

# Machine Learning

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# Topics

Reasoning

What is ML

Advantages

ML properties

Methods

Brief review of ML  
algorithms used in  
GWP

Diving-in

Further details on  
ensemble methods

Meta-analysis

Comparison of  
ML methods  
in the  
literature

# Machine Learning

## What is “Learning”?

- Making useful changes in our minds. -Marvin Minsky-
- Denotes changes in the system that enable the system to make the same task more effectively the next time. -Herbert Simon-

## Machine Learning

- Multidisciplinary field. Bio-informatics, statistics, genomics, data mining, astronomy, www, ...
- Avoids rigid parametric models that may be far away from our observations.

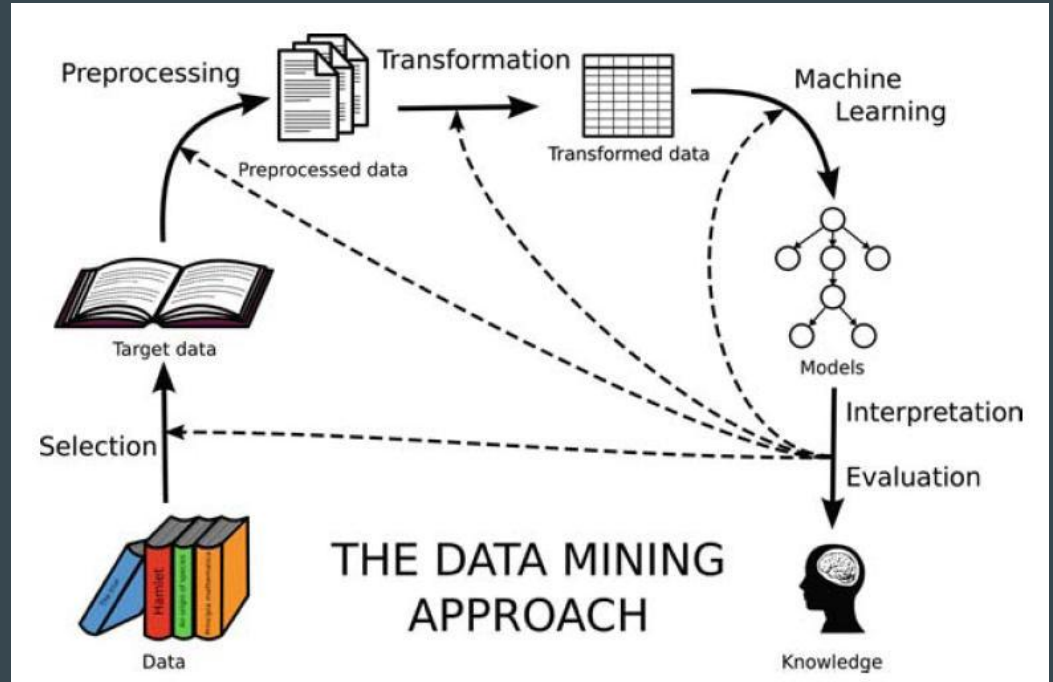
# Machine Learning

$$y = Xb + e$$

The assumption that an increment of one unit in the dose of an allele has a fixed and linear effect in the phenotype is a simplistic and unrealistic assumption.



# Machine Learning



# Machine Learning

## Machine Learning in genomic selection

- Massive amount of information.
- Need to extract knowledge from large, noisy, redundant, missing and fuzzy data.
- ML is able to extract hidden relationships that exist in these huge volumes of data and do not follow a particular parametric design.
- Supervised Learning: we have a target output (phenotypes).

# Machine Learning

## Massive Genomic Information

What does information consume in an information-rich world? it consumes the attention of its recipients. Hence a wealth of information creates a poverty of attention and a need to allocate that attention efficiently among the overabundance of information sources that might consume it.

-Herbert Simon; Nobel price in Economics-

## Overview

- Develop algorithms to extract knowledge from some set of data in an effective and efficient fashion, to predict yet to be observed data following certain rules.



# Machine Learning

## What is “Learning”?

- Given: a collection of examples (data) **E** (phenotypes and covariates)
- Produce: an equation or description (**T**) that covers all or most examples, and predicts (**P**) the value, class or category of a yet-to-be observed example.

The algorithm 'learns' relationships and associations between already observed examples to predict phenotypes when their covariates are observed.

## Definition

a computer program is said to learn from experience **E** with respect to some class of task **T** and performance measure **P**, if its performance at tasks in **T**, as measured by **P**, improves with experience **E**.



# Machine Learning

RKHS

Artificial Neural Networks

Bayesian Neural Networks

Random Forest

Boosting

Others: radial basis functions, support vector machines, bagging, lasso

# Regression problems

$$y_i = X_i b_i + Z_{ui} u_i + e'_i \quad \rightarrow$$

$$y = \mathbf{1}\mu + \begin{bmatrix} g_1(\mathbf{x}_1) \\ g_2(\mathbf{x}_2) \\ \dots \\ g_n(\mathbf{x}_n) \end{bmatrix} + \mathbf{e}$$



$$g(\mathbf{x})$$

is some function of SNP genotypes



Genome-wide prediction

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# RKHS recap

$$\mathbf{y} = \mathbf{W}\boldsymbol{\theta} + \begin{bmatrix} g_1(\mathbf{x}_1) \\ g_2(\mathbf{x}_2) \\ \dots \\ g_n(\mathbf{x}_n) \end{bmatrix} + \mathbf{e}$$

