

HW 6

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5-25

Problem 1:

a:

Previously, we required that $(W^T x + b)y \geq 1$. In this case, no points will be allowed between the lines: $(W^T x + b)y = 1$ and $(W^T x + b)y = -1$. Now we do not have this strict assumption. Instead, we have a regularization term that tries to minimize the distance if there is any points between two lines.

b:

What we used for regularization:

$$C \sum \max(0, 1 - y(wx + b))$$

What sklearn uses for regularization:

$$C \sum (\epsilon)$$

$$\text{where } y(wx + b) \geq 1 - \epsilon$$

$$\text{This is equivalent to } \epsilon \geq 1 - y(wx + b)$$

Since sklearn also has another restriction that $\epsilon \geq 0$ for any arbitrary ϵ . So the regularization is actually equivalent to $C \sum \max(0, 1 - y(wx + b))$

i.e when $y(wx+b) > 1$, $\epsilon = 0$, and when $y(wx+b) \leq 1$, $\epsilon \geq 1 - y(wx + b)$, but since we are focusing on the minimum of the regularization, we can take $\epsilon = 1 - y(wx + b)$, and therefore equivalent to our regularization term again.

c:

By observing the loss function, we know that the loss = 0 when $yf(x) \geq 1$, so we just need to consider the case when $yf(x) < 1$. (one of the three cases)

Assume that $P(Y = 1|x) = p$ for simplicity, then we have the expected loss as :

$$(1-f(x))*p + (1+f(x))*(1-p) = (1-2p)f(x) + 1$$

which is the loss that we want to minimize.

$$\text{Since } \operatorname{argmin}(1-2p)f(x) + 1 = \operatorname{argmin}(1-2p)f(x)$$

and $f(x)$ can only predict 1 or -1, we get

$$\text{if } (1-2p) > 0, f(x) = -1$$

$$\text{if } (1-2p) \leq 0, f(x) = 1$$

which is the answer we want.

Problem 2:

The feature vector is :

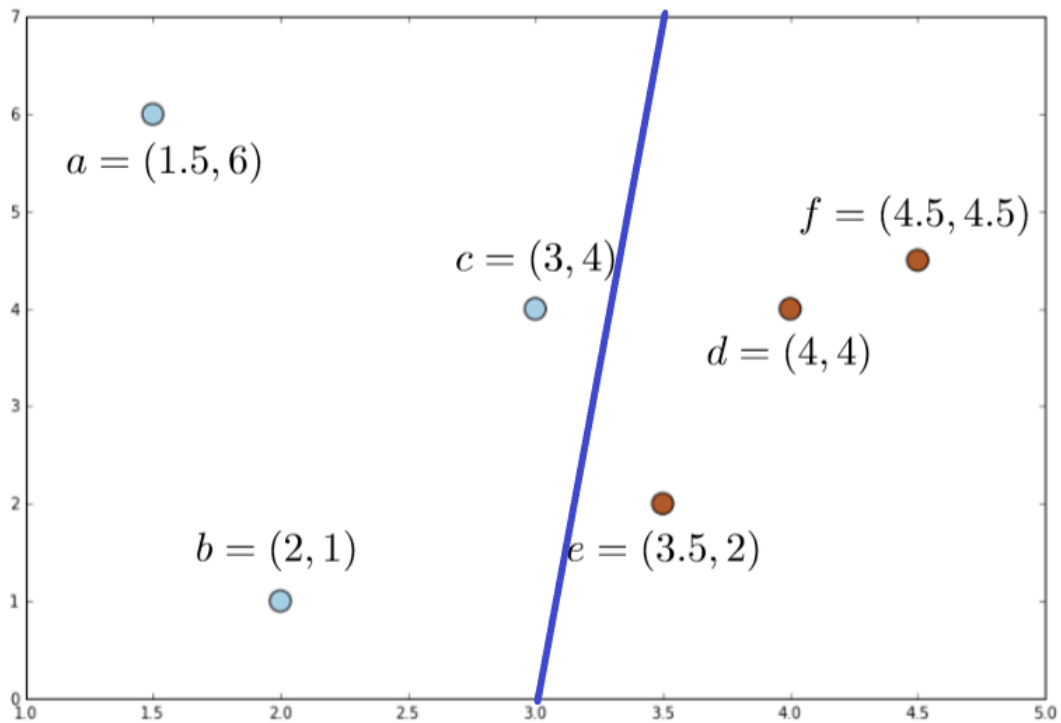
$$\phi(x) = [x_1^3, x_2^3, x_1^2 x_2, x_2^2 x_1, x_1^2, x_2^2, x_1 x_2, x_1, x_2]$$

