

CS/ECE 760: Machine Learning Course Overview

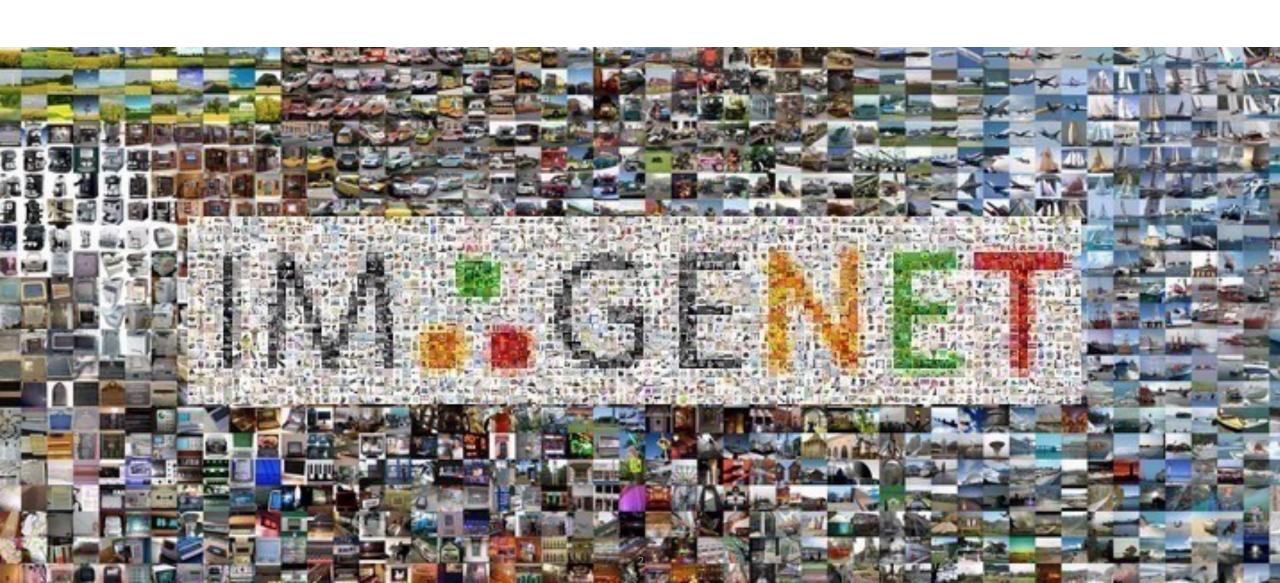
Kirthi Kandasamy

University of Wisconsin-Madison

January 25, 2023

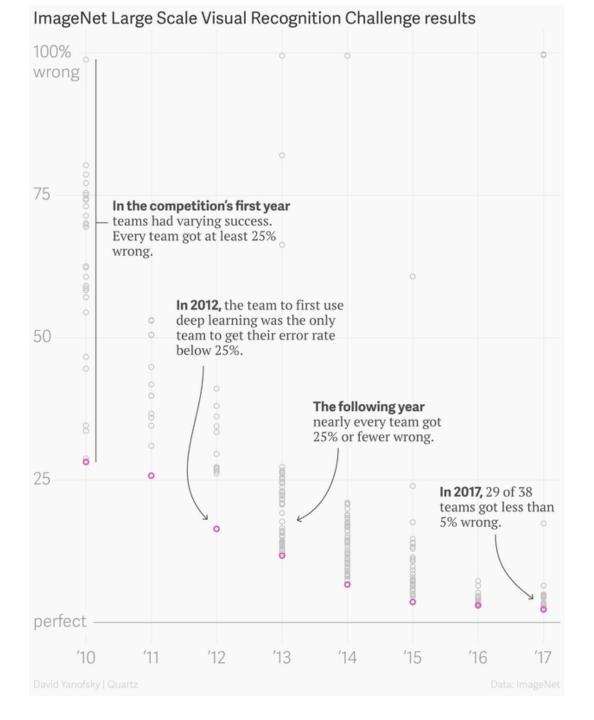
Classify Images

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



Classify Images





Detect and Segment Objects



Style Transfer

https://github.com/StacyYang/MXNet-Gluon-Style-Transfer



Generative Modeling 4.5 years of face generation











2017

2018

Machine Translation

Google Expands Neural Networks for Language Translation

The new system can translate whole sentences at a time, rather than just phrases.

