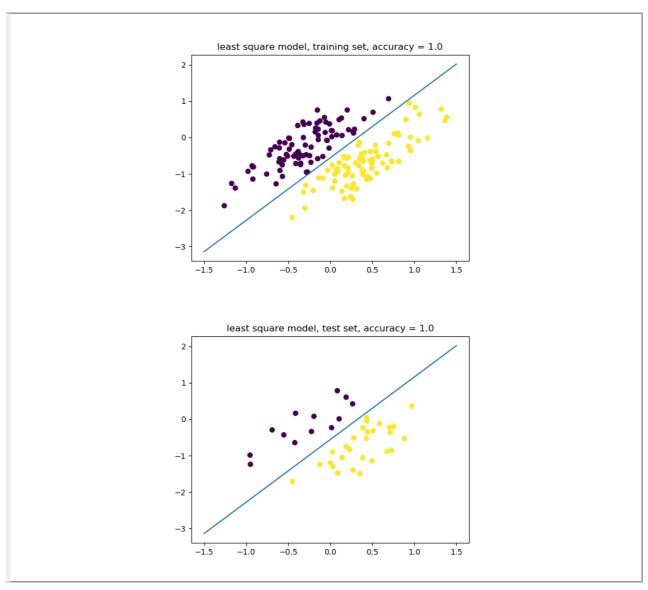
PRML Assignment-2 Report

PART 1

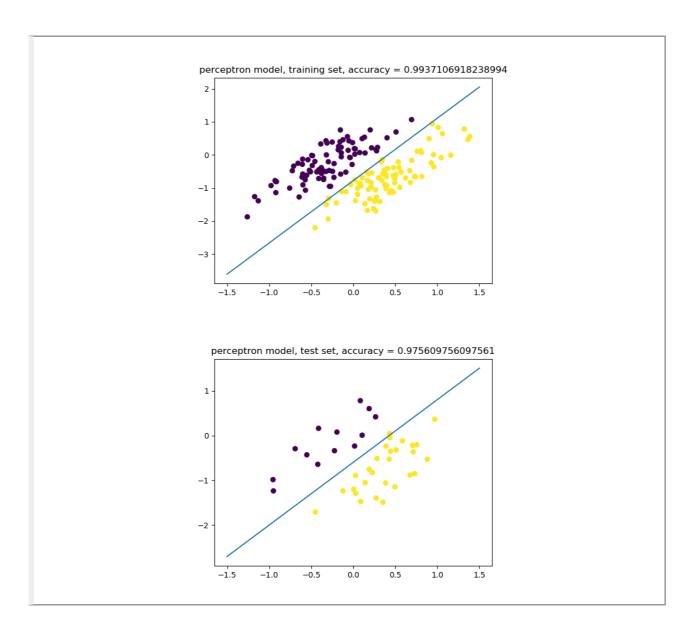
• In this part, we should firstly **preprocess** the input vectors, that is, **adding one dimension** for each vector and the value is 1.

The Least Square Model



The Perceptron Model

• In the perceptron algorithm, we should firstly initialize a W, and then **modify it in every iteration** until convergence. In this assignment, I use the function np. random.random_sample() to initialize W, so the result of each runtime is different. As for the times of iteration, for simplification, only iterate over the training set once.



PART 2

QUESTION 1

• To transform the documents into multi-hot vector representation, I firstly preprocess the documents, including **delete punctuations and extra whitespace**, **convert uppercase to lowercase** and split every document into words. Just like the function preprocess dataset.

```
124
125
      def split_string(doc):
126
        new_doc = ""
128
        for c in doc:
          if string.punctuation.find(c) == -1:
129
            if string.whitespace.find(c) != -1:
130
              c = ' '
131
            new_doc += c
132
133
        return new_doc.lower().split()
134
      def preprocess_dataset(data_set):
135
       return [split_string(item) for item in data_set]
136
137
```

• After preprocessing the documents, I can get a **vocabulary dictionary**, and then transform them into multihot vector representation. For simplification, I add an additional dimension for each vector, and value is 1.

