

Introduction to COMP219

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<https://cgi.csc.liv.ac.uk/~xiaowei/>

Content

- Module Information
- Contents of the module
- What is machine learning?

Module Outline

- The module consists of
 - 25~30 lectures
 - ~8 lab sessions
- Please ensure **sufficient time** on self study

Module Outline

- Assessment
 - a two-hour exam, or two one-hour exams (80%)
 - two practical assignments (10% each)
- Module information on Vital or course webpage (<https://cgi.csc.liv.ac.uk/~xiaowei/ai.html>)

Module Delivery: Demonstrators

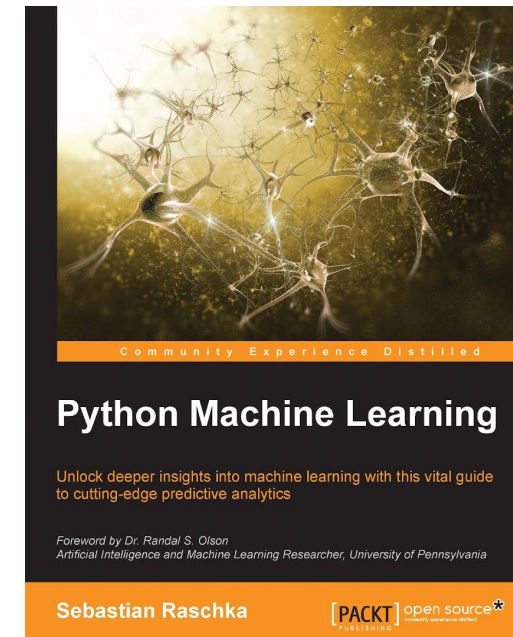
- 6 lab sessions
- Who is going to do this? TBD

