

#### Crowdsourcing Predictive Analytics: Using 60,000 Heads, without Losing Yours

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#### A predictive science food chain





#### The unfortunate hype of predictive science

- Big data!
- Every second 6.2 quintillion exabytes of data are being collected
- Need shared vocabulary, shared scientific protocols
- Need to leverage
  - demographics
  - catastrophe models
  - predictive models
  - economic capital models
  - regulatory information
  - cell phone logs
  - satellite surveillance
  - Etc
  - Etc
    - Eta







#### What do we do with big data?

- Create committees, panels, consortiums, taxonomies
- Create acronyms for our committees, panels, consortiums, taxonomies
- Go to conferences to promote and learn about our acronym'd committees, panels, consortiums, taxonomies
- Promise to share, then hoard data and ideas until grant funding cycles make it safe
- And if time permits and the mood strikes? Actual work.



#### I'm ready to leave now.

A STREET STREET





## Agenda: Crowdsourcing What is Kaggle? **Case Studies** FAQs





# The uncanny efficiency of Using prizes to induce the public

© National Maritime Museum, Greenwich, London, MoD Art Collection



The Royal Navy's inability to measure longitude is causing them terrible losses in ships and cargo



British government offers £20,000 (\$6 million today) for contributions to accurately measuring longitude



Isaac Newton, among other top minds, had not succeeded in solving the problem



John Harrison, a cabinetmaker from Yorkshire, develops a clock that maintains accuracy on the seas, claims £14,315



# "No matter who you are, most of the smartest people work for someone else."

- Bill Joy, Sun Microsystems co-founder



### 300 years later...

#### United States (2002)

US is experiencing a technology boom, the internet is going well, Public broadcasting is popular and well funded, "Statistician" named hottest job of 2002, life is generally okay

American



#### United States (2002)

FOX announces \$1M prize to find the next great solo recording artists based on viewer voting

American



#### United States (2002)

Causes irreparable damage to the U.S. GDP, reality television and "Next top" shows erode the intellectual capacity of Americans everywhere. Math is cool. But you know what's really cool? Last night's episode of Idol.

American



### everything is going to be okay

#### **Ansari X-Prize**

\$10M prize for the first non-government organization to launch a reusable manned spacecraft into space twice within two weeks



#### **Ansari X-Prize**

Aeronautical experts from around the world collectively spend \$100M and solve the challenge



#### **Google Scholar Articles Mentioning "Crowdsourcing"**





#### Crowdsourcing Industry Landscape



crowdsourcing.org



© New Yorker, Peter Steiner



"On the Internet, nobody known you're a dog."



© New Yorker, Peter Steiner



"On the Internet, nobody knows you don't have a PhD in statistics."



Which, let's be honest, is a nice way of saying...





#### **Two crowdsourcing flavors**

Using the crowd to do **large**, **unwieldy**, **and highly distributed problems** ("many hands make light work")



Wikipedia Ornithology Open Source SETI iStockPhoto Mechanical Turk Using the crowd to solve **singular**, **focused**, **difficult problems** ("two heads are better than one")

Kaggle Innocentive DARPA IARPA NASA X-Prize Foundation



Ivory-billed Woodpecker, James John Audubon



#### Problems with many crowdsourcing initiatives

- 1. Recognition is rewarded subjectively
  - Leads to a high barrier to entry
- 2. Recognition is rewarded after proof of work
  - Leads to high sunk costs
- 3. Crowdsourcing is conflated with outsourcing
  - Ignores the closing gap between professionals and amateurs
- 4. Failure to appropriately divide complex tasks











Peer Review: On or about April 16, 2012, a peer review committee appointed by Sponsor will select the top ten Semi-Finalists based on their opinions of the expected effectiveness at generating lift and novelty of design of each of the Entries... They will also attempt to ensure their selections reflect a diversity of approaches from among the Entries."

