| | A 1 - |
|--|---|
| Wednesday, October 22, 2014 | Admin: |
| Last time: | - A2 /A3: pick up ready |
| How to get primal variables from dual? | - AH marked version due Monday |
| - argmax to conjugate of g | - AS due Wednesday |
| Example: | - Project Proposal due Nov 3rd. |
| $p(x) = \mathcal{L}(Ax) + \frac{\lambda}{2} x ^2$ | |
| $-D(y) = \pm^*(x) + 9^*(A^{\top}y)$ | |
| $= f'(x) + \frac{1}{2} y^{\dagger} A A^{\dagger} y $ | $\sup \left\{ y^{T} A - \frac{\lambda}{2} \ x \ ^2 \right\}$ |
| , a | × |
| Kernel truk: b= Ax | \wedge \vee $\times = /_{\lambda}$ \wedge \wedge \vee |
| $=\frac{1}{\lambda} \hat{A} A^{T} y$ | |
| = 1/2 K(Â, A) y | If have y^* , $x^* = A^T y^*$ |
| | assuming strong duality holds |
| | |
| Ensemble Methods | |
| - "models that use other models." | |
| - can give better performance than | individual models |
| - e.g. decision trees, bootstrap, bas | aging, boosting, random forests |
| | |
| 310 | acking, jack knifes, etc |
| | |
| Decision Stumps | |
| | |
| - find variable 's' and thresho | 12 7 |
| such that classifier [() | $\bar{x}_i)_j \geq \uparrow J$ $O(Np)$ |
| maximizes some score | |
| (e.g. Tr | aining accuracy) or other sores |
| | |
| | is aligned |
| $(\overline{X})_{2}$ \times \times $\circ \circ \circ \circ$ | |
| × × × × 0° | |
| _ ^ × × | |
| (½), | |
| (\overline{\times})' \(\verline{\times}\) | nal variables |
| Randomized Decision Stump | |
| - Choose a random subset. | $\{ \setminus \cdot \cdot \cdot \setminus \lambda \}$ |
| only choose ";" from s | |
| | |
| | commenced for occuracy, but increases speed |
| (X), x 0000 000 000 000 000 000 000 000 000 | |
| (X), x 000 000 000 000 000 000 000 000 000 | |
| ××× × 8 | |
| | |
| (×)' | |
| | |
| | |
| | |

| Decision trees |
|--|
| DA 000 DA 000 DA 000 DA 000 Region 3 DA XX Region 4 |
| Region, Region, Region, Region, |
| $ \begin{array}{cccccccccccccccccccccccccccccccccccc$ |
| $\begin{array}{cccccccccccccccccccccccccccccccccccc$ |
| Issues: |
| 1. Very interpretable (for shellow depth) |
| 2. Finding optimal tree is NP-Hard - start w/full data set (mostly done greedily) p-learn decision stump - partition into smaller data sets |
| 3. Choosing Score - last layer: counting |
| - intermediate layers "intogain" |
| "mutual information" 4. Choosing classifier |
| - Leandomized stump] linear classifier, non-linear classifier cost increases |
| 5. Prunivoj: prune nodes that don't derease validation error |
| 6. CART C 4.5 (Breiman) (Quinlan) |
| 7. tené to be worse than linear models in high dinensions |
| |
| |

| Intogain Jentropy before split |
|---|
| I(X,Y) = H(X) - H(X Y) $t = entropy after split$ |
| |
| $H(x) = -\sum_{x \in X} p(x) \log_2(p(x))$ |
| "entropy" - measure of randomness |
| $H(X Y) = \sum_{y \in Y} p(y) H(X Y=y)$ $\sum_{y \in Y} p(y) = \sum_{y \in Y} p(y) + \sum_$ |
| probability at assigning region 'R' (otherwise higher) |
| - Comparison to log sum exp: |
| $f(x) = \log \left(\geq \exp(x_i) \right)$ |
| f*(y)= ¿ yi loge(yi) s.t. yi >,0 similar to entropy, |
| $f^*(y) = $ i $y_i og_e(y_i) $ $s.t. y_i > 0$ $similar to entropy, i y_i = 1 but with conditions$ |
| |
| Stacking (Model Averaging) |
| - train m different classifiers |
| naive bayes, knn, logistic, beural nets |
| naire bayes, knn, logistic, heural nets L J J J Stacking: New classifier that combines the outputs |
| |
| $\hat{\gamma}_i = f\left(\sum_{j=1}^{n} \omega_j h_j(\bar{x}_i)\right)$ |
| Special Cases |
| 1. Linear $h_j(\bar{x}_i) = (\bar{x})_j$ |
| 2 Neural Nets h; $(\bar{X}_i) = \mathcal{O}(\bar{W}_{05}^{\dagger} \times i)$ |
| 3 Generalized Additive $h_{ij}(\bar{x}_{i}) = g_{ij}((\bar{x}_{i})_{ij})$ |
| * Winner of Netflix prize (\$1 million) |
| |
| |
| |
| |
| |

| Bootstrap/Bo | high variance classifier (overfitting) |
|---|---|
| - Out put: a | lower variance classifier |
| (x,) (x,) (x,) | (sane dinension) Dis - basically a "reweighting" () - for large N, selects (1-1/e) ~ 63% of data () - do this in times independently |
| Bagging: | train high variance classifier on each sample, average results |
| | (averaging will provide a good fit) |
| Random Forc | sts |
| - Bagging - Decision - Info gai - Random | trees |
| <u> </u> | Vhy? - speed - reduce correlation between classifier |
| kinect: | to predict body part or background at each pixel. |
| | |
| | |

| N | |
|---|---|
| R | ousting |
| | Tomati a weak learner. |
| | Input: a'weak' learner, binary classifier w/accuracy >50% ex: decision stump, |
| | cecision inces. |
| | Ontput: a 'strong' learner |
| | |
| | Ada Boost (Freund & Schapire) |
| | Set datapoint weights Zi = 1 (weight: examples worth more) |
| | Set datapoint weights $Z_i = \frac{1}{N}$ (weight: examples worth more) when weak classifiers to learn |
| | for j=1: m When to stop? cross validation |
| | - train 'weak' classifier with weight Z |
| | - choose optimal w; (exponential loss) |
| | - re-weight $z_i = z_i \exp(w_i T[y_i \neq h_i(\bar{x_i})])$ increase weight of points you got "wrong" |
| | $\hat{y} = f\left(\leq w_3 h_3(\bar{x}_c) \right)$ |
| | |
| | |
| | Issues: |
| | - can over fit |
| | -doesn't work it classifiers lack diversity |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |