

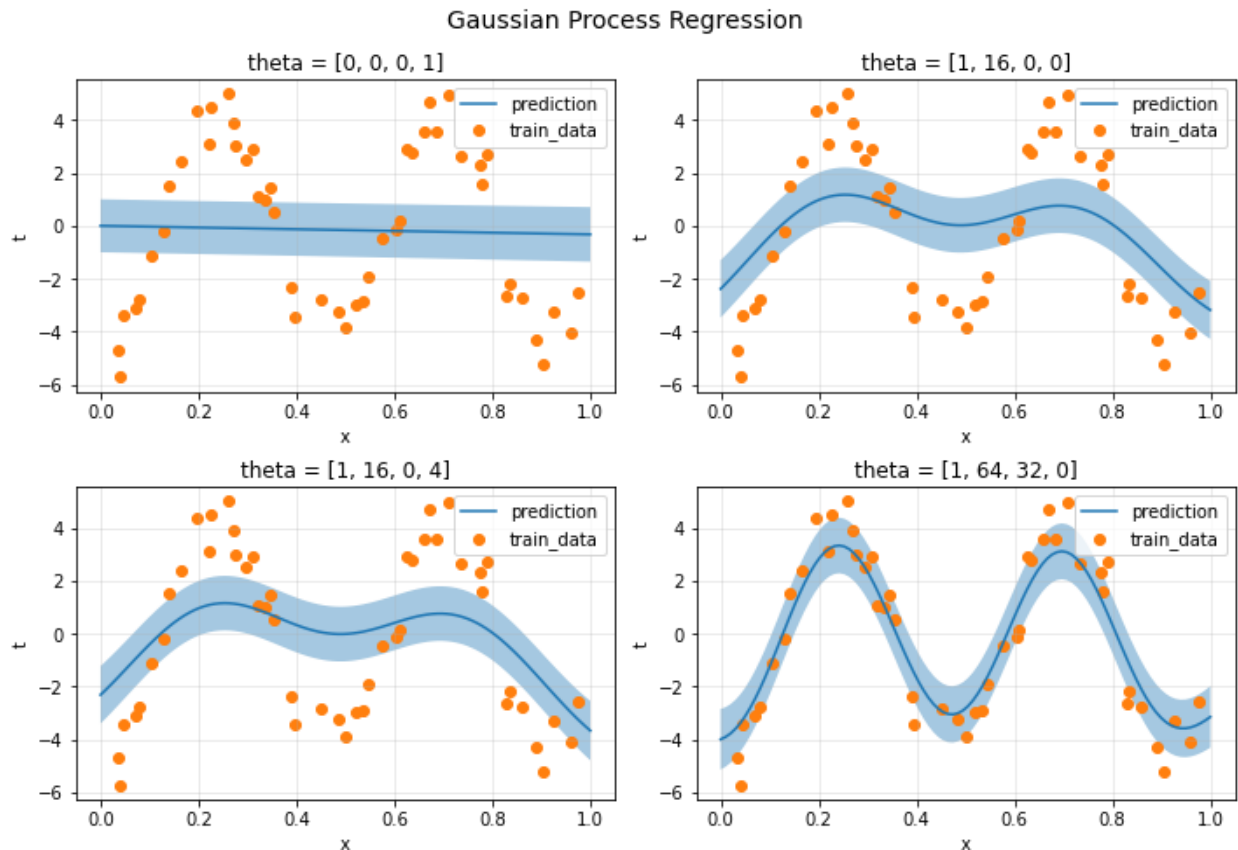
Machine Learning

Homework 3

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- Gaussian Process for Regression

1. Plot the prediction result like Figure 6.8 of textbook for training set but one standard deviation instead of two and without the green curve.

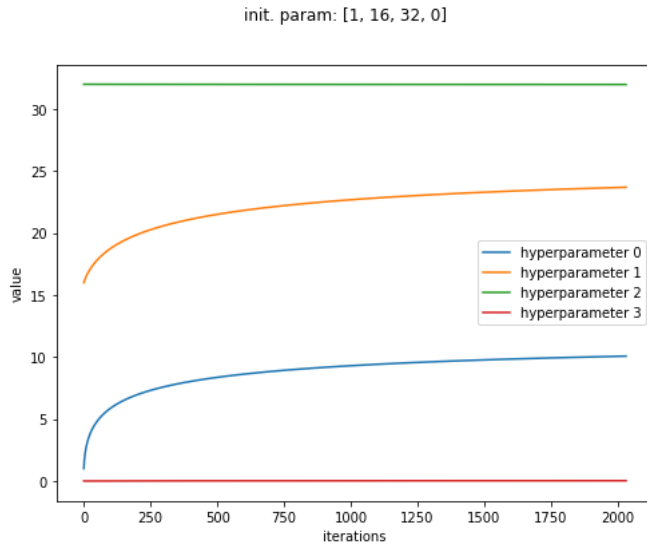


2. Show the corresponding root-mean-square errors for both training and test sets with respect to the four kernels.

theta	train_rmse	test_rmse
[0, 0, 0, 1]	3.12920142712342	3.3443986716914167
[1, 16, 0, 0]	2.4239277450370538	2.6680512968156247
[1, 16, 0, 4]	2.4105761899183507	2.656997541971028
[1, 64, 32, 0]	1.0428862504986347	1.1627584092659544

3. Try to tune the hyperparameters by yourself to find the best combination for the dataset. You can tune the hyperparameters by trial and error or use automatic relevance determination (ARD) in Chapter 6.4.4 of textbook.

