## DSC291: Machine Learning with Few Labels

Overview

Zhiting Hu Lecture 3, April 5, 2024



#### What is Machine Learning?

 Computational methods that enable machines to learn concepts and improve performance from experience.

#### Experience of all kinds



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







Data examples

Rules/Constraints

Knowledge graphs

Rewards

Auxiliary agents



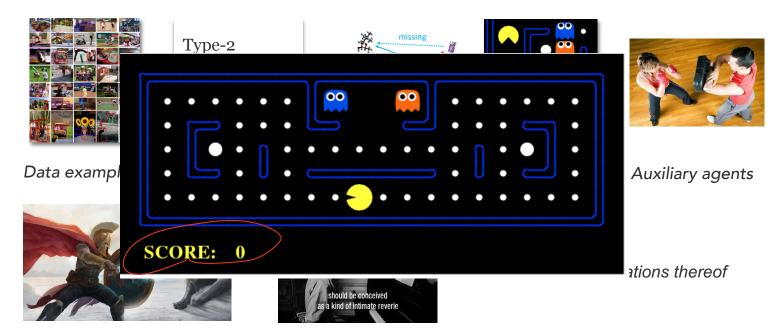
Adversaries



Master classes

And all combinations thereof

#### Experience of all kinds



Adversaries

Master classes

#### Experience of all kinds



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







Data examples

Rules/Constraints

Knowledge graphs

Rewards

Auxiliary agents



Adversaries



Master classes

And all combinations thereof

HlexNet XIourits 2012

### Experience: (massive) data examples



Image classification



Machine translation



Language modeling (BERT, GPT-3/4, ...)

GPT3: 45TB of text data: CommonCrawl, WebText, Wikipedia, corpus of books, ...

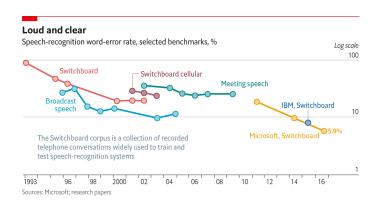
#### Experience: (massive) data examples

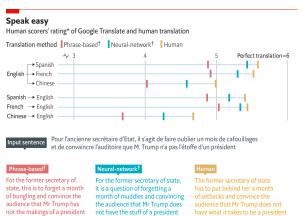


# OpenAl's text-generating system GPT-3 is now spewing out 4.5 billion words a day

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

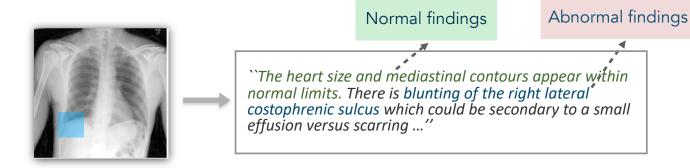
By James Vincent | Mar 29, 2021, 8:24am EDT





Privacy, security issues

Assistive diagnosis



• Expensive to collect/annotate

Robotic control



Expensive to collect/annotate

Controllable content generation



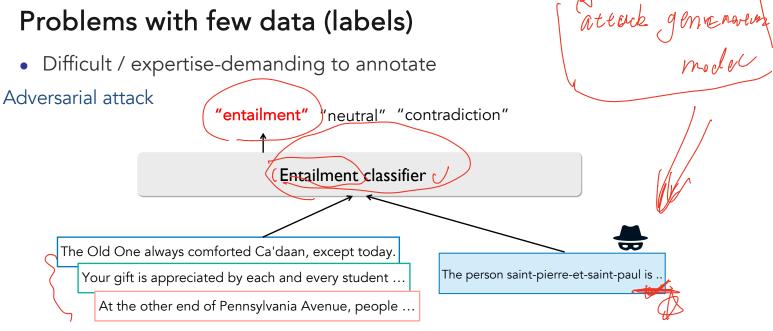
Source image

Generated images under different poses

Applications: virtual clothing try-on system

Difficult / expertise-demanding to annotate

premises

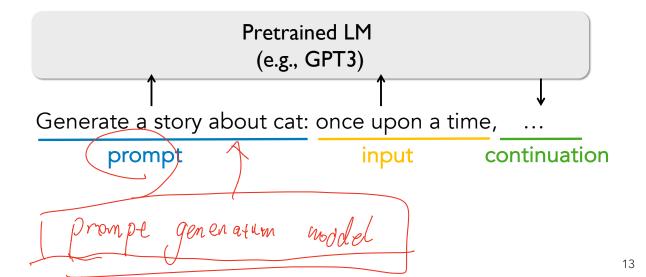


Applications: test model robustness

hypothesis (attack)

