

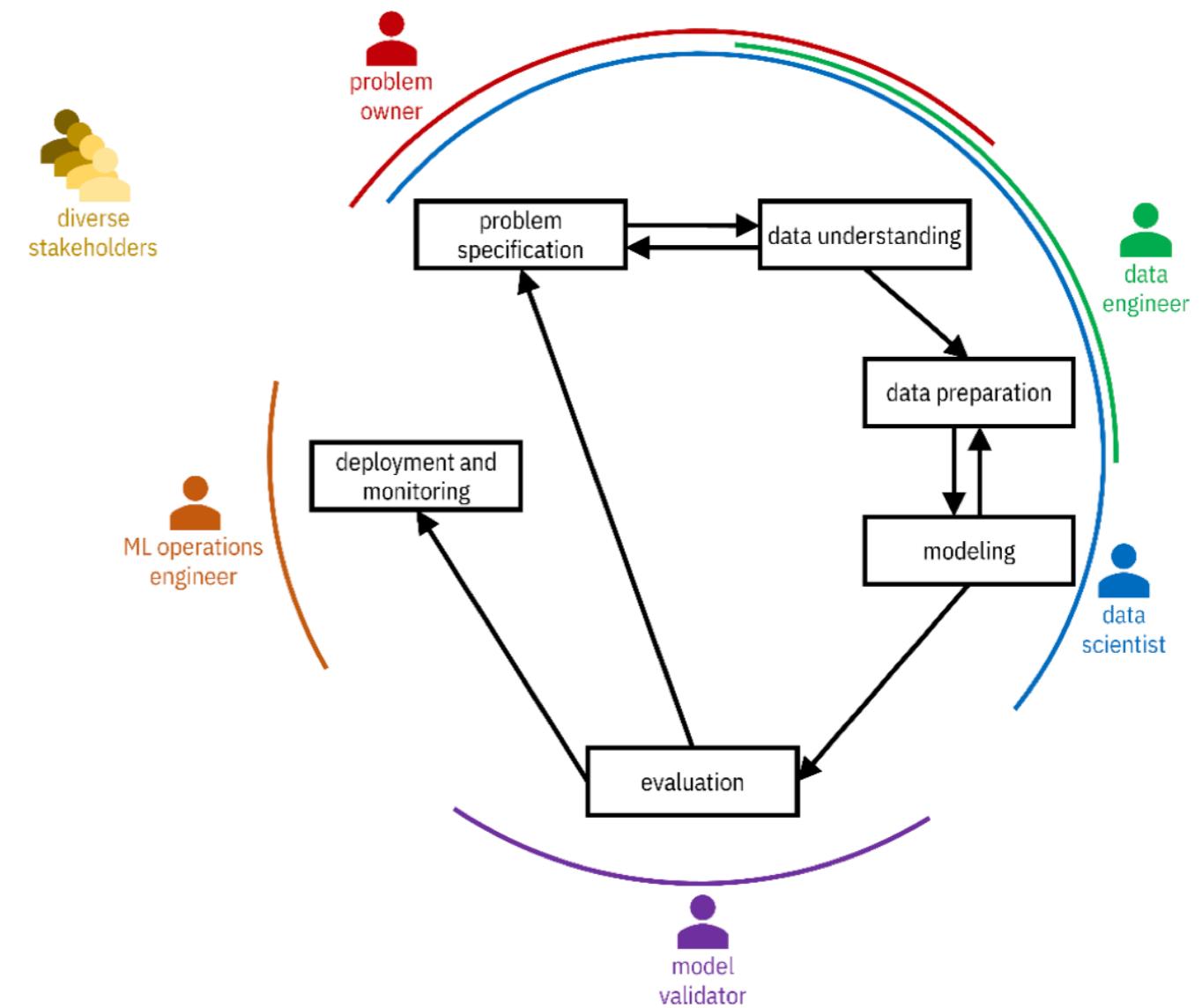
# Machine Learning for Design

Lecture 2

Introduction to Machine Learning. *Part 2*

# The Machine Learning Life- Cycle

# Cross-Industry Standard Process for Data Mining (CRISP-DM) methodology

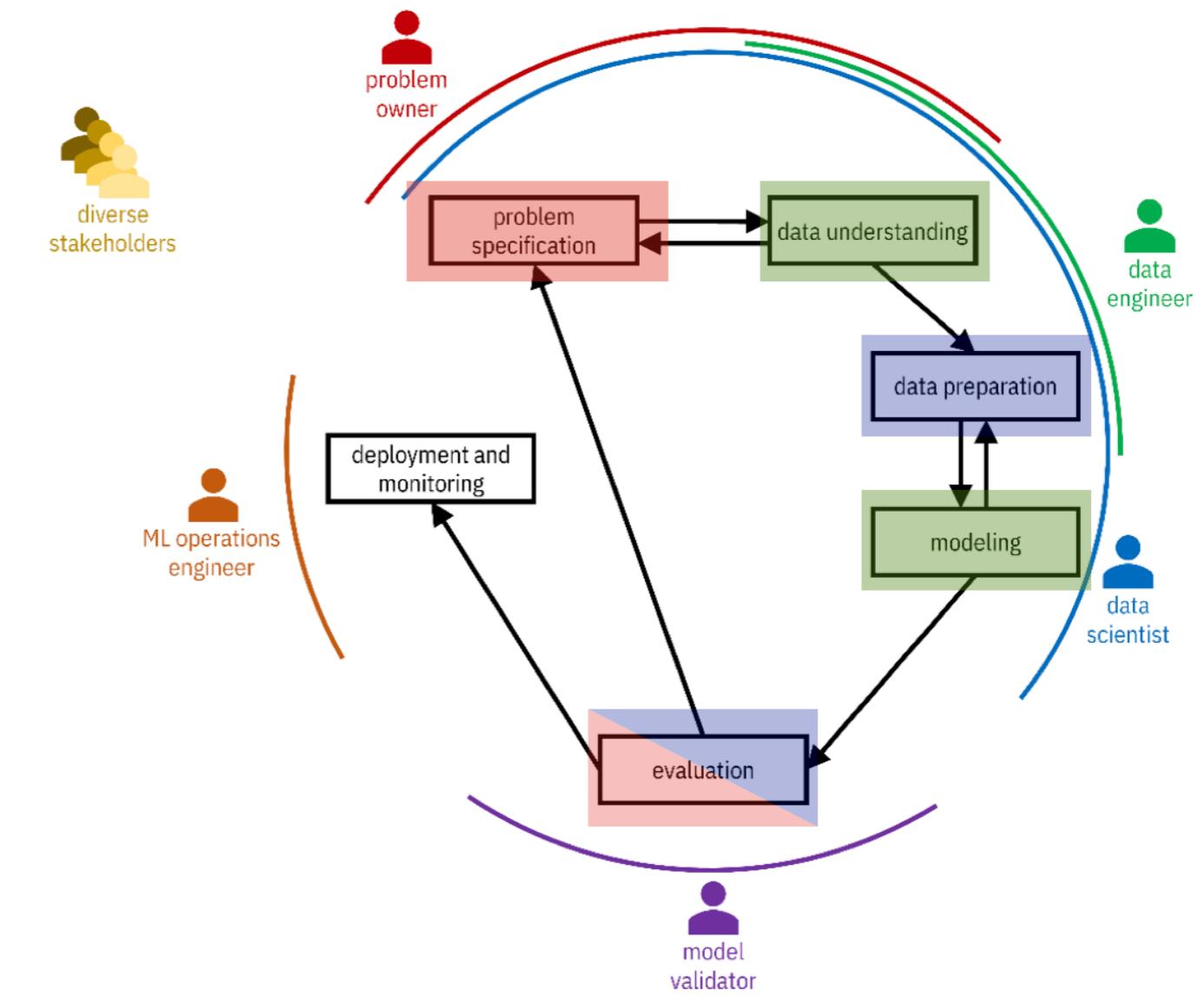


# CRISP-DM In our course

Today and in all modules

In Module 4

In Module 3



# Problem Specification

- What is the problem owner hoping to accomplish and why?
- Why am I (being asked to) solve it?
- Am I the right person to solve this problem?
- What are the (psychological, societal, and environmental) repercussions of building this technology?
- Should this thing be built at all?
- What are the metrics of success?

# Data Understanding

Know your data!

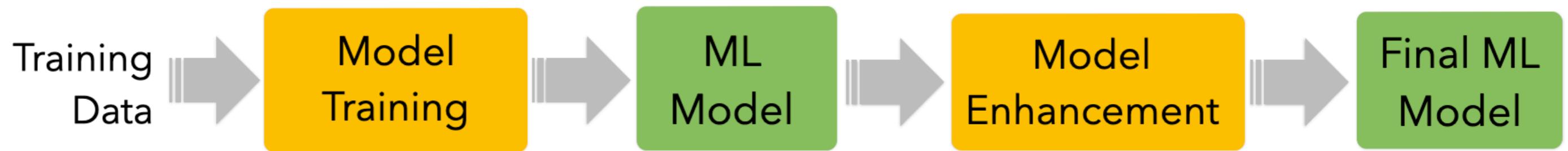
- Data needs to be collected → Datasets
- What data is available?
- What data should be available but isn't?
- What population/system/process is your data representing?
- And what properties of such population/system/process are included (or excluded)?
- What biases (social, population, temporal) are present in your datasets?

