CS 2750 Machine Learning Lecture 1

Machine Learning

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CS 2750 Machine Learning

Administration

Study material

- Handouts, your notes and course readings
- Primary textbook:
 - Duda, Hart, Stork. Pattern classification. 2nd edition. J Wiley and Sons, 2000.
- Recommended book:
 - Friedman, Hastie, Tibshirani. Elements of statistical learning. Springer, 2001.
- Other books:
 - 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

- Lectures:
 - Random short quizzes testing the understanding of basic concepts from previous lectures
- Homeworks: weekly
 - **Programming tool**: Matlab (CSSD machines and labs)
 - Matlab Tutorial: next week
- Exams:
 - Midterm (March)
- Final project:
 - **Proposals** (early March)
 - Written report + Oral presentation (end of the semester)

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Tentative topics

- Concept learning.
- Density estimation.
- Linear models for regression and classification.
- Multi-layer neural networks.
- Support vector machines. Kernel methods.
- Learning Bayesian networks.
- Clustering. Latent variable models.
- Dimensionality reduction. Feature extraction.
- Ensemble methods. Mixture models. Bagging and boosting.
- Hidden Markov models.
- 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

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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:
 - explanation-based learning, etc.

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Supervised learning

Data:
$$D = \{d_1, d_2, ..., d_n\}$$
 a set of n examples $d_i = \langle \mathbf{x}_i, y_i \rangle$

 \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 →

Y is continuous

• Classification: X discrete or continuous →

Y is discrete

Supervised learning examples

• Regression: Y is continuous

Debt/equity
Earnings company stock price
Future product orders

• Classification: Y is discrete



Handwritten digit (array of 0,1s)

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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:

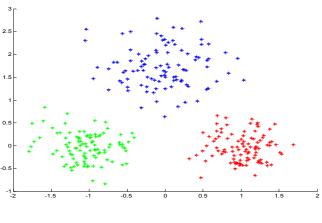
• Clustering

Group together "similar" examples, e.g. patient cases

- Density estimation
 - Model probabilistically the population of samples

Unsupervised learning example.

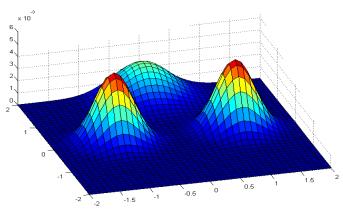
• **Density estimation.** We want to build the probability model of a population from which we draw samples $d_i = \mathbf{x}_i$



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Unsupervised learning. Density estimation

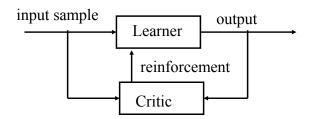
- A probability density of a point in the two dimensional space
 - Model used here: Mixture of Gaussians



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Reinforcement learning

- We want to learn: $f: X \to Y$
- 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

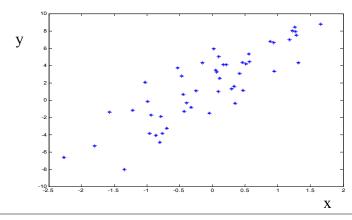


• The goal is to select outputs that lead to the best reinforcement

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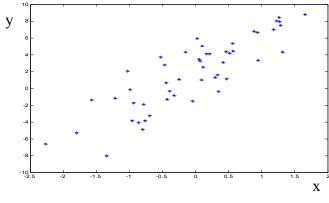
Learning

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



Learning bias

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



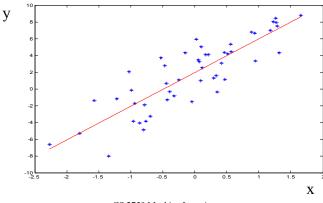
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Learning bias

• Problem is easier when we make an assumption about the model, say, $f(x) = ax + b + \varepsilon$

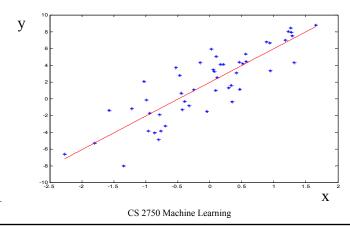
 $\varepsilon = N(0, \sigma)$ - random (normally distributed) noise

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



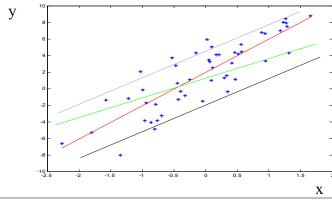
Learning bias

- **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 bias

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



Fitting the data to the model

- We are interested in finding the **best set** of model parameters **Objective:** Find the set of parameters that:
- reduces the misfit between the model and observed data
- Or, (in other words) that explain the data the best

Error function:

Measure of misfit between the data and the model

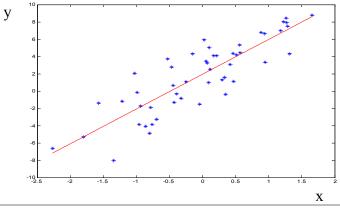
- Examples of error functions:
 - Average square error $\frac{1}{n} \sum_{i=1}^{n} (y_i f(x_i))^2$
 - Average misclassification error $\frac{1}{n} \sum_{i=1}^{n} 1_{y_i \neq f(x_i)}$

Average # of misclassified cases

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Fitting the data to the model

- Linear regression
 - Least squares fit with the linear model
 - minimizes $\frac{1}{n} \sum_{i=1}^{n} (y_i f(x_i))^2$



Typical learning

Three basic steps:

• Select a model or a set of models (with parameters)

E.g.
$$y = ax + b + \varepsilon$$
 $\varepsilon = N(0, \sigma)$

• 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 ...