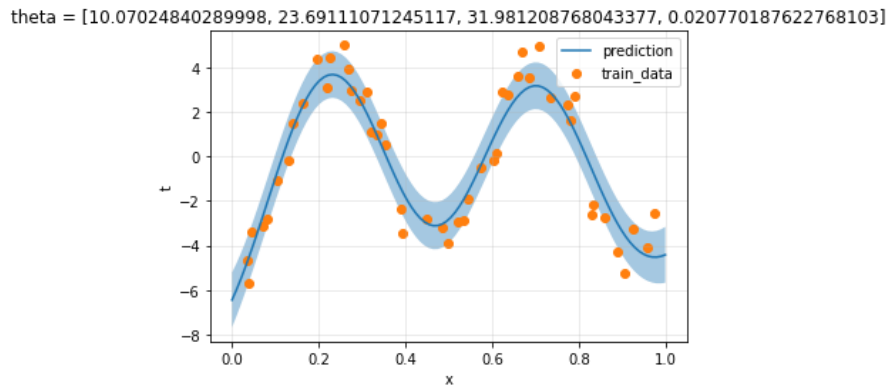
- *Tune the hyperparameters by ARD:*



- *The best combination for the dataset:*

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[10.07024840289998,
23.69111071245117,
31.981208768043377,
0.020770187622768103]
```

- *The prediction result under the best combination:*



- *The corresponding root-mean-square errors:*

theta	train_rmse	test_rmse
[10.07024840289998, 23.69111071245117, 31.981208768043377, 0.020770187622768103]	0.9827774028851929	1.1880952742588942

4. Explain your findings and make some discussion.

The rmse is higher than other combinations when $\theta = [0, 0, 0, 1]$, since it's a linear kernel $x_n^T x_m$. And it's underfitting on both training and testing data.

The result is similar between $\theta = [1, 16, 0, 0]$ and $[1, 16, 0, 4]$, rmse under $\theta = [1, 16, 0, 4]$ is slightly lower than another since it adds term $x_n^T x_m$, which make it more flexible to the dataset.

From the figure 1, we can see the prediction curve with $\theta = [1, 16, 32, 0]$ is more fit and rmse is less than the others.

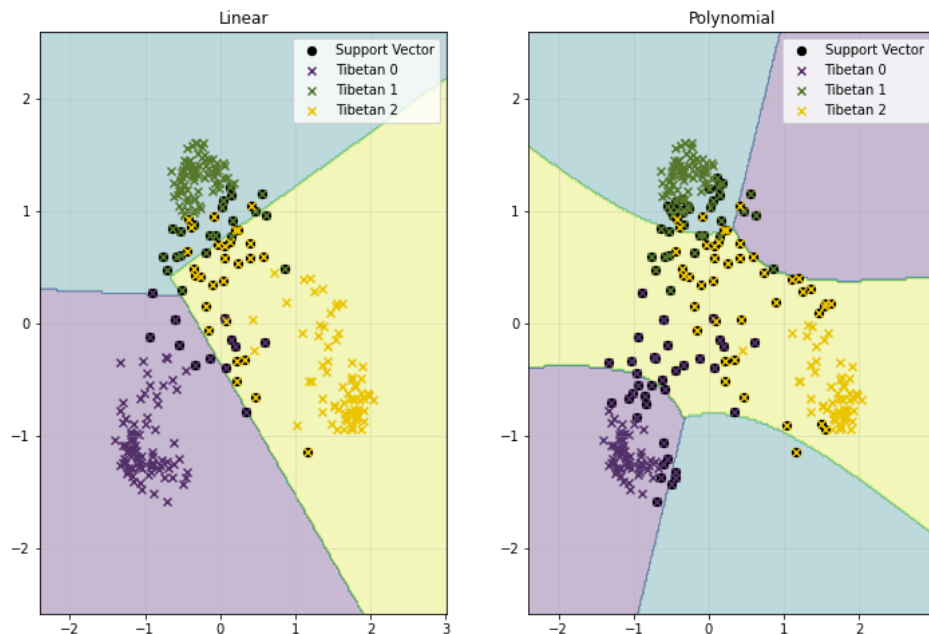
• Support Vector Machine

1. Analyze the difference between two decision approaches (one-versus-the-rest and one-versus-one). Decide which one you want to use and explain why you choose this approach.

The one-versus-the-rest (ovr) strategy splits a multi-class classification into one binary classification problem per class. The one-versus-one (ovo) strategy splits a multi-class classification into one binary classification problem per each pair of classes.

A possible drawback of ovr is that it requires one model to be created for each class, and if the training dataset is $1:M$, it would exist bias. So, I choose ovo as my decision approach in the following sections.

2. Use the dataset to build a SVM with linear kernel to do multi-class classification. Then plot the corresponding decision boundary and support vectors.
3. Repeat (2) with polynomial kernel (degree = 2).



4. Discuss the difference between (2) and (3).

Training data has been normalized, and using one-versus-one as decision approach. Use sklearn to fit data and get coefficients, and distribute multipliers to their corresponding classifiers. The prediction is based on the classifier's weight and bias. Finally, the result is voted by classifiers.

The figure shows linear kernel can classify the dataset pretty well, and all boundaries are straight lines.