• As for transforming the targets into one-hot representation, I think it is not very useful for my rest operation, so I don't write it in the <code>source.py</code>.

```
def handle_target(target):
target_vector = [0]*4
target_vector[target] = 1
return target_vector

def transform_targets(input_targets):
return np.array([handle_target(item) for item in input_targets])
```

QUESTION 2

Compute
$$\frac{\partial L}{\partial W_{ij}}$$
, $\frac{\partial L}{\partial b_i}$

- Parameter declaration: K is the number of classifications, D is the dimension of input vector, N is the number of vectors in input dataset.
- For simplification, $W^T\vec{x}+\vec{b}$ can be equal to $\overline{W}^T\vec{x}$, where W is a **D** * **K** matrix, \vec{x} is a **D-dimensional** vector, \vec{b} is a **K-dimensional** vector, \overline{W} is a **D+1** * **K** matrix, \overline{W}_{0i} is equal to \vec{b}_i and \overline{W}_{ij} (i > 0) is equal to W_{i-1j} , \vec{x} is a **D+1-dimensional** vector and equal to $[1, \vec{x}^T]^T$.
- · Based on 4.109 in PRML and my calculation,

$$\frac{\partial L}{\partial W_{ij}} = -\frac{1}{N} \sum_{n=1}^{N} (\overline{y}_{nj} - y_{nj}) x_{ni}$$
$$\frac{\partial L}{\partial b_i} = -\frac{1}{N} \sum_{n=1}^{N} (\overline{y}_{ni} - y_{ni})$$

• For the convenience of the next calculation, in the assignment, I directly implement the **derivative of L** with the transpose of W. Codes is as follow.

```
def L_derivative_to_Wtsp(Xi, Yi, Ti, N):
    temp_list = []
    for i in range(4):
        temp_list.append((Yi[i]-Ti[i]) * Xi)
    return (1/N) * np.array(temp_list)
```

Regularize the bias term?

- Overfitting usually requires the output of the model to be sensitive to small changes in the input data(i.e.
 to exactly interpolate the target values, you tend to need a lot of curvature in the fitted function). The bias
 parameter b don't contribute to the curvature of the model, so there is usually little point in regularizing
 them as well.
- Reference (https://stats.stackexchange.com/questions/153605/no-regularisation-term-for-bias-unit-in-neural-network/257658)

How to check the gradient calculation is correct?

- The main way to check the gradient calculation is by comparing it against a finite-difference(FD)
 approximation to the gradient. If these two answers are close enough, then the gradient calculation is
 correct.
- Reference (https://timvieira.github.io/blog/post/2017/04/21/how-to-test-gradient-implementations/)

QUESTION 3

How to determine the learning rate?

- Learning rate is one of the most important typer-parameter which tells **how far to move the weights** in the direction opposite of the gradient.
- If the learning rate is **low**, then training is more **reliable**, but optimization will **take a lot of time** because steps towards the minimum of the loss function are tiny. If the learning rate is **high**, then training **may not converge or even diverge**. Weight changes can be so big that the optimizer overshoots the minimum and makes the loss worse.
- A naive approach to select a good learning rate is to **try a few different values** and see which one gives the best loss without sacrificing speed of traning.
- Another way is to reduce learning rate as the traning progresses by using pre-defined learning rate schedules including time-based decay, step decay and exponential decay. In this assignment, I use the step decay, that is droping the learning rate every 10 iterations. Codes are as follow.

```
if learning_rate > 0.01:
learning_rate = initial_lrate * math.pow(0.95, math.floor((1+i)/10))
```

• Reference (https://towardsdatascience.com/learning-rate-schedules-and-adaptive-learning-rate-methods-for-deep-learning-2c8f433990d1)

When to terminate the traning procedure?

