Al and Deep Learning

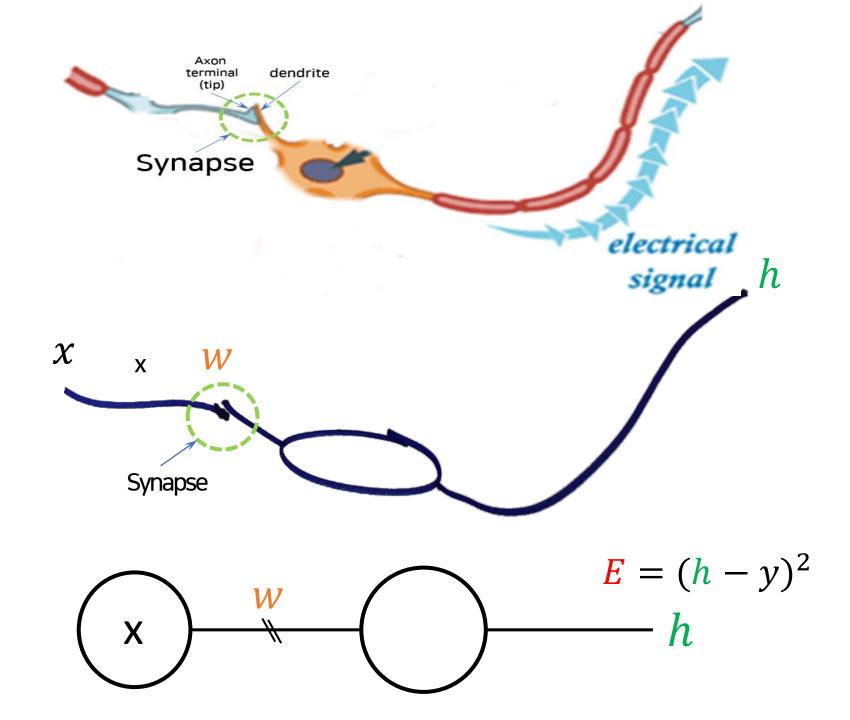
Logistic Regression (1)

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Agenda

- Artificial Intelligence
- Brain, Neurons
- Learning
- Regression
- Deep Neural Networks
- · CNN





Logistic Regression

The shape of regression is not linear but logistic.

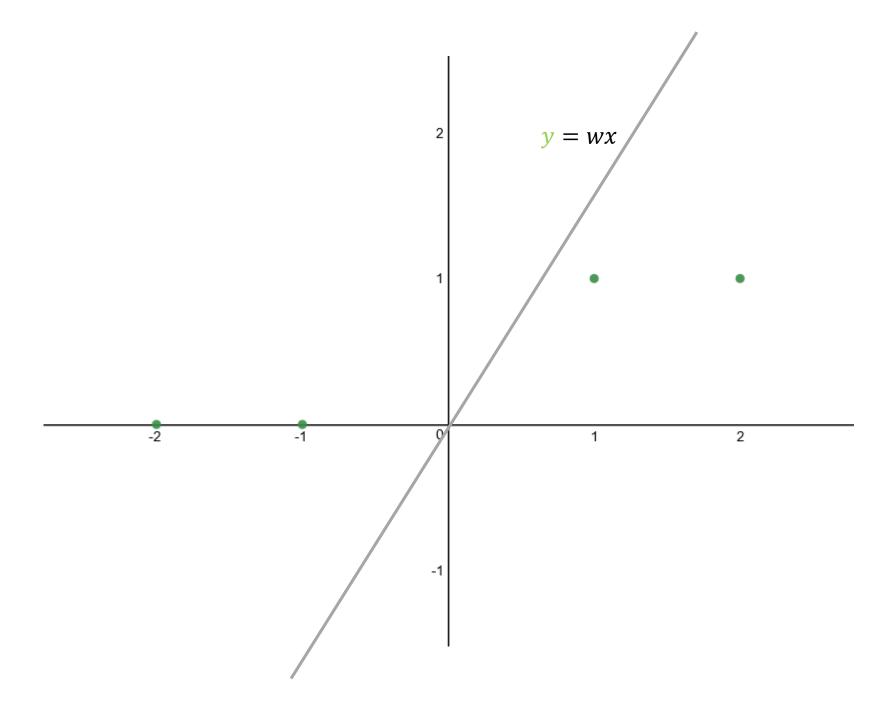
What does that mean?

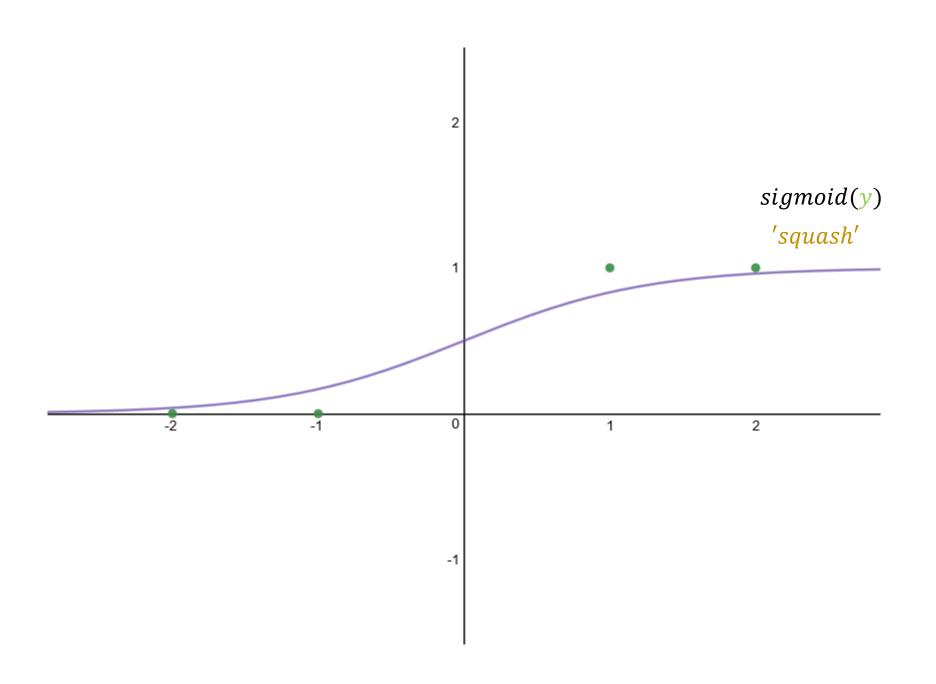
desmos

점 (-2, 0), (-1, 0), (1, 1), (2, 1) 표시

$$y = wx$$

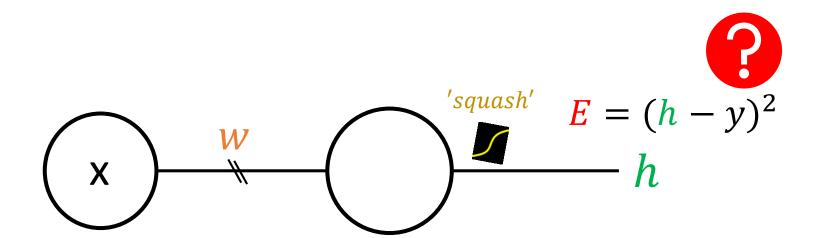
$$y = \frac{1}{1 + e^{-wx}}$$





가설

$$hypo = \frac{1}{1 + e^{-wx}}$$



선형 회귀 오류 함수

Prediction by a neuron

$$cost = \frac{1}{m} \sum_{i=1}^{m} (hypo(x_i) - y_i)^2$$
Correct answer

"로지스틱 리그레션에도 동작할까?"

desmos

$$y = wx$$
$$y = \frac{1}{1 + e^{-wx}}$$

점 (1, 1)만 표시

$$E = \left(\frac{1}{1 + e^{-w \cdot 1}} - 1\right)^2$$

(w, E)

desmos

$$h = \frac{1}{1 + e^{-wx}}$$

$$E = \left(\frac{1}{1 + e^{-w \cdot -1}} - \mathbf{0}\right)^2 + \left(\frac{1}{1 + e^{-w \cdot 1}} - \mathbf{1}\right)^2$$

(w, E)

