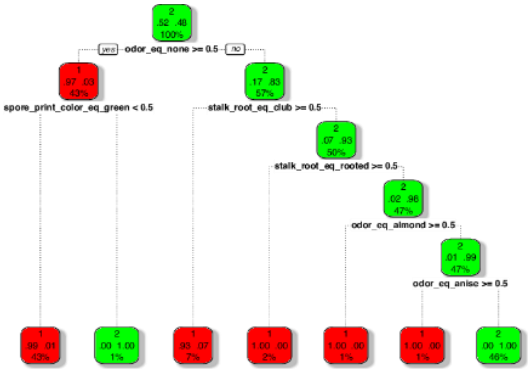
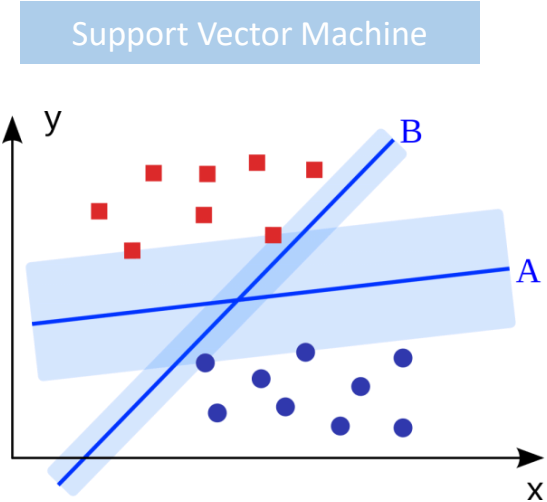


# **Topic 2D - Common Machine Learning Algorithms**

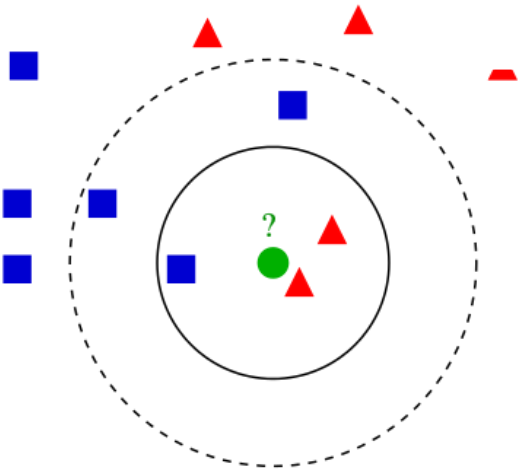
Slides from Nicolo Taggio, Planetek Italia



