

Welcome!

The program will begin soon.
You will not hear audio until we
begin.

Part 1

Incentive Engineering through Subgraph Matching – with application to task allocation

Mark Ebdon

Wednesday 15 December, 2021



Speaker background



Work & study at the University of Oxford:

- SPANN (Signal Processing And Neural Networks) res. group, 2002-2006
- PARG (Pattern Analysis Research Group), 2006-2012
- MLRG (Machine Learning Research Group), 2012-2015

Teaching at the University of Toronto, 2016-2019, 2021:

- Department of Statistical Sciences
- Faculty of Applied Science & Engineering

Work with companies:

- Datatrie / OBS Medical / Mind Foundry – tech startups
- Xilinx / BP / Celestica – larger engineering firms



The ORCHID Project

- The science of human-agent collectives (HACs)
- January 2011 to December 2015
- Five subtopics, described at www.orchid.ac.uk

UNIVERSITY OF
Southampton



The University of
Nottingham



Jennings, N.R., Moreau, L., Nicholson, D., Ramchurn, S.D., Roberts, S.J., Rodden, T., and Rogers, A. (2014).
On human-agent collectives. *Communications of the ACM*

Overview of Part 1



1. The problem: Agents ~~→~~ Humans

2. The logo for W3C PROV, consisting of the text "W3C" in blue, a colorful cube icon, and the word "PROV" in white on a blue rectangular background.

3. Subgraph matching



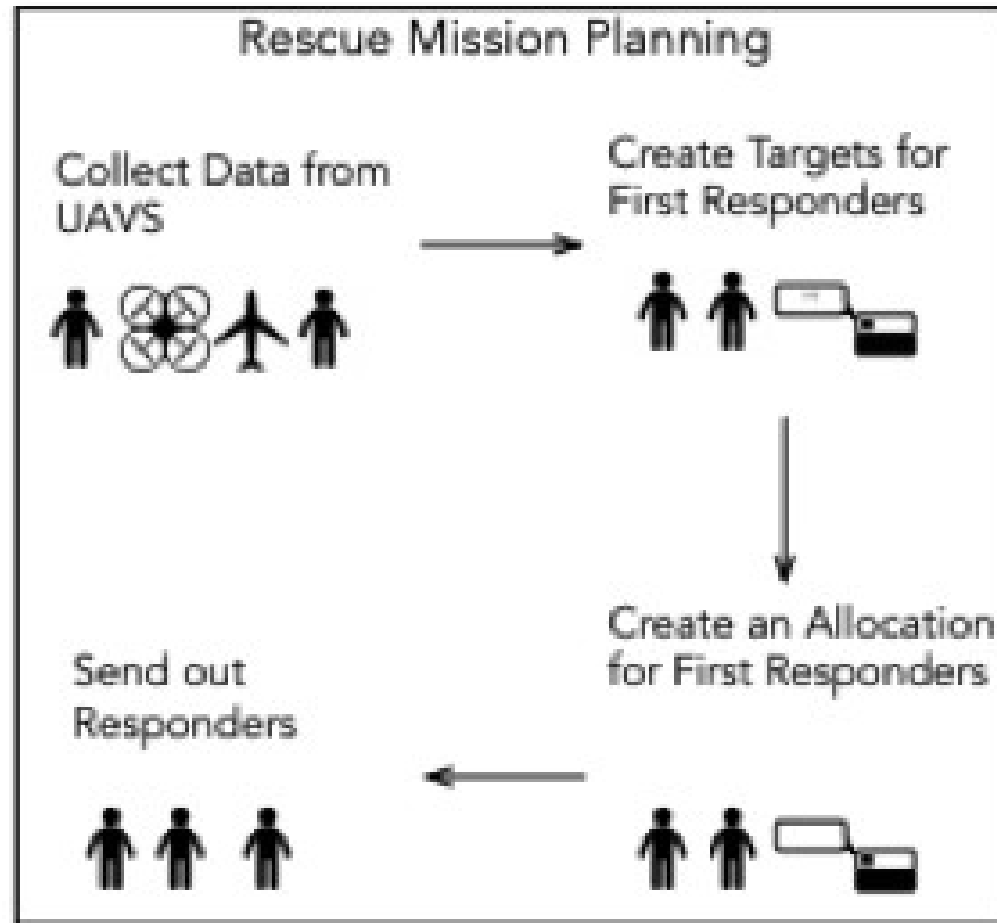
HAC-ER simulations at Nottingham University



Task-allocation game: **HAC-ER**

- Form pairs of complementarily skilled **humans** to travel together, pick up targets, and drop off the targets at designated locations
- A centralized planning **agent** provides each unoccupied player with a proposal: a target in need of attention and a teammate with the necessary complementary skills.
- Each player is allowed to reject tasks they judge to be personally unfavourable.

What the centralized planner does



Incentive engineering for better HAI

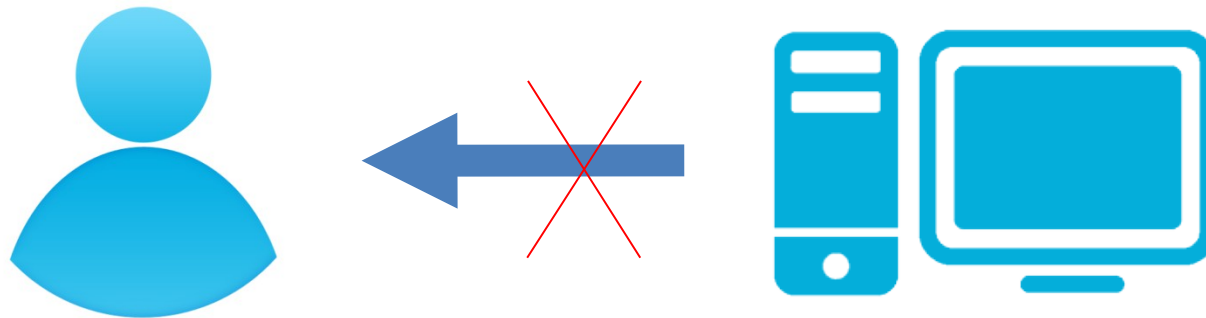
Challenge: players decide to accept or reject tasks without necessarily knowing the global significance or the true personal enjoyability of that task.

Incentives would be desirable in certain cases, to increase the acceptance rate of the most useful tasks.

