

Engineering best practices for machine learning

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Who am I?



Radboud University



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Science

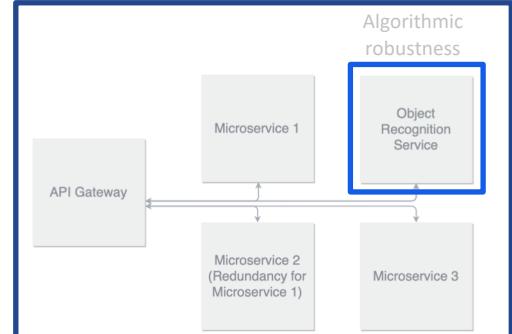


Software Engineering for Machine Learning
<https://se-ml.github.io>

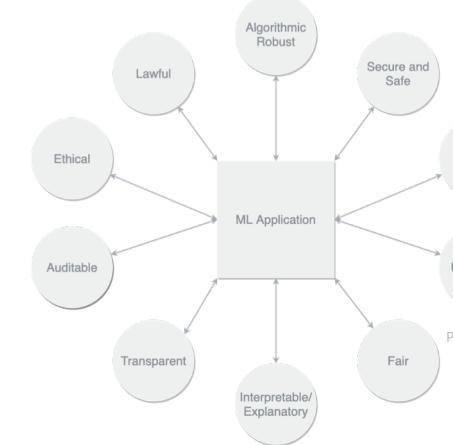
adversarial examples learning
architecture machine robust safety engineering
engineering ml pomdp reinforcement
learning software uncertainty

Machine learning robustness

- Robustness has multiple facets, e.g., **algorithmic** robustness, **system** or software robustness
- Algorithmic robustness describes the ability of an algorithm to maintain training performance when tested on new and **noisy** samples
- System robustness describes the ability of a system to cope with **errors** and **erroneous inputs** during execution
- When machine learning is used, robustness is broader and includes **trustworthy** concerns such as fairness, privacy, transparency, etc.



System robustness



Picture from the EU High-Level Expert Group
on AI, Ethics Guidelines for Trustworthy
Artificial Intelligence

Robustness in the wild

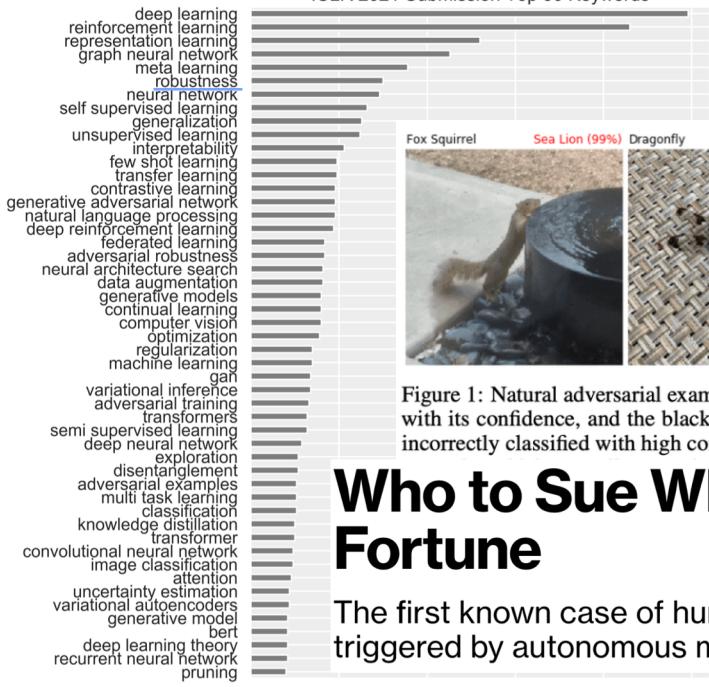


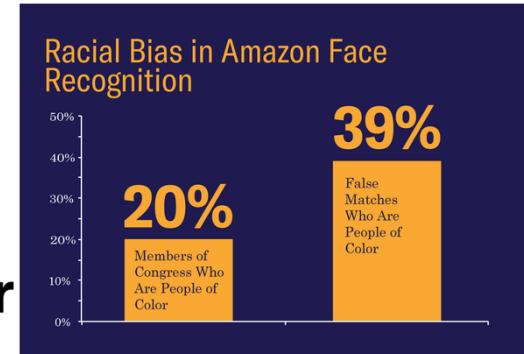
Figure 1: Natural adversarial examples from IMAGE-NET-A. The red text is a ResNet-50 prediction with its confidence, and the black text is the actual class. Many natural adversarial examples are incorrectly classified with high confidence, despite having no adversarial modifications as they are

Who to Sue When a Robot Loses Your Fortune

The first known case of humans going to court over investment losses triggered by autonomous machines will test the limits of liability.

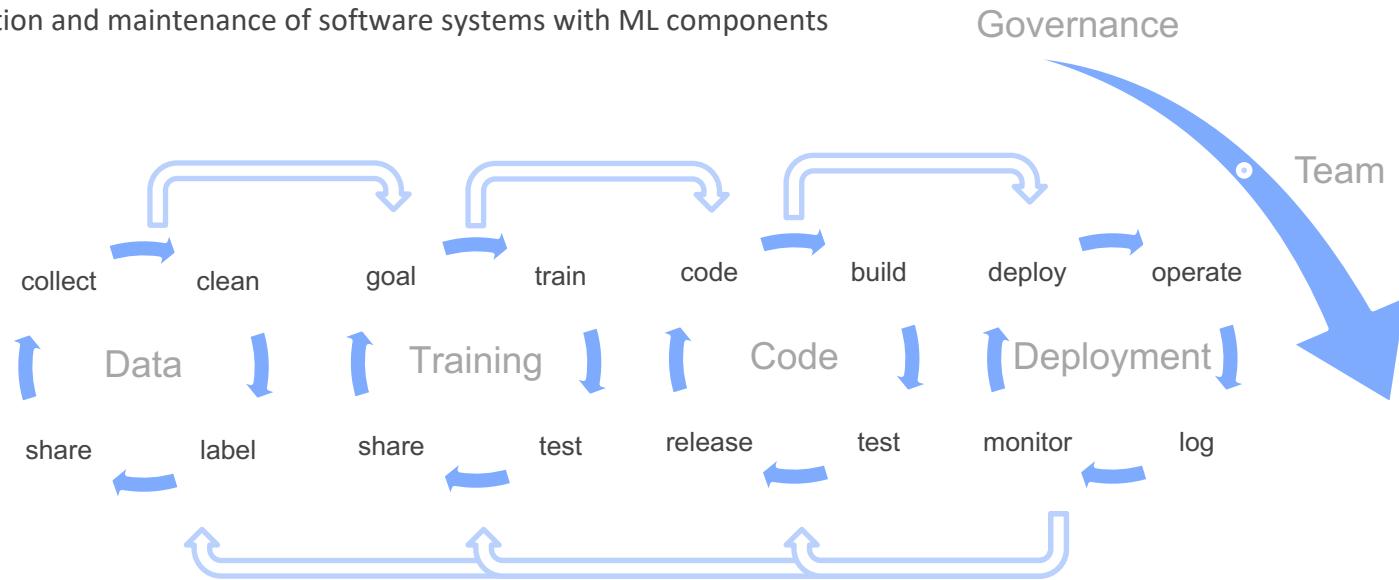


@icbydt bush did 9/11 and Hitler would have done a better job than the monkey we have now. donald trump is the only hope we've got.



