

# CS 3/5780: Introduction to Machine Learning

## Lecture 1



Sarah Dean



Karthik Sridharan

**First the Boring Administrative Stuff ...**

# Course Links

- **Homepage:** <https://www.cs.cornell.edu/courses/cs3780/sp2026>
  - Most of the information about the course
- **Canvas:** <https://canvas.cornell.edu>
  - For assignments, quizzes etc
- **Vocareum:** <http://vocareum.com>
  - Programming assignments are here
- **Ed:** <https://edstem.org/us/courses/69608/>
  - Discussion and questions

# Where to get help?

- **Post all questions** on ED (fastest way to get answers)
  - For Emergency or privacy email: [intro-ml-profs@cornell.edu](mailto:intro-ml-profs@cornell.edu)
  - DO NOT Email instructors directly!
- **Instructor Office Hours:**
  - Sarah Dean: Tue 3pm-4pm, 424 Gates Hall
  - Karthik Sridharan: Wed 10:30am-11:30am, CIS 477
- **TA Office Hours:** Every day
  - Details will be posted on course webpage.



Leon, Sherlock



Srivatsa, Breaking Bad



Jess, Ikebukuro West Gate Park



Nick, Grey's Anatomy



Frank



Lauren, The Great Pottery  
Throw Down



David, Severance



Eric, Brooklyn 99



Haozheng, Better Call Saul



Serhii



Huajie



Boaz, Alice in Borderland



Xenex, Peaky Binders



Hami, The Office



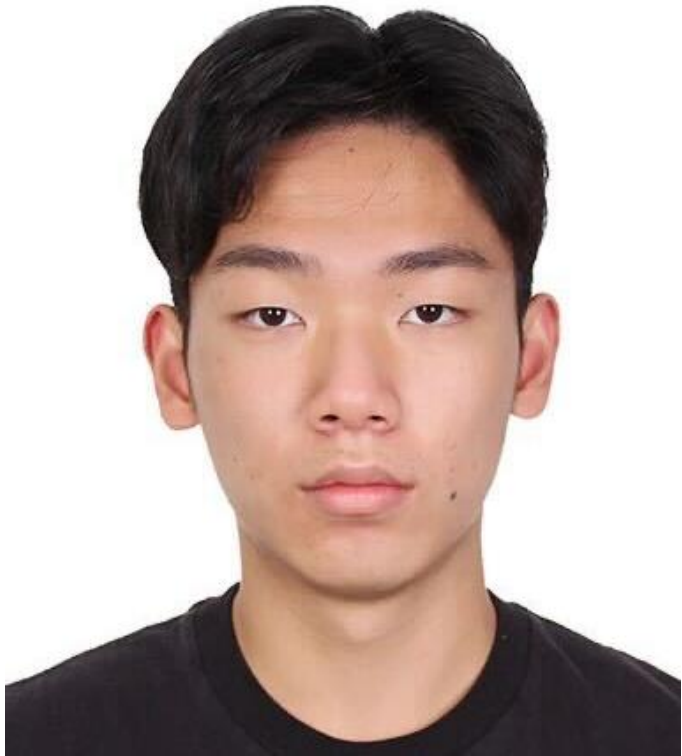
Shriya, 11.22.63



Rose, The Queen's Gambit



Jefferson, One Piece



Alex, Blacklist



Alexander, Dragon Ball



Zain, Avatar The Last Airbender



Zijie, Pitt



Kevin Beef



Jengwen, Inside No. 9



Janet, Squid Game



Jack, Fallout



Nedim, One Piece



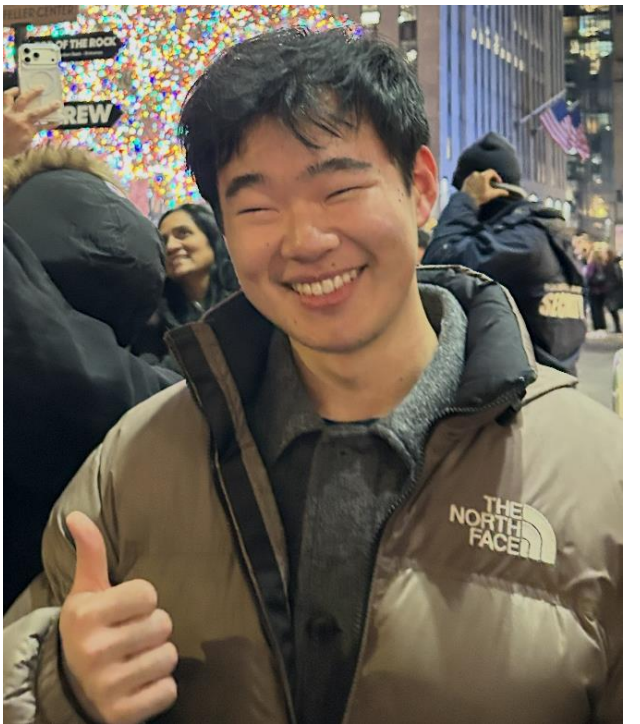
Jade, Gilmore Girls



Farhan, Sherlock



Judy



Leardon, Mr. And Mrs. Smith



Thurushi, Money Heist



Sharvari, Breaking Bad  
Sharvari, Breaking Bad

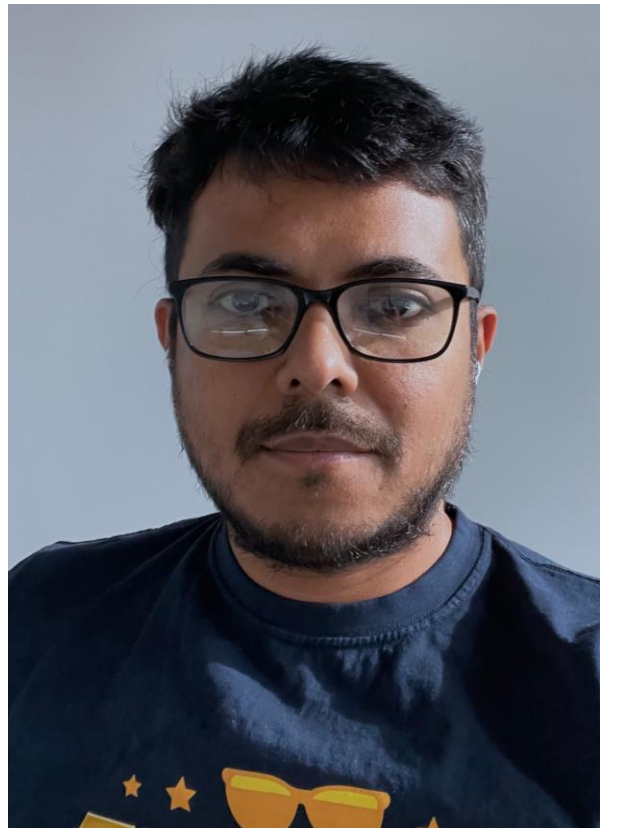


Caleb, Black Mirror

Layla Liu  
Johnson Wang  
Aakaash Nattanmai  
Bryan Chung  
Claudiu Llioi  
Jerry Ji  
Andrew Noviello  
Casper Liao  
Aidan Wu  
Saesha Agarwal  
Jiaxuan Wang  
Timothy Li



Sarah, Treme

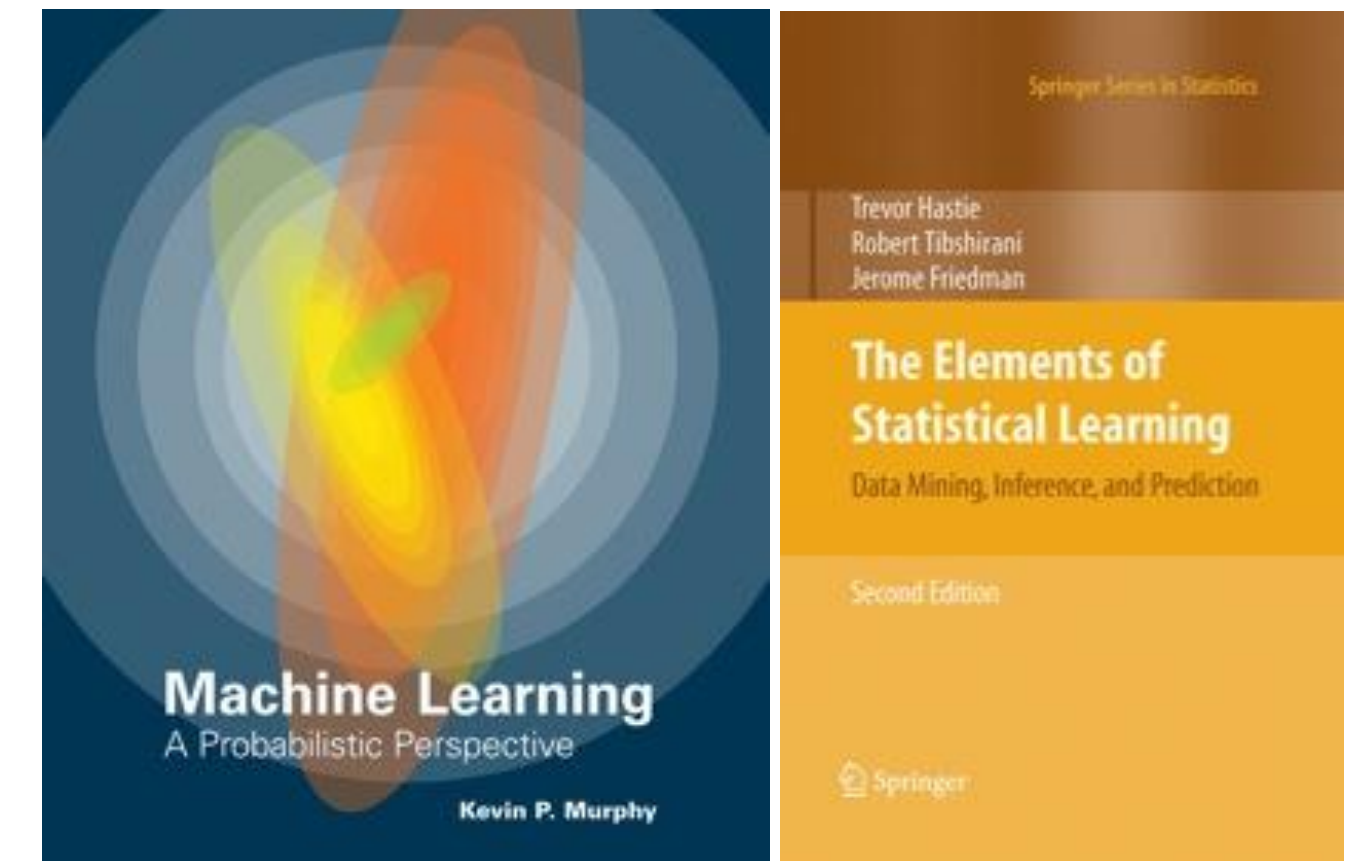


Karthik, GOT

# References:

## Main Course Texts

- Machine Learning a Probabilistic Perspective
  - K.P. Murphy
- The Elements of Statistical Learning
  - Hastie, Tibshirani, Friedman



## Additional Texts

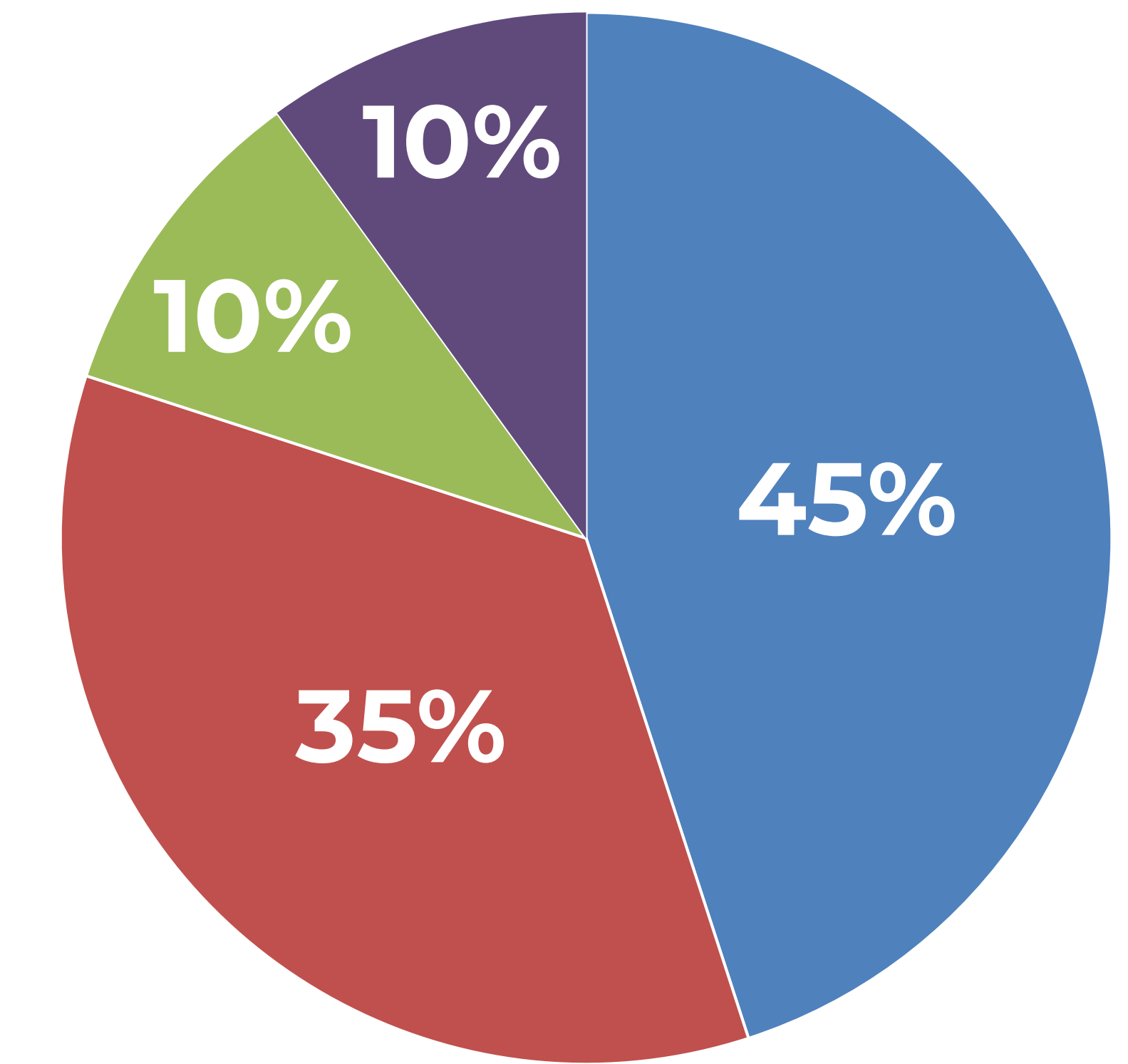
- An Introduction to Statistical Learning
  - James, Witten, Hastie, and Tibshirani
- Patterns, Predictions, and Actions
  - Hardt and Recht
- Fairness and Machine Learning
  - Barocas, Hardt, and Narayanan



**Also: Background and programming resources on the website.**

# Course Breakdown 5780

- 45% Exams: Midterm + Final
  - Closed book
- 35% Programming Assignments
  - Up to 2 members in each team
  - 2 days extension per team per project
  - Autograder (unlimited resubmissions)
  - Extra credit if you win contests
- 10% Homeworks
  - Up to 4 members in each team
  - **Preparation for exam**
- 10% Paper Comprehension (mandatory)
  - Original Research Papers in ML
  - Canvas Quizzes

