## Coursera Machine Learning Notes

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## 1 Regression

## 1.1 Linear Regression

To perform a univariate linear regression, take a dataset of two variables and optimize the linear equation  $y = \theta_1 x + \theta_0$ . Use the least squares method which minimizes the convex parabolic equation  $\sum_{i=1}^{m} (f(x) - y)^2$ , (where  $(f(x)) - y)^2$  represents the residual squared). To find the minimal  $\theta = [\theta_0 \ \theta_1]$ , calculate where the derivative of the equation equals 0.

• Cost function for linear regression (where  $\vec{\theta} \in \mathbb{R}^{n+1}$ , where n is the number of independent variables):

$$J(\vec{\theta}) = \frac{1}{2m} \sum_{i=1}^{m} (h_{\theta}(x^{(i)}) - y^{(i)})^2$$

• Gradient descent (Note: must update all  $\theta_i$  simultaneously):

$$\theta_j := \theta_j - \alpha \frac{\partial}{\partial \theta_j} J(\vec{\theta})$$

ex: for 2 variable case:

$$\theta_0 := \theta_0 - \alpha \frac{1}{m} \sum_{i=1}^m (h_\theta(x^{(i)}) - y^{(i)})$$

$$\theta_1 := \theta_1 - \alpha \frac{1}{m} \sum_{i=1}^m (h_{\theta}(x^{(i)}) - y^{(i)}) x^{(i)}$$

• Feature scaling: normalizing all independent variables to an appropriate range. Purpose is to speed up gradient descent.

$$x_i = \frac{x_i - \mu}{\text{range of } x}$$

- Note: if  $\alpha$  is too large, gradient descent may skip minimum point. However, if  $\alpha$  is too little, it may take too long to converge.
- Normal equation an alternative to gradient descent:

$$\theta = (X^T X)^{-1} y$$

Gradient Descent	Normal Equation
- need to choose an $\alpha$	- no need for $\alpha$
- needs many iterations	- no need to iterate, one calculation
- works well even when n is large	- need to compute $(X^TX)^{-1}$ which runs
	in $O(n^3)$ runtime
	- slow if n is very large

Table 1: Pros and Cons

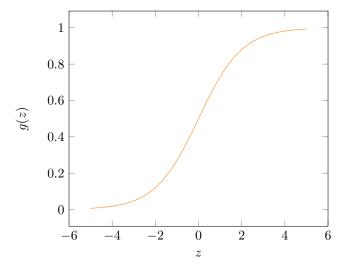
• **Vectorization**: to speed up loops. e.g. Transform the following code from:

```
for i = 1:3  \text{for } j = 1:m \\ \text{theta(i)} := \text{theta(i)} - \text{alpha} * (1/m)*(h\_\text{theta(x(j))}-y(j))*x(i); \\ \text{end} \\ \text{end} \\ \text{into:} \\ \text{theta} = \text{theta} - \text{alpha} * \text{delta}; \\ \text{where } \theta \in \mathbb{R}^{n+1}, \ \alpha \in \mathbb{R}, \ \delta \in \mathbb{R}^{n+1} \\ \end{cases}
```

## 1.2 Logistic Regression

• A classification algorithm (not really regression, which predicts continuous variable given continuous variable)

$$h_{\theta}(x) = g(\theta^T x),$$
 where  $g(z) = \frac{1}{1 + e^{-z}}$  (sigmoid function)



- Nice properties:
  - $0 \le h_{\theta}(x) \le 1$ , good for properties of a probability
  - At z = 0, g(z) = 0.5
  - Converges to g(z) = 1 quickly as g increases, and vice versa for 0
  - We can use these properties to output the probability that an input exists in one of two binary states (1 or 0)
- Terminology: the probability of the output of results equaling 1:

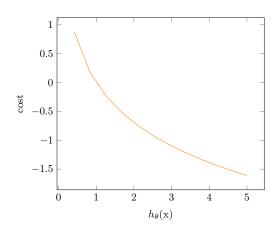
$$h_{\theta}(x) = p(y = 1|x; \theta)$$

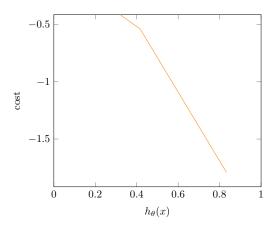
- Predict y = 1 if  $\theta^T x \ge 0 \Leftrightarrow \text{if } h_{\theta}(x) = g(\theta^T x) \ge 0.5$
- Cost Function:

$$J(\vec{\theta}) = \frac{1}{m} \sum_{i=1}^{m} \cot(h_{\theta}(x), y)$$

where cost  $(h_{\theta}(x), y) =$ 

$$\begin{cases}
-log(h_{\theta}(x)) & \text{if } y = 1 \\
-log(1 - h_{\theta}(x)) & \text{if } y = 0
\end{cases}$$





• We can create a more succinct function instead of using a piecewise function:

$$cost(h_{\theta}(x), y) = -y * log(h_{\theta}(x)) - (1 - y) * log(1 - h_{\theta}(x))$$

$$J(\vec{\theta}) = -\frac{1}{m} \left( \sum_{i=1}^{m} y^{(i)} * log(h_{\theta}(x^{(i)})) + (1 - y^{(i)}) * log(1 - h_{\theta}(x^{(i)})) \right)$$