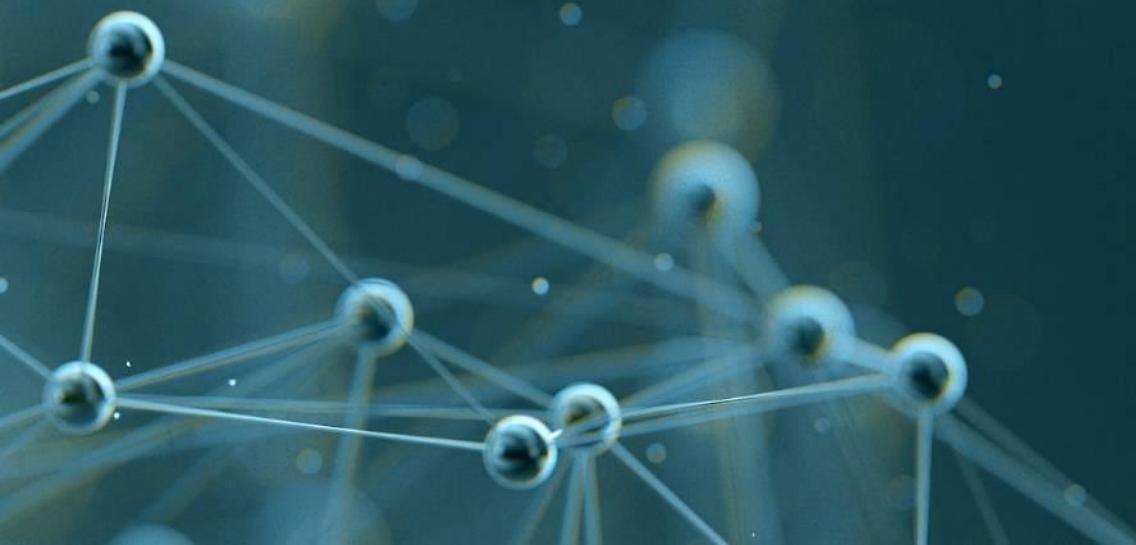
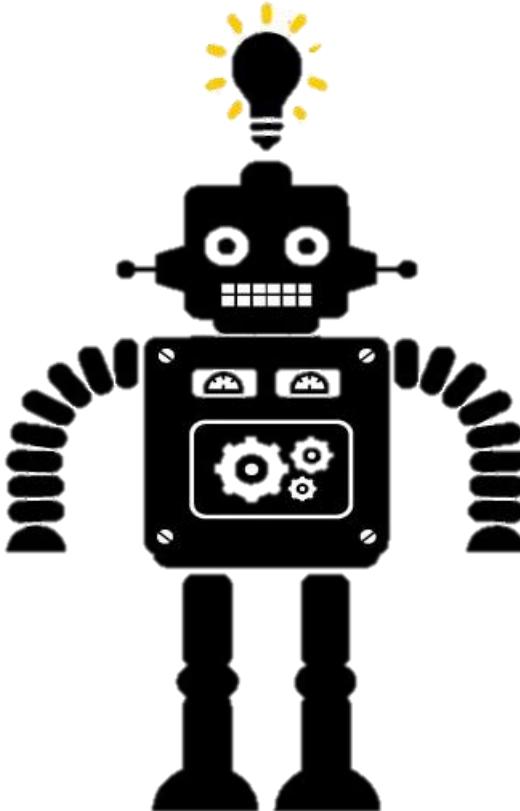


# REVIEW OF MACHINE LEARNING



# WHAT IS MACHINE LEARNING?

Machine learning allows computers to learn and infer from data.



# TYPES OF MACHINE LEARNING

**SUPERVISED**

Data points have known outcome

**UNSUPERVISED**

Data points have unknown outcome

# TYPES OF SUPERVISED LEARNING

**REGRESSION**

Outcome is continuous (numerical)

**CLASSIFICATION**

Outcome is a category



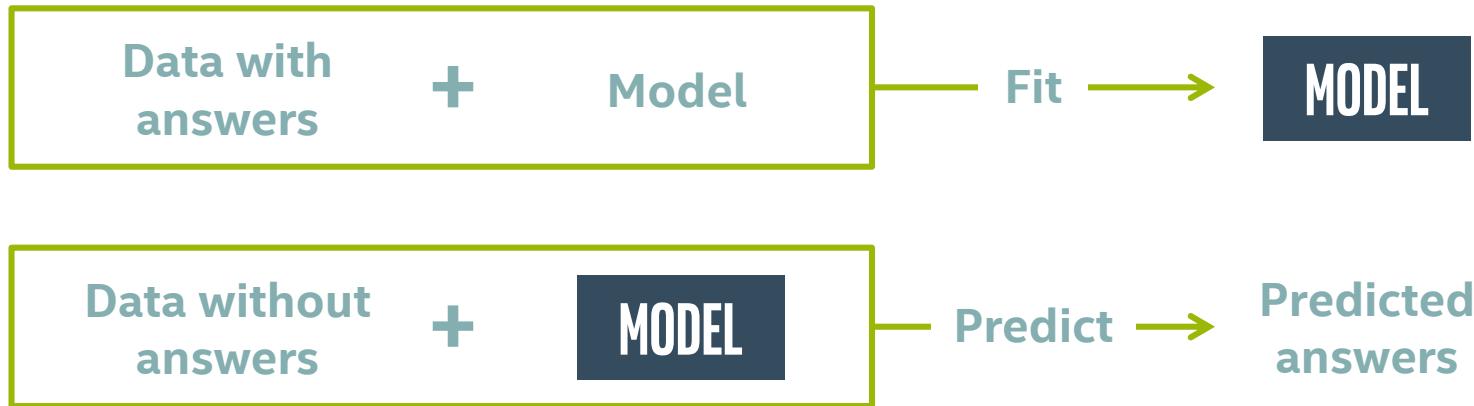
# MACHINE LEARNING VOCABULARY

- **Target:** predicted category or value of the data  
(column to predict)
- **Features:** properties of the data used for prediction  
(non-target columns)
- **Example:** a single data point within the data  
(one row)
- **Label:** the target value for a single data point

