Machine learning handbook

Classifier

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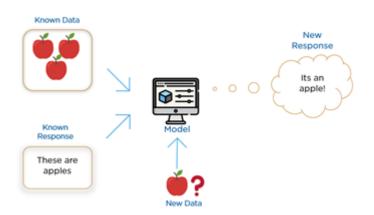
Update: August 06, 2018

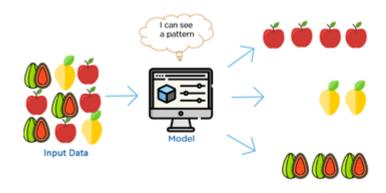
BCILAB, UNIST

Supervised & unsupervised learning

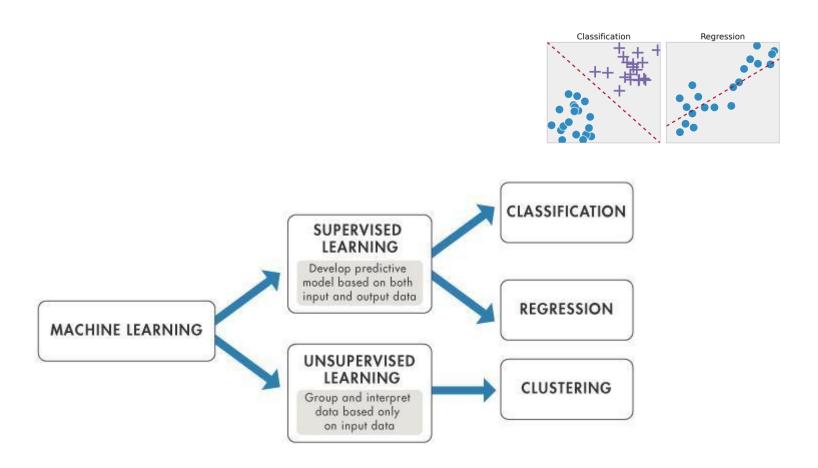
Supervised learning

Unsupervised learning





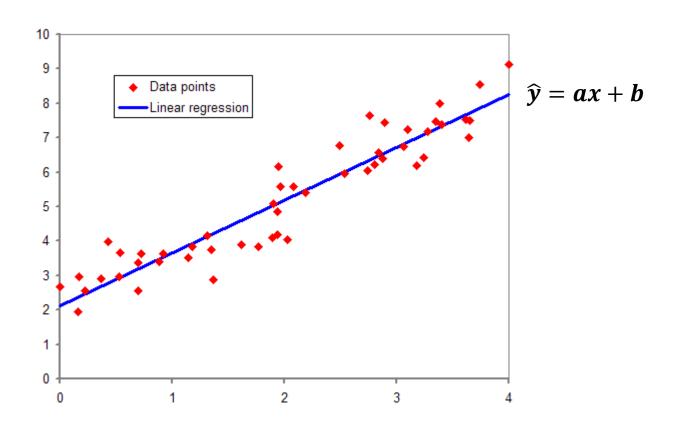
Classification, Regression & Clustering



Supervised learning

- Linear Regression
- Naïve Bayes (NB) classifier
- Linear Discriminant Analysis (LDA)
- Support Vector Machine (SVM)
- Decision Tree
- Random Forest
- Gradient boosting

Linear Regression (overview)



• Same expression!

$$y = ax + b$$

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

$$y = \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_n \end{bmatrix}, \quad X = \begin{bmatrix} x_1^T \\ x_2^T \\ \vdots \\ x_n^T \end{bmatrix} = \begin{bmatrix} x_{11} & \dots & x_{1p} \\ x_{21} & \dots & x_{2p} \\ \vdots & \ddots & \vdots \\ x_{n1} & \dots & x_{np} \end{bmatrix}, \quad \beta = \begin{bmatrix} \beta_1 \\ \beta_2 \\ \vdots \\ \beta_n \end{bmatrix}, \quad \varepsilon = \begin{bmatrix} \varepsilon_1 \\ \varepsilon_2 \\ \vdots \\ \varepsilon_n \end{bmatrix}$$

• Cost (Loss) function

$$J(\beta) = MSE = \frac{1}{2m} \sum_{i=1}^{m} (\hat{y}^{(i)} - y^{(i)})^{2}$$
$$= \frac{1}{2m} \sum_{i=1}^{m} (X^{(i)}\beta + \varepsilon - y^{(i)})^{2}$$

• Cost (Loss) function

$$J(\beta) = MSE = \frac{1}{2m} \sum_{i=1}^{m} (X^{(i)}\beta + \varepsilon - y^{(i)})^2$$

