

Machine Learning for Design

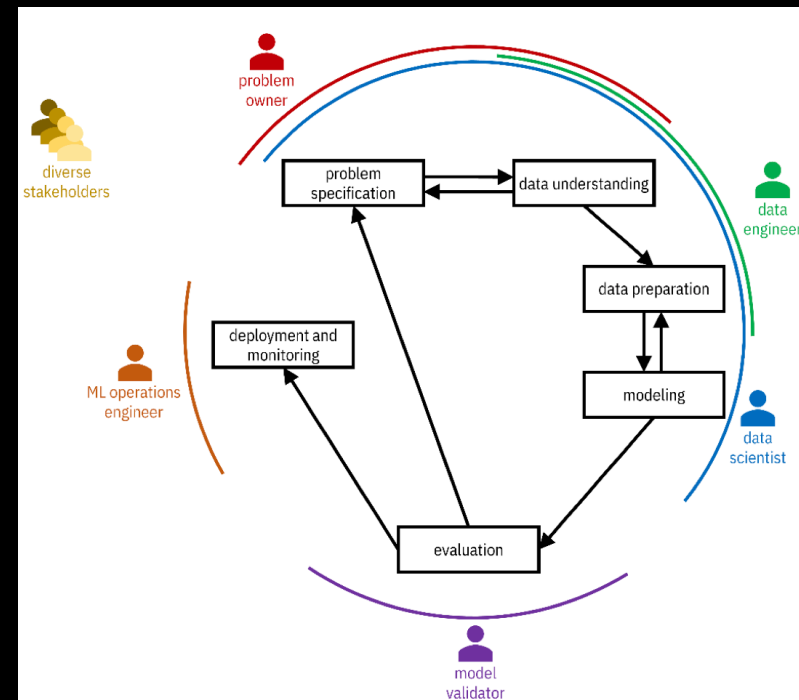
Lecture 2

Introduction to Machine Learning.

Part 2

The Machine Learning Life- Cycle

Cross-Industry Standard Process for Data Mining (CRISP-DM) methodology

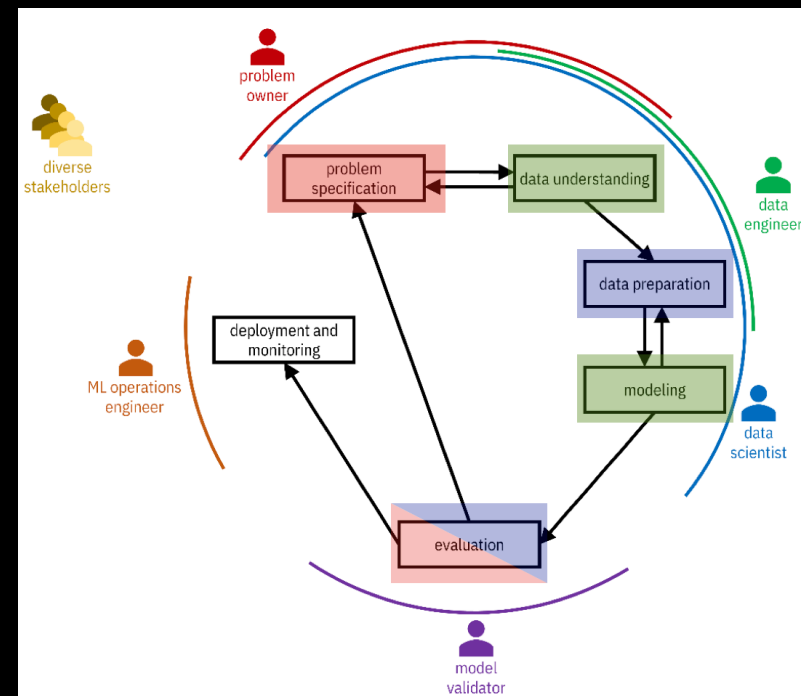


CRISP-DM In our course

Today and in all
modules

In Module 4

In Module 3



Problem Specification

What is the problem owner hoping to accomplish and why?

Why am I (being asked to) solve it?

Am I the right person to solve this problem?

What are the (psychological, societal, and environmental) repercussions of building this technology?

Should this thing be built at all?

What are the metrics of success?

Data Understanding

Know your data!

Data need to be
collected → Datasets

What data is available?

What data should be
available, but isn't?

What population /
system / process is
your data representing?

And what properties of
such population /
system / process are
included (or excluded)?

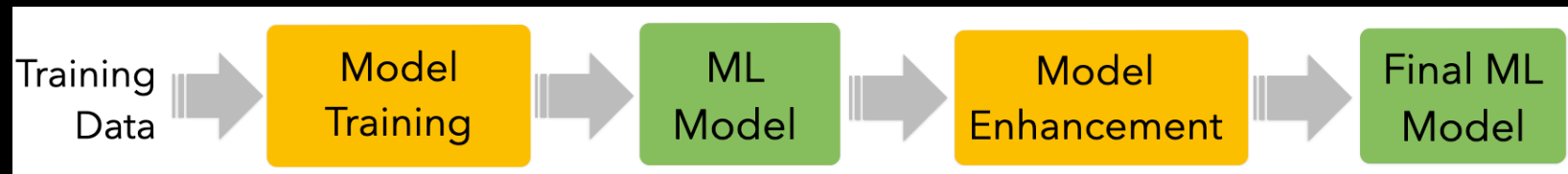
What biases (social,
population, temporal)
are present in your
datasets?

Data Preparation

- **Data cleaning**
 - Filling missing values
 - Transforming value types (e.g. binning)
 - Dropping features that should not be considered
- **Data integration**
 - Extracting, transforming, and loading (ETL) data from disparate relevant databases and other data sources
 - This step is most challenging when dealing with big data sources
- **Feature engineering**
 - Transform the data to derive new features

Modeling

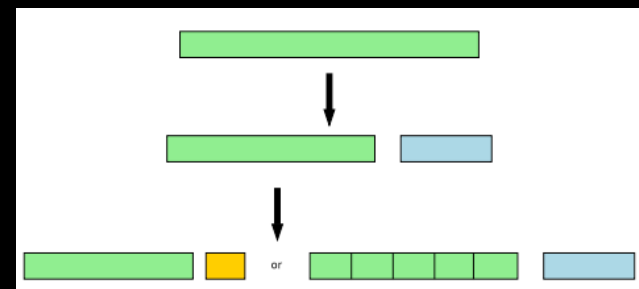
- **Select** a training algorithm
- Use it to **find patterns** in the training dataset
- **Generalize** them to fit a statistical model
- **Enhance** the model to satisfy additional objectives and constraints captured in the problem specification
 - e.g., increase reliability, mitigate biases, generate explanations
- **No free-lunch theorem**
 - There is no one best machine learning algorithm for all problems and datasets



Evaluation

- Testing and validation of the model
- Also against the problem specification requirements

- Performed on data not used for training
- Hold out dataset



Model auditing/risk management

POLICY AND LEGISLATION | Publication 21 April 2021

Proposal for a Regulation laying down harmonised rules on artificial intelligence

The Commission has proposed the first ever legal framework on AI, which addresses the risks of AI and positions Europe to play a leading role globally.

The Proposal for a Regulation on artificial intelligence was announced by the Commission in April 2021. It aims to address risks of specific uses of AI, categorising them into 4 different levels: unacceptable risk, high risk, limited risk, and minimal risk.

In doing so, the AI Regulation will make sure that Europeans can trust the AI they are using. The Regulation is also key to building an ecosystem of excellence in AI and strengthening the EU's ability to compete globally. It goes hand in hand with the [Coordinated Plan on AI](#).

[View the proposal for a Regulation in all EU languages on EUR-Lex](#)

See also

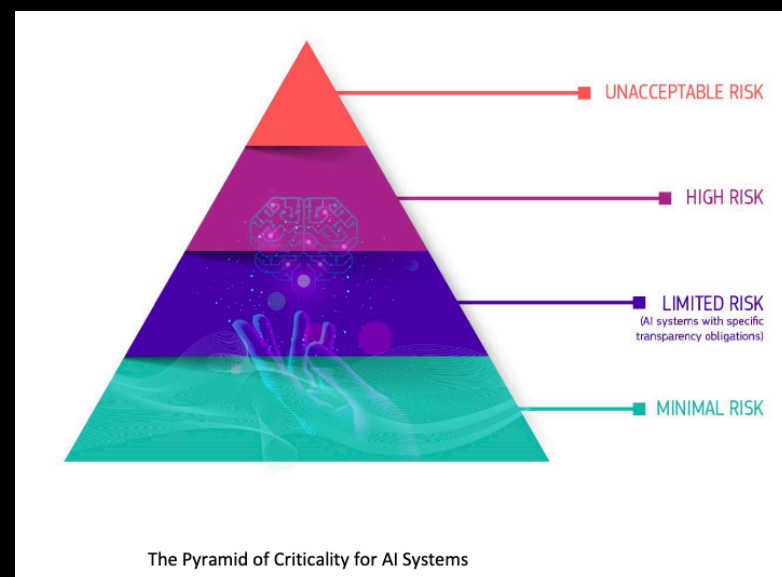
[Communication on Fostering a European approach to Artificial Intelligence](#)

Related topics

[eHealth, Wellbeing and Ageing](#)

[Advanced Digital Technologies](#)

[Artificial Intelligence](#)



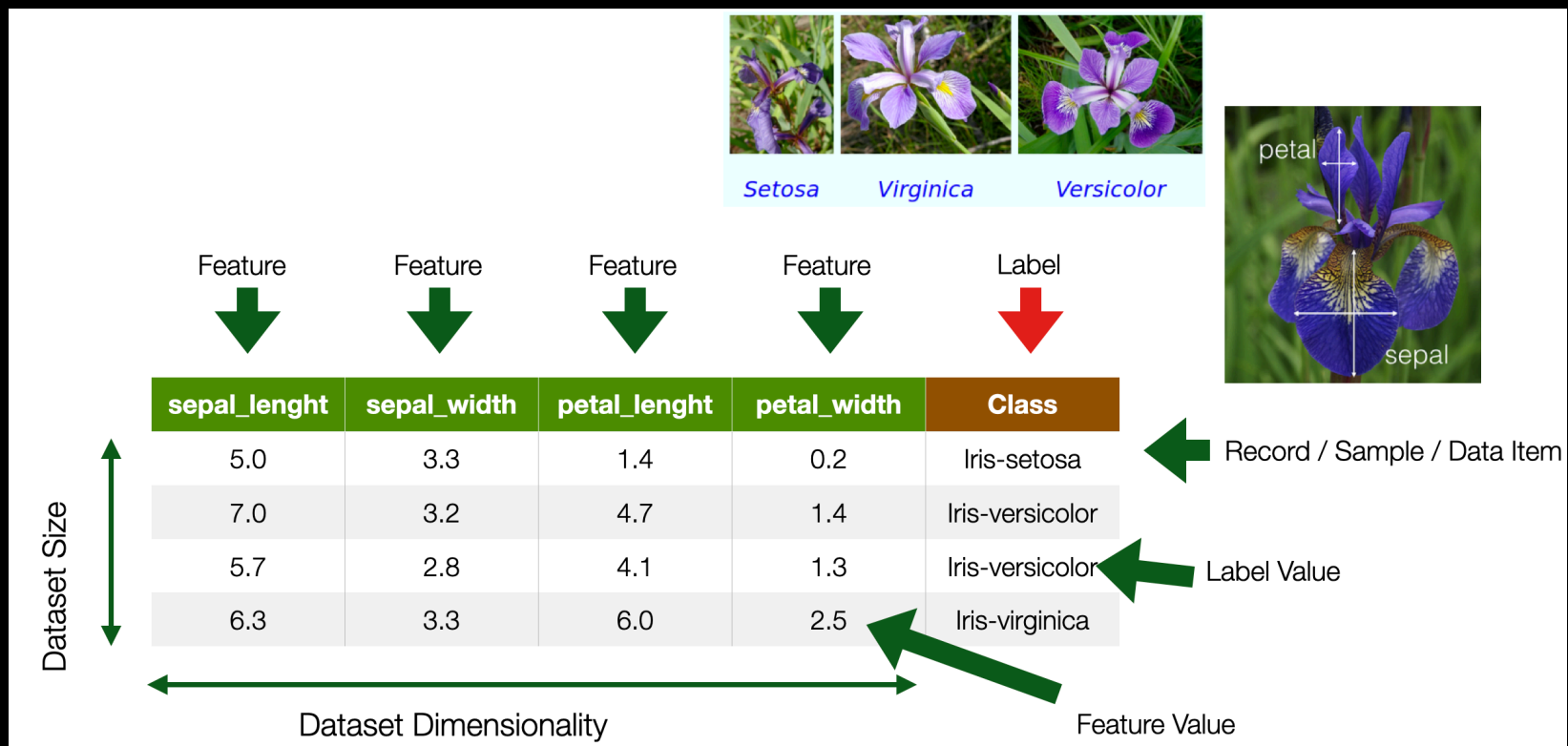
Deployment and monitoring

- What data infrastructure will bring new data to the model?
- Will predictions be made in batch or one-by-one?
- How much latency is allowed?
- How will the user interact with the system?
 - Is there a problem here?
- Tools to monitor the model's performance
 - And ensure it is operating as expected

