

CS 540 Introduction to Artificial Intelligence Machine Learning Overview

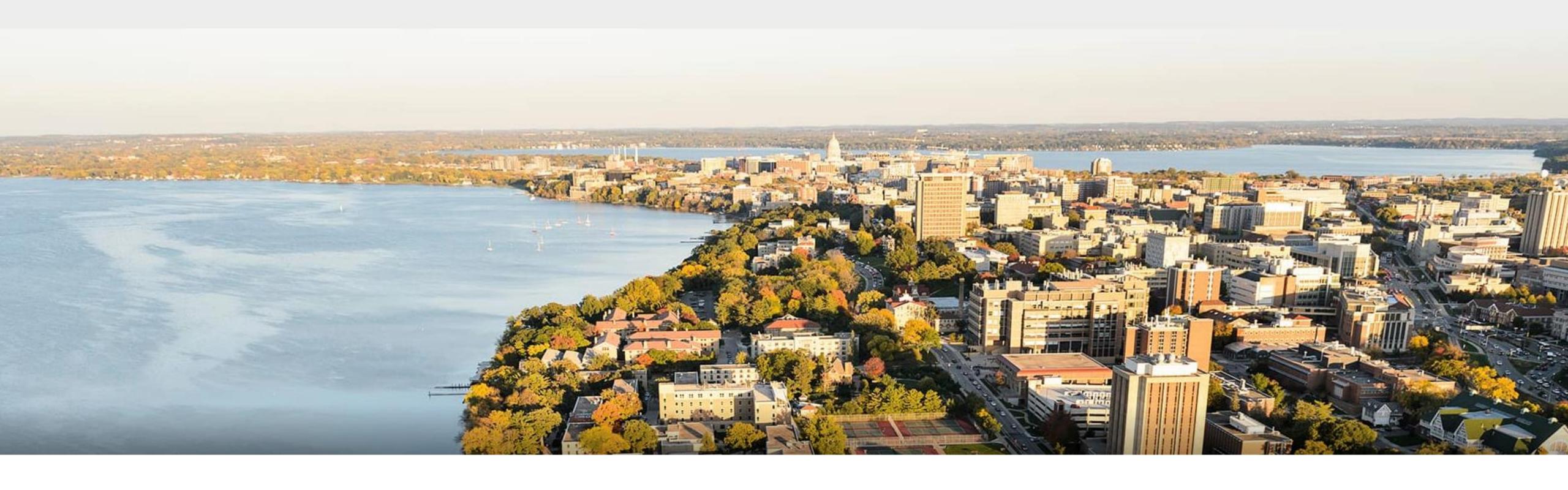
Yingyu Liang University of Wisconsin-Madison

Sept 30

Slides created by Sharon Li [modified by Yingyu Liang]

Today's outline

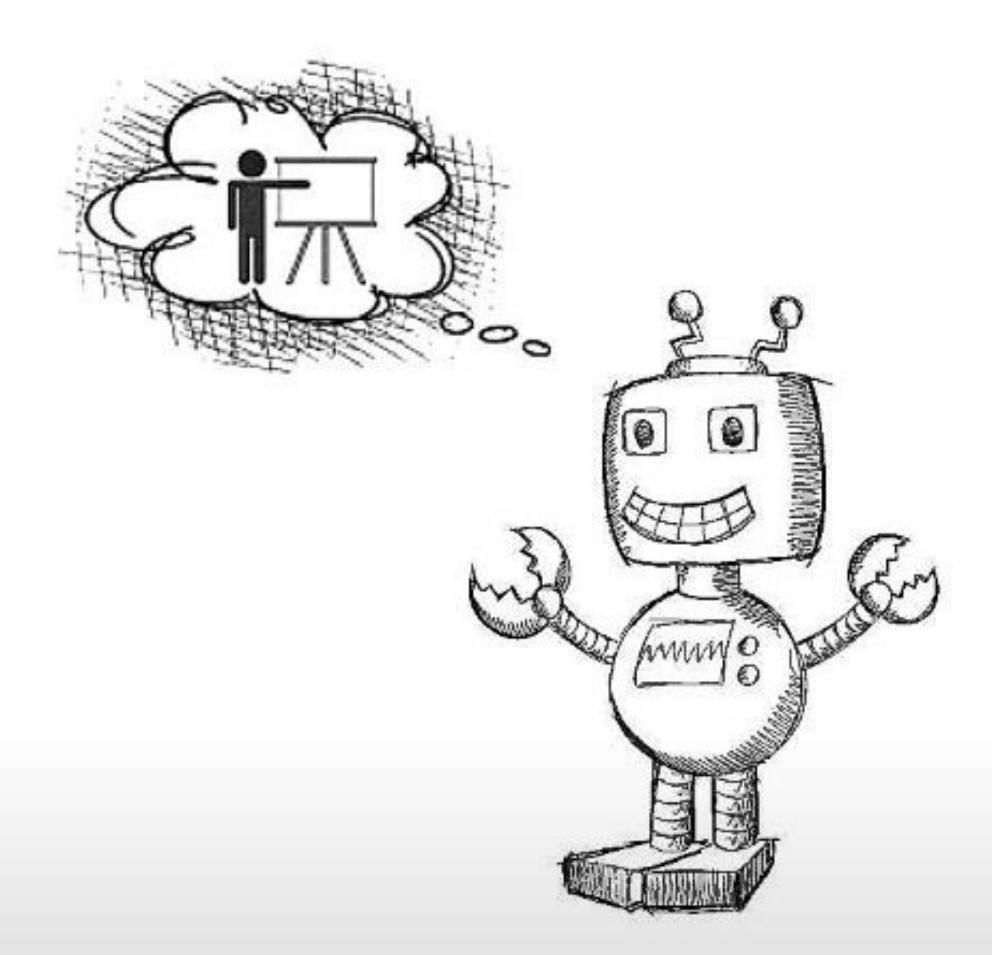
- What is machine learning?
- Supervised Learning
 - Classification
 - Regression
- Unsupervised Learning
 - Clustering
- Reinforcement Learning



Part I: What is machine learning?







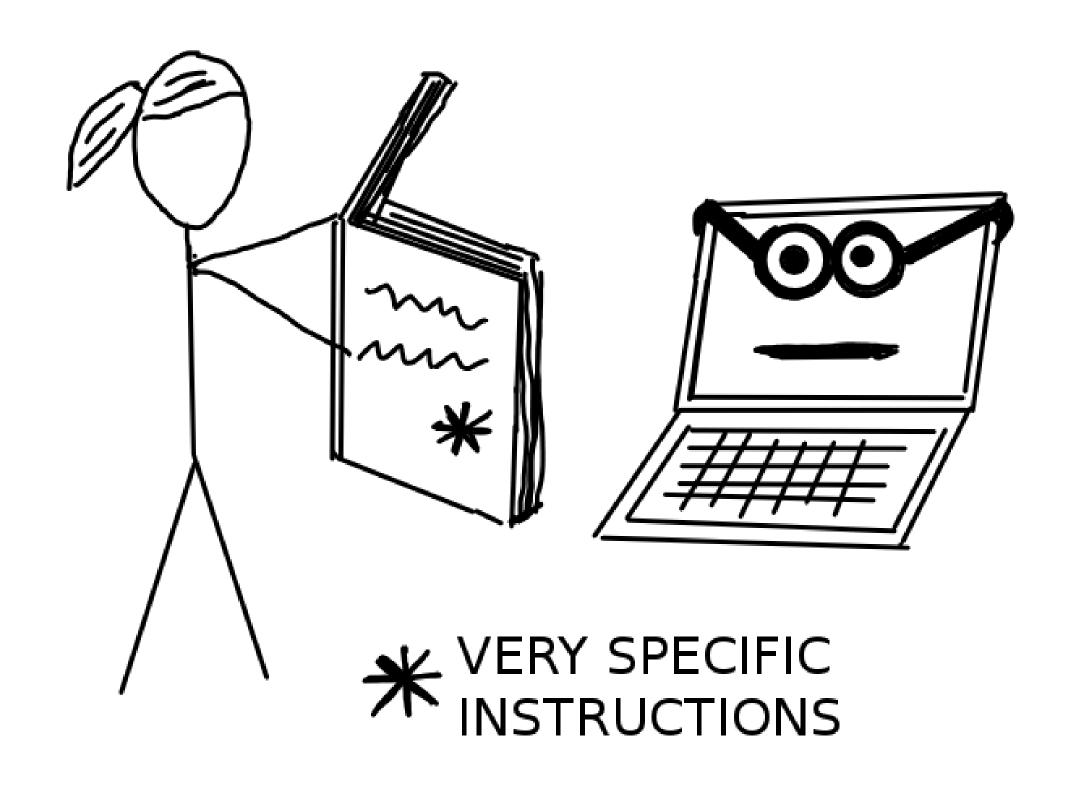
MACHINES FOLLOW INSTRUCTIONS
GIVEN BY HUMANS

What is machine learning?

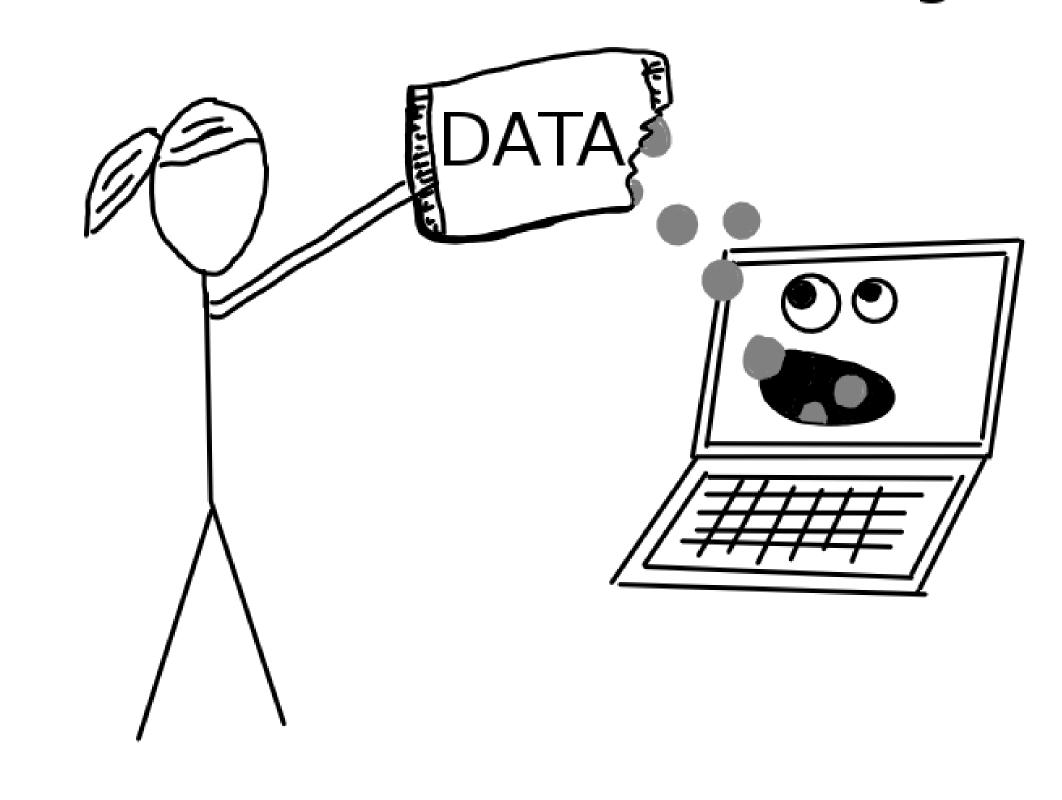
• Arthur Samuel (1959): Machine learning is the field of study that gives the computer the ability to learn without being explicitly programmed.



