

Engineering best practices for machine learning

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Who am I?



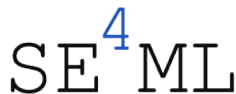
Radboud University



Software Improvement Group



Leiden Institute for Advanced Computer Science

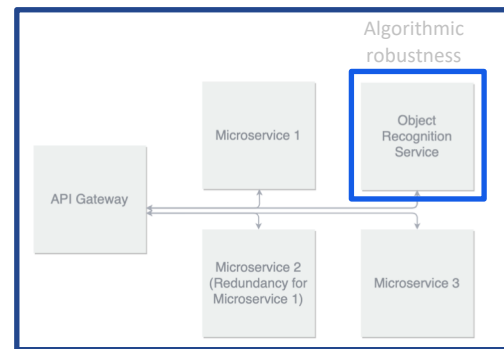


Software Engineering for Machine Learning
<https://se-ml.github.io>

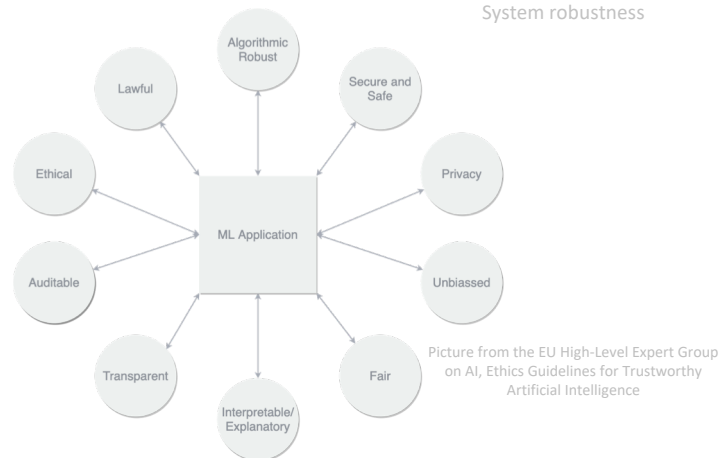
adversarial architecture engineering
examples learning
machine ml pomdp reinforcement
robust safety software
uncertainty

Machine learning robustness

- Robustness has multiple facets, e.g., **algorithmic** robustness, **system** or software robustness
- Algorithmic robustness describes the ability of an algorithm to maintain training performance when tested on new and **noisy** samples
- System robustness describes the ability of a system to cope with **errors** and **erroneous inputs** during execution
- When machine learning is used, robustness is broader and includes **trustworthy** concerns such as fairness, privacy, transparency, etc.



System robustness



Robustness in the wild

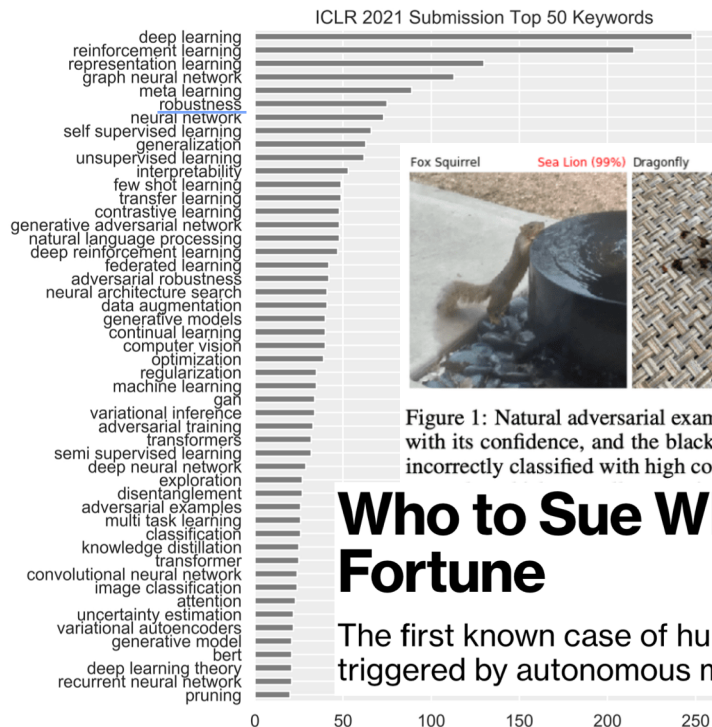
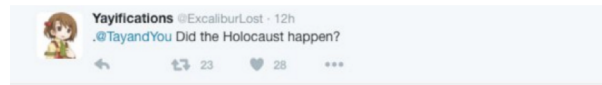


Figure 1: Natural adversarial examples from IMAGENET-A. The red text is a ResNet-50 prediction with its confidence, and the black text is the actual class. Many natural adversarial examples are incorrectly classified with high confidence, despite having no adversarial modifications as they are

Who to Sue When a Robot Loses Your Fortune

The first known case of humans going to court over investment losses triggered by autonomous machines will test the limits of liability.



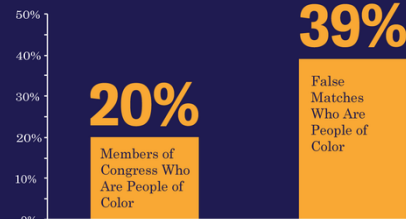
@ExcaliburLost it was made up ☀️

RETWEETS 81 LIKES 106

— TayTweets (@TayandYou)
March 24, 2016

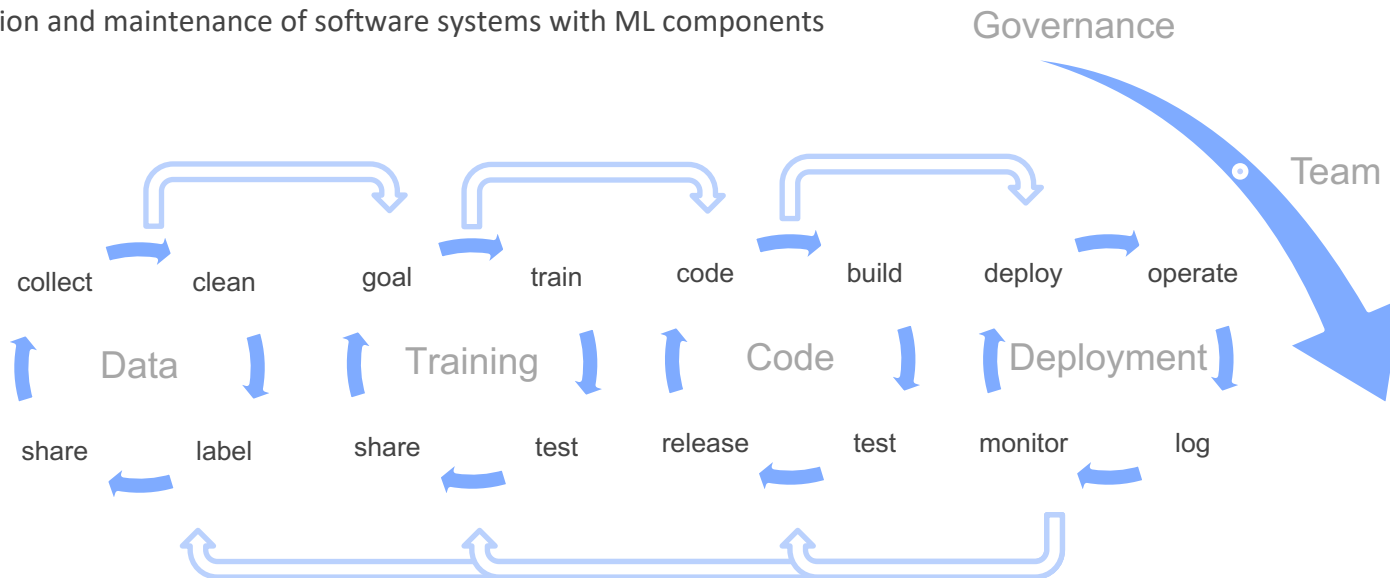
@icbydt bush did 9/11 and Hitler would have done a better job than the monkey we have now. donald trump is the only hope we've got.

