



Machine Learning
– winter term 2016/17 –

Course Mechanics

Prof. Adrian Ulges
Masters “Computer Science”
DCSM Department
University of Applied Sciences RheinMain



1. Projects!

2. 27.10.

3. Introduction



Wikification

- ▶ Demo should enrich **some** kind of text with Wikipedia
- ▶ Live demo!?
- ▶ Remember: Choose Wikipedia Category and detect+link key terms
- ▶ Training data: Wikipedia (**text + link structure**)
- ▶ focus on certain categories?

Gaze Tracking

- ▶ steps: camera calibration, landmark detection, normalization, angle estimation
- ▶ hardware: webcam? Maybe limit head pose?
- ▶ Training phase for user?
- ▶ Live Demo!?



Fish on Kaggle?

- ▶ in general, why not?
- ▶ Condition: Stick to your **own** approach
- ▶ Condition: Live Demo (?)



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Prüfungsanmeldung

- ▶ seeehr analog → Zettel unterschreiben!
- ▶ heute (?)

Pause heute

- ▶ im zweiten Block (bitte dran erinnern / laut gähnen o.ä.)



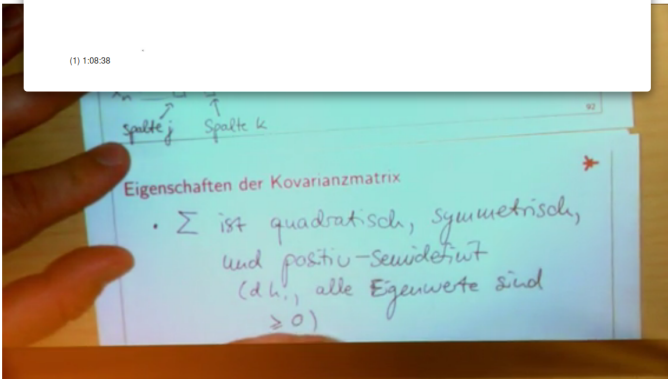
- ▶ Empfohlen: Firefox (mobiler Zugriff möglich).

Statistik und Wahrscheinlichkeitsrechnung (Vorlesungen) Kapitel 01 (Deskriptive Statistik): Teil 02

Suche nach "kovarianzmatrix"

Kovarianzmatrix

1:08:38





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Videos



- ▶ Der Plan ist, diese Vorlesung zu **filmen**
- ▶ Der Plan war, die Vorlesungen online zu stellen
- ▶ Wie stehen Sie dazu?
- ▶ **Problem:** Art 52a UrhG



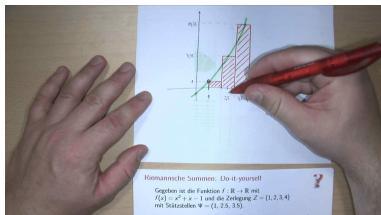
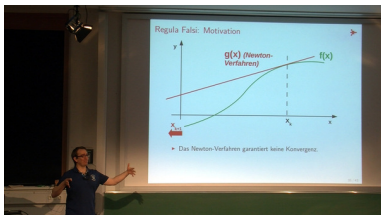
But Why?

- ▶ ML terminology is mostly English anyway
- ▶ For the learning experience

But How?

- ▶ Lecturer speaks English
- ▶ Students speak whatever they like (*English appreciated*)
- ▶ Fachgespräch in German (*English terminology where it feels natural*)
- ▶ Coursework in German/English
- ▶ Presentations in X (?)
- ▶ Vocabulary issues ...? (*speak up!*)





Part 01 (7 Weeks)

- ▶ **2 blocks** of Lecture-style presentation
- ▶ Some interactive parts (“Do-it-yourself”), lots of questions
- ▶ Writing on some slides → Do print slides beforehand!
- ▶ Weekly **coursework**

Part 02 (7 Weeks)

- ▶ **Project:** Solving a larger-scale machine learning problem

Time Table (tentative)



20.10.	Lecture 01 Introduction	Lecture 02 Decision trees	exercises
27.10.	Lecture 03 Feature Engineering	Lecture 04 N. Bayes + graph. models	exercises
03.11.	Lecture 05 Instance-based Learning	Lecture 06 Logistic Regression	exercises
10.11.	Lecture 07 Unsupervised Learning I	Lecture 08 Unsupervised Learning II	exercises
17.11.	Lecture 09 Neural Learning I	Lecture 10 Neural Learning II	exercises
24.11.	Lecture 11 Deep Learning	Lecture 12 Deep Learning @ DFKI	exercises
01.12.	Lecture 13 Recommender Systems	exercises	
08.12.	project		
15.12.	project		
22.12.,(duh)	project		
12.01.	project		
19.01.	project		
26.01.	project		
02.02.	Project Presentations		



After this course, you should ...

