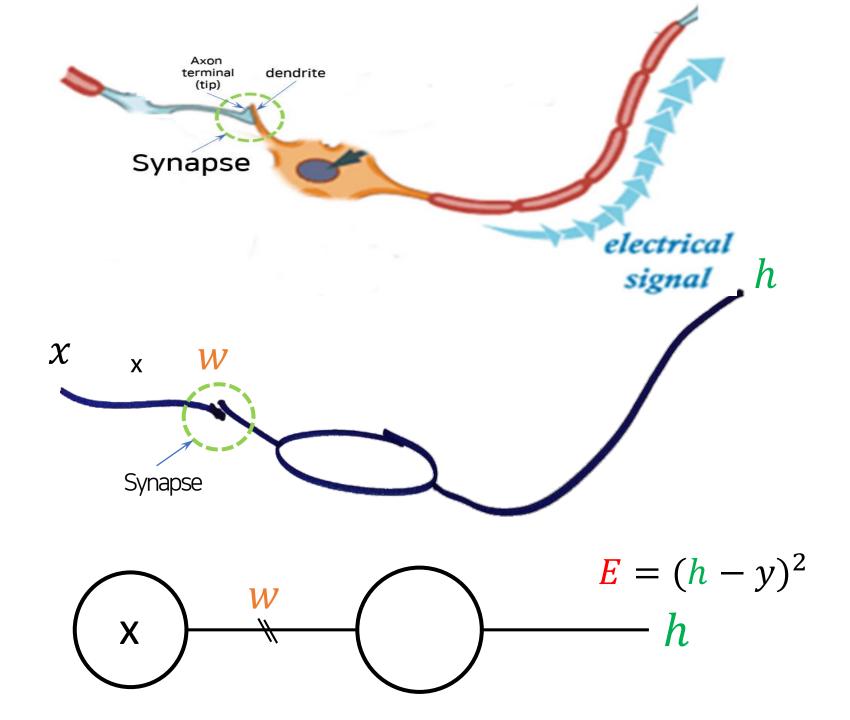
Al and Deep Learning

로지스틱 회귀와 분류(1)

- 결정 경계 -

제주대학교 <u>변 영</u> 철

http://github.com/yungbyun/mllecture



Logistic Regression

The shape of regression is not linear but logistic.

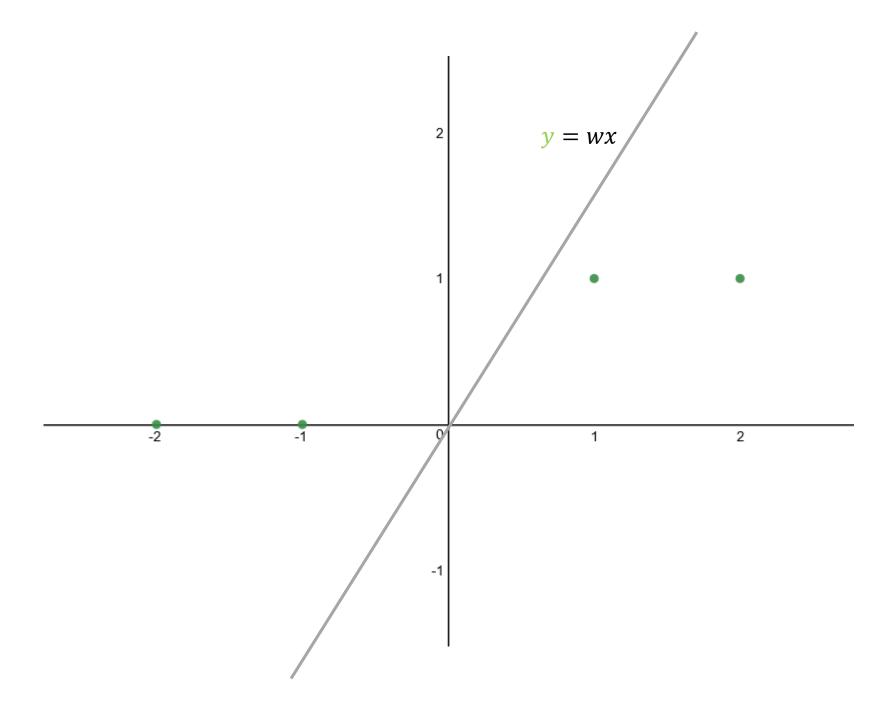
What does that mean?

