Advanced Machine Learning

Fundamentals and algorithms

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Dedicated to

My Mom ***Anita Tyagi****, Dad* ***Devraj Singh Tyagi***

My beloved daughter – ***Vernika Tyagi***

And My beloved Son- ***Apoorv Tyagi***

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Preface

In the past years, we have seen a drastic change in the use of smart devices in several sectors. These smart devices produce huge data, called big data, which is used to learn the footprint/ habits of customers/ consumers. Today's companies use this data to launch a new product, understand market needs and scenarios, and take action accordingly. Today, Machine Learning has become a hot topic in data analysis. For this, we have written this book. This book begins with an overview of the fundamental concepts and principles of Machine Learning (which also discusses various types of learning algorithms, such as supervised, unsupervised, and reinforcement learning, and explains the underlying mathematical foundations). Then, we discuss several supervised Machine Learning algorithms, like linear regression, logistic regression, etc., in detail. Further, this book discusses feature engineering, which plays an essential role in enhancing the performance of Machine Learning models. The book discusses different methods for feature extraction, transformation, and selection, enabling readers to effectively pre-process their data and derive informative features. This book also covers various evaluation metrics, including accuracy, precision, recall, and F1-score, to evaluate the learning models.

It also presents techniques like cross-validation and grid search for model selection and hyperparameter tuning. This book also discusses popular ensemble techniques, such as bagging, boosting, and stacking, and elucidates their strengths and limitations. It also discusses ensemble pruning and model combination strategies. The book examines several unsupervised Machine Learning algorithms like clustering algorithms, such as k-means, hierarchical clustering, and density-based methods. Further, it also explores dimensionality reduction techniques like **Principal Component Analysis** (**PCA**) and t-SNE. In the last, applications of learning algorithms have been explained in detail. In the end, this book introduces deep neural networks, including Convolutional Neural Networks (CNNs) for image analysis and **Recurrent Neural Networks** (**RNNs**) for sequence data. It covers advanced topics like transfer learning, **Generative Adversarial Networks** (**GANs**), and deep reinforcement learning. In summary, we provide our readers with the knowledge and skills that are necessary to tackle complex Machine Learning problems. We hope that this book will be helpful to those who are eager to learn more.

Over the 17 chapters, you will learn the following topics:

Chapter 1: Introduction to Machine Learning - This chapter introduces Machine Learning and its types with an explanation of its importance in different sectors/ applications.

Chapter 2: Statistical Analysis - This chapter introduces essential parameters, or statistical analysis parameters, that are used to evaluate the learning models.

Chapter 3: Liner Regression - This chapter introduces linear regression and its explanation in different programming languages with a real-world example.

Chapter 4: Logistic Regression - This chapter introduces logistic regression and its explanation in different programming languages with a real-world example.

Chapter 5: Decision Trees - This chapter introduces the decision tree and its explanation in different programming languages with a real-world example.

Chpter 6: Random Forest - This chapter introduces the random forest and its explanation in different programming languages with a real-world example.

Chapter 7: Rule-Based Classifiers - This chapter introduces rule-based classifiers and their explanation in different programming languages with a real-world example.

Chapter 8: Naïve Bayesian Classifiers - This chapter introduces the naïve Bayes classifier and its explanation in different programming languages with a real-world example.

Chapter 9: K-Nearest neighbors Classifiers - This chapter introduces k-NN and its explanation in different programming languages with a real-world example.

Chapter 10: Support Vector Machine - This chapter introduces SVM and its explanation in different programming languages with a real-world example.

Chapter 11: K-Means Clustering - This chapter introduces k-means clustering (with its importance in different sectors) and its explanation in different programming languages (with a real-world example).

Chapter 12: Dimensionality Reduction - This chapter introduces DR, Principal Component Analysis (PCA) (with its use as a statistical tool), and its explanation in different programming languages with a real-world example.

Chapter 13: Association Rules Mining and FP Growth - This chapter introduces ARM and FP growth (with its importance in different/ useful applications) and its explanation in different programming languages with a real-world example.

Chapter 14: Reinforcement Learning - This chapter introduces **Reinforcement Learning** (with its importance in different sectors) and its explanation in different programming languages with a real-world example.

Chapter 15: Applications of ML Algorithms - This chapter introduces different applications of Machine Learning in detail.

Chapter 16: Applications of Deep Learning - This chapter introduces different applications of deep learning in detail.

Chapter 17: Advanced Topics and Future Directions - This chapter introduces several topics (advanced topics for the future) towards making the next-generation society more secure and safer.

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Chapter 1
Introduction to Machine Learning

Introduction

This book will discuss **Machine Learning** (**ML**) and its role in the smart era/ many applications with a detailed explanation (with the implementation of code). In general, ML is a subset of **Artificial Intelligence** (**AI**) that focuses on developing algorithms and models that allow computers to learn from and make predictions or decisions based on data without being explicitly programmed. In this smart era, Machine Learning has become a fundamental technology with a wide range of applications that are transforming industries and our daily lives. Using ML techniques, we learn from Data. ML algorithms are designed to analyze and find patterns within large datasets, allowing computers to make predictions or take actions based on that data. Now there are a few types of Machine Learning, added as:

Supervised learning, unsupervised learning, reinforcement learning, semi-supervised learning and self-supervised learning.

We will also learn key algorithms and models, for example, linear regression and logistic regression, decision trees and random forests, neural networks and deep learning.

We will understand the use of Machine Learning in the smart era, personalized recommendations, healthcare, autonomous vehicles, natural language processing (NLP), finance, manufacturing and industry 4.0, energy efficiency, smart cities, environmental monitoring, security, and so on.

Machine Learning has the potential to transform industries and improve the efficiency and convenience of our daily lives in various ways. As data continues to grow and as algorithms become more important, Machine Learning's impact in the smart era is expected to expand even further. This book will cover all such types of ML algorithms and will explain their use in different sectors in the concluding chapters.

Structure

In this chapter, we will discuss the following topics:

- Overview of AI
- Machine Learning
- Supervised learning
- Unsupervised learning
- Semi-supervised learning
- Applications of Machine Learning algorithms in today's smart era
- Where text and image data can be used together
- The present and the future of Machine Learning
- Computer vision vs Artificial Intelligence vs expert system vs robotics

Objective

The objective of this chapter is to provide readers and future researchers with a fundamental understanding of ML. This introductory chapter serves as a stepping stone for those who may be new to the subject or in need of a refresher. It covers various objectives, including defining Machine Learning, explaining its types and applications, offering a historical context, and providing motivation for its importance in multiple domains such as healthcare, finance, and autonomous vehicles.

Basic concepts of Machine Learning, including data, features, labels, algorithms, models, and predictions, are explained. The distinction between supervised and unsupervised learning is clarified. The pivotal role of data in Machine Learning is emphasized, stressing the importance of high-quality, diverse, and well-labeled data for training effective models.

The chapter outlines the typical workflow of a Machine Learning project, encompassing data collection, data preprocessing, model training, evaluation, and deployment. It also explains about the challenges and limitations associated with Machine Learning, covering issues like overfitting, bias, data quality, and ethical issues.

Additionally, essential terminologies related to Machine Learning, such as computer vision and robotics, are introduced. The chapter aims to prevent readers from conflating

these terms and encourages them to distinguish between various concepts they might encounter throughout the book.

In last, a few self-assessment questions are included at the end of the chapter. These questions help readers gauge their grasp of the introductory concepts presented.

Overview of AI

Today AI's rapid growth and powerful capabilities have made people paranoid about the inevitability and proximity of AI growth. Also, the transformation brought about by AI in different industries has made business leaders and the mainstream public think that we are close to achieving the peak of AI research and maxing out AI's potential. However, understanding the types of AI that are possible and the types that exist now will give a clearer picture of existing AI capabilities and the long road ahead for AI research. Since AI research purports to make machines emulate human-like functioning, the degree to which an AI system can replicate human capabilities is used as the criterion for determining the types of AI. Thus, depending on how a machine compares to humans in terms of versatility and performance, AI can be classified as one among the multiple types of AI. Under such a system, an AI that can perform more human-like functions with equivalent levels of proficiency will be considered a more evolved type of AI. In contrast, an AI that has limited functionality and performance would be considered a simple one.

Based on this criterion, there are two ways in which AI is generally classified. One type is based on classifying AI and AI-enabled machines based on their likeness to the human mind and their ability to *think* and perhaps even feel like humans. According to this system of classification, there are four types of AI or AI-based systems: reactive machines, limited memory machines, theory of mind, and self-aware AI, as illustrated in the following figure:

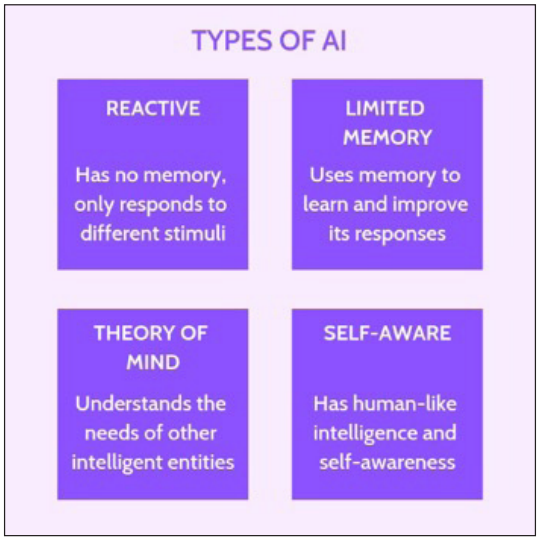

Figure 1.1: *Types of Artificial Intelligence*

Now, let us look at some examples of each:

- **Reactive machines**: Beat at chess by IBM's supercomputer, and Netflix recommendations.
- **Limited memory machines**: Self-driving cars.
- **Theory of mind**: In the future, theory of mind AI machines could be able to understand intentions and predict behavior, as if to simulate human relationships.
- **Self-awareness:** The final evolution of AI would be to design systems that have a sense of self, a conscious understanding of their existence. However, this type of AI does not exist yet.

The alternate system of classification that is more generally used in tech parlance is the classification of the technology into **Artificial Narrow Intelligence** (**ANI**), **Artificial General Intelligence** (**AGI**), and **Artificial Superintelligence** (**ASI**). Let us understand each one by one:

Artificial narrow intelligence

This type of Artificial Intelligence represents all the existing AI, including even the most complicated and capable AI that has ever been created to date. Artificial narrow intelligence refers to AI systems that can only perform a specific task autonomously using human-like capabilities. These machines can do nothing more than what they are programmed to do and thus have a very limited or narrow range of competencies. According to the system of classification, these systems correspond to all the reactive and limited memory AI. Even the most complex AI that uses Machine Learning and deep learning to teach itself falls under ANI.

Artificial general intelligence

Artificial general intelligence is the ability of an AI agent to learn, perceive, understand, and function completely like a human being. These systems will be able to independently build multiple competencies and form connections and generalizations across domains, massively cutting down on the time needed for training. This will make AI systems as capable as humans by replicating our multi-functional capabilities.

Artificial superintelligence

The development of artificial superintelligence will probably mark the maximum use of AI research, as AGI will become by far the most capable form of intelligence on earth. ASI, in addition to replicating the multi-faceted intelligence of human beings, will be exceedingly better at everything they do because of overwhelmingly greater memory, faster data processing and analysis, and decision-making capabilities. The development of AGI and

ASI will lead to a scenario/application most popularly referred to as the singularity. And while the potential of having such powerful machines at our disposal seems appealing, these machines may also threaten our existence or, at the very least, our way of life. Note that AI refers to the development of intelligent machines or systems that can perform tasks that typically require human intelligence. It involves the creation of algorithms and models that enable machines to perceive and understand their environment, reason, learn, and make decisions. AI encompasses various techniques, including ML and DL, as well as areas such as natural language processing, computer vision, expert systems, and robotics. Let us briefly understand:

- **Machine Learning**: ML is a subset of AI that focuses on the development of algorithms and models that allow computer systems to automatically learn from data and improve their performance without explicit programming. ML algorithms can identify patterns, extract information, and make predictions or decisions based on the input data. ML techniques include supervised learning, unsupervised learning, reinforcement learning, and semi-supervised learning.
- **Deep learning**: DL is a subset of ML that specifically focuses on training artificial neural networks with multiple layers (deep neural networks) to learn hierarchical representations of data. DL architectures, often referred to as deep neural networks or deep neural nets, are capable of automatically learning and extracting complex features from raw input data. DL has achieved essential breakthroughs in computer vision, natural language processing, speech recognition, and recommendation systems.

In summary, AI is the broader field that encompasses the development of intelligent systems. At the same time, ML is a subset of AI that focuses on algorithms and models that enable machines to learn from data. DL is a further specialization within ML that adds deep neural networks to learn complex representations. ML and DL are key components of AI, and their advancements have driven many recent breakthroughs in Artificial Intelligence applications. Take a look at the following figure: