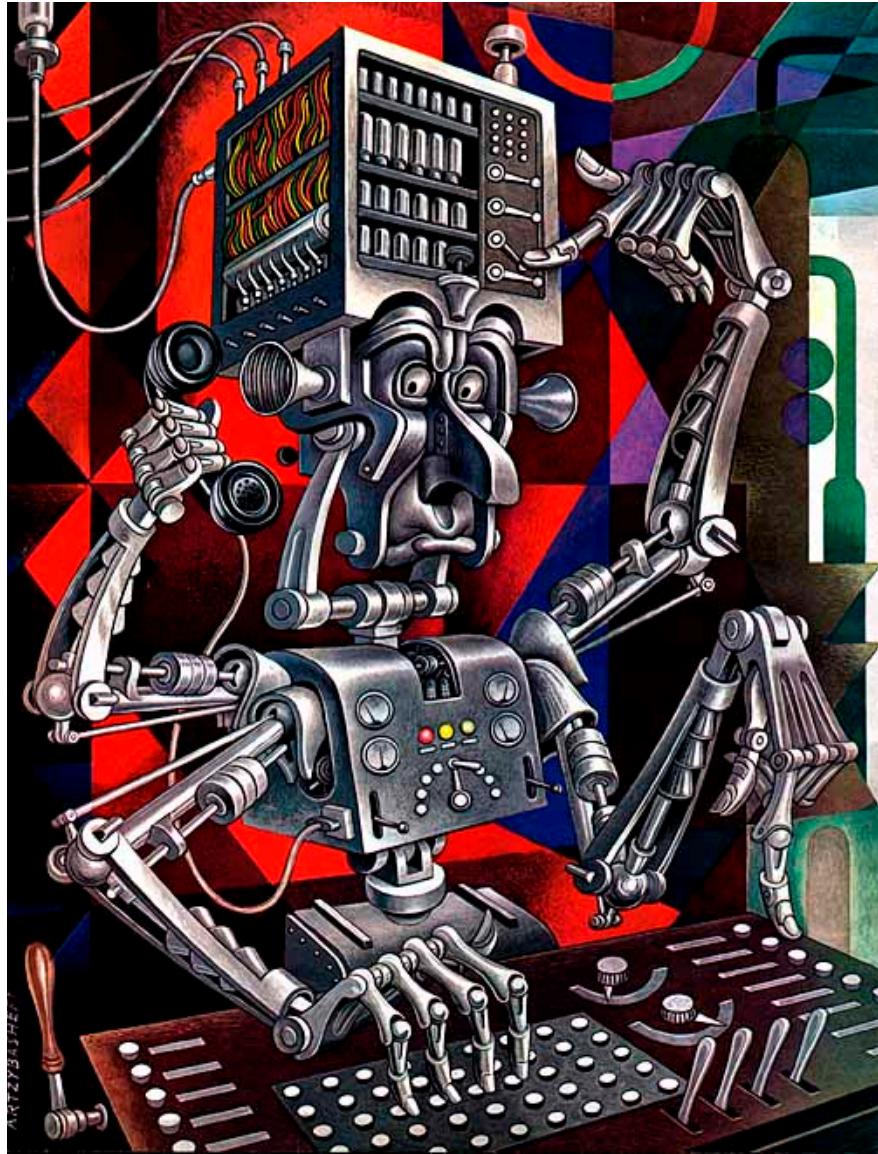


# Introduction to statistical learning



B. Artsybasheff ([image source](#))

# Last time

- Class logistics
- A brief historical overview of neural networks and deep learning
- Present successes and historical origins

# Today

- Statistical learning
- Two simple classification models:  
nearest neighbor, linear classifiers
- Beyond classification and supervised learning:  
A brief taxonomy

# How can we build an agent to...

Play chess?



Translate between languages?



Recognize object categories?

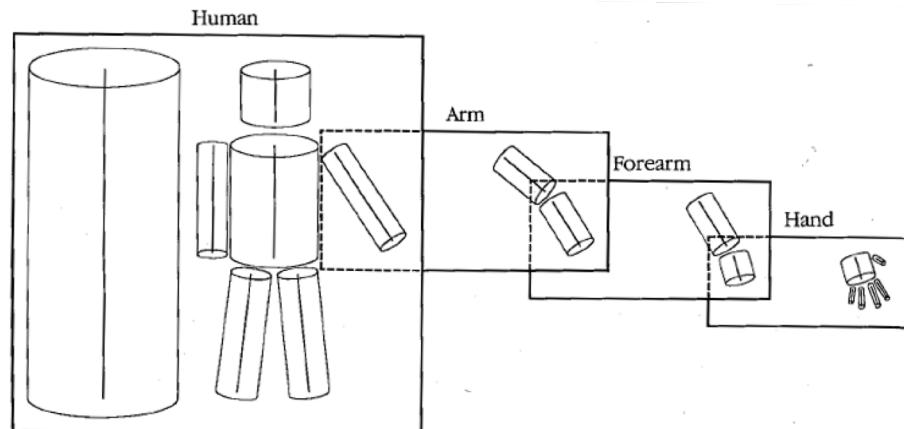


Fly a drone?

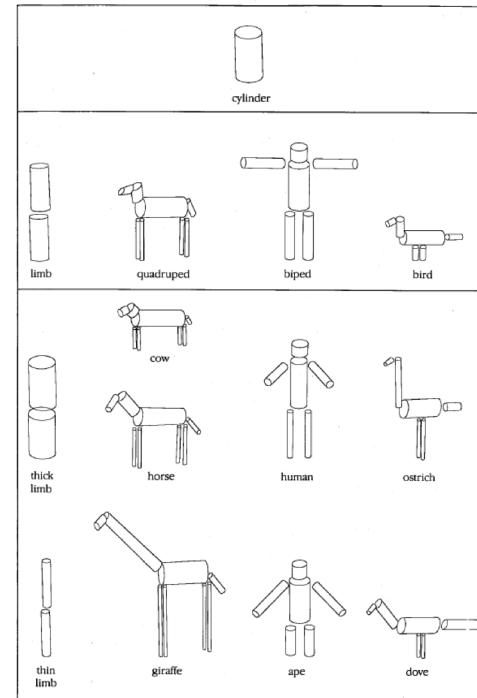


# Statistical learning

- Good old-fashioned AI (GOFAI) answer:  
Program expertise into the agent
  - Never worked (in general)...



Figures from Marr's [Vision](#) (1982)



# Statistical learning

- Good old-fashioned AI (GOFAI) answer:  
Program expertise into the agent
  - Never worked (in general)...
- Modern answer: Program into the agent the *ability to improve performance based on experience*
  - Experience should come from training data or demonstrations
  - Learning is optimizing performance of the agent on the training data, with the hope that it will *generalize* to unseen inputs

# Example: Image classification

**input**      **desired output**



apple

pear

tomato

cow

dog

horse

# Training data



apple

pear

tomato

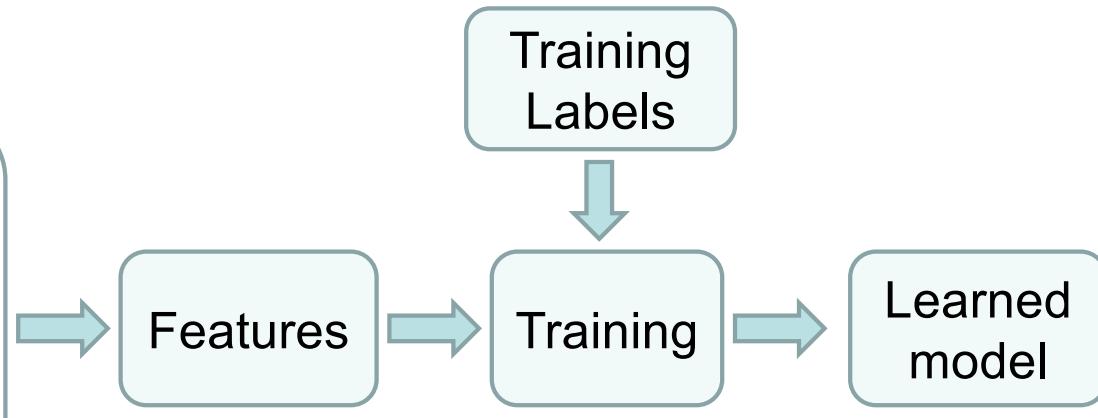
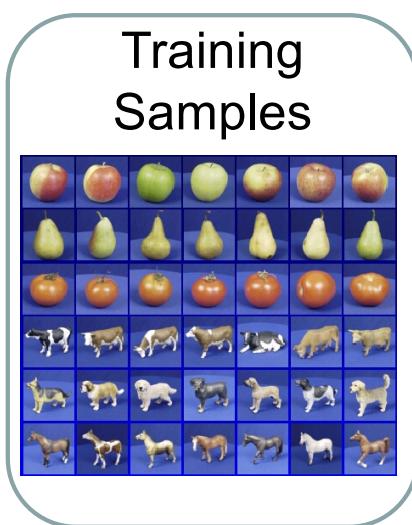
cow

dog

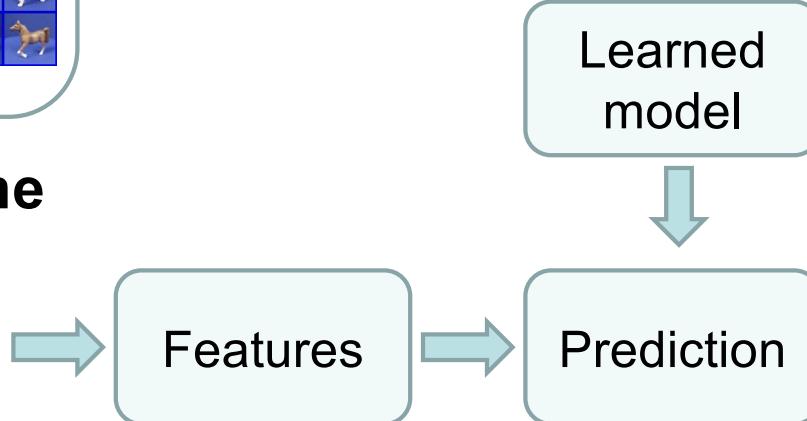
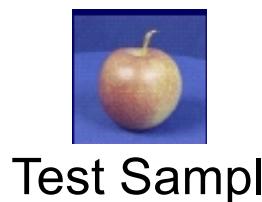
horse

# Training and testing

## Training time



## Testing time



# The basic *supervised learning* framework

$$y = f(x)$$

A diagram illustrating the components of the equation  $y = f(x)$ . The variable  $y$  is labeled "output" with a red arrow pointing to it. The function  $f$  is labeled "prediction function" with a red arrow pointing to it. The variable  $x$  is labeled "input" with a red arrow pointing to it.

- **Training** (or **learning**): given a *training set* of labeled examples  $\{(x_1, y_1), \dots, (x_N, y_N)\}$ , instantiate a predictor  $f$
- **Testing** (or **inference**): apply  $f$  to a new *test example*  $x$  and output the predicted value  $y = f(x)$

# More supervised learning examples: Text classification

## Spam classification



Ok, I know this is blatantly OT but I'm beginning to go insane. Had an old Dell Dimension XPS sitting in the corner and decided to put it to use, I know it was working pre being stuck in the corner, but when I plugged it in, hit the power nothing happened.



Dear Sir.  
  
First, I must solicit your confidence in this transaction, this is by virtue of its nature as being utterly confidential and top secret. ...

## Sentiment classification

"I love this movie.  
I've seen it many times  
and it's still awesome."

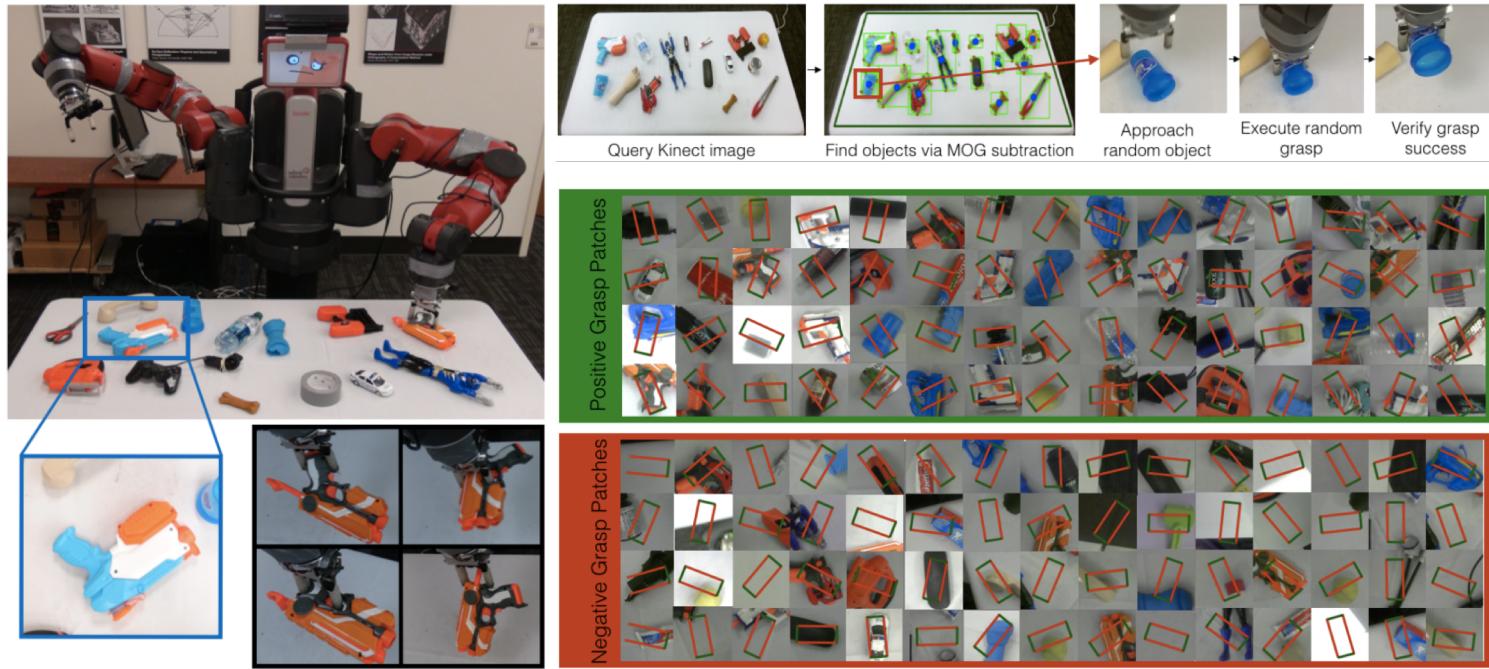


"This movie is bad.  
I don't like it at all.  
It's terrible."



[Image source](#)

# Another example: Grasp classification



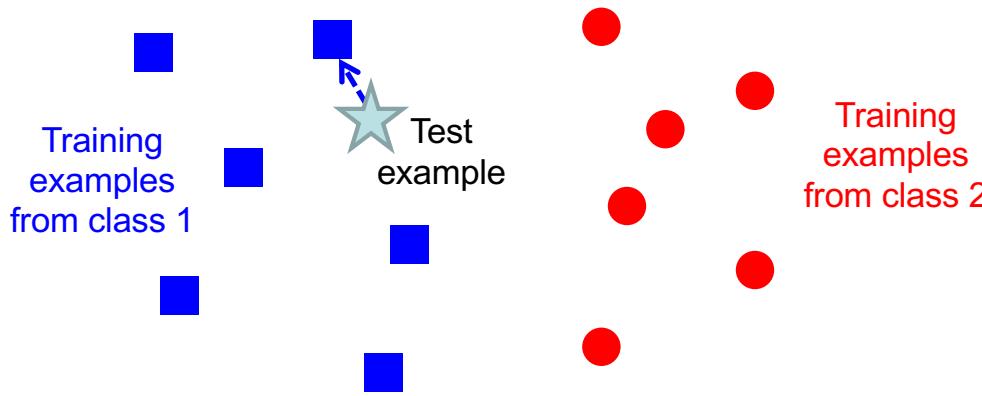
L. Pinto and A. Gupta. [Supersizing self-supervision: Learning to grasp from 50K tries and 700 robot hours](#), ICRA 2016.

[YouTube video](#)