Data

The raw material

Data



Types of Features / Label Values

- **Categorical**
 - Named Data
 - Can take numerical values, but no mathematical meaning
- **Numerical**
 - -Measurements
 - Take numerical values (discrete or continuous)

Categorical Nominal **Categorical Ordinal**

- No order
 - No direction
 - e.g. marital status, gender, ethnicity
- Order
 - Direction
 - e.g., letter grades (*A, B, C, D*), ratings (*dislike, neutral, like*)

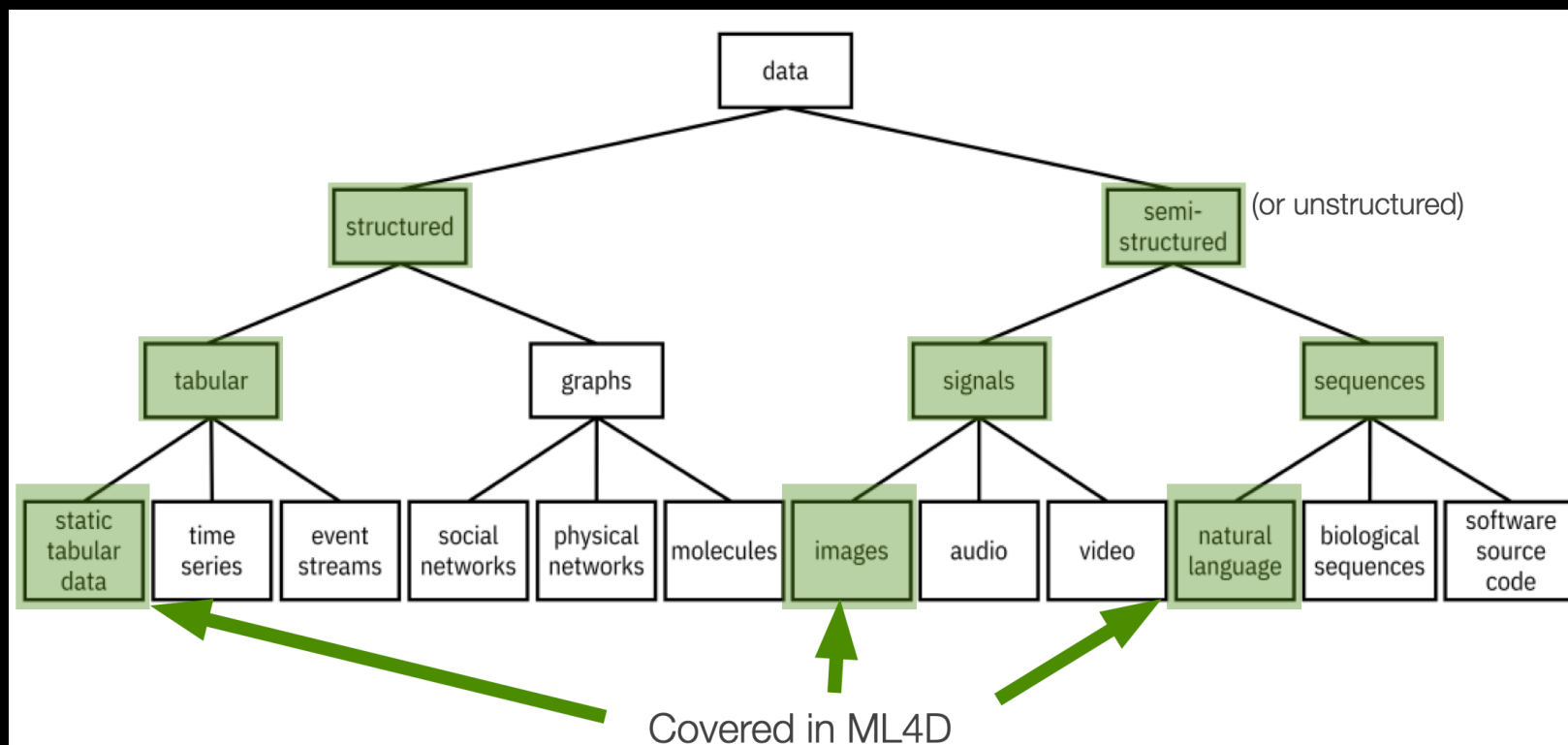
Numerical Interval

- Difference between measurements
- No true zero or fixed beginning
- e.g., temperature (C or F), IQ, time, dates

Numerical Ratio

- Difference between measurements
- True zero exists
- e.g., temperature (K), age, height

Data Modalities



Key Dimensions

<u>Modality</u>	<u>Quantity</u>	<u>Quality</u>	<u>Freshness</u>	<u>Cost</u>
Structured	Number of records	Errors	Rate of collection	Acquisition
Semi-structured	Number of features	Missing data		Licensing
		Bias		Cleaning and integrations

Static Tabular Data

The diagram illustrates a static tabular dataset with four features and one label. The features are sepal_lenght, sepal_width, petal_lenght, and petal_width. The label is Class. The dataset size is indicated by a vertical double-headed arrow on the left, and the dataset dimensionality is indicated by a horizontal double-headed arrow at the bottom. Annotations include arrows pointing to each feature and label column, and arrows pointing to specific data items and values.

	Feature	Feature	Feature	Feature	Label
	sepal_lenght	sepal_width	petal_lenght	petal_width	Class
Dataset Size	5.0	3.3	1.4	0.2	Iris-setosa
	7.0	3.2	4.7	1.4	Iris-versicolor
	5.7	2.8	4.1	1.3	Iris-versicolor
	6.3	3.3	6.0	2.5	Iris-virginica

