

*An Introduction to  
Statistical Machine Learning  
- Introduction -*

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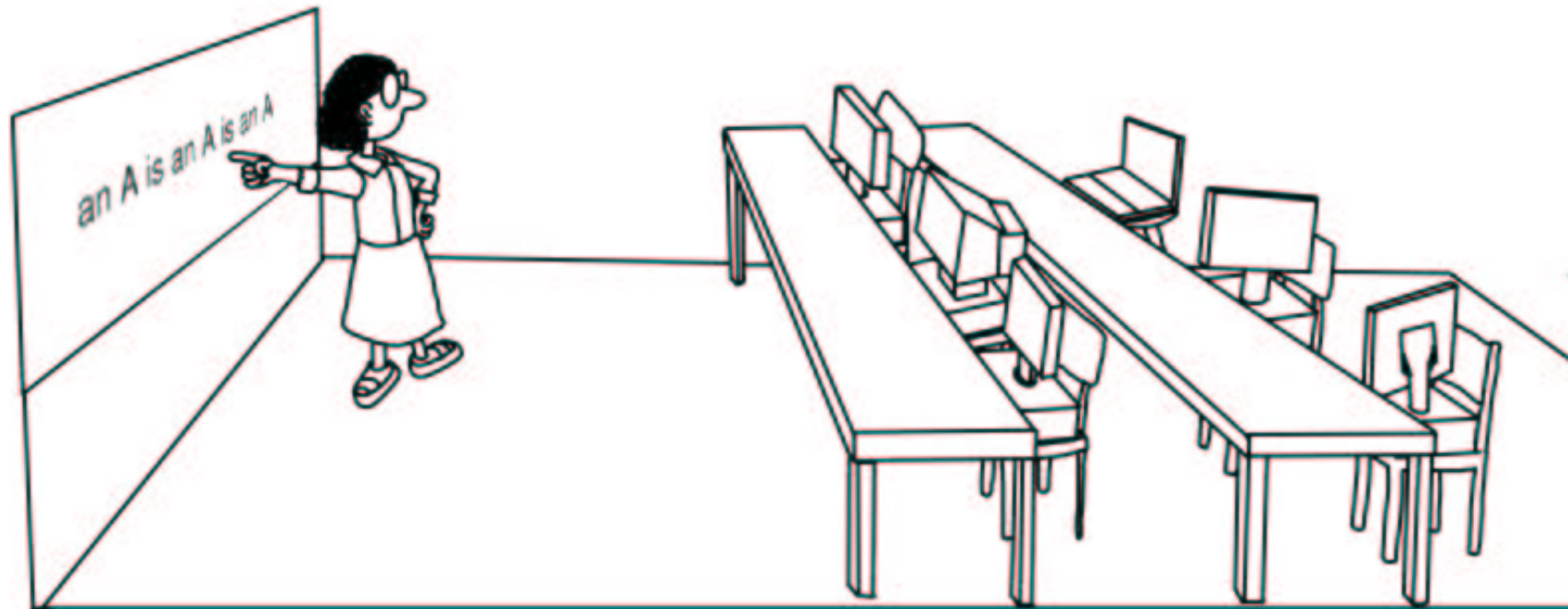
# Introduction to Machine Learning

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1. What is Machine Learning?
2. Why is it difficult?
3. Basic Principles
  - (a) Occam's Razor
  - (b) Learning as a Search Problem
4. Types of Problems
  - (a) Regression
  - (b) Classification
  - (c) Density Estimation
5. Applications
6. Documentation

# What is Machine Learning? (Graphical View)

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# What is Machine Learning?