# Two simple classification models

- Nearest neighbor
- Linear classifiers

# Nearest neighbor classifier

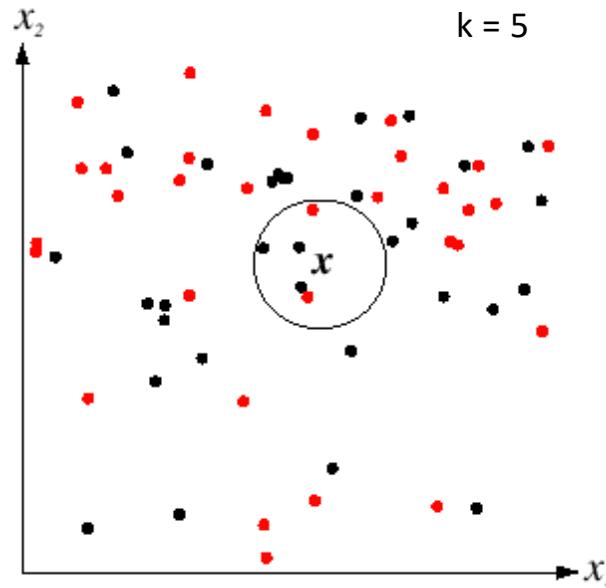


$f(x)$  = label of the training example nearest to  $x$

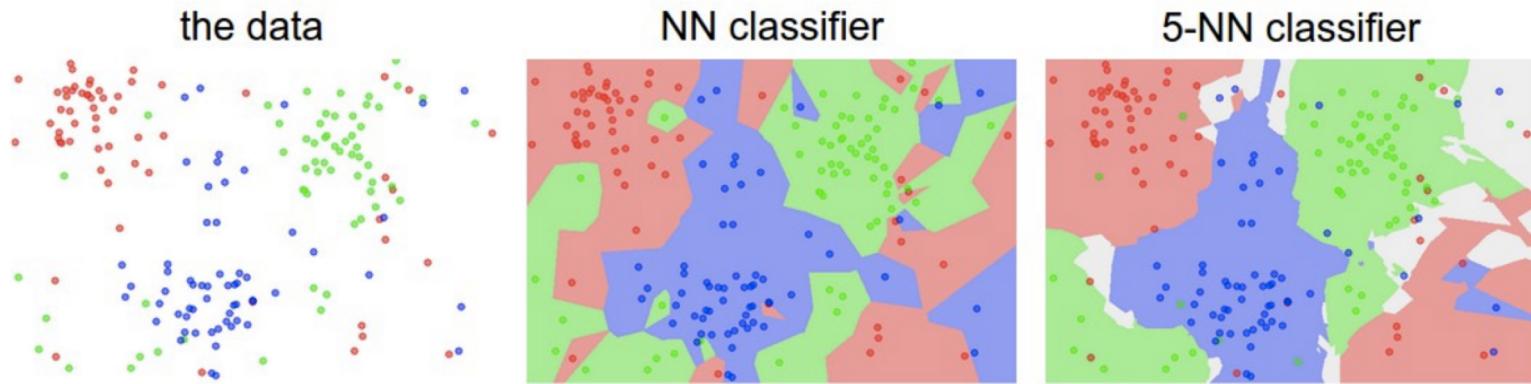
- All we need is a distance function for our inputs
- No training required!

# K-nearest neighbor classifier

- For a new point, find the  $k$  closest points from training data
- Vote for class label with labels of the  $k$  points



# K-nearest neighbor classifier



- K-NN is more robust to *outliers*

Credit: Andrej Karpathy, <http://cs231n.github.io/classification/>

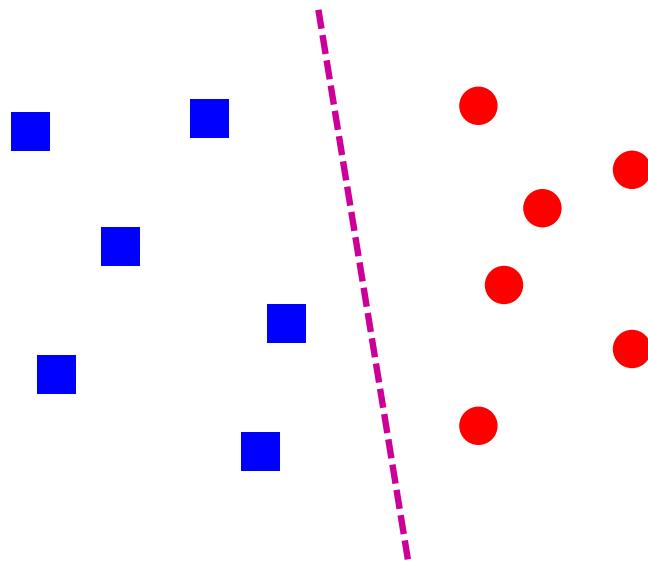
# K-nearest neighbor classifier



Left: Example images from the [CIFAR-10 dataset](#). Right: first column shows a few test images and next to each we show the top 10 nearest neighbors in the training set according to pixel-wise difference.

Credit: Andrej Karpathy, <http://cs231n.github.io/classification/>

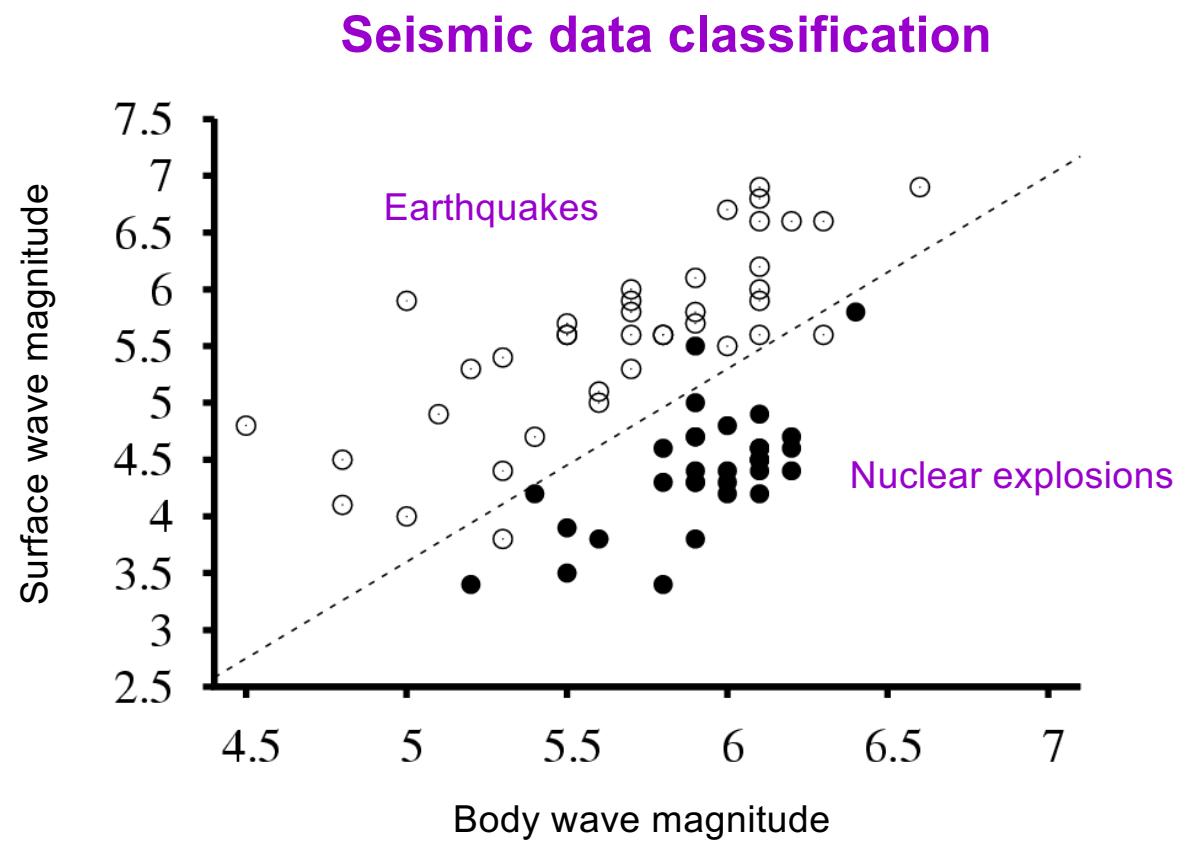
# Linear classifier



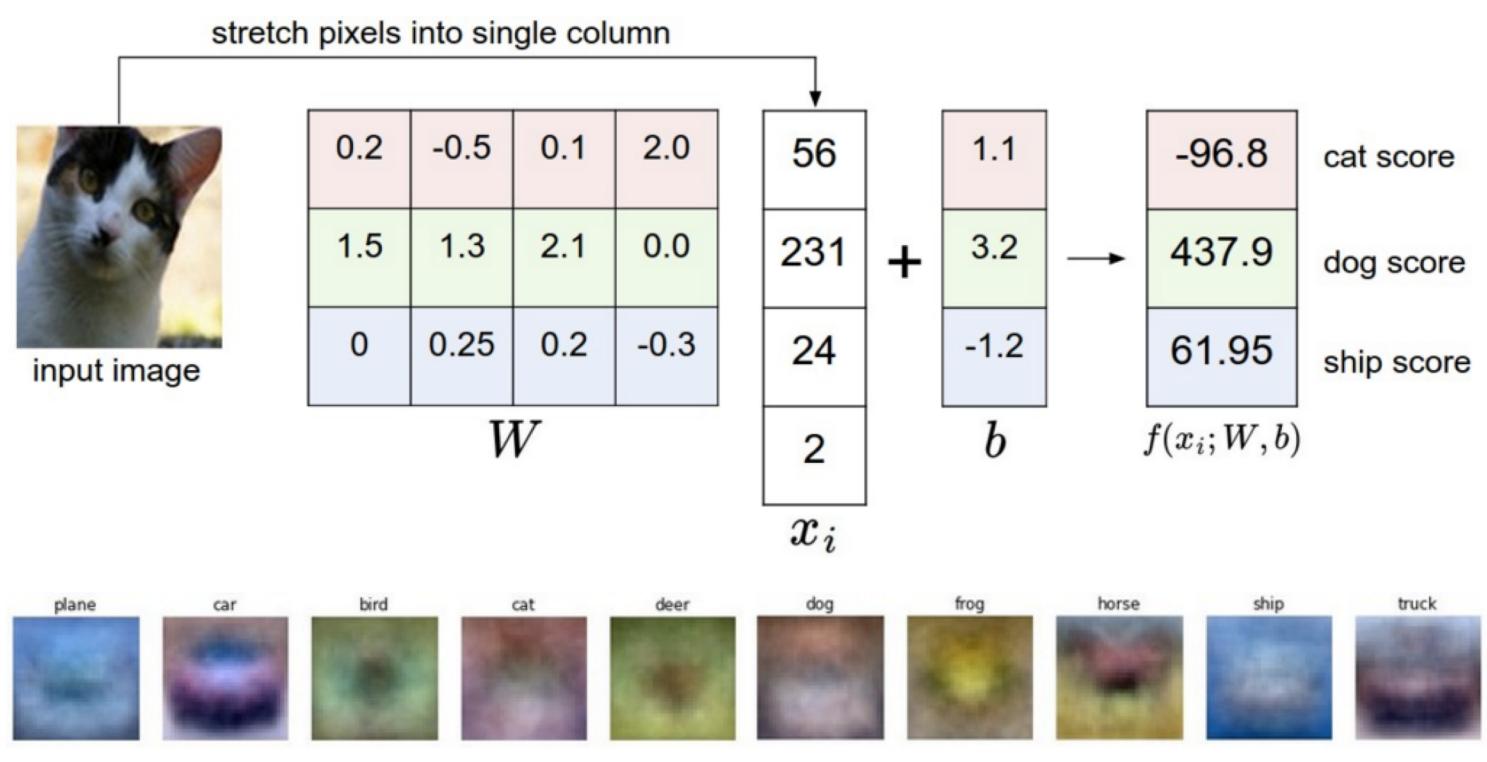
- Find a *linear function* to separate the classes