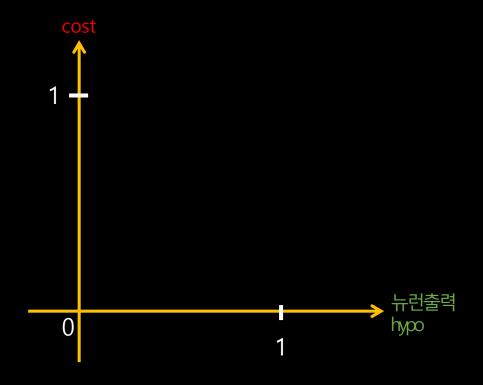
Cost/Loss/Stress Function 문제

오류함수

- 뉴런의 출력 (hypo, 가설)이 정답과 일치하면 에러=0
- 뉴런의 출력 (hypo, 가설)이 정답과는 정반대 값이면 에러=∞

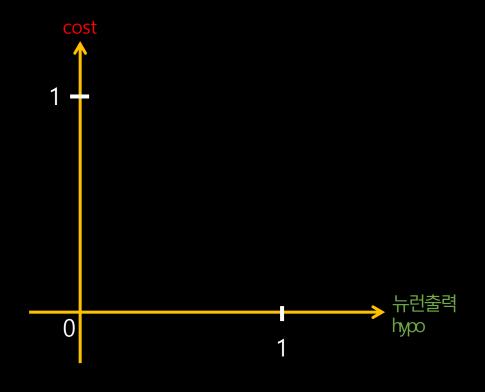
오류 함수

- 정답이 1일 때
- 뉴런 출력(hypo)이 1이면 오류는 0이 되게
- 뉴런 출력(hypo)이 0이면 오류는 ∞가 되게



오류 함수

- 정답이 0일 때
- 뉴런 출력(hypo)이 0이면 오류는 0이 되게
- 뉴런 출력(hypo)이 1이면 오류는 ∞가 되게

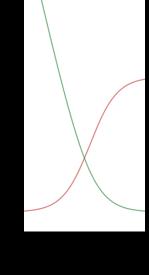




x: Prediction by a neuron

$$y = -\log(x)$$

$$y = -\log(1-x)$$

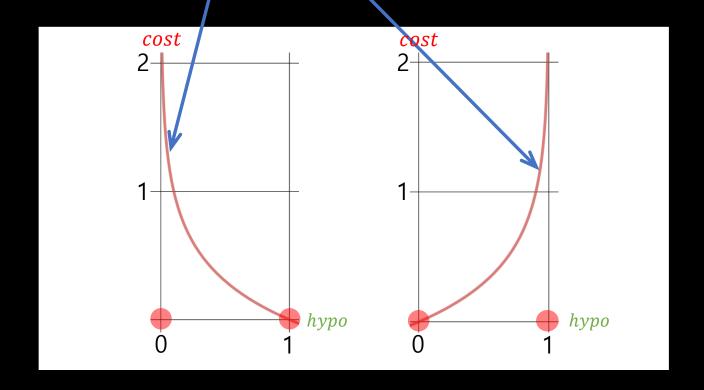


오류 함수

Prediction by a neuron

Correct answer

$$cost = \begin{cases} -\log(hypo) &: y = 1\\ -\log(1 - hypo) &: y = 0 \end{cases}$$

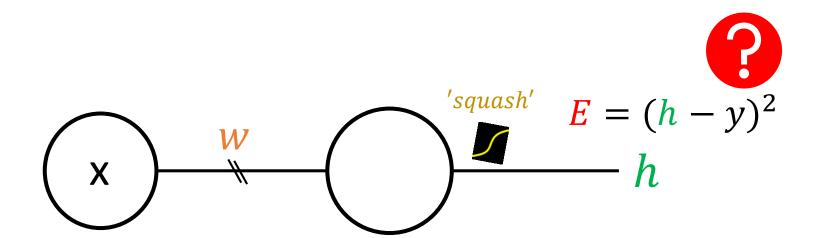


오류함수

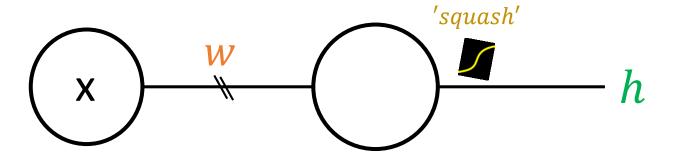
$$cost = \begin{cases} -\log(H(X)) &: y = 1\\ -\log(1 - H(X)) &: y = 0 \end{cases}$$

