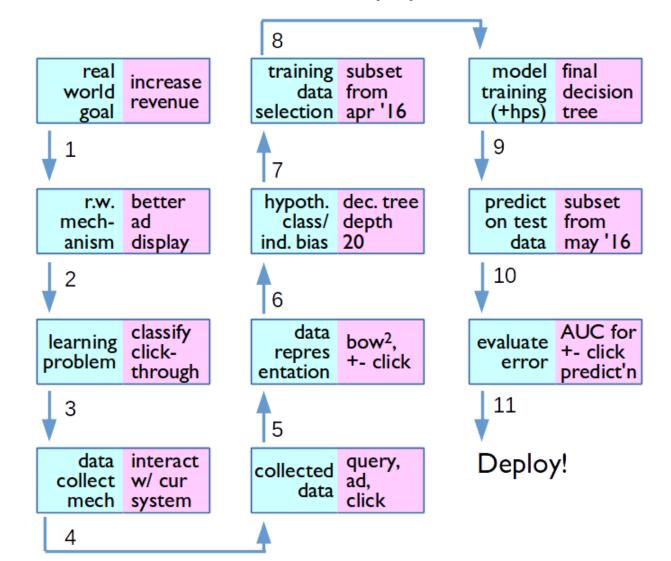
Practical Issues: Features, Evaluation, Debugging

CMSC 422

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Typical Design Process for an ML Application



Practical Issues

- "garbage in, garbage out"
 - Learning algorithms can't compensate for useless training examples
 - E.g., if all features are irrelevant
 - Feature design can have bigger impact on performance than tweaking the learning algorithm

Improving Input Representations

- Feature pruning
- Feature normalization

Centering:
$$x_{n,d} \leftarrow x_{n,d} - \mu_d$$
 (5.1)
Variance Scaling: $x_{n,d} \leftarrow x_{n,d}/\sigma_d$ (5.2)
Absolute Scaling: $x_{n,d} \leftarrow x_{n,d}/r_d$ (5.3)
where: $\mu_d = \frac{1}{N} \sum_n x_{n,d}$ (5.4)

$$\sigma_d = \sqrt{\frac{1}{N-1} \sum_n (x_{n,d} - \mu_d)^2}$$
 (5.5)

$$r_d = \max_n \left| x_{n,d} \right| \tag{5.6}$$

Example normalization

$$x_n \leftarrow x_n / ||x_n||$$

Practical Issues: Evaluation

- So far we've measured classification performance using accuracy
- But this is not a good metric when some errors matter mode than others
 - Given medical record, predict whether patient has cancer or not
 - Given a document collection and a query, find documents in collection that are relevant to query

The 2-by-2 contingency table

Imagine we are addressing a document retrieval task for a given query, where +1 means that the document is relevant -1 means that the document is not relevant

We can categorize predictions as:

- true/false positives
- true/false negatives

	Gold label = +1	Gold label = -1
Prediction = +1	tp	fp
Prediction = -1	fn	tn

Precision and recall

 Precision: % of positive predictions that are correct

 Recall: % of positive gold labels that are found

	Gold label = +1	Gold label = -1
Prediction = +1	tp	fp
Prediction = -1	fn	tn

Practical Issues: hyperparameter tuning with dev set vs. cross-validation

Algorithm 8 CrossValidate(LearningAlgorithm, Data, K)

```
1: \hat{\epsilon} \leftarrow \infty
                                                          // store lowest error encountered so far
 \hat{\alpha} \leftarrow \text{unknown}
                                              // store the hyperparameter setting that yielded it
 <sub>3</sub>: for all hyperparameter settings \alpha do
       err \leftarrow []
                                                     // keep track of the K-many error estimates
      for k = 1 to K do
          train \leftarrow \{(x_n, y_n) \in Data : n \mod K \neq k-1\}
          test \leftarrow \{(x_n, y_n) \in Data : n \mod K = k-1\} // test every Kth example
          model ← Run LearningAlgorithm on train
          err \leftarrow err \oplus error \text{ of } model \text{ on } test // add current error to list of errors
       end for
       avgErr \leftarrow \text{mean of set } err
       if avgErr < \hat{\epsilon} then
          \hat{\epsilon} \leftarrow avgErr
                                                                         // remember these settings
          \hat{\alpha} \leftarrow \alpha
                                                                  // because they're the best so far
       end if
16: end for
```

Practical Issues: Debugging!

- You've implemented a learning algorithm,
- You try it on some train/dev/test data
- You get really bad performance

- What's going on?
 - Is the data too noisy?
 - Is the learning problem too hard?
 - Is the implementation of the learning algorithm buggy?

Strategies for Isolating Causes of Errors

- Is the problem with generalization to test data?
 - Can learner fit the training data?
 - Yes: problem is in generalization to test data
 - No: problem is in representation (need better features or better data)

Train/test mismatch?

 Try reselecting train/test by shuffling training data and test together

Strategies for Isolating Causes of Errors

- Is algorithm implementation correct?
 - Measure loss rather than accuracy
 - Hand-craft a toy dataset
- Is representation adequate?
 - Can you learn if you add a cheating feature that perfectly correlates with correct class?
- Do you have enough data?
 - Try training on 80% of the training set, how much does it hurt performance?

Formalizing Errors

The learned classifier

set of all possible classifiers \mathcal{F} sing a fixed representation

$$\operatorname{error}(f) = \left[\operatorname{error}(f) - \min_{f^* \in \mathcal{F}} \operatorname{error}(f^*)\right] + \left[\min_{f^* \in \mathcal{F}} \operatorname{error}(f)\right]$$

estimation error

approximation error

How far is the learned classifier f from the optimal classifier f*?

Quality of the model family aka hypothesis class

The bias/variance trade-off

- Trade-off between
 - approximation error (bias)
 - estimation error (variance)

- Example:
 - Consider the always positive classifier
 - Low variance as a function of a random draw of the training set
 - Strongly biased toward predicting +1 no matter what the input

Recap: practical issues

- Learning algorithm is only one of many steps in designing a ML application
- Many things can go wrong, but there are practical strategies for
 - Improving inputs
 - Evaluating
 - Tuning
 - Debugging
- Fundamental ML concepts: estimation vs. approximation error