10-701 Cheat Sheet

Non-Parametric

MaxLikelihood learning window will give you delta functions, which is a kind of over fitting. Use Leave-one-out cross validation for model selection. Idea: Use some of the data to estimate density; Use other part to evaluate how well it works. Pick the parameter that works best.

$$\log p(x_i|X\setminus\{x_i\}) = \log\frac{1}{n-1}\sum_{j\neq i}k(x_i,x_j), \text{ the sum over all points is } \frac{1}{n}\sum_{i=1}^n\log\left[\frac{n}{n-1}p(x_i)-\frac{1}{n-1}k(x_i,x_i)\right] \text{ where } p(x) = \frac{1}{n}\sum_{i=1}^nk(x_i,x).$$

why must we not check too many parameters? that you can overfit more; for a given dataset, a few particular parameter values might happen to do well in k-fold CV by sheer chance, where if you had a new dataset they might not do so well. Checking a reasonable number of parameter values makes you less likely to hit those "lucky" spots helps mitigate this risk.

Silverman's Rule for kernel size Use average distance from k nearest neighbors $r_i = \frac{r}{k} \sum_{x \in NN(x_i, k)} ||x_i - x||$.

Watson Nadaraya 1. estimate p(x|y=1) and p(x|y=-1);

2. compute by Bayes rule
$$p(y|x) = \frac{p(x|y)p(y)}{p(x)} = \frac{\frac{1}{my}\sum_{i=y}k(x_i,x)\cdot\frac{m_y}{m}}{\frac{1}{m}\sum_{i}k(x_i,x)}.$$
 3. Decision boundary

$$p(y=1|x)-p(y=-1|x)=\frac{\sum_{j}y_{j}k(x_{j},x)}{\sum_{i}k(x_{i},x)}=\sum_{j}y_{j}\frac{k(x_{j},x)}{\sum_{i}k(x_{i},x)}$$
 Actually, we assume that $p(x-y)$ is equal to
$$1/m_{y}*\sum_{y}k(x_{i},x).$$
 Using this definition, we can see
$$p(x,-1)+p(x,1)=p(x|-1)p(-1)+p(x|1)p(1)=p(x).$$
 This can be incorporated into the regression framework in chap 6 of PRML. Where we define $f(x-x_{n},t\neq t_{n})=0$, and $f(x-x_{n},t=t_{n})=f(x-x_{n}).$ Using this definition, we can

Regression case is the same equation.

kNN Let optimal error rate be p. Given unlimited **iid** data, 1NN's error rate is $\leq 2p(1-p)$.

derive all the probabilities on this slide. (see my handwritten

Matrix Cookbook

notes on chap 6 of PRML).

$$\frac{\partial \mathbf{x}^T \mathbf{a}}{\partial \mathbf{x}} = \frac{\partial \mathbf{a}^T \mathbf{x}}{\partial \mathbf{x}} = \mathbf{a}$$

$$\frac{\partial \mathbf{a}^T \mathbf{X} \mathbf{b}}{\partial \mathbf{X}} = \mathbf{a} \mathbf{b}^T, \ \frac{\partial \mathbf{a}^T \mathbf{X}^T \mathbf{b}}{\partial \mathbf{X}} = \mathbf{b} \mathbf{a}^T, \ \frac{\partial \mathbf{a}^T (\mathbf{X}^T | \mathbf{X}) \mathbf{a}}{\partial \mathbf{X}} = \mathbf{a} \mathbf{a}^T$$

$$\begin{aligned} W &\in S, \ \frac{\partial}{\partial s} (x - As)^T W (x - As) = -2A^T W (x - As), \\ \frac{\partial}{\partial x} (x - s)^T W (x - s) &= 2W (x - s), \\ \frac{\partial}{\partial s} (x - s)^T W (x - s) &= -2W (x - s), \\ \frac{\partial}{\partial s} (x - As)^T W (x - As) &= 2W (x - As), \\ \frac{\partial}{\partial A} (x - As)^T W (x - As) &= -2W (x - As)s^T, \end{aligned}$$

Naive Baves

Conditionally independent: $P(x_1, x_2, ... | C) = \prod_i P(x_i | C)$. One way to avoid divide by zero: add (1, 1, ..., 1) and $(0,0,\ldots,0)$ to both classes.

Learns
$$P(x_i|y)$$
 for Discrete $x_i - P(x_i|y) = \frac{\#D(X_i = x_i, Y = y)}{\#D(Y = y)}$
For smoothing, use $P(x_i|y) = \frac{\#D(X_i = x_i, Y = y) + k}{\#D(Y = y) + n_i k}$, where n_i is

the number of different possible values for X_i (In practice problem set, Jing Xiang used k = 1?) Continuous x_i - Can use any PDF, but usually use Gaussian

 $P(x_i|y) = \mathcal{N}(\mu_{X_i|y}, \sigma^2_{X_i|y})$, where $\mu_{X_i|y}$ and $\sigma_{X_i|y}$ are, respectively, the average and variance of X_i for all data points where Y = y. The Gaussian distribution already provides smoothing.

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