

MATHEMATICS FOR MACHINE LEARNING

Nagoya University, Fall 2023

Lecture 1

Course information & Overview,
Google colab & Python,
Supervised learning I

<https://www.henrikbachmann.com/mml2023.html>

Who is teaching & helping?

Lecturer



Henrik Bachmann

www.henrikbachmann.com

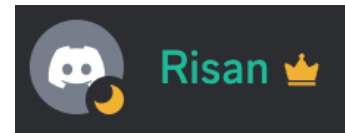
henrik.bachmann@math.nagoya-u.ac.jp



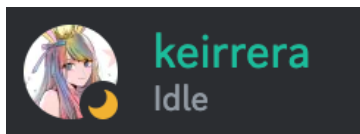
Teaching Assistant

Risan

www.risan.io

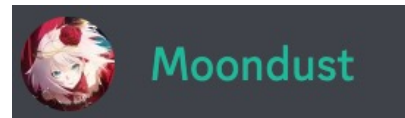
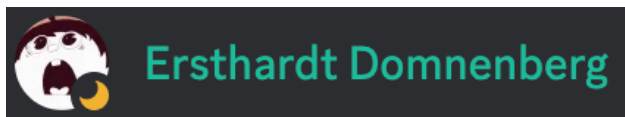


NUEMI Tutors



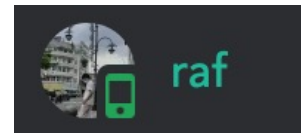
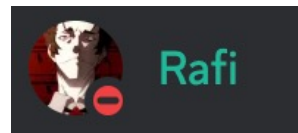
Caleb

Pratham



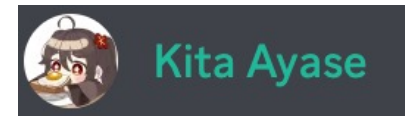
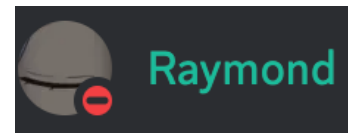
Hevidu

Rafi

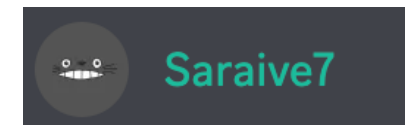


Muflih

Raymond

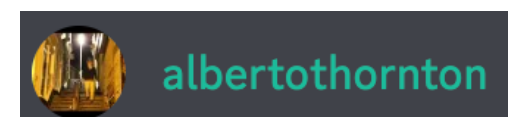


Zhanfeng

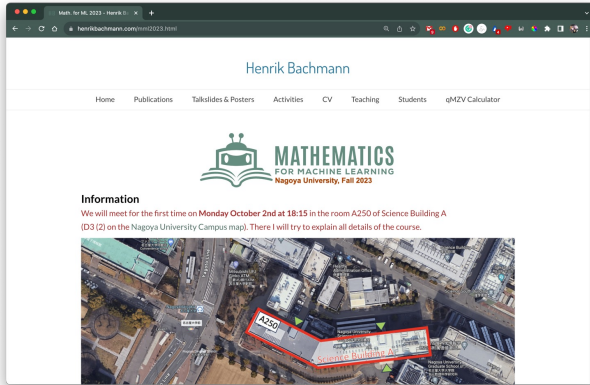


Ai

Alberto



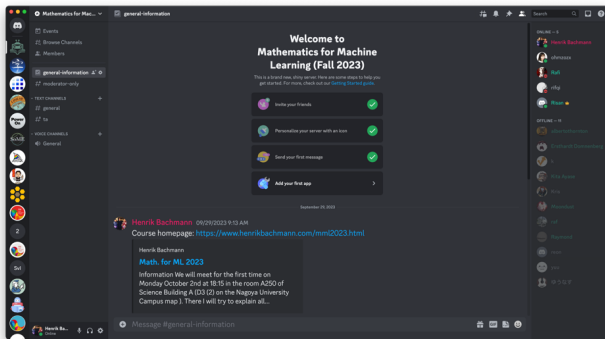
What where?



Homepage

<https://www.henrikbachmann.com/mml2023.html>

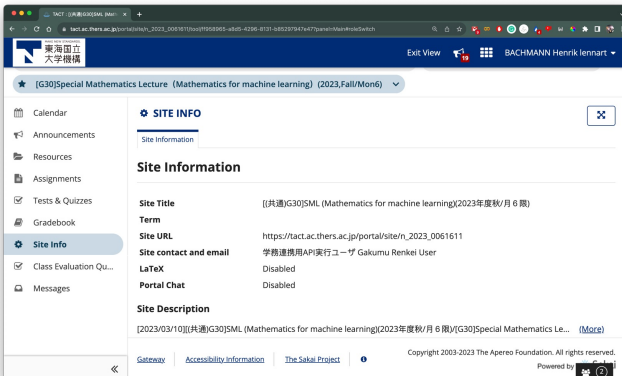
Contains schedule & course materials



Discord server

<https://discord.gg/XG2qkFyGpD>

Will be used for discussions and small announcements



TACT

https://tact.ac.thers.ac.jp/portal/site/n_2023_0061611

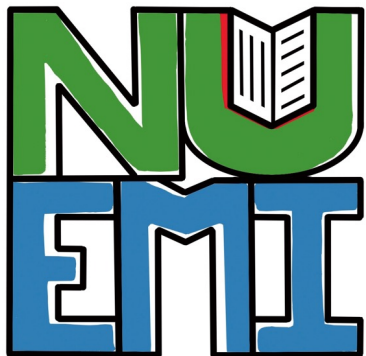
Will be used for Homework submission & important announcements

For who is this lecture?

- G30 Students of year ≥ 2 .
(For first year students: Consider taking this course in your second year)
- NUPACE Students.
- Japanese students who want to attend English lectures.

Basic knowledge in Linear Algebra and Calculus is helpful
(and sometimes necessary to understand everything in detail)

If you are **Japanese student**, please register at the NUEMI project for this lecture:



<http://labguide.bio.nagoya-u.ac.jp/NUEMI/registration/>

Free extra support & Study sessions

What is this course?

- This course is a “Special Mathematics Lecture” (Introduced by Prof. Richard)
- Can give 2 credit points depending on your year.
- For some students can count for GPA.
- You need to be registered in the NU Portal if you want these credits.
- **Details:** http://www.math.nagoya-u.ac.jp/~richard/Files/SML_official_rule.pdf

Goal of this lecture:

- Get an overview of some algorithms used in machine learning
- Understand the mathematics used in these algorithms
- Learn how to implement (simple version of) them in Python

Not goal of this lecture: Give detailed overview of machine learning libraries (tensorflow etc.) and learn how to use them

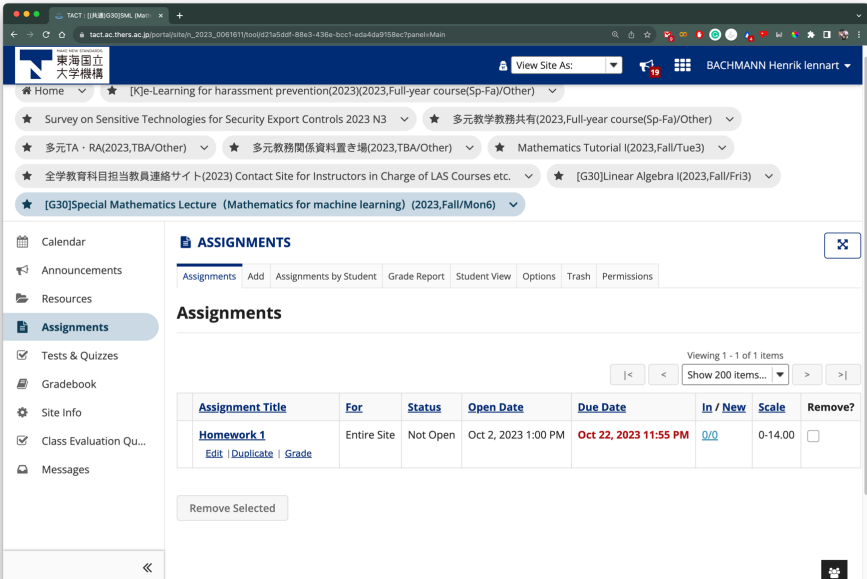
Grading

Grading will be based on

- Homework assignments (70%)
- Semester project (30%)

