



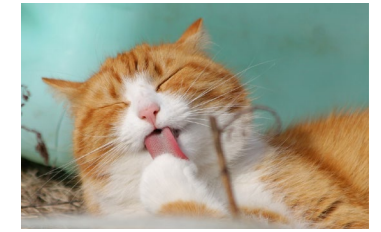
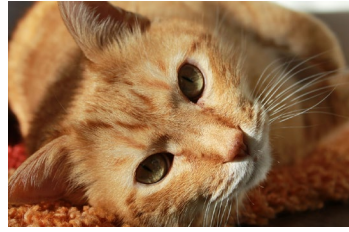
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# Introduction to ML strategy

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## Why ML Strategy?

# Motivating example



90%

## Ideas:

- Collect more data ←
- Collect more diverse training set
- Train algorithm longer with gradient descent
- Try Adam instead of gradient descent
- Try bigger network
- Try smaller network
- Try dropout
- Add  $L_2$  regularization
- Network architecture
  - Activation functions
  - # hidden units
  - ...



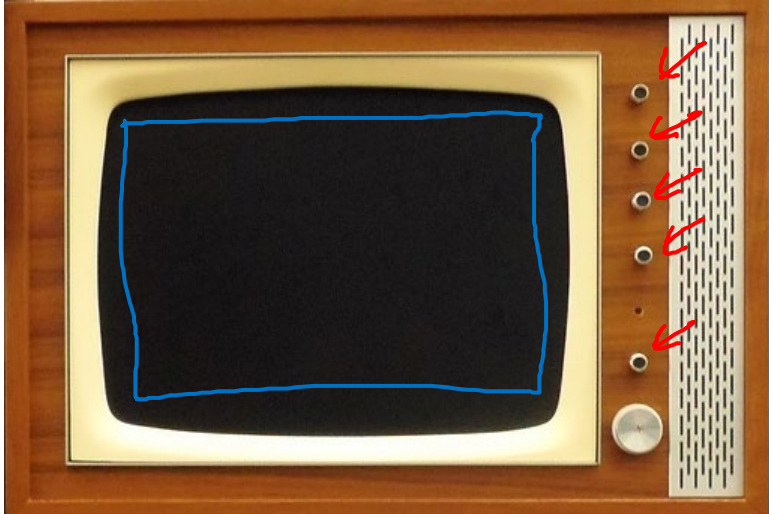
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# Introduction to ML strategy

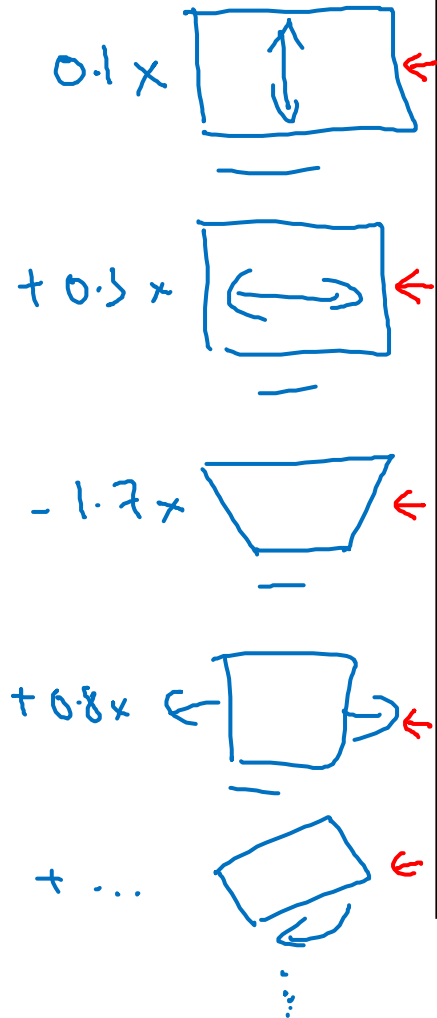
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## Orthogonalization

# TV tuning example



Orthogonalization



## Car

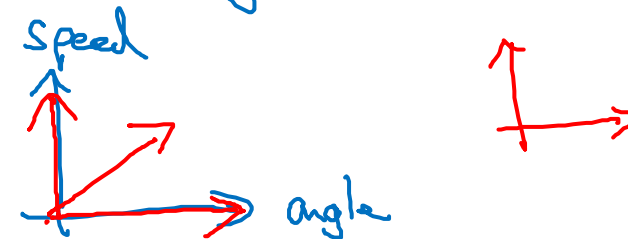


$\rightarrow$  Steering

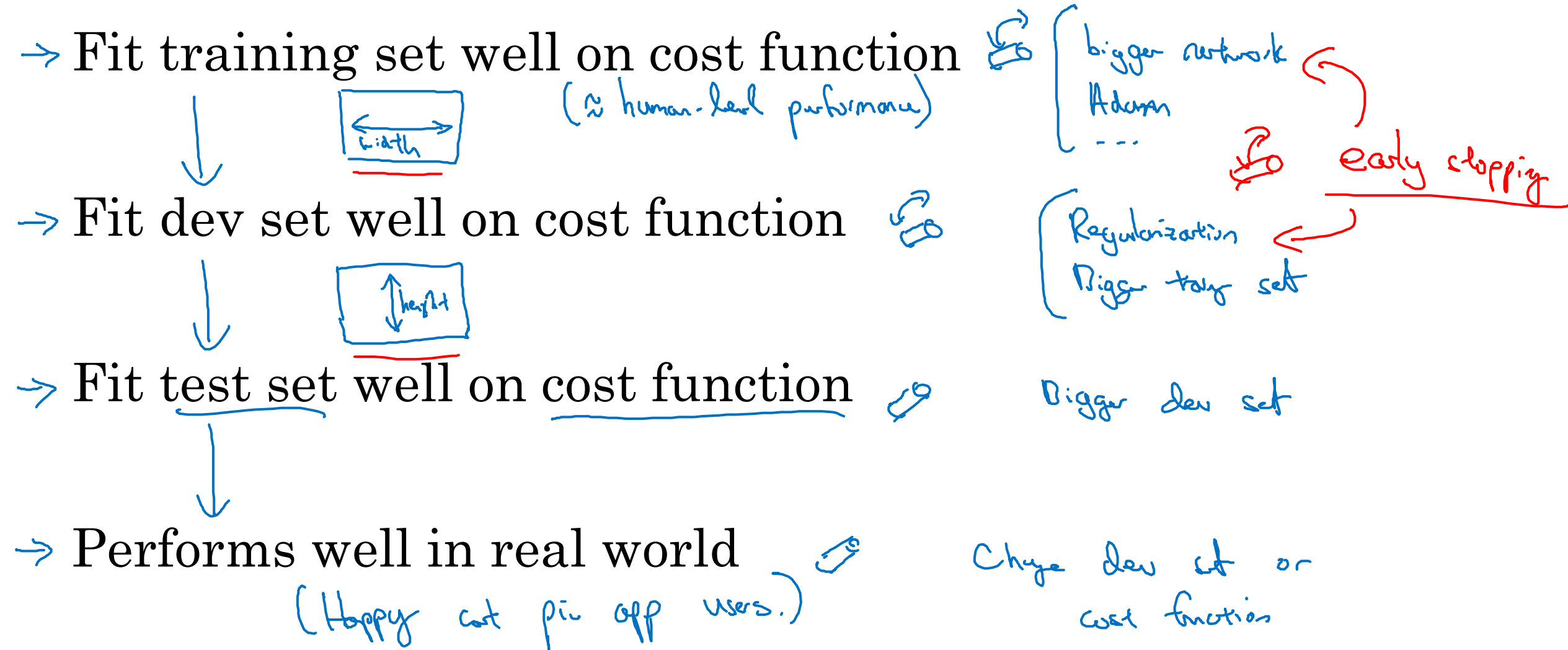
$\rightarrow$  { Accelerator  
Braking }

$$\rightarrow \frac{0.3 \times \text{angle} - 0.8 \text{ speed}}{}$$

$$\rightarrow 2 \times \text{angle} + 0.9 \text{ speed}$$



# Chain of assumptions in ML





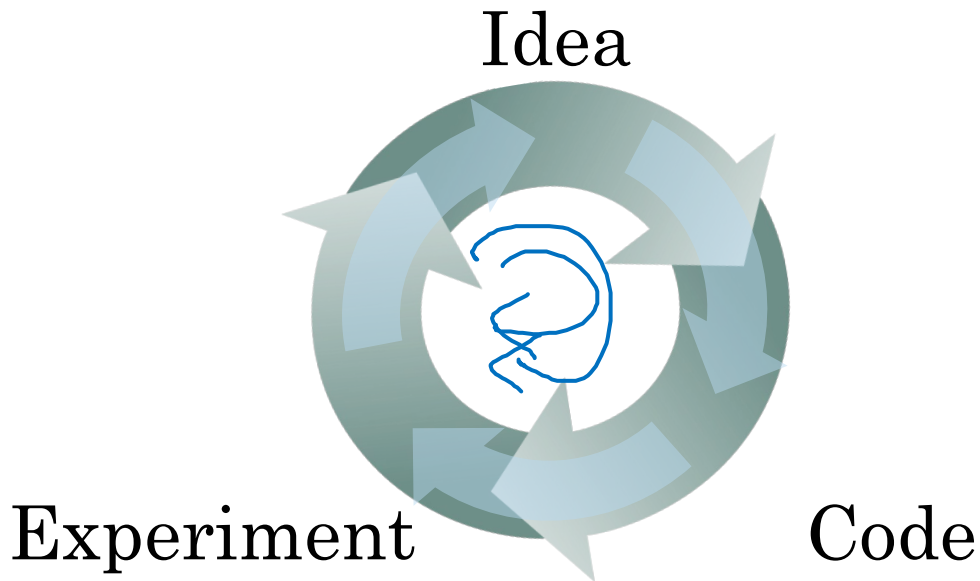
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Setting up  
your goal

---

Single number  
evaluation metric

# Using a single number evaluation metric



→ Of examples recognized as cost,  
what % actually are costs?

→ what % of actual costs  
are correctly recognized

Classifier	Precision	Recall
A	95%	90%
B	98%	85%

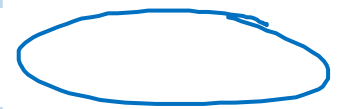
F<sub>1</sub> score = "Average" of P and R.

$$\left( \frac{2}{\frac{1}{P} + \frac{1}{R}} \right) \text{ "Harmonic mean"}$$

Dev set + Single number evaluation metric  
real speed up iterating

# Another example

Algorithm	US	China	India	Other
A	<u>3%</u>	7%	5%	9%
B	5%	6%	5%	10%
C	2%	3%	4%	5%
D	5%	8%	7%	2%
E	4%	5%	2%	4%
F	7%	11%	8%	12%







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Setting up  
your goal

---

Satisficing and  
optimizing metrics

# Another cat classification example

Classifier	Accuracy	Running time
A	90%	80ms
B	92%	95ms
C	95%	1,500ms

$$\text{Cost} = \text{accuracy} - 0.5 \times \text{Running Time}$$

maximize accuracy

subject to Running Time  $\leq$  100 ms.

N metrics : 1 optimizing  
N-1 satisfying

Wakewords / Trigger words

Alexa, OK Google,

Hey Siri, nihao baidu  
你好 百度

accuracy.

#false positive

maximize accuracy.

s.t.  $\leq$  1 false positive  
every 24 hours.



