

# COMP541

## DEEP LEARNING

Lecture #2 – Machine Learning Overview



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Aykut Erdem // Koç University // Fall 2024

# Previously on COMP541

- what is deep learning
- a brief history of deep learning
- compositionality
- end-to-end learning
- distributed representations

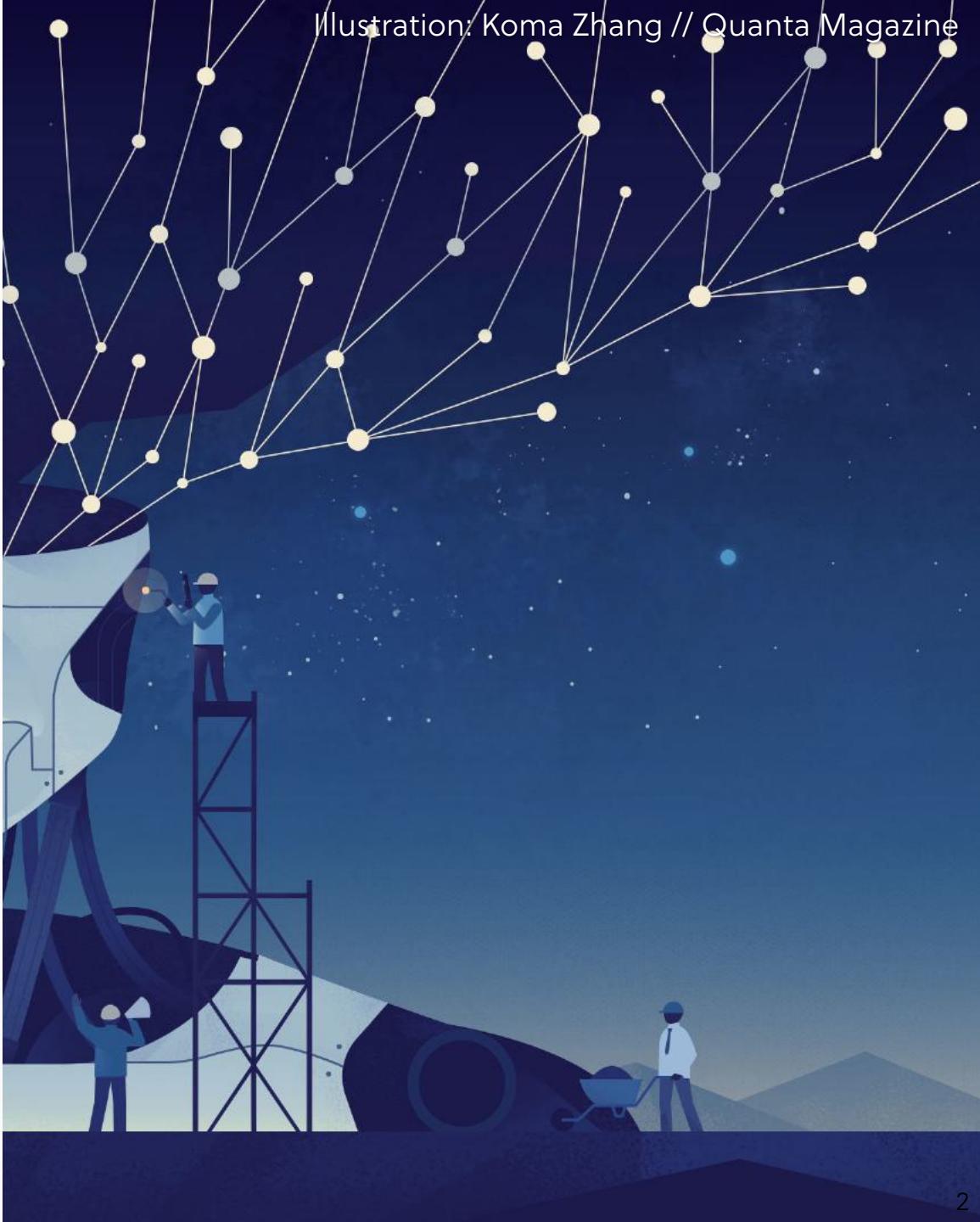


Illustration: Koma Zhang // Quanta Magazine

# Lecture overview

- what is learning?
- types of machine learning problems
- image classification
- linear regression
- generalization
- cross-validation
- maximum likelihood estimation

**Disclaimer:** Much of the material and slides for this lecture were borrowed from

- Bernhard Schölkopf's MLSS 2017 lecture,
- Tommi Jaakkola's 6.867 class,
- Fei-Fei Li and Andrej Karpathy's CS231n class
- Justin Johnson's EECS598 class

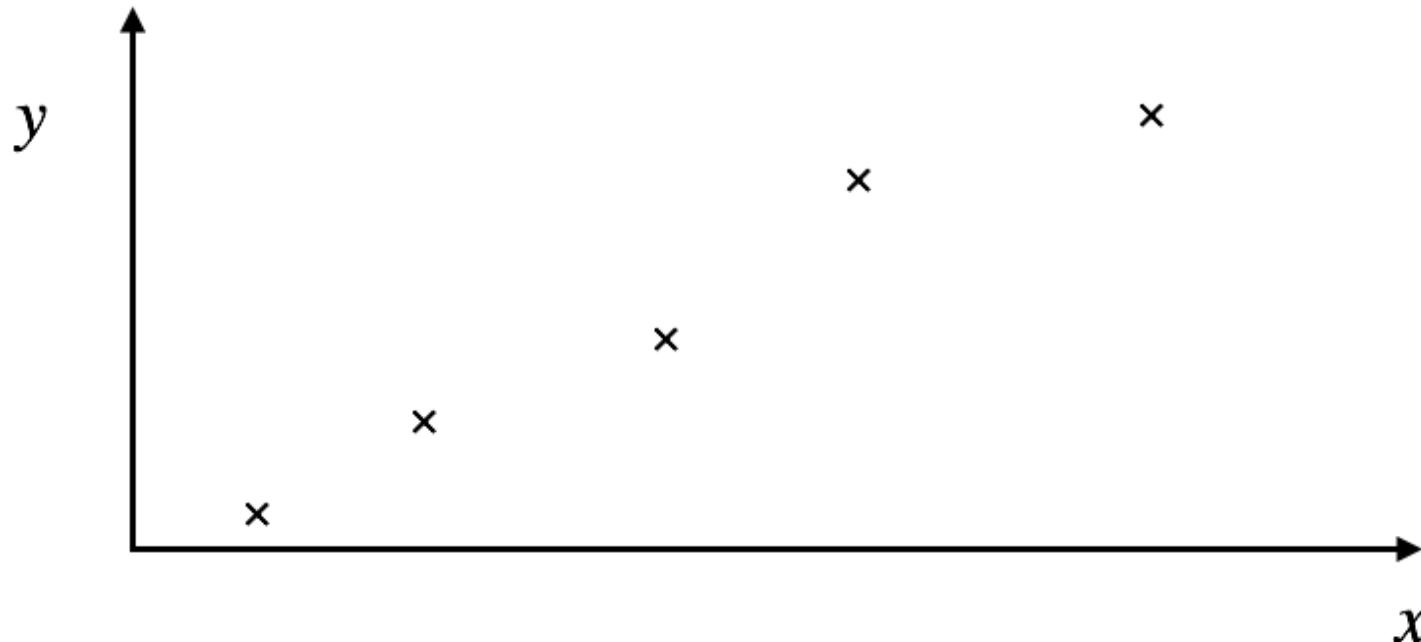
# What is learning?

# Two definitions of learning

- “Learning is the acquisition of knowledge about the world.”  
Kupfermann (1985)
- “Learning is an adaptive change in behavior caused by experience.”  
Shepherd (1988)

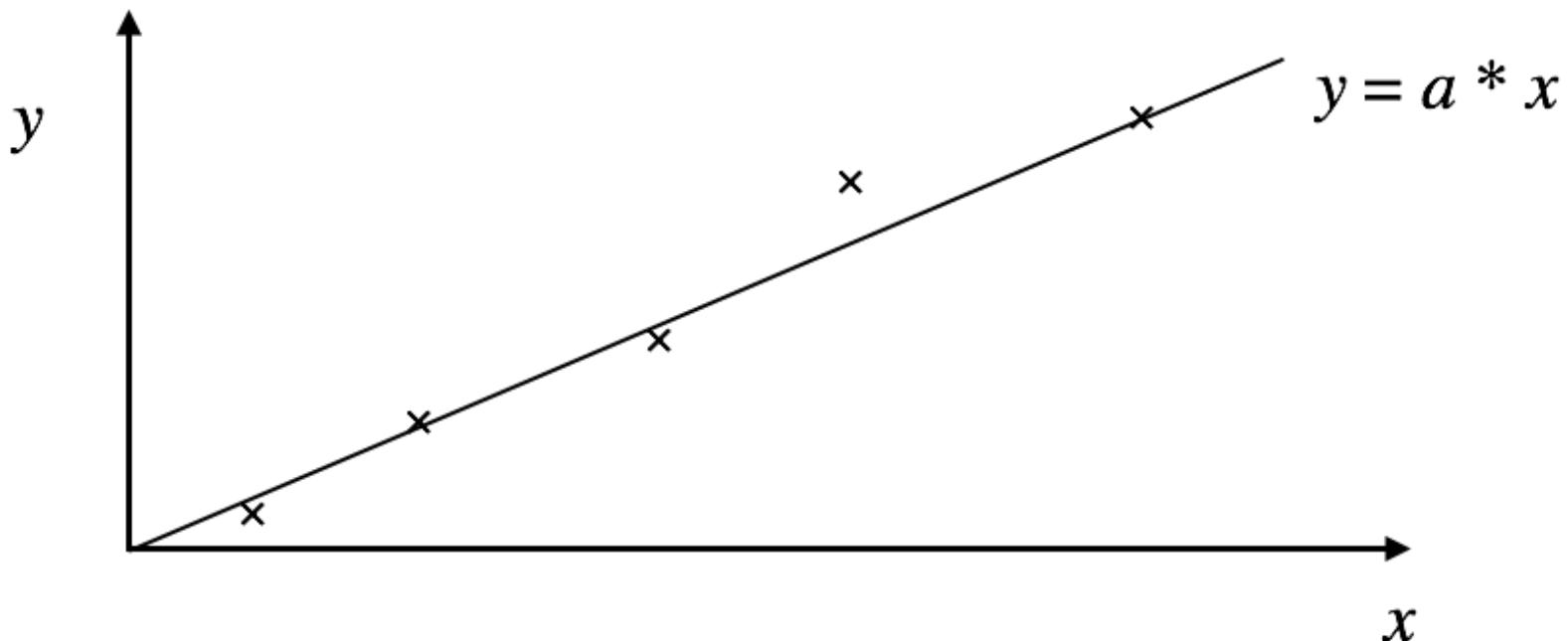
# Empirical Inference

- Drawing conclusions from empirical data (observations, measurements)
- Example 1: scientific inference



# Empirical Inference

- Drawing conclusions from empirical data (observations, measurements)
- Example 1: scientific inference



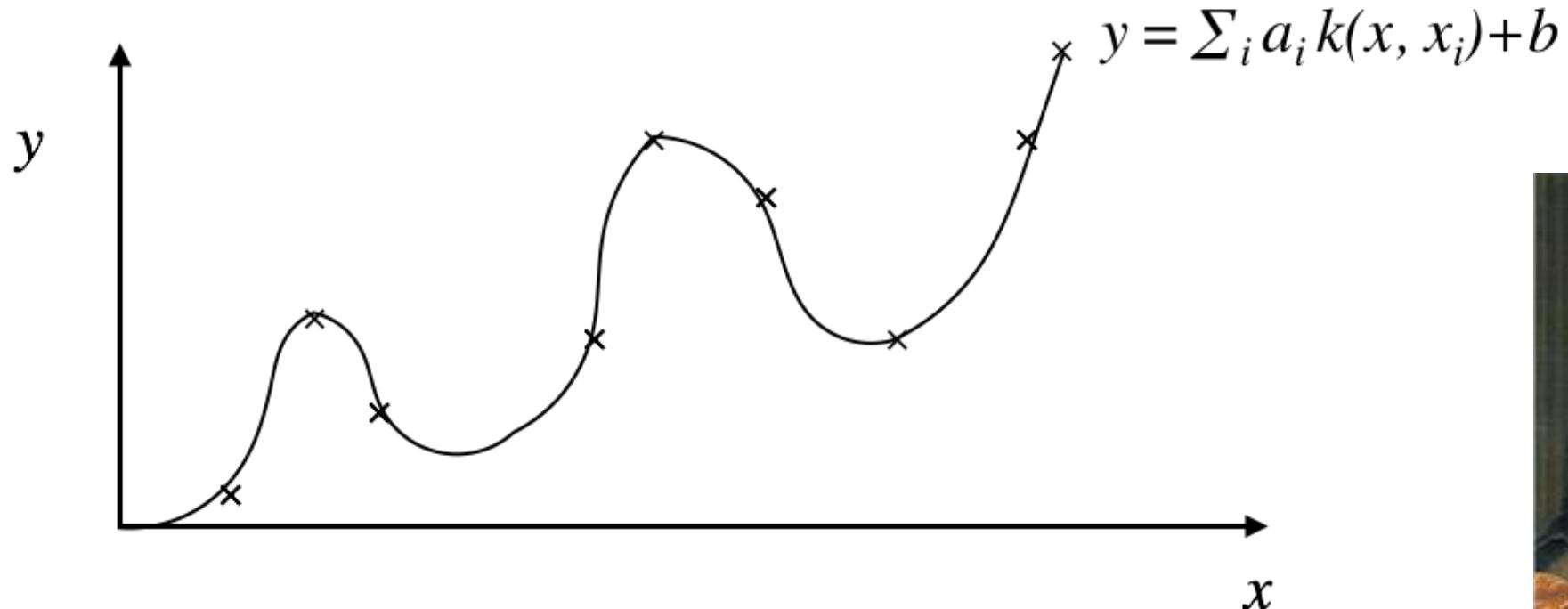
# Empirical Inference

- Drawing conclusions from empirical data (observations, measurements)
- Example 1: scientific inference



# Empirical Inference

- Drawing conclusions from empirical data (observations, measurements)
- Example 1: scientific inference

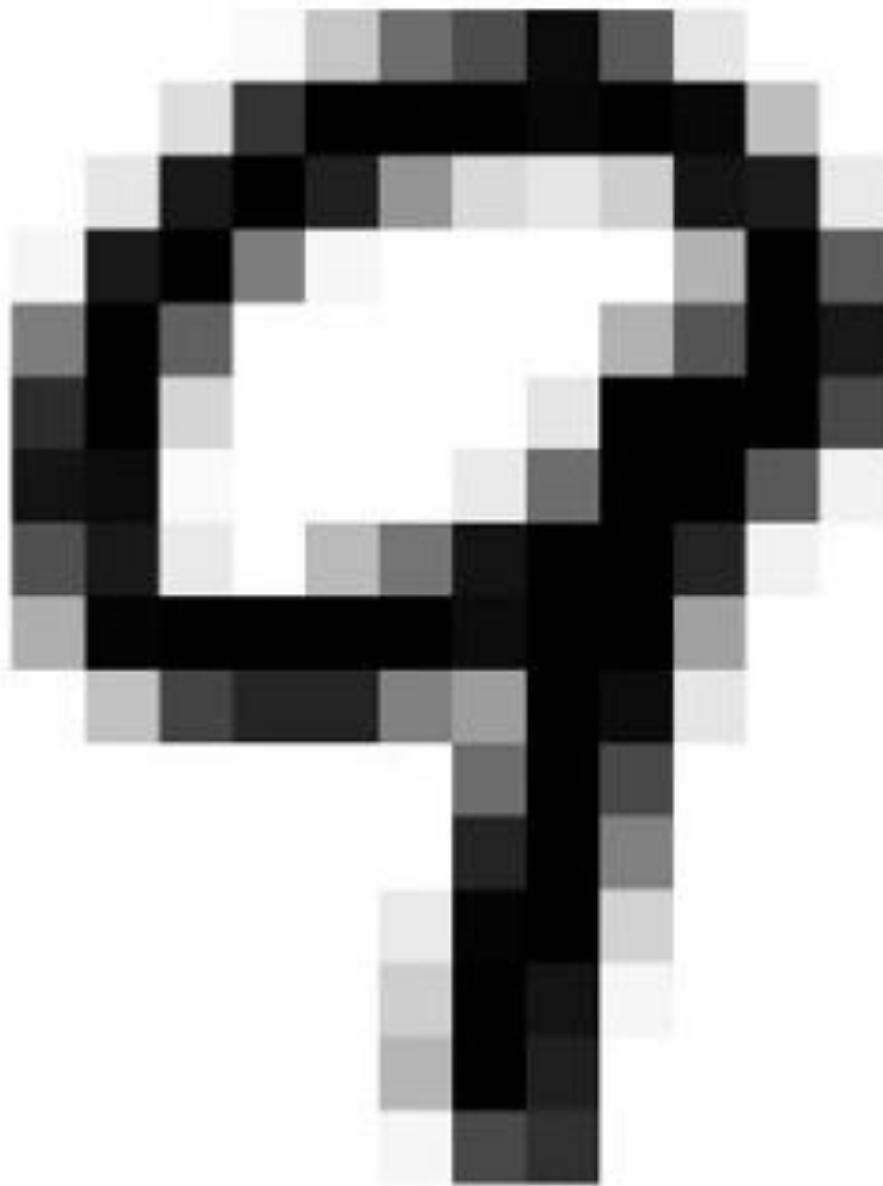


Leibniz, Weyl, Chaitin



# Empirical Inference

- Example 2: perception



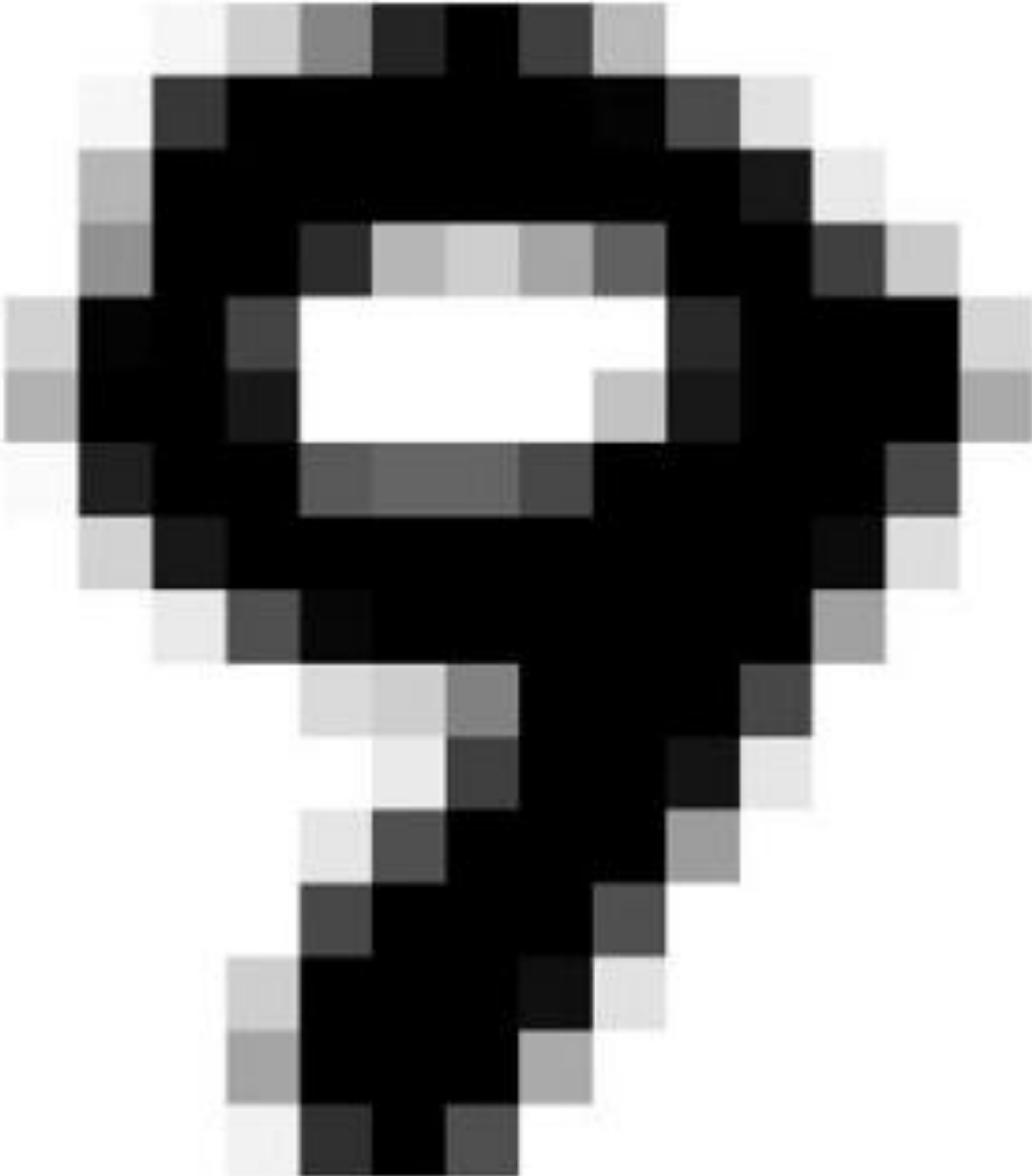
9



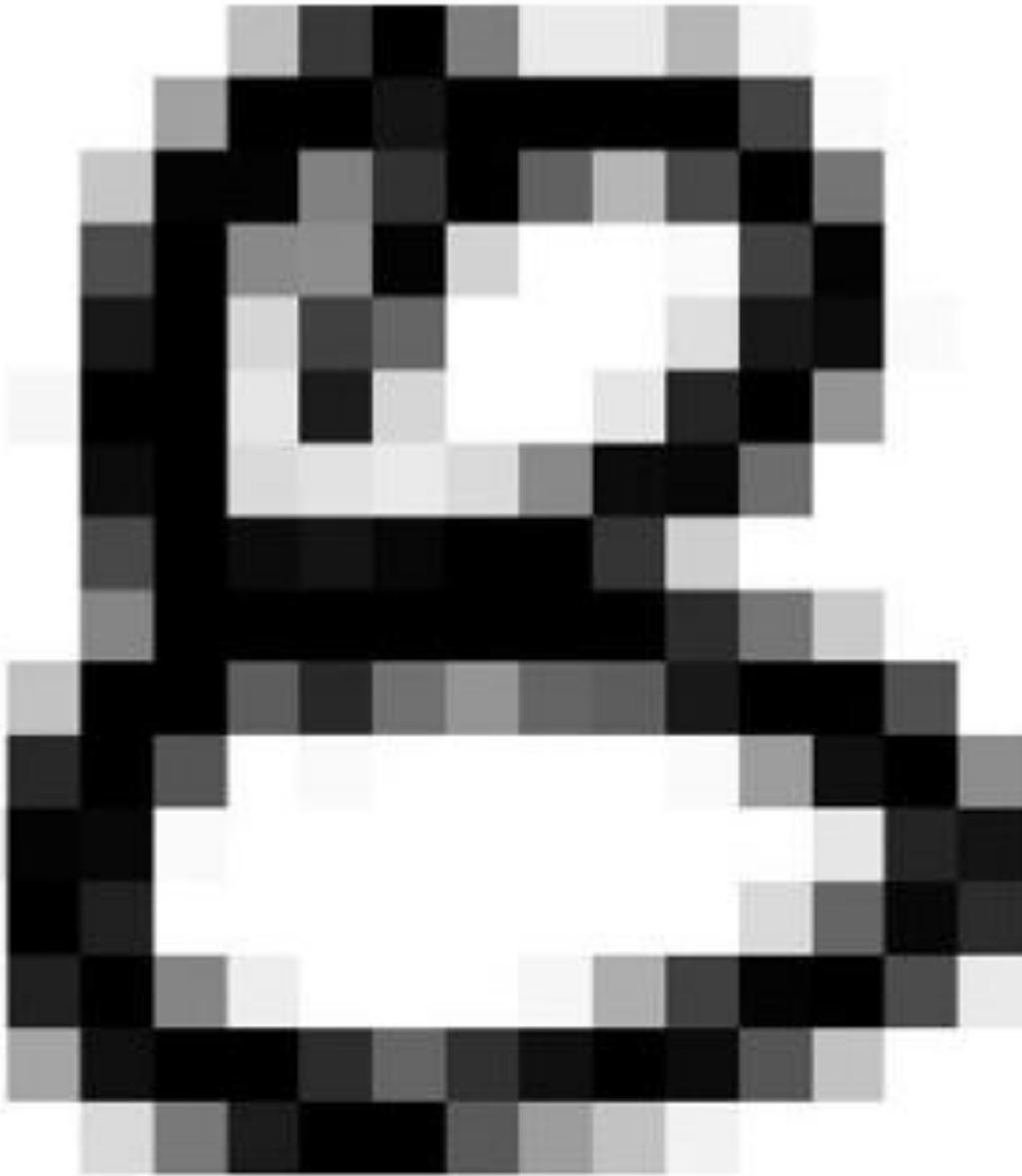
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8



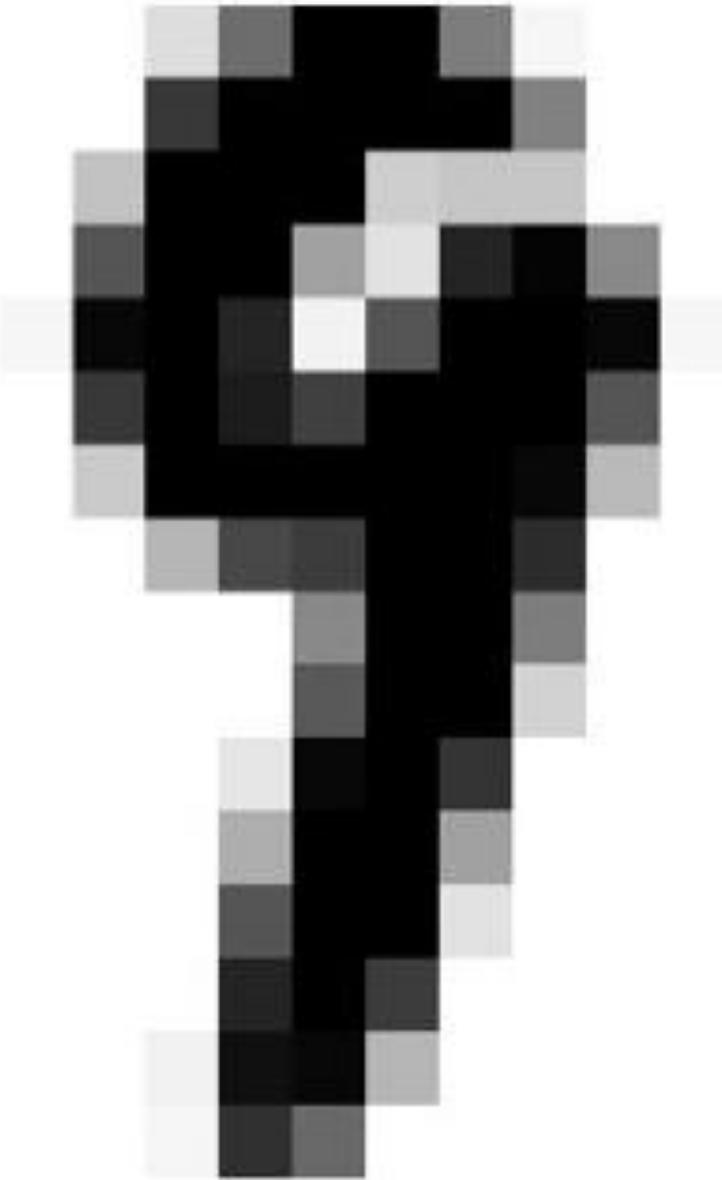
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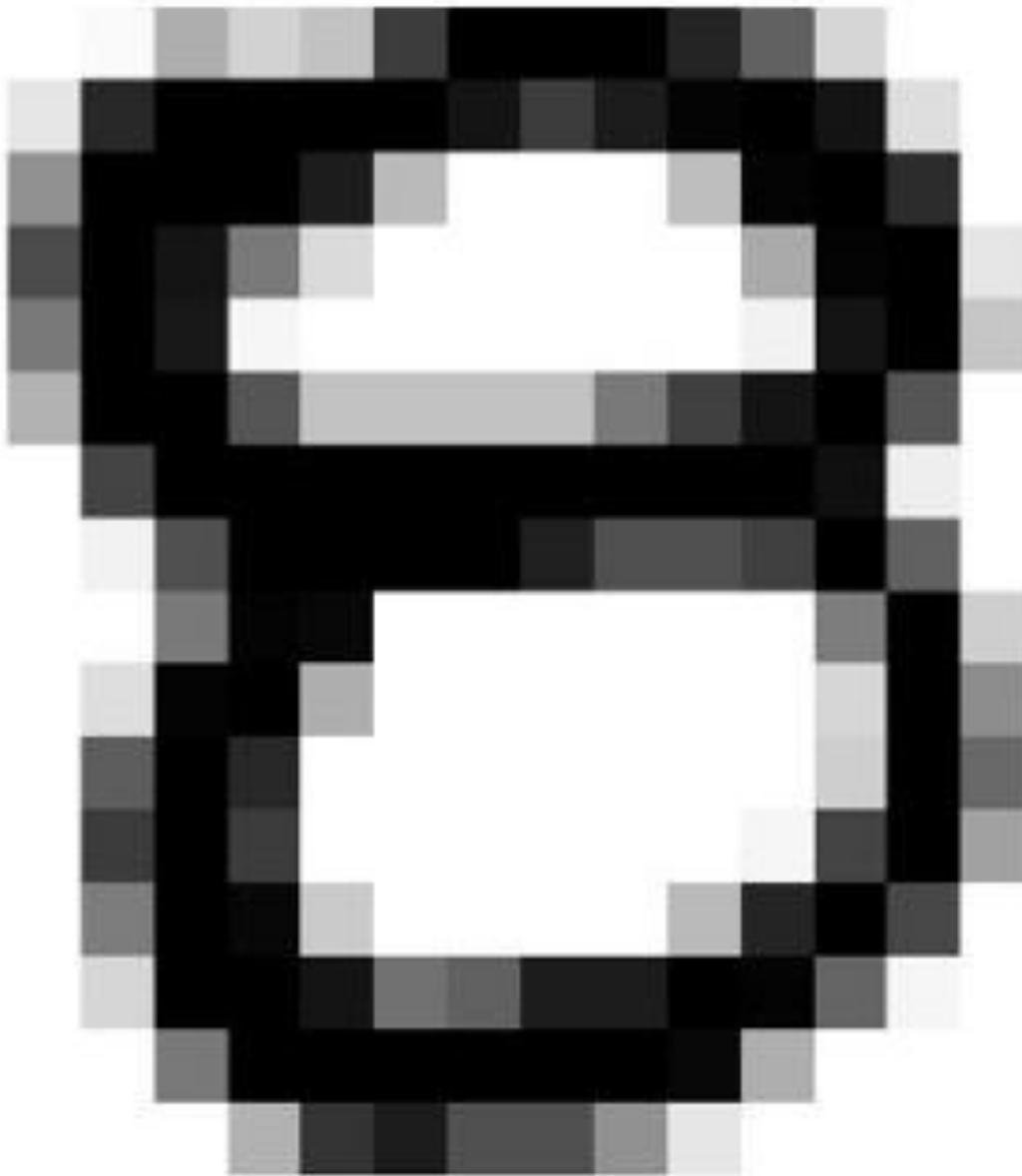
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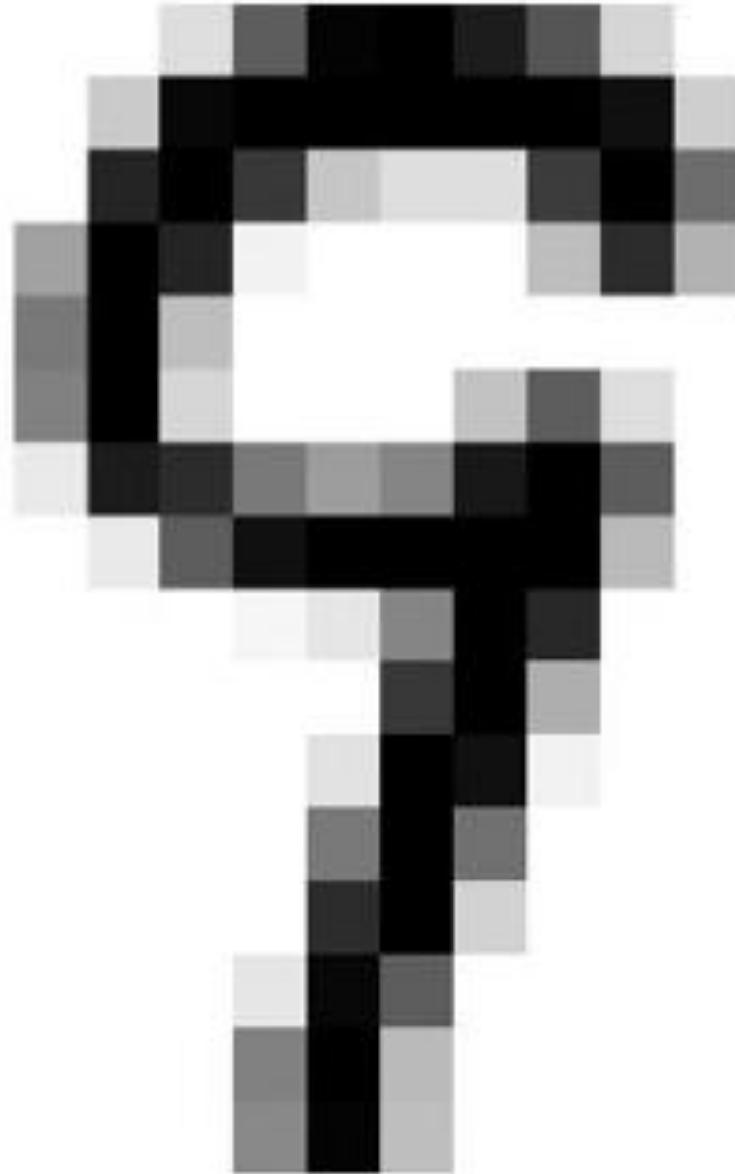
9



8



8



9





9



8



9



8



8



9



8



8



9

The choice of representation may determine whether the learning task is very easy or very difficult!