Dataset Dimensionality

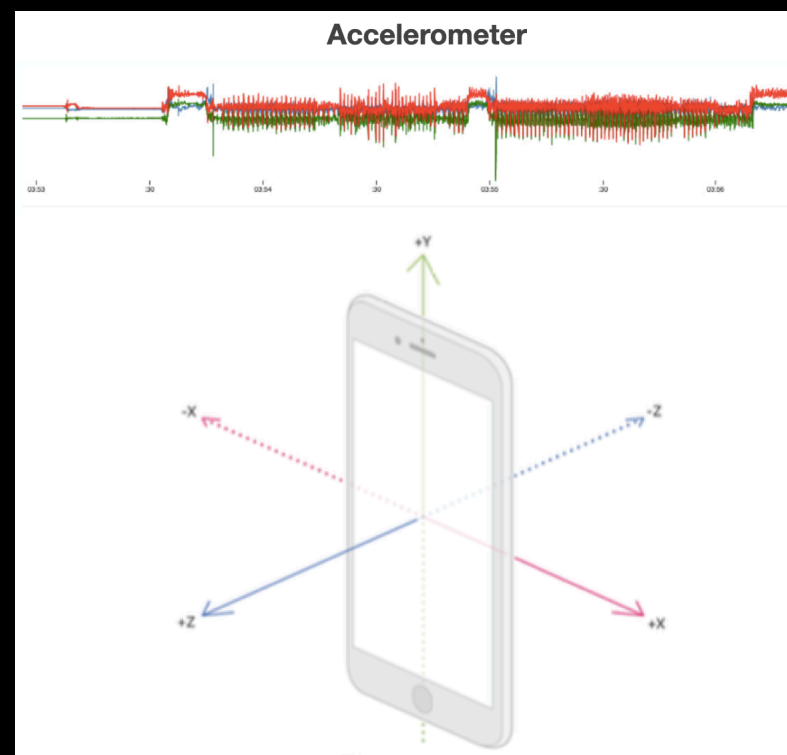
Feature Value

Record / Sample / Data Item

Label Value

Time Series

- tabular data with **time** feature
- For instance
 - Sensor data, Stock market data
- Label is usually associated with a set of records
 - e.g. a continuous movement of the phone indicating an action



Time Feature 

Timestamp	X	y	Z	Class
15060015925	2.04	3.72	8.12	Device Rotation
15060015943	1.96	4.73.68	7.56	
15060015980	1.63	3.56	6.53	
1506001610	1.06	3.76	5.81	

Images

- Visual content acquired through cameras, scanners, etc.
- Each pixel in an image is a feature
 - But spatially and geometrically organised
 - e.g., edges, corners
- Feature values are numerical values across channels
 - e.g., R, G, B
- Dimensionality $\rightarrow n \times m$

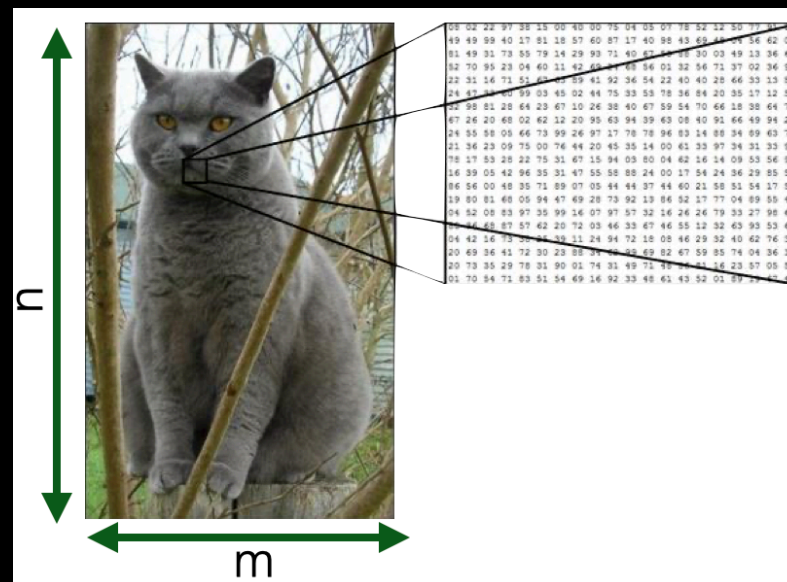
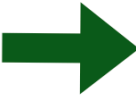


Image 

P(1,1)	P(2,1)	P(3,1)	...	P(n,m)	Class
255, 0, 0	255, 1, 1	255, 0, 0		R,G,B	Cat
255, 213, 0	255, 213, 1	255, 213, 4		R,G,B	Dog
					Cat
					Duck

More in Module 1

Textual documents

- Sequence of alphanumerical characters
 - Short: e.g. tweets
 - Long: e.g. Web documents, interview transcripts
- Features are (set of) words
 - Words are also syntactically and semantically organised
- Feature values are (set of) words occurrences
- Dimensionality → at least dictionary size



★★★★☆ I wear this mask to sing lullabies to my children ..., 24 May 2015

By [Sir Chubs](#)

Verified Purchase ([What is this?](#))

This review is from: **Overhead Rubber Penguin Mask Happy Feet Animal Fancy Dress (Toy)**

I wear this mask to sing lullabies to my children. They are terrified of the mask. Whenever they protest about their bed time, or ask for too many sweets, I whip on the mask, and they soon know who is the King Penguin.

Document →

I	Wear	Mask	...	W(n)	Class
1	1	1		0	Spam
0	0	1		0	Not Spam
					Spam

More in Module 2

Data Sources

Purposefully Collected Data

Survey

Census

Economic
Indicators

Ad-hoc sensing

Administrative Data

Call records

Financial
transactions

Travel Data

GPS Data

Social Data

Web pages

Social Media

Apps

Search
Engines

Crowdsourcing

Distributed sensing

Implicit crowd work (e.g.
captcha)

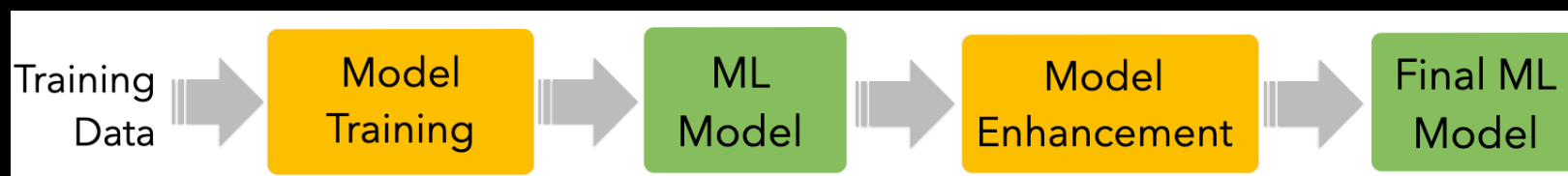
Micro-work platforms
(e.g Amazon Mechanical
Turk)

Data Sources

<u>Purposefully Collected Data</u>	<u>Administrative Data</u>	<u>Social Data</u>	<u>Crowdsourcing</u>
<i>Modality: mostly structured</i>	<i>Modality: mostly structured</i>	<i>Modality: mostly semi-structured</i>	<i>Modality: all</i>
<i>Quantity: low</i>	<i>Quantity: high</i>	<i>Quantity: low</i>	<i>Quantity: mid-low</i>
<i>Quality: high</i>	<i>Quality: high</i>	<i>Quality: low</i>	<i>Quality: mid</i>
<i>Freshness: low</i>	<i>Freshness: high</i>	<i>Freshness: high</i>	<i>Freshness: mid</i>
<i>Cost: high</i>	<i>Cost: high</i>	<i>Cost: low</i>	<i>Cost: mid-low</i>

Categories of Machine Learning

How do machines learn?



