

기계학습 기초 및 응용

기계학습 기초

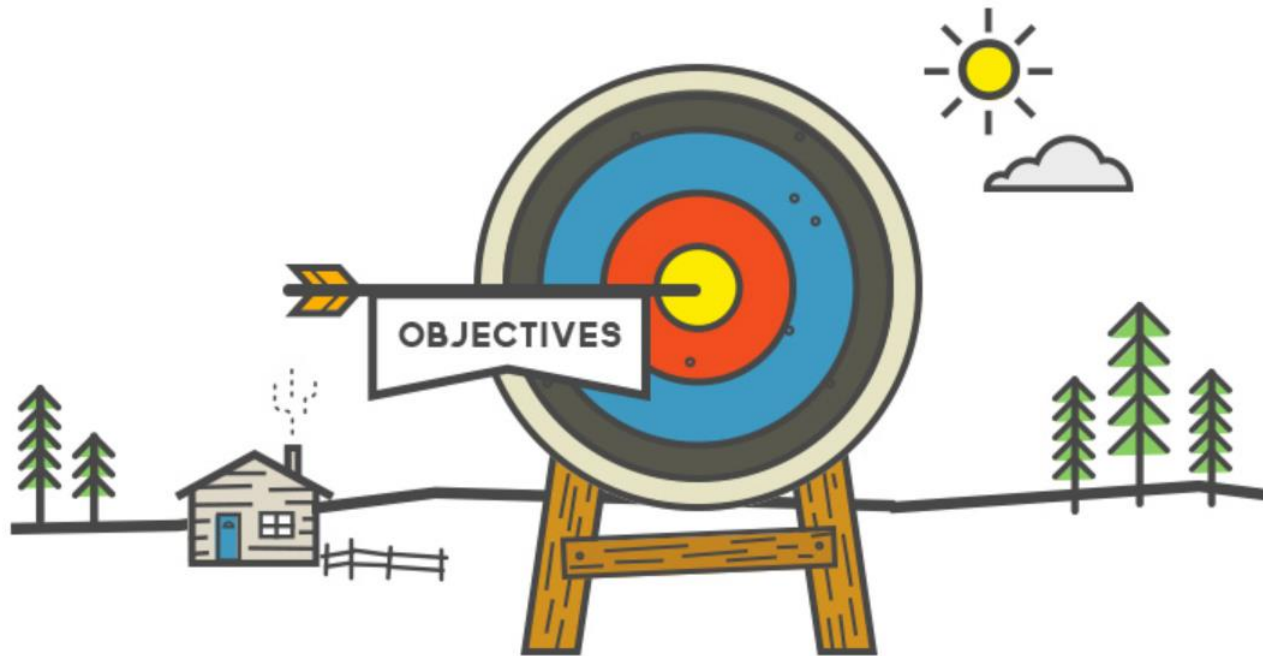
소프트웨어융합대학
소프트웨어학부

본 자료는 해당 수업의 교육 목적으로만 활용될 수 있음.
일부 내용은 다른 교재와 논문으로부터 인용되었으며, 모든 저작권은 원 교재와 논문에 있음.

수업 목적

■ main objectives:

- understand fundamentals of machine learning
- have hands-on experience
- motivate to learn recent breakthroughs in machine learning



평가

- 3 hands-on experience (45%)
- midterm (30%)
- class contribution (15%)
- class attendance (10%)



수업 계획

Week	Contents	
1	수업 소개	
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인공지능

■ 인공지능 Artificial intelligence (AI) 정의

■ 인간의 지능을 기기에 인공적으로 구현한 것

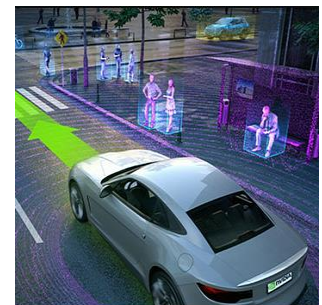
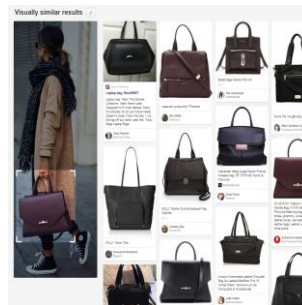
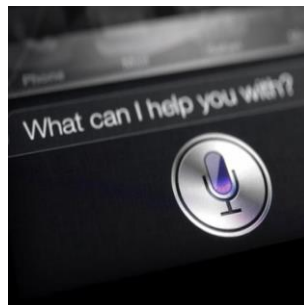
■ 인공지능의 요소

- 학습 learning
- 추론 inference
- 지식 knowledge
- 이해 understanding language

→ 기기가 사람처럼 행동하고 생각하도록 하는 모든 요소들 포함 A machine that thinks or acts like a human

■ 인공지능 사례

- 음성 인식
- 추천 시스템
- 기계 번역
- 자율 주행



인공지능 접근 방법

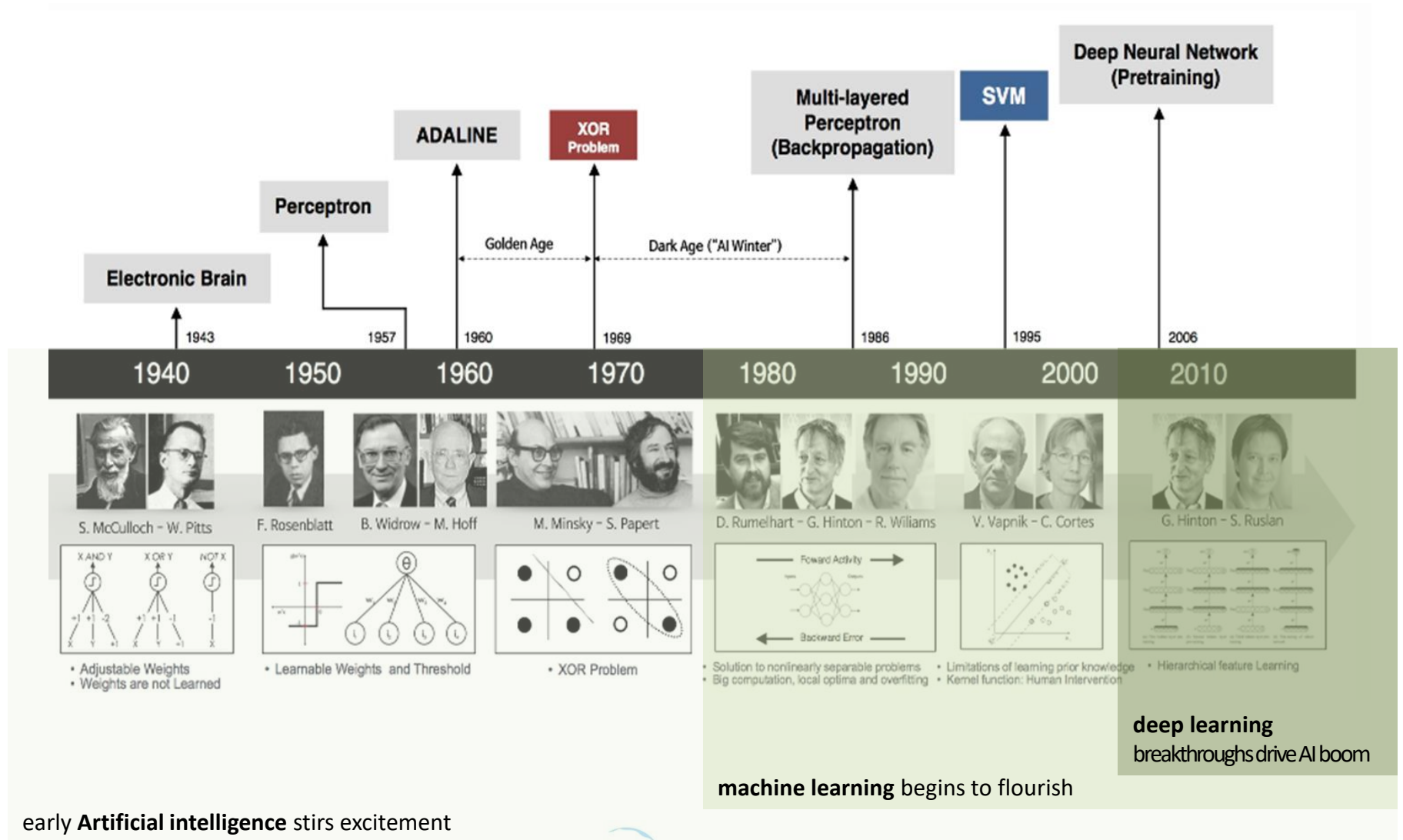
■ 인공지능 주요 접근 방법

- 인공 두뇌Cybernetics
- 기호Symbolic
- 통계Statistical
- 통합Integrative

■ 인공지능 도구

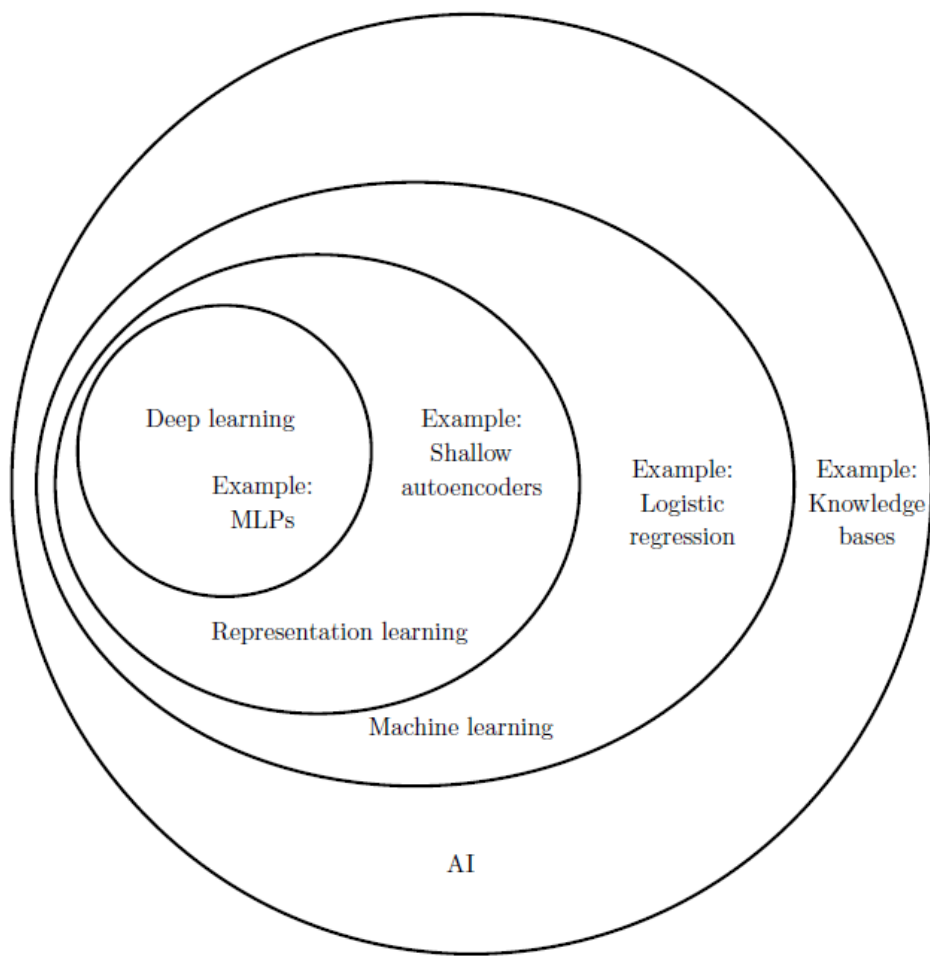
- 탐색 및 최적화 Search and optimization
- 논리 및 선형대수 Logic and linear algebra
- 확률 및 정보 이론 Probabilistic method and information theory
- 통계 Statistical method
- 인공 신경망과 심층 학습 Artificial neural networks and deep learning

인공지능의 변천사

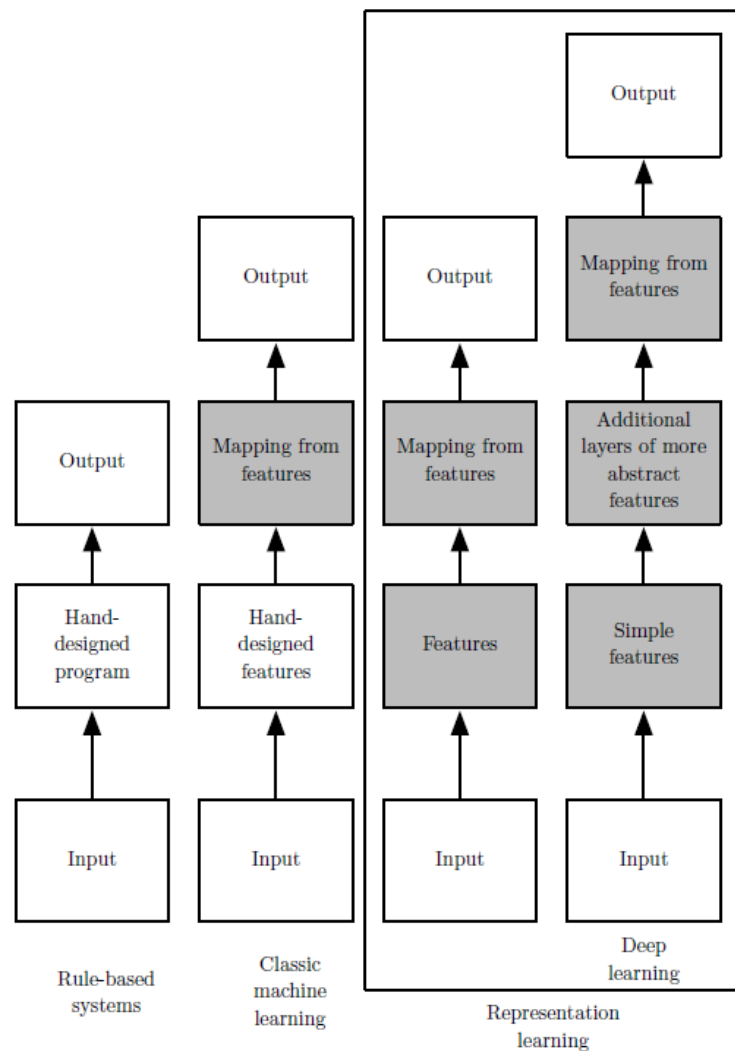


인공지능과 기계학습

■ 인공지능 분류



회색 표시: 데이터에 의해 학습됨



기계학습

■ 기계학습 Machine learning 정의

- 인공지능의 파생 방법
- 기기를 인간처럼 학습시켜 스스로 규칙을 형성
 - 명시적인 프로그래밍 없이 데이터를 학습
 - 학습: 특정 작업^{task}의 성능^{performance}을 점진적으로 개선
- A computer program
 - improve their **performance P** (accuracy, error rate,...)
 - at some **task T** (classification, regression, detection,...)
 - with **experience E** (data)
 - well-defined learning task: **<P, T, E>**





















“using a set of observations to uncover an underlying process”

Example: predicting how a viewer will rate a movie

- good recommender systems are important
 - ▶ 20% sales are from recommendation (Amazon.com)
 - ▶ 10% improvement = 1 million dollar prize (Netflix)

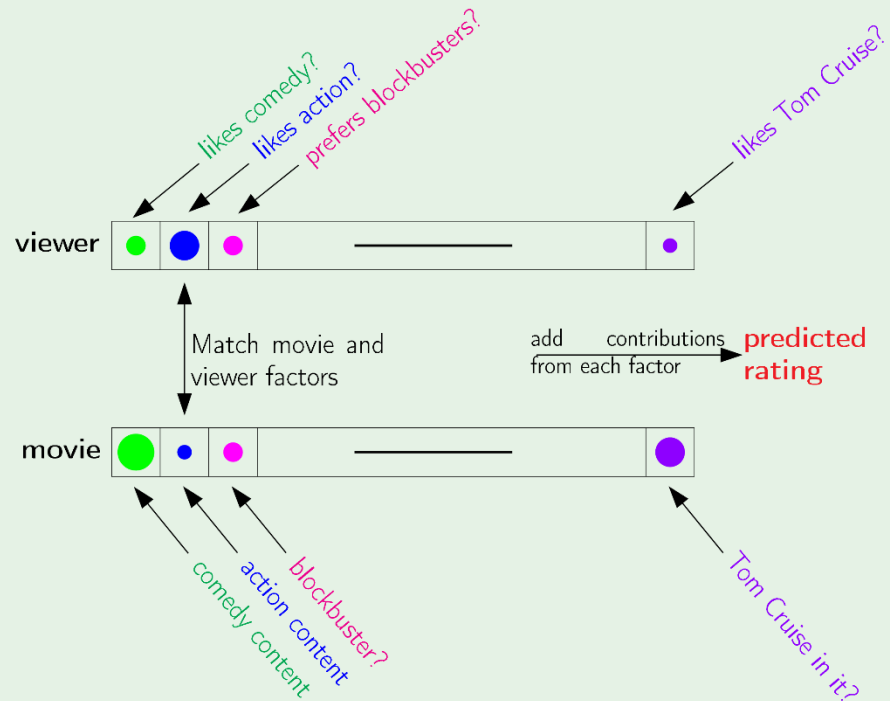


Simple viewpoint

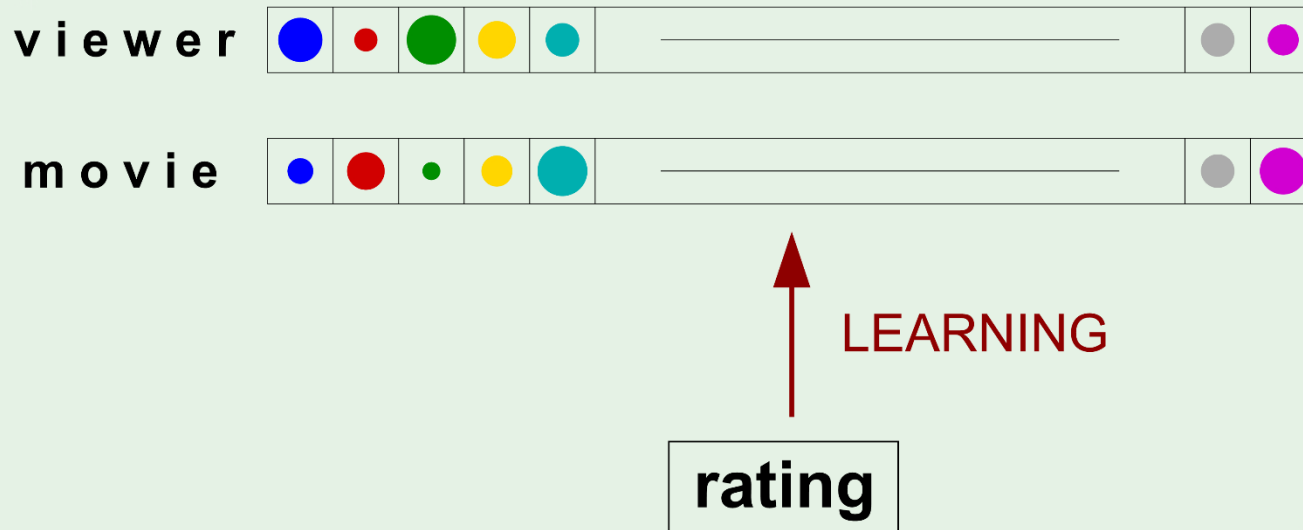
Movie					
The Lion King					
Lethal Weapon					
The Sound of Music					
Amadeus					
When Harry Met Sally					

Another viewpoint

Movie rating - a solution



The learning approach



Which of the following problems are best suited for the learning approach?

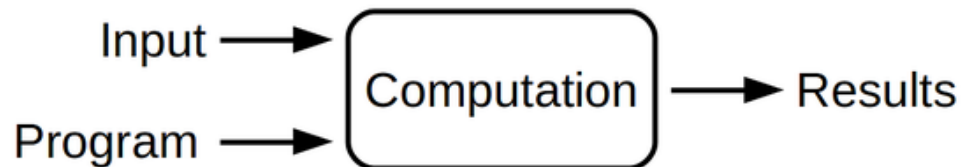
- (i) Classifying numbers into primes and non-primes.
- (ii) Detecting potential fraud in credit card charges.
- (iii) Determining the time it would take a falling object to hit the ground.
- (iv) Determining the optimal cycle for traffic lights in a busy intersection.

Answer: (ii)

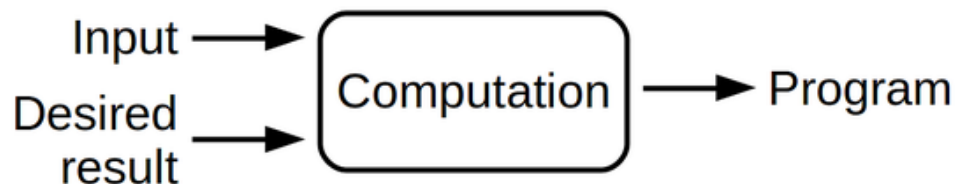
명시적인 프로그래밍의 한계

■ 명시적인 프로그래밍과 기계학습 비교

Traditional programming

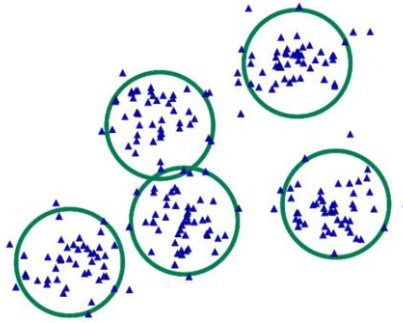


Machine learning

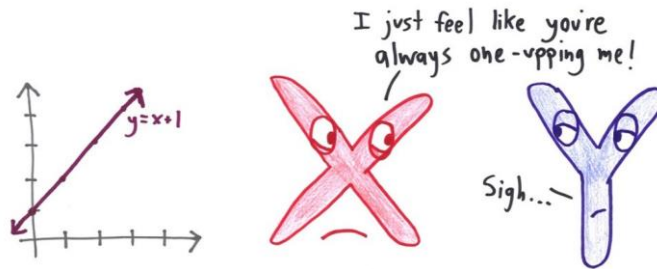


기계학습 필수 요소

- 규칙 존재



- 수학적으로 명시적인 규칙 확인 불가



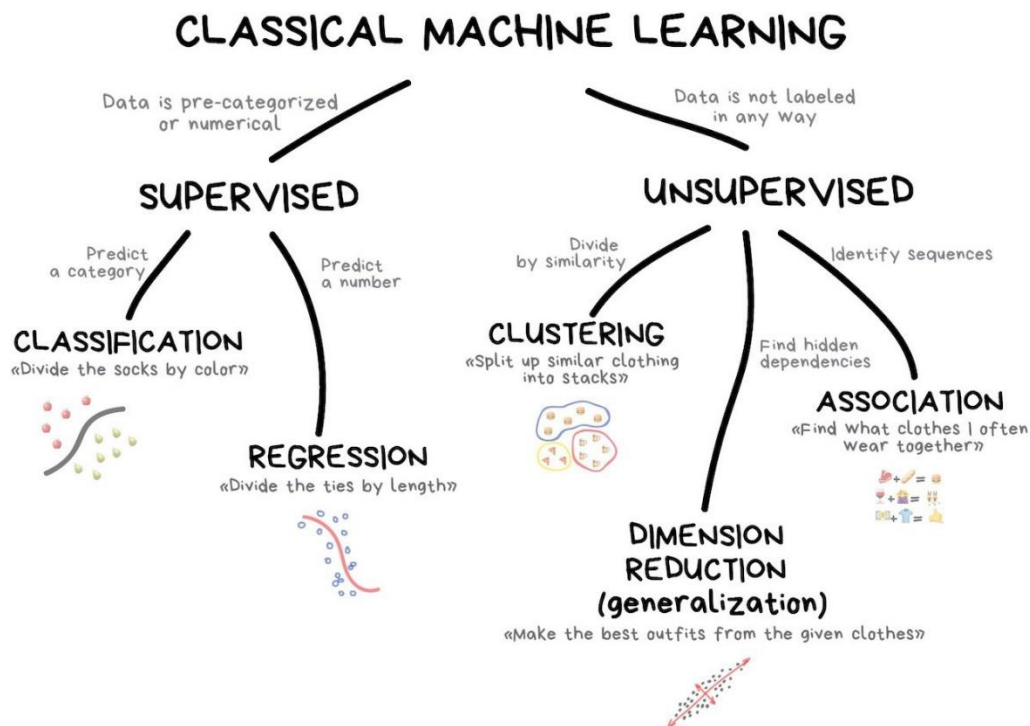
- 데이터 존재



기계학습 문제

■ 기계학습 문제 분류

- 교사 학습 Supervised learning: 정답 answer (label) 있는 학습
- 비교사 학습 Unsupervised learning: 정답 answer 없는 학습

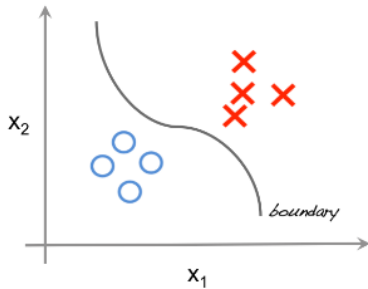


- 강화 학습 Reinforcement learning: 환경과 상호작용 interaction 있는 학습
- 기타: 준교사 학습 Semi-supervised learning, 지속 학습 Continual learning

기계학습 문제

■ 기계학습 문제 분류 비교

교사 학습

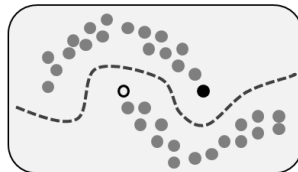


given (x, y)
 x is **data**, y is its **label**

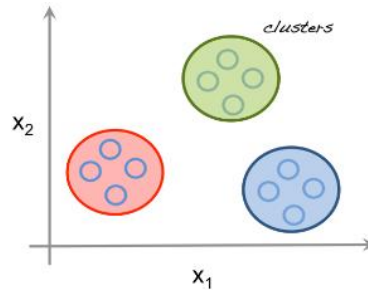
Goal:
learn a function
to map $x \rightarrow y$

Examples:
Classification
Regression
Object detection
Segmentation
Image captioning

준교사 학습



비교사 학습



given (x)
just **data**, no label

Goal:
learn some underlying hidden
structure of the data

Examples:
Clustering
Dimensionality reduction
Feature learning
Density estimation

강화 학습



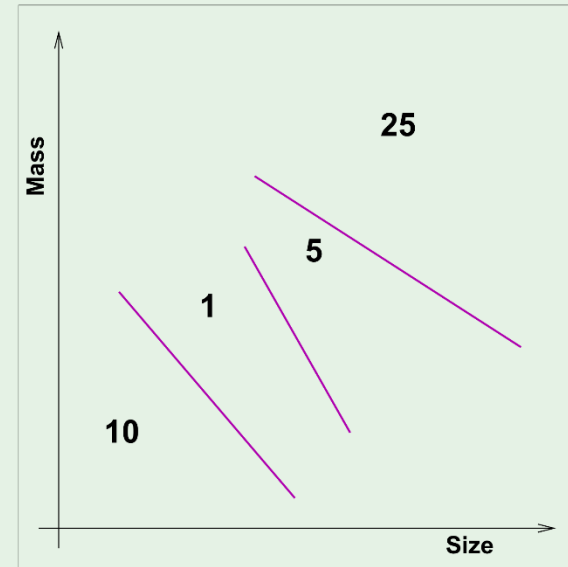
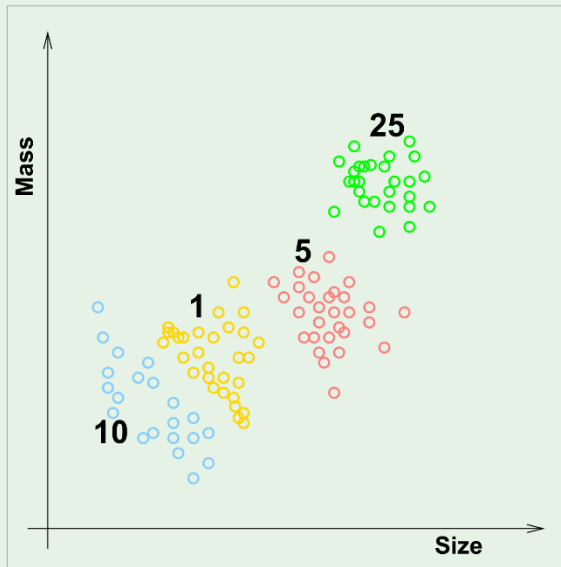
given
Problems involving an **agent**
interacting with an **environment** which
provides numeric **reward** signals

Goal:
Learn how to take actions in order to
maximize reward

Examples:
Robotics
Self-driving

Supervised learning

Example from vending machines – coin recognition



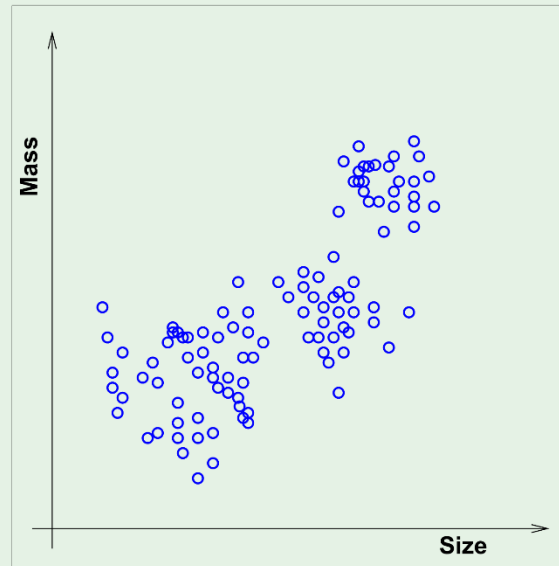
© Creator: Yaser Abu-Mostafa

Supervised learning

- the most studied and most utilized type of learning
 - ▶ our main focus for a while
- supervised learning setting
 - ▶ training data contains explicit examples of what the correct outputs should be for given inputs
- learning is 'supervised' in that
 - ▶ some 'supervisor' has taken the trouble to look at each input and determine the correct output
 - ▶ the correct 'label' is available for each training sample
- most well-known approaches: classification & regression

Unsupervised learning

Instead of (input, correct output), we get (input, ?)



Unsupervised learning

- the training data do not contain any output information at all
 - ▶ instead of (input, correct output), we get (input, ?)
 - ▶ that is, we are just given input examples $\mathbf{x}_1, \dots, \mathbf{x}_N$
- how could we possibly learn anything from mere inputs?
- approaches to unsupervised learning
 - ▶ clustering (*e.g.*, k -means, mixture models, hierarchical)
 - ▶ hidden Markov models (HMMs)
 - ▶ feature extraction (*e.g.*, PCA, ICA, SVD)
- variant: semi-supervised learning

Example: coin clustering problem

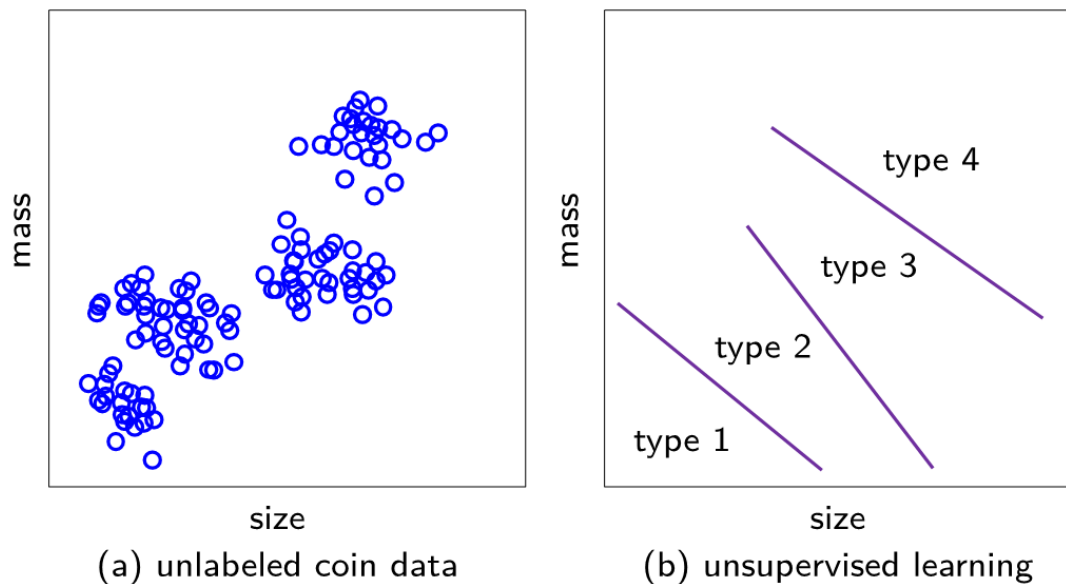


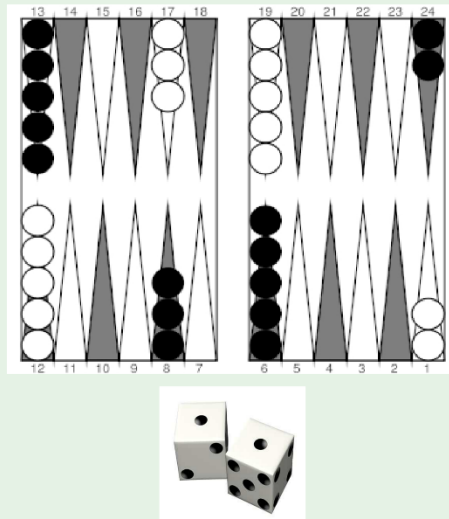
Figure : the decision regions in unsupervised learning may be identical to those in supervised learning, but without the labels

Unsupervised learning can be viewed as

- spontaneously finding the inherent structure in input data
 - ▶ ex) categorize a set of books into topics
- a precursor to supervised learning
 - ▶ ex) learning Spanish without knowing the meaning first and then taking Spanish lessons will be easier to follow
- a way to create a dimensionality reduction of the data
 - ▶ ex) automated feature extraction

Reinforcement learning

Instead of (input, correct output),
we get (input, some output, grade for this output)



