Teaching Intro ML to Engineers: Tips and Methods

Objectives

- Know your Audience
- Know your Content
- Engage your Audience
- Direct your Audience
- Inspire your Audience

Know your Audience

• Engineers or Mathematicians?

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 - o **Engineers!**

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 - Any level of engineer?

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 - HUMANS!!!

Teach ML in terms of concepts and code

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Expect your engineers to <u>maybe</u> remember a little bit of calculus.

The APIs are the <u>interface</u> between the students and the math.

Pay attention to prerequisites

What are the <u>minimum</u> <u>skills</u> required to be proficient?

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 Ensure that you share -- and your students know and study -- the prerequisites.

Don't assume junior Data Scientists are junior Engineers

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Try to encourage the more experienced students (in Eng or DS) to <u>engage</u>
 with the rest of the class and <u>share</u> their experiences.

• They want to drink **coffee**.

They want to drink <u>coffee</u>.

They want to use the <u>restroom</u>.

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They want to ask <u>questions</u>.

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• They want to ask **questions**.

• PLAN TIME FOR THEM!

Know your Content

Teach the right concepts at the right levels

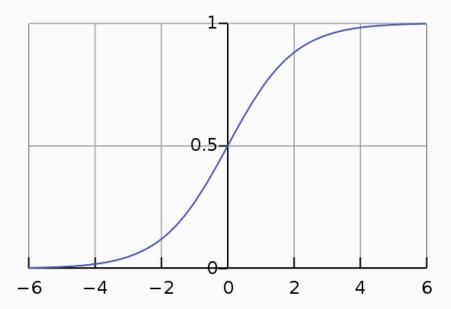
Let's consider the question:

What is sigmoid?

• Is sigmoid an **equation**?

$$p = \frac{1}{1 + e^{-y}}$$

• Is sigmoid a **graph**?



• Is sigmoid an API call?

```
estimator = DNNClassifier(
 feature_columns=[sparse_feature_a_emb, sparse_feature_b_emb],
 hidden_units=[1024, 512, 256],
 optimizer=tf.compat.v1.train.ProximalAdagradOptimizer(
     learning_rate=0.1,
     l1_regularization_strength=0.001
 ))
```

Is sigmoid an <u>API parameter</u>?

```
estimator = DNNClassifier(
feature_columns=[sparse_feature_a_emb, sparse_feature_b_emb],
hidden_units=[1024, 512, 256],
activation_fn=tf.nn.sigmoid,
optimizer=tf.compat.v1.train.ProximalAdagradOptimizer(
    learning_rate=0.1,
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))
```

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For engineers just learning ML, the <u>API</u> and the <u>Graph</u> are most important.

Be open to student curiosity, but don't act like equations must be memorized.

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sigmoid - asymptotes, from 0 to 1.

<u>ReLU</u> - simple hinge, super speedy calc and derivative.

- Loss over time graphs are super important!
- Teach the 4 basic types you will encounter:



"<u>Bouncy</u>"

Lower LR

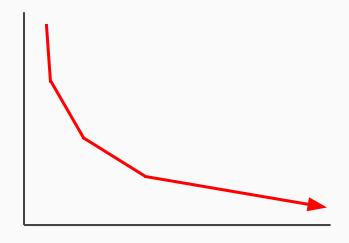
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"<u>Falling</u>"

- More Steps
- Higher LR

- Loss over time graphs are super important!
- Teach the 4 basic types you will encounter:



"Descending"

More Steps

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"Converged!"

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 - "Learning Rate" or "Alpha" ??
 - "Features and Signals" or "Values and Features" ??
 - "Linear models" or "Wide models" ??
 - "Examples" or "Records" ??

- There are multiple competing lexicons of ML!
 - "Learning Rate" or "Alpha" ??
 - "Features and Signals" or "Values and Features" ??
 - "Linear models" or "Wide models" ??
 - "Examples" or "Records" ??
- Your students may have already learned a different vocabulary!
- Be aware. Point them out explicitly to avoid confusion.

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 - "Bias" Societal bias? Line equation bias term? Prediction bias?
 - "Embedding" Embedding vector? Embedding layer?
 - "Performance" Speed? Quality?

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- Be aware. Point them out explicitly to avoid confusion.
- And expect that many students will still be confused.

Engage your Audience

Lectures are only useful for concepts

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Slides (and their presenters) are usually dry and boring.

• I'm losing your attention.



• I'm losing your attention.

Right now.



• I'm losing your attention.

• Right now.

As we speak.



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Right now.

As we speak.

What can we do about that?



• Learn by doing!

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- Provide attention, reinforcement, and vitally needed experience.
- Try to spend at least as much time on code as in lecture.
- Make sure the coding is <u>reinforcing</u> the lecture!

Colabs (& Kaggle kernels)

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Can be weak, since the real world doesn't live in a notebook.

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Best for <u>intermediate students</u> using their concepts in the "real" world.