Timetable: Lectures

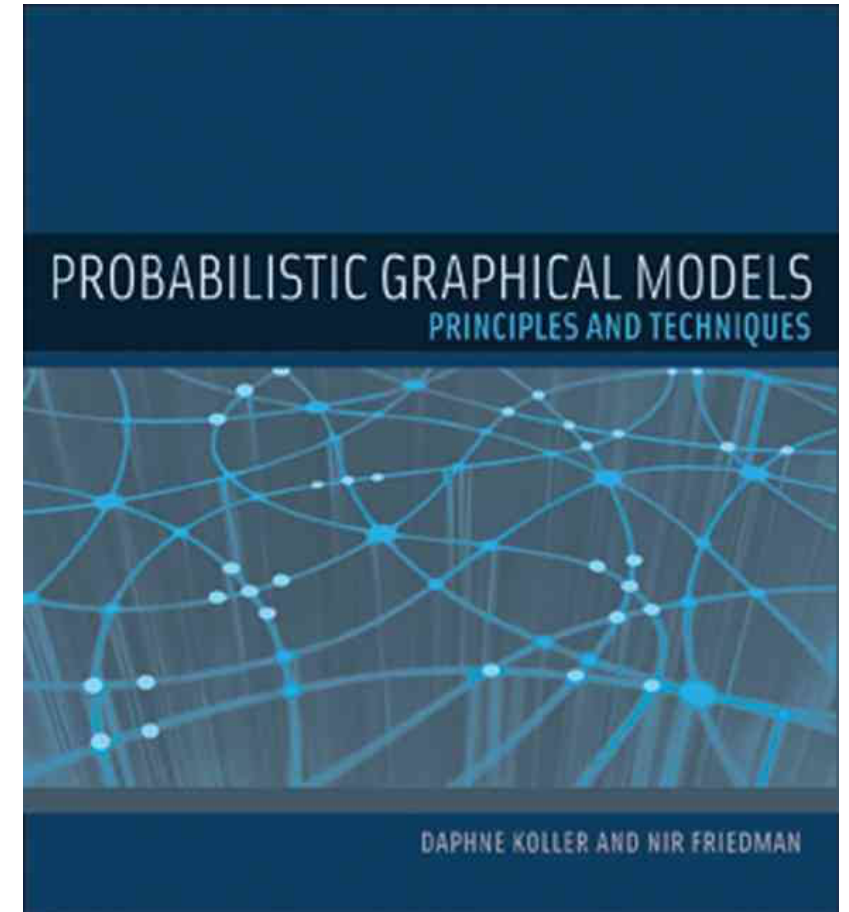
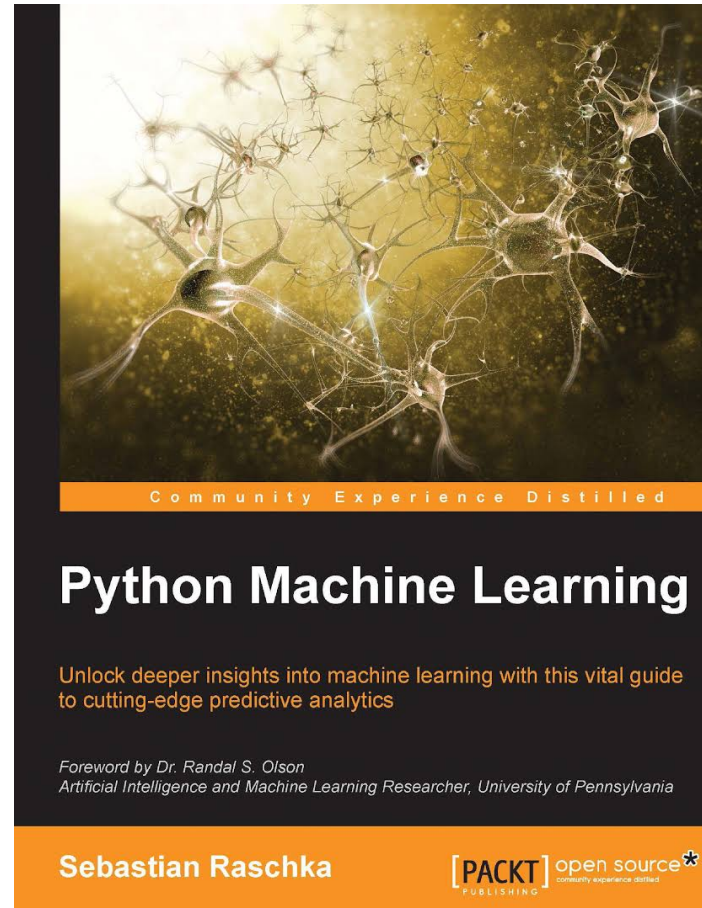
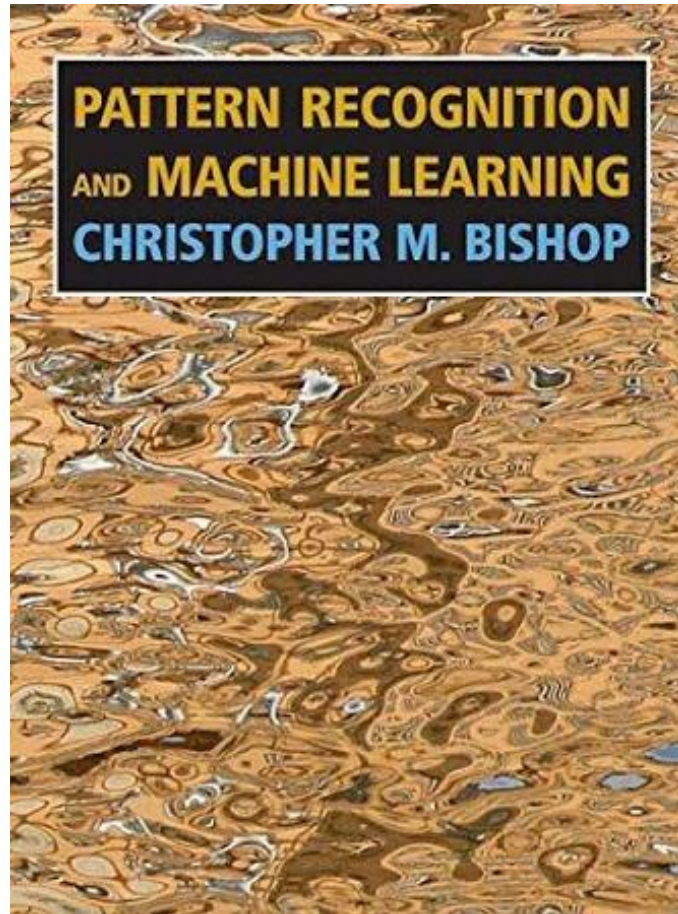
- Tuesday 12am
- Wednesdays 10am
- Thursdays 1pm