With penalized residual sum of squares  $\rightarrow$

$$J[\mathbf{g}(\mathbf{x})|\lambda] = \frac{1}{2}[\mathbf{y} - \mathbf{W}\boldsymbol{\theta} - \mathbf{g}(\mathbf{x})]' \mathbf{R}^{-1} [\mathbf{y} - \mathbf{W}\boldsymbol{\theta} - \mathbf{g}(\mathbf{x})] + \frac{\lambda}{2} \|\mathbf{g}(\mathbf{x})\|_H^2,$$

$$\mathbf{g}(\mathbf{x}) = \alpha_0 + \sum_{i=1}^n \alpha_i K_h(\mathbf{x} - \mathbf{x}_i) = \alpha_0 + \mathbf{k}_h' \boldsymbol{\alpha},$$

$$\mathbf{y} = \mathbf{W}\boldsymbol{\theta} + \mathbf{G}\boldsymbol{\alpha} + \mathbf{e}, \quad (\text{parameterization I})$$

Embedding the representation above into (1) the function to be minimized becomes:

$$J[\boldsymbol{\theta}, \boldsymbol{\alpha}|\lambda] = \frac{1}{2}[\mathbf{y} - \mathbf{W}\boldsymbol{\theta} - \mathbf{G}\boldsymbol{\alpha}]' \mathbf{R}^{-1} [\mathbf{y} - \mathbf{W}\boldsymbol{\theta} - \mathbf{G}\boldsymbol{\alpha}] + \frac{\lambda}{2} \boldsymbol{\alpha}' \mathbf{G}\boldsymbol{\alpha}$$

$$\begin{bmatrix} \mathbf{W}'\mathbf{W} & \mathbf{W}'\mathbf{G} \\ \mathbf{I}'\mathbf{W} & \mathbf{G} + \frac{\sigma^2}{\lambda} \mathbf{I} \end{bmatrix} \begin{bmatrix} \hat{\boldsymbol{\theta}} \\ \hat{\boldsymbol{\alpha}} \end{bmatrix} = \begin{bmatrix} \mathbf{W}'\mathbf{y} \\ \mathbf{y} \end{bmatrix}$$

# Artificial Neural Networks

$$\mathbf{y} = \mathbf{W}\boldsymbol{\theta} + \begin{bmatrix} g_1(\mathbf{x}_1) \\ g_2(\mathbf{x}_2) \\ \dots \\ g_n(\mathbf{x}_n) \end{bmatrix} + \mathbf{e}$$

$$g_i(\mathbf{x}_{g,i}) = \beta_0 + \sum_{s=1}^S w_s f_s(\mathbf{w}_s; \mathbf{y}, \mathbf{x}_{g,i})$$

$f_s(\mathbf{w}_s; \mathbf{y}, \mathbf{x}_{g,i})$  is a transformation (linear or non-linear) for neuron  $s$ , with  $w$  being the vector of connection strengths between neurons

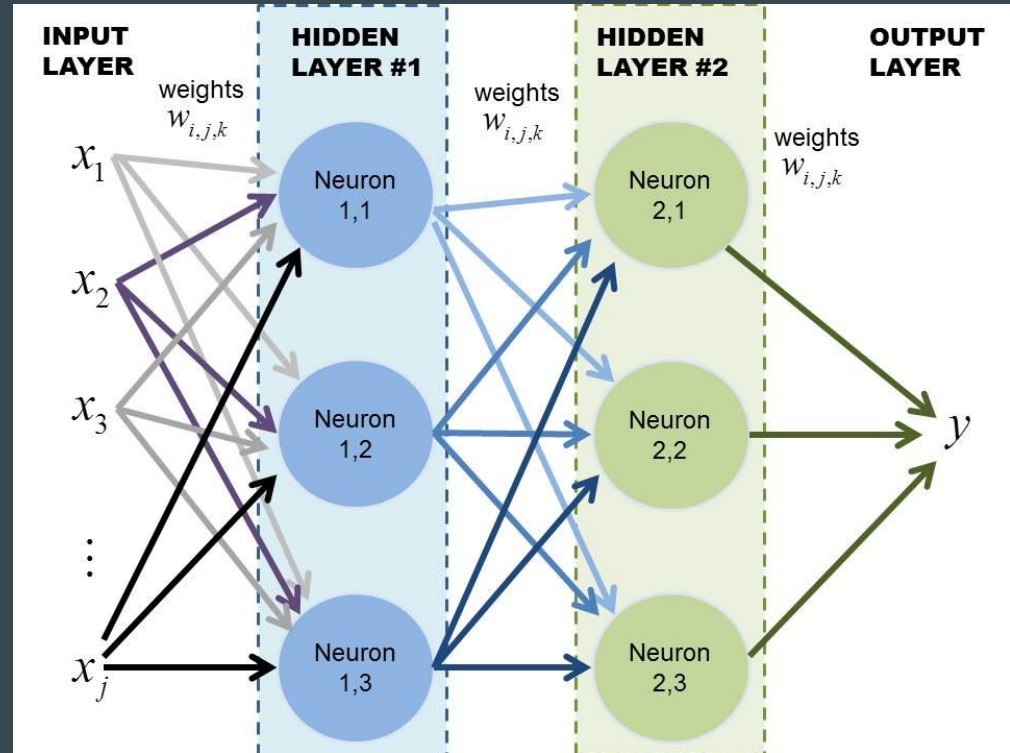
If the network is trained using Bayesian statistics, it is called Bayesian Neural Network (BNN)

# Artificial Neural Networks

$$\mathbf{y} = \mathbf{W}\boldsymbol{\theta} + \begin{bmatrix} g_1(\mathbf{x}_1) \\ g_2(\mathbf{x}_2) \\ \dots \\ g_n(\mathbf{x}_n) \end{bmatrix} + \mathbf{e}$$

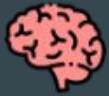
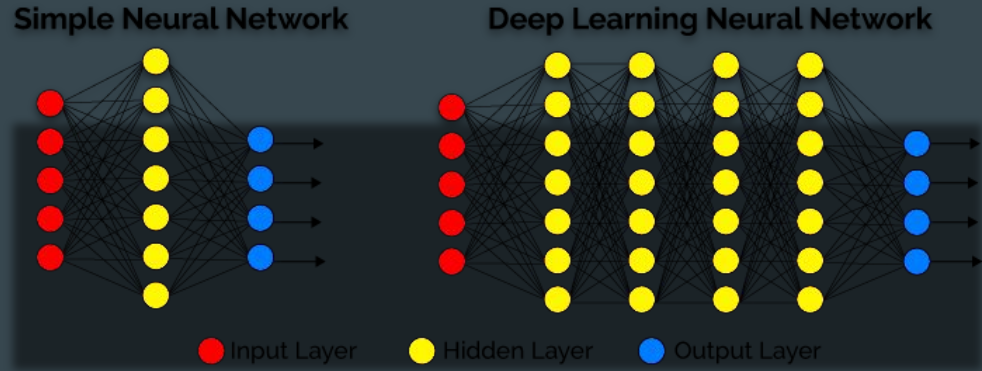
Different activity functions possibly  
for the neurons:

Threshold, lineal, exponential,  
sigmoidal, hyperbolic, ...



# Deep Learning

$$y = W\theta + \begin{bmatrix} g_1(x_1) \\ g_2(x_2) \\ \dots \\ g_n(x_n) \end{bmatrix} + e$$



Add more layers. More complex models, and larger number of parameters to estimate. Still not better than other methods.





Genome-wide prediction

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# Ensemble methods

## Ensembles

- Ensembles are combination of different methods (usually simple models).
- They have very good predictive ability because use complementary and additivity of models performances.
- Ensembles have better predictive ability than methods separately.
- They have known statistics properties (no “black boxes”).
- “In a multitud of counselors there is saftey”

$$\bullet \mathbf{y} = c_0 + c_1 f_1(\mathbf{y}, \mathbf{X}) + c_2 f_2(\mathbf{y}, \mathbf{X}) + \dots + c_M f_M(\mathbf{y}, \mathbf{X}) + \mathbf{e}$$

# Ensemble methods

Two steps



## 1. Developing a population of varied models

- Also called base learners.
- May be “weak” models: slightly better than random guess.
- Same/different method.
- Features Subset Selection (FSS).
- May capture non-linearities and interactions.

## 2. Combining them to form a composite predictor

- Voting.
- Estimated weight.
- Averaging.

# Ensemble methods

## Boosting and Random Forest

- High dimensional heuristic search algorithms to detect signal covariates.
- Do not model any particular gene action or genetic architecture.
- Do not provide a simple estimate of effect size.



# Random Forest

*Ensemble methods*

## Properties

- Based on classification and regression trees (CART).
- Analyze discrete or continuous traits.
- Implements feature selection.
- Exploits randomization.
- Massively non-parametric.

# Random Forest

## *Ensemble methods*

- Based on **Classification And Regression Trees** (CART).
- Use **Randomization** and **Bagging**.
- Performs **Feature Subset Selection**.
- Convenient for **classification** problems.
- **Fast** computation
- **Simple interpretation** of results for human minds.

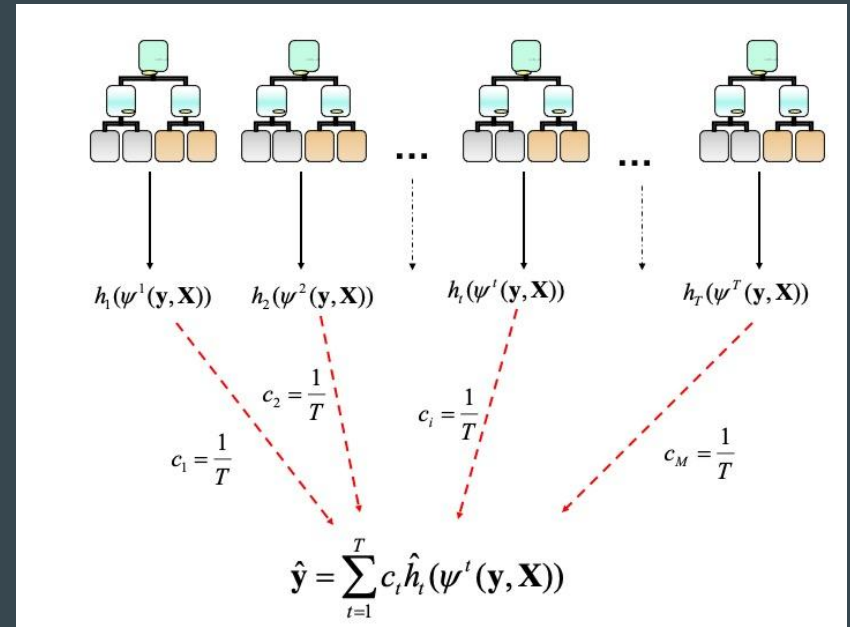


# Random Forest

*Ensemble methods*

$$\mathbf{y} = \mathbf{W}\boldsymbol{\theta} + \begin{bmatrix} g_1(\mathbf{x}_1) \\ g_2(\mathbf{x}_2) \\ \dots \\ g_n(\mathbf{x}_n) \end{bmatrix} + \mathbf{e}$$