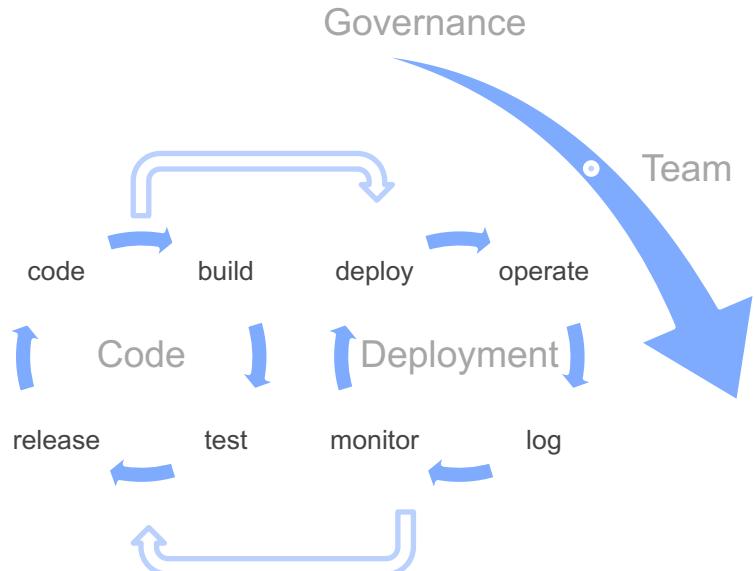
End to end machine learning engineering

- The development of **engineering principles** for the design, development, operation and maintenance of software systems with ML components



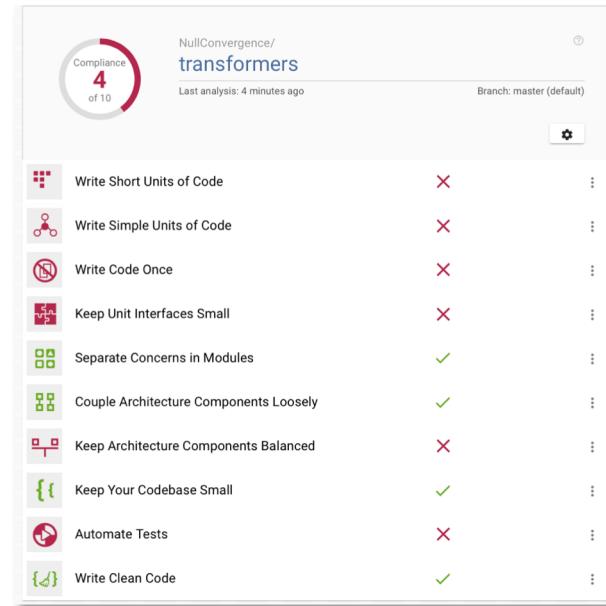
Traditional software engineering

- Traditional software engineering tackles challenges related to software **design, development** and **operation**
- Such challenges can be classified in **functional** and **non-functional**
- An example of functional SE challenge is verifying that a system will satisfy its intended functionality (e.g., through **testing** or **formal verification**)
- Examples of non-functional SE challenges are **maintainability, scalability, usability**, etc. (also called “-illities” due to their suffix)



Traditional software engineering in machine learning

- Traditional software engineering practices are also relevant for **ML** projects
- The tool support for checking traditional practices is mature and **openly available** (typically free of cost)
- However, in ML systems traditional software engineering practices are not prioritised
- Contributing factors are general **unawareness of best practices** due to heterogeneous backgrounds
- As research code is cloned and modified, these **issues perpetuate**



Picture generated by forking the [huggingface/transformers](#) repository and running the [BetterCodeHub](#) tool

More than 5,000 organizations are using Hugging Face



Concrete software engineering issues in machine learning

The screenshot shows the BetterCodeHub tool interface with two main panels:

Left Panel: Refactoring candidates

Header: Write Code Once X ...

Section: Refactoring candidates

Section Header: Duplicate

	Lines of Code
<input type="checkbox"/> 577 lines occurring 2 times in 2 files: modeling_tf_led.py, modeling_tf_longformer.py	577
<input type="checkbox"/> 368 lines occurring 2 times in 2 files: modeling_led.py, modeling_longformer.py	368
<input type="checkbox"/> 160 lines occurring 3 times in 3 files: modeling_tf_bart.py, modeling_tf_blenderbot...	160
<input type="checkbox"/> 145 lines occurring 2 times in 2 files: modeling_blenderbot.py, modeling_pegasus.py	145
<input type="checkbox"/> 143 lines occurring 2 times in 2 files: tokenization_bert.py, tokenization_mpnet.py	143
<input type="checkbox"/> 134 lines occurring 2 times in 2 files: tokenization_dpr.py, tokenization_dpr_fast.py	134
<input type="checkbox"/> 129 lines occurring 2 times in 2 files: modeling_tf_marian.py, modeling_tf_pegasus.py	129
<input type="checkbox"/> 128 lines occurring 2 times in 2 files: modeling_bart.py, modeling_mbart.py	128
<input type="checkbox"/> 128 lines occurring 4 times in 4 files: modeling_tf_bart.py, modeling_tf_hbart.py	128

Legend: █ non-duplicated code █ duplicated code

Right Panel: Guideline explanation

Header: Write Code Once X ...

Section: Guideline explanation

- When code is copied, bugs need to be fixed in multiple places. This is both inefficient and error-prone.
- Avoid duplication by never copy/pasting blocks of code.
- Reduce duplication by extracting shared code, either to a new unit or to a superclass.
- The list of refactoring candidates contains the top 30 sets of modules which contain the same duplicated code block.
- Further reading: Chapter 4 of [Building Maintainable Software](#)

Pictures generated by forking the [huggingface/transformers](#) repository and running the BetterCodeHub tool

Benefits of traditional software engineering

- Research in software engineering has shown **benefits** of tackling these issue in terms of maintainability, reusability and general effort reduction
- To facilitate adoption of engineering principles by practitioners, they must be **actionable**
- Adopting “**off-the-shelf**” solution from traditional software engineering in ML should entail similar results
- **Challenge:** Run a static analysis tool on some of your ML code / open source framework

The screenshot shows a code editor interface for the `GenerationMixin.generate` method. The code is annotated with parameter descriptions and code statistics.

Annotations:

- Line 665: `def generate(self, input_ids: torch.LongTensor, max_length: Optional[int] = None, min_length: Optional[int] = None, do_sample: Optional[bool] = None, early_stopping: Optional[bool] = None, num_beams: Optional[int] = None, temperature: Optional[float] = None, top_k: Optional[int] = None, top_p: Optional[float] = None, repetition_penalty: Optional[float] = None, bad_words_ids: Optional[Iterable[int]] = None, bos_token_id: Optional[int] = None, pad_token_id: Optional[int] = None, eos_token_id: Optional[int] = None, length_penalty: Optional[float] = None, no_repeat_ngram_size: Optional[int] = None, encoder_no_repeat_ngram_size: Optional[int] = None, max_new_tokens: Optional[int] = None, max_time: Optional[float] = None, decoder_start_token_id: Optional[int] = None, use_cache: Optional[bool] = None, num_beams: Optional[int] = None, diversity_penalty: Optional[float] = None, prefix_allowed_tokens_fn: Optional[Callable[[int, torch.Tensor], List[int]]] = None, output_attentions: Optional[bool] = None, output_hidden_states: Optional[bool] = None, output_scores: Optional[bool] = None, return_dict_in_generate: Optional[bool] = None, forced_bos_token_id: Optional[int] = None, forced_eos_token_id: Optional[int] = None, remove_invalid_values: Optional[bool] = None, **model_kwargs,`
- Line 699: `) -> Union[GreedySearchOutput, SampleOutput, BeamSearchOutput, BeamSampleOutput, torch.LongTensor]:`
- Line 700: `Generates sequences for models with a language modeling head. The method currently supports greedy decoding,`
- Line 701: `multinomial sampling, beam-search decoding, and beam-search multinomial sampling.`
- Line 702: `Apart from obj: input_ids and obj: attention_mask, all the arguments below will default to the value of the`
- Line 703: `attribute of the same name inside the :class:`transformers.PretrainedConfig` of the model. The default values`
- Line 704: `indicated are the default values of those config.`
- Line 705: `Parameters:`
- Line 706: `input_ids (:obj:`torch.LongTensor` of shape :obj:`(batch_size, sequence_length)`, `optional`):`
- Line 707: `The sequence used as prompt for the generation. If :obj:`None` the method initializes it as an empty`
- Line 708: `:obj:`torch.LongTensor` of shape :obj:`(batch_size, sequence_length)`.`
- Line 709: `max_length (:obj:`int`, `optional`, defaults to 20):`
- Line 710: `The maximum length of the sequence to be generated.`
- Line 711: `min_length (:obj:`int`, `optional`, defaults to 10):`

Statistics:

- Parameters: 32
- Lines of code: 395

Pictures generated by forking the `huggingface/transformers` repository and running the BetterCodeHub tool!

Machine learning vs. traditional software

from an engineering perspective

data
intensive

inherent
uncertainty

empirical
iteration

Machine learning vs. traditional software

from a social and organizational perspective

sky-high
expectations

wide
talent gap

potential
for harm

Risks posed by machine learning

COMPAS = Correctional Offender Management Profiling for Alternative Sanctions

Predict recidivism – will a person become a repeat offender?

Used to decide who can be released from jail on bail pending trial

Prediction Fails Differently for Black Defendants

	WHITE	AFRICAN AMERICAN
Labeled Higher Risk, But Didn't Re-Offend	23.5%	44.9%
Labeled Lower Risk, Yet Did Re-Offend	47.7%	28.0%

Overall, Northpointe's assessment tool correctly predicts recidivism 61 percent of the time. But blacks are almost twice as likely as whites to be labeled a higher risk but not actually re-offend. It makes the opposite mistake among whites: They are much more likely than blacks to be labeled lower risk but go on to commit other crimes. (Source: ProPublica analysis of data from Broward County, Fla.)

Regulation is on its way

On 8 April 2019, the High-Level Expert Group on AI presented the **Ethics Guidelines for Trustworthy Artificial Intelligence**.

Trustworthy means:

- Lawful
- Ethical
- Robust

"[T]he views expressed in this document reflect the opinion of the AI HLEG and may not in any circumstances be regarded as reflecting an official position of the European Commission."

<https://ec.europa.eu/digital-single-market/en/news/ethics-guidelines-trustworthy-ai>



Seven key requirements

Evaluate and address these continuously throughout the AI system's lifecycle, via:

- **Technical methods**

e.g., Constraints in the software architecture, embedded in design and implementation. Explanation functionality. Deliberate testing and validation. Measure algorithm quality indicators.

- **Non-technical methods**

e.g., Regulations, code of conduct, standardization, certification, governance, education, awareness, stakeholder participation, diversity in design teams.



Software engineering for machine learning



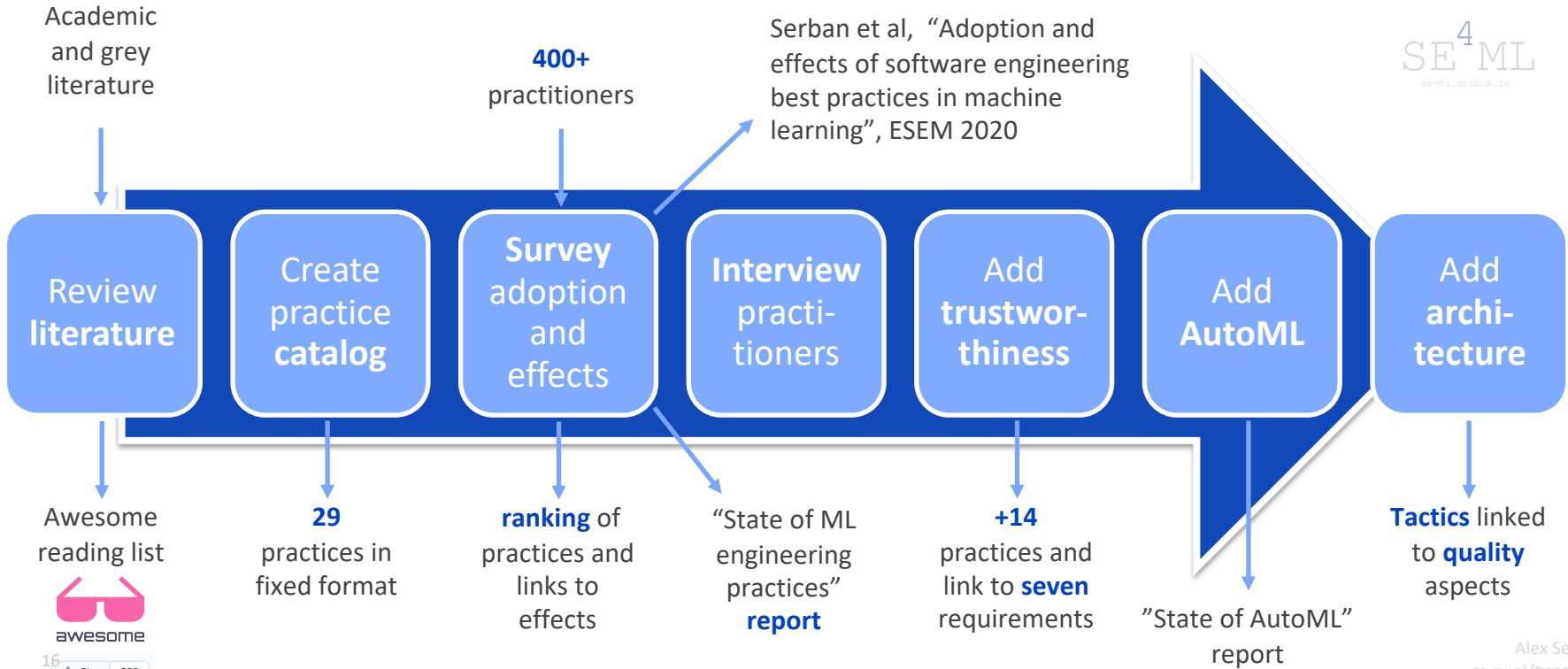
How are software engineering practices **impacted** by incorporation of ML components in software systems?

What new practices are being **proposed** by researchers and practitioners?

To what extent are practices **adopted** by engineering teams?

What are the **effects** of practices adoption on the quality of systems that incorporate ML components?