#### Overview

Semi-l

.

machir \*\*After careful review of all submitted Entries to the RecLab Prize on Overstock.com recomi to interac S Contest, the Peer Review Committee has determined that no Entry met the on the effectiveness at generating lift and novelty of design to be selected for the Semi-Final more I IS. measu Stage. Thank you to all the participating teams. At this time the RecLab Prize has existir than S concluded.\*\*

**Final Stage**: Each of the Finalists will be given randomly-chosen 5% of sessions on the Overstock.com website for an additional three (3) weeks. The best performing Entry, as judged by increase in revenue per session over Sponsor's existing algorithms, will be deemed the winner. If no Finalist produces more than 1% more revenue per session than Sponsor's existing algorithms, then no prize will be awarded.



#### How we have attempted to solve these problems

- 1. Recognition is entirely objective
- 2. Prizes are established up front and dependent on relative rank, not absolute performance
- 3. We prioritize the professional interests of our users:
  - Compensation
  - Meritocratic access to job opportunities
  - Education ("learning by doing", "learning by necessity")
  - At-cost partnerships with research groups



#### Disparity: "Many hands make light work"



High-quality, high-resolution, digital photos had become ubiquitous, but stock agencies still treated them as a scarce resource.



#### Disparity: "Two heads are better than one"



A mismatch exists between those with data and those with the skills to analyze it



#### We strive NOT to:

- Be an outsourcing company
- Be the next cloud-based, Hadoop-ready, unstructureddata, scalable, NoSQL, enterprise, insight-leveraging, big-data, analytics platform
- Displace actuaries (or any domain experts)
- Be intimidated by domain biases, presuppositions, or challenges with bad reputations
- Be slow





# Predictive scientific problems

Why competitions suit



#### **Theory 1: Diversity of Approaches**





#### Attacking from all sides

There are countless ways to solve any predictive modeling problem. No one person can try them all. By exposing the problem to a large number of participants, all trying different techniques, competitions can very quickly advance the frontier of what's possible using a given dataset.





#### **Theory 2: Diversity of People**

This problem can only be solved by an 8<sup>th</sup>-order kernel projection onto an orthonormal space of homoscedastic eigentensors

> The boss is going to have my neck if I can't get this Hadoop iPhone app ready in time for BigDataFest

I'm making an Excel VBA script to access our Oracle database and find the mean of the revenue column!

Data science (noun): Statistics done wrong



Ray, T. BAYES.


### 50,000+ registered data scientists





### **Diverse Skills**



Our community of data scientists comprises thousands of PhDs from quantitative fields such as computer science, statistics, econometrics, maths and physics. They come from over 100 countries and 200 universities.

In addition to the prize money and data, they use Kaggle to meet, network and collaborate with experts from related fields.



# "... our interests are more diverse than our business cards would have one believe."

- Jeff Howe, Crowdsourcing



# **Theory 3: Competition Dynamics**





#### Competitive pressure

drives participants to keep trying new ideas. Real-time feedback is given on a live leaderboard, so when somebody makes a breakthrough, others revise their own algorithms to outdo the leader's performance. This leapfrogging continues until participants reach the full extent of what is possible.





# The leaderboard drives participation

Public Leaderboard Private Leaderboard

This leaderboard is calculated on approximately 53% of the test data. The final results will be based on the

Reminder: It's against the rules to make submissions through multiple accounts. Contact us if you notice any

other 47%, so the final standings may be different.

'sock-puppets'.

Objective, meritocratic

- Reduces the sunk cost dilemma
- Encourages leapfrogging
- Frames a range of acceptable performance

