Weeko4-Partol

Before we start, Some announcements: 1_Unfortmately, we cannot change the totorial times.

2-WS solutions will be posted weekly (on the Wednesday of the tutorials). This gives you time to work on the WS on your own and test/improve your undestanding

3-A lost of useful documents to review probability, linear algebra, and matrix (alculus is posted on course page.

4. You MVST write your own solution to each week's WS before checking the Solutions and going to totoricals.

This is the only way to learn. You do not need to submit your solutions.

Week04 - Part 01

Last week Recorp: Logistic Regression & Gradient de scent We sow the activition function and log-loss function. We sow the Maximum likelihood and Cros-Entropy Minimization interperetation af minimizing leg-loss. We don't house a closed form Solution for minimizing the elg-loss tinction Hence, We used gradient descent to numerically tind the minimizer $g_t = \nabla f(x_t)$ 7f = -2f $\mathcal{L}_{t+1} = \mathcal{L}_t + \mathcal{E}_t \vee_t$

A Qvick Real Before We Move On

Recall: Let
$$f: \mathbb{R}^n \to \mathbb{R}$$
 and $h: \mathbb{R} \to \mathbb{R}$. Then
$$\nabla_{\underline{x}} h(f(\underline{x})) = h'(f(\underline{x})) \quad \nabla_{\underline{x}} f(\underline{x})$$

E.g.:
$$\nabla_{\mathbf{x}} \left(1 + \log(\underline{\alpha} \mathbf{x}) \right)^2 = 2 \left(1 + \log(\underline{\alpha} \mathbf{x}) \right) \nabla_{\mathbf{x}} \left(1 + \log(\underline{\alpha} \mathbf{x}) \right)$$

= 2 (1+loy(
$$\underline{a}^{T} \times 1$$
) $\nabla_{\underline{a}} \log(\underline{a}^{T} \times 1) = 2 (1+loy(\underline{a}^{T} \times 1)) \frac{1}{\underline{a}^{T} \times 2} \nabla_{\underline{a}} \overline{a}^{T} \times 2$

Homework: Prove the chain rule.

Using Gradient Descent for Legistic Regression

Logistic Regression in Sample Error:
$$E_{in}(\underline{w}) = \frac{1}{N} \sum_{n=1}^{N} e_{n}(\underline{w}) = \frac{1}{N} \sum_{n=1}^{N} log(1+e^{-y_{n}}\underline{w}^{T}\underline{x}_{n})$$

$$= \frac{1}{N} \sum_{n=1}^{N} \frac{1}{1 + e^{-\vartheta_{n} \omega_{t}^{T} \chi_{n}}} \nabla_{\omega_{t}} (1 + e^{-\vartheta_{n} \omega_{t}^{T} \chi_{n}})$$

$$= \frac{1}{N} \sum_{n=1}^{N} \frac{1}{1 + e^{-\vartheta_{n} \omega_{t}^{T} \chi_{n}}} e^{-\vartheta_{n} \omega_{t}^{T} \chi_{n}} e^{-(-\vartheta_{n} \chi_{n}^{T} \chi_{n})}$$

$$=\frac{1}{1+e^{-y_n}w_t^{+}x_n}e^{-y_n}w_t^{+}x_n} - \frac{1}{1+e^{-y_n}w_t^{+}x_n}e^{-y_n}w_t^{+}x_n}$$

$$=\frac{1}{N}\sum_{n=1}^{N}\frac{-3_n \chi_n}{1+e^{3_n \chi_n^2}}$$

Thus, Gradient Descent would update Ψ_t by Average per sample $g_t = \nabla E_{in}(w_t) = \prod_{N=1}^{N} \nabla e_{n}(w_t)$, error gradient. $Y_t = -g_t$ Good News: $W_{t+1} = W_t + \mathcal{E}_t \vee_t$ Fil It can be shown that $\frac{1}{N} \sum_{n=1}^{N} \log (1 + e^{-y_n w^T x_n})$ is convex. Filhence, GD conveyes to the globally minimum point. Bad News: If To run one iteration of Gradient Descent, we need to find $\nabla e_{t}(w_{t})$ for all $n \in \{1, 2, ..., N\}$ points. 4) This is Costly, Specially when N is large (big data). In practice, we overcome this issue by using Stochastie gradient descent (56D)

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Stochastic Gradient Descent (560)

Gradient Descent (GO): $W_{t+1} = W_t - \varepsilon_t$: $\nabla_{W_t} = W_t$ of the points $L \int_{V_t} \nabla e_t w_t$

Stochastic Gradient Descent (560): In each iteration, The choose uniformly at random a detapoint $(2n, y_n)$ If $g_t = \nabla_{\underline{w}_t} R_n(\underline{w}_t)$ we use the gradient of to update 2 to

 $\Box Y_t = -g_t$

By whi = wh + Et 1/4

But does it work?