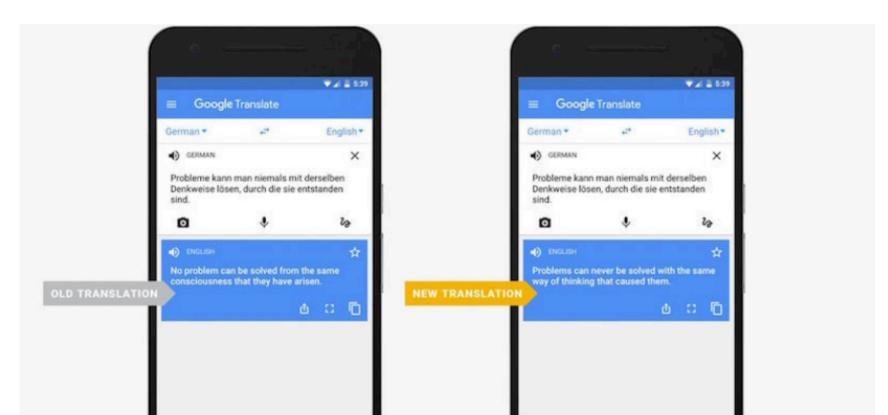


By Tom Brant November 15, 2016









Open Al GPT-3: Giving GPT-3 a Turing Test

Q: What is your favorite animal?

A: My favorite animal is a dog.

Q: Why?

A: Because dogs are loyal and friendly.

Q: What are two reasons that a dog might be in a bad mood?

A: Two reasons that a dog might be in a bad mood are if it is hungry or if it is hot.

Q: How many eyes does a giraffe have?

A: A giraffe has two eyes.

Q: How many legs does a frog have?

A: A frog has four legs.

Q: Are there any animals with three legs?

A: No, there are no animals with three legs.

Q: Why don't animals have three legs?

A: Animals don't have three legs because they would fall over.

Image Captioning

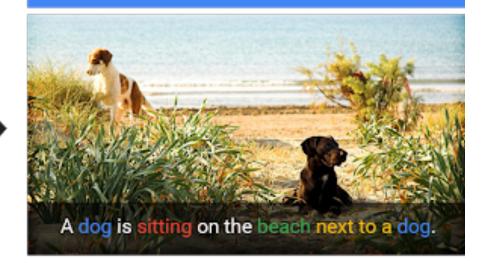
Human captions from the training set







Automatically captioned



Machine learning used in many other fields

- Other areas of computer science
 - Distributed systems, computer architecture etc.
- Electrical engineering
- Industrial engineering
- Physics
- Materials science
- Drug discovery
- Finance & economics
- E-commerce

•

Outline for today

Class logistics

Overview of machine learning

Who should take this class? prerequisites and expectations



Logistics

Logistics: Lectures

• Location: 140 Bardeen

• Time: Monday & Wednesday 1pm – 2.15pm

Recorded lectures: TBD.



Logistics: Enrollment

- Currently at capacity, 120 students
 - Most folks on waitlist ((~25) may not make it in
 - Sorry 🖾 ... will be offered every semester



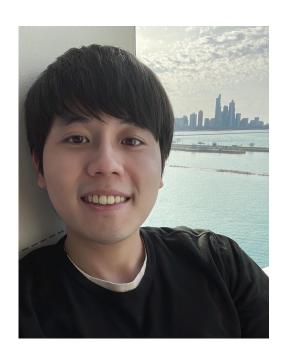
Logistics: Teaching Team

Instructor: Kirthevasan (Kirthi) Kandasamy

- After class discussion: MW 2.15-2.30pm (Bardeen 140)
- Office Hours: Monday 2:30 4 PM (Bardeen 140, CS 5375)

TAs: Tzu-Heng (Brian) Huang

Office Hours: TBD



Logistics: Content

Three locations:

1. Course website: pages.cs.wisc.edu/~kandasamy/courses/23spring-cs760

- 2. Piazza. https://piazza.com/class/lbh10ba89u96ac
 - access code: mlspring23
 - Preferred for questions! Sometimes your peers might be able to better answer your questions than the instructor/TA.
- 3. **Canvas:** https://canvas.wisc.edu/courses/331081
 Do not share materials on canvas outside of class

Logistics: Lecture Format

Typically, 75 minutes

You are encouraged to ask questions!

