

# CPSC 340: Machine Learning and Data Mining

Non-Linear Regression

Fall 2016

# Admin

- **Assignment 2** is due now.
  - 1 late day to hand it in on Wednesday, 2 for Friday, 3 for next Monday.
- **Assignment 3** will be out by early next week.
  - Due October 19 (so we can release solutions before the midterm).
- We **will have tutorials** on Tuesday/Wednesday of next week:
  - Focusing on multivariate calculus in matrix notation.
- **Tutorial room change**: T1D (Monday @5pm) moved to DMP 101.



THE DATA BEHIND MASSIVE  
OPEN ONLINE COURSES (MOOCS) AT

UDACITY

Thursday October 13, 2016 at 5:30pm

 **DataSense**  **BIG DATA  
UNIVERSITY**

*“In this talk, Eli will provide an overview of how big data is used to create and power Silicon Valley's greatest companies, with specific examples from Udacity.”*

Location TBA!

There will be free food and drinks. More info and to get your tickets:

<https://goo.gl/QGsnUU>

<https://www.facebook.com/events/645894388926612/>

# Last Time: Linear Regression

- We discussed **linear models**:

$$y_i = w_1 x_{i1} + w_2 x_{i2} + \dots + w_d x_{id}$$
$$= \sum_{j=1}^d w_j x_{ij} = w^T x_i$$

- “Multiply feature  $x_{ij}$  by weight  $w_j$ , add them to get  $y_i$ ”.
- We discussed **squared error function**:

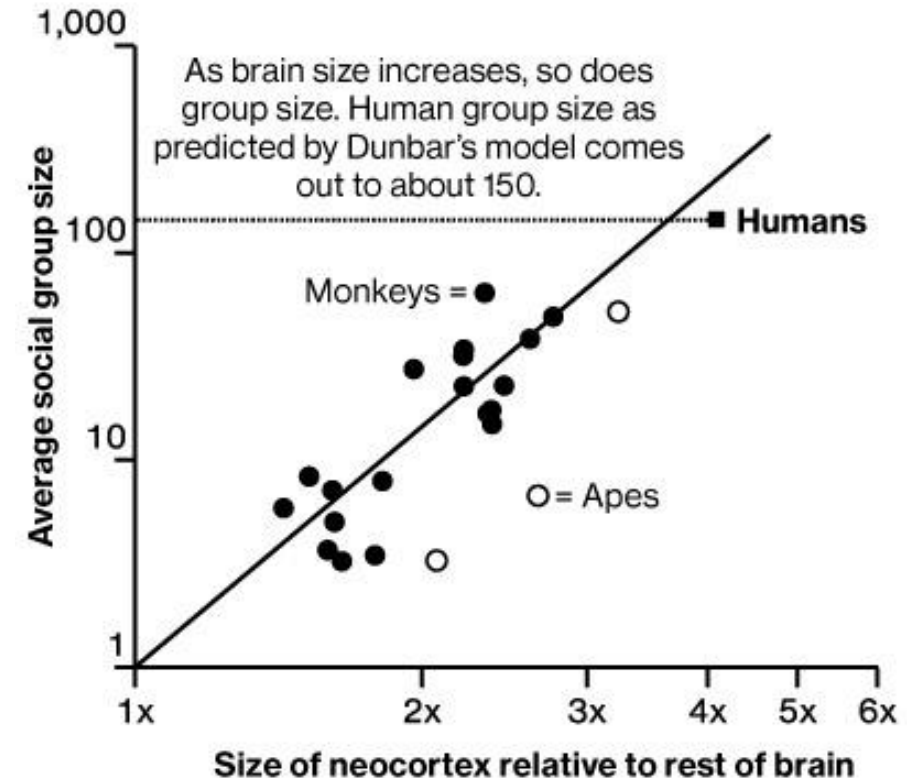
$$f(w) = \frac{1}{2} \sum_{i=1}^n (w^T x_i - y_i)^2$$

Predicted value  $\leftarrow$   $w^T x_i$        $y_i$   $\rightarrow$  True value

- Interactive demo:

– <http://setosa.io/ev/ordinary-least-squares-regression>

## The Social Cortex

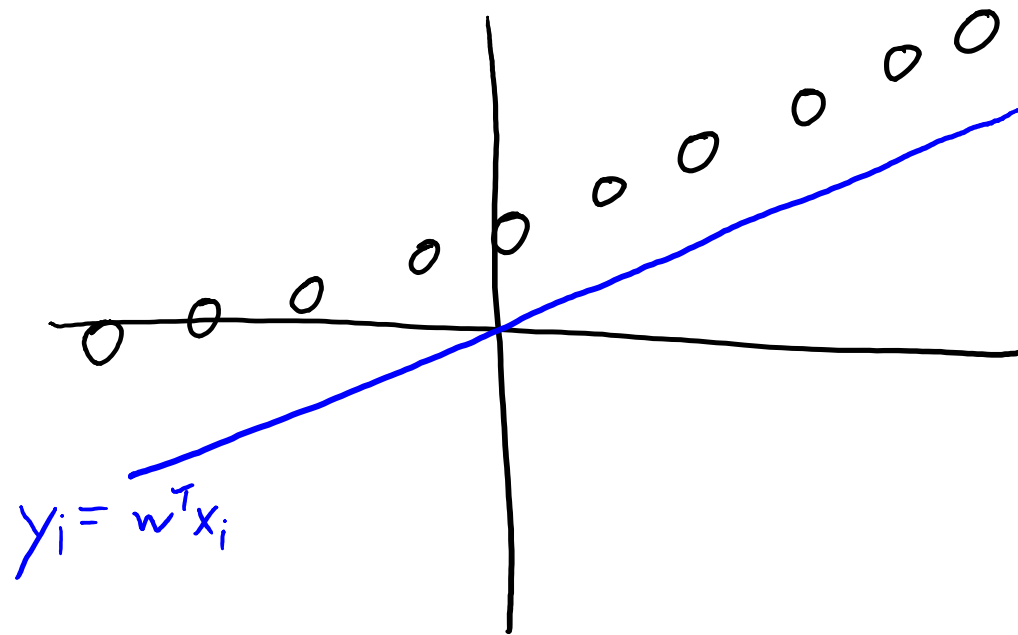


DATA: THE SOCIAL BRAIN HYPOTHESIS, DUNBAR 1998

To predict on test case  $\hat{x}_i$   
use  $\hat{y}_i = w^T \hat{x}_i$

# Why don't we have a y-intercept?

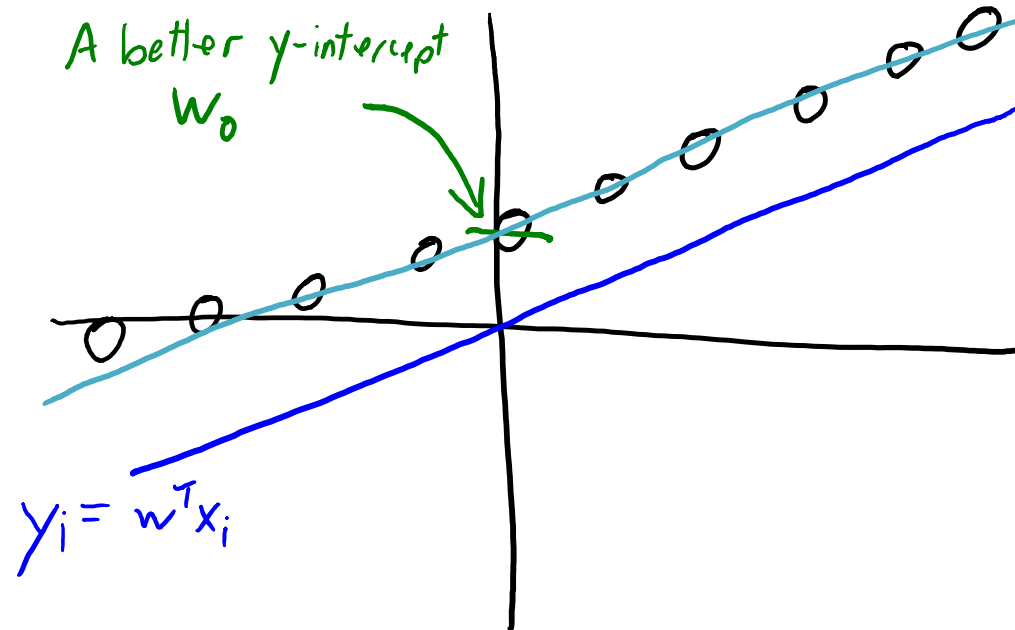
- Last time: Linear models with **no y-intercept**.
  - Linear model is  $y_i = w^T x_i$  instead of  $y_i = w^T x_i + w_0$  with y-intercept  $w_0$ .
  - So if  $x_i = 0$  then we **must predict  $y_i = 0$** .



← Even "least squares" solution must go through origin.

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Adding  
y-intercept  
fixes this.

$$y_i = w^T x_i + w_0$$

Even "least squares"  
solution must go  
through origin.

# Adding a Bias Variable

- Simple trick to add a y-intercept (“bias”) variable:
  - Make a new matrix “Z” with an extra feature that is always “1”.

$$X = \begin{bmatrix} 0.1 & 0.3 \\ 0.5 & -0.6 \\ 0.2 & 0.4 \end{bmatrix} \quad Z = \begin{bmatrix} 1 & 0.1 & 0.3 \\ 1 & 0.5 & -0.6 \\ 1 & 0.2 & 0.4 \end{bmatrix}$$


- Now use “Z” as features to get a model with a non-zero y-intercept:

$$\begin{aligned} y_i &= w_0 z_{i0} + w_1 z_{i1} + w_2 z_{i2} \\ &\quad \quad \quad \hookrightarrow \text{"1"} \quad \quad \quad \hookrightarrow x_{i1} \quad \quad \quad \hookrightarrow x_{i2} \\ &= w_0 + w_1 x_{i1} + w_2 x_{i2} \end{aligned}$$

- So we can have a non-zero y-intercept by changing features.

# Linear Least Squares

Training:

$$w = (X^T * X) \setminus (X^T * y)$$

Prediction:

$$y = X * w$$

Why?

$$y_i = w^T x_i \quad \text{so} \quad y = \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_n \end{bmatrix} = \begin{bmatrix} w^T x_1 \\ w^T x_2 \\ \vdots \\ w^T x_n \end{bmatrix} = \begin{bmatrix} x_1^T w \\ x_2^T w \\ \vdots \\ x_n^T w \end{bmatrix} = \underbrace{\begin{bmatrix} \text{---} & x_1^T & \text{---} \\ \text{---} & x_2^T & \text{---} \\ \vdots & \vdots & \vdots \\ \text{---} & x_n^T & \text{---} \end{bmatrix}}_X \begin{bmatrix} w_1 \\ w_2 \\ \vdots \\ w_d \end{bmatrix} = Xw$$



# Linear Least Squares

Training:

$$w = (X^T * X) \setminus (X^T * y)$$

Why?

Want 'w' that minimizes

$$f(w) = \frac{1}{2} \sum_{i=1}^n \underbrace{(w^T x_i - y_i)}_{r_i}^2 = \frac{1}{2} \sum_{i=1}^n r_i^2 = \frac{1}{2} r^T r = \frac{1}{2} \|r\|_2^2 = \boxed{\frac{1}{2} \|Xw - y\|_2^2}$$

Define "residual"  $r_i$  as

Signed error on example 'i':

$$r_i = w^T x_i - y_i$$

$$r = \begin{bmatrix} r_1 \\ r_2 \\ \vdots \\ r_n \end{bmatrix} = \begin{bmatrix} w^T x_1 - y_1 \\ w^T x_2 - y_2 \\ \vdots \\ w^T x_n - y_n \end{bmatrix} = \underbrace{\begin{bmatrix} w^T x_1 \\ w^T x_2 \\ \vdots \\ w^T x_n \end{bmatrix}}_{Xw} - \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_n \end{bmatrix} = Xw - y$$

# Linear Least Squares

Training:

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

Why?

$$r^T r = \|r\|^2$$

$$\|r\|_2 = \sqrt{\sum_{j=1}^n r_j^2}$$

Want 'w' that minimizes

$$f(w) = \frac{1}{2} \sum_{i=1}^n (w^T x_i - y_i)^2 = \frac{1}{2} \|Xw - y\|_2^2 = \frac{1}{2} (Xw - y)^T (Xw - y)$$

Let's expand  
then compute  
gradient.

$$= \frac{1}{2} ((Xw)^T - y^T) (Xw - y)$$

$$(AB)^T = B^T A^T$$

$$= \frac{1}{2} (\underline{w^T X^T} - y^T) (Xw - y)$$

"distributive"

$$= \frac{1}{2} (w^T X^T (Xw - y) - y^T (Xw - y))$$

$$= \frac{1}{2} (w^T X^T Xw - \underline{w^T X^T y} - y^T Xw + y^T y)$$

$$= \frac{1}{2} w^T X^T Xw - w^T X^T y + \frac{1}{2} y^T y$$

$$w^T v = v^T w \\ v = X^T y$$

A good way to check  
your step: make sure  
that dimensions all make sense.

