## Human Centered Data Science DATA 512 — Jonathan T. Morgan

Human centered algorithm design | Week 8 | November 15, 2018

## Overview of the day

- Final project plan refresher
- Guest Lecture: Kelly Franznick, BlinkUX
- Reading reflections
- Design process and organizational structures for HCAD
- Evaluating algorithms for bias
- Evaluating algorithms for user experience
- In-class activity: Ethical OS Risk Assessment

# Homework due next week (NO CLASS SESSION)

#### Reading reflection

• Hill, B. M., Dailey, D., Guy, R. T., Lewis, B., Matsuzaki, M., & Morgan, J. T. (2017). <u>Democratizing Data Science: The Community Data Science Workshops and Classes</u>

#### Final Project plan

- Due Week 9 (November 22)
- 10 points
- Min. 1000 words
- Jupyter Notebook or .md file on GitHub, link submitted to Canvas

#### Final project plan

- Why are you planning to do this analysis? Provide background information about the topic, research questions/hypotheses, (imagined) business goals, and anything else that will be required to properly contextualize your study.
- What is your plan? Describe and link to the data sources will you collect, how data will be collected and processed, the analysis you intend to perform, and the outcomes and deliverables you anticipate.
- Are there any unknowns or dependencies that might affect your ability to complete this project?
- How do human-centered design considerations inform...
  - a. your decision to pursue this project
  - b. your approach to performing the work?

## Final project plan

#### What type of data and analysis?

- Must use publicly-available and appropriately licensed dataset(s)
- Can be a 'classic' statistical analysis, or the design and/or evaluation of a machine learning model
- Use your own definition of 'big data'
- Choose datasets and analyses that are likely to support reproducibility
- Choose datasets and methods that let you answer questions that you find interesting and important
- Visualizations aren't necessary, but encouraged as an effective way of communicating your findings

## Final project plan - open data

You can only use a dataset for your project if the license or terms of use allow you to collect the data, analyze it, and re-publish it publicly.

- Some licenses and terms of use specifically prohibit that.
- Some TOU say it's okay for non-commercial purposes (like academic research).
- Some data sources don't specify a license or terms of use for their data (hint: avoid these).

#### Possible exceptions (explicit permission needed)

- if your project is an audit-style analysis of an existing algorithm
- If you can publish a persistent identifier for each datapoint (e.g. Tweet ID)

#### How to document your data

#### When your dataset has an explicit license

- 1. State the license of your data (e.g. "CC-By-SA 4.0") in your report.
- 2. When possible, link to the license deed, e.g. <a href="https://creativecommons.org/licenses/by-sa/4.0/">https://creativecommons.org/licenses/by-sa/4.0/</a>

#### When data re-use is covered under the provider's Terms of Use

- 1. Quote the relevant section of the terms of use in your report
- 2. Link to the terms of use page

If possible, link to the *original source* of the data, which may be different from where you found it.

• E.g. MovieLens data on the GroupLens website vs. MovieLens data on Kaggle

#### Be careful with Kaggle data

Many of those datasets are not explicitly licensed. If you cannot find appropriate license information for the data, you cannot use it. You'll fail the assignment, even if the rest of your work is really good. :/

Many of those datasets have already been analyzed by other Kagglers. Many of those analyses are public on Kaggle.com.

- Your analysis should not simply duplicate analysis that Kagglers have already done on this dataset (e.g. "do more data scientists use Python or R?").
- It's perfectly fine to build off of the analysis that others have done, just make sure you cite the original analysis.
- Tip: Avoid even looking like you might be plagiarizing someone else's analysis.

## Talking about gender

Many projects are centred on gender as a variable. Since the assignment requires you to think about ethics, consider what 'gender' is:

- Not the same as sex ('man', 'woman' not 'male', 'female')
- Not a binary (people have identities other than 'man' or 'woman')
- Not impermeable (people transition between genders)
- Something that creates myriad different experiences of life that are likely to be reflected in your data.

## Talking about gender

#### Questions to ask:

- Does your data only contain binary options? If so, note that as a limitation and note why it is a limitation (it excludes people outside that binary).
- Does your data include trans people? If so, incorporate that into the gender research. If not, highlight that as a limitation.

## Final project plan

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#### **Examples**

- Erin Orbits
  - o Plan
  - Presentation
- Rex Thompson
  - o Plan
  - Presentation

## Guest lecture

Kelly Franznick
CIO @ BlinkUX

If we were to start from a pre-trained learner and further adapt it to a new environment, how should we handle pre-existing biases the learner adopted while running in the previous environment? Does the development of interfaces that allow users to query the learner with specific examples to probe for known biases resolve this?

