# Data: Splits, Bias, Variance, ...

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#### Content

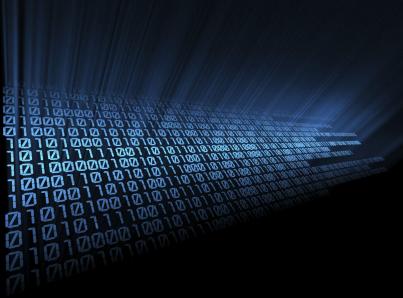
- Data
  - Amount
  - Splits
  - Distribution
- Errors
  - Irreducible Error
  - Bias and Variance Error
  - Underfitting and overfitting
  - Avoidable Bias
- BV- Tradeoff
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  - Impact
  - Techniques to control
- BV Ensemble Methods and NNs
  - From trees to forests
  - Neural networks





ML & DL Methods are taking off now

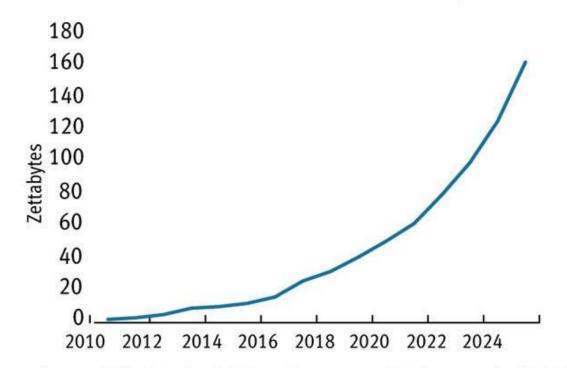








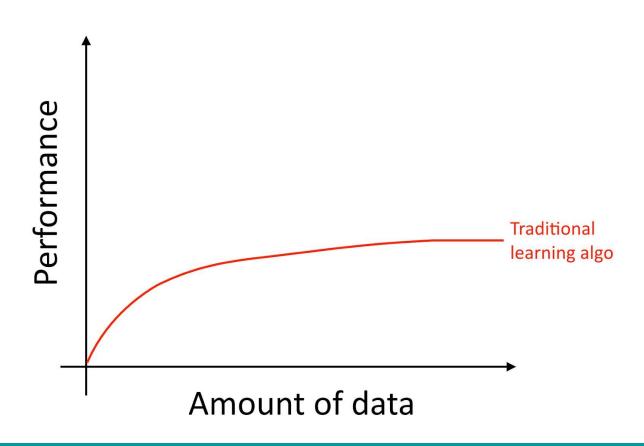
# Annual size of global dataspace



1 ZB = 1e9TB = 1,000,000,000TB

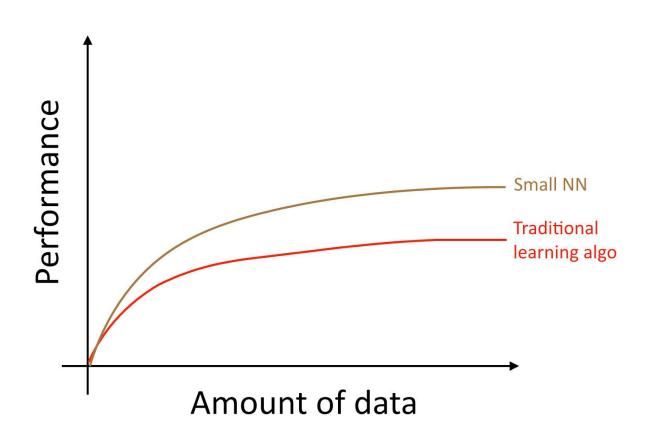






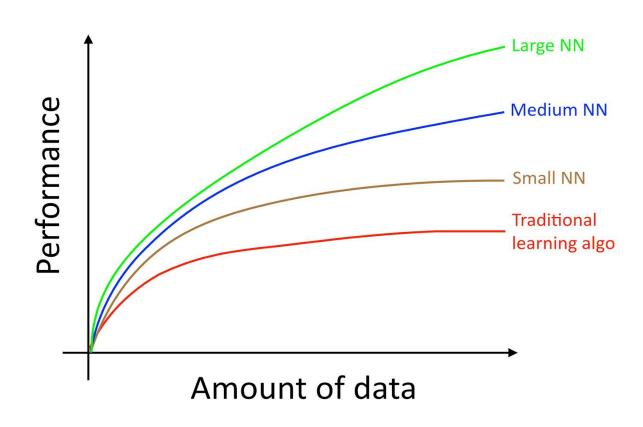








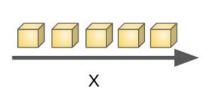


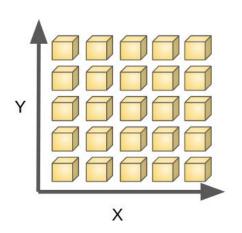


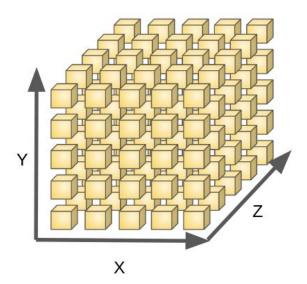




## Curse of Dimensionality



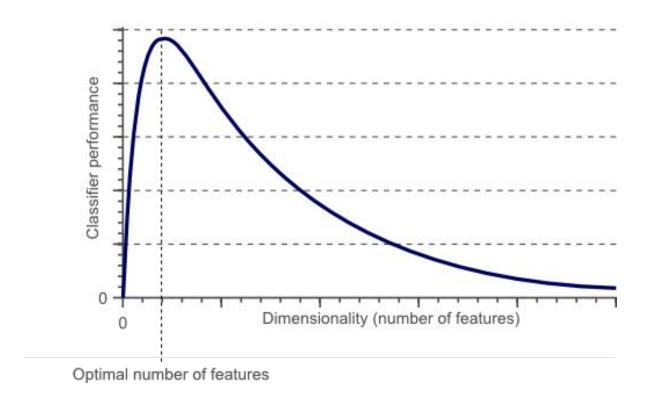








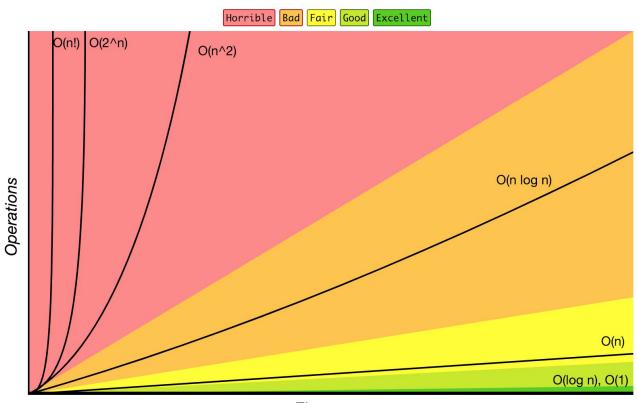
#### Curse of Dimensionality







#### **Big-O Complexity Chart**



Elements





| Algorithm                       | Classification/Regression | Training                  | Prediction                         |
|---------------------------------|---------------------------|---------------------------|------------------------------------|
| Decision Tree                   | C+R                       | $O(n^2p)$                 | O(p)                               |
| Random Forest                   | C+R                       | $O(n^2pn_{trees})$        | $O(pn_{trees})$                    |
| Random Forest                   | R Breiman implementation  | $O(n^2pn_{trees})$        | $O(pn_{trees})$                    |
| Random Forest                   | C Breiman implementation  | $O(n^2\sqrt{p}n_{trees})$ | $O(pn_{trees})$                    |
| Extremly Random Trees           | C+R                       | $O(npn_{trees})$          | $O(npn_{trees})$                   |
| Gradient Boosting $(n_{trees})$ | C+R                       | $O(npn_{trees})$          | $O(pn_{trees})$                    |
| Linear Regression               | R                         | $\mathcal{O}(p^2n+p^3)$   | O(p)                               |
| SVM (Kernel)                    | C+R                       | $O(n^2p + n^3)$           | $O(n_{sv}p)$                       |
| k-Nearest Neighbours<br>(naive) | C+R                       | _                         | O(np)                              |
| Nearest centroid                | C                         | O(np)                     | O(p)                               |
| Neural Network                  | C+R                       | ?                         | $O(pn_{l_1}+n_{l_1}n_{l_2}+\dots)$ |
| Naive Bayes                     | С                         | O(np)                     | O(p)                               |





# **Splits**

- 3 Data Sets
  - Training Set
    - Used for training model
  - Validation Set
    - Subset of training set
    - Used for optimizing (tuning parameters, selecting features,...)
  - Test Set
    - Evaluate your model
- Split Ratio 70/30 or 80/20
  - Shuffle data & stratify by classes





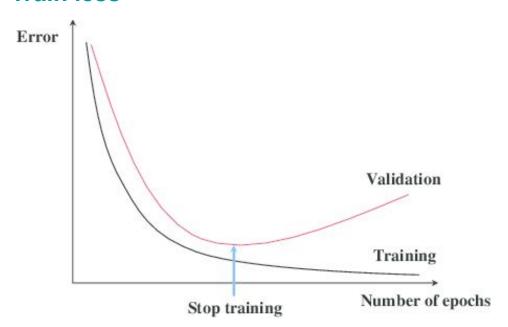
# **Splits**

- Validation & Test Set
  - Data that you expect in future
- Example 1 Turnover for next year
  - Last 3-5 years might be helpful
- Example 2 Image Classifier
  - User feeds images from smartphone
  - Model was trained on images from web





- Good Performance on Training/Validation Set
- Reasons for poor performance on test set
  - Overfit to validation set
    - Use more data
    - Train less







- Good Performance on Training/Validation Set
- Reasons for poor performance on test set
  - Overfit to validation set
    - Use more data
    - Train less
  - Test set is more complex
    - Model hasn't seen all the features
    - Model is too small / simple
  - Test set comes from different distribution
    - Example: Image is horizontally flipped







#### kfold cv?

https://towardsdatascience.com/train-test-split-and-cross-validation-in-python-80b61beca4b6





- When to use different distribution?
  - Not enough data from customer / user
  - Some features might not be in data
    - Collect data from other sources
    - Split user data into 2 parts
      - Training / Validation
      - Testing





- Why not using all (user) data?
  - Was the way to go in past.
    - Other data sources could bias your data
    - Other data sources could harm your model
  - Some features might not be in data
    - Collect data from other sources
    - Split user data into 2 parts
      - Training / Validation
      - Testing





- Using customer data only
  - Was the way to go in past.
    - Other data sources could bias your data
    - Other data sources could harm your model
    - Training models takes more time
  - Adding more data
    - More features
    - Small model might not capture all features
  - Inconsistent data
    - Image classifier
    - Predicting house prices





# **Data Augmentation**

#### **Example: Image-based methods**

- Horizontal flip
- Rotate
- Scale
- Crop
- Translation
- Noise
- Blur
- Brightness / Contrast
- RGB -> Gray -> BW





# **Basic Error Analysis**

• Irreducible Error

- Reducible Error
  - Bias Error
  - Variance Error

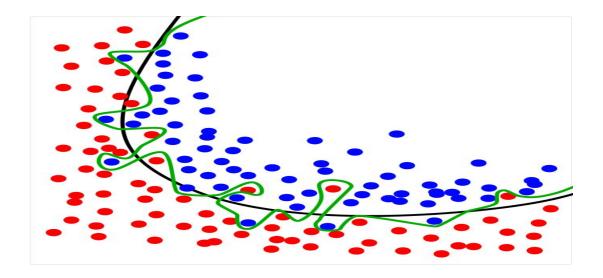




#### What is Irreducible error?

#### **Irreducible Error:**

- The Measure of the amount of noise in the Data
- It is usually caused by unknown variables that may be having an influence on the output variable.
- How good we make our model, our data will have certain amount of noise or irreducible error that can not be removed.







#### What is Bias?

#### Bias:

The difference between the average prediction of our model and the correct value which we are trying to predict on training data.

