

# Classifier Algorithms

And Swift implementations





## > whoami



- Software Engineer at Softserve Poland for 1½ year
- 5 years of experience with mobile development Android & iOS
- 2 years as Data Science researcher at Campinas State University (Brazil)



# Agenda

## Chapter 1 (25 minutes)

Introduction to AI → ML → Classifiers → Supervised Methods → Trees

## Chapter 2 (35 minutes)

Challenges of implementing your algorithms in Swift

# Chapter 1

A brief history of ML





# **1.1 What is Artificial Intelligence?**

Has to be this guy, right?





## **No. It's a general name to label a few Computer Science research fields:**

- Natural Language Processing
- Computer Vision
- Machine Learning
- ....



## **1.2 Then what is Machine Learning?**



**For sure it's this guy**





# Algorithms that use large data and statistics to make predictions



Data

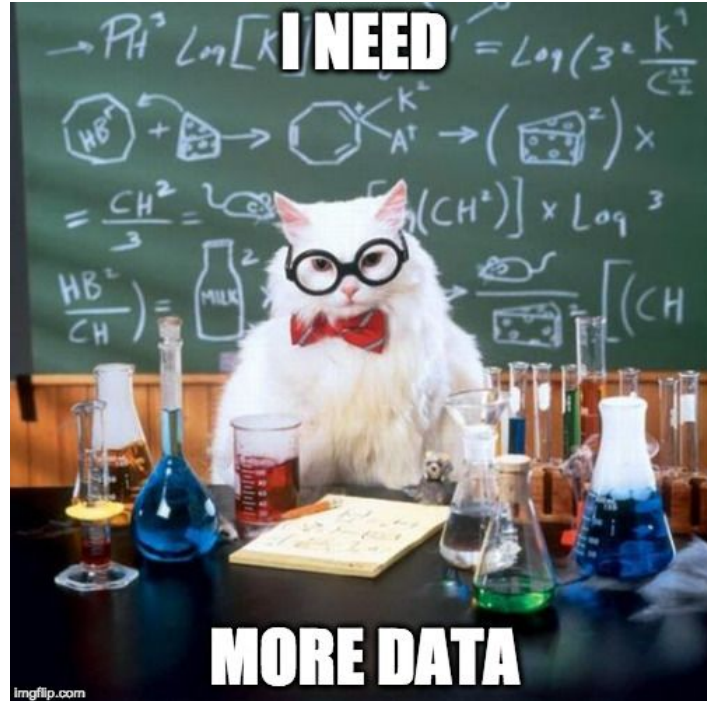


~Mythical  
Black box  
Creature~



Predictions

## 1.3 Let's talk about Data





## **1.3 Let's talk about Data**

1. Labeled vs Unlabeled
2. Feature Scaling
3. Sparse
4. Curse of dimensionality

# 1.3.1 Labeled Data versus Unlabeled data

$X_1$   $X_2$   $X_3$   $X_4$   $Y?$

	A	B	C	D	E
1	last_evaluation	number_project	average_monthly_hours	time_spend_company	left
2	0.53	2	157	3	1
3	0.86	5	262	6	1
4	0.88	7	272	4	1
5	0.87	5	223	5	1
6	0.52	2	159	3	0
7	0.5	2	153	3	1
8	0.77	6	247	4	1
9	0.85	5	259	5	1
10	1.0	5	224	5	1
11	0.53	2	142	3	1
12	0.54	2	135	3	0
13	0.81	6	305	4	1
14	0.92	4	234	5	1
15	0.55	2	148	3	1
16	0.56	2	137	3	1
17	0.54	2	143	3	0
18	0.47	2	160	3	1
19	0.99	4	255	6	1
20	0.51	2	160	3	1
21	0.89	5	262	5	1
22	0.83	6	282	4	1
23	0.55	2	147	3	1
24	0.95	6	304	4	1
25	0.57	2	139	3	1
26	0.53	2	158	3	1
27	0.92	5	242	5	1
28	0.87	4	239	5	1
29	0.49	2	135	3	1
30	0.46	2	128	3	1
31	0.5	2	132	3	1
32	0.62	6	294	4	1
33	0.57	2	134	3	1
...	...	...	...	...	...

Labeled = we know  $Y$ , so we should use a **supervised algorithm**

Unlabeled = we do not  $Y$ , so we should use an **unsupervised algorithm\***

\* OR PAY SOMEONE TO MANUALLY LABEL THEM ●



## 1.3.2 Feature scaling

$(-124.3, 12512.4) \rightarrow (-1, 1)$

$[\text{true}, \text{false}] \rightarrow [0, 1]$

$[\text{"Apple"}, \text{"Pear"}, \text{"Banana"}] \rightarrow [0, 1, 2]$

- Data should be normalized when your algorithm uses calculations with numbers, like **euclidean distance** or **stochastic gradient descent**
- Tree **ensemble** methods, for example, do not need feature scaling
- There are many types of normalization methods, the most common is **min-max**
- **Data types matter** - Unsigned Int, Int8, Int16, Float, Double, ...

## 1.3.3 Sparse Data

	A	B	C	D	E
1	last_evaluati	number_pro	average_mo	time_spend_	left
2	0.53	2	157	3	1
3	0.86	5	262	6	1
4	0.88	7	272	4	1
5	0.87	5	223	5	0
6	0.52	2	159	3	1
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17	0.54	2	143	3	0
18	0.47	2	160	3	1
19	0.99	4	255	6	1
20	0.51	2	160	3	1
21	0.89	5	262	5	0
22	0.83	6	282	4	1

Duplicates removed

	A	B	C	D	E
1	last_evaluati	number_pro	average_mo	time_spend_	left
2	0.53	2	157	3	1
3	0.86	5	262	6	1
4	0.88	7	272	4	1
5	0.87	5	223	5	0
6	0.52	2	159	3	1
7	0.53	2	142	3	0
8	0.54	2	143	3	0
9	0.89	5	262	5	0

Balanced outputs

\*What to do with Missing Data?

17 1's versus 4 0's

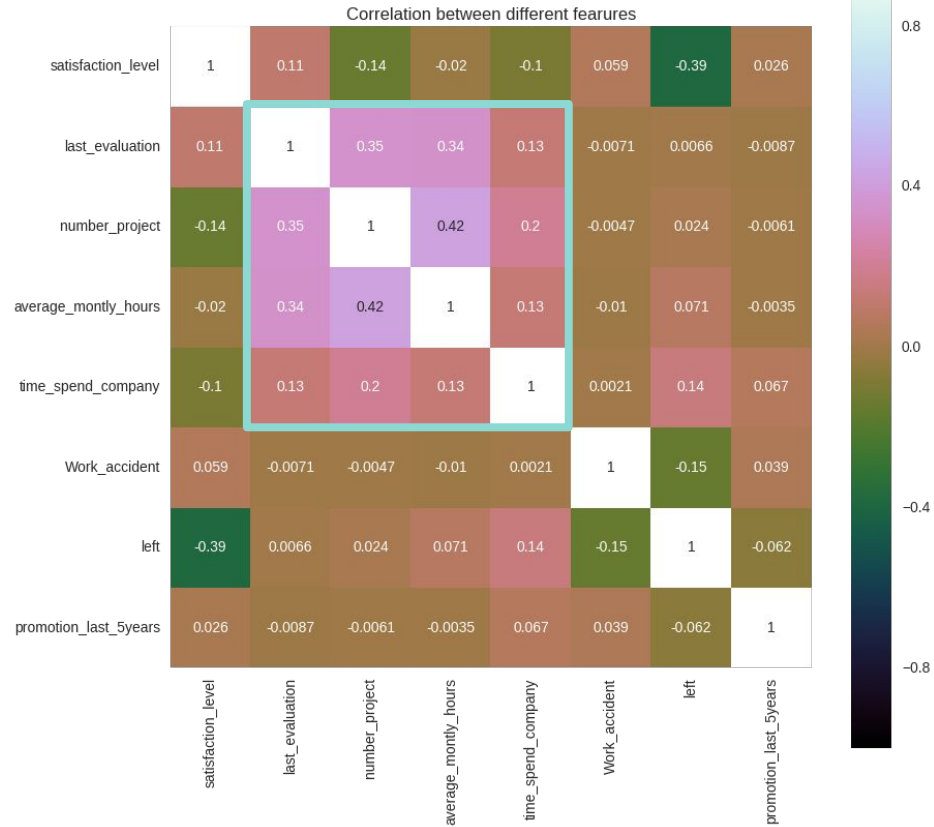


## 1.3.4 Curse of dimensionality

- A lot of dimensions brings Sparsity (quick tip: BAD)
- Examine the correlation of the dimensions against the output, and kick insignificant dimensions
- Principal component analysis
- Feature Engineering