Can be weak, since you need to have a working environment available.

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Best for <u>end-of-session</u> to <u>check</u> that your students have learned.

Can be weak, since they require people to have a minimum level of experience.

• Public scores can be useful to see which teams might need extra help.

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Swag is always great, but you don't need to have special awards.

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Swag is always great, but you don't need to have special awards.

Humans like to compete!

• For example: start with introductory concepts in **Colab** notebooks.

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Move on to <u>Codelabs</u> in GCP.

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Move on to <u>Competitions</u> from Kaggle.

For example: start with introductory concepts in <u>Colab</u> notebooks.

Move on to <u>Codelabs</u> in GCP.

Move on to <u>Competitions</u> from Kaggle.

. WIN!

Direct your Audience

Use it or lose it!

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 Having a project ready to go can help keep them <u>focused</u> on sticking with ML after the class is long in the past.

Next steps

ALWAYS try to provide "Next Steps" content for your students to continue their study!

More classes!

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 - developers.google.com/machine-learning
 - o codelabs.developers.google.com?cat=TensorFlow
 - ai.google/education
 - Other Qwiklabs.
 - Coursera ML courses.
 - Kaggle micro-courses.
 - Case studies: cloud.google.com/customers

More datasets!

How can you get any <u>practice</u> if you don't have any data?

More datasets!

- How can you get any <u>practice</u> if you don't have any data?
 - ai.google.com datasets.
 - Kaggle datasets and competitions.
 - UCI public datasets.
 - Skymind datasets.
 - Github open source datasets.
 - etc... Google for them!

• Conferences are great for **networking** and **learning**.

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(Google/Kaggle/GCP have multiple!)

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AutoML models can be very useful to solve many different problems.

AutoML systems aren't quite as <u>flexible</u> as manual model building.

Still requires ML skills: esp. <u>Problem Framing</u> and <u>Data Preparation</u>.

• But even if you're really excited to make your own models, AutoML can help!

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But even if you're really fired up to make your own models, AutoML can help!

AutoML models can be a useful <u>sanity check</u> on your models and datasets.

If AutoML can't make a model at all, you may not be able to either.

If AutoML makes a great model, you now are challenged to beat it!

More of YOU!

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- Once you go through all of your course materials, start doing competitions.
- If you have lots of people, split into Beginner & Advanced cohorts.

NOW FOR THE HARD PART!

Inspire your Audience

Your #1 Responsibility

• Get your students to <u>understand</u> the content.

Your #2 Responsibility?

• Get your students to <u>understand</u> the content.

Your #2 Responsibility!

Get your students to <u>understand</u> the content.

Get your students to <u>love</u> the content.

Your Responsibility

Get your students to <u>understand</u> the content.

Get your students to <u>love</u> the content.

• THESE ARE VERY DIFFERENT THINGS!

Your attitude affects their attitude

• If you're bored (or boring) your students might learn. Maybe.

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• If you're **excited** and **exciting**, your students might love!

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• If you're bored (or boring) your students might learn. Maybe.

If you're <u>excited</u> and <u>exciting</u>, your students might love!

They're far more likely to learn it if they learn to love it.

Your energy affects their energy

Be well rested.

Your energy affects their energy

Be well rested.

If you can't be well rested, be well <u>caffeinated</u>!

Your authenticity is key

Don't try to fake it or force it. People can usually tell.

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If it doesn't excite you, why teach it?

Your experience is valuable

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<u>Personalize</u> your content for your students.

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<u>Personalize</u> your content for your students.

People will <u>remember</u> stories and experiences better than slides.

• Show up early to help with prework and answer **questions**.

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Stick around after to help with code and answer <u>questions</u>.

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Make time outside of class for students who need extra <u>help</u>.

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Stick around after to help with code and answer questions.

Make time outside of class for students who need extra <u>help</u>.

Be available on <u>email</u>! Accept them on LinkedIn! Keep them <u>learning</u>!

All of this is stuff that can be <u>learned</u>, but you have to practice at it.

• All of this is stuff that can be **learned**, but you have to practice at it.

You have to be okay with the fact that you're not going to do as well at first.

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Your first presentation of content will <u>always</u> be the worst!

All of this is stuff that can be <u>learned</u>, but you have to practice at it.

You have to be okay with the fact that you're not going to do as well at first.

- Your first presentation of content will <u>always</u> be the worst!
 - Do it in front of a private audience, before teaching your students.
 - Record yourself with a camera, or teach to a spouse or friend.

Love what you do and you'll never work a day in your life.

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There's actually not much online study material for teaching ML.

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GO OUT THERE AND START TEACHING!

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GO OUT THERE AND START TEACHING! Not yet!

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There's actually not much online study material for teaching ML.

GO OUT THERE AND START TEACHING! Not yet!

(At least, participate in the role-play session that comes tomorrow!)

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Q & A

THANK YOU!