Polynomial kernel performs not well compared to linear one, and boundaries are smoother curves, which along with Tibetan's distribution.

The reason of polynomial kernel's misclassification may be it projects data to feature space, but can't classify data clearly.

- **Gaussian Mixture Model**

1. Please build a K-means model and show the table of estimated $\{\mu_k\}$.

K = 3 (K-means)

K-Means mean value	r	g	b
0	74	67	53
1	133	126	105
2	194	196	182

K = 3 (GMM)

GMM mean value	r	g	b
0	81	68	59
1	136	124	88
2	127	130	122

K = 5 (K-means)

K-Means mean value	r	g	b
0	215	218	209
1	59	52	40
2	94	86	70
3	170	168	148
4	133	125	104

K = 5 (GMM)

GMM mean value	r	g	b
0	160	165	164
1	80	66	59
2	73	70	59
3	141	150	112
4	126	111	86

K = 7 (K-means)

K-Means mean value	r	g	b
0	140	133	114
1	80	73	59
2	110	103	83
3	52	45	33
4	188	174	125
5	165	174	173
6	220	223	216

K = 7 (GMM)

GMM mean value	r	g	b
0	157	145	118
1	68	66	54
2	115	99	76
3	78	65	58
4	129	132	79
5	122	127	128
6	184	189	186

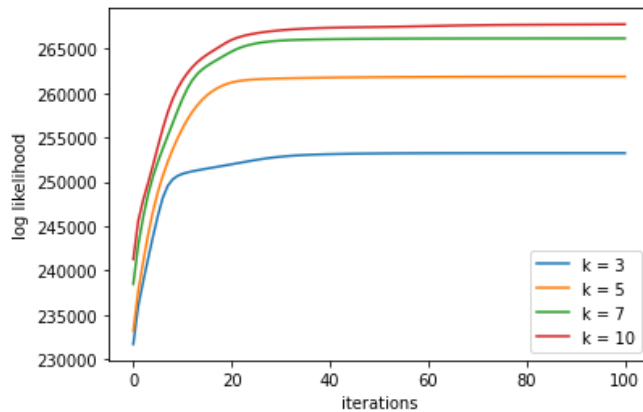
K = 10 (K-means)

K-Means mean value	r	g	b
0	69	61	49
1	155	163	161
2	192	177	127
3	195	200	190
4	152	136	103
5	90	83	68
6	232	235	231
7	121	129	127
8	44	38	25
9	116	107	85

K = 10 (GMM)

GMM mean value	r	g	b
0	78	65	58
1	161	169	168
2	129	133	78
3	158	172	161
4	152	138	114
5	85	80	66
6	229	230	230
7	109	112	114
8	63	57	35
9	129	110	87

- Use $\{\mu_k\}$ calculated by the K-means model as means, and calculate the corresponding variances and mixing coefficient π_k for initialization of GMM. Optimize the model by maximizing the log likelihood function $\log p(x|\pi, \mu, \sigma^2)$ through EM algorithm. Please show the graph of Log likelihood at different iterations for K = 3, 5, 7, 10 respectively.



3. Repeat step (1) and (2) for $K = 3, 5, 7$, and 10 . Please show the resulting images in your report.

K-means ($K = 3$)



GMM ($K = 3$)



K-means ($K = 5$)



GMM ($K = 5$)



K-means ($K = 7$)



GMM ($K = 7$)



K-means ($K = 10$)



GMM ($K = 10$)



4. You can make some discussion about what is crucial factor to affect the output image and explain the reason?

From figures above, K-means can present images that color and contour are close to original one. Images produced by GMM from lower K to higher K is like a painting process, which draw the contour of trees and branches first, then add the detailed items later.

When $K = 10$, there're many color blocks in GMM image, it may due to K-means puts similar color to the same class, however GMM starts from probability.