LOGISTIC REGRESSION

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Classification

Two-class (binary) classification problem

y : {0,1}

0: negative class

1: positive class

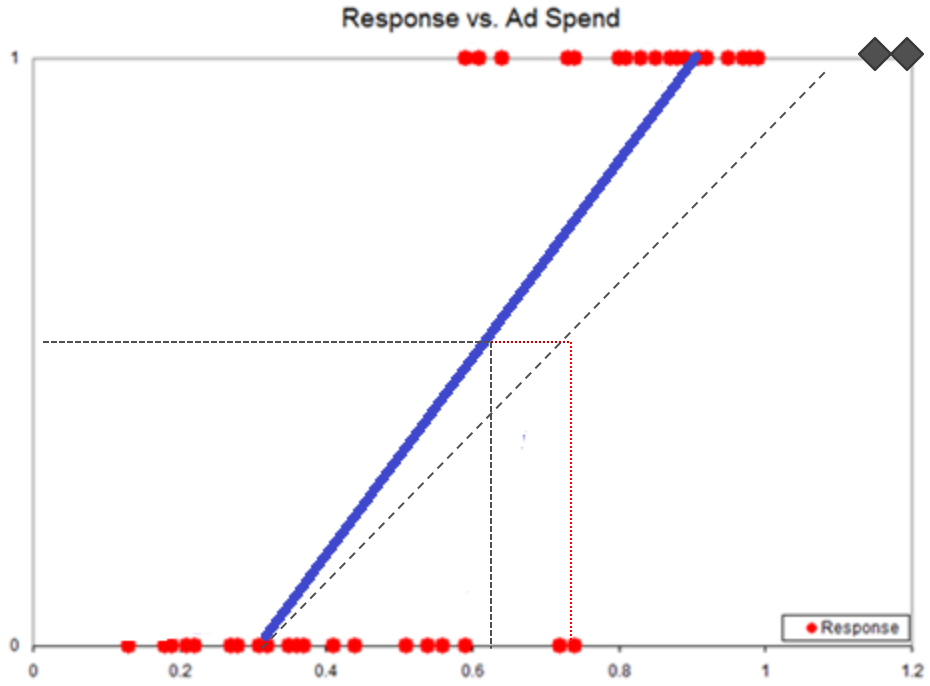
Example: Yes/No; Benign/Malignant ; Click/No click

Multi-class classification problem

y:{0,1,2,…….n}

Example: Grades (A, B, C); color (red, blue, green)