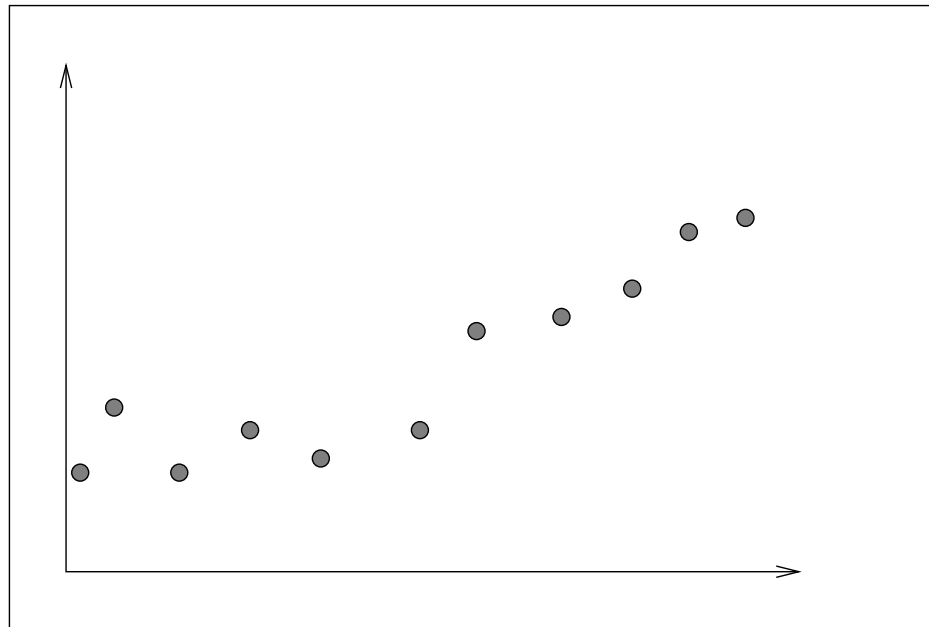
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- Learning is an essential human property
- Learning means **changing** in order to be **better** (according to a given **criterion**) when a similar situation arrives
- Learning **IS NOT** learning by heart
- Any computer can learn by heart, the difficulty is to **generalize** a behavior to a novel situation

# Why Learning is Difficult?

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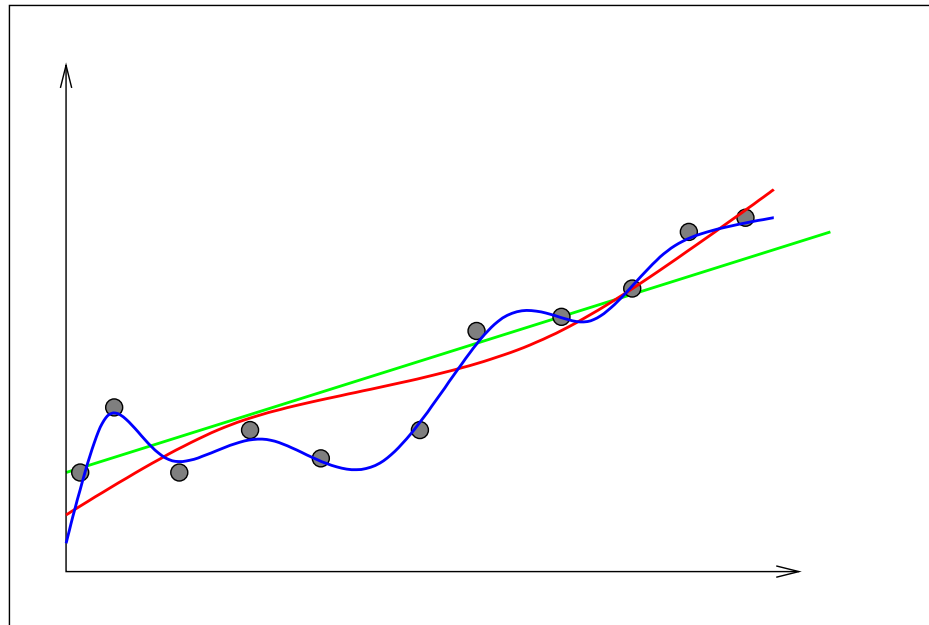
- Given a **finite** amount of training data, you have to derive a **relation** for an **infinite** domain
- In fact, there is an infinite number of such **relations**



- How should we draw the relation?

