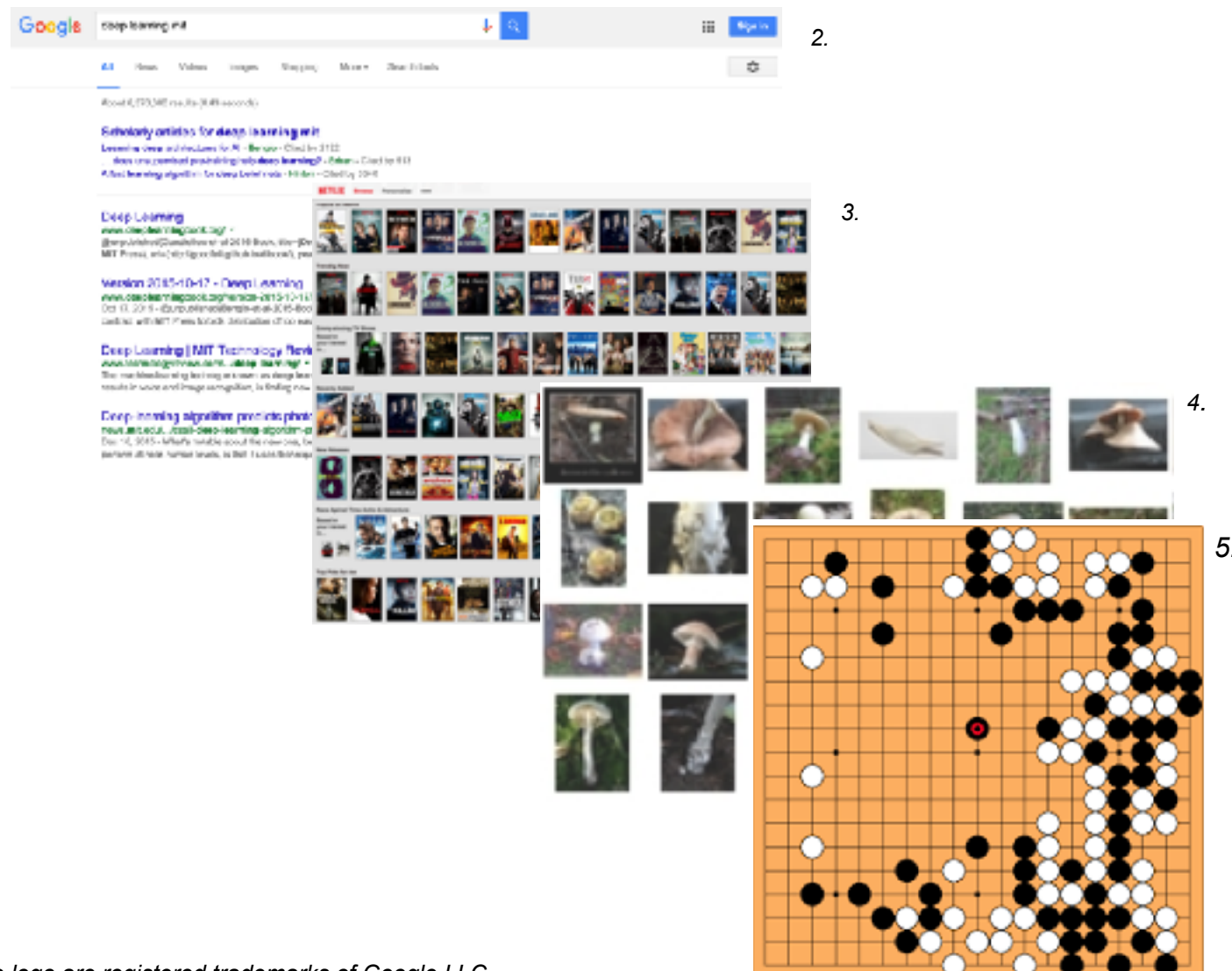


Machine Learning

Lecture 1^{1.}

Machine learning is everywhere

- Search, content recommendation, image/scene analysis, machine translation, dialogue systems, automated assistants, game playing, sciences (biology, chemistry, etc), ...



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3. Screenshot of Netflix (n.d.), (c) Netflix, Inc.

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Machine learning: what is it?

- A brief definition

Machine learning as a discipline aims to design, understand and apply computer programs that learn from experience (i.e., data) for the purpose of modeling, prediction, or control

Prediction problems

- About future events

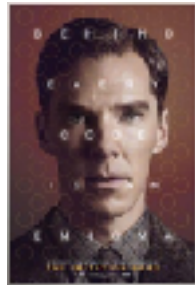
Market value

Time

- Also collision avoidance, monitoring, medical risk, etc.

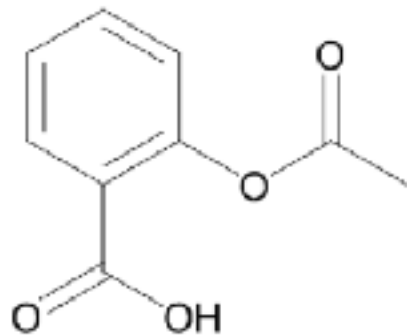
Prediction problems

- About properties we don't yet know

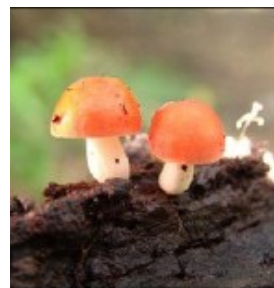


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would I like this movie?



soluble in water?



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what is the image about?

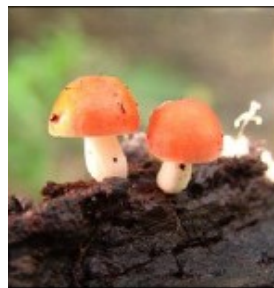
“ML is very cool”

what is it in Spanish?

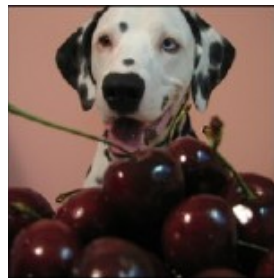
Example: supervised learning

- It is easier to express tasks in terms of examples of what you want (rather than how to solve them)
- E.g., image classification (1K categories)

Image



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8. © Geoffrey Hinton, University of Toronto.

■ ■ ■

Category

mushroom

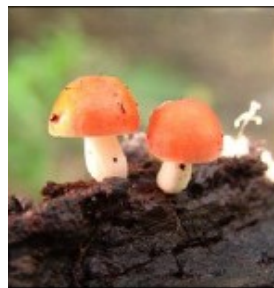
cherry

■ ■ ■

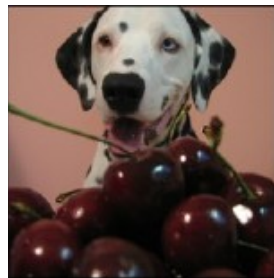
Example: supervised learning

- It is easier to express tasks in terms of examples of what you want (rather than how to solve them)
- E.g., image classification (1K categories)

Image



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...

Category

mushroom

cherry

...