Two Class Classification



Classification: y= 0 or y=1

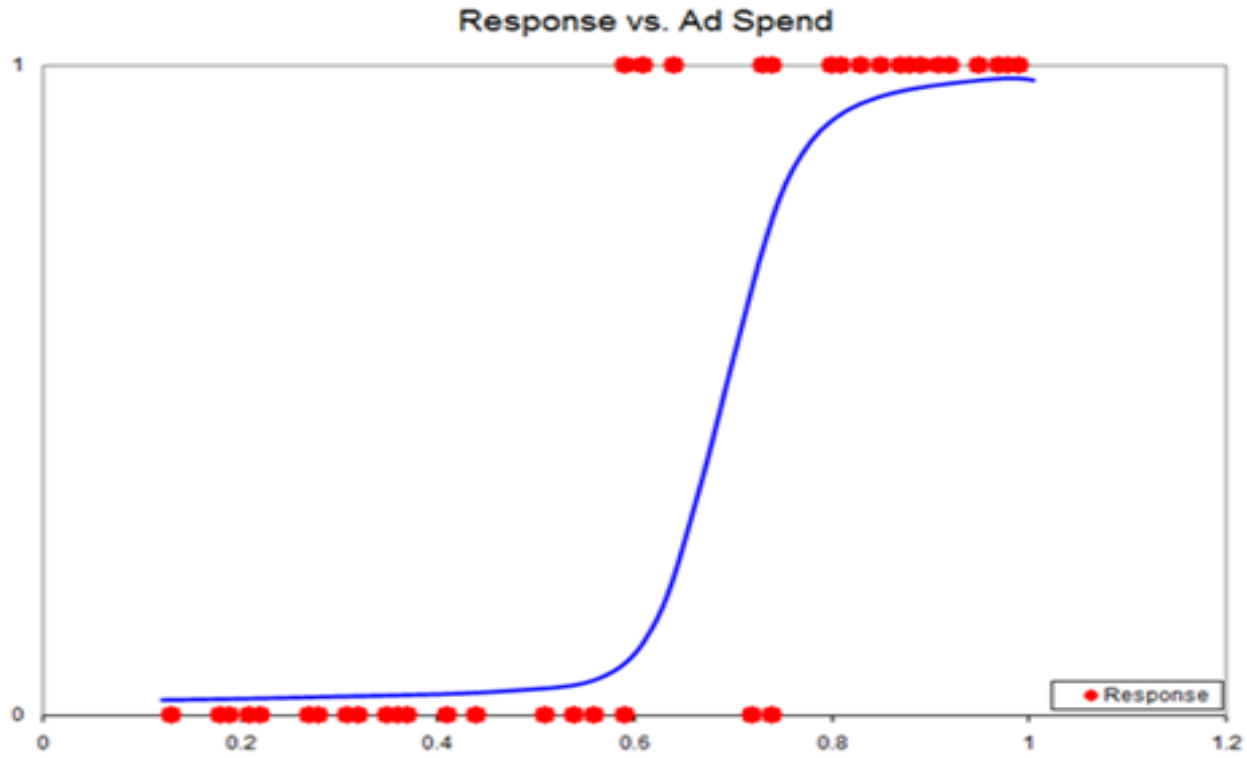
Decision rules: $h_\theta(x) \geqslant 0.5; y = 1$

$h_\theta(x) < 0.5; y = 0$

If we use linear regression on classification
problem, we may observed

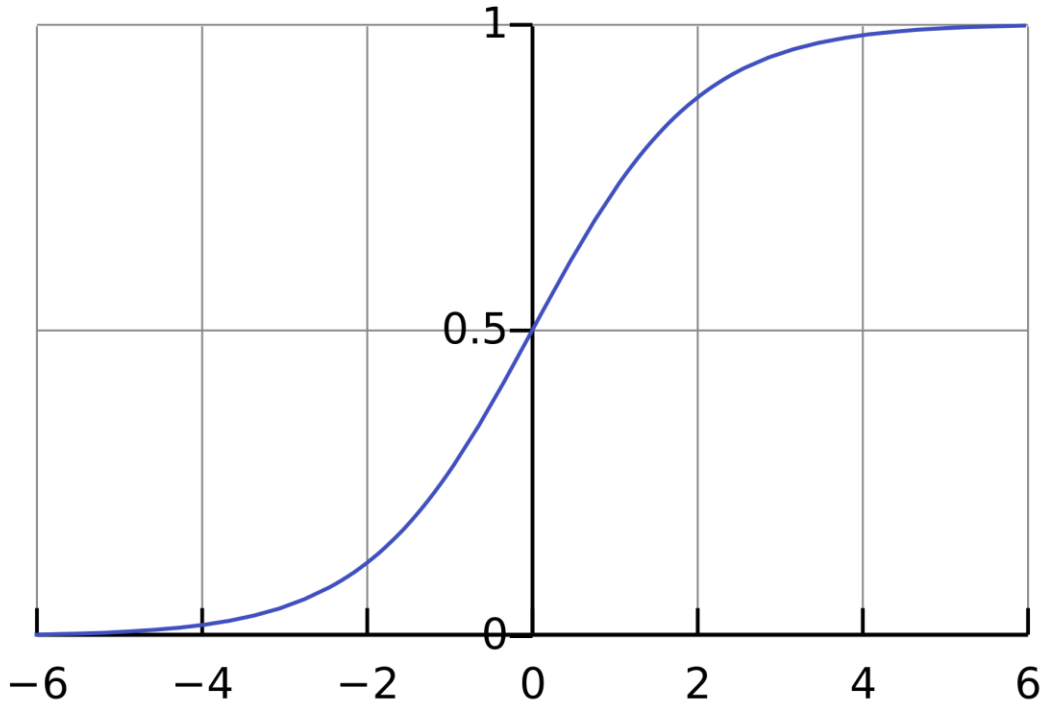
- Shift the decision rule line
- $h_\theta(x)$ can be > 1 or < 0

Logistic Regression



More reasonable function use for two-class classification problem.

