

# Setting up Machine Learning Projects

**Josh Tobin, Sergey Karayev, Pieter Abbeel**

# Machine Learning Projects



IN CS, IT CAN BE HARD TO EXPLAIN  
THE DIFFERENCE BETWEEN THE EASY  
AND THE VIRTUALLY IMPOSSIBLE.

# Machine Learning Projects

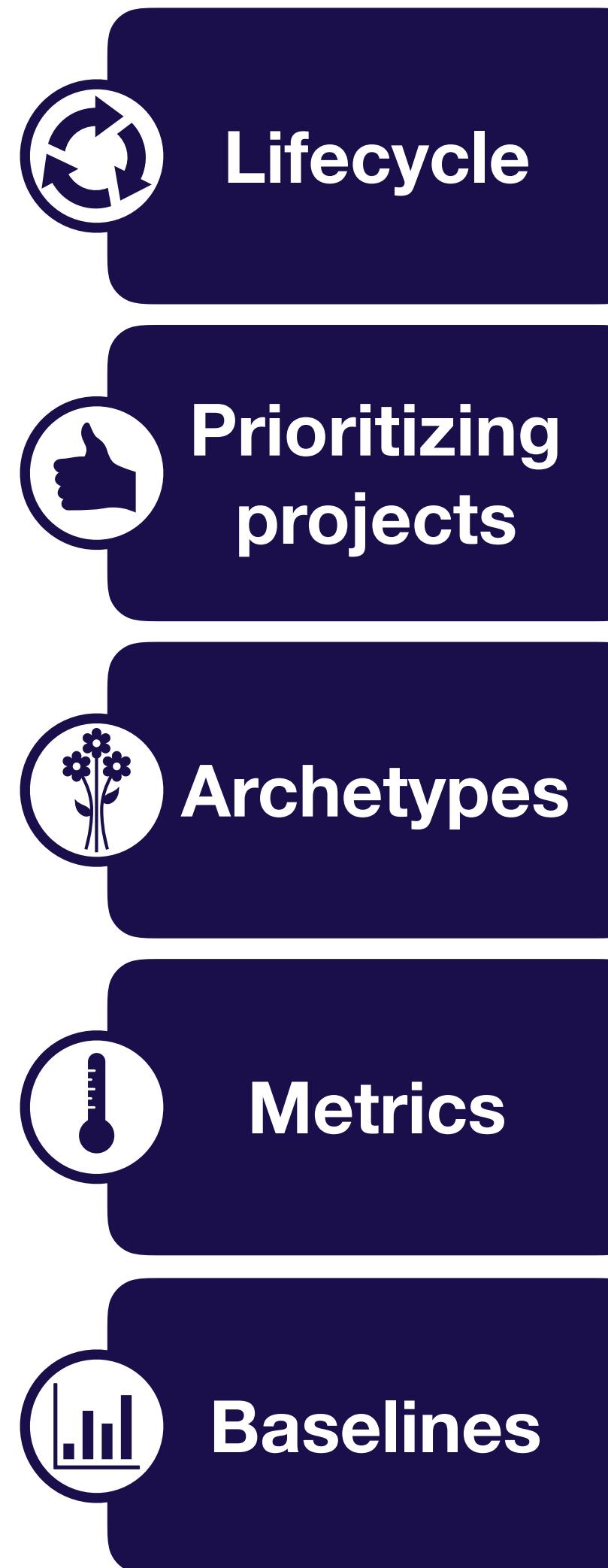
85% of AI projects fail<sup>1</sup>

<sup>1</sup> Pactera Technologies

# Why do so many projects fail?

- ML is still research - you shouldn't aim for 100% success rate
- But, many are doomed to fail:
- Technically infeasible or poorly scoped
- Never make the leap to production
- Unclear success criteria
- Poor team management

# Module overview



- How to think about all of the activities in an ML project
- Assessing the feasibility and impact of your projects
- The main categories of ML projects, and the implications for project management
- How to pick a single number to optimize
- How to know if your model is performing well

# Running case study - pose estimation

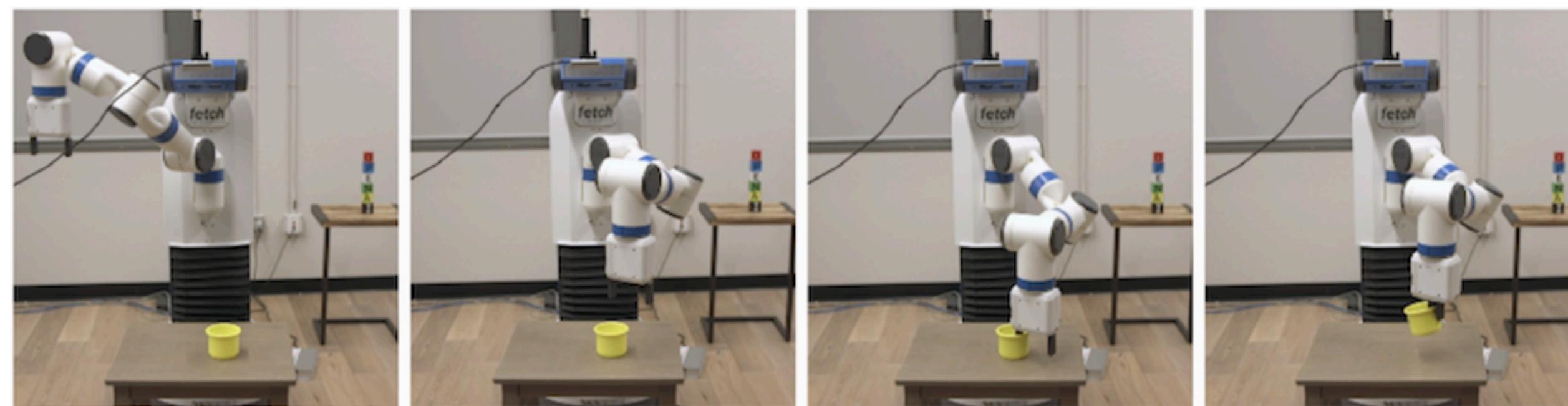
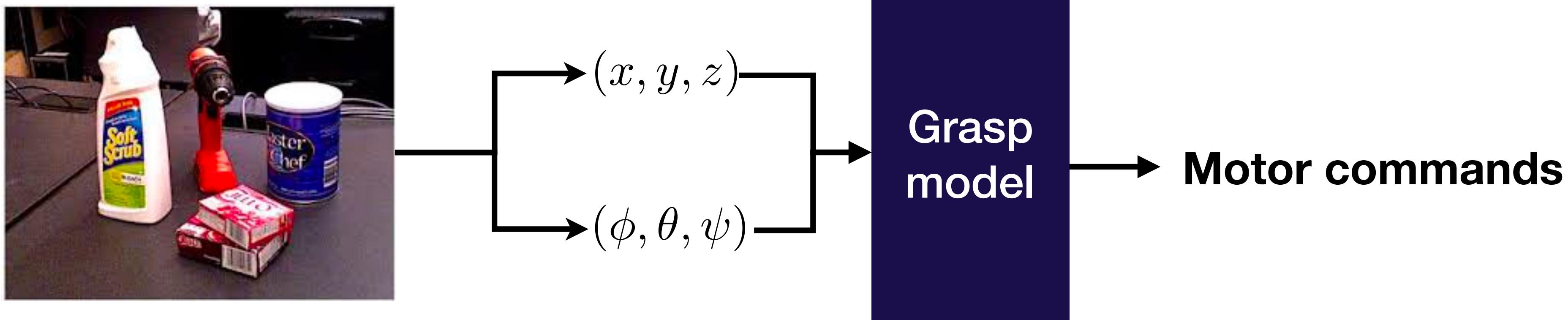


$(x, y, z)$  **Position (L2 loss)**

$(\phi, \theta, \psi)$  **Orientation (L2 loss)**

Xiang, Yu, et al. "PoseCNN: A Convolutional Neural Network for 6D Object Pose Estimation in Cluttered Scenes." *arXiv preprint arXiv:1711.00199* (2017).

# *Full Stack Robotics* works on grasping



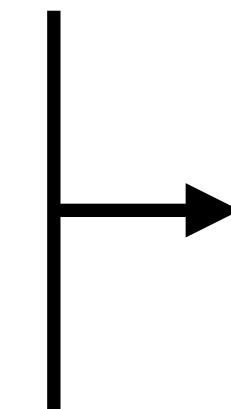
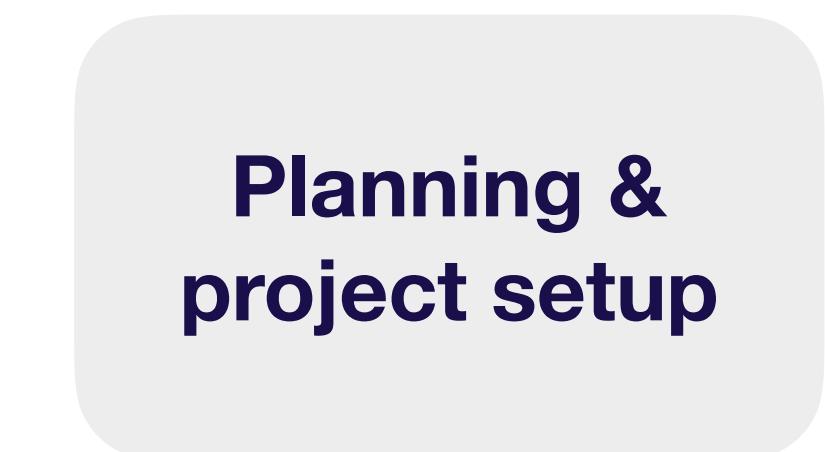
# Module overview

- Lifecycle**
  - How to think about all of the activities in an ML project
- Prioritizing projects**
  - Assessing the feasibility and impact of your projects
- Archetypes**
  - The main categories of ML projects, and the implications for project management
- Metrics**
  - How to pick a single number to optimize
- Baselines**
  - How to know if your model is performing well

# Lifecycle of a ML project

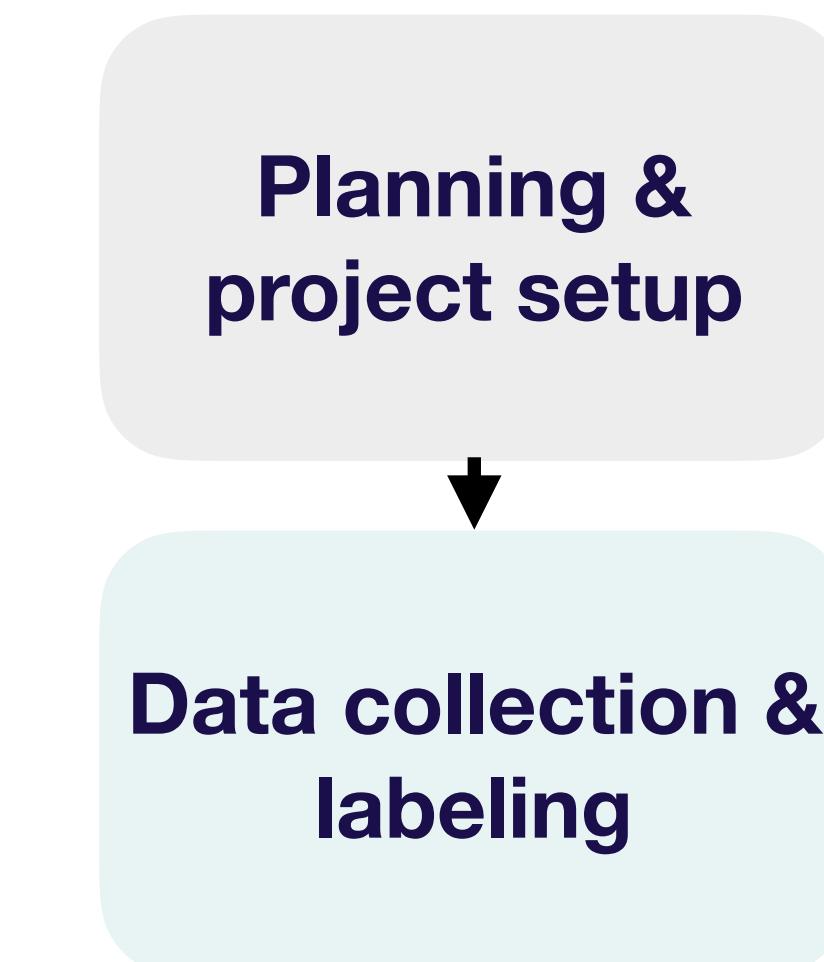
Planning &  
project setup

# Lifecycle of a ML project

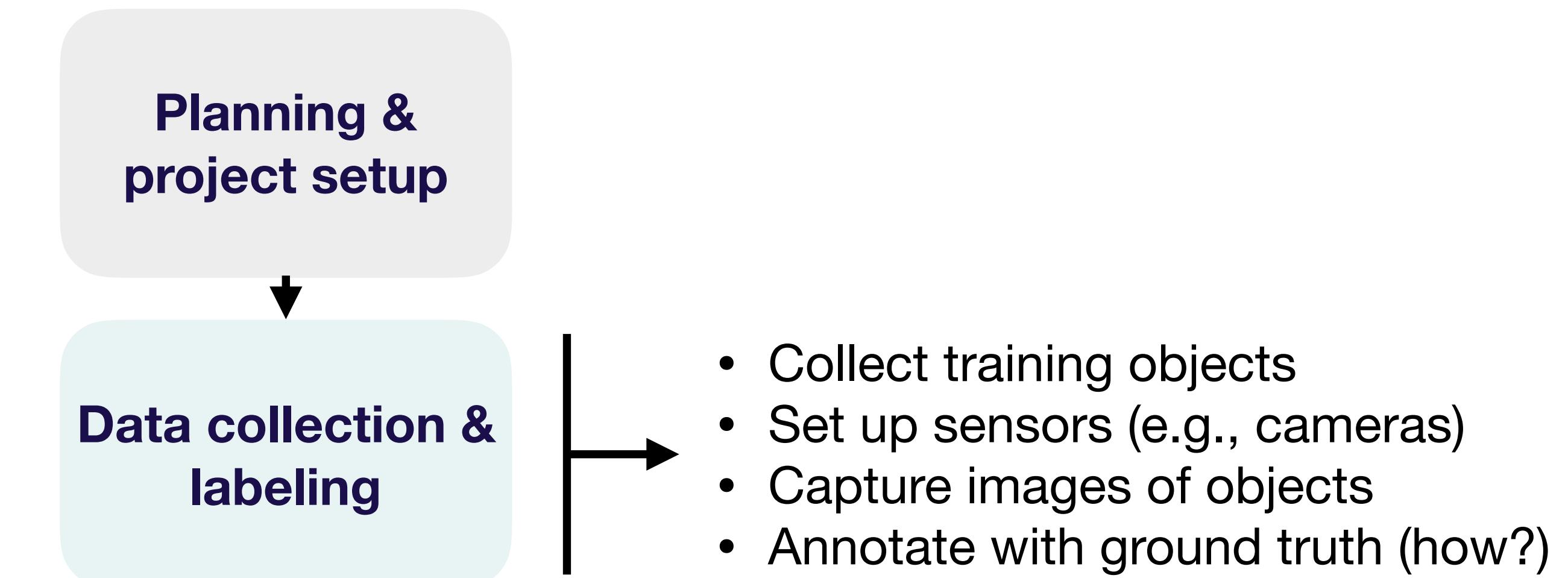


- Decide to work on pose estimation
- Determine requirements & goals
- Allocate resources
- Etc.

