

CHEAT SHEET

Famous Objectives

| Loss Type | | Comments |
|-------------------------------|---|---|
| Ordinary Least Squares | $\min_{\mathbf{w}} \frac{1}{n} \sum_{i=1}^n (\mathbf{w}^\top \mathbf{x}_i - y_i)^2$ | <ul style="list-style-type: none"> Squared loss No regularization Closed form solution: $\mathbf{w} = (\mathbf{X}\mathbf{X}^\top)^{-1}\mathbf{X}\mathbf{y}^\top$ $\mathbf{X} = [\mathbf{x}_1, \dots, \mathbf{x}_n]$ $\mathbf{y} = [y_1, \dots, y_n]$ |
| Ridge Regression | $\min_w \frac{1}{n} \sum_{i=1}^n (w^\top \mathbf{x}_i - y_i)^2 + \lambda \ \mathbf{w}\ _2^2$ | <ul style="list-style-type: none"> Squared loss l_2-regularization Closed form solution: $\mathbf{w} = (\mathbf{X}\mathbf{X}^\top + \lambda \mathbf{I})^{-1}\mathbf{X}\mathbf{y}^\top$ |
| Lasso | $\min_{\mathbf{w}} \frac{1}{n} \sum_{i=1}^n (\mathbf{w}^\top \mathbf{x}_i - y_i)^2 + \lambda \ \mathbf{w}\ _1$ | <ul style="list-style-type: none"> Also known as l_1-regularization + Sparsity inducing, helps feature selection + Convex - Not strictly convex (no unique solution) - Not differentiable (at 0) Solve with (sub)-gradient descent or SVEN |
| Elastic Net | $\min_{\mathbf{w}} \frac{1}{n} \sum_{i=1}^n (\mathbf{w}^\top \mathbf{x}_i - y_i)^2 + a \ \mathbf{w}\ _1 + (1-a) \ \mathbf{w}\ _2^2$ | <ul style="list-style-type: none"> + Strictly convex (i.e. unique solution) + Sparsity inducing (good for feature selection) Disadvantage: Non-differentiable |
| Logistic Regression | $\min_{\mathbf{w}, b} \frac{1}{n} \sum_{i=1}^n \log \left(1 + e^{-y_i (\mathbf{w}^\top \mathbf{x}_i + b)} \right)$ | <ul style="list-style-type: none"> Often l_1 or l_2 regularized Solve with gradient descent. Calibrated output probabilities: $P(y \mathbf{x}) = \frac{1}{1 + e^{-y(\mathbf{w}^\top \mathbf{x} + b)}}$ |
| Linear Support Vector Machine | $\min_{\mathbf{w}, b} C \sum_{i=1}^n \max [1 - y_i (\mathbf{w}^\top \mathbf{x}_i + b), 0] + \ \mathbf{w}\ _2^2$ | <ul style="list-style-type: none"> Typically l_2 regularized (sometimes l_1) When kernelized leads to sparse solutions Kernelized version can be solved very efficiently with specialized algorithms |