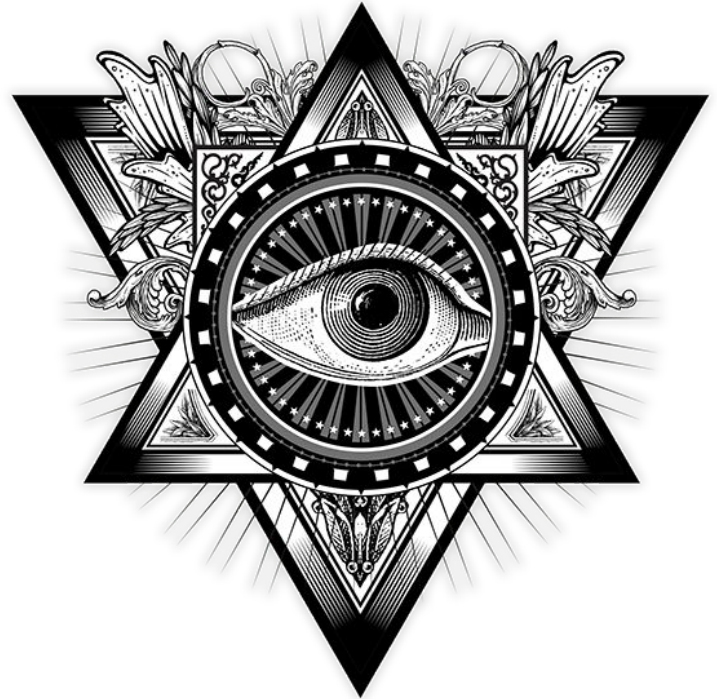


## 1.3.4.1 Correlation matrix

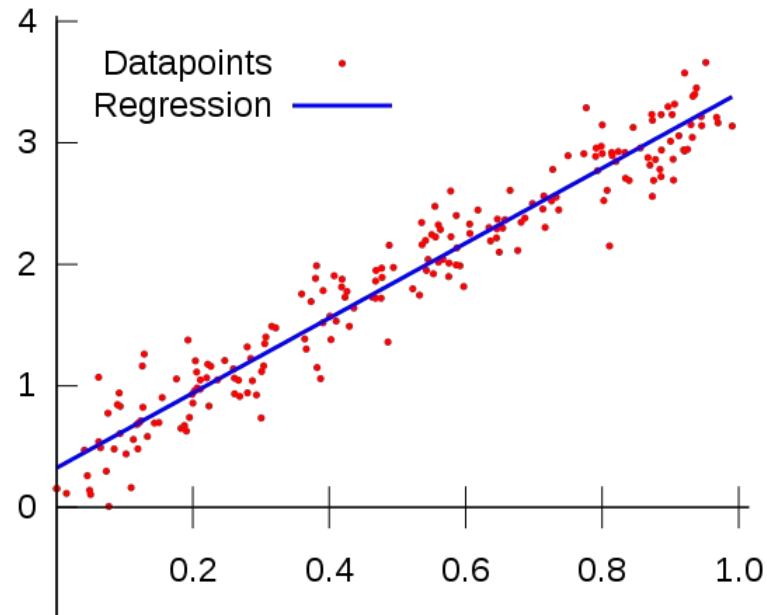
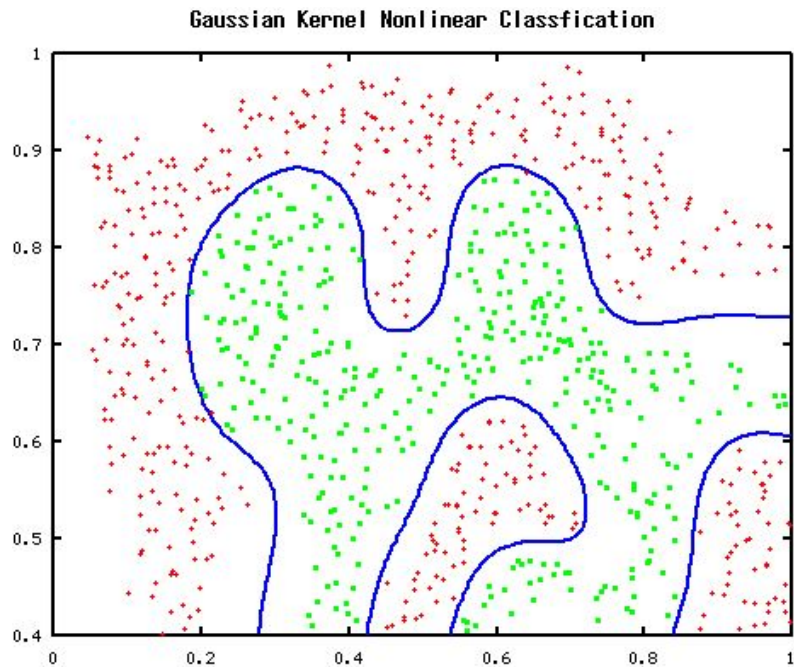