$$f(x) = \text{sgn}(w_1x_1 + w_2x_2 + \dots + w_Dx_D + b) = \text{sgn}(w \cdot x + b)$$

# Visualizing linear classifiers

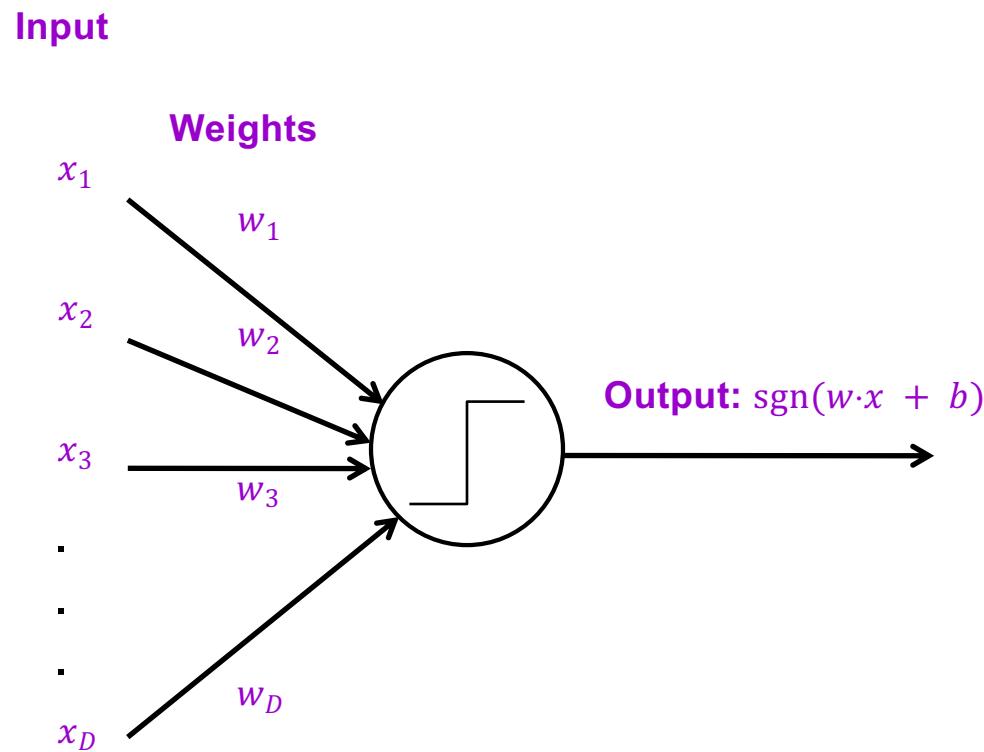


# Visualizing linear classifiers

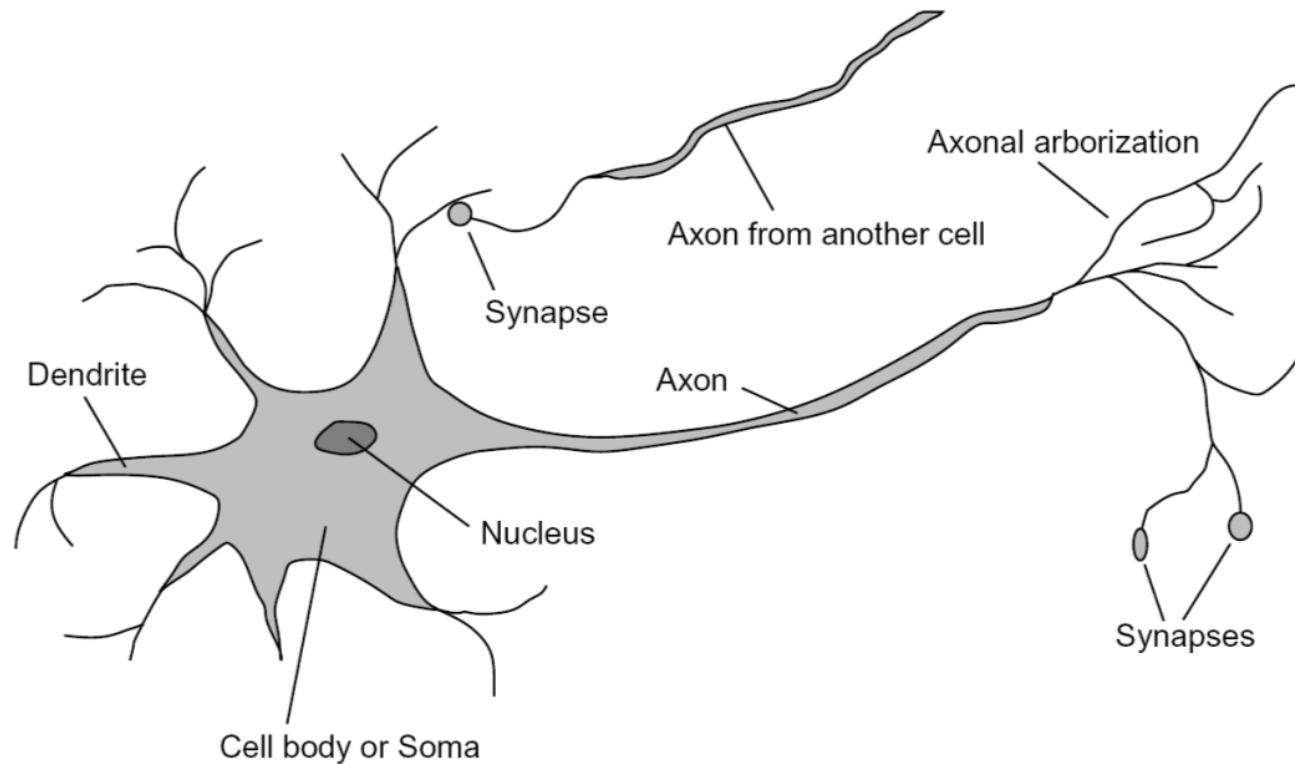


Source: Andrej Karpathy, <http://cs231n.github.io/linear-classify/>

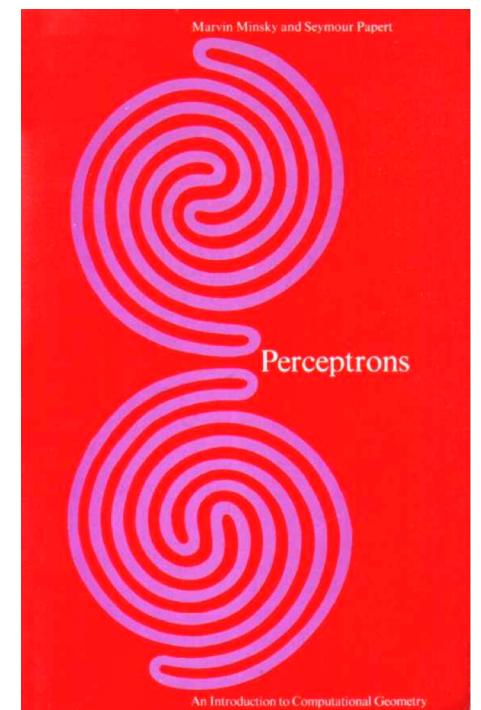
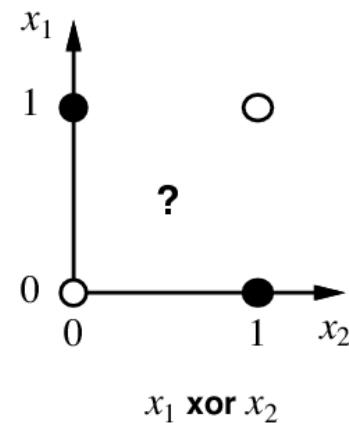
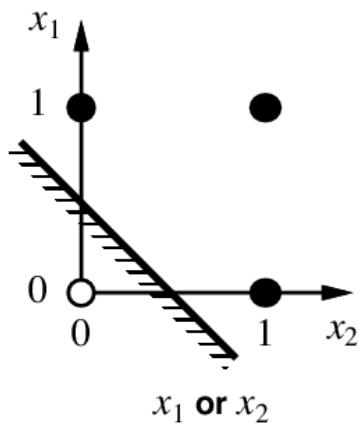
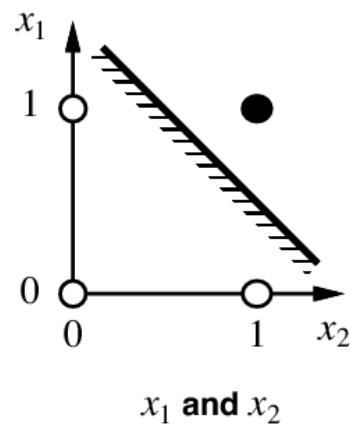
# Linear classifier: Perceptron view



