

# Machine Learning Algorithms Deep Dive

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## Machine Learning Algorithms Deep Dive

### 1. Support Vector Machine (SVM)

#### Linear SVM

Decision Boundary:  $w \cdot x + b = 0$

Margin Constraints:

Positive class:  $w \cdot x + b \geq 1$

Negative class:  $w \cdot x + b \leq -1$

Optimization Problem:

Minimize:  $(1/2) ||w||^2$

Subject to:  $y_i(w \cdot x_i + b) \geq 1$

Soft Margin SVM (C parameter):

Minimize:  $(1/2) ||w||^2 + C$

Subject to:  $y_i(w \cdot x_i + b) \geq 1 - \xi_i$

#### Kernel SVM

Kernel Functions:

1. Linear:  $K(x, y) = x \cdot y$
2. Polynomial:  $K(x, y) = (x \cdot y + r)^d$
3. RBF:  $K(x, y) = \exp(-||x - y||^2)$
4. Sigmoid:  $K(x, y) = \tanh(x \cdot y + r)$

Decision Function:

$f(x) = \text{sign}(\sum_i y_i K(x_i, x) + b)$

#### SVM Hyperparameters

C: Regularization parameter

Small C  $\rightarrow$  Larger margin, more violations

Large C  $\rightarrow$  Smaller margin, fewer violations

(gamma): Kernel coefficient

Small  $\rightarrow$  Larger influence radius

Large  $\rightarrow$  Smaller influence radius

## 2. Gradient Descent

### Types of Gradient Descent

#### Batch Gradient Descent

For all parameters  $\theta$  :

$$\theta = \theta - \alpha \times (J'(\theta))$$

Update using entire dataset  
Memory:  $O(n)$

#### Stochastic Gradient Descent (SGD)

For each training example  $i$ :

$$\theta = \theta - \alpha \times (J'_i(\theta))$$

Update using single example  
Memory:  $O(1)$

#### Mini-batch Gradient Descent

For each mini-batch  $B$ :

$$\theta = \theta - \alpha \times (J'_B(\theta))$$

Update using batch of  $b$  examples  
Memory:  $O(b)$

### Learning Rate Schedules

1. Time-based decay:

$$\alpha(t) = \alpha / (1 + kt)$$

2. Step decay:

$$\alpha(t) = \alpha \times 0.1^{t/d}$$

3. Exponential decay:

$$\alpha(t) = \alpha \times e^{(-kt)}$$

### Gradient Descent Variants

1. Momentum:

$$\begin{aligned} v(t) &= v(t-1) + (1-\beta) J'(\theta) \\ \theta &= \theta - \beta v(t) \end{aligned}$$

2. RMSprop:

$$\begin{aligned} s(t) &= s(t-1) + (1-\beta) (J'(\theta))^2 \\ \theta &= \theta - J'(\theta) / \sqrt{s(t) + \epsilon} \end{aligned}$$

3. Adam:

$$\begin{aligned} m(t) &= m(t-1) + (1-\beta) J'(\theta) \\ v(t) &= v(t-1) + (1-\beta) (J'(\theta))^2 \\ \theta &= \theta - \alpha \times m(t) / (\sqrt{v(t)} + \epsilon) \end{aligned}$$

### 3. Naive Bayes

#### Types of Naive Bayes

##### Gaussian Naive Bayes

$$P(x_i|y) = (1/\sqrt{2 \sigma_y^2}) \exp(-(x_i - \mu_y)^2 / (2 \sigma_y^2))$$

For continuous features:

$\mu_y$  = mean of  $x$  for class  $y$

$\sigma_y^2$  = variance of  $x$  for class  $y$

##### Multinomial Naive Bayes

$$P(x_i|y) = (\text{count}(x_i, y) + \alpha) / (\text{count}(y) + \alpha n)$$

For discrete features (e.g., text):

$\alpha$  = smoothing parameter (Laplace smoothing)

$n$  = number of features

##### Bernoulli Naive Bayes

$$P(x_i|y) = P(i|y)^{x_i} \times (1 - P(i|y))^{(1-x_i)}$$

For binary features:

$P(i|y)$  = probability of feature  $i$  appearing in class  $y$

#### Naive Bayes Decision Rule

$$\hat{y} = \underset{y}{\operatorname{argmax}} P(y) P(x_i|y)$$

In log space (to prevent underflow):

$$\hat{y} = \underset{y}{\operatorname{argmax}} \log(P(y)) + \log(P(x_i|y))$$

### 4. K-Means Clustering

#### Algorithm Steps

1. Initialize  $k$  centroids randomly
2. Repeat until convergence:
  - a. Assign points to nearest centroid
  - b. Update centroids as mean of assigned points

Assignment step:

$$c_i = \underset{j}{\operatorname{argmin}} ||x_i - \mu_j||^2$$

Update step:

$$\mu_j = (1/|S_j|) \sum_{x_i \in S_j} x_i$$

#### Initialization Methods

1. Random Initialization:  
Select  $k$  points randomly
2. K-means++:
  - a. Choose first centroid randomly
  - b. For remaining  $k-1$  centroids:

$P(x) = \min(D(x)^2)$  to all centroids

### Choosing K

Elbow Method:

Plot inertia vs k

Inertia =  $\min ||x_i - c_j||^2$

Silhouette Score:

$s(i) = (b(i) - a(i)) / \max(a(i), b(i))$

where:

$a(i)$  = mean intra-cluster distance

$b(i)$  = mean nearest-cluster distance

## 5. Polynomial Regression

### Model Form

$y = \theta_0 + \theta_1 x + \theta_2 x^2 + \dots + \theta_n x^n$

Matrix form:

$X = \begin{bmatrix} 1 & x & x^2 & \dots & x^n \end{bmatrix}$

$y = \begin{bmatrix} y_1 & y_2 & \dots & y_n \end{bmatrix}$

$y = X\theta$

### Feature Generation

Original:  $x$

Polynomial:  $[1, x, x^2, x^3, \dots, x^n]$

Example (degree=2):

$x = [1, 2, 3]$

$X = \begin{bmatrix} 1 & 1 & 1 \\ 1 & 2 & 4 \\ 1 & 3 & 9 \end{bmatrix}$

### Regularization

Ridge (L2):

$\min ||y - X\theta||^2 + \lambda ||\theta||^2$

Lasso (L1):

$\min ||y - X\theta||^2 + \lambda ||\theta||_1$

### Avoiding Overfitting

1. Cross-validation for degree selection
2. Feature scaling crucial
 

$x_{\text{scaled}} = (x - \mu) / \sigma$
3. Regularization parameter tuning

## 6. Common Implementation Tips

### Feature Scaling

For all algorithms except Naive Bayes:

- StandardScaler
- MinMaxScaler
- RobustScaler

### Hyperparameter Selection

SVM:

- C: [0.1, 1, 10, 100]
- gamma: ['scale', 'auto', 0.1, 0.01]
- kernel: ['rbf', 'linear', 'poly']

K-Means:

- n\_clusters: [2-10]
- init: ['k-means++', 'random']
- n\_init: [10, 20, 30]

Polynomial Regression:

- degree: [1-5]
- alpha (regularization): [0.001, 0.01, 0.1, 1]

### Performance Metrics

Clustering:

- Silhouette Score
- Calinski-Harabasz Index
- Davies-Bouldin Index

Regression:

- $R^2$  Score
- MSE/RMSE
- MAE

Classification:

- Accuracy
- Precision/Recall
- F1 Score
- ROC-AUC

Remember: - Always scale features (except for Naive Bayes) - Use cross-validation - Consider computational complexity - Monitor for overfitting - Validate assumptions