Derivate

$$\frac{\partial J}{\partial \varepsilon} = \frac{1}{m} \sum_{i=1}^{m} (X^{(i)} \beta + \varepsilon - y^{(i)})$$
$$\frac{\partial J}{\partial \beta} = \frac{1}{m} \sum_{i=1}^{m} (X^{(i)} \beta + \varepsilon - y^{(i)}) X^{(i)}$$

• Solution 1: Normal equation, derivate=0

$$\varepsilon m + \beta \sum_{i=1}^{m} X^{(i)} = \sum_{i=1}^{m} y^{(i)}$$

$$\varepsilon \sum_{i=1}^{m} X^{(i)} + \beta \sum_{i=1}^{m} X^{(i)^{2}} = \sum_{i=1}^{m} y^{(i)} X^{(i)}$$

Matrix expression

$$\begin{bmatrix} \mathcal{E} \\ \beta \end{bmatrix}^T \begin{bmatrix} m & \sum_{i=1}^m X^{(i)} \\ \sum_{m=1}^m X^{(i)} & \sum_{i=1}^m X^{(i)^2} \end{bmatrix} = \begin{bmatrix} \sum_{i=1}^m y^{(i)} \\ \sum_{i=1}^m y^{(i)} X^{(i)} \end{bmatrix}$$

Trick

$$\mathbf{w} = \begin{bmatrix} \varepsilon \\ \beta \end{bmatrix}, \mathbf{X} = \begin{bmatrix} 1 & \mathbf{x}_1^T \\ 1 & \mathbf{x}_2^T \\ \vdots \\ 1 & \mathbf{x}_n^T \end{bmatrix}, \mathbf{y} = \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_n \end{bmatrix}$$

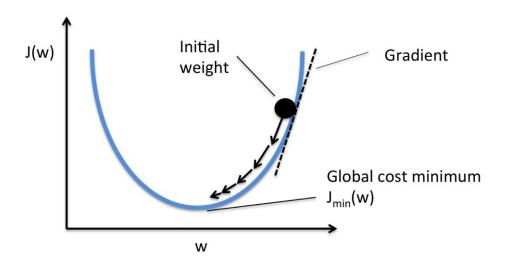
$$\boldsymbol{X^TX} = \begin{bmatrix} m & \sum_{i=1}^m x_i \\ \sum_{i=1}^m x_i & \sum_{i=1}^m x_i^2 \end{bmatrix}, \boldsymbol{X^Ty} = \begin{bmatrix} \sum_{i=1}^m y_i \\ \sum_{i=1}^m y_i x_i \end{bmatrix}$$

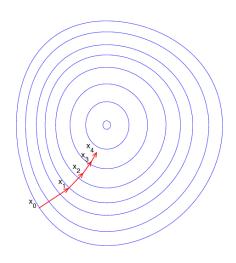
· Estimated weight

$$X^{T}Xw = X^{T}y$$
$$w = (X^{T}X)^{-1}X^{T}y$$

• Solution 2: Gradient descent algorithm

$$\theta = \theta - \eta * \frac{\partial}{\partial \theta} J(\theta)$$





Linear Regression: Ridge and Lasso

- Cost function에 weight에 대한 Penalty를 부여하여, Weight 들의 크기에 제한을 줌
 - 극단적인 weight 값 방지 → Overfitting 방지
- 종류
 - L1 regularization (Lasso): Manhattan distance

$$J(\theta) = \frac{1}{2m} \sum_{i=1}^{m} (h_{\theta}(x^{(i)}) - y^{(i)})^{2} + \frac{\lambda}{2} \sum_{j=1}^{n} |\theta_{j}|$$

• L2 regularization (Ridge): Euclidean distance

$$J(\theta) = \frac{1}{2m} \sum_{i=1}^{m} (h_{\theta}(x^{(i)}) - y^{(i)})^{2} + \frac{\lambda}{2} \sum_{j=1}^{n} \theta_{j}^{2}$$

Linear Regression: Ridge and Lasso

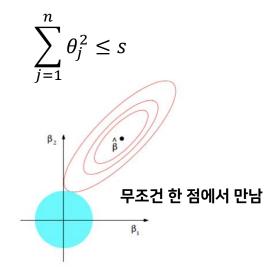
L1 regularization (Lasso)

- Unstable solution (여러 접점)
- Always on solution
- Sparse solution (weight = 0 도 존재함)
- Feature selection (weight = 0 → 덜 중요)

$$\sum_{j=1}^{n} |\theta_j| \leq s$$
 여러 점에서 만날 수 있음 0값 갖는 weight 존재 가능

L2 regularization (Ridge)

