Semi-Supervised Learning on Data Streams via Temporal Label Propagation

Tal Wagner

Joint work with:

Sudipto Guha

amazon

Shiva Kasiviswanathan

amazon

Nina Mishra

amazon

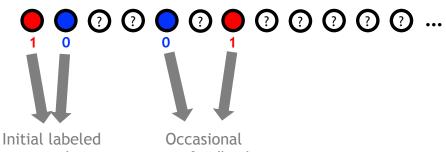
### Semi-Supervised Learning on a Stream

Problem:

- Data points arrive on a stream
- Few are labeled
- Most are unlabeled
- Task: Label points on-the-fly



### Semi-Supervised Learning on a Stream



examples

user feedback

#### Goals:

- **Time:** Label points quickly
- Space: Stream too large to fully store
- Learn from unlabeled data



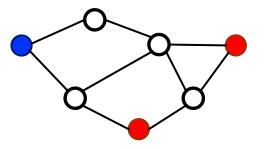
Background:

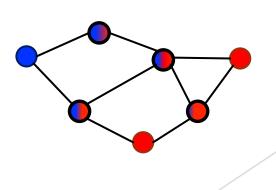
## Offline Semi-Supervised Learning

Offline Semi-Supervised Learning: Label Propagation

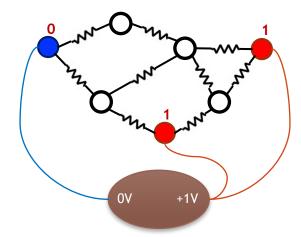
[Zhu, Ghahramani, Lafferty ICML'03] [ICML 10-Year Classic Paper Prize 2013]

- Construct graph on data points
- Propagate labels on graph

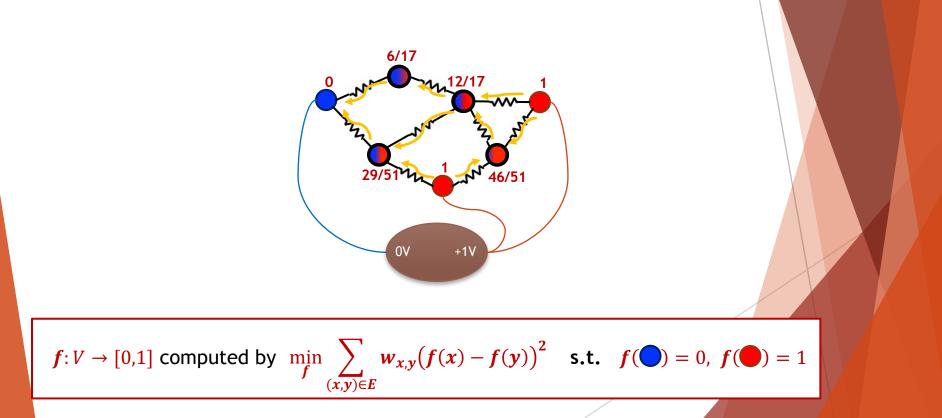




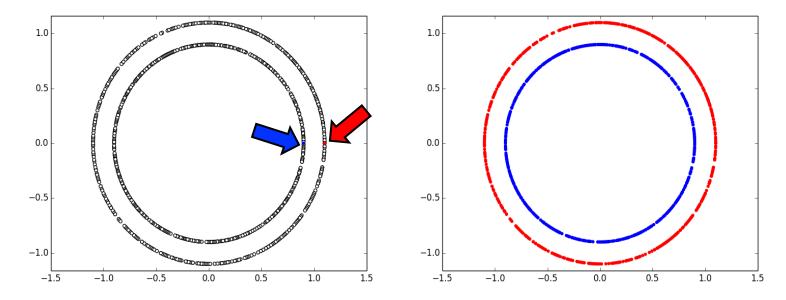
## Label Propagation: Electric Intuition



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### Label Propagation: In Action (I)



## Label Propagation: In Action (II)

[Levin, Lischinski, Weiss SIGGRAPH'04]