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Learning

Problem

- We fit the model based on past experience (past examples seen)
- But ultimately we are interested in learning the mapping that performs well on the whole population of examples

Training data: Data used to fit the parameters of the model

Training error:
$$\frac{1}{n} \sum_{i=1}^{n} (y_i - f(x_i))^2$$

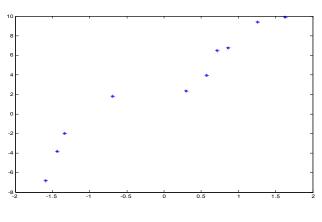
True (generalization) error (over the whole unknown population):

$$E_{(x,y)}[(y-f(x))^2]$$
 Mean squared error

Training error tries to approximate the true error !!!!

Does a good training error imply a good generalization error?

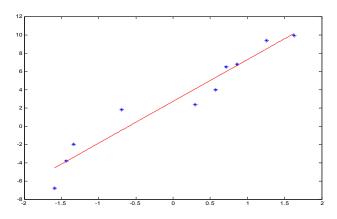
• Assume we have a set of 10 points and we consider polynomial functions as our possible models



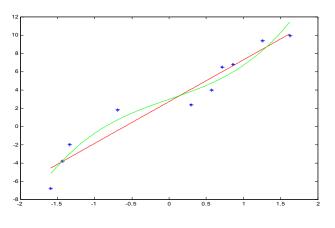
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Overfitting

- Fitting a linear function with the square error
- Error is nonzero



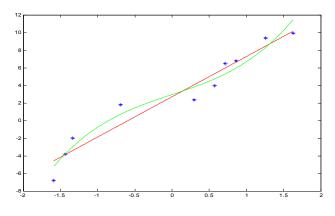
- Linear vs. cubic polynomial
- Higher order polynomial leads to a better fit, smaller error



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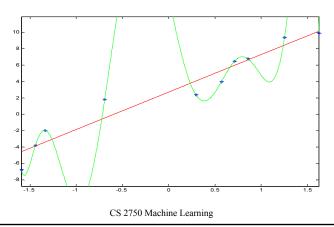
Overfitting

• Is it always good to minimize the error of the observed data?



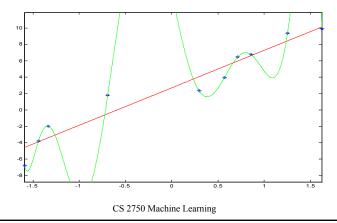
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- For 10 data points, the degree 9 polynomial gives a perfect fit (Lagrange interpolation). Error is zero.
- Is it always good to minimize the training error?



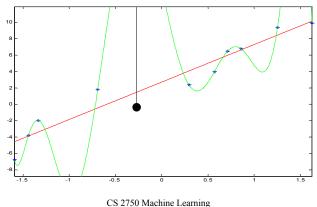
Overfitting

- For 10 data points, degree 9 polynomial gives a perfect fit (Lagrange interpolation). Error is zero.
- Is it always good to minimize the training error? NO!!
- More important: How do we perform on the unseen data?



Situation when the training error is low and the generalization error is high. Causes of the phenomenon:

- Model with a large number of parameters (degrees of freedom)
- Small data size (as compared to the complexity of the model)



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How to evaluate the learner's performance?

• **Generalization error** is the true error for the population of examples we would like to optimize

$$E_{(x,y)}[(y-f(x))^2]$$

- But it cannot be computed exactly
- Sample mean only approximates the true mean
- Optimizing (mean) training error can lead to the overfit,
 i.e. training error may not reflect properly the generalization error

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

• So how to test the generalization error?

How to evaluate the learner's performance?

• Generalization error is the true error for the population of examples we would like to optimize

$$E_{(x,y)}[(y-f(x))^2]$$

- · Sample mean only approximates it
- How to measure the generalization error?
- · Two ways:
 - Theoretical: Law of large numbers
 - statistical bounds on the difference between true and sample mean errors
 - Practical: Use a separate data set with m data samples to test
 - (Mean) test error $\frac{1}{m} \sum_{j=1,...m} (y_j f(x_j))^2$

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Basic experimental setup to test the learner's performance

- 1. Take a dataset D and divide it into:
 - Training data set
 - Testing data set
- 2. Use the training set and your favorite ML algorithm to train the learner
- 3. Test (evaluate) the learner on the testing data set
- The results on the testing set can be used to compare different learners powered with different models and learning algorithms

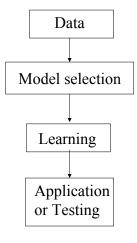
Solutions for overfitting

How to make the learner avoid overfitting?

- Assure sufficient number of samples in the training set
 - May not be possible
- Hold some data out of the training set = validation set
 - Train (fit) on the training set (w/o data held out);
 - Check for the generalization error on the validation set, choose the model based on the validation set error (cross-validation techniques)
- Regularization (Occam's Razor)
 - Penalize for the model complexity (number of parameters)
 - Explicit preference towards simple models

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Design of a learning system (first view)



Design of a learning system.

1. Data: $D = \{d_1, d_2, ..., d_n\}$

2. Model selection:

• Select a model or a set of models (with parameters)

E.g.
$$y = ax + b + \varepsilon$$
 $\varepsilon = N(0, \sigma)$

• Select the error function to be optimized

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

3. Learning:

• Find the set of parameters optimizing the error function

- The model and parameters with the smallest error

4. Application:

• Apply the learned model

- E.g. predict ys for new inputs x using learned f(x)