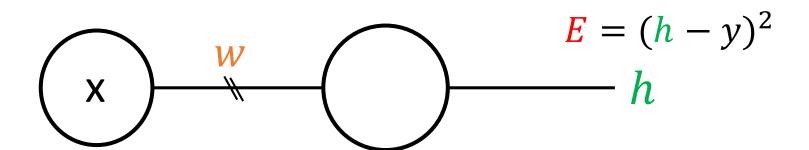
$$cost = -y \log(H(X)) - (1 - y)\log(1 - H(X))$$
$$cost = -(y \log(H(X)) + (1 - y)\log(1 - H(X)))$$

$$W = W - \alpha \frac{\partial}{\partial W} cost(W)$$

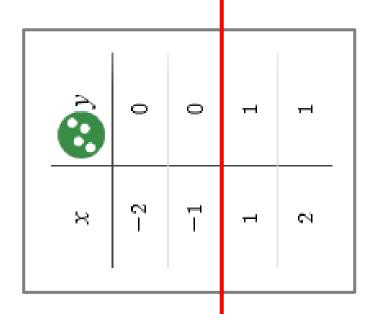


$$E = -(y \log(h) + (1 - y)\log(1 - h))$$

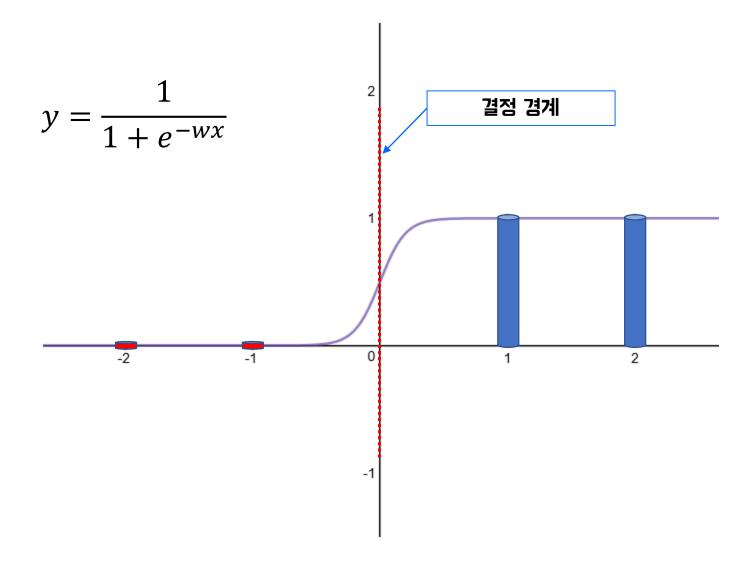


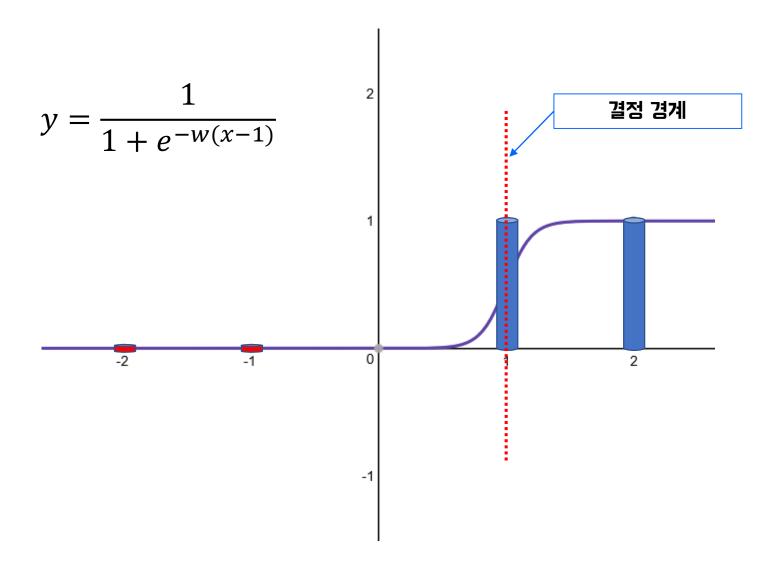


	x	ॐ у
	-2	0
	-1	0
	1	1
	2	1
L		-



0, 1을 결정(decision)하는 경계(boundary)