Lab Session

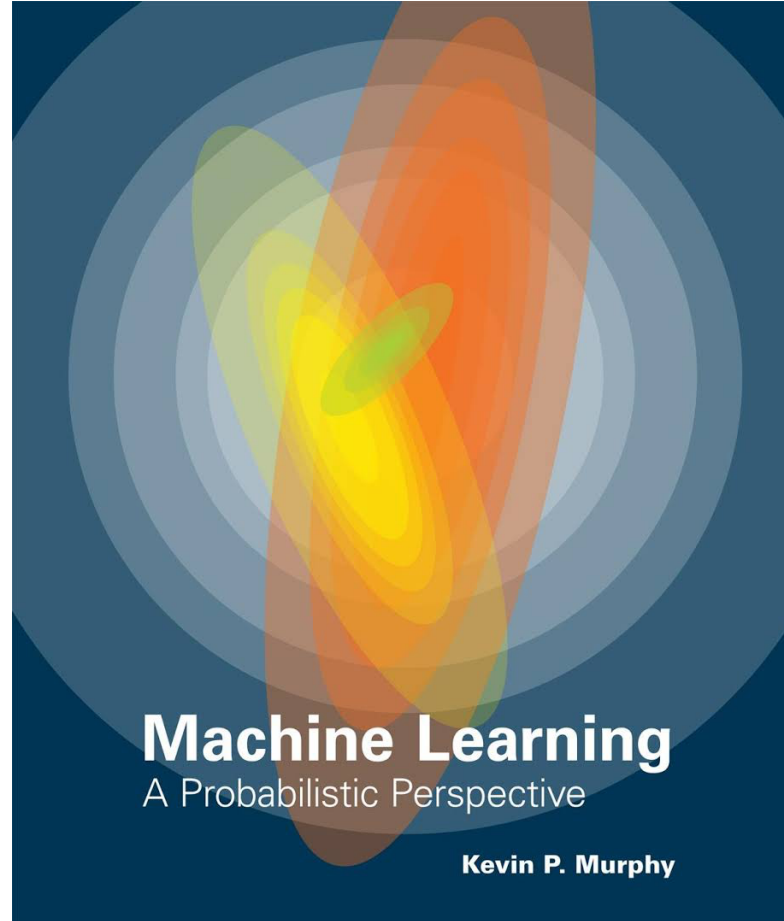
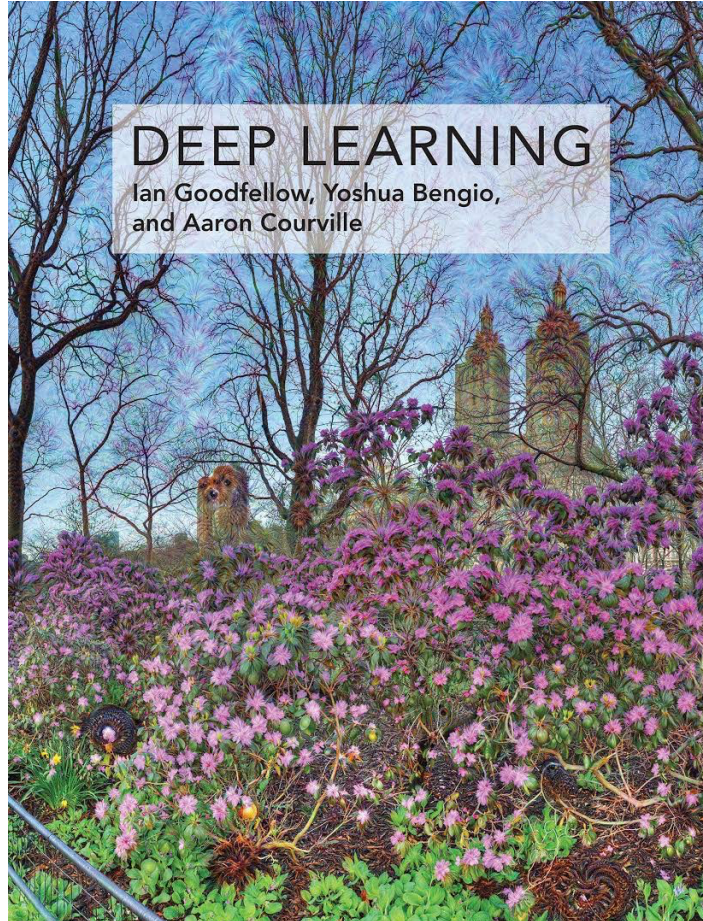
- You are expected to follow the book “Python Machine Learning” to practice your ML skills
 - All codes are available at <https://github.com/rasbt/python-machine-learning-book>
 - Demonstrators will try to help you