- Stable solution
- Only one solution
- Non-sparse solution



S가 크면 파란 면적 (weight가 가질 수 있는 범위)이 넓어짐

Linear regression evaluation

MSE/RMSE ···

• Error 의 척도

$$MSE = \frac{1}{n} \sum (y - \hat{y})^2$$

$$RMSE = \sqrt{\frac{1}{n}\sum (y - \hat{y})^2}$$

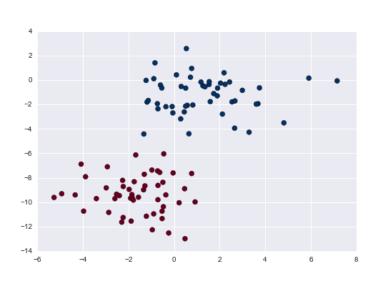
R-squared (R^2)

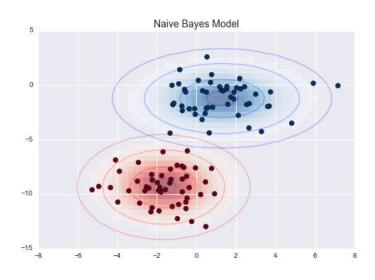
• goodness of fit

$$\begin{split} R^2 &= 1 - \frac{Explained\ variation\ by\ model}{Total\ variation} \\ &= 1 - \frac{SS_{regr}}{SS_{total}} \\ &= 1 - \frac{\sum_i (f_i - \hat{y})^2}{\sum_i (y_i - \hat{y})^2} \end{split}$$

- 0~1 범위 밖의 R² (negative)의 의미
 - 모델이 Horizontal hyperplane보다 별로다

Naïve Bayes classifier (overview)





Naïve Bayes classifier

- Bayes theorem-based model
 - Bayes' theorem

Likelihood Class prior probability
$$p(C_k|x) = \frac{p(x|C_k)p(C_k)}{p(x)}$$
 Posterior probability Predictor prior probability

Naïve Bayes classifier

$$p(C_k|x) = \frac{p(x|C_k)p(C_k)}{p(x)}$$

• Joint probability: chain rule of conditional probability

$$p(C_k, x_1, ..., x_n) = p(x_1, ..., x_n, C_k)$$

$$= p(x_1 | x_2, ..., x_n, C_k) p(x_2, ..., x_n, C_k)$$

$$= p(x_1 | x_2, ..., x_n, C_k) p(x_2 | x_3, ..., x_n, C_k) p(x_3, ..., x_n, C_k)$$

$$= ...$$

$$= p(x_1 | x_2, ..., x_n, C_k) p(x_2 | x_3, ..., x_n, C_k) ... p(x_n | C_k) p(C_k)$$

- Assumption of "naïve conditional independence":
 - Each x_i is conditionally independent of every other features x_j for $j \neq i$ given the category C_k

$$p(x_i|x_{i+1},...,x_n,C_k) = p(x_i|C_k)$$

Posterior

$$p(C_k|x_1, ... x_n) \propto p(C_k, x_1, ..., x_n) = p(C_k) p(x_1|C_k) p(x_2|C_k) ... p(x_n|C_k)$$
$$= p(C_k) \prod_{i=1}^n p(x_i|C_k)$$

Naïve Bayes classifier

Maximum a posterior (MAP)

$$\hat{y} = \underset{k \in \{1, \dots, K\}}{\operatorname{argmax}} p(C_k) \prod_{i=1}^{n} p(x_i | C_k)$$

- What is $p(x_i|C_k)$?
 - parameter estimation based on assumption of likelihood
 - Gaussian naïve Bayes $\rightarrow \mu, \sigma$

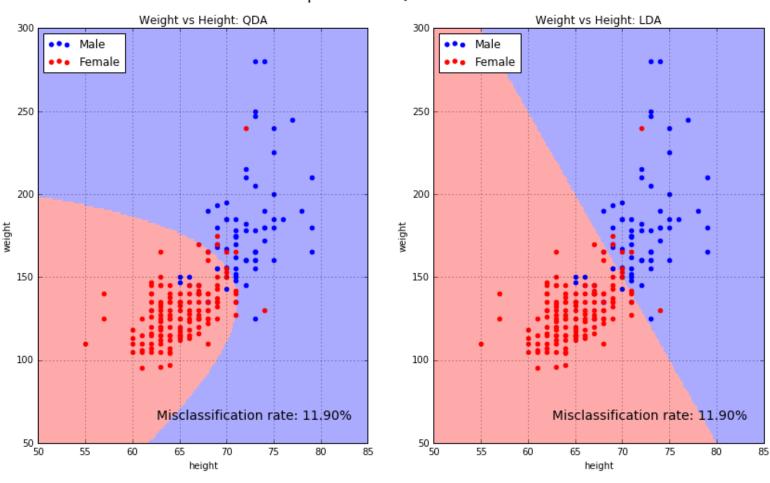
$$p(x = v | C_k) = \frac{1}{\sqrt{2\pi\sigma_k^2}} e^{-\frac{(v - \mu_k)^2}{2\sigma_k^2}}$$

