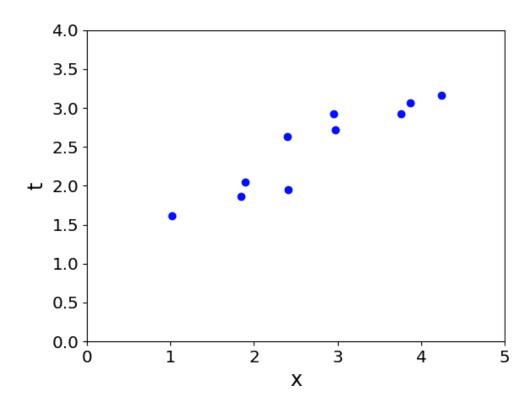
기계학습 (2022년도 2학기)

Linear Regression

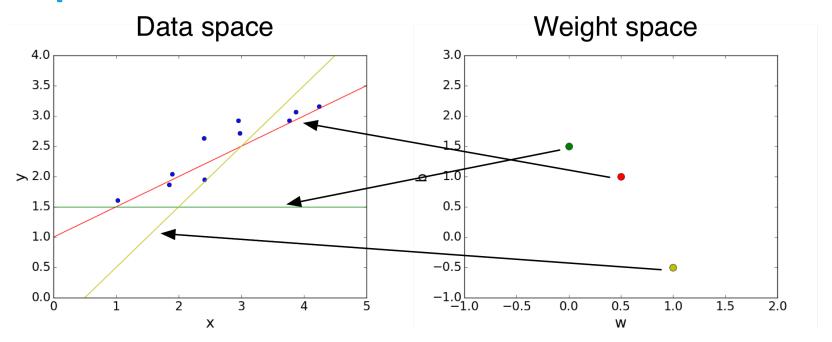
전북대학교 컴퓨터공학부

Overview

- So far, we've talked about procedures for learning.
 - KNN, decision trees, bagging, boosting
- For the remainder of this course, we'll take a more modular approach:
 - choose a model describing the relationships between variables of interest
 - define a loss function quantifying how bad is the fit to the data
 - choose a regularizer saying how much we prefer different candidate explanations
 - fit the model, e.g. using an optimization algorithm
- By mixing and matching these modular components, your ML skills become combinatorially more powerful!



- Want to predict a scalar t as a function of a scalar x
- Given a dataset of pairs $\{(\mathbf{x}^{(i)}, t^{(i)})\}_{i=1}^{N}$
- The $x^{(i)}$ are called inputs, and the $t^{(i)}$ are called targets.



Model: y is a linear function of x:

$$y = wx + b$$

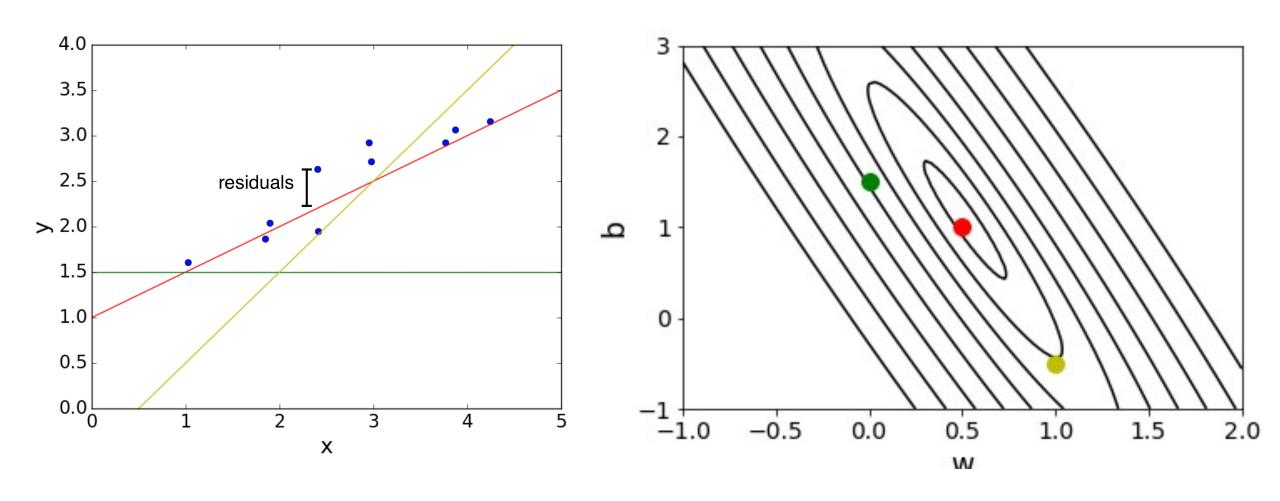
- *y* is the **prediction**
- w is the weight
- *b* is the **bias**
- w and b together are the parameters
- Settings of the parameters are called hypotheses

