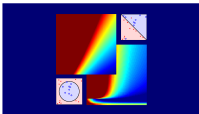


# Machine Learning Foundations

## (機器學習基石)



### Lecture 16: Three Learning Principles

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# Roadmap

- 1 When Can Machines Learn?
- 2 Why Can Machines Learn?
- 3 How Can Machines Learn?
- 4 How Can Machines Learn **Better**?

## Lecture 15: Validation

(**crossly**) reserve **validation data** to simulate testing procedure for **model selection**

## Lecture 16: Three Learning Principles

- Occam's Razor
- Sampling Bias
- Data Snooping
- Power of Three

# Occam's Razor

*An explanation of the data should be made as simple as possible, but no simpler.*—Albert Einstein? (1879-1955)

*entia non sunt multiplicanda praeter necessitatem*  
(entities must not be multiplied **beyond necessity**)  
—William of Occam (1287-1347)

**'Occam's razor'** for trimming down unnecessary explanation

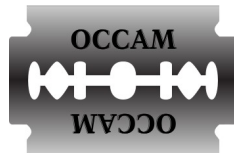
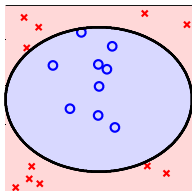


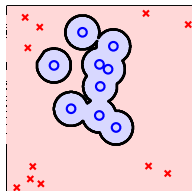
figure by Fred the Oyster (Own work) [CC-BY-SA-3.0], via Wikimedia Commons

# Occam's Razor for Learning

**The simplest model that fits the data is also the most plausible.**



which one do you prefer? :-)



two questions:

- 1 What does it mean for a model to be simple?
- 2 How do we know that simpler is better?

# Simple Model

## simple hypothesis $h$

- small  $\Omega(h)$  = 'looks' simple
- specified by **few parameters**

## simple model $\mathcal{H}$

- small  $\Omega(\mathcal{H})$  = not many
- contains **small number of hypotheses**

## connection

$h$  specified by  $\ell$  bits  $\Leftarrow |\mathcal{H}|$  of size  $2^\ell$

small  $\Omega(h)$   $\Leftarrow$  small  $\Omega(\mathcal{H})$

simple: **small hypothesis/model complexity**

# Simple is Better

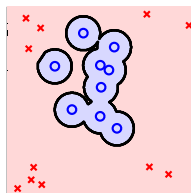
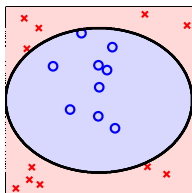
in addition to **math proof** that you have seen, philosophically:

simple  $\mathcal{H}$

⇒ smaller  $m_{\mathcal{H}}(N)$

⇒ less 'likely' to fit data perfectly  $\frac{m_{\mathcal{H}}(N)}{2^N}$

⇒ more significant when fit happens



direct action: **linear first**;  
always ask whether **data over-modeled**

# Fun Time

Consider the decision stumps in  $\mathbb{R}^1$  as the hypothesis set  $\mathcal{H}$ . Recall that  $m_{\mathcal{H}}(N) = 2N$ . Consider 10 different inputs  $\mathbf{x}_1, \mathbf{x}_2, \dots, \mathbf{x}_{10}$  coupled with labels  $y_n$  generated iid from a fair coin. What is the probability that the data  $\mathcal{D} = \{(\mathbf{x}_n, y_n)\}_{n=1}^{10}$  is separable by  $\mathcal{H}$ ?

- 1  $\frac{1}{1024}$
- 2  $\frac{10}{1024}$
- 3  $\frac{20}{1024}$
- 4  $\frac{100}{1024}$

# Fun Time

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- 2  $\frac{10}{1024}$
- 3  $\frac{20}{1024}$
- 4  $\frac{100}{1024}$

Reference Answer: 3

Of all 1024 possible  $\mathcal{D}$ , only  $2N = 20$  of them is separable by  $\mathcal{H}$ .



# Presidential Story

- 1948 US President election: Truman versus Dewey
- a newspaper phone-poll of how people **voted**, and set the title '**Dewey Defeats Truman**' based on polling



who is this? :-)

## The Big Smile Came from ...



Truman, and **yes he won**

suspect of the mistake:

- editorial bug?—**no**
- bad luck of polling ( $\delta$ )?—**no**

hint: phones were **expensive :-)**

# Sampling Bias

**If the data is sampled in a biased way, learning will produce a similarly biased outcome.**

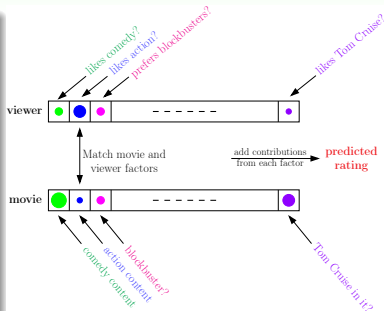
- technical explanation:  
data from  $P_1(\mathbf{x}, y)$  but test under  $P_2 \neq P_1$ : **VC fails**
- philosophical explanation:  
study **Math** hard but test **English**: **no strong test guarantee**