# Generalization

- observe
- What's next?
- $1, 2, 4, 7, 11, 16, \dots$ :  $a_{n+1} = a_n + n$  ("lazy caterer's sequence")
- $1, 2, 4, 7, 12, 20, \dots$ :  $a_{n+2} = a_{n+1} + a_n + 1$
- $1, 2, 4, 7, 13, 24, \dots$ : "Tribonacci"-sequence
- $1, 2, 4, 7, 14, 28$  : divisors of 28
- $1, 2, 4, 7, 1, 1, 5, \dots$  : decimal expansions of  $\pi=3.\textcolor{green}{1}4159\dots$  and  $e=2.\textcolor{blue}{7}18\dots$  interleaved      (*thanks to O. Bousquet*)
- don't need  $e$ : 1247 appears at position 16992 in  $\pi$
- [The On-Line Encyclopedia of Integer Sequences](#): > 1300 hits...

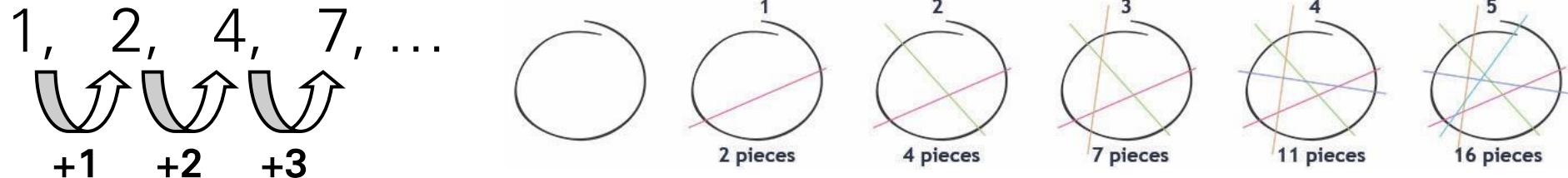


Image credit: mathspice.com



# Generalization, II

- Question: which continuation is correct ("generalizes")?
- Answer? There's no way to tell (*"induction problem"*)
- Question of statistical learning theory: how to come up with a law that generalizes (*"demarcation problem"*)

# Types of ML problems

# Types of machine learning problems

Based on the information available:

- Supervised learning
- Unsupervised learning
- Semi-supervised learning
- Reinforcement learning

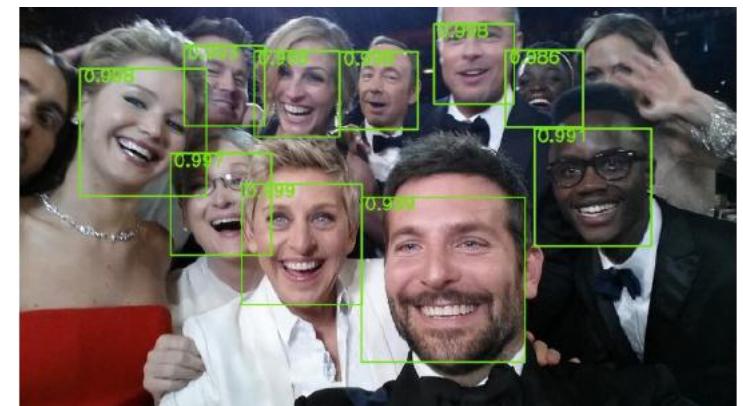
# Supervised learning

- **Input:**  $\{(\mathbf{x}, y)\}$
- **Task:** Predict target  $y$  from input  $\mathbf{x}$ 
  - Classification: Discrete output
  - Regression: Real-valued output



→ cat

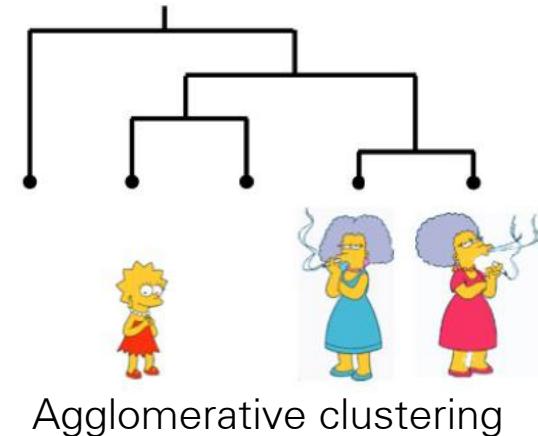
Image classification



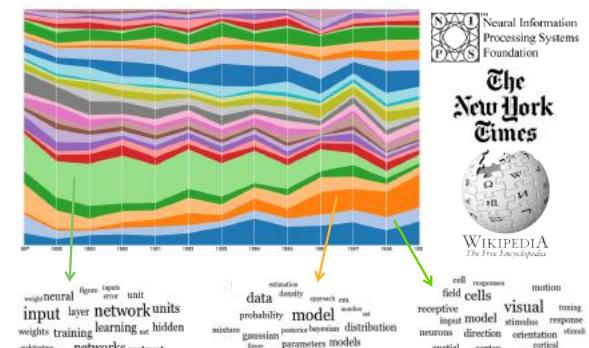
Face detection

# Unsupervised learning

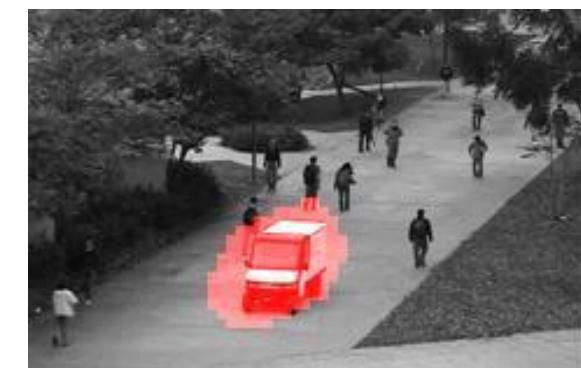
- **Input:**  $\{\mathbf{x}\}$
  - **Task:** Reveal structure in the observed data
    - **Clustering:** Partition data into groups
    - **Feature extraction:** Learning meaningful features automatically
    - **Dimensionality reduction:** Learning a lower-dimensional representation of input



## Agglomerative clustering



# Topic modeling



## Anomaly detection

# Semi-supervised learning

- **Input:**

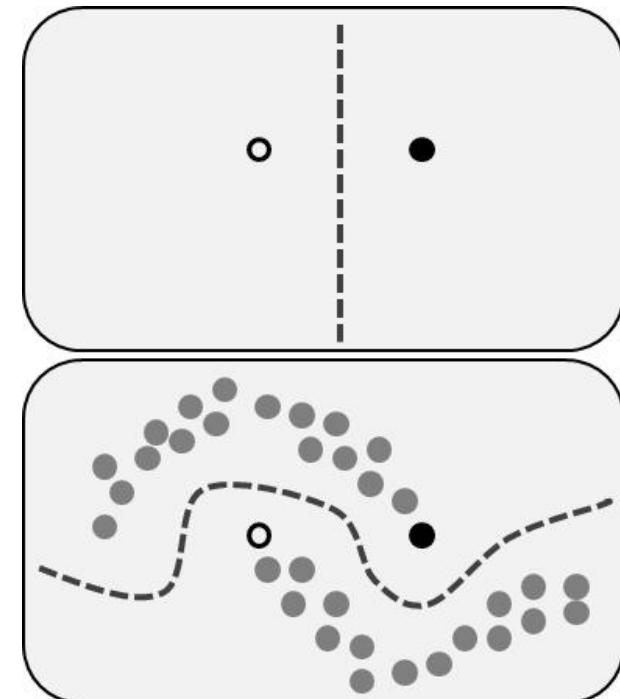
- Few labeled examples  $\{(\mathbf{x}, y)\}$

- Many unlabeled examples  $\{\mathbf{x}\}$

- **Task:** Predict target  $y$  from input  $\mathbf{x}$

- Classification: Discrete output

- Regression: Real-valued output



Try to improve predictions based on examples by making use of the additional “unlabeled” examples



interactive segmentation

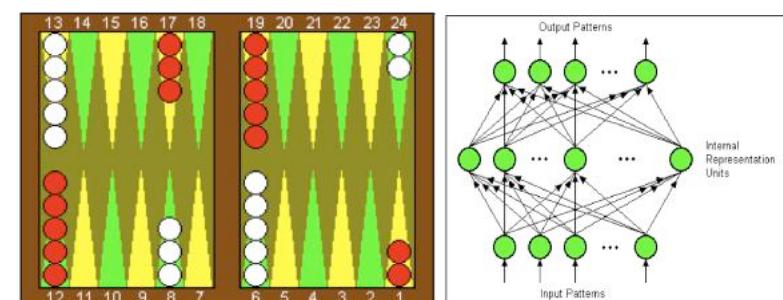
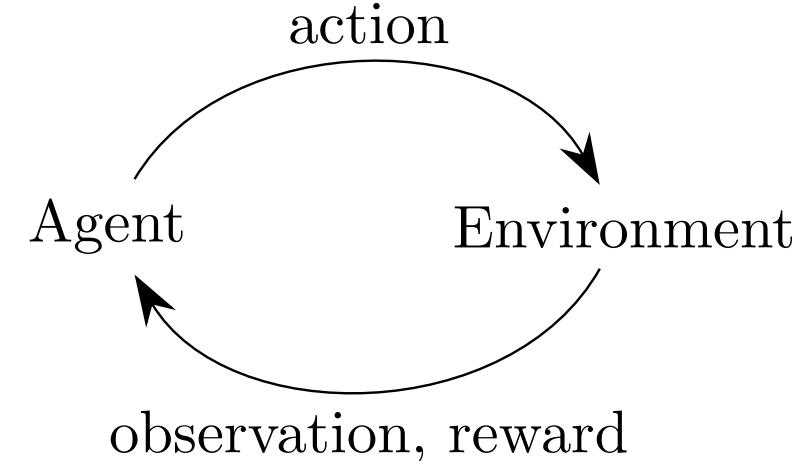
# Reinforcement learning

- **Input:**

Interaction with an environment;  
the agent receives a numerical  
reward signal

- **Task:** A way of behaving that is very rewarding  
in the long run

- Goal is to estimate and maximize the  
long-term cumulative reward



TD-Gammon (Tesauro, 1990-1995)

# Types of machine learning problems



## ■ "Pure" Reinforcement Learning (cherry)

- ▶ The machine predicts a scalar reward given once in a while.
- ▶ **A few bits for some samples**

## ■ Supervised Learning (icing)

- ▶ The machine predicts a category or a few numbers for each input
- ▶ Predicting human-supplied data
- ▶ **10→10,000 bits per sample**

## ■ Unsupervised/Predictive Learning (cake)

- ▶ The machine predicts any part of its input for any observed part.
- ▶ Predicts future frames in videos
- ▶ **Millions of bits per sample**



■ (Yes, I know, this picture is slightly offensive to RL folks. But I'll make it up)

*"If intelligence was a cake, unsupervised learning would be the cake, supervised learning would be the icing on the cake, and reinforcement learning would be the cherry on the cake. We know how to make the icing and the cherry, but we don't know how to make the cake."*

– Yann LeCun  
NIPS 2016 Keynote

# Image classification

- non-parametric vs. parametric models
- nearest neighbor classifier
- hyperparameter
- cross-validation

# Image Classification: a core task in Computer Vision

Input: image

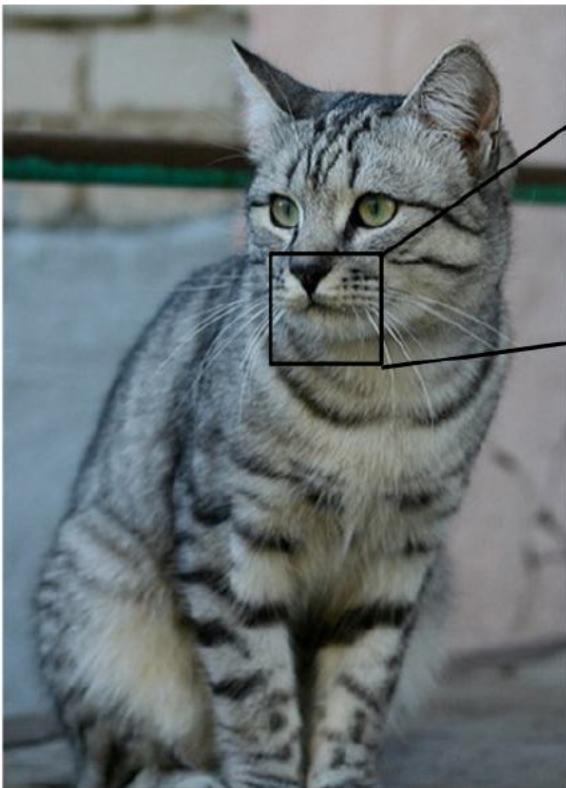


Output: Assign image to one of a fixed set of categories



cat  
bird  
deer  
dog  
truck

# The problem: Semantic Gap



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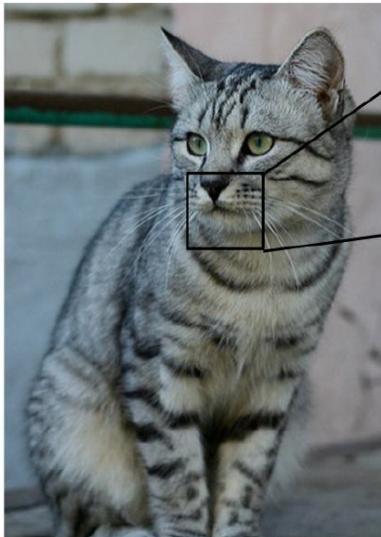
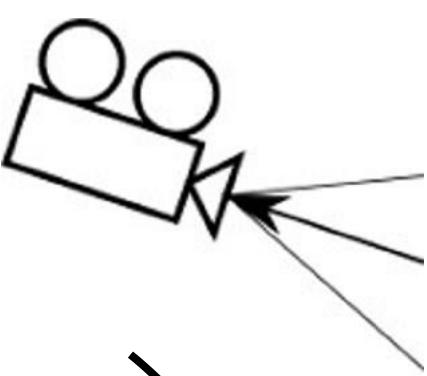
```
[[105 112 108 111 104 99 106 99 96 103 112 119 104 97 93 87]
 [ 91 98 102 106 104 79 98 103 99 105 123 136 110 105 94 85]
 [ 76 85 90 105 128 105 87 96 95 99 115 112 106 103 99 85]
 [ 99 81 81 93 120 131 127 100 95 98 102 99 96 93 101 94]
 [106 91 61 64 69 91 88 85 101 107 109 98 75 84 96 95]
 [114 108 85 55 55 69 64 54 64 87 112 129 98 74 84 91]
 [133 137 147 103 65 81 80 65 52 54 74 84 102 93 85 82]
 [128 137 144 140 109 95 86 70 62 65 63 63 60 73 86 101]
 [125 133 148 137 119 121 117 94 65 79 80 65 54 64 72 98]
 [127 125 131 147 133 127 126 131 111 96 89 75 61 64 72 84]
 [115 114 109 123 150 148 131 118 113 109 100 92 74 65 72 78]
 [ 89 93 90 97 108 147 131 118 113 114 113 109 106 95 77 80]
 [ 63 77 86 81 77 79 102 123 117 115 117 125 125 130 115 87]
 [ 62 65 82 89 78 71 80 101 124 126 119 101 107 114 131 119]
 [ 63 65 75 88 89 71 62 81 120 138 135 105 81 98 110 118]
 [ 87 65 71 87 106 95 69 45 76 130 126 107 92 94 105 112]
 [118 97 82 86 117 123 116 66 41 51 95 93 89 95 102 107]
 [164 146 112 80 82 120 124 104 76 48 45 66 88 101 102 109]
 [157 170 157 120 93 86 114 132 112 97 69 55 70 82 99 94]
 [130 128 134 161 139 100 109 118 121 134 114 87 65 53 69 86]
 [128 112 96 117 150 144 120 115 104 107 102 93 87 81 72 79]
 [123 107 96 86 83 112 153 149 122 109 104 75 80 107 112 99]
 [122 121 102 80 82 86 94 117 145 148 153 102 58 78 92 107]
 [122 164 148 103 71 56 78 83 93 103 119 139 102 61 69 84]]
```

What the computer sees

An image is just a big grid of numbers between [0, 255].

e.g. 800 x 600 x 3  
(3 channels RGB)

# Challenges: Viewpoint Variation



[ [105 112 108 111 104 99 106 99 96 103 112 119 104 97 93 87] [ 91 98 102 106 104 79 98 103 99 105 123 136 118 105 94 85] [ 76 85 90 105 128 105 87 96 95 99 115 112 106 103 99 85] [ 99 81 81 93 120 131 127 100 95 98 102 99 96 93 101 94] [ 106 91 61 64 59 91 88 85 101 107 109 98 75 84 96 95] [ 114 108 85 55 55 69 64 54 64 87 112 129 98 74 84 91] [ 133 137 147 183 65 81 80 65 52 54 74 84 102 93 85 82] [ 128 137 144 140 109 95 86 70 62 65 63 63 60 73 86 101] [ 125 133 143 137 119 121 117 94 65 79 80 65 54 64 72 98] [ 127 125 131 147 133 127 126 131 111 96 89 75 61 64 72 84] [ 115 114 109 123 150 148 131 118 113 109 100 92 74 65 72 78] [ 89 93 98 97 108 147 131 118 113 114 113 109 106 95 77 80] [ 63 77 88 81 77 79 102 123 117 115 117 125 125 130 115 87] [ 62 65 82 88 78 71 80 101 124 126 119 101 107 114 131 119] [ 63 65 75 88 89 71 62 81 128 138 135 105 81 98 110 118] [ 87 65 71 87 106 95 69 45 76 130 126 107 92 94 105 112] [ 118 97 82 86 117 123 116 66 41 51 95 93 89 95 102 107] [ 164 146 112 88 82 128 124 104 76 48 45 66 88 101 102 109] [ 157 170 157 128 93 86 114 132 112 97 69 55 70 82 99 94] [ 130 128 134 161 139 109 118 121 134 114 87 65 53 69 86] [ 128 112 96 117 150 144 120 115 104 107 102 93 87 81 72 79] [ 123 107 96 86 83 112 153 149 122 109 104 75 88 107 112 99] [ 122 121 102 88 82 86 94 117 145 148 153 102 58 78 92 107] [ 122 164 148 103 71 56 78 83 93 103 119 139 102 61 69 84] ]
--

All pixels change when  
the camera moves!

# Challenges: Intraclass Variation



# Challenges: Fine-Grained Categories

Main Coon



Ragdoll



American Shorthair



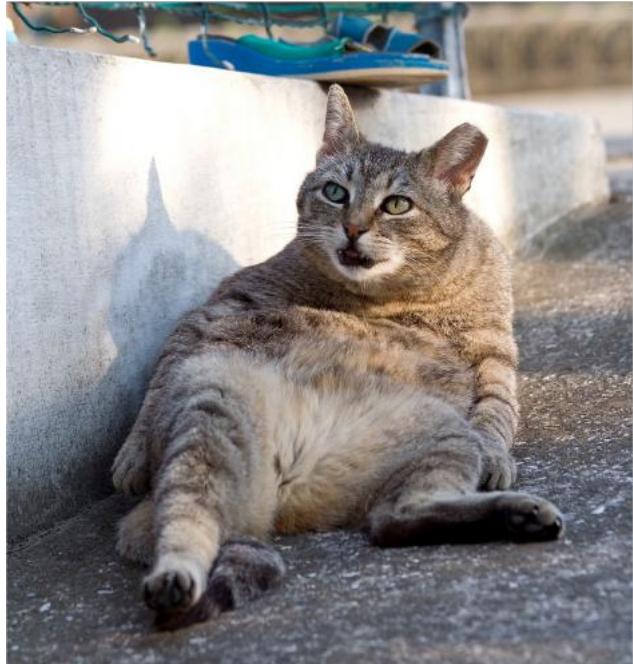
# Challenges: Background clutter



# Challenges: Illumination Changes



# Challenges: Deformation

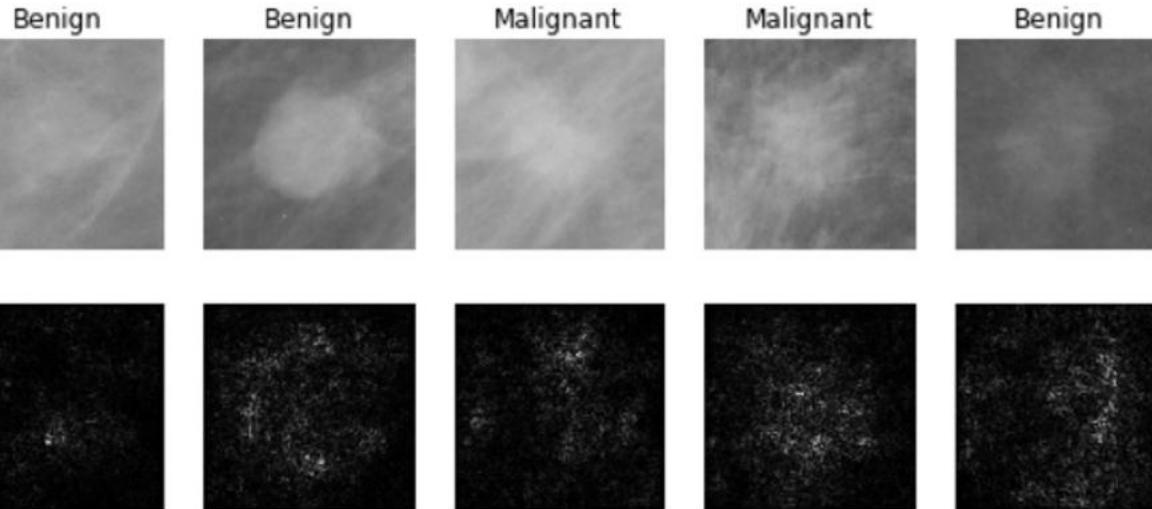


# Challenges: Occlusion



# Image Classification: Very Useful!

Medical Imaging



Whale recognition



Galaxy Classification



[Kaggle Challenge](#)

# An image classifier

```
def classify_image(image):  
    # Some magic here?  
    return class_label
```

Unlike e.g. sorting a list of numbers,

**no obvious way** to hard-code the algorithm for  
recognizing a cat, or other classes.

# You could try ...



Find edges →



Find corners →



?

# Machine Learning: Data-Driven Approach

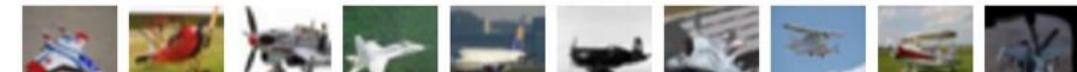
1. Collect a dataset of images and labels
2. Use Machine Learning to train an image classifier
3. Evaluate the classifier on a withheld set of test images

Example training set

```
def train(images, labels):  
    # Machine learning!  
    return model
```

```
def predict(model, test_images):  
    # Use model to predict labels  
    return test_labels
```

airplane



automobile



bird



cat



deer



# First classifier: Nearest Neighbor Classifier

```
def train(images, labels):  
    # Machine learning!  
    return model
```

→ Memorize all data and labels

```
def predict(model, test_images):  
    # Use model to predict labels  
    return test_labels
```

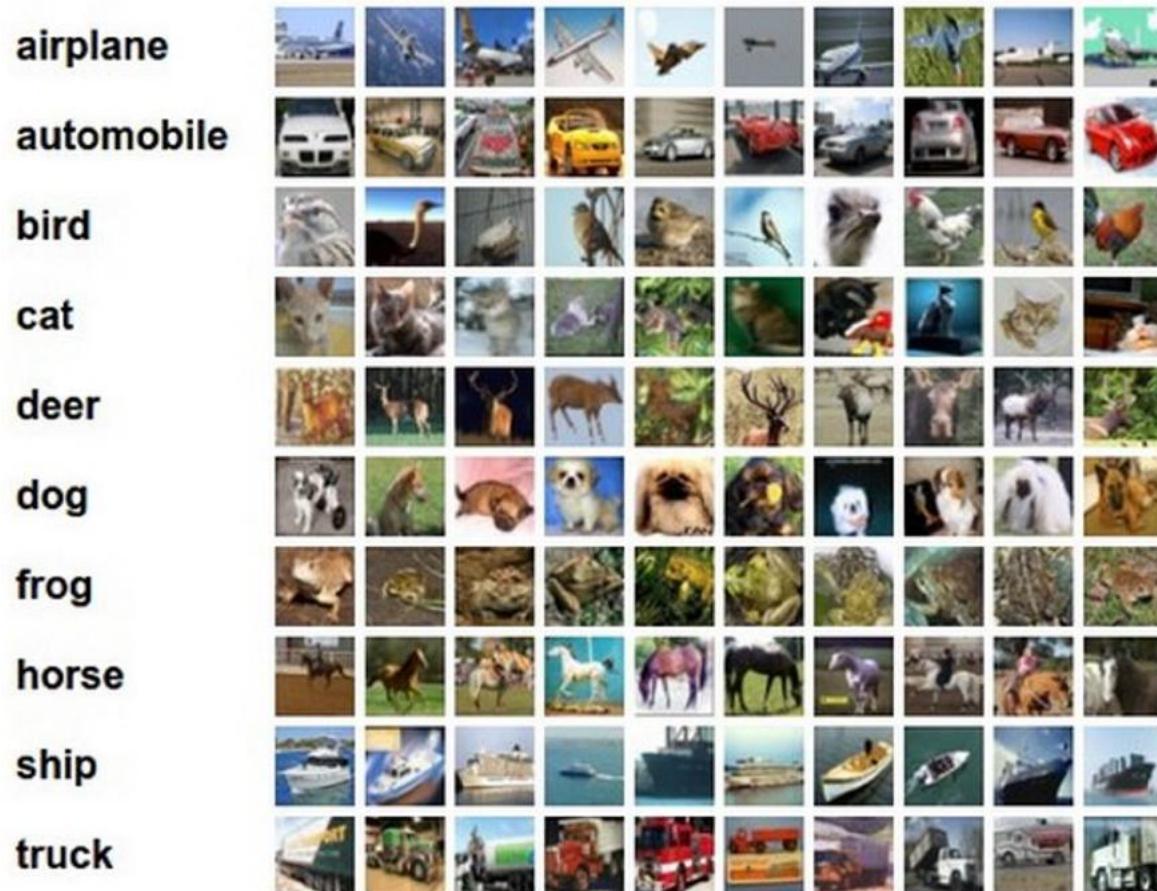
→ Predict the label of the most similar training image

# Example dataset: **CIFAR-10**

**10** labels

**50,000** training images, each image is tiny: 32x32

**10,000** test images.



# COMP541

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# Example dataset: CIFAR-10

**10** labels

**50,000** training images

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airplane



automobile



bird



cat



deer



dog



frog



horse



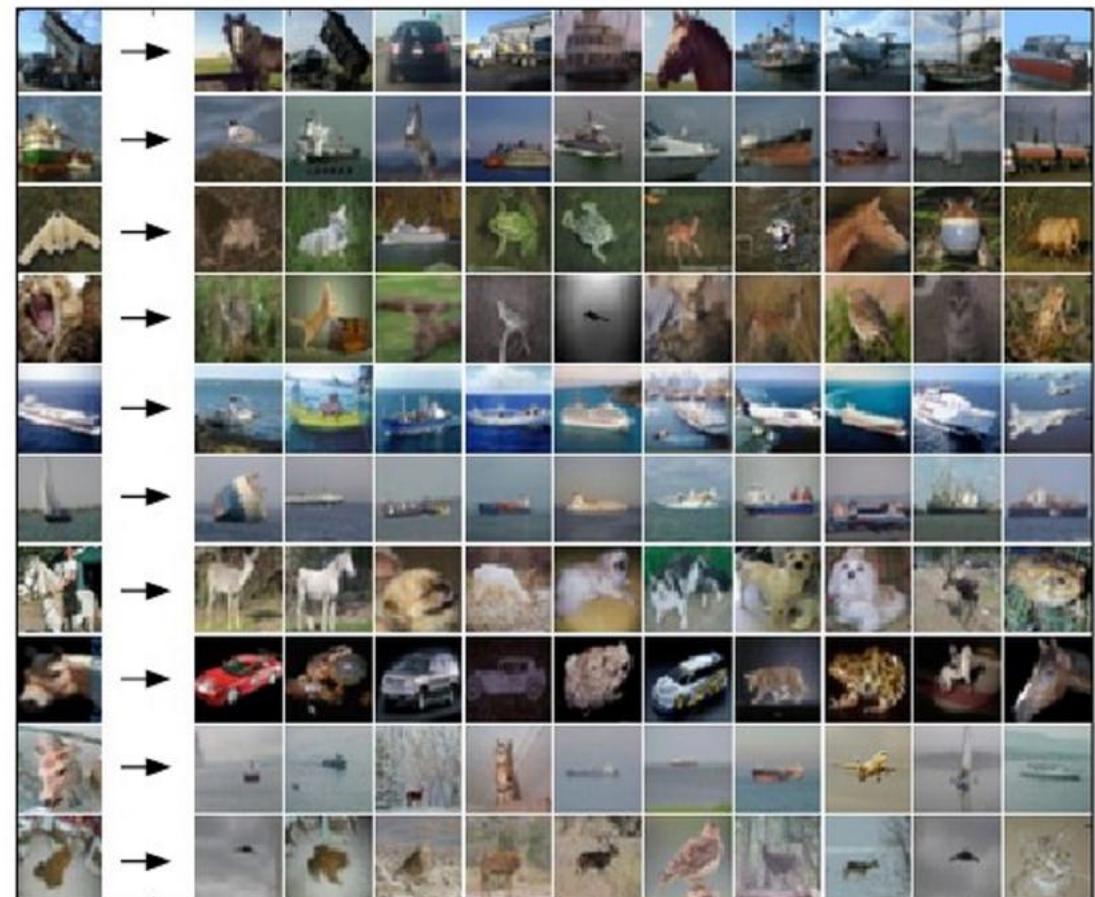
ship



truck



For every test image (first column),  
examples of nearest neighbors in rows



```
import numpy as np

class NearestNeighbor:
    def __init__(self):
        pass

    def train(self, X, y):
        """ X is N x D where each row is an example. Y is 1-dimension of size N """
        # the nearest neighbor classifier simply remembers all the training data
        self.Xtr = X
        self.ytr = y

    def predict(self, X):
        """ X is N x D where each row is an example we wish to predict label for """
        num_test = X.shape[0]
        # lets make sure that the output type matches the input type
        Ypred = np.zeros(num_test, dtype = self.ytr.dtype)

        # loop over all test rows
        for i in xrange(num_test):
            # find the nearest training image to the i'th test image
            # using the L1 distance (sum of absolute value differences)
            distances = np.sum(np.abs(self.Xtr - X[i,:]), axis = 1)
            min_index = np.argmin(distances) # get the index with smallest distance
            Ypred[i] = self.ytr[min_index] # predict the label of the nearest example

        return Ypred
```

