Machine Learning Landscape

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Sjællands Erðvervsakademi

What is Machine Learning

• Machine Learning is the science (and art) of programming computers so they can learn from data.

Here is a slightly more general definition: Machine Learning is the field of study that gives computers the ability to learn without being explicitly programmed. (Arthur Samuel, 1959)

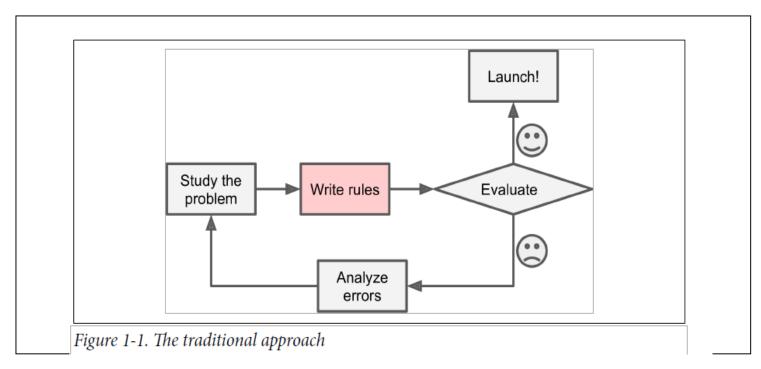
And a more engineering-oriented one:

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. *(Tom Mitchell, 1997)*

- Example Spam filter!: Task is to flag for spam.
- Experience is the training data (E-mails).
- Performance is the accuracy. E.G. 95% flagged correct.

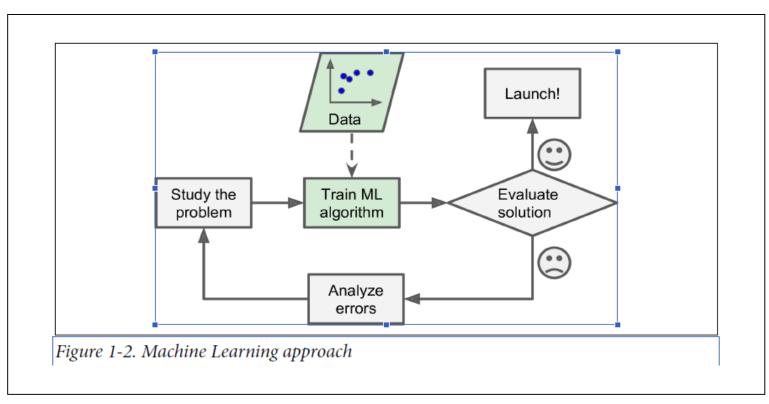
Machine Learning vs. Traditional Programming

- Traditional programming
 - Write algorithm: Set up rules for words (For U, credit card, free)
 - Many rules => Complex algorithm
 - Spammer can work around rules (4U) => end-less number of rules



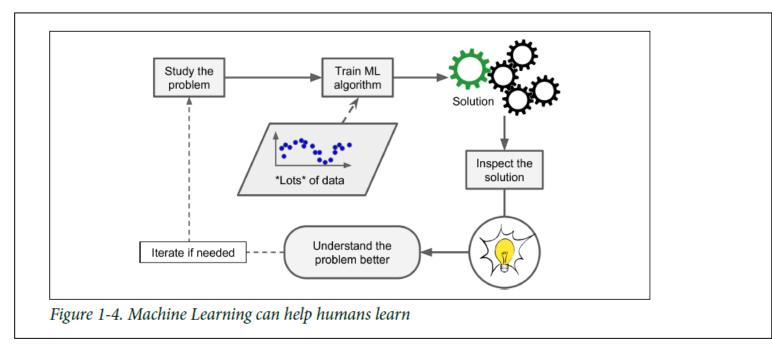
Machine Learning vs. Traditional Programming

- Why Machine Learning
 - Learns automatically (from users flagging e-mails w; e.g. For U)
 - Short and easy to maintain



When Machine Learning

- When to do Machine Learning
 - Complex algorithms
 - No known Algorithm (e.g. speech recognition)
 - Huge data. Data mining discover disguised patterns
 - Help humans to detect new trends or correlations