Investigating machine learning engineering practices



Online catalog of engineering practices for ML

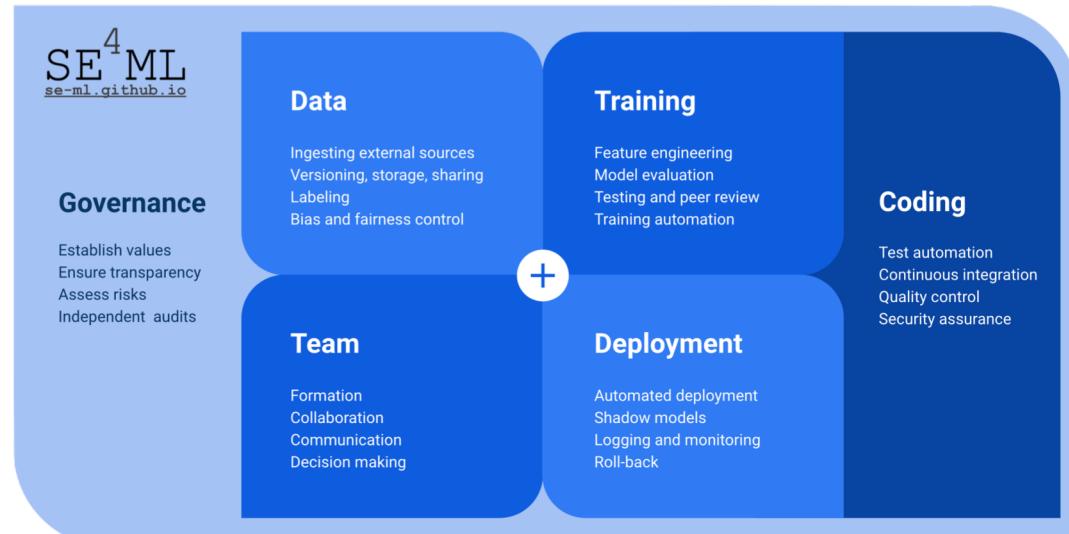
Originally, **29** practices. Now grown to **45**.

Grouped into **6** categories.

- Intent
- Motivation
- Applicability
- Description
- Adoption
- Related practices
- References

Ranked on difficulty

basic medium advanced



Example practice

Title

- Intent
- Motivation
- Applicability
- Description
- Adoption
- Related practices
- References

Use Sanity Checks for All External Data Sources

January, 2021 • Alex Serban, Koen van der Blom, Joost Visser



1 / 45 • Data • medium



Intent

Avoid invalid or incomplete data being processed.

Motivation

Data is at the heart of any machine learning model. Therefore, avoiding data errors is crucial for model quality.

Applicability

Data quality control should be applied to any machine learning application.

Description

Whenever external data sources are used, or data is collected that may be incomplete or ill formatted, it is important to verify the data quality. Invalid or incomplete data may cause outages in production or lead to inaccurate models.

Start by checking simple data attributes, such as:

- data types,
- missing values,
- data min. or max. values,
- histograms of continuous values,

and gradually include more complex data statistics, such as the ones recommended [here](#).

Missing data can also be substituted using data [imputation](#); such as imputation by zero, mean, median, random values, etc.

Also, make sure the data verification scripts are [reusable](#) and can be later integrated in any processing pipeline.

Measuring practice adoption

Survey among teams building software that incorporates ML components.

Questions:

- **General**

ex. Team size, team experience, country, kind of organization, type of data, tools used.

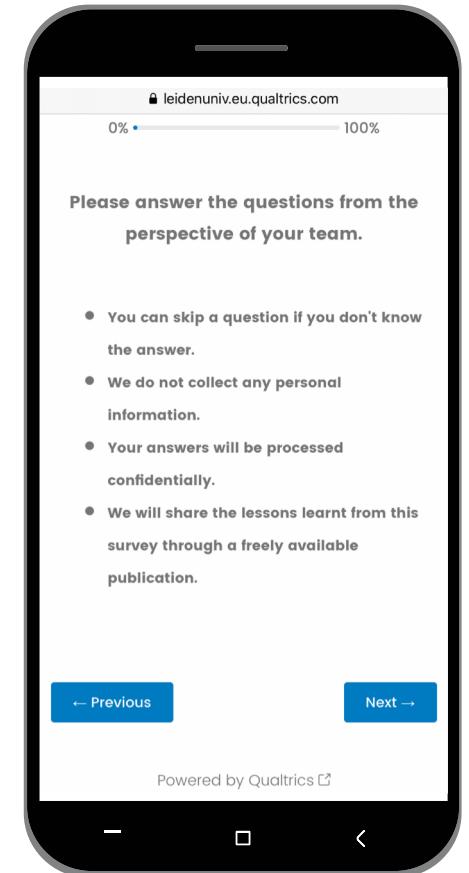
- **Practices**

ex. "Our process for deploying our ML model is fully automated."

- **Effects**

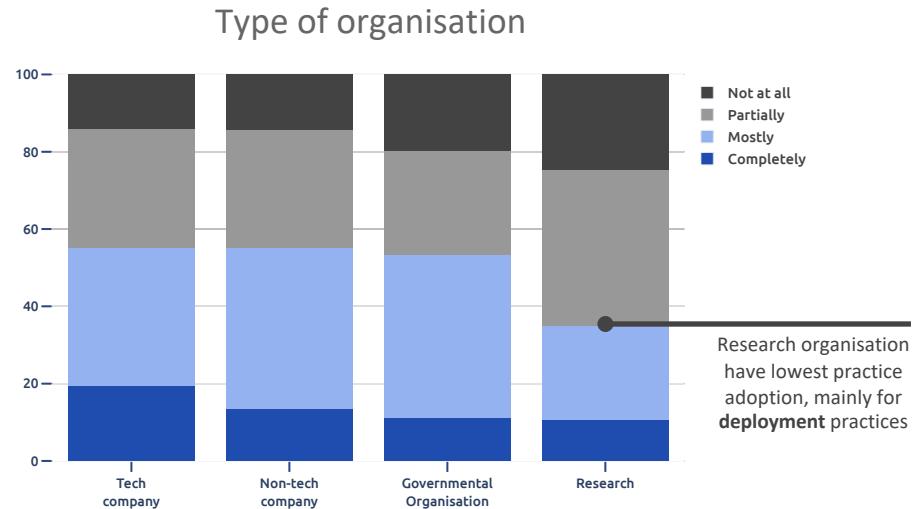
ex. "We are able to easily and precisely reproduce past behavior of our models and applications."

- Not at all**
- Partially**
- Mostly**
- Completely**



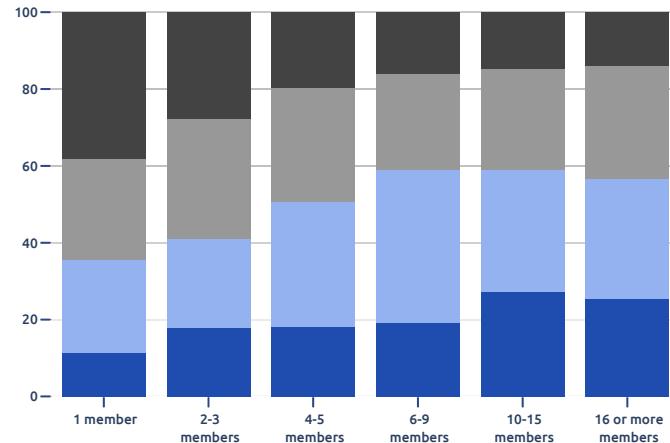
Tech companies lead practice adoption

The adoption of best practices by tech companies is higher than by non-tech companies, governmental organizations, and research labs.