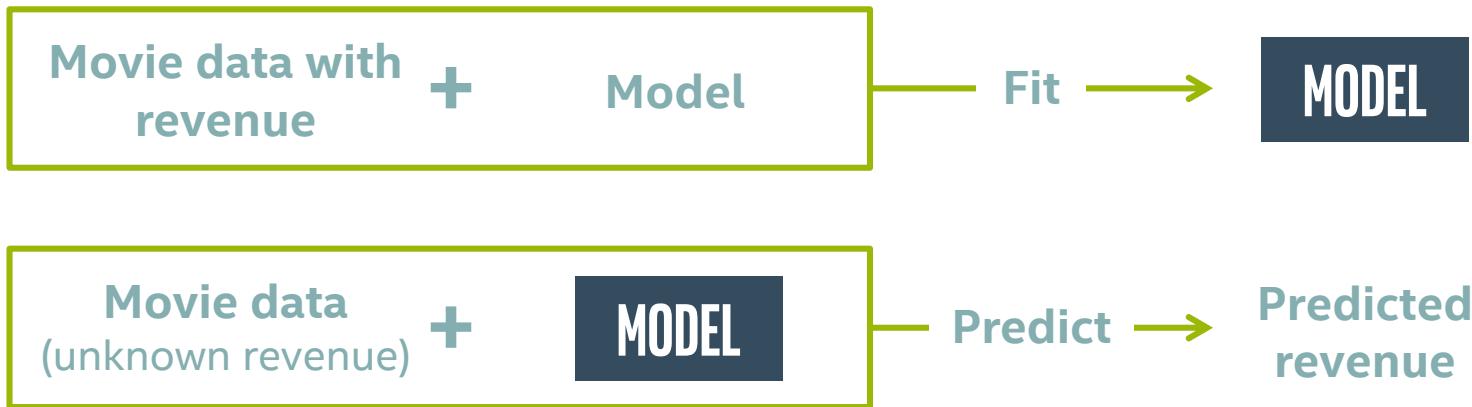
# MACHINE LEARNING VOCABULARY (SYNONYMS)

- **Target:** Response, Output, Dependent Variable, Labels
- **Features:** Predictors, Input, Independent Variables, Attributes
- **Example:** Observation, Record, Instance, Datapoint, Row
- **Label:** Answer, y-value, Category