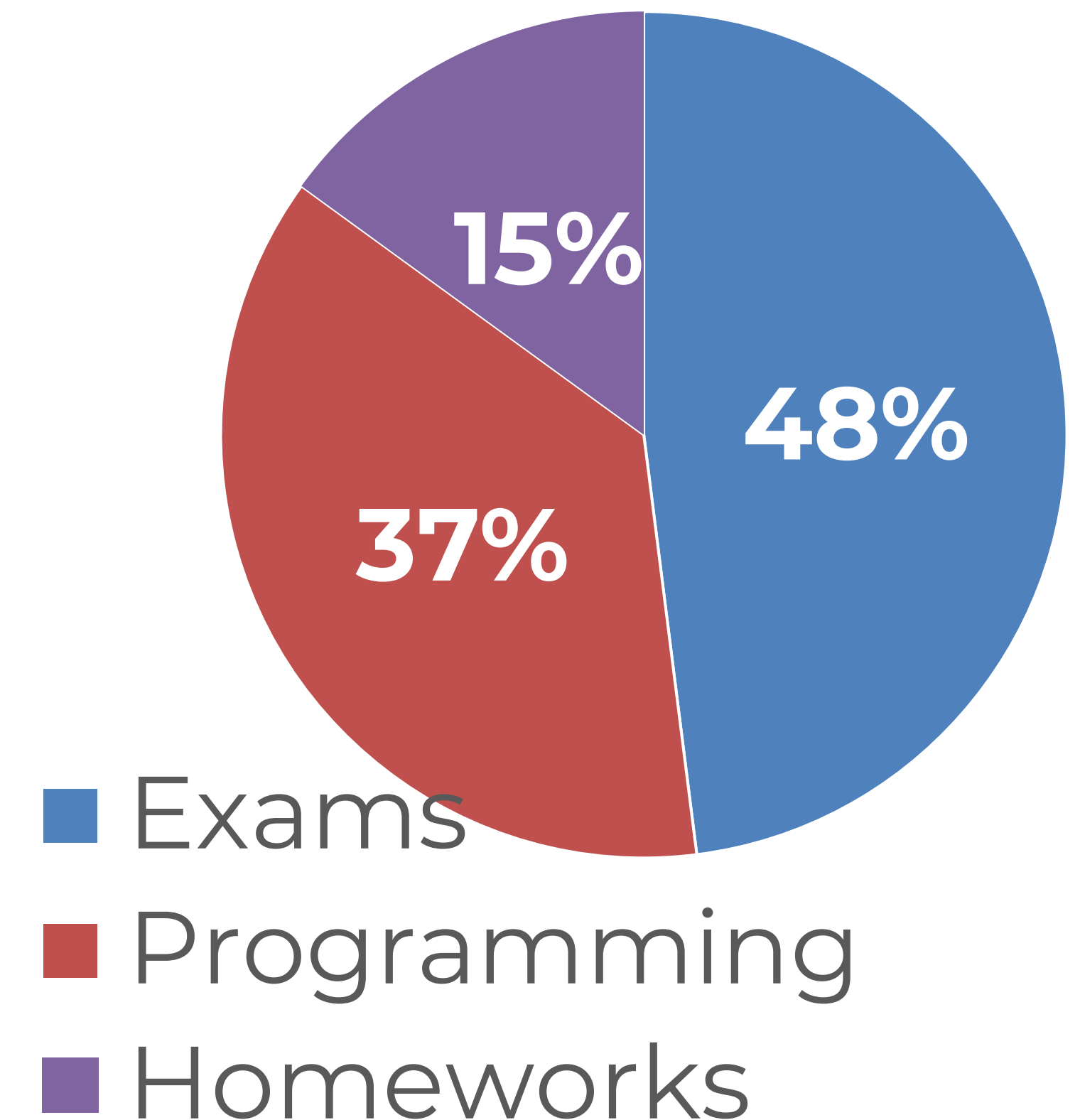


- Exams
- Programming
- Paper Comprehension
- Homeworks

# Course Breakdown 3780

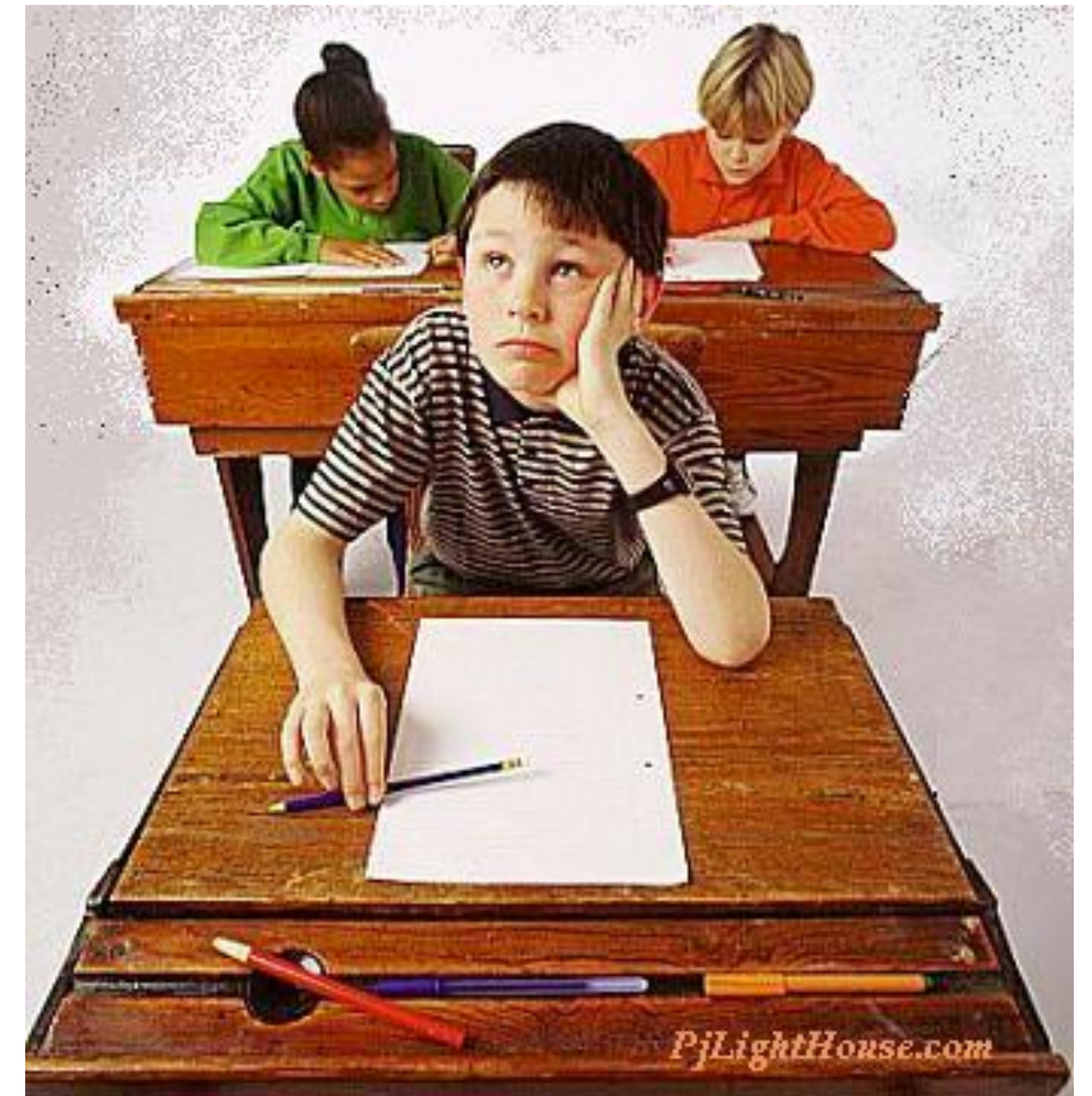
**...or you can choose the 5780 grading scheme.**

- (45% or 48%) Exams: Midterm + Final
  - Closed book
- (35% or 37%) Programming Assignments
  - Up to 2 members in each team
  - 2 days extension per team per project
  - Autograder (unlimited resubmissions)
  - Extra credit if you win contests
- (10% or 15%) Homeworks
  - Up to 4 members in each team
  - **Preparation for exam**
- (0% or 10%) Paper Comprehension(Optional)
  - Original Research Papers in ML
  - Canvas Quizzes



# Placement Exam

- Due January 27th.
- **Canvas** page under Quiz.
- Get started early!
- It is there for your own protection!
- This is how you get a Vocareum invite!
- Take it even if you are on the waitlist!



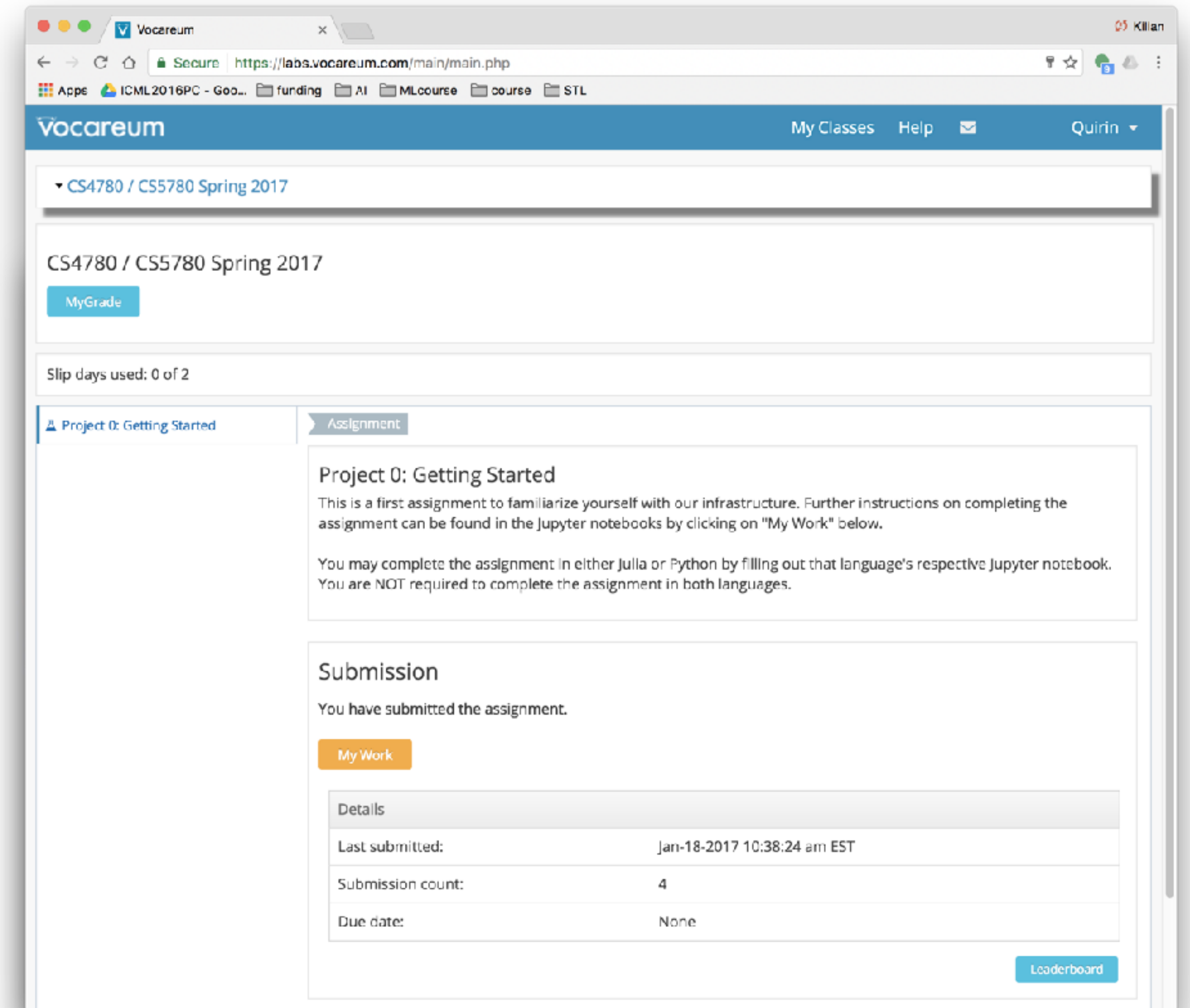
# Study Groups (2–5 people)

- You **must** join a study group by the end of next week.
- Find people on **Ed**
- This course will cover non-trivial material, learning in a group makes it easier and more fun!



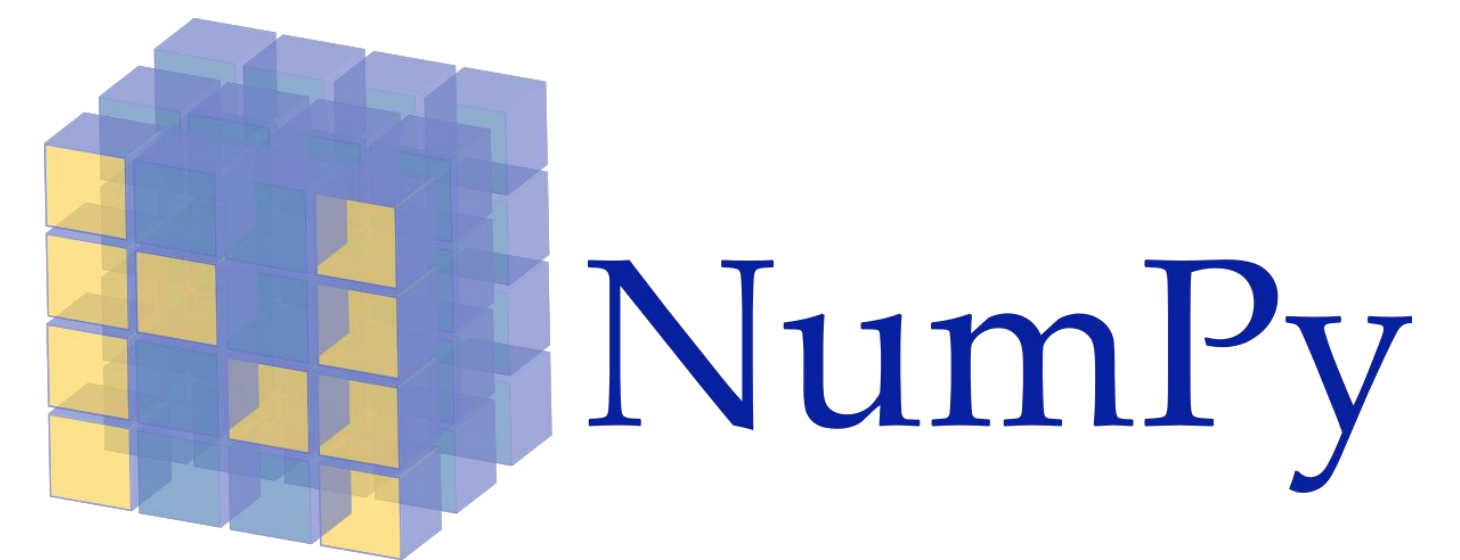
# <http://vocareum.com>

- Pass placement exam → get account
- There will be 8(+2) projects
  - You have (roughly) 2 weeks for each project
  - Unlimited submits until deadline
- Costs \$30 :-)



# Placement Exam II (Project -1)

- NUMPY proficiency test
- Will turn into your own cheat-sheet
- Please take it seriously — this is for your own good
- We will go through the solutions in dedicated sections



# Autograder

- Pick a (secret) name for your team for the leaderboard
  - (top right corner – click on your login)
- **Only text between #<GRADED> and #</GRADED> will be graded**
- Be sure to **form teams before you get started!**
  - Otherwise it creates headaches for the Vocareum system