Δ1v	r Team Name	MAP@3	Entries	Last Submission UTC (Best Submission - Last)
1	ACMClass@SJTU *	0.44153	253	Frl, 01 Jun 2012 23:22:46 (-8.6h)
ti tik	Shanda Innovations *	0.43959	121	Fri, 01 Jun 2012 23:55:19 (-0.1h)
2	Steffen Rendle *	0.42909	82	Fri, 01 Jun 2012 23:38:21
t 👔	FICO Model Builder	0.42811	138	Fri, 01 Jun 2012 23:19:20 (-2.1h)
13	Medrr	0.42657	267	Fri, 01 Jun 2012 11:08:34 (-0.6h)
e liž	SYSU_Wargreymon	0.42644	77	Fri, 01 Jun 2012 15:58:13 (-0.3h)
new	mmmsoldier	0.42241	20	Wed, 30 May 2012 17:34:27
new	Iolinush	0.42116	13	Thu, 31 May 2012 06:53:23 (-37.5h)
171	BBCC	0.41427	124	Fri, 01 Jun 2012 23:49:01 (-1.3h)



\* in the money

### **Performance is relative – 100m Dash**



Sources: "The Complete Book of the Olympics" by David Wallechinsky and Jaime Loucky, International Olympic Committee; Amateur Athletic Association; Photographs: Chang W. Lee/The New York Times, Getty Images, International Olympic Committee http://www.nytimes.com/interactive/2012/08/05/sports/olympics/the-100-meter-dash-one-race-every-medalist-ever.html



# **Theory 4: Good Will Hunting**

#### WIRED MAGAZINE: 16.03

#### This Psychologist Might Outsmart the Math Brains Competing for the Netflix Prize

By Jordan Ellenberg 😭 04.45.08



At first, it seemed some geeked-out supercoder was going to make an easy million.

In October 2006, Netflix announced it would give a cool seven figures to whoever created a movie-recommending algorithm to percent better than its own. Within two weeks, the EVD rental company had received 169 submissions, including three that were slightly superior to Cinematch, Netflix's recommendation software. After a month, more than a thousand programs had been entered, and the top scorers were almost halfway to the goal.







### Crowdsourcing is *not* replacing domain knowledge





### But domain knowledge appears less important than we thought...

• Karim Lakhani – InnoCentive study



- 166 posted problems, 26 research labs, 4 year timespan
- The more diverse the problem-solving population, the more likely the problem is to be solved
- No significant correlation between prize amount and a problem's likelihood of being solved
- The further the problem was from a solver's expertise, the more likely he or she was to solve it
- On Kaggle:
  - We observe less domain expertise, more "data literacy" skills dominating



# Running a market of competitions is not yet a science (but we're trying to get there...)

- **Problem too easy?** (Iris data) Saturated leaderboard, decimal-place showdown
- Problem too hard? (Fermat's Last Thm.) discouragement
- **Too few problems?** competitions hypercompetitive, beginners lose interest
- **Too many problems?** crowd is overwhelmed, participation spread thinly
- Data too large? people complain
- Data too small? people complain





Teatured Competitions		Browne all
	Heritage Health Prize Identify patients who will be admitted to a hospital within the next year, using historical charse data.	Inda & memble 1329 teams 83 million
MERCK Be well	Merck Molecular Activity Challenge Help develop safe and effective medicines by predicting molecular activity.	Ends 18 days 884 Ioans 840,000
	U.S. Census Return Rate Challenge Predict census mail return rates.	Ends 33 days 97 marts 828,000
<b>career</b> builder	Job Recommendation Engine Challenge Product which jobs users will apply to	Drda 8.5 dæpe 72 tearra \$20,000
stackoverflow	Predict Closed Questions on Stack Overflow Predict which new qualiform aiked on Stack Overflow will be closed	Ents 10 days 117 taxes \$20,000
👗 Research Competitions		Drowne al
GEFCom2012 Load Forecasting	Global Energy Forecasting Competition 2012 - Load Forecasting A hierarchical load forecasting problem: backcasting and forecasting houry loads (in WV) for a US utility with 20 zones.	Dools 32 daryw 42 taarns 57,500
GEFCom2012 Wind Forecasting	Global Energy Forecasting Competition 2012 - Wind Forecasting A wind power forecasting problem predicting hourly power generation up to 48 hours ahead at 7 wind farms	Trois 32 dege 45 tooms 97,500