“

...task allocations suggested to people by a centralized planning agent “may need particular support” in order to succeed; there is a “need to ensure the agent’s recommendations come with proper explanations in order to be trusted and further augment their capability”

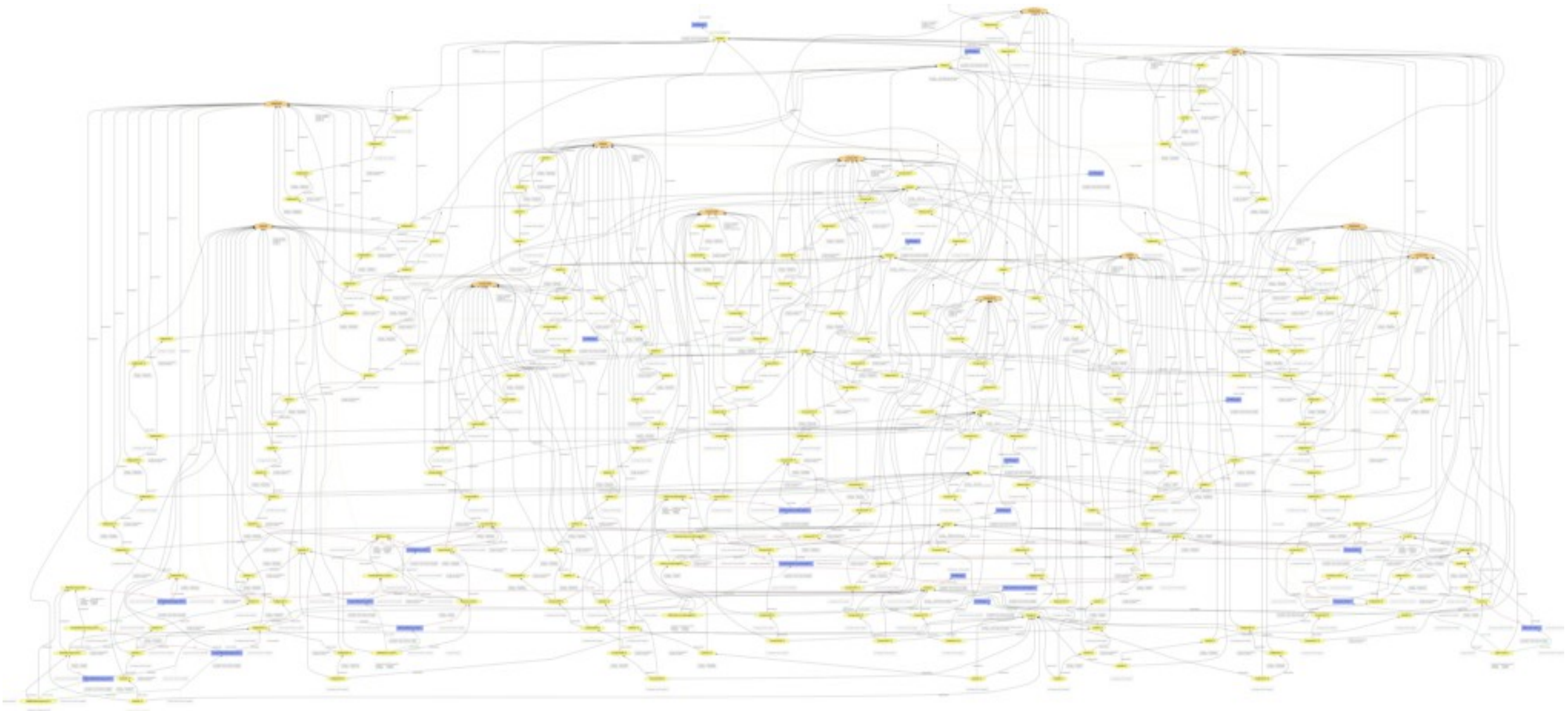
”



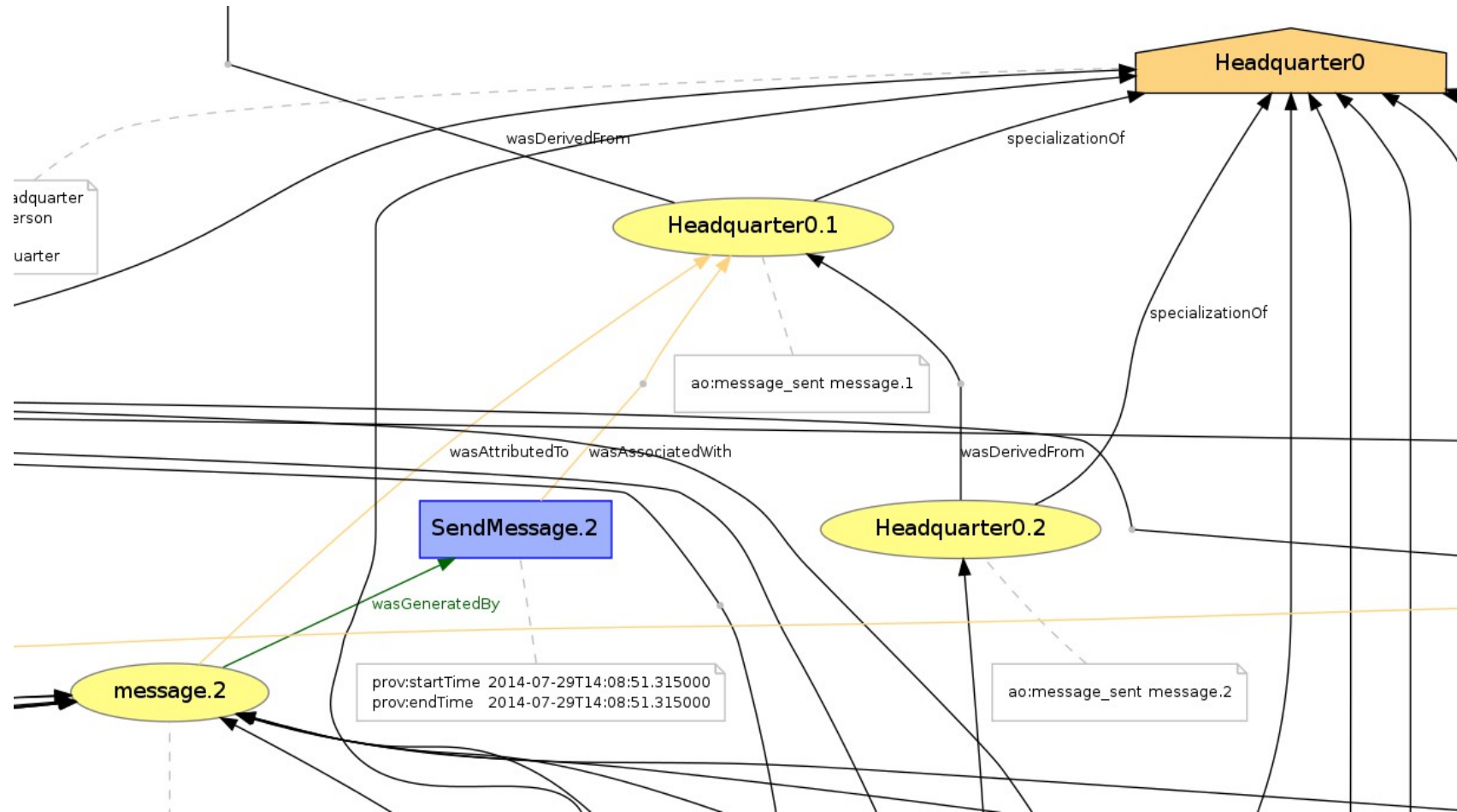
Examples of incentives

- **Reporting previous joint success:**
 - “You have worked successfully with this teammate before”
- **Reporting previously completed similar task:**
 - “You have completed this type of task before”
 - “Your teammate has completed this type of task before”
- **Reporting previously experienced geography:**
 - “The task is somewhere you’ve visited previously”
 - “The task is somewhere your teammate visited previously”
- **Reporting common experience with third parties:**
 - “You’ve each worked with player X before, successfully”

