

# Machine Learning

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# Discussion Questions

- **When (if ever) do you think we will have computer systems exhibit Artificial General Intelligence (AGI)?**
- There is no universally accepted definition of AGI. Some options:
  - “highly autonomous systems that outperform humans at most economically valuable work”  
[OpenAI Charter](#)
  - “a hypothetical stage in the development of machine learning (ML) in which an artificial intelligence (AI) system can match or exceed the cognitive abilities of human beings across any task. It represents the fundamental, abstract goal of AI development: the artificial replication of human intelligence in a machine or software.”  
[IBM](#)

# Definitions...

- Confusingly similar array of terms:
  - Artificial Intelligence
  - Machine Learning
  - Statistics
  - Data Mining
  - Deep Learning

# Definitions

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- No universally accepted definitions for any of these things...

# Machine Learning

- "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."

Mitchell, T. (1997). Machine Learning. McGraw Hill.

- "The programming of a digital computer to behave in a way which, if done by human beings or animals, would be described as involving the process of learning."

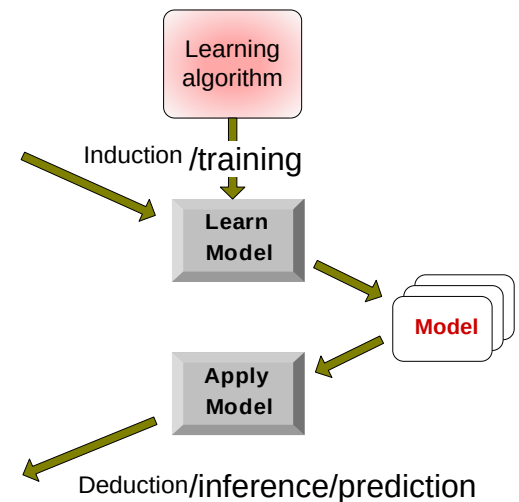
A. L. Samuel, "Some studies in machine learning using the game of checkers," in IBM Journal of Research and Development, vol. 44, no. 1.2, pp. 206-226, 1959.

Tid	Attrib1	Attrib2	Attrib3	Class
1	Yes	Large	125K	No
2	No	Medium	100K	No
3	No	Small	70K	No
4	Yes	Medium	120K	No
5	No	Large	95K	Yes
6	No	Medium	60K	No
7	Yes	Large	220K	No
8	No	Small	85K	Yes
9	No	Medium	75K	No
10	No	Small	90K	Yes

Training Set

Tid	Attrib1	Attrib2	Attrib3	Class
11	No	Small	55K	?
12	Yes	Medium	80K	?
13	Yes	Large	110K	?
14	No	Small	95K	?
15	No	Large	67K	?

Test Set



# Statistics

- “A branch of mathematics dealing with the collection, analysis, interpretation, and presentation of masses of numerical data”

<https://www.merriam-webster.com/dictionary/statistics>

- Emphasis on mathematical rigor... Which tends to encourage relatively simple models with relatively few parameters