We will post slides on website before class



Logistics: Assignments & Grades

Homeworks:

- 7-8 homeworks, worth 50% total
- Posted after class; due at 10am (before class starts) on due date.
- No late submissions! (You can ask, but it is very very unlikely we will make exceptions)
 - Lowest scoring homework will be discounted.
 - If you latex your solutions entirely, extra 5 points per homework

Exams:

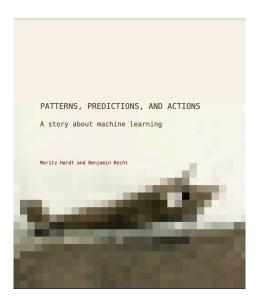
- Midterm: 25%, TBD
- Final: 25%, May 12 2023, 7.45 am.

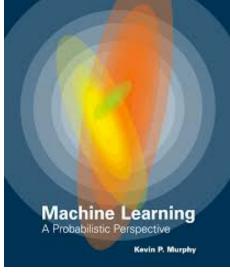
Most of these details are subject to change.

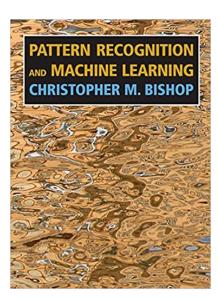
Logistics: Recommended reading

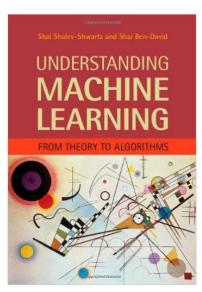
No required textbook, but you should read from the below

- Should all be available online / digital library access
- Will also post articles, papers to read









This week's reading assignment

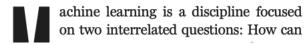
For lecture 1, article by Jordan and Mitchell on course website

REVIEW

Machine learning: Trends, perspectives, and prospects

M. I. Jordan^{1*} and T. M. Mitchell^{2*}

Machine learning addresses the question of how to build computers that improve automatically through experience. It is one of today's most rapidly growing technical fields, lying at the intersection of computer science and statistics, and at the core of artificial intelligence and data science. Recent progress in machine learning has been driven both by the development of new learning algorithms and theory and by the ongoing explosion in the availability of online data and low-cost computation. The adoption of data-intensive machine-learning methods can be found throughout science, technology and commerce, leading to more evidence-based decision-making across many walks of life, including health care, manufacturing, education, financial modeling, policing, and marketing.



ance when executing some task, through some type of training experience. For example, in learn-



Overview of machine learning

ML Overview: Motivation

Why machine learning?

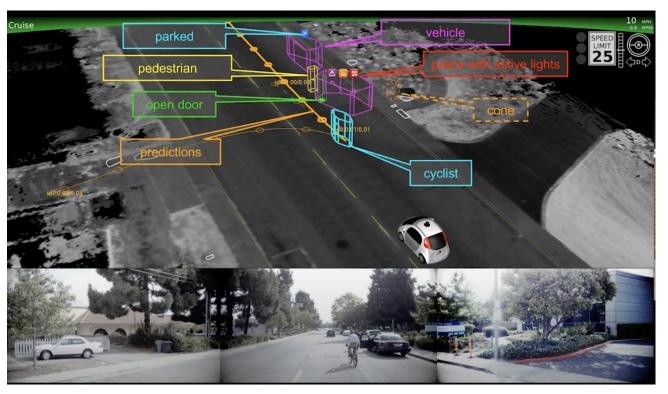
- •We're building a self-driving car. Could just write down rules
 - Painful! A lot of cases...

```
controls <mark>steer</mark>ing of the car
   @param angle
  @param trim
void steer(float angle, float trim = 0.0) {
   // seems like 360 right 520 left
    PWMPCA9685Device device = new PWMPCA9685Device()
    device.setPWMFrequency(50) //internet says 50hz for servos is optimal
    Servo servo0 = new PCA9685Servo(device.getChannel(channel:1))
    LOG.info("steer angle non corrected:${angle} trim:${trim}")
    if (trim != 0) {
        trim = configTrim
        servo0.setTrim(trim)
    servo0.setInput((angle).toFloat())
    System.out.println("configTrim in service=${configTrim}")
    Thread.sleep(millis: 1000) // important to give time for servo to move
```

ML Overview: Motivation

Why would we do this?

