

Machine Learning in Sciences

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Chapter 1

Introduction and Background

Abstract

The following guide is intended for non CS majors that wonder if there will be any use of Machine Learning on their field. It contains applications to Art, Engineering, Physics, Medicine and Chemistry.

What machine learning algorithms should you use? There are several methods that take your data and automatically evaluate algorithms on it. Those methods don't tune the algorithm parameters or don't use the recent improvements. In this notes we aim to give several examples of algorithms and applications to help you identify the one suitable for your problem.

The problem we are going to focus on, is the following: supposed that you have measured data, for each point you have a label. Can we make reasonable predictions for the labels of new data values?

1.0.1 Data

A big part of the performance of a machine learning algorithm relies on the data. If we don't have enough data, or if it is biased, the algorithms will reflect that in their classification. For example, we worked with certain 3D-scanners until we realized they don't work with people of color. The community on twitter suggested that it was an illumination issue but deciding that the algorithm is ready after it performs well on white people while not caring about the results on people of color is a choice that makes the algorithm biased.

With enough data, all algorithms suited for the task have similar performance.

In principle you should never work on data that was collected for a different experiment. Since data is collected by humans, you should always look for mistakes by cleaning and preprocessing the data. The notebook “First Machine Learning Notebook” is an excellent guide on data analysis followed by “The Cocktail Party Problem” which requires more math and familiarity with programming.

1.0.2 SVC

Imagine a factory environment; heavy machinery under constant surveillance of some advanced system. The task of the controlling system is to determine when something goes wrong; the products are below quality, the machine produces strange vibrations or something like a temperature that rises. It is relatively easy to gather training data of situations that are OK; it is just the normal production situation. But on the other side, collection example data of a faulty system state can be rather expensive, or just impossible. If a faulty system state could be simulated, there is no way to guarantee that all the faulty states are simulated and thus recognized in a traditional two-class problem. We will see how SVM can solve this problem.

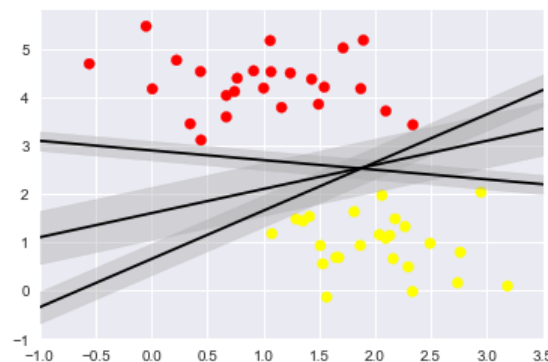


Figure 1.1

Let's return to the problem of classification of data. We have data with information about in which class do they belong. We want an algorithm to classify new unseen data. In good cases it

is possible to use lines to separate classes and then the question becomes, among all possible lines, which one is best to use? as in fig 1.1. Once we have decided how to evaluate quality, we will be able to select a line. A natural requirement is that the algorithm should be robust to new data and minimize the number of miss classifications. In the notebook “SVM” you can see how the algorithm SVC looks for the coefficients of such a line.

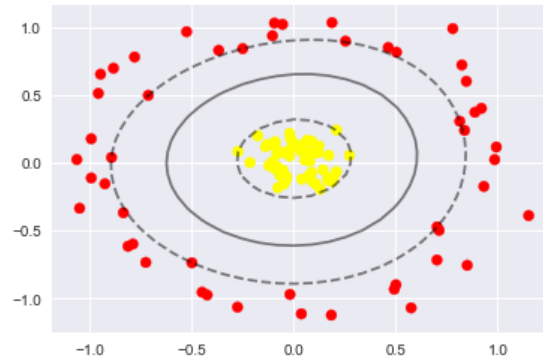


Figure 1.2

Most real life cases are not linearly separable, but sometimes we can transform the features hoping that the new features can be separated with hyper planes. On the image 1.2 we add a third coordinate to the data, the distance to the origin. Then in R^3 it is easy to find a plane $z = .6$ that classifies our data. SVM perform better if we pre-process the data following the rules on the notebook “Cleaning data”.

