CS 2750 Machine Learning
Lecture 1

Machine Learning

Milos Hauskrecht
milos@cs.pitt.edu
5329 Sennott Square, x4-8845

http://www.cs.pitt.edu/~milos/courses/cs2750/

Administration

Instructor:

Milos Hauskrecht
milos@cs.pitt.edu
5329 Sennott Square, x4-8845

TA:

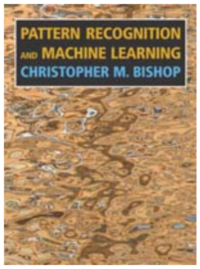
Zitao Liu
ztliu@cs.pitt.edu
5324 Sennott Square

Office hours: TBA

Administration

Study material

- **Handouts, your notes and course readings**
- **Primary textbook:**



  – Chris. Bishop. Pattern Recognition and Machine Learning. Springer, 2006.

Administration

Study material

- **Other books:**
  – Friedman, Hastie, Tibshirani. Elements of statistical learning. Springer, 2001.
  – Duda, Hart, Stork. Pattern classification. 2nd edition. J Wiley and Sons, 2000.
  – C. Bishop. Neural networks for pattern recognition. Oxford U. Press, 1996.
  – T. Mitchell. Machine Learning. McGraw Hill, 1997
  – J. Han, M. Kamber. Data Mining. Morgan Kauffman, 2001.

Administration

- **Homeworks: weekly**
  - **Programming tool**: Matlab (CSSD machines and labs)
  - **Matlab Tutorial:** next week
- **Exams:**
  - **Midterm** (March)
  - **Final** (April 16-20)
- **Final project:**
  - **Written report + Oral presentation** (April 23-27)
- **Lectures:**
  - **Attendance and Activity**

Tentative topics

- Introduction to Machine Learning
- **Density estimation.**
- **Supervised Learning.**
  - Linear models for regression and classification.
  - Multi-layer neural networks.
  - Support vector machines. Kernel methods.
- **Unsupervised Learning.**
  - Learning Bayesian networks.
  - Latent variable models. Expectation maximization.
  - Clustering

Tentative topics (cont)

- **Dimensionality reduction.**
  - Feature extraction.
  - Principal component analysis (PCA)
- **Ensemble methods.**
  - Mixture models.
  - Bagging and boosting.
- **Reinforcement learning**

Machine Learning

- The field of **machine learning** studies the design of computer programs (agents) capable of learning from past experience or adapting to changes in the environment

- The need for building agents capable of learning is everywhere
  - predictions in medicine,
  - text and web page classification,
  - speech recognition,
  - image/text retrieval,
  - commercial software

Learning

Learning process:

Learner (a computer program) processes data ***D*** representing past experiences and tries to either develop an appropriate response to future data, or describe in some meaningful way the data seen

Example:

Learner sees a set of patient cases (patient records) with corresponding diagnoses. It can either try:

- to predict the presence of a disease for future patients
- describe the dependencies between diseases, symptoms

Types of learning

- **Supervised learning**
  - Learning mapping between input **x** and desired output **y**
  - Teacher gives me y's for the learning purposes
- **Unsupervised learning**
  - Learning relations between data components
  - No specific outputs given by a teacher
- **Reinforcement learning**
  - Learning mapping between input **x** and desired output y
  - Critic does not give me y's but instead a signal (reinforcement) of how good my answer was
- **Other types of learning:**
  - **Concept learning, Active learning**

Supervised learning

Data: $D = \{d_1, d_2, .., d_n\}$ **a set of *n* examples**

$d_i = < \mathbf{x}_i, y_i >$

$\mathbf{x}_i$ is input vector, and *y* is desired output (given by a teacher)

Objective: learn the mapping $f : X \to Y$

s.t. $y_i \approx f(x_i)$ for all $i = 1, .., n$

Two types of problems:

- **Regression:** X discrete or continuous $\rightarrow$
  Y is **continuous**
- **Classification:** X discrete or continuous $\rightarrow$
  Y is **discrete**

Supervised learning examples

- **Regression:** Y is **continuous**

Debt/equity
Earnings
Future product orders

$\longrightarrow$ company stock price

- **Classification:** Y is **discrete**

```
# ######
      ##
     ##
  ######
      ###
#      ##
# ##   ##
  #######
```

$\longrightarrow$ Label "3"

