

Regularization

BCSE0105 MACHINE LEARNING

What is Regularization?



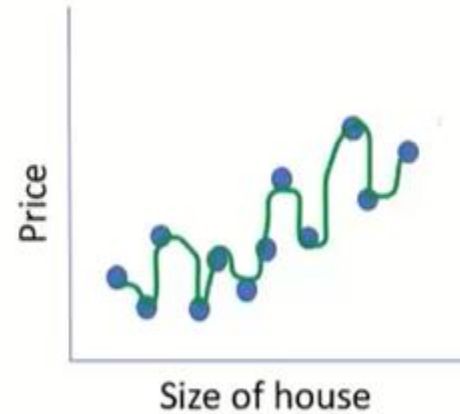
House Price Prediction

Underfitting



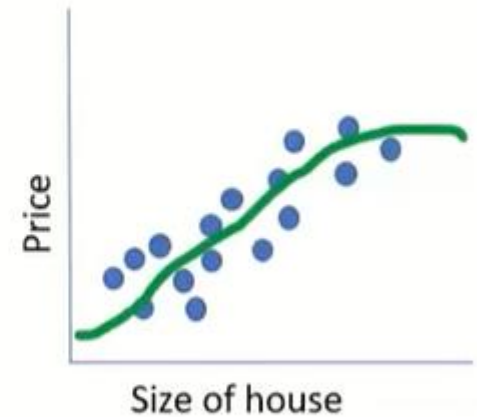
$$\text{Price} = \beta_0 + \beta_1 * \text{size}$$

Overfitting



$$\begin{aligned} \text{Price} = & \beta_0 + \beta_1 * \text{size} + \beta_2 * \text{size}^2 \\ & + \beta_3 * \text{size}^3 + \beta_4 * \text{size}^4 \end{aligned}$$

Good Fit

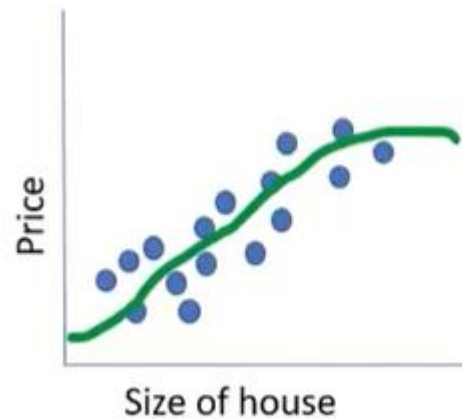
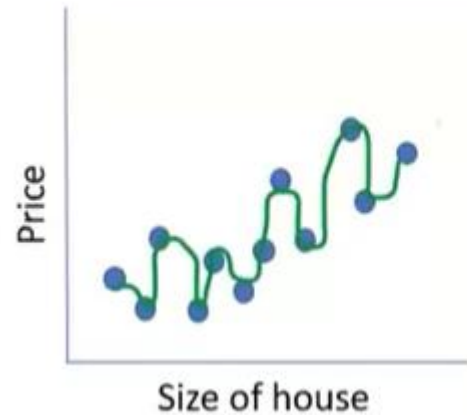


$$\text{Price} = \beta_0 + \beta_1 * \text{size} + \beta_2 * \text{size}^2$$

What is Regularization?

- Constraining a model to make it simpler and reduce the risk of overfitting is called **regularization**.
- A training constraint whose objective is to reduce overfitting and thus improve the model's ability to generalize
- The amount of regularization to apply during learning can be controlled by a hyperparameter.

Working of Regularization



$$\text{Price} = \beta_0 + \beta_1 * \text{size} + \beta_2 * \text{size}^2 + \beta_3 * \text{size}^3 + \beta_4 * \text{size}^4$$

reduce β_3 and β_4 close to zero

$$\text{Price} = \beta_0 + \beta_1 * \text{size} + \beta_2 * \text{size}^2$$

How to reduce /shrink coefficients

- Use cost function

$$MSE = \frac{1}{n} \sum_{i=1}^n (y_i (\text{actual}) - y_i (\text{predicted}))^2$$

This is higher order polynomial equation and our aim is to reduce MSE. For this we have different **regularization techniques**.

```
graph TD; A[Regularization] --> B[Ridge / L2 Regularization]; A --> C[Lasso / L1 Regularization];
```

Regularization

Ridge / L2
Regularization

Lasso / L1
Regularization

Regularization Techniques

- Used to reduce overfitting
- Used to generalize the model well

Ridge Regularization

$$\text{MSE} = \frac{1}{n} \sum_{i=1}^n (y_i (\text{actual}) - y_i (\text{predicted}))^2$$

$$\text{Loss} = \sum_{i=1}^n (y_i - \hat{y}_i)^2 + \lambda \sum_{j=1}^p \beta_j^2$$

Penalty term
regularizes the
coefficients

λ = Tuning parameter

Lasso Regularization

$$\text{MSE} = \frac{1}{n} \sum_{i=1}^n (y_i (\text{actual}) - y_i (\text{predicted}))^2$$

$$\text{Loss} = \sum_{i=1}^n (y_i - \hat{y}_i)^2 + \lambda \sum_{j=1}^p |\beta_j|$$

Penalty term
regularizes the
coefficients

λ = Tuning parameter

Which Technique To Use?

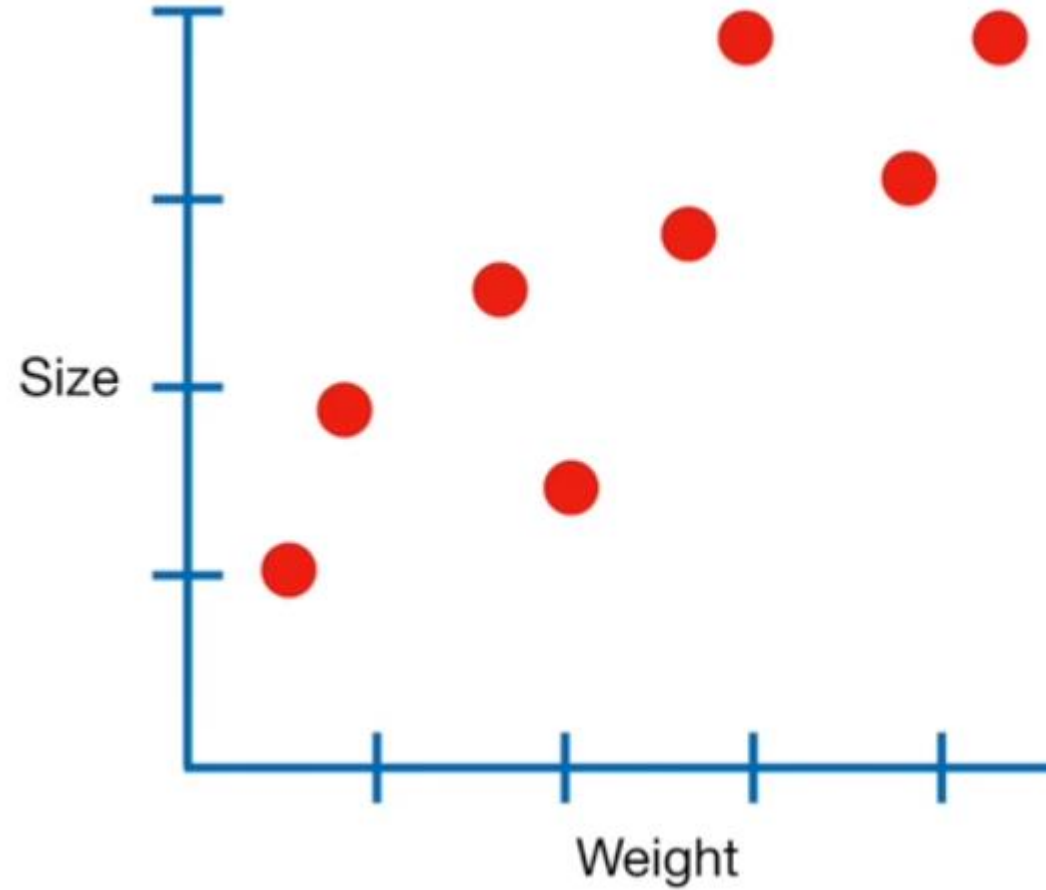
Ridge

Lot of features
In the dataset and
all features have
small coefficients.

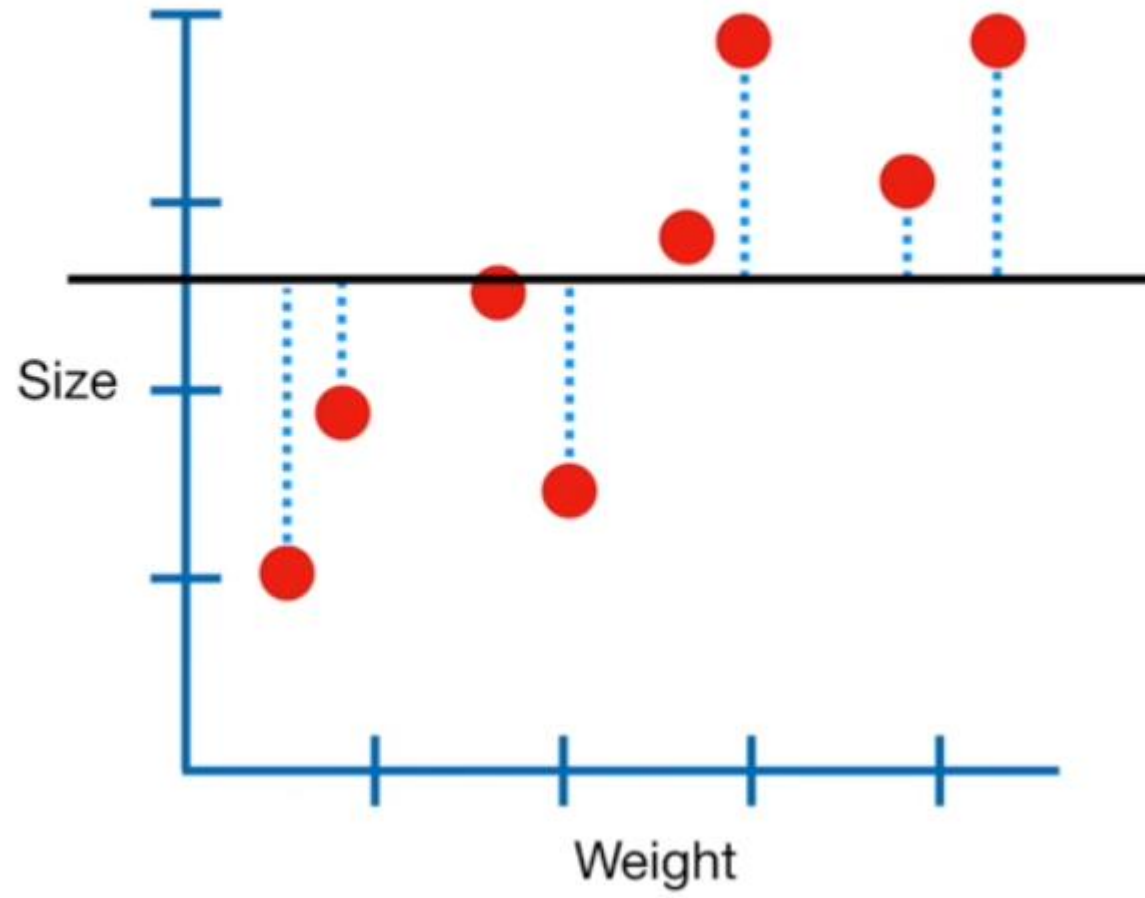
Lasso

Small number of
features and few
features have high
coefficient value.

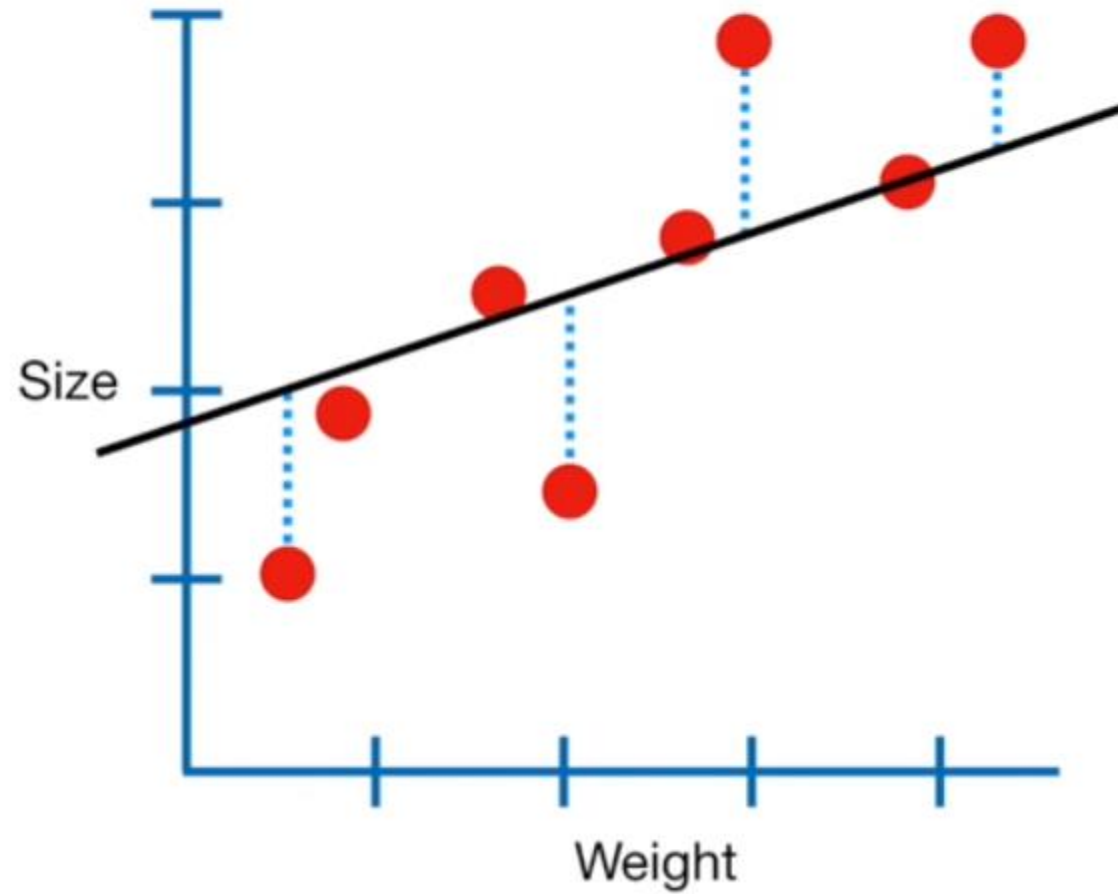
Understanding the Idea behind regularization



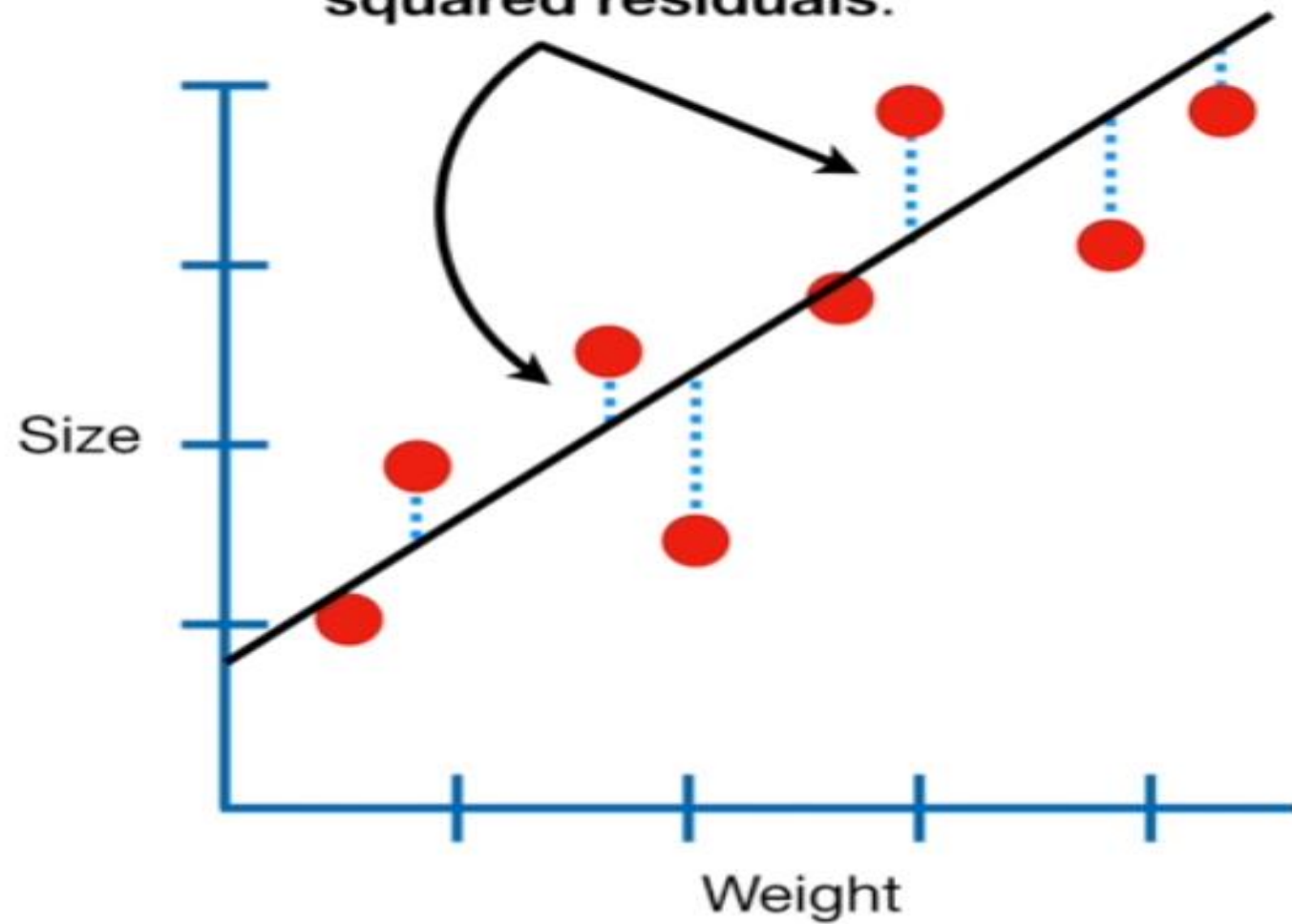
So we'll fit a line to the data using
Least Squares.



So we'll fit a line to the data using
Least Squares.

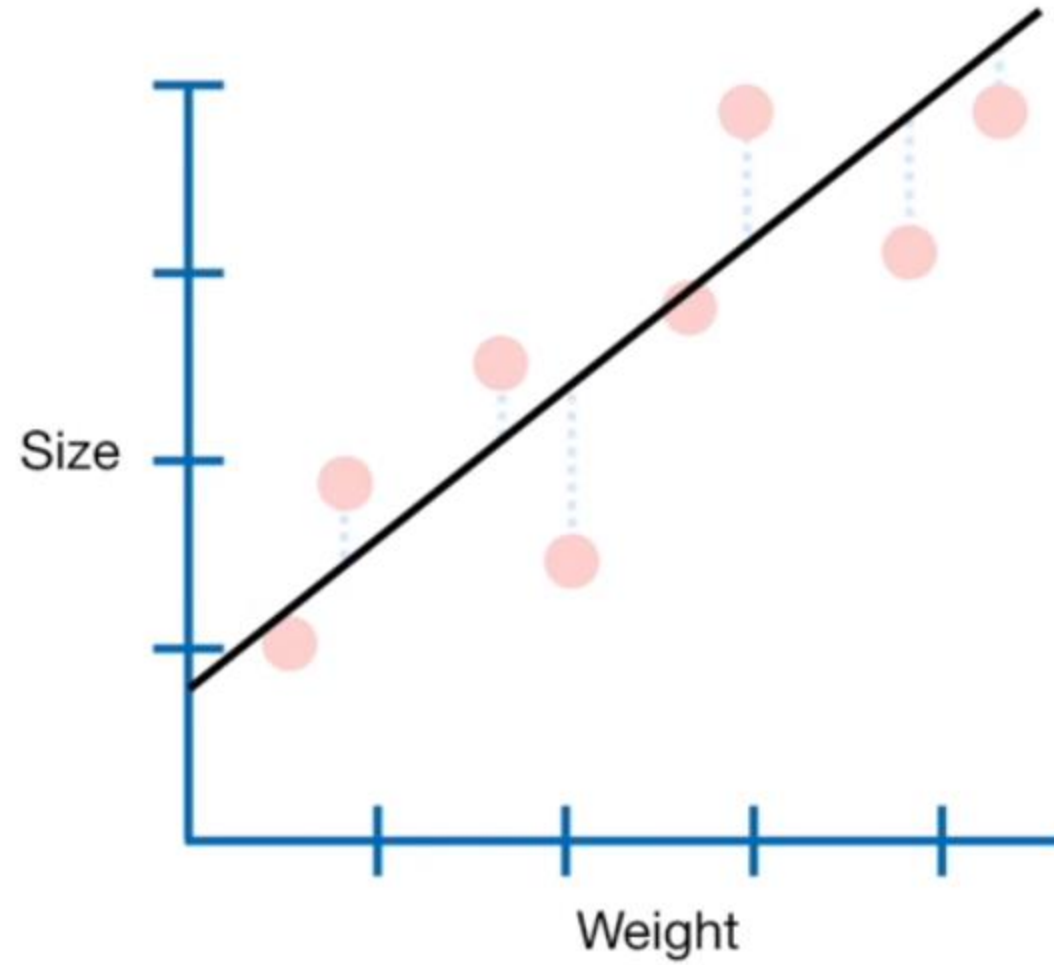


In other words, we find the line that results in the **minimum sum of squared residuals**.



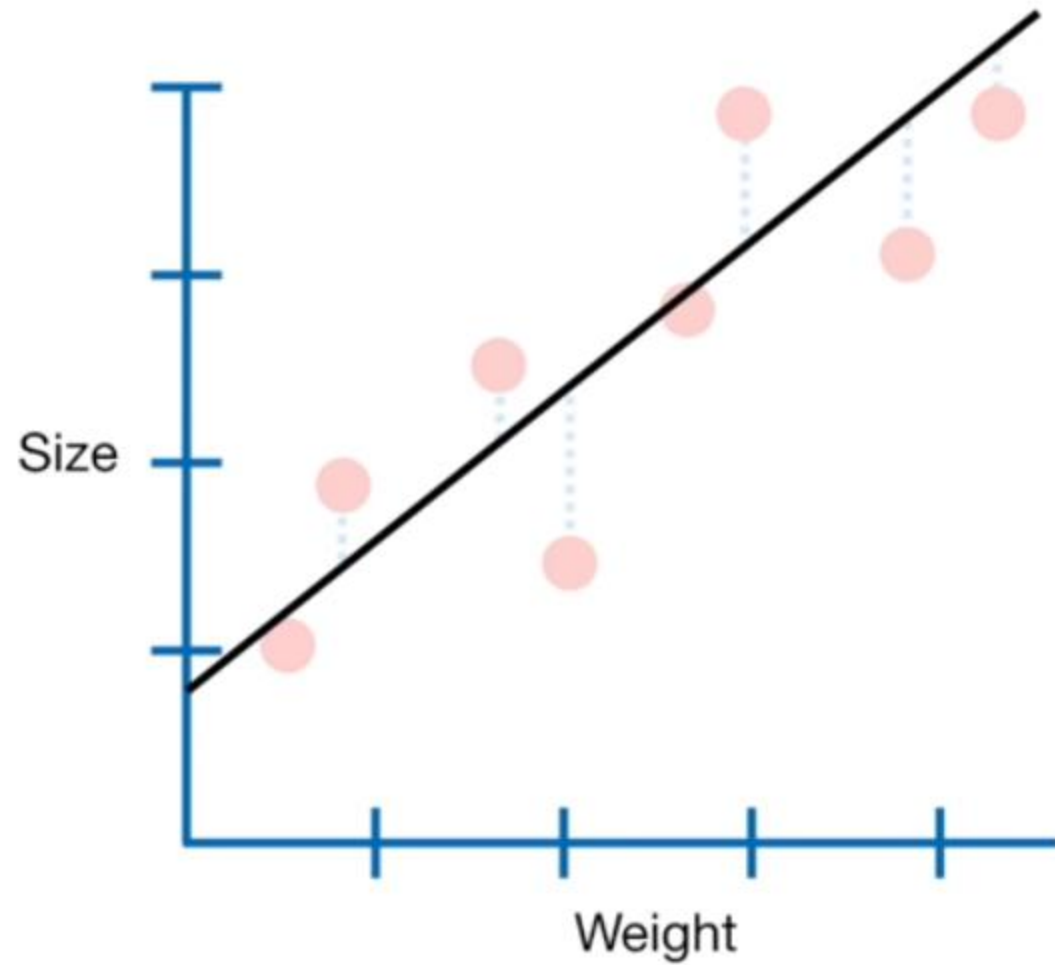
Ultimately, we end up with
this equation for the line:

$$\text{Size} = 0.9 + 0.75 \times \text{Weight}$$



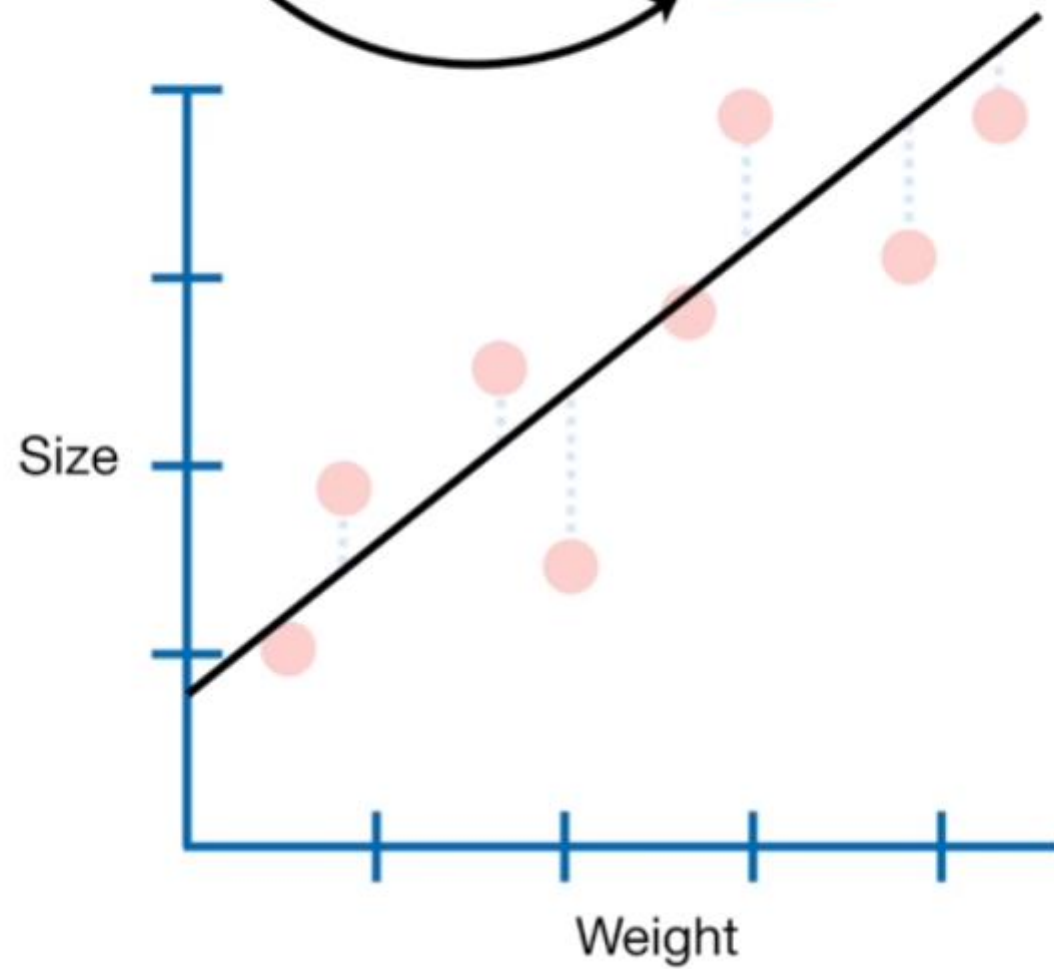
The line has two
parameters...

