CS 60050 Machine Learning

Introduction

Some slides taken from course materials of Andrew Ng and P. Domingos

Course Logistics

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 - Office: CSE Department, room 207
- Class hours (attendance is compulsory)

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– Wednesday 11:00 – 11:55
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- Thursday 12:00 - 12:55

- Friday 08:00 - 08:55

Course Website:

http://cse.iitkgp.ac.in/~saptarshi/courses/ml2019s/

Evaluation

- Mid-semester exam (20%)
- End-semester exam (40%)
- Assignments (40%)
 - -4-5 in number
 - Programming in C / C++ / Java / Python

Text & Reference Materials

- R. Duda, et al., Pattern Classification, Wiley
- T. Mitchell, Machine Learning, McGraw-Hill
- C. Bishop, Pattern Recognition and Machine Learning, Springer
- Tan, Steinbach, Kumar, Introduction to Data Mining, Pearson
- Many resources available freely on Web

A Few Quotes

- "A breakthrough in machine learning would be worth ten Microsofts" (Bill Gates, Chairman, Microsoft)
- "Machine learning is the next Internet" (Tony Tether, Director, DARPA)
- Machine learning is the hot new thing" (John Hennessy, President, Stanford)
- "Web rankings today are mostly a matter of machine learning" (Prabhakar Raghavan, Dir. Research, Yahoo)

Motivation for ML

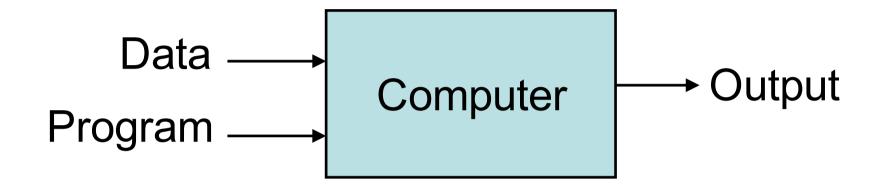
- It is hard to write programs for certain tasks
 - Human face or handwriting recognition
 - Playing complex games like chess
 - Recommending movies that a person will like
- Why?
 - We do not ourselves know how to solve
 - Algorithm will be too complicated
 - Too many instances of the program needed (e.g., one for every user)

A classic example of a task that requires machine learning: It is very hard to say what makes a 2

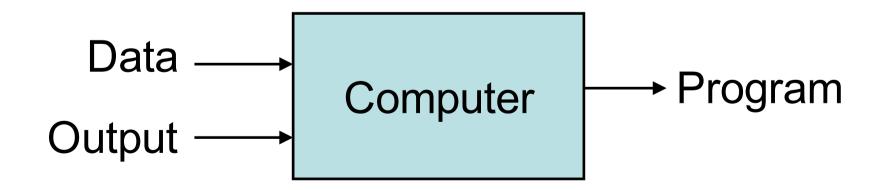
Motivation for ML

- Instead of writing a program by hand, collect lots of examples that specify the correct output for a given input.
- A machine learning algorithm takes these examples and produces a program that does the job.
- If done right, the program works for new cases as well as the ones we trained it on.

Traditional Programming



Machine Learning



Machine Learning definition

Arthur Samuel (1959):

Field of study that gives computers the ability to learn without being explicitly programmed.

Tom Mitchell (1998):

Well-posed Learning Problem: A computer program is said to *learn* from experience E with respect to some task T and some performance measure P, if its performance on T, as measured by P, improves with experience E.

Some more examples of tasks that are best solved by using a learning algorithm

- Recognizing patterns
 - Facial identities or facial expressions
 - Handwritten or spoken words
 - Medical images
- Generating patterns
 - Generating images or motion sequences
- Recognizing anomalies
 - Unusual sequences of credit card transactions
 - Unusual patterns of sensor readings in a nuclear power plant or unusual sound in your car engine.
- Prediction
 - Future stock prices or currency exchange rates

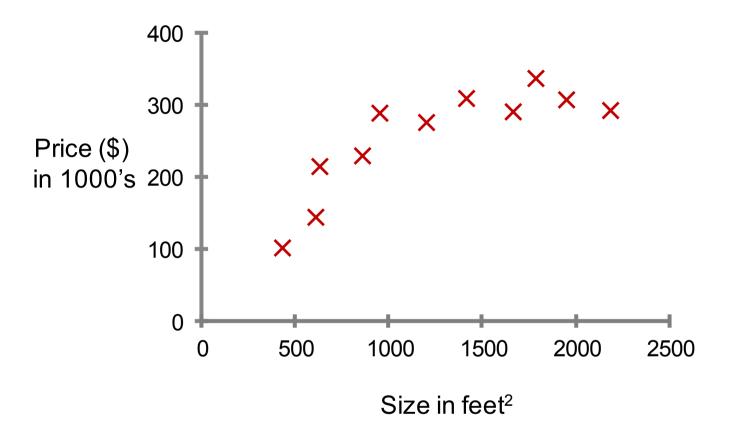
Some web-based examples of machine learning