Reading



Other Reading:



Other Reading:

- Tensorflow on-line documentations
- Github (plenty of resources, code, tutorials, etc)
- Various on-line courses
- Reddit, quite some good discussions. Experts are around there.
- Kaggle competitions, you can participate in to get more hand-on experience
- Wikipedia, for various concepts, key pointers, etc
- Many other on-line resources, please Google whatever you want

Aims

- To equip students with the knowledge about basic algorithms that have been used to enable the AI agents to conduct the perception, inference, and planning tasks;
- To equip students with the knowledge about machine learning algorithms;
- To provide experience in applying basic AI algorithms to solve problems;
- To provide experience in applying machine learning algorithms to practical problems;

Module Content

- Some basic math backgrounds (probability theory, linear algebra)
- Introduction to scipy/numpy and tensorflow
- Traditional machine learning (decision tree learning, KNN, model evaluation, linear regression, naïve Bayes)
- Deep Learning
- Probabilistic graphical model
- (optional) reinforcement learning

Learning Outcomes

- Ability to explain in detail how the techniques in the perceive-inference-action loop work
- Ability to choose, compare, and apply suitable basic learning algorithms to simple applications
- Ability to explain how deep neural networks are constructed and trained, and apply deep neural networks to work with large scale datasets
- Understand reinforcement learning, and is able to develop deep reinforcement learning algorithms for suitable applications (this is the part you have to learn by yourself and do assignment! :-D)

Credits

- I used many resources from the web

COMP111

- ▶ Brief history of AI including recent developments
- ▶ Intelligent Agents: A classification
- ▶ Search (applications: route planning, game playing)
- ▶ Knowledge Representation (applications: structured web search output)
- ▶ Reasoning under Uncertainty (application: almost everywhere)
- ▶ Learning (applications: face recognition, selfdriving cars)
- ▶ Philosophy and Ethics of AI (motivation: deducing sexual orientation from your picture ok? Visit <https://>

Contents of this module

- Introduction
- preliminary knowledge (probabilistic foundation, linear algebra)
- Traditional machine learning (gradient descent, decision tree learning, K-nn, model evaluation, linear regression, naïve Bayes)
- Practical tutorial (python, tensorflow)
- Deep learning
- Probabilistic graphical models
- (optional) reinforcement learning
- (optional) advanced topics

What is Machine Learning?

- (Software) programs that can improve their performance by applying learning algorithm on training data
- Typically the program has a (large) number of parameters whose values are learnt from the data

