

Agenda

① Bias Variance Tradeoff

② Regularization

↳ L1

↳ L2

↳ L1 + L2

③ Cross Validation

Let's understand Bias & Variance using this game of Archery.



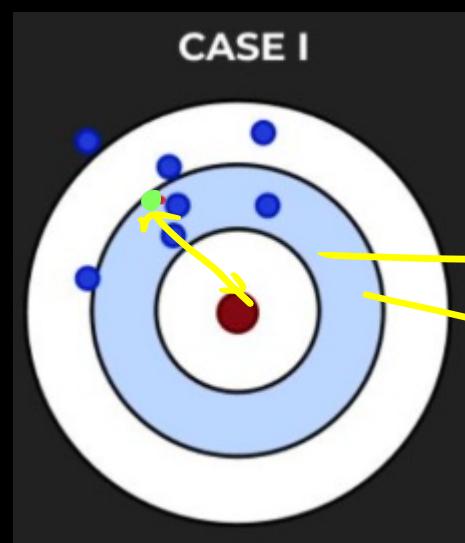
Betty is learning game of archery.

\hat{f} = Where you hit

f = Actual target

$$\text{Bias} = \left(\underbrace{\text{Mean}(\hat{f})}_{\text{Mean of } \hat{f}} - f \right)$$