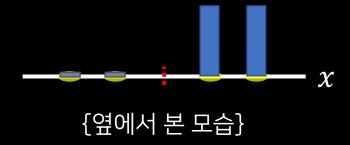


결정 경계

$$h = \frac{1}{1 + e^{-w(x)}}$$
 ਭੁੱਕ ਭੁੱਕ
 or ,
 $h = \text{sigmoid } (wx)$

결정 경계

$$wx = 0$$
$$x = 0$$



$$wx + b = 0$$

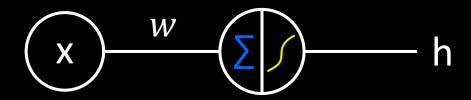
$$x + 1 = 0$$

$$2x + 3 = 0$$

$$\sim$$
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{위에서 본 모습}

신경 세포 기능

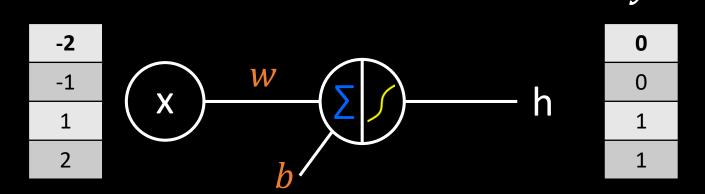


- 신경세포 1개가 할 수 있는 것은?
- 입력 x에 따라 0, 혹은 1(fire)을 출력함.

Classification

- Pass(1) or Fail(0)
- Spam(1) or Ham(0)
- Scam(fraud, 1) or not(0)
- Safe(1) or Dangerous(0)
- Intrusion/virus(1) or not(0)
- Cancer(1) or not(0)
- Binary classification -> Multiple classification

$$h = \begin{cases} 1 & if \ wx \ge 0 \\ 0 & otherwise \end{cases}$$



$$h = \begin{cases} 1 & if \ wx + b \ge 0 \\ 0 & otherwise \end{cases}$$

(실습) 11.py

음수는 0으로 양수는 1로 분류

```
cost = -(y \log(H(X)) + (1 - y)\log(1 - H(X)))
x_{data} = [-2., -1, 1, 2]
y_{data} = [0., 0, 1, 1]
#---- a neuron
w = tf.Variable(tf.random_normal([1]))
hypo = tf.sigmoid(x_data * w)
#---- learning
cost = -tf.reduce_mean(y_data * tf.log(hypo) +
        tf.subtract(1., y_data) * tf.log(tf.subtract(1., hypo)))
train = tf.train.GradientDescentOptimizer(learning_rate=0.01).minimize(cost)
sess = tf.Session()
sess.run(tf.global_variables_initializer())
for step in range(5001):
    sess.run(train)
#---- testing(classification)
```

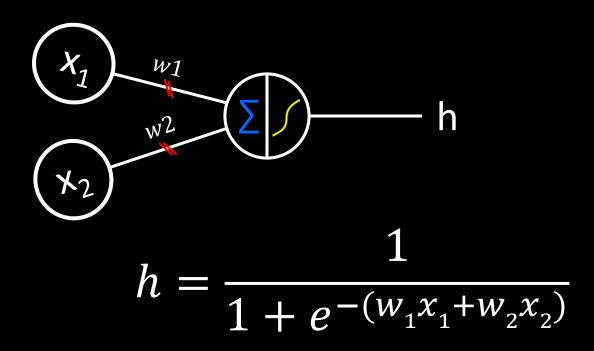
predicted = tf.cast(hypo > 0.5, dtype=tf.float32)

p = sess.run(predicted)
print("Predicted: ", p)

(실습) 12.py

바이어스를 갖는 뉴런

신경세포 (2 입력)



신경 세포 (2 입력)

{위에서 본 모습}

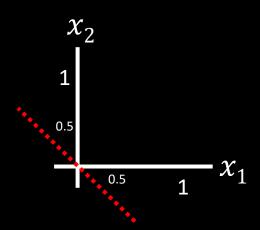
•결정 경계는?

