



Andreas Holzinger
VO 706.996 W DiplomandInnen Seminar
VO 706.997 W DissertantInnen Seminar



Welcome to the Holzinger Group HCI-KDD

Part 2: What are some of our research topics,
goals, questions and projects ?

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Web: <http://hci-kdd.org/scientific-working-for-students>



- The “best” is the enemy of the “good” – whenever you try to be “perfect” – there is the danger that you finalize nothing*) ...”

*) zero, nada, null



François-Marie Arouet (1694 – 1778)
known as “Voltaire”

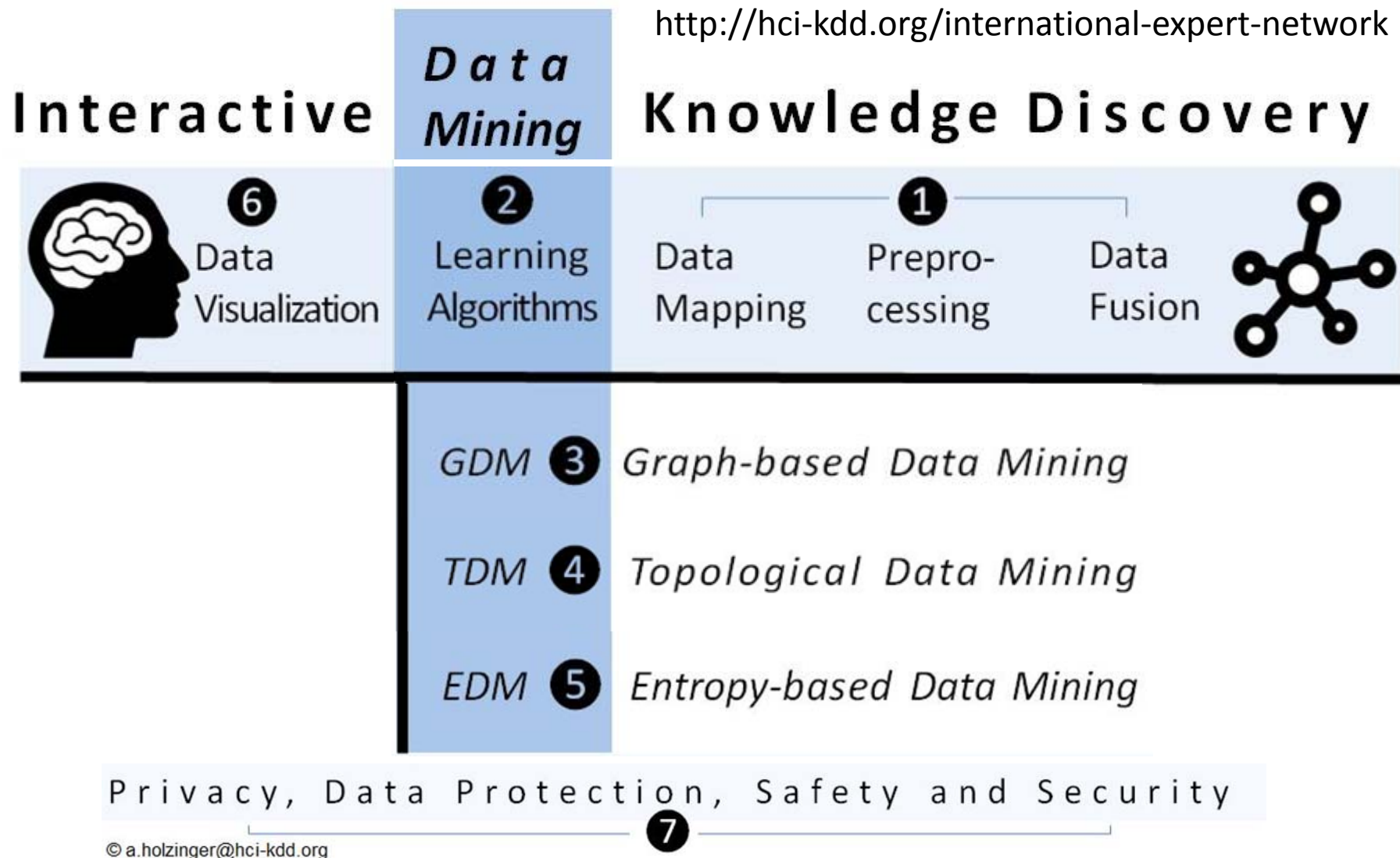


Science is to test crazy ideas –
Engineering is put these ideas
into Business!