$$\text{Size} = 0.9 + 0.75 \times \text{Weight}$$

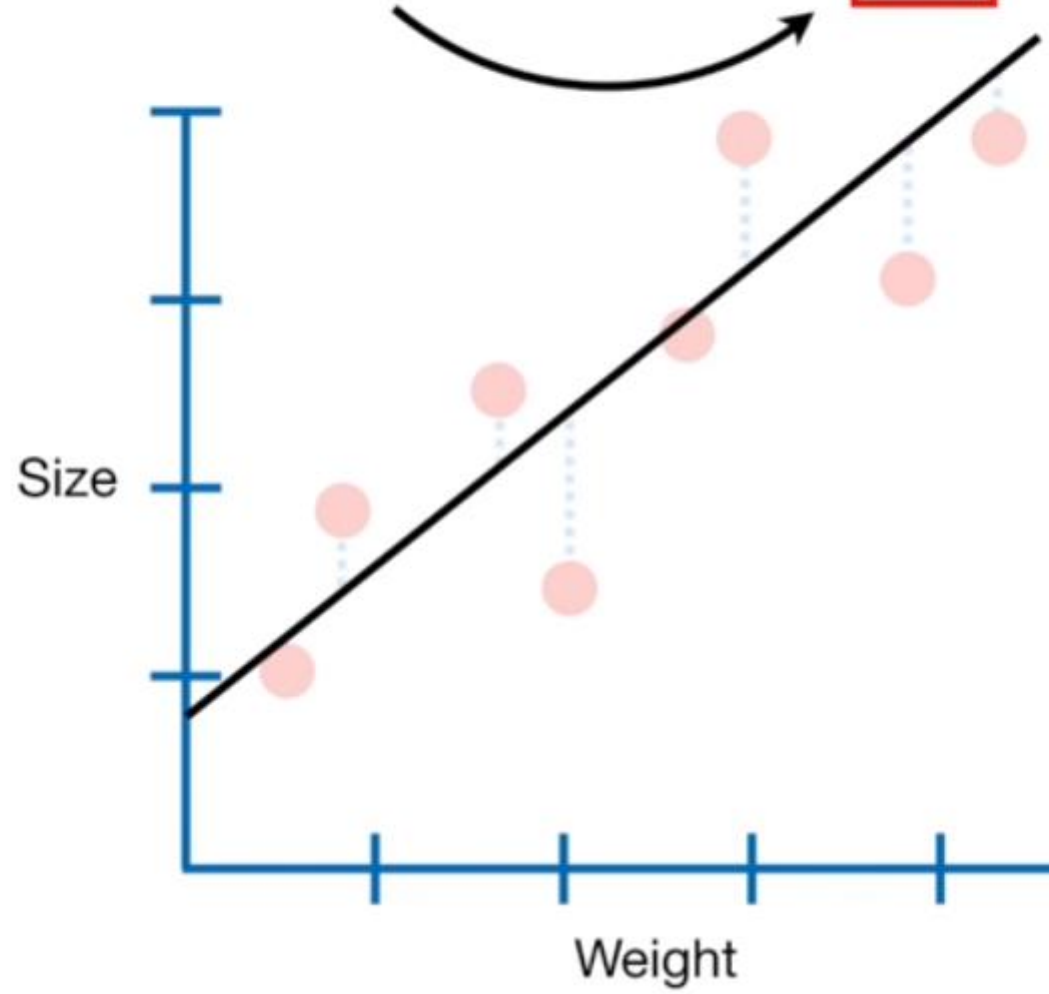


...a y-axis intercept...

$$\text{Size} = 0.9 + 0.75 \times \text{Weight}$$

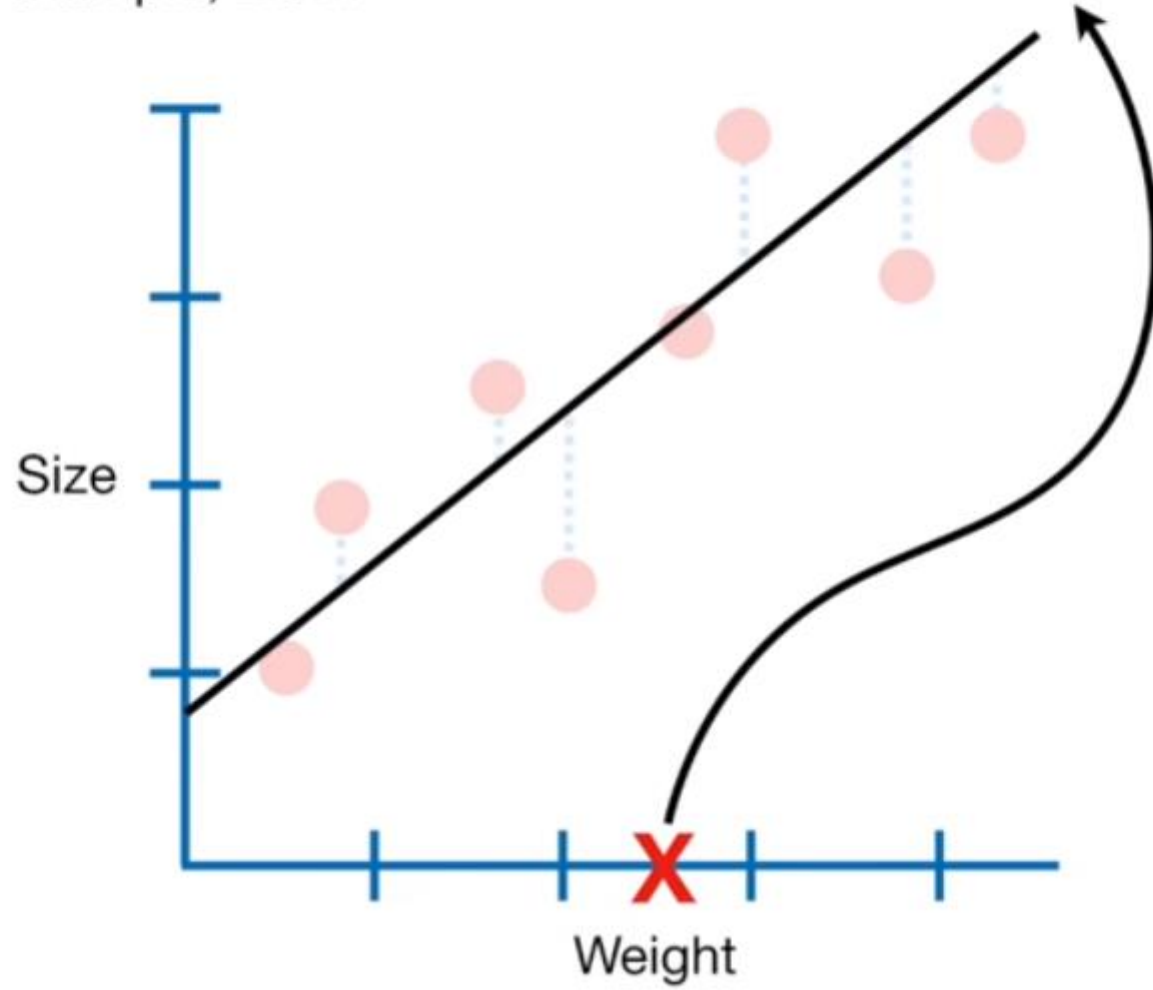


...and a **slope**. **Size** = 0.9 + 0.75 × **Weight**



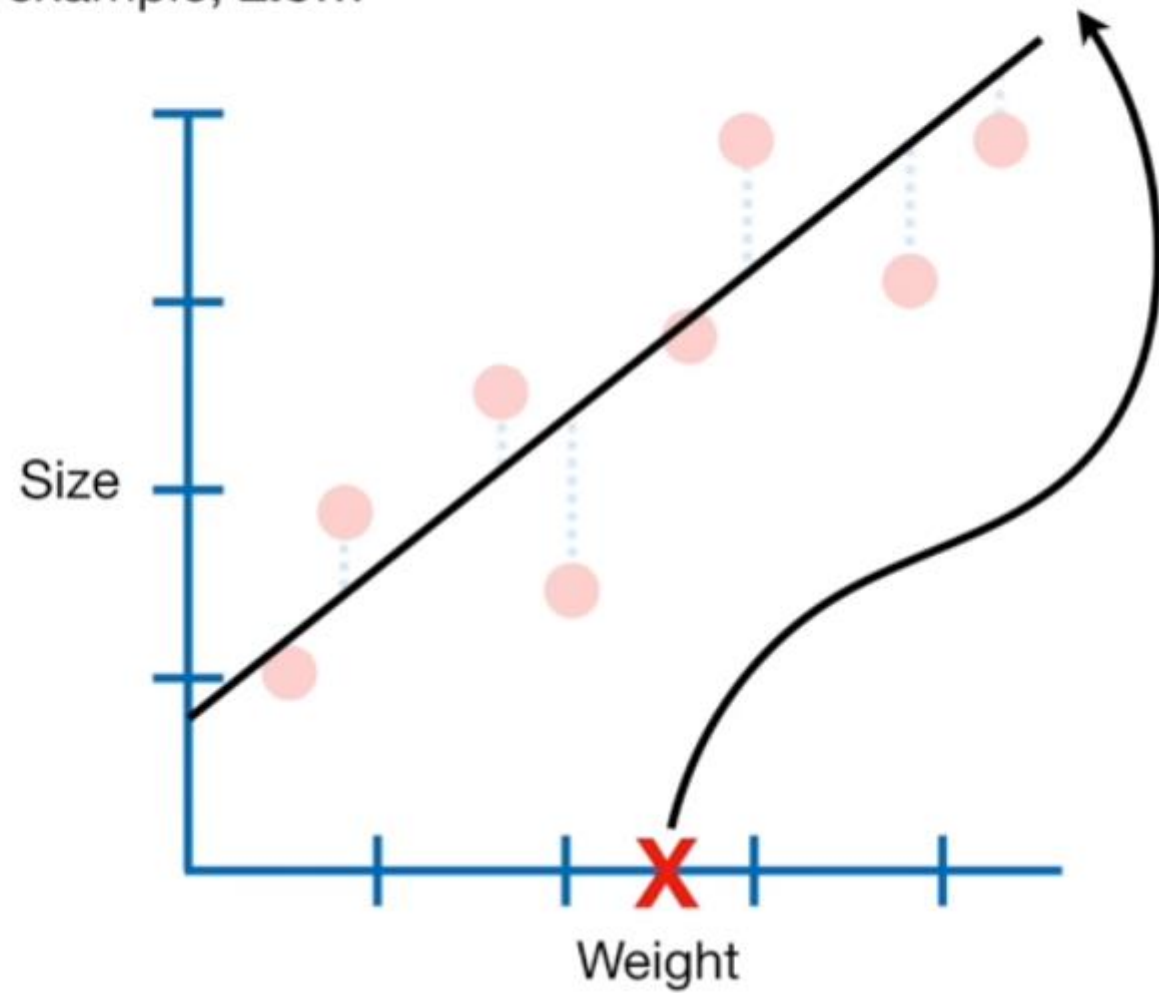
We can plug in a value for **Weight**, for example, **2.5**...

$$\text{Size} = 0.9 + 0.75 \times \text{Weight}$$



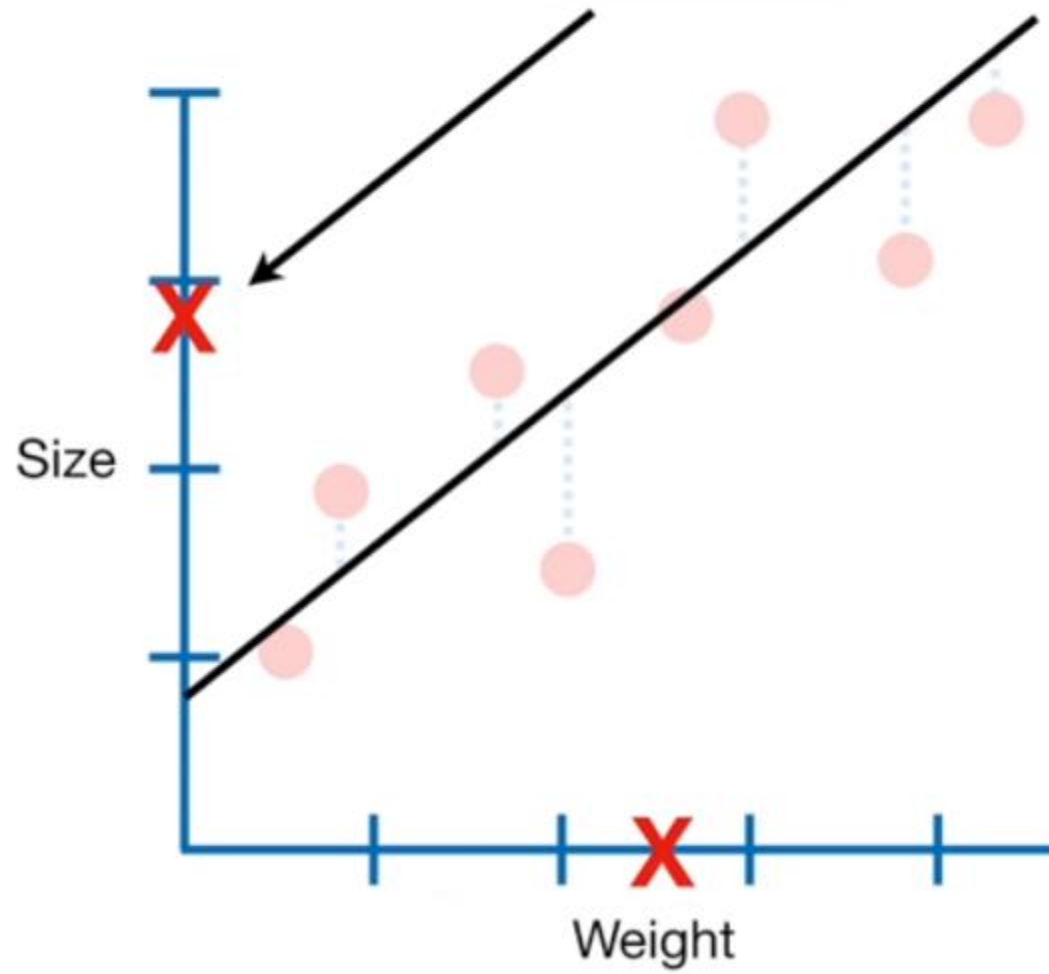
We can plug in a value for **Weight**, for example, **2.5**...

$$\text{Size} = 0.9 + 0.75 \times 2.5$$

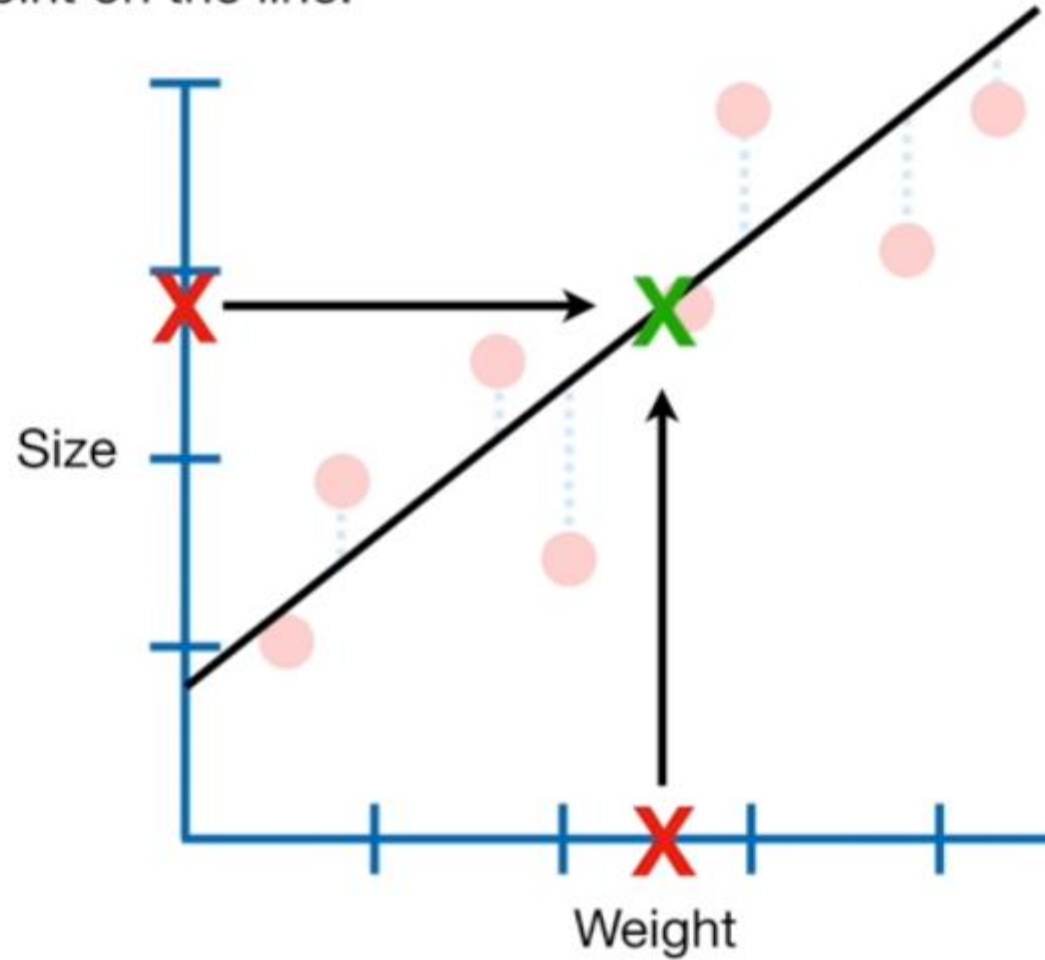


...and get a value for **Size**...

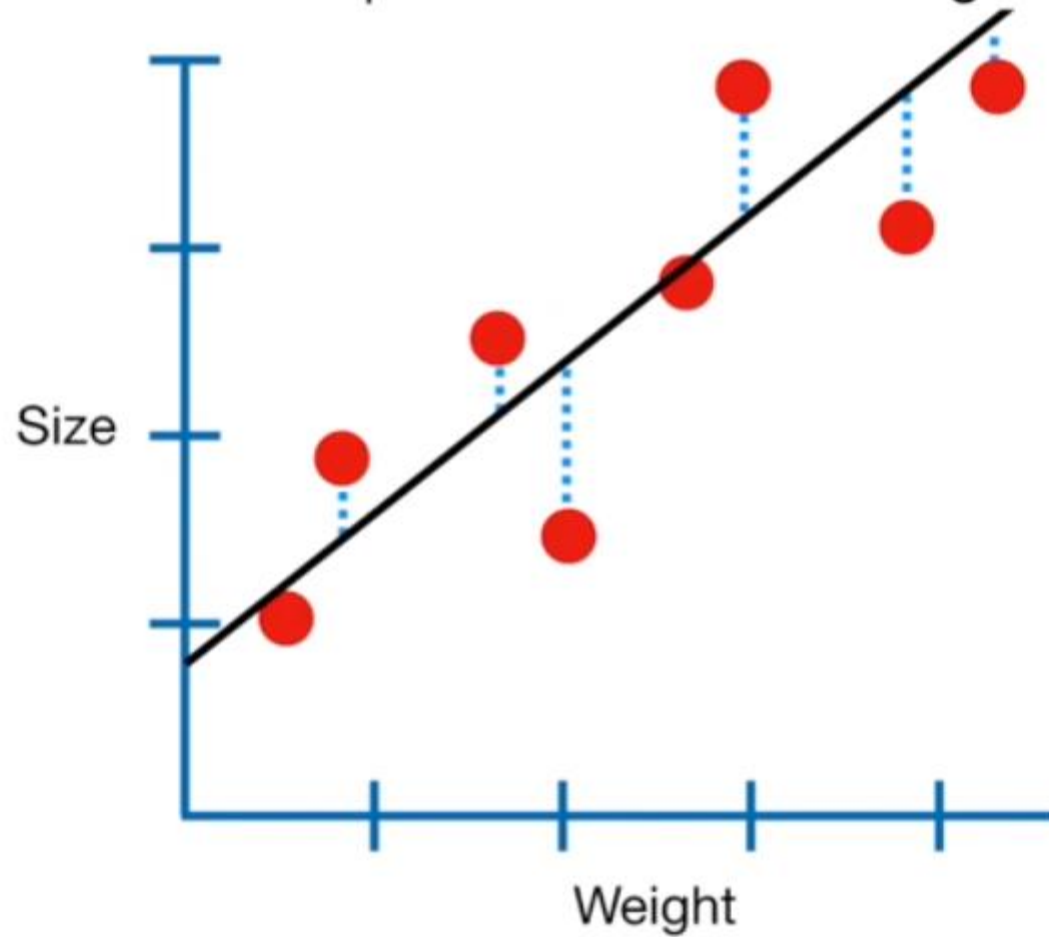
Size = 2.8



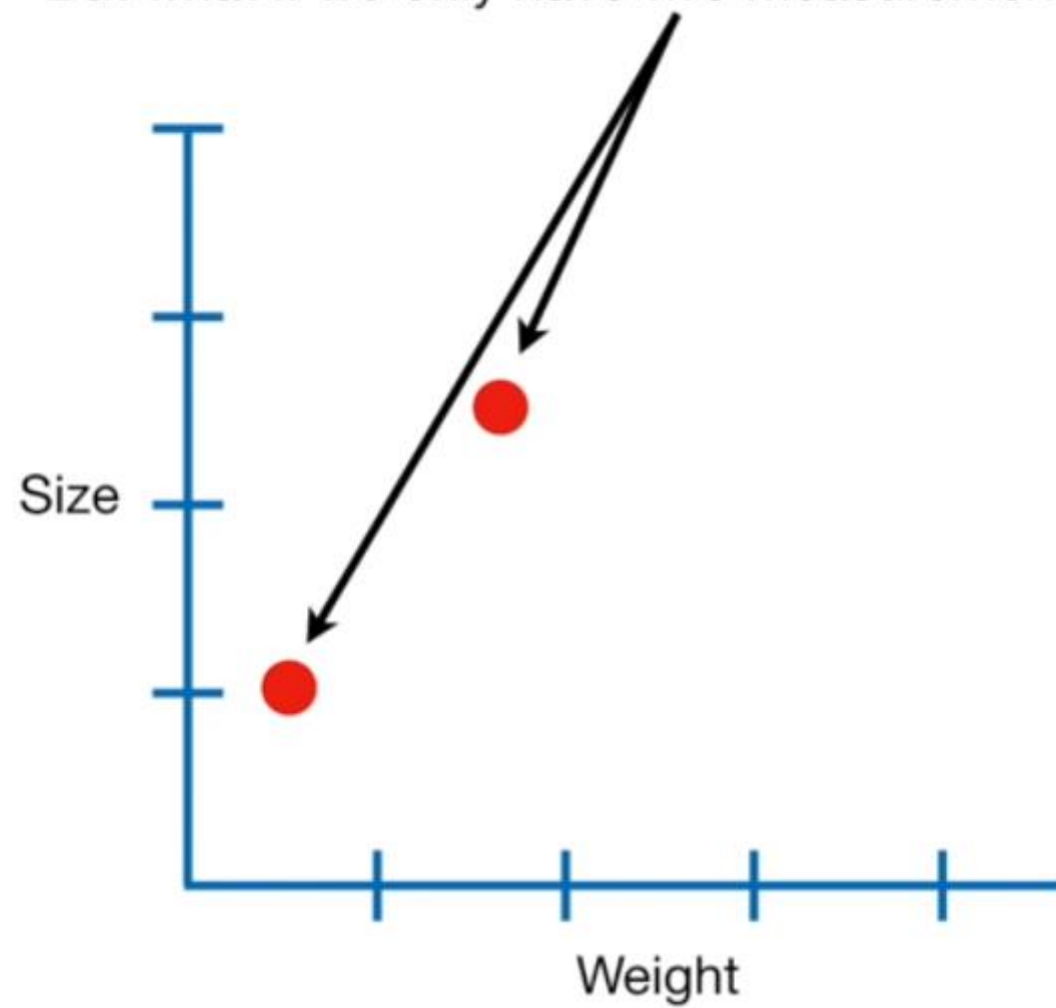
Together, the value for **Weight**,
2.5, and the value for **Size**, **2.8**,
give us a point on the line.