Homework assignments

- Programming exercises in Google Colab
- In total 5 Homework assignments
- 14 points each Homework
- Submission in TACT



Assignment Title	For	Status	Open Date	Due Date	In / New	Scale	Remove?
Homework 1	Entire Site	Not Open	Oct 2, 2023 1:00 PM	Oct 22, 2023 11:55 PM	0/0	0-14.00	<input type="checkbox"/>

Semester project

Objective: Choose a project topic related to **Nagoya or Japan** more broadly that can be addressed using machine learning algorithms. Your task is to develop a machine learning model to solve a specific problem or provide insights into an aspect of life, business, environment, culture, etc., in Nagoya/Japan.

Group Size: 1-3 members

Code: Preferably a Google Colab notebook. Exceptions are possible; please provide full documentation for any different technology or package used. If you plan not to submit a Google Colab, please contact us in advance.

Documentation: 5-10 slides as if you were going to present the project.

Your slides should cover (for example):

- Problem Statement
- Data Collection
- Data Exploration and Visualization
- Model Building and Evaluation
- Conclusion

*If you have no clue what to do:
We will give more ideas/help
during the coming weeks*

Tutorial

Time: Tuesday? Thursday? Friday? 6th period
(vote now via [menti.com](https://www.menti.com))

Place: Same room (A250, Science Bld. A)

- Organized by the TAs.
- Talk again about the content of the lecture.
- Do the Assignments with the help of TAs & other students.

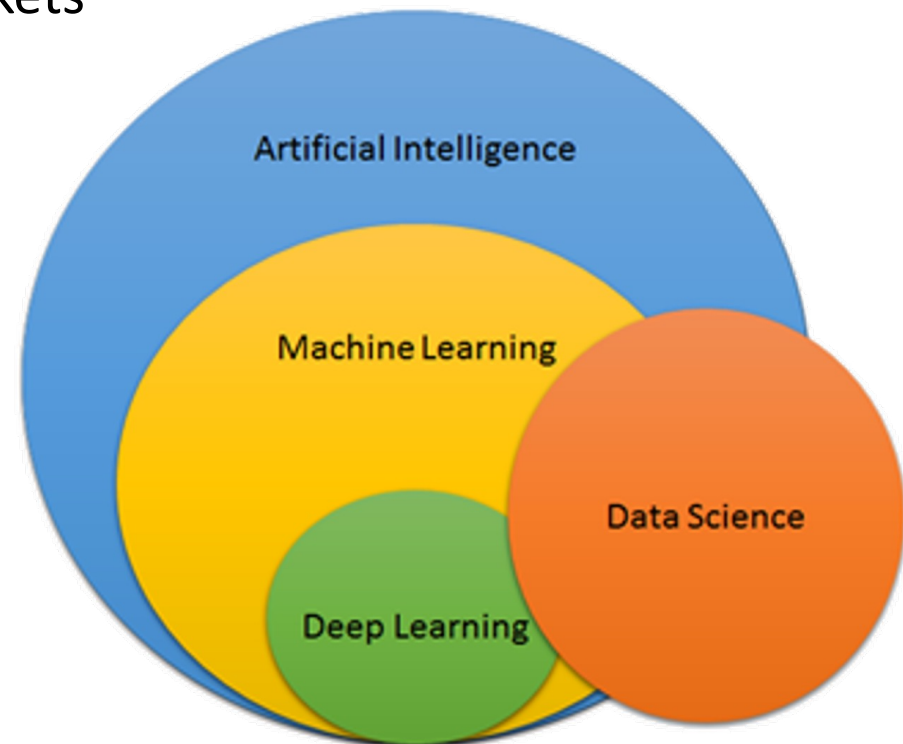
What is machine learning

Common definition:

Machine Learning is the study of computer algorithms that improve automatically through experience

Found its way in a lot of daily life applications, e.g.

- Self driving/flying cars/trains/planes/rockets
- Computer games
- Image & Video & Sound processing
- Speech recognition (Siri, Alexa,...)
- Translation (Google translate)
- Weather forecast
- Data analysis
- Email spam
- Robotics
- ChatGPT
- and much much more...



Not machine learning: “Classical machines / programs”

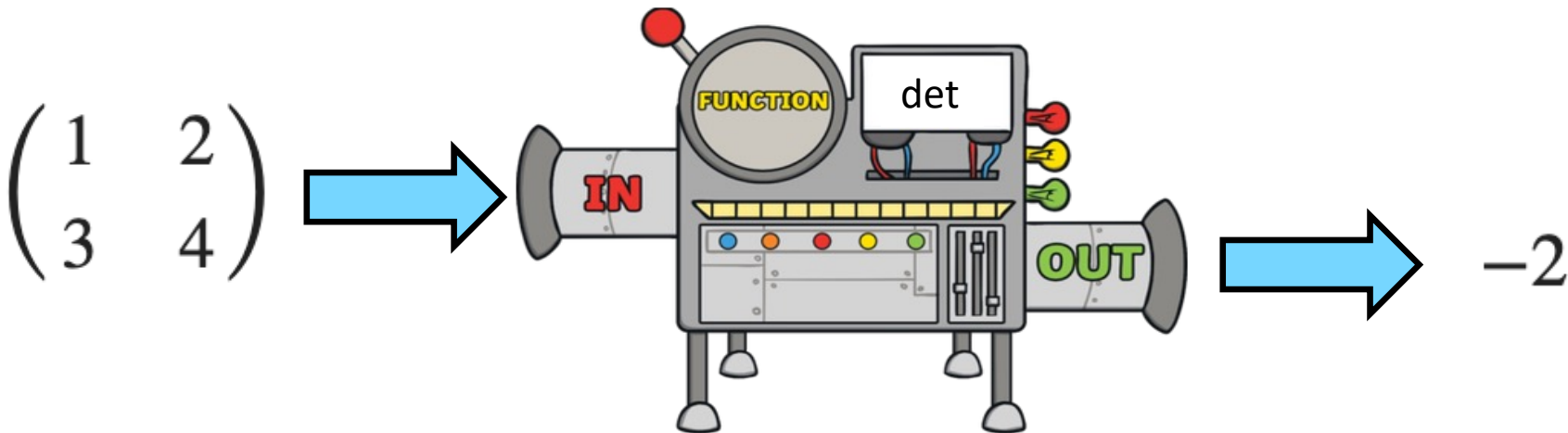
Programmer understands the problem and can implement an explicit algorithm, which turns an input into an output.

```
def determinant(A):  
    total=0  
    indices = list(range(len(A)))  
    if len(A) == 2 and len(A[0]) == 2:  
        val = A[0][0] * A[1][1] - A[1][0] * A[0][1]  
        return val  
    for fc in indices:  
        As = A  
        As = As[1:]  
        height = len(As)  
        for i in range(height):  
            As[i] = As[i][0:fc] + As[i][fc+1:]  
        sign = (-1) ** (fc % 2)  
        sub_det = determinant(As)  
        total += sign * A[0][fc] * sub_det  
    return total
```

```
determinant([[1,2],[3,4]])
```

-2

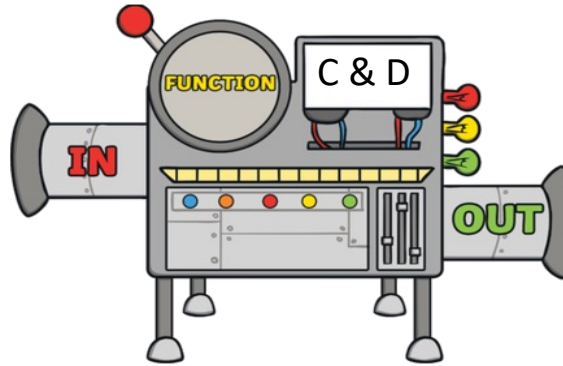
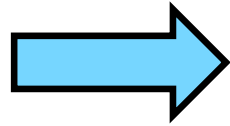
Example: Determinant of a matrix



What do you see?



