

Week 2

BUS 696: Machine Learning for Managers

Prof. Jonathan Hersh

BUS 696: Week 2 Outline

1. **AI/ML in the News**
2. Data Modeling Project Cycle
3. R Coding Basics and Exploratory Data Analysis
 - Basic math in R
 - Vectors
 - Factors
 - Dplyr basics: filter(), select(), arrange(), rename(), mutate()
4. Bias Variance Tradeoff

Your Next Home Might Be Appraised by a Robot

Regulators are moving to allow a majority of U.S. home purchases to be conducted without licensed appraisers



Regulators are increasing from \$250,000 to \$400,000 the value of homes exempt from a human evaluation. PHOTO: THE WALL STREET JOURNAL

By Ryan Dezember

Aug. 24, 2019 5:30 am ET

The next time you buy a house, your lender might deploy a drone and a computer algorithm to size up the property instead of a tape-measure-toting human appraiser.

Federal regulators are moving to allow a majority of U.S. homes to be bought and sold without the involvement of licensed appraisers, by increasing from \$250,000 to \$400,000 the value of homes exempt from a human evaluation.

“Software is eating real estate,” said Jeremy Sicklick, chief executive of HouseCanary Inc., which has trained computers to assess the condition of homes using photos and sometimes employs drones to produce images of properties. “You’re seeing the beginnings of the machines outperforming humans in terms of accuracy.”

[HouseCanary](#), which charges \$59 for its 20-page computer-generated property valuations, is among those that stand to benefit from the change. Appraisers, meanwhile, are in danger of losing market share. Appraisals for a single-family home typically cost between \$375 and \$900.

David Bunton, president of trade group The Appraisal Foundation, said boosting the threshold for appraisals serves to “hollow out the teeth” of lending regulations put in place after the [1980s savings-and-loan crisis](#). “It will likely prompt many financial institutions to significantly reduce attention to collateral risk management,” he said.

The proposal was [made in November](#) by the Office of the Comptroller of the Currency, the Federal Deposit Insurance Corp. and the Federal Reserve. The FDIC and the OCC have approved the change, and the Fed

Fraudsters Used AI to Mimic CEO's Voice in Unusual Cybercrime Case

Scams using artificial intelligence are a new challenge for companies



PHOTO: SIMON DAWSON/BLOOMBERG NEWS

By Catherine Stupp

Updated Aug. 30, 2019 12:52 pm ET

Criminals used artificial intelligence-based software to impersonate a chief executive's voice and demand a fraudulent transfer of €220,000 (\$243,000) in March in what cybercrime experts described as an unusual case of artificial intelligence being used in hacking.

The CEO of a U.K.-based energy firm thought he was speaking on the phone with his boss, the chief executive of the firm's German parent company, who asked him to send the funds to a Hungarian supplier. The caller said the request was urgent, directing the executive to pay within an hour, according to the company's insurance firm, Euler Hermes Group SA.

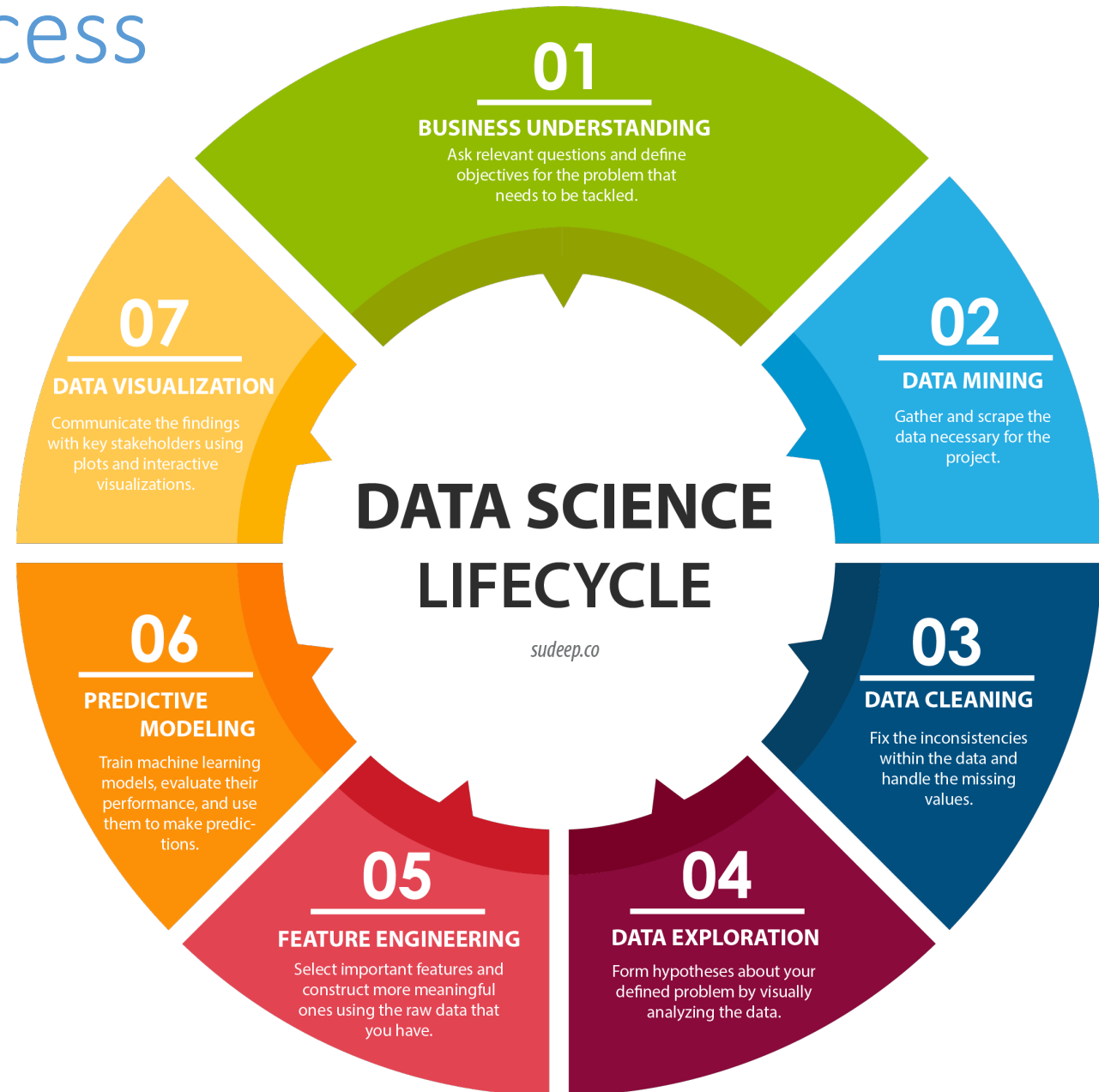
Euler Hermes declined to name the victim companies.