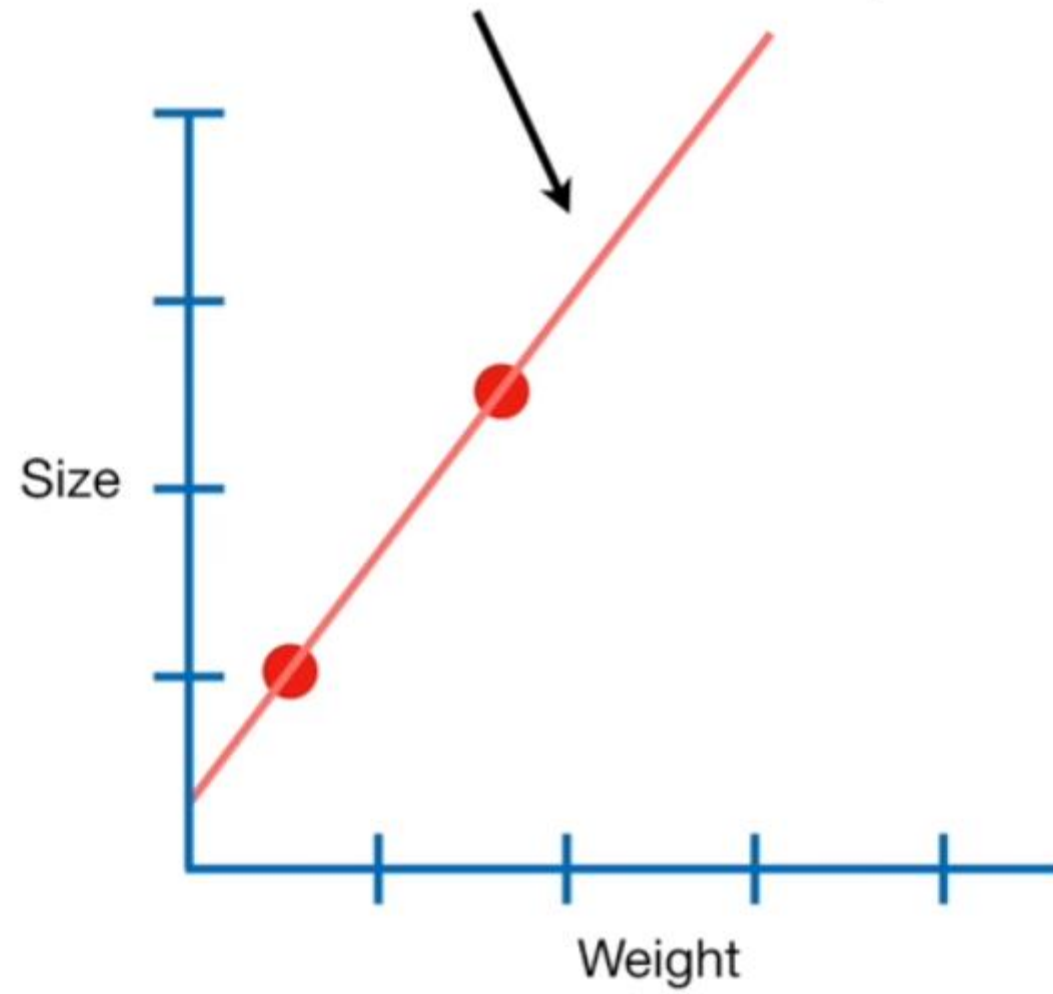
When we have a lot of measurements, we can be fairly confident that the **Least Squares** line accurately reflects the relationship between **Size** and **Weight**.

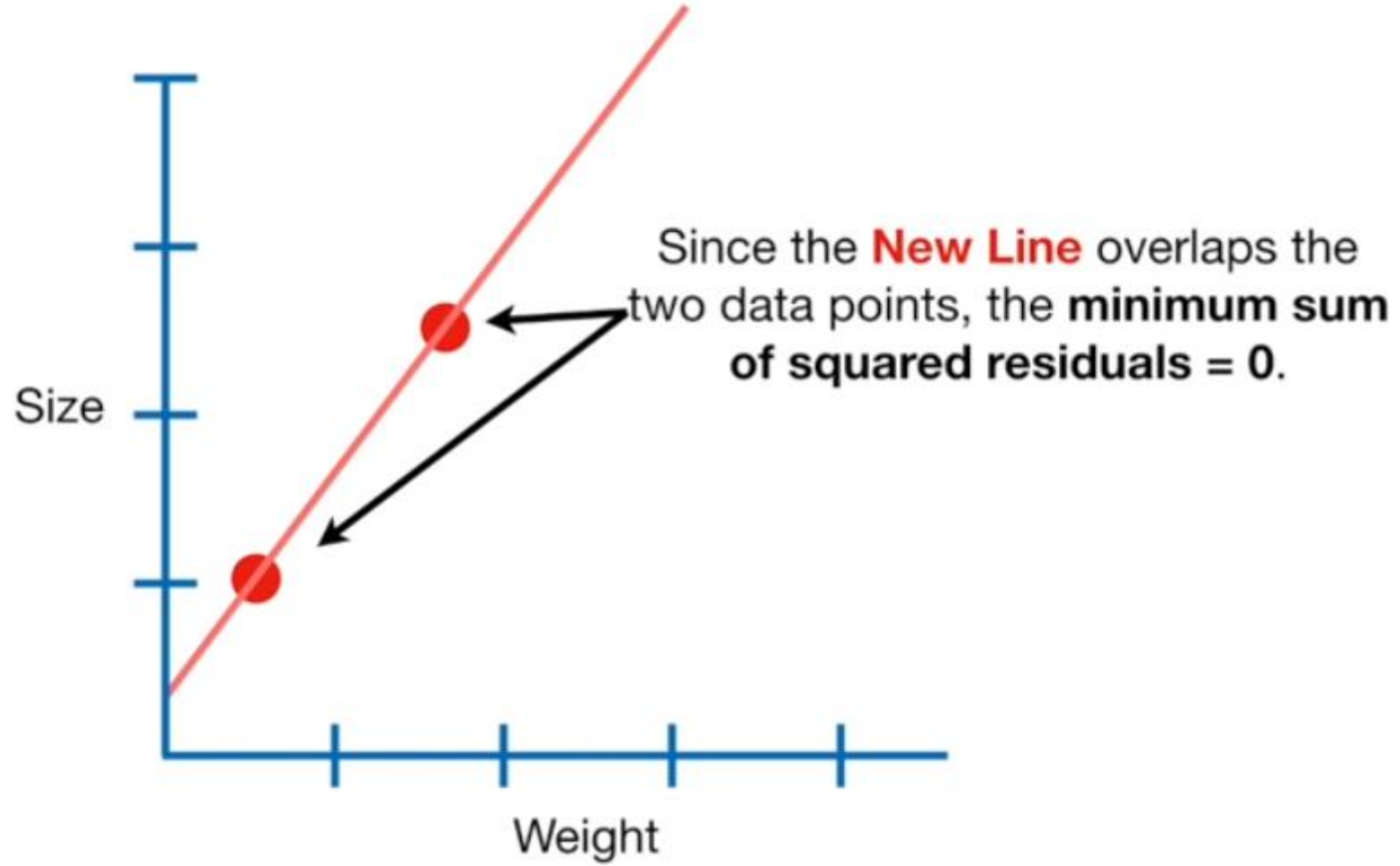


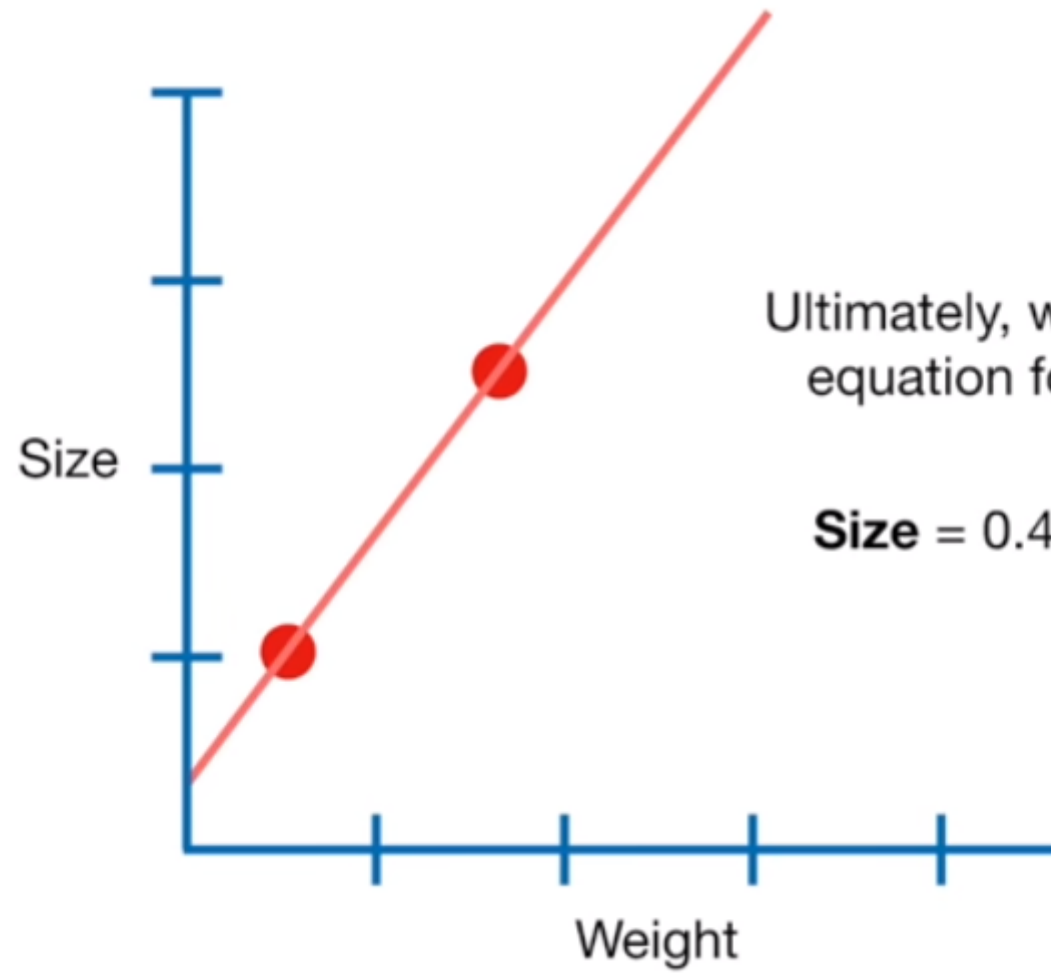
But what if we only have two measurements?



We fit a **New Line** with **Least Squares**...

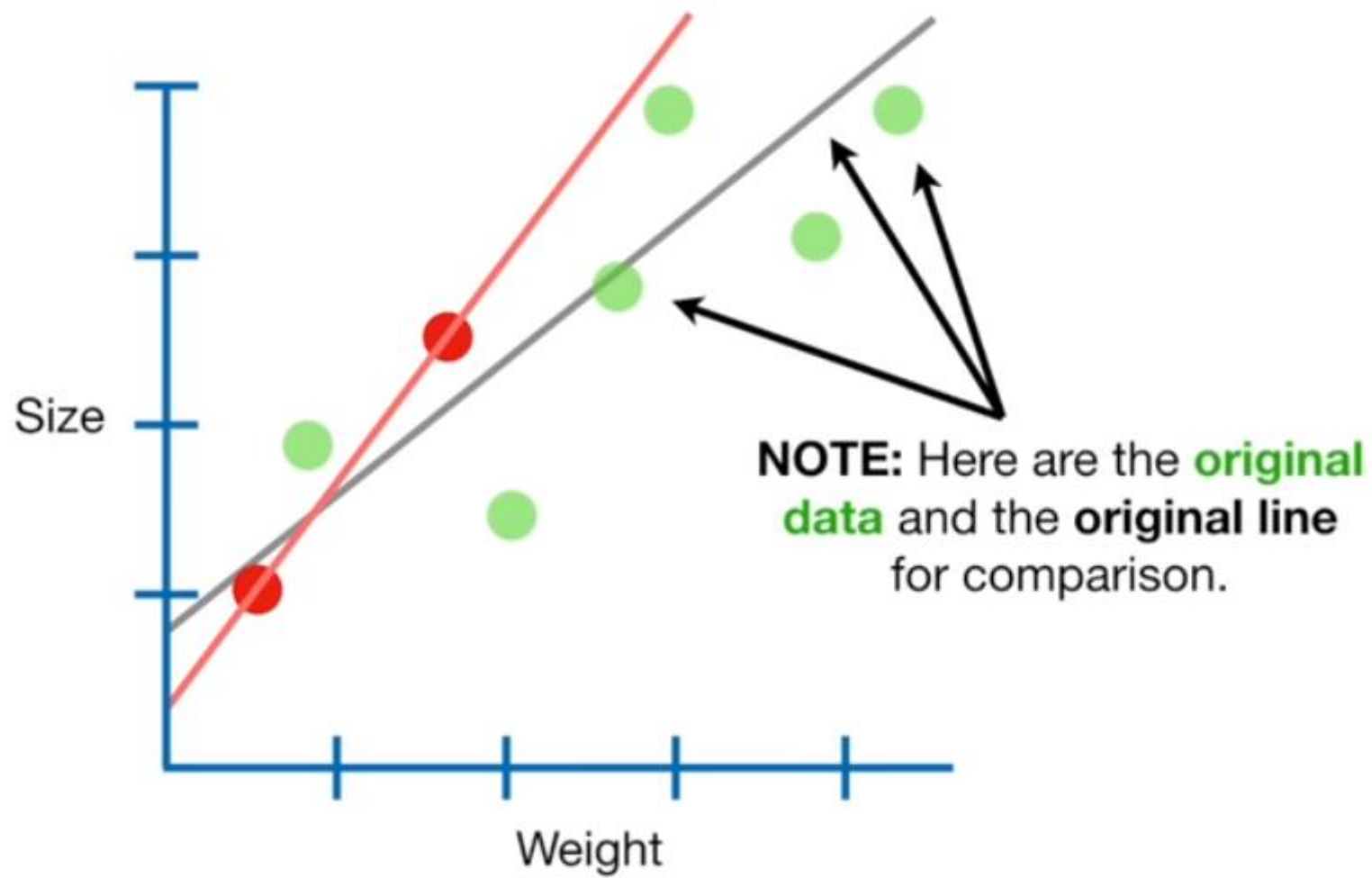




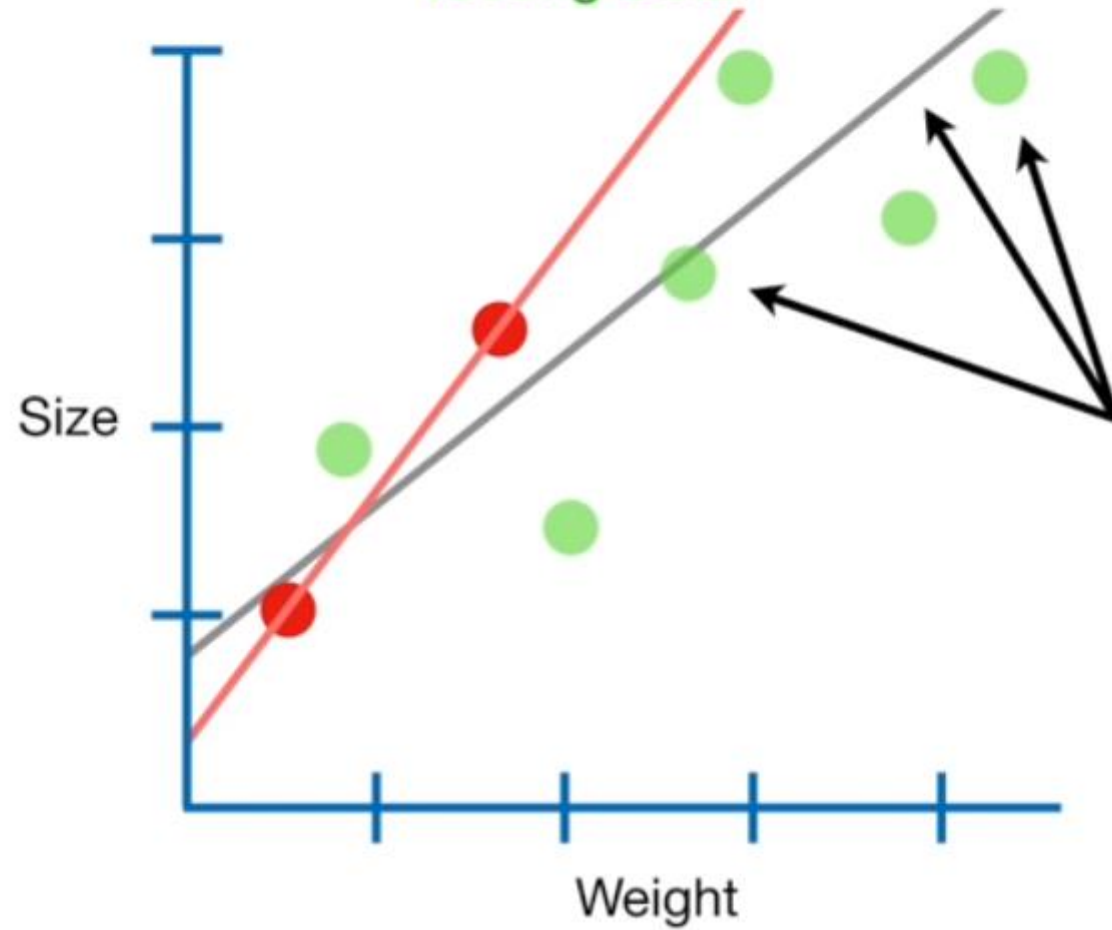


Ultimately, we end up with this equation for the **New Line**:

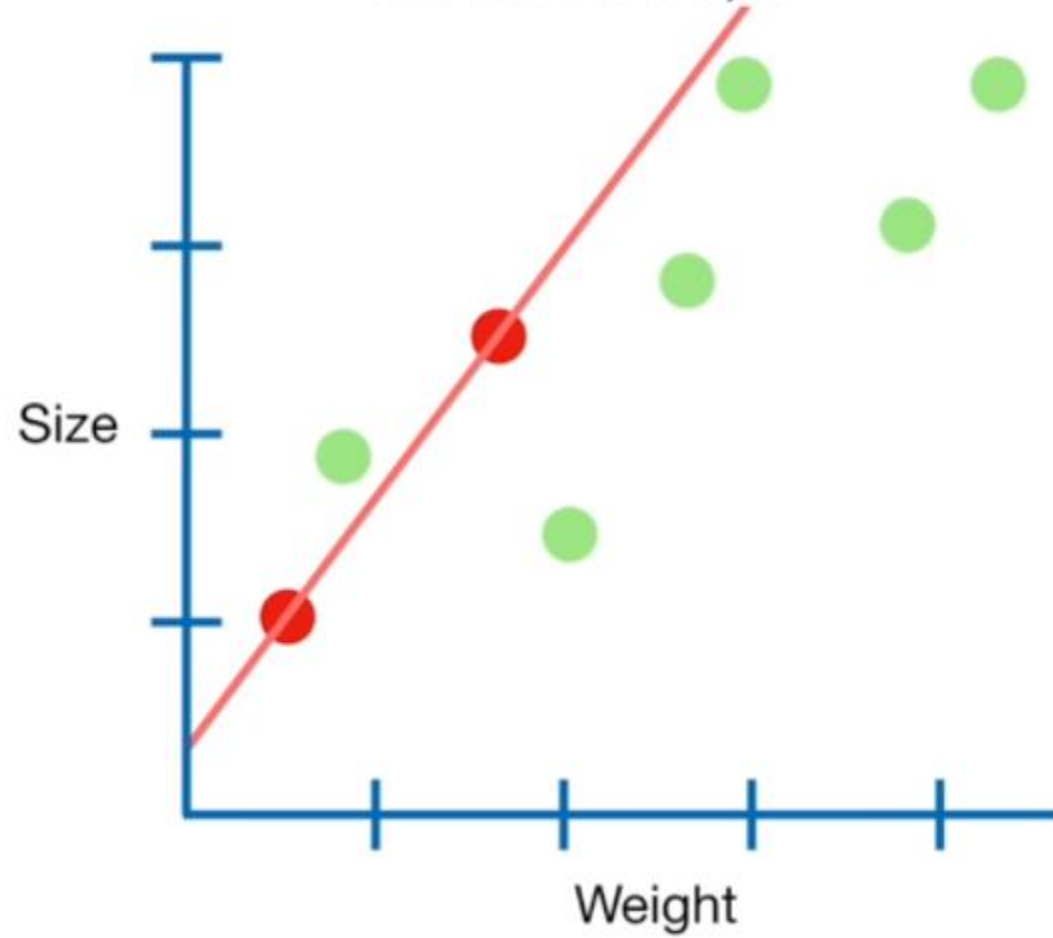
$$\mathbf{Size = 0.4 + 1.3 \times Weight}$$



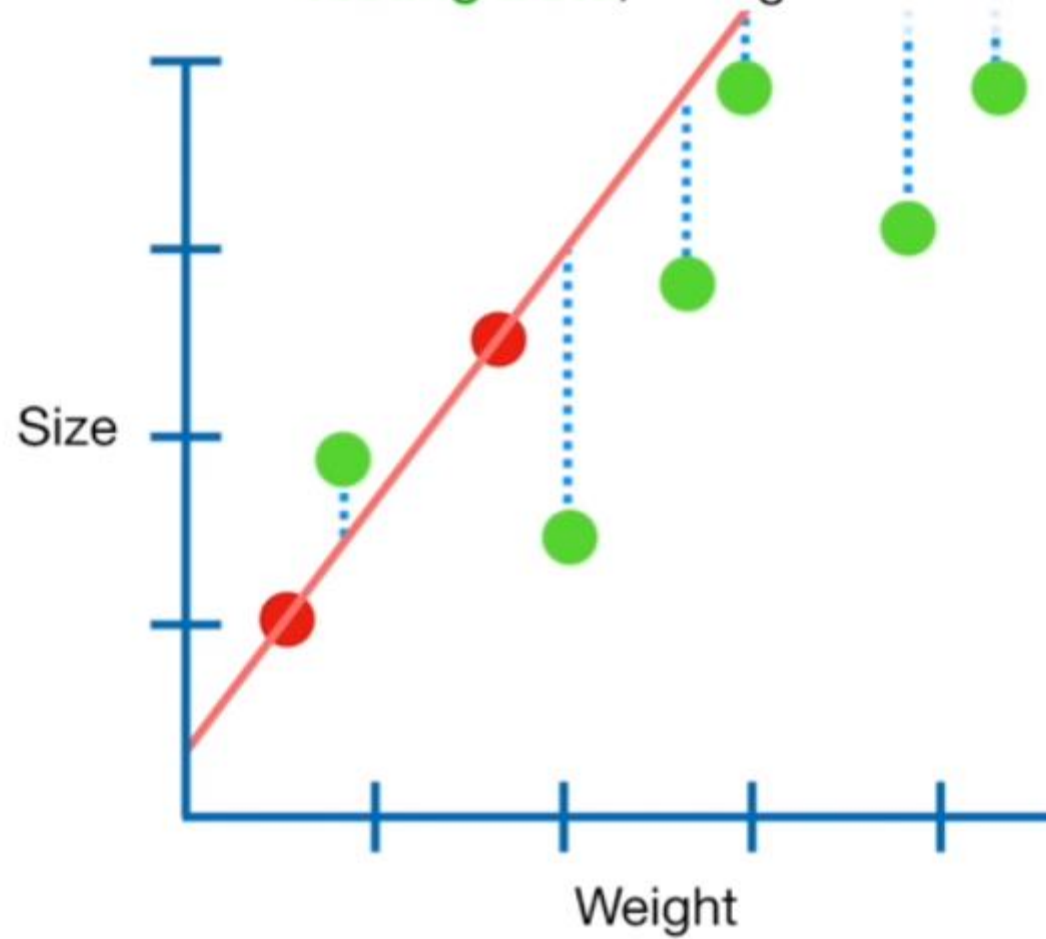
Let's call the **Two Red Dots** the **Training Data**, and the remaining **Green Dots** the **Testing Data**.



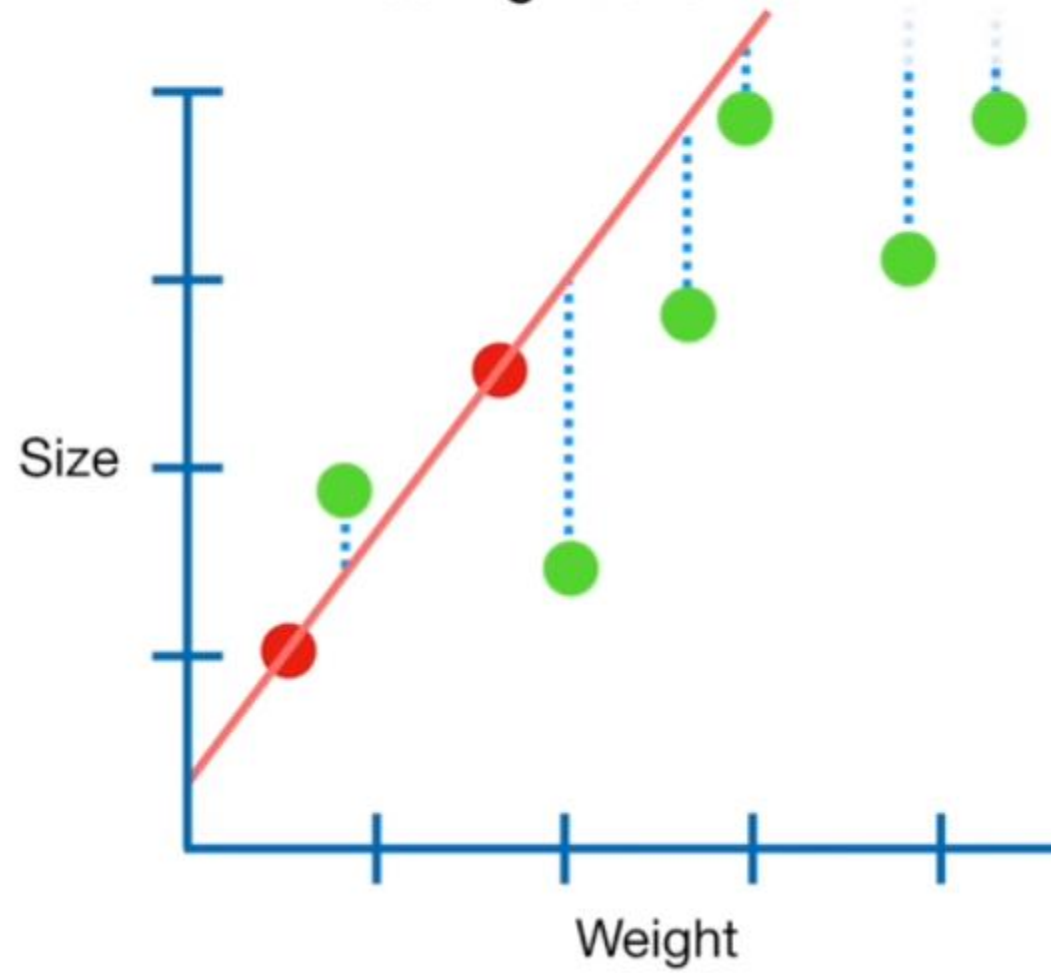
The sum of the squared residuals for just the **Two Red Points**, the **Training Data**, is small (in this case it is 0)...



