

Homework 1 - Machine Learning solution

Problem 1. (You can Google "monty hall problem" for more info)

First, we need to elaborate our assumptions: 1) gold is good, empty and tiger are bad; 2) the host will reveal the doors that are not the guest's first choice and not hiding gold in equal probability; 3) in the perspective of the guest, gold, empty and tiger distribute uniformly behind three doors.

Under those assumptions, we can have a simple solution:

The probability of the gold behind the firstly chosen door is $\frac{1}{3}$. And the guest doesn't switch and gets the gold.

The probability of the gold behind the other two doors that are not firstly chosen is $\frac{2}{3}$. And the host reveals that there is empty behind one of the two doors. So the probability of the guest switching and getting the gold is $\frac{2}{3}$.

So the optimal strategy is switching.

To show this process more formally and using Bayes' rules,

g as *gold*, e as *empty*, gu as *guest*, h as *host*, $d1$ as *door1*, $d2$ as *door2* and $d3$ as *door3*.

For switching, the probability of getting gold is

$$\begin{aligned} & P(g = d2 | gu = d1, h = d3, e = d3) \\ &= \frac{P(g = d2, gu = d1, h = d3, e = d3)}{P(gu = d1, h = d3, e = d3)} \\ &= \frac{P(h = d3 | g = d2, gu = d1, e = d3) P(gu = d1 | g = d2, e = d3) P(g = d2 | e = d3) P(e = d3)}{P(h = d3 | gu = d1, e = d3) P(gu = d1 | e = d3) P(e = d3)} \end{aligned}$$

It is obvious that

$$P(h = d3 | g = d2, gu = d1, e = d3) = 1,$$

$$P(gu = d1 | g = d2, e = d3) = P(gu = d1) = \frac{1}{3},$$

$$P(g = d2 | e = d3) = \frac{1}{2},$$

$$P(e = d3) = \frac{1}{3},$$

$$P(gu = d1|e = d3) = P(gu = d1) = \frac{1}{3}.$$

$$\begin{aligned} P(h = d3|gu = d1, e = d3) &= \sum_g P(h = d3, g|gu = d1, e = d3) \\ &= \sum_g P(h = d3|g, gu = d1, e = d3)P(g|gu = d1, e = d3) \\ &= \sum_g P(h = d3|g, gu = d1, e = d3)P(g|e = d3) \\ &= P(h = d3|g = d1, gu = d1, e = d3)P(g = d1|e = d3) \\ &\quad + P(h = d3|g = d2, gu = d1, e = d3)P(g = d2|e = d3) \\ &\quad + P(h = d3|g = d3, gu = d1, e = d3)P(g = d3|e = d3) \\ &= \frac{1}{2} \times \frac{1}{2} + 1 \times \frac{1}{2} + 0 \times 0 \\ &= \frac{3}{4} \end{aligned}$$

So,

$$\begin{aligned} P(g = d2|gu = d1, h = d3, e = d3) &= \frac{1 \times \frac{1}{3} \times \frac{1}{2} \times \frac{1}{3}}{\frac{3}{4} \times \frac{1}{3} \times \frac{1}{3}} \\ &= \frac{2}{3} \end{aligned}$$

For not switching, the probability of getting gold is

$$\begin{aligned} &P(g = d1|gu = d1, h = d3, e = d3) \\ &= \frac{P(g = d1, gu = d1, h = d3, e = d3)}{P(gu = d1, h = d3, e = d3)} \\ &= \frac{P(h = d3|g = d1, gu = d1, e = d3)P(gu = d1|g = d1, e = d3)P(g = d1|e = d3)P(e = d3)}{P(h = d3|gu = d1, e = d3)P(gu = d1|e = d3)P(e = d3)} \end{aligned}$$

It is obvious that

$$\begin{aligned} P(h = d3|g = d1, gu = d1, e = d3) &= \frac{1}{2}, \\ P(gu = d1|g = d1, e = d3) &= P(gu = d1) = \frac{1}{3}, \\ P(g = d1|e = d3) &= \frac{1}{2}. \end{aligned}$$

So,

$$\begin{aligned} P(g = d1|gu = d1, h = d3, e = d3) &= \frac{\frac{1}{2} \times \frac{1}{3} \times \frac{1}{2} \times \frac{1}{3}}{\frac{3}{4} \times \frac{1}{3} \times \frac{1}{3}} \\ &= \frac{1}{3} \end{aligned}$$

Thus, the optimal strategy is switching.

