

#### Lecture Slides for

**INTRODUCTION TO** 

# Machine Learning

ETHEM ALPAYDIN
© The MIT Press, 2004

alpaydin@boun.edu.tr http://www.cmpe.boun.edu.tr/~ethem/i2ml

# CHAPTER 1: Introduction



## Why "Learn"?

- Machine learning is programming computers to optimize a performance criterion using example data or past experience.
- There is no need to "learn" to calculate payroll
- Learning is used when:
  - □ Human expertise does not exist (navigating on Mars),
  - Humans are unable to explain their expertise (speech recognition)
  - □ Solution changes in time (routing on a computer network)
  - □ Solution needs to be adapted to particular cases (user biometrics)



# What We Talk About When We Talk About "Learning"

- Learning general models from a data of particular examples
- Data is cheap and abundant (data warehouses, data marts); knowledge is expensive and scarce.
- Example in retail: Customer transactions to consumer behavior:

People who bought "Da Vinci Code" also bought "The Five People You Meet in Heaven" (www.amazon.com)

Build a model that is a good and useful approximation to the data.



#### Data Mining

- Retail: Market basket analysis, Customer relationship management (CRM)
- Finance: Credit scoring, fraud detection
- Manufacturing: Optimization, troubleshooting
- Medicine: Medical diagnosis
- Telecommunications: Quality of service optimization
- Bioinformatics: Motifs, alignment
- Web mining: Search engines
- \_\_\_\_\_



### What is Machine Learning?

- Optimize a performance criterion using example data or past experience.
- Role of Statistics: Inference from a sample
- Role of Computer science: Efficient algorithms to
  - □ Solve the optimization problem
  - □ Representing and evaluating the model for inference



#### **Applications**

- Association
- Supervised Learning
  - Classification
  - Regression
- Unsupervised Learning
- Reinforcement Learning



#### Learning Associations

Basket analysis:

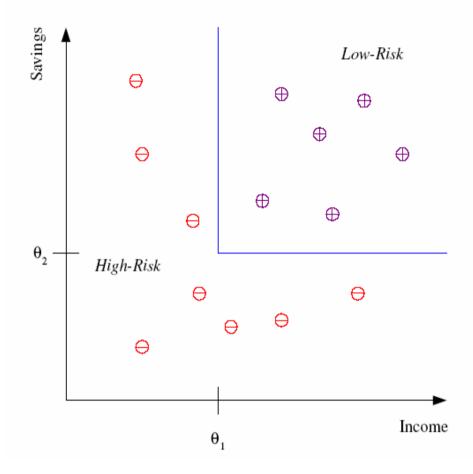
P(Y|X) probability that somebody who buys X also buys Y where X and Y are products/services.

Example: P ( chips | beer ) = 0.7



#### Classification

- Example: Credit scoring
- Differentiating between low-risk and high-risk customers from their income and savings



Discriminant: IF  $income > \theta_1$  AND  $savings > \theta_2$ THEN low-risk ELSE high-risk



#### Classification: Applications

- Aka Pattern recognition
- Face recognition: Pose, lighting, occlusion (glasses, beard), make-up, hair style
- Character recognition: Different handwriting styles.
- Speech recognition: Temporal dependency.
  - □ Use of a dictionary or the syntax of the language.
  - □ Sensor fusion: Combine multiple modalities; eg, visual (lip image) and acoustic for speech
- Medical diagnosis: From symptoms to illnesses



#### Face Recognition

#### Training examples of a person









Test images









AT&T Laboratories, Cambridge UK http://www.uk.research.att.com/facedatabase.html



#### Regression

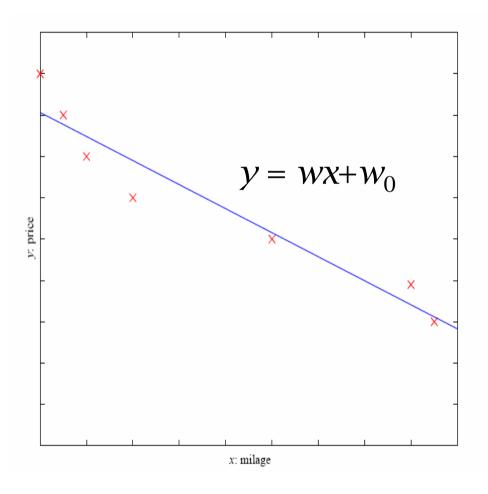
- Example: Price of a used car
- x: car attributes