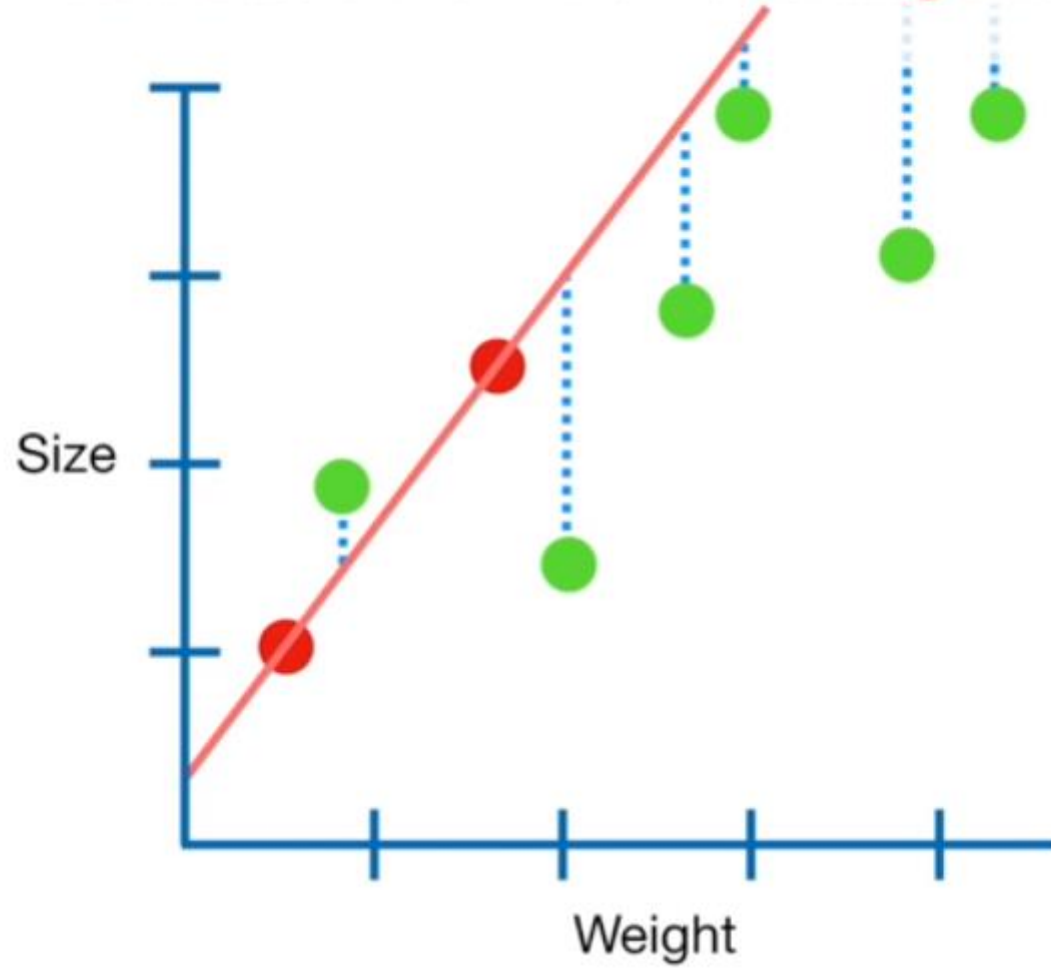
...but the sum of the squared residuals for the **Green Points**, the **Testing Data**, is large...



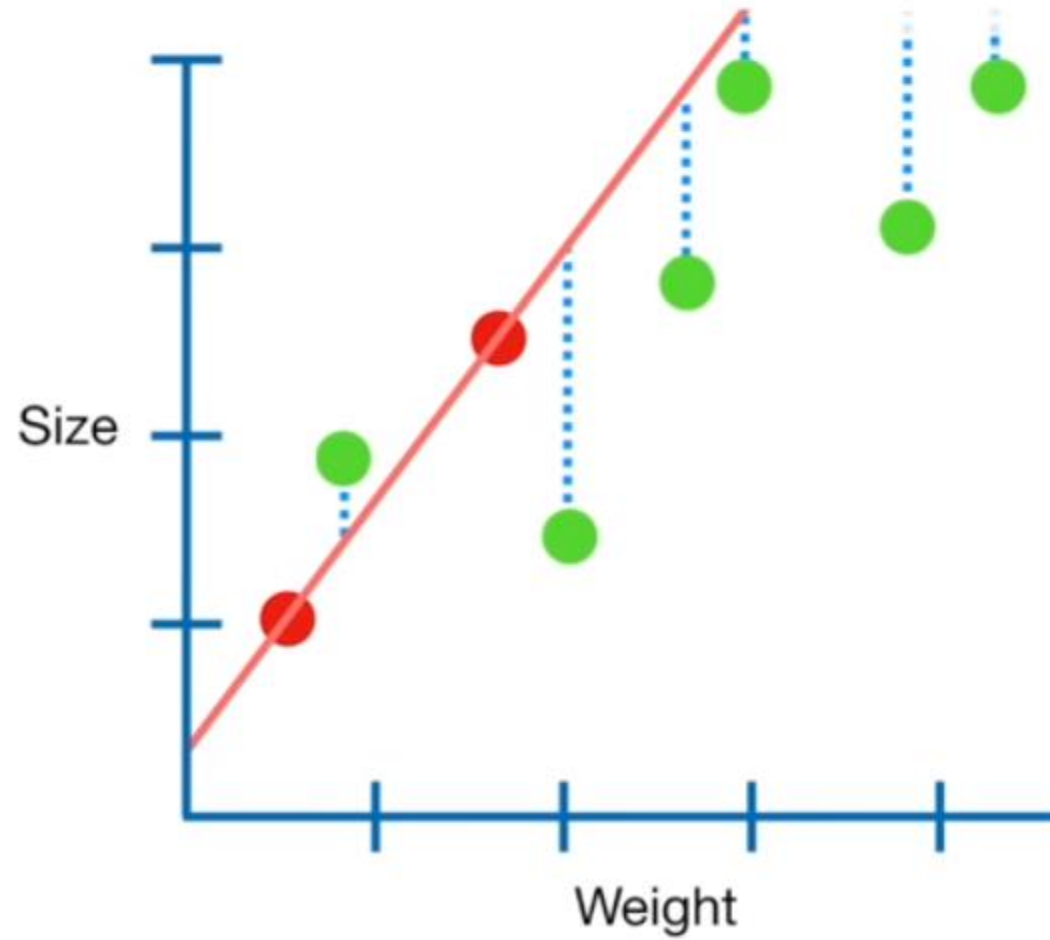
...and that means that the **New Line**
has **High Variance**.



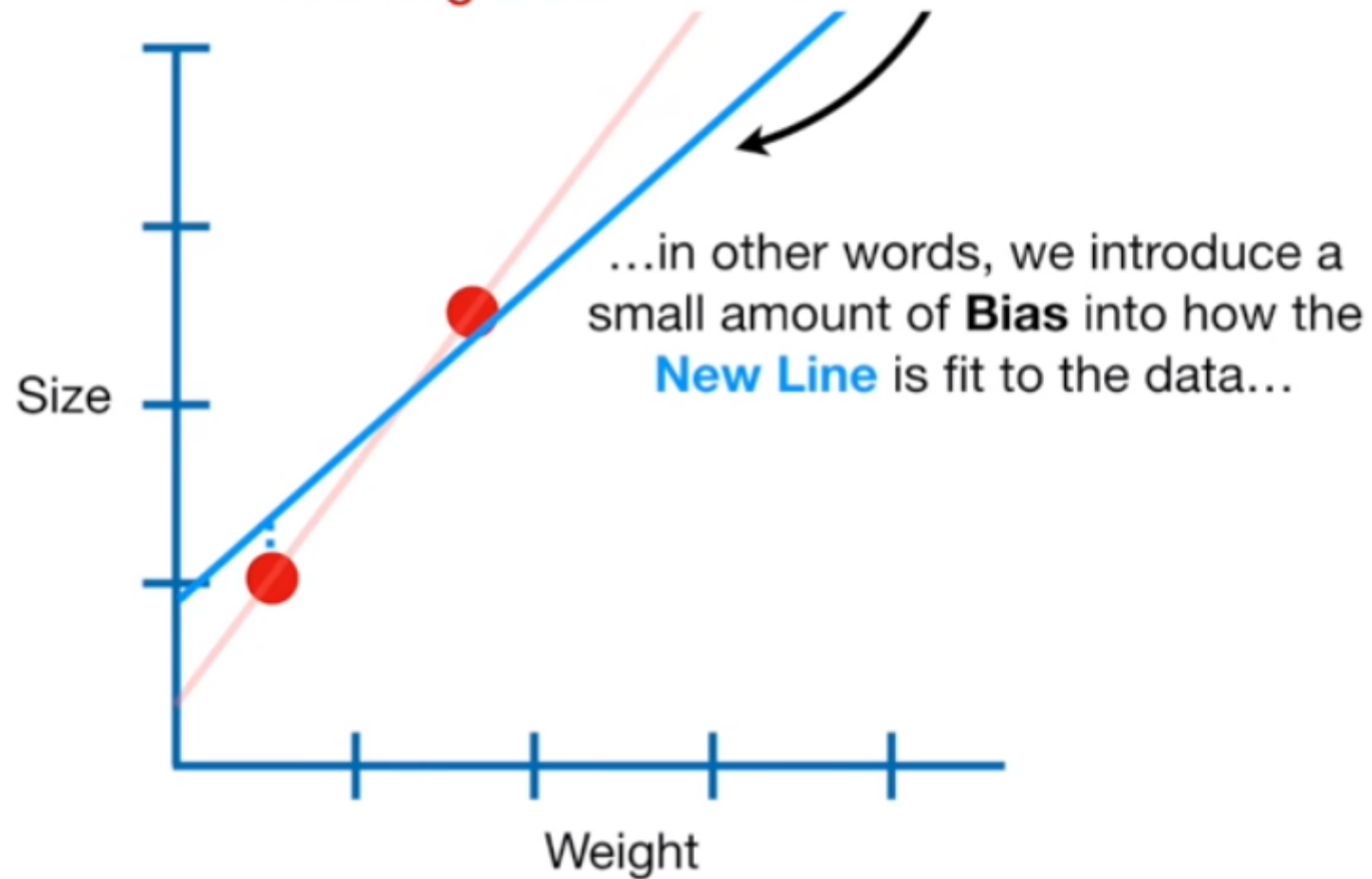
In machine learning lingo, we'd say that the **New Line** is **Over Fit** to the **Training Data**.



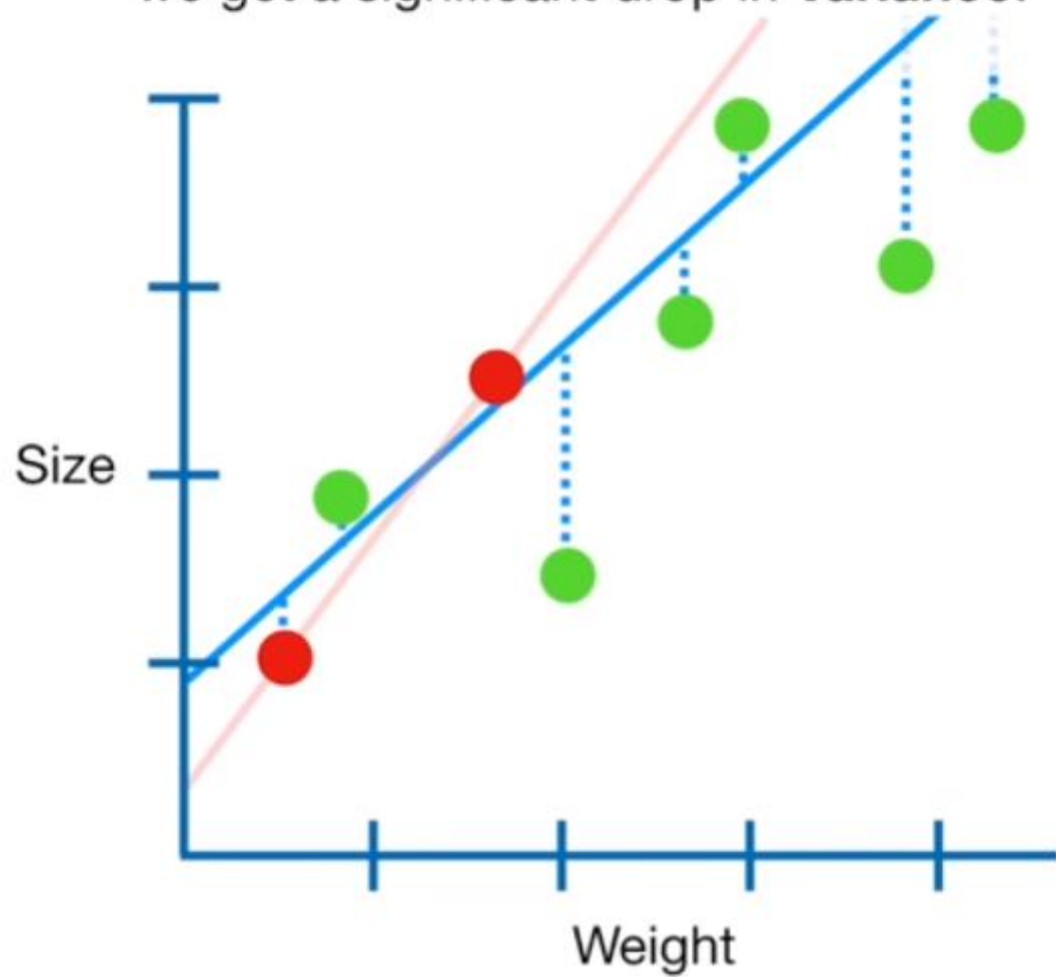
We just saw that **Least Squares** results in a **Line** that is **Over Fit** and has **High Variance**...



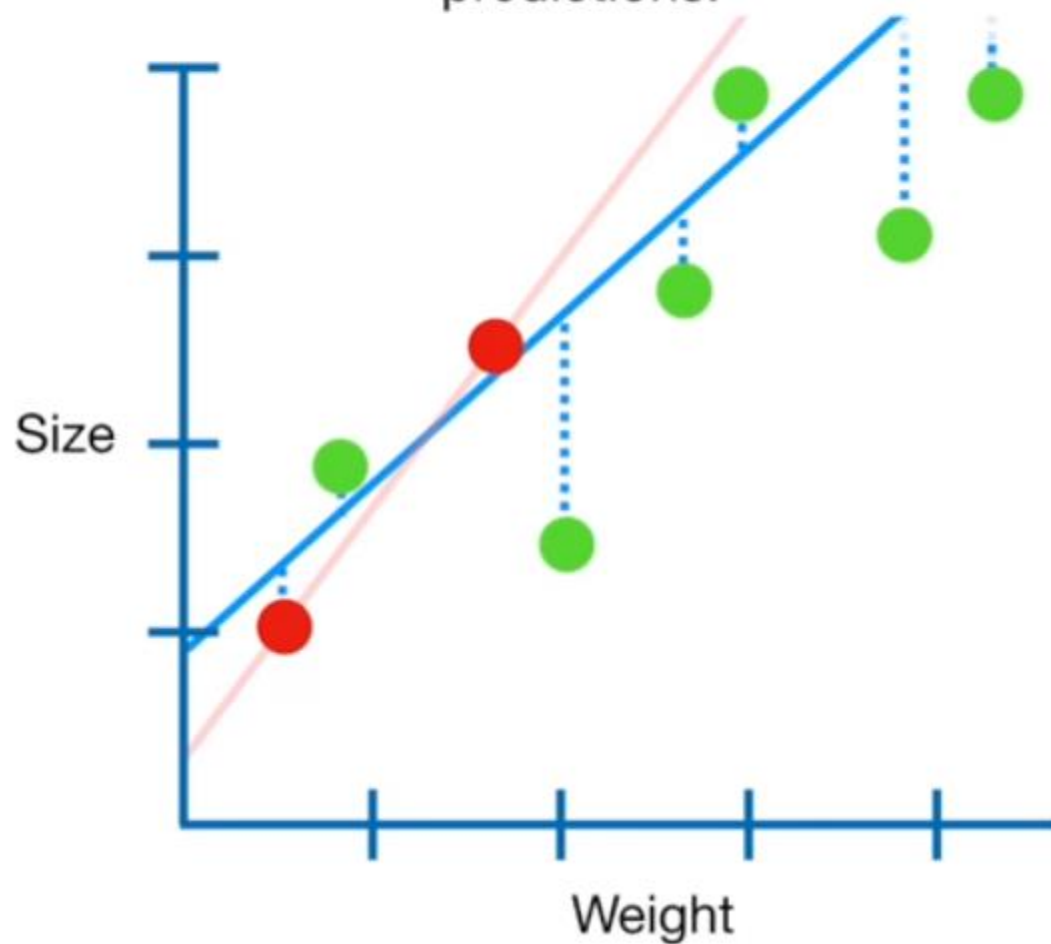
The main idea behind **Ridge Regression** is to find a **New Line** that doesn't fit the **Training Data** as well...

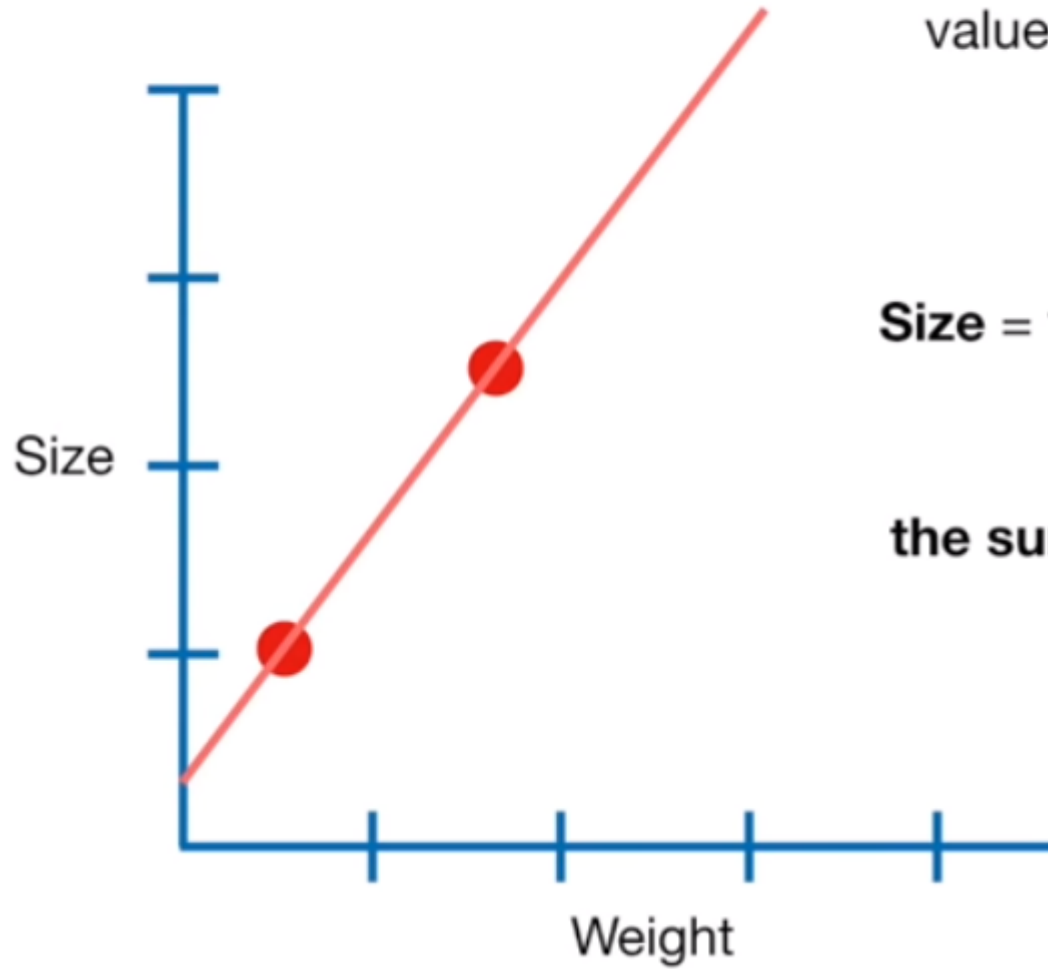


...but in return for that small amount of **Bias**,
we get a significant drop in **Variance**.



In other words, by starting with a slightly worse fit,
Ridge Regression can provide better long term
predictions.





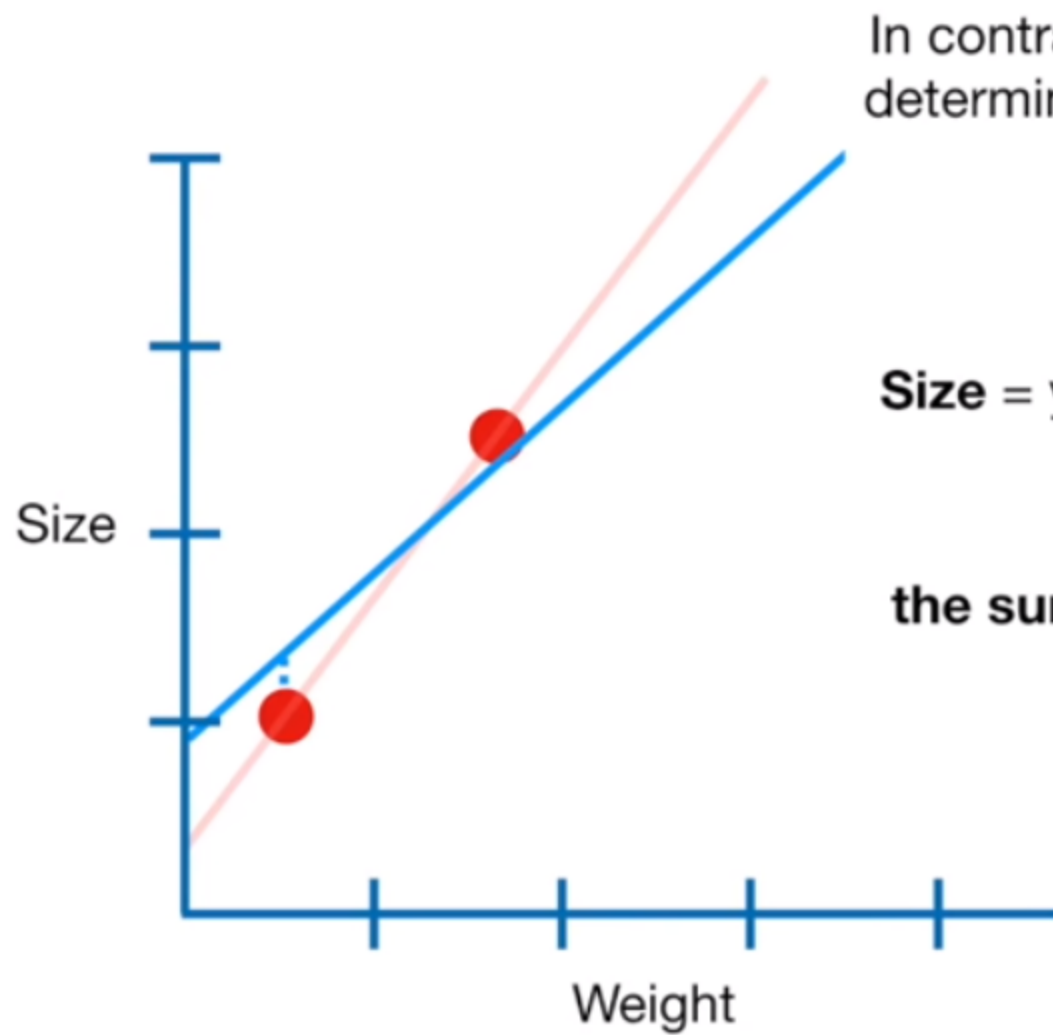
When **Least Squares** determines values for the parameters in this equation...



Size = y-axis intercept + slope × **Weight**

...it minimizes...

the sum of the squared residuals



In contrast, when **Ridge Regression** determines values for the parameters in this equation...