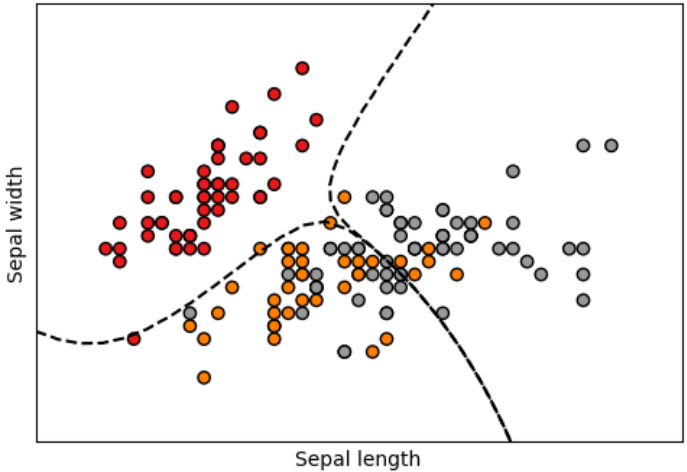
CART Decision Tree



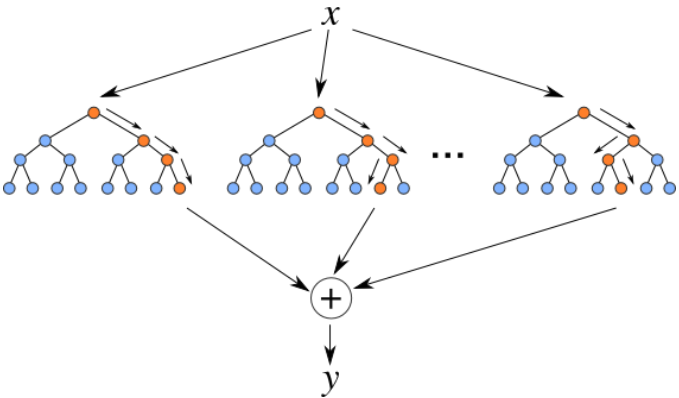
Support Vector Machine



K-Nearest Neighbors

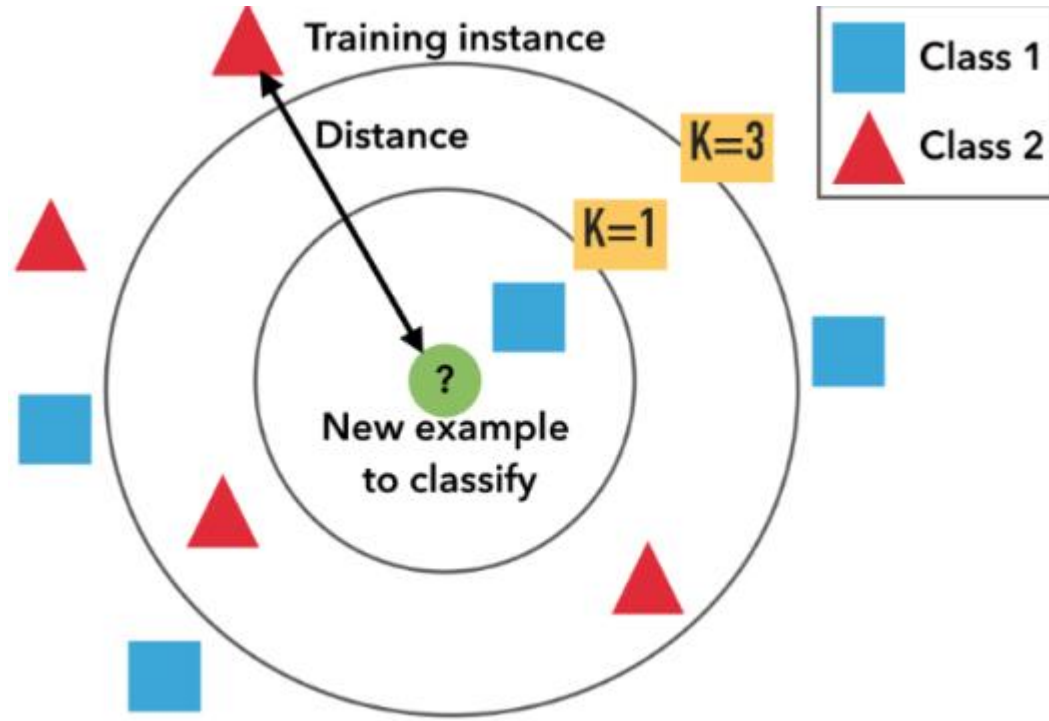


Naive Bayes



Random Forest

# K-Nearest Neighbors

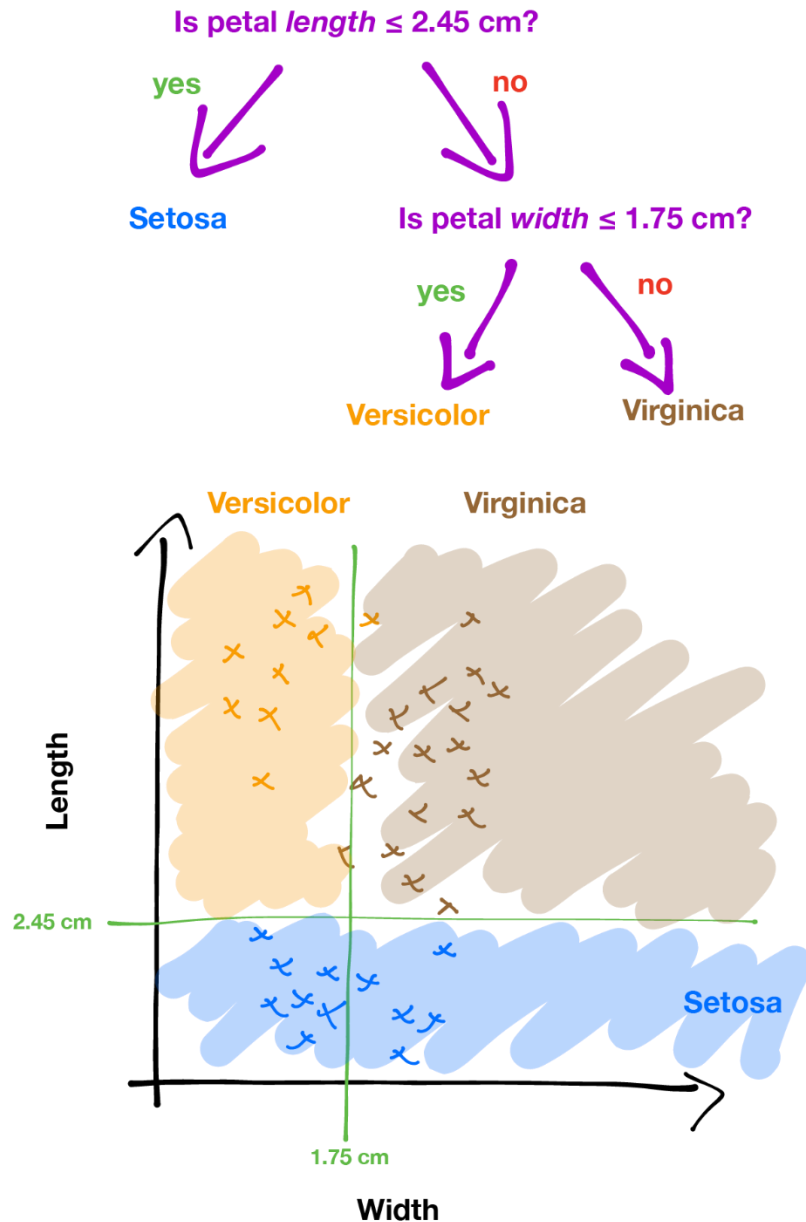


KNN algorithm is one of the simplest classification algorithm and it is one of the most used learning algorithms.

KNN Algorithm is based on **feature similarity**

**Classification and Regression**

# DECISION TREE



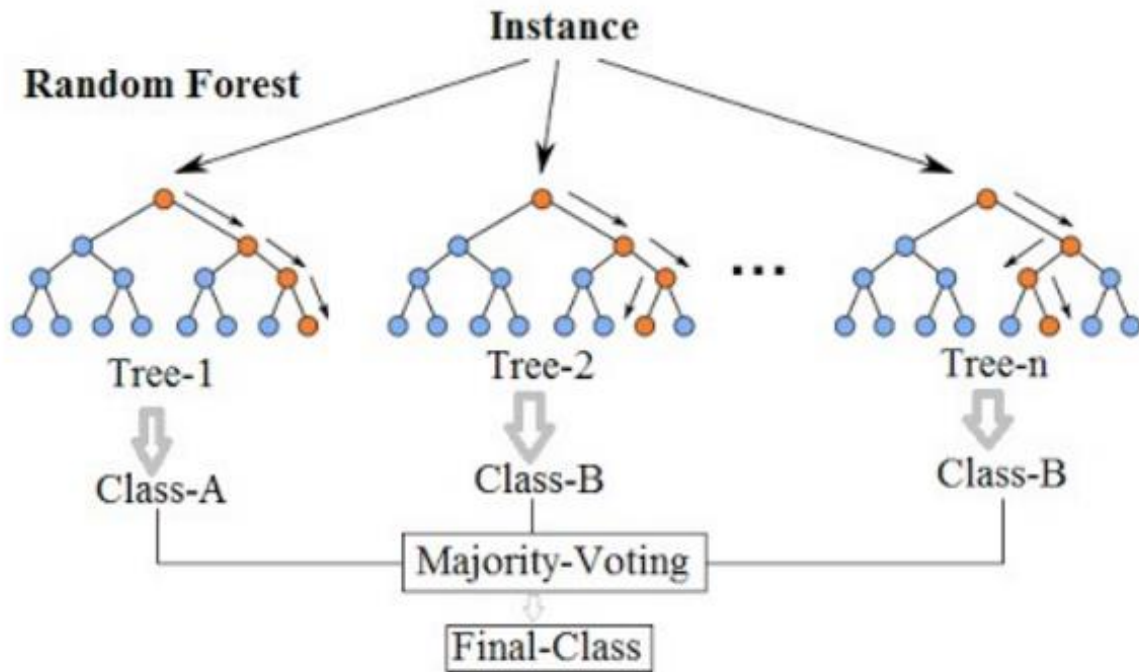
Decision Trees (DTs) are a non-parametric supervised learning method used for classification and regression.

