

Linear Regression and Classification Revisited

Dr. Víctor Uc Cetina

Universität Hamburg
Department of Informatics

Universidad Autónoma de Yucatán
Facultad de Matemáticas
Computational Learning and Imaging Research (CLIR)

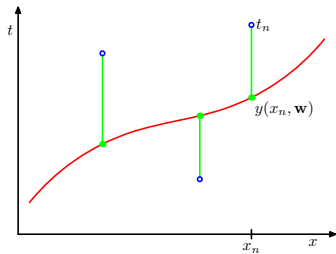
`cetina@informatik.uni-hamburg.de`
`http://www.clir-lab.org/index.php/people/dr-victor-uc-cetina`

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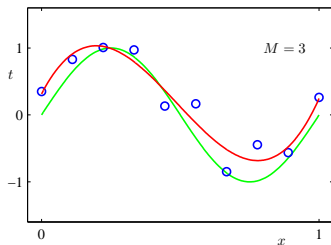
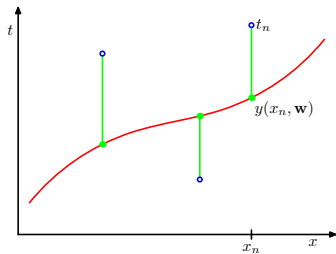
Content

- 1 General View of Linear Regression
- 2 Regularized Linear Regression
- 3 Discriminant Functions for Classification

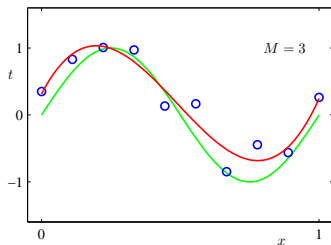
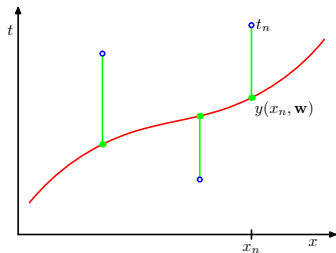
Linear Regression



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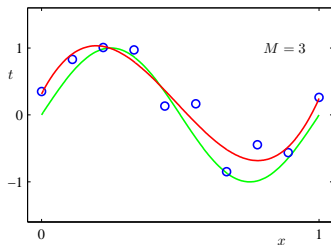
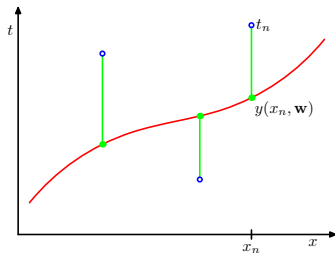


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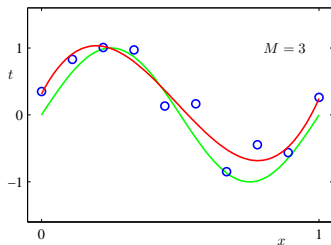
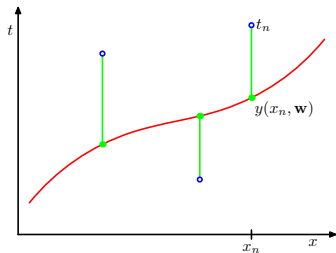
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- For our model $y(x, \mathbf{w}) = w_0 + w_1x + \dots + w_Mx^M$, we need to search for the best M and we need to learn the parameters \mathbf{w} .
- Such parameter vector \mathbf{w} can be learned iteratively or directly.

Estimating the Parameters \mathbf{w}

Stochastic Gradient Descent

```
Loop {  
    for  $i = 1$  to  $m$  {  
         $w_j := w_j + \alpha [t^{(i)} - y(x^{(i)}, \mathbf{w})] x_j^{(i)}$     (for every  $j$ ).  
    }  
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Normal Equations

$$\mathbf{w} = (\mathbf{X}^\top \mathbf{X})^{-1} \mathbf{X}^\top \mathbf{y}.$$

Locally Weighted Linear Regression

The algorithm works as follows:

- 1 Fit \mathbf{w} to minimize $\sum_i \sigma^{(i)} (t^{(i)} - \mathbf{w}^\top \mathbf{x}^{(i)})^2$.
- 2 Output $\mathbf{w}^\top \mathbf{x}$.

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Where $\sigma^{(i)}$'s are non-negative valued weights.

