

Outline
> A brief history of Machine Learning (ML)
➤ What is ML?
<ul> <li>Types of the learning algorithms</li> </ul>
No free lunch rule
How to evaluate and validate ML algorithms
> The future ML—Deep Learning
► Conclusion

A Brief History of ML						
Year	Event					
1763	The underpinnings of Bayes' Theorem.					
1805	Least Squares described by Adrien-Marie Legendre.					
1913	Markov Chains described by Andrey Markov.					
1950	"Learning Machine" proposed by Alan Turing that could learn and become artificially intelligent.					
1951	First Neural Network Machine built by Marvin Minsky and Dean Edmonds, able to learn.					
1952	Machines playing Checkers. Arthur Samuel joined IBM's Poughkeepsie laboratory and began working on some of the very first machine learning programs, first creating programs that played checkers.					
1957	The Perceptron invented by Frank Rosenblatt at Comell Aeronautical Laboratory, which simulated the thought processes of the human brain.					
07/31/2017	5 Momorial Sloan Ketterin Cancer Center					

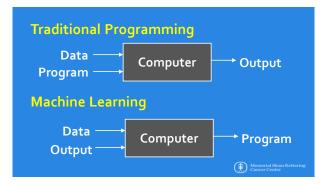
A Brief History of ML (cont.)					
Year	Event				
1979	Stanford Cart developed by students at Stanford that can navigate and avoid obstacles in a room.				
1985	NetTalk developed by Terry Sejnowski that learned to pronounce words the same way a baby does.				
1997	IBM's Deep Blue beat the world champion at chess.				
2006	Geoffrey Hinton coined the term "Deep Learning" to explain new algorithms that let computers "see" and distinguish objects and text in images and videos.				
2014	Facebook published their work on DeepFace, a system that uses neural networks to identify faces with 97.35% accuracy—27% better than previous systems.				
2015	Over 3,000 Al and Robotics researchers, endorsed by Stephen Hawking, Elon Musk and Steve Wozniak (among many others), signed an open letter warning of the danger of autonomous weapons which select and engage targets without human intervention.				
<b>2016</b> 07/31/2017	$\label{eq:Google's AlphaGo} \ \ \text{beat a professional player at the Chinese board game Go—the world's most complex board game and is many times harder than chess.}$				

### What is Machine Learning (ML)?

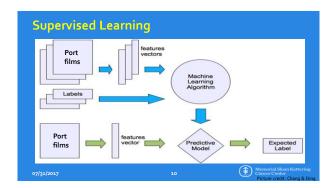
Machine Learning is an application of artificial intelligence (AI) that provides systems the ability to automatically learn and improve from experience without being explicitly programmed. Machine Learning focuses on the development of computer programs that can access data and use it learn for themselves.

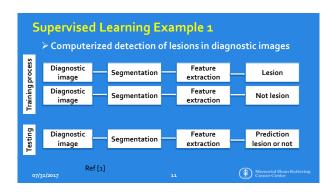
07/31/2017

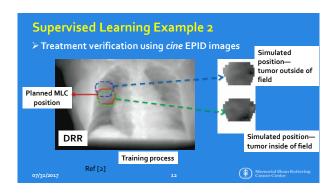


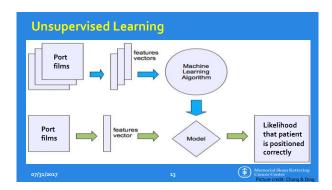


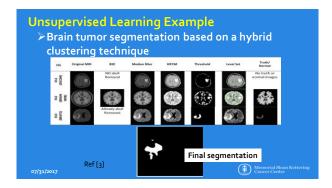
### Types of Learning 1. Supervised learning - Training data includes desired outputs - Prediction, classification, etc. 2. Unsupervised learning - Training data does not include desired outputs - Clustering, probability distribution estimation, etc. 3. Reinforcement learning - Decision making (robot, chess machines, etc.)