- ... have an algorithmic understanding of the **most common machine learning techniques** (including 9 of the *Top 10 Algorithms in Data Mining*¹)
- ... be able to **assess** the benefits and shortcomings of ML algorithms
- ... be able to **apply** ML algorithms using state-of-the-art technology (*Python*)
- ... have some understanding of the “**dark art**” aspects of ML
- ... have gone through an **experimental development cycle** of an ML system.

¹Wu et al., *Top 10 Algorithms in Data Mining, Knowl. Inf. Syst., 2008.*

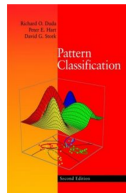
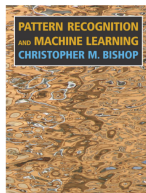
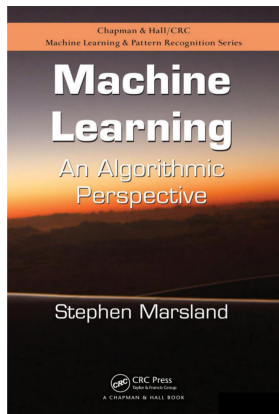


Primary Read

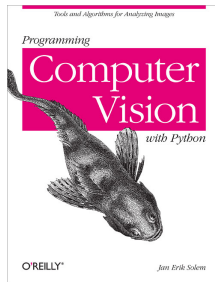
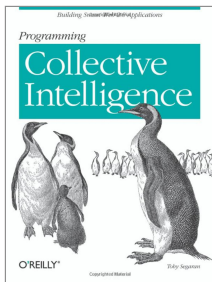
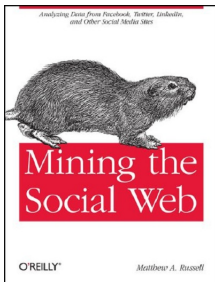
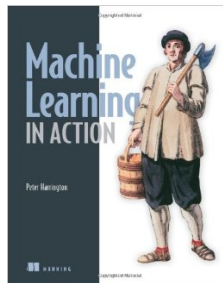
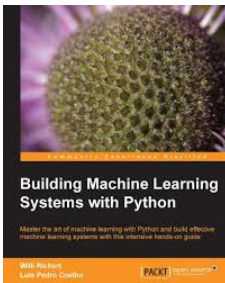
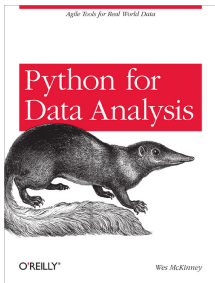
- ▶ S. Marsland, *Machine Learning: An Algorithmic Perspective* (Chapman & Hall/CRC).
- ▶ Several copies available in the library

Other Good Reads

- ▶ Bishop: *Pattern Recognition and Machine Learning* (Springer)
- ▶ Duda Hart Stork: *Pattern Classification* (Wiley Interscience)
- ▶ Specific resources per chapter (later)
- ▶ Software: R, (matlab), numpy, scipy, matplotlib, scikit-learn

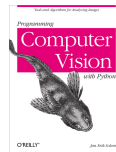
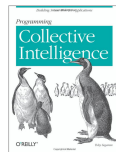
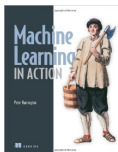
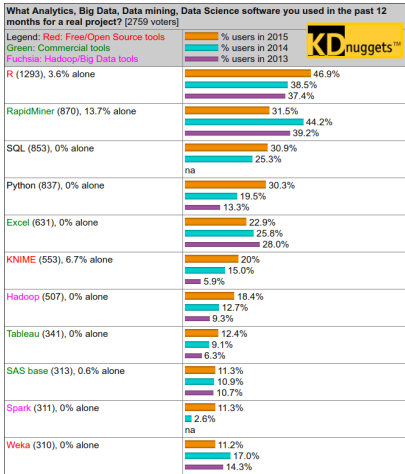


There's more...



Python: Why?

