# Technique Selection in Machine Learning Applications

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#### **Outline**

- Learning is Impossible without assumptions.
- Some useful assumptions.
- Choosing an accurate algorithm vs. test-driving one.
- Desired properties.
- The big picture: technique selection is a small part of the Knowledge Discovery process.
- Summary

# Learning is Impossible without Assumptions

- Watanabe's Ugly Duckling Theorem.
- Mitchell's version spaces.
- Schaffer's conservation law.
- Wolpert's no free lunch theorem.

Researchers keep discovering that generalization is impossible without assumptions.

#### No Free Lunch Theorem

<u>Theorem</u>: For any two algorithms *A* and *B*, there exist datasets for which algorithm *A* will outperform algorithm *B* in prediction accuracy on unseen instances.

Proof: Take any Boolean concept.
If A outperforms B on unseen instances, reverse the labels and B will outperform A.

Extension: For discrete spaces, the number of concepts for which A will outperform B in prediction accuracy is equal to the number for which B will outperform A.

#### **Observations from NFL**

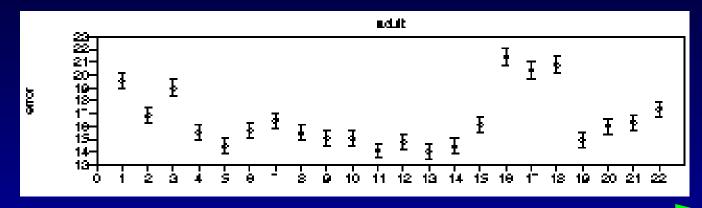
- A simple majority learner that predicts the most frequent label will outperform any fancy algorithm on as many concepts as the fancy one outperforms the majority.
- Observations from NFL Learning curves must sometimes decrease in accuracy.
- Meta-level techniques that choose algorithms based on holdout, cross-validation, or bootstrap are still subject to the theorem.

Why is there a Machine Learning Field then?

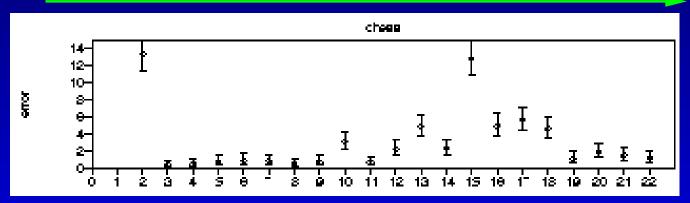
#### **Does the NFL Hold in Practice?**

The NFL is relevant to real world problems (Kohavi, Sommerfield, Dougherty, 1997)

Error rate



Algorithms



There was no clear winner, but several algorithms performed better on average.

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### Useful Assumption – Smoothness

## Statisticians have made smoothness assumptions for years:

- For real-valued attributes
- With high probability, an infinitesimal change will not change the label.

#### Fix and Hodges (1951):

- Statistical consistency for nearest neighbors. As the training set grows, the accuracy approaches the Bayes optimal. (Asymptopia.)

#### Gordon and Olshen (1984):

ditto for Decision Trees for some algorithms.

### **Useful Assumption – Few Attributes**

Feature selection methods assume that a small number of attributes suffices.

Bellman's curse of dimensionality implies that in high dimensions everything is "far"

#### **Test yourself:**

- 20 dimensional space.
- Each attribute is real valued in the range 0 to 1.
- 100,000 instances uniformly distributed.

What is the expected distance to nearest neighbor?



## Non-interesting assumptions

For natural datasets, the following are not very interesting:

- Dissimilar: great for parity.
- 1R: single attribute.
- Some PAC-motivated spaces.
   Nice theorems can be proved about some hypothesis space, but that does not make them natural.

# How to Choose an Accurate Algorithm in Advance

Several papers exist on rules of thumb for technique selection.

- Carla Brodley (selective Superiority; 1993).
- Ross Quinlan (sequential/parallel, 1994).
- Peter Adriaans (1996)

Problem: usually works fine for artificial concepts. Much harder in real life with natural concepts.

### **Proposed method: Test Drive**

Since the theory of choosing an algorithm is weak, my recommendation is to test-drive different algorithms: TRY THEM.

Run several algorithms and measure the accuracy/error/loss and other important properties (discussed soon).

Caveat: Choose from a small set of algorithms.



Created by Donghoon Shin, Art Center College of Design.

== Ronny Kohavi

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### **Properties: Accuracy/Loss**

- Accuracy/error are often the wrong measure.
- Confusion matrices:

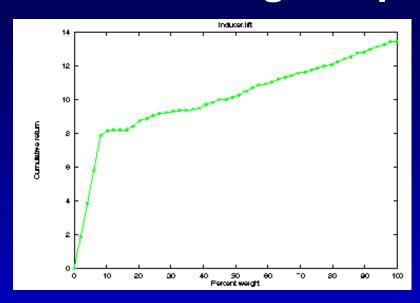
**Predicted** 

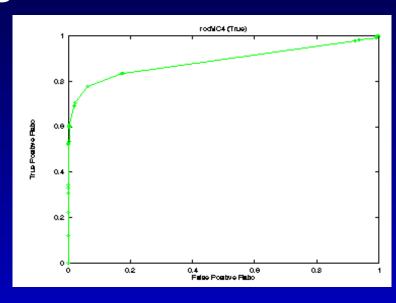
|        |     | ?  | Yes | No |
|--------|-----|----|-----|----|
| Actual | Yes | 10 | 0   | 50 |
|        | No  | 10 | 5   | 0  |

- Measure the loss/utility, not simple error.
   Real life problems have associated costs with false positive and false negative classifications.
- Support unknown predictions.