$$g(\mathbf{x}) = \frac{1}{M} \sum_{m=1}^M t_m(\Psi_m(\mathbf{y}; \mathbf{X}))$$

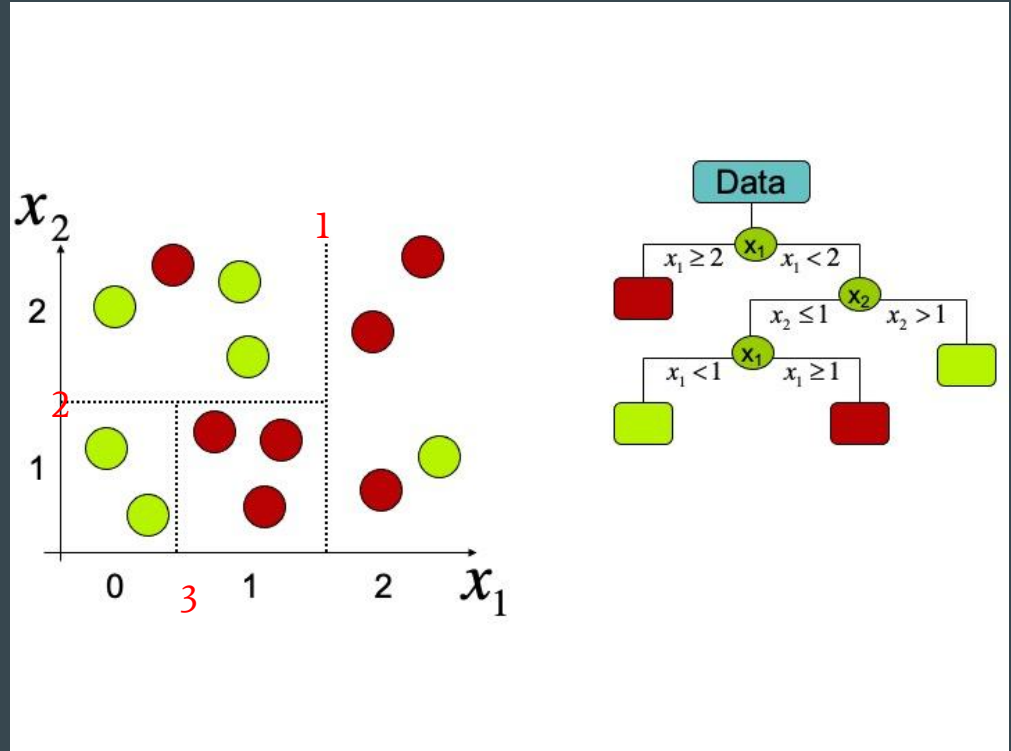


$t_m$  is a decision tree (CART) on a bootstrapped sample of the data set.

# Random Forest

*Ensemble methods*

*Classification trees*

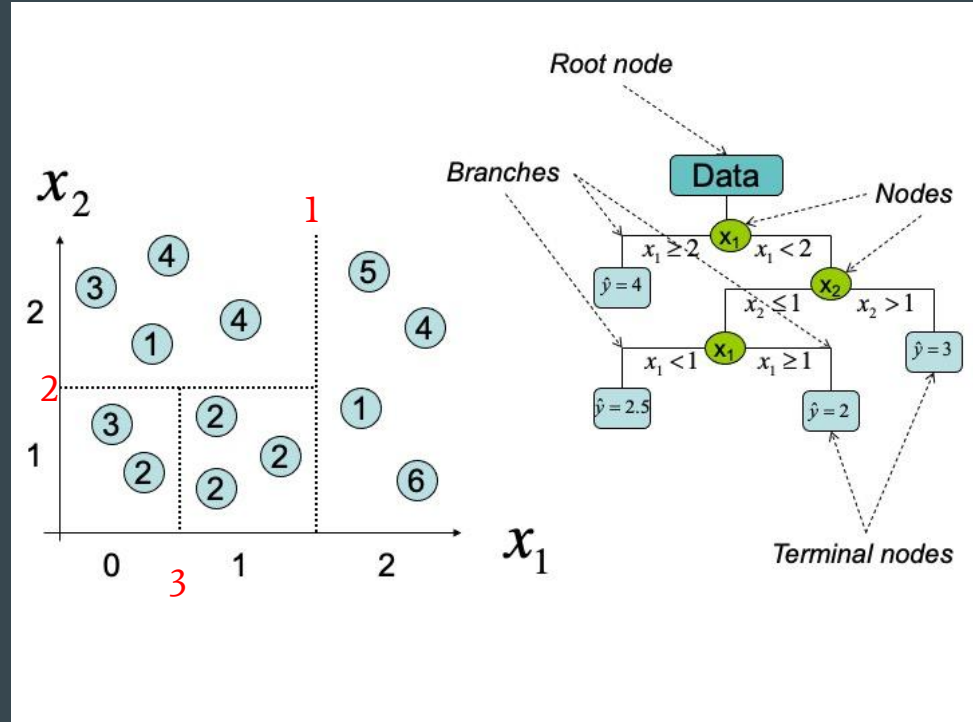


# Random Forest

## Ensemble methods

### Regression trees

Trees are not pruned (do not care about overfitting of a single tree)



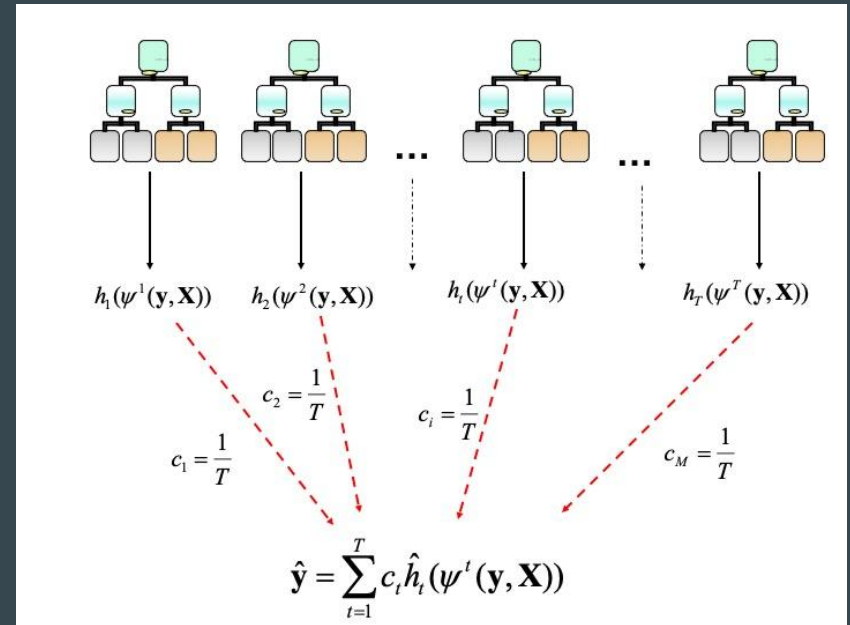
# Random Forest

## *Ensemble methods*

$$\mathbf{y} = \mathbf{W}\boldsymbol{\theta} + \begin{bmatrix} g_1(\mathbf{x}_1) \\ g_2(\mathbf{x}_2) \\ \dots \\ g_n(\mathbf{x}_n) \end{bmatrix} + \mathbf{e}$$