# Linear Least Squares

Training:

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

Why?

Want 'w' that minimizes

$$f(w) = \frac{1}{2} \sum_{i=1}^n (w^T x_i - y_i)^2 = \frac{1}{2} \|Xw - y\|_2^2 = \frac{1}{2} \underbrace{w^T X^T X w}_{A} - \underbrace{w^T X^T y} + \frac{1}{2} y^T y \quad \left. \vphantom{\frac{1}{2} \sum_{i=1}^n} \right\} \text{a quadratic function (in matrix notation)}$$

$$ax^2 + bx + c$$

$$\nabla f(w) = X^T X w - X^T y + 0$$

What are the gradients of these terms?

So at a minimizer where  $\nabla f(w) = 0$   
we have:  $X^T X w = X^T y$

Cheat sheet:  $\nabla_w [c] = 0$

$$\nabla_w [w^T b] = b$$

$$\nabla_w \left[ \frac{1}{2} w^T A w \right] = A w \quad \text{for } \underline{\text{symmetric}} \quad A.$$

Like  $\frac{d}{dx} [ax^2] = ax$

See note on webpage for derivation

# Linear Least Squares

Training:

$$w = \underbrace{(X^T * X)}_A \setminus \underbrace{(X^T * y)}_b$$

"solve linear system"  
↑

why?

Want 'w' that minimizes

$$f(w) = \frac{1}{2} \sum_{i=1}^n (w^T x_i - y_i)^2 = \frac{1}{2} \|Xw - y\|_2^2$$

We know that minimizer must have

$$\underbrace{X^T X}_w = \underbrace{X^T y}_y \quad \text{"normal equations"}$$

Some matrix    Some vector

This is a linear system  $Aw = b$

for some matrix 'A' and vector 'b'

Note that

$f(w)$  is a "convex" function

so solving  $\nabla f(w) = 0$  gives minimizer.

# Least Squares Issues

- Issues with least squares model:
  - Solution might **not be unique**.
  - It is **sensitive to outliers**.
  - It always **uses all features**.
  - Data can be so big we **can't store  $X^T X$** .
  - It might **predict outside range** of  $y_i$  values.
  - It assumes a **linear relationship** between  $x_i$  and  $y_i$ .

$X$  is  $n \times d$   
so  $X^T$  is  $d \times n$   
and  $X^T X$  is  $d \times d$ .

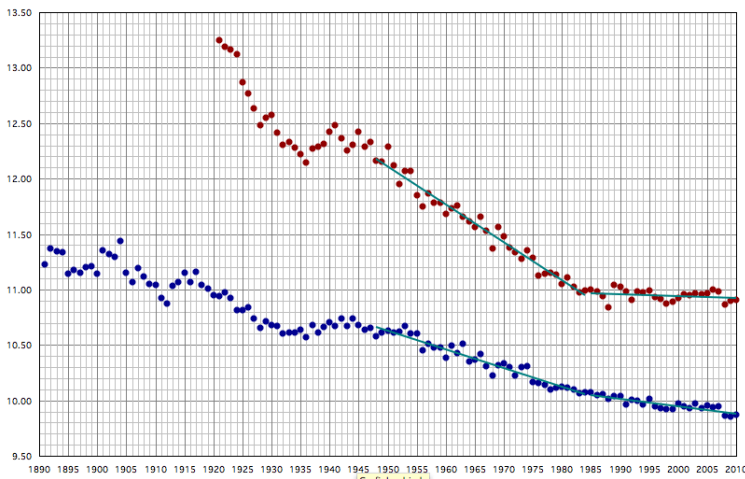
Costs  $O(nd^2)$  to calculate:

- Each of the  $O(d^2)$  elements is an inner product between length 'n' vectors.

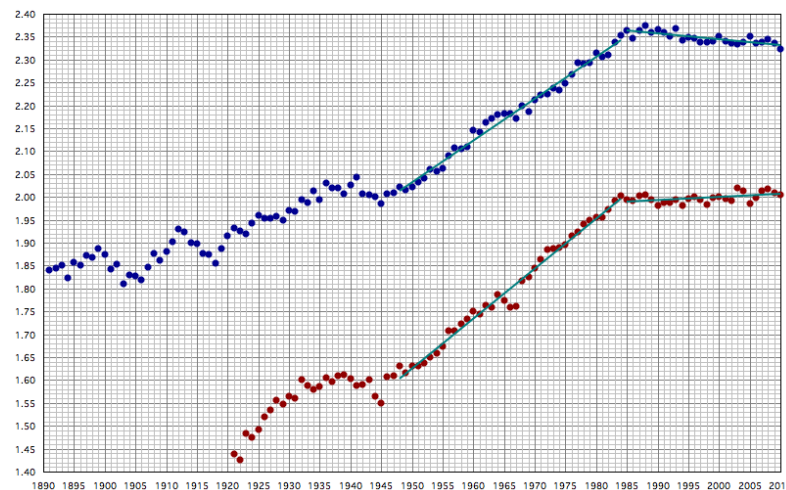
# Example: Non-Linear Progressions in Athletics

- Are top athletes going faster, higher, and farther?

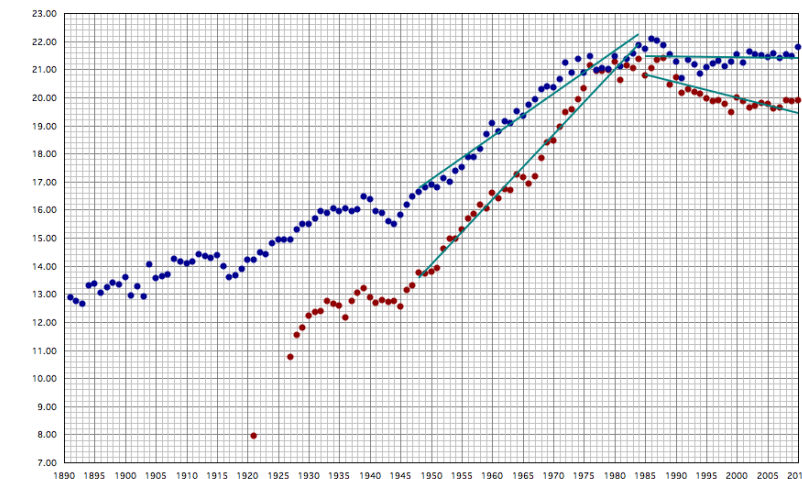
100m PROGRESSION MEN AND WOMEN (mean of top ten)