A diverse range of organizations have used Kaggle to

# Improve the state of the art





kaggle

# **Competition Types**









Public

**Private** 

#### Recruitment

Prospect



# Boehringer Ingelheim - 🖹 🔮 📑 📕 🖉 🗳 🥌 XXXXX? XX XX × × × × × ×



w/ 1,776 characteristics each

796 entrants 703 teams 8,841 submissions over 91 days

25.6% improvement over previous accuracy benchmark





# Competition Progress (color change denotes a change in leader)



# dunnhumby Predicting Grocery Shoppers' Spending Habits

Grocery shopping: we all have to do it, but can you predict it? Dunnhumby, a U.K. firm that does analytics for supermarket chains, was looking to build a model to predict when supermarket shoppers will next visit the store and how much they will spend.



537



+



=

208%



# ASAP

Automated Student Assessment Prize Phase One: Automated Essay Scoring

#### SAMPLE ESSAY PROMPT

We all understand the benefits of laughter. For example, someone once said, "Laughter is the shortest distance between two people."

Many other people believe that laughter is an important part of any relationship. Tell a true story in which laughter was one element or part.



# **Recruiting competitions**



Want an interview at Facebook? Facebook will review the top entries in the competition and offer you an interview if they like what they see.

- Within a hour of posting, competition page had 750 simultaneous unique users
- 422 individuals competed
- 1 hired, several in consideration, many are moving through the interview process







Competition dynamics

# Give insight into the data



<b>D</b> ( ) (			<b>.</b>	
Return%	ProductID	Dept	Price	MFR
1.94	54323	Household	54.95	USA
0.023	92356	Household	9.95	USA
0.8	78023	Computer	4.5	China
0.01	12340	Audio	109.99	China
0.41	31240	Audio	29.99	Taiwan
0.97	12351	Hardware	54.95	Mexico
0.0115	90141	Hardware	4.99	USA
0.4	81240	Hardware	6.55	Taiwan
0.03	14896	Computer	211.99	Korea
0.205	62132	Computer	1100	USA
1.6878	54323	Audio	34.99	USA
0.0345	92356	Audio	7.99	USA
0.64	78023	Household	229.9	Brazil
0.72	12340	Audio	19.95	Mexico
0.41	31240	Computer	6.99	Taiwan
1.94	54323	Hardware	11.99	Taiwan
0.023	92356	Household	2.05	USA
0.08	78023	Computer	99.99	USA
2.09	12340	Computer	129.99	China
1.1	31240	Audio	18.99	China



	Return%	ProductID	Dept	Price	MFR		
	1.94	54323	Household	54.95	USA		
	0.023	92356	Household	9.95	USA		
	0.8	78023	Computer	4.5	China		
	0.01	12340	Audio	109.99	China		
	0.41	31240	Audio	29.99	Taiwan		
	0.97	12351	Hardware	54.95	Mexico		
	0.0115	90141	Hardware	4.99	USA	$\succ$	Training
	0.4	81240	Hardware	6.55	Taiwan		rraining
	0.03	14896	Computer	211.99	Korea		
	0.205	62132	Computer	1100	USA		
	1.6878	54323	Audio	34.99	USA		
	0.0345	92356	Audio	7.99	USA		
	0.64	78023	Household	229.9	Brazil	2	
$\left( \right)$	0.72	12340	Audio	19.95	Mexico		
	0.41	31240	Computer	6.99	Taiwan		
	1.94	54323	Hardware	11.99	Taiwan		
<	0.023	92356	Household	2.05	USA	$\succ$	Test
	0.08	78023	Computer	99.99	USA		1000
	2.09	12340	Computer	129.99	China		
	1.1	31240	Audio	18.99	China		