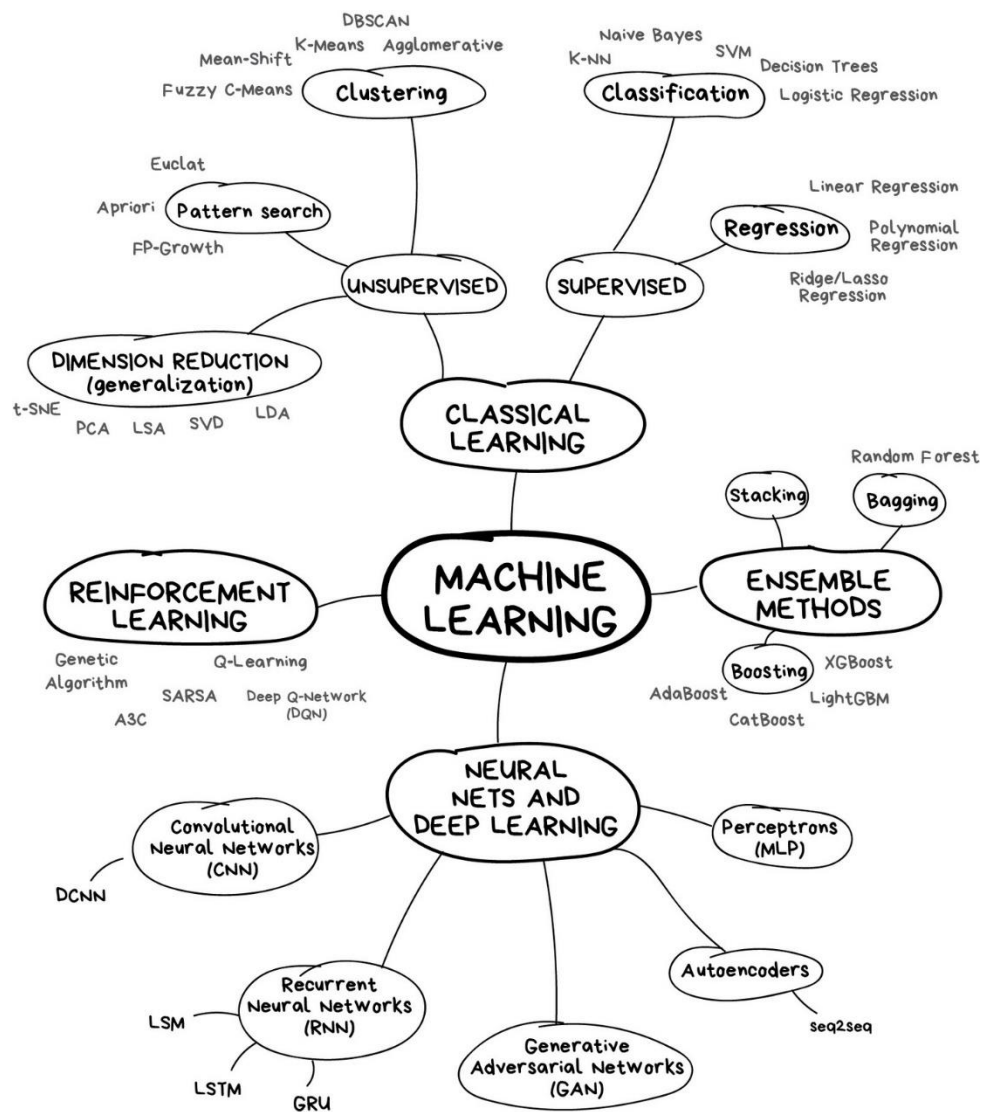
The world champion was
a neural network!

Reinforcement learning

- when training data contain no correct output for each input
 - ▶ no longer in a supervised learning setting
- ex) a toddler learning not to touch a hot cup of tea
 - ▶ training examples do not say what to do
 - ▶ nevertheless, she uses the examples to reinforce better actions
 - ▶ eventually she learns what she should do in similar situations

- this characterizes *reinforcement* learning
 - ▶ the training example does not contain the target output
 - ▶ but instead contains some possible output together with a measure of how good that output is
- compare how a training example looks:
 - ▶ supervised learning:
(input, correct output)
 - ▶ reinforcement learning:
(input, some output, grade for this output)

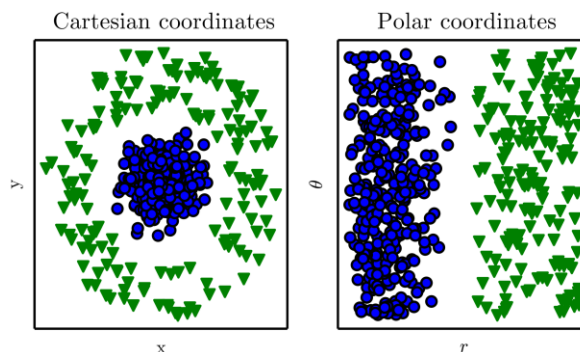
기계학습 분류 세분화



표현학습과 심층학습

■ 표현학습 Representation learning

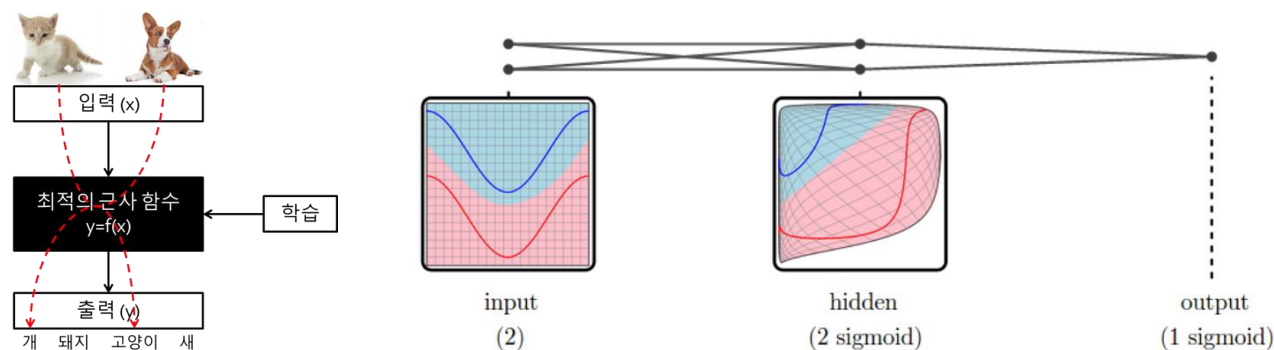
- 기계학습의 파생 방법
- 표현 문제 Representation matter
 - 표현의 차이 비교



- 심층학습 deep learning: 표현학습 representation learning의 주요 방법

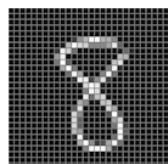
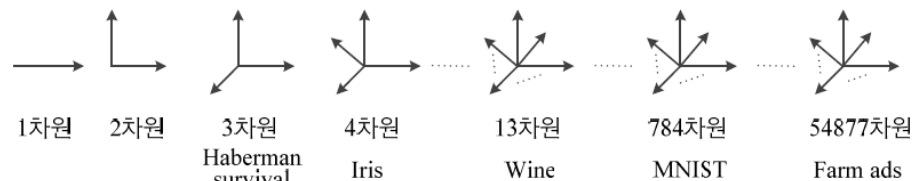
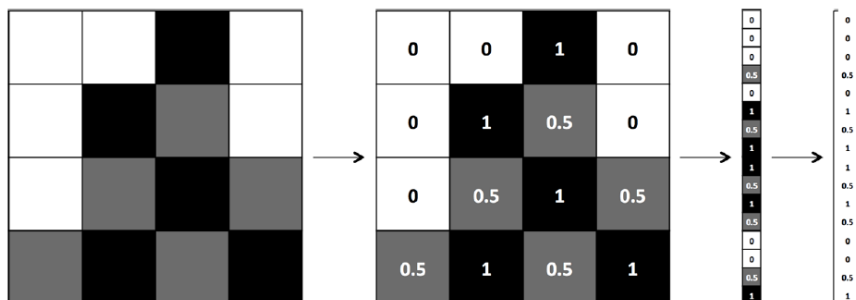
: 표현에서 출력으로의 사상mapping뿐만 아니라 표현 자체를 학습하여 보다 좋은 성능을 가짐

- 데이터에서 주어진 작업에 필요한 표현representation을 자동 추출
- 데이터 중심 특징 data-driven feature의 계층적 학습

