

# **UvA Applied Machine Learning Course**

Group project

# Project setup

- Participate in a Kaggle competition by solving a real-world ML task
- Submit your evaluation results directly to Kaggle and see the leaderboard updated in real time!
- Choose one of three project topics:
  - Project 1: Read between the lines
  - Project 2: Feathers in focus
  - Project 3: Unified tabular learning

# Your tasks

1. Register a team of 3 on Canvas by Monday 17 Nov at 12:00pm  
If you don't have a team, we will find you one. We will allocate any non-registered students to teams on Monday afternoon
2. Decide which project topic you want to do with your team.
3. [Start with a pretrained model from HuggingFace](#), this will serve as your baseline  
Be sure to name it “baseline” when submitting results to Kaggle
4. Develop your own ML model and try to beat the baseline!  
Note: it is unlikely you will actually beat the baseline, but it's good to have a sense of the upper bound on performance that's possible

# Deliverables

- Final deliverable: poster with main outcomes, findings, novelties, etc.  
No final report!
- Include analysis of computational complexity of your model vs your baseline  
Baseline will probably have better results, but at what cost? Much more compute/flops/parameters/etc
- Each poster is graded by two people.
- Lab sessions vital for progress! Communicate often with many TAs.

# Project 1: Read between the lines

## *Reading comprehension with logic*

Most people who are skilled banjo players are also skilled guitar players.  
But most people who are skilled guitar players are not skilled banjo players.

**Q:** If the statements above are true, which one of the following must also be true?

**A1:** There are more people who are skilled at playing the guitar than there are people who are skilled at playing the banjo.

**A2:** There are more people who are skilled at playing the banjo than there are people who are skilled at playing the guitar.

**A3:** A person trying to learn how to play the guitar is more likely to succeed in doing so than is a person trying to learn how to play the banjo.

**A4:** There are more people who are skilled at playing both the guitar and the banjo than there are people who are skilled at playing only one of the two instruments.

<https://www.kaggle.com/t/a2e3f70c477a48dba2627d2cf42e699b>

TH

White throated Sparrow



Green Jay



White breasted kingfisher



Yellow bellied flycatcher



## Final project 2: Feather in Focus

### *Classifying images of bird species*

<https://www.kaggle.com/t/0e9856f5cb5f40af8739be017cc75b9b>

# Project 3: Unified tabular learning

## *Learning to classify multiple tabular datasets*



Forest Cover Dataset



Credit Card Fraud Dataset



Bank Marketing Dataset

<https://www.kaggle.com/t/acbc4bb2ee8149e6a74e808c9795794d>



# Spam Filter

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## The Project

### PREVIOUS RESEARCH

- Spam: sell product or services to customers available on the internet via email, also bulk-email [7]
- Because of the increase of email use, bulk-email increased as well [4]
- Research is often done, but spam keeps developing [4] and labelled data is often an issue [7]
- Length could be an indicator of spam [5]
- Metadata such as
- Mail is often formed
- Decision trees provide a good classification field [7, 8]

### ABOUT THE DATA

4021 training examples

24% spam 76% not spam

## Identifying Quora Question Pair Duplicates

Imaz Binsbok, Tom Dop (Quora-The-Explorer)

### 1. The Problem



### Our Ensemble Approach

Utilizing a combination of LSTMs (Long Short-Term Memory) and MLP features, feeding two various classification algorithms to predict duplicate questions.

### 2. Data



### 2.1 Preprocessing



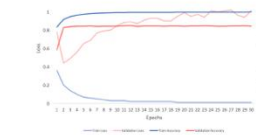
### 2.2 Embeddings



### 3. Feature Engineering



### 4.2 Model Performance



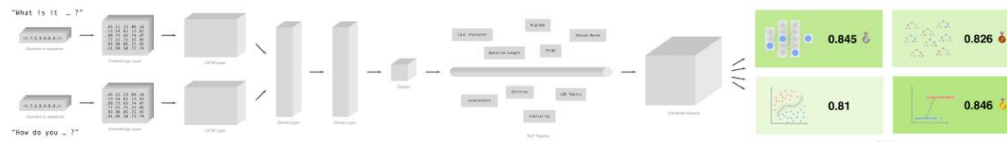
### 5. Classification Results

After combining outputs from LSTM and engineered features, we tried several different algorithms for classifying duplicate questions and compared results (Accuracy).