Examples of Machine Learning

- Now discuss and find more areas where ML can be used !
- Students answers:
- Spam filters



Examples of Machine Learning

- Now discuss and find more areas where ML can be used !
- Students answers:
- Spam
- Traffic bottlenecks
- Adverts based on customer patterns
- Supermarkets shopping pattern
- Amazon
- Tesla self drivng cars
- Speech recognition
- Surveillance of persons
- Gaming Al-cheating optimizing the shooting
- Google-photos: face pictures
- Diagnose of illness
- YouTube choice selection
- Searching algorithms
- Robots, reinforcement learning
- Statistical data, Clustering by K-means

Types of Machine Learning Systems

- Human supervision or NOT
 - Supervised
 - Unsupervised
 - Semisupervised
 - Reinforcement learning
- Online training (learn on the fly) vs. batch (NOT online)
- Instance based (compare new data with old data) vs. Model based (build a predicative model)

ML Supervised

- Human supervision
- Features have a label.
- Classification (Spam or not spam)
- (Linear) Regression (Car with the label price). Features of a car ??

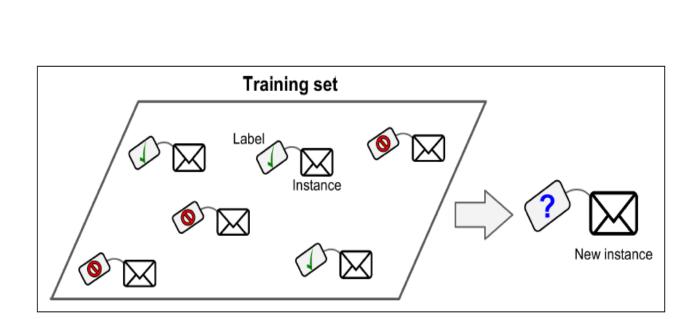
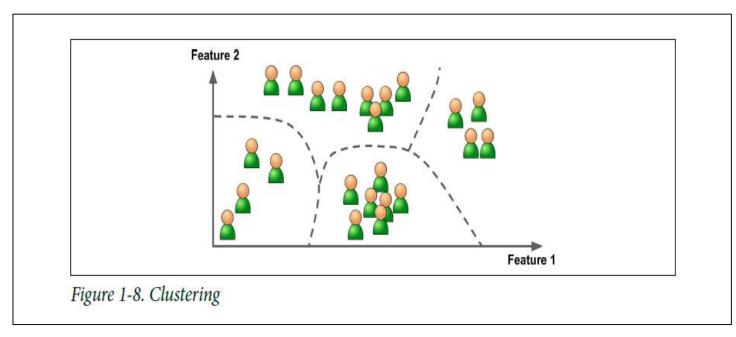


Figure 1-5. A labeled training set for supervised learning (e.g., spam classification)

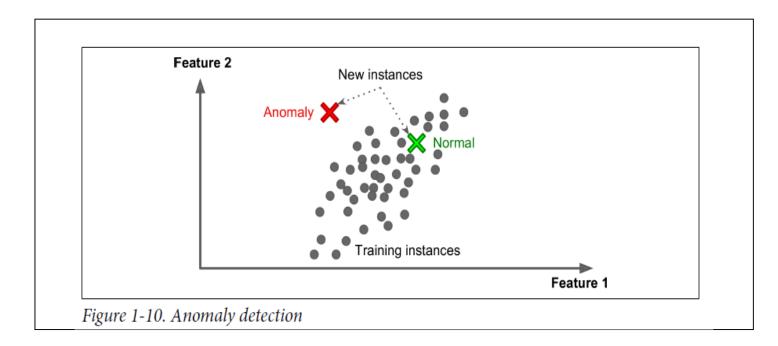
ML UnSupervised

- No Human supervision
- No labels.
- Clustering (similar visitors to your blog/supermarket)
- Not like Regression (Car with the label price)