Without Machine Learning



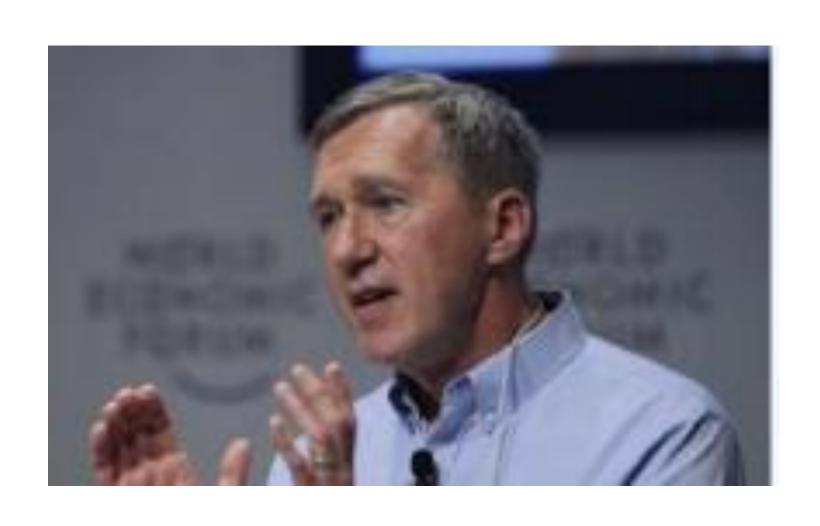
With Machine Learning

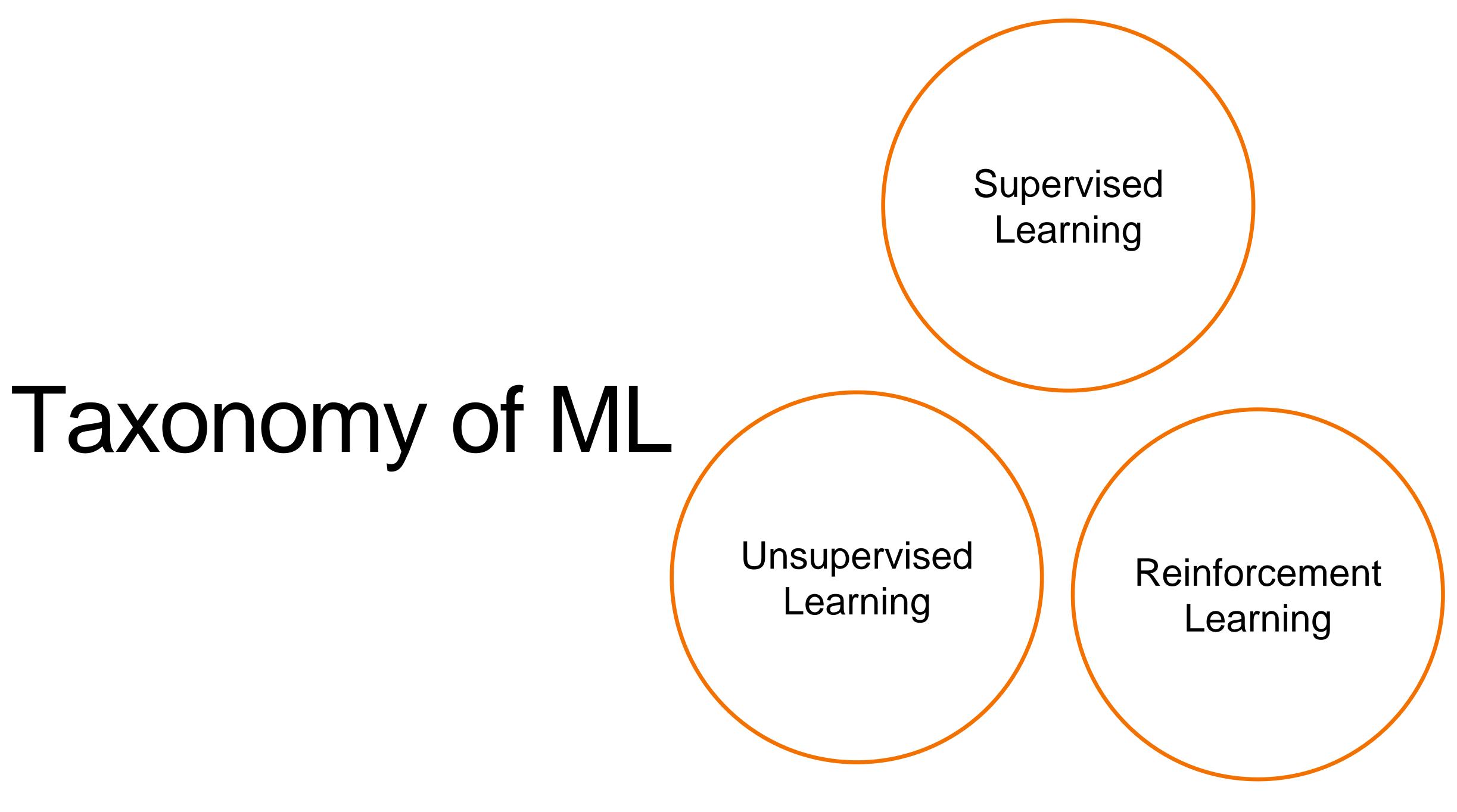


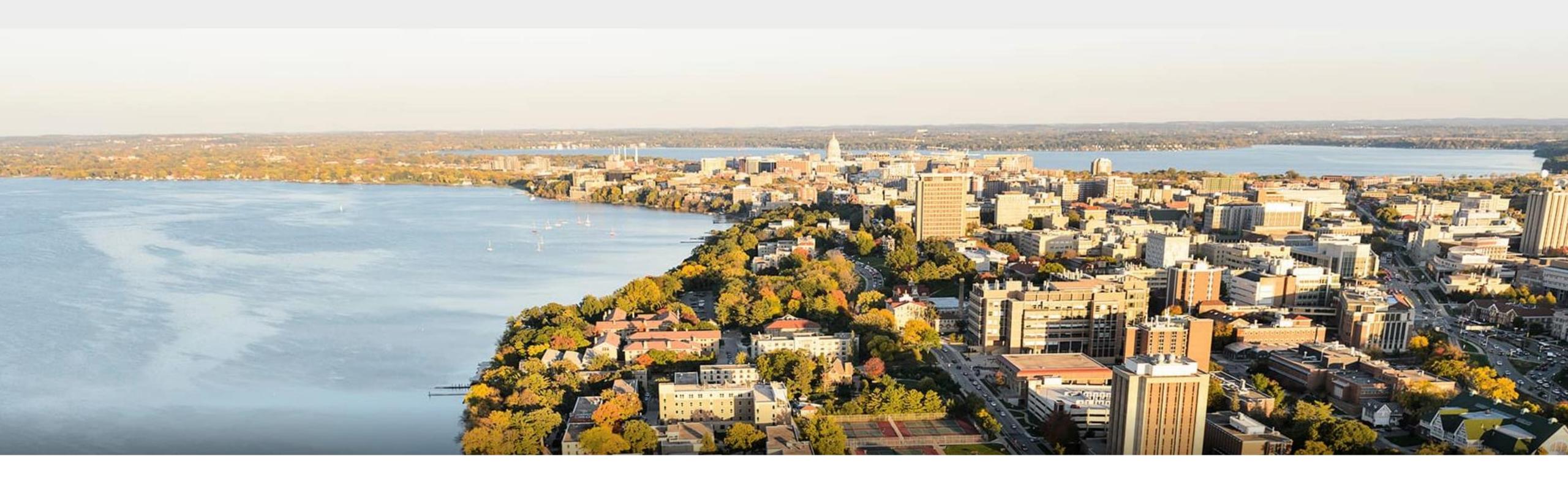
What is machine learning?

- Arthur Samuel (1959): Machine learning is the field of study that gives the computer the ability to learn without being explicitly programmed.
- Tom Mitchell (1997): A computer program is said to learn from **experience E** with respect to some class of **tasks T** and **performance measure P**, if its performance at tasks in T as measured by P, improves with experience E.

