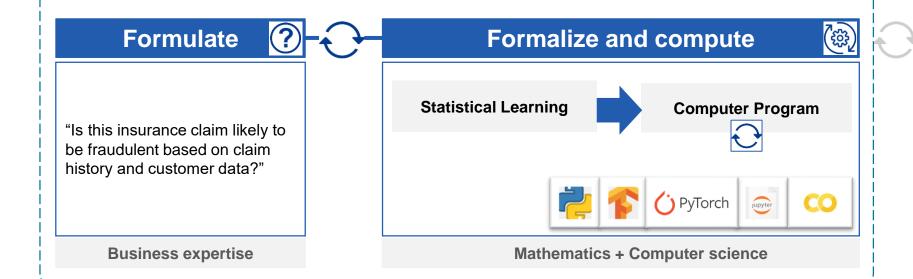


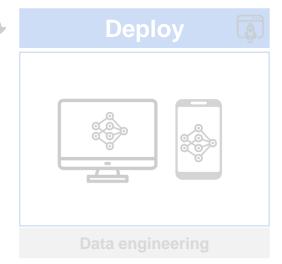
BLOCK I

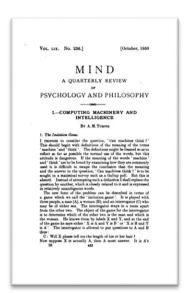
1. **Formulate a problem** to be addressed with ML

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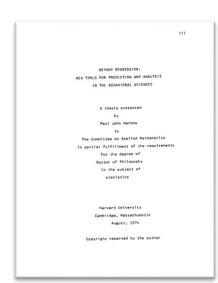




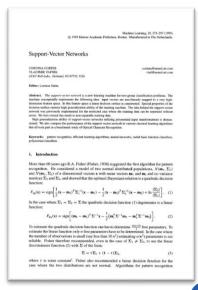
1967 - Nearest Neighbor Algorithm:

Cover, T., Hart, P. (1967). Nearest neighbor pattern classification. IEEE Transactions on Information Theory, 13(1), 21-27.

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1990s - Support Vector Machines:

Cortes, C., Vapnik, V. (1995). Support-Vector Networks. Machine Learning, 20(3), 273-297.



Quinlan, J. R. (1986). Induction of Decision Trees. Machine Learning, 1(1), 81-106.



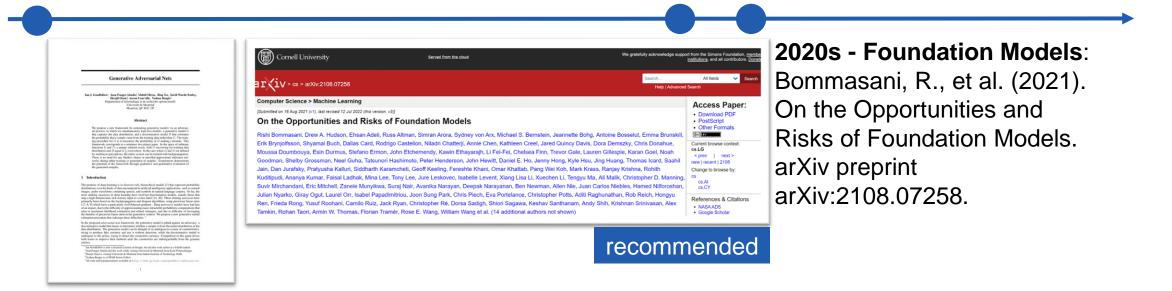
2006 - Deep Learning Emerges:

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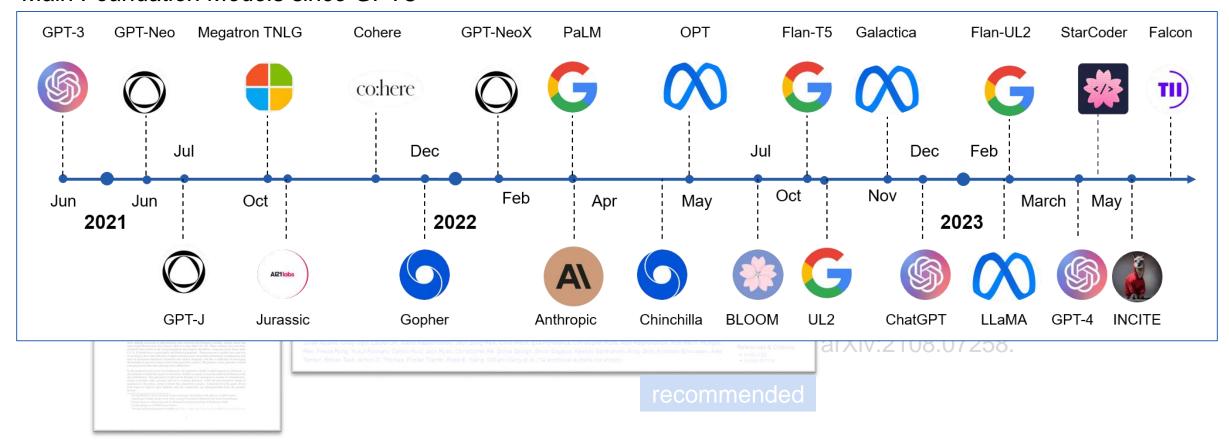
2018 - Attention Mechanisms and Transformers: Vaswani, A., et al. (2017).
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systems, 27.