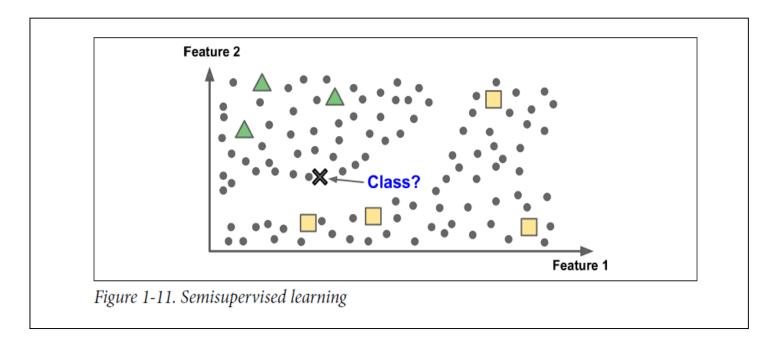
ML UnSupervised Annomaly detection

- Credit transactions
- Mobile call patterns



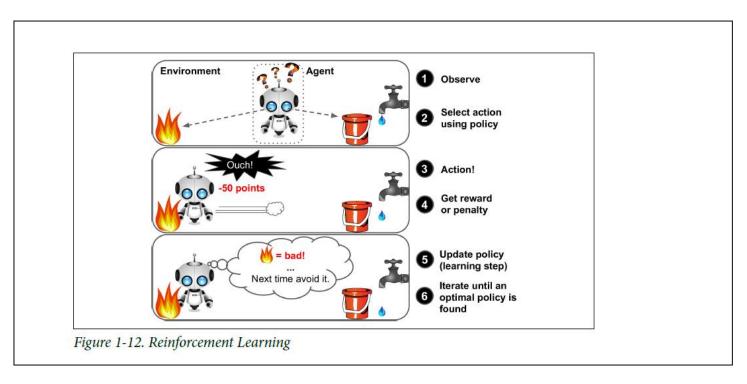
ML Semisupervised

- Some (few) features have labels some NOT
- Mixing learning from data with labels
- Google photos !



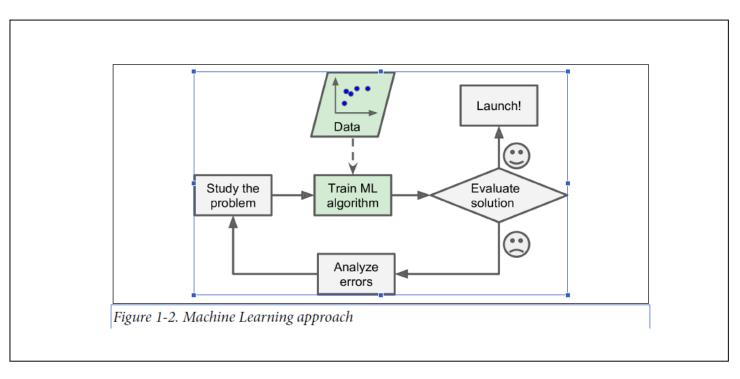
Reinforcement learning

- Agent observes environment
- Takes action
- Reward or punishment



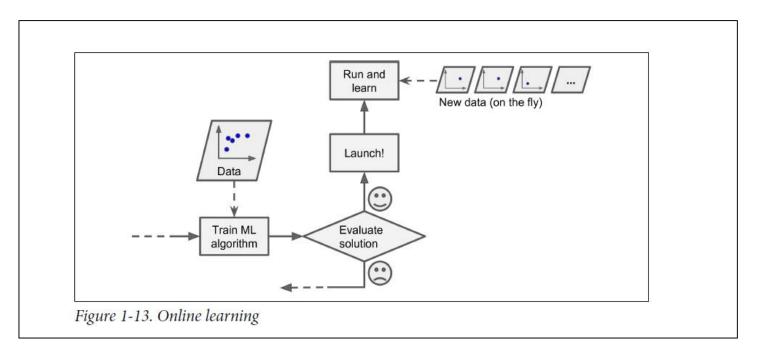
Batch learning

- Train offline on available data set then launch
- Advantage: Simple
- Disadvantage: CPU-time, Cannot handle new data types
- Cannot train a new system every day