## Nearest Neighbor classifier

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## Nearest Neighbor classifier

Memorize training data

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```

## Nearest Neighbor classifier

- For every test image:
- Find the nearest train image
  - Return the label of nearest training image

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## Nearest Neighbor classifier

**Q: how does the classification speed depend on the size of the training data?**

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```

## Nearest Neighbor classifier

Q: how does the classification speed depend on the size of the training data? **linearly** :(

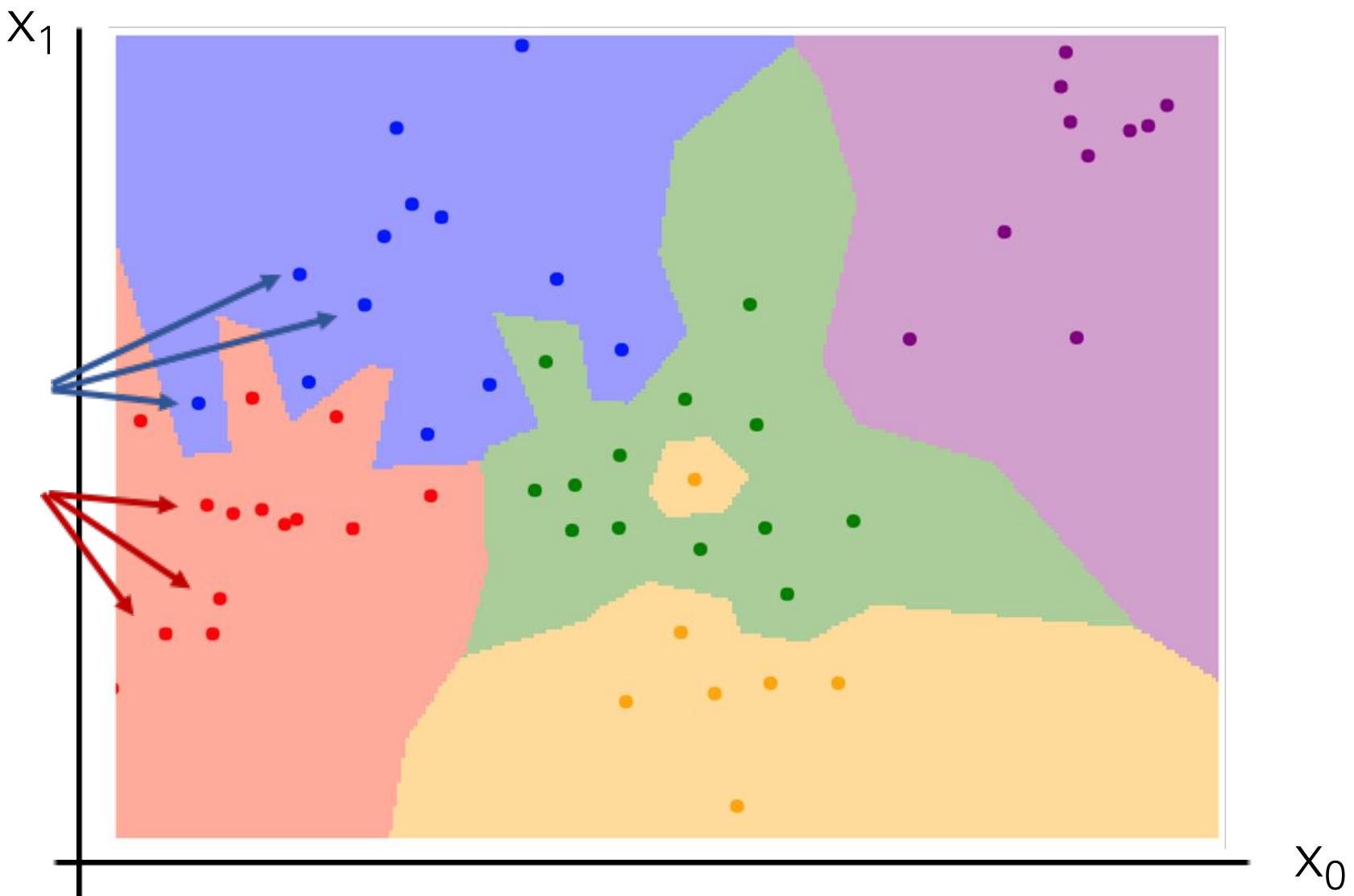
This is **backwards**:

- test time performance is usually much more important in practice.
- Deep Neural Networks flip this: expensive training, cheap test evaluation

# Nearest Neighbor Decision Boundaries

Nearest neighbors  
in two dimensions

Points are training  
examples; colors  
give training labels

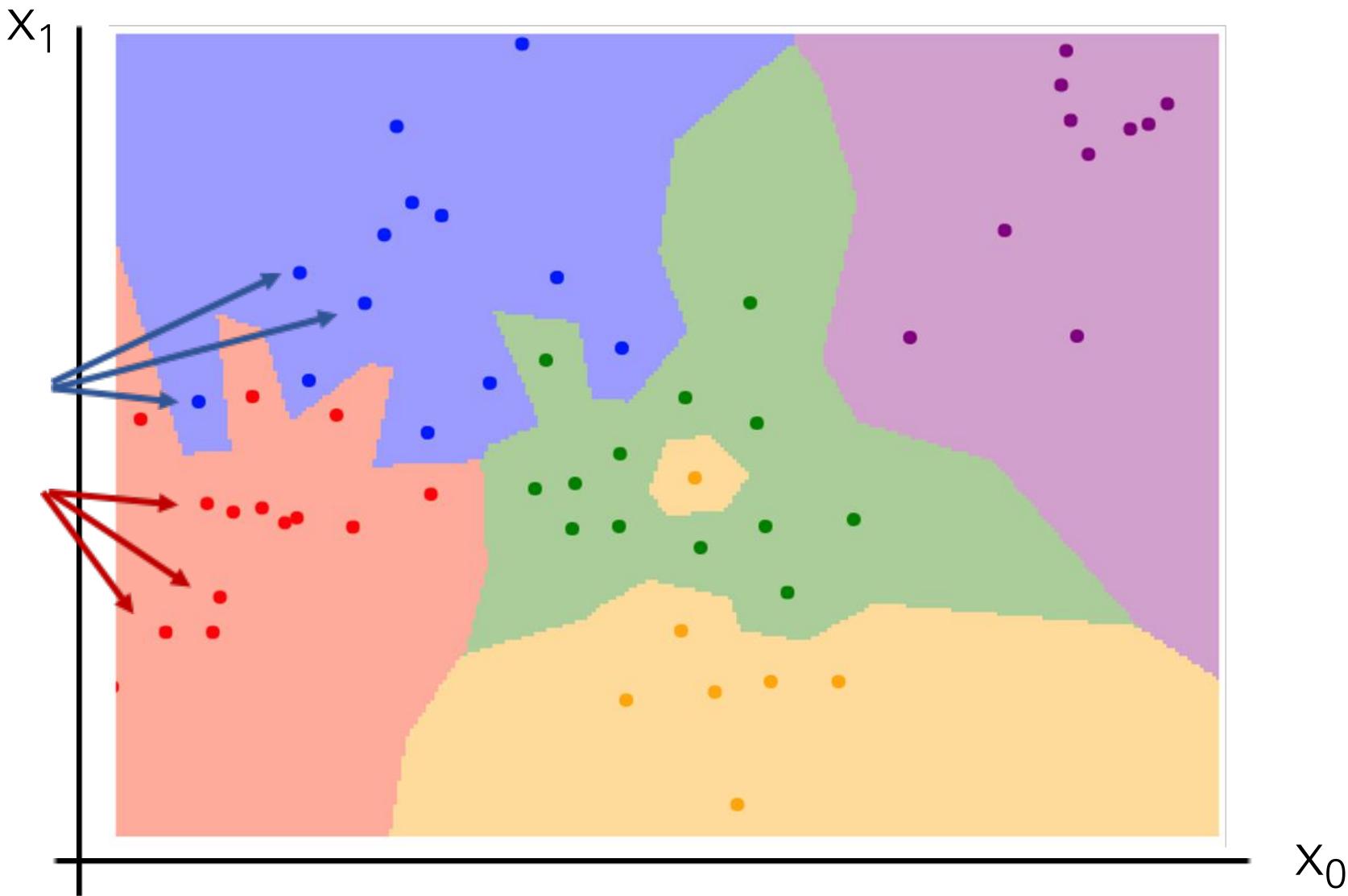


# Nearest Neighbor Decision Boundaries

Nearest neighbors  
in two dimensions

Points are training  
examples; colors  
give training labels

Background colors  
give the category  
a test point would  
be assigned

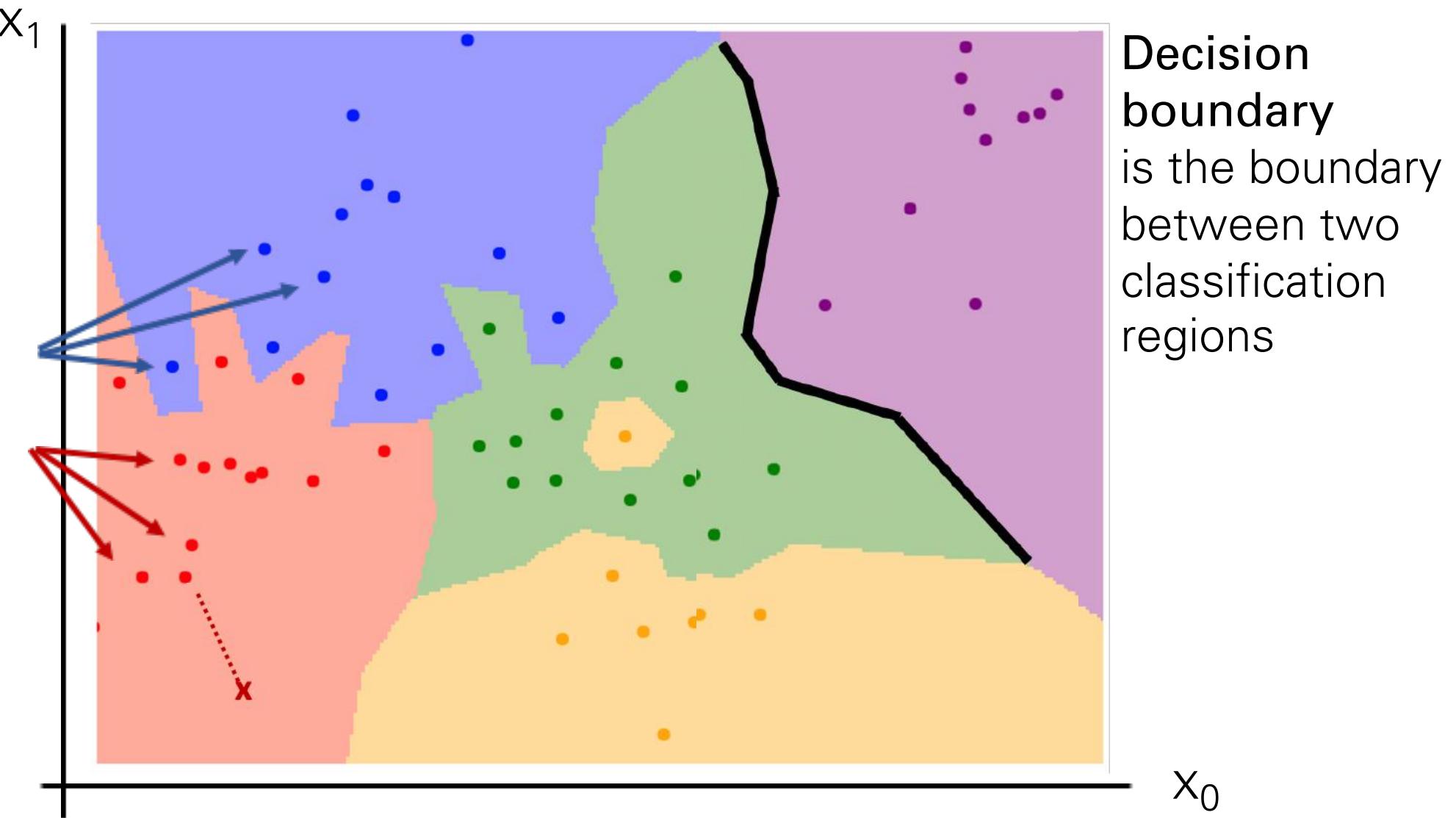


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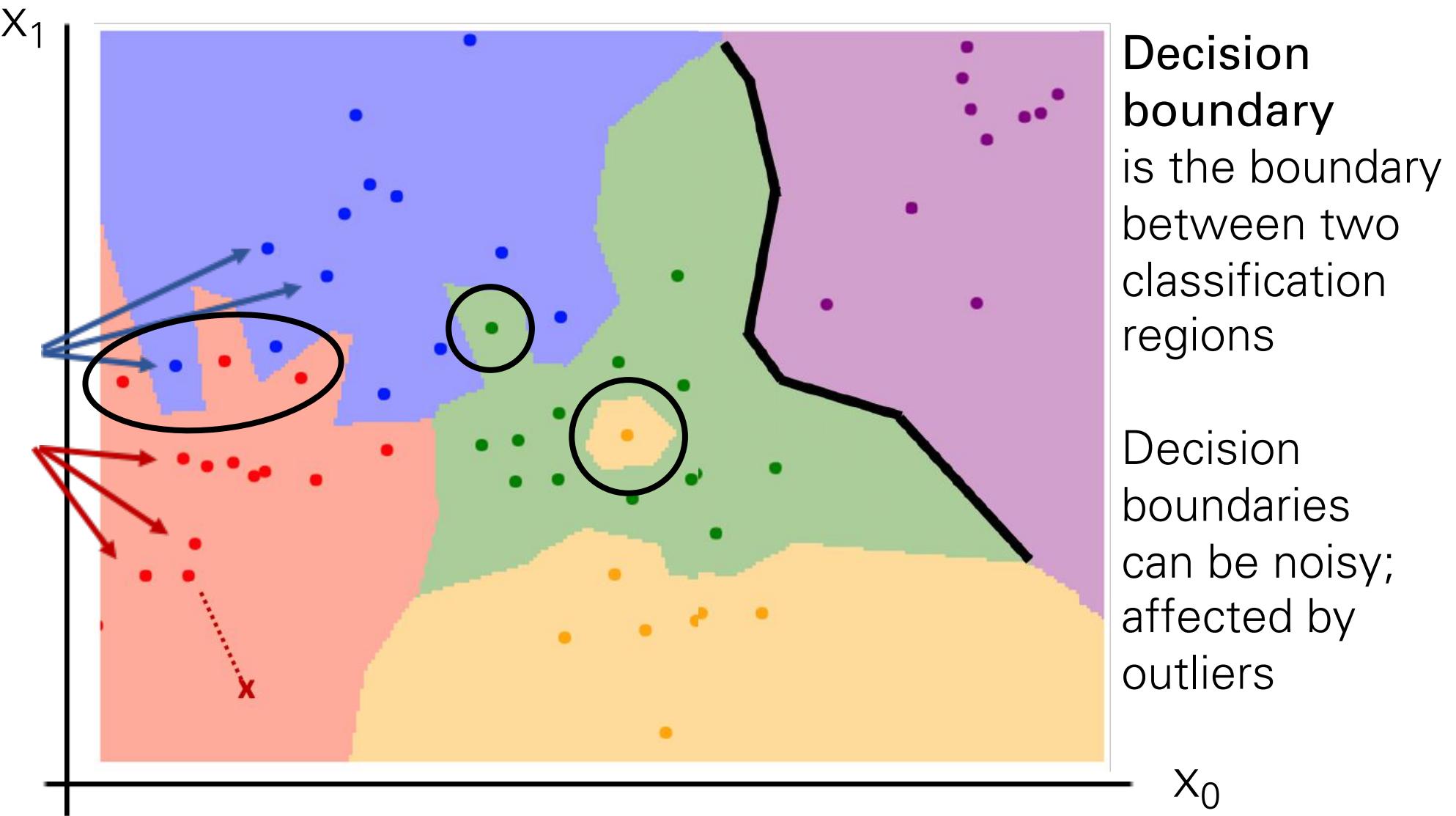


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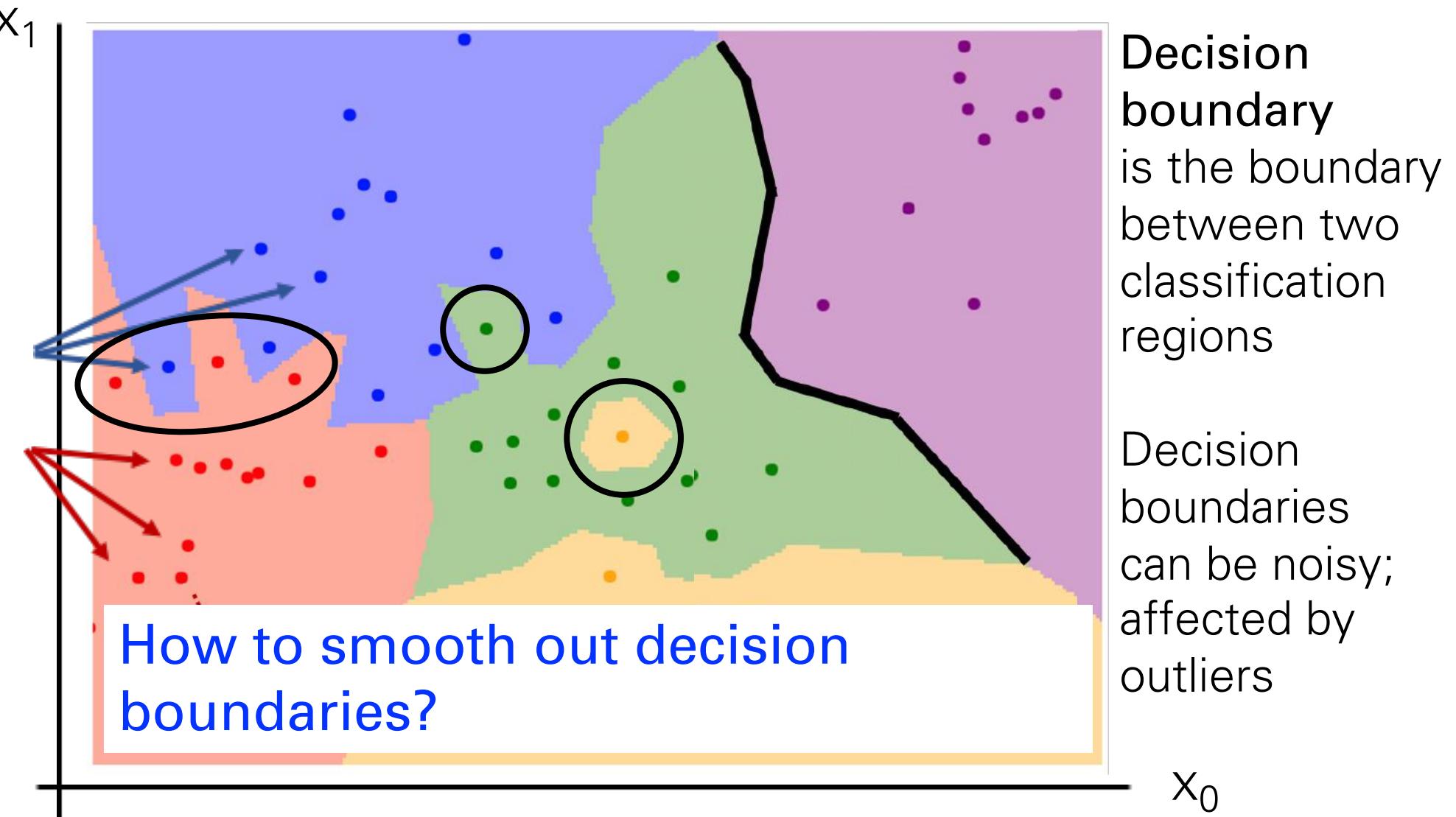


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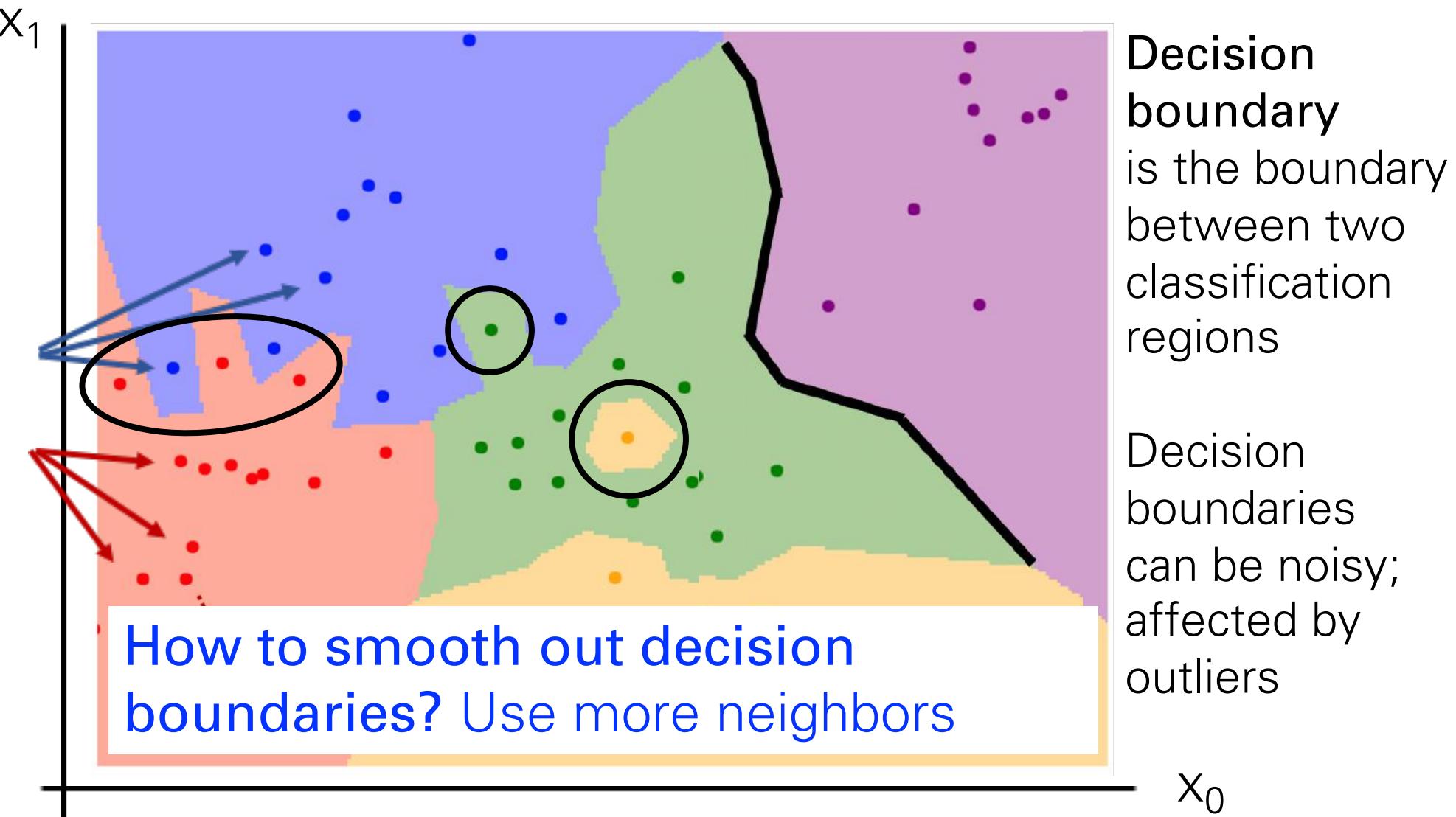


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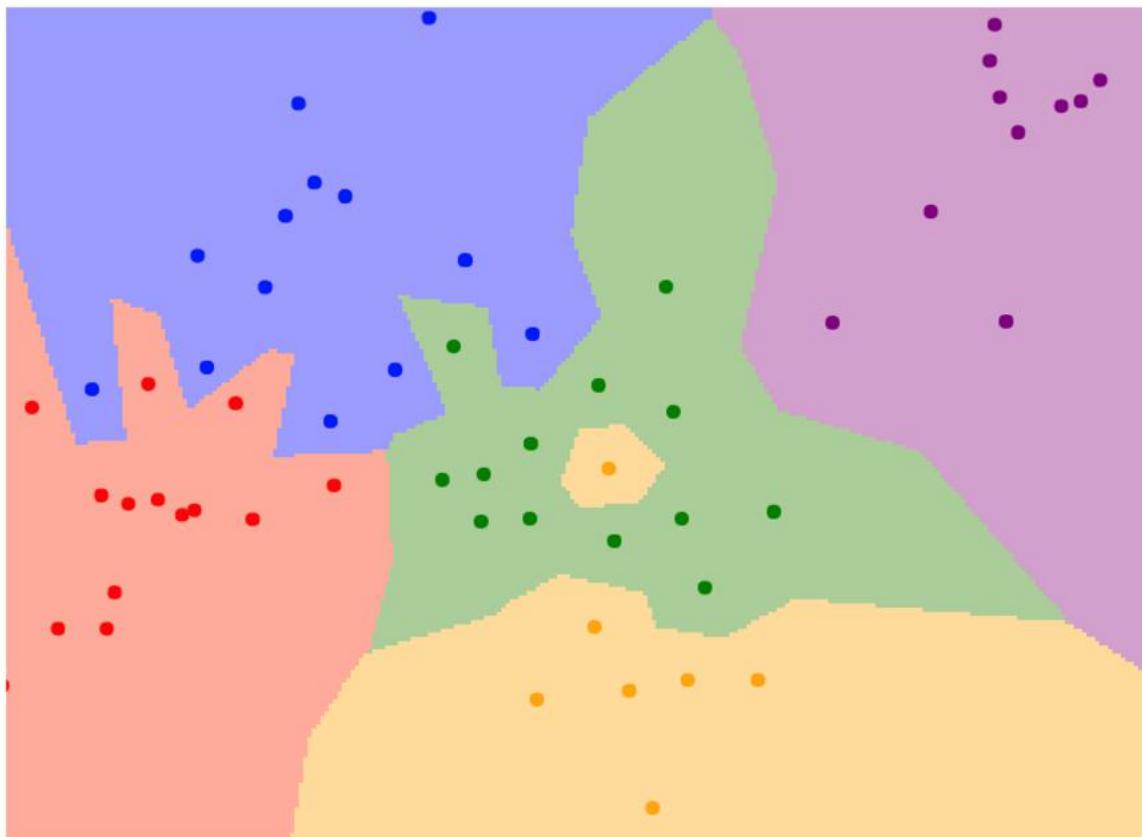
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a test point would  
be assigned



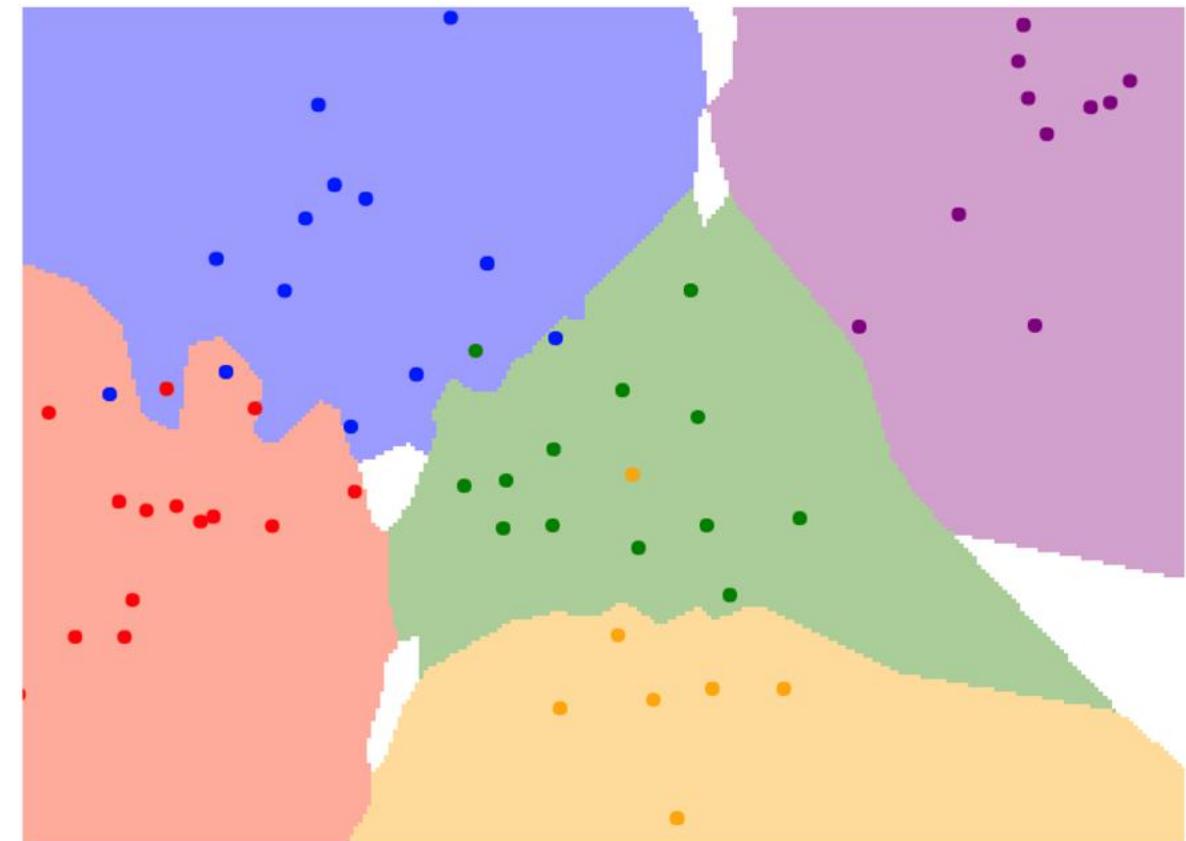
# K-Nearest Neighbors

Instead of copying label from nearest neighbor, take **majority vote** from K closest points