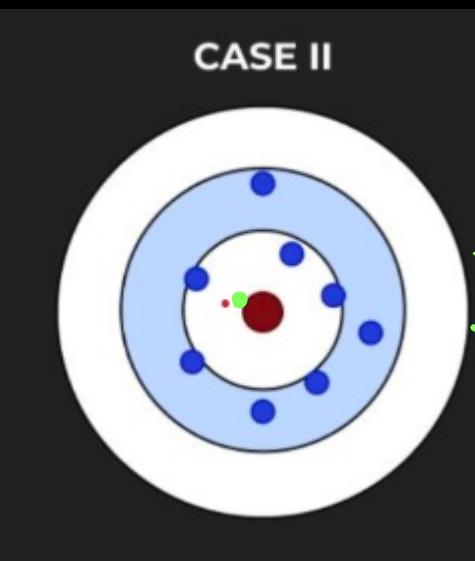
Variance = Spread of \hat{f}



$\hat{f} > f$ Bias
 $\hat{f} < f$ Variance

High bias
High Variance

Overshooting

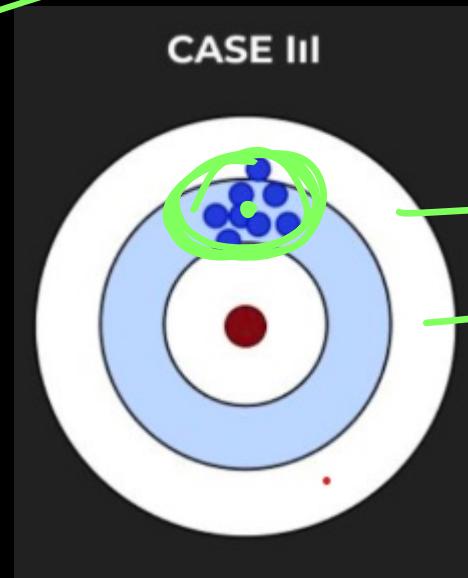


Low bias
High variance

$\hat{f} = \text{where you hit}$
 $f = \text{Actual target}$

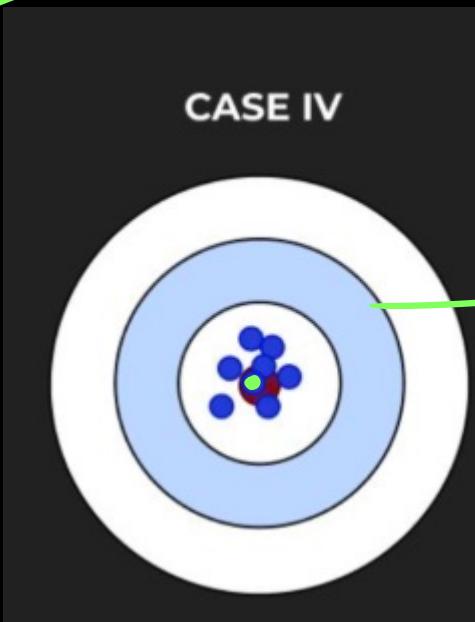
$$\text{Bias} = \underbrace{\text{Mean}(\hat{f}) - f}_{\text{Mean}} \quad \text{Variance} = \text{Spread of } \hat{f}$$

Underfitting



High bias
low variance

Best fit



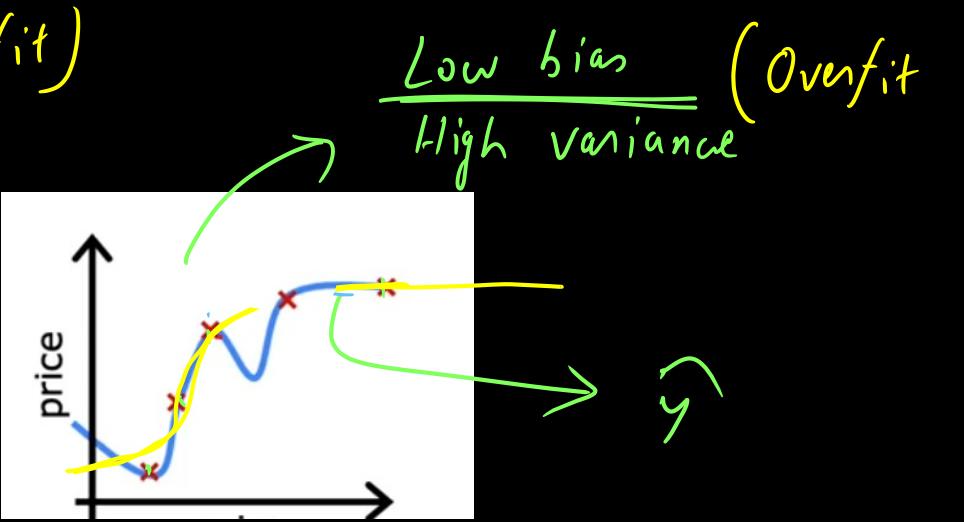
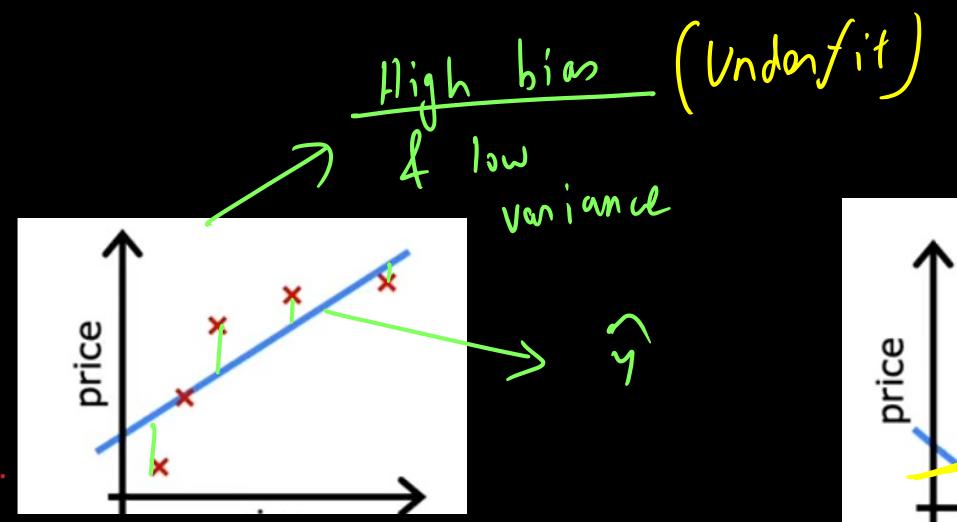
low bias
low Variance

\hat{f} = where you hit
 f = Actual target

$$\text{Bias} = (\underbrace{\text{Mean}(\hat{f})}_{\text{Mean}} - f)$$

Variance = Spread of \hat{f}

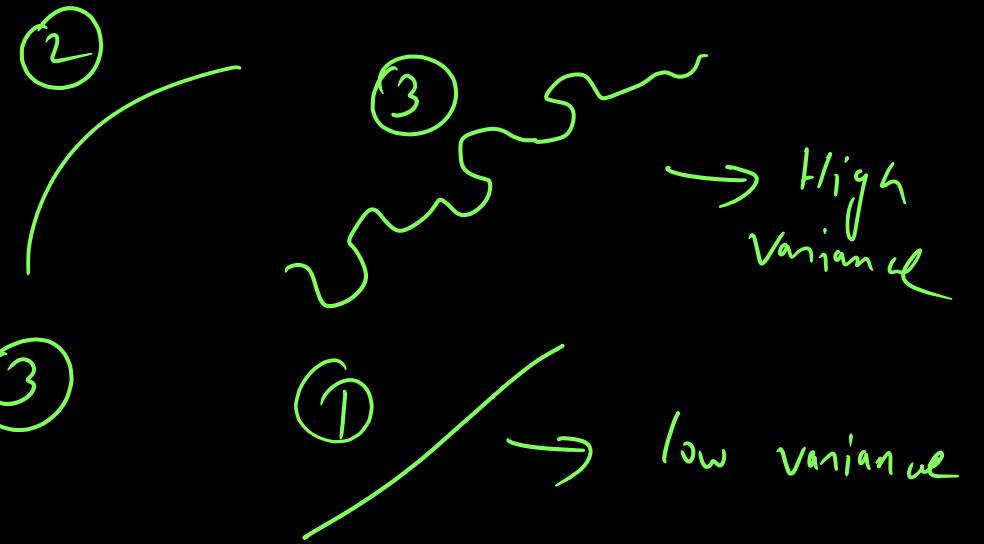
$$\hookrightarrow \frac{1}{m} \sum_{i=1}^m (\hat{f}_i - \bar{\hat{f}})^2$$