## 1.4 Let's talk about predictions

1. Classification versus Regression
2. Data splitting
3. Metrics



## 1.4.1 Classification versus Regression



## 1.4.2 Data Splitting



**Training set: use to train your model (~60%)**

**Test set: use to measure and optimize your models (~20%)**

**Validation set: don't touch this guy. Ever\* (~20%)**

*"The training set is used to fit the models; the validation set is used to estimate prediction error for model selection; the test set is used for assessment of the generalization error of the final chosen model. Ideally, the test set should be kept in a "vault," and be brought out only at the end of the data analysis." - Elements of Statistical Learning, Trevor Hastie*



## 1.4.3 Metrics

	PREDICTED CLASS		
	Yes	No	
ACTUAL CLASS	Yes	a (TP)	b (FN)
	No	c (FP)	d (TN)

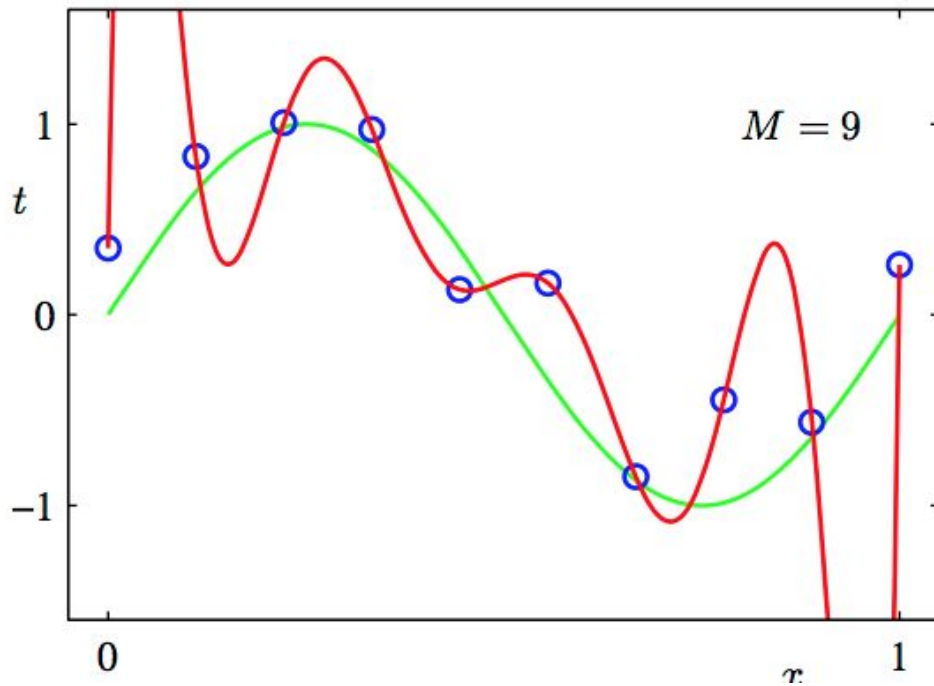
Ways to measure how good your classifier is.

Accuracy =  $\frac{TP+TN}{ALL}$

Precision, Recall, Specificity, F1, Kapa, ...



## 1.4.4 Overfitting





## 1.5 Supervised Classifiers

- Random Forest
- Gradient Boosting Machines
- Naive Bayes
- Support Vector Machines
- ...