Law enforcement authorities and AI experts have predicted that criminals would use AI to automate cyberattacks. Whoever was behind this incident appears to have used AI-based software to successfully mimic the German executive's voice by phone. The U.K. CEO recognized his boss' slight German accent and the melody of his voice on the phone, said Rüdiger Kirsch, a fraud expert at Euler Hermes, a subsidiary of Munich-based financial services company Allianz SE.

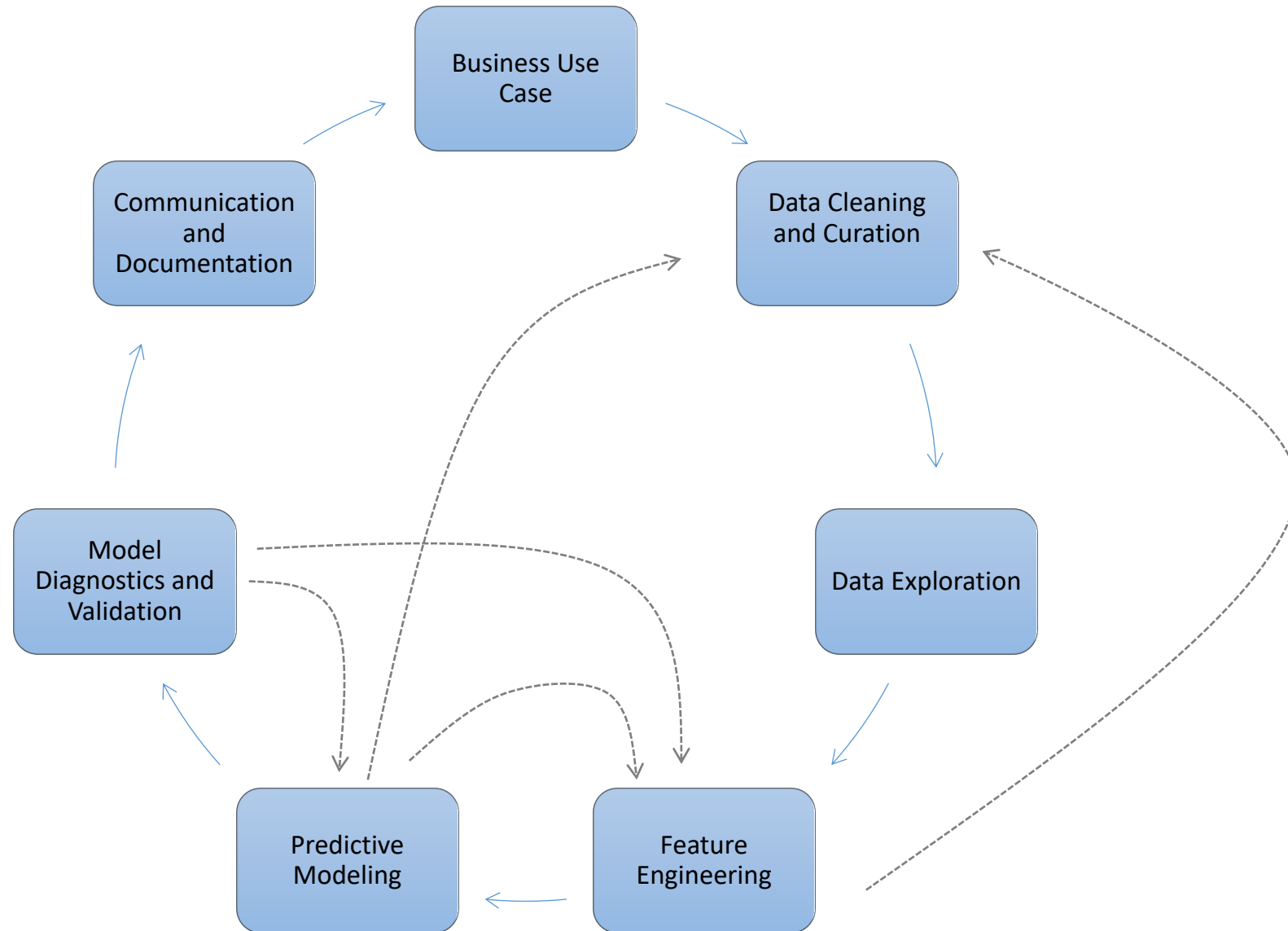
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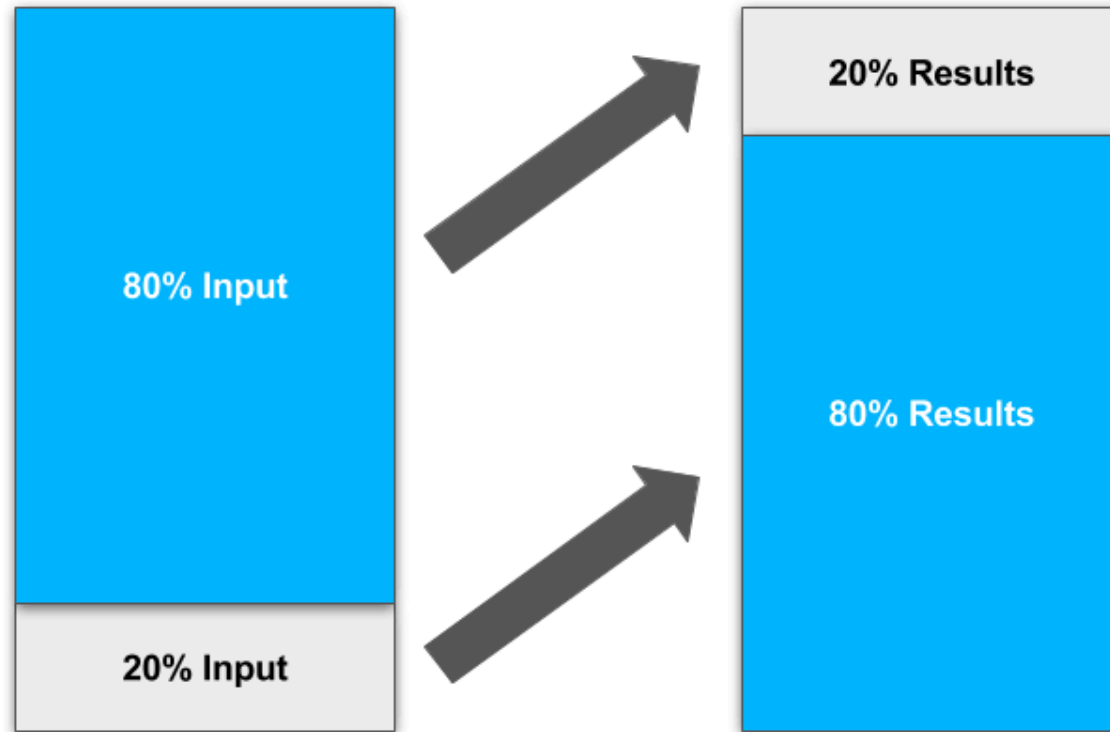
Data Modeling Process



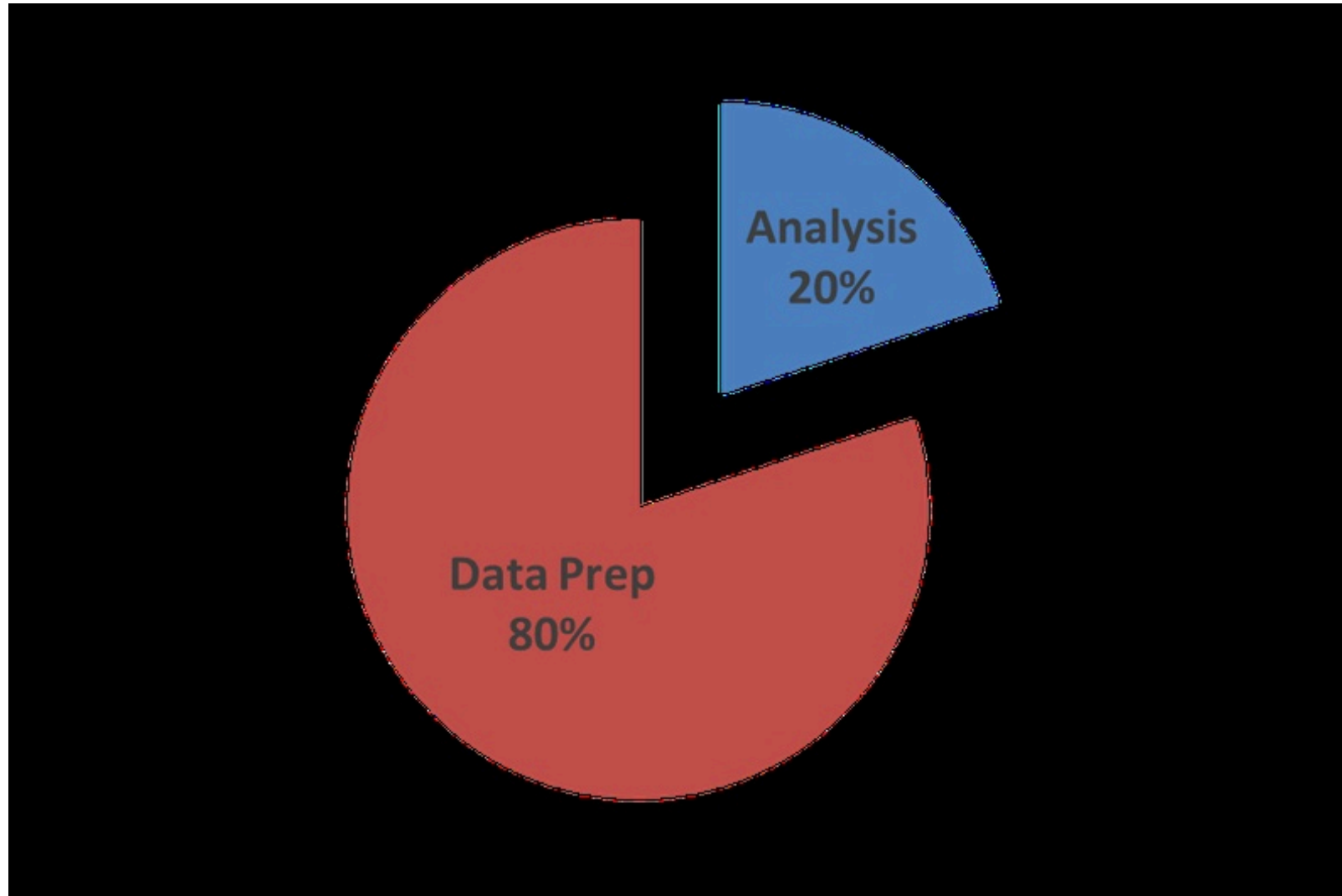
A More Realistic Data Project Life-Cycle Model



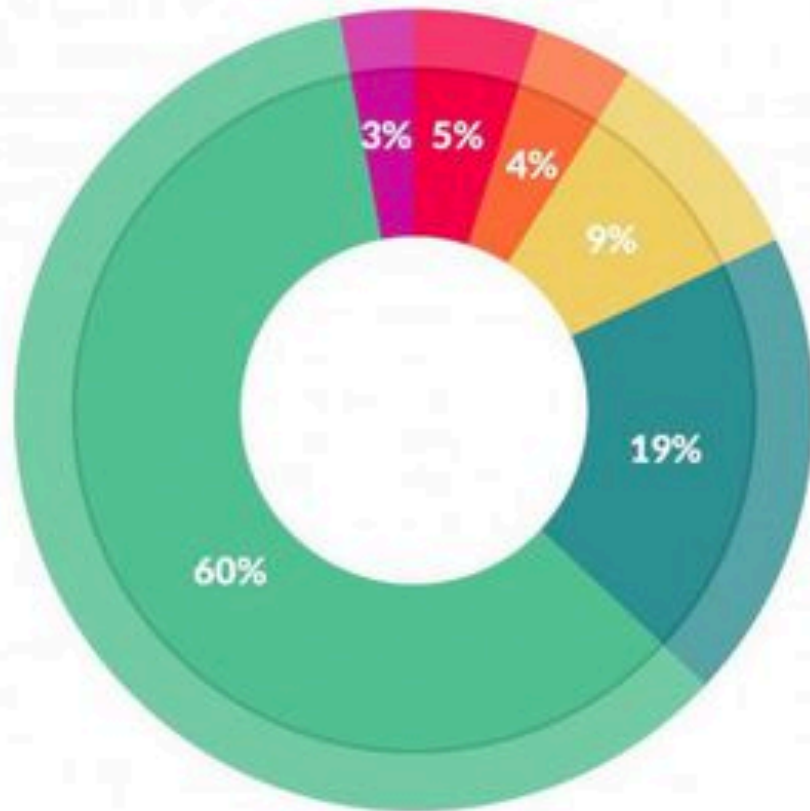
80/20 Rule for Results vs Effort



80/20 Rule for Data Science



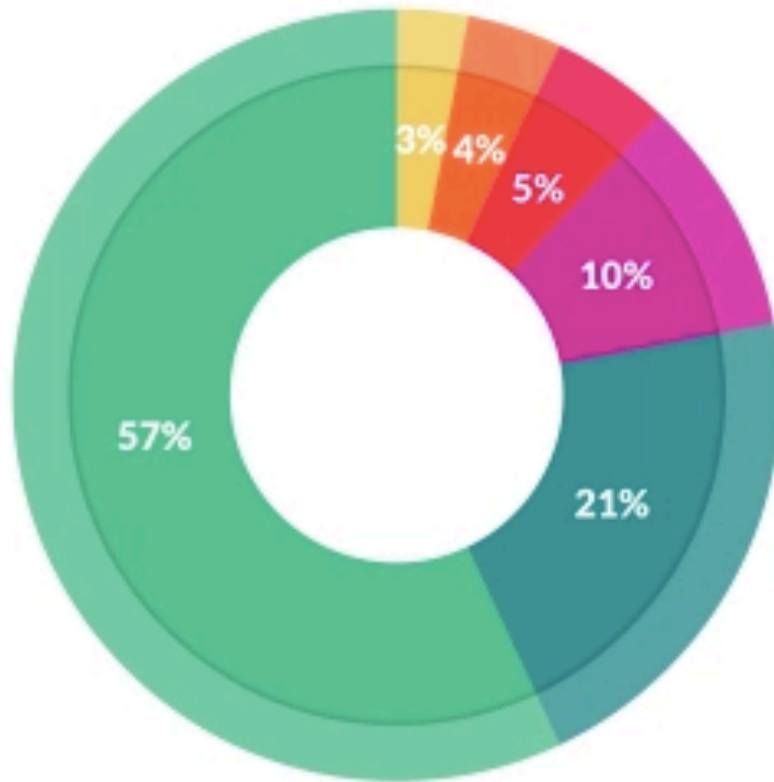
How do Data Scientists Spend Their Time



What data scientists spend the most time doing

- Building training sets: 3%
- Cleaning and organizing data: 60%
- Collecting data sets: 19%
- Mining data for patterns: 9%
- Refining algorithms: 4%
- Other: 5%

Least Enjoyable Aspect of Data Science



What's the least enjoyable part of data science?

- Building training sets: 10%
- Cleaning and organizing data: 57%
- Collecting data sets: 21%
- Mining data for patterns: 3%
- Refining algorithms: 4%
- Other: 5%

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 - **Vectors**
 - **Factors**
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4. **Bias Variance Tradeoff**

Recall: \mathbf{X} , x_i , \mathbf{x}_j and \mathbf{y} for Data

\mathbf{X}
 $n \times p$

x_i
 $1 \times p$

\mathbf{x}_j
 $n \times 1$

\mathbf{y}
 $n \times 1$

$i = 1, \dots, n$

$j = 1, \dots, p$

Admit	GRE	GPA
0	380	3.61
1	660	3.67
1	800	4.00
0	520	2.93
1	760	3.00

Matrix Multiplication

$$(\mathbf{AB})_{ij} = \sum_{k=1}^d a_{ik} b_{kj}$$

$$\begin{bmatrix} 1 & 1 \\ 3 & 2 \end{bmatrix} \begin{bmatrix} 1 & 2 \\ 0 & 2 \end{bmatrix} = \begin{bmatrix} 1 & 5 \\ 3 & 10 \end{bmatrix}$$

Random Variable: Variable whose possible values are outcomes of some random process

$X \sim \text{roll of dice}$

$X \in \{1, 2, 3, 4, 5, 6\}$

$$p_1, \dots, p_6 = \left\{ \frac{1}{6}, \frac{1}{6}, \frac{1}{6}, \frac{1}{6}, \frac{1}{6}, \frac{1}{6} \right\}$$