Want: Cat & Dog detection machine



Cat & Dog detector



“This is a dog!”



Smart person

Of course, I know how cats and dogs look like. But I do not know how to describe it with a formula or algorithm!

How do we know?

This is a dog because...

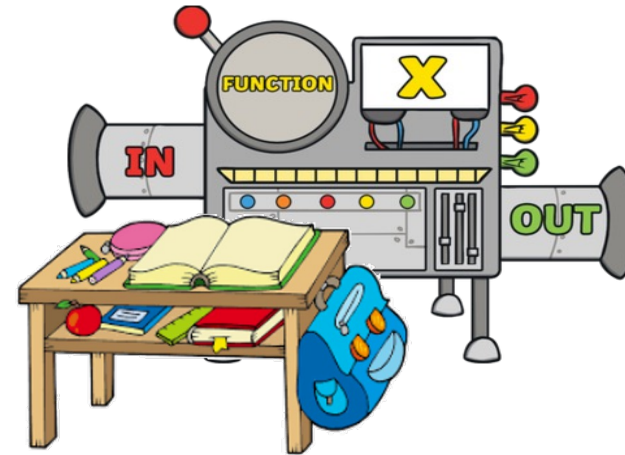
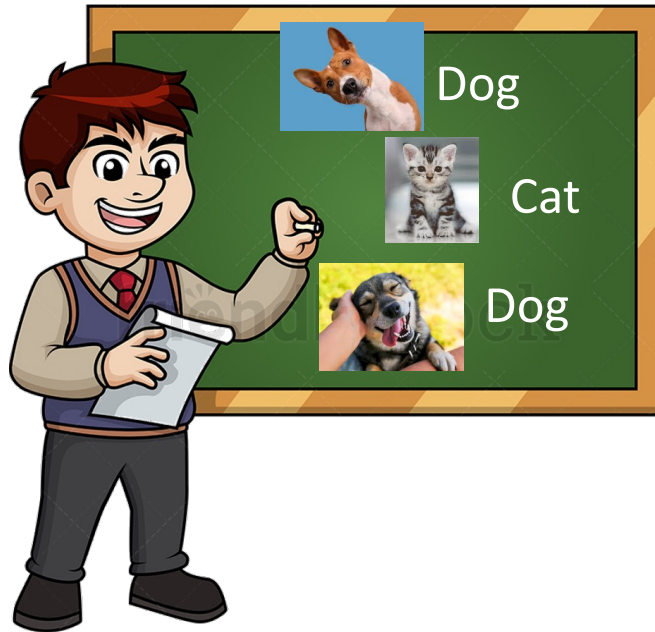


- I saw a lot of dogs & cats in my life.
- Whenever I saw a cat I was told by my parents „This is a cat!“. When I saw a dog they told me “This is a dog.”.
- I **learned** to distinguish between dogs and cats.
- But it is hard for me to explain the exact difference.

