선형 분류

Linear Classification

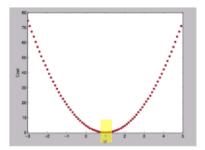
How to binary classification using linear regression?

Review: Linear Regression

x1 (hours)	x2 (attendance)	y (score)
10	5	90
9	5	80
3	2	50
2	4	60
11	1	40

• Hypothesis: H(X) = WX

• Cost: $cost(W) = \frac{1}{m} \sum (WX - y)^2$



• Gradient decent: $W := W - \alpha \frac{\partial}{\partial W} cost(W)$

Today's Goal: Binary Classification

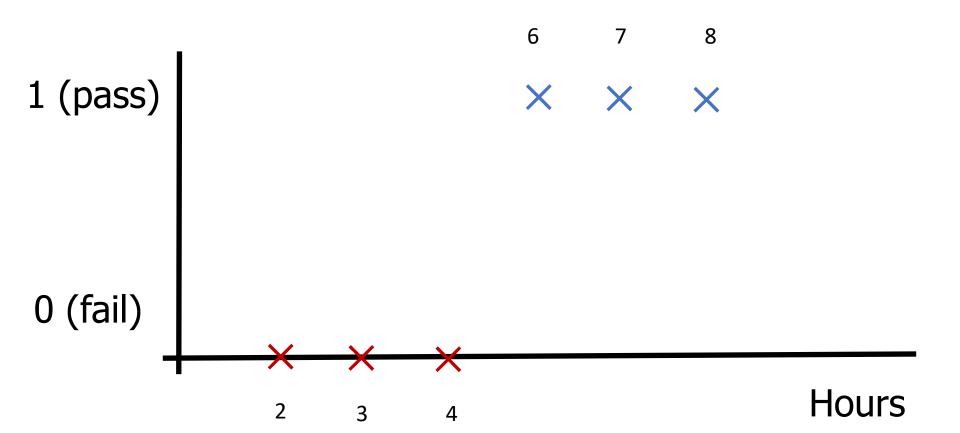
- Spam Detection: Spam or Ham
- Facebook feed: show or hide
- Credit Card Fraudulent Transaction detection: legitimate/fraud

Binary Label Encoding → "0" or "1"

- Spam Detection: Spam(1) or Ham(0)
- Facebook feed: show(1) or hide(0)
- Credit Card Fraudulent Transaction detection: legitimate(1)/fraud(0)

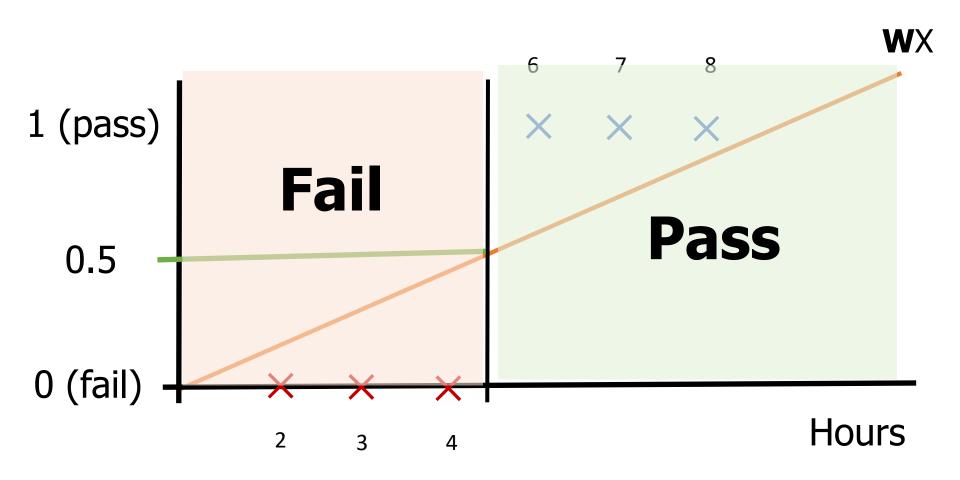
Pass or Fail based on study hours

• Pass(1) / Fail(0)