# Loose inspiration: Biological neurons



# Perceptrons, linear separability and Boolean functions



# NN vs. linear classifiers: Pros and cons

- NN pros:
  - + Simple to implement
  - + Decision boundaries not necessarily linear
  - + Works for any number of classes
  - + *Nonparametric* method
- NN cons:
  - Need good distance function
  - Slow at test time
- Linear pros:
  - + Low-dimensional *parametric* representation
  - + Very fast at test time
- Linear cons:
  - Works for two classes
  - How to train the linear function?
  - What if data is not linearly separable?

# Outline

- Statistical learning
- Two simple classification models:  
nearest neighbor, linear classifiers
- Beyond classification and supervised learning:  
**A brief taxonomy**

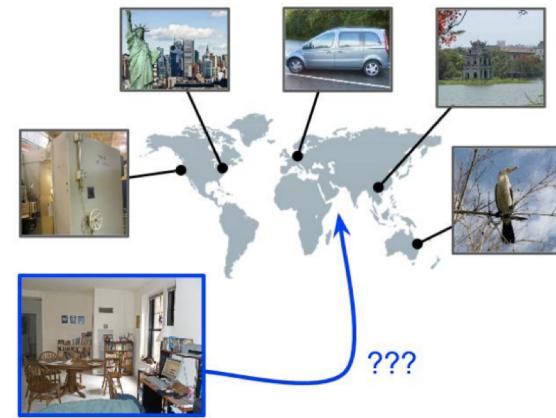
# Beyond classification

- Other prediction scenarios (output types)
  - Regression
  - Structured prediction

# Regression



When was that made?



IM2GPS



Image colorization

# Structured Prediction



Image

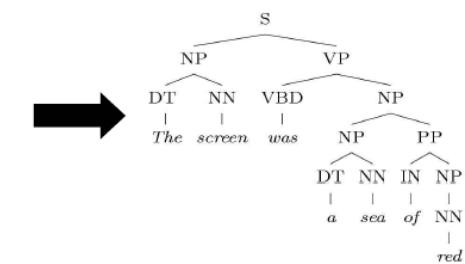


brace

Word

The screen was  
a sea of red

Sentence



Parse tree

RSCCPCYWGGCPW  
GQNCYPEGCSGPKV

Amino-acid sequence



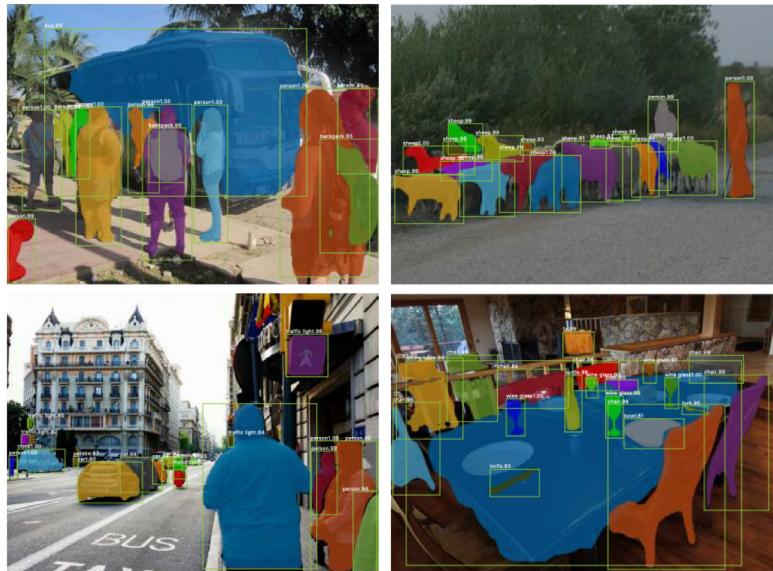
RS 1 CC 2 PC 3 YW 4 GG 5 C P 6 W G Q N C Y P E G C S G P K V

Bond structure

Source: B. Taskar

# Structured and dense prediction for scene understanding

Bounding box prediction,  
dense prediction



Keypoint prediction



K. He, G. Gkioxari, P. Dollar, and R. Girshick, [Mask R-CNN](#), ICCV 2017

# Structured and dense prediction for scene understanding

Image captioning



"man in black shirt is playing guitar."



"construction worker in orange safety vest is working on road."



"two young girls are playing with lego toy."



"girl in pink dress is jumping in air."



"black and white dog jumps over bar."

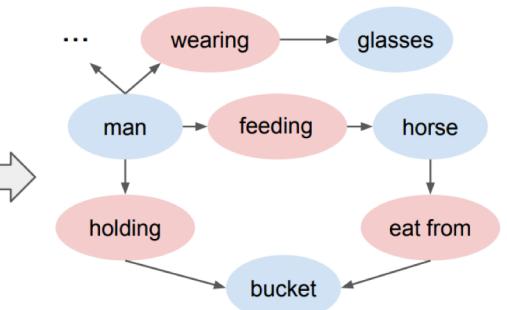


"young girl in pink shirt is swinging on swing."

Scene graph generation



D. Xu, Y. Zhu, C. Choy, and L. Fei-Fei. [Scene Graph Generation by Iterative Message Passing](#). CVPR 2017



A. Karpathy, L. Fei-Fei. [Deep Visual-Semantic Alignments for Generating Image Descriptions](#). CVPR 2015

# Beyond classification and supervised learning

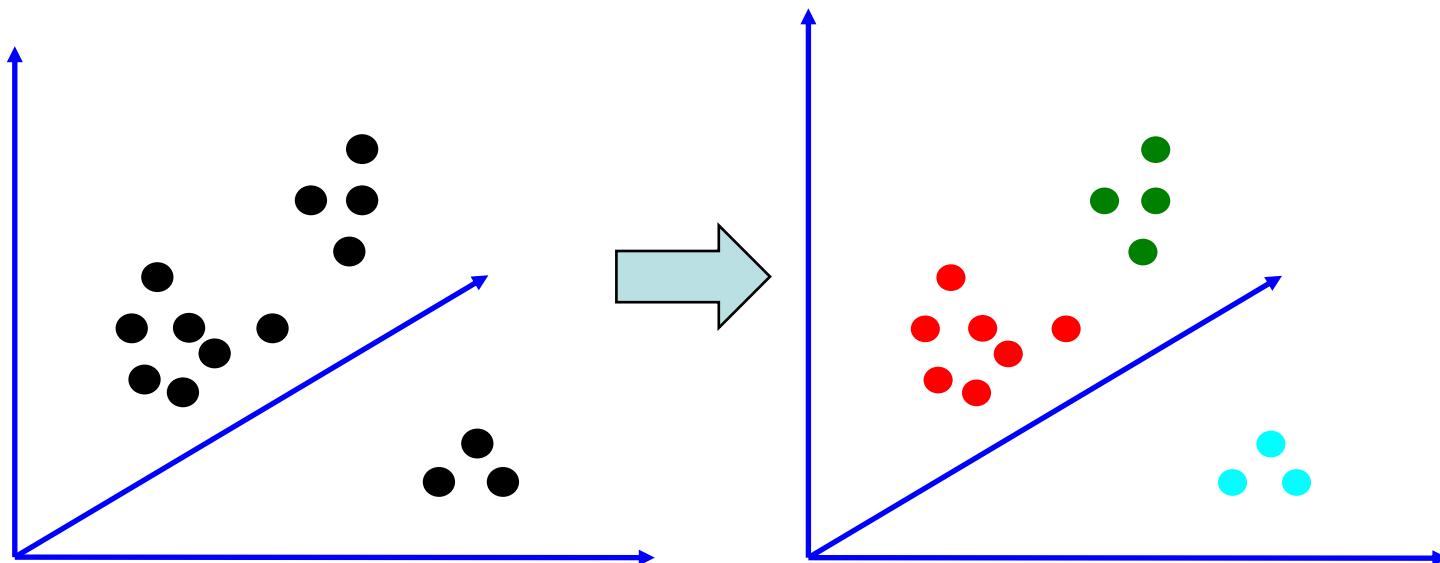
- Other prediction scenarios (output types)
  - Regression
  - Structured prediction
- Other supervision scenarios
  - Unsupervised learning
  - Self-supervised or predictive learning
  - Reinforcement learning
  - Active learning
  - Lifelong learning