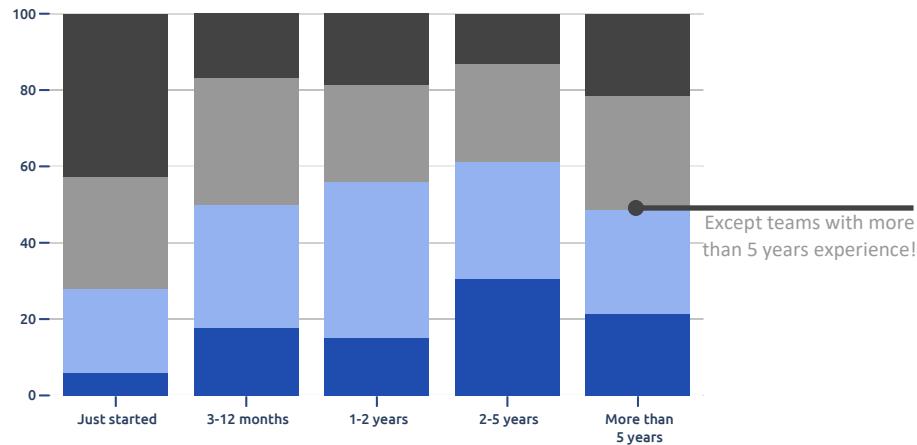
Team Size

- Not at all
- Partially
- Mostly
- Completely



Larger teams tend to adopt more practices.

Team Experience



More experienced teams tend to adopt more practices.

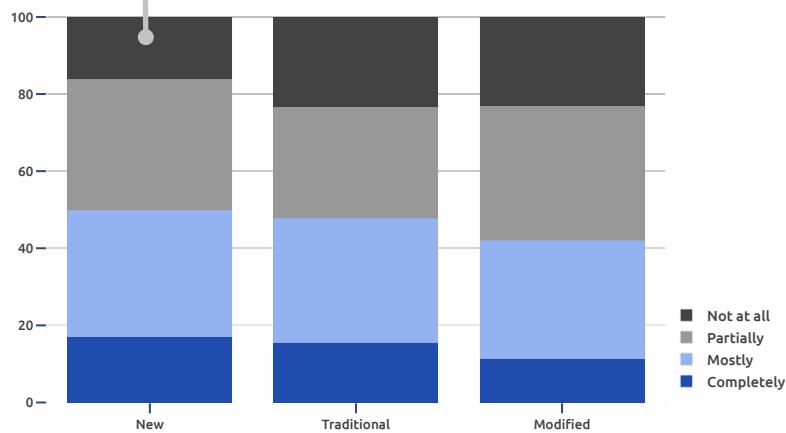
Practice adoption increases with team size and experience

ML-specific practices are adopted slightly more than traditional SE practices



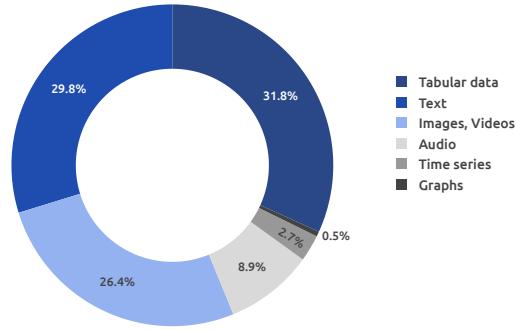
ML-specific practices
enjoy the highest
degree of adoption

Types of practice

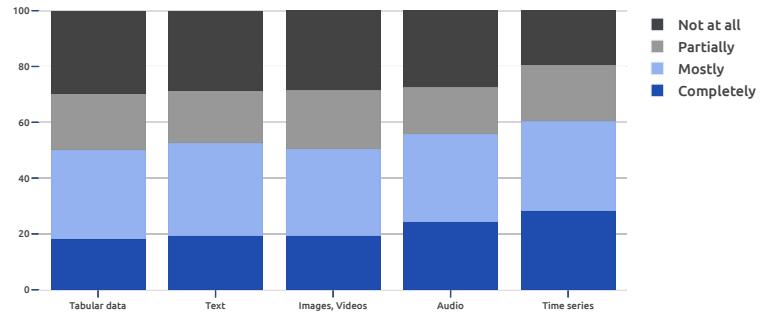


Among ML teams, the adoption of ML-specific practices is highest, followed by general Software Engineering (SE) practices and SE practices adapted to ML.

Practice adoption by data type



The adoption of practices is largely independent of the data type used



back to our

Example practice

Title

Nr • Category • Difficulty

- Intent
- Motivation
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Use Sanity Checks for All External Data Sources

January, 2021 • Alex Serban, Koen van der Blom, Joost Visser



1 / 45

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Difficulty

Category

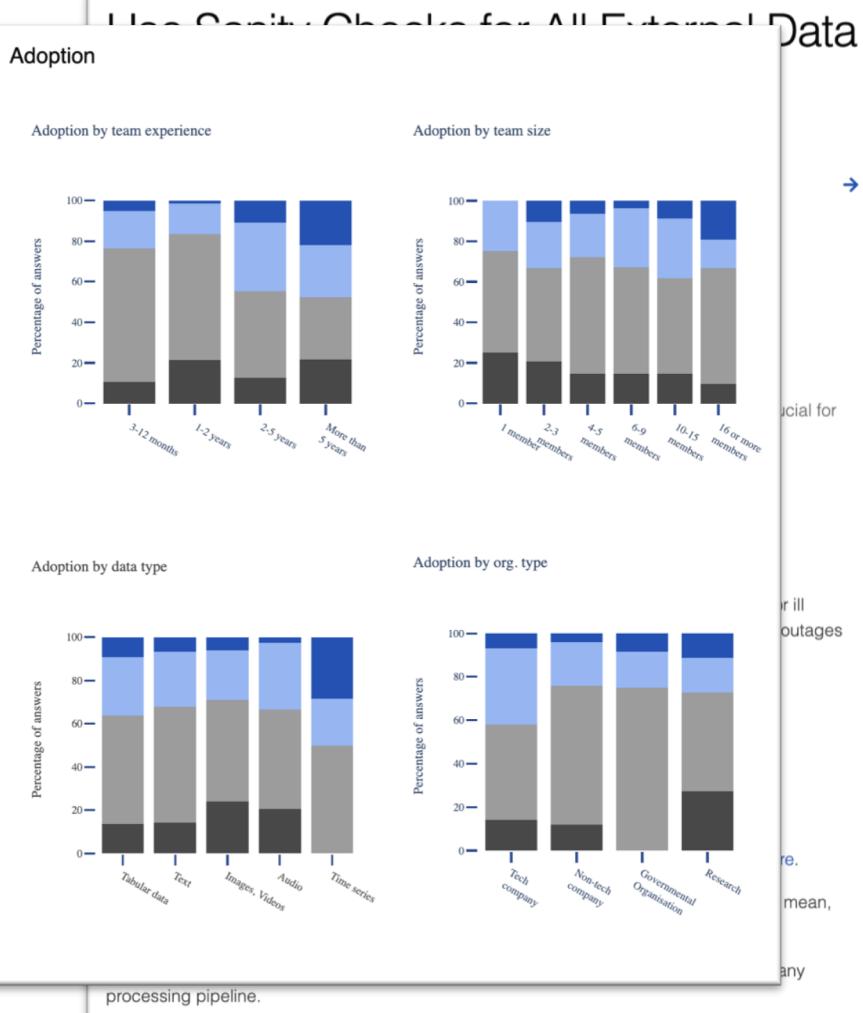
Example practice

Title

Nr • Category • Difficulty

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■ Not at all
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Example practice