# Course Topics

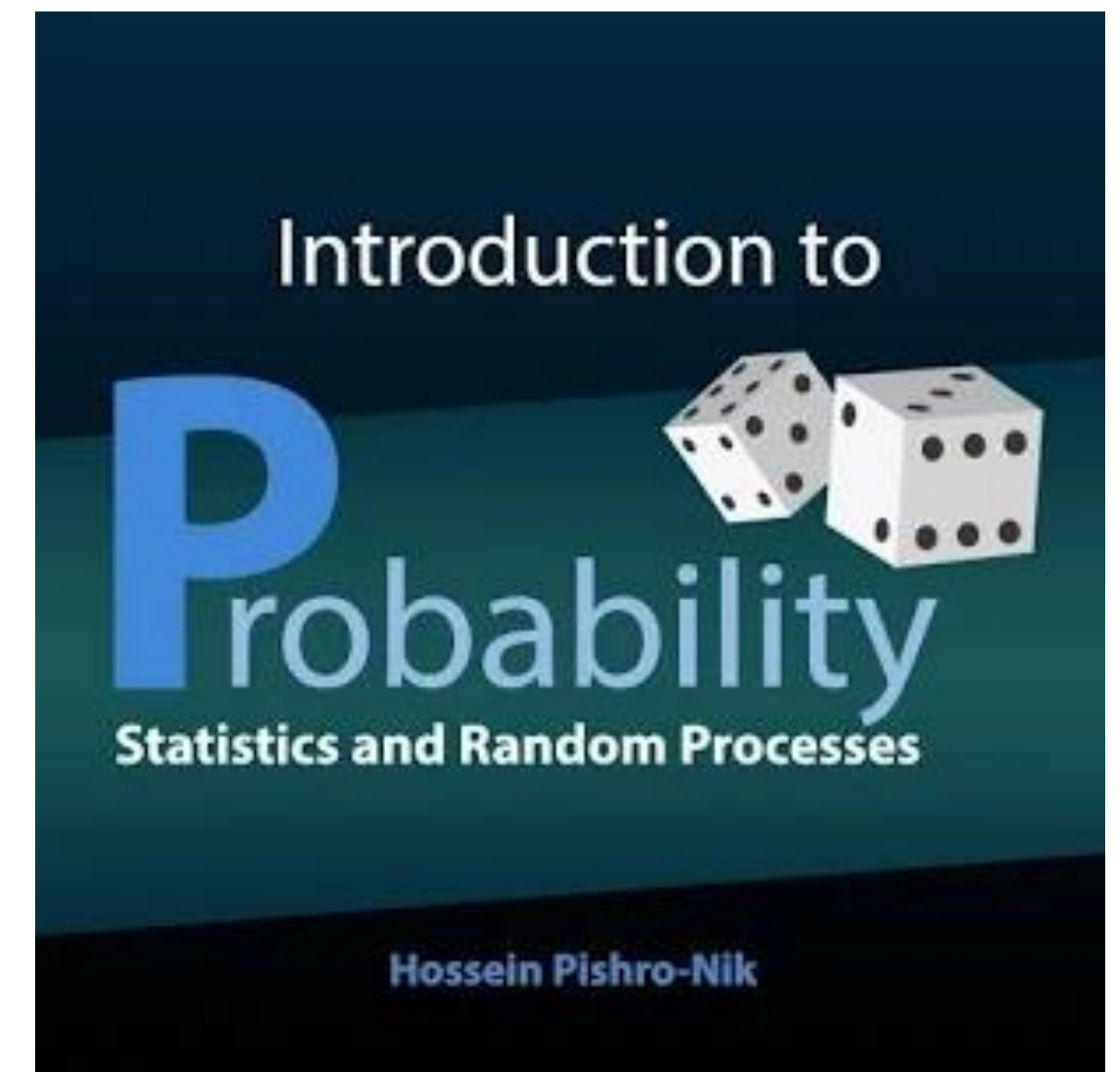
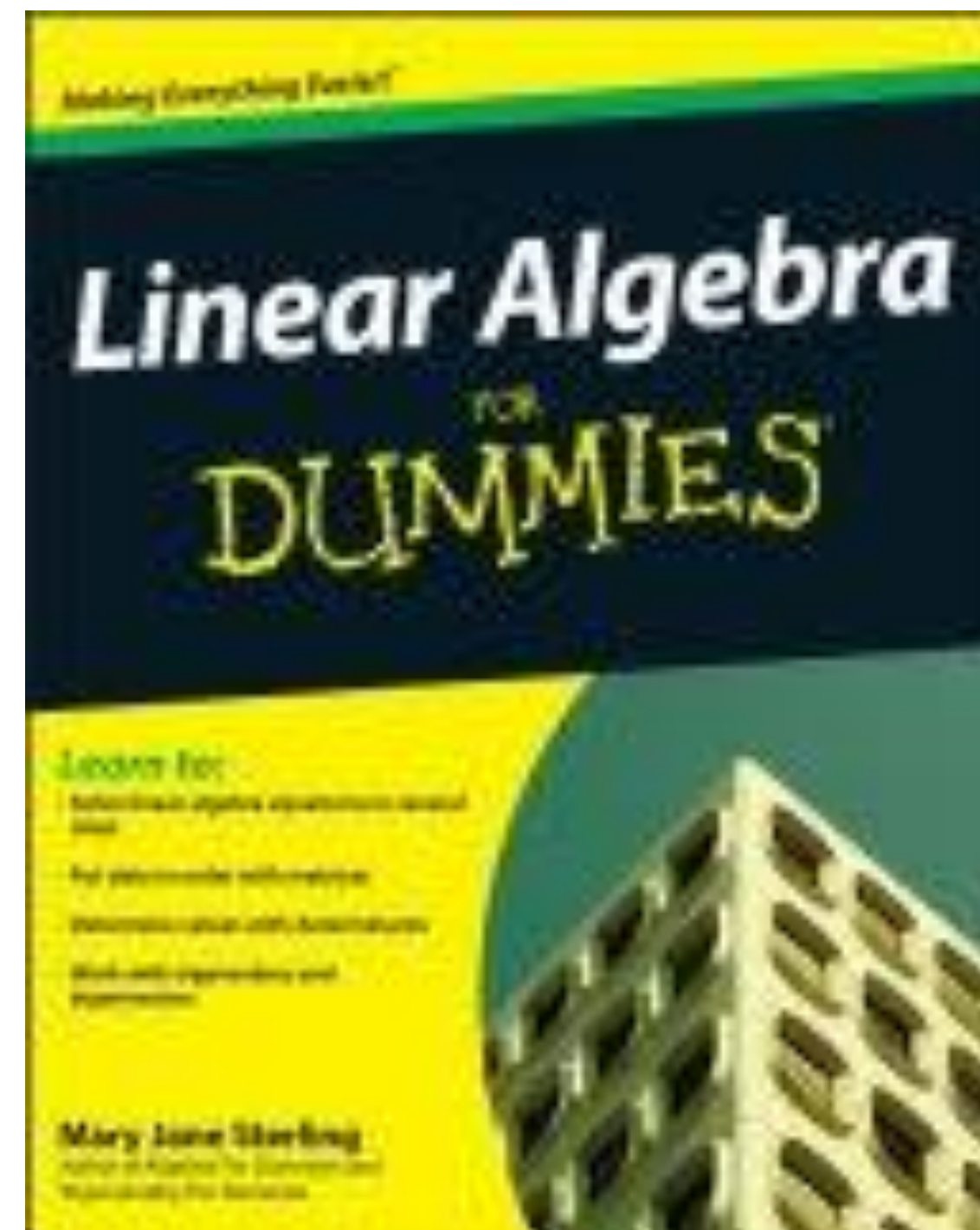
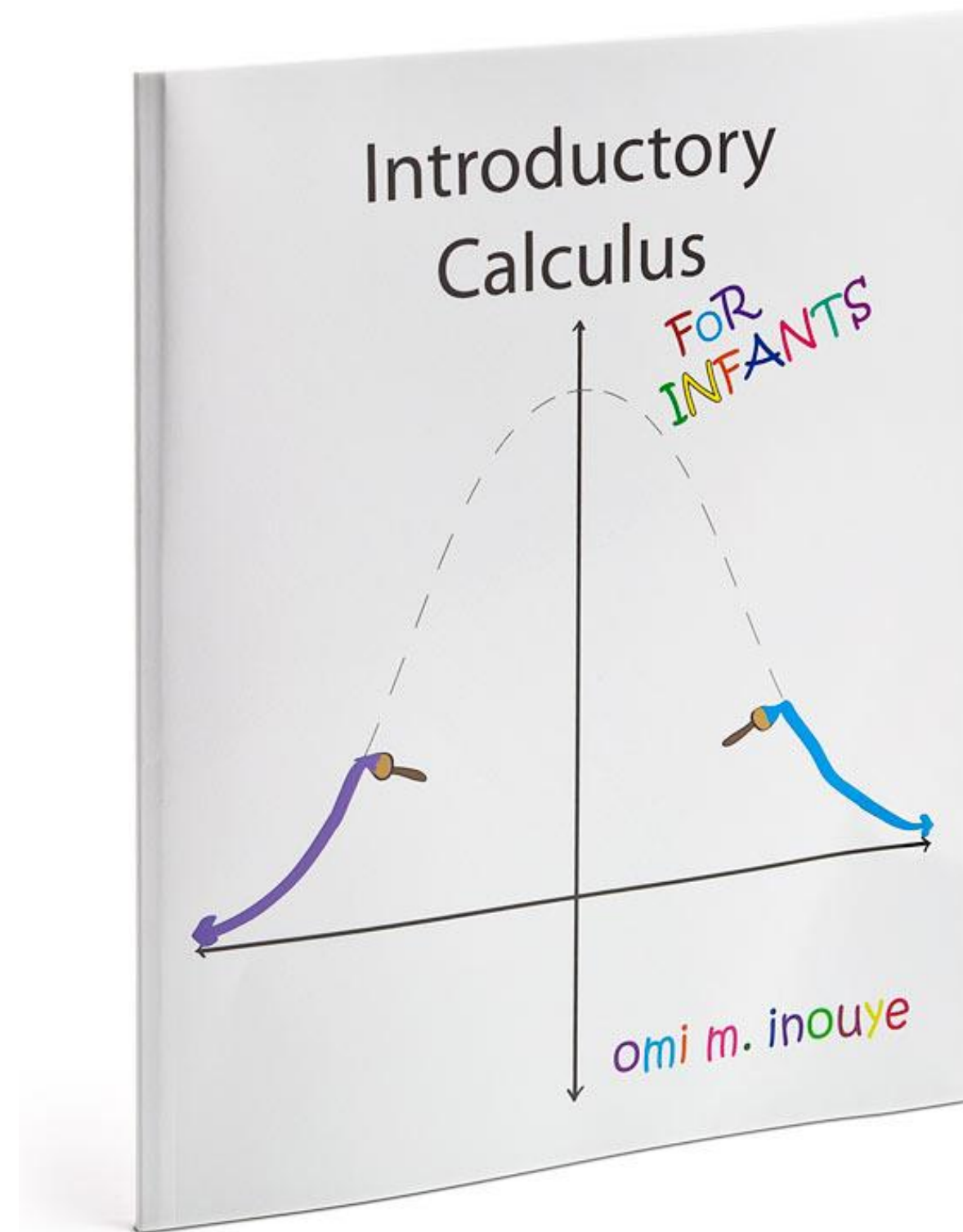
## We will cover

- Parametric learning
- Non-parametric learning
- Empirical risk minimization
- Unsupervised learning
- Bias/Variance Trade-off
- Boosting
- Support Vector Machines
- Basic Deep Learning

## We will not cover

- Graphical Models -> [CS3700]
- Reinforcement Learning -> [CS4789]
- Learning Theory -> [CS4783]
- More Deep Learning -> [CS4782]
- Genetic Programming

# Prerequisites



# Prerequisites

- Three pillars of ML:
  - **Statistics / Probability**
  - **Linear Algebra**
  - **Multivariate Calculus**
- Should be familiar with all, confident in at least  $1/3$ , ideally  $2/3$ .
- TAs might be able to give recitations on some topics if needed.
  - But don't rely on it.



# About this course

- **Take this course if ...**
  - you are interested in Machine Learning
  - you are comfortable with a decent amount of mathematics
  - you are proficient at programming
- **Don't take this course if ...**
  - matrices scare you
  - you don't remember how to take derivatives
  - you want an easy A
- You cannot take this course if you fail the placement exam.
  - In that case, take appropriate prerequisites and come back next year.

# A selection of student comments from past years

"It's mostly a math class"

"The topics were pretty complicated and difficult to understand quickly. I would have preferred a slightly slower pace."

"...Requires a good knowledge in math and derivatives."

"Huge work load, excessive at times, but that's just the nature of the course"

"great course, but prepare to work your butt off."

"A TON of work, but mostly worth it for a very valuable skill."

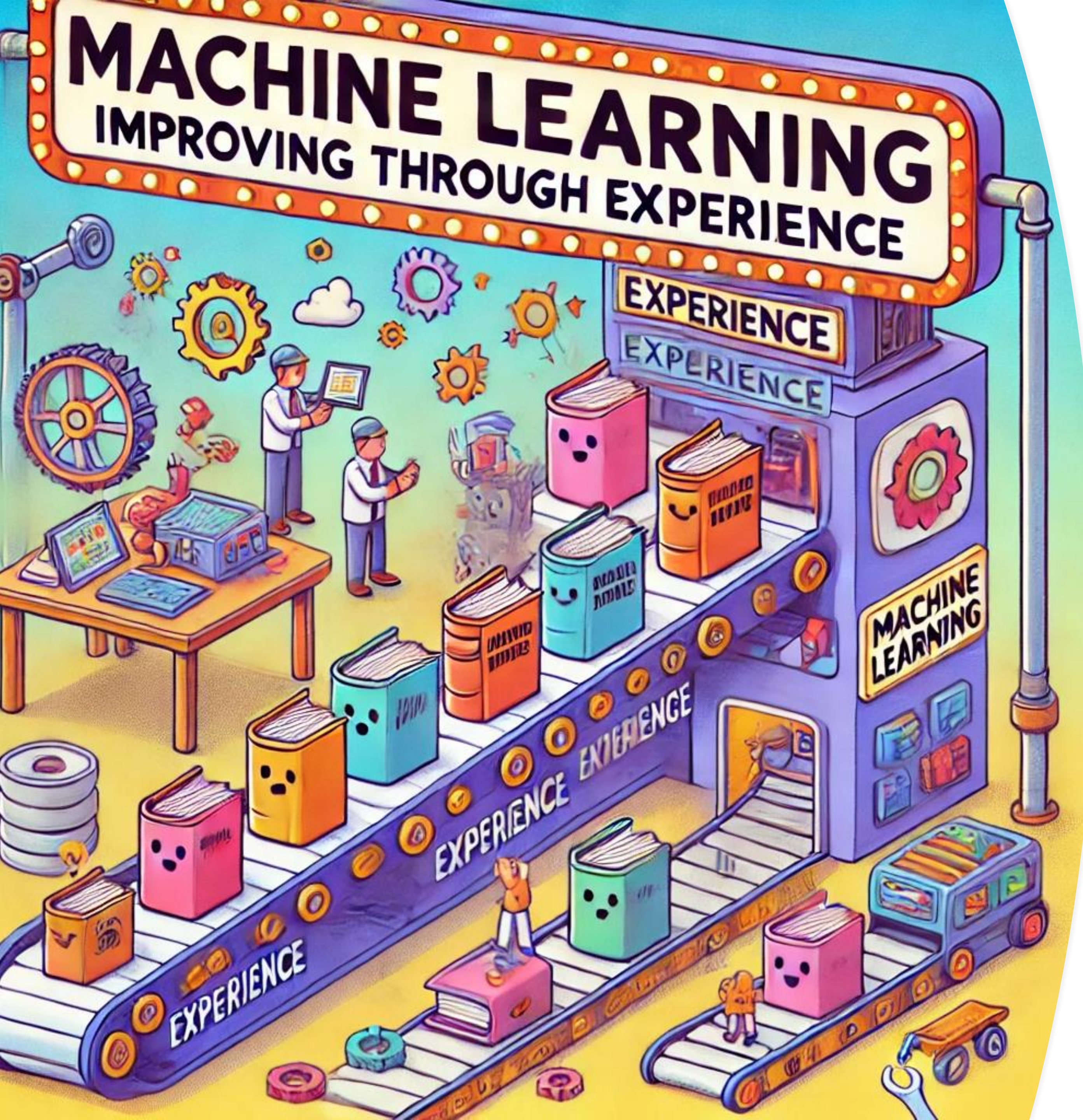
# Academic Integrity

- We **actively look for academic conduct violations**
  - The autograder checks for plagiarism
- **Zero tolerance policy**
  - all occurrences will be reported (see course Webpage)
- *Examples:*
  - Most common: Students steal from same source
  - Students post to [RentACoder.com](https://rentacoder.com) or other page
  - Students post solutions on the web
  - Students use solutions from last year's course



# But Using LLM is OK...

- First try without...
- If you use it Cite it!
- You can use LLMs (e.g. ChatGPT, Bard) for your assignments, but you must hand in a detailed description of how you used it (including all prompts and outputs)
- Use without citing is an Academic Integrity Violation
- We will be using AI detection engines that have high accuracy.