• Multinomial naïve Bayes $\rightarrow p_{ki}$

$$p(X|C_k) = \frac{(\sum_i x_i)!}{\prod_i x_i!} \prod_i p_{ki}^{x^i}$$

Linear Discriminant Analysis (overview)

Comparison of QDA and LDA



- 데이터 클래스를 가장 잘 분류하는 축으로 projection
 - 원래: P 차원의 데이터 벡터 X_i

 N_1 : the number of samples in class C_1 N_2 : the number of samples in class C_2

• 원 좌표계의 평균벡터

$$\overrightarrow{m_1} = \frac{1}{N_1} \sum_{n \in C_1} X_n$$

$$\overrightarrow{m_2} = \frac{1}{N_2} \sum_{n \in C_2} X_n$$

• Projected된 평균벡터

$$\overrightarrow{\mu_1} = \overrightarrow{w}^T \overrightarrow{m_1}$$

$$\overrightarrow{\mu_2} = \overrightarrow{w}^T \overrightarrow{m_2}$$

- - 클래스간 차이는 크고 = 평균 차이 max

$$argmax((\overrightarrow{\mu_1} - \overrightarrow{\mu_2})^2)$$

$$\overrightarrow{\mu_1} - \overrightarrow{\mu_2} = \overrightarrow{w}^T \overrightarrow{m_1} - \overrightarrow{w}^T \overrightarrow{m_2} = \overrightarrow{w}^T (\overrightarrow{m_1} - \overrightarrow{m_2})$$

• 클래스내 차이는 적게 = 클래스 내 분산 차이 min

$$\underset{\overrightarrow{w}}{argmin}(s_1^2 + s_2^2)$$

$$s_1^2 = \sum_{n \in C_1} (w^T X_n - \overrightarrow{\mu_1})^2$$
$$s_2^2 = \sum_{n \in C_1} (w^T X_n - \overrightarrow{\mu_1})^2$$

- 목표: Projected 시킨 좌표계에서 아래를 만족시키는 \overrightarrow{w} 구하기
 - 평균 차이는 최대화시키고, 클래스 내 분산 차이는 최소화시키는 방법?
 - 분수!

$$argmax \frac{(\overrightarrow{\mu_1} - \overrightarrow{\mu_2})^2}{s_1^2 + s_2^2}$$

• 분자항 전개

$$\overrightarrow{\mu_1} - \overrightarrow{\mu_2} = (w^T \overrightarrow{m_1} - w^T \overrightarrow{m_2})^2$$

$$= (w^T (\overrightarrow{m_1} - \overrightarrow{m_2}))^2$$

$$= w^T (\overrightarrow{m_1} - \overrightarrow{m_2}) (\overrightarrow{m_1} - \overrightarrow{m_2})^T w$$

$$= w^T S_w w$$

• Between class scatter matrix: 대칭행렬

$$S_W = (\overrightarrow{m_1} - \overrightarrow{m_2})(\overrightarrow{m_1} - \overrightarrow{m_2})^T$$

• 분모항 전개

$$\begin{split} s_1^2 + s_2^2 &= \sum_{n \in C_1} (w^T X_n - \overrightarrow{\mu_1})^2 + \sum_{n \in C_2} (w^T X_n - \overrightarrow{\mu_1})^2 \\ &= \sum_{n \in C_1} (w^T X_n - w^T \overrightarrow{m_1})^2 + \sum_{n \in C_2} (w^T X_n - w^T \overrightarrow{m_2})^2 \\ &= \sum_{n \in C_1} (w^T (X_n - \overrightarrow{m_1}))^2 + \sum_{n \in C_2} (w^T (X_n - \overrightarrow{m_2}))^2 \\ &= \sum_{n \in C_1} w^T (X_n - \overrightarrow{m_1})(X_n - \overrightarrow{m_1})^T w + \sum_{n \in C_2} w^T (X_n - \overrightarrow{m_2})(X_n - \overrightarrow{m_2})^T w \\ &= w^T \left[\sum_{n \in C_1} (X_n - \overrightarrow{m_1})(X_n - \overrightarrow{m_1})^T + \sum_{n \in C_2} (X_n - \overrightarrow{m_2})(X_n - \overrightarrow{m_2})^T \right] w \end{split}$$