Loss function: squared error (says how bad the fit is)

$$\mathcal{L}(y,t) = \frac{1}{2}(y-t)^2$$

- \blacksquare y t is the residual, and we want to make this small in magnitude
- The $\frac{1}{2}$ factor is just to make the calculations convenient.
- Cost function: loss function averaged over all training examples

$$\mathcal{J}(w,b) = \frac{1}{2N} \sum_{i=1}^{N} \left(y^{(i)} - t^{(i)} \right)^{2}$$
$$= \frac{1}{2N} \sum_{i=1}^{N} \left(wx^{(i)} + b - t^{(i)} \right)^{2}$$



- Suppose we have multi-dimensional inputs $\mathbf{x} = \{x_1, ..., x_D\}$. This is referred to as multivariable regression.
- This is no different than the single input case, just harder to visualize.
- Linear model

$$y = \sum_{j} w_{j} x_{j} + b$$

Computing the prediction using a for loop:

 For-loops in Python are slow, so we vectorize algorithms by expressing them in terms of vectors and matrices.

$$\mathbf{w} = (w_1, \dots, w_D)^{\top} \quad \mathbf{x} = (x_1, \dots, x_D)^{\top}$$
 $y = \mathbf{w}^{\top} \mathbf{x} + b$

■ This is simpler and much faster:

$$y = np.dot(w, x) + b$$

- Why vectorize?
 - The equations, and the code, will be simpler and more readable. Gets rid of dummy variables/indices!
 - Vectorized code is much faster
 - Cut down on Python interpreter overhead
 - Use highly optimized linear algebra libraries
 - Matrix multiplication is very fast on a Graphics Processing Unit (GPU)

- We can take this a step further. Organize all the training examples into the design matrix X with one row per training example, and all the targets into the target vector t.
 One feature across
 - Training example은 column vector라고 가정

$$\mathbf{X} = \begin{pmatrix} \mathbf{x}^{(1)\top} \\ \mathbf{x}^{(2)\top} \\ \mathbf{x}^{(3)\top} \end{pmatrix} = \begin{pmatrix} 8 & 0 & 3 & 0 \\ 6 & -1 & 5 & 3 \\ 2 & 5 & -2 & 8 \end{pmatrix}$$
 one training example (vector)

all training examples

Computing the predictions for the whole dataset:

$$\mathbf{X}\mathbf{w} + b\mathbf{1} = \begin{pmatrix} \mathbf{w}^{\top}\mathbf{x}^{(1)} + b \\ \vdots \\ \mathbf{w}^{\top}\mathbf{x}^{(N)} + b \end{pmatrix} = \begin{pmatrix} y^{(1)} \\ \vdots \\ y^{(N)} \end{pmatrix} = \mathbf{y}$$

Computing the squared error cost across the whole dataset:

$$\mathbf{y} = \mathbf{X}\mathbf{w} + b\mathbf{1}$$

$$\mathcal{J} = \frac{1}{2N} \|\mathbf{y} - \mathbf{t}\|^2$$

■ In Python:

$$y = np.dot(X, w) + b$$

 $cost = np.sum((y - t) ** 2) / (2. * N)$

Solving the optimization problem

- We defined a cost function. This is what we'd like to minimize.
- Recall from calculus class: minimum of a smooth function (if it exists) occurs at a critical point, i.e. point where the derivative is zero.
- Multivariate generalization: set the partial derivatives to zero. We call this a direct solution.