$$g(\mathbf{x}) = \frac{1}{M} \sum_{m=1}^M t_m(\Psi_m(\mathbf{y}; \mathbf{X}))$$

- $t_m$  is a decision tree (CART) on a bootstrapped sample of the data set.
- The remaining observations are sent to an Out Of Bag (OOB) data set.
- The OOB will serve to monitor the loss function and to calculate the **Variable Importance**



# RANFOG

ogrecio / RanFog

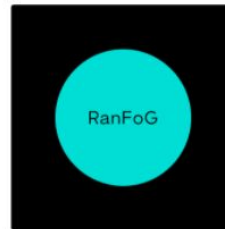
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ogrecio Update README.md 81a1c5 on 20 Feb 2020 ⌚ 61 commits

README.md



RanFoG is java program to implement Random Forest in a general framework

## Introduction

This manual describes how to use the program RanFoG, which is focused, but not restricted to, on the analysis of genomic data using random forest. RanFoG can perform classification and regression problems.

The code is written in Java SE 7 [1], which is an object oriented multiplatform operative system, with GNU GPL license and an extense class library. The program is compiled to run in all kind of platforms (windows, linux, mac, ..) that have previously installed the java virtual machine. Please, make sure your computer can run java code, otherwise the latest java virtual machine needs to be installed. This is available at <http://www.java.com/download/>.

Java was chosen due to its flexibility at creating and managing list and its multiplatform characteristics.



# Boosting

## *Ensemble methods*

### Properties

- Based on AdaBoost (Freund and Schapire, 1996).
- May be applied to both continuous and categorical traits.
- Bühlmann and Yu (2003) proposed a version for high dimensional problems.
  - Covariate selection
  - Small step gradient descent



# Boosting

## *Ensemble methods*

$$y = w\theta + \begin{bmatrix} g_1(x_1) \\ g_2(x_2) \\ \dots \\ g_n(x_n) \end{bmatrix} + e$$

$$g(\mathbf{x}) = \sum_{m=1}^M h_m(\mathbf{y}; \mathbf{X})$$

$h_m$  is a naïve predictor that minimizes a loss function (e.g. MSE), and built on the residuals from  $h_{m-1}$

$$\hat{g}_m(\mathbf{x}) = g_{m-1}(\mathbf{x}) + \nu h_m(y_i; \mathbf{x}) \text{ with } \nu \in (0,1)$$

Usually, a shrinkage factor is applied on the naïve predictor, to improve convergence to a global minimum

Random Boosting: select mtry variables at each iteration to speed up the algorithm



Genome-wide prediction



# Boosting

## *Ensemble methods*

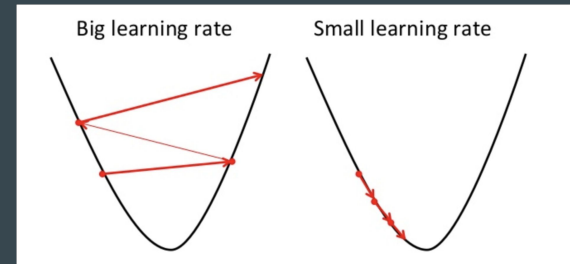
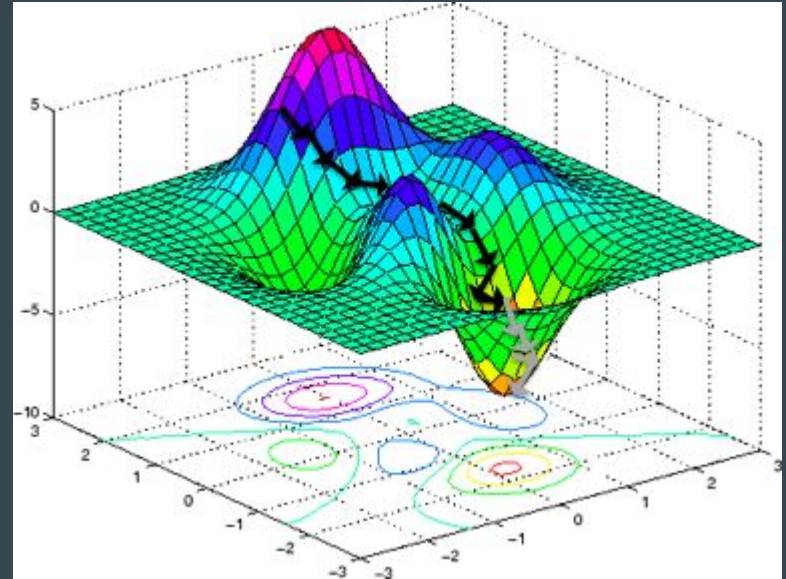
### Brief description of the algorithm

- Choose a learner (OLS,SLS,NPR,LASSO):  $g(x_i)$ .
- Select the SNP ( $x_i$ ) that best describes the phenotypes in the training data ( $\min L(y_i, g(x_i))$ ).
- Keep residuals:  $r_i = y_i - g(x_i)$
- Repeat  $n$  times using residuals as phenotypes.