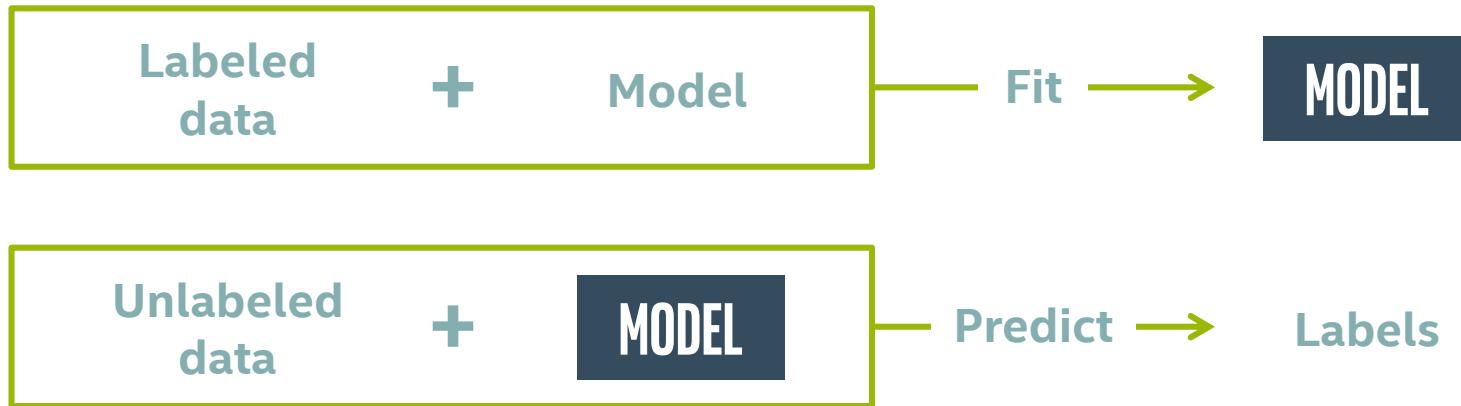
# SUPERVISED LEARNING OVERVIEW



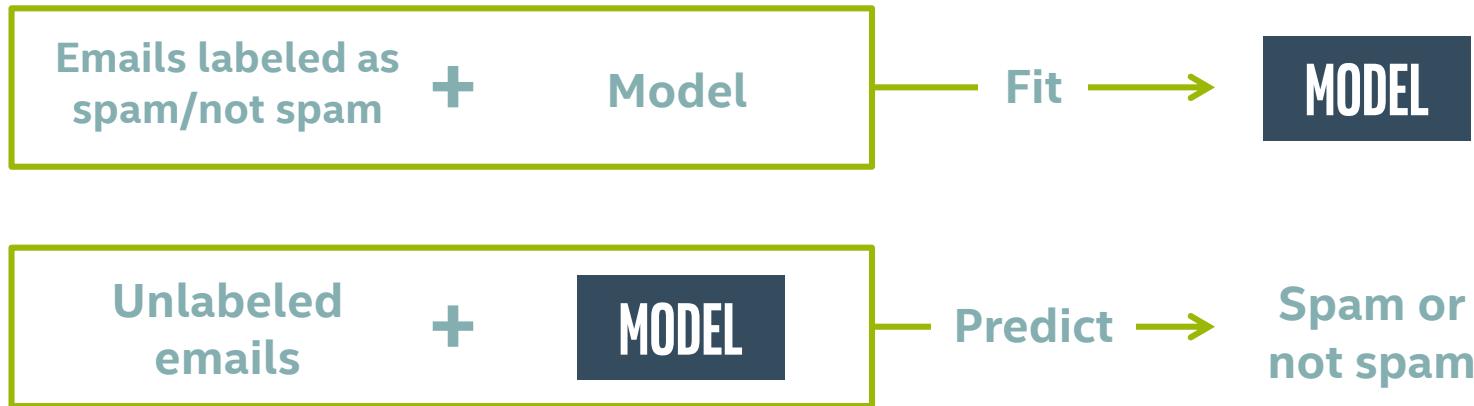
# REGRESSION: NUMERICAL ANSWERS



# CLASSIFICATION: CATEGORICAL ANSWERS



# CLASSIFICATION: CATEGORICAL ANSWERS



# THREE TYPES OF CLASSIFICATION PREDICTIONS

- **Hard Prediction:** Predict a single category for each instance.
- **Ranking Prediction:** Rank the instances from most likely to least likely. (binary classification)
- **Probability Prediction:** Assign a probability distribution across the classes to each instance.

# METRICS FOR CLASSIFICATION

- **Hard Prediction:** Accuracy, Precision, Recall (Sensitivity), Specificity, F1 Score
- **Ranking Prediction:** AUC (ROC), Precision-Recall Curves
- **Probability Prediction:** Log-loss (aka Cross-Entropy), Brier Score

