## **DSC190: Machine Learning with Few Labels**

### Overview

Zhiting Hu Lecture 1, September 23, 2021



HALICIOĞLU DATA SCIENCE INSTITUTE

### Logistics

• Class webpage: http://zhiting.ucsd.edu/teaching/dsc190fall2021

DSC190-Fall2021

Logistics Lectures Homework Project



### Machine Learning with Few Labels

DSC 190 • Fall 2021 • UC San Diego

Machine learning is about computational methods that enable machines to learn concepts from experience. Many of the successful results of machine learning rely on supervised learning with massive amount of data labels. However, in many real problems we do not have enough labeled data, but instead have access to other forms of experience, such as structured knowledge, constraints, feedback signals from environment, auxiliary models from related tasks, etc. This course focuses on those learning settings with few labels, where one has to go beyond supervised learning and use other learning methods. This course is designed to give students a holistic understanding of related problems and methodologies (such as zero/few-shot learning, self/weakly-supervised learning, transfer learning, meta-learning, reinforcement learning, adversarial learning, knowledge constrained learning, panoramic learning), different possible perspectives of formulating the same problems, the underlying connections between the diversity of algorithms, and open questions in the field. Students will read, present, and discuss papers, and complete course projects.

### Logistics



Instructor: Zhiting Hu Email: zhh019@ucsd.edu Office hours: Tuesday 3:00-4:00pm Location: SDSC E247



TA: Meng Song Email: mes050@eng.ucsd.edu Office hours: Wednesday 2:30-3:30pm Location: CSE 4109

- Canvas
- Discussion forum: Piazza
- Homework & writeup submission: Gradescope

- 2 Homework assignments (30% of grade)
- Paper presentation (20%)
- Course project (46%)
- Participation (4%)

- 2 Homework assignments (30% of grade)
  - Theory exercises, implementation exercises
  - 3 total late days without penalty
- Paper presentation (20%)
- Course project (46%)
- Participation (4%)

- 2 Homework assignments (30% of grade)
- Paper presentation (20%)
  - Each student will give an oral presentation on a research paper
  - 10 mins = 8 mins presentation + 2 mins QA
  - Discuss both strengths and limitations of the paper
  - Sign up in a google sheet (TBA)
  - Starting October 26
- Course project (46%)
- Participation (4%)

- 2 Homework assignments (30% of grade)
- Paper presentation (20%)
- Course project (46%)
  - 3 or 4-member team to be formed and sign up in a google sheet (TBA)
  - Designed to be as similar as possible to researching and writing a conferencestyle paper:
    - Due to tight timeline, fine to use synthetic/toy data for proof-of-concept experiments + explanation of theory/intuition of why your approach is likely to work
  - **Proposal** : 2 pages excluding references (10%) -- Due Oct 12
    - Overview of project idea, literature review, potential datasets and evaluation, milestones
  - Midway Report : 4-5 pages excluding references (20%)
  - **Presentation** : oral presentation, 15-20mins (20%)
  - Final Report : 6-8 pages excluding references (50%)

- 2 Homework assignments (30% of grade)
- Paper presentation (20%)
- Course project (46%)
- Participation (4%)
  - Contribution to discussion on Piazza
  - Complete mid-quarter evaluation
  - Any constructive suggestions

### Machine Learning

• Computational methods that enable machines to learn concepts and improve performance from **experiences**.

### Experiences of all kinds











Data examples

Rules/Constraints

Knowledge graphs

Rewards

Auxiliary agents



Adversaries



#### Master classes

And all combinations thereof

### Experiences of all kinds



Adversaries

Master classes

### Experiences of all kinds











Data examples

Rules/Constraints

Knowledge graphs

Rewards

Auxiliary agents



Adversaries



#### Master classes

And all combinations thereof

### Experiences: (massive) data examples



Image classification



Machine translation



Language modeling (BERT, GPT-2, **GPT-3**, ...)

45TB of text data: CommonCrawl, WebText, Wikipedia, corpus of books, ...

