

### CSC380: Principles of Data Science

# Linear Models 1 Xinchen Yu

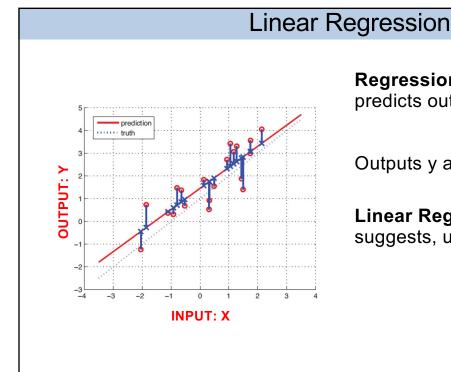
#### Credit:

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- Chicheng Zhang
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#### Outline

- Linear Regression
- first focus on what is a linear function
- Least Squares Estimation
- then learn **how to train** a linear function
- Regularized Least Squares
- Logistic Regression



**Regression** Learn a function that predicts outputs from inputs,

$$y = f(x)$$

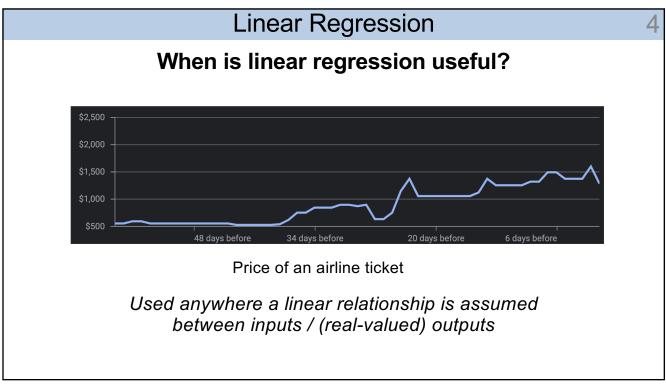
Outputs y are real-valued

**Linear Regression** As the name suggests, uses a *linear function*:

$$y = w^T x + b$$

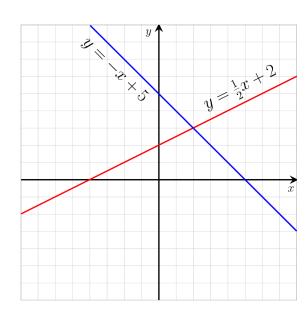
$$w^T x \coloneqq \sum_{d=1}^D w_d x_d$$

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#### Line Equation

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Recall the equation for a line has a slope and an intercept,

$$y = w \cdot x + b$$
 Slope Intercept

- Intercept (b) indicates where line crosses y-axis
- · Slope controls angle of line
- Positive slope (w) → Line goes up left-to-right
- Negative slope → Line goes down left-to-right

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#### Review: inner product

Two vectors:

$$\vec{x} = \langle 2, -3 \rangle$$
  $\mathbf{x} = \begin{bmatrix} 2 \\ -3 \end{bmatrix}$ 

$$\vec{y} = \langle 5, 1 \rangle$$
  $\mathbf{y} = \begin{bmatrix} 5 \\ 1 \end{bmatrix}$ 

Multiply corresponding entries and add:

$$\vec{x} \cdot \vec{y} = \langle 2, -3 \rangle \cdot \langle 5, 1 \rangle = (2)(5) + (-3)(1) = 7$$

$$\mathbf{x}^T \mathbf{y} = \begin{bmatrix} 2 & -3 \end{bmatrix} \begin{bmatrix} 5 \\ 1 \end{bmatrix} = \begin{bmatrix} 7 \end{bmatrix}$$
 (or just 7) (so  $\vec{x} \cdot \vec{y}$  becomes  $\mathbf{x}^T \mathbf{y}$ )

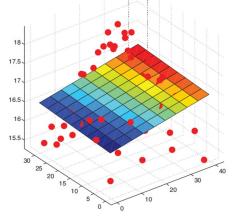
#### Moving to higher dimensions...

- 1d regression: regression with 1d input:
- **D-dimensional regression**: input vector is  $x \in \mathbb{R}^D$ .

Recall the definition of an *inner product*:

$$w^T x = w_1 x_1 + w_2 x_2 + \ldots + w_D x_D = \sum_{d=1}^{D} w_d x_d$$

The model is  $y = w^T x + b$ 



[ Image: Murphy, K. (2012) ]

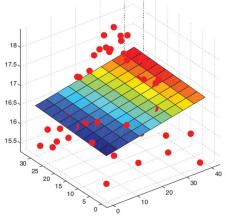
#### Moving to higher dimensions...

Often we simplify this by including the intercept into the weight vector,

$$\widetilde{w} = \begin{pmatrix} w_1 \\ \vdots \\ w_D \\ b \end{pmatrix} \qquad \widetilde{x} = \begin{pmatrix} x_1 \\ \vdots \\ x_D \\ 1 \end{pmatrix} \qquad y = \widetilde{w}^T \widetilde{x}$$

$$\widetilde{x} = \begin{pmatrix} x_1 \\ \vdots \\ x_D \\ 1 \end{pmatrix}$$

$$y = \widetilde{w}^T \widetilde{x}$$



$$\widetilde{w}^T \widetilde{x} = \sum_{d=1}^D w_d x_d + b \cdot 1$$

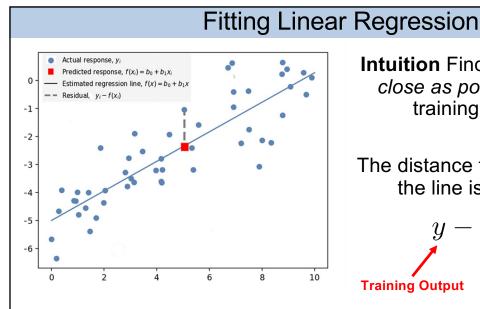
from now on, we assume that  $w \in \mathbb{R}^D$  and  $x \in \mathbb{R}^D$  already has b and 1 in the last coordinate respectively.