# Artificial Intelligence

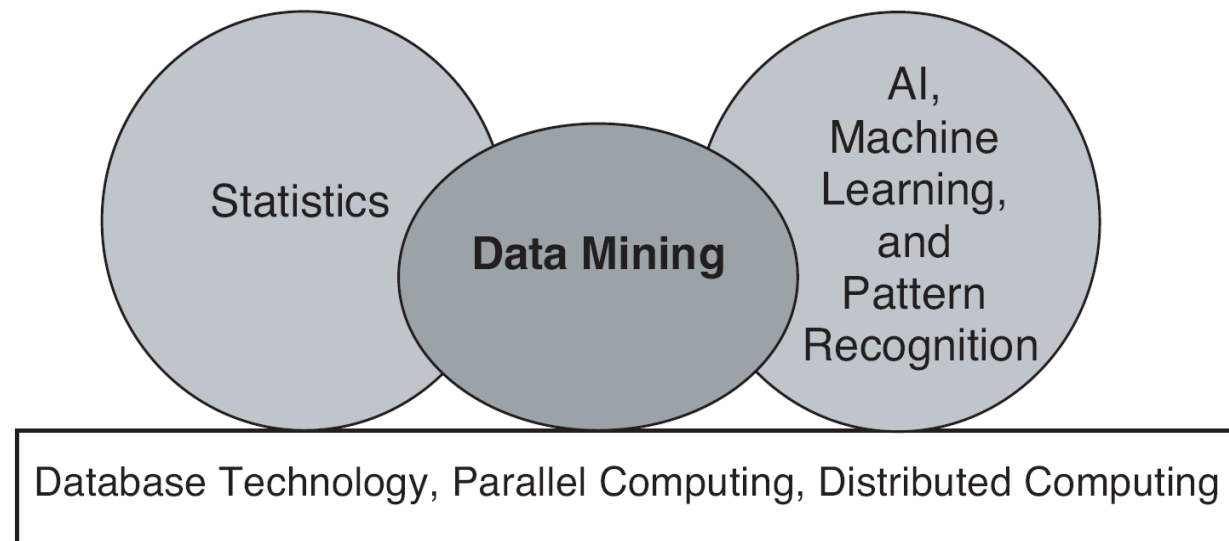
- AI:
  - “Artificial intelligence is that activity devoted to making machines intelligent, and intelligence is that quality that enables an entity to function appropriately and with foresight in its environment.”

Nils J. Nilsson, *The Quest for Artificial Intelligence: A History of Ideas and Achievements* (Cambridge, UK: Cambridge University Press, 2010).

# Data Mining

- “Data mining is the process of automatically discovering useful information in large data repositories”

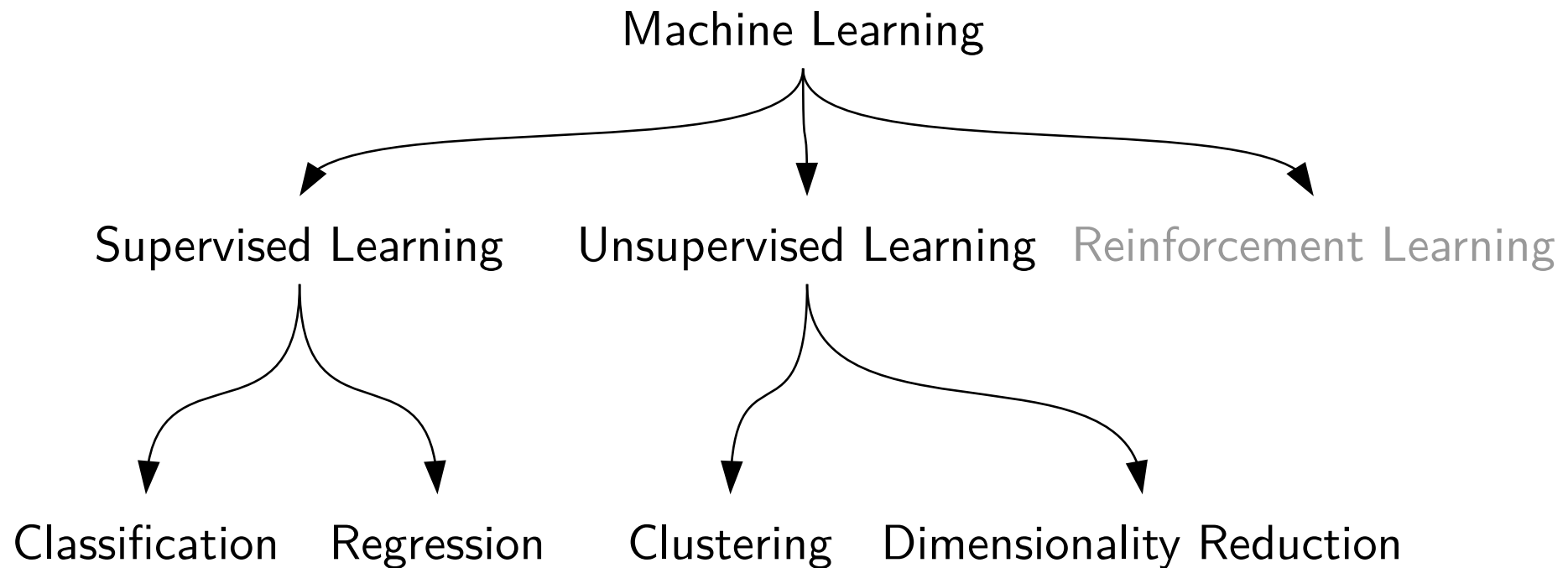
Pang-Ning Tan et. al., Introduction to Data Mining, 2<sup>nd</sup> Edition (Pearson, 2019).



