Regular. Zetion

Constraint Model -> Tobbe OverPitting

- · For polynamial py constraint degree
- · For linear Ry = actually constraint weights

Table of Contacts :

- 1) Ridge Regression
- 2 lasso Regression
- 3 Elastic Net

Three different way to Constraint weights



(Tikhono U Regularize ton)

with la norm

- Cost function after Regularization

$$\int (\vec{0}) = MSE(0) + \frac{\alpha}{2} \int_{i=1}^{2} 0^{2}$$

_ Notes & 1_ it penalty large weights of heatures (fit transet with small weights as possible I. it a)

Ly large & will load model to be > flat line around average

Small & will lead model ~ Normal linear Regner.

2_Bias term not added to regularization

3_ Use only Rogularized performance measure in training

NOTE

It is quite common for the cost function used during training to be different from the performance measure used for testing. Apart from regularization, another reason they might be different is that a good training cost function should have optimization-friendly derivatives, while the performance measure used for testing should be as close as possible to the final objective. For example, classifiers are often trained using a cost function such as the log loss (discussed in a moment) but evaluated using precision/recall.

for training :

1_ Closed form

before
$$\circ$$
 $\hat{\theta} = (\chi^T \chi)^{-1} \chi^T y$

after \circ $\hat{\theta} = (\chi^T \chi)^{-1} \chi^T y$

$$A = \begin{bmatrix} 0 & 0 & 0 & - & - \\ 0 & 1 & 0 & - & - \\ 0 & 0 & 1 & - & - \\ 0 & 0 & 1 & - & - \\ 0 & 0 & 1 & - & - \\ 0 & 0 & 1 & - & - \\ 0 & 0 & 1 & - & - \\ 0 & 0 & 1 & - & - \\ 0 & 0 & 1 & - & - \\ 0 & 0 & 1 & - & - \\ 0 & 0 & 1 & - & - \\ 0 & 0 & 1 & - & - \\ 0 & 0 & 1 & - & - \\ 0 & 0 & 1 & - & - \\ 0 & 0 & 1 & - & - \\ 0 & 0 & 0 & 1 & - \\ 0 & 0 & 0 & 0 & 1 & - \\ 0 & 0 & 0 &$$

2_ Gradient descent

Figure 4-17. A linear model (left) and a polynomial model (right), both with various levels of Ridge

with "x larg" > underlit
"X Small" > Over P.+

Must Rescale

/ implemention in Note

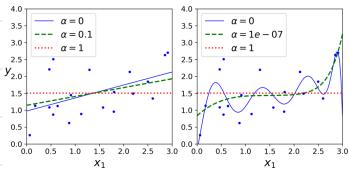
Note Book



1 _ least absolute shrinkog of Selection operator

@ - add 1, norm instead of 1 12 norm

3 need less "x" valves than ridge



igure 4-18. A linear model (left) and a polynomial model (right), both using various levels of Lasso

$$\frac{g}{\text{instead of}} = MSE + \chi = 0e$$

$$\frac{g}{\text{instead of}} = VMSE(G) + \chi =$$

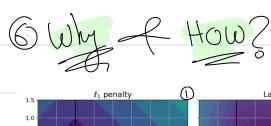
(3) tend to eliminate > the weights of least important features

L, Output sparse Model " Pew non zero Realtires"

Soutomatically feature selection

how? or Why!

implementation in Note book



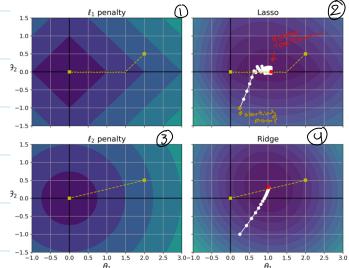


Figure 4-19. Lasso versus Ridge regularization

OL, penalty

$$\mathcal{O}_{\ell} = \mathcal{O}_{\ell} - \frac{\eta}{\eta} \operatorname{Sign}(\mathcal{O}_{\ell}) \iff \operatorname{gradient} \operatorname{descent}$$

all Zero (or Close as it update (+11, zer)

2 lasso

$$\nabla \mathcal{J}(\mathcal{E}) = \nabla \mathcal{MSE}(\vec{\mathcal{O}}) + \alpha \begin{pmatrix} sign(\mathcal{O}_i) \\ \vdots \\ sign(\mathcal{O}_n) \end{pmatrix}$$

if we decrease "x" red point move Right to unregularized global oxpens

if we increase "X" red point move Left to regularized " "

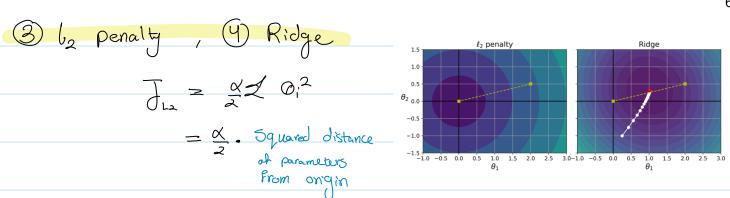
Note 8 it keep Bouncing around global optimum in Both (1), (2) images

as it update By ± 1, of zero

> One solution's to polecrease 1

it will bounce around But Steps will get smaller

till Converge



= like Circle

- gradient descent just take straight path to Origin

main gradients get Smaller as it approach glober minimum of Planene making it Converge no Bouncing around

The Optimal parameters redpoint come close to zero as we increase "x" But Weller get elimented (true Zero)

Elastic Net

-> implementation in Notebook

) Frame Work to Choose From

1) Ridge is Good Delault

Elastic Net

when Susbecting only few reatures are useful prehend over "Lass" as Lasso perform Randomly when

3 Lasso Several Features are Strong Correbbi

Plain Linear Regression

or little boit of

it always perfer to have some Regularization

4) Farly - Stopping

- Stop training when Validation Reach it's minimum

Reach it's minimum

Reach it's minimum

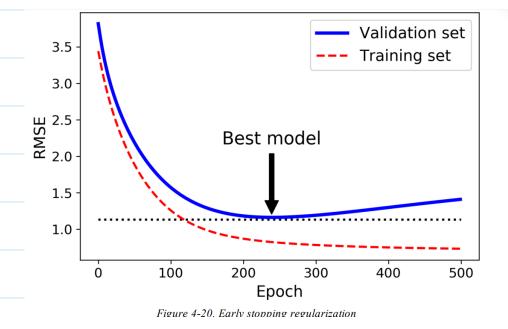
Before Starting to go up again "Before overlit"

_ Called "Beautiful Pree Lunch"

- Por "SGD", Mini-Batch GD" the curve will be
Bumbier of will be hard to determine "min point"

5 Solutions is to wait some time tell be sure

then Roll-Back



in Note Book