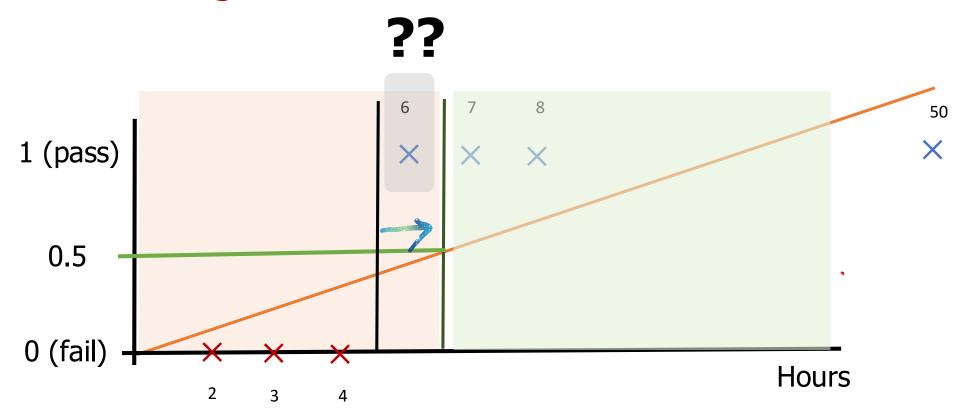
Binary Classification using Linear Regression?

• Pass(1) / Fail(0)



Binary Classification suing Linear Regression?

Disadvantage #1



Binary Classification suing Linear Regression?

We know Y is 0 or 1

- H(x) = Wx+b
- (+) This hypothesis is simple and easy to use
- (-) This hypothesis can give values large than 1 or less than 0

Example)

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x = [1;2;5;10], W=0.5, b = 0 \rightarrow 0 <= y <= 1
But!!
if x = 100, y = 50 >> 1
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Logistic Hypothesis

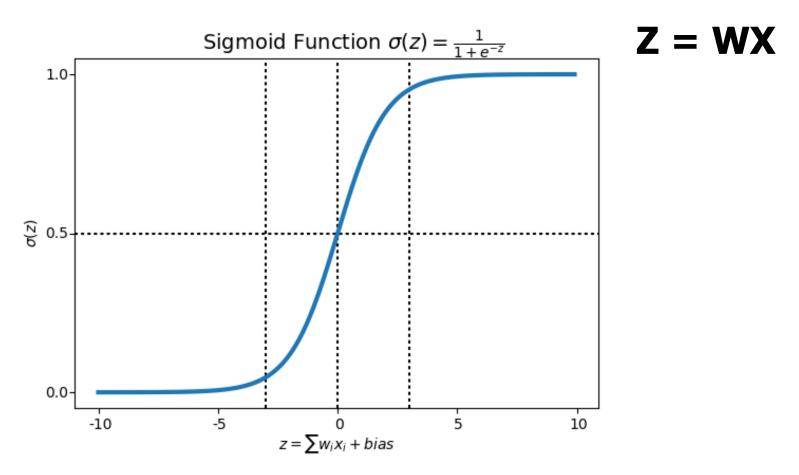
$$H(x) = Wx+b$$

How???

 $0 <= H(x) <= 1$

Logistic Hypothesis

Sigmoid: Curved in two directions, like the letter "S"



Logistic function := sigmoid function

Logistic Hypothesis

• Sigmoid 함수 덕분에 H(x)가 Bound 되었다.

$$H(X) = \frac{1}{1 + e^{-(W^T X)}}$$

$$0 <= H(x) <= 1$$

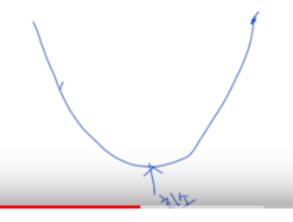
• 이제 Cost function 에 적용해보자.

• 기존 linear regression cost function에 적용하니, local minima에 빠진다.

$$cost(W,b) = \frac{1}{m} \sum_{i=1}^{m} (H(x^{(i)}) - y^{(i)})^{2}$$

$$H(X) = WX + b$$

$$H(X) = \frac{1}{1 + e^{-W^{T}X}}$$





- What is a cost function?
 - 우리의 "예측 값"(가설 값)이 얼마나 "정답"에 가까운가를 측정하는 척도!

설계 팁:

정답에 가까워 질수록 Cost function 값 은 작고

정답에서 멀어질 수록 Cost function 값은 크게!

설계하면 된다.