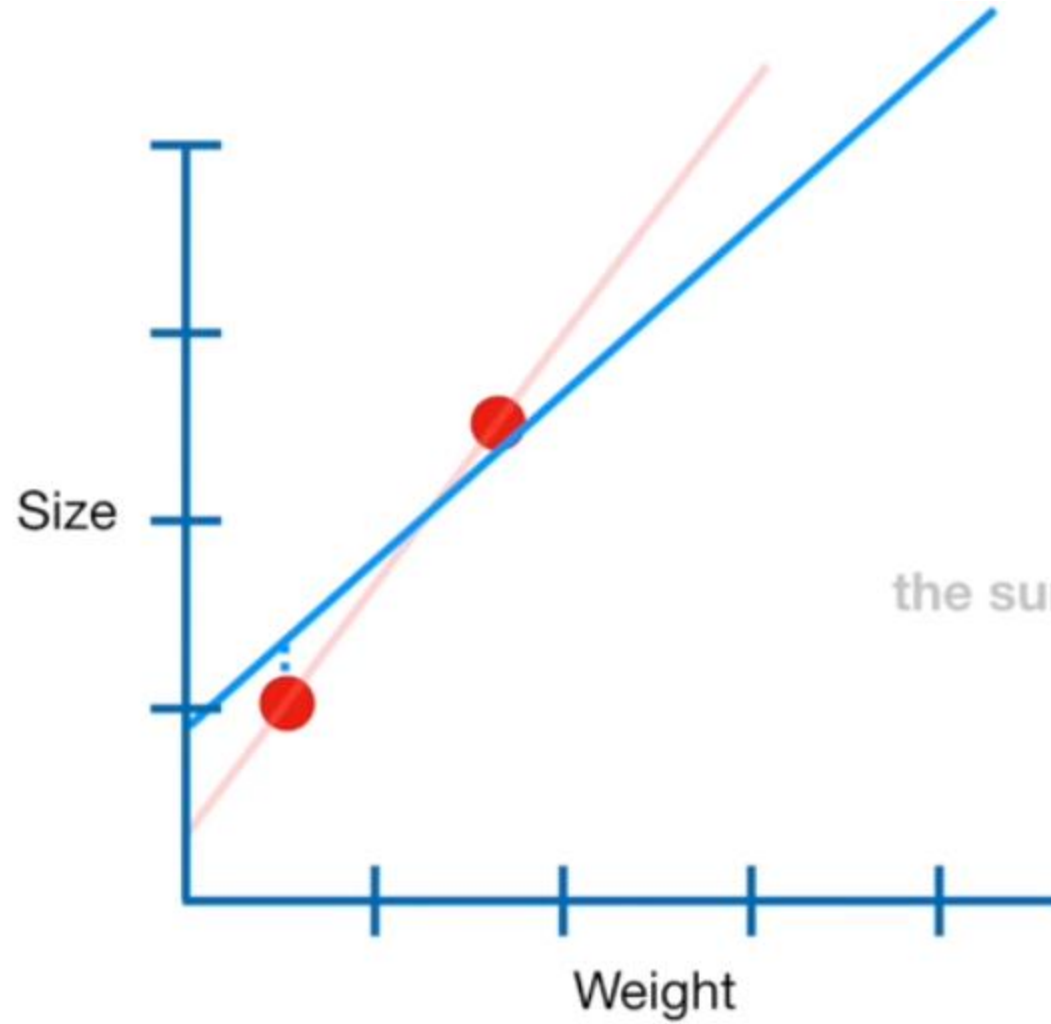
Size = y-axis intercept + slope \times **Weight**

...it minimizes...

the sum of the squared residuals

+

$\lambda \times \text{the slope}^2$

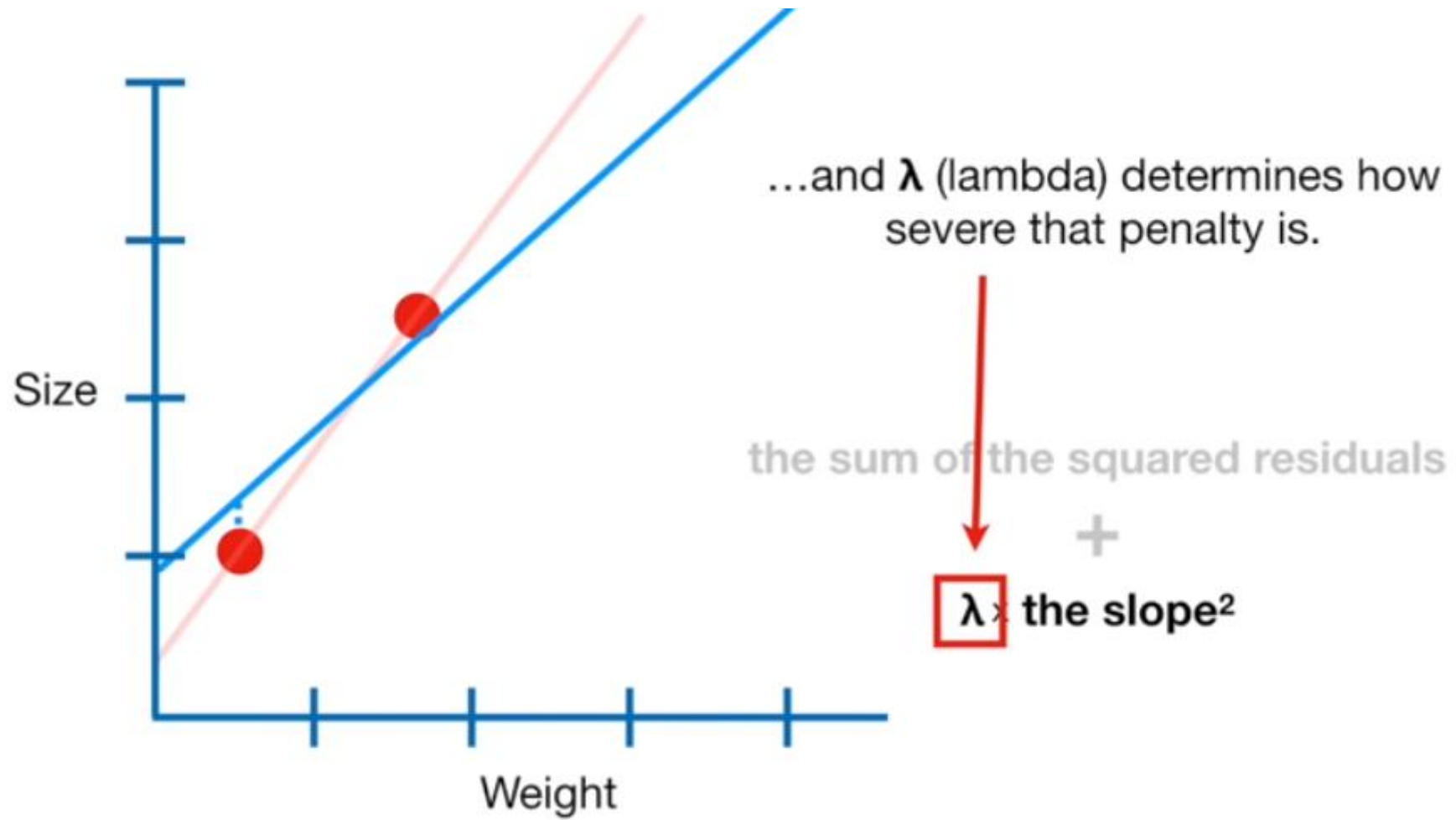


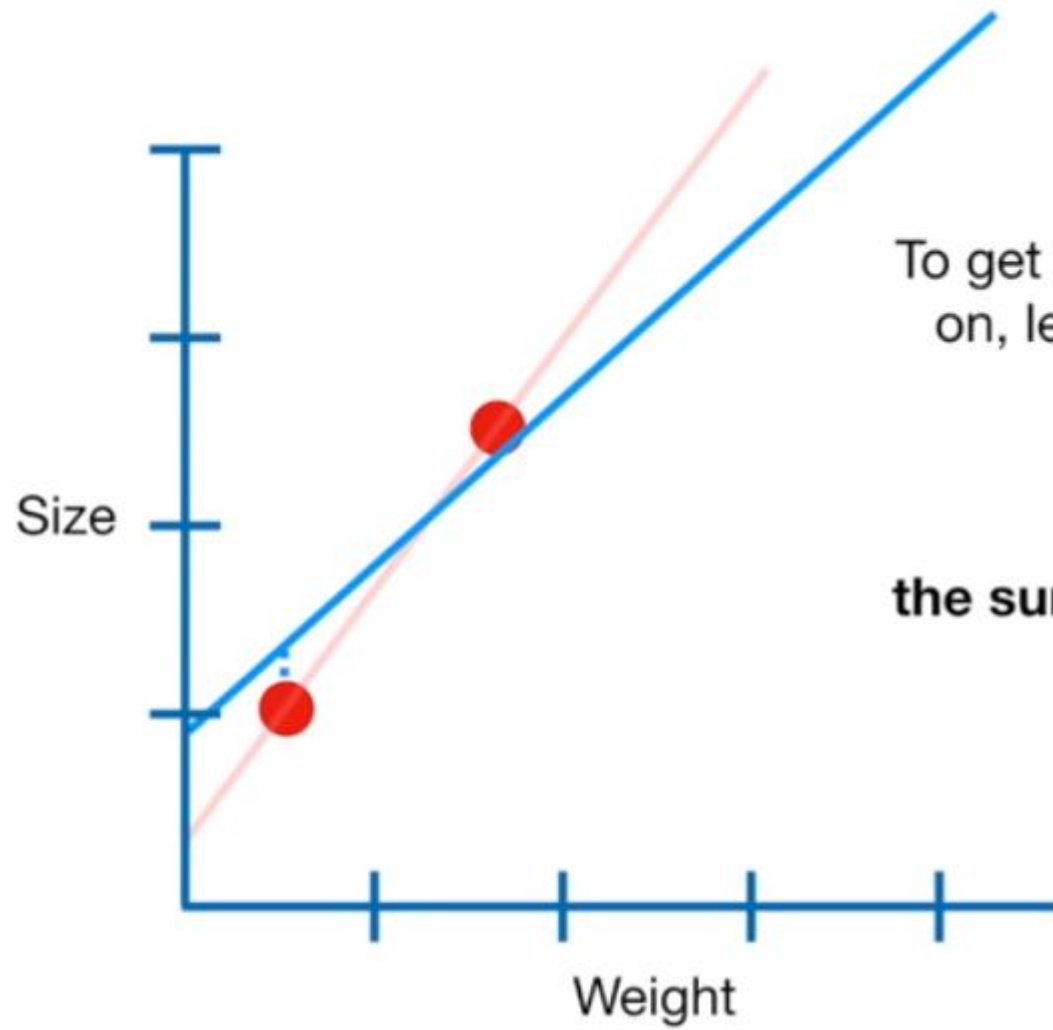
This part of the equation adds a penalty to the traditional **Least Squares** method...

the sum of the squared residuals

+

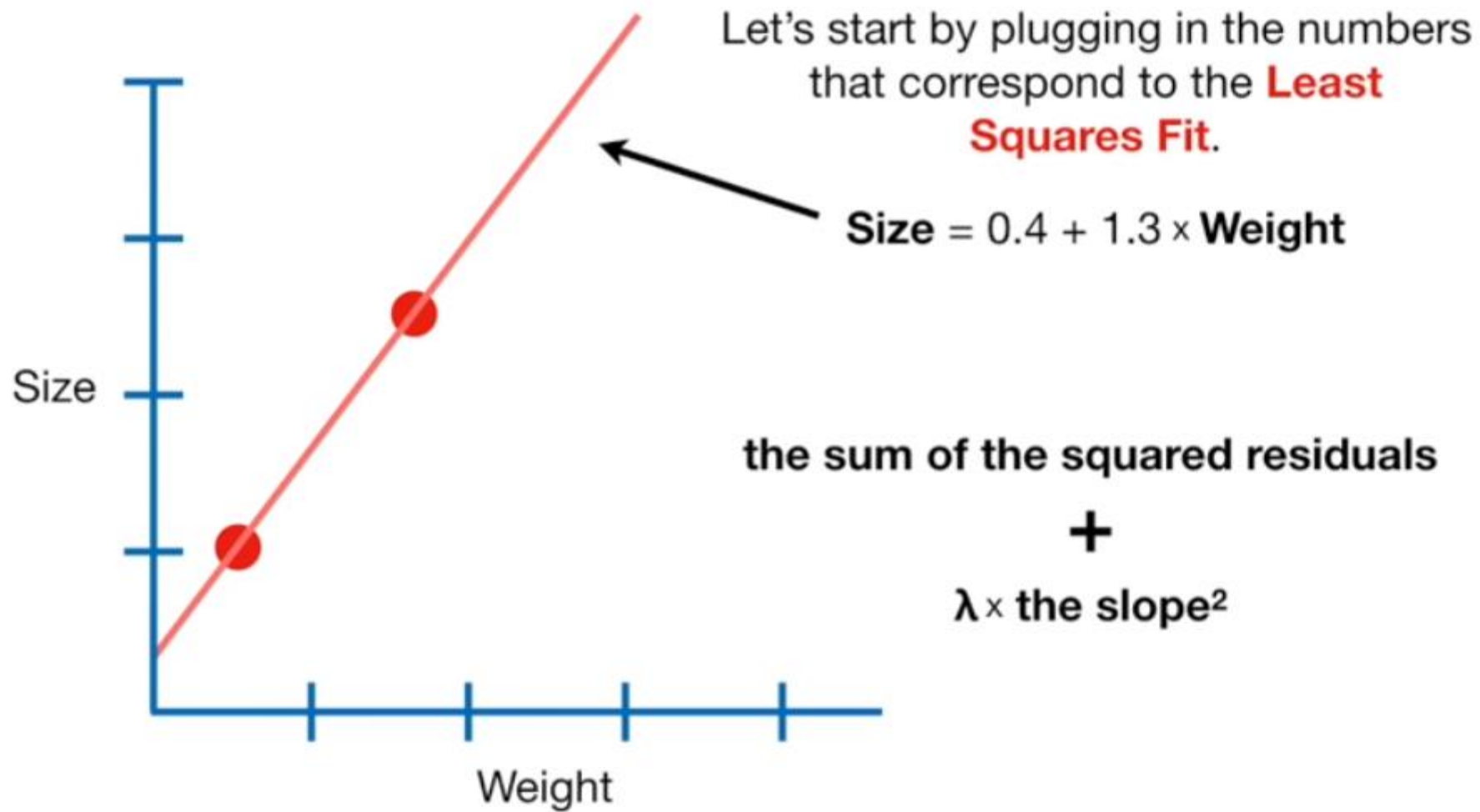
$\lambda \times$ the slope²

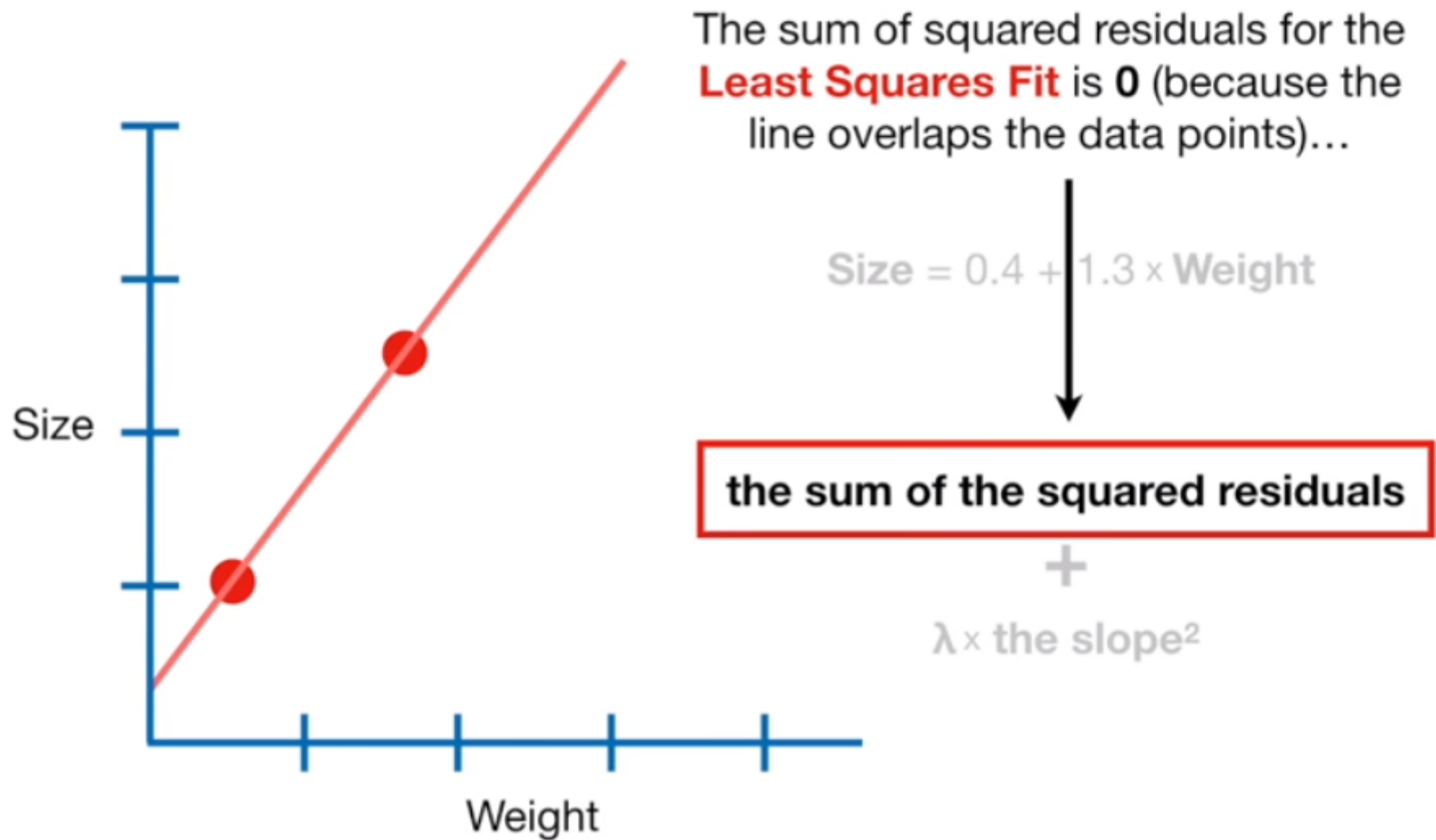


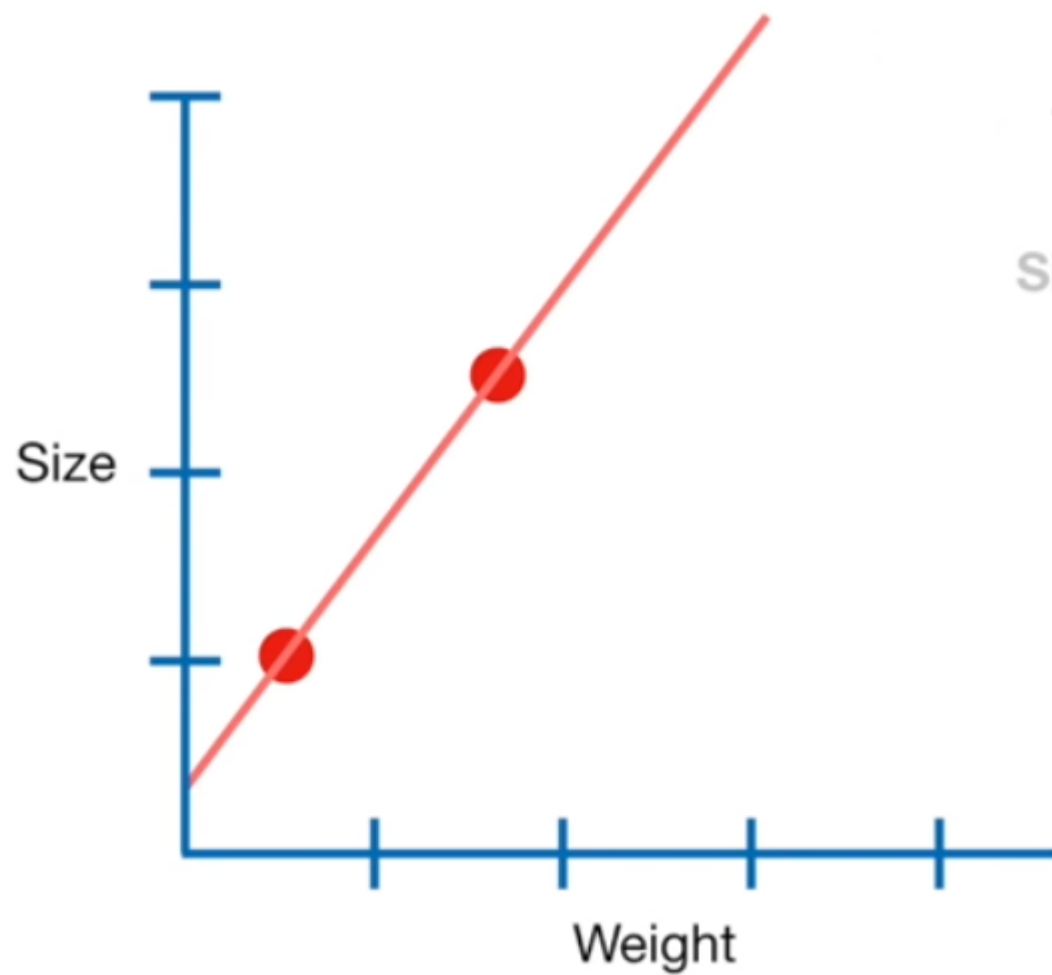


To get a better idea of what's going on, let's plug in some numbers!!!

the sum of the squared residuals
+
 $\lambda \times \text{slope}^2$





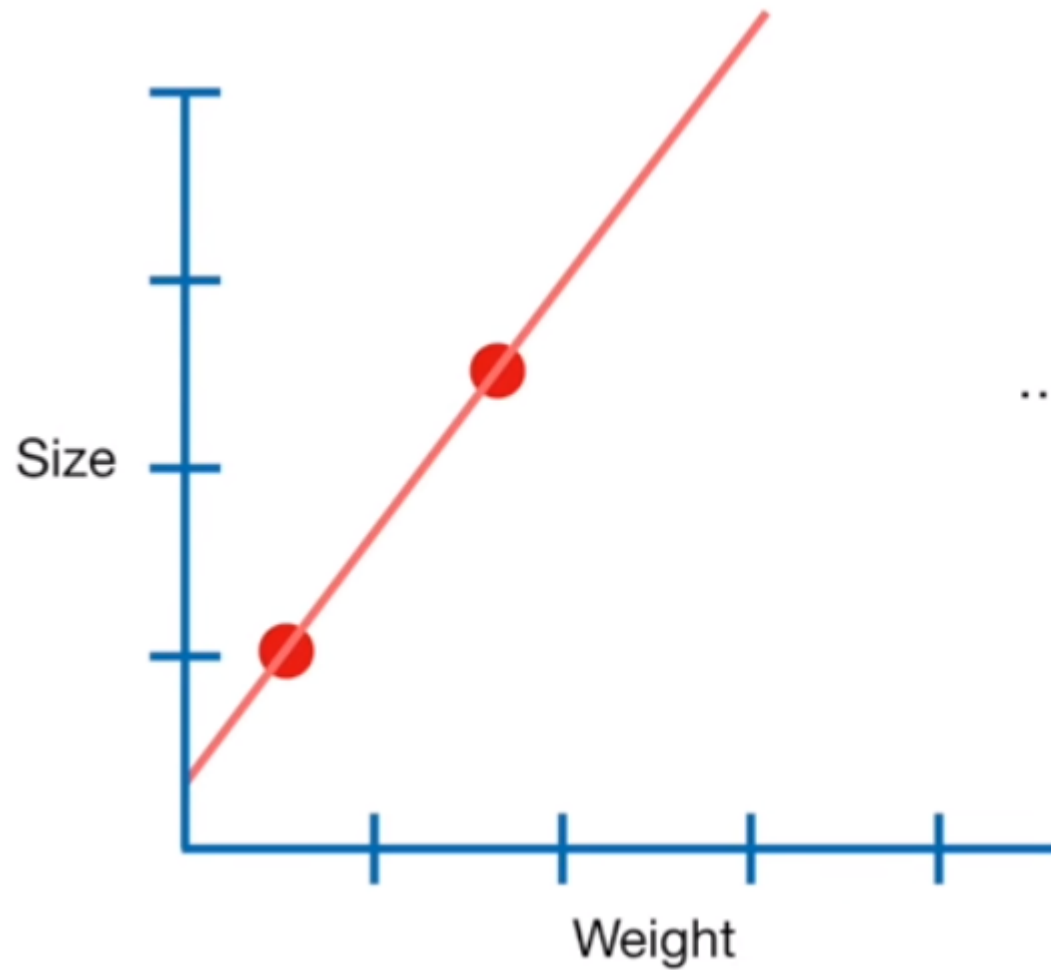


...and the slope is **1.3**.

$$\text{Size} = 0.4 + \boxed{1.3} \times \text{Weight}$$

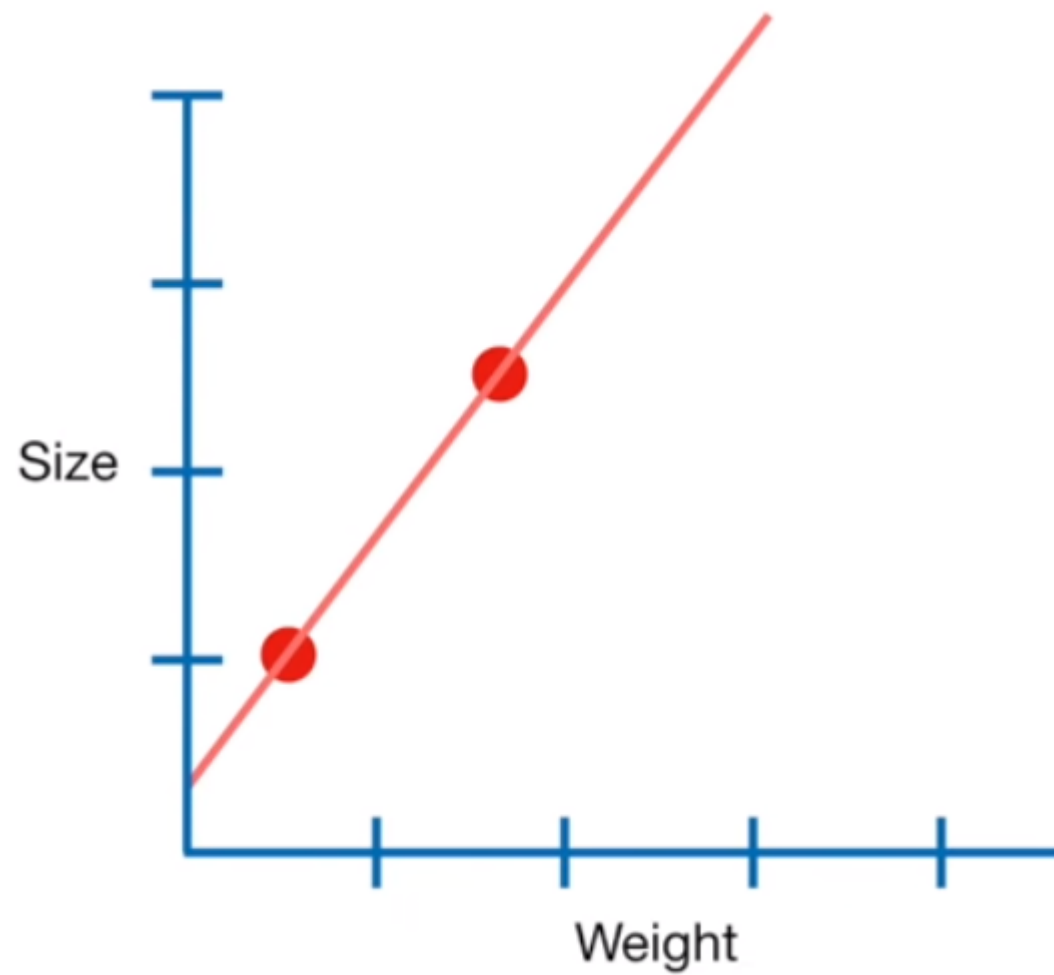
$$\begin{array}{c} 0 \\ + \\ \lambda \times \boxed{1.3^2} \end{array}$$