Direct solution

■ Partial derivatives (편미분): derivatives of a multivariate function with respect to one of its arguments.

$$\frac{\partial}{\partial x_1} f(x_1, x_2) = \lim_{h \to 0} \frac{f(x_1 + h, x_2) - f(x_1, x_2)}{h}$$

- To compute, take the single variable derivatives, pretending the other arguments are constant.
- Example: partial derivatives of the prediction y

$$\frac{\partial y}{\partial w_j} = \frac{\partial}{\partial w_j} \left[\sum_{j'} w_{j'} x_{j'} + b \right] = x_j \qquad \qquad \frac{\partial y}{\partial b} = \frac{\partial}{\partial b} \left[\sum_{j'} w_{j'} x_{j'} + b \right] = 1$$

Direct solution

Chain rule for derivatives:

$$\frac{\partial \mathcal{L}}{\partial w_j} = \frac{\mathrm{d}\mathcal{L}}{\mathrm{d}y} \frac{\partial y}{\partial w_j}$$

$$= \frac{\mathrm{d}}{\mathrm{d}y} \left[\frac{1}{2} (y - t)^2 \right] \cdot x_j$$

$$= (y - t)x_j$$

$$\frac{\partial \mathcal{L}}{\partial b} = y - t$$

Cost derivatives (average over data points):

$$\frac{\partial \mathcal{J}}{\partial w_j} = \frac{1}{N} \sum_{i=1}^{N} (y^{(i)} - t^{(i)}) x_j^{(i)} \qquad \frac{\partial \mathcal{J}}{\partial b} = \frac{1}{N} \sum_{i=1}^{N} y^{(i)} - t^{(i)}$$

Direct solution

■ The minimum must occur at a point where the partial derivatives are zero.

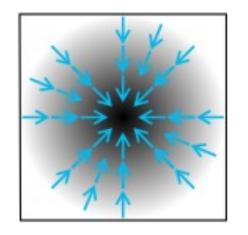
$$\frac{\partial \mathcal{J}}{\partial w_i} = 0 \qquad \frac{\partial \mathcal{J}}{\partial b} = 0$$

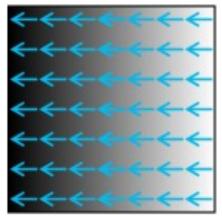
- If $\frac{\partial \mathcal{J}}{\partial w_j} \neq 0$, you could reduce the cost by changing w_j .
- This gives a system of linear equations, which we can solve efficiently.
- Optimal weights: (수식 유도과정은 여기의 pp. 9-11을 참고) $\mathbf{w} = (\mathbf{X}^{\top}\mathbf{X})^{-1}\mathbf{X}^{\top}\mathbf{t}$
- Linear regression is one of only a handful of models in this course that permit direct solution.

- Now let's see a second way to minimize the cost function which is more broadly applicable: gradient descent.
- Gradient descent is an iterative algorithm, which means we apply an update repeatedly until some criterion is met.
- We initialize the weights to something reasonable (e.g. all zeros) and repeatedly adjust them in the direction of steepest descent.

■ This gets its name from the gradient:

$$\frac{\partial \mathcal{J}}{\partial \mathbf{w}} = \begin{pmatrix} \frac{\partial \mathcal{J}}{\partial w_1} \\ \vdots \\ \frac{\partial \mathcal{J}}{\partial w_D} \end{pmatrix}$$





• This is the direction of fastest increase in *J*.

(주어진 위치에서 함수의 값이 최대가 되는 방향을 나타내는 벡터)

Observe:

- if \$\frac{\partial J}{\partial w_j} > 0\$, then increasing \$w_j\$ increases \$J\$.
 if \$\frac{\partial J}{\partial w_j} < 0\$, then increasing \$w_j\$ decreases \$J\$.

Gradient와 반대 부호의 값을 w_i 에 더해주어야 cost function /를 최소화하는 방향으로 w_i 를 갱신할 수 있음

■ The following update decreases the cost function:

$$w_{j} \leftarrow w_{j} - \alpha \frac{\partial \mathcal{J}}{\partial w_{j}}$$
Negative gradient!!
$$\mathbf{w} \leftarrow \mathbf{w} - \alpha \frac{\partial \mathcal{J}}{\partial \mathbf{w}}$$

