

PROJECT

Due Date: **Proposal Submission by March 15, 11:30 pm**
 Report Submission by April 20, 11:30 pm
Assessment: **25% of the total course mark**

DESCRIPTION:

The aim of this project is for you to explore in more depth a machine learning topic of your interest. You will have to study the related literature, then write a report and make a presentation on the chosen topic. It is allowed for more students to choose the same topic. In this case, the presentations should not have overlapped material, but the reports may have overlaps.

Following are some suggested topics along with some suggested study material.

1. Handling class imbalance [1].
2. Methods for feature extraction and feature selection [2, Chap. 6], [3, 4].
3. Methods to integrate prior knowledge into learning [5].
4. Challenges and risks of using machine learning (data privacy and security, biased data and bias in making decisions, transparency, explainable ML) [6, Chap. 7], [7, 8, 9, 10, 11].
5. Dealing with label noise [12].
6. Adversarial Examples [13].
7. Optimization methods for machine learning [14].
8. Multiobjective reinforcement learning [15].
9. Optimal control using reinforcement learning [16].
10. Adaptive dynamic programming for control [17].
11. Nearest neighbours classification with different numbers of nearest neighbours [18].
12. Scalable nearest neighbours algorithms for high dimensional data [19].

Topics 1 and 2 are important ML topics. I would like to have two people covering each of them.

Instead of exploring a general ML topic, you could pick a particular ML problem and explore the solution methods proposed in the literature. Some examples of problems are provided next.

- ◇ Machine learning for clinical outcome prediction [20].
- ◇ Machine learning for predicting seizures using EEG signals [21].
- ◇ Fake news detection [22].
- ◇ Deep facial expression recognition [23].
- ◇ Deep learning for human affect recognition [24].

- ◇ Chronic kidney disease diagnosis [25].

You may select a different topic or problem than those shown above. One method to find interesting problems is to look for (popular) papers published in the IEEE Transactions related to your area of interest or in other journals of high reputation in your area.

How many papers to study? Some guidelines:

- ◇ One survey paper of about 20 pages (double column) and at least one other paper on a particular method included in the survey.
- ◇ One survey paper of about 10-14 pages (double column) and at least two other papers on a particular method included in the survey.
- ◇ Three or four non-survey papers.

PROPOSAL:

- Due date: March 15, 11:30 pm.
- The proposal should be submitted **as a pdf file** in the designated drop box.
- It should contain a brief description of the problem/topic and a list of papers you intend to study.
- Before submitting the proposal double-check with me to see if I approve (send me a message with the name of the topic in the Teams chat or via email). If too many people choose the same topic I might not approve this choice for all of them. The first who announces me will have priority. In addition, if I approve the same topic for more students, they have to coordinate their work to make sure that their presentations will cover different material.

REPORT:

- Due date: April 20, 11:30 pm.
- The report should be submitted **as a pdf file** in the designated drop box.
- No longer than 20 pages, single-column, double-spaced, font size 11.

PRESENTATION:

- The presentation should be no longer than 20 minutes and it will be followed by approximately 10 minutes of questions from the audience.
- If you present a survey, you will not be able to address all works/techniques in detail, but you should pick at least one to discuss in more detail.
- The presentations will be delivered in four sessions, each including six presentations. They could be spread over four days or only over two days.
- The tentative dates and times for the presentations are April 20, 21, from 9:30 am to 1:00 pm and from 2:00 to 5:30 pm. The final dates will be established during a class discussion.
- Each student must attend at least half of the presentations and ask at least three questions (in three different presentations).

- Participation by asking good questions will be rewarded. Each of the first three questions will be rewarded with 1% of the course mark. **Bonus:** each of the following four good questions will be rewarded with 0.5% of the course mark.
- Attendance will also be rewarded as follows: a) 0.2% of the course mark for each presentation from the first 12 presentations you attend, b) **bonus** 0.2% of the course mark for attending each additional presentation.
- The delivery format will be in person if there will be rooms available.

Bonus:

Up to 5% of the course mark may be awarded if you perform simulations and/or experimental comparisons between the discussed techniques. The amount of the bonus awarded depends on how extensive your experiments are or how involved the implementation is.

All the papers in the reference list are available freely online for McMaster users. The links will be posted on avenue.

References

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- [6] E. Alpaydin, *Machine Learning*, e-book, The MIT Press, 2021, DOI: <https://doi-org.libaccess.lib.mcmaster.ca/10.7551/mitpress/13811.001.0001> (free for McMaster users).
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- [15] C. Liu, X. Xu, and D. Hu, “Multiobjective Reinforcement Learning: A Comprehensive Overview”, *IEEE Transactions on Systems, Man, and Cybernetic: Systems*, vol. 45, no. 3, Mar. 2015, pp. 385-398.
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