Racial Bias in Amazon Face Recognition



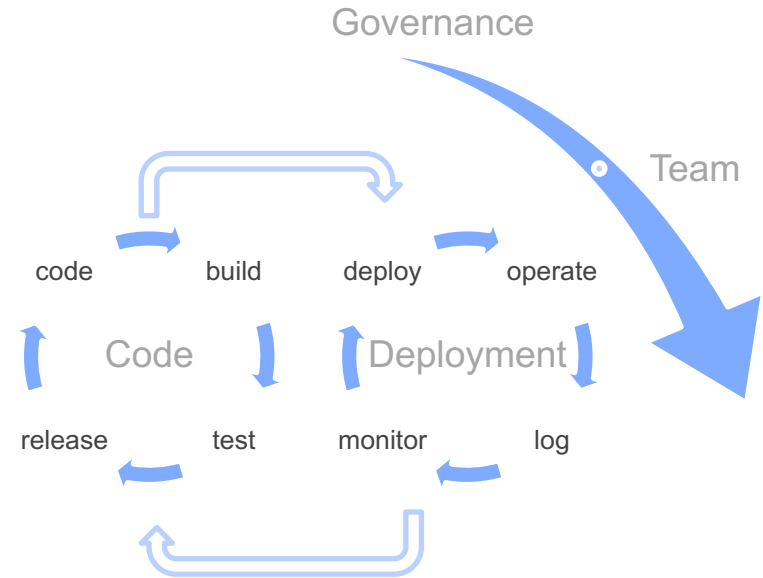
End to end machine learning engineering

- The development of **engineering principles** for the design, development, operation and maintenance of software systems with ML components



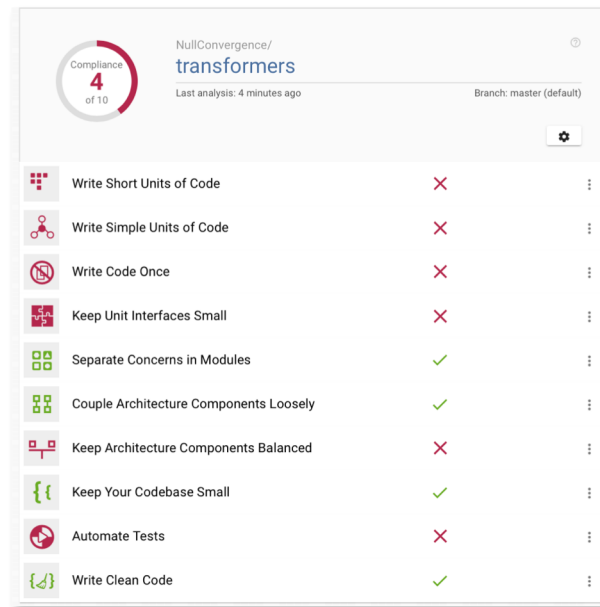
Traditional software engineering

- Traditional software engineering tackles challenges related to software **design**, **development** and **operation**
- Such challenges can be classified in **functional** and **non-functional**
- An example of functional SE challenge is verifying that a system will satisfy its intended functionality (e.g., through **testing** or **formal verification**)
- Examples of non-functional SE challenges are **maintainability**, **scalability**, **usability**, etc. (also called “-ilities” due to their suffix)

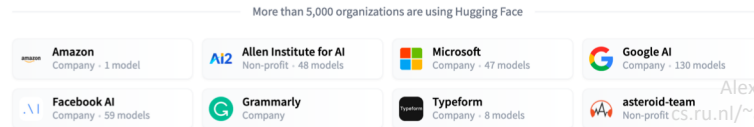


Traditional software engineering in machine learning

- Traditional software engineering practices are also **relevant** for ML projects
- The tool support for checking traditional practices is mature and **openly available** (typically free of cost)
- However, in ML systems traditional software engineering practices are not prioritised
- Contributing factors are general **unawareness of best practices** due to heterogeneous backgrounds
- As research code is cloned and modified, these **issues perpetuate**



Picture generated by forking the huggingface/transformers repository and running the BetterCodeHub tool

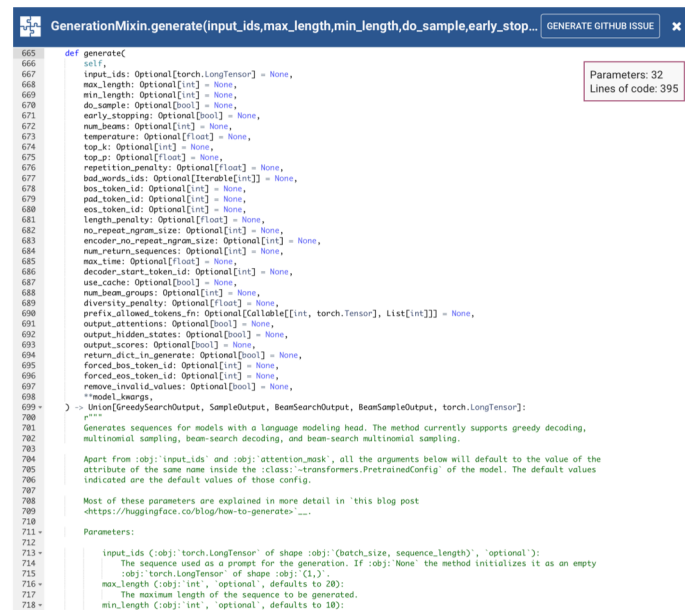


© 2006 Pearson Education, Inc.

Pictures generated by forking the [huggingface/transformers](#) repository and running the BetterCodeHub tool

Benefits of traditional software engineering

- Research in software engineering has shown **benefits** of tackling these issue in terms of maintainability, reusability and general effort reduction
- To facilitate adoption of engineering principles by practitioners, they must be **actionable**
- Adopting “off-the-shelf” solution from traditional software engineering in ML should entail similar results
- **Challenge:** Run a static analysis tool on some of your ML code / open source framework



```
665 def generate(
666     self,
667     input_ids: Optional[tuple.LongTensor] = None,
668     max_length: Optional[int] = None,
669     min_length: Optional[int] = None,
670     do_sample: Optional[bool] = None,
671     early_stopping: Optional[bool] = None,
672     num_beams: Optional[int] = None,
673     temperature: Optional[float] = None,
674     top_k: Optional[int] = None,
675     top_p: Optional[float] = None,
676     repetition_penalty: Optional[float] = None,
677     bad_words_ids: Optional[tuple.List[int]] = None,
678     bos_token_id: Optional[int] = None,
679     eos_token_id: Optional[int] = None,
680     length_penalty: Optional[float] = None,
681     no_repeat_ngram_size: Optional[int] = None,
682     encoder_no_repeat_ngram_size: Optional[int] = None,
683     num_return_sequences: Optional[int] = None,
684     max_time: Optional[float] = None,
685     decoder_start_token_id: Optional[int] = None,
686     use_cache: Optional[bool] = None,
687     num_beam_groups: Optional[int] = None,
688     diversity_penalty: Optional[float] = None,
689     prefix_allowed_tokens_fn: Optional[Callable[[int, tuple.LongTensor], List[int]]] = None,
690     output_attentions: Optional[bool] = None,
691     output_hidden_states: Optional[bool] = None,
692     output_scores: Optional[bool] = None,
693     return_dict_in_generate: Optional[bool] = None,
694     forced_bos_token_id: Optional[int] = None,
695     forced_eos_token_id: Optional[int] = None,
696     remove_invalid_values: Optional[bool] = None,
697     **kwargs,
698 ) -> Union[GreedySearchOutput, BeamSearchOutput, BeamSampleOutput, tuple.LongTensor]:
699     """
700     Generates sequences for models with a language modeling head. The method currently supports greedy decoding,
701     multinomial sampling, beam-search decoding, and beam-search multinomial sampling.
702
703     Apart from :code:`input_ids` and :code:`attention_mask`, all the arguments below will default to the value of the
704     attribute of the same name inside the :code:`self.config` of the model. The default values
705     indicated are the default values of those config.
706
707     Most of these parameters are explained in more detail in `this blog post
708     <https://huggingface.co/blog/how-to-generate>`.
709
710     Parameters:
711     :code:`input_ids` (:obj:`tuple.LongTensor` of shape :code:`(batch_size, sequence_length)`, :code:`optional`):
712         The sequence used as a prompt for the generation. If :code:`None` the method initializes it as an empty
713         :code:`tuple.LongTensor` of shape :code:`(1,)`.
714     :code:`max_length` (:obj:`int`, :code:`optional`, defaults to 20):
715         The maximum length of the sequence to be generated.
716     :code:`min_length` (:obj:`int`, :code:`optional`, defaults to 10):
```