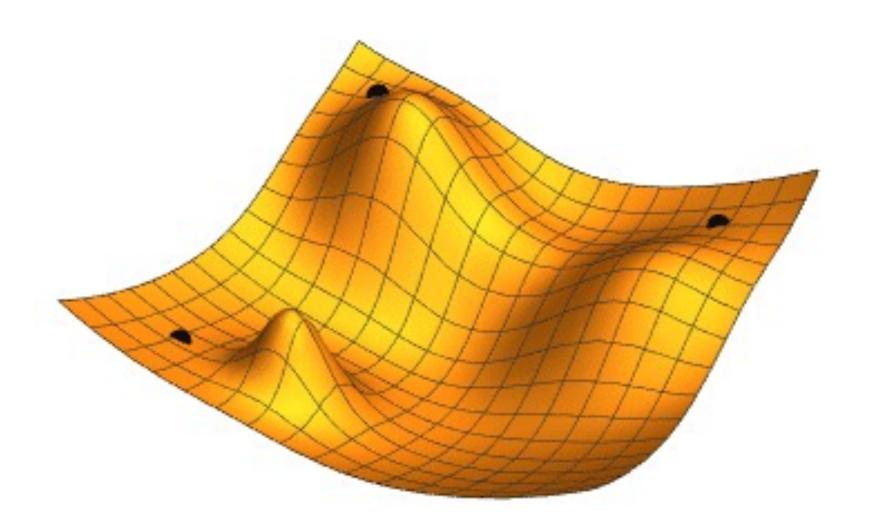
$$= w_{j} - \frac{\alpha}{N} \sum_{i=1}^{N} (y^{(i)} - t^{(i)}) x_{j}^{(i)}$$

$$= \mathbf{w} - \frac{\alpha}{N} \sum_{i=1}^{N} (y^{(i)} - t^{(i)}) \mathbf{x}_{j}^{(i)}$$

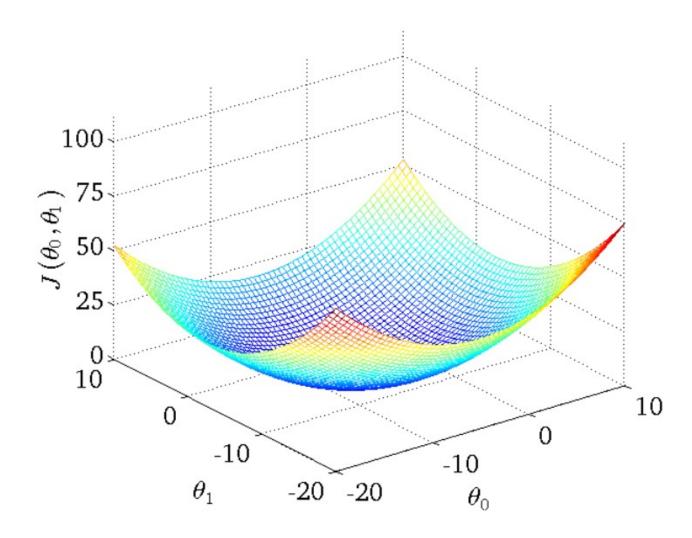
(Update rule in vector form)

- ullet α is a learning rate. The larger it is, the faster $oldsymbol{w}$ changes.
 - We'll see later how to tune the learning rate, but values are typically small, e.g. 0.01 or 0.0001
- Hence, gradient descent updates the weights in the direction of fastest decrease.

■ Visualization: 초기값에 따라서 수렴하는 최종해가 달라질 수 있음



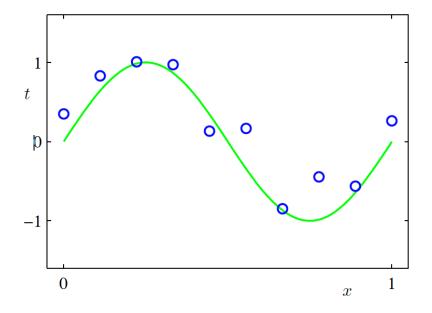
■ For Linear Regression, *J* is bowl-shaped ("convex")



- Why gradient descent, if we can find the optimum directly?
 - GD can be applied to a much broader set of models
 - GD can be easier to implement than direct solutions, especially with automatic differentiation software
 - For regression in high-dimensional spaces, GD is more efficient than direct solution (matrix inversion is an $O(d^3)$ algorithm).

Feature mappings

Suppose we want to model the following data



 One option: fit a low-degree polynomial; this is known as polynomial regression

$$y = w_3 x^3 + w_2 x^2 + w_1 x + w_0$$

Do we need to derive a whole new algorithm?

Fitting polynomials

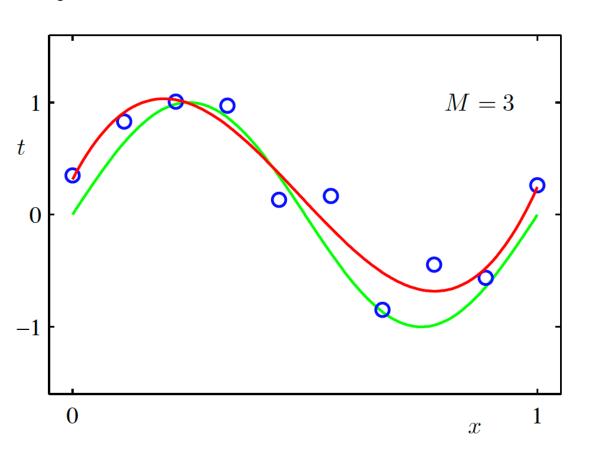
 \boldsymbol{x}

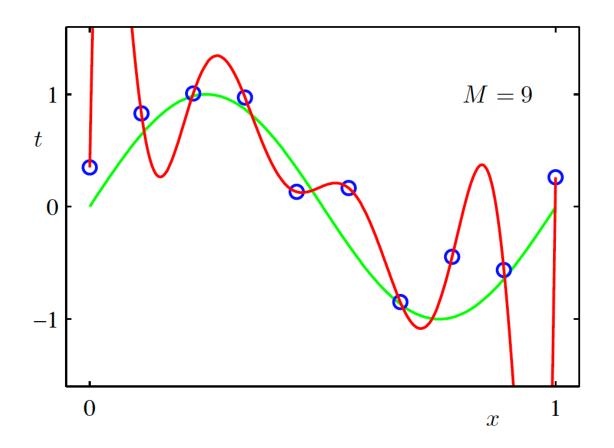
 \boldsymbol{x}

Fitting polynomials

$$y = w_0 + w_1 x + w_2 x^2 + w_3 x^3$$

$$y = w_0 + w_1 x + w_2 x^2 + w_3 x^3$$
 $y = w_0 + w_1 x + w_2 x^2 + w_3 x^3 + \ldots + w_9 x^9$

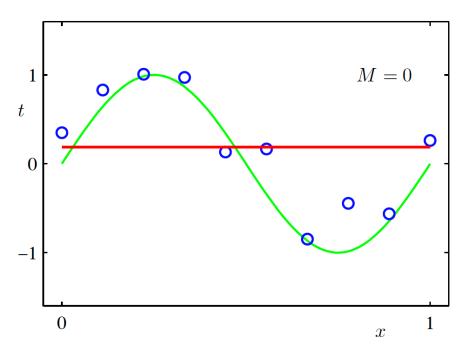


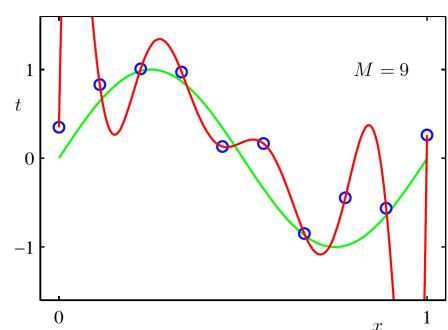


Generalization

Underfitting: model is too simple does not fit the data.

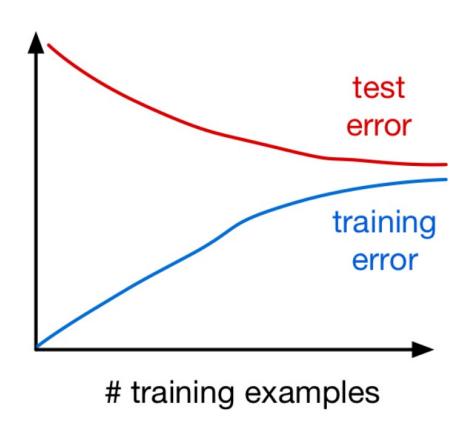
 Overfitting: model is too complex - fits perfectly, does not generalize.