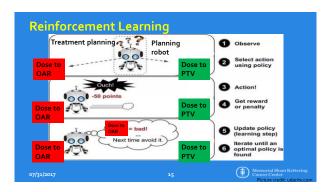




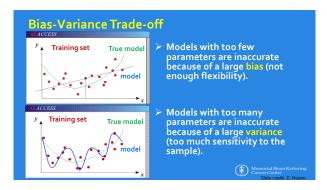


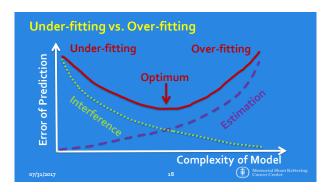






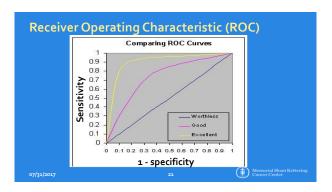
## No Free Lunch Rule No model is inherently better than others: you need to make assumption to generalize Three kinds of error Inherent: unavoidable Bias: due to over-simplifications Variance: due to inability to perfectly estimate parameters from limited data No mignation administration from the color of the co





Evaluation of the ML Algorithms > Confusion matrix							
		Predicted class					
			True	False			
	ıal class	True	True Positive (TP)	False Negative (FN)			
	Actual	False	False Positive (FP)	True Negative (TN)			
07/31/	2017		19	Memorial S Cancer Cer	Soan Ketterin ster		

Other Accuracy Measures					
Model Accuracy = (TP + TN) / (TP + FP + TN + FN)					
Misclassification Rate = (FP + FN) / (TP + FP + TN + FN)					
Sensitivity = TP / (TP + FN)					
Specificity = TN / (TN + FP)					
07/31/2017	20	Memorial Sloan Kettering Cancer Center			



### How to Validate the Model?

- Use a hold-out sample (in-sample testing)
- Validate using an sample not from the training period (out-of-time)
- Validate using an sample that is selected from a different population than that used to build the model (out-of-sample)

07/31/2017

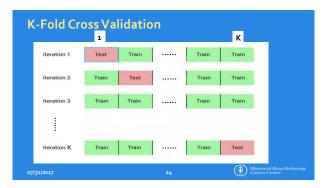


### **Evaluating Models**

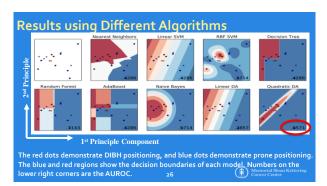
- ➤ How much data is available?
- > Would be perfect if there was unlimited amount of data.
- ➤ In reality, we only have limited data—how to compromise?
  - Use hold-out testing sets
  - Cross validation
    - K-fold across validation
    - Leave-one-out validation

07/31/2017

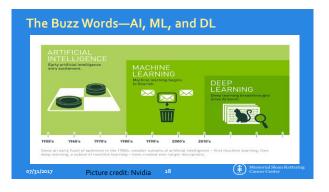
Memorial Sloan Ketterin Cancer Center



### 



# Ongoing Validation Once your model have been deployed, you need to check if the model is still behaving as it was intended Model accuracy Run accuracy measurement on an ongoing basis If statistics are deteriorating—need to re-balance the model or rebuild Population stability Compare the current distributions of the model inputs to the most recent model run Report stability index



### Conclusion We have visited the history of ML Introduced basic ML and examples in medical physics No free lunch rule—trade off is needed Learnt how to evaluate and validate ML algorithms

## References [1] I. El Naqa, R. Li, and M. Murphy, Machine Learning in Radiation Oncology Theory and Applications, Springer, 2015. [2] X. Tang, T. Lin, and S. Jiang, A Feasibility Study of Treatment Verification Using EPID cine Images for Hypofractionated Lung Radiotherapy, Physics in Medicine & Biology 2009, 54, 51-58. [3] E. Abdel-Maksoud, M. Elmogy, and R. Al-Awadi, Brain Tumor Segmentation Based on a Hybrid Clustering Technique, Egyptian Informatics Journal, Vol. 16(1), pp.71-81, 2015. [4] H. Lin, T. Liu, C. Shi, S. Petillion, I. Kindts, X. Tang, X. Xu, Model Based Classification for Optimal Position Selection for Left-Sided Breast Radiotherapy: Free Breathing, DIBH, Or Prone, Medical Physics, Vol. 43(6), pp.3529, 2016.

