Logistic Regression

Logistic Regression is a simple statistical model for binary classification (0,1). Given some attributes we want to classify whether a sample should be classified as 0 or 1. Unlike, linear regression, the output is discrete.

Model

$$\begin{split} & [\text{OUTPUT}] \to \{0,\!1\} \\ & \to z = X\vec{w} + b \\ & \Theta \to (\vec{w},b) \\ & [\text{HYPOTHESIS}] \ h(\Theta,X) = \sigma(z) \end{split}$$

Cost function

$$J(\Theta) = -y \log(h(\Theta, x)) - (1 - y) \log(1 - h(\Theta, x))$$

We want the loss function to be convex in \vec{w}, b

We know that $log(1-\frac{1}{1+e^{-z}})$ and $log(\frac{1}{1+e^{-z}})$ are both concave in z. \therefore the loss function is convex in Θ

It is important for loss function to be convex so that we get a global optima and not just local optima or saddle points.

Gradient Descent

Note that we often write $\frac{\partial x}{\partial y}$ as just ∂x

$$\vec{w} := \vec{w} - \alpha \partial J$$

$$b := b - \alpha \partial J$$

We can calculate the gradients as

$$\frac{\partial J}{\partial w} = \frac{\partial J}{\partial z} \frac{\partial z}{\partial w}$$

$$\frac{\partial J}{\partial w} = X^T \left(\frac{1}{1 + e^{-z}} - y \right) \frac{1}{n}$$

$$\frac{\partial J}{\partial b} = \left(\frac{1}{1 + e^{-z}} - y\right)$$

Questions

- 1. Can you use it for more than just 2 classes?
- 2. Should you use Stochastic Gradient descent? if Yes, when?
- 3. What is ordinal logistic regression?
- 4. How is ordinal logistic regression different from logistic regression with just more than 2 categories?
- 5. Explain the need of regularization.

Answers

- 1. Use one-vs-one or one-vs-many
- 2. For large datasets it is recommended to use stochastic gradient descent, even for smaller ones it can help prevent overfitting.
- 3. Just use n-1 classifiers, each denotes whether on not the value should be below given value.
- 4. in categorical we don't have a sense of comparison, so we require nC2 classifiers
- 5. If the model overfits on given dataset, it is better to use regularization.