A good choice for the weights is:

$$\sigma^{(i)} = \exp\left(-\frac{(\mathbf{x}^{(i)} - \mathbf{x})^2}{2\tau^2}\right)$$

Locally Weighted Linear Regression

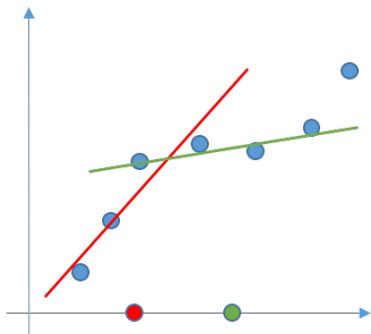
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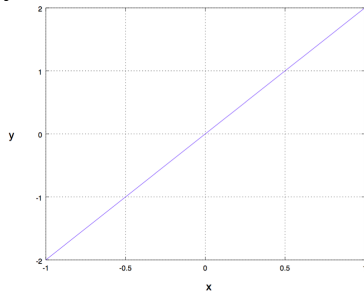
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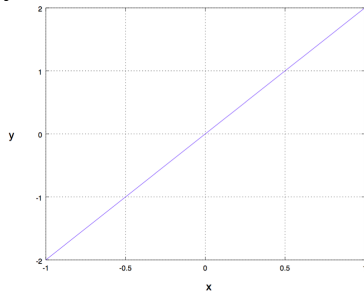
Polynomial Functions

$$y = 2x$$

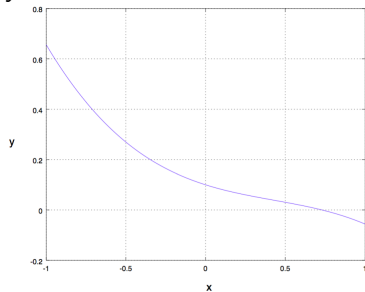


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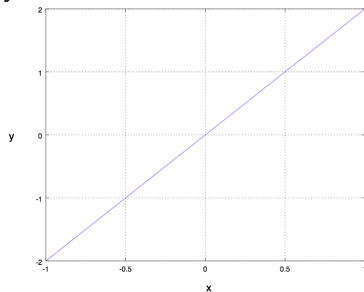


$$y = 0.1 - 0.2x + 0.2x^2 - 0.156x^3$$

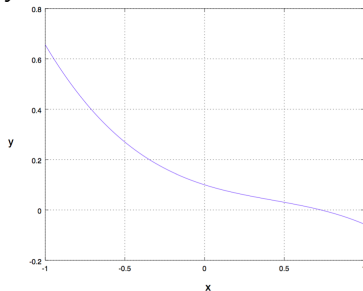


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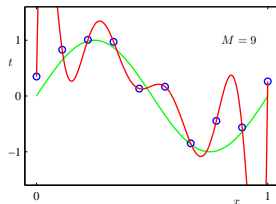
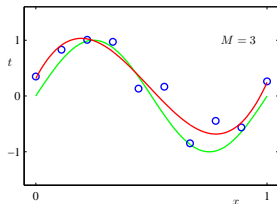
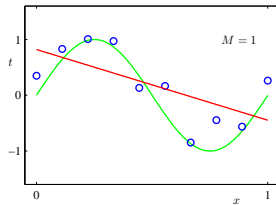
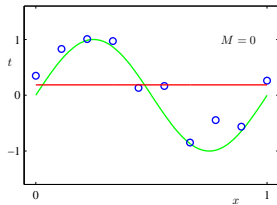


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- For polynomial functions, we need to try systematically different M 's and evaluate the performance of our current model.

Polynomial Functions



- Polynomial functions with different orders M .

Evaluation of Performance

- For each choice of M we can evaluate the performance of the model using the root-mean-square error E_{RMS} .

$$E_{\text{RMS}} = \sqrt{2E(\mathbf{w})/N}$$

where

$$E(\mathbf{w}) = \frac{1}{2} \sum_{n=1}^N \{y(x_n, \mathbf{w}) - t_n\}^2$$

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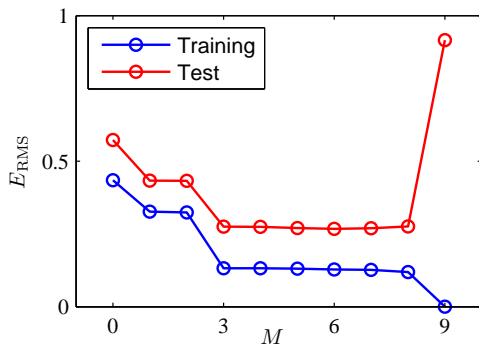
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- This error can also be used to evaluate if our model's performance is improving after each iteration of the learning algorithm.

Evaluation of Performance



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- The simplest linear model for regression is one that involves a linear combination of the input variables

$$y(\mathbf{x}, \mathbf{w}) = w_0 + w_1x_1 + \dots + w_Dx_D$$

where

$$\mathbf{x} = (x_1, \dots, x_D)^T$$

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where

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- The key property of this model is that it is a linear function of the parameters w_0, \dots, w_D . It is also, however, a linear function of the input variables x_i , and this imposes significant limitations on the model.

Generalized Linear Regression

- However, we can obtain a much more useful class of functions by taking linear combinations of a fixed set of nonlinear functions of the input variables, of the form

$$y(\mathbf{x}, \mathbf{w}) = w_0 + \sum_{j=1}^{M-1} w_j \phi_j(\mathbf{x})$$

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- Such models are linear functions of the parameters, which gives them simple analytical properties, and yet can be nonlinear with respect to the input variables.