Expected Value of R.v.: long run average value

$$\mathbb{E}[X] = x_1 p_1 + x_2 p_2 + \cdots + x_k p_k$$

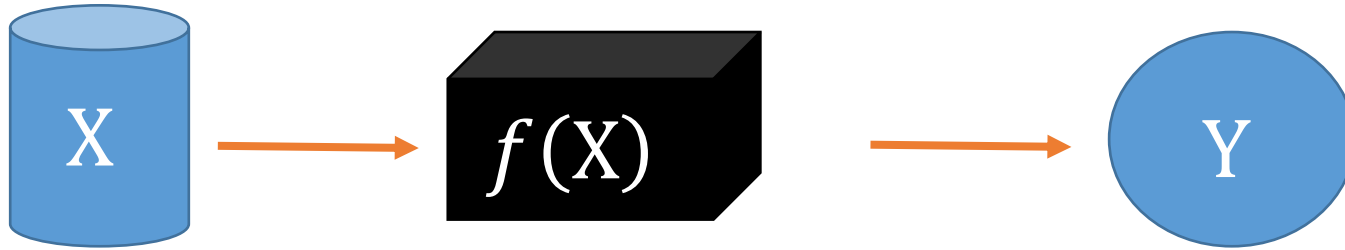
$$X \in \{1, 2, 3, 4, 5, 6\}$$

$$p_1, \dots, p_6 = \left\{ \frac{1}{6}, \frac{1}{6}, \frac{1}{6}, \frac{1}{6}, \frac{1}{6}, \frac{1}{6} \right\}$$

$$\mathbb{E}[X] = 1 \cdot \frac{1}{6} + 2 \cdot \frac{1}{6} + 3 \cdot \frac{1}{6} + 4 \cdot \frac{1}{6} + 5 \cdot \frac{1}{6} + 6 \cdot \frac{1}{6}$$

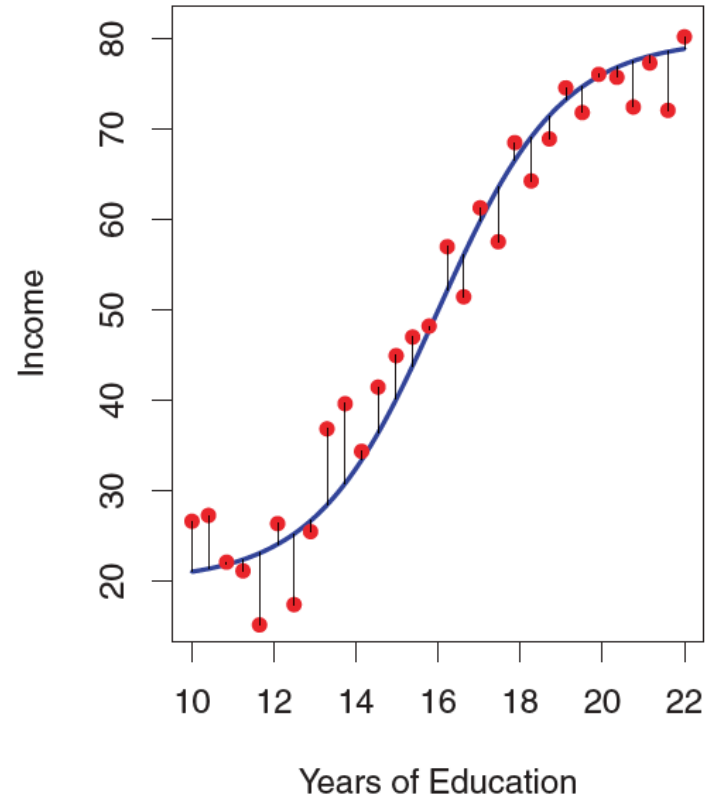
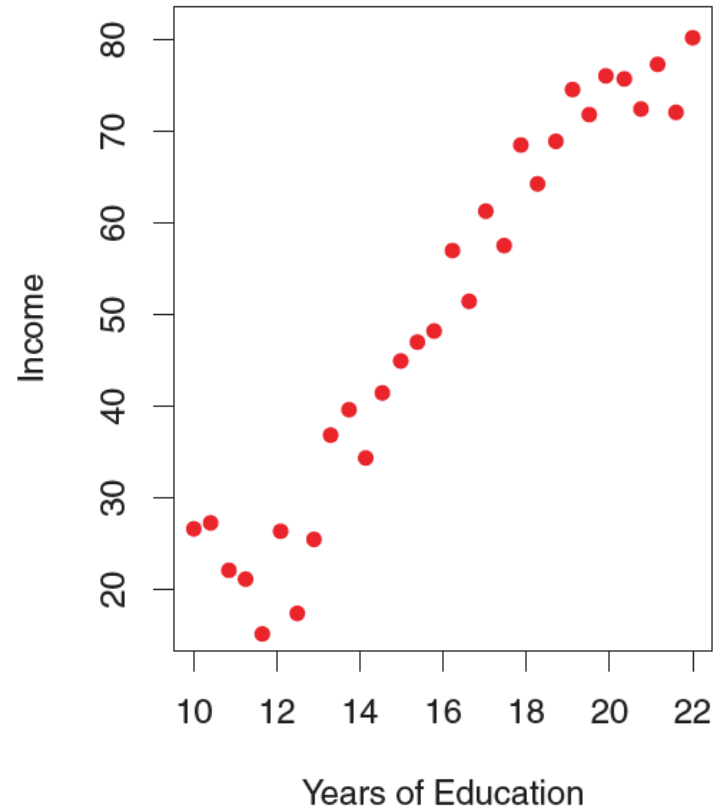
$f(X)$: our predicted out given inputs

$$Y = f(X) + \epsilon$$



ϵ = “epsilon” (unexplained portion)