- Poorly Perform on Training data
- Low Training Accuracy
- Example:
  - Training error = 15%
  - Test error = 16%

The bias as 15%, and variance as 1%(**Variance = Test error - Training error**) This classifier is fitting the training set poorly with 15% error, but it's error on the Test set is barely higher than the training error. This classifier therefore has **high bias**, but low variance.

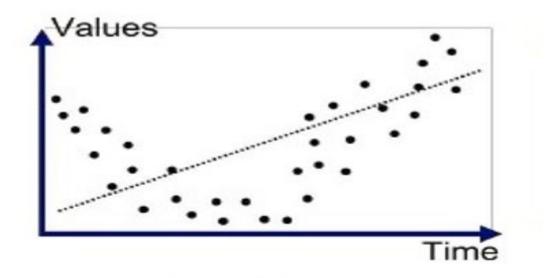




# **Underfitting**

#### **Underfitting:**

- Model can not capture underlying pattern of the data
- High Bias leads to Underfitting



Underfitted





# **Techniques To Reduce High Bias**

#### **Techniques To Reduce High Bias:**

- Train Longer
- Train a more complex model
- Decrease Regularization
- New model architecture



## **Avoidable Bias**

#### **Avoidable Bias:**

The difference between the training set error and the optimal error rate.

- The "avoidable bias" reflects how much worse your algorithm performs on the training set than the "optimal model."
- Optimal error rate smallest possible error that the algorithm can reach.
- Difference (Training Error, Human-Level Performance) = Avoidable Bias
- Difference (Validation Error, Training Error) = Variance

**Example: Classification Cat vs Not Cat** 

|                   | Classification error (%) |            |  |
|-------------------|--------------------------|------------|--|
|                   | Scenario A               | Scenario B |  |
| Humans            | 1                        | 7.5        |  |
| Training error    | 8                        | 8          |  |
| Development error | 10                       | 10         |  |

|                | Scenario A | Scenario B |
|----------------|------------|------------|
| Human Error    | 1%         | 7.5%       |
| Avoidable Bias | 7%         | 0.5%       |
| Variance       | 2%         | 2%         |





# **Techniques for avoidable Bias**

#### **Techniques to reduce avoidable Bias**

- Increase the model size
- Reduce regularization
- Modify model architecture





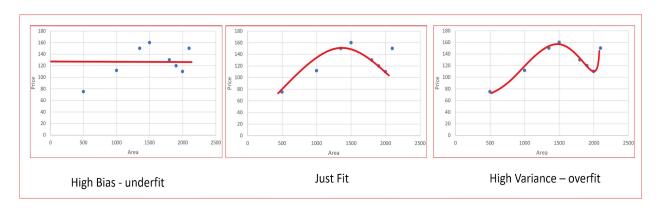
#### What is Variance?

#### Variance:

Variance is the variability of Model Prediction for a given data point.

- Low Testing Accuracy
- Example
  - Training error = 1%
  - Test error = 11%
  - Variance = Test error Training error

The bias as 1%, and the variance as 10% (=11% - 1%). Thus, it has **high variance**. The classifier has very low training error, but it is failing to generalize to the Test set.



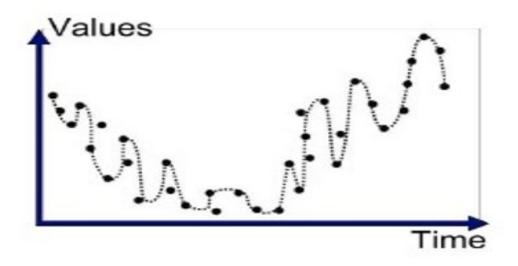




# **Overfitting**

#### **Overfitting:**

- Model capture underlying pattern too well of the training data.
- High Variance leads to Overfitting



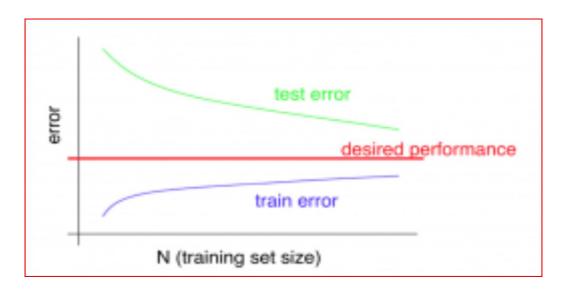
Overfitted



# **How To Reduce High Variance?**

High variance is due to a model that tries to fit most of the training dataset points and hence gets more complex. To resolve high variance issue we need to work on.

