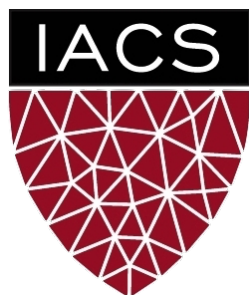


Lecture 14: Regularization

CS 109B, STAT 121B, AC 209B, CSE 109B

Mark Glickman and Pavlos Protopapas



Lecture 3

Regularization

Regularization is any modification we make to a learning algorithm that is intended to **reduce its generalization error** but not its training error


Outline

- Norm Penalties
 - Regularisation, bagging to avoid overfitting
 - If billions of data point, won't worry about overfitting as difficult to overfit in such a case
- Early Stopping
- Data Augmentation
- Bagging
- Dropout

Norm Penalties

- Optimize:

$$J(\theta; X, y) + \alpha \Omega(\theta)$$



Biases not
penalized

- L_2 regularization:

- decays weights
- MAP estimation with Gaussian prior

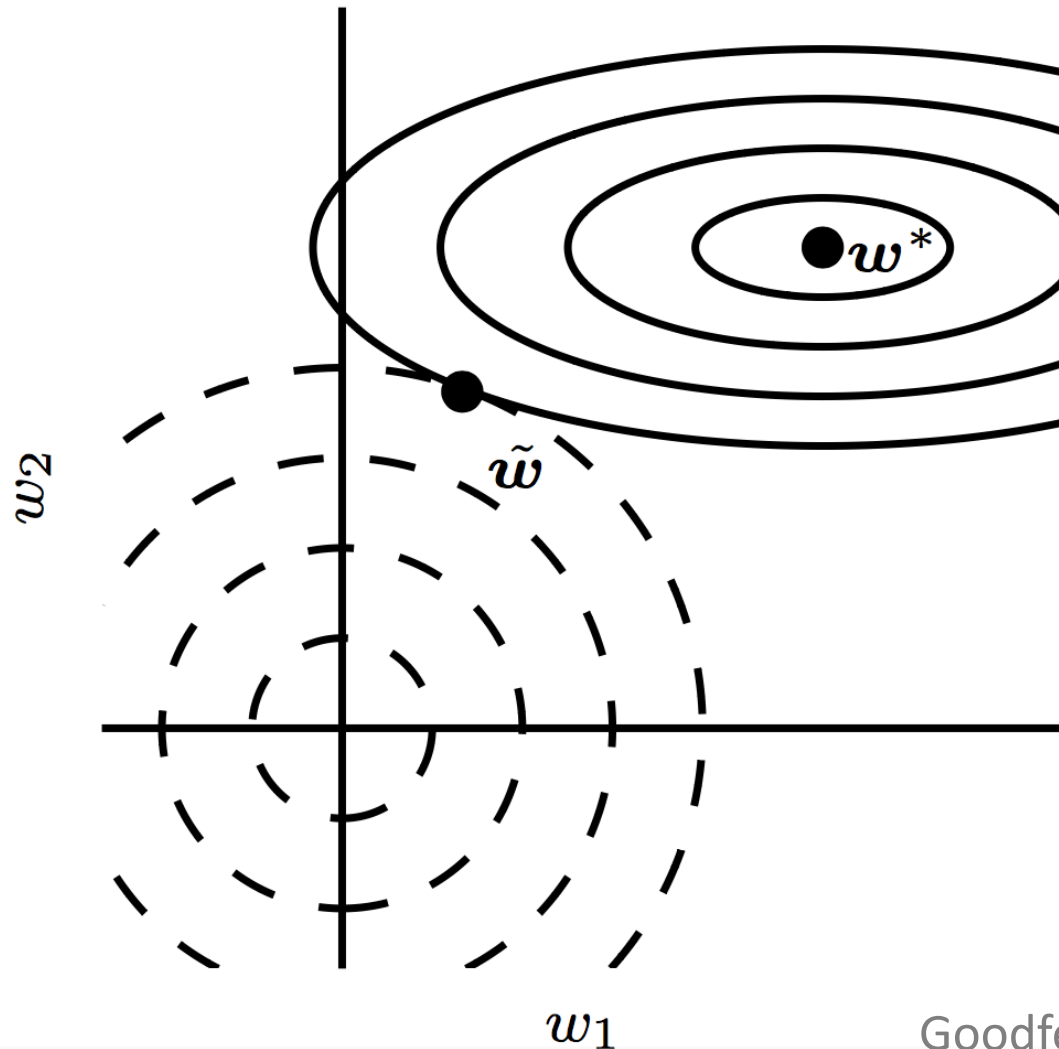
$$\Omega(\theta) = \frac{1}{2} \|\mathbf{w}\|_2^2$$

- L_1 regularization:

- encourages sparsity
- MAP estimation with Laplacian prior

$$\Omega(\theta) = \|\mathbf{w}\|_1$$

L_2 Regularization



Norm Penalties as Constraints

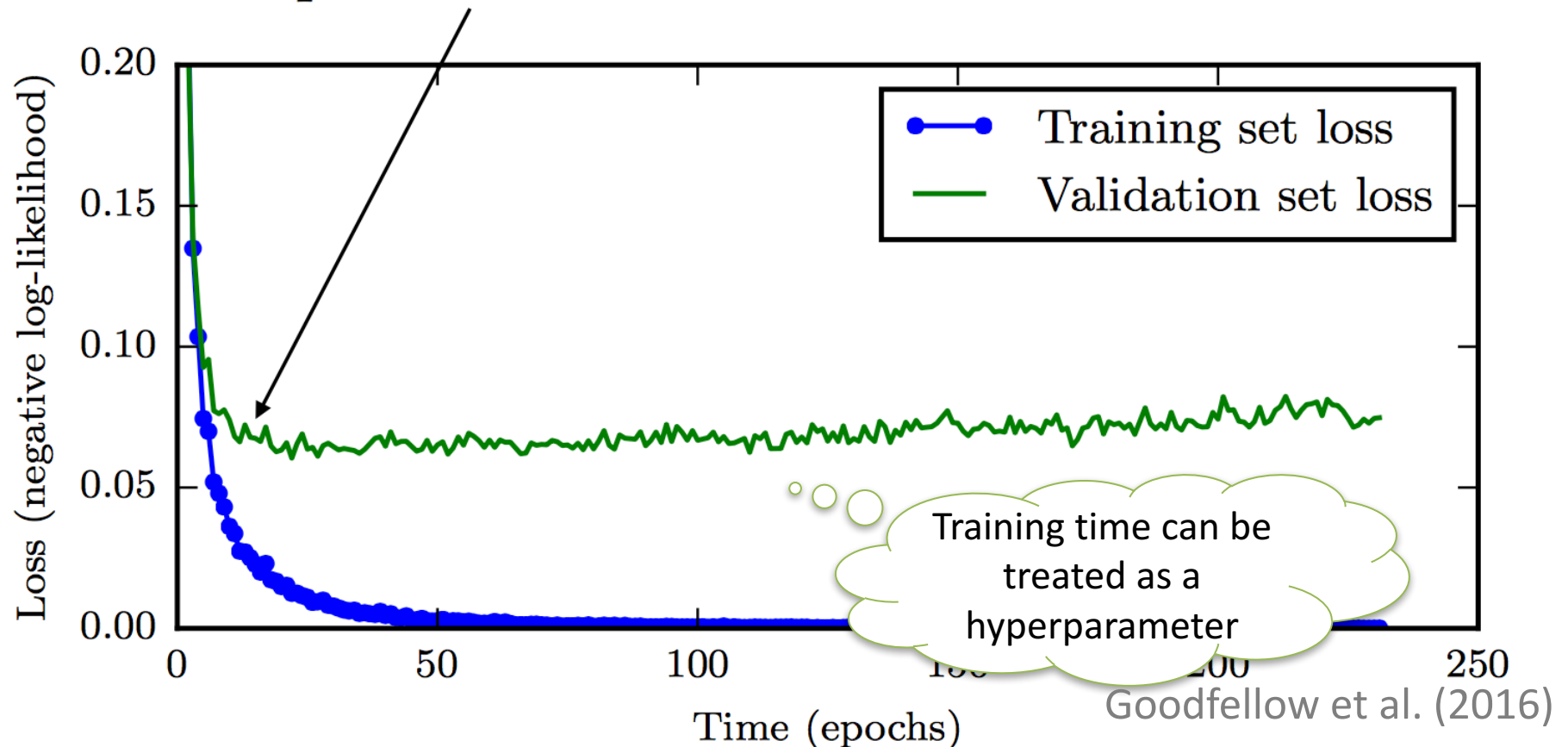
$$\min_{\Omega(\theta) \leq K} J(\theta; X, y)$$

- Useful if K is known in advance
- Optimization:
 - Construct Lagrangian and apply gradient descent
 - Projected gradient descent