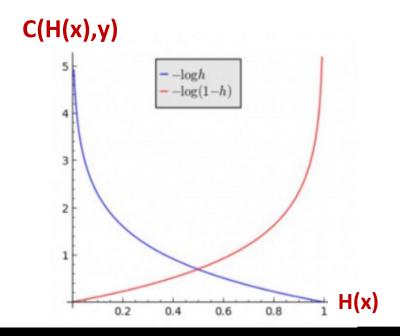
Cost function for logistic regression

- Logistic regression
 - \cdot H(x) \rightarrow [0, 1]
 - if H(x) < 0.5, y = 0 else y = 1
 - 정답에 가까워 질수록 Cost function 값 은 작고, 정답에서 멀어질 수록 Cost function 값은 크게! 설계하면 된다.

$$H(X) = \frac{1}{1 + e^{-(W^T X)}}$$

$$\underline{cost(W)} = \frac{1}{m} \sum c(H(x), y)$$

$$C(H(x),y) = \begin{cases} -log(H(x)) & : y = 1\\ -log(1 - H(x)) & : y = 0 \end{cases}$$



Cost function for logistic regression

$$\underline{cost(W)} = \frac{1}{m} \sum_{\mathbf{k}} c(H(x), y)$$

$$c(H(x), y) = \begin{cases} -log(H(x)) & : y = 1 \\ -log(1 - H(x)) & : y = 0 \end{cases}$$



하나의 equation으로 잘 표현하면

$$C(H(x),y) = -y\log(H(x)) - (1-y)\log(1-H(x))$$

Gradient decent algorithm

$$H(X) = \frac{1}{1 + e^{-W^T X}}$$

$$cost(W) = -\frac{1}{m} \sum y log(H(x)) + (1 - y) log(1 - H(x))$$

$$W \coloneqq W - \alpha \frac{\partial}{\partial W} \operatorname{cost}(W)$$

(Summary) Logistic regression for binary classification

$$H_{L}(x) = Wx$$

$$Z = H_{L}(x), \quad g(z)$$

$$g(z) = \frac{1}{1 + e^{-2}}$$

$$H_{R}(x) = g(H_{L}(x))$$

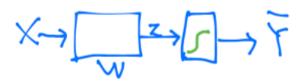
$$X \rightarrow V$$

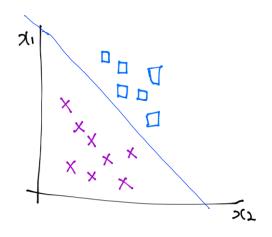
$$W \rightarrow V$$

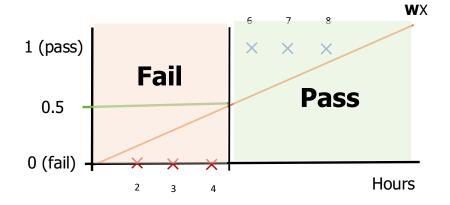
$$W \rightarrow V$$

$$W \rightarrow V$$

(Summary) Logistic regression for binary classification





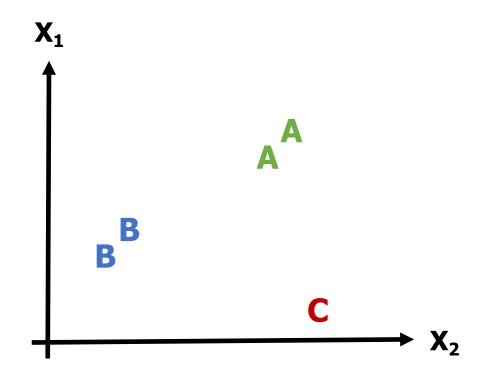


How to multi-class classification using binary classification?

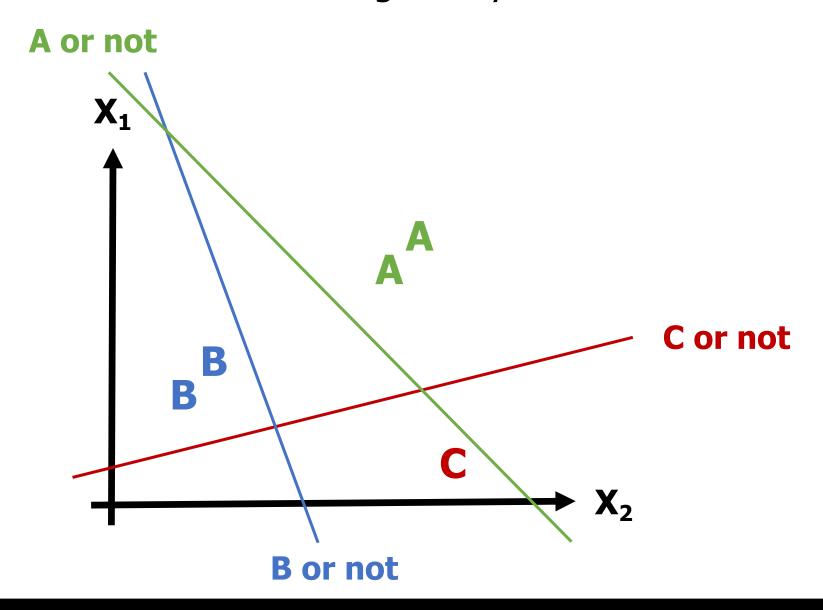
Multinomial classification := Softmax classification