Sigmoid Function



$$h_\theta(x) = \frac{1}{1+e^{-\theta^T x}}$$

Hypothesis interpretation

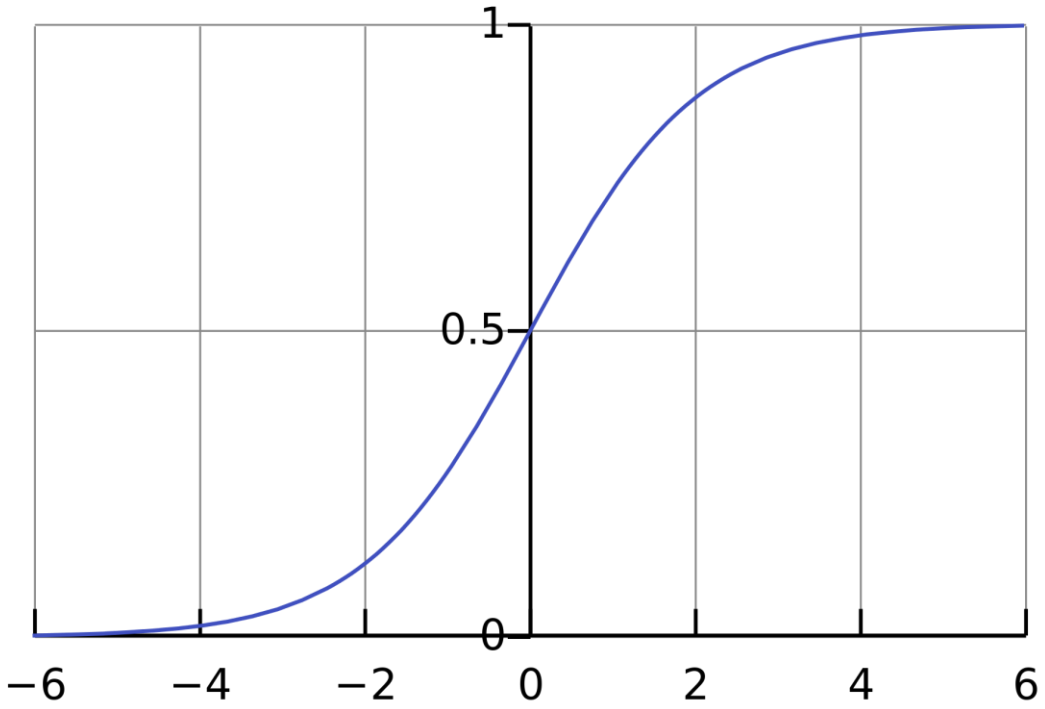
Estimated probability that y=1 on x input