### Experiences: (massive) data examples

#### TECH \ ARTIFICIAL INTELLIGENCE \

# OpenAl's text-generating system GPT-3 is now spewing out 4.5 billion words a day

Robot-generated writing looks set to be the next big thing

By James Vincent | Mar 29, 2021, 8:24am EDT



# Speak easy Human scorers' rating\* of Google Translate and human translation Translation method Phrase-based<sup>†</sup> Neural-network<sup>†</sup> Human 小 3 4 5 Perfect translation=6



Input sentence Pour l'ancienne secrétaire d'Etat, il s'agit de faire oublier un mois de cafouillages et de convaincre l'auditoire que M. Trump n'a pas l'étoffe d'un président

#### Neural-network<sup>†</sup>

For the former secretary of state, this is to forget a month of bungling and convince the audience that Mr Trump has not the makings of a president

Phrase-based<sup>†</sup>

Source: Google

For the former secretary of state, it is a question of forgetting a month of muddles and convincing the audience that Mr Trump does not have the stuff of a president

The former secretary of state has to put behind her a month of setbacks and convince the audience that Mr Trump does not have what it takes to be a president

#### [The Economist]

\*0=completely nonsense translation, 6=perfect translation <sup>†</sup>Machine translation

- Privacy, security issues
  - Assistive diagnosis



• Expensive to collect/annotate

Controllable content generation



	Controlling writing style
Plain	LeBron James contributed 26 points, 8 rebounds, 7 assists.
	•
Elaborate	LeBron James rounded out the box score with an all around impressive performance, scoring 26 points, grabbing 8 rebounds and dishing out 7 assists.

Applications: personalized chatbot, live sports commentary production 16

• Expensive to collect/annotate

Controllable content generation



Source image

Generated images under different poses

Applications: virtual clothing try-on system

• Expensive to collect/annotate

Robotic control



• Difficult / expertise-demanding to annotate



Applications: test model robustness

• Difficult / expertise-demanding to annotate

Prompt generation: automatically generating prompts to steer pretrained LMs

![](_page_19_Figure_3.jpeg)

• Specific domain Low-resource languages

~7K languages in the world

![](_page_20_Figure_3.jpeg)

• Specific domain Low-resource languages

Written languages	All languages
(3.5K)	(7K)
Languages with	
NER Annotation	
(30?)	

• Specific domain Low-resource languages

![](_page_22_Picture_2.jpeg)

• Specific domain Low-resource languages

	Written languages (3.5K)	All la	anguages (7K)
Languages with parallel text (100?) Languages with NER Annotation (30?)	Wikipedia languages (300)	Can we use the multilingual links in Wikipedia?	

• Specific domain

#### Question answering

![](_page_24_Picture_3.jpeg)

![](_page_24_Picture_4.jpeg)

#### QA based on car manual?

![](_page_24_Picture_6.jpeg)

- Privacy, security issues
- Expensive to collect/annotate
- Difficult / expertise-demanding to annotate
- Specific domain

- How can we make more efficient use of the data?
  - Clean but small-size
  - Noisy
  - Out-of-domain
- Can we incorporate other types of experiences in learning?

![](_page_26_Picture_6.jpeg)

![](_page_26_Picture_7.jpeg)

Data examples

Rules/Constraints Knowledge graphs

![](_page_26_Picture_10.jpeg)

Rewards

Auxiliary agents

![](_page_26_Picture_12.jpeg)

![](_page_26_Picture_13.jpeg)

And all combinations thereof

Adversaries

Master classes

- Loss
- Experience
- Optimization solver
- Model architecture

 $\min_{\theta} \mathcal{L}$  $(\theta, \mathcal{E})$ Optimization Loss Model Experience solver architecture

• Loss

This course does *not* discuss model architecture

- Experience
- Optimization solver
- Model architecture

![](_page_28_Figure_6.jpeg)

#### • Loss

- Experience
- Optimization solver
- Model architecture

### This course does *not* discuss model architecture

Model of certain architecture whose parameters are the subject to be learned,  $p_{\theta}(\mathbf{x}, \mathbf{y})$  or  $p_{\theta}(\mathbf{y}|\mathbf{x})$ 

- Neural networks
- Graphical models
- Compositional architectures

#### • Loss

- Experience
- Optimization solver
- Model architecture

![](_page_30_Figure_5.jpeg)

### This course does *not* discuss model architecture

Model of certain architecture whose parameters are the subject to be learned,  $p_{\theta}(\mathbf{x}, \mathbf{y})$  or  $p_{\theta}(\mathbf{y}|\mathbf{x})$ 

- Neural networks
- Graphical models
- Compositional architectures

![](_page_30_Figure_11.jpeg)

Transformers

#### • Loss

- Experience
- Optimization solver
- Model architecture

### This course does *not* discuss model architecture

Model of certain architecture whose parameters are the subject to be learned,  $p_{\theta}(\mathbf{x}, \mathbf{y})$  or  $p_{\theta}(\mathbf{y}|\mathbf{x})$ 

- Neural networks
- Graphical models
- Compositional architectures

![](_page_31_Picture_10.jpeg)

- Loss
- Experience
- Optimization solver
- Model architecture

This course discusses a little about optimization

Assuming you know basic procedures:

- (Stochastic) gradient descent
- Backpropagation
- Lagrange multiplier

![](_page_32_Figure_10.jpeg)

- Loss
- Experience
- Optimization solver
- Model architecture

This course discusses a lot of loss & experience

Core of most learning algorithms

![](_page_33_Figure_7.jpeg)

- (1) How can we make more efficient use of the data?
  - Clean but small-size, Noisy, Out-of-domain 0
- (2) Can we incorporate other types of experiences in learning?

