

Lecture of Machine Learning

- organisation:
- i) clustering → Gaussian mixture models
 - ii) Perceptron } neural-networks
Multi-layer Perceptron
 - iii) Restricted Boltzmann Machine } generative models
 - iv) ? . community detection
Reinforcement learning

I] INTRODUCTION

machine: done by an algorithm
without human intervention

learning: we use an iterative method
to adjust the parameter

It covers a lot of common tasks:

ex: regression . set of data points $\vec{x} \in \mathbb{R}^n$
set of target $\vec{y} \in \mathbb{R}^m$

- define a family of functions f_{θ}
when Θ is the set of parameters
to be learned

- such that $\vec{y} = f_{\theta}(\vec{x}) + \vec{\epsilon}$, some random noise

|| L || Θ^*

ML is divided into 3 classes

■ Supervised learning

both the dataset & the target are provided

$$\begin{cases} \vec{x}_i, \vec{y}_i \\ \vec{x}_i \in \mathbb{R}^n, \quad n \text{ dim of the data} \\ \vec{y}_i \in \mathbb{R}^m, \quad m \text{ ————— target} \\ \in \mathbb{N}^m \end{cases}$$

ex.: classification $y = \{1, 2, \dots, c\}$ where c is
the number of classes.

• regression

• latent encoding: $\vec{y}_i = \vec{x}_i$

→ finding a non-trivial representation
of the dataset.

■ unsupervised learning

you only have a set of variables $\{\vec{x}_i\}$

$$\vec{x}_i \in \mathbb{R}^n$$

Why statistical physics is useful here?

Bias historical example:

⚡: Ising model →
at the beginning
of the 20th century

binary
variable

→ constraint
satisfaction
problem (CSP)

↓
v Ising model at
 $T=0$

important discovery:

• phase transition (when varying the density of
constraint)

• design of new algo based on variational approach

⋮

What about RL?

• detect ageing in the learning dynamics.

• characterization of capacity (ex Hopfield)

& phase transition between [retrieval phase
Spin-Glass —

• in community detection: phase transition
between learnable/not-learnable comm.

How to find the best value Θ^*

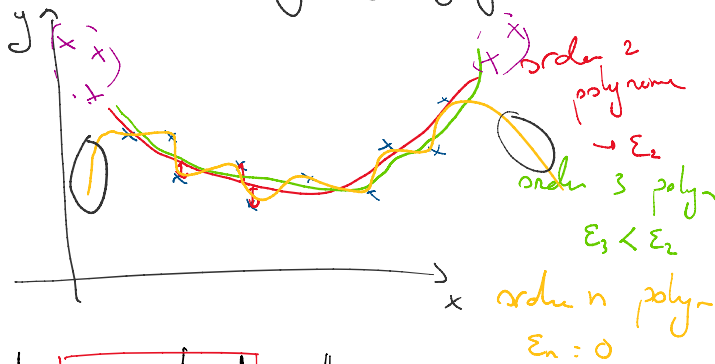
• case linear regression: direct optimal Θ^* that can be computed

• in more complex situations: iterative procedure

Many issues:

i) how to choose the correct family of fct?

ii) overfitting



I want my fct to generalized well on new points

$$x_i \in \mathbb{R}^n$$

ex: clustering: group subset of objects together

• generative model: learn the dist. of dataset
→ generate new data

• RBD

• Generative adversarial network GAN

• Variational Auto-encoder

Reinforcement Learning

to teach an "agent" how to interact with its environment.

• AlphaGo → game of Go

• AlphaStar → — of starcraft.

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