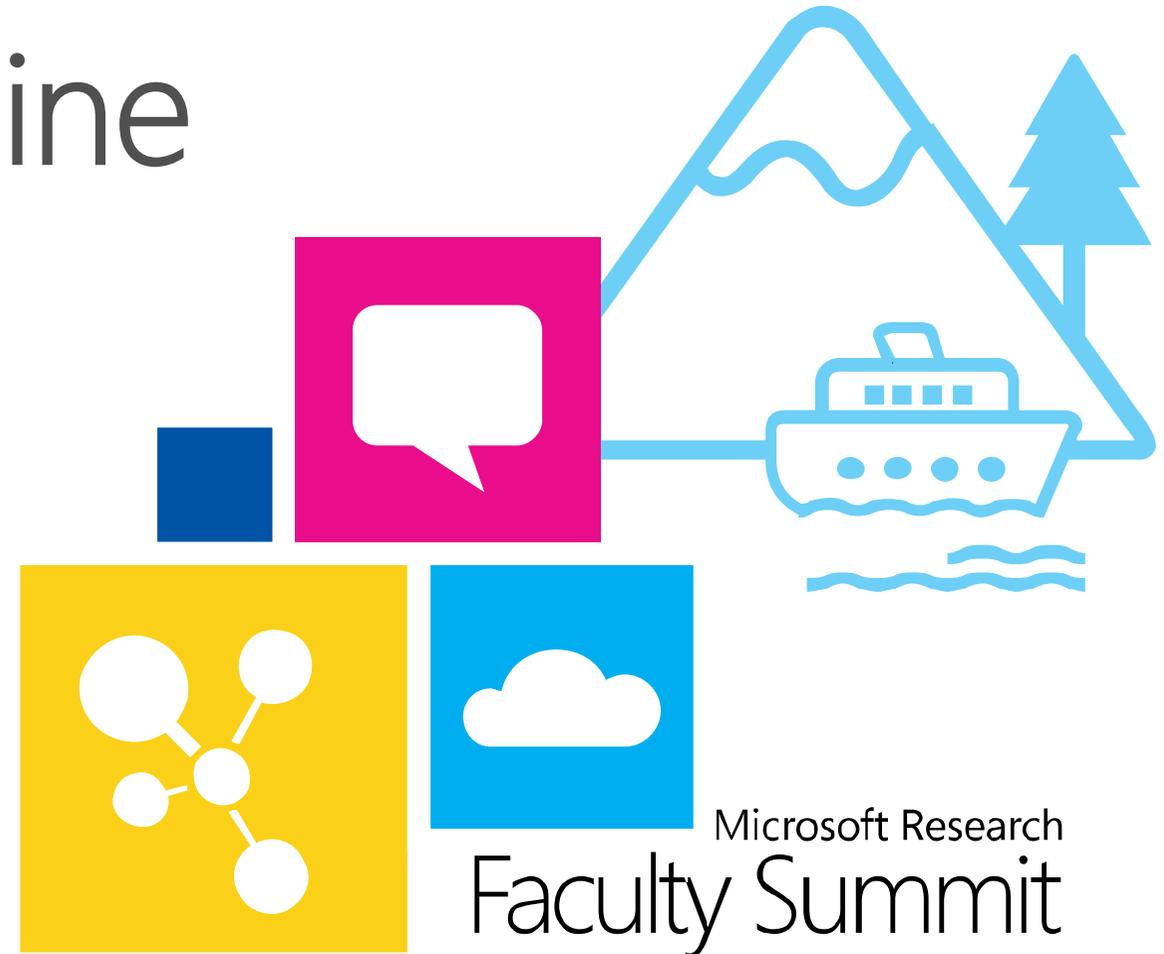


Microsoft Research
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2013



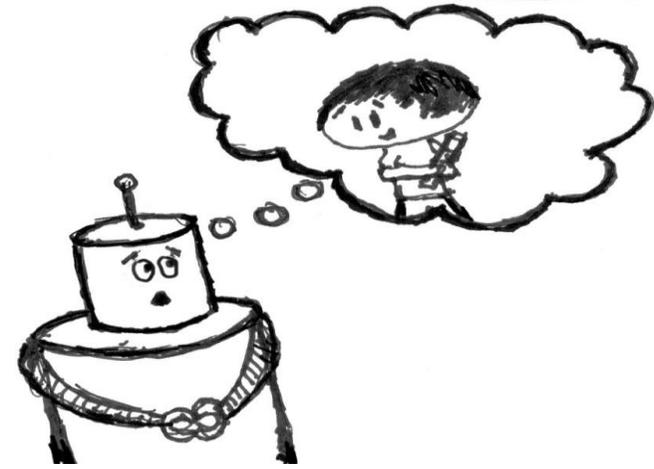
Interaction for Machine Learning

Co-organizers: Dan Bohus, Ece Kamar, Ashish Kapoor, Lihong Li, Jason Williams



Who's Helping Who?

