

# Information Service Engineering

# Lecture 10: Basic Machine Learning - 1



Leibniz Institute for Information Infrastructure

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AIFB - Karlsruhe Institute of Technology

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# Information Service Engineering

## Last Lecture: Knowledge Graphs - 4

### 3.1 Knowledge Representations and Ontologies

### 3.2 Semantic Web and the Web of Data

### 3.3 Linked Data Principles

### 3.4 How to identify Things - URIs

### 3.5 Resource Description Framework (RDF) as simple Data Model

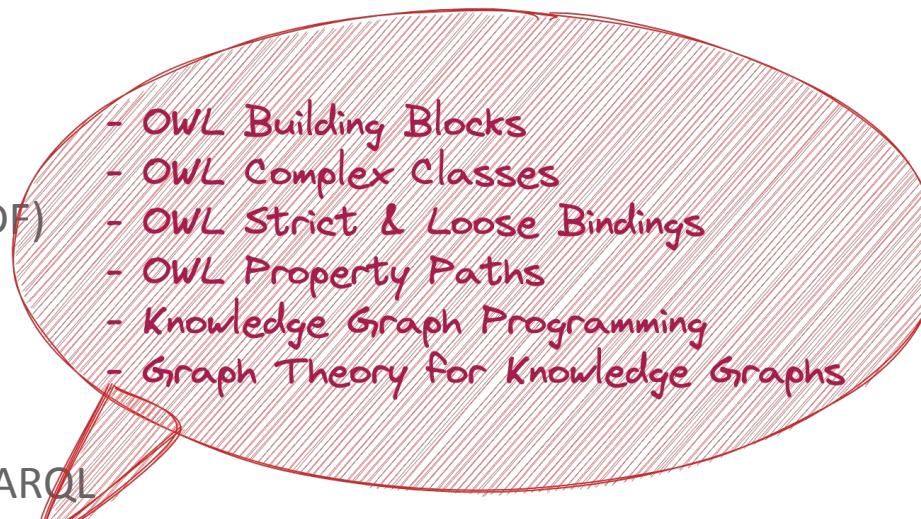
### 3.6 Creating new Models with RDFS

### 3.7 Knowledge Graphs

### 3.8 Querying Knowledge Graphs with SPARQL

### 3.9 More Expressivity with Web Ontology Language (OWL)

### 3.10 Knowledge Graph Programming

- 
- OWL Building Blocks
  - OWL Complex Classes
  - OWL Strict & Loose Bindings
  - OWL Property Paths
  - Knowledge Graph Programming
  - Graph Theory for Knowledge Graphs

# Information Service Engineering

## Lecture Overview

1. Information, Natural Language and the Web
2. Natural Language Processing
3. Knowledge Graphs
4. **Basic Machine Learning**
5. ISE Applications

## 4. Basic Machine Learning

### 4.1 A Brief History of AI

4.2 Introduction to Machine Learning

4.3 Main Challenges of Machine Learning

4.4 Machine Learning Workflow

4.5 Basic ML Algorithms 1 - k-Means Clustering

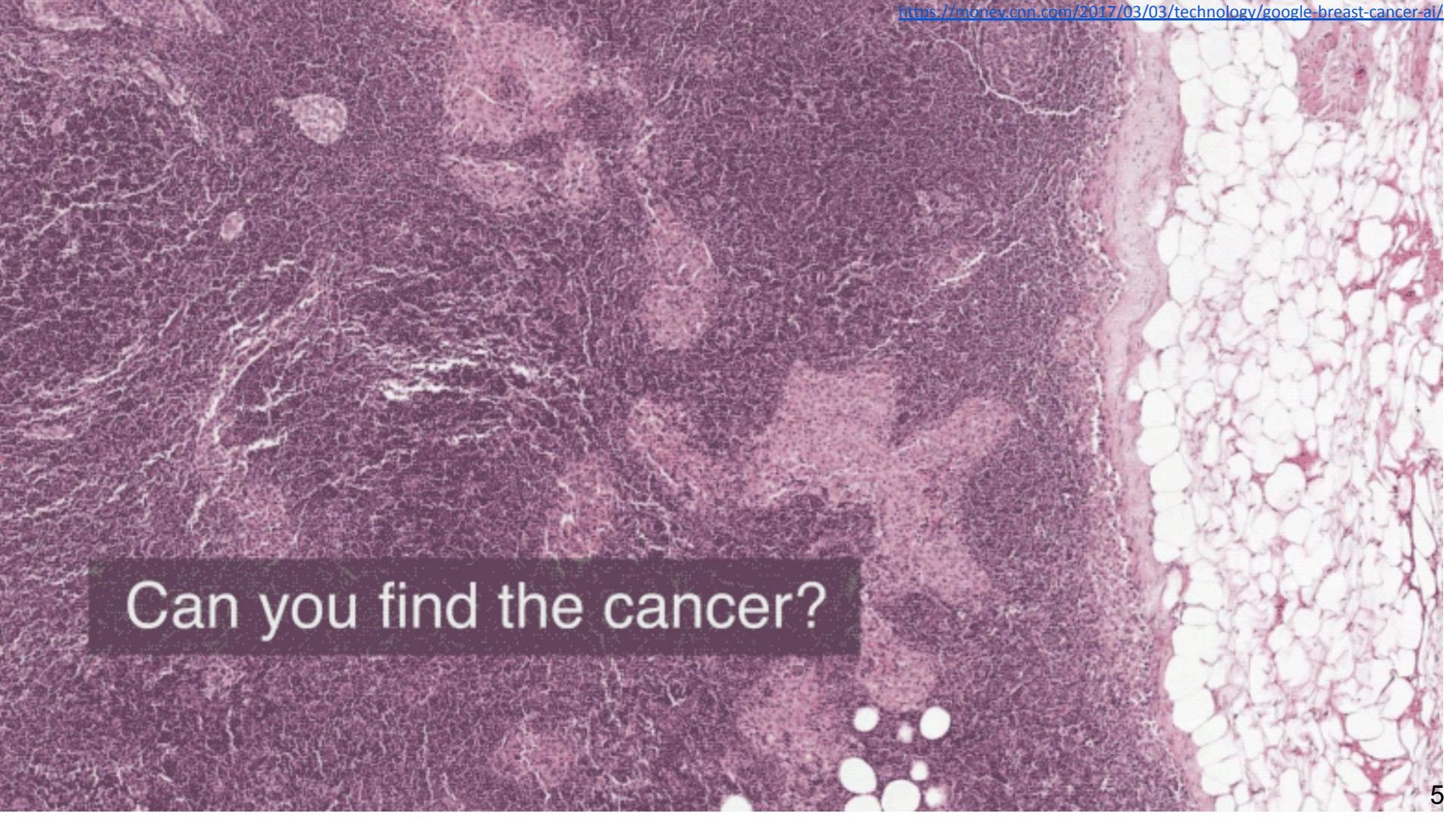
4.6 Basic ML Algorithms 2 - Linear Regression

4.7 Basic ML Algorithms 3 - Decision Trees

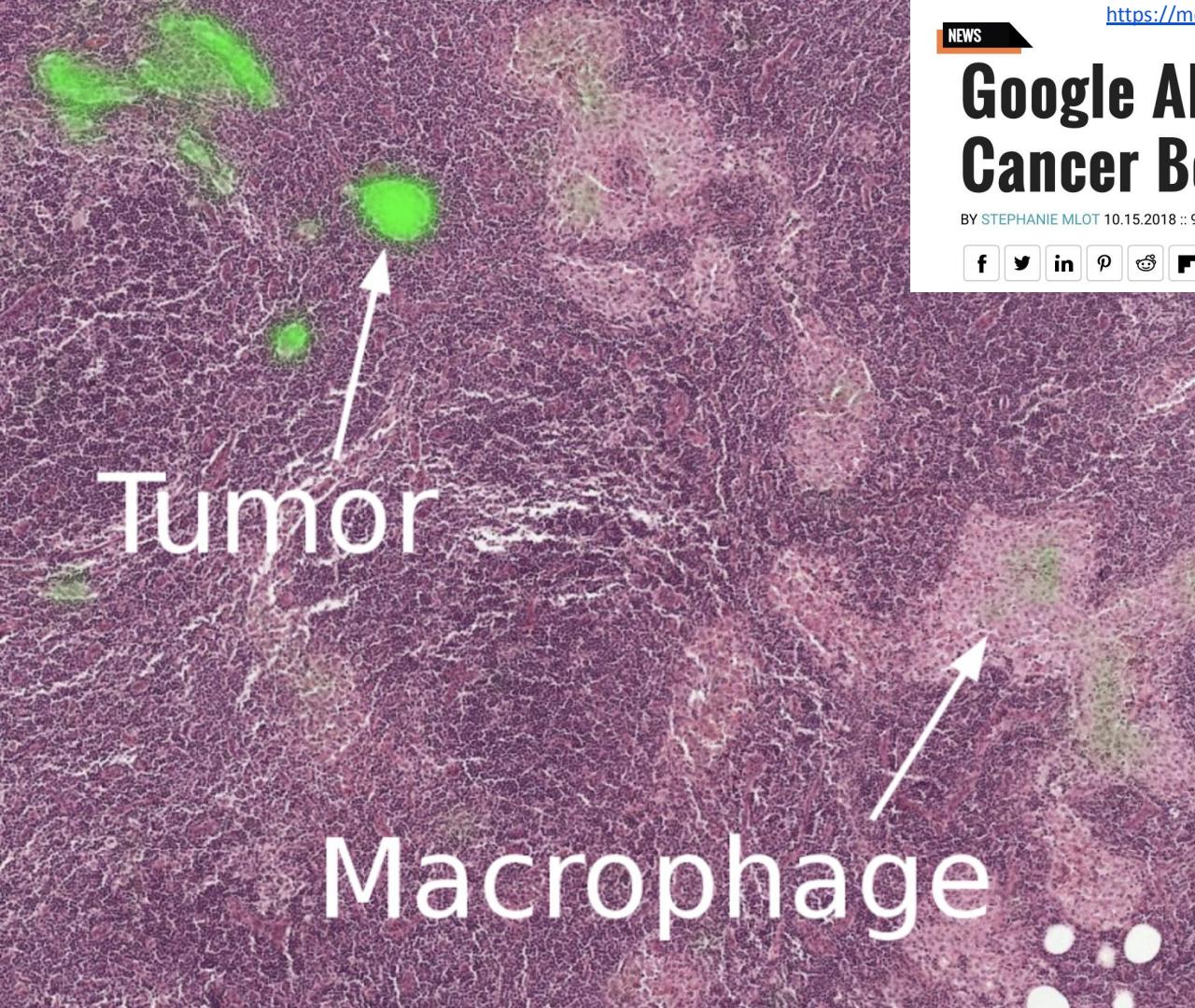
4.8 Neural Networks and Deep Learning

4.9 Word Embeddings

4.10 Knowledge Graph Embeddings



Can you find the cancer?



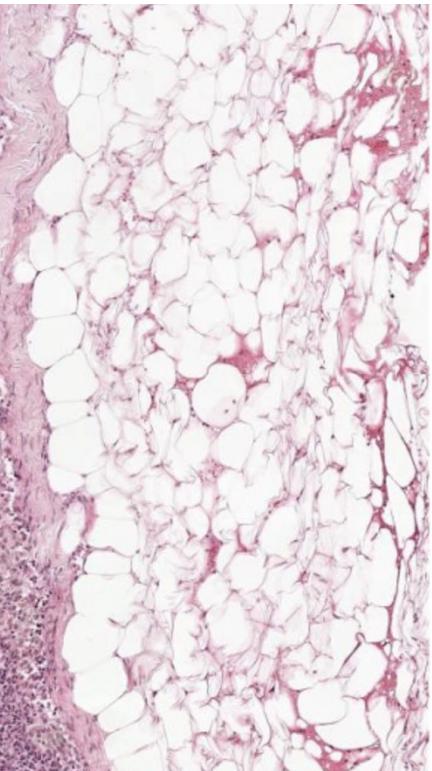
NEWS

<https://money.cnn.com/2017/03/03/technology/google-breast-cancer-ai/>

# Google AI Detects Breast Cancer Better Than Humans

BY STEPHANIE MLOT 10.15.2018 :: 9:26AM EST

44 SHARES



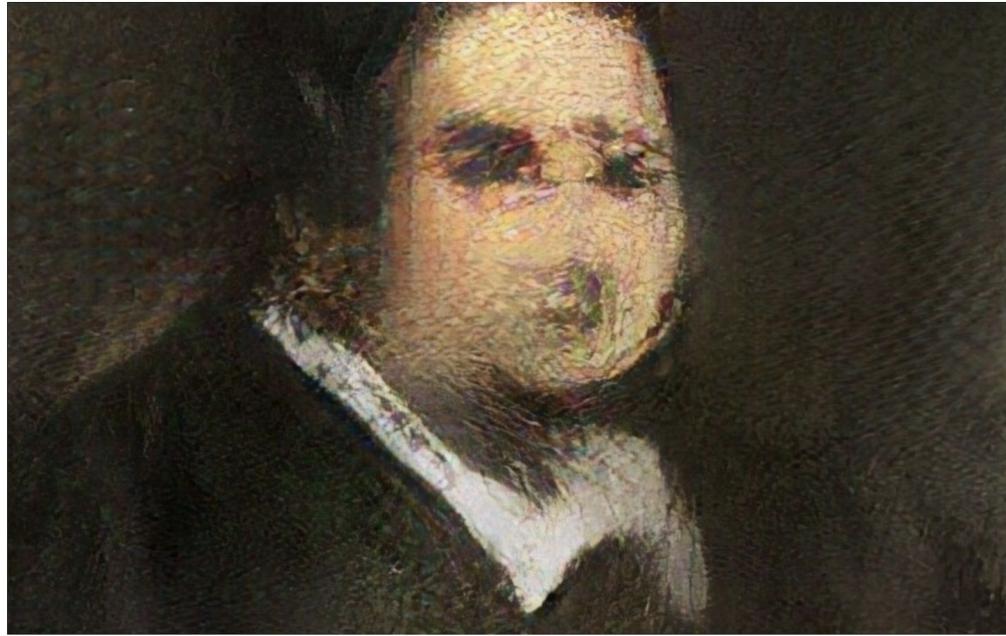
# AlphaGo Zero: Google DeepMind supercomputer learns 3,000 years of human knowledge in 40 days



<http://www.telegraph.co.uk/science/2017/10/18/alphago-zero-google-deepmind-supercomputer-learns-3000-years/>



<https://www.christies.com/features/A-collaboration-between-two-artists-one-human-one-a-machine-9332-1.aspx>



## Is artificial intelligence set to become art's next medium?



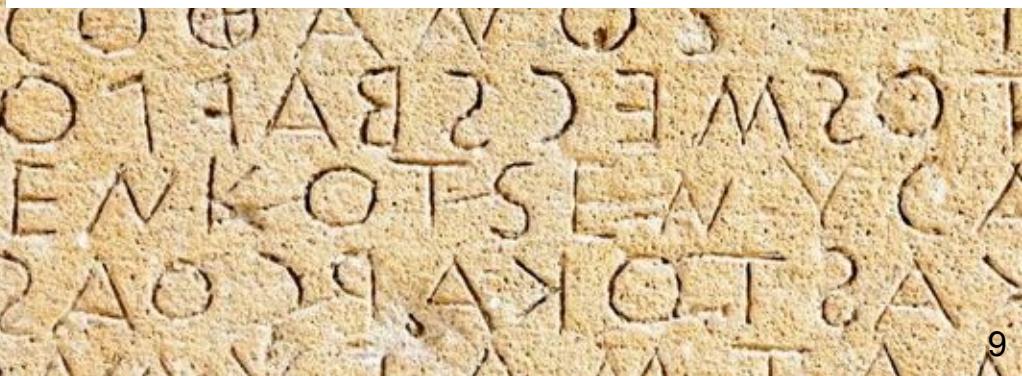
# Machine learning has been used to automatically translate long-lost languages

Some languages that have never been deciphered could be the next ones to get the machine translation treatment.

<https://www.technologyreview.com/s/613899/machine-learning-has-been-used-to-automatically-translate-long-lost-languages/>

by Emerging Technology from the arXiv

Jul 1, 2019

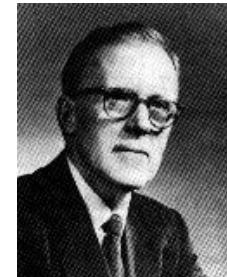
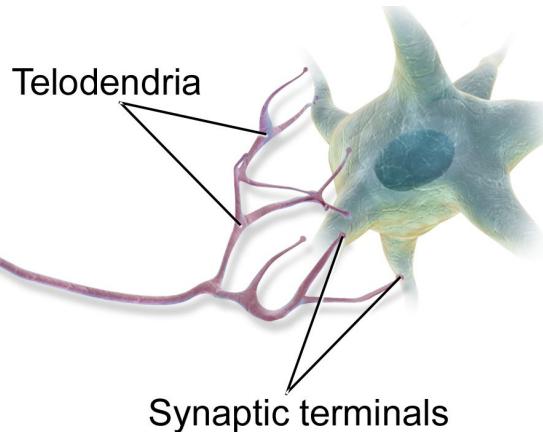
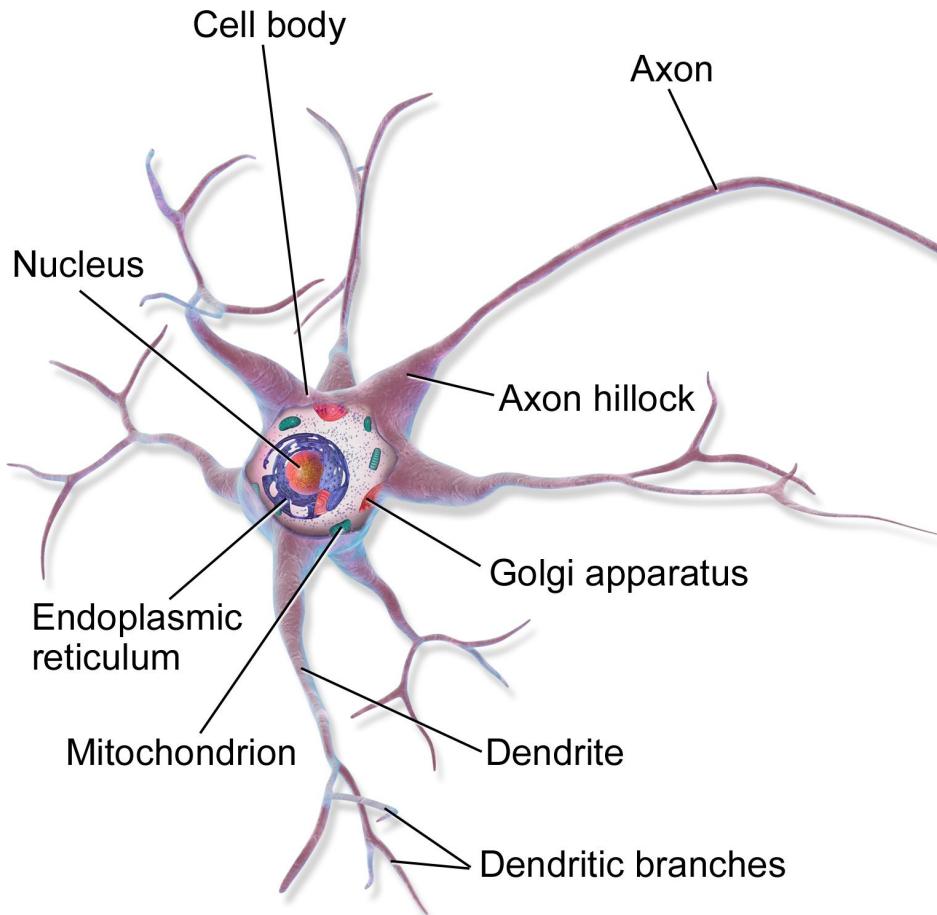


*"...in from three to eight years we will have a machine with the general intelligence of an average human being", Marvin Minsky (1970)*

# Are we all doomed...?

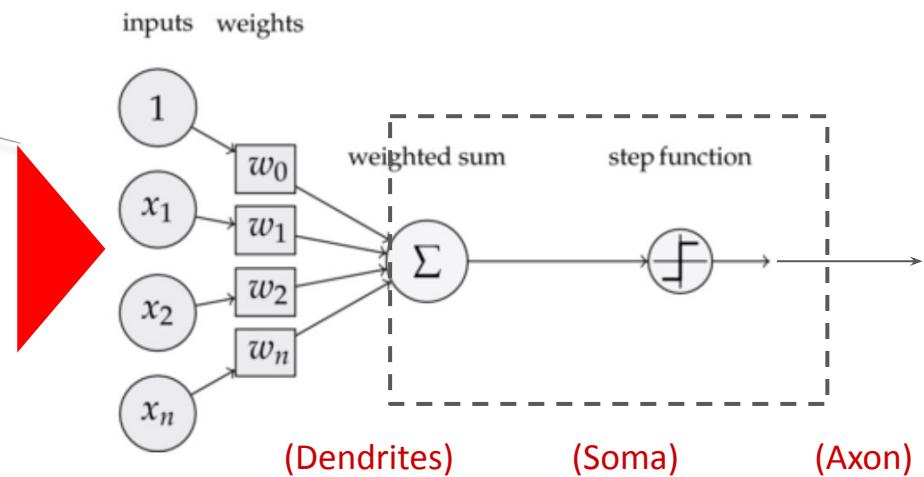
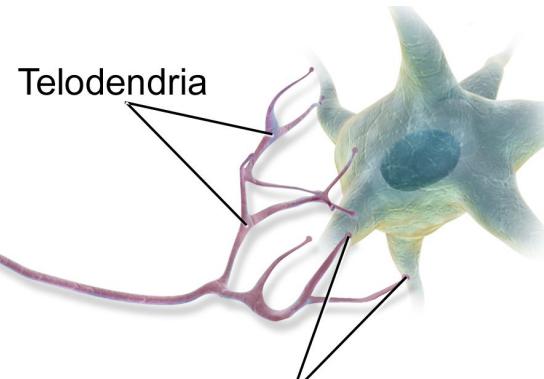
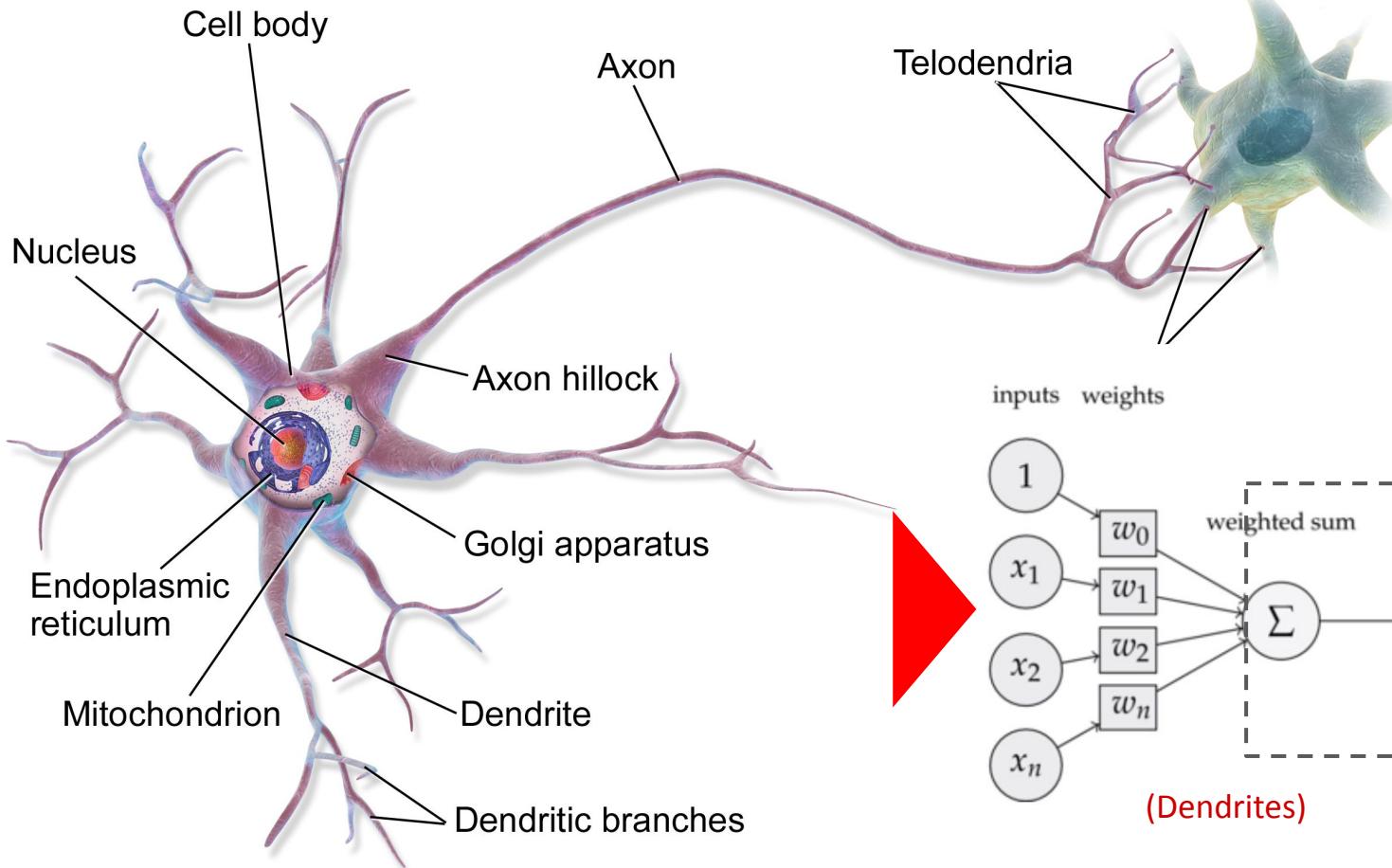
...or do we simply have a tendency to overestimate technology?

# From Biological Neuron to the Artificial Neuron Model

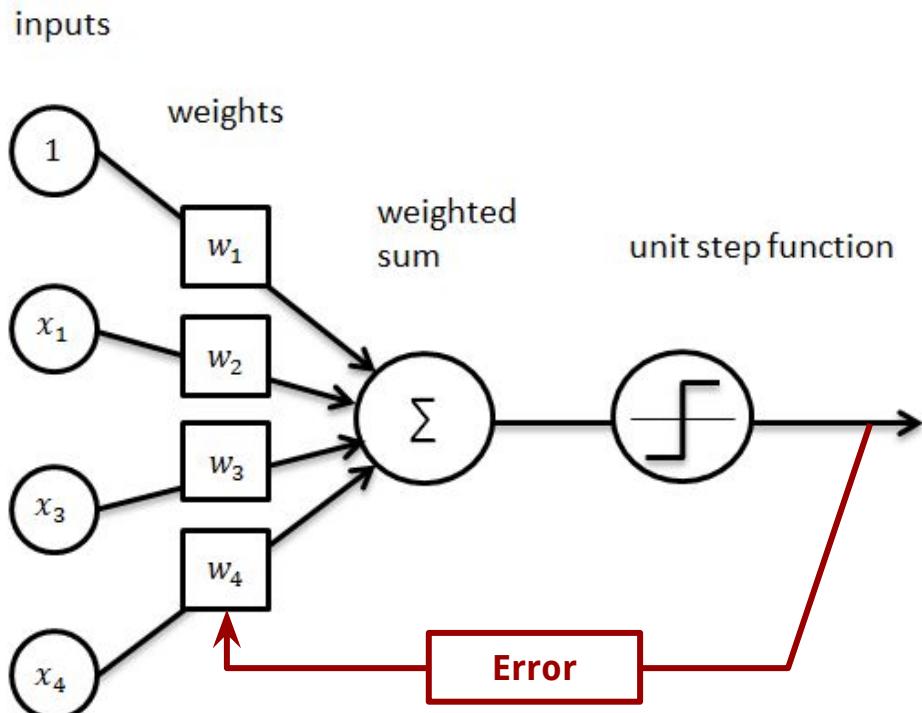


Donald Hebb  
*The Organization of Behaviour* (1949)

Donald Hebb (1940)  
McCulloch & Pitts (1943)



# Perceptron Algorithm

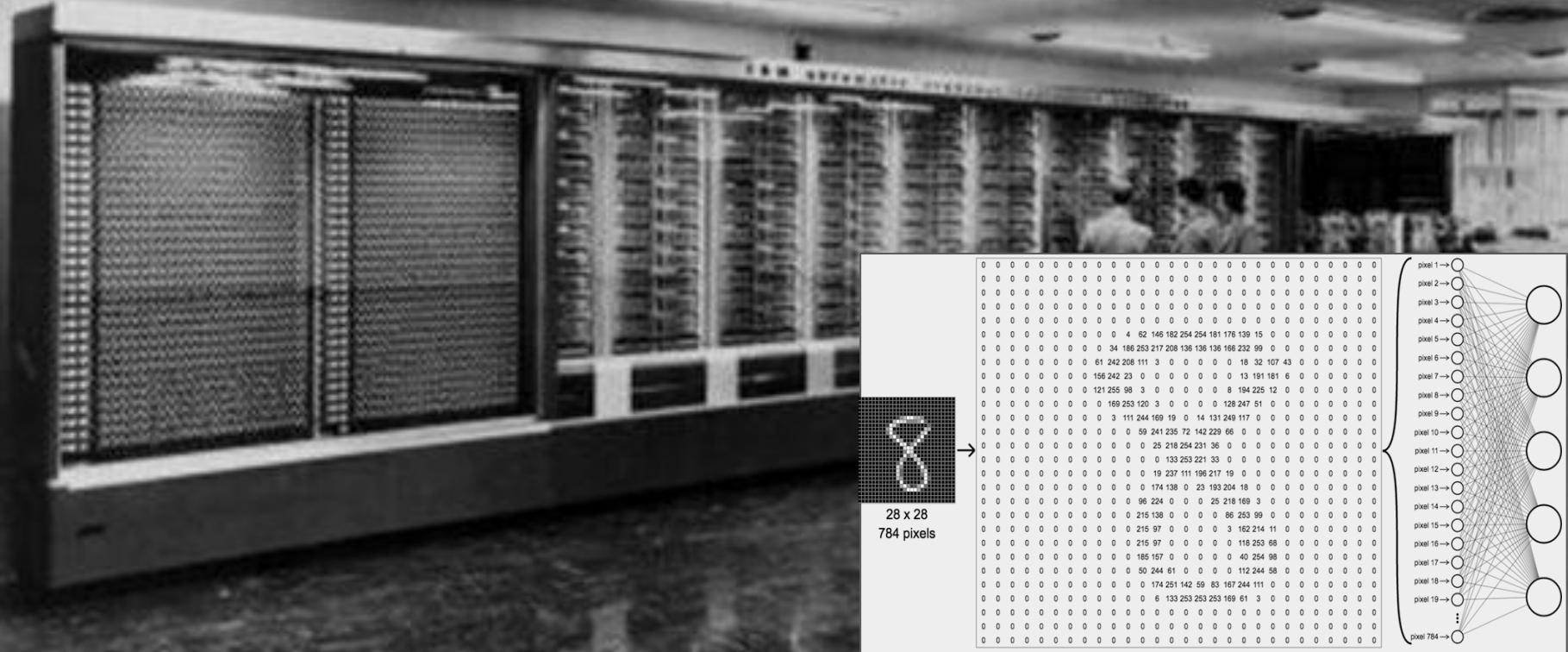


Frank Rosenblatt  
*The perceptron: a probabilistic model for information storage and organization in the brain. (1958)*

$$w_{ij}^{new} = w_{ij}^{old} + \Delta w_{ij}$$

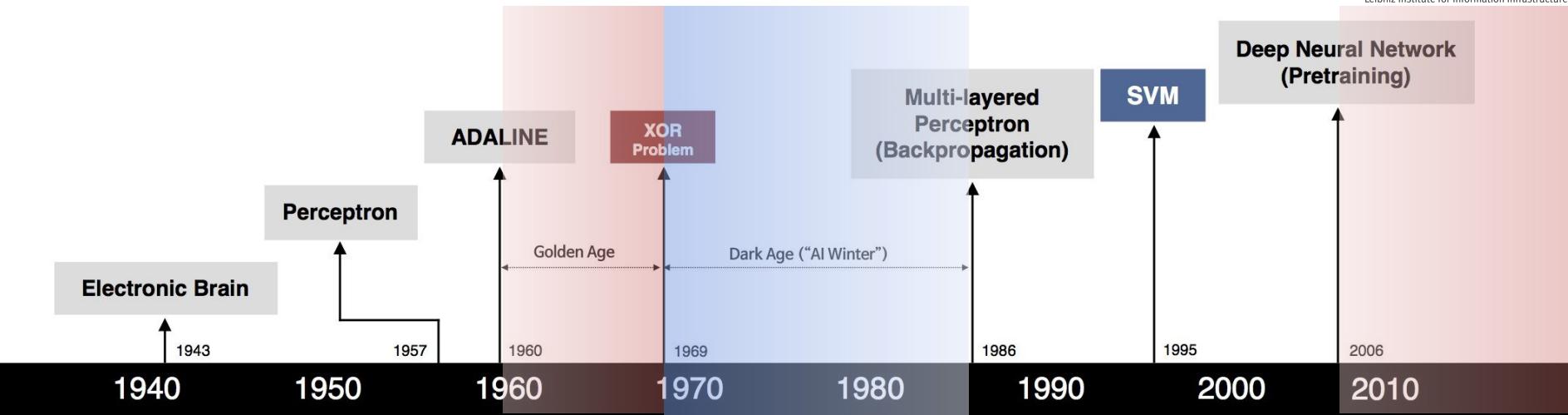
$$\Delta w_{ij} = \alpha \cdot (t_j - o_j) \cdot x_i.$$

# Learning by Example - MARK 1 Perceptron (1957)



Perceptron for Image Recognition

# Machine Learning Timeline



S. McCulloch – W. Pitts



F. Rosenblatt



B. Widrow – M. Hoff



M. Minsky – S. Papert



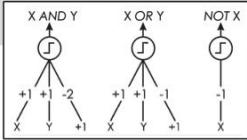
D. Rumelhart – G. Hinton – R. Williams



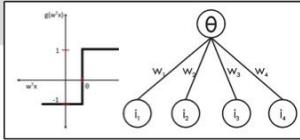
V. Vapnik – C. Cortes



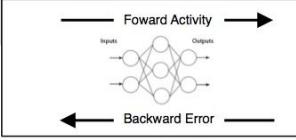
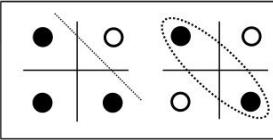
G. Hinton – S. Ruslan



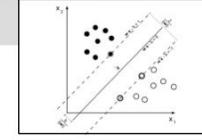
- Adjustable Weights
- Weights are not Learned



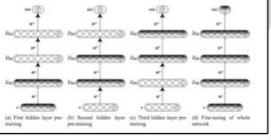
- Learnable Weights and Threshold



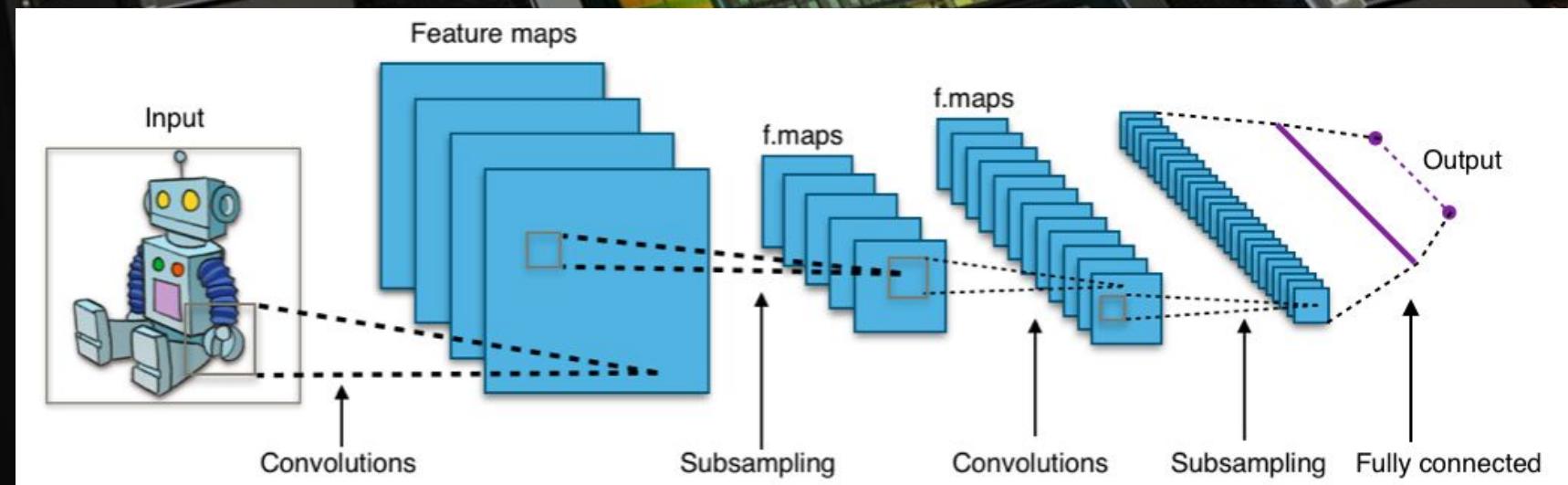
- Solution to non-linearly separable problems
- Big computation, local optima and overfitting



- Limitations of learning prior knowledge
- Kernel function: Human Intervention

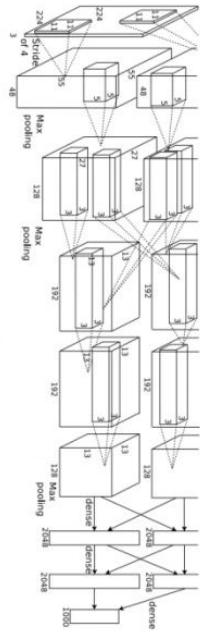


# Deep Convolutional Neural Networks on GPU Supercomputers

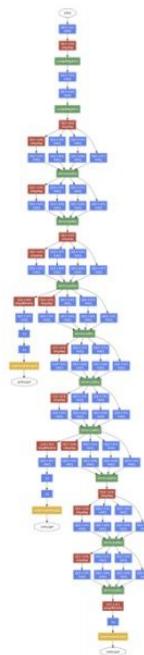


# Reusable Highly Complex Pre-Trained and Re-Usable Models

**“AlexNet”**



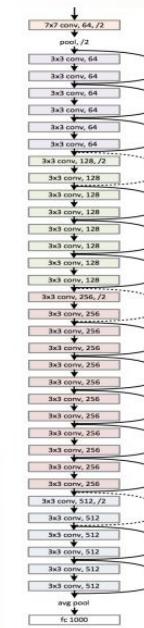
**“GoogLeNet”**



**“VGG Net”**



**“ResNet”**

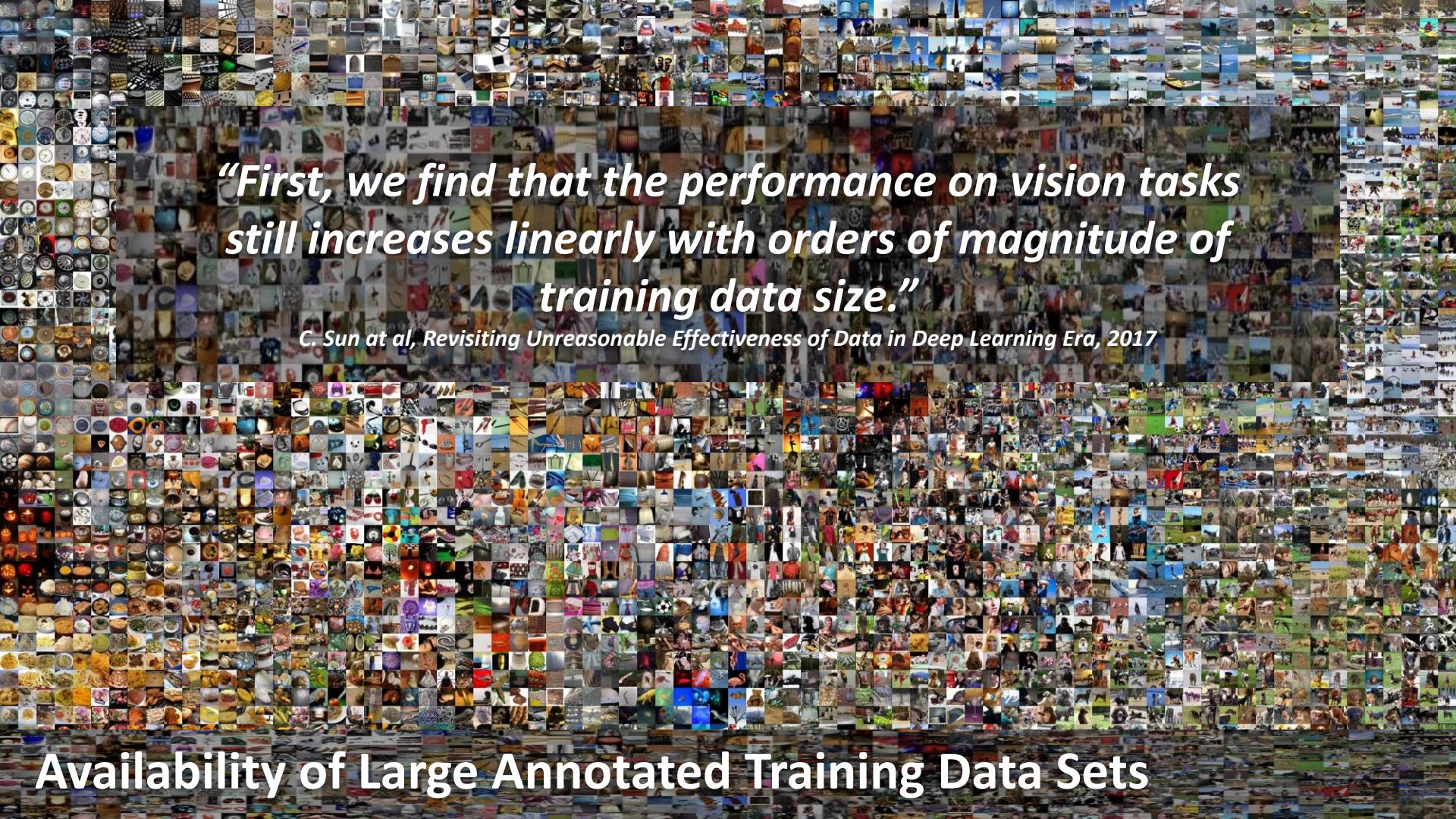


[Krizhevsky et al. NIPS 2012]

[Szegedy et al. CVPR 2015]

[Simonyan & Zisserman,  
ICLR 2015]

[He et al. CVPR 2016]

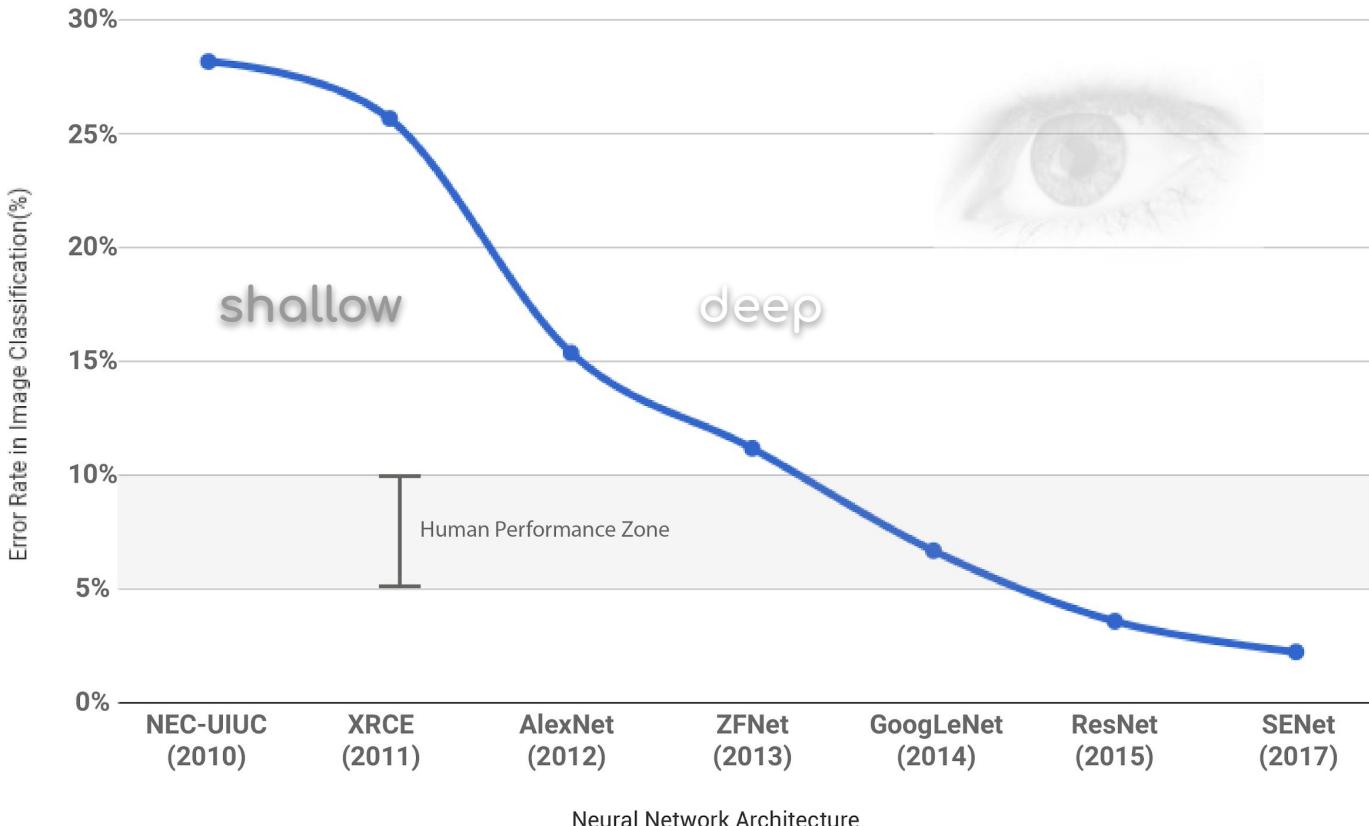


*“First, we find that the performance on vision tasks still increases linearly with orders of magnitude of training data size.”*

C. Sun at al, Revisiting Unreasonable Effectiveness of Data in Deep Learning Era, 2017

Availability of Large Annotated Training Data Sets

# The ImageNet Effect



**IMAGENET**  
Large Scale Visual Recognition  
Challenge (ILSVRC)

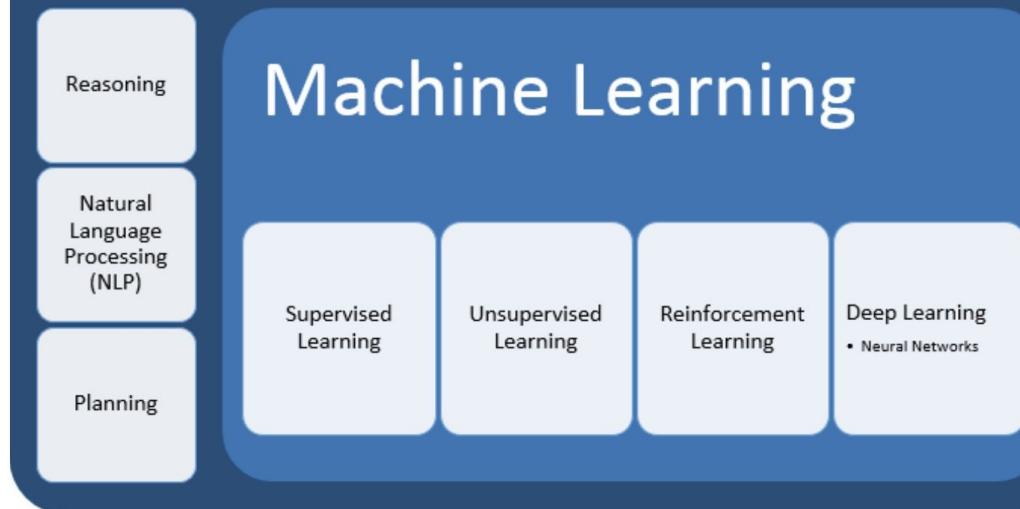
<http://image-net.org/challenges/LSVRC/>

# What Deep Learning has achieved so far

- Near-human to superhuman level **image classification**
- Near-human level **speech recognition**
- Near-human level **handwriting transcription**
- Improved **machine translation**
- Improved **text-to-speech conversion**
- **Digital assistants**
- Near-human level **autonomous driving**
- Superhuman Go playing

# Artificial Intelligence and Machine Learning

## Artificial Intelligence

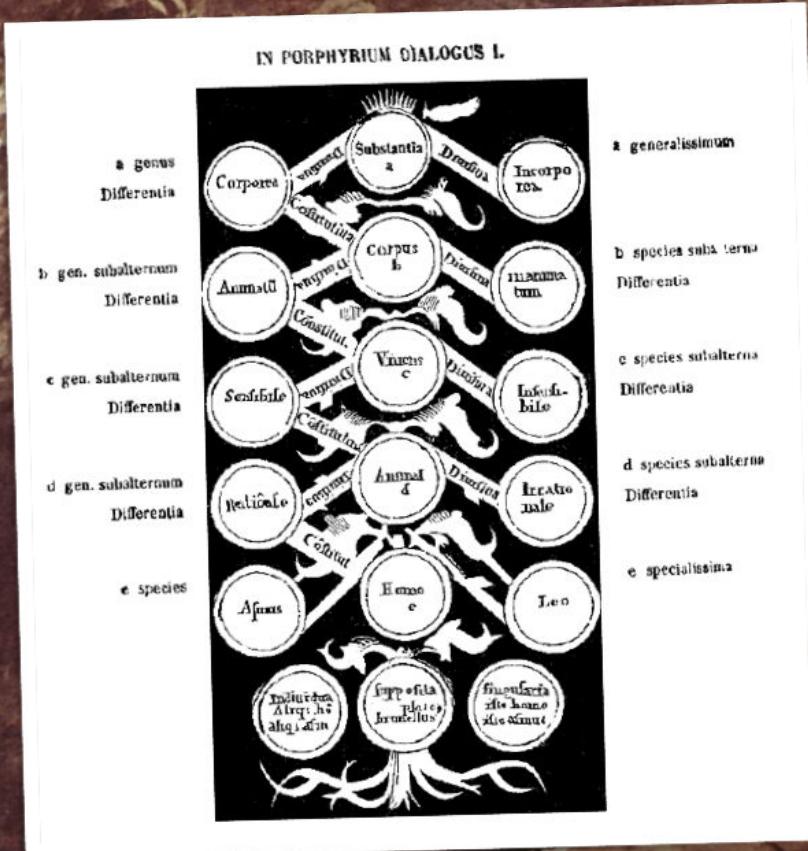


*"The goal of AI is to develop machines that behave as though they were intelligent."*

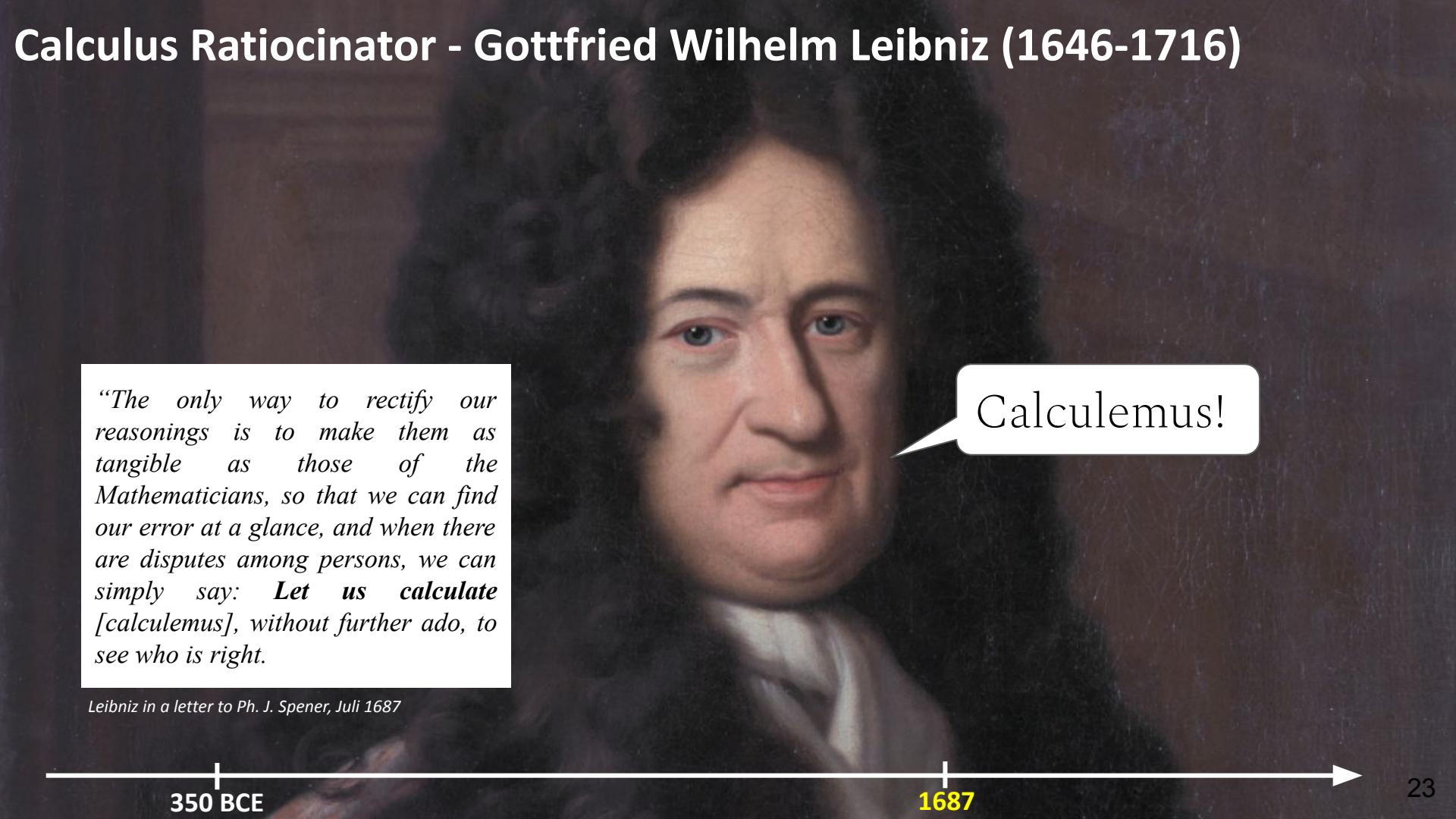
- John McCarthy (1955)



# The Universal Categories - Aristotle (384–322 BC)



# Calculus Ratiocinator - Gottfried Wilhelm Leibniz (1646-1716)

A portrait painting of Gottfried Wilhelm Leibniz, an German polymath and philosopher. He has long, wavy brown hair and is wearing a dark, powdered wig. He is dressed in a white cravat and a dark coat. A speech bubble originates from his mouth.

"The only way to rectify our reasonings is to make them as tangible as those of the Mathematicians, so that we can find our error at a glance, and when there are disputes among persons, we can simply say: *Let us calculate* [calculemus], without further ado, to see who is right."

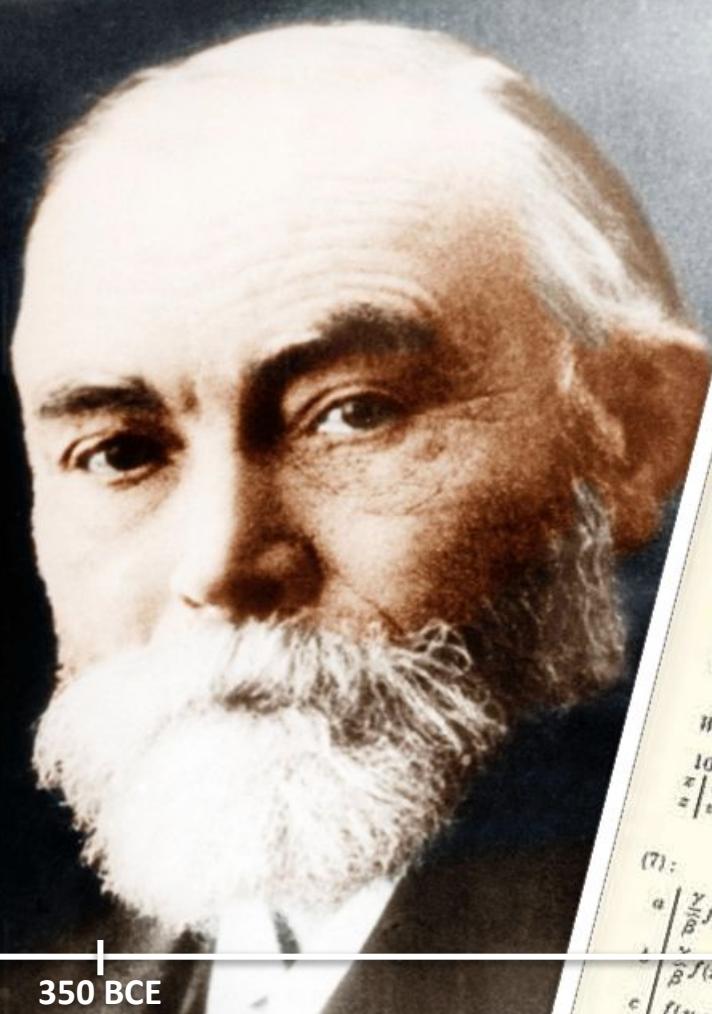
Leibniz in a letter to Ph. J. Spener, Juli 1687

Calculemus!

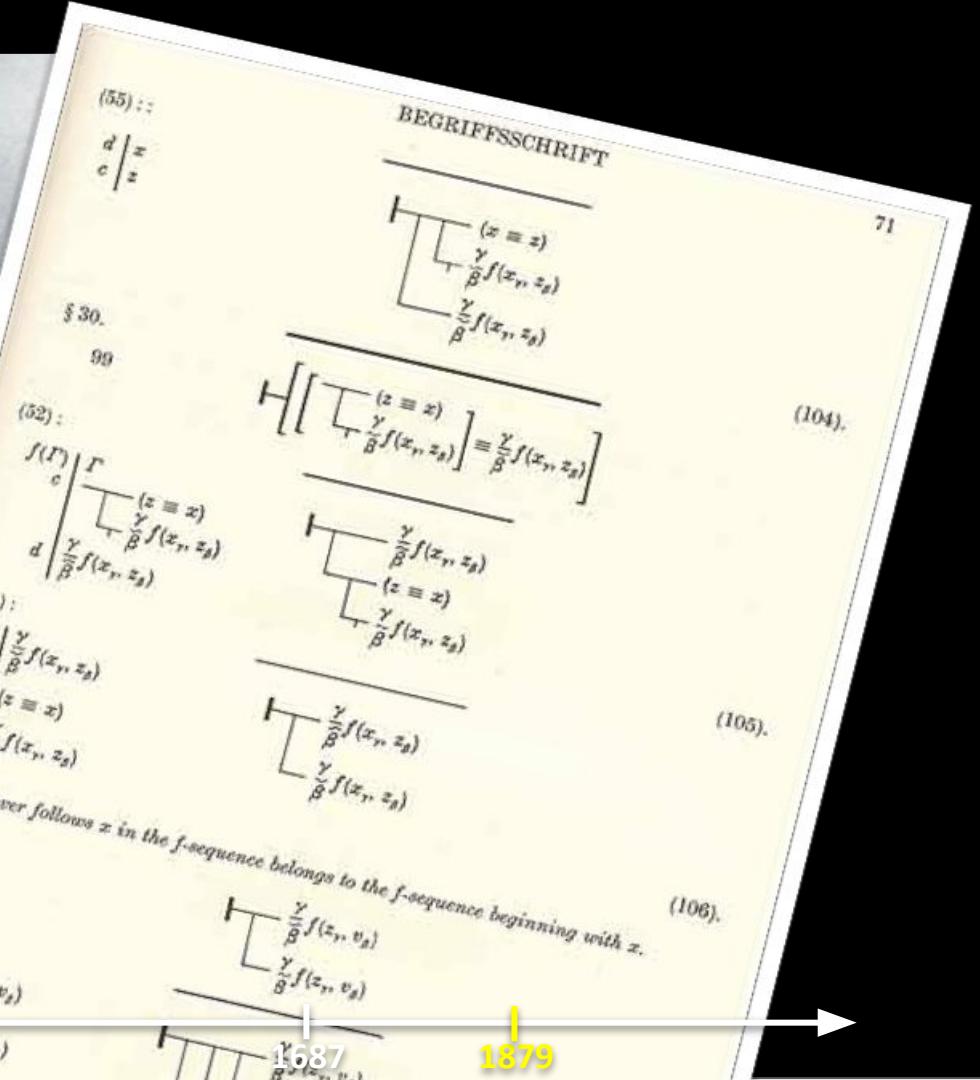
350 BCE

1687

# Begriffsschrift - Gottlob Frege (1848-1925)



350 BCE



# Cold War Machine Translation (1954-1966)

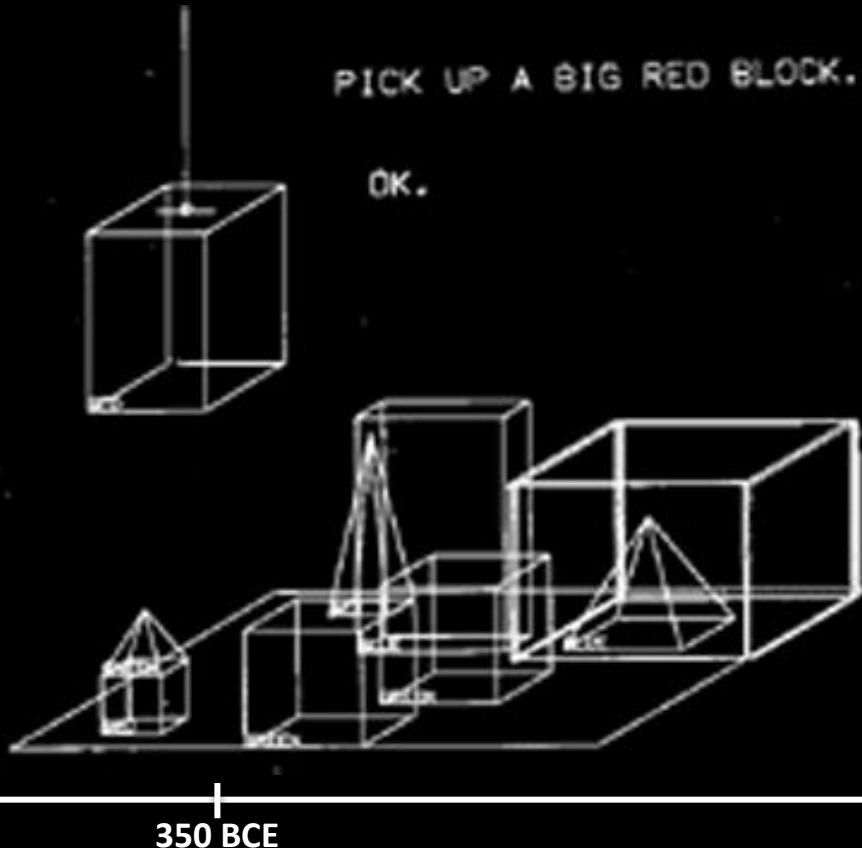
- Futile Efforts in **Rule-based Machine Translation** from Russian to English
- Famous linguistic lore:
  - **ENGLISH:** "*The spirit was willing, but the flesh was weak*"

RUSSIAN

ENGLISH: "*The Vodka was good, but the meat was rotten*"

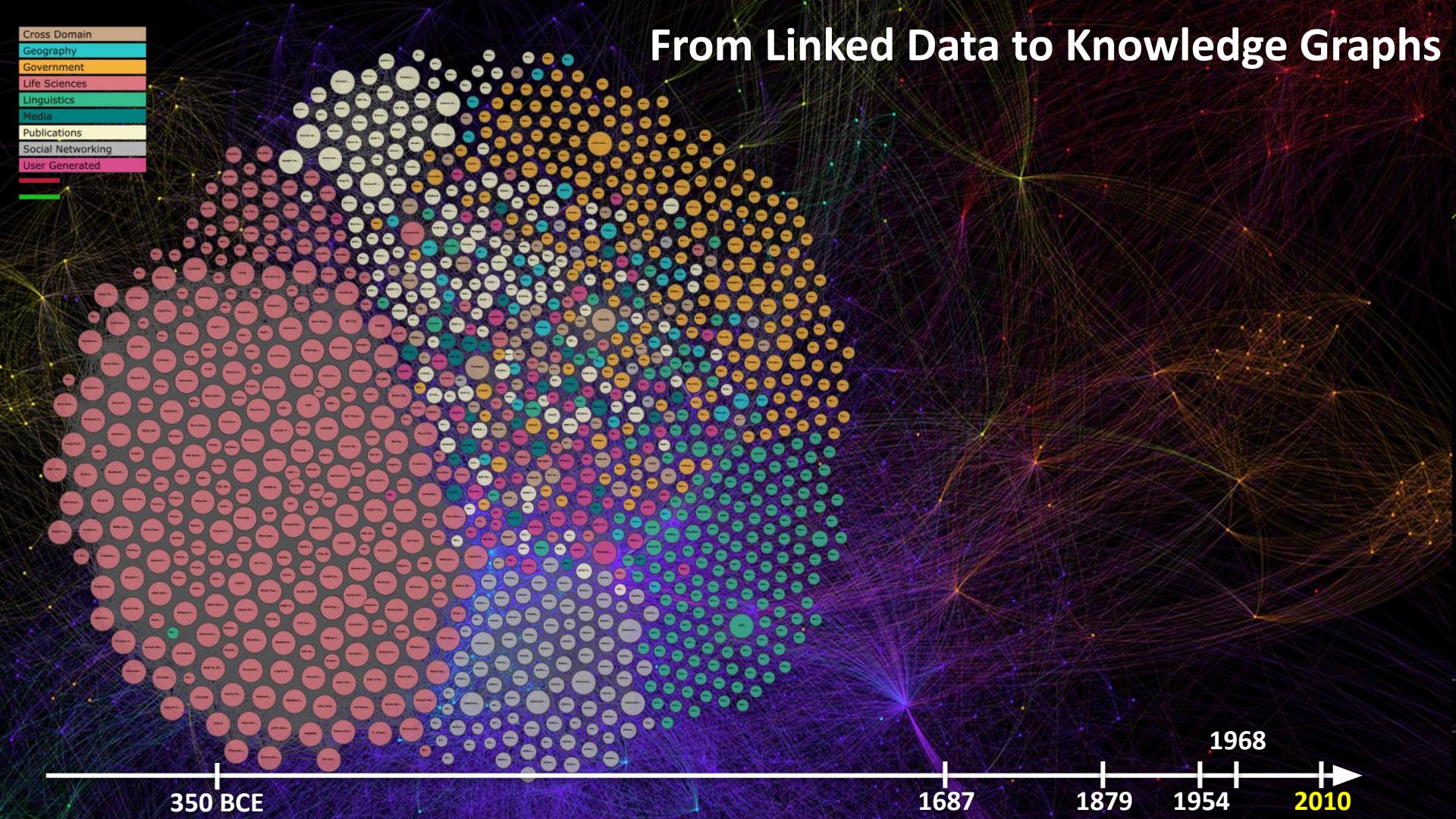
According to John A. Kouwenhoven 'The trouble with translation' in Harper's Magazine, August 1962  
and W. John Hutchins, *Machine Translation: Past, Present, and Future*, Longman Higher Education, 1985, p. 5.

# Symbolic Manipulation to Rule the World



- **SHRDLU** by Terry Winograd  
(1968-1970)

# From Linked Data to Knowledge Graphs



350 BCE

1687

1879

1954

2010

1968

## 4. Basic Machine Learning

4.1 A Brief History of AI

**4.2 Introduction to Machine Learning**

4.3 Main Challenges of Machine Learning

4.4 Machine Learning Workflow

4.5 Basic ML Algorithms 1 - k-Means Clustering

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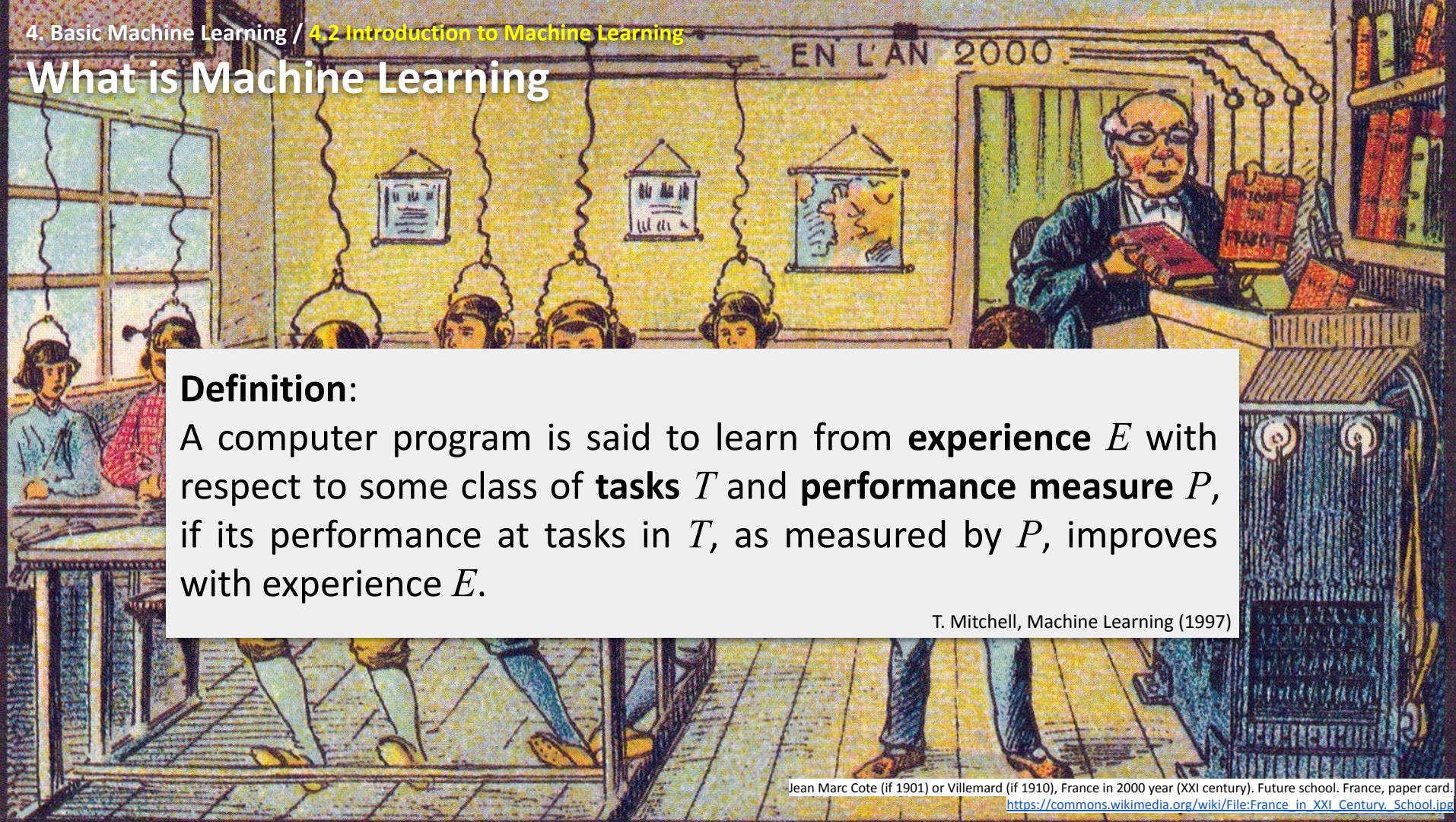
4.10 Knowledge Graph Embeddings

# How do we learn?

- Recognizing that last time we were in this situation (*saw this data*)
- we tried out some particular action (*gave this output*) and
- **it worked (*was correct*)**, so we'll try it again,
- or **it didn't work (*was not correct*)**, so we'll try something different.

- We make an **observation**,
- we **remember**,
- we **adapt**,
- and we **generalize**.

# What is Machine Learning

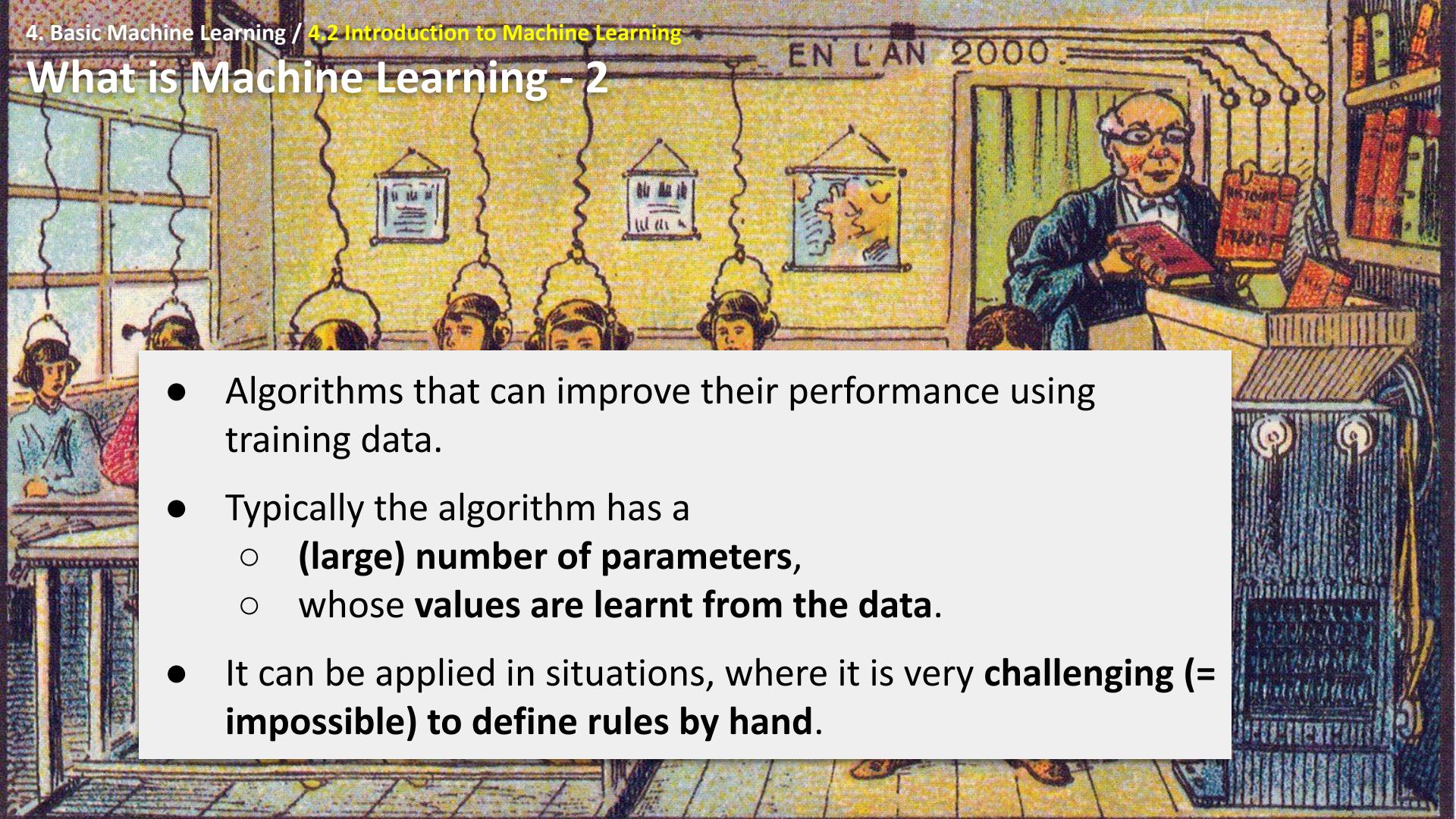


## Definition:

A computer program is said to learn from **experience**  $E$  with respect to some class of **tasks**  $T$  and **performance measure**  $P$ , if its performance at tasks in  $T$ , as measured by  $P$ , improves with experience  $E$ .

T. Mitchell, Machine Learning (1997)

## What is Machine Learning - 2



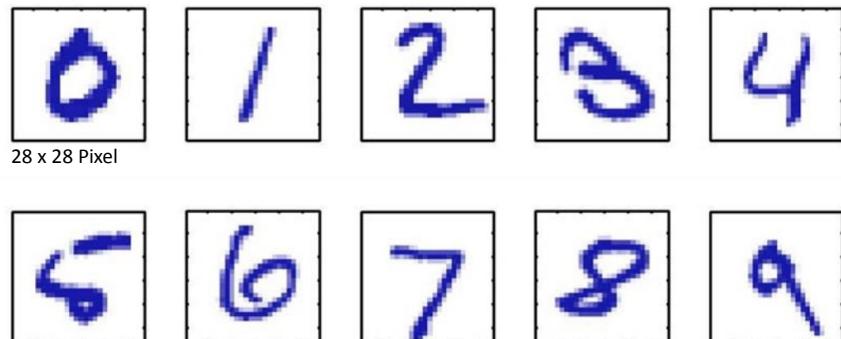
- Algorithms that can improve their performance using training data.
- Typically the algorithm has a
  - **(large) number of parameters,**
  - **whose values are learnt from the data.**
- It can be applied in situations, where it is very **challenging (= impossible) to define rules by hand.**

# Example Problem Formulation

## Handwritten Digit Recognition

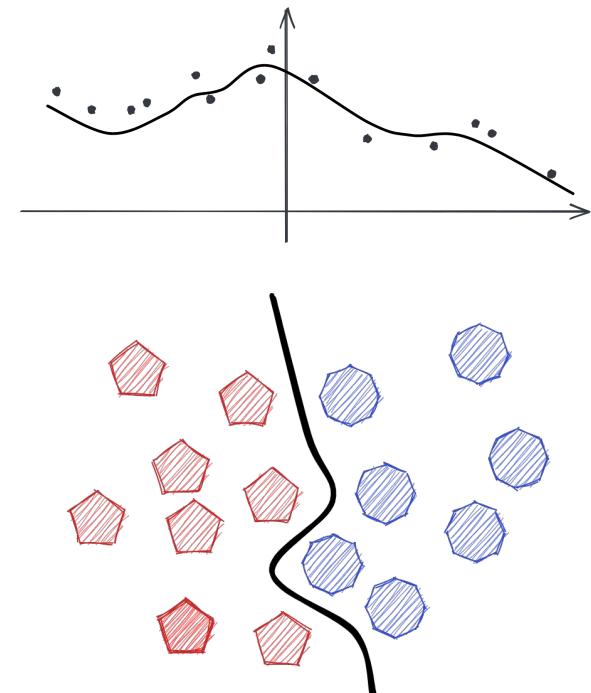
Assign the correct value to a handwritten digit.