Lambda = 1



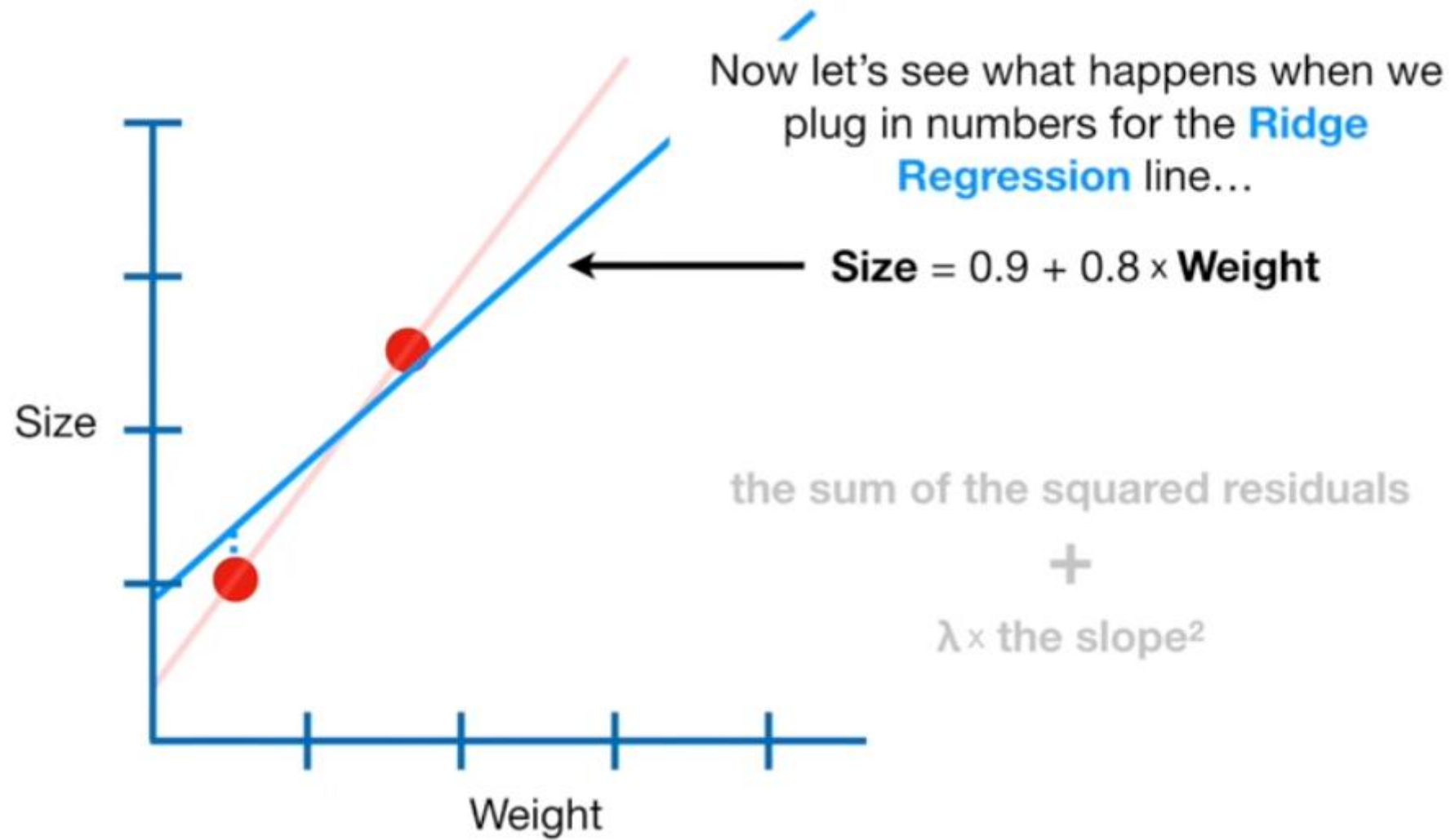
...all together, we have...

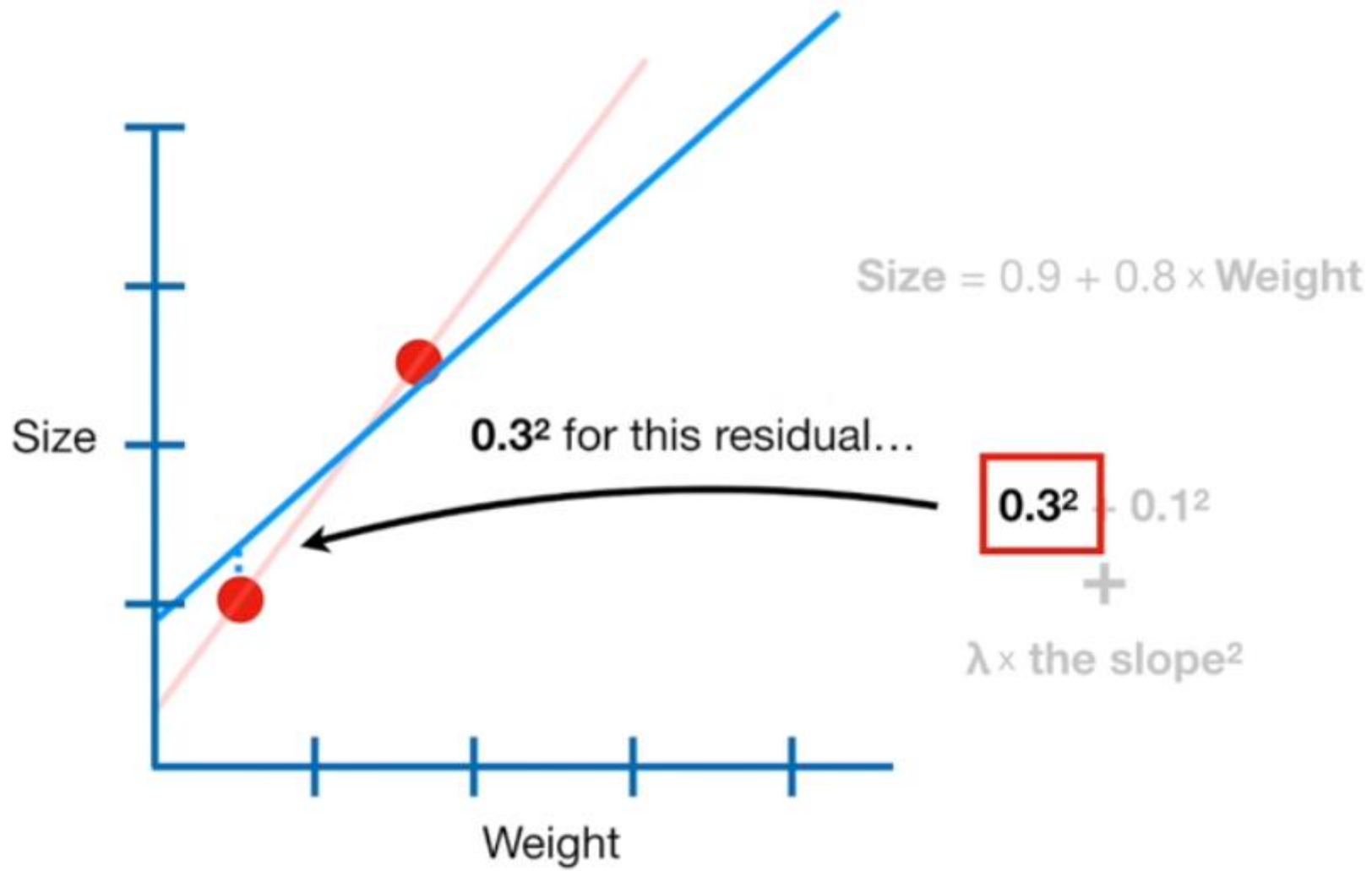
$$\begin{array}{c} 0 \\ + \\ 1 \times 1.3^2 \end{array}$$

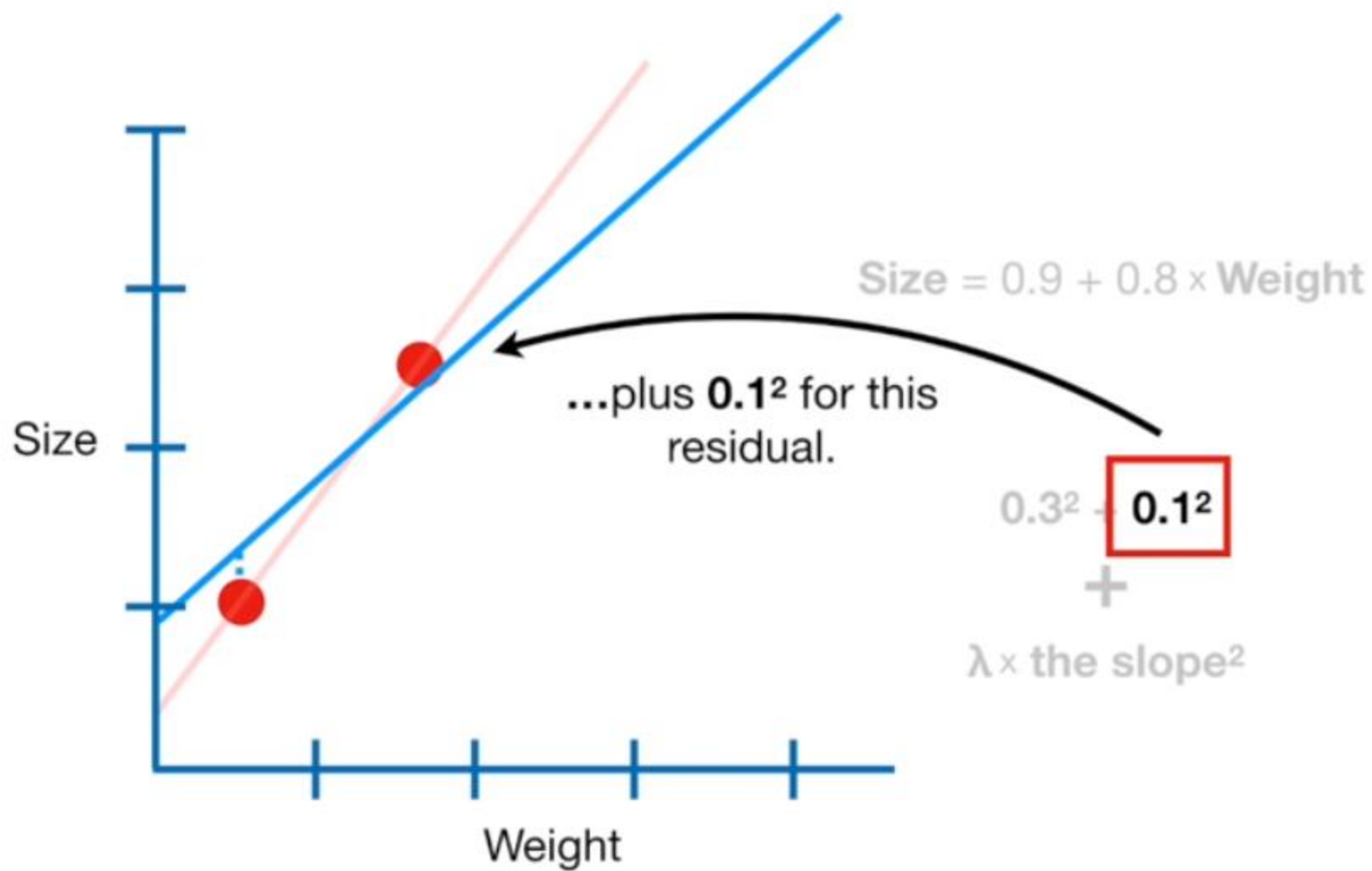


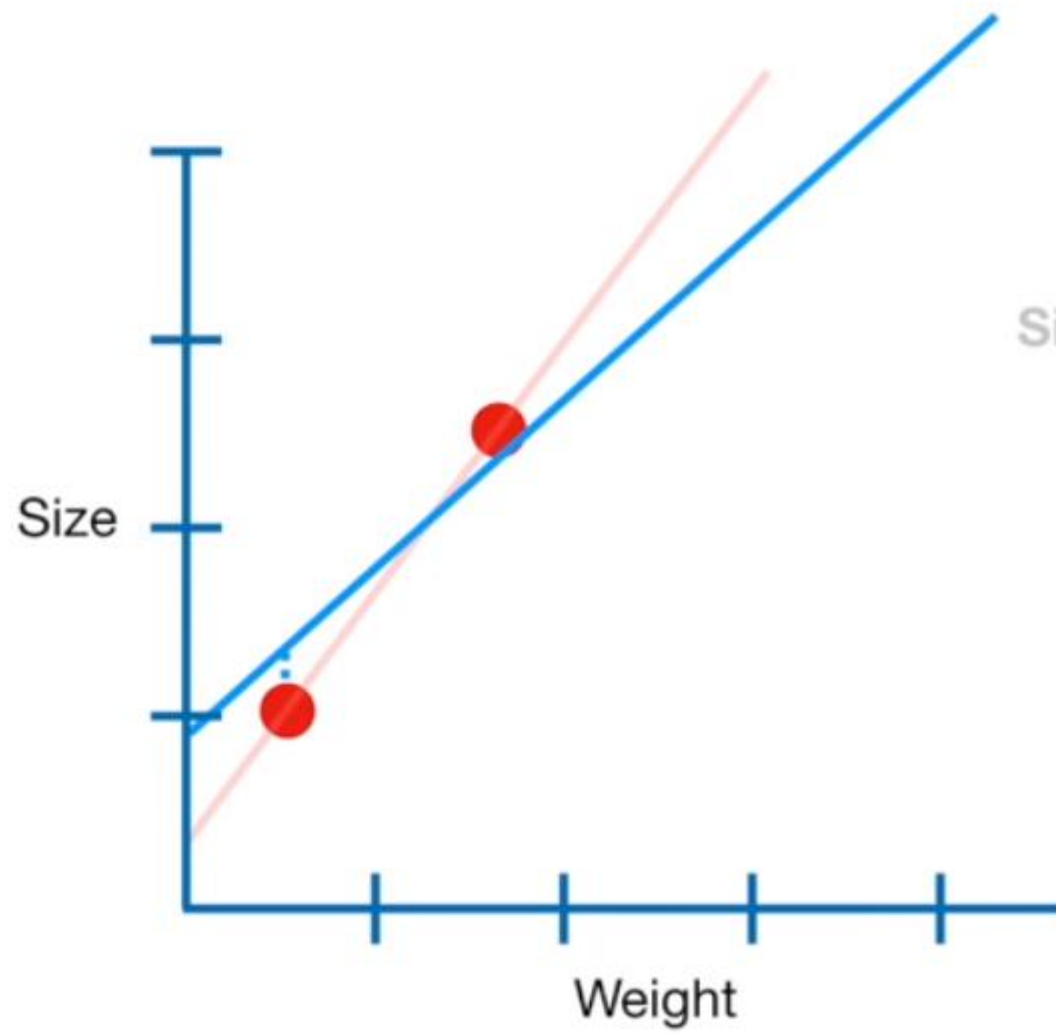
...and when we do
the math we get...

$$\begin{array}{r} 0 \\ + \\ 1 \times 1.3^2 \end{array} = 0 + 1.69 = 1.69$$









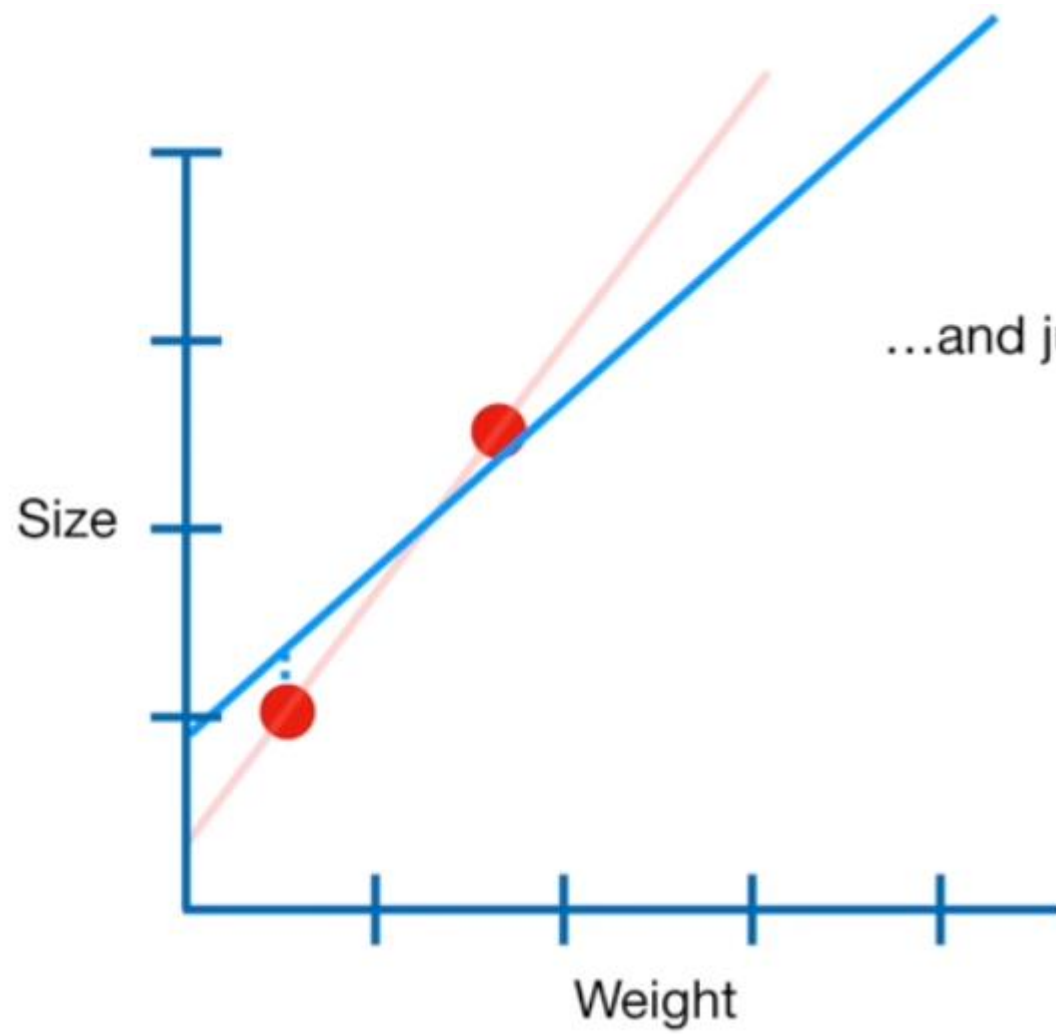
The slope is **0.8**...

$$\text{Size} = 0.9 + \boxed{0.8} \times \text{Weight}$$

$$0.3^2 + 0.1^2$$

+

$$\lambda \times \boxed{\text{the slope}^2}$$

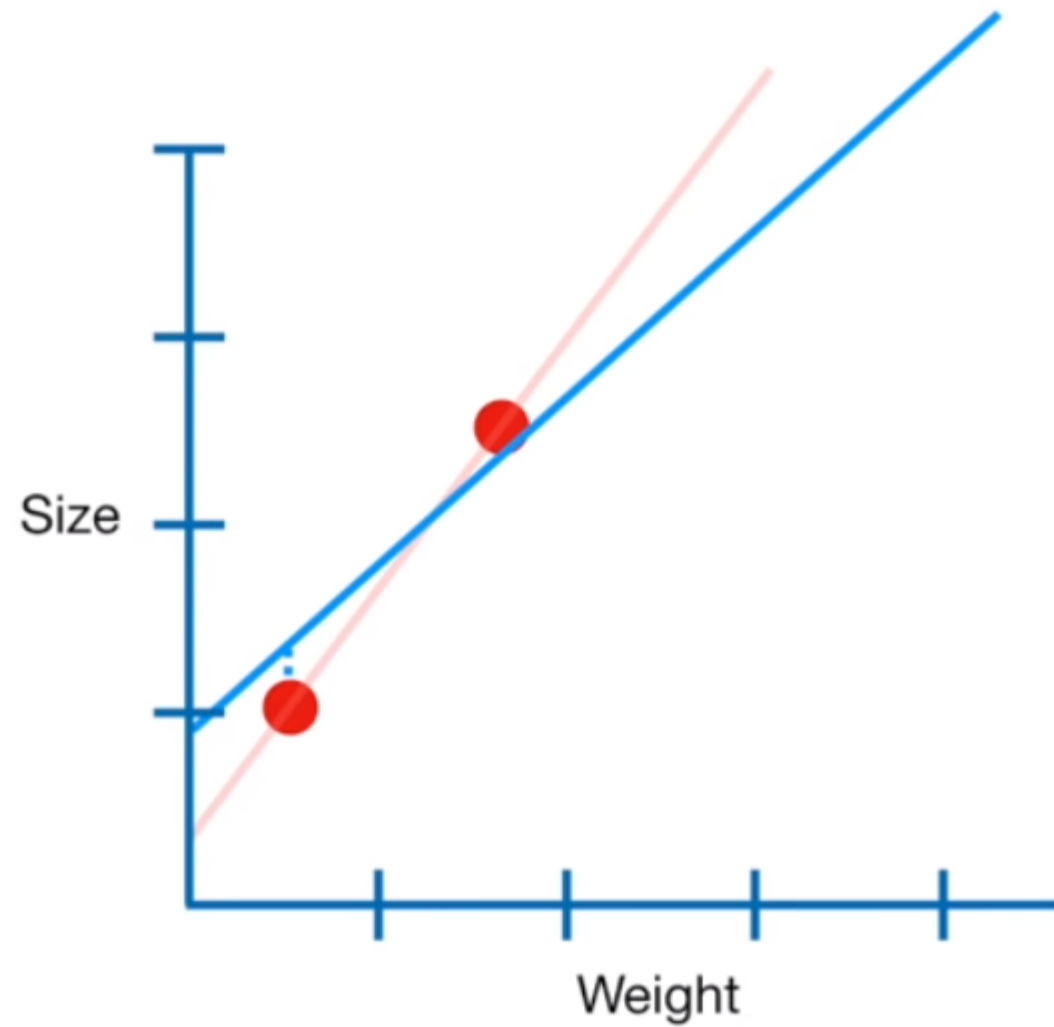


...and just like before, we'll let $\lambda = 1$.

$$0.3^2 + 0.1^2$$

+

$$\boxed{1} \times 0.8^2$$



...and when we do
the math we get...

