

ARTIFICIAL INTELLIGENCE & CYBER SECURITY

INTRODUCTION TO MACHINE LEARNING

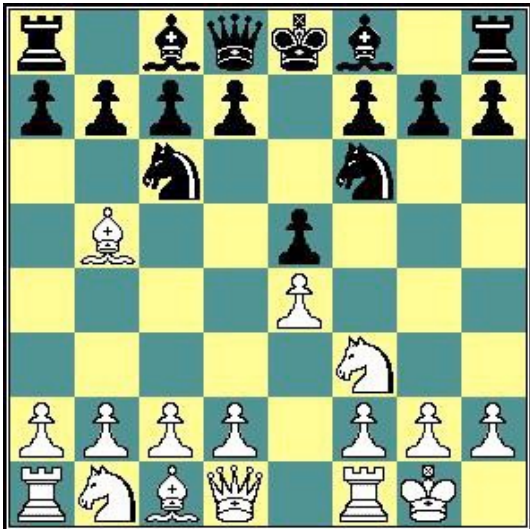
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Learning/Intelligence

Can *machines* (automata, computers, programs) be intelligent ?

... think ?



Computer chess

- Deep Blue beats Kasparov (May 1997)
- Matches expert level performance
- ‘Thinks’ differently from human expert ...
by examining ~ 200 million possible situations

real intelligence or *“just computation”* ???

Intelligent systems

Some aspects of **Intelligent Systems** in Computer Science

Perception:

interaction with environment requires cognitive processes,
e.g. computer **vision**, speech **recognition**, motion **detection**,
scene **analysis**, object **classification**

Decision making:

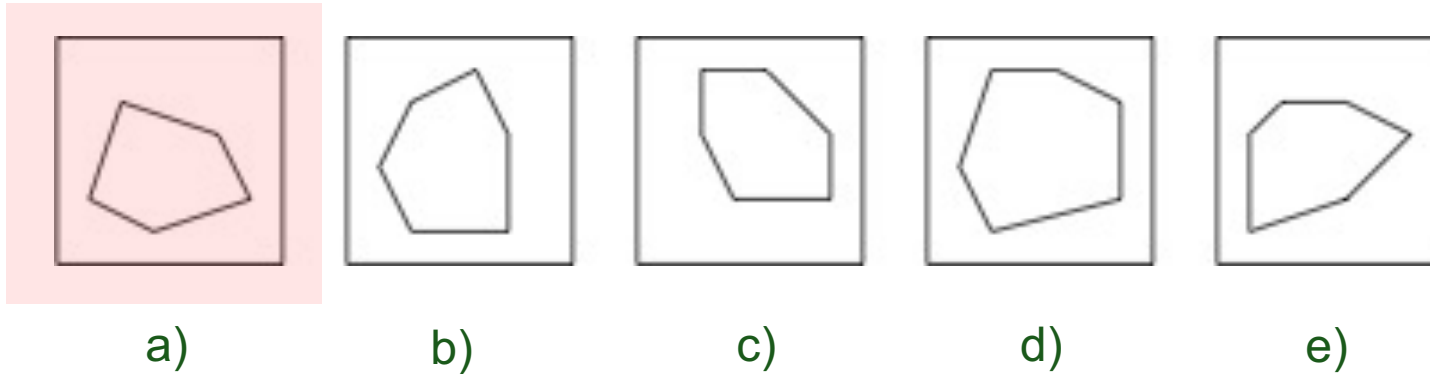
processing of incoming information, **analysis** of a situation,
selection of possible **actions** in order to achieve a **goal**,
e.g. path finding, sorting of objects

Learning:

data driven **adaptation** of the system based on **observations** only
(*unsupervised*) or together with **feed-back** from the environment
(supervised), e.g. **classification**, **regression**

An actual IQ test problem

Which figure does not belong to the group ?



Perception: “polygons!”

Feature selection: “count number of edges”

Sorting/clustering: “group objects according to number of edges”

Decision/Action: “(a) is different from the others”