Example: education and income



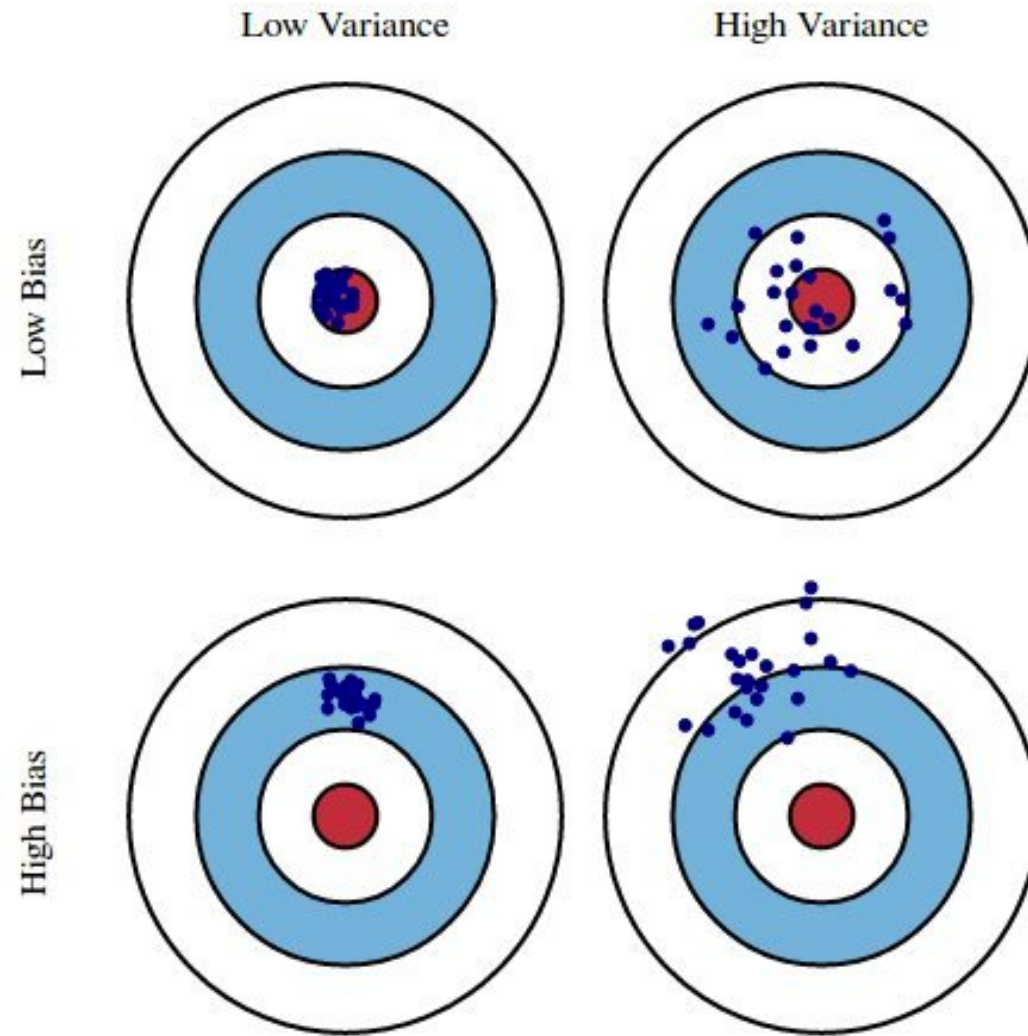
“Estimating” $f(X)$

$$Y = f(X) + \epsilon$$

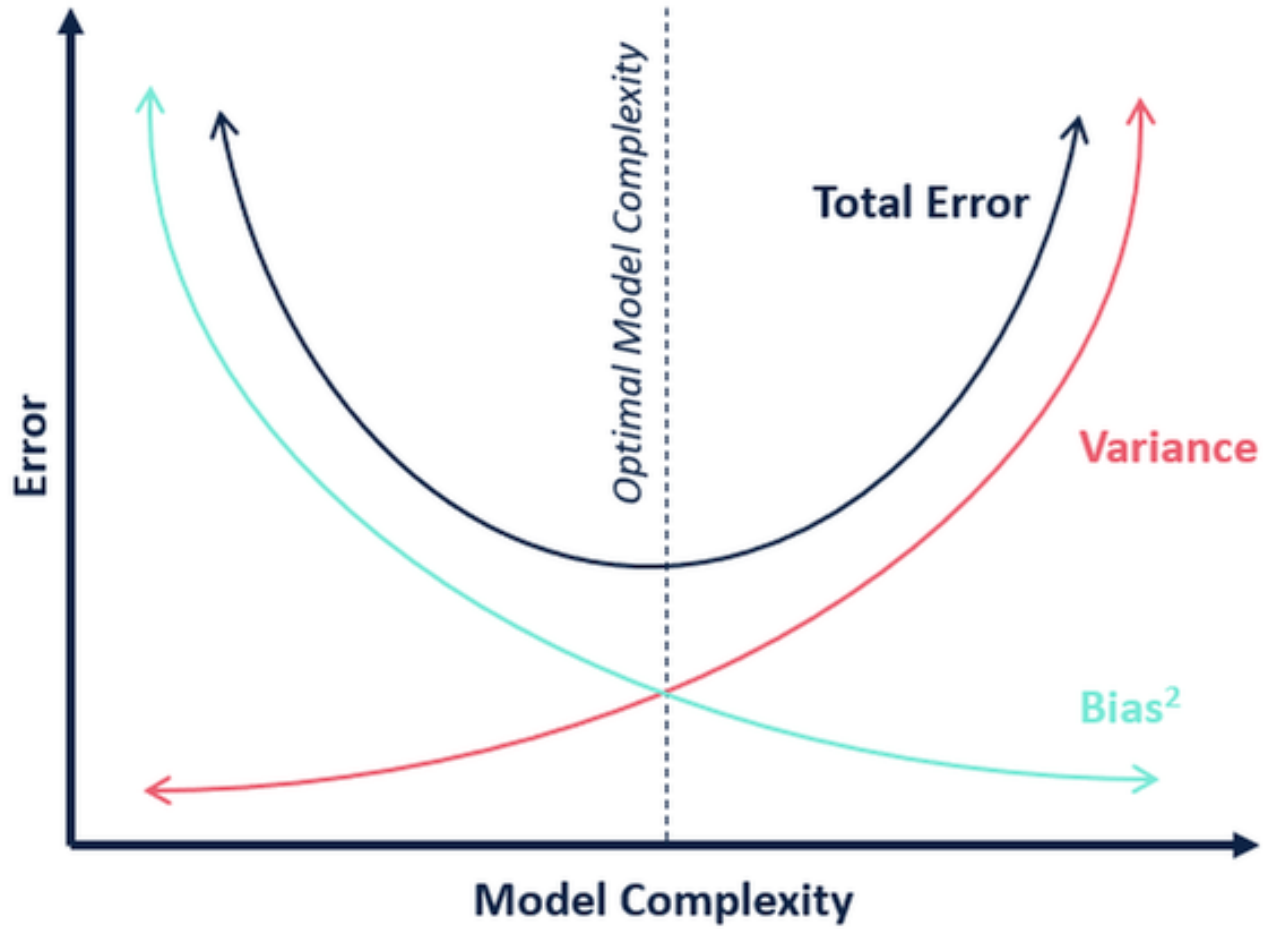
How do we know how $f(X)$ should transform

$\mathbf{x}_1, \dots, \mathbf{x}_p$ to generate our guess for Y ?