• Difficult / expertise-demanding to annotate

Prompt generation: automatically generating prompts to steer pretrained LMs

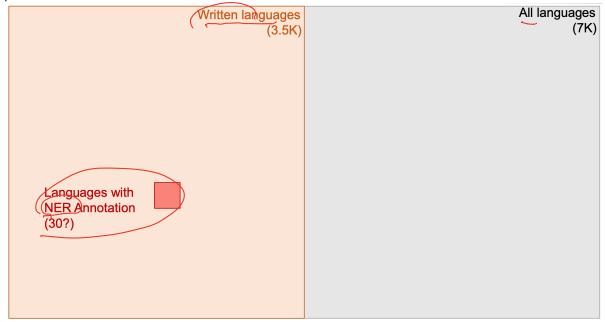


• Specific domain Low-resource languages

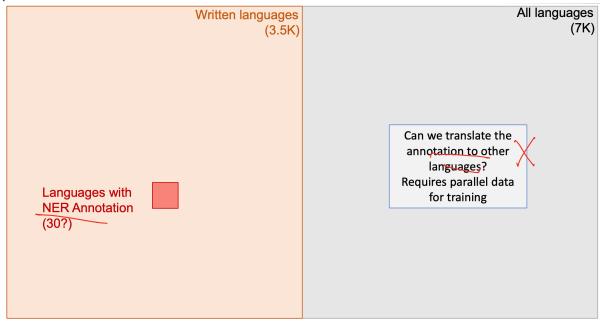
~7K languages in the world



• Specific domain Low-resource languages



• Specific domain Low-resource languages

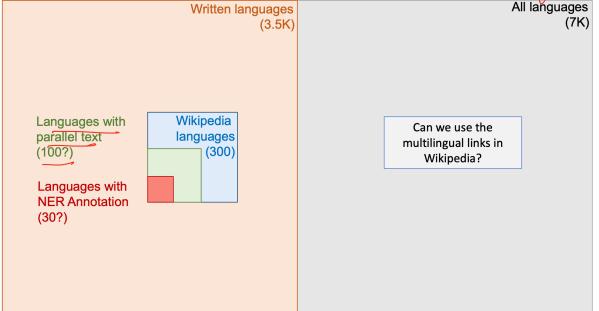


• Specific domain Low-resource languages



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documenta in

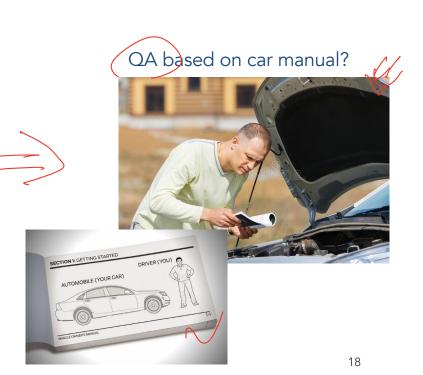


• Specific domain

Question answering







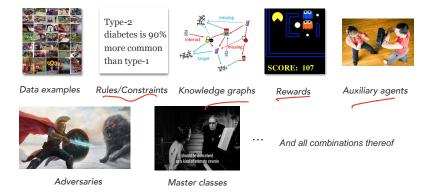
- Privacy, security issues
- Expensive to collect/annotate
- Difficult / expertise-demanding to annotate
- Specific domain

- How can we make more efficient use of data?
  - Clean but small-size
  - Noisy
  - Out-of-domain

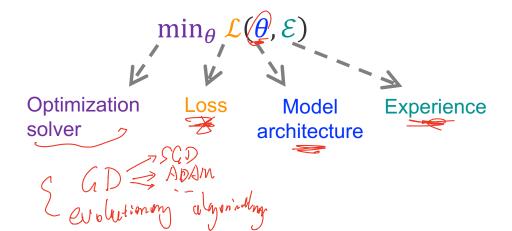




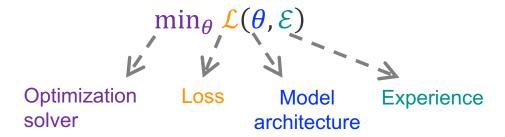
• Can we incorporate other types of experience in learning?  $\checkmark$ 



- Loss
- Experience
- Optimization solver
- Model architecture



- Loss
   This course discusses very little about model architecture
- Experience
- Optimization solver
- Model architecture



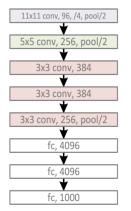
- Loss
- Experience
- Optimization solver
- Model architecture

