

DM825 (5 ECTS - 3rd Quarter) Introduction to Machine Learning

[Introduktion til maskinl ring]

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Machine Learning

Machine learning is the science of getting computers to act without being explicitly programmed.

Application examples:

- ▶ practical speech recognition and automatic machine translation
- ▶ effective web search
- ▶ email spam detection
- ▶ social networks recognize friends from photos or suggest friends
- ▶ understanding of the human genome
- ▶ ...

The course focuses on the **theoretical background** and the **practical application** of a varied group of techniques.

Contents

- ▶ Supervised Learning
 - ▶ Classification and Regression via Linear Models
 - ▶ Neural Networks
 - ▶ Support Vector Machines
 - ▶ Probabilistic Graphical Models
Bayesian Networks, Hidden Markov Models
 - ▶ Assessment and Selection
- ▶ Unsupervised Learning
 - ▶ Mixture Models and Expectation Maximization
 - ▶ Association rules, cluster analysis, principal components, frequent pattern mining

Example: Medical diagnosis

- ▶ two diseases: **Flu** and **Hayfever**
- ▶ they are not mutually exclusive
- ▶ season might be correlated with them
- ▶ symptoms such as **Congestion** and **Muscle Pain**

Interrelated aspects of the system are modeled as **random variables**:

$Flu = \{true, false\}$

$Hayfever = \{true, false\}$

$Season = \{fall, winter, spring, summer\}$

$Congestion = \{true, false\}$

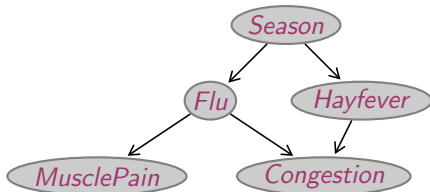
$MusclePain = \{true, false\}$

$2 \times 2 \times 4 \times 2 \times 2 = 64$
possible prob. values
for joint distribution

$P(Flu = true \mid Seas. = fall, Cong. = true, MusclePain = false) = ?$

Graphical Models

Encode **uncertainty** and our **prior knowledge** in a graphical model



F and H independent given Season

C and S independent given F and H We thus only need to define

M and H,C independent given F $3 + 4 + 4 + 4 + 2 = 17$ parameters

M and C independent given F

$$P(S, F, H, C, M) = P(S)P(F | S)P(H | S)P(C | F, H)P(M | F)$$

Learning

What can we do from here?

- ▶ Inference: Complexity issues $O(2^n)$
- ▶ Learning (parameters and structure)

Learning Example: Coin Experiment

Flip coin and observe the number of times it lands with head and tail. We wish to learn how much the probability deviates from 0.5.

Suppose we observe 3 heads in 10 tosses.

- ▶ With no prior knowledge we would set $p = 3/10 = 0.33$
- ▶ With a prior of 10 heads over 20 tosses we would set $p = (3 + 10)/(10 + 20) = 13/30 = 0.43$
- ▶ However if we obtain more data the effect diminishes:
 $(300 + 10)/(1000 + 20) = 0.3$
 $(300 + 1)/(1000 + 2) = 0.3.$

Aims of the Course

After the course you should be able to:

- ▶ **recognize** which learning method is suitable for a given task
- ▶ **describe** the theory behind the methods
- ▶ **apply** the method to example problems with few data
- ▶ undertake an **experimental assessment** of learning methods and report the results

Course Information (1/2)

Prerequisites:

- ✓ DM527 Mathematical Tools,
- ✓ MM501/MM502 Calculus I and II,
- ✓ DM502/DM503 Programming A and B,
- ✓ MM505 Linear algebra
- ST501/ST502 Science Statistics/Statistical Modeling are an asset

Evaluation:

- (a) Two mandatory assignments, pass/fail, internal evaluation by the teacher. Applied character, include programming work (in R)
 - (b) 3 hours written exam, Danish 7-point grading scale, External censorship.
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Course Information (2/2)

Format: 2×2 h per week=28h lectures + 8/10h exercises

Language: English

- Material:
- ▶ No text book
 - ▶ M.C. Bishop, *Pattern Recognition and Machine Learning* 1st ed. 2006. Springer. 305 pp.
 - ▶ Andrew Ng. Lecture Notes.
cs229.stanford.edu/materials.html
 - ▶ Lecture notes in form of slides
 - ▶ Articles
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Credits & Term: 5 ECTS, 3rd Quarter

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