A provenance network



A HAC-ER provenance network



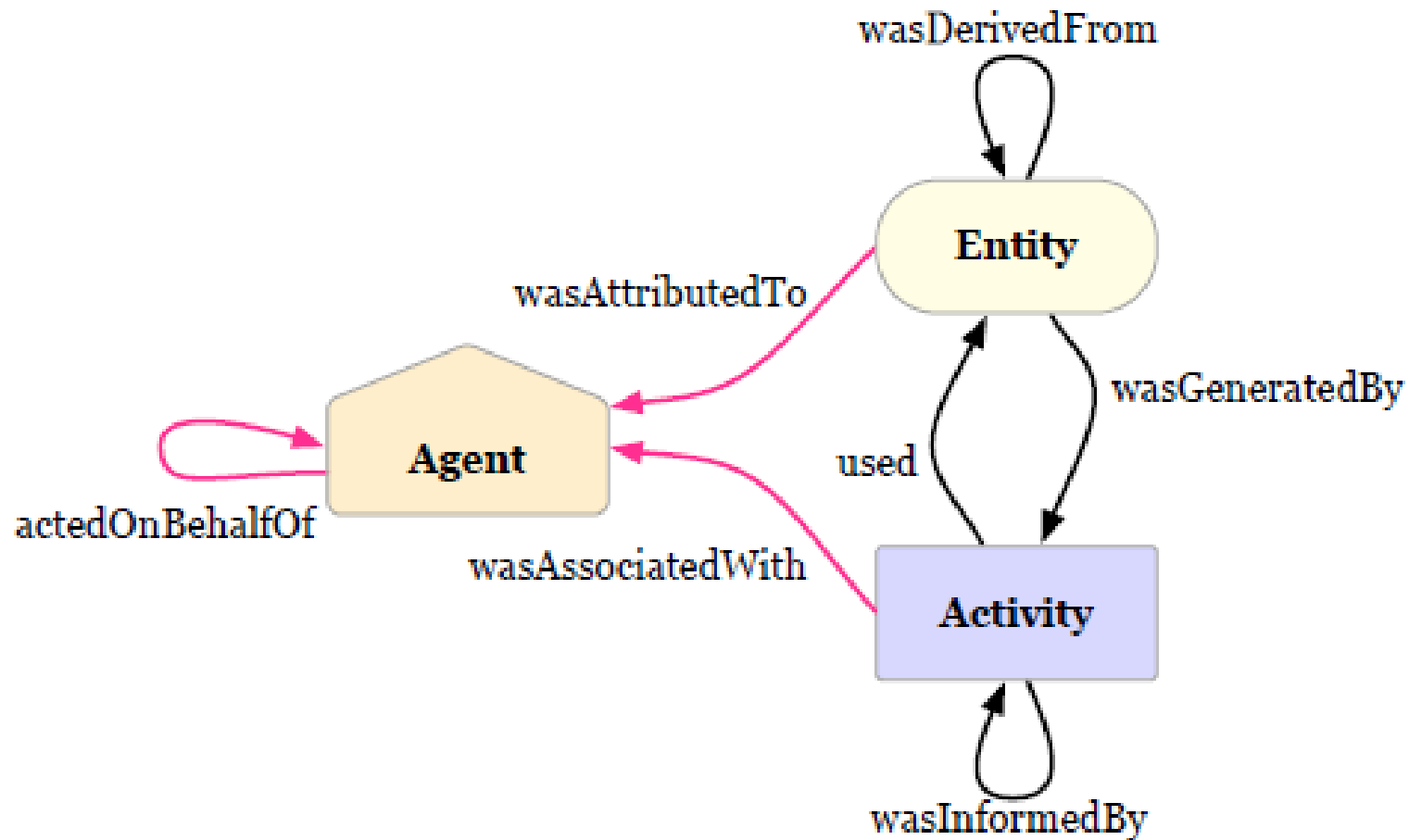
Introduction to Provenance

A tutorial (2019): <http://openprovenance.org/tutorial/odsc2019.html> and
<https://www.youtube.com/watch?v=v8noJFOYFEk>

A report on the use of PROV around the world (2020):
<https://www.impact.science/blog/wp-content/uploads/2021/05/Evaluation-of-Impact-of-PROV.pdf>