## 1.5.1 Why Random Forest?

Widely used - Almost half of data mining competition are won by using some variants of tree ensemble methods

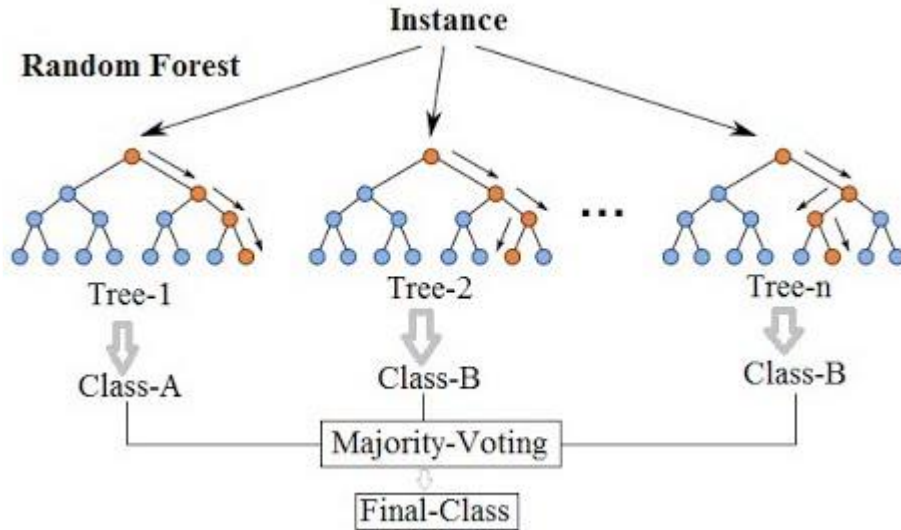
Invariant to scaling of inputs, so you do not need to do careful features normalization

Learn higher order interaction between features

Can be scaled, and are used in the industry



## 1.5.1.1 The algorithm



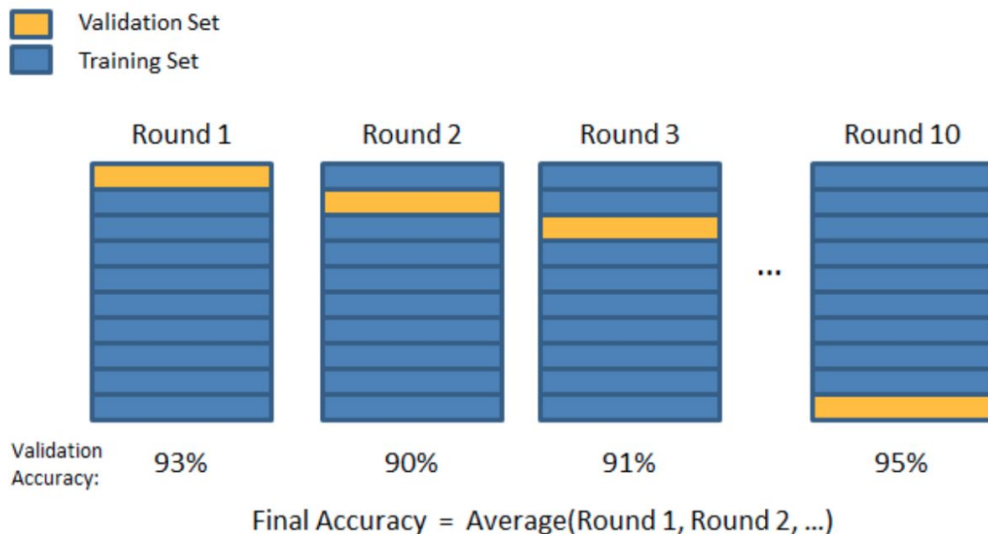
- Not decision trees: each tree handles a random subset of the features (mtry parameter in python, usually sqrt)
- Leaf nodes can have a minimum number of instances
- Features can have different weights
- Each tree is built with a random subset of the database



## 1.5.2 Cross Validation

In order to validate algorithms, researchers usually apply K-fold cross validation.

Validating a random  $K^{\text{th}}$  part of the dataset against the trained rest,  $K$  times.