On Models

A physical, mathematical, logical, or conceptual representation of a system, entity, phenomenon, or process

- A **simple(r)** representation of reality helping us understand how something works or will work.
- **Not truthful**, just a **useful** one
- The goal of models is to make a particular part or feature of the world more accessible to understand, define, quantify, visualise, or simulate

Examples of models

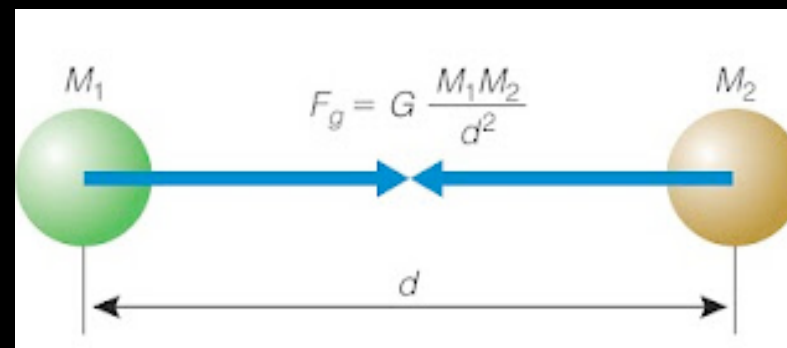
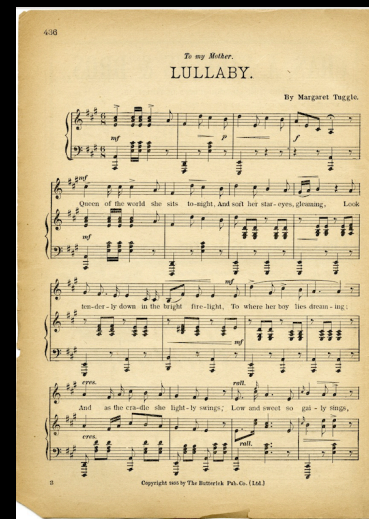
Architecture plans

Maps

Music Sheet

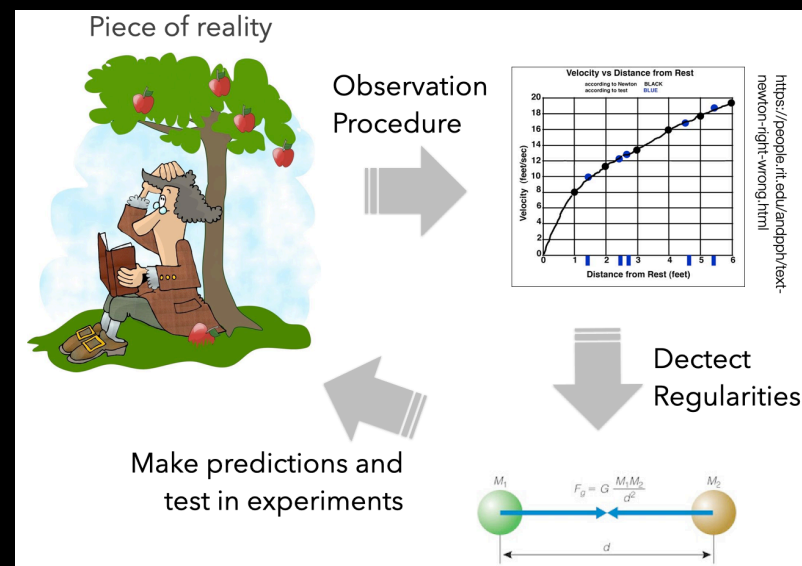
Mathematical laws of physics!