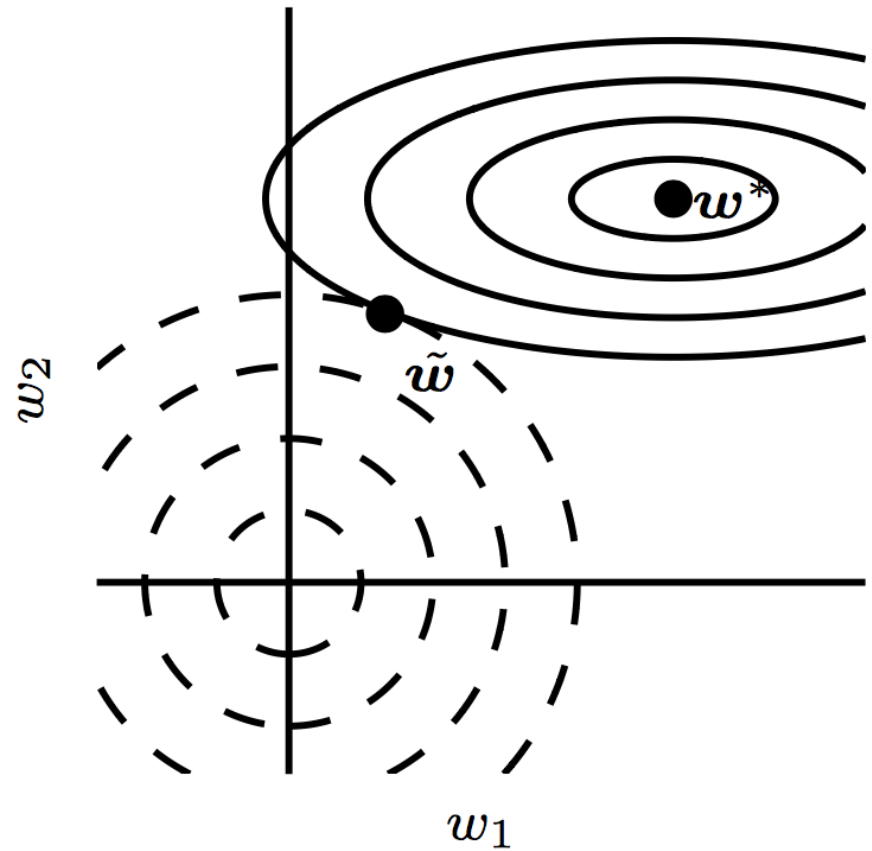
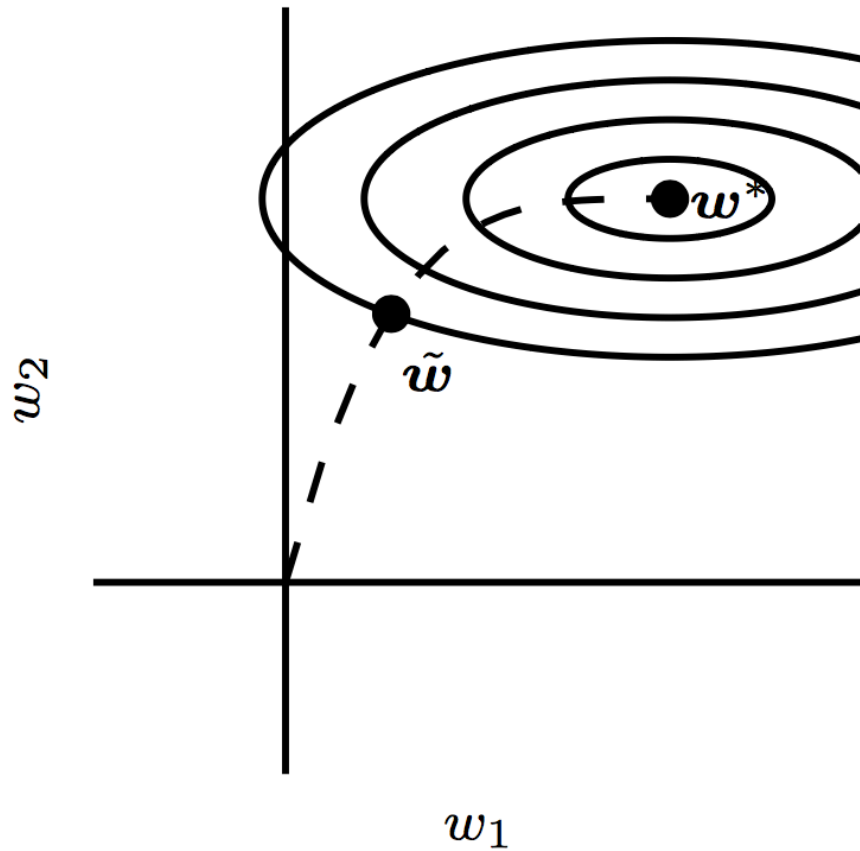
Early Stopping

