Lecture Notes for Machine Learning in Python

Professor Eric Larson Logistic Regression

Class Logistics and Agenda

- Welcome back to lecture!
- Logistics
 - Nothing due this week
 - Next week: ICA2 and A4
- Agenda
 - Logistic Regression
 - Solving
 - Programming

Solving Logistic Regression



Setting Up Binary Logistic Regression

From flipped lecture:

$$p(y^{i})|_{\chi^{(i)}, W} = \frac{1}{1 + \exp(-w^{T}\chi^{(i)})}$$

Binary Solution for Update Equation

- Video Supplement:
 - https://www.youtube.com/watch?v=FGnoHdjFrJ8
- General Procedure:
 - Simplify L(w) with logarithm, I(w)

$$l(n) = \sum_{i} y^{i)} l_{i} g(n^{T} x^{(i)}) + (1 - y^{(i)}) l_{n} (1 - g(n^{T} x^{(i)}))$$

Take Gradient

$$= - \leq (g^{(i)} - g(w^{T}\chi^{(i)}) \chi^{(i)}$$

Use gradient inside update equation for w

Binary Solution for Update Equation

Use gradient inside update equation for w

$$\underbrace{w_j}_{\text{new value}} \leftarrow \underbrace{w_j}_{\text{old value}} + \eta \underbrace{\sum_{i=1}^{M} (y^{(i)} - g(x^{(i)})) x_j^{(i)}}_{\text{gradient}}$$

$$w \leftarrow w + \eta \sum_{i=1}^{M} (y^{(i)} - g(x^{(i)}))x^{(i)}$$

05. Logistic Regression.ipynb

Demo

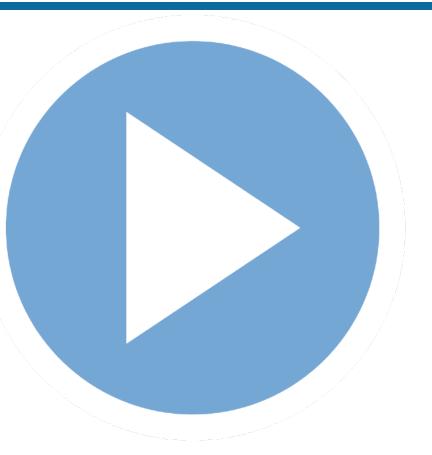
Reinvent sklearn Logistic Regression

Programming

Vectorization

Regularization

Multi-class extension



Other Tutorials:

http://blog.yhat.com/posts/logistic-regression-python-rodeo.html

http://scikit-learn.org/stable/auto_examples/linear_model/ plot_iris_logistic.html

For Next Lecture

- Next time: Gradient based optimization for logistic regression
- Next Next time: SVMs in-class assignment

Lecture Notes for Machine Learning in Python

Professor Eric Larson

Optimization Techniques for Logistic Regression

Class Logistics and Agenda

- Agenda
 - Numerical Optimization Techniques
 - Types of Optimization
 - Programming the Optimization
- Whirlwind Lecture Alert: entire classes cover these concepts
 - We only want an intuition and implications for learning algorithms

Gradient Descent Techniques

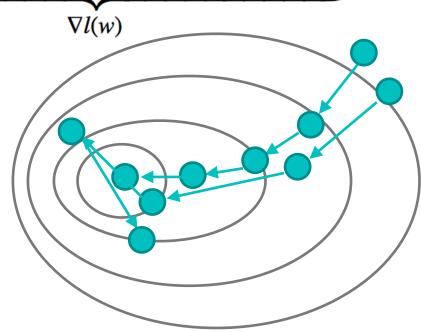


Optimization: gradient descent

What we know thus far:

$$\underbrace{w_j}_{\text{new value}} \leftarrow \underbrace{w_j}_{\text{old value}} + \eta \left[\left(\sum_{i=1}^{M} (y^{(i)} - g(x^{(i)})) x_j^{(i)} \right) + C \cdot 2w_j \right]$$

$$w \leftarrow w + \eta \nabla l(w)$$



Line Search: a better method

Line search in direction of gradient:

$$\eta \leftarrow \arg\min_{\eta} \underbrace{\sum_{i=1}^{M} (y^{(i)} - \hat{y}^{(i)})^{2} + C \cdot \sum_{j} w_{j}^{2}}_{l(w)}$$

$$w \leftarrow w + \eta \nabla l(w)$$

$$w \leftarrow w + \underbrace{\eta}_{\text{best step?}} \nabla l(w)$$

Stochastic Methods

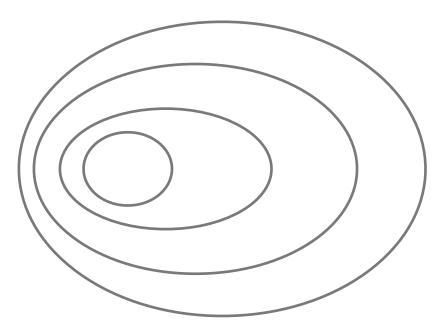
How much computation is required (for gradient)?