• Within-class Scatter matrix: 대칭행렬

$$S_W = \sum_{n \in C_1} (X_n - \overrightarrow{m_1})(X_n - \overrightarrow{m_1})^T + \sum_{n \in C_2} (X_n - \overrightarrow{m_2})(X_n - \overrightarrow{m_2})^T$$

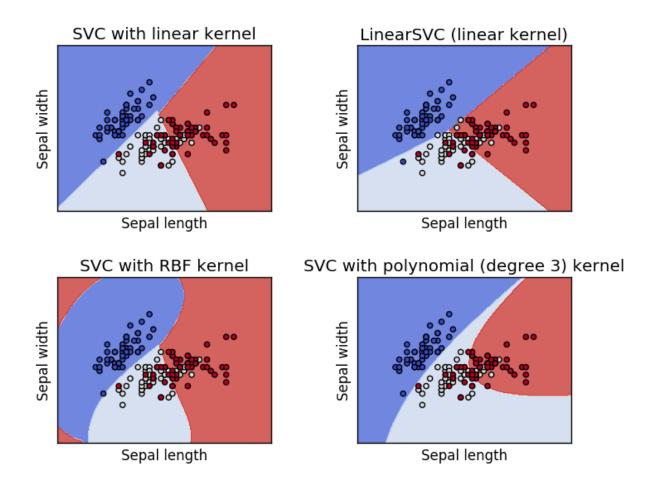
• "최대화": ₩에 대해 미분한 값 = 0

$$J(\vec{w}) = \frac{(\vec{\mu_1} - \vec{\mu_2})^2}{s_1^2 + s_2^2} = \frac{w^T S_B w}{w^T S_W w}$$

$$\frac{\partial J(\vec{w})}{\partial \vec{w}} = \frac{2S_B S_W w - w^T S_B w 2S_W w}{(w^T S_W w)^2} = 0$$

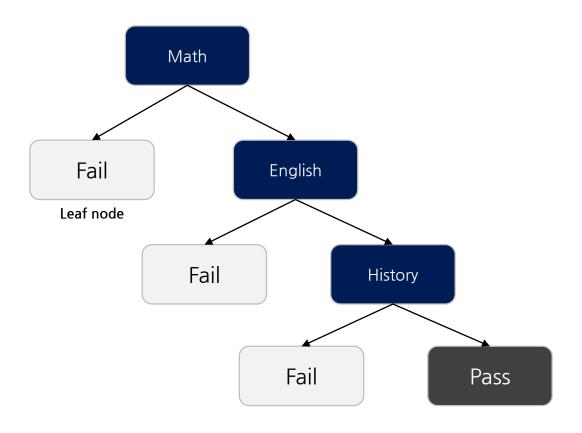
- ₩를 찾으면 됩니다!
 - 어떻게? 아직 모르겠다 …

Support Vector Machine (overview)

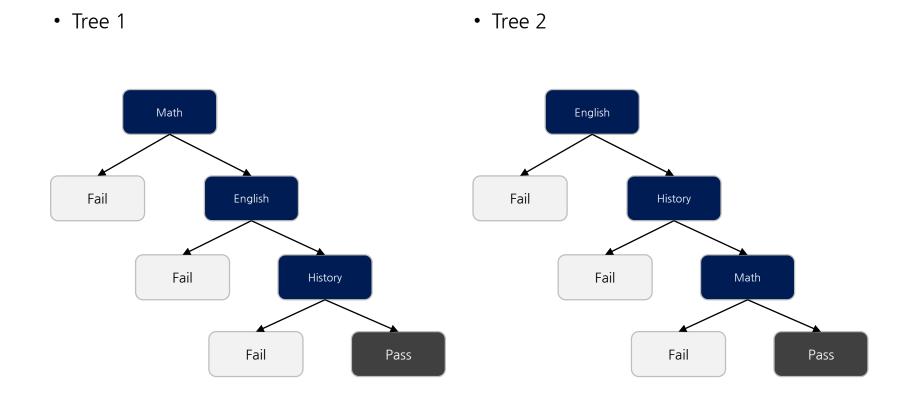


Decision Tree (Overview)

• Decision Tree = Successive filter system



Decision Tree



How can we design decision tree?

Information gain!