### Properties: Lift Curve/ROC curve

Lift curves show how good the classifier is at predicting probabilities for a given class. Great for mailing campaigns.





- Used to test stability and power of probabilistic predictions.
- The two graphs are isomorphic.

## **Properties: Comprehensibility**

- In many cases, especially in business settings, comprehensibility is crucial.
  - Can you explain how the classifier predicts (as opposed to how it was built)?
  - Can the model be visualized in a way that is comprehensible to the (business) user?
- Is the model compact?
  - Usually compactness helps comprehensibility.

## **Properties: Training/Class Time**

- How long does it take to train the model? Neural network are slow to train. Nearest neighbor are trivial to train.
- How long does it take to classify? Nearest neighbor are slow to classify. Neural network are fast to classify.

One can define a utility function with the properties and pick the one with the highest estimated utility (Fayyad, Piatetsky–Shapiro & Smyth).

## Data Mining (Knowledge Discovery)

Generalize to the future

Knowledge discovery is iterative. As you uncover "nuggets" in the data, you learn to ask better questions

The non-trivial process of identifying valid, novel, potentially useful, and ultimately understandable patterns in data.

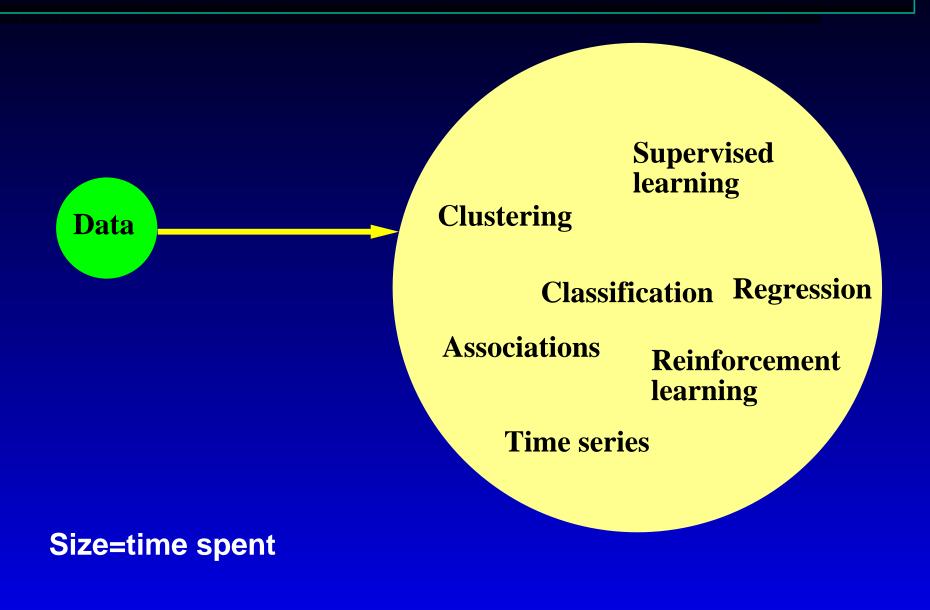
-- Fayyad, Piatetsky-Shapiro, Smyth [1996]

Not something we already know

For our task. Actionable

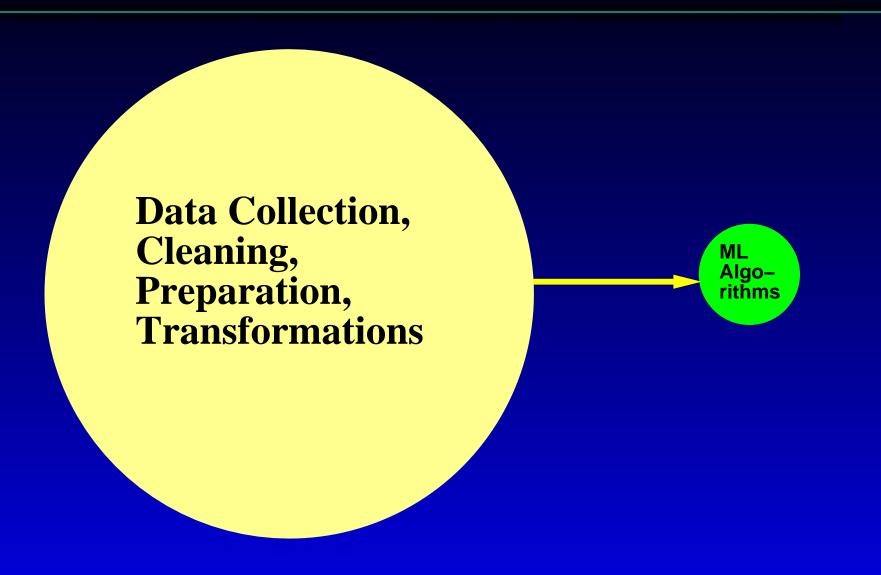
Process leads to human insight.

#### The BIG Picture: ML View



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#### The BIG Picture: Actual View



#### Summary

- Technique selection should <u>not</u> be based solely on accuracy. Also take into account:
  - Loss matrix/lift curve/ROC curve
  - Comprehensibility
  - Training/test times
- The goal in most real—world situations is to get insight, not just predict. Visualize and study the models, for they provide insight.
- There is no best car or a best graph. Test drive techniques on your specific dataset.