Introduction to Data Mining, 2nd Edition



# Traditional Machine Learning Task Breakdown



Also: Semi-Supervised Learning, Self-Supervised Learning

# Other ML Categories

- Previous slide focuses on “data format”, not on techniques
- Other Distinctions:
  - Offline learning vs. Online Learning
  - Instance Based vs. Model Based
  - Generative vs. Discriminative

# Interesting Times

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- The last 10-15 years have seen dramatic progress in machine learning
- Much of this can be attributed to progress in **deep learning**

# Deep Learning

- “**Representation learning** is a set of methods that allows a machine to be fed with raw data and to automatically discover the representations needed for detection or classification. **Deep-learning** methods are representation-learning methods with multiple levels of representation, obtained by composing simple but non-linear modules that each transform the representation at one level (starting with the raw input) into a representation at a higher, slightly more abstract level.”

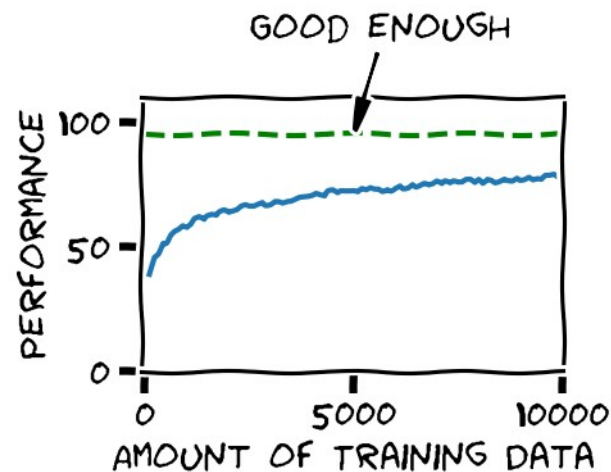
# “Shallow” Learning

- Decision Trees
- Random Forests
- Support Vector Machines
- Logistic Regression
- Three-layer Neural Networks
- Naive Bayes
- K-Nearest Neighbors
- Linear Discriminant Analysis
- ...

# Shallow Learning

## Potential Problem #1

- Good news... More training data leads to higher accuracy:



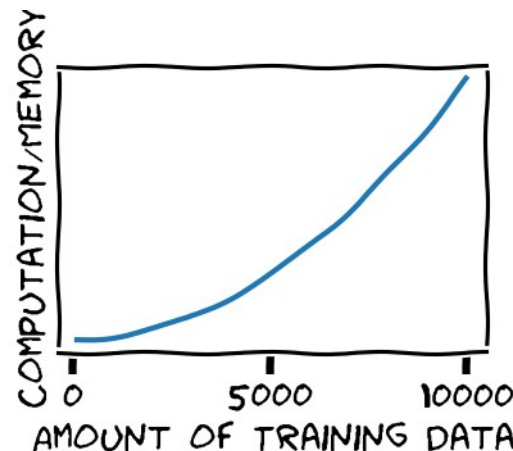
# Shallow Learning

## Potential Problem #1

- Good news... More training data leads to higher accuracy:



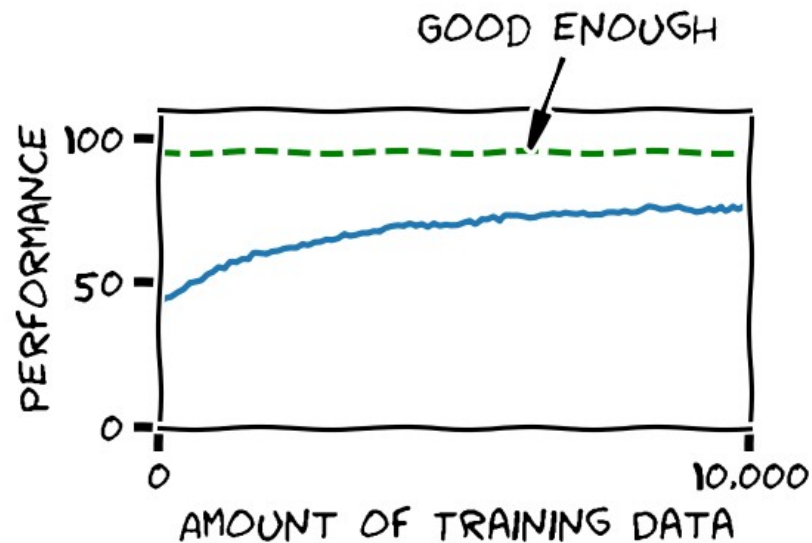
- Bad news... Algorithm doesn't scale:



# Shallow Learning

## Potential Problem #2

- Shallow algorithm that can handle massive training data:



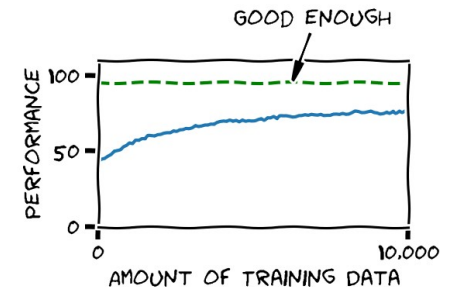
- Promising! Let's try more data...



# Shallow Learning

## Potential Problem #2

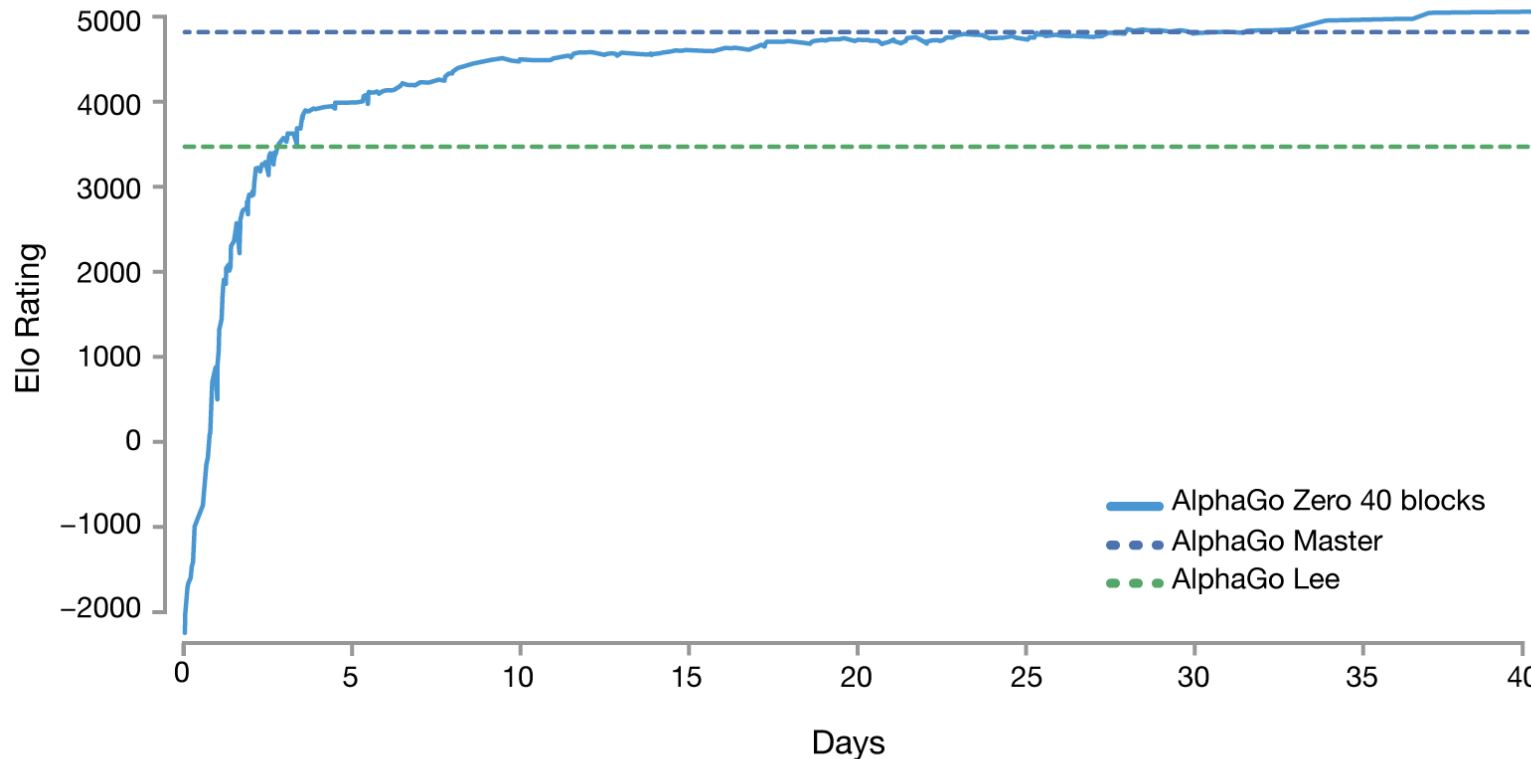
- Shallow algorithm that can handle massive training data:
- Promising! Let's try more data...



