

Machine Learning in Practice I

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About the course

- Course Title: "Machine Learning in Practice I"
- instructor: antal.jakovac@uni-corvinus.hu
- course objectives
 - ➔ why and when to use Machine Learning (ML)
 - ➔ data handling methods
 - ➔ core ML models before deep learning
 - ➔ how to build an ML project



- about the course
 - ➔ evaluation: written exams (together with exercises)
 - ➔ learning material: course slides, books, podcasts, etc.
 - ➔ books:
 - An Introduction to Statistical Learning
(G. James , D. Witten , T. Hastie , R. Tibshirani, <https://www.statlearning.com/>)
 - Designing machine learning systems (Chip Huyen)

- Introduction to Machine Learning
- Data Preprocessing & Feature Engineering
- Tree-Based Methods
- Ensemble Methods (Bagging, Random Forests, Boosting)
- Instance-Based Learning — k-Nearest Neighbors
- Probabilistic Models — Naive Bayes & Gaussian Mixtures
- Linear Models for Regression
- Linear Models for Classification
- Support Vector Machines (SVMs)
- Dimensionality Reduction
- Examples from audio and computer vision

Introduction



- why do we need Artificial Intelligence (Machine Learning)?

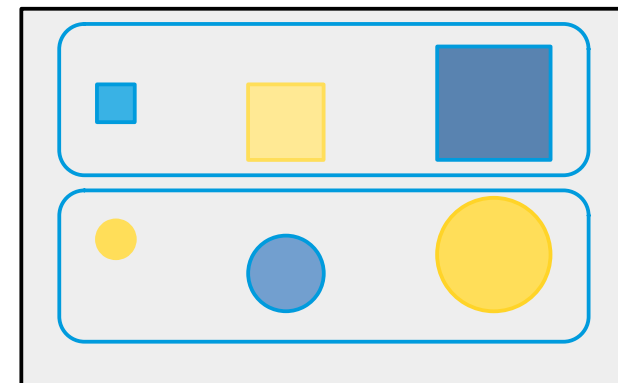
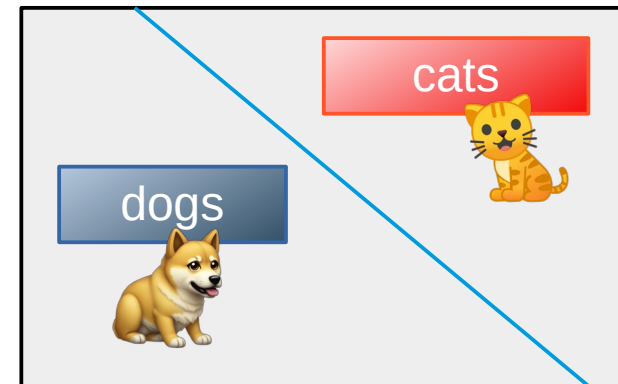
	observation	modelling	computation	conclude/action
historic times	human	human	human	human
machines	machine	human	human	human
computers	machine	human	machine	human
AI	machine	machine	machine	human

- task of AI is not to solve an actual problem, but solve modelling
- we do not know the model it uses → it can be smarter than us!



- Traditional Programming vs. ML
 - ➔ traditional: data + rules → output
 - ➔ ML: data + output → rules
- when to use ML?
 - ➔ Automation of complex tasks → heuristics
 - ➔ Adaptability
 - ➔ Performance on large data
 - ➔ Real-world examples (email spam, face detection, recommendation systems)

- Types of ML; traditionally
 - supervised:
 - show data + labels → learns the assignment
 - examples: classification, regression
 - unsupervised:
 - find patterns in unlabeled data
 - not unique → context, magnitude
 - examples: clustering, dimensionality reduction
 - reinforcement:
 - learn by interacting with the environment
 - not covered in this course





- Types of ML; other points of view
 - task-driven (System I)
 - define a task (classification, prediction, control)
 - show examples of good (eventually bad) solutions
 - train models to optimize for success on that task
 - includes most supervised/reinforcement learning examples
 - data-driven (System II)
 - reveal structures by showing similar data
 - does not need explicit labelling
 - LLM's, autoencoders, similarity learning
 - recently popular (self-supervised learning, foundation models, and retrieval-based systems)



- Typical ML tasks
 - classification
 - face, dog breeds, bird songs classification
 - spam detection, disease diagnosis, sentiment analysis
 - lot of labeled data
 - regression (price prediction, weather forecasting, energy demand)
 - clustering (customer segmentation, document grouping, biological cell types)
 - compression (PCA, visualization, autoencoders, embeddings)



- Typical ML tasks
 - ➔ decision making (robotics, game playing, resource allocation, monitoring)
 - ➔ generation (text, translation, image, data, molecular structure, code)
 - ➔ outlier analysis (email spam, suspicious customer, fraud detection, etc.)
 - ➔ recommendation systems (movies, jobs, code completion, etc.)
 - ➔ ranking/retrieval (search engines, document/data retrieval)



- somewhat overlapping areas; e.g. chemical plant monitoring system
 - ➔ anomaly detection
 - ➔ classification
 - ➔ time-series forecasting
 - ➔ reinforcement learning (control), recommendation systems



- ML algorithms (pre-deep neural networks)
 - Linear regression, logistic probability
 - Bayesian analysis, probability theory
 - Support Vector Machines
 - Decision Trees, ensemble methods
 - k-nearest neighbour method
 - Principal Component Analysis
 - Extreme Learning Machine
- majority of ML applications in production are not DNN!



Tools

- language: Python
- packages:
 - numpy: numerical computing
 - scipy, scikit-learn: classical ML tools
 - pandas: data manipulation
 - matplotlib, seaborn: visualization



Tools

- Python virtual environment:

```
> python -m venv .venv
```

- activate environment:

- Linux/Windows WSL:

```
> source .venv/bin/activate
```

- Windows PowerShell:

```
> .venv\Scripts\Activate
```

- Install necessary packages within the environment

```
> pip install matplotlib numpy scipy scikit-learn pandas seaborn ipykernel
```

- automation:

```
> pip freeze > requirements.txt
```

```
> pip install -r requirements.txt
```



Tools for code development

- notebook services: Jupyter, Google Colab
- advanced editors: Visual Studio Code or similar
- Linux-like environment in Windows: WSL
- docker: containerize your work – like a standalone machine
- communication: API endpoints (Python fastAPI or Flask)

Typical ML workflow



- Typical ML workflow
 - 1) Problem definition
 - 2) Data collection
 - 3) Data cleaning & preprocessing
 - 4) Feature engineering
 - 5) Model selection
 - 6) Training & validation
 - 7) Evaluation
 - 8) Deployment & monitoring



- Typical ML workflow

- 1) Problem definition
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- what is the problem we want to solve? (classification, regression, clustering, ...)
- is ML an adequate tool?
- what does success look like? (accuracy? low error? business impact?)
- what are the domain constraints and goals (e.g. medicine data availability, privacy → practical, ethical or technical limits)
- example: predict customer churn or classify handwritten digits



- Typical ML workflow


- 1) Problem definition
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- enough data
- sampling methods → diverse data
- labelled data (if supervised)
- example: downloading a CSV of housing prices or collecting user logs



- Typical ML workflow


- 1) Problem definition
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- 7) Evaluation
- 8) Deployment & monitoring

- 
- missing values, duplicates, outliers
 - normalize, scale, encode categorical features
 - convert raw inputs into usable formats
 - example: fill missing ages with median; scale prices to [0,1]



- Typical ML workflow

- 1) Problem definition
- 2) Data collection
- 3) Data cleaning & preprocessing
- 4) Feature engineering
- 5) Model selection
- 6) Training & validation
- 7) Evaluation
- 8) Deployment & monitoring

- 
- create meaningful input features
 - transform or combine raw attributes
 - select or construct new features based on domain knowledge
 - example: from date of birth → compute age; combine “city” and “job type”



- Typical ML workflow


- 1) Problem definition
- 2) Data collection
- 3) Data cleaning & preprocessing
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- choose a suitable algorithm (e.g. linear regression; SVM; RF; k-NN)
- consider interpretability, complexity, training time
- example: try logistic regression first for classification, then maybe a random forest, or a deep neural network



- Typical ML workflow

- 1) Problem definition
- 2) Data collection
- 3) Data cleaning & preprocessing
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- 7) Evaluation
- 8) Deployment & monitoring

- 
- split data into training and validation sets (and possibly test)
 - train on one part, validate on another
 - tune hyperparameters (e.g., via cross-validation)
 - example: train a model on 80% of the data, validate on 20%



- Typical ML workflow
 - 1) Problem definition
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Use metrics appropriate for the task:

- classification: accuracy, precision, recall, F1
- regression: MSE, MAE, R^2
- plot confusion matrices, ROC curves, residuals
- example: check precision/recall on spam classification



- Typical ML workflow

- 1) Problem definition
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- integrate the model into production (web app, API, etc.)
- monitor for drift, performance degradation
- retrain if needed (based on new data or feedback)
- example: host model on a server and track prediction accuracy over time

Logics of Intelligence



- Consider a world W consisting of 2 pixels
 $\{\square\square, \square\blacksquare, \blacksquare\square, \dots \blacksquare\blacksquare\}$
- W also has two visible states A and B . We observe that
 - $A \rightarrow \{\square\square, \blacksquare\square, \dots \blacksquare\square\}$
 - $B \rightarrow \{\square\blacksquare, \blacksquare\blacksquare, \dots \blacksquare\blacksquare\}$
- **Step1:** problem definition: tell the state from the pixels
→ classification task



- **Step2-3:** Data collection, cleaning, preprocessing
- in our case: observation → numerics
- the pixels are black-and-white → brightness is a number in $[0,1]$
 - black: 0
 - white: 1
 - grey: somewhere in between
- 2 pixels mean 2 numbers (x_1, x_2)
- *usually Step2-3 is rather tedious...*

- **Step4-5-6:** feature engineering, model selection, training (in practice these are separate steps)
- Let us plot the point pairs corresponding to state A and B

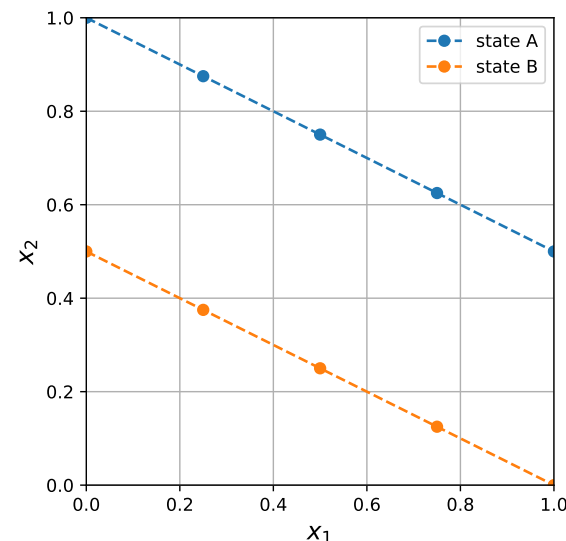
→ the points lie in subspaces (lines)

→ within state A and B

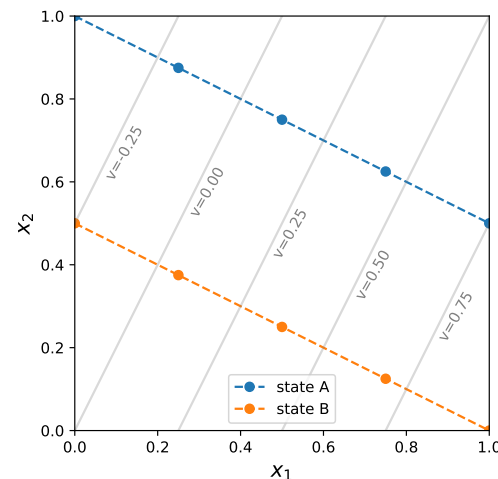
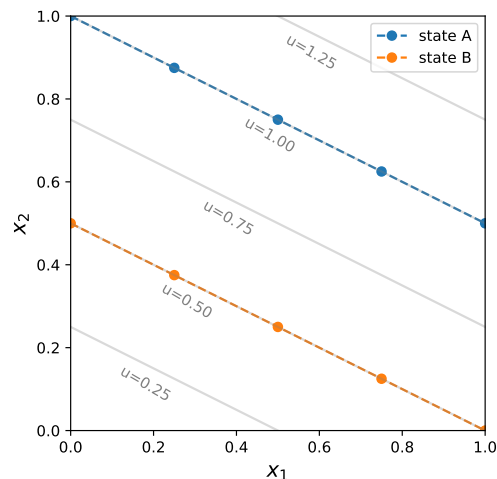
$$\frac{x_1}{2} + x_2 = \begin{cases} 1 & \text{for state A} \\ 0 & \text{for state B} \end{cases}$$

→ worth to introduce new coordinates (features)

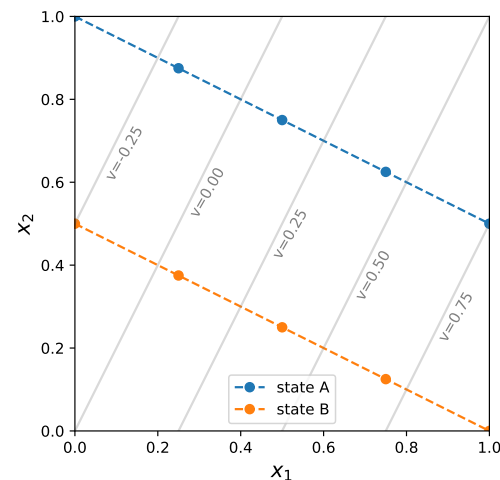
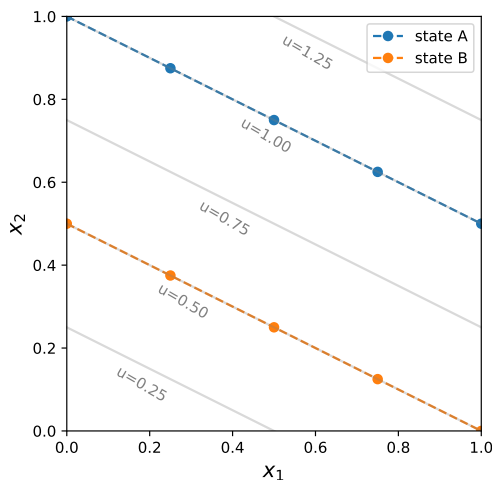
$$u = \frac{x_1}{2} + x_2, \quad v = x_1 - \frac{x_2}{2}$$



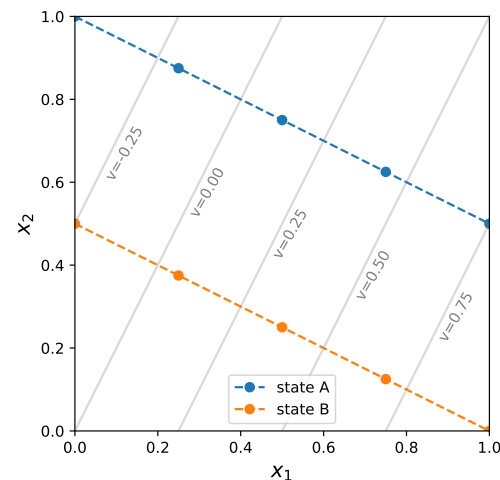
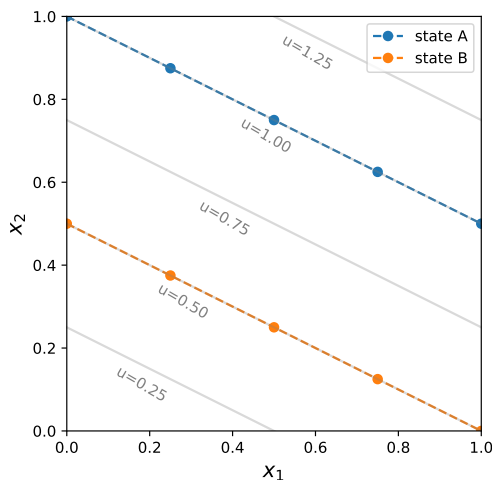
- **Step4-5-6:** feature engineering, model selection, training
- with the new coordinates $x_1 = \frac{2u}{5} + \frac{4v}{5}$, $x_2 = \frac{4u}{5} - \frac{2v}{5}$
- constant u – aligned with states; constant v – changes within a given state



- **Step4-5-6:** feature engineering, model selection, training
- To tell apart state A and B we need only the value of u !
 - ➔ $u = 1.0$ state A
 - ➔ $u = 0.5$ state B
 - ➔ otherwise neither
- solves classification task



- **Step4-5-6:** feature engineering, model selection, training
- To describe a instance belonging to a state we need just v !
 - ➔ state A: v in $[-0.5, 0.75]$
 - ➔ state B: v in $[-0.25, 1]$
- solves compression,
dimensional reduction





- **Step4-5-6:** feature engineering, model selection, training
- a perfect **feature selection** provides a **coordinate system** best aligned with the equivalence classes of the data
 - there are coordinates that are constant on each data class, and have different values on different classes
(*relevant/selective coordinates* – good for classification)
 - there are coordinates that change within a given data class
(*descriptive/irrelevant coordinates* – good for compression)
- **task of all model building is to find (approximately) these coordinates/features**



- **Step4-5-6:** feature engineering, model selection, training
- in practice we separate the task of coordination
 - ➔ **feature selection:** original features, simple combinations
 - ➔ **model selection:** single out a parametrizable functional space to combine the features (distance, linear- or nonlinear combinations)
 - ➔ **training:** determine the free parameters of the model that fits the data the best



- **Step4-5-6:** feature engineering, model selection, training
- **mind vs data?**
 - ➔ data/models importance ratio → data are central importance in real world applications
 - ➔ are data enough? do we possess the necessary knowledge?
 - ➔ present approach: data engineering is the most important, few fundamental research (cf. LeCun vs Wang in Meta)



- **Step7:** evaluation
- try to estimate how well the original task was solved
 - class reconstruction accuracy
 - robustness, proclivity for failures
 - treatment of outliers
 - business benefits