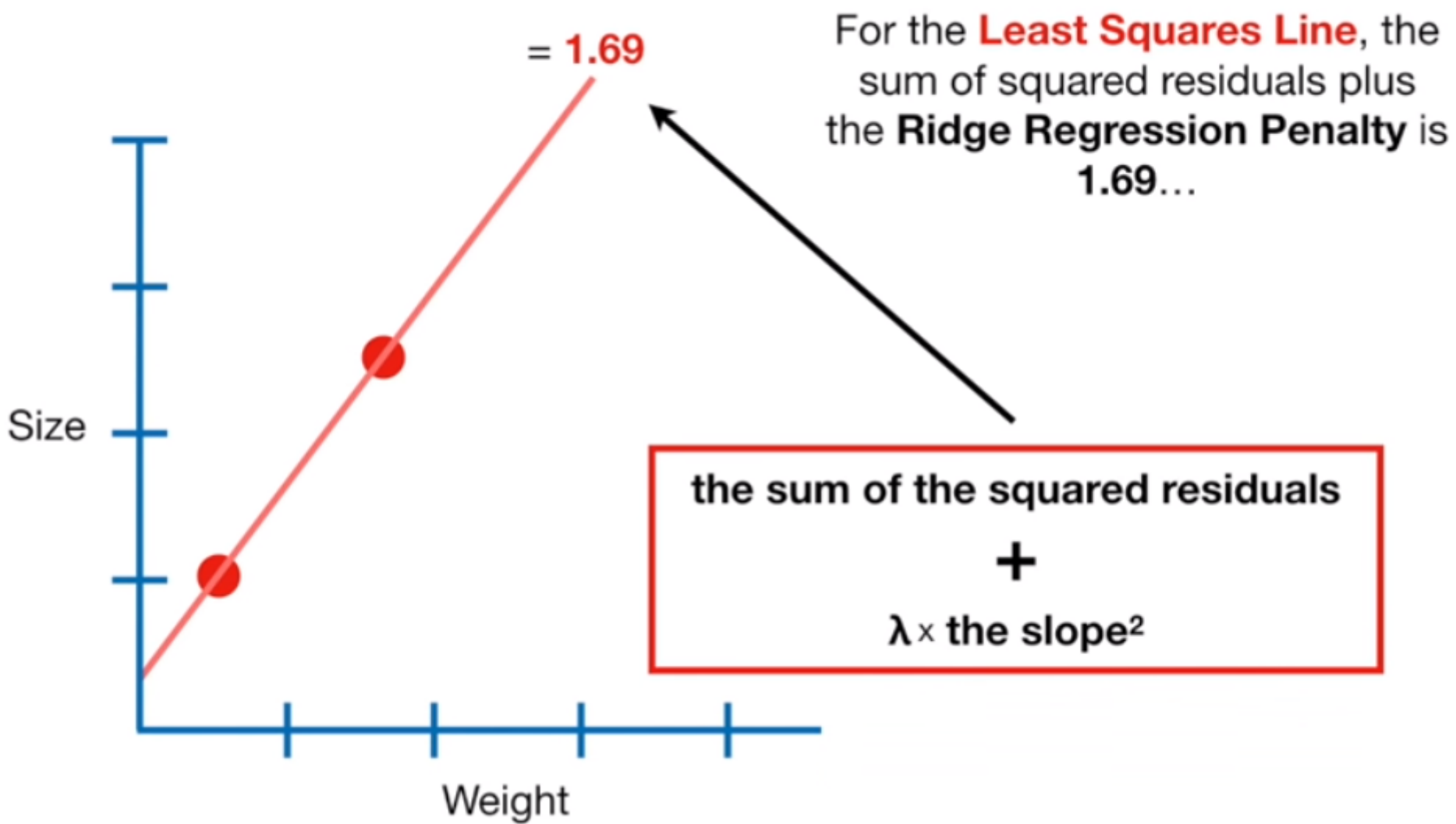
$$0.3^2 + 0.1^2$$

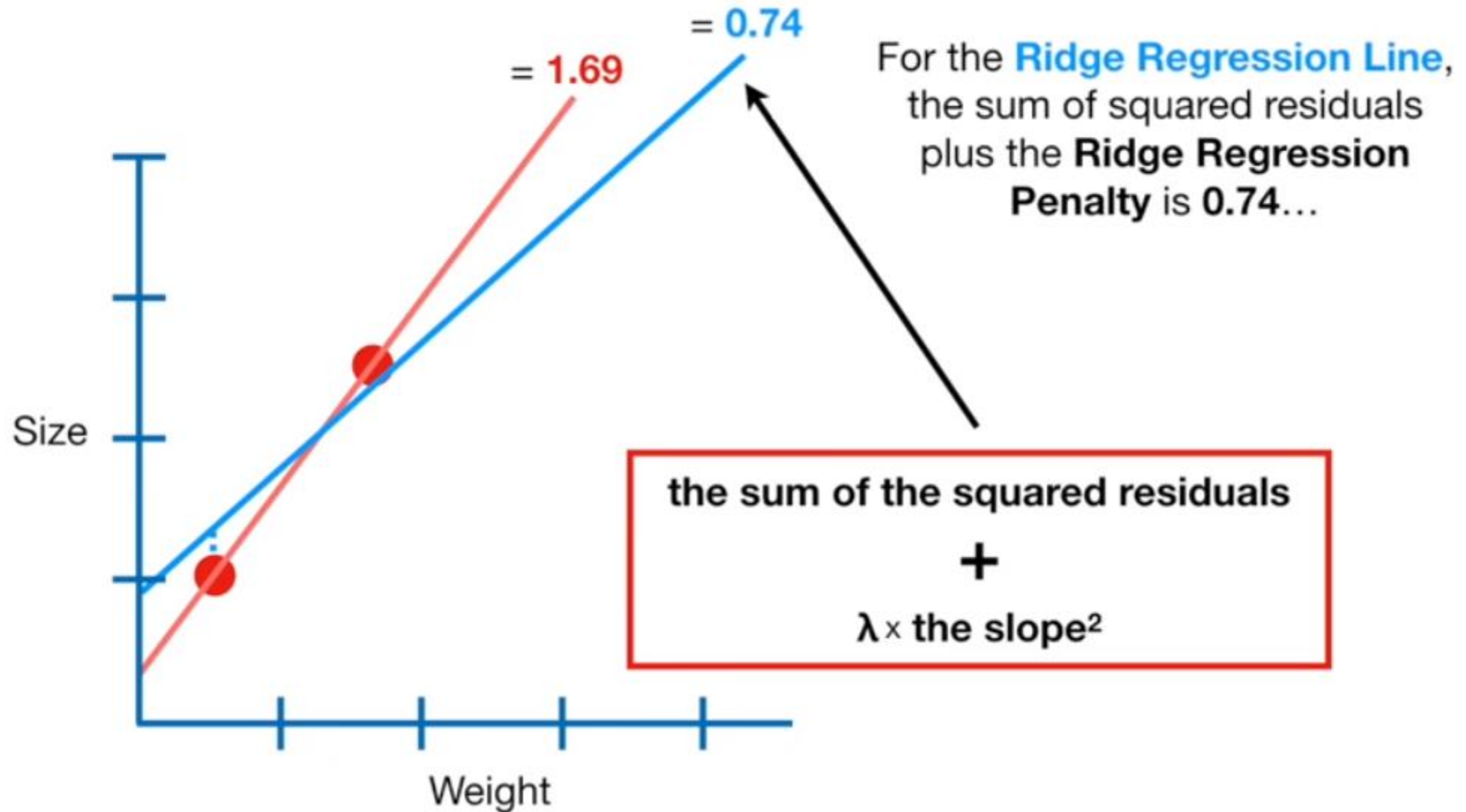
+

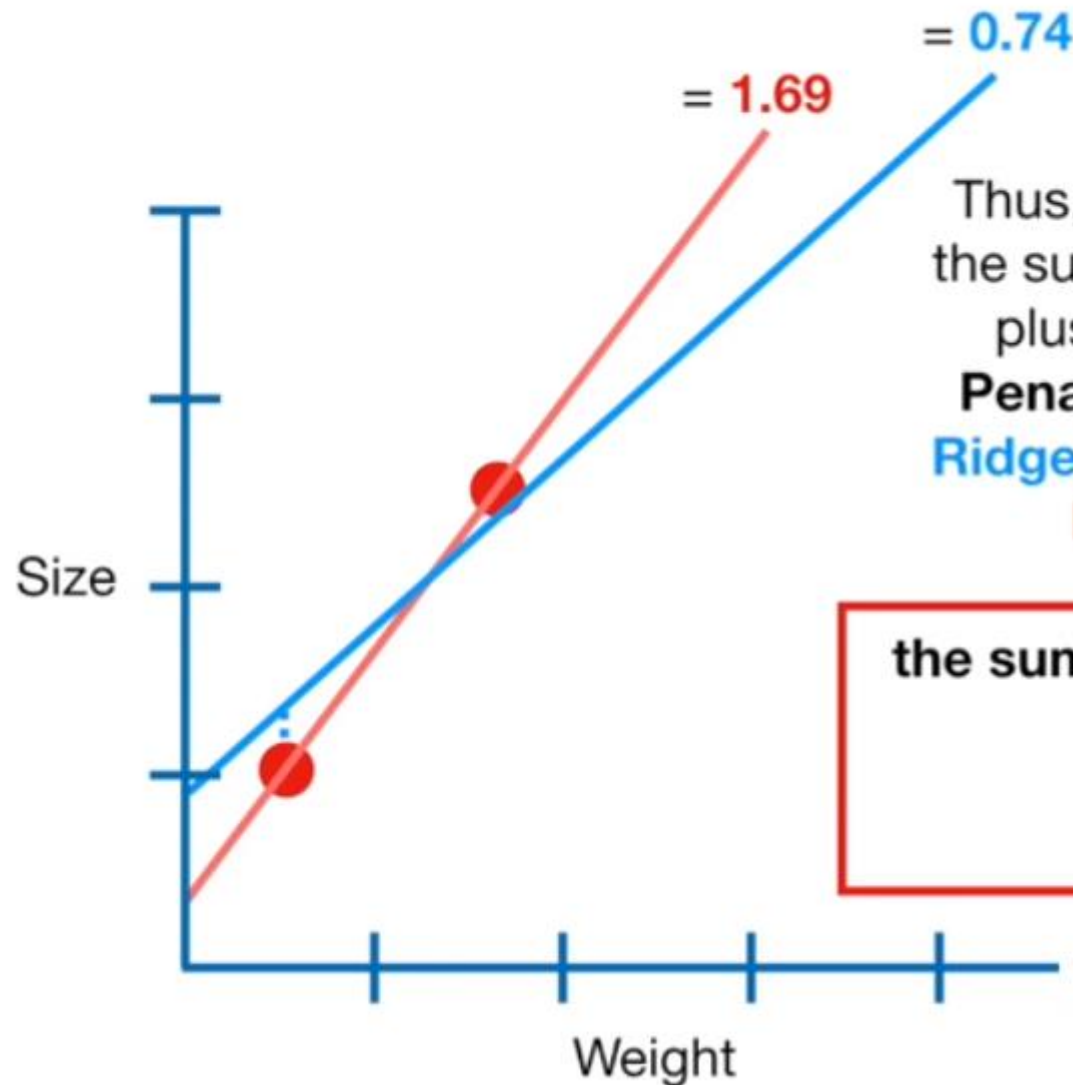
$$1 \times 0.8^2$$

$$= 0.09 + 0.01 + 0.64$$

$$= 0.74$$

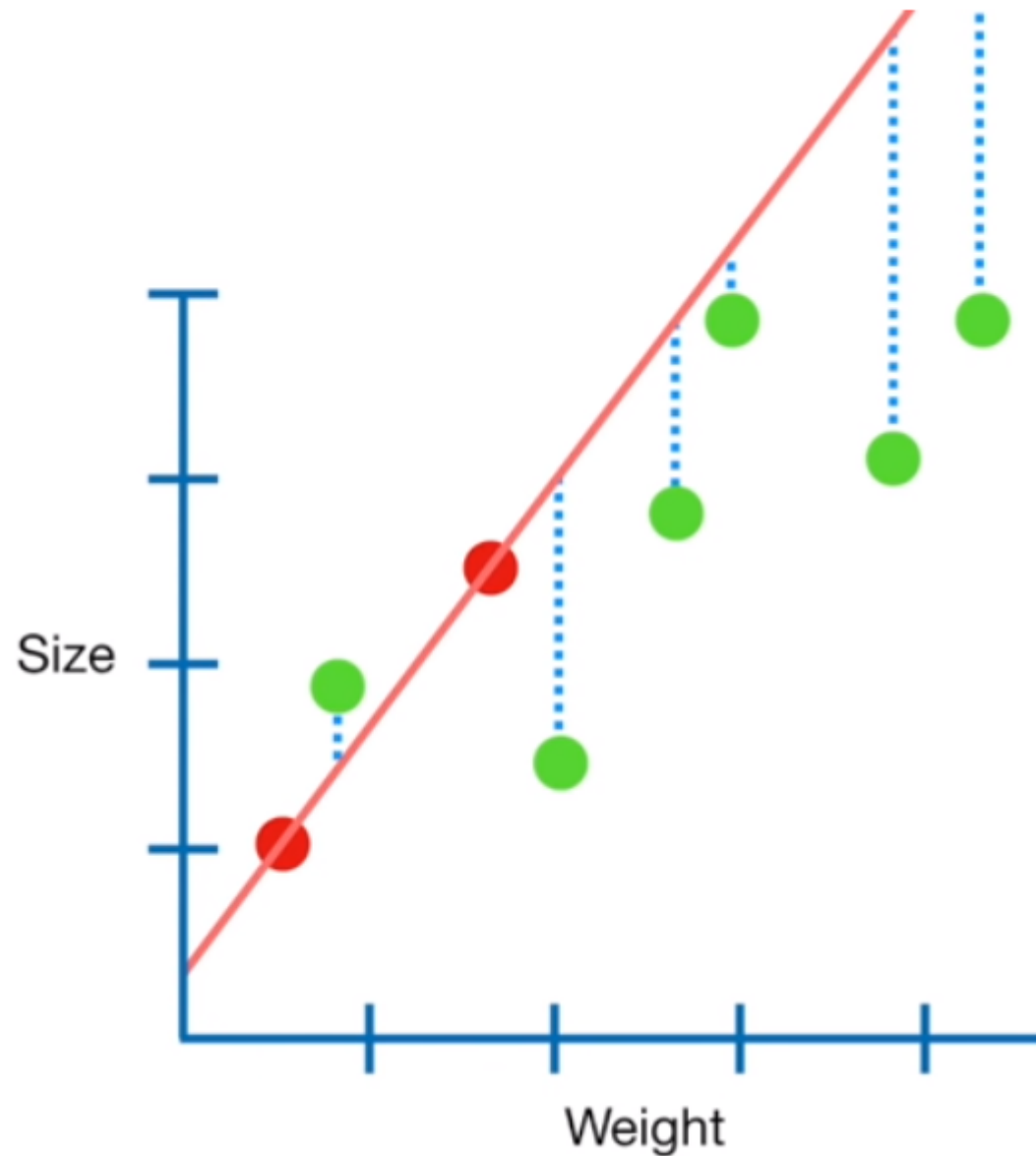




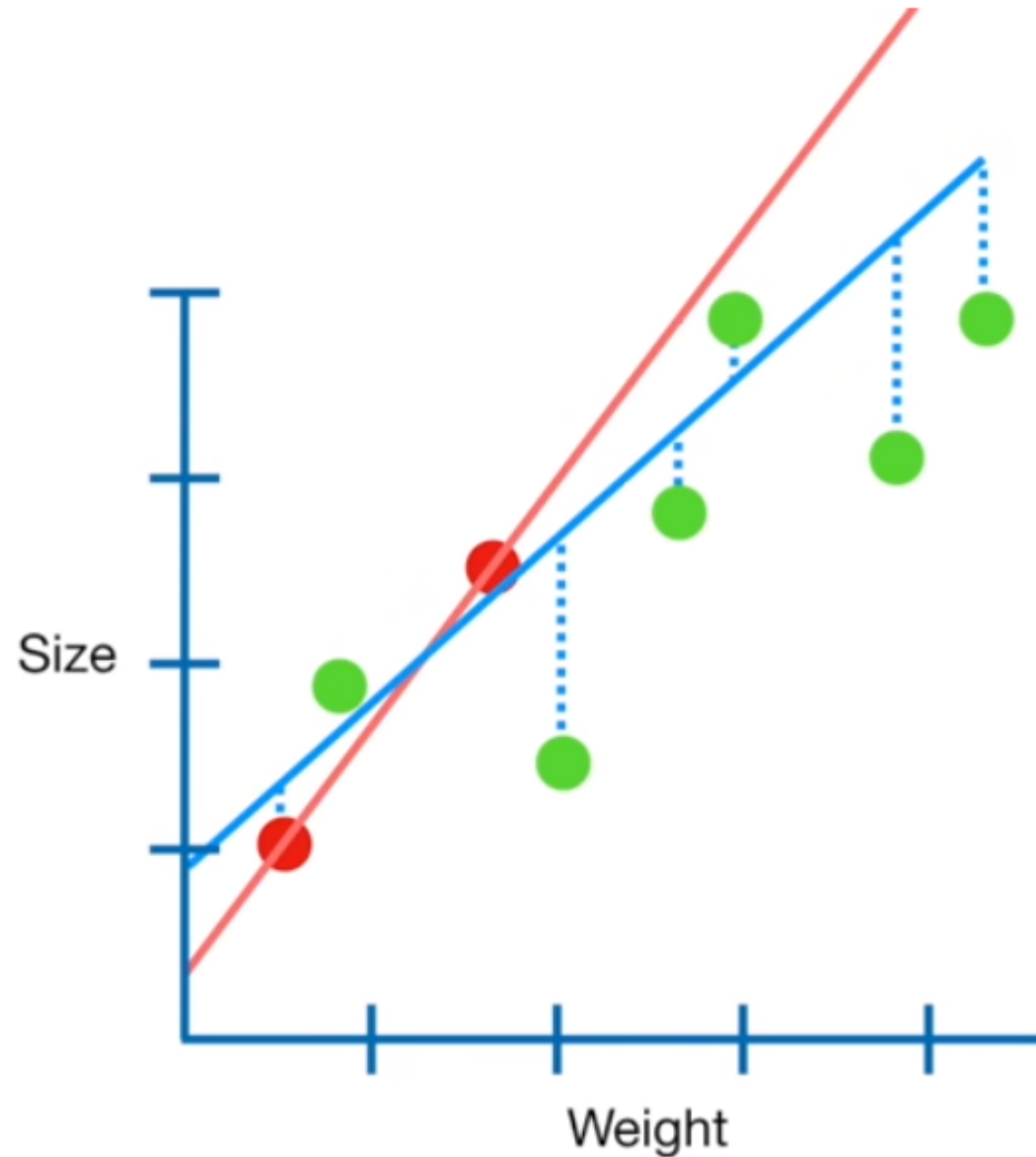


Thus, if we wanted to minimize the sum of the squared residuals plus the **Ridge Regression Penalty**, we would choose the **Ridge Regression Line** over the **Least Squares Line**.

$$\begin{aligned} &\text{the sum of the squared residuals} \\ &+ \\ &\lambda \times \text{the slope}^2 \end{aligned}$$

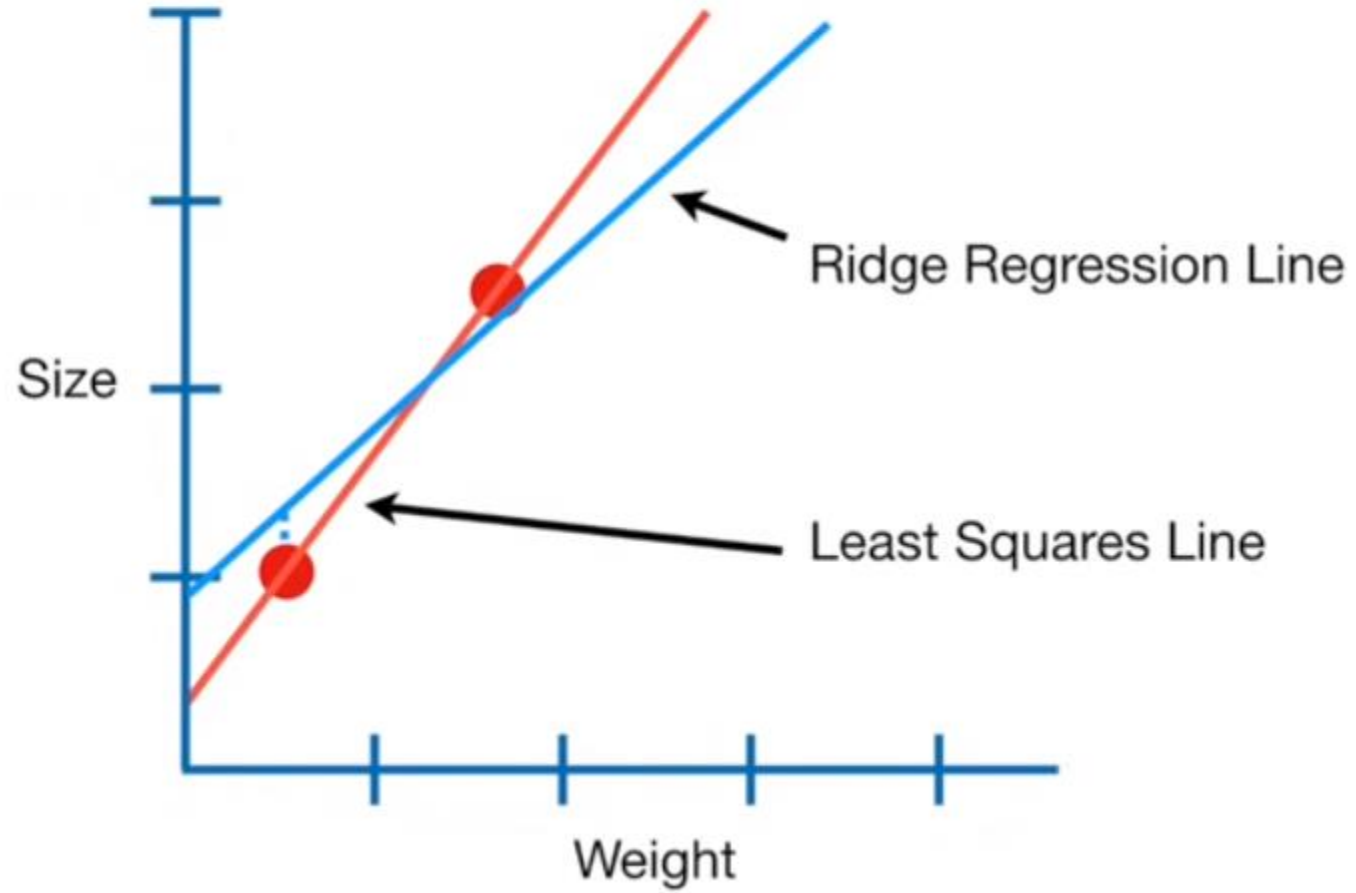


Without the small amount of **Bias** that the penalty creates, the **Least Squares Fit** has a large amount of **Variance**.

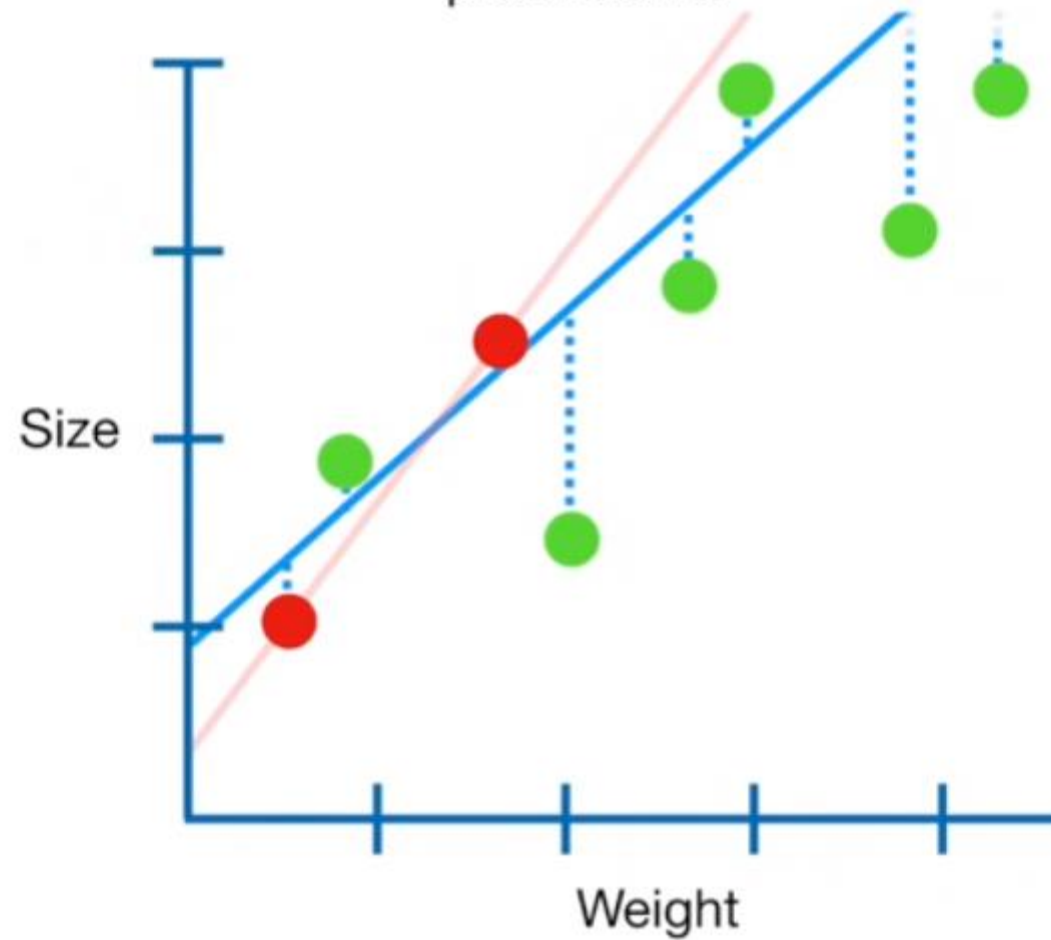


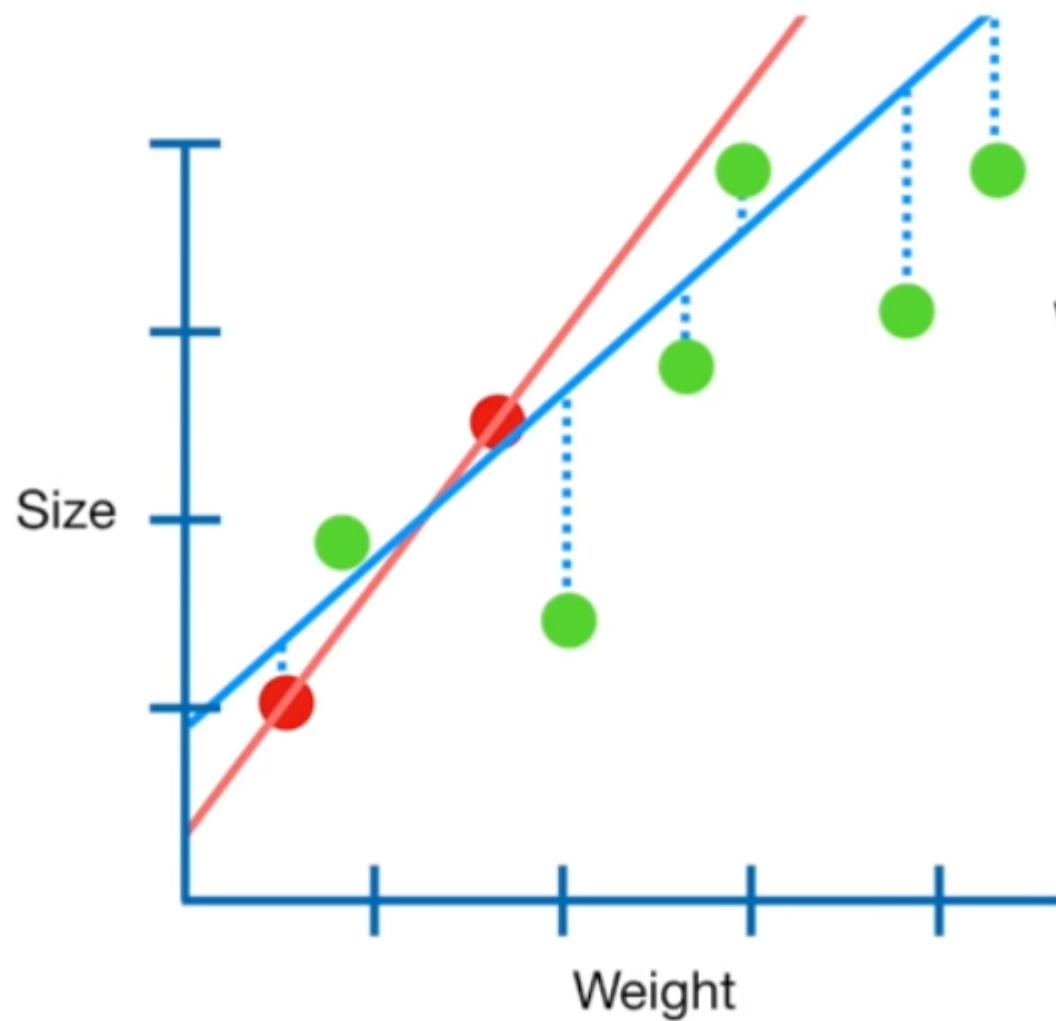
In contrast, the **Ridge Regression Line**, which has the small amount of **Bias** due to the penalty, has less **Variance**.

In other words, **Ridge Regression** had more **Bias** than **Least Squares**...

