



# Machine Learning and Big Data Processing: Lab sessions

## LAB2: PRESENTATION

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# Content

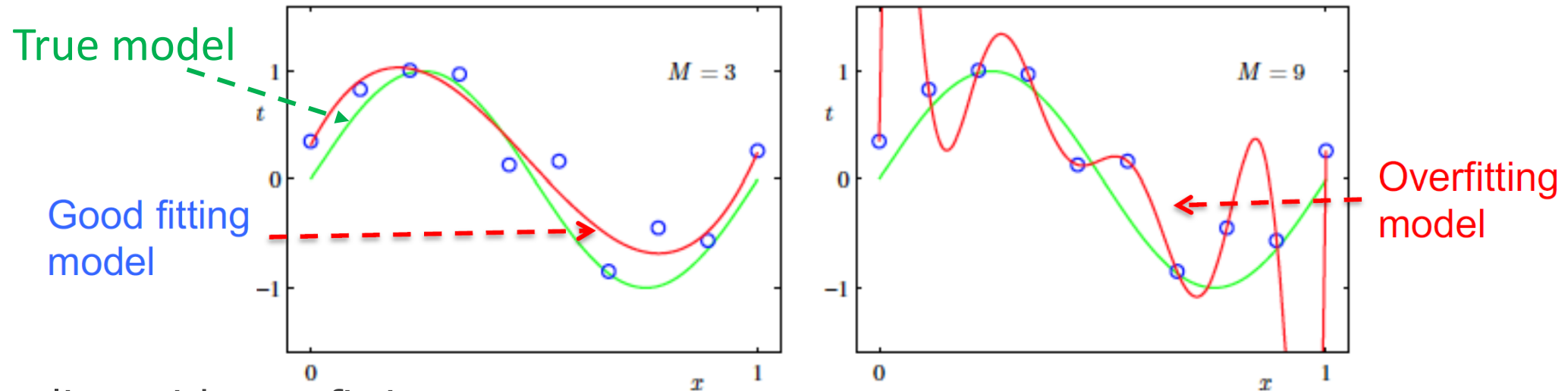
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- **Regression**
  - Regularized Regression
- **Gradient Descent**
  - Linear Regression using Gradient Descent
  - Regularized Linear Regression using Gradient Descent
  - Linear Regression using Stochastic and Mini-batch Gradient Descent

# Regularized Regression

# Regularized Regression

- The problem of overfitting



- Dealing with overfitting
  - **Reduce number of features**
    - **Disadvantage**: lose some information
  - **Regularization**
    - **Advantage**: keep all features

# Regularized Regression

- Parameter estimation is done by minimizing the REGULARIZED sum of squared residuals (RSS).

$$\min_{\beta_0, \beta_1, \dots, \beta_{m-1}} \frac{1}{2n} \left[ \sum_{i=1}^n (y_i - \hat{y}_i)^2 + \lambda \sum_{j=0}^{m-1} \beta_j^2 \right]$$

*Regularization  
Parameter*

- In the L-2 norm form this minimization problem can be solved by:

$$g(\beta) = \|y - X\beta\|_2^2 + \lambda\|\beta\|_2^2 = y^T y - 2y^T X\beta + \beta^T X^T X\beta + \lambda\beta^T \beta$$

$$\frac{\partial}{\partial \beta} g(\beta) = 0 \implies \beta = (X^T X + \lambda I)^{-1} X^T y$$

# Regularized Regression

- The **optimal coefficients** in regularized linear regression are given by:

$$\beta = (X^T X + \lambda I)^{-1} X^T y$$

Diagram illustrating the components of the regularized regression equation:

- Regression coefficient**:  $\beta$
- Data matrix**:  $X$
- Regularization parameter**:  $\lambda$
- (m+1)x(m+1) matrix**:  $I$
- Response vector**:  $y$

Definitions of the matrices and vectors:

$$\beta = \begin{bmatrix} \beta_0 \\ \beta_1 \\ \vdots \\ \beta_m \end{bmatrix}$$
$$X = \begin{bmatrix} 1 & X_{11} & X_{12} & X_{13} & \dots & X_{1m} \\ 1 & X_{21} & X_{22} & X_{23} & \dots & X_{2m} \\ \vdots & \vdots & \vdots & \vdots & \ddots & \vdots \\ 1 & X_{n1} & X_{n2} & X_{n3} & \dots & X_{nm} \end{bmatrix}$$
$$I = \begin{bmatrix} 1 & 0 & 0 & \dots & 0 \\ 0 & 1 & 0 & \dots & 0 \\ 0 & 0 & 1 & \dots & 0 \\ \vdots & & & \ddots & \\ 0 & 0 & 0 & \dots & 1 \end{bmatrix}$$
$$y = \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_n \end{bmatrix}$$

# Regularized Regression

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- The **predicted value** can be calculated by:

$$\hat{y} = X\beta$$

- Call the *Mean Square Error (MSE)* and *Mean Absolute Error (MAE)* functions to evaluate the learned model. (which has finished in ex3)

# Gradient Descent



# Linear Regression using Gradient Descent

- In linear regression, a hypothesis function need to be found that maps input features to target values:

$$\hat{y}_i = h(\underline{x}_i) = \underline{\theta}^T \underline{x}_i = \theta_0 + \sum_{j=1}^m \theta_j x_{i,j}$$

*i-th predicted target value*      *Parameter vector*      *i-th features*      *The bias*      *The number of features*

- The cost function we defined as:

$$\mathcal{J}_{\underline{\theta}} = \frac{1}{2n} \sum_{i=1}^n (h(\underline{x}_i) - y_i)^2 \quad \xrightarrow{\text{Matrix form}} \quad \mathcal{J}_{\underline{\theta}} = \frac{1}{2n} (\underline{X}\underline{\theta} - \underline{y})^T (\underline{X}\underline{\theta} - \underline{y})$$

$\underline{X} \in \mathbb{R}^{n \times (m+1)} \quad \underline{\theta} \in \mathbb{R}^{(m+1) \times 1} \quad \underline{y} \in \mathbb{R}^{n \times 1}$

# Linear Regression using Gradient Descent

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*Matrix form*



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# Linear Regression using Gradient Descent

- Cost Function Minimization:

$$\mathcal{J}_{\underline{\theta}} = \frac{1}{2n} (\mathbf{X}\underline{\theta} - \underline{\mathbf{y}})^T (\mathbf{X}\underline{\theta} - \underline{\mathbf{y}})$$

- Iterative algorithmic processes: **Gradient Descent**

- The gradient descent of the cost function with respect to its parameter is:

$$\frac{\partial \mathcal{J}}{\partial \underline{\theta}} = \frac{1}{n} \mathbf{X}^T (\mathbf{X}\underline{\theta} - \underline{\mathbf{y}}).$$

- Gradient Descent Algorithm:

- **Step 1**: start with a random initialization of a parameter vector  $\underline{\theta}$
  - **Step 2**: update  $\underline{\theta}$  according to:

$$\underline{\theta}^{\text{new}} = \underline{\theta}^{\text{old}} - \overset{\text{Learning rate}}{\alpha} \frac{\partial \mathcal{J}}{\partial \underline{\theta}^{\text{old}}}$$

- **Step 3**: repeat step 2 for a predefined number of times or until a certain criterion is met.

# Linear Regression using Gradient Descent

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# Linear Regression using Gradient Descent

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# Linear Regression using Gradient Descent

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- The **gradient estimation** can be obtained following the definition of gradient, that is:

$$\frac{\partial \mathcal{J}_{\underline{\theta}}}{\partial \theta_i} \approx \frac{\mathcal{J}(\theta_1, \theta_2, \theta_i + \epsilon, \dots, \theta_m) - \mathcal{J}(\theta_1, \theta_2, \theta_i - \epsilon, \dots, \theta_m)}{2\epsilon},$$

- Correct implementations of the two methods should result in gradients with very small sum of squared errors (around  $10^{-18}$ )
- $\alpha$  can strongly affect the performance of the final model after training, we will do an experiment to see the effects of  $\alpha$  on the GD algorithm.