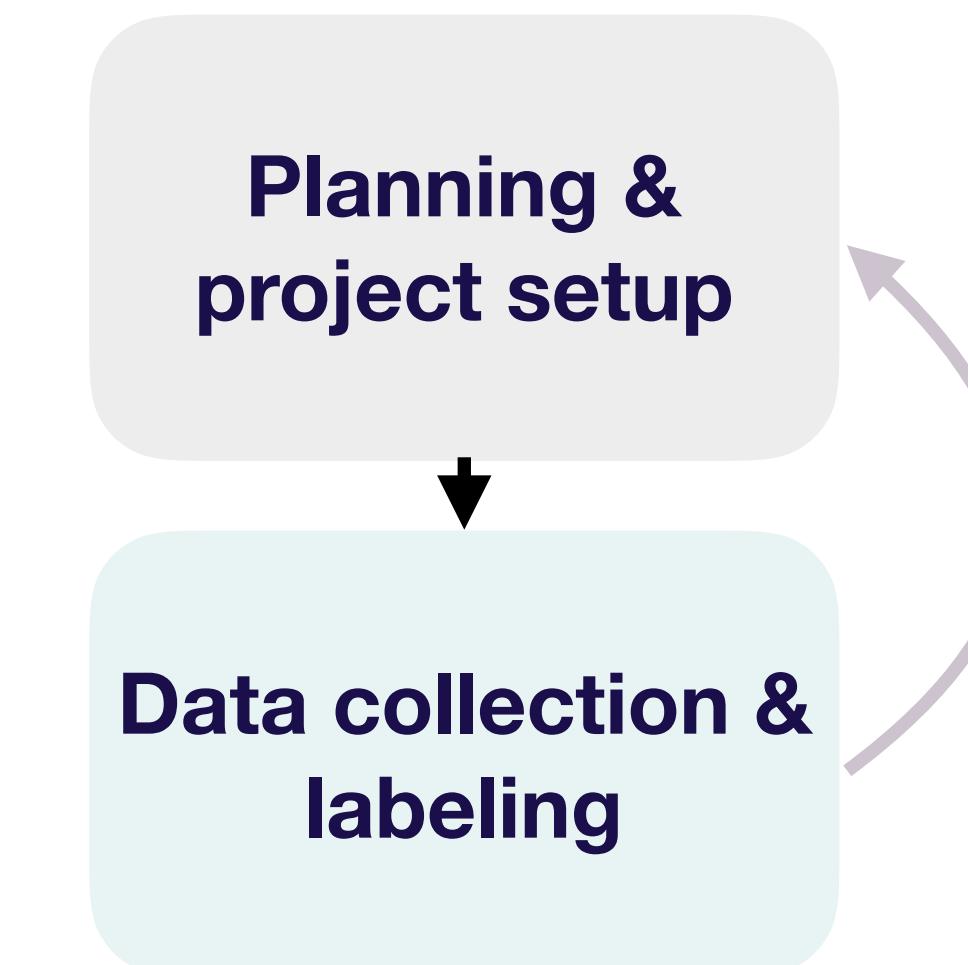
# Lifecycle of a ML project



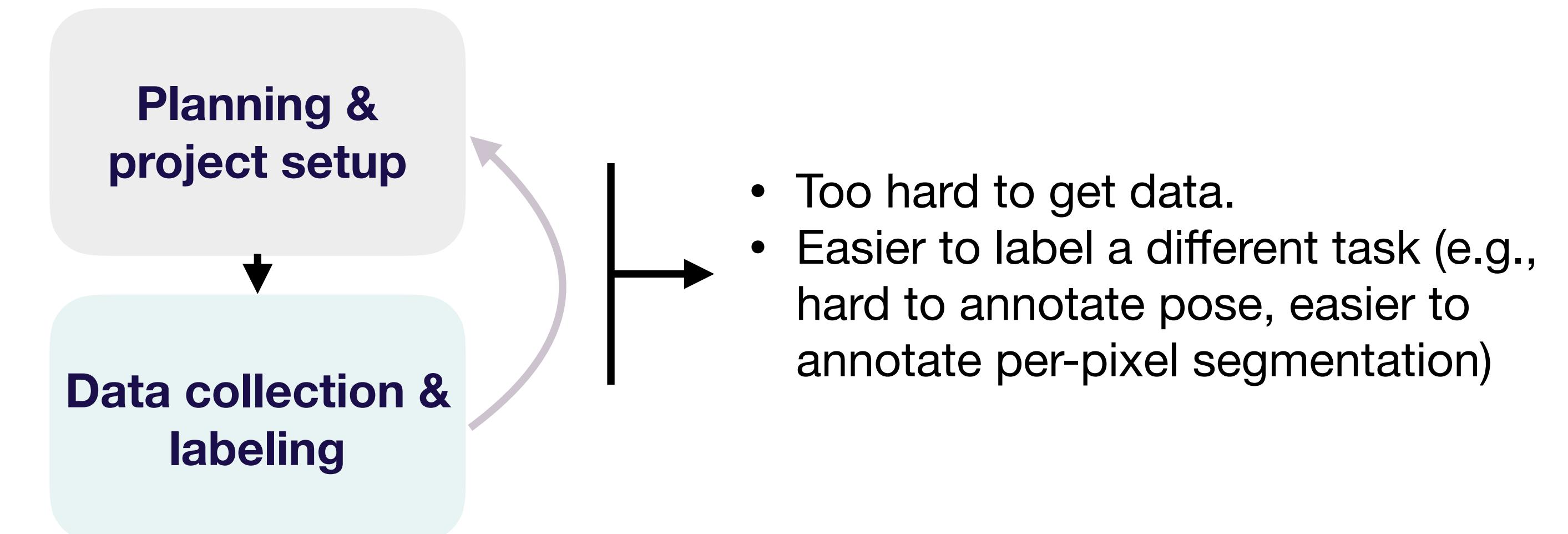
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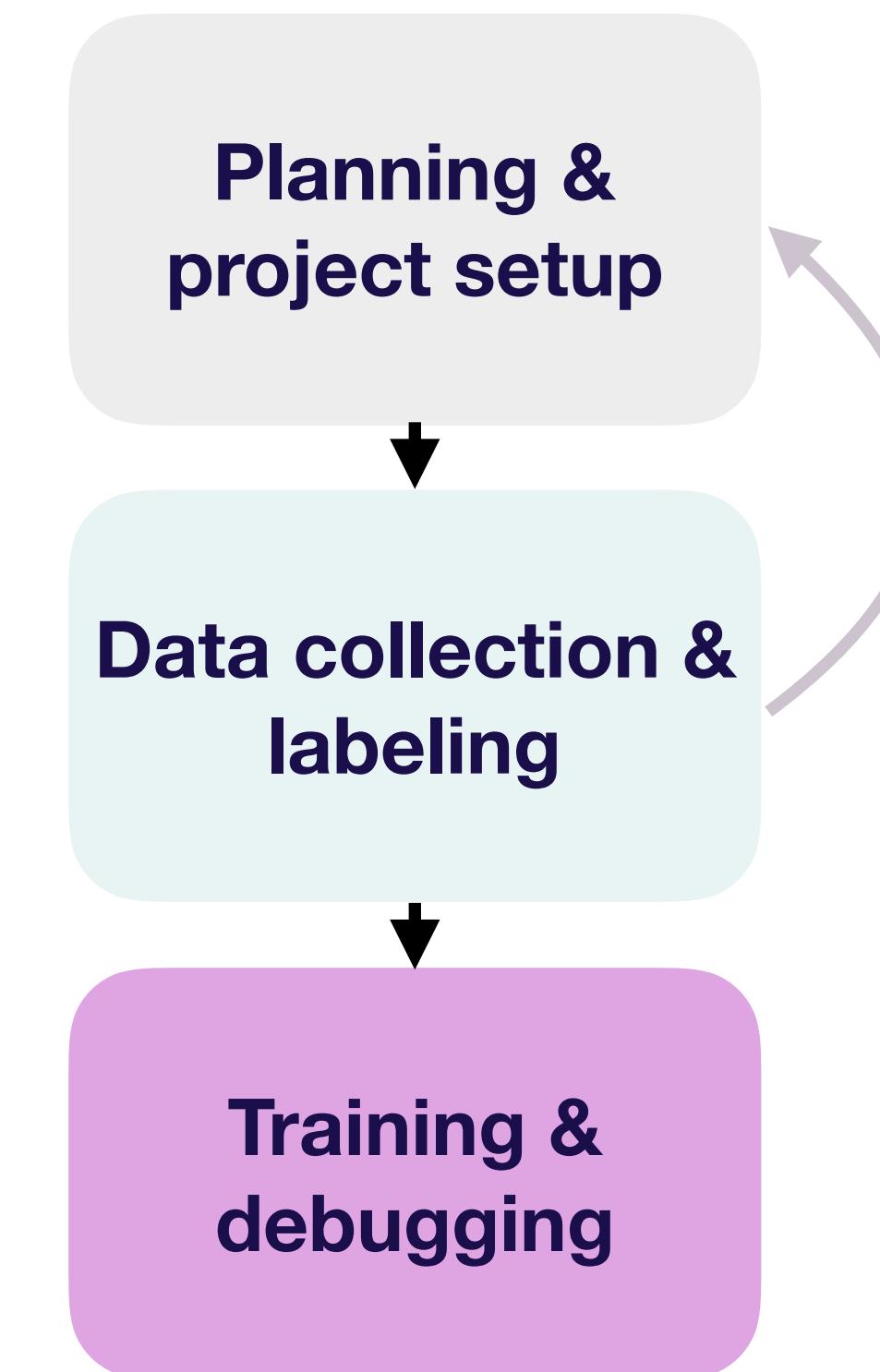
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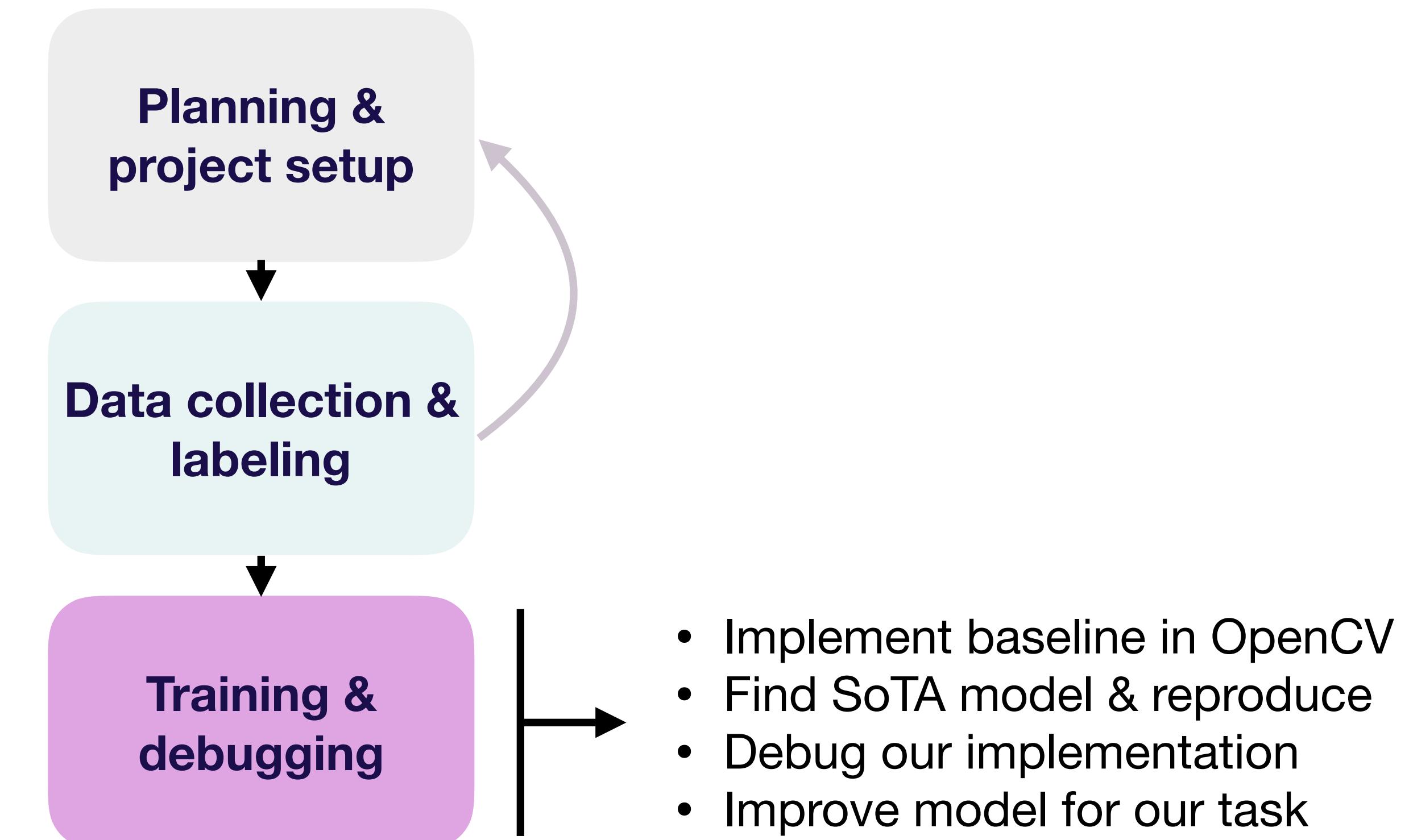
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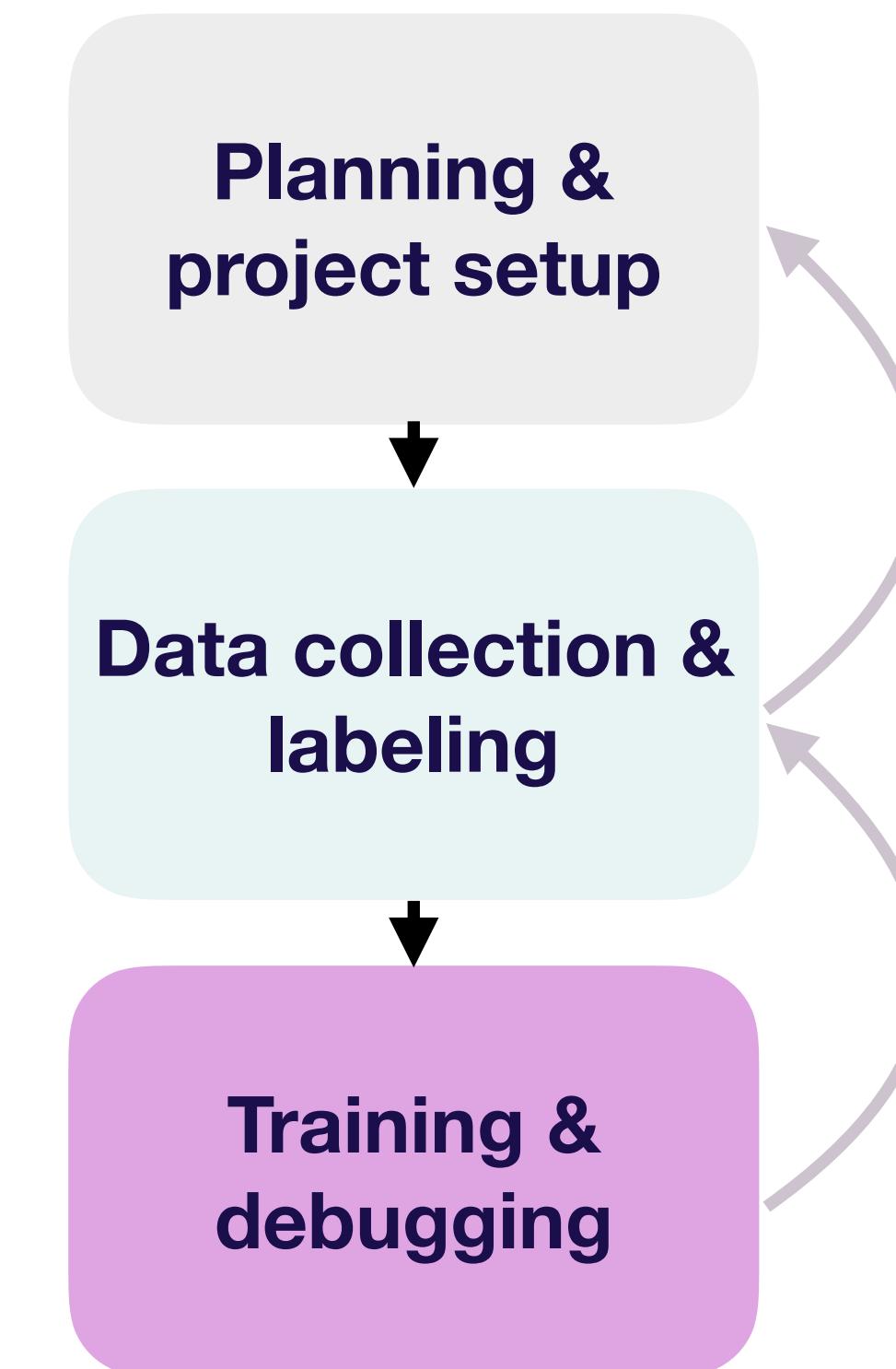
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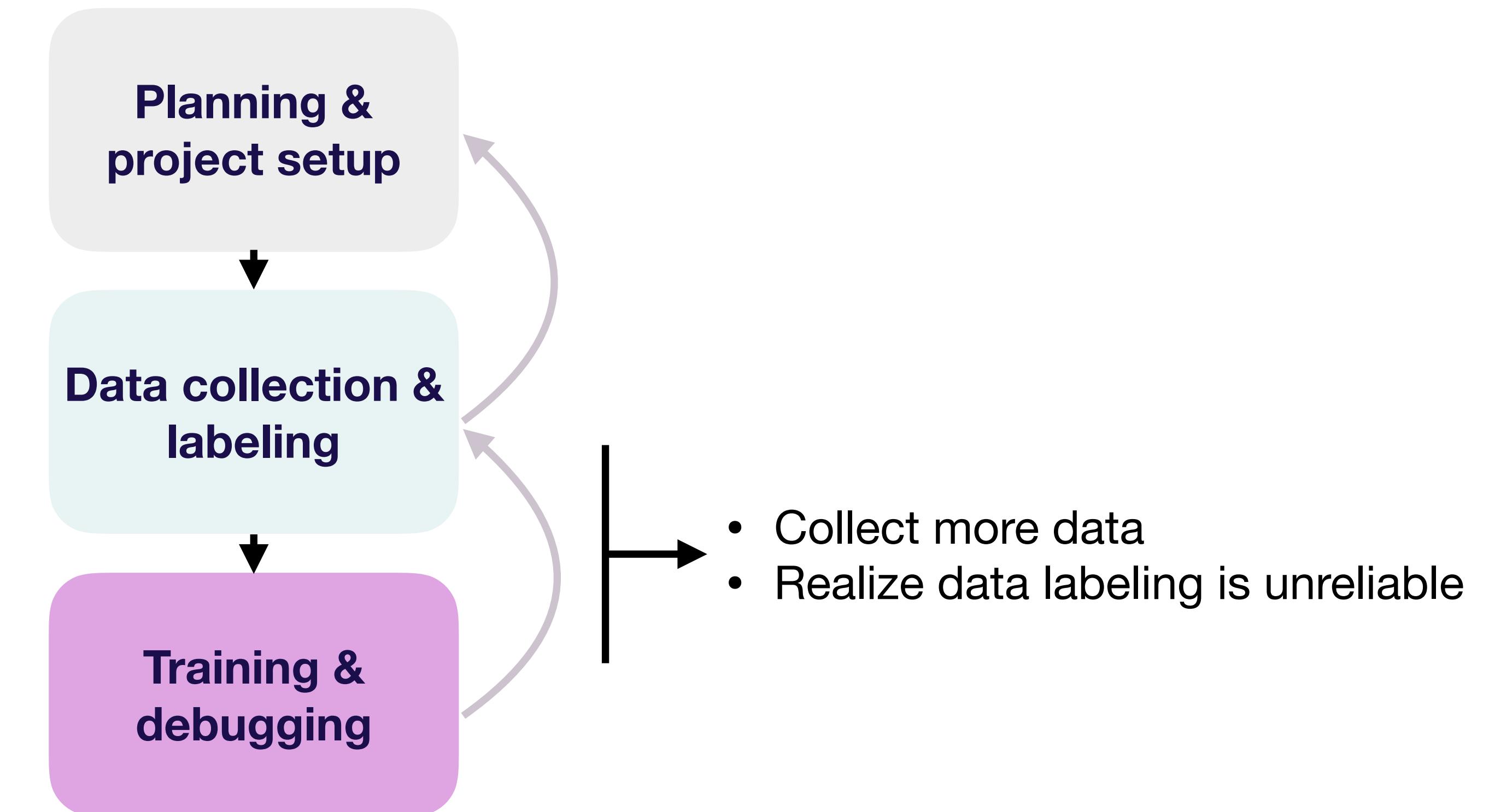
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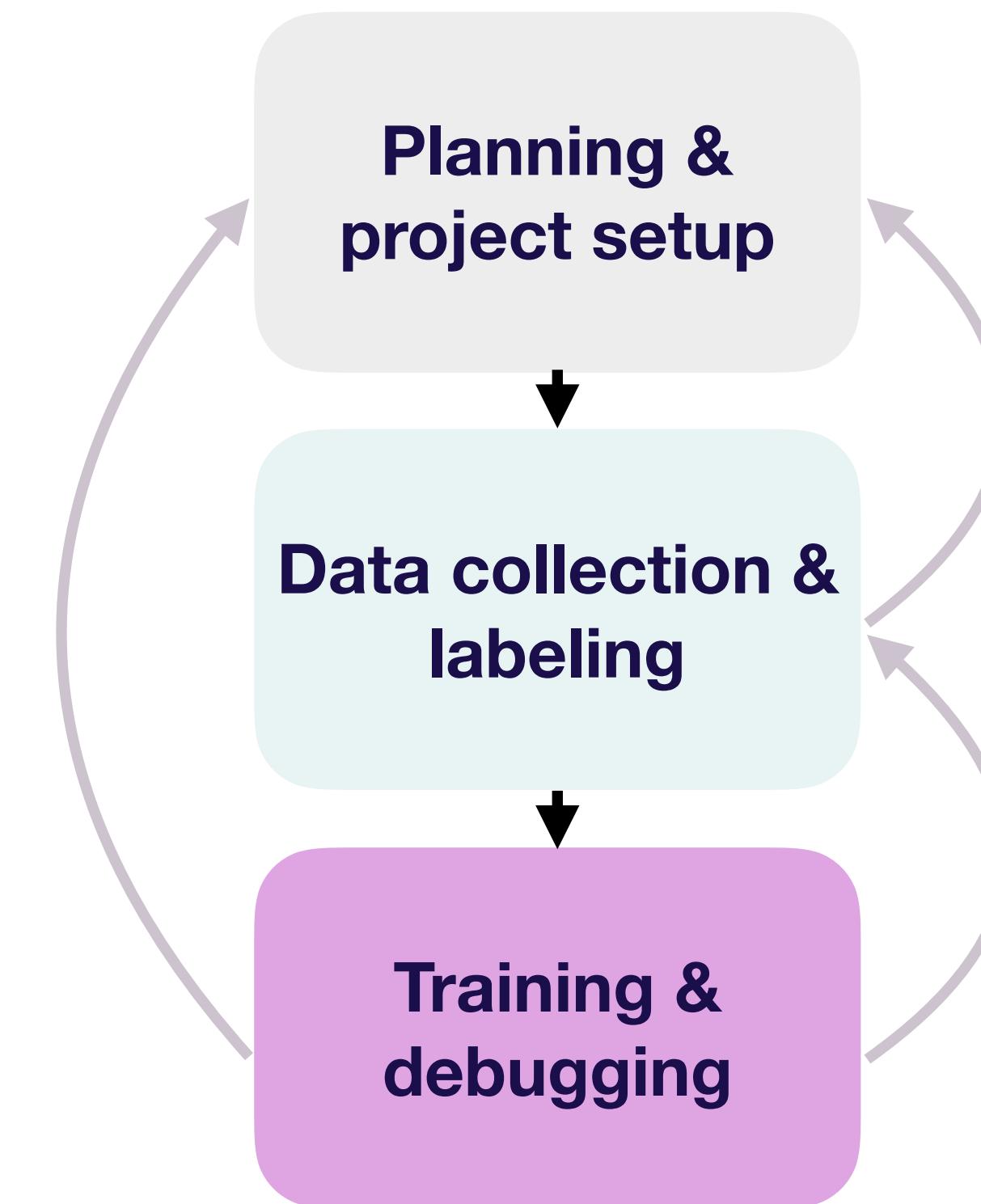
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# Lifecycle of a ML project

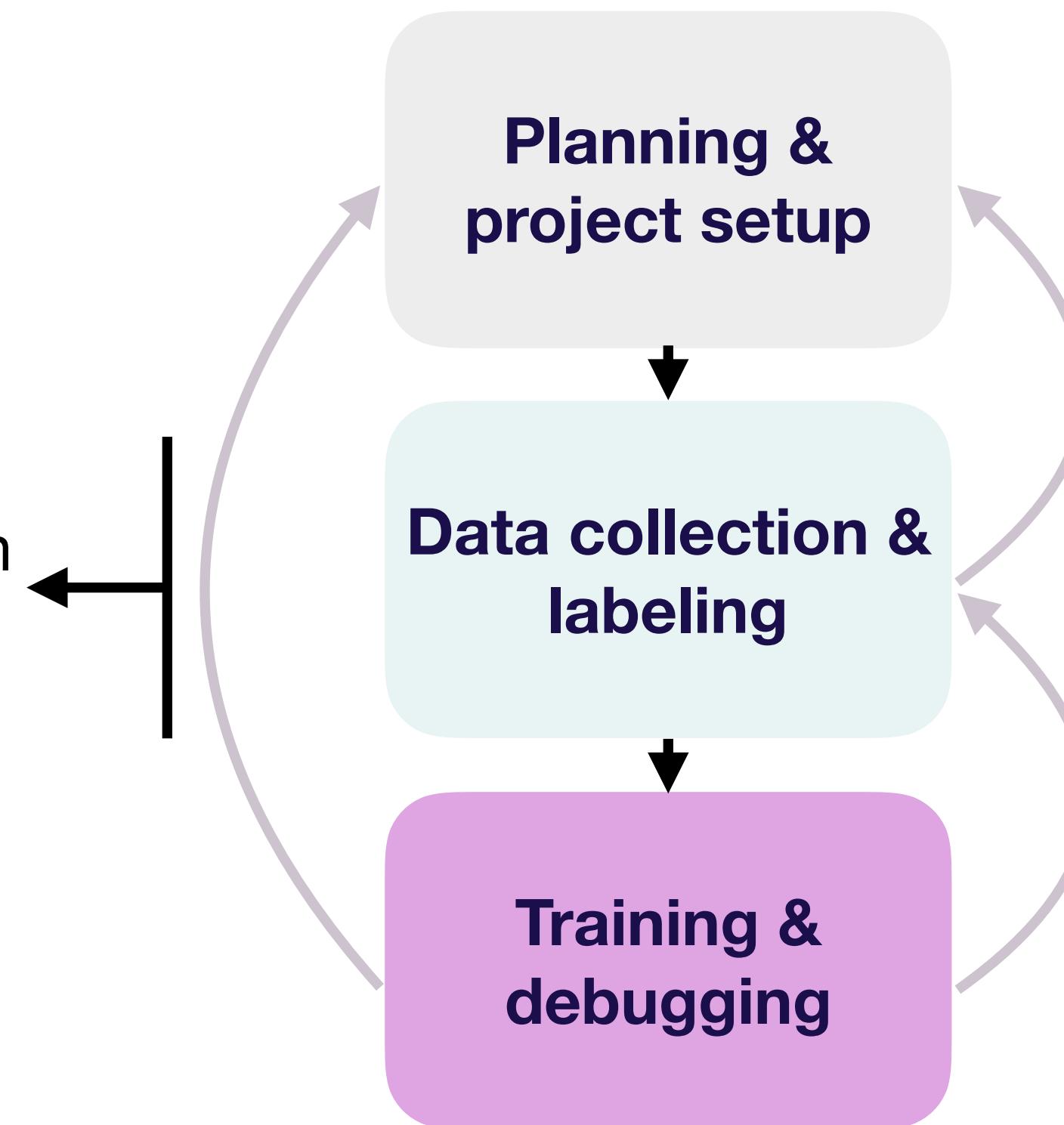


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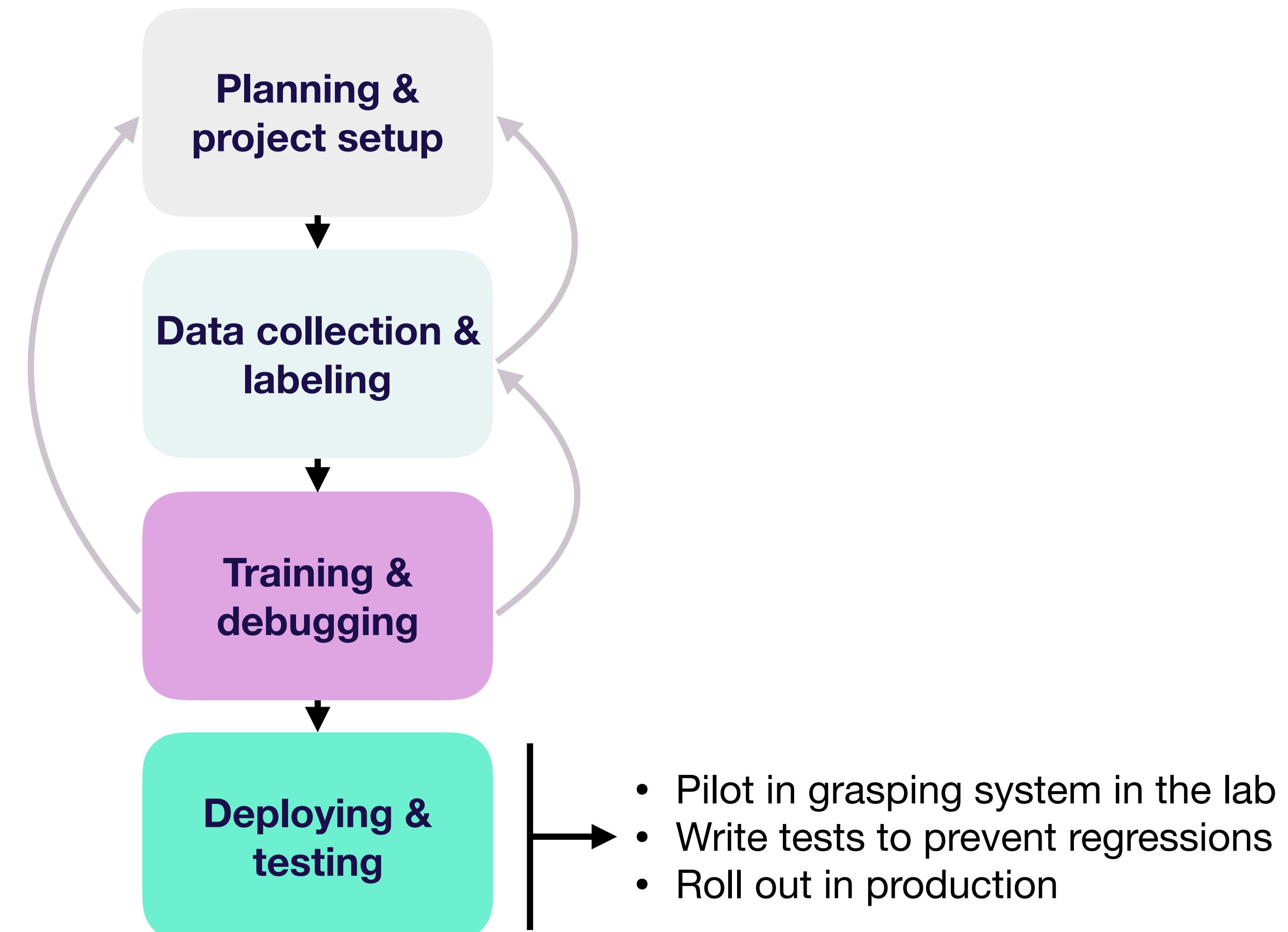


