# CS 273A: Machine Learning Winter 2021 Lecture 1: Introduction

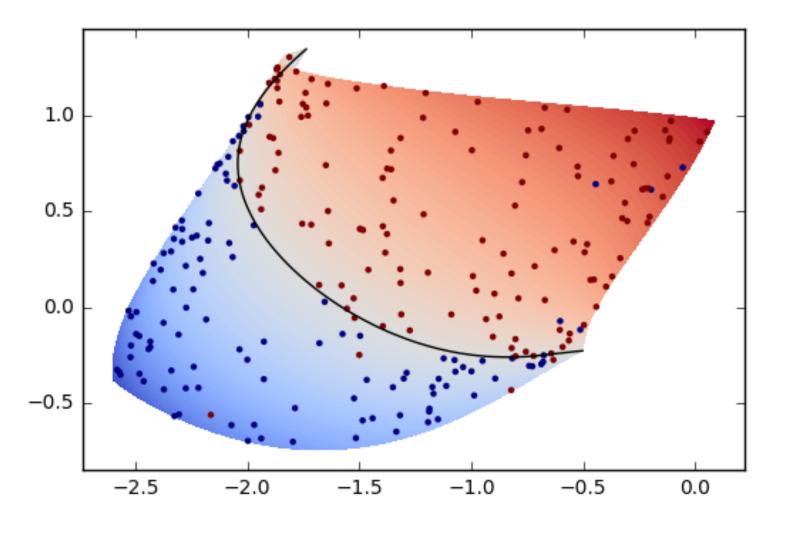
### Roy Fox

**Department of Computer Science Bren School of Information and Computer Sciences** University of California, Irvine

All slides in this course adapted from Alex Ihler & Sameer Singh









### **Today's lecture**

### What is machine learning?

### **Course logistics**

### Data management and visualization

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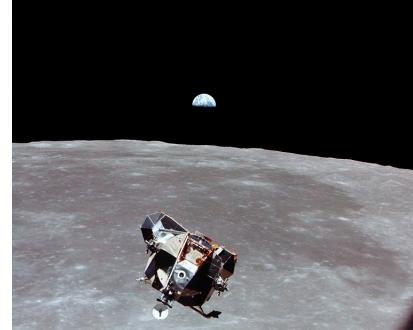
## Artificial intelligence (AI) beyond ML

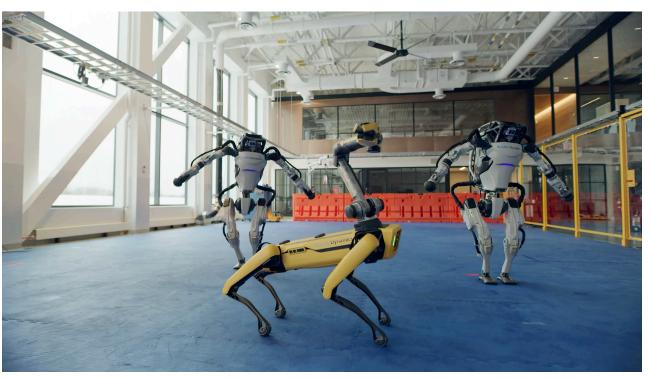
- Machine learning (ML) is a way to get machines to be intelligent
- Not the only way:
  - Engineered solutions (expert systems)
  - Good old-fashioned AI (GOFAI)
    - Rule-based systems
    - Logic programming (e.g. Prolog)
    - Search algorithms
  - Model-based optimization



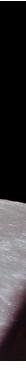












## What is intelligence?

- Big question, beyond our scope...
- Behavioristic definition: intelligence = good decision making
  - Can all intelligent behavior be reduced to good decision making?
- Decision making: in situation x, do y (decision / prediction / action)
  - At the core of AI systems: a decision function  $f: x \mapsto y$
  - Examples: visual classification, price prediction, medical diagnosis, motor control
- "Good" decision: assume a given score function  $v : x, y \mapsto \mathbb{R}$ , higher = better
  - Or loss function  $\mathscr{C} : x, y \mapsto \mathbb{R}$ , lower = better

## What is learning?

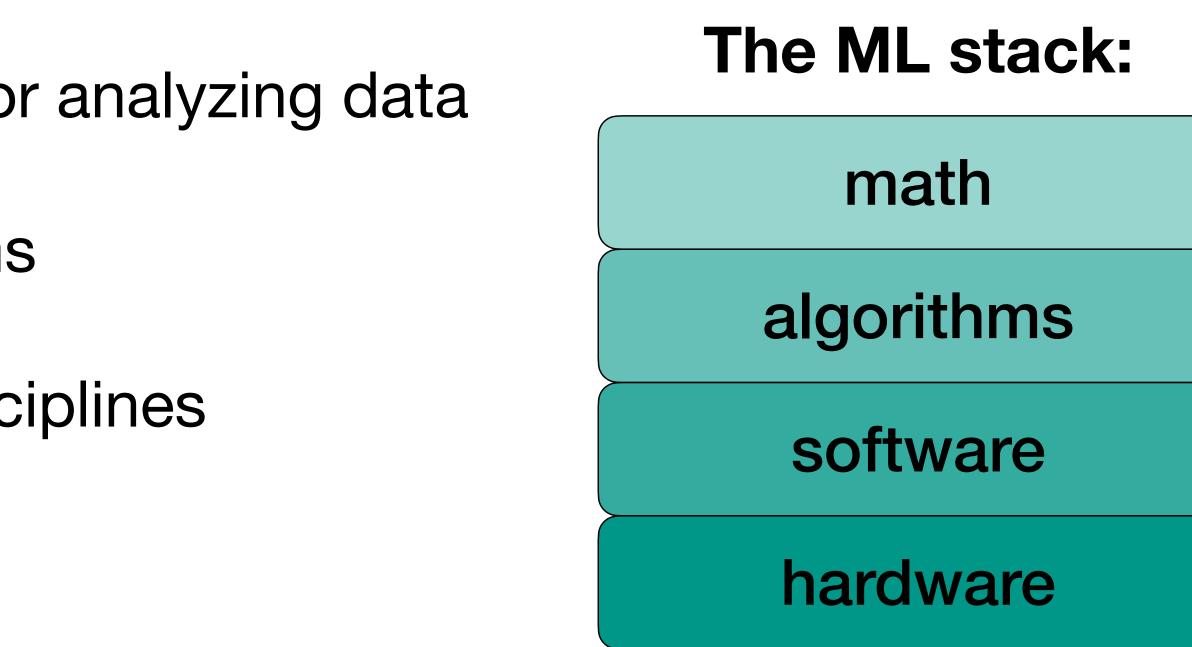
- Learning = taking in information to know more than you did before
  - But what is knowledge? Another big question...
- ML can help when other AI methods fail:
  - Experts are scarce
  - Rules / logic are hard to specify
  - Search space is too large
  - Models are unknown / hard to specify

• Machine learning = use data to make better decisions than before [Mitchell 1997]



