# Machine Learning

# Contents

Table of contents			1
1	Reg	gression	2
	1.1	Linear regression	2
			2
			2
	1.2		2
	1.3		3
	1.4		3
	1.5	Feature scaling: z-score normalization	3
	1.6	Over / underfitting	4
		1.6.1 Regularization	4
<b>2</b>	Neı	ural networks	5
	2.1	Choosing an activation function	5
	2.2	Training a model	5
		2.2.1 Forward propagation	5
		2.2.2 Back propagation	5
	2.3	Improving model	5
		2.3.1 Fixing high bias/variance	6
		2.3.2 Adding data	6
	2.4	Decision trees	6
	4. r		C

# 1 Regression

# 1.1 Linear regression

# 1.1.1 Squared error cost function

Measures how well line fits training data m= num of training examples  $\vec{x}$  holds training example x values (length m)  $\vec{y}$  holds training example y values (length m)  $\hat{y}^{(i)}=w\vec{x}^{(i)}+b$ 

$$J(w,b) = \frac{1}{2m} \sum_{i=1}^{m} (\hat{y}^{(i)} - \vec{y}_i)^2$$

 $\frac{1}{m}$  finds average error for larger data sets,  $\frac{1}{2m}$  makes later calculations neater

## 1.1.2 Gradient descent

Find w, b for minimum of cost function J(w, b)

- 1. Start with some w, b (commonly 0, 0)
- 2. Look around starting point and find direction that will move the point furthest downwards for a small step size

 $\alpha = \text{learning rate}$ 

Must simultaneously update w and b

$$w_1 = w_0 - \alpha \frac{\partial}{\partial w} J(w_0, b_0)$$

$$b_1 = b_0 - \alpha \frac{\partial}{\partial b} J(w_0, b_0)$$

$$\frac{\partial}{\partial w} J(w, b) = \frac{1}{m} \sum_{i=1}^{m} (\hat{y}^{(i)} - \vec{y}_i) \vec{x}^{(i)}$$

$$\frac{\partial}{\partial b} J(w, b) = \frac{1}{m} \sum_{i=1}^{m} (\hat{y}^{(i)} - \vec{y}_i)$$

# 1.2 Multiple linear regression

 $n_f = \text{number of features}$ 

m = number of data points

 $\vec{w} = \text{vector of weights (length } n_f)$ 

X is a list of x vectors which hold  $n_f$  features (size  $m \times n_f$ )

Sum of predictions of all features is the prediction of multiple linear reg

$$f_{\vec{w},b}(\vec{x}) = \vec{w} \cdot \vec{x} + b$$

Gradient descent

$$\vec{w}_j = \vec{w}_j - \alpha \frac{\partial}{\partial \vec{w}_j} J(\vec{w}, b)$$
$$b = b - \alpha \frac{\partial}{\partial b} J(\vec{w}, b)$$

Cost function and its partial derivatives

$$J(\vec{w}, b) = \frac{1}{2m} \sum_{i=1}^{m} (f_{\vec{w}, b}(X^{(i)}) - \vec{y}_i)^2$$
$$\frac{\partial}{\partial \vec{w}_j} J(\vec{w}, b) = \frac{1}{m} \sum_{i=1}^{m} (f_{\vec{w}, b}(X^{(i)}) - \vec{y}_i) X_j^{(i)}$$
$$\frac{\partial}{\partial b} J(\vec{w}, b) = \frac{1}{m} \sum_{i=1}^{m} (f_{\vec{w}, b}(X^{(i)}) - \vec{y}_i)$$

# 1.3 Logistic regression

Sigmoid function

$$g(z) = \frac{1}{1 + e^{-z}}$$

$$z = f_{\vec{w},b}(\vec{x})$$

$$\hat{y}^{(i)} = g(f_{\vec{w},b}(X^{(i)}))$$

 $\hat{y}^{(i)}$  can be interpreted as the "probability" that class is  $1, 0 \leq \hat{y}^{(i)} \leq 1$  ex.  $\hat{y}^{(i)} = 0.7$  means there is a 70% chance y is 1

Logistic regression requires a new cost function because  $f_{\vec{w},b}(\vec{x})$  for logistic regression is non-convex, trapping gradient descend in local minima.