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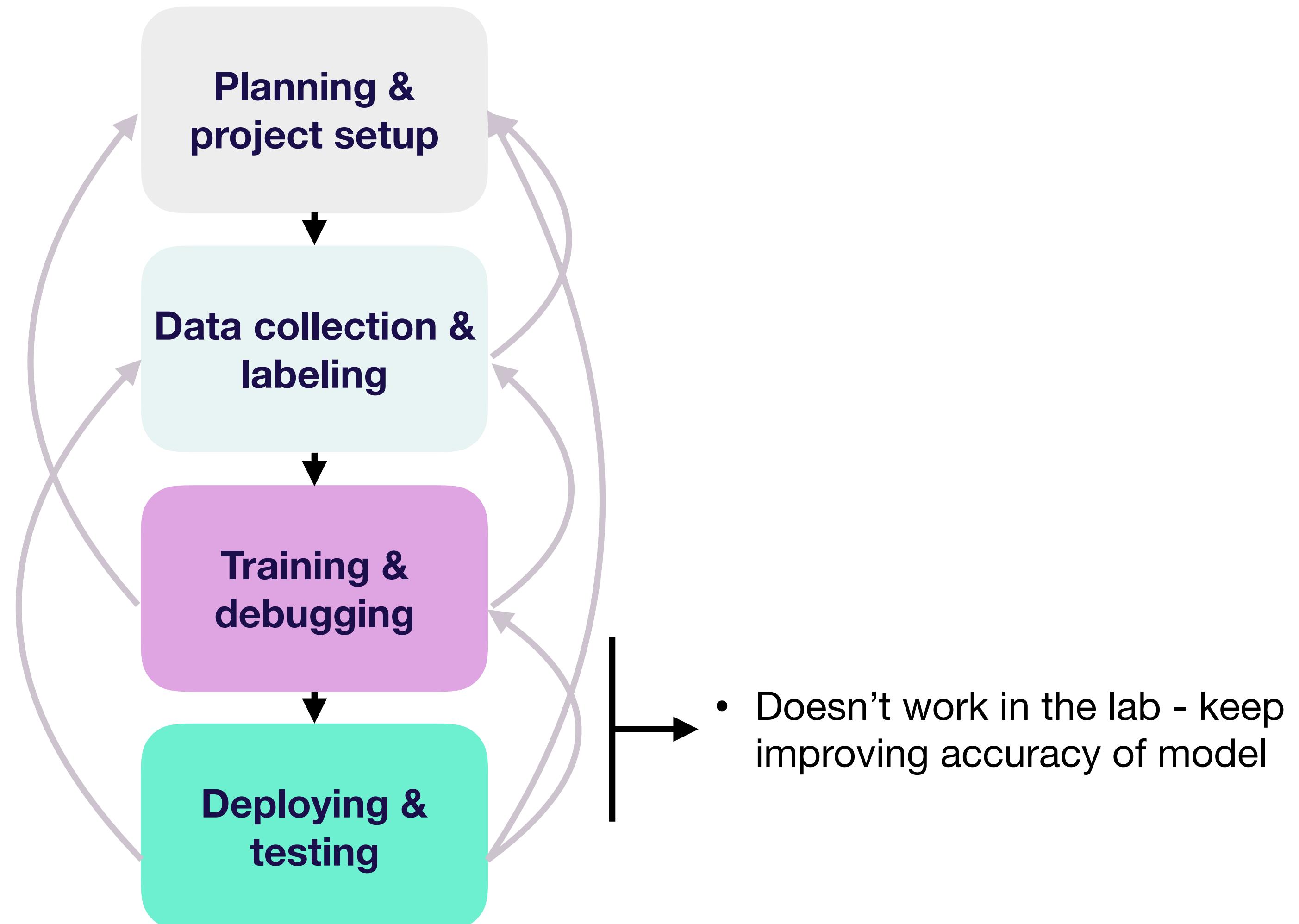
- Realize task is too hard
- Requirements trade off with each other - revisit which are most important



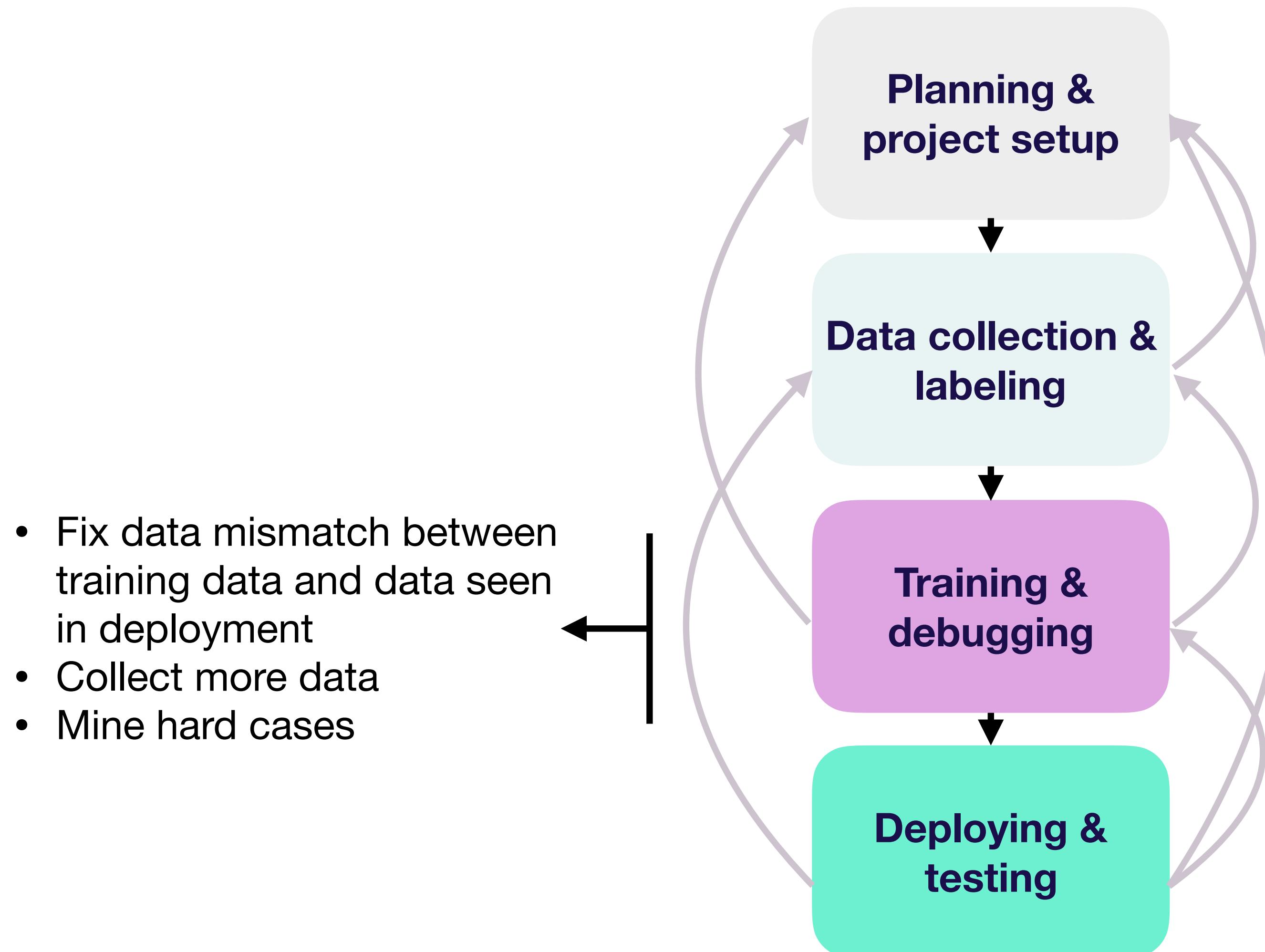
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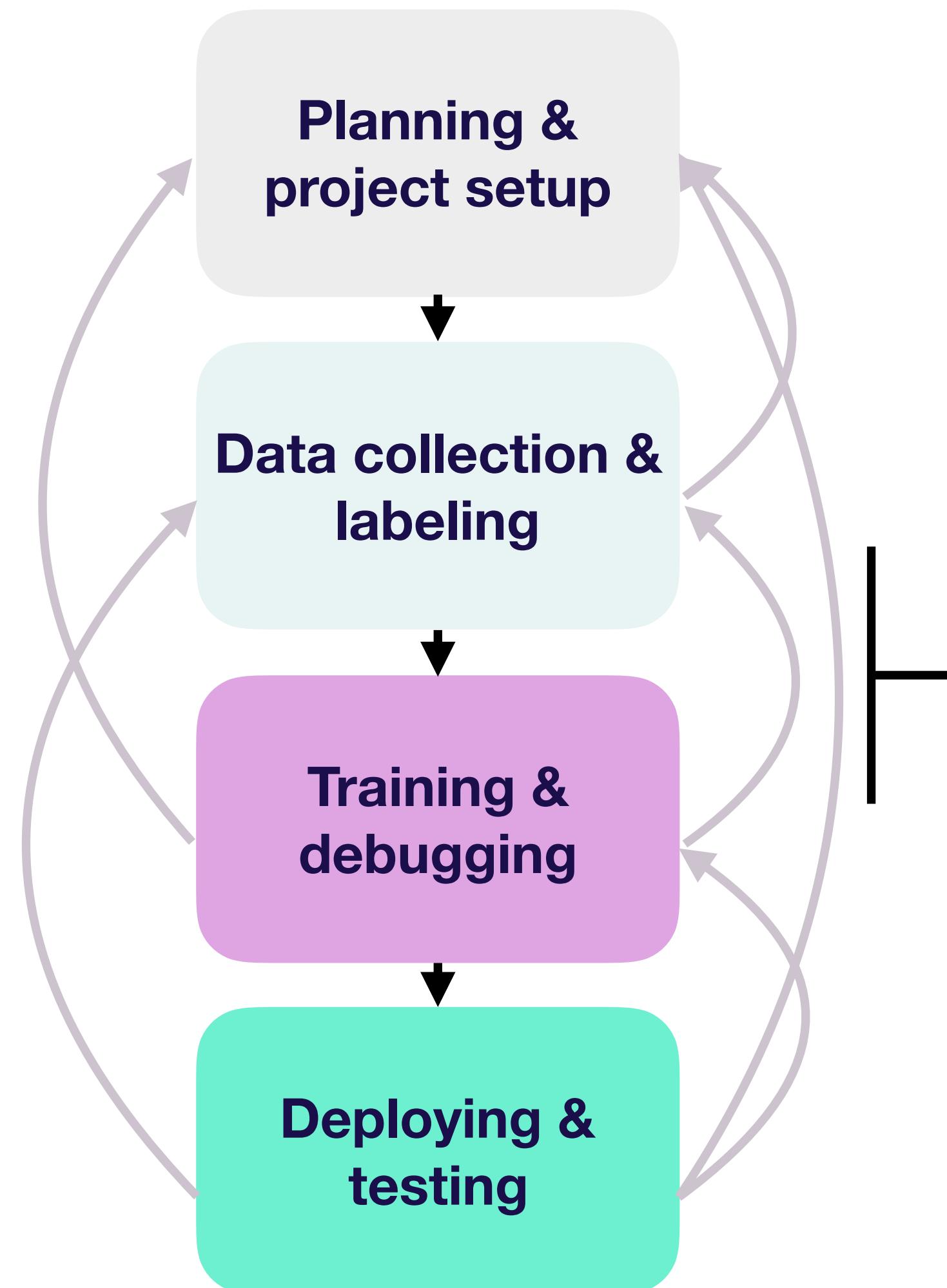
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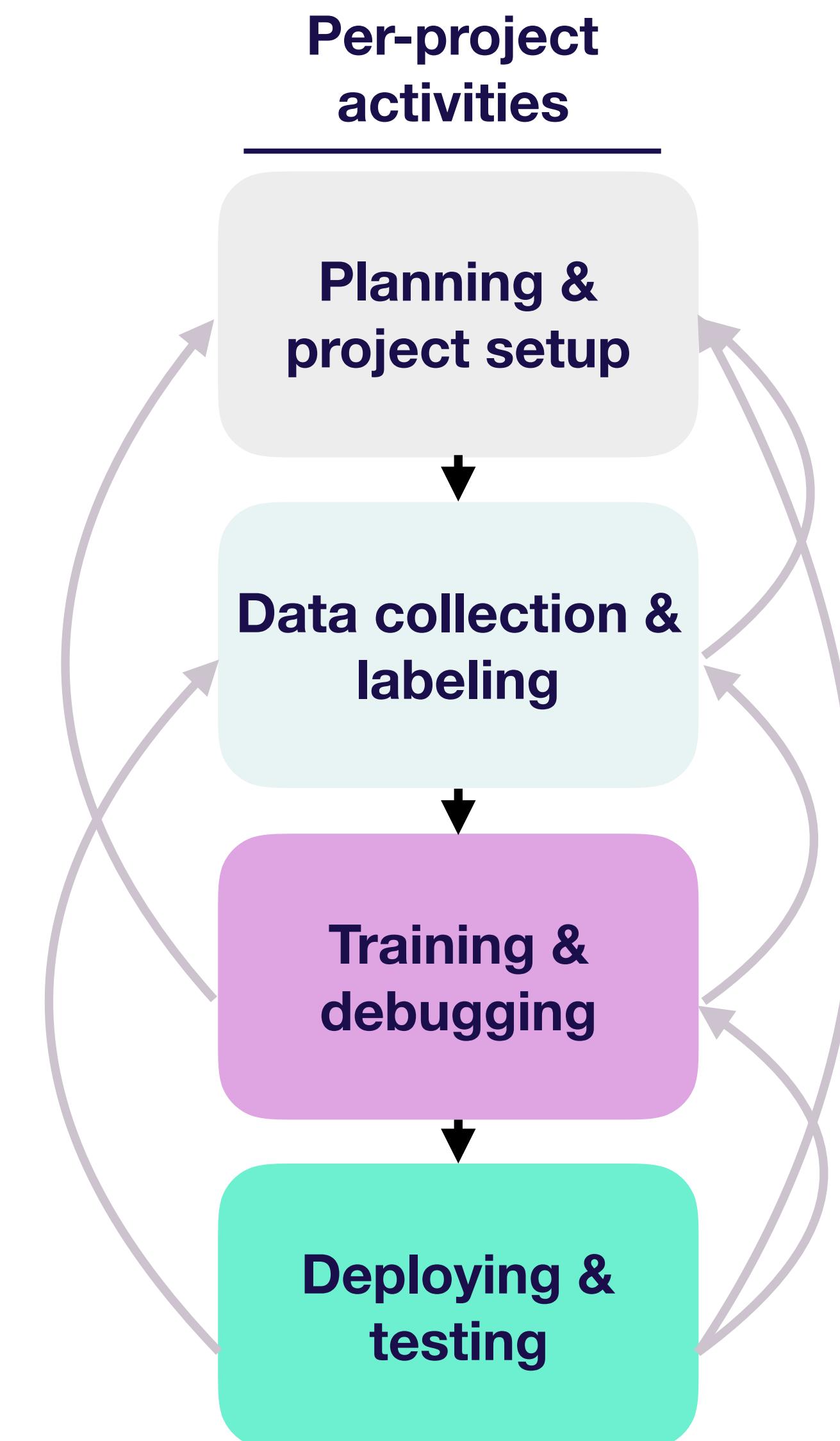


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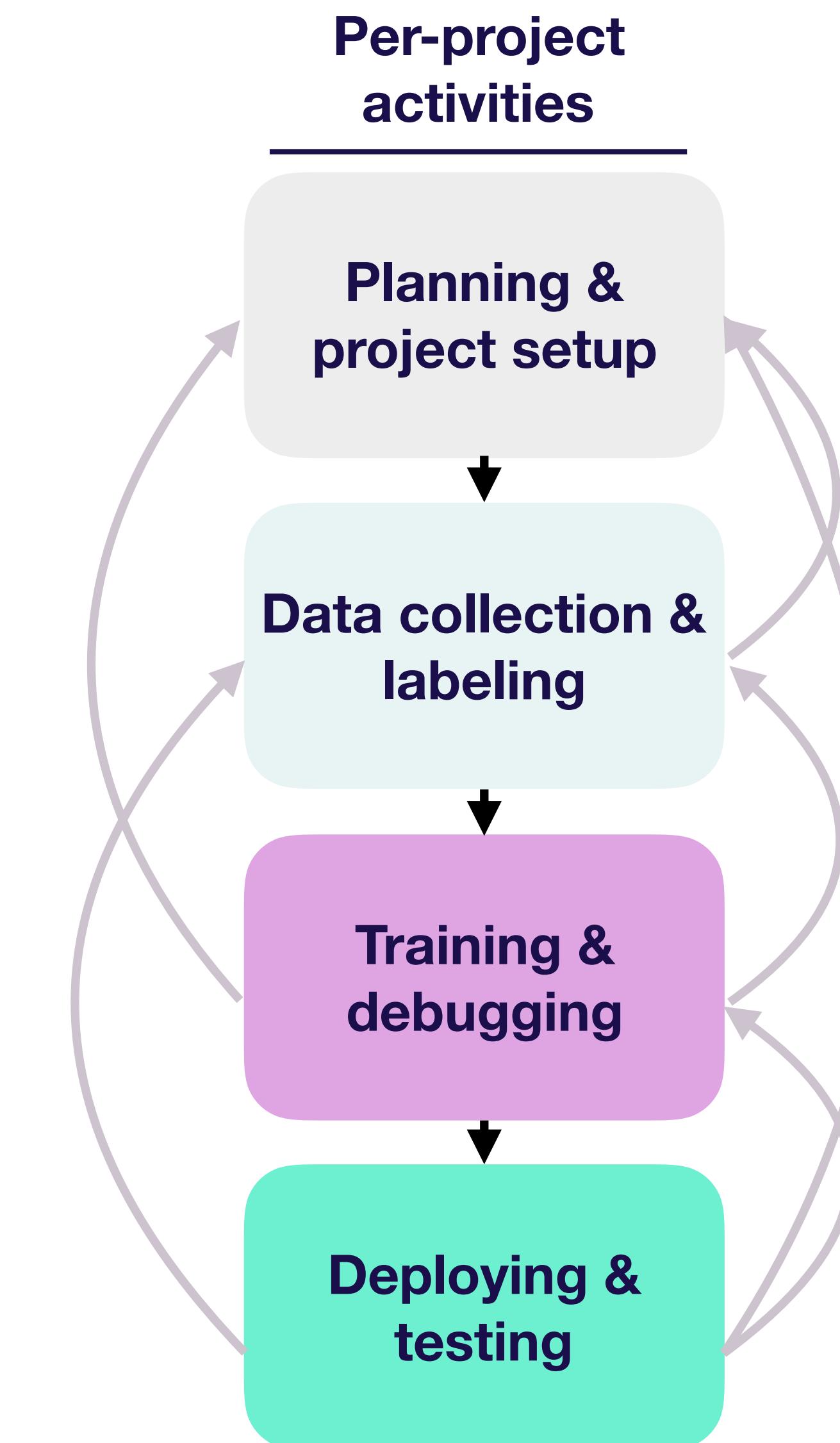


- The metric you picked doesn't actually drive downstream user behavior. Revisit the metric.
- Performance in the real world isn't great - revisit requirements (e.g., do we need to be faster or more accurate?)

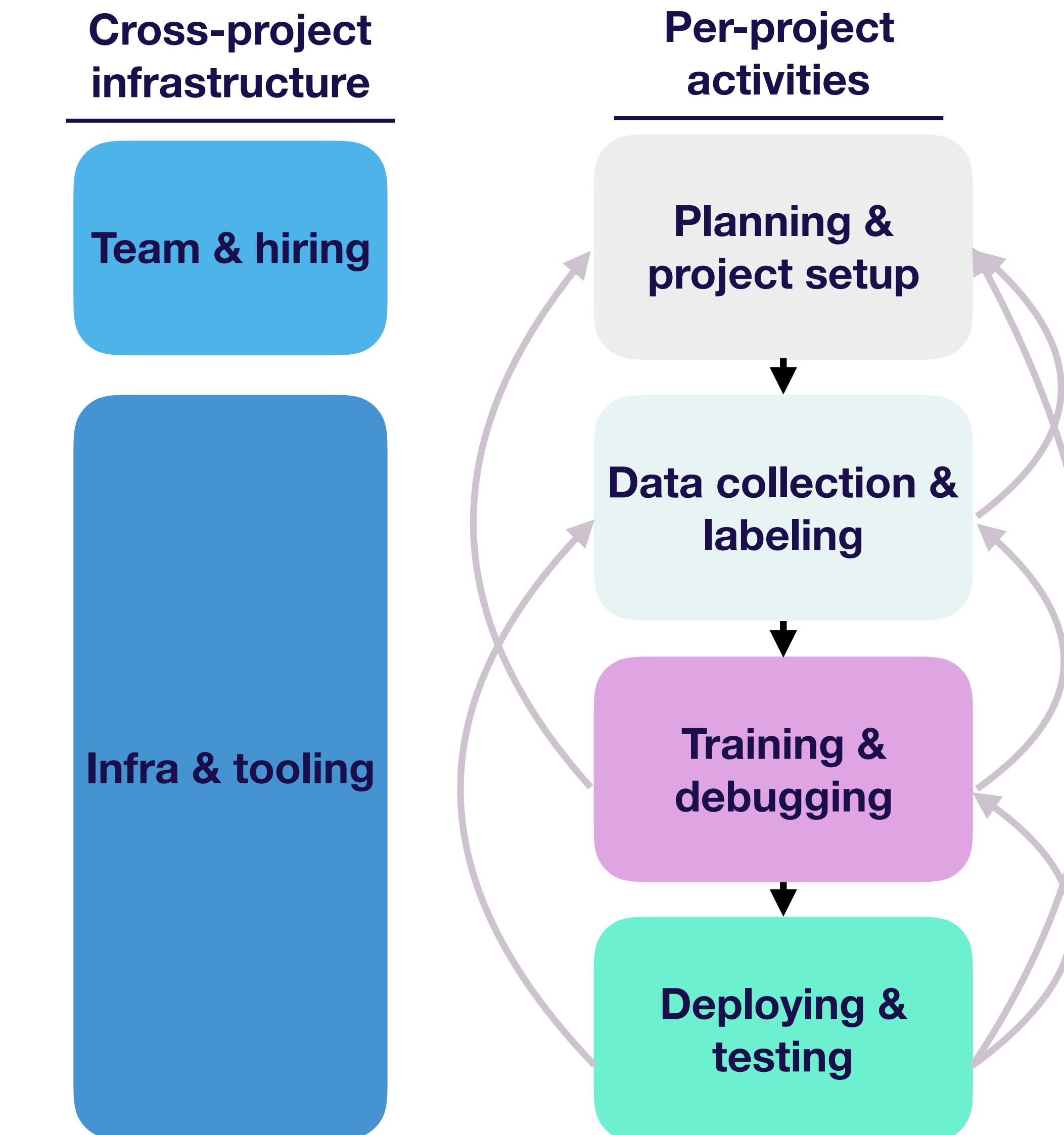
# Lifecycle of a ML project



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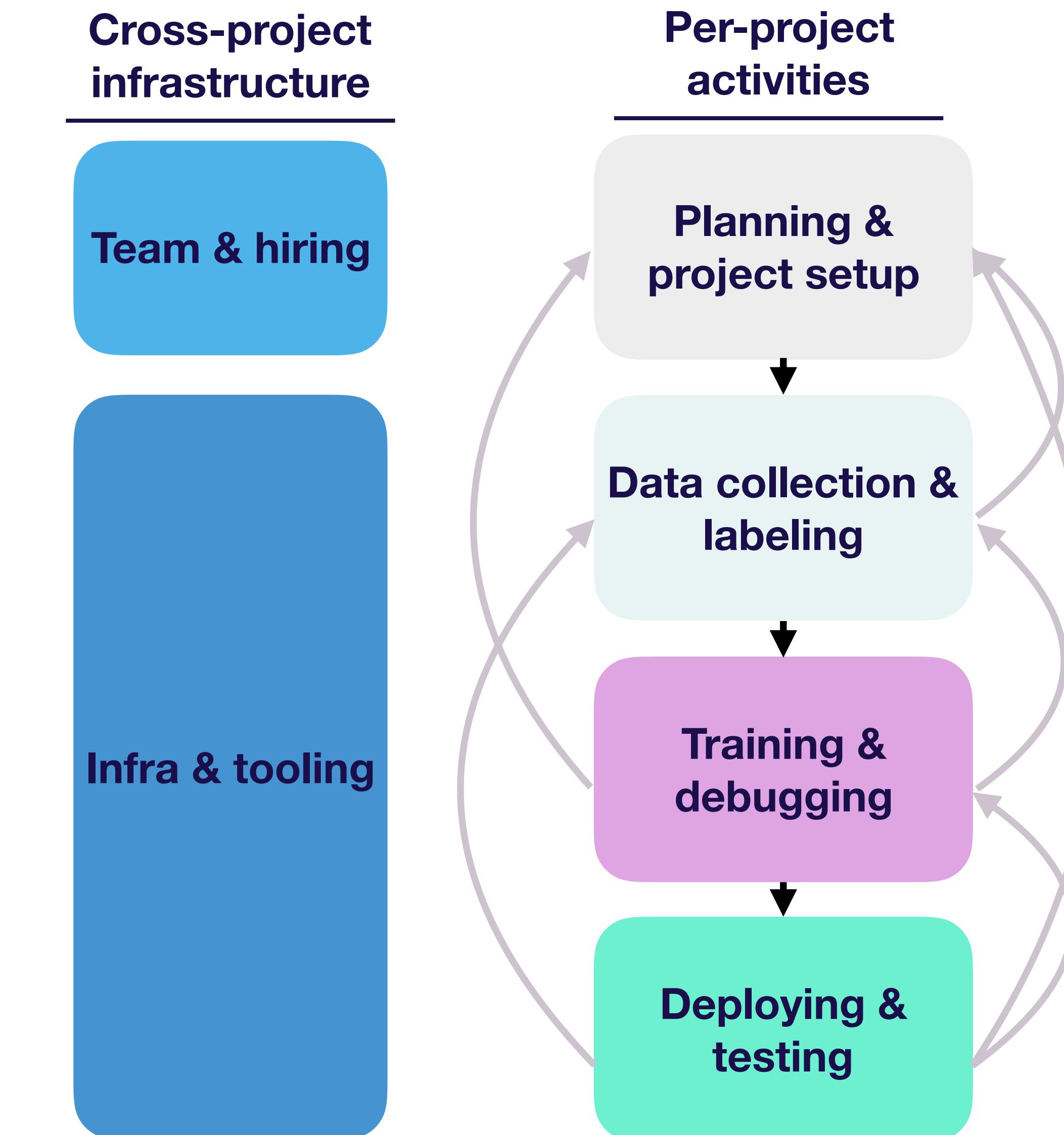
# Lifecycle of a ML project