HIGH JUMP PROGRESSION MEN AND WOMEN (mean of top ten)



SHOT PUT PROGRESSION MEN (7.26 kg) AND WOMEN (4 kg) (mean of top ten)

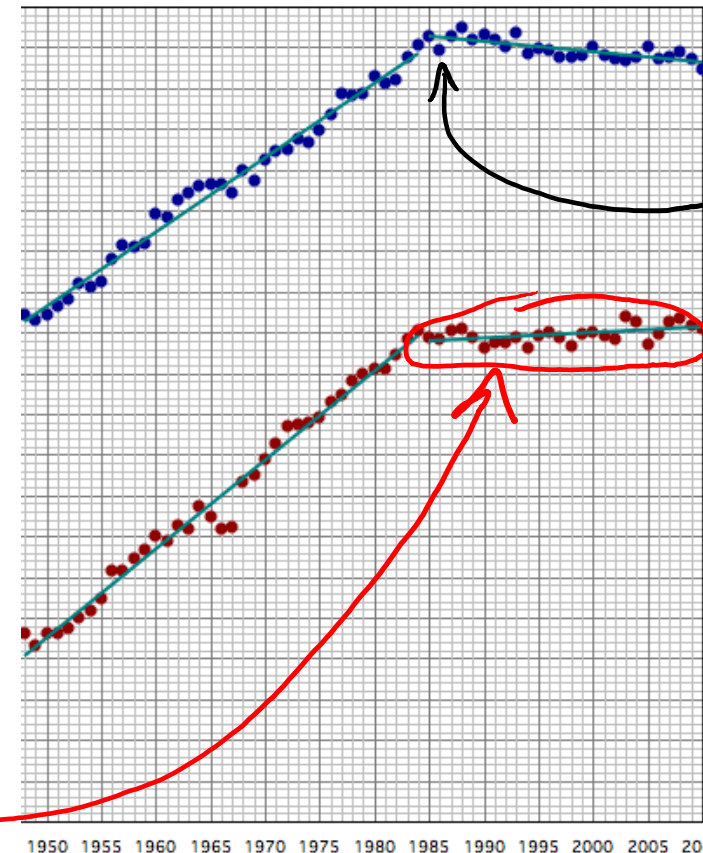
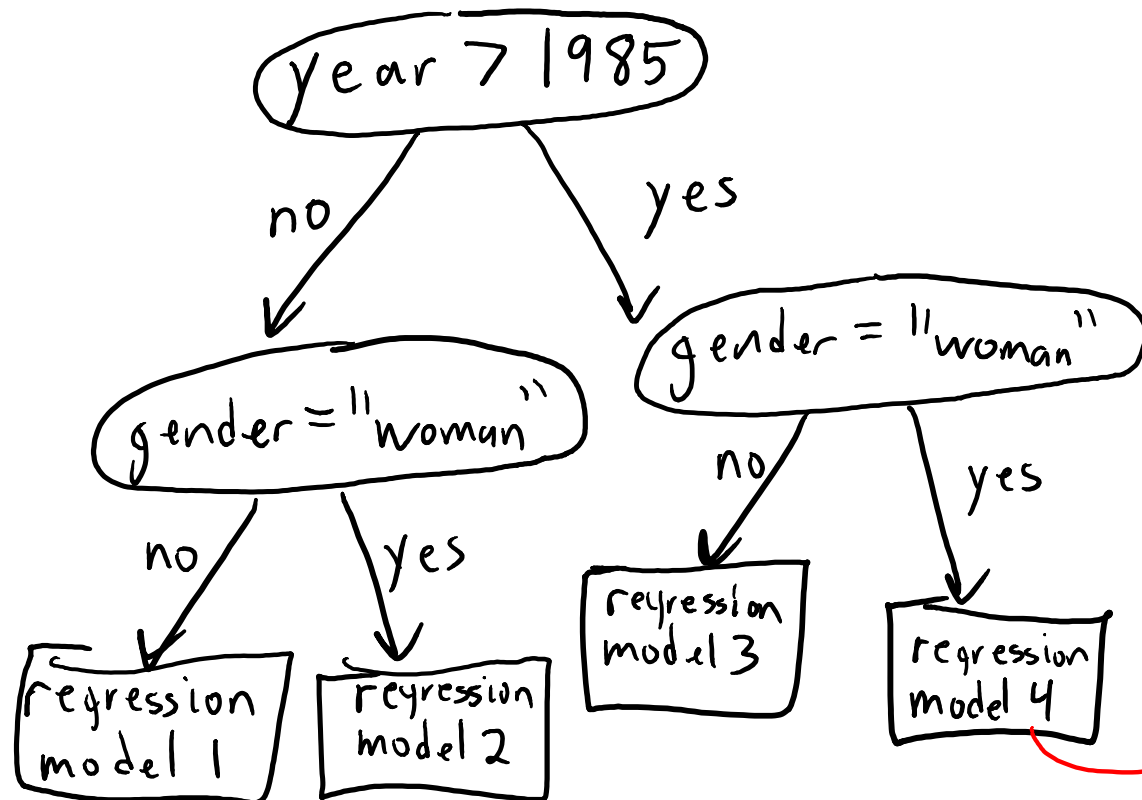


# Adapting Counting/Distance-Based Methods

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  - Regression tree: tree with mean value or linear regression at leaves.