Because the loss function is a convex function, we can definitely find a W to make loss the smallest,
that is the global optimum. Therefore, we can train the dataset until we find a loss that smaller than the
next loss. Or for faster, we can just limit a traning times or a loss limit, when training enough times or
the loss is smaller than the loss limit, terminate the traning procedure.

QUESTION 4

What is observed by doing the SGD and BGD?

- In SGD, we just use the cost gradient of 1 randomly input vector and modify the W once at each
 iteration. At the same times of iteration and learning rate compard to FBGD, it is faster, but the finally loss
 is still large, the loss curve is vibrate and we can't get the global optimum until we train it at more times.
- In BGD, we divide the input dataset into **some small batches**, use one of them in turn to **modify the W at each iteration**. At the same times of iteration and learning rate compard to FBGD, it is also **faster** and **get a better result** than SGD.

The props and cons

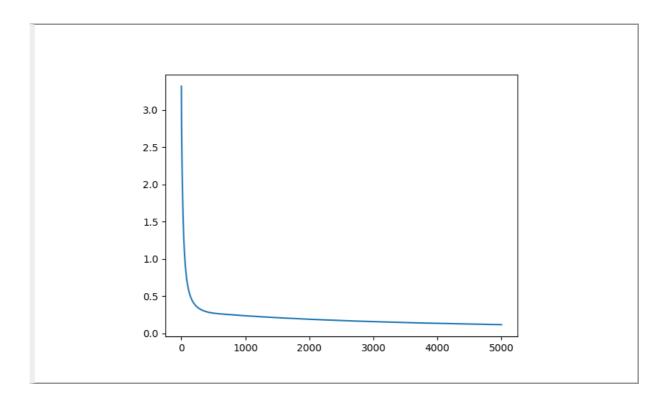
- · Full batch gradient descent
 - Props: Through evaluating all traning vector, FBGD can produce a stable loss gradient and a stable convergence.
 - Cons: The stable loss gradient can sometimes result in a state of convergence that isn't the best the model can achieve, and when the number of input vectors is very large, the full batch gradient descent can be very slow to get the result.
- · Stochastic gradient descent
 - Props: Because of just evaluating a randomly traning vector, the SGD is **faster than the others**.
 - Cons: The frequent updates are more computationally expensive than FBGD, also can result in noisy gradients and may cause the loss curve to fluctuate instead of slowly decrease.
- · Batched gradient descent
 - Props: The BGD create a balance between the efficiency of BGD and the robustness of SGD, that is, it can be faster at the same time guaranteed a better result.
 - Cons: There are **no well-defined rules** to select a **proper batch**.
- <u>Reference (https://medium.com/@ODSC/understanding-the-3-primary-types-of-gradient-descent-987590b2c36)</u>

QUESTION 5

Full batch gradient descent

· Loss of training set: 0.112

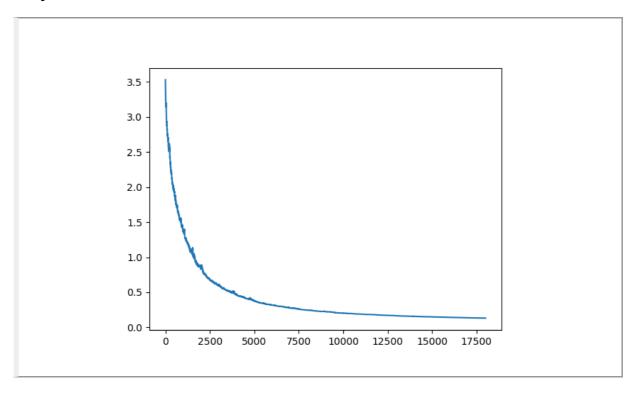
Accuracy of test set: 0.81951871657754



Full batch gradient descent

• Loss of training set : 0.125

• Accuracy of test set: 0.8135026737967914



Batched gradient descent

• Loss of training set : 0.104

Accuracy of test dataset: 0.8362299465240641