Additional presentation (2020): <https://vimeo.com/478043709>

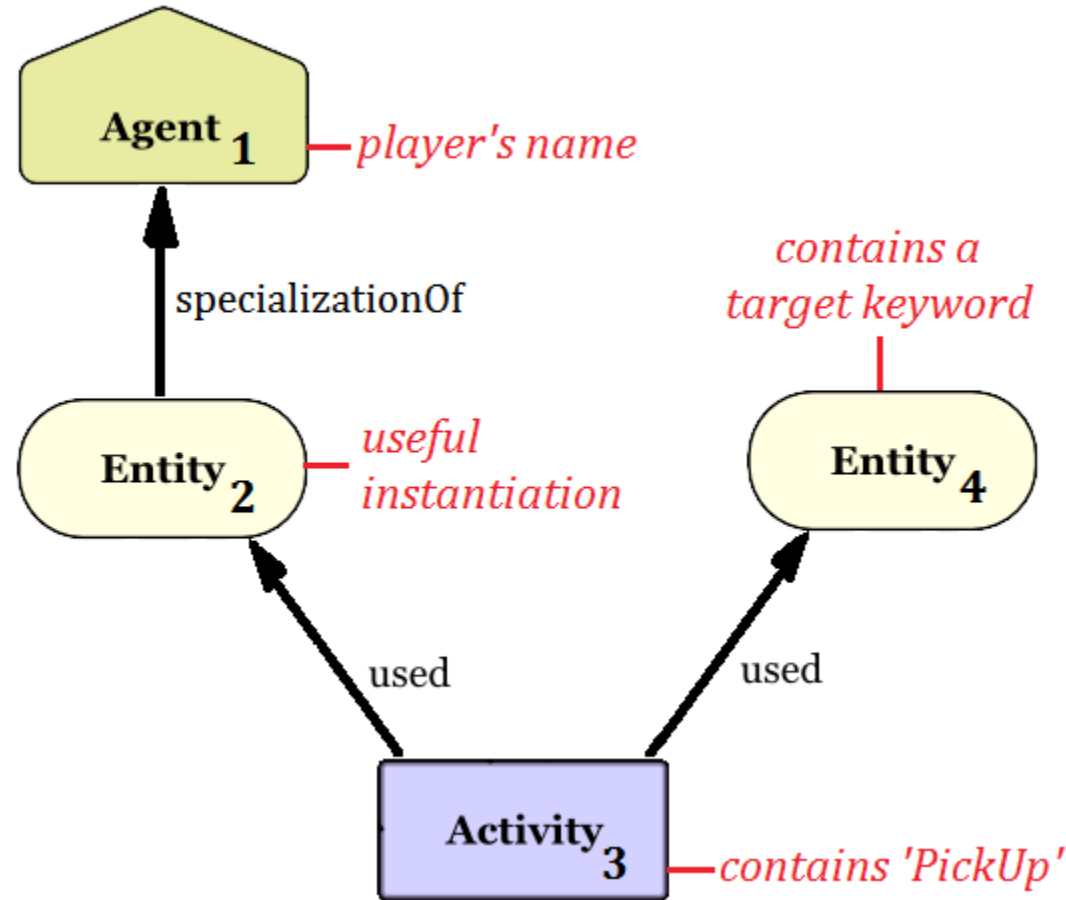
Nodes and edges of PROV



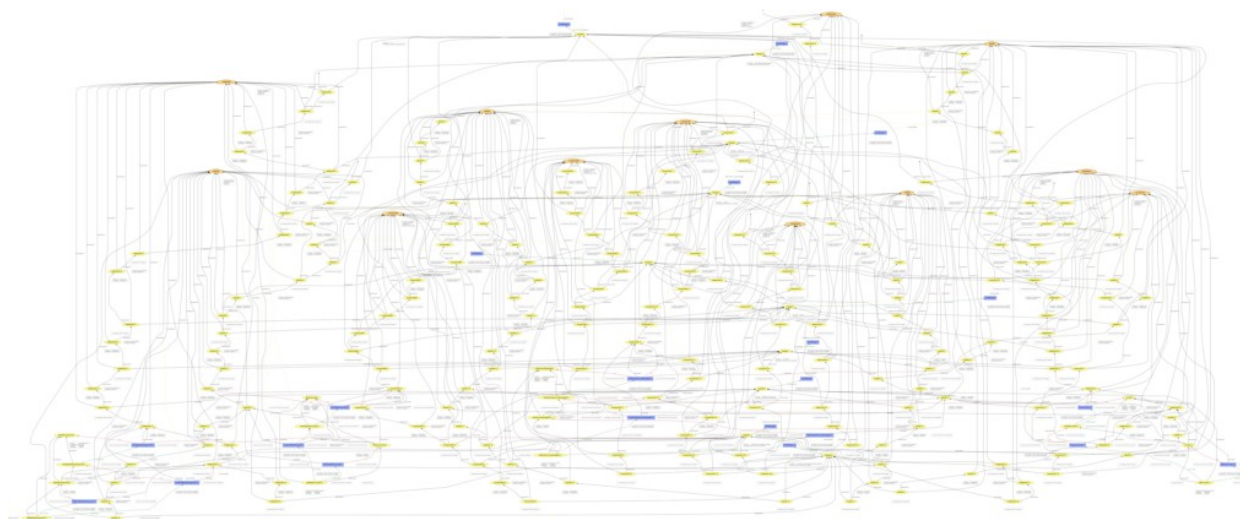
Graph properties

Graph name	Number of nodes	Number of edges	Density	Number of agent nodes
A	253	592	1.86%	12
B	875	2069	0.54%	7
C	1359	3279	0.36%	9
D	1485	3562	0.32%	9
E	1682	4173	0.30%	11
F	1784	4270	0.27%	7
G	2098	5142	0.23%	10

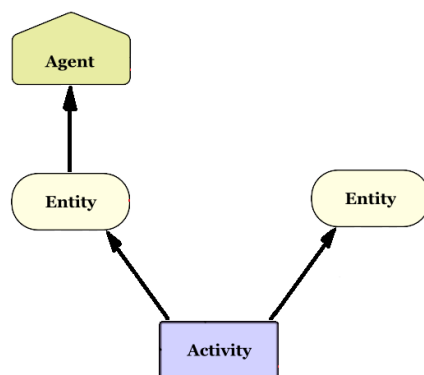
Example motif, for previously experienced geography



Motif-subgraph matching



?

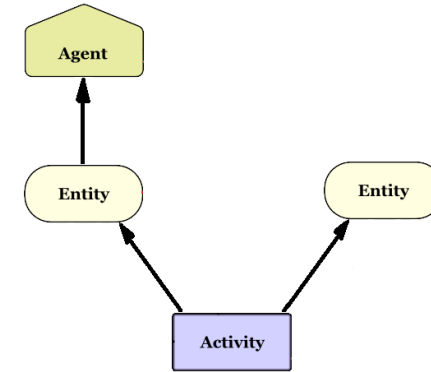


github.com/OxfordML/ENPG

The motif data

Each motif of interest was represented by a tuple with four constituents:

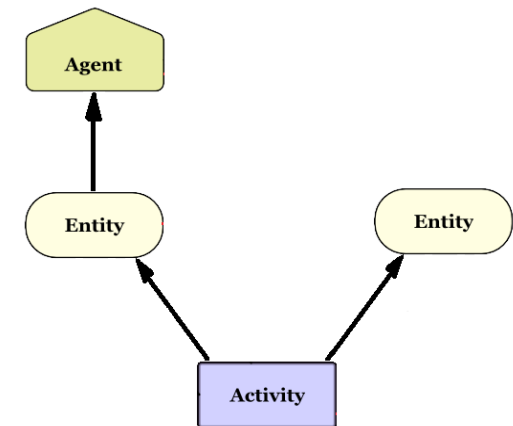
- An $m \times m$ adjacency matrix $\mathbf{H}$ in which the 1's were replaced with codified edge attributes, e.g. '8' for a PROV specializationOf
- An m -vector $\mathbf{t}$ listing codified node types, e.g. '1' for a PROV entity
- A set of m strings N listing the names of each node, e.g. an agent might be called 'medic95'
- A set of string pairs, W , with each pair giving the type of node attribute (e.g. 'longitude') and its value