How can we use this algorithm to find anomalies in new products? we can assume that good products have label 1 and products that are outliers have label 0. By training the SVC this way, it will learn to classify products are regular or outliers. It will recognize when a new product is far from the standard as in fig 1.3. This idea is explained in the notebook “SVC II”.

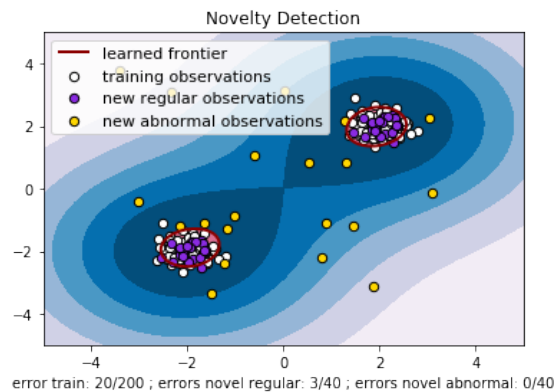


Figure 1.3

1.0.3 Neural Networks

What if instead of using lines or hyperplanes, we use non linear functions to classify our data? A neural network is an improvement over SVM, in the sense that the last component (layer) of a Neural Network behaves like a SVM.

A neural network is a combination of functions of the form: $x \rightarrow \sigma(W_{a,b}x)$ where $x \in R^b$, $W_{a,b}$ is a matrix transformation and σ stands for a non linear function applied entry wise to the a coordinates of the vector $W_{a,b}x$. It is standard notation to represent matrices $W_{a,b}$ as arrows from a column with b neurons to a column with a neurons as in 1.4. Note that in principle some activations could be the identity. If all activations are the identity we can use composition of matrix and reduce the algorithm to SVM. Finding the coefficients of those matrices requires multivariable calculus and relabeling the chain rule. In “L5 Neural Networks” you can find an introduction to Keras, which we consider the most friendly language to use Neural Networks, and a deeper explanation of how Neural Networks work and can be trained.

An important research question is: What determines the architecture of a Neural Network. The paper “Why does deep and cheap learning work so well?” targets that question from the Physics point of view.

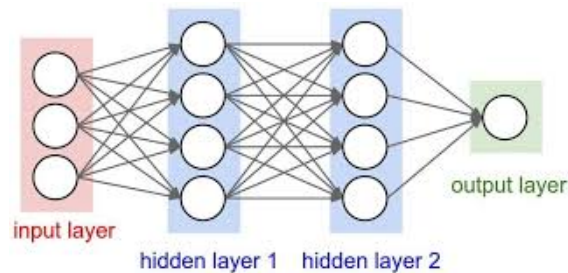


Figure 1.4

1.0.4 CNN

Given a picture of an Warehouse Shelving, a neural network can immediately identify the objects and add them to the inventory. Chinese government used face recognition to identify fugitives in a music concert. It is possible to train a special Neural Network called Convolutional Neural Network, to transfer the style of a paint into a different paint as we will see in “Style Transfer” and “Pix2Pix”, see fig 1.5.



Figure 1.5

The main problem with images, is that they are represented as vectors that are too large. Go to your favorite browser and look for images with exactly 500×500 pixels. That is 250000×3 numbers. Normal Neural Networks will require you to find too many matrix coefficients. Besides

that, we are not working any more on the case $R^b \rightarrow_{M_{a,b}} R^a$ as the pixels are related with the pixels in their neighborhood, including pixels above and below, so we want to use this information, which may be missing if we just think of an image as a very long vector.

We need to change the vectors input to matrices input, and the vectors output to matrix output. You can think of a matrix as a vector with vector entries. So now the matrices are not only operations but the elements we work on. Instead of learning a coefficient of a matrix, we learn a filter. The good thing of image processing is that we have visual help to understand the process. A filter may be geometric information that is present in several parts of the image, as the concept of a curve, or a square, see fig 1.6 .