more buzz-words related to intelligent systems

fuzzy logic

smart homes

brain inspired computing

expert systems

self-organization

optimization

artificial life

big data

deep learning

multi-agent systems

genetic algorithms

organic computing

natural language understanding

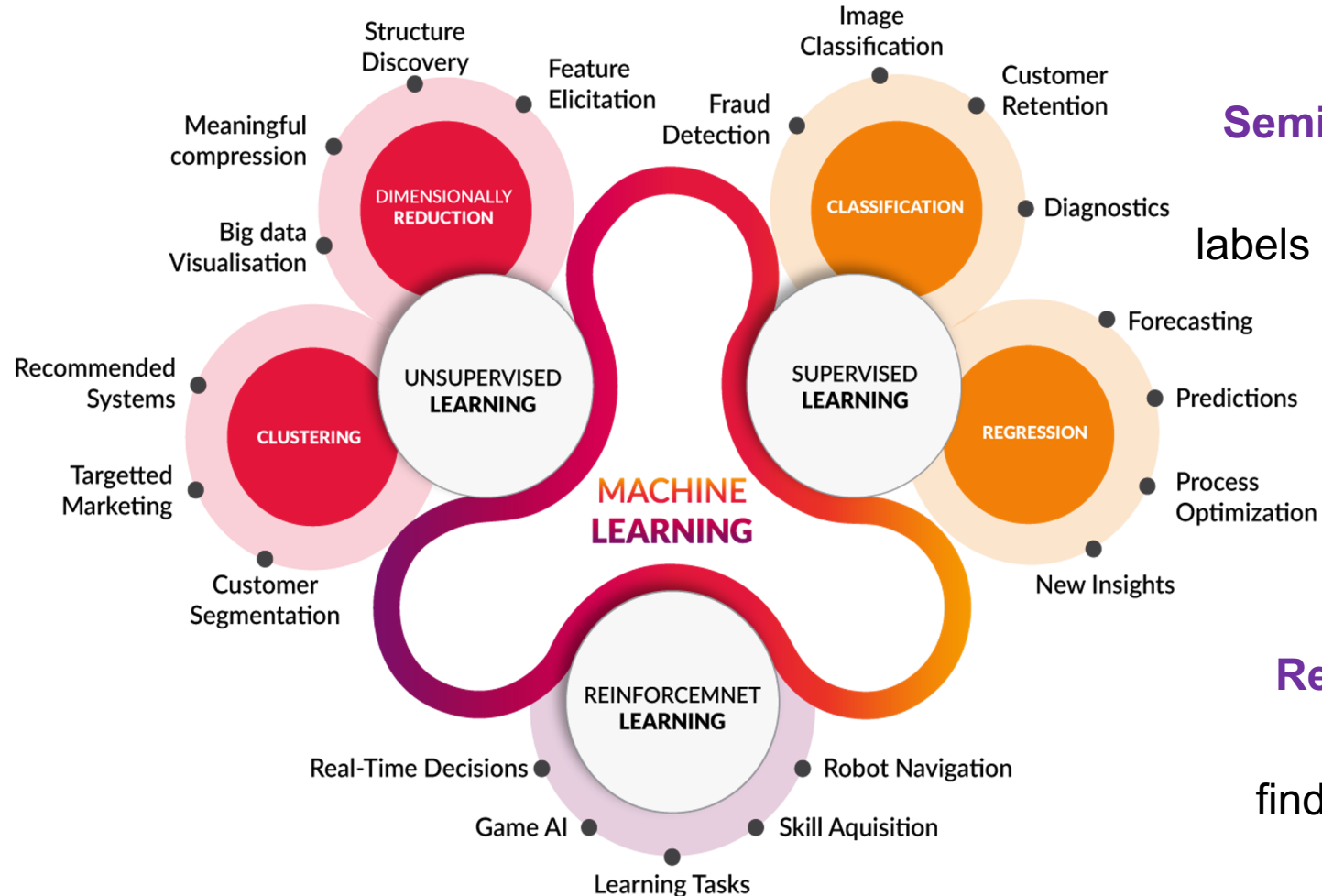
evolutionary computation

Types of machine learning problems

Unsupervised learning

input data, no labels

- Clustering: group similar data points.
- Density estimation
- Dimensionality reduction
- Outlier/novelty detection



Supervised learning

labels are provided

- Classification
- Regression

Semi-Supervised learning

labels for just part of the data

Reinforcement learning

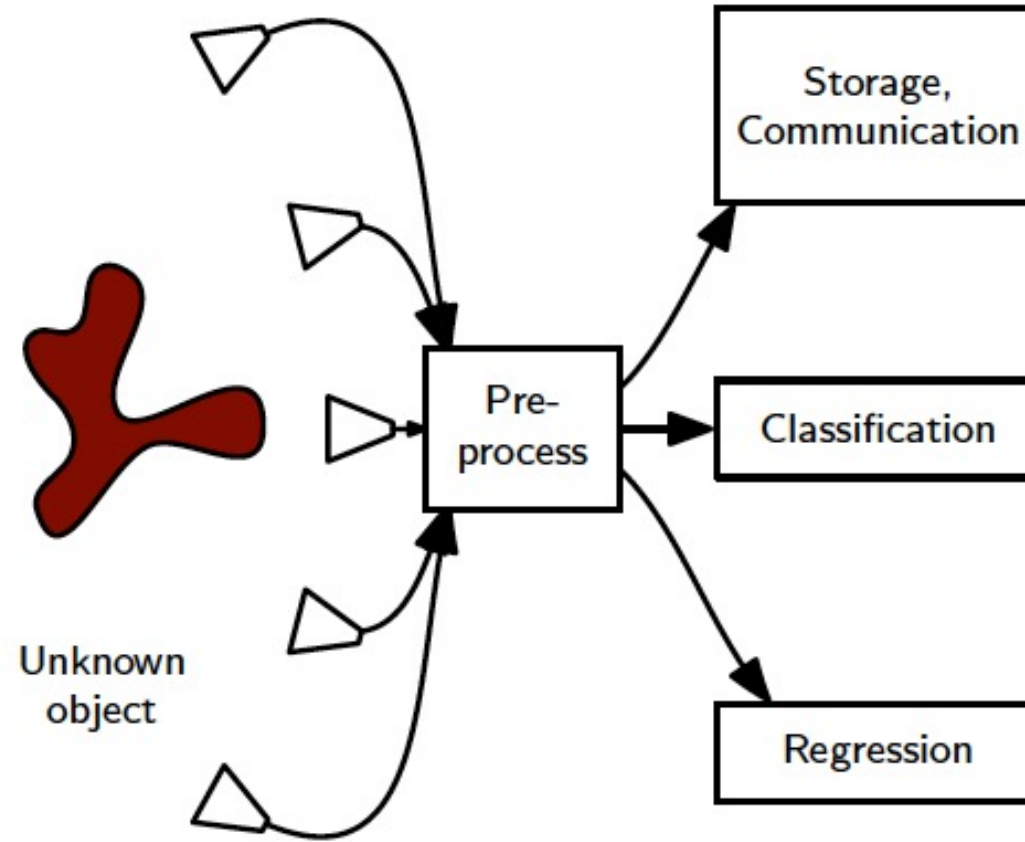
find a sequence of actions (policy) that reaches a target.