If-then-else decision rules

Decision tree builds **classification** or **regression** models in the form of a tree structure

# RANDOM FOREST

## Random Forest Simplified



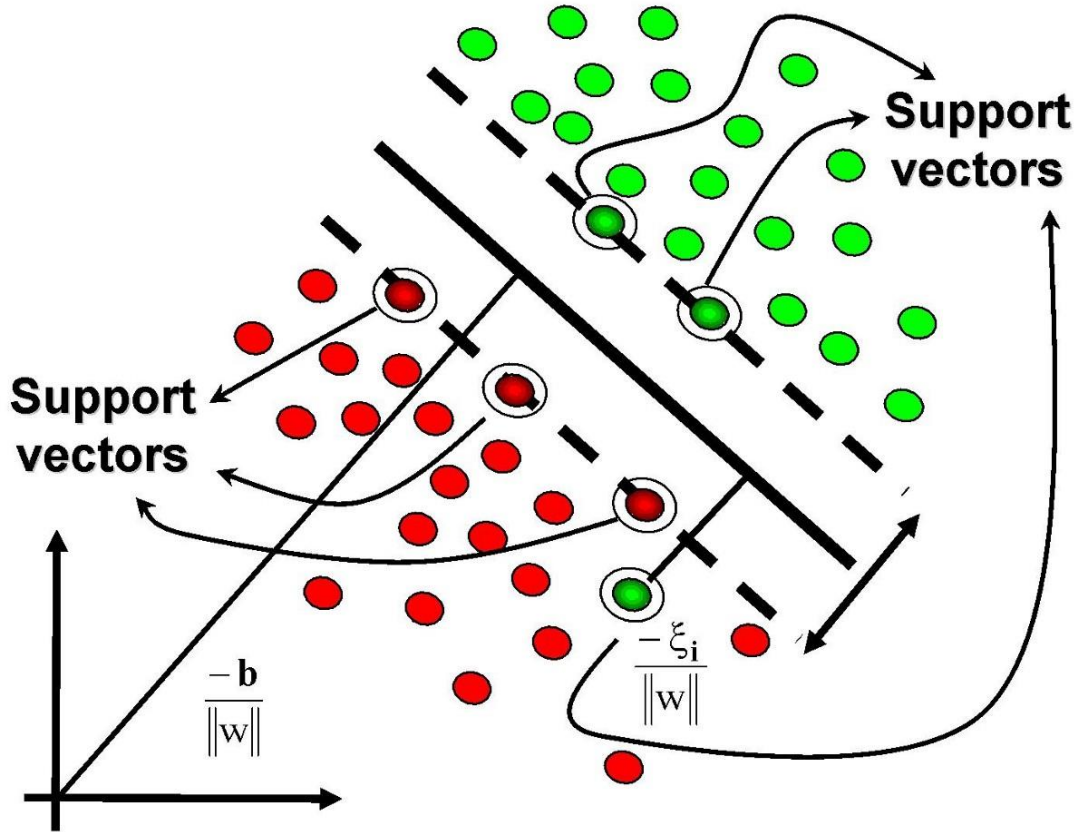
Random forest classifier creates a set of decision trees from randomly selected subset of training set. It then aggregates the votes from different decision trees to decide the final class of the test object.

Only a subset of all the features are considered for splitting each node in each decision tree

The random forest combines hundreds or thousands of decision trees, trains each one on a slightly different set of the observations, splitting nodes in each tree considering a limited number of the features. The final predictions of the random forest are made by averaging the predictions of each individual tree.

**Regression and Classification**

# Support Vector Machine



“Support Vector Machine” (SVM) is a supervised machine learning algorithm which can be used for both classification or regression challenges.

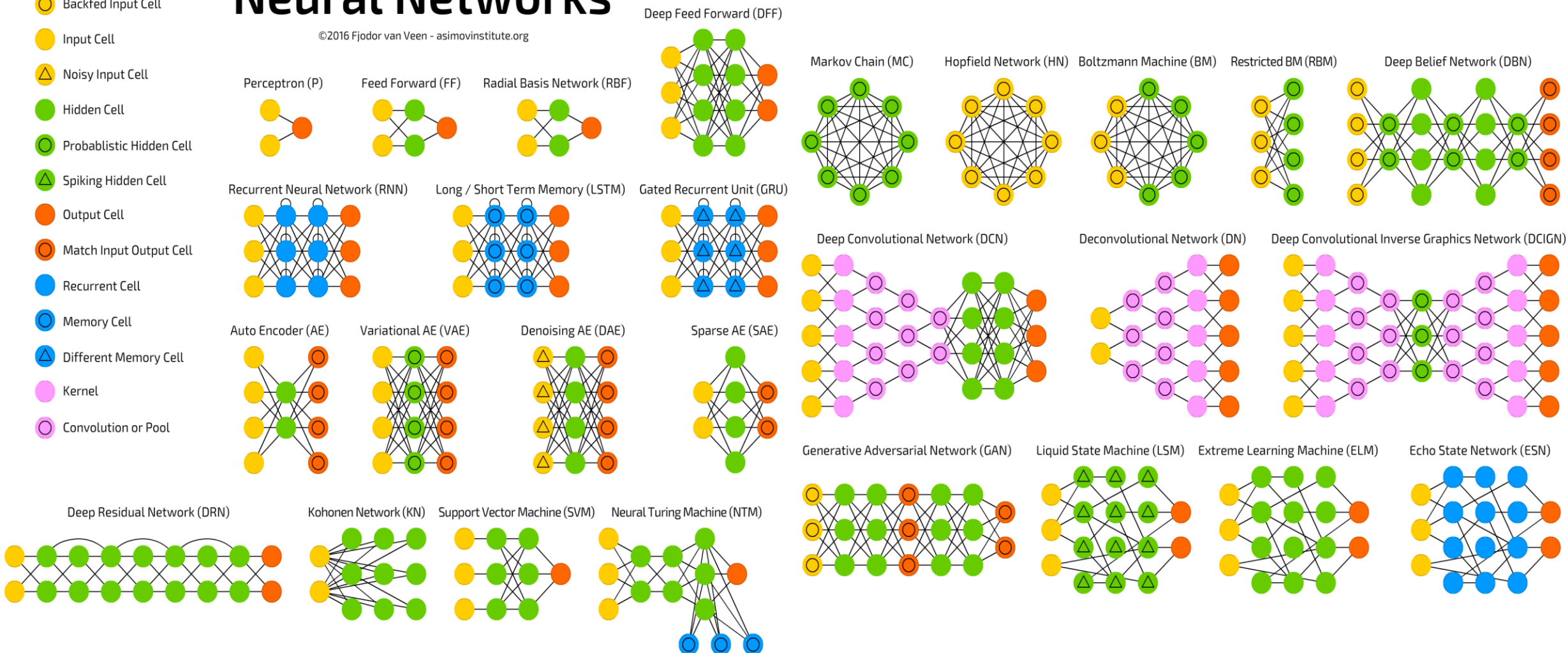
Built to handle classification and regression problems, but mostly used in classification problems.