Title

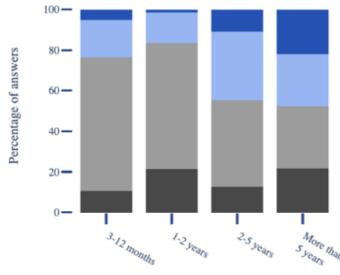
Nr • Category • Difficulty

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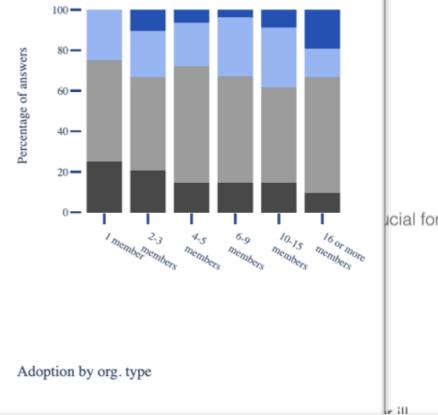
User Guide - Checklist for All External Data

Adoption

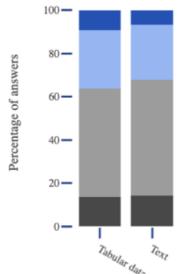
Adoption by team experience



Adoption by team size



Adoption by data type



Adoption by org. type

Related

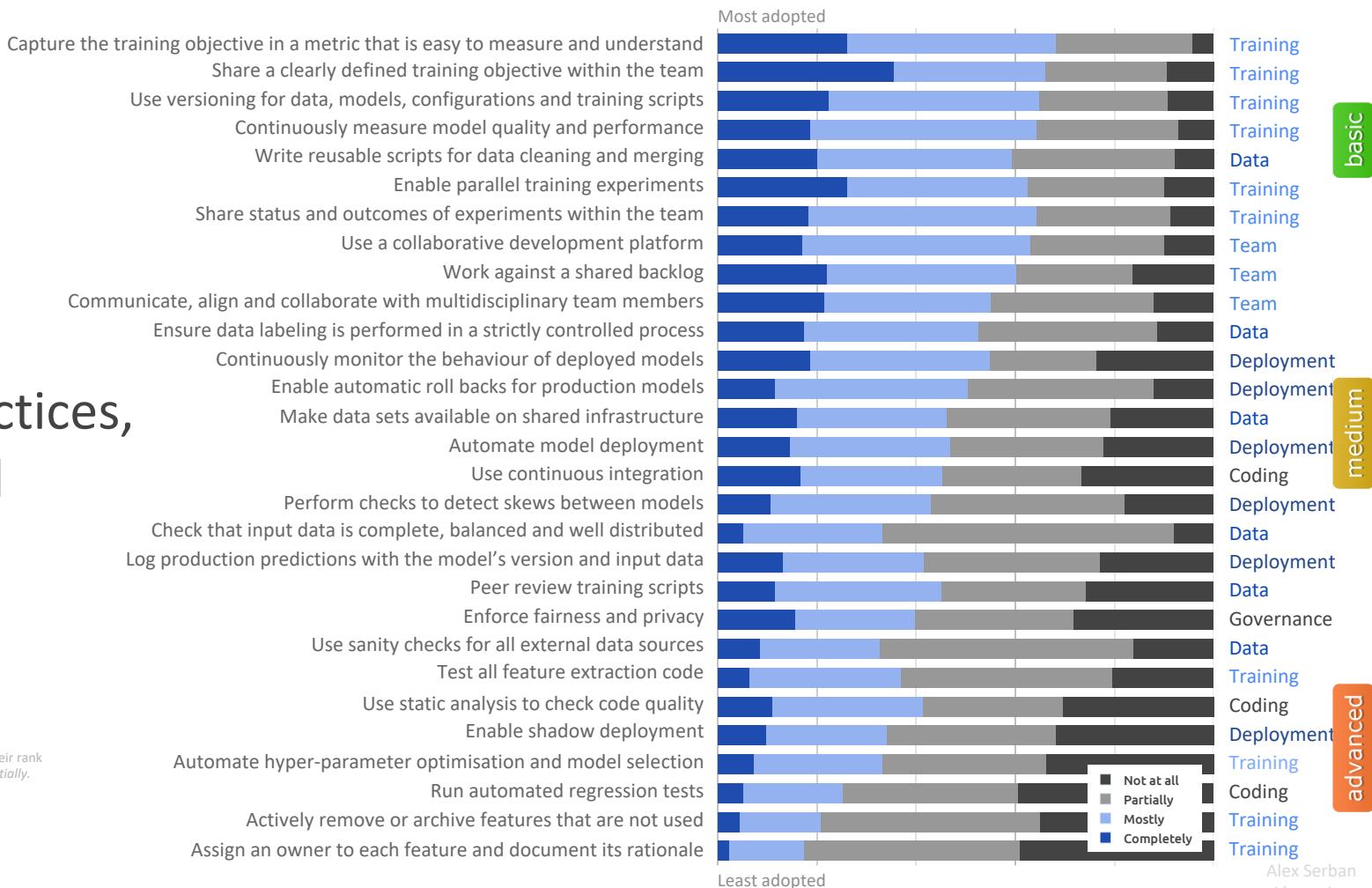
- Check that Input Data is Complete, Balanced and Well Distributed
- Write Reusable Scripts for Data Cleaning and Merging

Read more

- Data management challenges in production machine learning
- ML Ops: Machine Learning as an engineered disciplined

29 practices, ranked

Practices are ranked by the average of: their rank on *Completely*, their rank on *Completely+Mostly*, and their rank on *Completely+Mostly+Partially*.



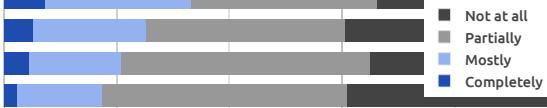
Least adopted

Most adopted

basic

medium

advanced



Training

Training

Training

Training

Data

Training

Training

Team

Team

Team

Data

Deployment

Deployment

Data

Deployment

Coding

Deployment

Data

Deployment

Data

Governance

Data

Training

Coding

Deployment

Training

Coding

Training

Training

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Most adopted practices

Practices related to **measurement** and **versioning** are widely adopted.

The top 4 adopted practices are all related to **model training**.

Top 5

1. Capture the training objective in a metric that is easy to measure and understand
2. Share a clearly defined training objective within the team
3. Use versioning for data, model, configurations and training scripts
4. Continuously measure model quality and performance
5. Write reusable scripts for data cleaning and merging

Least adopted practices

The two most neglected practices are related to **feature management**.

Outside research, **Automated ML** through automated optimisation of hyper-parameters and model selection, is not (yet) widely applied.

Bottom 5

1. Assign an owner to each feature and document its rationale
2. Actively remove or archive features that are not used
3. Run automated regression tests
4. Automate hyper-parameter optimisation and Model Selection
5. Enable shadow deployment

Measuring effects of practice adoption

For **four** effects, we hypothesized a relation with a specific selection of practices.

- **Linear regression**
Confirmed hypotheses.
- **Non-linear regression – Random Forest**
Demonstrated non-linear influence.
- **Importance of each practice – Shapley**
Some very important practices have low adoption.