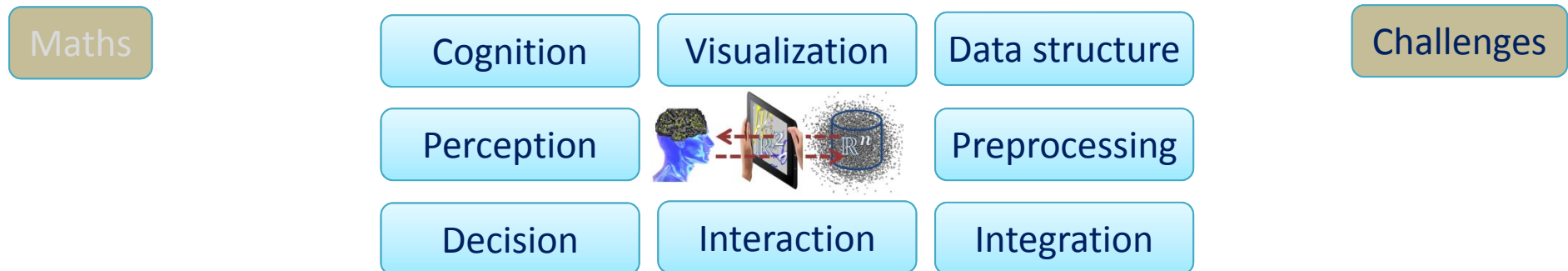
- At the end of this seminar you should
- ... be familiar with the formal requirements
- ... be aware of the requirements for a PhD
- ... know the HCI-KDD approach
- ... have an overview on our research topics
- ... understand what research is
- ... getting started with your work
- ... understand how to write a paper

- **01 Research Topics/Methods (samples)**
- **02 Research Goals (samples)**
- **03 Research Questions (samples)**
- **04 Research Projects (samples)**

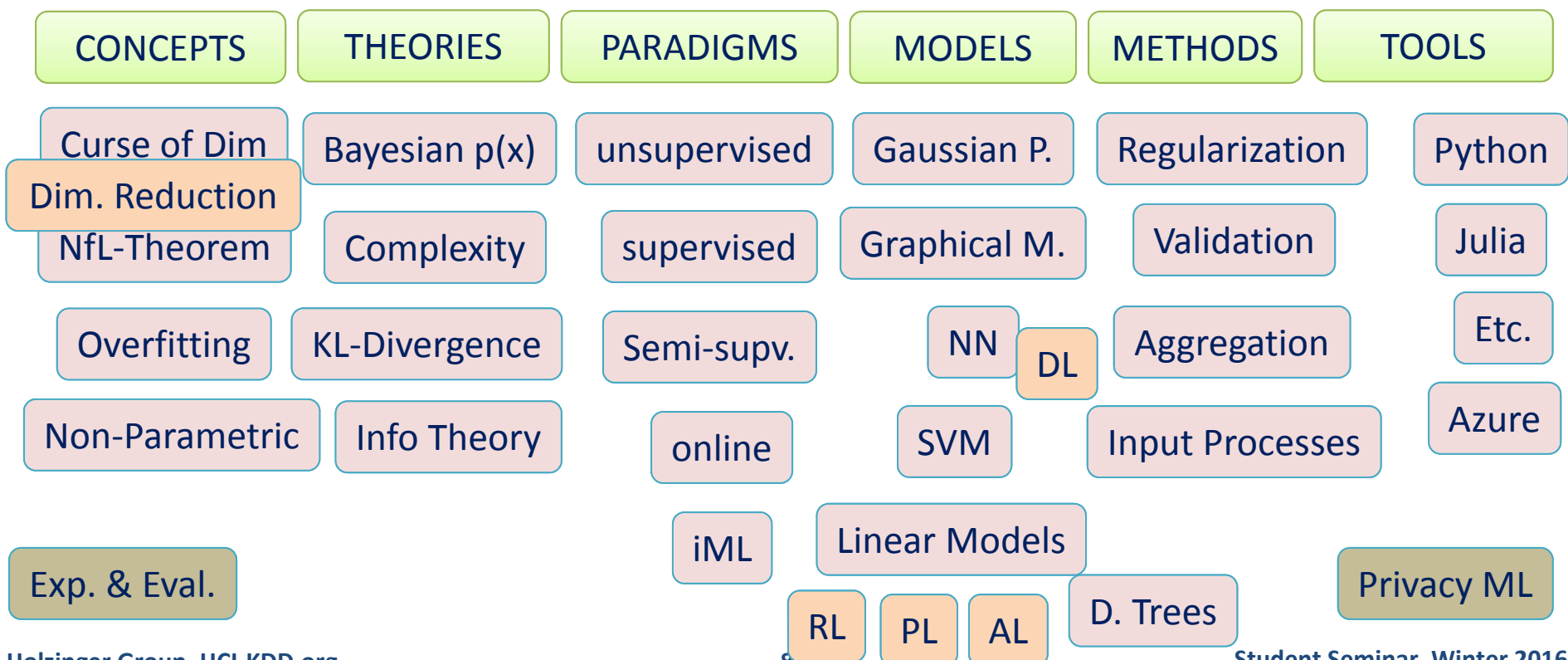
01 Research Topics and Methods (samples)



Holzinger, A. 2014. Trends in Interactive Knowledge Discovery for Personalized Medicine: **Cognitive Science meets Machine Learning**. IEEE Intelligent Informatics Bulletin, 15, (1), 6-14.



Always with a focus/application in health informatics



02 Research Goals (samples)

“Solve intelligence – then solve everything else”



<https://youtu.be/XAbLn66iHcQ?t=1h28m54s>

Demis Hassabis, 22 May 2015

The Royal Society,
Future Directions of Machine Learning Part 2





Our central hypothesis: Information may bridge this gap

Holzinger, A. & Simoncic, K.-M. (eds.) 2011. *Information Quality in e-Health. Lecture Notes in Computer Science LNCS 7058, Heidelberg, Berlin, New York: Springer.*

Multi-Task Learning (MTL)

for improving prediction performance, help to reduce **catastrophic forgetting**

Transfer learning (TL)

is not easy: learning to perform a task by exploiting knowledge acquired when solving previous tasks:

a solution to this problem would have major impact to AI research generally and ML specifically.

Multi-Agent-Hybrid Systems (MAHS)

To include collective intelligence and crowdsourcing and making use of **discrete** models – avoiding to seek perfect solutions – better have a good solution < 5 min.

- Heterogeneous, distributed, inconsistent data sources (need for **data integration** & fusion) [1]
- **Complex data** (high-dimensionality – challenge of dimensionality reduction and visualization) [2]
- Noisy, uncertain, missing, dirty, and imprecise, imbalanced data (challenge of **pre-processing**)
- The discrepancy between data-information-knowledge (**various definitions**)
- **Big data** sets (manual handling of the data is awkward, and often impossible) [3]

1. Holzinger A, Dehmer M, & Jurisica I (2014) Knowledge Discovery and interactive Data Mining in Bioinformatics - State-of-the-Art, future challenges and research directions. BMC Bioinformatics 15(S6):I1.
2. Hund, M., Sturm, W., Schreck, T., Ullrich, T., Keim, D., Majnaric, L. & Holzinger, A. 2015. Analysis of Patient Groups and Immunization Results Based on Subspace Clustering. In: LNAI 9250, 358-368.
3. Holzinger, A., Stocker, C. & Dehmer, M. 2014. Big Complex Biomedical Data: Towards a Taxonomy of Data. in CCIS 455. Springer 3-18.

Unsolved Problem: Data Integration and Data Fusion in the Life Sciences

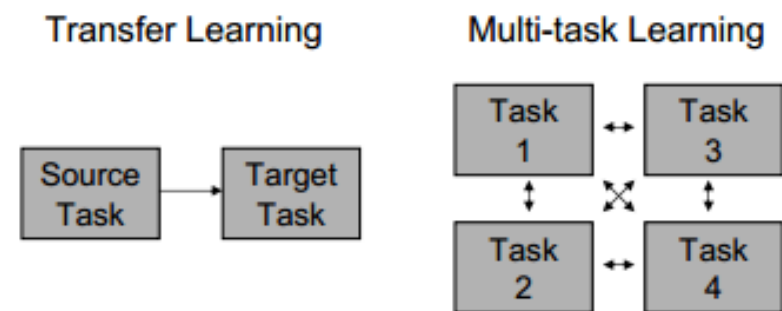
How to combine these different data types together to obtain a unified view of the activity in the cell is one of the major challenges of systems biology

Navlakha, S. & Bar-Joseph, Z. 2014. Distributed information processing in biological and computational systems. *Commun. ACM*, 58, (1), 94-102, doi:10.1145/2678280.

- Big data with many training sets (this is good for ML!)
- Small number of data sets, rare events
- Very-high-dimensional problems
- Complex data – NP-hard problems
- Missing, dirty, wrong, noisy, ..., data

■ GENERALISATION

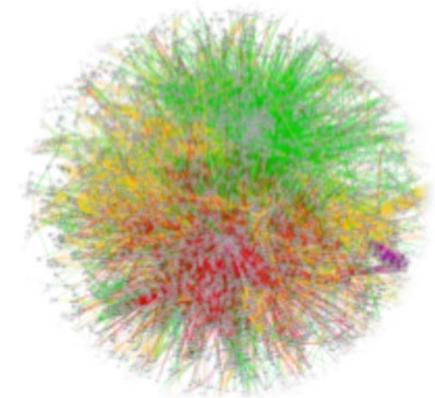
■ TRANSFER

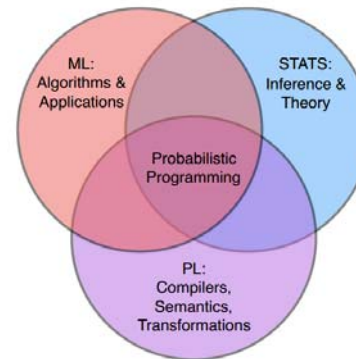


Torrey, L. & Shavlik, J. 2009. Transfer learning. Handbook of Research on Machine Learning Applications and Trends: Algorithms, Methods, and Techniques, 242-264, doi:10.4018/978-1-60566-766-9.ch011.

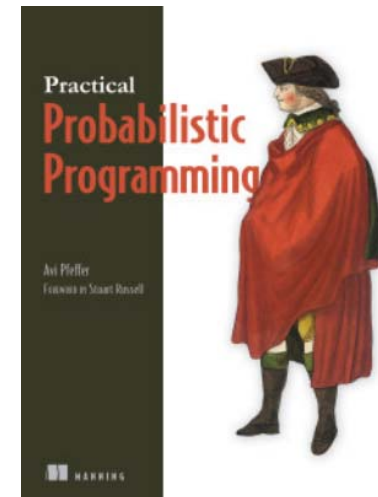
- Thorndike & Woodworth (1901) explored how individuals would transfer in one context to another context that share similar characteristics:
- They explored how individuals would transfer learning in one context to another, similar context
- or how "improvement in one mental function" could influence a related one.
- Their theory implied that transfer of learning depends on how similar the learning task and transfer tasks are,
- or where "identical elements are concerned in the influencing and influenced function", now known as the identical element theory.
- Today example: C++ -> Java; Python -> Julia
- Mathematics -> Computer Science
- Physics -> Economics

- PGM can be seen as a combination between
- **Graph Theory + Probability Theory + Machine Learning**
- One of the most exciting advancements in AI in the last decades
- Compact representation for exponentially-large probability distributions
- Example Question:
“Is there a path connecting two proteins?”
- $Path(X, Y) := edge(X, Y)$
- $Path(X, Y) := edge(X, Y), path(Z, Y)$
- This can NOT be expressed in first-order logic
- Need a Turing-complete fully-fledged language





<https://www.manning.com/books/practical-probabilistic-programming>



- Probabilistic programs -> functional or imperative programs with two added constructs:
- (1) the ability to draw values at random from distributions, and
- (2) the ability to condition values of variables via observations.
- Models from diverse application areas such as computer vision, coding theory, cryptographic protocols, biology and reliability analysis can be written as probabilistic program ...

Gordon, A. D., Henzinger, T. A., Nori, A. V. & Rajamani, S. K. Probabilistic programming. Proceedings of the on Future of Software Engineering, 2014. ACM, 167-181.

03 Research Questions (samples)

- Medicine is an extremely complex application domain – dealing most of the time with uncertainties -> **probable information!**
- Key: Structure learning and prediction in large-scale biomedical networks with probabilistic graphical models
- Causal and Probabilistic Inference:
- Uncertainties are present at all levels in health related systems
- Data sets from which ML learns are noisy, mislabeled, atypical, etc. etc.
- Even with data of high quality, gauging and combining a multitude of data sources and constraints in usually imperfect models of the world requires us to represent and process uncertain knowledge in order to make viable decisions.
- In the increasingly complicated settings of modern science, model structure or causal relationships may not be known a-priori [1].
- Approximating probabilistic inference in Bayesian belief networks is NP-hard [2] -> here we need the “human-in-the-loop” [3]

[1] Sun, X., Janzing, D. & Schölkopf, B. Causal Inference by Choosing Graphs with Most Plausible Markov Kernels. ISAIM, 2006.

[2] Dagum, P. & Luby, M. 1993. Approximating probabilistic inference in Bayesian belief networks is NP-hard. Artificial intelligence, 60, (1), 141-153.

[3] Holzinger, A. 2016. Interactive Machine Learning for Health Informatics: When do we need the human-in-the-loop? Springer Brain Informatics (BRIN), 3, 1-13, doi:10.1007/s40708-016-0042-6.

- Uncertainty, Validation, Curse of Dimensionality
- Large spaces gets sparse
- Distance Measures get useless
- Patterns occur in different subspaces
- Central question Nr. 1 “What is interesting?”
- Additional question “What is relevant?”

- Reinforcement Learning is the **oldest approach**, with the longest history and can provide insight into understanding human learning [1]
- RL is the **“AI problem in the microcosm”** [2]
- Future opportunities are in Multi-Agent RL (MARL), Multi-Task Learning (MTL), Generalization and **Transfer-Learning** [3], [4].

[1] Turing, A. M. 1950. Computing machinery and intelligence. Mind, 59, (236), 433-460.

[2] Littman, M. L. 2015. Reinforcement learning improves behaviour from evaluative feedback. Nature, 521, (7553), 445-451, doi:10.1038/nature14540.

[3] Taylor, M. E. & Stone, P. 2009. Transfer learning for reinforcement learning domains: A survey. The Journal of Machine Learning Research, 10, 1633-1685.

[4] Pan, S. J. & Yang, Q. A. 2010. A Survey on Transfer Learning. IEEE Transactions on Knowledge and Data Engineering, 22, (10), 1345-1359, doi:10.1109/tkde.2009.191.