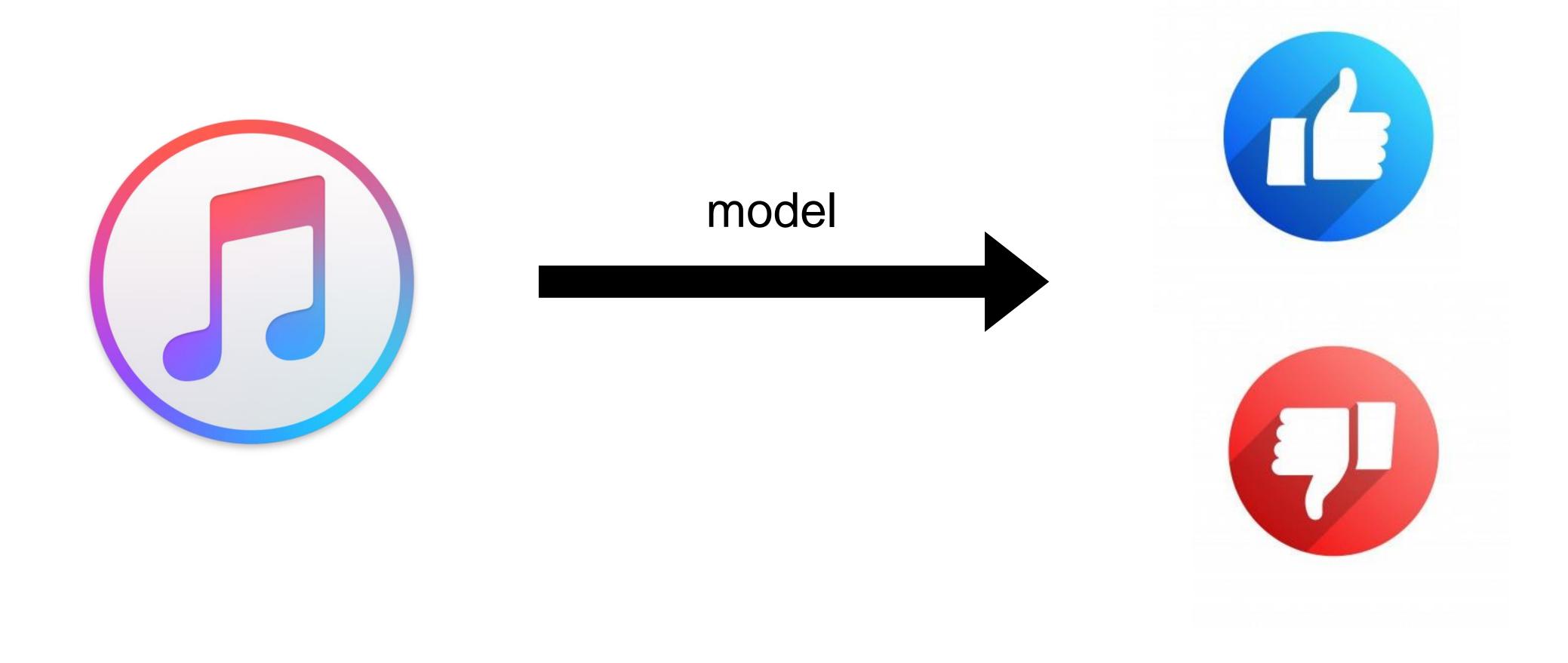


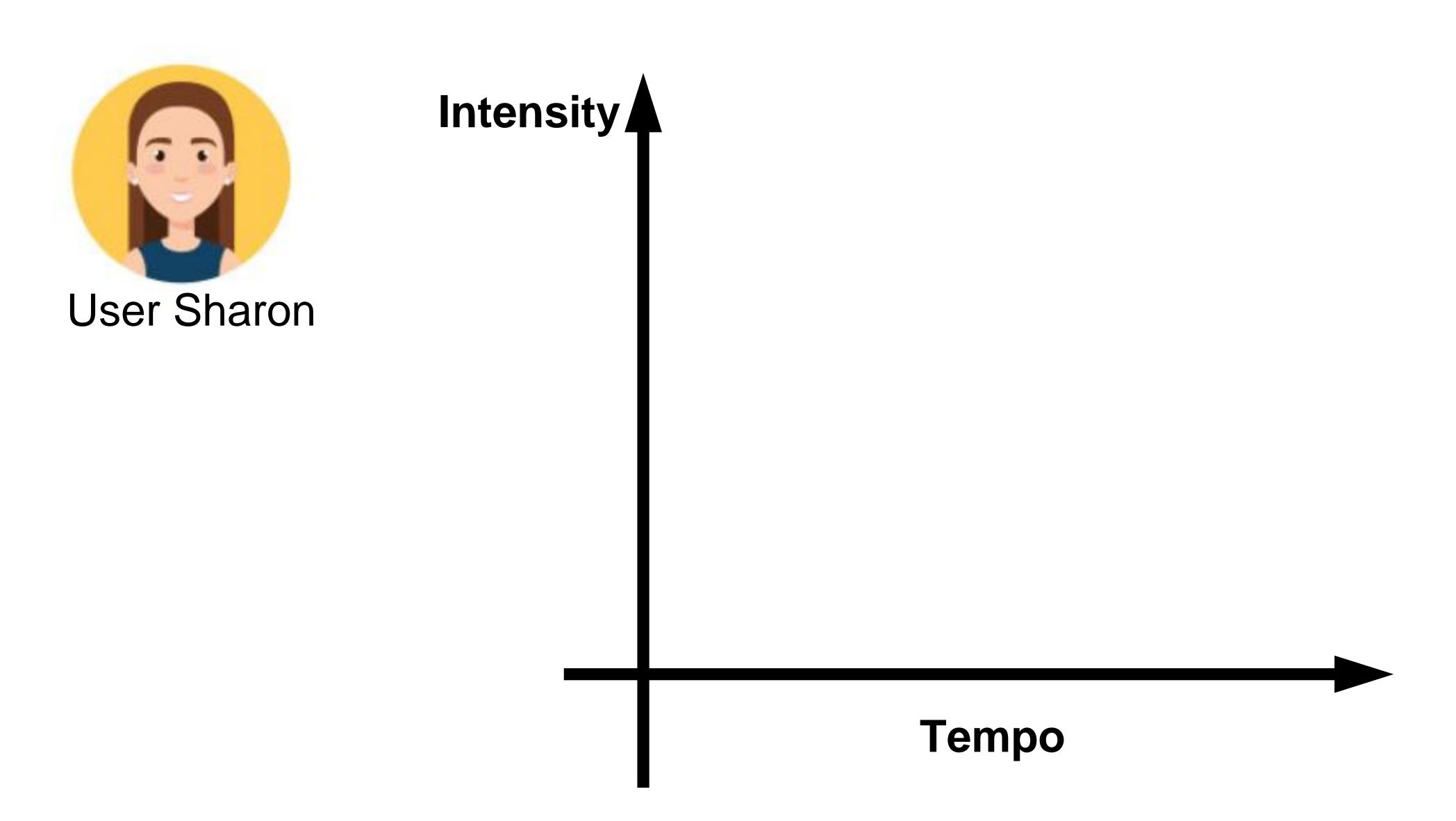


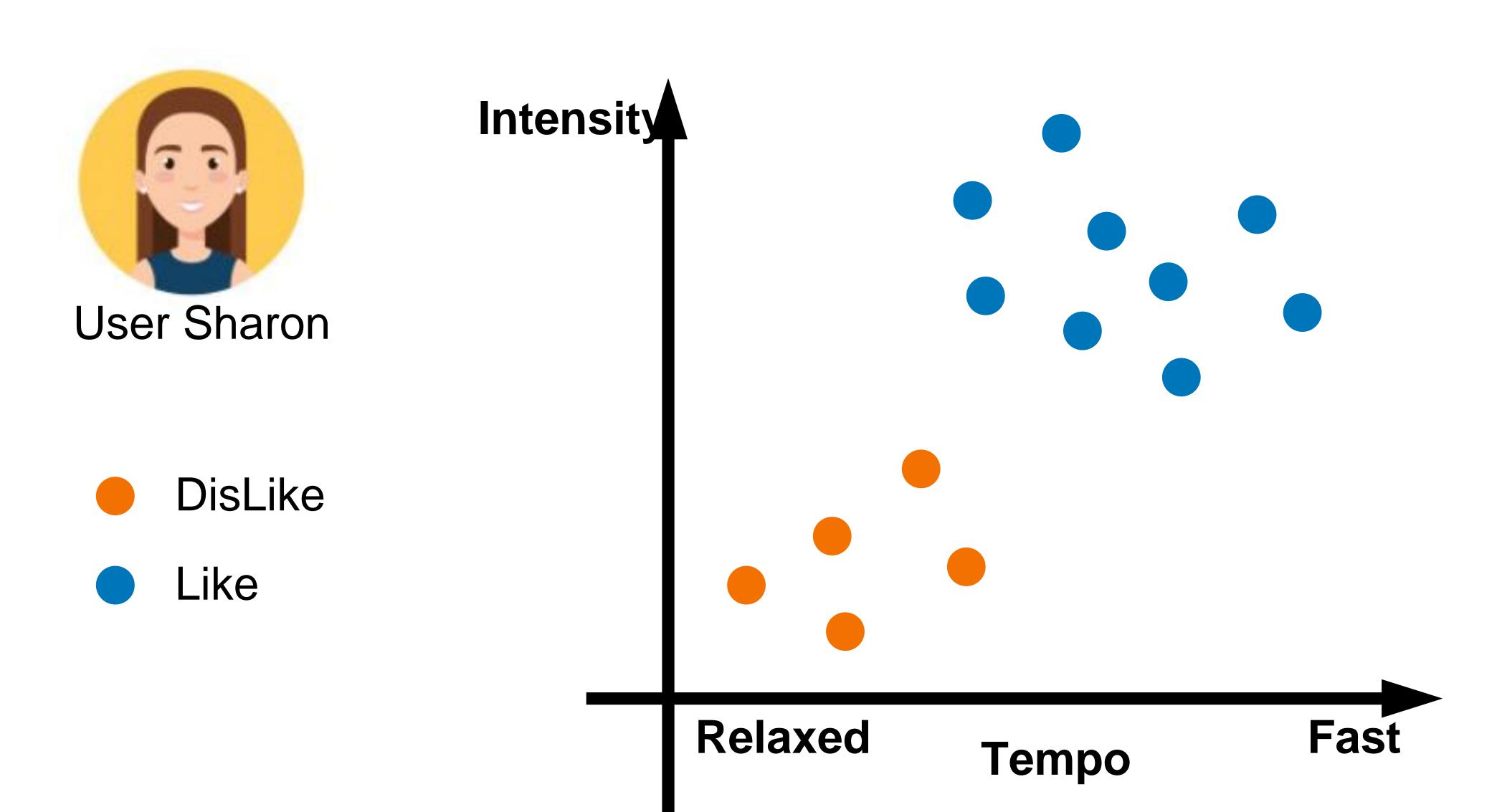




Part II: Supervised Learning

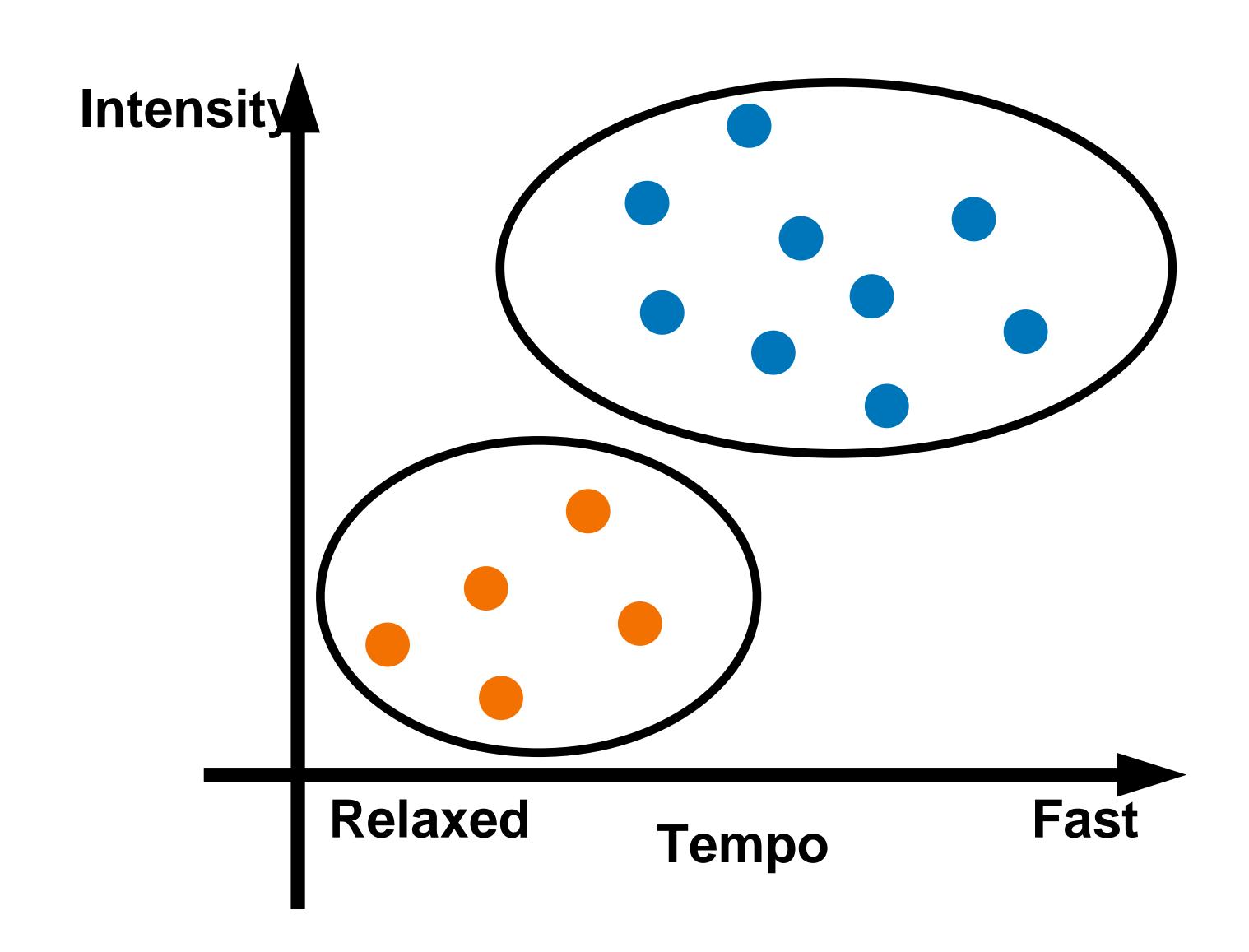


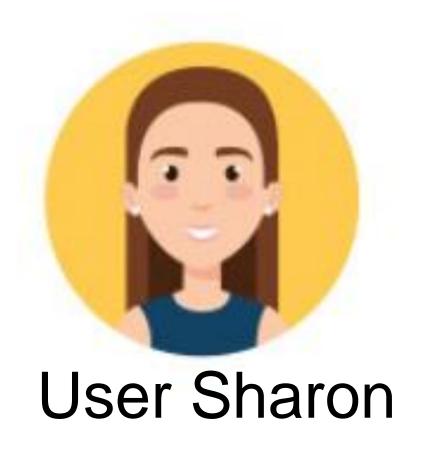




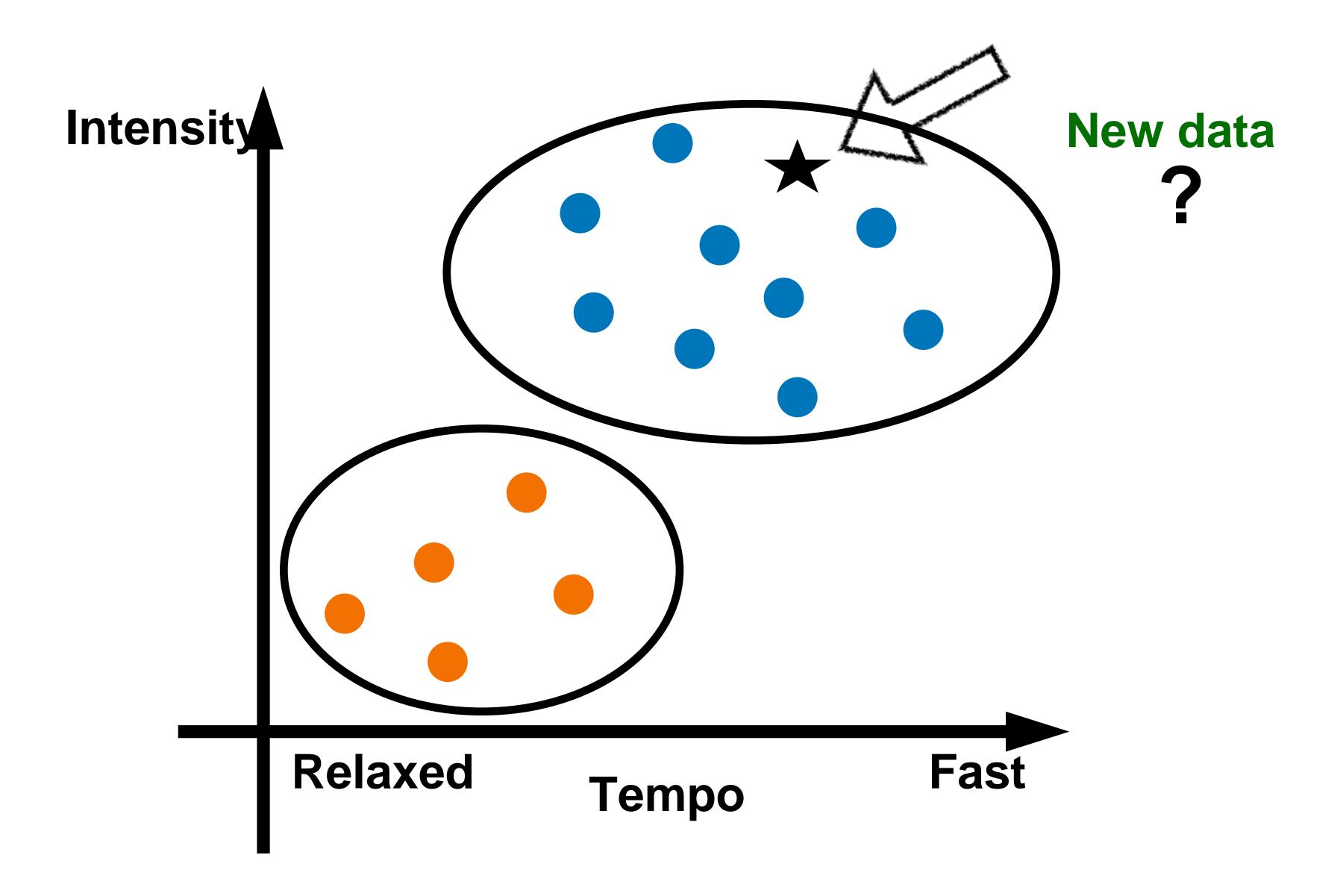


- DisLike
- Like



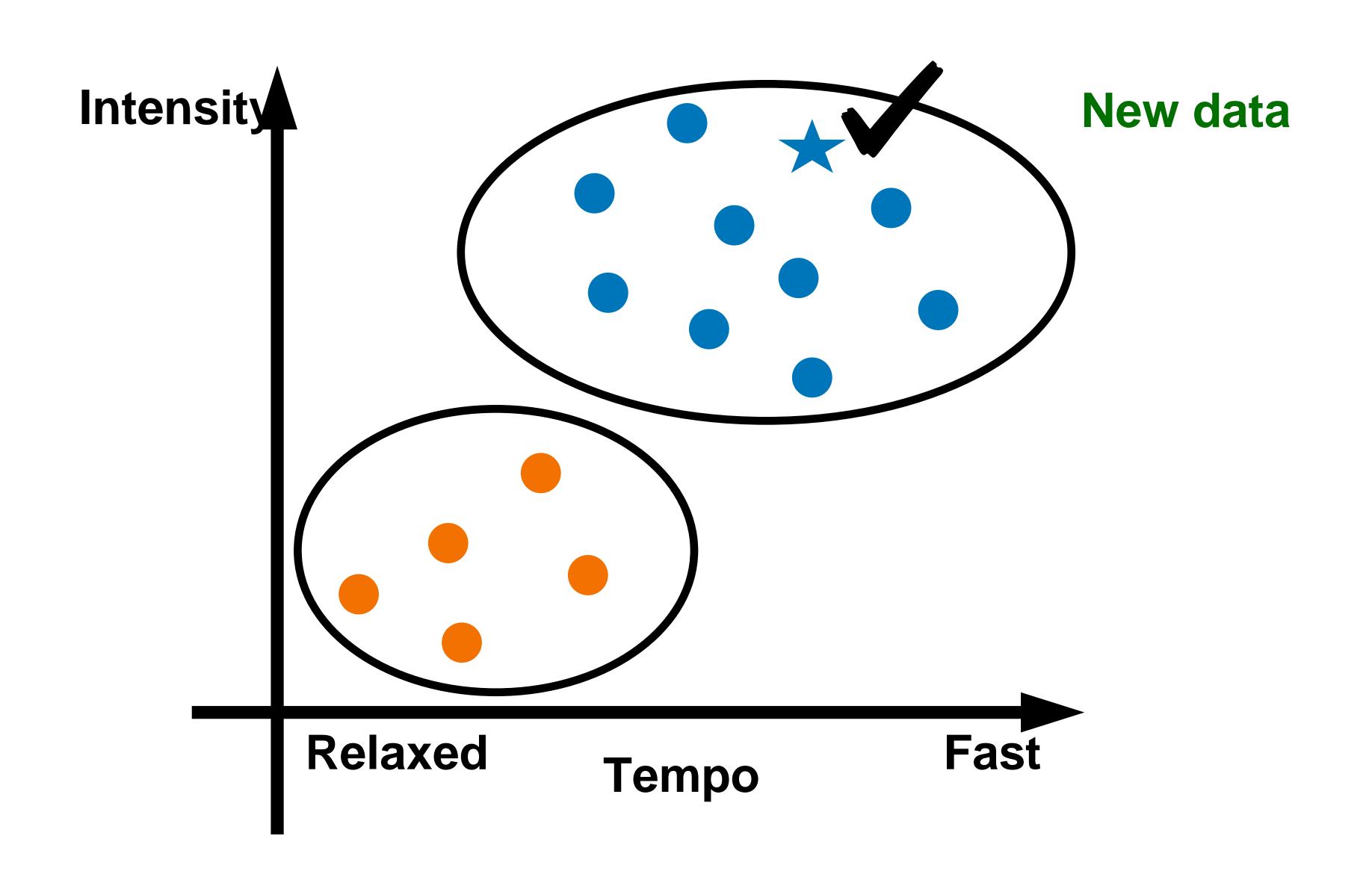


- DisLike
- Like





- DisLike
- Like

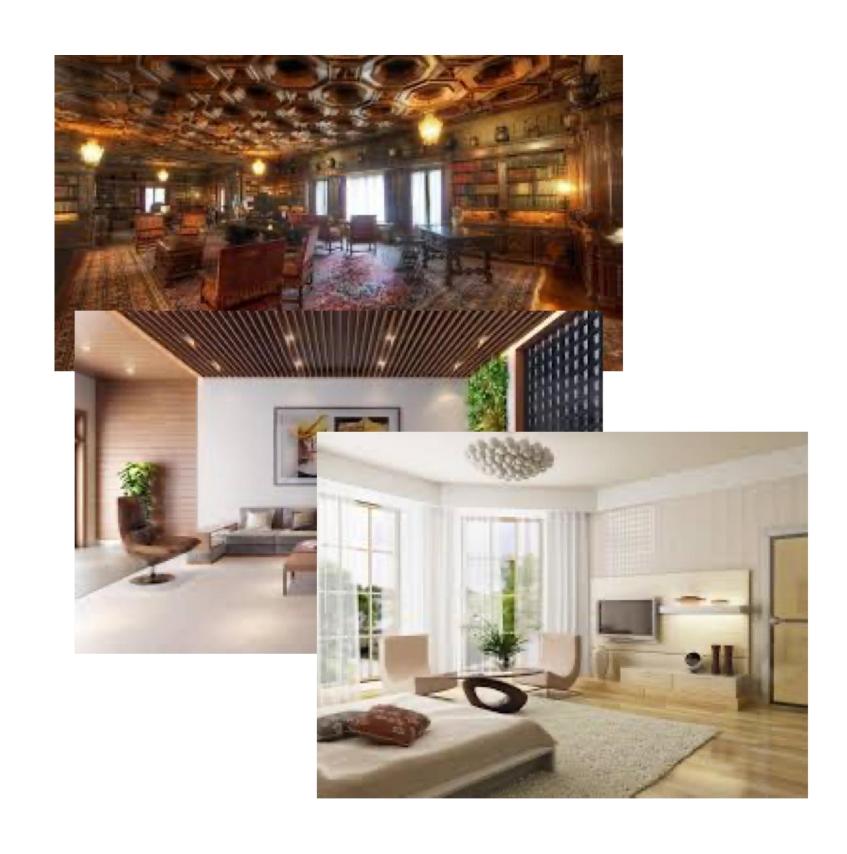


Example 2: Classify Images

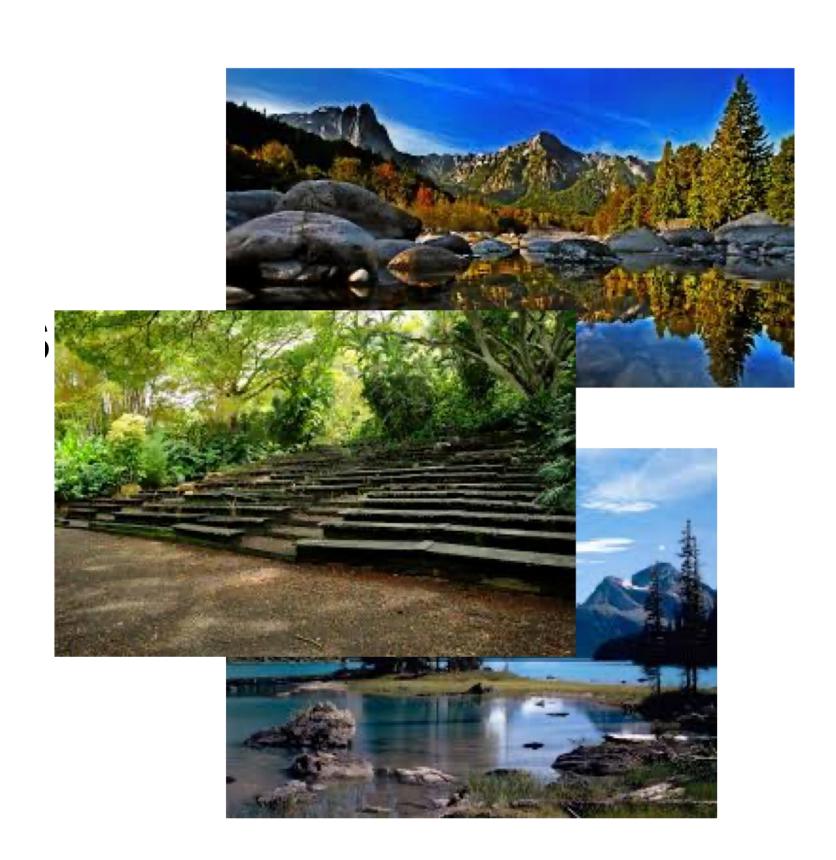
http://www.image-net.org/



Example 2: Classify Images

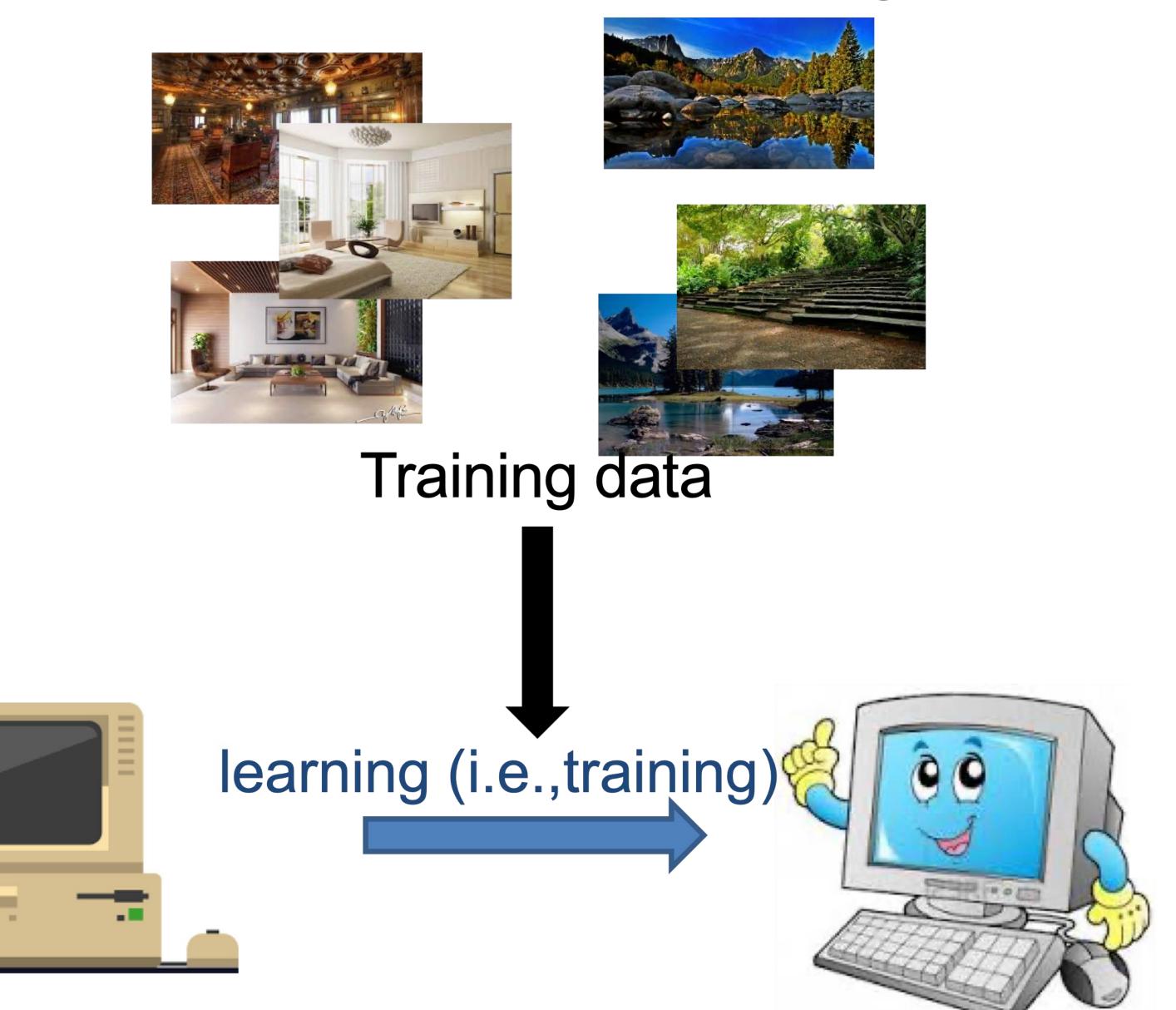


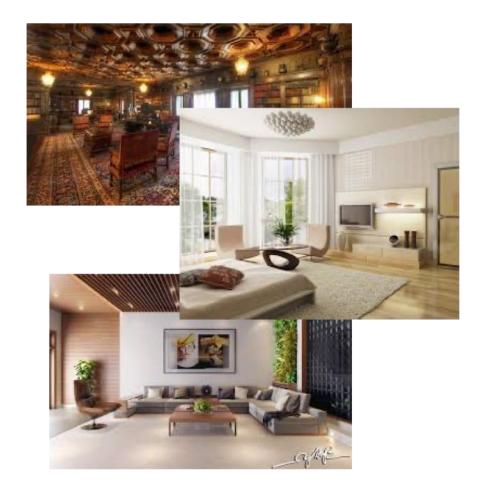
indoor



outdoor

Example 2: Classify Images









Training data



Label: outdoor



Label: indoor



testing

performance



How to represent data?