Its corresponding kernel function will be:

$$k(x,y) = \langle \phi(x), \phi(y) \rangle = [x_1^3 y_1^3, x_2^3 y_2^3, x_1^2 x_2 y_1^2 y_2, x_2^2 x_1 y_2^2 y_1, x_1^2 y_1^2, y_2^2 x_2^2, x_1 x_2 y_1 y_2, x_1 y_1, x_2 y_2] = \phi(x^T y)$$

Problem 3:

a:

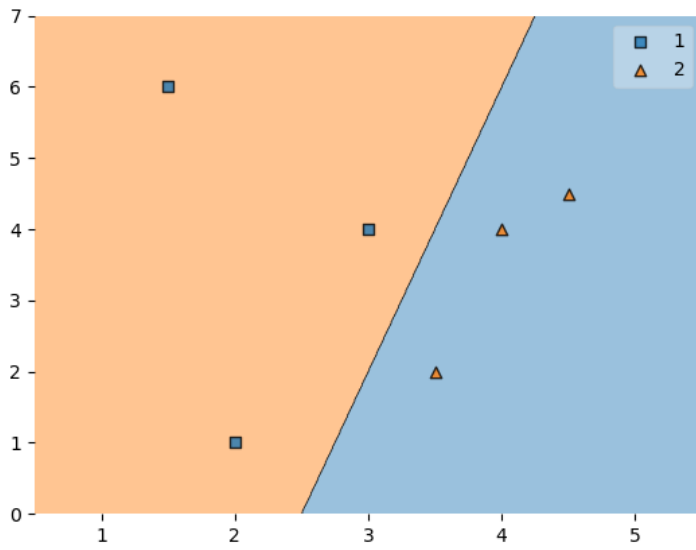


In this case the line function is $y = wx + b = 14x - 42$

and the closest distance will be point $c(3,4)$, which has distance $= |4 - 14 * 3 + 42| / \sqrt{14^2 + 1} = 0.285$

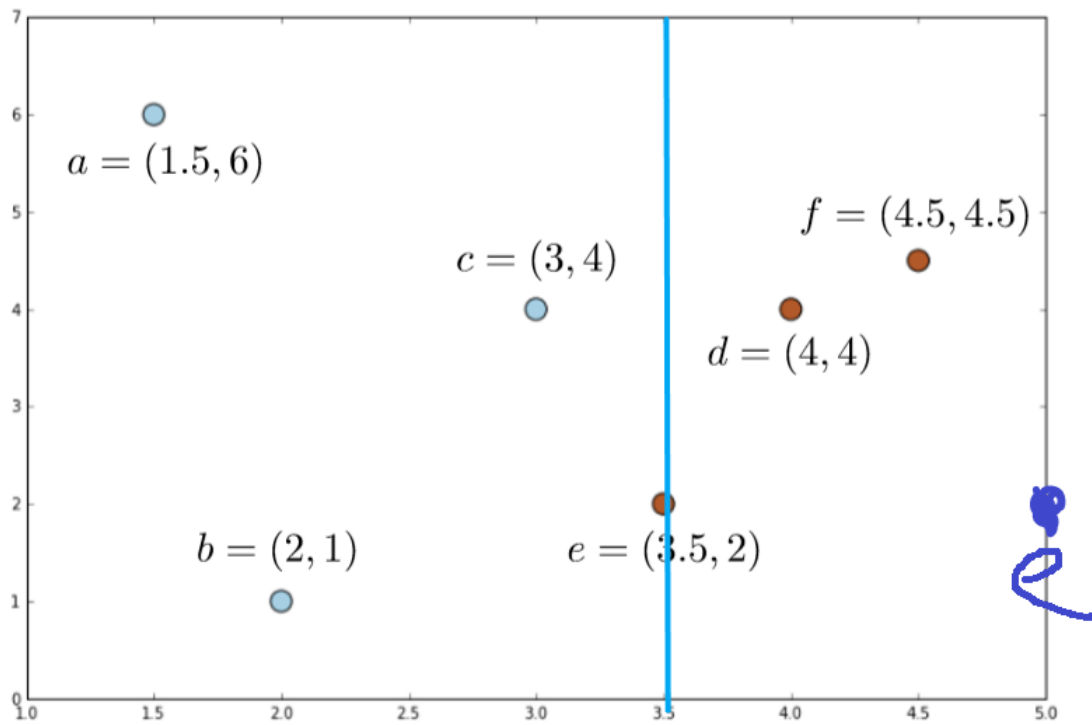
b:

see the code,result from sklearn



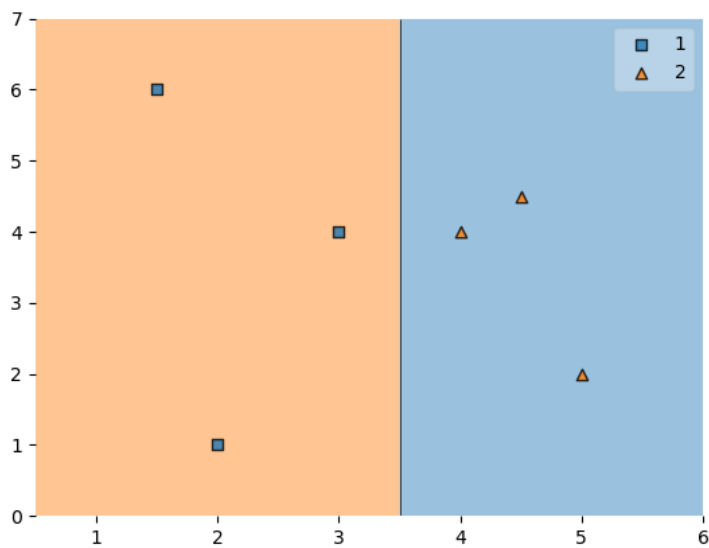
the closest point is: [3. 4.]with distance : 0.48503833264255575

c:



The closest distance from the graph is c or d, with distance 0.5.

Result from Sklearn

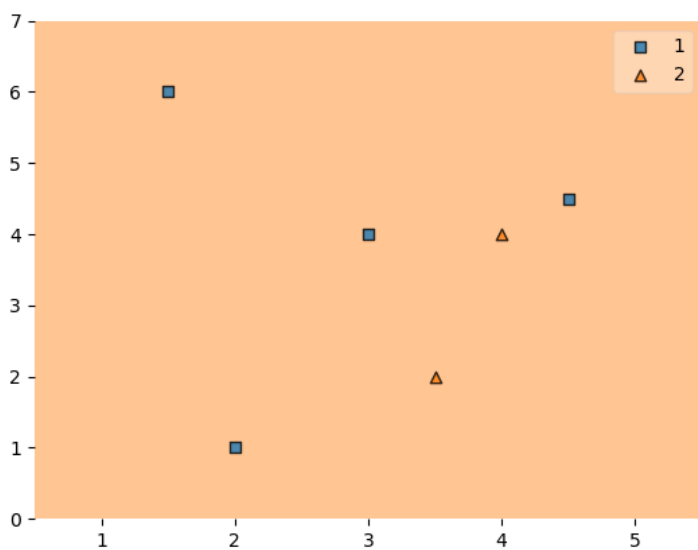


the closest point is: [3. 4.]with distance : 0.5

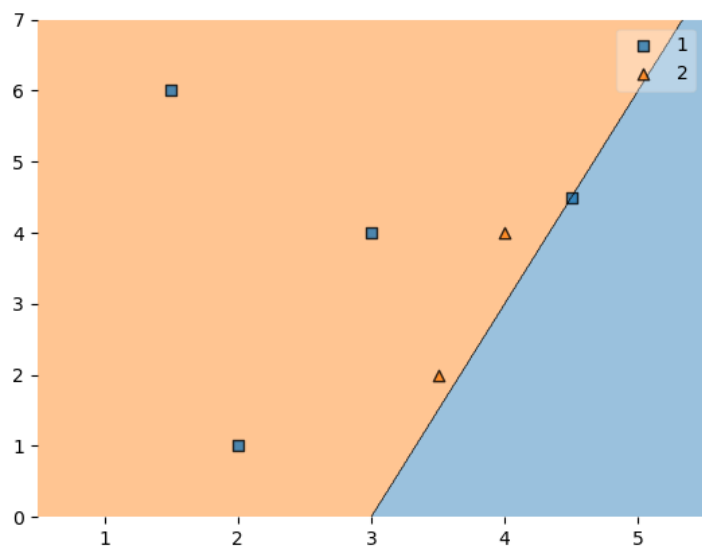
d:

C=0.1

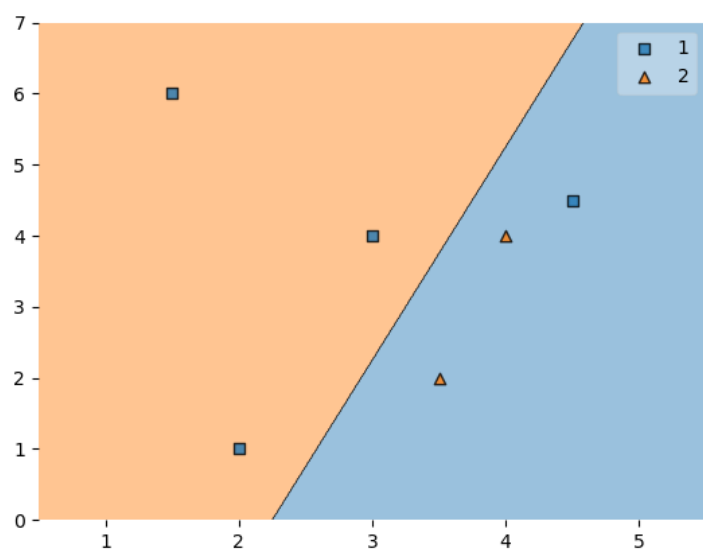
All the points are classified into single class:



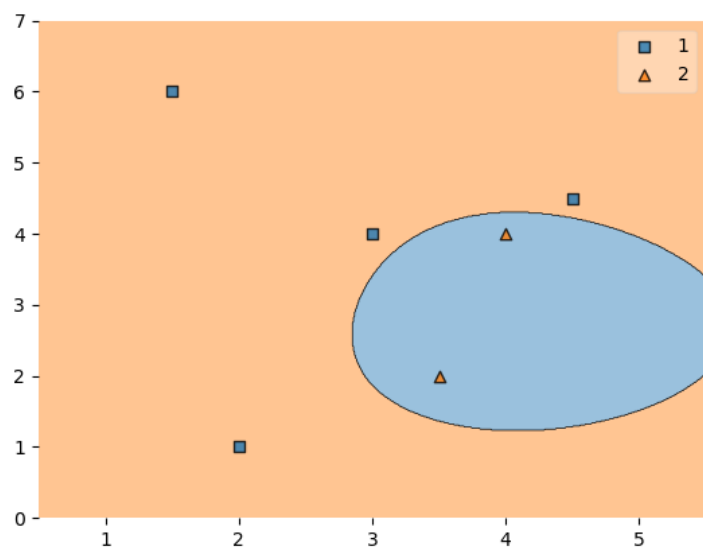
C=1



C=10



e



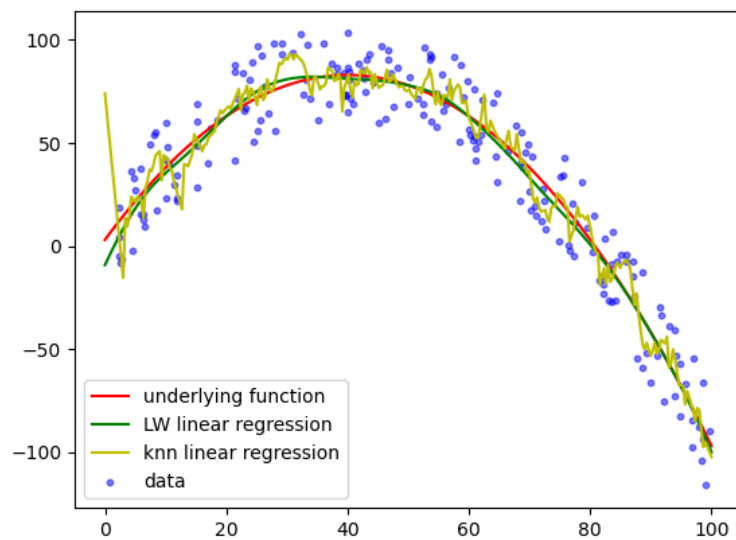
Problem 4:

a

See the code

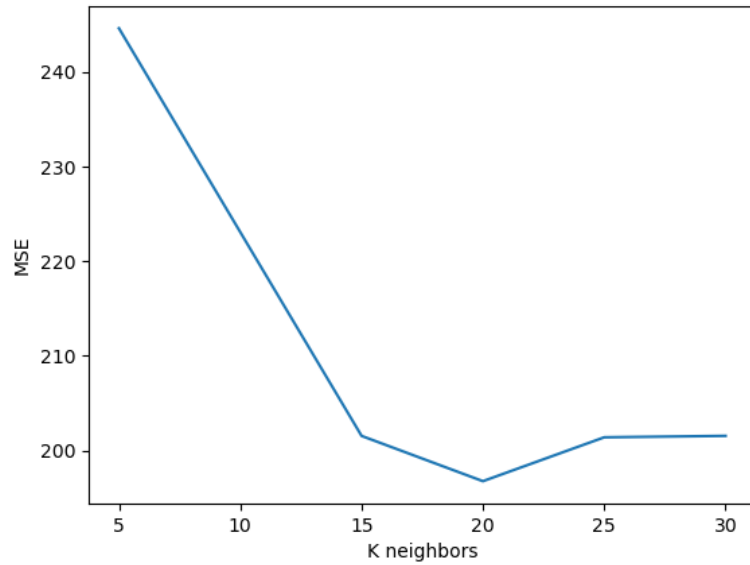
b

See the graph:

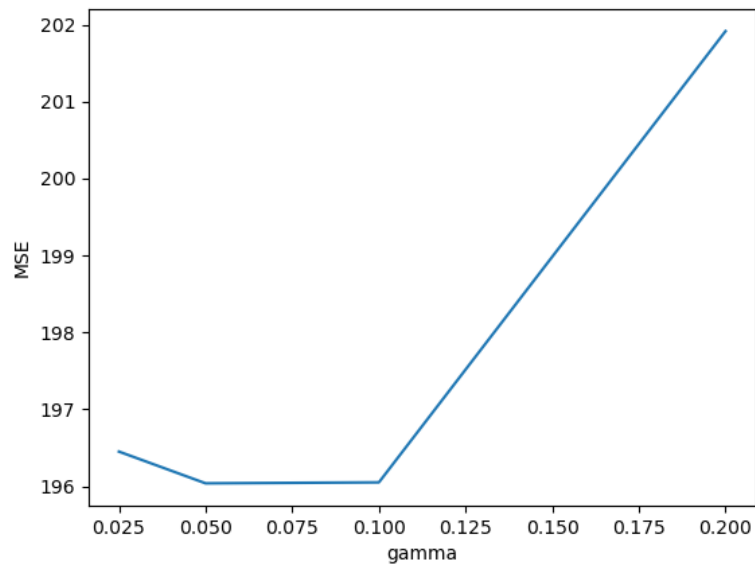


c

Tuning K:



Tuning gamma:



For tuning K: the best MSE is : 196.76573216829104 with neighbors number: 20

For tuning gamma: the best MSE is : 196.0381904934169 with gamma: 0.05

Since there is randomness in the dataset, it is hard to say which model we should use. In my case(seed = 1), the best model for these two have roughly the same MSE.

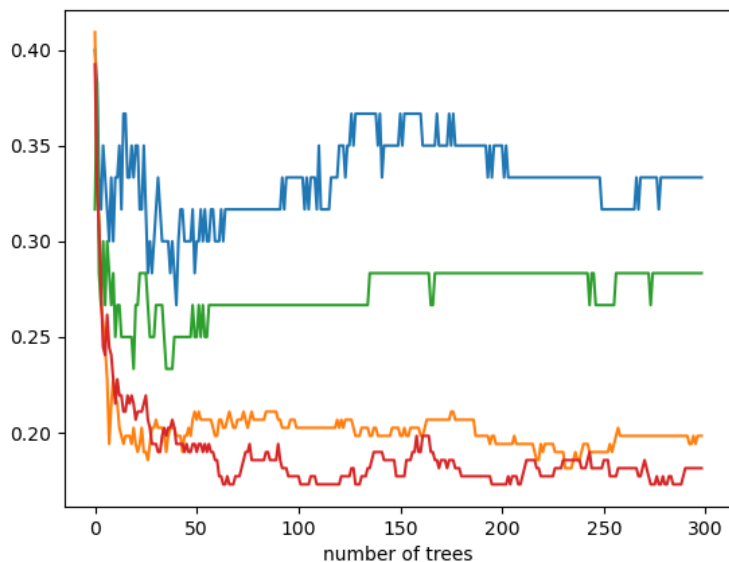
Problem 5:

It could be possible the error is greater than ϵ . For example, we have 3 hypothesis with each has error rate $2/5$. And we use the voting method, and we only vote example 1 and 5 correctly. So the error rate is $4/5$ which is greater than $3/5$ here.