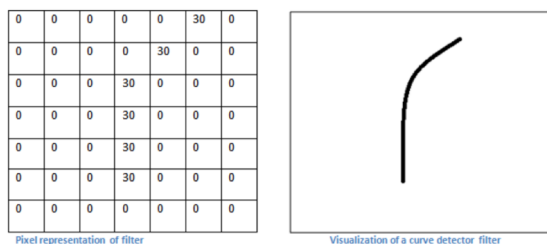


Figure 1.6

In “CNN” we explain in more detail how CNN work. In lecture “Deep Dreams” we ask the neural network if it recognizes a pattern and then we modify images to show that pattern. In “Style transfer” we learn images styles and impose them to other images, for example in 1.5 we used a picture of our team and we added the style of a paint of Botero.

1.0.5 Bayesian methods

In “Frequentist vs Bayes” we introduce Bayesian methods and show how do they differ from the frequentist perspective.

Frequently we want to quantify the accuracy of our predictions. A Bayesian approach—one where we consider the values of the parameters as random variables is a popular method.

Recall Bayes’ theorem for training parameters

$$P(\theta|X_{train}, T_{train}) = \frac{P(T_{train}, \theta|X_{train})}{\int P(T_{train}, \theta|X_{train}) d\theta} \quad (1.1)$$

The integral on the bottom is generally not analytic. And for higher dimensional problems, infeasible to calculate. By using Monte Carlo Markov Chain algorithm, it is possible to make estimations. This is also useful to study the Ising model, which was created to describe Magnetic and ferromagnetic materials. We also introduce Simulated Annealing and Uncertainty Quantification.

After this notebook, we recommend to read “Why does deep and cheap learning work so well?”. The authors use physics to train to explain the way neural networks are capable to make classifications.

1.0.6 Genetic Algorithms

A genetic algorithm is a search heuristic inspired by Charles Darwins theory of natural evolution. They reflect the process of natural selection where the fittest individuals are selected for reproduction in order to produce offspring of the next generation.

Genetic Algorithms are most commonly used in optimization problems wherein we have to maximize or minimize a given objective function value under a given set of constraints. GAs are also used to characterize various economic models like the cobweb model, game theory equilibrium resolution, asset pricing, etc. They also have been used to plan the path which a robot arm takes by moving from one point to another. We can find more applications in multimodal optimization in which we have to find multiple optimum solutions.

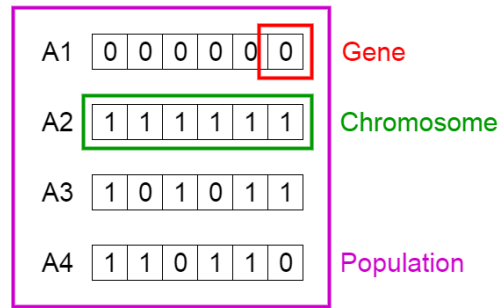


Figure 1.7

Given a problem we define a fitness function that measures how good is a proposed solution. The higher the fitness the closer to an ideal solution of my problem. The process of natural selection starts with the selection of fittest individuals from a random population, we also select a percentage of the remaining population. This new smaller population produce offspring, mixing genes that seem useful to solve our problem. To explore new genes, we mutate a small percentage of the offspring and add foreigners to obtain the new population.

By doing this process several times, the maximum value obtained by the fitness function on the population cannot decrease as every new generation has the fittest individuals of the previous generation, while the mutations and foreigners help us avoid fixed points that are not minimums.

Advantages of Genetic Algorithms. They does not require any derivative information (which may not be available for many real-world problems). They have very good parallel capabilities. They always give an answer to the problem, which gets better over the time. Useful when the search space is very large and there are a large number of parameters involved.

Limitations. GAs are not suited for all problems, especially problems which are simple and for which derivative information is available. Probably we don't get the global optimum solution. Fitness value is calculated repeatedly which might be computationally expensive for some problems. Being stochastic, there are no guarantees on the optimality or the quality of the solution. If not implemented properly, the GA may not converge to the optimal solution.

For more details see the notebook “Genetic Algorithm” and the notebook “GARFfield” where an application to reactive force fields is explained.

