

linear-regressio...

Deep Learning  
Linear Regression  
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Summary

Introduction

Solution

Introduction

Let's start with a very simple example: Linear Regression.  
• ML algorithm: Performance ( $J$ ) improvement with respect to a given Task ( $T$ ) via Experience ( $E$ ).

Introduction

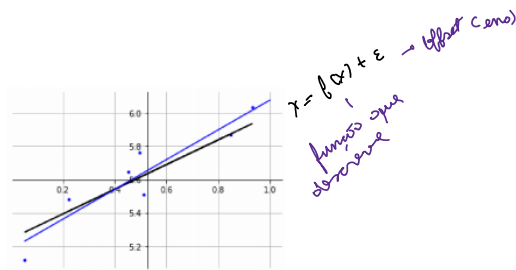


Figure: Example of linear regression. The black solid line represents  $f(x)$  corresponding to the real phenomenon generating the data. Blue dots represent the samples obtained after the execution of the noise. The blue solid line represents the model obtained by linear regression.

Introduction

Linear regression:  
Input:  $x \in \mathbb{R}^n$ .  
Output is a linear function of the input:  $y \in \mathbb{R}$ .  
That is:  $\begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} \in \mathbb{R}^n \mapsto y \in \mathbb{R}$ .

- Parameters are values that control the behavior of the system.
- $w_i$  are coefficients that are multiplied by feature  $x_i$  before adding the contribution of all attributes.
- $\{w_i\}$  is a set of weights determining how much each attribute contributes to the prediction  $\hat{y}$ .
- $w_1 > 0$ :  $x_1$  has a positive influence on  $\hat{y}$ .
- $w_1 < 0$ :  $x_1$  has a negative influence on  $\hat{y}$ .
- $w_1 = 0$ :  $x_1$  has no influence on  $\hat{y}$ .
- $w_1 > 0$ :  $x_1$  has a large influence on  $\hat{y}$ .

Problem statement:  
• Task  $T$ : Predict  $y$  from a given input  $x$  by computing  $\hat{y} = w^T x$ .

Suppose:  
• Design matrix containing  $m$  examples:  $X^{(m)} = \begin{bmatrix} x^{(1)} & x^{(2)} & \dots & x^{(m)} \end{bmatrix}_{m \times n}$ .  
• Vector of regression targets:  $y^{(m)}$ .