- Medicine is an extremely complex application domain – dealing most of the time with uncertainties -> **probable information!**
- When we have big data but little knowledge automatic ML can help to gain insight:
- **Structure learning and prediction in large-scale biomedical networks with probabilistic graphical models**
- If we have little data and deal with NP-hard problems we still need the human-in-the-loop

- Study of the design of **intelligent agents**
- Set of *nature-inspired* methodologies to solve complex real-world problems, when traditional methods might be useless, because:
 - 1) the processes might be too **complex** for mathematical reasoning within the given time,
 - 2) the problem contains a lot of **uncertainties**
 - 3) the problem/process is **stochastic** in nature

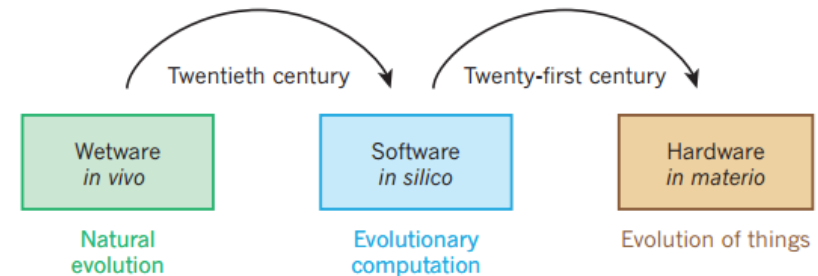
Kruse, R., Borgelt, C., Klawonn, F., Moewes, C., Steinbrecher, M. & Held, P. 2013. Computational Intelligence: A Methodological Introduction, Heidelberg, New York, Springer.
Online in both German and English: <http://www.computational-intelligence.eu/>

IFIP WG 12.9 <http://www.ifip.org/bulletin/bulltcs/memtc12.htm>

- Many applications in medical imaging, image segmentation, medical data mining, modelling and simulating medical processes, diagnosis, treatment.
- Whenever a **decision** is required, it is possible to find a niche for evolutionary techniques [1, 2]
- Two relevant (and difficult!) questions:
- 1) For a given problem: what is the best algorithm?
- 2) For a given algorithm: what is the problem to solve?

[1] Pena-Reyes, C. A. & Sipper, M. 2000. Evolutionary computation in medicine: an overview. Artificial Intelligence in Medicine, 19, (1), 1-23, doi:10.1016/S0933-3657(99)00047-0.

[2] Holzinger, K., Palade, V., Rabadan, R. & Holzinger, A. 2014. Darwin or Lamarck? Future Challenges in Evolutionary Algorithms for Knowledge Discovery and Data Mining. In: Lecture Notes in Computer Science LNCS 8401. Heidelberg, Berlin: Springer, pp. 35-56, doi:10.1007/978-3-662-43968-5_3.

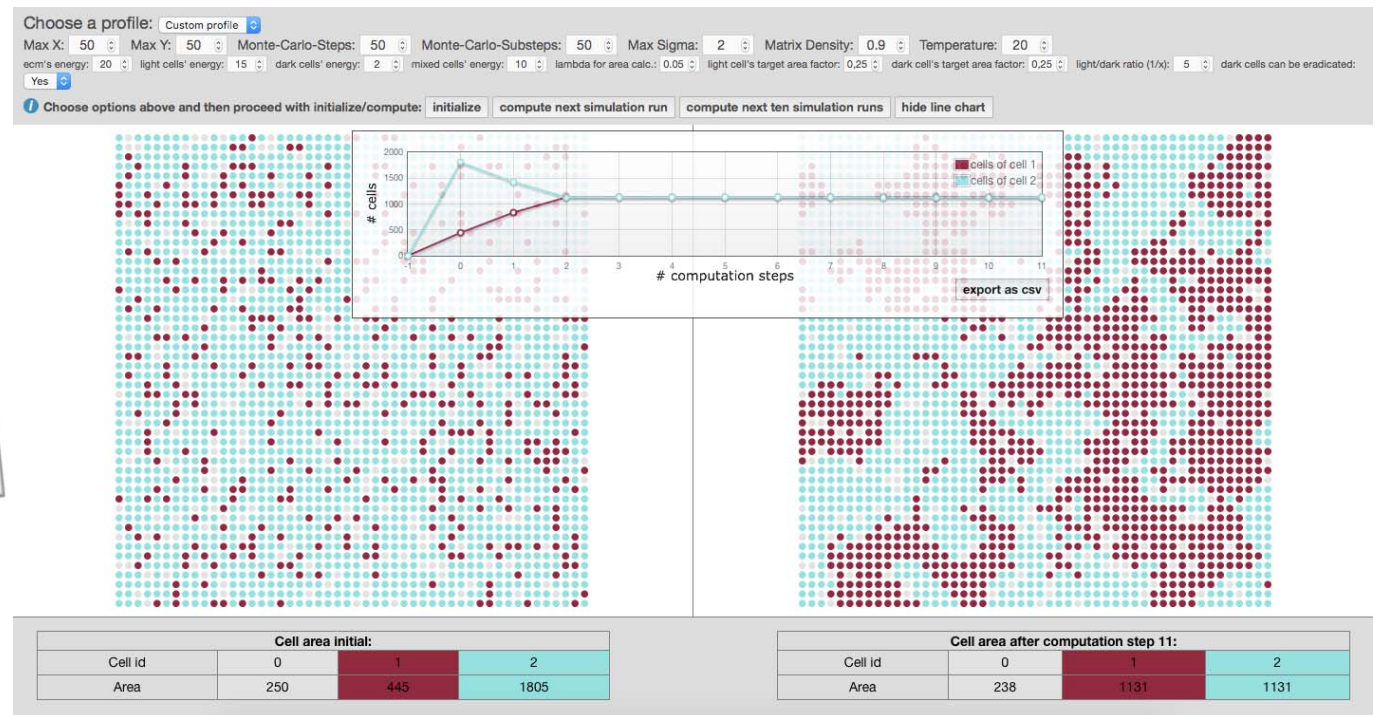
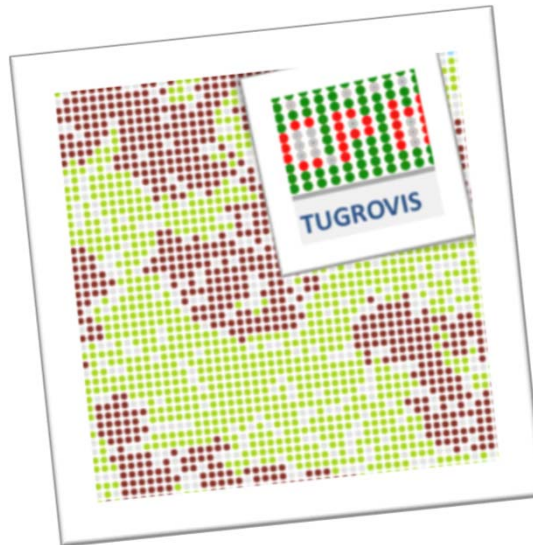


