

CPSC 340: Machine Learning and Data Mining

Linear Classifiers

Fall 2019

Last Time: L1-Regularization

- We discussed **L1-regularization**:

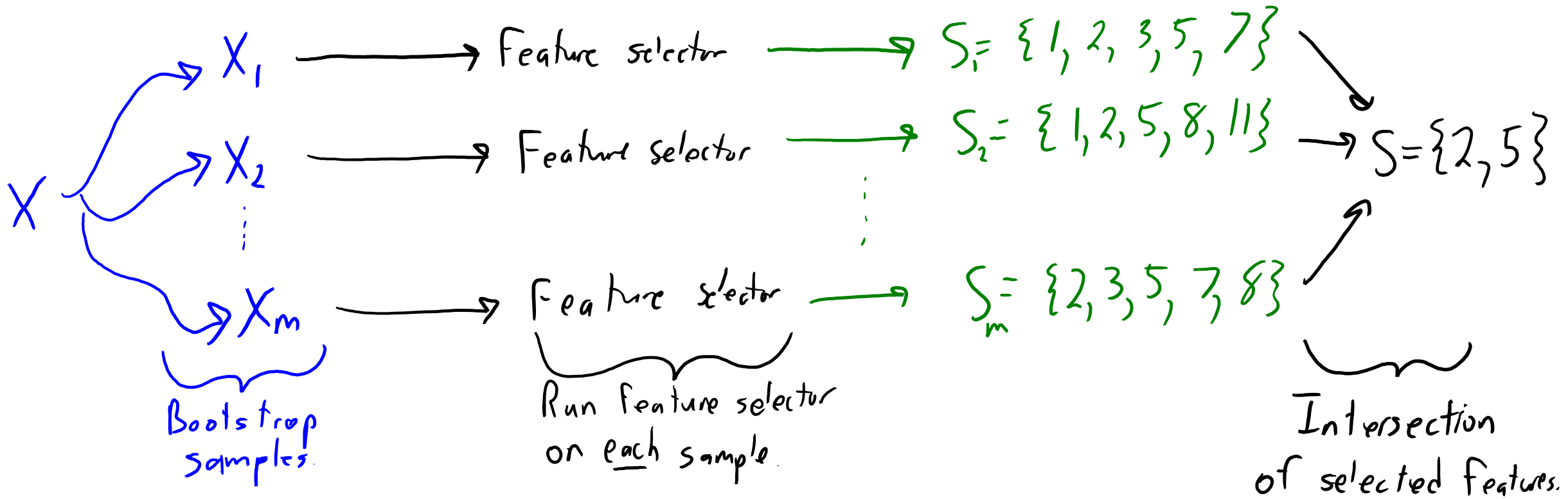
$$f(w) = \frac{1}{2} \|Xw - y\|^2 + \lambda \|w\|_1$$

- Also known as “LASSO” and “basis pursuit denoising”.
- **Regularizes ‘w’** so we decrease our test error (like L2-regularization).
- Yields **sparse ‘w’** so it selects features (like L0-regularization).
- Properties:
 - It’s **convex and fast** to minimize (with “proximal-gradient” methods).
 - Solution is **not unique** (sometimes people do L2- and L1-regularization).
 - Usually includes “correct” variables but tends to yield **false positives**.

Ensemble Feature Selection

- We can also use **ensemble methods** for feature selection.
 - Usually designed to **reduce false positives** or **reduce false negatives**.
- In this case of L1-regularization, we **want to reduce false positives**.
 - Unlike L0-regularization, the **non-zero w_j are still “shrunk”**.
 - “Irrelevant” variables can be included before “relevant” w_j reach best value.
- A **bootstrap** approach to reducing false positives:
 - Apply the method to bootstrap samples of the training data.
 - Only take the **features selected in all bootstrap samples**.

Ensemble Feature Selection



- Example: bootstrapping plus L1-regularization (“BoLASSO”).
 - Reduces false positives.
 - It’s possible to show it recovers “correct” variables with weaker conditions.

(pause)

Motivation: Identifying Important E-mails

- How can we automatically identify ‘important’ e-mails?



- A **binary classification** problem (“important” vs. “not important”).
 - Labels are approximated by whether you took an “action” based on mail.
 - High-dimensional feature set (that we’ll discuss later).
- Gmail uses **regression for this binary classification** problem.

Binary Classification Using Regression?

- Can we apply linear models for **binary classification**?
 - Set $y_i = +1$ for one class (“important”).
 - Set $y_i = -1$ for the other class (“not important”).
- At training time, **fit a linear regression** model:

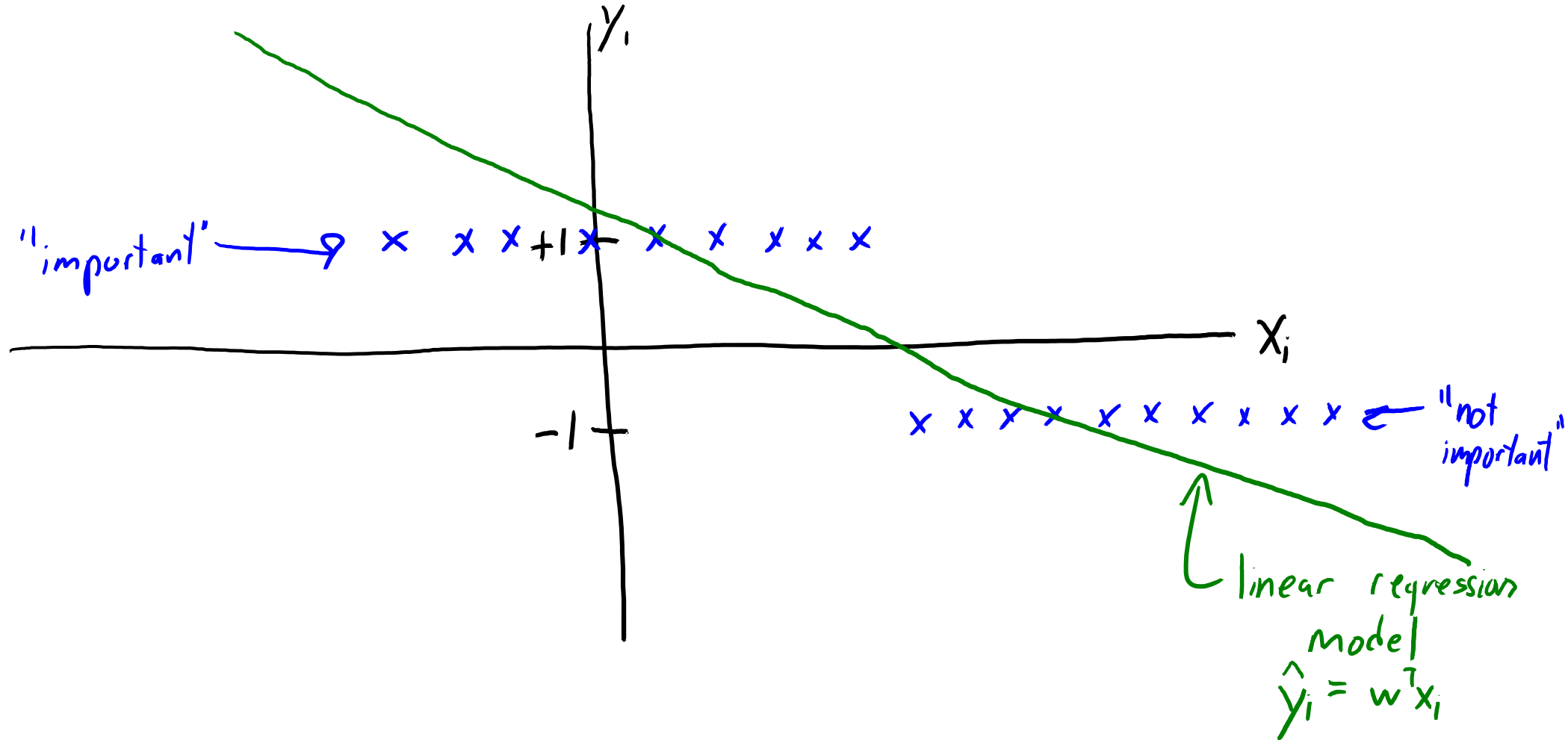
$$\begin{aligned}\hat{y}_i &= w_1 x_{i1} + w_2 x_{i2} + \dots + w_d x_{id} \\ &= \mathbf{w}^T \mathbf{x}_i\end{aligned}$$

- The model will try to make $\mathbf{w}^T \mathbf{x}_i = +1$ for “important” e-mails,
and $\mathbf{w}^T \mathbf{x}_i = -1$ for “not important” e-mails.

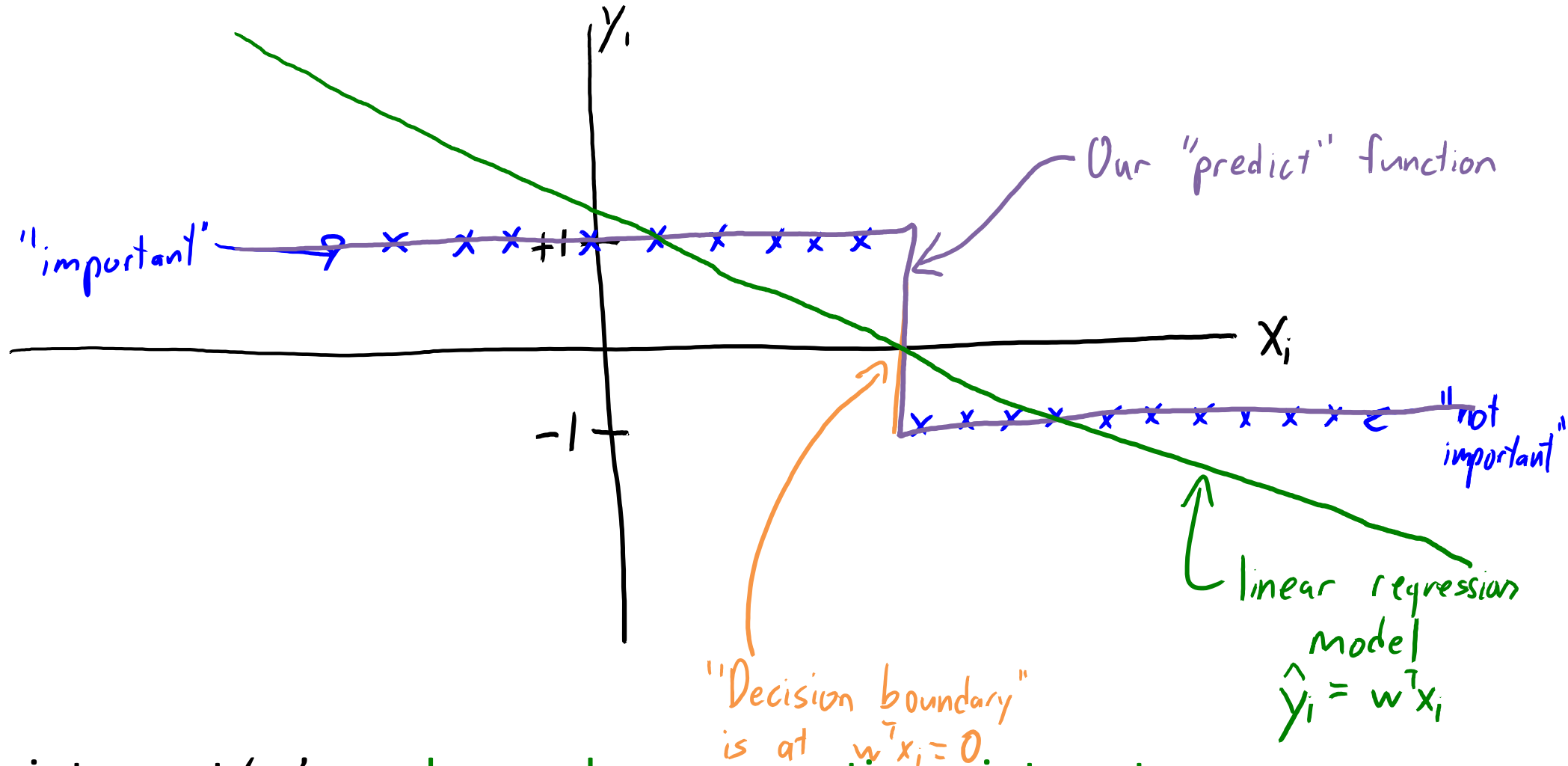
Binary Classification Using Regression?

- Can we apply linear models for **binary classification**?
 - Set $y_i = +1$ for one class (“important”).
 - Set $y_i = -1$ for the other class (“not important”).
- **Linear model gives real numbers** like 0.9, -1.1, and so on.
- So to predict, we **look at whether $w^T x_i$ is closer to +1 or -1**.
 - If $w^T x_i = 0.9$, predict $\hat{y}_i = +1$.
 - If $w^T x_i = -1.1$, predict $\hat{y}_i = -1$.
 - If $w^T x_i = 0.1$, predict $\hat{y}_i = +1$.
 - If $w^T x_i = -100$, predict $\hat{y}_i = -1$.
 - We write this operation (rounding to +1 or -1) as $\hat{y}_i = \text{sign}(w^T x_i)$.

Decision Boundary in 1D



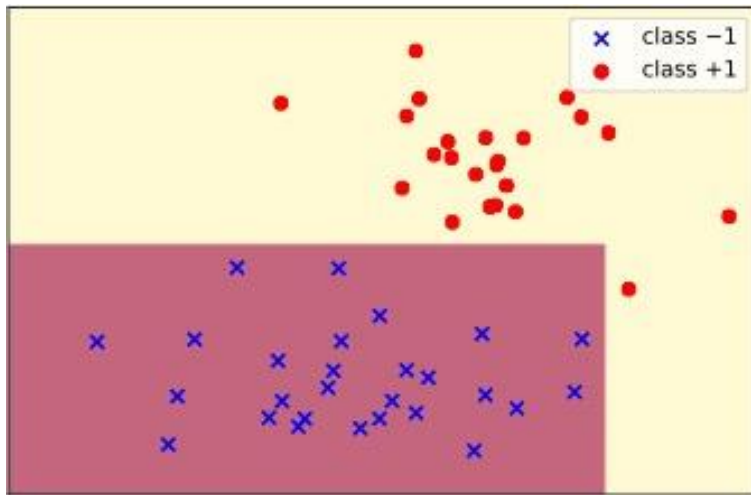
Decision Boundary in 1D



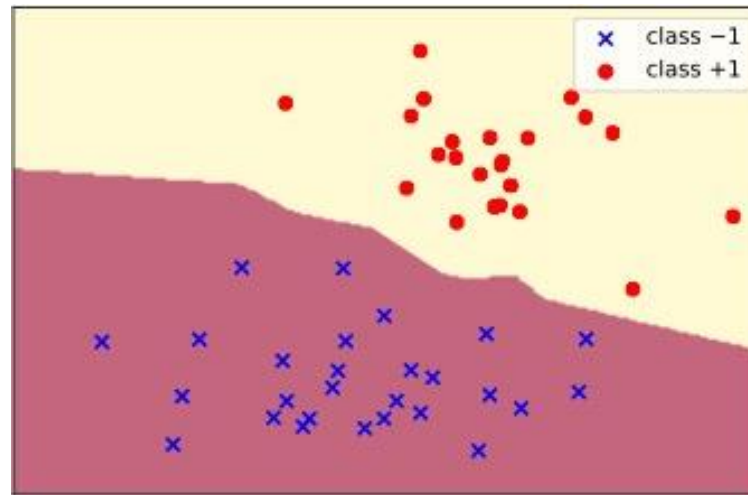
- We can interpret 'w' as a **hyperplane** separating x into sets:
 - Set where $w^T x_i > 0$ and set where $w^T x_i < 0$.

Decision Boundary in 2D

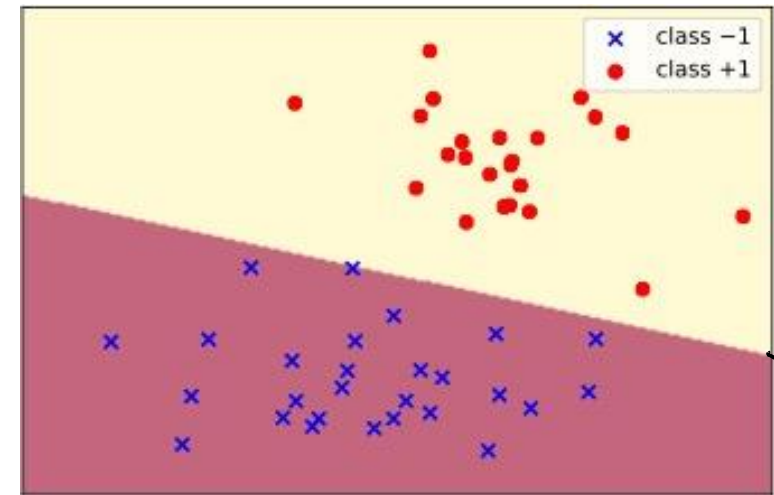
decision tree



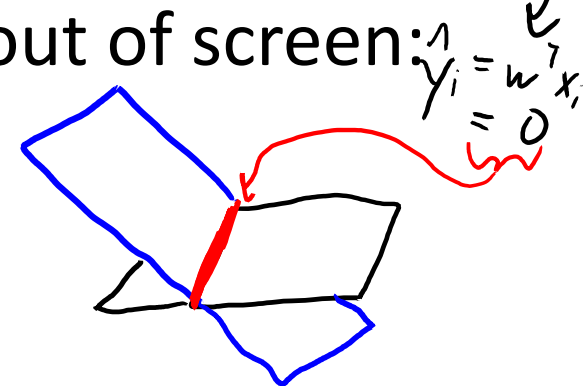
KNN



linear classifier

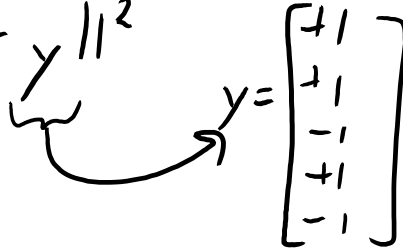


- Linear classifier would be a $\hat{y}_i = w^T x_i$ function coming out of screen:
 - The boundary is at $\hat{y}_i = 0$.



Should we use least squares for classification?

- Consider training by minimizing squared error with y_i that are +1 or -1:

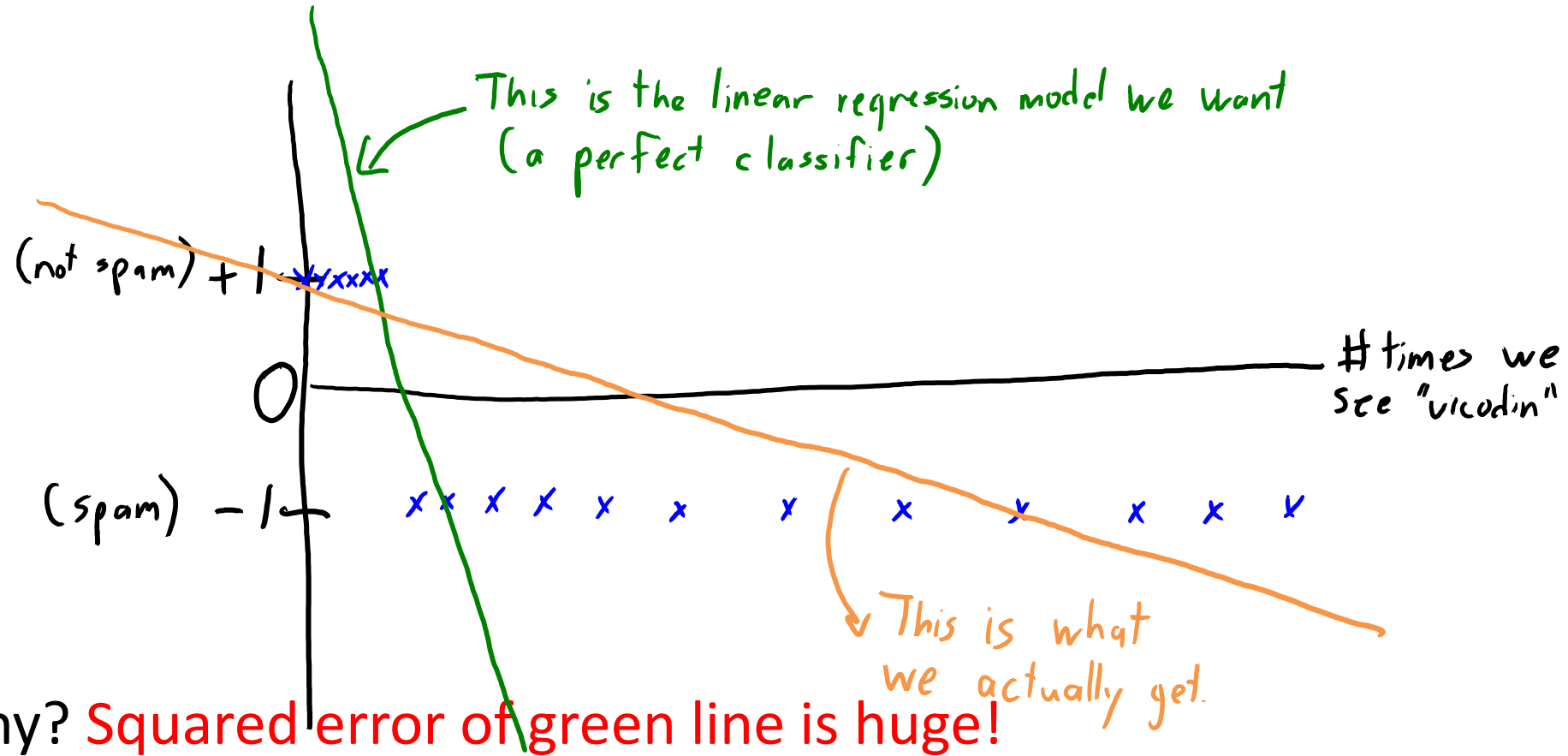
$$f(w) = \frac{1}{2} \|Xw - y\|^2$$


A handwritten diagram showing a bracket under the vector y in the equation $f(w) = \frac{1}{2} \|Xw - y\|^2$. An arrow points from this bracket to a column vector $y = \begin{bmatrix} +1 \\ +1 \\ -1 \\ +1 \\ -1 \end{bmatrix}$.

- If we predict $w^T x_i = +0.9$ and $y_i = +1$, error is small: $(0.9 - 1)^2 = 0.01$.
- If we predict $w^T x_i = -0.8$ and $y_i = +1$, error is bigger: $(-0.8 - 1)^2 = 3.24$.
- If we predict $w^T x_i = +100$ and $y_i = +1$, error is huge: $(100 - 1)^2 = 9801$.
 - But it shouldn't be, the prediction is correct.
- Least squares penalized for being "too right".
 - +100 has the right sign, so the error should not be large.

Should we use least squares for classification?

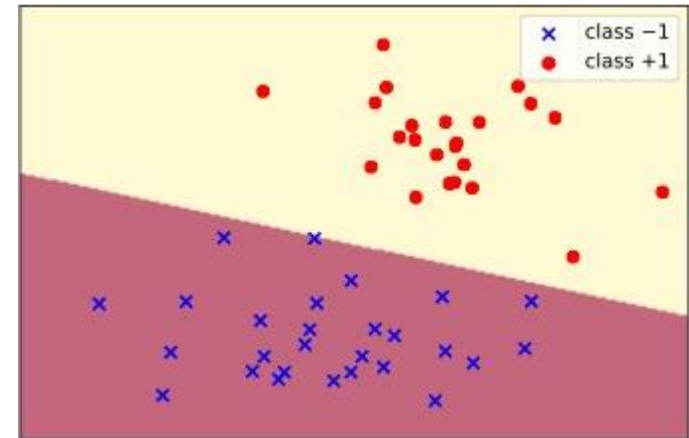
- Least squares can behave weirdly when applied to classification:



- Why? **Squared error of green line is huge!**
 - Make sure you understand why the green line achieves 0 training error.

“0-1 Loss” Function: Minimizing Classification Errors

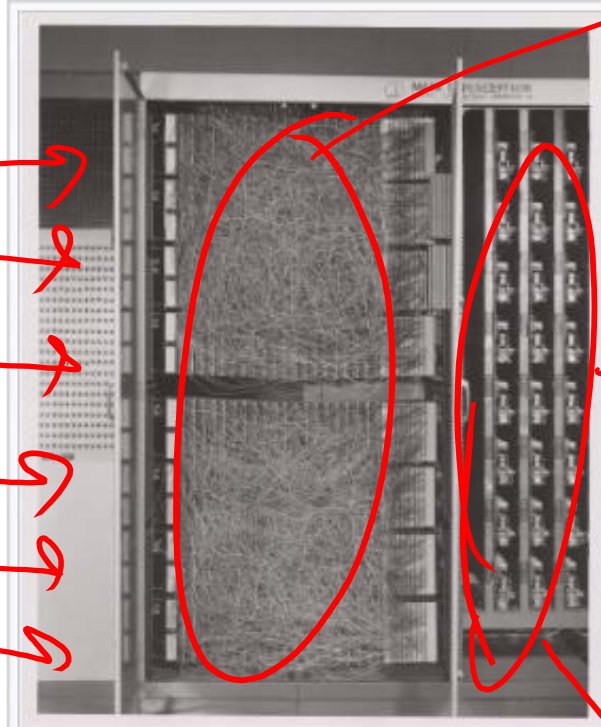
- Could we instead minimize **number of classification errors**?
 - This is called the **0-1 loss** function:
 - You either get the classification wrong (1) or right (0).
 - We can write using the L0-norm as $||\hat{y} - y||_0$.
 - Unlike regression, in classification it's reasonable that $\hat{y}_i = y_i$ (it's either +1 or -1).
- Important special case: “**linearly separable**” data.
 - Classes **can be “separated”** by a hyper-plane.
 - So a perfect linear classifier exists.



Perceptron Algorithm for Linearly-Separable Data

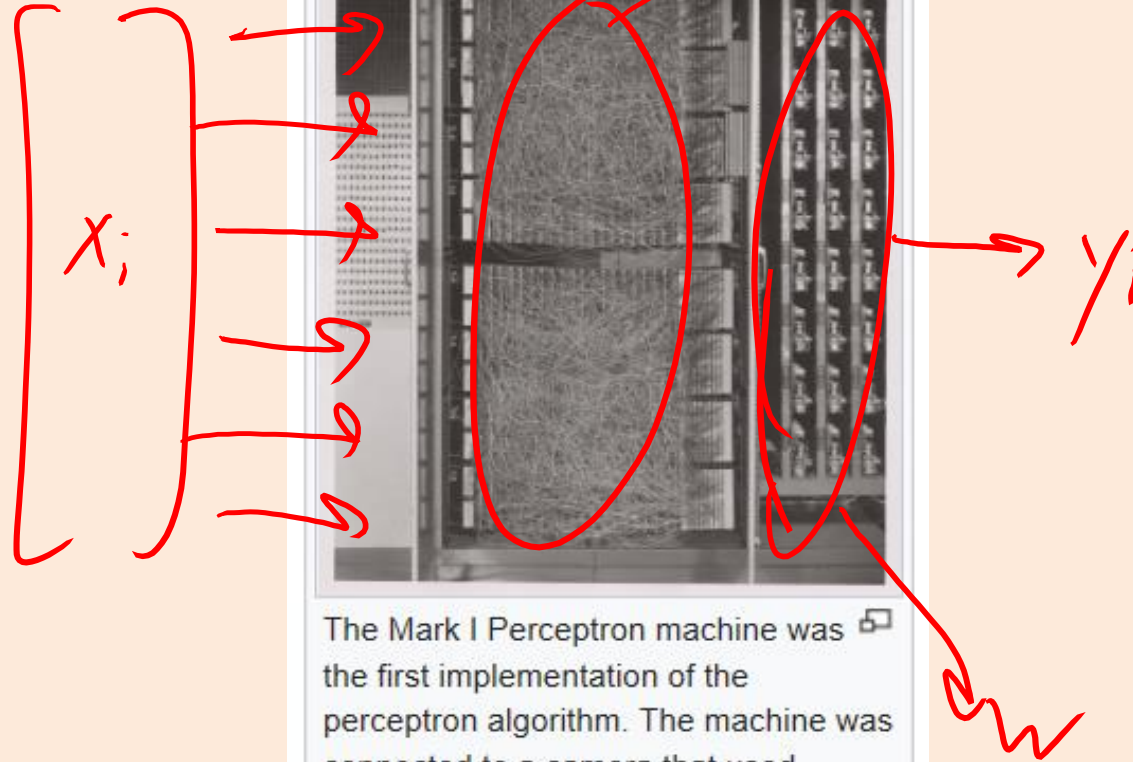
- One of the first “learning” algorithms was the “perceptron” (1957).
 - Searches for a ‘w’ such that $\text{sign}(w^T x_i) = y_i$ for all i .
- Perceptron algorithm:
 - Start with $w^0 = 0$.
 - Go through examples in any order until you make a mistake predicting y_i .
 - Set $w^{t+1} = w^t + y_i x_i$.
 - Keep going through examples until you make no errors on training data.
- If a perfect classifier exists, this algorithm finds one in finite number of steps.
- Intuition for step: if $y_i = +1$ for a mistake, “add more of x_i to w ” so that $w^T x_i$ is larger.
$$(w^{t+1})^T x_i = (w^t + x_i)^T x_i = (w^t)^T x_i + x_i^T x_i = (\text{old prediction}) + \|x_i\|^2$$
 - If $y_i = -1$, you would be subtracting the squared norm.

History [edit]

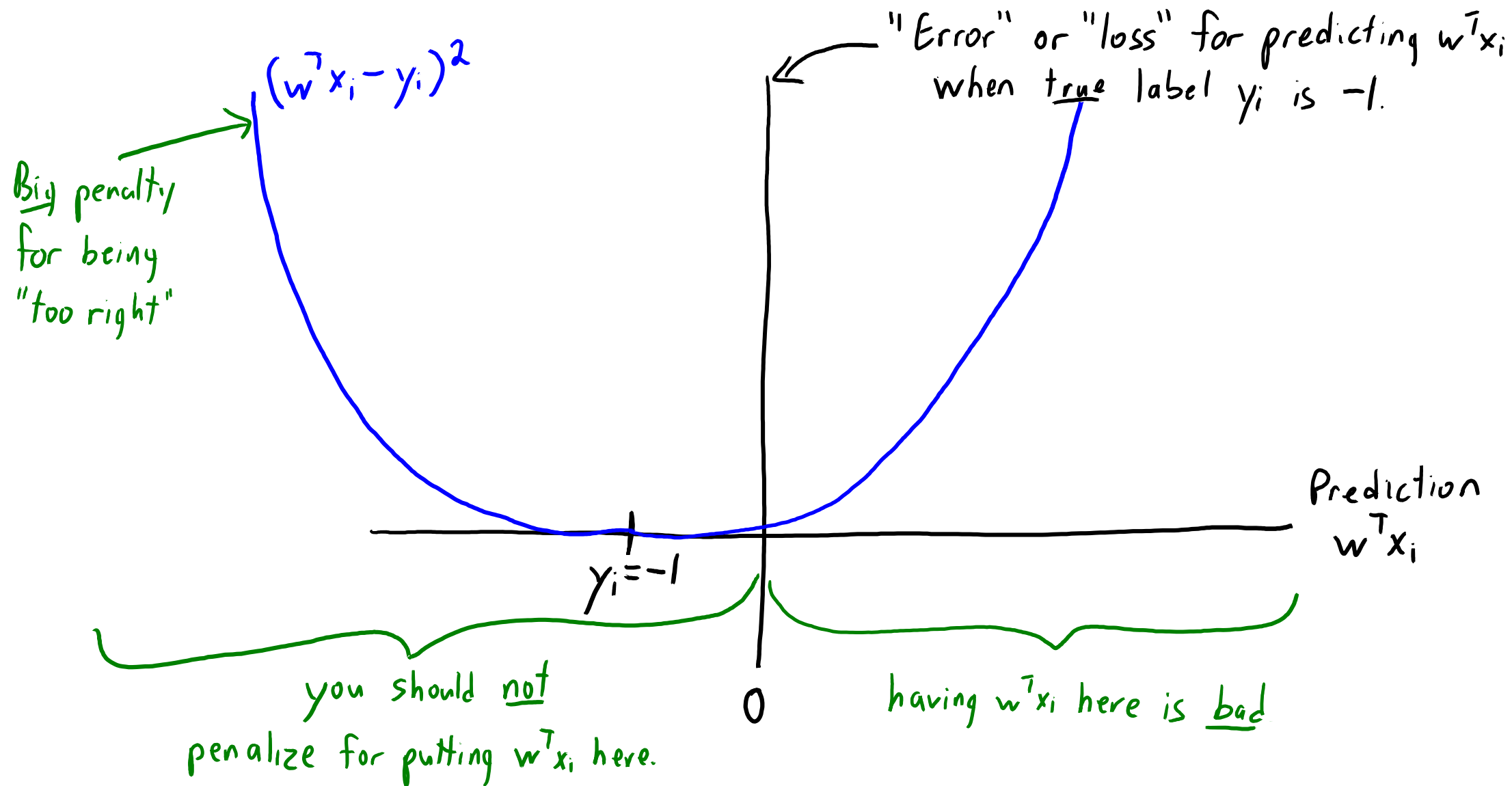


The Mark I Perceptron machine was the first implementation of the perceptron algorithm. The machine was connected to a camera that used 20×20 cadmium sulfide photocells to produce a 400-pixel image. The main visible feature is a patchboard that allowed experimentation with different combinations of input features. To the right of that are arrays of potentiometers that implemented the adaptive weights.^{[2]:213}

$$Z_i = [x_i^2 \quad x_1 x_2 \quad x_3]$$

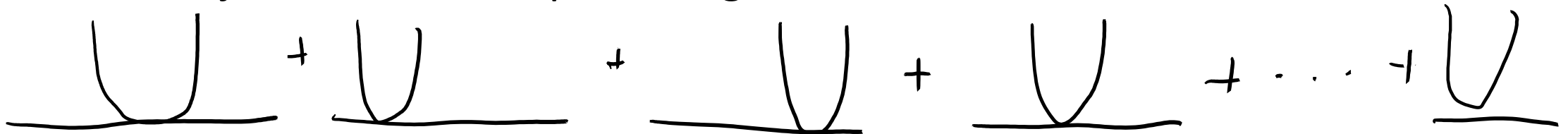


Geometry of why we want the 0-1 loss



Thoughts on the previous (and next) slide

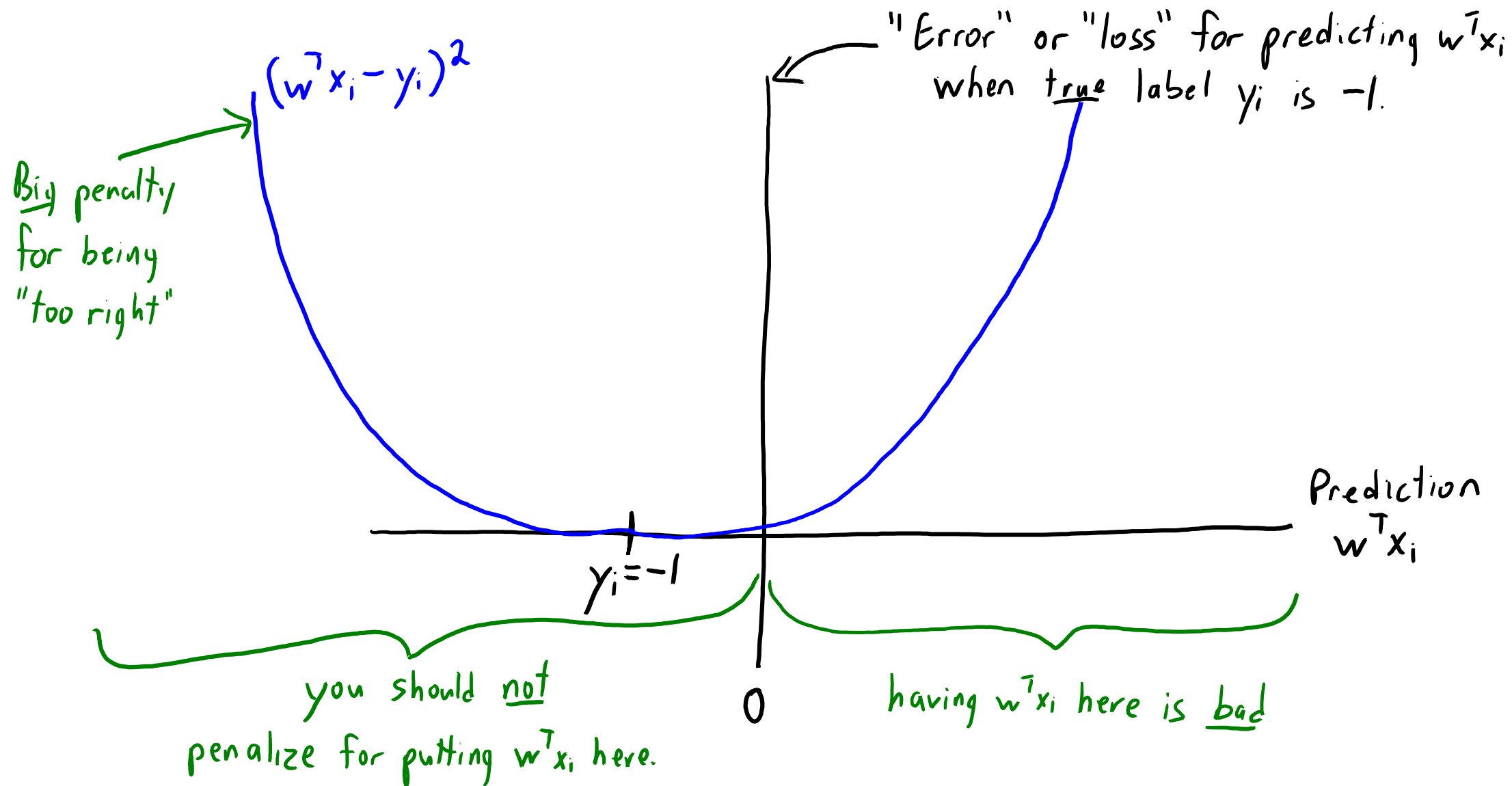
- We are now plotting the **loss vs. the predicted $w^T x_i$** .
 - “Loss space”, which is different than parameter space or data space.
- We're plotting the individual loss **for a particular training example**.
 - In the figure the **label is $y_i = -1$ (so loss is centered at -1)**.
 - It will be centered at +1 when $y_i = +1$.
 - The objective in least squares regression is a sum of ‘n’ of these losses:



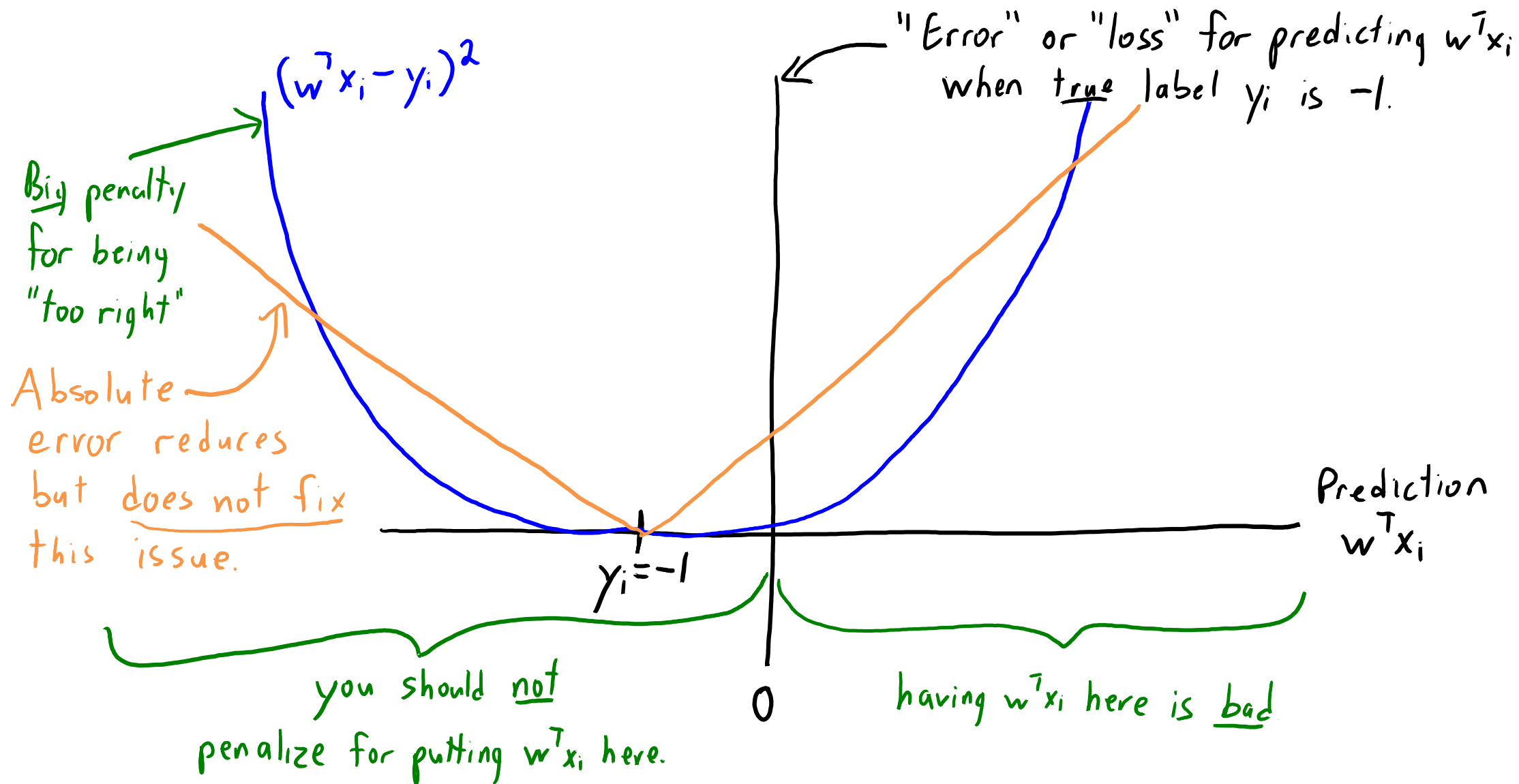
A hand-drawn diagram illustrating the sum of individual loss functions. It consists of five U-shaped curves, each representing a loss function, drawn on a horizontal baseline. The curves are connected by plus signs (+) and an ellipsis (...). The first curve is centered on the baseline. The second curve is shifted to the right. The third curve is shifted further to the right. The fourth curve is shifted even further to the right. The fifth curve is shifted to the right and is preceded by a minus sign (-), indicating a negative loss or a different type of loss function.

- (The next slide is the same as the previous one)

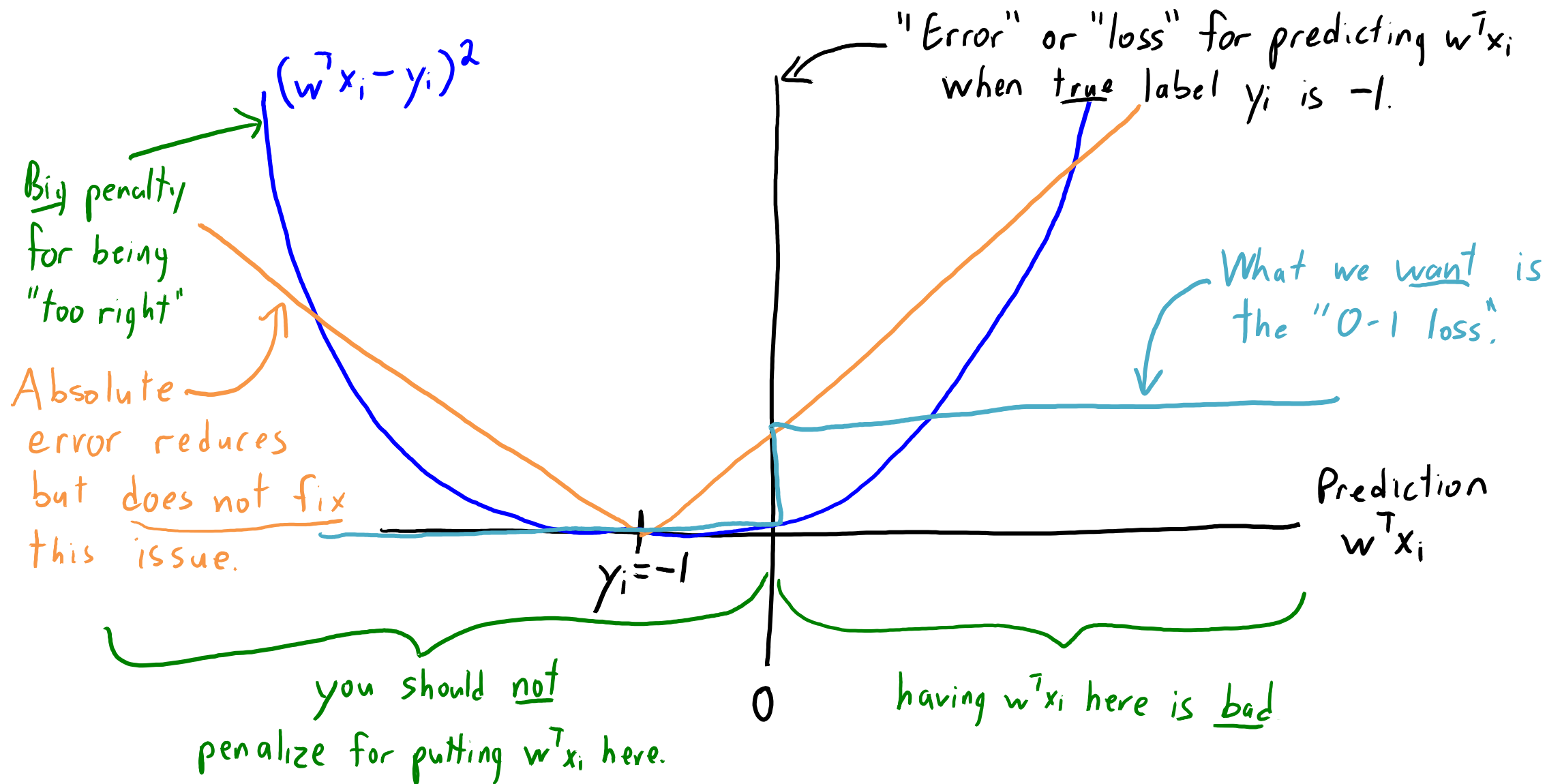
Geometry of why we want the 0-1 loss



Geometry of why we want the 0-1 loss



Geometry of why we want the 0-1 loss



0-1 Loss Function

- Unfortunately the 0-1 loss is non-convex in 'w'.
 - It's easy to minimize if a perfect classifier exists (perceptron).
 - Otherwise, finding the 'w' minimizing 0-1 loss is a hard problem.
 - Gradient is zero everywhere: don't even know "which way to go".
 - NOT the same type of problem we had with using the squared loss.
 - We can minimize the squared error, but it might give a bad model for classification.
- Motivates convex approximations to 0-1 loss...

Degenerate Convex Approximation to 0-1 Loss

- If $y_i = +1$, we get the label right if $w^T x_i > 0$.
- If $y_i = -1$, we get the label right if $w^T x_i < 0$, or equivalently $-w^T x_i > 0$.
- So “classifying ‘i’ correctly” is equivalent to having $y_i w^T x_i > 0$.
- One possible convex approximation to 0-1 loss:
 - Minimize how much this constraint is violated.

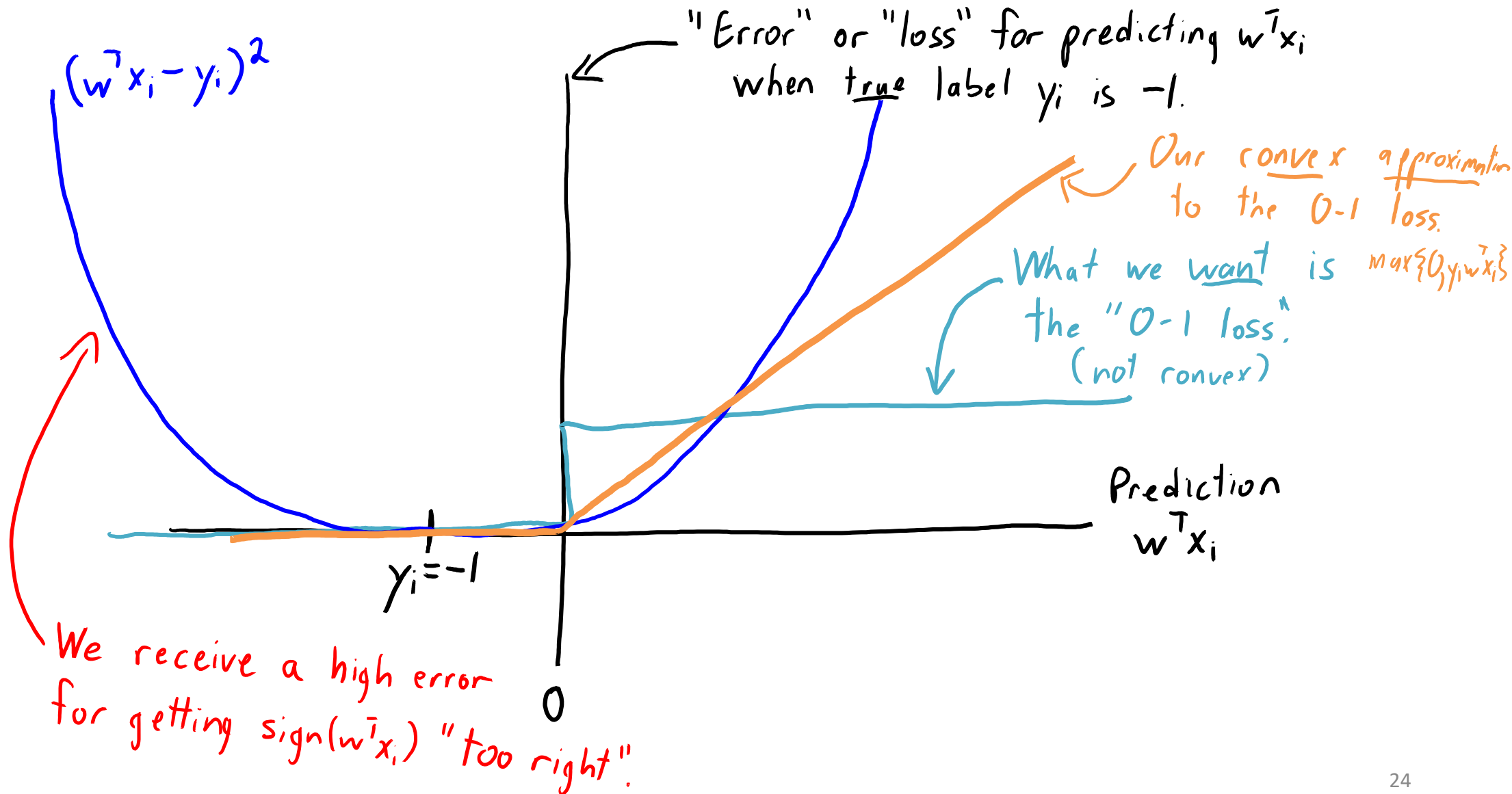
If $y_i w^T x_i > 0$ then you get an “error” of 0.

If $y_i w^T x_i < 0$ then you get an “error” of $-y_i w^T x_i$.

→ So the “error” is given by $\max\{0, -y_i w^T x_i\}$

$\max\{\text{constant}, \text{linear}\} \Rightarrow \text{convex}$

Hinge Loss: Convex Approximation to 0-1 Loss



Degenerate Convex Approximation to 0-1 Loss

- Our convex approximation of the error for **one example** is:

$$\max\{0, -y_i w^T x_i\}$$

- We could train by minimizing **sum over all examples**:

$$f(w) = \sum_{i=1}^n \max\{0, -y_i w^T x_i\}$$

- But this has a **degenerate solution**:
 - We have $f(0) = 0$, and this is the lowest possible value of 'f'.
- There are two standard fixes: **hinge loss** and **logistic loss**.

Hinge Loss

- We saw that we **classify examples 'i' correctly** if $y_i w^T x_i > 0$.
 - Our convex approximation is the amount this inequality is violated.
- Consider replacing $y_i w^T x_i > 0$ with $y_i w^T x_i \geq 1$.
(the “1” is arbitrary: we could make $\|w\|$ bigger/smaller to use any positive constant)

- The **violation of this constraint** is now given by:

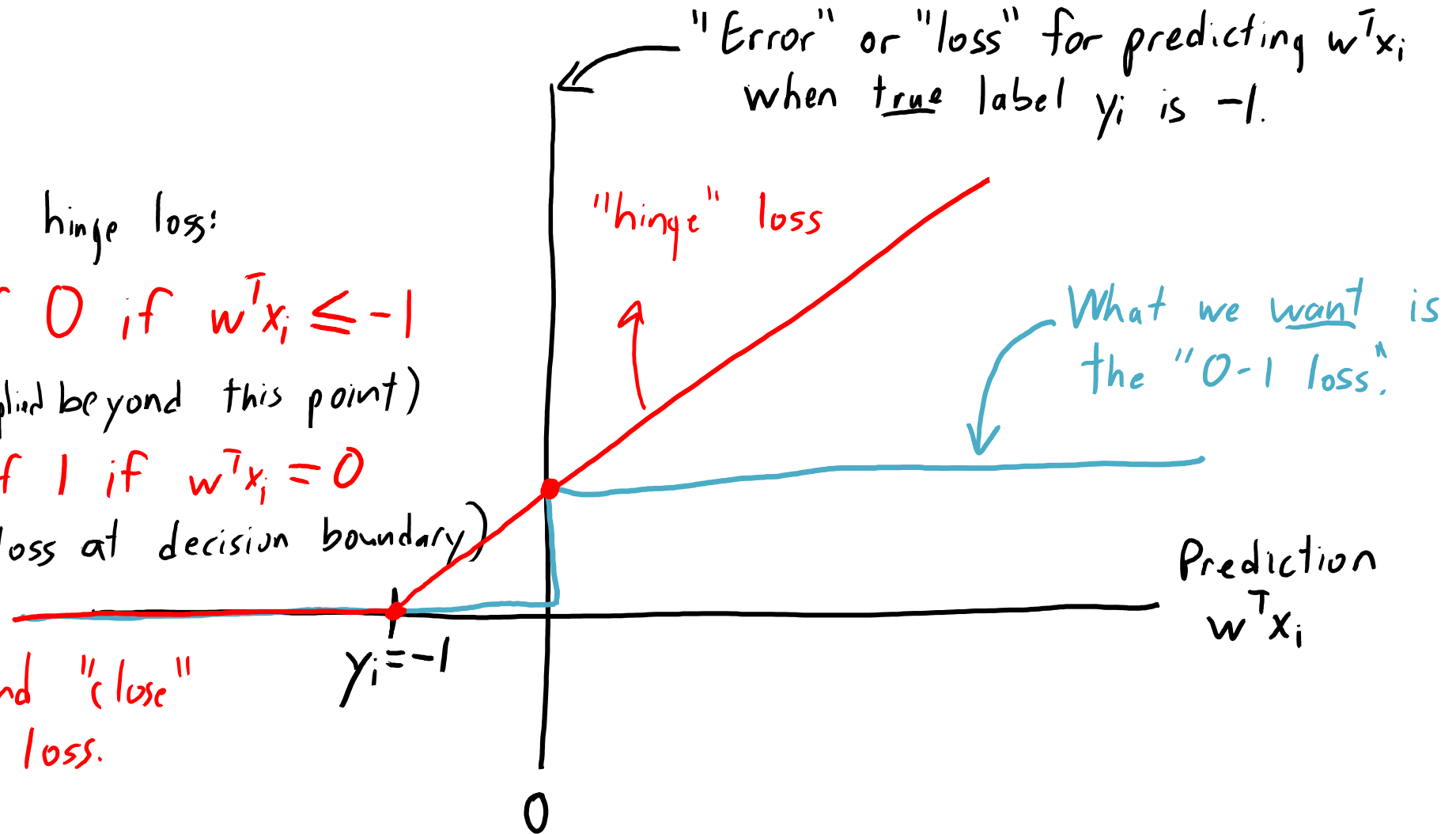
$$\max\{0, 1 - y_i w^T x_i\}$$

- This is the called **hinge loss**.
 - It's **convex**: $\max(\text{constant}, \text{linear})$.
 - It's **not degenerate**: $w=0$ now gives an error of 1 instead of 0.

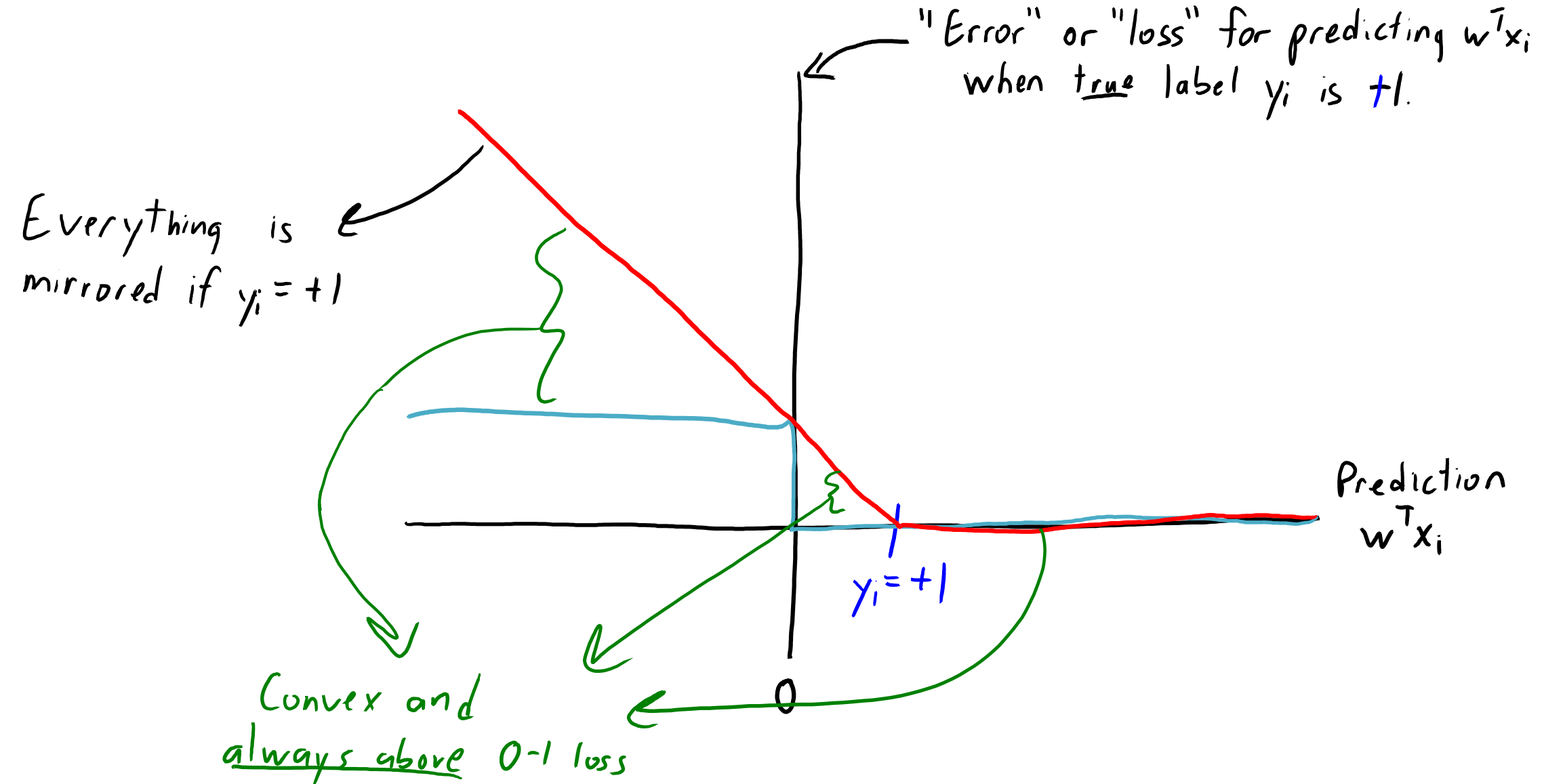
Hinge Loss: Convex Approximation to 0-1 Loss

Properties of the hinge loss:

1. Has error of 0 if $w^T x_i \leq -1$
(no penalty applied beyond this point)
2. Has a loss of 1 if $w^T x_i = 0$
(matches 0-1 loss at decision boundary)
3. Is convex and "close"
to 0-1 loss.



Hinge Loss: Convex Approximation to 0-1 Loss



Hinge Loss

- Hinge loss for all 'n' training examples is given by:

$$f(w) = \sum_{i=1}^n \max\{0, 1 - y_i w^T x_i\}$$

- Convex upper bound on 0-1 loss.
 - If the hinge loss is 18.3, then number of training errors is at most 18.
 - So minimizing hinge loss indirectly tries to minimize training error.
 - Like perceptron, finds a perfect linear classifier if one exists.
- Support vector machine (SVM) is hinge loss with L2-regularization.

$$f(w) = \sum_{i=1}^n \max\{0, 1 - y_i w^T x_i\} + \frac{1}{2} \|w\|^2$$

- There exist specialized optimization algorithm for this problems.
- SVMs can also be viewed as “maximizing the margin” (later).

Go Vote!

- Last day to vote in Canadian election is Monday.
 - If you are eligible you should go vote, and make sure all your friends vote too.
- If you have some time, read “where the parties stand on everything”:
 - <https://www.macleans.ca/politics/2019-federal-election-platform-guide-where-the-parties-stand-on-everything>
- If you don't have much time: <https://votecompass.cbc.ca/canada>
 - Tries to **vector quantize** you into a political parties.
- This is the **first election where baby boomers (born shortly after WW2) aren't largest group**.
 - (# eligible millennials) > (# eligible baby boomers), first time in my life another group has been bigger.
 - But the **parties don't align with young people's views**, because **more boomers show up to vote**.
- The **parties will start to reflect young people's views if you show them it will get them votes**.
 - This is an opportunity people my age never had, use it to make a better future!

Summary

- Ensemble feature selection reduces false positives or negatives.
- Binary classification using regression:
 - Encode using y_i in $\{-1,1\}$.
 - Use $\text{sign}(w^T x_i)$ as prediction.
 - “Linear classifier” (a hyperplane splitting the space in half).
- Least squares is a weird error for classification.
- Perceptron algorithm: finds a perfect classifier (if one exists).
- 0-1 loss is the ideal loss, but is non-smooth and non-convex.
- Hinge loss is a convex upper bound on 0-1 loss.
- Next time: one of the best “out of the box” classifiers.

L1-Regularization as a Feature Selection Method

- Advantages:
 - Deals with conditional independence (if linear).
 - Sort of **deals with collinearity**:
 - Picks at least one of “mom” and “mom2”.
 - Very fast with specialized algorithms.
- Disadvantages:
 - Tends to give **false positives** (selects too many variables).
- Neither good nor bad:
 - Does not take small effects.
 - Says “gender” is relevant if we know “baby”.
 - **Good for prediction if we want fast training and don’t care about having some irrelevant variables included.**

“Elastic Net”: L2- and L1-Regularization

- To address **non-uniqueness**, some authors **use L2- and L1-**:

$$f(w) = \frac{1}{2} \|Xw - y\|^2 + \frac{\lambda_2}{2} \|w\|^2 + \lambda_1 \|w\|_1$$

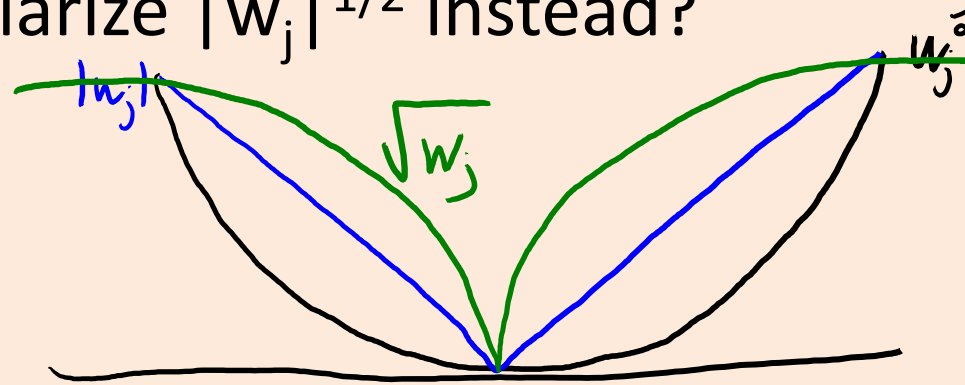
- Called “**elastic net**” regularization.
 - Solution is **sparse and unique**.
 - Slightly better with feature dependence:
 - Selects both “mom” and “mom2”.
- Optimization is easier though still non-differentiable.

L1-Regularization Debiasing and Filtering

- To remove **false positives**, some authors add a **debiasing step**:
 - Fit 'w' using L1-regularization.
 - Grab the non-zero values of 'w' as the “relevant” variables.
 - Re-fit relevant 'w' using least squares or L2-regularized least squares.
- A related use of L1-regularization is as a **filtering method**:
 - Fit 'w' using L1-regularization.
 - Grab the non-zero values of 'w' as the “relevant” variables.
 - Run standard (slow) variable selection restricted to relevant variables.
 - Forward selection, exhaustive search, stochastic local search, etc.

Non-Convex Regularizers

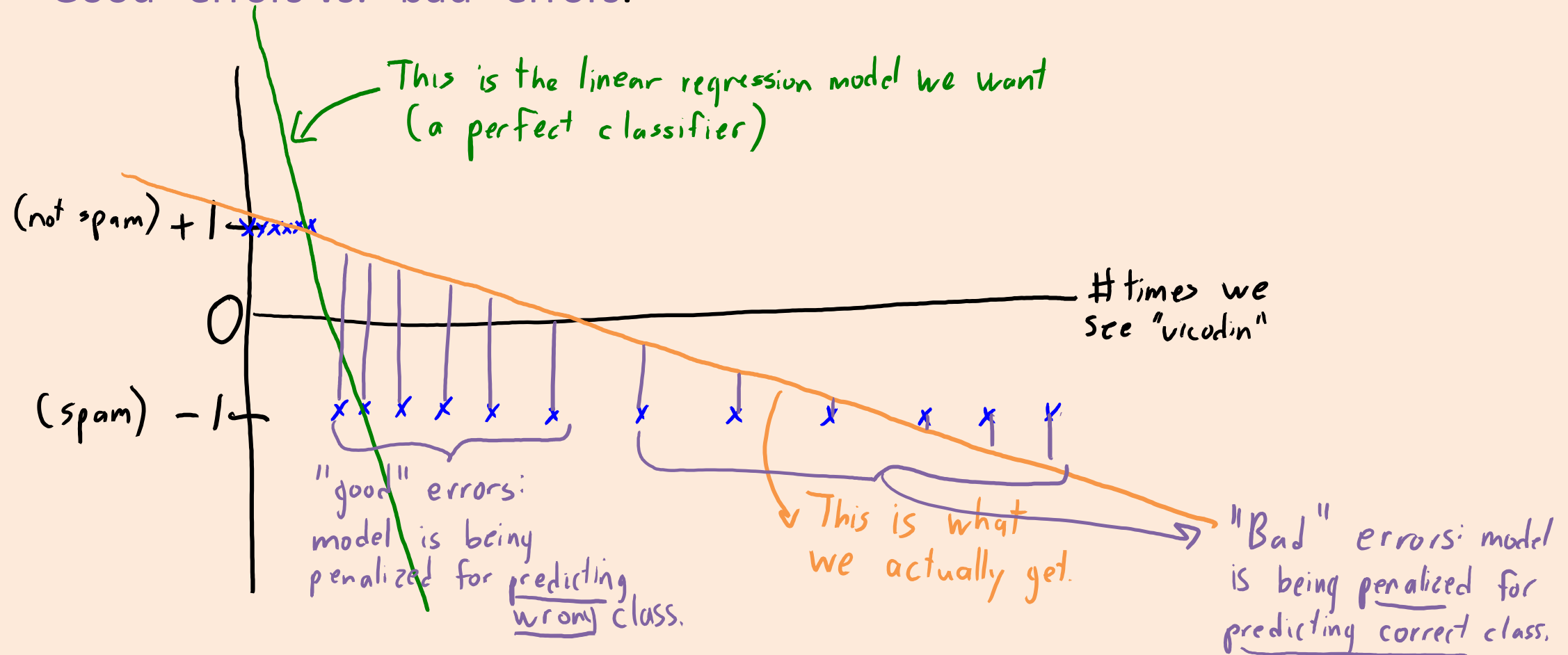
- Regularizing $|w_j|^2$ selects **all features**.
- Regularizing $|w_j|$ selects fewer, but still has many **false positives**.
- What if we regularize $|w_j|^{1/2}$ instead?



- Minimizing this objective would lead to **fewer false positives**.
 - Less need for debiasing, but it's not convex and **hard to minimize**.
- There are many non-convex regularizers with similar properties.
 - L1-regularization is (basically) the “most sparse” convex regularizer.

Can we just use least squares??

- What went wrong?
 - “Good” errors vs. “bad” errors.

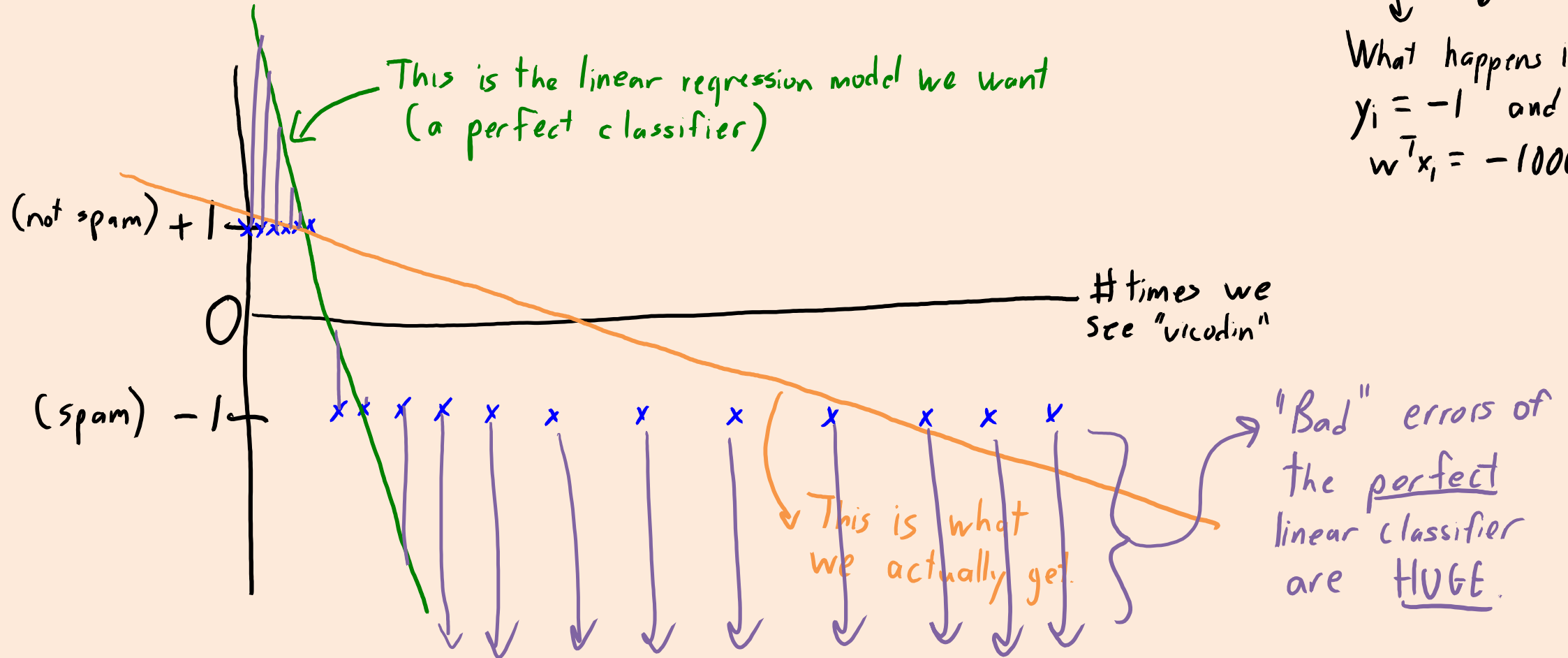


Can we just use least squares??

- What went wrong?
 - “Good” errors vs. “bad” errors.

$$f(w) = \sum_{i=1}^n (w^T x_i - y_i)^2$$

What happens if
 $y_i = -1$ and
 $w^T x_i = -1000$?



Online Classification with Perceptron

- Perceptron for online linear binary classification [Rosenblatt, 1957]
 - Start with $w_0 = 0$.
 - At time 't' we receive features x_t .
 - We predict $\hat{y}_t = \text{sign}(w_t^T x_t)$.
 - If $\hat{y}_t \neq y_t$, then set $w_{t+1} = w_t + y_t x_t$.
 - Otherwise, set $w_{t+1} = w_t$.

(Slides are old so above I'm using subscripts of 't' instead of superscripts.)

- Perceptron mistake bound [Novikoff, 1962]:
 - Assume data is linearly-separable with a “margin”:
 - There exists w^* with $\|w^*\| = 1$ such that $\text{sign}(x_t^T w^*) = \text{sign}(y_t)$ for all 't' and $|x_t^T w^*| \geq \gamma$. > 0
 - Then the number of total mistakes is bounded.
 - No requirement that data is IID.

Perceptron Mistake Bound

- Let's **normalize each x_t** so that $\|x_t\| = 1$.
 - Length doesn't change label.
- Whenever we make a mistake, we have $\text{sign}(y_t) \neq \text{sign}(w_t^T x_t)$ and

$$\begin{aligned}\|w_{t+1}\|^2 &= \|w_t + yx_t\|^2 \\ &= \|w_t\|^2 + 2 \underbrace{y_t w_t^T x_t}_{< 0} + 1 \\ &\leq \|w_t\|^2 + 1 \\ &\leq \|w_{t-1}\|^2 + 2 \\ &\leq \|w_{t-2}\|^2 + 3.\end{aligned}$$

- So **after 'k' errors we have $\|w_t\|^2 \leq k$** .

Perceptron Mistake Bound

- Let's consider a solution w^* , so $\text{sign}(y_t) = \text{sign}(x_t^T w^*)$.
 - And let's choose a w^* with $\|w^*\| = 1$,
- Whenever we make a mistake, we have:

$$\begin{aligned}\|w_{t+1}\| &= \|w_t + y_t x_t\| \\ &\geq w_t^T w_* \\ &= (w_t + y_t x_t)^T w_* \\ &= w_t^T w_* + y_t x_t^T w_* \\ &= w_t^T w_* + |x_t^T w_*| \\ &\geq w_t^T w_* + \gamma.\end{aligned}$$

- Note: $w_t^T w_* \geq 0$ by induction (starts at 0, then at least as big as old value plus γ).
- So after ' k ' mistakes we have $\|w_t\| \geq \gamma k$.

Perceptron Mistake Bound

- So our two bounds are $\|w_t\| \leq \sqrt{k}$ and $\|w_t\| \geq \gamma k$.
- This gives $\gamma k \leq \sqrt{k}$, or a maximum of $1/\gamma^2$ mistakes.
 - Note that $\gamma > 0$ by assumption and is upper-bounded by one by $\|x\| \leq 1$.
 - After this 'k', under our assumptions we're guaranteed to have a perfect classifier.