Generalized Linear Regression

- It is often convenient to define an additional dummy basis function $\phi_0(x) = 1$ so that

$$y(\mathbf{x}, \mathbf{w}) = \sum_{j=0}^{M-1} w_j \phi_j(\mathbf{x}) = \mathbf{w}^\top \boldsymbol{\phi}(\mathbf{x})$$

where

$$\mathbf{w} = (w_0, w_1, \dots, w_{M-1})^\top$$

and

$$\boldsymbol{\phi} = (\phi_0, \phi_1, \dots, \phi_{M-1})^\top$$

Radial Basis Functions

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- One limitation of polynomial basis functions is that they are global functions of the input variable, so that changes in one region of input space affect all other regions.
- This can be resolved by dividing the input space into regions and fit a different polynomial in each region, leading to spline functions.

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- Gaussian basis functions:

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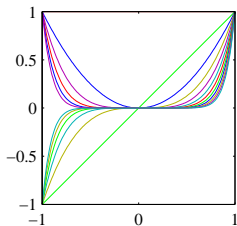
- Sigmoidal basis functions:

$$\phi_j(x) = \sigma\left(\frac{x - \mu_j}{s}\right)$$

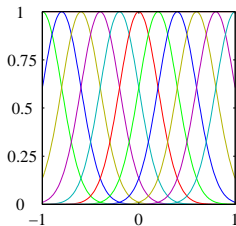
where

$$\sigma(a) = \frac{1}{1 + \exp(-a)}$$

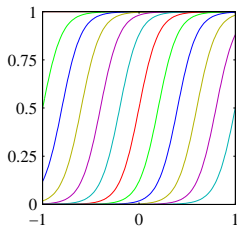
Radial Basis Functions



Polynomial

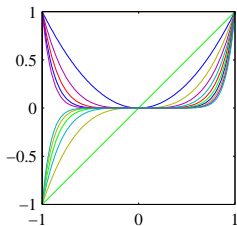


Gaussian

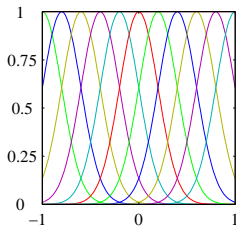


Sigmoidal

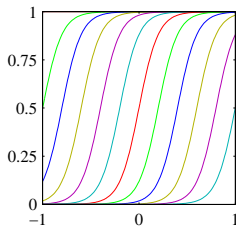
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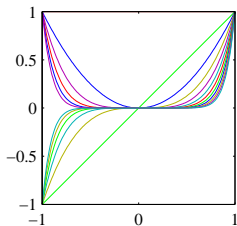
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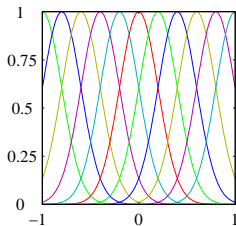
Sigmoidal

- Linear models have significant limitations as practical techniques for machine learning, particularly for problems involving input spaces of high dimensionality.

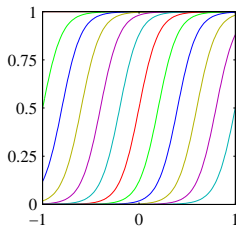
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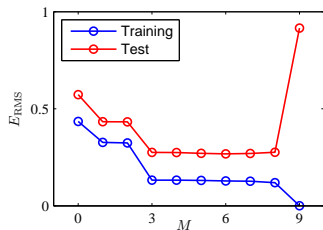
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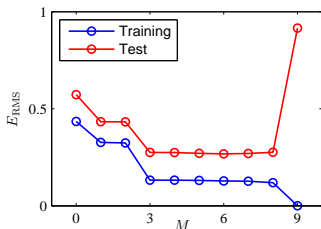
Sigmoidal

- Linear models have significant limitations as practical techniques for machine learning, particularly for problems involving input spaces of high dimensionality.
- However, they form the foundation of more sophisticated models such as neural networks and support vector machines.

Parameters Going Wild

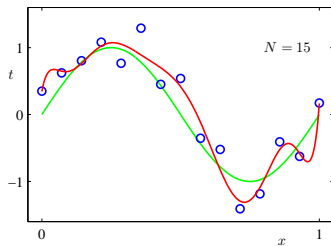


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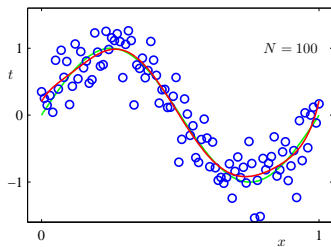
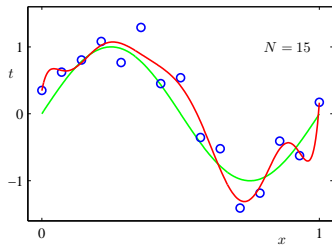


	$M = 0$	$M = 1$	$M = 6$	$M = 9$
w_0	0.19	0.82	0.31	0.35
w_1		-1.27	7.99	232.37
w_2			-25.43	-5321.83
w_3			17.37	48568.31
w_4				-231639.30
w_5				640042.26
w_6				-1061800.52
w_7				1042400.18
w_8				-557682.99
w_9				125201.43

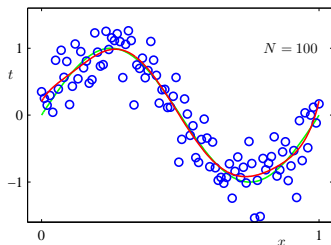
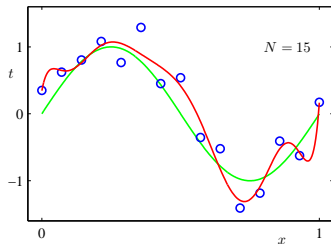
Importance of Dataset Size



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- Two solutions with $M = 9$. In the left using $N = 15$ training examples. In the right using $N = 100$ training examples.