Bias = Error of $\underline{(y - \hat{y})}$

Variance =

① < ② < ③

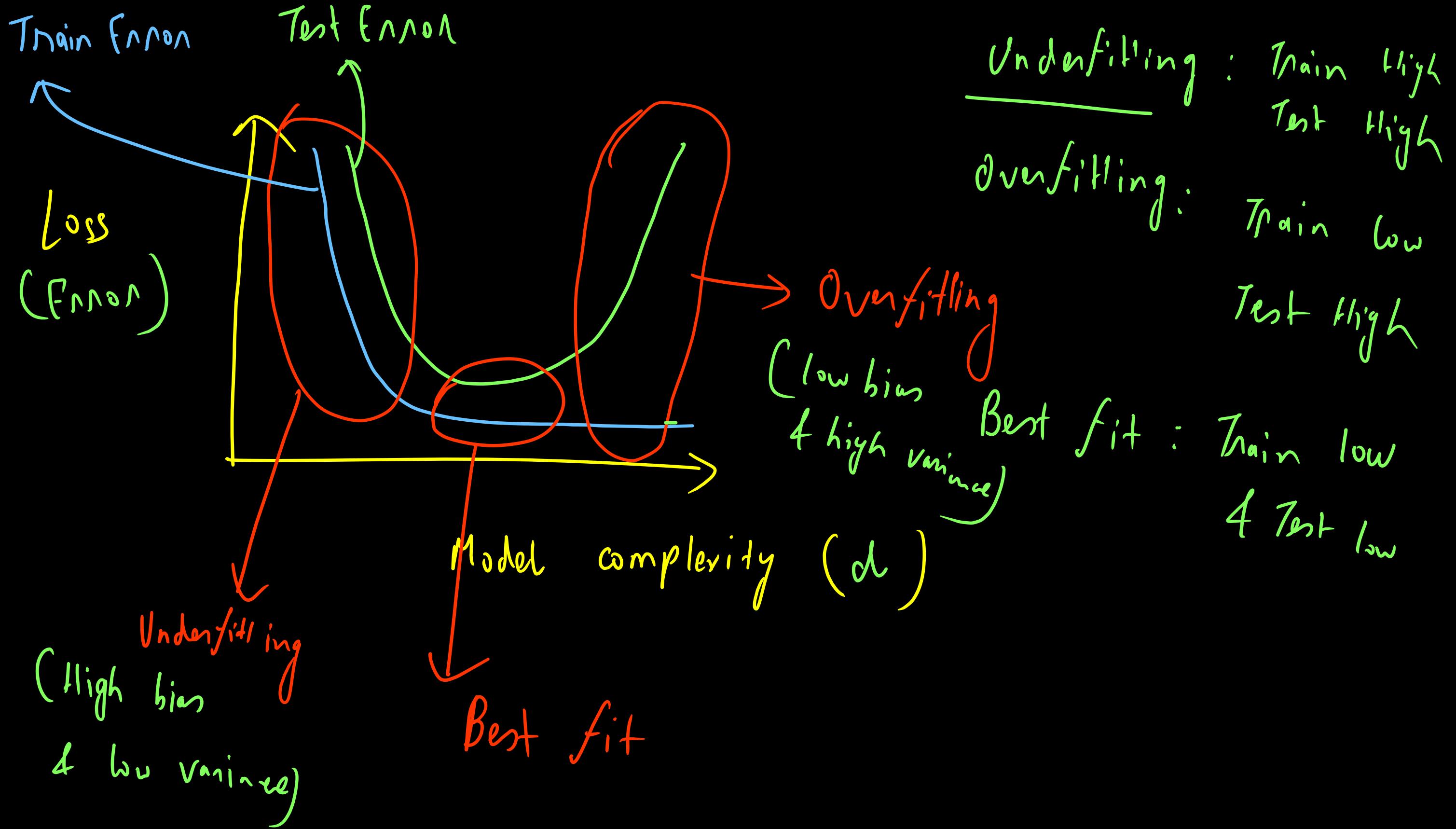


$$\hat{y} = w_1 x + w_0 \rightarrow \text{Underfit}$$

$$\hat{y} = w_1 x + w_2 x^2 + w_3 x^3 + w_4 x^4 + w_0 \rightarrow \text{Overfit}$$