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Setting up  
your goal

---

Train/dev/test  
distributions

# Cat classification dev/test sets

development set, hold out cross validation set

Regions:

- US
- UK
- Other Europe
- South America
- India
- China
- Other Asia
- Australia

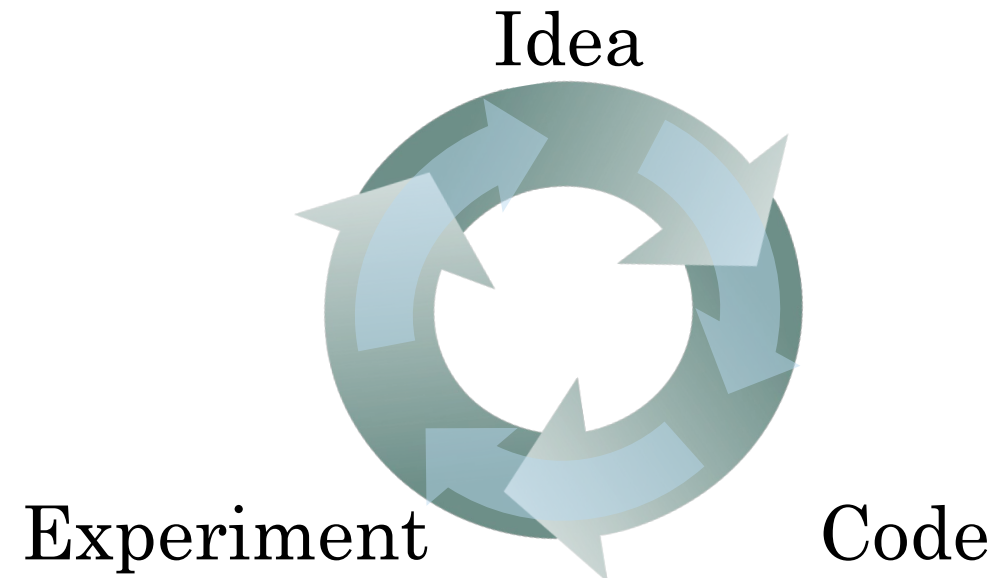
Dev

Test

→ Randomly shuffle into dev/test



dev set  
+  
metric



# True story (details changed)

[ Optimizing on dev set on loan approvals for  
medium income zip codes

↑

$x \rightarrow y$  (repay loan?)



[ Tested on low income zip codes

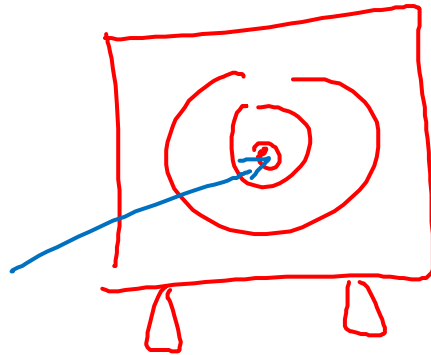
~ 3 month



# Guideline

Choose a dev set and test set to reflect data you expect to get in the future and consider important to do well on.

training



dev  
metric

test



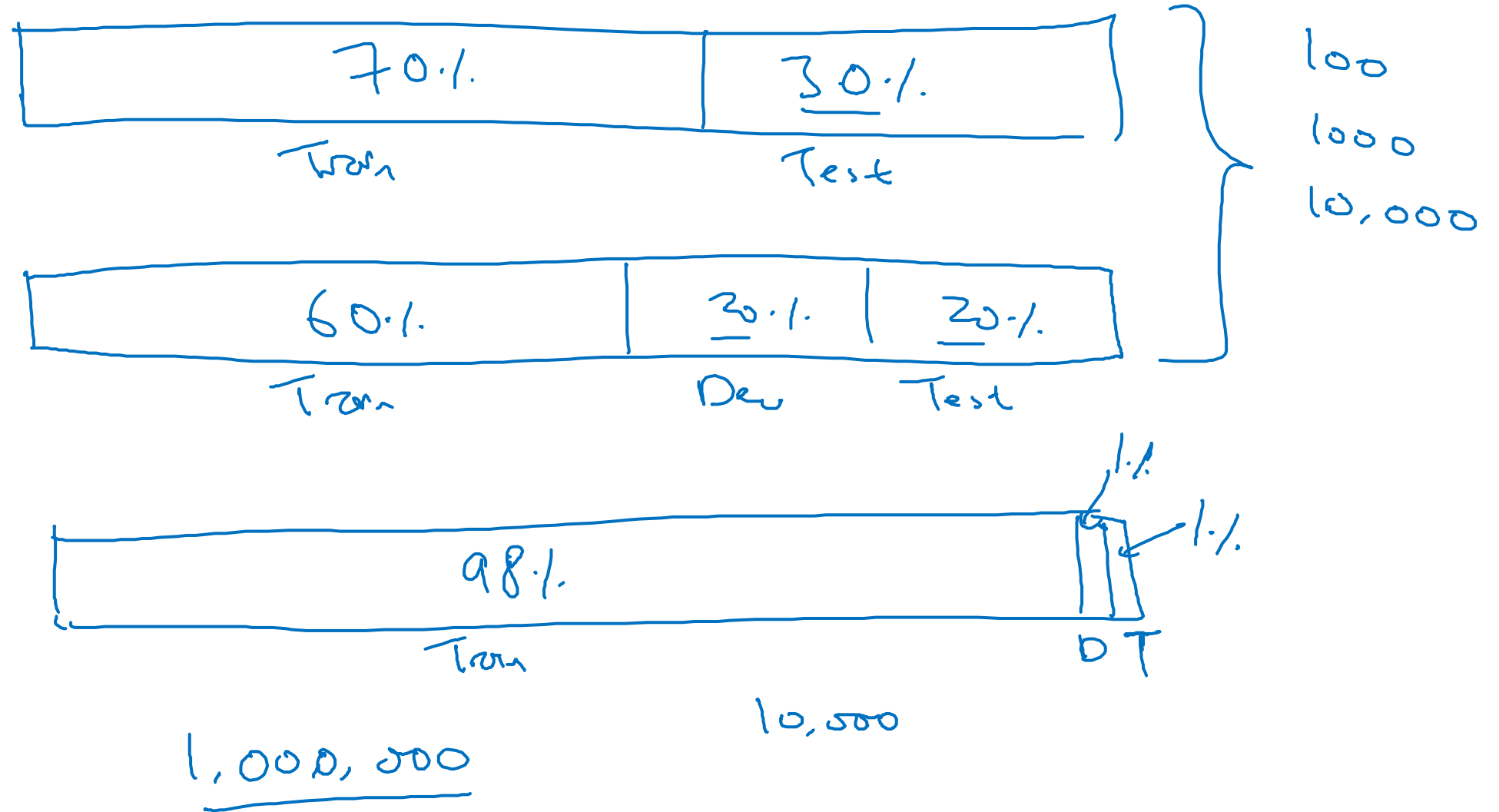
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Setting up  
your goal

---

Size of dev  
and test sets

# Old way of splitting data





# Size of dev set

A B

Set your dev set to be big enough to detect differences in  
algorithm/models you're trying out.

100 : small  
└ 1%

1,000

10,000

100,000

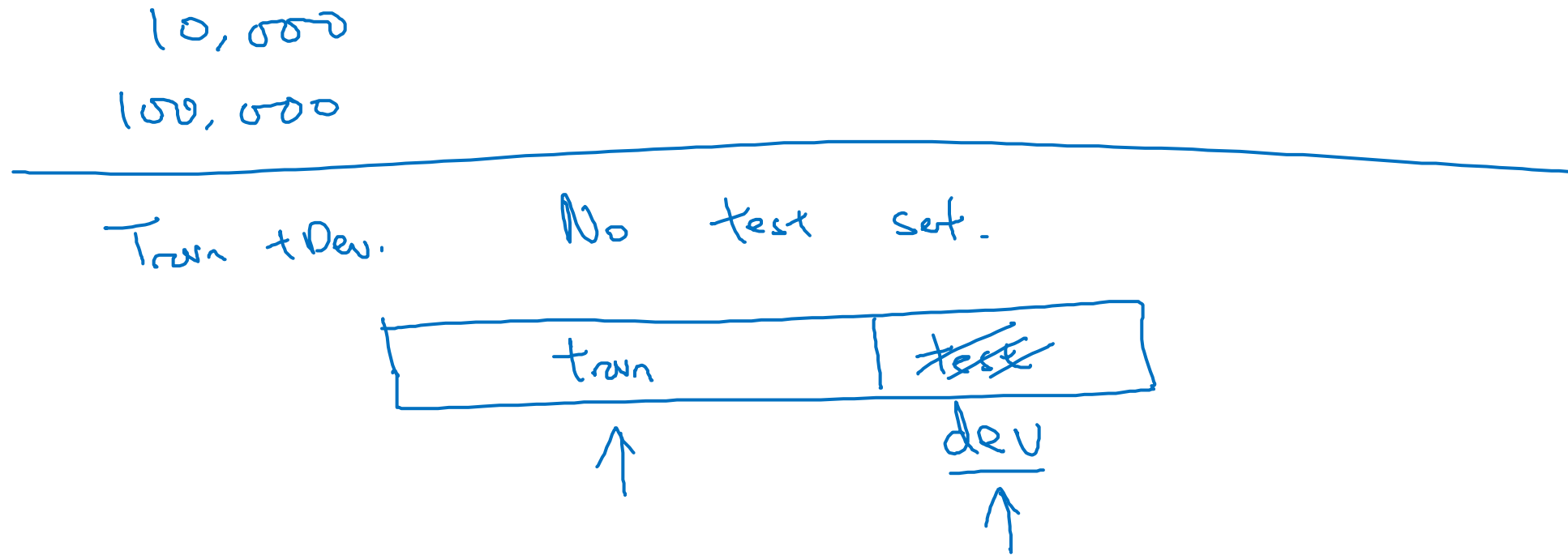
<sup>A</sup> 97% → <sup>B</sup> 97.1%  
0.1%  
└

0.01%  
└  
0.001%

Online advertising

# Size of test set

- Set your test set to be big enough to give high confidence in the overall performance of your system.





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Setting up  
your goal

---

When to change  
dev/test sets and  
metrics

# Cat dataset examples

Metric + Dev : Prefer A  
You/users : Prefer B.

→ Metric: classification error

Algorithm A: 3% error

→ pornographic

✓ Algorithm B: 5% error

Error:  $\frac{1}{\sum_i w^{(i)}} \times \frac{1}{m_{dev}} \sum_{i=1}^{m_{dev}} w^{(i)} \mathbb{I}\{y_{pred}^{(i)} \neq y^{(i)}\}$

↪  $w^{(i)} = \begin{cases} 1 & \text{if } x^{(i)} \text{ is non-porn} \\ 10 & \text{if } x^{(i)} \text{ is porn} \end{cases}$

$\mathbb{I}\{y_{pred}^{(i)} \neq y^{(i)}\}$   
predicted value (0/1)

# Orthogonalization for cat pictures: anti-porn

- 1. So far we've only discussed how to define a metric to evaluate classifiers. ← Place target ↺
- 2. Worry separately about how to do well on this metric. ↺
- ↗ Aim (shoot at target)

$$\rightarrow J = \frac{1}{\sum w^{(i)}} \sum_{i=1}^m w^{(i)} \mathcal{L}(\hat{y}^{(i)}, y^{(i)})$$



# Another example

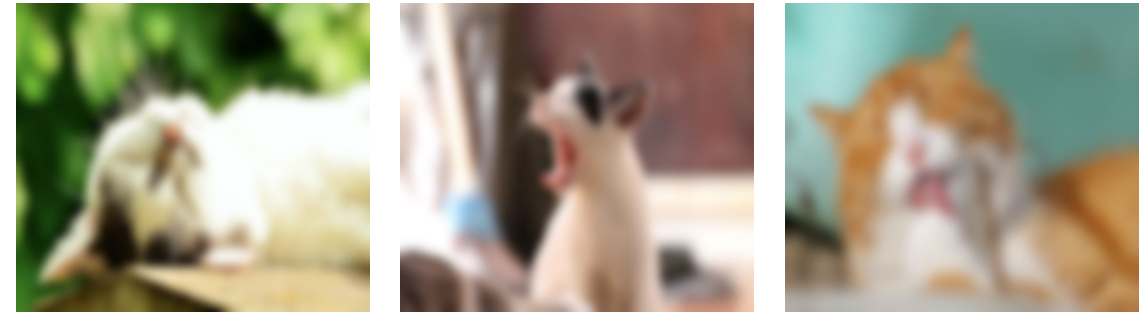
Algorithm A: 3% error

✓ Algorithm B: 5% error ←

→ Dev/test



→ User images



If doing well on your metric + dev/test set does not correspond to doing well on your application, change your metric and/or dev/test set.