# What else do you need to know?

- Understand state of the art in your domain
  - Understand what's possible
  - Know what to try next
- We will introduce most promising research areas

# Lifecycle of a ML project



# Questions?

# Module overview



- How to think about all of the activities in an ML project
- **Assessing the feasibility and impact of your projects**
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# Key points for prioritizing projects

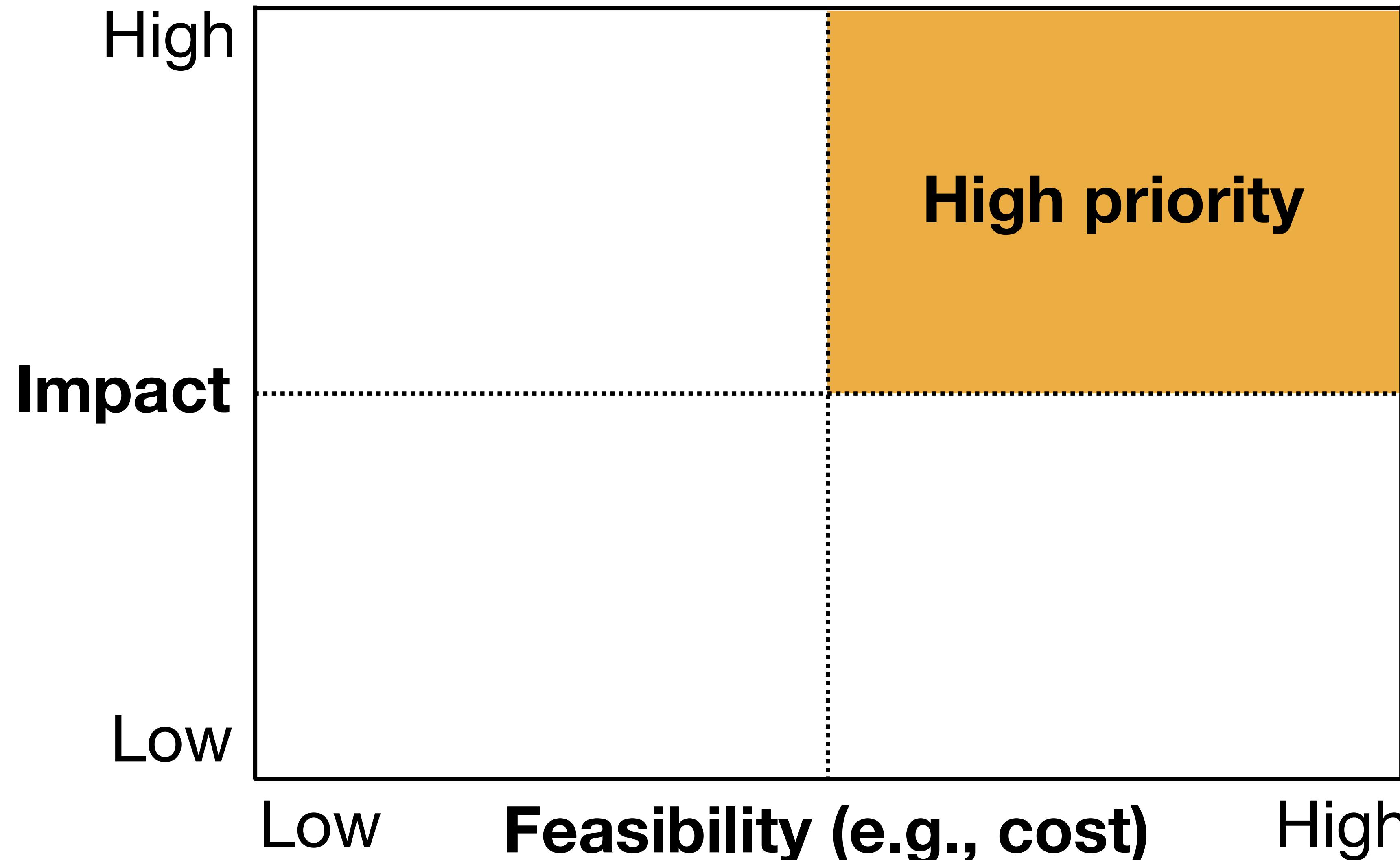
## A. High-impact ML problems

- Complex parts of your pipeline
- Places where cheap prediction is valuable

## B. Cost of ML projects is driven by data availability, but accuracy requirement also plays a big role



# A (general) framework for prioritizing projects



# Mental models for high-impact ML projects

1. Where can you take advantage of cheap prediction?
2. Where can you automate complicated manual processes?

# Mental models for high-impact ML projects

## The economics of AI (Agrawal, Gans, Goldfarb)

- AI reduces cost of prediction
- Prediction is central for decision making
- Cheap prediction means
  - Prediction will be everywhere
  - Even in problems where it was too expensive before (e.g., for most people, hiring a driver)
- **Implication:** Look for projects where cheap prediction will have a huge business impact

Prediction Machines: The Simple Economics of Artificial Intelligence (Agrawal, Gans, Goldfarb)

# Mental models for high-impact ML projects

Software 2.0  
(Andrej Karpathy)

Andrej Karpathy

@karpathy

Following

Gradient descent can write code better than you. I'm sorry.

1:56 PM - 4 Aug 2017

358 Retweets 1,183 Likes

72 358 1.2K

Software 2.0 (Andrej Karpathy): <https://medium.com/@karpathy/software-2-0-a64152b37c35>

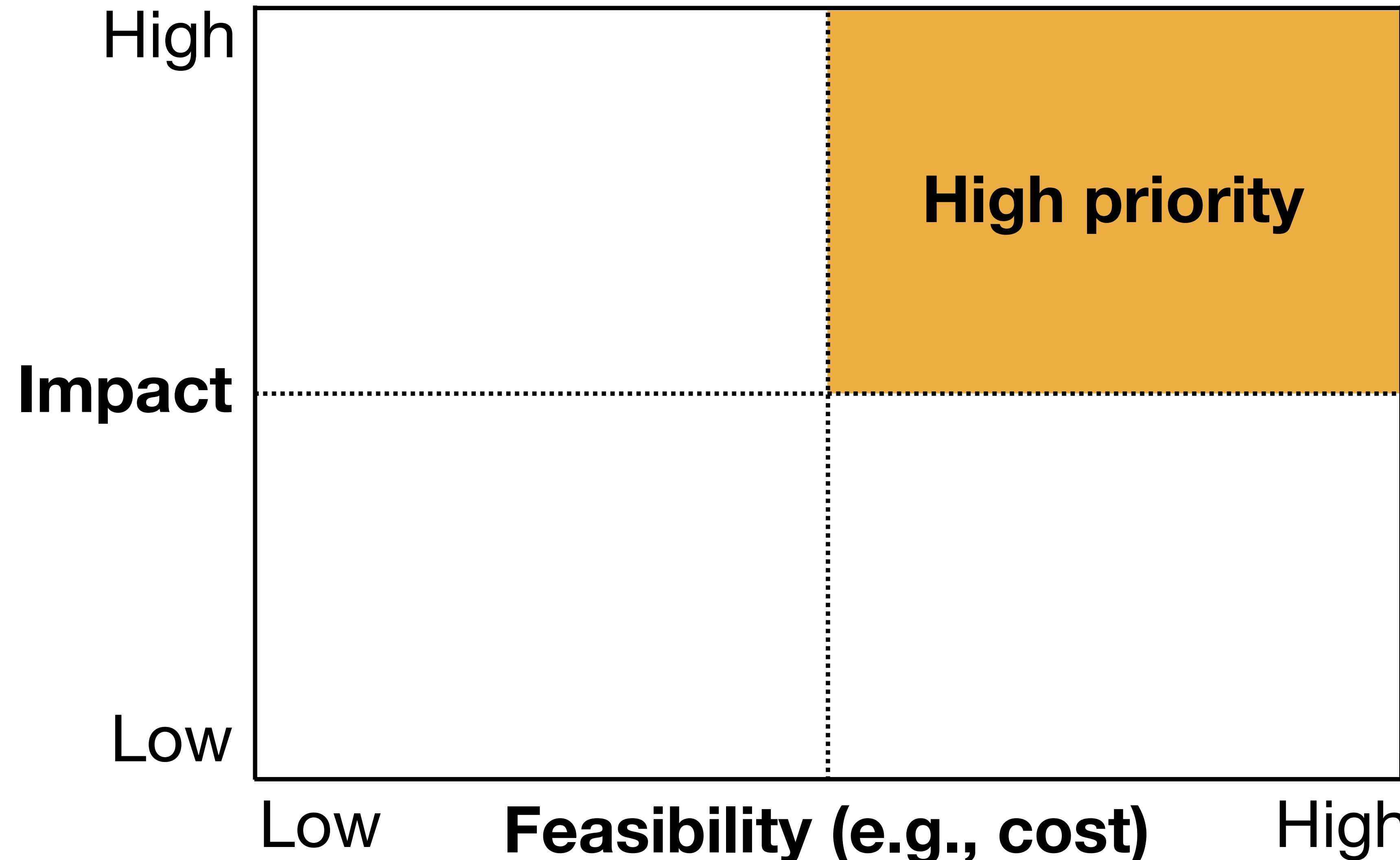
# Mental models for high-impact ML projects

## Software 2.0 (Andrej Karpathy)

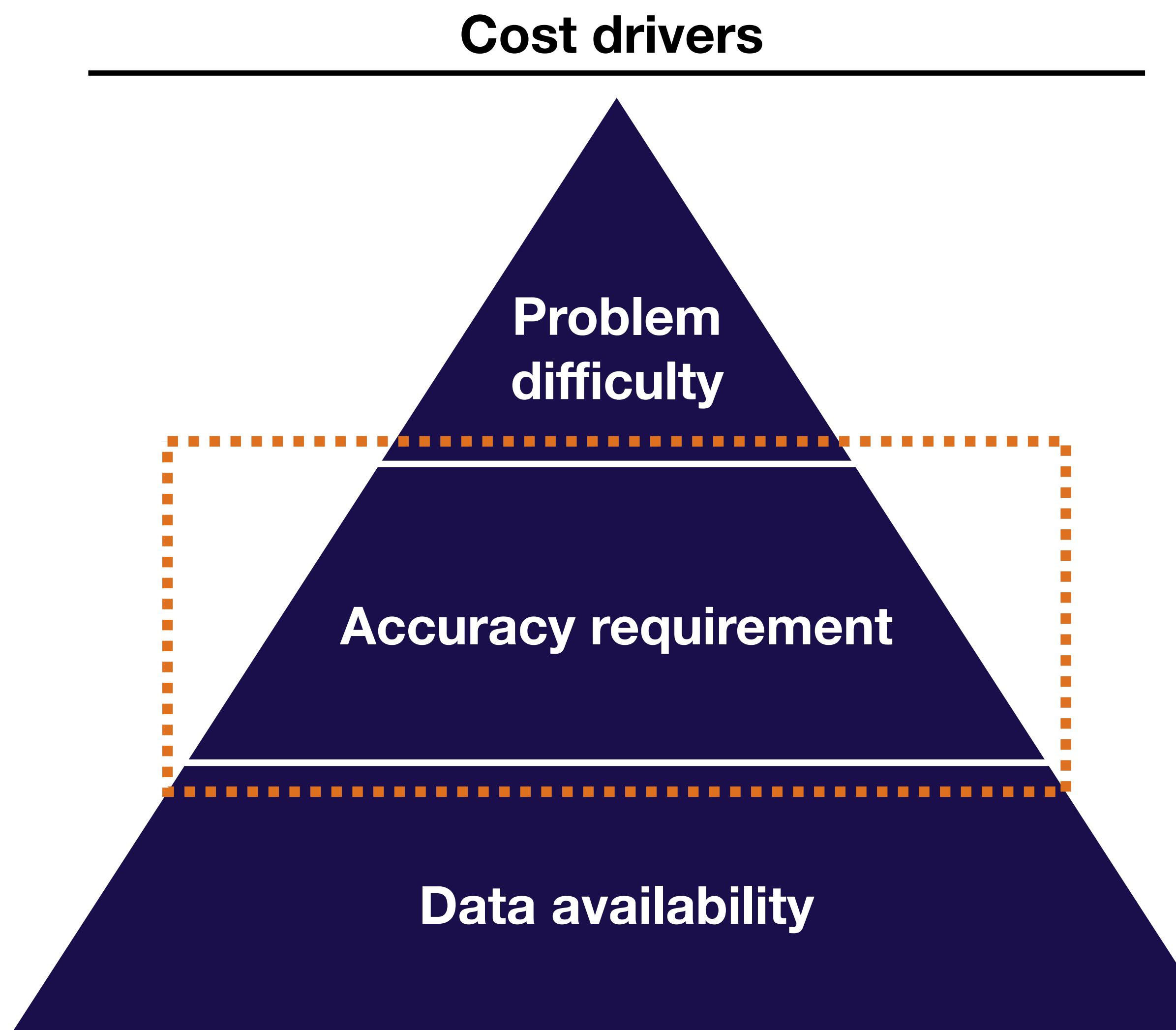
- *Software 1.0* = traditional programs with explicit instructions (python / c++ / etc)
- Software 2.0 = humans specify goals, and algorithm searches for a program that works
- 2.0 programmers work with datasets, which get compiled via optimization
- Why? Works better, more general, computational advantages
- **Implication:** look for complicated rule-based software where we can learn the rules instead of programming them

Software 2.0 (Andrej Karpathy): <https://medium.com/@karpathy/software-2-0-a64152b37c35>

# A (general) framework for prioritizing projects



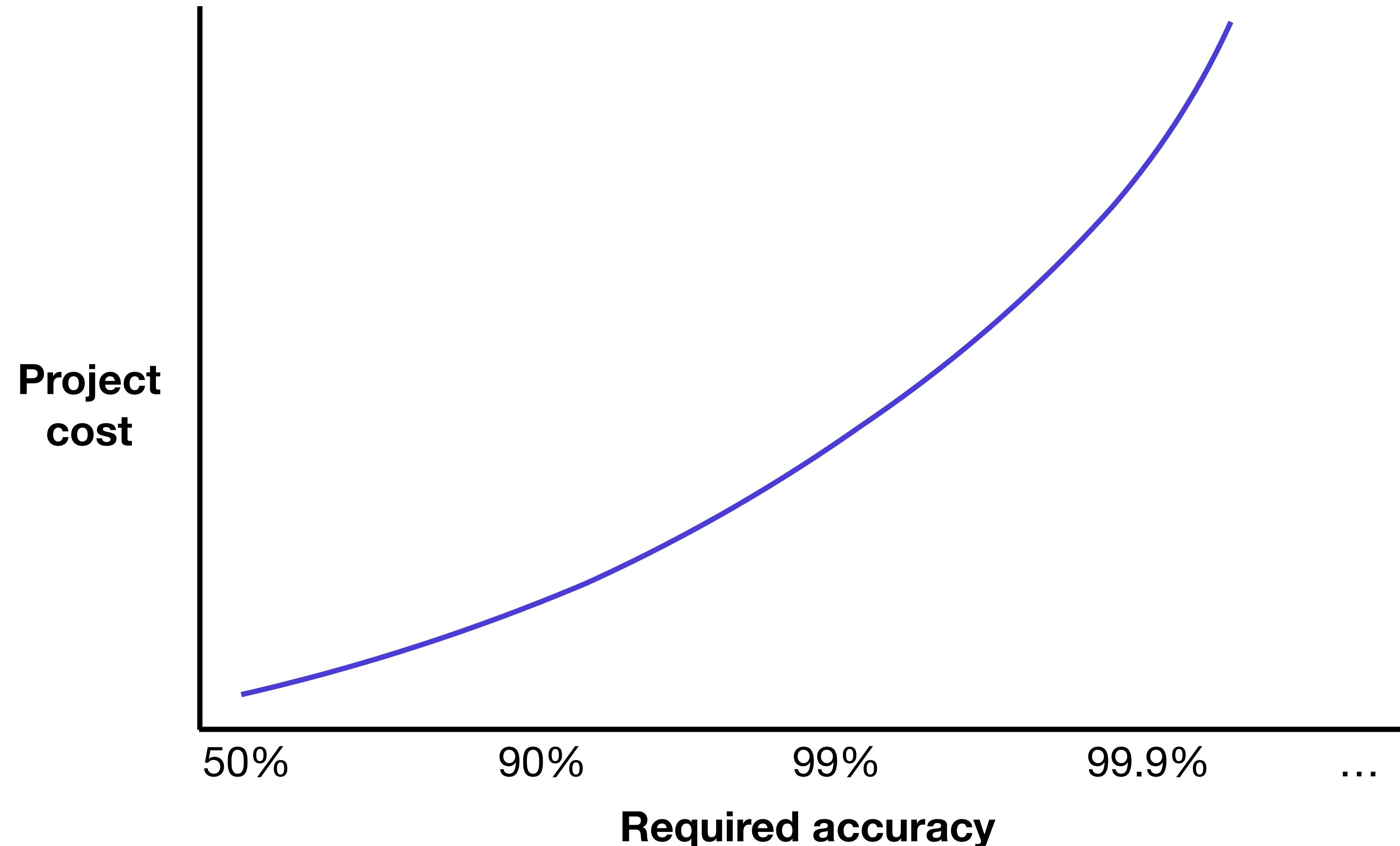
# Assessing feasibility of ML projects



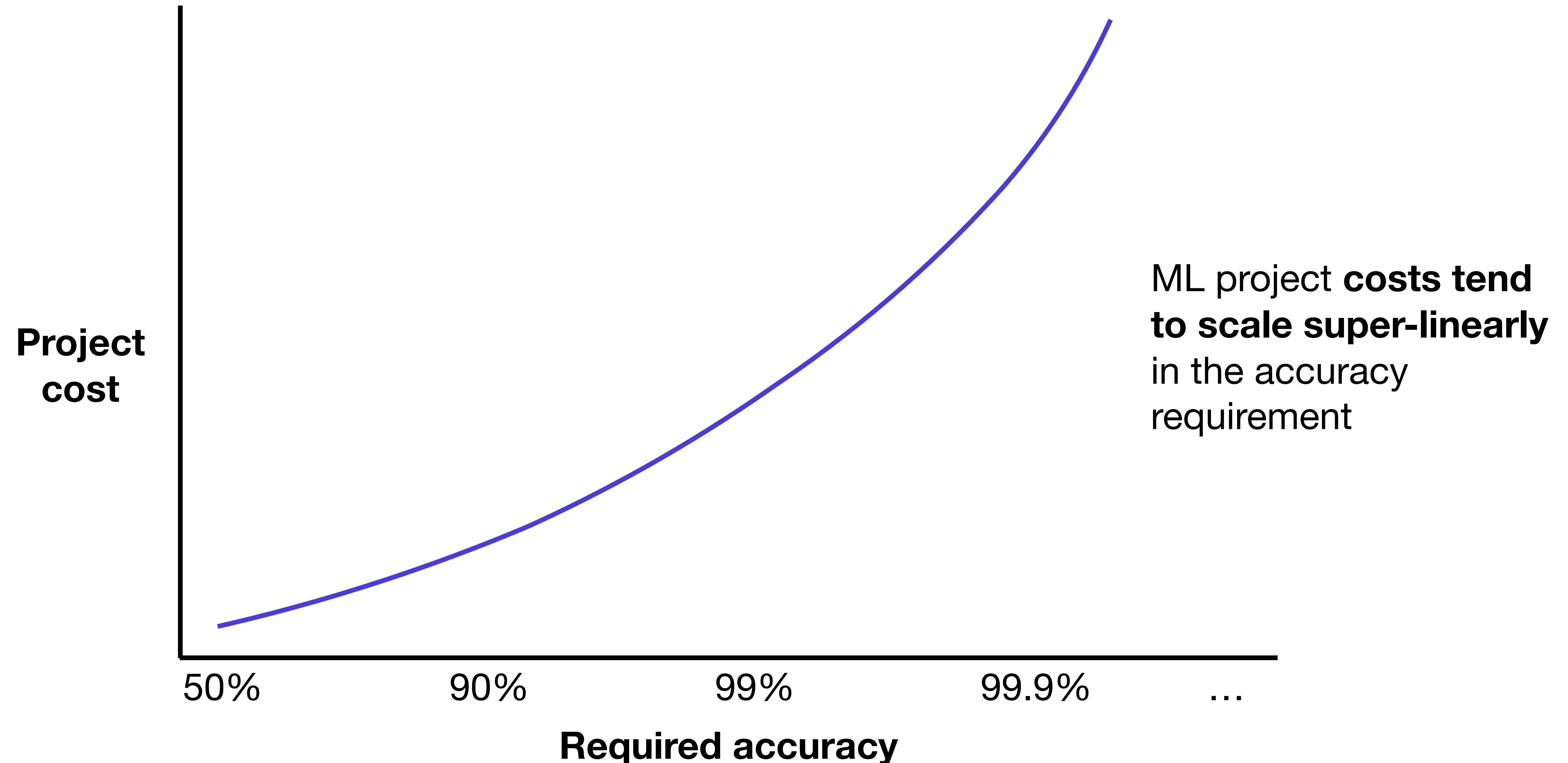
## Main considerations

- Good published work on similar problems? (newer problems mean more risk & more technical effort)
  - Compute needed for training?
  - Compute available for deployment?
- 
- How costly are wrong predictions?
  - How frequently does the system need to be right to be useful?
- 
- How hard is it to acquire data?
  - How expensive is data labeling?
  - How much data will be needed?