# Why Learning is Difficult? (2)

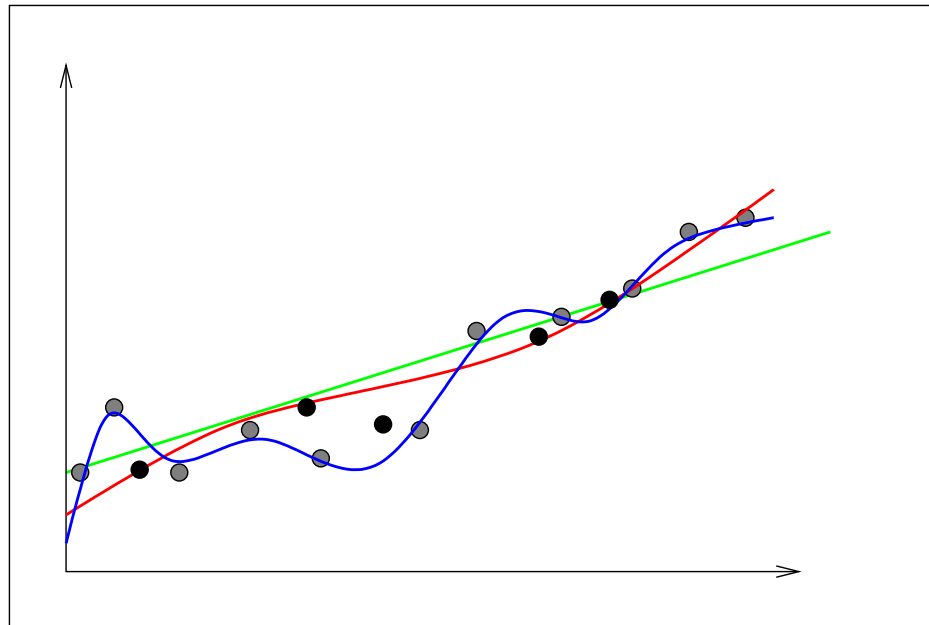
- Given a **finite** amount of training data, you have to derive a **relation** for an **infinite** domain
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- Which relation is the most appropriate?

# Why Learning is Difficult? (3)

- Given a **finite** amount of training data, you have to derive a **relation** for an **infinite** domain
- In fact, there is an infinite number of such **relations**



- ... the hidden test points...

# Occam's Razor's Principle

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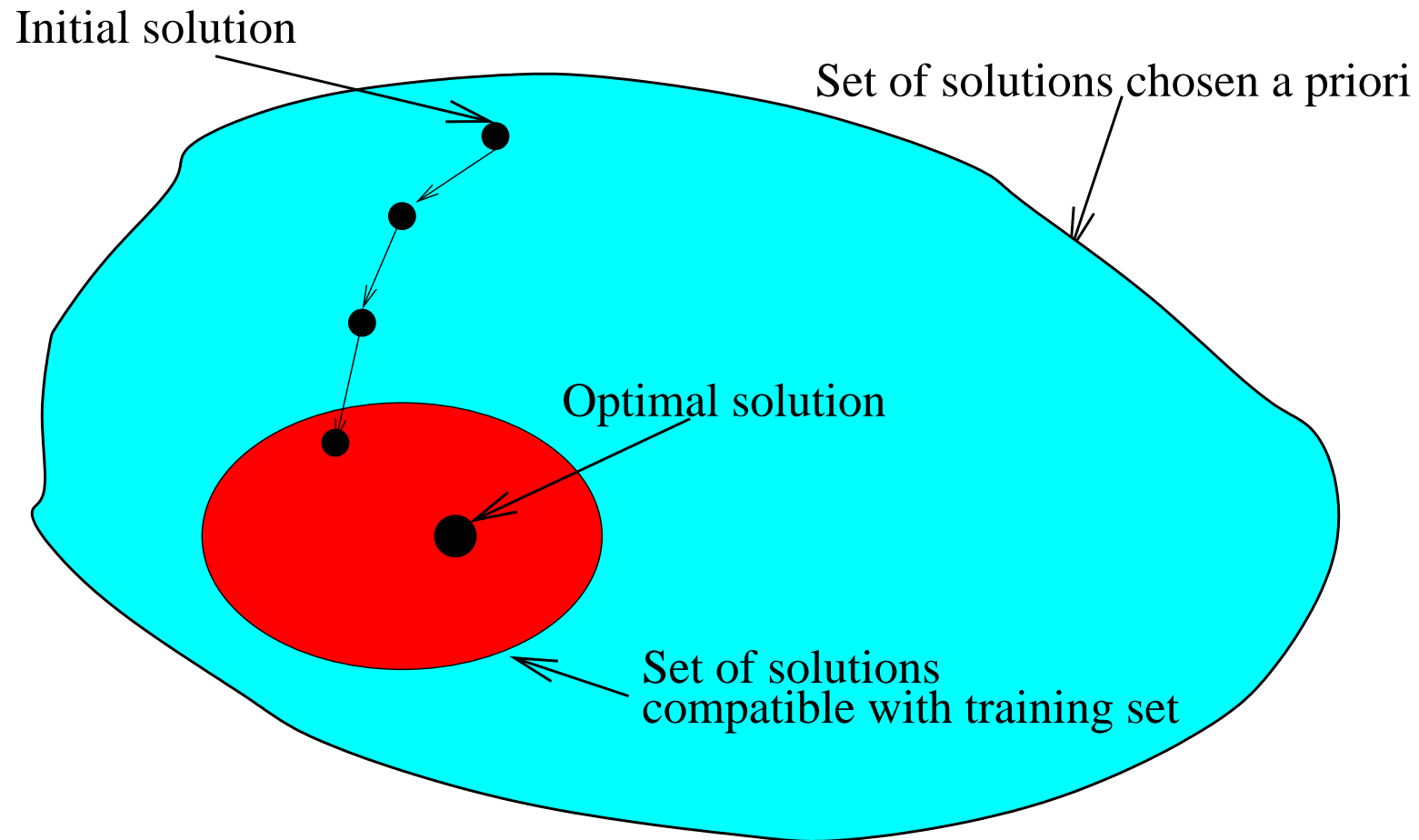
- William of **Occam**: Monk living in the 14th century
- **Principle of Parsimony**:  
*One should not increase, beyond what is necessary, the number of entities required to explain anything*
- When **many** solutions are available for a given problem, we should select the **simplest** one
- But what do we mean by **simple**?
- We will use **prior knowledge** of the problem to solve to define what is a simple solution