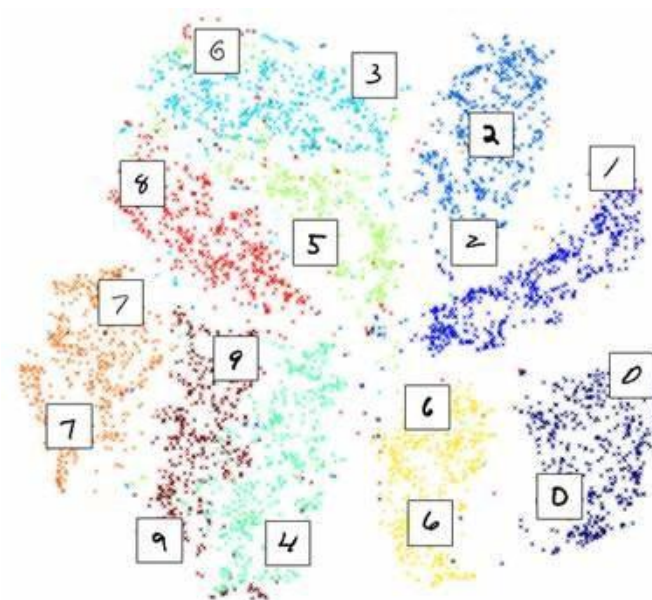
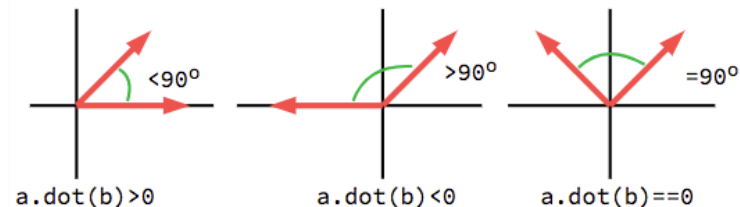
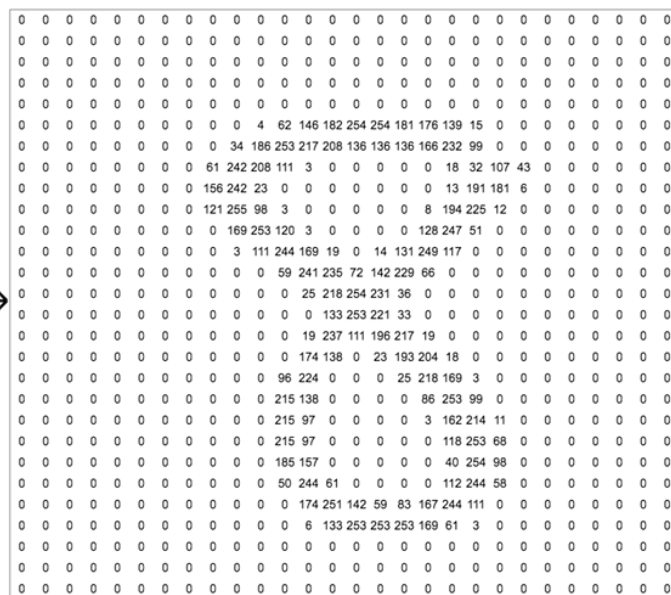


선형대수

데이터와 특징공간



28 x 28
784 pixels



표현학습과 심층학습

■ 심층학습

- 선형과 비선형 연산을 갖춘 깊은 인공신경망 deep artificial neural network
- 추상화 수준이 높아진 표현의 계층을 가짐
- 깊은 인공신경망 == 범용 근사 함수 universal approximator

Image

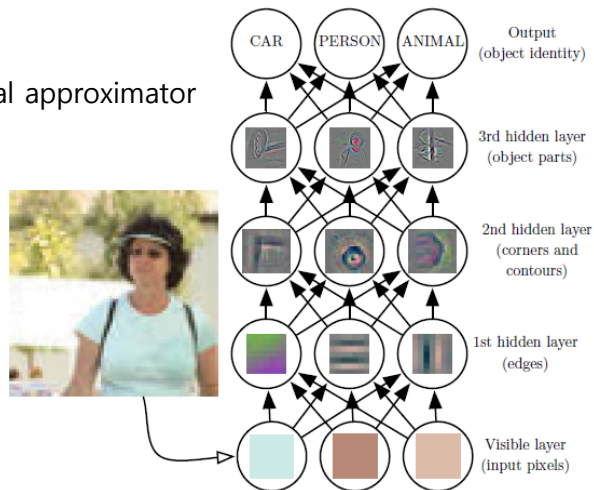
pixel → edge → textron → motif
→ part → object

Text

character → word → word group
→ clause → sentence → story

Speech

sample → spectral band →
sound → ... → phone →
phoneme → word →



Machine Learning



Deep Learning

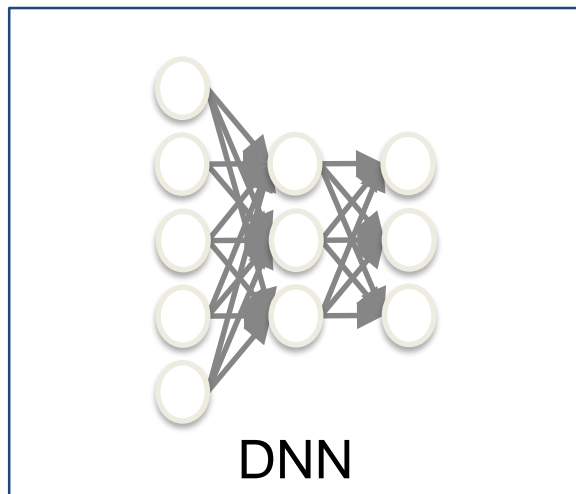


input → human → computer → output

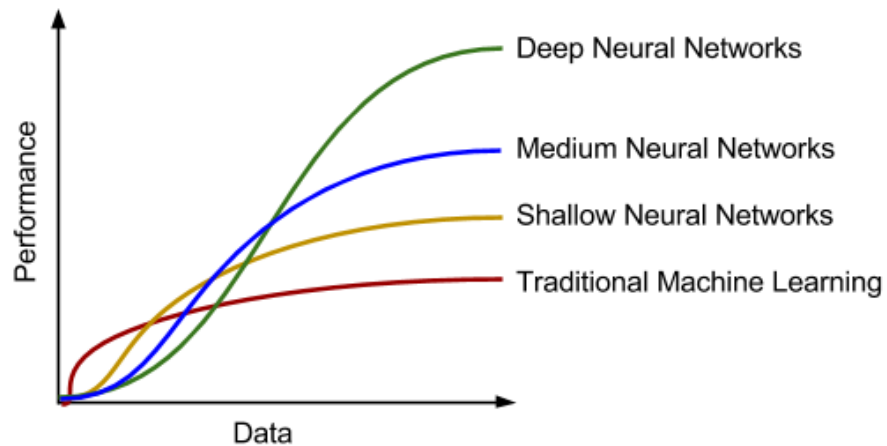
input → computer → computer → output

심층학습

■ 심층학습의 성공 이유



■ |data|와 성능 비교



기계학습 기초

■ 기계학습 문제화

- 사례: 신용 승인 credit approval

- given: 신청자 정보

feature	value
age	23 years
gender	female
annual salary	\$30,000
years in residence	1 year
years in job	1 year
current debt	\$15,000

- task: 승인? 혹은 거절?



기계학습 기초

■ 표기 정리

component	symbol	credit approval metaphor
input	\mathbf{x}	customer application
output	y	approve or deny
target function	$f : \mathcal{X} \rightarrow \mathcal{Y}$	ideal credit approval formula
data	$(\mathbf{x}_1, y_1), \dots, (\mathbf{x}_N, y_N)$	historical records
hypothesis	$g : \mathcal{X} \rightarrow \mathcal{Y}$	formula to be used

- ▶ f : unknown target function
- ▶ \mathcal{X} : input space (set of all possible inputs \mathbf{x})
- ▶ \mathcal{Y} : output space (set of all possible outputs)
- ▶ N : the number of input-output examples (*i.e.* training examples)
- ▶ $\mathcal{D} \triangleq \{(\mathbf{x}_1, y_1), \dots, (\mathbf{x}_N, y_N)\}$: data set where $y_n = f(\mathbf{x}_n)$



기계학습 기초

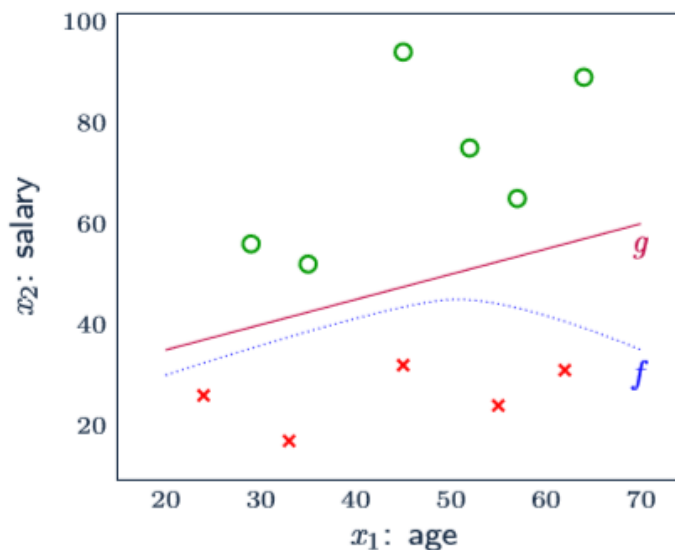
■ 문제 해결

$\mathbf{x} = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$ where x_1 : age and x_2 : annual salary in USD