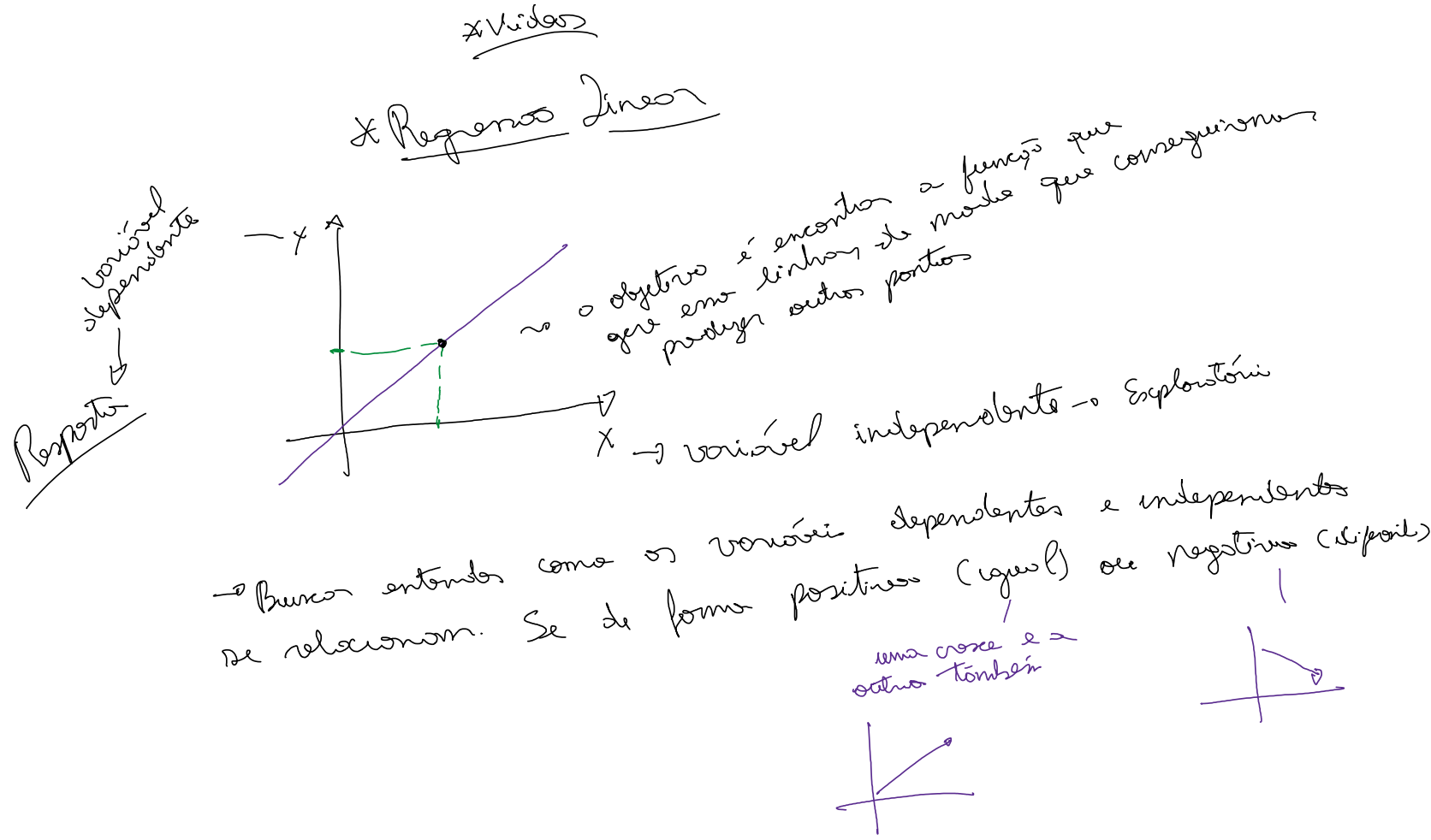
Performance ( $J$ ) is given by the Mean Squared Error (MSE) computed on the model's predictions on test examples  $y^{(m)}$ :  
$$MSE_{test} = \frac{1}{m} \sum_{i=1}^m \left( \hat{y}^{(m,i)} - y^{(m,i)} \right)^2$$
  
• One can see that the error is zero for  $y = \hat{y}$ .  
Also:  
$$MSE_{test} = \frac{1}{m} \| \hat{y}^{(m)} - y^{(m)} \|^2$$
  
so that the error increases whenever the euclidean distance between predictions and ground-truth targets increases.

ML algorithm's goal:  
• Improve weights  $w$  in order to reduce the error  $MSE_{test}$ .  
• But the algorithm can "learn" (gain experience) through observations in training dataset  $\{x^{(i)}, y^{(i)}\}_{i=1}^n$ .

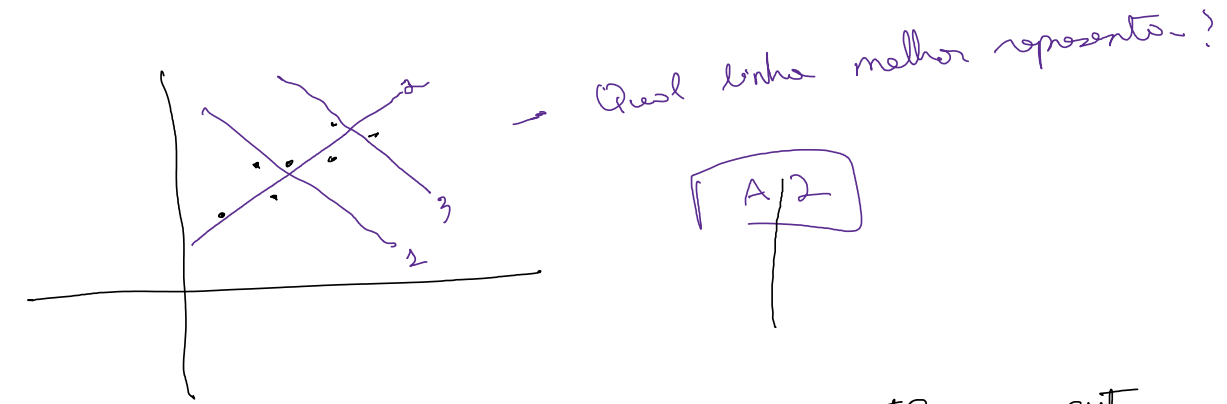
How do we do that?  
• Minimizing the mean squared error using the gradient and making it equal to zero:  
$$\nabla_w MSE_{test}(w) = 0$$
  