- **Step8:** deployment and monitoring
- in a real-life application the ML code is used as a product
- requires continuous monitoring
 - data/environment may change
 - new classes appear
 - errors may occur



takehome message: Task of the intelligence is to

find the **relevant features** and **adapt** their values to the task

Organizing ML projects

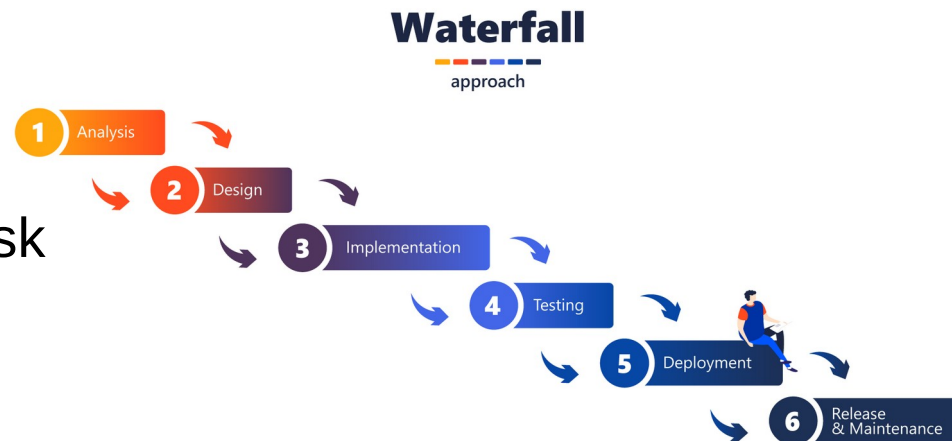
Organizing ML projects

- two popular workflow schemes today: **waterfall** vs. **agile**

- waterfall** workflow:

- clear documentation of the task
- predictable timeline
- inflexible
- late discovery of errors

- good for well-defined projects** (like bridge building)

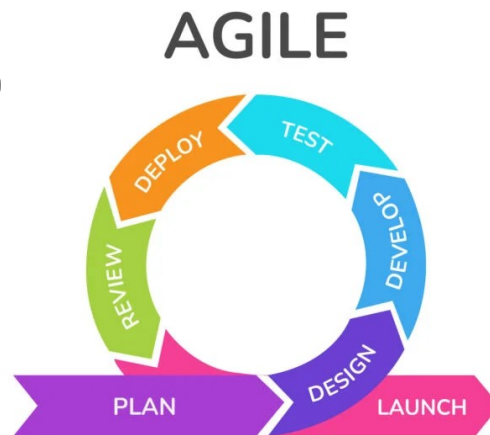


Organizing ML projects

- **agile** workflow: (agile manifesto, description)
 - ➔ individuals > processes
 - collaborative vs rigid teams
 - ➔ working model > detailed documentation
 - Minimal Viable Product MVP
 - improvement

"If you're not embarrassed by the first version of your product, you've launched too late."

— Reid Hoffman, founder of LinkedIn

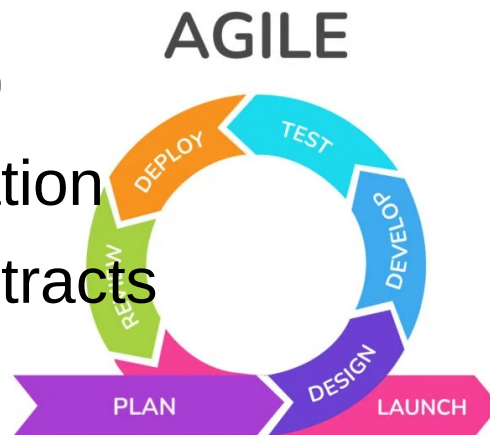


Goal: **Solve transportation**

- MVP: Skateboard 🛹
- Next: Bicycle 🚲
- Then: Motorcycle 🏍️
- Finally: Car 🚗

Organizing ML projects

- **agile** workflow: (**agile manifesto**, **description**)
 - customer collaboration > contract negotiation
 - customer needs even over signed contracts
 - responding to change > following a plan
 - original ideas/original task estimates may fail
 - continuous adaptation
 - launch a “good enough” product



Organizing ML projects

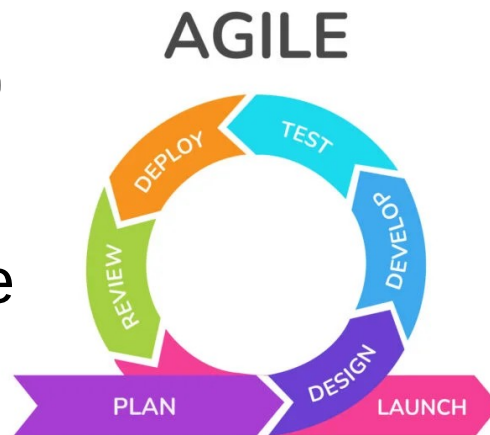
- **agile** workflow: (agile manifesto, description)

- ➔ pros:

- flexible, self-improving, communicative
- customer-centric

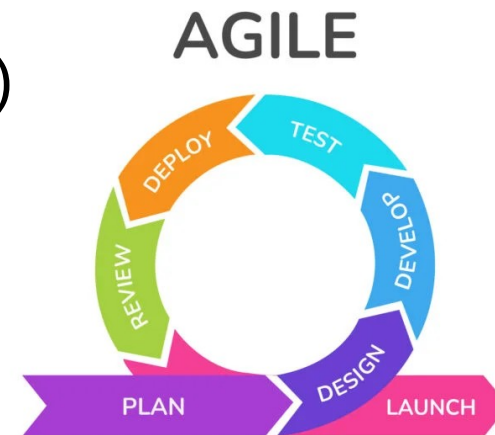
- ➔ cons:

- over-emphasized meetings (“agile theater”)
- over-controlled
- less predictable



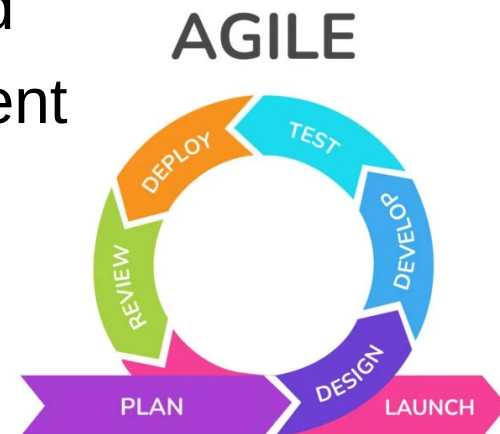
Organizing ML projects

- **agile** workflow: (**agile manifesto**, **description**)
 - ➔ loops, sprints
 - ➔ user interface/user experience (UI/UX)
 - ➔ CI/CD, CI/CD pipelines
continuous integration, continuous deployment
 - ➔ Kanban/Jira: project development visualization
(backlog, to do, in progress, testing, done)




Organizing ML projects


- typical small group agile project
 - define the goal (user stories), create a backlog (list of tasks)
 - make repo (github), branches
 - make MVP, backend API, frontend, testbed
 - get MVP working, deploy to test environment
 - collect feedback (team + users)
 - refine tasks, and directions to proceed



Structure of a professional ML organization

-  Business side
 - ➔ client/stakeholder: business requirements (e.g., “reduce equipment downtime,” “recommend better products”)
 - ➔ Business Analyst / Product Manager (translates business goals into ML problems, acts as the bridge between client and technical teams)
 - ➔ Project/ Product Manager (budgeting, timelines, and resource allocation, Coordinates with business analysts and technical leads to estimate cost)

Production level ML organization

-  Data/model experts
 - ➔ data engineer: build and maintain data pipelines → data collection, cleaning, validating, transformation (ETL/ELT), storing (database, data lake), monitoring
 - ➔ ML engineer/data scientist
 - feature generation
 - design, train, and fine-tune ML models
 - explores and experiments with data, build prototypes
 - performance evaluation


Production level ML organization



Software & Infrastructure

- ➔ software architect: designs overall system, service planning, integration with other services, APIs, databases
- ➔ software developer (coder): implements algorithms, frontend-backend
- ➔ DevOps/MLOps engineer:
 - automates deployment, monitoring, scaling of ML models
 - works with Docker, Kubernetes, CI/CD pipelines, cloud platforms.
 - ensures the ML system is reproducible, reliable, and easy to maintain.

Production level ML organization

-  Operations, Monitoring & Safety
 - ➔ QA / Test Engineer: tests software and ML pipelines (unit tests, integration tests, stress tests), ensures reliability before release
 - ➔ Monitoring & Reliability Engineer: monitors system health after deployment.; tracks data drift, performance degradation, unusual patterns
 - ➔ Security Engineer: ensures compliance with data privacy, protects against adversarial attacks, model leaks.



The Full Pipeline in a Story (user story)

- Client says: “I need early warnings for dangers in a chemical plant.”
- Business Analyst refines: “This means anomaly detection on sensor signals.”
- Data Engineer sets up pipelines to collect sensor data.
- Data Scientist explores, builds a prototype anomaly detector.
- ML Engineer optimizes the model for latency and accuracy.



The Full Pipeline in a Story (user story)

- Software Architect decides how it fits into the production system.
- Developers implement the service around the model.
- DevOps/MLOps deploys it to the cloud with monitoring.
- QA & Monitoring check performance and flag issues.
- Security Engineer ensures compliance and robustness.

Programming code structure

How to organize a (ML) code?

