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Home work 1 (Question 3 and 4)

Submitted by

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```
In [145]: using Random # load the Random package to generate random numbers using Plots # load the Plots plotting library
```

Note: you can add text written in Markdown to this notebook to explain your work and your conclusions by adding a new cell (using the "+" icon on the toolbar), and setting it to be a markdown cell (by toggling the "Code" dropdown on the toolbar to say "Markdown" instead).

For examples of how to use Markdown, look at the examples in this notebook, or <u>this cheatsheet</u> (<u>https://github.com/adam-p/markdown-here/wiki/Markdown-Cheatsheet</u>).

Generate data

Generate 50 random datapoints in 2 dimensions. Note that the last column is fixed at 1 to capture the offset

```
In [146]: ### DO NOT CHANGE THIS CODE BLOCK ###
          # this code sets the random number generator,
          # so everyone in the class will have consistent results
          Random.seed!(3)
          # set dimensions
          n = 50
          d = 2
          # generate input: the rows of X are the data points
          # notice the last column encodes the offset
          X = [randn(n, d) ones(n)]
          # Generate the target function w 4
          w = randn(d+1)
          # Store the correct decision for each datapoint in y
          # sign of x, returning -1, 0, or +1
          y = sign.(X*w 4);
In [147]: | w |
Out[147]: 3-element Array{Float64,1}:
           -1.1190703941943563
            1.2975091637129141
            0.4736813190084895
In [148]: # plot data points X and color according to y
          # '!' instructs to plot on the same grapph
          scatter(X[y.=-1,1], X[y.=-1,2], color=:red, marker=:circle, label="y=-1")
          scatter!(X[y.==1,1], X[y.==1,2], color=:blue, marker=:diamond, label="y=1")
          # xlims and ylims define the graph size on X and Y aixs
          xlims!((-2,2))
          ylims!((-2,2))
Out[148]:
```

I have slightly modified below function to plot 2 Ws - one true value of w, w 4, and another value of w as suggested by perceptron algorithm

Although, Function will work even if a single value of w is provided.

```
In [151]:
           This function takes data points X, plots them, and colors them correctly according to y.
           This function also plots the line w'*x = 0.
           We are plotting just the first two dimensions of x;
           the last (offset) coordinate of w sets the offset of the line from the origin.
           function plot perceptron(X,y,w \( \begin{aligned} \text{,w} \end{aligned} \)
               # plot data points X and color according to y
               p = scatter(X[y.==1,1], X[y.==1,2], color=:blue, marker=:diamond, label="y=1")
               scatter!(p, X[y.==-1,1], X[y.==-1,2], color=:red, marker=:circle, label="y=-1")
               # plot vector w
               x1samples = [minimum(X[:,1]), maximum(X[:,1])]
               if w[2]!=0
                   plot!(p, x1samples, [-(w[1]*x1 + w[3])/w[2] for x1 in x1samples], color=:black, label="classific
               end
               # plot vector w 4
               if w 4 [2]!=0
                   plot!(p, x1samples, [-(w + [1]*x1 + w + [3])/w + [2] for x1 in x1samples], color=:blue, label="True"
               end
               # set figure limits
               xlims!(p, (-2,2))
               ylims!(p, (-2,2))
               return p
Out[151]: plot perceptron
In [152]: # Double check our function by plotting the points with the truth vector
           plot perceptron(X,y,w4)
```

a) Code the missing parts of the Perceptron algorithm

Inputs to Perceptron are:

Out[152]:

- required arguments:
 - X = data points
 - Y = true values
- optional arguments:
 - maxsteps = maximum number of updates to w (default: 100)
 - w = initial guess of w (default: random)

Perceptron should start with the input guess of w, make at most maxsteps updates, and return the final w.

I have filled the below code for perceptron.

2 print commands tells us if perceptron is convergence for a given X and Y or not - if convergent how many iterations it took.

Below function is linear in time as well.