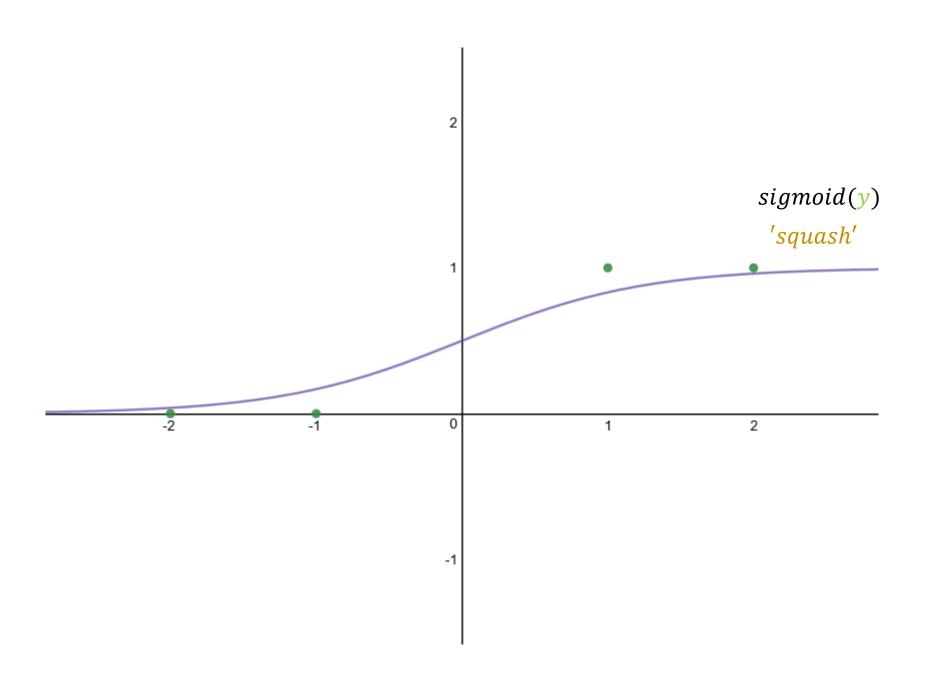
desmos

점 (-2, 0), (-1, 0), (1, 1), (2, 1) 표시

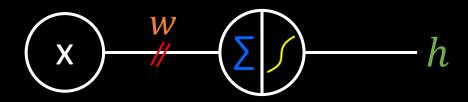
$$y = wx$$

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



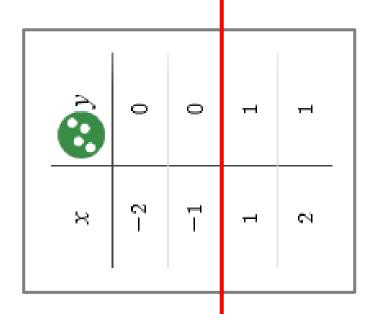


신경 세포 기능

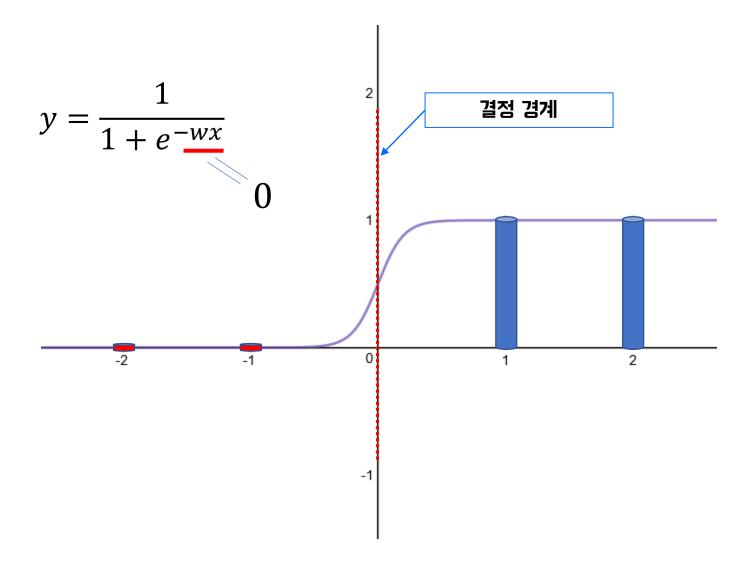


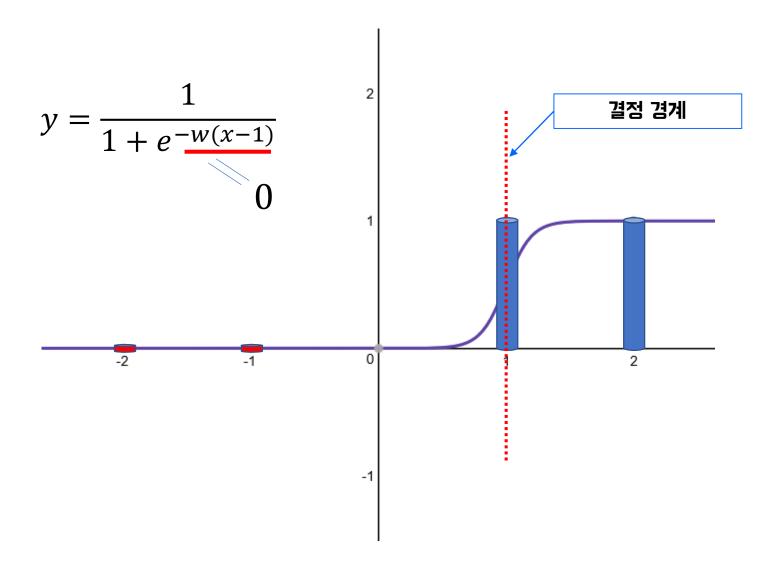
- 신경세포 1개가 할 수 있는 것은?
- 입력 x에 따라 0, 혹은 1(fire)을 출력함.
- 0 혹은 1을 결정하는 기준은?

	x	ॐ у
	-2	0
	-1	0
	1	1
	2	1
L		•



0, 1을 결정(decision)하는 경계(boundary)





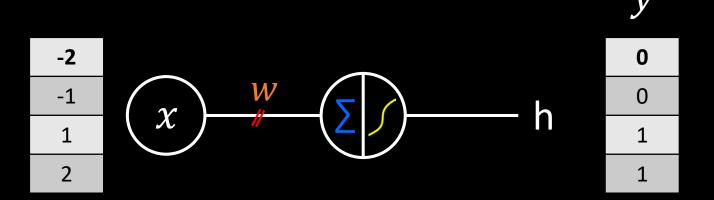
결정 경계

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

Classification

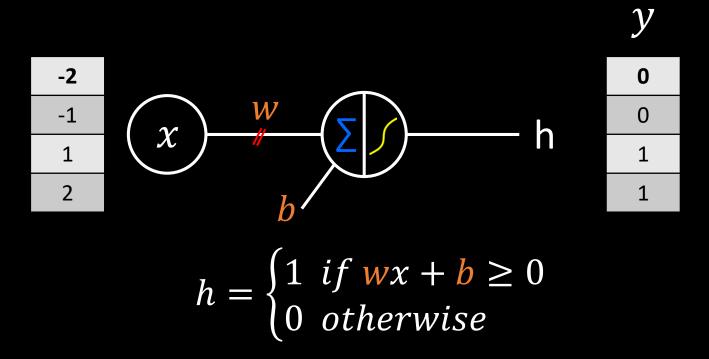
- Pass(1) or Fail(0)
- Spam(1) or Ham(0)
- Scam(fraud, 1) or not(0)
- Safe(1) or Dangerous(0)
- Intrusion/virus(1) or not(0)
- Cancer(1) or not(0)
- Binary classification -> Multiple classification

뉴런 그림만 보고 결정 경계를 알 수 있을까?