Supervised Learning

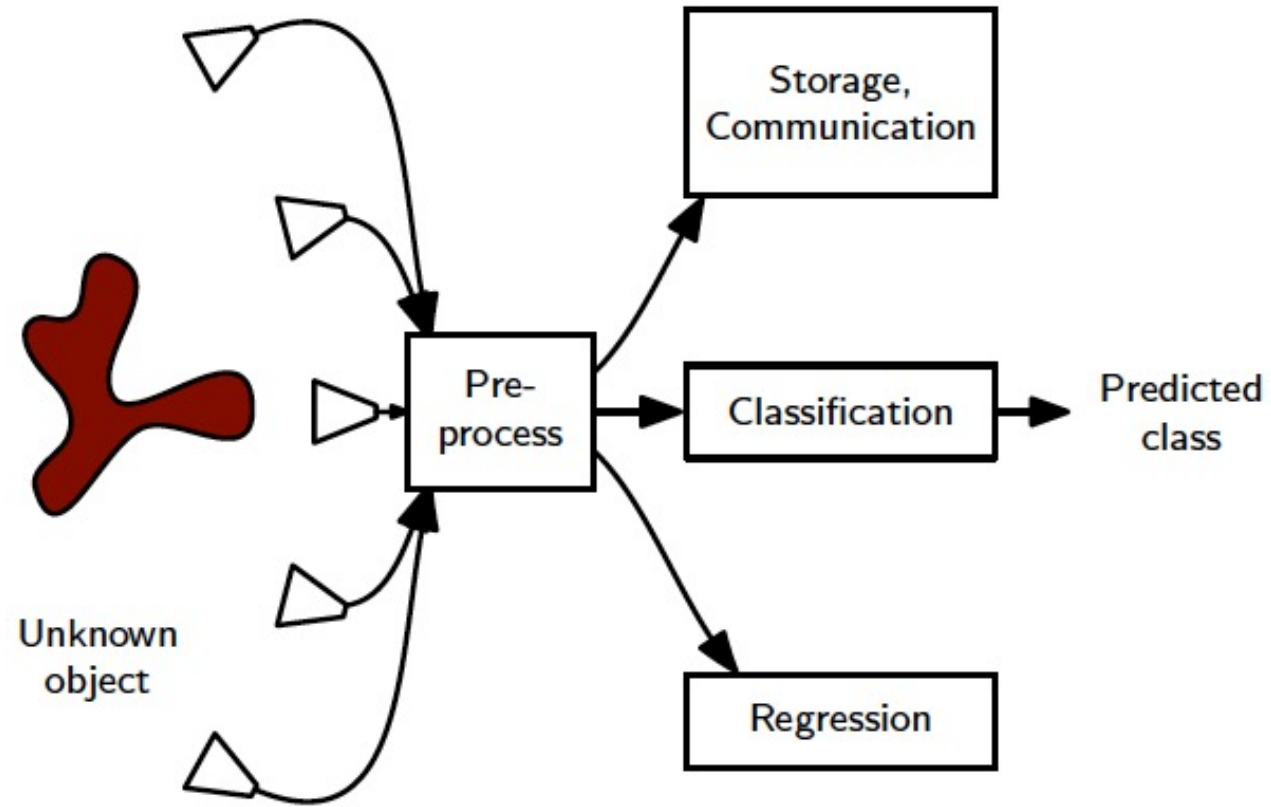
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Basic framework