- Linear Reg: Early stopping not possible as no epochs
- Logistic Reg: Early stopping possible
- Boosting also early stopping possible

Early stopping: terminate while validation set performance is better



Early Stopping \approx Weight Decay



Sparse Representations

- Weight decay *on activations* instead of parameters

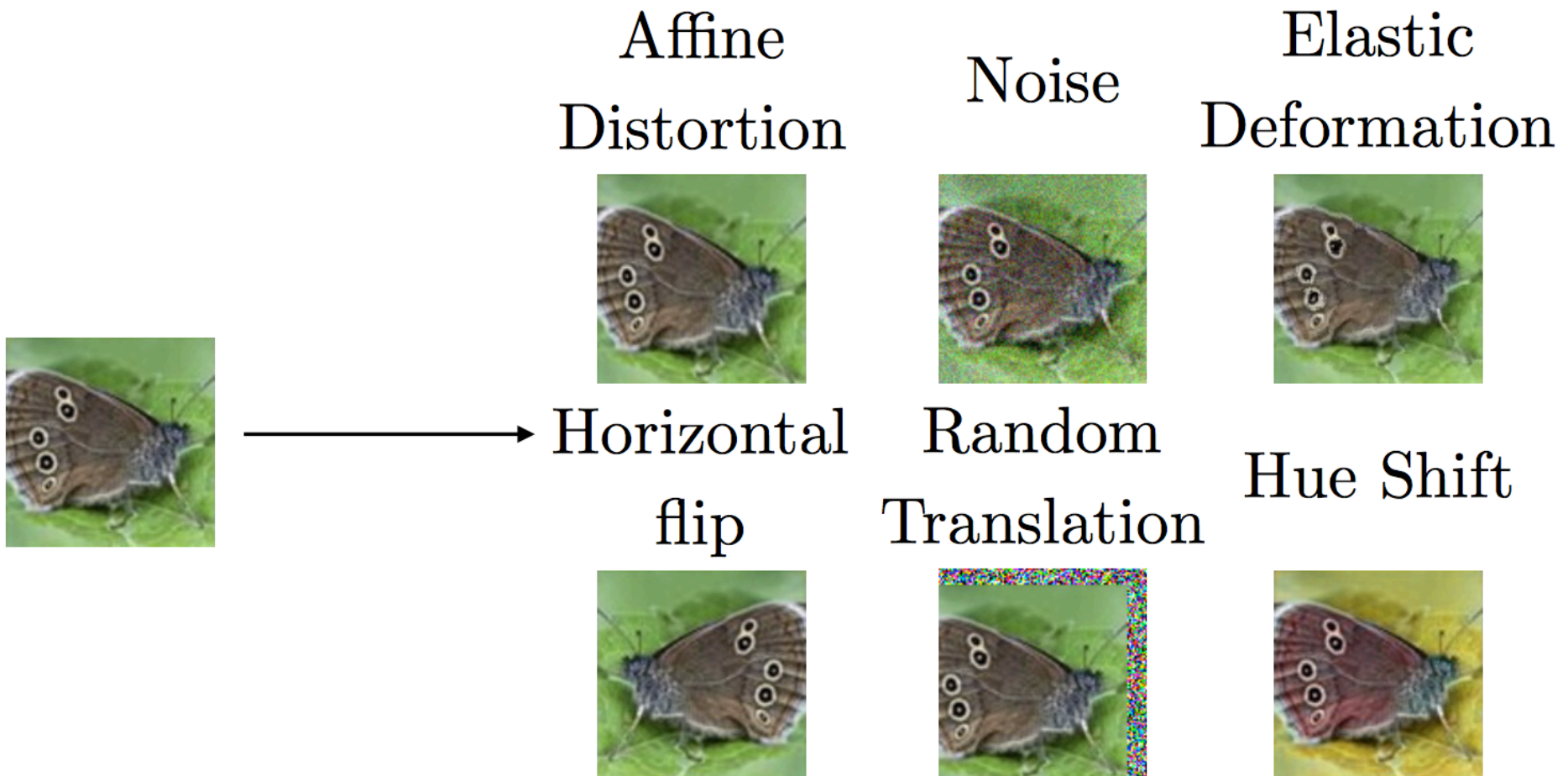
$$\begin{bmatrix} -14 \\ 1 \\ 19 \\ 2 \\ 23 \end{bmatrix} = \begin{bmatrix} 3 & -1 & 2 & -5 & 4 & 1 \\ 4 & 2 & -3 & -1 & 1 & 3 \\ -1 & 5 & 4 & 2 & -3 & -2 \\ 3 & 1 & 2 & -3 & 0 & -3 \\ -5 & 4 & -2 & 2 & -5 & -1 \end{bmatrix} \begin{bmatrix} 0 \\ 2 \\ 0 \\ 0 \\ -3 \\ 0 \end{bmatrix}$$