# Unsupervised Learning

- **Idea:** Given only *unlabeled* data as input, learn some sort of structure
  - The goal is less clearly defined than in supervised learning
  - Also known as exploratory/descriptive data analysis

# Unsupervised Learning

- **Clustering**
  - Discover groups of “similar” data points



cute rabbit bunny animal  
baby adorable pet  
funny animals



cheerleader football girls  
basketball girls dance  
university sports college



bird birds nature wildlife  
animal booby eagle  
hawk flight



nature macro flower  
closeup green insect  
bravo red yellow



music concert rock live  
festival band scientists  
dance drum



city urban manhattan new  
building downtown night  
architecture buildings



home design office house  
interior kitchen fashion  
work room



portrait face self girl  
woman eyes smile  
child portraits



abandoned decay old  
urban rust industrial  
factory jail rusty



underwater fish diving  
scuba coral sea  
ocean reef dive



autumn trees tree  
park fall leaves  
forest fog mist



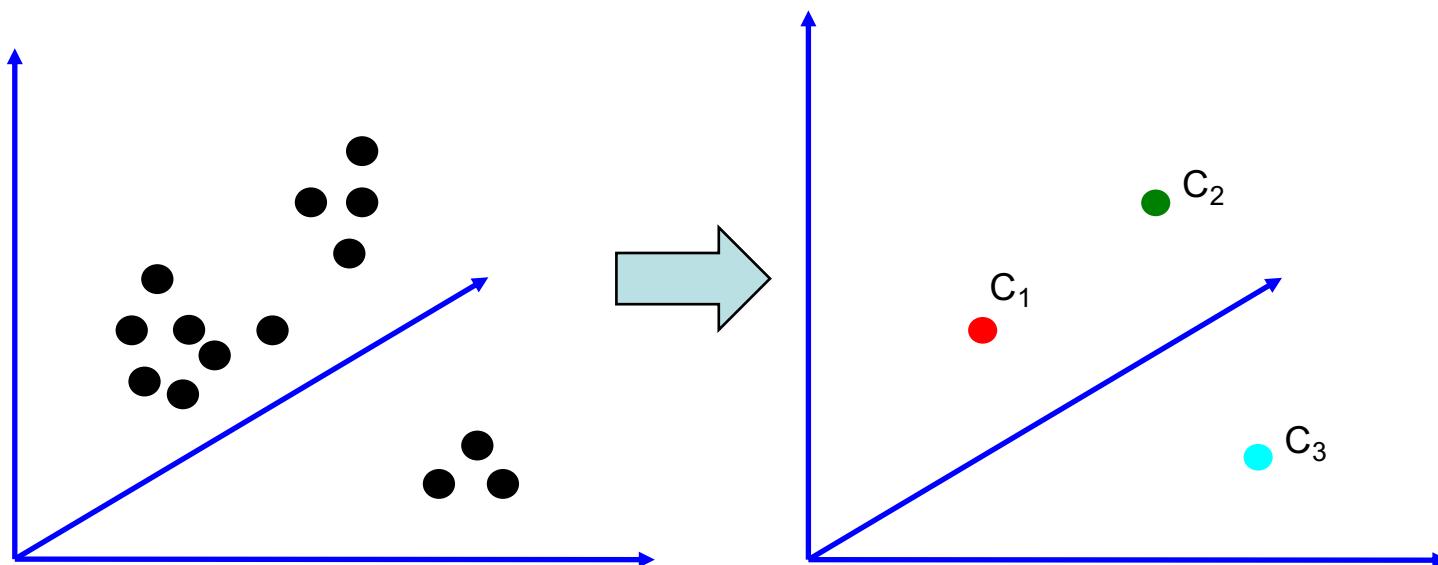
snow winter ice cold  
nature trees mountains  
white mountain



Y. Gong, Q. Ke, M. Isard, and S. Lazebnik. [A Multi-View Embedding Space for Modeling Internet Images, Tags, and Their Semantics](#). IJCV 2014.

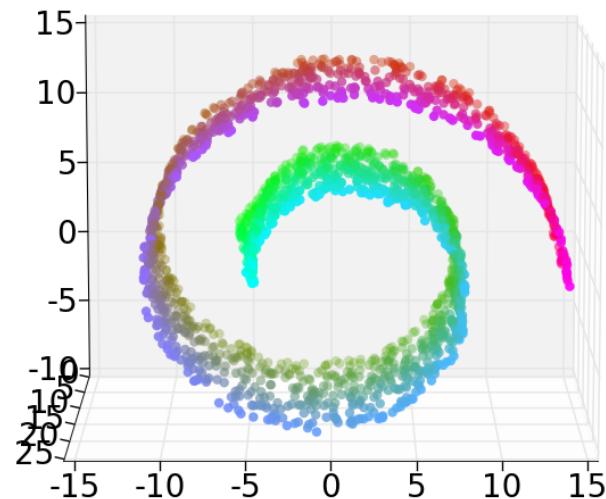
# Unsupervised Learning

- **Quantization or data compression**
  - Encode the data into a more compact form



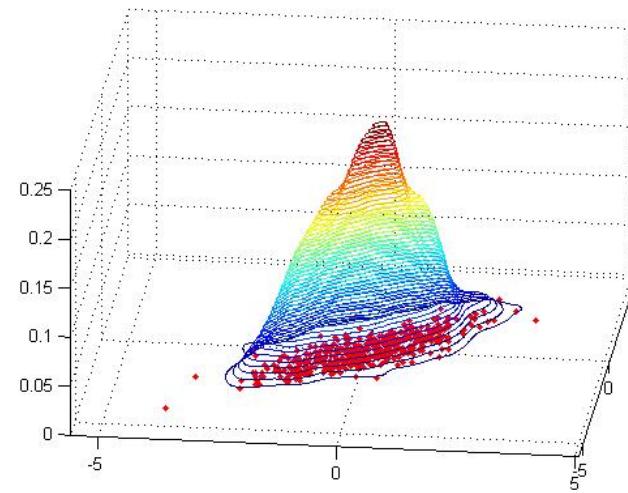
# Unsupervised Learning

- **Dimensionality reduction, manifold learning**
  - Discover a lower-dimensional surface on which the data lives



# Unsupervised Learning

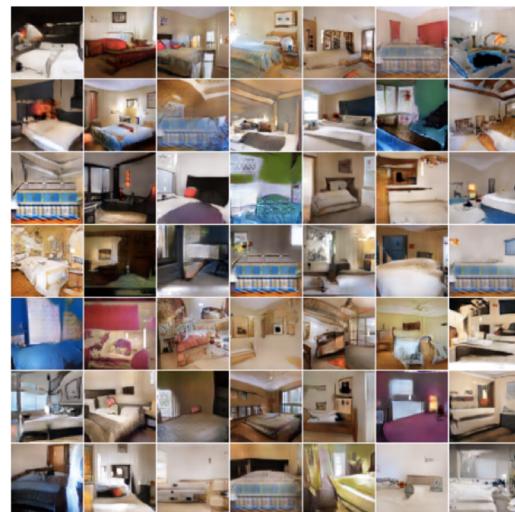
- **Learning the data distribution**
  - **Density estimation:** Find a function that approximates the probability density of the data (i.e., value of the function is high for “typical” points and low for “atypical” points)
  - Can be used for **anomaly detection**



# Unsupervised Learning

- **Learning the data distribution**
  - **Learning to sample:** Produce samples from a data distribution that mimics the training set

“Bedroom”



“Face”