Bias-Variance Tradeoff



Bias-Variance Tradeoff



Testing/Training Split

Training set: (observation-wise) subset of data used to develop models



Testing/Training Split

Training set: (observation-wise) subset of data used to develop models

Test set: subset of data used during intermediate stages to “tune” model parameters

Rule of thumb 75% training 25% test -ish



Bias and Variance (conceptually)

Bias: Tendency of an in-sample statistic to over or under estimate the statistic in the *population*

Variance: Tendency to noisily estimate a statistic.

E.g., sensitivity to small fluctuations in the training dataset.

Assessing Model Accuracy

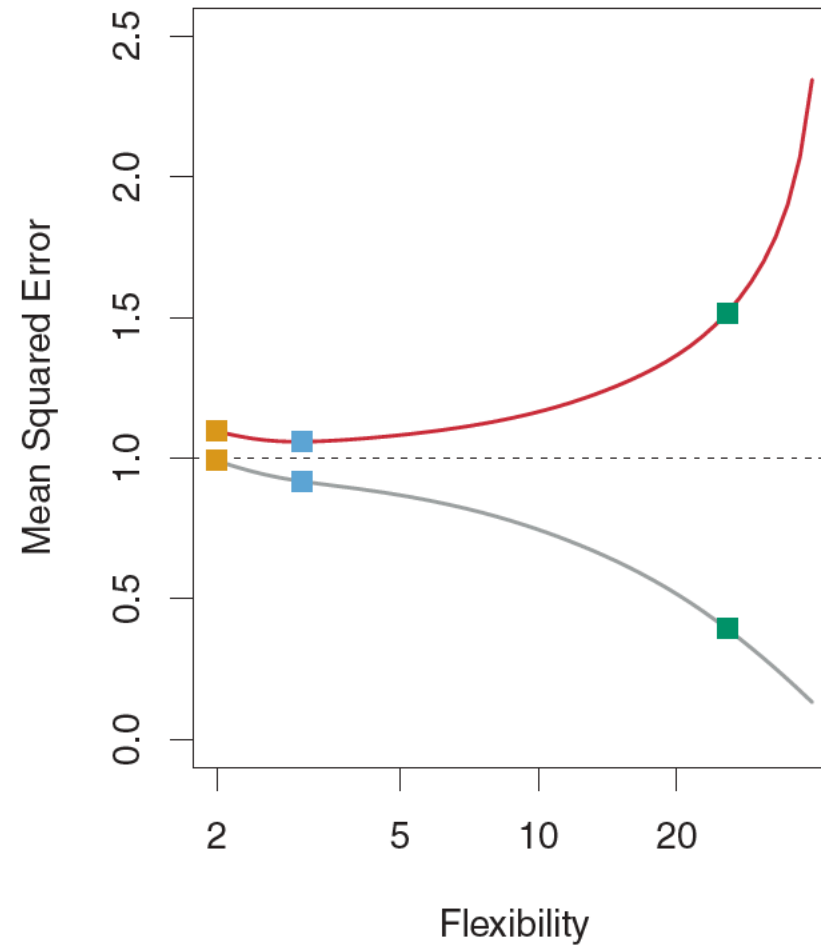
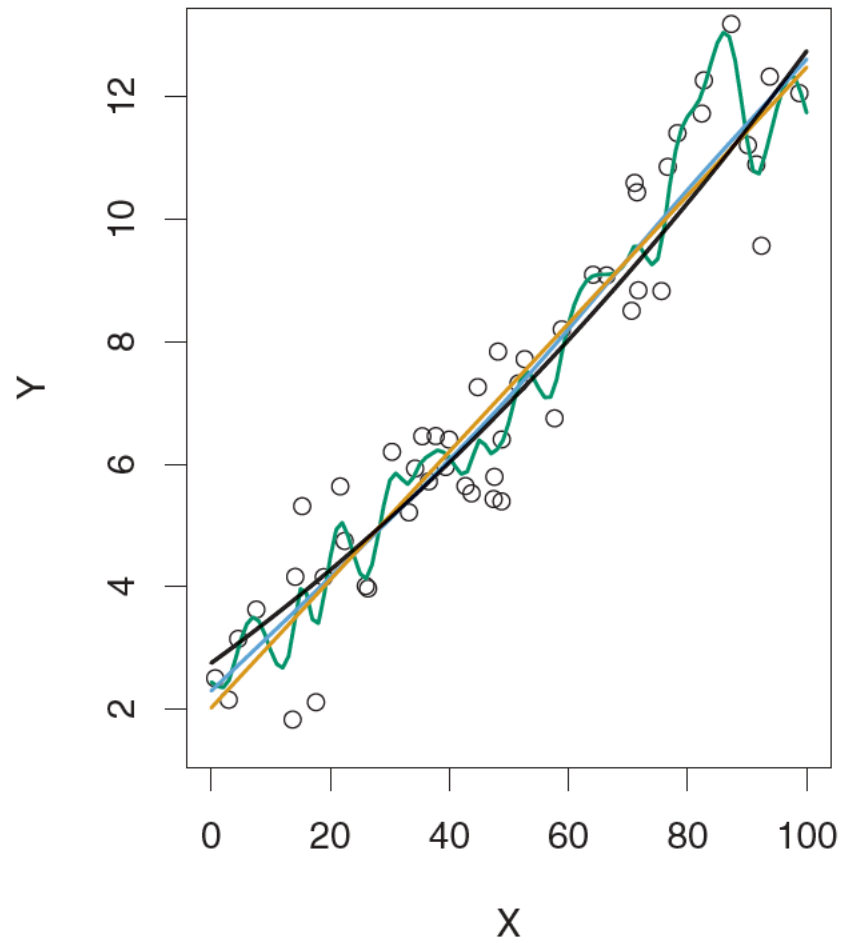
$$MSE = \frac{1}{n} \sum_{i=1}^n \left(y_i - \hat{f}(x_i) \right)^2$$