- points of view:
 - ➔ effective code development (also in teams)
 - ➔ scalability
 - ➔ extensibility
 - ➔ easy maintenance



Original approach: monolith program structure

- UI, business logic, data access in one code
- coding logic: *input data* → *transformation* → *resulting data*
- best fits for imperative/procedural languages (like C, Fortran)
 - ➔ program state: mutable variables
 - ➔ program is a chain of commands, changing the state
- natural approach → original programming style



problems:

- hard to trace bugs or change code:
 - variable change appear in different functions
 - frequently hidden state change in procedures
 - in a large code intractable structure
- functions are specific → not reusable
- experience: monolith codes become unmaintainable
(*software complexity crisis in the 1970s–80s*)
- still used for starting a project (MVP)

```
y = 3 #global state variable
```

```
def function(x):  
    x += y  
    y += 1 #changes y tacitly  
    return x
```




different type of solutions:

- object oriented programming
 - ➔ data and the corresponding procedures are bundled: "objects" of the world
 - ➔ abstraction: hierarchy of classes
 - ➔ inheritance: classes are reusable
 - ➔ examples: C++, Java

```
class MyClass:  
    def __init__(self, state):  
        self.state = state  
  
    #change of state is a class method  
    def rotate(self, angle):  
        self.state → self.state'(angle)  
        return self
```



- functional programming

- stateless programs, immutable variables
- functions give back new objects (pure functions)
- based on mathematical logic (λ -calculus)
e.g. $\lambda x. x+1$ and their application, e.g. $(\lambda x. x+1) 5 \rightarrow 6$
- basic elemental functions: see next page

```
counter=0
def impure():
    counter+=1 #side effect
    return counter
def pure(x):
    return x+1 #no side effect
```



- basic elemental functions

- map: `map ($\lambda x. x*2$) [1,2,3] \rightarrow [2,4,6]`

- reduce/fold: `fold (+) 0 [1,2,3] \rightarrow 6`

- filter: `filter even [1,2,3,4] \rightarrow [2,4]`

- zip: `zip ['a','b','c'] [1,2,3] \rightarrow [('a',1),('b',2),('c',3)]`

- compose: `(compose f g) x \rightarrow f(g(x))`

- examples: Haskell, Lisp, F#

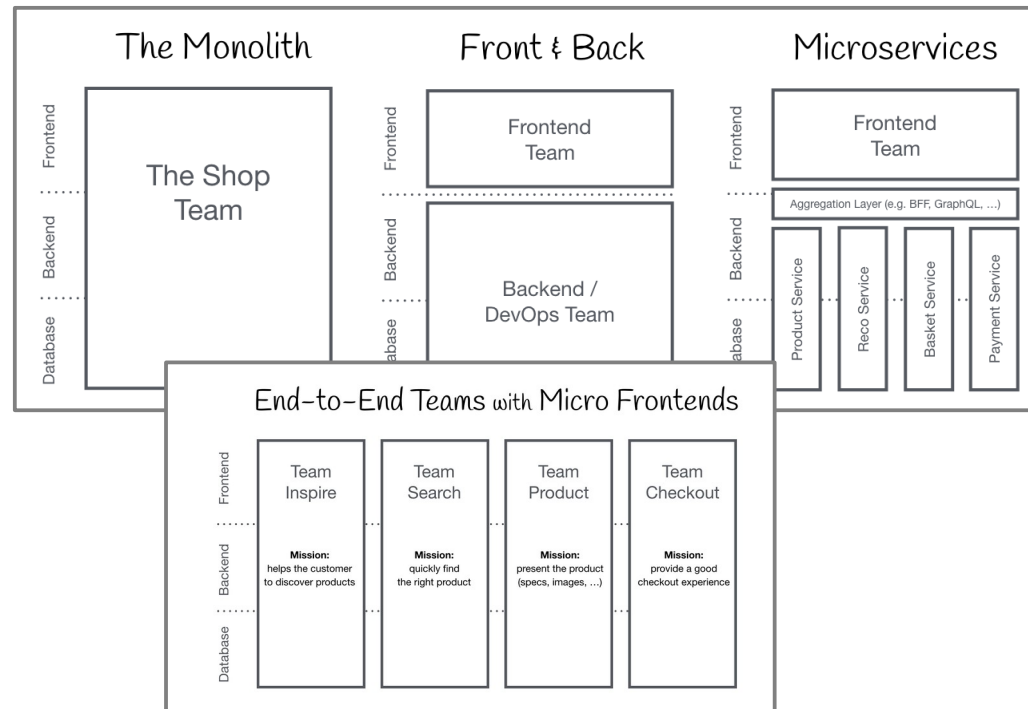
- not popular in the original form, but lot of elements are applied



- mixed (multi-paradigm) languages:
 - ➔ allow all kind of programming style
 - ➔ examples: Python, JavaScript, Rust, Swift,
 - ➔ e.g. Python has map, filter, reduce, based on lists.
 - ➔ Python supports OOP, classes, inheritance, etc.

Other way of deviating from monolithic imperative coding

- monolithic structure
- frontend+backend
- microservices
- micro frontend structure
(c.f. <https://micro-frontends.org/>)



Backend + frontend

- rise of web (1990s) browsers became universal clients
- specialized tools for browser programming (like HTML, CSS, JavaScript)
- task solving (backend) + visualization (frontend) separately
 - ➔ develop separately, different languages, tools
 - ➔ scale BE and FE separately
 - ➔ needs interface management → see next page



- functions designed for intra-code communication, can not be applied any more
- inter-service communication standards:
 - ➔ APIs (application programming interface → synchronous)
 - ➔ queues (message buffer → asynchronous)

- APIs – call server functions (endpoints)
 - ➔ needs continuously running background processes (web server process), listening to input channels (ports)
 - ➔ endpoints: well defined input and output formats, usually in json
 - ➔ communication → REST API: get, put/patch, post, delete
 - ➔ in Python: Flask, fastAPI
 - ➔ can be asynchronous, too

#fastAPI snippet

```
from fastapi import FastAPI
app = FastAPI()
@app.get("/")
def read_root():
    return {"message": "Hello ✨"}
```

#start service

```
uvicorn main:app
```

#call service

```
open http://127.0.0.1:8000, or
curl http://127.0.0.1:8000/
results {"message": "Hello ✨"}
```




- queues: async send message
 - ➔ message broker runs in background, it stores messages
 - ➔ worker processes deliver messages for subscribers/consumers
 - ➔ data plain text or json
 - ➔ metadata + payload
 - ➔ in Python: queue + threading

#queue application example

```
import queue  
q = queue.Queue()
```

#put data to queue

```
q.put(item)
```

#read data from queue

```
item = q.get()
```

#... process data ...

```
q.task_done()
```



Microservices + frontend

- good scaling properties (e.g. web users) → requiring independence of elementary tasks became popular
- lot independent, narrowly scoped (micro) services
 - separate development (languages, tools, teams), deployment
 - separate scaling
 - resilience: bugs are confined, not affect the whole system
- examples Netflix, Amazon → hype in 2010s



- new challenge: how to organize a lot of services
- microservice management: docker, Kubernetes

#example Dockerfile

```
FROM python:3.12-slim
```

```
WORKDIR /app
```

```
COPY main.py .
```

```
RUN pip install fastapi uvicorn
```

```
CMD ["uvicorn", "main:app", "--host", "0.0.0.0", "--port", "8000"]
```

#example docker-compose.yml

```
services:
```

```
  service1:
```

```
    build: ./service1
```

```
    container_name: service1
```

```
    ports:
```

```
      - "8001:8000"
```

```
  service2:
```

```
    build: ./service2
```

```
    container_name: service2
```

```
    ports:
```

```
      - "8002:8000"
```

```
-----  
docker-compose up --build
```



- new challenge: how to organize a lot of services
- CI/CD pipelines:
 - ➔ continuous improvement
 - ➔ continuous deployment
 - ➔ team communication
- example: github

```
#example .github/workflows/ci.yml
name: CI
on:
  push: branches: ["main"]
  pull_request: branches: ["main"]
jobs:
  build-and-test:
    runs-on: ubuntu-latest
    steps:
      - name: Checkout code
        uses: actions/checkout@v4
      - name: Set up Python
        uses: actions/setup-python@v5
        with:
          python-version: "3.12"
      - name: Install dependencies
        run: |
          python -m pip install --upgrade pip
          pip install -r requirements.txt
          pip install pytest
```



- despite all advantages microservices have drawbacks
 - ➔ operational complexity → manage hundreds of services
 - ➔ network calls → latency, performance issues
 - ➔ interprocess debugging is hard



- Current trends (2020s → now)
 - ➔ modular monolith applications
 - ➔ microservices where they make sense
 - ➔ functions-as-a-service (FaaS)
 - in cloud services like AWS, Azure, Google cloud
 - locally they seem like functions
 - behave like services when deployed
 - run on demand



- Current trends
 - ➔ modular n
 - ➔ microserv
 - ➔ functions-
 - in clou
 - locally
 - behave
 - run on