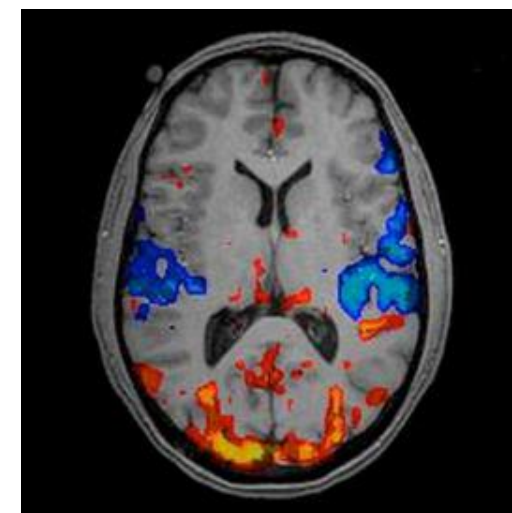


## What is machine learning?

- Roughly: programs that **improve** with **experience**.
  - A subfield of **artificial intelligence**, which refers to programs that demonstrate “intelligence” in some sense

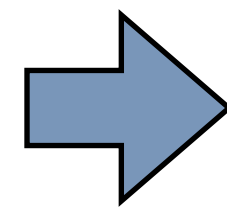
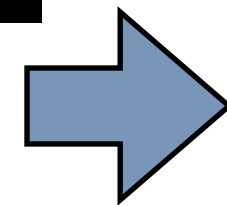
# Traditional Computer Science

Traditional CS:

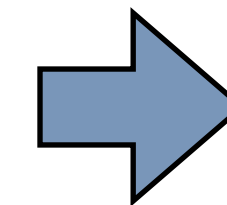


Data

Program



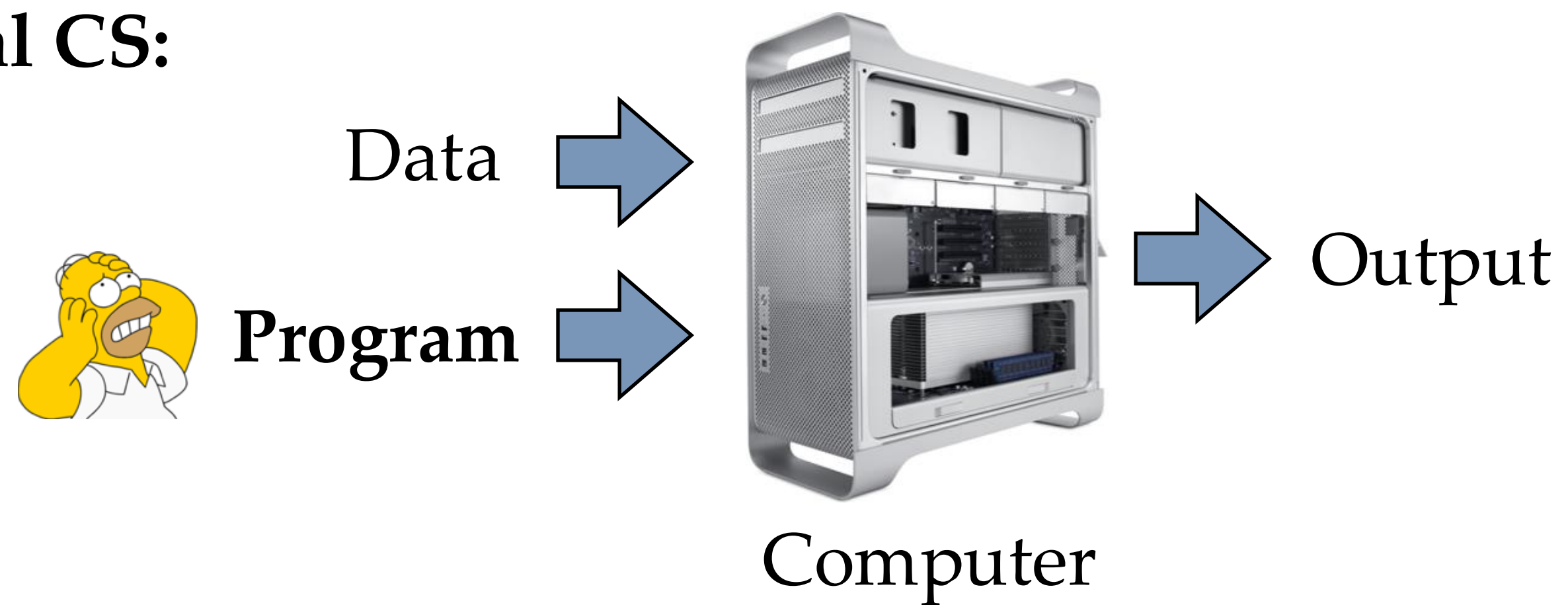
Computer



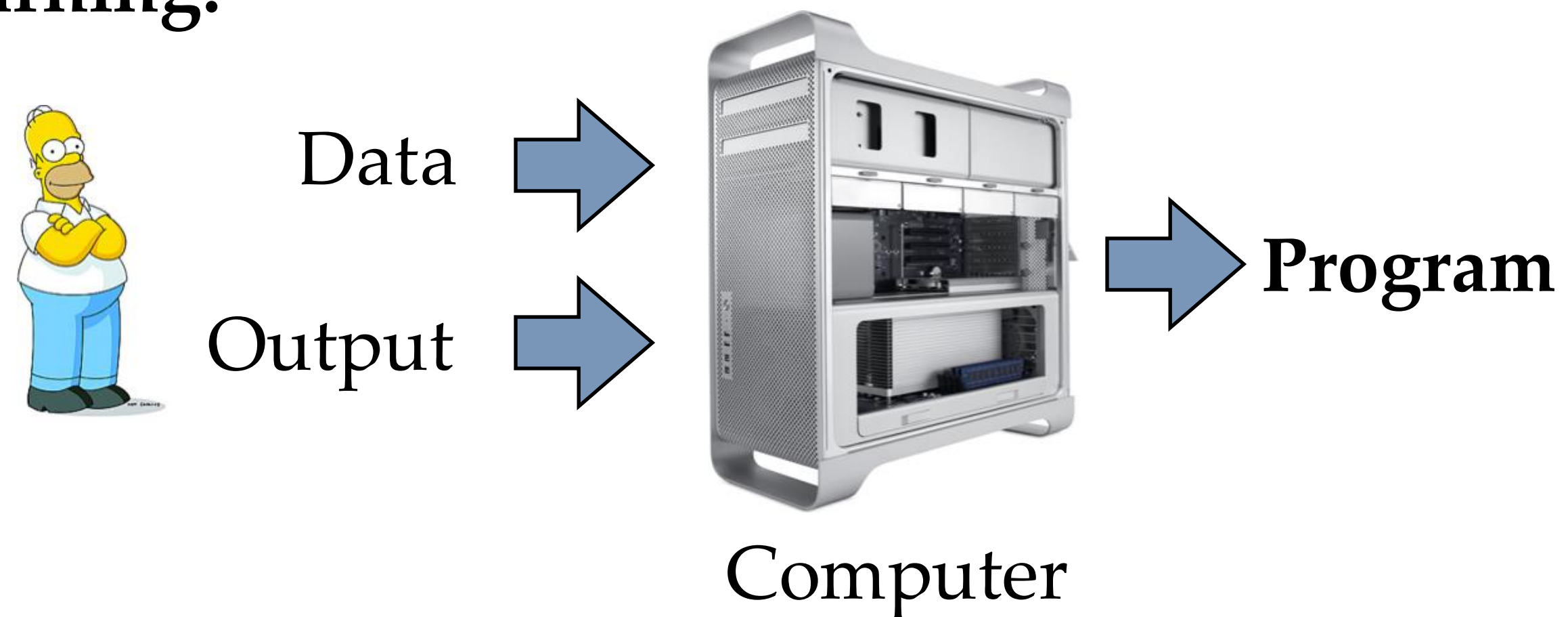
Output

# Machine Learning

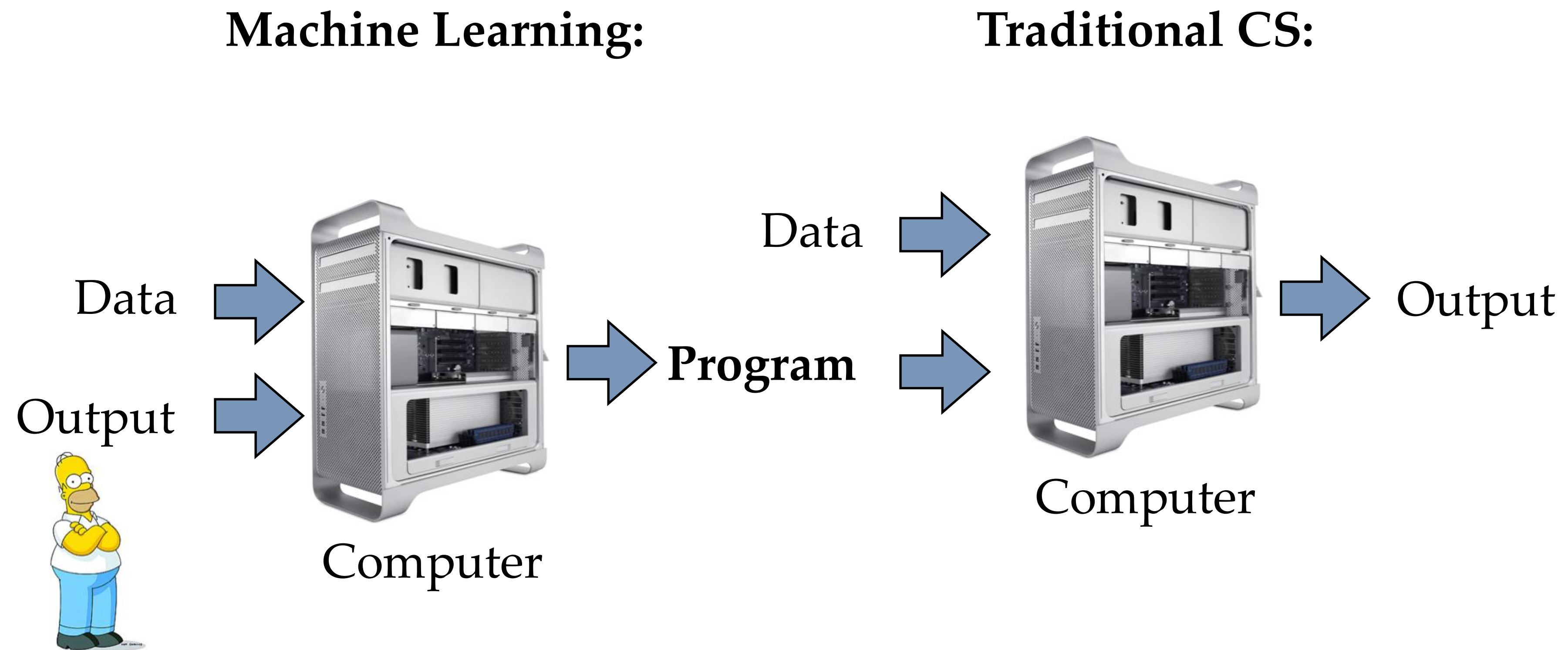
## Traditional CS:



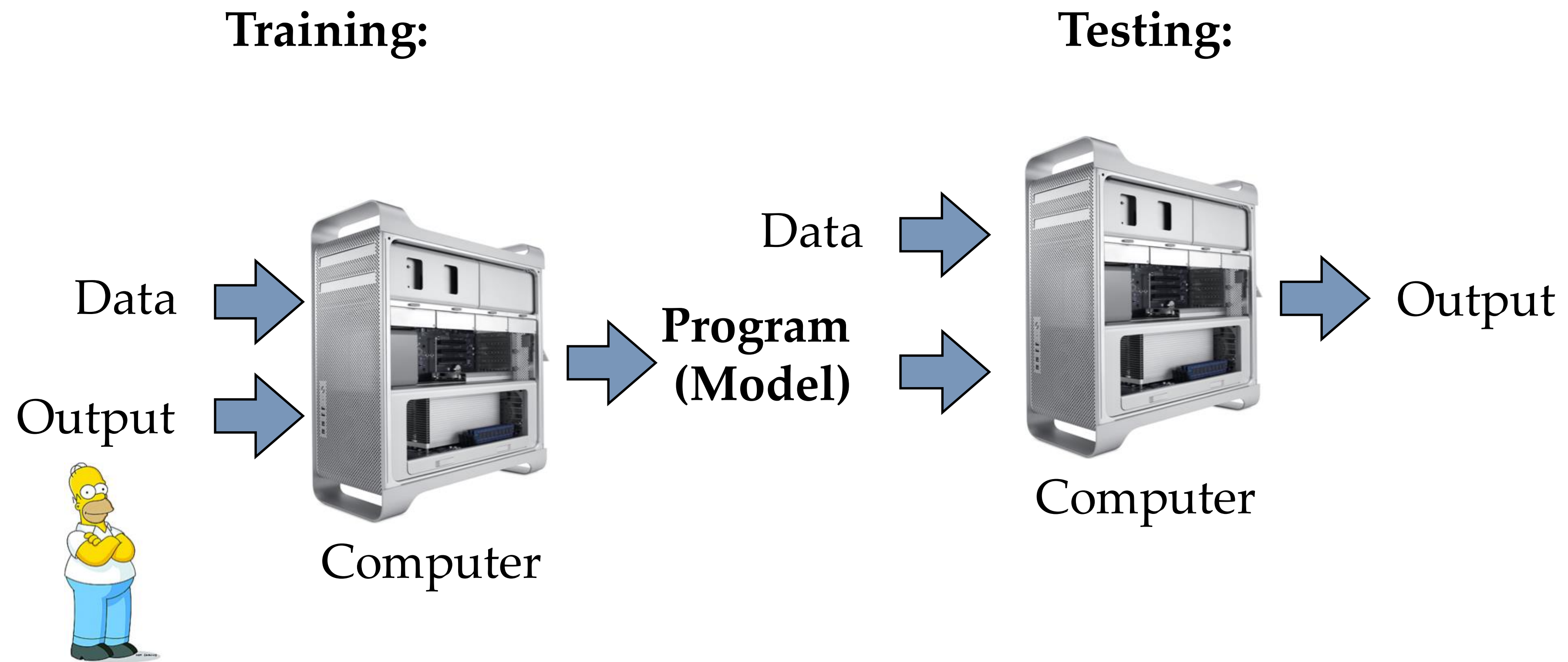
## Machine Learning:

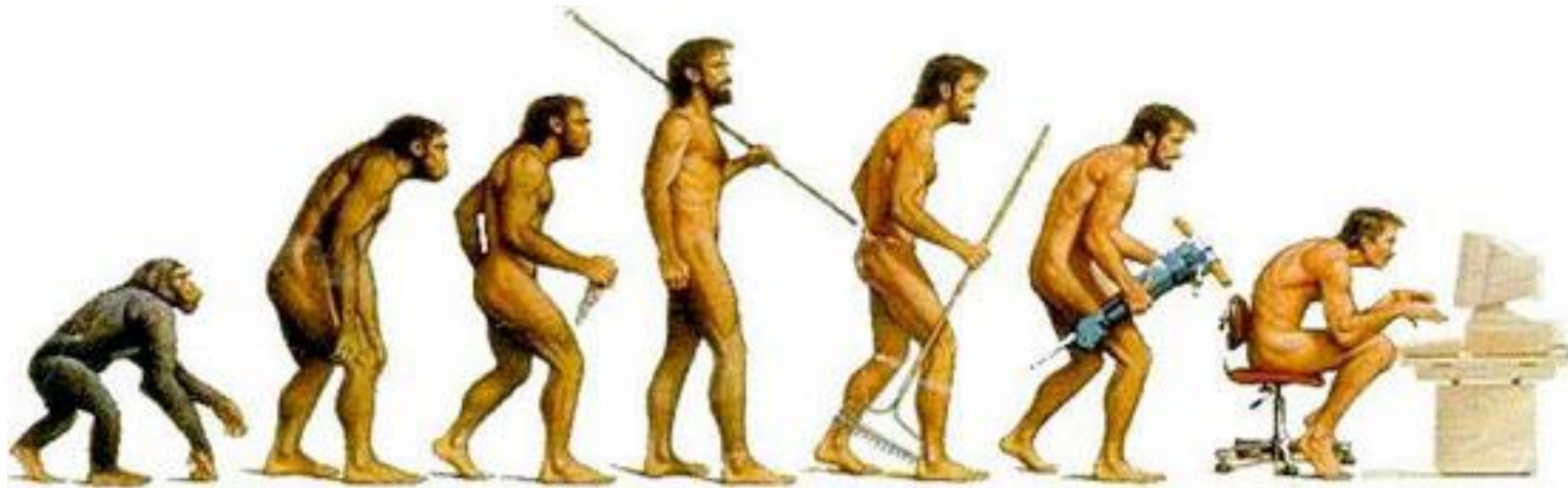


# Machine Learning



# Machine Learning





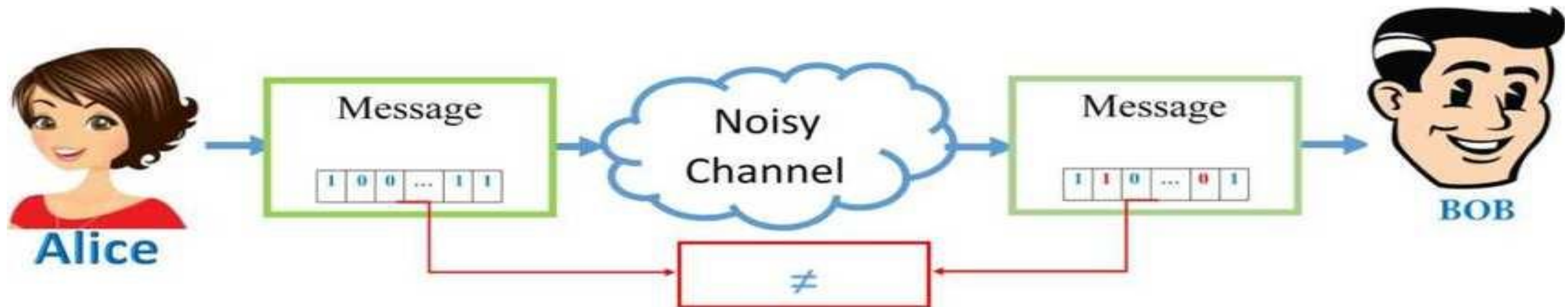
A (very brief) History of ML

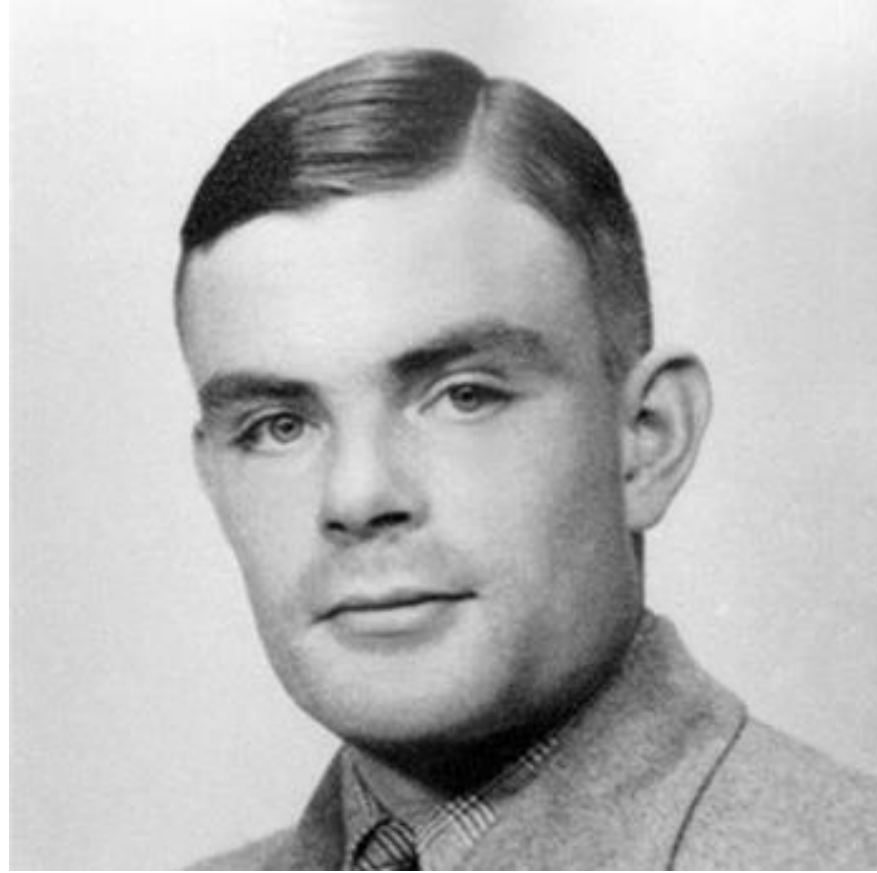
## A Mathematical Theory of Communication, 1948



Information can be *quantified* and *processed* using a digital computer.

Claude Shannon





Alan Turing

# The Turing Test, 1950

A machine is intelligent if its answers are indistinguishable from a human's





Arthur Samuel

# Checkers Program, 1952

Created a Checkers-playing  
program that got better  
overtime.



Also introduced the term  
“Machine Learning.”

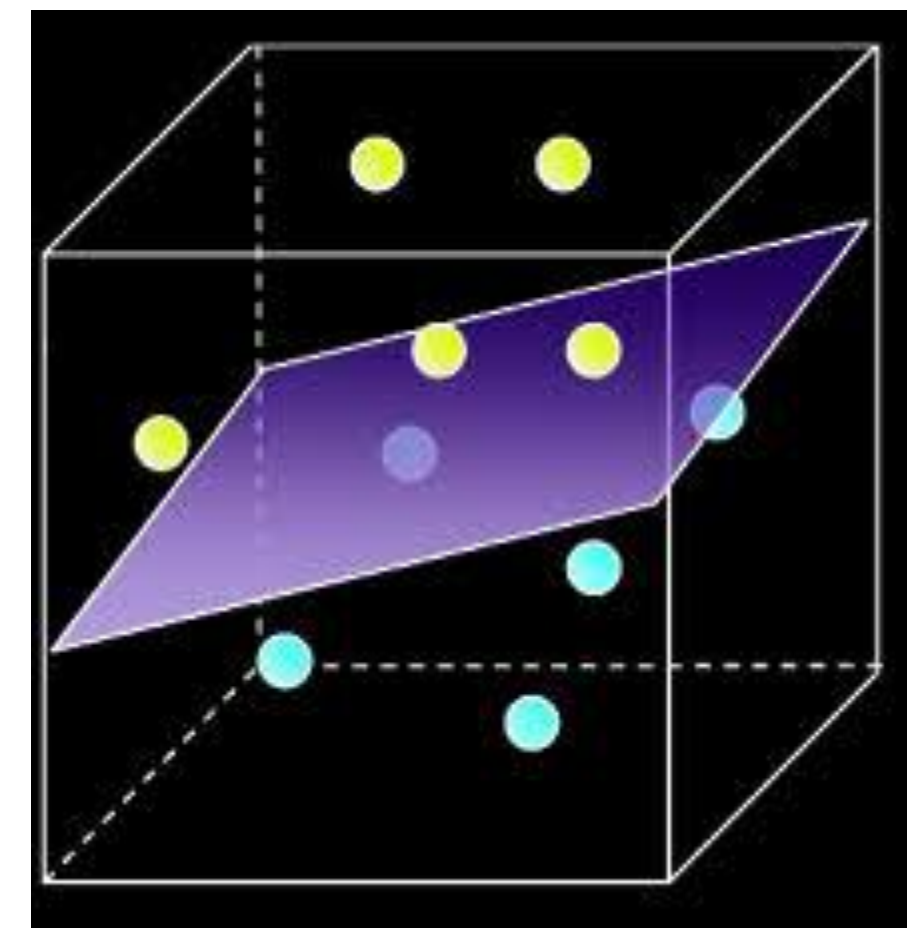
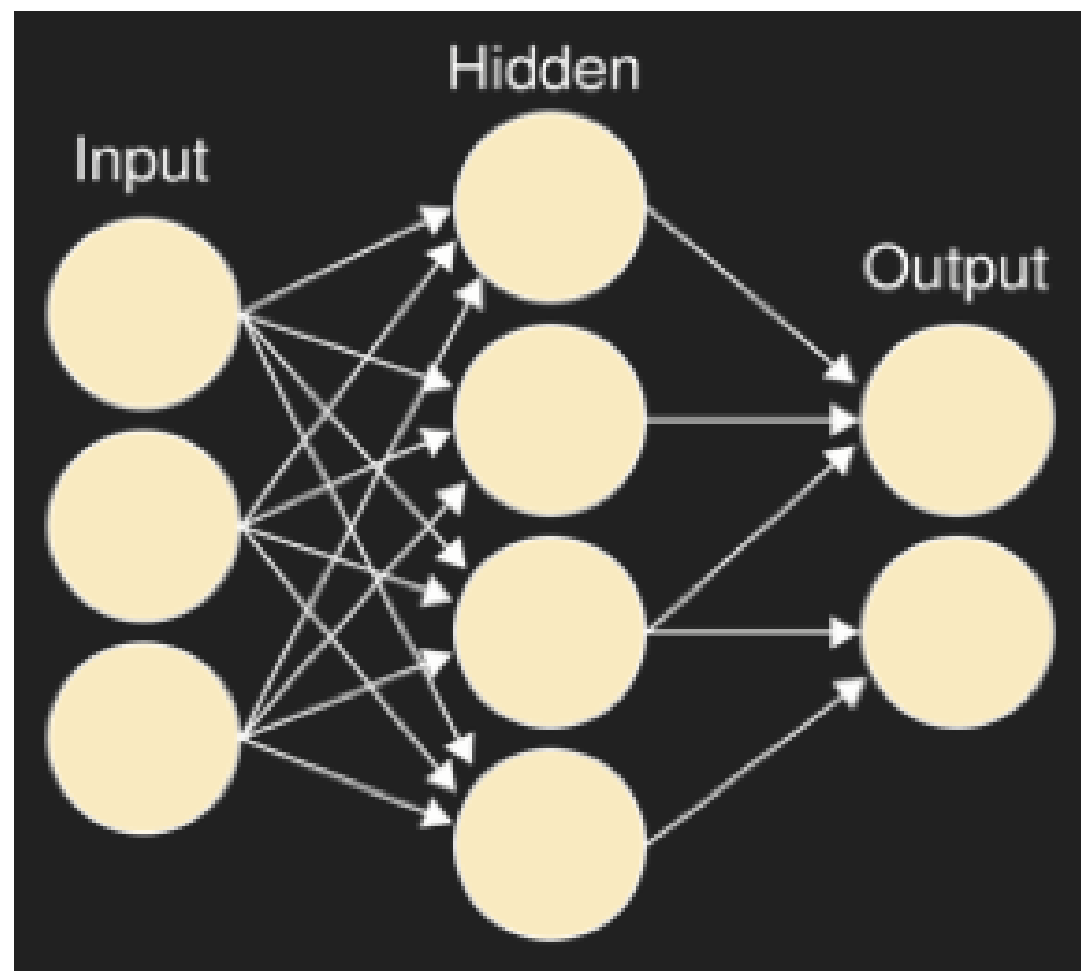


# Perceptron, 1957

Predecessor of deep networks.

Frank Rosenblatt  
@ Cornell!

Separating two classes of objects using a linear threshold classifier.





Frank Rosenblatt  
@ Cornell!

## NEW NAVY DEVICE LEARNS BY DOING

Psychologist Shows Embryo  
of Computer Designed to  
Read and Grow Wiser

WASHINGTON, July 7 (UPI)—The Navy revealed the embryo of an electronic computer today that it expects will be able to walk, talk, see, write, reproduce itself and be conscious of its existence.

The embryo—the Weather Bureau's \$2,000,000 "704" computer—learned to differentiate between right and left after fifty attempts in the Navy's demonstration for newsmen.

The service said it would use this principle to build the first of its Perceptron thinking machines that will be able to read and write. It is expected to be finished in about a year at a cost of \$100,000.

Dr. Frank Rosenblatt, designer of the Perceptron, conducted the demonstration. He said the machine would be the first device to think as the human brain. As do human beings, Perceptron will make mistakes at first, but will grow wiser as it gains experience, he said.

Dr. Rosenblatt, a research psychologist at the Cornell Aeronautical Laboratory, Buffalo, said Perceptrons might be fired to the planets as mechanical space explorers.

### Without Human Controls

The Navy said the perceptron would be the first non-living mechanism "capable of receiving, recognizing and identifying its surroundings without any human training or control."

The "brain" is designed to remember images and information it has perceived itself. Ordinary computers remember only what is fed into them on punch cards or magnetic tape.

Later Perceptrons will be able to recognize people and call out their names and instantly translate speech in one language to speech or writing in another language, it was predicted.

Mr. Rosenblatt said in principle it would be possible to build brains that could reproduce themselves on an assembly line and which would be conscious of their existence.

In today's demonstration, the "704" was fed two cards, one with squares marked on the left side and the other with squares on the right side.

### Learns by Doing

In the first fifty trials, the machine made no distinction between them. It then started registering a "Q" for the left squares and "O" for the right squares.

Dr. Rosenblatt said he could explain why the machine learned only in highly technical terms. But he said the computer had undergone a "self-induced change in the wiring diagram."

The first Perceptron will have about 1,000 electronic "association cells" receiving electrical impulses from an eye-like scanning device with 400 photo-cells. The human brain has 10,000,000,000 responsive cells, including 100,000,000 connections with the eyes.

The New York Times

Published: July 8, 1958

Copyright © The New York Times

# Perceptron, 1957

*New Navy Device Learns by Doing*  
- The New York Times (July 8, 1958)

“Later perceptrons will be able to recognize people and call out their names and instantly translate speech in one language to speech or writing in another language, it was predicted.”



Frank Rosenblatt  
@ Cornell!

