

LOGISTIC REGRESSION for Image Classification

CREATIVE PROGRAMMING

AND COMPUTING

Course

Prof. Massimiliano Zanoni

Slides and Presentation by Student Marco Muraro







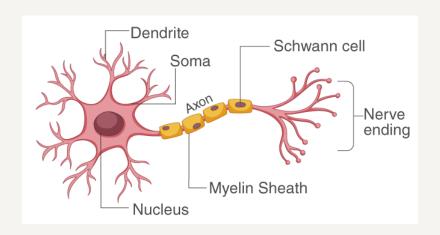
NEURON

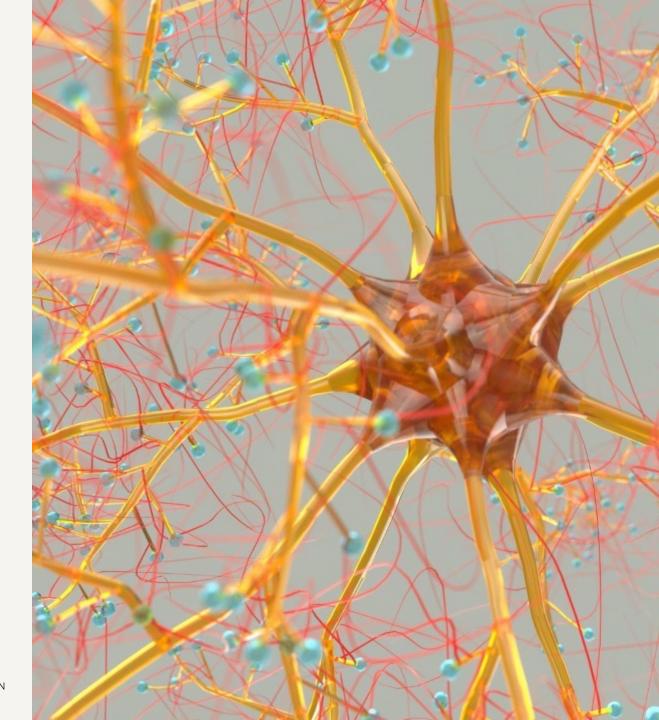
The brain is a network of neurons

Dendrites collect electrical stimuli coming from other neurons and accumulate input charges

Activation Process

The neuron fires a new electrical impulse when the total charge exceeds a certain threshold



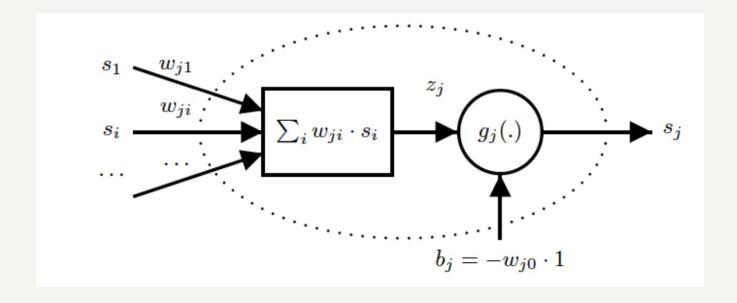




PERCEPTRON

Feed-Forward Model

$$s_j = g_j(z_j - b_j) = g_j\left(\sum_{i=1}^N w_{ij}s_i + w_{j0}s_0\right) \qquad \longrightarrow \qquad s_j = g_j\left(\sum_{i=0}^N w_{ij}s_i\right) \qquad \text{Output}$$



