

# Machine Learning - Course Outline

## COMP 421: 2015 Trimester 2

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This document sets out the workload and assessment requirements for COMP 421. It also provides contact information for staff involved in the course. If the contents of this document are altered during the course, you will be advised of the change by an announcement in lectures and/or on the course web site. A printed copy of this document is held in the School Office.

### The course

This course looks at ideas and algorithms in contemporary machine learning. Broadly speaking machine learning is the study of how machines can learn from data and use that knowledge to help humans to make better decisions, or make those decisions themselves. Classic machine learning applications tend to be in robotic control, handwriting and speech recognition, spam filtering, DNA sequence classification, computer vision and so on. Basic familiarity with using probabilities will be very useful for this course. It is primarily a lecture-based course.

### Preparation and expectations

COMP307 is a prerequisite for this course, and in particular the probabilistic inference section of COMP307. If you took 307 prior to 2013, please let Marcus know.

Students are welcome to use any programming language they like to complete the assignments, but there is a reasonably strong incentive to learn python (with numpy and matplotlib libraries) as this is the language we will use for demonstrations. The textbook has companion code in [python](#).

### Objectives

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A pass in this course indicates that a student has:

1. an understanding of the core issues in machine learning, especially related to pattern recognition;
2. the ability to express machine learning problems as inference problems using probabilities;
3. an understanding of a variety of machine learning algorithms, what their underlying assumptions are, and how they scale up;
4. the ability to see machine learning problems encountered after the course in the context of current theory and practice.

### Textbook

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We will be using Stephen Marsland's book "Machine Learning: a Computational Approach". Other books, including several that are freely accessible, may be useful. See [Texts](#).

### Lectures, Tutorials, Laboratories, and Practical work

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The main contact teaching style for this course is lectures. Some lectures will have handouts, but in general it is up to students to take note as needed and to go over these later to re-work the material in their own way. The most useful study record is the one you write, for yourself, built up by reflecting on the lecture material and re-writing it in the light of discussion, the textbook and other sources.

The [schedule](#) of lecture topics, readings, and assignment due dates is available online. Lectures will be at times and places as given in the [university timetable](#).

There are no tutorials scheduled but can be arranged on an *ad hoc* basis, if students let Marcus know in advance.

### Workload

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In order to maintain satisfactory progress in COMP 421, you should plan to spend an average of 10-12 hours per week on this paper. A plausible and approximate breakdown for these hours would be:

- Lectures: 2
- Practical session: 1
- Readings and reworking of the lecture material: 4
- Assignments: 4 (averaged - some weeks will be bigger than others)

### School of Engineering and Computer Science

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The School office is located on level three of the Cotton Building ([Cotton 358](#)).

## Staff

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The course organiser and lecturer for COMP 421 is [Marcus Freaun](#):

- [Cotton 353](#)
- +64 4 463 5672
- [Marcus.Freaun@ecs.vuw.ac.nz](mailto:Marcus.Freaun@ecs.vuw.ac.nz)
- Office hours: by appointment.

## Announcements and Communication

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Communication outside of lecture will be via email and the COMP 421 web area at [http://ecs.victoria.ac.nz/Courses/COMP421\\_2015T2/](http://ecs.victoria.ac.nz/Courses/COMP421_2015T2/).

## Assessment

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Your grade for COMP 421 will be determined based on the following assessment weightings:

item	weighting
Assignments	50%
Final Examination	50%

## Assignments and practical work

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The assignments will delve further into the material covered in lectures with the goal of enhancing your understanding of that material. There will be four assignments, each worth the same amount. Further details will appear on the [assignments](#) page as the course progresses. The dates given here will be approximate (for example if we discover that one of these dates causes stress on other deadlines we will change it) :

	worth	handed out	due in
<a href="#">Assignment 1</a>	15%	Monday 3rd August	Thurs 20 August
<a href="#">Assignment 2</a>	15%	Monday 17 August	Mon 7 Sept
<a href="#">Assignment 3</a>	15%	Monday 7 Sept	Thurs 24 Sept
<a href="#">Assignment 4</a>	5%	Presentation dates spread over the last 4 weeks of term	

*Late submission:* it is important to get the assignments in on time if at all possible, and so late hand-in will be penalized at 20% per day (unless a prior arrangement has been made with the lecturer).

## Exam

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The exam will be similar in form and content to [previous exams](#), apart from the inevitable changes of emphasis and material that have occurred as the course has developed over time. The exam will be three hours long, and held sometime in the examination period for trimester 2, which is 23 October - 14 November.

## Plagiarism

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We encourage you to discuss the principles of the course and assignments with other students, to help and seek help with programming details, problems involving the lab machines. However, any work you hand in must be your own work.

If you haven't before, please read the [School policy on Plagiarism](#), as we will penalise anyone we find plagiarising, whether from other students currently doing the course, or from other sources. If you had help from someone else in writing a component of your code or assignment write-up, it is not plagiarism **as long as you state who** helped you in writing that portion.

## Passing COMP 421

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To pass COMP 421, a student must gain at least a **C-** grade overall. There are no mandatory requirements other than this.

## Withdrawal

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The last date for withdrawal from COMP 421 with entitlement to a refund of tuition fees is Friday 24 July 2015. The last date for withdrawal without being regarded as having failed the course is Friday 25 September 2015 -- though later

withdrawals may be approved by the Dean in special circumstances.

## Rules & Policies

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Find key dates, explanations of grades and other useful information at <http://www.victoria.ac.nz/home/study>.

Find out about academic progress and restricted enrolment at <http://www.victoria.ac.nz/home/study/academic-progress>.

The University's statutes and policies are available at <http://www.victoria.ac.nz/home/about/policy>, except qualification statutes, which are available via the Calendar webpage at <http://www.victoria.ac.nz/home/study/calendar> (See Section C).

Further information about the University's academic processes can be found on the website of the Assistant Vice-Chancellor (Academic) at <http://www.victoria.ac.nz/home/about/avcacademic>

All students are expected to be familiar with the following regulations and policies, which are available from the school web site:

[Grievances](#)

[Student and Staff Conduct](#)

[Meeting the Needs of Students with Disabilities](#)

[Student Support](#)

[Academic Integrity and Plagiarism](#)

[Dates and Deadlines including Withdrawal dates](#)

[School Laboratory Hours and Rules](#)

[Printing Allocations](#)

[Expectations of Students in ECS courses](#)

The School of Engineering and Computer Science strives to anticipate all problems associated with its courses, laboratories and equipment. We hope you will find that your courses meet your expectations of a quality learning experience.

If you think we have overlooked something or would like to make a suggestion feel free to talk to your course organiser or lecturer.

[Course Outline as PDF](#)

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