$$\sum_{i=1}^{M} (y^{(i)} - \hat{y}^{(i)}) x^{(i)} + 2C \cdot w$$

M = number of instances N = number of features

How many multiplies per gradient calculation

- A. M+N multiplications
- B. M*N multiplications
- C. 2N multiplications
- D. 2N-M multiplications



Stochastic Methods

How much computation is required (for gradient)?

$$\sum_{i=1}^{M} (y^{(i)} - \hat{y}^{(i)}) x^{(i)} + 2C \cdot w$$

Per iteration:

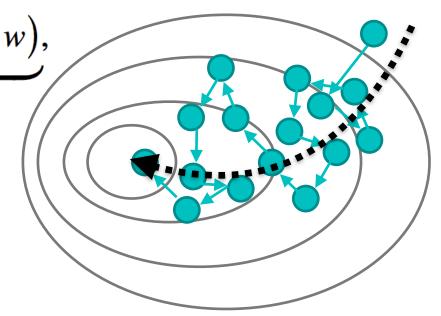
M*N multiplications 2M add/subtract

$$w \leftarrow w + \eta \underbrace{\left((y^{(i)} - \hat{y}^{(i)}) x^{(i)} + 2C \cdot w \right)}_{\text{approx. gradient}},$$

i chosen at random

Per iteration:

N multiplications 1 add/subtract



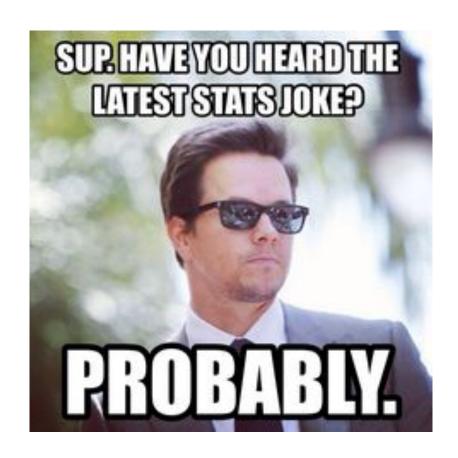
Demo

Numerical Optimization

Gradient Descent (with line search)
Stochastic Gradient Descent

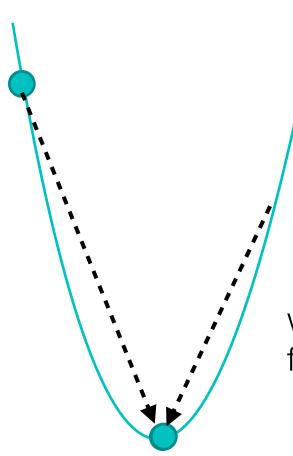


Optimization Techniques with the Hessian



The Hessian

Assume function is quadratic:



function of one variable:

$$w \leftarrow w - \left[\frac{\partial^2}{\partial w}l(w)\right]^{-1} \underbrace{\frac{\partial}{\partial w}l(w)}_{\text{derivative}}$$

will solve in one step!

what is the second order derivative for a multivariate function?

$$\nabla^2 l(w) = \mathbf{H}[l(w)]$$

The Hessian

Assume function is quadratic:

function of one variable:

$$\mathbf{H}[l(w)] = \begin{bmatrix} \frac{\partial^2}{\partial w_1} l(w) & \frac{\partial}{\partial w_1} \frac{\partial}{\partial w_2} l(w) & \dots & \frac{\partial}{\partial w_1} \frac{\partial}{\partial w_N} l(w) \\ \frac{\partial}{\partial w_2} \frac{\partial}{\partial w_1} l(w) & \frac{\partial^2}{\partial w_2} l(w) & \dots & \frac{\partial}{\partial w_2} \frac{\partial}{\partial w_N} l(w) \\ \vdots & & \vdots & & \\ \frac{\partial}{\partial w_N} \frac{\partial}{\partial w_1} l(w) & \frac{\partial}{\partial w_N} \frac{\partial}{\partial w_2} l(w) & \dots & \frac{\partial^2}{\partial w_N} l(w) \end{bmatrix}$$