# Data Preparation

- **Data integration**
  - Extracting, transforming, and loading (ETL) data from disparate relevant databases and other data sources
  - This step is most challenging when dealing with big data sources
- **Data cleaning**
  - Filling missing values
  - Transforming value types (e.g. binning)
  - Dropping features that should not be considered
- **Feature engineering**
  - Transform the data to derive new features

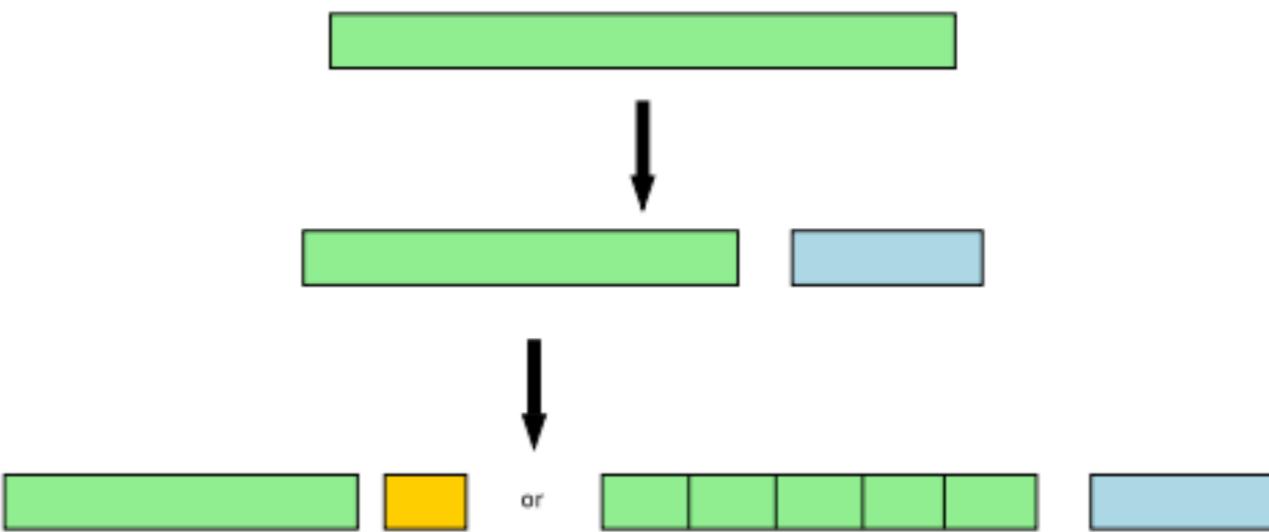
# Modeling

- **Select** a training algorithm
- Use it to **find patterns** in the training dataset
- **Generalize** them to fit a statistical model
- **Enhance** the model to satisfy additional objectives and constraints captured in the problem specification
  - e.g., increase reliability, mitigate biases, generate explanations
- **No free-lunch theorem**
  - There is no one best machine learning algorithm for all problems and datasets



# Evaluation

- Testing and validation of the model
  - Also against the problem specification requirements
- Performed on data not used for training
  - Hold out dataset



# Model auditing/risk management

POLICY AND LEGISLATION | Publication 21 April 2021

## Proposal for a Regulation laying down harmonised rules on artificial intelligence

The Commission has proposed the first ever legal framework on AI, which addresses the risks of AI and positions Europe to play a leading role globally.

The Proposal for a Regulation on artificial intelligence was announced by the Commission in April 2021. It aims to address risks of specific uses of AI, categorising them into 4 different levels: unacceptable risk, high risk, limited risk, and minimal risk.

In doing so, the AI Regulation will make sure that Europeans can trust the AI they are using. The Regulation is also key to building an ecosystem of excellence in AI and strengthening the EU's ability to compete globally. It goes hand in hand with the [Coordinated Plan on AI](#).

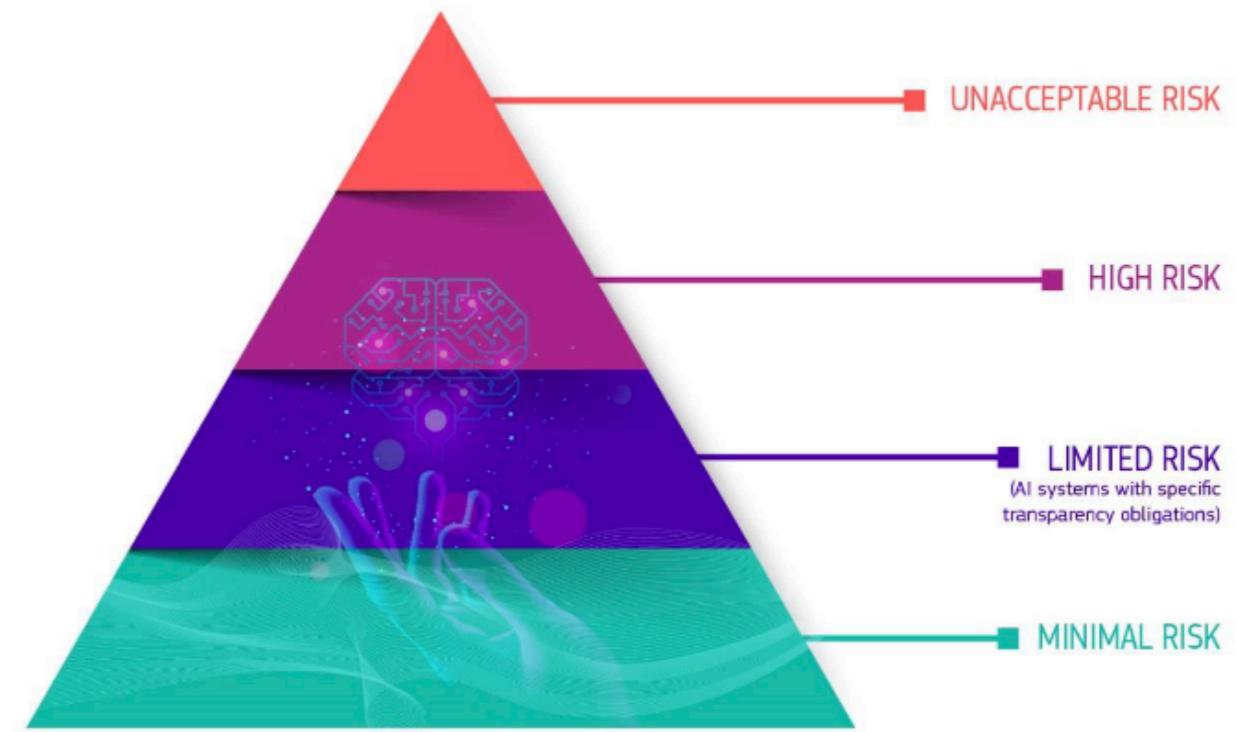
[View the proposal for a Regulation in all EU languages on EUR-Lex](#)

### See also

[Communication on Fostering a European approach to Artificial Intelligence](#)

### Related topics

- [eHealth, Wellbeing and Ageing](#)
- [Advanced Digital Technologies](#)
- [Artificial intelligence](#)



The Pyramid of Criticality for AI Systems

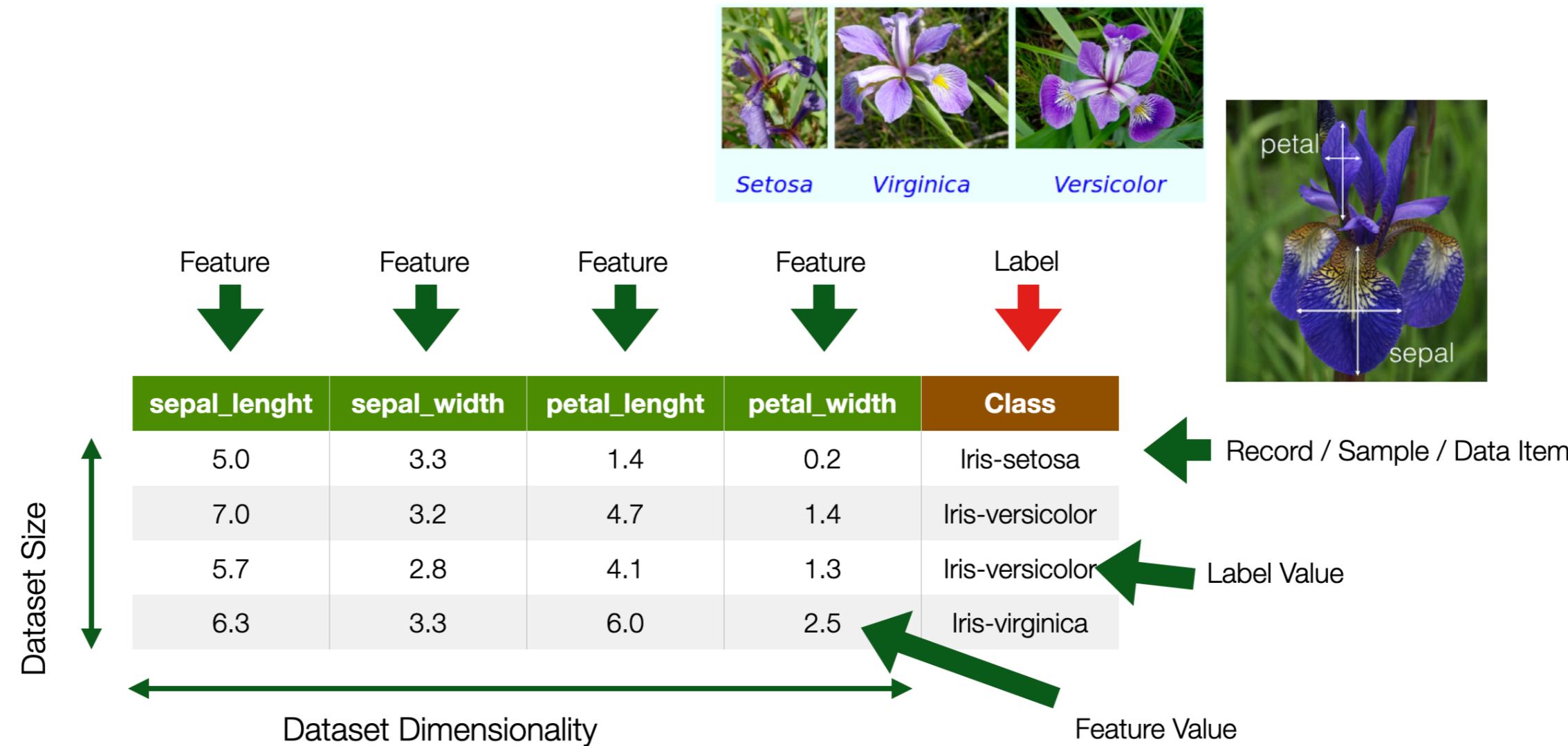
# Deployment and monitoring

- What data infrastructure will bring new data to the model?
- Will predictions be made in batch or one-by-one?
- How much latency is allowed?
- How will the user interact with the system?
- Is there a problem here?
- Tools to monitor the model's performance
- And ensure it is operating as expected