Problem 2:

2. Consider the following data set

Example	x_1	x_2	x_3	x_4	y
1	0	0	1	0	0
2	0	1	0	0	0
3	0	0	1	1	1
4	1	0	0	1	1
5	0	1	1	0	0
6	1	1	0	0	0
7	0	1	0	1	0

Find the smallest function that can accurately capture this data set. Start from just consider one feature to simple conjunctions and then expand to at least m-of-n rules. Explain why this problem is ill-posed.

Simple conjunctions:

Rule	Counter Example
$T \Leftrightarrow y$	#1
$x_1 \Leftrightarrow y$	#3
$x_2 \Leftrightarrow y$	#2
$x_3 \Leftrightarrow y$	#1
$x_4 \Leftrightarrow y$	#7
$x_1 \wedge x_2 \Leftrightarrow y$	#3
$x_1 \wedge x_3 \Leftrightarrow y$	#3
$x_1 \wedge x_4 \Leftrightarrow y$	#3
$x_2 \wedge x_3 \Leftrightarrow y$	#3
$x_2 \wedge x_4 \Leftrightarrow y$	#7
$x_3 \wedge x_4 \Leftrightarrow y$	#4
$x_1 \wedge x_2 \wedge x_3 \Leftrightarrow y$	#3
$x_1 \wedge x_2 \wedge x_4 \Leftrightarrow y$	#4
$x_1 \wedge x_3 \wedge x_4 \Leftrightarrow y$	#3
$x_2 \wedge x_3 \wedge x_4 \Leftrightarrow y$	#3
$x_1 \wedge x_2 \wedge x_3 \wedge x_4 \Leftrightarrow y$	#4

No simple rule could explain the data.

Expand to m of n rules using linear Threshold Units.

$$f(x) = \begin{cases} 1 & \text{if } w_1x_1 + w_2x_2 + \dots + w_nx_n \geq w_0 \\ 0 & \text{otherwise} \end{cases}$$

i.e at least 2 of $\{x_1, x_2, x_3\} \Leftrightarrow y$
 $1 \cdot x_1 + 0 \cdot x_2 + 1 \cdot x_3 + 1 \cdot x_4 \geq 2$

M of N rules	Counter Example			
Var	1 of	2 of	3 of	4 of
{x1}	#3			
{x2}	#2			
{x3}	#1			
{x4}	#7			
{x1, x2}	#3	#3		
{x1, x3}	#5	#3		
{x1, x4}	#6	#3		
{x2, x3}	#2	#3		
{x2, x4}	#2	#7		
{x3, x4}	#5	#4		
{x1, x2, x3}	#1	#3	#3	
{x1, x2, x4}	#2	#3	#3	
{x1, x3, x4}	#1	Capture	#3	
{x2, x3, x4}	#1	#5	#3	
{x1, x2, x3, x4}	#1	#5	#3	#3

One of the rules could capture the dataset.

The problem is ill-posed since 4 variables have 16 inputs. There will be total 2^{16} (65536) results of Boolean functions. We have 7 examples and have 2^9 possibilities of the rest datasets. The space of all possible function is too large making learning impossible. We have to apply our prior knowledge or experience to acquire a smaller hypothesis space. However, the solution is not unique, and the problem is ill-posed.

Problem 3. (You can also google "**One-VS-All**", "**One-VS-One**" for further info)

For perceptron as a binary classifier, we have

$$h(\mathbf{x}) = \text{sign}(\mathbf{w}^T \mathbf{x})$$

In canonical form, there is w_0 contained in \mathbf{w} for the bias term.