$P(y=1|\ x;\ \theta_j\ )$

Because probabilities should sum to 1

$P(y=0|\ x;\ \theta_j) = 1\text{-}\ P(y=1|\ x;\ \theta_j\ )$

Sigmoid Function



$$h_\theta(x) = \frac{1}{1 + e^{-\theta^T x}}$$

$y = 1$ if $h_\theta(x) \geqslant 0.5$

$y = 0$ if $h_\theta(x) < 0.5$

0 asymptote for x $\longrightarrow$ - ∞

1 asymptote for x $\longrightarrow \infty$

Cost Function for Logistic Regression

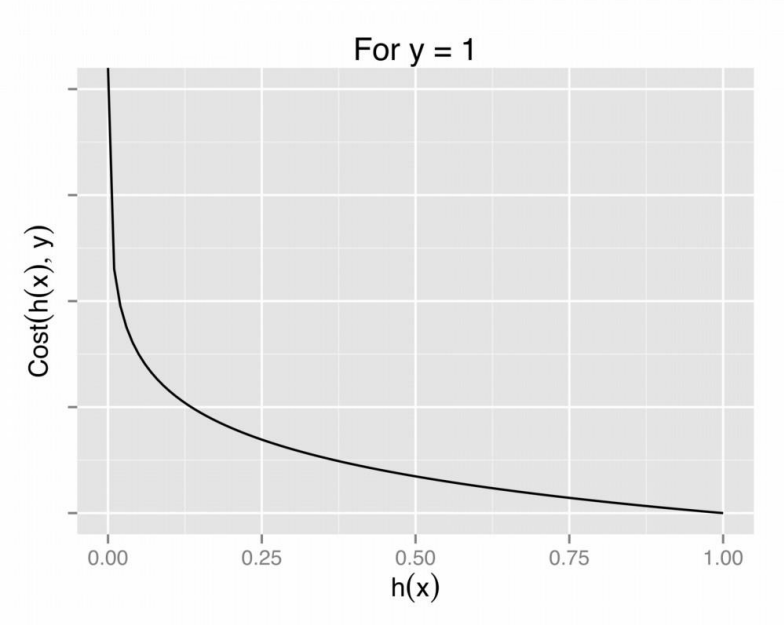
Average cost function

$$J(\theta) = \frac{1}{m} \sum_{i=1}^{m} Cost(h_\theta(x^{(i)}), y^{(i)})$$

$$cost(h_\theta(x), y) = \begin{cases} -log(h_\theta(x)) & \text{if } y = 1 \\ -log(1 - h_\theta(x)) & \text{if } y = 0 \end{cases}$$

Cost Function for Logistic Regression

$$cost(h_\theta(x), y) = \begin{cases} -log(h_\theta(x)) & \text{if } y = 1 \\ -log(1 - h_\theta(x)) & \text{if } y = 0 \end{cases}$$



If we predict $h_\theta(x) = 1$ and $y = 1$

Cost function ⟶ zero

If we predict $h_\theta(x) = 0$ and $y = 1$

Cost function ⟶ - ∞

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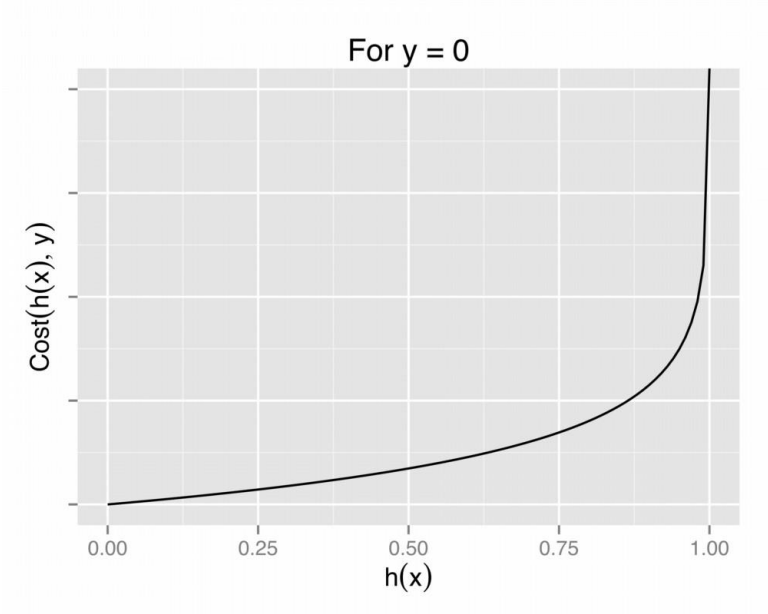
Cost Function for Logistic Regression

$$cost(h_\theta(x), y) = \begin{cases} -log(h_\theta(x)) & \text{if } y = 1 \\ -log(1 - h_\theta(x)) & \text{if } y = 0 \end{cases}$$



If we predict $h_\theta(x) = 0$ and $y = 0$

Cost function ⟶ zero

If we predict $h_\theta(x) = 1$ and $y = 0$

Cost function ⟶ ∞

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Cost Function for logistic regression