$N = 11$, $d = 2$, $\mathcal{X} = \mathbb{R}^2$, and $\mathcal{Y} = \{\text{approve}, \text{deny}\}$

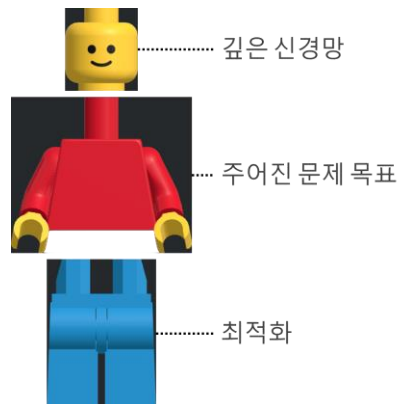
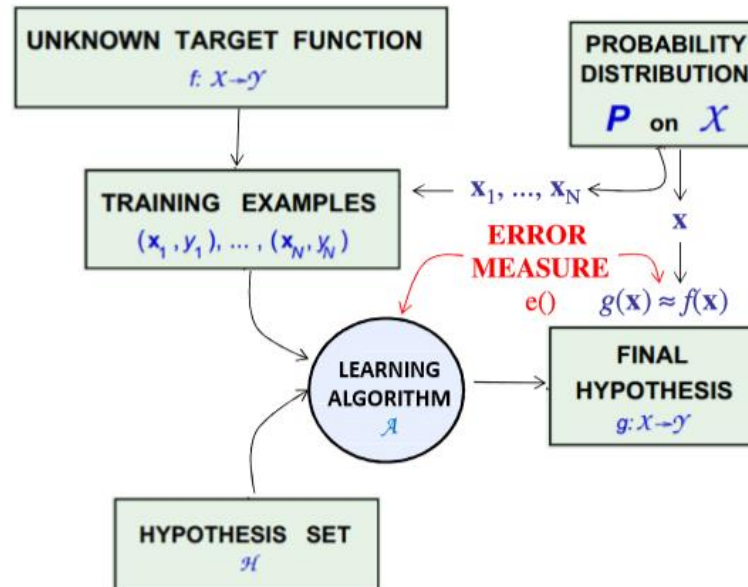
data set \mathcal{D} :

n	x_1	x_2	y
1	29	56k	approve
2	64	89k	approve
3	33	17k	deny
4	45	94k	approve
5	24	26k	deny
6	55	24k	deny
7	35	52k	approve
8	57	65k	approve
9	45	32k	deny
10	52	75k	approve
11	62	31k	deny



