IEMS 304 Lecture 1: Introduction to Statistical Learning

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Logistics

Textbook: James G, Witten D, Hastie T, et al. *An introduction to statistical learning.*

CS 229 Lecture Note: https://cs229.stanford.edu/main_notes.pdf

Time and Location: Monday, Wednesday and Friday, 9.00 A.M.- 9.50 A.M. Tech L251

Office Hour: Friday: 1 P.M. Tech M237

TA Office Hour:

Pre-requisite and Pre-test

This is a mathematically intense course. But that's why it's exciting and rewarding!

Pre-requisite: A previous course in statistics at the level of IEMS 303 plus a course in matrix analysis. Comfort with programming (we will be programming in R) is also necessary.

Pre-test: Passing the pretest is worth 3% of your final course grade. You must achieve a passing score of 70% or higher by

Monday, Apr 15th at 11:59 p.m. This deadline will be firmly enforced.

Honor Code

Do's

- ☐ form study groups (with arbitrary number of people); discuss and work on homework problems in groups
- write down the solutions independently
- ☐ write down the names of people with whom you've discussed the homework
- use ChatGPT as a TA

Don'ts

- ☐ It is an honor code violation to copy, refer to, or look at written or code solutions from a previous year, including but not limited to: official solutions from a previous year, solutions posted online, solutions you or someone else may have written up in a previous year, and solutions for related problems.
- Directly copy the answer from ChatGPT/Claude/Any GenAl

Lab Session

Homework

Publish on course website, due Friday (except pretests/midterm weeks) Submit on Gradescope

Campusewire

Exams

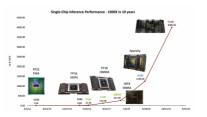
Let's Start

Massive Data

Massive complex data: Images, Acoustic signals, Text, ...

- ☐ Wikipedia pages: 13 millions (2014), 57 million (2022)
- ☐ Facebook users: 800 million (2014), 2.96 billion (2022)
- ☐ Flickr photos: 6 billion (2014), 10 billion (2022)
- ☐ Twitter tweets/day: 340 million (2014), 500 million (2022)
- Youtube video/min: 24 hours (2014), 500 hours (2022)
- \square Google pages: ≥ 1 trillion (2014), ≥ 130 trillions (2016)

Massive Computing: Huang's Law



Broad Applications in Science and Engineering

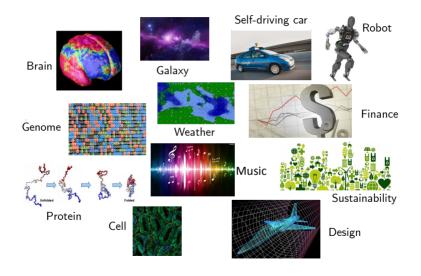
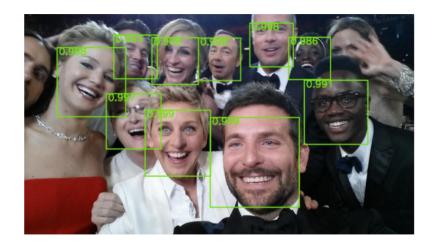


