



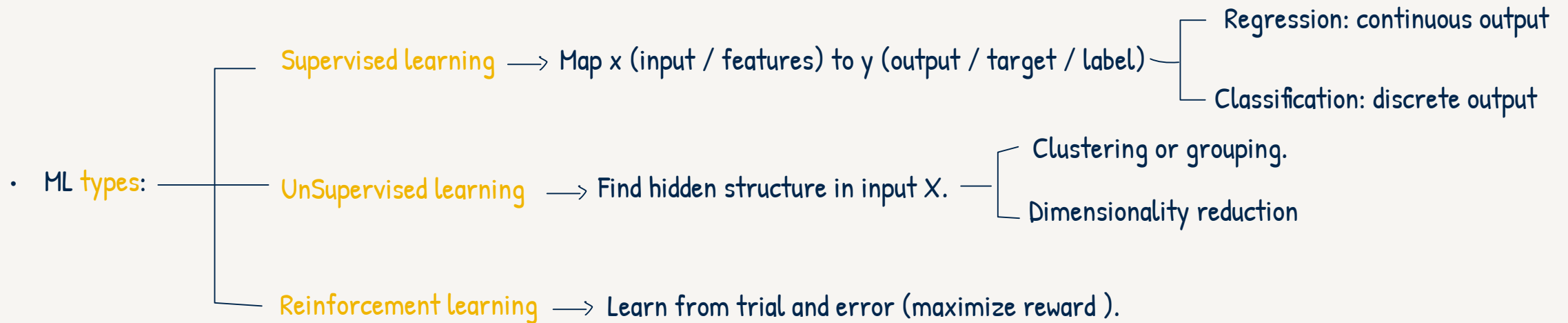
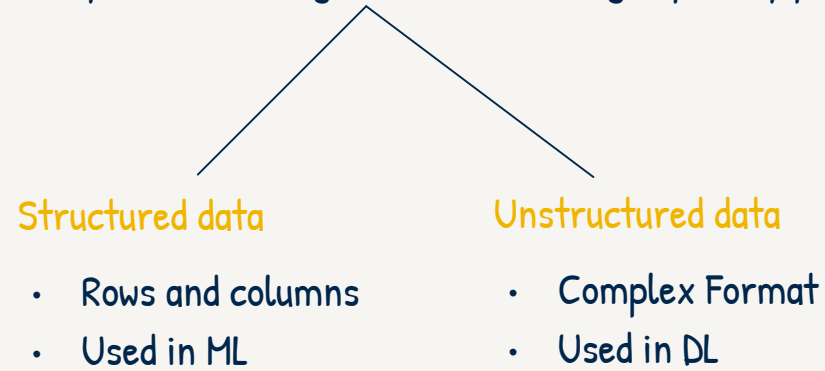
أكاديمية كاوست  
KAUST ACADEMY

# Day 1: Machine Learning Foundations Summary

Note: Do Not depend entirely on this and study from the official slides.

Contributed by: Hassan Mohammed Nasr

- Machine learning (ML) is the field that gives the computers the ability to learn using data without being explicitly programmed.



- Three main pillars / components for any supervised learning:

### 1 - hypothesis (model)

- function that maps input to the prediction
- Works by updating the parameters (weights) to fit the data.
- example: linear regression

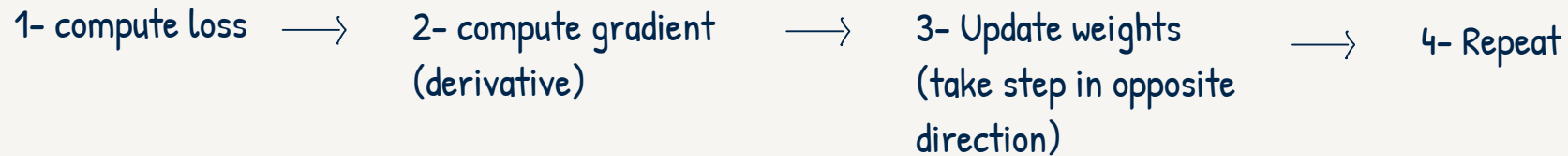
### 2 - Loss Function (Cost)

- differentiable function.
- measure the error.
- objective: minimize loss
- example: mean squared error (MSE)

### 1- hypothesis (model)

- algorithm that updates weights based on the loss
- Closed Form: Find exact solution
- Iterative form: Requires iterations  
example: gradient descent

## • Gradient Descent



## • Problems in ML

### • Bad Data

- 1- **not enough data**: Small Datasets
- 2- **Non-representative data**: data doesn't reflect the task
- 3- **poor data**: Noisy data and missing values  
solution: data cleaning
- 4- **irrelevant features**: bad selection of features.  
solution: feature engineering.