- The web contains a lot of data. Tasks with very big datasets often use machine learning
- Spam filtering, fraud detection
 - The enemy adapts so we must adapt too.
- Recommendation systems
 - Need to adapt to millions of individuals. E.g., Youtube video, Netflix movies recommendation
- Information retrieval
 - Find documents or images with similar content.
- Data Visualization
 - Display a huge database in a revealing way

Types of Learning

- Supervised (inductive) learning
 - Training data includes desired / correct outputs or labels
- Unsupervised learning
 - Training data does not include desired outputs
- Semi-supervised learning (various forms)
 - Training data includes a few desired outputs
 - Training data has desired outputs, but for a different (related) task
- Reinforcement learning
 - Rewards from sequence of actions

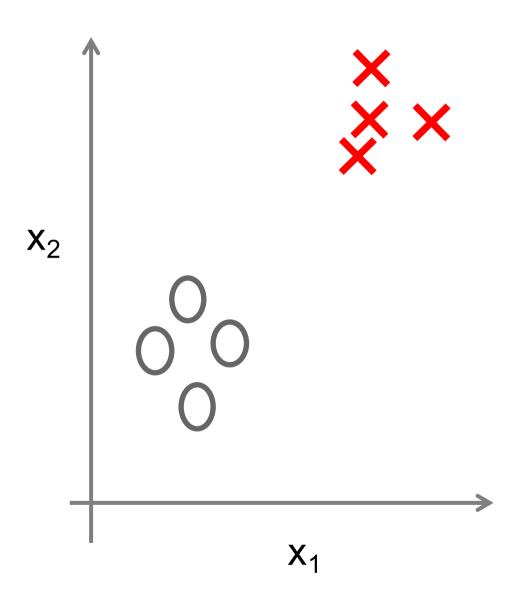
Housing price prediction.



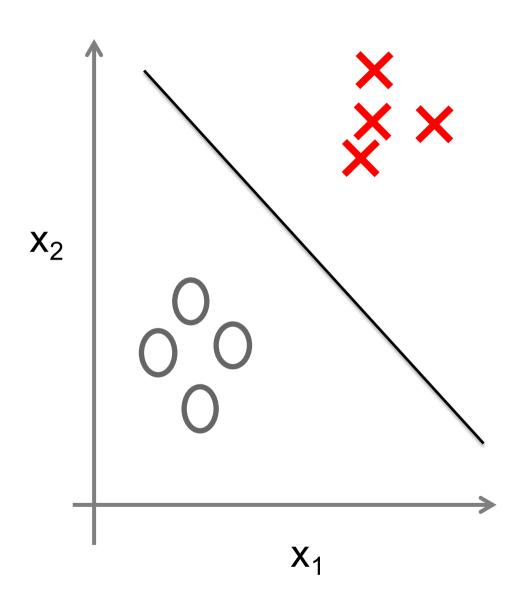
Supervised Learning "right answers" given

Regression: Predict continuous valued output (price)