Activation Value
$$z_j = \sum_{i=1}^N w_{ij} s_i$$

Activation Function $g_j(\cdot)$

Activation Threshold
$$b_j = -w_{j0}s_0 = -w_{j0}$$

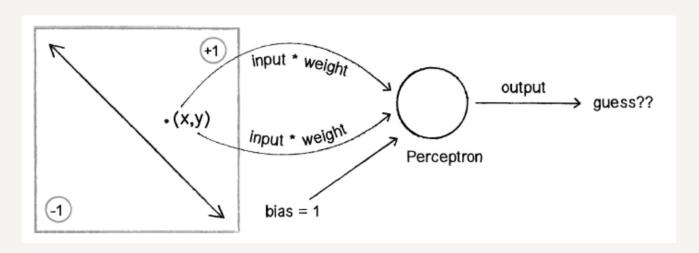


Linear Separation

Decision boundary is defined as a straight line

$$x_1w_1 + x_2w_2 + w_0 = 0$$

$$x_2 = -\frac{w_1}{w_2}x_1 - \frac{w_0}{w_2}$$



BINARY CLASSIFICATION

The learning process consists in learning the weights giving the best linear decision boundary

The perceptron keeps learning by mistakes and updates the weights to find the best ones

The **output** is a **class** in the classification problem



INARY CLASSIFICAT

Learning Process

- Start with a random guess for the weights
- The perceptron guesses an answer

$$s_j = g_j \left(\sum_{i=1}^N w_{ij} s_i - b_j \right) = g_j \left(\sum_{i=0}^N w_{ij} s_i \right)$$

Compute the error function

$$\epsilon = \widehat{s_j} - s_j$$

 $\epsilon = \hat{s_i} - s_i$ where $\hat{s_j}$ is the **desired output** and s_j is the **estimated output** (guess)

Adjust the weights

$$w_i^{n+1} = w_i^n + \Delta w_i$$

$$w_i^{n+1} = w_i^n + \Delta w_i \qquad \Delta w_i = \eta \cdot \widehat{s_j} \cdot s_i$$

Repeat the process until stop condition

 η is the **learning rate**

The number of iterations is denoted as the number of epochs



for Binary Classification

Logistic Regression is the process of modelling the probability of a discrete outcome given an input variable.

The most common application of logistic regression is **binary classification**: the **binary outcome** is TRUE/FALSE, YES/NO, -1/1, 0/1, etc.

Learning Process

Given a feature vector x, logistic regression aims to find



$$\widehat{y} = P(y = 1|x)$$

Learning the weights w and the bias b giving the best estimate \hat{y} for the probability P(y=1|x)

$$\widehat{y} = g(w^T x + b)$$



for Binary Classification

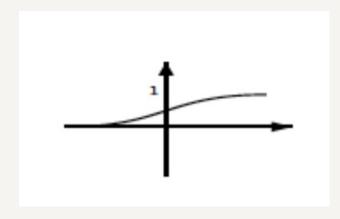
Activation function $g(\cdot)$ is applied

$$\widehat{\mathbf{y}} = \mathbf{g}(\mathbf{w}^T \mathbf{x} + \mathbf{b})$$

We need a function mapping input data into a probability, i.e. within the range [0,1]

Sigmoid Function

$$g(z_j) = \frac{1}{1 + e^{Kz_j}} K < 0$$





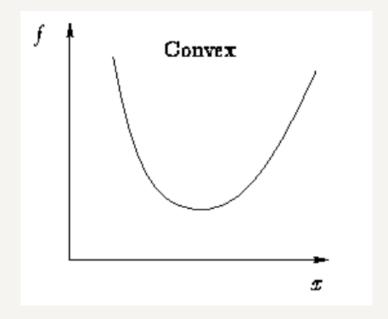
for Binary Classification

Loss Function

In order to learn the best weights w and the bias b, we need a loss function $L(\hat{y}, y)$ to be minimized

$$L(\hat{y}, y) = -\log(y \log \hat{y} + (1 - y) \log(1 - \hat{y}))$$

for a **single feature vector**





for Binary Classification

Cost Function

For the **whole dataset** (multiple feature vectors)

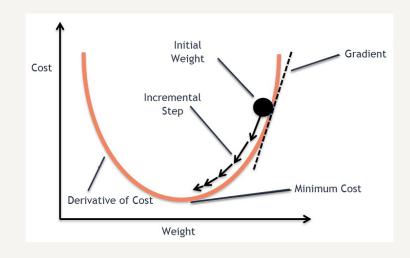
$$J(w,b) = \frac{1}{m} \sum_{I=1}^{m} L(\hat{y}^{(i)}, y^{(i)}) = -\frac{1}{m} \sum_{I=1}^{m} (y^{(i)} \log \hat{y}^{(i)} + (1 - y^{(i)}) \log (1 - \hat{y}^{(i)}))$$