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

뉴런 그림만 보고 결정 경계를 알 수 있을까?



가설

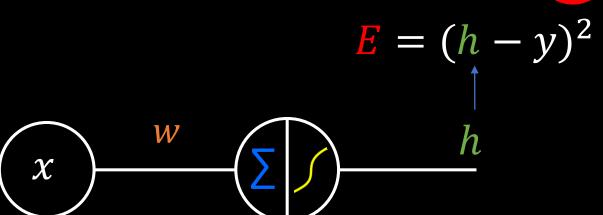
$$hypo = \frac{1}{1 + e^{-wx}}$$

가설은 뭐다?

가설 안에 결정 경계

선형회귀오류함수





선형 회귀 오류 함수

Prediction by a neuron

$$E = \frac{1}{m} \sum_{i=1}^{m} (h_i - y_i)^2$$
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

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

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

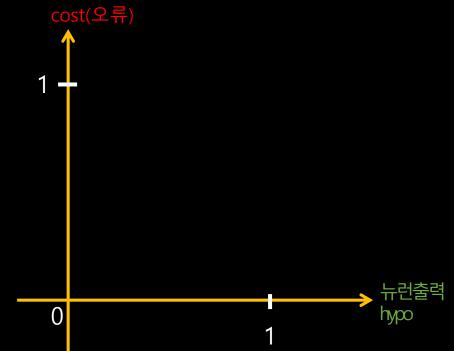
(w, E)

에러 그래프 모양 vs. 바람직한 모양 은???

동작하지 않는다. 경사하강이 불가능

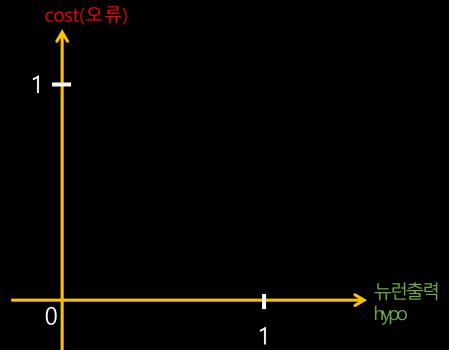
새로운 오류 함수

- 정답이 1일 때
- 뉴런이(hypo) 정답을 맞추면(1이면)오류는 없다고(0)알려주고,
- 뉴런이(hypo)
 정답과는 정반대로
 대답하면(0이면)
 오류는 크다고(∞)
 알려주자.



새로운 오류 함수

- 정답이 0일 때
- 뉴런이(hypo) 정답을 맞추면(0이면)오류는 0
- 뉴런이(hypo)
 정답과는 정반대로
 대답하면(1이면)
 오류는 ∞가 되게

