

#### Machine Learning and Tabletop Science

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- 2 Experiment to benchmark
- 3 Classical analysis
- 4 Machine Learning analysis



#### Outline



#### Machine Learning in science

- 2 Experiment to benchmark
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## Machine Learning Uses

- In Mature (and Maturing) Technologies
  - medical diagnosis
  - language translation & processing
  - recommendation systems



#### In Science

machine learning can and will increasingly be exploited at "every stage of the scientific process"<sup>1</sup>

<sup>&</sup>lt;sup>1</sup>Mjolsness and DeCoste, *Science*, 293(5537):20512055, 2001.



# What Does it Do? An Example Liked



#### In Science

DEM.

- Not limited to movies
- Can be experimental data







• Learning from training:

Using as many as possible, known Input→Output pairs, *automatically* find **transfer function** that maps **any** input to the *best possible approximation* of output

#### "Automatically"



#### TableCurve 3D – Model Complex Data Sets Fast and Easy





# Eliminate Tedious Data Analysis Chores with TableCurve 3D

TableCurve 3D uses a selective subset procedure to fit 36,000 of its 453,697,387 built-in equations from all disciplines to find the one that provides the ideal fit – instantly!

What once could take days of tedious work now takes minutes, with a much more powerful result.

#### In Tabletop Science



#### Interesting implications for observational or tabletop science

- Pros
  - not explicitly programmed
  - can be effective even when observed signal is
    - not understood

- Cons
  - lack of understanding why it does or does not work
  - uncertainty, accuracy & precision not well defined

To be useful, it must be benchmarked!





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## To benchmark, we need an experiment we **understand**.



#### Pendulum on Flexible Structure







- vary the mass of the pendulum by adding water to the bottle
- via phone's accelerometer observe  $|\vec{a}(t)|$

#### Data Acquisition





Accelerometer Meter App

buggy



- phyphox App
- http://phyphox.org/

#### Experiment and Challenge



#### Hypothesis

Based on  $|\vec{a}(t)|$ , one can "predict" the  $\Delta m$  added to the pendulum.

... physical understanding vs. black box...

.... Pete *vs*. ML...

... human vs. machine ...





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## By Human (me)



### Acceleration Damping



Idea: determine  $\Delta m$  based on damping rate



### Acceleration Damping

• fit  $h + ae^{-t/\lambda}$  to the peaks for each of n = 107 different  $\Delta m$ 



• is there a good enough  $\lambda(\Delta m)$ ?



- error bars reflect 0.95 confidence in fit to peaks
- linear fit weighted by (error bar)<sup>-2</sup>



## Frequency Analysis



• investigate peak position as a function of  $\Delta m$ 





#### Frequency Analysis







#### **Frequency Analysis**

• Result of frequency analysis (human)



• Will compare this with result from Machine Learning





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Machine Learning Analysis



# By Machine ( <sup></sup> <sup></sup>

#### Neural Net as the Black Box





Artificial Neural Network

#### Input Data





#### Input Data







## 🎓 IBM.

## Implementation: Structure

• Mathematica version 11

```
ann = NetChain[{8, Cos, 4, SummationLayer[]}, "Input" \rightarrow 60] (* define net *)
```



- label networks with lists describing structure: {8,Cos,4}
  - for the experts, these lists alternate dimension of a linear layer, and function applied to each element of a layer



#### Implementation: Training

NetTrain[ann, trainingData] (\* to train \*)

trainingData[12;; 14] (\* input data for three of the 107 tests \*)