# Boosting

## *Ensemble methods*

- Based on small **gradients descent** steps
- Performs **feature subset** selection
- Use simple regression
- “Highest” level of shrinkage
- **Fast** computation
- Any amount of data and markers.
- Tractable in “whole genome sequencing”



# Boosting

## *Ensemble methods*

- Based on small **gradients descent** steps
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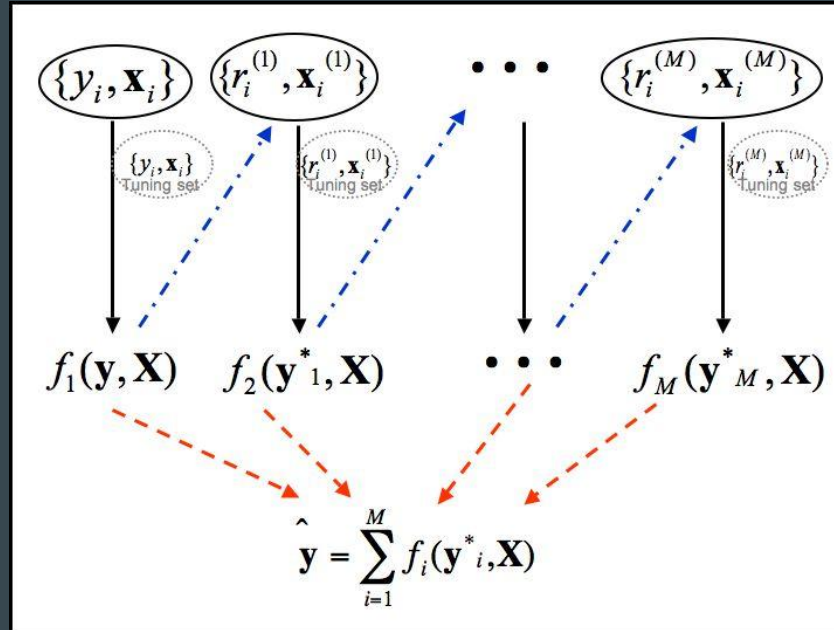
### Features to be tune or chosen

- $g(\cdot)$
- $v$
- $L(\cdot)$
- convergence criterion



# Boosting

*Ensemble methods*



# Boosting

## *Ensemble methods*

### In genomic selection

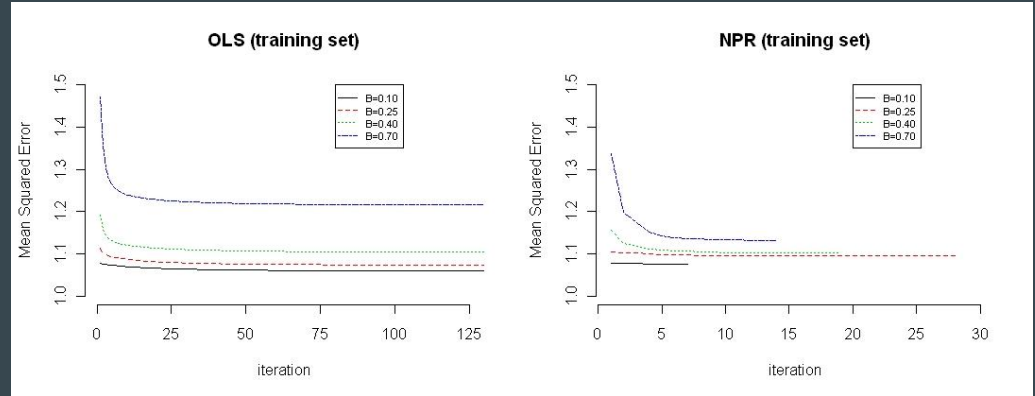
- Apply base learners on the residuals of the previous one.
- Implement feature selection at each step.
- Apply a small weight on each learner and train a new learner on residuals.
- It does not require heritance model specification (additivity, epistasis, dominance, ...).



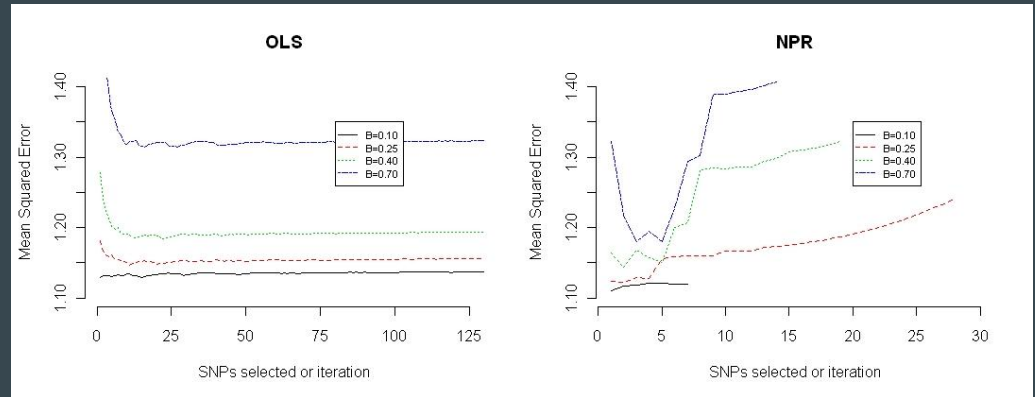
# Boosting

## *Ensemble methods*

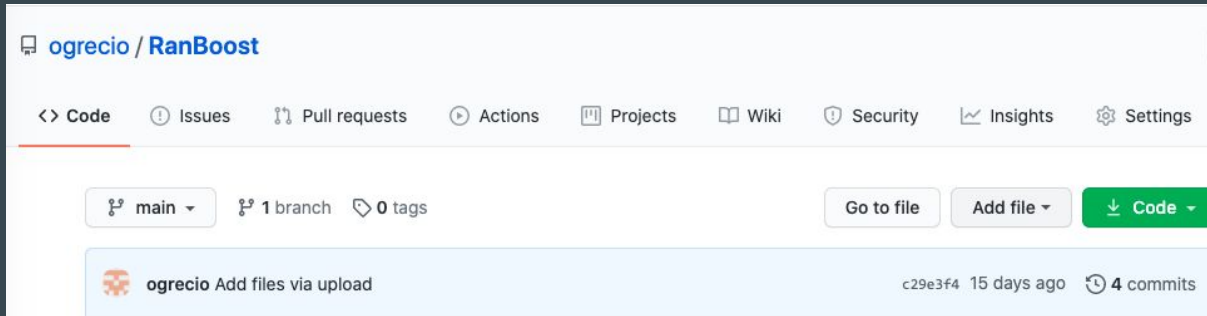
Bias-variance trade off (training set)