# METRICS FOR REGRESSION

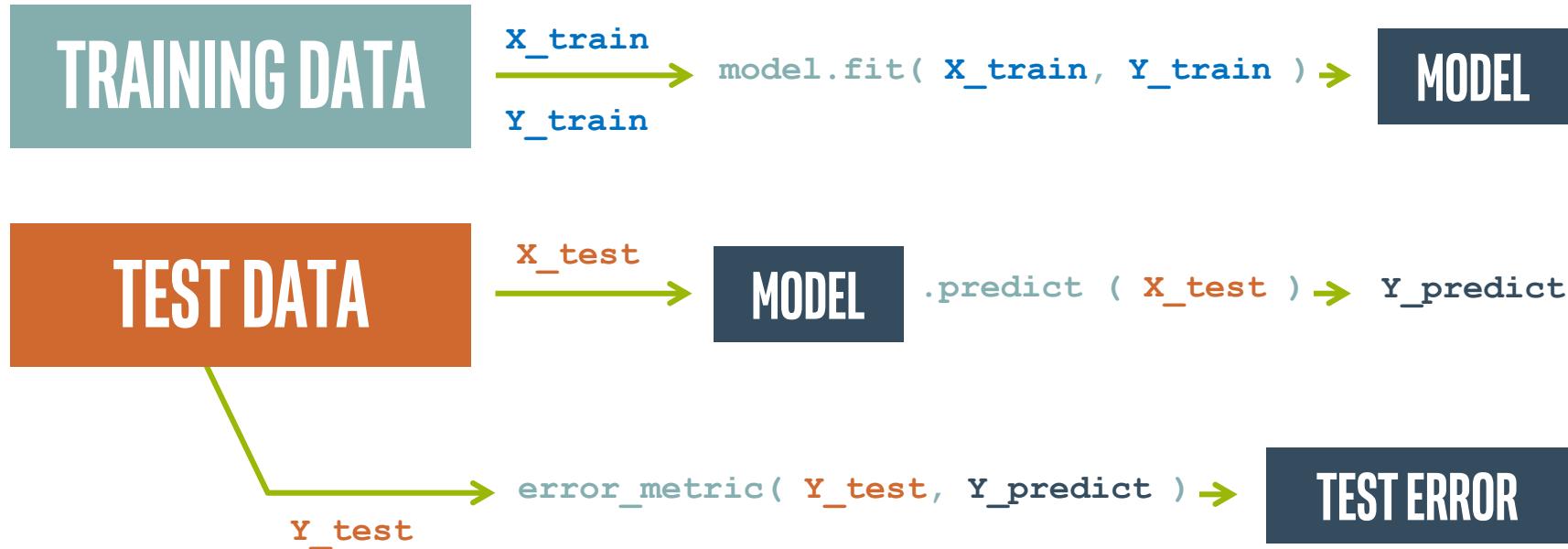
**Root Mean Square Error (RMSE)**

$$RMSE = \sqrt{\frac{1}{n} \sum_{i=1}^n (y_i - \hat{y}_i)^2}$$

**Mean Absolute Deviation**

$$MAD = \frac{1}{n} \sum_{i=1}^n |y_i - \hat{y}_i|$$

# FITTING TRAINING AND TEST DATA



# USING TRAINING AND TEST DATA

**TRAINING DATA**

fit the model

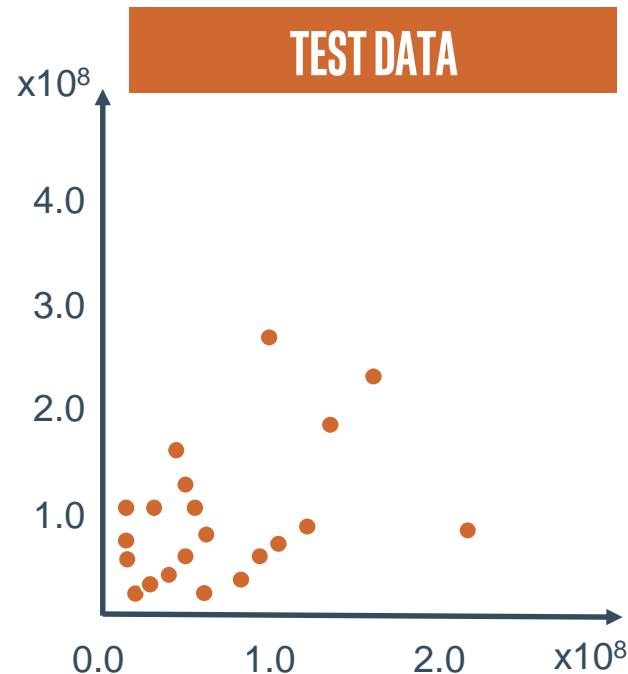
**TEST DATA**

**measure performance**

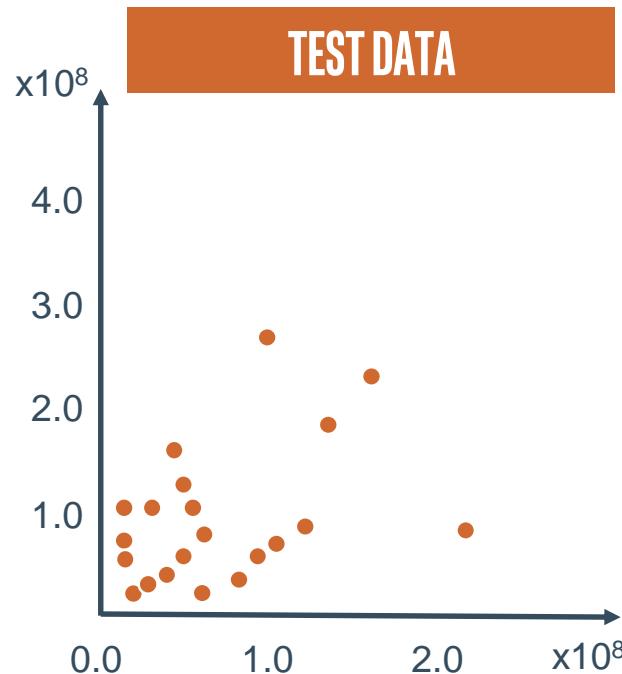
- predict label with model
- compare with actual value
- measure error



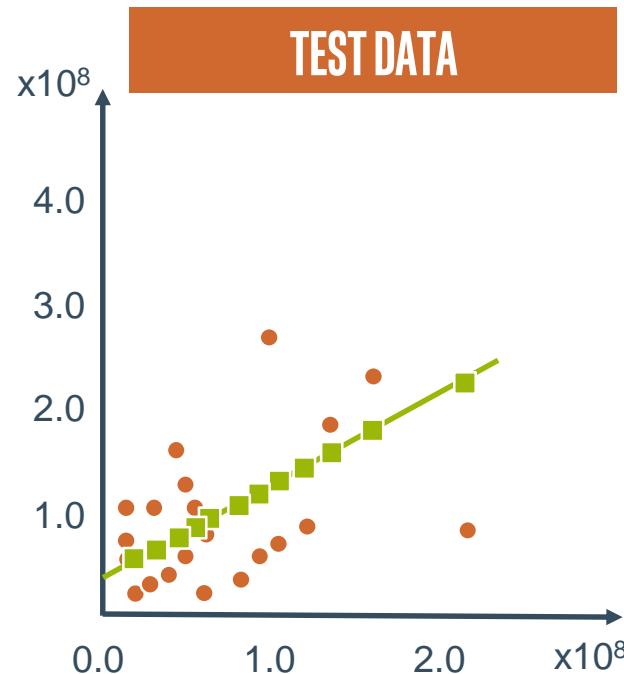
# USING TRAINING AND TEST DATA



# USING TRAINING AND TEST DATA

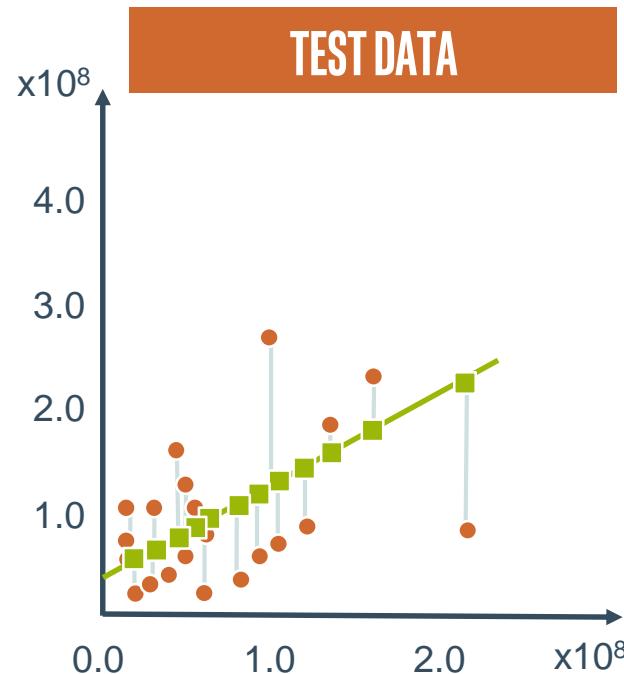


# USING TRAINING AND TEST DATA



Make predictions

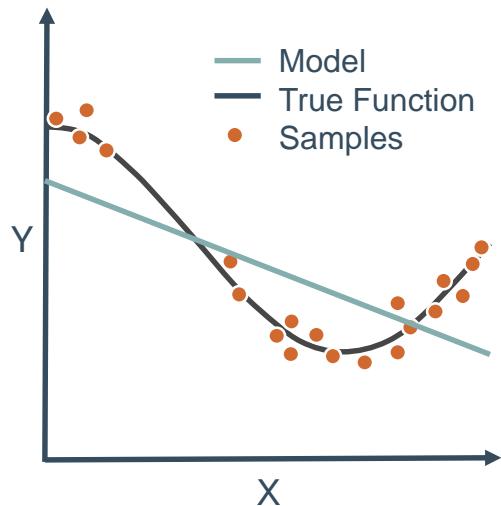
# USING TRAINING AND TEST DATA



Measure error

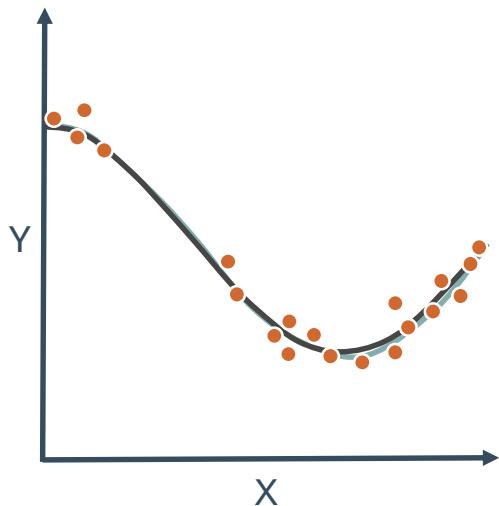
# HOW WELL DOES THE MODEL GENERALIZE?