Subgraph matching

Algorithm 1 Identify in a provenance graph $\mathcal{G}$ all instances of a particular subgraph $\mathcal{H}$

```
1: function FINDSUBGRAPHS ( $p, \mathcal{G}, \mathcal{H}$ )
2:   if  $p(i) > 0 \forall i$  then return ( $p, 1$ )
3:   else
4:      $Y \leftarrow \emptyset, c \leftarrow 0$ 
5:      $h \leftarrow$  index of first zero entity in  $p$ 
6:     for  $\{i | p(i) > 0\}$  do
7:       for each neighbour  $g$  of the  $p(i)^{\text{th}}$  node of  $\mathcal{G}$  do
8:         if  $g$ 's node type =  $t(h)$  AND  $g$ 's name =  $\mathcal{N}(h)$  AND
9:         edge attributes between nodes  $g$  and  $p(h) \supseteq H(h, i)$  AND
10:        attributes of node  $g \supseteq \mathcal{W}(h)$  then
11:           $p(h) \leftarrow g$ 
12:           $(X, r) \leftarrow \text{FindSubgraphs}(p, \mathcal{G}, \mathcal{H})$ 
13:          if  $r = 1$  then
14:             $Y \leftarrow Y \cup X$ 
15:             $c \leftarrow 1$ 
16:          end if
17:        end if
18:      end for
19:    end for
20:    return ( $Y, c$ )
21:  end if
22: end function
```

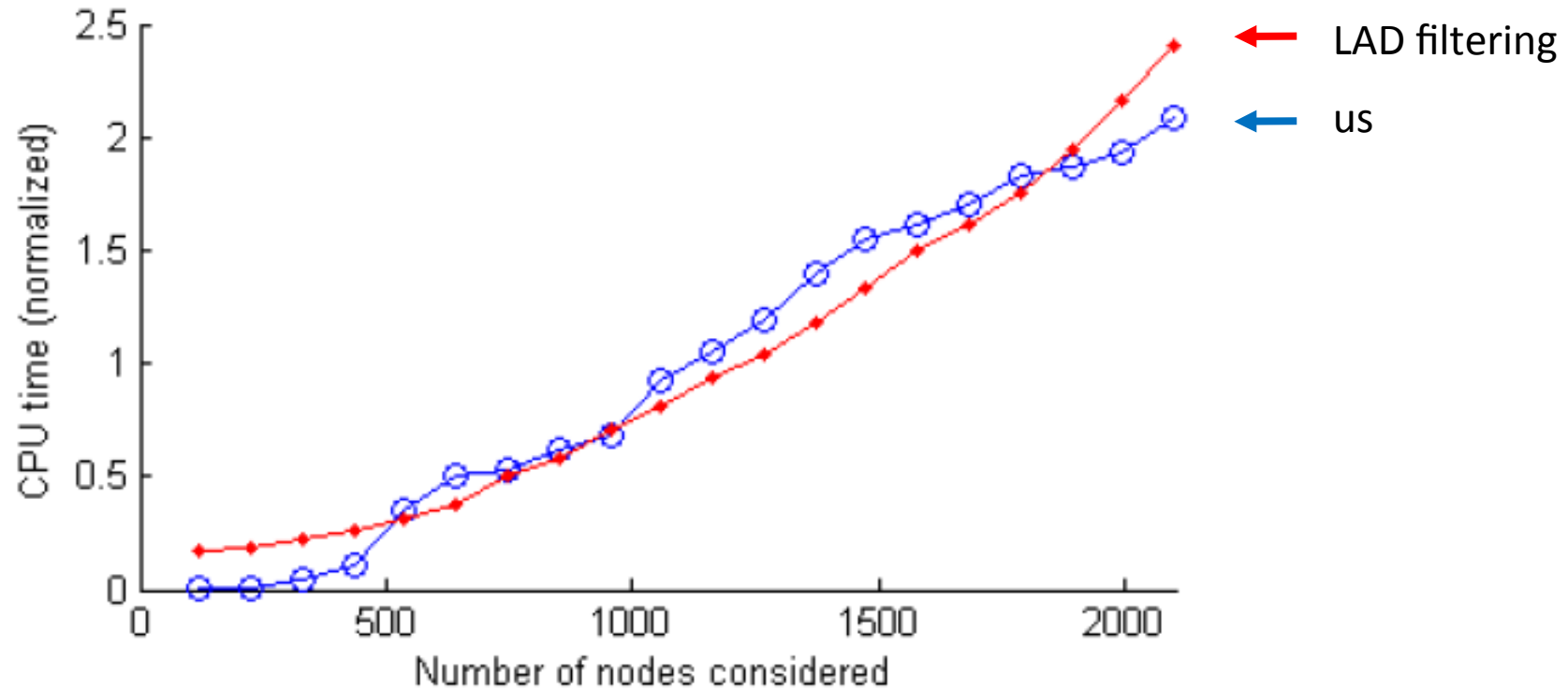


Results

Seven graphs with 7-12 agents each:

Number of motifs detected			
First type	Second type	Third type	Fourth type
11	22	26	13
8	16	20	0
8	16	16	10
9	18	22	13
4	8	8	0
16	32	32	24
12	24	24	26

Scalability



Messages to participants

The final output of the algorithm:

- text messages

If they were generated during a disaster trial, they would be transmissible with the specific intention of encouraging participants not to reject certain tasks.

A message template for each of the four incentive types was created, with any blanks filled in by text extracted automatically from the successfully located subgraphs

Provenance-based Explanations for Data Subjects

Questions

Automation

Inclusion

Exclusion

Sources

Relevance

Accuracy

Fairness

Q: Are the data used for assessing my loan application correct?

Data correctness may not be guaranteed: the applicant may have made a typo in their application or the data provided by a third-party may be inaccurate.

You can check the data supplied in [your original application](#) for any inaccuracy.

In addition, we obtained the following data from third-party providers:

- **Accounts:** [5.0](#)
The number of open credit lines in the borrower's credit file
- **Mortgages:** [0.0](#)
Number of mortgage accounts
- **Revolving Balance:** [1118.0](#)
Total credit revolving balance
- **Credit Utilization Rate:** [5.2](#)
Revolving line utilization rate, or the amount of credit the borrower is using
- **Earliest Credit Line:** [Mar-2006](#)
The month the borrower's earliest reported credit line was opened
- **Public Records:** [0.0](#)
Number of derogatory public records
- **Bankruptcies:** [0.0](#)
Number of public record bankruptcies

We also calculated the following data from the above and your supplied application data:

- **Interest Rate:** [13.59](#)
Interest rate on the loan
- **Installment:** [169.9](#)
The monthly payment owed by the borrower when the loan starts
- **Debt to Income:** [0.38](#)
The ratio of debt over income
- **Grade:** [C](#)
Loan grade
- **Subgrade:** [C2](#)
Loan subgrade

From Luc Moreau and
Dong Huynh, a 2020
application of messages:

<https://explain.openprovenance.org>

Summary



We use provenance graphs for incentive engineering.

We provide a viable feedback mechanism to allow incentivization through interaction with agents and information sources with the objective of improving task-acceptance rates.