Machine Learning
(statistical) Models



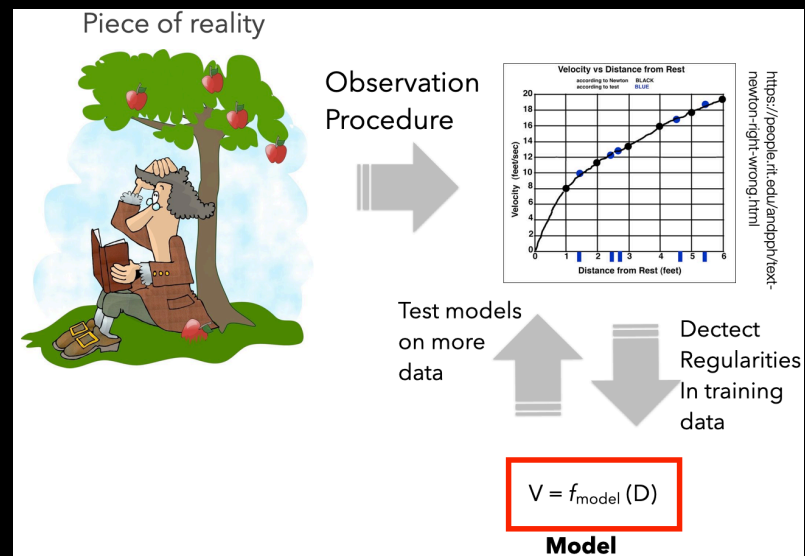
Scientific Models

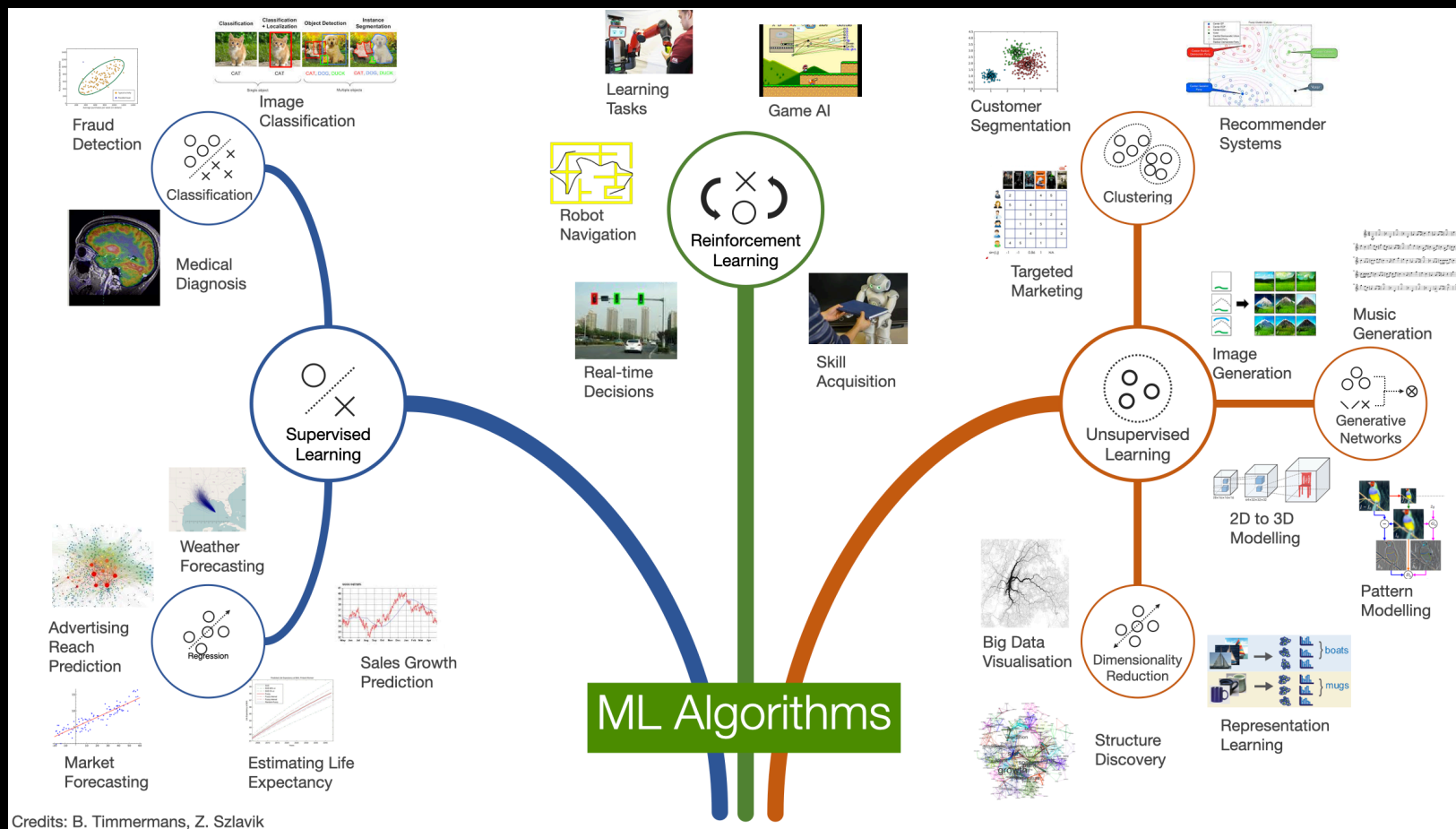
- GOAL: explain reality
- Created to make predictions about the outcomes of future experiments
 - e.g., apples on the moon
- Tested against the **outcome**
- If data from new experiments don't agree, the model has to be modified/extended / refined
 - Falsifiability
- Scientific models should be *small* and *simple*.
- They should generalize phenomena observed in new ways.



ML Models

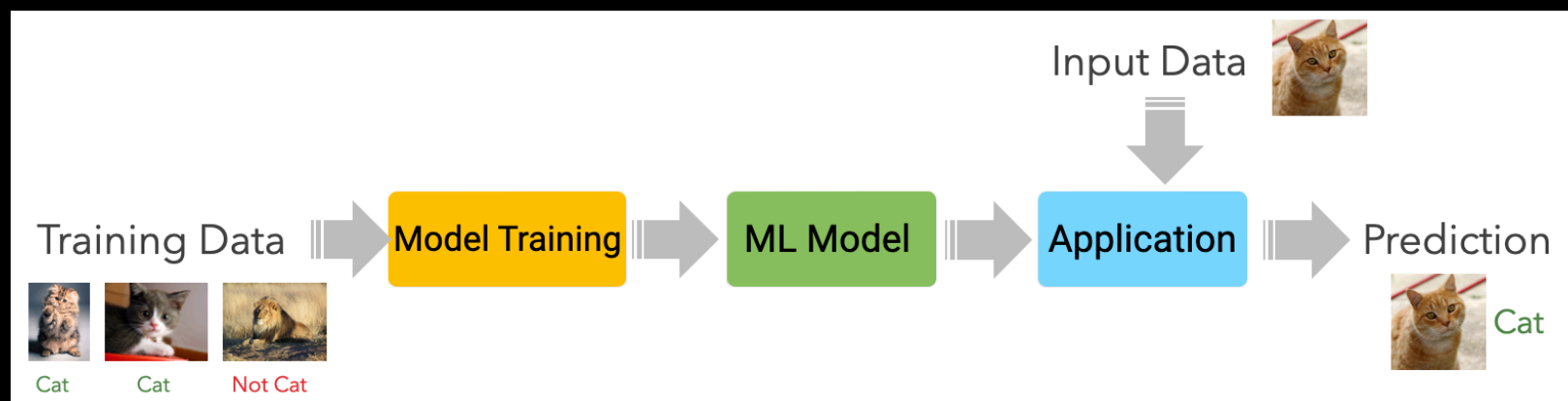
- GOAL: describe the data
- Designed to capture the *variability* in observational data by exploiting regularities/symmetries/redundancies
- A good ML model doesn't need to explain reality, it **just describe data**
- They don't need to be simple or transparent, or intelligible. Just **accurate**
 - *Black box*
- ML models may be large and complex.
- They should generalize to new data obtained in the same way as the training data
 - Same application context and data acquisition process





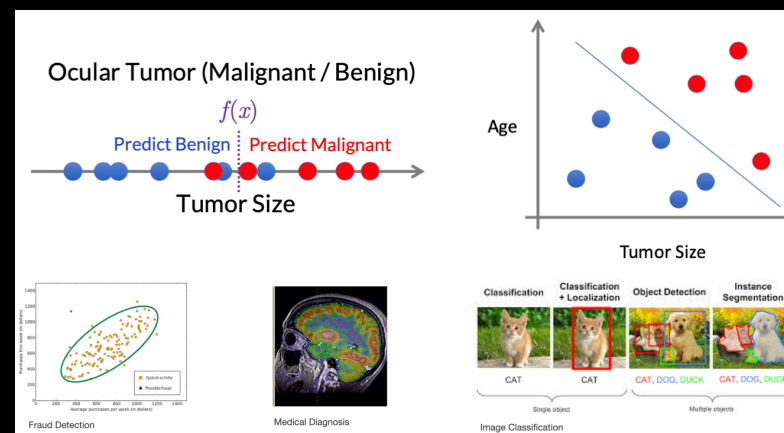
Supervised Learning

- Input: **labeled** data
 - Data + expected prediction
 - During training, labels are used to associate patterns with outputs
 - Learns how to make input-output **predictions**
- *Classification*
 - *Regression*
 - *Ranking*
 - *Recommendation*