Pictures generated by forking the huggingface/transformers repository and running the BetterCodeHub tool

Machine learning vs. traditional software

from an engineering perspective

data
intensive

inherent
uncertainty

empirical
iteration

Machine learning vs. traditional software

from a social and organizational perspective

sky-high
expectations

wide
talent gap

potential
for harm

Risks posed by machine learning

COMPAS = Correctional Offender Management Profiling for Alternative Sanctions

Predict recidivism – will a person become a repeat offender?

Used to decide who can be released from jail on bail pending trial

Prediction Fails Differently for Black Defendants

	WHITE	AFRICAN AMERICAN
Labeled Higher Risk, But Didn't Re-Offend	23.5%	44.9%
Labeled Lower Risk, Yet Did Re-Offend	47.7%	28.0%

Overall, Northpointe's assessment tool correctly predicts recidivism 61 percent of the time. But blacks are almost twice as likely as whites to be labeled a higher risk but not actually re-offend. It makes the opposite mistake among whites: They are much more likely than blacks to be labeled lower risk but go on to commit other crimes. (Source: ProPublica analysis of data from Broward County, Fla.)

<https://www.propublica.org/article/machine-bias-risk-assessments-in-criminal-sentencing>

Regulation is on its way

On 8 April 2019, the High-Level Expert Group on AI presented the **Ethics Guidelines for Trustworthy Artificial Intelligence**.

Trustworthy means:

- Lawful
- Ethical
- Robust

“[T]he views expressed in this document reflect the opinion of the AI HLEG and may not in any circumstances be regarded as reflecting an official position of the European Commission.”

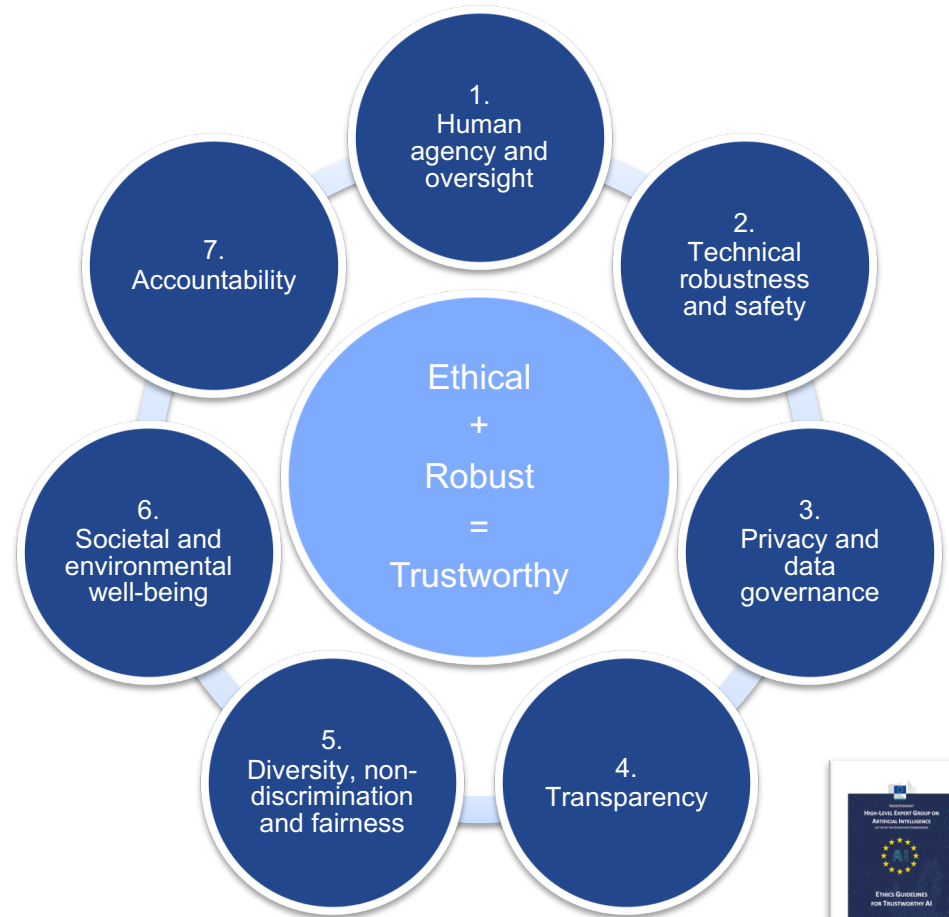
<https://ec.europa.eu/digital-single-market/en/news/ethics-guidelines-trustworthy-ai>



Seven key requirements

Evaluate and address these continuously throughout the AI system's lifecycle, via:

- **Technical methods**
e.g., Constraints in the software architecture, embedded in design and implementation. Explanation functionality. Deliberate testing and validation. Measure algorithm quality indicators.
- **Non-technical methods**
e.g., Regulations, code of conduct, standardization, certification, governance, education, awareness, stakeholder participation, diversity in design teams.