Compared to kNN, SVM is able to handle outliers pretty well. Basically, slack variables measures the distance between the outliers to the margin where they actually should be placed on the opposite side

## A mostly complete chart of Neural Networks

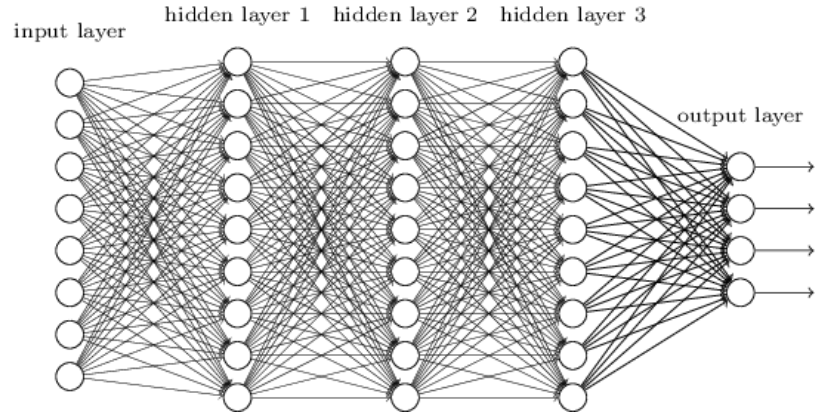
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-  Backfed Input Cell
-  Input Cell
-  Noisy Input Cell
-  Hidden Cell
-  Probablistic Hidden Cell
-  Spiking Hidden Cell
-  Output Cell
-  Match Input Output Cell
-  Recurrent Cell
-  Memory Cell
-  Different Memory Cell
-  Kernel
-  Convolution or Pool