• Information gain

$$\textit{Weight for each option}$$

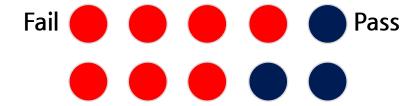
$$\textit{Information gain} = \textit{base entropy} - \sum p(\textit{case}) * \textit{new entropy}$$

Entropy

$$Entropy(Pass, Fail) = -p(Pass) \ln p(Pass) - p(Fail) \ln p(Fail)$$

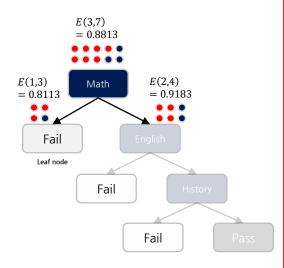
High information gain criteria → low entropy in next node

Base entropy



$$Entropy(3,7) = -\left(\frac{3}{10}\log_2\frac{3}{10} + \frac{7}{10}\log_2\frac{7}{10}\right)$$
$$= 0.8813$$

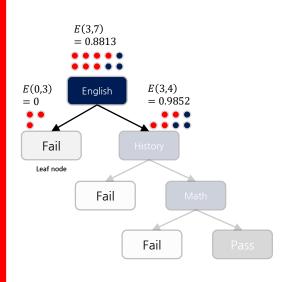
• Tree 1



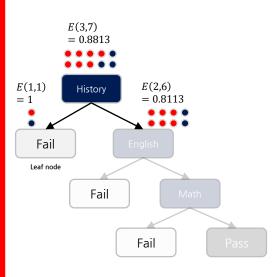
Information Gain
$$= E(3,7) - \left(\frac{4}{10} * E(1,3) + \frac{6}{10} * E(2,4)\right)$$

$$= 0.0058$$

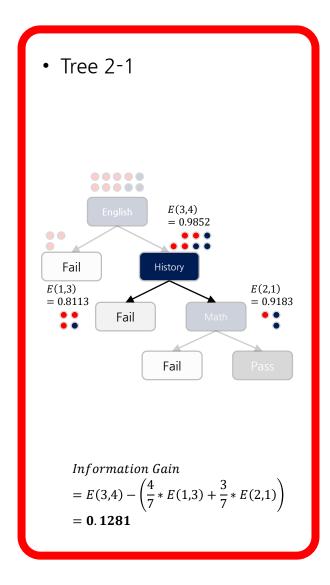
• Tree 2



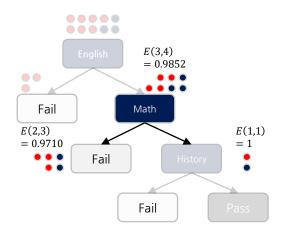
Information Gain = $E(3,7) - \left(\frac{3}{10} * E(0,3) + \frac{7}{10} * E(3,4)\right)$ = **0.1916** • Tree 3



Information Gain = $E(3,7) - \left(\frac{2}{10} * E(1,1) + \frac{8}{10} * E(2,6)\right)$ = 0.0323



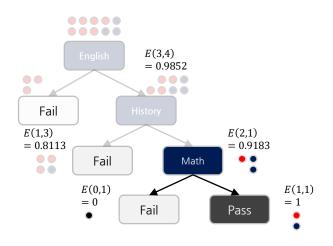
• Tree 2-2



Information Gain
=
$$E(3,4) - \left(\frac{5}{7} * E(2,3) + \frac{2}{7} * E(1,1)\right)$$

= 0.0060

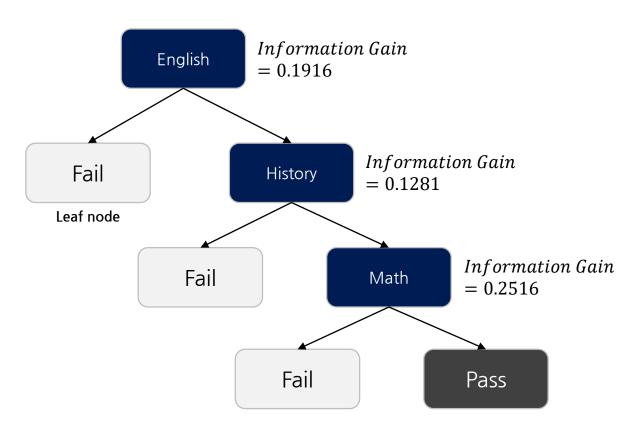
• Tree 2-1-1



Information Gain
=
$$E(2,1) - \left(\frac{1}{3} * E(0,1) + \frac{2}{3} * E(1,1)\right)$$