To extend the binary classification to multi-class classification, we can simply calculate a weight parameter for each class. So our parameter for N classes becomes

$$\mathbf{W} = [\mathbf{w}_1, \mathbf{w}_2, \dots, \mathbf{w}_N]$$

The multi-class classifier becomes

$$h(\mathbf{x}) = [\text{sign}(\mathbf{w}_1^T \mathbf{x}), \text{sign}(\mathbf{w}_2^T \mathbf{x}), \dots, \text{sign}(\mathbf{w}_N^T \mathbf{x})]$$

So if the data point belongs to one of the classes, the sign of the corresponding class will be $+1$, the signs of all other classes will be -1 .

Problem 4.

For the loss function

$$J(\mathbf{w}) = \frac{1}{N} \sum_{i=1}^N z_i \max(0, -y_i \mathbf{w} \cdot x_i)$$

We have

$$J_i(\mathbf{w}) = \max(0, -y_i \mathbf{w} \cdot x_i)$$

So

$$\frac{\partial J_i}{\partial w_j} = \begin{cases} 0 & \text{if } y_i \mathbf{w} \cdot x_i > 0 \\ -z_i y_i x_{ij} & \text{otherwise} \end{cases}$$
$$\nabla J_i = \begin{cases} 0 & \text{if } y_i \mathbf{w} \cdot x_i > 0 \\ -z_i y_i x_i & \text{otherwise} \end{cases}$$

So the batch perceptron algorithm can be modified as following:

Let $\mathbf{w} = (0, 0, \dots, 0)$ be the initial weight vector, $g = (0, 0, \dots, 0)$ be the initial gradient vector.

Repeat until convergence

For $i = 1$ to N do

$$u_i = \mathbf{w} \cdot \mathbf{x}_i$$

If $(y_i \cdot u_i < 0)$

For $j = 1$ to n do

If $(y_i = -1)$

$$z_i = c_0$$

If $(y_i = 1)$

$$z_i = c_1$$

$$g_j := g_j - z_i y_i \cdot x_{ij}$$

$$g := g/N$$

$$\mathbf{w} := \mathbf{w} - \eta g$$

Reset g to initial value

Problem 5. (easy question)

$$\begin{aligned} p_0(\mathbf{x}, \mathbf{w}) &= 1 - p_1(\mathbf{x}, \mathbf{w}) \\ &= 1 - \frac{1}{1 + \exp(-\mathbf{w} \cdot \mathbf{x})} \\ &= \frac{\exp(-\mathbf{w} \cdot \mathbf{x})}{1 + \exp(-\mathbf{w} \cdot \mathbf{x})} \end{aligned}$$

So,

$$\begin{aligned} \log \frac{p_1(\mathbf{x}, \mathbf{w})}{p_0(\mathbf{x}, \mathbf{w})} &= \log \frac{\frac{1}{1 + \exp(-\mathbf{w} \cdot \mathbf{x})}}{\frac{\exp(-\mathbf{w} \cdot \mathbf{x})}{1 + \exp(-\mathbf{w} \cdot \mathbf{x})}} \\ &= \log \frac{1}{\exp(-\mathbf{w} \cdot \mathbf{x})} \\ &= -\log \exp(-\mathbf{w} \cdot \mathbf{x}) \\ &= -(-\mathbf{w} \cdot \mathbf{x}) \\ &= \mathbf{w} \cdot \mathbf{x} \end{aligned}$$

Then,

$$\begin{aligned} p_1(\mathbf{x}, \mathbf{w}) &= \frac{1}{1 + \exp(-\mathbf{w} \cdot \mathbf{x})} \\ &= \frac{1}{1 + e^{-\mathbf{w} \cdot \mathbf{x}}} \\ &= \frac{1}{1 + (e^{\mathbf{w} \cdot \mathbf{x}})^{-1}} \\ &= \frac{1}{1 + \frac{1}{e^{\mathbf{w} \cdot \mathbf{x}}}} \\ &= \frac{1}{\frac{1 + e^{\mathbf{w} \cdot \mathbf{x}}}{e^{\mathbf{w} \cdot \mathbf{x}}}} \\ &= \frac{e^{\mathbf{w} \cdot \mathbf{x}}}{1 + e^{\mathbf{w} \cdot \mathbf{x}}} \\ &= \frac{\exp(\mathbf{w} \cdot \mathbf{x})}{1 + \exp(\mathbf{w} \cdot \mathbf{x})} \end{aligned}$$