Regularization Term

- We can add a regularization term to the error function in order to control over-fitting, so that the total error function to be minimized takes the form

$$E(\mathbf{w}) = E_D(\mathbf{w}) + \lambda E_W(\mathbf{w})$$

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where λ is the regularization coefficient that controls the relative importance of the data-dependent error $E_D(\mathbf{w})$ and the regularization term $E_W(\mathbf{w})$.

$$E_D(\mathbf{w}) = \frac{1}{2} \sum_{n=1}^N \{t_n - \mathbf{w}^\top \phi(\mathbf{x}_n)\}^2$$

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- We minimize

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Estimating the Parameters \mathbf{w} with Regularization

Stochastic Gradient Descent

Loop {

for $i = 1$ to m {

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}

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 }
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Normal Equations

$$\mathbf{w} = (\lambda \mathbf{I} + \mathbf{X}^\top \mathbf{X})^{-1} \mathbf{X}^\top \mathbf{y}.$$

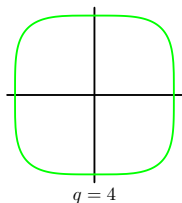
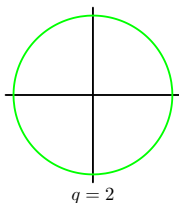
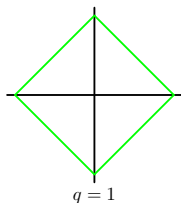
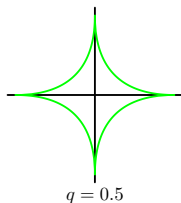
Different Types of Regularizers

- Sometimes a more general regularizer is used, for which the regularized error takes the form

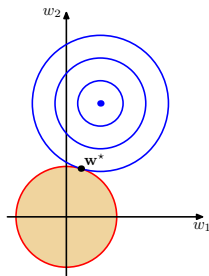
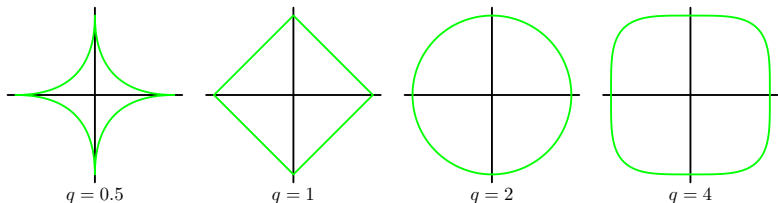
$$E(\mathbf{w}) = \frac{1}{2} \sum_{n=1}^N \{t_n - \mathbf{w}^\top \phi(\mathbf{x}_n)\}^2 + \frac{\lambda}{2} \sum_{j=1}^M |w_j|^q.$$

where $q = 2$ corresponds to the quadratic regularizer.

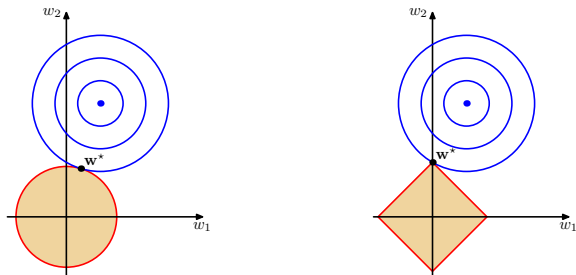
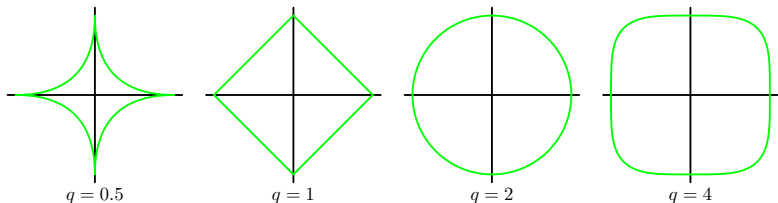
Types of Regularizers and their Effects



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- Regularization allows complex models to be trained on data sets of limited size without severe over-fitting, essentially by limiting the effective model complexity.
- However, the problem of determining the optimal model complexity is then shifted from one of finding the appropriate number of basis functions to one of determining a suitable value of the regularization coefficient λ .

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- The input space is thereby divided into decision regions whose boundaries are called decision boundaries or decision surfaces.

