

# DSC 40A

Lecture 10 Least Squares Regression, pt. I

#### **Last Time**

- How do we make predictions using multiple features?
- Assume a linear prediction rule:

$$H(x_1, ..., x_d) = w_0 + w_1 x_1 + w_2 x_2 + ... + w_d x_d$$
  
= Aug( $\vec{x}$ ) ·  $\vec{w}$ 

We found the normal equations:

$$X^T X \vec{w} = X^T \vec{y}$$

Solving the normal equations for  $\vec{w}$  gives the best-fitting prediction rule.

## **Today**

- Interpreting the results.
- ► How do we fit prediction rules like  $H(x) = w_2 x^2 + w_1 x + w_0$ ?
- Least squares classification.

# **Interpreting** *w*www. www. www

- ▶ With *d* features,  $\vec{w}$  has d + 1 entries.
- $\triangleright$   $w_0$  is the bias.
- $\triangleright$   $w_1, ..., w_d$  each give the weight of a feature.

$$H(\vec{x}) = w_0 + w_1 x_1 + \dots + w_d x_d$$

Sign of  $w_i$  tells us about relationship between *i*th feature and outcome.

## **Example: Predicting Sales**

- For each of 26 stores, we have:
  - net sales,
  - ► size (sq ft),
  - ▶ inventory,
  - advertising expenditure,
  - district size,
  - number of competing stores.
- Goal: predict net sales given size, inventory, etc.
- ► To begin:

$$H(\text{size, competitors}) = w_0 + w_1 \times \text{size} + w_2 \times \text{competitors}$$

#### **Discussion Question**

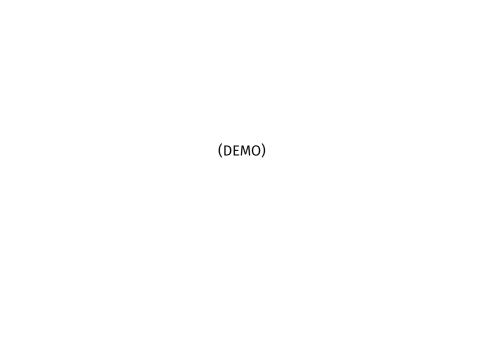
What will be the sign of  $w_1$  and  $w_2$ ?

A) 
$$w_1 = +, \quad w_2 = -$$

$$()$$
  $w' = ()$   $w' = ()$ 

A) 
$$w_1 = +$$
,  $w_2 = -$   
B)  $w_1 = +$ ,  $w_2 = +$   
C)  $w_1 = -$ ,  $w_2 = -$   
D)  $w_1 = -$ ,  $w_2 = +$ 

 $H(\text{size, competitors}) = w_0 + w_1 \times \text{size} + w_2 \times \text{competitors}$ 



#### **Discussion Question**

Which has the greatest effect on the outcome?

- A) size:  $w_1 = 16.20$
- B) inventory:  $w_2 = 0.17$
- C) advertising:  $w_3 = 11.53$
- D) district size:  $W_4 = 13.58$
- E) competing stores:  $w_5 = -5.31$

# Which features are most "important"?

- Not necessarily the feature with largest weight.
- Features are measured in different units, scales.
- ► We should **standardize** each feature.

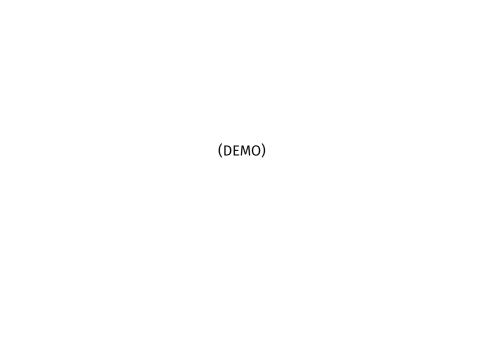
#### **Standard Units**

- ► To standardize (z-score) a feature, subtract mean, divide by standard deviation.
- Example: 10, 20, -30, 5, 15
  - ► Mean: 4
  - ► Standard Dev:  $\sqrt{\frac{1}{5}\sum(x_i \bar{x})^2} \approx 17.7$
  - Standardized:

$$\frac{10-4}{17.7} = 0.34$$
,  $\frac{20-4}{17.7} = 0.90$ ,  $\frac{-30-4}{17.7} = -1.92$ ,  $\frac{5-4}{17.7} = 0.06$ ,  $\frac{15-4}{17.7} = 0.62$ 

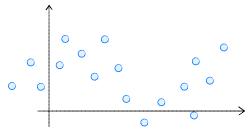
#### **Standard Units**

- Standardize each feature (store size, inventory, etc.) separately.
- No need to standardize outcome (net sales).
- Solve normal equations. The resulting  $w_0, w_1, ..., w_d$  are called the **standardized regression coefficients**.
- They can be directly compared to one another.



## **Fitting Non-Linear Patterns**

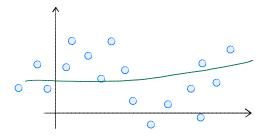
Fit a 4th-order polynomial to the data:



- We know how to fit rules of the form  $H(x) = w_1 x^4 + w_0$ .

  - ► Define  $z_i = x_i^4$ . ► Use  $w_1 = \frac{\sum (z_i \bar{z})(y_i \bar{y})}{\sum (z_i \bar{z})^2}$  and  $w_0 = \bar{y} w_1 \bar{z}$ .