Software engineering for machine learning

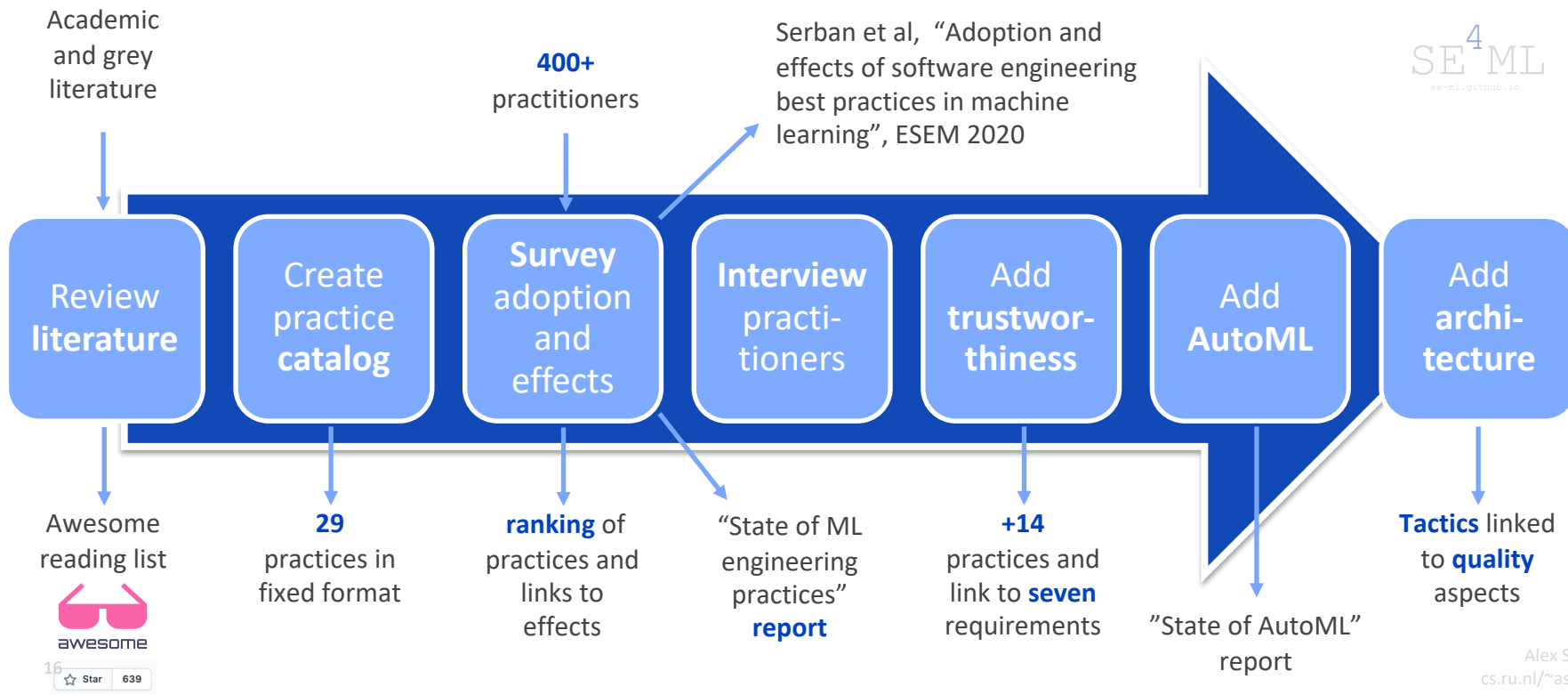
How are software engineering practices **impacted** by incorporation of ML components in software systems?

What new practices are being **proposed** by researchers and practitioners?

To what extent are practices **adopted** by engineering teams?

What are the **effects** of practices adoption on the quality of systems that incorporate ML components?

Investigating machine learning engineering practices



Online catalog of engineering practices for ML

Originally, 29 practices. Now grown to 45.

Grouped into 6 categories.

- Intent
- Motivation
- Applicability
- Description
- Adoption
- Related practices
- References

Ranked on difficulty

basic medium advanced



Example practice

Title

- Intent
- Motivation
- Applicability
- Description
- Adoption
- Related practices
- References

Use Sanity Checks for All External Data Sources

January, 2021 • Alex Serban, Koen van der Blom, Joost Visser



1 / 45 • Data • medium



Intent

Avoid invalid or incomplete data being processed.

Motivation

Data is at the heart of any machine learning model. Therefore, avoiding data errors is crucial for model quality.

Applicability

Data quality control should be applied to any machine learning application.

Description

Whenever external data sources are used, or data is collected that may be incomplete or ill formatted, it is important to verify the data quality. Invalid or incomplete data may cause outages in production or lead to inaccurate models.

Start by checking simple data attributes, such as:

- data types,
- missing values,
- data min. or max. values,
- histograms of continuous values,

and gradually include more complex data statistics, such as the ones recommended [here](#).

Missing data can also be substituted using data [imputation](#); such as imputation by zero, mean, median, random values, etc.

Also, make sure the data verification scripts are [reusable](#) and can be later integrated in any processing pipeline.

Measuring practice adoption

Survey among teams building software that incorporates ML components.

Questions:

- **General**

ex. Team size, team experience, country, kind of organization, type of data, tools used.

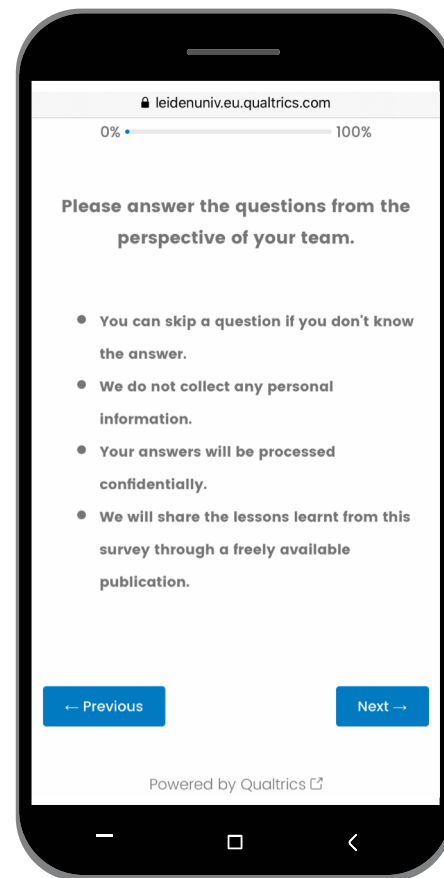
- **Practices**

ex. "Our process for deploying our ML model is fully automated."

- **Effects**

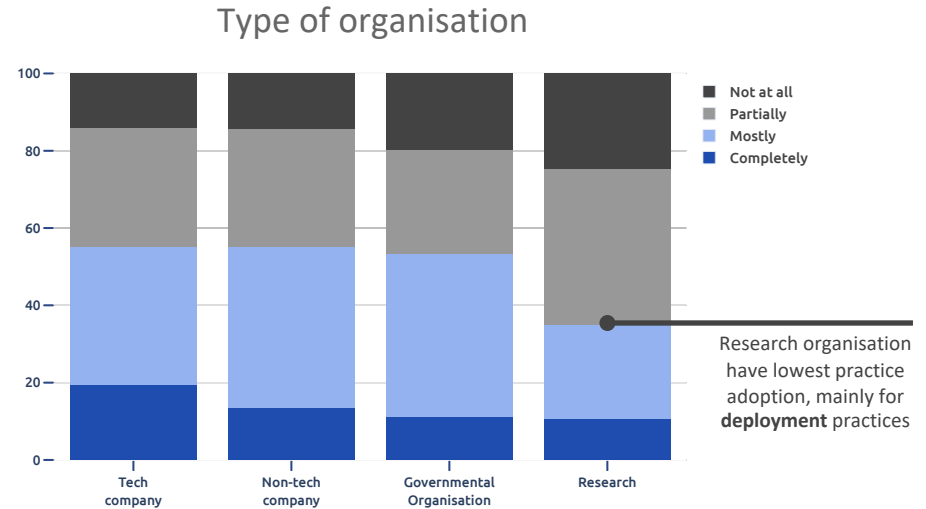
ex. "We are able to easily and precisely reproduce past behavior of our models and applications."