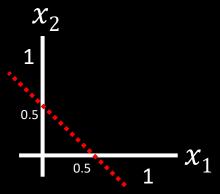
$$w_1 x_1 + w_2 x_2 = 0$$

 $x_1 + x_2 = 0$

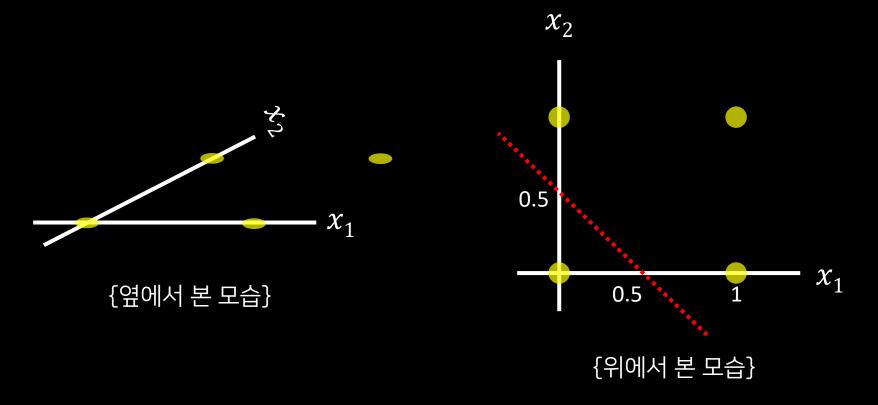
$$w_1 x_1 + w_2 x_2 = b$$

 $x_1 + x_2 = 0.5$

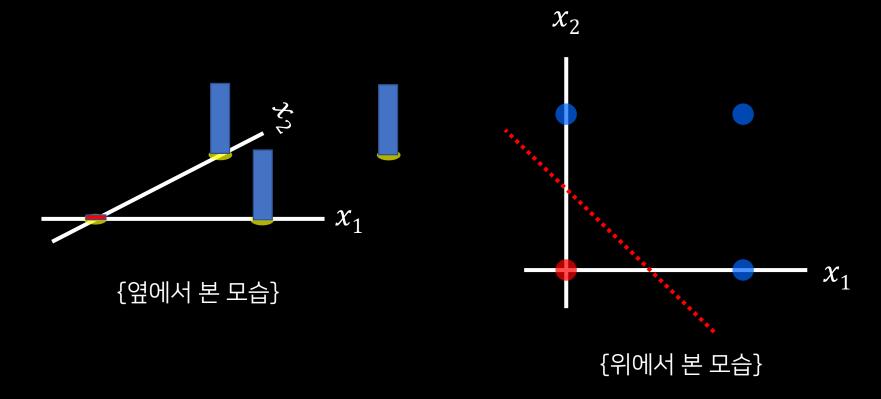




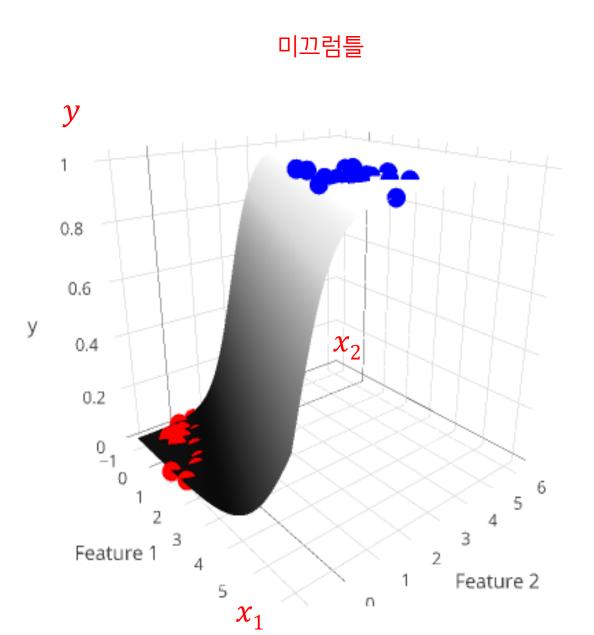
신경세포(2입력)