Multinomial classification (여러개의 클래스!)

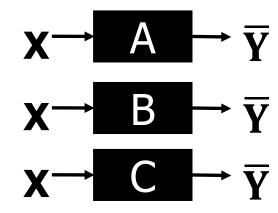
x1 (hours)	x2 (attendance)	y (grade)
10	5	Α
9	5	Α
3	2	В
2	4	В
11	1	С

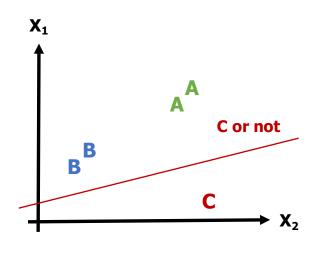


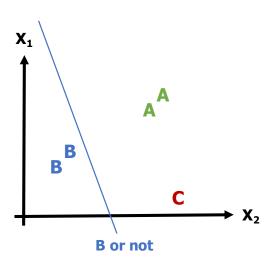
Multinomial classification using binary classification

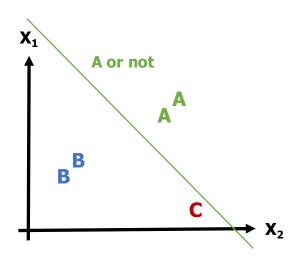


Multinomial classification using binary classification









Using Matrix Operation

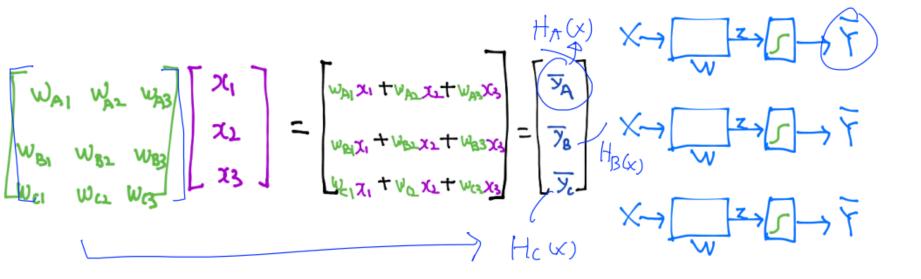
$$\begin{bmatrix} w_1 & w_2 & w_3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} \omega_1 x_1 + w_2 x_2 + w_3 x_2 \end{bmatrix} \qquad \mathbf{X} \longrightarrow \mathbf{A} \longrightarrow \mathbf{Sig.} \longrightarrow \overline{\mathbf{Y}}$$

$$\begin{bmatrix} w_1 & w_2 & w_3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} \omega_1 x_1 + w_2 x_2 + w_3 x_2 \end{bmatrix} \qquad \mathbf{X} \longrightarrow \mathbf{B} \longrightarrow \mathbf{Sig.} \longrightarrow \overline{\mathbf{Y}}$$