Bias-variance trade off (testing set)



# RanBOOST



# Bagging

*Ensemble methods*

$$y = w\theta + \begin{bmatrix} g_1(x_1) \\ g_2(x_2) \\ \dots \\ g_n(x_n) \end{bmatrix} + e$$

$$g(x) = \sum_{m=1}^M h_m(y; X)$$

$h_m$  is a predictor on a bootstrapped sample on the data, divided by M (averaging).

# Bagging

## *Ensemble methods*

### Brief description

$$y = c_0 + c_1 f_1(\mathbf{y}, \mathbf{X}) + c_2 f_2(\mathbf{y}, \mathbf{X}) + \dots + c_i f_i(\mathbf{y}, \mathbf{X}) + \dots + c_M f_M(\mathbf{y}, \mathbf{X}) + \mathbf{e}$$

- Perform bootstrap on data:  $\Psi^* = (\mathbf{y}, \mathbf{X})$ .
- Build a CART ( $f_i(\mathbf{y}, \mathbf{X}) = h_t(\mathbf{x})$ ).
- Repeat  $M$  times to reduce residuals by a factor of  $M$ .
- Average estimates  $c_0 = \mu$ ;  $c_i = \frac{1}{M}$ .

# Ensemble methods

## Are ensembles truly complex?

- They appear so, but do they act so?
- Controlling complexity in ensembles is not as simple as merely count coefficients or assume prior distributions.
- Many ensembles do not show overfitting (Bagging, Random Forest).
- Control the complexity of the ensembles using cross-validation (There exist more complicated ways).
  - Tune the number of ensembles constructed.
  - Use more or less complex “base learners”.
- In general, ensembles are rather robust to overfitting.

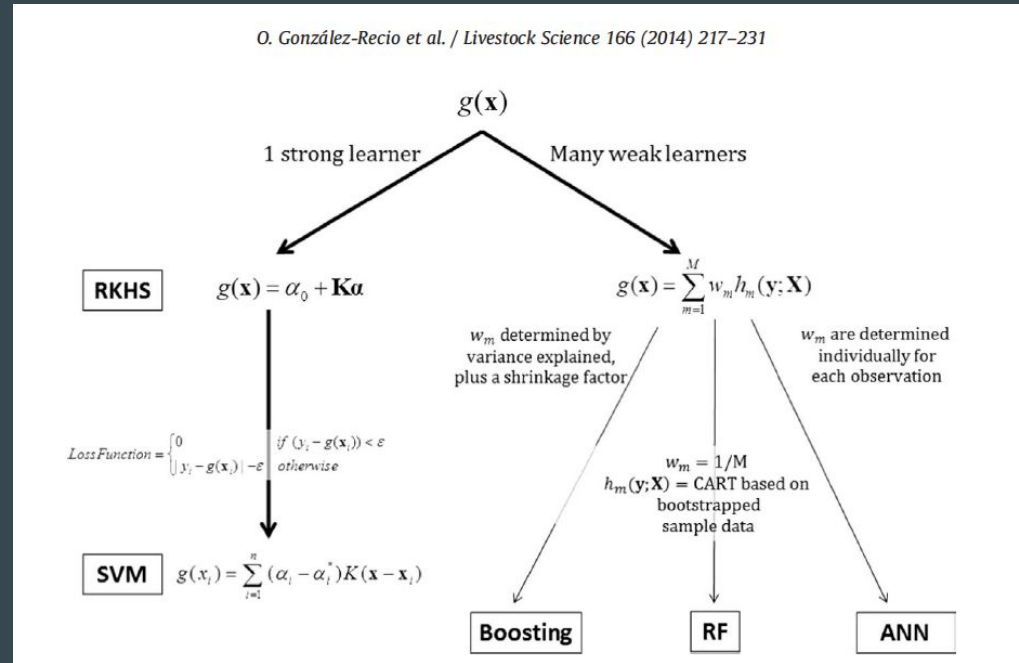
# Ensemble methods



- Use simple models.
- Use many models.
- Interpretation of many models, even simple model, may be much harder than with a single model.
- Ensembles are competitive in accuracy though at a probable loss of interpretability.
- Too complex ensembles may lead to overfitting.

