VSB
 TECHNICAL
 FACULTY OF ELECTRICAL
 DEPARTMENT

 UNIVERSITY
 ENGINEERING AND COMPUTER
 OF COMPUTER

 OF OSTRAVA
 SCIENCE
 SCIENCE

Fundamentals of Machine Learning

Regression

Jan Platos November 15, 2023

Regression

- Class of algorithms that is focused on a numerical data.
- Models allow:
 - prediction of the numeric values,
 - classification.
- Elementary model behind the neural network.

• The class is expressed using linear coefficient.

 $X = W_0 + W_1a_1 + W_2a_2 + \cdots + W_ka_k$

- a_1, a_2, \ldots, a_k are the attribute values,
- w_0, w_1, \ldots, w_k are the weights.

- The weights are calculated from the training data.
- The prediction for the *i*-th instance is calculated as:

$$w_0 a_0^{(i)} + w_1 a_1^{(i)} + w_2 a_2^{(i)} + \dots + w_k a_k^{(i)} = \sum_{j=0}^k w_j a_j^{(i)}$$

• The important is the difference between the true value *y* and the predicted one.

• The least-squares linear regression is to choose the weights w_j to minimize the sum of squares of the differences.

$$\sum_{i=0}^{n} \left(y^{(i)} - \sum_{j=0}^{k} w_{j} a_{j}^{(i)} \right)^{2}$$

- The classification version may be modified from regression using replacement of the class.
- The first class has assigned 0 and the second has 1.
- The predicted value may be understand as a probability or a membership.

- The goal is to find a linear model that is able to predict the true value *y* from the input vector *x*.
- The expected value \overline{y} is expressed using linear coefficient.

$$\overline{y} = W_0 X_0 + W_1 X_1 + W_2 X_2 + \cdots + W_k X_k$$

- x_0 is always 1 and represents the bias.
- x_1, x_2, \ldots, x_k are the attribute values,
- w_0, w_1, \ldots, w_k are the weights.

• The error function is defined as:

$$\sum_{i=0}^{n} \left(y^{(i)} - \sum_{j=0}^{k} w_j x_j^{(i)} \right)^2$$

• The goal is to find the weights to minimize the error.

$$\min_{W} \left\{ \sum_{i=0}^{n} \left(y^{(i)} - \sum_{j=0}^{k} W_j x_j^{(i)} \right)^2 \right\}$$

$$\min_{W} \left\{ \sum_{i=0}^{n} \left(y^{(i)} - \sum_{j=0}^{k} W_j X_j^{(i)} \right)^2 \right\}$$

- The solution may be find using:
 - Ordinary Least Squares algorithm.
 - Gradient Descent (a learning rate need to be set and iterative approach is processed).

- The weights computed by the optimization algorithm may exceeds some limits and/or may contains many small numbers.
- Such weights means over-fitting too big specialization to the training data.

- Lasso regression
 - Minimizes the sum of weights.
 - Eliminates small weight in favor to more important ones.

$$\min_{W} \left\{ \sum_{i=0}^{n} \left(y^{(i)} - \sum_{j=0}^{k} W_j x_j^{(i)} \right)^2 + \alpha \sum_{j=0}^{k} |W_j| \right\}$$

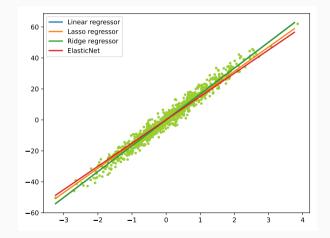
Regression - Linear models - Regularization

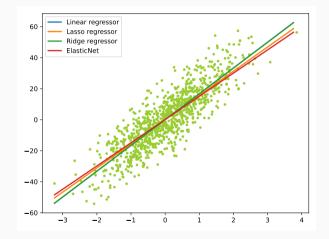
- Ridge regression
 - Minimizes the sum of squares of the weights (a norm o the weight vector).
 - Suppress large values in favor of smaller and more universal ones.

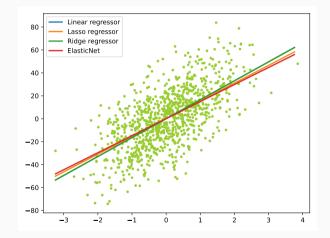
$$\min_{W} \left\{ \sum_{i=0}^{n} \left(y^{(i)} - \sum_{j=0}^{k} W_{j} X_{j}^{(i)} \right)^{2} + \beta \sum_{j=0}^{k} |W_{j}|^{2} \right\}$$

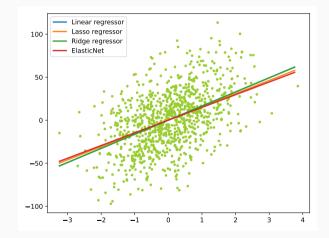
- Elastic Net
 - Combines both regularization to gain benefit from them.

$$\min_{W} \left\{ \sum_{i=0}^{n} \left(y^{(i)} - \sum_{j=0}^{k} W_{j} x_{j}^{(i)} \right)^{2} + \alpha \sum_{j=0}^{k} |W_{j}| + \beta \sum_{j=0}^{k} |W_{j}|^{2} \right\}$$









- The structure has two layers.
 - The input layer has one node for each input attribute.
 - The input node only transmit the input value to the output node.
 - The connection between input and output nodes are weighted.
 - The output layer consist of one output neuron.
 - The output neuron computes the output value.
- The class labels are from the set of $\{-1, +1\}.$

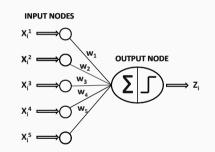


Figure 1: The Perceptron

- The weighted inputs are transformed into output value.
- The value in drawn from the set $\{-1, +1\}$.
- The value may be interpreted as the perceptron prediction of the class variable.
- The weights $W = \{w_1, \ldots, w_d\}$ are modified when the predicted output does not match expected value.

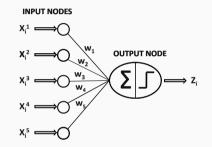


Figure 2: The Perceptron

- The function learned by the perceptron is referred as *activation function*.
- The function is usually signed linear function (e.g. weighted sum).
- The $W = \{w_1, \ldots, w_d\}$ are the weights for the connections of d different inputs to the output neuron.
- The *d* is also the dimensionality of the data.
- The *b* is the bias associated with the activation function.
- The output $z_i \in \{-1, +1\}$ is for the data record $\overline{X_i} = (x_i^1, \dots, x_i^d)$ computed as follows:

$$z_{i} = sign\left\{\sum_{j=1}^{d} w_{j}x_{i}^{j} + b\right\} = sign\left\{\overline{W} \cdot \overline{X_{i}} + b\right\}$$

- The difference between the prediction of the class value z_i and the real class value y_i is $(y_i z_i) \in \{-2, 0, 2\}$.
- The result is 0 when the prediction and reality is the same.
- The weight vector \overline{W} and bias *b* need to be updated, based on the error $(y_i z_i)$.
- The learning process is iterative.
- The weight update rule for *i*-th input point $\overline{X_i}$ in *t*-th iteration is as follows:

$$\overline{W}^{t+1} = \overline{W}^t + \eta (y_i - z_i) \overline{X_i}$$

- The η is the learning rate that regulate the learning speed.
- Each cycle per input points in the learning phase is referred as an *epoch*.

$$\overline{W}^{t+1} = \overline{W}^t + \eta (y_i - z_i) \overline{X_i}$$

- The incremental term $(y_i z_i)\overline{X_i}$ is the approximation of the negative of the gradient of the least=squares prediction error $(y_i - z_i)^2 = (y_i - sign(\overline{W} \cdot \overline{X_i} - b))^2$
- The update is performed on a tuple-by-tuple basis not a global over whole dataset.
- The perceptron may be considered a modified version of a gradient descent method that minimizes the squared error of prediction.