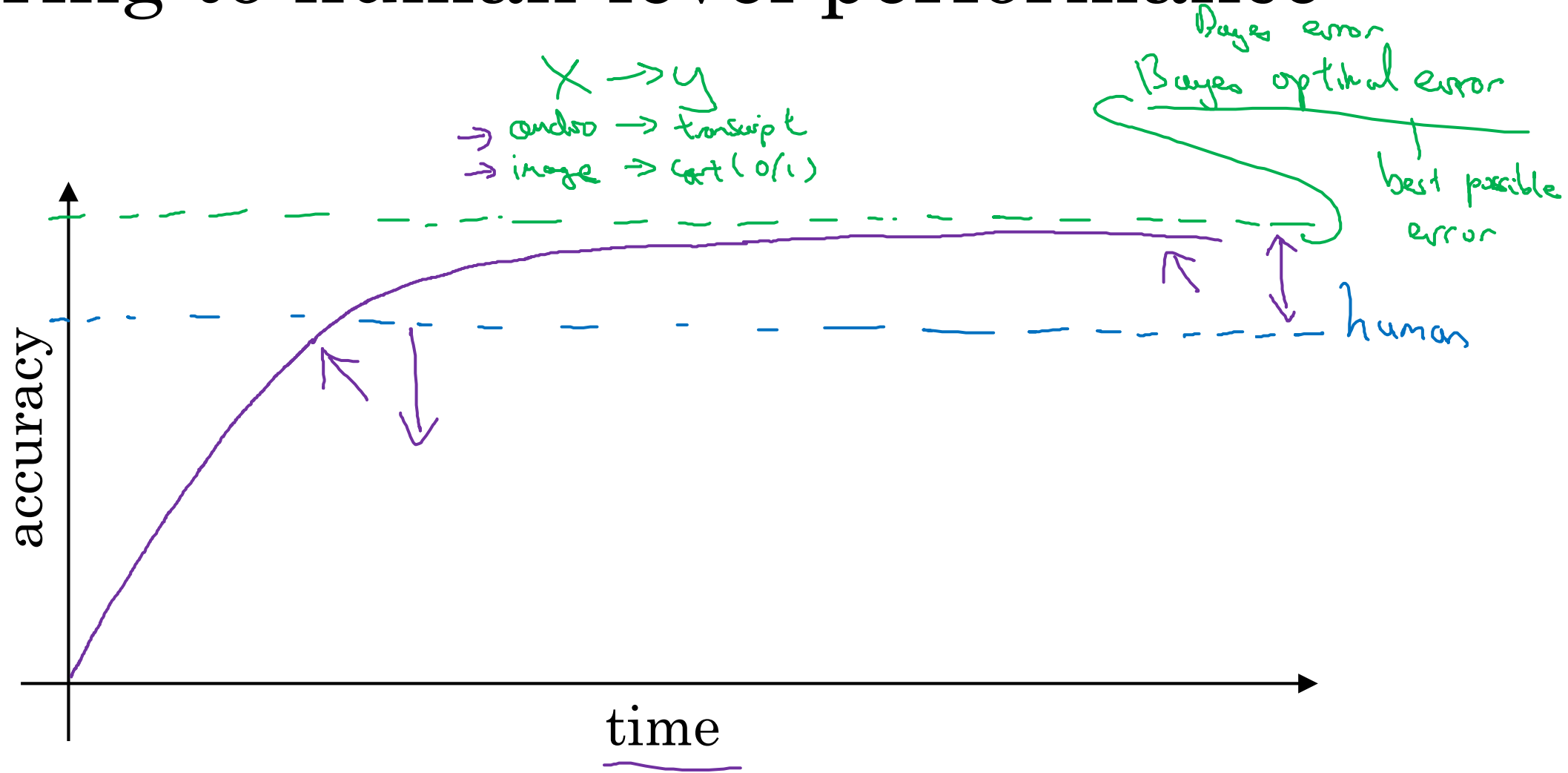
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Comparing to human-level performance

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Why human-level performance?

# Comparing to human-level performance





# Why compare to human-level performance

Humans are quite good at a lot of tasks. So long as ML is worse than humans, you can:

- - Get labeled data from humans.  $(x, y)$
- - Gain insight from manual error analysis:  
Why did a person get this right?
- - Better analysis of bias/variance.



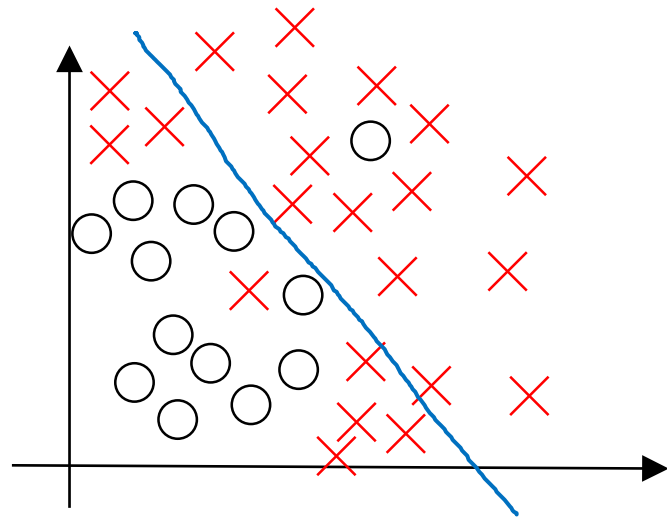
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Comparing to human-  
level performance

---

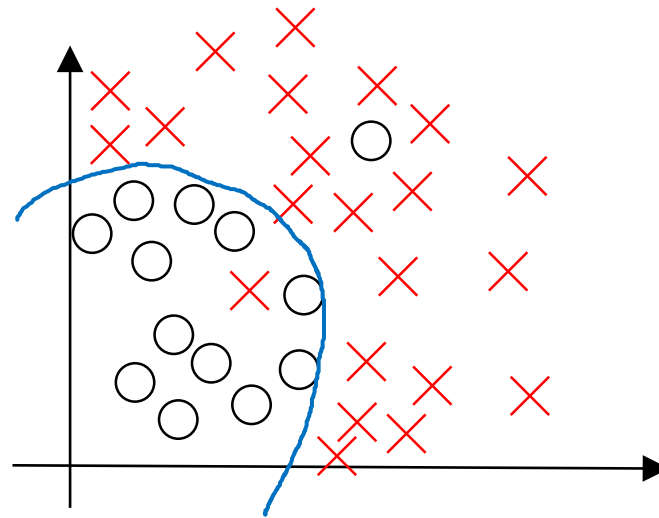
**Avoidable bias**

# Bias and Variance

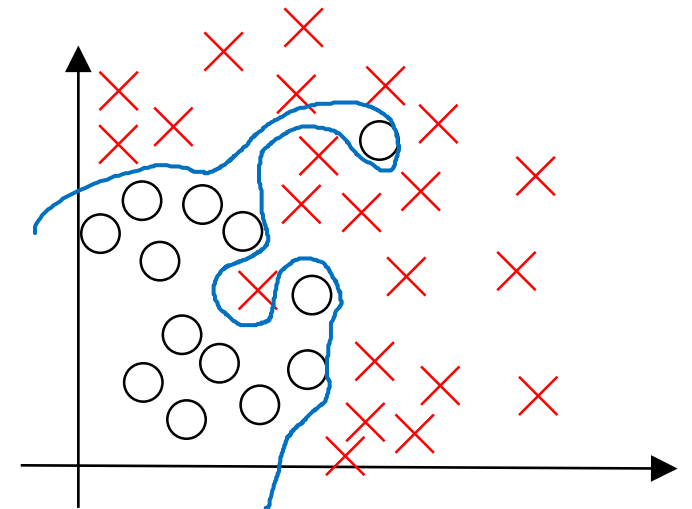


high bias

*underfitting*



“just right”



high variance

*overfitting*

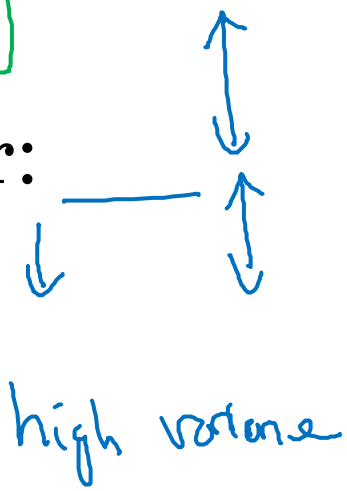
# Bias and Variance

Cat classification

Human-level  $\approx 0\%$  ----

Training set error:

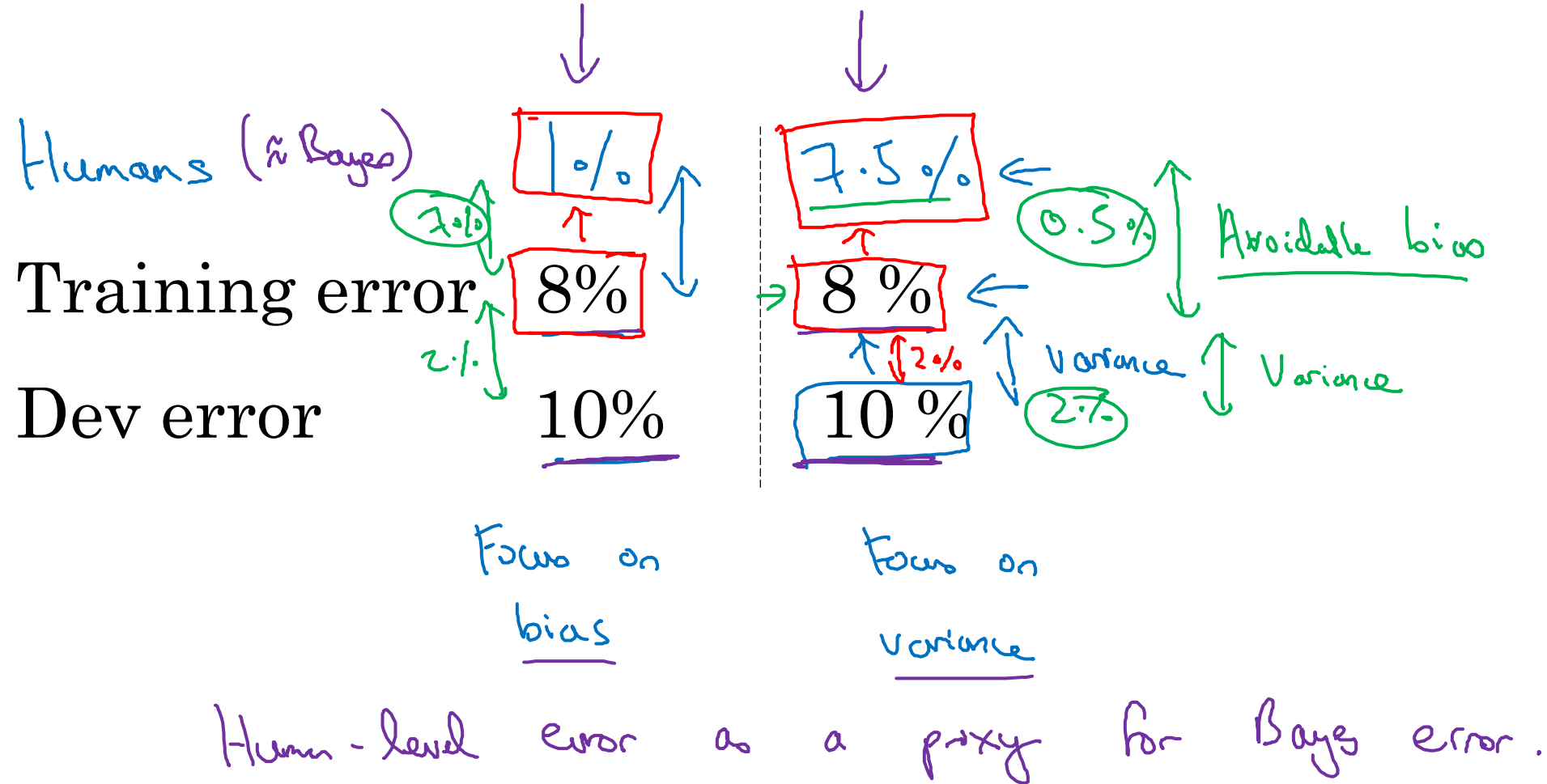
Dev set error:



high bias  
high variance

low bias  
low variance

# Cat classification example





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Comparing to human-  
level performance

---

Understanding  
human-level  
performance

# Human-level error as a proxy for Bayes error

Medical image classification example:

Suppose:

(a) Typical human ..... 3 % error

→ (b) Typical doctor ..... 1 % error

(c) Experienced doctor ..... 0.7 % error

→ (d) Team of experienced doctors .. 0.5 % error

Bayes error  $\leq$  0.5 %

What is “human-level” error?



