CS540 Introduction to Artificial Intelligence Lecture 2

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Based on lecture slides by Jerry Zhu, Yingyu Liang, and Charles

Dyer

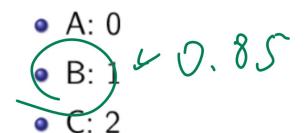
June 3, 2020

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Test Quiz

$$\frac{2}{3}$$
 $\frac{1}{h}$ $\sum_{i=1}^{h}$ \times :

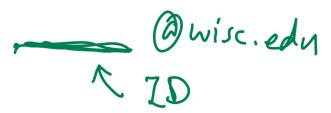
 Pick the number that is the closest to two-thirds of the average of the numbers other people picked.



D: 3

E: 4

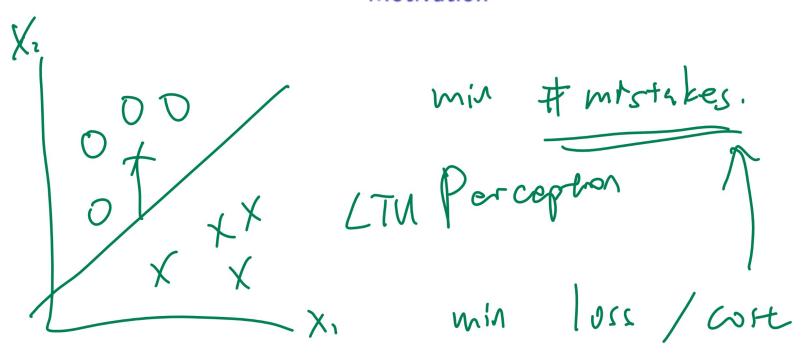
Socrative Room CS540 C



Send all question to "Questions" on public.

Loss Function Diagram

Motivation



Zero-One Loss Function

Motivation

• An objective function is needed to select the "best" \hat{f} . An example is the zero-one loss.

$$\hat{f} = \arg\min_{f} \sum_{i=1}^{n} \mathbb{1}_{\{f(x_i) \neq y_i\}}$$

- arg min objective (f) outputs the function that minimizes the objective.
- The objective function is called the cost function (or the loss function), and the objective is to minimize the cost.

Squared Loss Function

Motivation

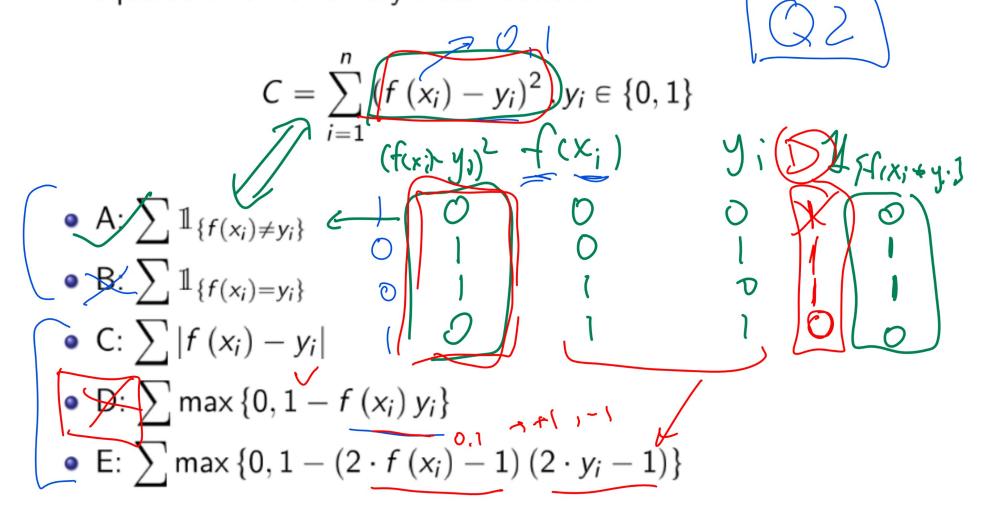
- Zero-one loss counts the number of mistakes made by the classifier. The best classifier is the one that makes the fewest mistakes.
- Another example is the squared distance between the predicted and the actual y value:

and the actual
$$y$$
 value:
$$\frac{\hat{f}}{2} = \underset{i=1}{\operatorname{arg min}} \frac{1}{2} \sum_{i=1}^{n} \left(\frac{f(x_i) - y_i}{1} \right)^2$$
prediction label
$$\uparrow \text{ teaming}$$