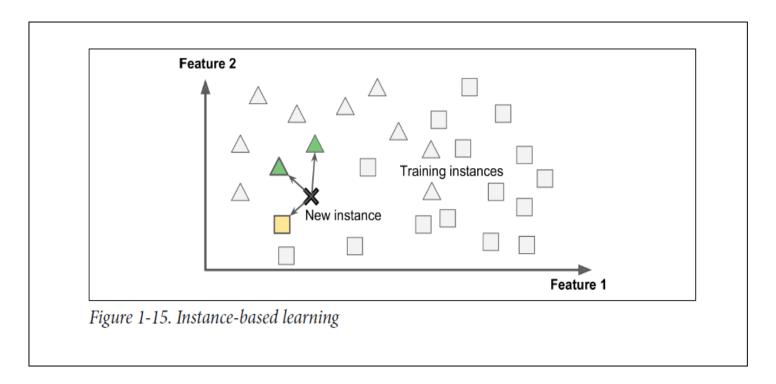
Online learning

- Feed data in mini-batches -> Train -> Adapt to new data
- Learning rate how fast should it learn ?
- Advantage: Handle Continuous data flow. Handle Huge data
- Disadvantage: Bad data can decline the performance. E.g. Bot attack or a malfunctioning sensor.



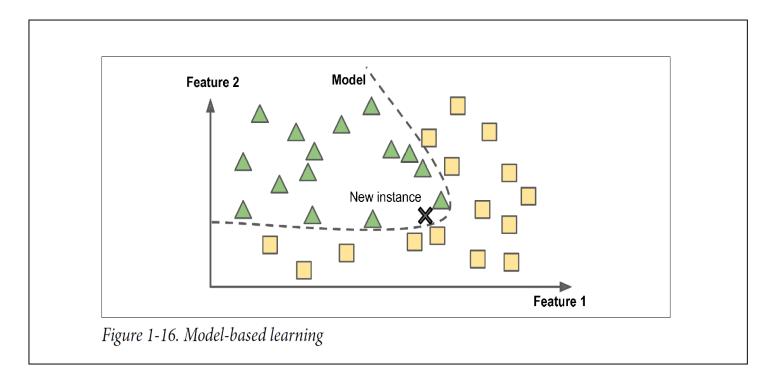
Instance based learning

• Learn -> Use similarities to Generalize -> Make Predictions



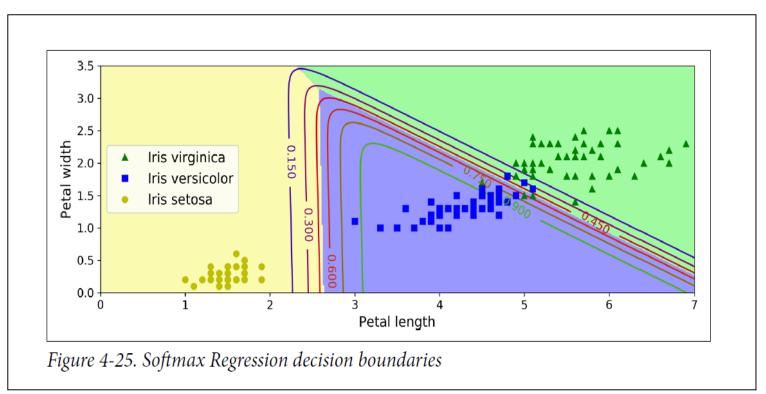
Model based learning: Classification

• Learn by examples -> Build a model -> Make Predictions



Iris: Probability plot with decision boundaries

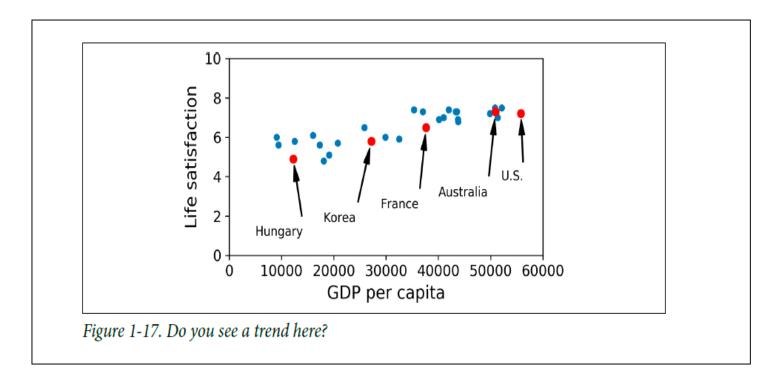
• Probability function using petal length and petal width and 3 classes