- Nope. Performance asymptote.

# The Nice Thing About Deep Learning...

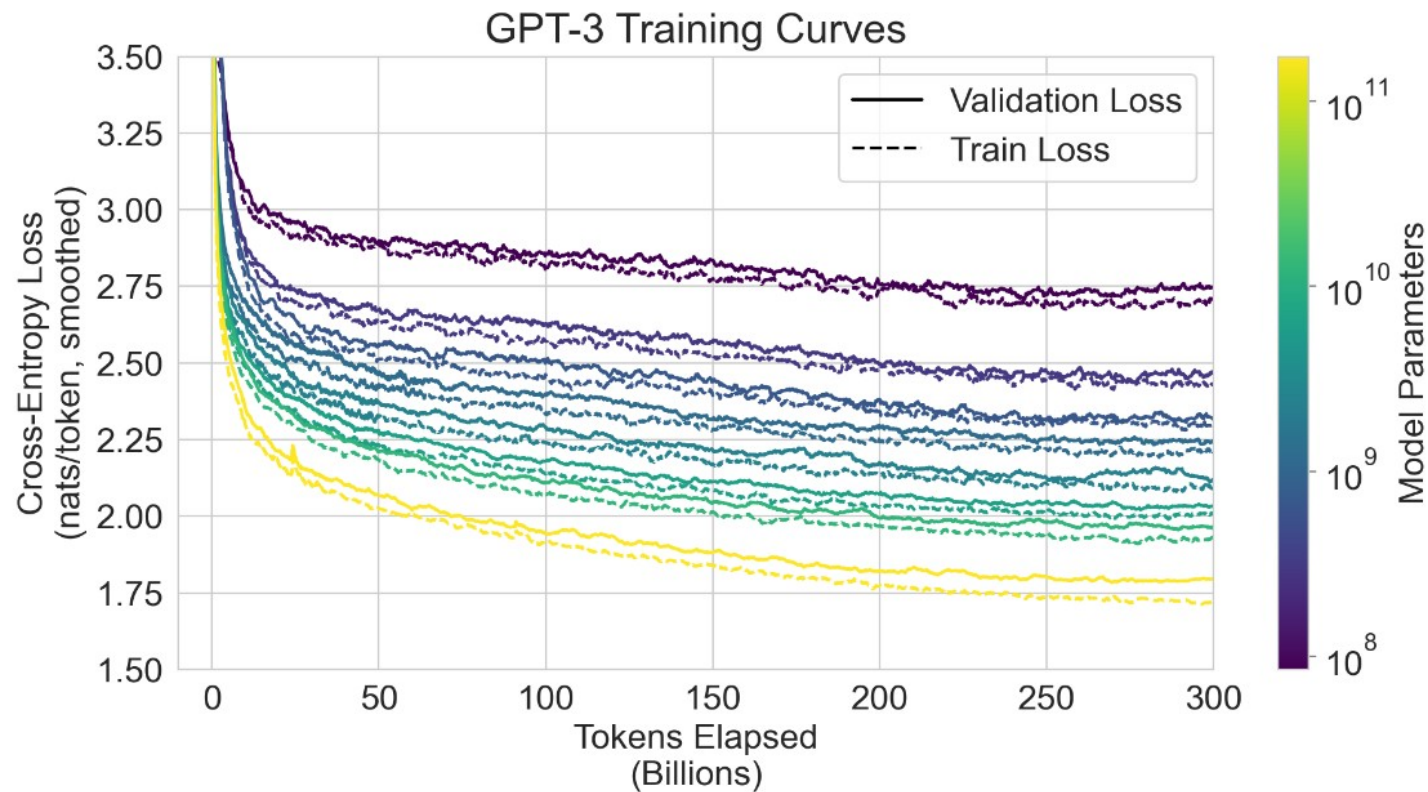
a.