	example1	example2	example3	example4	example5
H1	T	T	F	F	T
H2	T	F	T	F	T
H3	T	F	F	T	T

Problem 6:

See the code and the attached graph:



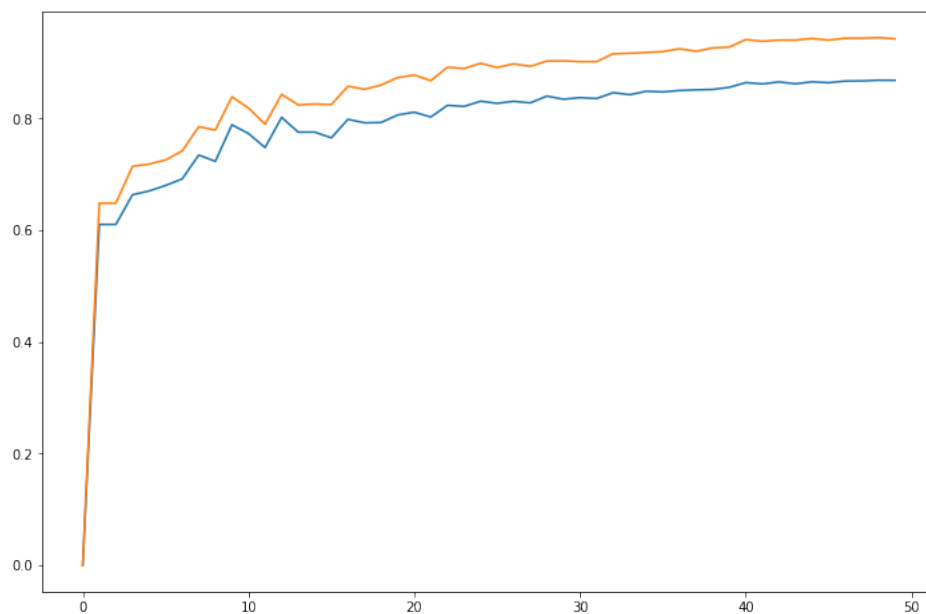
Problem 7:

a

See the code

b

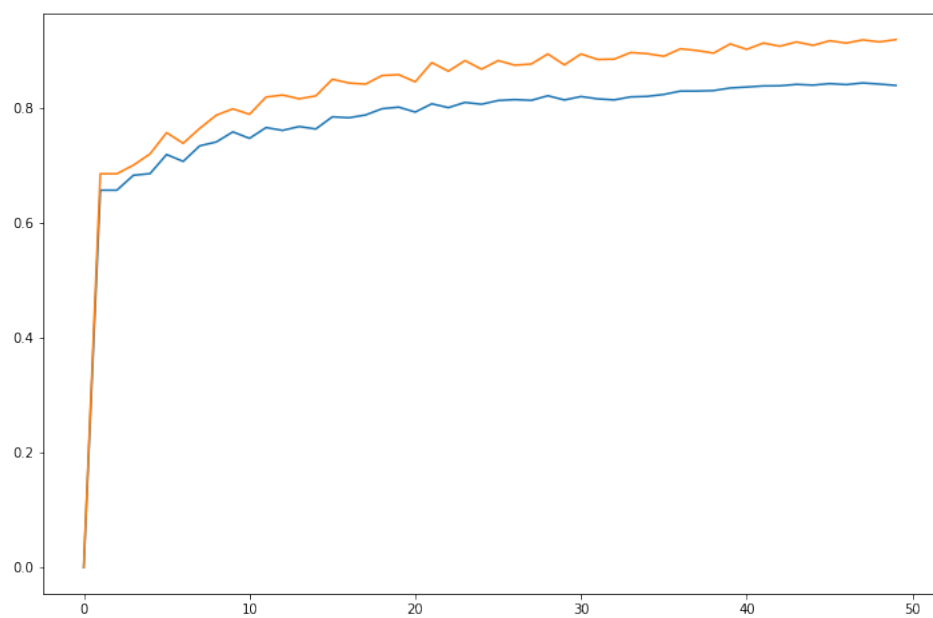
The graph is actually the accuracy of the AdaBoost:



c

I tried the number of iterations/trees from 100 to 700, with each tree of max depth of 3 and it seems the test error still don't increase (here is the accuracy won't decrease). It is hard to overfit with this algorithm especially when the weak learner is simple model.

d



The accuracy increase faster than the previous case as the number of trees increase.