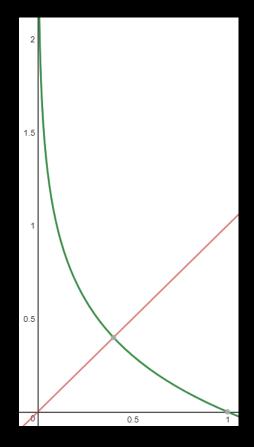


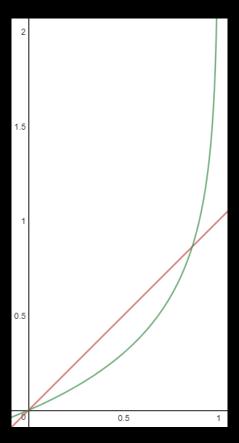


h: Prediction by a neuron: wx

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

$$y = -\log(h) \qquad y = -\log(1-h)$$



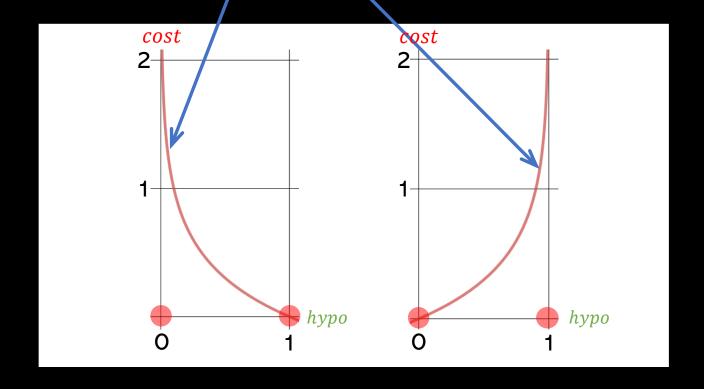


Error Function

Prediction by a neuron

Correct answer

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



Error Function

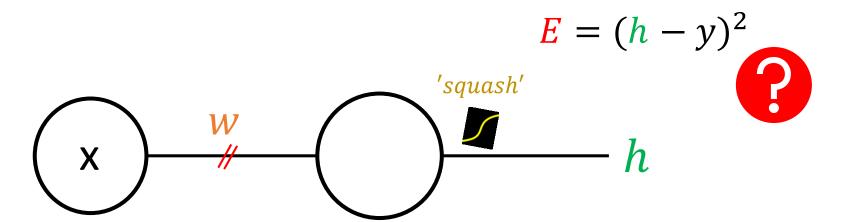
$$cost = \begin{cases} -\log(H(X)) &: y = 1\\ -\log(1 - H(X)) &: y = 0 \end{cases}$$

$$E = -y \log(H(X)) - (1 - y) \log(1 - H(X))$$

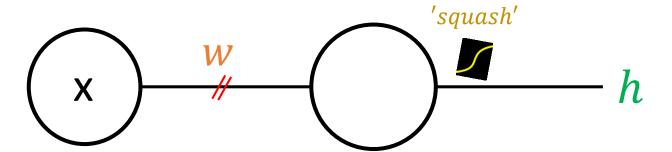
$$E = -(y \log(H(X)) + (1 - y) \log(1 - H(X)))$$

