

204456: Machine Learning

Ch01 - Basic concepts

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Objectives

- Understand what “learning” in machine learning is
- Know when to applied machine learning algorithms
- Be able to differentiate between three majors learning paradigms

- What is learning ?
- What is machine learning ?
- When should we use machine learning ?
- Challenges and Related fields

What is learning ?

- Learning is the process of acquiring new, or modifying existing, [wikipedia]
 - ▶ knowledge
 - ▶ behaviors, skills
 - ▶ preferences
- Learning to recognise orchid flowers
- Learning to group similar objects
- Learning to ride a bicycle

Let's learn something

Try to differentiate holy basil from Thai basil



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(a) holy basil (horapa)



(b) Thai basil (kraprao)

Let's test ourself

What are these leaves ?



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(a) ??



(b) ??

Let's test ourself (again)

What is this leaf ?



(a) ??

Observations from basil example

- We just did supervised-learning
- Learning is not just remembering but also generalising
- Quality of learning might depends on the quality of training data
 - ▶ size
 - ▶ correctness

Let's do another task

Organise the following objects into appropriate groups ?

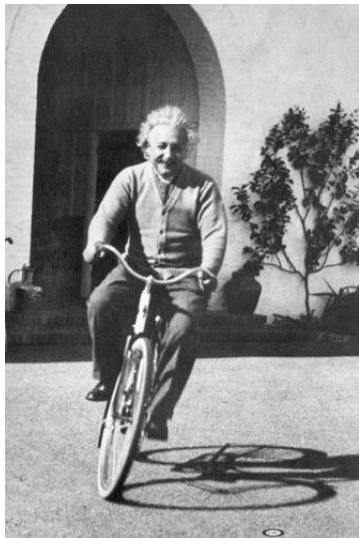


Observations from basil example

- We just did unsupervised-learning
- Results depends on how we define object's properties.
 - ▶ color , shape or both color and shape ?
- We will call a property of objects as 'feature'
- The process of defining features is call 'feature extraction'

Yet another example

Let's recall how we learn to ride a bicycle



Observations from bicycle example

- We just did reinforcement-learning
- Nobody can tell you 'precisely' how to ride a bike.
- You need to perform trial and error.
- We you crashed, you know whatever you did before the crashing moment was not right.

From human to machine

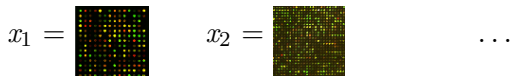
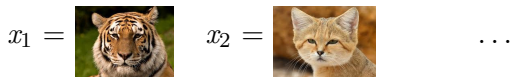
- What if we want our computer (machine) to classify basil leaves ?
- Let's tell it what to do step-by-step.
- Turns out that it is not easy to summarise and explicitly program our skills
 - ▶ Even if we can the algorithm might be too rigid (does not improve with more data in the future)
- So, let's make the machine learn !!

Machine Learning ?

- A study (design and analysis) of algorithms which gains expertise in **some** specific task using past experience (data)
- Mathematically, ML is to capture a relationship (function) between **input data** and the desired **output**.
- Learning is the process of adjusting function's parameters in order to explain the relationship

Input data

Space of inputs: \mathcal{X}



$$x_1 = \begin{bmatrix} 1 \\ 2 \\ 16 \\ \vdots \end{bmatrix} \quad x_2 = \begin{bmatrix} 0 \\ 5 \\ 19 \\ \vdots \end{bmatrix} \quad \begin{bmatrix} \text{cokes / day} \\ \text{beers / day} \\ \text{BMI} \\ \vdots \end{bmatrix}$$

Space of outputs: \mathcal{Y}

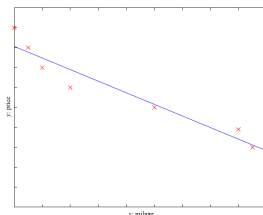
- $y \in \mathcal{Y} = \{0, 1\}$ binary output (0 = 'tiger' and 1 = 'cat')
- $y \in \mathcal{Y} = \{0, 1, \dots, K\}$ discrete output
- $y \in \mathcal{Y} = [0, 200]$ real valued output (life expectancy)
- $y \in \mathcal{Y} = \{\text{left, right, up, down}\}$ a set of actions

Paradigms of machine learning

- **Supervised learning:** learning from labelled data, $\{(x_1, y_1), \dots, (x_n, y_n)\}$
 - ▶ Real valued outputs: regression
 - ▶ Discrete valued outputs: classification
- **Unsupervised learning:** learning from unlabelled data, $\{x_1, \dots, x_n\}$
- **Reinforcement learning:** learning from interactions with the world based on awards and penalty. Correct input/output pairs are never presented.

Regression

- Capturing relationship between mileage and price of a used car
- $y = g(x|\theta)$, x : car's mileage, y : price.
- $g()$ is the model and θ is model's parameter.



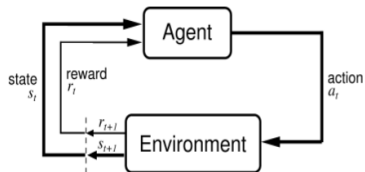
- For navigating a car: Outputs angle of the steering wheel

Unsupervised learning

- Learning “what normally happens”
- Clustering: Grouping similar instances
- Example applications
 - ▶ Customer segmentation
 - ▶ Image compression: Color quantization

Reinforcement learning

- Learning a policy: A mapping from situation (state) to action.
- Reward action which leads to good state.
- Punish action which leads to bad state.



- ▶ Many control related applications
- ▶ Game playing
- ▶ Robot in a maze

Machine learning steps in general

- 1 Know what you want to do. Understand your data. (Objective)
- 2 Build a model that is a good and useful approximation to the data. (Modelling)
- 3 Devise an algorithm to learn the model: how to adjust model's parameters. (Learning)
- 4 Test your model using existing data or new unseen data. (Performance measure)
- 5 Theoretically show that your model will work on any new data of the same kind.

When to use ML ?

- Learning is useful when:
 - ▶ Humans are unable to explain their expertise (speech recognition)
 - ▶ Human expertise does not exist (Fraud detection)
 - ▶ Solution changes in time (online learning, objective function changes)
- Polynomial time problems are better solved using standard algorithms.

Challenges

- Structure of data is often unknown or poorly understood.
 - ▶ What is the best model for the data ?
- Data abnormalities
 - ▶ Class imbalance
 - ▶ Noisy feature, noisy label or both
 - ▶ Missing or incomplete data
- High dimensionality: e.g., gene expression profiles
- Scaling of algorithms to massive data sets

Machine learning and related fields

- A.I.: Artificial intelligence
- Machine learning: Focuses on learning, one way toward A.I.
- Pattern recognition: ML-based approaches, syntactic PatRec (regular expression).
- Data mining: Originated from database people, focus on extracting useful information from large databases.
- In the end, it all depends on profession and background of user.

Lastly: you should be able to answer these

- What is machine learning ?
- When to applied machine learning algorithms ?
- What are three majors learning paradigms ? How do they differ from each other ?