Cost function

$$J(\vec{w}, b) = \frac{1}{m} \sum_{i=1}^{m} L(\hat{y}^{(i)}, \vec{y}_i)$$
$$L(\hat{y}^{(i)}, \vec{y}_i) = \begin{cases} -\log(\hat{y}^{(i)}) & \text{if } \vec{y}_i = 1\\ -\log(1 - \hat{y}^{(i)}) & \text{if } \vec{y}_i = 0 \end{cases}$$

Simplified form

$$L(\hat{y}^{(i)}, \vec{y_i}) = -\vec{y_i} \log(\hat{y}^{(i)}) - (1 - \vec{y_i}) \log(1 - \hat{y}^{(i)})$$

The loss function will decrease as  $\hat{y}^{(i)}$  approaches  $\vec{y}_i$  on a graph of L vs f.  $\frac{\partial J(\vec{w},b)}{\partial \vec{w}_i}$  and  $\frac{\partial J(\vec{w},b)}{\partial b}$  are the same as in linear regression, just the definition of f has changed.

# 1.4 Softmax regression

Generalization of logistic regression, y can have more than two possible values.

The most probable value of y is the value that when given to L yields the largest loss.

Calculate  $z_i$  with  $\vec{x}$  only consisting of data points that have label i. In implementation, set all y values of data points with label equal to i to 1, and 0 for everything else.

 $n_f = \text{num features}$ 

 $n_y = \text{number of possible } y \text{ outputs}$ 

W is a matrix of dimensions  $n_y \times n_f$ .

 $\vec{b}$ ,  $\vec{z}$ ,  $\vec{a}$  are vectors of length  $n_y$ .

$$\frac{1 \le i \le n_y}{\vec{z}_i = W^{(i)} \cdot \vec{x} + \vec{b}_i} 
\vec{a}_i = \frac{e^{\vec{z}_i}}{\sum_{k=1}^{n_y} e^{\vec{z}_k}} 
L(\vec{a}, y) = \begin{cases}
-\log \vec{a}_1 & \text{if } y = 1 \\
-\log \vec{a}_2 & \text{if } y = 2 \\
\vdots \\
-\log \vec{a}_n & \text{if } y = n
\end{cases}$$
(1)

### 1.5 Feature scaling: z-score normalization

After z-score normalization, all features will have a mean of 0 and a standard deviation of 1

 $n_f = \text{num features}$ 

 $\vec{\mu}_j = \text{mean of all values for feature } j \text{ (length } n_f)$ 

 $\vec{\sigma}_j = \text{standard deviation of feature } j \text{ (length } n_f)$ 

$$\begin{split} X_j^{(i)} &= \frac{X_j^{(i)} - \vec{\mu}_j}{\vec{\sigma}_j} \\ \vec{\mu}_j &= \frac{1}{m} \sum_{i=0}^{m-1} X_j^{(i)} \\ \vec{\sigma}_j^2 &= \frac{1}{m} \sum_{i=0}^{m-1} (X_j^{(i)} - \vec{\mu}_j)^2 \end{split}$$

# Over / underfitting

Underfit / high bias: does not fit training set well  $(wx + b \text{ fit onto data points with } x + x^2 \text{ shape})$ 

Overfit / high variance: fits training set extremely well but does not generalize well  $(w_1x + w_2x^2 +$  $w_3x^3 + w_4x^4 + b$  fit onto training set of shape  $x + x^2$  can have zero cost but predicts values outside the training set inaccurately)

Addressing overfitting

- Collect more data
- Select features ("Feature selection")
- Reduce size of parameters ("Regularization")

#### 1.6.1Regularization

Small values of  $w_1, w_2, \dots, w_n, b$  for simpler model, less likely to overfit

Given  $n_f$  features, there is no way to tell which features are important and which features should be penalized, so all features are penalized.

$$J_r(\vec{w}, b) = J(\vec{w}, b) + \frac{\lambda}{2m} \sum_{j=1}^{n_f} \vec{w}_j^2$$

Can include b by adding  $\frac{\lambda}{2m}b^2$  to  $J_r$  but typically doesn't make a large difference. The extra term in  $J_r$  is called the regularization term.

Effectively,  $\lambda \propto \frac{1}{w}$ . When trying to minimize cost, either the error term or the regularization term must decrease. The larger the lambda, the more the regularization term should decrease to minimize cost, decreasing w parameters.

### Regularized linear regression

$$J_r(\vec{w}, b) = \frac{1}{2m} \sum_{i=1}^m \left[ (f_{\vec{w}, b}(X^{(i)}) - \vec{y}_i)^2 \right] + \frac{\lambda}{2m} \sum_{i=1}^{n_f} \vec{w}_j^2$$

For gradient descent, only  $\frac{\partial J_r}{\partial \vec{w_i}}$  changes (b is not regularized):

$$\frac{\partial J_r}{\partial \vec{w}_j} = \frac{1}{m} \sum_{i=1}^m \left[ (f_{\vec{w},b}(X^{(i)}) - \vec{y}_i) X_j^{(i)} \right] + \frac{\lambda}{m} \vec{w}_j$$