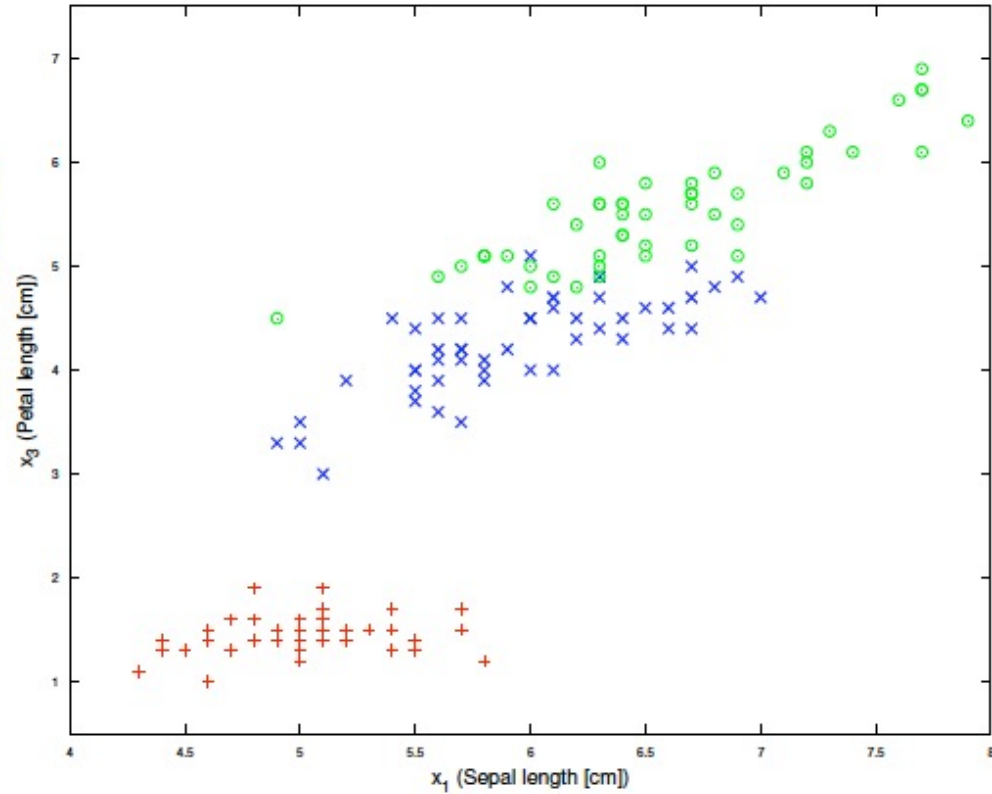


Basic framework

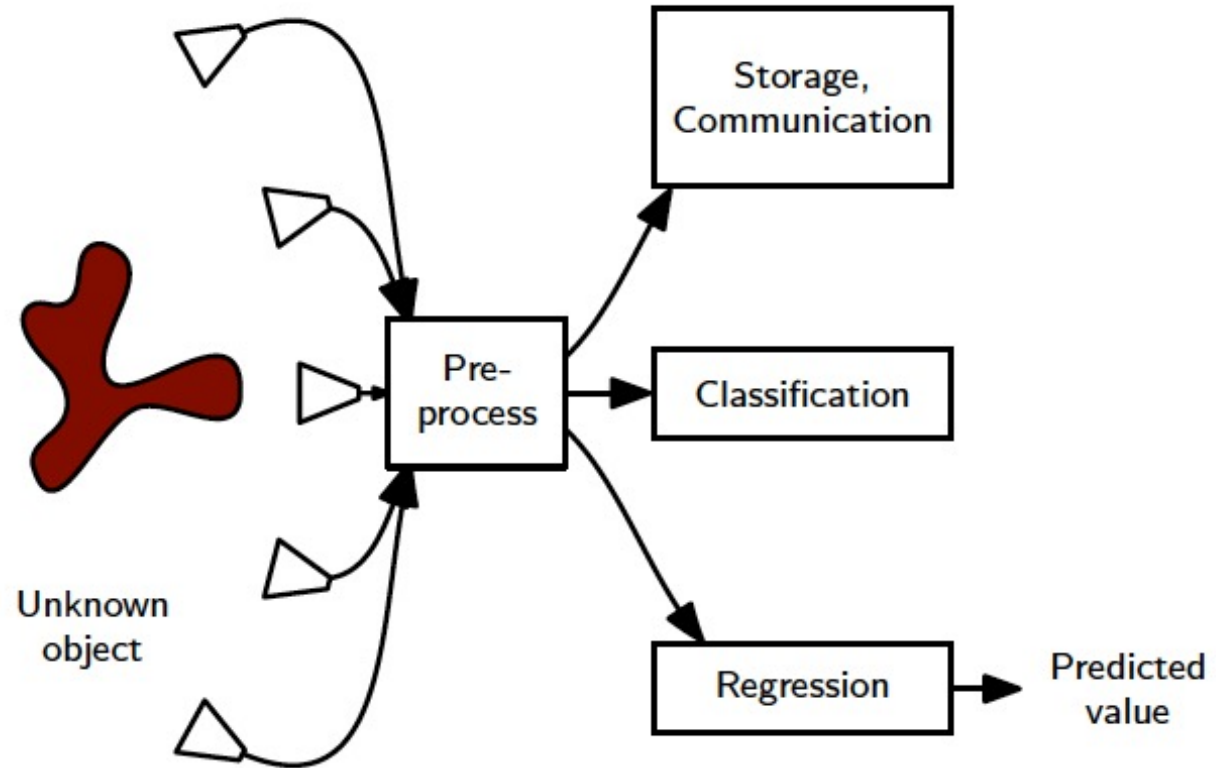


An example of classification