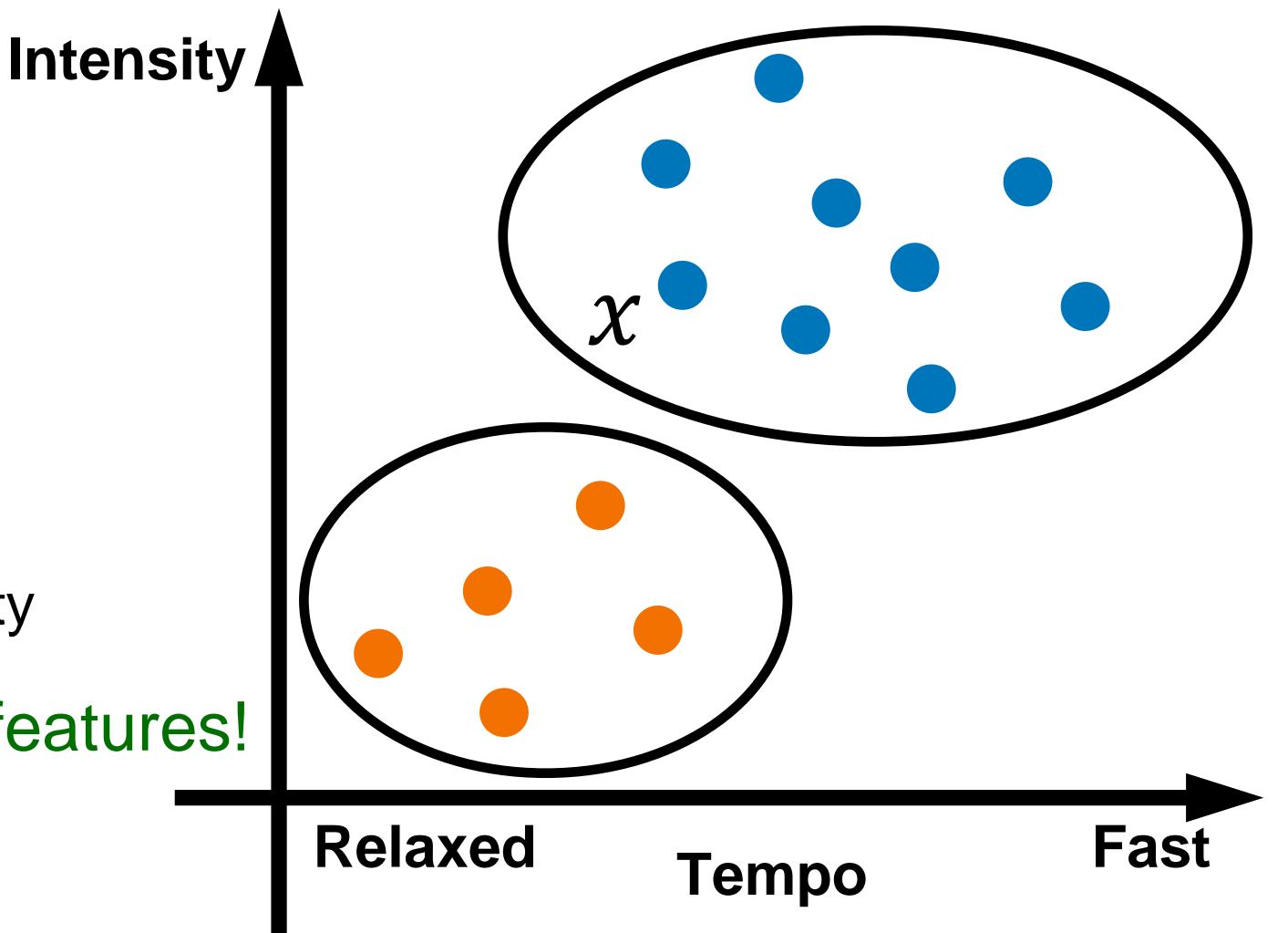
input data

$$x \in \mathbb{R}^d$$

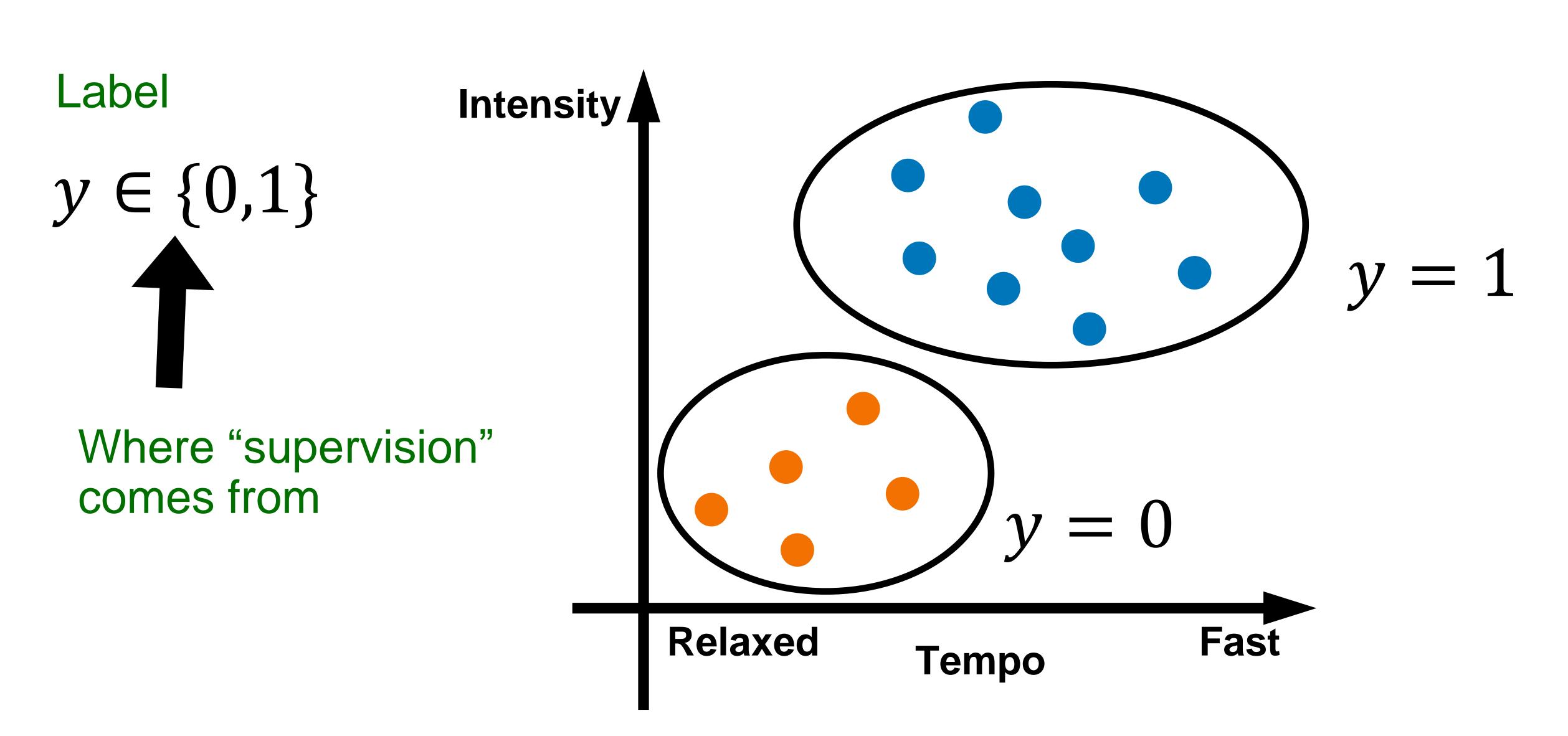
d: feature dimension

$$oldsymbol{x} = egin{bmatrix} oldsymbol{x}_1 \ oldsymbol{x}_2 \end{bmatrix}$$
 Tempo Intensity

There can be many features!



How to represent data?



Represent various types of data

- Image
 - Pixel values

- Bank account
 - Credit rating, balance, # deposits in last day, week, month, year, #withdrawals

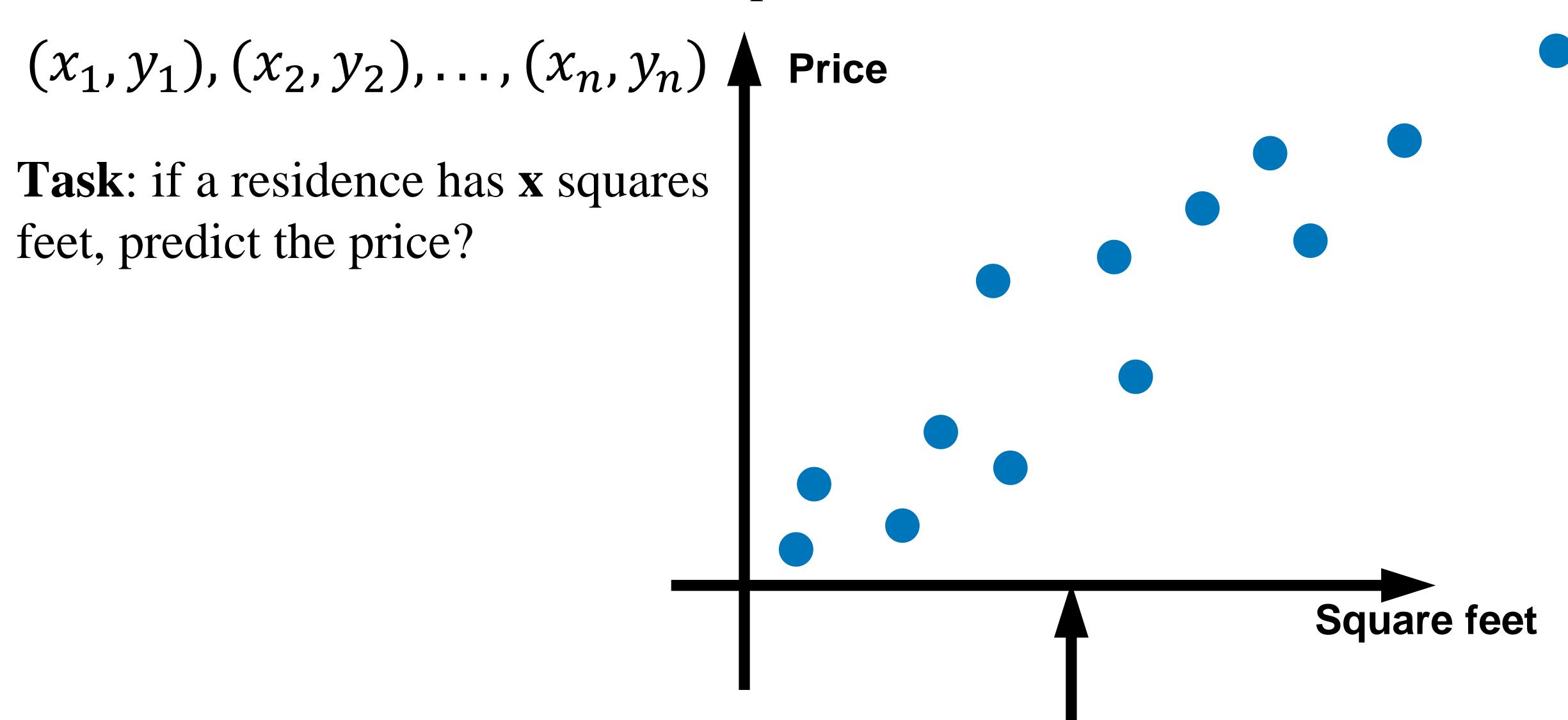
Two Types of Supervised Learning Algorithms