Our algorithm was successfully able to find all the expected subgraphs within HAC-ER provenance graphs and to generate a variety of meaningful messages on an any-time basis, i.e. from whatever provenance data had been collected up to the point of execution.



Acknowledgments



Colleagues in the ORCHID project, particularly:

Stephen J. Roberts¹

Trung Dong Huynh²

Luc Moreau²

1 Dept. of Engineering Science, University of Oxford

2 Electronics and Computer Science, University of Southampton

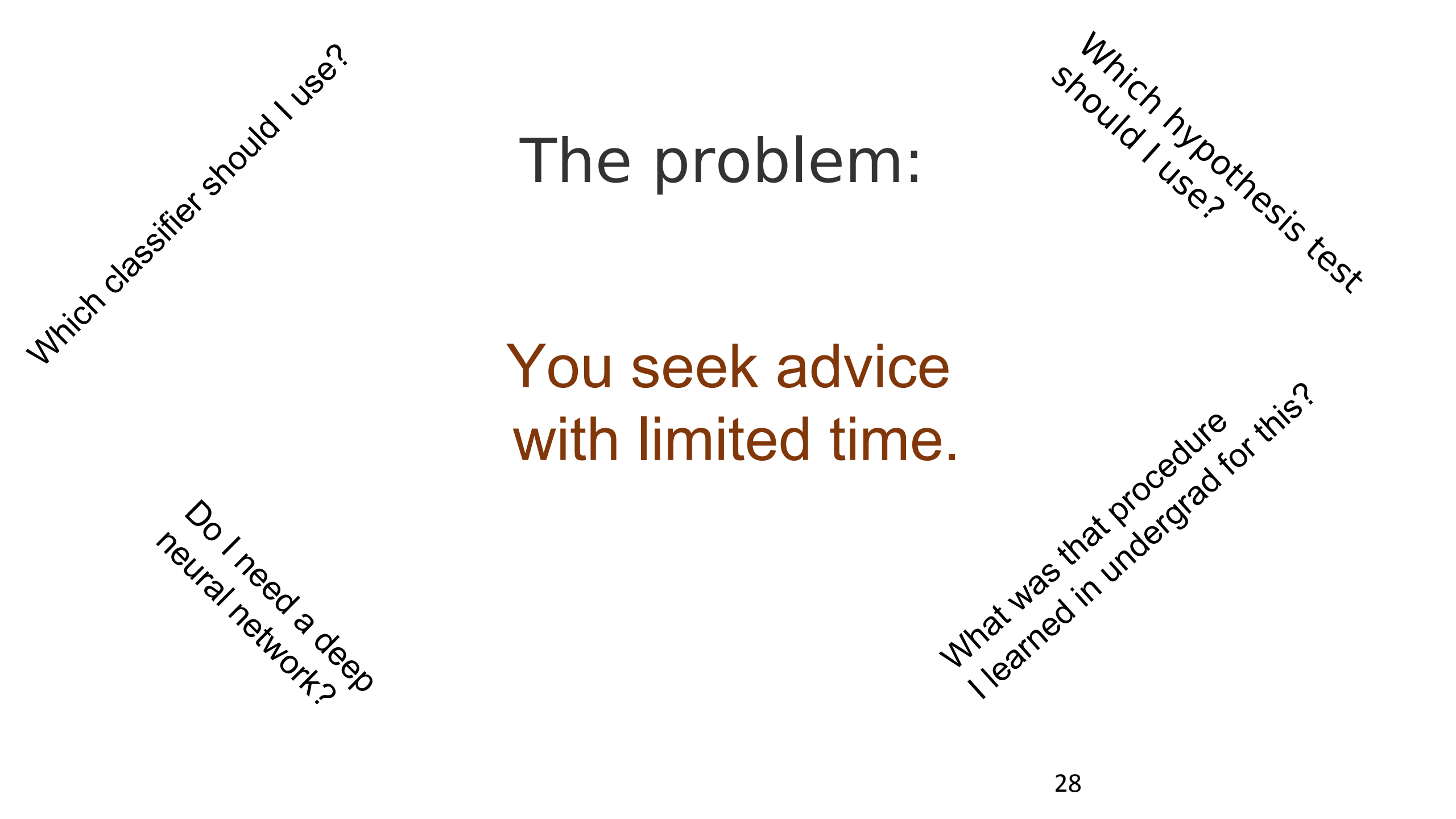


Part 2

Organizing data-analysis tools for practitioners

Mark Ebden

Wednesday 15 December, 2021



The problem:

You seek advice
with limited time.

Which classifier should I use?

Which hypothesis test
should I use?

Do I need a deep
neural network?

What was that procedure
I learned in undergrad for this?

Current solutions



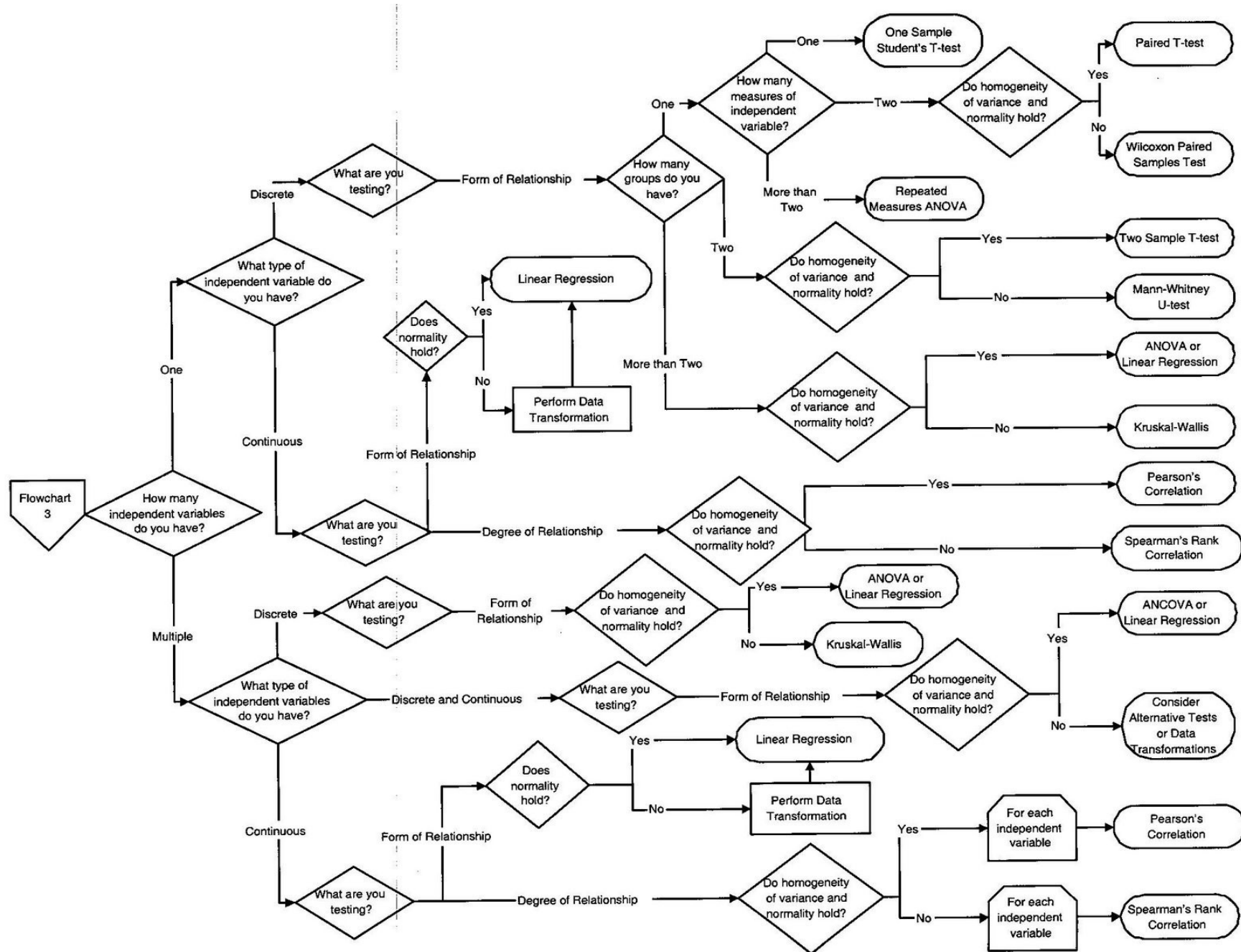
- Reviewing / purchasing textbooks
- Online courses