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- Data sets whose classes can be separated exactly by linear decision surfaces are said to be linearly separable.

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- An input vector \mathbf{x} is assigned to class C_1 if $y(\mathbf{x}) \geq 0$ and to class C_2 otherwise.

Discriminant Functions

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- The simplest representation of a linear discriminant function is obtained by taking a linear function of the input vector so that

$$y(\mathbf{x}) = \mathbf{w}^\top \mathbf{x} + w_o.$$

where \mathbf{w} is called a weight vector, and w_o is a bias.

Discriminant Functions

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- So \mathbf{w} determines the orientation of the decision surface.

Discriminant Functions

- Similarly, if \mathbf{x} is a point on the decision surface, then $y(\mathbf{x}) = 0$, and so the normal distance from the origin to the decision surface is given by

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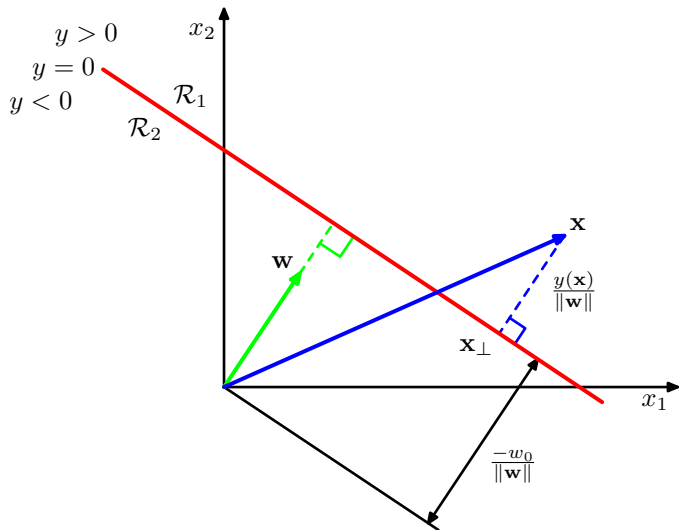
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- We therefore see that the bias parameter w_0 determines the location of the decision surface.

Discriminant Functions



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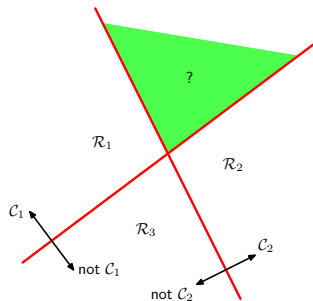
- **One-versus-the-rest** classifier: build a K -class discriminant by combining a number of two-class discriminant functions.
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Multiple Classes

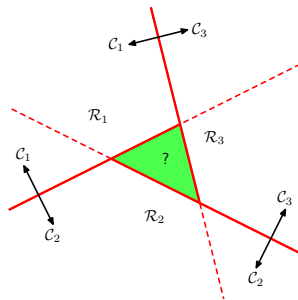
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There are two approaches:

- **One-versus-the-rest** classifier: build a K -class discriminant by combining a number of two-class discriminant functions. However, this leads to some serious ambiguity difficulties.
- **One-versus-one** classifier: Introduce $K(K - 1)/2$ binary discriminant functions, one for every possible pair of classes. Each point is then classified according to a majority vote amongst the discriminant functions. However, this too runs into the problem of ambiguous regions.

Multiple Classes

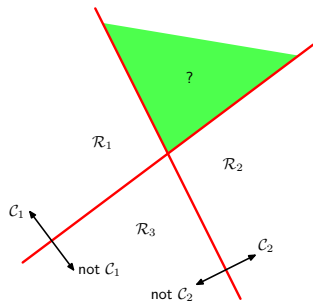


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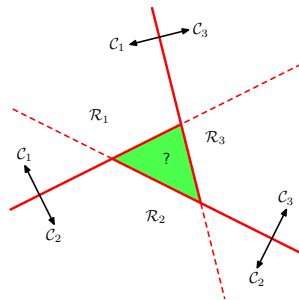


One-versus-one

Multiple Classes



One-versus-the-rest



One-versus-one

- Both result in ambiguous regions of input space.

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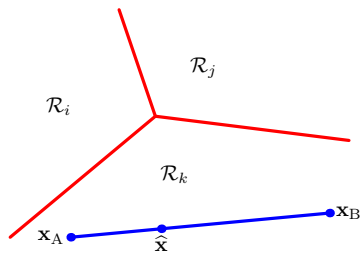
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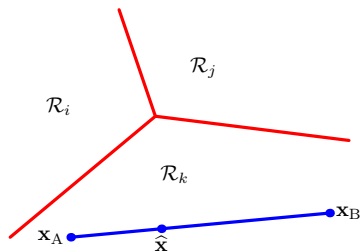
- Decision regions of such a discriminant are always singly connected and convex.