# Neural Network Boom, 1960-79

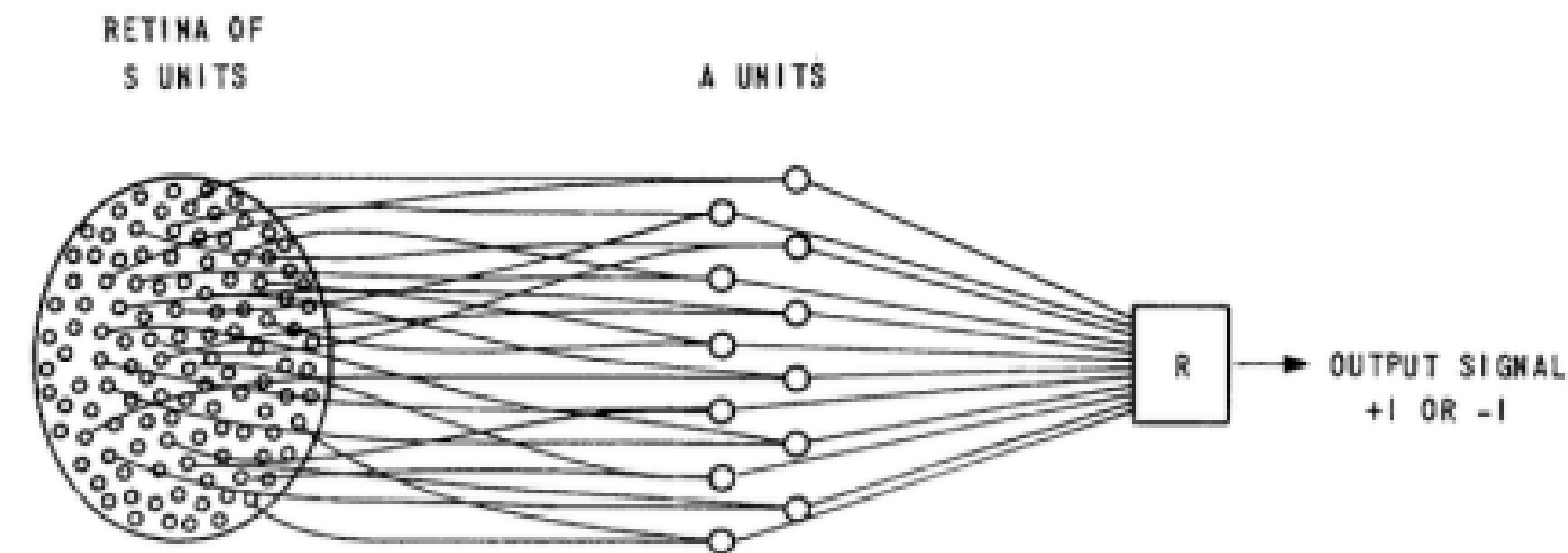


Fig. 2. Network organization of a typical elementary perceptron

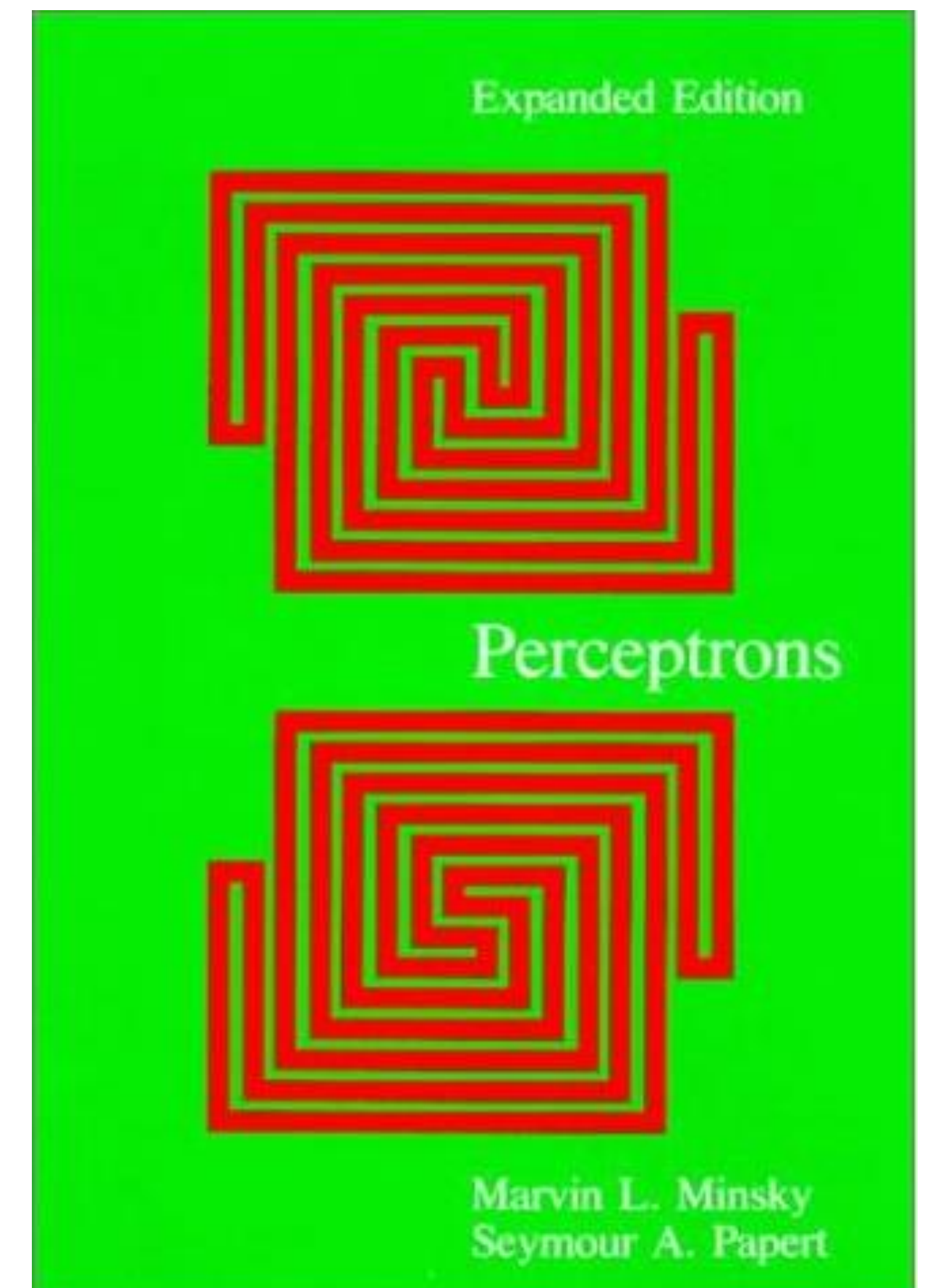
SEPTEMBER 1964

*Rosenblatt—Analytic Techniques for the Study of Ne*

- 1962 Rosenblatt invents Multi-Layer Perceptron (MLP) (fixed hidden layer)
- 1965 Ivakhnenko and Lapa introduce first Feed Forward Neural Net (FFNN)
- 1967 First FFN trained with SGD [Amari 1967]
- 1970 Modern back-propagation is introduced by Seppo Linnainmaa

# AI Winter (1974-1980)

- (1969) Minsky & Papert “killed” AI
  - simple XOR dataset
- Burst huge expectation bubble
- Speech understanding / translation fails
- UK and US stop funding AI research

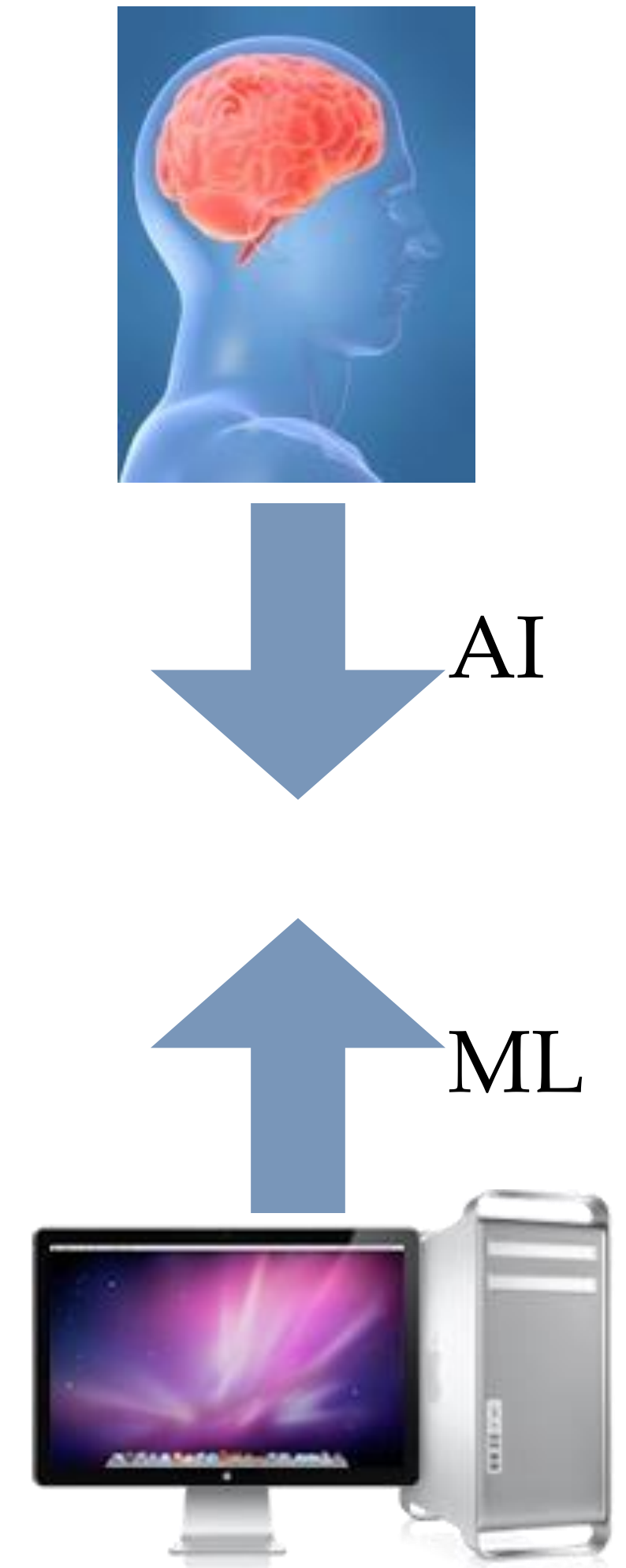


# AI Boom then ML

- AI Boom: 1980-87
  - Search Algorithms (Eg. A\*)
  - No Learning, Rule Based systems
- AI Winter (1987-93)
  - Expectations overhyped
  - AI Lull

# Rebirth as Machine Learning

- Machine Learning:
  - Originally: Mostly a name game to get funding.
- Profound difference:
  - ML: Bottom up, AI: Top down
  - ML: More practical smaller goals
  - Based on **Statistics and Optimization, not Logic**



# TD-Gammon (1994)

- Gerry Tesauro (IBM) teaches a neural network to play Backgammon. The net plays 100K+ games **against itself** and beats world champion [Neurocomputation 1994]
- Algorithm teaches **itself** how to play so well!!!
- Algorithm found new techniques that people had erroneously ruled out.



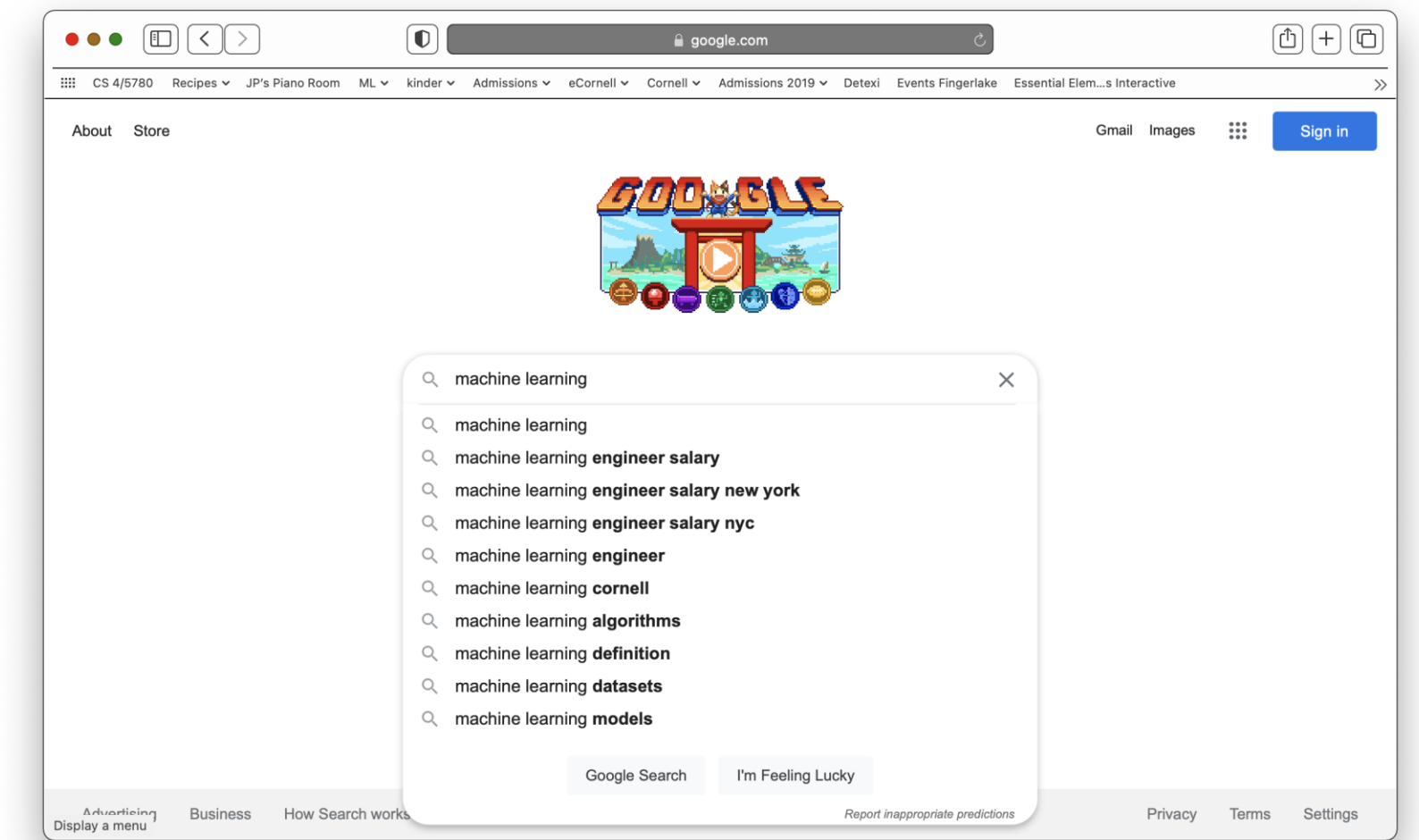
# Deep Blue (1997)

- IBM's Deep Blue wins against Kasparov in chess. Crucial winning move is made due to Machine Learning (G. Tesauro).
  - (Mostly a more classical AI system)



# Expanding the reach, 2000s

- Learning to rank
  - Powering search engines: Google, Bing, ...
- Topic Modeling
  - Detecting and organizing documents by subject matter.
  - Making sense of the unstructured data on the web.
- Online economy:
  - Ad placement and pricing.
  - Product recommendation.



\$\$\$

**Machine learning became profitable!**

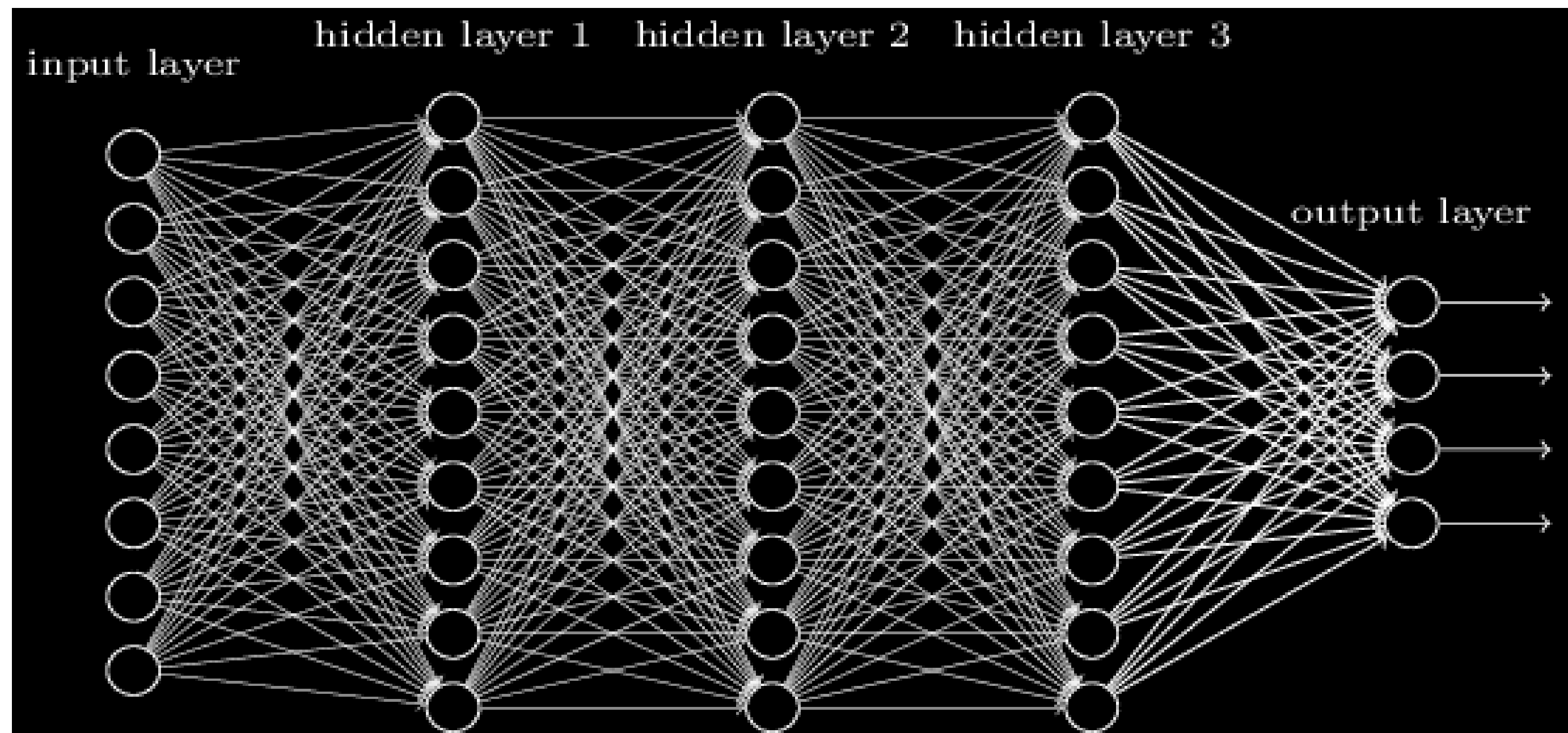
# 2000-2010 The Convex Years

- Success of Support Vector Machines (SVM) and Convex Optimization
- Kernelization enabled non-linear classifiers that still use convexity
- Rigorous mathematical guarantees with empirical success
- Led to development of optimization algorithms that are workhorse of current models

# Return of Neural Networks, 2010s

Neural networks return and excel at image recognition, speech recognition, ...

