

Machine Learning Design

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Abstract—In compliance with requirements for the University of New Brunswick's SWE4913 curriculum. The purpose of this independent research project is to build knowledge on basic concepts of machine learning models.

Index Terms—Machine Learning, Machine Learning Architectures, Convolutional Neural Networks, Recurrent Neural Networks, Deep Reinforcement Neural Networks

I. INTRODUCTION

After looking at a single-layer perceptron neural network in my secondary education, a simple quadratic polynomial fitter made myself question the capabilities of neural networks in computing. This opportunity to expand knowledge on such a paramount part of the technological revolution is essential to my growth as a software engineer.

This paper is cohesive with a public GitHub repository with any relevant code/data to the research.

The goal of this paper is to have reference to the key elements of Machine Learning, as a guided description of my discoveries.

Topics will be drawn from academia, novels, and public GitHub repositories. Literature on Machine Learning will be useful to grasp concepts of the structural architecture and procedure of an algorithm. Albeit understanding is the most important factor, I also plan on looking at examples of machine learning code with the goal deciphering what is going on under the hood.

II. NOTES OF THE HUNDRED PAGE MACHINE LEARNING BOOK

This book was chosen as it is a very popular read, and is described as a good introduction to machine learning. Its concise nature allows a general understanding, and was selected to be my first read in my deeper endeavour of ML.

Machine learning algorithms are often described as "supervised", or "unsupervised". There are also "semi-supervised" and "reinforcement" machine learning algorithms.

- **Supervised Models** uses labeled sets of data to train an algorithm, and by iterating can predict more accurately. They often take feature vectors in, and output information accordingly. It is the most commonly used learning method. The data is supervised to (input, output).
- **Unsupervised Models** are in charge of identifying patterns of unlabeled data. There is also a feature vector given into this learning alternative.
- **Semi-Supervised Models** is a mix of labelled and unlabelled data. The end goal is to build a strong algorithm.
- **Reinforcement Learning** is interpreted as a state, that can execute actions at every state. Depending on actions, a reward system is engaged accordingly. This helps a computer algorithm decipher policy. This is measured through expected average reward.

Classification and Regression are often mixed terms. In our terms, **classification** entails automatically assigning labels to unlabeled data, where the then-labeled data can help develop a model. For example spam detection. For **regression** is the pursuit of predicting a label based off an unlabeled example. For example, judging a house price, based off location, number of bedrooms, area etc.

Machine Learning algorithms can be manually developed, however the industry standard is known to leverage libraries to source their work.

A **Neural Network** is a nested function,

$$y = f_{NN}(x) = f_3(f_2(f_1(x))) \quad (1)$$

hence the common statement of "layers" within a neural network. The vector functions follow the form,

$$f_l(z) = g_l(W_l z + b_l) \quad (2)$$

where l is the the layer index (spans from 1 to any number of layers), and g_l is the activation function. The parameters W_l is a matrix, b_l is a vector.

III. CASE STUDY: HOUSE PRICES

The first study that will be looked at through my pursuit of ML is its application to predicting housing prices. John Ade Ojo's article: "Predicting House Prices with Machine Learning" is a very organized, thorough explanation of how certain to identify patterns in the housing market.

The pursuit of this machine learning implementation is to use a publicly available data-set of housing prices along with different aspects of the house (which will be used as our feature vector). The available data set will be used to train the model, and for that reason can be described as a supervised model.

Ojo decided to build his model in Python, taking advantage of its various assortments of libraries that are known to be useful in the language. His tools include,

- **Pandas** to structure his data properly. If data-science has taught me anything, data-wrangling is 75 percentage of the work. Pandas is very useful for data-wrangling, in the various ways it can be cleaned (NaNs, incomplete information disregarded).
- **Scikit-Learn** is one of the leaders in machine learning classification, regression, and clustering algorithms. Has close ties to Pandas, Numpy, and Scipy.
- **Numpy** is Python's leading tool for any sophisticated mathematical endeavours. It has its own array data structure that can speed up rigorous lengthy training, and is worth the difference. If that is not enough, it has basically all mathematical capabilities one could ask for, including matrix algebra.
- **Seaborn** is probably the least known tool out of those that were used. This is similar to Matplotlib, and is used for data visualization.

Something interesting about this project is its very inconsistent flow. The order may overlap and there are occasions where going backwards is required, however the order typically is:

- **Data Ingestion**, the process of extracting the data that will be used from some source for further steps.
- **Data Cleaning**, also is commonly called data wrangling, and is dependant on data ingestion. Data wrangling can mean merging two different data sources, clearing gaps in data, or removing duplicate entries.
- **Exploratory Data Analysis**
- **Feature Engineering**

• Machine Learning

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IV. RESULTS

V. DISCUSSION

VI. CONCLUSION

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REFERENCES