Example of a prior: **smoothness**



# Learning as a Search Problem

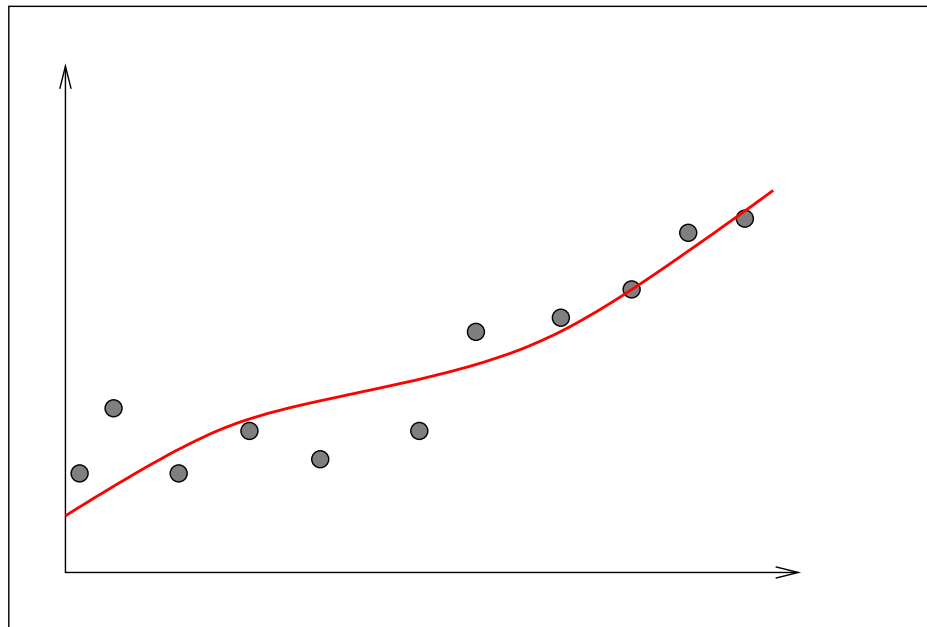
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# Types of Problem

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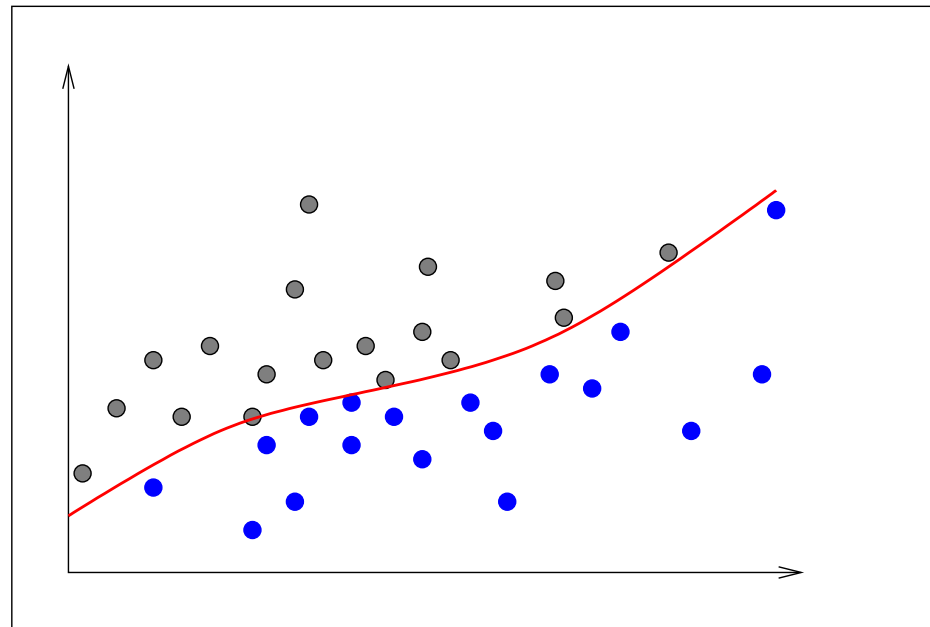
- There are 3 kinds of problems:
  - regression