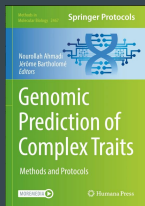
# Comparison between methods

- González-Recio et al. (2014)

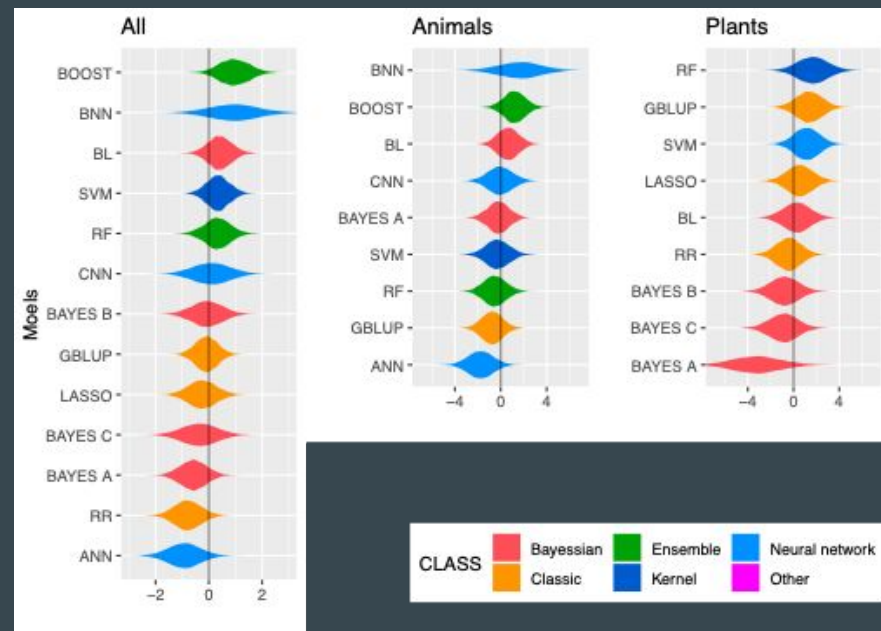


# Comparison between methods

- Reinoso et al. (in book “Genomic prediction of complex traits”)



Systematic review and meta-analysis for the predictive performance (mean squared error) using a Thurstonian model.

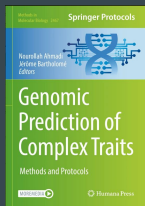


*Might be biased on researcher's preferences biased!*

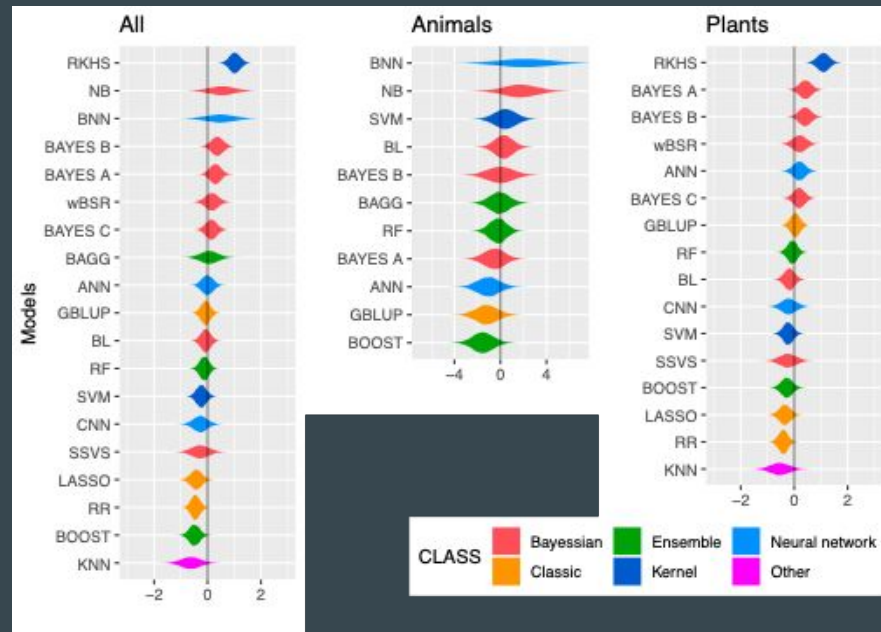


# Comparison between methods

- Reinoso et al. (in book “Genomic prediction of complex traits”)



Systematic review and meta-analysis for the predictive performance (pearson correlation) using a Thurstonian model.



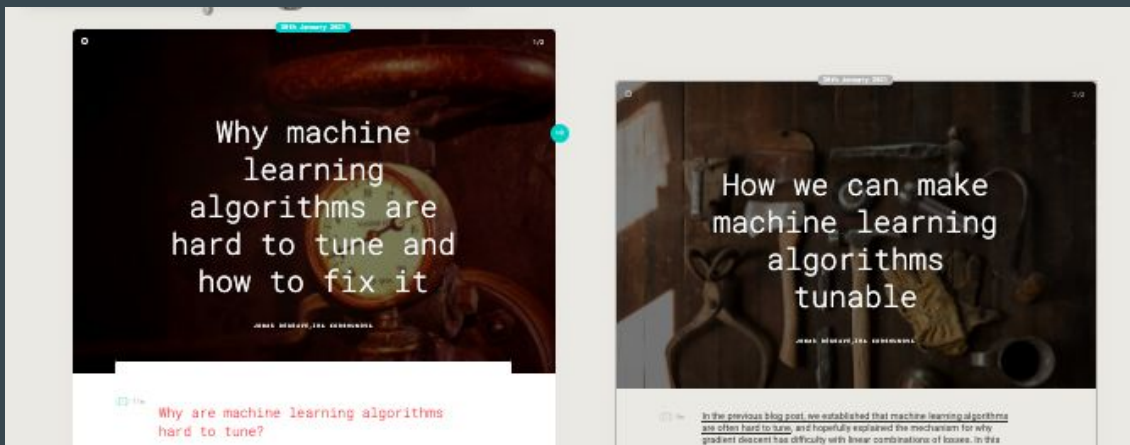
*Might be biased on researcher's preferences biased!*

# Considerations

- Machine Learning methods need of a thorough tuning of hyperparameters. Dedicate some time to tune them using internal and external cross-validation
- Usually, work better than ‘traditional’ models.
- Difficult to interpret from a biological point of view (but linear models are also an unrealistic simplification of biology).
- Some can be very fast, and easy computational pipelines can be implemented for genomic prediction (e.g. Random Boosting).

# Considerations

- Not “one case fits all”.
- <https://engraved.ghost.io/why-machine-learning-algorithms-are-hard-to-tune/>



# References

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