### Statistics vs. ML

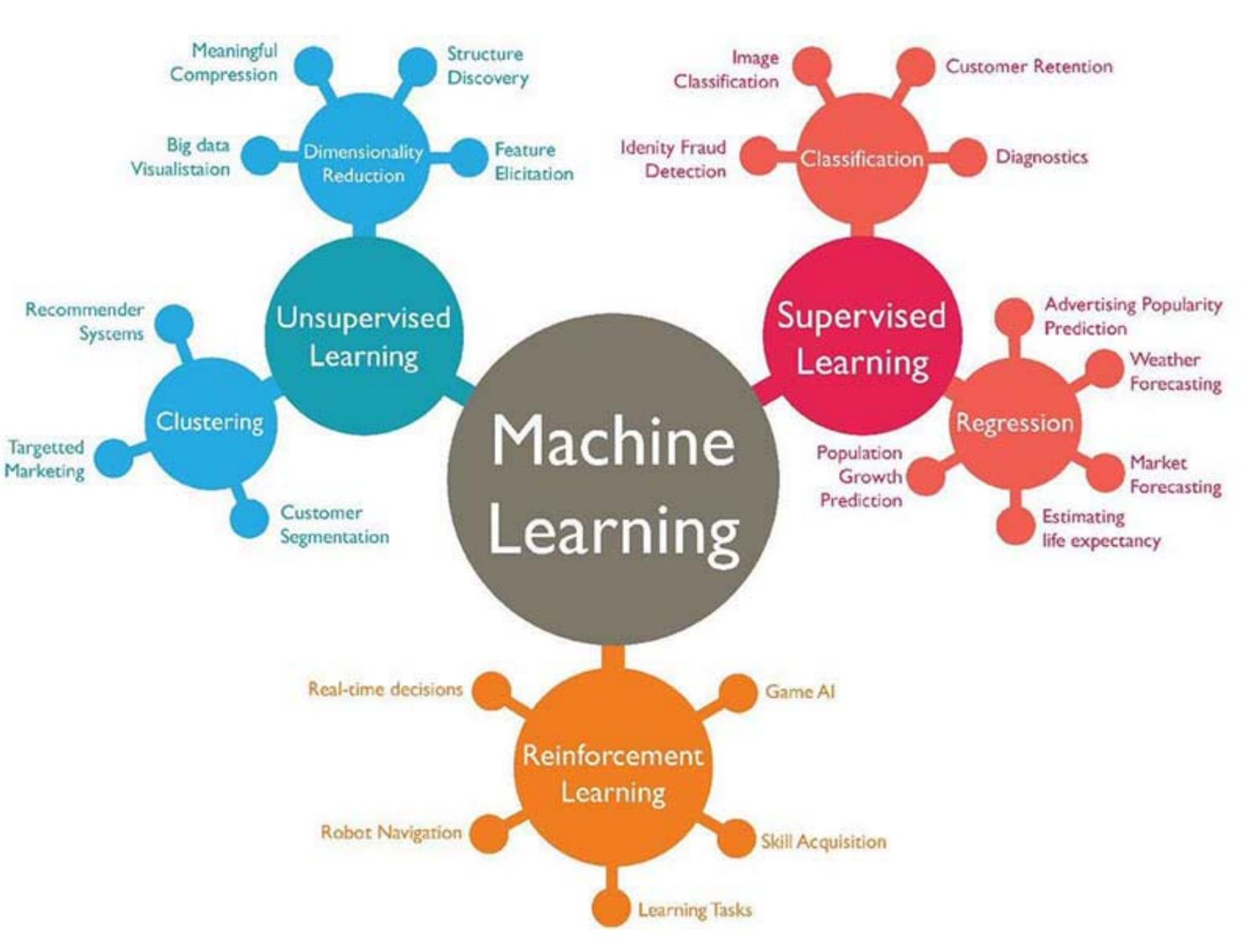
- Statistics = mathematical toolset for analyzing data
- ML = using data to build AI systems
- Successful ML draws on many disciplines
- The ML stack:
  - Math: probability theory, (linear) algebra, computational learning theory
  - Algorithms: ML algorithms, optimization, data structures
  - Software: ML frameworks, databases, testing, deployment



### Hardware: cloud computing, distributed systems, cyber-physical systems



## Taxonomy of ML

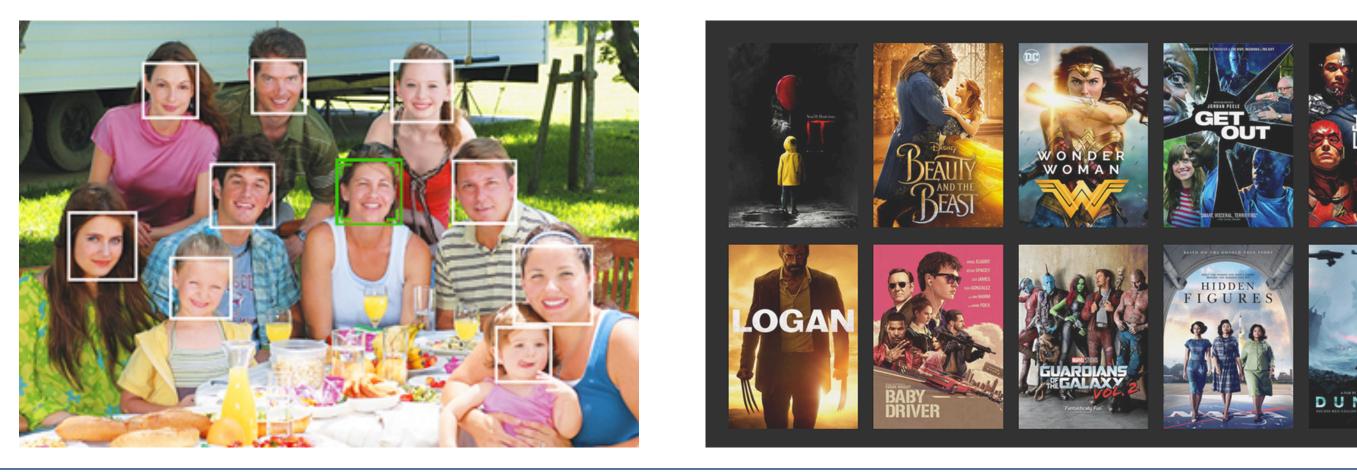


https://www.techleer.com/articles/203-machine-learning-algorithm-backbone-of-emerging-technologies/



# Learning settings (1): supervised learning

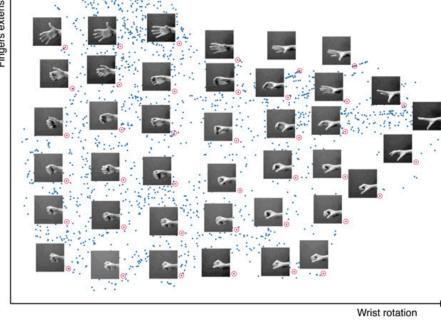
- How can we learn  $f: x \mapsto y$  that achieves good performance v(x, y)?
- Supervised learning
  - Data: examples of instances x and good decisions y (labels)
  - Given a training dataset  $\mathcal{D}$ , find f that agrees with  $\mathcal{D}$ 's labels on its instances
  - Classification: y is a class in a small set
  - Regression: y is continuous

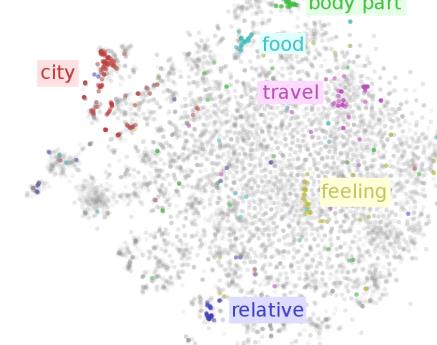


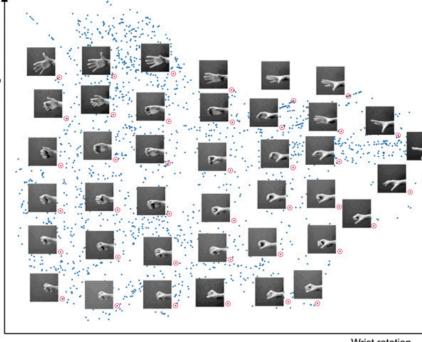


# Learning settings (2): unsupervised learning

- How can we learn  $f: x \mapsto y$  that achieves good performance v(x, y)?
- Unsupervised learning
  - Data: examples of instances x (no labels y)
  - What are we looking for? Some insight, discover pattern / structure of the data
  - Performance measure v /  $\ell$  is often global rather than per-instance
  - Clustering: y is a cluster in a small set
  - Dimensionality reduction: y is a low-dimensional representation
  - Density estimation, anomaly detection, ...











# Learning settings (3): reinforcement learning

- How can we learn  $f: x \mapsto y$  that achieves good performance v(x, y)?
- Reinforcement learning
  - Decisions are actions that the agent takes in the environment
  - No dataset, data is collected through this interaction
  - Several new challenges:
    - Online learning: score v (reward) is only revealed for actual experience
    - Active learning: the agent also decides on which instances x to visit

- Sequential decisions: how to assign the credit for v to parts of the decision sequence?





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## Mixed supervision

- Learning settings can be mixed
- Semi-supervised learning:
  - Mixture of supervised and unsupervised learning
  - Benefit from seeing labels y on some instances x
  - Benefit from seeing a large set of (unlabeled) instances x
  - Examples: image tagging, document retrieval, medical diagnosis



- Machine learning: data-driven approach to building Al
  - Use experience to improve performance on decision / prediction task
- Common learning settings:
  - Supervised learning:  $\mathcal{D} = \{(x^{(1)}, y^{(1)}, y^{(1$
  - Unsupervised learning:  $\mathcal{D} = \{x^{(1)}, \dots, x^{(m)}\}$
  - Semi-supervised learning: only some instances are labeled
  - Reinforcement learning: experience gathered by agent

$$(1), \dots, (x^{(m)}, y^{(m)}) \}$$

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## **Course logistics**

- When: Tuesdays and Thursdays, 2–3:20pm
  - Lectures will be recorded and published afterwards
- Where: <u>https://uci.zoom.us/j/94903054276</u>
- Website: <u>https://royf.org/crs/W21/CS273A/</u> ← <u>Schedule!</u>
- Forum: <u>https://piazza.com/uci/winter2021/cs273a</u>
  - For announcement and questions (no email please!)
- Assignments: <u>https://www.gradescope.com/courses/220628</u>
  - Published biweekly