#example in AWS

#lambda_function.py

```
def lambda_handler(event, context):  
    name = event.get("name", "my_name")  
    return { "statusCode": 200,  
            "body": f"Hello, {name}! ✨"
```

zip function.zip lambda_function.py

```
aws lambda create-function \  
  --function-name helloLambda \  
  --runtime python3.12 \  
  --role arn:aws:iam::<YOUR_ACCOUNT_ID>:role/lambda-ex-role \  
  --handler lambda_function.lambda_handler \  
  --zip-file fileb://function.zip
```

curl -X POST \
 -H "Content-Type: application/json" \
 -d '{"name": "MLcourse"}' \
 https://abcd1234.execute-api.us-east-1.amazonaws.com/default/hello

Code infrastructure → software architecture

- use few necessary microservices → clear task definition
- use lambda for simple services
- containerize microservices → portability, environmental stability
- use container management → docker (Kubernetes)
- use CI/CD management → github or similar

Data management

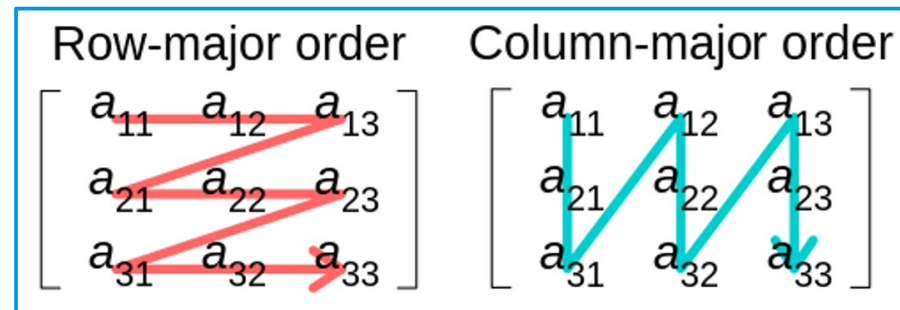


data sources:

- user input (text, image, video, etc.) – often not well formed, errors
- system generated (logs, measurements, predictions) – well formed data, easy-to-use
- own data, own clients (first-party), other companies, their own clients (second-party), other companies not own clients (third-party – e.g. internet usage, traffic, etc)

data formats

- CSV (comma separated values)
 - text, human readable
 - tabular, row-major
 - fast to get data belonging to the same example
- Parquet
 - binary – more compact, but not human readable
 - tabular, column major
 - fast to get data belonging to the same feature



data formats

- CSV (comma-separated values)

- text, human-readable
- tabular, row-oriented
- fast to get data out

- Parquet

- binary – more compact
- tabular, column-oriented
- fast to get data out

#example books.csv

title,author,publisher,year

The Hobbit,J.R.R. Tolkien,George Allen & Unwin,1937

The Fellowship of the Ring,J.R.R. Tolkien,George Allen & Unwin,1954

Nineteen Eighty-Four,George Orwell,Secker & Warburg,1949

Brave New World,Aldous Huxley,Chatto & Windus,1932

The Catcher in the Rye,J.D. Salinger,"Little, Brown and Company",1951

#read data using pandas

import pandas as pd

df = pd.read_csv("books.csv")

print(df)

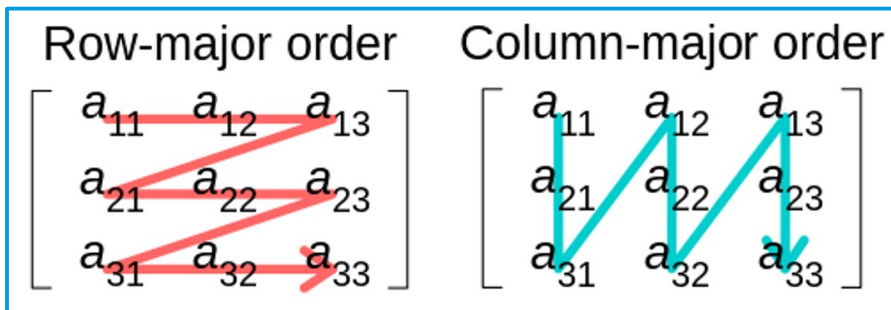
#output

	title	author	publisher	year
0	The Hobbit	J.R.R. Tolkien	George Allen & Unwin	1937
1	The Fellowship of the Ring	J.R.R. Tolkien	George Allen & Unwin	1954
2	Nineteen Eighty-Four	George Orwell	Secker & Warburg	1949
3	Brave New World	Aldous Huxley	Chatto & Windus	1932
4	The Catcher in the Rye	J.D. Salinger	Little, Brown and Company	1951

data formats

- CSV (comma separated values)

- text, human readable
- tabular, row-major
- fast to get data belonging to the same example



- Parquet

- binary – more compact
- tabular, column-major
- fast to get data belonging to the same column

```
#store in parquet – needs fastparquet to be installed
df.to_parquet("books.parquet", engine="fastparquet", index=False)
-----
#store in parquet – needs fastparquet to be installed
df_parquet = pd.read_parquet("books.parquet", engine="fastparquet")
```

data formats:

- JSON (JavaScript Object Notation) → today's standard
 - hierarchical structure
 - text, human readable
 - key-value pairs
 - in Python: dict
 - supported by all languages

data formats:

- JSON (JavaScript Object Notation)

- hierarchical
- text, human-readable
- key-value pairs
- in Python: `dict`
- supported by many languages

```
#example books.json
```

```
[  
  {  
    "title": "The Hobbit",  
    "author": "J.R.R. Tolkien",  
    "publisher": "George Allen & Unwin",  
    "year": 1937  
  },  
  {  
    "title": "The Fellowship of the Ring",  
    "author": "J.R.R. Tolkien",  
    "publisher": "George Allen & Unwin",  
    "year": 1954  
  },  
  ...  
]
```

```
#read with pandas
```

```
df = pd.read_json("books.json")
```



data models:

- for more complicated data, and if queries are required, storing data in simple files is not enough
- instead: databases with dedicated database handlers
 - ➔ relational (e.g. Sqlite)
 - ➔ nonrelational (e.g. Redis, Mongo)



data models:

- relational
 - tabular logic: main tables, subtables for standardization, index tables for faster query
 - strict schemas
 - query language for data retrieval → SQL (structured query language): declarative, specify the result, not the algorithm
 - **pros**: simple logic, widely used
 - **cons**: abundant schema systems, lots of superficial data, tedious to introduce new features, complicated table structure

data models:

- relational

- tabular logic
faster query
- strict schema
- query language
declarative,
- **pros:** simple
- **cons:** abundant
introduce n

#example sqlite application – built in Python package

```
import sqlite3
```

#create/connect database

```
conn = sqlite3.connect("Data/books.db")
```

```
cur = conn.cursor()
```

#create tables

```
cur.execute("""
```

```
CREATE TABLE IF NOT EXISTS publishers (  
    id INTEGER PRIMARY KEY AUTOINCREMENT,  
    name TEXT NOT NULL
```

```
)
```

```
""")
```

```
cur.execute("""
```

```
CREATE TABLE IF NOT EXISTS books (  
    id INTEGER PRIMARY KEY AUTOINCREMENT,  
    title TEXT NOT NULL,  
    author TEXT NOT NULL,  
    year INTEGER,  
    publisher_id INTEGER,  
    FOREIGN KEY (publisher_id) REFERENCES publishers(id)
```

```
)
```

```
""")
```

data models:

- relational

- tabular logic
faster query
- strict schema
- query language
declarative
- **pros:** simple
- **cons:** abundant
introduce n

```
#insert a publisher
```

```
cur.execute("INSERT INTO publishers (name) VALUES (?)", ("George Allen & Unwin",))
```

```
publisher_id = cur.lastrowid
```

```
# Insert a book linked to that publisher
```

```
cur.execute("INSERT INTO books (title, author, year, publisher_id) VALUES  
(?, ?, ?, ?)", ("The Hobbit", "J.R.R. Tolkien", 1937, publisher_id))
```

```
#commit changes
```

```
conn.commit()
```

```
-----  
# Query join
```

```
cur.execute("""
```

```
SELECT b.title, b.author, p.name AS publisher
```

```
FROM books b
```

```
JOIN publishers p ON b.publisher_id = p.id
```

```
""")
```

```
print(cur.fetchall())
```

```
conn.close()
```

```
-----  
#output
```

```
[('The Hobbit', 'J.R.R. Tolkien', 'George Allen & Unwin')]
```

data models:

- NoSQL: no SQL → not only SQL
 - pros: no schemas → flexibility, scalability, treat of unstructured data
 - cons: storage capacity, performance trade-offs, data chaos
 - document stores: data are stored as a JSON (string)
 - query can be a more difficult task
 - examples: mongoDB, CouchDB – create own index tables for effectivity
 - key-value pairs: for fast query (example: RedisDB, DynamoDB)
 - graph databases: concentrate on relations (nodes and edges)
(Examples: Neo4j, Amazon Neptune, ArangoDB)



data models:

- NoSQL: no S

- ➔ pros: no sc

- ➔ cons: stora

- ➔ document s

- query ca

- examples

- ➔ key-value p

- ➔ graph data

(Examples: N

```
#install mongodb-image and pymongo
```

```
docker run -d --name mongodb -p 27017:27017 -v ~/my_data/mongo:/data/db mongo:7.0
```

```
pip install pymongo
```

```
-----
```

```
#runs a service in the background – start/stop it
```

```
docker start/stop mongodb
```

```
-----
```

```
#install mongodb and pymongo
```

```
from pymongo import MongoClient
```

```
# 1. Connect to local MongoDB
```

```
client = MongoClient("mongodb://localhost:27017/")
```

```
# 2. Create (or use existing) database
```

```
db = client["library"]
```

```
# 3. Create collections
```

```
publishers = db["publishers"]
```

```
books = db["books"]
```

```
# 4. Clear old data (for demo purposes)
```

```
publishers.delete_many({})
```

```
books.delete_many({})
```

data

- No

5. Insert publishers

```
pub_allen = publishers.insert_one({"name": "George Allen & Unwin"}).inserted_id
pub_secker = publishers.insert_one({"name": "Secker & Warburg"}).inserted_id
pub_chatto = publishers.insert_one({"name": "Chatto & Windus"}).inserted_id
pub_little = publishers.insert_one({"name": "Little, Brown and Company"}).inserted_id
```

6. Insert books with publisher references

```
books.insert_many([
    {"title": "The Hobbit", "author": "J.R.R. Tolkien", "year": 1937, "publisher_id": pub_allen},
    {"title": "The Fellowship of the Ring", "author": "J.R.R. Tolkien", "year": 1954, "publisher_id": pub_allen},
    {"title": "Nineteen Eighty-Four", "author": "George Orwell", "year": 1949, "publisher_id": pub_secker},
    {"title": "Brave New World", "author": "Aldous Huxley", "year": 1932, "publisher_id": pub_chatto},
    {"title": "The Catcher in the Rye", "author": "J.D. Salinger", "year": 1951, "publisher_id": pub_little},
])
```

7. Query: find all books and join publisher info manually

```
for book in books.find():
    publisher = publishers.find_one({"_id": book["publisher_id"]})
    print(f"{book['title']} by {book['author']} "
          f"was published by {publisher['name']} in {book['year']}")
```

data storage:

- data warehouse:
 - stores historical data → structured, cleaned, integrated
 - optimized for analysis, reporting → few but very large, complex queries
 - ETL (extract, transform, load)
 - OLAP (online analytic processing)
 - examples: historical sales data, stock price data
 - solutions: Amazon Redshift, Google BigQuery



data storage:

- database:
 - stores current, operational data.
 - used for day-to-day transactions (insert, update, delete).
 - optimized for fast read/write, many small simple queries
 - example: an e-commerce database storing users, orders, payments
 - OLTP (Online Transaction Processing)
 - solutions: MySQL, PostgreSQL, Oracle DB, MongoDB, DynamoDB

data storage:

- data lake:

- stores data in raw form → future-proof
- application goal not needed to be specify
- cheap and scalable storage (HDFS, Amazon S3, Azure Data Lake Storage, Google Cloud Storage)
- schema-on-read solutions (ELT, extract, load, transform) → processing engines (Kafka, TensorFlow, Athena)
- example: log storage, IoT data storage



data sampling: collecting all data usually not feasible

- nonprobability sampling → focus on data collection; prone to selection bias
 - convenience sampling: take all what is available
 - snowball sampling: start with a small set, and follow its descendants
 - judgement sampling: experts say what to collect
 - quota sampling: collect the same number of data from different areas (like age groups)
 - example of bias: psychology experiments (university students), sentiment analysis (wordy people), medical data (unsuccessful treatments)

data sampling:

- probability sampling → needs a data model → biased?
 - stratified sampling: collect the same amount of data per class
 - weighted sampling: take into account data scaled with probability
 - in choice: class A 25%, class B 75% → consider A samples 3 times
 - in training: give weight for underrepresented classes (see later)
 - reservoir sampling: keep the first k sample, and replace it randomly
 - importance sampling

$$E_P[x] = \sum_x x P(x) = \sum_x x P \frac{P(x)}{Q(x)} Q(x) = E_Q \left[x P \frac{P(x)}{Q(x)} Q(x) \right]$$



data augmentation:

- if there are not enough data, or not representative enough, we can transform data to generate new ones (symmetries)
 - ➔ rotation, scaling
 - ➔ perturbation, noising
 - ➔ texture or style change
- data generation: simulations in artificial environment (e.g. self-driving cars)



labelling:

- for classification we should collect examples in different classes
- problems:
 - ➔ how unambiguous are the labels? → multi-label classes
 - ➔ how precise are the labels? → no database is 100% correct!
 - ➔ what to do with missing labels? → label functions, semi-supervised, etc.
- hand labelled data, naturally labelled data (context is given), automatically generated data

Monitoring and evaluation

How can we assess the success of the ML results?

- not unique! depends on the problem on hand
 - ➔ example: percentage of correctly classified images
 - ➔ if the probability of belonging to class A is 99%, then the simple method saying that *all* elements belong to A is 99% accurate!
 - ➔ clearly not good, if the task is to find the 1% not-A class!



- baselines: how accurate are simple methods and other approaches?
 - random baseline: choose class randomly → $1/N$ probability for balanced
 - zero rule: all belonging to one class → high probability for imbalanced
 - simple heuristic → use a simple proxy (feature)
 - human experts → how well do humans perform?
 - other ML methods

- confusion matrix

- correct classes vs. estimated classes
- works for multi-class evaluation
- in probabilistic sense joint probability: $C_{ij} = P(\text{predicted}_i, \text{actual}_j)$

	Actual Yes	Actual No	Predicted Total
Predicted Yes	TP=0.510	FP=0.038	PP=0.548
Predicted No	FN=0.032	TN=0.420	PN=0.452
Actual Total	AP=0.542	AN=0.478	1.0

- correctness measures for 2-class evaluation

- *accuracy*: prob. of choosing the correct class: $(TP+TN)$

- *precision*: conditional for Predicted Yes: $P(\text{actual}_p | \text{predicted}_p) = \frac{TP}{PP}$

- *recall*: conditional for Actual Yes: $P(\text{predicted}_p | \text{actual}_p) = \frac{TP}{AP}$

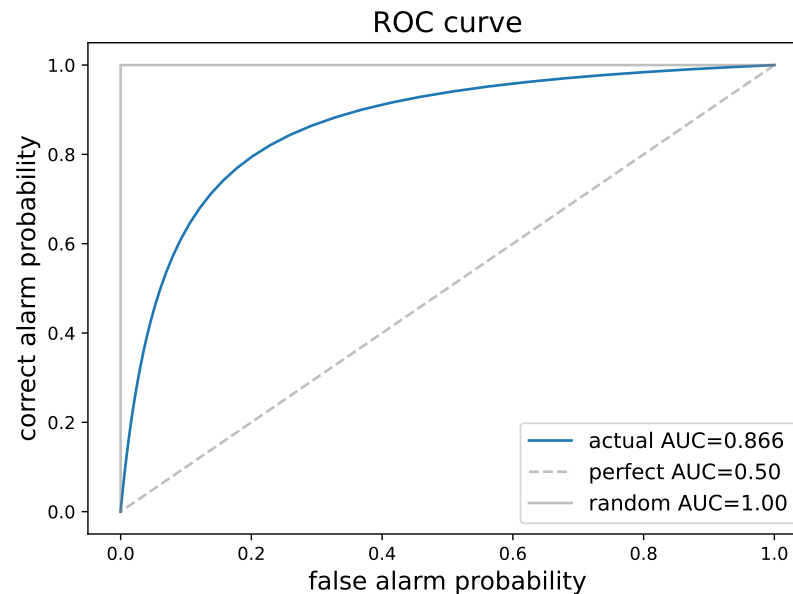
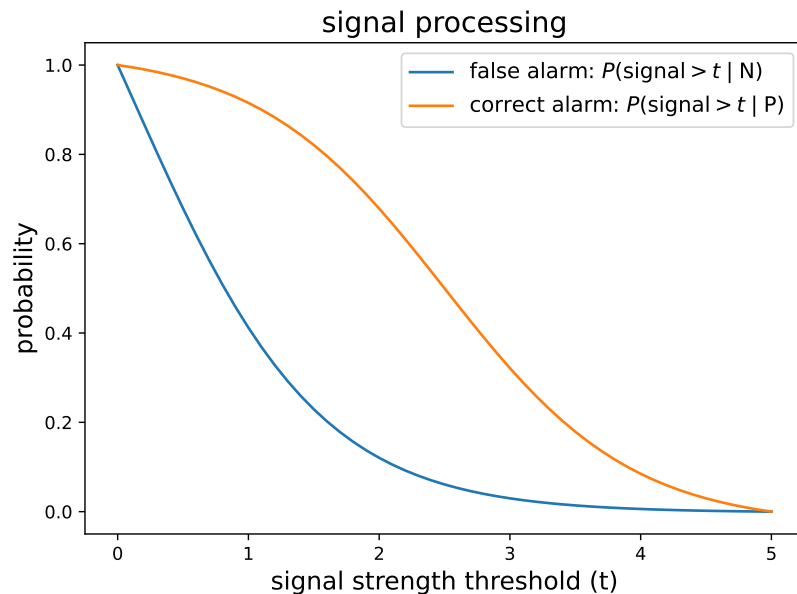
- *type I error*: probability of false alarm: $P(\text{predicted}_p | \text{actual}_N) = \frac{FP}{AN}$