-Edmund

I'm concerned that the use of interactive ML systems may lead to greater bias in models, induced by end users either consciously on unconsciously and/or to a better understanding of how to seem transparent but really hide a model's biases and limitations. How would we go about making sure that research in interactive ML systems is extended to cover such "attacks"? Or the larger question that is: how would a white-hat interactive ML hacker approach the evaluation of these systems to make them secure and fair? - Javier

This is certainly a step in the right direction, but how do you weed out the bad actors, in this case, people who have malicious intents and who might feed the model wrong inputs? Should there be a screening process instituted to prevent this from happening? - *Tejas H.* 

With growing concerns over privacy and people in favor of concealing their identity, Iterative Machine learning approach leads to building very customized models much closer to its end user, how is this approach takes care of privacy concerns? Is it not potentially more intruding and thus can be exploited more conveniently than a generalized Applied machine learning model?

-Purshottam

One thing I would be concerned about as a data scientist after reading this paper is that in some cases the authors are suggesting that users have control over intricate parts of models such as classifier decision boundaries, etc. As the authors state, these things are complex even for experts, and it seems allowing laypersons who don't have a firm background in machine learning to have control over these aspects could lead to degradation of the model or even inappropriate applications...

The authors state that interfaces for interacting with machine learning should be evaluated properly to ensure this doesn't happen, which would lead me to ask, what constitutes appropriate evaluation for a novel interface before deployment, and who should be making these evaluations?

- Kenton

We know that algorithms can not be designed to be perfect after all they are designed by humans. We also know that in most cases the problems can only be discovered only after real deployment. Considering this, don't you think we should allow room for mistakes by algorithms if they are unexpected and unintentional?

- Tejas J.

# Human centered algorithm design

#### Human centered systems

- Based on an analysis of human tasks
- Built to take account of human skills
- Designed to address human needs
- Monitored in terms of human benefits

#### Human Centered Design

- The design is based upon an explicit understanding of users, tasks and environments.
- Users are involved throughout design and development.
- The design is driven and refined by user-centred evaluation.
- The process is iterative.
- The design addresses the whole user experience.
- The design team includes multidisciplinary skills and perspectives.

Source: International Organization for Standardization: https://www.iso.org/standard/52075.html

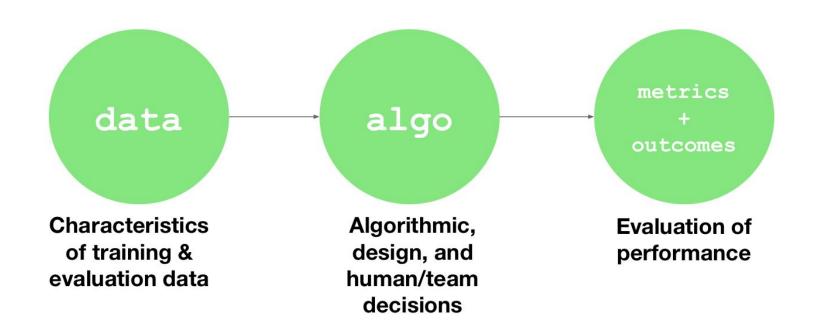
#### Today's focus

- Human centered approaches to avoiding/identifying/addressing harmful bias
- Human centered approaches to understanding/improving user experience

Assessing and avoiding bias:

methods and trade-offs

#### Three entry points for bias



#### Different types of outcome biases

metrics + outcomes

"[W]e use the term bias to refer to computer systems that systematically and unfairly discriminate against certain individuals or groups of individuals in favor of others."

Friedman & Nissenbaum (1996)

Friedman, B. and Nissenbaum, H., 1996. Bias in computer systems. *ACM Transactions on Information Systems (TOIS)*, 14(3), pp.330-347

Harms of allocation withhold opportunity or resources from certain groups

Harms of representation reinforce subordination along the lines of identity / stereotypes

Kate Crawford, "The Trouble With Bias" keynote at NIPS 2017

https://www.youtube.com/watch?v=fMym BKWQzk

Allocation bias examples (speech

recognition)

#### **English dialects**

Play you da baddest



# Non-english & code switching

Play Dile Que Tu Me Quieres



## Understanding fairness

#### Challenges in assessing 'fairness'.

Some content gaps & biases are intentional:

New music playlists: recency bias

Some content gaps & biases can be argued to be unfair:

Under-index of certain genres over others

## Different stakeholders can have different perspectives on 'fairness'

Decision-maker: of those I've labeled high-risk, how many will recidivate?

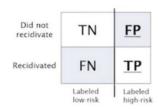
Predictive value

Defendant: what's the probability I'll be incorrectly classified high-risk?

False positive rate

Society [think hiring rather than criminal justice]: is the selected set demographically balanced?