Average cost function

$$J(\theta) = \frac{1}{m} \sum_{i=1}^{m} Cost(h_\theta(x^{(i)}), y^{(i)})$$

$$cost(h_\theta(x), y) = \begin{cases} -log(h_\theta(x)) & \text{if } y = 1 \\ -log(1 - h_\theta(x)) & \text{if } y = 0 \end{cases}$$

Simplified cost function, given we only have either y=0 or y=1

$$J(\theta) = -\frac{1}{m} \left[\sum_{i=1}^{m} y^{(i)} \log h_\theta(x^{(i)}) + (1 - y^{(i)}) \log(1 - h_\theta(x^{(i)})) \right]$$

Cost Function: Recap

Hypothesis: $h_\theta(x) = \frac{1}{1 + e^{-\theta^T x}}$

Cost Function: $J(\theta) = -\frac{1}{m}\left[\sum_{i=1}^{m} y^{(i)} \log h_\theta(x^{(i)}) + (1 - y^{(i)}) \log(1 - h_\theta(x^{(i)}))\right]$

Parameters: θ_j

Goal: $\underset{\theta}{argmin}\ J(\theta)$

Gradient Descent Algorithm

- We want to learn the values of θ that minimize $J(\theta)$
- Use a search algorithm that starts with an initial guess for θ and then changes θ to make J(θ) smaller
- Gradient descent starts with some initial θ and then performs an update for each value θ_j