- Rather than specify the solution directly (hard), we automate the process of finding one based on examples

Example: supervised learning

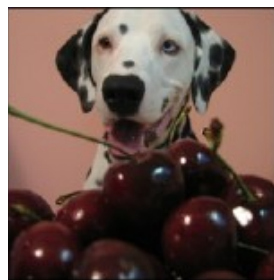
- It is easier to express tasks in terms of examples of what you want (rather than how to solve them)
- E.g., image classification (1K categories)

Image

Category

$$h\left(\text{Image of mushrooms}; \theta\right) = \text{mushroom}$$

© Neural Information Processing Systems Foundation, Inc



© Geoffrey Hinton, University of Toronto.

cherry

...

...

- Rather than specify the solution directly (hard), we automate the process of finding one based on examples

Example: supervised learning

- It is easier to express tasks in terms of examples of what you want (rather than how to solve them)
- No limit to what you can learn to predict...

English

$h(\text{Is it real? ; } \theta)$

Will it continue?

For how long?

...

Spanish

¿Es real?

¿Continuará?

¿Por cuanto tiempo?

...

- Already in production for some language pairs (Google)

A concrete example

- Learning to predict preferences from just a little data...



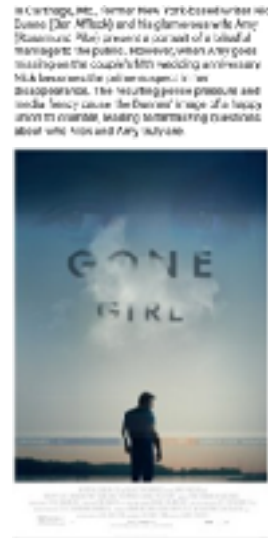
A concrete example

- Learning to predict preferences from just a little data...



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?, ? ,

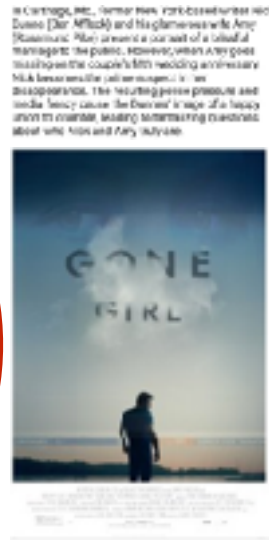
A concrete example

- ▶ Learning to predict preferences from just a little data...



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-1



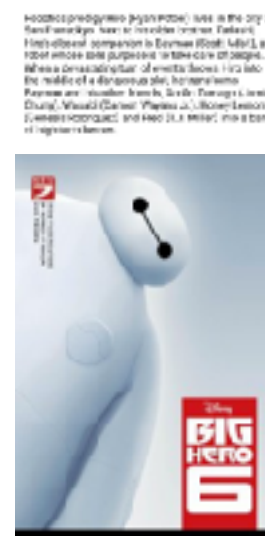
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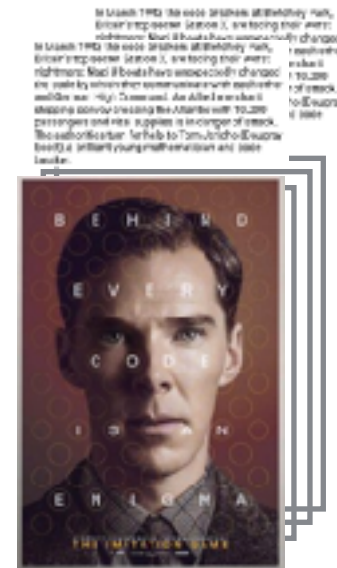
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?, ? , . . .

comedy?

top lead?

$$x^{(1)} = [1 \ 0 \ 0 \ 1 \ 1 \ \dots \ 0]^T \quad (\text{feature vector})$$

action?

romance?

Spielberg?

Supervised learning

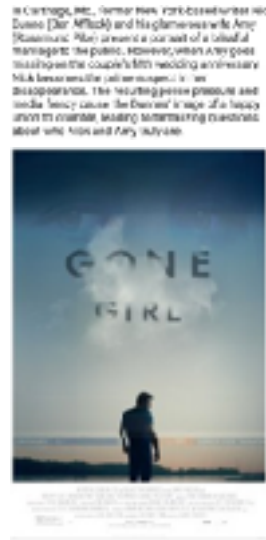
- Learning to predict preferences from just a little data...



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$x^{(1)}$

-1



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$x^{(2)}$

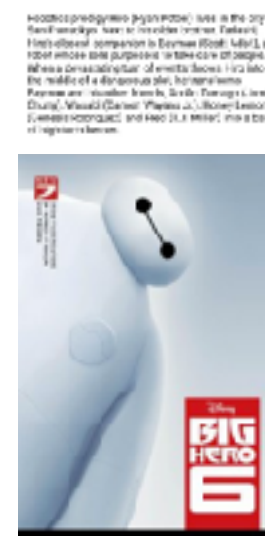
-1



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$x^{(3)}$

+1



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$x^{(4)}$

+1



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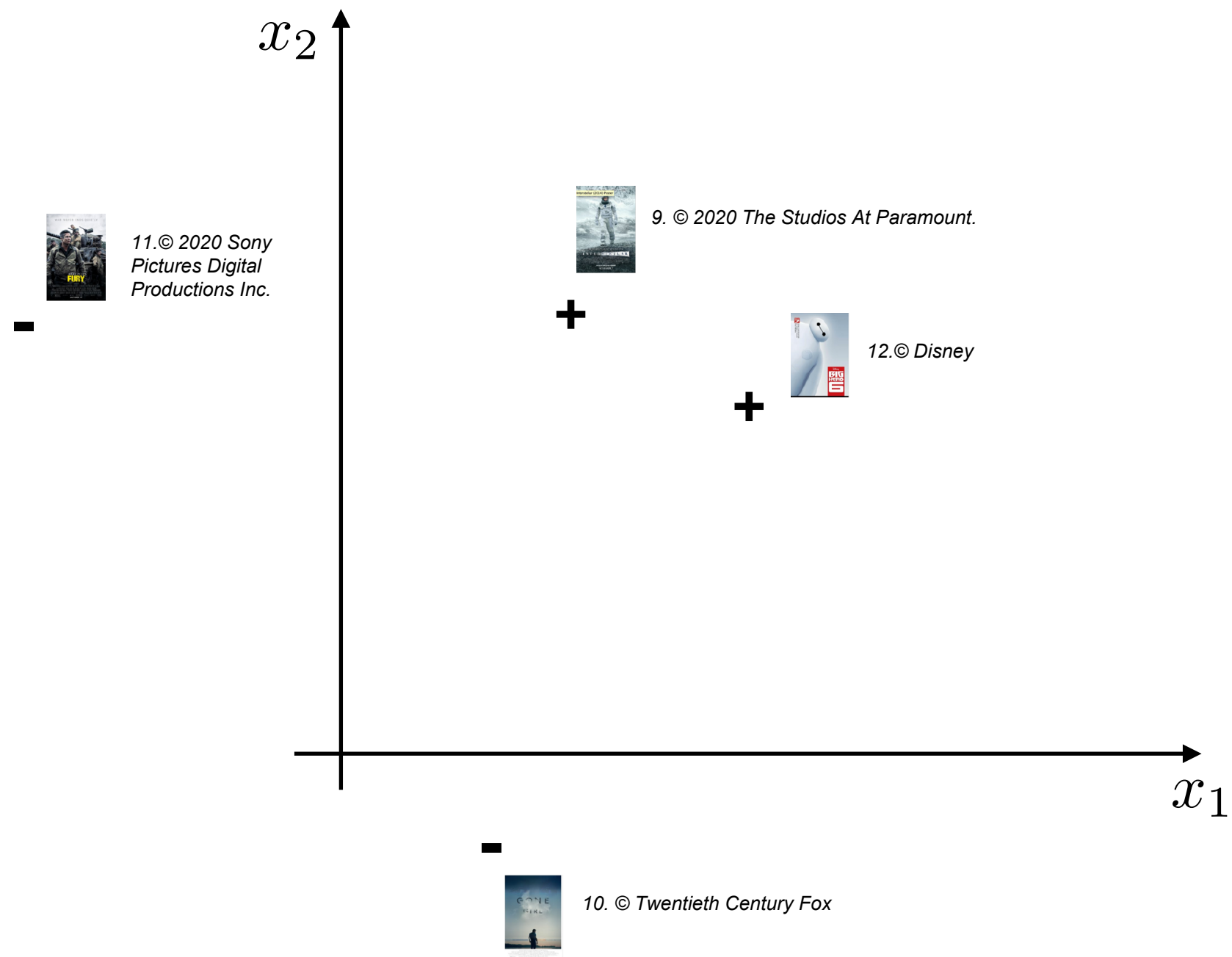
$x^{(5)}, x^{(6)}, \dots$