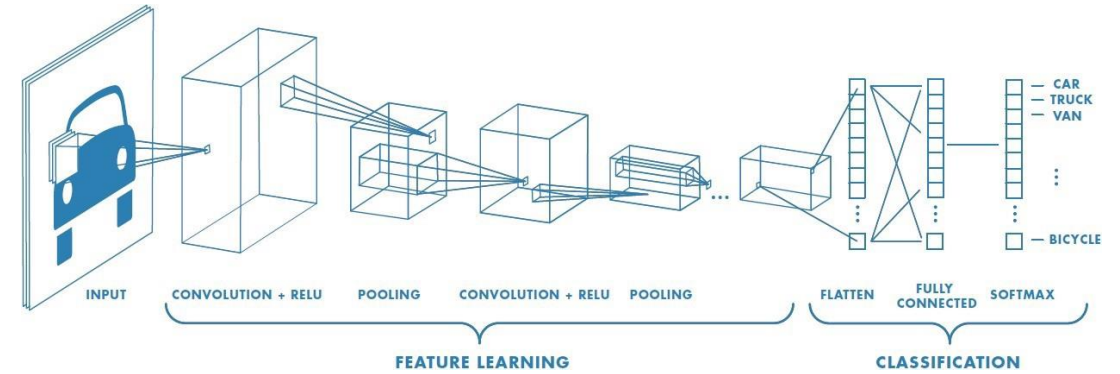




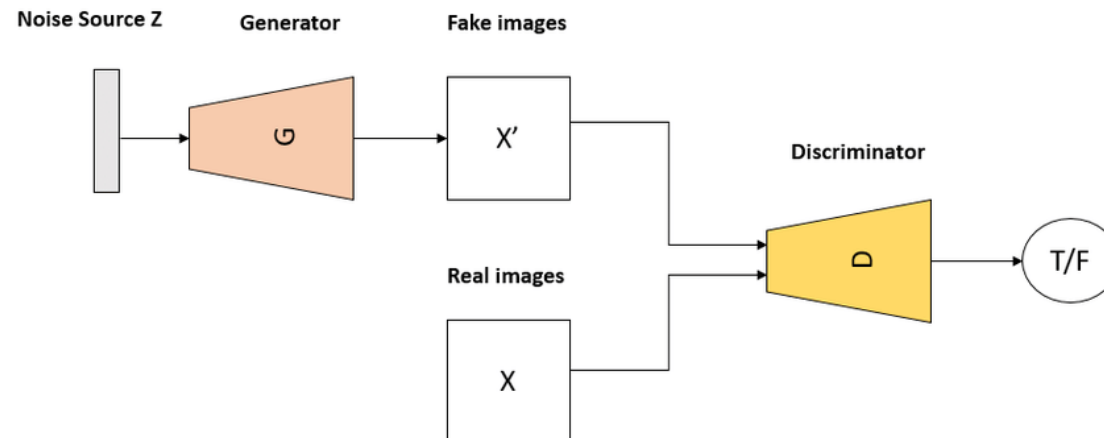
## Multi Layer Perceptron



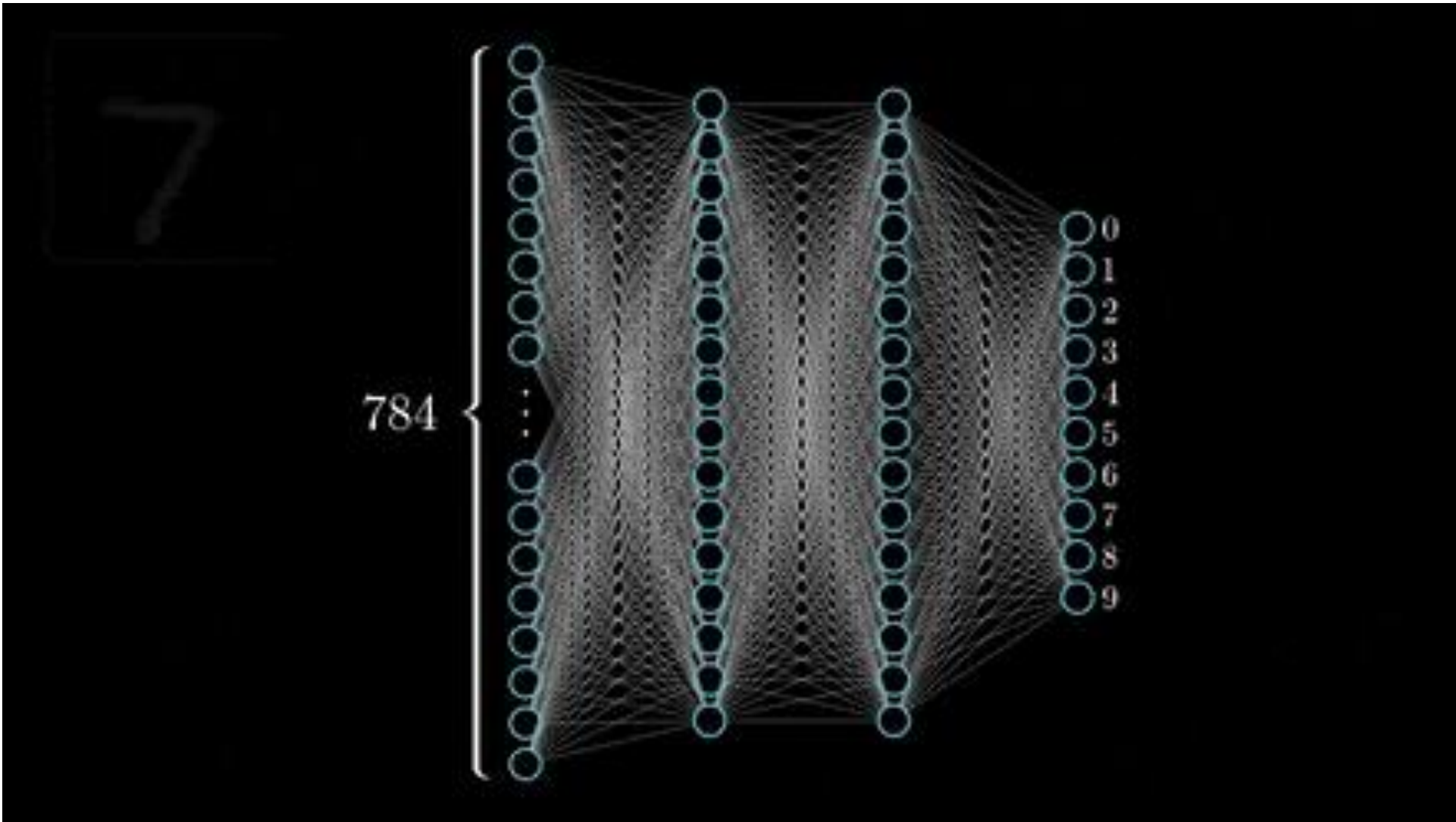
## Convolutional NN



## Generative Adversarial NNs







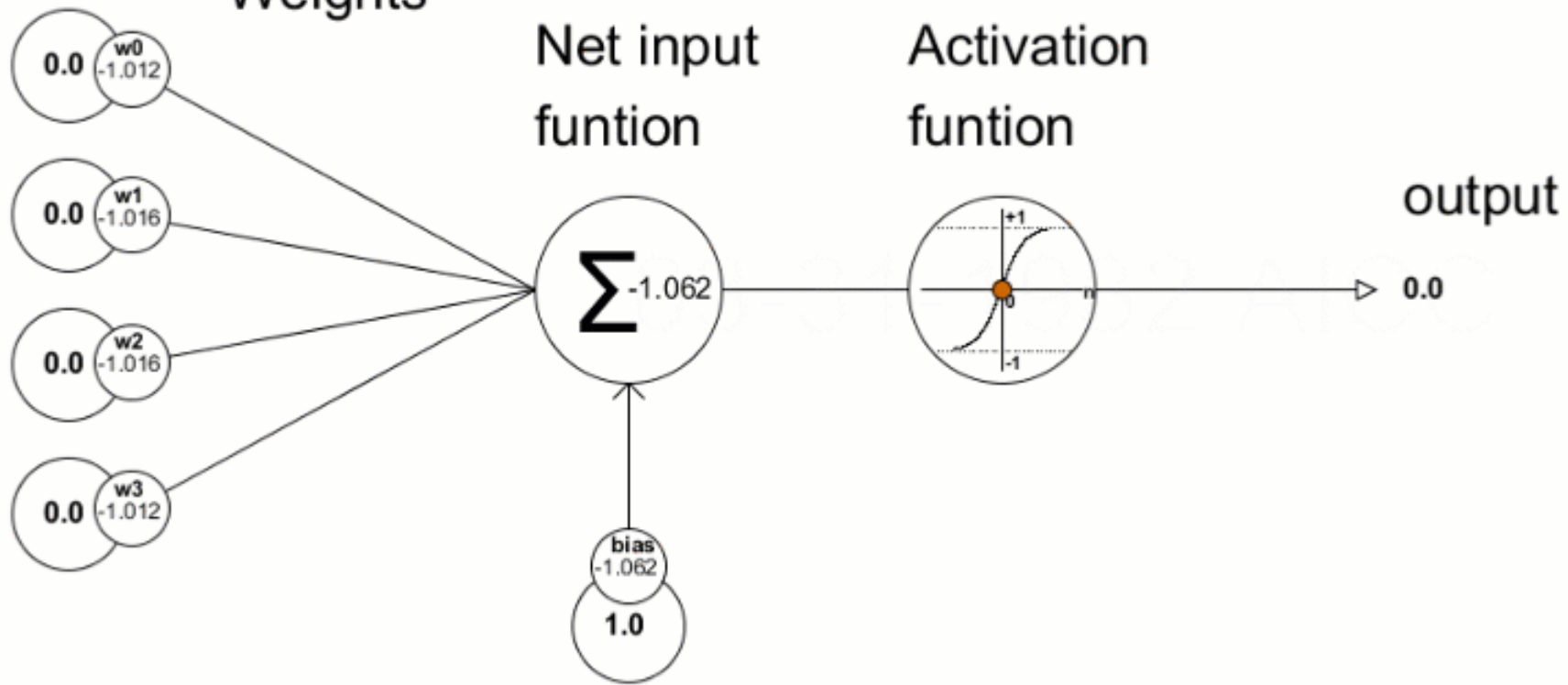
Inputs

Weights

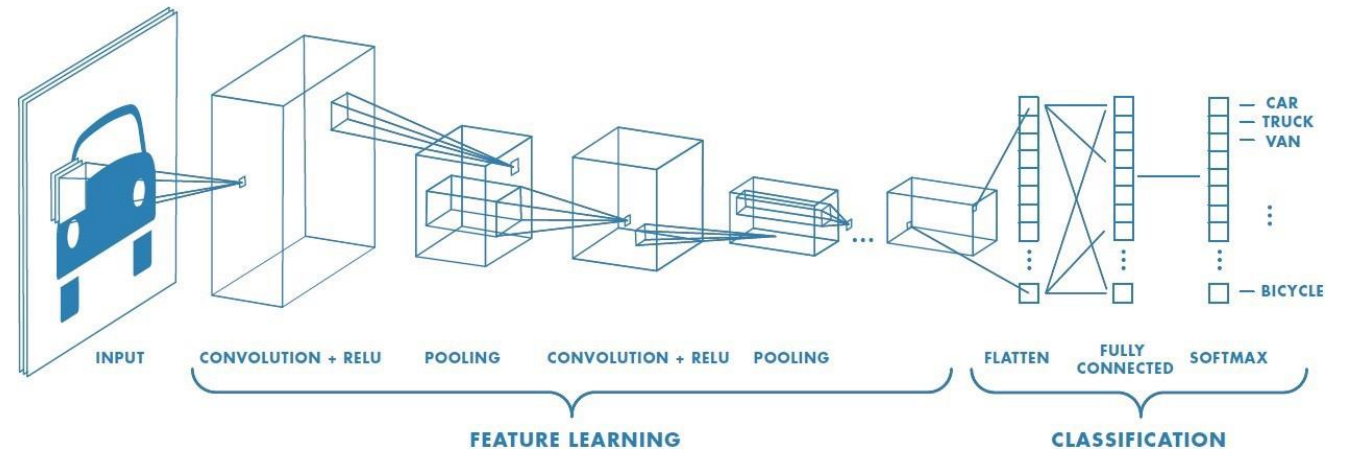
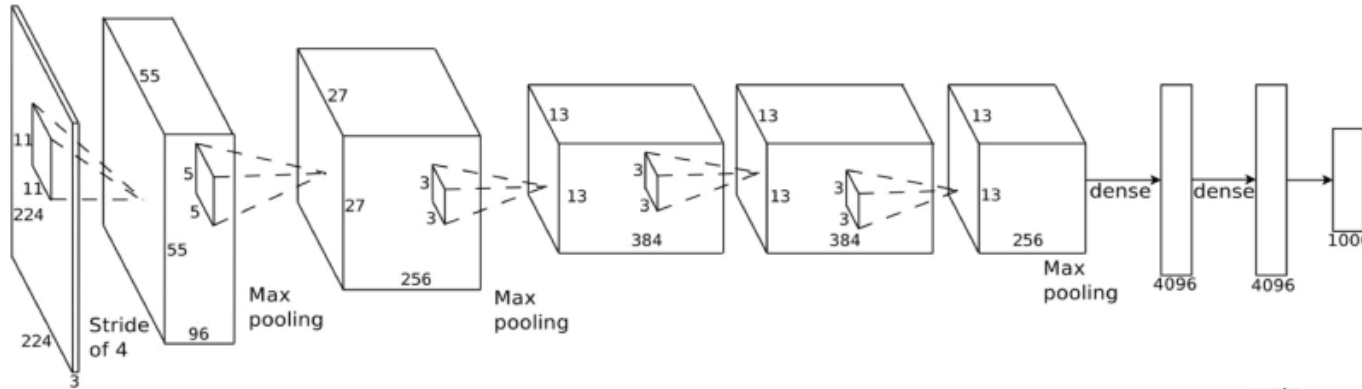
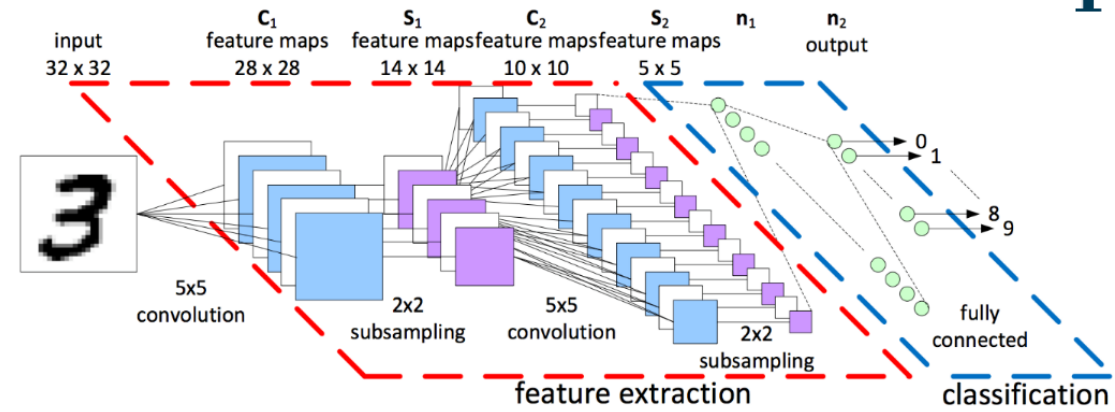
Net input  
function

Activation  
function

output



# Different architectures of CNN



# Convolutional NNs

0	0	0	0	0	0	...
0	156	155	156	158	158	...
0	153	154	157	159	159	...
0	149	151	155	158	159	...
0	146	146	149	153	158	...
0	145	143	143	148	158	...
...	...	...	...	...	...	...

Input Channel #1 (Red)

0	0	0	0	0	0	...
0	167	166	167	169	169	...
0	164	165	168	170	170	...
0	160	162	166	169	170	...
0	156	156	159	163	168	...
0	155	153	153	158	168	...
...	...	...	...	...	...	...

Input Channel #2 (Green)

0	0	0	0	0	0	...
0	163	162	163	165	165	...
0	160	161	164	166	166	...
0	156	158	162	165	166	...
0	155	155	158	162	167	...
0	154	152	152	157	167	...
...	...	...	...	...	...	...

Input Channel #3 (Blue)