$$\theta_j := \theta_j - \alpha \frac{\partial}{\partial \theta_j} J(\theta).$$

Minimizing The Cost Function $J(\theta)$

$$\theta_j := \theta_j - \alpha \frac{\partial}{\partial \theta_j} J(\theta)$$

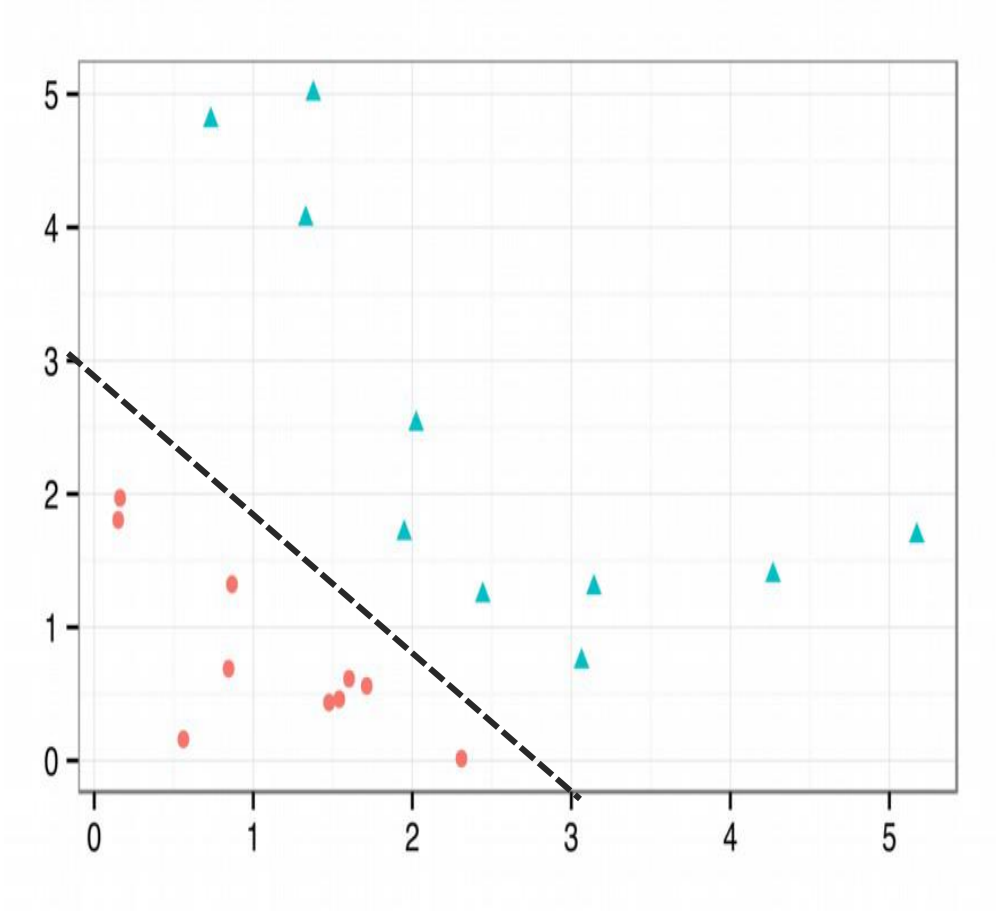
After derivative

$$\theta_j := \theta_j - \alpha \frac{1}{m} \sum_{i=1}^{m} (h_\theta(x^{(i)}) - y^{(i)}) x_j^{(i)}$$

$$\theta := \begin{bmatrix} tmp_0 \\ \vdots \\ tmp_n \end{bmatrix}$$

Repeat until converged

Decision Boundary: Linear



If $h_\theta(x) = g(\theta_0 + \theta_1 x_1 + \theta_2 x_2)$

And $\theta = \begin{bmatrix} -3 \\ 1 \\ 1 \end{bmatrix}$

Prediction y = 1 whenever

$$\begin{aligned} & \theta^T x && \geq 0 \\ \Leftrightarrow \quad & -3 + x_1 + x_2 && \geq 0 \\ \Leftrightarrow \quad & x_1 + x_2 && \geq 3 \end{aligned}$$

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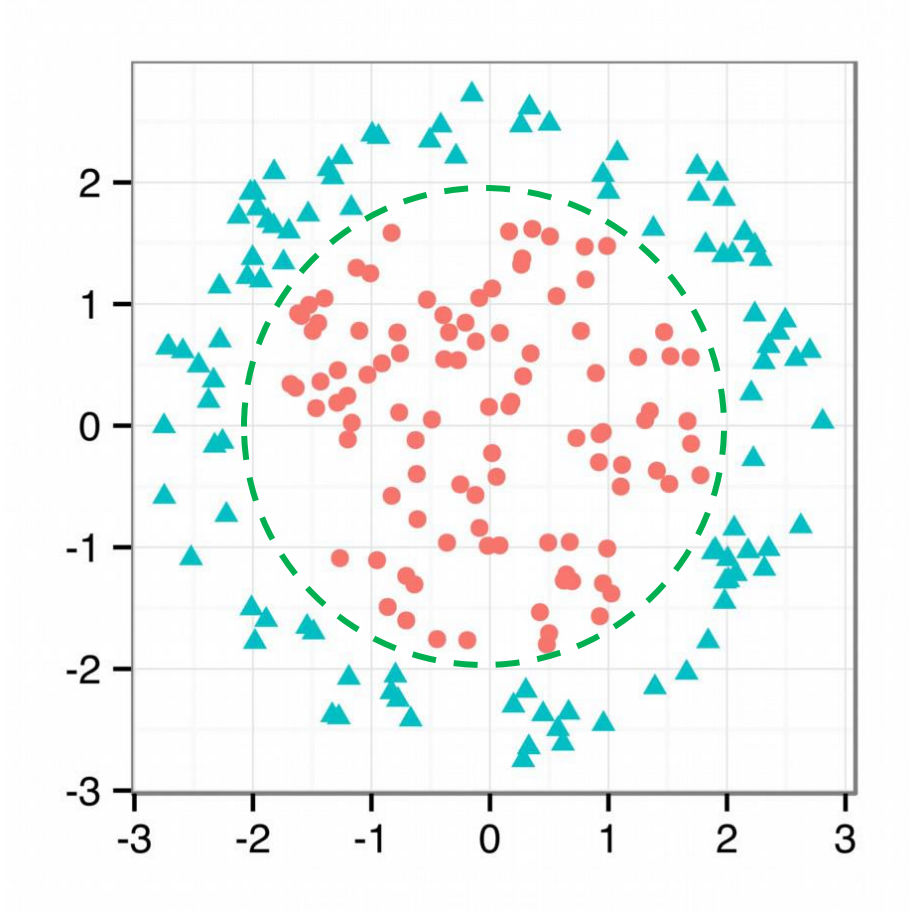
Decision Boundary: Non-Linear



