

Machine Learning

Contents

1 Regression

1.1 Linear regression

1.1.1 Squared error cost function

Measures how well line fits training data

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

m = num of training examples

$y^{(i)}$ = training example

$\hat{y}^{(i)} = wx^{(i)} + b$

$\frac{1}{m}$ 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

α = learning rate

Must simultaneously update w and b

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

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

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

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

1.2 Multiple linear regression

x is a list of lists in multiple linear regression. Notation for accessing by row and column is $x_{col}^{(row)}$

n = number of features

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

$$\vec{w} = [w_1, w_2, w_3, \dots, w_n]$$

$$\vec{x} = [x_1, x_2, x_3, \dots, x_n]$$

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

Gradient descent

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

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

Cost function and its partial derivatives

$$J(\vec{w}, b) = \frac{1}{2m} \sum_{i=0}^{m-1} (f_{\vec{w}, b}(\vec{x}^{(i)}) - y^{(i)})^2$$

$$\frac{\partial}{\partial w_j} J(\vec{w}, b) = \frac{1}{m} \sum_{i=0}^{m-1} (f_{\vec{w}, b}(\vec{x}^{(i)}) - y^{(i)}) x_j^{(i)}$$

$$\frac{\partial}{\partial b} J(\vec{w}, b) = \frac{1}{m} \sum_{i=0}^{m-1} (f_{\vec{w}, b}(\vec{x}^{(i)}) - y^{(i)})$$

1.3 Logistic regression

Sigmoid function

$$g(z) = \frac{1}{1 + e^{-z}}$$
$$0 < g(z) < 1$$

From sigmoid function to logistic regression formula

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

The output of f can be interpreted as the "probability" that class is 1.

ex. $f_{\vec{w},b}(\vec{x}) = 0.7$ means there is a 70% chance y is true

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

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

Simplified form

$$L(f_{\vec{w},b}(\vec{x}^{(i)}), y^{(i)}) = -y^{(i)} \log(f_{\vec{w},b}(\vec{x}^{(i)})) - (1 - y^{(i)}) \log(1 - f_{\vec{w},b}(\vec{x}^{(i)}))$$

The loss function will decrease as f approaches $y^{(i)}$ on a graph of L vs f .

$\frac{\partial J(\vec{w},b)}{\partial w_j}$ 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 Feature scaling: z-score normalization

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

μ_j = mean of all values for feature j

σ_j = standard deviation of feature j

$$x_j^{(i)} = \frac{x_j^{(i)} - \mu_j}{\sigma_j}$$
$$\mu_j = \frac{1}{m} \sum_{i=0}^{m-1} x_j^{(i)}$$
$$\sigma_j^2 = \frac{1}{m} \sum_{i=0}^{m-1} (x_j^{(i)} - \mu_j)^2$$

1.5 Over / underfitting

Underfit / high bias: does not fit training set well ($w_1x + b$ fit onto data points with $x + x^2$ 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")

1.5.1 Regularization

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

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

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

Can include b by adding $\frac{\lambda}{2m}b^2$ to J_0 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

$$J_r(\vec{w}, b) = \frac{1}{2m} \sum_{i=1}^m [(f_{\vec{w},b}(\vec{x}^{(i)}) - y^{(i)})^2] + \frac{\lambda}{2m} \sum_{j=1}^n w_j^2$$

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

$$\frac{\partial J_r}{\partial w_j} = \frac{1}{m} \sum_{i=1}^m [(f_{\vec{w},b}(\vec{x}^{(i)}) - y^{(i)})x_j^{(i)}] + \frac{\lambda}{m}w_j$$

Regularized logistic regression

$$J_r(\vec{w}, b) = \frac{1}{m} \sum_{i=1}^m L(f_{\vec{w},b}(\vec{x}^{(i)}), y^{(i)}) + \frac{\lambda}{2m} \sum_{j=1}^n w_j^2$$

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

$$\frac{\partial J_r}{\partial w_j} = \frac{1}{m} \sum_{i=1}^m [(f_{\vec{w},b}(\vec{x}^{(i)}) - y^{(i)})x_j^{(i)}] + \frac{\lambda}{m}w_j$$

2 Neural networks

a (activation) = scalar output of a single neuron

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

Activation value of layer ℓ , unit (neuron) j

$$a_j^{[\ell]} = g(\vec{w}_j^{[\ell]} \cdot \vec{a}^{[\ell-1]} + b_j^{[\ell]})$$

ReLU activation function: $g(z) = \max(0, z)$

2.1 Choosing an activation function

For output layer

Binary classification, $y = 0/1$: use sigmoid

Regression, $y = +/-$: use linear activation function

Regression, $y = 0/+$: use ReLU

For hidden layer

ReLU is most common