$$w = w - \alpha \cdot Gradient$$

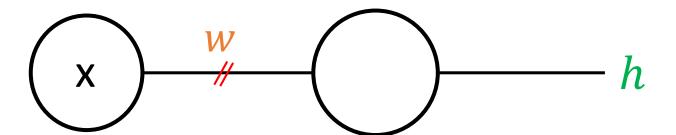
$$\frac{\partial E}{\partial w}$$



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

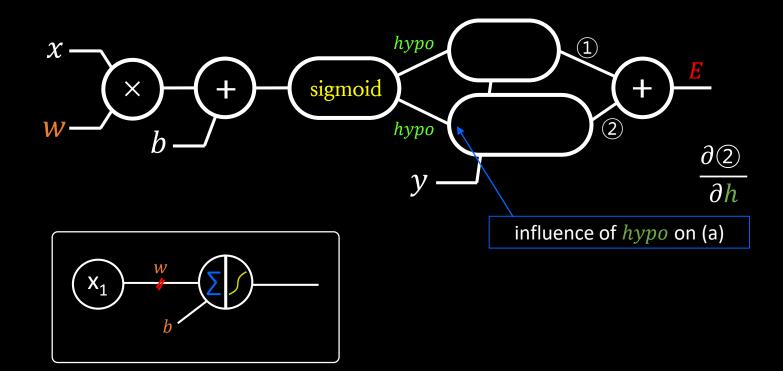


$$E = (h - y)^2$$

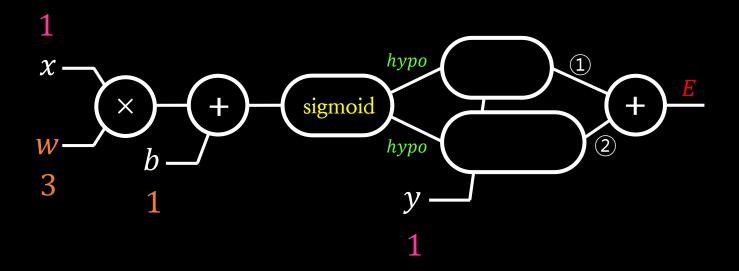


Computational Graph

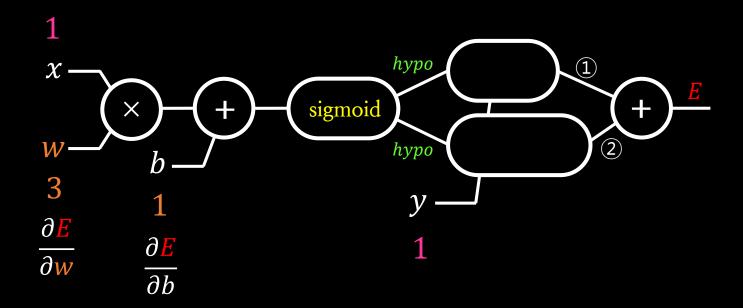
Computational Graph



Forward propagation



Back-propagation



$$w = w - \propto \frac{\partial E}{\partial w}$$

$$\mathbf{b} = \mathbf{b} - \propto \cdot \frac{\partial \mathbf{E}}{\partial b}$$