- **Automated design** and tuning of EA for customizing an initial algorithm set-up for a given problem offline (before the run) or online (during the run) and automated parameter tuning
- **Surrogate models:** EA for problems in which evaluating each population member over many generations would take too long to permit effective evolution
- **Multi-objectives** handling at the same time
- **Interactive Evolutionary Algorithms**, bringing in user-preferences, expert knowledge -> human-in-the-loop

Eiben, A. E. & Smith, J. 2015. From evolutionary computation to the evolution of things. Nature, 521, (7553), 476-482, doi:10.1038/nature14544.

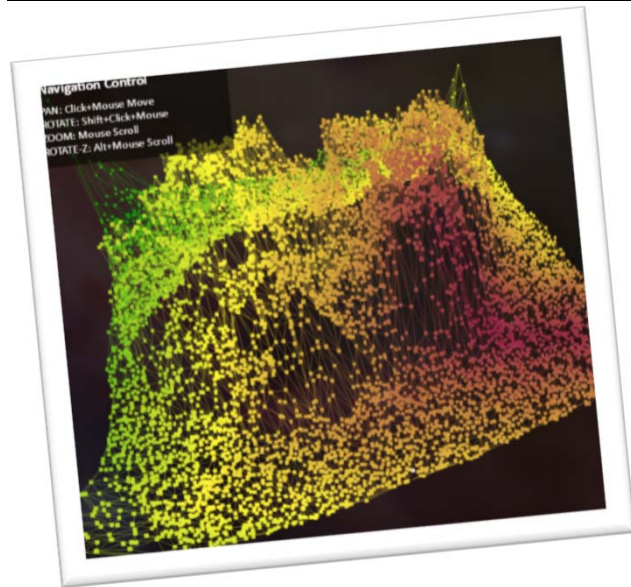
- To hear, to see, to talk
 - Speech recognition, computer vision, natural language processing,
- To store, to represent, to access
 - Knowledge representation, semantic networks, ontologies, information retrieval
- To reason, to understand, to reflect
 - Logic, Bayesian inference, **contextual understanding**,
 - **language understanding**
- To learn from data
 - Improve with experience from previous events, to forecast, to **predict the future**