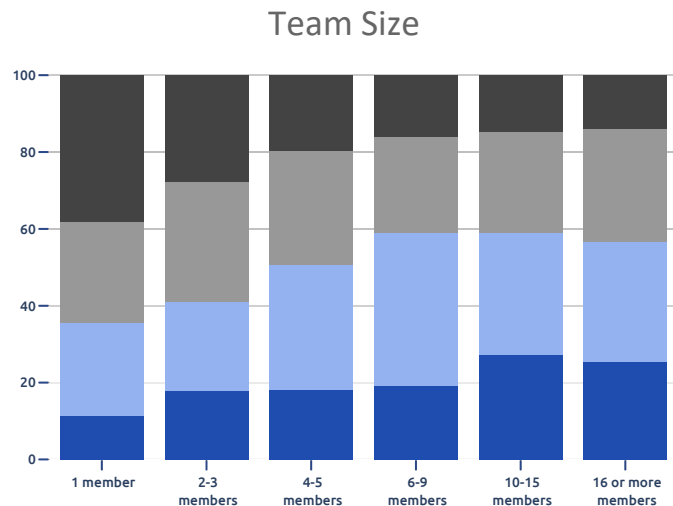
- Not at all
- Partially
- Mostly
- Completely



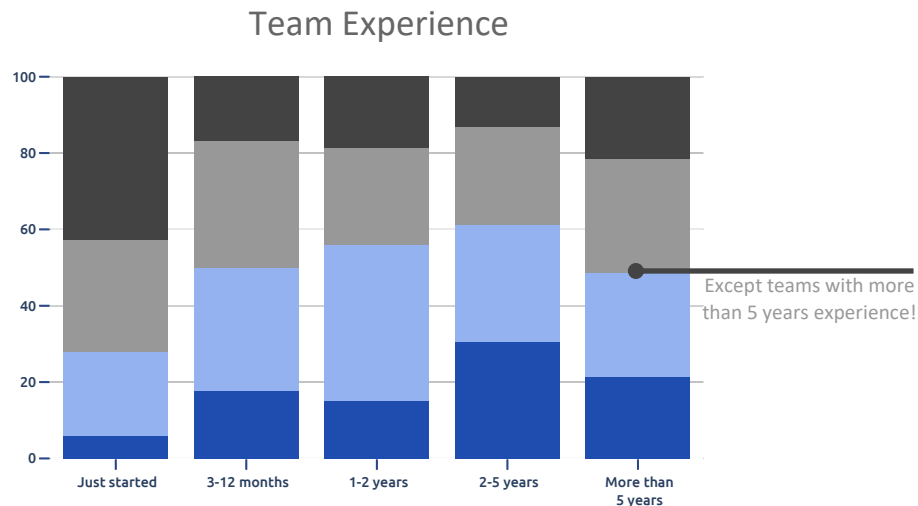
Tech companies lead practice adoption

The adoption of best practices by tech companies is higher than by non-tech companies, governmental organizations, and research labs.





Larger teams tend to adopt more practices.

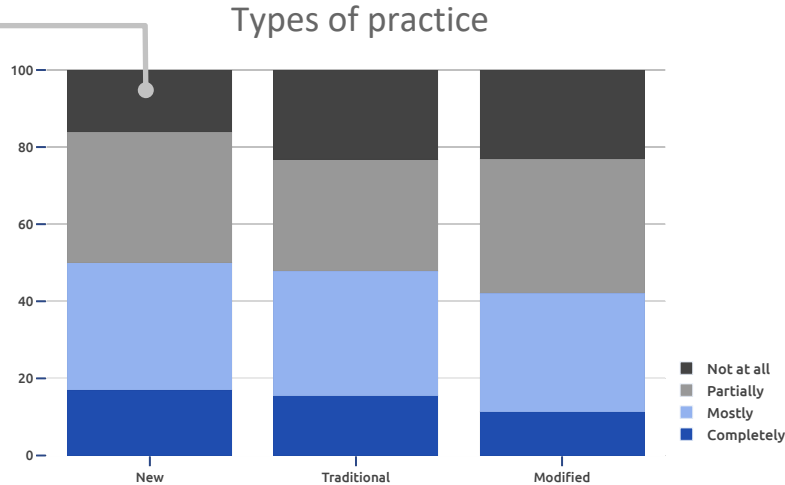


More experienced teams tend to adopt more practices.

Practice adoption increases with team size and experience

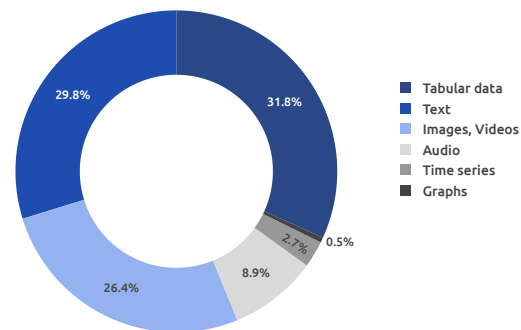
ML-specific practices are adopted slightly more than traditional SE practices

ML-specific practices
enjoy the highest
degree of adoption

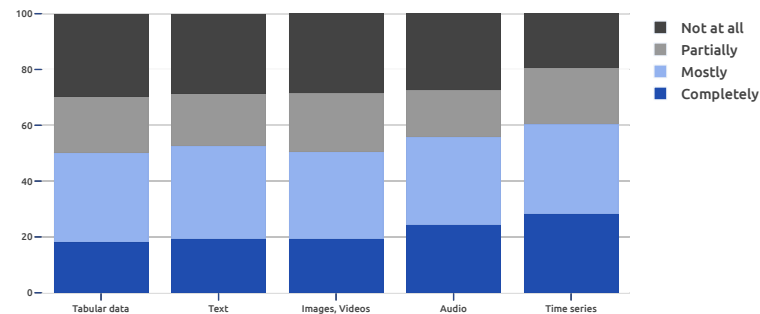


Among ML teams, the adoption of ML-specific practices is highest, followed by general Software Engineering (SE) practices and SE practices adapted to ML.

Practice adoption by data type



The adoption of practices is largely **independent** of the data type used



back to our Example practice

Title

Nr • Category • Difficulty

- Intent
- Motivation
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Use Sanity Checks for All External Data Sources

January, 2021 • Alex Serban, Koen van der Blom, Joost Visser

← 1 / 45 • Data • medium →

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Difficulty

Category

Example practice

Title

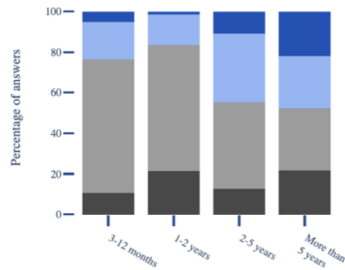
Nr • Category • Difficulty

- Intent
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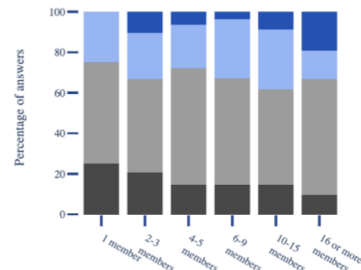
- Not at all
- Partially
- Mostly
- Completely

Adoption

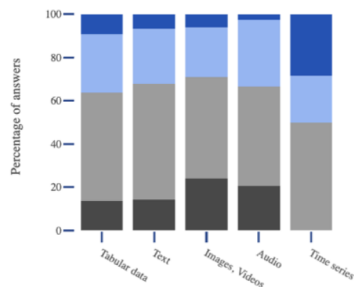
Adoption by team experience



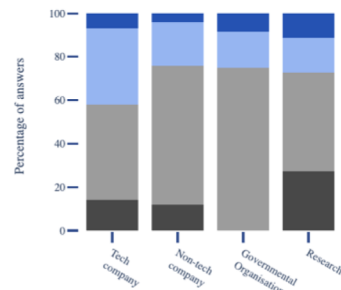
Adoption by team size



Adoption by data type



Adoption by org. type



processing pipeline.

