















## Issue #1': What acquisition actions does the environment support?

- a(y<sub>i</sub>) traditional active learning
- a(x<sub>ii</sub>) general active feature acquisition (Melville et al., 2005)
- $a(x_{i^*})$  instance completion (Zheng & Padmanabhan 2002) (Melville et al. 2004)
- $a(x_{2i}|y_2 = c) \text{``budgeted learning''} a la (Lizotte et al. 2003)$
- $a(x_iy_i) progressive sampling (Provost et al. 1999)$
- $a(x_{i*}|y_i = c)$  "budget-sensitive" progressive sampling
- $a(y_i|x_i)$  learning with membership queries (Angluin 1988)
- $a(x_{ij})$  (with  $x_{ik+1} = y_i$ ) general active learning (Somebody 2006) Other settings?
- $a(e_{i^*})$  secondary data access for network learning
- (Macskassy & Provost 2005)
- s(i') costly feature construction (Somebody 2007)
- $s(\kappa)$  background knowledge acquisition (Somebody 2008)
- etc.

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## Issue #2: How to decide what information should be acquired (next)?

- Common strategy: estimate uncertainty
  - in order to reduce it
  - most common strategy for active learning
    - e.g., uncertainty sampling, query by committee, etc.
- · Limitations?
  - why/when does it work?
    - e.g., training-set outliers may have high uncertainty
  - unclear how to apply with different sorts of information
- One general strategy: maximize expected utility
- Applies to general setting with different sorts of information
- · Examples:
  - active learning (e.g., (Roy & McCallum 2001) and others)
  - active feature acquistion (e.g., this workshop)
  - Limitations? (Challenges)
    - computational expense
    - estimation accuracy!
    - myopia vs. all possible info combinations
    - need to build models of various probabilities (e.g., features vs. target)
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## Issue #3: Is the acquisition directed by the (right) goal of the learning?

Examples:

- minimize classification error
- · minimize prob. estimation error
- maximize utilility!
  - for some specific problem
  - ightarrow need to take decision-making into account
- on-line utility maximization
  - · learning while acting
  - · cf. bandit problems, seq. analysis, reinforcement learning
  - I won't have time to talk about today, but Naoki will ...?

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