- *type II error*: probability of missing signal: $P(\text{predicted}_N | \text{actual}_p) = \frac{FN}{AP}$



- effect of a threshold on the prediction
 - in lot of cases Yes/No decision comes from comparing a signal with a threshold → e.g. smoke detector signal vs. danger level
 - ROC (receiver operating characteristics)
$$\text{ROC} = \frac{P(\text{predicted}_P | \text{actual}_P)}{P(\text{predicted}_P | \text{actual}_N)} = \frac{\text{recall}}{\text{type I error}}$$
 - AUC: area under curve

- effect of a threshold on the prediction

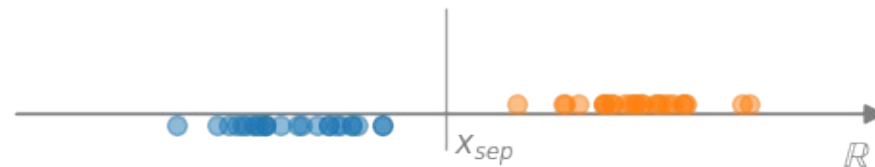


Data modelling

One dimensional dataset

- Simplest basic case: characterization of one-dimensional data
 - data $\rightarrow x \in \mathbb{R}$ (numbers for analytic characterization)
 - most complicated case: union of sections
 - a single section can be characterized by $X \leq x \leq Y$
- Separation of two 1D sets
 - if the two sets are separated (hard margin)
 - overlapping case? \rightarrow no perfect solution

$$\begin{cases} x \in A \Leftrightarrow x < x_{sep} \\ x \in B \Leftrightarrow x > x_{sep} \end{cases}$$



One dimensional dataset

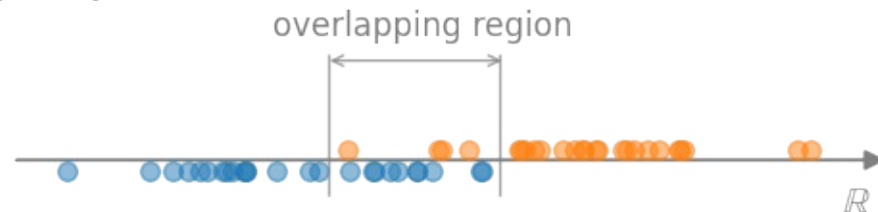
- overlapping regions → define an error function to minimize

→ error function for example
$$L_p(x_{sep}) = \sum_{x \in \text{overlap}} |x - x_{sep}|^p$$

- sum up points in the overlapping region

- meaning of p:

- $p=2$ → mean
- $p=1$ ("hinge loss") → median



$$0 = \frac{d}{dx_{sep}} \sum_{i=1}^N (x_i - x_{sep})^2 = 2 \sum_{i=1}^N (x_{sep} - x_i) \Rightarrow x_{sep} = \frac{1}{N} \sum_{i=1}^N x_i$$

$$\sum_{i=1}^N |x_i - x_{sep}| = \sum_{x_i > x_{sep}} (x_i - x_{sep}) + \sum_{x_i < x_{sep}} (x_{sep} - x_i) = (N_{<} - N_{>}) x_{sep} + \sum_{x_i > x_{sep}} x_i - \sum_{x_i < x_{sep}} x_i \Rightarrow N_{<} = N_{>}$$

- Another approach: treat the problem as a regression

→ define a function $f: \mathbb{R} \rightarrow \mathbb{R}$, that
$$\begin{cases} f(x) < 0 \Leftrightarrow x \in A \\ f(x) > 0 \Leftrightarrow x \in B \end{cases}$$

→ a classification can always be translated to regression

→ simplest: linear relation $f(x) = ax + b$

→ probabilistic interpretation: $p(x) = \frac{e^{f(x)}}{1 + e^{f(x)}} \in [0, 1], \quad p(0) = 0.5$

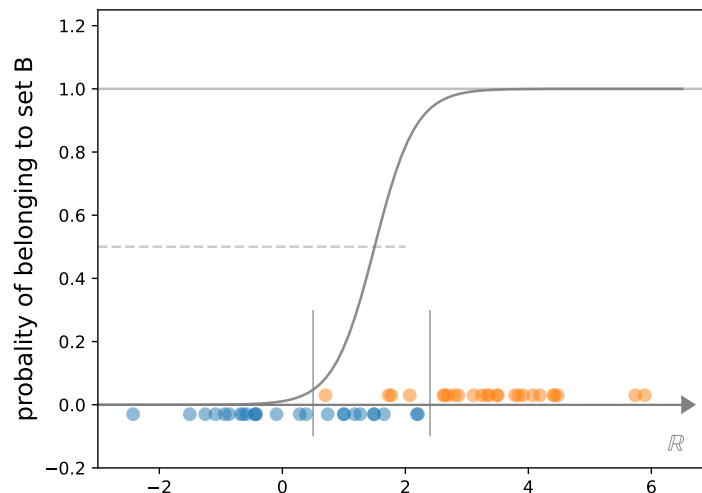
logistic map, probability of belonging to class B

→ loss function:
$$L(a, b) = \sum_x (p(x) - I_{x \in B})^2, \quad I_{x \in B} = 1 \text{ if } x \in B, \text{ else } 0$$

One dimensional dataset

- Another approach: treat the problem as a regression
 - ➔ logistic map, probability of belonging to class B

$$p(x) = \frac{e^{ax+b}}{1+e^{ax+b}}$$



Statistical / information theory characterization

- take a sample where $n_A \in A$, $n_B \in B$, $n = n_A + n_B$
- **entropy**: \sim log of how many ways we can order this set

$$S = \frac{1}{n} \ln \binom{n}{n_A} = \frac{1}{n} \ln \frac{n!}{n_A! n_B!}$$

- Stirling formula: $\ln(n!) \approx n \ln n - n \dots$

- Shannon entropy:

$$S = \ln n - \frac{n_A}{n} \ln n_A - \frac{n_B}{n} \ln n_B = -n \sum_{i=1}^2 p_i \ln p_i \quad p_i = \frac{n_i}{n}$$

Statistical / information theory characterization

- if we randomly choose A with probability q , and B with $(1-q)$, then what is the probability to get $n_A \in A$, $n_B \in B$?

→ choose the first n_A from A, the rest from B + ordering: $P = \binom{n}{n_A} q^{n_A} (1-q)^{n_B}$

$$\ln P = -n p_A \ln p_A - n p_B \ln p_B + n_A \ln q + n_B \ln (1-q) = n \sum_{i=1}^2 p_i \ln \frac{q}{p_i}$$

- Kullback-Leibler (KL) divergence: probability to get the sample from a random choice with probability q :

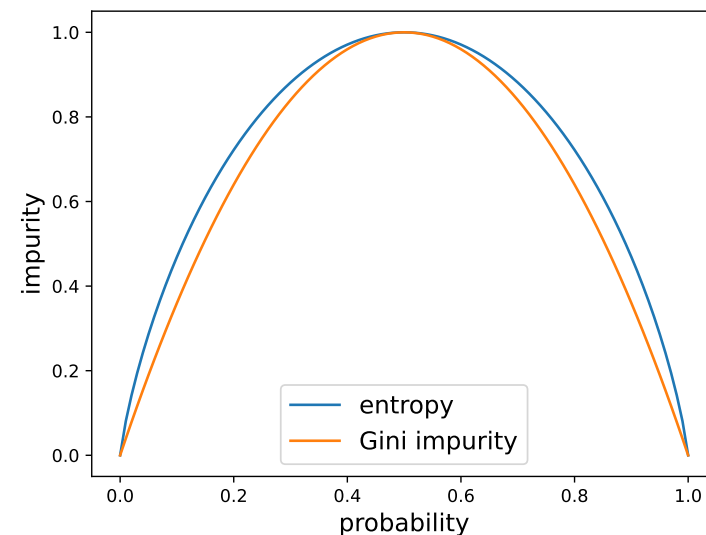
→ “distance” of distributions

$$D(p||q) = \frac{1}{n} \ln P = \sum_{i=1}^2 p_i \ln \frac{q}{p_i}$$

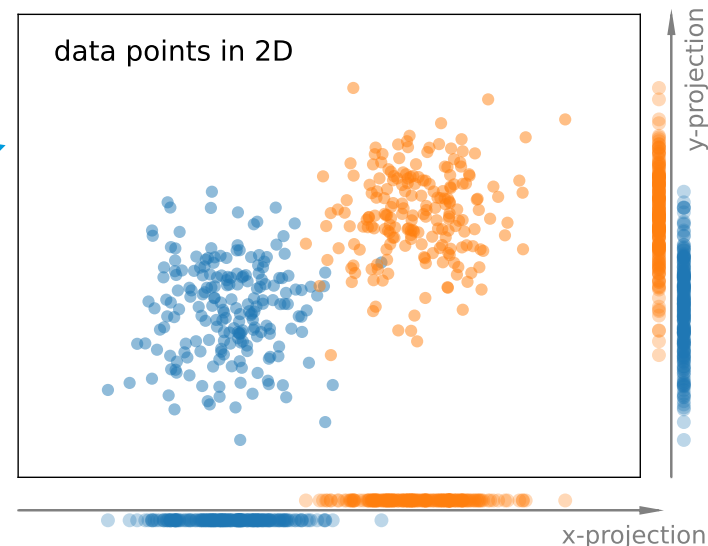
How successful is the separation?