Handwritten digit (array of 0,1s)

Unsupervised learning

- **Data:** $D = \{d_1, d_2, .., d_n\}$
  $d_i = \mathbf{x}_i$ vector of values
  No target value (output) y

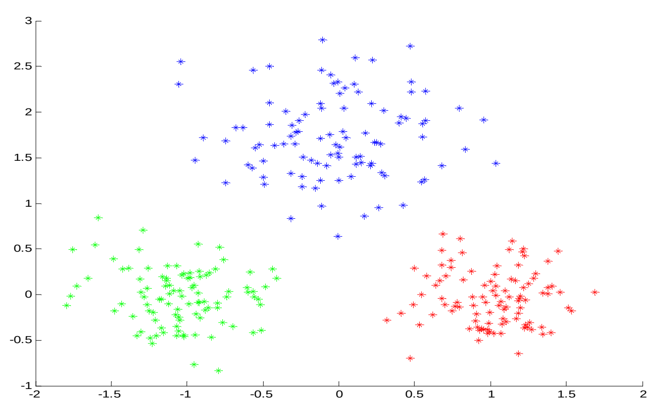
- **Objective:**
  – learn relations between samples, components of samples

Types of problems:

- **Clustering**
  Group together "similar" examples, e.g. patient cases
- **Density estimation**
  – Model probabilistically the population of samples

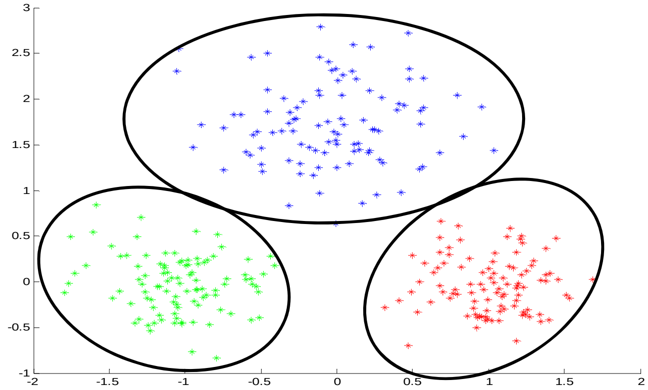
Unsupervised learning example

- **Clustering.** Group together similar examples $d_i = \mathbf{x}_i$



Unsupervised learning example

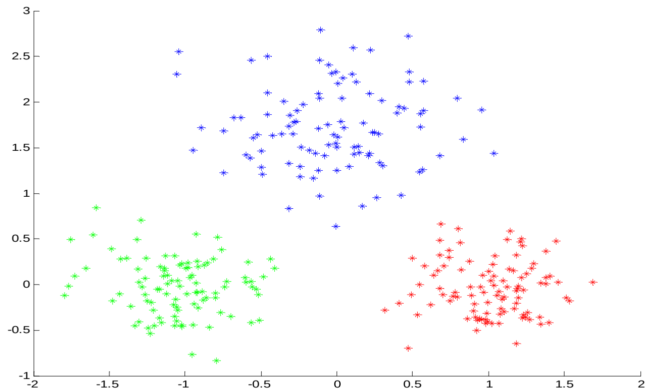
- **Clustering.** Group together similar examples $d_i = \mathbf{x}_i$



CS 2750 Machine Learning

Unsupervised learning example

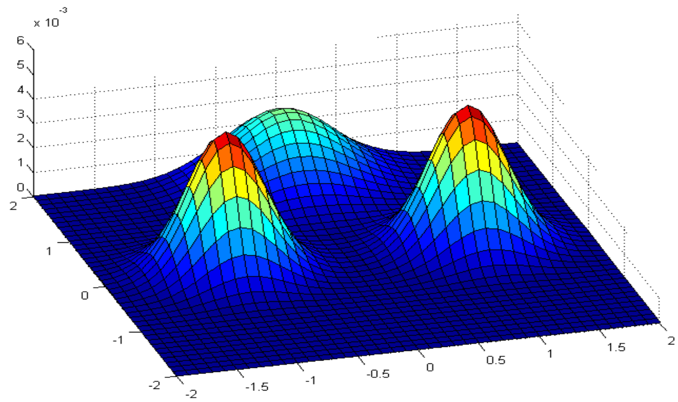
- **Density estimation.** We want to build the probability model P($\mathbf{x}$) of a population from which we draw examples $d_i = \mathbf{x}_i$