- Getting more training data
- Increase Regularization term
- Modify Model Architecture(Neural network architecture)







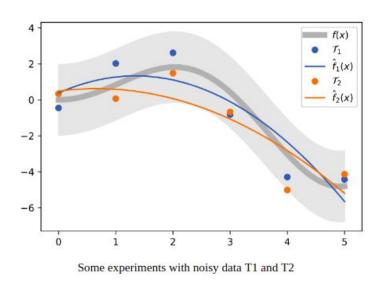
#### Mean squared error

• Let the variable we are trying to predict as Y and other covariates as X. We assume there is a relationship between the two such that:

$$\circ$$
 Y = f(X) + e

- Assume a model f<sup>^</sup>(X) of f(X)
- Expected squared error at a point x is

$$Err(x) = E\left[(Y - \hat{f}(x))^2\right]$$







#### **Bias-Variance In Terms of MSE**

• The Err(x) can be further decomposed as

$$Err(x) = \left(E[\hat{f}\left(x
ight)] - f(x)
ight)^2 + E\left[\left(\hat{f}\left(x
ight) - E[\hat{f}\left(x
ight)]
ight)^2
ight] + \sigma_e^2$$
 $Err(x) = ext{Bias}^2 + ext{Variance} + ext{Irreducible Error}$ 





#### **Bias-Variance Tradeoff**

- Overfitting gives too much predictive power even to noise elements
- Attempt to reduce overfitting can also begin to underfit





## **Bias-Variance Tradeoff (Cont.)**

- Low Bias and Low Variance
  - Perfect model
- Low Bias and High Variance
  - Inconsistent models
- High Bias and Low Variance
  - Consistent but inaccurate models
- High Bias and High Variance
  - Inaccurate and inconsistent models

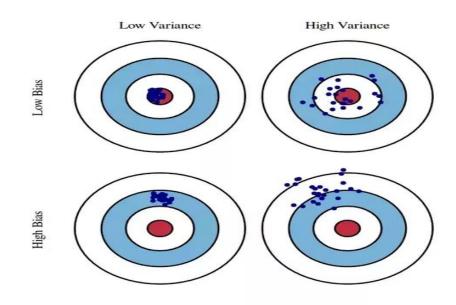


Fig. 1 Graphical illustration of bias and variance.

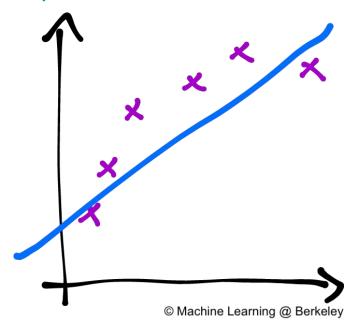


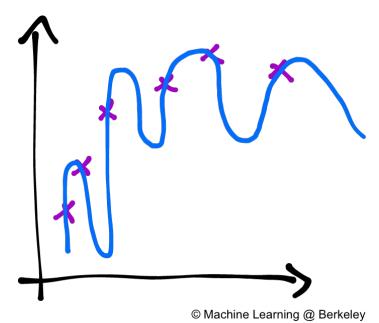


#### **Bias-Variance Tradeoff**

In terms of model complexity

- For the case of high bias, a linear model is used.
- And for the case of high variance, the model used was super complex.