# Error analysis example

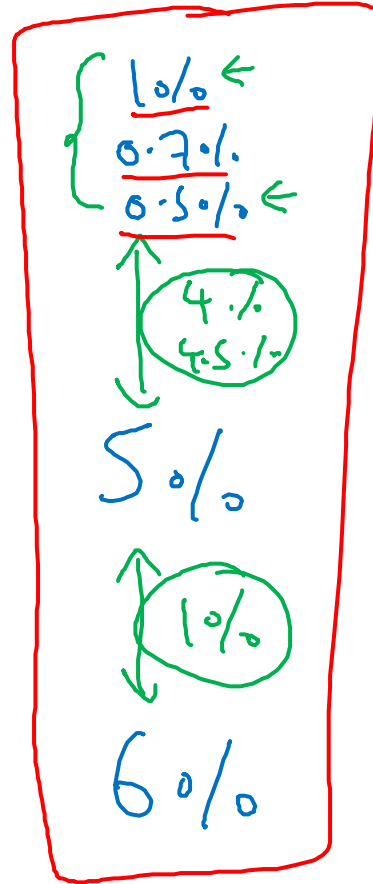
Human (proxy for Bayes error)

↕ Avoidable bias

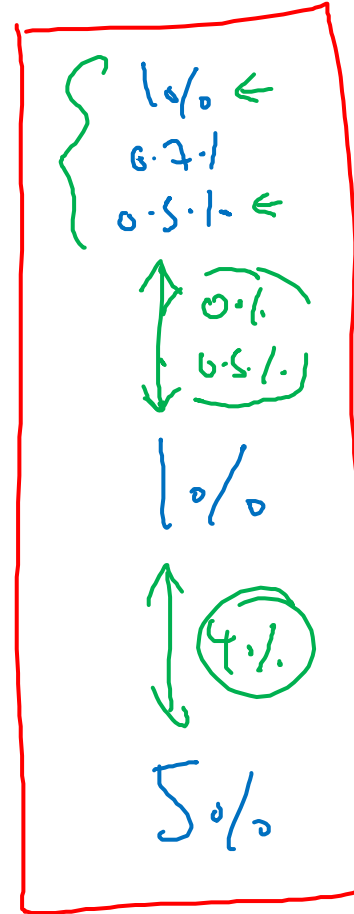
Training error

↕ Variance

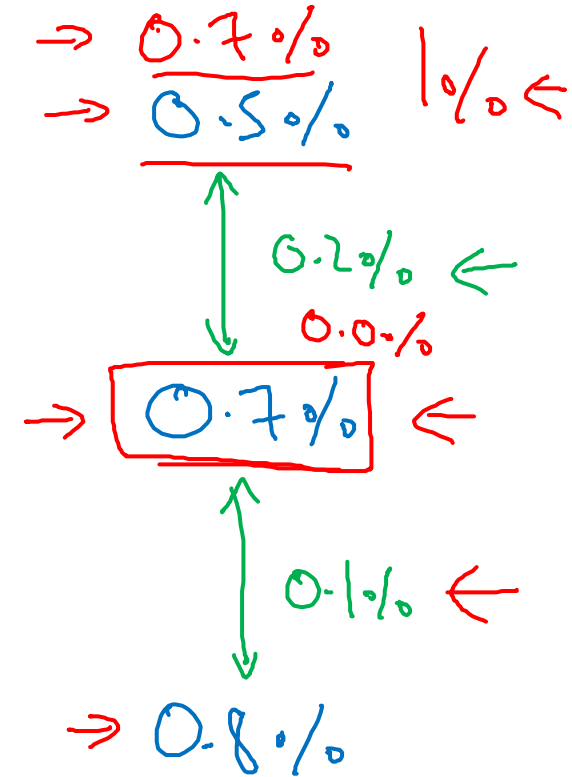
Dev error



↑ Bias

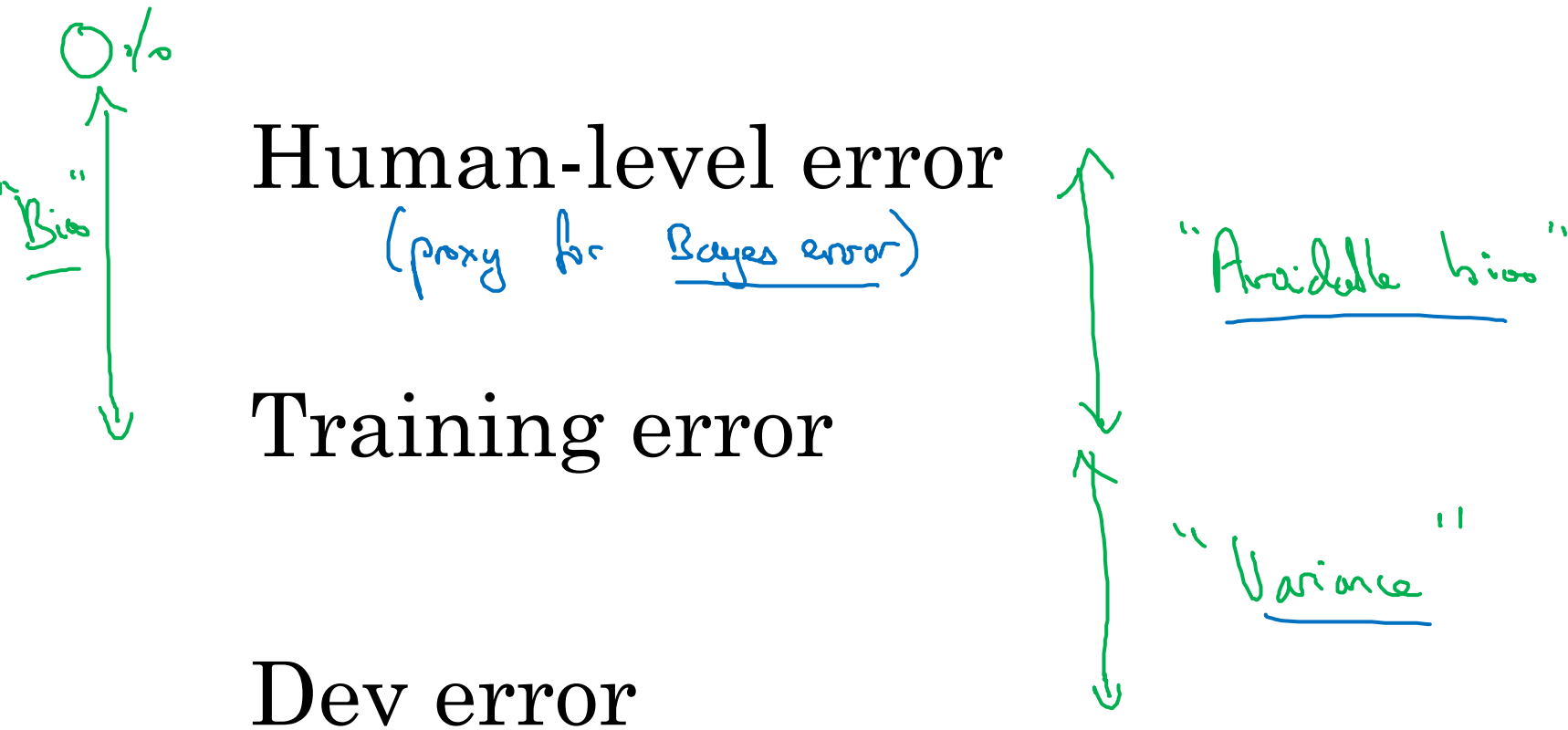


↑ Variance





# Summary of bias/variance with human-level performance





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Comparing to human-  
level performance

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Surpassing human-  
level performance

# Surpassing human-level performance

Team of humans

0.5%

One human

0.1  $\updownarrow$  ~~1.0%~~

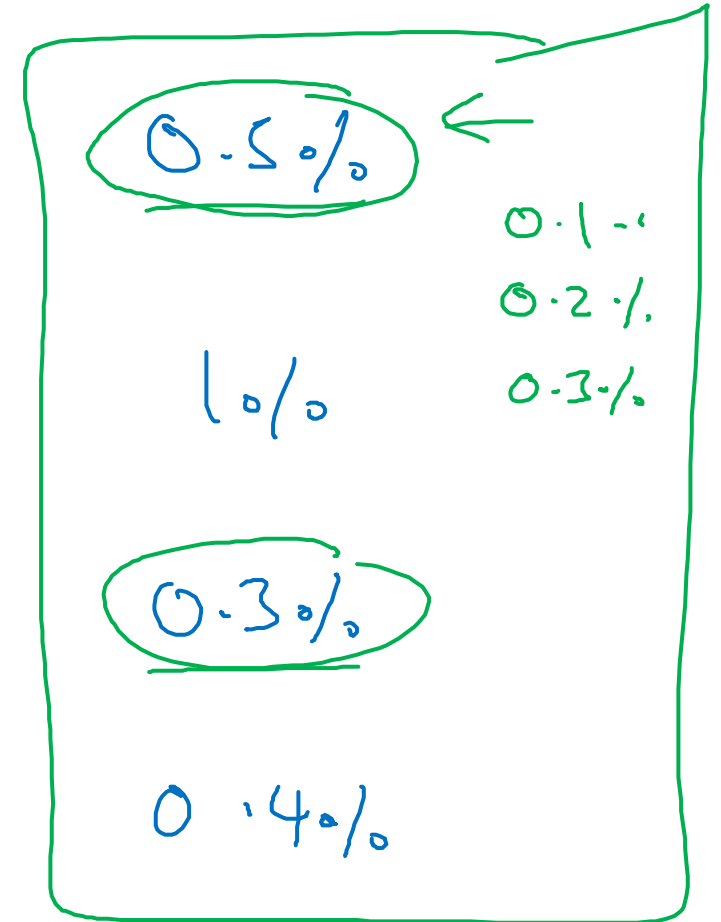
Training error

0.6%

Dev error

0.2  $\updownarrow$  0.8%

What is avoidable bias?



# Problems where ML significantly surpasses human-level performance

- - Online advertising
- - Product recommendations
- - Logistics (predicting transit time)
- - Loan approvals

Structured data

Not natural perception

Lots of data

- Speech recognition
- Some image recognition
- Medical
  - ECG, Skin cancer, ...