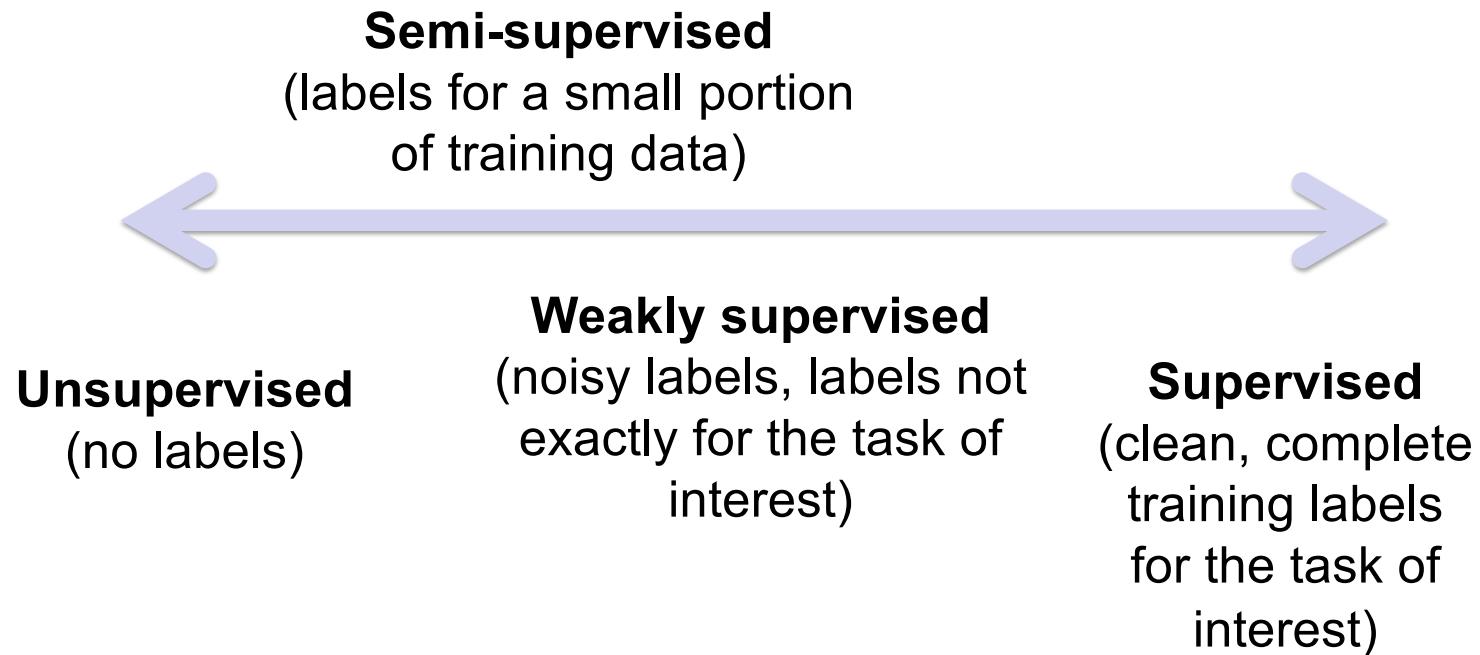


Generative adversarial networks

# Beyond classification and supervised learning

- Other prediction scenarios (output types)
  - Regression
  - Structured prediction
- Other supervision scenarios
  - Unsupervised learning
    - Clustering and quantization
    - Dimensionality reduction, manifold learning
    - Density estimation
    - Learning to sample

# Between “unsupervised” and “fully supervised”



# Beyond classification and supervised learning

- Other prediction scenarios (output types)
  - Regression
  - Structured prediction
- Other supervision scenarios
  - Unsupervised learning
  - Self-supervised or predictive learning
  - Reinforcement learning
  - Active learning
  - Lifelong learning

# Self-supervised or predictive learning

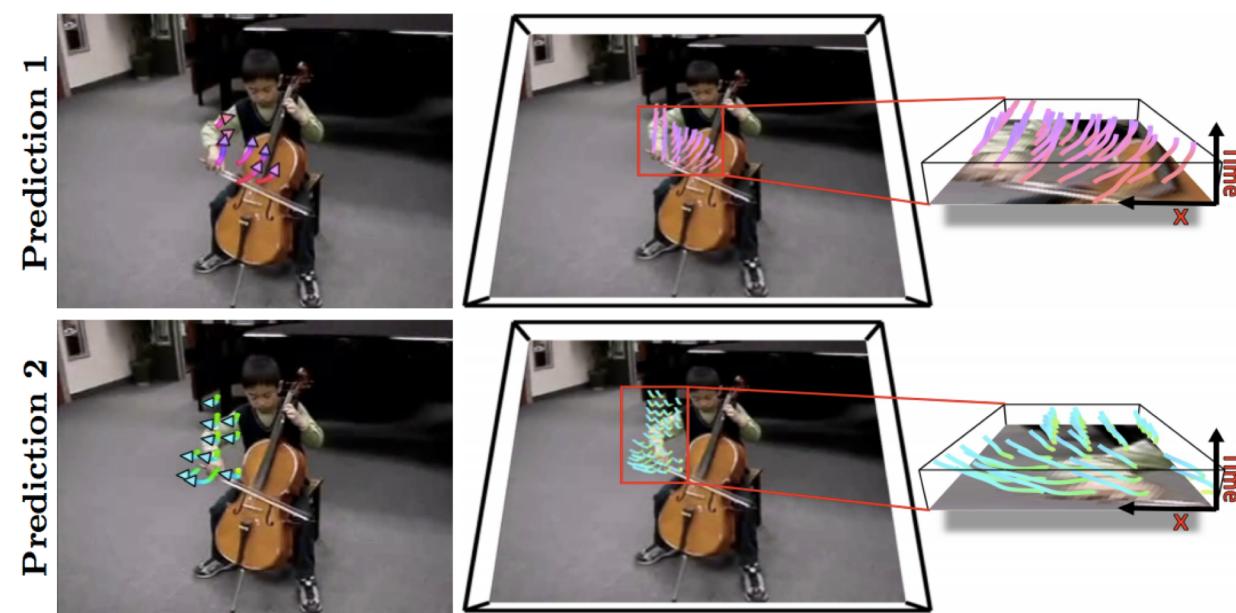
- Use part of the data to predict other parts of the data
  - Example: **Image colorization**



R. Zhang et al., [Colorful Image Colorization](#), ECCV 2016

# Self-supervised or predictive learning

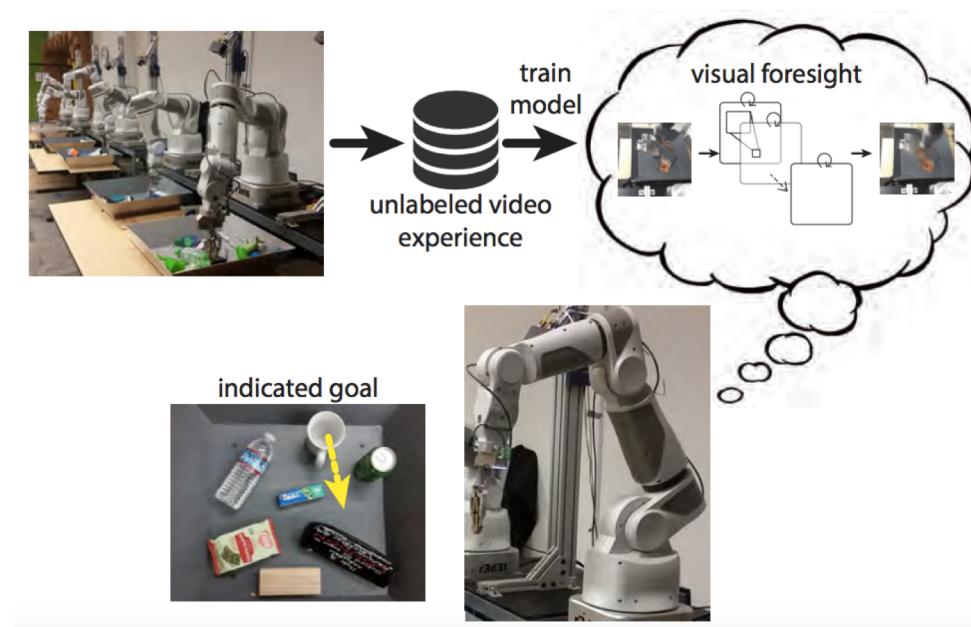
- Use part of the data to predict other parts of the data
  - Example: Future prediction



J. Walker et al. [An Uncertain Future: Forecasting from Static Images Using Variational Autoencoders](#). ECCV 2016.

# Self-supervised or predictive learning

- Use part of the data to predict other parts of the data
  - Example: Future prediction



C. Finn and S. Levine. [Deep Visual Foresight for Planning Robot Motion](#). ICRA 2017. [YouTube video](#)

# Reinforcement learning

- Learn from rewards in a *sequential* environment



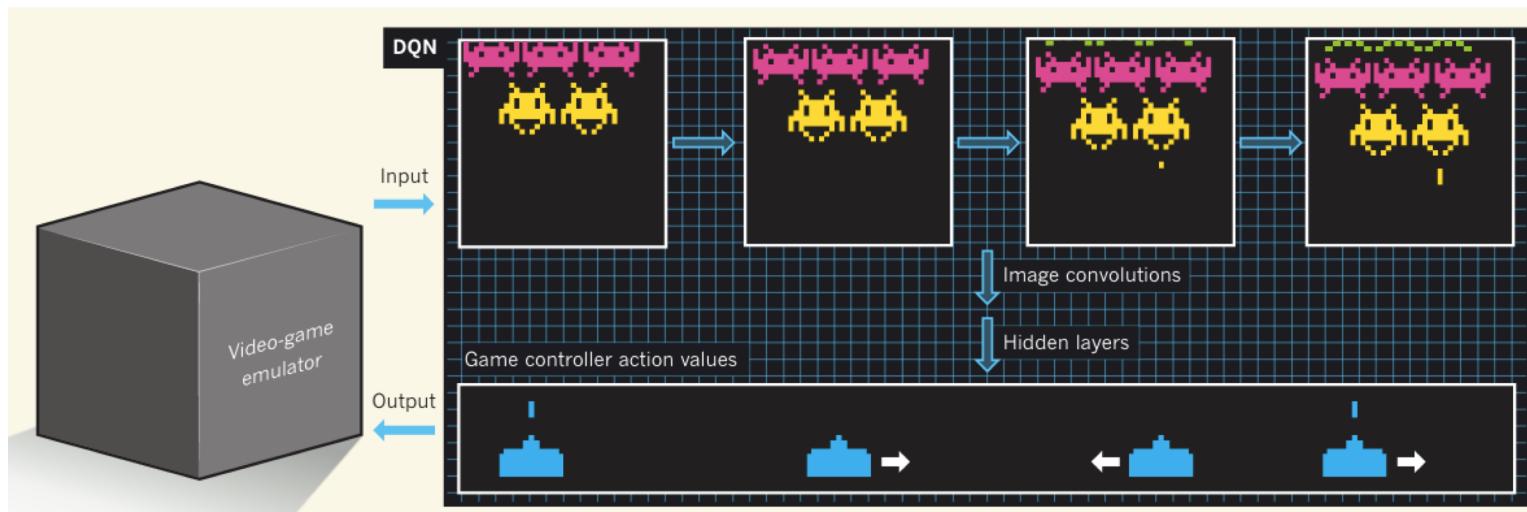
[Arthur Samuel](#)



