A field guide to the machine learning zoo

Theodore Vasiloudis SICS/KTH

From idea to objective function

• Common aspects

Source: Xing (2015)

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 - Model (θ)

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- ML Algorithm: How to optimize $f(\theta, D)$

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- Algorithm: Gradient Descent

Data problems

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• GIGO: Garbage In - Garbage Out



- Problem: "Data" as a concept is hard to reason about.
- Goal: Make the stakeholders aware of the state of the data at all stages

- Band C
 - Accessibility

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- Band A
 - Data in context

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- Band B
 - "Until we know the collection process we can't move the data to B1."
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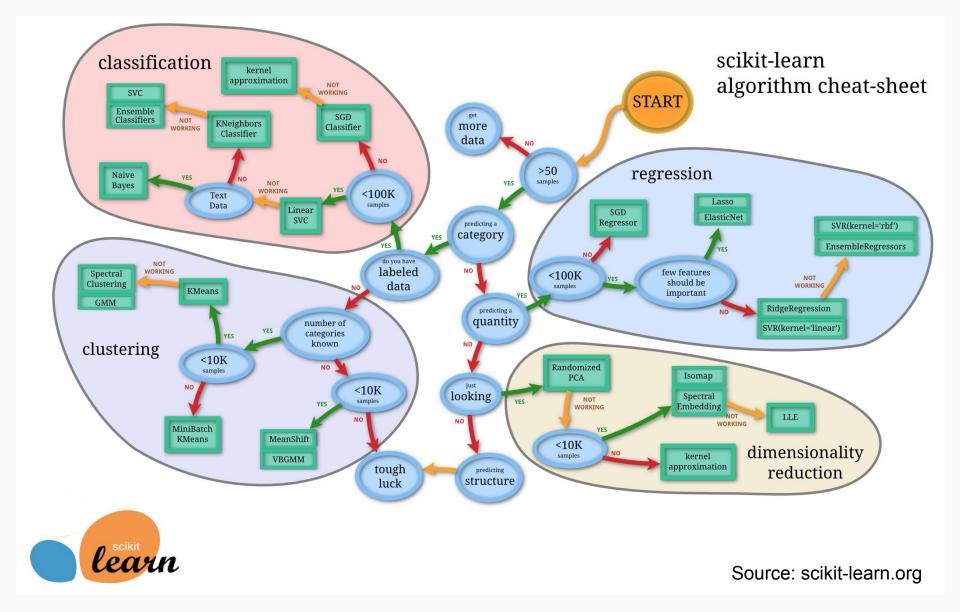
Big Data Borat @BigDataBorat

2+ Follow V

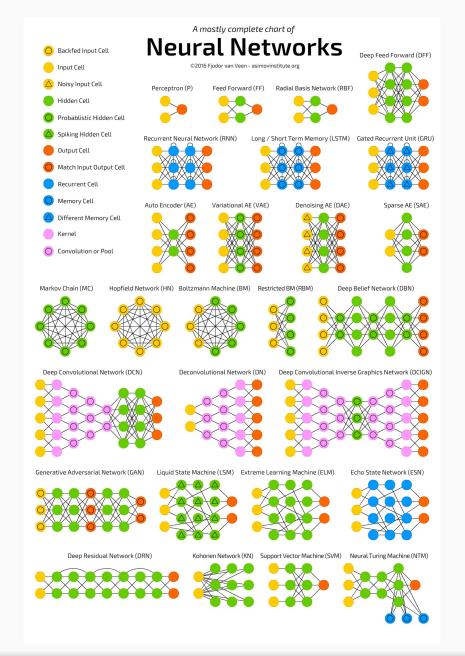
In Data Science, 80% of time spent prepare data, 20% of time spent complain about need for prepare data.

RETWEETS LIKES 100 (C) 100 (C 272 506

Selecting algorithm & software: "Easy" choices



An ML algorithm "farm"



Source: Asimov Institute (2016)

The neural network zoo

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 - CACE principle: Changing Anything Changes Everything

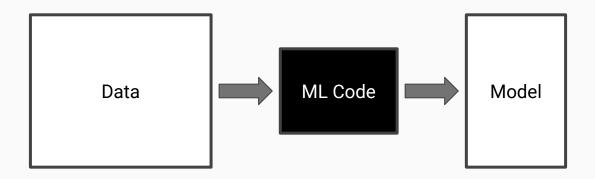
Selecting software



The ML software zoo

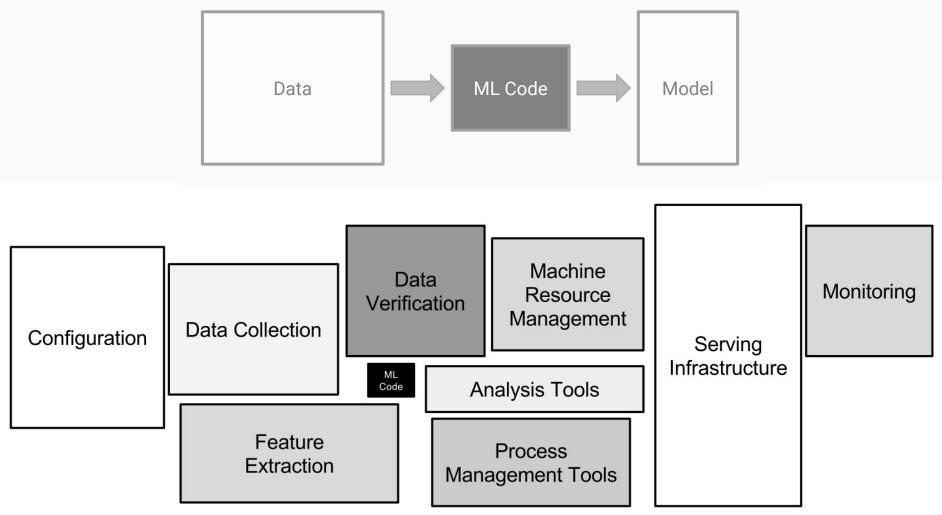
Your model vs. the world

What are the problems with ML systems?



Expectation

What are the problems with ML systems?



Sculley et al. (2015)

Reality

• Data dependencies

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 - Unstable dependencies

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- Feedback loops

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 - Direct

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- Feedback loops
 - Direct
 - Indirect

Bringing it all together

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- Define your problem as optimizing your objective function using data
- Determine (and monitor) the readiness of your data
- Don't spend too much time at first choosing an ML framework/algorithm
- Worry much more about what happens when your model meets the world.





Sources

- Google auto-replies: <u>Shared photos</u>, and <u>text</u>
- Silver et al. (2016): Mastering the game of Go
- Xing (2015): <u>A new look at the system, algorithm and theory foundations of Distributed ML</u>
- Lawrence (2017): Data readiness levels
- Asimov Institute (2016): <u>The Neural Network Zoo</u>
- Zinkevich (2017): <u>Rules of Machine Learning Best Practices for ML Engineering</u>
- Sculley et al. (2015): <u>Hidden Technical Debt in Machine Learning Systems</u>