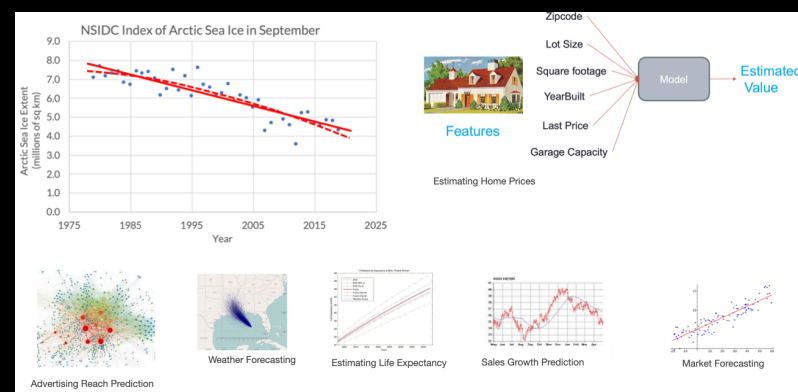
Classification

- Learn to output a **category label**
- Binary
 - e.g. *Spam / not Spam, Cat / not cat*
- Multi-class
 - e.g. *cat, dog, bird*



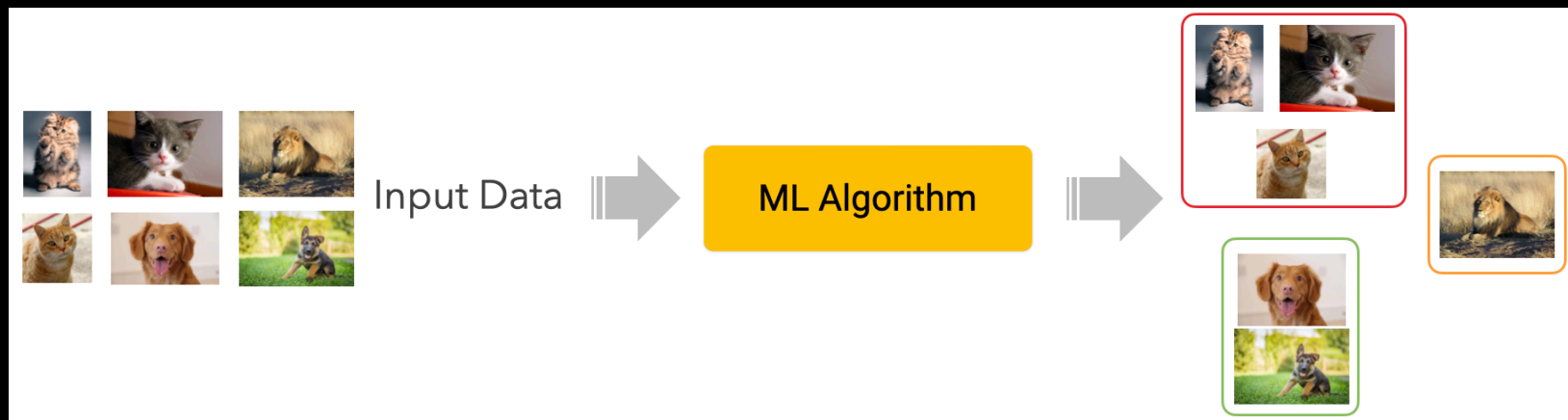
Regression

- Learn to output one or more **numbers**
- e.g., value of a share, number of stars in a review

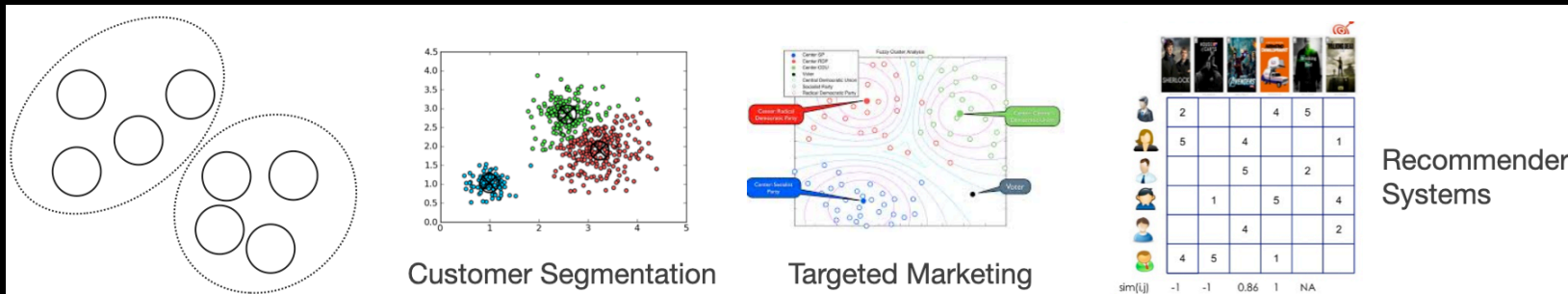


Unsupervised Learning

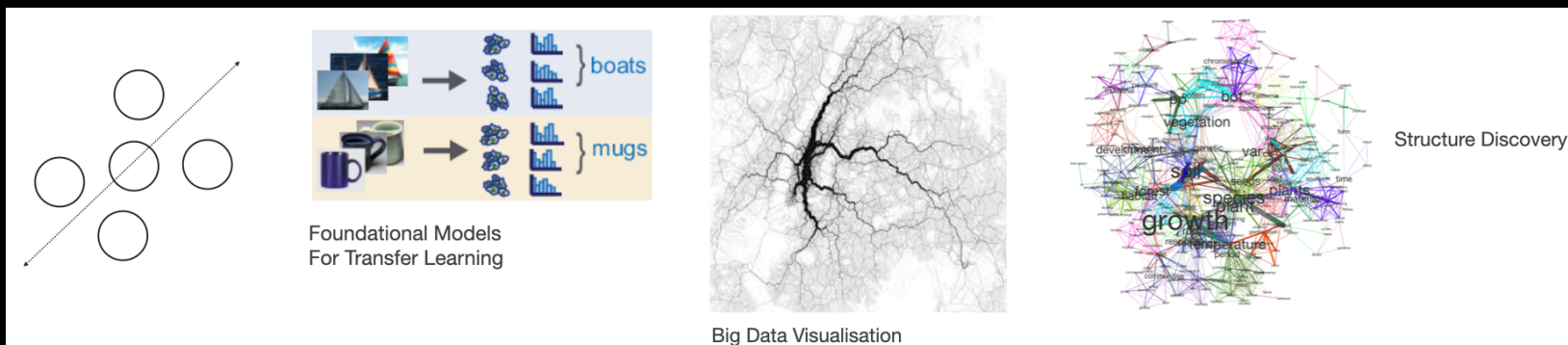
- Input: **unlabeled** data
- The machine learns structures (patterns) from the data without human guidance
- *Clustering*
- *Dimensionality Reduction* (e.g. Large Language Models)
- *Anomaly detection &*