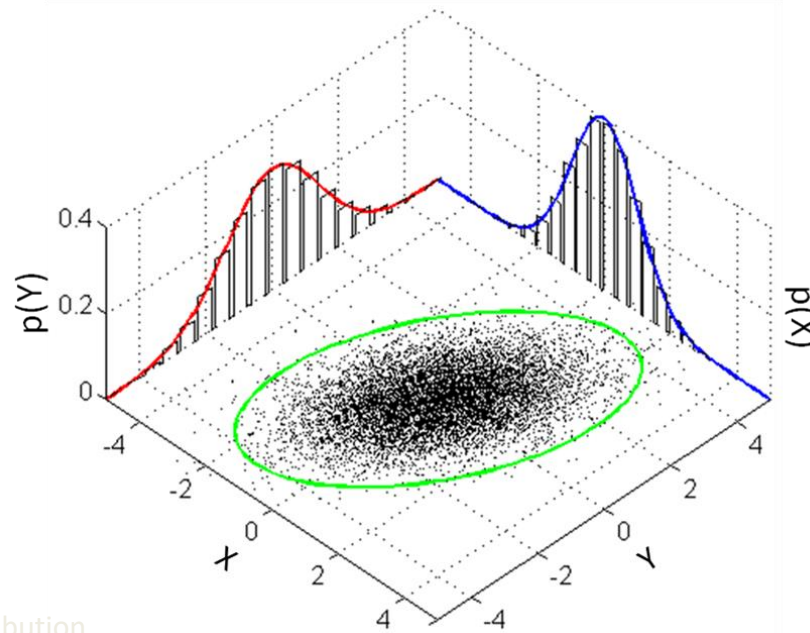


Not necessarily continuous.



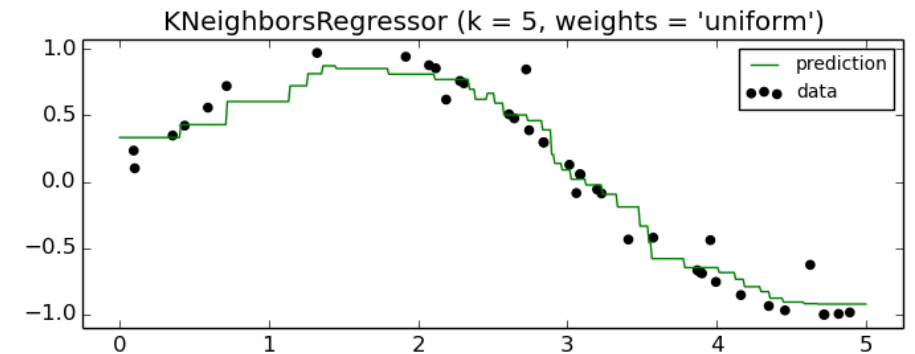
# Adapting Counting/Distance-Based Methods

- We can **adapt our classification methods to perform regression**:
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  - **Generative models**: fit  $p(x_i | y_i)$  and  $p(y_i)$  with Gaussian or other model.



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    - Mean  $y_i$  among k-nearest neighbours.



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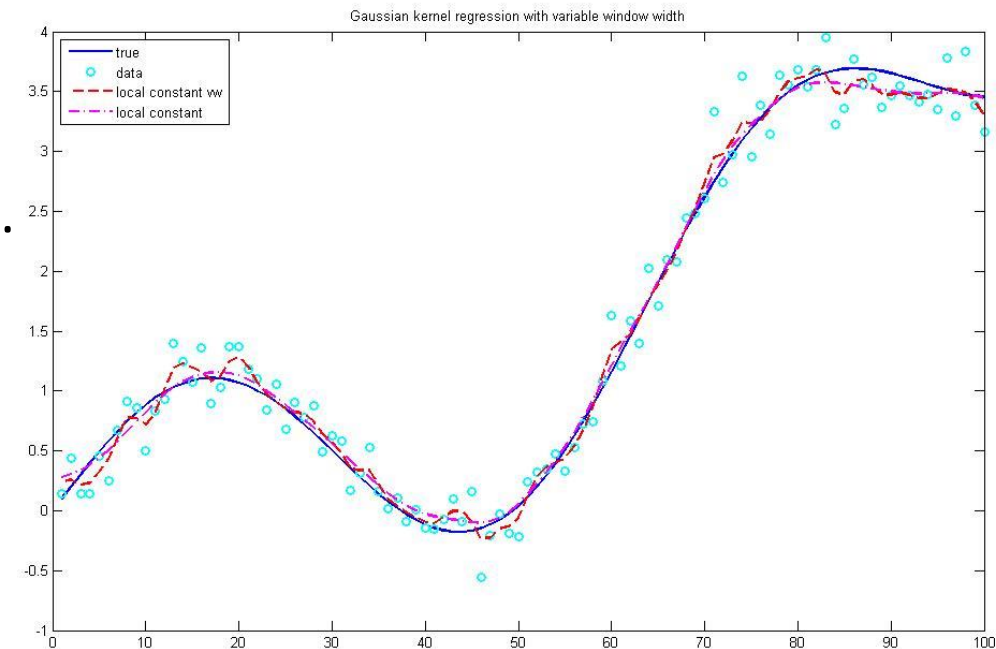
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  - Non-parametric models:
    - Mean  $y_i$  among  $k$ -nearest neighbours.
    - Could be **weighted by distance**.
      - Close points 'j' get more "weight"  $w_{ij}$ .