- impurity of a sample: $n_A \in A, n_B \in B \Rightarrow p = \frac{n_A}{n_A + n_B}$
- impurity measure:
 - entropy: $I_H(p) = p \log(p) + (1-p) \log(1-p)$
 - Gini impurity: $I_G(p) = p(1-p)$
- with separation total impurity change

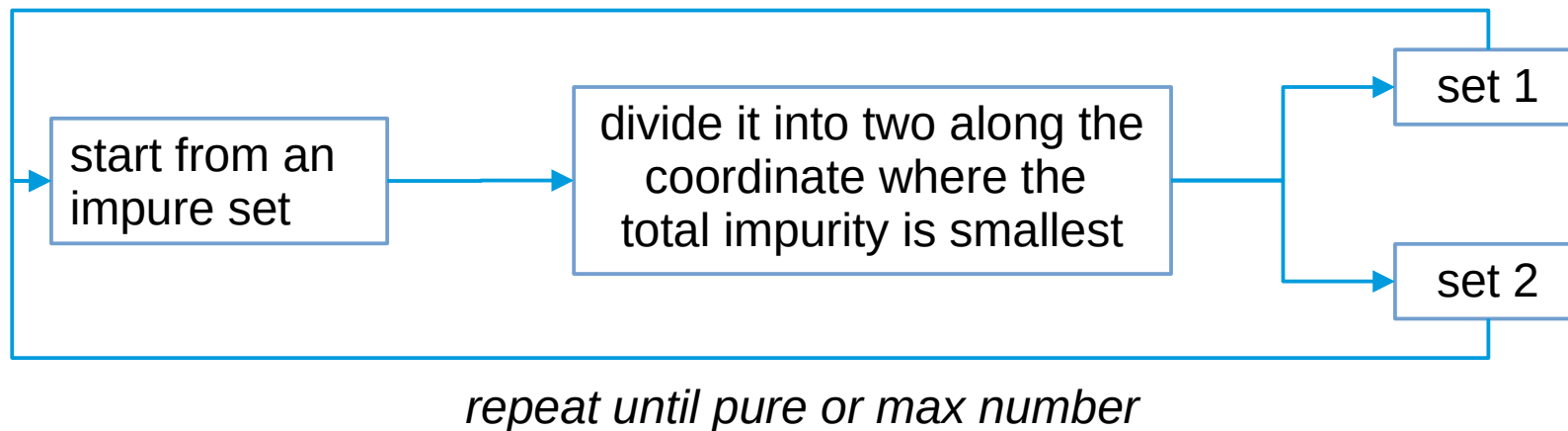
$$\Delta I = I_0 - \left(\frac{n_{\text{left}}}{n} I_{\text{left}} + \frac{n_{\text{right}}}{n} I_{\text{right}} \right)$$



- The **generalization to multiple dimensions** is not simple
 - in 1D the coordinates are unique
 - in multidimensional case we can optimize the coordination → features
 - simplest case: use original coordinates
 - usually the original coordinates are not equally useful
(c.f. *image* → *x coord separates more*)
 - choose that coordinate that leads to the smallest total impurity!



- Decision tree (DT)



- always converges, but may result in fragmented divisions

- Decision tree (DT) example

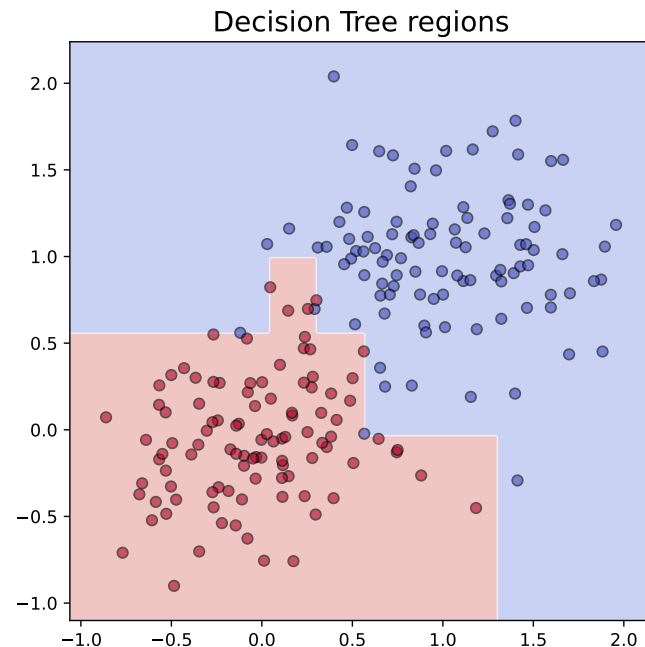
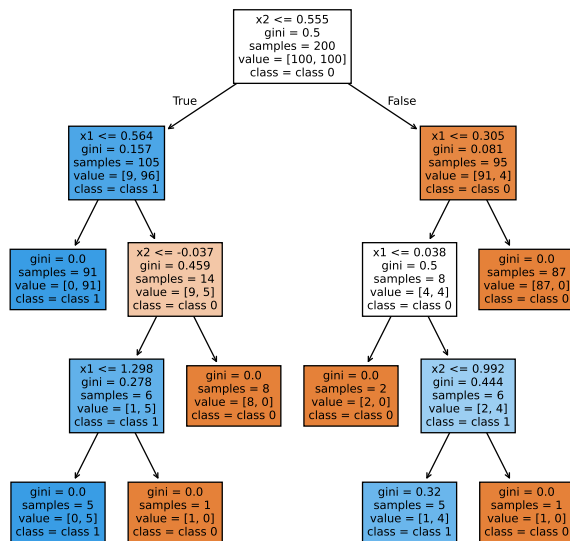
- two 2D sets

- pros:

- simple
 - interpretable

- cons:

- not robust enough
(\rightarrow *irregular shape*)



Tree based methods

- Decision tree (DT) example

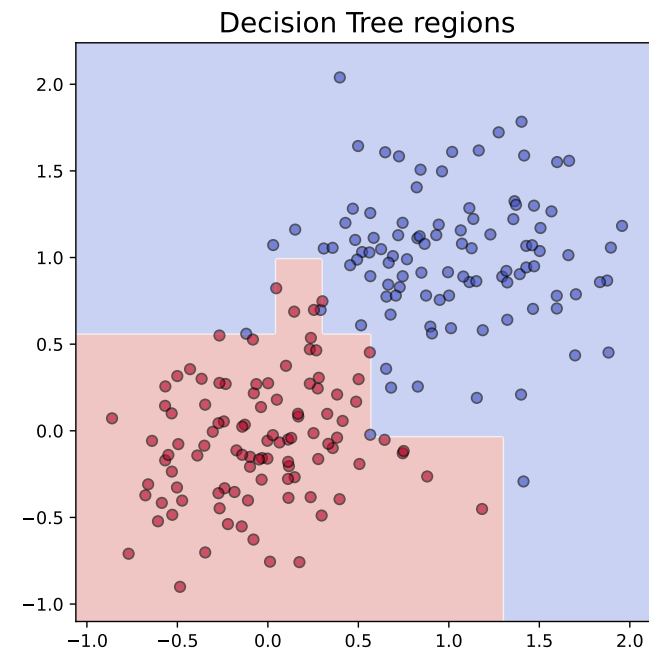
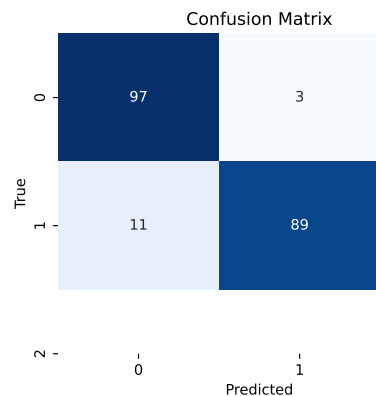
 - two 2D sets

- pros:

 - simple
 - interpretable

- cons:

 - not robust enough
(→ *irregular shape*)
use fixed depth!





- Decision tree (DT) technical solution in Python → Google colab

imports

```
import numpy as np  
import matplotlib.pyplot as plt  
import seaborn as sns  
from sklearn.tree import  
DecisionTreeClassifier  
from sklearn.tree import plot_tree  
from sklearn.metrics import confusion_matrix
```



Decision tree (DT) technical solution in Python → Google colab

2d data generation

```
x = np.random.normal(1, 0.4, size=100)
y = np.random.normal(1, 0.4, size=100)
data1 = np.array([x,y]).T
```

```
x = np.random.normal(0, 0.4, size=100)
y = np.random.normal(0, 0.4, size=100)
data2 = np.array([x,y]).T
```

```
X = np.concatenate((data1, data2))
y =
np.concatenate((np.zeros(100),np.ones(100)))
```



Decision tree (DT) technical solution in Python → Google colab

training DT

```
clf =  
DecisionTreeClassifier(max_depth=4)  
clf.fit(X, y)
```



- Decision tree → too specific for a sample
- Possible solution: use an ensemble of trees (“bag” or “forest”)
- ways of improvement
 - bagging (Bootstrap AGGregatING) → bagging, random forest
 - boosting → adaptive boosting, gradient boosting
 - other methods → extra trees, isolated forests, oblique trees