$$\boxed{\hat{y} = w_1 x + w_2 x^2 + w_0} \rightarrow \text{Best fit}$$

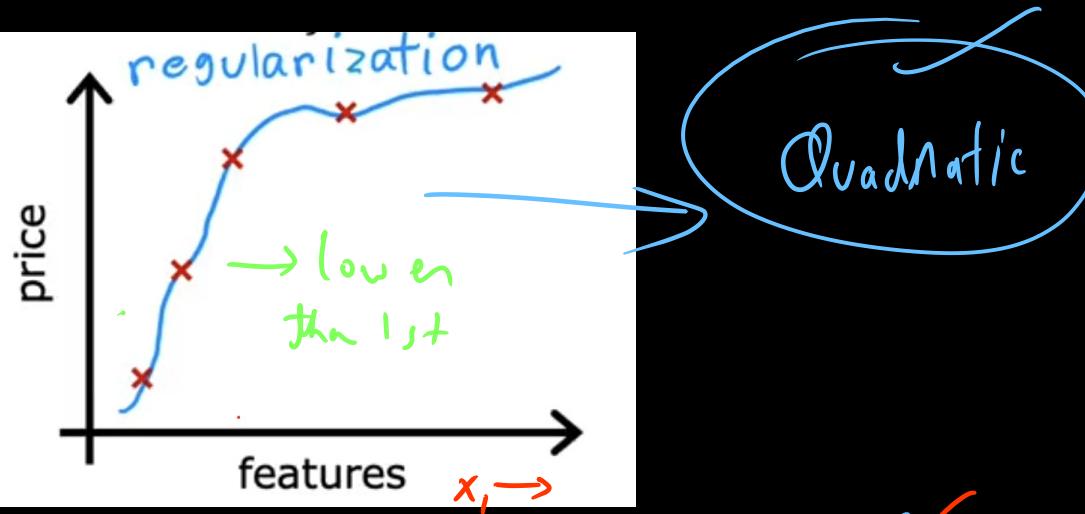
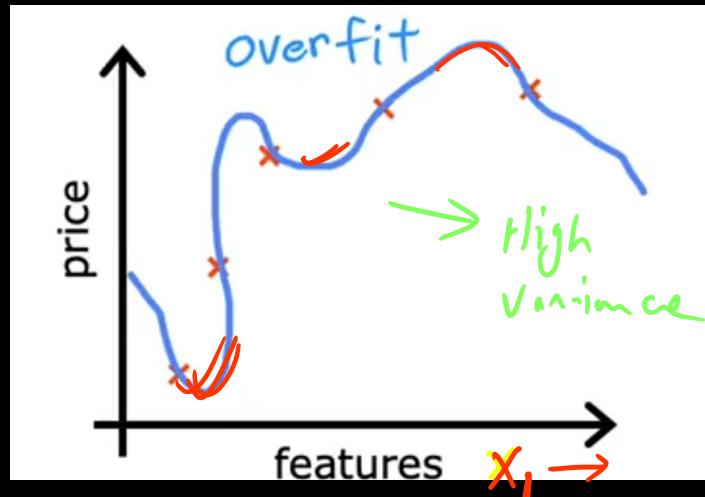
$$\Rightarrow w_1 x_1 + w_2 \underline{x_2} + w_{11} \underline{x_1^2} + w_{22} \underline{x_2^2} + w_0$$



→ How to reduce overfitting ?

↳ Regularization

→ What is Regularization?



$$\hat{y} = 28x_1 - 385x_1^2 + 39x_1^3 - 174x_1^4 + 10$$

$$\left\{ \begin{array}{l} \hat{y} = 13x_1 - 0.23x_1^2 + 0.000014x_1^3 \\ \quad - 0.001x_1^4 + 10 \end{array} \right.$$