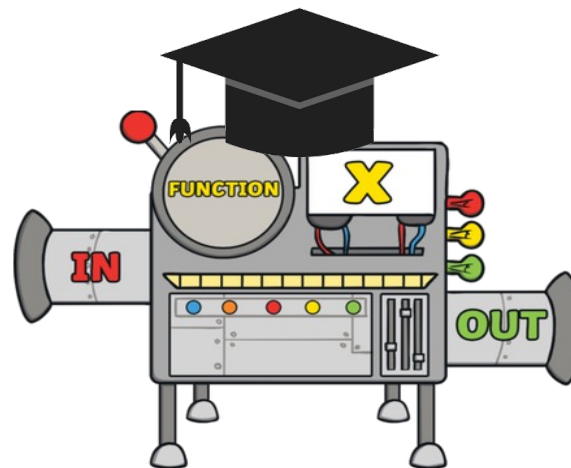
Machine learning

We can create machines/programs which we can teach

Training



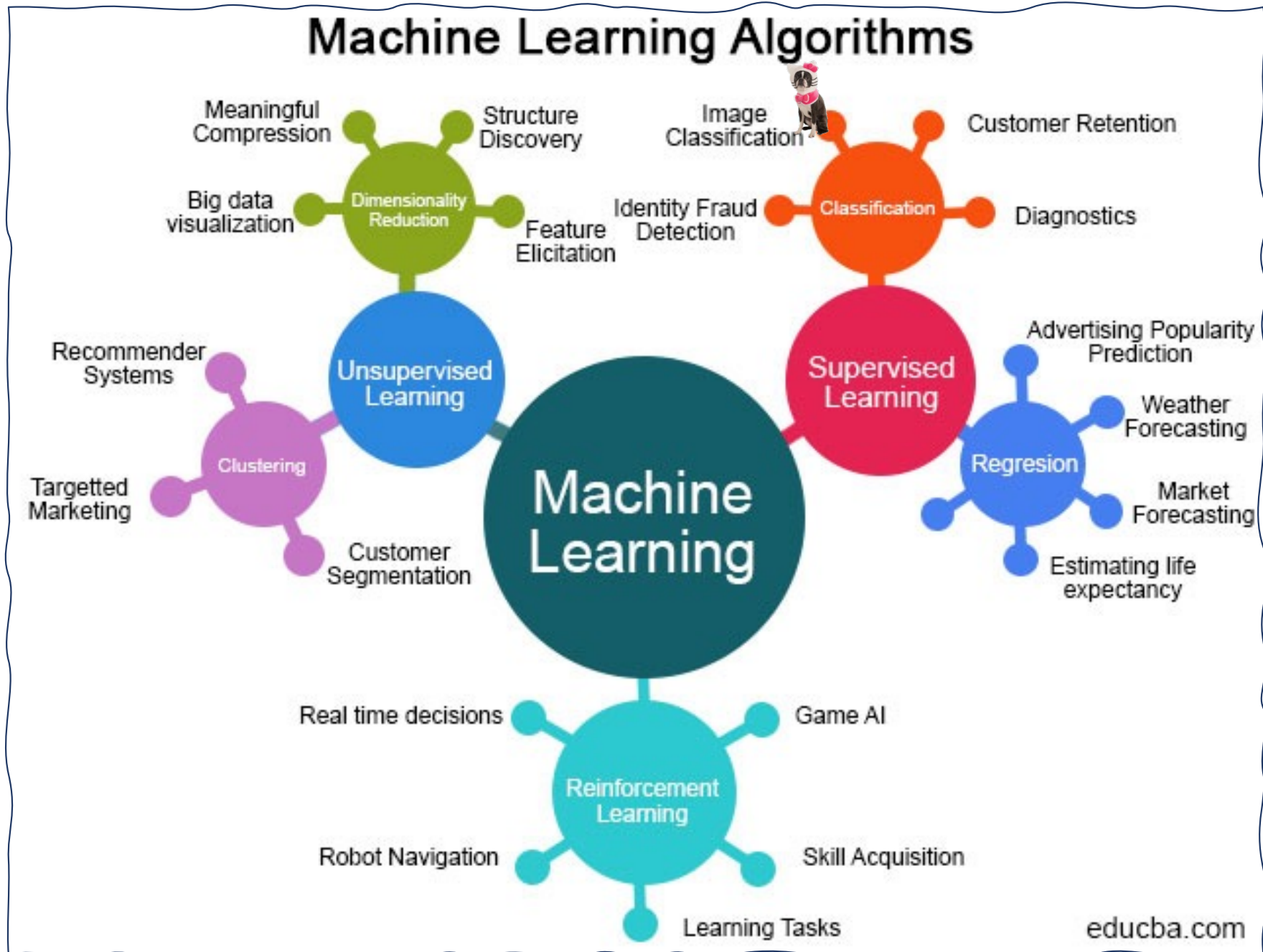
After Training



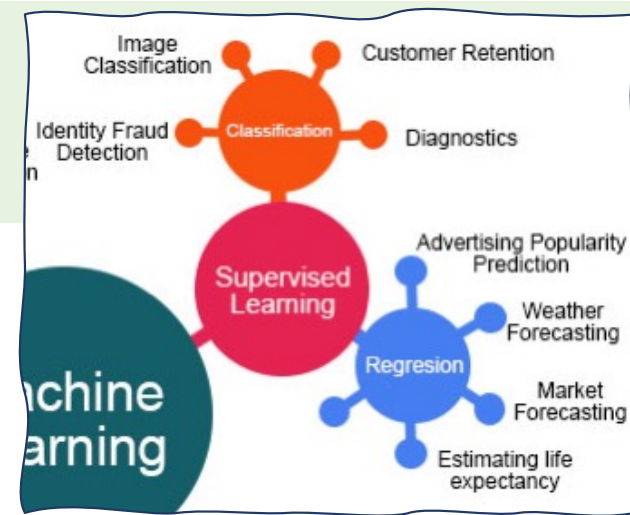
Cat & Dog detector

Dog!
... with 95% certainty!

Machine learning overview

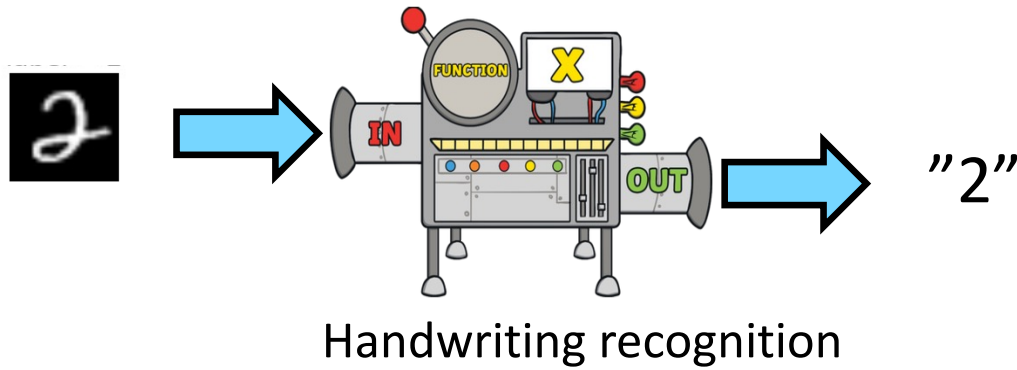


Supervised learning

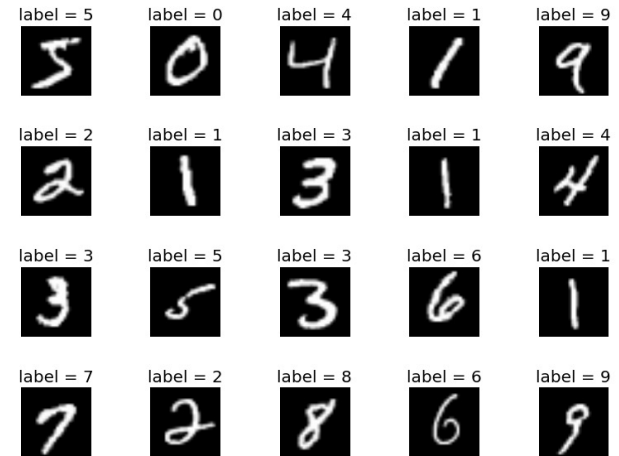


Classification (discrete output)

Output = category (e.g. "dog", "cat" or "1", "2", ..., "9")



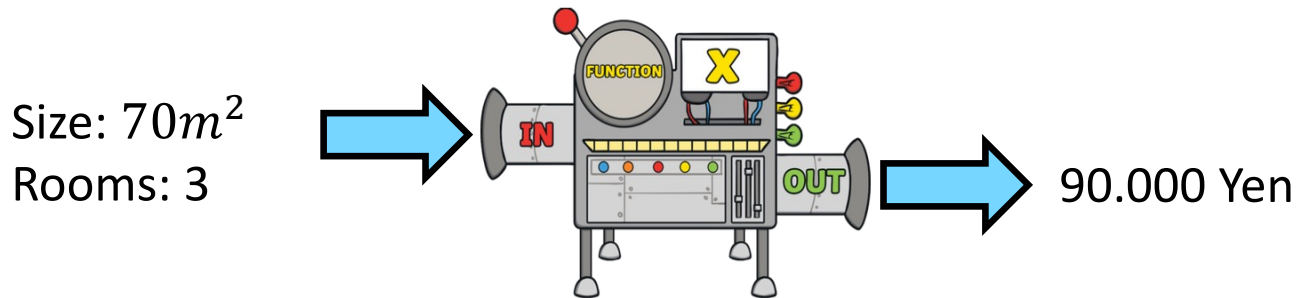
Handwriting recognition



Learning by using some trainingsdata

Regression (continuous output)

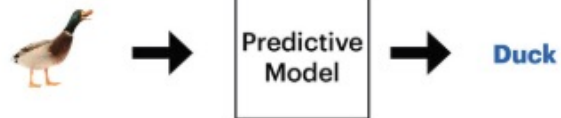
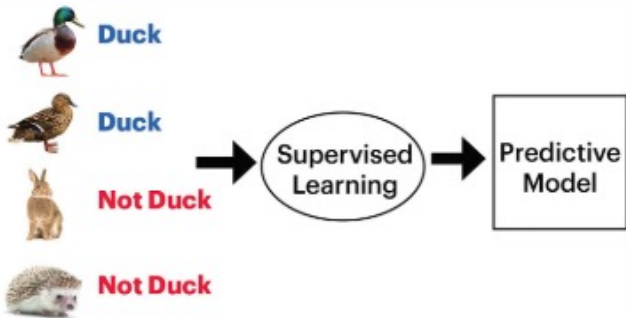
Output = real number (like "price", "weight",...)



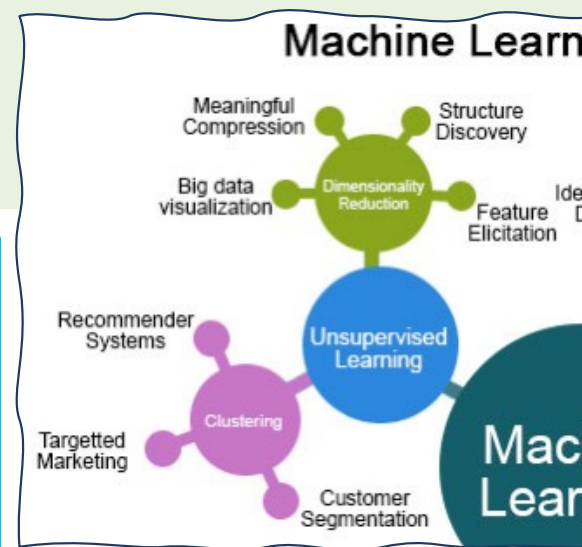
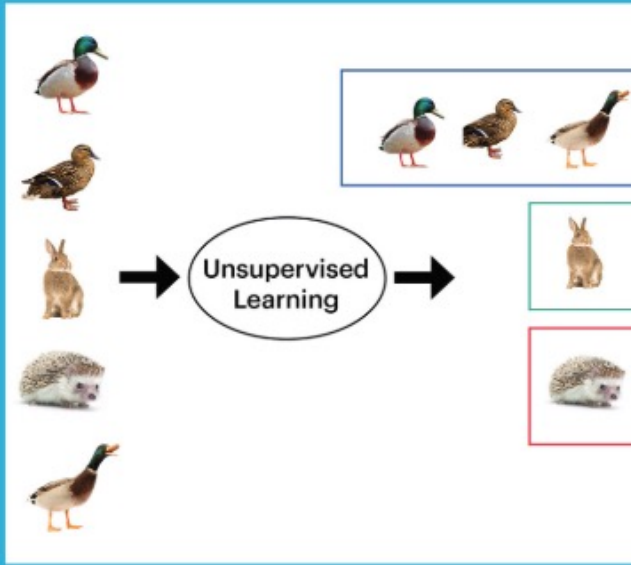
Apartment price prediction