# Adapting Counting/Distance-Based Methods

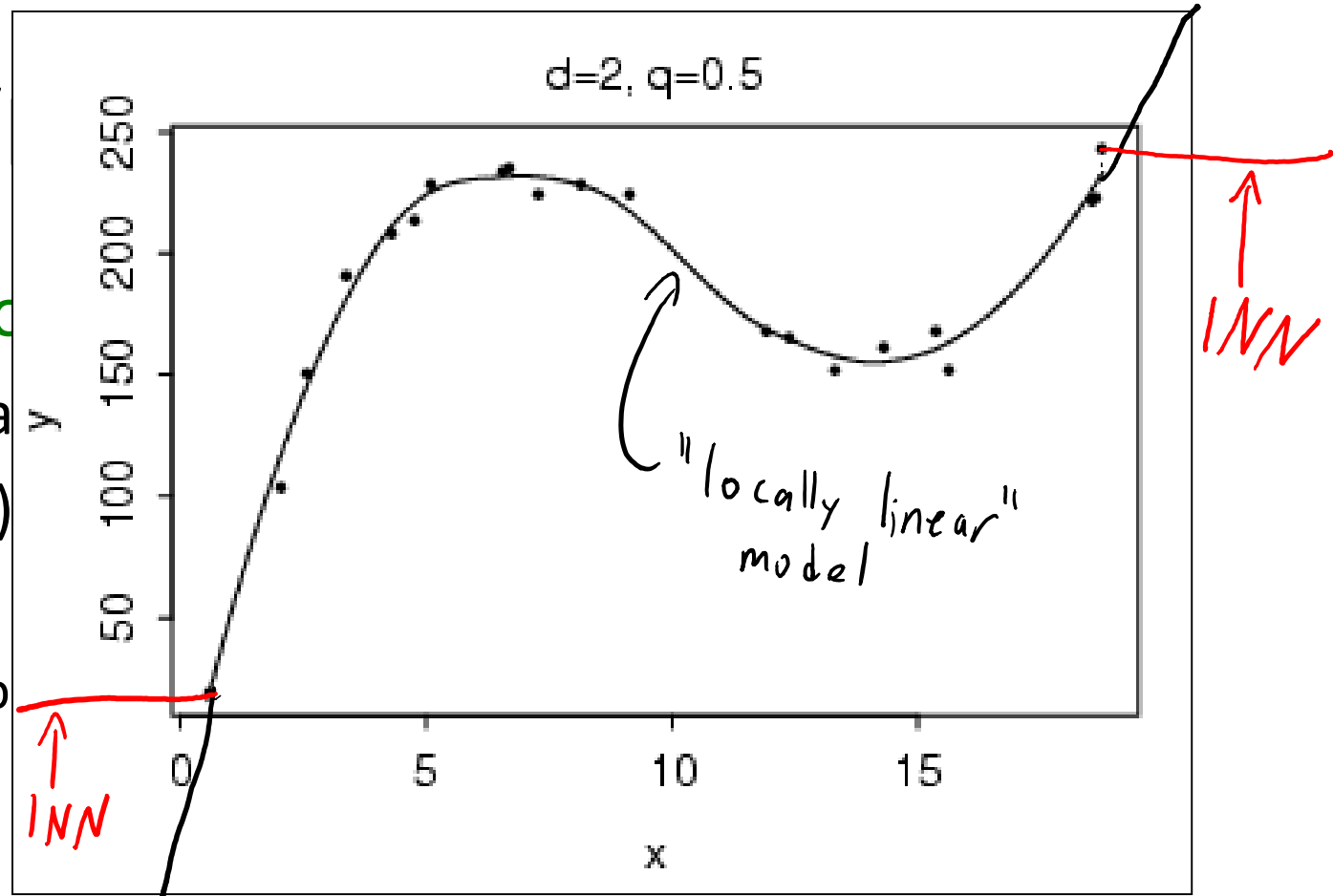
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    - Mean  $y_i$  among  $k$ -nearest neighbours.
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    - ‘**Nadaraya-Waston**’: weight *all*  $y_i$  by distance to  $x_i$ .

$$y_i = \frac{\sum_{j=1}^n w_{ij} y_j}{\sum_{j=1}^n w_{ij}}$$



# Adapting Counting/

- We can adapt our classification
  - Regression tree: tree with mean
  - Generative models: fit  $p(x_i | y_i)$
  - Non-parametric models:
    - Mean  $y_i$  among k-nearest neighbors
    - Could be weighted by distance.
    - 'Nadaraya-Waston': weight *all*  $y_i$
    - 'Locally linear regression': for each  $x_i$  a fit linear model weighted by distance.



(Better than KNN and NW at boundaries.)

# Adapting Counting/Distance-Based Methods

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    - ‘Locally linear regression’: for each  $x_i$ , fit linear model weighted by distance.  
(Better than KNN and NW at boundaries.)
  - **Ensemble methods**:
    - Can improve performance by averaging across regression models.

# Regression Forests for Fluid Simulation

- <https://www.youtube.com/watch?v=kGB7Wd9CudA>

# Linear Least Squares for Quadratic Models

- Can we use **linear least squares** to fit a **quadratic model**?

$$y_i = w_0 + w_1 x_i + w_2 x_i^2$$

- You can do this by changing the features (**change of basis**):

$$X = \begin{bmatrix} 0.2 \\ -0.5 \\ 1 \\ 4 \end{bmatrix}$$

$$Z = \begin{bmatrix} 1 & 0.2 & (0.2)^2 \\ 1 & -0.5 & (-0.5)^2 \\ 1 & 1 & (1)^2 \\ 1 & 4 & (4)^2 \end{bmatrix}$$

*y-int*    *x*            *x<sup>2</sup>*

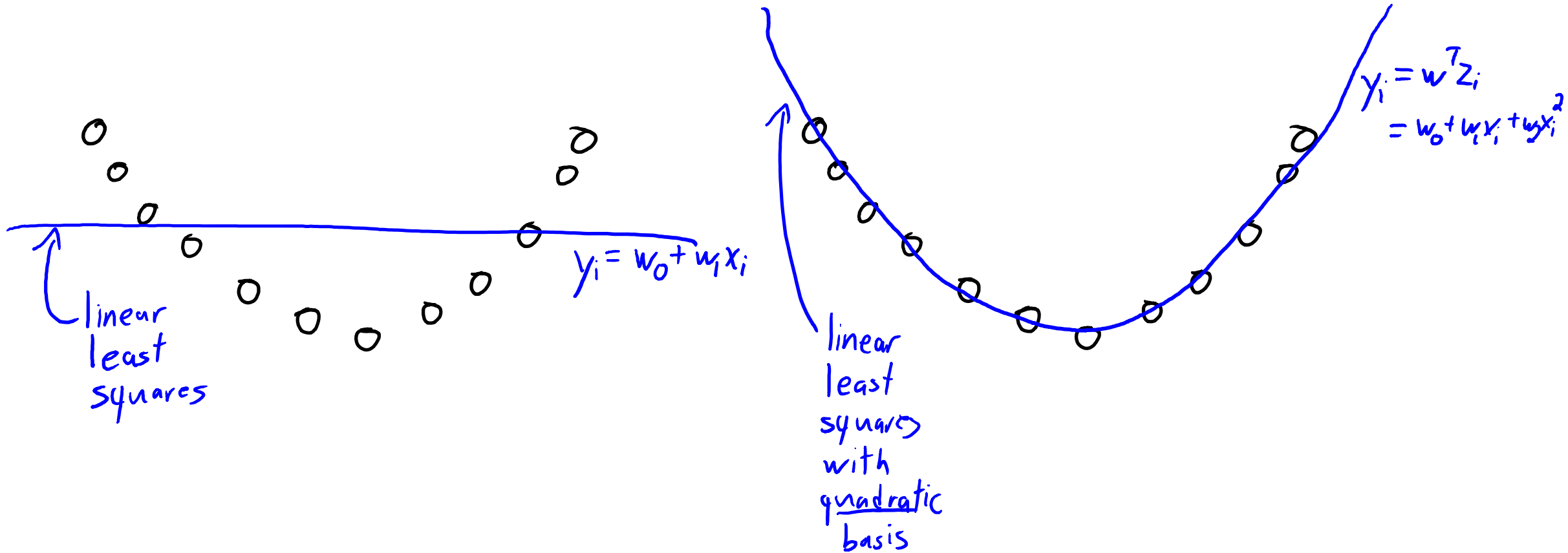
$$\begin{aligned} y_i &= w^T z_i \\ &= w_0 z_{i0} + w_1 z_{i1} + w_2 z_{i2} \\ &= w_0 + w_1 x_i + w_2 x_i^2 \end{aligned}$$