?, ?,

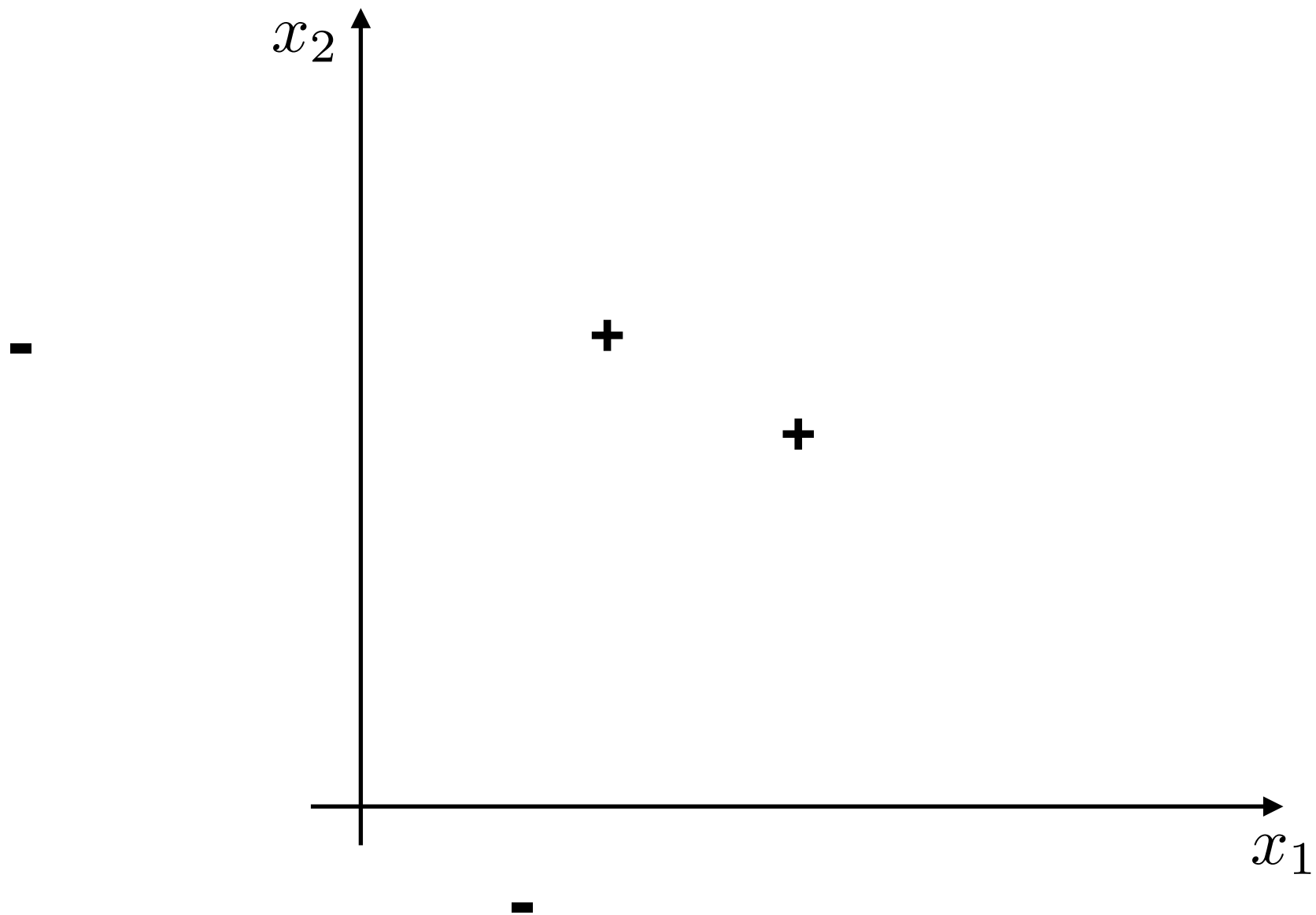
Training set

Test set

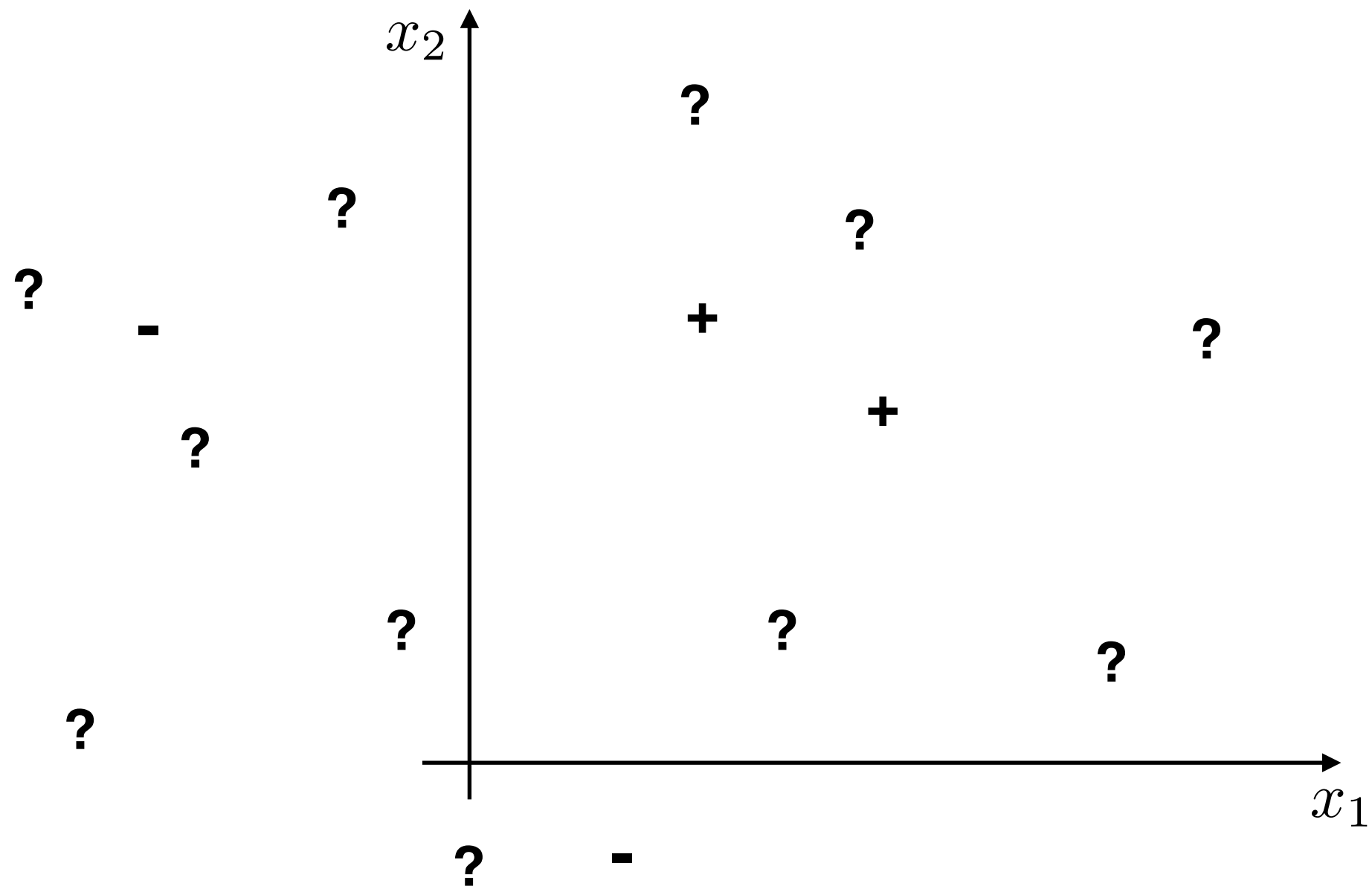
Supervised learning



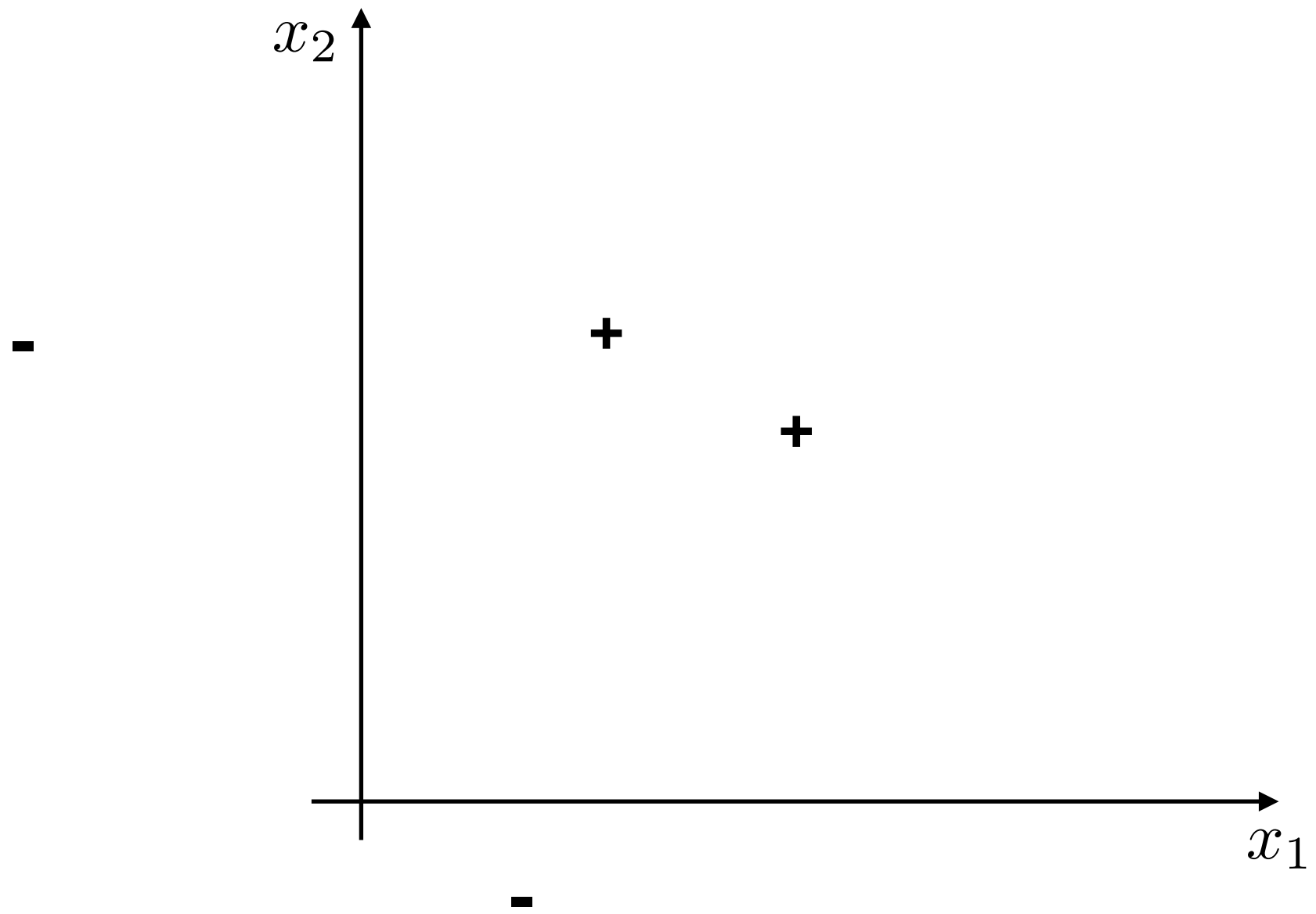