Classification

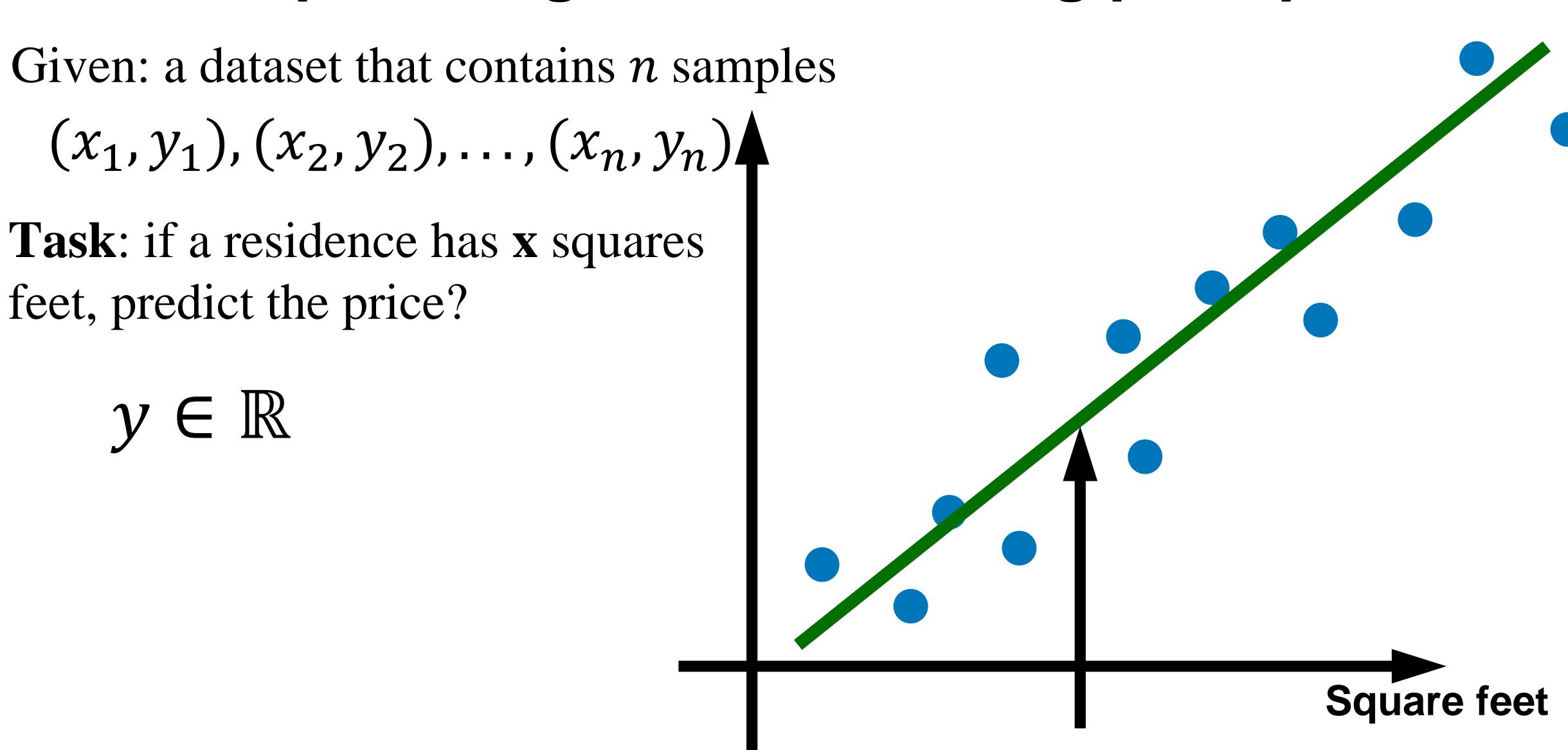
Regression

Example of regression: housing price prediction

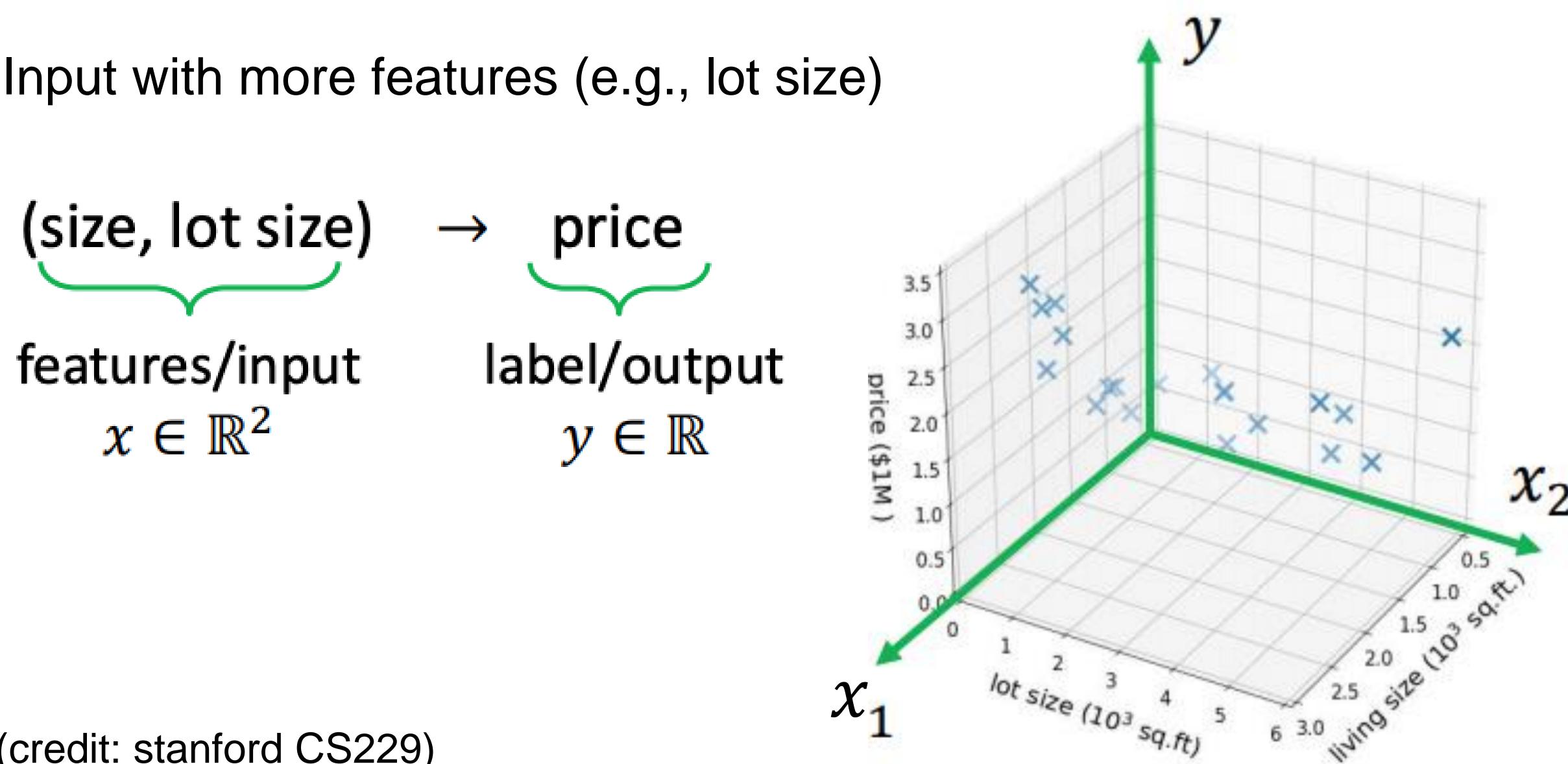
Given: a dataset that contains n samples



Example of regression: housing price prediction



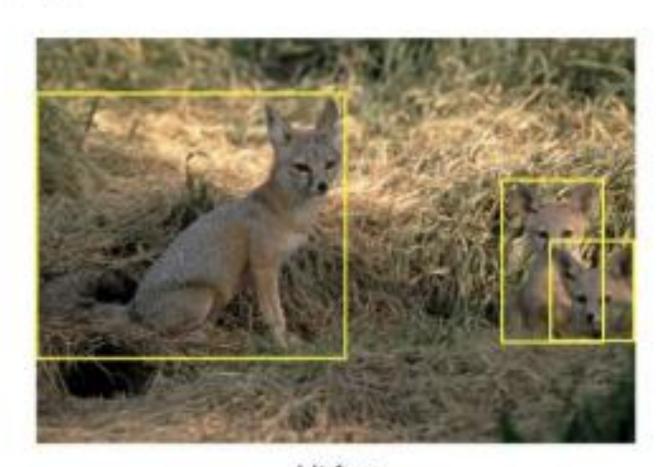
Example of regression: housing price prediction



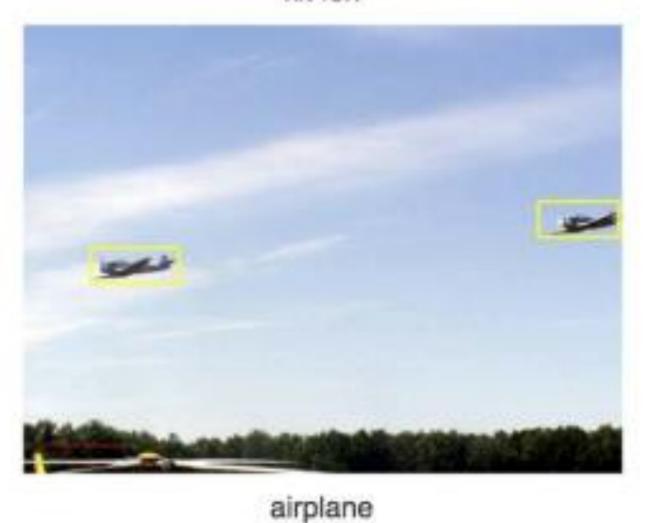
(credit: stanford CS229)

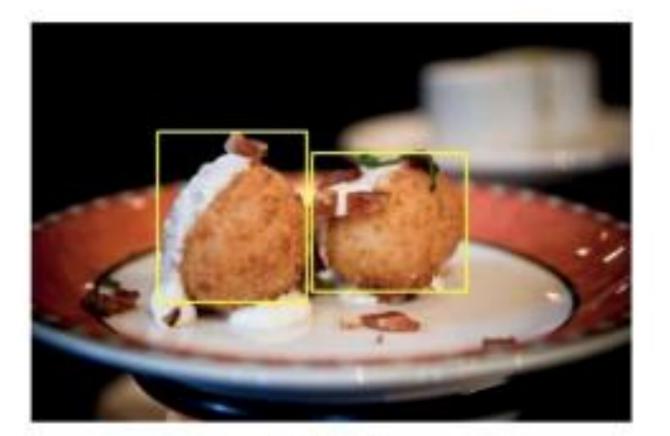
Supervised Learning: More examples

x = raw pixels of the image y = bounding boxes



kit fox





croquette



frog

Russakovsky et al. 2015

Two Types of Supervised Learning Algorithms

Classification

• the label is a discrete variable

$$y \in \{1,2,3,...,K\}$$

Regression

• the label is a continuous variable

$$y \in \mathbb{R}$$

Training Data for Supervised Learning

Training data is a collection of input instances to the learning algorithm:

$$(x_1, y_1), (x_2, y_2), (x_3, y_3), \dots, (x_n, y_n)$$
 input label

A training data is the "experience" given to a learning algorithm

Goal of Supervised Learning

Given training data

$$(x_1, y_1), (x_2, y_2), (x_3, y_3), \dots, (x_n, y_n)$$

Learn a function mapping $f: X \to Y$, such that f(x) predicts the label y on **future** data x (not in training data)

Goal of Supervised Learning

Training set error

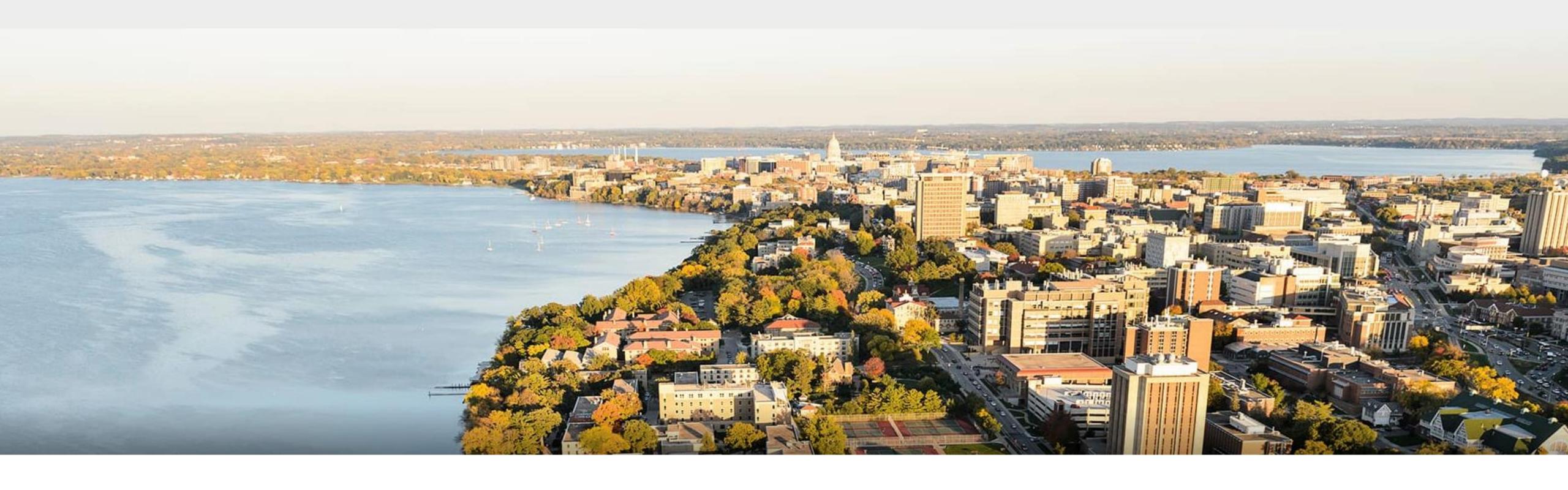
• 0-1 loss for classification
$$\ell = \frac{1}{n} \sum_{i=1}^{n} (f(\mathbf{x}_i) \neq y_i)$$

• Squared loss for regression: $\ell = \frac{1}{n} \sum_{i=1}^{n} (f(\mathbf{x}_i) - y_i)^2$

A learning algorithm optimizes the training objective

$$f^* = \operatorname{argmin} \mathbb{E}_{(x,y)} \ell(f(x), y)$$

Details in upcoming lectures:)



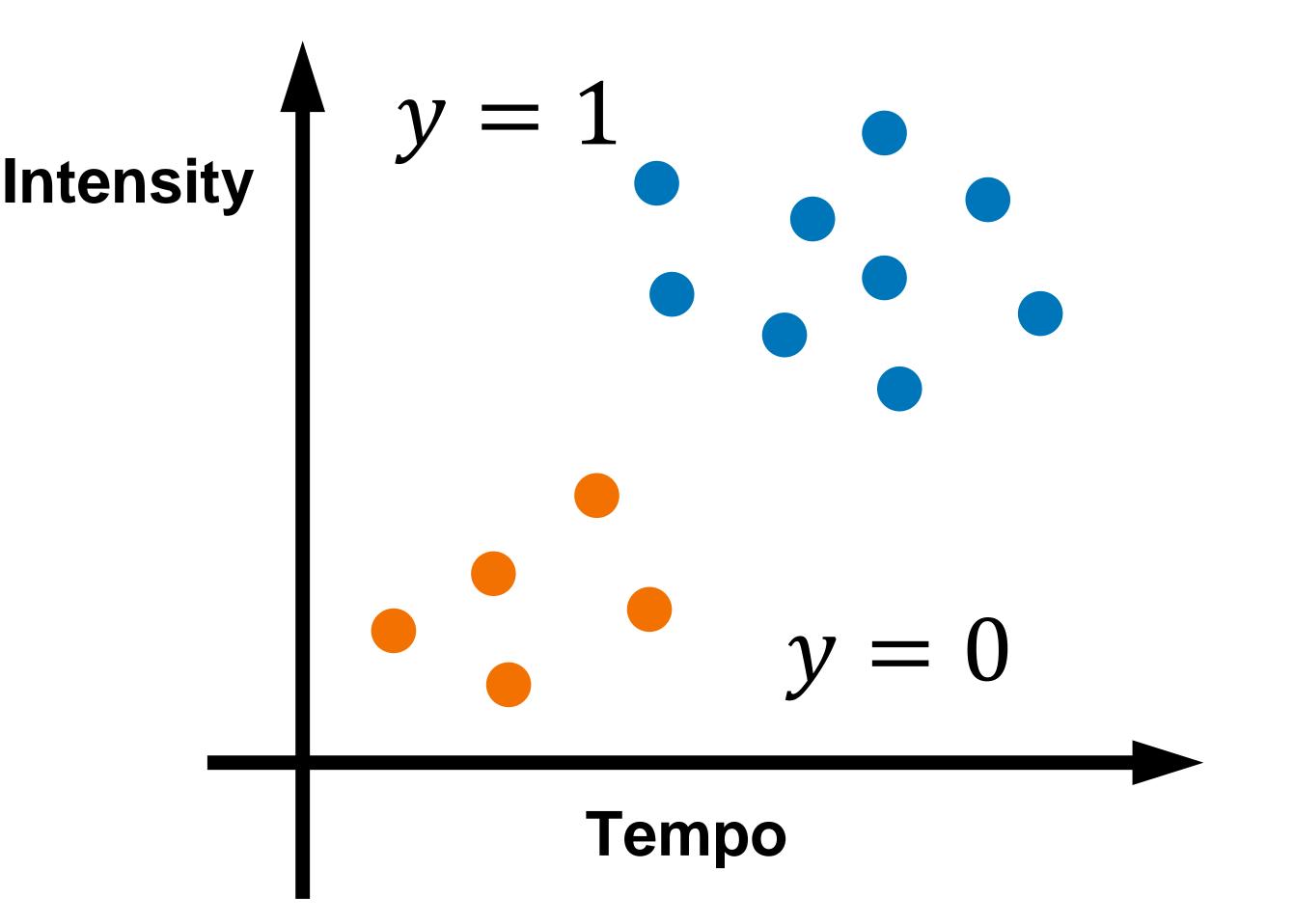
Part II: Unsupervised Learning (no teacher)

Unsupervised Learning

- Given: dataset contains no label x_1, x_2, \ldots, x_n
- Goal: discover interesting patterns and structures in the data

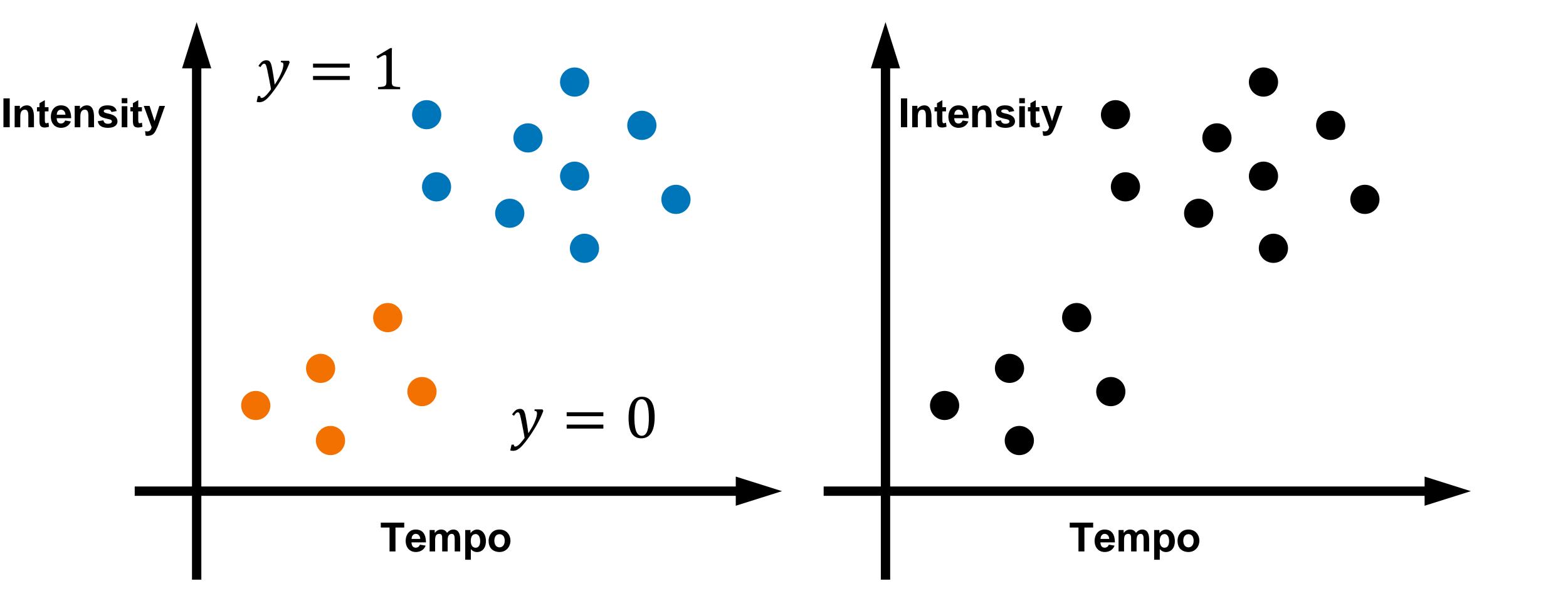
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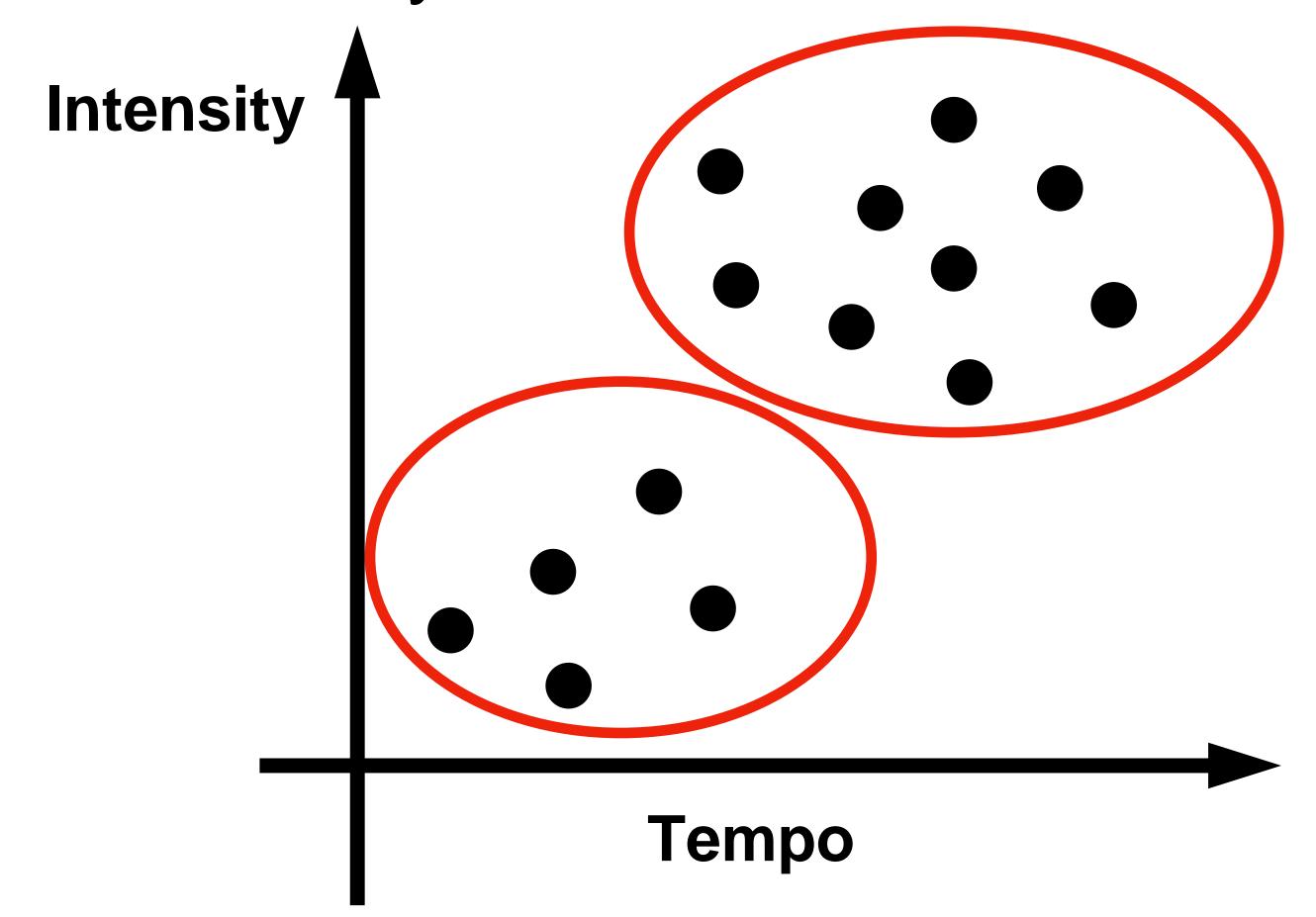
Unsupervised Learning

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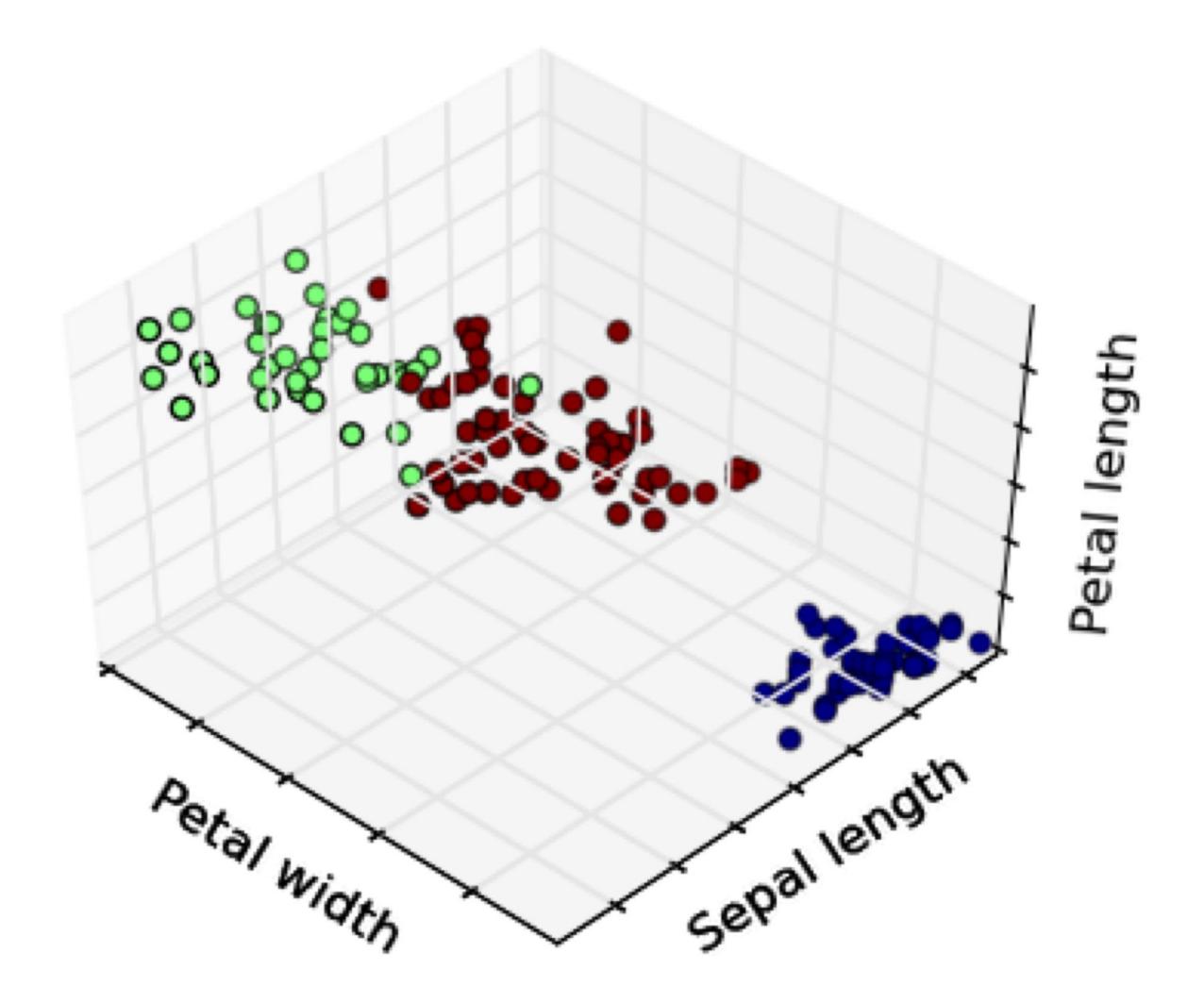


Clustering

- Given: dataset contains no label x_1, x_2, \ldots, x_n
- Output: divides the data into clusters such that there are intra-cluster similarity and inter-cluster dissimilarity



Clustering



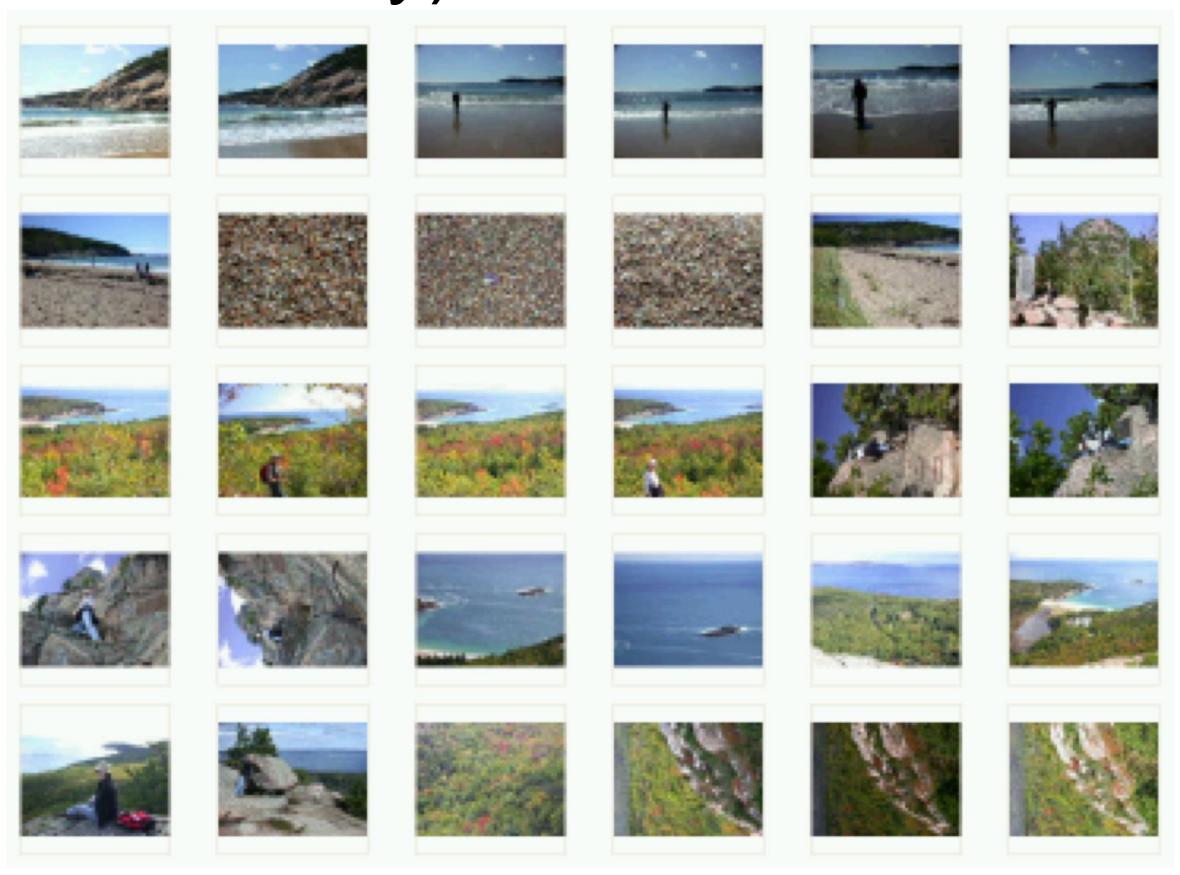


Clustering Irises using three different features

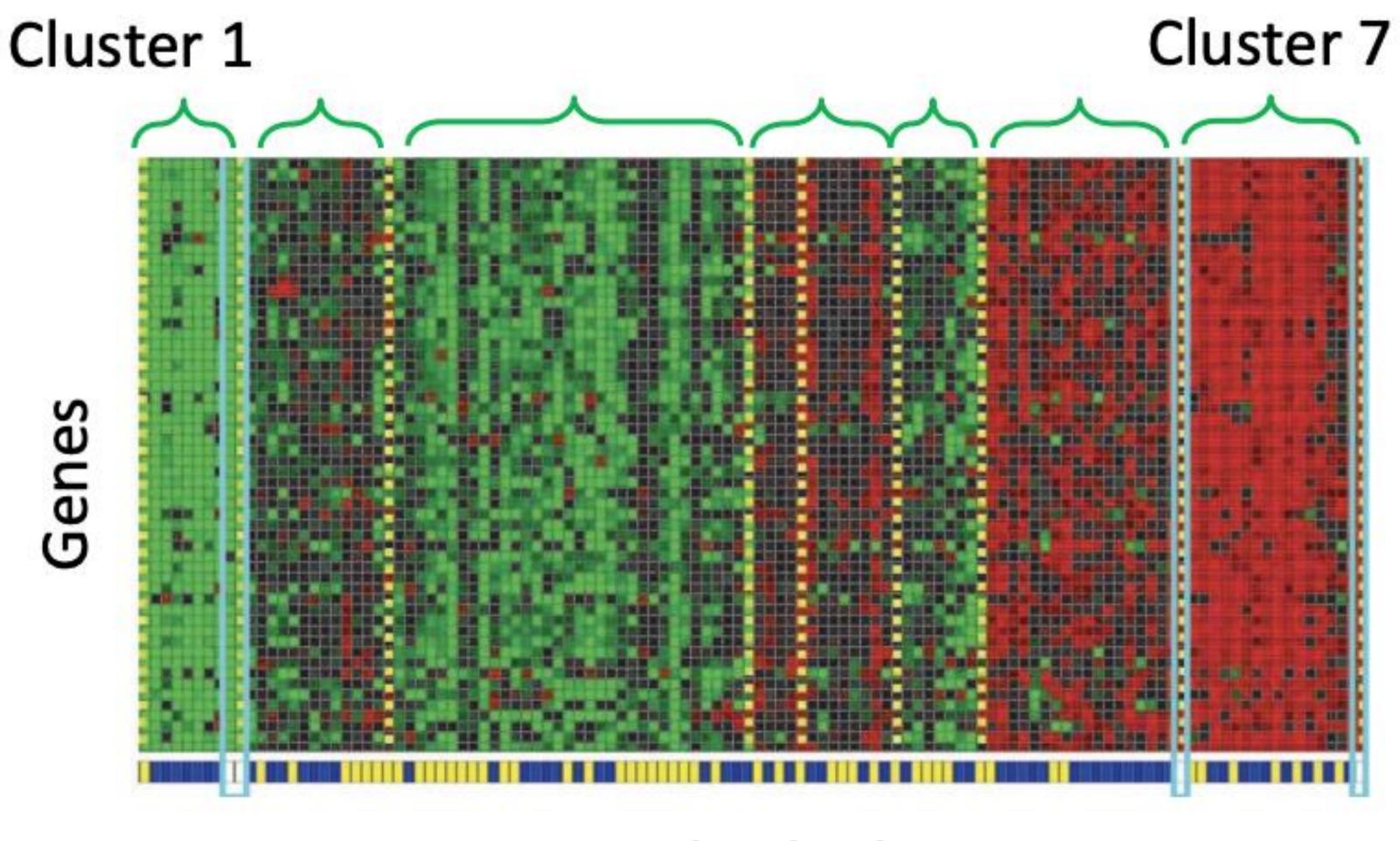
The colors represent clusters identified by the algorithm, not y's provided as input