# Data

## The raw material

# Data



# Types of Features / Label Values

- **Categorical**
  - Named Data
  - Can take numerical values, but no mathematical meaning
- **Numerical**
  - Measurements
  - Take numerical values (discrete or continuous)

## Categorical Nominal

- No order
- No direction
- e.g. marital status, gender, ethnicity

## Categorical Ordinal

- Order
- Direction
- e.g., letter grades ( $A, B, C, D$ ), ratings (*dislike, neutral, like*)

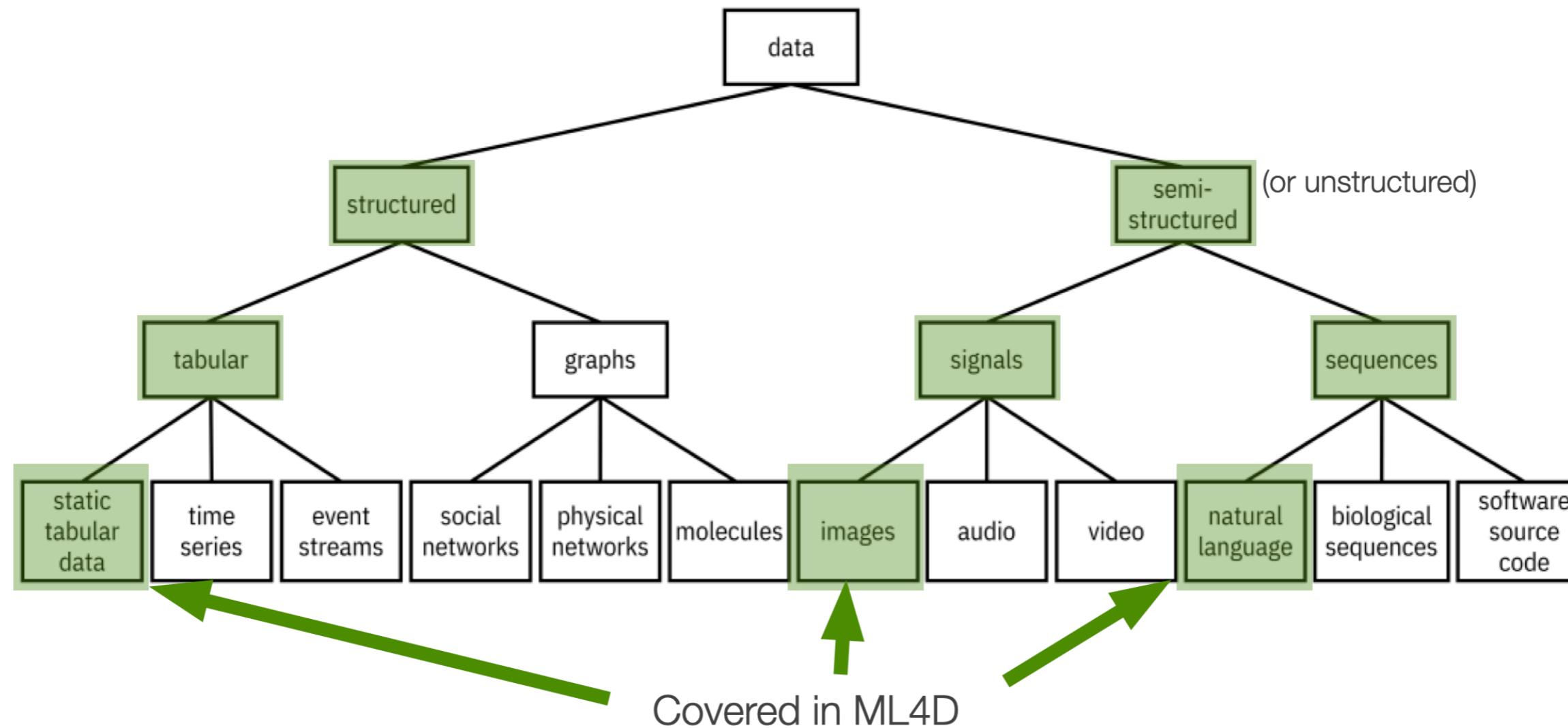
## Numerical Interval

- Difference between measurements
- No true zero or fixed beginning
- e.g., temperature (C or F), IQ, time, dates

## Numerical Ratio

- Difference between measurements
- True zero exists
  - e.g., temperature (K), age, height

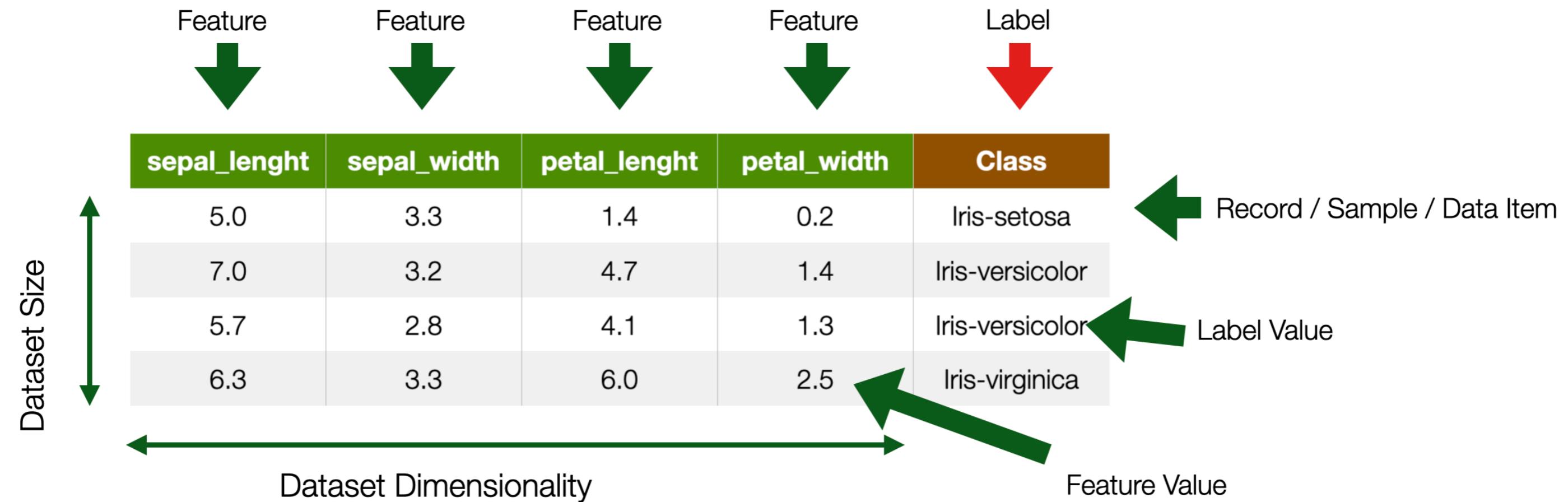
# Data Modalities



# Key Dimensions

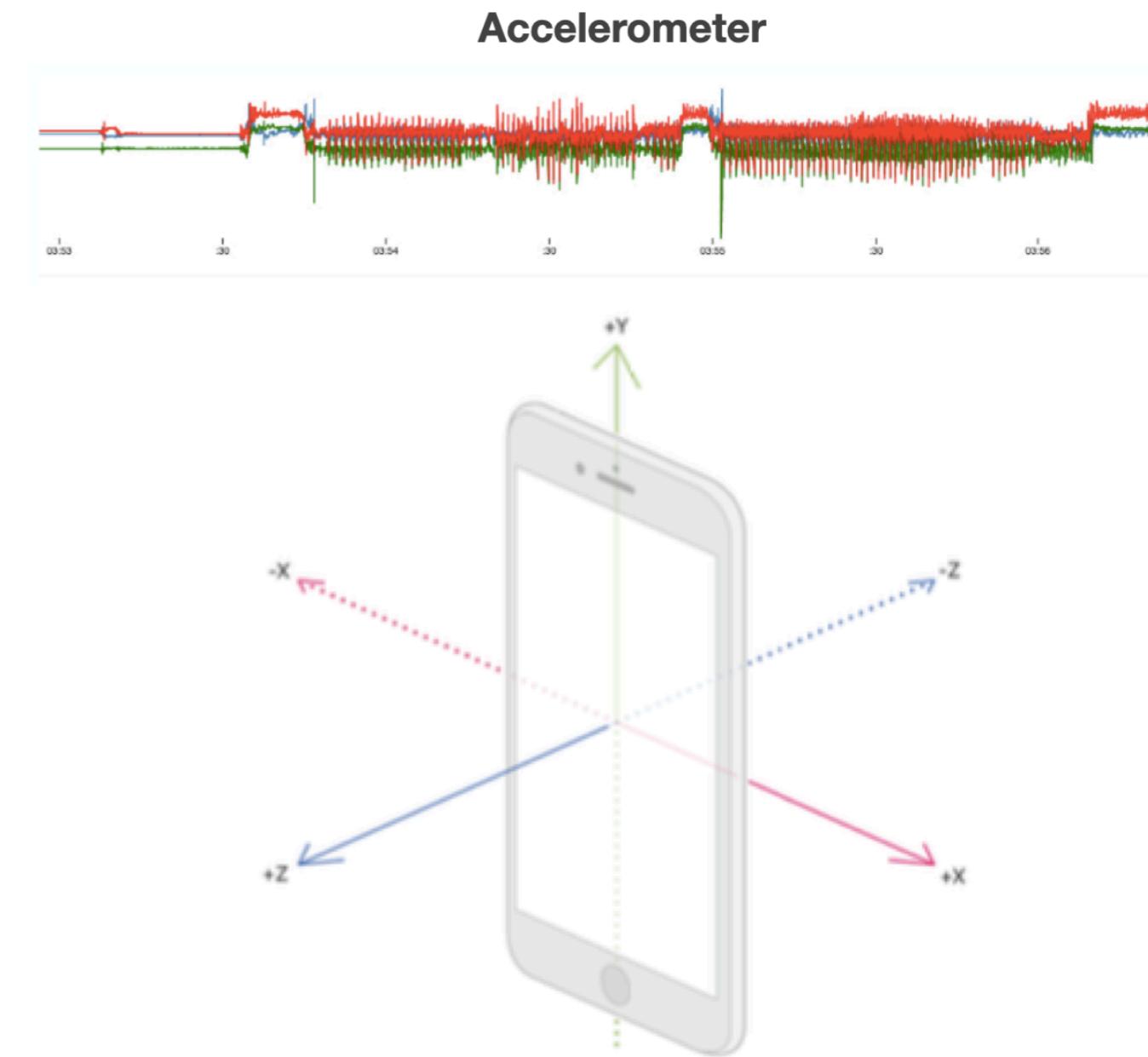
<b>Modality</b>	<b>Quantity</b>	<b>Quality</b>	<b>Freshness</b>	<b>Cost</b>
Structured	Number of records	Errors	Rate of collection	Acquisition
Semi-structured	Number of features	Missing data		Licensing
	Bias		Cleaning and integrations	