$$\hat{y} = w_1x_1 + w_2x_2 - \dots - w_dx_d$$

$$w_1x_1 + w_2x_2$$



$$x_1^5$$

$$w_1x_1 + w_2x_2 + w_3x_3 + w_4x_4$$

Model is Overfitting



High Order features are contributing a lot



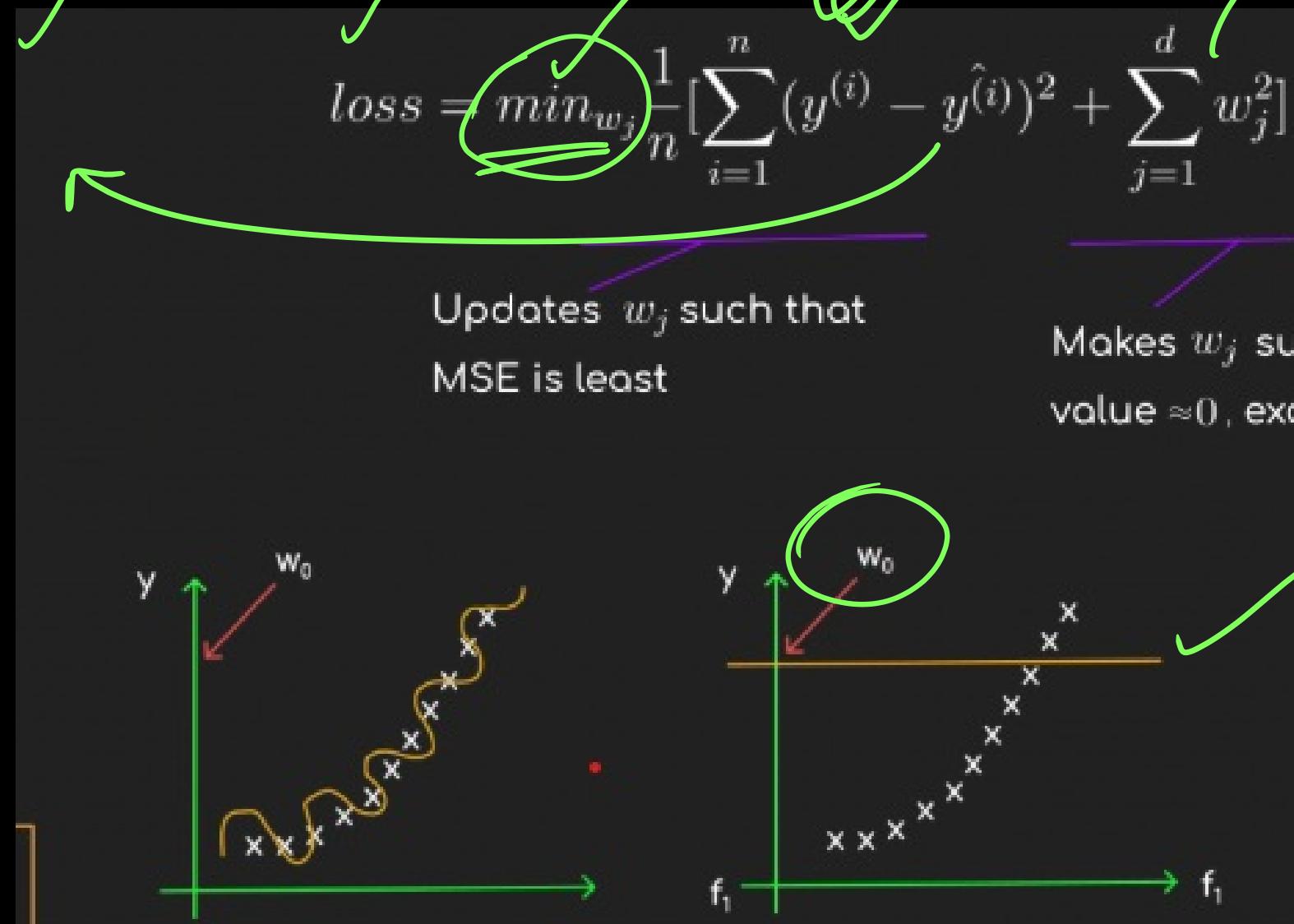
Reduce the influence of high order feature



w_j associated high order

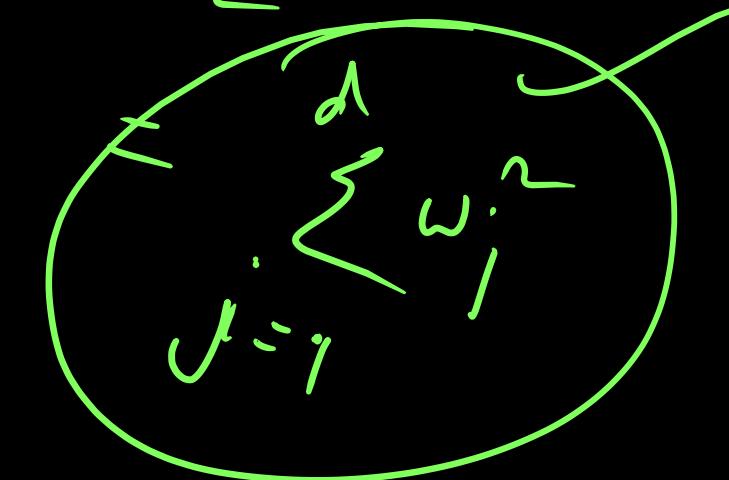
→ How to achieve Regularization?

