Machine Learning

Notes from yesterdays

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What is Machine Learning?

Learning is what we do when we can't explain how.

- Supervised
- Unsupervised
- Reinforcement

Lots of maths

We'll try to ignore it, but it's there...

- Vector spaces and linear algebra
- Probability
- Statistics
- Optimisation theory
- Differential calculus

The curse of dimensionality.

Data Science

1. Define the question of interest
2. Get the data
3. Clean the data
4. Explore the data
5. Fit statistical models
6. Communicate the results
7. Make your analysis reproducible

Observational vs experimental

Data

Anecdote: it doesn't accumulate to be data.

Data

High bias, low variance

Low bias, high variance

High bias, high variance

Low bias, low variance

Features

Feature Engineering

Data

One of K = one-hot encoding

Outliers: don’t ignore them!

Feature Engineering

1. Brainstorm
2. Pick some
3. Make them
4. Evaluate
5. Repeat

Easy Features

Text

bag of words

Easy Features

Images

corners, edges, point matching

Easy Features

We'll see more

Linear Regression

Problem: $\{(x_i, y_i)\}$.

Given x, predict $\hat{y}$.

Here y is continuous.

Linear Regression

x: **explanatory** or **predictor** variable.

y: **response** variable.

For some reason, we believe a linear model is a good idea.

Residuals

What's left over.

$$\text{data} = \text{fit} + \text{residual}$$

Residuals

What's left over.

$$y_i = \hat{y}_i + e_i$$

Residuals

What's left over. Goal: small residuals.

$$\sum e_i^2$$

Logistic regression

- Binary output
- Classification

Logistic regression

- Have: continuous and discrete inputs
- Want: class (0 or 1)

Logistic regression

Logistic (sigmoid, logit) function

$$g(z) = \frac{1}{1 + e^{-z}}$$

One vs Rest, One vs One

What I described yesterday:

- OvR (OvA): compute k classifiers
- OvO: compute $k(k-1)/2$ classifiers

The missing point: the classifiers give scores, not just in/out answers.

One vs Rest, One vs One

One vs Rest:

Accept the judgement of the classifier with the highest score.

One vs Rest, One vs One

One vs One:

Classifiers vote. Accept the class that gets the most votes. Advantage: Reduces multi-class classification to single-class classification.

Disadvantage: Classifier scores aren't necessarily comparable. For example, classes may have very different numbers of members.

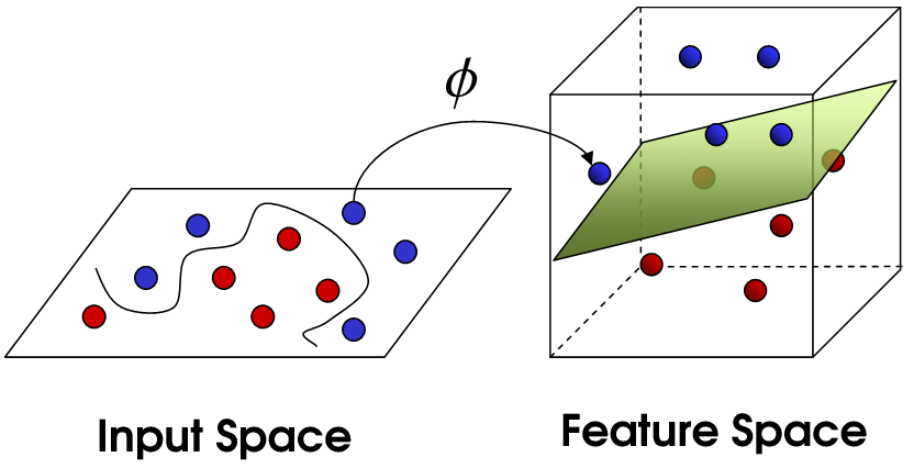
Hyperparameters

- The word hyperparameter is not well-defined.
- In most contexts, it is the parameters of the underlying distribution
- In training, we learn the parameters of the model
- We choose the hyperparameters to govern the training
- So we may want to experiment to learn the distribution parameters that best optimise our learned model's performance

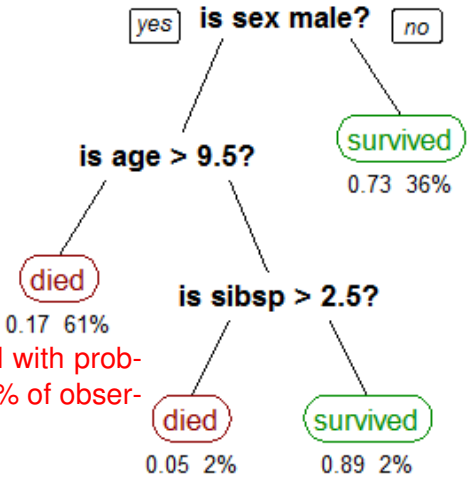
Testing

- Set aside (partition) data for testing (e.g., 70% / 30%)
- Learn on training set, test on testing set
- When searching hyperparameters, set aside again (e.g., 60% / 20% / 20%)

SVM



Decision Trees



E.g., passengers died with probability .17 which is 61% of observations

Stephen Milborrow

Decision Trees

Variations

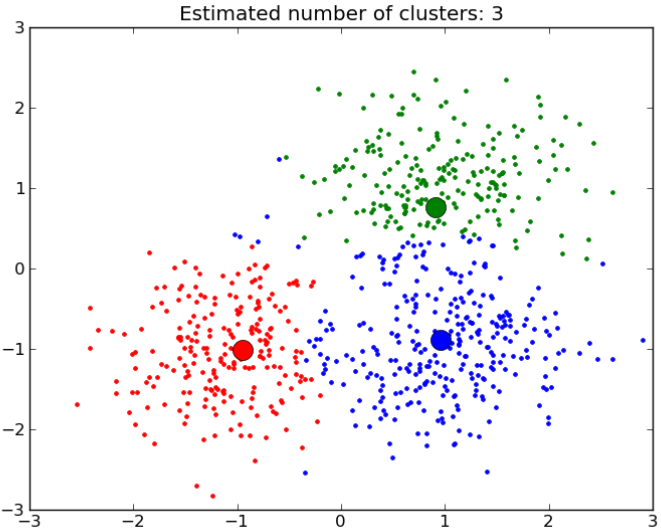
- Classification tree
- Regression tree

Decision Trees

Ensemble methods

- Bagging
- Random forest
- Boosted trees *(gradient boosted trees)*
- Rotation forest

Clustering



Anomalies

Techniques:

- Density: kNN, local outlier factor
- SVM
- Clustering: *k*-Means

NLP

- Abstractive (hard)
- Extractive (select sentences)