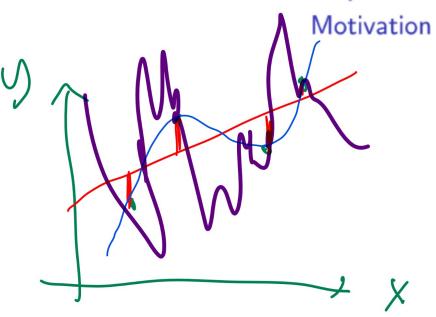
Loss Functions Equivalence

Quiz

 Which one of the following functions is not equivalent to the squared error for binary classification?



Function Space Diagram



Hypothesis Space

Motivation

- There are too many functions to choose from.
- ullet There should be a smaller <u>set of functions</u> to choose \hat{f} from.

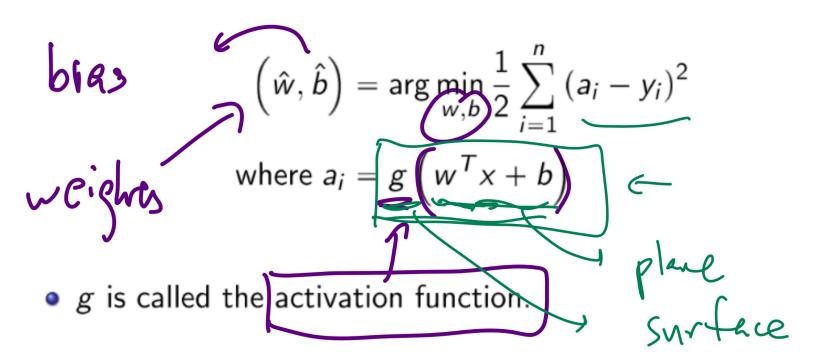
$$\hat{f} = \arg\min_{f \in \mathcal{H}} \frac{1}{2} \sum_{i=1}^{n} (f(x_i) - y_i)^2$$

ullet The set ${\cal H}$ is called the hypothesis space.

Activation Function

Motivation

• Suppose \mathcal{H} is the set of functions that are compositions between another function g and linear functions.



Linear Threshold Unit

Motivation

• One simple choice is to use the step function as the activation function:

$$g\left(\begin{array}{c} \cdot \end{array}\right) = \mathbb{1}_{\left\{\begin{array}{c} \cdot \\ 0 \end{array}\right\}} = \left\{\begin{array}{cc} \underline{1} & \text{if } \nearrow 0 \\ 0 & \text{if } \cdot < 0 \end{array}\right\}$$

This activation function is called linear threshold unit (LTU).



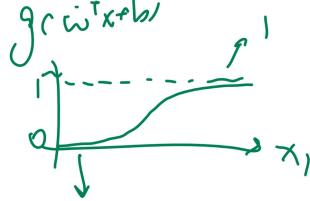
Sigmoid Activation Function

Motivation

 When the activation function g is the sigmoid function, the problem is called logistic regression.

$$g\left(\boxed{\cdot}\right) = \frac{1}{1 + \exp\left(-\boxed{\cdot}\right)}$$

• This g is also called the logistic function.



Sigmoid Function Diagram

Motivation

Cross Entropy Loss Function

Motivation

cost function.

$$C(f) = -\sum_{i=1}^{n} (y_i \log (f(x_i)) + (1 - y_i) \log (1 - f(x_i)))$$

It is also called the cross-entropy loss function.