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Comparing to human-  
level performance

---

Improving your model  
performance

# The two fundamental assumptions of supervised learning

1. You can fit the training set pretty well.



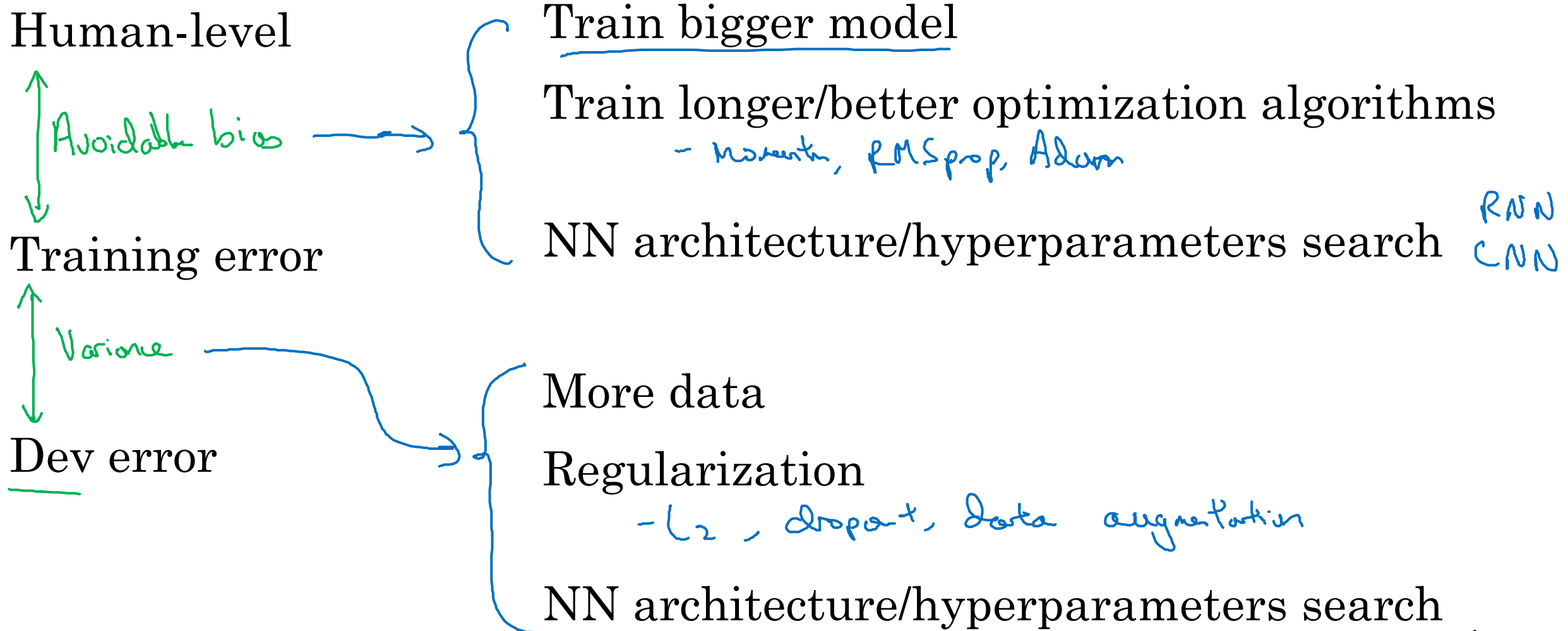
~ Avoidable bias

2. The training set performance generalizes pretty well to the dev/test set.



~ Variance

# Reducing (avoidable) bias and variance





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# Error Analysis

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Carrying out error  
analysis



# Look at dev examples to evaluate ideas



90% accuracy  
→ 10% error

Should you try to make your cat classifier do better on dogs? ←

Error analysis:

- Get ~100 mislabeled dev set examples. → 5-10 min
- Count up how many are dogs.

→ 5%  
5/100

10%  
↓  
9.5%

"ceiling"

→ 50%  
50/100

10%  
↓  
5%

# Evaluate multiple ideas in parallel

Ideas for cat detection:

- Fix pictures of dogs being recognized as cats ←
- Fix great cats (lions, panthers, etc..) being misrecognized ←
- Improve performance on blurry images ←

Image	Dog	Great Cats	Blurry	Instagram	Comments
1	✓			✓	Pitbull
2			✓	✓	
3		✓	✓		Rainy day at zoo
⋮	⋮	⋮	⋮	⋮	
% of total	<u>8%</u>	<u>43%</u>	<u>61%</u>	<u>12%</u>	










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# Error Analysis

---

## Cleaning up Incorrectly labeled data

# Incorrectly labeled examples

x							
y	<u>1</u>	<u>0</u>	<u>1</u>	<u>1</u>	<u>0</u>	<u>1</u>	1

Training set.

↑

DL algorithms are quite robust to random errors in the training set.

Systematic errors

# Error analysis

✓

Image	Dog	Great Cat	Blurry	Incorrectly labeled	Comments
...					
98				✓	Labeler missed cat in background
99		✓			
100				✓	Drawing of a cat; Not a real cat.
% of total	<u>8%</u>	<u>43%</u>	<u>61%</u>	<u>6%</u>	

↑  
↓

←

←

Overall dev set error ..... 10%

Errors due incorrect labels ..... 0.6% ←

Errors due to other causes ..... 9.4% ←

↑

2.0%  
0.6%  
1.4%  
2.1%

1.9%

Goal of dev set is to help you select between two classifiers A & B.

# Correcting incorrect dev/test set examples

- Apply same process to your dev and test sets to make sure they continue to come from the same distribution
- Consider examining examples your algorithm got right as well as ones it got wrong. 20%
- Train and dev/test data may now come from slightly different distributions.



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# Error Analysis

---

Build your first system  
quickly, then iterate

# Speech recognition example



- • Noisy background
  - • Café noise
  - • Car noise

- • Accent
- • Far from
- • Young
- • Stutter
- • ...

Guideline:

**Build your first  
system quickly,  
then iterate**

- • Set up dev/test set and metric
- Build initial system quickly
- Use Bias/Variance analysis & Error analysis to prioritize next steps.





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Mismatched training  
and dev/test data

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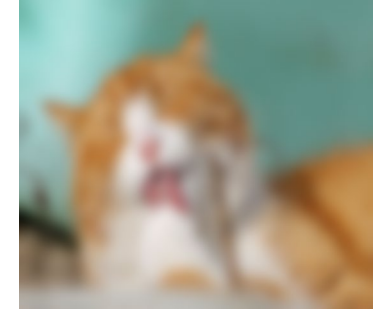
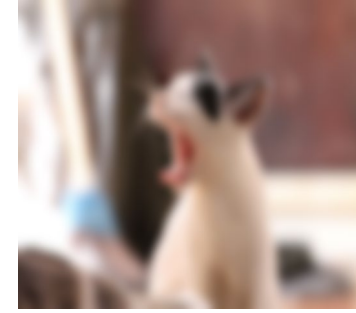
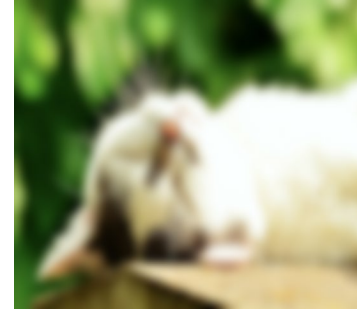
Training and testing  
on different  
distributions

# Cat app example

Data from webpages



core about this  
Data from mobile app

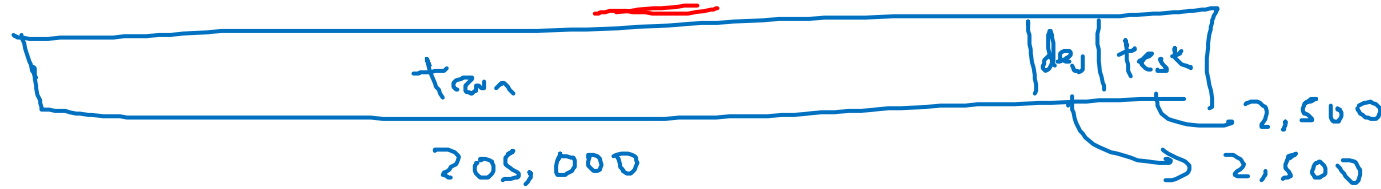


→ ≈ 200,000

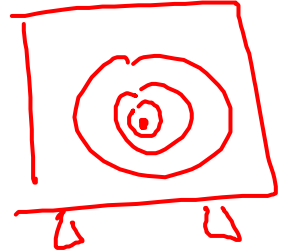
→ 210,000  
↓ shuffle

→ ≈ 10,000

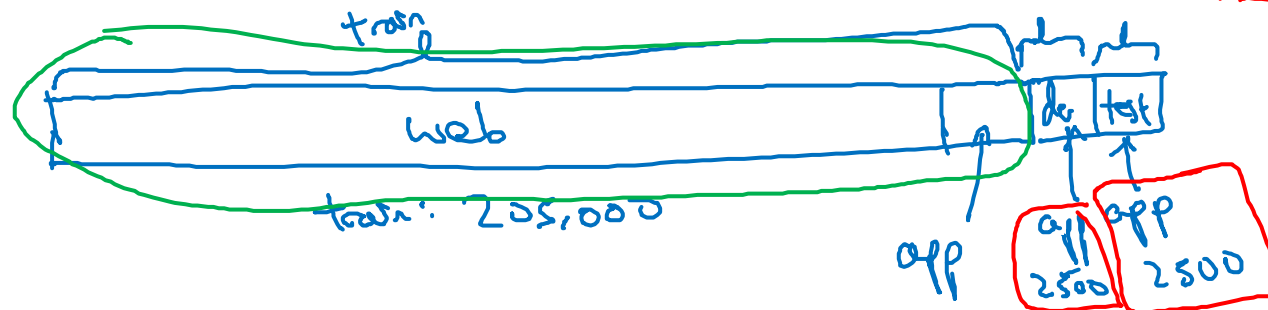
~~Option 1:~~



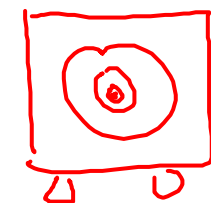
$\frac{200K}{210K}$



Option 2:



2381 - web  
119 - mobile app



# Speech recognition example

Speech activated rearview mirror



## Training

Purchased data

↓ ↓  
X, y

Smart speaker control

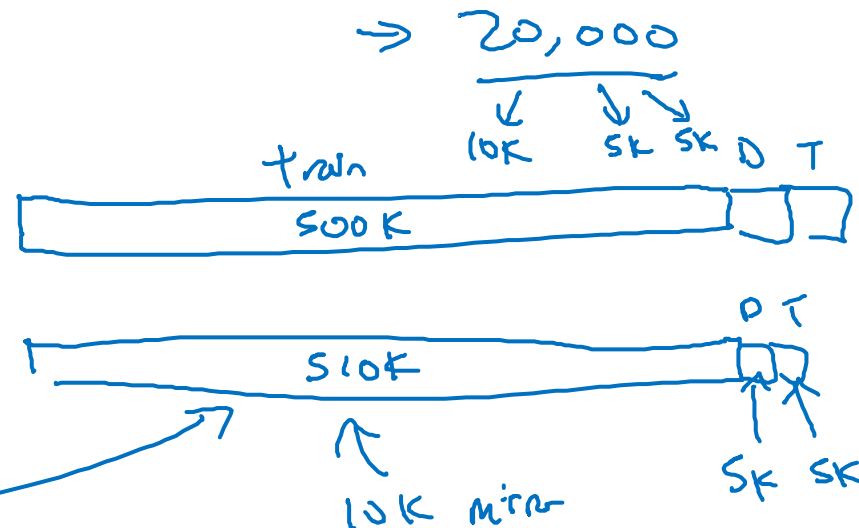
Voice keyboard

...