Clustering



Dimensionality Reduction

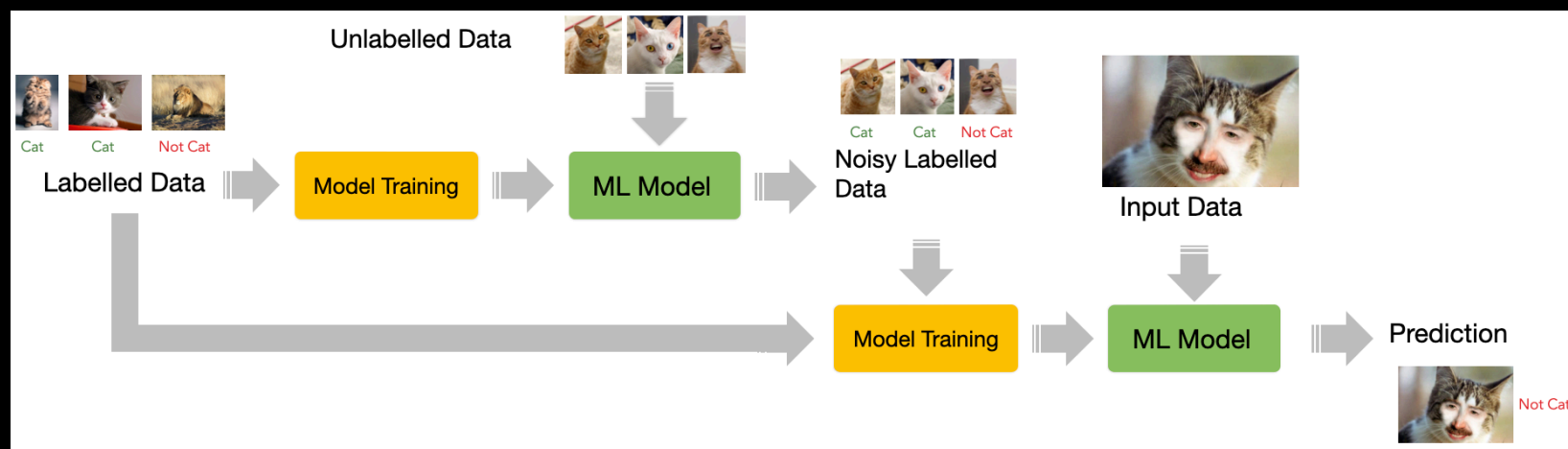


Semi-Supervised Learning

Combination of **supervised** and **unsupervised** learning

Few **labeled** data in the input are used to create **noisy labeled data**

With more labeled data, the machine learns how to make input-output **predictions**

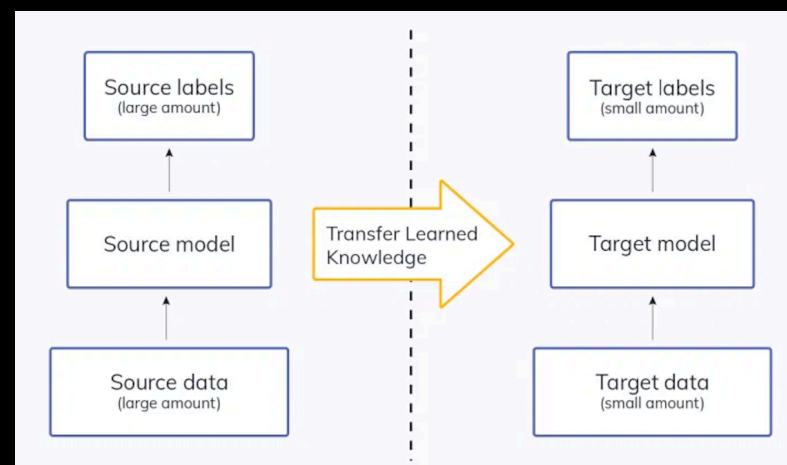


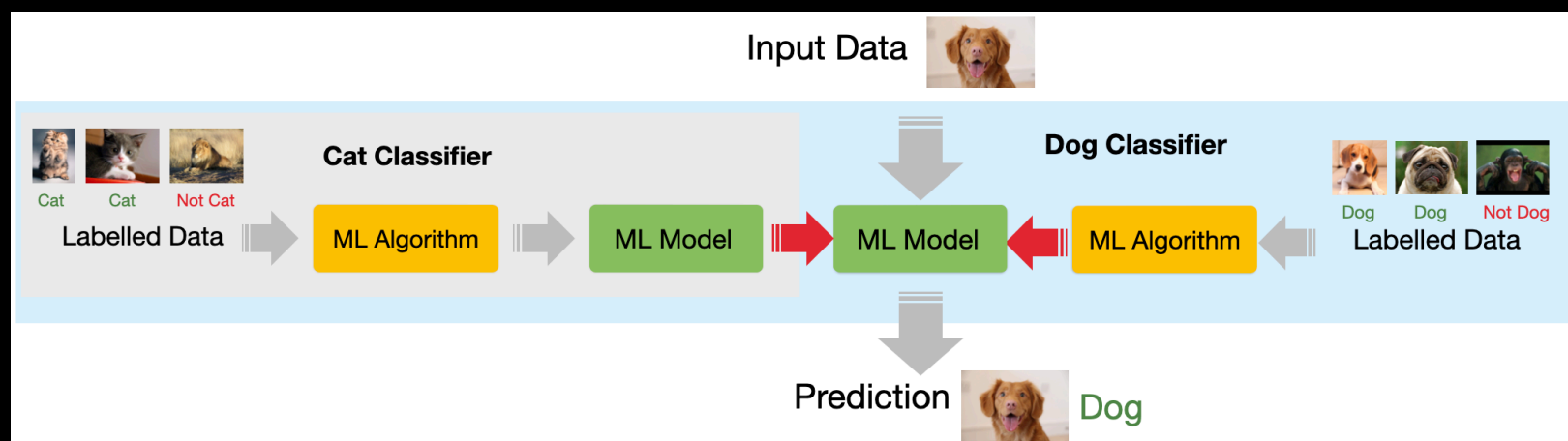
Transfer Learning

Often called *fine-tuning*

Reuse a model trained for one task is **re-purposed** (tuned) on a different but related task

Useful in tasks lacking abundant data





Reinforcement Learning

Data about the **environment** and **reward function** as input

The machine can perform **actions** influencing the environment

The machine learns behaviours that result in **greater reward**



Don't forget domain expertise

- ML makes some tasks automatic, but we still need our brains
- More in Module 3 and Module 4
- Defining the prediction task
- Define the evaluation metrics
- Designing features
- Designing inclusion and exclusion criteria for the data
- Annotating (hand-labeling) training (and testing) data
- Select right model
- Error analysis

Machine Learning for Design

Lecture 2

Introduction to Machine Learning.

Part 2