Logistic Regression Objective

Motivation

 The logistic regression problem can be summarized as the following.

following.
$$\left(\hat{w}, \hat{b}\right) = \arg\min_{w, b} - \sum_{i=1}^{n} \left(y_i \log\left(a_i\right) + (1 - y_i) \log\left(1 - a_i\right)\right)$$
where $a_i = \frac{1}{1 + \exp\left(-z_i\right)}$ and $z_i = w^T x_i + b$

Optimization Diagram





Learning Rate Demo

Motivation

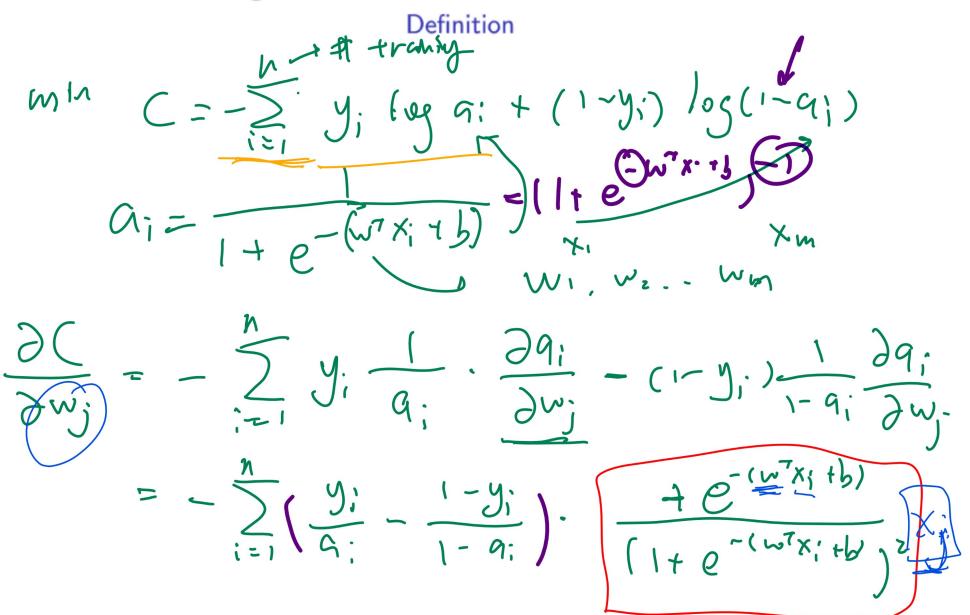
Logistic Regression

Description

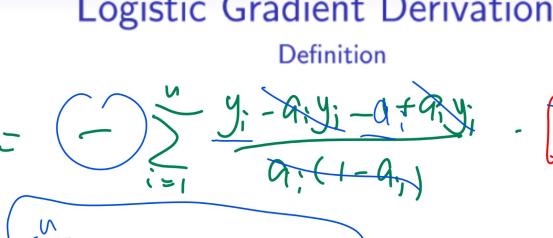
- Initialize random weights.

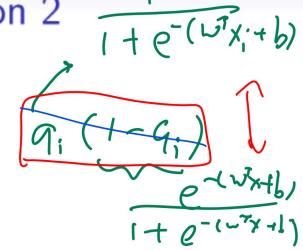
- Evaluate the activation function.
 Compute the gradient of the cost function with respect to each weight and bias.
- Update the weights and biases using gradient descent.
- Repeat until convergent.

Logistic Gradient Derivation 1



Logistic Gradient Derivation 2

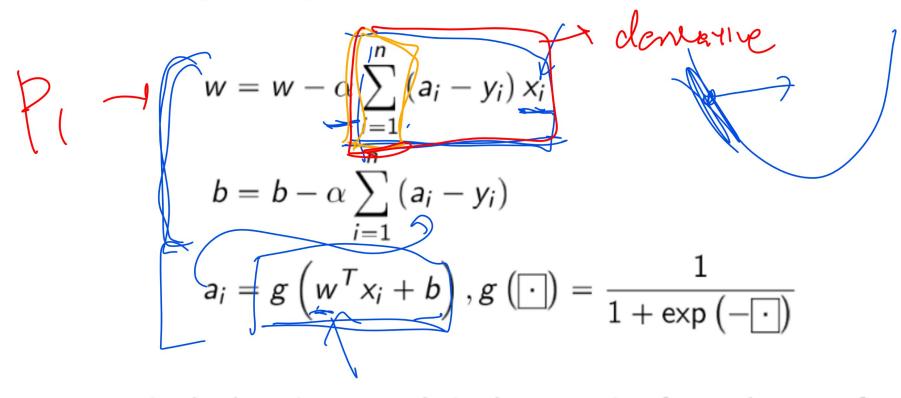




Gradient Descent Step

Definition

• For logistic regression, use chain rule twice.



• α is the learning rate. It is the step size for each step of gradient descent. $\stackrel{\circ}{\cup}$

Perceptron Algorithm

Definition

Update weights using the following rule.

$$w = w - \alpha \underbrace{(a_i - y_i) x_i}$$
 geometric
$$b = b - \alpha (a_i - y_i)$$
 Tricle
$$a_i = \mathbb{1}_{\{w \mid x_i + b \geqslant 0\}} - \{0\}$$
 if $w \mid x \neq b \geqslant 0$ Otherwise

Gradient Descent

Quiz

 What is the gradient descent step for w if the objective (cost) function is the squared error?

Tunction is the squared error?

$$C = \frac{1}{2} \sum_{i=1}^{n} (a_i - y_i)^2, a_i = g(w^T x_i + b), g(z) = g(z) \cdot (1 - g(z))$$

$$A: w = w - \alpha \sum_{i=1}^{n} (a_i - y_i) + e^{-w^T x_i + b} = e^{-w^T x_i + b}$$

$$B: w = w - \alpha \sum_{i=1}^{n} (a_i - y_i) x_i = e^{-w^T x_i + b}$$

$$C: w = w - \alpha \sum_{i=1}^{n} (a_i - y_i) a_i x_i$$

$$C: w = w - \alpha \sum_{i=1}^{n} (a_i - y_i) (1 - a_i) x_i$$

$$D: w = w - \alpha \sum_{i=1}^{n} (a_i - y_i) (1 - a_i) x_i$$

• E: $w = w - \alpha \sum (a_i - y_i) a_i$

Gradient Descent, Answer

Gradient Descent, Another One

• What is the gradient descent step for w if the activation funtion is the identity function?

$$C = \frac{1}{2} \sum_{i=1}^{n} (a_i - y_i)^2, a_i = w^T x_i + b$$

• A:
$$w = w - \alpha \sum (a_i - y_i)$$

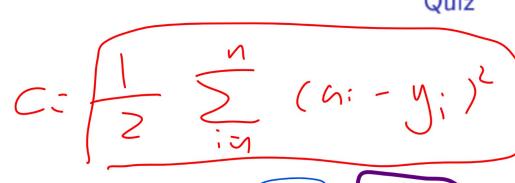
B:
$$w = w - \alpha \sum_{i} (a_i - y_i) x_i$$

• C:
$$w = w - \alpha \sum (a_i - y_i) a_i x_i$$

• D:
$$w = w - \alpha \sum (a_i - y_i) (1 - a_i) x_i$$

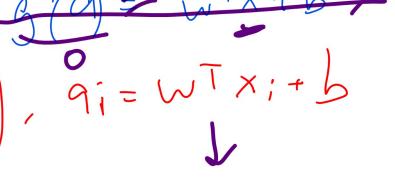
• E:
$$w = w - \alpha \sum (a_i - y_i) a_i (1 - a_i) x_i$$

Gradient Descent, Another One, Answer



$$\frac{1}{2} \left[\frac{1}{2} \left(q_i - y_i \right) \right] \times j$$

$$\frac{\partial c}{\partial w_i} = \sum_{i=1}^{N} (G_i - Y_i) \times ij$$



W1X1+W2X27-176

$$\left(\frac{\partial C}{\partial k_{i}}\right)$$

$$\frac{\partial C}{\partial w} = \sqrt{w} \left(- \sum_{i=1}^{\infty} (9i - y_i) X_i \right)$$

Other Non-linear Activation Function

Discussion

- Activation function: $g(\cdot) = \tanh(\cdot) = \frac{e^{\cdot} e^{-\cdot}}{e^{\cdot} + e^{-\cdot}}$
- Activation function: $g(\overline{\cdot}) = \arctan(\overline{\cdot})$
- Activation function (rectified linear unit): $g(\underline{\cdot}) = \underline{\cdot} \mathbb{1}_{\{\underline{\cdot} \ge 0\}}$
- All these functions lead to objective functions that are convex and differentiable (almost everywhere). Gradient descent can be used.