# Types of Problem

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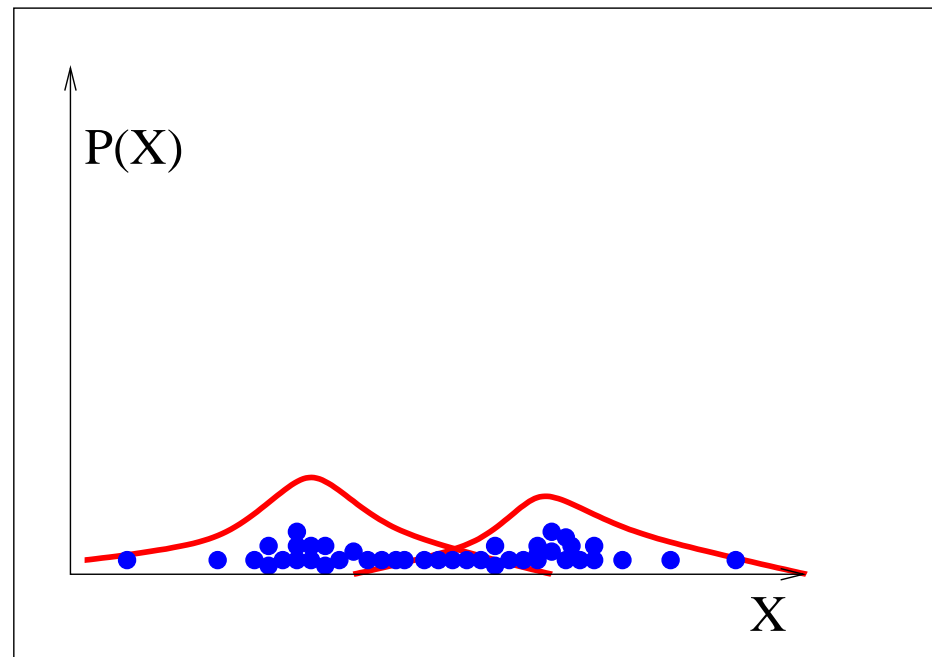
- There are 3 kinds of problems:
  - regression, **classification**



# Types of Problem

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- There are 3 kinds of problems:
  - regression, classification, density estimation



# Applications

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- Vision Processing
  - Face detection/verification
  - Handwritten recognition
- Speech Processing
  - Phoneme/Word/Sentence/Person recognition
- Others
  - Finance: asset prediction, portfolio and risk management
  - Telecom: traffic prediction
  - Data mining: make use of huge datasets kept by large corporations
  - Games: Backgammon, go
  - Control: robots
- ... and plenty of others of course!

# Documentation

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- Machine learning library: [www.Torch.ch](http://www.Torch.ch)
- Journals:
  - Journal of Machine Learning Research
  - Neural Computation
  - IEEE Transactions on Neural Networks
- Conferences:
  - NIPS: Neural Information Processing Systems
  - COLT: Computational Learning Theory
  - ICML: International Conference on Machine Learning
  - ICANN & ESANN: 2 European conferences
- Books:
  - Bishop, C. Neural Networks for Pattern Recognition, 1995.
  - Vapnik, V. The Nature of Statistical Learning Theory, 1995.

# Documentation

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- Search engines:
  - NIPS online: <http://nips.djvuzone.org>
  - NEC: <http://citeseer.nj.nec.com/cs>
- Other lecture notes: (some are in french...)
  - Bengio, Y.: <http://www.iro.umontreal.ca/~bengioy/ift6266/>
  - Keg1, B.: <http://www.iro.umontreal.ca/~kegl/ift6266/>
  - Jordan, M.:  
<http://www.cs.berkeley.edu/~jordan/courses/294-fall98/>