Instructor: Prof. Roy Fox

• Teaching assistant: Hao Tang

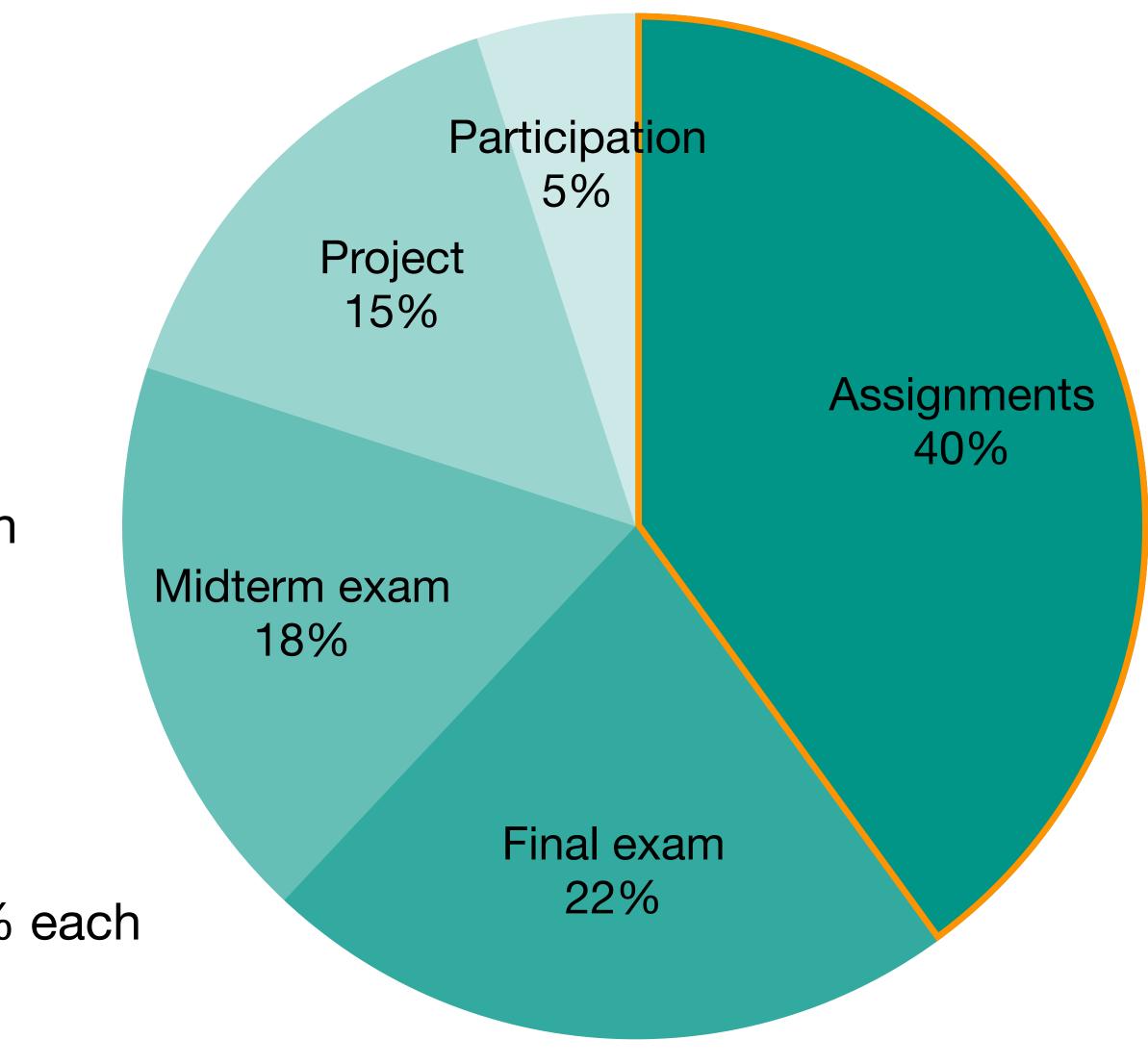


- Contact us on piazza (publicly or privately)
  - We may be unreachable by email
- Office hours: <u>https://calendly.com/royfox/office-hours</u>
  - Welcome to schedule 15-min slots and invite friends; give 4 hour notice



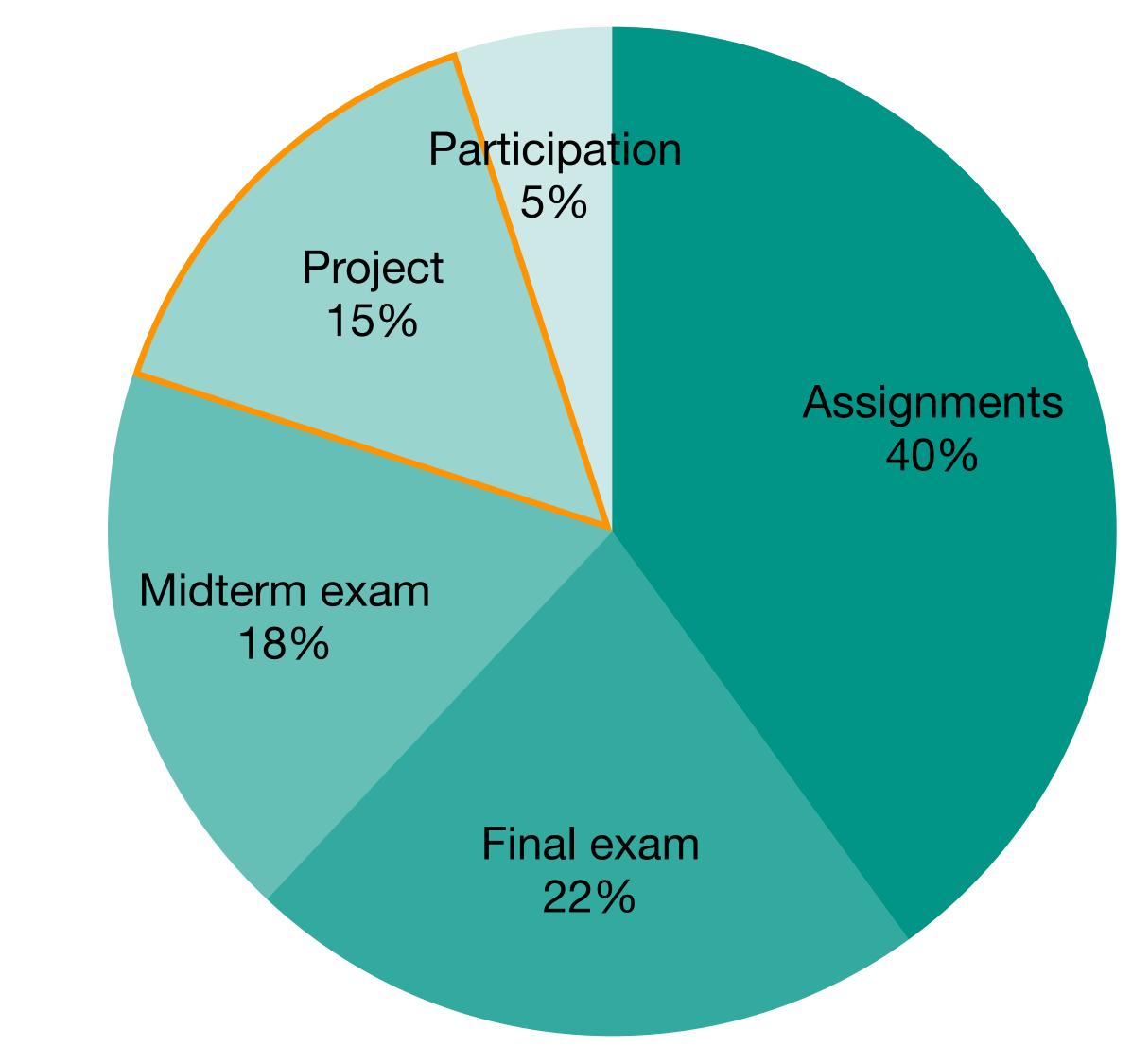
# Grading policy: assignments

- 5 programming assignments
  - Apply ML techniques in Python
  - Show your code and results
    - We will read it, not run it
  - Must include statement of collaboration
- Grading:
  - 40% of final grade
  - Your 4 best assignments count for 10% each
  - But no late submission