Supervised learning: training set



Supervised learning: test set

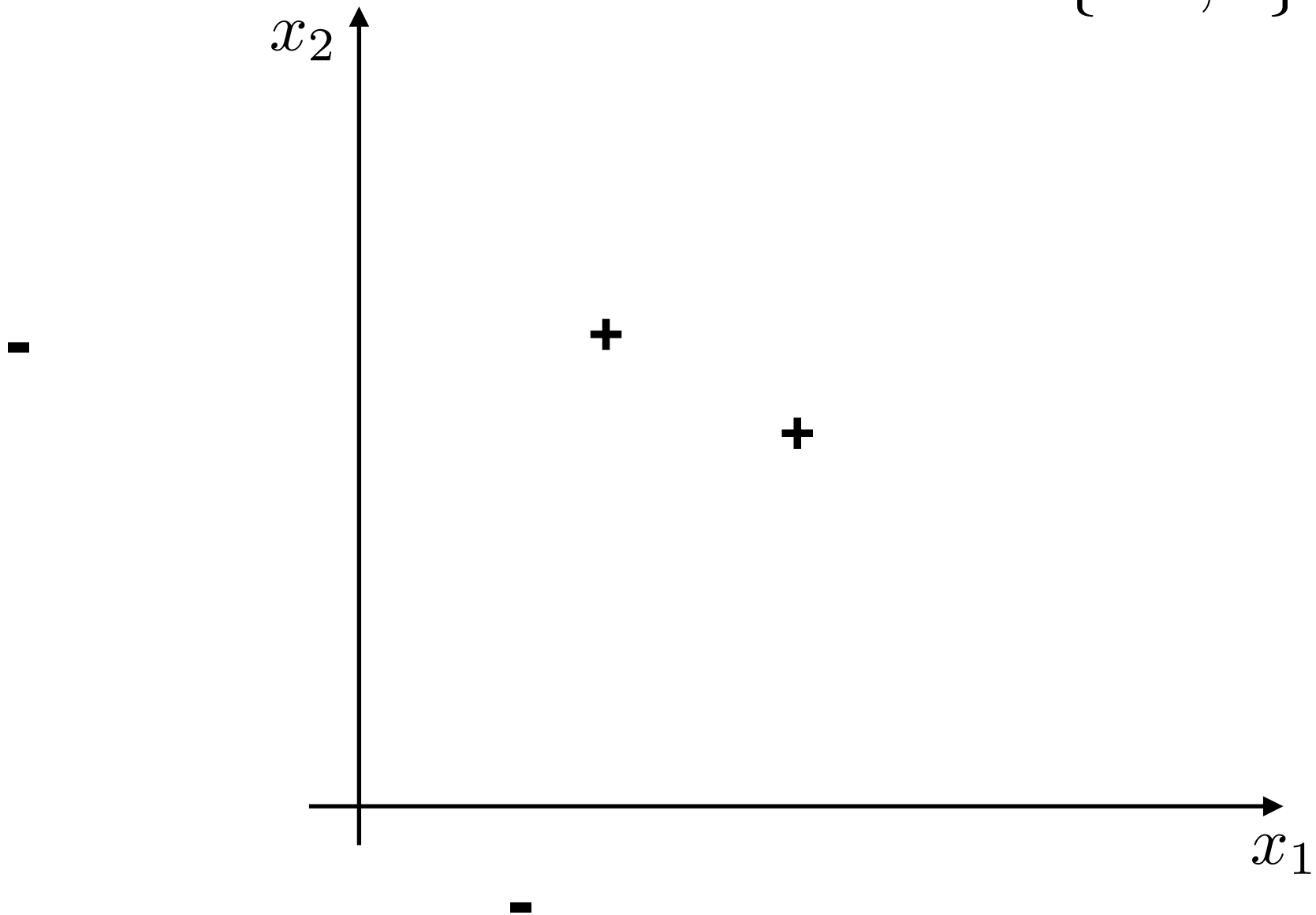


Supervised learning: training set