Input

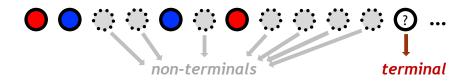
Labeled examples

Output

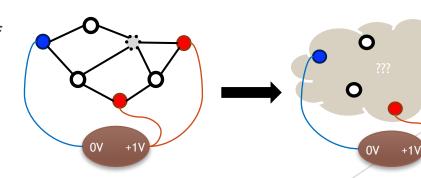
Handling Data Streams:

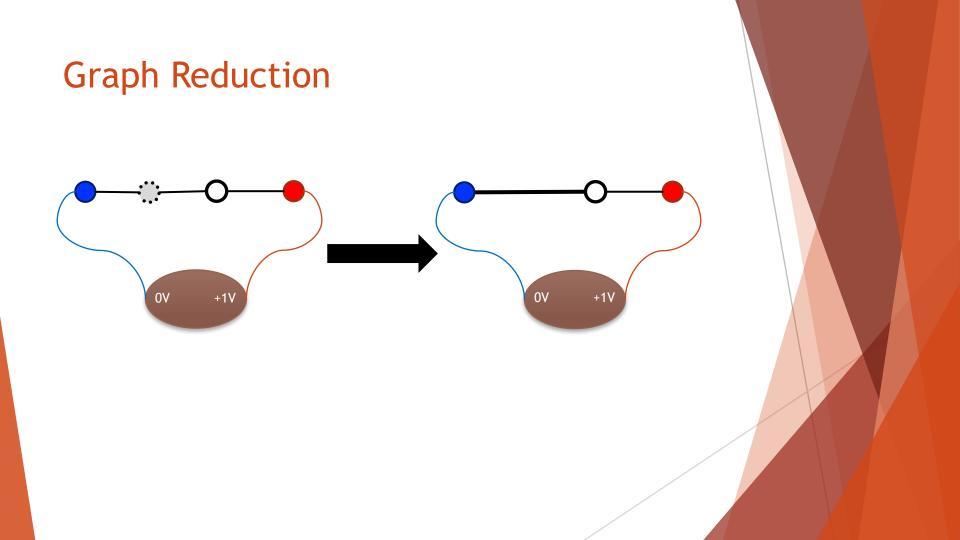
## From Offline to Streaming Label Propagation

## Semi-Supervised Learning on a Stream

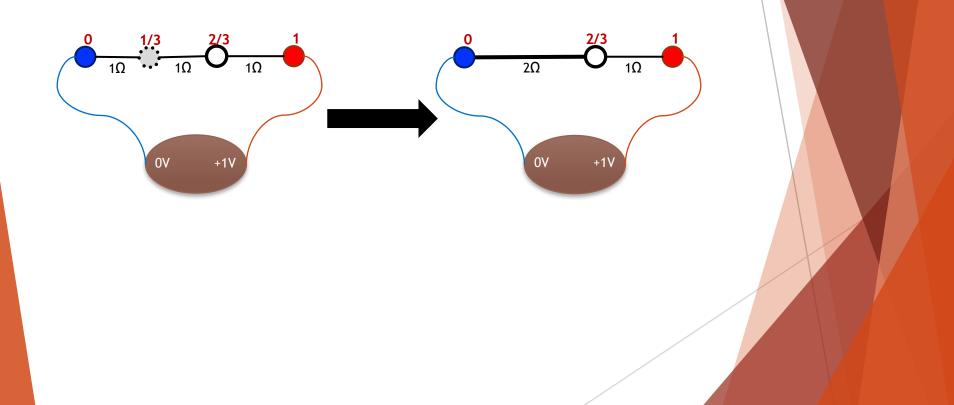


- Observe: We only need to label the new point
  - Offline algorithm labels all nodes at once redundant work
- <u>However</u>: Terminal label depends on all non-terminals
- Can we get rid of non-terminals?