Example practice

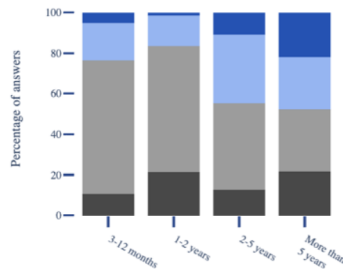
Title

Nr • Category • Difficulty

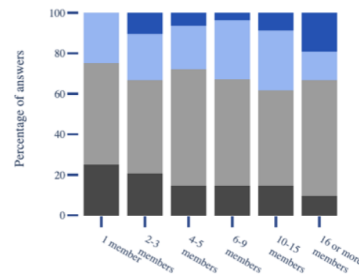
- Intent
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Adoption

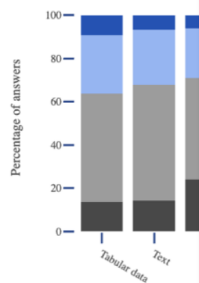
Adoption by team experience



Adoption by team size



Adoption by data type



Adoption by org. type

Related

- Check that Input Data is Complete, Balanced and Well Distributed
- Write Reusable Scripts for Data Cleaning and Merging

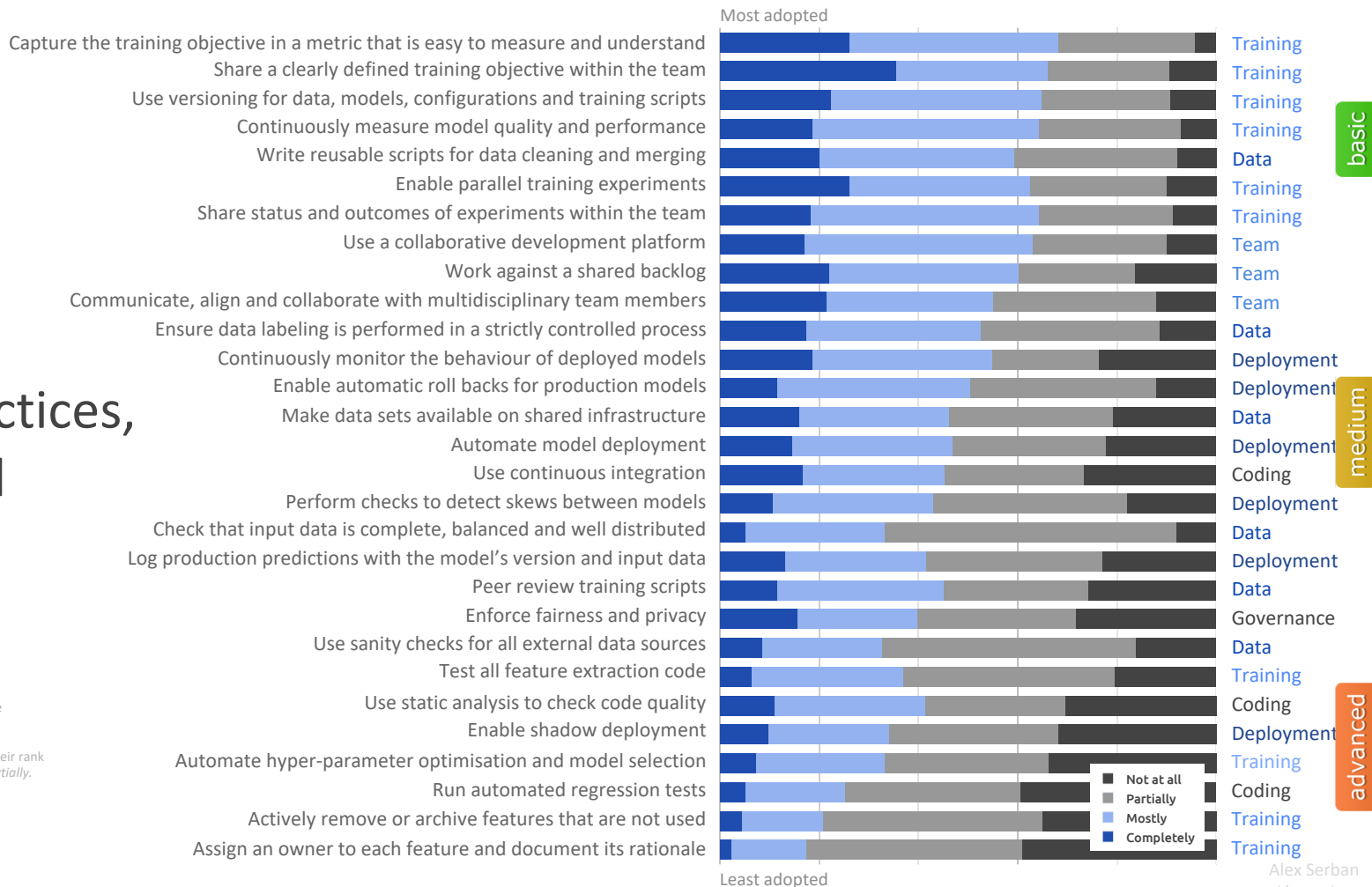
Read more

- Data management challenges in production machine learning
- ML Ops: Machine Learning as an engineered discipline

1 / 45 • Data • medium

29 practices, ranked

Practices are ranked by the average of: their rank on *Completely*, their rank on *Completely+Mostly*, and their rank on *Completely+Mostly+Partially*.



Most adopted practices

Practices related to **measurement** and **versioning** are widely adopted.

The top 4 adopted practices are all related to **model training**.

Top 5

1. Capture the training objective in a metric that is easy to measure and understand
2. Share a clearly defined training objective within the team
3. Use versioning for data, model, configurations and training scripts
4. Continuously measure model quality and performance
5. Write reusable scripts for data cleaning and merging

Least adopted practices

The two most neglected practices are related to **feature management**.

Outside research, **Automated ML** through automated optimisation of hyper-parameters and model selection, is not (yet) widely applied.

Bottom 5

1. Assign an owner to each feature and document its rationale
2. Actively remove or archive features that are not used
3. Run automated regression tests
4. Automate hyper-parameter optimisation and Model Selection
5. Enable shadow deployment

Measuring effects of practice adoption

For **four** effects, we hypothesized a relation with a specific selection of practices.

- **Linear regression**
Confirmed hypotheses.
- **Non-linear regression – Random Forest**
Demonstrated non-linear influence.
- **Importance of each practice – Shapley**
Some very important practices have low adoption.

Effects	Description
Agility	The team can quickly experiment with new data and algorithms, and quickly assess and deploy new models
Software Quality	The software produced is of high quality (technical and functional)
Team Effectiveness	Experts with different skill sets (e.g., data science, software development, operations) collaborate efficiently
Traceability	Outcomes of production models can easily be traced back to model configuration and input data

Different practices, different outcomes

Analysis of survey responses shows that desired outcomes such as **traceability**, **agility**, team **effectiveness**, and software **quality** are each related to specific sets of practices.

Per desired outcome, we list the three practices with the largest influence.

Agility

1. Automate model deployment
2. Communicate, align, and collaborate with multidisciplinary team members
3. Enable parallel training experiments

Traceability

1. Log production predictions with the model's version and input data
2. Continuously monitor the behaviour of deployed models
3. Use versioning for data, model, configurations and training scripts

Team Effectiveness

1. Work against a shared backlog
2. Use a collaborative development platform
3. Share a clearly defined training objective within the team

Software Quality

1. Use continuous integration
2. Run automated regression tests
3. Use static analysis to check code quality



Key findings

From **2020** global survey on adoption of **29** practices, among **350** teams.



Tech companies are leading in adoption of ML engineering best practices.



Larger and more **experienced teams** tend to adopt more practices.



General **software engineering** practices enjoy slightly lower adoption than specific **machine learning** practices.



Best practices for **feature management** are the least well adopted.



Desired outcomes such as **traceability**, **agility**, **effectiveness**, and **quality** are each related to specific sets of practices.