Demography





Arvind Narayanan: 21 fairness definitions and their politics

https://www.youtube.com/channel/UCO19zyFNtkbcTQwERVVZB0Q

#### Understanding fairness

- 'Fair' is not an inherent quality of a system or an algorithm.
- Fairness is normative: based on values and social expectations
- Fairness is situated: based on audience, purpose, and context

#### Designing for fairness

- Building algorithms, and algorithmically-powered systems, is a design activity.
- Design involves making choices
- Making choices involves value judgements: option
   A is better than option B because [value judgement]

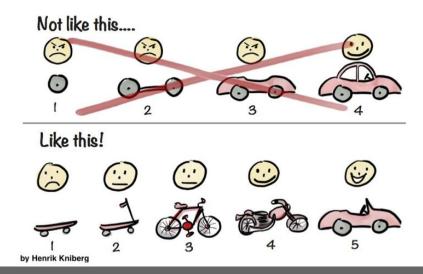
# process-oriented approaches

Qualitative and

for anticipating & avoiding bias

#### Minimum viable products and continuous improvement

What would an MVP for algorithmic bias assessment and mitigation look like?



#### Questions and checklists

- 1. Will this algorithm influence—or serve as the basis of—decisions with the potential to negatively impact people's lives?
- 2. Can the available data actually lead to a good outcome?
- 3. Is the algorithm fair?
- 4. How will the results (really) be used by humans?
- 5. Will people affected by these decisions have any influence over the system?

## Better documentation

#### Anatomy of a data statement

- 1. Curation rationale
- 2. Language variety
- 3. Speaker demographics
- 4. Annotator demographics
- 5. Speech situation
- 6. Text characteristics
- 7. Recording quality

"Drawing on value sensitive design, this paper contributes one new professional practice— called data statements—which we argue will bring about improvements in engineering and scientific outcomes while also enabling more ethically responsive NLP technology.

A data statement is a characterization of a dataset which provides context to allow developers and users to better understand how experimental results might generalize, how software might be appropriately deployed, and what biases might be reflected in systems built on the software."

## Stakeholder interviews



## Scenarios and personas

**Scenario:** a short, detailed story that describes how a particular kind of user might interact with a system. Sort of like an Agile 'user story', but with significantly more context. Includes relevant information about the user themself, their motivations and goals, and a step-by-step description of their hypothetical usage of the system.

**Persona:** a detailed profile of a (fictitious) system user, including extensive information about their background and motivations, as well as relevant demographic info and their relationship (if any) to the system.

## Low fidelity prototypes



## User studies



# Organizational and policy considerations

## Organization, policy, and processes

What can orgs and teams do to avoid unintended consequences?

- Develop and use checklists
- Create a data 'red team'
- Implement a dissent channel
- Implement post mortems and share lessons learned
- Create case studies
- In interviews, ask an ethics question

## Organization, policy, and processes

What can individual contributors do to encourage organizations to be good citizens?

- Demand diversity
- Being interviewed? Ask how the company handles ethical issues and do they have a dissent channel

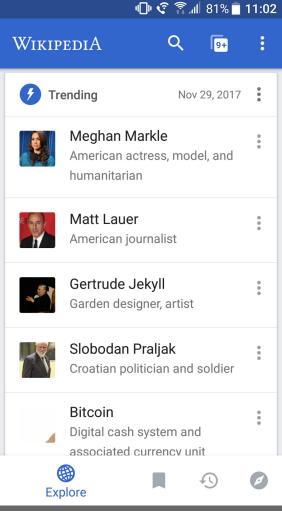
## Organization, policy, and processes

"Unanticipated or undetected biases should be further reduced by including members of diverse social groups in both the planning and evaluation of Al systems and integrating community outreach into the evaluation process. Behavioral scientists and members of the target populations will be particularly valuable when devising criterion tasks for system evaluation. Such tasks would assess, for example, whether the [system] applies norms in discriminatory ways to different races, ethnicities, genders, ages, body shapes, or to people who use wheelchairs or prosthetics, and so on."

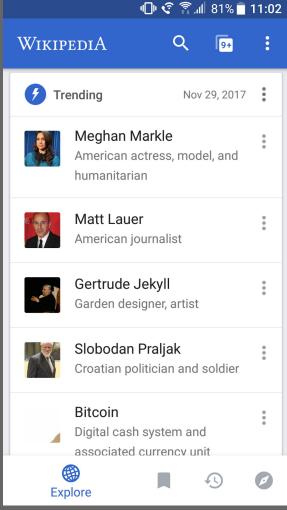
## Avoiding bad outcomes - societal measures

"Every student working with data needs to be trained in ethics & security as part of the core curriculum"

## Evaluating for bias



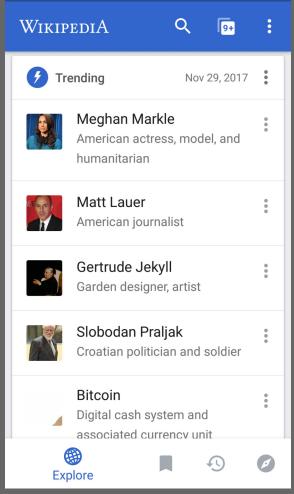
## Case study: Evaluating 'top articles'



### One feed, two algorithms

- **1. Top read:** articles with most page views as of ~24 hours ago
- 2. **Trending edits:** articles that have experienced an unusual 'bump' in edits/editors (near real-time)

Which algorithm works best? What do we mean by best? Who does it work best *for*?