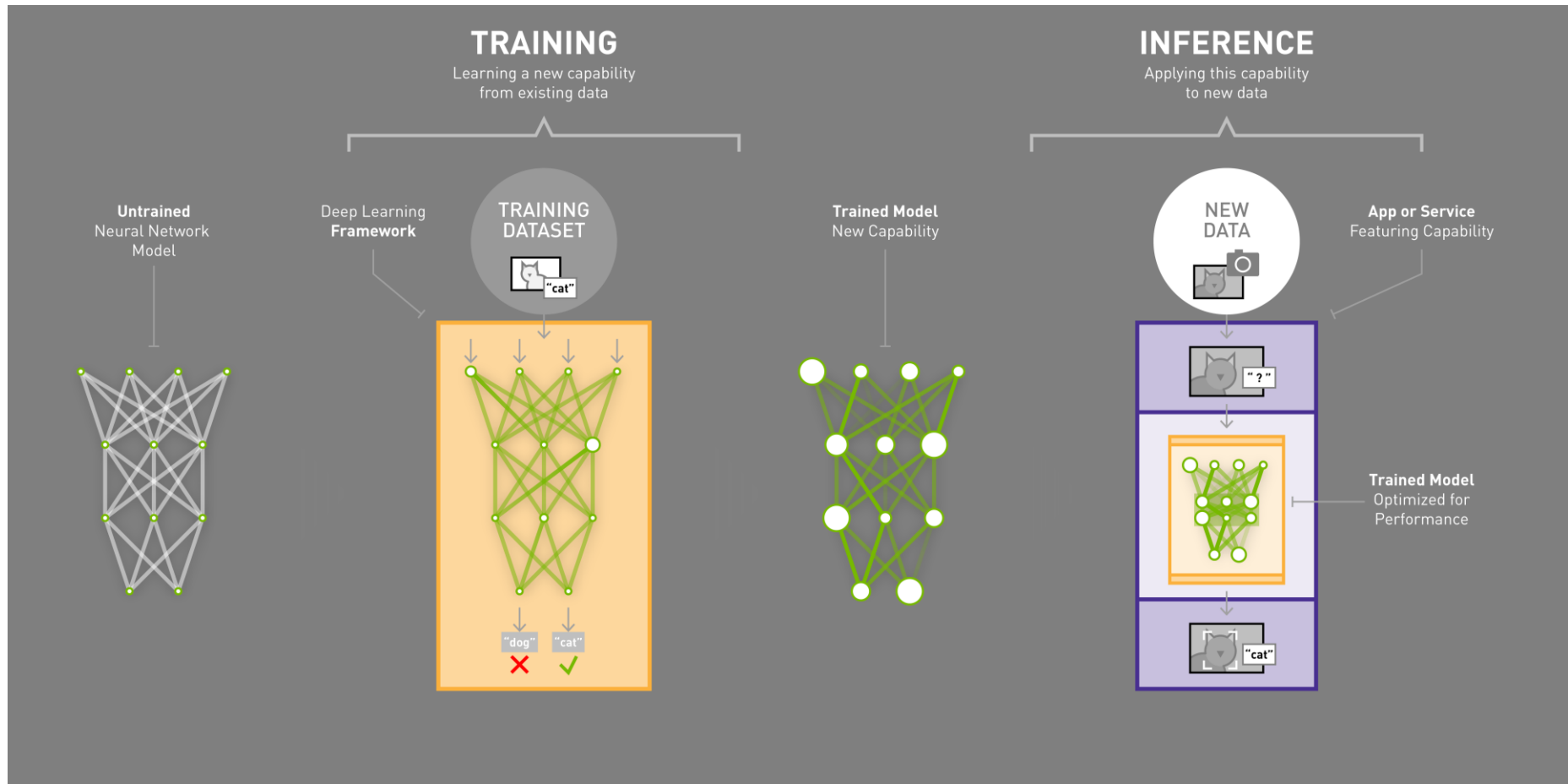
기계학습 기초

■ 기계학습 개요



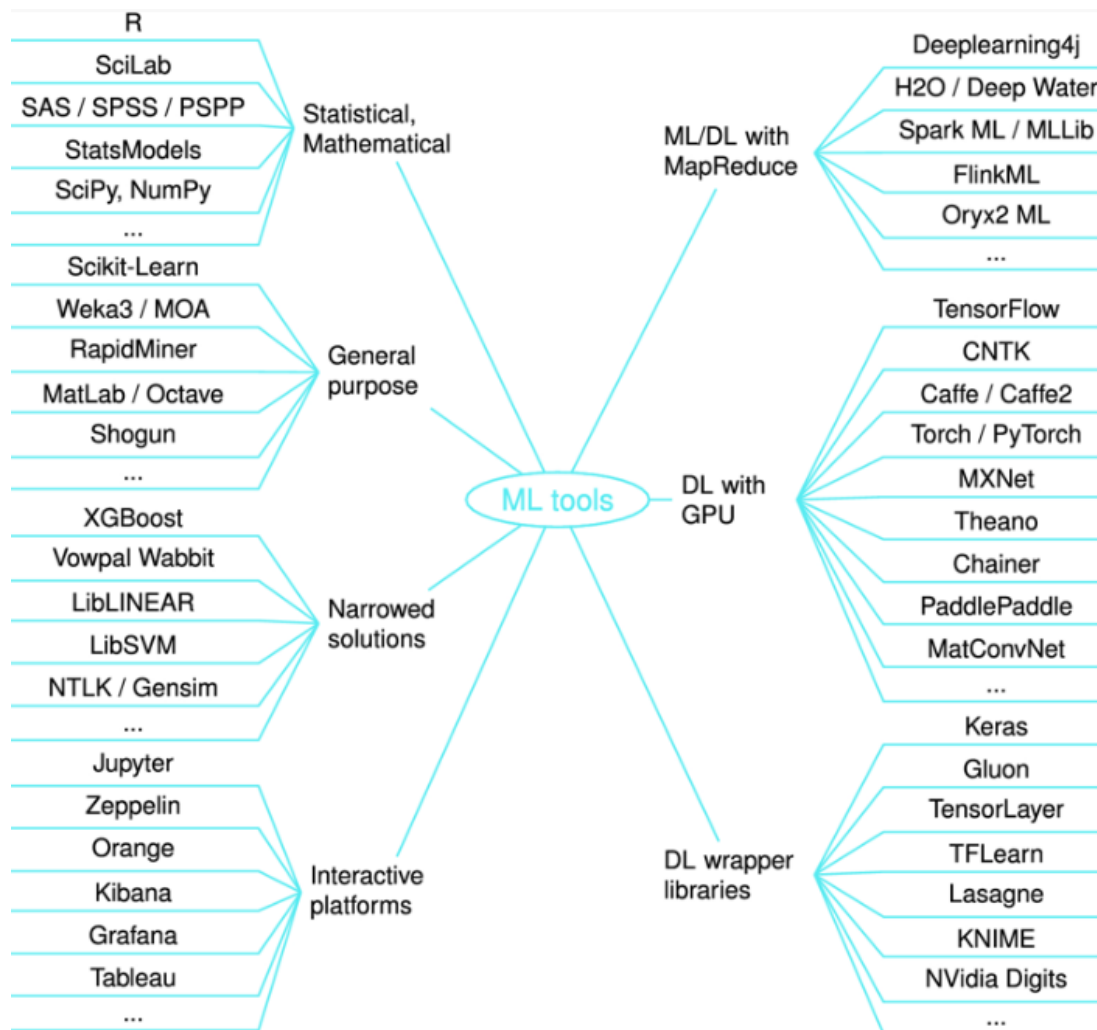
기계학습 기초

■ 기계학습 절차: 훈련training 과 추론inference



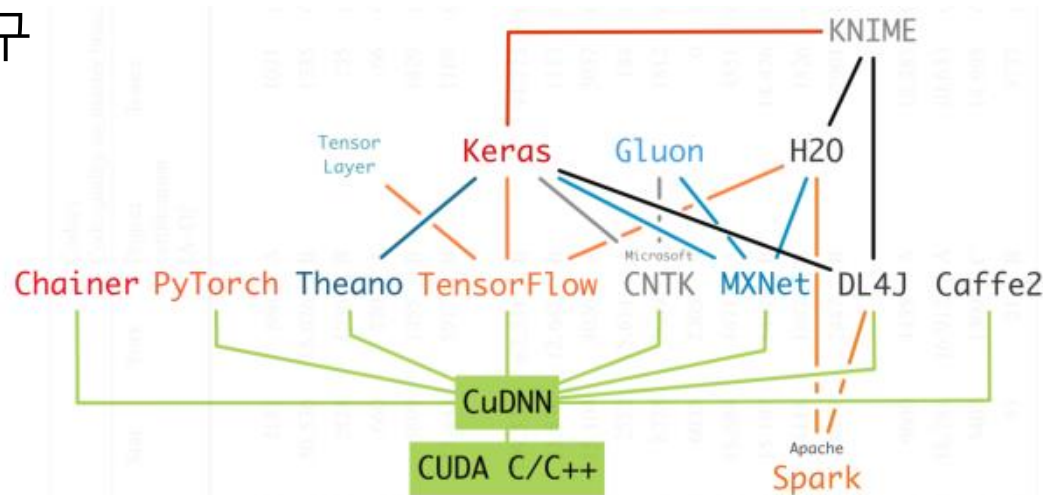
기계학습 기초

■ 기계학습 도구



기계학습 기초

■ 심층학습 도구



Tool	Licence	Written in	Computation graph	Interface	Popularity	Usage	Creator (notes)
TensorFlow (Numerical framework)	Open source, Apache 2.0	C++, Python	Static with small support for dynamic graph	Python, C++ ^a , Java ^a , Go ^a	Very High Growing very fast	Academic Industrial	– Google
Keras (Library)	Open source, MIT	Python	Static	Python Wrapper for TensorFlow, CNTK, DL4J, MXNet, Theano	High Growing very fast	Academic Industrial	F. Chollet
CNTK (Framework)	Open source, Microsoft permissive license	C++	Static	Python, C++, BrainScript, ONNX	Medium Growing fast	Academic Industrial Limited mobile solution	– Microsoft
Caffe (Framework)	Open source, BSD 2-clause	C++	Static	C++, Python, MatLab	High Growing fast	Academic Industrial	Y. Jia BAIR
Caffe2 (Framework)	Open source, Apache 2.0	C++	Static	C++, Python, ONNX	Medium-low Growing fast	Academic Industrial Mobile solution	Y. Jia Facebook
Torch (Framework)	Open source, BSD	C++, Lua	Static	C, C++, LuaJIT, Lua, OpenCL	Medium-low Growing low	Academic Industrial	R. Collobert, K. Kavukcuoglu, C. Farabet
PyTorch (Library)	Open source, BSD	Python, C	Dynamic	Python, ONNX	Medium Growing very fast	Academic Industrial	A. Paszke, S. Gross, S. Chintala, G. Chanan
MXNet (Framework)	Open source, Apache 2.0	C++	Dynamic dependency scheduler	C++, Python, Julia, MatLab, Go, R, Scala, Perl, ONNX	Medium Growing fast	Academic Industrial	– Apache
Chainer (Framework)	Open source, Owners permissive license	Python	Dynamic	Python	Low Growing low	Academic Industrial	– Preferred Networks
Theano (Numerical framework)	Open source, BSD	Python	Static	Python	Medium-low Growing low	Academic Industrial	Y. Bengio University of Montreal

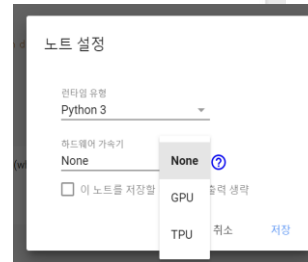
참고

■ Google Colab

- 심층학습 또는 기계학습 모델을 실행할 수 있는 Google의 무료 클라우드 서비스
- <https://colab.research.google.com/>



The screenshot shows the Google Colaboratory web interface. At the top, there's a navigation bar with the Colab logo and various icons. Below it, a large banner reads 'Colaboratory에 오신 것을 환영합니다' (Welcome to Colaboratory). A video player titled 'Intro to Google Colab' is featured, showing a man speaking. Below the video, the '시작하기' (Getting started) section provides instructions on how to use the platform, including a code snippet for calculating seconds in a day and week.



The '노트 설정' (Notebook Settings) dialog box is shown. It has a dropdown menu for '인터프리터 유형' (Interpreter type) set to 'Python 3'. Below it, there's a section for '하드웨어 가속기' (Hardware accelerator) with a dropdown menu currently set to 'None'. A checkbox '이 노트를 저장할' (Save this notebook) is also visible. To the right of the '하드웨어 가속기' dropdown, there's a '출력 선택' (Output selection) dropdown with options 'GPU' and 'TPU'. The 'GPU' option is selected, and the 'TPU' option is marked as '취소' (Cancel).

```
import tensorflow as tf
device_name = tf.test.gpu_device_name()
if device_name != '/device:GPU:0':
    raise SystemError('GPU device not found')
print('Found GPU at: {}'.format(device_name))
```

Found GPU at: /device:GPU:0

Statistics

- shares the basic premise of learning from data
 - ▶ use of observations to uncover an underlying process
 - ▶ the process: a probability distribution
 - ▶ the observations: sampled from that distribution
- emphasis is given to situations where
 - ▶ most questions can be answered within rigorous proofs

comparison:

- statistics
 - ▶ focuses on *idealized models* and analyzes them in great detail
- machine learning
 - ▶ makes less restrictive assumptions
 - ▶ deals with more *general models* than in statistics
 - ▶ ends up with weaker results that are broadly applicable

Data mining

- a practical field that focuses on
 - ▶ finding patterns, correlations, or anomalies
 - ▶ often in large relational databases
- examples
 - ▶ look at medical records to detect a long-term drug effect
 - ▶ look at credit card spending patterns to detect potential fraud
 - ▶ recommender systems

comparison:

- data mining vs machine learning
 - ▶ technically, the same
 - ▶ DM: more emphasis on *data analysis* than on prediction
 - ▶ DBs are usually huge \Rightarrow computational issues critical in DM

Machine learning versus data mining (Wikipedia)

- two terms are commonly confused
 - ▶ often employ the same methods and overlap significantly
- they can be roughly defined as follows:
 - ▶ ML focuses on prediction, based on known properties learned from the *training data*
 - ▶ DM focuses on the discovery of (previously) unknown *properties* in the data; the analysis step of Knowledge Discovery in Databases (KDD)