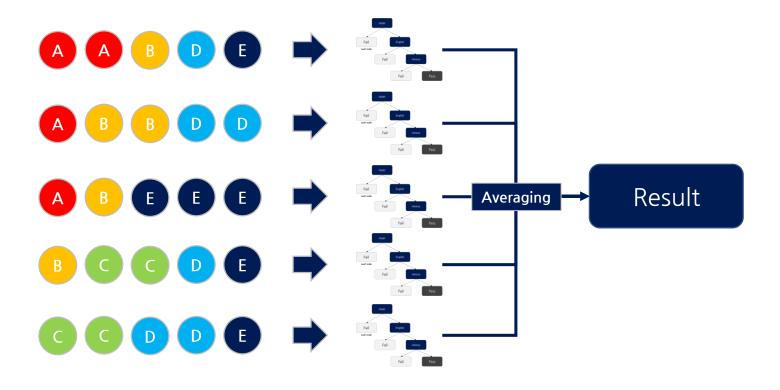
= **0.2516**

- Final decision tree
 - Output: weight of each variables (Information gain)



Random Forest (Overview)

• Random Forest = Ensemble of decision trees



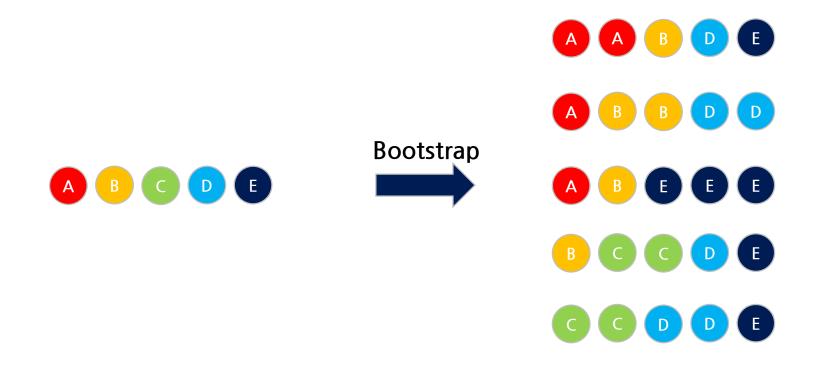
Random forest

• Ensemble of decision trees



Random forest: Bootstrap

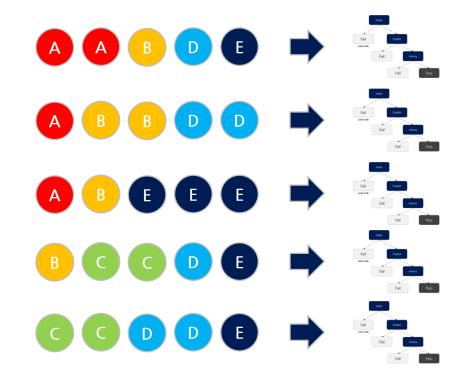
Bootstrap



Same size, Overlap permission → Different combination

Gradient boosting: Decision Tree

• Decision Tree



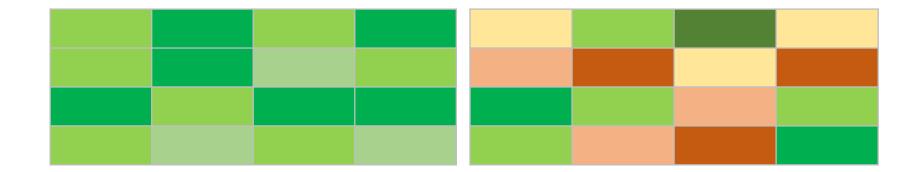
Important parameter: max_features

The number of variables in each tree

Gradient boosting: Decision Tree

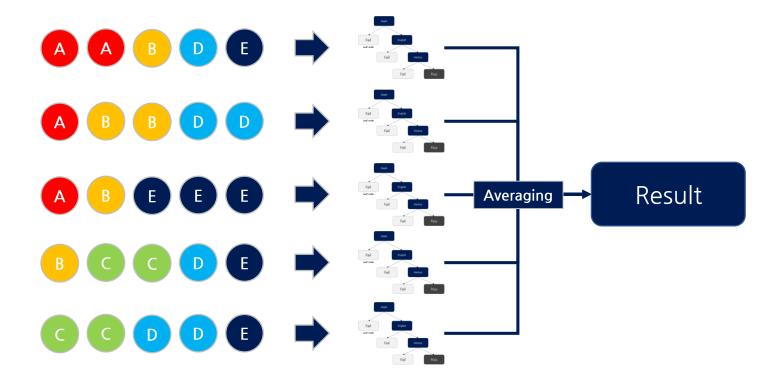
High max_features

Low max_features



Gradient boosting: Ensemble

• Ensemble



Gradient boosting

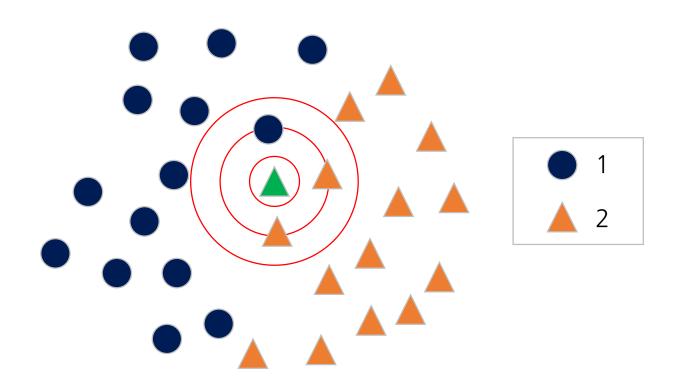


Unsupervised learning

- K-nearest neighborhood
- K-means clustering

K-nearest neighborhood (Overview)