Clustering

- You probably have >1000 digital photos stored on your phone
- After this class you will be able to organize them better (based on visual similarity)



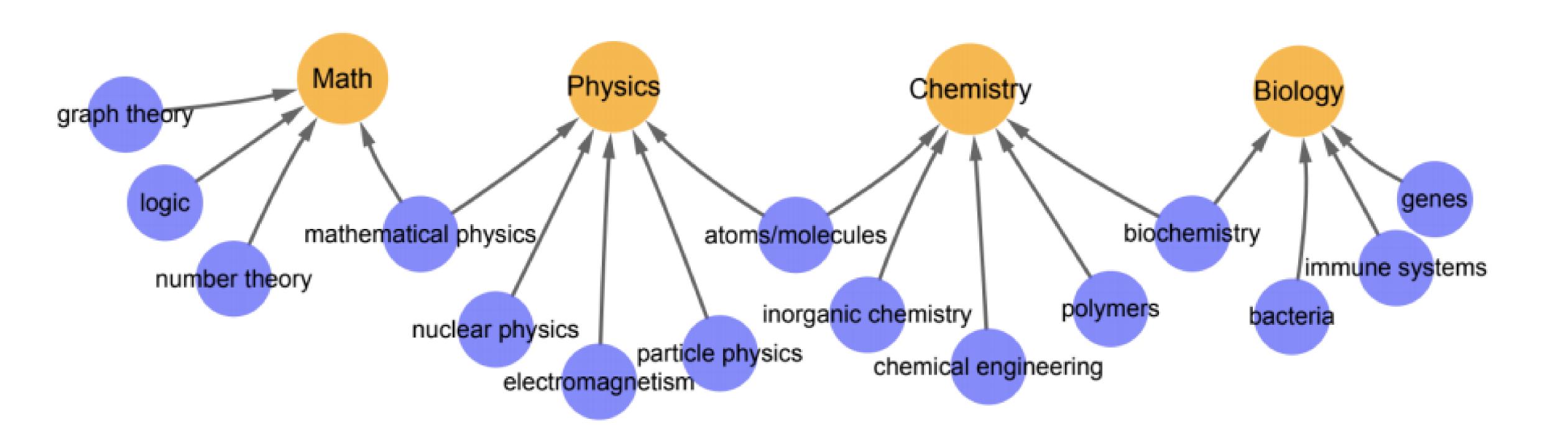
Clustering Genes



Individuals

Identifying Regulatory Mechanisms using Individual Variation Reveals Key Role for Chromatin Modification. [Su-In Lee, Dana Pe'er, Aimee M. Dudley, George M. Church and Daphne Koller. '06]

Clustering Words with Similar Meanings



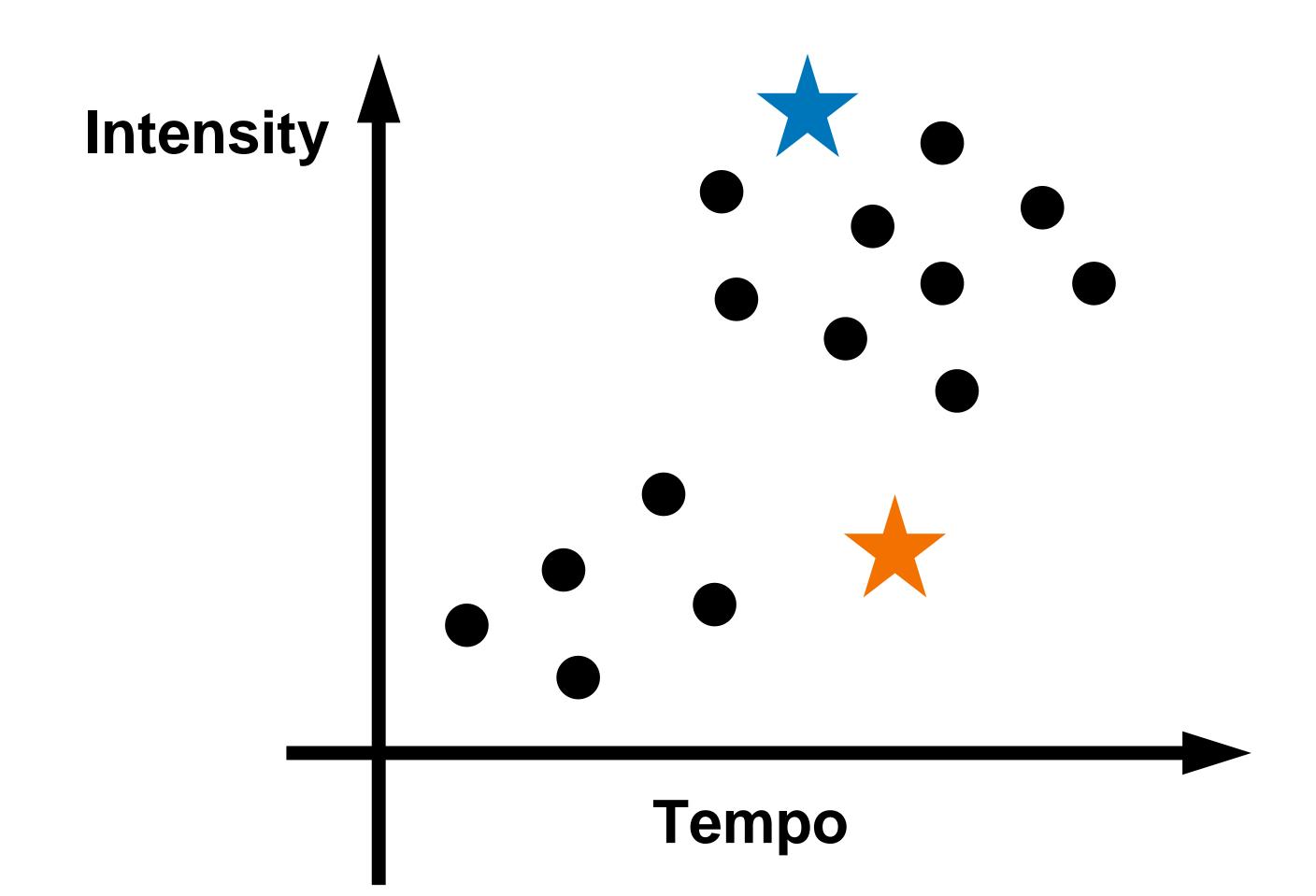
How do we perform clustering?

- Many clustering algorithms. We will look at the two most frequently used ones:
 - *K-means clustering*: we specify the desired number of clusters, and use an iterative algorithm to find them
 - Hierarchical clustering: we build a binary tree over the dataset

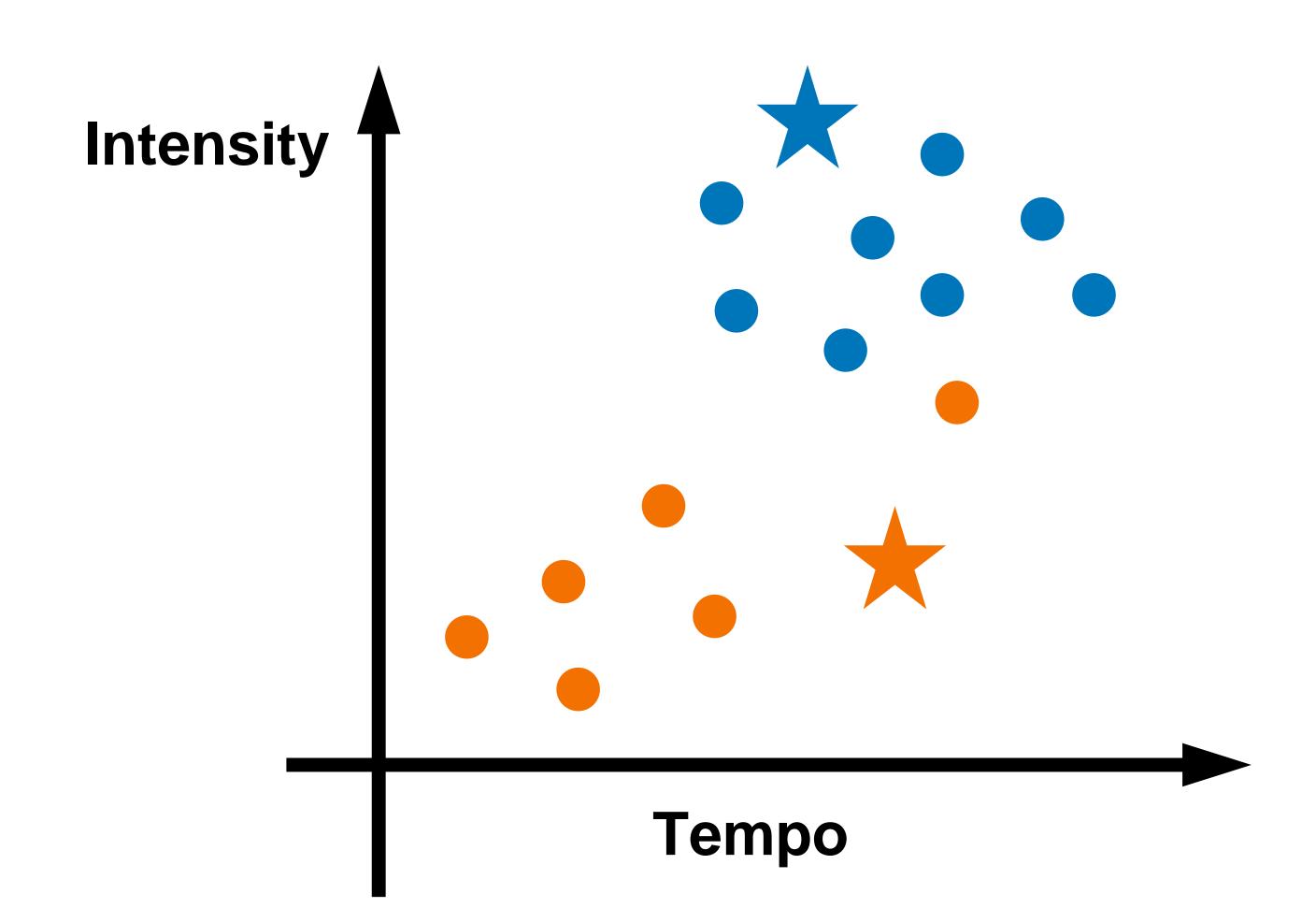
Very popular clustering method

• Input: a dataset x_1, x_2, \ldots, x_n , and assume the number of clusters ${\bf k}$ is given

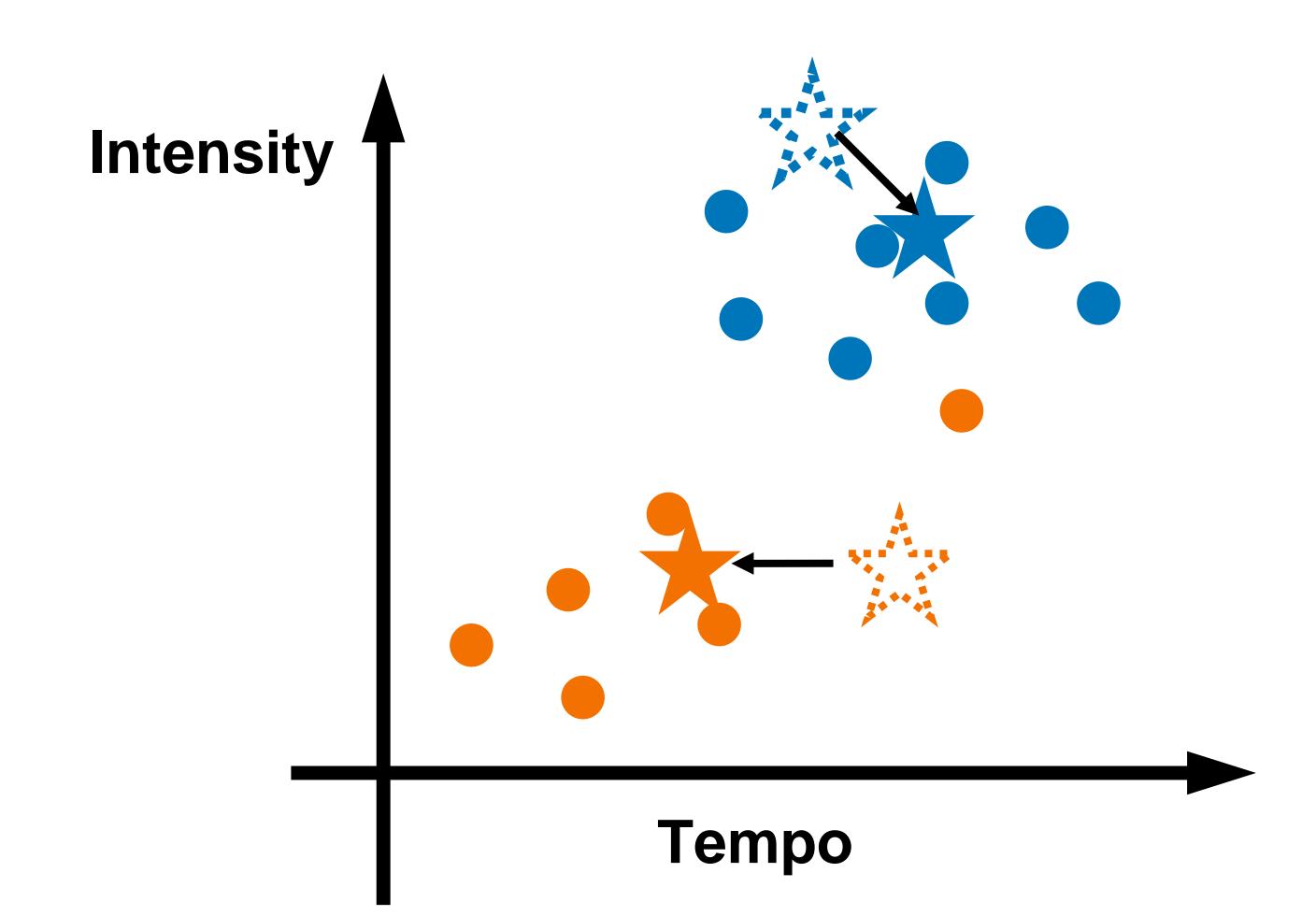
Step 1: Randomly picking 2 positions as initial cluster centers (not necessarily a data point)



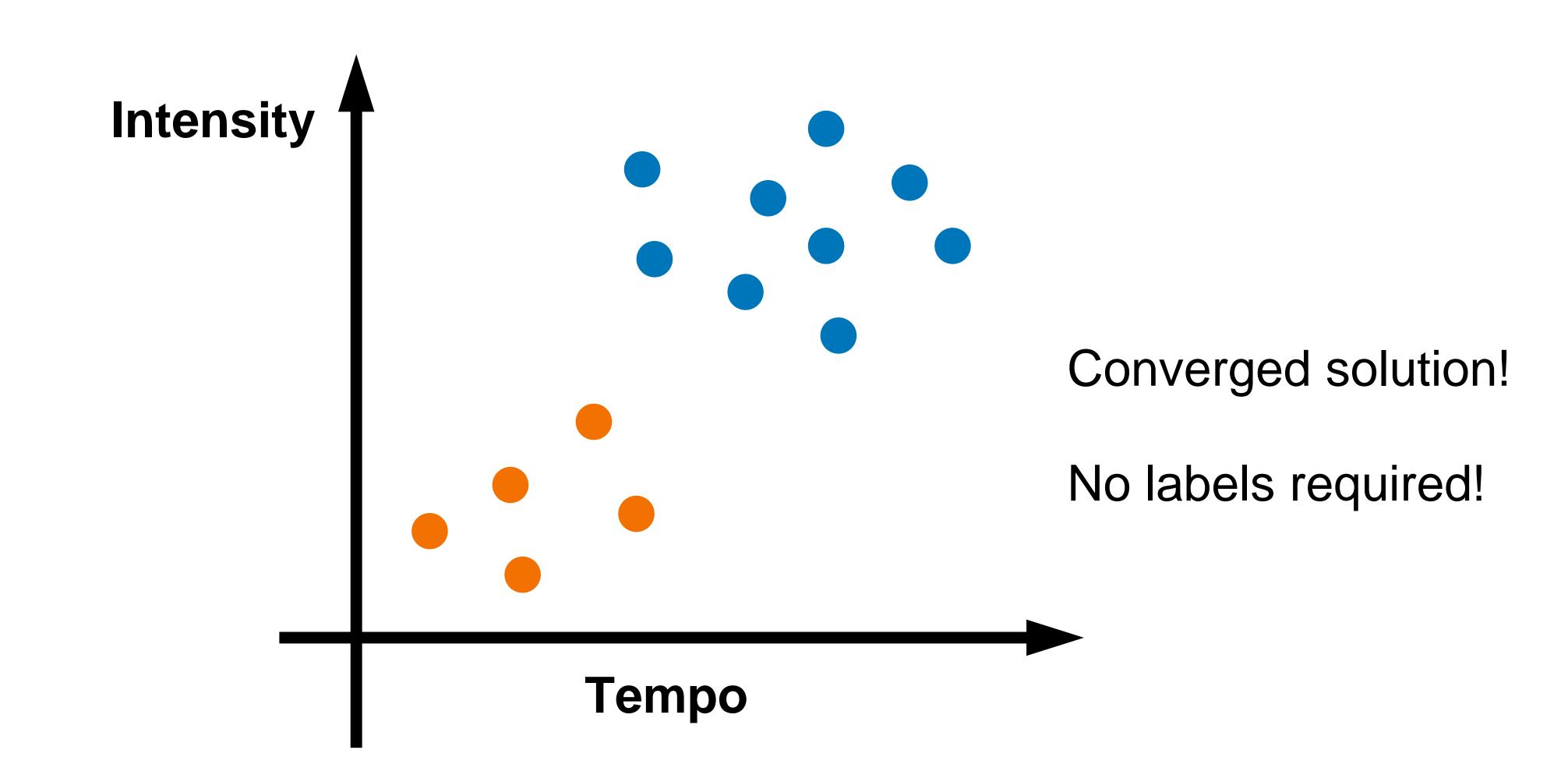
Step 2: for each point x, determine its cluster: find the closest center in Euclidean space