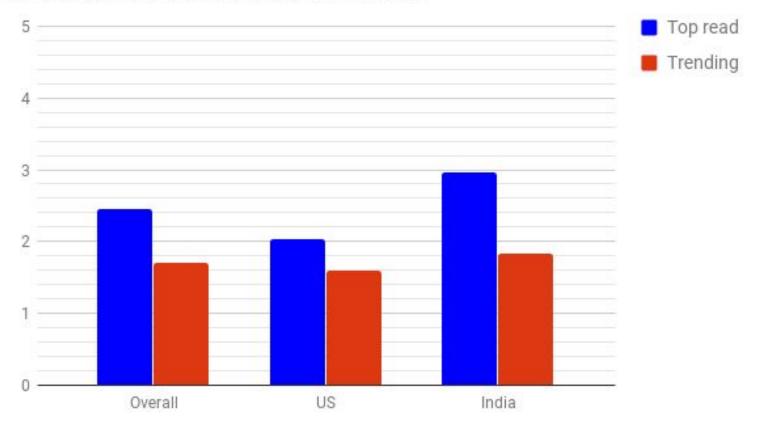


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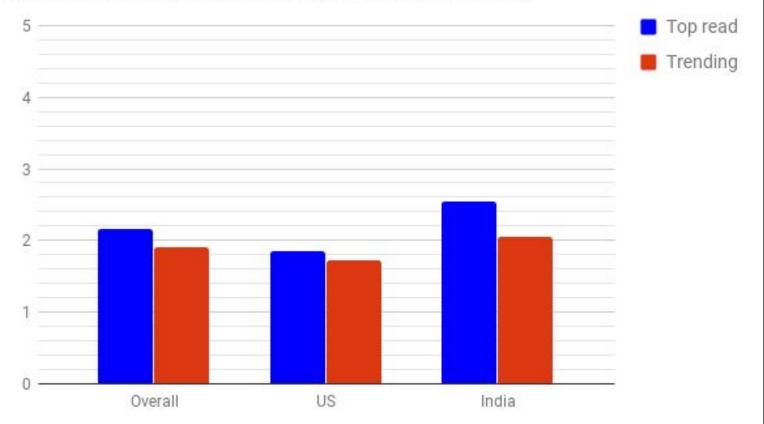
#### **Rating questions for Turkers**

- 1. How many articles in this list are *clearly related* to topics that you are familiar with?
- 2. How many articles in this list are *clearly related* to topics that you have seen or read about on other websites (not Wikipedia) within the past 24 hours?
- 3. How many articles in this list would you be interested in reading right now?
- 4. If there was a list of trending articles *like the ones on this list* on the home screen of a Wikipedia app for mobile devices, *how often* would you use it to look for new articles to read?
- 5. Why would you (choice from question #4) use a list that contained articles like these to find new articles to read?

#### Familiarity with topics in top articles - general



#### Articles in this list that you would be interested in reading



Evaluating for user experience

# Human centered algorithm design case study Recommender systems

## Recommender systems

- One of the most familiar types of AI (thanks, Amazon and Facebook)
- Many different sources of signal to build from
  - E.g. user behavior, user demographics, item characteristics
- Many established Al-based approaches
  - E.g. Collaborative filtering, content filtering, naive Bayes, LSI
- 'dumb' approaches are also ubiquitous and can be effective
  - E.g. raw item popularity, recency
- Which approach to choose?

## Approaches to rec sys design

#### **Engineering-centric**

- use whatever sources of data are easiest to access and process
- build whatever models provide the best performance and offline accuracy

#### **Business-centric**

- use whatever sources of data we have
- build whatever model provides the best ROI, per pre-established metrics

#### **Human-centric**

- use sources of data that are ethically appropriate
- Allow users to understand, and potentially control, model behavior
- build models that take into account user characteristics, needs/goals, and context of use
- Evaluate in terms of metrics that are meaningful to end users