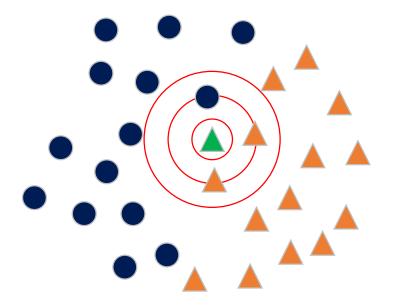
- Basic idea of K-nearest neighborhood
 - Follow the majority of k neighborhoods

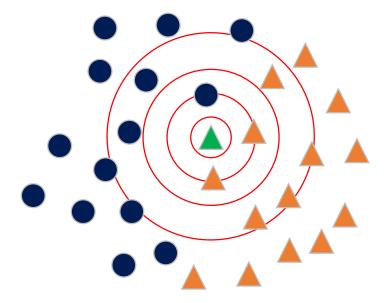


K-nearest neighborhood



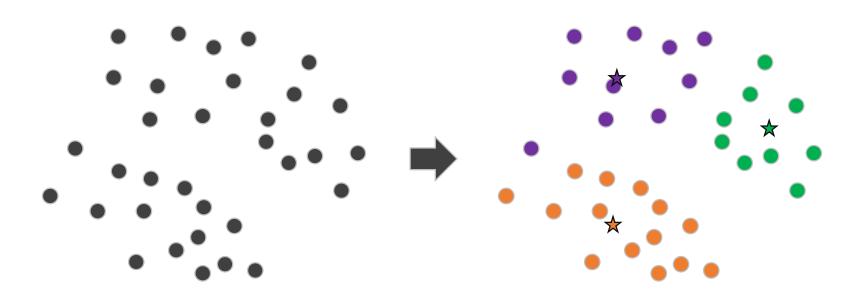




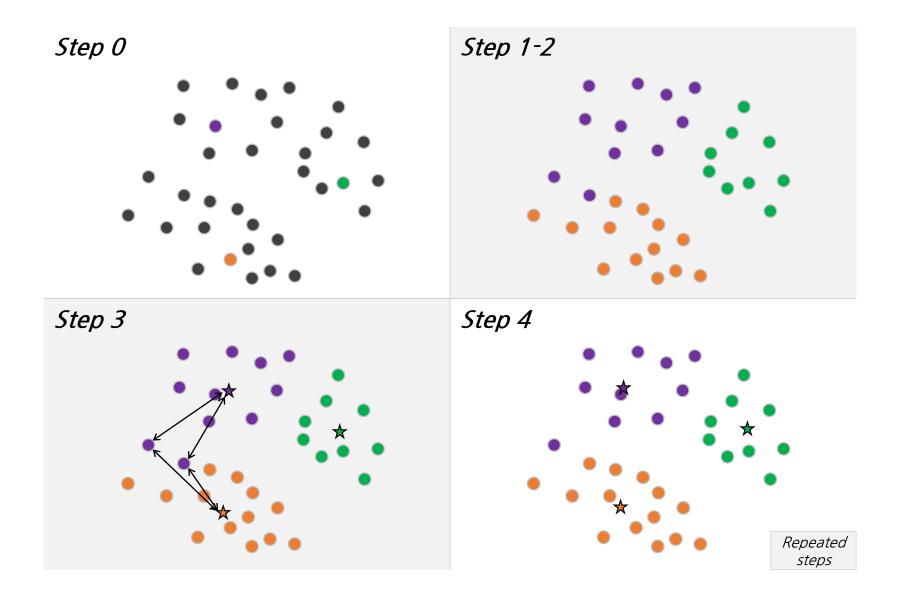


K-means clustering (Overview)

- K-means clustering
 - Step 0: Assign random k sample as mean of cluster
 - Step 1: Calculate distance each sample and each mean of cluster
 - Step 2: Assign each sample in subsets which distance is the smallest
 - Step 3: Calculate the mean of k cluster
 - Step 4: Repeat step 1-3 until no change



K-means clustering



K-means clustering