# Regularized Linear Regression using Gradient Descent

- Applying L-2 regularization technique, the cost function can be defined as:

$$\mathcal{J}_{\underline{\theta}} = \frac{1}{2n} \sum_{i=1}^n (h(\underline{x}_i) - y_i)^2 + \lambda \sum_{j=1}^m \theta_j^2,$$

 *Regularization parameter : control the effect of the regularization term*

- The gradient of the cost function with respect to its parameter is:

$$\frac{\partial \mathcal{J}}{\partial \underline{\theta}} = \frac{1}{n} X^T (X \underline{\theta} - \underline{y}) + \lambda \underline{\theta}.$$

- Employ the GD algorithm to learn  $\underline{\theta}$



# Stochastic Gradient Descent (SGD)

- Linear Regression Cost Function:

$$J(\theta) = \frac{1}{2n} \sum_{i=1}^n (\hat{y}^{(i)} - y^{(i)})^2$$
$$\frac{\partial}{\partial \theta_j} J(\theta) = \frac{1}{n} \sum_{i=1}^n (\hat{y}^{(i)} - y^{(i)}) x_j^{(i)}$$

- Vanilla GD and SGD

## Vanilla GD algorithm

Vanilla (Batch) G.D.

$$\theta^{\text{new}} = \theta^{\text{old}} - \alpha \left[ \frac{\partial}{\partial \theta_j} J(\theta) \right]$$
$$= \frac{1}{n} \sum_{i=1}^n (\hat{y}^{(i)} - y^{(i)}) x_j^{(i)}$$

(for every  $j = 0, 1, \dots, m$ )

## SGD algorithm

Stochastic G.D.

for  $i$  in range( $n$ ):

$$\theta^{\text{new}} = \theta^{\text{old}} - \alpha \cdot \left[ \text{only one example} \right]$$
$$= (\hat{y}^{(i)} - y^{(i)}) x_j^{(i)}$$

(for every  $j = 0, 1, \dots, m$ )

- 1) In **SGD**, before for-looping, you need to **randomly shuffle the training examples**.
- 2) In **SGD**, its path to the minima is **noisier** (more random) than that of the Vanilla gradient.

**Conclusion:** In **SGD**, the cost gradient of **1 example** at each iteration is used, In **Vanilla GD**, the sum of the cost gradient of **ALL** examples is used.

# Mini-batch Gradient Descent (MBGD)

- **Mini-batch Gradient Descent** is a good alternative for both GD and SGD algorithms

Vanilla GD  
algorithm

Vanilla (Batch) G.D.

$$\theta^{\text{new}} = \theta^{\text{old}} - \alpha \frac{\partial J(\theta)}{\partial \theta_j}$$
$$= \frac{1}{n} \sum_{i=1}^n (\hat{y}^{(i)} - y^{(i)}) x_j^{(i)}$$

(for every  $j = 0, 1, \dots, m$ )

MBGD  
algorithm

Mini-batch G.D.

$b$ : batch size

for  $i = 1, 1+b, 1+2b, \dots, \boxed{1+Nb}$   $\leq m$

$$\theta^{\text{new}} = \theta^{\text{old}} - \alpha \cdot \frac{1}{b} \sum_{k=i}^{i+b-1} (\hat{y}^{(k)} - y^{(k)}) x_j^{(k)}$$

(for every  $j = 0, 1, \dots, m$ )

SGD  
algorithm

Stochastic G.D.

for  $i$  in range( $n$ ):

$$\theta^{\text{new}} = \theta^{\text{old}} - \alpha \cdot \boxed{\text{only one example}}$$
$$= (\hat{y}^{(i)} - y^{(i)}) x_j^{(i)}$$

(for every  $j = 0, 1, \dots, m$ )

- **Gradient Descent**: Use **all  $m$  examples** in each iteration
- **SGD**: Use **1 example** in each iteration
- **MBGD**: Use  **$b$  examples** in each iteration ( **$b < m$** )