- Human Helping the Machine
 - Providing labels, preferences and guidance



- Machine Helping the Human
 - Amplifying human capabilities, direct information acquisition



What is “Interaction for Machine Learning”?

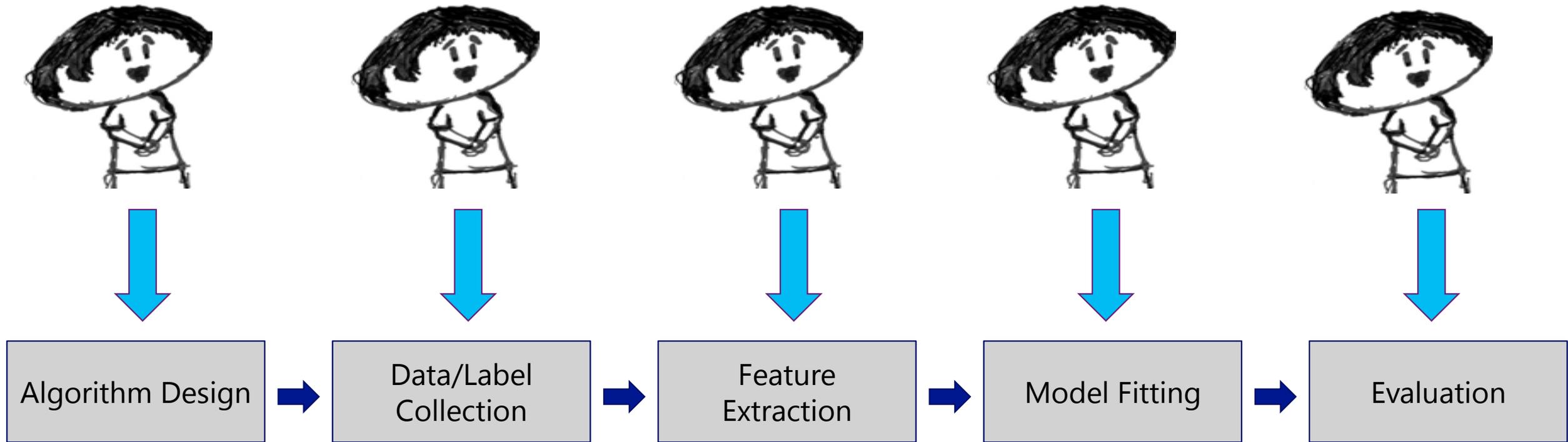
Modify behavior of a machine learning method by interacting with it.

Beyond Label Elicitation :

Automated Spam Filter vs. A Personal Assistant



What is "Interaction for Machine Learning"?



Human as a labeler

Human as a
computational
processor

as a designer



Regression
Metric Learning
Ensemble Methods
Active Learning
Bayesian Exploration

explorer

Our Speakers



James Fogarty, University of Washington



Lise Getoor, University of Maryland



Patrice Simard, Microsoft Research



Xiaojin (Jerry) Zhu, University of Wisconsin-Madison



Agenda

Short talks by our speakers, followed by discussion and question/answer session:

1. *Jerry Zhu*
2. *Lise Getoor*
3. *James Fogarty*
4. *Patrice Simard*

Goal is to be more discussion oriented, so please ask questions



Interaction and ML Panels

Panel 1: Interaction for Machine Learning

James Fogarty, University of Washington; Lise Getoor, University of Maryland; Patrice Simard, Microsoft Research; and Jerry Zhu, University of Wisconsin, Madison

1:00 pm to 2:30 pm, Cascade (***This Session***).

Panel 2: Machine Learning for Interactive Systems

Dan Bohus, Microsoft Research; Léon Bottou, Microsoft Research, Michael Littman, Brown University; and David Traum, University of Southern California

2:45 pm to 4:15 pm, Cascade