$\mathbf{y} \in \mathbb{R}^m$ $\mathbf{B} \in \mathbb{R}^{m \times n}$ $\mathbf{h} \in \mathbb{R}^n$

Weights in output layer Output of hidden layer

$$J(\theta; X, y) + \alpha \Omega(h)$$

Data Augmentation



Noise Robustness

- Random **perturbation of network weights**
 - Gaussian noise: Equivalent to minimizing loss with regularization term $\mathbf{E}[\|\nabla_w y(x)\|]$
 - Encourages smooth function: small perturbation in weights leads to small changes in output
- Injecting **noise in output labels**
 - Better convergence: prevents pursuit of hard probabilities

Bagging

Original dataset



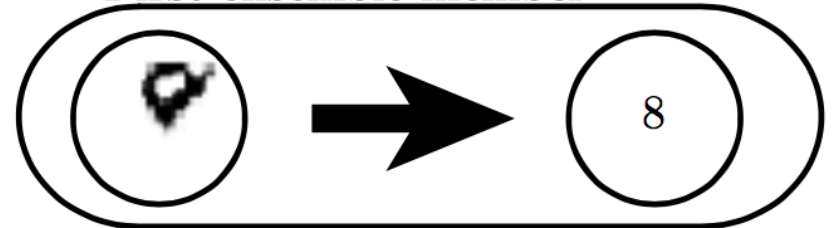
First resampled dataset



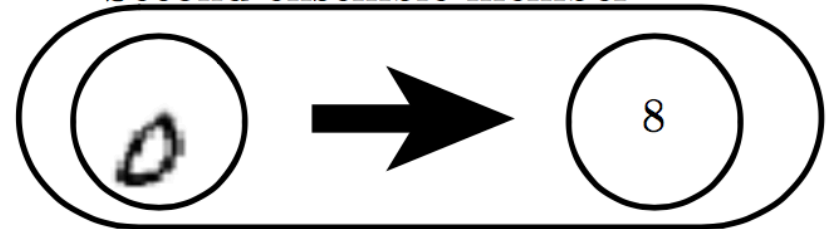
Second resampled dataset



First ensemble member

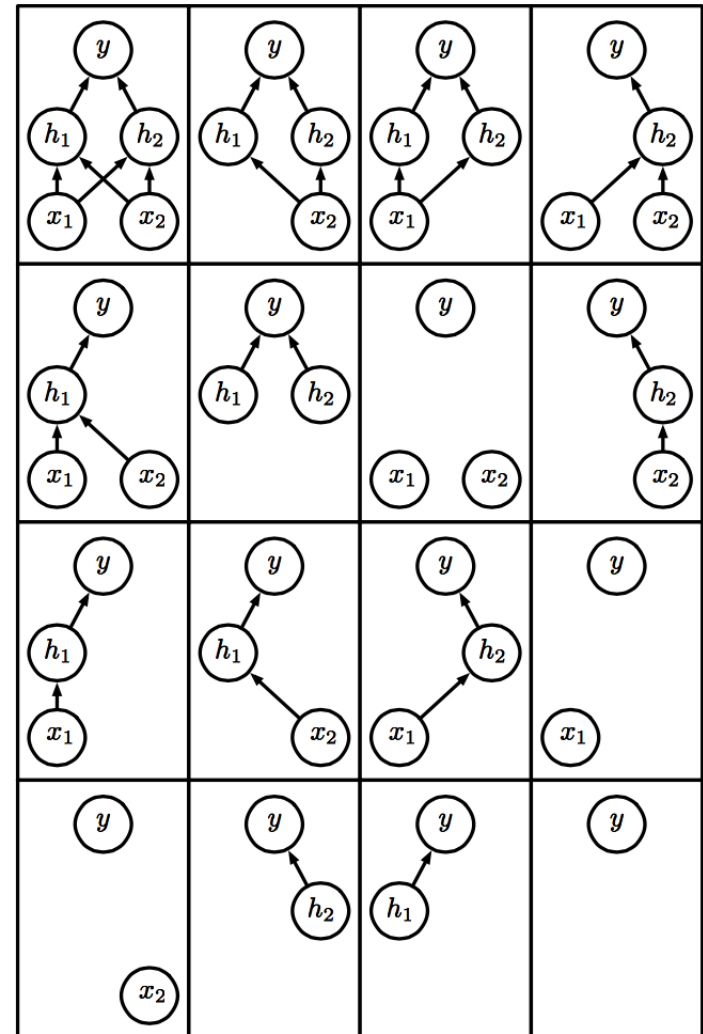
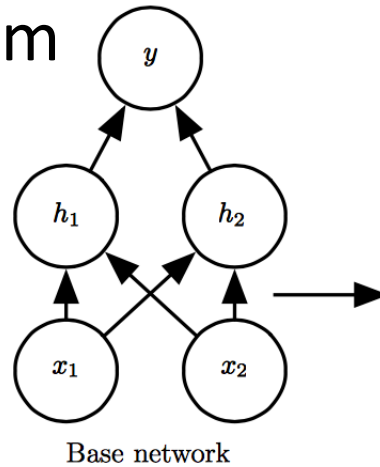