 $\{\{1.14562, -0.207284, -0.466552, 1.01765, 0.18692, -0.917693, 0.496379, 0.840023, \}$ -0.846064, -0.330171, 0.95813, -0.148744, -0.466055, 0.826876, 0.184943, -0.862647, 0.243687, 0.658004, -0.512469, -0.074549, 0.788917, -0.376339, -0.616019, 0.486098, 0.286579, -0.555809, 0.22177, 0.5065, -0.655119, -0.417777, 0.597801, -0.00837573, -0.410878, 0.452254, 0.120329, -0.792143, -0.0763571, 0.551581, -0.291638, -0.174894, 0.482475, -0.244652, -0.592974, 0.427831, 0.269625, -0.621387,-0.153248, 0.39723, -0.261063, -0.236525, 0.352168, -0.188027, -0.523538,  $0.236691, 0.167431, -0.607959, -0.188227, 0.335691, -0.205893, -0.208135 \rightarrow 224,$ {1.10862, 0.509886, -0.708956, 0.664948, 0.770939, -0.931129, -0.176914, 1.14216, -0.22917, -0.528597, 0.942038, 0.136561, -0.965027, 0.437942, 0.782123, -0.638582, -0.0454665, 0.834143, -0.452232, -0.569118, 0.816586, 0.162004, -0.776123, 0.304396, 0.474985, -0.604444, -0.0142264, 0.724935, -0.415539, -0.572572, 0.501186, 0.0681227, -0.549794, 0.317755, 0.341629, -0.631694, -0.191605, 0.468102, -0.312153, -0.35029, 0.456545, -0.0491232, -0.591027, 0.125816, 0.205136, -0.495011,-0.0751806, 0.397468, -0.34284, -0.389028, 0.272049, -0.121962, -0.486495,  $0.172175, 0.172165, -0.47167, -0.161412, 0.195697, -0.358447, -0.300288 \rightarrow 76,$ {0.652449, 0.953987, -0.651745, 0.156728, 1.05708, -0.525574, -0.565353, 1.11061, 0.163903, -0.921972, 0.43355, 0.593627, -0.637385, 0.120172, 0.876946, -0.517878, -0.644989, 0.73621, 0.157167, -0.549981, 0.485022, 0.3859, -0.818013, -0.115633, 0.71834, -0.30111, -0.373566, 0.615491, -0.0440685, -0.630154, 0.327604, 0.321961, -0.604172, -0.0416889, 0.557419, -0.332296, -0.339326, 0.454639, -0.136797, -0.550573, 0.307234, 0.251552, -0.53006, -0.0991151, 0.304945, -0.379797, -0.256908, 0.421445, -0.111945, -0.530935, 0.0768261, 0.0964023, -0.375272,  $0.0271001, 0.257772, -0.421114, -0.3975, 0.188928, -0.0910437, -0.315047 \rightarrow 83$ 



• withhold approximately 30 tests and use the rest to train ANN



- evaluate ANN on these withheld tests
- n = 107 is very small for machine learning applications, so repeat thousands of times for
  - fixed set of withheld tests
  - fixed ANN structure





\*\*nets differ in "trained" parameters

• distribution mean for test *i* and fixed ANN, {withheld}:

 $< Z_i > |_{ANN, \{withheld\}}$ 





• distribution for test *i* depends on {withheld} set used for training

• average over over varying sets of {withheld} to get

 $< Z_i > |_{ANN}$ 



• do not average over various structures of ANN yet





## Constructing a Weighting Scheme

• predictions depend heavily on net structure



• use predictions from different nets to weight the average



#### Weighted Average for Final Result

• weighted average,  $\langle Z_i \rangle$ , from Machine Learning



•  $< Z_i >$  compares favorably with human results

### The Champion



#### • error distributions based on 107 tests



human average error: 9.4 mlmachine average error: -0.2 ml

• measure of the span of the distribution



### The Mystery



• Because of the averaging over 0.2 s windows, the machine cannot use the signal I used.







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#### Discussion

- Small *n* and noise are representative of tabletop science.
- Hypothesis that many nets can be used in place of many data was verified qualitatively.
- Machine performance depends on input data (feature selection). Window average worked well; many did not.
- Machine seemed to handle uncertainty in the data better than did the human, though I have not quantified this yet.
- Training hundreds of thousands of nets requires several weeks but is not labor intensive. The labor intensive classical analysis requires less than a day.

## DEM.

#### Future Work



• Secure funding so I can negotiate more time with the equipment!



## Thank you! And special thanks to

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