$$\nabla_w \left[ \frac{1}{m} \| \hat{y}^{(m)} - y^{(m)} \|^2 \right] = 0$$
  
$$\frac{1}{m} \nabla_w \left[ x^{(m)T} (w_{(n+1)} - y^{(m)}) \right] = 0$$

Solving for  $w$  gives:  
$$w = (X^T X)^{-1} X^T y$$
  
• Known as the normal equations.  
• Simple learning algorithm.

Thank you!  
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~ A base não divide as variáveis, ou seja, pontos no gráfico e linear a linha que encosta

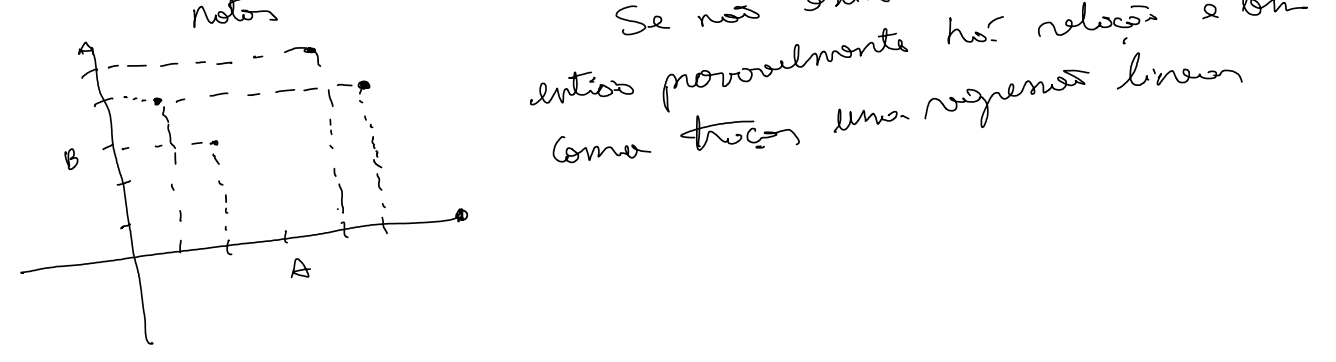


no uso de métodos dos mínimos quadrados para ajustar a linha aos dados  
~ Depois calcula  $R^2$  e um p-value para  $R^2$

~ A ideia é plotar uma reta e ir rotacionando ela de acordo com a distância do estimado para o real até que chegue num valor bom

~ Correlação linear  
Correlação entre duas variáveis dependentes

• Diagrama de dispersão  
Gráfico de duas variáveis para analisar se existe ou não uma correlação



no uso de coeficiente de correlação

sim

- $R = 0$  → Sem correlação
- $R < 50\%$  → Pouca correlação
- $R > 50\%$  → Boa correlação
- $R = 100\%$  → Perfeita correlação

~ Regra de Regressão

$$\hat{y} = aX + b \quad b = \frac{\sum y}{n} - a \cdot \frac{\sum x}{n}$$

$$a = \frac{n \cdot \sum x \cdot y - \sum x \cdot \sum y}{n \cdot \sum x^2 - (\sum x)^2}$$

Exemplo:  $\hat{y} = 8,34x + 18,39$   
pontos:  $x = 18$   
 $\hat{y} = 163$   
o input que damos