	Return%	ProductID	Dept	Price	MFR		
	1.94	54323	Household	54.95	USA		
	0.023	92356	Household	9.95	USA		
	0.8	78023	Computer	4.5	China		
	0.01	12340	Audio	109.99	China		
	0.41	31240	Audio	29.99	Taiwan		
	0.97	12351	Hardware	54.95	Mexico		
	0.0115	90141	Hardware	4.99	USA		Training
	0.4	81240	Hardware	6.55	Taiwan		manning
	0.03	14896	Computer	211.99	Korea		
	0.205	62132	Computer	1100	USA		
	1.6878	54323	Audio	34.99	USA		
	0.0345	92356	Audio	7.99	USA		
_	0.64	78023	Household	229.9	Brazil	$\prec$	
	?	12340	Audio	19.95	Mexico		
	?	31240	Computer	6.99	Taiwan		
	?	54323	Hardware	11.99	Taiwan		
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	?	78023	Computer	99.99	USA		
	?	12340	Computer	129.99	China		
	?	31240	Audio	18 99	China		

Solution "Ground Truth"



		MFR	Price	Dept	ProductID	Return%
		USA	54.95	Household	54323	1.94
		USA	9.95	Household	92356	0.023
		China	4.5	Computer	78023	0.8
		China	109.99	Audio	12340	0.01
		Taiwan	29.99	Audio	31240	0.41
		Mexico	54.95	Hardware	12351	0.97
Training	$\succ$	USA	4.99	Hardware	90141	0.0115
rraining		Taiwan	6.55	Hardware	81240	0.4
		Korea	211.99	Computer	14896	0.03
		USA	1100	Computer	62132	0.205
		USA	34.99	Audio	54323	1.6878
		USA	7.99	Audio	92356	0.0345
	2	Brazil	229.9	Household	78023	0.64
		Mexico	19.95	Audio	12340	0.03
		Taiwan	6.99	Computer	31240	1.298
		Taiwan	11.99	Hardware	54323	0.94
Test	$\geq$	USA	2.05	Household	92356	0.04
1000	(	USA	99.99	Computer	78023	0.36
		China	129.99	Computer	12340	1.2
		China	18.99	Audio	31240	0.02
						٨

Submission



		MFR	Price	Dept	ProductID	Return%	
		USA	54.95	Household	54323	1.94	
		USA	9.95	Household	92356	0.023	
		China	4.5	Computer	78023	0.8	
		China	109.99	Audio	12340	0.01	
		Taiwan	29.99	Audio	31240	0.41	
		Mexico	54.95	Hardware	12351	0.97	
Training	$\succ$	USA	4.99	Hardware	90141	0.0115	
rraining		Taiwan	6.55	Hardware	81240	0.4	
		Korea	211.99	Computer	14896	0.03	
		USA	1100	Computer	62132	0.205	
		USA	34.99	Audio	54323	1.6878	
		USA	7.99	Audio	92356	0.0345	
	2	Brazil	229.9	Household	78023	0.64	
		Mexico	19.95	Audio	12340	0.03	
		Taiwan	6.99	Computer	31240	1.298	
		Taiwan	11.99	Hardware	54323	0.94	
Test	$\geq$	USA	2.05	Household	92356	0.04	
1000	(	USA	99.99	Computer	78023	0.36	
		China	129.99	Computer	12340	1.2	
		China	18.99	Audio	31240	0.02	
						▲	

Submission

Public Leaderboard Private Leaderboard

kaggle

# **Dynamics help us infer:**

- The orthogonality of approaches
- How much duplicated work is being done
- The extent of overfitting
- How close participants are to the predictive "frontier"









































![](_page_70_Picture_1.jpeg)

![](_page_71_Picture_0.jpeg)

What are the

# **Risks Involved?**

![](_page_71_Picture_3.jpeg)
# Q: What if the data is proprietary?



### **Private Competitions**





# Who gets invited?

A liquid market of competitors and competitions enables ranking of participants (Like chess, golf, etc.)

We are refining our methodology to find our strongest members for private competitions





# Q: Is anonymized data anonymous in the hands of the seething masses?



flickr

#### Link Prediction by De-anonymization: How We Won the Kaggle Social Network Challenge

Elaine Shi

Arvind Narayanan

Benjamin I. P. Rubinstein

bit is paper describes the winning entry to the work of the contest was to promote research on realword link prediction, and the dataset was a graph obtained by crawing the popular Flickr social photo sharing website, with user identifies scrubbed. By de-anonymizing much of the competition test set using our own Flickr crawl, we were able to effectively game the competition. Our attack represents a new application of de-anonymization to gaming machine learning contests, suggesting changes in how future competitions should be run.