Multiple Classes

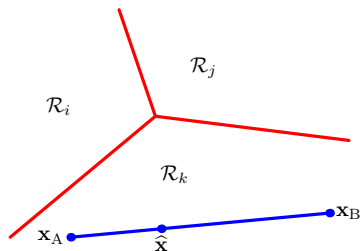


Multiple Classes

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Multiple Classes

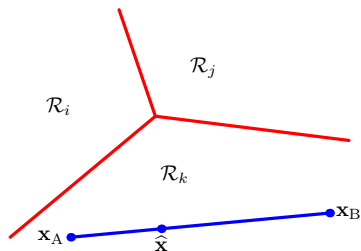


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- From linearity of discriminant functions, it follows that

$$y_k(\hat{x}) = \lambda y_k(x_A) + (1 - \lambda) y_k(x_B).$$

Multiple Classes

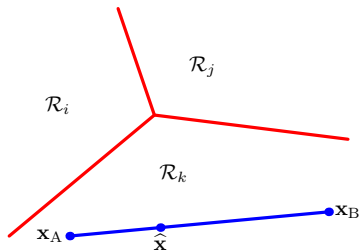
- Because both x_A and x_B lie inside R_k , it follows that

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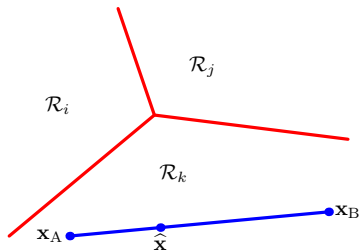
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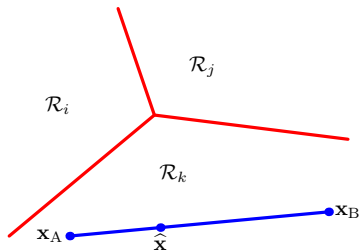
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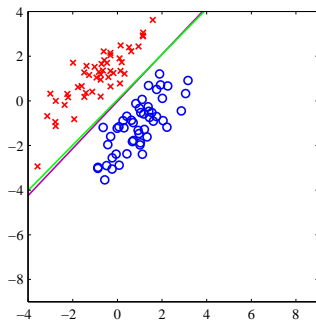
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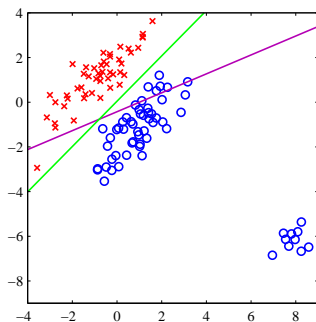
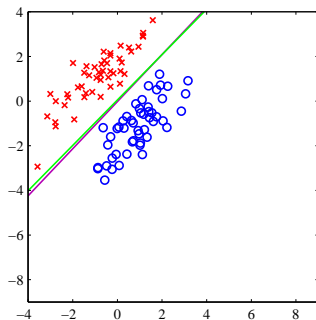
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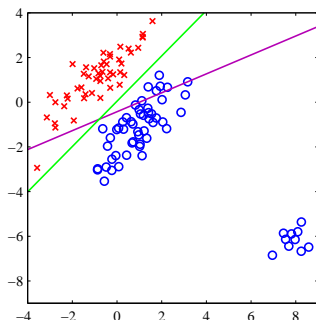
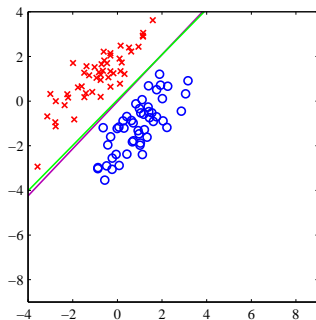
Least Squares Vs Logistic Regression



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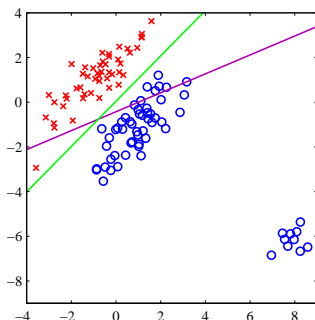
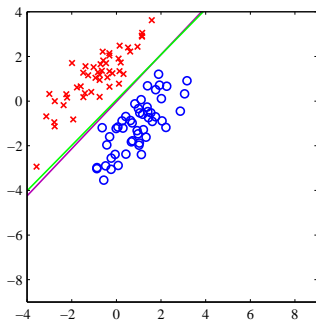


Least Squares Vs Logistic Regression



- Decision boundaries found by least squares (magenta curve) and also by the logistic regression model (green curve).

Least Squares Vs Logistic Regression



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- The right-hand plot shows that least squares (Maximum Likelihood with Gaussian assumption) is highly sensitive to outliers, unlike logistic regression.

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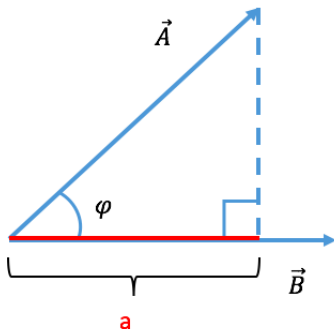
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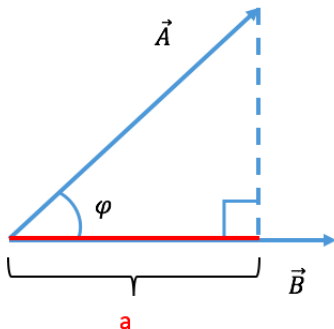
- If we place a threshold on y and classify $y \geq -w_o$ as class C_1 , and otherwise class C_2 , then we obtain a standard linear classifier.