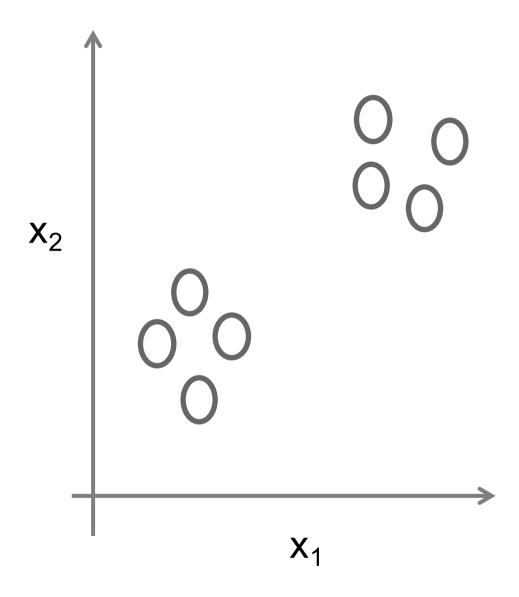
Supervised Learning: Classification



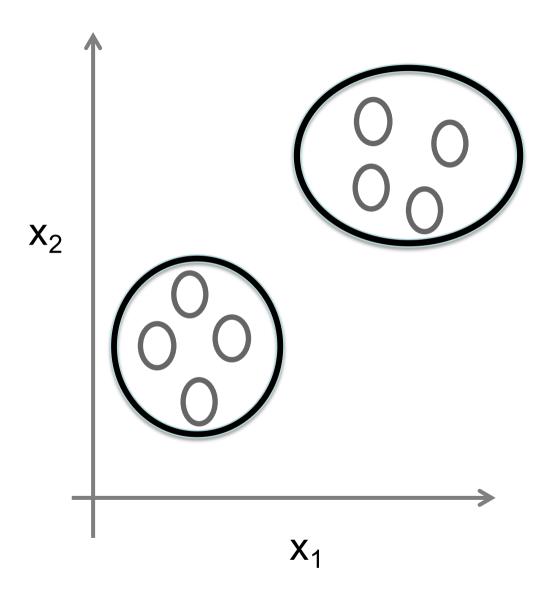
Supervised Learning: Classification

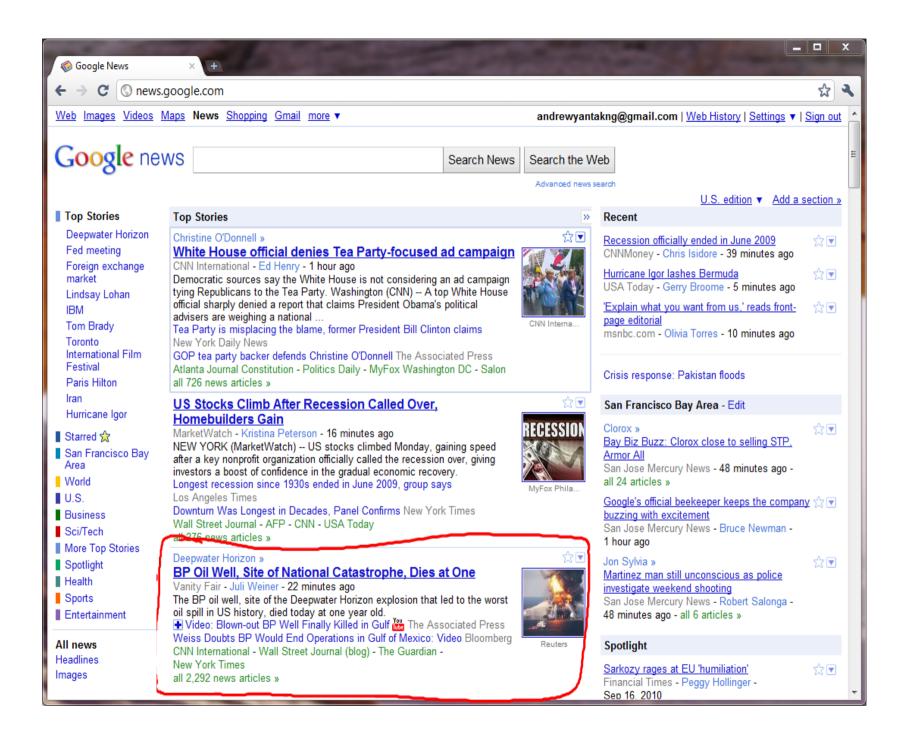


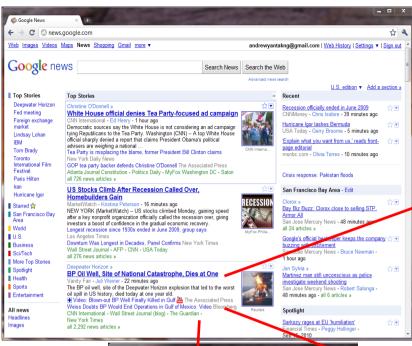
Unsupervised Learning: Clustering

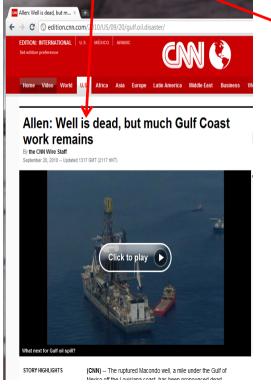


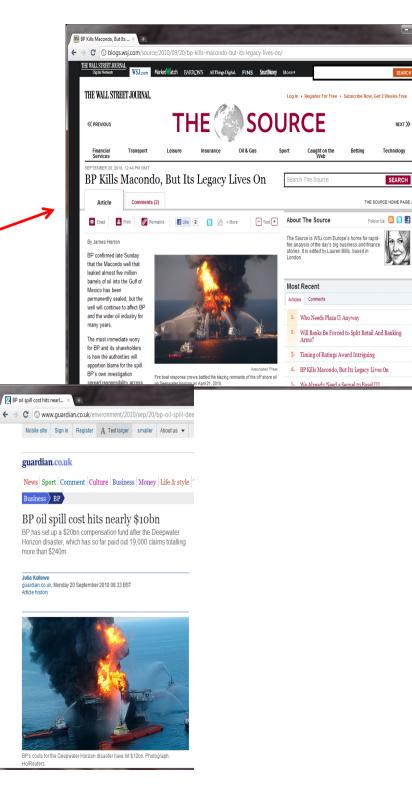
Unsupervised Learning: Clustering











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NEXT >>

What we will cover

Supervised learning

- Linear Regression (single and multiple variable)
- Classification (logistic regression, decision tree, support vector machines, etc.)
- Neural networks

Unsupervised learning

- Clustering
- Dimensionality reduction
- Ensemble Learning: Bagging, Boosting
- Applications of ML
- Theory of Generalization

ML in Practice

- Understanding domain, prior knowledge, and goals
- Data integration, cleaning, pre-processing, selection, etc.
- Feature selection some features may be sensitive, protected, etc.
- Learning models
- Evaluating and interpreting results
- Consolidating and deploying discovered knowledge
- Loop