Fir It has been proven that for Gover functions and Under mild Conditions, SGD will find the Solution.

Fil Don't worry about the proof. Don't wormy about the conditions.

Note 1: 9t of 560 is an Unbiased estimate of VEn(we)

Let's study the expected update direction derived by SGD in each Step.

$$E[9_{t}] = P[n=i] \nabla_{\underline{w}_{t}} e_{i}(\underline{w}_{t}) + ... + P[n=N] \nabla_{\underline{w}_{t}} e_{N}(\underline{w}_{t})$$

$$= \frac{1}{N} \sum_{n=1}^{N} \nabla_{\underline{w}_{t}} e_{n}(\underline{w}_{t}) = \nabla_{\underline{w}_{t}} E_{in}(\underline{w}_{t})$$

$$= \nabla_{\underline{w}_{t}} E_{in}(\underline{w}_{t})$$

hence, by 5GD, g_{t} is in fact an "unbiased estimator" of the true gradient $\nabla_{w_{t}} E_{in}(w_{t})$. It is a noisy version of $\nabla E_{in}(w_{t})$, but it is unbiased because $E[g_{t}] = \nabla_{w_{t}} E_{in}(w_{t})$

Note 2: Full GD Complexity V.S. SGD Complexity Full GD ("botch GD"): Per iteration complexity is O(Nd) IT When N is large, it is costly. SGD: Per iteration Complexity is (d) 41 Complexity of N iteration of SGD = Complexit of 1 iteration of GD But with SGD, in each iteration, we update based on some noisy estimate of the gradient. · Numerically, SGD outperforms full GD. That is because usually there are high redunctoneies in a luge detuset. II So, you don't have to use all points to find the right direction.

Note 3: "Mini-batch" GD is full-batch GD Combined with SGD mini-batch GD: In each iteration:

- choose M_{i} Sample $r_{i}, r_{i}, ..., r_{M} \in \{1, ..., N\}$ uniformly at random $g_{+} = \frac{1}{M} \sum_{i=1}^{M} \nabla e_{i}(w_{+})$
- Vt = -3t
- $W_{t+1} = W_t + E_t V_t$
- Benefifs:

This 9+ is a more reliable estimator of the true gradient.

47 per iteration Complexity: () (Md)

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PLA is An Extremer Version of Logistic Regression with SGO

ligistic regression with SGD updates:

$$\nabla e_n(w_t) = \frac{-g_n z_n}{1 + e^{g_n w_t^T z_n}}$$

and $W_{t+1} = W_t + \varepsilon_t = \frac{y_n z_n}{1 + e^{y_n w_t^T z_n}}$

When we randomly pick some 2c, which is misclassified

I y, w, x, <0 > 0 < e y, w, xn < 1

The SGD update would be $w_{t+1} = w_t + \frac{\mathcal{E}_t}{1 + e^{y_n w_t^T x_n}} \cdot (y_n x_n)$

Fig. In extreme Cose, $e^{g_n y_t^T x_n} \approx 0$ and the update rule would be $W_{t+1} \approx W_t + \mathcal{E}_t (y_n x_n)$ (Same as PIA if $\mathcal{E}_t = 1$.)

When we roundowly pick some $2C_n$ which is correctly classified.

To $y_n w_t^T x_n > 0 \implies 1 \le 2C_n w_t^T x_n$ The SGD update would be $2C_{t+1} = W_t + \frac{\mathcal{E}_t}{1 + e^{y_n w_t^T x_n}} \cdot (y_n x_n)$ Film extrem Cose, 1+e Junt 100 and the update rule would be

With $\approx w_t$ Same as PIA as it does not

update w for Greetly classified points

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