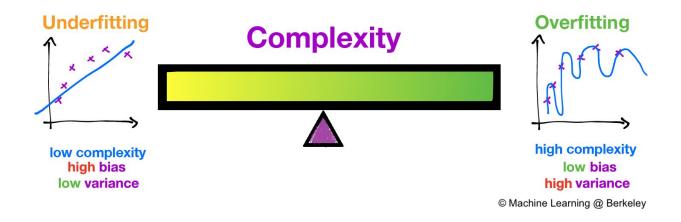




#### **Bias-Variance Tradeoff**

In terms of model complexity

- Low complexity model- Will be prone to underfitting because of high bias and low variance
- High complexity model(Decision trees)- Will be prone to overfitting due to low bias and high variance

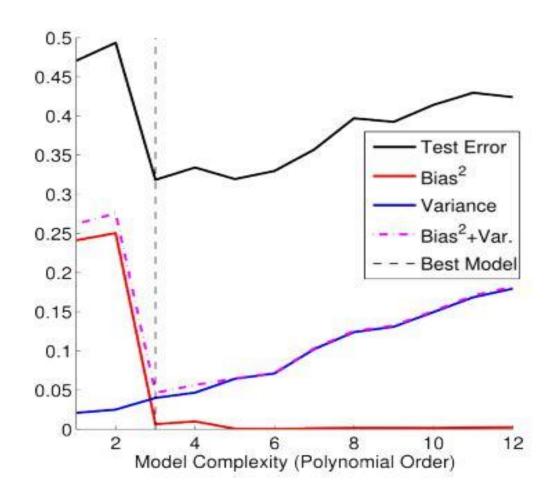






### **Bias-Variance Tradeoff**

In terms of model complexity







#### **Balance between Bias-Variance**

### Regularization is one way to control Bias and Variance

 Which reduces the complexity in the model either by getting rid of the complex features or reducing their importance





# Impact of Regularization

For example if the price of a house is based on 4 features which are Location (X1), Number of bedrooms(X2), Year of Construction(X3), Nearby School ranking(X4).

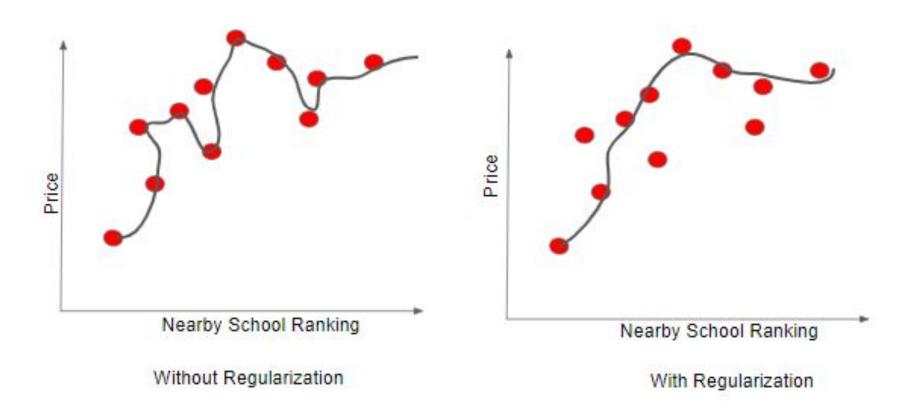
$$Y = 2.5*X_1 + 3*X_1*X_2 + 1.4*X_3^2 + 4.5*X_4^3 + 1.3$$

• It reduces the importance of features especially features such as X3 and X4.





# Impact of Regularization(Cont.)







# Regularization process

Optimization objective of Linear Regression.

W\* = argmin 
$$(1/(2n) * (\sum_{i=1}^{n} (f(Xi) - Yi)^2 + \lambda \sum_{j=1}^{m} (Wj)^2))$$





# **Regularization Process**

Optimization objective of Linear Regression.

W\* = argmin 
$$(1/(2n) * (\sum_{i=1}^{n} (f(Xi) - Yi)^2 + \lambda \sum_{j=1}^{m} (Wj)^2))$$

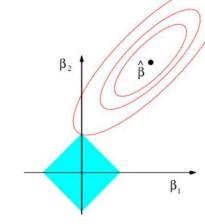
• Thus, λ acts as a hyperparameter to control the Bias- Variance trade-off.