$$\hat{y} = w_0 + w_1 x_1 + w_2 x_2 + \dots + w_d x_d + w_0$$



L2 regularization

$$\|w\|_2^2$$



$$\min \sum_{j=1}^d w_j^2$$

$$\min \text{ loss} = \min \left[\frac{1}{m} \sum_{i=1}^m \{(y^{(i)} - \hat{y}^{(i)})^2 + \lambda \sum_{j=1}^d w_j^2\} \right]$$

MSE loss Regularization loss

↑

$$\underline{\lambda = 0.0001}$$

→ ↑ MSE than Reg

→ Model can become very complex

$$\hat{y} = 28x - 385x^2$$

$$+ 39x^3 - 174x^4 + 10$$

→ Overfit

Regularization Hyperparameter

$$\underline{\lambda = 10^4}$$

→ Reg ↑ than MSE

→ Model is simple
as high weight reduced
to small value

$$\hat{y} = 13x - 0.023x^2$$

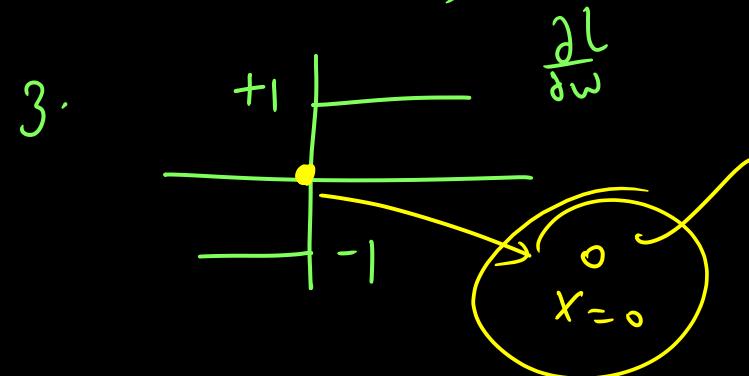
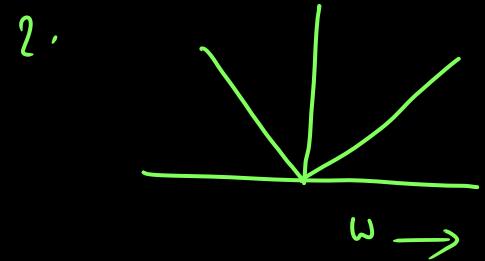
$$+ 0.014x^3 + 0.001x^4 + 10$$