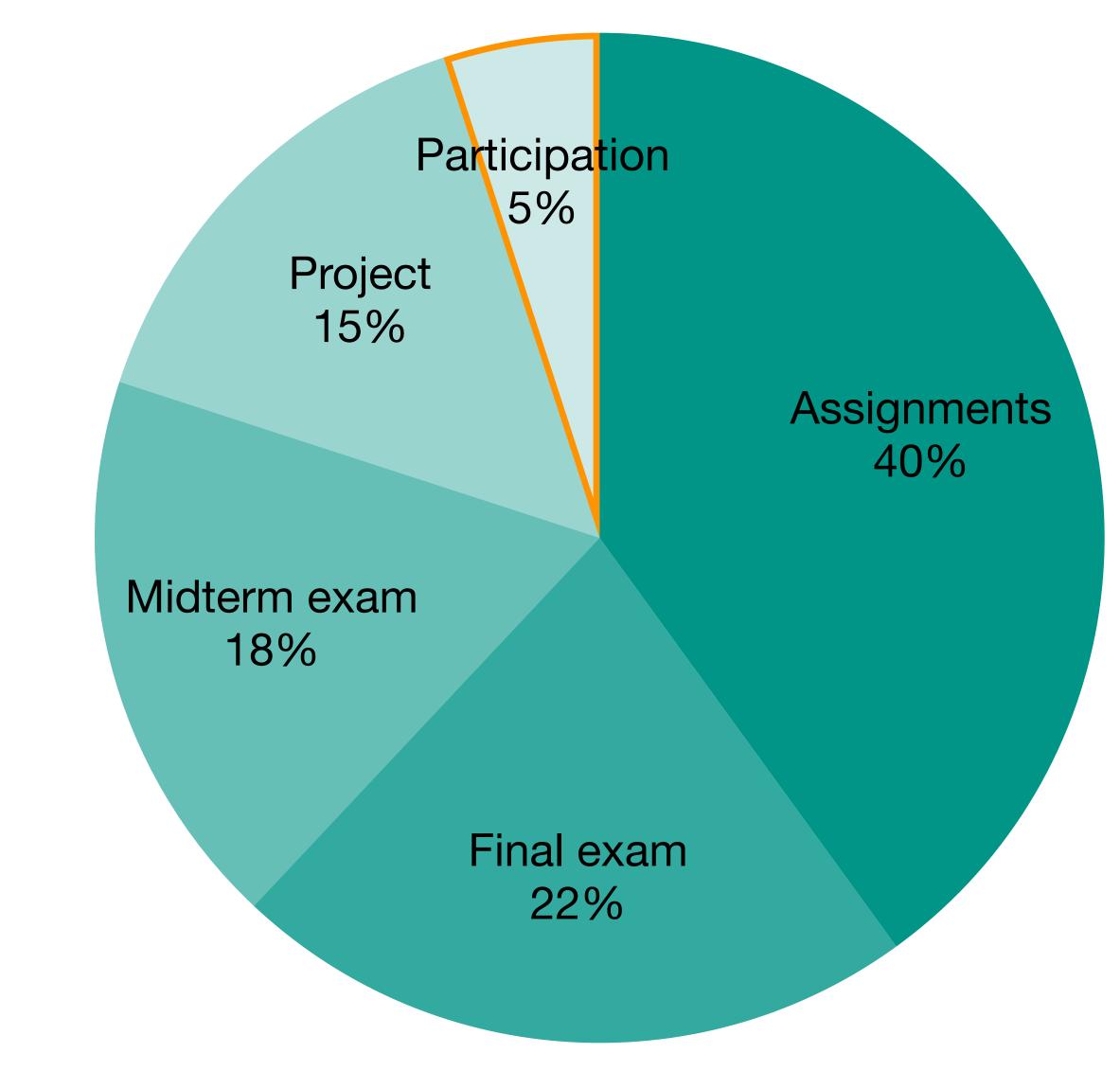
# Grading policy: project

- Teams of 3
  - Start forming teams now
- Deadlines:
  - Team roster week 4 (1% credit)
  - Abstract week 7 (2% credit)
  - Report week 10 (12% credit)



# Grading policy: participation

- Forum participation
  - Ask questions if you have any
  - Answer questions if you can
  - Post relevant useful links
  - Upvote useful posts
  - Give private feedback to staff
- Quizzes, surveys, and evaluations
  - Answer polls published on the forum
  - Submit course evaluations



## What will it take to do well?

- We'll rely heavily on math: probability theory, linear algebra, calculus
  - We're here to help, but solid background expected
- You'll need to code well in Python
- Help your friends and get help from us too! but never cheat





### Some ideas are challenging — ask early what you don't fully understand

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## Know thy data

- ML is a data science
  - Look at your data, know what it is, get a "feel" for it
- How many data points?
- What are the features of every data point? What are their data types?
  - Booleans (spam, inbound/outbound, control group)
  - Discrete categories (country/state, protocol, user ID)
  - Integers (1–5 stars, # of bedrooms, year of birth)
  - Reals up to digital representation (pixel intensity, price, timestamp)

Is there missing data? Unreasonable values? Surprisingly missing / repeated values?

## Data wrangling

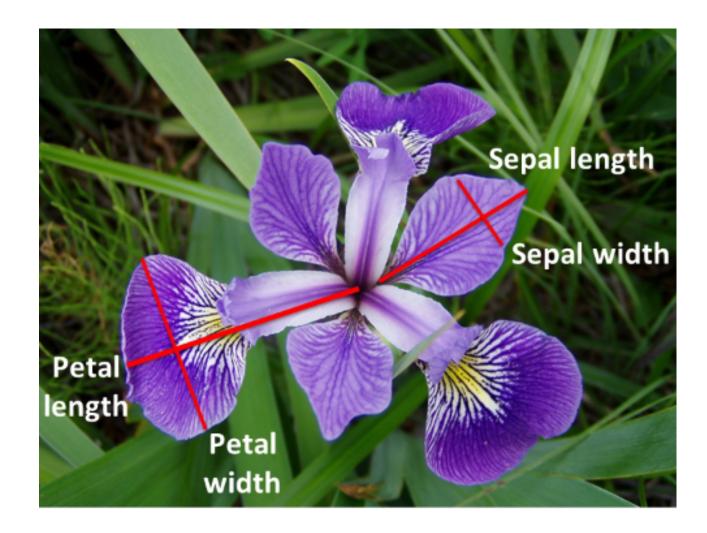
- Data wrangling: tools and practices for preparing data for usage
  - Discovering: explore the data to understand what it is
  - ► Structuring: organize into useful features; e.g. Jan 5, 2021  $\rightarrow$  (2021, 1, 5) or 18632
  - Cleaning: standardize values, remove errors, flag missing data; e.g. Calif.  $\rightarrow$  CA
  - Validating: flag inconsistencies, surprising value distributions
  - Publishing: verify that the data format is readable in the intended way

## Programming with data

- Python
  - numpy, matplotlib, scipy, pandas, scikit-learn, tensorflow / pytorch...
- Matlab / Octave: still popular in some engineering fields
- R: popular among statisticians
- C/C++: used for performance in production, not for research / prototyping
- Other niche languages and tools for visualization and modeling

### **Example: Iris flower dataset**

- Dataset of 3 species of Iris,  $y \in \{0,1,2\}$
- 150 data points, 50 of each class,  $|\mathcal{D}| = 150$





### • 4 features per data point: length & width of sepals and petals, $x_1, x_2, x_3, x_4$





## Representing the data

- m = 150 data points,  $\mathcal{D} = \{(x^{(1)}, y)\}$
- Each instance is a vector of n = 4 f

We can represent this as a data ma

>>> from sklearn import datasets # import scikit-learn
>>> iris = datasets.load\_iris() # load dataset
>>> X, y = iris.data, iris.target
>>> X.shape
(150, 4)
>>> y.shape
(150,)

$$y^{(1)}), \dots, (x^{(m)}, y^{(m)})\}$$
features,  $x^{(j)} = \begin{bmatrix} x_1^{(j)} & \cdots & x_n^{(j)} \end{bmatrix} \in \mathbb{R}^n$ 
trix  $x = \begin{bmatrix} x_1^{(1)} & \cdots & x_n^{(1)} \\ \vdots & & \vdots \\ x_1^{(m)} & \cdots & x_n^{(m)} \end{bmatrix} \in \mathbb{R}^{m \times n}$ 
asets # import scikit-learn

### **Basic statistics**

- Let's look at the basic statistics of the data
  - Location (mean value)
  - Scale (standard deviation)
  - Order statistics (minimum, maximum, median)

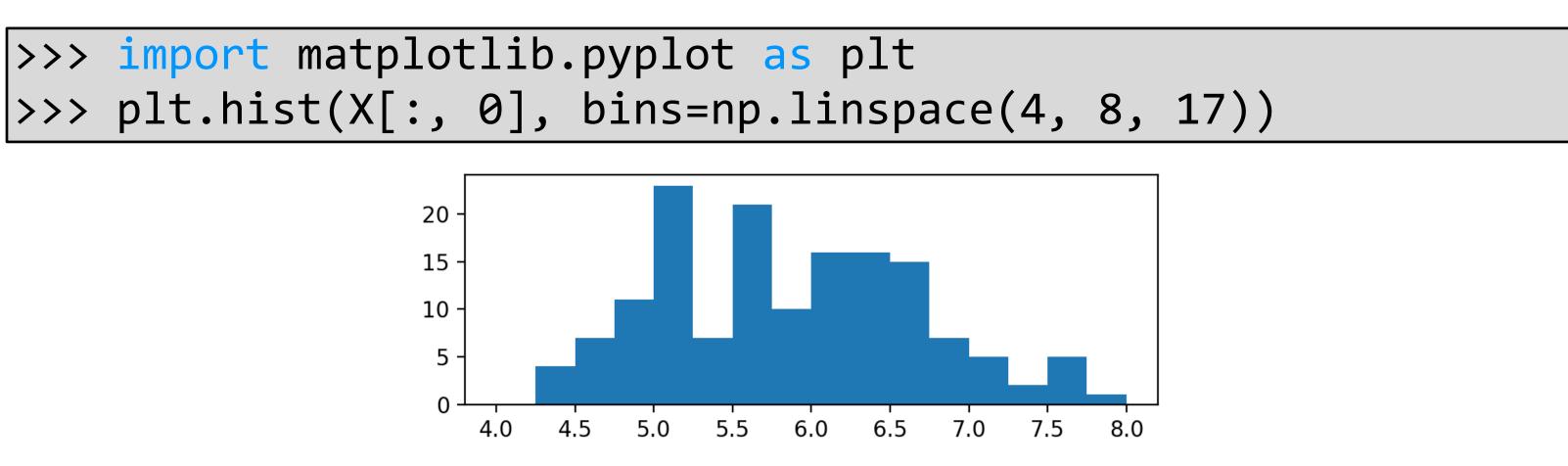
1.199])