500,000 utterances

## Dev/test

Speech activated  
rearview mirror





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Mismatched training  
and dev/test data

---

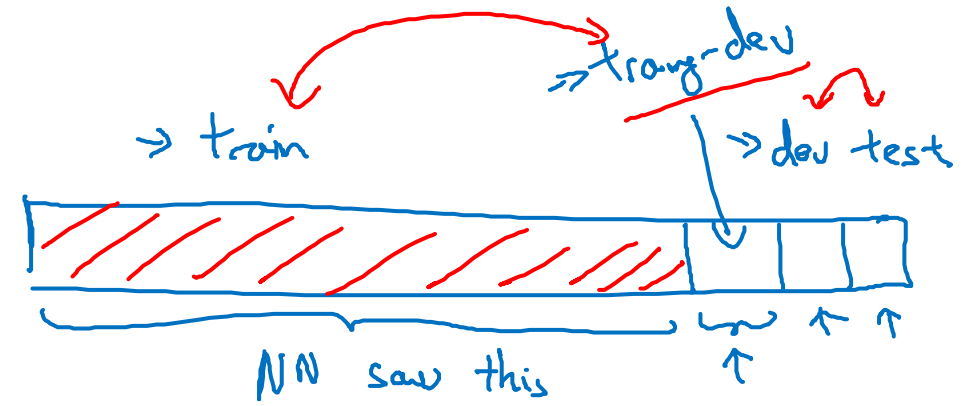
Bias and Variance with  
mismatched data  
distributions

# Cat classifier example

Assume humans get  $\approx 0\%$  error.

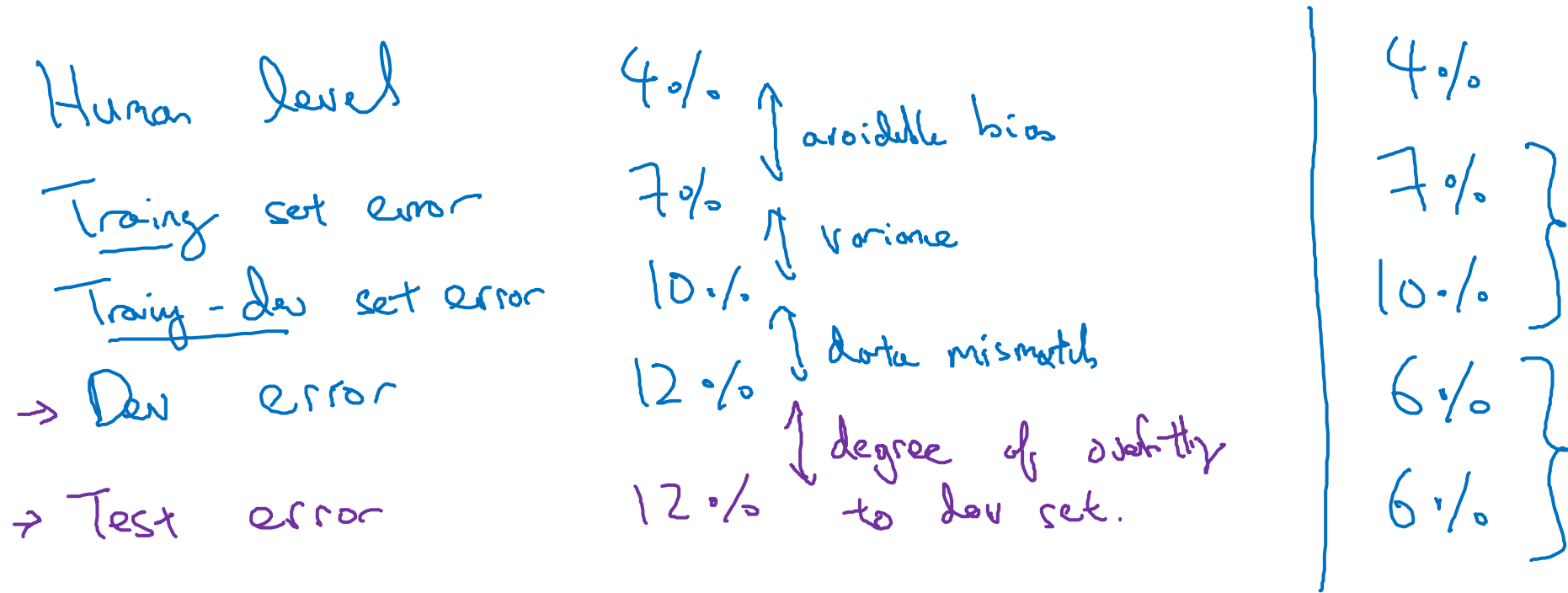
Training error .....  $1\%$   
 Dev error .....  $10\%$   $\downarrow 9\%$

Training-dev set: Same distribution as training set, but not used for training



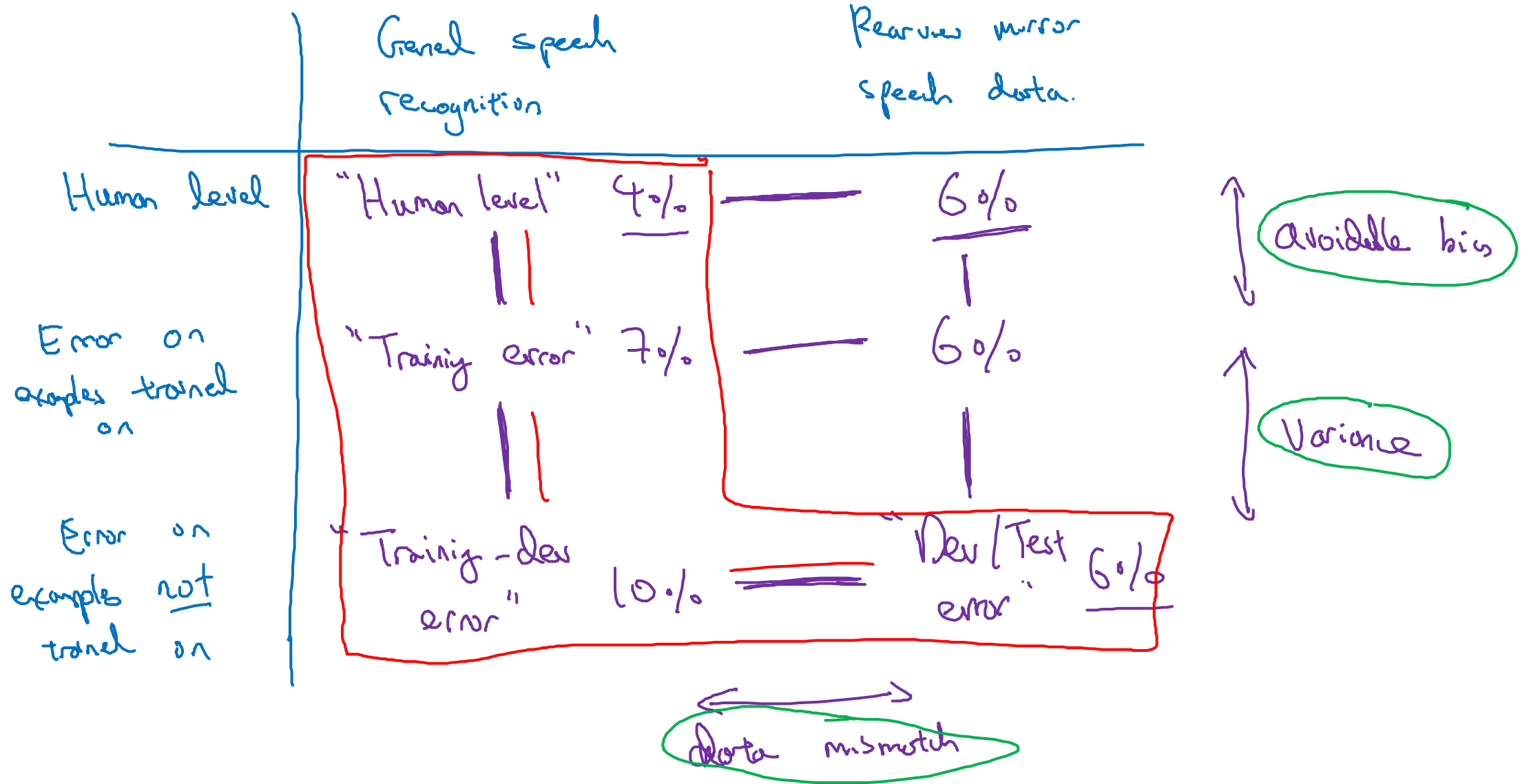
Training error	$1\%$		$1\%$	
→ Training-dev error	$9\%$	↑ Variance	$1.5\%$	↑ Data mismatch
→ Dev error	$10\%$		$10\%$	
		Variance		
Human error	..... $0\%$	↑ Avoidable bias		↑ Avoidable bias
Training error	$10\%$	↓ Bias	$10\%$	↓ Bias
Training-dev error	$11\%$		$11\%$	↑ Variance
Dev error	$12\%$		$20\%$	↑ Data mismatch
	Bias		Bias + Data mismatch	

# Bias/variance on mismatched training and dev/test sets



# More general formulation

Recurrent mirror





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Mismatched training  
and dev/test data

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Addressing data  
mismatch



# Addressing data mismatch

- • Carry out manual error analysis to try to understand difference between training and dev/test sets

E.g. noisy - car noise

street numbers

- • Make training data more similar; or collect more data similar to dev/test sets

E.g. Simulate noisy in-car data

# Artificial data synthesis



+



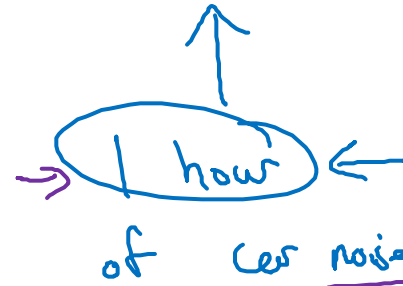
=



“The quick brown  
fox jumps  
over the lazy dog.”

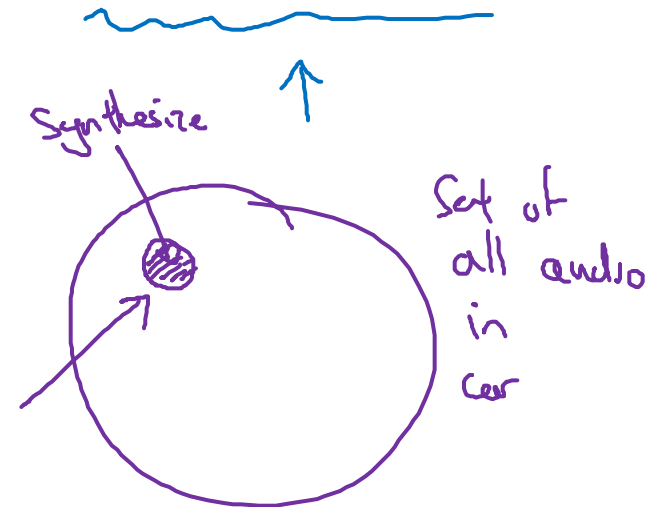
↑  
10,000 hours

Car noise



Overfit to 1 hour of  
car noise  
→ 10,000 hours ←

Synthesized  
in-car audio

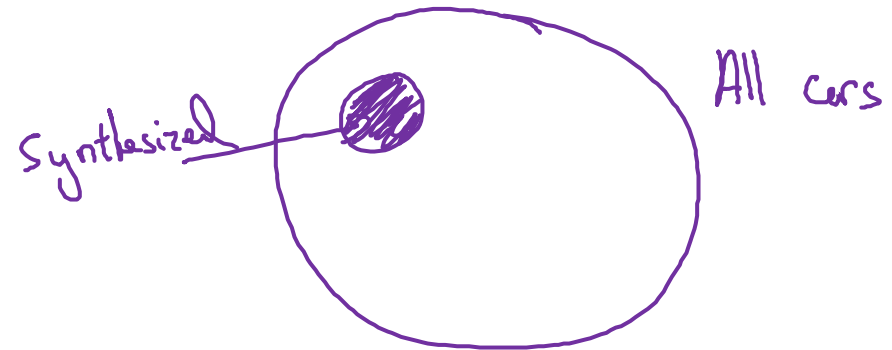


# Artificial data synthesis

Car recognition:



$\approx 20$  cars





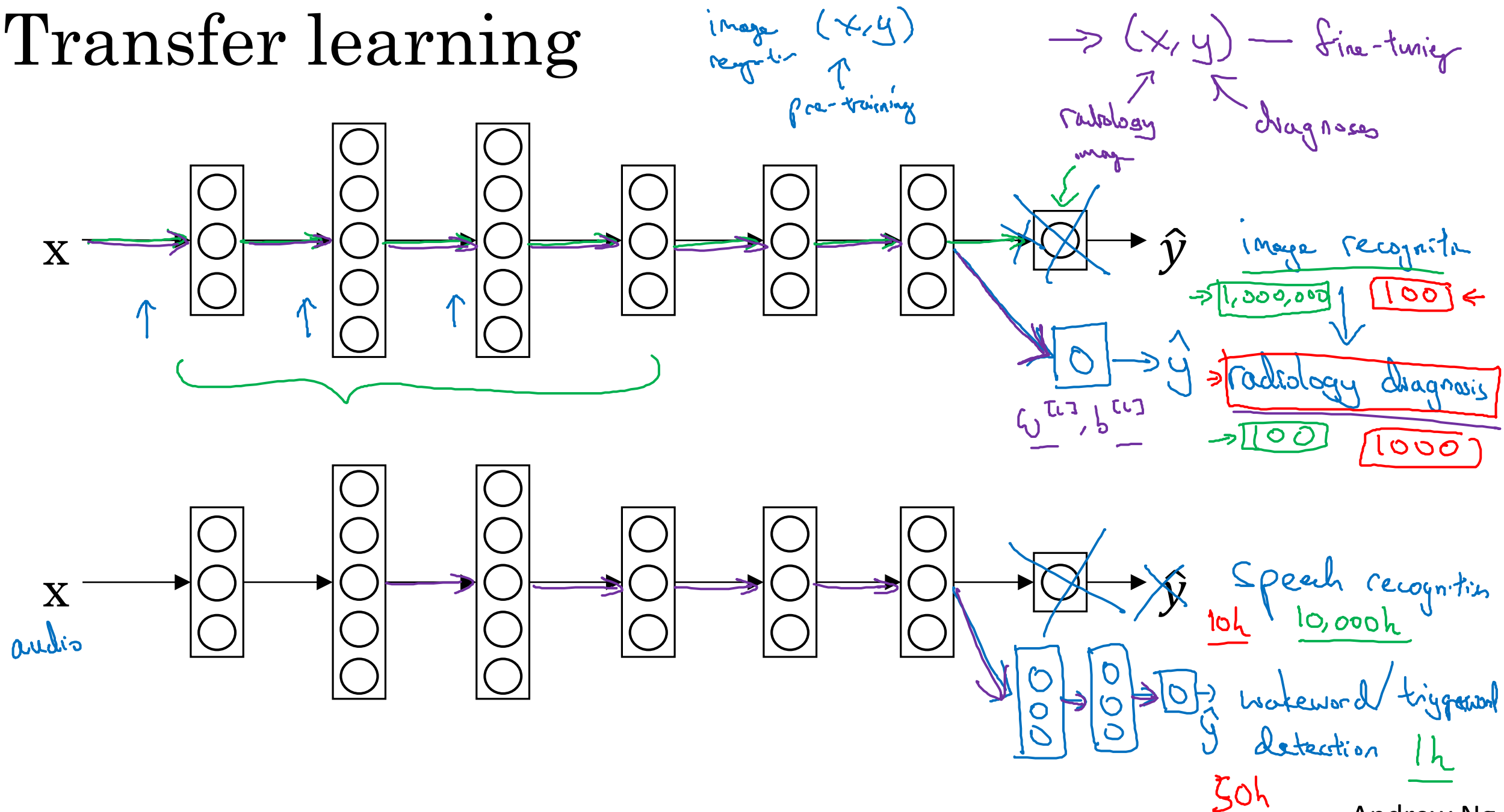
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Learning from  
multiple tasks

---


Transfer learning

# Transfer learning



# When transfer learning makes sense

Transfer from A  $\rightarrow$  B

- Task A and B have the same input  $x$ .
- You have a lot more data for Task A than Task B.  

- Low level features from A could be helpful for learning B.



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Learning from  
multiple tasks

---

Multi-task  
learning

# Simplified autonomous driving example



$x^{(i)}$

Pedestrians

Cars

Stop signs

Traffic lights

⋮

$y^{(i)}$

0

1

1

0

⋮

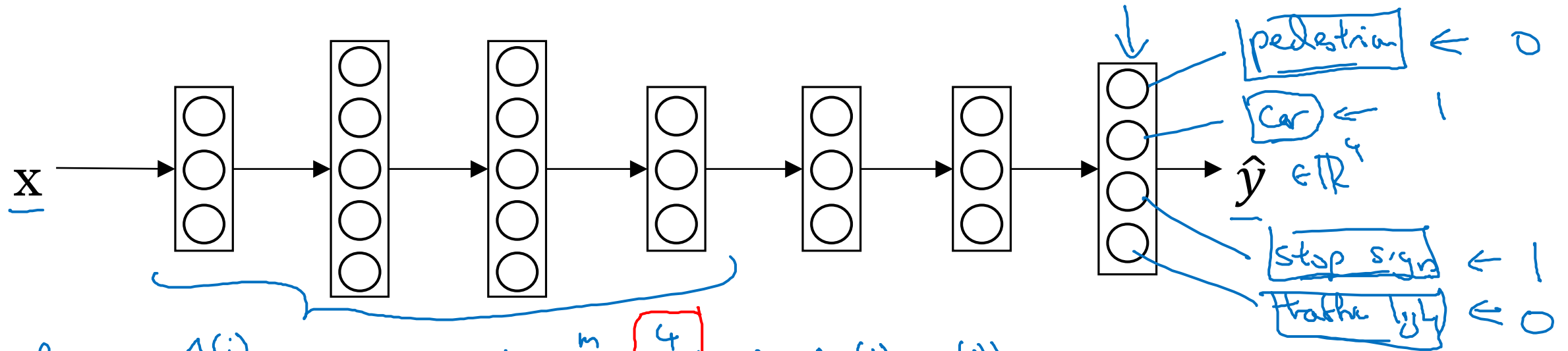
$(4, 1)$

$$Y = \begin{bmatrix} y^{(1)} & y^{(2)} & y^{(3)} & \dots & y^{(m)} \\ 1 & 1 & 1 & \dots & 1 \end{bmatrix}$$

$(4, m)$



# Neural network architecture



Loss:  $\frac{1}{m} \sum_{i=1}^m \sum_{j=1}^4$

$\rightarrow \frac{1}{m} \sum_{i=1}^m \sum_{j=1}^4$

Sum only over  
value of  $j$  with  
0/1 label.

$\mathcal{L}(\hat{y}_j^{(i)}, y_j^{(i)})$

Usual logistic loss

$-y_j^{(i)} \log \hat{y}_j^{(i)} - (1 - y_j^{(i)}) \log (1 - \hat{y}_j^{(i)})$

Multi-task learning  $\leftarrow$

$Y = \begin{bmatrix} 1 & 1 & \dots & 1 & ? \\ 0 & 1 & \dots & 1 & ? \\ ? & ? & \dots & ? & ? \\ ? & ? & \dots & ? & ? \end{bmatrix}$

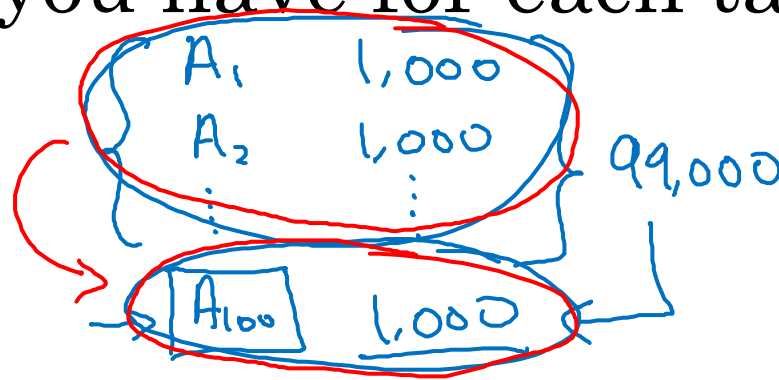
Unlike softmax regression:

One image can have multiple labels

# When multi-task learning makes sense

- Training on a set of tasks that could benefit from having shared lower-level features.
- Usually: Amount of data you have for each task is quite similar.

A    1,000,000  
↓    ↓  
B    1,000



- Can train a big enough neural network to do well on all the tasks.



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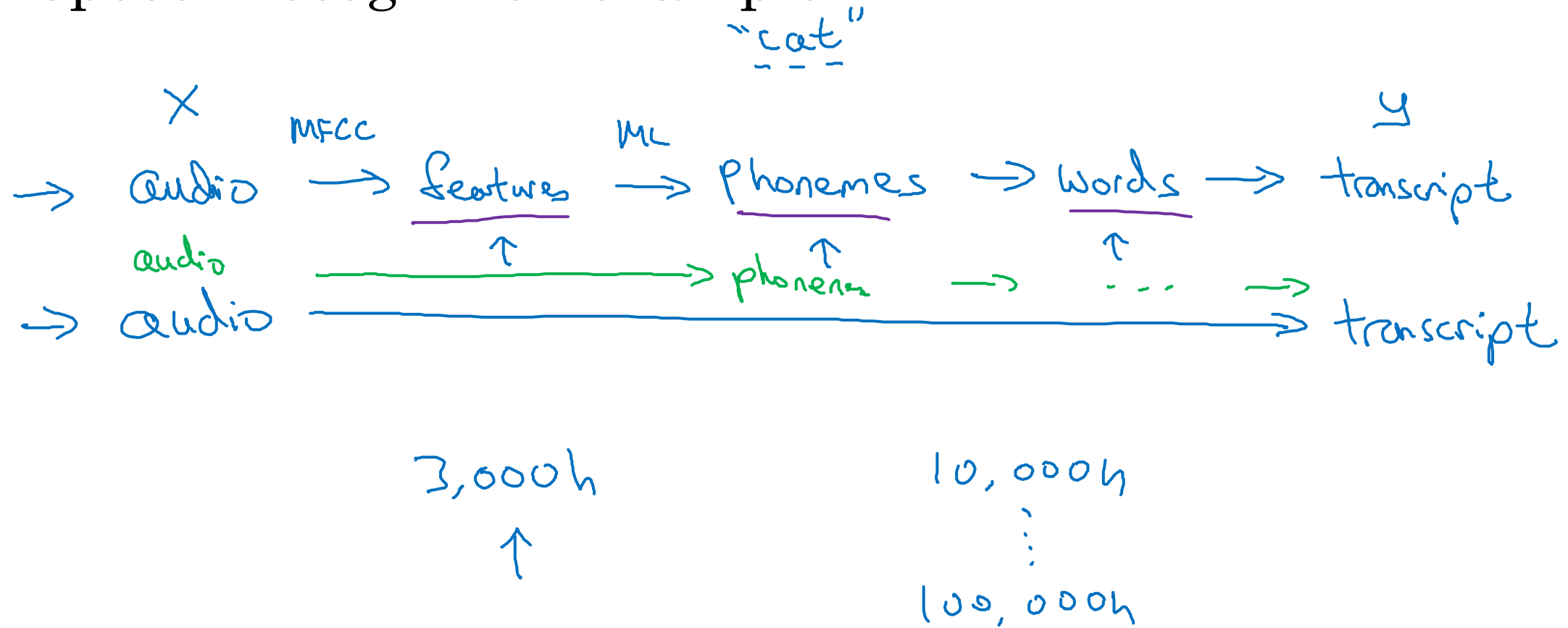
End-to-end deep  
learning