- Represent the **input image** as a **vector**  $x \in \mathbb{R}^{784}$
- Learn a **classifier**  $y=f(x)$  such that,  
 $f: x \rightarrow \{0, 1, 2, 3, 4, 5, 6, 7, 8, 9\}$



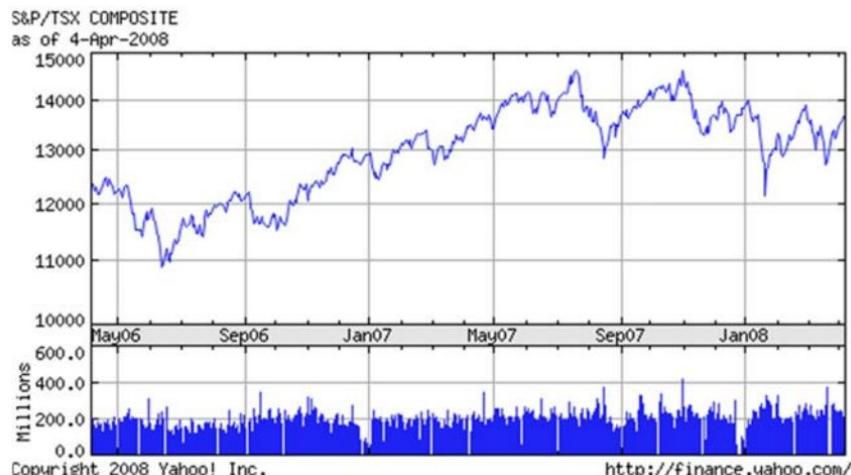
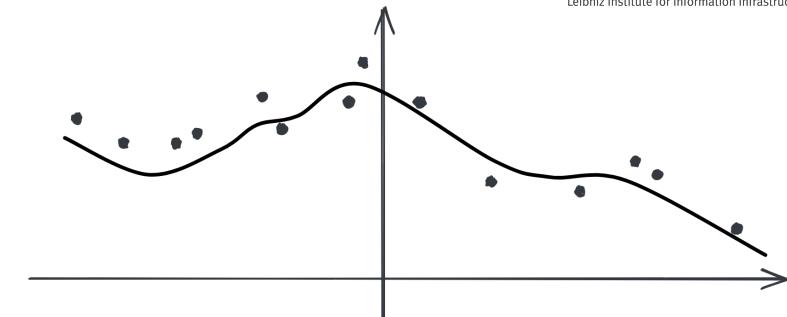
# Regression vs. Classification Problems

- Problems with a **quantitative response** most times are considered as **regression problems**.
- Problems involving a **qualitative response** are often referred to as **classification problems**.



# Regression Problems

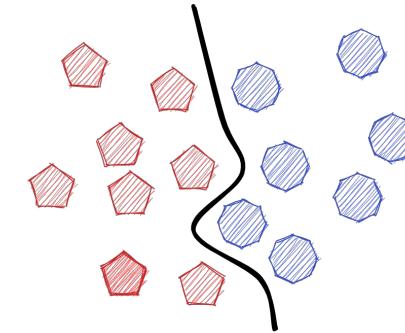
- The goal of **Regression** is to estimate a real-valued variable  $y \in \mathbb{R}$  given a pattern  $x$ .
- Example:  
**Prediction of stock prices** for a future date  
or  
**Prediction of population numbers** for a future date



# Classification Problems

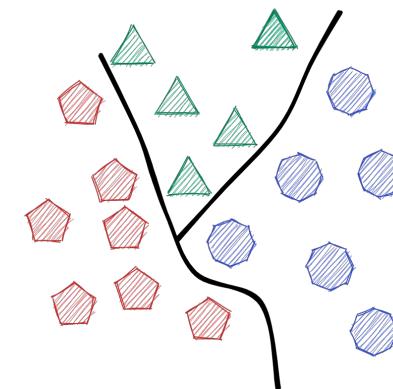
- **Binary Classification**

- given a pattern  $x$  drawn from a domain  $X$ , estimate which value an associated binary random variable  $y \in \{\pm 1\}$  will assume.



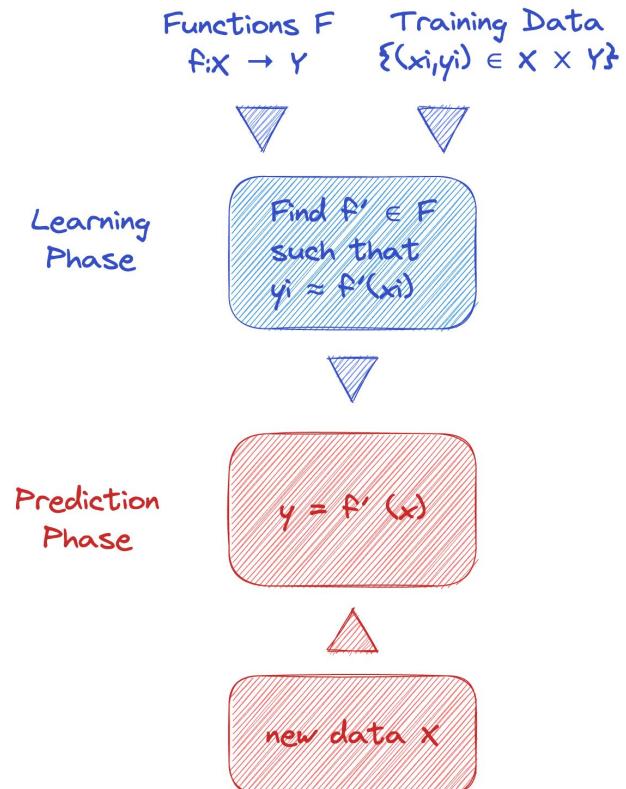
- **Multi Class Classification**

- given a pattern  $x$  drawn from a domain  $X$ , estimate which value an associated binary random variable  $y \in \{1, \dots, n\}$  will assume.



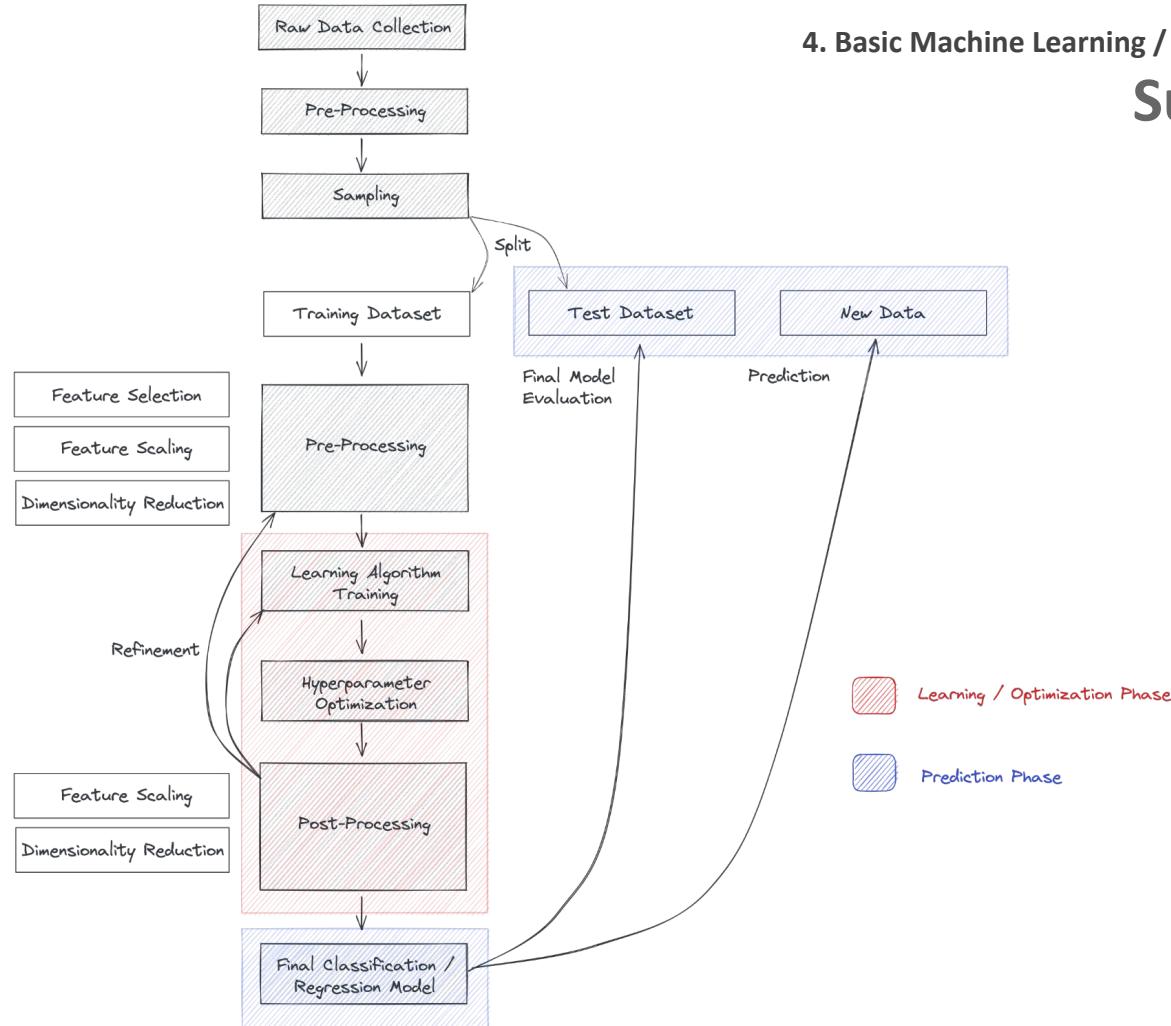
# Supervised Learning

- A **training set** of examples with the **correct responses** (targets) is provided and, based on this training set,
- the **algorithm generalizes to respond correctly to all possible inputs**.
- Typically, each **example** is a pair consisting of
  - an **input object** (typically a vector) and
  - a desired **output value** (also called the supervisory signal).



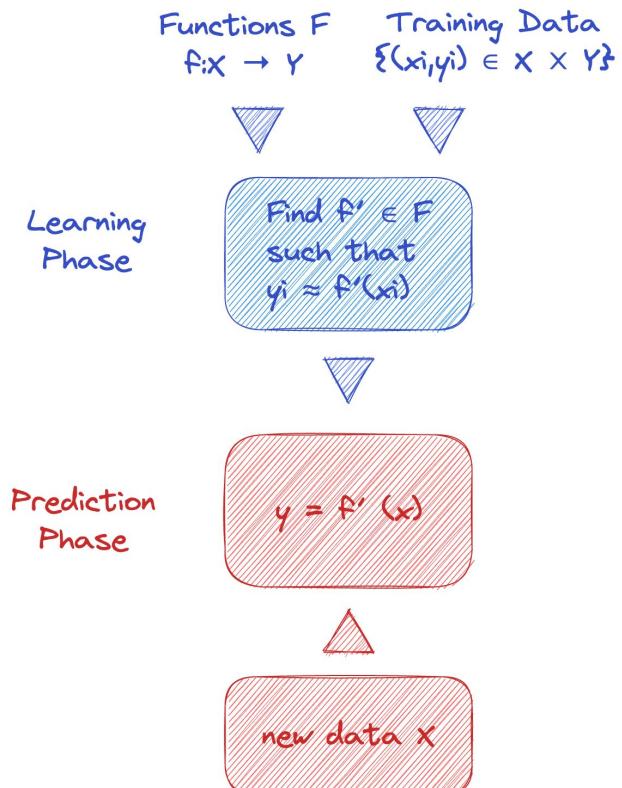
# Supervised Learning

Cross Validation



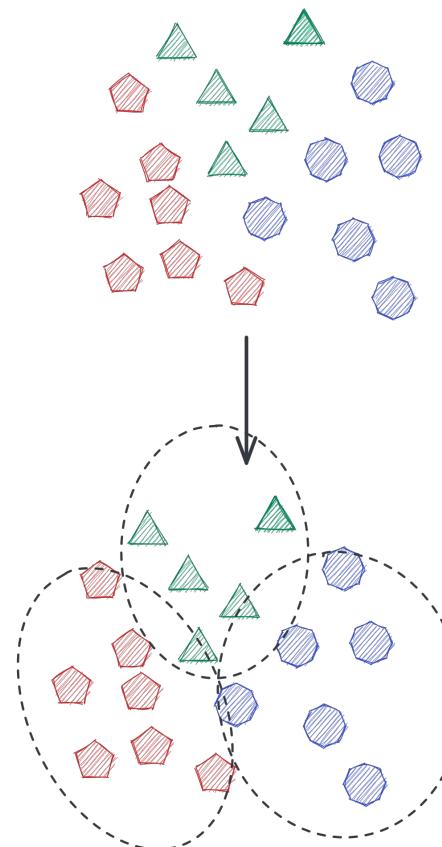
# Supervised Learning - Examples

- k-Nearest Neighbors
- Linear Regression
- Logistic Regression
- Support Vector Machines (SVM)
- Decision Trees
- Neural Networks



# Unsupervised Learning

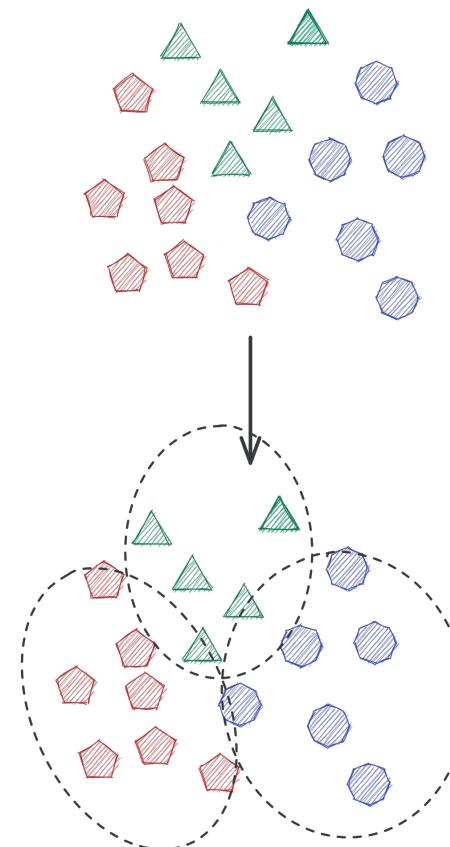
- Inferring a function to describe hidden structure from "unlabeled" data.
- **Correct responses are not provided**, but instead
- the algorithm tries to **identify similarities between the inputs** so that inputs that have something in common are categorized together.
- The statistical approach to unsupervised learning is known as **density estimation**.



# Unsupervised Learning - Examples

## Clustering Algorithms

- k-Means
- Hierarchical Cluster Analysis (HCA)
- Expectation Maximization

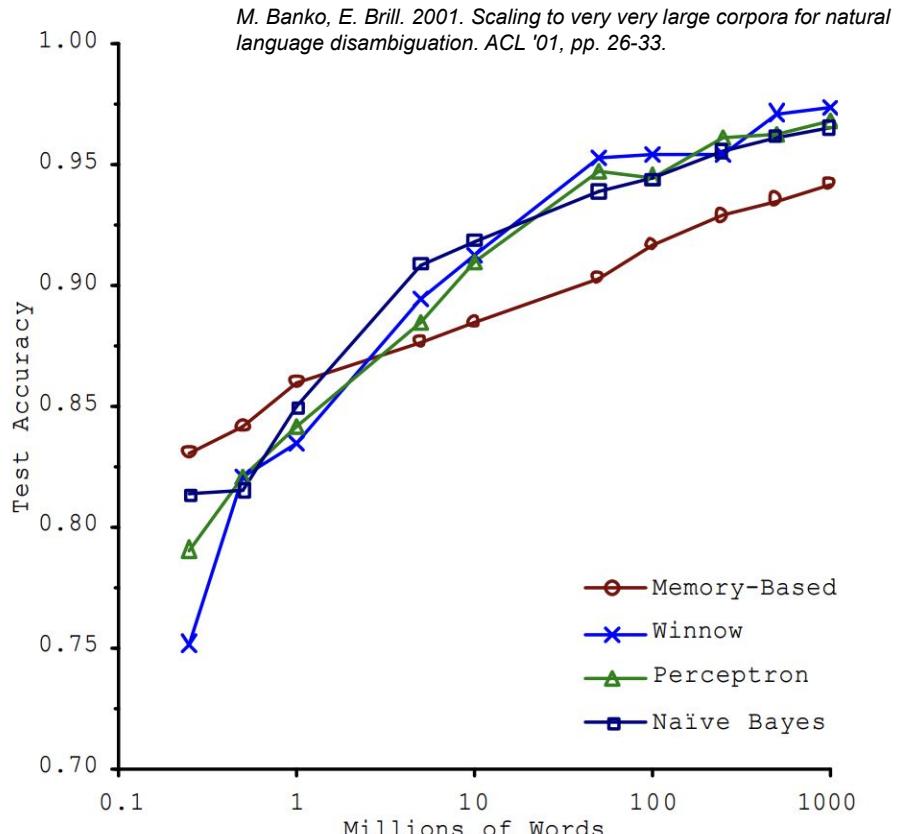


## 4. Basic Machine Learning

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- 4.2 Introduction to Machine Learning
- 4.3 Main Challenges of Machine Learning**
- 4.4 Machine Learning Workflow
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# Main Challenges of Machine Learning

- Insufficient Quantity of Training Data



# Main Challenges of Machine Learning

- Insufficient Quantity of Training Data
- Nonrepresentative Training Data



## Topics of the day

### LANDON, 1,293,669; ROOSEVELT, 972,897

Final Returns in The Digest's Poll of Ten Million Voters

Well, the great battle of the ballots in the Poll of ten million voters, scattered throughout the forty-eight States of the

less National Committee purchased *The Literary Digest*? And all types and varieties, including: "Have the Jews purchased

returned and let the people of the Nation draw their conclusions as to our accuracy. So far, we have been right in every Poll. Will we be right in the current Poll? That, as Mrs. Roosevelt said concerning the President's reelection, is in the "lap of the gods."

"We never make any claims before election but we respectfully refer you to the resolution of one of the most noted citizens

In 1936 The *Literary Digest* wrongly predicted the win of Landon with 57% of the votes against Roosevelt. In the poll they used telephone directories, list of magazine subscribers and club membership lists. Roosevelt won with 62% of the votes.

# Main Challenges of Machine Learning

- **Insufficient Quantity of Training Data**
- **Nonrepresentative Training Data**
- **Poor-Quality Data**

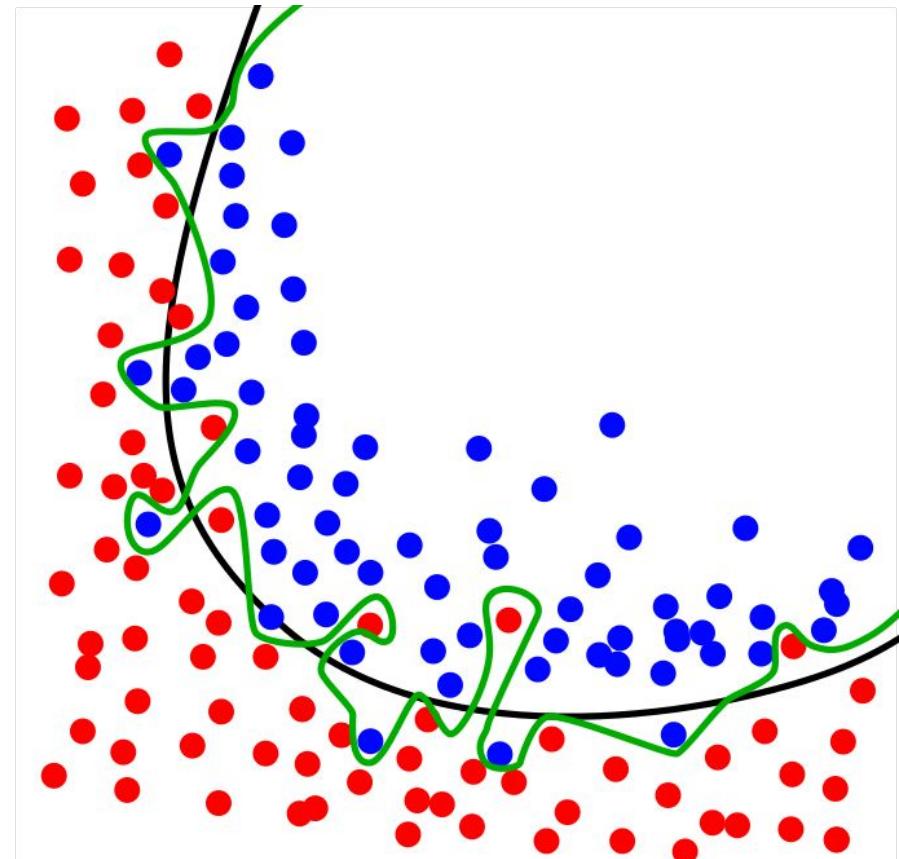
# Main Challenges of Machine Learning

- Insufficient Quantity of Training Data
- Nonrepresentative Training Data
- Poor-Quality Data
- Irrelevant Features
  - Problem can be addressed via **Feature Engineering**:
    - Feature selection
    - Feature extraction
    - Creating new features



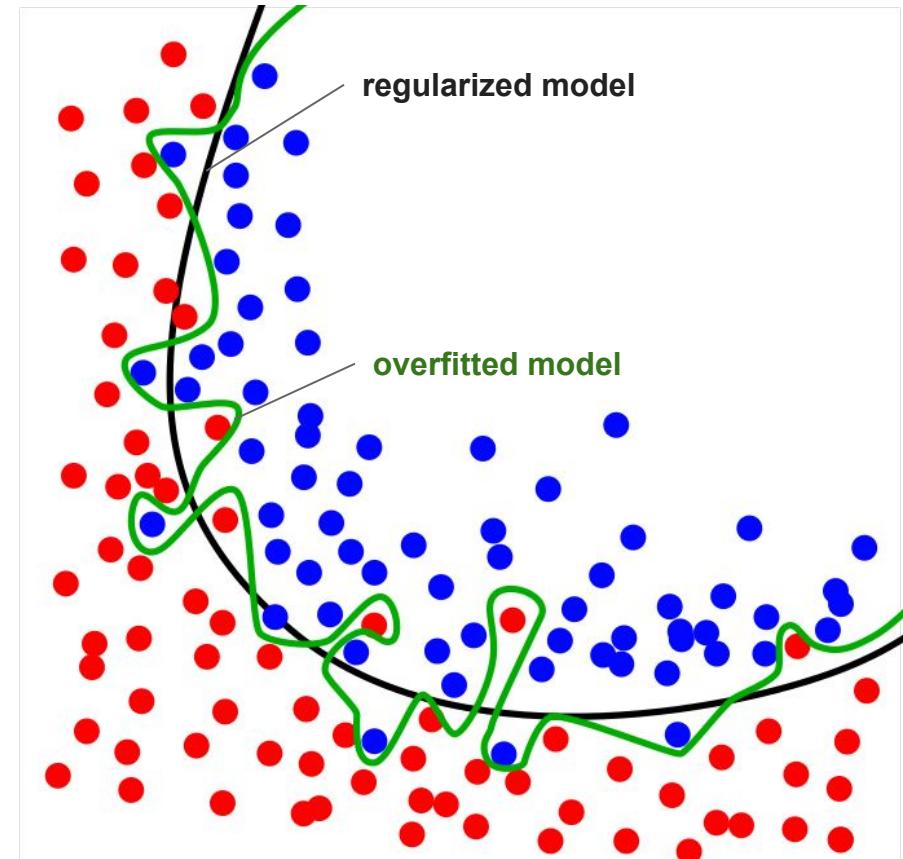
# Main Challenges of Machine Learning

- Insufficient Quantity of Training Data
- Nonrepresentative Training Data
- Poor-Quality Data
- Irrelevant Features
- Overfitting the Training Data



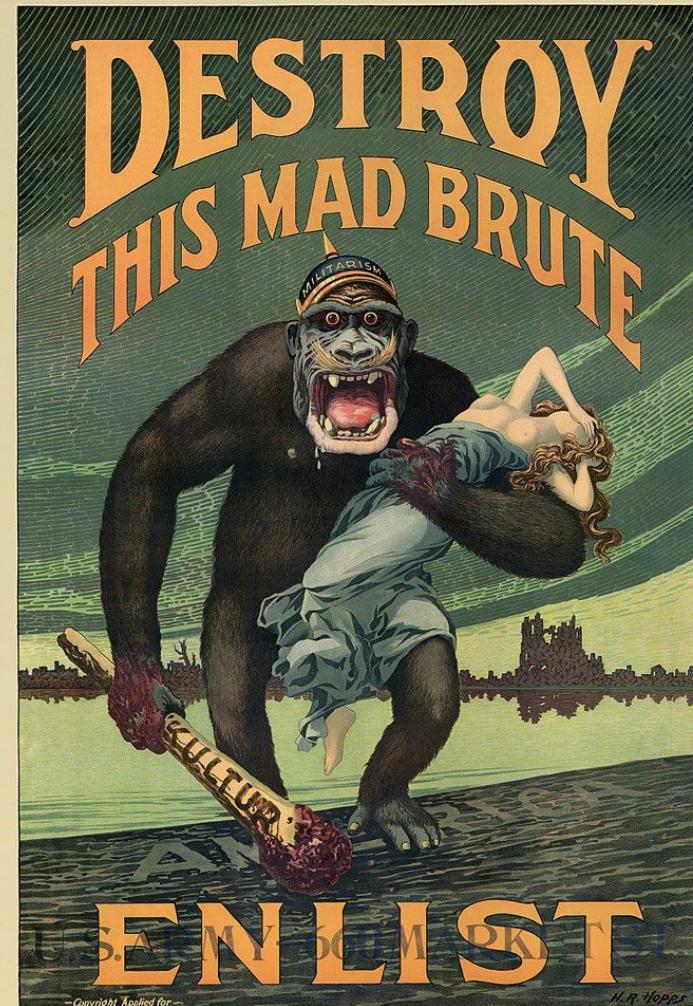
# Overfitting

- The **overfitted model** follows exactly the training data.
  - Too high dependency on potential noise
  - Lack of generalization
- The **overfitted model** is likely to have a higher error rate on new unseen data, compared to the **regularized model**.
  - **Better generalization** to the underlying classification function required.
- **Consequence:**  
Stop training the model before the algorithm overfits.



# There is no Bias Free Learning

- **Inductive bias:** Generalization learning is only possible, if the learning system has an inductive bias.
- **Restriction/language bias:** Not every model can be expressed by the given hypothesis language.
- **Preference/search bias:** Typically learning algorithms are based on a greedy search strategy in the hypothesis space. The bias directs search and influences which model is learned.
- **Sampling bias:** Independent of ML algorithm. How representative are the training data for the (infinite) set of all possible instances.

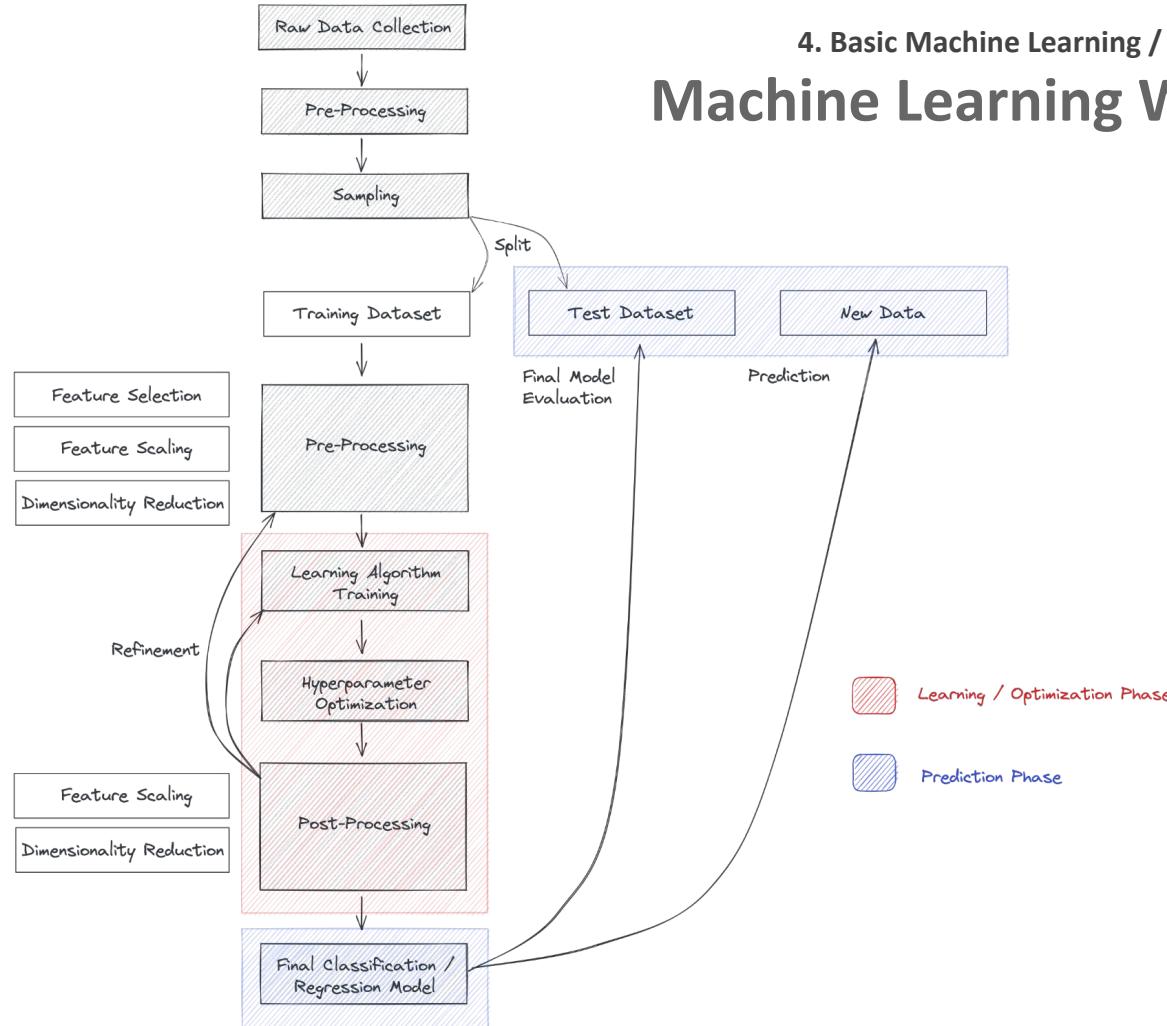


## 4. Basic Machine Learning

- 4.1 A Brief History of AI
- 4.2 Introduction to Machine Learning
- 4.3 Main Challenges of Machine Learning
- 4.4 Machine Learning Workflow**
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- 4.9 Word Embeddings
- 4.10 Knowledge Graph Embeddings