Example: Iris classification

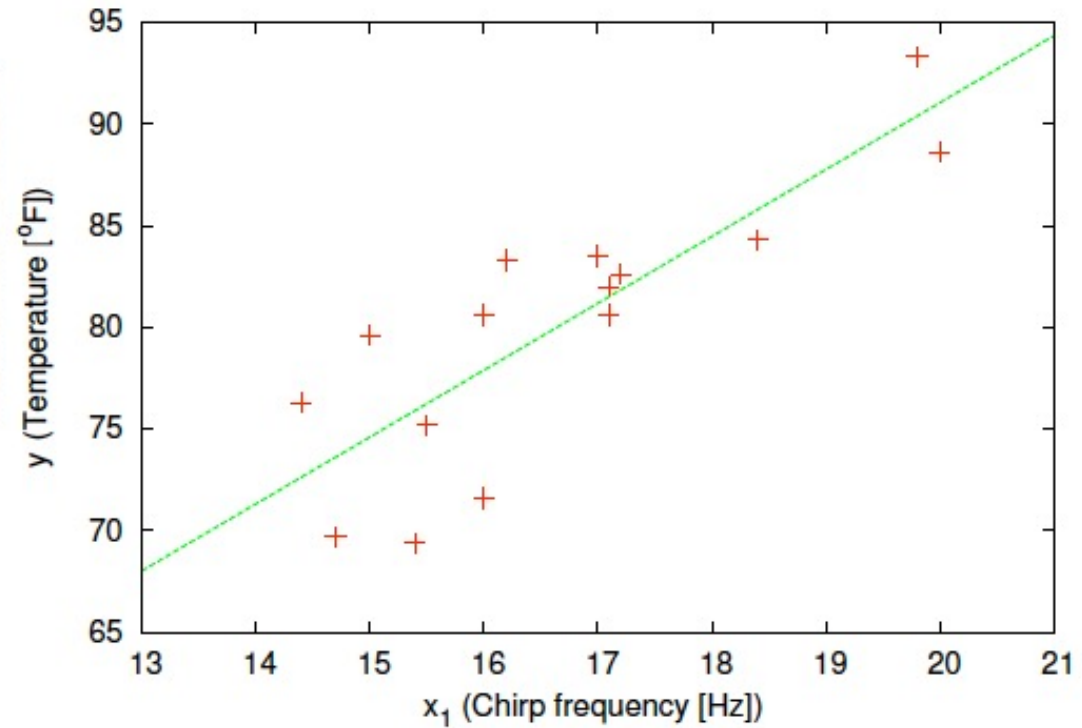
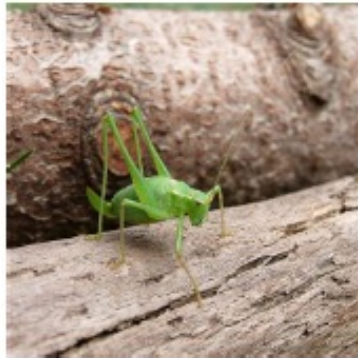