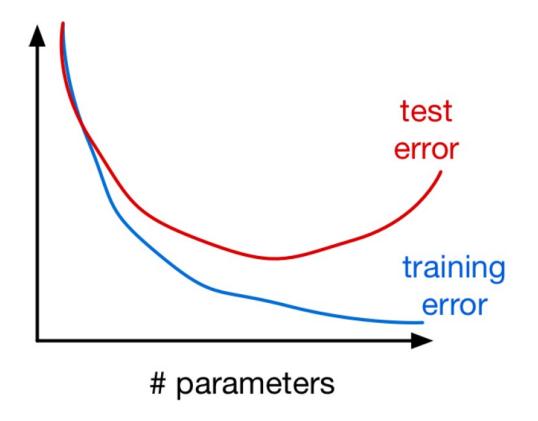




Generalization

Training and test error as a function of # training examples and # parameters:

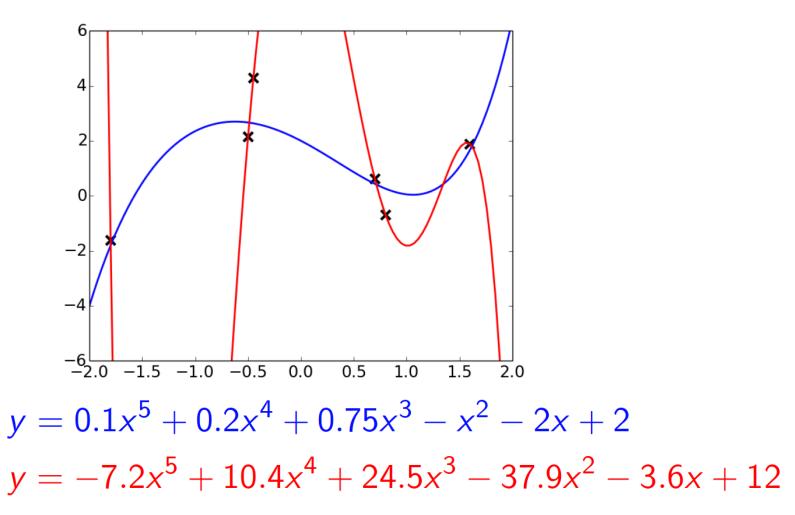




Regularization

- The degree of the polynomial is a hyperparameter, just like k in KNN. We can tune it using a validation set.
- But restricting the size of the model is a crude solution, since you'll never be able to learn a more complex model, even if the data support it.
- Another approach: keep the model large, but regularize it
 - Regularizer: a function that quantifies how much we prefer one hypothesis vs. another

Observation: polynomials that overfit often have large coefficients.



So let's try to keep the coefficients small.

Another reason we want weights to be small:

■ Suppose inputs x_1 and x_2 are nearly identical for all training examples. The following two hypotheses make nearly the same predictions:

$$\mathbf{w} = \begin{pmatrix} 1 \\ 1 \end{pmatrix} \qquad \mathbf{w} = \begin{pmatrix} -9 \\ 11 \end{pmatrix}$$

- But the second network might make weird predictions if the test distribution is slightly different (e.g. x_1 and x_2 match less closely).
 - 두번째 모델의 예측값은 첫번째 모델보다 입력들의 차이에 대해 더 민감하게 반응함 → training dataset들과 약간 다른 분포의 test example들에 대해 잘못 예측할 가능성이 두번째 모델에서 더 큼

• We can encourage the weights to be small by choosing as our regularizer the L_2 penalty.

$$\mathcal{R}(\mathbf{w}) = \frac{1}{2} \|\mathbf{w}\|^2 = \frac{1}{2} \sum_{i} w_i^2$$

- Note: to be pedantic, the L_2 norm is Euclidean distance, so we're really regularizing the squared L_2 norm.
- The regularized cost function makes a tradeoff between fit to the data and the norm of the weights.

$$\mathcal{J}_{\text{reg}} = \mathcal{J} + \lambda \mathcal{R} = \mathcal{J} + \frac{\lambda}{2} \sum_{i} w_{i}^{2}$$

 \blacksquare Here, λ is a hyperparameter that we can tune using a validation set.