Polynomial Degree = 1



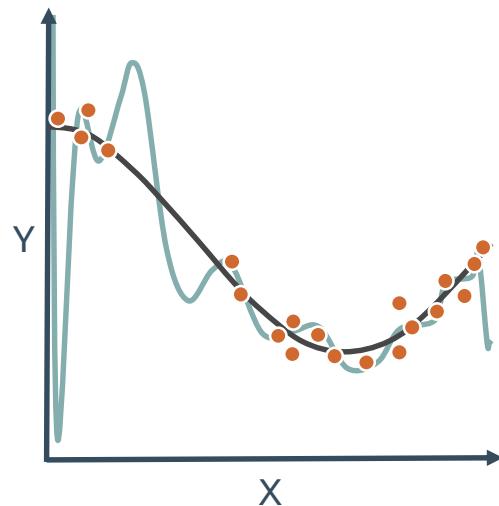
Poor at Training Set  
Poor at Predicting

Polynomial Degree = 4



Just Right

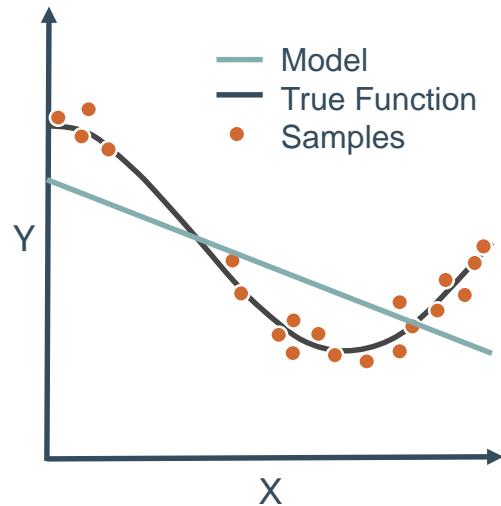
Polynomial Degree = 15



Good at Training Set  
Poor at Predicting

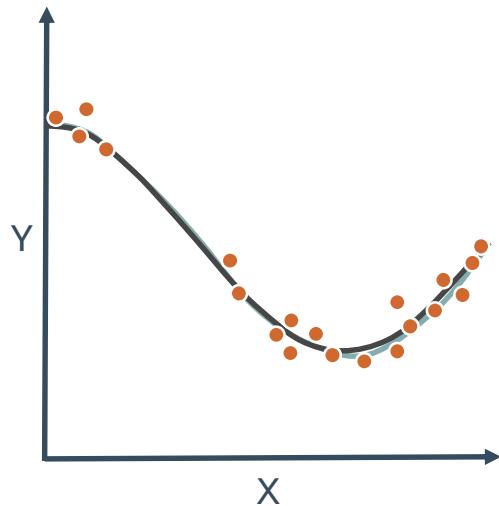
# UNDERFITTING VS OVERFITTING

Polynomial Degree = 1



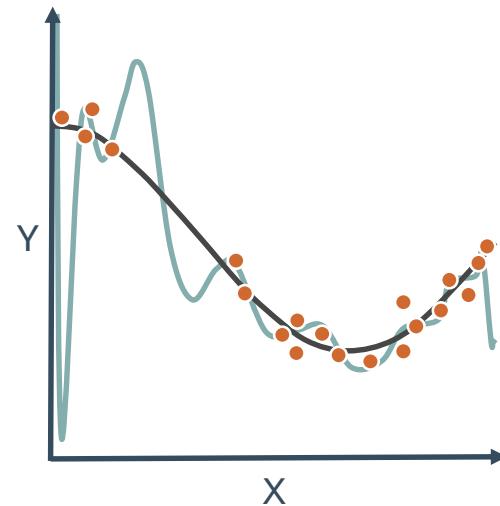
Underfitting

Polynomial Degree = 4



Just Right

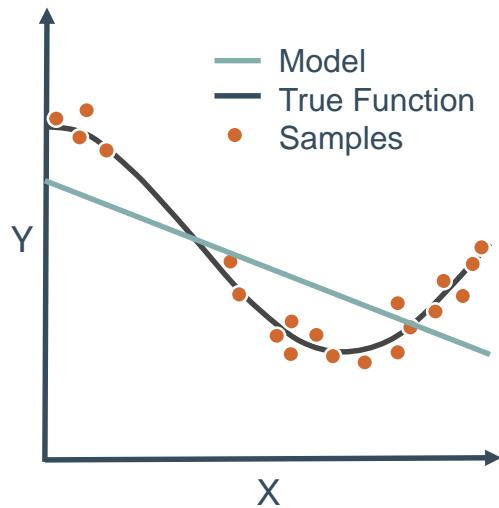
Polynomial Degree = 15



Overfitting