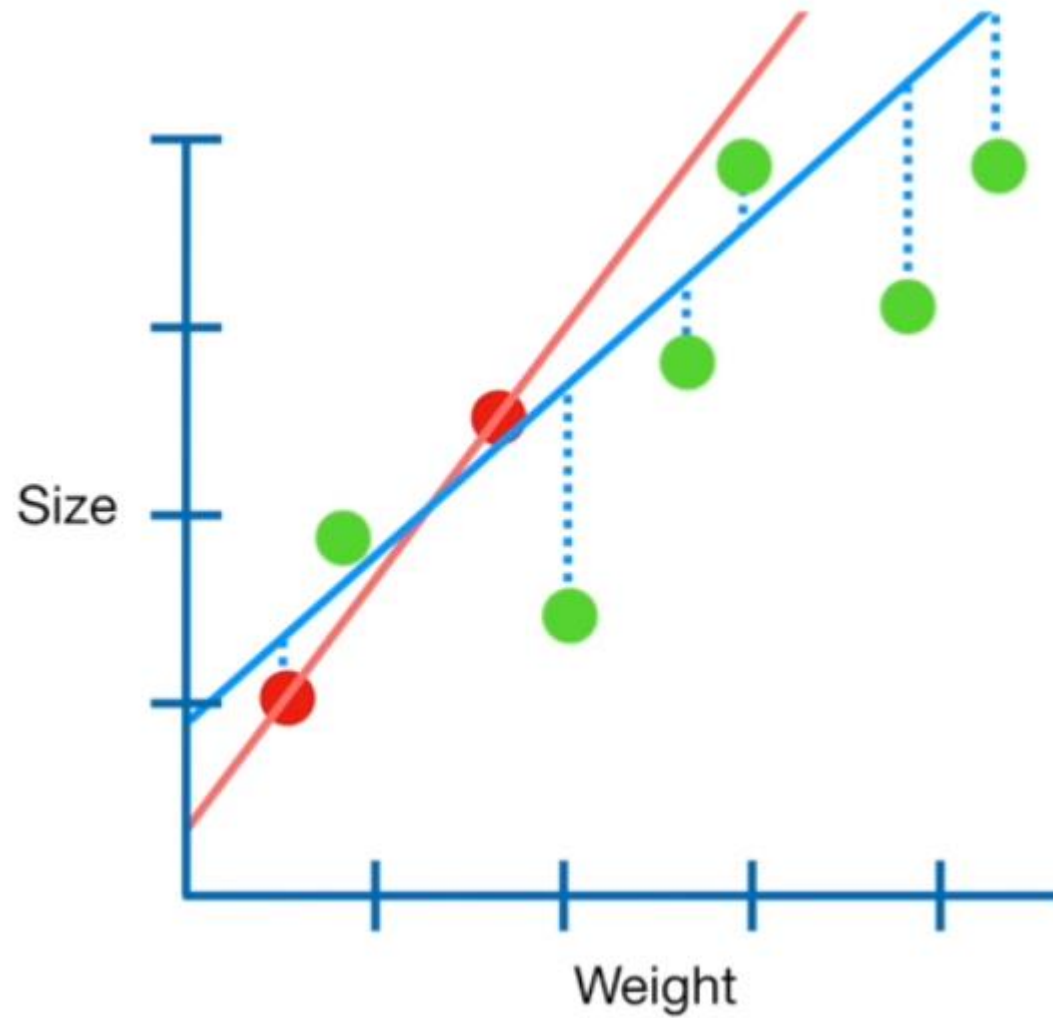


The main idea was that by starting with a slightly worse fit, **Ridge Regression** provided better long term predictions.





When the sample sizes are relatively small, then **Ridge Regression** can improve predictions made from new data (i.e. reduce **Variance**) by making the predictions less sensitive to the **Training Data**.



The **Ridge Regression Penalty** itself is λ times the sum of all squared parameters, except for the y-intercept...



the sum of the squared residuals

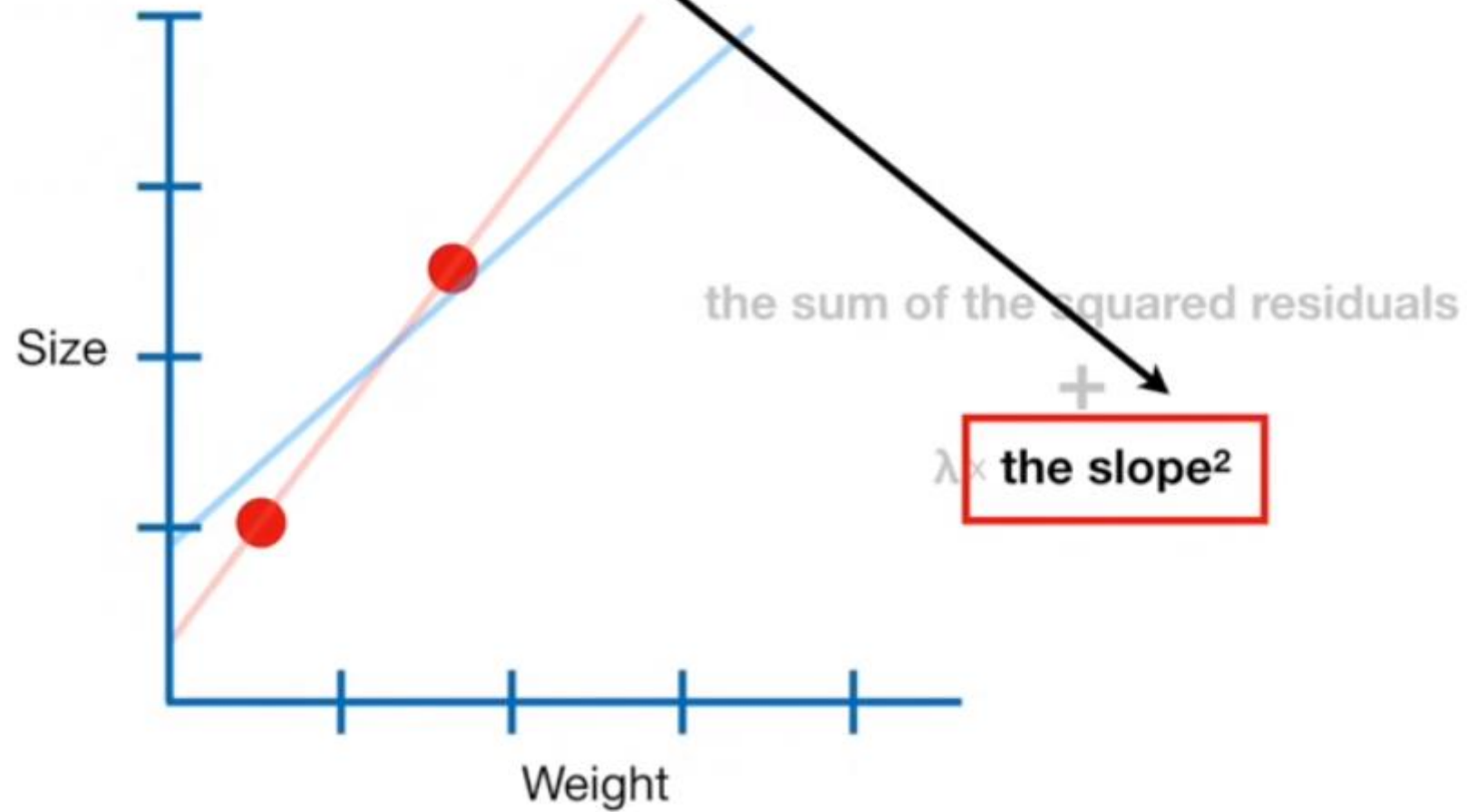
+

$$\lambda \times \text{Slope}^2$$

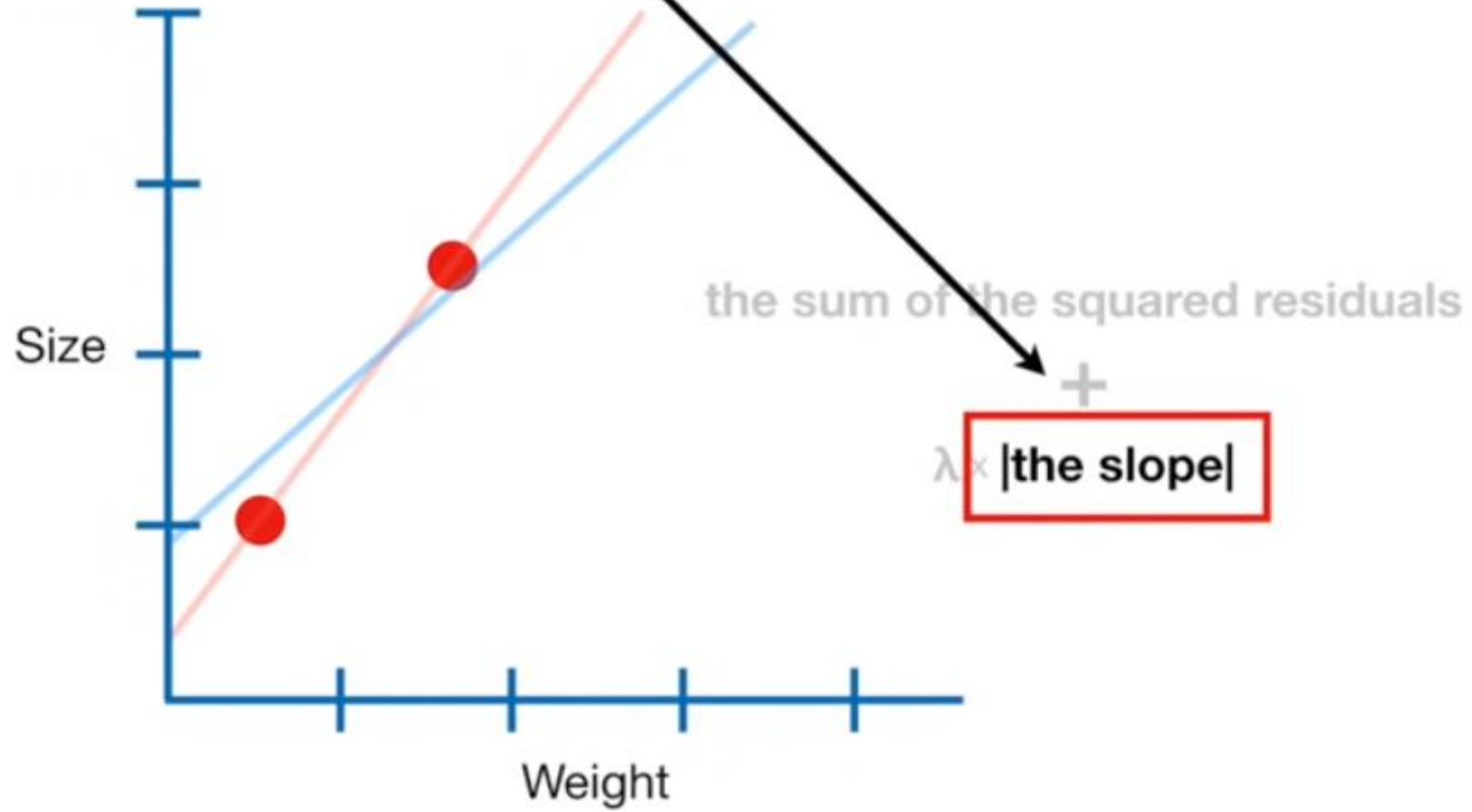
λ can be any value from **0** to
positive infinity.

Lasso Regression is very, very similar to **Ridge Regression**, but it has some very, very important differences...

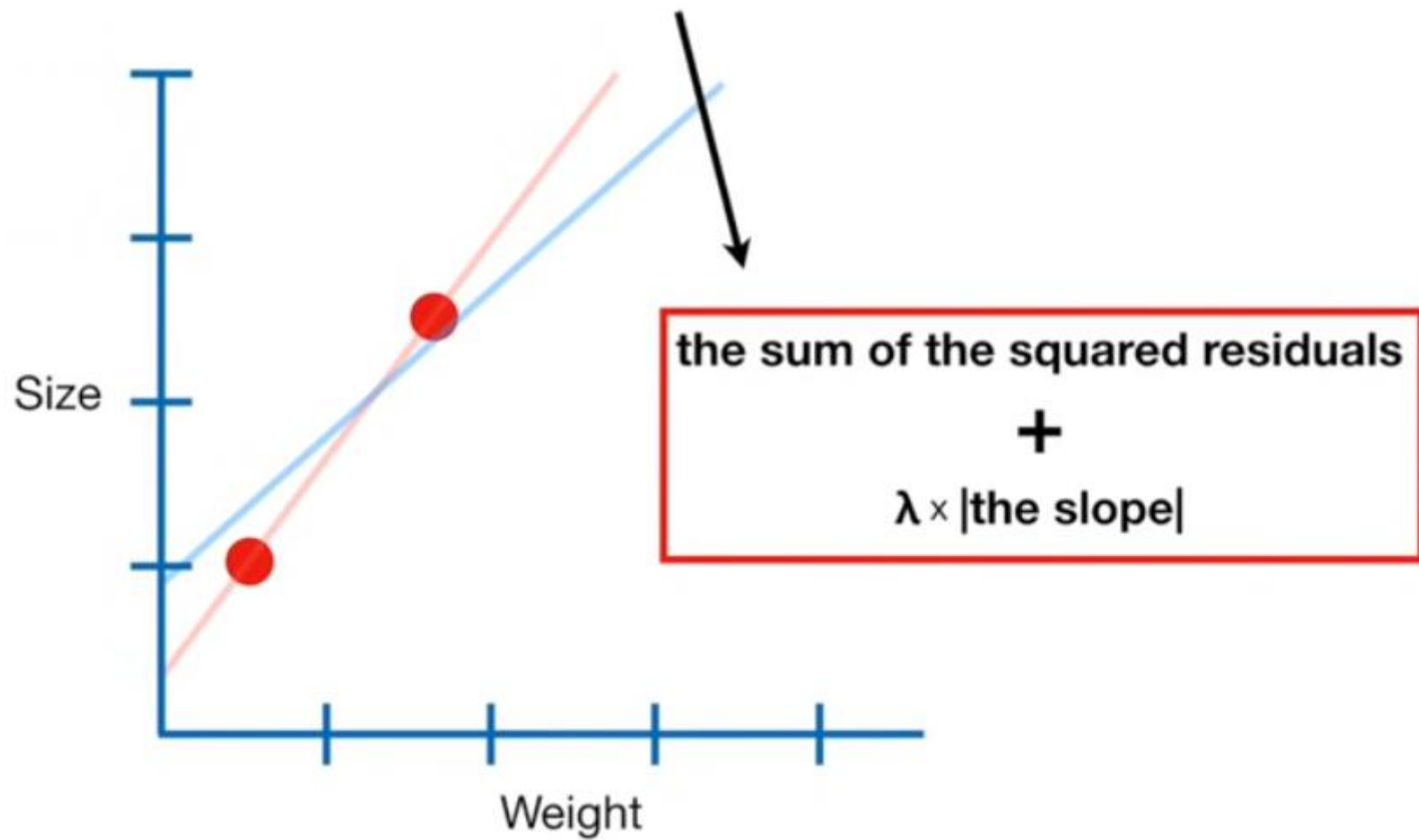
If, instead of squaring the slope...



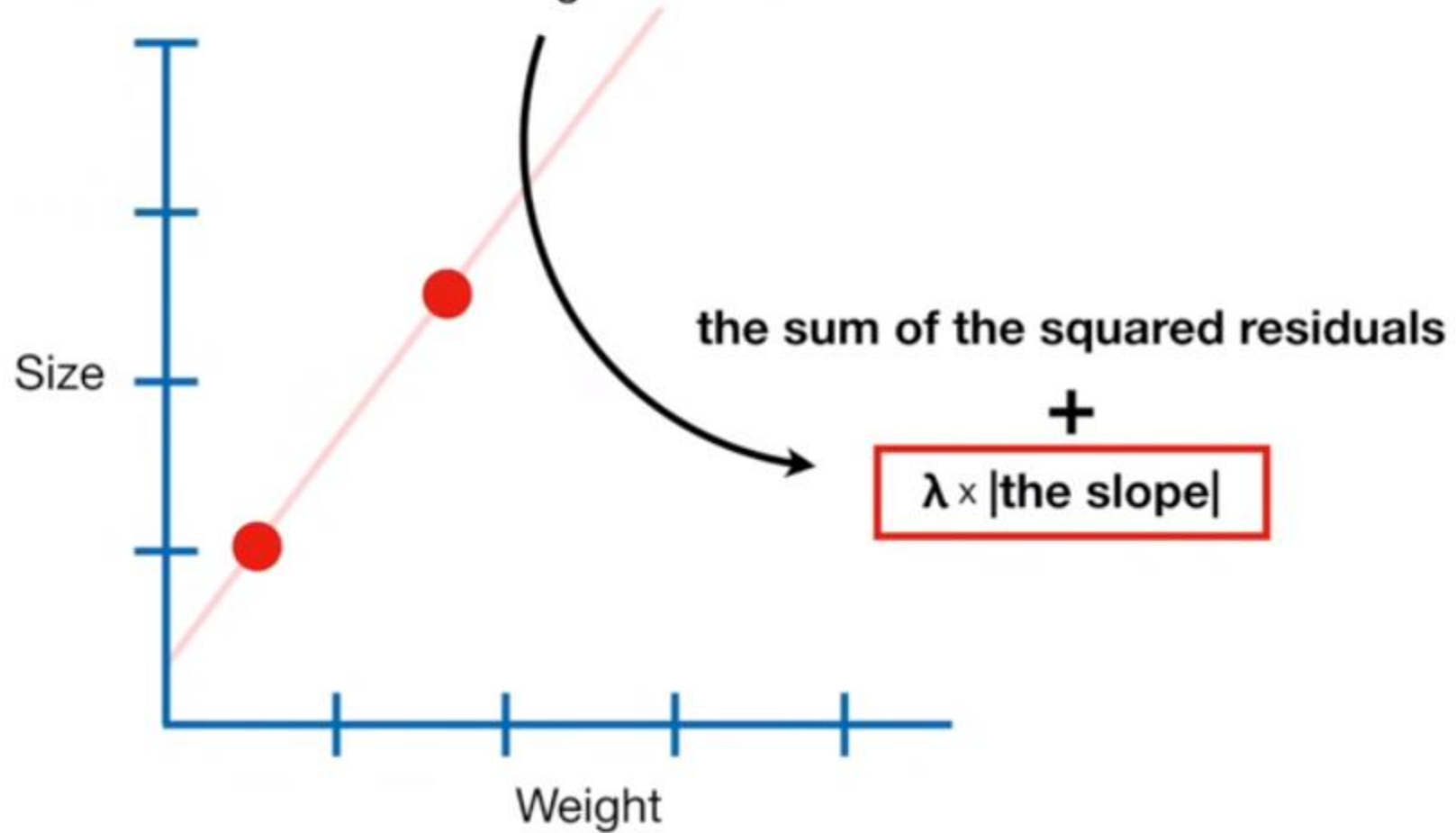
...we take the absolute value...



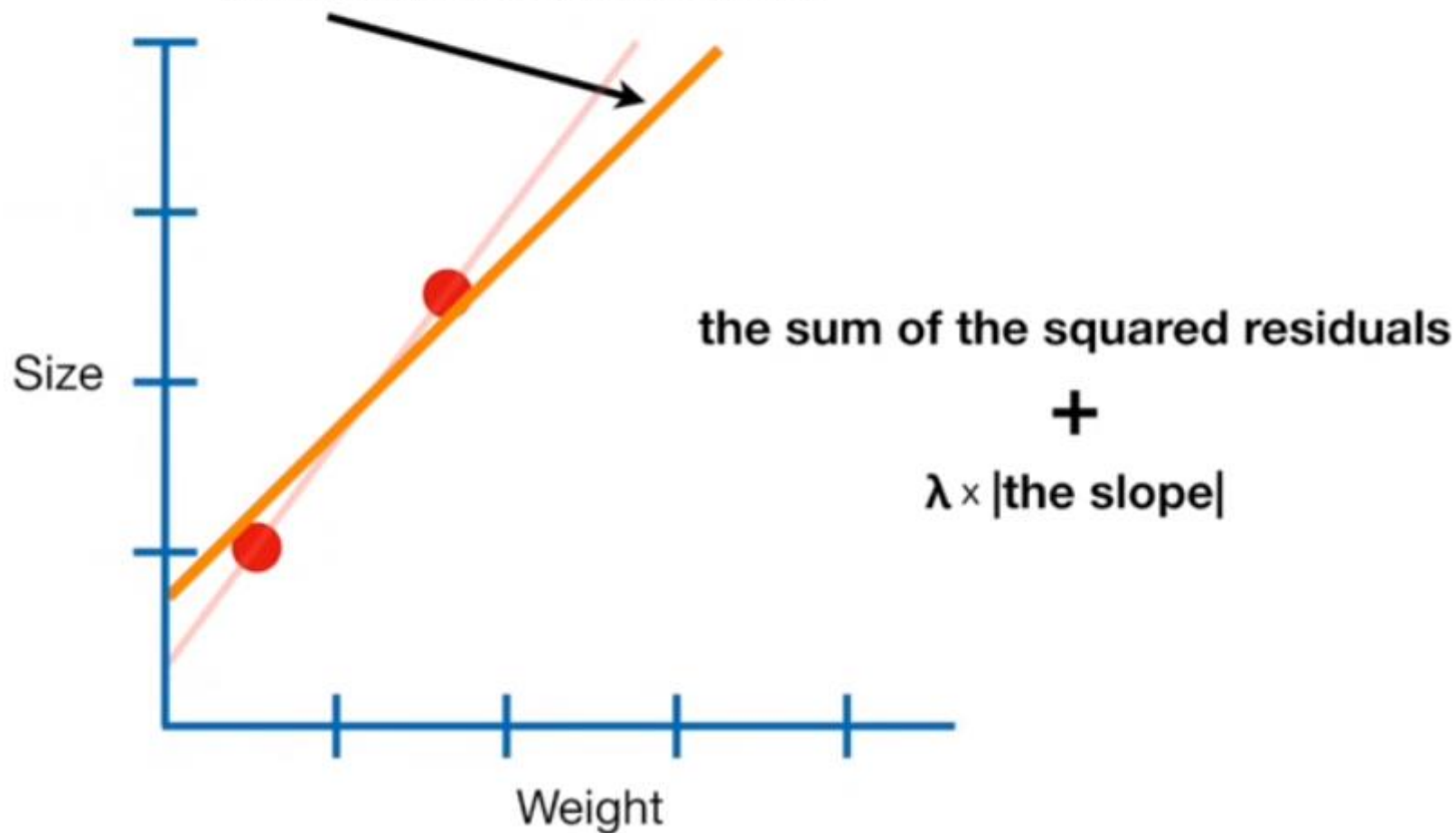
...then we have **Lasso Regression!!!**



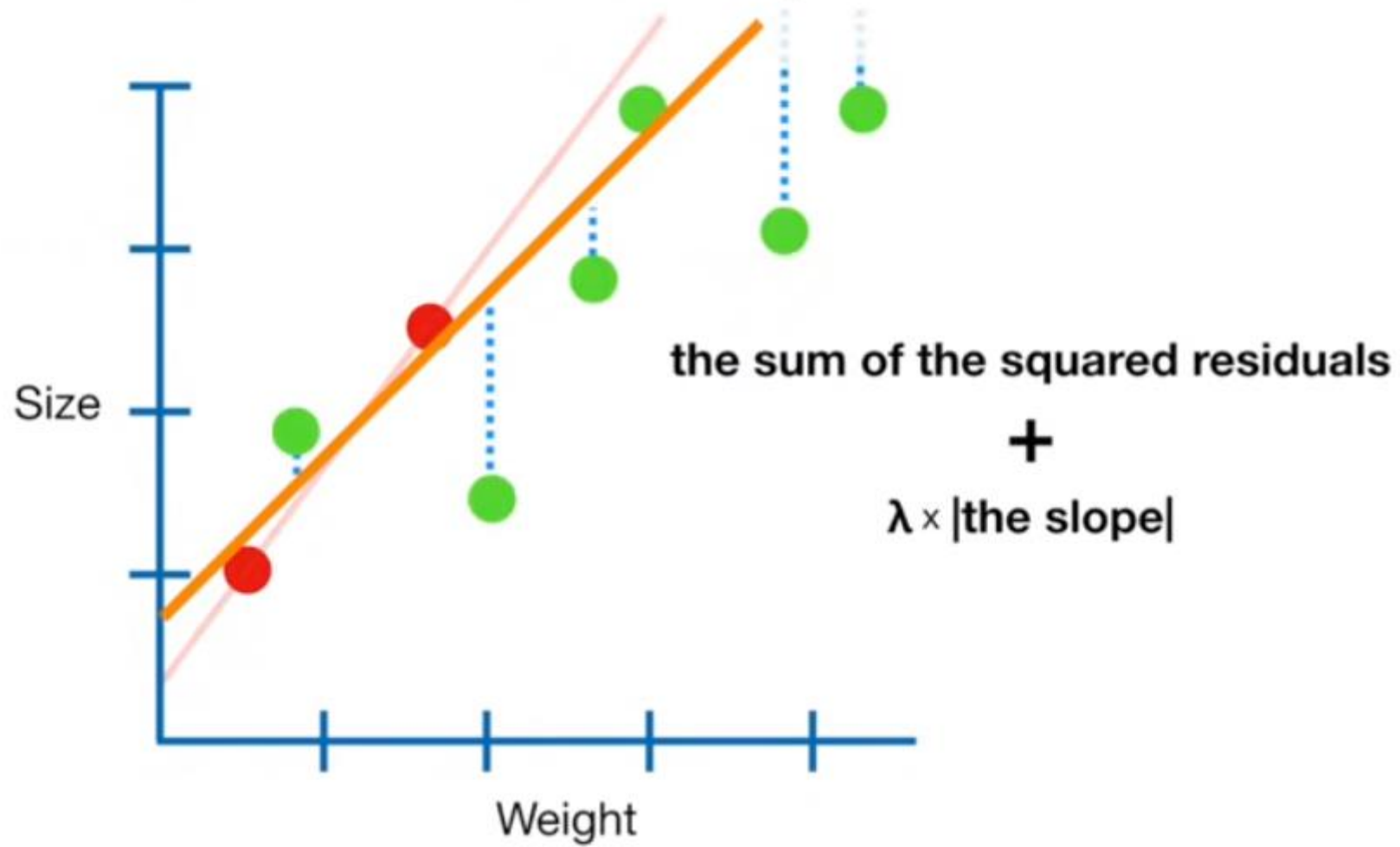
NOTE: Just like with **Ridge Regression**, λ can be any value from **0** to **positive infinity** and is determined using **Cross Validation**.



Like **Ridge Regression**, **Lasso Regression** (the **Orange Line**) results in a line with a little bit of **Bias**...



...but less **Variance** than **Least Squares**.



...look very similar....

the sum of the squared residuals
+
 $\lambda \times \text{the slope}^2$

the sum of the squared residuals
+
 $\lambda \times |\text{the slope}|$