Software Engineering practices in the age of ML

How are software engineering practices **impacted** by incorporation of ML components in software systems?

What new practices are being **proposed** by researchers and practitioners?

To what extent are practices **adopted** by engineering teams?

What are the **effects** of practices adoption on the quality of systems that incorporate ML components?

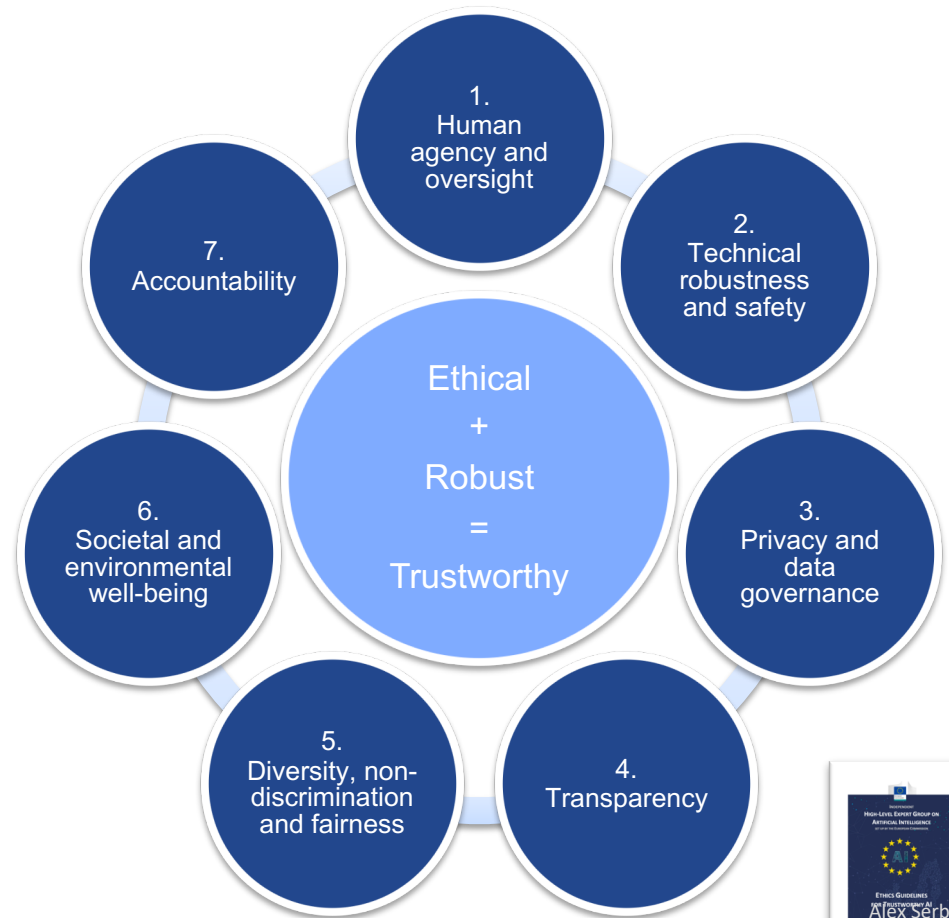
Answers lead to new questions ...

- **Trustworthiness**
More practices? Link to **requirements**?
- **Architecture**
Practices as **tactics** to reach architectural goals.
- **AutoML**
Transfer from research to broad adoption?

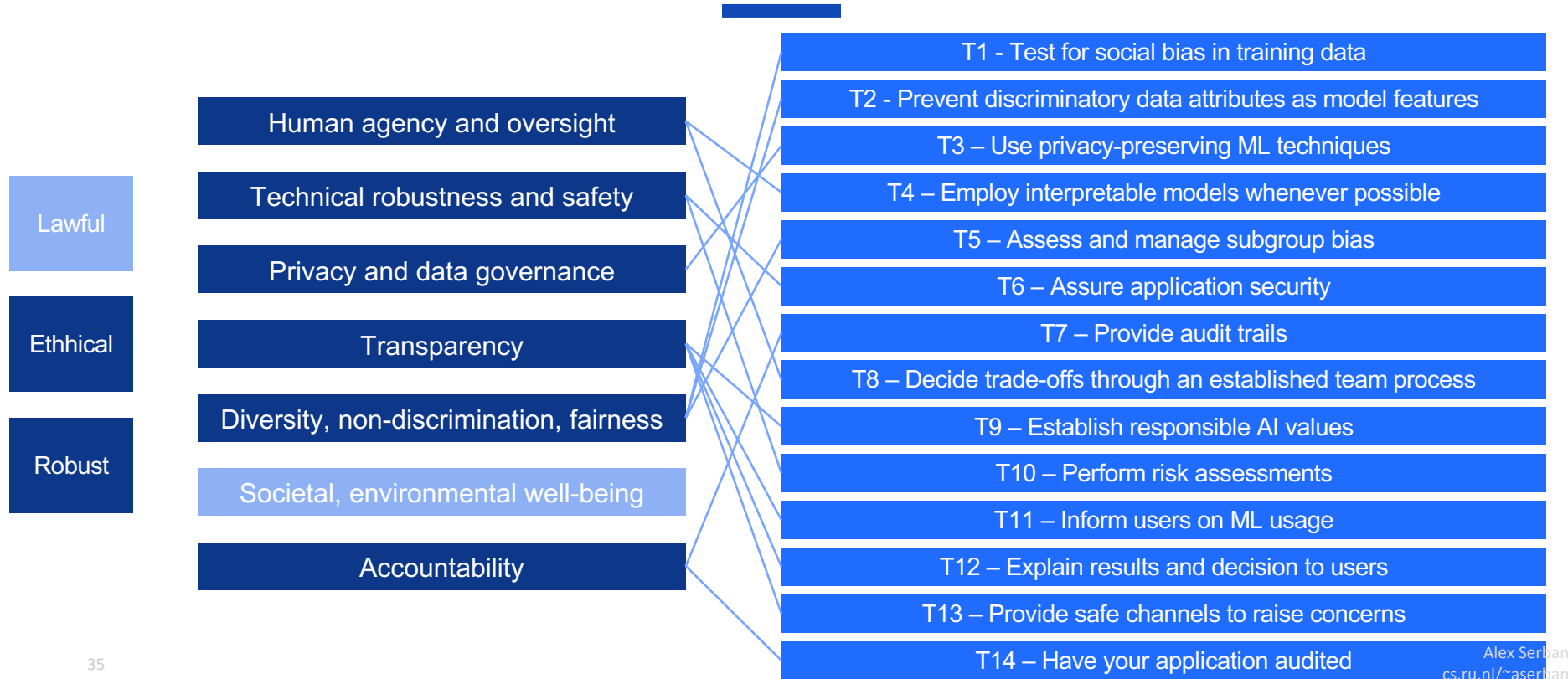
Back to the Seven key requirements

Evaluate and address these continuously
throughout the AI system's lifecycle, via:

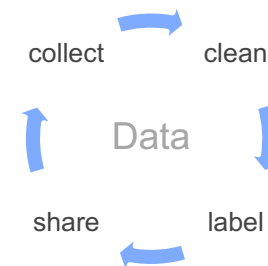
- **Technical methods**
e.g., Constraints in the software architecture, embedded in design and implementation. Explanation functionality. Deliberate testing and validation. Measure algorithm quality indicators.
- **Non-technical methods**
e.g., Regulations, code of conduct, standardization, certification, governance, education, awareness, stakeholder participation, diversity in design teams.



New practices, mapped to trustworthiness requirements



ML engineering practices for research



Write Reusable Scripts for Data Cleaning and Merging

March, 2021 • Alex Serban, Koen van der Blom, Joost Visser

← 4 / 45 • Data • Difficulty Basic • Effect Traceability →

Intent

Avoid untidy data wrangling scripts, reuse code and increase reproducibility.