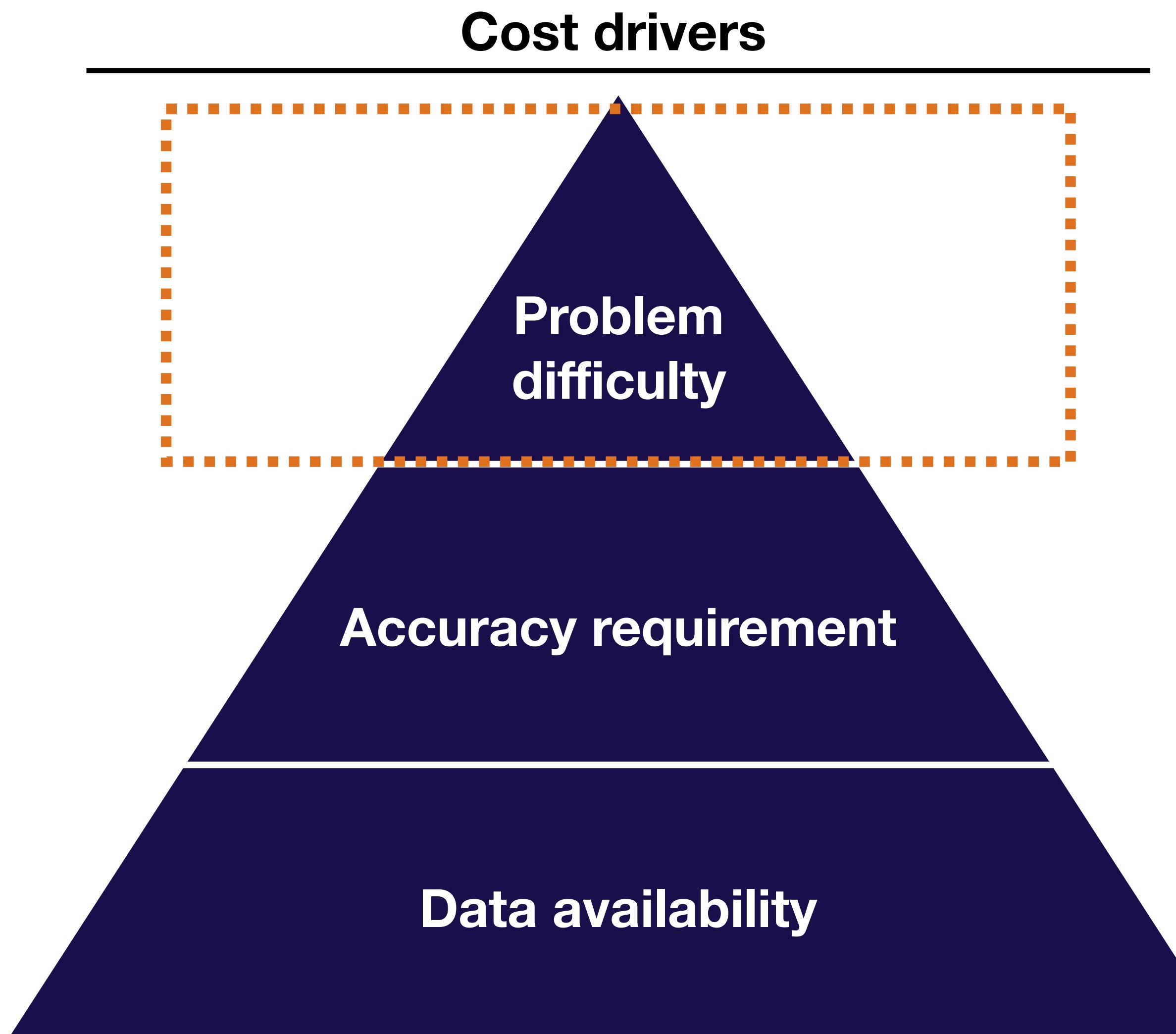
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# Assessing feasibility of ML projects



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# What's still hard in machine learning?

"It may be a hundred years before a computer beats humans at Go -- maybe even longer," said Dr. Piet Hut, an astrophysicist at the Institute for Advanced Study in Princeton, N.J., and a fan of the game. "If a reasonably intelligent person learned to play Go, in a few months he could beat all existing computer programs. You don't have to be a Kasparov."

*New York Times, July 1997*



# What's still hard in machine learning?



# What's still hard in machine learning?



Andrew Ng

@AndrewYNg

Following

Pretty much anything that a normal person can do in <1 sec, we can now automate with AI.

## Examples

- Recognize content of images
- Understand speech
- Translate speech
- Grasp objects
- etc.

## Counter-examples?

- Understand humor / sarcasm
- In-hand robotic manipulation
- Generalize to new scenarios
- etc.



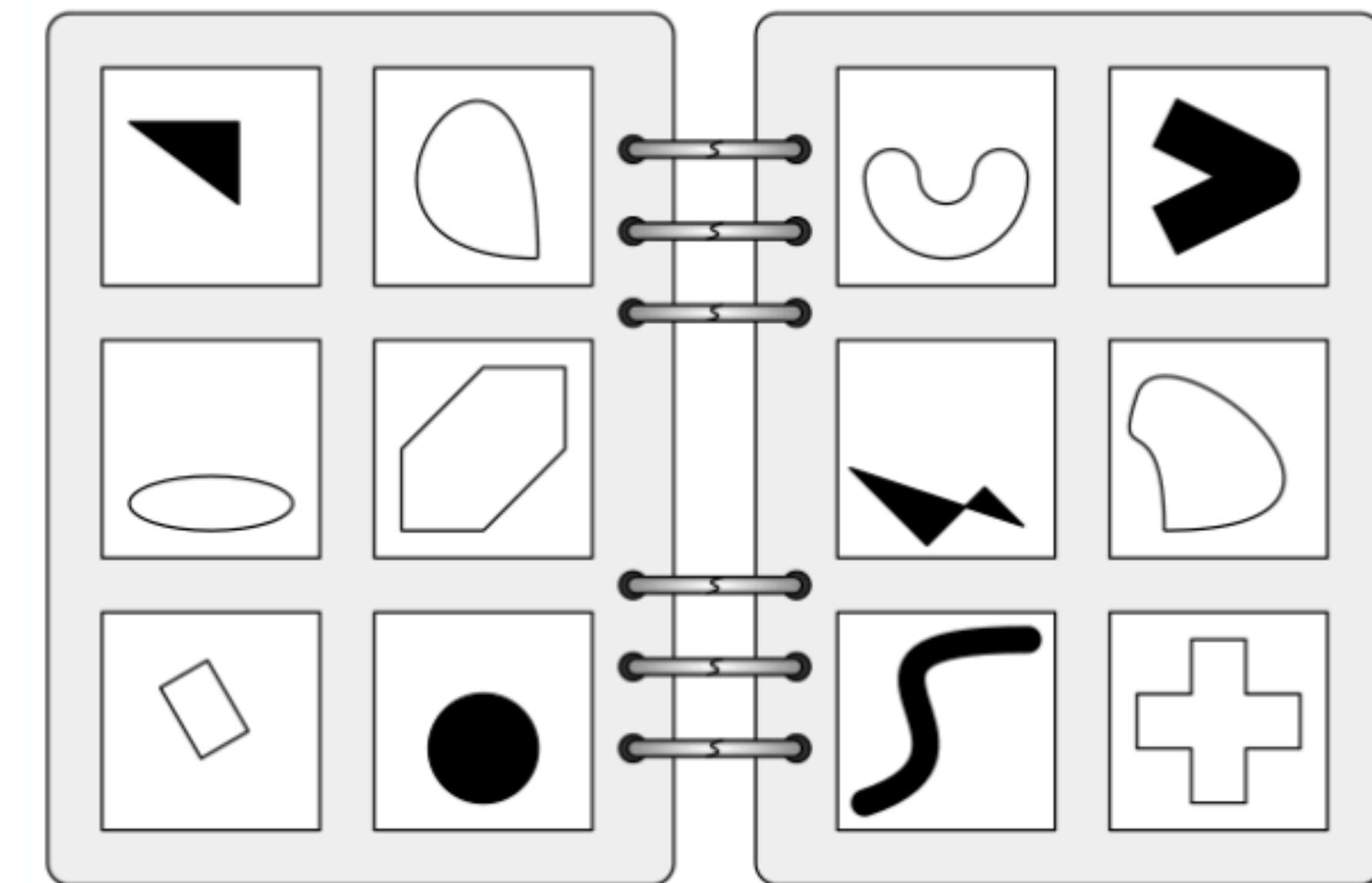
# What's still hard in machine learning?

- Unsupervised learning
- Reinforcement learning
- Both are showing promise in limited domains where tons of data and compute are available

# What's still hard in supervised learning?

- Answering questions
- Summarizing text
- Predicting video
- Building 3D models
- Real-world speech recognition
- Resisting adversarial examples
- Doing math
- Solving word puzzles
- Bongard problems
- Etc

Example of a Bongard Problem



# What types of problems are hard?

	Instances	Examples
Output is complex	<ul style="list-style-type: none"><li>• High-dimensional output</li><li>• Ambiguous output</li></ul>	<ul style="list-style-type: none"><li>• 3D reconstruction</li><li>• Video prediction</li><li>• Dialog systems</li></ul>
Reliability is required	<ul style="list-style-type: none"><li>• High precision is required</li><li>• Robustness is required</li></ul>	<ul style="list-style-type: none"><li>• Failing safely out-of-distribution</li><li>• Robustness to adversarial attacks</li><li>• High-precision pose estimation</li></ul>
Generalization is required	<ul style="list-style-type: none"><li>• Out of distribution data</li><li>• Reasoning, planning, causality</li></ul>	<ul style="list-style-type: none"><li>• Self-driving: edge cases</li><li>• Self-driving: control</li><li>• Small data</li></ul>



# Why is FSR focusing on pose estimation?

Impact	Feasibility
<ul style="list-style-type: none"><li>• FSR's goal is grasping - requires reliable pose estimation</li><li>• Traditional robotics pipeline uses hand-designed heuristics &amp; online optimization<ul style="list-style-type: none"><li>• Slow</li><li>• Brittle</li><li>• Great candidate for Software 2.0!</li></ul></li></ul>	<ul style="list-style-type: none"><li>• Data availability<ul style="list-style-type: none"><li>• Easy to collect data</li><li>• Labeling data could be a challenge, but can instrument lab with sensors</li></ul></li><li>• Accuracy requirement<ul style="list-style-type: none"><li>• Require high accuracy to grasp an object: <math>&lt;0.5\text{cm}</math></li><li>• However, low cost of failure - picks per hour important, not % successes</li></ul></li><li>• Problem difficulty<ul style="list-style-type: none"><li>• Similar published results exist but need to adapt to our objects and robot</li></ul></li></ul>

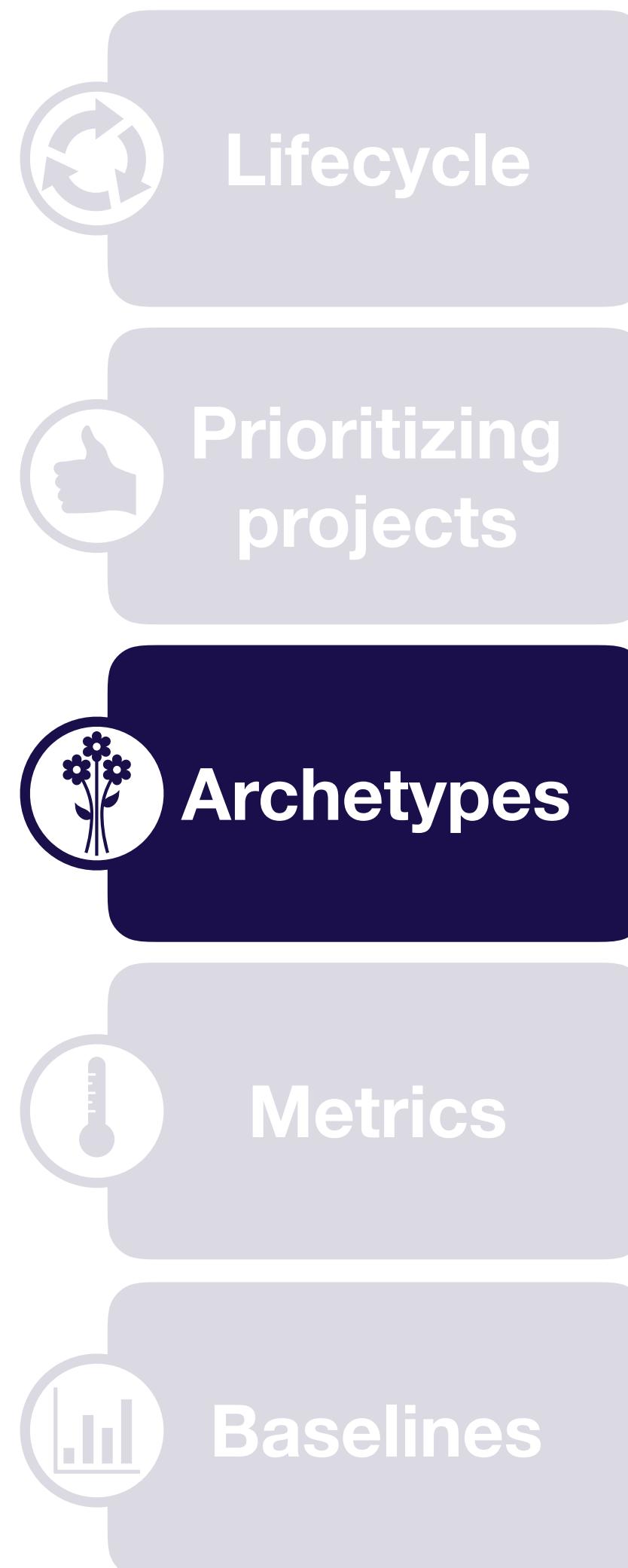
# Key points for prioritizing projects

- A. To find high-impact ML problems, look for complex parts of your pipeline and places where cheap prediction is valuable
- B. The cost of ML projects is primarily driven by data availability, but your accuracy requirement also plays a big role

# Questions?



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# Machine learning project archetypes

Improve an  
existing process

## Examples

---

- Improve code completion in an IDE
- Build a customized recommendation system
- Build a better video game AI



# Machine learning project archetypes

Improve an existing process

Augment a manual process

## Examples

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  - Build a customized recommendation system
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- Turn sketches into slides
  - Email auto-completion
  - Help a radiologist do their job faster



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Automate a manual process

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- Turn sketches into slides
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  - Help a radiologist do their job faster
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- Full self-driving
  - Automated customer support
  - Automated website design



# Machine learning project archetypes

Improve an  
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## Key questions

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- Do your models truly improve performance?
- Does performance improvement generate business value?
- Do performance improvements lead to a data flywheel?



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- What is an acceptable failure rate for the system?
  - How can you guarantee that it won't exceed that failure rate?
  - How inexpensively can you label data from the system?



# Machine learning project archetypes

Improve an existing process

Augment a manual process

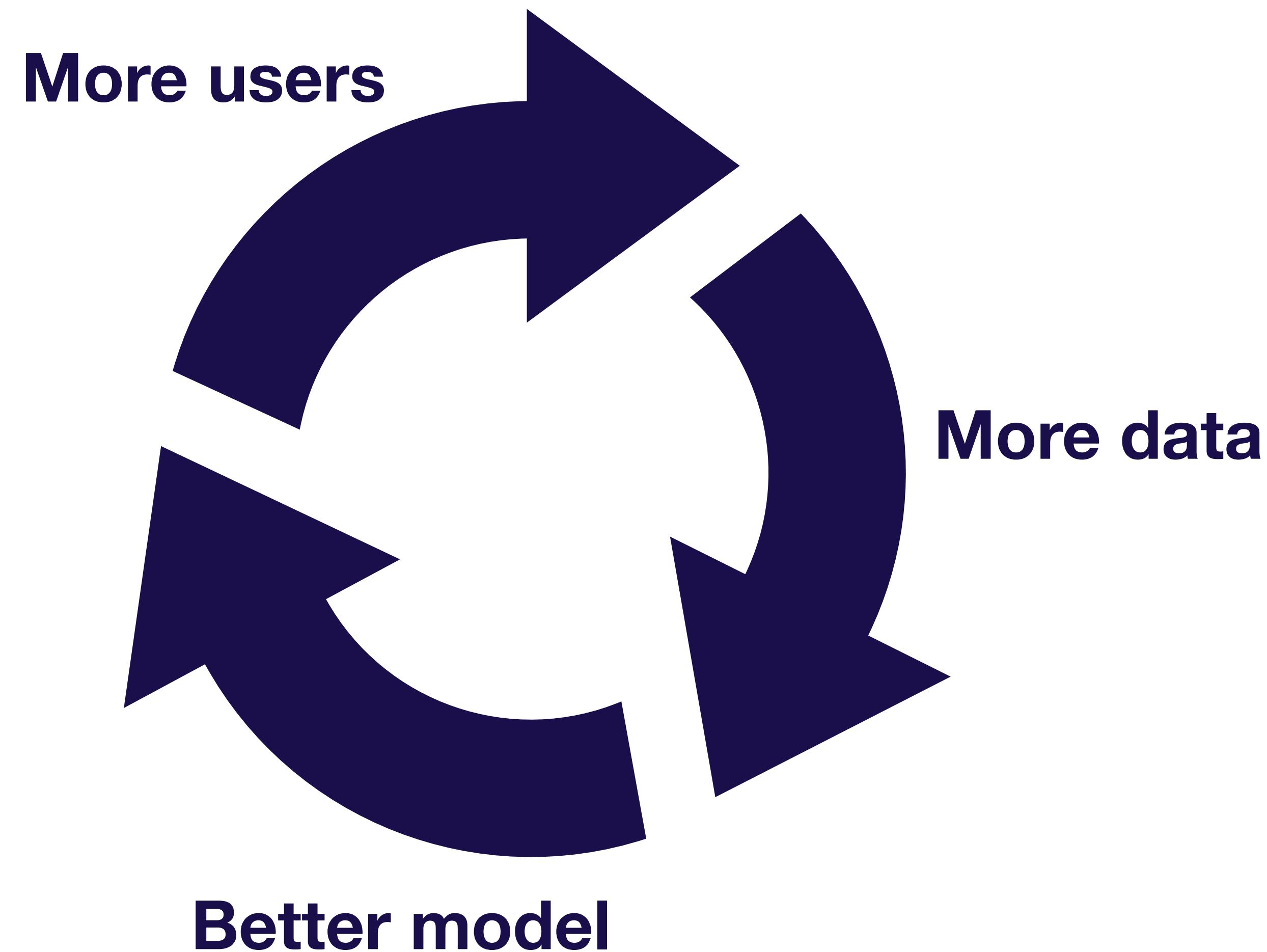
Automate a manual process

## Key questions

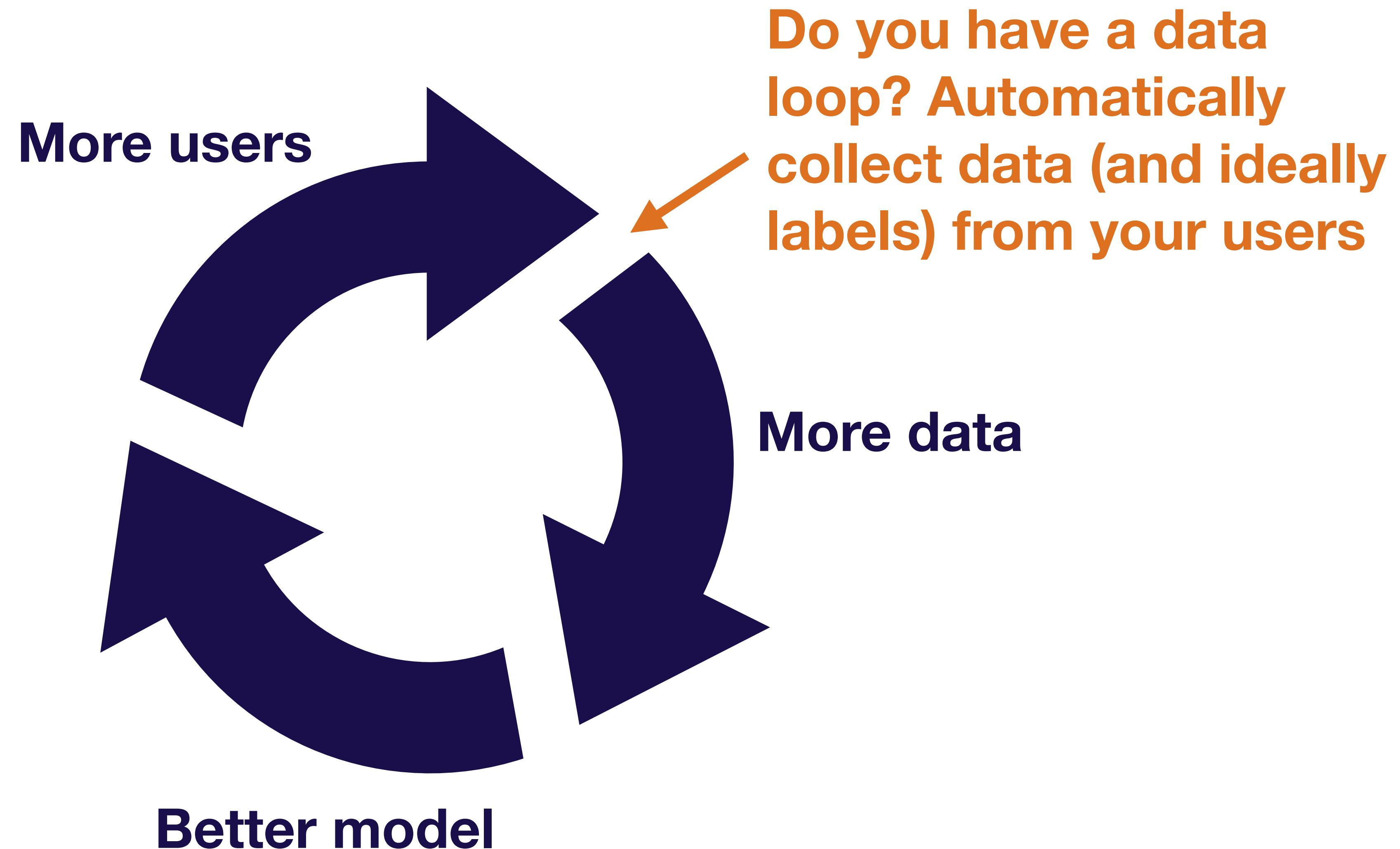
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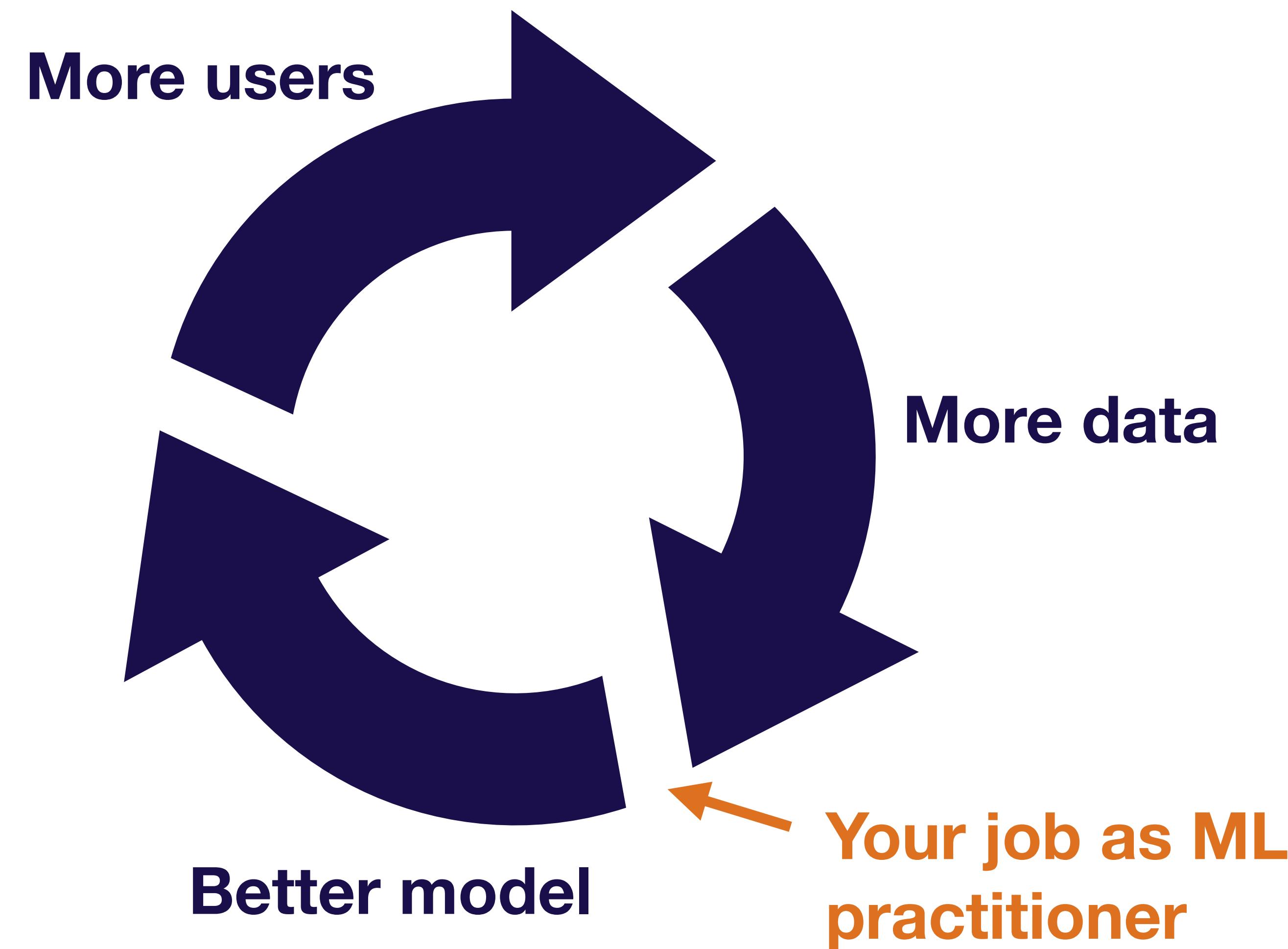
# Data flywheels