This course discusses very little about model architecture

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

- Neural networks
- Graphical models
- Compositional architectures

- Loss
- Experience
- Optimization solver
- Model architecture

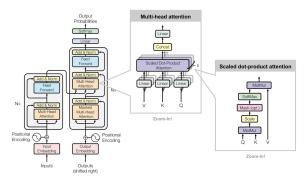


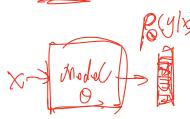
#### Convolutional networks

#### This course discusses very little about model architecture

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

- Neural networks
- Graphical models
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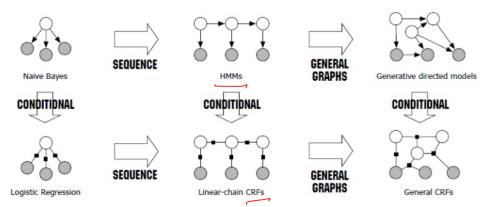
Transformers

- Loss
- Experience
- Optimization solver
- Model architecture

#### This course discusses very little about model architecture

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

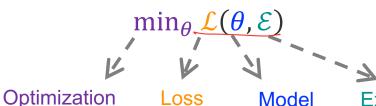
- Neural networks
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- Loss
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- Experience

solver

- Optimization solver
- Model architecture



architecture

Assuming you know basic procedures:

- (Stochastic) gradient descent
- Backpropagation
- Lagrange multiplier
- constrained oft

Experience

Loss This course discusses very little about model architecture Experience Core of most learning algorithms Optimization solver Model architecture **Optimization** Experience Model solver architecture

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



- (1) How can we make more efficient use of 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
  - o Data manipulation: augmentation, re-weighting, curriculum learning, ...
  - Meta-learning

- (2) Can we incorporate other types of experience in learning?
  - Learning from auxiliary models, e.g., adversarial models:

- diabetes is 90%,
  more common than type-s
  examples Rules/Constraints Knowledge graphs Rewards Auxiliary age
- Generative adversarial learning (GANs and variants), co-training, ...
- Adversaries Master classes

- 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, ...

#### Algorithm marketplace

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

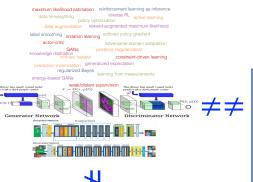


maximum likelihood estimation reinforcement learning as inference inverse RL active learning data re-weighting policy optimization data augmentation reward-augmented maximum likelihood softmax policy gradient label smoothing imitation learning actor-critic adversarial domain adaptation GANs posterior 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?

Alchemy vs chemistry







#### Quest for more standardized, unified ML principles

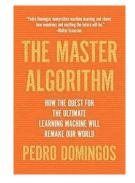
Machine Learning 3: 253-259, 1989 © 1989 Kluwer Academic Publishers - Manufactured in The Netherlands

#### **EDITORIAL**

Toward a Unified Science of Machine Learning

[P. Langley, 1989]





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:
  - o 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
  - o Aristotle, Galileo, Newton, ...



#### "Standard equations" in Physics

# Maxwell's Eqns: original form

Diverse

electro-

magnetic

theories

 $e + \frac{df}{dx} + \frac{dg}{dy} + \frac{dh}{dz} = 0$ (1) Gauss' Law Equivalent to Gauss' Law for magnetism Faraday's Law (with the Lorentz Force and Poisson's Law) (4) Ampère-Maxwell Law  $P = -\xi p$   $Q = -\xi q$   $R = -\delta r$ Ohm's Law The electric elasticity P = kf Q = kg R = khequation (E =  $D/\epsilon$ )  $\frac{de}{dt} + \frac{dp}{dx} + \frac{dq}{dy} + \frac{dr}{dz} = 0$ Continuity of charge

Maxwell's Eqns simplified w/ rotational symmetry

Maxwell's Eqns further simplified w/ symmetry of special relativity Standard Model w/ Yang-Mills theory and US(3) symmetry

Unification of fundamental forces?

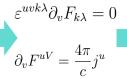


$$\nabla \cdot \mathbf{B} = 0$$

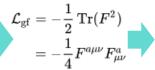
$$\nabla \times \mathbf{E} = -\frac{\partial \mathbf{B}}{\partial t}$$

$$\nabla \times \mathbf{H} = \frac{\partial \mathbf{D}}{\partial t} + \mathbf{J}$$













1861 1910s

35

#### A "standardized formalism" of ML



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









Data examples

Constraints

Rewards

Auxiliary agents

**Adversaries** 

**Imitation** 

$$\min_{q,\,\theta} - \mathbb{H} + \mathbb{D} - \mathbb{E}$$
Uncertainty Divergence Experience

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

Questions?