Motivation

Data cleaning and merging are exploratory processes and tend to lack structure. Many times these processes involve manual steps, or poorly structured code which can not be reused later. Needless to mention such code can not be integrated in a processing pipeline.

Applicability

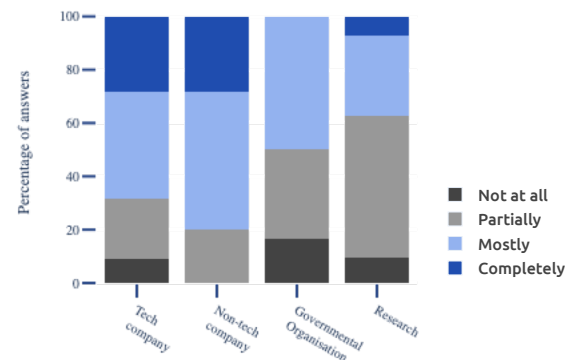
Reusable data cleaning scripts should be written for any ML application that does not use raw or standard data sets.

Description

Most of the time, training machine learning models is preceded by an exploratory phase, in which non-structured code is written, or manual steps are performed in order to get the data in the right format, merge several data sources, etc. Especially when using notebooks, there is a tendency to write ad-hoc data processing scripts, which depend on variables already stored in memory when running previous cells.

Before moving to the training phase, it is important to convert this code into reusable scripts and move it into methods which can be called and *tested* individually. This will enable code reuse and ease integration into processing pipelines.

Adoption by org. type



ML engineering practices for research



Share Status and Outcomes of Experiments Within the Team

March, 2021 • Alex Serban, Koen van der Blom, Joost Visser



23 / 45 • Training • Difficulty Basic



Intent

Facilitate knowledge transfer, peer review and model assessment.

Motivation

Team members have different ways of managing and logging experiment related data. Adopting a common way to log experiment data and share it within the team enables members to collectively monitor and assess training outcomes.

Applicability

Experiment tracking and sharing should be used for any training experiment.

Description

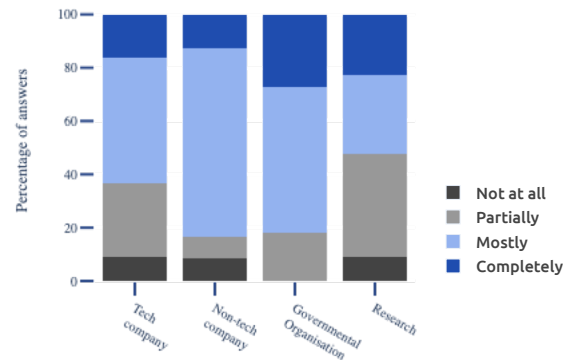
Although different team members have their own style of managing experiments and tracing their outcomes, it is recommended to adopt a common way of logging data; that is understood and accessible to all team members.

Sharing the outcomes within the team has several benefits for peer review, knowledge transfer and model assessment.

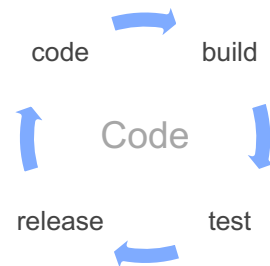
Several [collaborative tools](#) enable central logging of experimental results.

Whenever possible, it is recommended to use one of the tools available internally or externally (e.g. [Sacred](#) or [W&B](#)).

Adoption by org. type



ML engineering practices for research



Use Static Analysis to Check Code Quality

March, 2021 • Joost Visser, Alex Serban, Koen van der Blom



26 / 45 • Coding • Difficulty Advanced • Effect Quality



Intent

Avoid the introduction of code that is difficult to test, maintain, or extend.

Motivation

High-quality code is easier to understand, test, maintain, reuse, and extend. The most effective way of ensuring high code quality is to make use of static analysis tools.

Applicability

Code quality control should be applied to any type of code.

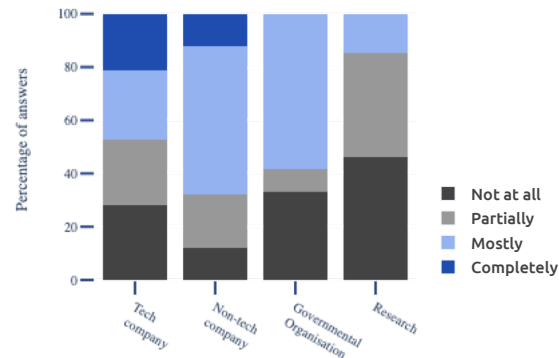
Description

By ensuring high code quality you can avoid the introduction of defects into the code, enable new team members to become productive more quickly, and more easily reason about the correctness of your code.

Static code analysis can be done in various ways:

- **Linters:** A linter is a tool that finds undesirable patterns in program code and reports these back to the programmer. Linters can be activated in a code editor, and integrated development environment, or they can be run on the commandline.
- **Quality gates:** You can integrate a static code quality analysis tool in an automated build and testing script that runs every time a developer commits code changes to the versioning system. When quality issues are found, you can choose to have the commit rejected.

Adoption by org. type



ML engineering practices for research

Team

Use A Collaborative Development Platform

March, 2021 • Joost Visser, Alex Serban, Koen van der Blom

← 35 / 45 • Team • Difficulty Basic • Effect Effectiveness →

Intent

By making consistent use of a collaborative development platform teams can work together more effectively.

Motivation

Collaborative development platforms provide easy access to data, code, information, and tools. They also help teams to keep each other informed, make and record decisions, and work together asynchronously or remotely.

Description

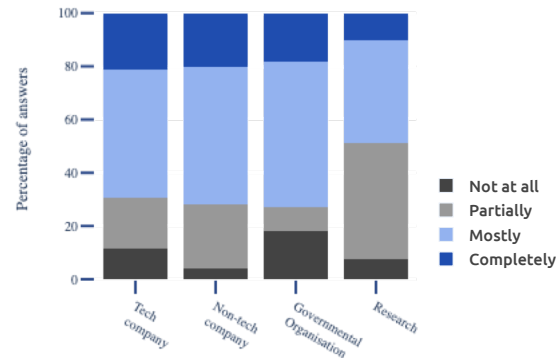
Broadly used collaborative development environments include GitHub, GitLab, BitBucket, and Azure DevOps Server.

Some collaborative development environments are offered as cloud services, others may be installed on-premises, or both. Commonly offered capabilities include:

- Version control
- Issue and progress tracking
- Search, notifications, discussion
- Continuous integration
- A range of developer tools as (third-party) plugins

Collaborative development environments have been developed for, and gained wide-spread adoption by, "traditional" software development teams.

Adoption by org. type



Take away

Software that incorporates Machine Learning (or other AI) **challenges** traditional software engineering practices, due to data intensity, inherent uncertainty, and iterative empirical design.

Demand for **robust** and **responsible** development and use are not unique to ML, but become more acute.

Engineering **practices** are being modified and developed at a quick pace. **Adoption** varies and **effects** are not well-understood.

Software Engineering researchers should **embrace** the challenge of ML, investigate and enhance practice development.



Reading list

We reviewed scientific and popular literature to identify recommended practices. Check out this [Awesome List](#) with relevant literature.



Catalogue

The best practices that we identified are describe in more detail in this [Catalogue](#) of ML Engineering Best Practices.



Preprints

Full details of the methodology behind our survey are described in scientific articles. Read the preprints [here](#).



se-ml.github.io

Visit our project website for more details, to take the survey yourself, and to stay up-to-date with our latest results.

Learn more

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<https://se-ml.github.io/members/>

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