Basic framework



Regression example

Example: Evaluating temperature from cricket activity



Classification vs Regression

- **Classification:** Predict a discrete label from features

Example

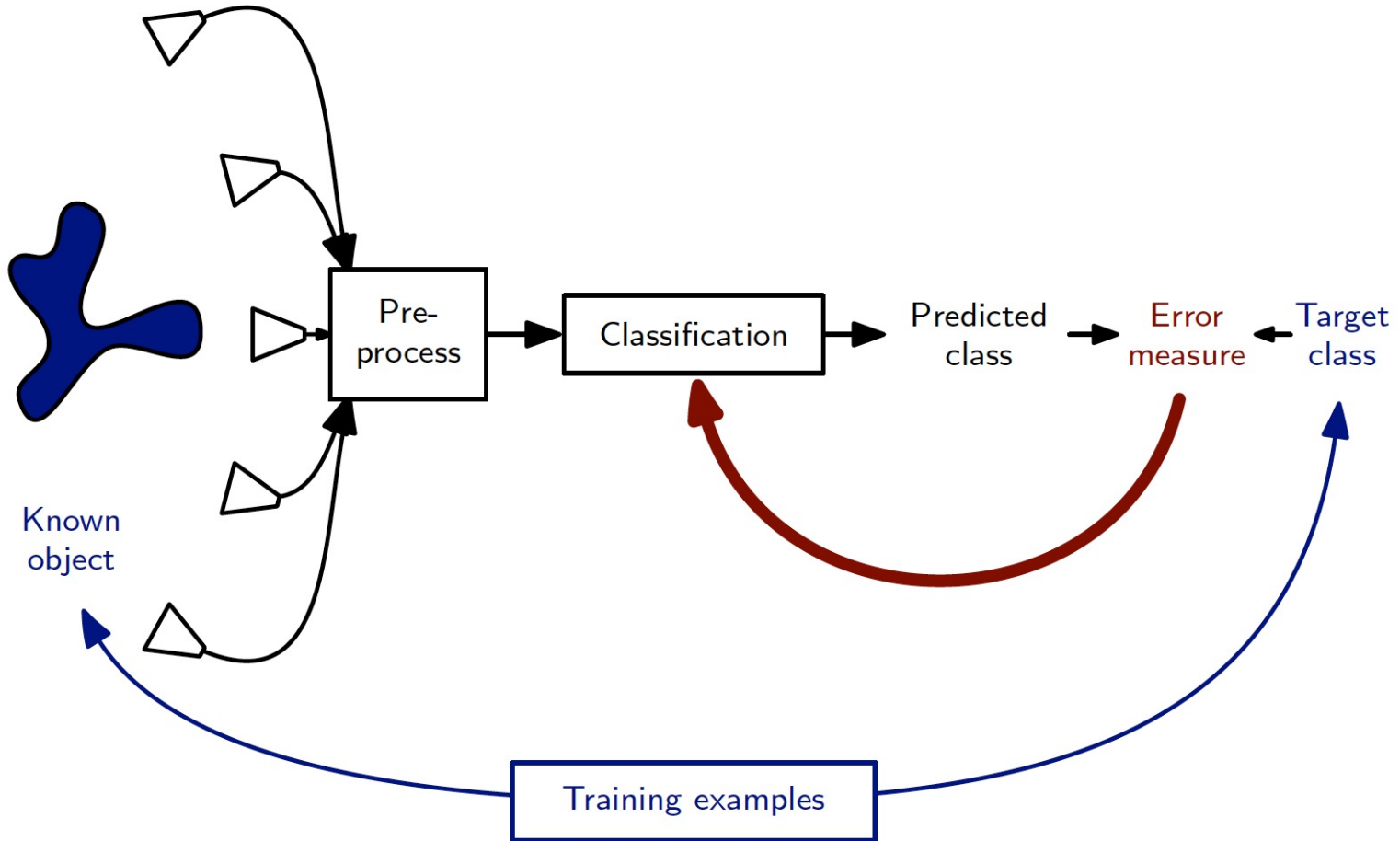
- Medicine: classify X-rays as "cancer" or "healthy"
- SPAM detection: classify emails as spam or not
- Face recognition, speech recognition, . . .