0.76 ])

3])

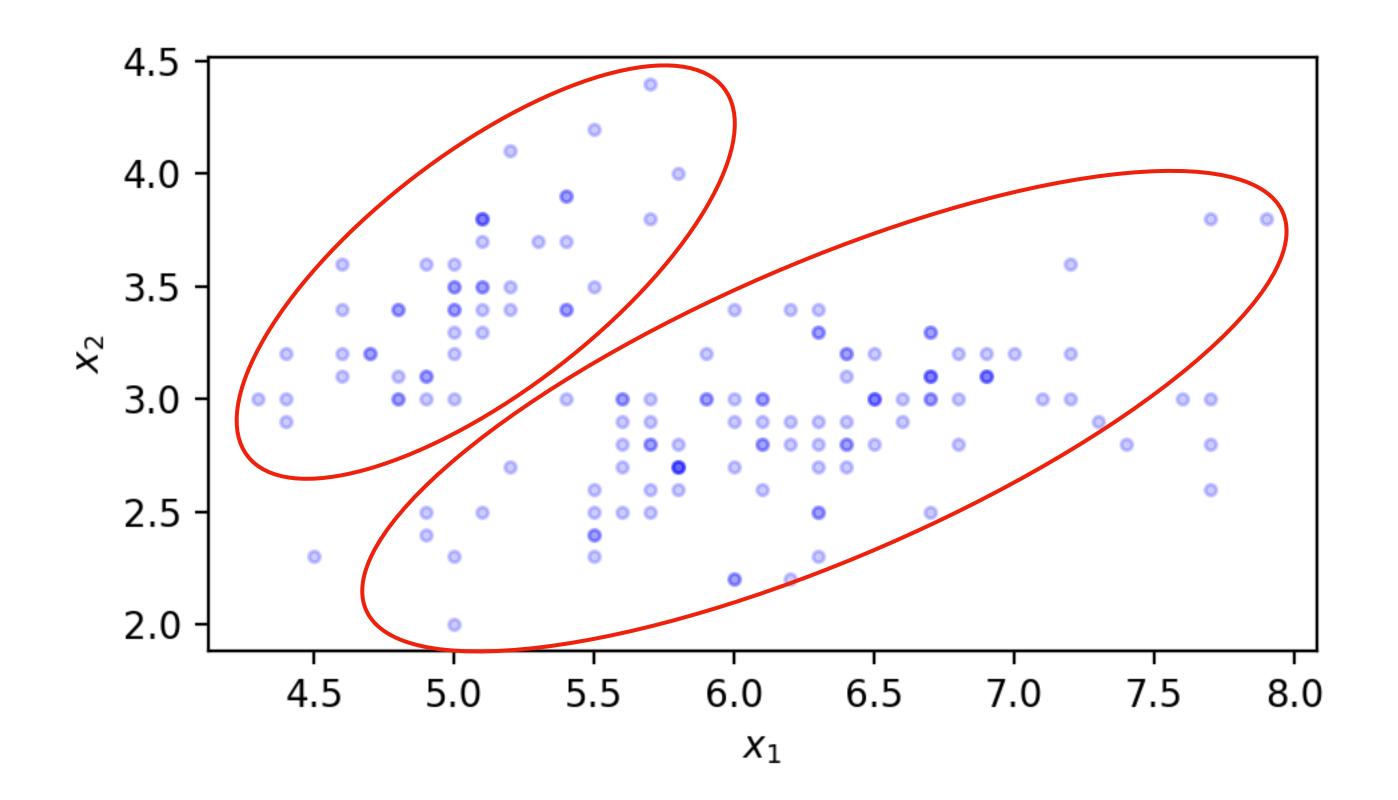
## Data visualization: histograms

- Count the data points falling in each of k equal bins
  - Summarize data as a length-k vector of counts
  - ► Bins too small → too little aggregation, lose "topology" of data point clusters
  - Bins too large  $\rightarrow$  too much aggregation, lose information about cluster sizes
    - Bins should become smaller the denser the data