80+ Layers

6,000,000,000+ board positions

# GPT-3



Brown, Tom, et al. "Language models are few-shot learners." Advances in neural information processing systems 33 (2020)

# Buyer Beware! CS 445

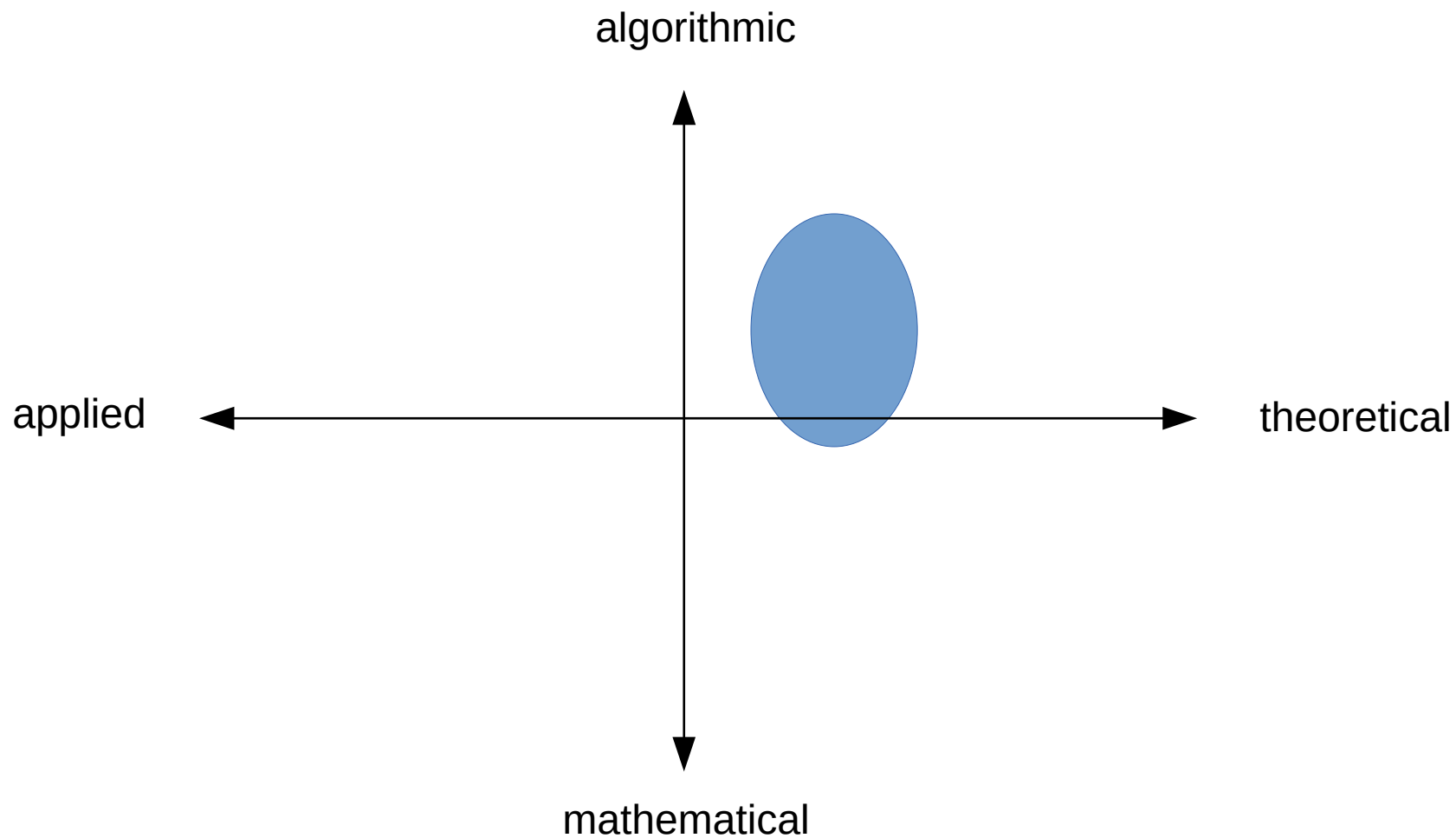
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- Math
- Python
- Independent initiative