![](_page_34_Picture_4.jpeg)

. . .

![](_page_34_Picture_5.jpeg)

Adversaries

![](_page_34_Picture_7.jpeg)

Master classes

Auxiliary agents

And all combinations thereof

- (1) How can we make more efficient use of the data?
  - Clean but small-size, Noisy, Out-of-domain, ...
- Algorithms
  - Supervised learning: MLE, maximum entropy principle
  - **Unsupervised learning**: EM, variational inference, VAEs
  - **Self-supervised learning**: successful instances, e.g., BERT, GPT-3, contrastive learning, applications to downstream tasks
  - Distant/weakly supervised learning: successful instances
  - **Data manipulation:** augmentation, re-weighting, curriculum learning, ...
  - Meta-learning

#### Mostly first half of the course

- (2) Can we incorporate other types of experiences in learning?
  - Learning from auxiliary models, e.g., adversarial models:
    - Generative adversarial learning (GANs and variants), co-training, ...
  - Learning from structured knowledge
    - Posterior regularization, constraint-driven learning, ...
  - Learning from rewards
    - Reinforcement learning: model-free vs model-based, policy-based vs value-based, on-policy vs off-policy, extrinsic reward vs intrinsic reward, …
  - Learning in dynamic environment (not covered)
    - Online learning, lifelong/continual learning, ...

#### Second half of the course

![](_page_36_Picture_11.jpeg)

![](_page_36_Picture_12.jpeg)

![](_page_36_Picture_13.jpeg)

![](_page_36_Picture_14.jpeg)

diabetes is 90% more common

### Algorithm marketplace

Designs Driven by: experience, task, loss function, training procedure ...

![](_page_37_Picture_2.jpeg)

maximum likelihood estimation reinforcement learning as inference inverse RL data re-weighting active learning policy optimization reward-augmented maximum likelihood data augmentation label smoothing softmax policy gradient imitation learning actor-critic adversarial domain adaptation GANs posterior regularization knowledge distillation intrinsic reward constraint-driven learning generalized expectation prediction minimization regularized Bayes learning from measurements energy-based GANs weak/distant supervision

### Where we are now? Where we want to be?

Nb Mo

Та

• Alchemy vs chemistry

![](_page_38_Picture_2.jpeg)

![](_page_38_Picture_3.jpeg)

maximum likelihood estimation reinforcement learning as inference

inverse RL active learning

![](_page_38_Picture_4.jpeg)

### Quest for more standardized, unified ML principles

Machine Learning 3: 253–259, 1989 © 1989 Kluwer Academic Publishers – Manufactured in The Netherlands

EDITORIAL

Toward a Unified Science of Machine Learning

[P. Langley, 1989]

![](_page_39_Figure_5.jpeg)

A Unifying Review of Linear Gaussian Models

#### Sam Roweis\*

Computation and Neural Systems, California Institute of Technology, Pasadena, CA 91125, U.S.A.

Zoubin Ghahramani\* Department of Computer Science, University of Toronto, Toronto, Canada

### Physics in the 1800's

- Electricity & magnetism:
  - Coulomb's law, Ampère, Faraday, ...
- Theory of light beams:
  - Particle theory: Isaac Newton, Laplace, Plank
  - Wave theory: Grimaldi, Chris Huygens, Thomas Young, Maxwell
- Law of gravity
  - Aristotle, Galileo, Newton, ...

![](_page_40_Picture_8.jpeg)

![](_page_40_Picture_9.jpeg)

![](_page_40_Picture_10.jpeg)

![](_page_40_Picture_11.jpeg)

![](_page_40_Picture_12.jpeg)

### "Standard equations" in Physics

![](_page_41_Figure_1.jpeg)

### A "standardized formalism" of ML

![](_page_42_Picture_1.jpeg)

Type-2 diabetes is 90% more common than type-1

**Constraints** 

![](_page_42_Picture_3.jpeg)

Rewards

Auxiliary agents

![](_page_42_Picture_5.jpeg)

![](_page_42_Picture_6.jpeg)

should be conceived as a kind of intimate reverie

Imitation

Data examples

![](_page_42_Figure_9.jpeg)

- Panoramically learn from all types of experiences
- Subsumes many existing algorithms as special cases

# Questions?