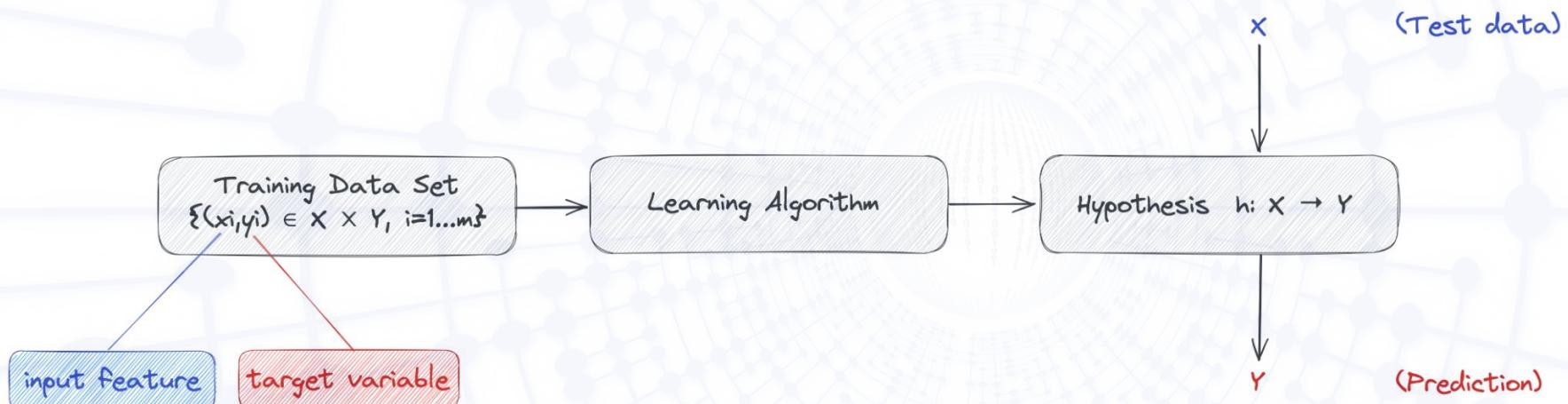
# Machine Learning Workflow Overview

Cross Validation



# Data Collection

- **Raw Data Collection**
  - The **larger** and the **more diverse** the collected data, the better the learning task can be performed.



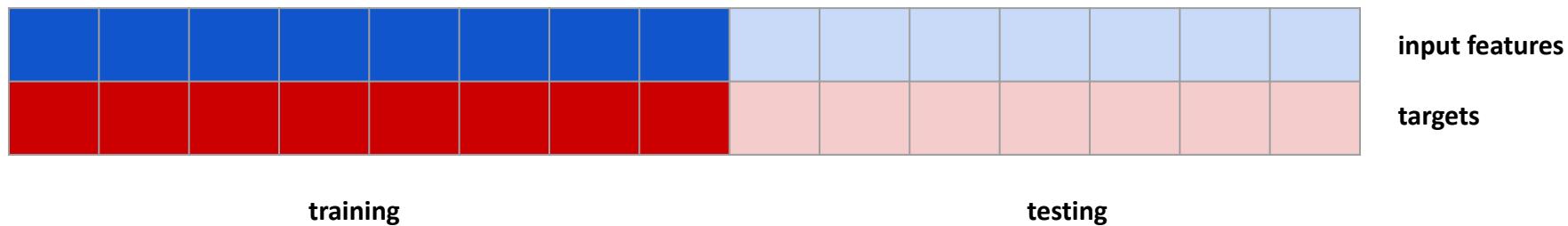
# Data Preprocessing and Data Cleaning

- **Data Preprocessing**
  - Typically to **create suitable training data**, the collected raw data has to be preprocessed (cleaned up) to remove errors, as e.g., dummy values, absence of data, contradicting data, etc.
- **Data Cleaning Steps**
  - **Parsing:** locates and identifies individual data elements in raw data.
  - **Correcting:** corrects parsed individual data components using sophisticated data algorithms.
  - **Normalization:** applies conversion routines to transform data into standard formats.
  - **Matching:** searching and matching records within and across data based on predefined rules.
  - **Consolidating:** merges data into one representation.



# Training Data and Test Data

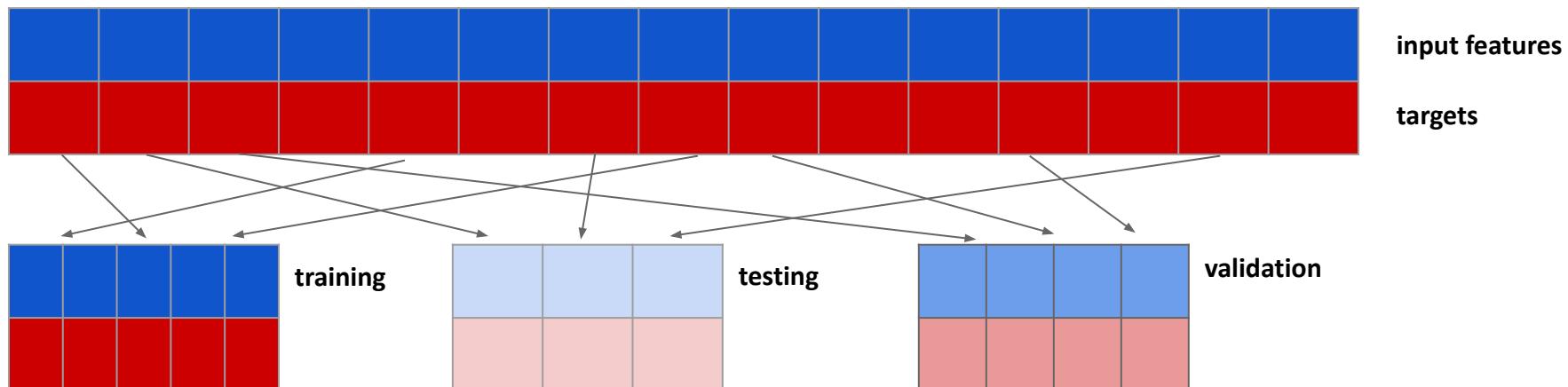
- The easiest way to obtain training data is to split up the original dataset
  - Training Data (used to train the algorithm)
  - Test Data (used to evaluate the performance of the readily trained algorithm)



- BUT:
  - Evaluations obtained tend to reflect the particular way the data are divided up.
- SOLUTION:
  - **Statistical sampling** to get more accurate measurements.

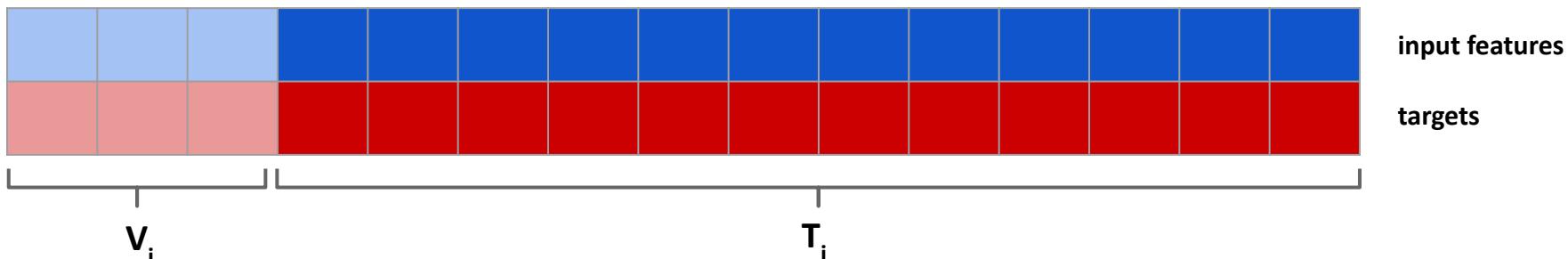
# Sampling

- The collected data should be divided into
  - Training Data (used to train the algorithm)
  - Validation Data (to keep track about the performance of the algorithm while it learns)
  - Test Data (used to evaluate the performance of the readily trained algorithm)



# K-fold Cross Validation

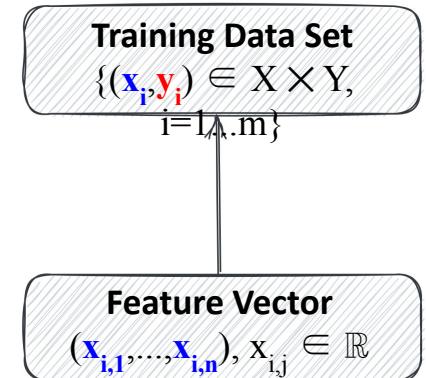
- The aim of **cross-validation** is to ensure that every example from the original dataset has the same chance of appearing in the training and testing set.
- In **K-fold cross-validation**, the dataset  $X$  is divided randomly into  $K$  equal-sized parts,  $X_i, i = 1, \dots, K$ .
- To generate each pair,
  - we keep **one of the  $K$**  parts out as the **validation set**  $V_i = X_i$  and
  - combine the **remaining  $K - 1$**  parts to form the training set
$$T_i = X_1 \cup \dots \cup X_{i-1} \cup X_{i+1} \cup \dots \cup X_K$$



# Feature Selection

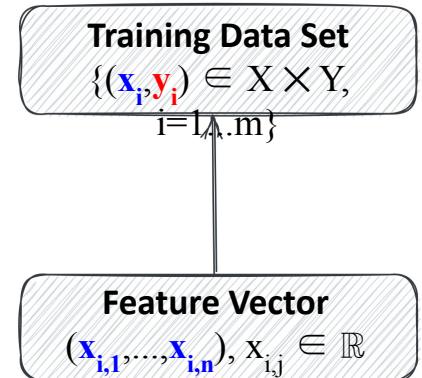
- Select **attributes** of/from the available data that are **relevant to determine the projected outcome**.
- Simple Example: **SPAM Detection**
  - Input: emails  $x$
  - Feature Vector:

$$f(x) = \begin{bmatrix} f(x_1) \\ f(x_2) \\ \dots \\ f(x_n) \end{bmatrix}, \text{ e.g., } f(x_i) = \begin{cases} 1 & \text{if the email contains "viagra"} \\ 0 & \text{otherwise} \end{cases}$$



# Feature Selection

- Select **attributes** of/from the available data that are **relevant to determine the projected outcome**.
- **Why?**
  - Avoid **overfitting** and achieve better **generalization ability**
  - Reduce the **storage requirement** and **training time**
  - **Interpretability**
- **Potential Difficulties:**
  - Irrelevant Attributes
  - Missing Attributes
  - Missing Attribute Values
  - Redundant Attributes
  - Attribute Value Noise



# Evaluation - Accuracy, Recall, Precision

- To evaluate the performance of a ML model, the following **Metrics** can be applied:

$$\text{Accuracy} = \frac{\#TP + \#TN}{\#TP + \#FP + \#TN + \#FN}$$

$$\text{Recall} = \frac{\#TP}{\#TP + \#FN}$$

$$\text{Precision} = \frac{\#TP}{\#TP + \#FP}$$

$$F_1 = 2 \cdot \frac{\text{precision} \cdot \text{recall}}{\text{precision} + \text{recall}}$$

		experiment	
		true	false
ground truth	true	true positive	false negative
	false	false positive	true negative

Confusion Matrix

# Evaluation - ROC Curve

- How do we compare the performance of different models or models using different parameters?

- ROC Curve (Receiver-Operator Characteristic)**

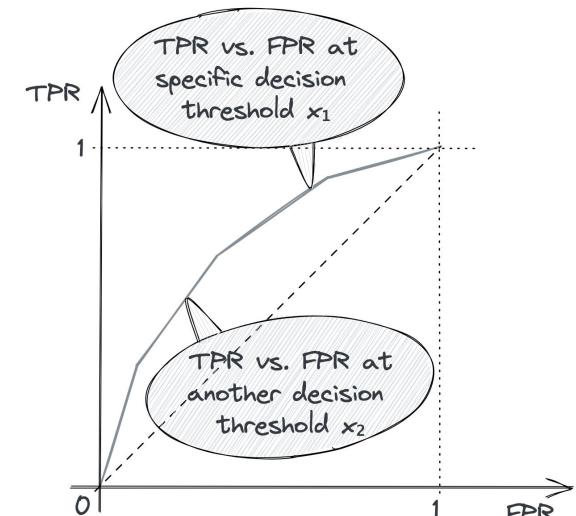
- Y-axis: True Positive Rate

$$TPR = \frac{\#TP}{\#TP + \#FN}$$

- X-axis: False Positive Rate

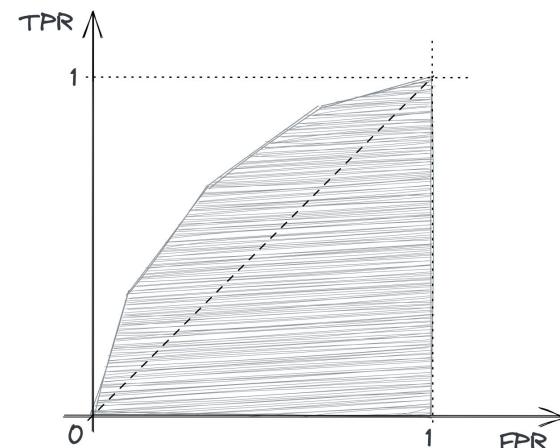
$$FPR = \frac{\#FP}{\#FP + \#TN}$$

- An ROC curve plots **TPR vs. FPR at different classification thresholds**. Lowering the classification threshold classifies more items as positive, thus increasing both FP and TP.
  - Classifiers that give curves closer to the top-left corner indicate a better performance.



# Evaluation - AUC (Area under the ROC Curve)

- The **Area under the ROC Curve (AUC)** measures the entire two-dimensional area underneath the entire ROC curve.
- **AUC** represents the probability that a classifier will rank a randomly chosen positive instance higher than a randomly chosen negative one.
- AUC provides an aggregate measure of performance across all possible classification thresholds.
  - **AUC is 0** if predictions are 100% wrong.
  - **AUC is 1** if all predictions are correct.
  - AUC is scale-invariant and classification-threshold-invariant.



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# 4. Machine Learning - 1

## Bibliography

- S. Marsland, *Machine Learning, An Algorithmic Perspective*, 2nd. ed.,  
Chapman & Hall / CRC Press, 2015
  - Chap. 1 (Types of Machine Learning, Supervised Learning)
  - Chap. 2 (Terminology, Machine Learning Challenges, Statistics)

(The book should also be available on the Web as pdf, just keep looking...)
- E. Kochi, [How to Prevent Discriminatory Outcomes in Machine Learning](#), medium.com
- [Machine Learning and Human Bias](#), Google @ YouTube

## 4. Machine Learning - 1

### Syllabus Questions

- Explain the two fundamental approaches of Artificial Intelligence.
- What was the reason for the “AI Winter”?
- What is AI and what is the goal of AI?
- What is Machine Learning?
- Explain, how humans learn.
- What is the difference between Classification and Regression?
- Explain, how Supervised Learning works.
- Explain, how Unsupervised Learning works and for what kind of application it is useful.
- Explain the main challenges of Machine Learning.
- Explain the term Overfitting.
- What tasks are included in Data Cleaning?
- Explain K-fold Cross Validation.
- What is the difference between recall/precision and the ROC curve?