# Static Tabular Data



# Time Series

- tabular data with **time** feature
- For instance
  - Sensor data, Stock market data
  - Label is usually associated with a set of records
    - e.g. a continuous movement of the phone indicating an action



Time Feature ➔

	Timestamp	X	y	Z	Class
15060015925	2.04	3.72	8.12	Device Rotation	
15060015943	1.96	4.73.68	7.56		
15060015980	1.63	3.56	6.53		
1506001610	1.06	3.76	5.81		

# Images

- Visual content acquired through cameras, scanners, etc.
- Each pixel in an image is a feature
  - But spatially and geometrically organised
  - e.g., edges, corners
- Feature values are numerical values across channels
  - e.g.,  $R, G, B$
- Dimensionality  $\rightarrow n \times m$

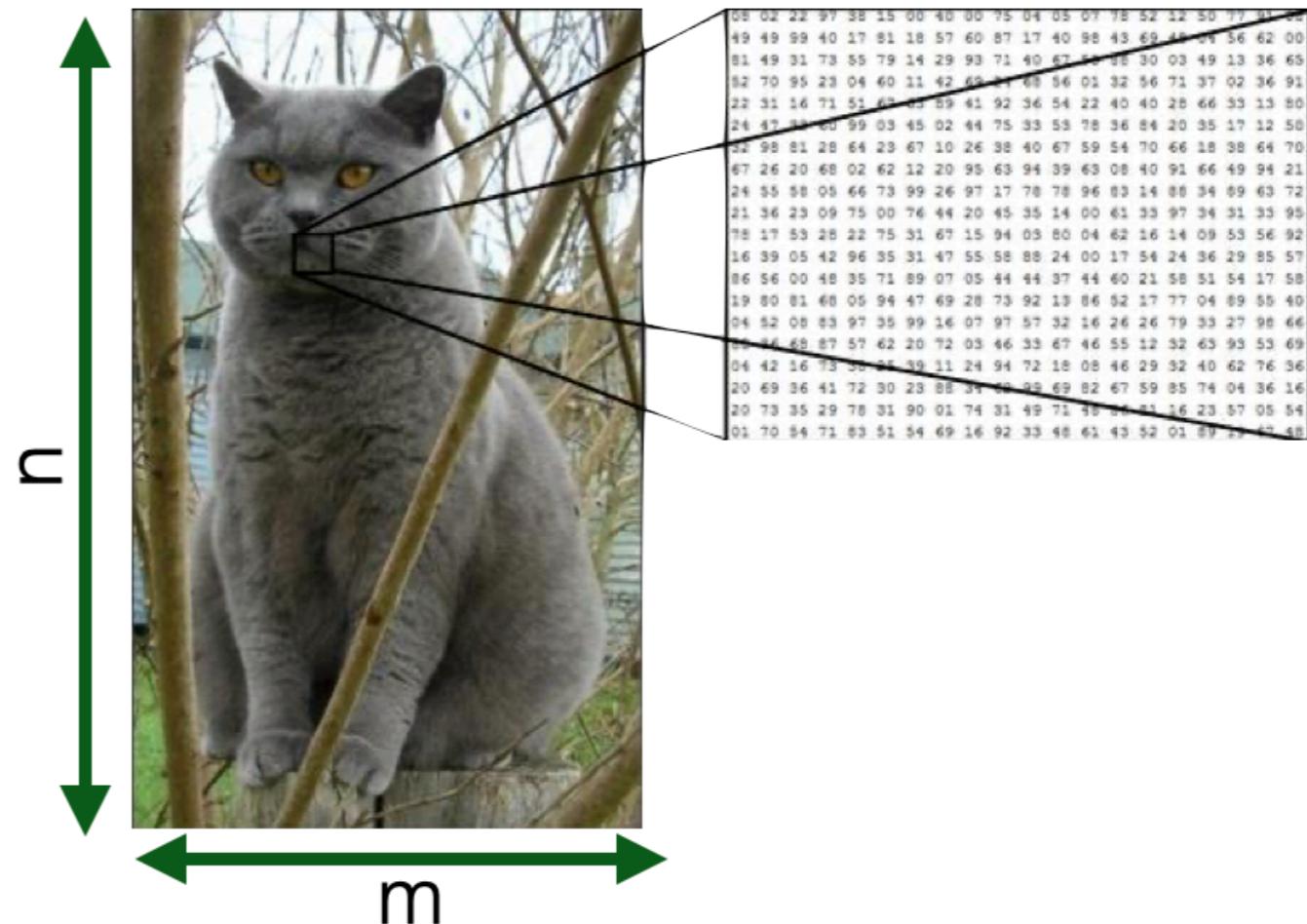


Image	→ <b>P(1,1)</b>   <b>P(2,1)</b>   <b>P(3,1)</b>   ...   <b>P(n,m)</b>   <b>Class</b>					
	255, 0, 0	255, 1, 1	255, 0, 0		R,G,B	Cat
	255, 213, 0	255, 213, 1	255, 213, 4		R,G,B	Dog
						Cat
						Duck

More in **Module 1**

# Textual documents

- Sequence of alphanumerical characters
  - Short: e.g. tweets
  - Long: e.g Web documents, interview transcripts
- Features are (set of) words
  - Words are also syntactically and semantically organised
- Feature values are (set of) words occurrences
- Dimensionality → at least dictionary size



★★★★★ I wear this mask to sing lullabies to my children ..., 24 May 2015

By [Sir Chubs](#)

Verified Purchase ([What is this?](#))

This review is from: Overhead Rubber Penguin Mask Happy Feet Animal Fancy Dress (Toy)

I wear this mask to sing lullabies to my children. They are terrified of the mask. Whenever they protest about their bed time, or ask for too many sweets, I whip on the mask, and they soon know who is the King Penguin.

Document →

	I	Wear	Mask	...	W(n)	Class
	1	1	1		0	Spam
	0	0	1		0	Not Spam
						Spam

More in **Module 2**

# Data Sources

Purposefully Collected Data	Administrative Data	Social Data	Crowdsourcing
Survey	Call records	Web pages	Distributed sensing
Census	Financial transactions	Social Media	Implicit crowd work (e.g. captcha)
Economic Indicators	Travel Data	Apps	Micro-work platforms (e.g Amazon Mechanical Turk)
Ad-hoc sensing	GPS Data	Search Engines	

# Data Sources

## Purposefully Collected

### Data

*Modality:* mostly structured

*Quantity:* low

*Quality:* high

*Freshness:* low

*Cost:* high

### Administrative Data

*Modality:* mostly structured

*Quantity:* high

*Quality:* high

*Freshness:* high

*Cost:* high

### Social Data

*Modality:* mostly semi-structured

*Quantity:* low

*Quality:* low

*Freshness:* high

*Cost:* low

### Crowdsourcing

*Modality:* all

*Quantity:* mid-low

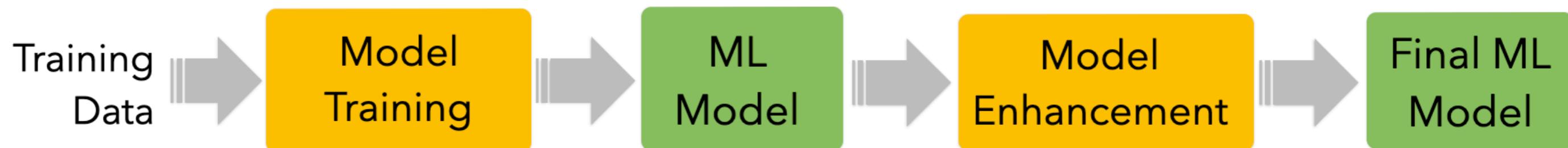
*Quality:* mid

*Freshness:* mid

*Cost:* mid-low

# Categories of Machine Learning

# How do machines learn?



# On Models

A physical, mathematical, logical, or conceptual representation of a system, entity, phenomenon, or process

- A **simple(r)** representation of reality helping us understand how something works or will work.
- **Not truthful**, just a **useful** one
- The goal of models is to make a particular part or feature of the world more accessible to understand, define, quantify, visualise, or simulate