Step 3: update all cluster centers as the centroids



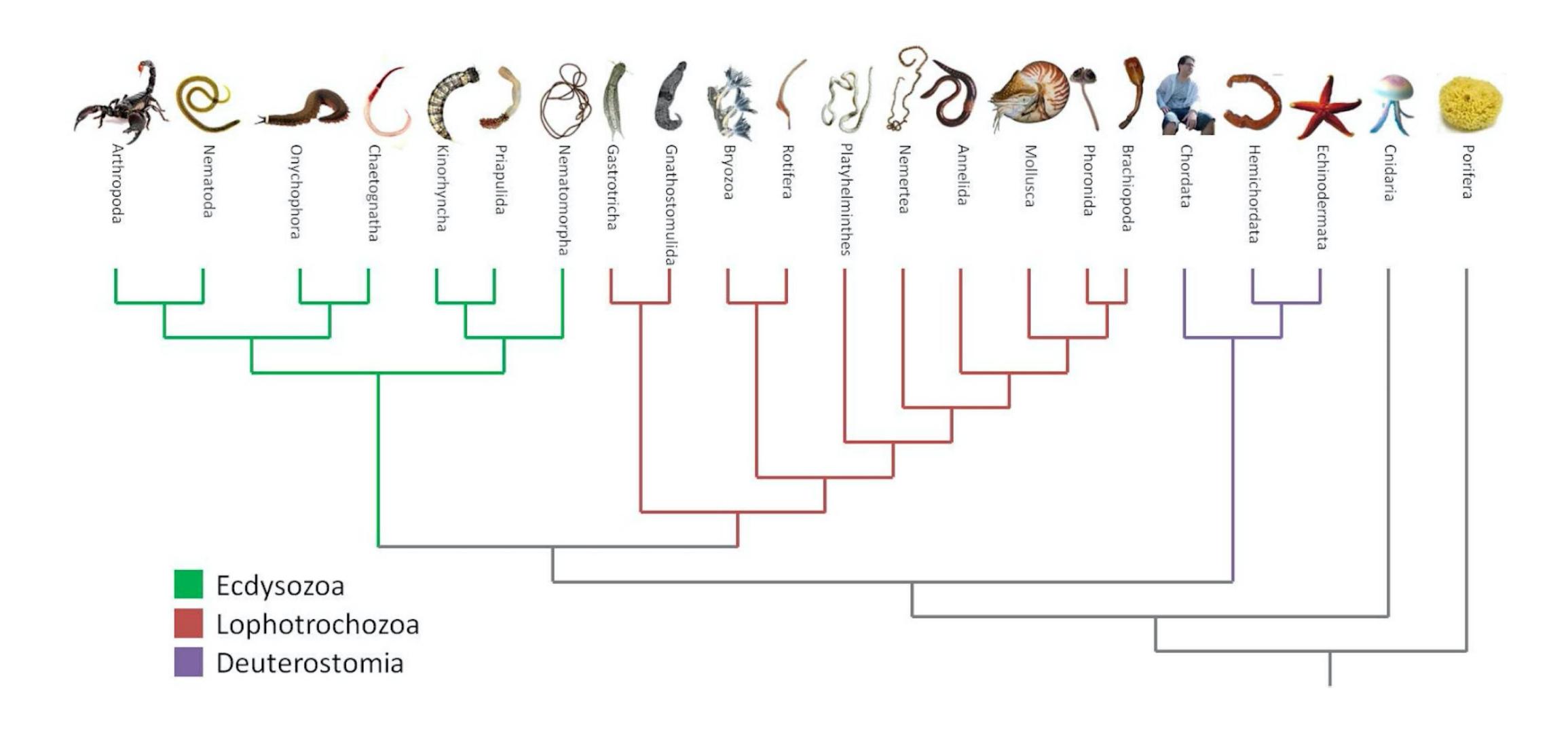
Repeat step 2 & 3 until convergence

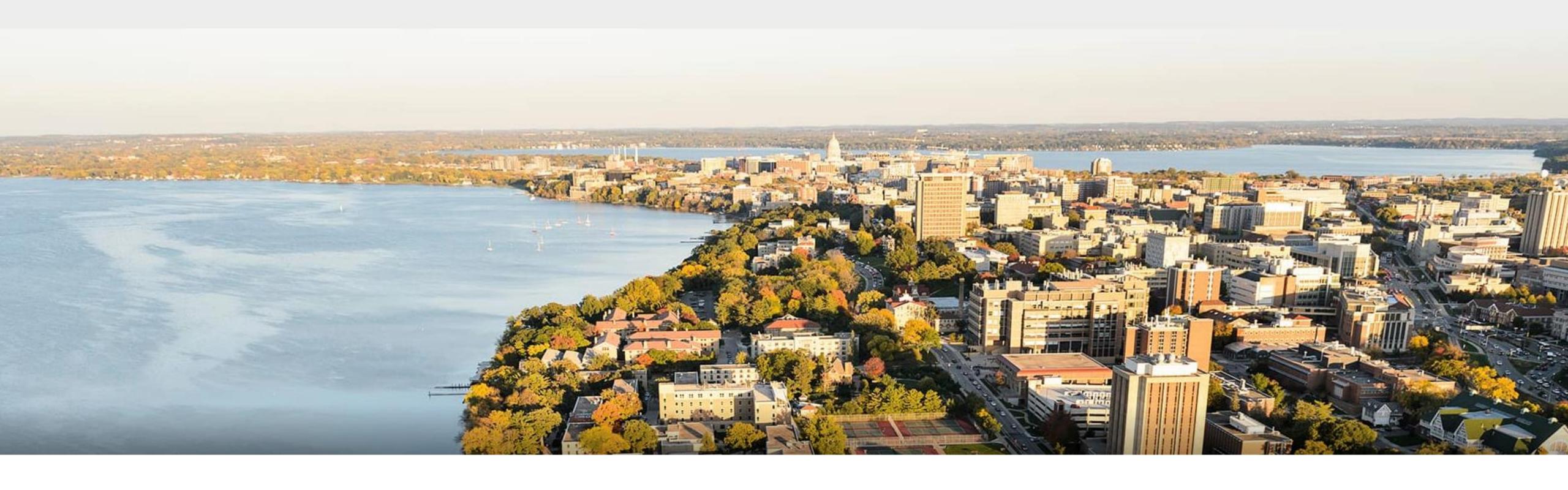


K-means clustering: A demo

https://www.naftaliharris.com/blog/visualizing-k-means-clustering/

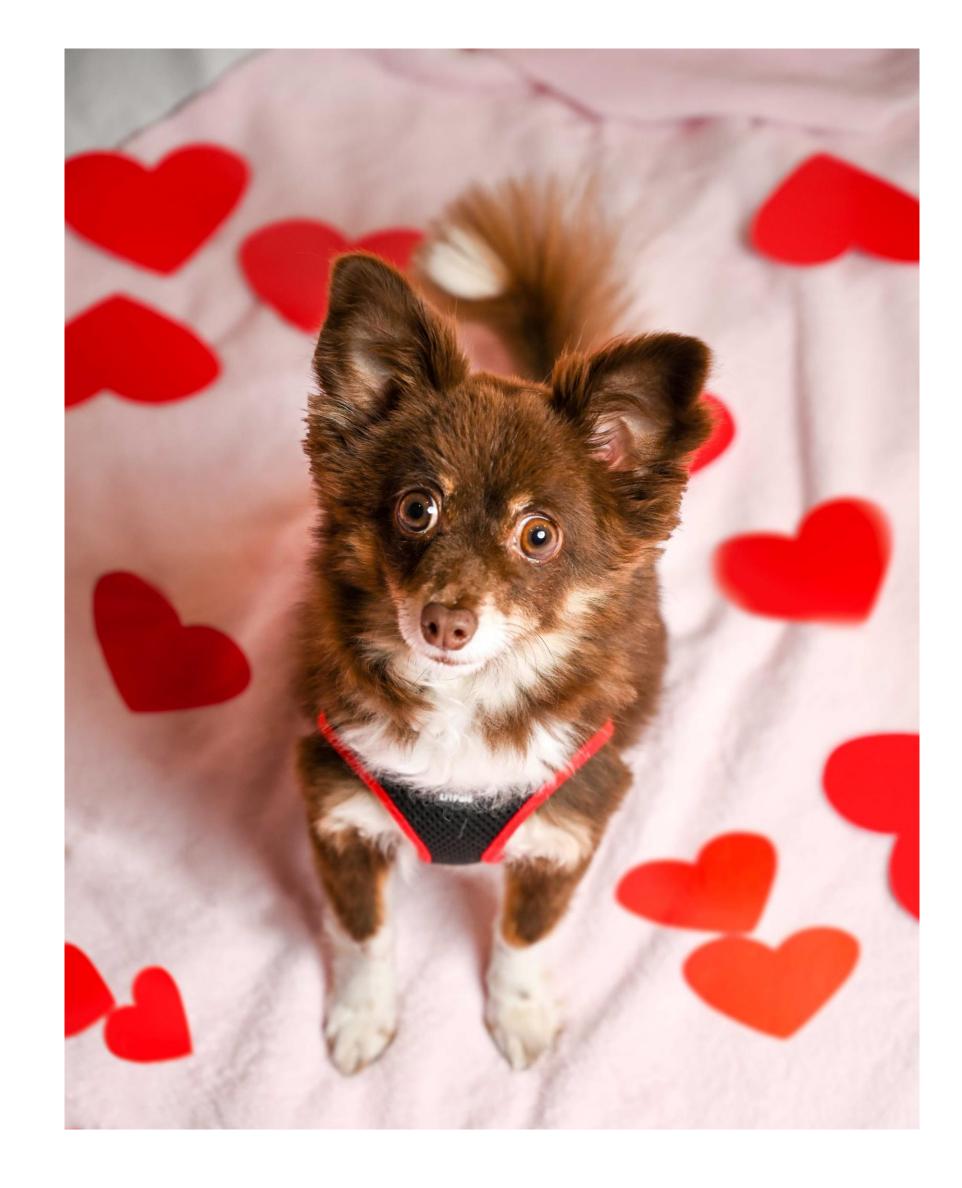
Hierarchical Clustering (more to follow next lecture)





Part III: Reinforcement Learning (Learn from reward)





Reinforcement Learning

- Given: an agent that can take actions and a reward function specifying how good an action is.
- Goal: learn to choose actions that maximize future reward total.





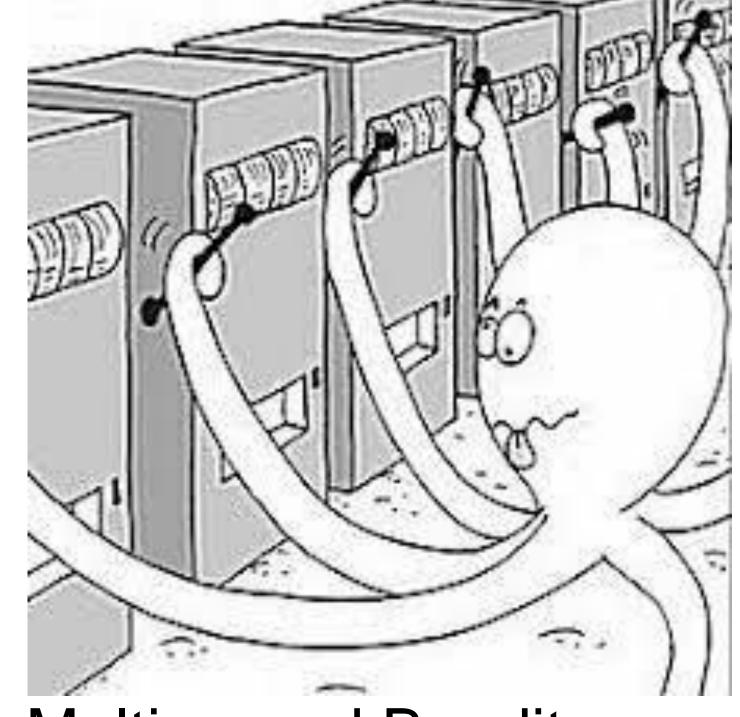
Google Deepmind

Reinforcement Learning Key Problems

- 1. Problem: actions may have delayed effects.
 - Requires credit-assignment
- 2. Problem: maximal reward action is unknown
 - Exploration-exploitation trade-off

"..the problem [exploration-exploitation] was proposed [by British scientist] to be dropped over Germany so that German scientists could also waste their time on it."

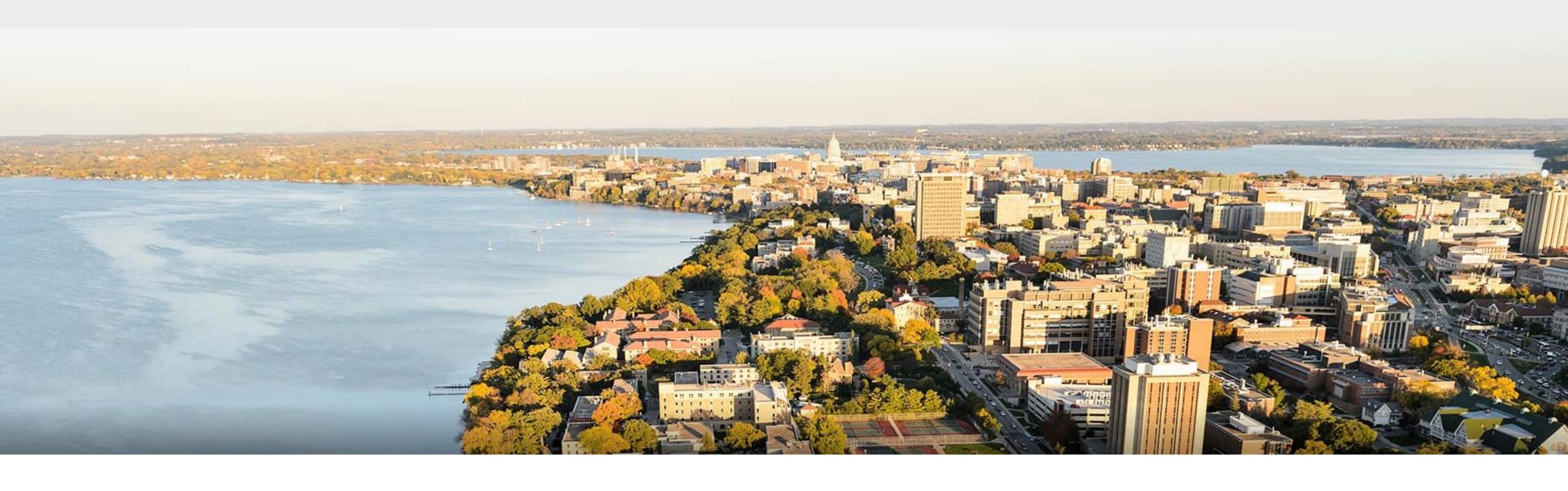
- Peter Whittle



Multi-armed Bandit

Today's recap

- What is machine learning?
- Supervised Learning
 - Classification
 - Regression
- Unsupervised Learning
 - Clustering
- Reinforcement Learning



Thanks!