# Regularized logistic regression

$$J_r(\vec{w}, b) = \frac{1}{m} \sum_{i=1}^m L(f_{\vec{w}, b}(X^{(i)}), \vec{y}_i) + \frac{\lambda}{2m} \sum_{j=1}^{n_f} \vec{w}_j^2$$

For gradient descent, only  $\frac{\partial J_r}{\partial w_i}$  changes (b is not regularized):

$$\frac{\partial J_r}{\partial \vec{w_j}} = \frac{1}{m} \sum_{i=1}^m \left[ (f_{\vec{w},b}(X^{(i)}) - \vec{y_i}) X_j^{(i)} \right] + \frac{\lambda}{m} \vec{w_j}$$

#### 2 Neural networks

 $n_{\ell} = \text{num layers excluding input}$ 

 $n_n^{[\ell]} = n$  neurons in layer  $\ell$ 

 $n_f = \text{num features}$ 

 $\vec{W}$  is a vector (length  $n_\ell)$  of matrices of size  $n_n^{[\ell]} \times n_n^{[\ell-1]}$ 

 $\vec{x}$  is a vector of outputs from each neuron in previous layer

 $\vec{b}$  is a vector (length  $n_{\ell}$ ), holds a bias value for each layer

Z and A: vector (length  $n_{\ell}$ ) of vectors (length  $n_n^{[\ell]}$ )

g: activation function

 $1 \le i \le n_{\ell}$ 

a (activation) = scalar output of a single neuron

Superscript [i] is used to notate information relating to the ith layer in a neural network.

#### 2.1 Choosing an activation function

sigmoid:  $g(z) = \frac{1}{1+e^{-z}}$ tanh:  $g(z) = \frac{e^z - e^{-z}}{e^z + e^{-z}}$ 

linear: g(z) = z

ReLU:  $q(z) = \max(0, z)$ 

Leaky ReLU:  $g(z) = \max(\epsilon z, z)$  where  $\epsilon$  is a small nonzero positive value < 1

# For output layer

Binary classification, y = 0 or 1: use sigmoid

Regression,  $-\infty \le y \le \infty$ : use linear activation function

Regression,  $y \ge 0$ : use ReLU

# For hidden layer

ReLU is most common

#### 2.2 Training a model

#### Forward propagation 2.2.1

Input  $A^{[\ell-1]}$ , output  $A^{[\ell]}$ , cache  $Z^{[\ell]}$ ,  $W^{[\ell]}$ ,  $\vec{b}^{[\ell]}$ 

$$Z^{[\ell]} = W^{[\ell]} A^{[\ell-1]} + \vec{b}^{[\ell]}$$

$$A^{[\ell]} = q^{[\ell]}(Z^{[\ell]})$$

Up to  $A^{[n_\ell]}$ , in which case  $\hat{y} = A_0^{[n_\ell]}$  assuming output layer has one unit

# 2.2.2 Back propagation

Input  $\mathrm{d}a^{[\ell]},$ output  $\mathrm{d}a^{[\ell-1]},$   $\mathrm{d}W^{[\ell-1]},$   $\mathrm{d}\overrightarrow{b}^{[\ell-1]}$ 

$$dZ^{[\ell]} = dA^{[\ell]} \cdot g'^{[\ell]}(Z^{[\ell]})$$

$$dW^{[\ell]} = \frac{1}{m} dZ^{[\ell]} \cdot A^{[\ell-1]T}$$
$$d\vec{b}^{[\ell]} = \frac{1}{m} \sum_{i} dZ_{i}^{[\ell]}$$

$$\mathrm{d}\vec{b}^{[\ell]} = \frac{1}{m} \sum_{i} \mathrm{d}Z_{i}^{[\ell]}$$

$$\mathrm{d}A^{[\ell-1]} = W^{[\ell]T} \cdot \mathrm{d}Z^{[\ell]}$$

# Improving model

Cross validation: split data into training and test, use test data to determine how well the model generalizes

5

# 2.3.1 Fixing high bias/variance

High bias (underfit):  $J_{train}$  high,  $J_{train} \approx J_{cv}$ High variance (overfit):  $J_{train}$  may be low,  $J_{cv} \gg J_{train}$ High bias and high variance:  $J_{train}$  high,  $J_{cv} \gg J_{train}$ How to fix:

- 1. Get more training examples (fix high variance)
- 2. Try smaller sets of features (fix high variance)
- 3. Add more features (fix high bias)
- 4. Add polynomial features (fix high bias)
- 5. Decrease  $\lambda$  (fix high bias)
- 6. Increase  $\lambda$  (fix high variance)

# Neural networks and bias/variance

If  $J_{train}$  is high, make the network larger If  $J_{cv}$  is high, get more data

# 2.3.2 Adding data

Data augmentation: add data with distortions (ex. distorted letters in a letter recognition program)

# 2.4 Decision trees