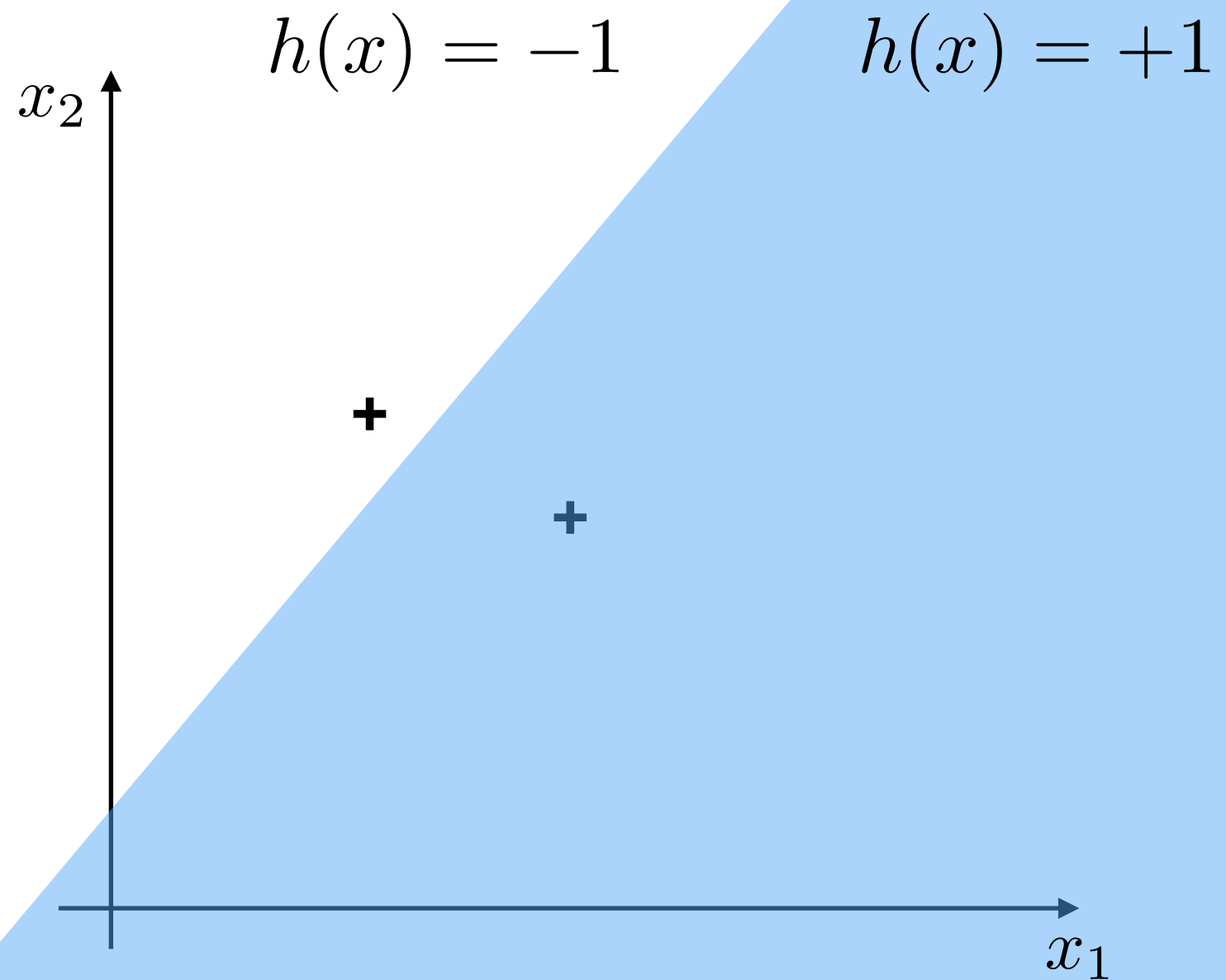


Supervised learning: classifier

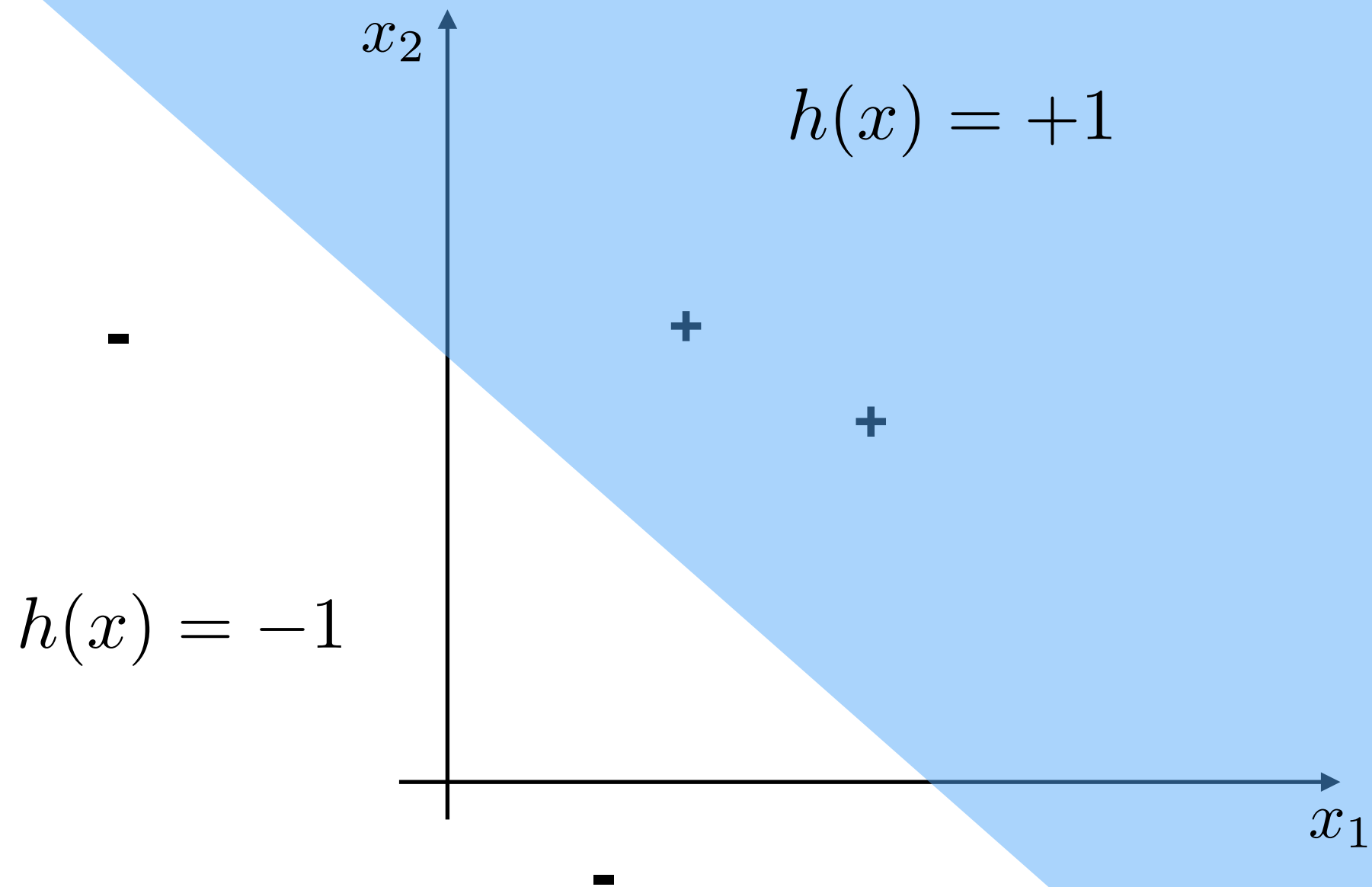
$$h : \mathcal{X} \rightarrow \{-1, 1\}$$