- It's a **linear function of  $w$** , but a **quadratic function of  $x_i$** .
- Fitting with least squares:  $w = (Z^T Z)^{-1} (Z^T y)$

To predict on new data  $\hat{X}_2$  form  $\hat{Z}$  from  $\hat{X}$  and take  $y = \hat{Z} w$



# Linear Least Squares for Quadratic Models



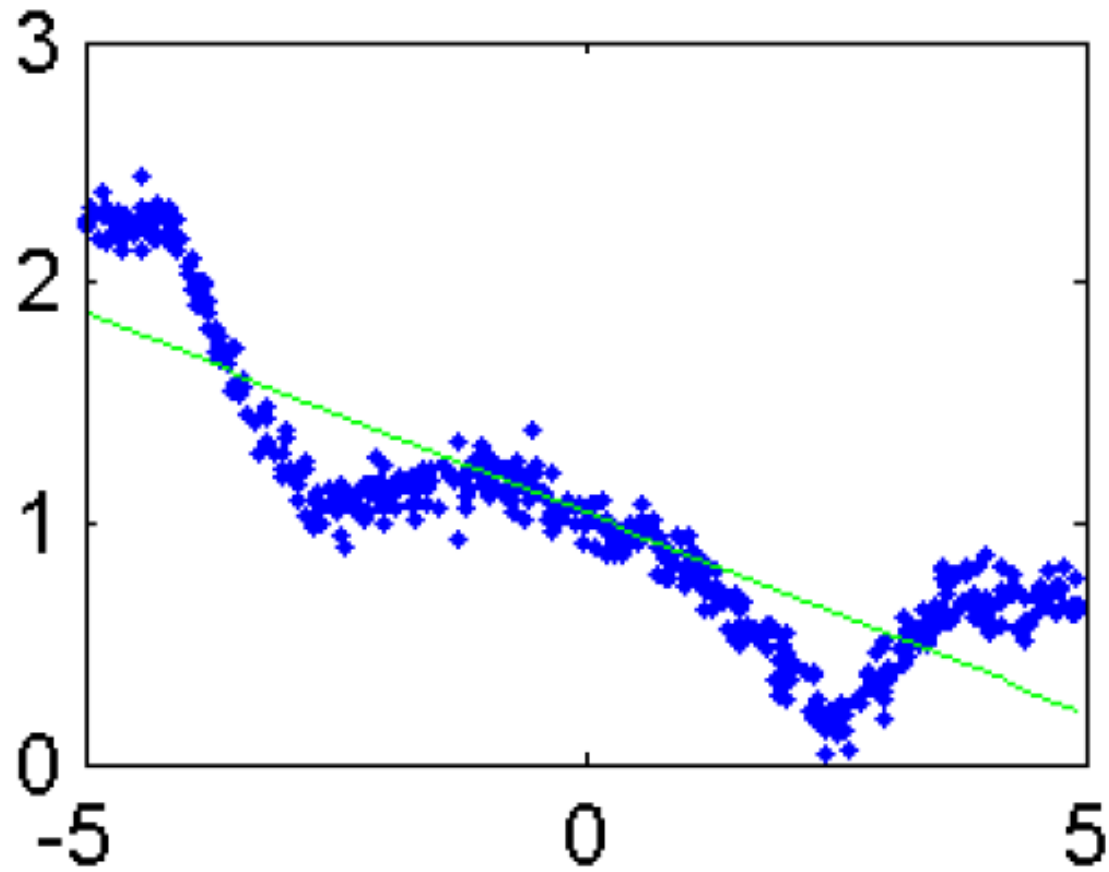
# General Polynomial Basis

- We can have a polynomial of degree 'p' by using a basis:

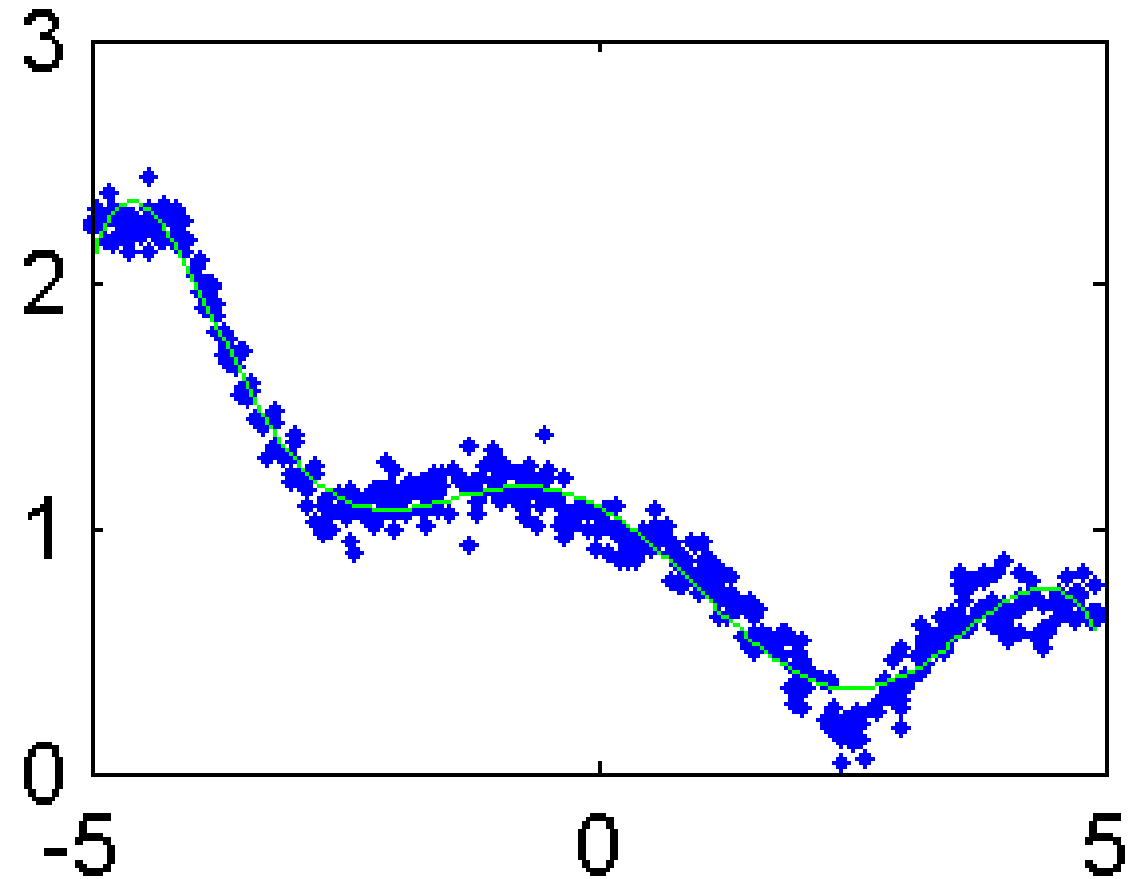
$$Z = \begin{bmatrix} 1 & x_1 & (x_1)^2 & \dots & (x_1)^p \\ 1 & x_2 & (x_2)^2 & \dots & (x_2)^p \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ 1 & x_n & (x_n)^2 & \dots & (x_n)^p \end{bmatrix}$$