We introduce a new simulated annealing-based weighted graph matching algorithm for the seeding step of deanosymization. We also show how to combine de-anonymization with link prediction—the latter is required to achieve good performance on the portion of the test set not de-anonymized for example by training the predictor on the de-anonymized portion of the test set, and combining probabilistic predictions from de-anonymization and link prediction.

#### 1. INTRODUCTION

AGGLE.COM—a platform for machine learning competitions—ran the IJCNN 2011 Social Network Challenge for 9 weeks from Nov 8, 2010 through Jan 11, 2011 [18]. The goal of the Social Network Challenge was to promote research on link prediction. The context dataset was created by crawling a large online social network and partitioning the obtained edge set into a large training set and a smaller test set of edges augmented with an equal number of fake edges. Challenge entries were required to be probabilistic predictions on the test edge set. Node identities prior work studied de-anonymizing complete snapshots of social networks [26]. We achieve this by focusing on nodes with high in-degrees for "seeding" the de-anonymization process. As we explain in Section III-A, the set of high indegree nodes is (approximately) preserved even in a snapshot obtained from a partial crawl.

Second, we formulate seed identification—the first step of de-anonymization—as a combinatorial optimization problem, specifically weighted graph matching, in contrast to the pattern search approaches of [6] and [26]. We then show how to use simulated annealing to solve this problem. Since our formulation makes no assumptions specific to the deanonymization context, our solution is broadly applicable to the weighted graph matching problem.

Third, our winning entry, which yielded a combined test Area Under Curve (AUC) of 0.981, made use of a novel combination of standard link prediction with de-anonymization to game a popular link prediction contest. Moreover the link prediction component of our entry was advantaged by training on the de-anonymized portions of the test set. While previous applications of de-anonymization have been to privacy attacks [27], [25], to the best of our knowledge this is the first application of de-anonymization to gaming a machine learning contest.

The success of our approach has important consequences for future machine learning contests particularly in social network analysis. We argue that while appropriate contest rules should be used to disincentivize gaming through de-

#### Graph-based Features for Supervised Link Prediction

William Cukierski, Benjamin Hamner, Bo Yang

Abstract-The growing abigaity of social networks has sporred research in link prediction, which aims to predict new connections based on existing ones in the network. The 2011 IJCNN Social Network challenge asked participants to separate real edges from fake in a set of 8960 edges sampled from an anonymized, directed graph depicting a subset of relationships on Flickr. Our method incorporates 94 distinct graph features. used as input for classification with Random Forests. We present a three-pronged approach to the link prediction task, along with several nevel variations on established similarity metrics. We discuss the challenges of processing a graph with more than a million nodes. We found that the best classification results were achieved through the combination of a large number of features that model different aspects of the graph structure. Our method achieved an area under the receiver-operator characteristic (ROC) curve of 0.9695, the 2nd best overall score in the competition and the best score which did not de-anonymize the dataset.

#### 1. INTRODUCTION

Directed graphs encapsulate relationships in social networks, with nodes representing members of the network and edges signifying the relations between them. Link prediction, the task of forecasting new connections based on existing ones, is a topic of growing importance as digital networks grow in size and ubiquity [1], [2], [3], [4]. The study of network dynamics has numerous applications. Marketers would like to recommend products or services based on existing preferences or contacts. Social networking webthere are numerous reasons for friendship on a photo sharing site. It may be that two users are friends in real life, or they may share interest in a common style of photography. Recognizing the disparate meanings of graph edges leads to new interpretations of traditional link prediction methods.