Unsupervised learning

Supervised Learning (Classification Algorithm)

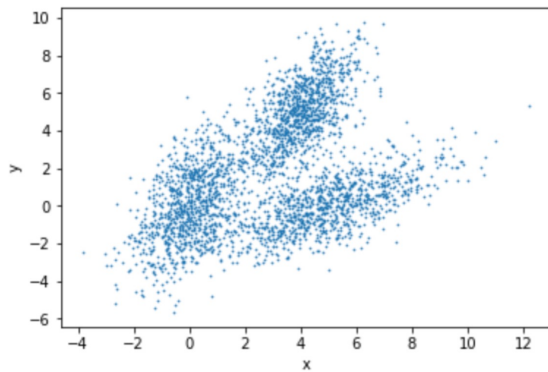


Unsupervised Learning (Clustering Algorithm)

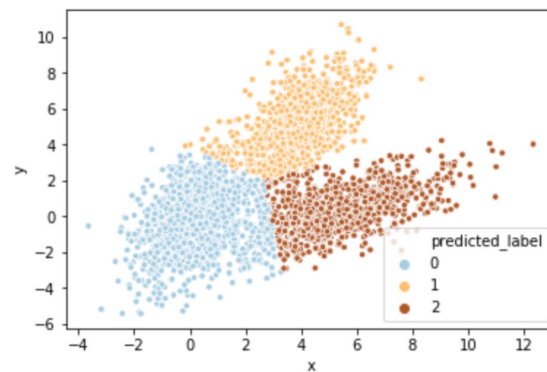


Clustering

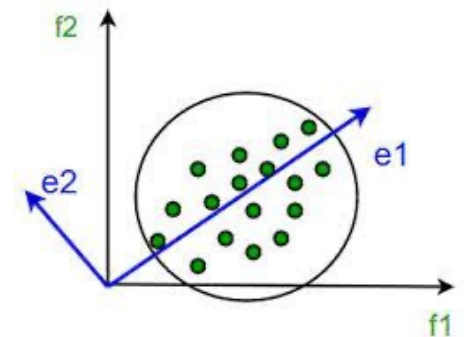
Before



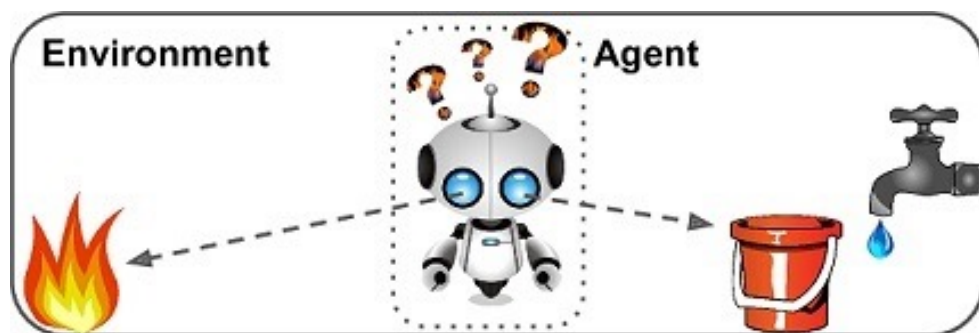
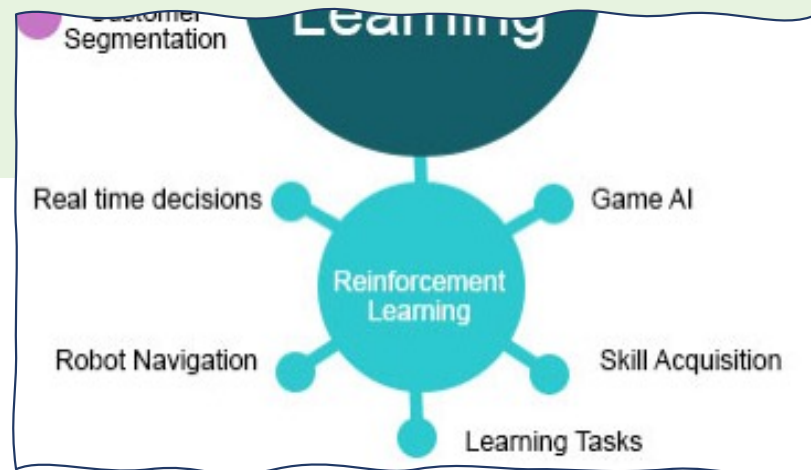
After



Dimension reduction



Reinforcement learning



1 Observe



2 Select action using policy

3 Action!

4 Get reward or penalty



5 Update policy (learning step)

6 Iterate until an optimal policy is found

Examples of AI in Chess, Go, Computer games, biology, math

- 1996: Deep blue (not machine learning)
- 2016: Alpha Go
- 2017: Alpha Zero (plays chess, shōgi & go)
- 2019: AlphaStar (Starcraft 2)
- 2020: AlphaFold
- 2022: ChatGPT, AlphaTensor

Reinforcement learning



1996: Garry Kasparov (Chess world champion) loses against Deep blue.



2016: Lee Sedol loses against Alpha Go.



2022: ChatGPT... for lab reports and more



2019: AlphaStar beats Starcraft 2 pro gamers

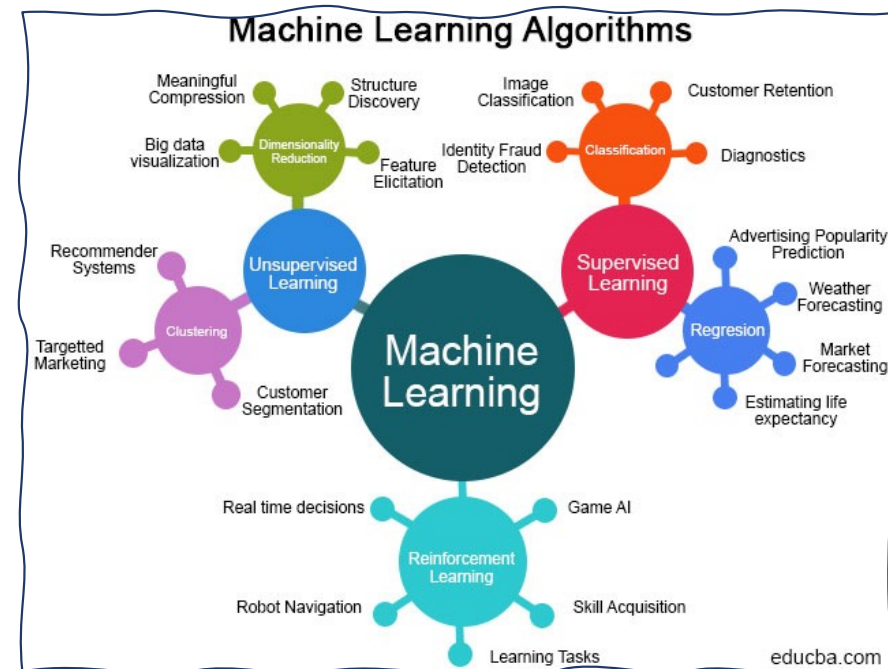
Over of the topics in this course

This year:

1. Introduction & Python
2. Supervised learning: Linear regression
3. Supervised learning: Neural networks (from scratch & advanced topics)
4. Unsupervised learning: Dimension reduction (e.g., PCA, Autoencoder)
5. Reinforcement learning: (deep) Q-learning
6. Language models (if time allows)

Fall 2022

1. Introduction to programming in Python
2. Supervised learning: Linear & logistic regression
3. Generative Learning algorithms: Naive Bayes
4. Reinforcement Learning: Q-Learning
5. Unsupervised learning: k-means clustering
6. Neural networks



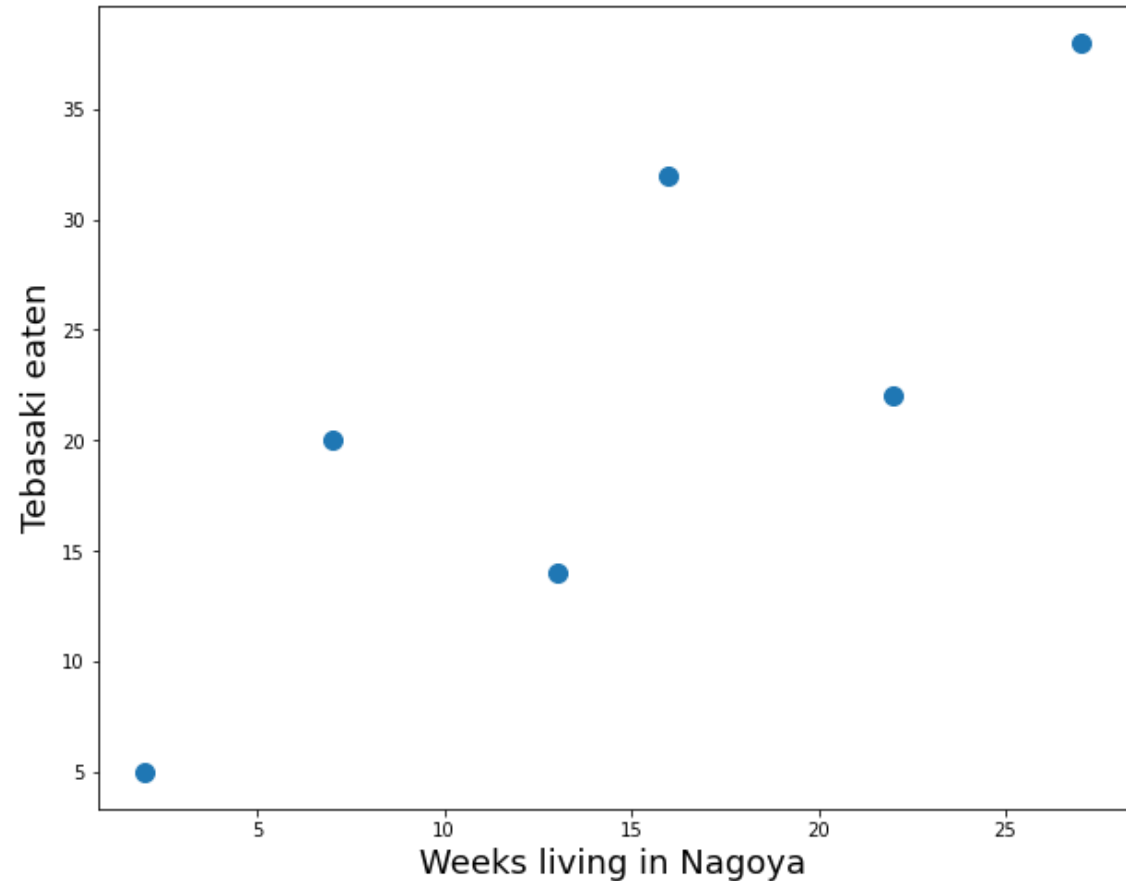
Let us have a look at Google Colab and
Homework 1

1 Supervised learning: Tebasaki example

Have: Some data of "Weeks living in Nagoya" and "Tebasaki eaten".

Want: A functions, which creates out of an an arbitrary input for "Weeks living in Nagoya" a prediction for "Tebasaki eaten".

Weeks living in Nagoya	Tebasaki eaten
2	5
7	20
13	14
16	32
22	22
27	38



Yamachan & Furaibo – possible places to increase the number of "Tebasaki eaten"

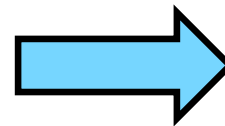
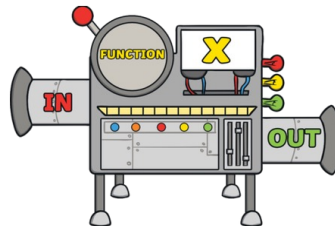
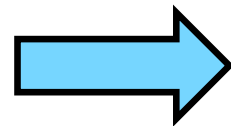
1 Supervised learning: Some notations

Training set

	feature	label (target)
	Weeks living in Nagoya	Tebasaki eaten
	2	5
	7	20
	13	14
Training example	16	32
	22	22
	27	38

Learning algorithm

(arbitrary number of)
Weeks living in Nagoya



Predicted number of
eaten Tebasaki

(feature)

hypothesis

(label)

1 Supervised learning: Notations

Weeks living in Nagoya	Tebasaki eaten
2	5
7	20
13	14
16	32
22	22
27	38

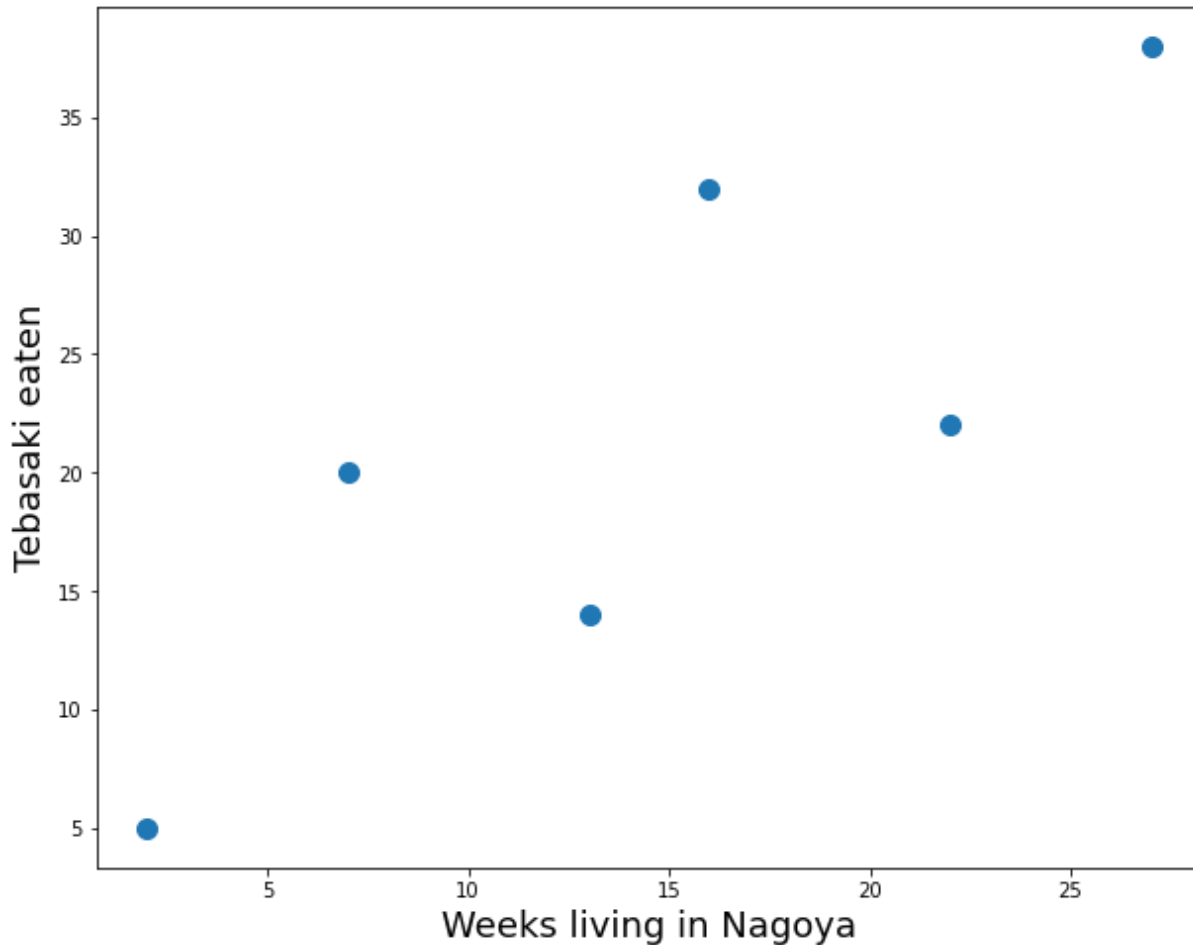
- Input values (Feature space): \mathcal{X}
- Output value (Label space): \mathcal{Y}
- Trainings example: $(x, y) \in \mathcal{X} \times \mathcal{Y}$.
- Trainings set (with n training examples): $\mathcal{T} = ((x^{(1)}, y^{(1)}), \dots, (x^{(n)}, y^{(n)})) \in (\mathcal{X} \times \mathcal{Y})^n$.
- hypothesis: A function $h : \mathcal{X} \rightarrow \mathcal{Y}$.
- Learning algorithm: An algorithm to create a hypothesis h out of a trainings set \mathcal{T} .