#### Learning Linear Regression Models

#### There are several ways to think about fitting regression:

- Intuitive Find a plane/line that is close to data
- Functional Find a line that minimizes the least squares loss
- Estimation Find maximum likelihood estimate of parameters

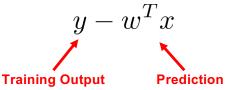
They are all the same thing...



**Intuition** Find a line that is as close as possible to every

training data point

The distance from each point to the line is the residual



Let's find w that will minimize the residual!

https://www.activestate.com/resources/quick-reads/how-to-run-linear-regressions-in-python-scikit-learn/

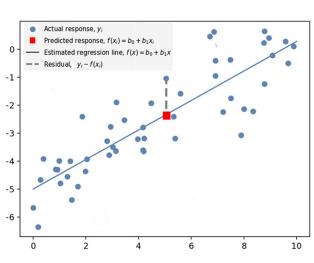
Outline

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## Least Squares Solution

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**Functional** Find a line that minimizes the sum of squared residuals!

Given:  $\{(x^{(i)}, y^{(i)})\}_{i=1}^m$ 

Compute:

ompute.
$$w^* = \arg\min_{w} \sum_{i=1}^{m} (y^{(i)} - w^T x^{(i)})^2$$

Least squares regression

https://www.activestate.com/resources/quick-reads/how-to-run-linear-regressions-in-python-scikit-learn/

#### **Least Squares**

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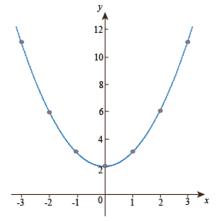
$$\min_{w} \sum_{i=1}^{N} (y^{(i)} - w^{T} x^{(i)})^{2}$$

This is just a quadratic function...

- Convex, unique minimum
- Minimum given by zero-derivative
- Can find a closed-form solution

Let's see for scalar case with no bias,





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#### Least Squares : Simple Case

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$$\frac{d}{dw}\sum_{i=1}^N(y^{(i)}-wx^{(i)})^2=$$
 Derivative (+ chain rule) 
$$=\sum_{i=1}^N2(y^{(i)}-wx^{(i)})(-x^{(i)})=0\Rightarrow$$

Distributive Property (and multiply -1 both sides)

$$0 = \sum_{i=1}^{N} y^{(i)} x^{(i)} - w \sum_{j=1}^{N} (x^{(j)})^{2}$$

Algebra

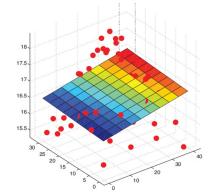
$$w = \frac{\sum_{i} y^{(i)} x^{(i)}}{\sum_{j} (x^{(j)})^{2}}$$

#### **Least Squares: Higher Dimensions**

Things are a bit more complicated in higher dimensions and involve more linear algebra,

$$\mathbf{X} = \begin{pmatrix} x_1^{(1)} & \dots & x_D^{(1)} & 1 \\ x_1^{(2)} & \dots & x_D^{(2)} & 1 \\ \vdots & \vdots & \vdots & \vdots \\ x_1^{(m)} & \dots & x_D^{(m)} & 1 \end{pmatrix} \qquad \mathbf{y} = \begin{pmatrix} y^{(1)} \\ \vdots \\ y^{(N)} \end{pmatrix}$$

$$\mathbf{y} = \left(\begin{array}{c} y^{(1)} \\ \vdots \\ y^{(N)} \end{array}\right)$$



mx1 Vector

**Design Matrix** ( each row is a data point) **Vector of labels** 

Can write regression over all training data more compactly...

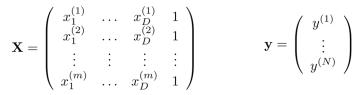
$$\mathbf{y} \approx \mathbf{X}\mathbf{w}$$

$$= \begin{pmatrix} (x^{(1)})^{\mathsf{T}}\mathbf{w} \\ \dots \\ (x^{(m)})^{\mathsf{T}}\mathbf{w} \end{pmatrix}$$

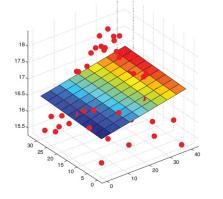
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#### Special Case: D = #data points

Things are a bit more complicated in higher dimensions and involve more linear algebra,



**Vector of labels** 



**Design Matrix** ( each row is a data point)

As before, writing

 $\mathbf{v} \approx \mathbf{X} \mathbf{w}$ 

mx1 Vector

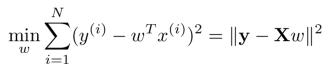
Minimizing ||y-Xw||

But now we (sometimes) could computer  $X^{-1}$  and write  $X^{-1}y = w$ 

#### **Least Squares: Higher Dimensions**

Least squares can also be written more  $\|x\| := \sqrt{x \cdot x}$ . compactly,

$$\|oldsymbol{x}\| := \sqrt{oldsymbol{x} \cdot oldsymbol{x}}.$$



Some slightly more advanced linear algebra gives us a solution,

$$w = (\mathbf{X}^T\mathbf{X})^{-1}\mathbf{X}^T\mathbf{y}$$
 compare with the 1d version:  $w = \frac{\sum_i y^{(i)}x^{(i)}}{\sum_j (x^{(j)})^2}$ 

Ordinary Least Squares (OLS) solution

Derivation a bit advanced for this class, but enough to know

it has a closed-form and why

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- we can evaluate it
- generally know where it comes from.