(실습) 11.py

입력이 음수면 0을, 입력이 양수면 1을 출력

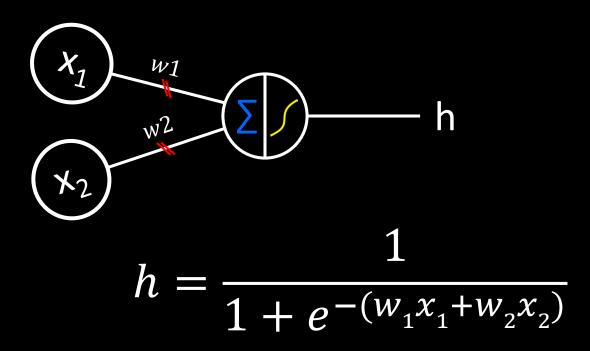
```
cost = -(y \log(H(X)) + (1 - y)\log(1 - H(X)))
x_{data} = [-2., -1, 1, 2]
y_{data} = [0., 0, 1, 1]
#---- a neuron
w = tf.Variable(tf.random_normal([1]))
hypo = tf.sigmoid(x_data * w)
#---- learning
cost = -tf.reduce_mean(y_data * tf.log(hypo) +
        tf.subtract(1., y_data) * tf.log(tf.subtract(1., 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



{위에서 본 모습}

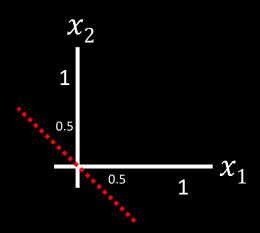