• Notice the linear decision boundaries (e.g. green 90% probability) for Iris Versicolor

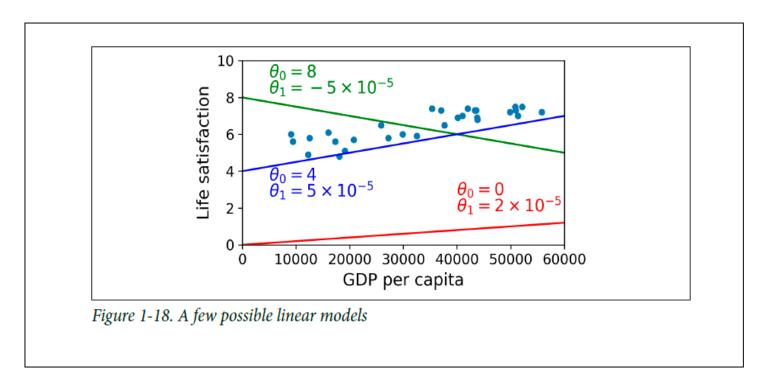
Model based learning. Regression

• Learn by examples -> Build a model -> Make Predictions



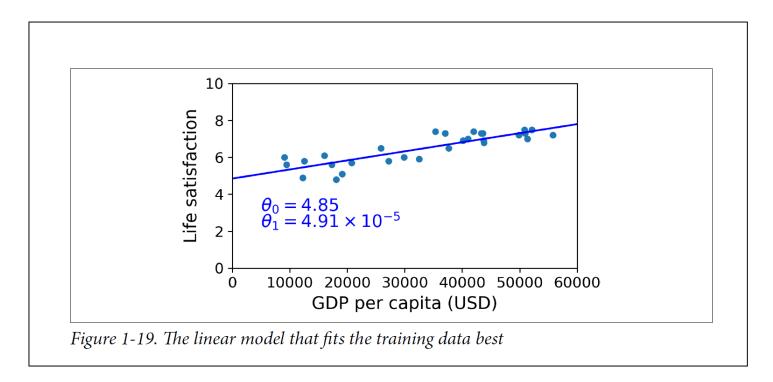
Model based learning. Regression

- Find the best linear model: bx + a
- $\theta_0 + \theta_1 x GDP$



Model based learning. Regression

- Find the best linear model: bx + a
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Regresison Code Example

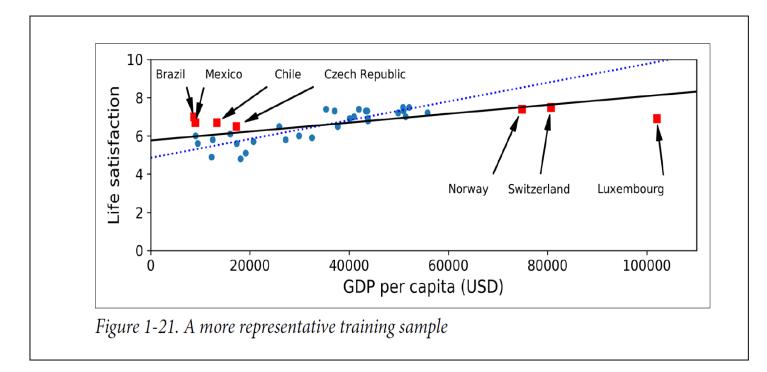
- Using ML to find the best linear model $\theta_0 + \theta_1 x GDP$
- Training and running the program !
- Show and look at: Life satisfaction code !