Our approach to the IJCNN Social Network Challenge follows a classical paradigm in supervised learning, starting with feature extraction, then preprocessing, and lastly repeated classification using the posterior probabilities from Random Forests [5]. Instead of presenting a single novel methodology for link prediction, the foremost contribution of this paper is in the breadth and varievy of techniques incorporated into the feature extraction step. Soc. II describes this process in detail, starting with subgraph extraction, descriptions of the features, and finally, meta approaches to make valuable, new predictors from these features. Aspects of the work which are novel, such as the application of Bayesian Sets and the development of the three-problem approach, are discussed in more detail at the end of the section.

#### II. FEATURE EXTRACTION

We now introduce notation used throughout the paper. A graph G is a set of N vertices and directed edges (V, E), with associated adjacency matrix A. When considering whether a specific edge  $A_{ii}$  is real or fake, we label the outboard

# A: Privacy and utility trade off. **Greater extremes of** anonymization lead to less useful models.



# Q: Do competitions always lead to grotesquely complicated models?





### **GEAR & GADGETS / PRODUCT NEWS & REVIEWS**

# Netflix never used its \$1 million algorithm due to engineering costs

Netflix never used the recommendation improvements produced by its \$1 million ...

by Casey Johnston - Apr 13 2012, 2:25pm PDT

BIE DATA BUSINESS DEVELOPMENT IT MEDIA INVOVATION

Netflix awarded a \$1 million prize to a developer team in 2009 for an algorithm that increased the accuracy of the company's recommendation engine by 10 percent. But today it doesn't use the million-dollar code, and has no plans to implement it in the future. Netflix announced on its blog Friday. The post goes on to explain why: a combination of too much engineering effort for the results, and a shift from movie recommendations to the "next level" of personalization caused by the transition of the business from mailed DVDs to video streaming.

Netflix notes that it does still use two algorithms from the team that won the first Progress Prize for an 8.43 percent improvement to the recommendation engine's root mean squared error (the full \$1 million was awarded for a 10 percent improvement). But the increase in accuracy on the winning improvements "did not seem to justify the engineering effort needed to bring them into a production environment," the biog post said. By that time, the company had moved on anyway.

When Netflix announced the contest to improve the service in 2007, its business was centered on DVDs, which are dealt with by customers in periods of days or weeks and provide little granular data. Now that Netflix's primary offering is streaming, it has access to much more information:

#### TOP FEATURE STORY



FEATURE STORY (2 PABES)

Transportation innovation: How Lyft and SideCar are changing commuting

Smartphone apps + "ride-sharing" = travel revolution? Two startups say yes.

#### STAY IN THE KNOW WITH .



LATEST NEWS .

#### EXCESSIVE FORCE

Con accused of tackling 15-year-old in



### The (Ensembling) Elephant in the room





As the number and competitiveness of competitions increases, will non-specific ensemble approaches dominate the solution landscape?





# A: It's perhaps the wrong question to ask. The pieces are just as valuable as the whole.



# Q: Accuracy isn't everything. Isn't this a rigged game?



# **Depth and breadth**





- neural networks
- logistic regression
- support vector machines
- decision trees
- ensemble methods
- adaBoost
- Bayesian networks

- feature extraction
- genetic algorithms
- random forests
- Monte Carlo methods
- Stochastic gradient boosting
- Kalman filters
- evolutionary fuzzy modeling



# A: Accuracy is only the headline. The story is in the depth and breadth of approaches.



# Q: It's great that the winning solution employed a 6000dimension nonlinear kernel. Just give us the answers.



### Kaggle Engine





# Our experience crowdsourcing predictive models

### **Better Results**

- Every competition we've hosted has beaten existing benchmarks
- Commercial benchmarks have been improved by an average of 40%

### **Faster Timelines**

 Results are typically achieved in weeks, often improving on benchmarks that reflect years of work

### **Added Certainty**

- Knowing what is possible with existing data is a rare luxury in scientific research

### **Reduced Cost**

- Significantly less expensive than traditional alternatives





# What can the world's best data scientists find in your data?

e-mail will.cukierski@kaggle.com phone +1 415 309 0069