# Examples of models

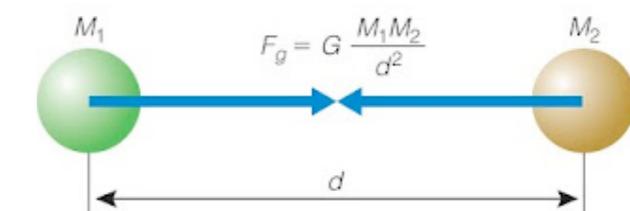
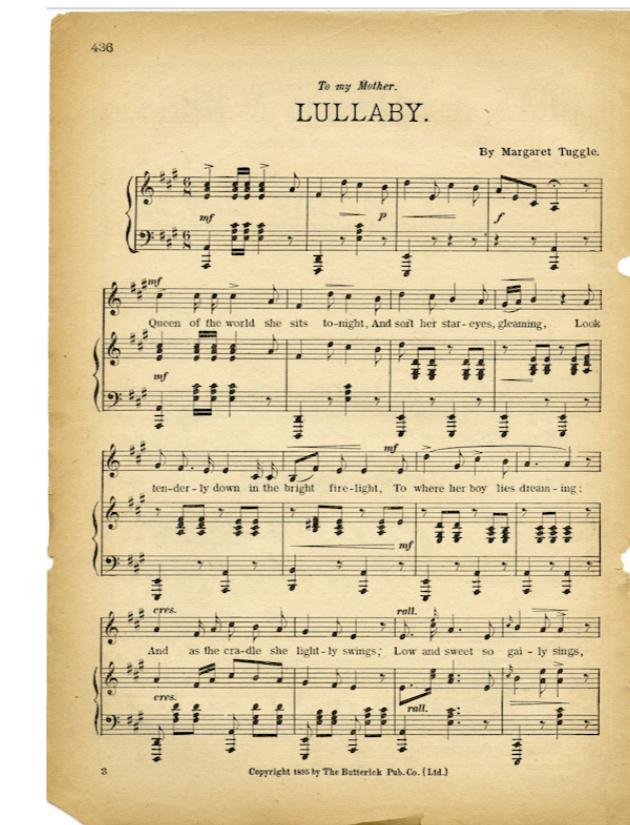
Architecture plans

Maps

Music Sheet

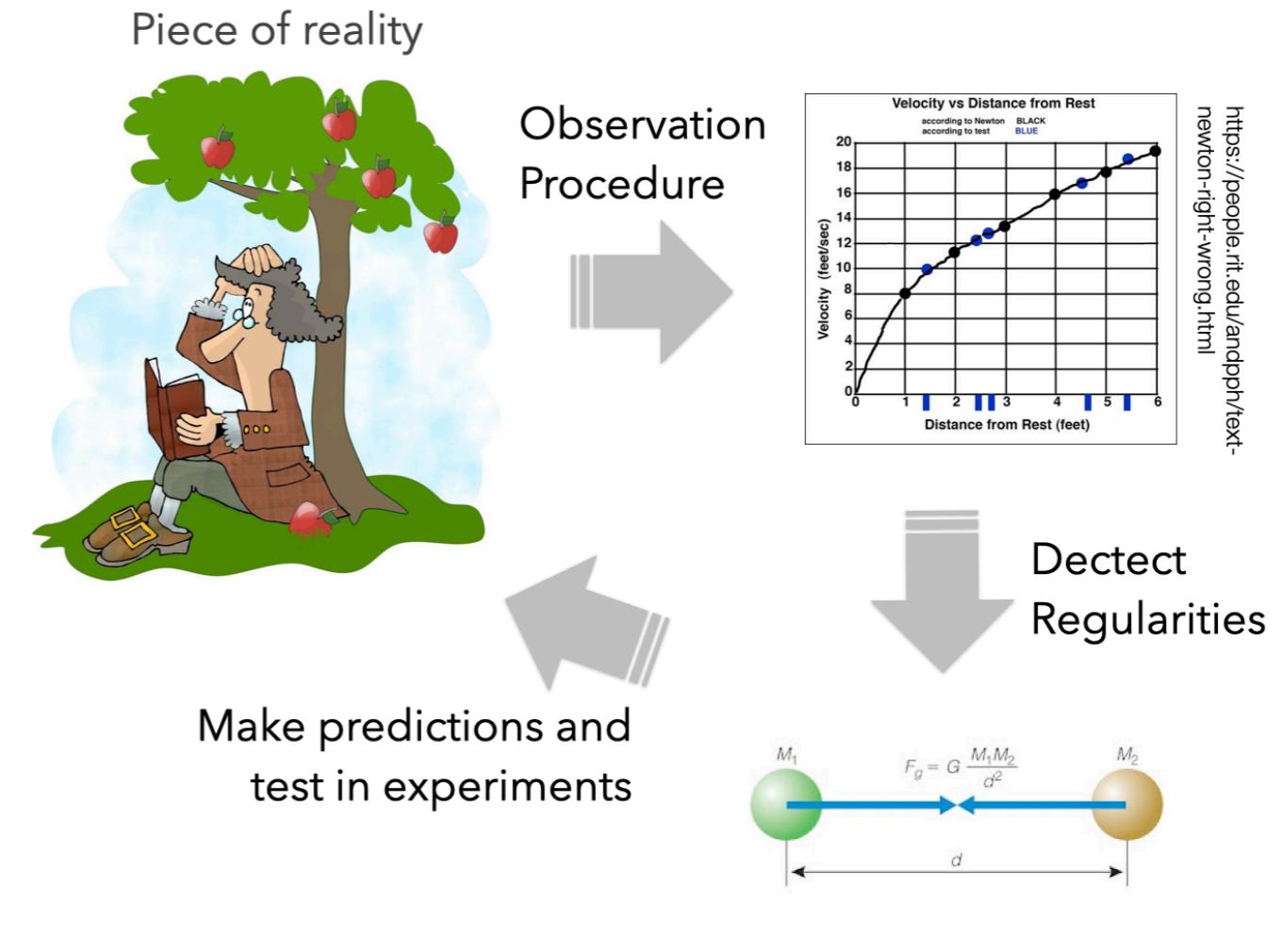
Mathematical laws of physics!

