Introduction to ML & DL

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Machine Learning

Outline

- 1 What's Machine Learning?
- 2 What's Deep Learning?
- 3 About this Course...
- 4 FAQ

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 - Learnt from examples (as extra input)

Example Data X as Extra Input

• Unsupervised:

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

• E.g., $y^{(i)} \in \{0,1\}$ a spam label

General Types of Learning (1/2)

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

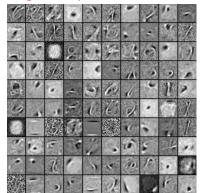
$$X \in \mathbb{R}^{N \times D}$$
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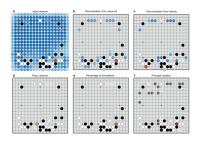
• Unsupervised learning: learn patterns or latent factors in X



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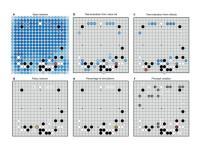




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- AlphaGo [1] is a hybrid of reinforcement learning and supervised learning
 - The latter is used to tell how good a "move" performed by an agent

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- S Apply the model to the real world

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 - See Notation

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- Cons:
 - Usually need large data to be trained well

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Target Audience

- Senior undergraduate and graduate students
 - Easy-to-moderate level of theory
 - Coding and engineering (in Python)
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- 12 TAs, one for each topic

Topics Covered

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- 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)

- 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

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Q: Is this a light-loading course or heavy-loading one?

A: Should be very heavy to most students. Please reserve your time

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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.
 - Mastering the game of go with deep neural networks and tree search. *Nature*, 529(7587):484–489, 2016.