• 결정 경계는?

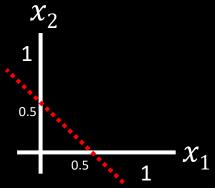
$$w_1 x_1 + w_2 x_2 = 0$$

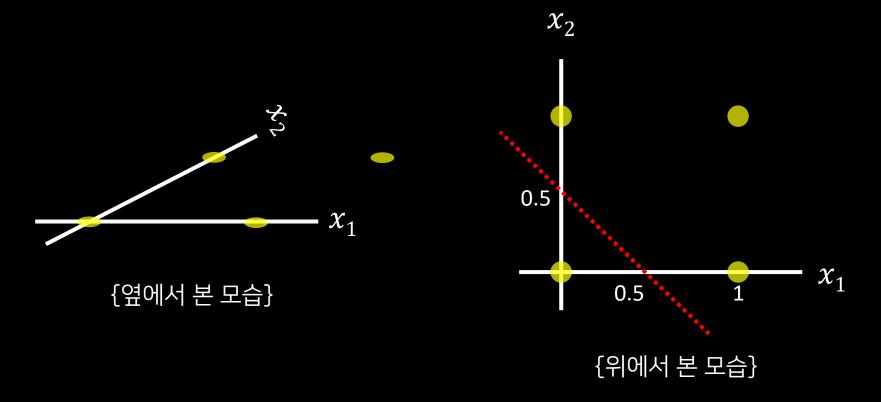
 $x_1 + x_2 = 0$

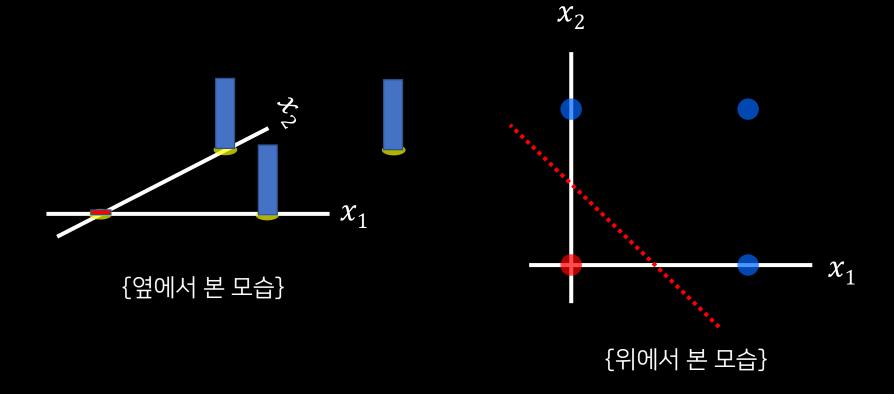
$$w_1 x_1 + w_2 x_2 = b$$

 $x_1 + x_2 = 0.5$

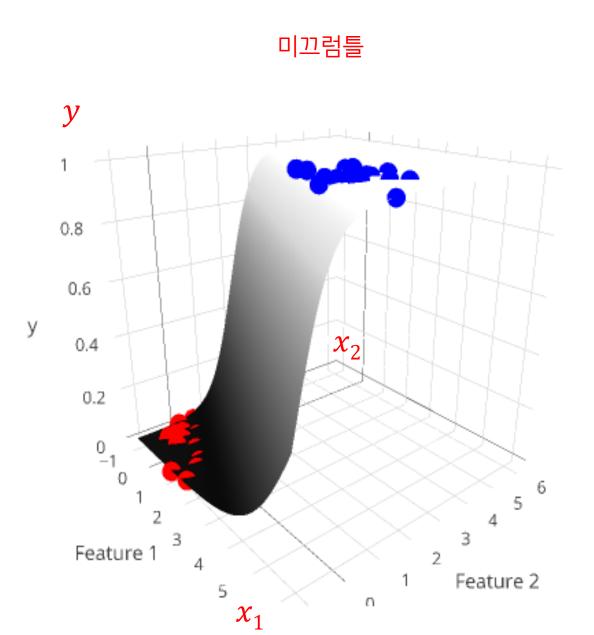




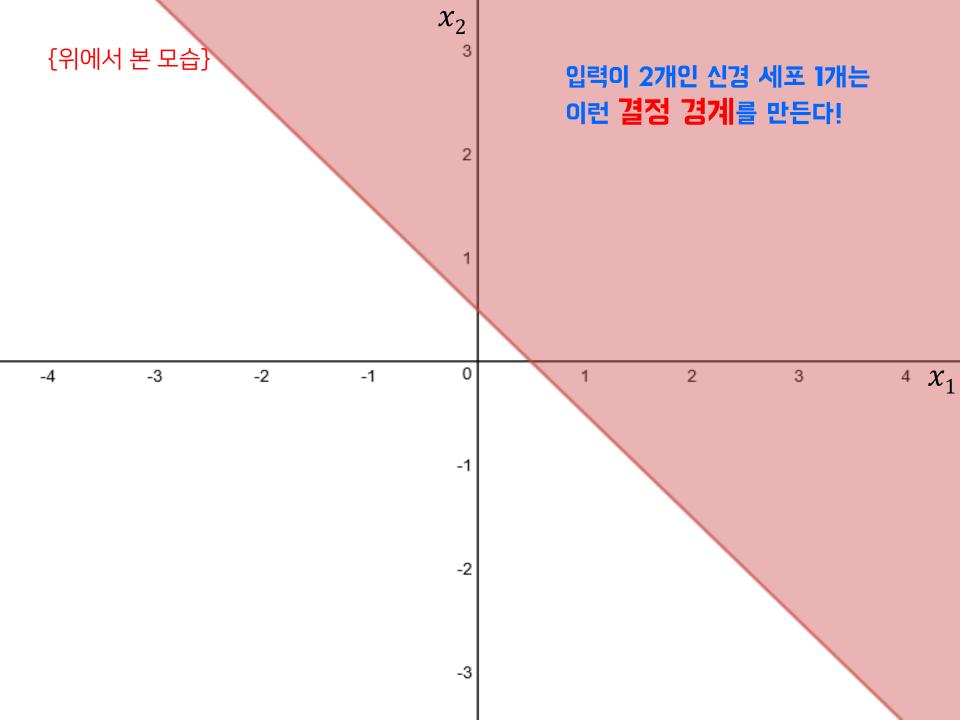




Logistic Regression: 2 Features

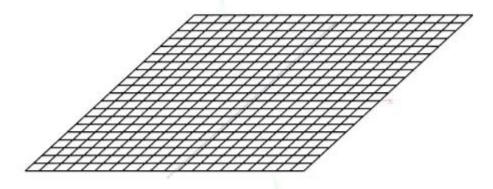






Decision Boundary in 3D

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