## Human-recommender interaction model

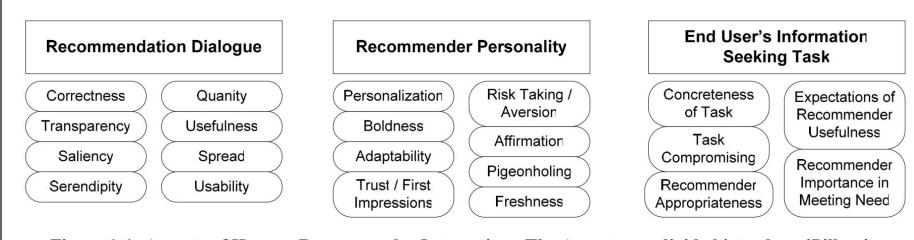


Figure 1-1: Aspects of Human-Recommender Interaction. The Aspects are divided into three 'Pillars'

## How people evaluate recommendations

#### Aspects of the recommender dialogue

Correctness: user judges the rec to be high quality

**Usefulness:** the rec helps the user with their task

**Transparency:** user understands why they received this rec

Salience: the rec stands out, generates an emotional response (pos or neg!)

Serendipity: the rec is unexpected, in a good way

**Spread:** the rec list represents the domain well (completeness/recall)

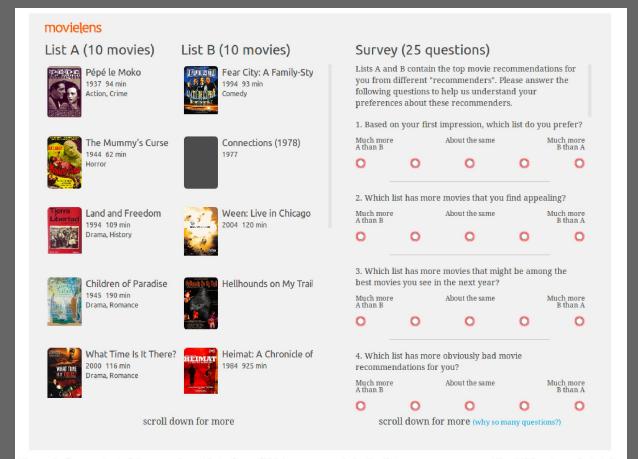


Figure 1: Screen shot of the experiment interface. Clicking on a movie in the list opens a pop-over with additional movie details.

#### External links [edit]

- National Park Service site on Point Reyes National Seashore ☑
- Point Reyes Webcams ☑

V.T.E

Categories: West Marin | Landforms of Marin County, California | Headl | Peninsulas of California | Point Reyes National Seashore

#### **Related Articles**



#### Sonoma Coast

Protected area in California

#### Redwood trees

Species of tree

#### Mount Whitney

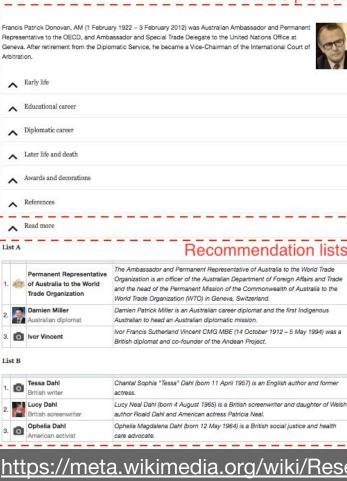
Tallest mountain in California

This page was last modified on 3 August 2015, at 17:02.

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## Case study: Evaluating *related articles*

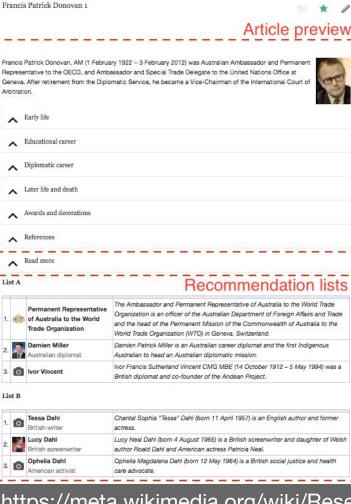


Article preview

- MoreLike: articles with similar words (TF/IDF) in the lead section
- WikiVectors: articles that tend to be read in the same browsing session ('link embeddings' a la Word2Vec)

Which algorithm works best? What do we mean by best? Who does it work best *for*?

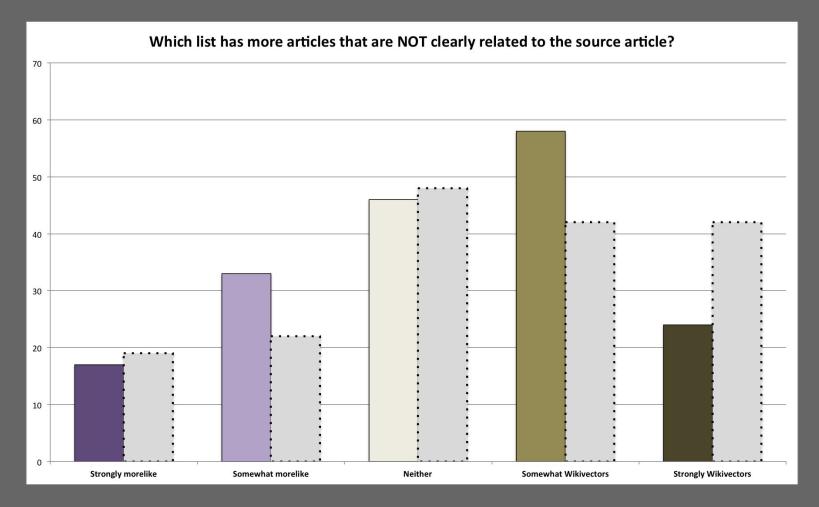
https://meta.wikimedia.org/wiki/Research:Evaluating RelatedArticles recommendations