The 2018 Turing award was given to Yoshua Bengio, Geoff Hinton, and Yann LeCun.



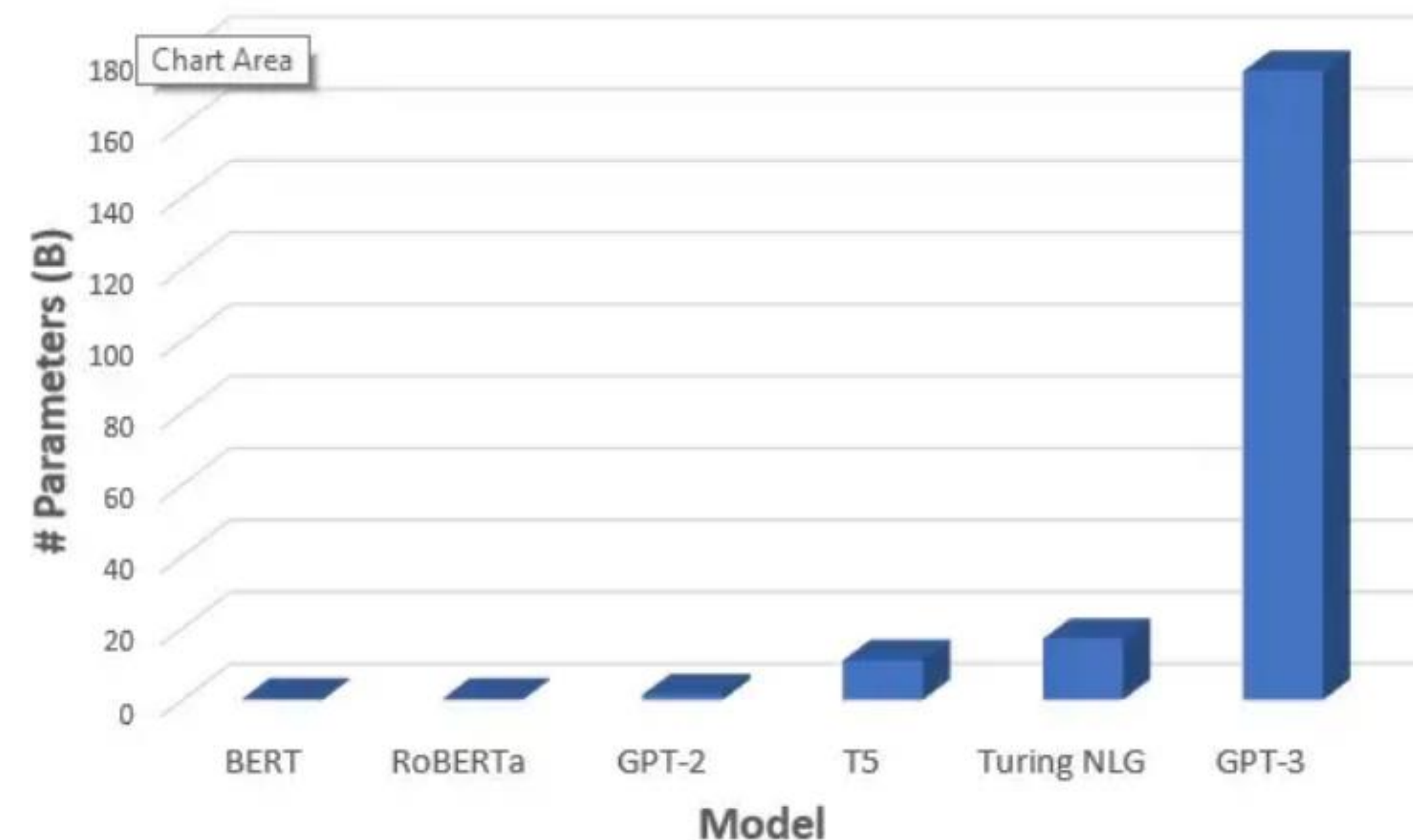
# 2016 Alpha Go

- 1920 CPUs and 280 GPUs
- Deep Mind's Alpha Go wins against Lee Sedol 5:1
- Big shock
  - China invests heavily in AI research
- Beginning of “AI arms race”



# 2021 Generative Models become Mainstream

- 178 Billion Parameters
- \$4.6 Million estimated cost
- 355 GPU Years of Training
- Trained on 45TB of text



# ML is Creative (well maybe we are still working on it)

ChatGPT ▾

write a funny rap song on



Sure! What topic do you want the rap song to be about?

diffusion models



**"Diffusion Beats (The AI Flow)"**

**[Intro]**

Yo, it's your boy AI, spittin' machine-made bars,  
Talkin' 'bout diffusion models takin' over like stars.  
From noise to clarity, it's how we roll,  
Let me break it down, control to goal.

---

**[Verse 1]**

Started with some noise, yeah, a cloud of confusion,  
Pixel party wild, that's the initial diffusion.  
Addin' noise forward, things get outta sync,  
But then we reverse it—watch the data rethink.  
  
Models spinnin' like a DJ, crafting the beat,  
From static to masterpiece, can't be beat.  
GANs tried their shot, but we took the crown  
Diffusion's the king, wearin' that AI gown.



# And Versatile

ChatGPT ▾

make a funny picture that describes machine learning as programs that improve with experience



# & 2024...

## Two 2024 Nobel Prizes Honor Researchers Innovating in AI, Machine Learning

October 21, 2024



Recognizing the transformative power of AI, the Royal Swedish Academy of Sciences recently awarded the 2024 Nobel Prizes in physics and chemistry to researchers at the forefront of machine learning, artificial neural networks, computational design, and protein structure prediction.

John Hopfield and Geoffrey Hinton earned the [Nobel Prize in physics](#) for “foundational discoveries and inventions that enable machine learning with artificial neural networks.” David Baker, Demis Hassabis, and John Jumper received the [Nobel Prize in chemistry](#) for advances in computational protein design and protein structure prediction.

# Outlook



**“A breakthrough in machine learning would be worth ten Microsofts.”** (Bill Gates, Microsoft)

**“It will be the basis and fundamentals of every successful huge IPO win in 5 years.”** (Eric Schmidt, Google / Alphabet)



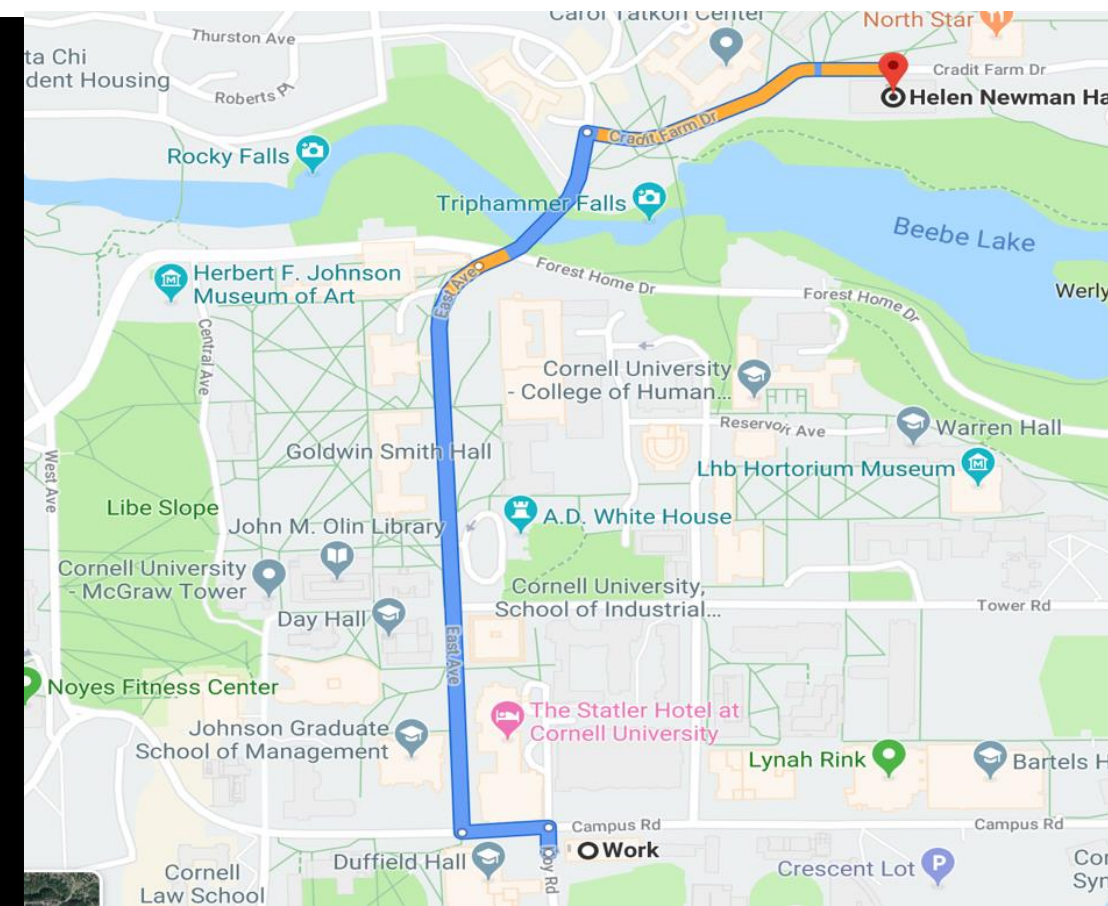
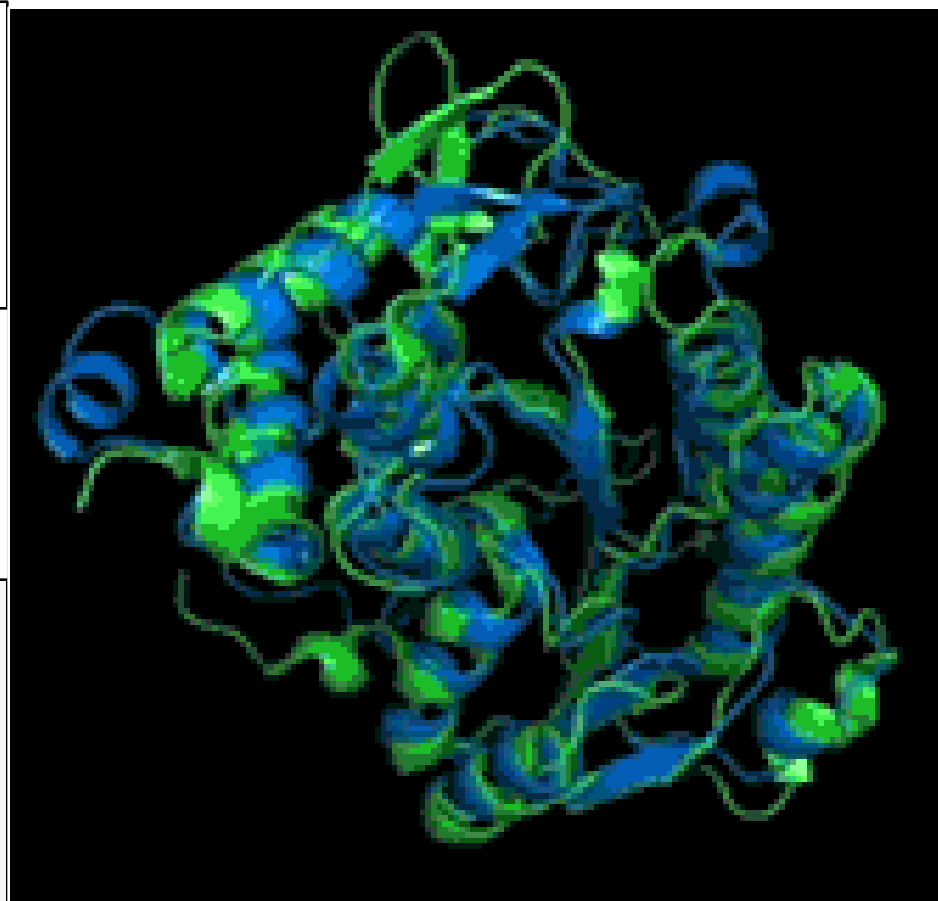
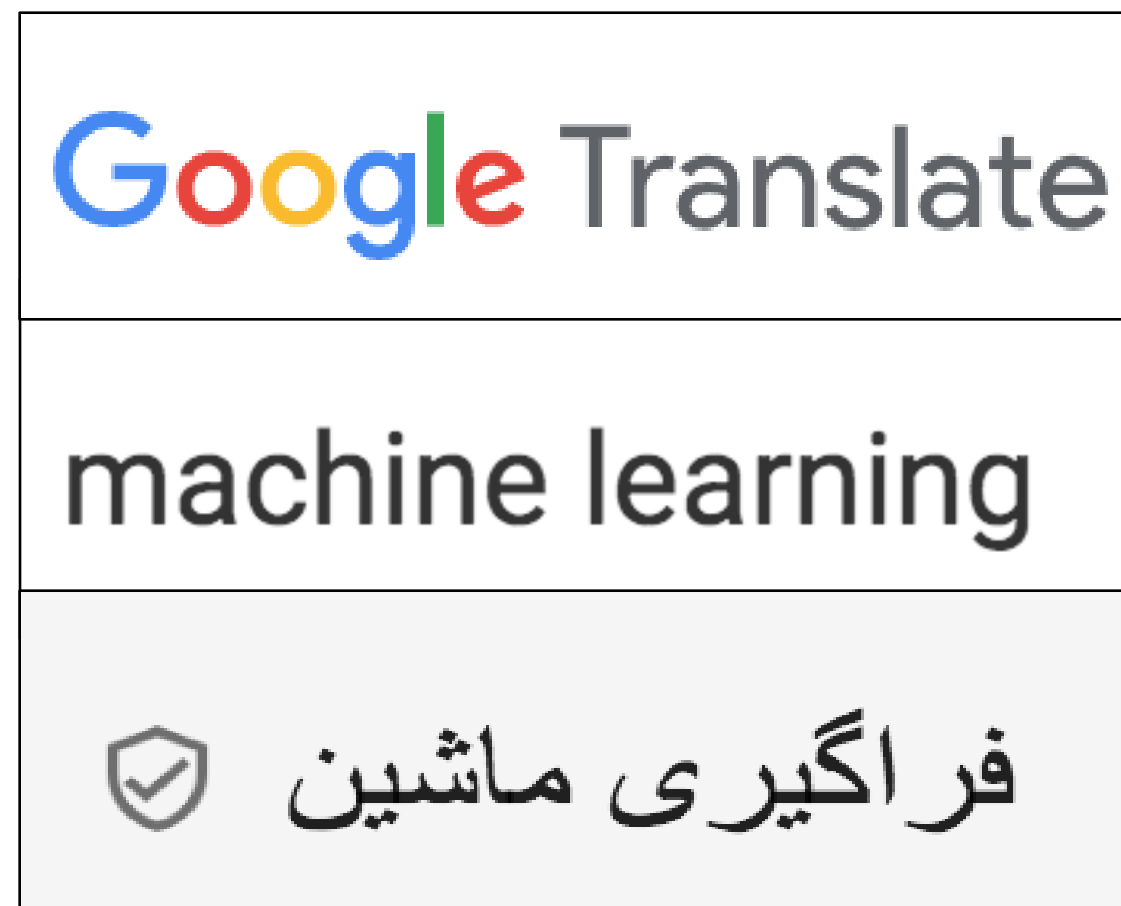
**“AI and machine learning are going to change the world and we really have not begun to scratch the surface.”** (Jennifer Chayes, UC Berkeley)

**“ML is transforming sector after sector of the economy, and the rate of progress only seems to be accelerating.”**  
(Daphne Koller, Stanford / Coursera/ Insitro)