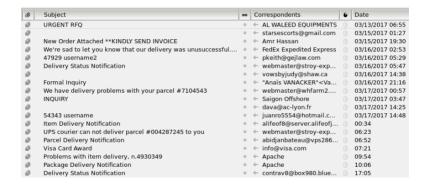
Image Classification



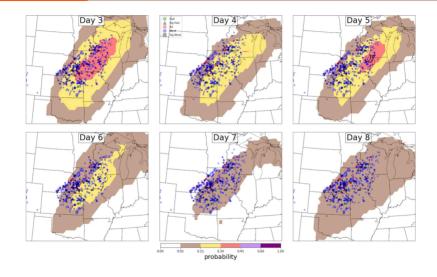
Face Detection



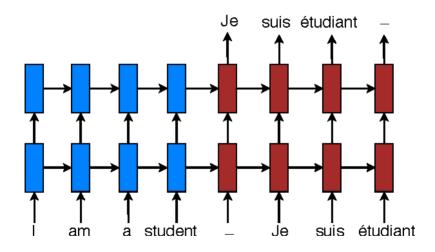
Spam Detection



Weather Forecasting



Machine Translation



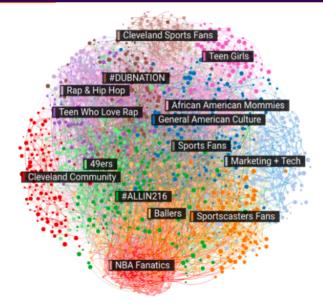
Autonomous Driving



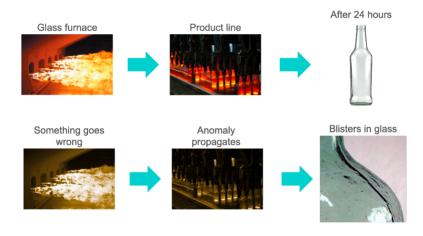
Do We Always have the input

output pair

Community Detection



Anomaly Detection



Movie Recommendation















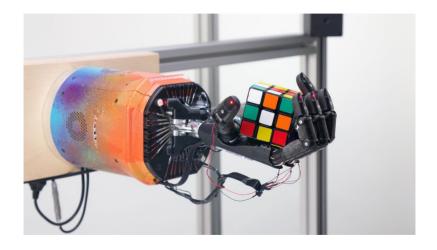




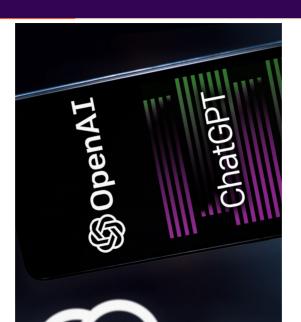


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Robotics



Chatbot





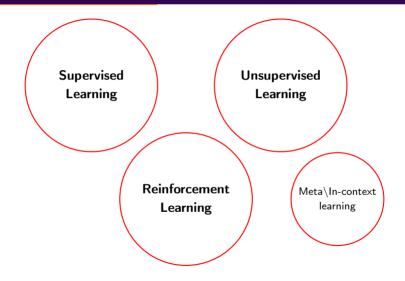
Introduction: Machine Learning

Tom Mitchell (1998): a computer program is said to learn from experience E with respect to some class of tasks T and performance measure P, if its performance at tasks in T, as measured by P, improves with experience E.

- ☐ Experience (data): games played by the program (with itself)
- ☐ Performance measure: winning rate
- We want to provide clear, interpretable models. These models allow you to understand the direct influence of each predictor on the outcome, which is essential in fields where insight into relationships (rather than just prediction) is needed.
- No confidence interval estimation
- ② In cases where data is scarce, simpler parametric models used in statistical learning can perform better. (Why?)

Regression: Predict the Unknown

Taxonomy of Machine Learning



Supervised Learning (Regression)

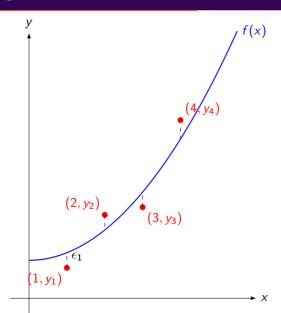
Supervised Learning: a set of observed data points $\{(x_i, y_i)\}_{i=1}^n$, where x_i represents the predictor (or vector of predictors) and y_i represents the response variable. Regression is the process of modeling the relationship between x and y by assuming:

$$y_i = f(x_i) + \epsilon_i$$

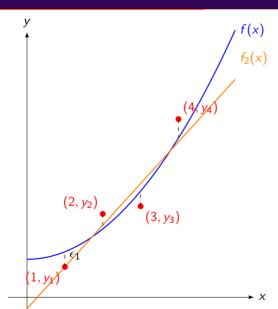
where:

- $f(x_i)$ is an unknown function that describes the systematic component of the relationship
- ϵ_i is a random error term.