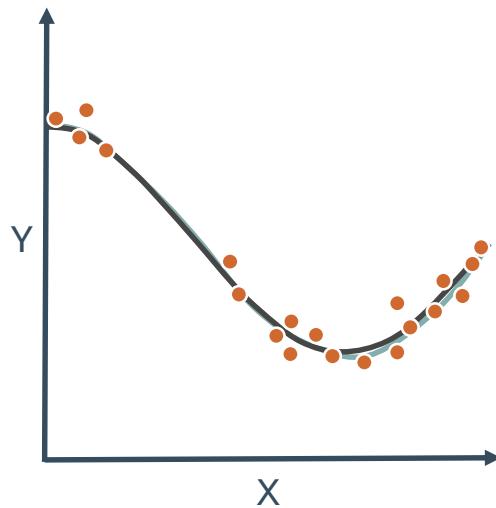
# BIAS—VARIANCE TRADEOFF

Polynomial Degree = 1



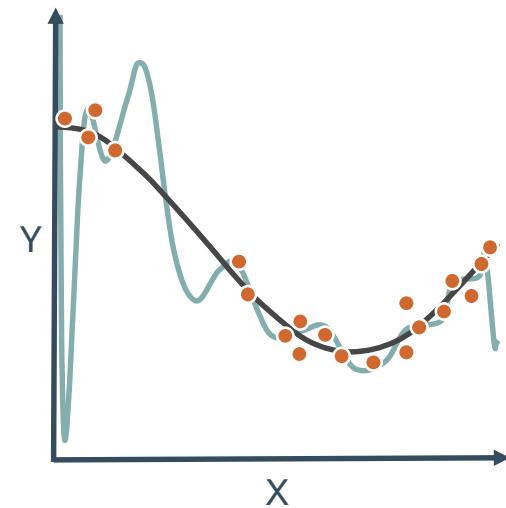
High Bias  
Low Variance

Polynomial Degree = 4



Just Right

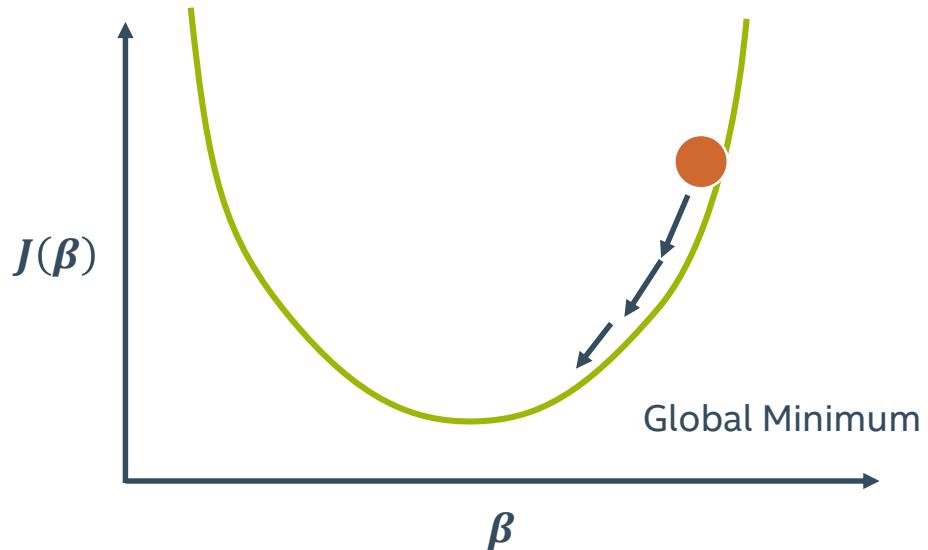
Polynomial Degree = 15



Low Bias  
High Variance

# GRADIENT DESCENT

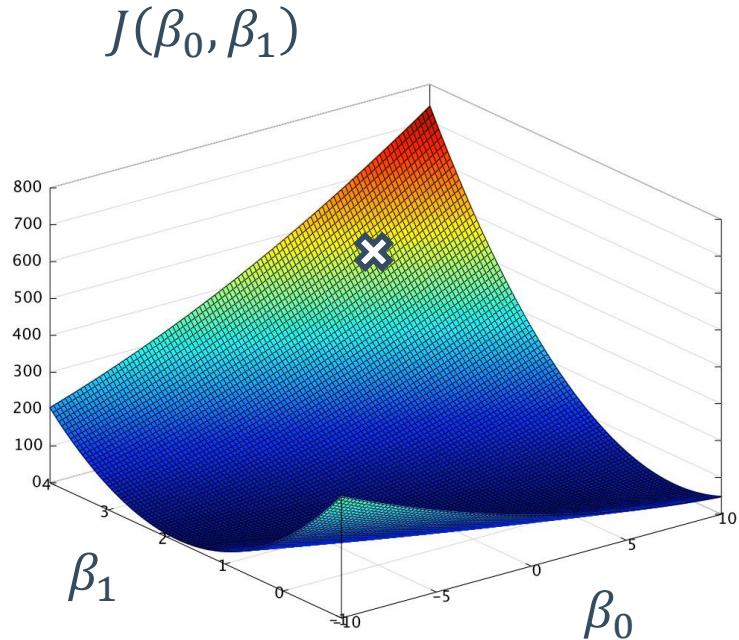
Start with a cost function  $J(\beta)$ :



Then gradually move towards the minimum.

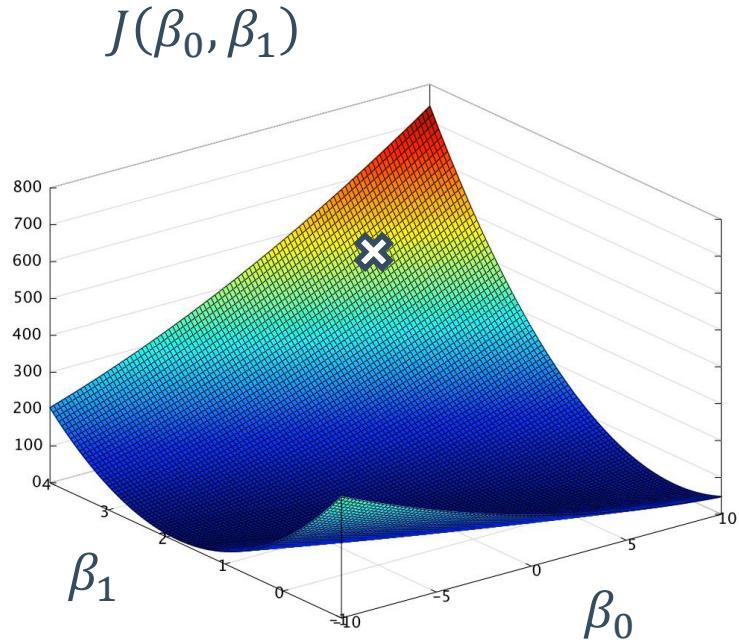
# GRADIENT DESCENT WITH LINEAR REGRESSION

- Now imagine there are two parameters  $(\beta_0, \beta_1)$
- This is a more complicated surface on which the minimum must be found
- How can we do this without knowing what  $J(\beta_0, \beta_1)$  looks like?



# GRADIENT DESCENT WITH LINEAR REGRESSION

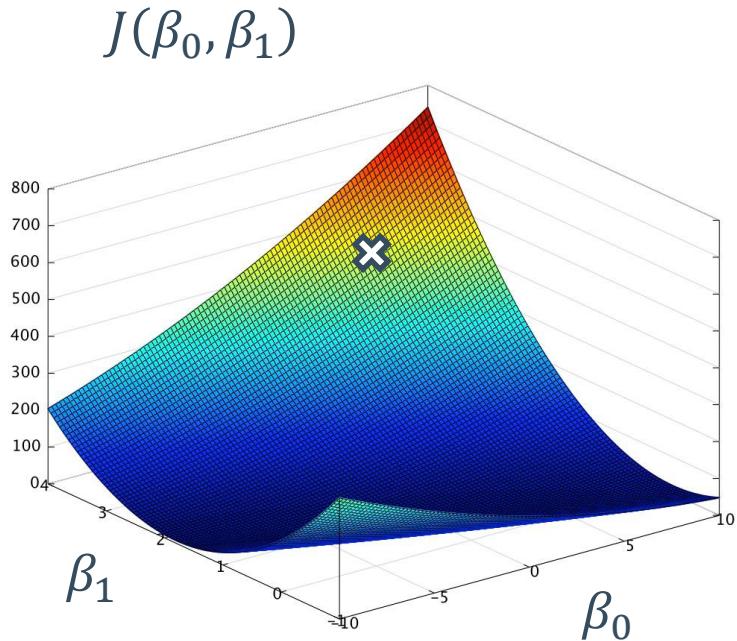
- Compute the gradient,  $\nabla J(\beta_0, \beta_1)$ , which points in the direction of the biggest increase!
- $-\nabla J(\beta_0, \beta_1)$ (negative gradient) points to the biggest decrease at that point!



# GRADIENT DESCENT WITH LINEAR REGRESSION

- The gradient is the a vector whose coordinates consist of the partial derivatives of the parameters

$$\nabla J(\beta_0, \dots, \beta_n) = \left\langle \frac{\partial J}{\partial \beta_0}, \dots, \frac{\partial J}{\partial \beta_n} \right\rangle$$

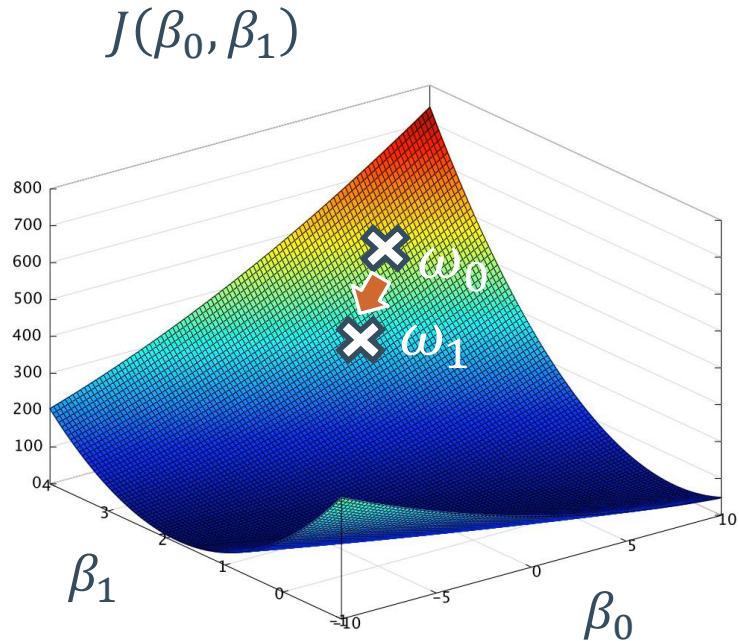


# GRADIENT DESCENT WITH LINEAR REGRESSION

- Then use the gradient ( $\nabla$ ) and the cost function to calculate the next point ( $\omega_{-1}$ ) from the current one ( $\omega_0$ ):

$$\omega_1 = \omega_0 - \alpha \nabla \frac{1}{2} \sum_{i=1}^m \left( (\beta_0 + \beta_1 x_{obs}^{(i)}) - y_{obs}^{(i)} \right)^2$$

- The learning rate ( $\alpha$ ) is a tunable parameter that determines step size