- There are polynomial basis functions that are numerically nicer:
  - E.g., Lagrange polynomials.

# General Polynomial Basis

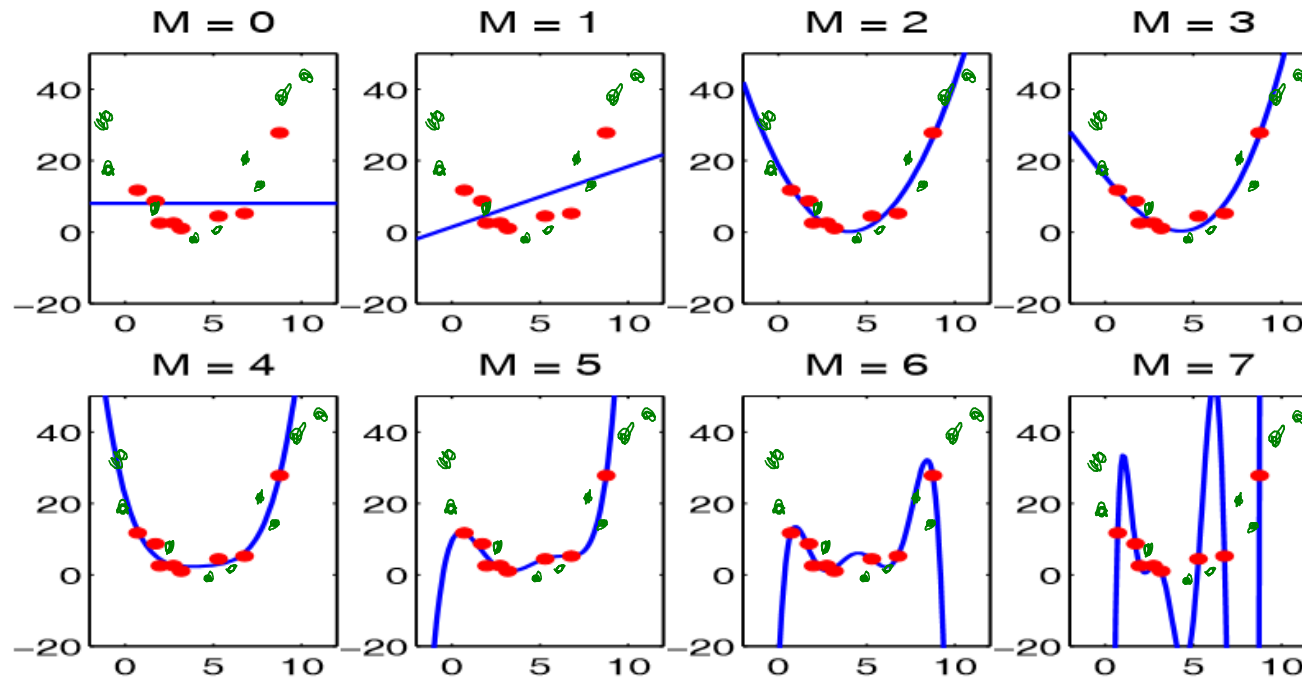


Degree 7



# Degree of Polynomial and Fundamental Trade-Off

- As the polynomial degree increases, the **training error** goes down.



- But training error becomes worse approximation **test error**.
- Usual approach to **selecting degree**: **validation** or **cross-validation**.

# Summary

- **Y-intercept** can be modeled by using a column of 1s.
- **Linear least squares** solution is given by normal equations:
  - Solve  $(X^T X)w = X^T y$ .
- **Tree/generative/non-parametric/ensemble** methods for regression.
- **Change of basis** allows linear models to model non-linear data:
- Next time:
  - Bases that can model any continuous function.

# Bonus Slide: Householder(-ish) Notation

- **Householder notation:** set of (fairly-logical) conventions for math.

Use greek letters for scalars:  $\alpha = 1$ ,  $\beta = 3.5$ ,  $\gamma = \pi$

Use first/last lowercase letters for vectors:  $w = \begin{bmatrix} 0.1 \\ 0.2 \end{bmatrix}$ ,  $x = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$ ,  $y = \begin{bmatrix} 2 \\ -1 \end{bmatrix}$ ,  $a = \begin{bmatrix} 1 \\ 0 \\ 1 \end{bmatrix}$ ,  $b = \begin{bmatrix} 0.5 \\ 0.5 \end{bmatrix}$

↳ Assumed to be column-vectors.

Use first/last uppercase letters for matrices:  $X, Y, W, A, B$

Indices use  $i, j, k$ .

Sizes use  $m, n, d, p$ , and  $k$

← hopefully meaning of 'k' is obvious from context

Sets use  $S, T, U, V$

Functions use  $f, g$ , and  $h$ .

When I write  $x_i$  I mean "grab row 'i' of  $X$  and make a column-vector with its values."

# Bonus Slide: Householder(-ish) Notation

- **Householder notation:** set of (fairly-logical) conventions for math:

Our ultimate least squares notation:

$$f(w) = \frac{1}{2} \|Xw - y\|^2$$

But if we agree on notation we can quickly understand:

$$g(x) = \frac{1}{2} \|Ax - b\|^2$$

If we use random notation we get things like:

$$H(\beta) = \frac{1}{2} \|R\beta - p_n\|^2$$

Is this the same model?