Effects	Description
Agility	The team can quickly experiment with new data and algorithms, and quickly assess and deploy new models
Software Quality	The software produced is of high quality (technical and functional)
Team Effectiveness	Experts with different skill sets (e.g., data science, software development, operations) collaborate efficiently
Traceability	Outcomes of production models can easily be traced back to model configuration and input data

Different practices, different outcomes

Analysis of survey responses shows that desired outcomes such as **traceability**, **agility**, team **effectiveness**, and software **quality** are each related to specific sets of practices.

Per desired outcome, we list the three practices with the largest influence.

Agility

1. Automate model deployment
2. Communicate, align, and collaborate with multidisciplinary team members
3. Enable parallel training experiments

Traceability

1. Log production predictions with the model's version and input data
2. Continuously monitor the behaviour of deployed models
3. Use versioning for data, model, configurations and training scripts



Team Effectiveness

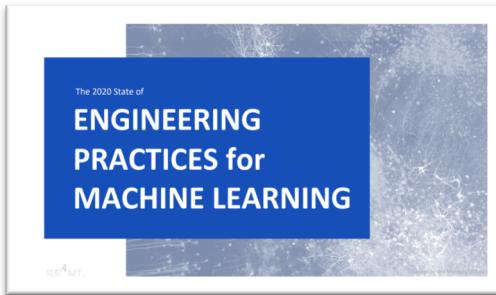
1. Work against a shared backlog
2. Use a collaborative development platform
3. Share a clearly defined training objective within the team

Software Quality

1. Use continuous integration
2. Run automated regression tests
3. Use static analysis to check code quality

Key findings

From **2020** global survey on adoption of **29** practices, among **350** teams.



Tech companies are leading in adoption of ML engineering best practices.



Larger and more **experienced** teams tend to adopt more practices.



General **software engineering** practices enjoy slightly lower adoption than specific **machine learning** practices.



Best practices for **feature management** are the least well adopted.



Desired outcomes such as **traceability, agility, effectiveness, and quality** are each related to specific sets of practices.

Software Engineering practices in the age of ML

How are software engineering practices **impacted** by incorporation of ML components in software systems?

What new practices are being **proposed** by researchers and practitioners?

To what extent are practices **adopted** by engineering teams?

What are the **effects** of practices adoption on the quality of systems that incorporate ML components?

Answers lead to new questions ...

- **Trustworthiness**
More practices? Link to **requirements**?
- **Architecture**
Practices as **tactics** to reach architectural goals.
- **AutoML**
Transfer from research to broad adoption?

Back to the Seven key requirements

Evaluate and address these continuously throughout the AI system's lifecycle, via:

- **Technical methods**

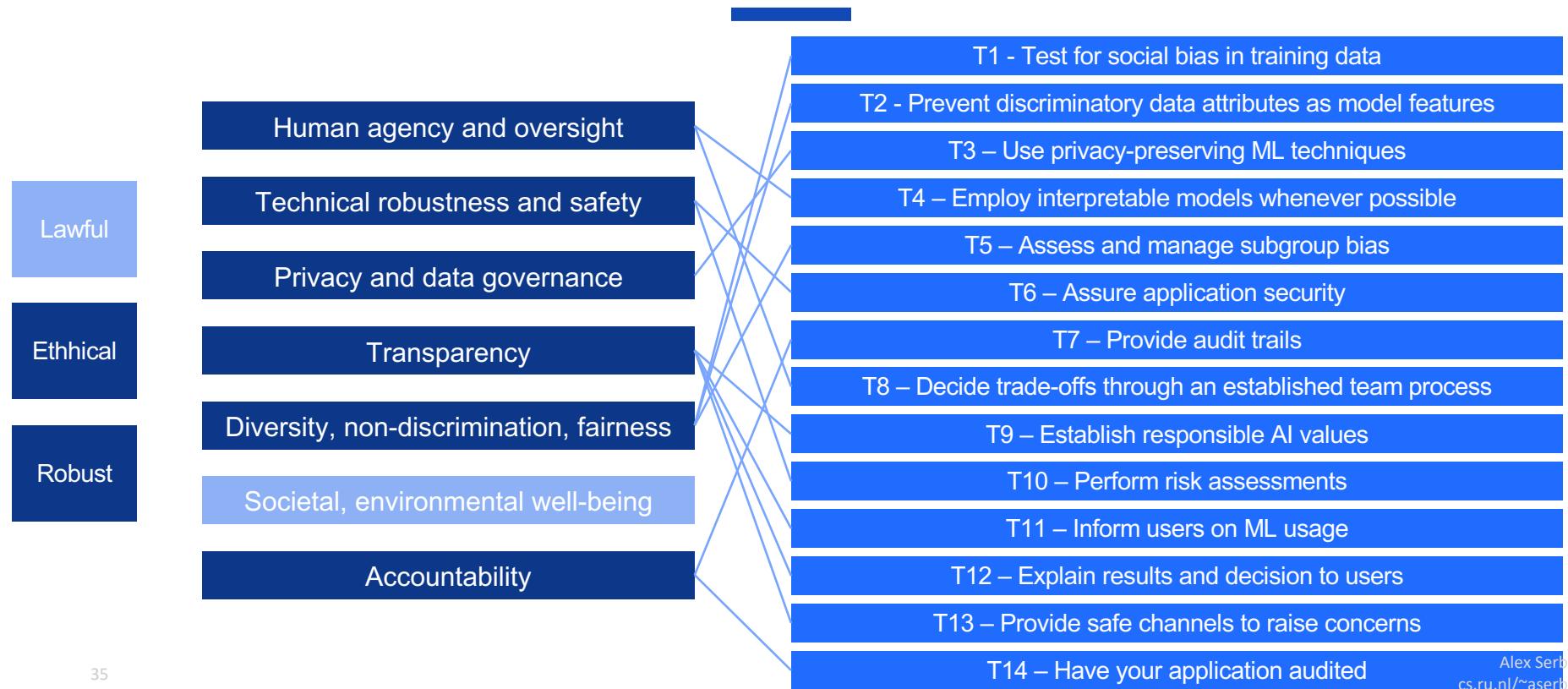
e.g., Constraints in the software architecture, embedded in design and implementation. Explanation functionality. Deliberate testing and validation. Measure algorithm quality indicators.

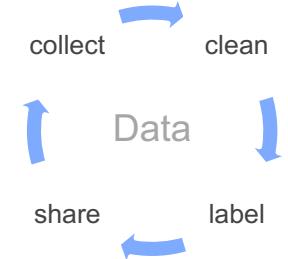
- **Non-technical methods**

e.g., Regulations, code of conduct, standardization, certification, governance, education, awareness, stakeholder participation, diversity in design teams.



New practices, mapped to trustworthiness requirements





ML engineering practices for research

Write Reusable Scripts for Data Cleaning and Merging

March, 2021 • Alex Serban, Koen van der Blom, Joost Visser



4 / 45 • Data • Difficulty Basic • Effect Traceability



Intent

Avoid untidy data wrangling scripts, reuse code and increase reproducibility.

Motivation

Data cleaning and merging are exploratory processes and tend to lack structure. Many times these processes involve manual steps, or poorly structured code which can not be reused later. Needless to mention such code can not be integrated in a processing pipeline.