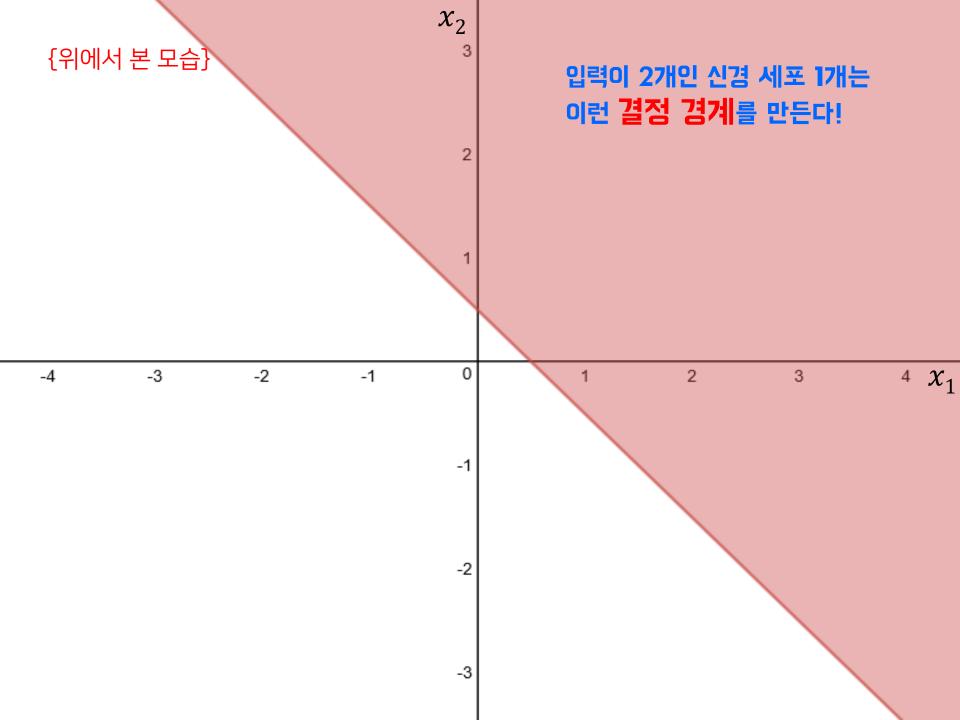
신경세포 (2 입력)



Logistic Regression: 2 Features

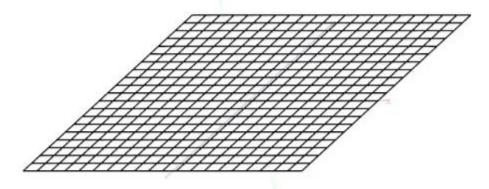






Decision Boundary in 3D

 $sigmoid(w1 \cdot length + w2 \cdot width + b)$



```
surface(f(x,z)=sig(w1·x+w2·z+b))

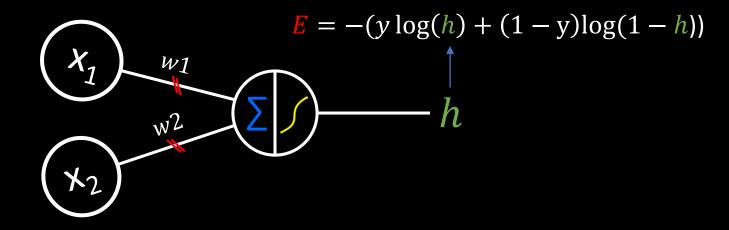
w1 = 10.00

w2 = 0.00

b = 0.00
```

(실습) 13.py

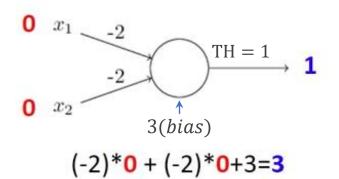
- 입력 두개(x1, x2)를 갖는 뉴런을 이용하여 OR 맞추기
- 한 개의 결정 경계



x_1	x_2	AND(h)
0	0	0
0	1	0
1	0	0
1	1	1

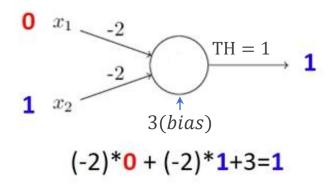
NAND

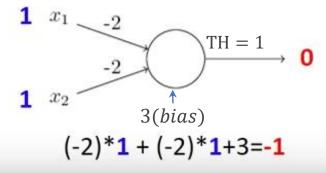
- NAND gates are functionally complete.
- We can build any logical functions out of them.

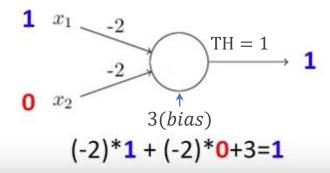


NAND Truth Table

Input A	Input B	Output Q
0	0	1
0	1	1
1	0	1
1	1	0







요 약

- 로지스틱 리그레션과 분류(classification)
- 로지스틱 리그레션을 위한 cost 함수
- 한 개의 뉴런이 만들어 내는 결정 경계
- 텐서 플로우를 이용한 ML 프로그래밍