Challenges of Machine Learning

- Insufficient quantity of training data
- Nonrepresentative training data
- Poor quality data: outliners, noise, missing features for some data
- Irrelevant features
- Overfitting the training data
- Underfitting the training data

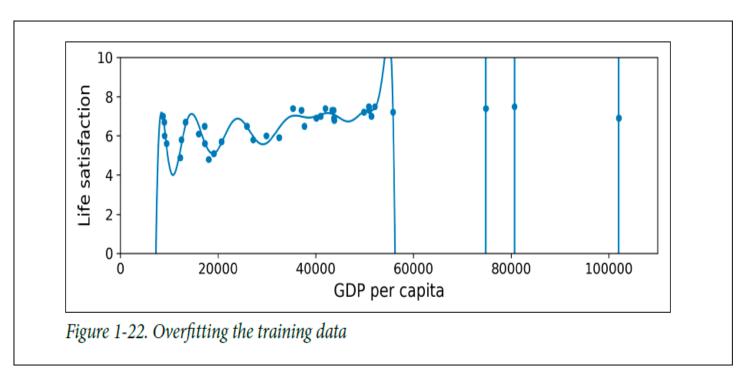
Nonrepresentative training data

• Nonrepresentative data leads to a model with low accuracy for some data



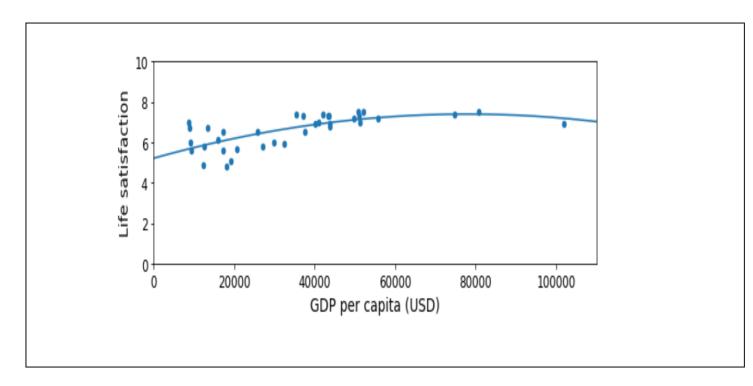
Overfitting

- Making the model too good on training set.
- But low accuracy for other test data
- Solution: use a more simple model and regularization



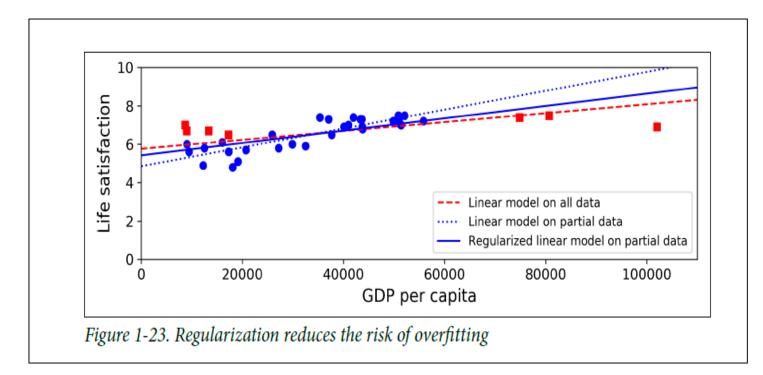
Overfitting solution

- Making the model better on training set.
- And hiogh accuracy for other test data
- Solution: use a more simple model and regularization like degree = 2



Regularization

• Setting constraints on the model parameters



Underfitting

- Too simple model to find a structure in the data
- Solution: Model with more parameters
- Better features
- Remove any constraints and regularization

Testing and validation

- Split data set into training set and a test set
- Train model on training set (80%-90% data)
- Finally test finally model on test set (10%-20% data)

Exercise

- It is time for discussion, setting up the environment Anaconda and coding Python in Spyder !
- <u>Chapter 1 Assignments: No. 1 14</u>
- <u>Anaconda Installation Guide</u>
- Jupiter Test
- Python Basic No. 1