1.0.7 Decision Trees

We think of a feature as a vertex of a tree, and we think of the possible values of that feature as branches. The order in which we choose the features give us different shapes of trees. Among those trees, we argue that trees with low entropy are better for classification, you can find an algorithm in the notebook “Decision Trees” to build your decision tree.

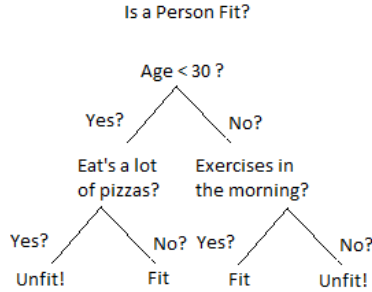


Figure 1.8

Advantages of decision trees: They are simple to understand, they can handle both numerical and categorical data, they are relatively little data preparation needed, the mechanism for the model can be easily extracted and understood, they are robust against co-linearity.

Disadvantages: Accuracy, they tend to overfit, and the locality of optimization.

1.0.8 KNN

In K-Nearest-Neighbors, we make a prediction or classify an element by only analyzing a neighborhood of the element. Basic Idea:

- 1.- Get some example set of cases with known outputs. (Diagnosis of diseases.)
- 2.-When you see a new case, assign its output to be the same as the most similar known case. (Your symptoms resemble Mr. T, Mr. T has the flu, Ergo you have the flu).

K stands for how many points nearby do you consider to make your choice. Given a new point x and the closest k points to x , you can assign to x the average of x 's neighbors values. Here the results depend on a good choice of the parameter K . This method gives bad approximations on the boundary. If the boundary is a concern, Kernel Regression assigns different weights to the nearby points so that points that are closer matter most.

Locally weighted polynomial regression is a local version of polynomial regression. The possibility to write a model that deals with the local picture is important in applications, for example used local polynomial linear regression to reproduce a typical diagram in phase transition.

In this notebook we deal with memory based algorithms, they are all easy to adapt to new training samples, so there is no need to retrain them. They can handle complex decision boundaries and functions by considering the query instance when deciding how to generalize. The cons are that they require retaining all training examples in memory, so it is slow to evaluate a new query and the evaluation time grows with the dataset size.

1.0.9 SOM

Software required: This guide will require a basic knowledge of python 3, we recommend to install it with Anaconda. We also have an introduction to Python. We will use Sklearn and Keras for most of the introductory part and Tensorflow, Pytorch for the advanced parts.

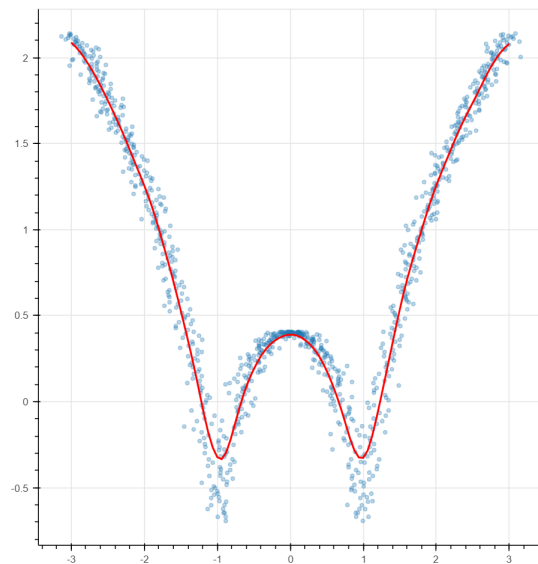


Figure 1.9

Chapter 2

Results

Chapter 3

Conclusions

Here we will put the most significant results over time

Appendix A

Scripts

Appendix B

Extra plots

Appendix C

Inputs

Appendix D

Things to be careful with

- Remember to update the path and home in constants when trying to run the create_MOF script from a folder outside of scratch.
- Remember to change the time step in the in.lammps file from 2 to 1.
- Some of the nets in the database are just named according to shape and not by shape and symmetry.
- Make sure there is at least one SBU of the correct symmetry for a framework to be created from a net.

Bibliography