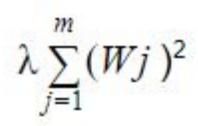
# **Regularization Techniques**

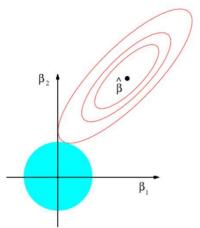
- L1 / Lasso Regression
  - adds absolute value of weights

$$= \sum_{i=1}^{N} \left\{ y_i - \sum_{j=0}^{M} w_j x_{ij} \right\}^2 + \lambda \sum_{j=0}^{M} w_j$$



- L2/ Ridge Regression
  - Squared value of weights





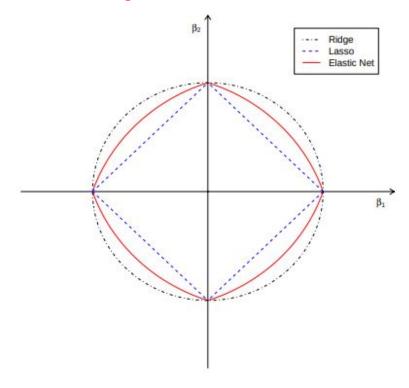


# **Regularization Techniques**

#### Elastic Net

 Elastic Net includes both L1 and L2 norm regularization terms.

$$\hat{eta} \equiv \operatorname*{argmin}_{eta} (\|y - Xeta\|^2 + \lambda_2 \|eta\|^2 + \lambda_1 \|eta\|^2$$







# Other Techniques to control Bias-Variance Tradeoff

- Feature selection
- Randomization
- Increase data
- Early stopping
- Choice of Algorithm



### **From Trees to Forests**

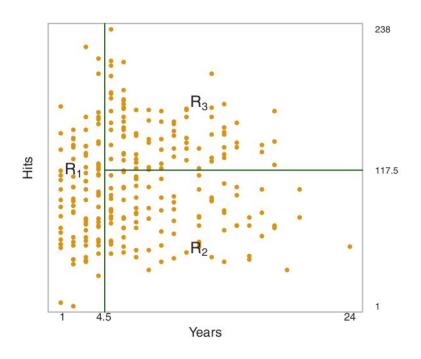
#### **Random Trees:**

Iteratively partition the data and minimize the RSS of the partitions (for regression)

$$\sum_{j=1}^{J} \sum_{i \in R_j} (y_i - \hat{y}_{R_j})^2$$

#### **Key points:**

- For every region we use the mean or mode to compute the prediction value.
- Top to bottom greedy algorithm that might not yield the best tree.







#### From Trees to Forests cont'd

### Why do we stop?

 We could have as many partitions as to fit single observations in the data, basically memorize the training data -> Overfit

### When do we stop?

- Naively set a minimum number of samples per partition
- Naively set a minimum RSS improvement per iteration

#### **Better**

Grow a large tree and prune it back -> Regularization

$$\sum_{m=1}^{|T|} \sum_{i: x_i \in R_m} (y_i - \hat{y}_{R_m})^2 + \alpha |T|$$





#### From Trees to Forests cont'd

#### Even better: use an ensemble

- Bagging
- Random Forests
- Boosting

Combine "weak learners" with high bias into a model that has lower bias (Boosting)

Combine "strong learners" with low bias (high variance) into a general model with lower variance (Bagging)

Random forests are somewhere in the middle.

### What's the price?

Mainly interpretability and more computation





#### **Neural Networks**

# **Overfitting machines**

- Large number of parameters
- Variable architectures
- They can theoretically approximate any function (Cybenko, Hornik)

## Deep learning just makes things even harder

- Deep architectures
- Millions(Billions) of parameters

Lu et.al proved in 2017 expressivity on Lebesgue integrable functions for width limited deep architectures, still the depth is a variable.





#### **Neural Networks**

### **Strategies**

- Naively opt for simpler architectures
- Early stopping stop when the validation error starts to increase
- L2 regularization Penalize the parameters

$$R(\boldsymbol{\theta}) = \sum_{i \in Tr} (y_i - f(\boldsymbol{x_i}; \boldsymbol{\theta}))^2 + \lambda \sum_{j=1}^p \theta_j^2$$

- Ensembles
- Dropout
- Data augmentation
- SGD
- Bayesian networks





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