Machine Learning (statistical)  
Models



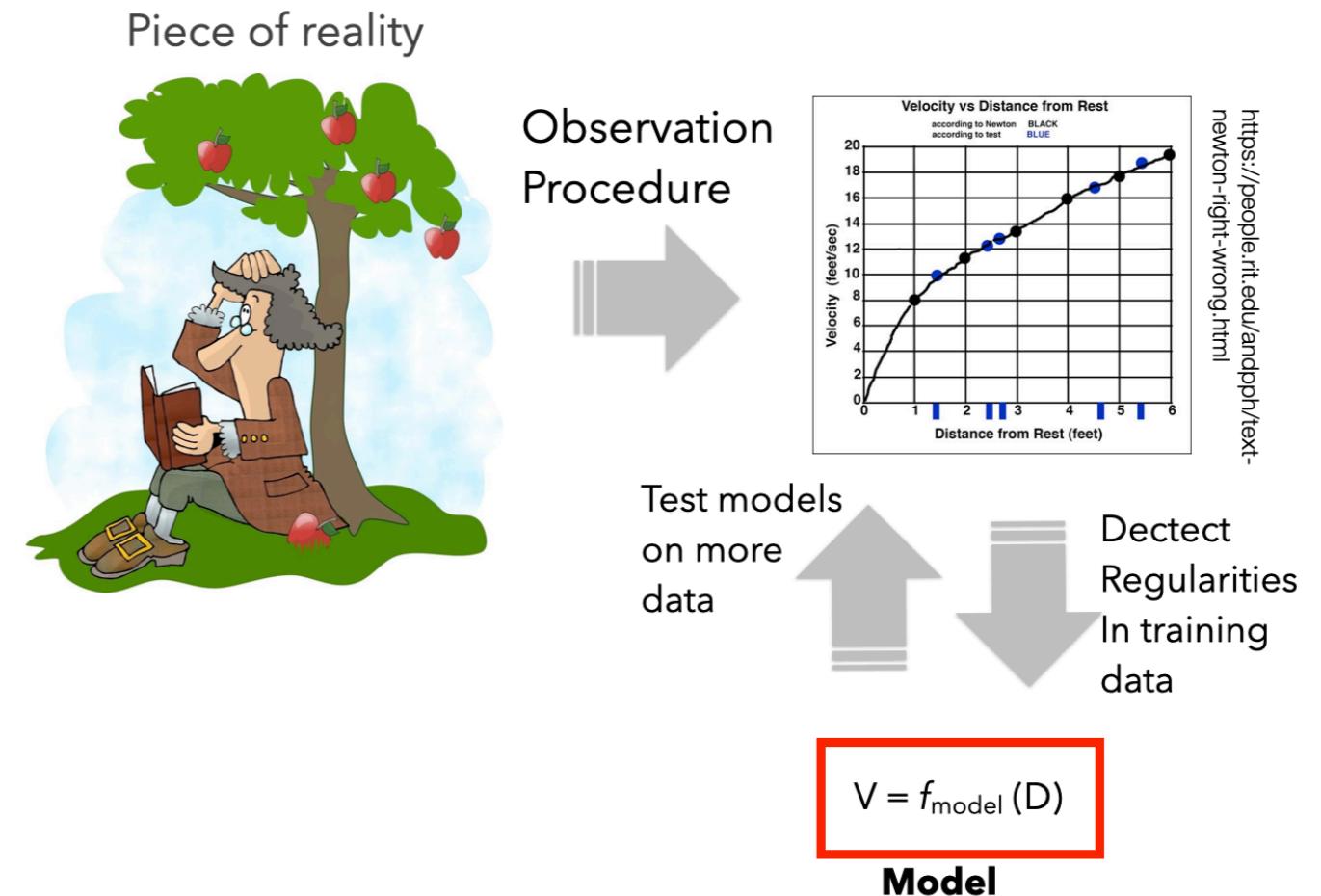
## Scientific Models

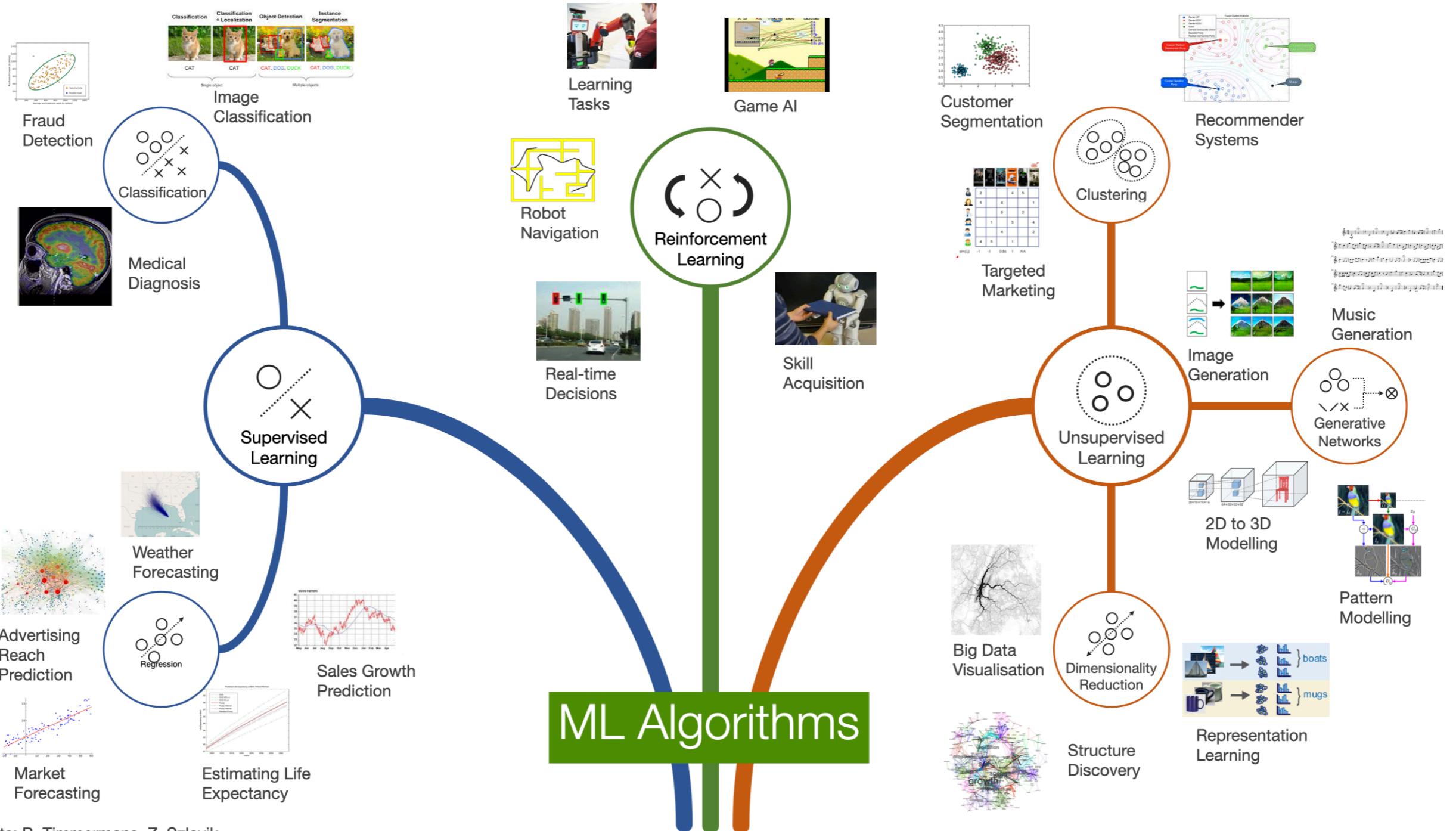
- GOAL: explain reality
- Created to make predictions about the outcomes of future experiments
  - e.g., apples on the moon
- Tested against the **outcome**
- If data from new experiments don't agree, the model has to be modified/extended / refined
  - Falsifiability
- Scientific models should be *small* and *simple*.
- They should generalize phenomena observed in new ways.



## ML Models

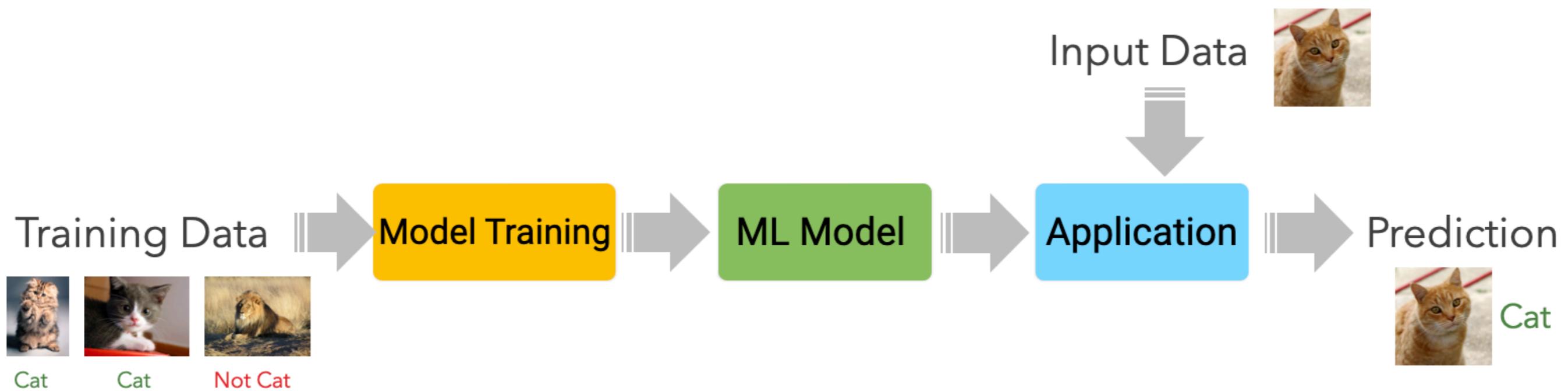
- GOAL: **describe the data**
- Designed to capture the *variability* in observational data by exploiting regularities/symmetries/redundancies
- A good ML model doesn't need to explain reality, it **just describe data**
- They don't need to be simple or transparent, or intelligible. Just **accurate**
  - *Black box*
  - ML models may be large and complex.
  - They should generalize to new data obtained in the same way as the training data
    - Same application context and data acquisition process





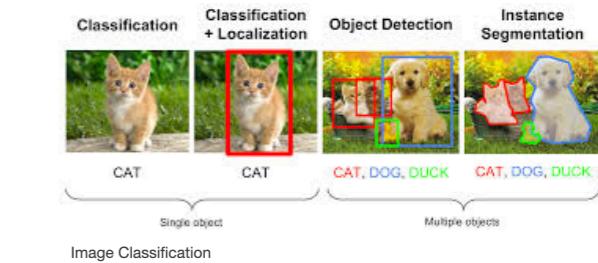
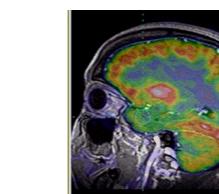
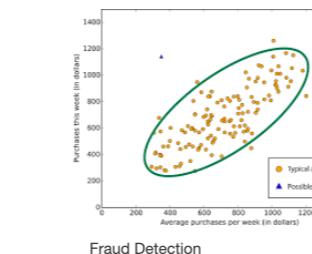
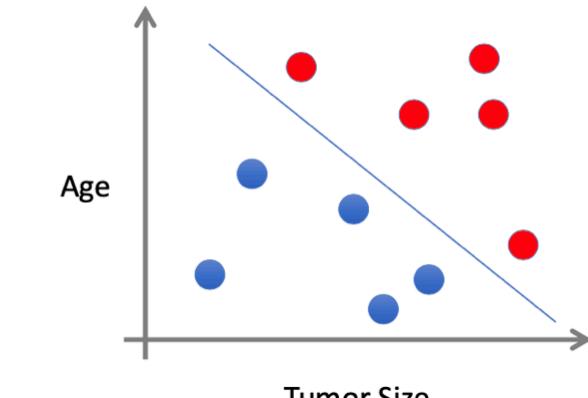
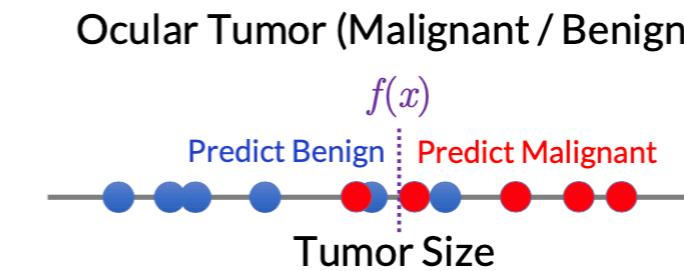
# Supervised Learning

- Input: **labeled** data
  - Data + expected prediction
  - During training, labels are used to associate patterns with outputs
  - Learns how to make input-output **predictions**
- *Classification*
- *Regression*
- *Ranking*
- *Recommendation*



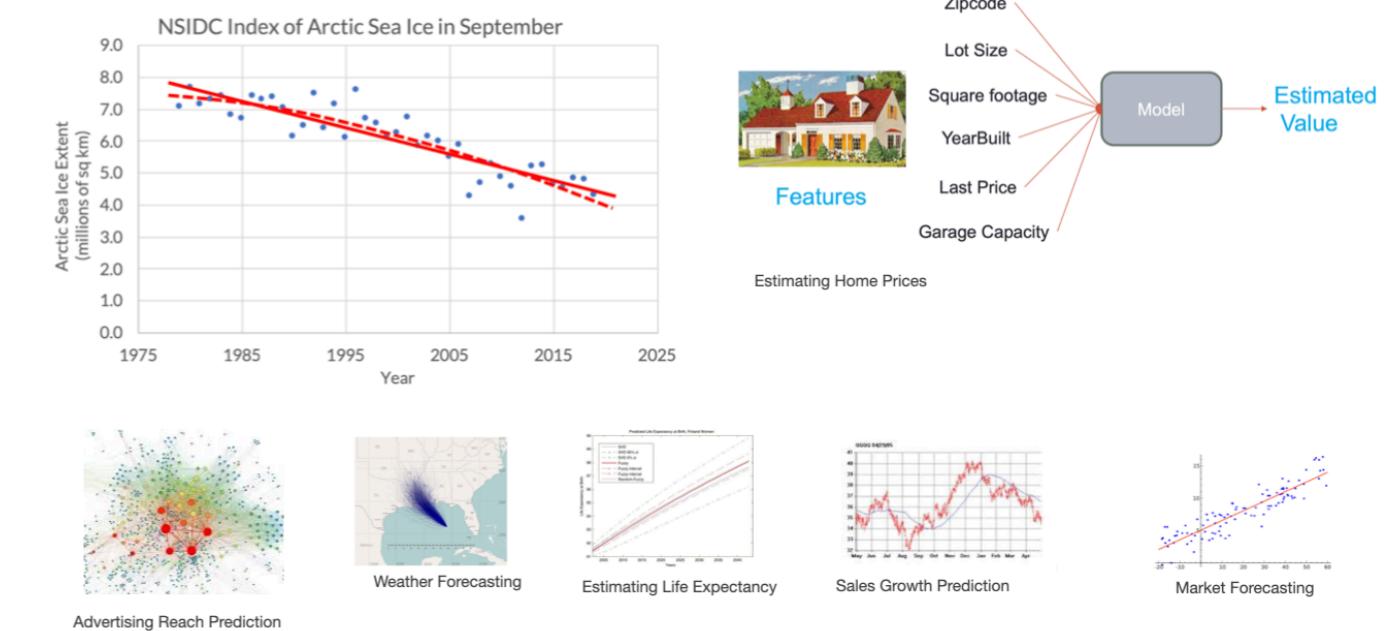
# Classification

- Learn to output a **category label**
- Binary
  - e.g. *Spam / not Spam, Cat / not cat*
- Multi-class
  - e.g. *cat, dog, bird*