Second ensemble member



Dropout

Train all sub-networks
obtained by removing
non-output units from
base network



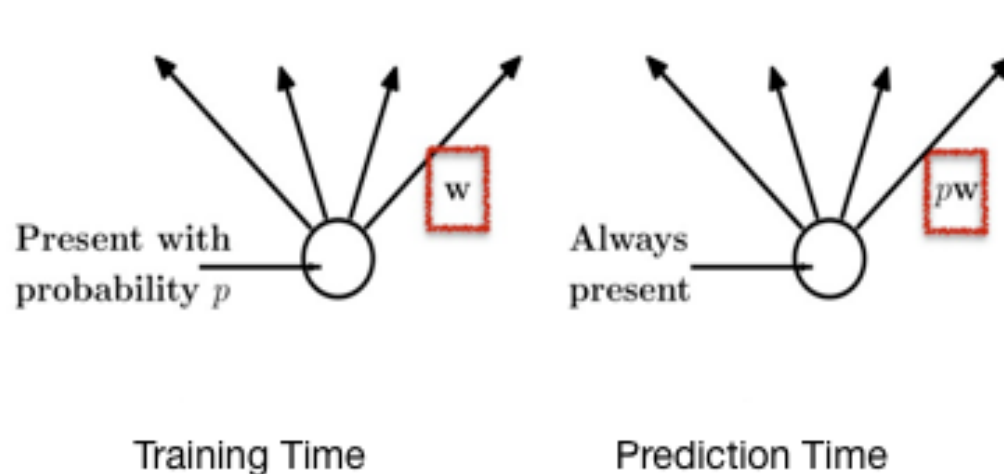
Ensemble of subnetworks

Dropout: Stochastic GD

- For each new example/mini-batch:
 - Randomly **sample a binary mask μ** independently, where μ_i indicates if input/hidden node i is included
 - **Multiply output of node i with μ_i** , and perform gradient update
- Typically, an input node is included with prob.0.8, hidden node with prob. 0.5

Dropout: Weight Scaling

- During prediction time use all units, but scale weights with probability of inclusion






- Approximates the following inference rule:

$$\tilde{p}_{\text{ensemble}}(y \mid \mathbf{x}) = \sqrt[2^d]{\prod_{\mu} p(y \mid \mathbf{x}, \mu)}$$

Cristina Scheau (2016)

Adversarial Examples

	$+ .007 \times$		$=$	
\mathbf{x}		$\text{sign}(\nabla_{\mathbf{x}} J(\boldsymbol{\theta}, \mathbf{x}, y))$		$\mathbf{x} + \epsilon \text{sign}(\nabla_{\mathbf{x}} J(\boldsymbol{\theta}, \mathbf{x}, y))$
$y = \text{"panda"}$		"nematode"		"gibbon"
w/ 57.7%		w/ 8.2%		w/ 99.3 %
confidence		confidence		confidence

Training on adversarial examples is mostly intended to improve security, but can sometimes provide generic regularization.

Multi-task Learning