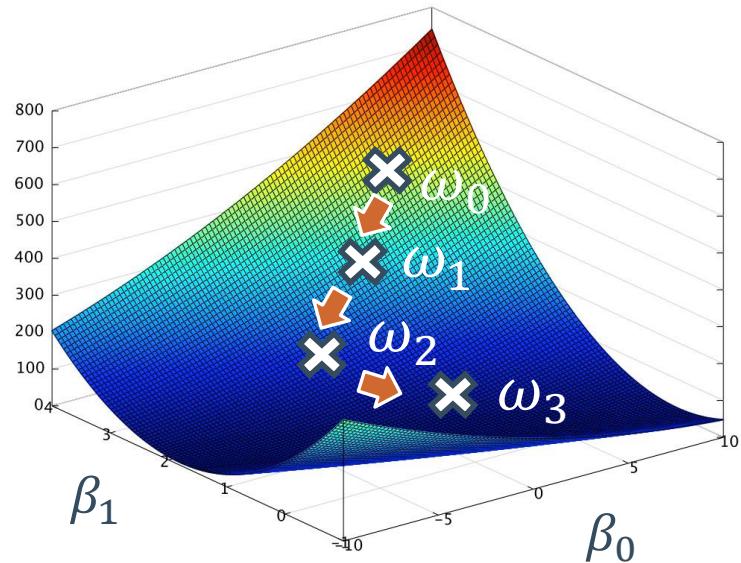
# GRADIENT DESCENT WITH LINEAR REGRESSION

- Each point can be iteratively calculated from the previous one

$$\omega_2 = \omega_1 - \alpha \nabla \frac{1}{2} \sum_{i=1}^m \left( (\beta_0 + \beta_1 x_{obs}^{(i)}) - y_{obs}^{(i)} \right)^2$$

$$\omega_3 = \omega_2 - \alpha \nabla \frac{1}{2} \sum_{i=1}^m \left( (\beta_0 + \beta_1 x_{obs}^{(i)}) - y_{obs}^{(i)} \right)^2$$

$$J(\beta_0, \beta_1)$$



# STOCHASTIC GRADIENT DESCENT

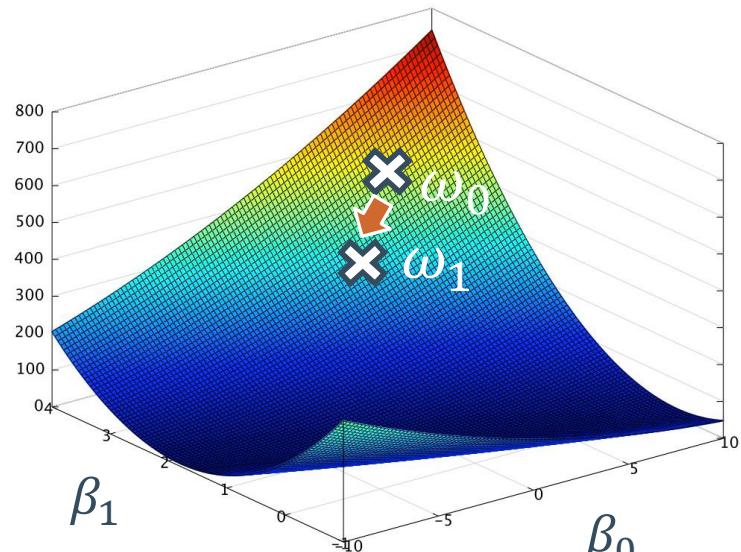
- Use a single data point to determine the gradient and cost function instead of all the data

$$\omega_1 = \omega_0 - \alpha \nabla \frac{1}{2} \sum_{i=1}^m \left( (\beta_0 + \beta_1 x_{obs}^{(i)}) - y_{obs}^{(i)} \right)^2$$

↓

$$\boxed{\omega_1 = \omega_0 - \alpha \nabla \frac{1}{2} \left( (\beta_0 + \beta_1 x_{obs}^{(0)}) - y_{obs}^{(0)} \right)^2}$$

$$J(\beta_0, \beta_1)$$



# STOCHASTIC GRADIENT DESCENT

- Use a single data point to determine the gradient and cost function instead of all the data

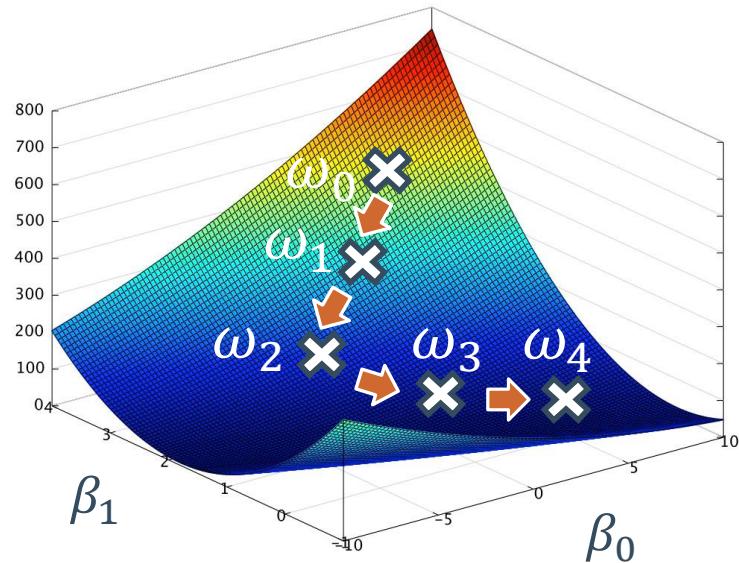
$$\omega_1 = \omega_0 - \alpha \nabla \frac{1}{2} \left( (\beta_0 + \beta_1 x_{obs}^{(0)}) - y_{obs}^{(0)} \right)^2$$

...

$$\omega_4 = \omega_3 - \alpha \nabla \frac{1}{2} \left( (\beta_0 + \beta_1 x_{obs}^{(3)}) - y_{obs}^{(3)} \right)^2$$

- Path is less direct due to noise in single data point—"stochastic"

$$J(\beta_0, \beta_1)$$



# MINI BATCH GRADIENT DESCENT

- Perform an update for every  $n$  training examples

$$\omega_1 = \omega_0 - \alpha \nabla \frac{1}{2} \sum_{i=1}^n \left( (\beta_0 + \beta_1 x_{obs}^{(i)}) - y_{obs}^{(i)} \right)^2$$

## Best of both worlds:

- Reduced memory relative to "vanilla" gradient descent
- Less noisy than stochastic gradient descent