- **Regression:** Predict a continuous value

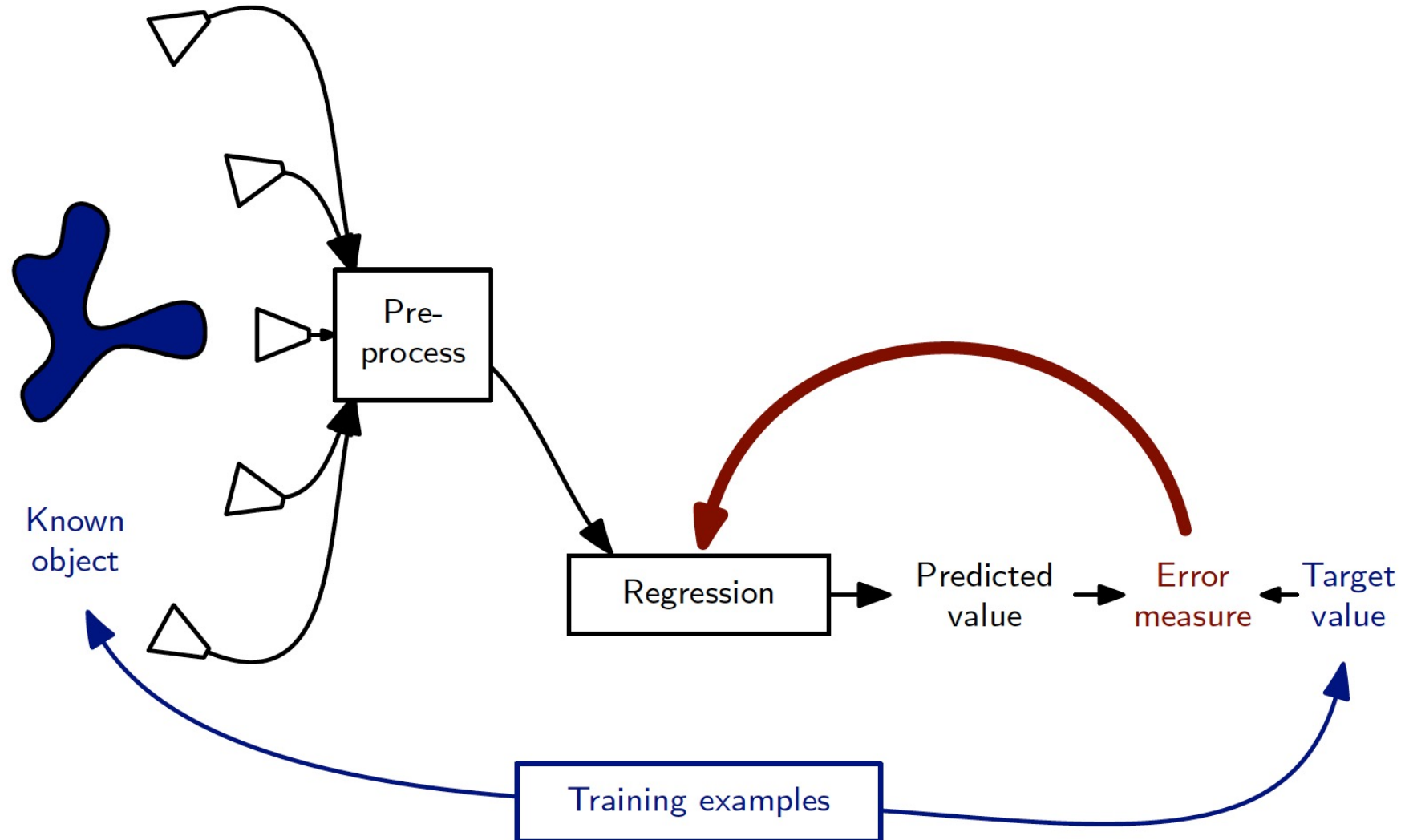
Example

- Weather forecasting (wind speed, mm rainfall, . . .)
- In financial markets: predict tomorrow's stock price from past evolution and external factors
- A robot learning its location in an environment

Supervised Training - Classification

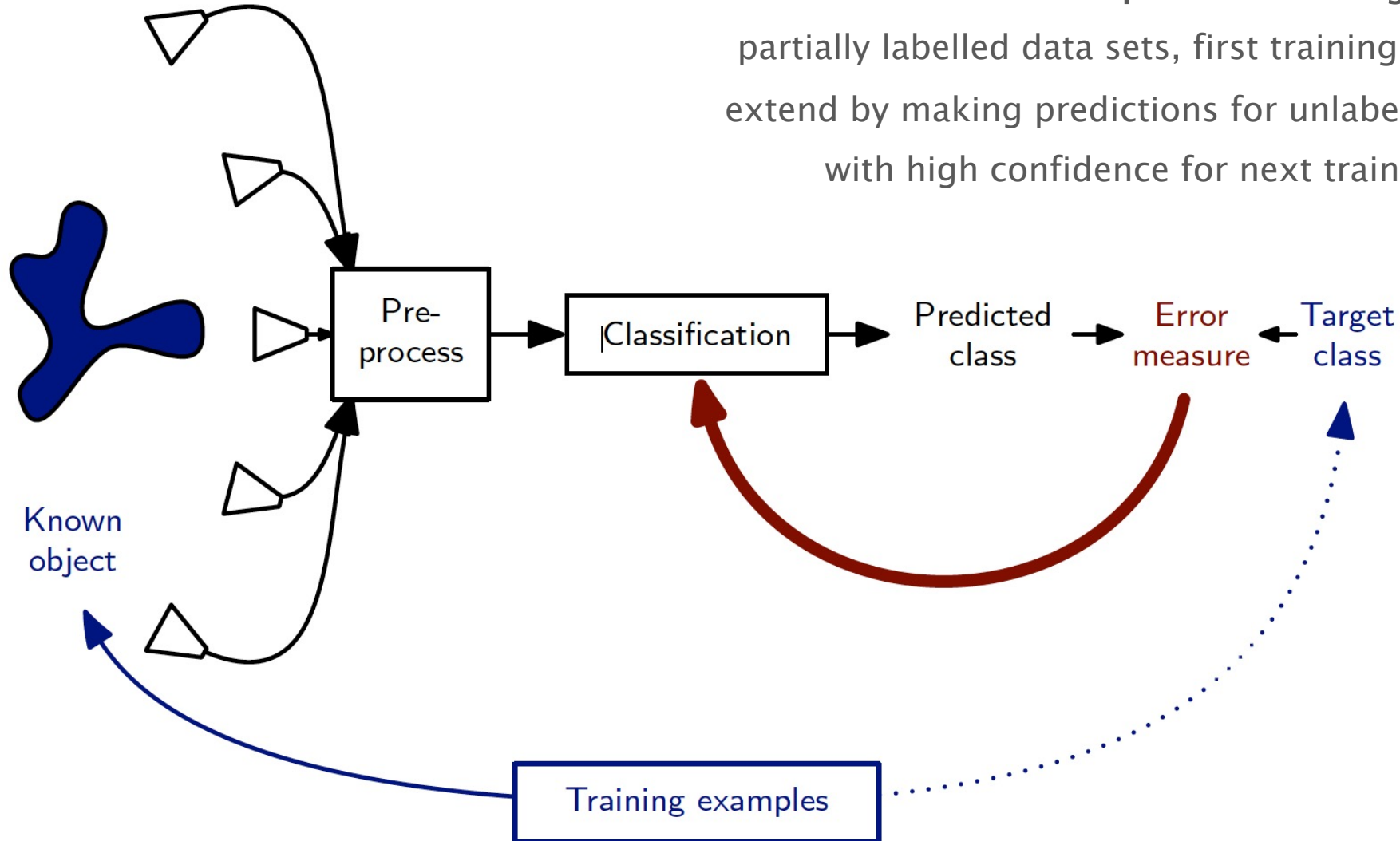


Supervised Training - Regression



Semi-supervised Training

Semi-supervised learning, self-supervised learning
partially labelled data sets, first training based on labelled subset,
extend by making predictions for unlabeled data, accept examples
with high confidence for next training ... iterative procedure