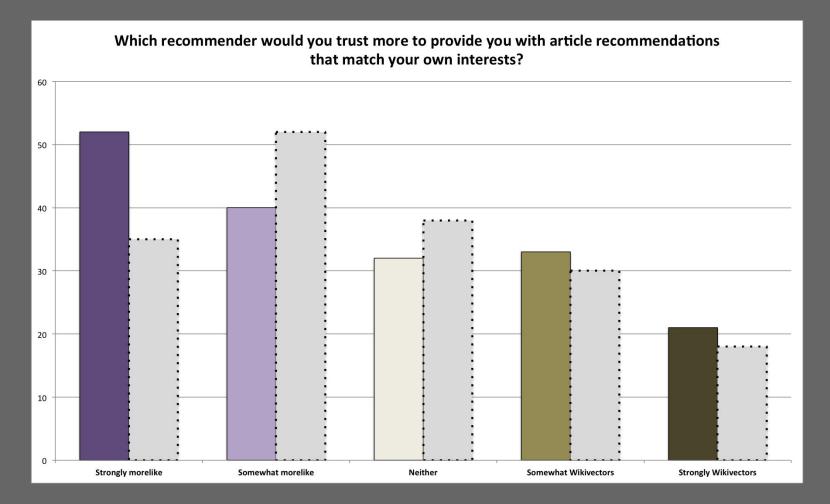


Search Wikipedia

- Which list has more articles that you would be interested in reading?
- 2. Which list has more articles that are similar to each other?
  - Which list has more articles that are NOT clearly related to the source article?
- 4. Which list contains the article that you would be most likely to read next?
- 5. Based on these two lists, which recommender would you trust more to provide you with article recommendations that match your own interests?
  - 6. In a sentence or two, please describe why you do (or do not) prefer one list over the other?

https://meta.wikimedia.org/wiki/Research:Evaluating RelatedArticles recommendations





#### Neil Gorsuch 2







Neil McGill Gorsuch (/ˈgɔːrsetʃ/; born August 29, 1967) is an American federal appellate judge on the United States Court of Appeals for the Tenth Circuit. On February 1, 2017, President Donald Trump nominated Gorsuch to be an Associate Justice of the U.S. Supreme Court, to fill the seat left vacant after the death of Justice Antonin Scalia eleven months earlier, after announcing the nomination the previous day. Gorsuch is a proponent of textualism in statutory interpretation and originalism in interpreting the U.S. Constitution. Gorsuch clerked for Judge David B. Sentelle on the U.S. Court of Appeals for the D.C. Circuit from 1991 to 1992, and then for U.S. Supreme Court Justices Byron White and Anthony Kennedy, from 1993 to 1994.



- ^ Early life and education
- ^ Career
- ^ Personal life
- ^ Awards and honors
- ^ Bibliography
- ^ See also

- ^ References ^ External links ^ Read more List A Harris L Hartz (born January 20, 1947 in Baltimore, Maryland) is a federal judge Harris Hartz on the United States Court of Appeals for the Tenth Circuit. American judge David M. Ebel David Milton Ebel (born June 3, 1940) is a federal appellate judge who has United States federal judge served on the United States Court of Appeals for the Tenth Circuit since 1988. Jerome A. Holmes (born November 18, 1961 in Washington, DC) is a federal Jerome Holmes U.S. federal judge judge on the United States Court of Appeals for the Tenth Circuit. List B With the advice and consent of the United States Senate, the President of the **Donald Trump Supreme** United States appoints the members of the Supreme Court of the United Court candidates States, which is the highest court of the federal judiciary of the United States.
  - States, which is the highest court of the federal judiciary of the United States.

    Timothy Tymkovich
    American judge

    Timothy Michael Tymkovich (born November 2, 1956) is the Chief Judge of the United States Court of Appeals for the Tenth Circuit.

    In February 2016, Associate Justice Antonin Scalia of the Supreme Court of the United States died, leaving a vacancy on the highest federal court in the United States.