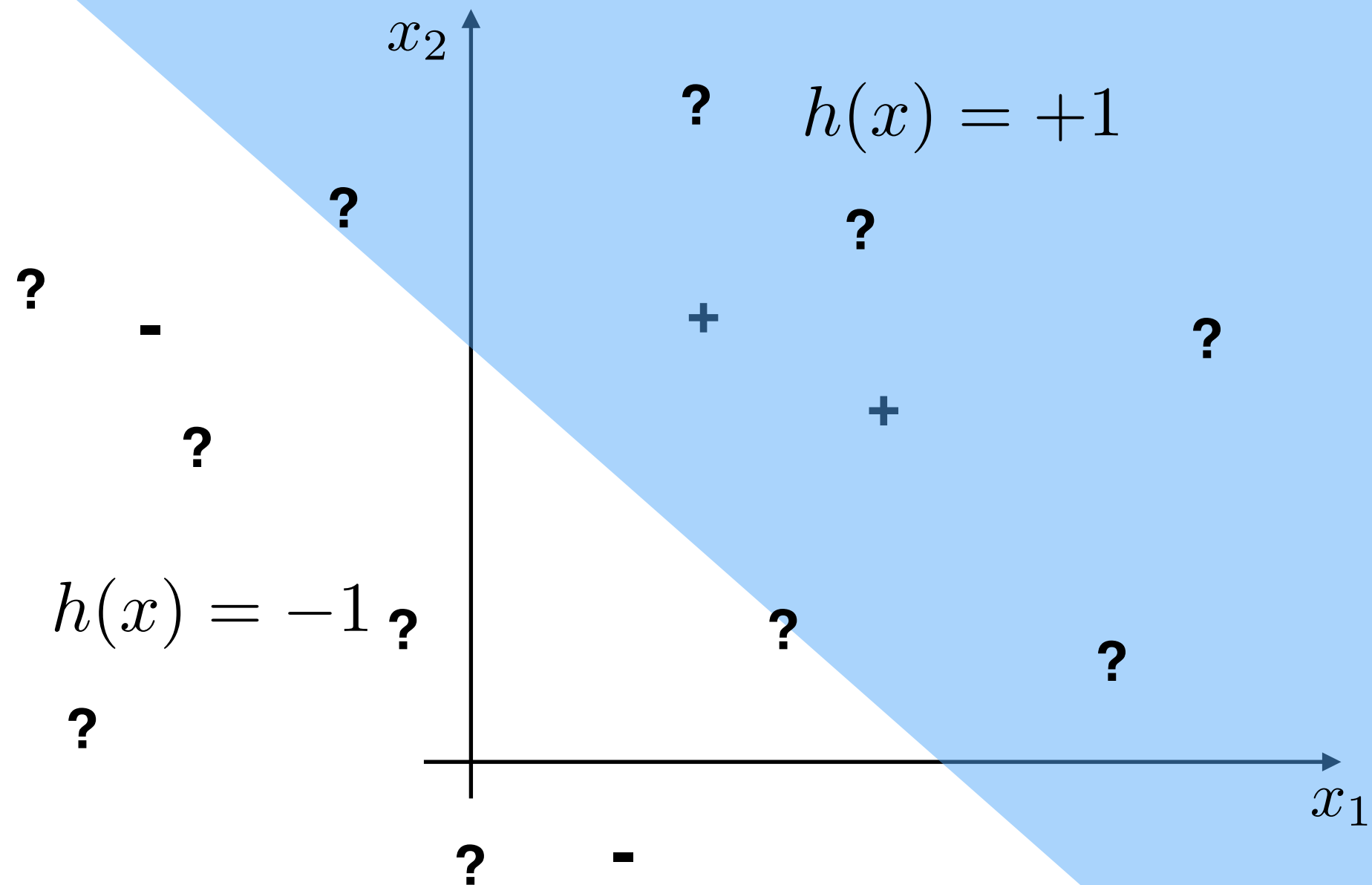
Supervised learning: classifier



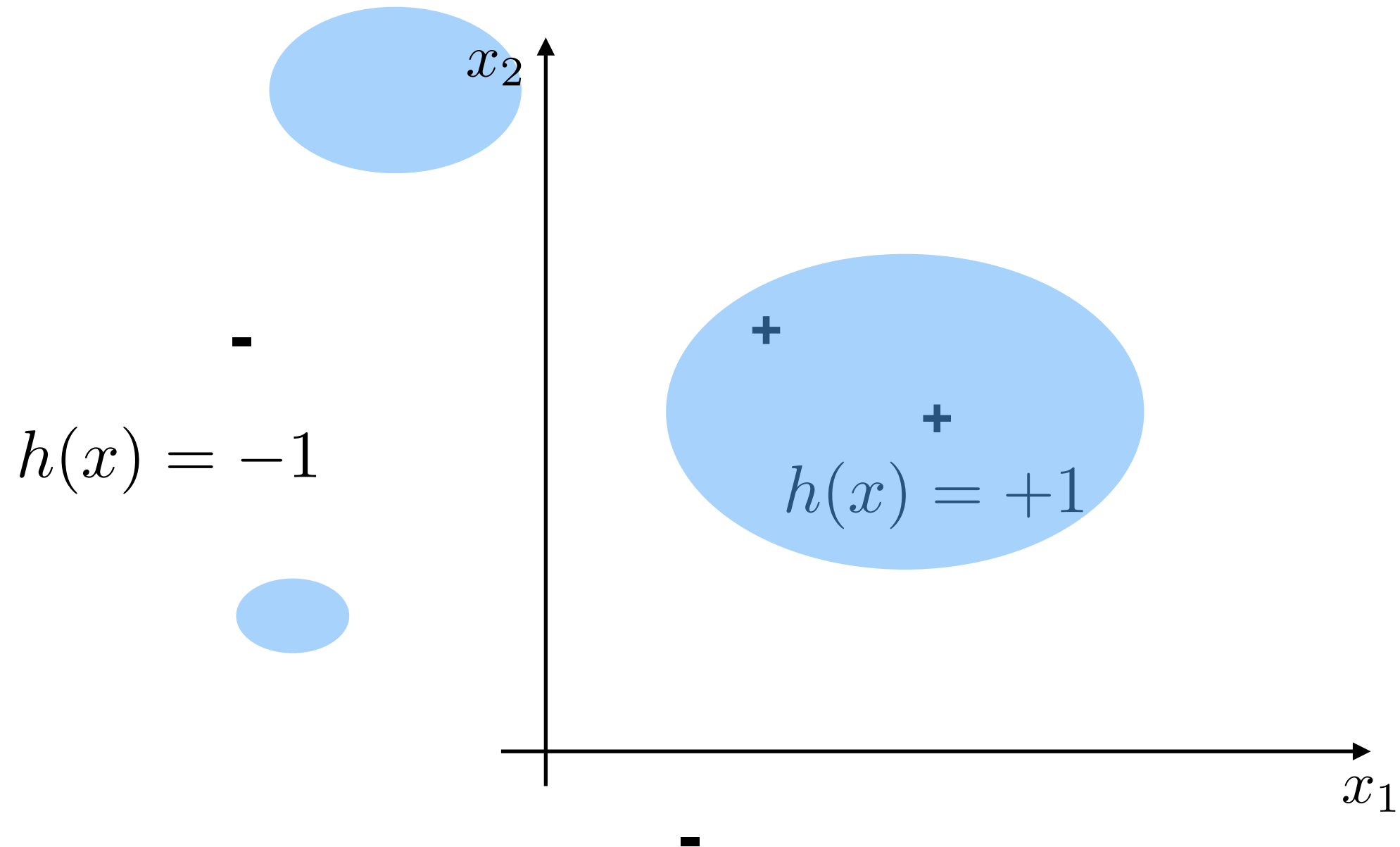
Supervised learning: classifier



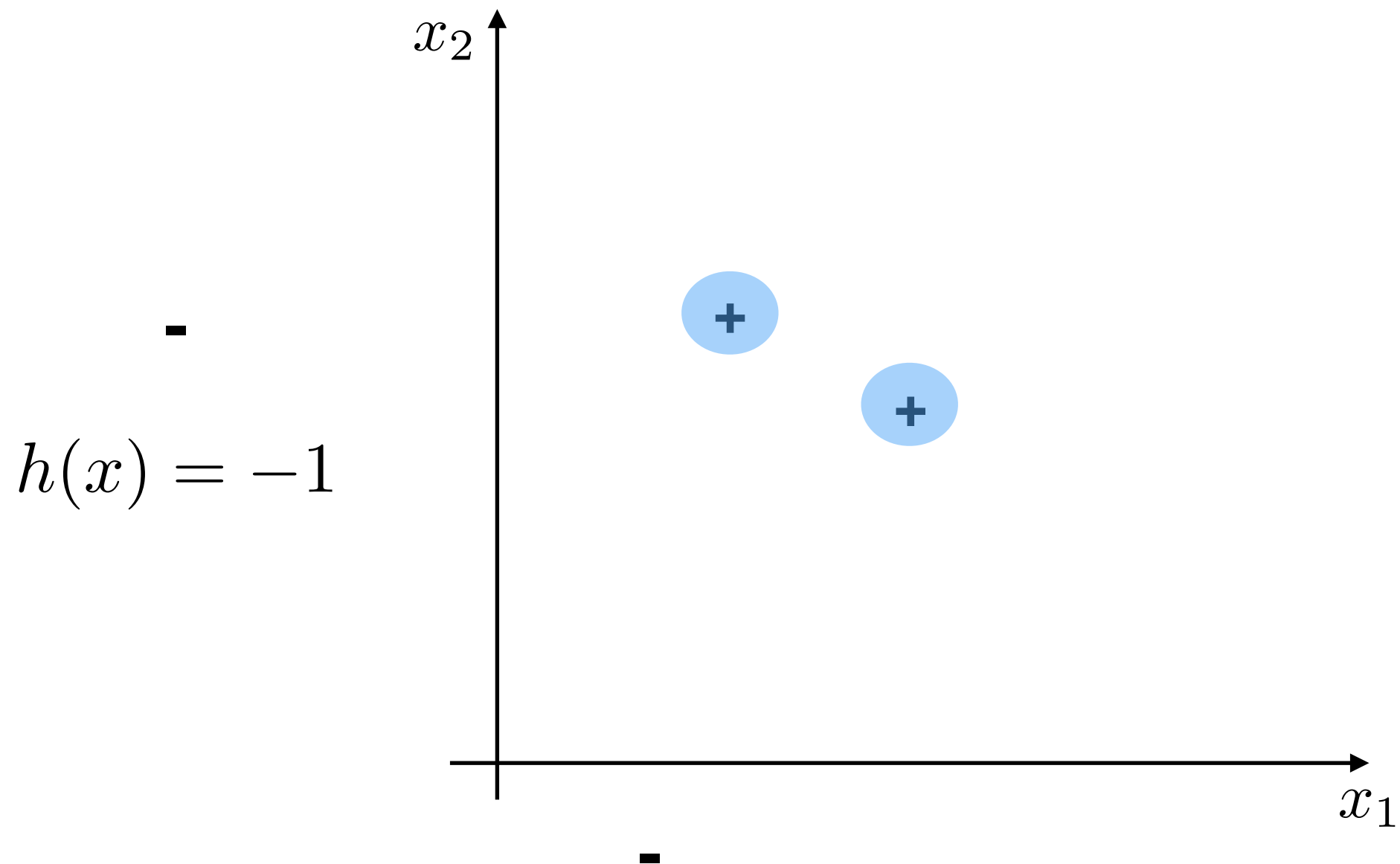
Supervised learning: classifier



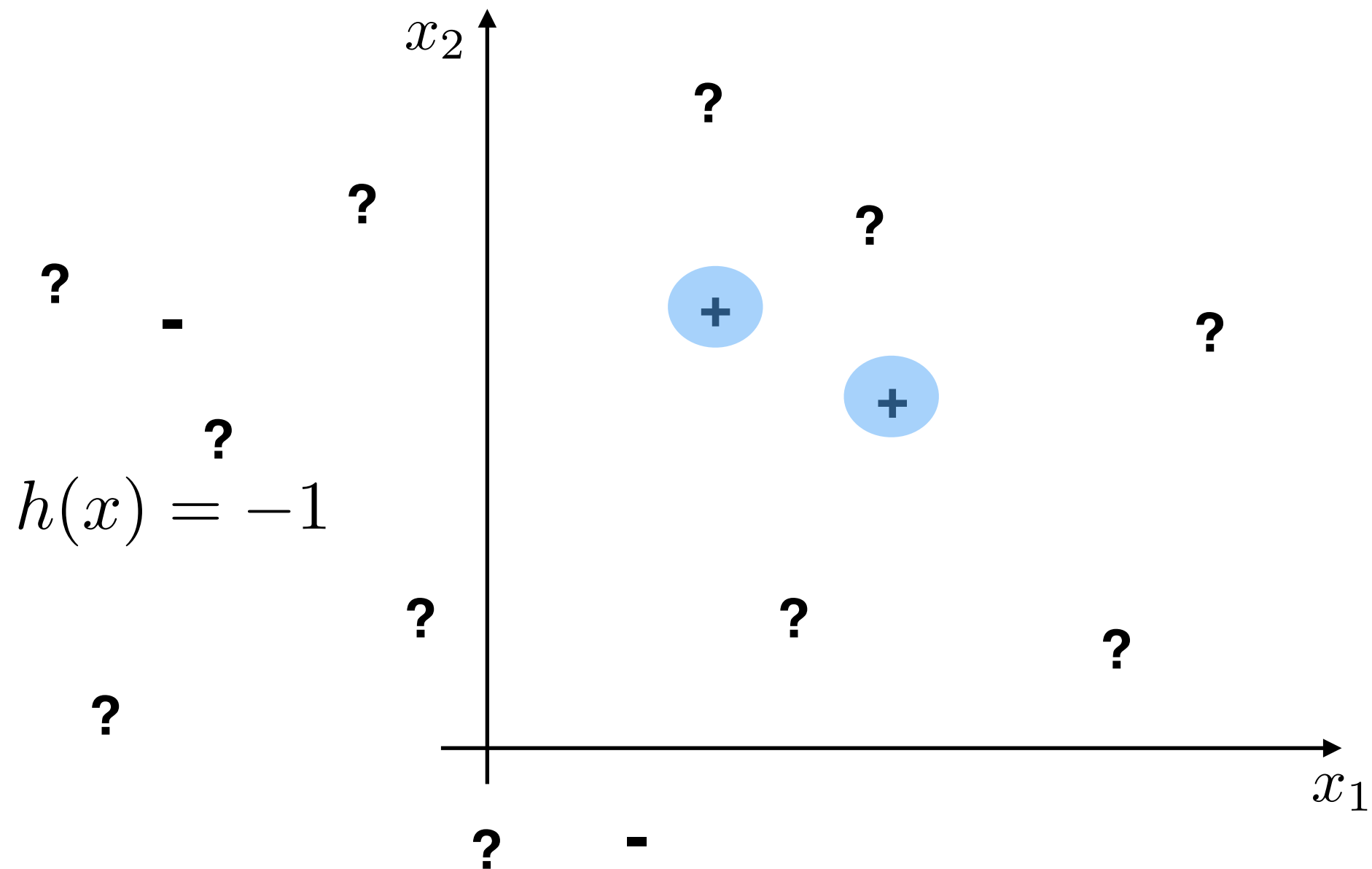
Supervised learning: classifier



Supervised learning: classifier



Supervised learning: generalization



Supervised learning +

- ▶ Multi-way classification (e.g., three-way classification)

$$h\left(\text{BBC news page}\right) = \text{politics} \quad h : \mathcal{X} \rightarrow \{\text{politics, sports, other}\}$$

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- ▶ Regression

$$h\left(\text{living room interior}\right) = \$1,349,000 \quad h : \mathcal{X} \rightarrow \mathbb{R}$$

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- ▶ Structured prediction

$$h\left(\text{outdoor market scene}\right) = \text{A group of people shopping at an outdoor market} \quad h : \mathcal{X} \rightarrow \{\text{English sentences}\}$$

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Types of machine learning