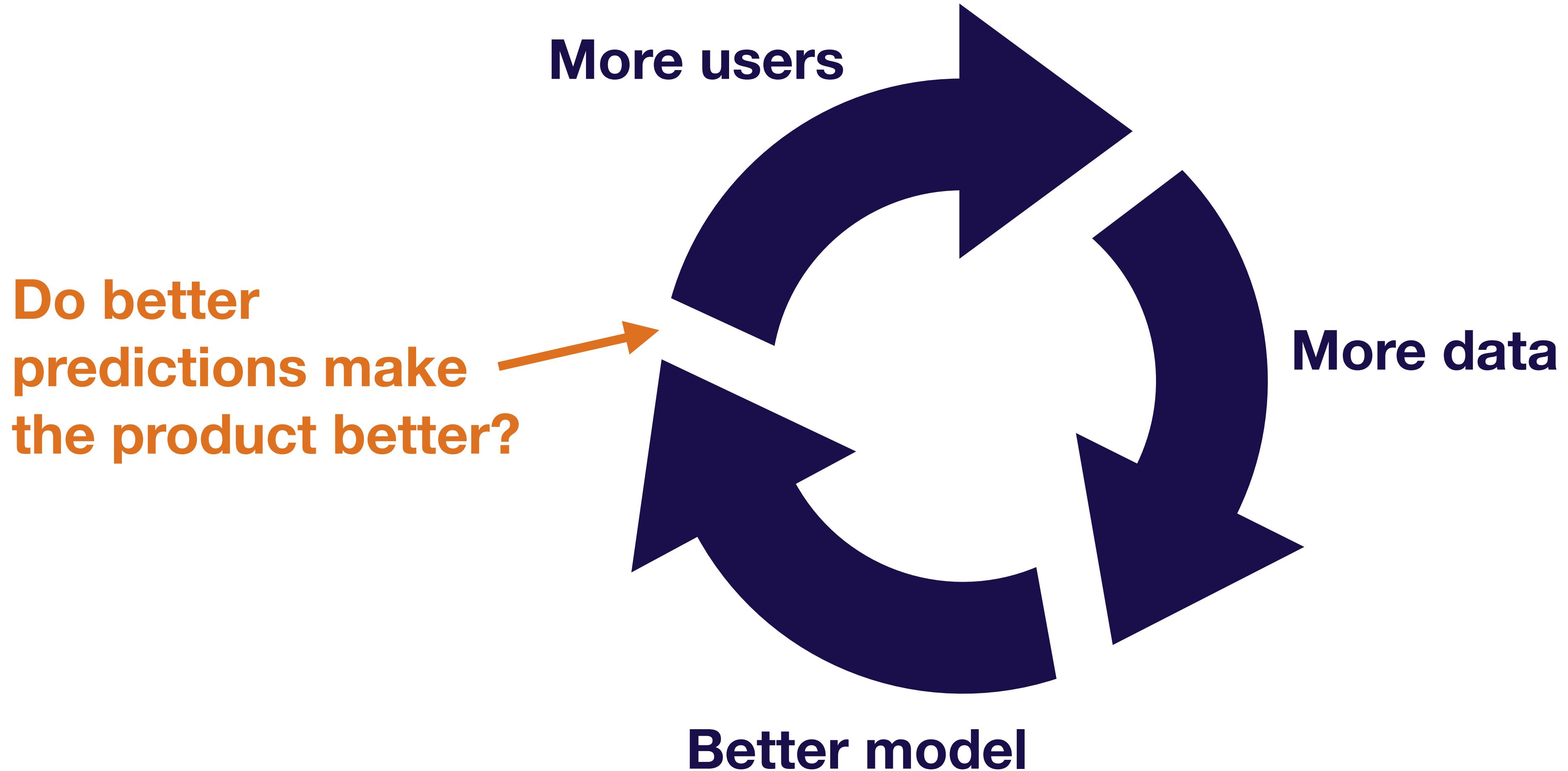
# Data flywheels



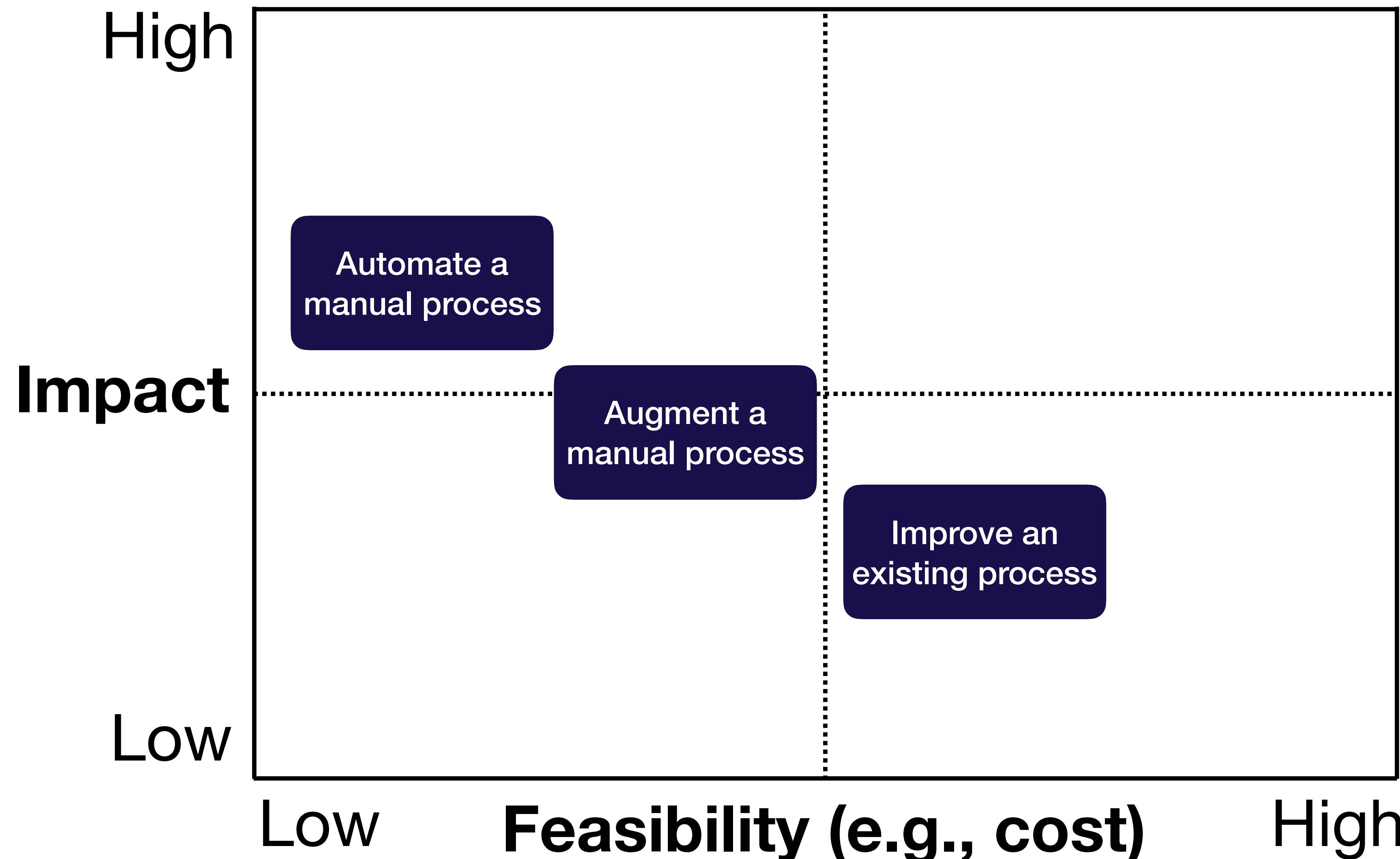
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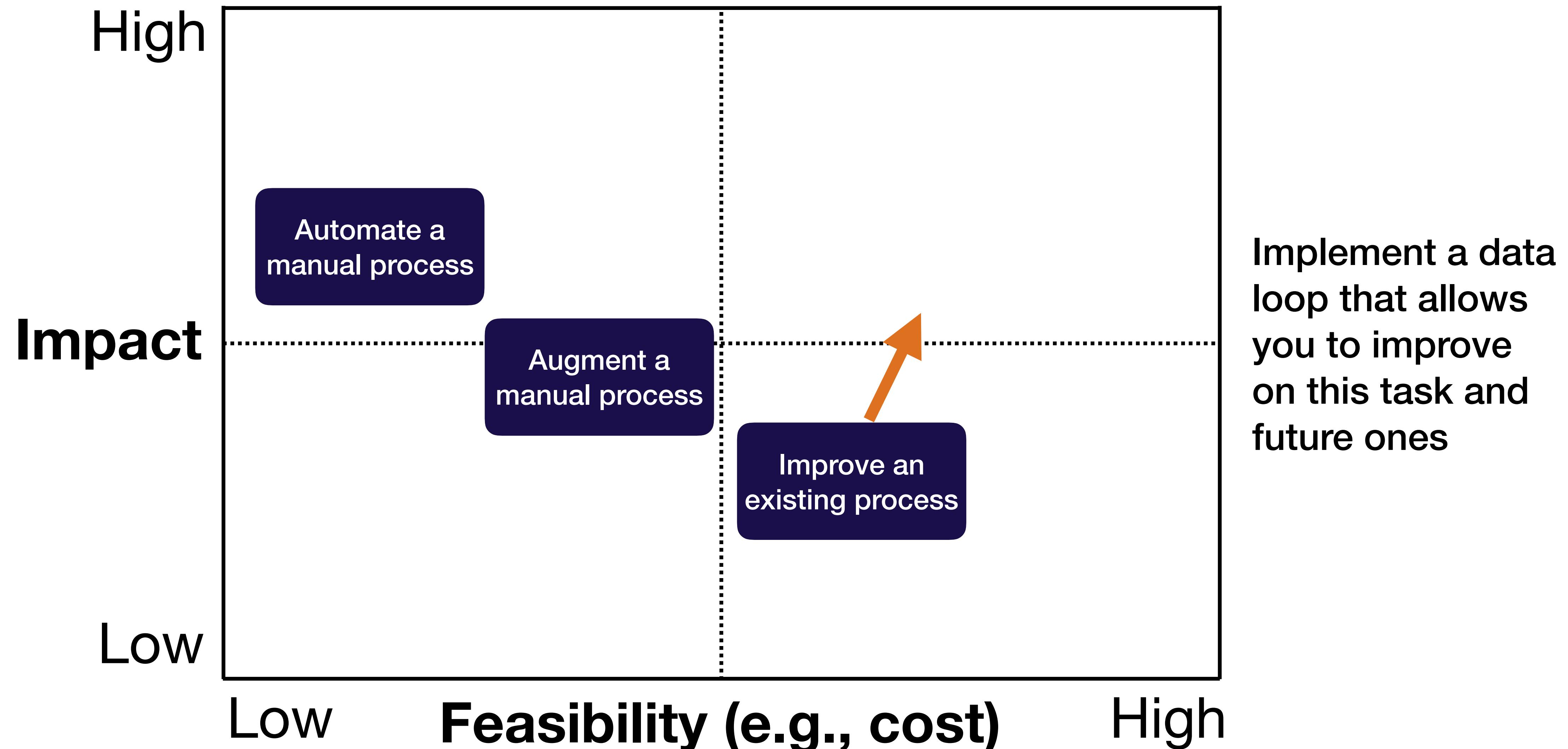
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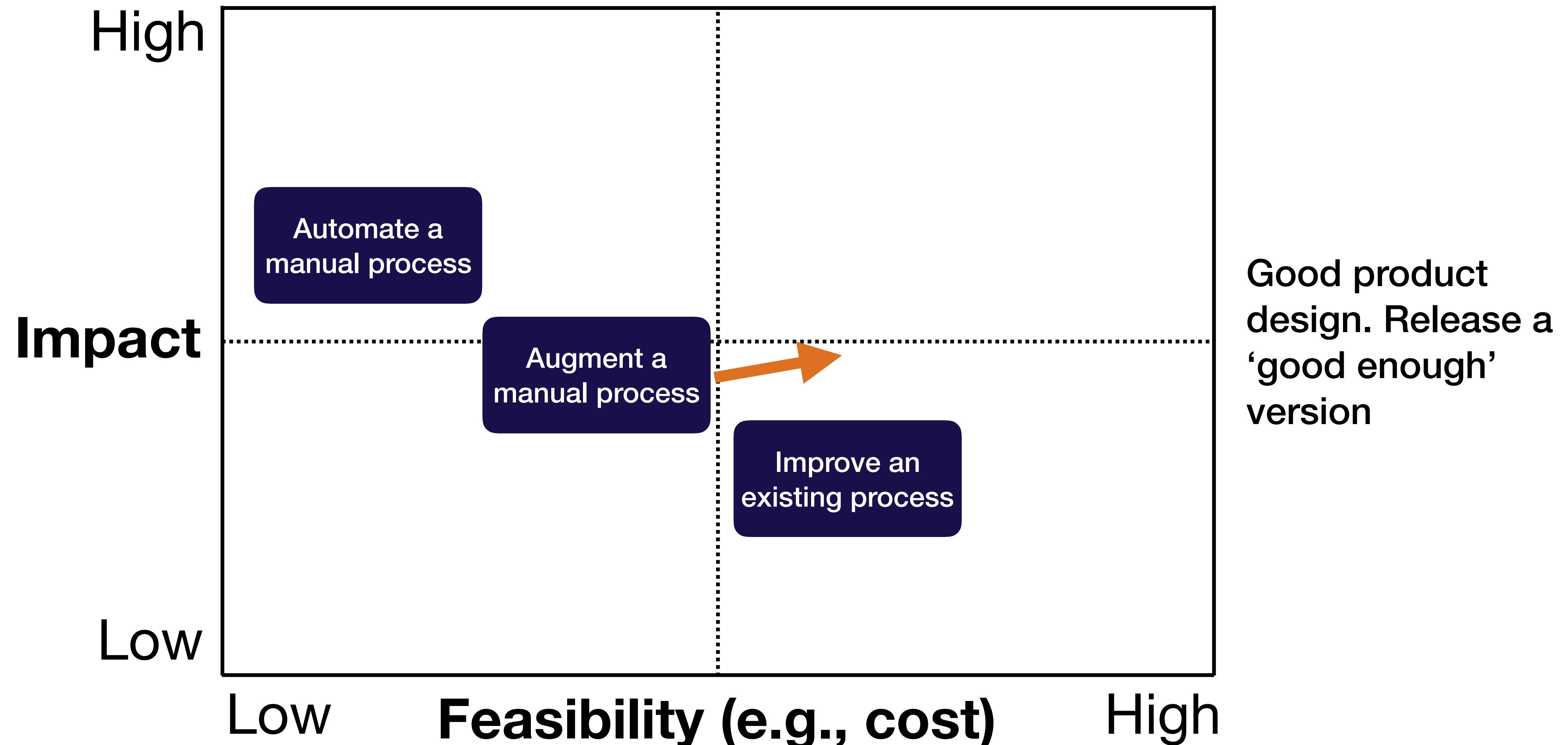
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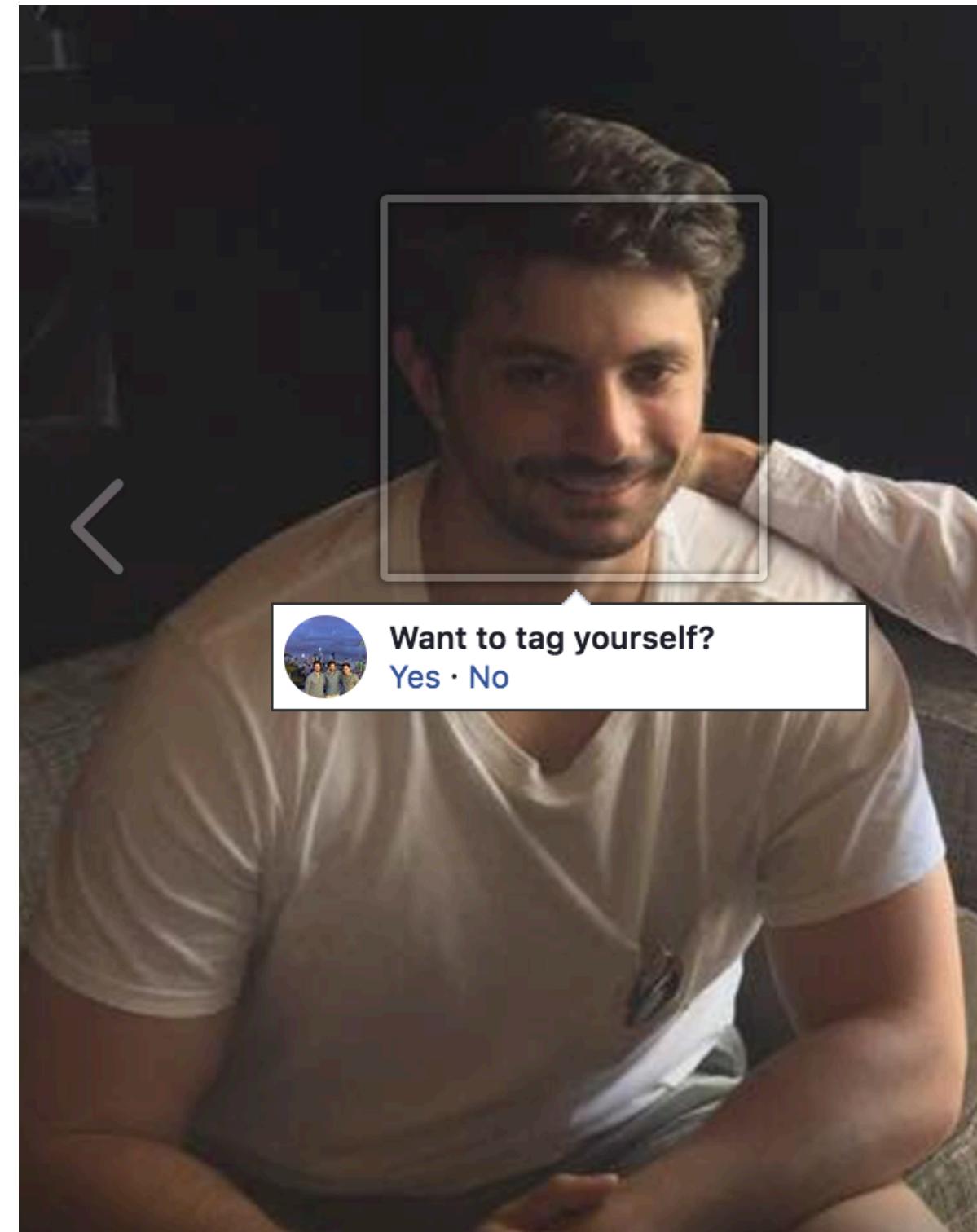
# Machine learning project archetypes



# Machine learning project archetypes



# Product design can reduce need for accuracy



Grammarly

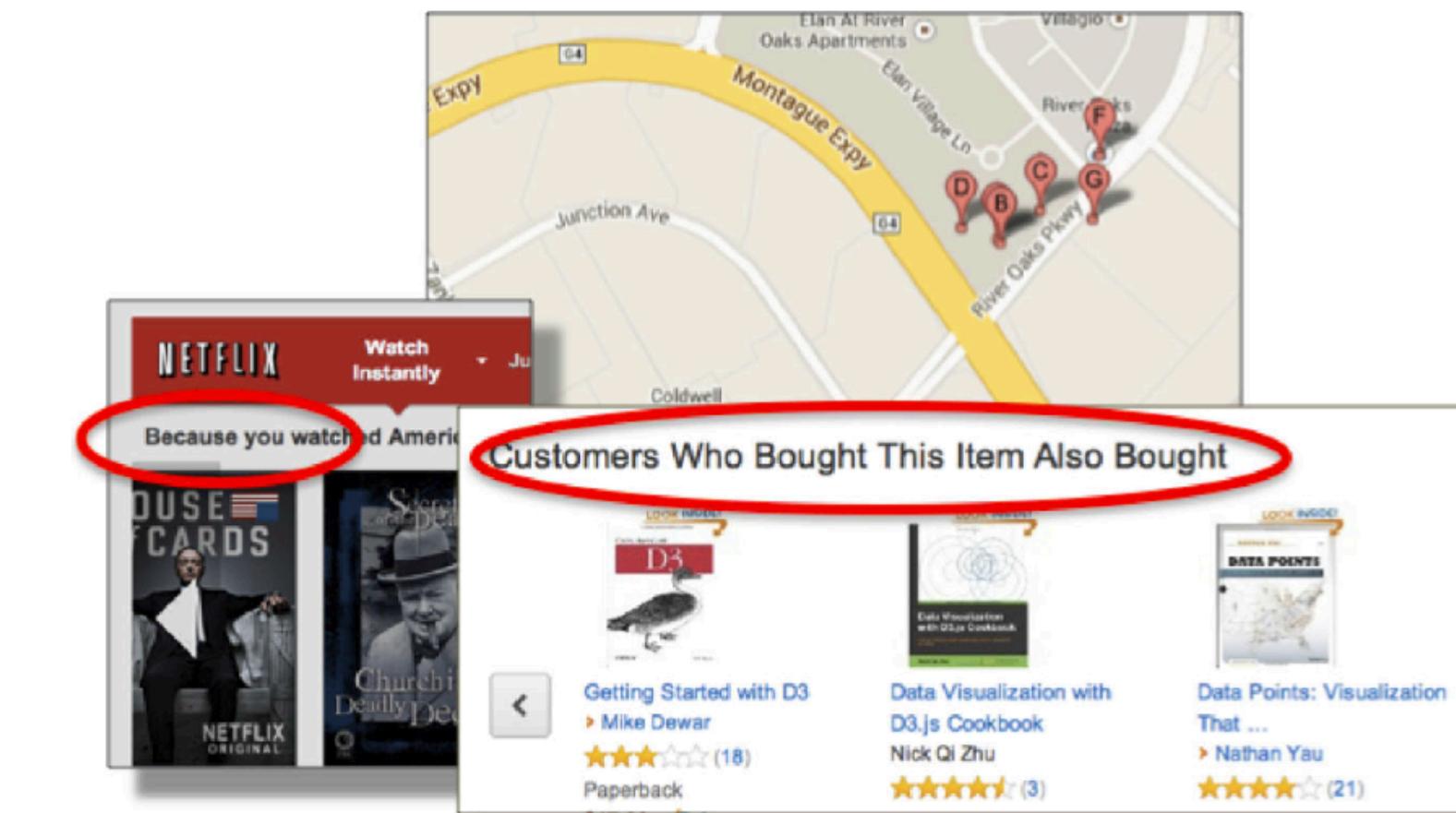
It can iterate with you in a tight feedback loop, proposing additional relevant issues to consider. It also exposes users to (potentially) new knowledge that they can apply themselves in the future without need for system critiquing.