- •We're building a self-driving car. Could just write down rules
 - Painful! A lot of cases...
 - Learn from examples instead



Wavmo

ML Overview: Definition

What is machine learning?

"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**." *Machine Learning*, Tom Mitchell, 1997



Supervised Learning

- Learning from examples, as above
- •Workflow:
 - Collect a set of examples {data, labels}: training set

indoor

- "Train" a model to match these examples
- "Test" it on new data

•Image classification:





Supervised Learning

- Example: Image classification
- Recall Task/Performance measure/Experience definition
 - Task: distinguish indoor vs outdoor
 - Performance measure: probability of misclassifying

• Experience: labeled examples



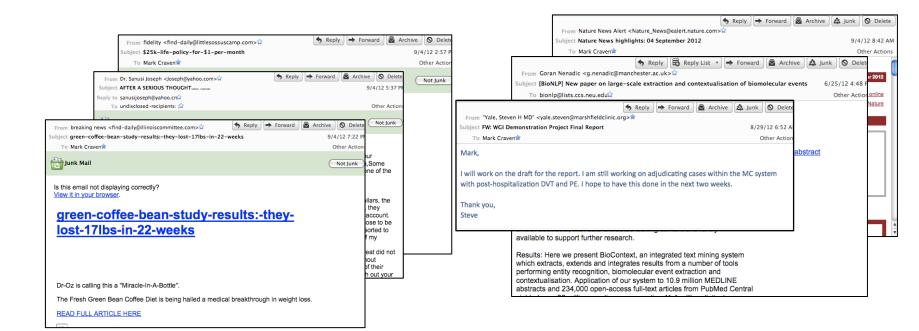




outdoor

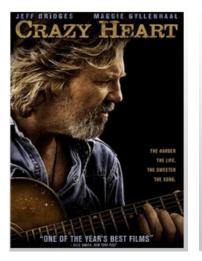
Supervised Learning

- Example: Spam Filtering
 - Task: distinguish spam vs legitimate
 - Performance measure: probability of misclassifying
 - Experience: labeled examples of messages/emails



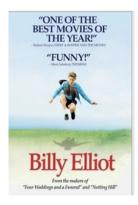
Supervised Learning

- Example: Ratings/Recommendations
 - Task: predict how much a user will like a film
 - Performance measure: difference between prediction and user's true rating
 - Experience: previous ratings











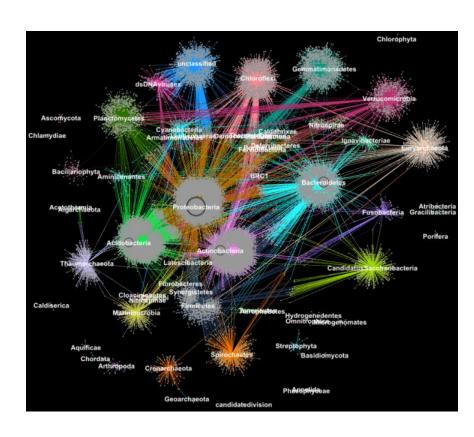


Unsupervised Learning

- Data, but no labels. No input/output.
- •Goal: "find something": structure, hidden information, etc

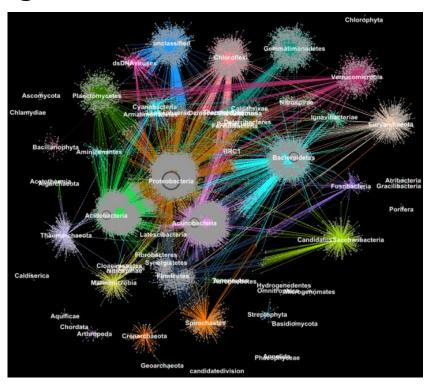
•Workflow:

- Collect a set {data}
- Perform some algorithm on it and draw insights about data
- Sometimes: test on new data



Unsupervised Learning

- Example: Clustering
 - Task: produce distinct clusters for a set of data
 - Performance measure: closeness to underlying structure
 - Experience: available datapoints



Unsupervised Learning

- Example: Generative Models
 - Task: produce artificial images of faces
 - Performance measure: photorealism
 - Experience: available images



StyleGAN2 (Kerras et al '20)

Reinforcement Learning

- Agent interacting with the world; gets rewards for actions
- Goal: learn to perform some activity

•Workflow:

- Create an environment, reward, agent
- Train: train policy to maximize rewards
- **Deploy** in new environment



Reinforcement Learning

- Example: Controlling aircraft
 - Task: keep the aircraft in the air, steer towards a desired goal
 - Performance measure: reward for reaching goal quickly
 - Experience: data (state/action/reward) from previous flights



Reinforcement Learning

- Example: Playing video games
 - Task: play Atari arcade games
 - Performance measure: winning/advancing
 - Experience: state/action/reward from previous gameplay episodes



Reinforcement Learning

- Example: Playing video games
 - Task: play Atari arcade games
 - Performance measure: winning/advancing
 - Experience: state/action/reward from previous gameplay episodes





Who should take this class?

Required Background

You are expected have (at least) a working understanding of:

- Linear algebra (working with data, linear transformations)
- Calculus (for optimization, convergence, etc.)
- Probability (dealing with noise, sampling)
- Programming (for implementation, mostly python)

Plenty of resources available online

 Just need enough experience/mathematical maturity to pick up missing bits

For HW1, self-diagnostic on background. Topics:

- Linear Algebra
- Calculus
- Probability
- Big-O notation
- Basic programming skills



For HW1, self-diagnostic on background. Examples:

Consider the matrix X and the vectors \mathbf{y} and \mathbf{z} below:

$$X = \begin{pmatrix} 9 & 8 \\ 7 & 6 \end{pmatrix} \qquad \mathbf{y} = \begin{pmatrix} 9 \\ 8 \end{pmatrix} \qquad \mathbf{z} = \begin{pmatrix} 7 \\ 6 \end{pmatrix}$$

- 1. Is X invertible? If so, give the inverse, and if no, explain why not.
- 2. If $y = \tan(z)x^{6z} \ln(\frac{7x+z}{x^4})$, what is the partial derivative of y with respect to x?

For HW1, self-diagnostic on background. Examples:

Match the distribution name to its probability density / mass function. Below, |x| = k.

(f)
$$f(x; \Sigma, \mu) = \frac{1}{\sqrt{(2\pi)^k \Sigma}} \exp\left(-\frac{1}{2}(x - \mu)^T \Sigma^{-1}(x - \mu)\right)$$

- (g) $f(x; n, \alpha) = \binom{n}{x} \alpha^x (1 \alpha)^{n-x}$ for $x \in \{0, \dots, n\}$; 0 otherwise
- (h) $f(x; b, \mu) = \frac{1}{2b} \exp\left(-\frac{|x-\mu|}{b}\right)$
- (i) $f(\boldsymbol{x}; n, \boldsymbol{\alpha}) = \frac{n!}{\prod_{i=1}^k x_i!} \prod_{i=1}^k \alpha_i^{x_i}$ for $x_i \in \{0, \dots, n\}$ and $\sum_{i=1}^k x_i = n$; 0 otherwise
- (j) $f(x; \alpha, \beta) = \frac{\beta^{\alpha}}{\Gamma(\alpha)} x^{\alpha-1} e^{-\beta x}$ for $x \in (0, +\infty)$; 0 otherwise
- (k) $f(\boldsymbol{x}; \boldsymbol{\alpha}) = \frac{\Gamma(\sum_{i=1}^k \alpha_i)}{\prod_{i=1}^k \Gamma(\alpha_i)} \prod_{i=1}^k x_i^{\alpha_i 1}$ for $x_i \in (0, 1)$ and $\sum_{i=1}^k x_i = 1$; 0 otherwise
- (1) $f(x; \lambda) = \lambda^x \frac{e^{-\lambda}}{x!}$ for all $x \in Z^+$; 0 otherwise

- (b) Multinomial
- (c) Poisson
- (d) Dirichlet
- (e) Gamma

For HW1, self-diagnostic on background. Examples:

Draw the regions corresponding to vectors $\mathbf{x} \in \mathbb{R}^2$ with the following norms:

- 1. $||\mathbf{x}||_1 \le 1$ (Recall that $||\mathbf{x}||_1 = \sum_i |x_i|$)
- 2. $||\mathbf{x}||_2 \le 1$ (Recall that $||\mathbf{x}||_2 = \sqrt{\sum_i x_i^2}$)
- 3. $||\mathbf{x}||_{\infty} \leq 1$ (Recall that $||\mathbf{x}||_{\infty} = \max_i |x_i|$)

For HW1, self-diagnostic on background. Topics:

- Linear Algebra
- Calculus
- Probability
- Big-O notation
- Basic programming skills



• If these feel very unfamiliar, consider taking relevant courses first and then take CS760 in the future.

Resources

Probability

• Lecture notes: http://www.cs.cmu.edu/~aarti/Class/10701/recitation/prob_review.pdf

Linear Algebra:

- Short video lectures by Prof. Zico Kolter: http://www.cs.cmu.edu/~zkolter/course/linalg/outline.html
- Handout associated with above video: http://www.cs.cmu.edu/~zkolter/course/linalg/linalg_notes.pdf
- Book: Gilbert Strang. Linear Algebra and its Applications. HBJ Publishers.

Big-O notation:

- http://www.stat.cmu.edu/~cshalizi/uADA/13/lectures/app-b.pdf
- http://www.cs.cmu.edu/~avrim/451f13/recitation/rec0828.pdf

Wikipedia is always a great resource!

Programming background

We expect you to be able to

- Implement simple routines/logic in Python (for/while loops, if/else, break conditions)
 - Familiarity with NumPy would be a plus
- Write simple shell scripts in Linux/Unix
- Install and use ML packages (e.g. scikit-learn, PyTorch)

- Generally, we will not help you with these during OHs!
- Usually, you can resolve such issues via online forums (e.g stack overflow) or Piazza.

Target audience for the course

Students who:

- Want to do research in ML
 - CS760 will lay the foundations of several topics in ML, but will likely not be sufficient on its own to advance a topic.
- Want to use ML in other research areas.

If you just want to use ML, but do not plan to do research,

consider taking:

- CS540
- STAT 451
- ECE/CS/ME 532



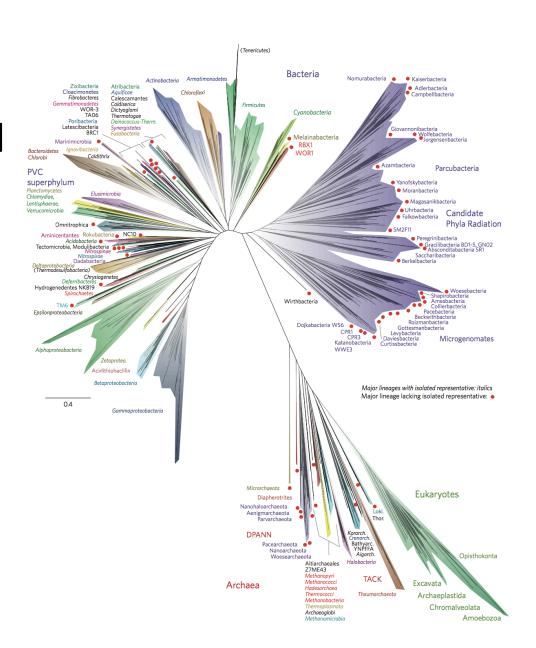
Class Goals

Mini-goals:

- Intuition for each algorithm/model
- Big picture/ML ecosystem

Examples:

- When to use what type of ML?
- How hard is it to train?
- What generalizes best?
- Where is the field going?





Thanks Everyone!

Some of the slides in these lectures have been adapted/borrowed from materials developed by Mark Craven, David Page, Jude Shavlik, Tom Mitchell, Nina Balcan, Elad Hazan, Tom Dietterich, Pedro Domingos, Jerry Zhu, Yingyu Liang, Volodymyr Kuleshov, and Fred Sala