Introduction to ML & DL

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Machine Learning

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Outline

- [What's Machine Learning?](#page-2-0)
- [What's Deep Learning?](#page-28-0)
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Outline

2 [What's Deep Learning?](#page-28-0)

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	- Learnt from *examples* (as extra input)

Example Data X as Extra Input

Unsupervised:

$$
\mathbb{X} = {\{\mathbf{x}^{(i)}\}_{i=1}^{N}}, \text{ where } \mathbf{x}^{(i)} \in \mathbb{R}^{D}
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\bullet \ \mathsf{E.g.,}\ x^{(i)} \text{ an email}
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E.g., $x^{(i)}$ an email

Supervised:

 $\mathbb{X} = \{(\boldsymbol{x}^{(i)}, \boldsymbol{y}^{(i)})\}_{i=1}^N, \text{ where } \boldsymbol{x}^{(i)} \in \mathbb{R}^D \text{ and } \boldsymbol{y}^{(i)} \in \mathbb{R}^K,$

E.g., $y^{(i)}$ ∈ {0,1} a spam label

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General Types of Learning (1/2)

• **Supervised learning**: learn to predict the labels of future data points

$$
X \in \mathbb{R}^{N \times D}: \quad \begin{array}{|c|c|c|c|c|}\n\hline\n\mathbf{G} & \mathbf{J} & \mathbf{G} & \mathbf{H} & \mathbf{L} \\
\mathbf{F} & \mathbf{F} & \mathbf{F} & \mathbf{F} & \mathbf{F} \\
\mathbf{F}
$$

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X \in \mathbb{R}^{N \times D}: \quad \begin{array}{c|c|c|c} \textbf{6} & \textbf{7} & \textbf{9} & \textbf{4} & \textbf{2} \\ \textbf{y} \in \mathbb{R}^{N \times K}: & \textbf{[}e^{(6)}, e^{(1)}, e^{(9)}, e^{(4)}, e^{(2)} \textbf{] } & \textbf{y}' \in \mathbb{R}^{K}: & \textbf{?} \end{array}
$$

Unsupervised learning: learn patterns or latent factors in *X*

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- AlphaGo [\[1\]](#page-53-1) is a hybrid of reinforcement learning and supervised learning
	- The latter is used to tell how good a "move" performed by an agent

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- ⁵ Apply the model to the real world

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¹ Random split of your past emails and labels

- \textbf{I} Training dataset: $\mathbb{X} = \{(\pmb{x}^{(i)}, y^{(i)})\}_i$
- **2** Testing dataset: $\mathbb{X}' = \{(\pmb{x}'^{(i)}, y'^{(i)})\}_i$

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- **See Notation**

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Deep Learning

ML using models that have many layers (deep)

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Pros:

- Ene to end—leans how to present data and simplifies data preprocessing
- Leans complex functions *f* (e.g., visual objects)

Cons:

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Cons:

Usually need large data to be trained well

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[FAQ](#page-44-0)

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Target Audience

• Senior undergraduate and graduate students

- Easy-to-moderate level of theory
- Coding and engineering (in Python)
- Clean datasets (small & large)

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- 12 TAs, one for each topic

Topics Covered

Supervised, unsupervised learning, and reinforcement learning

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Supervised, unsupervised learning, and reinforcement learning with *structural* output:

A man holding a tennis racquet on a tennis court.

A group of young people playing a game of Frisbee

Two pizzas sitting on top of a stove top oven

A man flying through the air while riding a snowboard

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- Part 5: reinforcement learning (3 weeks)
	- Value/gradient polocies, action/critics, reinforce RNNs

Grading (Tentative)

- \circ Contests (x 5): 75% At the end of each part
- **Assignments: 25%**
	- Come with the labs

Classes Info

- Lectures
	- Concepts & theories
- Labs
	- Implementation (in Python) & engineering topics
- They are mixed
- More info can be found in the [course website](http://datalab-lsml.appspot.com/)

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A: Yes, 2~4 students per team

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- A: No, as long as you can pass. But you have attendance bonus...
- Q: Is this a light-loading course or heavy-loading one?
- A: Should be very heavy to most students. Please reserve your time

FAQ (2/2)

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- A: The mark "*" means "can be skipped for the first time reader," and "**" means "materials for reference only"
- Q: Can I be enrolled?
- A: Variety and juniors take priority

TODO

- Assigned reading:
	- Calculus
	- Get your feet wet with Python

Reference I

[1] D. Silver, A. Huang, C. J. Maddison, A. Guez, L. Sifre, G. Van Den Driessche, J. Schrittwieser, I. Antonoglou, V. Panneershelvam, M. Lanctot, et al.

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