**the ( or a (**

The noun phrase *(potentially) new knowledge* seems to be missing a determiner before it. Consider adding an article.

An article (*a*, *an*, or *the*) is a type of determiner. Possessive adjectives (*my*, *his*, *our*), possessive nouns (*Joe's*, *mother's*), and quantifiers (*each*, *every*) are also determiners. Single countable nouns usually require a determiner.

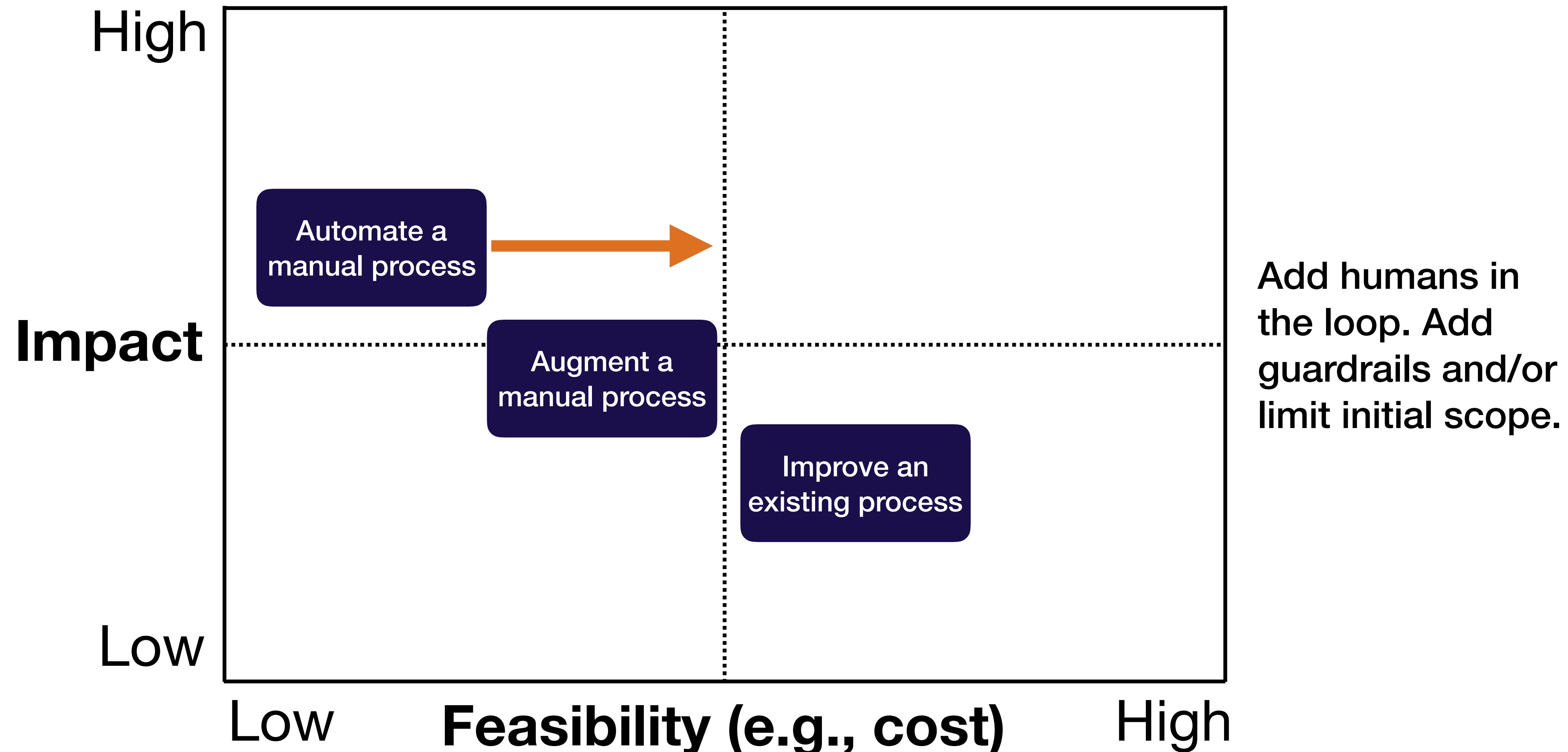
**Incorrect:** I left book on table.  
**Correct:** I left *a* book on *the* table.  
**Correct:** I left *the* book on *a* table.



See “Designing Collaborative AI” (Ben Reinhardt and Belmer Negrillo):  
[https://medium.com/@Ben\\_Reinhardt/designing-collaborative-ai-5c1e8dbc8810](https://medium.com/@Ben_Reinhardt/designing-collaborative-ai-5c1e8dbc8810)



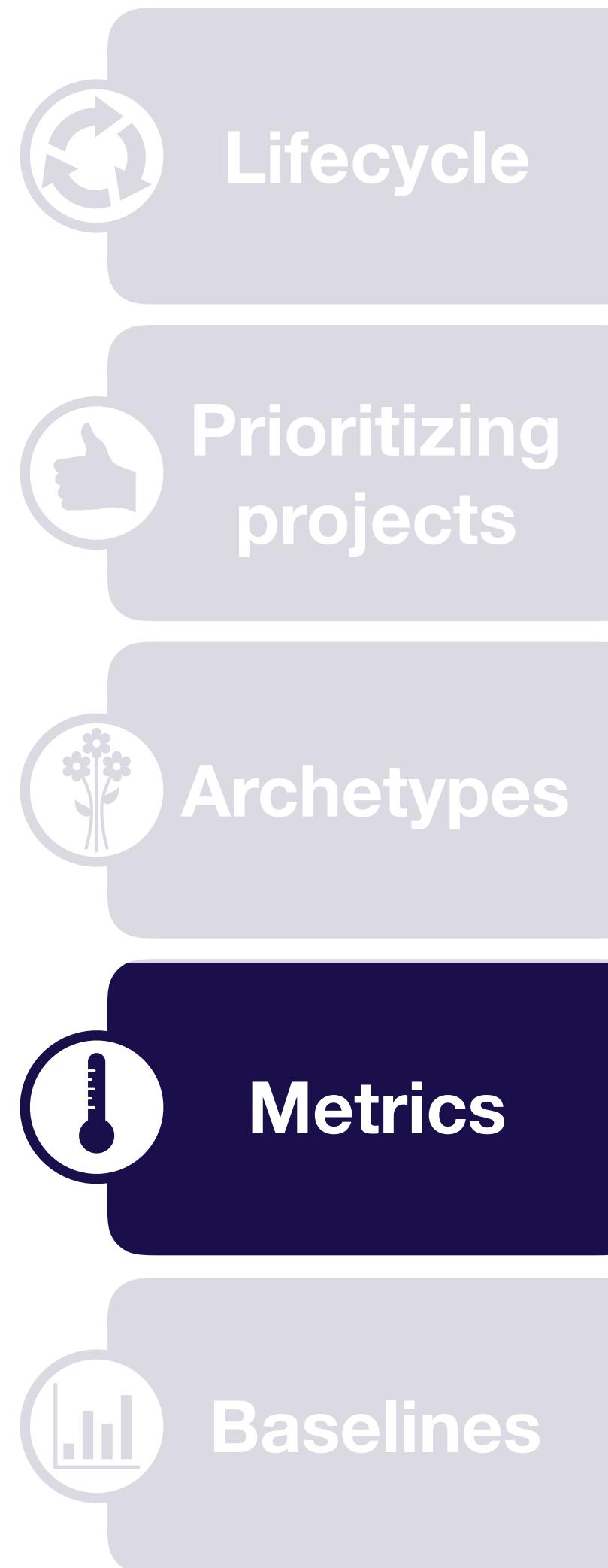
# Machine learning project archetypes



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# Key points for choosing a metric

- A. The real world is messy; you usually care about lots of metrics
- B. However, ML systems work best when optimizing a single number
- C. As a result, you need to pick a formula for combining metrics
- D. This formula can and will change!

# Review of accuracy, precision, and recall

## Confusion matrix

		Predicted: NO	Predicted: YES
n=100	Actual: NO	5	5
	Actual: YES	45	45
		50	50

# Review of accuracy, precision, and recall

## Confusion matrix

		Predicted:	
		NO	YES
n=100	Actual:		
	NO	5	5
	YES	45	45
		50	50

Accuracy

50%

Correct

Total



# Review of accuracy, precision, and recall

## Confusion matrix

		Predicted:	
		NO	YES
n=100	Predicted:		
	NO	5	5
Actual: NO	YES	10	
Actual: YES	NO	45	45
		90	
		50	50

**Precision**

$\frac{\text{true positives}}{\text{true positives} + \text{false positives}}$

90%

true positives

# Review of accuracy, precision, and recall

## Confusion matrix

		Predicted: NO	Predicted: YES
n=100	Predicted: NO	5	5
	Predicted: YES	10	90
		50	50

Recall

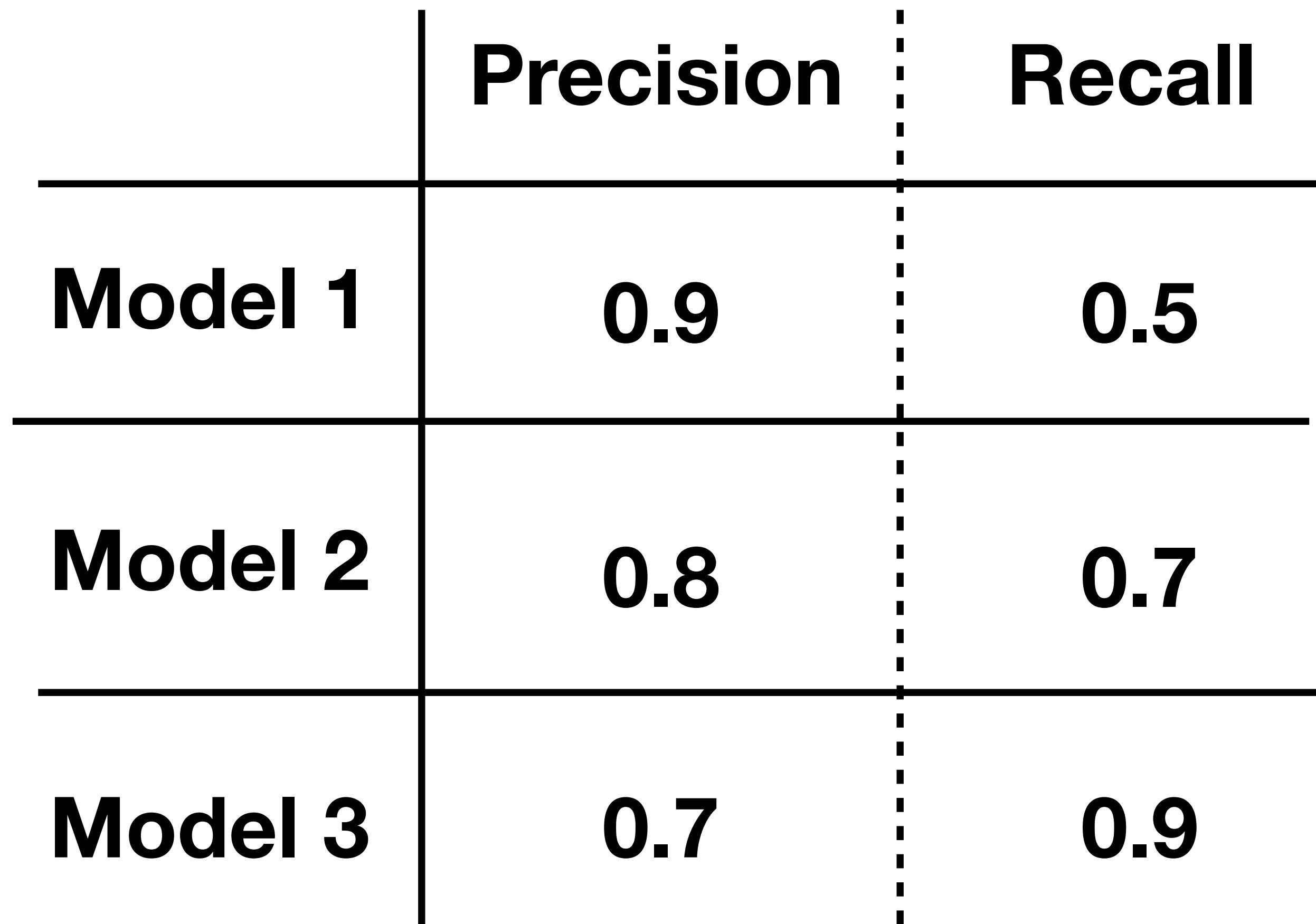
50%

true positives

Actual YES



# Why choose a single metric?

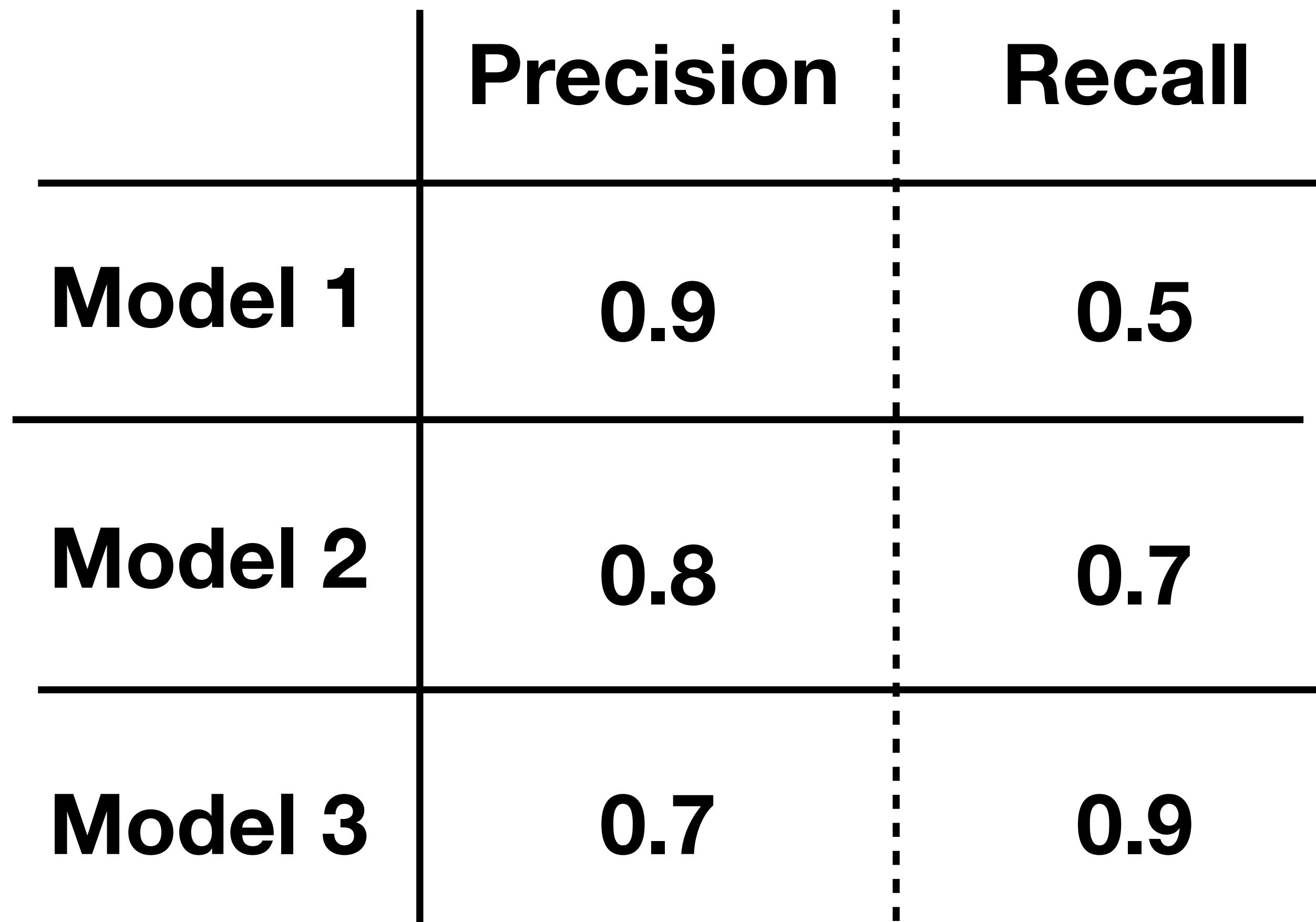


**Which is best?**

# How to combine metrics

- Simple average / weighted average

# Combining precision and recall



# Combining precision and recall

	Precision	Recall	$(p + r) / 2$
Model 1	0.9	0.5	0.7
Model 2	0.8	0.7	0.75
Model 3	0.7	0.9	0.8

# Combining precision and recall

	Precision	Recall	$(p + r) / 2$
Model 1	0.9	0.5	0.7
Model 2	0.8	0.7	0.75
Model 3	0.7	0.9	0.8

# How to combine metrics

- Simple average / weighted average

# How to combine metrics

- Simple average / weighted average
- Threshold n-1 metrics, evaluate the nth

# Thresholding metrics

Choosing which metrics  
to threshold

- Domain judgment (e.g., which metrics can you engineer around?)
- Which metrics are least sensitive to model choice?
- Which metrics are closest to desirable values?

Choosing threshold  
values

- Domain judgment (e.g., what is an acceptable tolerance downstream? What performance is achievable?)
- How well does the baseline model do?
- How important is this metric right now?



# Combining precision and recall

	Precision	Recall	$(p + r) / 2$
Model 1	0.9	0.5	0.7
Model 2	0.8	0.7	0.75
Model 3	0.7	0.9	0.8

# Combining precision and recall

	Precision	Recall	$(p + r) / 2$	$p @ (r > 0.6)$
Model 1	0.9	0.5	0.7	0.0
Model 2	0.8	0.7	0.75	0.8
Model 3	0.7	0.9	0.8	0.7

# Combining precision and recall

	Precision	Recall	$(p + r) / 2$	$p @ (r > 0.6)$
Model 1	0.9	0.5	0.7	0.0
Model 2	0.8	0.7	0.75	0.8
Model 3	0.7	0.9	0.8	0.7

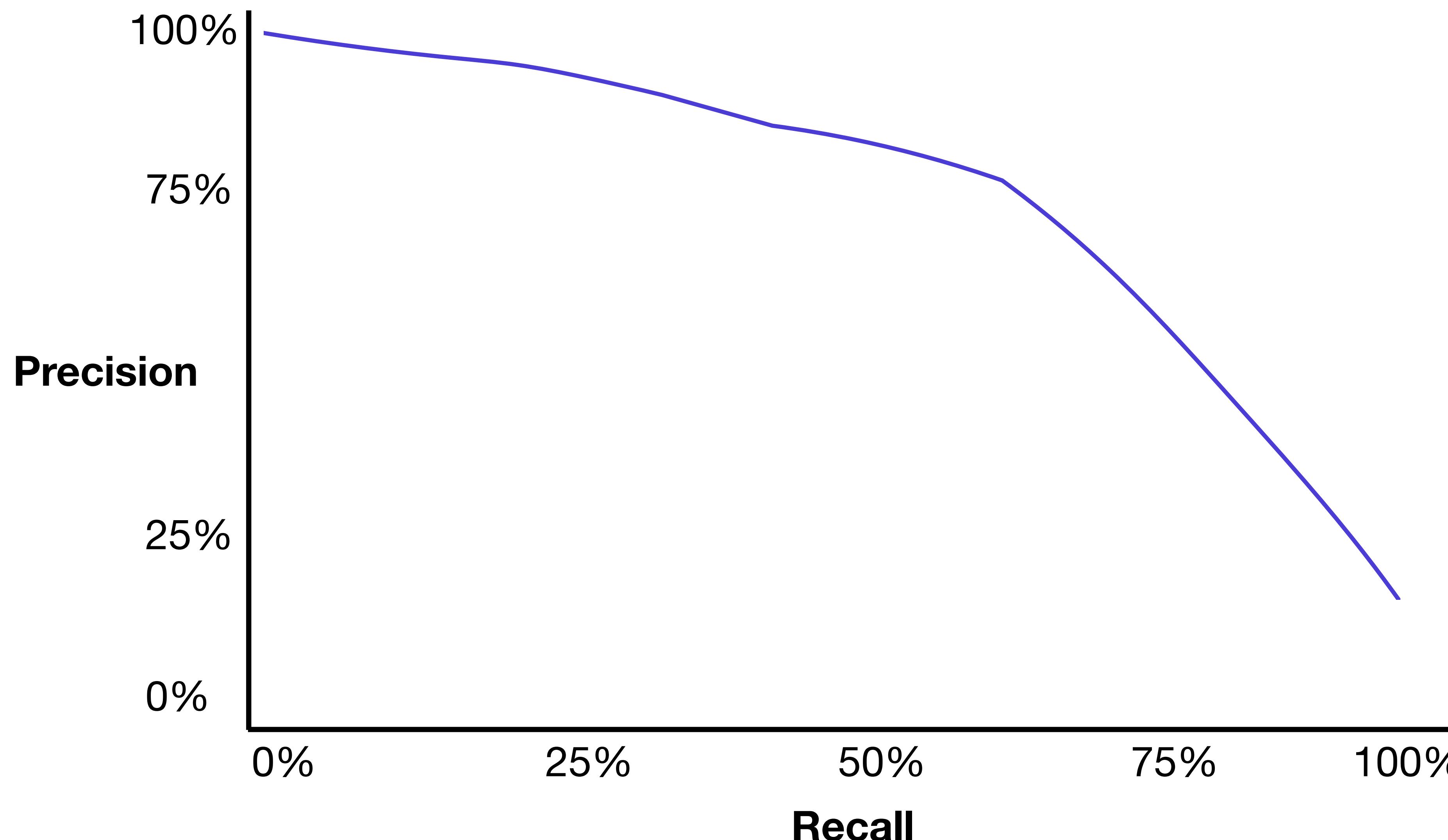
# How to combine metrics

- Simple average / weighted average
- Threshold n-1 metrics, evaluate the nth

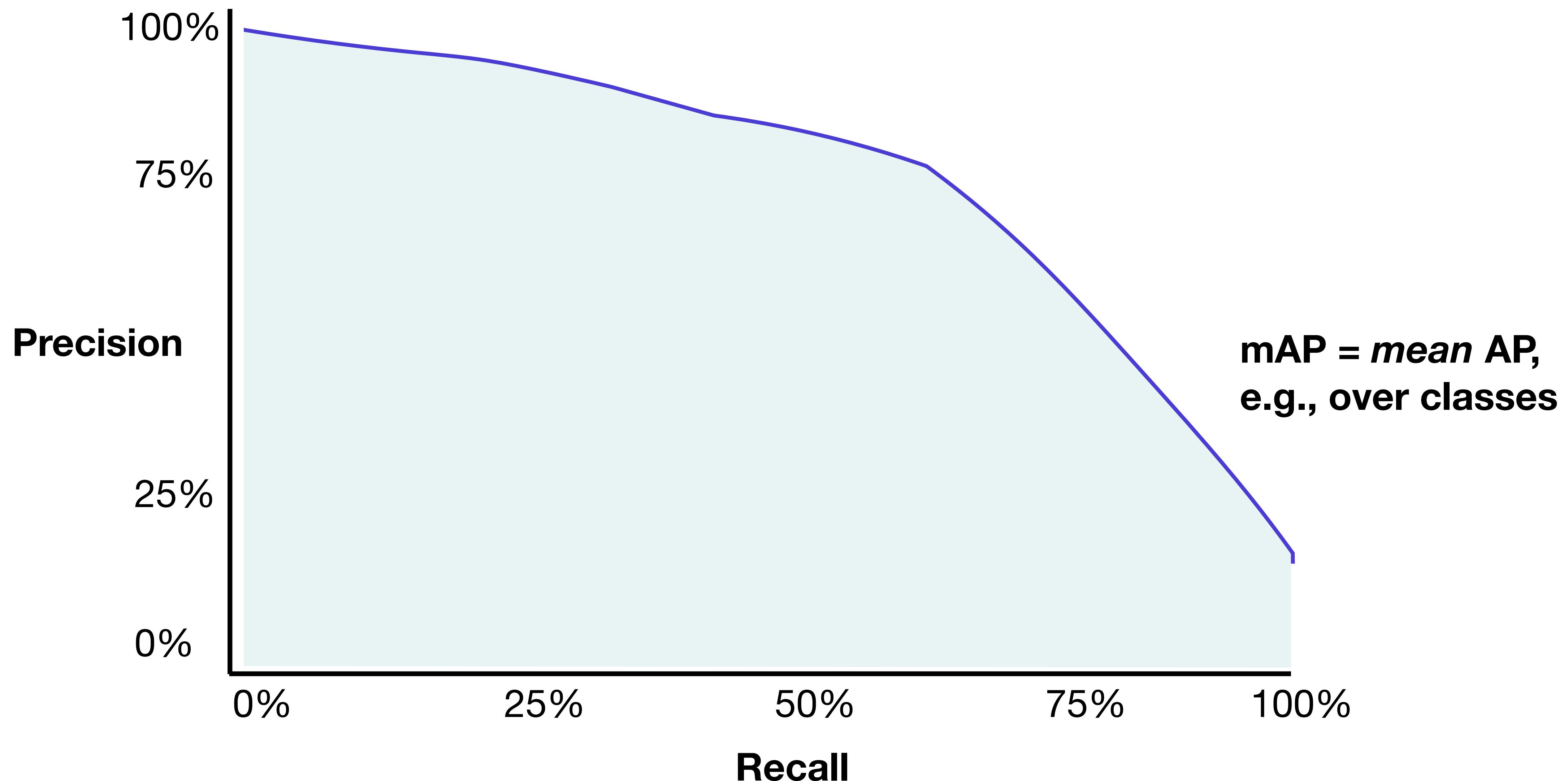
# How to combine metrics

- Simple average / weighted average
- Threshold n-1 metrics, evaluate the nth
- More complex / domain-specific formula

# Domain-specific metrics: mAP



# Domain-specific metrics: mAP



# Combining precision and recall

	Precision	Recall	$(p + r) / 2$	$p @ (r > 0.6)$
Model 1	0.9	0.5	0.7	0.0
Model 2	0.8	0.7	0.75	0.8
Model 3	0.7	0.9	0.8	0.7

# Combining precision and recall

	Precision	Recall	$(p + r) / 2$	$p @ (r > 0.6)$	mAP
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# Example: choosing a metric for pose estimation



$(x, y, z)$  **Position (L2 loss)**

$(\phi, \theta, \psi)$  **Orientation (L2 loss)**

$t$

**Prediction time**

Xiang, Yu, et al. "PoseCNN: A Convolutional Neural Network for 6D Object Pose Estimation in Cluttered Scenes." *arXiv preprint arXiv:1711.00199* (2017).