04 Research Projects (samples)

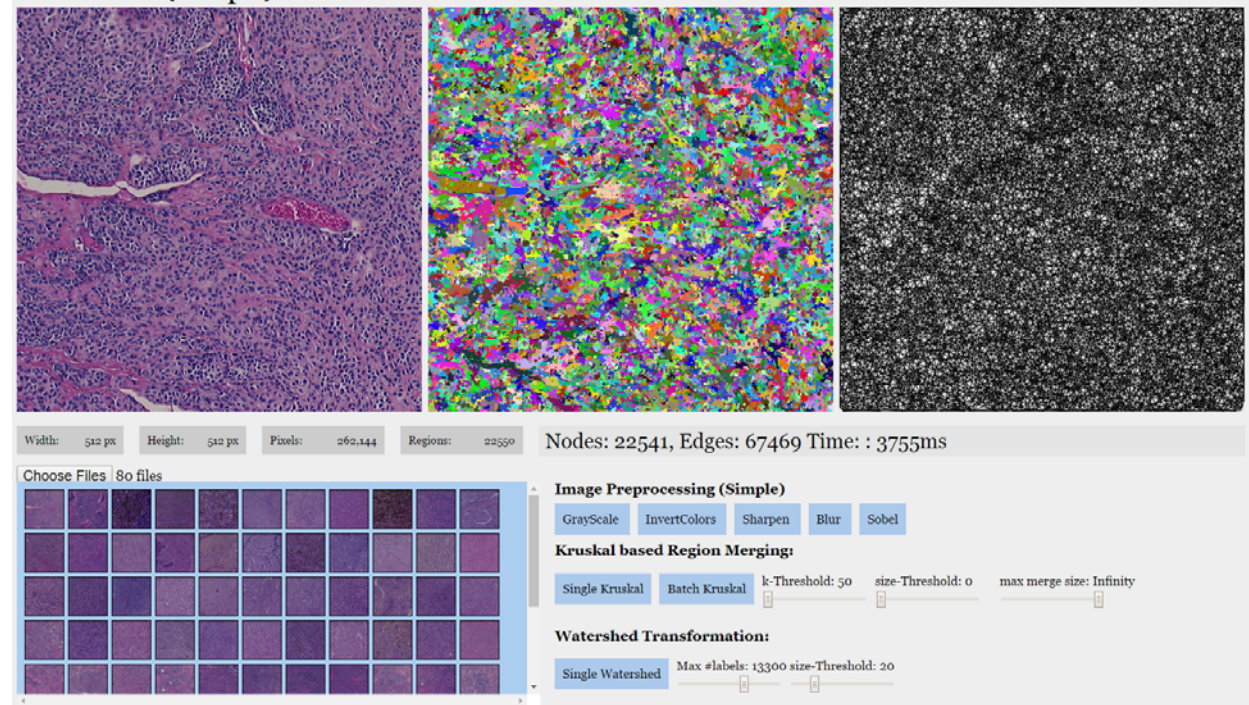


- Contribute to understanding tumor growth
- Goal: Help to Refine → Reduce → Replace
- Towards discrete Multi-Agent Hybrid Systems

Jeanquartier, F., Jean-Quartier, C., Cemernek, D. & Holzinger, A. 2016. In silico modeling for tumor growth visualization. BMC Systems Biology, 10, (1), 1-15, doi:10.1186/s12918-016-0318-8.

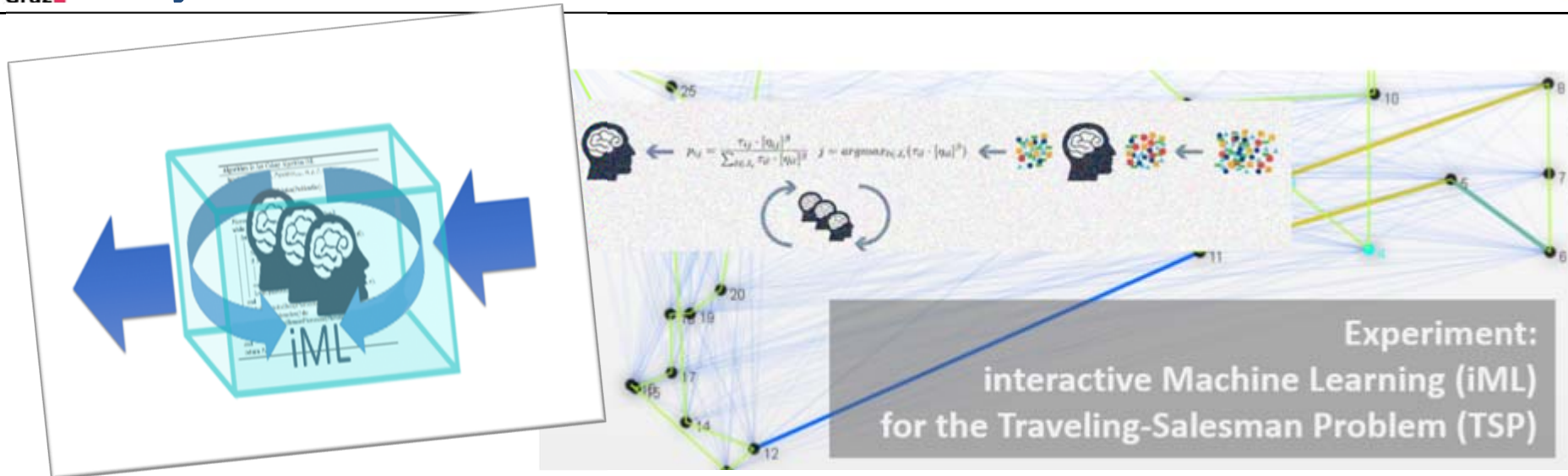


The Great (Graph) Extractor



- Contribute to graph understanding and algorithm prototyping by real-time visualization, interaction and manipulation
- Goal: Help to foster ML-on-graphs research replication
- Towards an online graph exploration and analysis platform

Malle, B., Kieseberg, P., Weippl, E. & Holzinger, A. 2016. The right to be forgotten: Towards Machine Learning on perturbed knowledge bases. Springer Lecture Notes in Computer Science LNCS 9817. Heidelberg, Berlin, New York: Springer, pp. 251-256, doi:10.1007/978-3-319-45507-5_17.