## Inspiring trust

or WTF?!? Don't look stupid

## Inspiring trust in recommendations

#### **Fundamental questions:**

- Why should I, as a user, trust that this algorithm understands who I am, what I like, and what I'm doing?
- How can I, as a system designer, communicate to the user that they should trust this algorithm to make decisions about what information they want (or need) to see?

#### Quick Access



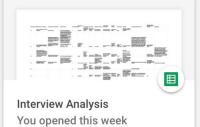
You open around this time p4 interview. You edit



You edited this week



Responses as of 10-17-2017 You edited this week



Name ↓	Last modified	File size
survey	Oct 12, 2017 me	-
Personas / Scenarios	Jul 19, 2017 Niharika Ved	-
interview notes	Aug 31, 2017 me	-
Consent forms	Jul 18, 2017 me	-
Notes for themes	Oct 17, 2017 me	-

#### Re: Reminder and more: Q3 Goals are due soon







#### Deborah Tankersley

to tech-dept-info, me 🖃



Yay, it's finally Frid

from: Deborah Tankersley <dtankersley@wikimedia.org>

to: tech-dept-info@wikimedia.org

c: Jonathan Morgan <jmorgan@wikimedia.org>

date: Fri, Dec 15, 2017 at 6:31 AM

subject: Re: Reminder and more: Q3 Goals are due soon

mailed-by: wikimedia.org

signed-by: wikimedia.org

! Important according to our magic sauce.

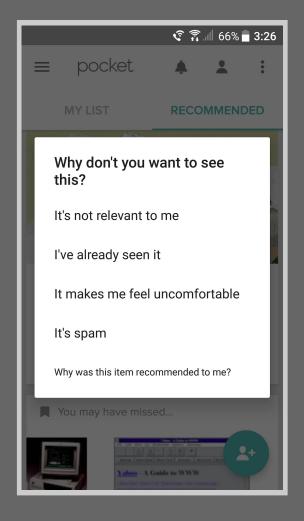
Got your Q3 goals written (and posted) yet? .)

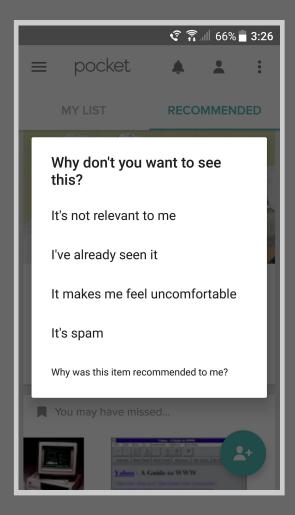
Cheers,

Deb

--

deb tankersley Program Manager, Engineering Wikimedia Foundation o on vacation until January 2018!





"Recommendations are articles and videos that we think you'll be interested in, sourced from the millions of items that are being saved to Pocket every day. The more you save and interact with Pocket, the more personalized your Recommendations will be.

Recommendations also come from the people you follow on Pocket. When someone you follow recommends something, it'll appear in your feed alongside your personalized recommendations from Pocket."

## Case study: Citation recommendations

Recommending additional articles to cite in a research paper, based on the articles that are already cited.

## Case study: Citation recommendations

Recommending additional articles to cite in a research paper, based on the articles that are already cited.

"Bayes and PLSI perform well as recommenders in offline simulation experiments... Users, however, were not satisfied with these recommendation lists.

These results suggest that the research community's dependence on offline experiments have created a disconnect between algorithms that score well on accuracy metrics and algorithms that users will find useful."

## Case study: Citation recommendations

"In previous work, we argued that showing one good recommendation in a list of five was enough to satisfy users.

It is not that simple: showing one horrible recommendation in five is enough for users to lose confidence in the recommender.

We call this the Don't Look Stupid principle: only show recommendation lists to users when you have some confidence in their usefulness."



#### how long do mls soccer games last



All

News

Shopping

Videos

Maps

More

Settings

Tools

About 207,000,000 results (0.47 seconds)

#### about 15 minutes

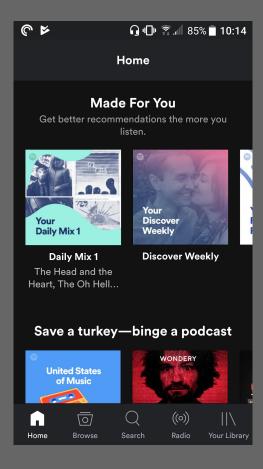
A: Major League Soccer matches consist of two 45-minute halves, with a halftime break of **about 15 minutes**. Stoppage time may be added to the end of each half at the referee's discretion to compensate for delays during the game. In general, most games last **about two hours**.