### • Bad Algorithm

#### 1- Overfitting:

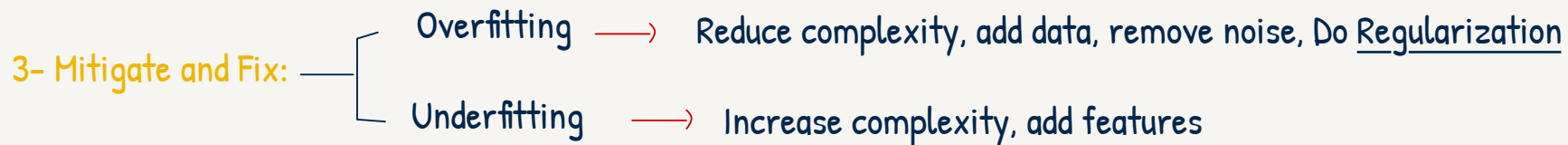
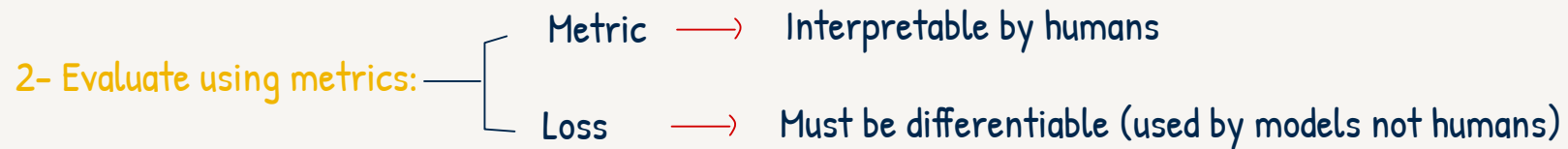
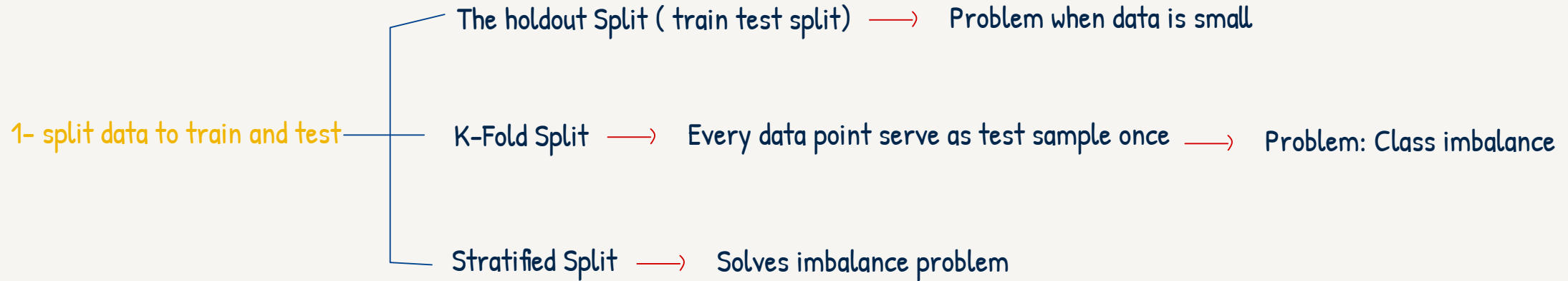
- model is too complex and learns noise "memorize"
- high variance, low bias
- Very good in training, but bad in real life
- Train error low, test error high

#### 2- Underfitting:

- model is too simple and learns nothing
- high bias, low variance
- bad in both training and real life
- Train error and test error low

- Our Goal is generalization: making the model behave well on unseen data

How to mimic?



## • Some Metrics

1- **Accuracy:** The percentage of predictions that are correct  $\rightarrow \frac{\# \text{ Correct predictions}}{\# \text{ All predictions}} \rightarrow$  Bad when imbalance

2- **Precision:** How often we predicted Yes as correct prediction  $\rightarrow \frac{\text{True Positive}}{\text{True positive} + \text{False positive}} \rightarrow$  "Be right when we say yes"  
Used when false positive are costly  
"Don't say yes unless very sure"

3- **Recall:** How many yes we can find  $\rightarrow \frac{\text{True Positive}}{\text{True positive} + \text{False negative}} \rightarrow$  False negatives are dangerous  
"We want to catch as many yes as possible"  
"Find all yes"

4- **F1 Score:** Balances recall and precision  $\rightarrow 2 \times \frac{\text{Precision} \times \text{Recall}}{\text{Precision} + \text{Recall}} \rightarrow$  Used when Imbalance