# CSE 446 Machine Learning

Instructor: Pedro Domingos

# Logistics

- Instructor: Pedro Domingos
  - Email: pedrod@cs
  - Office: CSE 648
  - Office hours: Wednesdays 2:30-3:20
- TA: Hoifung Poon
  - Email: hoifung@cs
  - Office: 318
  - Office hours: Mondays 1:30-2:20
- Web: www.cs.washington.edu/446
- Mailing list: cse446@cs

## **Evaluation**

- Four homeworks (15% each)
  - Handed out on weeks 1, 3, 5 and 7
  - Due two weeks later
  - Some programming, some exercises
- Final (40%)

## **Source Materials**

- R. Duda, P. Hart & D. Stork, *Pattern Classification* (2<sup>nd</sup> ed.), Wiley (Required)
- T. Mitchell, *Machine Learning*,
   McGraw-Hill (Recommended)
- Papers

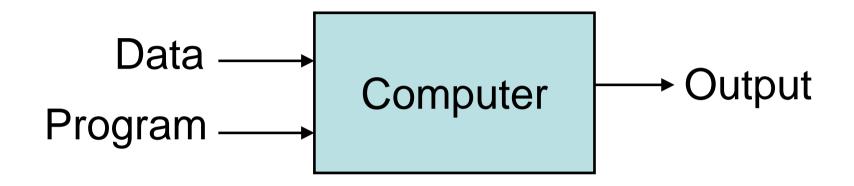
## **A Few Quotes**

- "A breakthrough in machine learning would be worth ten Microsofts" (Bill Gates, Chairman, Microsoft)
- "Machine learning is the next Internet" (Tony Tether, Director, DARPA)
- Machine learning is the hot new thing" (John Hennessy, President, Stanford)
- "Web rankings today are mostly a matter of machine learning" (Prabhakar Raghavan, Dir. Research, Yahoo)
- "Machine learning is going to result in a real revolution" (Greg Papadopoulos, CTO, Sun)
- "Machine learning is today's discontinuity" (Jerry Yang, CEO, Yahoo)

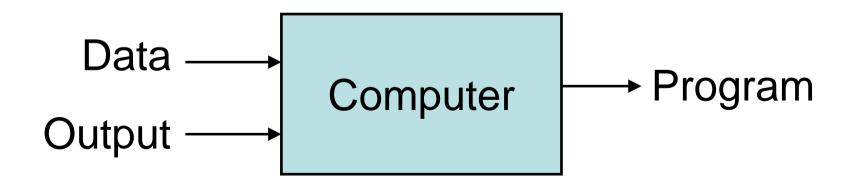
# So What Is Machine Learning?

- Automating automation
- Getting computers to program themselves
- Writing software is the bottleneck
- Let the data do the work instead!

#### **Traditional Programming**



#### **Machine Learning**



# Magic?

#### No, more like gardening

- Seeds = Algorithms
- Nutrients = Data
- Gardener = You
- Plants = Programs



# Sample Applications

- Web search
- Computational biology
- Finance
- E-commerce
- Space exploration
- Robotics
- Information extraction
- Social networks
- Debugging
- [Your favorite area]

## ML in a Nutshell

- Tens of thousands of machine learning algorithms
- Hundreds new every year
- Every machine learning algorithm has three components:
  - Representation
  - Evaluation
  - Optimization

## Representation

- Decision trees
- Sets of rules / Logic programs
- Instances
- Graphical models (Bayes/Markov nets)
- Neural networks
- Support vector machines
- Model ensembles
- Etc.

## **Evaluation**

- Accuracy
- Precision and recall
- Squared error
- Likelihood
- Posterior probability
- Cost / Utility
- Margin
- Entropy
- K-L divergence
- Etc.

## **Optimization**

- Combinatorial optimization
  - E.g.: Greedy search
- Convex optimization
  - E.g.: Gradient descent
- Constrained optimization
  - E.g.: Linear programming

# **Types of Learning**

- Supervised (inductive) learning
  - Training data includes desired outputs
- Unsupervised learning
  - Training data does not include desired outputs
- Semi-supervised learning
  - Training data includes a few desired outputs
- Reinforcement learning
  - Rewards from sequence of actions

# **Inductive Learning**

- Given examples of a function (X, F(X))
- Predict function F(X) for new examples X
  - Discrete F(X): Classification
  - Continuous F(X): Regression
  - -F(X) = Probability(X): Probability estimation

#### What We'll Cover

#### Supervised learning

- Decision tree induction
- Rule induction
- Instance-based learning
- Bayesian learning
- Neural networks
- Support vector machines
- Model ensembles
- Learning theory

#### Unsupervised learning

- Clustering
- Dimensionality reduction

## **ML** in Practice

- Understanding domain, prior knowledge, and goals
- Data integration, selection, cleaning, pre-processing, etc.
- Learning models
- Interpreting results
- Consolidating and deploying discovered knowledge
- Loop