Applicability

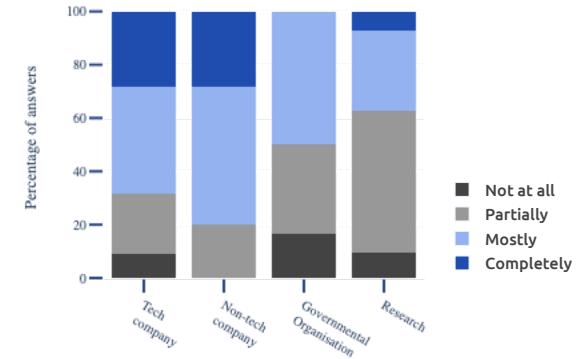
Reusable data cleaning scripts should be written for any ML application that does not use raw or standard data sets.

Description

Most of the time, training machine learning models is preceded by an exploratory phase, in which non-structured code is written, or manual steps are performed in order to get the data in the right format, merge several data sources, etc. Especially when using notebooks, there is a tendency to write ad-hoc data processing scripts, which depend on variables already stored in memory when running previous cells.

Before moving to the training phase, it is important to convert this code into reusable scripts and move it into methods which can be called and *tested* individually. This will enable code reuse and ease integration into processing pipelines.

Adoption by org. type





ML engineering practices for research

Share Status and Outcomes of Experiments Within the Team

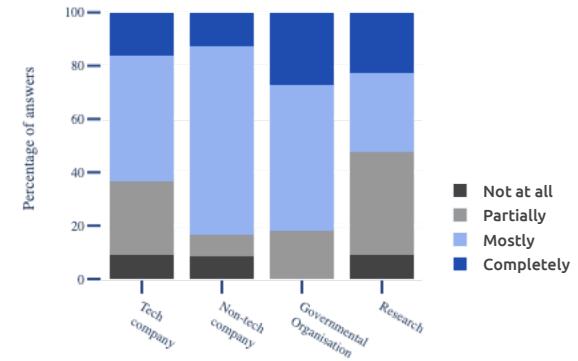
March, 2021 • Alex Serban, Koen van der Blom, Joost Visser



23 / 45 • Training • Difficulty Basic



Adoption by org. type



Intent

Facilitate knowledge transfer, peer review and model assessment.

Motivation

Team members have different ways of managing and logging experiment related data. Adopting a common way to log experiment data and share it within the team enables members to collectively monitor and assess training outcomes.

Applicability

Experiment tracking and sharing should be used for any training experiment.

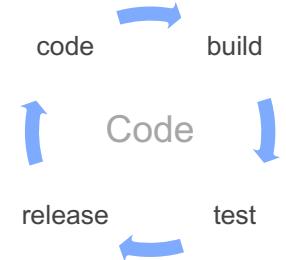
Description

Although different team members have their own style of managing experiments and tracing their outcomes, it is recommended to adopt a common way of logging data; that is understood and accessible to all team members.

Sharing the outcomes within the team has several benefits for peer review, knowledge transfer and model assessment.

Several [collaborative tools](#) enable central logging of experimental results.

Whenever possible, it is recommended to use one of the tools available internally or externally (e.g. [Sacred](#) or [W&B](#)).



ML engineering practices for research

Use Static Analysis to Check Code Quality

March, 2021 • Joost Visser, Alex Serban, Koen van der Blom



26 / 45 • Coding • Difficulty Advanced • Effect Quality



Intent

Avoid the introduction of code that is difficult to test, maintain, or extend.

Motivation

High-quality code is easier to understand, test, maintain, reuse, and extend. The most effective way of ensuring high code quality is to make use of static analysis tools.

Applicability

Code quality control should be applied to any type of code.

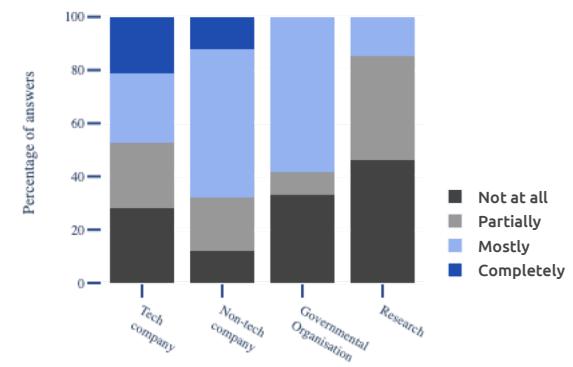
Description

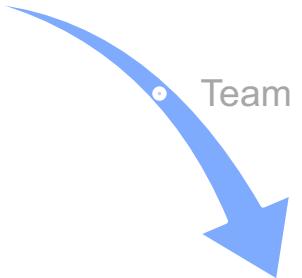
By ensuring high code quality you can avoid the introduction of defects into the code, enable new team members to become productive more quickly, and more easily reason about the correctness of your code.

Static code analysis can be done in various ways:

- **Linters:** A linter is a tool that finds undesirable patterns in program code and reports these back to the programmer. Linters can be activated in a code editor, and integrated development environment, or they can be run on the commandline.
- **Quality gates:** You can integrate a static code quality analysis tool in an automated build and testing script that runs every time a developer commits code changes to the versioning system. When quality issues are found, you can choose to have the commit rejected.

Adoption by org. type





ML engineering practices for research

Use A Collaborative Development Platform

March, 2021 • Joost Visser, Alex Serban, Koen van der Blom

← 35 / 45 • Team • Difficulty Basic • Effect Effectiveness →

Intent

By making consistent use of a collaborative development platform teams can work together more effectively.

Motivation

Collaborative development platforms provide easy access to data, code, information, and tools. They also help teams to keep each other informed, make and record decisions, and work together asynchronously or remotely.

Description

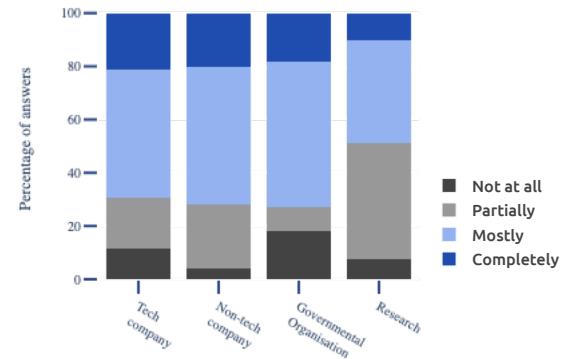
Broadly used collaborative development environments include GitHub, GitLab, BitBucket, and Azure DevOps Server.

Some collaborative development environments are offered as cloud services, others may be installed on-premises, or both. Commonly offered capabilities include:

- Version control
- Issue and progress tracking
- Search, notifications, discussion
- Continuous integration
- A range of developer tools as (third-party) plugins

Collaborative development environments have been developed for, and gained wide-spread adoption by, "traditional" software development teams.

Adoption by org. type



Take away

Software that incorporates Machine Learning (or other AI) **challenges** traditional software engineering practices, due to data intensity, inherent uncertainty, and iterative empirical design.

Demand for **robust** and **responsible** development and use are not unique to ML, but become more acute.

Engineering **practices** are being modified and developed at a quick pace.
Adoption varies and **effects** are not well-understood.

Software Engineering researchers should **embrace** the challenge of ML, investigate and enhance practice development.



Reading list

We reviewed scientific and popular literature to identify recommended practices.
Check out this [Awesome List](#) with relevant literature.



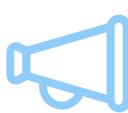
Catalogue

The best practices that we identified are described in more detail in this [Catalogue](#) of ML Engineering Best Practices.



Preprints

Full details of the methodology behind our survey are described in scientific articles. Read the preprints [here](#).



[se-ml.github.io](#)

Visit our project website for more details, to take the survey yourself, and to stay up-to-date with our latest results.

Learn more

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