- The size of the η affect the speed of the convergence and the quality of the solution.
 - The higher value of η means faster convergence, but suboptimal solution may be found.
 - Lower values of η results in higher-quality solutions with slow convergence.
- In practice, η is decreased systematically with increasing number of epochs performed.
- Higher values at the beginning allows bigger jumps in weight space and lower values later allows precise setting of the weights.

- The perceptron, with only one computational neuron produces only a linear model.
- Multi-layer perceptron adds a hidden layer beside the input and output layer.
- The hidden layer itself may consist of different type of topology (e.g. several layers).

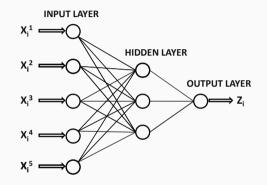


Figure 3: Multi-layer neural network

- The output of nodes in one layer feed the inputs of the nodes in the next layer - this behavior is called *feed-forward network*.
- The nodes in one layer are fully connected to the neurons in the previous layer.

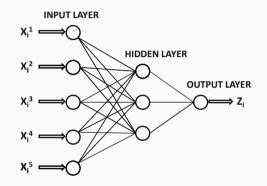


Figure 4: Multi-layer neural network

- The topology of the multi-layer feed-forward network is determined automatically.
- The perceptron may be considered as a single-layer feed-forward neural network.
- The number of layers and the number of nodes in each layer have to be determined manually.
- Standard multi-layer network uses only one hidden layer, i.e. this is considered as a two-layer feed forward neural network.
- The activation function is not limited to linear signed weighted sum, other functions such as logistic, sigmoid or hyperbolic tangents are allowed.

Sigmoid/Logistic function
$$\sigma(x) = \frac{1}{1+e^{-x}}$$
TanH $tanh(x) = \frac{(e^x - e^{-x})}{(e^x + e^{-x})}$ ReLU (Rectified linear unit) $f(x) = \begin{cases} 0 & forx \le 0 \\ x & forx \ge 0 \end{cases}$ Sinc $f(x) = \begin{cases} 1 & forx = 0 \\ \frac{\sin(x)}{x} & forx \ne 0 \end{cases}$ Gaussian $f(x) = e^{x^2}$ Softmax $\sigma(z)_j = \frac{e^{z_j}}{\sum_{k=1}^{K} e^{z_k}}$

- The learning phase is more complicated than the one in perceptron.
- The biggest problem is the get the error in the hidden layer, because the direct class label is not defined on this level.
- Some kind of *feedback* is required from the nodes in the forward layer to the nodes in earlier layers about the *expected* outputs and corresponding errors.
- This principle is realized in the *back-propagation* algorithm.

Back-propagation algorithm

- Forward phase:
 - The input is fed into input neurons.
 - The computed values are propagated using the current weights to the next layers.
 - The final predicted output is compared with the class label and the error is determined.

Back-propagation algorithm

- Backward phase:
 - The main goal is to learn weights in the backward direction by providing the error estimation from later layers to the earlier layers.
 - The estimation in the hidden layer is computed as a function of the error estimate and weight is the layers ahead.
 - The error is estimated again using the gradient method.
 - The process is complicated by the using of non-linear functions n the inner nodes.

- Lets have an example multi-layer neural network with single output neuron.
- In each iteration do take the *i*-th input vector.
- Pass it through the networks using the forward pass.
- Compare the i-th output o_i to the expected value y_i .
- Compute the error and update the weight using the learning rate η .
- The goal is to optimize the weights w_i to minimize the error function of the differences between y_i and o_i .

• The error function *E* over whole dataset of size *n* may be defined as follows:

$$E = \frac{1}{2} \sum_{i=0}^{n} (y_i - o_i)^2$$

• The weights of the neurons must be adapted according to the error produced by the neuron weight.

$$W_{i+1} = -\eta \frac{\partial E}{\partial W_i} + \mu W_i$$

• The partial derivation may be computed using so called chain rule.

$$\frac{\partial E}{\partial w_i} = \frac{\partial E}{\partial y} \cdot \frac{\partial y}{\partial z} \cdot \frac{\partial z}{\partial w_i}$$

• where

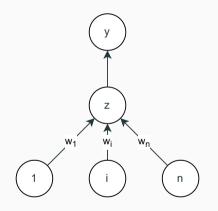
$$y = \frac{1}{1 + e^{-\lambda z}} \qquad z = \sum_{i=0}^{m} w_i x_i$$

therefore

$$\frac{\partial z}{\partial w_i} = x_i \qquad \frac{\partial y}{\partial z} = y \cdot (1 - y)\lambda$$

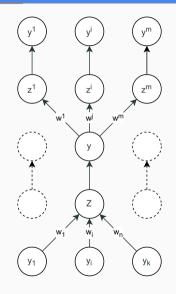
- The first partial derivation computation differs for neuron from output and hidden layer.
- The solution for the output layer and *i*-th output is as follows:

$$\frac{\partial E}{\partial y} = (y_i - o_i)$$



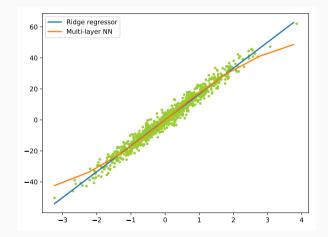
• The solution for the hidden layer and *i*-th output is as follows:

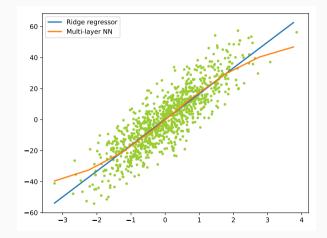
$$\frac{\partial E}{\partial y} = \sum_{j=0}^{m} \frac{\partial E}{\partial z^{j}} \cdot \frac{\partial z^{j}}{\partial y} = \sum_{j=0}^{m} \frac{\partial E}{\partial z^{j}} \cdot w^{j}$$

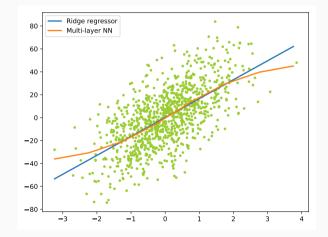


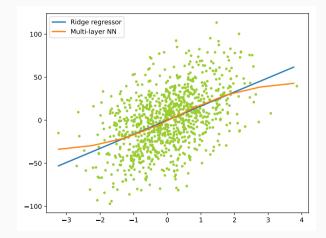
- It has ability not only to capture decision boundaries of arbitrary shapes, but also non-contiguous class distribution with different decision boundaries in different regions.
- With increasing number of nodes and layers, virtually any function may be approximated.
- The neural networks are universal function approximate.

- This generality brings several challenges that have to be dealt with:
 - The design of the topology presents many trade=off challenges for the analyst.
 - Higher number of nodes and layers provides greater generality but also the risk of over-fitting.
 - There is very little guidance provided from the data.
 - The neural network has poor interpretability associated with the classification process.
 - The learning process is very slow and sensitive to the noise.
 - Larger networks has very slow learning process.









- In reality, local linear regression may be quite effective even when the relationships is nonlinear.
- This is used in Regression Trees.
- Each test instance is classified with its locally optimized linear regression by determining its appropriate partition.
- The partition is determined using split criteria in the internal nodes, i.e. the same as the Decision trees.

- The general strategy of tree construction is the same as for Decision Trees.
- The splits are univariate (single variable/axis parallel).
- The changes are done in splitting criterion determination and in the pruning.
- The number of points used for training need to be high to avoid over-fitting

Splitting criterion

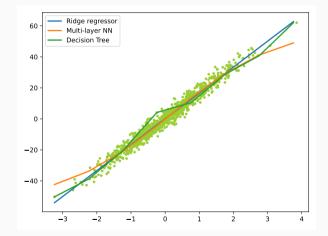
- Due to numeric nature of the class variable, error-based measure have to be used instead of entropy or Gini index.
- The regression modeling is applied on each child resulting from potential split.
- The aggregated squared error of prediction of all training points is computed.

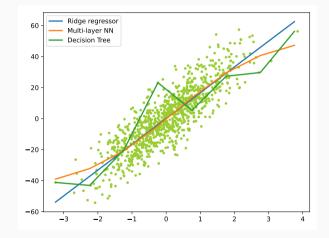
Splitting criterion

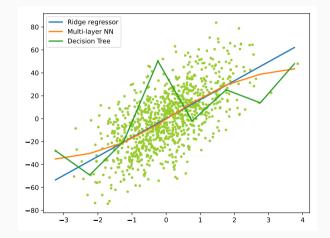
- The split point with the minimum aggregated error is selected.
- The complete regression modeling is computationally very expensive.
- An average variance of the numeric class variable may be used instead.
- The linear regression models are constructed at the leaf nodes after the tree is created.
- This results in larger trees but it its computational expensiveness is much lower.

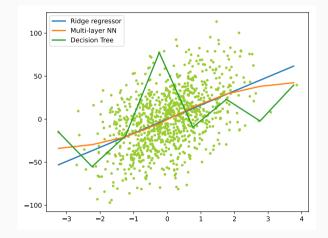
Pruning criterion

- A portion of the training data is not used during construction phase.
- This set is used for evaluation of the squared error of the prediction.
- Leaf nodes are iteratively removed if the accuracy not decreases.









• Mean Absolute Error (MAE) - is the average of the absolute difference between the predicted and actual value. It is highly affected by outliers.

$$MAE = \frac{1}{n} \sum_{i=1}^{n} |y_i - g(\overline{X_i})|$$

• Mean Squared Error (MSE) - is the average of the squared difference between the predicted and actual value. It is differentiable and may be used for optimization.

$$MSE = \frac{1}{n} \sum_{i=1}^{n} (y_i - g(\overline{X_i}))^2$$

• Root Mean Squared Error (RMSE) - is the square root of the average of the squared difference of the predicted and actual value. The root mean is able penalize large errors.

$$RMSE = \sqrt{\frac{1}{n}\sum_{i=1}^{n} (y_i - g(\overline{X_i}))^2}$$

- The effectiveness of the linear regression models can be evaluated with a measure known as R²-statistics or coefficient of determination.
- The standard Sum of Squared Error is defined for a model $g(\overline{X})$ as:

$$SSE = \sum_{i=1}^{n} (y_i - g(\overline{X_i}))^2$$

• The Squared Error of the response variable about its mean is defined as:

$$SST = \sum_{i=1}^{n} \left(y_i - \sum_{j=1}^{n} \frac{y_j}{n} \right)^2 = \sum_{i=1}^{n} \left(y_i - \overline{y} \right)^2$$

• The *R*²-statistics is then defined as:

$$R^2 = 1 - \frac{SSE}{SST}$$

- The value is always between 0 and 1 and higher are more desirable.
- For high dimension data, **adjusted** version is more accurate:

$$R^2 = 1 - \frac{(n-d)SSE}{(n-1)SST}$$

- The R^2 -statistics is not applicable on the nonlinear models.
- The nonlinear regression may be evaluated using pure SSE.

• Mean Average Percentage Error (MAPE) - is the average percentage error between the predicted and actual value.

$$MAPE = \frac{100}{n} \sum_{i=1}^{n} \left| \frac{y_i - g(\overline{X_i})}{y_i} \right|$$

• Symmetric Mean Average Percentage Error (SMAPE) - is the symmetric average percentage error between the predicted and actual value.

$$SMAPE = \frac{100}{n} \sum_{i=1}^{n} \frac{\left|y_i - g(\overline{X_i})\right|}{\frac{\left|y_i\right| + \left|g(\overline{X_i})\right|}{2}}$$

Questions