# Python

- Python is the most widely used language in machine learning (at least for research and education)
- Our toolset:
  - Anaconda
    - numpy
    - scikit-learn
    - PyTorch
    - Pandas

# Course Emphasis



# Course Logistics...

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# Let's Talk About AI

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- My Beliefs:
  - Practically speaking, constructing software by typing code is pretty much over.



# Let's Talk About AI

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  - Programming (explicitly coding and testing the steps of an algorithm) is the best (only?) way to gain a deep understanding of a new algorithm.

# Let's Talk About AI

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  - Practically speaking, constructing software by typing code is pretty much over.
  - Programming (explicitly coding and testing the steps of an algorithm) is the best (only?) way to gain a deep understanding of a new algorithm.
- Dangerous Fallacies:
  - AI is like earlier transitions: E.g. from assembly programming → high-level languages.

# Let's Talk About AI

- My Beliefs:
  - Practically speaking, constructing software by typing code is pretty much over.
  - Programming (explicitly coding and testing the steps of an algorithm) is the best (only?) way to gain a deep understanding of a new algorithm.
- Dangerous Fallacies:
  - AI is like earlier transitions: E.g. from assembly programming → high-level languages.
  - The fact that AI can do something demonstrates that learning to do it by hand is a waste of time.

# Advice

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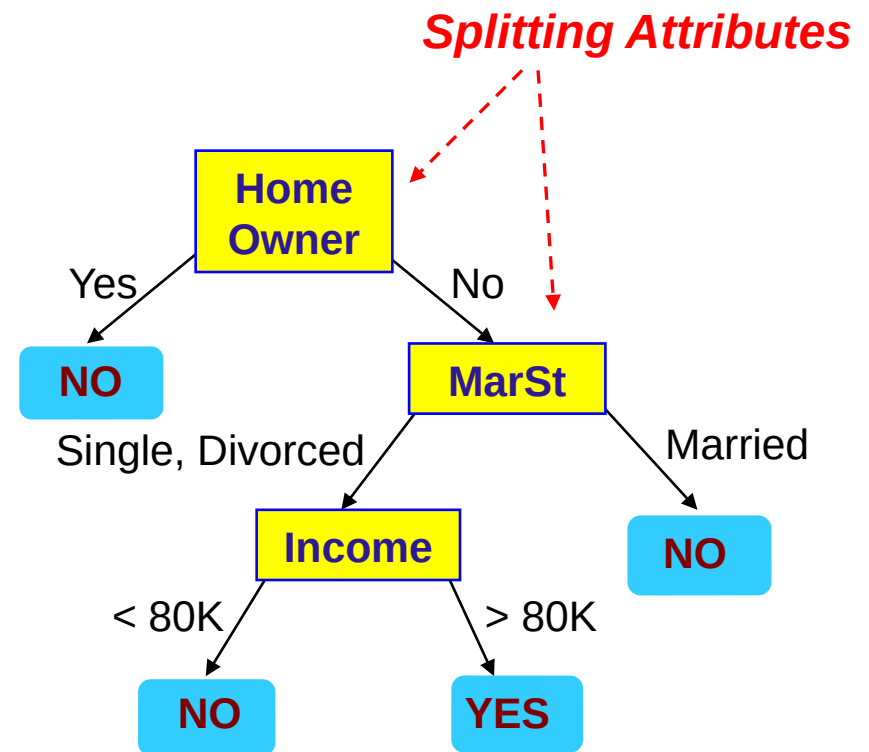
- Avoid using AI tools to generate code or solutions.
- Use AI as a virtual tutor/learning aid

# Decision Tree Classifier

*categorical*  
*categorical*  
*continuous*  
*class*

ID	Home Owner	Marital Status	Annual Income	Defaulted Borrower
1	Yes	Single	125K	No
2	No	Married	100K	No
3	No	Single	70K	No
4	Yes	Married	120K	No
5	No	Divorced	95K	Yes
6	No	Married	60K	No
7	Yes	Divorced	220K	No
8	No	Single	85K	Yes
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Training Data



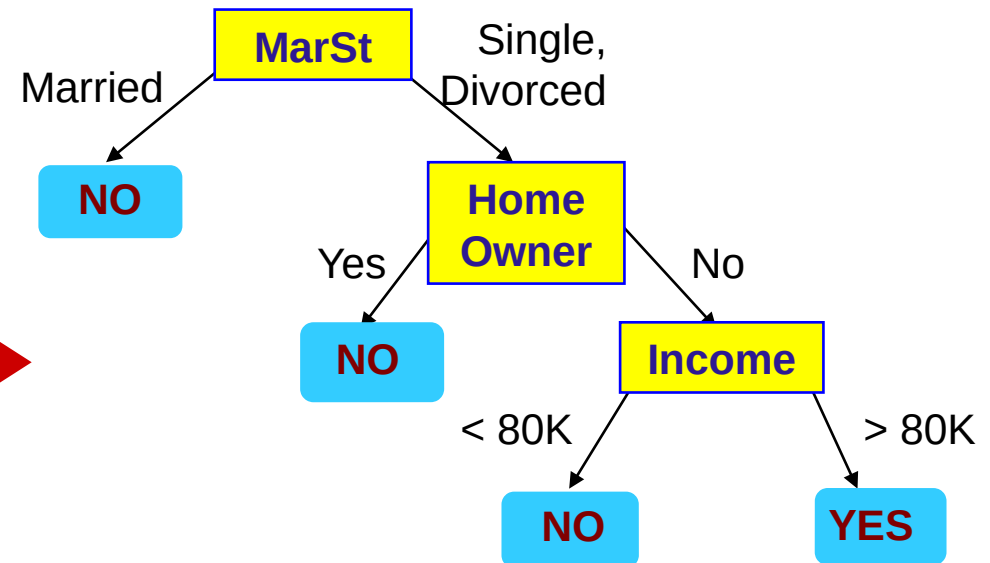
Model: Decision Tree

# Decision Tree Classifier

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Training Data



There could be more than one tree that fits the same data!

# For Tuesday

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- Complete the posted reading
- Set up your Python environment
- Log into Canvas and complete the reading quizzes and course survey