### Data visualization: scatterplots

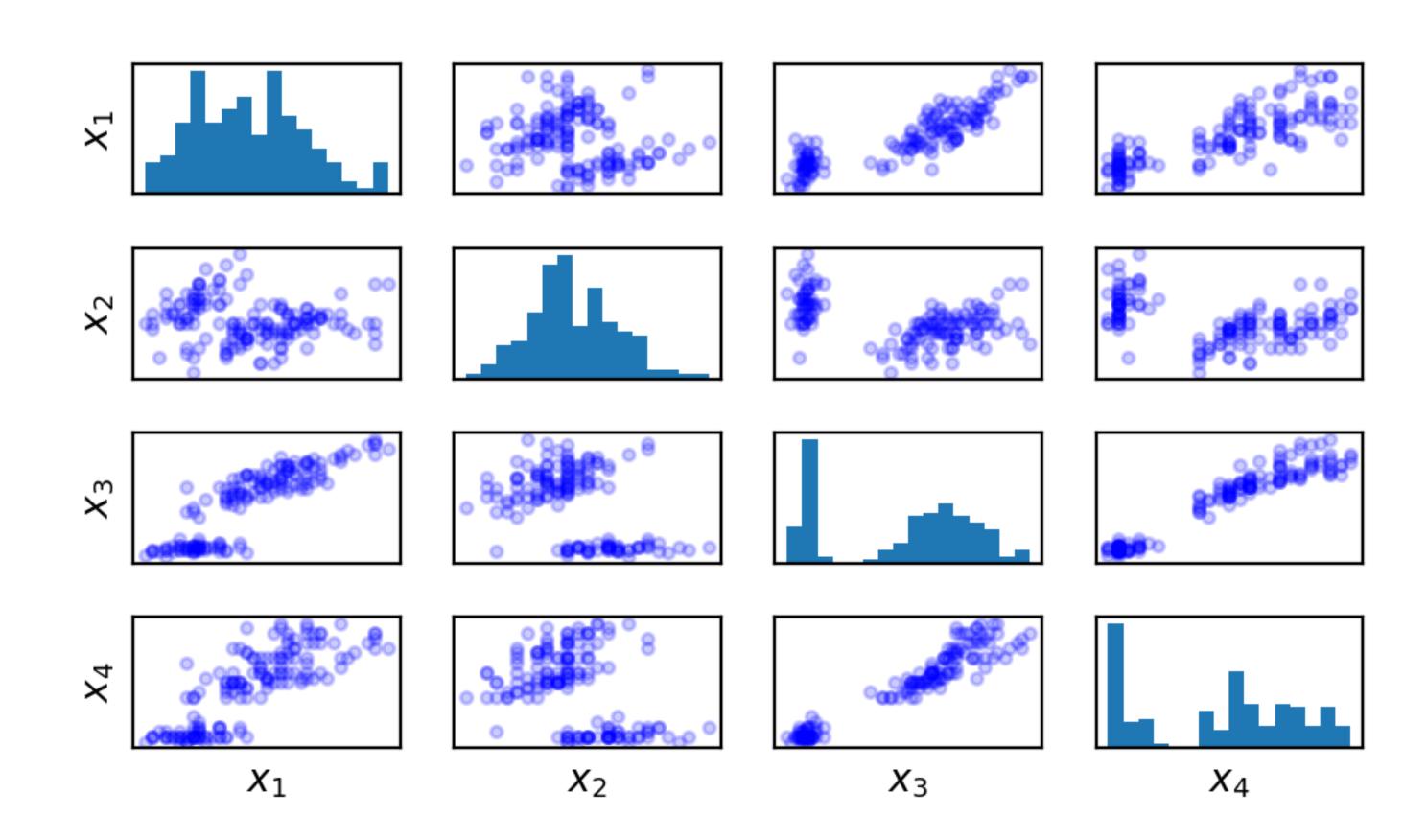
• Place data points on a 2D plane





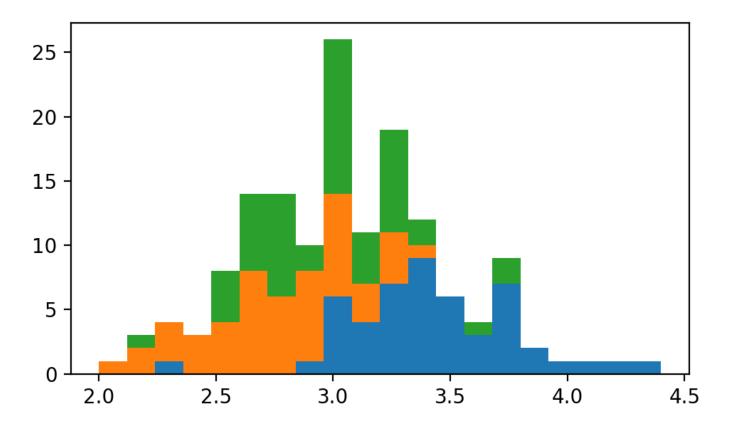
# Data visualization: pair plot

- With more than two features, plot all pairs
  - Histograms on the diagonal

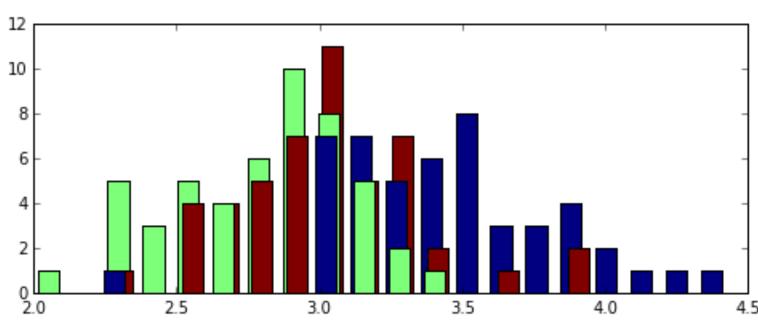


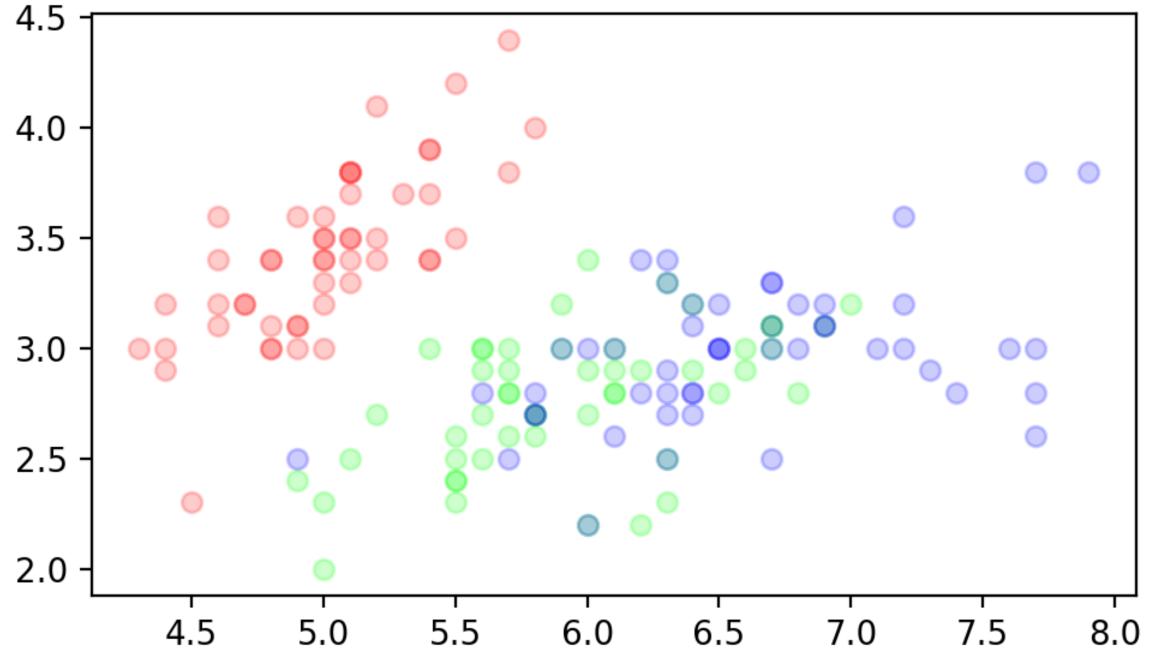
## Visualizing labels

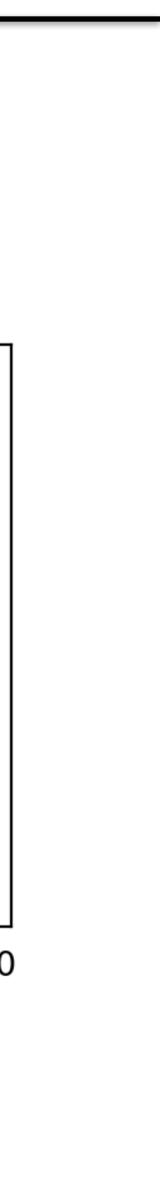
- How are different classes distributed?
  - Histograms can be stacked:



or side-by-side:







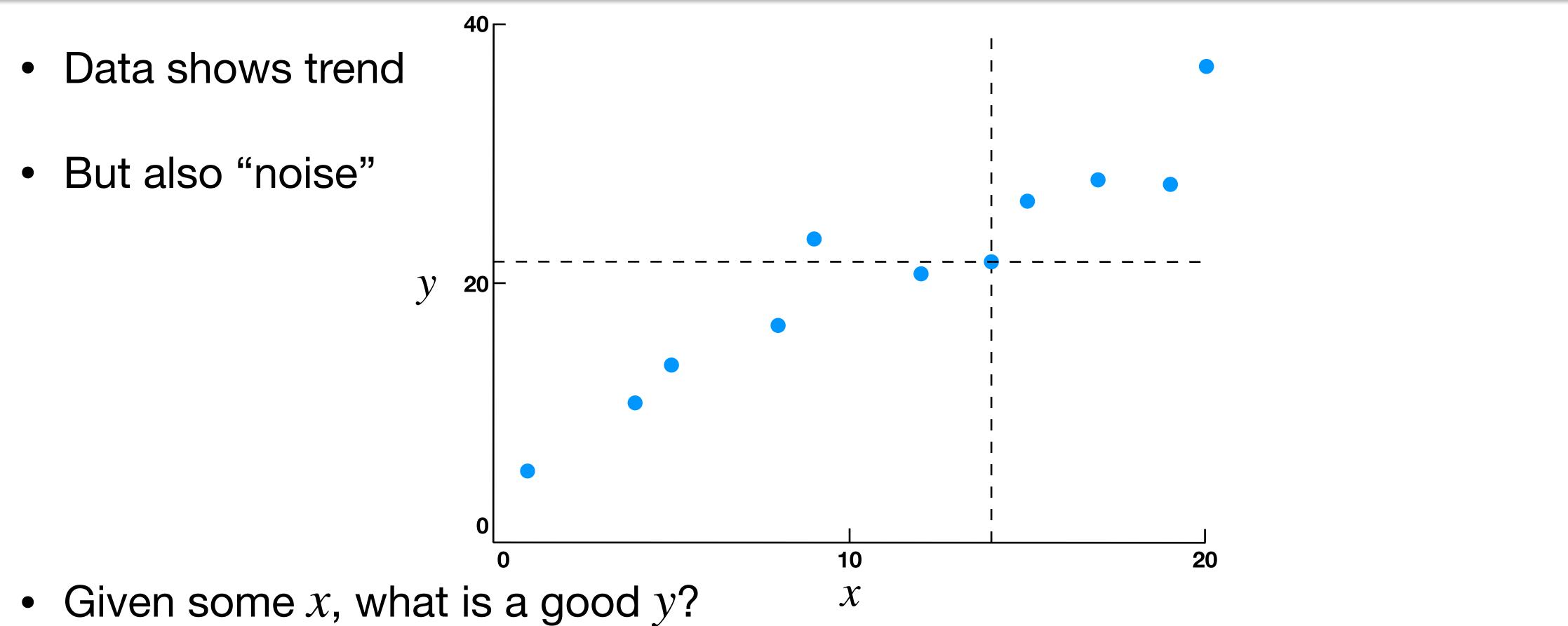
### **Today's lecture**

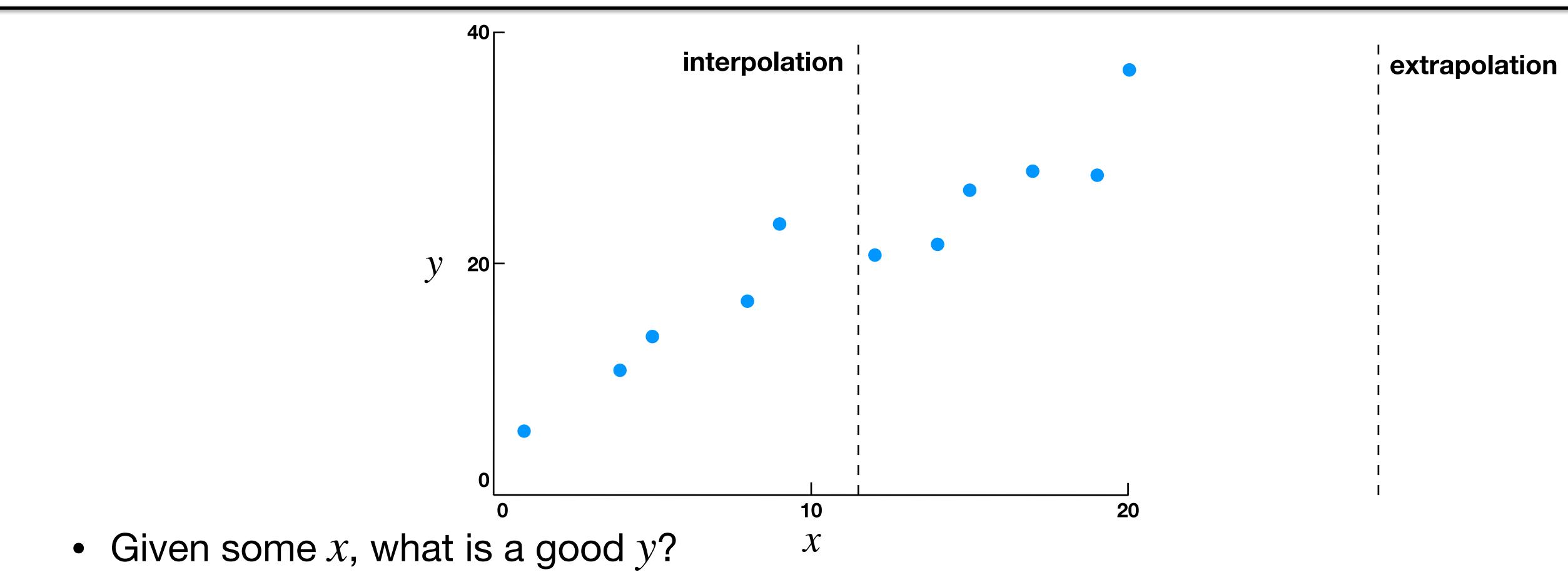
### What is machine learning?

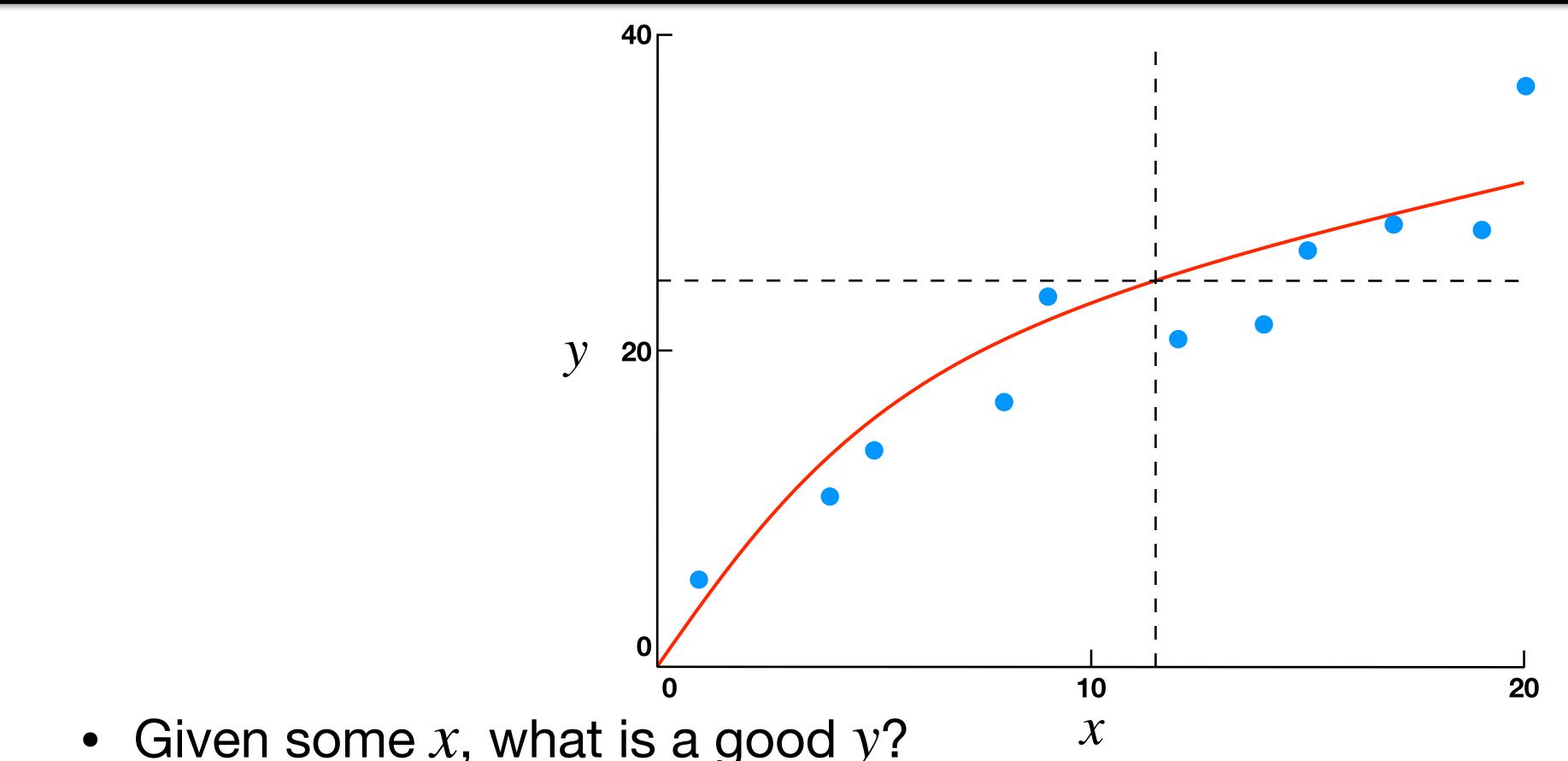
### **Course logistics**

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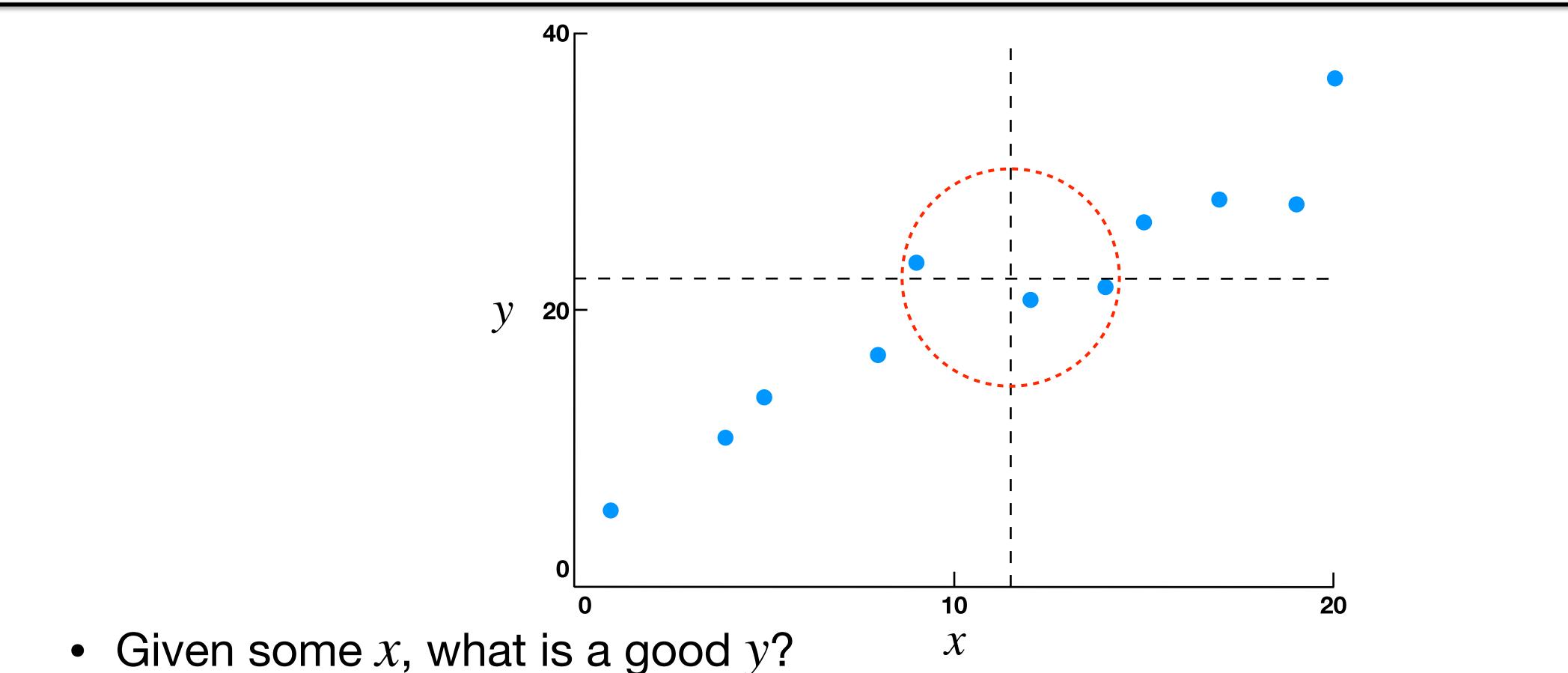
### **Supervised learning**