'minor' VC assumption:  
data and testing **both iid from  $P$**

# Sampling Bias in Learning

## A True Personal Story

- Netflix competition for movie recommender system:  
**10% improvement = 1M US dollars**
- formed  $\mathcal{D}_{\text{val}}$ ,  
in my **first shot**,  
 $E_{\text{val}}(g)$  showed **13% improvement**
- **why am I still teaching here? :-)**



validation: **random examples** within  $\mathcal{D}$ ;  
test: 'last' user records 'after'  $\mathcal{D}$

# Dealing with Sampling Bias

**If the data is sampled in a biased way, learning will produce a similarly biased outcome.**

- practical rule of thumb:  
**match test scenario as much as possible**
- e.g. if test: 'last' user records 'after'  $\mathcal{D}$ 
  - training: emphasize later examples (KDDCup 2011)
  - validation: use 'late' user records

last puzzle:

danger when learning 'credit card approval'  
with existing bank records?

# Fun Time

If the data  $\mathcal{D}$  is an unbiased sample from the underlying distribution  $P$  for binary classification, which of the following subset of  $\mathcal{D}$  is also an unbiased sample from  $P$ ?

- 1 all the positive ( $y_n > 0$ ) examples
- 2 half of the examples that are randomly and uniformly picked from  $\mathcal{D}$  without replacement
- 3 half of the examples with the smallest  $\|\mathbf{x}_n\|$  values
- 4 the largest subset that is linearly separable

# Fun Time

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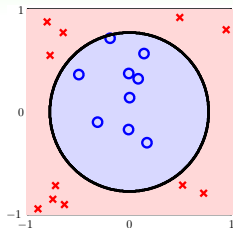
Reference Answer: 2

That's how we form the validation set, remember? :-)

# Visual Data Snooping

## Visualize $\mathcal{X} = \mathbb{R}^2$

- full  $\Phi_2$ :  $\mathbf{z} = (1, x_1, x_2, x_1^2, x_1x_2, x_2^2)$ ,  $d_{\text{VC}} = 6$
  - or  $\mathbf{z} = (1, x_1^2, x_2^2)$ ,  $d_{\text{VC}} = 3$ , **after visualizing?**
  - or better  $\mathbf{z} = (1, x_1^2 + x_2^2)$ ,  $d_{\text{VC}} = 2$ ?
  - or even better  $\mathbf{z} = (\text{sign}(0.6 - x_1^2 - x_2^2))$ ?
- careful about **your brain's 'model complexity'**



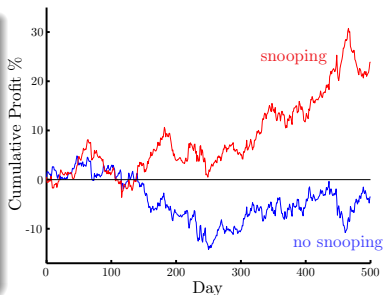
for VC-safety,  $\Phi$  shall be  
decided **without 'snooping'** data



# Data Snooping by Mere Shifting-Scaling

**If a data set has affected any step in the learning process, its ability to assess the outcome has been compromised.**

- 8 years of currency trading data
- first 6 years for **training**, last two 2 years for **testing**
- $\mathbf{x}$  = previous 20 days,  $\mathbf{y}$  = 21th day
- **snooping** versus **no snooping**: superior profit possible



- **snooping**: shift-scale all values by **training** + **testing**
- **no snooping**: shift-scale all values by **training** only

# Data Snooping by Data Reusing

## Research Scenario

benchmark data  $\mathcal{D}$

- paper 1: propose  $\mathcal{H}_1$  that works well on  $\mathcal{D}$
- paper 2: find room for improvement, propose  $\mathcal{H}_2$   
—and **publish only if better** than  $\mathcal{H}_1$  on  $\mathcal{D}$
- paper 3: find room for improvement, propose  $\mathcal{H}_3$   
—and **publish only if better** than  $\mathcal{H}_2$  on  $\mathcal{D}$
- ...

- if all papers from the same author in **one big paper**:  
bad generalization due to  $d_{VC}(\cup_m \mathcal{H}_m)$
- step-wise: later author **snooped** data by reading earlier papers,  
bad generalization worsen by **publish only if better**

**if you torture the data long enough, it will confess :-)**

# Dealing with Data Snooping

- truth—**very hard to avoid**, unless being extremely honest
- extremely honest: **lock your test data in safe**
- less honest: **reserve validation and use cautiously**

- be blind: avoid **making modeling decision by data**
- be suspicious: interpret research results (including your own) by proper **feeling of contamination**

one secret to winning KDDCups:

careful balance between  
**data-driven modeling (snooping)** and  
**validation (no-snooping)**

# Fun Time

Which of the following can result in unsatisfactory test performance in machine learning?