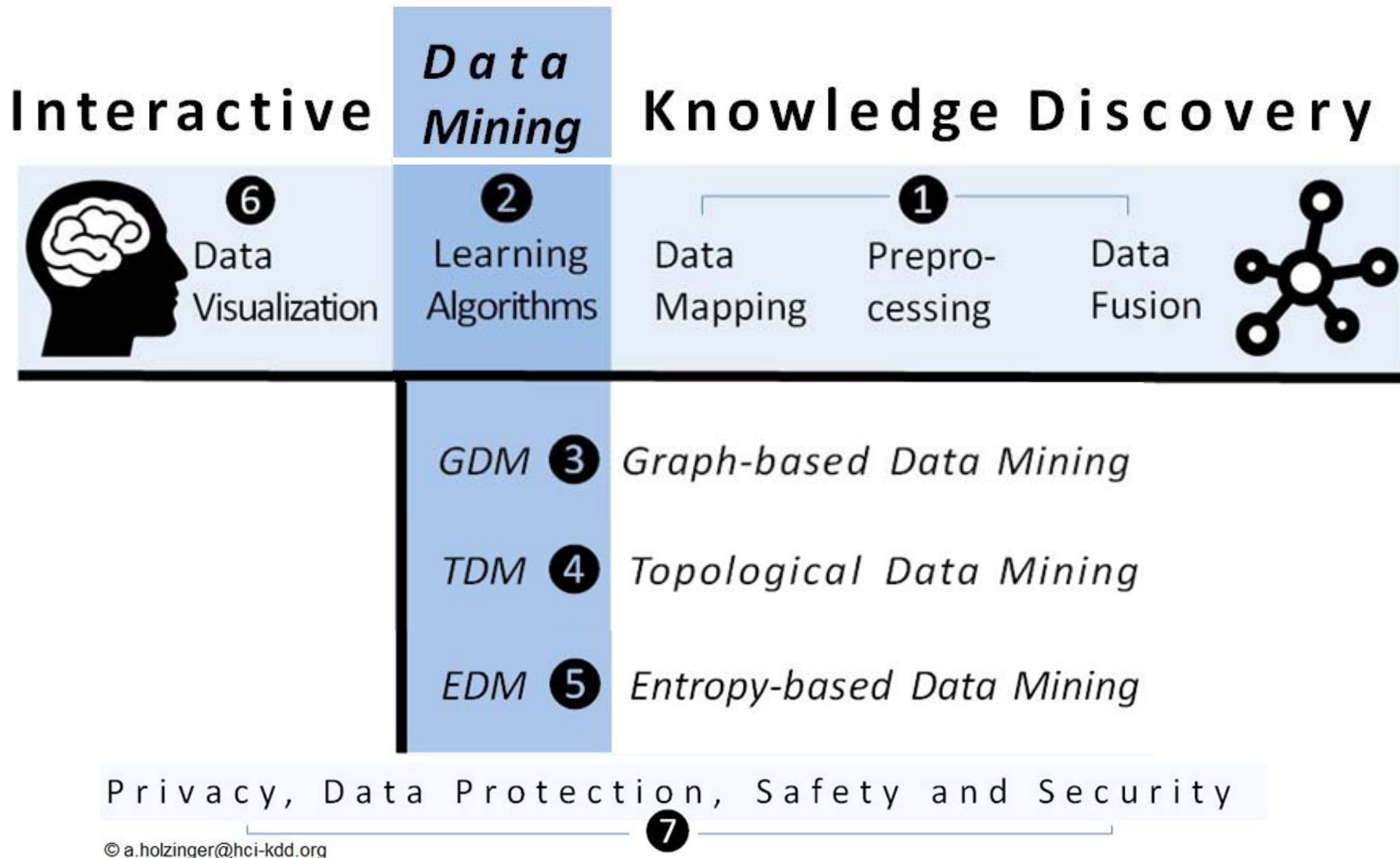


- From black-box to glass-box ML
- Exploit human intelligence for solving hard problems (e.g. Subspace Clustering, k-Anonymization, Protein-Design)
- Towards multi-agent systems with humans-in-the-loop

Holzinger, A., Plass, M., Holzinger, K., Crisan, G., Pintea, C. & Palade, V. 2016. Towards interactive Machine Learning (iML): Applying Ant Colony Algorithms to solve the Traveling Salesman Problem with the Human-in-the-Loop approach. Springer Lecture Notes in Computer Science LNCS 9817. Heidelberg, Berlin, New York: Springer, pp. 81-95, doi:10.1007/978-3-319-45507-56.



**concerted effort
international
without boundaries ...**



Holzinger, A. 2014. Trends in Interactive Knowledge Discovery for Personalized Medicine: Cognitive Science meets Machine Learning. IEEE Intelligent Informatics Bulletin, 15, (1), 6-14.



Thank you!