Tebasaki Example: $\mathcal{X} = \mathbb{R}$ (\mathbb{N})
 $n = 6$ $\mathcal{T} = ((2, 5), (7, 20), \dots, (27, 38))$
 $\in (\mathbb{R} \times \mathbb{R})^6$

Tebasaki example:

Idea: $h_{\theta}(x) = \theta_0 + \theta_1 x$

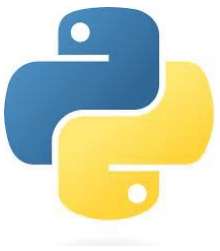
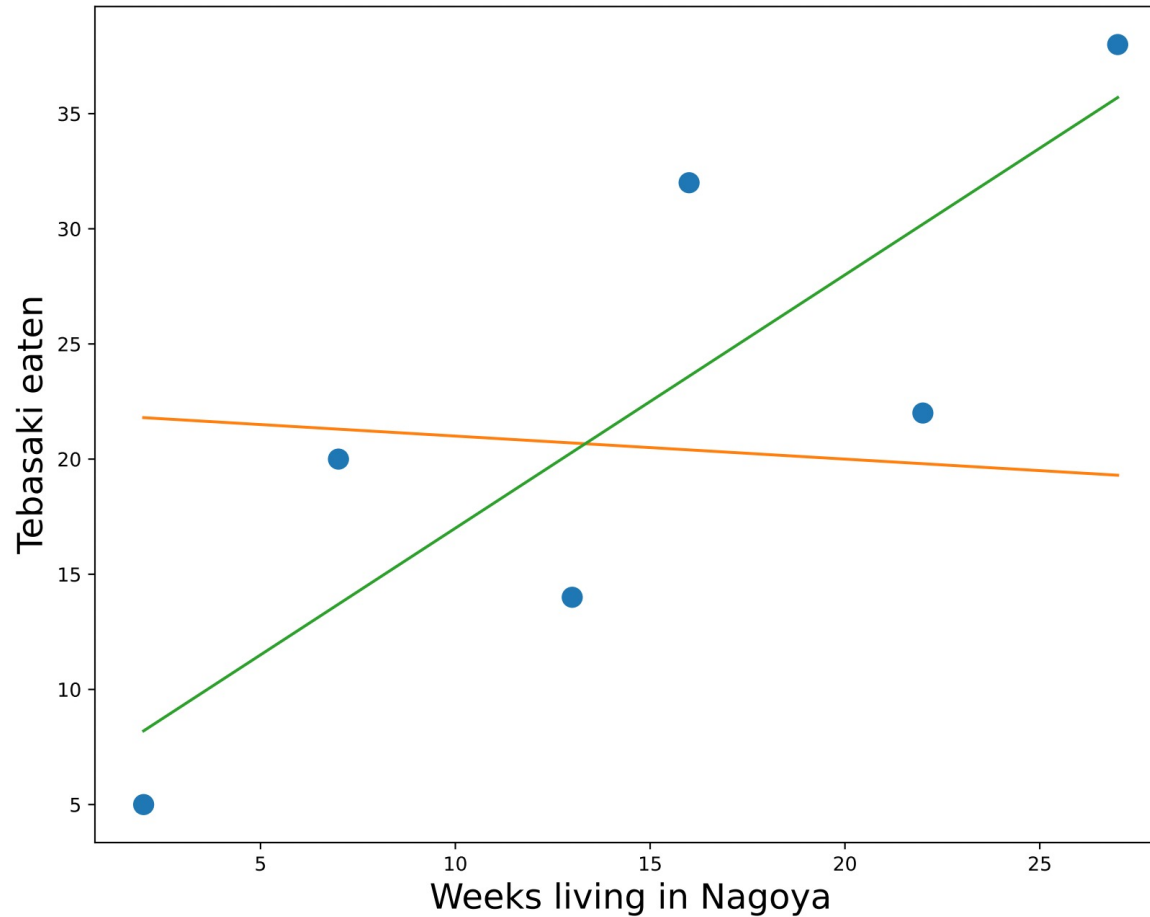
$$\theta = \begin{pmatrix} \theta_0 \\ \theta_1 \end{pmatrix} \in \mathbb{R}^2$$



Weeks living in Nagoya	Tebasaki eaten
2	5
7	20
13	14
16	32
22	22
27	38

Tebasaki example:

$$h_{\theta}(x) := \theta_0 + \theta_1 x_1$$



The graphs of $h_{\theta'}$ and h_{θ} with $\theta' = \begin{pmatrix} 22 \\ -0.1 \end{pmatrix}$ and $\theta = \begin{pmatrix} 6 \\ 1.1 \end{pmatrix}$

1 Supervised learning – Linear Regression

Learning Algorithm: Linear Regression

Let $\mathcal{X} = \mathbb{R}^d$, i.e. we have d features, and $\mathcal{Y} = \mathbb{R}$. As an Ansatz for the hypothesis we set

$$\mathbb{R}^d \ni X = \begin{pmatrix} x_1 \\ \vdots \\ x_d \end{pmatrix} \quad h_{\theta}(x) := \theta_0 + \theta_1 x_1 + \dots + \theta_d x_d = \sum_{i=0}^d \theta_i x_i,$$

with parameters (weights) $\theta = (\theta_0, \theta_1, \dots, \theta_d)^T \in \mathbb{R}^{d+1}$. In the second equation we set $x_0 := 1$.

Texasaki example: $d=1$, $X = (x_1)$

Goal: Determine the “best” parameters for a given trainings set.