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What is  
end-to-end  
deep learning

# What is end-to-end learning?

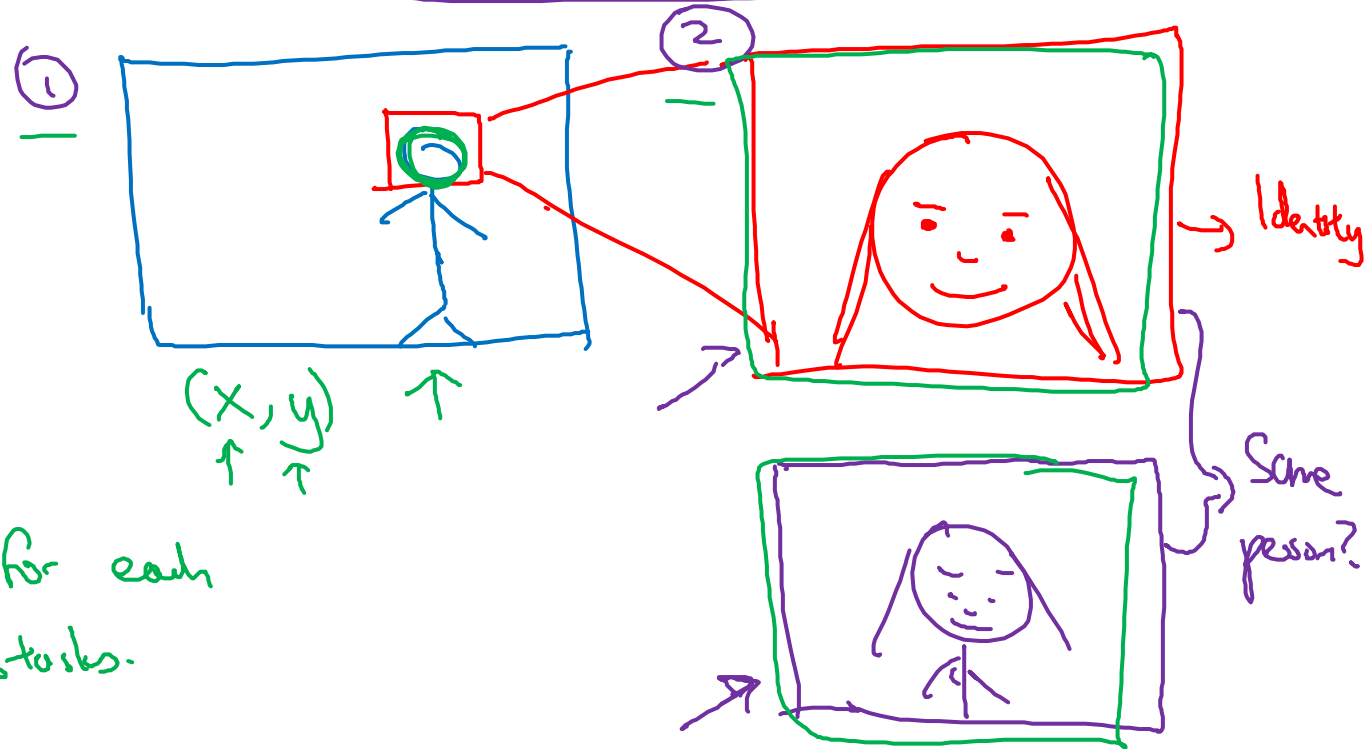
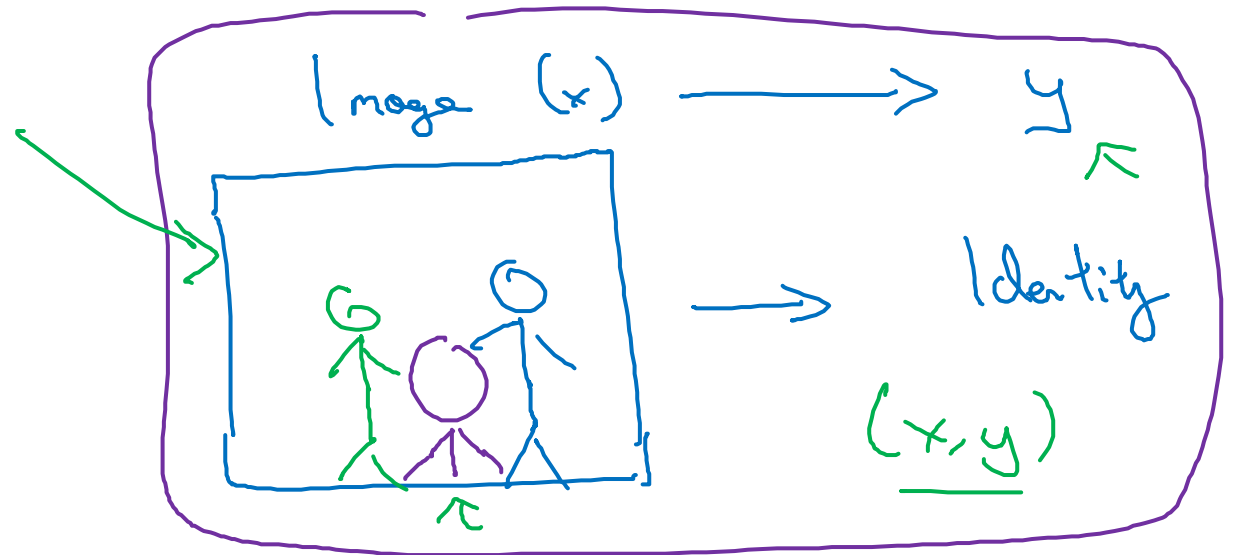
## Speech recognition example



# Face recognition



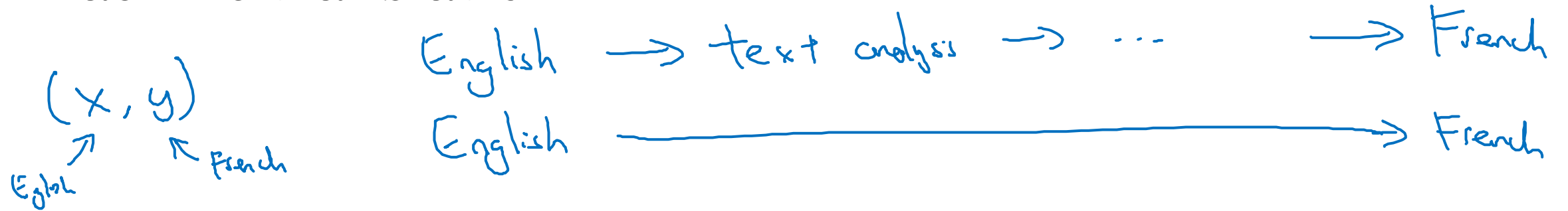
[Image courtesy of Baidu]



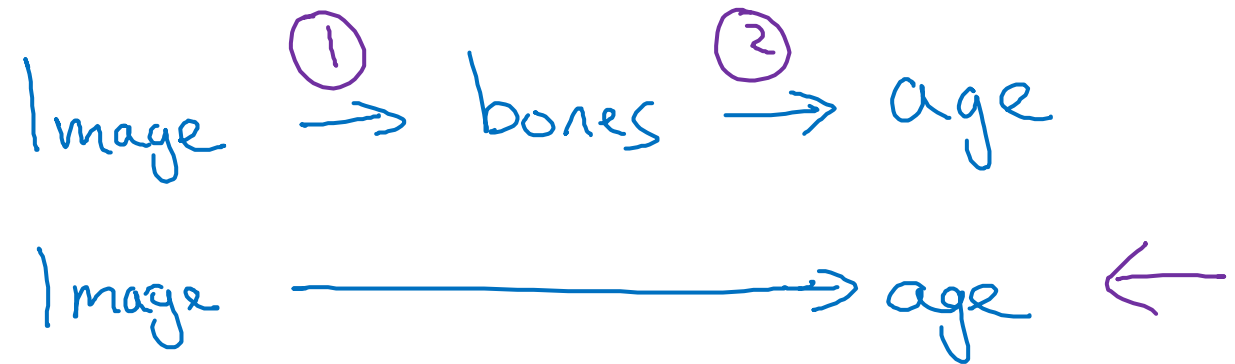
Have data for each of 2 sub-tasks.

# More examples

## Machine translation



## Estimating child's age:





deeplearning.ai

End-to-end deep  
learning

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Whether to use  
end-to-end learning

# Pros and cons of end-to-end deep learning

## Pros:

- Let the data speak
- Less hand-designing of components needed

$x \rightarrow y$

→ "phonemes"  
c a t

## Cons:

- May need large amount of data
- Excludes potentially useful hand-designed components

$x - - - - - \rightarrow y$

input  
end  
↓  
 $x \rightarrow y$   
output  
end  
↓

(x, y)

Data.  
- - -

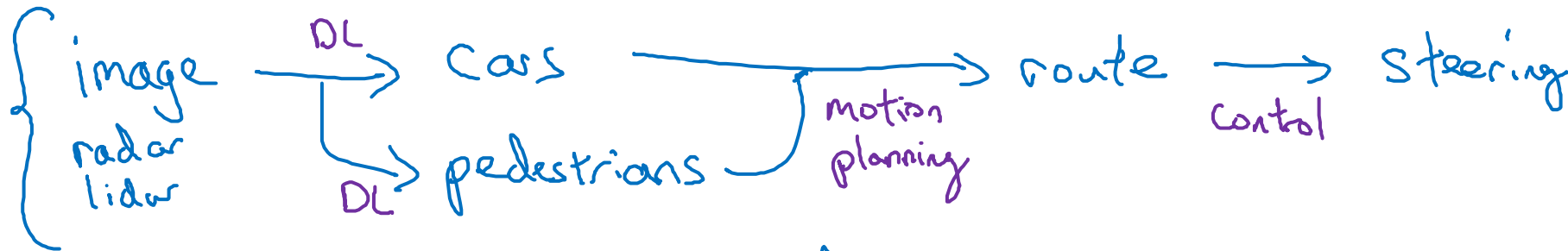
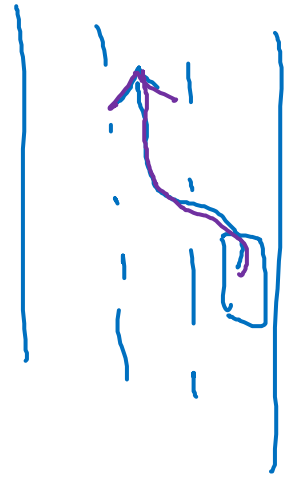
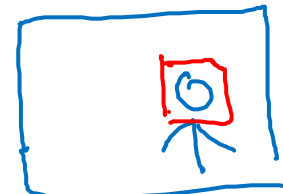
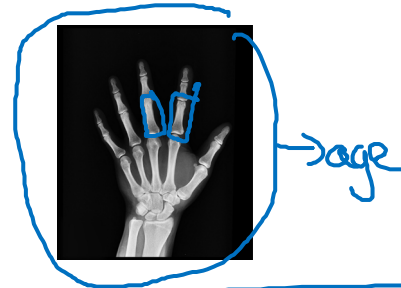
Hand-design.



# Applying end-to-end deep learning

Key question: Do you have sufficient data to learn a function of the complexity needed to map  $x$  to  $y$ ?

$x \rightarrow y$



- Use DL to learn individual components
- Carefully choose  $x \rightarrow y$  depending what tasks you can get data for.

$\rightarrow$  image  $\rightarrow$  steering