Main Foundation Models since GPT3





Key takeaways

I

Machine learning is an interdisciplinary domain that investigates how computer programs can automatically perform tasks by "learning" from data and following human-made procedures

To do machine learning is to (1) formulate a problem, (2) formalize it into a statistical learning framework and (3) learn a computer program ("trained model") that can be deployed to compute predictions on "new" input data



The history of machine learning is rich in theoretical and practical successes



Introducing Machine Learning

How to learn to do machine learning?





Revise your notions of modelling and statistics – you (may) have already used some of the fundamental concepts of machine learning!



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2 Use Block I: Introduction to Machine Learning as a starting point for self-study



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- 5 Refine 3-4 by increasing the difficulty of the problems, e.g., specializing in a type of data (text, images etc.)
- 6 Learn best practices from data scientists at your organization. Networking and collaboration are key!



You

You are a student of a "Certificate of Advance Studies in Machine Learning in Finance and Insurance" that lasts two semesters at a top university. You are a professional with degrees in engineering, mathematics and natural sciences. You are really interested in improving your knowledge in machine learning in finance and insurance. What should you do to optimize your learning experience? Be concise.





6 ChatGPT

To optimize your learning experience in a "Certificate of Advanced Studies in Machine Learning in Finance and Insurance," consider the following concise strategies:

* Engage Fully in Coursework:

- Actively participate in all classes, workshops, and discussions.
- * Complete all assignments and projects, aiming to apply concepts in practical

* Deepen Your Understanding:

- * Seek to understand the underlying mathematical and statistical principles behind machine learning algorithms.
- * Regularly review and study course materials to reinforce your knowledge.

- * Engage in hands-on projects that apply machine learning to real-world finance and insurance problems.
- * Use datasets from the finance and insurance sectors for your projects to gain

* Leverage Resources:

- Utilize the university's resources, such as libraries, online databases, and software tools specific to machine learning in finance and insurance.
- * Attend guest lectures and seminars offered by the program to gain industry insights.

Collaborate and Network:

- * Work with peers on group projects to enhance collaborative skills and learn from
- * Network with faculty, industry professionals, and alumni to build connections and explore career opportunities.

- * Follow current trends and advancements in machine learning, finance, and insurance through journals, websites, and professional groups.
- Join relevant forums and online communities to discuss topics and share

* Seek Feedback and Mentorship:

- * Regularly seek feedback on your work from professors and industry professionals.
- * Consider finding a mentor in the field for guidance and career advice.

* Reflect and Adapt:

- Continuously reflect on your learning progress and areas for improvement.
- * Be open to adapting your learning strategies based on feedback and selfassessment.



Prompts and answers: chatGPT 4.0, February 2024

Introducing Machine Learning

Time to reflect



In the next 15' please complete the following exercises

You can use paper and pen, or any text processing software. Be concise!

1 Briefly describe your industry, company and role

Take your time to go through the machine learning material so far. Revise the different definitions and the "how to" approach.

Answer the question: Did you encounter machine learning in your professional career already?

...if yes, then describe (1) a business-related situation where machine learning was key, (2) the machine learning (high-level) steps, and (3) what benefit did machine learning deliver to you, your team, your company in that instance

...if no, then describe a business line in your company where machine learning could be currently under use or that could benefit from it

3

I. Introducing Machine Learning

Our first Google Colab exercise



Go to our Moodle page and download the file under Notebooks and Colab Instructions/0_Introductory_Session_March_01_2024

Google Colab: first_colab.ipynb



Feedback! See you on March 8th