# Regression

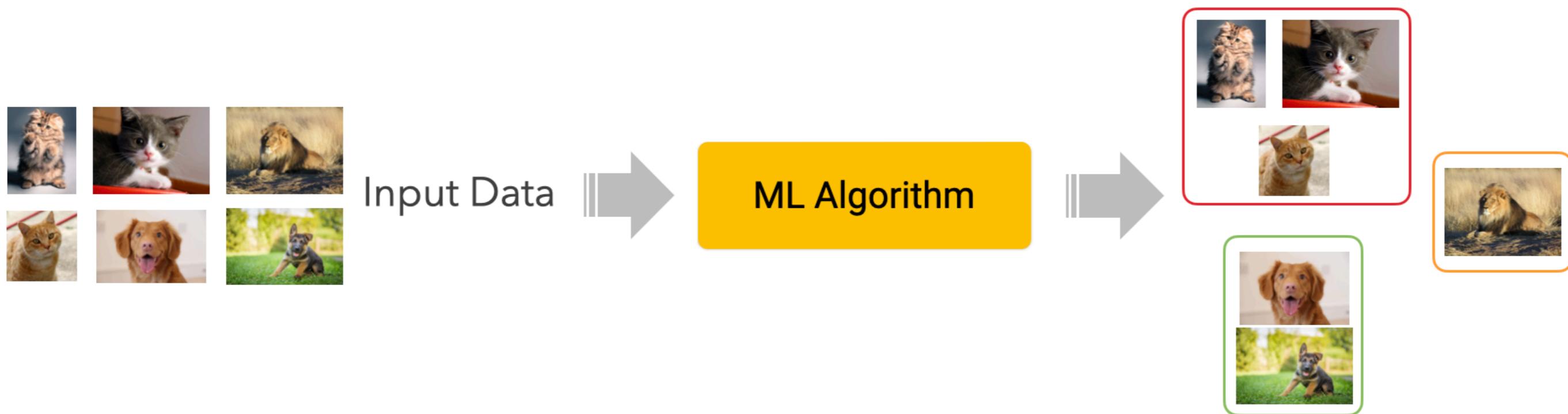
- Learn to output one or more **numbers**
- e.g., value of a share, number of stars in a review



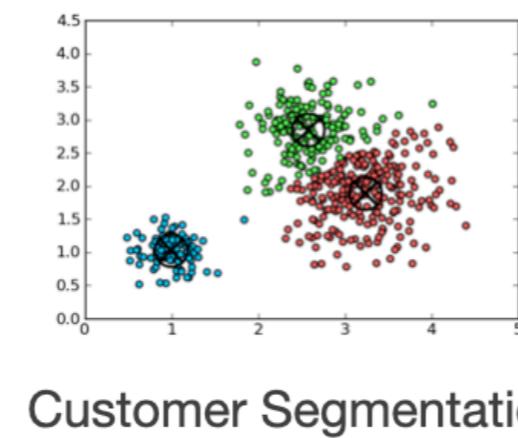
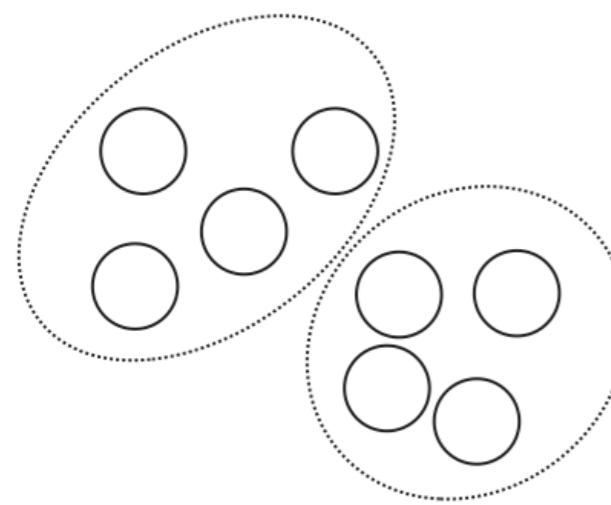
# Unsupervised Learning

- Input: **unlabeled** data
- The machine learns structures (patterns) from the data without human guidance

- *Clustering*
- *Dimensionality Reduction* (e.g. Large Language Models)
- *Anomaly detection*



# Clustering

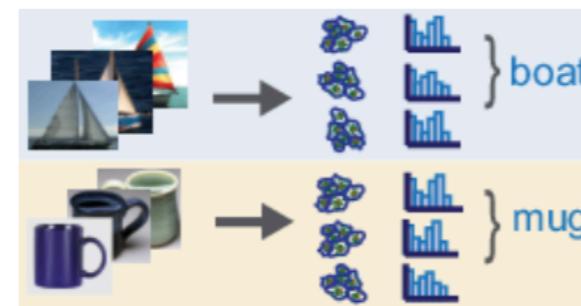
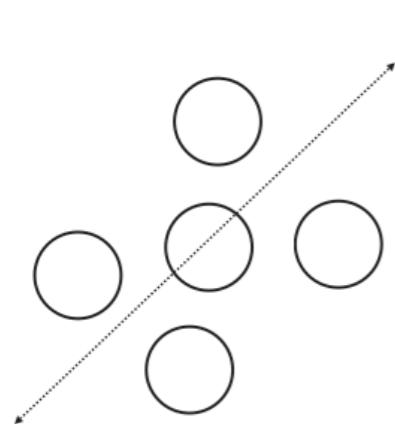


Targeted Marketing

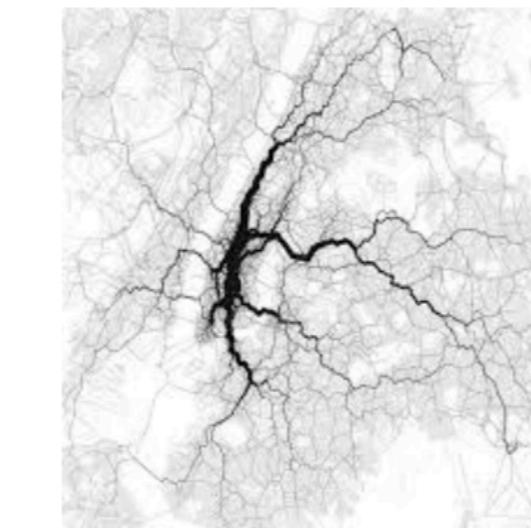


Recommender  
Systems

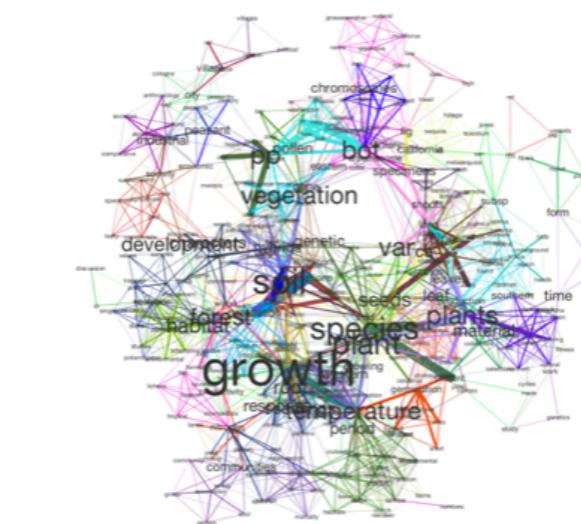
# Dimensionality Reduction



## Foundational Models For Transfer Learning



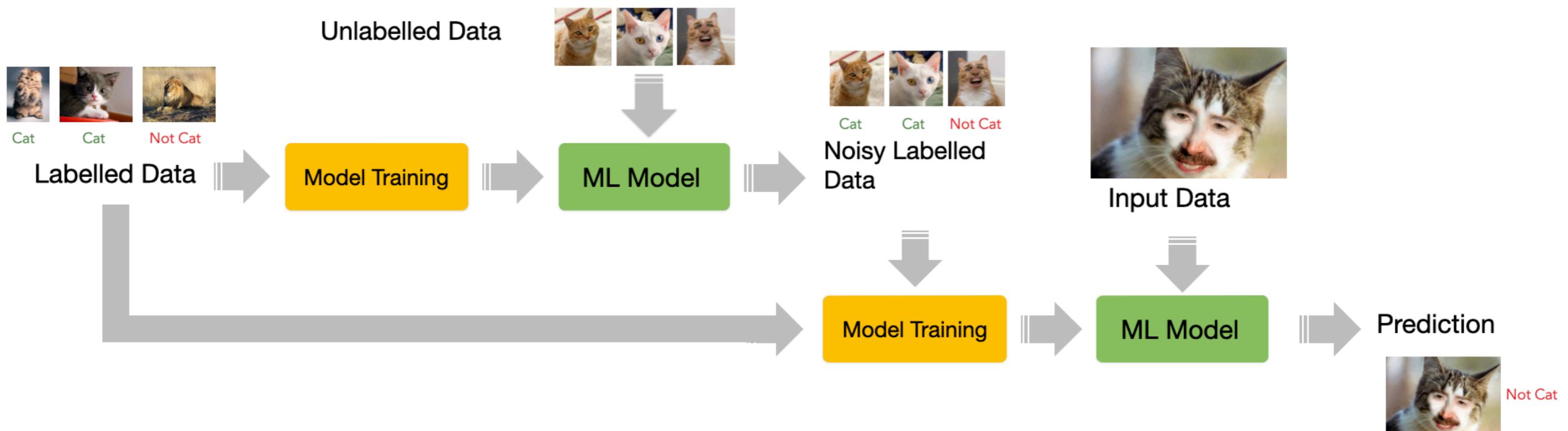
Big Data Visualisation



Structure Discovery

# Semi-Supervised Learning

- Combination of **supervised** and **unsupervised** learning
- Few **labeled** data in the input are used to create **noisy labeled data**
- With more labeled data, the machine learns how to make input-output **predictions**