# Example: choosing a metric for pose estimation

- **Enumerate requirements**
  - Downstream goal is real-time robotic grasping
  - Position error must be <1cm, not sure exactly how precise is needed
  - Angular error <5 degrees
  - Must run in 100ms to work in real-time

# Example: choosing a metric for pose estimation

- Enumerate requirements
- **Evaluate current performance**
- Train a few models

# Example: choosing a metric for pose estimation

- Enumerate requirements
- Evaluate current performance
- **Compare current performance to requirements**
  - Position error between 0.75 and 1.25cm (depending on hyperparameters)
  - All angular errors around 60 degrees
  - Inference time ~300ms

# Example: choosing a metric for pose estimation

- Enumerate requirements
- Evaluate current performance
- **Compare current performance to requirements**
  - Prioritize angular error
  - Threshold position error at 1cm
  - Ignore run time for now

# Example: choosing a metric for pose estimation

- Enumerate requirements
- Evaluate current performance
- Compare current performance to requirements
- **Revisit metric as your numbers improve**

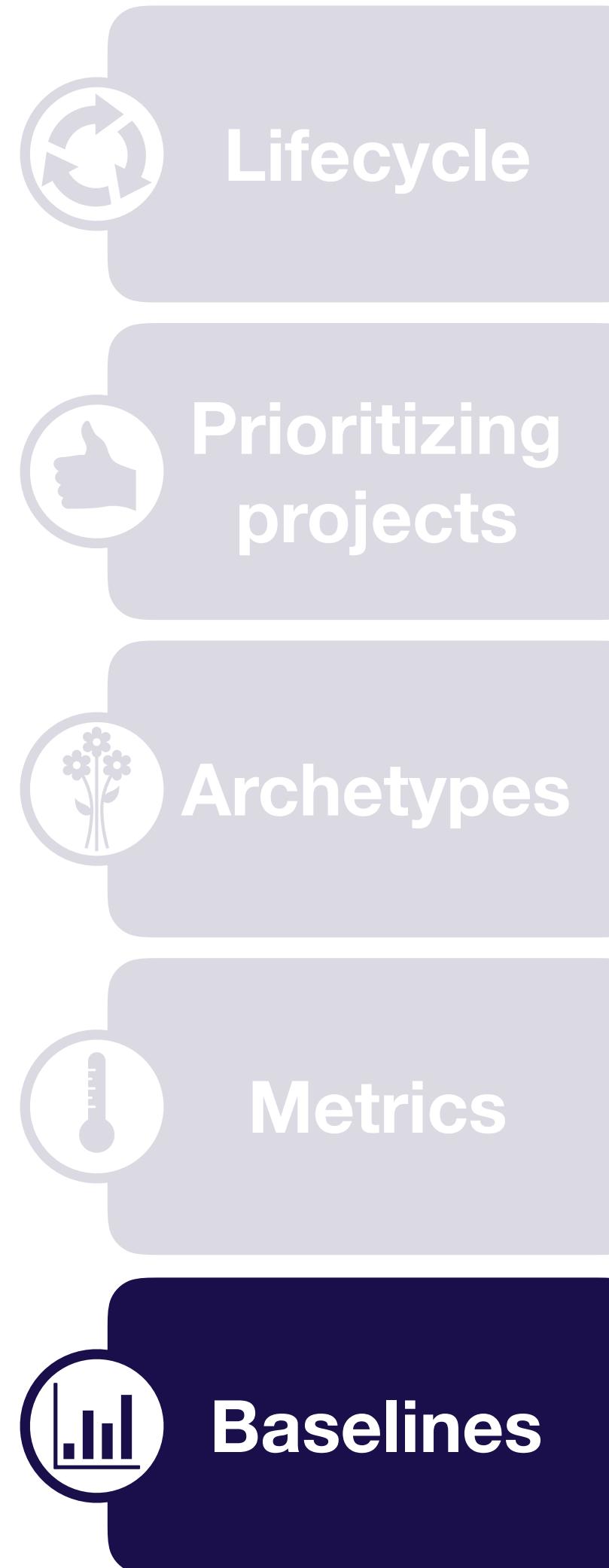
# Key points for choosing a metric

- A. The real world is messy; you usually care about lots of metrics
- B. However, ML systems work best when optimizing a single number
- C. As a result, you need to pick a formula for combining metrics
- D. This formula can and will change!

# Questions?



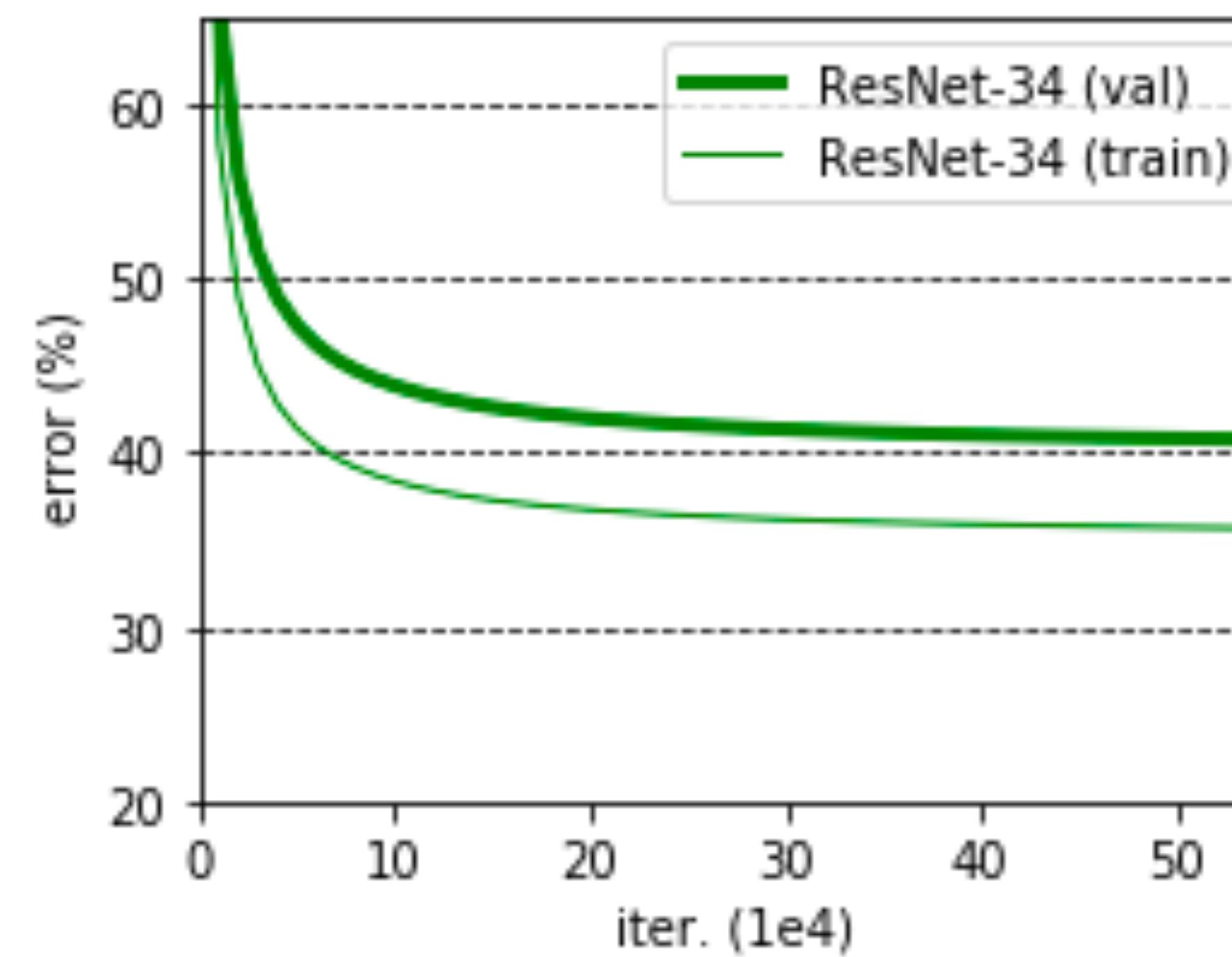
# Module overview

- How to think about all of the activities in an ML project
  - Assessing the feasibility and impact of your projects
  - The main categories of ML projects, and the implications for project management
  - How to pick a single number to optimize
  - **How to know if your model is performing well**
- 

# Key points for choosing baselines

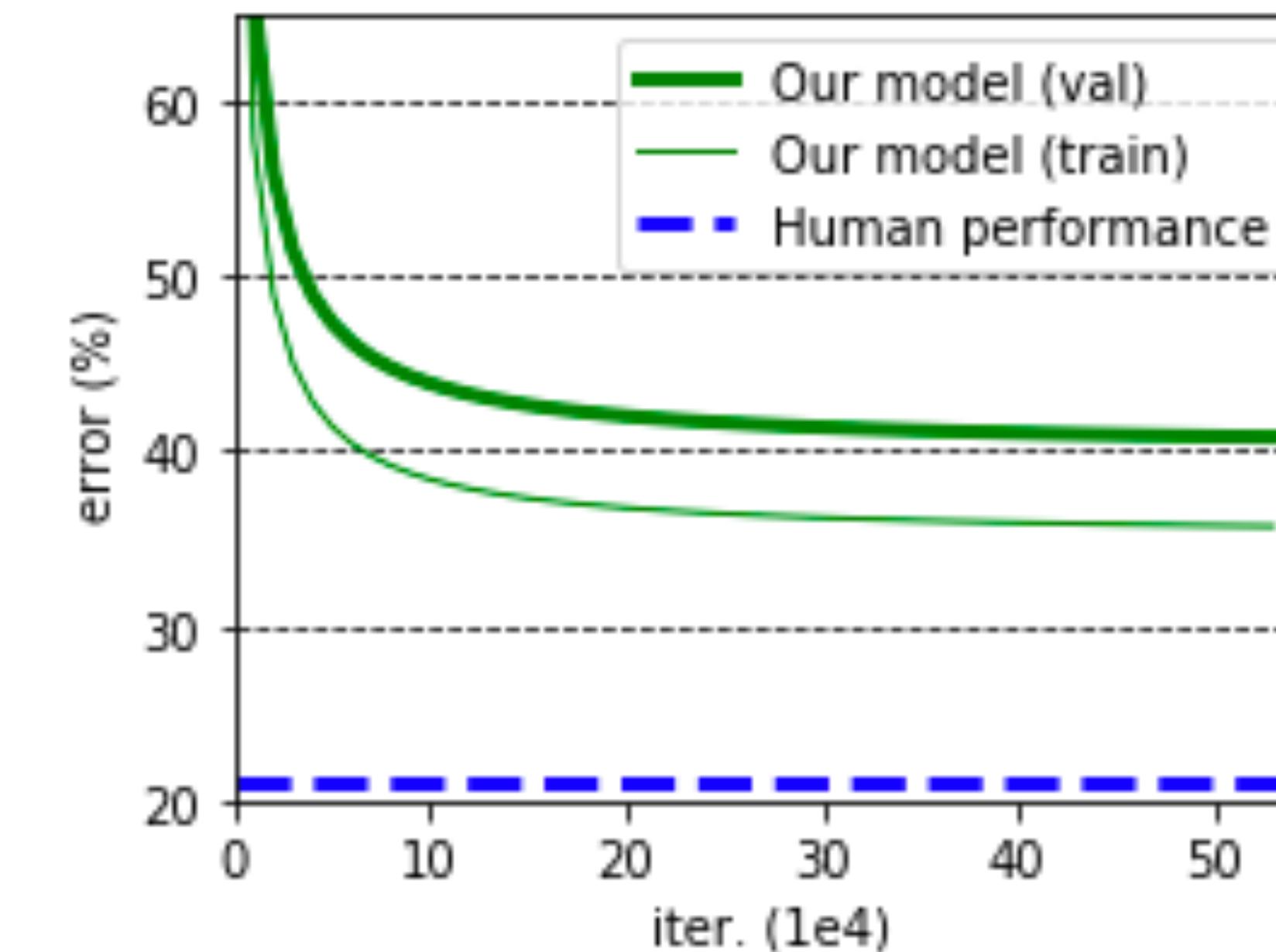
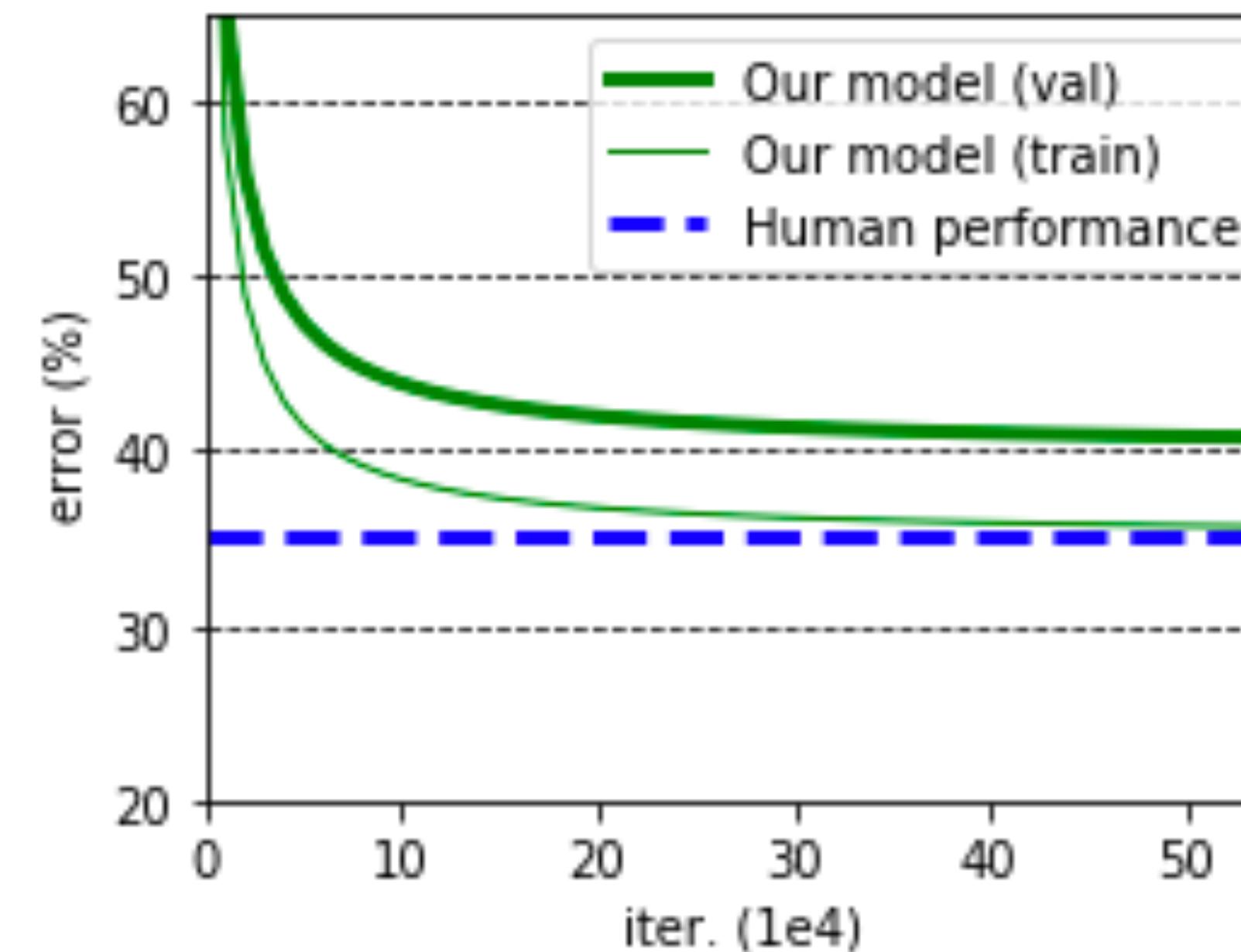
- A. Baselines give you a lower bound on expected model performance
- B. The tighter the lower bound, the more useful the baseline (e.g., published results, carefully tuned pipelines, & human baselines are better)

# Why are baselines important?



# Why are baselines important?

Same model, different baseline → different next steps



# Where to look for baselines

External  
baselines

- Business / engineering requirements

# Where to look for baselines

External  
baselines

- Business / engineering requirements
- Published results

→ **Make sure comparison  
is fair!**

# Where to look for baselines

External  
baselines

- Business / engineering requirements
- Published results

Internal  
baselines

- Scripted baselines (e.g., OpenCV, rules-based)

# Where to look for baselines

External  
baselines

- Business / engineering requirements
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Internal  
baselines

- Scripted baselines (e.g., OpenCV, rules-based)
- Simple ML baselines (e.g., bag of words, linear regression)

# Where to look for baselines

External  
baselines

- Business / engineering requirements
- Published results

Internal  
baselines

- Scripted baselines (e.g., OpenCV, rules-based)
- Simple ML baselines (e.g., bag of words, linear regression)
- Human performance

# How to create good human baselines

**Quality of baseline**

Low

Random people (e.g., Amazon Turk)

Ensemble of random people

Domain experts (e.g., doctors)

Deep domain experts (e.g., specialists)

Mixture of experts

**Ease of data collection**

High

Low

# How to create good human baselines

- Highest quality that allows more data to be labeled easily
- More specialized domains need more skilled labelers
- Find cases where model performs worse and concentrate data collection there

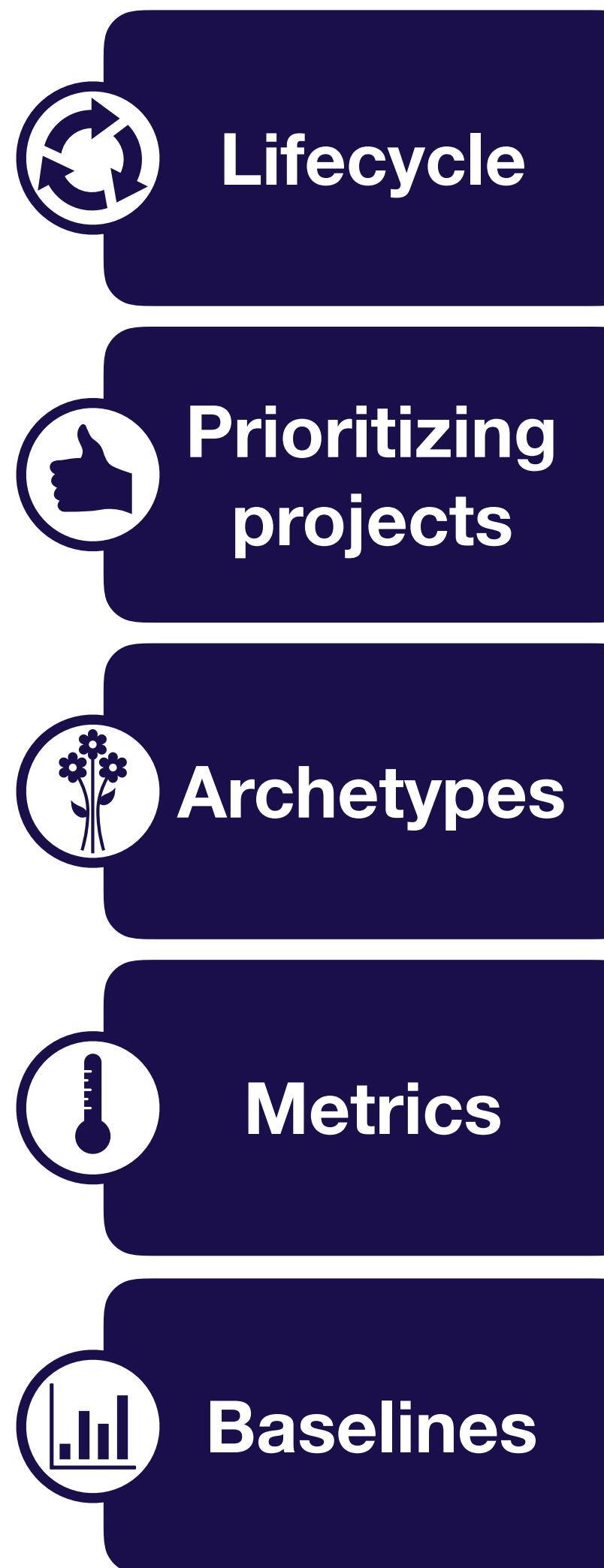
More on labeling in data lecture!

# Key points for choosing baselines

- A. Baselines give you a lower bound on expected model performance
- B. The tighter the lower bound, the more useful the baseline (e.g., published results, carefully tuned pipelines, human baselines are better)

# Questions?

# Conclusion



- ML projects are iterative. Deploy something fast to begin the cycle.
- Choose projects that are high impact with low cost of wrong predictions
- The secret sauce to making projects work well is to build automated data flywheels
- In the real world you care about many things, but you should always have just one you're working on
- Good baselines help you invest your effort the right way

# Where to go to learn more

- Andrew Ng's “Machine Learning Yearning”
- Andrej Karpathy’s “Software 2.0”
- Agrawal’s “The Economics of AI”

# Thank you!