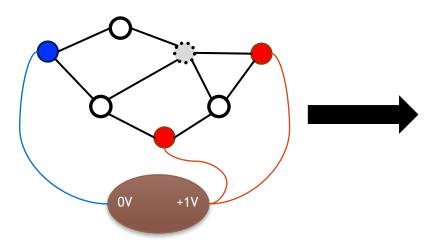


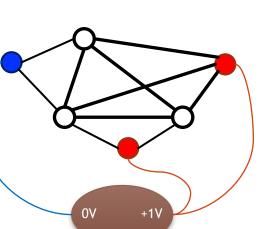


## **Graph Reduction**

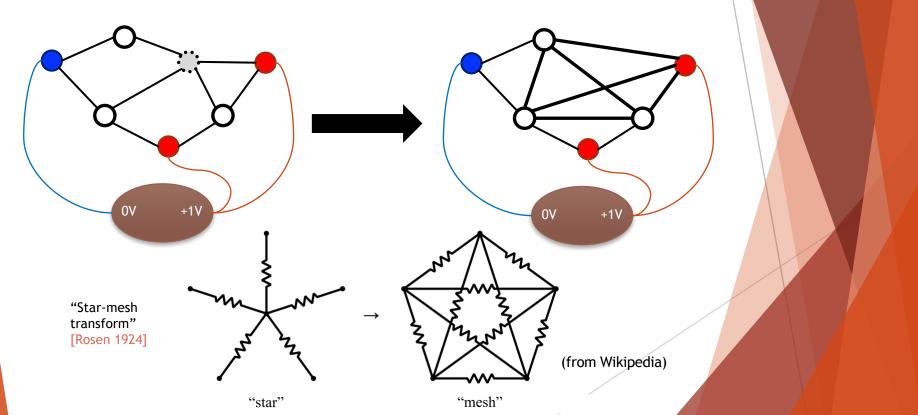


#### Graph Reduction: Star-Mesh Transform



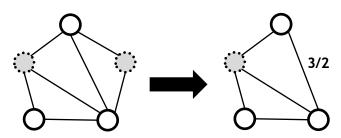


#### Graph Reduction: Star-Mesh Transform



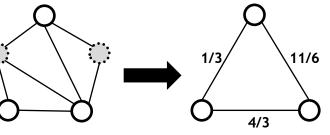
#### Graph Reduction: Sequential Star-Mesh Transforms

- Graph has n nodes and  $\tau$  terminals
- Star-mesh the  $n \tau$  non-terminals one by one

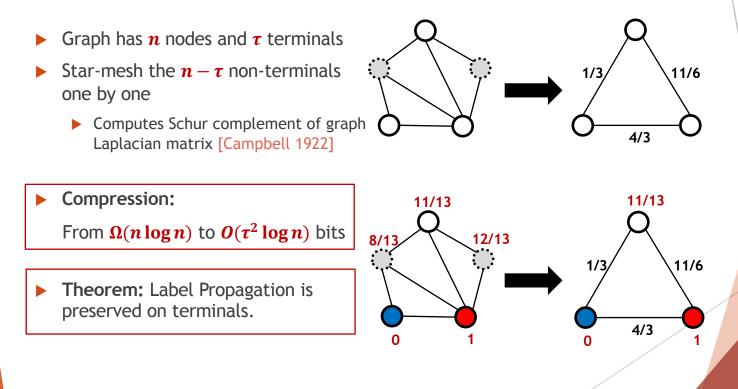


#### Graph Reduction: Sequential Star-Mesh Transforms

- Graph has n nodes and  $\tau$  terminals
- Star-mesh the  $n \tau$  non-terminals one by one
  - Computes Schur complement of graph Laplacian matrix [Campbell 1922]



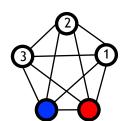
#### Graph Reduction: Sequential Star-Mesh Transforms



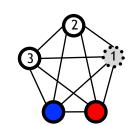
Our Algorithm:

## Temporal Label Propagation (TLP)

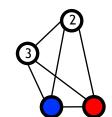
- Pick small integer  $\tau$
- Store  $\tau$  recent unlabeled points



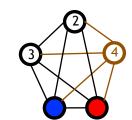
- Pick small integer au
- Store  $\tau$  recent unlabeled points
- On point arrival:
  - Star-mesh out oldest point



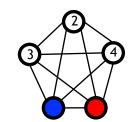
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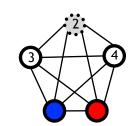
- Pick small integer au
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- On point arrival:
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  - Insert new point



