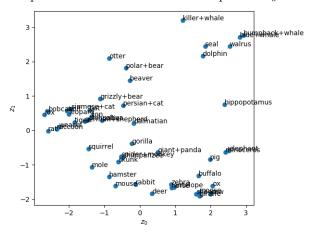
# CPSC 340 Assignment 6 (due Friday November 30th at 11:55pm)

# 1 Data Visualization

## 1.1 PCA for visualization

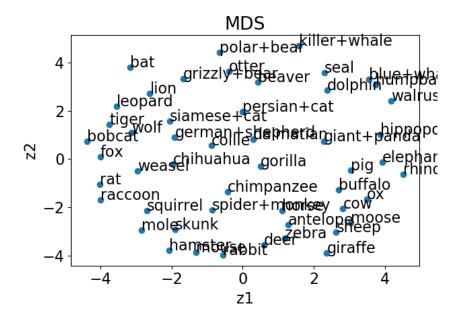
The points are scattered all over the plot on  $z_0$  and  $z_1$  axis.



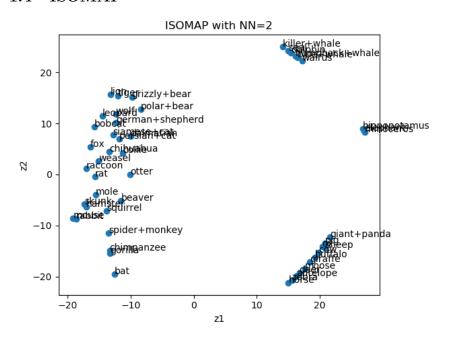
# 1.2 Data Compression

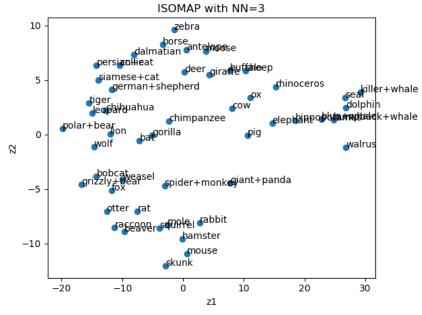
- 1. 30.19% of the variance is explained
- 2. We need at least  $k \geq 5$ .

## 1.3 Multi-Dimensional Scaling

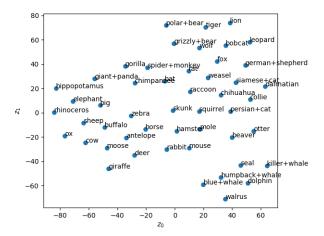


## 1.4 ISOMAP





#### 1.5 t-SNE



All the plots have relatively scattered points on the graph so it is difficult to differentiate them. The best method would be ISOMAP with k=2 because it does a relatively good job of grouping together the animals.

## 1.6 Sensitivity to Initialization

MDS is sensitive to initializations and so is t-SNE because t-SNE is a special case of MDS. In the graphs, we see that this is true for t-SNE, which matches up with what we said in lectures. Our MDS is not sensitive to initializations because our implementation initializes MDS the same way every time.

## 2 Neural Networks

#### 2.1 Neural Networks by Hand

$$z_i = \begin{bmatrix} 0 \\ 1 \end{bmatrix}, h(z_i) = \begin{bmatrix} \frac{1}{2} \\ \frac{1}{1+e^{-1}} \end{bmatrix}, y_i = \begin{bmatrix} \frac{3}{2} + \frac{1}{1+e^{-1}} \end{bmatrix}.$$

#### 2.2 SGD for a Neural Network: implementation

Training error = 0.08624 Test error = 0.0839

#### 2.3 SGD for a Neural Network: discussion

I think that the SGD implementation is definetely better as its run time is a tenth of the run time of GD implementation. Although GD is about 3% better in terms of accuracy, it is just too slow for large datasets like this one.

## 2.4 Hyperparameter Tuning

hidden layers = 100, alpha = 0.001Training error = 0.00546 Test error = 0.0276

hidden layers = 100, alpha = 0.01Training error = 0.00144 Test error = 0.0216

```
hidden layers = 100, alpha = 0.1
Training error = 0.00684 Test error = 0.0212
hidden layers = 1, alpha = 0.0001
Training error = 0.59898 Test error = 0.605
hidden layers = 200, alpha = 0.0001
Training error = 0.0074 Test error = 0.0211
hidden layers = 300, alpha = 0.0001
Training error = 0.00656 Test error = 0.0198
hidden layers = 400, alpha = 0.0001
Training error = 0.00636 Test error = 0.0204
```

# 3 Very-Short Answer Questions

- 1. Yes
- 2. We can enforce regions that are convex and we may want elements of w to be non-negative.
- 3. ISOMAP is mainly used for unsupervised learning and it is non-parametric as it first finds the nearest neighbours similar to that of KNN.
- 4. Content-based filtering is better for new users because it can extract features of users to build a model and use that to predict for new users. Collaborative filtering is bad for new users because they have not rated anything so it will be hard to predict.
- 5. Collaborative filtering uses L2 regularization and uses stochastic gradient descent.
- 6. Neural Networks are used for supervised learning to learn features  $z_i$  and it is parametric.
- 7. Regularization helps with reducing overfitting as we add more layers.
- 8. IDK
- 9.  $10 \times 100 + 100 \times 3 + 100 + 3 = 1403$
- 10. The neural network will be convex as long as there are no hidden layers. For example, hidden\_layer\_sizes = 0, activation = relu, solver = adam, alpha = 0.0001, batch\_size = 200, learning\_rate = constant, number\_of\_epochs = 10, weight\_initialization = random
- 11. The vanishing gradient problem is that the parameters may underflow or overflow during the calculation of the gradient.
- 12. Convolutional neural networks has weight matrices that have a particular pattern of sparsity which reduces the number of parameters.