- Pestering classmates / colleagues
- Hiring / contracting
- [stackoverflow.com](#), [ResearchGate](#)

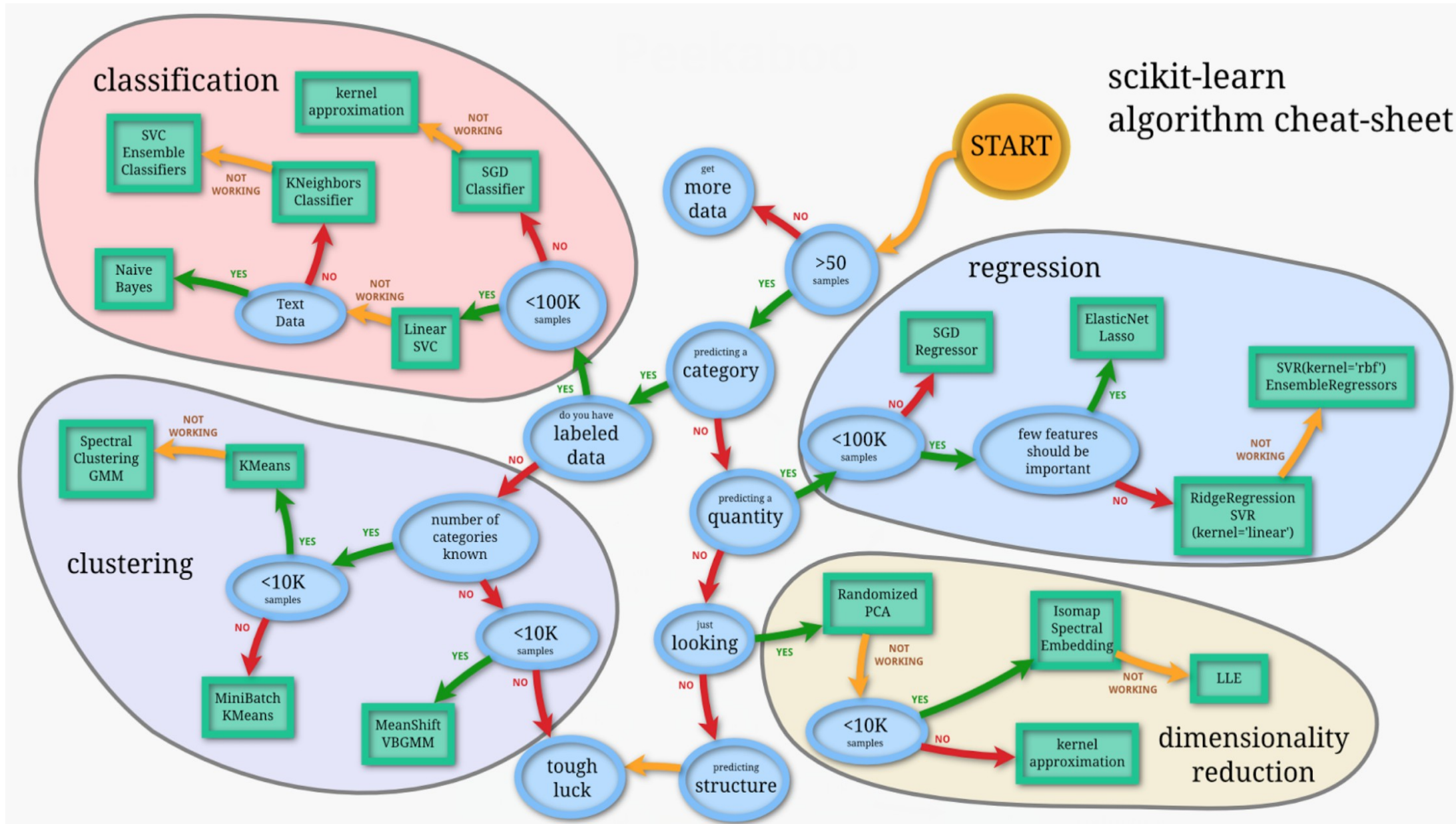


- Flowcharts
- AutoML





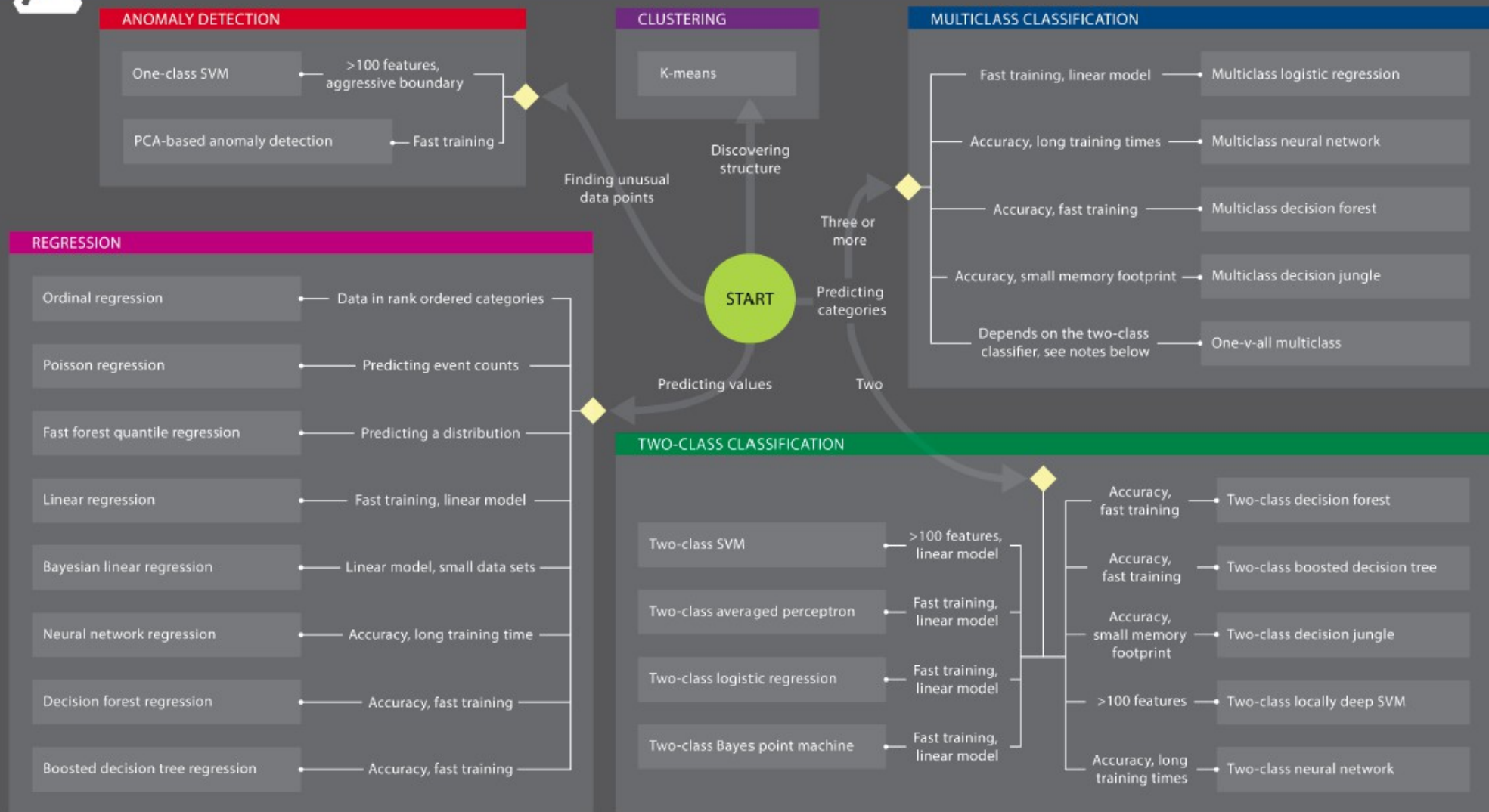
scikit-learn algorithm cheat-sheet





Microsoft Azure Machine Learning: Algorithm Cheat Sheet

This cheat sheet helps you choose the best Azure Machine Learning algorithm for your predictive analytics solution. Your decision is driven by both the nature of your data and the question you're trying to answer.



CORNERED



"This can't be right. Let me take another look at that flowchart."

Solution: a trie



- About 1,800 statistical methods indexed
- Up to 30 questions asked per use case
- Flutter (.dart) targeting Android and iOS
- Launched summer 2020 at:
www.datatrie.com/advisor



Get started on the Home page.

Datatrie Advisor



A tool to help data professionals choose an analysis method.

Where to begin:

PURCHASE CREDITS Balance: 40 credits
Purch. 2020-7-19

Credits allow you to select options during the questioning process.

Then, press  above to start.
If you need help, press  above.

Your reference number: 2030134474

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Answer multiple-choice questions about your problem.

Datatrie Advisor

QUESTION 1
What **type of data** is the most plentiful in your dataset?

Numbers/categories
• Example: a spreadsheet

Count	Category	Amount	Measurement
3	Yellow	\$100.21	-3.3
6	Red	\$34.00	45.3258
9	Blue	\$5.86	32.78
12	Blue	\$6.20	9.001
15	Red	\$254.00	0.003
18	Yellow	\$134.00	-5471.3

(3/100 recommendations)

Images or videos
• Examples: photographs, digital scans of books

(87 recommendations)

Text
• Examples: tweets, business reports
• Anything written in some language

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Each question's text depends on your previous answers.

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QUESTION 11
Which appeals to you more, in setting the test's null hypothesis?

The null hypothesis is **no association**
• E.g. going to college doesn't affect the probability of marrying; two judges rate equivalently to one another; Drug A is as good as Drug B
• If your test rejects the null hypothesis, you have successfully gathered evidence that attending college affects marriage probability, that judges behave differently, or that the drugs are different, etc