*y*: price

$$y = g(x \mid \theta)$$

g() model,

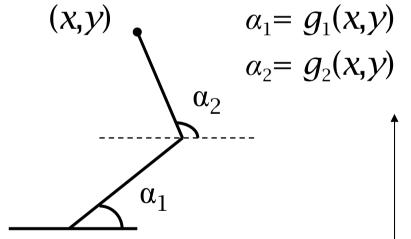
 $\theta$  parameters



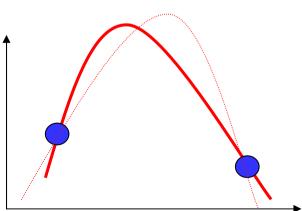


#### Regression Applications

- Navigating a car: Angle of the steering wheel (CMU NavLab)
- Kinematics of a robot arm



Response surface design





#### Supervised Learning: Uses

- Prediction of future cases: Use the rule to predict the output for future inputs
- Knowledge extraction: The rule is easy to understand
- Compression: The rule is simpler than the data it explains
- Outlier detection: Exceptions that are not covered by the rule, e.g., fraud



#### Unsupervised Learning

- Learning "what normally happens"
- No output
- Clustering: Grouping similar instances
- Example applications
  - □ Customer segmentation in CRM
  - □ Image compression: Color quantization
  - □ Bioinformatics: Learning motifs



#### Reinforcement Learning

- Learning a policy: A sequence of outputs
- No supervised output but delayed reward
- Credit assignment problem
- Game playing
- Robot in a maze
- Multiple agents, partial observability, ...



#### Resources: Datasets

- UCI Repository: http://www.ics.uci.edu/~mlearn/MLRepository.html
- UCI KDD Archive:
  <a href="http://kdd.ics.uci.edu/summary.data.application.html">http://kdd.ics.uci.edu/summary.data.application.html</a>
- Statlib: <a href="http://lib.stat.cmu.edu/">http://lib.stat.cmu.edu/</a>
- Delve: <a href="http://www.cs.utoronto.ca/~delve/">http://www.cs.utoronto.ca/~delve/</a>



#### Resources: Journals

- Journal of Machine Learning Research <u>www.jmlr.org</u>
- Machine Learning
- Neural Computation
- Neural Networks
- IEEE Transactions on Neural Networks
- IEEE Transactions on Pattern Analysis and Machine Intelligence
- Annals of Statistics
- Journal of the American Statistical Association



#### Resources: Conferences

- International Conference on Machine Learning (ICML)
  - □ ICML05: <a href="http://icml.ais.fraunhofer.de/">http://icml.ais.fraunhofer.de/</a>
- European Conference on Machine Learning (ECML)
  - □ ECML05: <a href="http://ecmlpkdd05.liacc.up.pt/">http://ecmlpkdd05.liacc.up.pt/</a>
- Neural Information Processing Systems (NIPS)
  - □ NIPS05: http://nips.cc/
- Uncertainty in Artificial Intelligence (UAI)
  - □ UAI05: <a href="http://www.cs.toronto.edu/uai2005/">http://www.cs.toronto.edu/uai2005/</a>
- Computational Learning Theory (COLT)
  - □ COLT05: <a href="http://learningtheory.org/colt2005/">http://learningtheory.org/colt2005/</a>
- International Joint Conference on Artificial Intelligence (IJCAI)
  - □ IJCAI05: <a href="http://ijcai05.csd.abdn.ac.uk/">http://ijcai05.csd.abdn.ac.uk/</a>
- International Conference on Neural Networks (Europe)
  - □ ICANN05: http://www.ibspan.waw.pl/ICANN-2005/
- **..**.