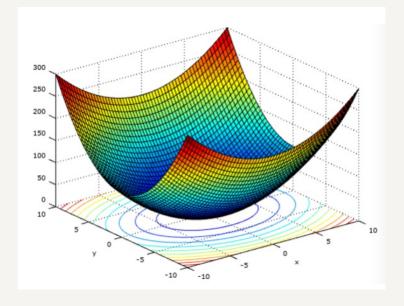
Therefore, weights w and bias b keep being adjusted minimizing J(w,b) until the local minimum (global optimum) has been reached

$$w = w - \alpha \frac{dJ(w)}{dw}$$
 $b = b - \alpha \frac{dJ(b)}{db}$

 α is the **learning rate**

The adjustment procedure is called **Back-Propagation** and the algorithm employed for optimization process is called **Gradient Descent**







for Image Classification







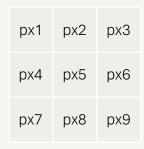
рх3: В px1: B px2: B px1: G px2: G px3: G рх6: В px1: R px2: R рх3: R px6: G рх9: В Px5: R px6: R px4: R px9: G px7: R px8: R px9: R

LOGISTIC REGRESSION

Flattening Process

рх9

(R, G, B) colour



Dimensions: (width, height, channels)



Feature Vector

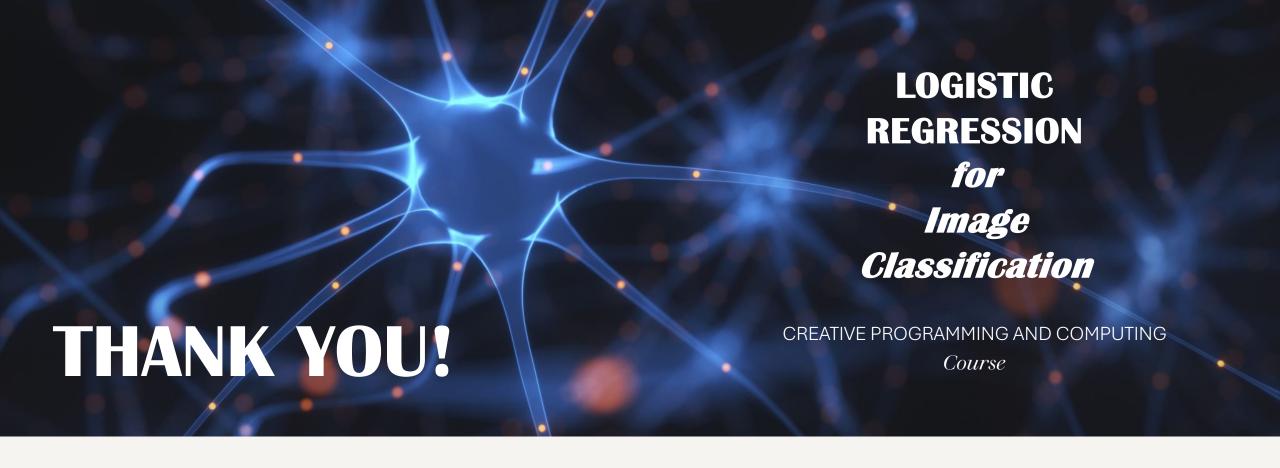
px1: R px1: G px1: B px2: R px2: G px2: B рх3: R рх3: G рх3: В

10





Let's jump to the code!



References

- Lecture Slides by Prof. Massimiliano Zanoni
- Edgar, T.W. & Manz, D.O.. (2017). Research Methods for Cyber Security. Chapter 4.





Prof. Massimiliano Zanoni

Slides and Presentation by Student Marco Muraro