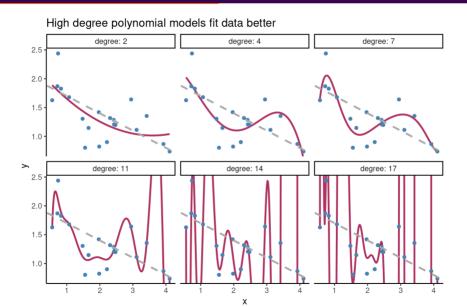
Regression



Regression



Runge Phenomenon



Bias and Variance Trade-off

$$\mathbb{E}\Big[(y-\hat{f}(x))^2\Big] = \underbrace{\Big(f(x)-\mathbb{E}\Big[\hat{f}(x)\Big]\Big)^2}_{\text{Bias}^2} + \underbrace{\mathbb{E}\Big[\Big(\hat{f}(x)-\mathbb{E}\Big[\hat{f}(x)\Big]\Big)^2\Big]}_{\text{Variance}} + \underbrace{\sigma^2}_{\text{Irreducible}}$$

- An unbiased estimator could still make systematic mistakes for example, if it overestimates 99% of the time, and underestimates 1% of the time *by a lot*, in expectation it could be unbiased.
- An unbiased estimator is **not** necessarily better than a biased estimator, because the total error depends on both the bias and variance of the estimator.

Bias and Variance Trade-off

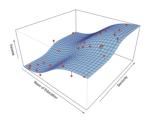
	Underfitting	Just right	Overfitting
Symptoms	High training error Training error close to test error High bias	Training error slightly lower than test error	Very low training error Training error much lower than test error High variance
Regression illustration			- January I
Classification illustration			

Prediction Accuracy and Model Interpretability

Why would we ever choose to use a more restrictive method instead of a very flexible approach?

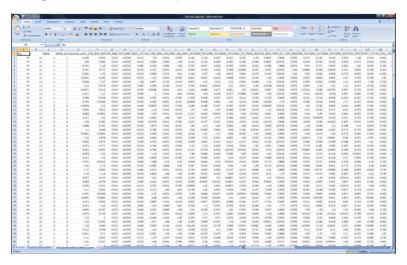
High Dimensional Features

 $\mathbf{\square} \ \ x \in \mathbb{R}^d$ $x = \begin{bmatrix}
x_1 & -\text{living size} \\
x_2 & -\text{lot size} \\
x_3 & -\# \text{floors} \\
\vdots & -\text{condition} \\
x_d & -\text{zip code}
\end{bmatrix} \longrightarrow y - \text{price}$

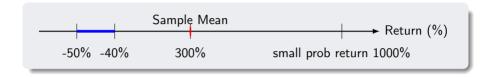


Data as a Matrix

Linear Algebra Reivew this friday!



Confidence Interval in Finance: Impact of Outliers



Why is this Important?

In this example, the confidence interval for the expected return is between -50% and -40%, indicating that most outcomes are negative. However, a very rare event pushes the sample mean to 300%, which could give the false impression of high returns. This discrepancy shows that while the sample mean may appear attractive, the confidence interval reveals the underlying risk and variability in the data, emphasizing the need to consider the full range of possible outcomes when making financial decisions.

Why Sample Mean?

Consider a dataset $x_1, x_2, ..., x_n$. We consider L2 loss (or squared error loss) function with respect to a constant c as the performance measure P:

$$L(c) = \sum_{i=1}^{n} (x_i - c)^2.$$

To find the minimizer, differentiate L(c) with respect to c:

 $\frac{dL}{dc} = \sum_{i=1}^{n} 2(x_i - c)(-1) = -2\sum_{i=1}^{n} (x_i - c)$. Setting the derivative equal to zero gives:

$$-2\sum_{i=1}^{n}(x_i-c)=0 \implies \sum_{i=1}^{n}(x_i-c)=0.$$

Expanding the sum:

$$\sum_{i=1}^{n} x_i - nc = 0 \implies c = \frac{1}{n} \sum_{i=1}^{n} x_i.$$

Thus, the minimizing value of c is the sample mean: $\bar{x} = \frac{1}{n} \sum_{i=1}^{n} x_i$.