- Supervised learning
 - prediction based on examples of correct behavior
- Unsupervised learning
 - no explicit target, only data, goal to model/discover
- Semi-supervised learning
 - supplement limited annotations with unsupervised learning
- Active learning
 - learn to query the examples actually needed for learning
- Transfer learning
 - how to apply what you have learned from A to B
- Reinforcement learning
 - learning to act, not just predict; goal to optimize the consequences of actions
- Etc.

Key things to understand

- Posing supervised machine learning problems
- Supervised classification
- The role of training/test sets
- A classifier
- A set of classifiers
- Errors, generalization

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Location: Throughout course

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Screenshot of a Google search of "mushrooms"

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Movie poster thumbnail for the film "Imitation Game"

Slides: 1 at #5, #6, #7, #8. Lecture 12 at #3, #4, #5

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Thumbnail of two mushrooms

Slides: # 5, #10, #11, #12, #13, #14

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Thumbnail of one Dalmatian dog

Slides: # 5, #10, #11, #12, #13, #14

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Movie poster thumbnail for the film "Interstellar"

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Movie poster thumbnail for the film "Gone Girl"

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Movie poster thumbnail for the film "Fury"

Slides: #10, #11, #12, #13, #14

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Movie poster thumbnail for "Big Hero 6"

Slides: #10, #11, #12, #13, #14

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Screenshot of BBC news page

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Thumbnail of a living room

Slides: #25

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Thumbnail of a group of people shopping at an outdoor market

Slides: #25

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