```
In [153]: function perceptron(X,y;
                               maxsteps=100, #
                               w = rand(size(X,2))) # initial guess for w
               for i = 1:maxsteps
                   y \text{ pred} = \text{sign.}(X*w)
                   y missclassified = ones(size(X,1)) - (y pred.==y)*1
                   if sum(y missclassified) == 0
                       print("algorithm converged ", i-1, "iterations only")
                   end
                   y_multiply = y.*y_missclassified
                   w incremental = X'*y multiply
                   w = w+w incremental
                   if i >= maxsteps
                       print("algorithm did not converged even after", maxsteps, "iterations")
                   end
               end
               ## YOUR CODE HERE p
               return w
           end
Out[153]: perceptron (generic function with 1 method)
In [154]: ## Rough work
          \#y = [1 \ 2 \ 3]'
          #y pred = [1 2 3]'
           #y missclassified = ones(3) - (y pred.==y)*1
           #sum(y missclassified)
           #y.*y missclassified
           \#i = 2
          #print("breaking off at ", i, "only")
```

b) Run perceptron on linearly separable data set

For this part, perceptron converges after 6 iterations only.

Plot containing both w_true and w_calculated has been provided. Please note that both of these are not equal as many classification boundaries are possible in given linearly seperable data set.

c) Run perceptron on data sets of size n = 20, 100, and 1000

Some key observations:

- number of iterations for convergence increased with n.
- number of iterations for convergence in case b (n=50), was found to be in between number of iterations for n=20 and n=100.
- convergence was achieved in all three cases. n = 20,100 and 1000.

Perceptron run for n = 20

```
In [161]: # set dimensions
          n 20 = 20
          n 100 = 100
          n 1000 = 1000
          d = 2
          # generate input: the rows of X are the data points
          # notice the last column encodes the offset
          X = [randn(n 20, d) ones(n 20)]
          X 100 = [randn(n 100, d) ones(n 100)]
          X 1000 = [randn(n 1000, d) ones(n 1000)]
          # Generate the target function w 4
          w2 = randn(d+1)
Out[161]: 3-element Array{Float64,1}:
            0.6579088352742319
           -1.23718415848714
           -1.0562109659819299
In [162]: # Store the correct decision for each datapoint in y
          \# sign of x, returning -1, 0, or +1
          y_20 = sign.(X_20*w2 4);
          X_20;
          w_20_{final} = perceptron(X_20, y_20)
          plot_perceptron(X_20,y_20,w24,w_20_final)
          algorithm converged 4iterations only
Out[162]:
```

Perceptron run for n = 100

```
In [163]: # Store the correct decision for each datapoint in y
# sign of x, returning -1, 0, or +1
y_100 = sign.(X_100*w2\beta);
w_100_final = perceptron(X_100,y_100)
plot_perceptron(X_100,y_100,w2\beta,w_100_final)
```

algorithm converged 6iterations only

Out[163]:

Perceptron run for n = 20

```
In [164]: # Store the correct decision for each datapoint in y
# sign of x, returning -1, 0, or +1
y_1000 = sign.(X_1000*w2\beta);
w_1000_final = perceptron(X_1000,y_1000)
plot_perceptron(X_1000,y_1000,w2\beta,w_1000_final)

algorithm converged 17iterations only
```

Out[164]:

d) Run perceptron on data set of size n = 1000 with dimension d = 10

Perceptron run for n = 1000 in 10 dimentions.

As data is in more than two dimentions, plot (which is 2-D) is not very intuitive in terms of line of seperation. Even though perceptron converges in 13 iteraitons.

```
In [99]: # set dimensions
          d 10 = 10
          # generate input: the rows of X are the data points
          # notice the last column encodes the offset
          X 1000 10 = [randn(n 1000, d 10) ones(n 1000)]
          # Generate the target function w 4
          w10 = randn(d 10+1)
Out[99]: 11-element Array{Float64,1}:
            0.09295287529837899
            1.2405275121117183
           -0.7572815213974944
            0.6898626257391324
           -0.4241884982054228
            0.4203561481382908
           -0.13689000099878507
           -0.4384395621992105
            0.40744988014903866
           -0.7395093467288412
           -0.7082525169144553
In [101]: # Store the correct decision for each datapoint in y
          # sign of x, returning -1, 0, or +1
          y_1000_10 = sign.(X_1000_10*w10 +);
          w 1000 10 final = perceptron(X_1000_10,y_1000_10)
          plot_perceptron(X 1000 10,y 1000 10,w10 4,w 1000 10_final)
          algorithm converged 13iterations only
Out[101]:
```

e) Run perceptron on dataset from (d) 100 times.

Plot a histogram for the number of updates that the algorithm takes to converge.

For this portion, make sure your perceptron implementation picks the next consideration point x(t) randomly instead of deterministically.

For this problem, slightly modified version of perceptron fucntion is used.

Rather than final W, this function return the number of iterations it took for convergence.