Fisher's Linear Discriminant

$$\cos \varphi = \frac{a}{\|\vec{A}\|}$$

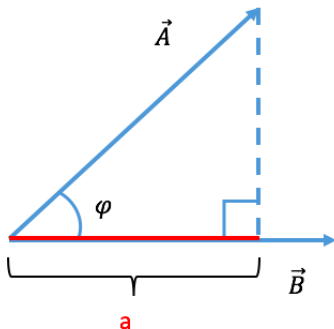


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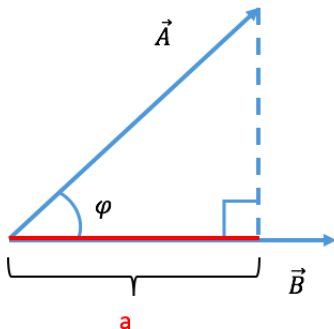


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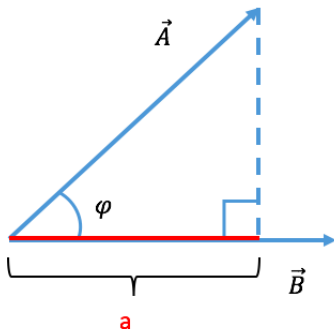
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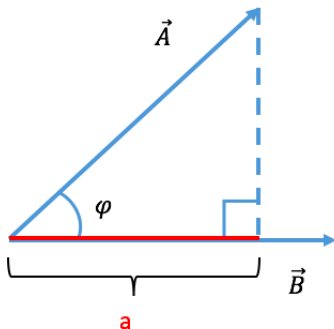
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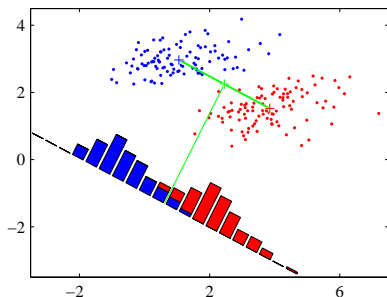
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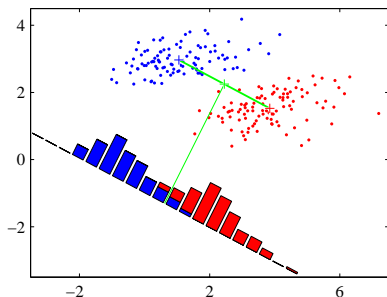
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- However, by adjusting the components of the weight vector \mathbf{w} , we can select a projection that maximizes the class separation.

Fisher's Linear Discriminant

- Consider a two-class problem in which there are N_1 points of class C_1 and N_2 points of class C_2 , so that the mean vectors of the two classes are given by

$$\mathbf{m}_1 = \frac{1}{N_1} \sum_{n \in C_1} \mathbf{x}_n,$$

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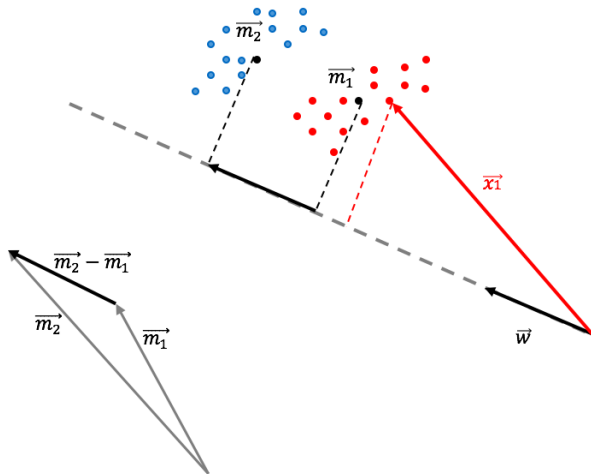
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Fisher's Linear Discriminant



Fisher's Linear Discriminant

- This suggests that we might choose \mathbf{w} so as to maximize

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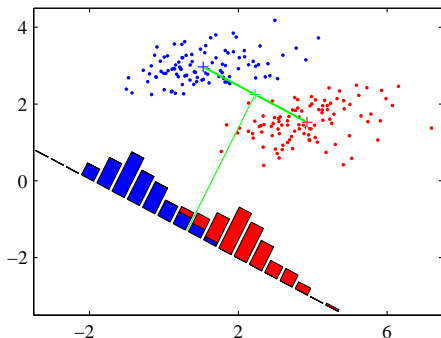
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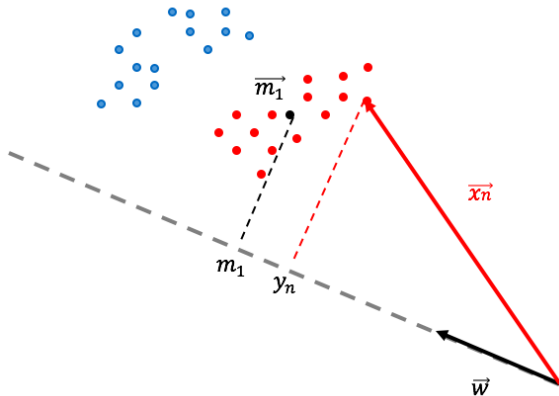
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- The projection then transforms the set of labelled data points in \mathbf{x} into a labelled set in the one-dimensional space y .