Frequently Asked Questions - Gameday | LA Galaxy

https://www.lagalaxy.com/es/club/faq/gameday



## Case study: Music recommendations



## Case study: Music recommendations

Comparing music recommendations between Echo Nest (Spotify), Google Instant Mix, and iTunes Genius by "WTF score"

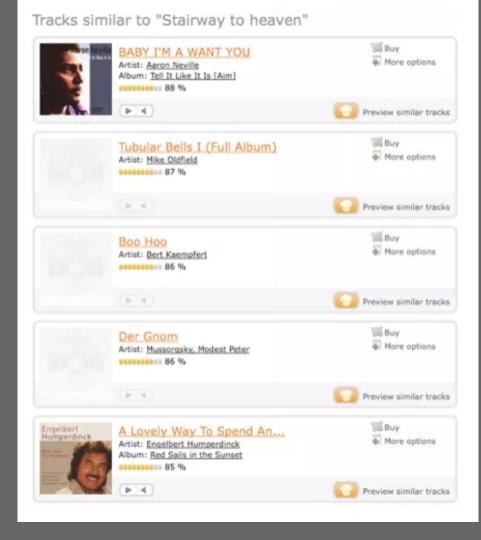
## Case study: Music recommendations

Comparing music recommendations between Echo Nest (Spotify), Google Instant Mix, and iTunes Genius by "WTF score"

"Evaluating playlists is hard. However, there is something that we can do that is fairly easy to give us an idea of how well a playlisting engine works compared to others.

I call it the WTF test. It is really quite simple. You generate a playlist, and just count the number of head-scratchers in the list. If you look at a song in a playlist and say to yourself 'How the heck did this song get in this playlist' you bump the counter for the playlist. The higher the WTF count the worse the playlist."

"Show me tracks similar to *Stairway* to *Heaven*"



# "Show me artists similar to *The Beatles*"

#### Similar Artists





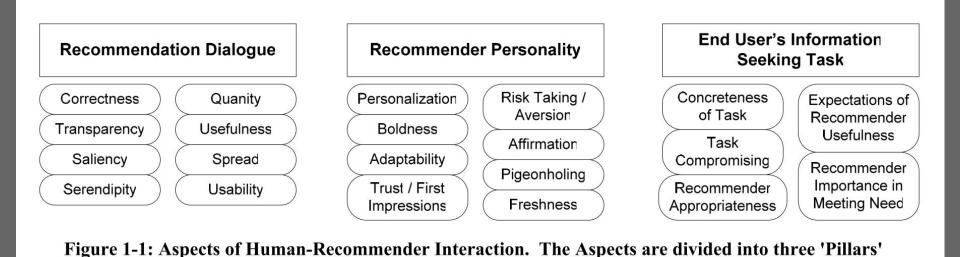








### Human-recommender interaction model



Sean M. McNee, John Riedl, and Joseph A. Konstan. Making recommendations better: an analytic model for human-recommender interaction. CHI EA 2006.

## Wrap up: Recommendations

In order to make recommendations that people will actually want to use, inspire trust.

#### Your users should...

- feel the recommendations meet their current needs (audience, purpose, context)
- feel like they understand how the recommendation was made (interpretability)
- not have a 'WTF' moment (don't look stupid)
- not feel like the recommendation is invasive or embarrassing (don't be creepy)
- feel like they have control over their experience (ask, don't tell)

## Questions to ask yourself

#### User experience questions

- 1. How do you know that you're making human-centered recommendations?
- 2. How does the presentation of your recommendations affect user trust?

#### Large scale risk/benefit questions

- 1. How do you know you're building human-centered technologies?
- 2. How might the way your technologies are developed, deployed, or used lead to harmful bias or other unintended consequences, for the end-user, indirect stakeholders, or society as a whole?

# In-Class Activity: Ethical OS risk assessment

Groups of 3-4

## In-class activity: EthicalOS Scenarios

- 1. Download the Ethical OS *Toolkit* & *Risk Mitigation Checklist* from Canvas
- 2. Read through the scenario(s) for the *Risk Zone* your group has been assigned a. Pages 16-29 of the *Toolkit*
- 3. Imagine that your team is in charge of developing and deploying some tech similar to what's described in the scenario you chose (but not explicitly for evil)
- 4. As a group, read through the Risk Mitigation checklist questions that correspond to your Risk Zone (e.g. "Truth, Disinformation, and Propaganda")
- 5. Answer these questions as a group, and record your answers.
  - a. You will need to invent *additional details* about the tech, the design process, and/or the application in order to answer these questions.

## Homework due next week (NO CLASS SESSION)

#### Reading reflection

• Hill, B. M., Dailey, D., Guy, R. T., Lewis, B., Matsuzaki, M., & Morgan, J. T. (2017). <u>Democratizing Data Science: The Community Data Science Workshops and Classes</u>

#### Final Project plan

- Due Week 9 (November 22)
- 10 points
- Min. 1000 words
- Jupyter Notebook or .md file on GitHub, link submitted to Canvas

## Questions?