Assessing Model Accuracy

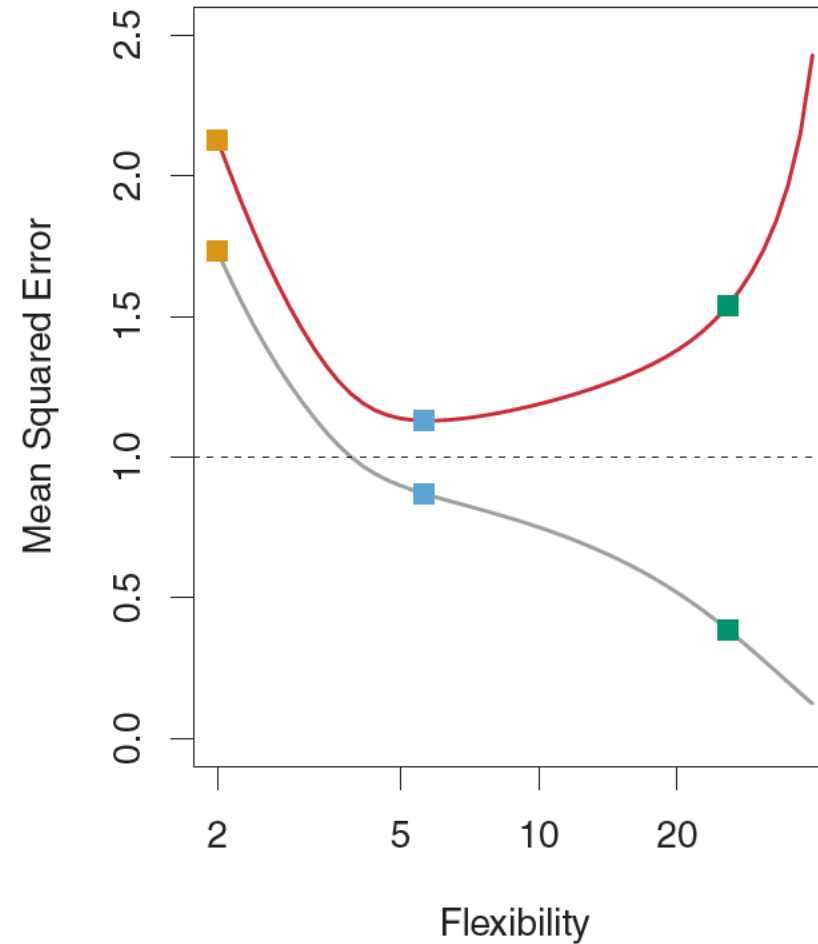
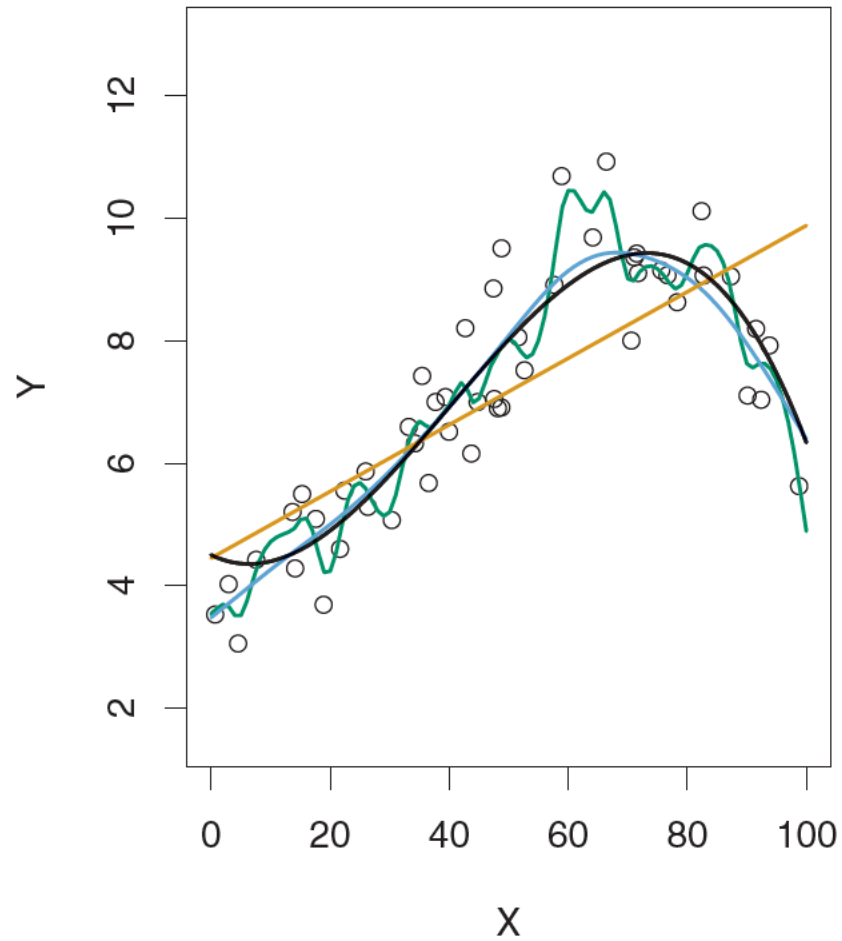
$$MSE = \frac{1}{n} \sum_{i=1}^n \left(y_i - \hat{f}(x_i) \right)^2$$

y_i	\hat{y}_i	$y_i - \hat{y}_i$	$(y_i - \hat{y}_i)^2$
5	5		
6	7		
9	8		
10	1		
14	13		

Example: Overfitting (DGP Linear)



Example: Overfitting (DGP Slightly Complicated)



Example: Overfitting (DGP Very Complicated)