- The within-class variance of the transformed data from class C_k is therefore given by

$$s_k^2 = \sum_{n \in C_k} (y_n - m_k)^2$$

where

$$y_n = \mathbf{w}^\top \mathbf{x}_n.$$

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- We can make the dependence on \mathbf{w} explicit and rewrite the Fisher criterion in the form

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Fisher's Linear Discriminant

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$$\mathbf{S}_W = \sum_{n \in C_1} (\mathbf{x}_n - \mathbf{m}_1)(\mathbf{x}_n - \mathbf{m}_1)^\top + \sum_{n \in C_2} (\mathbf{x}_n - \mathbf{m}_2)(\mathbf{x}_n - \mathbf{m}_2)^\top.$$

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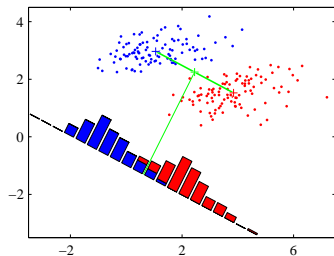
- and \mathbf{S}_W is the within-class covariance matrix given by

$$\mathbf{S}_W = \sum_{n \in C_1} (\mathbf{x}_n - \mathbf{m}_1)(\mathbf{x}_n - \mathbf{m}_1)^\top + \sum_{n \in C_2} (\mathbf{x}_n - \mathbf{m}_2)(\mathbf{x}_n - \mathbf{m}_2)^\top.$$

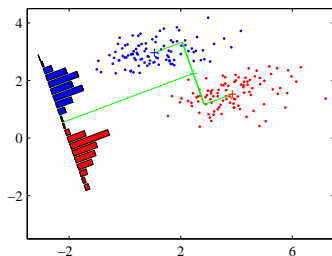
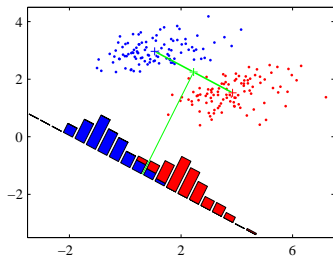
- Finally, by maximizing $J(\mathbf{w})$ we find that

$$\mathbf{w} \propto \mathbf{S}_W^{-1}(\mathbf{m}_2 - \mathbf{m}_1).$$

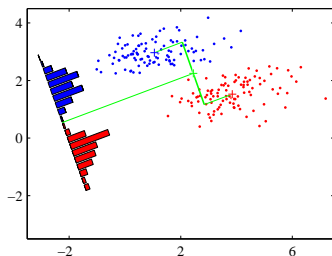
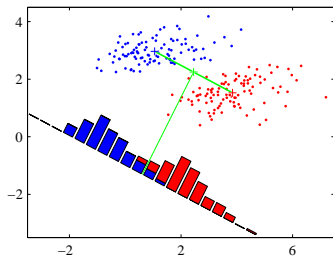
Fisher's Linear Discriminant



Fisher's Linear Discriminant

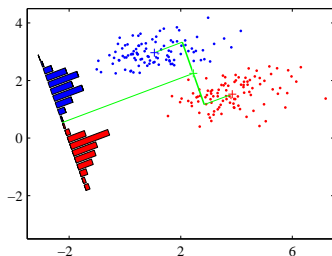
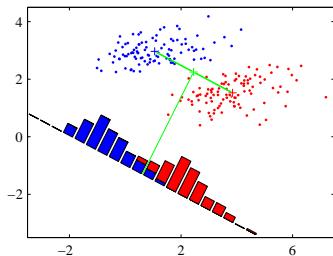


Fisher's Linear Discriminant



- The result is known as Fisher's linear discriminant, although strictly it is not a discriminant but rather a specific choice of direction for projection of the data down to one dimension.

Fisher's Linear Discriminant



- The result is known as Fisher's linear discriminant, although strictly it is not a discriminant but rather a specific choice of direction for projection of the data down to one dimension.
- However, the projected data can subsequently be used to construct a discriminant, by choosing a threshold y_0 so that we classify a new point as belonging to C_1 if $y(\mathbf{x}) \geq y_0$ and classify it as belonging to C_2 otherwise.

Reference

- Andrew Ng. **Machine Learning Course Notes**. 2003.
- Christopher Bishop. **Pattern Recognition and Machine Learning**. Springer. 2006.

Thank you!