→ Underfit

→ Break until 22:30 PM

$L_1 \text{ neg (lasso)}$

$$1. \|w\|_1^2 = \sum_{j=1}^d |w_j|$$
 $|w| = L$



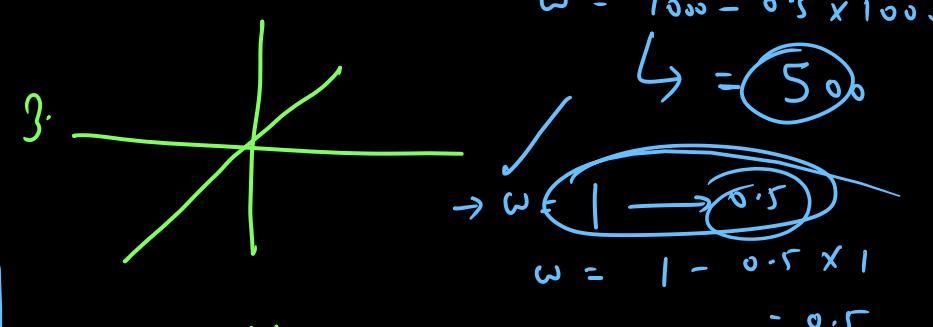
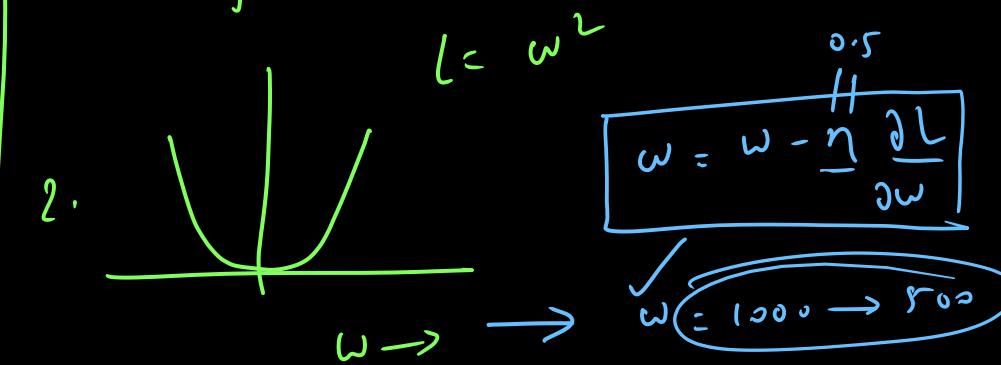
4. Sparsity (Lot of weight reduced to 0)

$$w_1 x_1 + w_2 x_2 + \dots + w_d x_d$$

$$f_1 - f_2 \quad \cancel{x_1} - \dots - \cancel{x_{10}}$$

$L_2 \text{ neg (Ridge)}$

$$1. \|w\|_2^2 = \sum_{j=1}^d w_j^2$$



4. Weights close to 0 but not 0.

$$\begin{matrix} x_1 & \cdots & x_{10} \end{matrix}$$

\rightarrow Elastic Reg

$\hookrightarrow L_1 + L_2$

$$\min_{w_j} \left[MSE + \frac{\lambda_1}{L_1} \sum_{j=1}^d |w_j| + \frac{\lambda_2}{L_2} \sum_{j=1}^d w_j^2 \right]$$

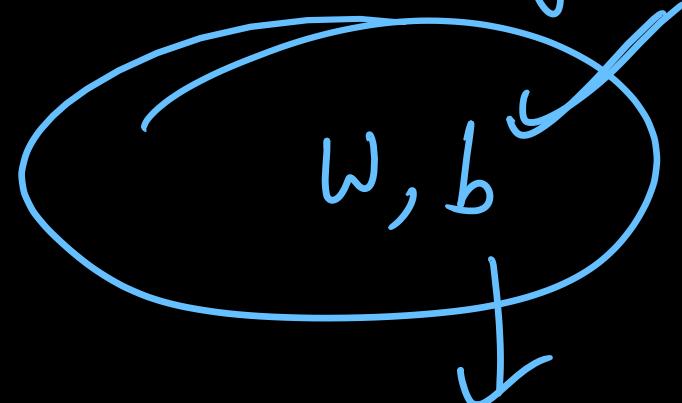
L_1 L_2

Elastic Reg

Parameter

→ Learned from data

during training



$$w = w - n \frac{\partial L}{\partial w}$$

Hyperparameter

→ Set before training

→ Learning rate, λ ,
d

Hyperparameter tuning

best R^2 =

for λ in $\{0.01, 0.1, 10, 100, 1000\}$:

→ fit the model(λ)

→ Check R^2 value

→ best R^2 =

← best =

R^2
 $\lambda = 0.1$
0.52

$\lambda = 0.2$
0.22

$\lambda = 10$
0.88

$\lambda = 1000$
0.4