# **Chapter II: Swift implementations**





## **2 - Biggest challenges in Swift**

- Generics
- Matrixes
- Optional parameters



## 2.1.1 - Having a standard data type

```
protocol Numeric: Hashable, Comparable {  
    static func parse(text:String) → Self  
    static func fromInt(int:Int) → Self  
    func toDouble() → Double  
    ...  
}
```

Create extensions of this protocol, for the types you want



## 2.1.2 - A generic classifier

```
protocol ClassifierAlgorithmProtocol {
    associatedtype NumericType:Numeric
    func runClassifier(trainDataset:MatrixReference<NumericType>, testDataset:
        MatrixReference<NumericType>, completion: @escaping (Array<NumericType>)→())
    func trainClassifier(trainDataset:MatrixReference<NumericType>, completion:
        @escaping ()→())
    func classify(testDataset: MatrixReference<NumericType>) → [NumericType]
}
```



## 2.1.3 - A concrete implementation (Why?)

```
class ClassifierAlgorithm<T:Numeric>: ClassifierAlgorithmProtocol {  
    typealias NumericType = T  
  
    func classify(testDataset: MatrixReference<T>) → [T] {  
        fatalError("subclass must override")  
    }  
  
    func trainClassifier(trainDataset: MatrixReference<T>, completion: @escaping ()  
        → ()) {  
        fatalError("subclass must override")  
    }  
  
    func runClassifier(trainDataset: MatrixReference<T>, testDataset:  
        MatrixReference<T>, completion: @escaping (Array<T>) → ()) {  
        fatalError("subclass must override")  
    }  
}
```



## 2.1.3.1 Problems of generic types

```
class CrossValidation<T:Numeric, U:ClassifierAlgorithm>: NSObject where U.NumericType == T {  
    typealias NumericType = T
```

ViewControllers cannot be generic!! They never load from storyboard, and the app crashes





## 2.1.4 - An algorithm

```
class RandomForest<T:Numeric>: ClassifierAlgorithm<T> {
```

```
public var classifier:ClassifierAlgorithm<Int>!
```

```
destination.classifier = RandomForest<Int>.init(seed:"Seed",  
outputClasses: Array(0 ..<destination.centroidsCount))
```



## 2.2 - Matrixes

The Swift Array implementation have **super slow** allocation/deallocation

NSArray is faster, but still very slow

C pointers are the fastest, but memory management is up to you.

UnsafeMutablePointers do not have most of the C memory functions, like realloc, memcpy, memmove, (...), and will yield unexpected results

UnsafeMutableRawPointers should be the best option. Bonus, they work with Accelerate framework for advanced matrix operations (inverse, transpose, multiply, eigen values, ...)



## 2.2.1 - Pointer examples

```
class Matrix<T:Numeric> {
```

```
    private var grid:UnsafeMutableRawPointer
```

```
    grid = UnsafeMutableRawPointer.allocate(bytes: columns * rows * MemoryLayout<T>.size, alignedTo: 0)  
    grid.initializeMemory(as: T.self, to: T.fromInt(int: 0))
```

```
    deinit {  
        grid.deallocate(bytes: columns * rows * MemoryLayout<T>.size, alignedTo: 0)  
    }
```



## 2.2.2 - Element get/set

```
subscript(row: Int, column: Int) → T {
  get {
    guard row < rows && column < columns else {
      fatalError("Invalid row or column")
    }
    return grid.assumingMemoryBound(to: T.self)[(row * columns) + column]
  }
  set {
    guard row < rows && column < columns else {
      fatalError("Invalid row or column")
    }
    grid.assumingMemoryBound(to: T.self)[(row * columns) + column] = newValue
  }
}
```



## 2.2.3 - Delete routine

```
public func removeRows(in range:Range<Int>) {
    guard range.lowerBound+range.count ≤ rows else {
        fatalError("Invalid range")
    }
    let startingIndex = range.lowerBound * self.columns
    let endingIndex = rows*columns
    let shiftSize = range.count * self.columns
    for i in startingIndex ..<(endingIndex) {
        if (i+shiftSize < rows*columns) {
            grid.assumingMemoryBound(to: T.self)[i] = grid.assumingMemoryBound(to: T.self)[i+shiftSize]
        }
    }
    rows -= range.count
    grid = realloc(grid, rows * MemoryLayout<T>.size)
}
```



## 2.3 - Optional parameters

```
init(centroidCount:Int = 4, maxIterations:Int = 500, convergenceDelta:Double = 2.0, seed:String = "Seed") {  
    self.centroidCount = centroidCount  
    self.maxIterations = maxIterations  
    self.convergenceDelta = convergenceDelta  
    self.randomSource = GKARC4RandomSource(seed: seed.data(using: .utf8)!)  
}
```



## Questions & Answers

Thank you very much for your participation.

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