

Preface

Science, technology, and commerce increasingly recognise the importance of machine learning approaches for data-intensive, evidence-based decision making. This is accompanied by increasing numbers of machine learning applications and volumes of data. Nevertheless, the capacities of processing systems or human supervisors or domain experts remain limited in real-world applications. Furthermore, many applications require fast reaction to new situations, which means that first predictive models need to be available even if little data is yet available. Therefore approaches are needed that optimise the whole learning process, including the interaction with human supervisors, processing systems, and data of various kind and at different timings: techniques for estimating the impact of additional resources (e.g. data) on the learning progress; techniques for the active selection of the information processed or queried; techniques for reusing knowledge across time, domains, or tasks, by identifying similarities and adaptation to changes between them; techniques for making use of different types of information, such as labeled or unlabeled data, constraints or domain knowledge. Such techniques are studied for example in the fields of adaptive, active, semi-supervised, and transfer learning. However, this is mostly done in separate lines of research, while combinations thereof in interactive and adaptive machine learning systems that are capable of operating under various constraints, and thereby address the immanent real-world challenges of volume, velocity and variability of data and data mining systems, are rarely reported. Therefore, this workshop aims to bring together researchers and practitioners from these different areas, and to stimulate research in interactive and adaptive machine learning systems as a whole. It continues a successful series of events at ECML PKDD 2017 in Skopje (Workshop and Tutorial), IJCNN 2018 in Rio (Tutorial), ECML PKDD 2018 in Dublin (Workshop), ECML PKDD 2019 in Würzburg (Workshop and Tutorial), and virtual ECML PKDD 2020 (Workshop).

The workshop aims at discussing techniques and approaches for optimising the whole learning process, including the interaction with human supervisors, processing systems, and includes adaptive, active, semi-supervised, and transfer learning techniques, and combinations thereof in interactive and adaptive machine learning systems. Our objective is to bridge the communities researching and developing these techniques and systems in machine learning and data mining. Therefore, we welcome contributions that present a novel problem setting, propose a novel approach, or report experience with the practical deployment of such a system and raise unsolved questions to the research community.

II Preface

All in all, we accepted 10 papers (13 papers submitted) to be published in these workshop proceedings. The authors discuss approaches, identify challenges and gaps between active learning research and meaningful applications, as well as define new application-relevant research directions. We thank the authors for their submissions and the program committee for their hard work.

September 2021

Georg Kreml, Vincent Lemaire, Daniel Kottke
Andreas Holzinger, Barbara Hammer

Organization

Organizing Committee

Adrian Calma	
Andreas Holzinger	Graz University of Technology
Daniel Kottke	University of Kassel
Georg Krempf	Utrecht University
Vincent Lemaire	Orange Labs France

Program Committee

Michael Beigl	TECO, KIT
Mirko Bunse	Dortmund University
Klemens Böhm	Karlsruhe Institute of Technology
Hudelot Céline	Ecole Centrale Paris
Gregory Ditzler	University of Arizona
Michael Granitzer	University of Passau
Marek Herde	University of Kassel
Martin Holena	Institute of Computer Science
Denis Huseljic	University of Kassel
Edwin Lughofer	Johannes Kepler University Linz
Bernhard Pfahringer	University of Waikato
Stefano Teso	Katholieke Universiteit Leuven
Indre Zliobaite	University of Helsinki