$K = 1$



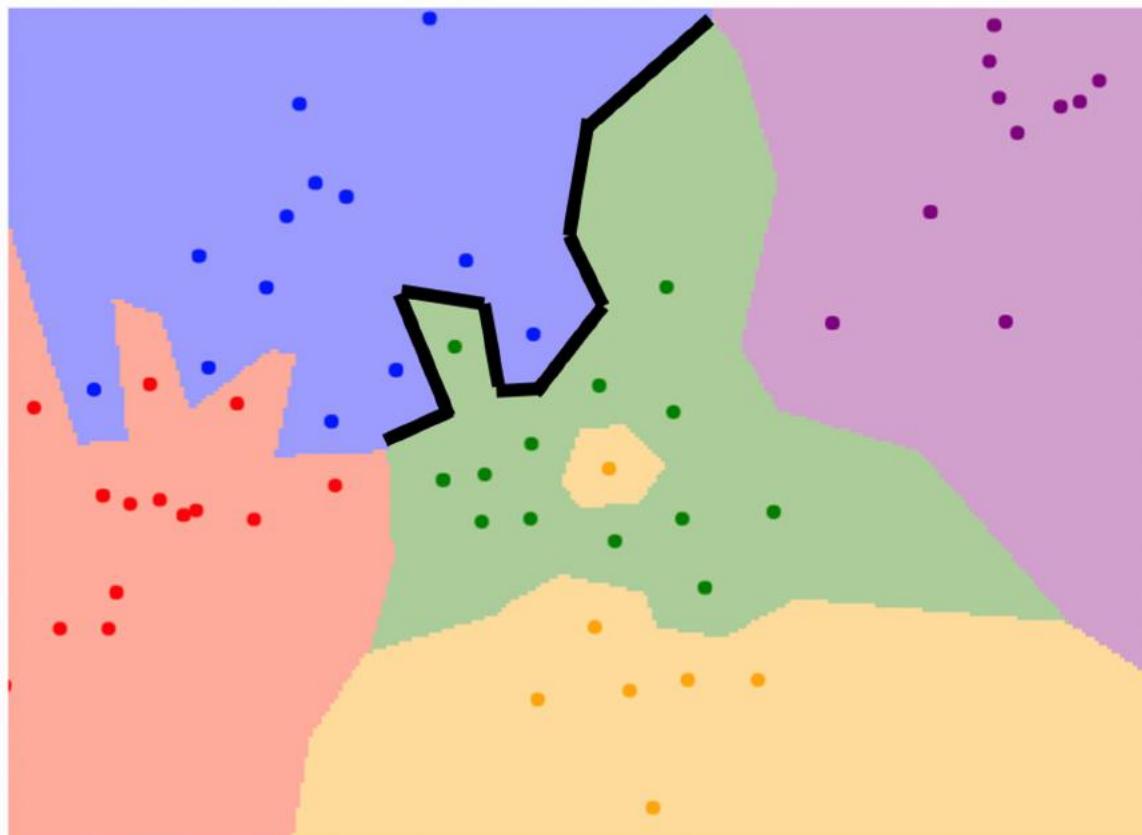
$K = 3$



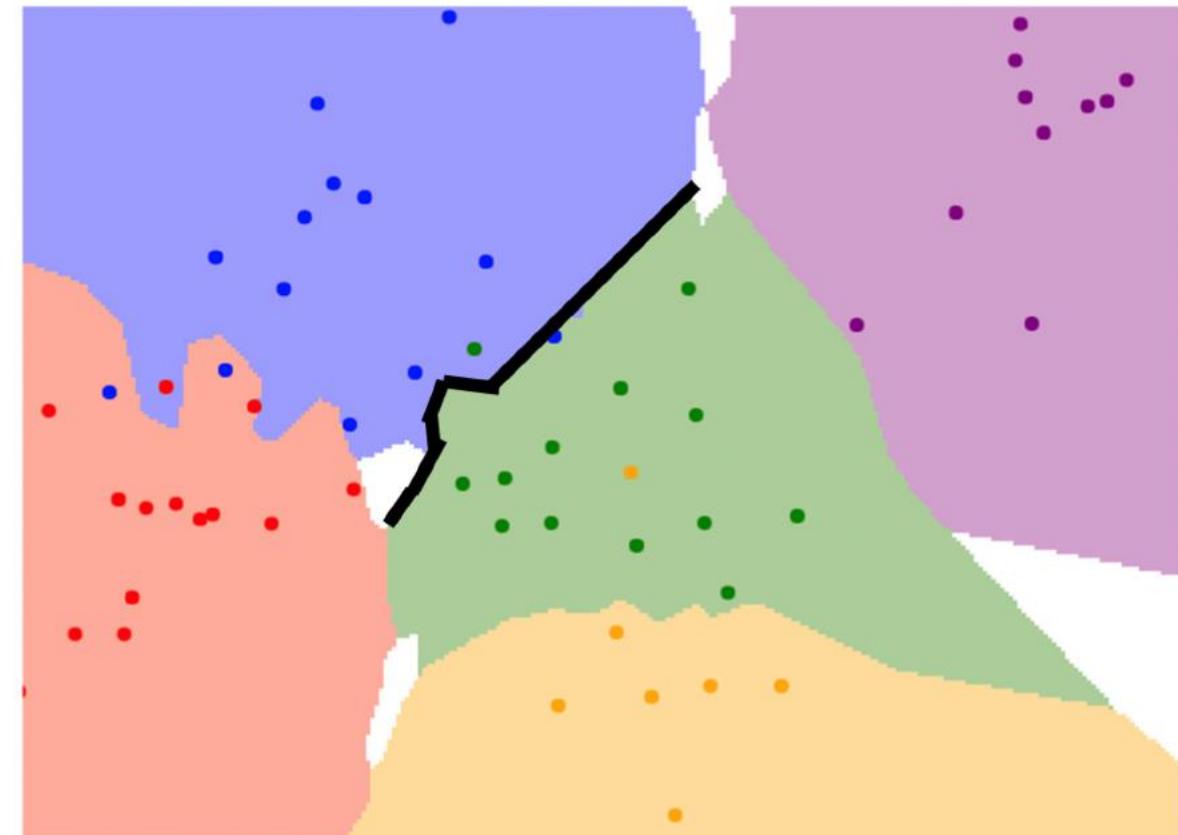
# K-Nearest Neighbors

Using more neighbors helps smooth out rough decision boundaries

$K = 1$



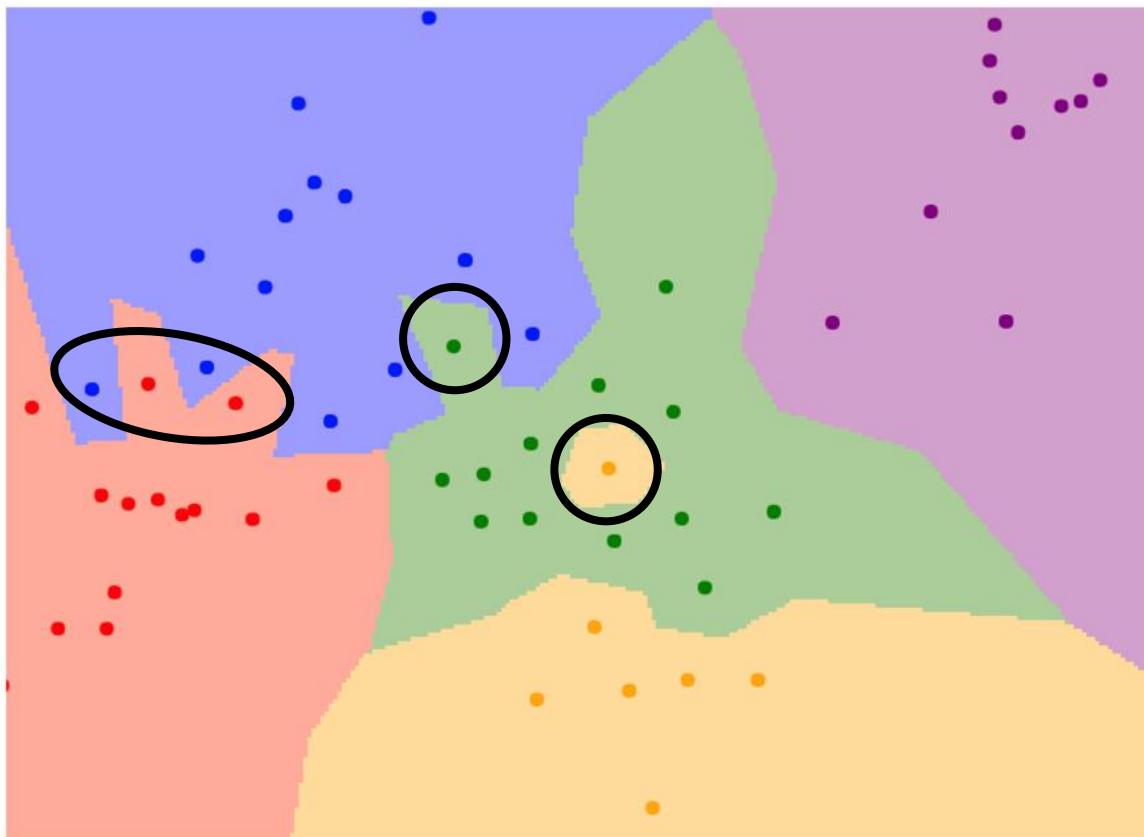
$K = 3$



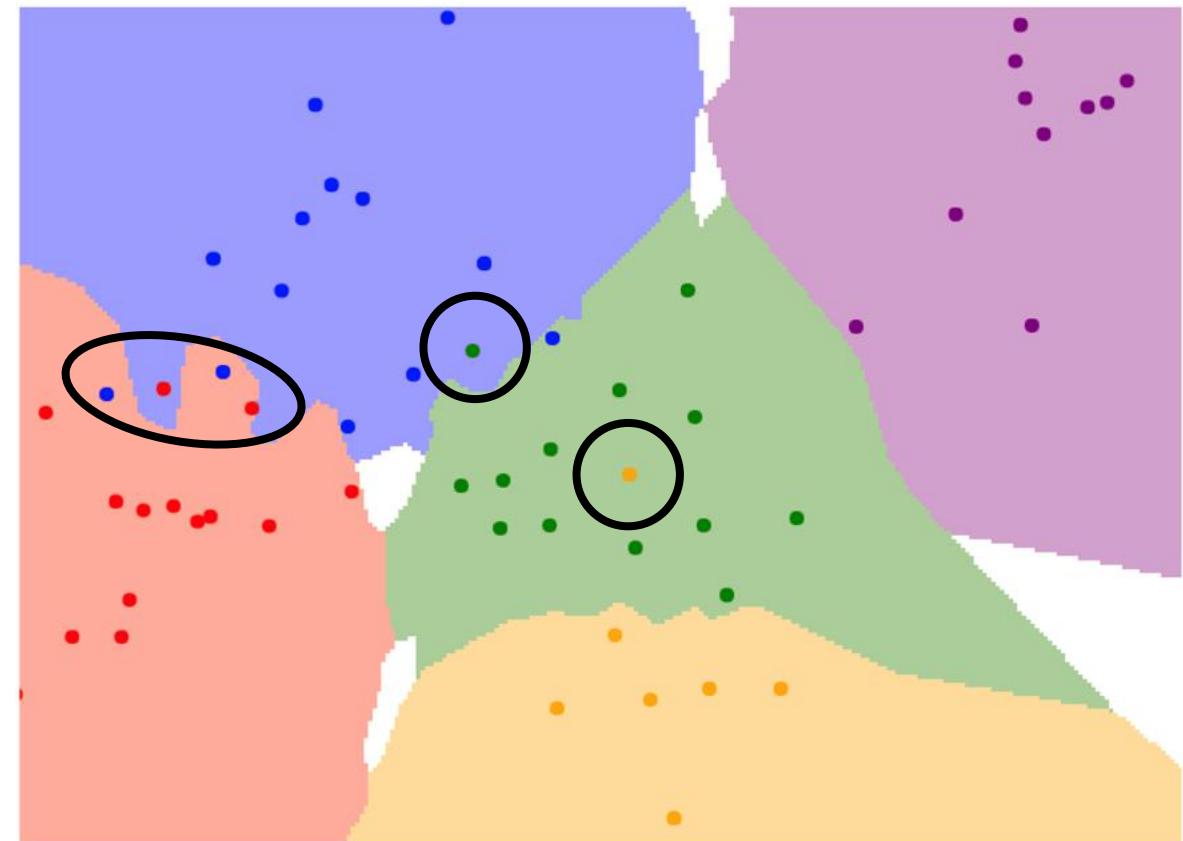
# K-Nearest Neighbors

Using more neighbors helps reduce the effect of outliers

$K = 1$



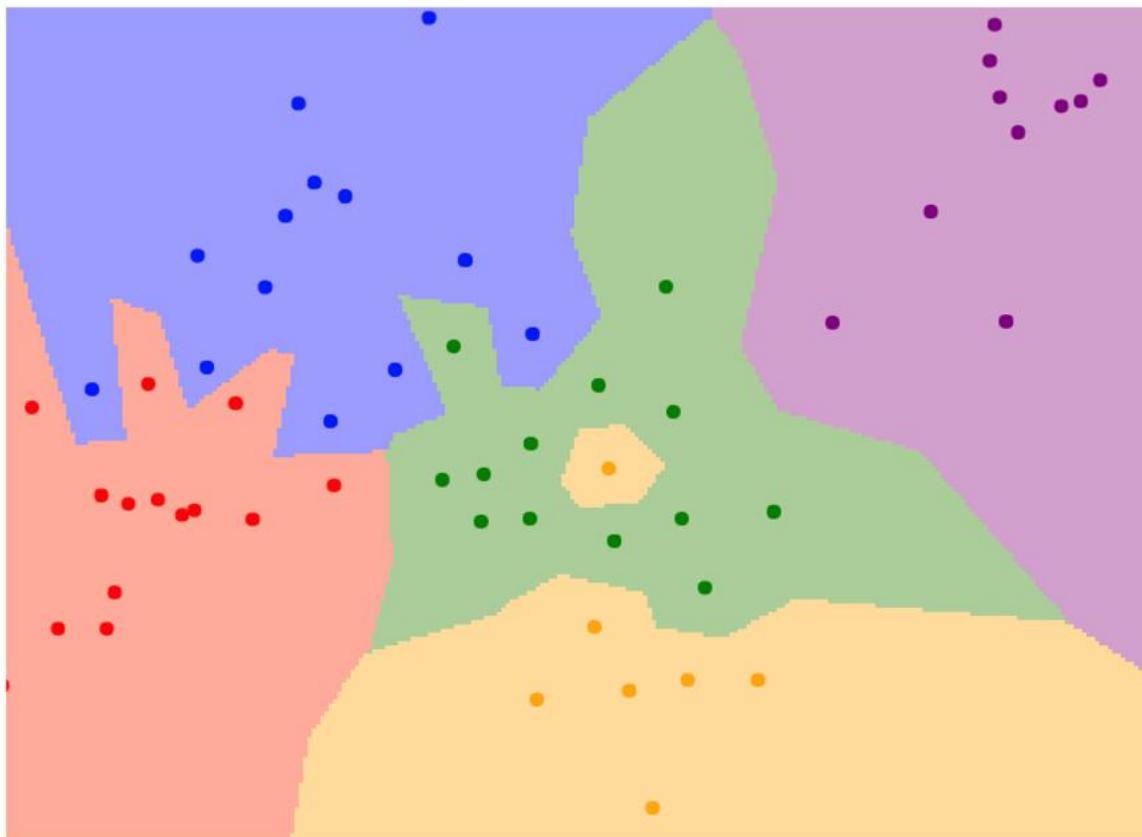
$K = 3$



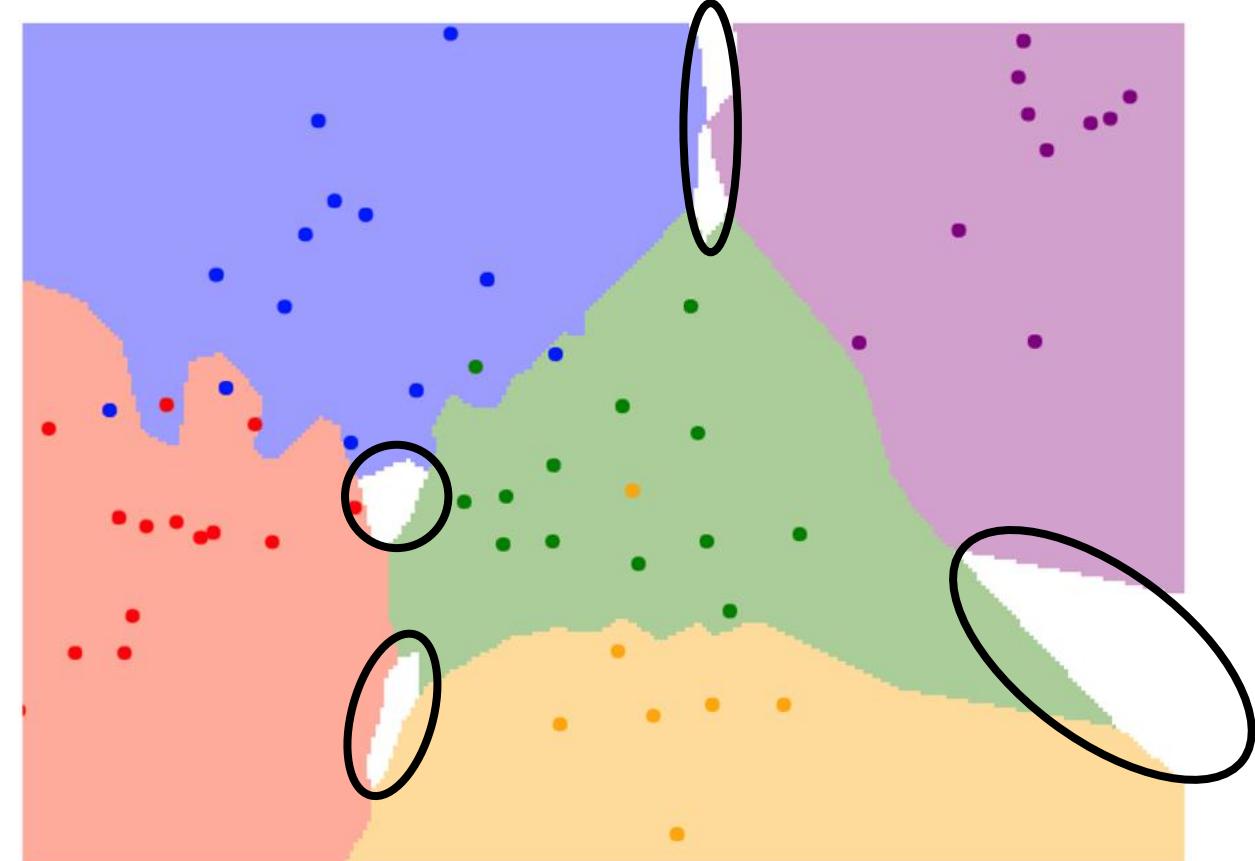
# K-Nearest Neighbors

When  $K > 1$  there can be ties between classes.  
Need to break somehow!

$K = 1$



$K = 3$



How do we compare the images? What is the **distance metric**?

**L1 distance:**  $d_1(I_1, I_2) = \sum_p |I_1^p - I_2^p|$

test image				training image				pixel-wise absolute value differences					
56	32	10	18	-	10	20	24	17	=	46	12	14	1
90	23	128	133	-	8	10	89	100	=	82	13	39	33
24	26	178	200	-	12	16	178	170	=	12	10	0	30
2	0	255	220	-	4	32	233	112	=	2	32	22	108

add → 456

The choice of distance is a **hyperparameter**  
common choices:

L1 (Manhattan) distance

$$d_1(I_1, I_2) = \sum_p |I_1^p - I_2^p|$$

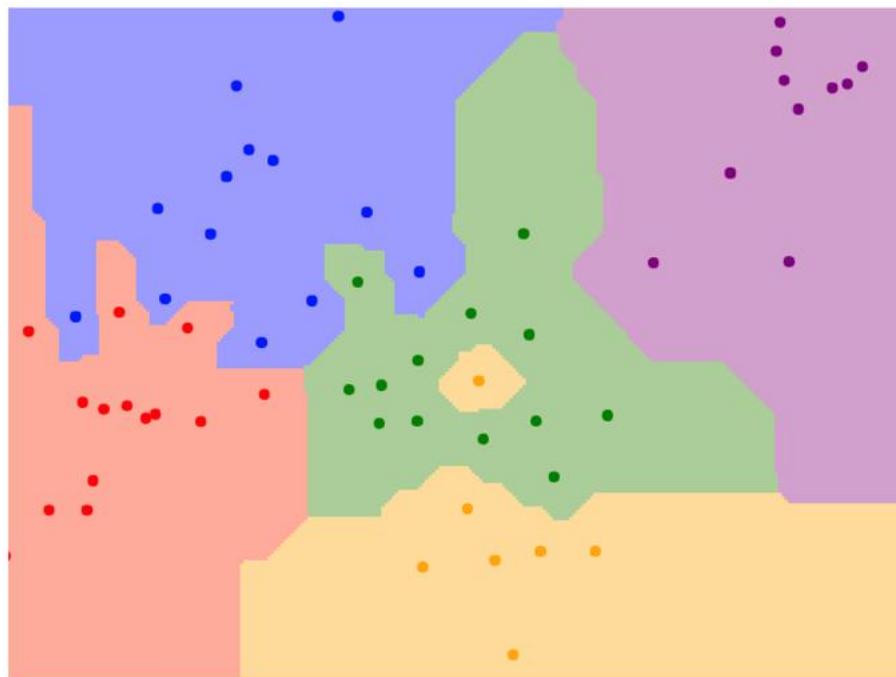
L2 (Euclidean) distance

$$d_2(I_1, I_2) = \sqrt{\sum_p (I_1^p - I_2^p)^2}$$

# K-Nearest Neighbors: Distance Metric

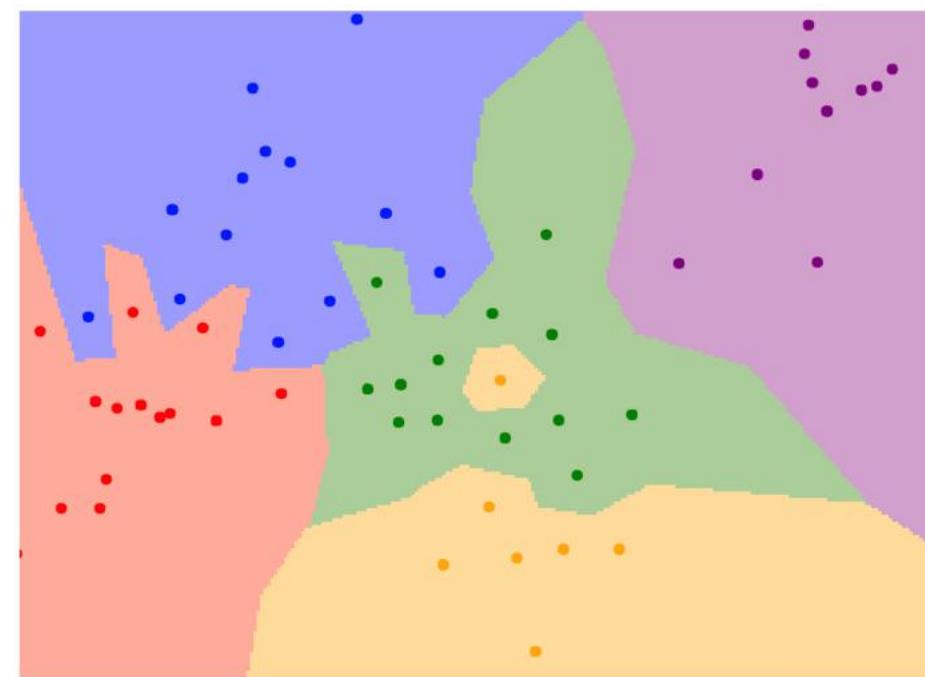
L1 (Manhattan) distance

$$d_1(I_1, I_2) = \sum_p |I_1^p - I_2^p|$$



L2 (Euclidean) distance

$$d_2(I_1, I_2) = \sqrt{\sum_p (I_1^p - I_2^p)^2}$$



$K = 1$

# Example dataset: CIFAR-10

**10** labels

**50,000** training images

**10,000** test images.

airplane



automobile



bird



cat



deer



dog



frog



horse



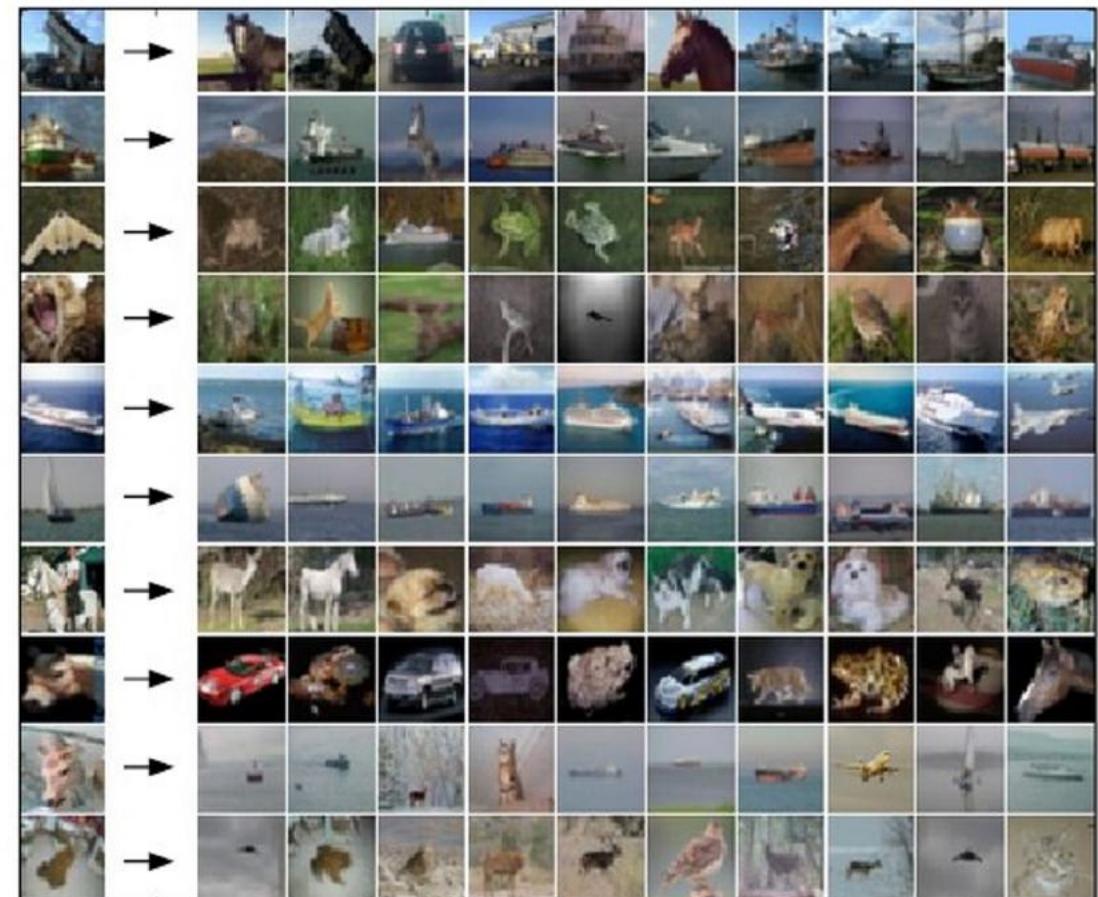
ship



truck



For every test image (first column),  
examples of nearest neighbors in rows



What is the best **distance** to use?

What is the best value of **k** to use?

i.e. how do we set the **hyperparameters**?

What is the best **distance** to use?

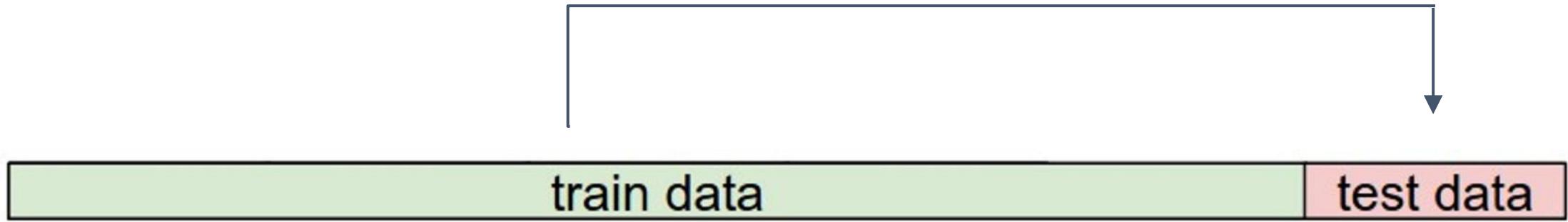
What is the best value of **k** to use?

i.e. how do we set the **hyperparameters**?

Very problem-dependent.

Must try them all out and see what works best.

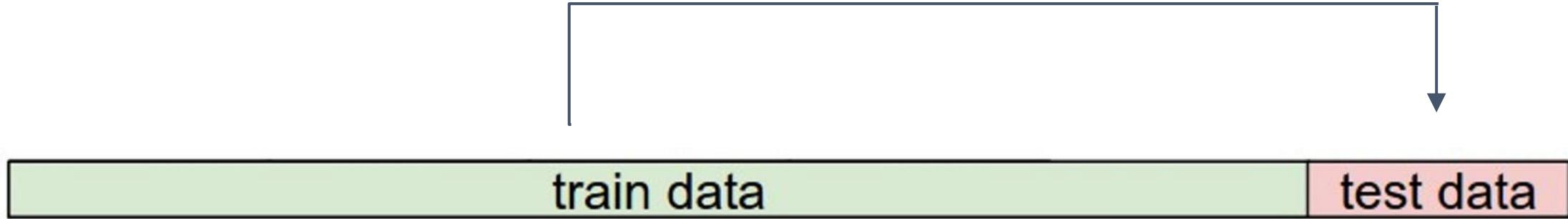
Try out what hyperparameters work best on test set.

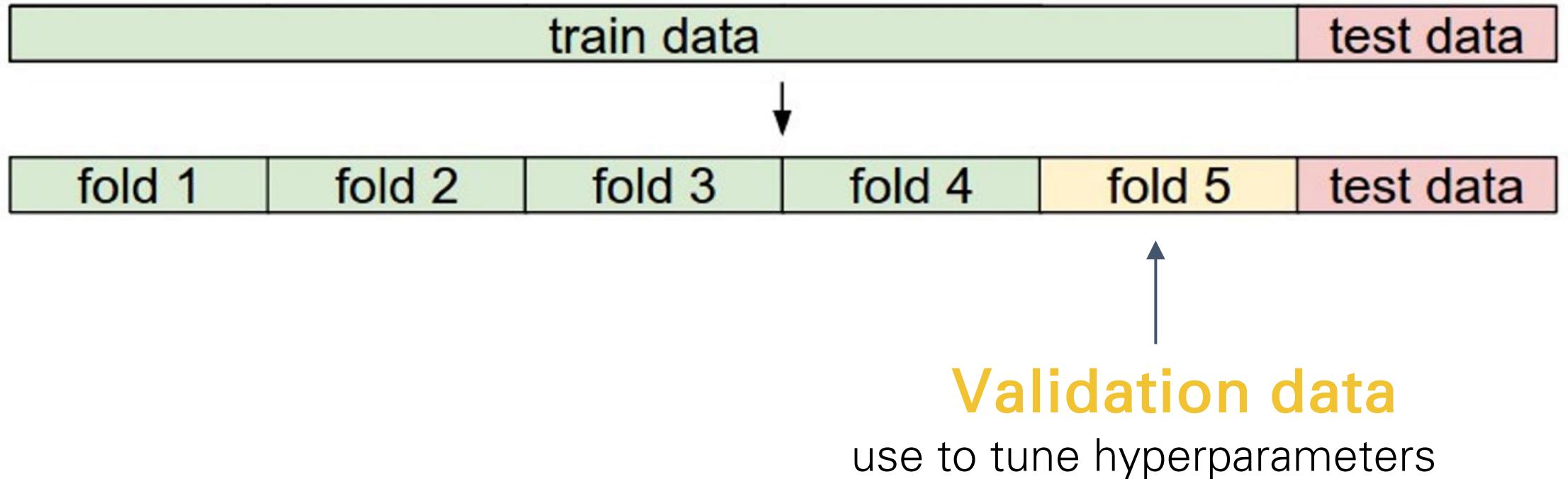


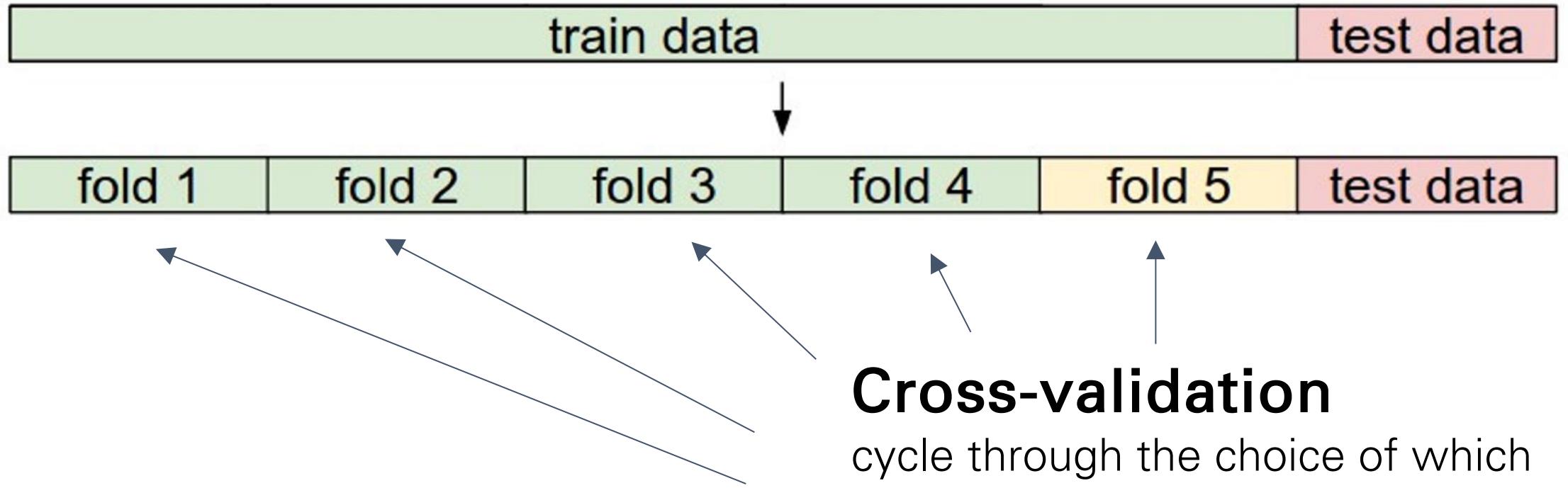
Trying out what hyperparameters work best on test set:

Very bad idea. The test set is a proxy for the generalization performance!

Use only **VERY SPARINGLY**, at the end.

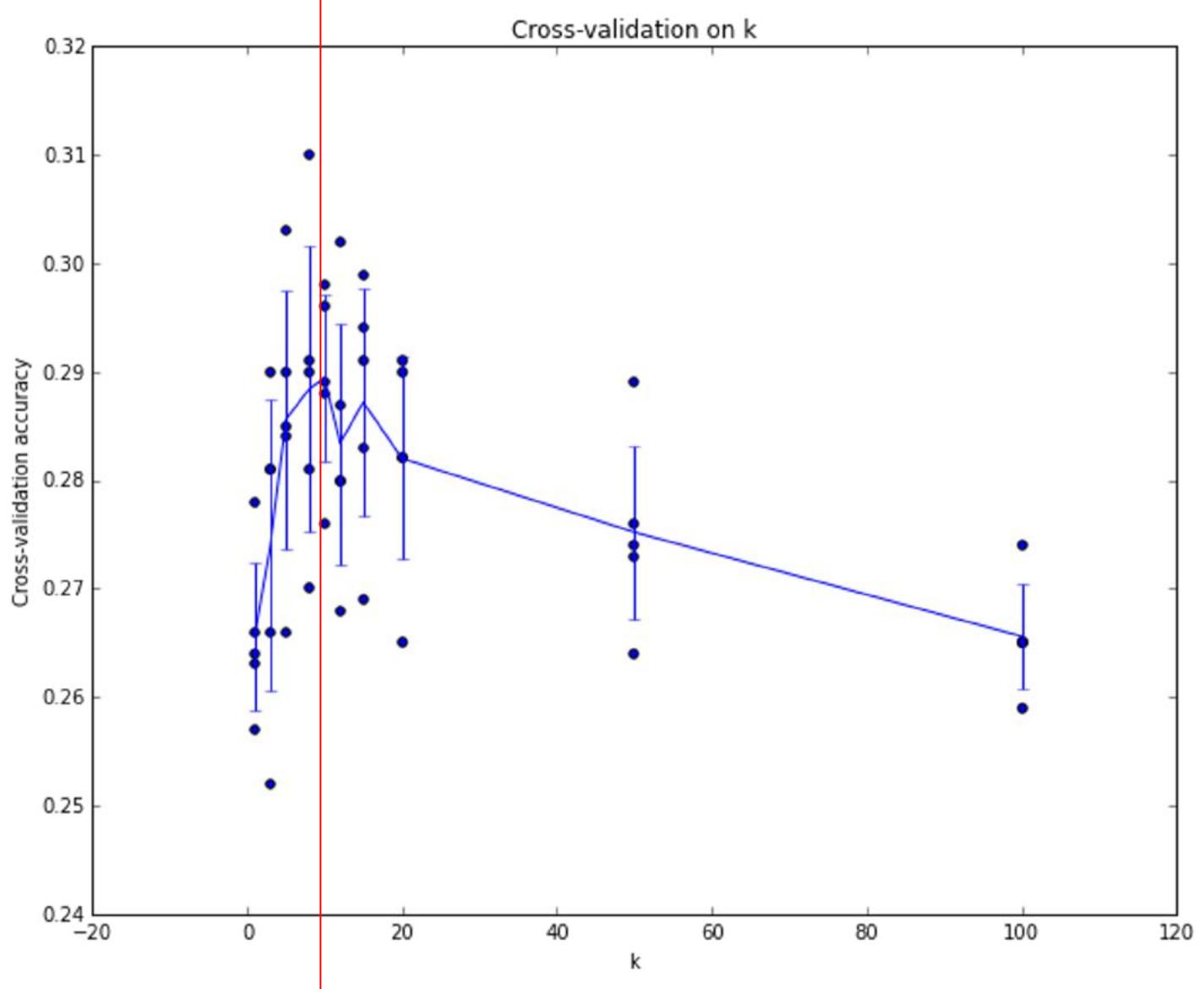






## Cross-validation

cycle through the choice of which fold is the validation fold, average results.



Example of  
5-fold cross-validation  
for the value of **k**.

Each point: single  
outcome.

The line goes  
through the mean, bars  
indicated standard  
deviation

(Seems that  $k \sim 7$  works  
the best for this data)

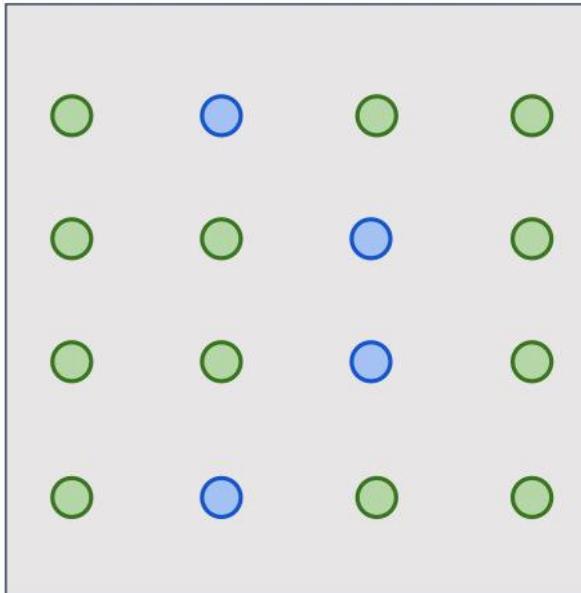
# Problem: Curse of Dimensionality

- **Curse of dimensionality:** For uniform coverage of space, number of training points needed grows exponentially with dimension

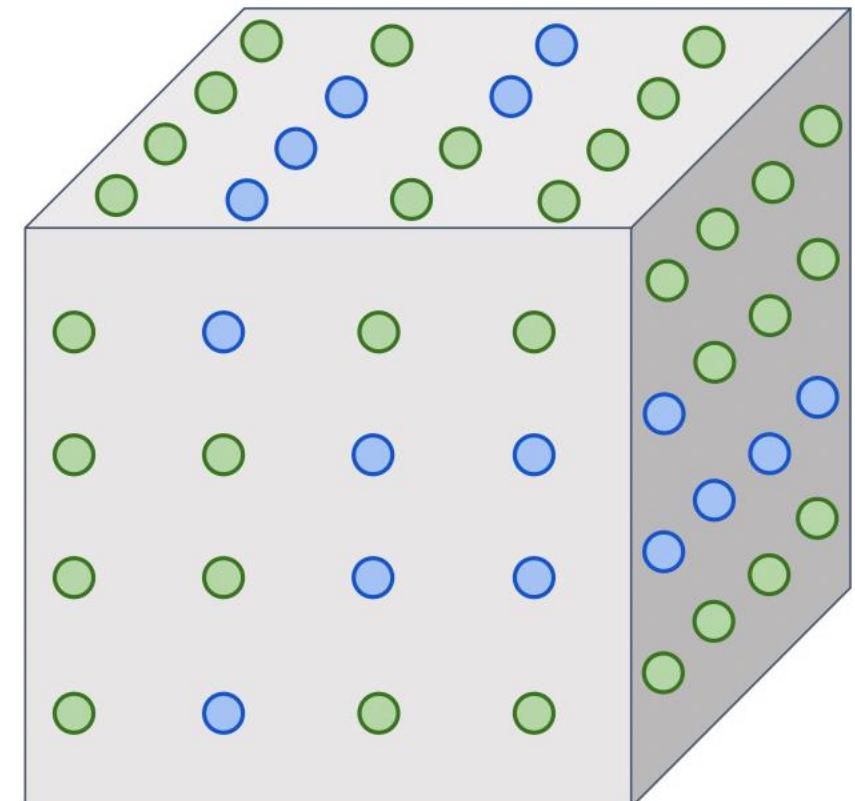
Dimensions = 1  
Points = 4



Dimensions = 3  
Points =  $4^2$



Dimensions = 3  
Points =  $4^3$



# Problem: Curse of Dimensionality

- **Curse of dimensionality:** For uniform coverage of space, number of training points needed grows exponentially with dimension

Number of possible  
32x32 binary images:

$$2^{32 \times 32} \approx 10^{308}$$

# Problem: Curse of Dimensionality

- **Curse of dimensionality:** For uniform coverage of space, number of training points needed grows exponentially with dimension

Number of possible  
32x32 binary images:

$$2^{32 \times 32} \approx 10^{308}$$

Number of elementary particles  
in the visible universe: [\(source\)](#)

$$\approx 10^{97}$$

# k-Nearest Neighbor on images never used.

- Very slow at test time
- Distance metrics on pixels are not informative

Original



Boxed



Shifted



Tinted



(all 3 images have same L2 distance to the one on the left)

# Nearest Neighbor with ConvNet features works well



Devlin et al, "Exploring Nearest Neighbor Approaches for Image Captioning", 2015

# Nearest Neighbor with ConvNet features works well

Example: Image Captioning with Nearest Neighbor



A bedroom with a bed and a couch.



A train is stopped at a train station.



A cat sitting in a bathroom sink.



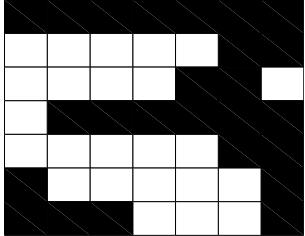
A wooden bench in front of a building.

# The learning problem

- linear classification
- hypothesis class, estimation algorithm
- loss and estimation criterion
- sampling, empirical and expected losses

# The Learning Problem

## Digit Recognition



## Image Classification

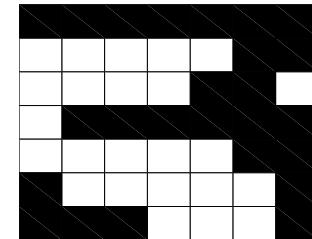


- Steps
  - entertain a (biased) set of possibilities (hypothesis class)
  - adjust predictions based on available examples (estimation)
  - rethink the set of possibilities (model selection)
- Principles of learning are “universal”
  - society (e.g., scientific community)
  - animal (e.g., human)
  - machine

# Hypothesis class

- Representation: examples are binary vectors of length  $d = 64$

$$\mathbf{x} = [111 \dots 0001]^T =$$



and labels  $y \in \{-1, 1\}$  ("no", "yes")

- The mapping from examples to labels is a "**linear classifier**"

$$\hat{y} = \text{sign}(\theta \cdot \mathbf{x}) = \text{sign}(\theta_1 x_1 + \dots + \theta_d x_d)$$

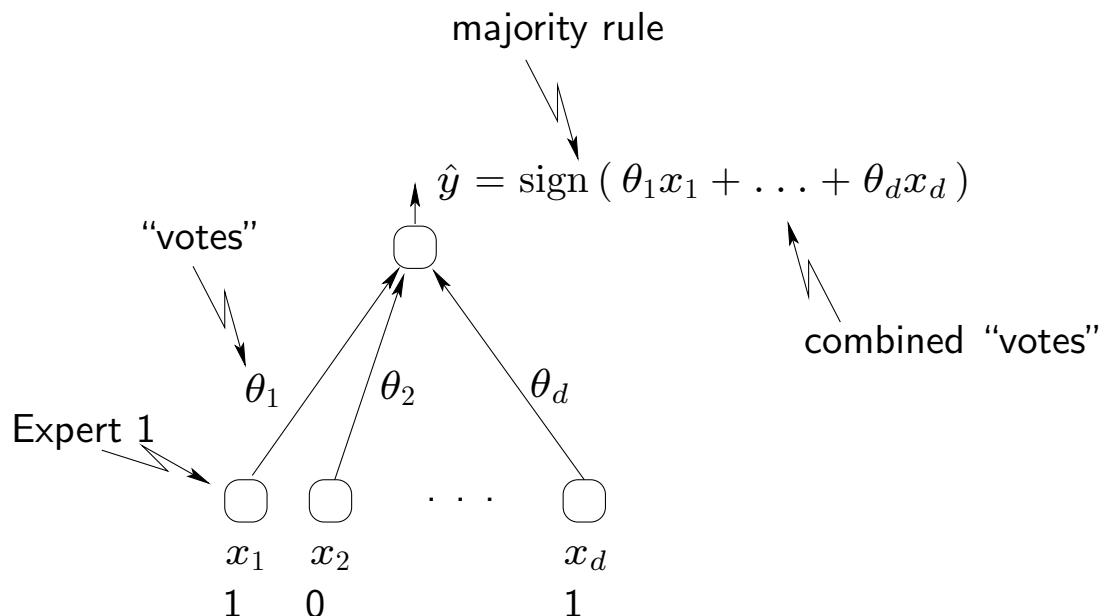
where  $\theta$  is a vector of **parameters** we have to learn from examples.

# Linear classifier/experts

- We can understand the simple linear classifier

$$\hat{y} = \text{sign} (\theta \cdot \mathbf{x}) = \text{sign} (\theta_1 x_1 + \dots + \theta_d x_d)$$

as a way of combining expert opinion (in this case simple binary features)



# Estimation

$\mathbf{x}$	$y$
01111100110010000000100000001001111101110111100111011110001	+1
000111100000011000001110000011001111101111100111111100000011	+1
11111100000011000001100011111000000111000001111000110111111	-1
...	...

- How do we adjust the parameters  $\theta$  based on the labeled examples?

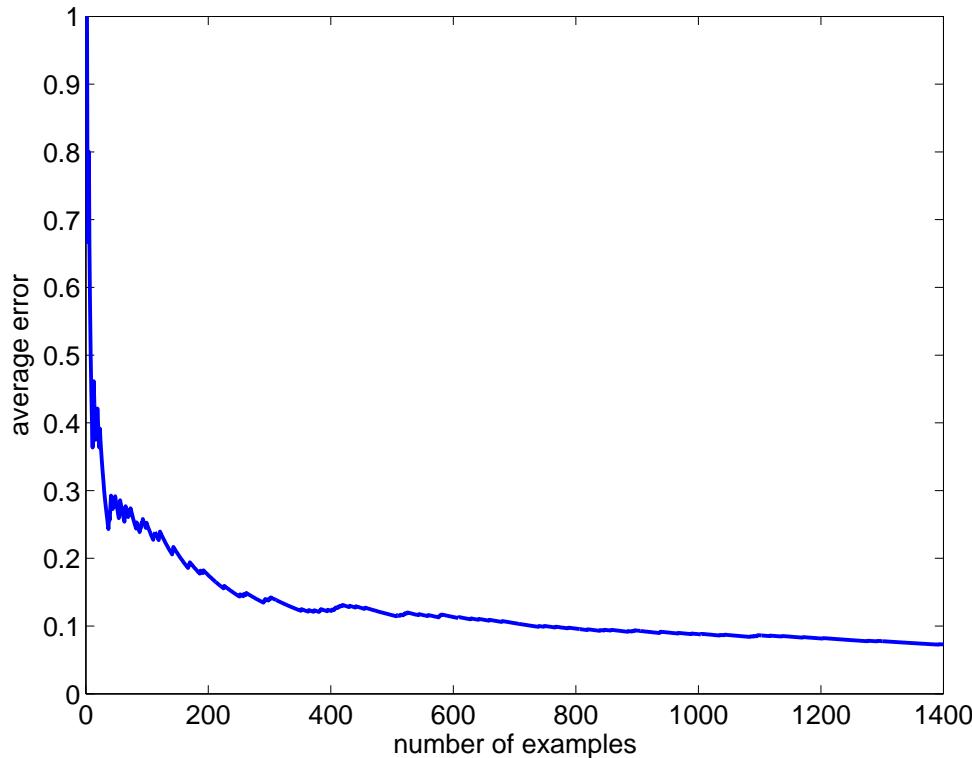
$$\hat{y} = \text{sign}(\theta \cdot \mathbf{x})$$

For example, we can simply refine/update the parameters whenever we make a mistake (**perceptron algorithm**):

$$\theta_i \leftarrow \theta_i + y x_i, \quad i = 1, \dots, d \quad \text{if prediction was wrong}$$

# Evaluation

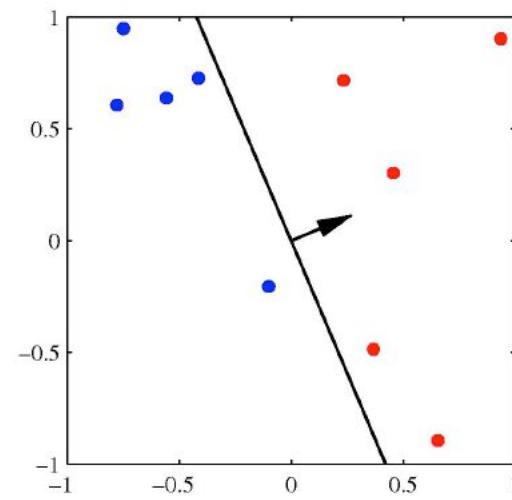
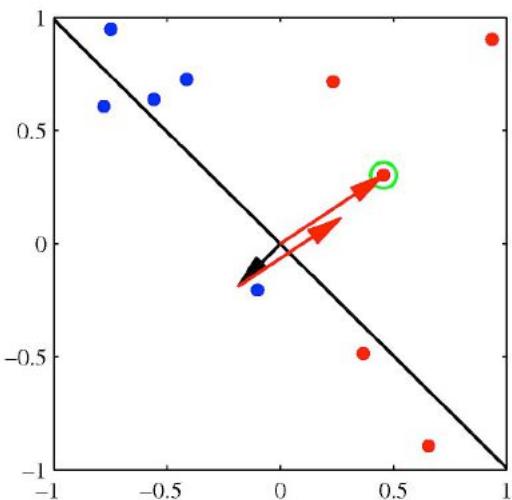
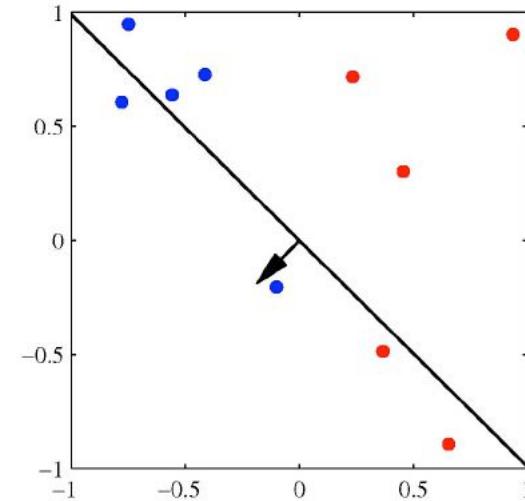
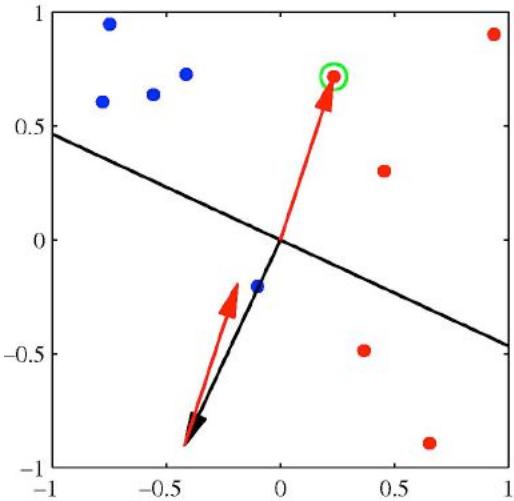
- Does the simple mistake driven algorithm work?



(average classification error as a function of the number of examples and labels seen so far)

# Illustration of Convergence

- Convergence of the perceptron learning algorithm



# Linear classifier: image classification



image    parameters

$$f(\mathbf{x}, \mathbf{W})$$

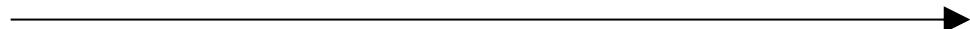
10 numbers,  
indicating class  
scores

[32x32x3]

array of numbers 0...1  
(3072 numbers total)

# Linear classifier: image classification

$$f(x, W) = Wx$$



**10** numbers,  
indicating class  
scores

[32x32x3]

array of numbers 0...1

# Linear classifier: image classification



[32x32x3]

array of numbers 0...1

$$f(x, W) = \boxed{W} \boxed{x}$$

**10x1**                    **10x3072**

10 numbers,  
indicating class  
scores

parameters, or “weights”

# Linear classifier: image classification



[32x32x3]

array of numbers 0...1

$$f(x, W) = \boxed{W} \boxed{x}$$

**10x1**                            **10x3072**                            **3072x1**

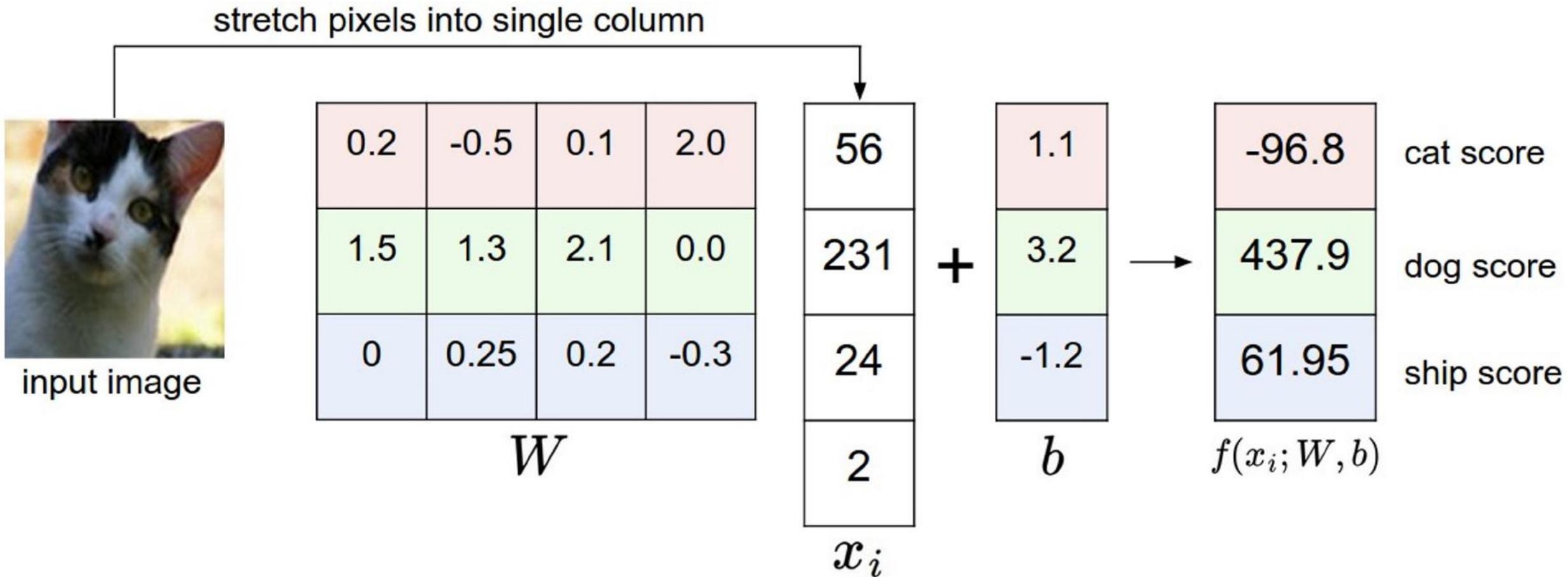
$$(+b)$$

**10x1**

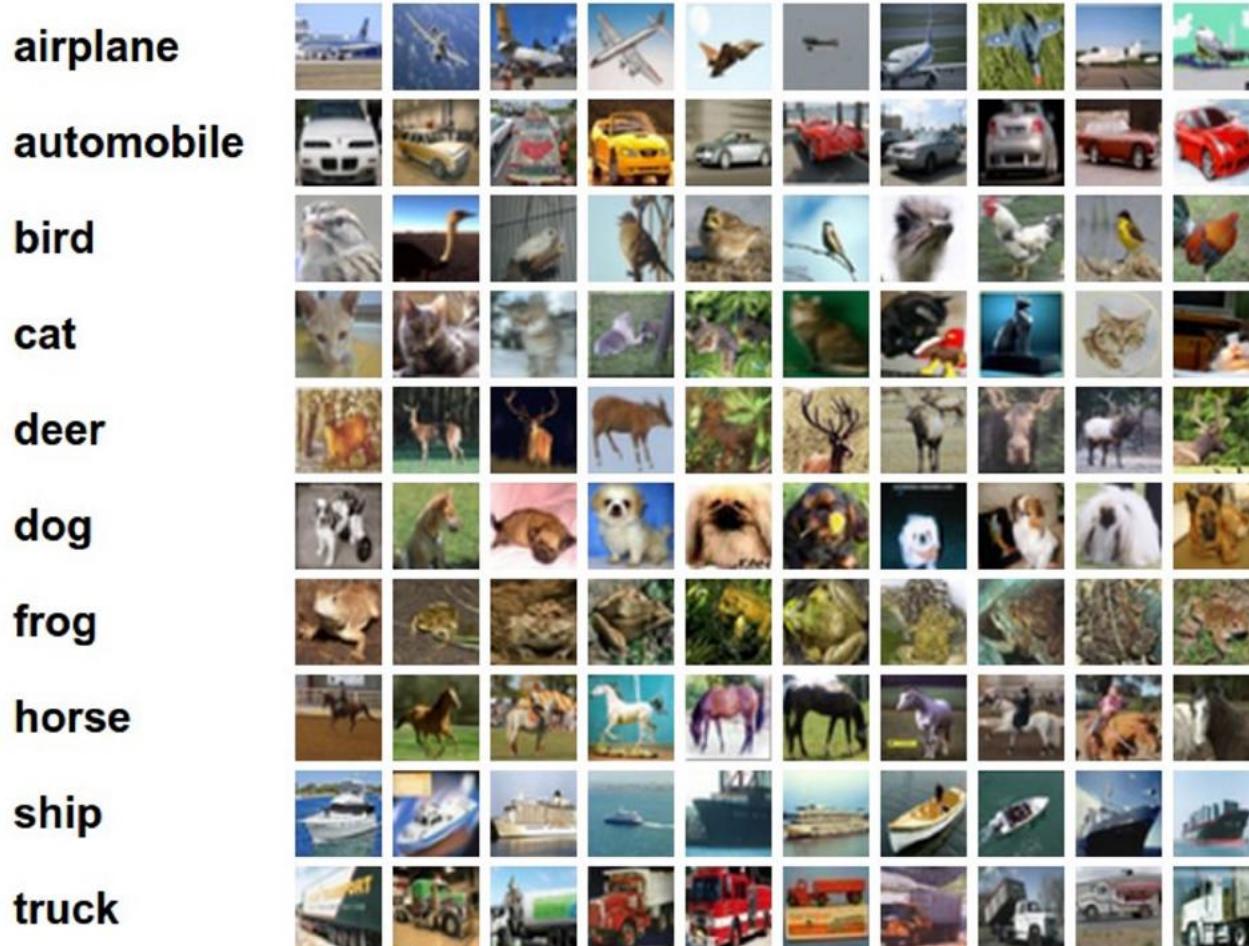
10 numbers,  
indicating class  
scores

parameters, or “weights”

# Example with an image with 4 pixels, and 3 classes (**cat/dog/ship**)



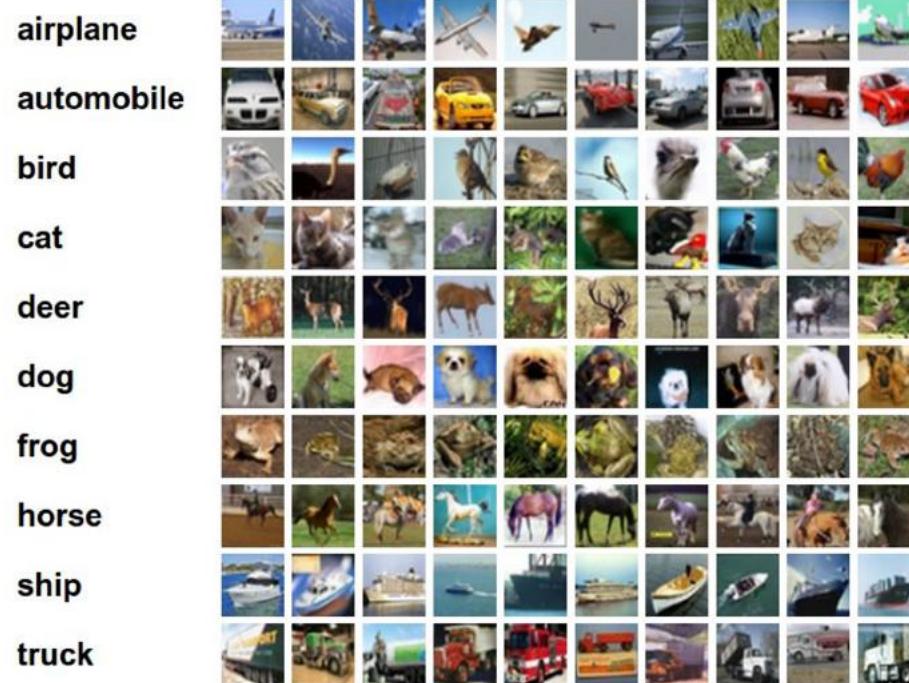
# Interpreting a Linear Classifier



$$f(x_i, W, b) = Wx_i + b$$

Q: what does the linear classifier do, in plain English?

# Interpreting a Linear Classifier

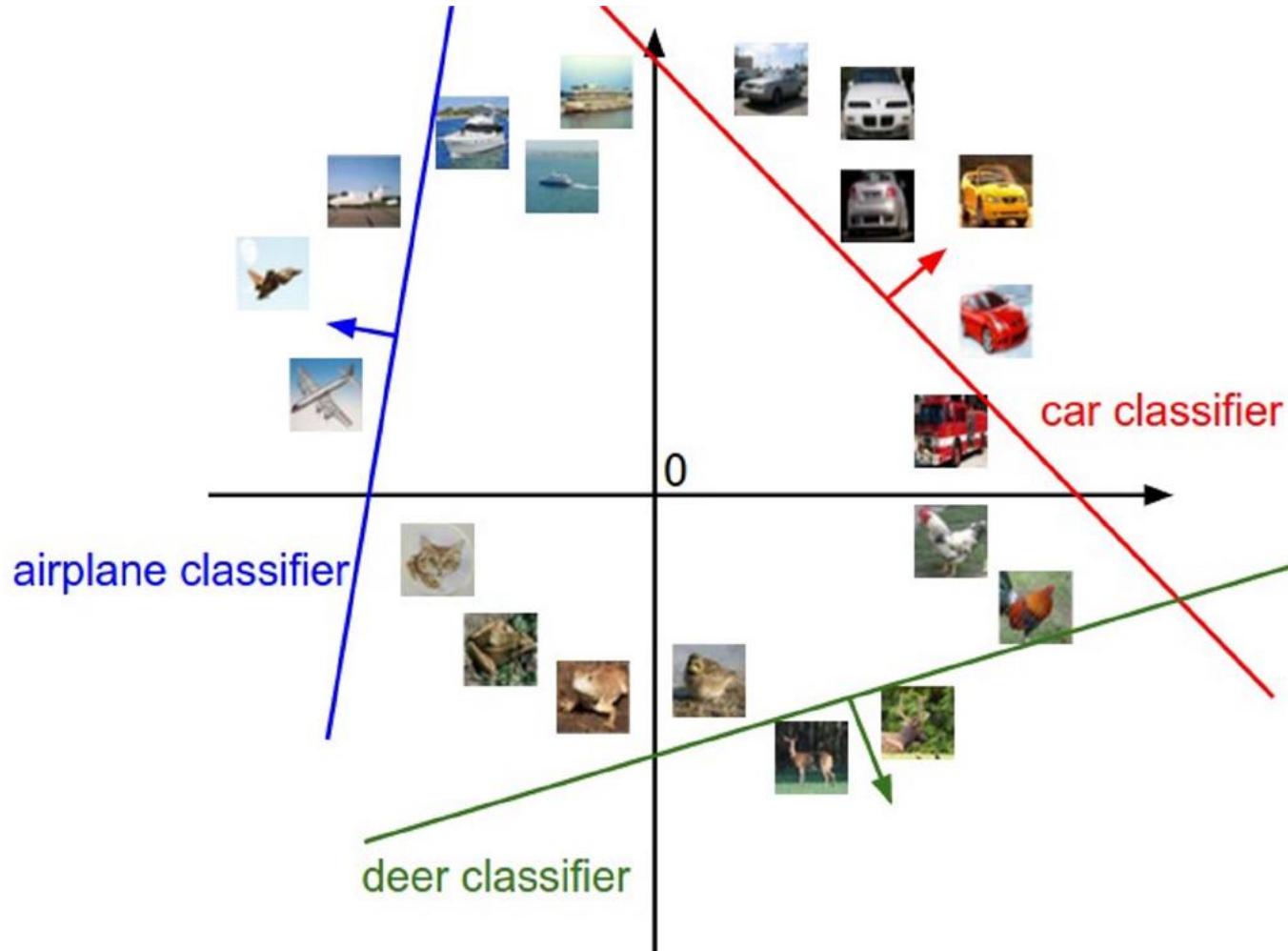


$$f(x_i, W, b) = Wx_i + b$$

Example trained weights of a linear classifier trained on CIFAR-10:



# Interpreting a Linear Classifier



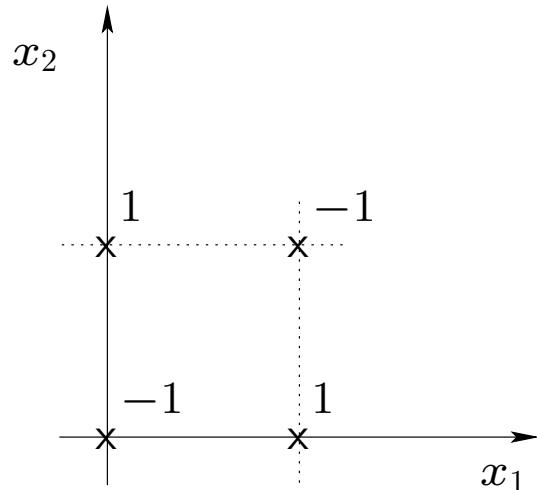
$$f(x_i, W, b) = Wx_i + b$$



**[32x32x3]**  
array of numbers 0...1  
(3072 numbers total)

# Model selection

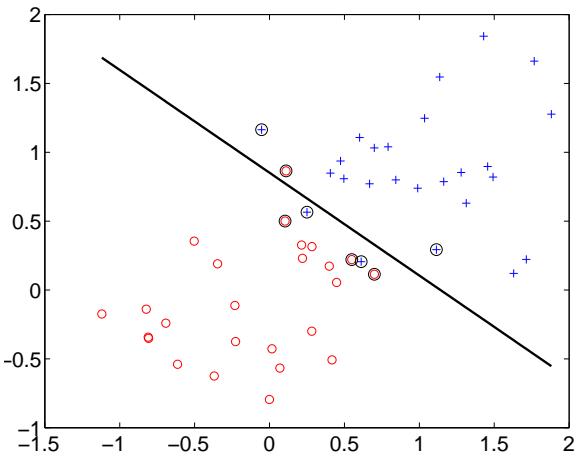
- The simple linear classifier cannot solve all the problems (e.g., XOR)



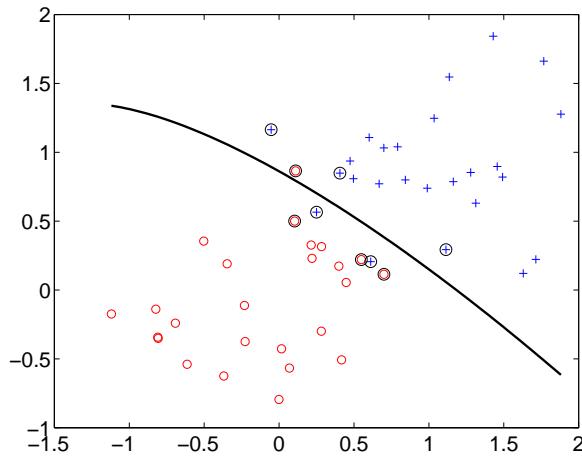
- Can we rethink the approach to do even better?
- We can, for example, add “polynomial experts”

$$\hat{y} = \text{sign} (\theta_1 x_1 + \dots + \theta_d x_d + \theta_{12} x_1 x_2 + \dots)$$

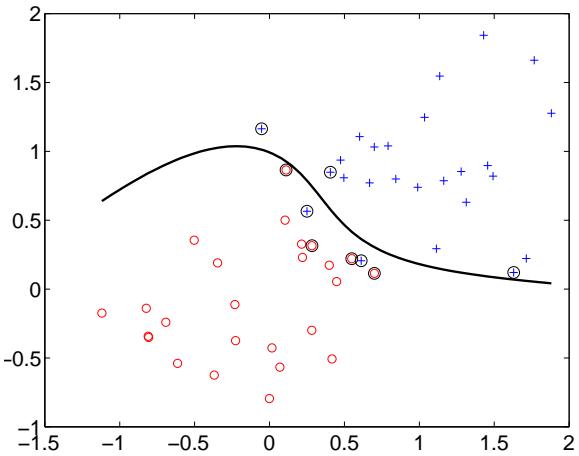
# Model selection (cont'd)



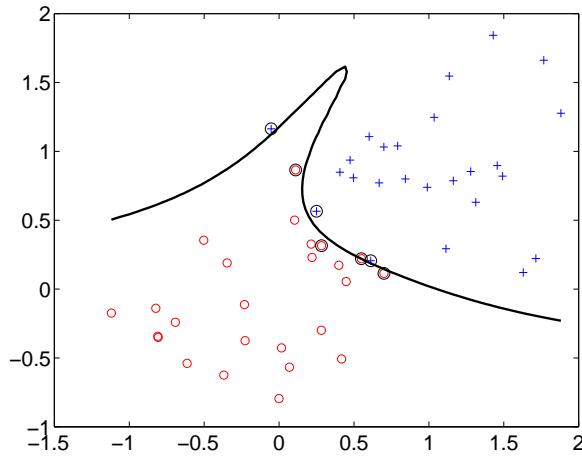
linear



2<sup>nd</sup> order polynomial



4<sup>th</sup> order polynomial



8<sup>th</sup> order polynomial

# Review: The learning problem

## Image Classification



- **Hypothesis class:** we consider some **restricted** set  $\mathcal{F}$  of mappings  $f : \mathcal{X} \rightarrow \mathcal{L}$  from images to labels
- **Estimation:** on the basis of a training set of examples and labels,  $\{(\mathbf{x}_1, y_1), \dots, (\mathbf{x}_n, y_n)\}$ , we find an estimate  $\hat{f} \in \mathcal{F}$
- **Evaluation:** we measure how well  $\hat{f}$  **generalizes** to yet unseen examples, i.e., whether  $\hat{f}(\mathbf{x}_{new})$  agrees with  $y_{new}$

# Hypothesis and estimation

- We used a simple linear classifier, a parameterized mapping  $f(\mathbf{x}; \theta)$  from images  $\mathcal{X}$  to labels  $\mathcal{L}$ , to solve a binary image classification problem (2's vs 3's):

$$\hat{y} = f(\mathbf{x}; \theta) = \text{sign}(\theta \cdot \mathbf{x})$$

where  $\mathbf{x}$  is a pixel image and  $\hat{y} \in \{-1, 1\}$ .

- The parameters  $\theta$  were adjusted on the basis of the training examples and labels according to a simple mistake driven update rule (written here in a vector form)

$$\theta \leftarrow \theta + y_i \mathbf{x}_i, \quad \text{whenever } y_i \neq \text{sign}(\theta \cdot \mathbf{x}_i)$$

- The update rule attempts to minimize the number of errors that the classifier makes on the training examples

# Estimation criterion

- We can formulate the binary classification problem more explicitly by defining a **zero-one loss**:

$$\text{Loss}(y, \hat{y}) = \begin{cases} 0, & y = \hat{y} \\ 1, & y \neq \hat{y} \end{cases}$$

so that

$$\frac{1}{n} \sum_{i=1}^n \text{Loss}(y_i, \hat{y}_i) = \frac{1}{n} \sum_{i=1}^n \text{Loss}(y_i, f(\mathbf{x}_i; \theta))$$

gives the fraction of prediction errors on the training set.

- This is a function of the parameters  $\theta$  and we can try to minimize it directly.

Suppose: 3 training examples, 3 classes.

With some  $W$  the scores  $f(x, W) = Wx$  are:



cat	<b>3.2</b>	1.3	2.2
car	5.1	<b>4.9</b>	2.5
frog	-1.7	2.0	<b>-3.1</b>

## Multiclass SVM loss:

Given an example  $(x_i, y_i)$  where  $x_i$  is the image and where  $y_i$  is the (integer) label,

and using the shorthand for the scores vector:  $s = f(x_i, W)$

the SVM loss has the form:

$$L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1)$$

Suppose: 3 training examples, 3 classes.  
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cat	<b>3.2</b>	1.3	2.2
car	5.1	<b>4.9</b>	2.5
frog	-1.7	2.0	<b>-3.1</b>
Losses:	<b>2.9</b>		

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the SVM loss has the form:

$$L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1)$$

$$\begin{aligned}
 &= \max(0, 5.1 - 3.2 + 1) \\
 &\quad + \max(0, -1.7 - 3.2 + 1) \\
 &= \max(0, 2.9) + \max(0, -3.9) \\
 &= 2.9 + 0 \\
 &= 2.9
 \end{aligned}$$

Suppose: 3 training examples, 3 classes.  
With some  $W$  the scores  $f(x, W) = Wx$  are:



cat	<b>3.2</b>	1.3	2.2
car	5.1	<b>4.9</b>	2.5
frog	-1.7	2.0	<b>-3.1</b>
Losses:	2.9	0	

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the SVM loss has the form:

$$L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1)$$

$$\begin{aligned}
 &= \max(0, 1.3 - 4.9 + 1) \\
 &\quad + \max(0, 2.0 - 4.9 + 1) \\
 &= \max(0, -2.6) + \max(0, -1.9) \\
 &= 0 + 0 \\
 &= 0
 \end{aligned}$$

Suppose: 3 training examples, 3 classes.

With some  $W$  the scores  $f(x, W) = Wx$  are:



cat	<b>3.2</b>	1.3	2.2
car	5.1	<b>4.9</b>	2.5
frog	-1.7	2.0	<b>-3.1</b>
Losses:	2.9	0	<b>10.9</b>

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and using the shorthand for the scores vector:  $s = f(x_i, W)$

the SVM loss has the form:

$$L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1)$$

$$\begin{aligned}&= \max(0, 2.2 - (-3.1) + 1) \\&\quad + \max(0, 2.5 - (-3.1) + 1) \\&= \max(0, 5.3) + \max(0, 5.6) \\&= 5.3 + 5.6 \\&= 10.9\end{aligned}$$

Suppose: 3 training examples, 3 classes.

With some  $W$  the scores  $f(x, W) = Wx$  are:



cat	<b>3.2</b>	1.3	2.2
car	5.1	<b>4.9</b>	2.5
frog	-1.7	2.0	<b>-3.1</b>
Losses:	<b>2.9</b>	0	<b>10.9</b>

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Given an example  $(x_i, y_i)$  where  $x_i$  is the image and where  $y_i$  is the (integer) label,

and using the shorthand for the scores vector:  $s = f(x_i, W)$

the SVM loss has the form:

$$L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1)$$

and the full training loss is the mean over all examples in the training data:

$$L = \frac{1}{N} \sum_{i=1}^N L_i$$

$$\begin{aligned} L &= (2.9 + 0 + 10.9)/3 \\ &= 4.6 \end{aligned}$$

Suppose: 3 training examples, 3 classes.

With some  $W$  the scores  $f(x, W) = Wx$  are:



cat	<b>3.2</b>	1.3	2.2
car	5.1	<b>4.9</b>	2.5
frog	-1.7	2.0	<b>-3.1</b>
Losses:	2.9	0	10.9

## Multiclass SVM loss:

Given an example  $(x_i, y_i)$  where  $x_i$  is the image and where  $y_i$  is the (integer) label,

and using the shorthand for the scores vector:  $s = f(x_i, W)$

the SVM loss has the form:

$$L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1)$$

Q: what is the min/max possible loss?

There is something missing in the loss:

$$f(x, W) = Wx$$

$$L = \frac{1}{N} \sum_{i=1}^N \sum_{j \neq y_i} \max(0, f(x_i; W)_j - f(x_i; W)_{y_i} + 1)$$

e.g. suppose that we found a  $W$  such that  $L = 0$ .  
Is this  $W$  unique?

Suppose: 3 training examples, 3 classes.

With some  $W$  the scores  $f(x, W) = Wx$  are:



cat	<b>3.2</b>	1.3	2.2
car	5.1	<b>4.9</b>	2.5
frog	-1.7	2.0	<b>-3.1</b>
Losses:	2.9	<b>0</b>	

$$L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1)$$

Before:

$$\begin{aligned} &= \max(0, 1.3 - 4.9 + 1) \\ &\quad + \max(0, 2.0 - 4.9 + 1) \\ &= \max(0, -2.6) + \max(0, -1.9) \\ &= 0 + 0 \\ &= 0 \end{aligned}$$

With  $W$  twice as large:

$$\begin{aligned} &= \max(0, 2.6 - 9.8 + 1) \\ &\quad + \max(0, 4.0 - 9.8 + 1) \\ &= \max(0, -6.2) + \max(0, -4.8) \\ &= 0 + 0 \\ &= 0 \end{aligned}$$

# Weight Regularization

$\lambda$  = regularization strength  
(hyperparameter)

$$L = \frac{1}{N} \sum_{i=1}^N \sum_{j \neq y_i} \max(0, f(x_i; W)_j - f(x_i; W)_{y_i} + 1) + \boxed{\lambda R(W)}$$

In common use:

**L2 regularization**

L1 regularization

Elastic net (L1 + L2)

Max norm regularization

Dropout (will see later)

Batch normalization (will see later)

$$R(W) = \sum_k \sum_l W_{k,l}^2$$

$$R(W) = \sum_k \sum_l |W_{k,l}|$$

$$R(W) = \sum_k \sum_l \beta W_{k,l}^2 + |W_{k,l}|$$

# L2 regularization: motivation

$$x = [1, 1, 1, 1]$$

$$w_1 = [1, 0, 0, 0]$$

$$w_2 = [0.25, 0.25, 0.25, 0.25]$$

$$w_1^T x = w_2^T x = 1$$

# Estimation criterion (revisited)

- We have reduced the estimation problem to a minimization problem

find  $\theta$  that minimizes 
$$\underbrace{\frac{1}{n} \sum_{i=1}^n \text{Loss}(y_i, f(\mathbf{x}_i; \theta))}_{\text{empirical loss}}$$

- valid for any parameterized class of mappings from examples to predictions
  - valid when the predictions are discrete labels, real valued, or other provided that the loss is defined appropriately
  - may be ill-posed (under-constrained) as stated
- But why is it sensible to minimize the empirical loss in the first place since we are only interested in the performance on new examples?

# Training and test performance: sampling

- We assume that each training **and** test example-label pair,  $(\mathbf{x}, y)$  is drawn **independently at random** from the **same** but unknown population of examples and labels.
- We can represent this population as a joint probability distribution  $P(\mathbf{x}, y)$  so that each training/test example is a **sample** from this distribution  
 $(\mathbf{x}_i, y_i) \sim P$



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 $(\mathbf{x}_i, y_i) \sim P$

$$\text{Empirical (training) loss} = \frac{1}{n} \sum_{i=1}^n \text{Loss}(y_i, f(\mathbf{x}_i; \theta))$$

$$\text{Expected (test) loss} = E_{(\mathbf{x}, y) \sim P} \{ \text{Loss}(y, f(\mathbf{x}; \theta)) \}$$

- The training loss based on a few sampled examples and labels serves as a proxy for the test performance measured over the whole population

**Regression, example**  
**Linear regression**  
— Estimation, errors, analysis

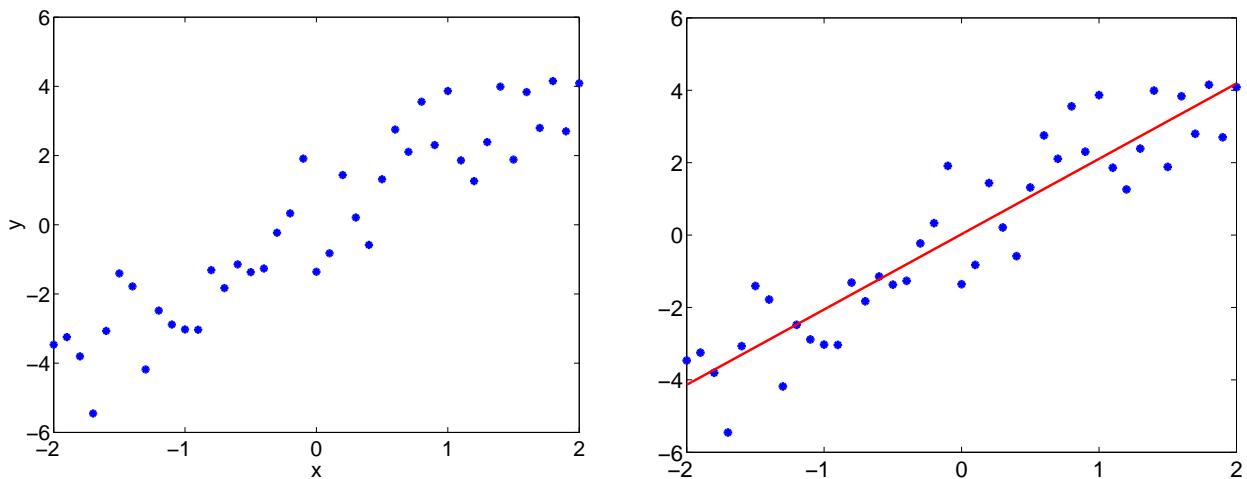
# Regression

- The goal is to make quantitative (real valued) predictions on the basis of a (vector of) features or attributes
- Example: predicting vehicle fuel efficiency (mpg) from 8 attributes

y	x				
	cyls	disp	hp	weight	...
18.0	8	307.0	130.00	3504	...
26.0	4	97.00	46.00	1835	...
33.5	4	98.00	83.00	2075	...
...					

- We need to
  - specify the class of functions (e.g., linear)
  - select how to measure prediction loss
  - solve the resulting minimization problem

# Linear regression



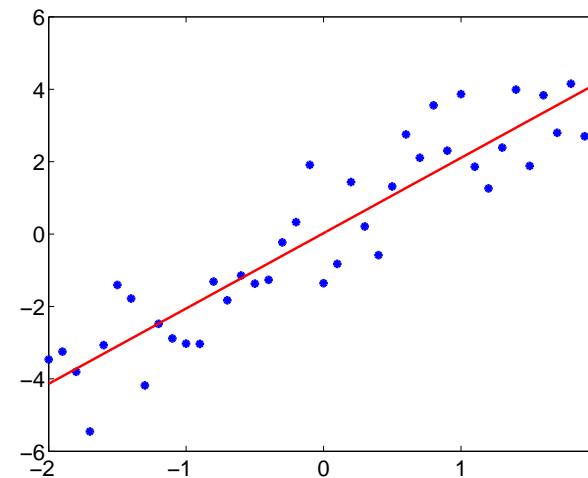
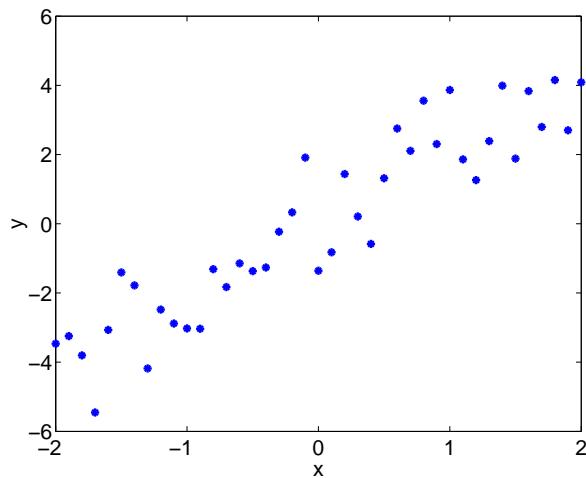
- We begin by considering linear regression (easy to extend to more complex predictions later on)

$$f : \mathcal{R} \rightarrow \mathcal{R} \quad f(x; \mathbf{w}) = w_0 + w_1 x$$

$$f : \mathcal{R}^d \rightarrow \mathcal{R} \quad f(\mathbf{x}; \mathbf{w}) = w_0 + w_1 x_1 + \dots + w_d x_d$$

where  $\mathbf{w}$  are **parameters** we need to set.

# Linear regression: squared loss



$$f : \mathcal{R} \rightarrow \mathcal{R} \quad f(x; \mathbf{w}) = w_0 + w_1 x$$

$$f : \mathcal{R}^d \rightarrow \mathcal{R} \quad f(\mathbf{x}; \mathbf{w}) = w_0 + w_1 x_1 + \dots + w_d x_d$$

- We can measure the prediction loss in terms of squared error,  
 $\text{Loss}(y, \hat{y}) = (y - \hat{y})^2$ , so that the empirical loss on  $n$  training samples becomes  
**mean squared error**

$$J_n(\mathbf{w}) = \frac{1}{n} \sum_{i=1}^n (y_i - f(\mathbf{x}_i; \mathbf{w}))^2$$

# Linear regression: estimation

- We have to minimize the **empirical** squared loss

$$\begin{aligned} J_n(\mathbf{w}) &= \frac{1}{n} \sum_{i=1}^n (y_i - f(\mathbf{x}_i; \mathbf{w}))^2 \\ &= \frac{1}{n} \sum_{i=1}^n (y_i - w_0 - w_1 x_i)^2 \quad (\text{1-dim}) \end{aligned}$$

- By setting the derivatives with respect to  $w_1$  and  $w_0$  to zero, we get necessary conditions for the “optimal” parameter values

$$\frac{\partial}{\partial w_1} J_n(\mathbf{w}) = 0$$

$$\frac{\partial}{\partial w_0} J_n(\mathbf{w}) = 0$$

# Optimality conditions: derivation

$$\frac{\partial}{\partial w_1} J_n(\mathbf{w}) = \frac{\partial}{\partial w_1} \frac{1}{n} \sum_{i=1}^n (y_i - w_0 - w_1 x_i)^2$$

# Optimality conditions: derivation

$$\begin{aligned}\frac{\partial}{\partial w_1} J_n(\mathbf{w}) &= \frac{\partial}{\partial w_1} \frac{1}{n} \sum_{i=1}^n (y_i - w_0 - w_1 x_i)^2 \\ &= \frac{1}{n} \sum_{i=1}^n \frac{\partial}{\partial w_1} (y_i - w_0 - w_1 x_i)^2\end{aligned}$$

# Optimality conditions: derivation

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# Optimality conditions: derivation

$$\begin{aligned}\frac{\partial}{\partial w_1} J_n(\mathbf{w}) &= \frac{\partial}{\partial w_1} \frac{1}{n} \sum_{i=1}^n (y_i - w_0 - w_1 x_i)^2 \\ &= \frac{1}{n} \sum_{i=1}^n \frac{\partial}{\partial w_1} (y_i - w_0 - w_1 x_i)^2 \\ &= \frac{2}{n} \sum_{i=1}^n (y_i - w_0 - w_1 x_i) \frac{\partial}{\partial w_1} (y_i - w_0 - w_1 x_i) \\ &= \frac{2}{n} \sum_{i=1}^n (y_i - w_0 - w_1 x_i)(-x_i) = 0\end{aligned}$$

# Optimality conditions: derivation

$$\begin{aligned}\frac{\partial}{\partial w_1} J_n(\mathbf{w}) &= \frac{\partial}{\partial w_1} \frac{1}{n} \sum_{i=1}^n (y_i - w_0 - w_1 x_i)^2 \\&= \frac{1}{n} \sum_{i=1}^n \frac{\partial}{\partial w_1} (y_i - w_0 - w_1 x_i)^2 \\&= \frac{2}{n} \sum_{i=1}^n (y_i - w_0 - w_1 x_i) \frac{\partial}{\partial w_1} (y_i - w_0 - w_1 x_i) \\&= \frac{2}{n} \sum_{i=1}^n (y_i - w_0 - w_1 x_i)(-x_i) = 0 \\ \frac{\partial}{\partial w_0} J_n(\mathbf{w}) &= \frac{2}{n} \sum_{i=1}^n (y_i - w_0 - w_1 x_i)(-1) = 0\end{aligned}$$

# Linear regression: matrix notation

- We can express the solution a bit more generally by resorting to a matrix notation

$$\mathbf{y} = \begin{bmatrix} y_1 \\ \cdots \\ y_n \end{bmatrix}, \quad \mathbf{X} = \begin{bmatrix} 1 & x_1 \\ \cdots & \cdots \\ 1 & x_n \end{bmatrix}, \quad \mathbf{w} = \begin{bmatrix} w_0 \\ w_1 \end{bmatrix}$$

so that

$$\begin{aligned} \frac{1}{n} \sum_{t=1}^n (y_t - w_0 - w_1 x_t)^2 &= \frac{1}{n} \left\| \begin{bmatrix} y_1 \\ \cdots \\ y_n \end{bmatrix} - \begin{bmatrix} 1 & x_1 \\ \cdots & \cdots \\ 1 & x_n \end{bmatrix} \begin{bmatrix} w_0 \\ w_1 \end{bmatrix} \right\|^2 \\ &= \frac{1}{n} \|\mathbf{y} - \mathbf{X}\mathbf{w}\|^2 \end{aligned}$$

# Linear regression: solution

- By setting the derivatives of  $\|\mathbf{y} - \mathbf{X}\mathbf{w}\|^2/n$  to zero, we get the same optimality conditions as before, now expressed in a matrix form

$$\frac{\partial}{\partial \mathbf{w}} \frac{1}{n} \|\mathbf{y} - \mathbf{X}\mathbf{w}\|^2 = \frac{\partial}{\partial \mathbf{w}} \frac{1}{n} (\mathbf{y} - \mathbf{X}\mathbf{w})^T (\mathbf{y} - \mathbf{X}\mathbf{w})$$

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$$\begin{aligned}\frac{\partial}{\partial \mathbf{w}} \frac{1}{n} \|\mathbf{y} - \mathbf{X}\mathbf{w}\|^2 &= \frac{\partial}{\partial \mathbf{w}} \frac{1}{n} (\mathbf{y} - \mathbf{X}\mathbf{w})^T (\mathbf{y} - \mathbf{X}\mathbf{w}) \\ &= \frac{2}{n} \mathbf{X}^T (\mathbf{y} - \mathbf{X}\mathbf{w})\end{aligned}$$

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$$\begin{aligned}\frac{\partial}{\partial \mathbf{w}} \frac{1}{n} \|\mathbf{y} - \mathbf{X}\mathbf{w}\|^2 &= \frac{\partial}{\partial \mathbf{w}} \frac{1}{n} (\mathbf{y} - \mathbf{X}\mathbf{w})^T (\mathbf{y} - \mathbf{X}\mathbf{w}) \\ &= \frac{2}{n} \mathbf{X}^T (\mathbf{y} - \mathbf{X}\mathbf{w}) \\ &= \frac{2}{n} (\mathbf{X}^T \mathbf{y} - \mathbf{X}^T \mathbf{X}\mathbf{w}) = \mathbf{0}\end{aligned}$$

which gives

$$\hat{\mathbf{w}} = (\mathbf{X}^T \mathbf{X})^{-1} \mathbf{X}^T \mathbf{y}$$

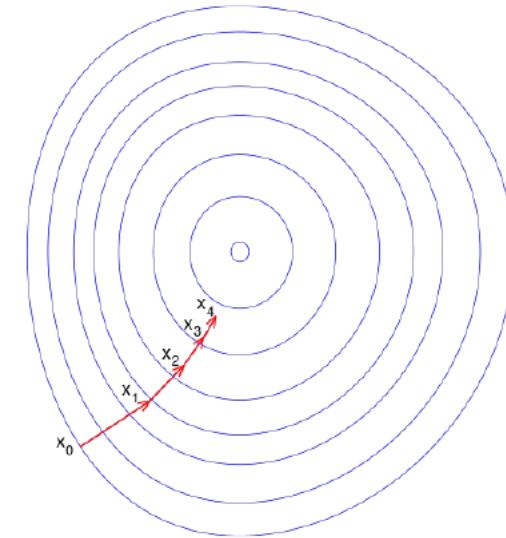
- The solution is a linear function of the outputs  $y$