Different Predicition

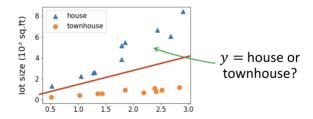
- \square Point Prediction : retrun $\hat{f}(x)$ since it returns a number.
- Interval Prediction , e.g., Y will be within an interval [I,u] with probability $1-\alpha$
- \square distributional prediction , e.g. Y will follow an N(m, v) distribution.

Classification

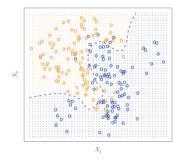
Classification

- \square Regression : if $y \in \mathbb{R}$ is a continuous variable
- classification : the label is a discrete variable

(size, lot size) → house or townhouse ?



Classification as Regression: Bayes Classifier



training error rate: $\frac{1}{n} \sum_{i=1}^{n} I(y_i \neq \hat{y}_i)$

Here the function $I(y_i \neq \hat{y_i})$ is an indicator variable that equals 1, if $y_i \neq \hat{y_i}$ and 0 otherwise. If $y_i \neq \hat{y_i}$, then the *i*-th observation was classified incorrectly; otherwise it was not misclassified.

Consider random label: $\mathbb{P}(Y = j \mid X = x_0)$. The Bayes classifier returns

$$1 - \max_{j} \mathbb{P}(Y = j \mid X = x_0)$$

produces the lowest possible test error rate, called the *Bayes error rate* is given by

$$\underbrace{1 - \mathbb{E}\Big[\max_{j} \mathbb{P}(Y = j \mid X)\Big]}_{\text{Irreducible}}.$$

x and y in Computer Vision

Task. Image Classification

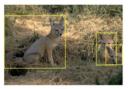
$$x = ?, y = ?$$



x and y in Computer Vision

Task. Object localization and detection

$$x = ?, y = ?$$



kit fox





croquette

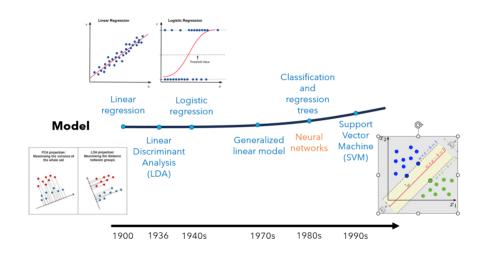


x and y in Natural Language

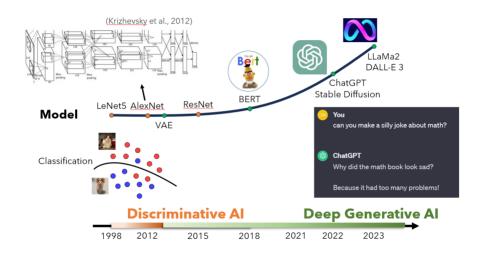
Task. Machine Translation d x = ?, y = ?



Early History



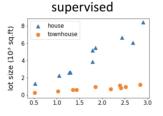
Contemporary Developments

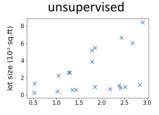


Unsupervised Learning

Unsupervised Learning (Clustering)

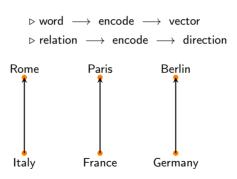
- \square Dataset contains no labels: $x^{(1)}, x^{(2)}, \dots, x^{(n)}$
- ☐ Goal (vaguely-posed): to find interesting structures in the data



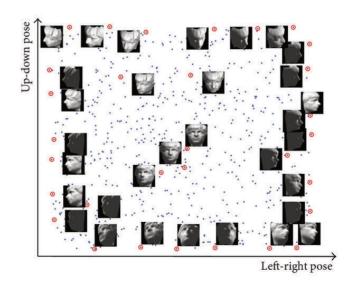


Unsupervised Learning (Feature Extraction)

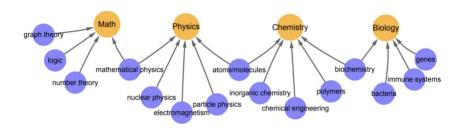
- Word : Encode as vectors
- ☐ Relationship : represent as direction