- 1 data snooping
- 2 overfitting
- 3 sampling bias
- 4 all of the above

# Fun Time

Which of the following can result in unsatisfactory test performance in machine learning?

- ① data snooping
- ② overfitting
- ③ sampling bias
- ④ all of the above

Reference Answer: ④

**A professional like you should be aware of those! :-)**

# Three Related Fields

## Power of Three

### Data Mining

- use **(huge)** data to **find property** that is interesting
- difficult to distinguish ML and DM in reality

### Artificial Intelligence

- compute something that shows **intelligent behavior**
- ML is one possible route to realize AI

### Statistics

- use data to **make inference** about an unknown process
- statistics contains many useful tools for ML

# Three Theoretical Bounds

## Power of Three

### Hoeffding

$$P[\text{BAD}] \leq 2 \exp(-2\epsilon^2 N)$$

- **one** hypothesis
- useful for **verifying/testing**

### Multi-Bin Hoeffding

$$P[\text{BAD}] \leq 2M \exp(-2\epsilon^2 N)$$

- **M** hypotheses
- useful for **validation**

### VC

$$P[\text{BAD}] \leq 4m_{\mathcal{H}}(2N) \exp(\dots)$$

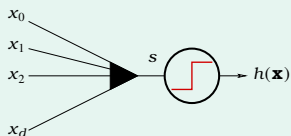
- all  $\mathcal{H}$
- useful for **training**

# Three Linear Models

## Power of Three

### PLA/pocket

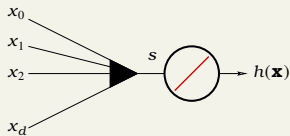
$$h(\mathbf{x}) = \text{sign}(s)$$



plausible err = 0/1  
 (small flipping noise)  
 minimize **specially**

### linear regression

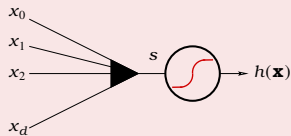
$$h(\mathbf{x}) = s$$



friendly err = squared  
 (easy to minimize)  
 minimize **analytically**

### logistic regression

$$h(\mathbf{x}) = \theta(s)$$



plausible err = CE  
 (maximum likelihood)  
 minimize **iteratively**



# Three Key Tools

## Power of Three

### Feature Transform

$$E_{\text{in}}(\mathbf{w}) \rightarrow E_{\text{in}}(\tilde{\mathbf{w}})$$

$$d_{\text{VC}}(\mathcal{H}) \rightarrow d_{\text{VC}}(\mathcal{H}_{\Phi})$$

- by using **more complicated  $\Phi$**
- **lower  $E_{\text{in}}$**
- higher  $d_{\text{VC}}$

### Regularization

$$E_{\text{in}}(\mathbf{w}) \rightarrow E_{\text{in}}(\mathbf{w}_{\text{REG}})$$

$$d_{\text{VC}}(\mathcal{H}) \rightarrow d_{\text{EFF}}(\mathcal{H}, \mathcal{A})$$

- by augmenting **regularizer  $\Omega$**
- **lower  $d_{\text{EFF}}$**
- higher  $E_{\text{in}}$

### Validation

$$E_{\text{in}}(h) \rightarrow E_{\text{val}}(h)$$

$$\mathcal{H} \rightarrow \{g_1^-, \dots, g_M^-\}$$

- by reserving  $K$  examples as  $\mathcal{D}_{\text{val}}$
- **fewer choices**
- fewer examples

# Three Learning Principles

## Power of Three

**Occam's Razer**

simple is good

**Sampling Bias**

class matches exam

**Data Snooping**

honesty is best policy

## Three Future Directions

## Power of Three

More Transform

More Regularization

Less Label

bagging decision tree support vector machine neural network kernel  
 AdaBoost aggregation sparsity autoencoder coordinate descent

dual uniform blending deep learning nearest neighbor decision stump

kernel LogReg large-margin prototype quadratic programming SVR

GBDT PCA random forest matrix factorization Gaussian kernel

soft-margin k-means OOB error RBF network probabilistic SVM

ready for the **jungle!**

# Fun Time

What are the magic numbers that repeatedly appear in this class?

- ① 3
- ② 1126
- ③ both 3 and 1126
- ④ neither 3 nor 1126

# Fun Time

What are the magic numbers that repeatedly appear in this class?

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- ④ neither 3 nor 1126

Reference Answer: ③

3 as illustrated, and **you may recall 1126 somewhere :-)**

# Summary

- 1 When Can Machines Learn?
- 2 Why Can Machines Learn?
- 3 How Can Machines Learn?
- 4 How Can Machines Learn **Better**?

## Lecture 15: Validation

## Lecture 16: Three Learning Principles

- Occam's Razor  
**simple, simple, simple!**
  - Sampling Bias  
**match test scenario as much as possible**
  - Data Snooping  
**any use of data is 'contamination'**
  - Power of Three  
**relatives, bounds, models, tools, principles**
- **next: ready for jungle!**