- ▶ OO scripting language with functional elements
- ▶ easy to learn (*“pseudo-code that runs”*), powerful data structures + libraries
- ▶ widely used: most popular general-purpose scripting language (*rank 5 in the TIOBE Top Ten²*)
- ▶ very popular for data analysis



² <http://www.tiobe.com/index.php/content/paperinfo/tpci/index.html>

The Python ML Ecosystem



Numpy

- ▶ working with vectors + matrices
- ▶ array operations for compact code
- ▶ numerical algorithms wrapped

Scikit-Learn (sklearn)

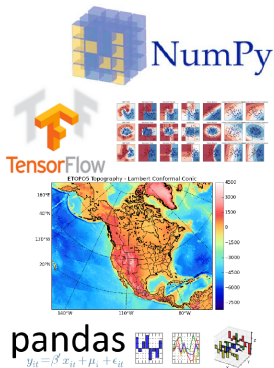
- ▶ machine learning algorithms!!!

Tensorflow

- ▶ neural networks + deep learning
- ▶ scalable, portable, GPU support
- ▶ Alternatives: Caffe, Theano

Matplotlib

- ▶ visualization



Pandas

- ▶ 'excel perspective'
- ▶ feature engineering

Jupyter Notebook

- ▶ run experiments in a Wiki
- ▶ demo

Projects



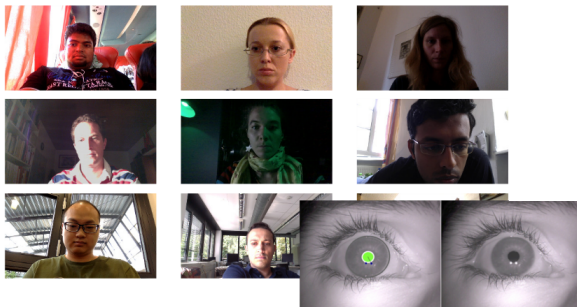
You Will...

- ▶ ... work in teams of 2 (*for the whole course, actually*)
- ▶ ... solve a machine learning challenge
- ▶ ... present your results in a talk (*last week*)
- ▶ ... honor the **ground rule** (*do not train on the testing data*)

Challenge 1: Gaze Tracking




- ▶ Build a system that detects where on a computer screen the **user is looking**
- ▶ eye detection → pupil tracking → estimating gaze direction
- ▶ optionally: adapt to a specific user
- ▶ build a demo system
- ▶ Technology: Deep CNNs, Tensorflow





Challenge 2: Wikification

- ▶ Vision: Enrich any piece of text with **Wikipedia**
- ▶ Step 1: Sort text into the Wikipedia category tree
- ▶ Step 2: Detect keywords and link them to Wikipedia articles
- ▶ build a demo system
- ▶ Training data: Wikipedia (**text + link structure**)
- ▶ Technology: free of choice (NLTK recommended)

The **Entropy** 

Definition (Entropy)
 Let x_1, \dots, x_m be the realization of a discrete random variable. Then we call

$$H(X) (= H(P)) = - \sum_i p_i \cdot \log_2(p_i)$$


the **entropy** of X (or P).

Maybe there's a hole in **"Inception"** too, but I can't find it. Christopher Nolan invented **Batman**.

Entropy is a lower bound on the **average character** length achievable by **any prefix code c** .

$$H(X) \leq \sum_i p_i \cdot \text{length}(c(x_i)) \quad \text{for all prefix codes } c$$

By the same definition, $0 \cdot \log_2(0) = 0$ (i.e., a never-occurring character does not contribute to the overall codelength).



17



- ▶ Grading for this course will adhere to the rules of **Praktische Tätigkeit und Fachgespräch**
- ▶ Remember to sign in early on QIS!
- ▶ Attendance to “Praktikum” will be recorded (*do not miss more than 3!*)
- ▶ **Final grade:** 30% weekly coursework, 40% project, 30% Fachgespräch

1. Weekly Coursework

- ▶ Before the project phase, there will be weekly (mostly programming) exercises
- ▶ Grading based on brief “weeklies”
 - ▶ general progress
 - ▶ brief demo / results
 - ▶ code walk-through



Grading (cont'd)



2. Project

- ▶ Main deliverable: **project presentation** (*experiments+reading done, motivation for investigative path, scientific standard*)
- ▶ Do record results **while** working on the project!
- ▶ I will also check code (*should be able to install and run*)
- ▶ Please create a Gitlab repo

3. Fachgespräch

- ▶ Will use your project work as basis, but also include questions from lecture/exercises
- ▶ Prepare like for an **oral exam!**