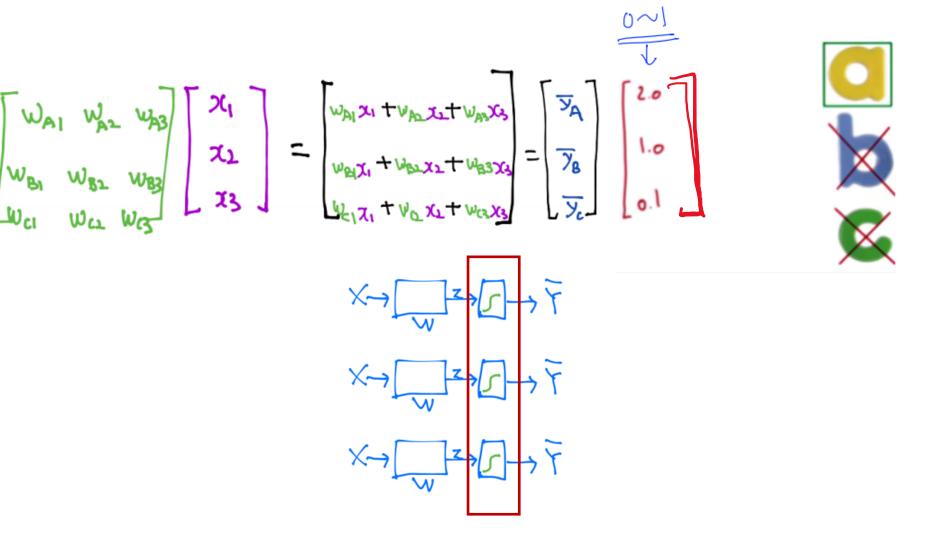
$$\begin{bmatrix} w_1 & w_2 & w_3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} \omega_1 x_1 + w_2 x_2 + w_3 x_2 \end{bmatrix} \qquad \mathbf{X} \longrightarrow \mathbf{C} \longrightarrow \mathbf{Sig.} \longrightarrow \overline{\mathbf{Y}}$$

하나로 표현해서 복잡도를 내려보자. 코딩할 때도 편하게!

$$\begin{bmatrix} w_1 & w_2 & w_3 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_2 + w_3 x_3 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_2 + w_3 x_3 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_2 + w_3 x_3 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_2 + w_3 x_3 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_2 + w_3 x_3 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_2 + w_3 x_3 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_2 + w_3 x_3 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_2 + w_3 x_3 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_2 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_2 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_2 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_2 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_2 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_2 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_2 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_2 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_2 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_2 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_2 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_2 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_2 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_2 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_2 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_2 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_2 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_2 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_2 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_2 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_2 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_2 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_2 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_3 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_3 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_3 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_3 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_3 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_3 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_3 x_3 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_3 x_3 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_3 x_3 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_3 x_3 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_3 x_3 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_3 x_3 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_3 x_3 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_3 x_3 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_3 x_3 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_3 x_3 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_3 x_3 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_3 x_3 + w_3 x_3 \\ x_3 \end{bmatrix} = \begin{bmatrix}$$

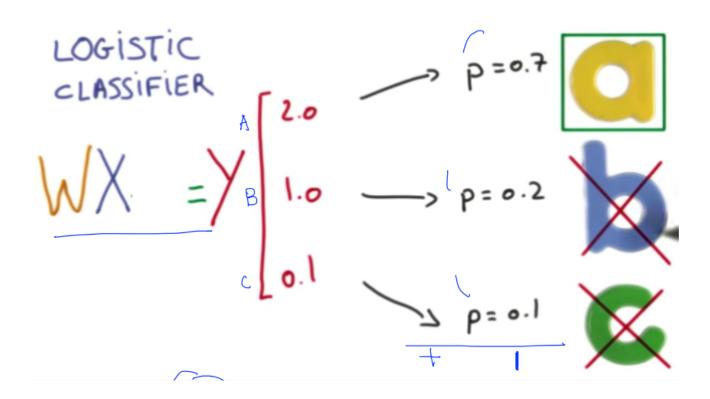


Where is sigmoid?



Sigmoid?

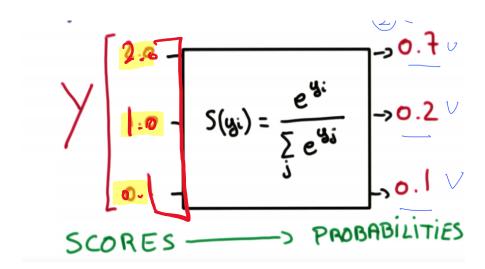
Multiclass classification의 Hypothesis를 **효율적으로 [0,1]** 로 제한하는 방법을 알아보자.