Unsupervised Learning (Feature Extraction)

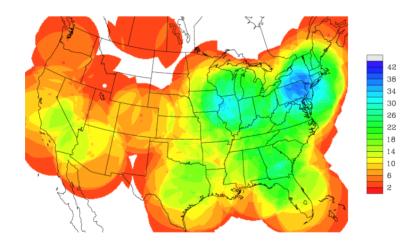


Unsupervised Learning

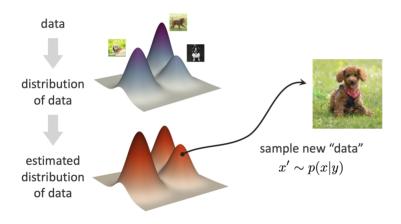


	logic	graph	boson	polyester	acids
	deductive	$\operatorname{subgraph}$	massless	polypropylene	amino
	propositional	bipartite	particle	resins	biosynthesis
	semantics	vertex	higgs	epoxy	peptide
tag	logic	graph theory	particle physics	polymer	biochemistry

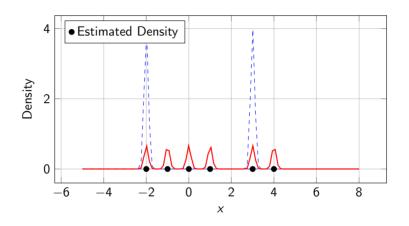
Unsupervised Learning (Density Estimation)



Generative Modeling

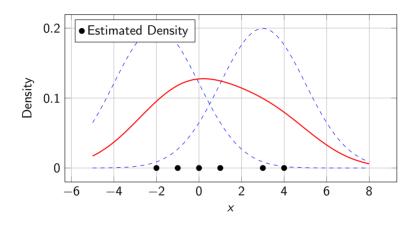


Density Estimation: Bias and Variance Trade-off



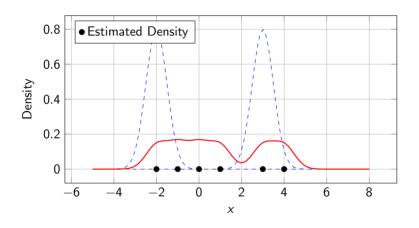
What does this mean in generating images?

Density Estimation: Bias and Variance Trade-off

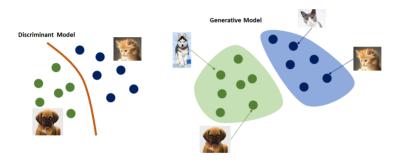


What does this mean in generating images?

Density Estimation: Bias and Variance Trade-off



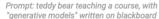
Generative Al



$$p(y|x) = \frac{p(x,y)}{p(x)} = \frac{p(x|y)p(y)}{p(x)} = p(x|y)\frac{p(y)}{p(x)}$$

Generative AI Case Study: Formulate as p(x|y)

• Text-to-image/video generation







x: generated visual content

Image generated by Stable Diffusion 3 Medium

Generative AI Case Study: Formulate as p(x|y)

Text-to-3D structure generation



Figure credit: Tang, et al. LGM: Large Multi-View Gaussian Model for High-Resolution 3D Content Creation. ECCV 2024

Generative AI Case Study: Formulate as p(x|y)

· Class-conditional image generation

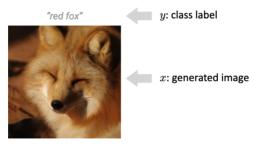


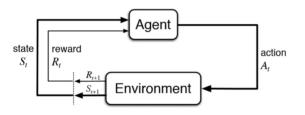
Image generated by: Li, et al. Autoregressive Image Generation without Vector Quantization, 2024

More Examples:

https://mit-6s978.github.io/schedule.html

Reinforcement Learning

Learning to make sequential decisions



mathmetical framework called: markov decision process

Not included in IEMS 304

Application of RL: Decision Making

What is the agent? Waht is the action? What is the state? What is the reward?

- AlphaGo
- Robotics