1 Supervised learning – Linear Regression

Measure how good parameters are:

For a given training set $\mathcal{T} = ((x^{(1)}, y^{(1)}), \dots, (x^{(n)}, y^{(n)}))$ we define the **cost function** by

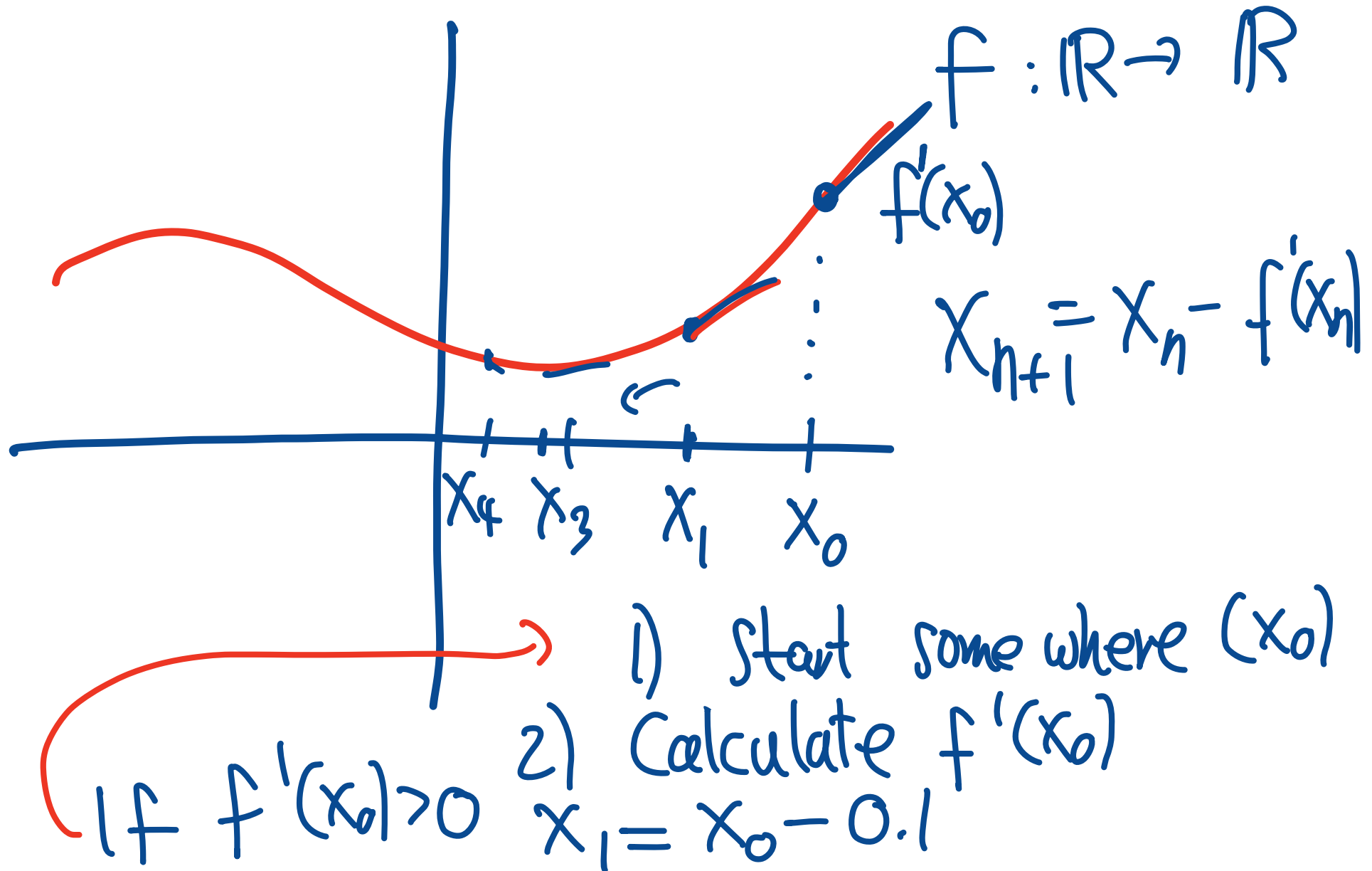
$$J(\theta) = \frac{1}{2} \sum_{j=1}^n (h_{\theta}(x^{(j)}) - y^{(j)})^2.$$

The cost function is a function $J : \mathbb{R}^{d+1} \rightarrow \mathbb{R}$, which we want to minimize.

Goal rephrased: Minimize the cost function for a given trainings set.

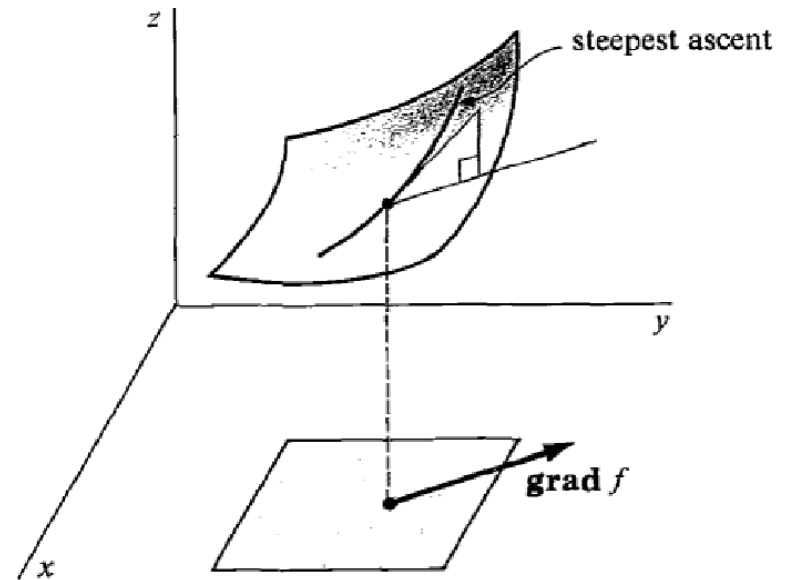
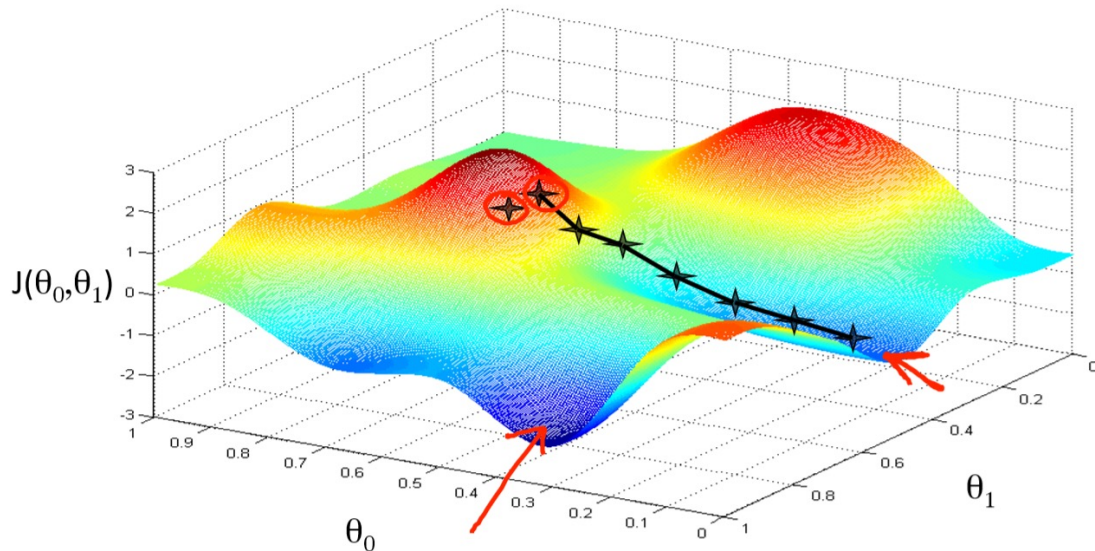
There are several different choices for cost functions. The above choice corresponds is the “least-squares cost function“.

1 Supervised learning – How to minimize a function?



1 Supervised learning – Linear Regression

Gradient descent main idea:



Fact: The gradient shows in the direction of the steepest ascent