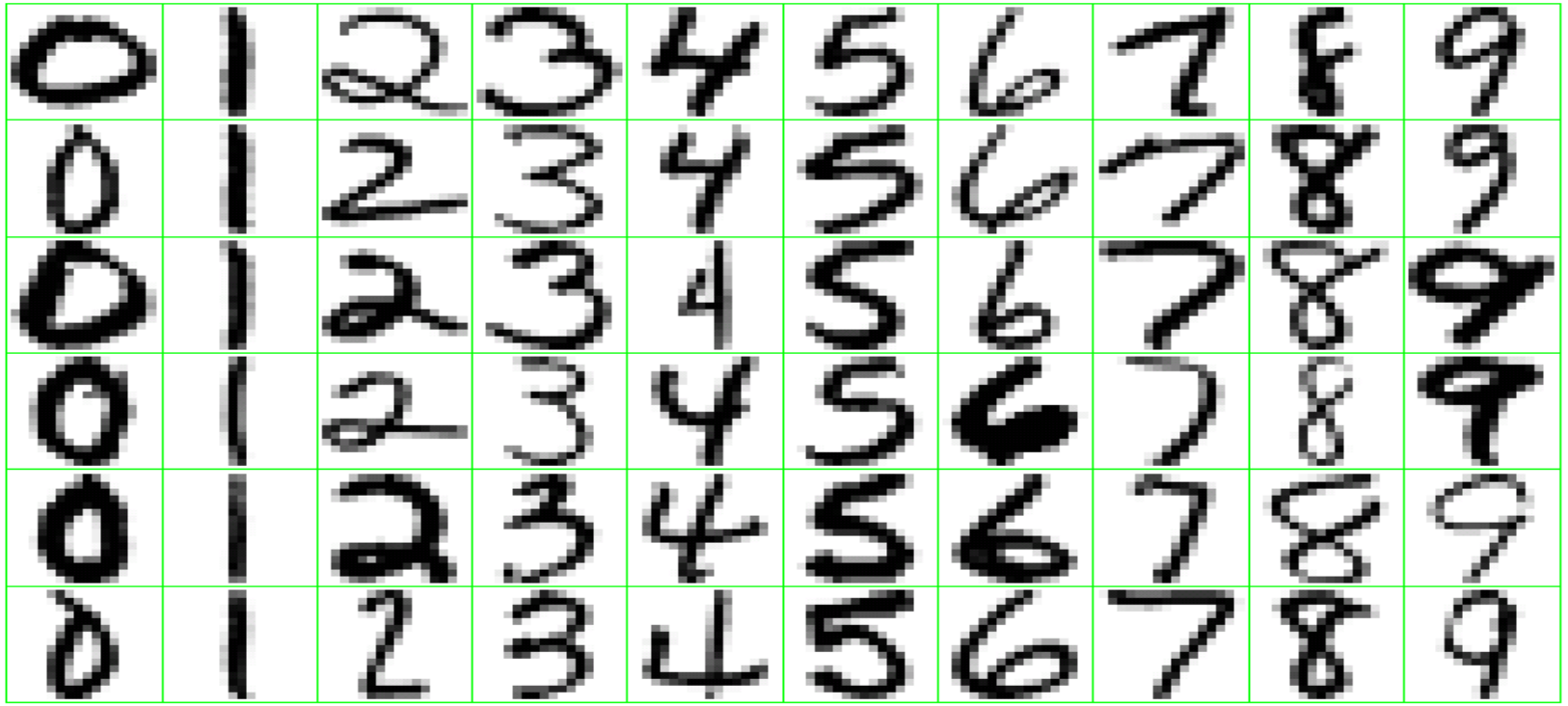
If $h_\theta(x) = g(\theta_0 + \theta_1 x_1 + \theta_2 x_2 + \theta_3 x_1^2 + \theta_4 x_2^2$

And $\theta = \begin{bmatrix} -2 & 0 & 0 & 1 & 1 \end{bmatrix}^T$

Prediction y = 1 whenever

$$x_1^2 + x_2^2 \geq 2$$

Example: Handwritten Digit Recognition



Questions?

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