(70 recommendations)

The null hypothesis is **association**
• E.g. going to college affects marriage; two judges behave differently; Drug A is different to Drug B
• If your test rejects the null hypothesis, you have successfully gathered evidence that attending college doesn't affect the probability of marrying, that judges are rating equivalently, or that the drugs are the same

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Arrive at your personalized recommendation . . .

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RECOMMENDATION:

Use a **hierarchical mixture of experts (HME)**.
Example references include:
• Section 13.9 of *Introduction to Machine Learning*, 4th ed, by E. Alpaydin (2020)
• Section 16.2.6 of *Machine Learning* by K. Murphy (2012, with a 2nd edition due 2021)
• Section 9.5 of *The Elements of Statistical Learning*, 2nd ed, by T. Hastie et al (2009)
• *Bayesian Hierarchical Mixtures of Experts* by C. Bishop & M. Svensen (2012)
• Section 14.5.3 of *Pattern Recognition and Machine Learning* by C. Bishop (2006)

The approach is closely connected to one in neural networks known as the **mixture-density network**. These networks are slightly more challenging to train, but they more expressively model the boundaries between the regions in which the different experts act; in an HME, the boundaries between experts are simply straight lines/planes/hyperplanes.

40 credits left

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. . . drawn from about 1,800 methods.

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The following techniques are recommended in this app, an average of approximately three times each - i.e. in different circumstances.

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- A* search
- Accelerated-failure-time (AFT) model
- Active machine learning
- Active reinforcement learning
- AdaBoost
- Adamic-Adar measure
- Adaptive dynamic programming
- Adaptive expectations model
- Adaptive filter
- Adaptive gradient (AdaGrad) algorithm
- Adaptive lasso
- Adaptive predictive coding
- Adaptive resonance theory (ART) algorithm
- Added variable plots
- Adjacency test for randomness of fluctuations
- Adjusted coefficient of multiple determination, a.k.a. Adjusted R-squared
- Adversarial Dropout Policy (ADP)

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