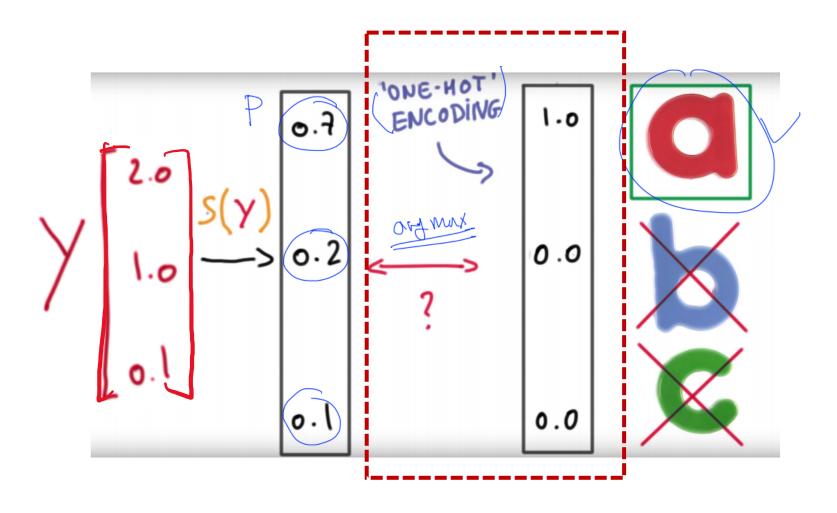
Softmax function instead of sigmoid function

Softmax function

- 1) 모든 값이 0~1 사이
- 2) 전체 합이 1 (확률 정규화!!)

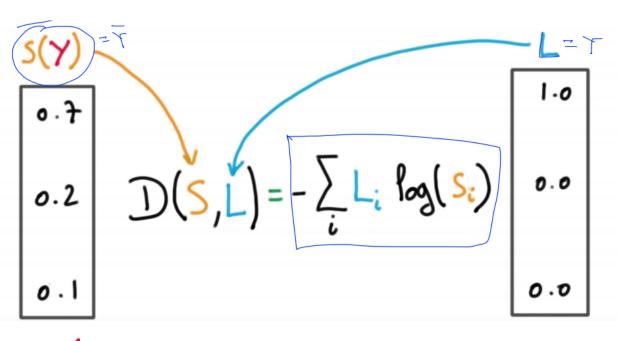


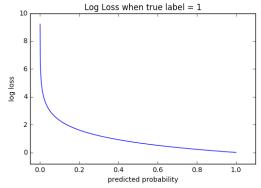
Softmax function (:=Probability)



Cost function for multinomial classification

Cross-entropy





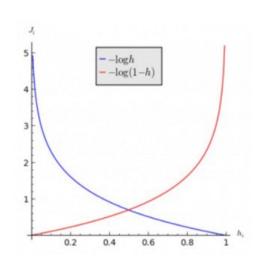
Sigmoid(Y)

Softmax(Y)

GT: Y

Cross-entropy cost function

$$-\sum_{i} L_{i} \log(S_{i}) = -\sum_{i} L_{i} \log(\overline{y}_{i}) = \sum_{i} L_{\underline{i}} * -\log(\overline{y}_{i})$$



정답

$$Y = \begin{bmatrix} 0 \\ 1 \end{bmatrix} = B$$

$$\bar{Y} = \begin{bmatrix} 0 \\ 1 \end{bmatrix} = B, \begin{bmatrix} 0 \\ 1 \end{bmatrix} \odot -log \begin{bmatrix} 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 0 \\ 1 \end{bmatrix} \odot \begin{bmatrix} \infty \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix} = > 0$$

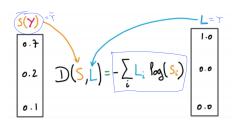
$$\bar{Y} = \begin{bmatrix} 1 \\ 0 \end{bmatrix} = A, \begin{bmatrix} 0 \\ 1 \end{bmatrix} \odot -log \begin{bmatrix} 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \\ 1 \end{bmatrix} \odot \begin{bmatrix} 0 \\ \infty \end{bmatrix} = \begin{bmatrix} 0 \\ \infty \end{bmatrix} = > \infty$$

Loss function =
$$\frac{1}{N}\sum_{i} D(S(WX_i + b), L_i)$$

$$D(S, L) = -\sum_{i} L_{i} \log(S_{i}) .$$

$$S(y_i) = \frac{e^{y_i}}{\sum_j e^{y_j}}$$

$$y = H(X) = \frac{1}{1 + e^{-W^T X}}$$



$$H_{L}(X) = WX$$

$$Z = H_{L}(X), \quad g(Z)$$

$$g(Z) = \frac{1}{1 + e^{-2}}$$

$$H_{R}(X) = g(H_{L}(X))$$

END