# Alternative: Gradient Descent Algorithm

- One straightforward method: gradient descent
  - initialize  $\theta$  (e.g., randomly)
  - repeatedly update  $\theta$  based on the gradient

$$\Delta = -\frac{1}{T} \sum_t \nabla_{\theta} l(f(\mathbf{x}^{(t)}; \theta), y^{(t)}) - \lambda \nabla_{\theta} \Omega(\theta)$$
$$\theta \leftarrow \theta + \alpha \Delta$$

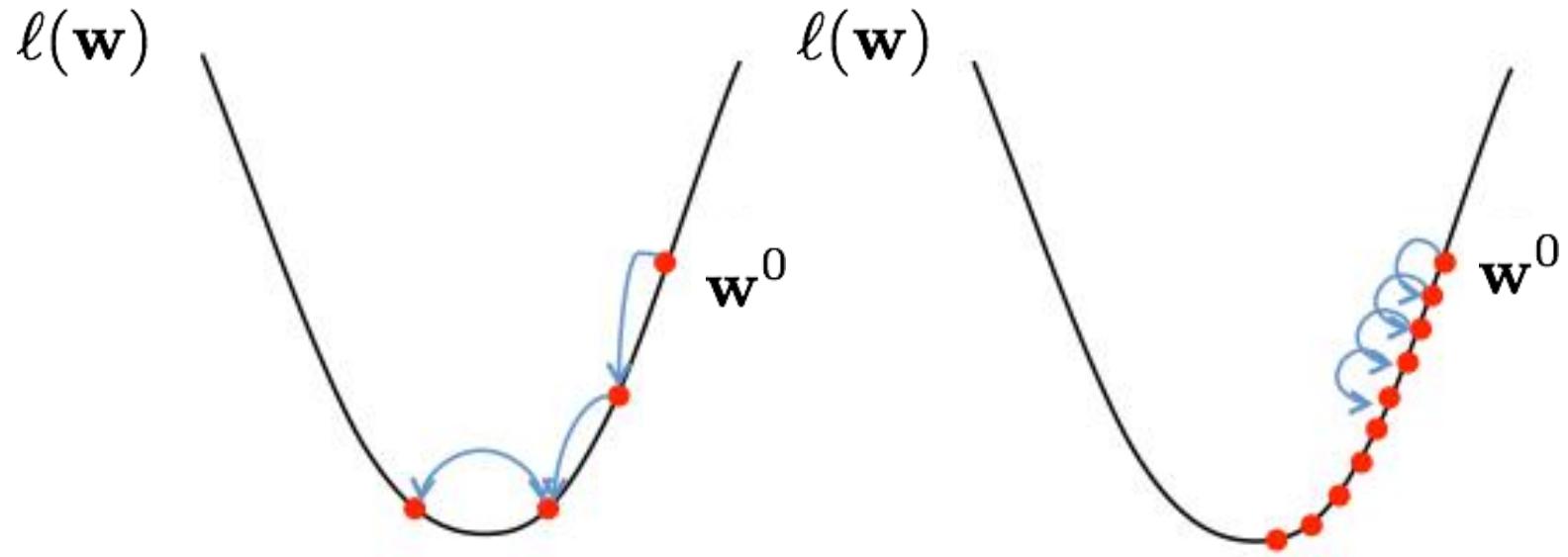
- $\alpha$  is the **learning rate**





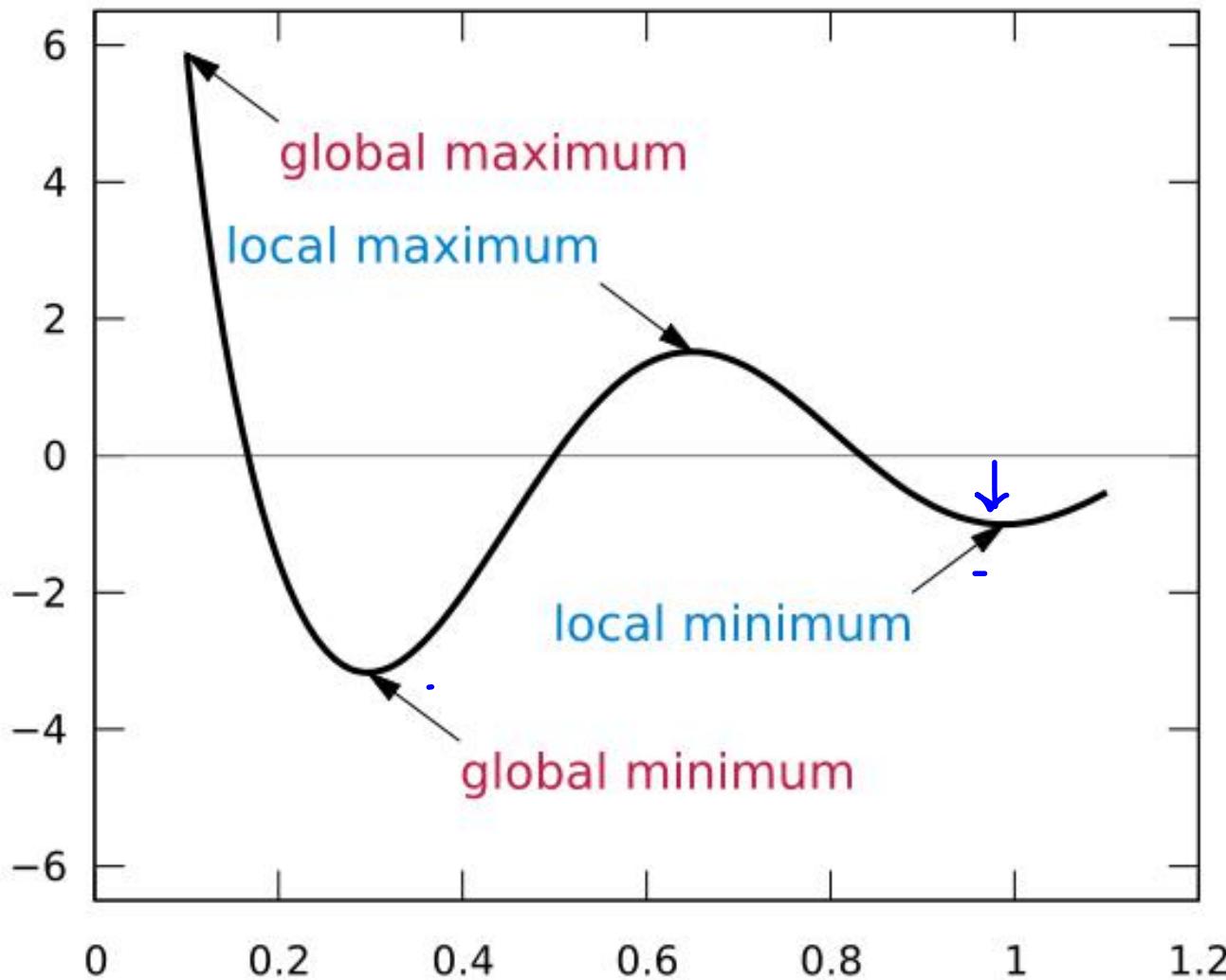


# Effect of learning rate $\lambda$



- Large  $\lambda \Rightarrow$  Fast convergence but larger residual error  
Also possible oscillations
- Small  $\lambda \Rightarrow$  Slow convergence but small residual error

# Local and Global Optima



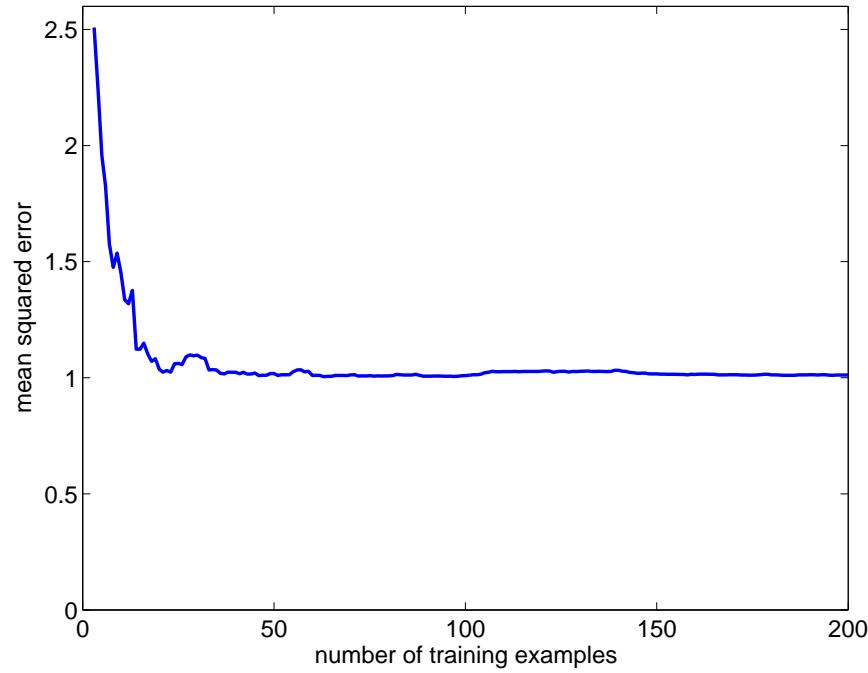
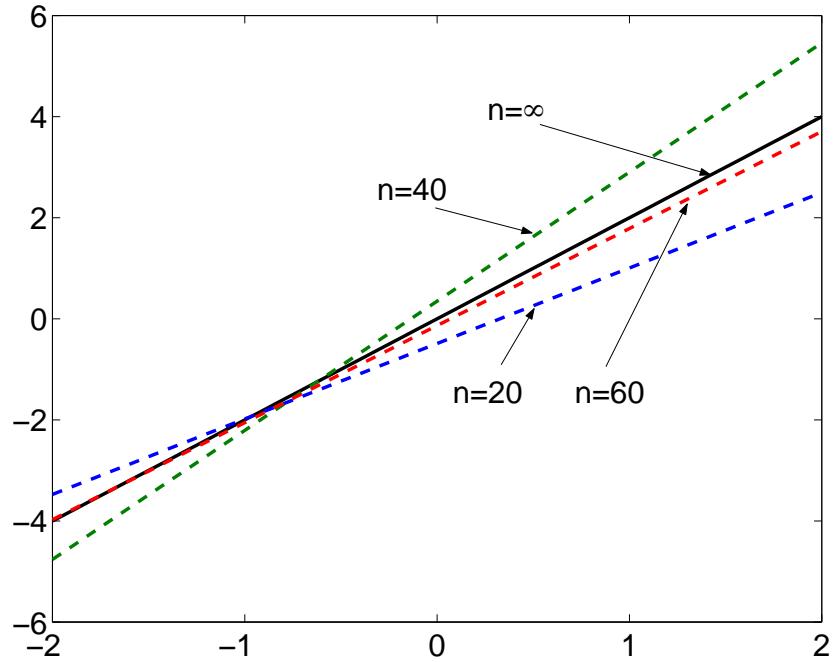
# Stochastic Gradient Descent

- Two ways to generalize this for all examples in training set:
  1. **Batch updates:** sum or average updates across every example n, then change the parameter values
  2. **Stochastic/online updates:** update the parameters for each training case in turn, according to its own gradients

$$\Delta = -\nabla_{\boldsymbol{\theta}} l(f(\mathbf{x}^{(t)}; \boldsymbol{\theta}), y^{(t)}) - \lambda \nabla_{\boldsymbol{\theta}} \Omega(\boldsymbol{\theta})$$
$$\boldsymbol{\theta} \leftarrow \boldsymbol{\theta} + \alpha \Delta$$

# Linear regression: generalization

- As the number of training examples increases our solution gets “better”



We'd like to understand the error a bit better

# Linear regression: types of errors

- **Structural error** measures the error introduced by the limited function class (infinite training data):

related to the  
**capacity** of  
the model

$$\min_{w_1, w_0} E_{(x,y) \sim P} (y - w_0 - w_1 x)^2 = E_{(x,y) \sim P} (y - w_0^* - w_1^* x)^2$$

where  $(w_0^*, w_1^*)$  are the optimal linear regression parameters.

- **Approximation error** measures how close we can get to the optimal linear predictions with limited training data:

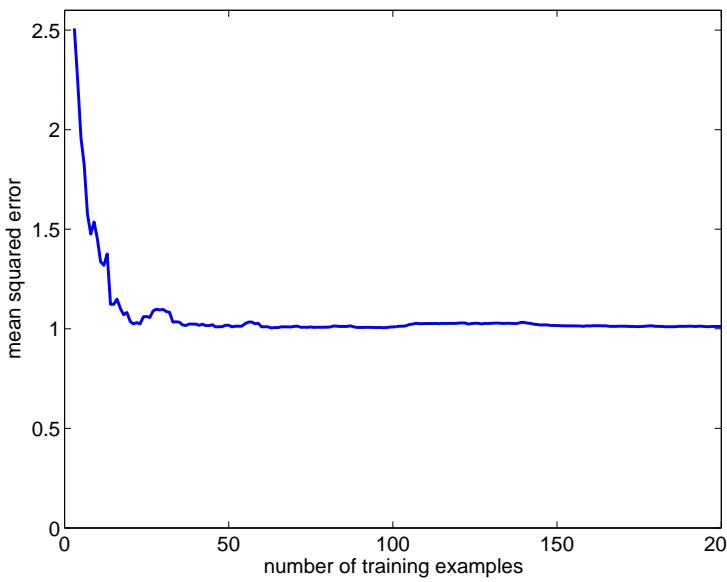
$$E_{(x,y) \sim P} (w_0^* + w_1^* x - \hat{w}_0 - \hat{w}_1 x)^2$$

where  $(\hat{w}_0, \hat{w}_1)$  are the parameter estimates based on a small training set (therefore themselves random variables).

# Linear regression: error decomposition

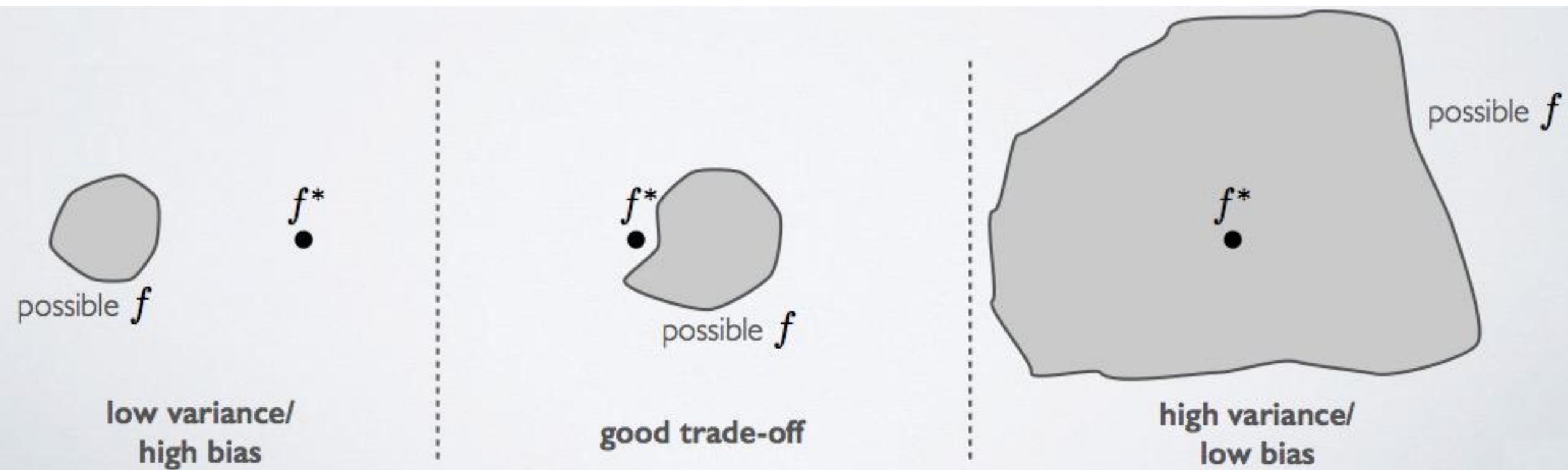
- The expected error of our linear regression function decomposes into the sum of structural and approximation errors

$$\begin{aligned} E_{(x,y) \sim P} (y - \hat{w}_0 - \hat{w}_1 x)^2 = \\ E_{(x,y) \sim P} (y - w_0^* - w_1^* x)^2 + \\ E_{(x,y) \sim P} (w_0^* + w_1^* x - \hat{w}_0 - \hat{w}_1 x)^2 \end{aligned}$$



# Bias-Variance Tradeoff

- Variance of trained model: does it vary a lot if the training set changes
- Bias of trained model: is the average model close to the true solution?
- Generalization error can be seen as the sum of bias and the variance



# Parametric vs. non-parametric models

- **Parametric model:** its capacity is fixed and does not increase with the amount of training data
  - examples: linear classifier, neural network with fixed number of hidden units, etc.
- **Non-parametric model:** the capacity increases with the amount of training data
  - examples: k nearest neighbors classifier, neural network with adaptable hidden layer size, etc.

# Beyond linear regression models

- additive regression models, examples
- generalization and cross-validation
- population minimizer

# Linear regression

- Linear regression functions,

$$f : \mathcal{R} \rightarrow \mathcal{R} \quad f(x; \mathbf{w}) = w_0 + w_1 x, \text{ or}$$

$$f : \mathcal{R}^d \rightarrow \mathcal{R} \quad f(\mathbf{x}; \mathbf{w}) = w_0 + w_1 x_1 + \dots + w_d x_d$$

combined with the squared loss, are convenient because they are **linear in the parameters**.

- we get closed form estimates of the parameters

$$\hat{\mathbf{w}} = (\mathbf{X}^T \mathbf{X})^{-1} \mathbf{X}^T \mathbf{y}$$

where, for example,  $\mathbf{y} = [y_1, \dots, y_n]^T$ .

- the resulting prediction errors  $\epsilon_i = y_i - f(\mathbf{x}_i; \hat{\mathbf{w}})$  are uncorrelated with any linear function of the inputs  $\mathbf{x}$ .

- we can easily extend these to non-linear functions of the inputs while still keeping them linear in the parameters

# Beyond linear regression

- Example extension:  $m^{th}$  order polynomial regression where  $f : \mathcal{R} \rightarrow \mathcal{R}$  is given by

$$f(x; \mathbf{w}) = w_0 + w_1 x + \dots + w_{m-1} x^{m-1} + w_m x^m$$

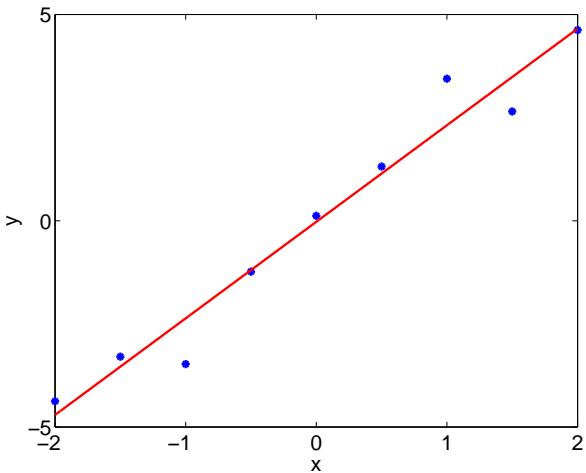
- linear in the parameters, non-linear in the inputs
- solution as before

$$\hat{\mathbf{w}} = (\mathbf{X}^T \mathbf{X})^{-1} \mathbf{X}^T \mathbf{y}$$

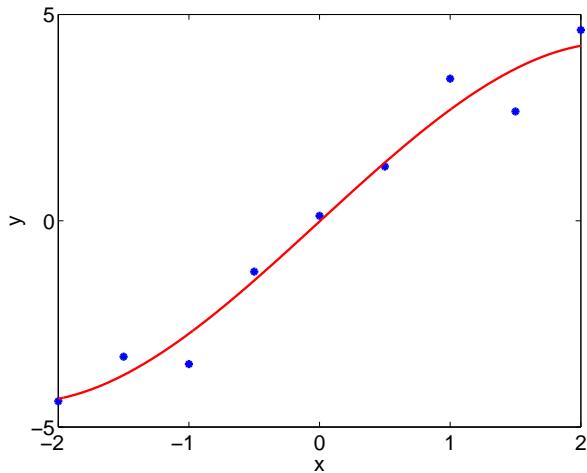
where

$$\hat{\mathbf{w}} = \begin{bmatrix} \hat{w}_0 \\ \hat{w}_1 \\ \dots \\ \hat{w}_m \end{bmatrix}, \quad \mathbf{X} = \begin{bmatrix} 1 & x_1 & x_1^2 & \dots & x_1^m \\ 1 & x_2 & x_2^2 & \dots & x_2^m \\ \dots & \dots & \dots & \dots & \dots \\ 1 & x_n & x_n^2 & \dots & x_n^m \end{bmatrix}$$

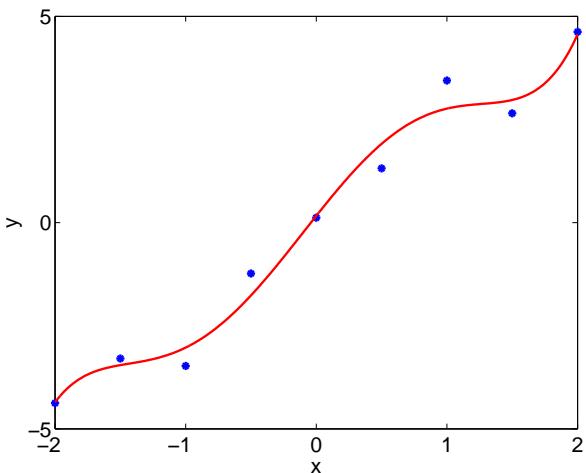
# Polynomial regression



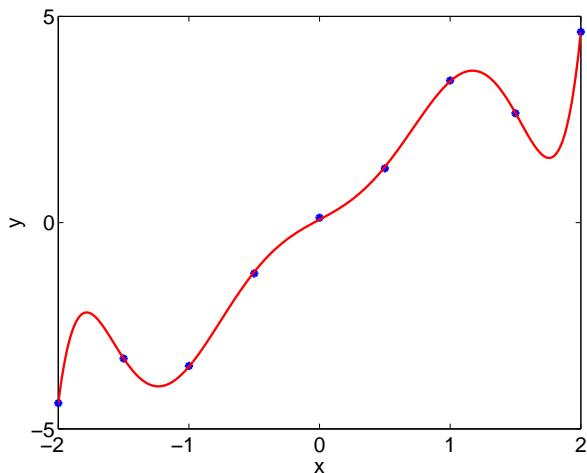
degree = 1



degree = 3



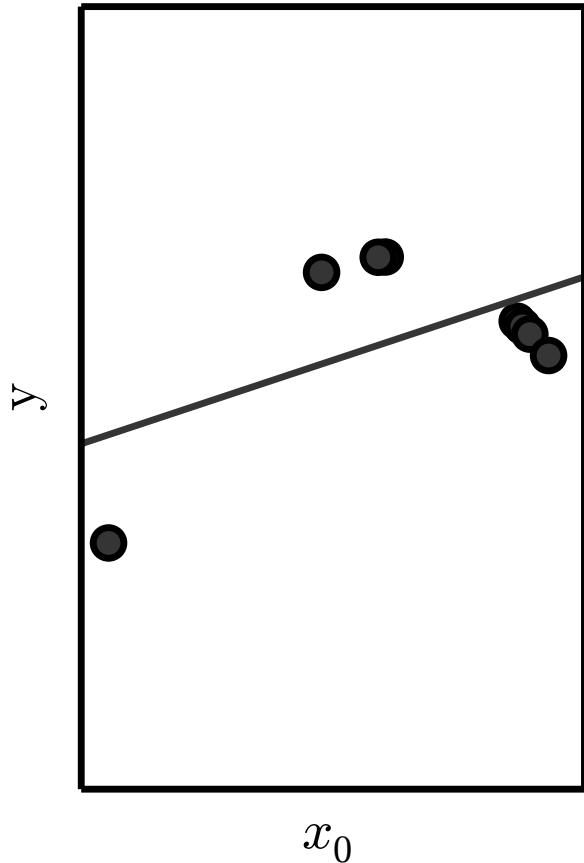
degree = 5



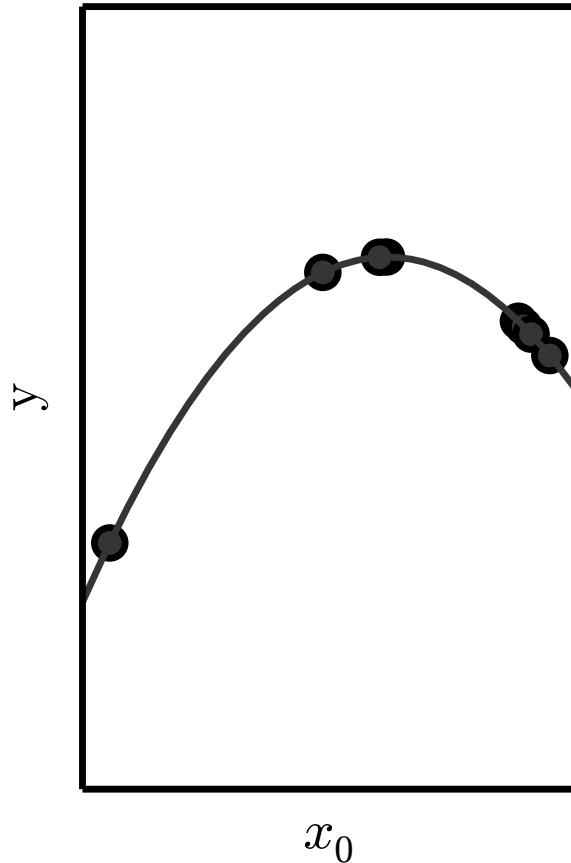
degree = 7

# Underfitting and Overfitting

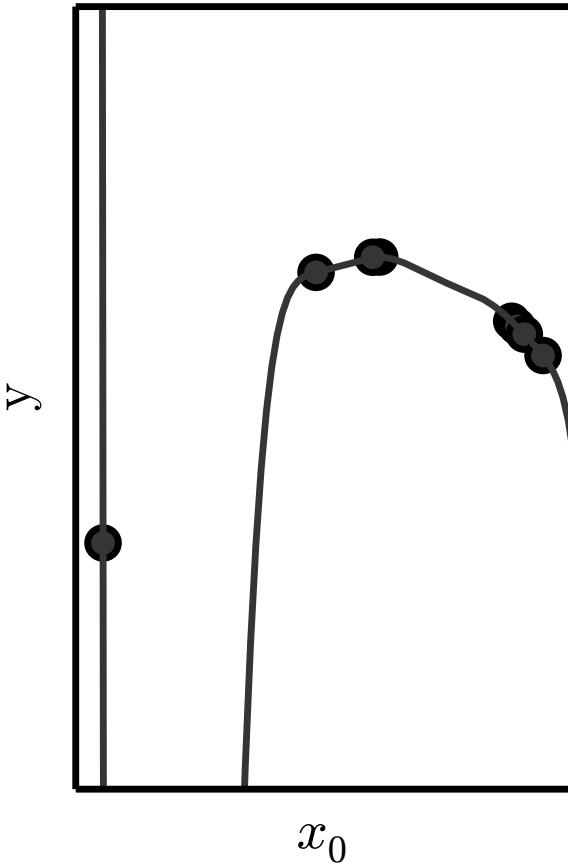
Underfitting



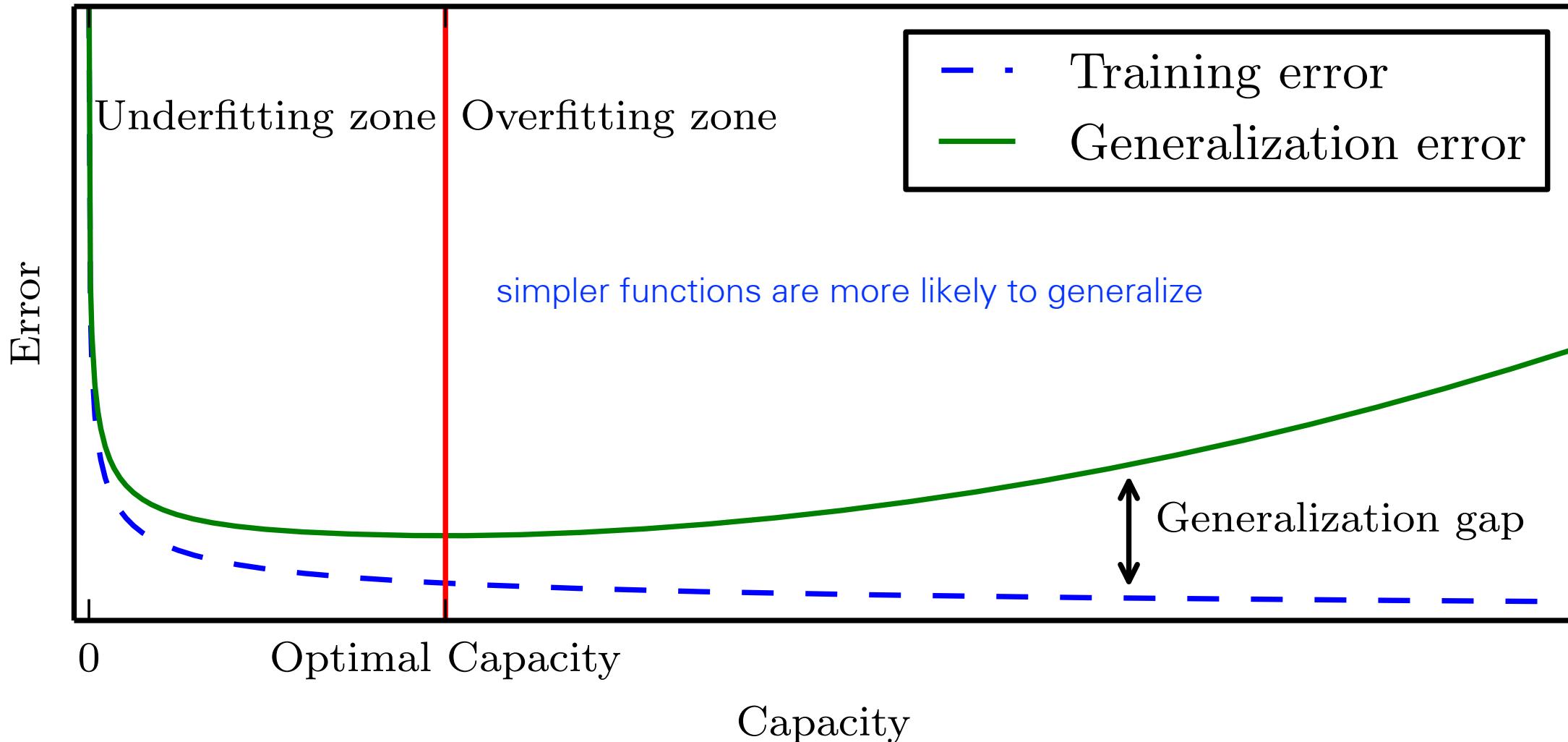
Appropriate capacity



Overfitting

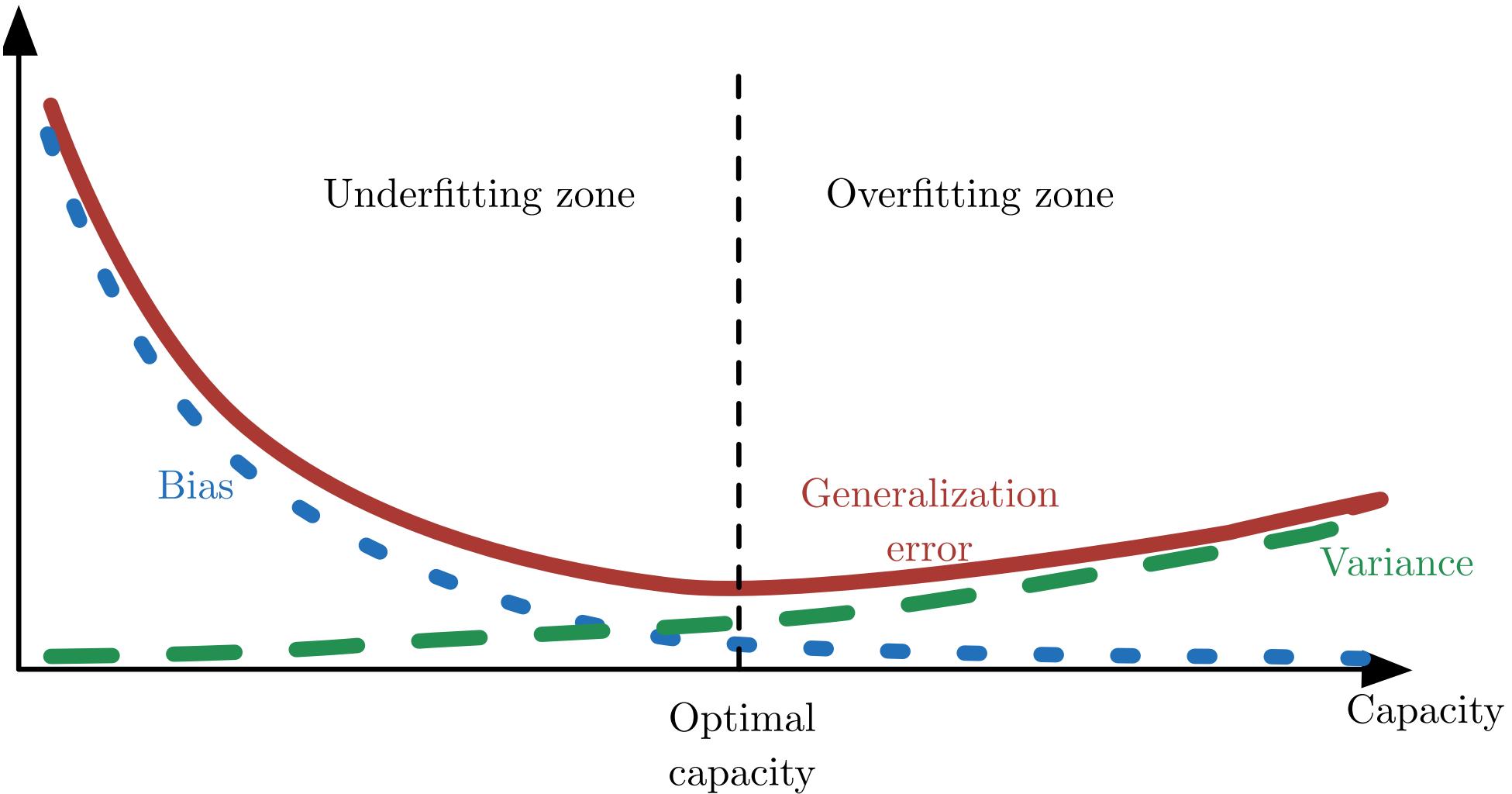


# Generalization and Capacity



# Bias and Variance

sufficiently simpler models are more likely to generalize

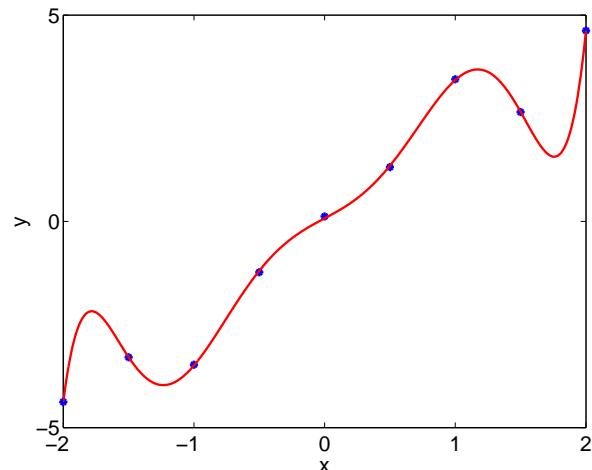


# Complexity and overfitting

- With limited training examples our polynomial regression model may achieve zero training error but nevertheless has a large test (generalization) error

train  $\frac{1}{n} \sum_{t=1}^n (y_t - f(x_t; \hat{\mathbf{w}}))^2 \approx 0$

test  $E_{(x,y) \sim P} (y - f(x; \hat{\mathbf{w}}))^2 \gg 0$



- We suffer from **overfitting** when the training error no longer bears any relation to the generalization error

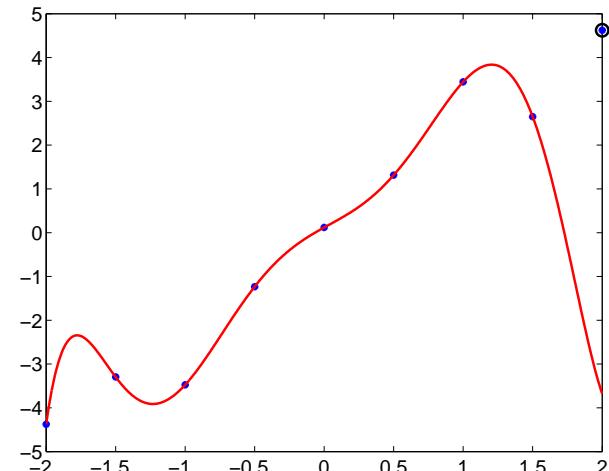
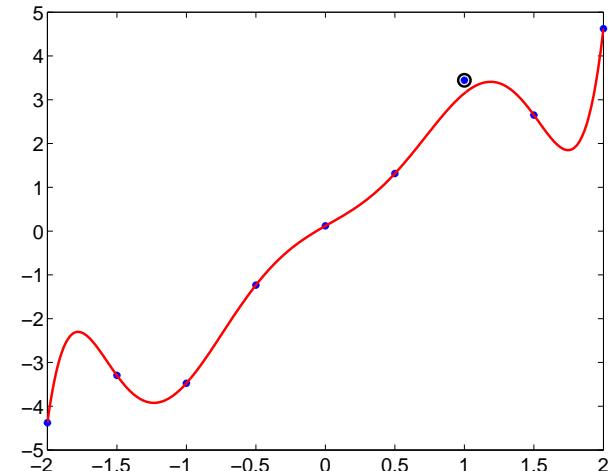
# Avoiding overfitting: cross-validation

- Cross-validation allows us to estimate the generalization error based on training examples alone

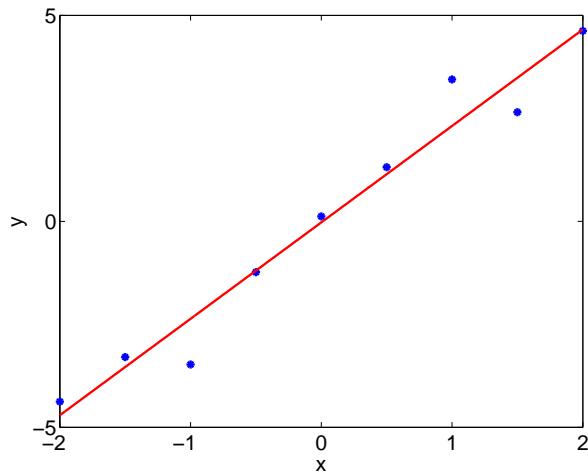
Leave-one-out cross-validation treats each training example in turn as a test example:

$$CV = \frac{1}{n} \sum_{i=1}^n (y_i - f(x_i; \hat{\mathbf{w}}^{-i}))^2$$

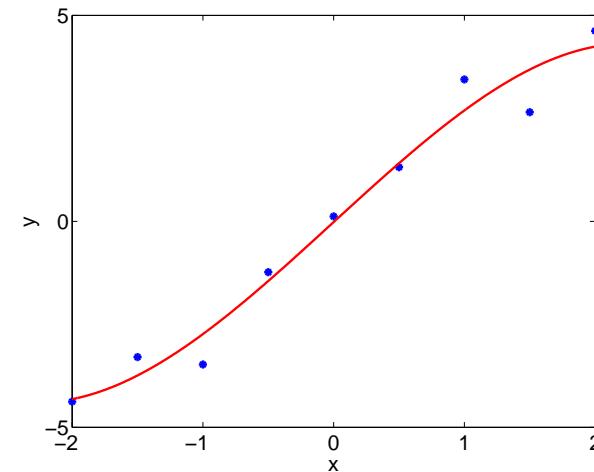
where  $\hat{\mathbf{w}}^{-i}$  are the least squares estimates of the parameters without the  $i^{th}$  training example.



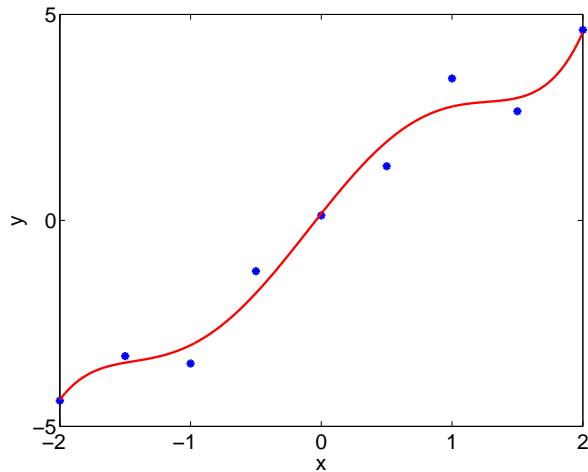
# Polynomial regression: example (cont'd)



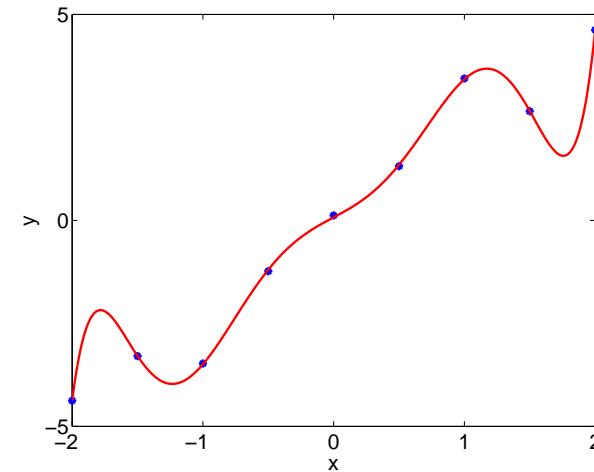
degree = 1, CV = 0.6



degree = 3, CV = 1.5



degree = 5, CV = 6.0



degree = 7, CV = 15.6

# Additive models

- More generally, predictions can be based on a linear combination of a set of basis functions (or features)  $\{\phi_1(\mathbf{x}), \dots, \phi_m(\mathbf{x})\}$ , where each  $\phi_i(\mathbf{x}) : \mathcal{R}^d \rightarrow \mathcal{R}$ , and

$$f(\mathbf{x}; \mathbf{w}) = w_0 + w_1\phi_1(\mathbf{x}) + \dots + w_m\phi_m(\mathbf{x})$$

- Examples

If  $\phi_i(x) = x^i$ ,  $i = 1, \dots, m$ , then

$$f(x; \mathbf{w}) = w_0 + w_1x + \dots + w_{m-1}x^{m-1} + w_mx^m$$

# Additive models

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- Examples

If  $\phi_i(x) = x^i$ ,  $i = 1, \dots, m$ , then

$$f(x; \mathbf{w}) = w_0 + w_1x + \dots + w_{m-1}x^{m-1} + w_mx^m$$

If  $m = d$ ,  $\phi_i(\mathbf{x}) = x_i$ ,  $i = 1, \dots, d$ , then

$$f(\mathbf{x}; \mathbf{w}) = w_0 + w_1x_1 + \dots + w_dx_d$$

# Additive models (cont'd)

- The basis functions can capture various (e.g., qualitative) properties of the inputs.
- For example: we can try to rate companies based on text descriptions

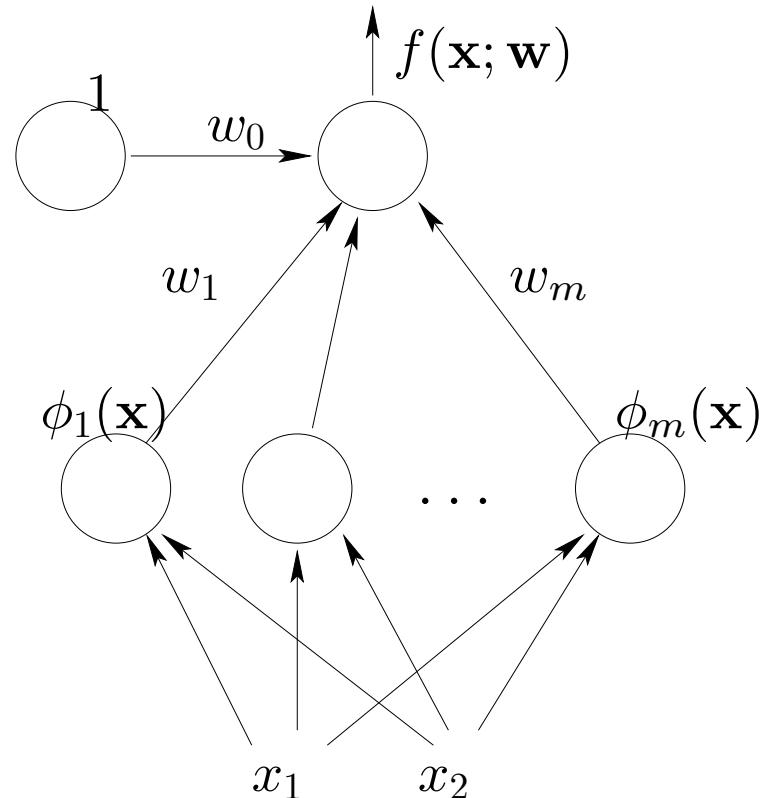
$\mathbf{x}$  = text document (collection of words)

$$\phi_i(\mathbf{x}) = \begin{cases} 1 & \text{if word } i \text{ appears in the document} \\ 0 & \text{otherwise} \end{cases}$$

$$f(\mathbf{x}; \mathbf{w}) = w_0 + \sum_{i \in \text{words}} w_i \phi_i(\mathbf{x})$$

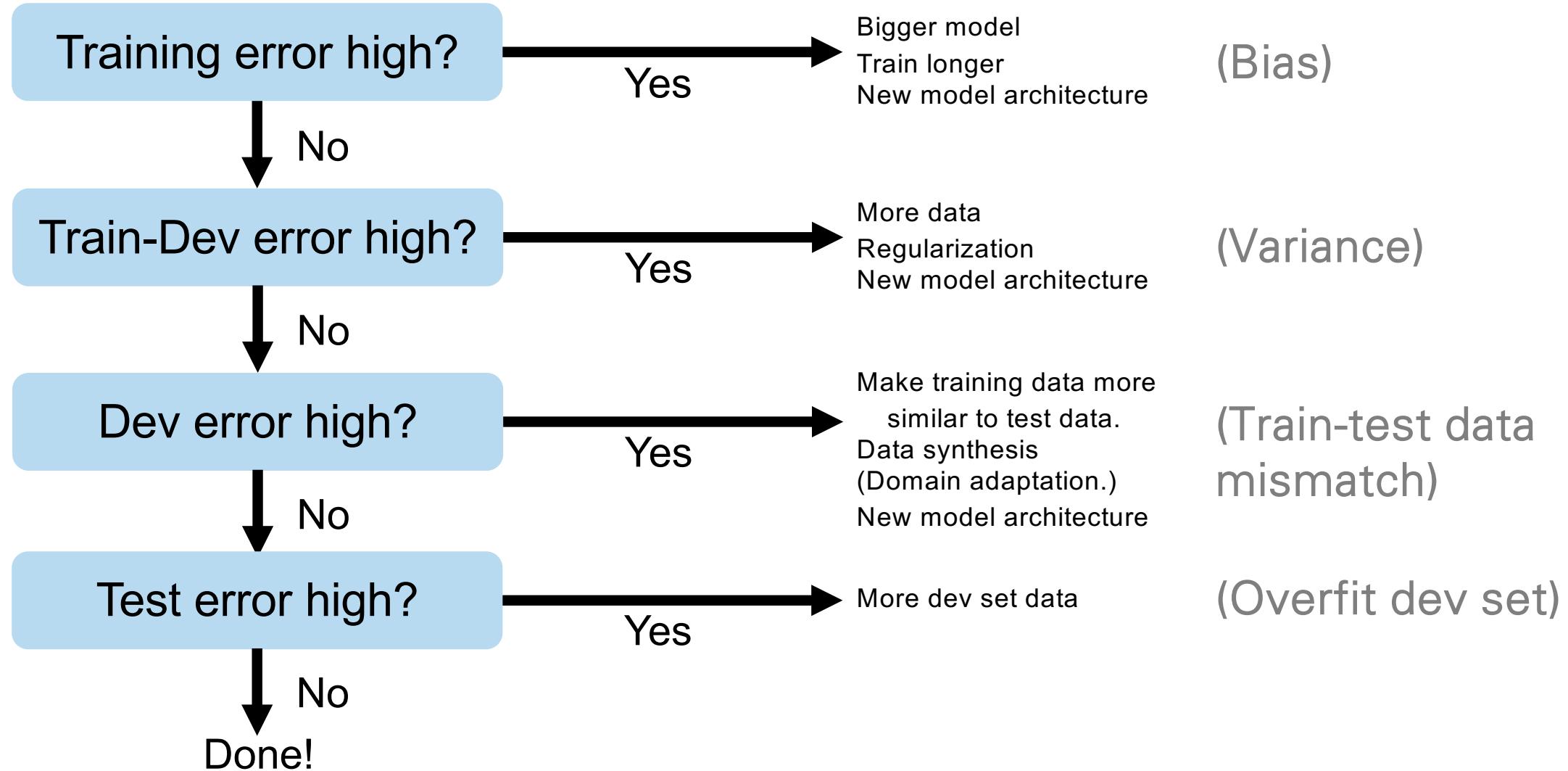
# Additive models (cont'd)

- We can view the additive models graphically in terms of simple “units” and “weights”



- In **neural networks**, the basis functions themselves have adjustable parameters (cf. prototypes)

# Take-home messages



# Statistical regression models

- model formulation, motivation
- maximum likelihood estimation

# Statistical view of linear regression

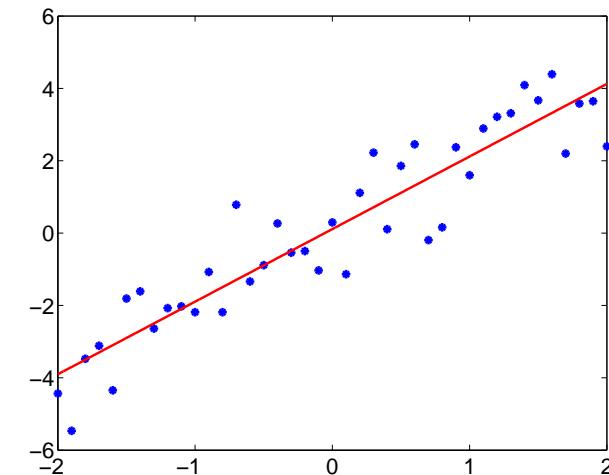
- In a statistical regression model we model both the function and noise

**Observed output** = **function + noise**

$$y = f(\mathbf{x}; \mathbf{w}) + \epsilon$$

where, e.g.,  $\epsilon \sim N(0, \sigma^2)$ .

- Whatever we cannot capture with our chosen family of functions will be *interpreted* as noise

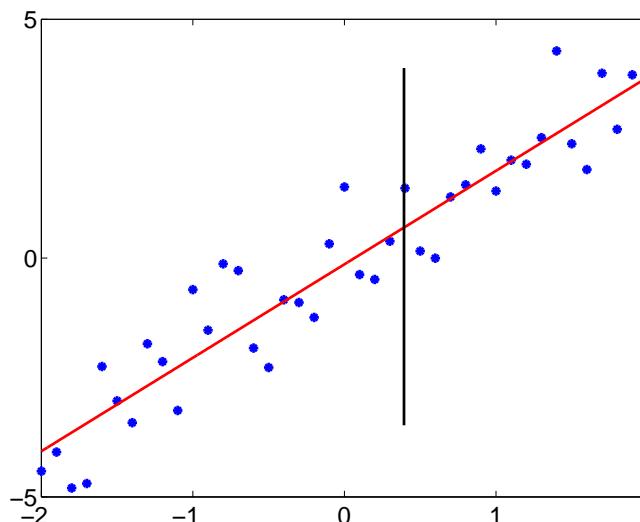


# Statistical view of linear regression

- $f(\mathbf{x}; \mathbf{w})$  is trying to capture the mean of the observations  $y$  given the input  $\mathbf{x}$ :

$$\begin{aligned} E\{ y | \mathbf{x} \} &= E\{ f(\mathbf{x}; \mathbf{w}) + \epsilon | \mathbf{x} \} \\ &= f(\mathbf{x}; \mathbf{w}) \end{aligned}$$

where  $E\{ y | \mathbf{x} \}$  is the conditional expectation of  $y$  given  $\mathbf{x}$ , evaluated according to the model (not according to the underlying distribution  $P$ )



# Statistical view of linear regression

- According to our statistical model

$$y = f(\mathbf{x}; \mathbf{w}) + \epsilon, \quad \epsilon \sim N(0, \sigma^2)$$

the outputs  $y$  given  $\mathbf{x}$  are normally distributed with mean  $f(\mathbf{x}; \mathbf{w})$  and variance  $\sigma^2$ :

$$p(y|\mathbf{x}, \mathbf{w}, \sigma^2) = \frac{1}{\sqrt{2\pi\sigma^2}} \exp\left\{-\frac{1}{2\sigma^2}(y - f(\mathbf{x}; \mathbf{w}))^2\right\}$$

(we model the uncertainty in the predictions, not just the mean)

- Loss function? Estimation?

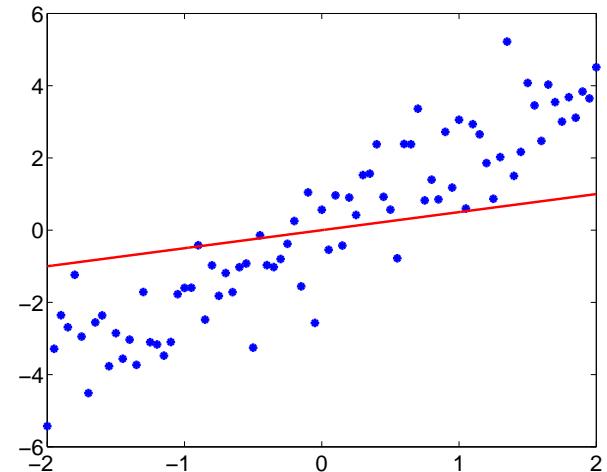
# Maximum likelihood estimation

- Given observations  $D_n = \{(\mathbf{x}_1, y_1), \dots, (\mathbf{x}_n, y_n)\}$  we find the parameters  $\mathbf{w}$  that maximize the (conditional) likelihood of the outputs

$$L(D_n; \mathbf{w}, \sigma^2) = \prod_{i=1}^n p(y_i | \mathbf{x}_i, \mathbf{w}, \sigma^2)$$

- Example: linear function

$$p(y | \mathbf{x}, \mathbf{w}, \sigma^2) = \frac{1}{\sqrt{2\pi\sigma^2}} \exp\left\{-\frac{1}{2\sigma^2}(y - w_0 - w_1 x)^2\right\}$$



# Maximum likelihood estimation (cont'd)

Likelihood of the observed outputs:

$$L(D; \mathbf{w}, \sigma^2) = \prod_{i=1}^n P(y_i | \mathbf{x}_i, \mathbf{w}, \sigma^2)$$

- It is often easier (but equivalent) to try to maximize the log-likelihood:

$$\begin{aligned} l(D; \mathbf{w}, \sigma^2) &= \log L(D; \mathbf{w}, \sigma^2) = \sum_{i=1}^n \log P(y_i | \mathbf{x}_i, \mathbf{w}, \sigma^2) \\ &= \sum_{i=1}^n \left( -\frac{1}{2\sigma^2} (y_i - f(\mathbf{x}_i; \mathbf{w}))^2 - \log \sqrt{2\pi\sigma^2} \right) \\ &= \left( -\frac{1}{2\sigma^2} \right) \sum_{i=1}^n (y_i - f(\mathbf{x}_i; \mathbf{w}))^2 + \dots \end{aligned}$$

# Maximum likelihood estimation (cont'd)

- Maximizing log-likelihood is equivalent to minimizing empirical loss when the loss is defined according to

$$\text{Loss}(y_i, f(\mathbf{x}_i; \mathbf{w})) = -\log P(y_i | \mathbf{x}_i, \mathbf{w}, \sigma^2)$$

Loss defined as the negative log-probability is known as the log-loss.

# Maximum likelihood estimation (cont'd)

- The log-likelihood of observations

$$\log L(D; \mathbf{w}, \sigma^2) = \sum_{i=1}^n \log P(y_i | \mathbf{x}_i, \mathbf{w}, \sigma^2)$$

is a generic fitting criterion and can be used to estimate the noise variance  $\sigma^2$  as well.

- Let  $\hat{\mathbf{w}}$  be the maximum likelihood (here least squares) setting of the parameters. What is the maximum likelihood estimate of  $\sigma^2$ , obtained by solving

$$\frac{\partial}{\partial \sigma^2} \log L(D; \mathbf{w}, \sigma^2) = 0 \ ?$$

# Maximum likelihood estimation (cont'd)

- The log-likelihood of observations

$$\log L(D; \mathbf{w}, \sigma^2) = \sum_{i=1}^n \log P(y_i | \mathbf{x}_i, \mathbf{w}, \sigma^2)$$

is a generic fitting criterion and can be used to estimate the noise variance  $\sigma^2$  as well.

- Let  $\hat{\mathbf{w}}$  be the maximum likelihood (here least squares) setting of the parameters. The maximum likelihood estimate of the noise variance  $\sigma^2$  is

$$\hat{\sigma}^2 = \frac{1}{n} \sum_{i=1}^n (y_i - f(\mathbf{x}_i; \hat{\mathbf{w}}))^2$$

i.e., the mean squared prediction error.

# Polynomial regression

- Consider again a simple  $m^{th}$  degree polynomial regression model

$$y = w_0 + w_1x + \dots + w_mx^m + \epsilon, \quad \epsilon \sim N(0, \sigma^2)$$

where  $\sigma^2$  is assumed fixed (known).

- In this model the outputs  $\{y_1, \dots, y_n\}$  corresponding to any inputs  $\{x_1, \dots, x_n\}$  are generated according to

$$\mathbf{y} = \mathbf{X}\mathbf{w} + \mathbf{e}, \quad \text{where}$$

$$\mathbf{y} = \begin{bmatrix} y_1 \\ \vdots \\ y_n \end{bmatrix}, \quad \mathbf{X} = \begin{bmatrix} 1 & x_1 & \dots & x_1^m \\ \dots & \dots & \dots & \dots \\ 1 & x_n & \dots & x_n^m \end{bmatrix}, \quad \mathbf{e} = \begin{bmatrix} \epsilon_1 \\ \vdots \\ \epsilon_n \end{bmatrix}$$

and  $\epsilon_i \sim N(0, \sigma^2)$ ,  $i = 1, \dots, n$ .

# ML estimator, uncertainty

- We are interested in studying how the choice of inputs  $\{x_1, \dots, x_n\}$  or, equivalently,  $\mathbf{X}$ , affects the accuracy of our regression model
- Our model for the outputs  $\{y_1, \dots, y_n\}$  given  $\mathbf{X}$  is

$$\mathbf{y} = \mathbf{X}\mathbf{w} + \mathbf{e}, \quad \mathbf{e} \sim N(\mathbf{0}, \sigma^2 \mathbf{I})$$

- We assume also that the training outputs are actually generated by a model in this class with some fixed but unknown parameters  $\mathbf{w}^*$  (same  $\sigma^2$ )

$$\mathbf{y} = \mathbf{X}\mathbf{w}^* + \mathbf{e}, \quad \mathbf{e} \sim N(\mathbf{0}, \sigma^2 \mathbf{I})$$

- We can now ask, for a given  $\mathbf{X}$ , how accurately we are able to recover the "true" parameters  $\mathbf{w}^*$

# ML estimator, uncertainty

- The ML estimator  $\hat{\mathbf{w}}$  viewed here as a function of the outputs  $\mathbf{y}$  for a fixed  $\mathbf{X}$ , is given by

$$\hat{\mathbf{w}} = (\mathbf{X}^T \mathbf{X})^{-1} \mathbf{X}^T \mathbf{y}$$

- We need to understand how  $\hat{\mathbf{w}}$  varies in relation to  $\mathbf{w}^*$  when the outputs are generated according to

$$\mathbf{y} = \mathbf{X}\mathbf{w}^* + \mathbf{e}, \quad \mathbf{e} \sim N(\mathbf{0}, \sigma^2 \mathbf{I})$$

- In the absence of noise  $\mathbf{e}$ , the ML estimator would recover  $\mathbf{w}^*$  exactly (with only minor constraints on  $\mathbf{X}$ )

$$\begin{aligned}\hat{\mathbf{w}} &= (\mathbf{X}^T \mathbf{X})^{-1} \mathbf{X}^T (\mathbf{X}\mathbf{w}^*) \\ &= (\mathbf{X}^T \mathbf{X})^{-1} (\mathbf{X}^T \mathbf{X}) \mathbf{w}^* \\ &= \mathbf{w}^*\end{aligned}$$

# ML estimator, uncertainty

- In the presence of noise we can still use the fact that  $\mathbf{y} = \mathbf{X}\mathbf{w}^* + \mathbf{e}$  to simplify the parameter estimates

$$\begin{aligned}\hat{\mathbf{w}} &= (\mathbf{X}^T \mathbf{X})^{-1} \mathbf{X}^T \mathbf{y} \\ &= (\mathbf{X}^T \mathbf{X})^{-1} \mathbf{X}^T (\mathbf{X}\mathbf{w}^* + \mathbf{e}) \\ &= (\mathbf{X}^T \mathbf{X})^{-1} (\mathbf{X}^T \mathbf{X})\mathbf{w}^* + (\mathbf{X}^T \mathbf{X})^{-1} \mathbf{X}^T \mathbf{e} \\ &= \mathbf{w}^* + (\mathbf{X}^T \mathbf{X})^{-1} \mathbf{X}^T \mathbf{e}\end{aligned}$$

- So the ML estimate is the correct parameter vector plus an estimate based purely on noise

# Recap: Lecture overview

- what is learning?
- types of machine learning problems
- image classification
- linear regression
- generalization
- cross-validation
- maximum likelihood estimation

# **Next Lecture:**

# Multi-layer Perceptrons