#### The Result



- The rule  $H(x) = w_1 x^4 + w_0$  underfits the data.
- We need a more complicated rule:

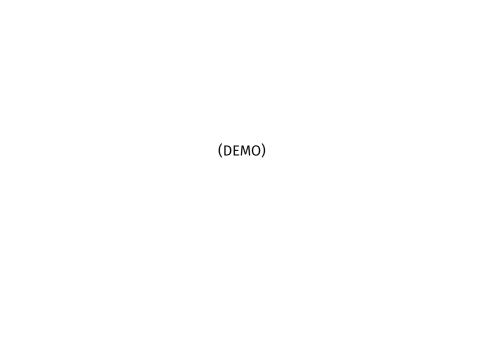
$$H(x) = w_4 x^4 + w_3 x^3 + w_2 x^2 + w_1 x + w_0$$

#### The Trick

- Treat x,  $x^2$ ,  $x^3$ ,  $x^4$  as different features.
- Create design matrix:

$$X = \begin{pmatrix} 1 & x_1 & x_1^2 & x_1^3 & x_1^4 \\ 1 & x_2 & x_2^2 & x_2^3 & x_2^4 \\ \vdots & \vdots & \vdots & \vdots & \vdots \\ 1 & x_n & x_n^2 & x_n^3 & x_n^4 \end{pmatrix}$$

- Solve  $X^T X \vec{w} = X^T \vec{w}$  for  $\vec{w}$ , as usual.
- Works for more than just polynomials.



## **Polynomial Regression**

- More complicated patterns can be fit with higher-order polynomials.
- ▶ If there are *n* points, a *n* + 1 degree polynomial can fit them exactly.
- But for high-order polynomials, it becomes very hard to solve the normal equations (numerical accuracy).

## **Polynomial Regression with Multiple Features**

Suppose we want to fit a rule of the form:

$$H(\text{size, competitors}) = w_0 + w_1 \text{size} + w_2 \text{size}^2 \\ + w_3 \text{competitors} + w_4 \text{competitors}^2 \\ = w_0 + w_1 \text{s} + w_2 \text{s}^2 + w_3 c + w_4 c^2$$

Make design matrix:

$$X = \begin{pmatrix} 1 & s_1 & s_1^2 & c_1 & c_1^2 \\ 1 & s_2 & s_2^2 & c_2 & c_2^2 \\ \vdots & \vdots & \vdots & \vdots \\ 1 & s_n & s_n^2 & c_n & c_n^2 \end{pmatrix}$$
 Where  $c_i$  and  $s_i$  are the competitors and size of the  $i$ th store.

## Regression vs. Classification

- Regression: predict a number
  - Examples: salary, store sales, height of child
- Classification: predict a class, or group label.
  - ▶ is this person at high risk of disease (yes/no)?
  - what type of tree is in this (pine, elm, oak, etc.)?

# **Binary Classification**

- There are two possible classes.
- Example: handwritten digits. Is image a 7, or a 3?





▶ Data: images  $\vec{x}^{(i)}$ , labels  $y_i = 1$  if a seven,  $y_1 = 0$  if a three.

### **Images as Feature Vectors**

- We can pack an image into a feature vector.
- Each feature is the intensity of a particular pixel.
- Example: a 28 × 28 image has 784 pixels, becomes a vector in  $\mathbb{R}^{784}$ .



#### **Decision Rule**

- We want a rule  $H(\vec{x})$  that takes in images and outputs:
  - ▶ 1 if image is a seven
  - 0 if image is a three
- We'll use a linear decision rule:

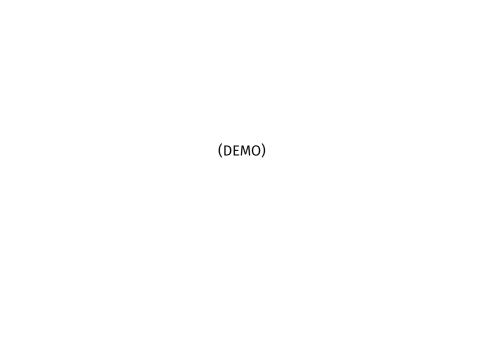
$$H(\text{image}) = w_0 + w_1 \times (\text{pixel 1}) + ... + w_{784} \times (\text{pixel 784})$$
  
= Aug( $\vec{x}$ ) ·  $\vec{w}$ 

Minimize MSE, same solutions:

$$R_{\text{sq}}(\vec{w}) = \frac{1}{n} \sum_{i=1}^{n} \left( \text{Aug}(\vec{x}^{(i)}) \cdot \vec{w} - \vec{y}_i \right)^2 \qquad X^T X \vec{w} = X^T \vec{y}$$

## **Least Squares Classification**

- ► Our prediction  $H(\vec{x})$  will not be 0 or 1 exactly.
- If  $H(\vec{x}) > \frac{1}{2}$ , we'll claim it is a 1; else, a 0.



## **Least Squares Classification**

- Square loss is good for regression: want  $H(\vec{x})$  close to right answer.
- Not great for classification.
- ▶ If real class is 1, and H(x) = 10, great!
- ▶ If real class is 1, and H(x) = -1, not great.
- Better loss functions: hinge loss, logistic loss, etc.