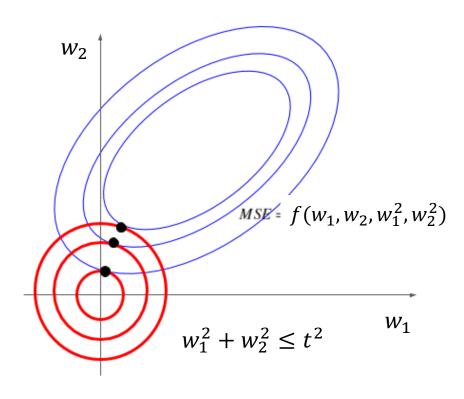
■ The geometric picture:

$$m{w}^* = rg \min_{m{w}} (\mathcal{J}_{\mathrm{reg}}) = rg \min_{m{w}} \left(\mathcal{J} + \frac{\lambda}{2} \sum_j w_j^2 \right)$$
 $\min(\mathcal{J}_{\mathrm{reg}}) = \min\left(\mathcal{J} + \frac{\lambda}{2} \sum_j w_j^2 \right)$
라그랑주 승수법

Minimize \mathcal{J} , given $\sum_i w_i^2 \leq t$

$$\mathcal{L}(y,t) = \frac{1}{2}(y-t)^2$$

w 가 2차원이라 가정할 때 MSE 로 표현된 \mathcal{J} 의 plot



Recall the gradient descent update:

$$\mathbf{w} \leftarrow \mathbf{w} - \alpha \frac{\partial \mathcal{J}}{\partial \mathbf{w}}$$

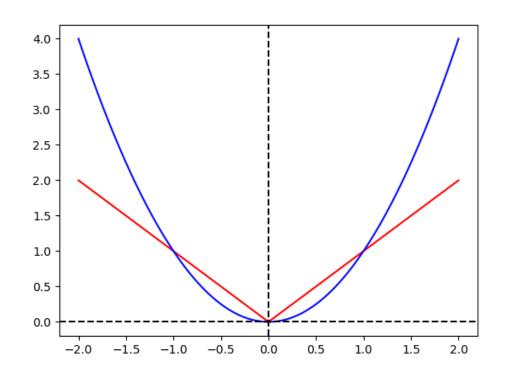
 The gradient descent update of the regularized cost has an interesting interpretation as weight decay:

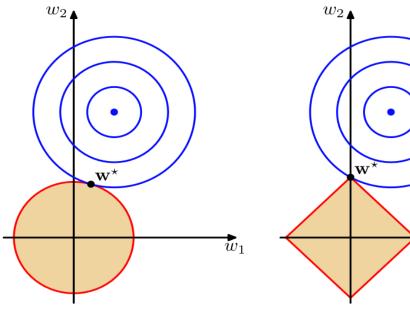
학습이 진행되면서 최신 w에 대한

학급이 전행되면서 최진 W에 대한
이전 iteration의 w의 비중은 점점
작아짐
$$= \mathbf{w} - \alpha \left(\frac{\partial \mathcal{J}}{\partial \mathbf{w}} + \lambda \frac{\partial \mathcal{R}}{\partial \mathbf{w}} \right)$$
$$= \mathbf{w} - \alpha \left(\frac{\partial \mathcal{J}}{\partial \mathbf{w}} + \lambda \mathbf{w} \right)$$
$$= (1 - \alpha \lambda) \mathbf{w} - \alpha \frac{\partial \mathcal{J}}{\partial \mathbf{w}}$$

L_1 vs. L_2 Regularization

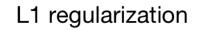
- The L_1 norm, or sum of absolute values, is another regularizer that encourages weights to be exactly zero. (How can you tell?)
- We can design regularizers based on whatever property we'd like to encourage.





L2 regularization

$$\mathcal{R} = \sum_{i} w_{i}^{2}$$



$$\mathcal{R} = \sum_{i} |w_i|$$

 \overline{w}_1

Conclusion

- Linear regression exemplifies recurring themes of this course:
 - choose a model and a loss function
 - formulate an optimization problem
 - solve the optimization problem using one of two strategies
 - direct solution (set derivatives to zero)
 - gradient descent
 - vectorize the algorithm, i.e. represent in terms of linear algebra
 - make a linear model more powerful using features
 - improve the generalization by adding a regularizer