-1	-1	1
0	1	-1
0	1	1

Kernel Channel #1

1	0	0
1	-1	-1
1	0	-1

Kernel Channel #2

0	1	1
0	1	0
1	-1	1

Kernel Channel #3

308

+

-498

+

164

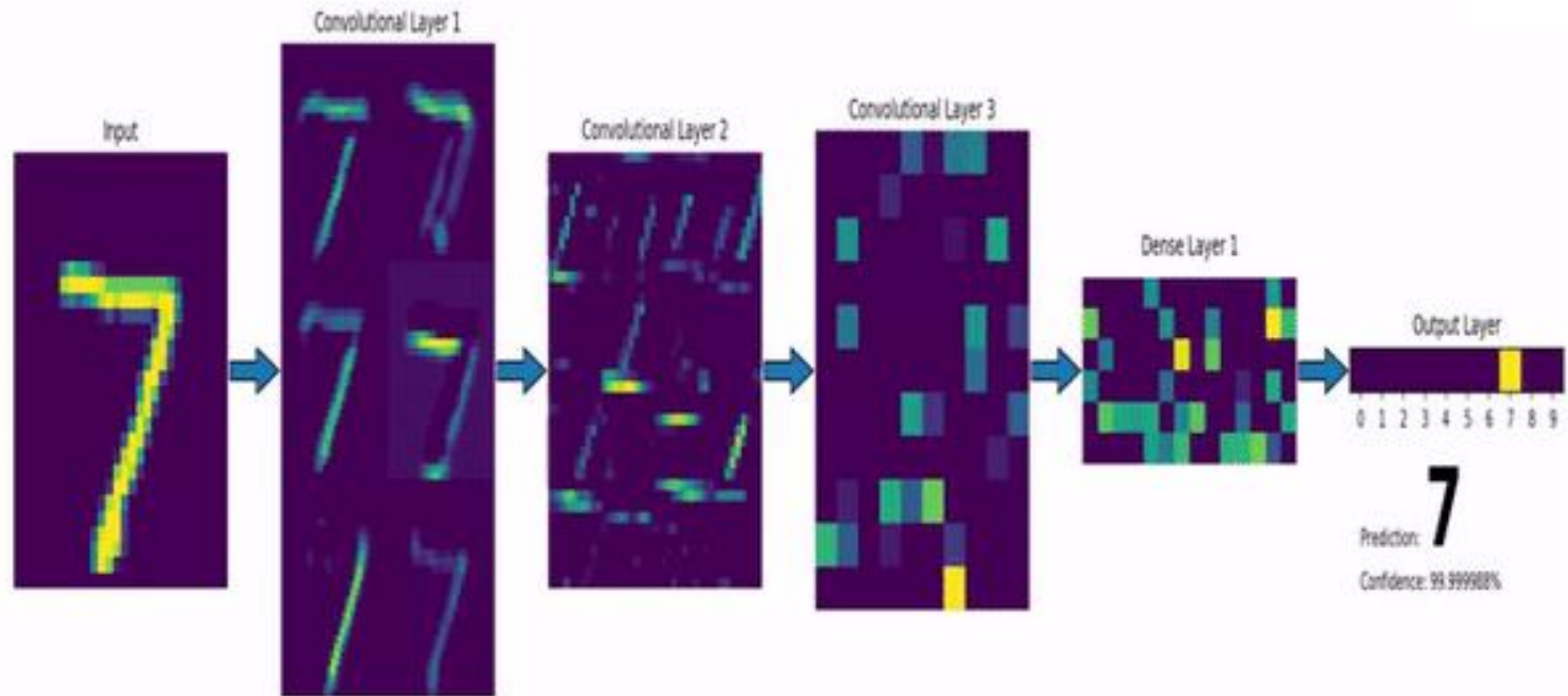
+ 1 = -25

Bias = 1

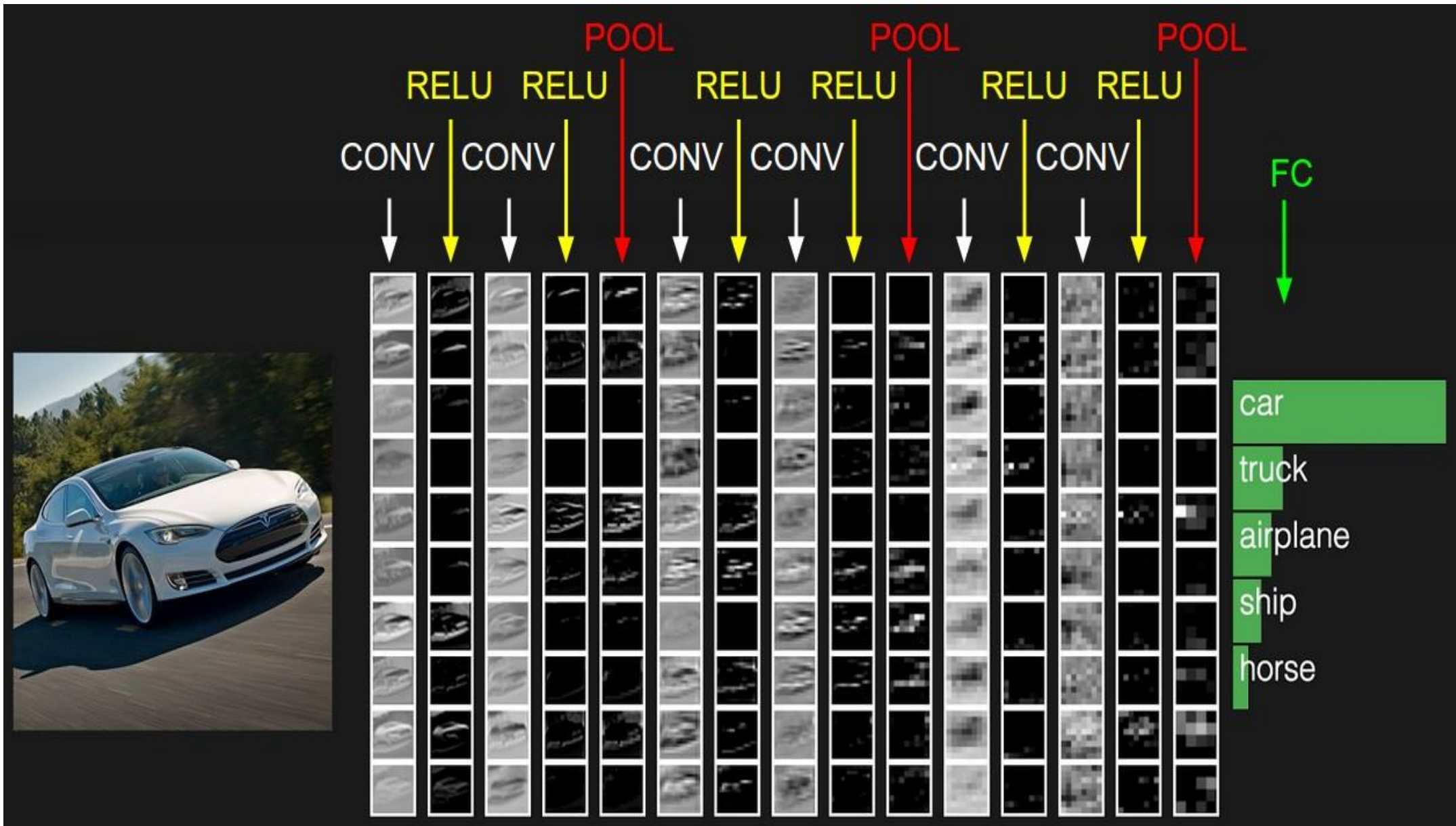
Output

-25				...
				...
				...
				...
...	...	...	...	...