CS 2750 Machine Learning

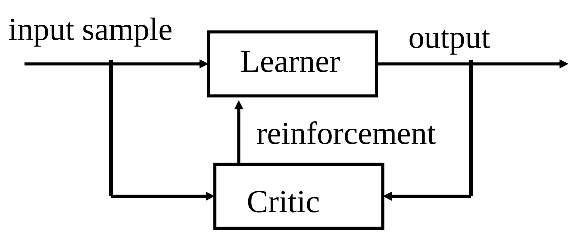
Unsupervised learning. Density estimation

- A probability density of a point in the two dimensional space
  - Model used here: **Mixture of Gaussians**



Reinforcement learning

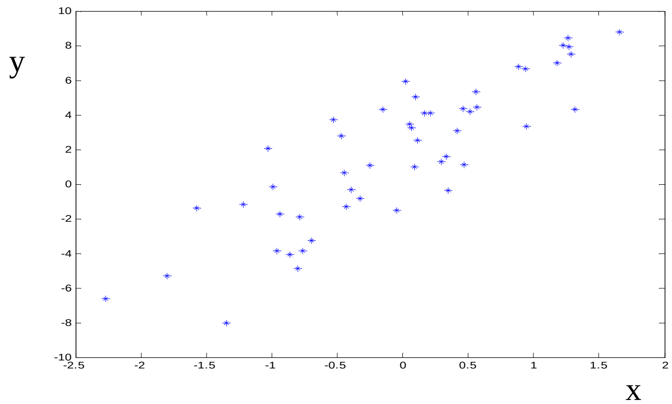
- We want to learn: $f : X \rightarrow Y$
- We see samples of **x** but not *y*
- Instead of *y* we get a feedback (reinforcement) from a **critic** about how good our output was



- The goal is to select outputs that lead to the best reinforcement

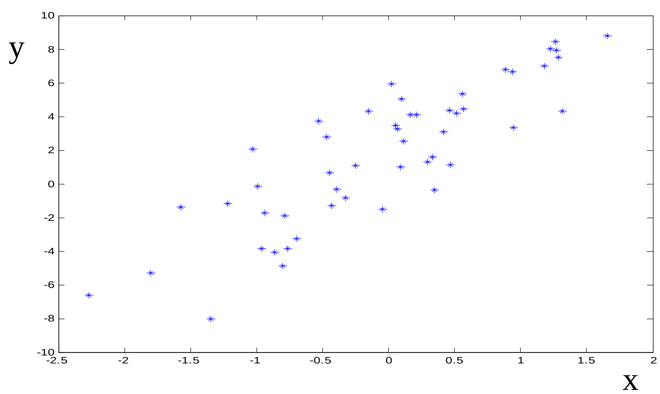
Learning: first look

- Assume we see examples of pairs $(\mathbf{x}, y)$ in D and we want to learn the mapping $f : X \rightarrow Y$ to predict y for some future **x**
- We get the data D - what should we do?



Learning: first look

- **Problem:** many possible functions $f : X \rightarrow Y$ exists for representing the mapping between **x** and y
- Which one to choose? Many examples still unseen!



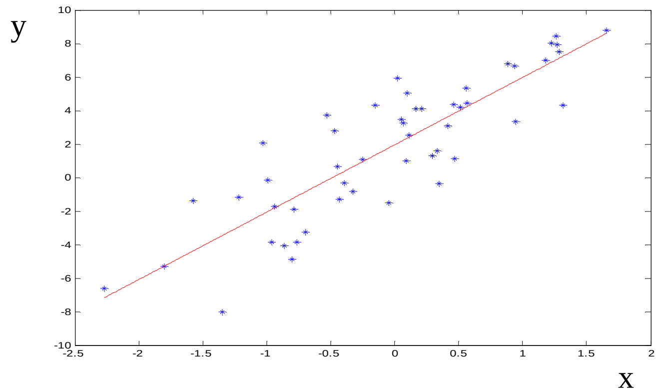
Learning: first look

- **Solution:** make an assumption about the model, say,

$$f(x) = ax + b + \varepsilon$$

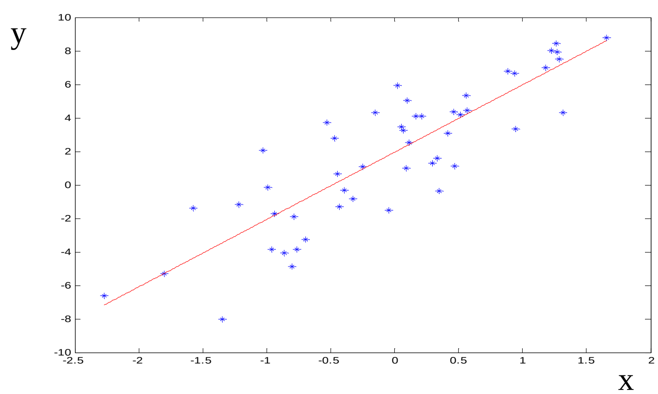
$\varepsilon = N(0, \sigma)$ - random (normally distributed) noise

- Restriction to a linear model is an example of learning bias



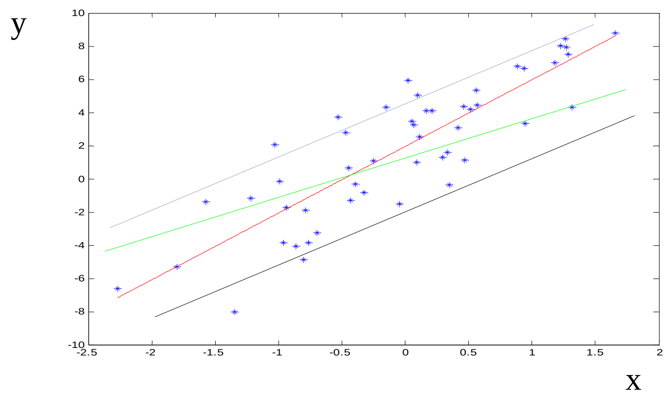
Learning: first look

- **Bias** provides the learner with some basis for choosing among possible representations of the function.
- **Forms of bias:** constraints, restrictions, model preferences
- **Important: There is no learning without a bias!**



Learning: first look

- Choosing a parametric model or a set of models is not enough
  Still too many functions $f(x) = ax + b + \varepsilon \quad \varepsilon = N(0, \sigma)$
  - One for every pair of parameters *a*, *b*



Fitting the data to the model

- We want the **best set** of model parameters

Objective: Find parameters that:

- reduce the misfit between the model **M** and observed data ***D***
- Or, (in other words) explain the data the best

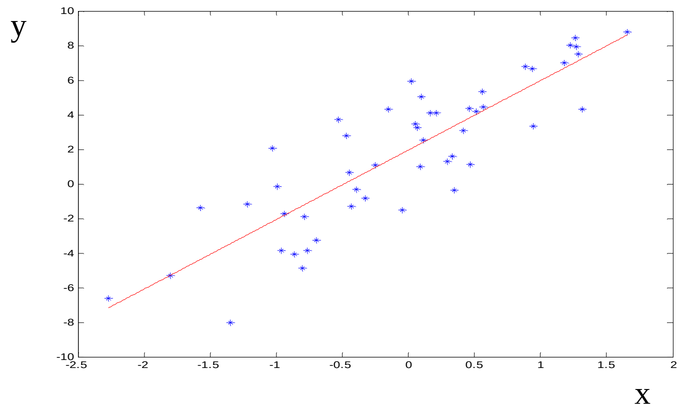
Objective function:

- **Error function: Measures the misfit between *D* and M**
- **Examples of error functions:**
  - Average Square Error $\frac{1}{n}\sum_{i=1}^{n}(y_i - f(x_i))^2$
  - Average misclassification error $\frac{1}{n}\sum_{i=1}^{n} 1_{y_i \neq f(x_i)}$

    Average # of misclassified cases

Fitting the data to the model

- **Linear regression problem**
  - Minimizes the squared error function for the linear model
  - minimizes $$\frac{1}{n}\sum_{i=1}^{n}(y_i - f(x_i))^2$$



Learning: summary

Three basic steps:

- **Select a model** or a set of models (with parameters)

  E.g. $y = ax + b$

- **Select the error function** to be optimized

  E.g. $$\frac{1}{n}\sum_{i=1}^{n}(y_i - f(x_i))^2$$

- **Find the set of parameters optimizing the error function**
  - The model and parameters with the smallest error represent the best fit of the model to the data

But there are problems one must be careful about …