```
In [125]: function perceptron_iterations(X,y;
                              maxsteps=100, #
                              w = rand(size(X,2))) # initial guess for w
              for i = 1:maxsteps
                  y_pred = sign.(X*w)
                  y_missclassified = ones(size(X,1)) - (y_pred.==y)*1
                  if sum(y_missclassified) == 0
                      return i
                      break
                  end
                  y multiply = y.*y missclassified
                  w_incremental = X'*y_multiply
                  w = w+w_incremental
              end
              ## YOUR CODE HERE p
              return i
          end
```

Out[125]: perceptron_iterations (generic function with 1 method)

no_exp is variable governing number of iteraitons.

please note that h[j] = 100 means that perceptron did not converge within 100 iterations for that experiment.

```
In [137]: no_exp = 100
h = zeros(no_exp)
for j = 1:no_exp
    # set dimensions
d_10 = 10
# generate input: the rows of X are the data points
# notice the last column encodes the offset
X_1000_10 = [randn(n_1000, d_10) ones(n_1000)]
# Generate the target function w \( \frac{1}{2} \)
w10 \( \frac{1}{2} \) = randn(d_10+1)
# Store the correct decision for each datapoint in y
# sign of x, returning -1, 0, or +1
y_1000_10 = sign.(X_1000_10*w10\( \frac{1}{2} \));
h[j] = perceptron_iterations(X_1000_10, y_1000_10)
end
```

```
In [138]: h
Out[138]: 100-element Array{Float64,1}:
           11.0
           10.0
           13.0
           16.0
           15.0
           12.0
           11.0
           14.0
           12.0
           15.0
            20.0
             2.0
            7.0
           23.0
           13.0
           14.0
           10.0
           20.0
            8.0
           12.0
           14.0
           11.0
           11.0
           15.0
           93.0
In [144]: using Plots
          p1 = histogram(h,xlabel="number of experiments", ylabel = "Number of iterations for convergence")
          plot(p1)
Out[144]:
```

As historgram above shows, most of the experiments converged within 30 iterations.

g) Add an outlier. What happens?

```
In [158]: ### DO NOT CHANGE THIS CODE BLOCK ###
          # (re)generate data with same random seed, adding one outlier
          Random.seed!(3)
          # set dimensions
          n = 50
          d = 2
          # generate input
          X = [randn(n, d) ones(n)]
          w = randn(d+1)
          y = sign.(X*w 4);
          y[1] *= -1 # flip classification of the first data point
Out[158]: 1.0
In [159]: # run the perceptron and see what happens
          perceptron(X,y,maxsteps=50)
          algorithm did not converged even after50iterations
Out[159]: 3-element Array{Float64,1}:
           -8.91156595752908
            9.86614075726375
            6.851999190276057
```

As we can see from the print messgae, perceptron did not converge after 50 iterations.

h) Try out one idea to fix perceptron

One way to fix this problem is allow mis-classifications for some numbers of (x,y).

In following perceptron_fix function, this problem is fixed by breaking out as soon as number of milclassifications goes below n*tolerance.

Default tolerance in below function is 5%.

```
In [122]: function perceptron fix(X,y;
                               maxsteps=100, #
                               w = rand(size(X,2)), tolerance = 0.05) # initial guess for w
               for i = 1:maxsteps
                   y \text{ pred} = \text{sign.}(X*w)
                   y missclassified = ones(size(X,1)) - (y pred.==y)*1
                   if sum(y missclassified) < size(X,1)*tolerance</pre>
                       print("algorithm converged ", i-1, "iterations only")
                       break
                   end
                   y multiply = y.*y missclassified
                   w incremental = X'*y multiply
                   w = w+w incremental
                   if i >= maxsteps
                       print("algorithm did not converged even after", maxsteps, "iterations")
                   end
               end
               ## YOUR CODE HERE p
               return w
           end
Out[122]: perceptron_fix (generic function with 1 method)
In [123]: perceptron_fix(X,y,maxsteps=50)
          algorithm converged 5iterations only
Out[123]: 3-element Array{Float64,1}:
           -11.871244775722971
            16.686249800219308
              5.915068922393004
```

As can be seen above perceptron converges after 5 iterations.

Question 4

Question 1 took about 3 hours. Even though i did this part on python - which i am familier with, It took time as i was exploring plotting lat longs - which was new for me.

Question 2 took about 1 hours.

Question 3 took about 2 hours. It was quite suprising for me. It was first time i was working on Julia but it was very quick. Starting code ofcourse helped a lot.

In total it took around 8 hours - including clean up, discussion & reviewing it with partner and making it ready for submission.

In []:	:		