Unsupervised Learning

input data, no labels

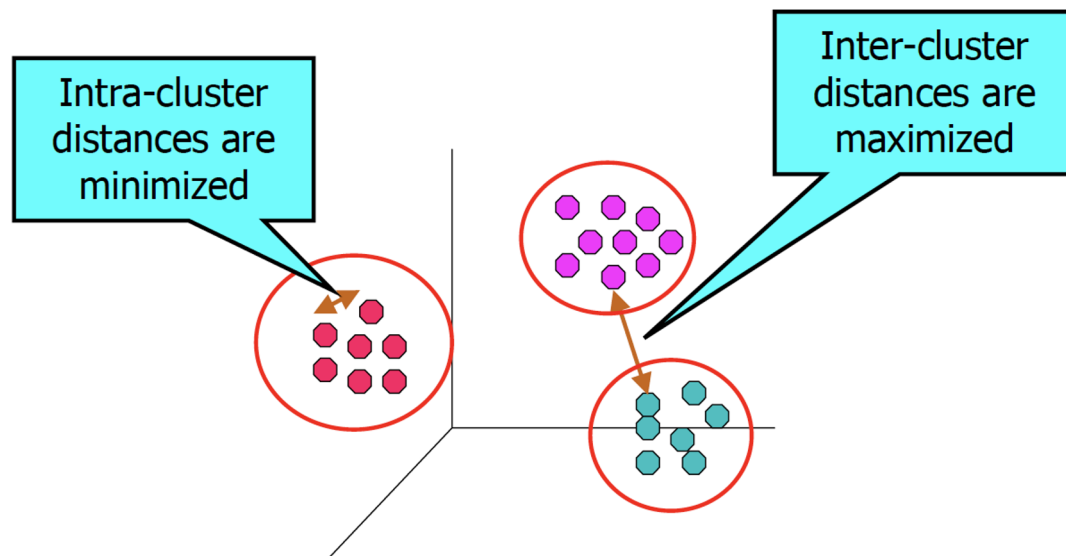
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Unsupervised Training

Clustering

Given a set of data points:

partition it into groups such that points within each group are similar (low inter-group variability) and groups are dissimilar (high intra-group variability)



- Unsupervised learning
- Requires data, but no labels
- Detect patterns
- e.g. : Group emails or search results, Customer shopping patterns, Regions of images
- Useful when don't know what you're looking for
- But: can be difficult to understand

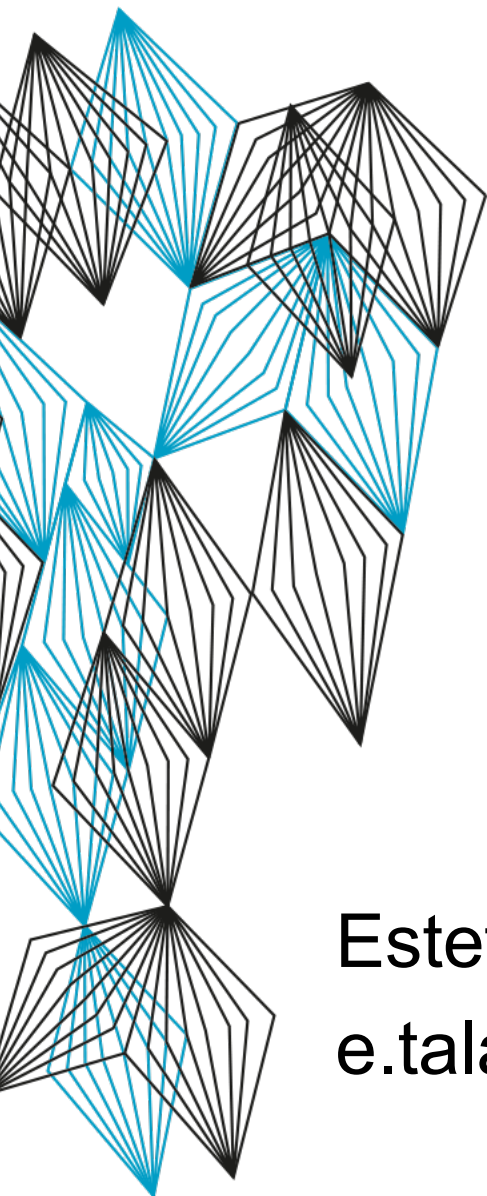
Other forms of learning (examples)

Reinforcement learning

delayed reward (a form of supervision) after a number of decisions has been taken, e.g. in path finding problems or *games*

Transfer learning, few shot / single shot learning

adaptation of a pre-trained system (on a particular data set) to a (related) new data set or task (different statistics, classes, quality etc.) by means of efficient re-training



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