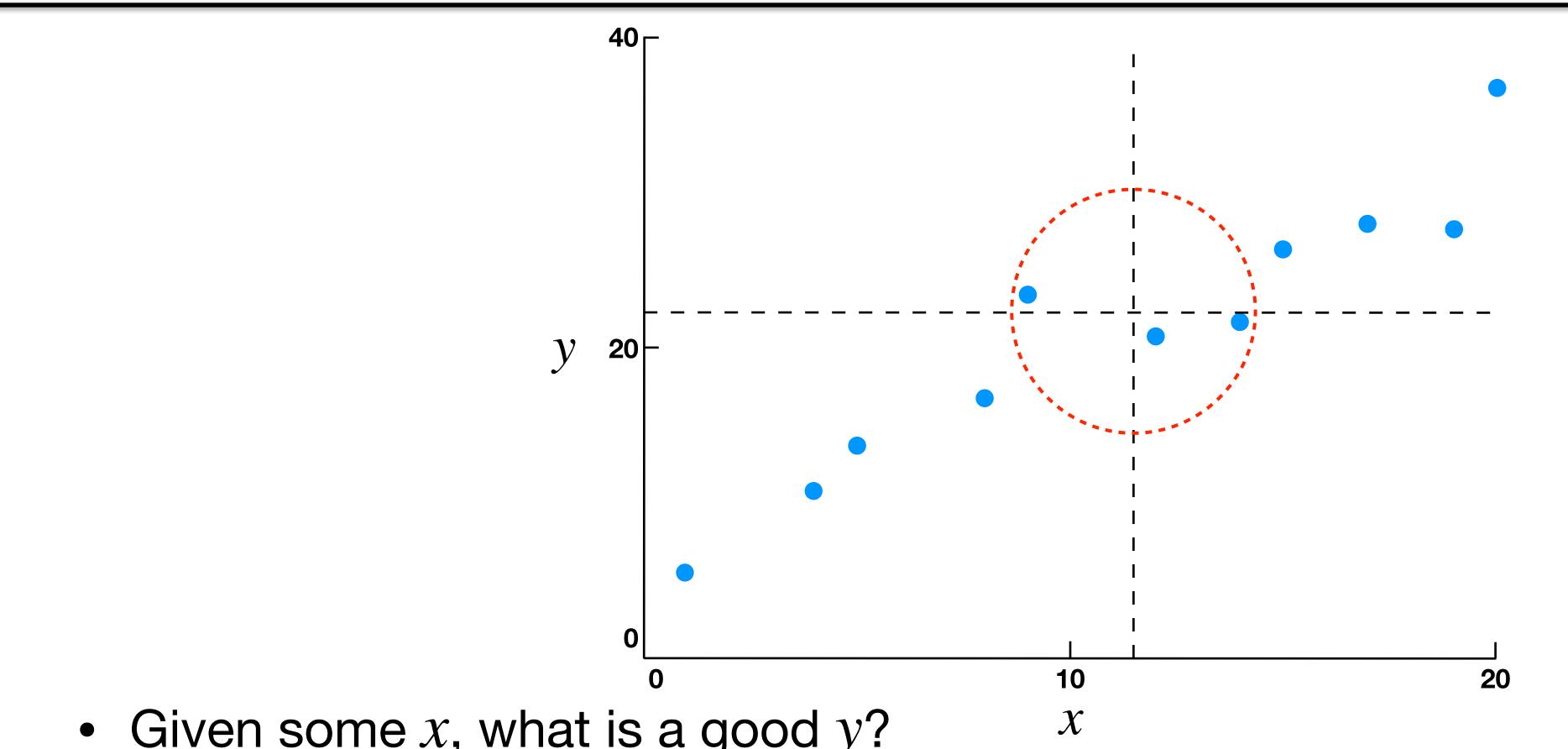




- Given some *x*, what is a good *y*?
  - Directly represent  $f: x \mapsto y$



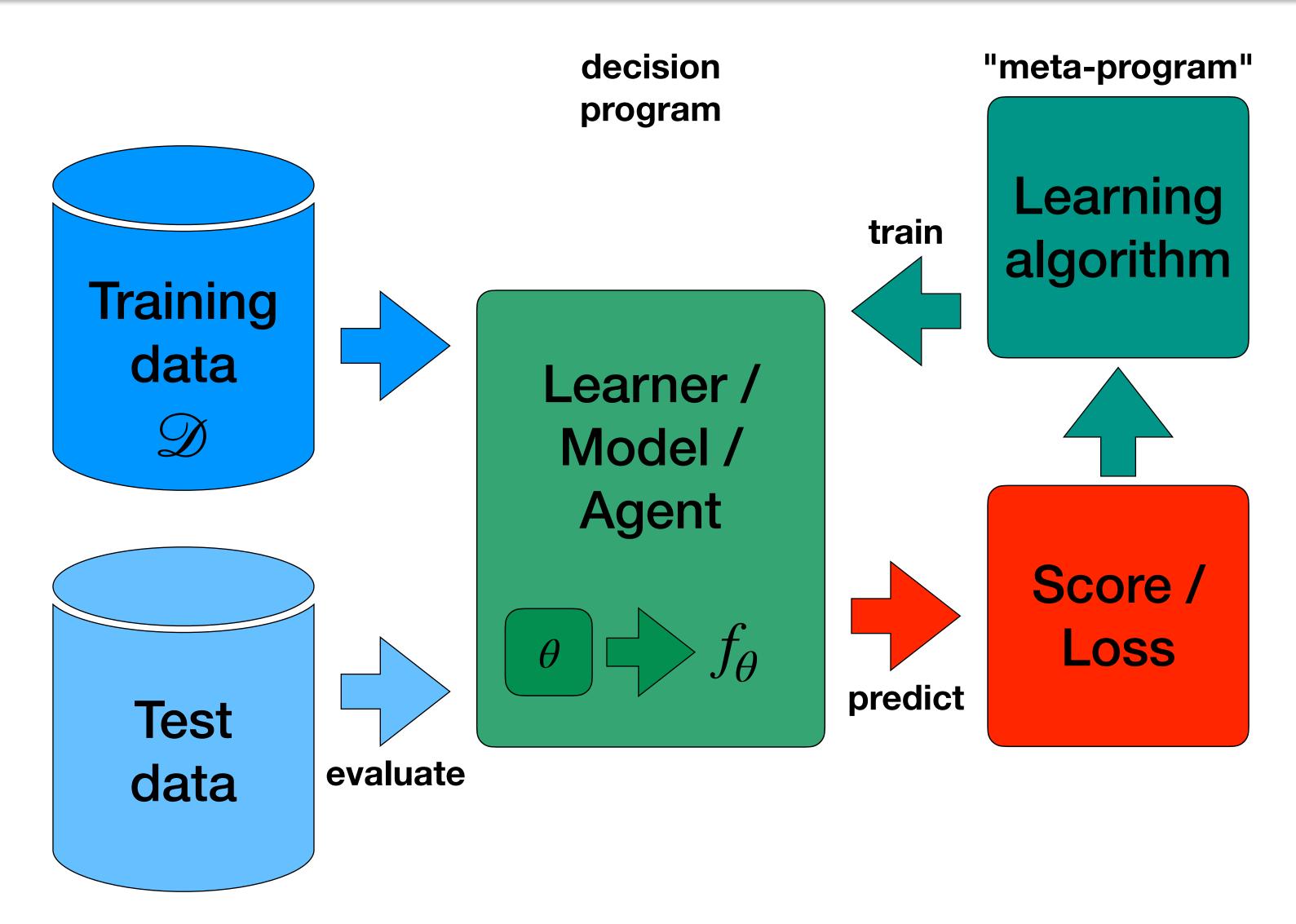
- Given some *x*, what is a good *y*?
  - Directly represent  $f: x \mapsto y$
  - Average k nearest neighbors



- Given some *x*, what is a good *y*?
  - Directly represent  $f: x \mapsto y$

### • Average k nearest neighbors (k too large: missing trend; k too small: catching noise)

# What is machine learning?







- Join piazza for announcements and forum
- See website for est. schedule



- Assignment 1 to be published soon
- Meanwhile, get familiar with Python + numpy