Neural Network	3 Dense Layers 200 nodes each, 20% dropout	0.84515
Logistic Regression		0.84585
Random Forest	max-depth: 2	0.82639
SVM	rd kernel, gamma=1	0.81001

### 6. Summary

- Although we achieved a reasonable final results (84.6% accuracy), our LSTM performance graph, suggests the model was overfitting.
- While accuracy was used to judge the final result, precision and recall may have been a better measure of performance due to imbalanced classes.
- Although we attempted to tune our model hyperparameters, we were limited by time and computational power and so were only able to test each model for 5 epochs.



# PLANKTON IMAGE CLASSIFICATION

AUTOMISATION OF THE PLANKTON IMAGE IDENTIFICATION PROCESS BY MAKING USE OF MACHINE LEARNING TECHNIQUES

### DATASET

24204 training images  
6132 test images  
~30px x 30px smallest  
~400px x 400px biggest  
Classes not uniformly distributed

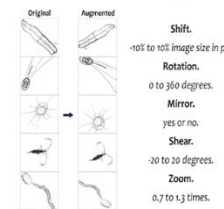
### PREPROCESSING



### SOFTWARE



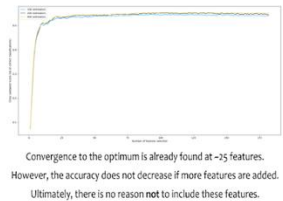
### DATA AUGMENTATION



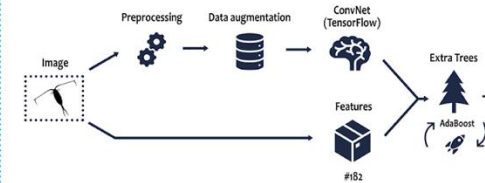
### FEATURE EXTRACTION

182 FEATURES, AMONG WHICH:  
Centroid  
Aspect ratio  
Local Binary Patterns  
Hu and Zernike moments  
Parameter Free Threshold Adjacency Statistics  
Mean distance (and  $\sigma$ ) to center of image  
Number of filled pixels  
Haralick's Features  
Orientation  
Solidity

### OPTIMAL NUMBER OF FEATURES (EXTRA TREES)



### MACHINE LEARNING MODEL



### PROCESS

NETS  
experimented with:  
Random Forest  
AdaBoost  
Extra Trees  
Logistic Regression  
Multi Layer Perceptron  
ConvNet (based on VGGNet)

DECISION TREE  
BASED NETS  
experimented with:  
Number of estimators, more is better.  
Number of features, 25 or more.

### DETAILS CONVNET

LAYER TYPE	SIZE
Convolution	2D 3x3 filter
Convolution	4x4 filter
Max pooling	2x2 with stride of 2
Convolution	6x6 filter
Convolution	2D 3x3 filter
Max pooling	2x2 with stride of 2
Convolution	10x10 filter
Convolution	10x10 filter
Convolution	10x10 filter
Max pooling	2x2 with stride of 2
Flattening	8192x100
Dense + dropout	512
Dense + dropout	256
Length	1

### RESULTS

82.7%  
CORRECT  
PREDICTIONS

Kaggle rank #2

CONVNET  
experimented with:  
Size of images, bigger is better.  
Less or more layers, more is better.  
Number of filters, more is better.  
Size of filters, 3x3 is best.  
Type of pooling, does not really matter.  
Activation functions, Leaky ReLU.  
Learning rates, decreasing over time.  
Different optimizers, Ada Gradient.