Advanced Machine Learning Subsidary Notes

Lecture 2: Over-Fitting

Adam Prügel-Bennett

January 28, 2021

1 Keywords

• Overfitting, regularisation, feature selection

2 Main Points

- Over-fitting
 - Over-fitting is when we learn **spurious rules** that explain the training set
 - If we use an infinitely flexible machine then we can't generalise at all
- · Controlling Complexity
 - More training example improves generalisation by allowing us to eliminate spurious rules
 - To achieve good generalisation performance machine must match the underlying structure of the problem
 - By preprocessing or careful feature engineering you can sometimes make the learning task easier
 - Deep learning works because
 - * It uses a lot of training data
 - * They use convolutions that
 - · have many fewer parameter to learn than fully connected layers
 - · respect translation invariance
 - · find local features (at different scales through the network)
 - We usually don't know the structure of the inputs (they are too high dimensional)
 - * Try different machines to see what fits
 - * Fine-tune the models (adjusting hyper-parameters)
 - * Feature Engineering very often help
 - · Feature selection
 - · Using PCA or clustering
 - · Normalise your input features
 - * Need a validation set to do this
 - * Beware you are very likely to over-estimate your generalisation error if you use your test set to select your model
 - * Can use K-fold cross-validation to get a better estimate of generalisation error
- Regularisation
 - Adding regularisation terms can help choose a simpler model

- L_2 regularisers punish large weights making the fitting function smoother
- L_1 regularisers can do automatic feature selection
- Can do subtle forms of regularisation such as choosing a maximum margin solution

3 Exercises

3.1 Estimating the error in the mean

- Consider a binary classification problem
- Suppose we measure the accuracy on a validation set of size n = 10000
- If we correctly predict $8\,000$ of the validation set what is
 - 1. an estimate of the mean accuracy?
 - 2. the accuracy of this estimate?
- State you assumptions
- What would the answer be if n = 100 and we got 80 correct on the validation set?
- Answer at the end

4 Experiments

4.1 Overfitting Game

- Write your own simulation (see lecture notes)
- Generate n random numbers $X_i \sim U(0,3)$ (you can try different distributions)
- Add some noise to generate $Y_i = X_i + Z_i$ where $Z_i \sim \mathcal{N}(0,1)$
- Choose i^* with the largest value of Y_i
- Compute $\Delta = Z_{i^*} = Y_{i^*} X_{i^*}$
- · Repeat many times and plot a histogram

4.2 Cross-validation

· Try using cross validation

```
clf = svm.SVC(kernel='linear', C=1).fit(X_train, y_train)
clf.score(X_test, y_test)
```

4.3 Project

- · There are a lot of practical tips that you can use in your project
 - Try them out and see what works and what doesn't
 - Many modifications won't make much difference, but occasionally one will make a lot of difference
 - Be very wary of estimating your generalisation performance
 - * You are measuring on a finite validation set so you will have errors
 - * Once you've used your validation set for selecting models, your likely to overestimate your generalisation error

5 Answers

5.1 Estimating the error in the mean

• We assume that the examples in the validation set are independent so the number of successes, k, will be binomially distributed

$$Bin(k|n,p) = \binom{n}{k} p^k (1-p)^{n-k}$$

- We don't know the success probability p, but an unbiased estimate of it is the number of observed success divided by n, that is 0.8
- For a binomial the variance in k is given by n p (1-p) or 1600 if p = 0.8 and n = 10000
- The typical size of the fluctuations in k would be $\sqrt{n p (1-p)} = 40$
- Our estimate of p would therefore typically have fluctuations of size 40/n = 0.004
- Thus our estimated success rate is 0.8 ± 0.004 or 80% with an error of about half a percent
- This is small because we used a large validation set. If n=100 and we got 80 successes then we would have an error of 0.8 ± 0.04 so we have an error of 4%.
- Note that by choosing the best of 10 machines we might expect to over-estimate the performance by around 5% in this case