- Pick small integer au
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  - Propagate labels



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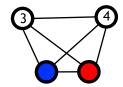


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2

1

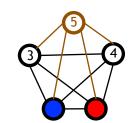
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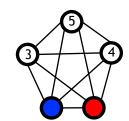
1 2

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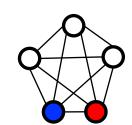


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- On point arrival:
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Guarantees for time step *n*:

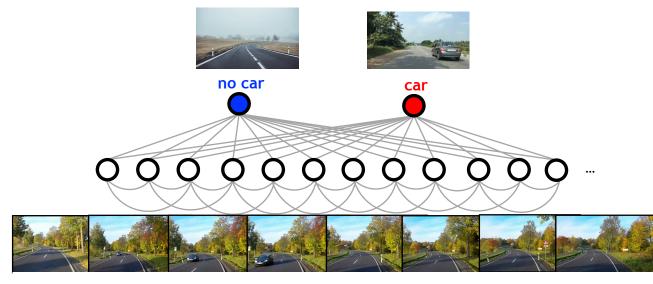
- Processing time:  $\tilde{0}(\tau^3)$
- Storage space:  $\tilde{O}(\tau^2 \log n)$



Guarantees for time step **n**:

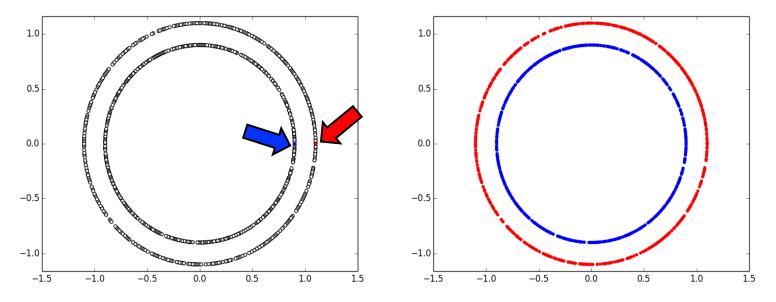
- Processing time:  $\tilde{0}(\tau^3)$
- Storage space:  $\tilde{O}(\tau^2 \log n)$
- Labels propagate on a graph containing the entire stream so far

### Temporal Vicinity Graph



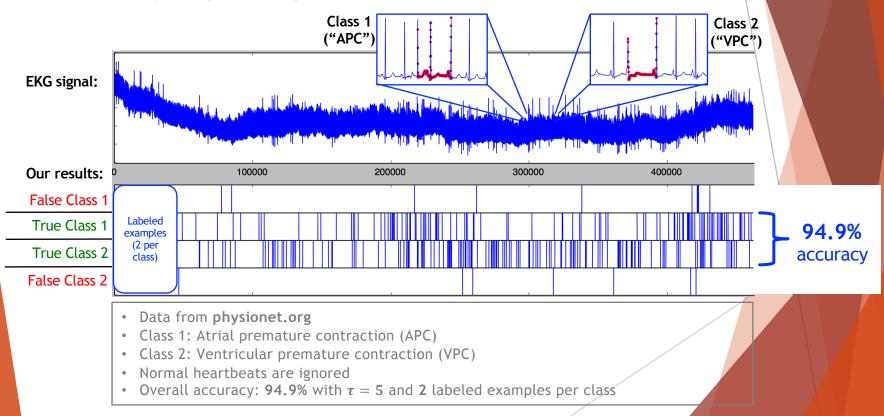
no car car car car no car no car no car

## Demo: Two Rings in Angular Order





#### Real Data: Classifying Irregular Heartbeats on EKG



## Conclusion

#### Principled and practical approach to streaming SSL

- Rich, robust, well-studied mathematical framework
- Simple to implement
- Future directions:
  - More applications of compression for SSL
    - Distributed networks, memory-limited devices (edge, GPU, ...)
  - **Extensions and variants of Label Propagation on streams** 
    - Support regularization, noisy labels, interpretability, ...
  - ► Trade approximation / randomization for even better performance
    - Our algorithm is exact and deterministic

# **Thank you** Questions?