```
surface(f(x,z)=sig(w1·x+w2·z+b))

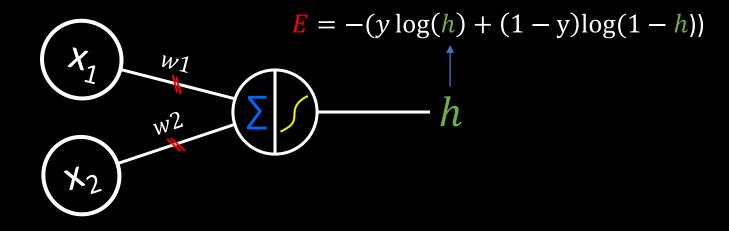
w1 = 10.00

w2 = 0.00

b = 0.00
```

(실습) 13.py

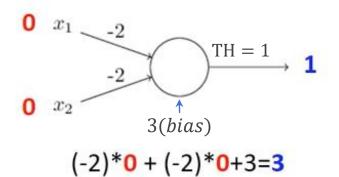
- 입력 두개(x1, x2)를 갖는 뉴런을 이용하여 OR 맞추기
- 한 개의 결정 경계



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

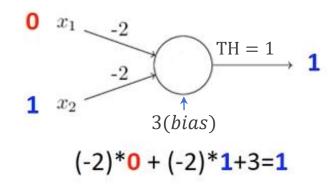
NAND

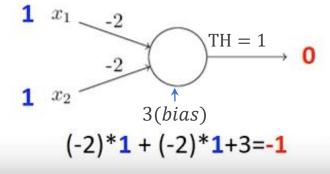
- NAND gates are functionally complete.
- We can build any logical functions out of them.

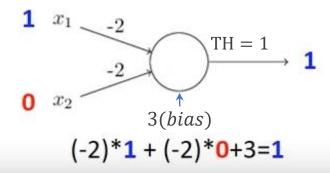


NAND Truth Table

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







이번 학습에서는

- 로지스틱 리그레션을 위한 오류함수를 어떻게 디자인 하는지 이해할 수 있다.
- 한 개의 뉴런이 만들어 내는 결정 경계 를 이해할 수 있다.
- 결정경계를 옆에서 본 모습, 위에서 본 모습을 이해할 수 있다.
- 신경세포의 입력의 수에 따른 결정경계 를 이해할 수 있다.