

# Data-Efficient Deep Learning for Independent Binary Outputs

Exploration of importance-weighted active learning, ensembling, joint training and class imbalance correction to reduce label complexity and training time in affiliate e-commerce product clasification

#### MATTIAS ARRO

Master's Thesis at KTH Information and Communication Technology MSc Data Science (EIT Digital track)

Academic Examiner: Magnus Boman Academic Supervisor: Jim Dowling Industrial Supervisor: Abubakrelsedik Karali

#### **Abstract**

Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

**Keywords:** Deep learning, machine learning, neural networks, active learning

### Referat

Denna fil ger ett avhandlingsskelett. Mer information om  $\mbox{\sc L+T-X-mallen}$  finns i dokumentationen till paketet.

## Acknowledgment

..... London, UK, March 26, 2018  $Mattias\ Arro$ 

## **Contents**

Introduction	3
Background	4
Problem	4
Research Questions	4
Purpose and Goal	4
Methodology	4
Evaluation	4
Work Environment	4
Deployment Environment	4
Ethics and Sustainability	4
Delimitations	4
Outline	4
Discussion	5
Conclusion	7
References	9
Declaration	11
Appendices	11
RDF	13

## **Abbreviations**

LSTM Long Short Term Memory

NN Neural Network

RNN Recurrent Neural Network

#### Introduction

machine learning (ML) has become successful enough over the past few years to be a recurring topic in mainstream media and its use almost a requirement for startup funding<sup>1</sup>. a lot of this newfound interest, hype, and hysteria is directed at neural networks and deep learning. this focus is not unfounded - deep learning approaches continue to break benchmarks in core machine learning research areas such as computer vision [cite], speech recognition [cite], and some kinds of natural language processing such as machine translation [cite]. reinforcement learning has also been revolutionised by deep learning, which is used in various robotics and control tasks, achieving superhuman performance in complex games and driving vehicles in real-world situations. there are even limited results in beating human at highly uncertain games with various actors such as Texas holdem poker [cite].

while bearing superficial resemblance to natural brains, neural networks are simply layers layers of non-linear transformations capable of learning complex mappings from multidimensional inputs to (usually multidimensional) outputs. the building blocks of neural networks are relatively simple and the algorithms training these networks are universal and well studied, which makes deep learning well suited for a wide variety of problem domains. at the same time, being able to stack more and more layers allows the same kind of model approximate more complex functions.

<sup>&</sup>lt;sup>1</sup>being driven by "crypyo" or blockchain is also acceptable

#### Background

**Problem** 

**Research Questions** 

**Purpose and Goal** 

Methodology

**Evaluation** 

**Work Environment** 

**Deployment Environment** 

**Ethics and Sustainability** 

**Delimitations** 

Outline

## **Discussion**

## **Conclusion**

## References

## **Declaration**

I hereby certify that I have written this thesis independently and have only us the specified sources and resources indicated in the bibliography.	sed
London, UK, March 26, 2018	

Mattias Arro

## **RDF**

#### And here is a figure

Figure 1. Several statements describing the same resource.

that we refer to here: 1