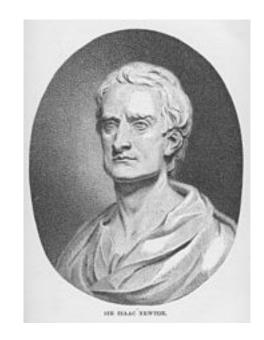
$$\nabla^2 l(w) = \mathbf{H}[l(w)]$$

The Newton Update Method

Assume function is quadratic (in high dimensions):

$$w \leftarrow w - \left[\frac{\partial^2}{\partial w}l(w)\right]^{-1} \underbrace{\frac{\partial}{\partial w}l(w)}_{\text{derivative}}$$
inverse 2nd deriv

$$w \leftarrow w + \eta \cdot \underbrace{\mathbf{H}[l(w)]^{-1}}_{\text{inverse Hessian}} \cdot \underbrace{\nabla l(w)}_{\text{gradient}}$$



J. newlon'

I do not know what I may appear to the world, but to myself I seem to have been only like a boy playing on the sea-shore, and diverting myself in now and then finding a smoother pebble or a prettier shell than ordinary, whilst the great ocean of truth lay all undiscovered before me.

The Hessian for Logistic Regression

 The hessian is easy to calculate from the gradient for logistic regression

$$\mathbf{H}_{j,k}[l(w)] = -\sum_{i=1}^{M} g(x^{(i)})(1 - g(x^{(i)})x_k^{(i)}x_j^{(i)} \qquad \sum_{j=1}^{M} (y^{(j)} - \hat{y}^{(j)})x_j^{(i)}$$

$$\mathbf{H}[l(w)] = X^T \cdot \operatorname{diag}[g(x^{(i)})(1 - g(x^{(i)}))] \cdot X \qquad X * y_{diff}$$

$$w \leftarrow w + \eta[X^T \cdot \operatorname{diag}[g(x^{(i)})(1 - g(x^{(i)}))] \cdot X]^{-1} \cdot X * y_{diff}$$

Demo

Numerical Optimization

Newton's method



Problems with Newton's Method

- Quadratic isn't always a great assumption:
 - highly dependent on starting point
 - jumps can get really random!
 - near saddle points, inverse hessian unstable
 - hessian not always invertible...
 - or invertible with correct numerical precision

The solution: quasi Newton methods

- In general:
 - approximate the Hessian with something numerically sound and readily invertible
 - back off to gradient descent when the approximate hessian is not stable
 - use momentum to update approximate hessian
- A popular approach: use Broyden-Fletcher-Goldfarb-Shanno (BFGS)
 - which you can look up if you are interested ...

https://en.wikipedia.org/wiki/Broyden-Fletcher-Goldfarb-Shanno_algorithm

BFGS (if time)

$$\mathbf{H}_{0} = \mathbf{I} \qquad \text{init}$$

$$p_{k} = -\mathbf{H}_{k}^{-1} \nabla l(w_{k}) \qquad \text{get update direction}$$

$$w_{k+1} \leftarrow w_{k} + \eta \cdot p_{k} \qquad \text{find next w}$$

$$s_{k} = \eta \cdot p_{k} \qquad \text{get scaled direction}$$

$$v_{k} = \nabla l(w_{k+1}) - \nabla l(w_{k}) \qquad \text{approx gradient change}$$

$$\mathbf{H}_{k+1} = \mathbf{H}_{k} + \frac{v_{k}v_{k}^{T}}{v_{k}^{T}s_{k}} - \frac{\mathbf{H}_{k}s_{k}s_{k}^{T}\mathbf{H}_{k}}{s_{k}^{T}\mathbf{H}_{k}s_{k}} \qquad \text{update Hessian and inverse Hessian approx}$$

$$\mathbf{H}_{k+1}^{-1} = \mathbf{H}_{k}^{-1} + \frac{(s_{k}^{T}v_{k} + \mathbf{H}_{k}^{-1})(s_{k}s_{k}^{T})}{(s_{k}^{T}v_{k})^{2}} - \frac{\mathbf{H}_{k}^{-1}v_{k}s_{k}^{T} + s_{k}v_{k}^{T}\mathbf{H}_{k}^{-1}}{s_{k}^{T}v_{k}}$$

$$k = k+1 \qquad \text{increment k and repeat}$$

invertibility of H well defined / only matrix operations

Demo

Numerical Optimization

BFGS (if time) parallelization



For Next Lecture

- Next time: SVMs via in class assignment
- Next Next time: Neural Networks

Scratch Paper

Scratch Paper

Scratch Paper