[AlphaGo](#)

# Reinforcement learning

- Playing Atari with deep reinforcement learning



[Breakout video](#)

V. Mnih et al., *Nature*, February 2015

# Reinforcement learning

- Learn from rewards in a *sequential* environment



Initial gait

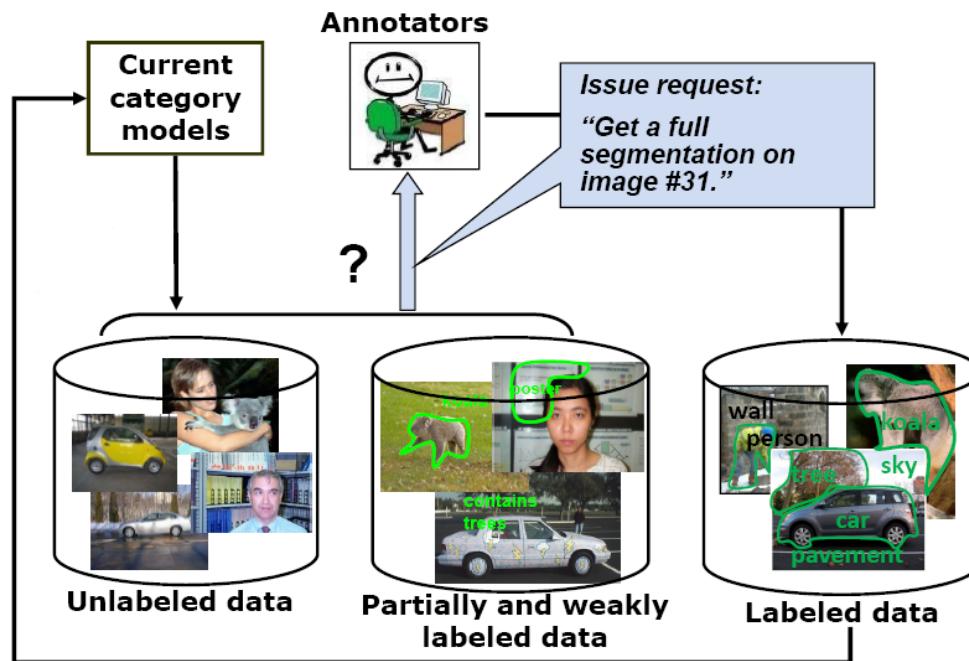


Learned gait

N. Kohl and P. Stone. [Policy Gradient Reinforcement Learning for Fast Quadrupedal Locomotion](#), ICRA 2004

# Active learning

- The learning algorithm can choose its own training examples, or ask a “teacher” for an answer on selected inputs



S. Vijayanarasimhan and K. Grauman. [Cost-Sensitive Active Visual Category Learning](#). IJCV 2010

# Lifelong learning

## Read the Web

Research Project at Carnegie Mellon University

Home

Project Overview

Resources & Data

Publications

People

### NELL: Never-Ending Language Learning

Can computers learn to read? We think so. "Read the Web" is a research project that attempts to create a computer system that learns over time to read the web. Since January 2010, our computer system called NELL (Never-Ending Language Learner) has been running continuously, attempting to perform two tasks each day:

- First, it attempts to "read," or extract facts from text found in hundreds of millions of web pages (e.g., `playsInstrument(George_Harrison, guitar)`).
- Second, it attempts to improve its reading competence, so that tomorrow it can extract more facts from the web, more accurately.

So far, NELL has accumulated over 50 million candidate beliefs by reading the web, and it is considering these at different levels of confidence. NELL has high confidence in 2,033,557 of these beliefs — these are displayed on this website. It is not perfect, but NELL is learning. You can track NELL's progress below or [@cmunell on Twitter](#), browse and download its [knowledge base](#), read more about our [technical approach](#), or join the [discussion group](#).



**Browse the Knowledge Base!**

<http://rtw.ml.cmu.edu/rtw/>

# NEIL: Never Ending Image Learner

I Crawl, I See, I Learn.

## WHAT COMMON SENSE FACTS HAVE NEIL LEARNED?

Here are a few examples:

Airbus\_330 can be a kind of / look similar to Airplane.

Deer can be a kind of / look similar to Antelope.

Car can have a part Wheel.

Airbus\_330 can have a part Airplane\_nose.

Leaning\_tower can be found in Pisa.

Zebra can be found in Savanna.

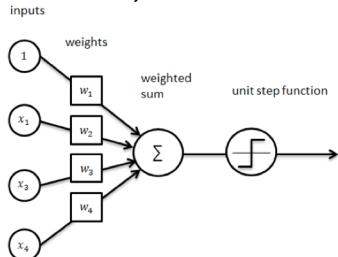
Xinlei Chen, Abhinav Shrivastava and Abhinav Gupta. [NEIL: Extracting Visual Knowledge from Web Data](#). In ICCV 2013

# Review: Beyond classification and supervised learning

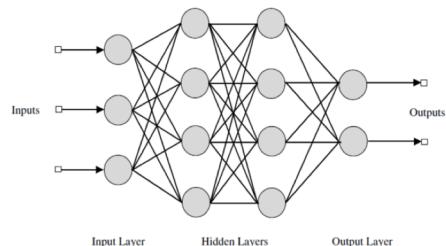
- Other prediction scenarios
  - Regression
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  - Unsupervised learning
  - Self-supervised or predictive learning
  - Reinforcement learning
  - Active learning
  - Lifelong learning

# In this class

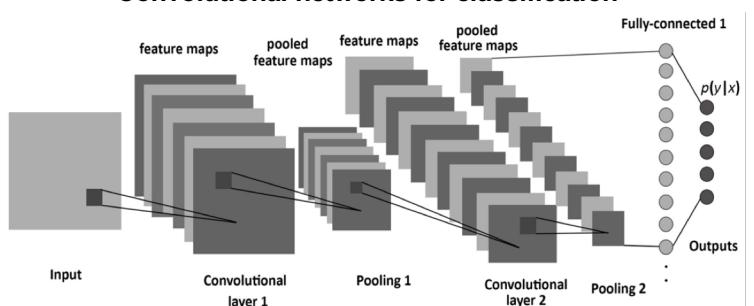
## ML basics, linear classifiers



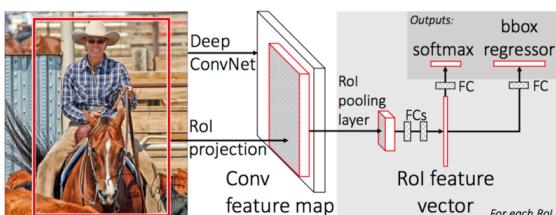
## Multilayer neural networks, backpropagation



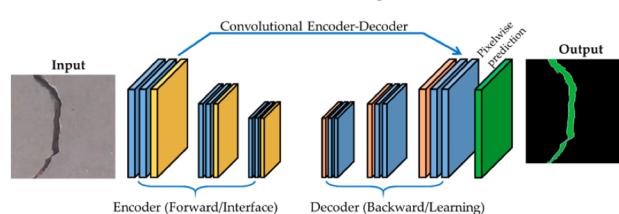
## Convolutional networks for classification



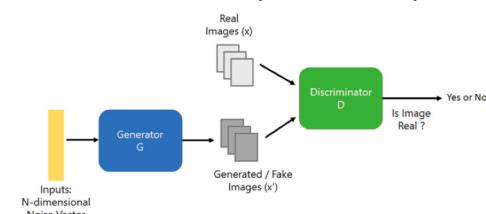
## Networks for detection



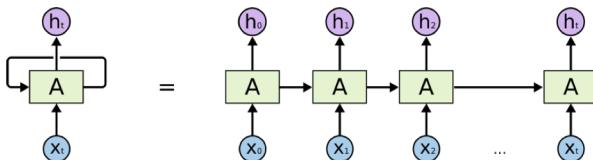
## Networks for dense prediction



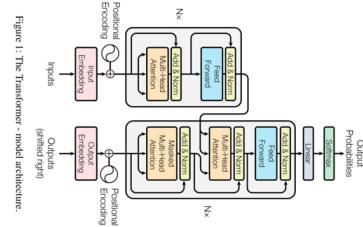
## Generative models (GANs, VAEs)



## Recurrent models



## Transformers



## Deep reinforcement learning