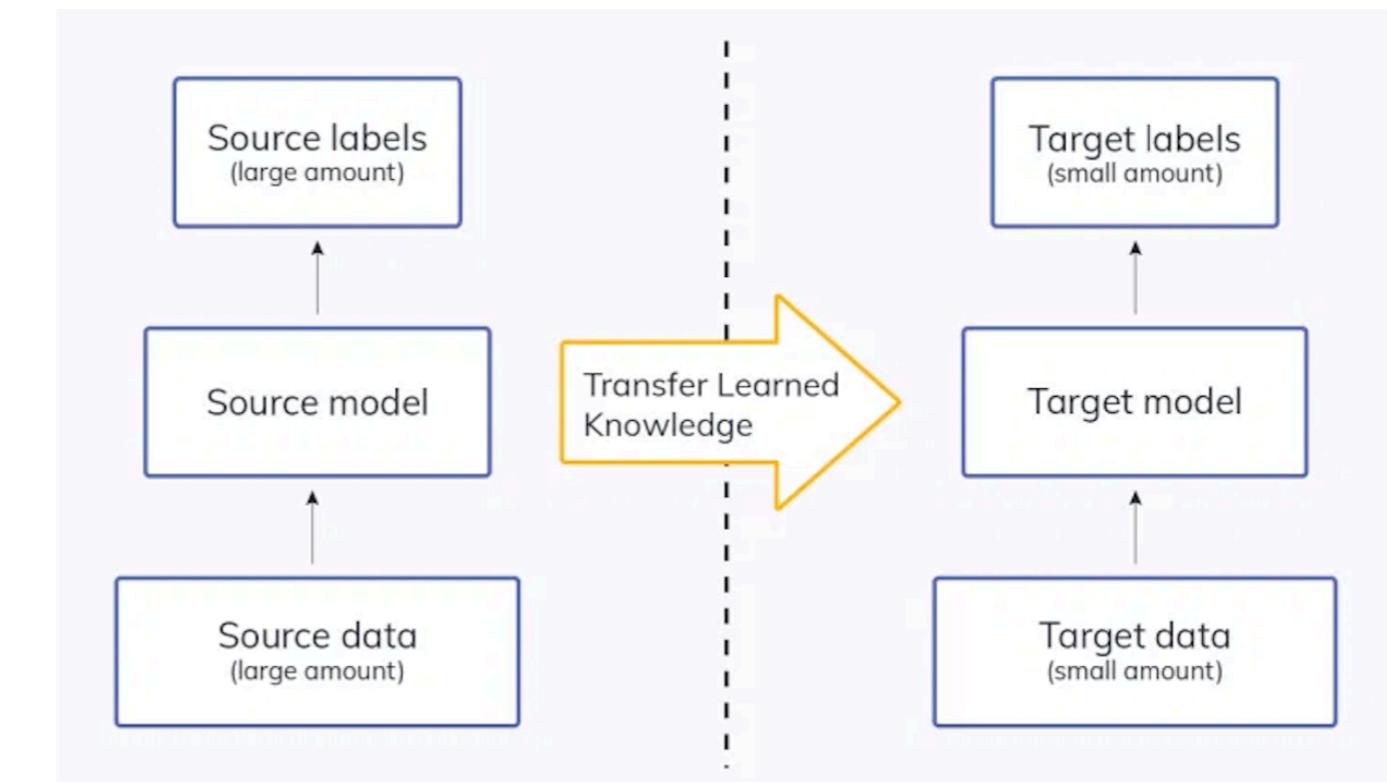


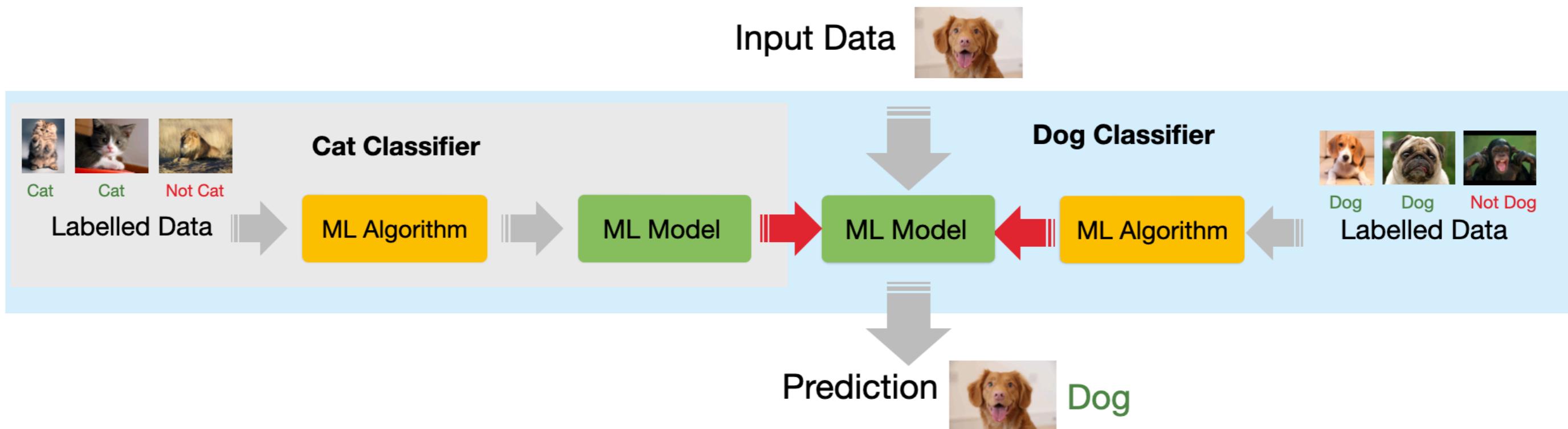
# Transfer Learning

Often called *fine-tuning*

Reuse a model trained for one task is **re-purposed** (tuned) on a different but related task

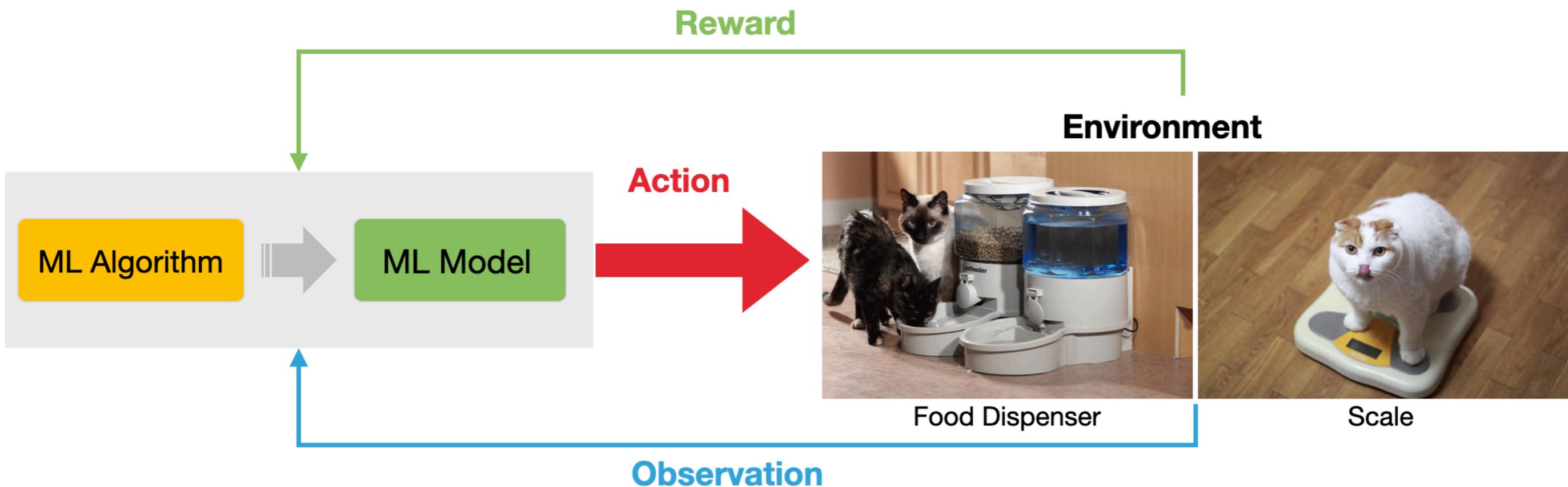
Useful in tasks lacking abundant data





# Reinforcement Learning

- Data about the **environment** and **reward function** as input
- The machine can perform **actions** influencing the environment
- The machine learns behaviours that result in **greater reward**



# Don't forget domain expertise

- ML makes some tasks automatic, but we still need our brains
- More in **Module 3** and **Module 4**
- Defining the prediction task
- Define the evaluation metrics
- Designing features
- Designing inclusions and exclusion criteria for the data
- Annotating (hand-labelling) training (and testing) data
- Select the right model
- Error analysis

# Machine Learning for Design

Lecture 2

Introduction to Machine Learning. *Part 2*