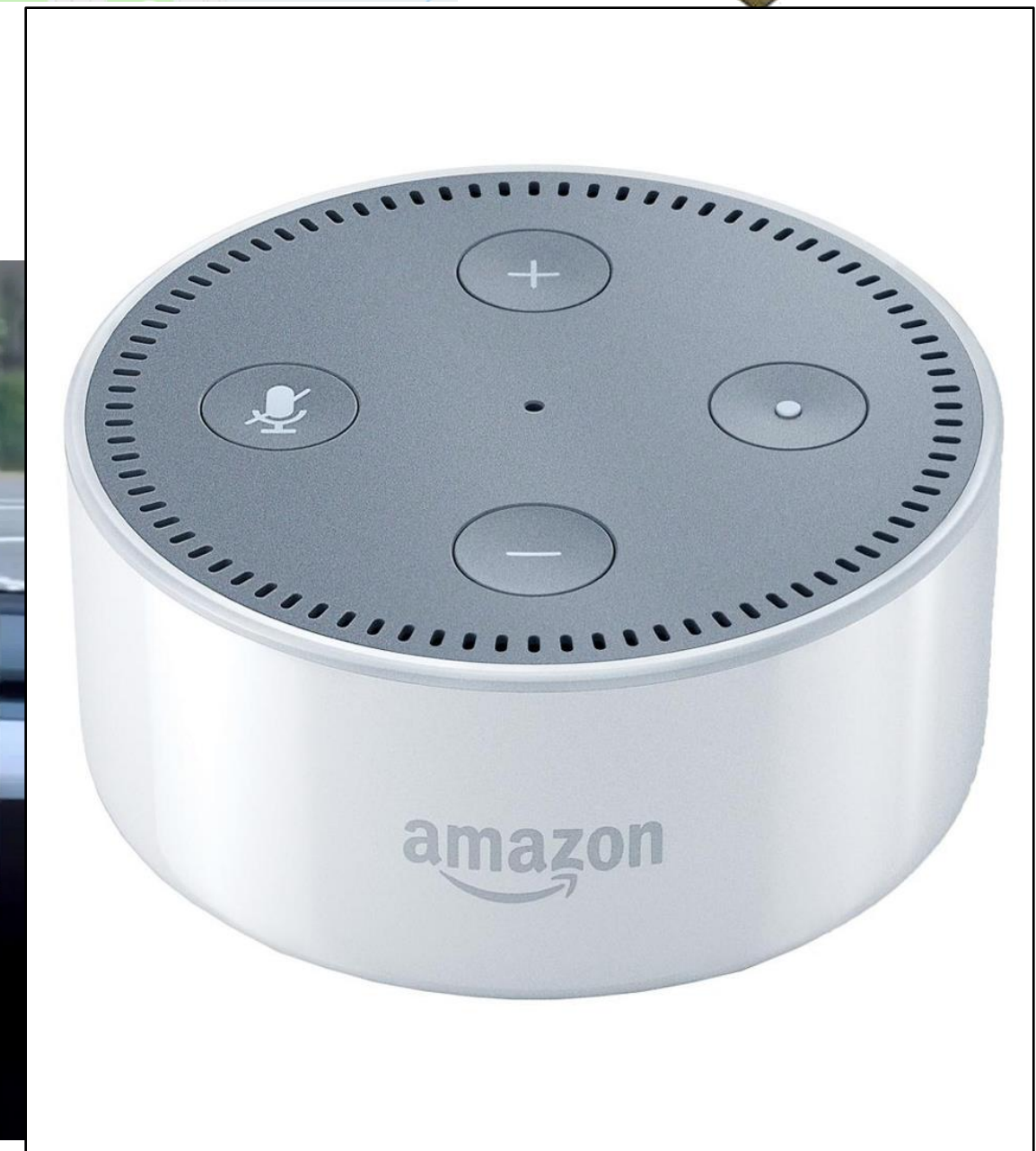
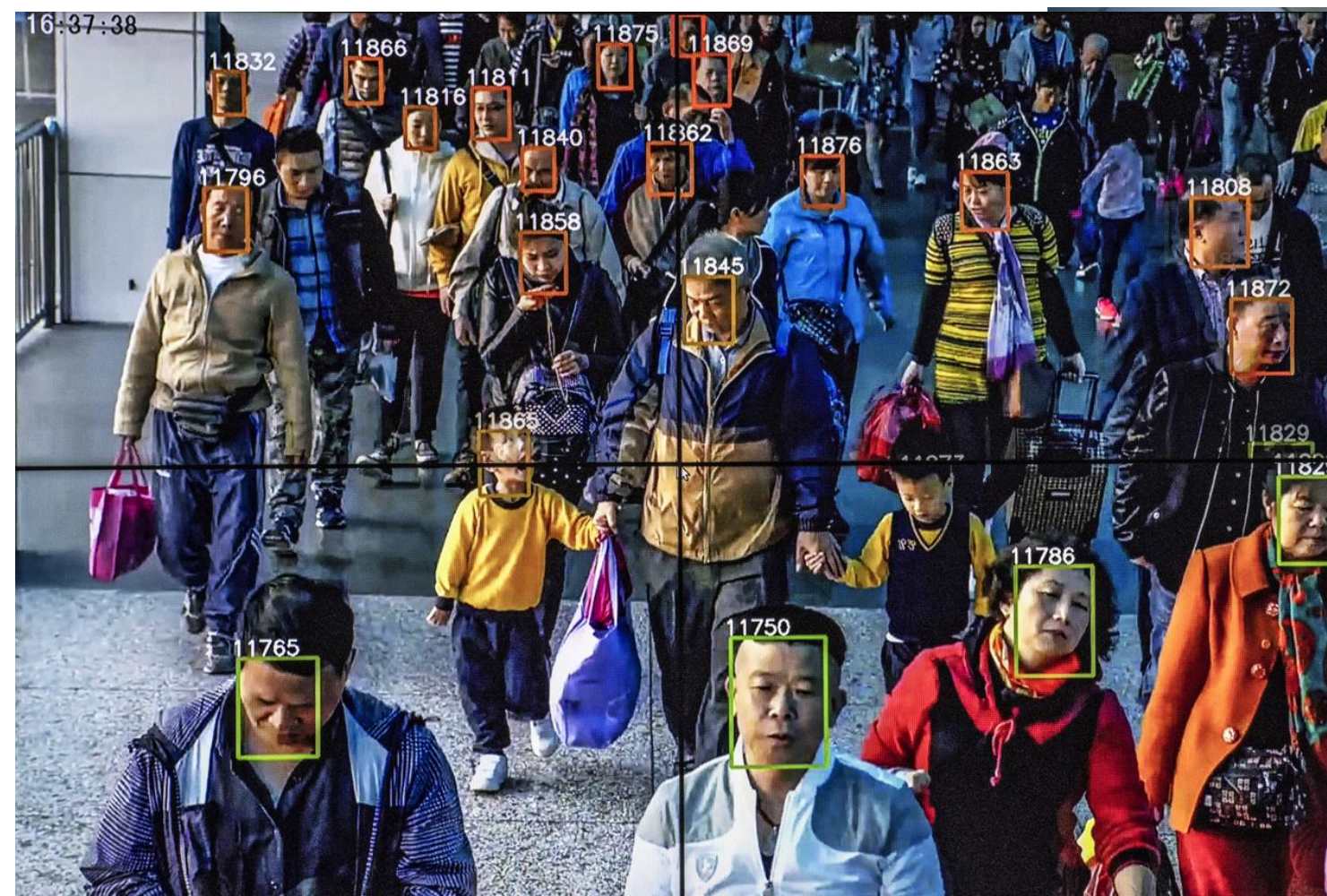
**“Machine learning is the next Internet”** (Tony Tether, DARPA)

# Today We're Surrounded by Machine Learning



Azure Machine Learning | Create Your Free Account Today

[Ad azure.microsoft.com/Services/MachineLearning](https://azure.microsoft.com/Services/MachineLearning)



**DANGER**



# Data privacy / misuse

Learning models leak training data  
(Fredrickson et al. '15)



Leaked data

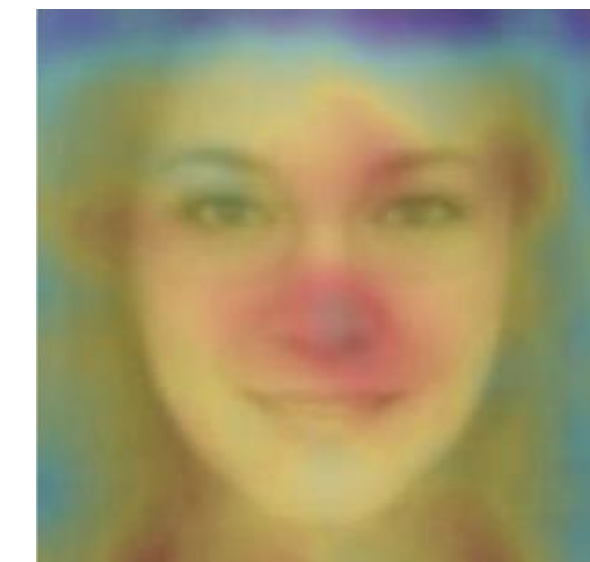


Real image

## Formal definitions of data privacy:

- **K- anonymity (Sweeney)**
- **Differential Privacy (Dwork)**

Learning algorithms detect sexual orientation better than people  
(Wang & Kosinski'17)



Latanya Sweeney



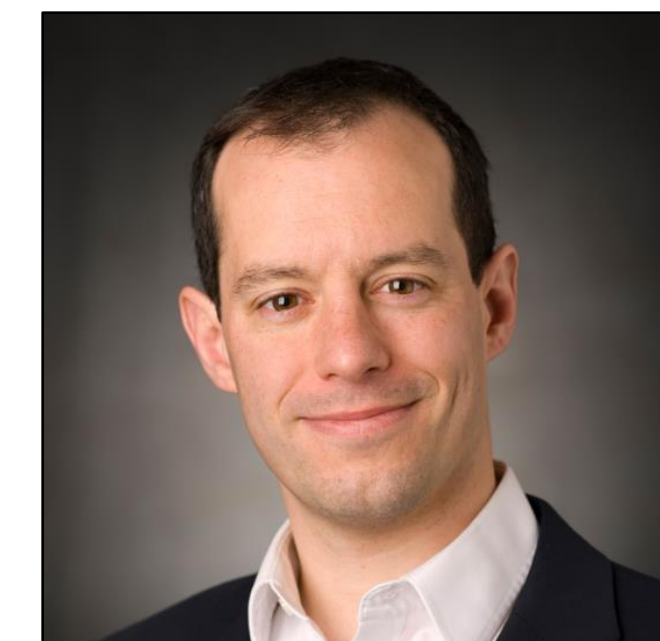
Cynthia Dwork



Frank McSherry



Kobbi Nissim



Adam Smith

# Robust and Secure ML

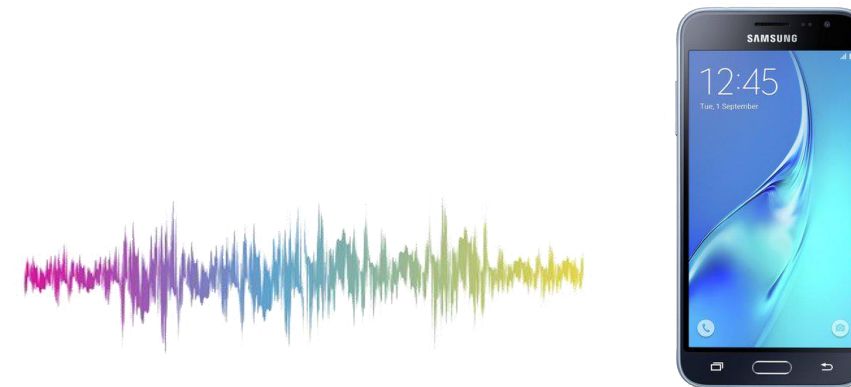
## Image Recognition

Misreading traffic signs  
(Eykholt et al)



## Speech recognition

Hide commands in  
noise (Carlini & Wagner)



## Poisoning Attacks

Tay (chat bot) became  
inflammatory in 16 hr.



How to create robust and secure machine learning algorithms?

# Learning and the Society

- Bad dynamics perpetuate and worsen stereotypes and biases.
- Who carries the burden of bad prediction?
- How to design good dynamics?

## **The Best Algorithms Struggle to Recognize Black Faces Equally**

Google's algorithm shows prestigious job ads to men, but not to women. Here's why that should worry you.

**Gender and racial bias found in Amazon's facial recognition technology (again)**

Do Google's 'unprofessional hair' results show it is racist?

unprofessional hairstyles for work



## **When an Algorithm Helps Send You to Prison**

By Ellora Thadaney Israni

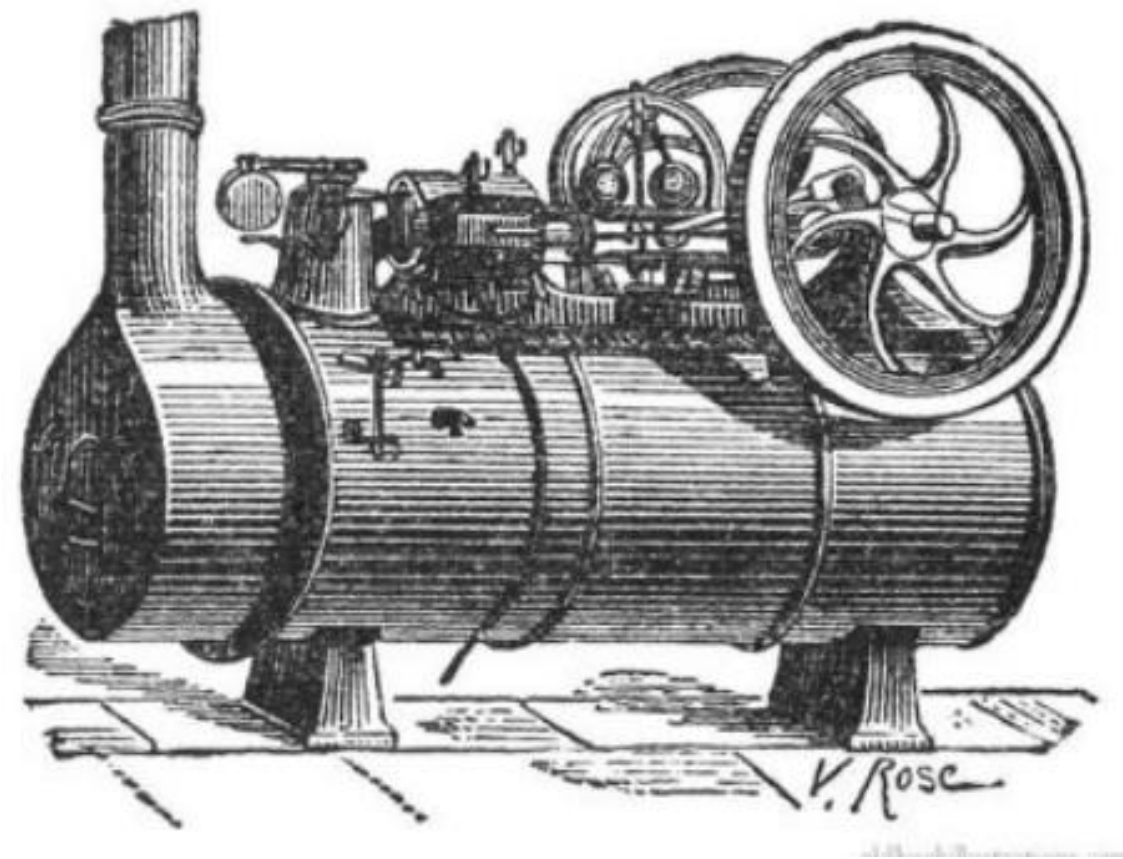
## **How Amazon Accidentally Invented a Sexist Hiring Algorithm**

A company experiment to use artificial intelligence in hiring inadvertently favored male candidates.



# ML in Society

- New technology that can transform society can also overwhelm it
  - Steam engine late 1800s (lead to sweat shops, exploitation)
  - Cars: out-of-control traffic accidents until 1970s



# To-do action items

- Pass Placement Exam!
- Find study group
- Autograder Setup:
  - Find Teammate
  - Start Project -1
  - Start Project 0