# Convolutional NNs

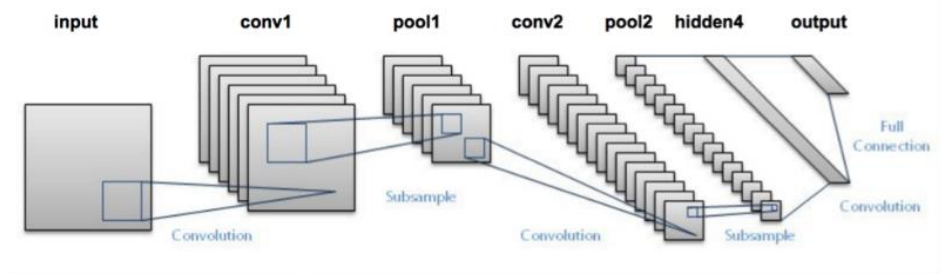




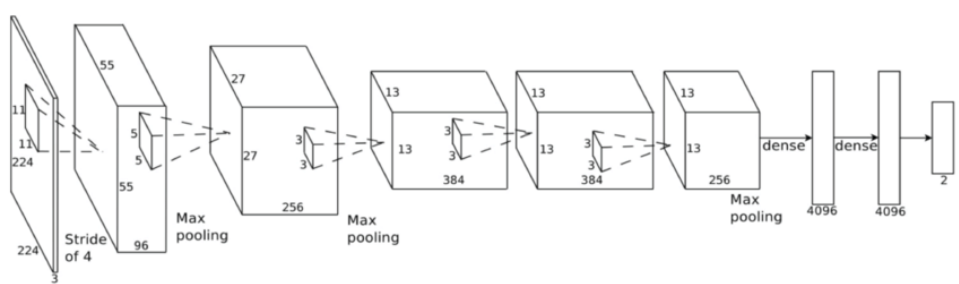


# Most Famous CNN Architectures

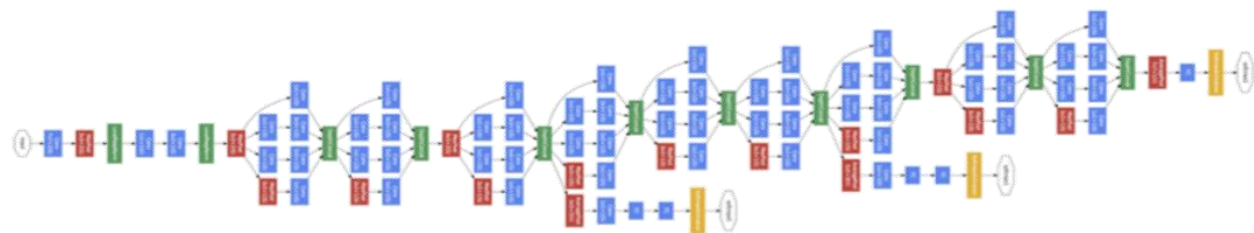
LeNet-5 (1998)



AlexNet (2012)



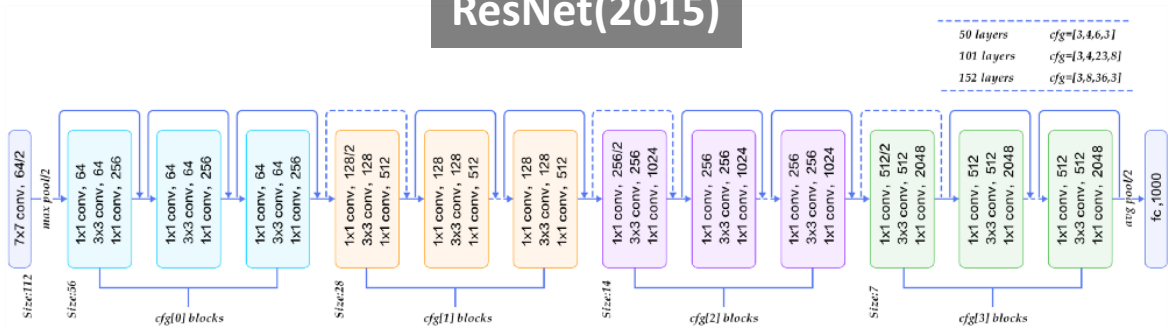
GoogleNet/Inception(2014)



VGGNet (2014)

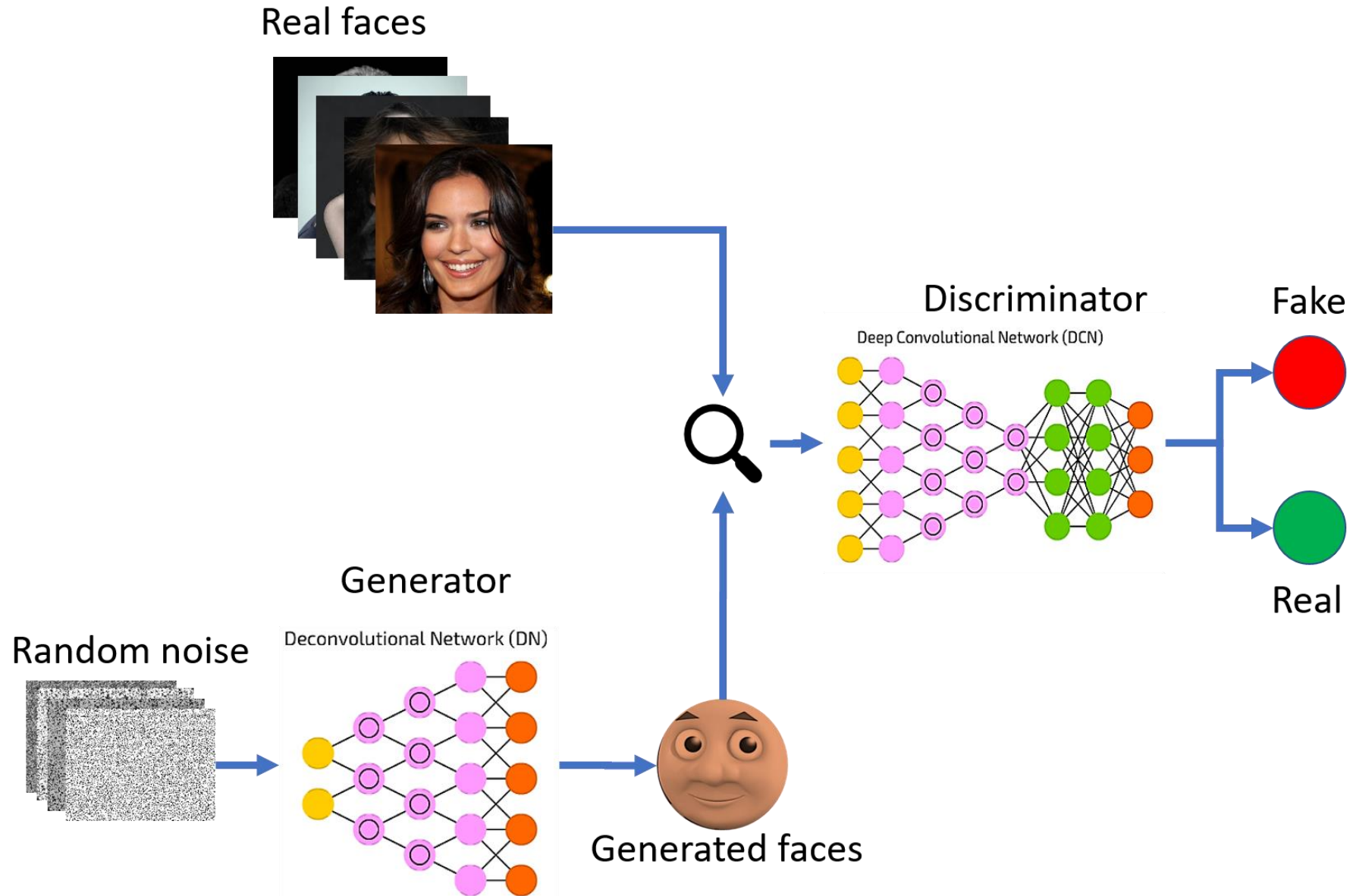


ResNet(2015)





# Generative Adversarial Neural Networks



# Generative Adversarial Neural Networks

After 1 epoch(s)

