



NUS
National University
of Singapore

| **Computing**

CS4248: Natural Language Processing

Lecture 5 — Introduction into Connectionist Machine Learning

Announcements

- Extension to Assignment 1; Delay of Assignment 2
 - Assignment 2 will be a Text Classification competition, restricted to ML algorithms taught (Naive Bayes and Logistic Regression)
 - Emphasis on Natural Language Feature Engineering
- Project's Intermediate Update Rubric / Template is available
 - Find in [Canvas >> Files >> Project](#)
 - Live version (best bet) at <https://bit.ly/cs4248-2220-iu-template>

Outline

- **Generative vs. Discriminative Classifiers**
- **Logistic Regression**
 - Setup as Probabilistic Classifier
 - Cross-Entropy Loss Function
 - Gradient Descent
 - Overfitting & Regularization
 - Multiclass Logistic Regression
- **Towards Neural Networks**
 - Motivation: XOR Problem
 - Basic Neural Network Architecture

Text Classification (well, for classification, in general)

- Formal setup

- X — set of all documents; $x \in X$ — a single document
- Y — set of all classes (or class labels); $y \in Y$ — a single class (or class label)
- Mapping h from input space X to output space $Y \rightarrow h : X \rightarrow Y$

→ Find best \hat{h} to approximate the true mapping h

We find \hat{h} by learning \hat{h} from the data
→ **Supervised (Machine) Learning**

- Probabilistic Classifiers (e.g., Naive Bayes)

Instead of $\hat{h} : X \rightarrow Y$, learn $\hat{P}(Y|X)$ (or $\hat{P}(y|x)$ for an $\langle x, y \rangle$ pair)

Text Classification — Probabilistic Classifiers

- Common goal: Learn $P(y|x)$

- Learn $P(y|x)$ from the data

- Two basic approaches

(1) Generative Classifiers

- Learn joint probability $P(x, y)$
- Apply Bayes Rule to get $P(y|x)$

$$\rightarrow \hat{y} = \operatorname{argmax}_{y \in Y} \overbrace{P(x|y)P(y)}^{= P(x, y) \propto P(y|x)}$$

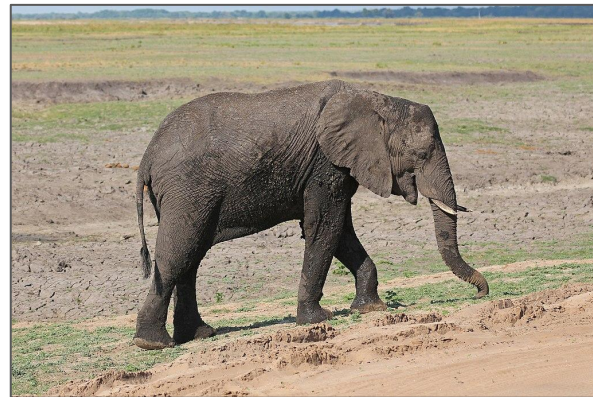
(2) Discriminative Classifiers

- Learn $P(y|x)$ directly

$$\rightarrow \hat{y} = \operatorname{argmax}_{y \in Y} P(y|x)$$

Generative vs. Discriminative Classifiers — Intuition

- Task: Train a classifier to distinguish zebra from elephants images

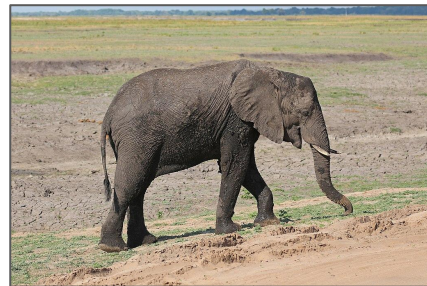


Generative vs. Discriminative Classifiers — Intuition

- Generative classifier

- Builds 2 models what zebra and elephant images look like

| Feature x_i | $P(x_i, \text{zebra})$ | $P(x_i, \text{elephant})$ |
|---------------|------------------------|---------------------------|
| "is grey" | 0.32 | 0.95 |
| "is striped" | 0.99 | 0.08 |
| "long nose" | 0.40 | 0.98 |
| "four legs" | 0.88 | 0.99 |
| ... | ... | ... |

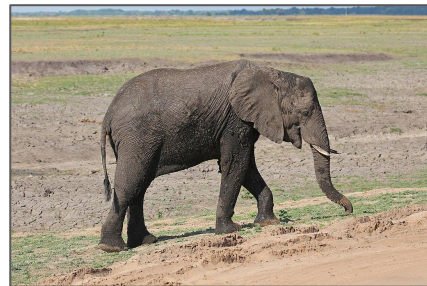


- Models allow to assign a "zebra probability" and an "elephant probability" to any image (using Bayes Rule)
- Given a new image:
Run both models and see which fits better

Generative vs. Discriminative Classifiers — Intuition

- Discriminative classifier
 - Tries to distinguish zebra and elephant images
 - Does not model how zebra and elephant images "look like"

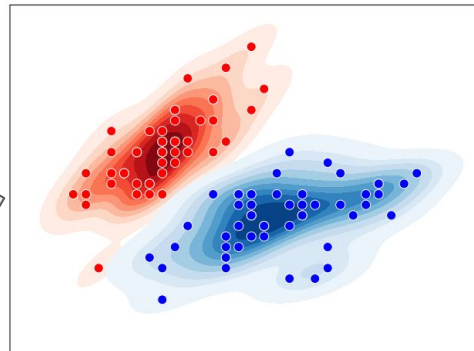
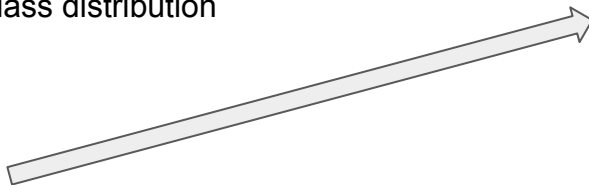
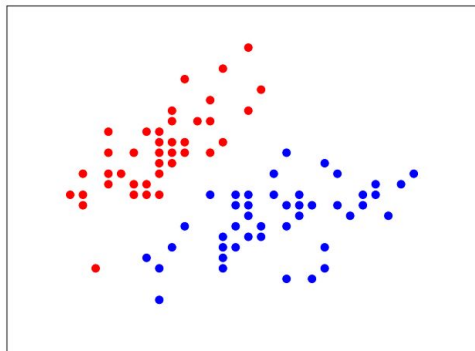
Question: How could we quickly distinguish zebras from elephants?



Generative vs. Discriminative Classifiers

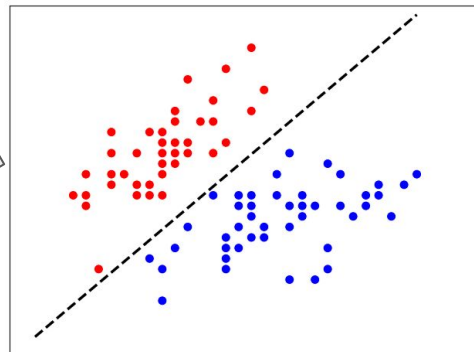
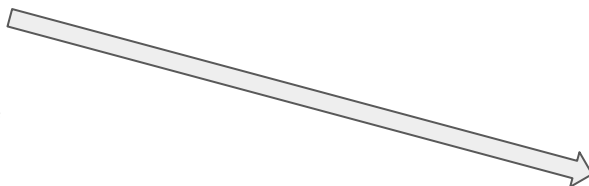
Generative classifier

- Learn data distribution of each class
- Classifies new data item by comparing the item with each class distribution



Discriminative classifier

- Learn the decision boundaries between classes
- Classifies new data item based on in which "region" the new item falls



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Linear Models

- Underlying assumption:

- There exists linear relationship between $x^{(j)}$ and dependent variable $y^{(j)}$

$$\hat{y}^{(j)} = h_{\theta} \left(x^{(j)} \right) = f \left(b + \theta_1 x_1^{(j)} + \theta_2 x_2^{(j)} + \dots + \theta_n x_n^{(j)} \right)$$

Predicted value which
is hopefully close to $y^{(j)}$

$$= f \left(\left[\sum_{i=1}^n \theta_i x_i^{(j)} \right] + b \right)$$

$$\theta = \{ \underbrace{b, \theta_1, \theta_2, \dots, \theta_n}_{\text{parameters}}, b \in \mathbb{R}, \theta_i \in \mathbb{R} \}$$

These are the parameters we need to learn
→ Learning = finding the "right" parameter values

Linear Models — More User-Friendly Notation

- Vector representation

- **Bias Trick:** Introduce constant feature $x_0^{(j)}$

$$h_{\theta} \left(x^{(j)} \right) = f \left(\underbrace{\theta_0 x_0^{(j)}}_{=1} + \theta_1 x_1^{(j)} + \theta_2 x_2^{(j)} + \cdots + \theta_n x_n^{(j)} \right)$$

- Represent $x^{(j)}$ with new constant feature

$$x^{(j)} = \left(1, x_1^{(j)}, x_2^{(j)}, \dots, x_n^{(j)} \right)$$

- Rewrite linear relationship using vectors representing $x^{(j)}$ and θ

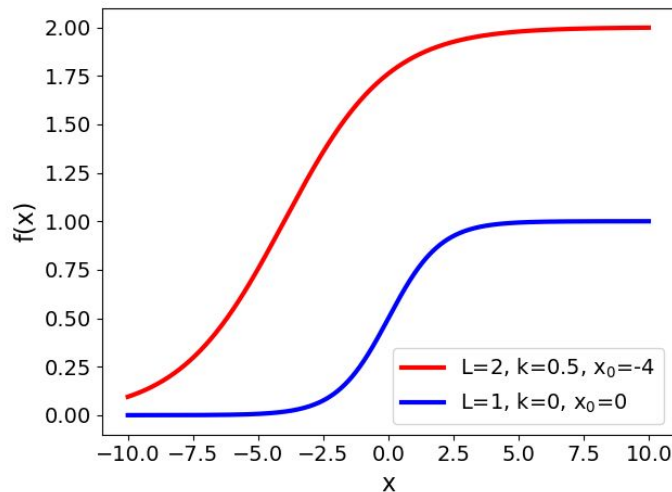
$$h \left(x^{(j)} \right) = f \left(\theta^T x^{(j)} \right) \qquad \theta = \{ \theta_0, \theta_1, \theta_2, \dots, \theta_n \}, \theta_i \in \mathbb{R}$$

Note: Throughout the rest of the slide, we drop to superscript in $x^{(j)}$ and $y^{(j)}$ if there is no ambiguity.

Logistic Regression

- Logistic Regression → Real-valued predictions interpreted as probability
 - Function f is the standard **Logistic Function** (Sigmoid function)

$$f(x) = \frac{L}{1 + e^{-k(x-x_0)}} \xrightarrow{L=1, k=1, x_0=0} f(x) = \frac{1}{1 + e^{-x}}$$



Logistic Regression — Probabilistic Interpretation

- \hat{y} interpreted as a probability

$$\hat{y} = h_{\theta}(x) = f(\theta^T x) = \frac{1}{1 + e^{-\theta^T x}} \quad \text{with } \hat{y} \in [0, 1]$$

→ $\hat{y} = h_{\theta}(x)$ is the estimated probability that $y = 1$ given x and θ

$$\hat{y} = P(y = 1|x, \theta)$$

→ Given only discrete 2 outcomes: $P(y = 1|x, \theta) + P(y = 0|x, \theta) = 1$

$$\hat{y} = 1 - P(y = 0|x, \theta)$$

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Logistic Regression — Runthrough (Part 1)

- Sentiment Analysis for movie reviews

"It's hokey. There are no surprises, the writing is poor. So why was it so enjoyable? For one thing, the cast is great. Another nice touch is the music. I was overcome with the urge to get off the couch and start dancing. It sucked me in, and it'll do the same to you."

| Feature | Description | Value |
|---------|-------------------------------------|-------|
| x_1 | Number of positive words | |
| x_2 | Number of negative words | |
| x_3 | 1 if "no" in text; 0 otherwise | |
| x_4 | Number of 1st & 2nd person pronouns | |
| x_5 | 1 if "!" in text; 0 otherwise | |
| x_6 | \ln of word/token count | |

Side notes:

- Naive Bayes and Logistic Regression require feature engineering as they do not combine primitive features into composite ones.
- The 6 features on the left are chosen for simplicity; in practice these can be the tf-idf weights

Logistic Regression — Runthrough (Part 1)

- Step 1: Extract feature values

*"It's **hokey**. There are **no** surprises, the writing is **poor**. So why was it so **enjoyable**? For one thing, the cast is **great**. Another **nice** touch is the music. **I** was overcome with the urge to get off the couch and start dancing. It sucked **me** in, and it'll do the same to **you**."*

| Feature | Description | Value |
|---------|-------------------------------------|------------------|
| x_1 | Number of positive words | 3 |
| x_2 | Number of negative words | 2 |
| x_3 | 1 if "no" in text; 0 otherwise | 1 |
| x_4 | Number of 1st & 2nd person pronouns | 3 |
| x_5 | 1 if "!" in text; 0 otherwise | 0 |
| x_6 | \ln of word/token count | $\ln(66) = 4.19$ |

In-Lecture Activity (5 mins)



Logistic Regression — Runthrough (Part 1)

- Step 2: Factor in weights θ
 - Let's assume some oracle gave us those weights
 - It's time to include the bias using the "bias trick"

| Feature | Description | Value | Weight θ_i |
|---------|-------------------------------------|-------|-------------------|
| x_0 | Bias b | 1 | 0.1 |
| x_1 | Number of positive words | 3 | 2.5 |
| x_2 | Number of negative words | 2 | -5.0 |
| x_3 | 1 if "no" in text; 0 otherwise | 1 | -1.2 |
| x_4 | Number of 1st & 2nd person pronouns | 3 | 0.5 |
| x_5 | 1 if "!" in text; 0 otherwise | 0 | 2.0 |
| x_6 | \ln of word/token count | 4.19 | 0.7 |

Logistic Regression — Runthrough (Part 1)

- Step 4: Compute linear signal (sum of weighted features)

| Feature | Description | Value | Weight θ_i | $\theta_i x_i$ |
|---------|-------------------------------------|-------|-------------------|----------------|
| x_0 | Bias b | 1 | 0.1 | 0.1 |
| x_1 | Number of positive words | 3 | 2.5 | 7.5 |
| x_2 | Number of negative words | 2 | -5.0 | -10.0 |
| x_3 | 1 if "no" in text; 0 otherwise | 1 | -1.2 | -1.2 |
| x_4 | Number of 1st & 2nd person pronouns | 3 | 0.5 | 1.5 |
| x_5 | 1 if "!" in text; 0 otherwise | 0 | 2.0 | 0 |
| x_6 | \ln of word/token count | 4.19 | 0.7 | 2.933 |

Vector notation:

$$\left. \begin{aligned} x &= (1, 3, 2, 1, 3, 0, 4.19)^T \\ \theta &= (0.1, 2.5, -5.0, -1.2, 0.5, 2.0, 0.7)^T \end{aligned} \right\} \rightarrow \theta^T x = 0.833$$

$$\underbrace{}_{\sum} = 0.833$$

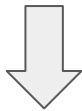
Logistic Regression — Runthrough (Part 1)

$$\theta^T x = 0.833$$

- Step 4: Compute probabilities

$$P(+|x) = P(y = 1|x, \theta) = \sigma(\theta^T x) = \frac{1}{1 + e^{-\theta^T x}} = \frac{1}{1 + e^{-0.833}} = 0.7$$

$$P(-|x) = P(y = 0|x, \theta) = 1 - P(y = 1|x, \theta) = 0.3$$



$$P(+|x) > 0.5 \rightarrow \hat{y} = + \text{ (positive)}$$

Classify movie review as "positive"

Logistic Regression

- So, where did the values for θ come from?

(in the example, they were simply given to us)

- Of course, different θ values would have resulted in different probabilities

- Break down into 2 questions

(1) *How can we quantify how good a set of θ values is?*

→ **Loss function** (also: cost function, error function)

(2) *How can we systematically find the best θ values?*

→ **Gradient Descent** (numerical method to minimize loss function)

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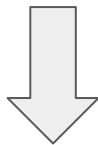
Logistic Regression — Loss Function

- Intuition: A set of values for θ is good if

- the correct label y (0 or 1; coming from the dataset)
- the model's estimated label $\hat{y} = \sigma(\theta^T x)$

are similar for all $\langle x, y \rangle$ pairs

→ Find θ that **minimizes the difference** between \hat{y} and y



$L(\hat{y}, y)$ = how much \hat{y} differs from y

Logistic Regression — Loss Function

$$\hat{y} = \frac{1}{1 + e^{-\theta^T x}}$$

- Goal: Maximize probability of the correct label $P(y|x)$

$$\hat{y} = P(y = 1|x, \theta) = 1 - P(y = 0|x, \theta)$$

- Intermediate step: Combine both case into one formula
 - $P(y|x)$ is a Bernoulli distribution (2 discrete outcomes)

$$P(y|x) = \begin{cases} \hat{y} & , y = 1 \\ 1 - \hat{y} & , y = 0 \end{cases}$$

→ Combine into:

$$P(y|x) = \hat{y}^y (1 - \hat{y})^{1-y}$$

Logistic Regression — Loss Function

$$\hat{y} = \frac{1}{1 + e^{-\theta^T x}}$$

- Goal: Maximize probability of the correct label $P(y|x)$

- Find θ that **maximizes**

$$P(y|x) = \hat{y}^y (1 - \hat{y})^{1-y}$$

$$\begin{aligned}\log P(y|x) &= \log [\hat{y}^y (1 - \hat{y})^{1-y}] \\ &= y \log \hat{y} + (1 - y) \log (1 - \hat{y})\end{aligned}$$

- Find θ that **minimizes**

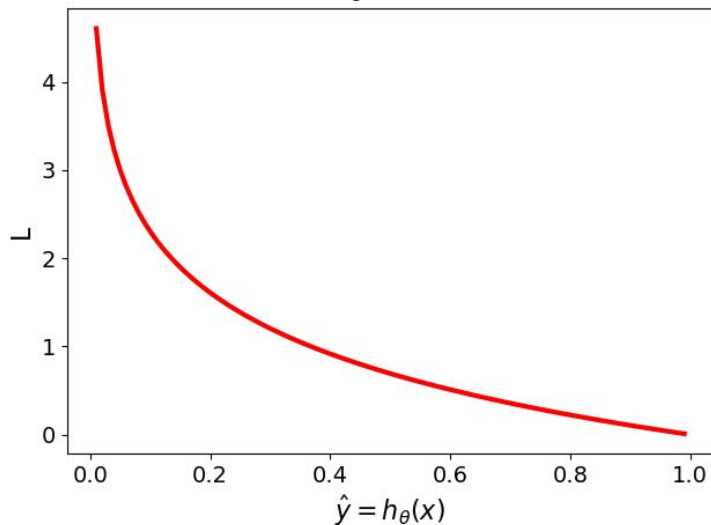
$$L_{CE}(\hat{y}, y) = -P(y|x) = - \underbrace{[y \log \hat{y} + (1 - y) \log (1 - \hat{y})]}$$

Cross-Entropy Loss

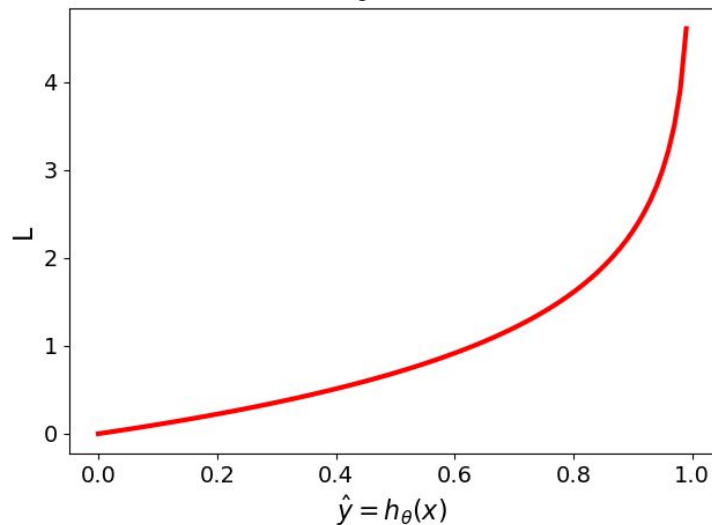
Cross-Entropy Loss — Visualization

$$L_{CE}(\hat{y}, y) = -[y \log \hat{y} + (1 - y) \log (1 - \hat{y})]$$

if $y = 1$



if $y = 0$



Cross-Entropy Loss — Runthrough Example (Part 2)

Recall:

$$P(+|x) = \sigma(\theta^T x) = 0.7$$

$$P(-|x) = 1 - \sigma(\theta^T x) = 0.3$$

| Feature | Description | Value | Weight θ_i | $\theta_i x_i$ |
|---------|-------------------------------------|-------|-------------------|----------------|
| x_0 | Bias b | 1 | 0.1 | 0.1 |
| x_1 | Number of positive words | 3 | 2.5 | 7.5 |
| x_2 | Number of negative words | 2 | -5.0 | -10.0 |
| x_3 | 1 if "no" in text; 0 otherwise | 1 | -1.2 | -1.2 |
| x_4 | Number of 1st & 2nd person pronouns | 3 | 0.5 | 1.5 |
| x_5 | 1 if "!" in text; 0 otherwise | 0 | 2.0 | 0 |
| x_6 | \ln of word/token count | 4.19 | 0.7 | 2.933 |

$$L_{CE}(\hat{y}, y) = -[y \log \hat{y} + (1 - y) \log (1 - \hat{y})]$$

Assume the model was right ($y = 1$)



$$L_{CE}(\hat{y}, y) = ???$$

Assume the model was wrong ($y = 0$)



$$L_{CE}(\hat{y}, y) = ???$$

Cross-Entropy Loss — Runthrough Example (Part 2)

$$P(+|x) = \sigma(\theta^T x) = 0.7$$

$$P(-|x) = 1 - \sigma(\theta^T x) = 0.3$$

$$L_{CE}(\hat{y}, y) = -[y \log \hat{y} + (1 - y) \log (1 - \hat{y})]$$

Assume the model was right ($y = 1$)



$$\begin{aligned} L_{CE}(\hat{y}, y) &= -[\log \hat{y}] \\ &= -[\log 0.7] \\ &= 0.36 \end{aligned}$$

Assume the model was wrong ($y = 0$)



$$\begin{aligned} L_{CE}(\hat{y}, y) &= -[\log (1 - \hat{y})] \\ &= -[\log 0.3] \\ &= 1.2 \end{aligned}$$

Cross-Entropy Loss — Total Loss

- Loss for all training samples (given m data samples)

$$\begin{aligned} L_{CE} &= \frac{1}{m} \sum_{j=1}^m L_{CE} \left(\hat{y}^{(j)}, y^{(j)} \right) \\ &= -\frac{1}{m} \sum_{j=1}^m \left[y^{(j)} \log \hat{y}^{(j)} + \left(1 - y^{(j)} \right) \log \left(1 - \hat{y}^{(j)} \right) \right] \\ &= -\frac{1}{m} \sum_{j=1}^m \left[y^{(j)} \log \sigma \left(\theta^T x^{(j)} \right) + \left(1 - y^{(j)} \right) \log \left(1 - \sigma \left(\theta^T x^{(j)} \right) \right) \right] \\ &= -\frac{1}{m} \sum_{j=1}^m \left[y^{(j)} \log \frac{1}{1 + e^{\theta^T x^{(j)}}} + \left(1 - y^{(j)} \right) \log \left(1 - \frac{1}{1 + e^{\theta^T x^{(j)}}} \right) \right] \end{aligned}$$

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Learning — Minimizing the Loss Function

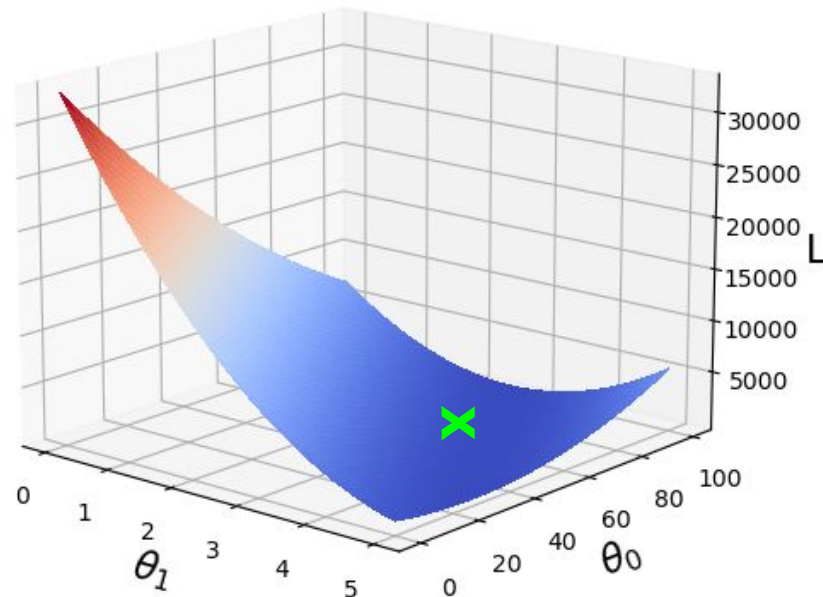
$$L_{CE} = -\frac{1}{m} \sum_{j=1}^m \left[y^{(j)} \log \frac{1}{1 + e^{\theta^T x^{(j)}}} + \left(1 - y^{(j)} \right) \log \left(1 - \frac{1}{1 + e^{\theta^T x^{(j)}}} \right) \right]$$

Visual illustration of loss function

- Just 1 feature θ_1 and bias θ_0
- Good news: L_{CE} for Logistic Regression is a convex function → 1 global minimum

→ How to find the minimum of L_{CE} ?

...this should cause a flashback to your calculus classes :)

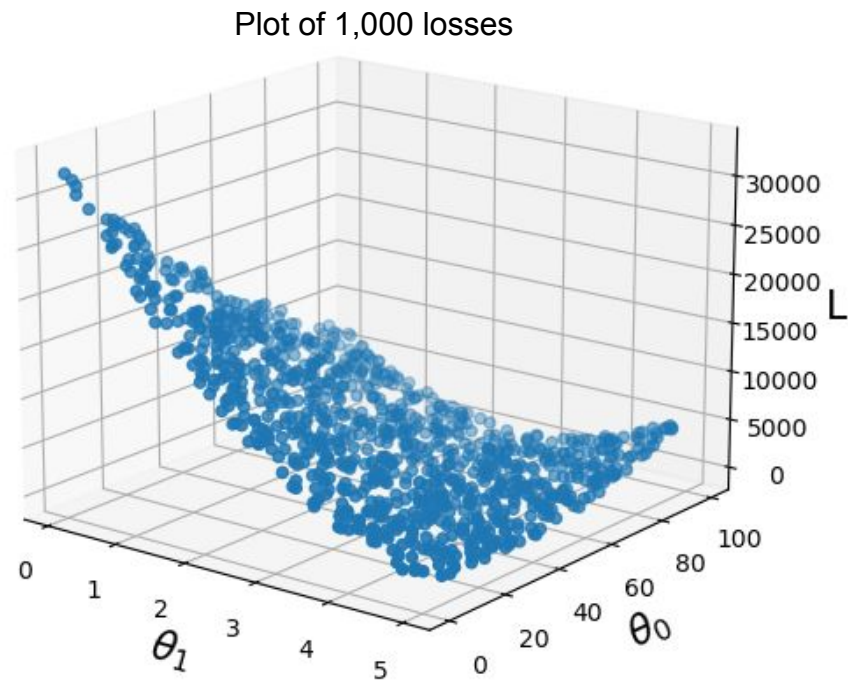


Method 1: Random Search (the "stupid" way)

- Repeat "enough" times
 - Select random values for $\theta = \{\theta_0, \theta_1, \theta_2, \dots, \theta_n\}$
 - Calculate loss L for current θ
- Return θ with smallest loss

- Limitation:
 - Not practical beyond toy examples

→ Don't do that! :)



Method 2: Using Calculus (the proper way)

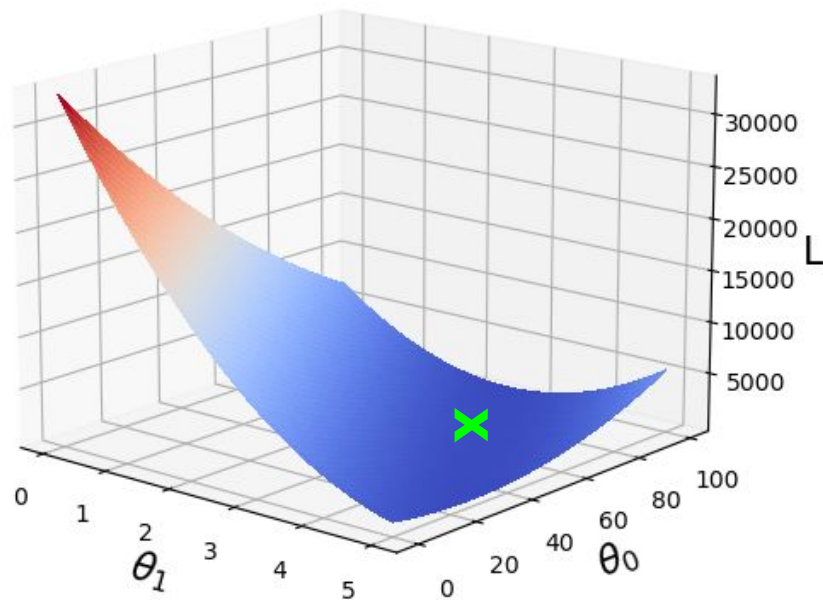
- Minimum of loss function $L \rightarrow$ Calculus to the rescue!

- Partial derivatives w.r.t. to all θ_i are 0

$$\frac{\partial L}{\partial \theta_0} = 0, \frac{\partial L}{\partial \theta_1} = 0, \frac{\partial L}{\partial \theta_2} = 0, \dots, \frac{\partial L}{\partial \theta_n} = 0$$

- $n+1$ equations with $n+1$ unknowns
(\rightarrow 1 unique solution \rightarrow 1 global minimum)

\rightarrow What we need: $\frac{\partial L}{\partial \theta}$



Loss Function — Derivatives

$$L_{CE} = -\frac{1}{m} \sum_{j=1}^m \left[y^{(j)} \log \sigma \left(\theta^T x^{(j)} \right) + \left(1 - y^{(j)} \right) \log \left(1 - \sigma \left(\theta^T x^{(j)} \right) \right) \right]$$



...lots of tedious math here...



$$\frac{\partial L_{CE}}{\partial \theta_i} = \frac{1}{m} \sum_{j=1}^m \left[\sigma \left(\theta^T x^{(j)} \right) - y^{(j)} \right] x_i^{(j)}$$

$$\frac{\partial L_{CE}}{\partial \theta} = \frac{1}{m} X^T [\sigma(X\theta) - y]$$



Basic approach to find the minimum

- (1) Set derivative to 0 $\rightarrow \frac{1}{m} X^T [\sigma(X\theta) - y] \stackrel{!}{=} 0$
- (2) Solve for θ

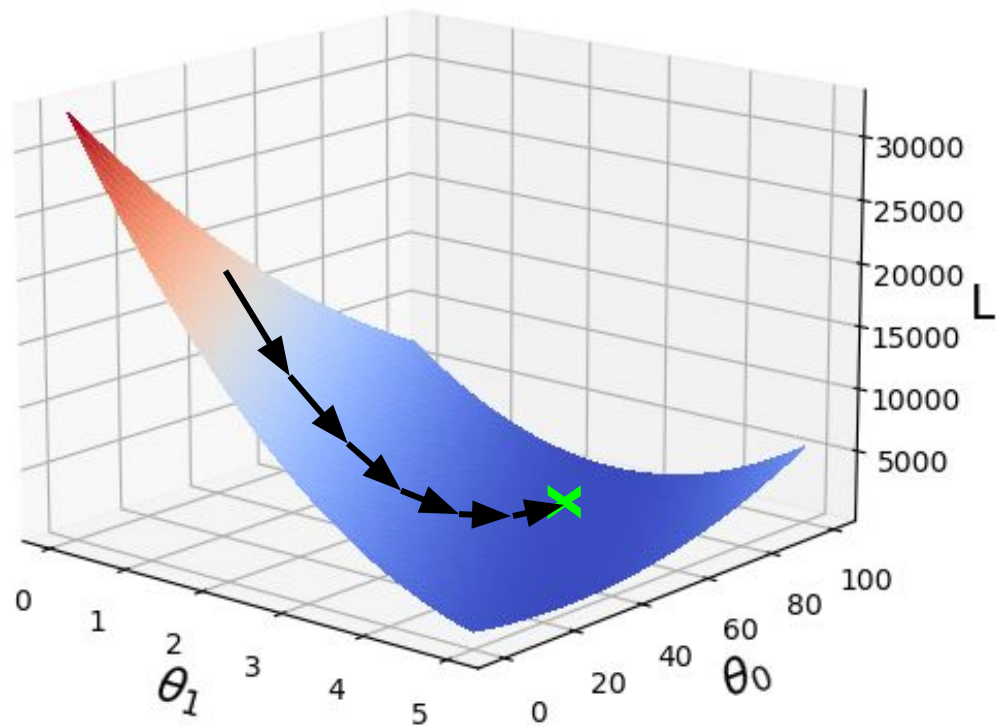
So are we done here?

Gradient Descent

- Problem: $\frac{1}{m}X^T[\sigma(X\theta) - y] \stackrel{!}{=} 0$ has no closed-form solution for θ

→ Gradient Descent

- Start with a random setting of θ
- Adjust θ iteratively to minimize L



Gradient — Quick Refresher

- Gradient

- Vector of partial derivatives of a multivariable function (e.g., $\theta_0, \theta_1, \dots, \theta_n$)
- Partial derivative: slope w.r.t. to a single variable given a current set of values for all $\theta_0, \theta_1, \dots, \theta_n$
- Points in the direction of the steepest ascent

$$\nabla_{\theta} L = \frac{\partial L}{\partial \theta} = \begin{bmatrix} \frac{\partial L}{\partial \theta_0} \\ \frac{\partial L}{\partial \theta_1} \\ \frac{\partial L}{\partial \theta_2} \\ \vdots \\ \frac{\partial L}{\partial \theta_n} \end{bmatrix}$$

Gradients — Runthrough Example (Part 3)

- Calculate Gradients (assuming $y = 1$)

$$\frac{\partial L_{CE}}{\partial \theta} = \frac{1}{m} X^T [\sigma(X\theta) - y]$$

| Feature | Description | Value | Weight θ_i | $\theta_i x_i$ | Gradients |
|---------|-------------------------------------|-------|-------------------|----------------|--------------|
| x_0 | Bias b | 1 | 0.1 | 0.1 | -0.30 |
| x_1 | Number of positive words | 3 | 2.5 | 7.5 | -0.91 |
| x_2 | Number of negative words | 2 | -5.0 | -10.0 | -0.61 |
| x_3 | 1 if "no" in text; 0 otherwise | 1 | -1.2 | -1.2 | -0.30 |
| x_4 | Number of 1st & 2nd person pronouns | 3 | 0.5 | 1.5 | -0.91 |
| x_5 | 1 if "!" in text; 0 otherwise | 0 | 2.0 | 0 | 0.0 |
| x_6 | \ln of word/token count | 4.19 | 0.7 | 2.933 | -1.27 |

$$\rightarrow \nabla_{\theta} L_{CE} = \begin{bmatrix} -0.30 \\ -0.91 \\ -0.61 \\ -0.30 \\ -0.91 \\ 0.0 \\ -1.27 \end{bmatrix}$$

Gradients — Runthrough Example (Part 3)

- Interpretation of gradients

- Negative values: a small increase in, e.g., θ_0 or θ_1 will decrease the loss
- A small change in θ_1 affects the loss more than the same change in θ_0
(since the absolute value of θ_1 is larger than the one of θ_0)
- Absolute values of gradient not a direct indicator of how to update θ

→ So how do we adjust θ to decrease the loss?

$$\nabla_{\theta} L_{CE} = \begin{bmatrix} -0.30 \\ -0.91 \\ -0.61 \\ -0.30 \\ -0.91 \\ 0.0 \\ -1.27 \end{bmatrix}$$

Gradient Descent Algorithm

- Important concept: learning rate
 - Scaling factor for gradient (typical range: 0.01 - 0.0001)

Input : data (X, y) , loss function L , learning rate η

Initialization : Set θ to random values

while true :

 Calculate gradient $\nabla_{\theta} L$

$\theta \leftarrow \theta - (\eta \cdot \nabla_{\theta} L)$

In practice: stop loop
when θ converges

Gradient Descent — Runthrough Example (Part 4)

- Update weights θ

- Learning rate: $\eta = 0.1$

$$\theta \leftarrow \theta - (\eta \cdot \nabla_{\theta} L)$$

| Feature | Description | Value | Weight θ_i | $\theta_i x_i$ | Gradients | New Weight θ_i |
|---------|-------------------------------------|-------|-------------------|----------------|-----------|-----------------------|
| x_0 | Bias b | 1 | 0.1 | 0.1 | -0.30 | 0.13 |
| x_1 | Number of positive words | 3 | 2.5 | 7.5 | -0.91 | 2.59 |
| x_2 | Number of negative words | 2 | -5.0 | -10.0 | -0.61 | -4.94 |
| x_3 | 1 if "no" in text; 0 otherwise | 1 | -1.2 | -1.2 | -0.30 | -1.17 |
| x_4 | Number of 1st & 2nd person pronouns | 3 | 0.5 | 1.5 | -0.91 | 0.59 |
| x_5 | 1 if "!" in text; 0 otherwise | 0 | 2.0 | 0 | 0.0 | 2.0 |
| x_6 | \ln of word/token count | 4.19 | 0.7 | 2.933 | -1.27 | 0.83 |

→ 1st iteration of Gradient Descent done!

$L_{CE} = 0.12$
(down from 0.36)

Gradient Descent — Runthrough Example (Part 4)

- Update weights θ

- Learning rate: $\eta = 0.1$

$$\theta \leftarrow \theta - (\eta \cdot \nabla_{\theta} L)$$

| Feature | Description | Value | Weight θ_i | $\theta_i x_i$ | Gradients | New Weight θ_i |
|---------|-------------------------------------|-------|-------------------|----------------|-----------|-----------------------|
| x_0 | Bias b | 1 | 0.13 | 0.13 | -0.11 | 0.14 |
| x_1 | Number of positive words | 3 | 2.59 | 7.77 | -0.33 | 2.62 |
| x_2 | Number of negative words | 2 | -4.94 | -9.88 | -0.22 | -4.92 |
| x_3 | 1 if "no" in text; 0 otherwise | 1 | -1.17 | -1.17 | -0.11 | -1.16 |
| x_4 | Number of 1st & 2nd person pronouns | 3 | 0.59 | 1.77 | -0.33 | 0.62 |
| x_5 | 1 if "!" in text; 0 otherwise | 0 | 2.0 | 0 | 0.0 | 2.0 |
| x_6 | \ln of word/token count | 4.19 | 0.83 | 3.46 | -0.46 | 0.87 |

→ 2nd iteration of Gradient Descent done!

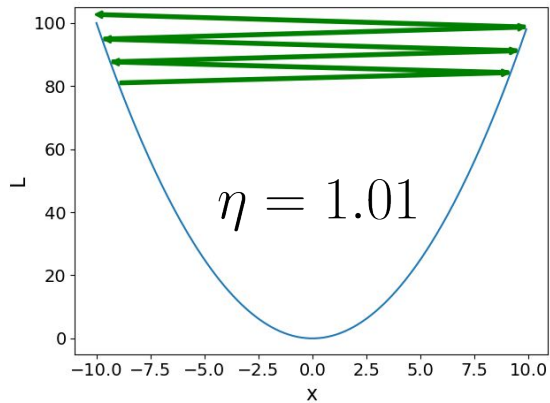
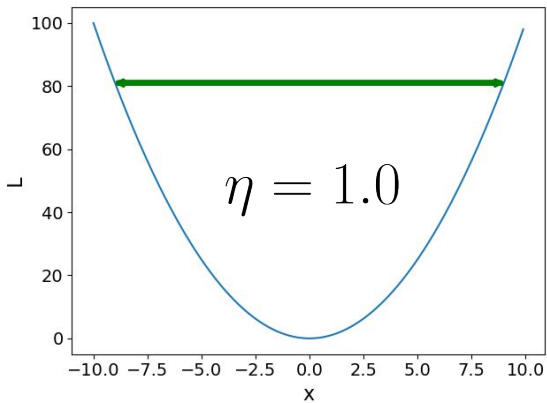
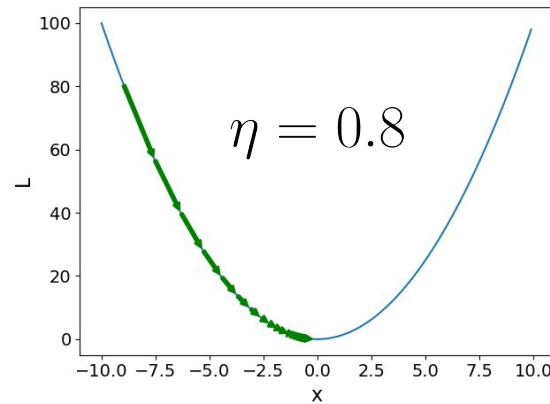
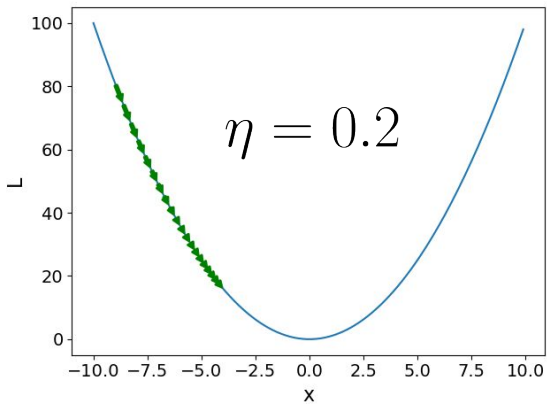
$L_{CE} = 0.075$
(down from 0.12)

Quick Quiz



Effects of Learning Rate for

$$L = x^2, \quad \frac{\partial L}{\partial x} = 2x, \quad 20 \text{ steps}$$

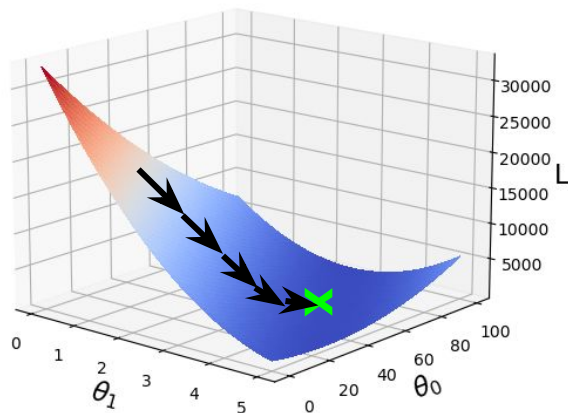


Gradient Descent — Variations

- (Basic) Gradient Descent
 - Calculate gradient und update θ for whole dataset
- Stochastic Gradient Descent (SGD)
 - Calculate gradient und update θ for each data sample
- Mini-batch Gradient Descent
 - Calculate gradient und update θ for batches of sample
 - e.g., batch = 64 data samples
 - In practice often referred to as SGD

Gradient Descent — Variations

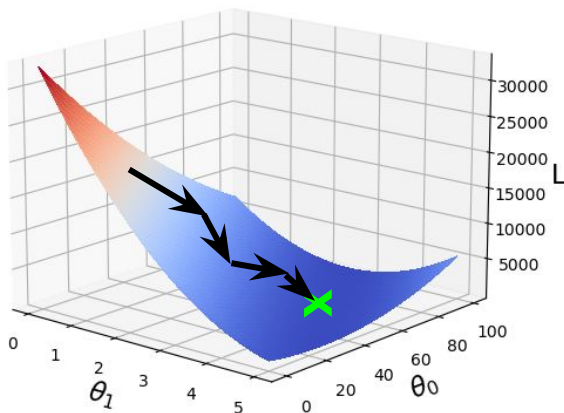
Gradient Descent



Gradient averaged over all data items

- Smooth descent
- Small(er) gradients
- Small(er) update steps

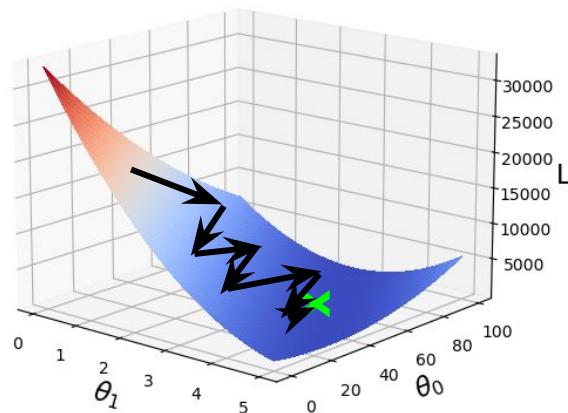
Mini-Batch Gradient Descent



Gradient averaged over some data items

- Well, "somewhere in-between" :)

Stochastic Gradient Descent



Gradient for each data item considered

- Choppy descent
- Large(r) gradients
- Large(r) steps

Gradient Descent — When to Stop?

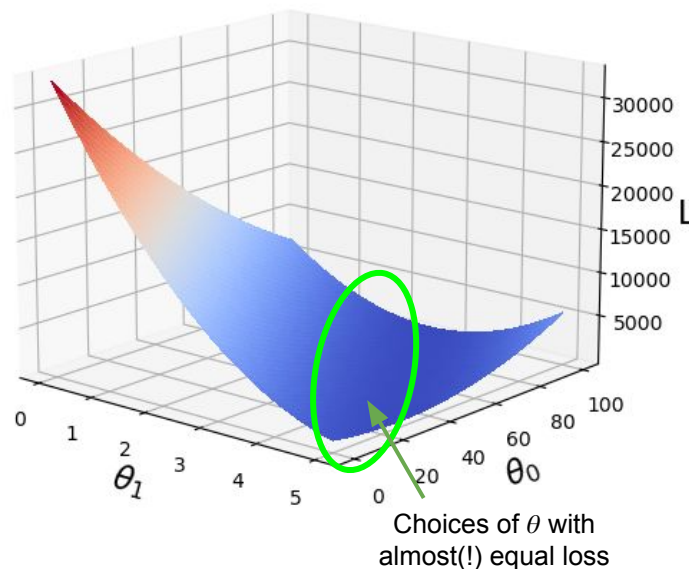
- Intuition: $\nabla_{\theta} L_{CE} < threshold$

Problem: regions of "near-plateaus":

- Gradient $\nabla_{\theta} L$ very small
- Step $\eta \nabla_{\theta} L$ extremely small
- Very slow convergence

- Alternative stop conditions:

- Loss is small (enough)
- Change in loss is small enough
- Max. #iterations reached



Note: This problem is much more pronounced for non-convex loss function with multiple local minima

Outline

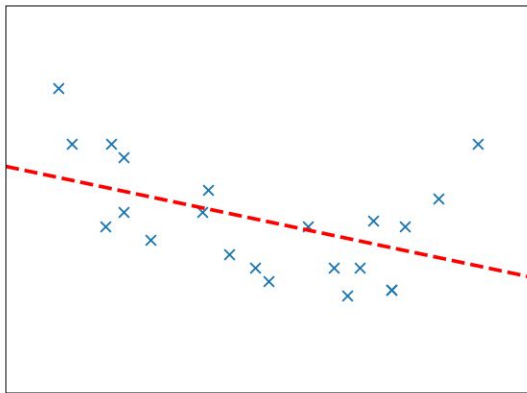
- Generative vs. Discriminative Classifiers
- **Logistic Regression**
 - Setup as Probabilistic Classifier
 - Cross-Entropy Loss Function
 - Gradient Descent
 - **Overfitting & Regularization**
 - Multiclass Logistic Regression
- Towards Neural Networks
 - Motivation: XOR Problem
 - Basic Neural Network Architecture

Overfitting — Basic Intuition

- Overfitting — Visualized using curve fitting

- Task: Find a polynomial for degree p that best fit the data points

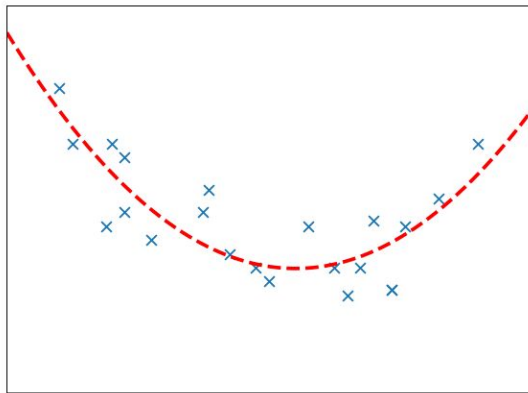
$p = 1$



Underfitting

- Polynomial of degree 1 just a line
- Not capable to fit non-linear data

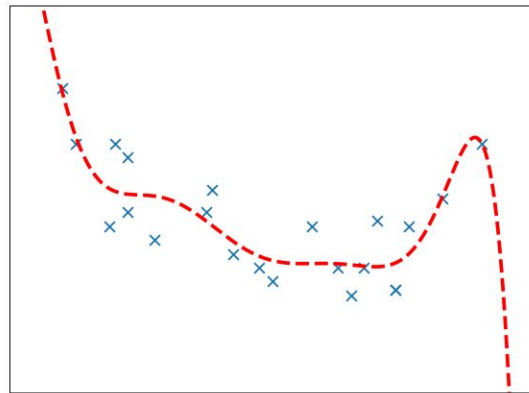
$p = 2$



Good fit

- Model captures the overall trend
- Probably good fit for unseen data

$p = 8$



Overfitting

- Model has too much capacity to exactly fit individual data points
- Probably bad fit for unseen data

Overfitting — Intuition (Naive Bayes Classifier)

- Scenario — movie reviews
 - (Very) low number of reviews
 - NB classifier based on 4-grams

| | |
|---|----------|
| <i>This movie drew me in, and it'll do the same to you.</i> | positive |
| <i>I can't tell you how much I hated this movie. It sucked.</i> | negative |
| ... | ... |

→ Effect of Naive Bayes classifier

- Each 4-gram most likely unique and associated with only 1 class
(e.g., "tell you how much" only found in a negative review)
- Unseen positive review x containing "tell you how much" → $P(\text{positive}|x) = 0$

Overfitting — Intuition (Logistic Regression Classifier)

- Scenario — movie reviews

- (Very) low number of reviews

- Assume the following artifact

All positive reviews contain many pronouns

Almost no negative reviews contain pronouns

| Feature | Description | Value | Weight θ_i | $\theta_i x_i$ |
|---------|-------------------------------------|-------|-------------------|----------------|
| x_0 | Bias b | 1 | 0.1 | 0.1 |
| x_1 | Number of positive words | 3 | 2.5 | 7.5 |
| x_2 | Number of negative words | 2 | -5.0 | -10.0 |
| x_3 | 1 if "no" in text; 0 otherwise | 1 | -1.2 | -1.2 |
| x_4 | Number of 1st & 2nd person pronouns | 3 | 0.5 | 1.5 |
| x_5 | 1 if "!" in text; 0 otherwise | 0 | 2.0 | 0 |
| x_6 | \ln of word/token count | 4.19 | 0.7 | 2.933 |

→ Effect of Logistic Regression classifier

- Classifiers over-emphasizes the importance of pronouns
 - large value for θ_4 (compared to other θ_i)
- Unseen negative review with many pronouns will most likely be misclassified

Regularization

- Observation

- Model "too powerful" \Leftrightarrow (very) large θ values

→ **Regularization**: Penalize large θ values

- Extend loss function by penalty term
- For example, for Cross-Entropy loss

$$L = -\frac{1}{m} \sum_{j=1}^m \left[y^{(j)} \log \sigma \left(\theta^T x^{(j)} \right) + \left(1 - y^{(j)} \right) \log \left(1 - \sigma \left(\theta^T x^{(j)} \right) \right) \right] + \lambda \sum_{i=1}^n \theta_i^2$$

λ : Regularization Parameter to control the "strength of the regularization"

L2 Regularization
("Ridge Regression")

$$L = -\frac{1}{m} \sum_{j=1}^m \left[y^{(j)} \log \sigma \left(\theta^T x^{(j)} \right) + \left(1 - y^{(j)} \right) \log \left(1 - \sigma \left(\theta^T x^{(j)} \right) \right) \right] + \lambda \sum_{i=1}^n |\theta_i|$$

L1 Regularization
("Lasso Regression")

New Loss → New Gradient

- Since we change L , the gradient $\nabla_{\theta} L = \frac{\partial L}{\partial \theta}$ also changes
 - No big deal, regularization is just an added term
 - For example, for L2 Regularization (Ridge Regression)

$$\frac{\partial L_{CE}}{\partial \theta} = \frac{1}{m} X^T [\sigma(X\theta) - y] + \lambda \frac{2}{n} \theta$$

- No changes to Gradient Descent Algorithms

Quick Quiz



Outline

- Generative vs. Discriminative Classifiers
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- Towards Neural Networks
 - Motivation: XOR Problem
 - Basic Neural Network Architecture

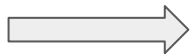
Binary LR → Multiclass LR

- Multiclass LR: Classification beyond 2 classes

- Let's assume we have C classes: $c = 1..C$
- Separate weights θ_c for each classes $c \rightarrow C$ output probabilities

Binary Logistic Regression

$$P(y = 1|x) = \sigma(\theta_1^T x)$$



Multiclass Logistic Regression

$$\underbrace{\begin{bmatrix} P(y = 1|x) \\ P(y = 2|x) \\ \dots \\ P(y = C|x) \end{bmatrix}}_{\text{Probabilities need to sum up to 1}} = f_{\text{mystery}} \left(\begin{bmatrix} \theta_1^T x \\ \theta_2^T x \\ \dots \\ \theta_C^T x \end{bmatrix} \right)$$

Probabilities need
to sum up to 1

→ How can we ensure that?

$f_{mystery} \rightarrow \text{Softmax}$

- **Softmax function**

- Converts any vector of scores into a vector of probabilities

$$P(y = c|x) = \frac{\exp(\theta_c^T x)}{\sum_{i=1}^C \exp(\theta_i^T x)}$$

$$\begin{bmatrix} P(y = 1|x) \\ P(y = 2|x) \\ \dots \\ P(y = C|x) \end{bmatrix} = \frac{1}{\sum_{i=1}^C \exp(\theta_i^T x)} \begin{bmatrix} \exp(\theta_1^T x) \\ \exp(\theta_2^T x) \\ \dots \\ \exp(\theta_C^T x) \end{bmatrix}$$

Example

- Example with 4 classes and 3 input features

$$\begin{array}{c} \text{Weight matrix } \theta \\ \theta_1 \begin{bmatrix} 0.55 & 0.71 & 0.29 \end{bmatrix} \\ \theta_2 \begin{bmatrix} 0.51 & 0.89 & 0.90 \end{bmatrix} \\ \theta_3 \begin{bmatrix} 0.13 & 0.21 & 0.05 \end{bmatrix} \\ \theta_4 \begin{bmatrix} 0.44 & 0.03 & 0.46 \end{bmatrix} \end{array} \cdot \begin{array}{c} x \\ \begin{bmatrix} -0.4 \\ 0.2 \\ 0.3 \end{bmatrix} \end{array} = \begin{array}{c} \theta^T x \\ \begin{bmatrix} 0.009 \\ 0.244 \\ 0.005 \\ -0.032 \end{bmatrix} \end{array} \xrightarrow{\text{Softmax}} \begin{array}{c} \hat{y} \\ \begin{bmatrix} 0.238 \\ 0.296 \\ 0.237 \\ 0.229 \end{bmatrix} \end{array} \begin{array}{c} \hat{y}_1 \\ \hat{y}_2 \\ \hat{y}_3 \\ \hat{y}_4 \end{array}$$

Cross-Entropy Loss

Cross-Entropy Loss for Binary Logistic Regression

$$L_{CE}(\hat{y}, y) = -[y \log \hat{y} + (1 - y) \log (1 - \hat{y})]$$

Generalized Cross-Entropy Loss for Multiclass Logistic Regression

$$L_{CE}(\hat{y}, y) = - \sum_{i=1}^C y_i \log(\hat{y}_i)$$

probability output after Softmax

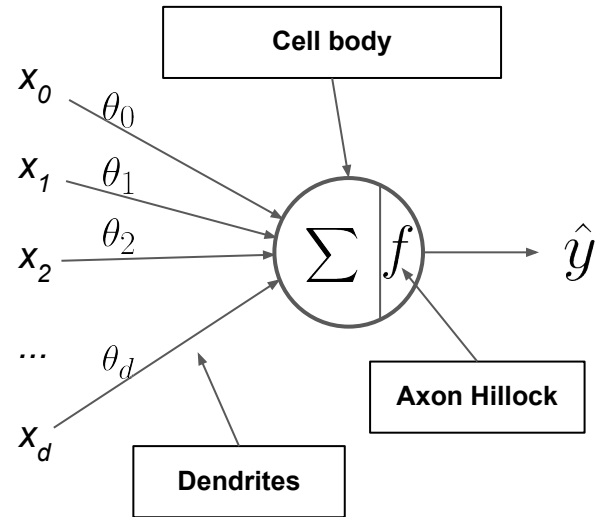
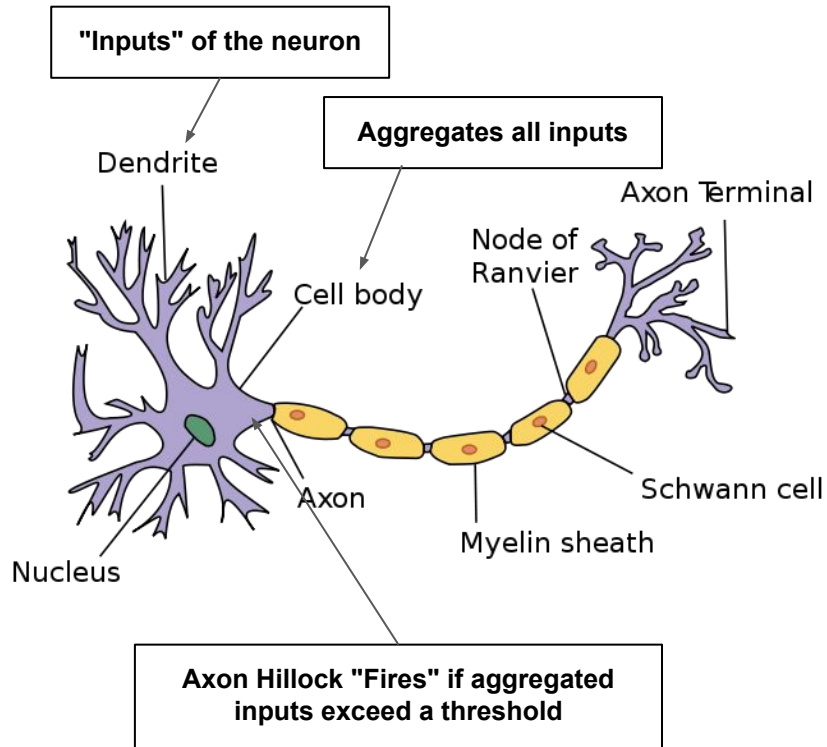
$y_i = 1$ for correct class, 0 otherwise

New gradient $\nabla_{\theta} L_{CE}$ but beyond the scope here.

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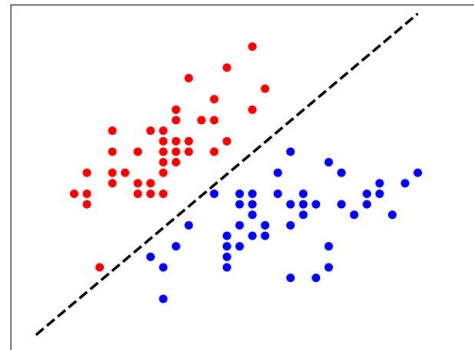
Biological Inspiration — Neuron



→ Logistic Regression (crudely) a biological neuron

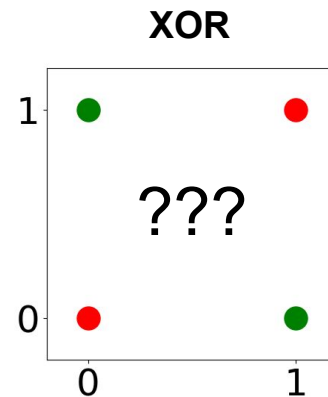
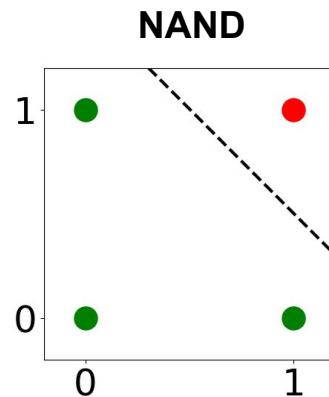
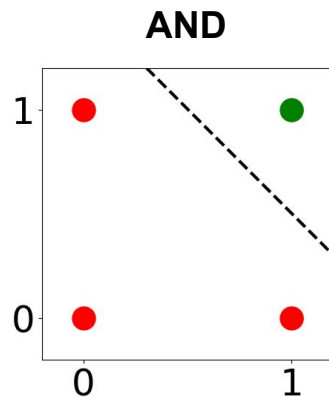
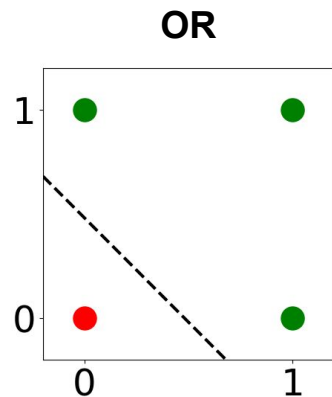
Logistic Regression — Limitations

- Logistic Regression is a linear model
 - Limited to linear combination of features
(and a non-linear mapping to a probability)
 - Limited to linear decision boundaries
(i.e., lines, planes, hyperplanes)
- What if we want or need to represent non-linear relationships between features? **We can't!**
- ➔ Scale up: "Stacked" Logistic Regression
 - Feed input into multiple neurons (i.e., LR units)
 - Use output of neurons as input for other neurons



XOR

| x_1 | x_2 | OR | AND | NAND | XOR |
|-------|-------|----|-----|------|-----|
| 0 | 0 | 0 | 0 | 1 | 0 |
| 0 | 1 | 1 | 0 | 1 | 1 |
| 1 | 0 | 1 | 0 | 1 | 1 |
| 1 | 1 | 1 | 1 | 0 | 0 |

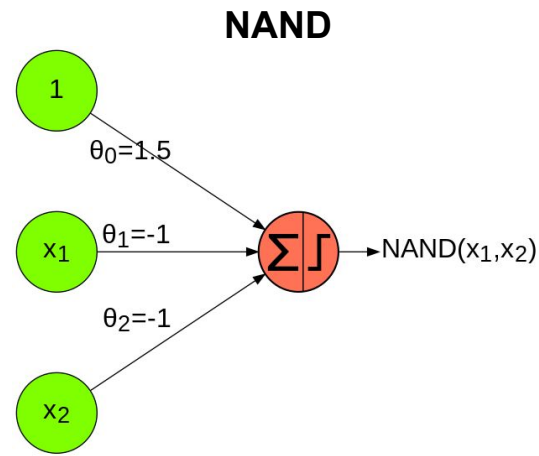
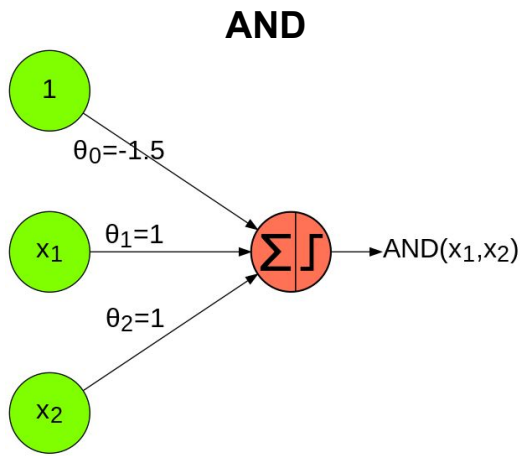
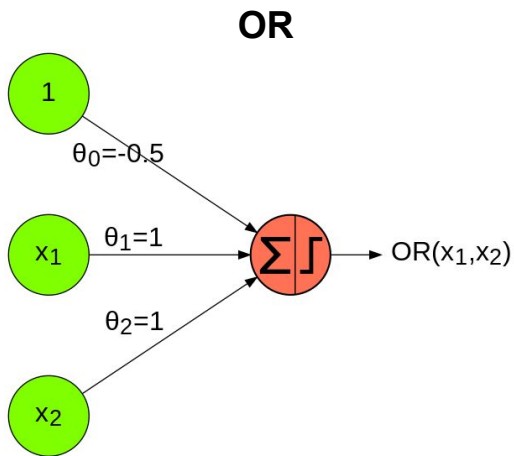


XOR

- Learning OR, AND, and NAND

- Finding correct weights simply by "looking hard"
(the weights are not unique; there are many ways to set θ)
- The activation function is the Step Function, not Sigmoid
(strictly speaking, this makes it a Perceptron not a Linear Regression unit)

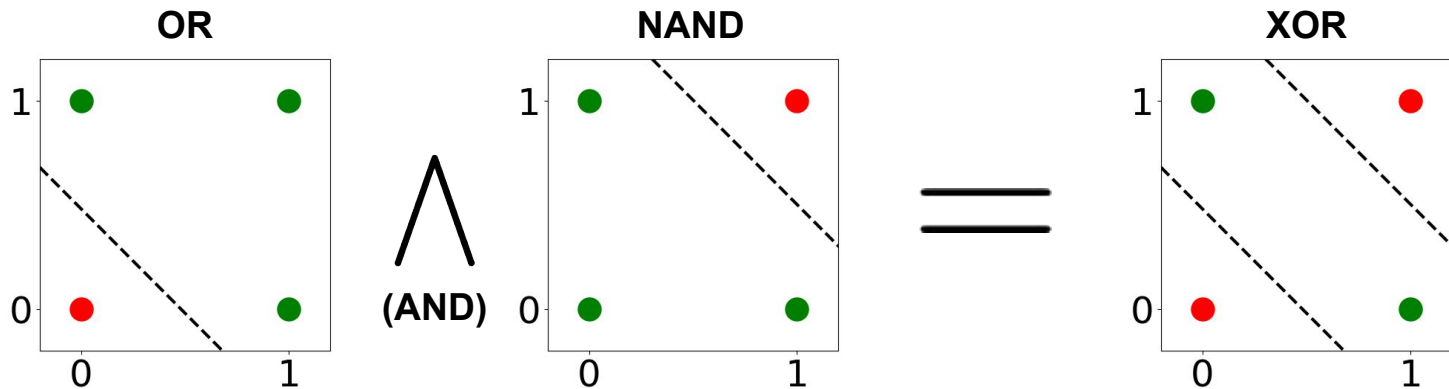
$$f_{step} = \begin{cases} 1 & , \text{if } \theta^T x > 0 \\ 0 & , \text{otherwise} \end{cases}$$



XOR

- Deriving XOR from simple classifiers
 - Note: this is not the only way, just convenient

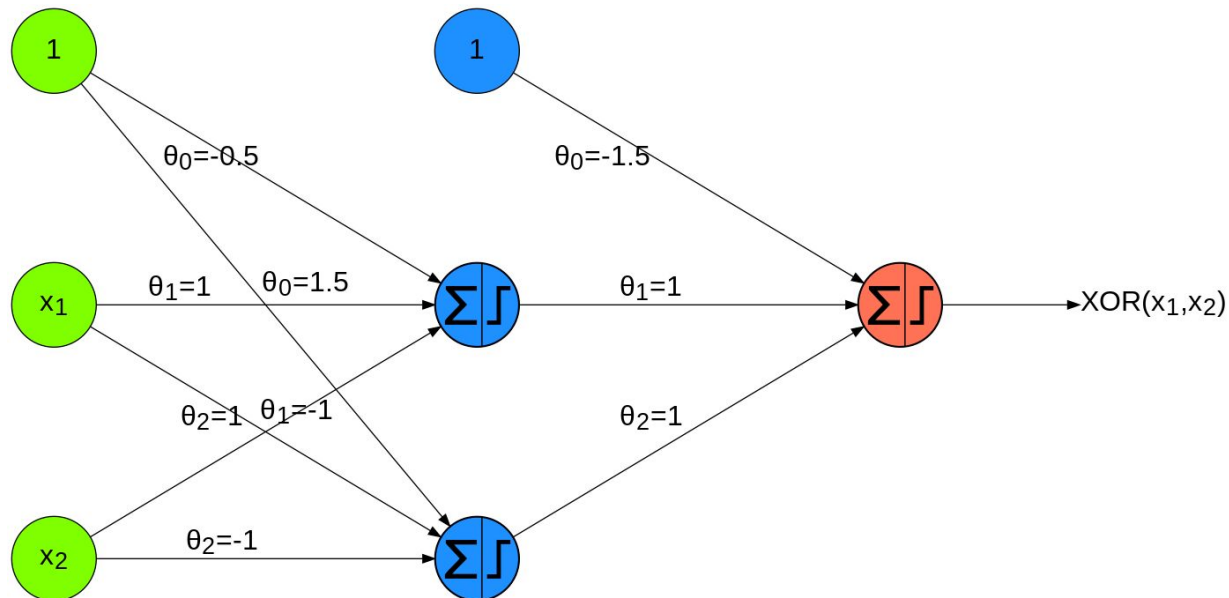
| x_1 | x_2 | OR | AND | NAND | XOR |
|-------|-------|----|-----|------|-----|
| 0 | 0 | 0 | 0 | 1 | 0 |
| 0 | 1 | 1 | 0 | 1 | 1 |
| 1 | 0 | 1 | 0 | 1 | 1 |
| 1 | 1 | 1 | 1 | 0 | 0 |



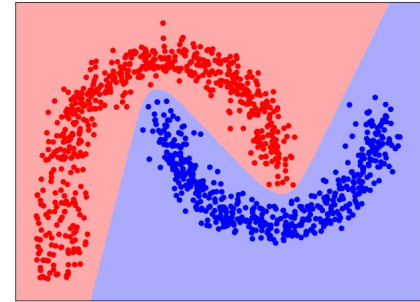
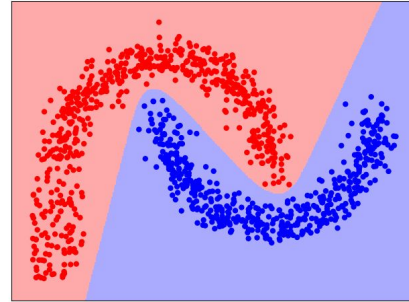
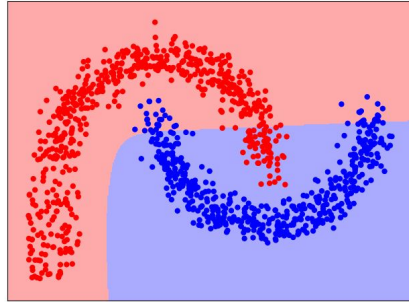
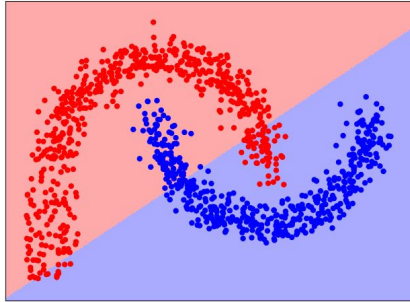
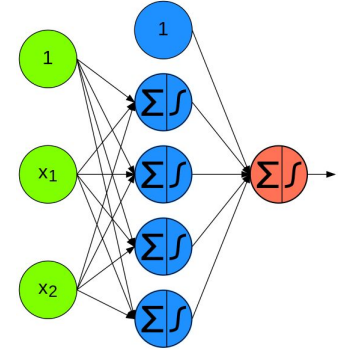
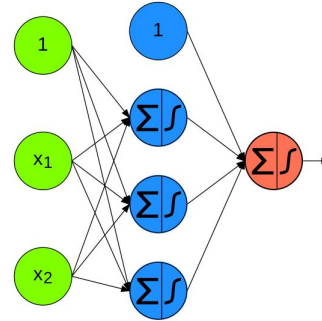
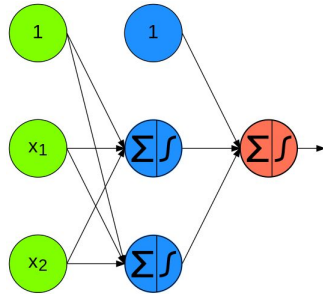
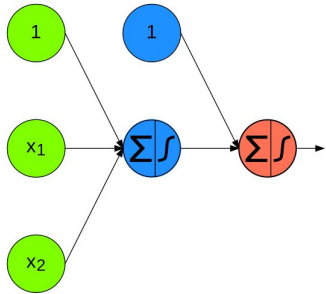
→ Cool, we know how to do ORs, ANDs and NANDs!

XOR

- Modeling XOR by "stacking" LR units → **Neural Network (NN)**
 - More specifically, a **Feedforward NN** (i.e., network contains no loops)



Network Capacity — Intuition



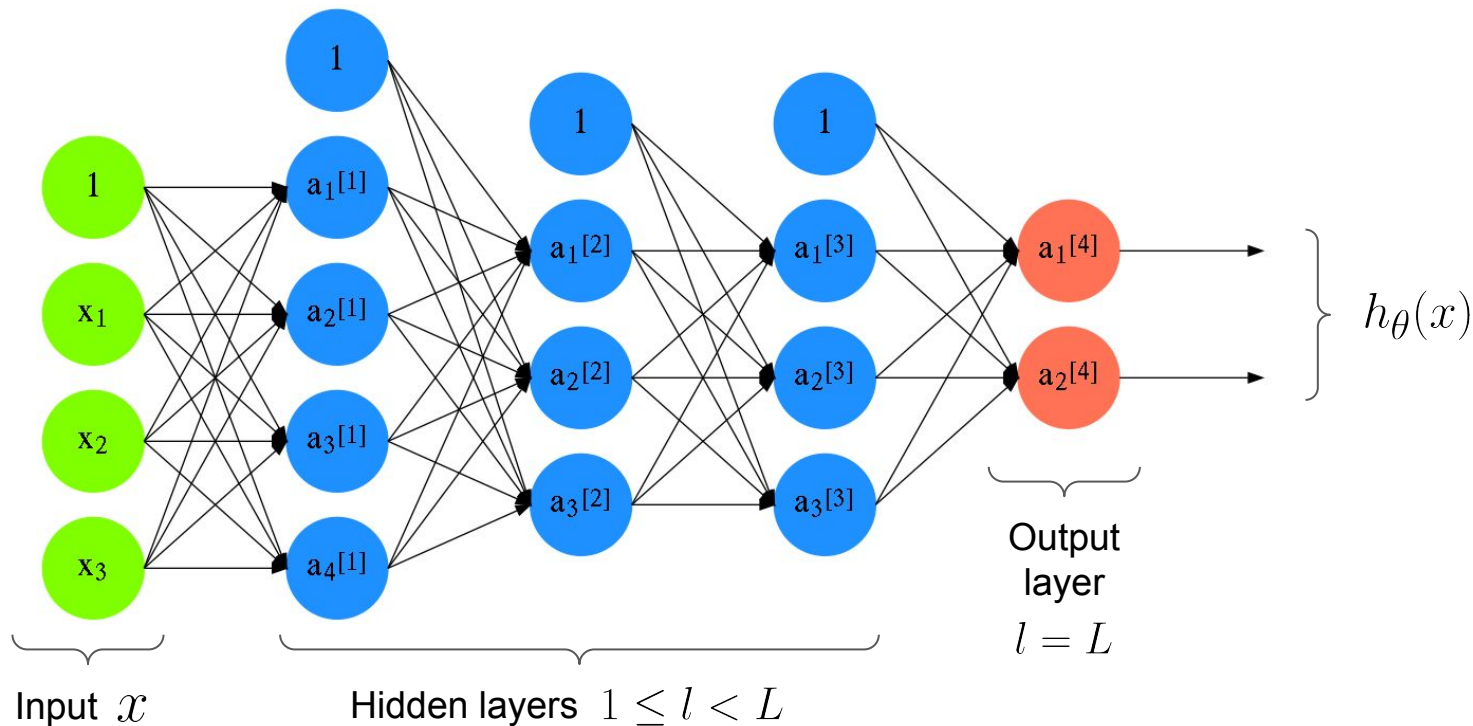
Note: The activation function is the Sigmoid, hence the smooth decision boundaries

Outline

- Generative vs. Discriminative Classifiers
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A Neural Network (Feedforward NN)

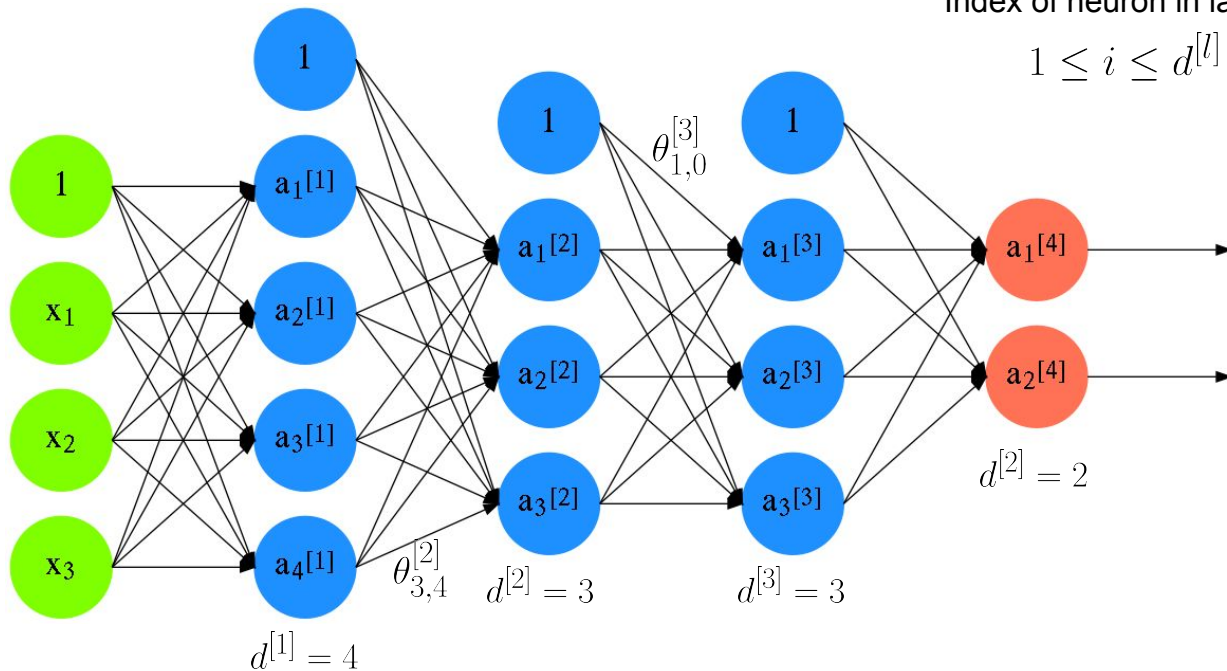
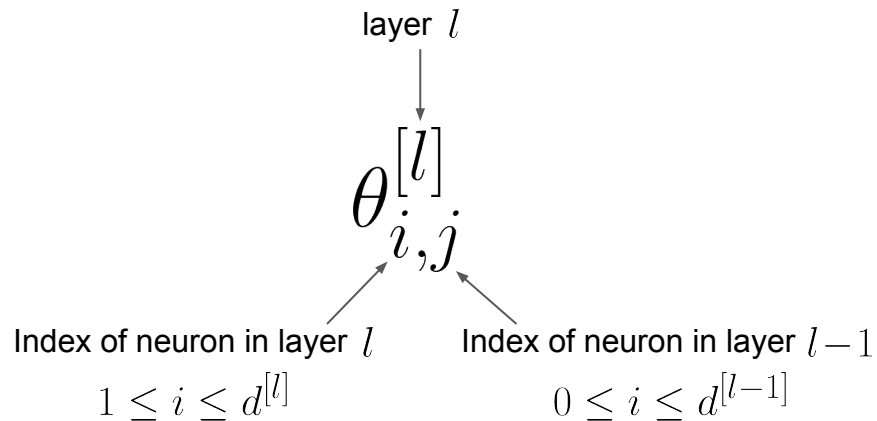
- Example: L -layer Feedforward Neural Network (here: $L = 4$)



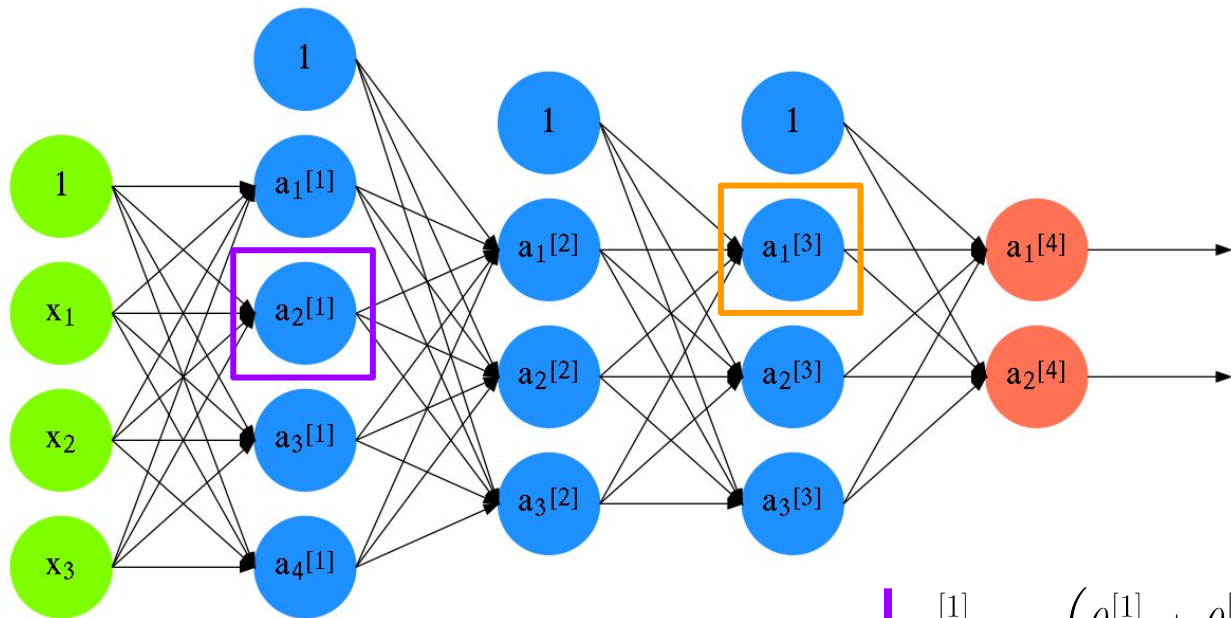
Neural Network — Indices

$d^{[l]} = \text{\#neurons/units in layer } l$

$\theta^{[l]} = (d^{[l-1]} + 1) \cdot d^{[l]} = \text{\#weights for layer } l$



Neural Network — Activations



$$a_2^{[1]} = g \left(\theta_{2,0}^{[1]} + \theta_{2,1}^{[1]}x_1 + \theta_{2,2}^{[1]}x_2 + \theta_{2,3}^{[1]}x_3 \right)$$

$$a_1^{[3]} = g \left(\theta_{3,0}^{[3]} + \theta_{3,1}^{[3]}a_1^{[2]} + \theta_{3,2}^{[3]}a_2^{[2]} + \theta_{3,3}^{[3]}a_3^{[2]} \right)$$

Neural Network — Activations

- Layer-wise computations

- Let $x^{[l]}$ be the output of layer l
- $x^{[0]} = x$ — initial input
- $x^{[L]} = h(x)$ — final output

- Vectorized form

- Calculate $x^{[l]}$ in practice "in one go"
- Everything becomes matrix* operations
- GPUs: hardware-supported processing of matrix operations (+ parallelism)

$$x_i^{[l]} = a_i^{[l]} = g \left(\sum_{j=0}^{d^{[l-1]}} \theta_{i,j}^{[l]} x_j^{[l-1]} \right)$$

$$= g \left(\left[\theta_i^{[l]} \right]^T \cdot x^{[l-1]} \right)$$

Weight vector $\theta_i^{[l]} \in \mathbb{R}^{d^{[l-1]}}$

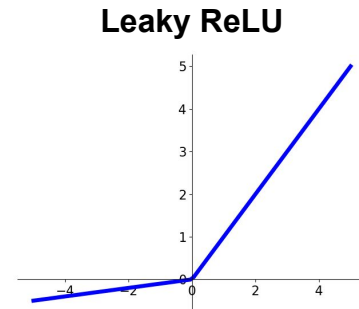
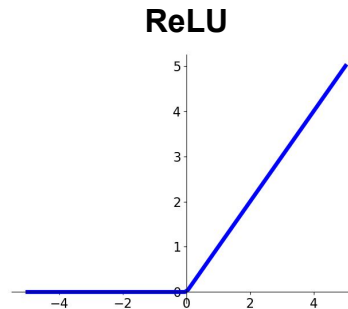
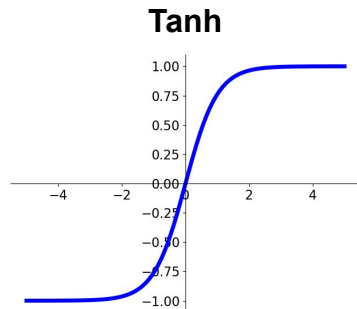
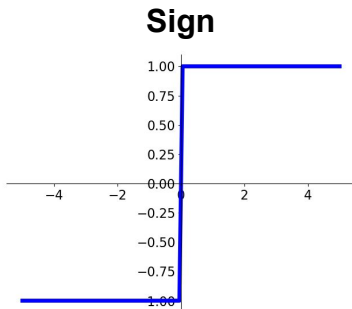
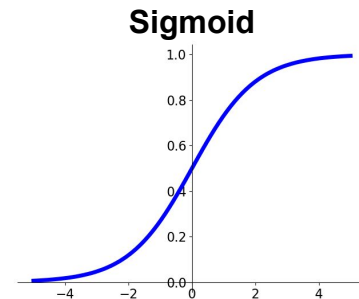
$$x^{[l]} = a^{[l]} = g \left(\theta^{[l]} x^{[l-1]} \right)$$

Weight matrix $\theta^{[l]} \in \mathbb{R}^{d^{[l]} \times d^{[l-1]}}$

*strictly speaking: tensor operations (tensor \approx n-dimensional arrays)

Neural Network — Activation Functions

- Wide range of activation functions
- Activations functions for hidden layers
 - Do not need to have a probabilistic interpretation
 - Only requirement: non-linear function!
 - Examples:

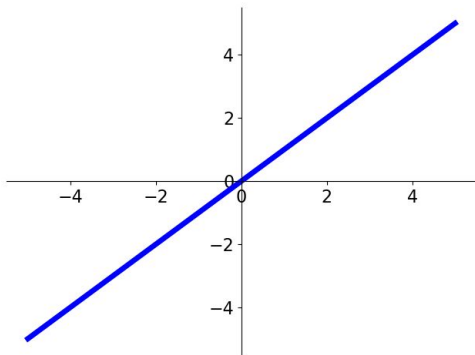


ReLU = Rectified Linear Unit

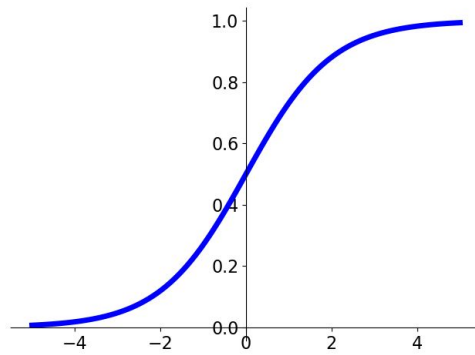
Neural Network — Activation Functions

- Activations functions for output layers
 - Choice of activation function depending on task
(mainly: classification or regression)
 - Examples:

Linear function for regression tasks

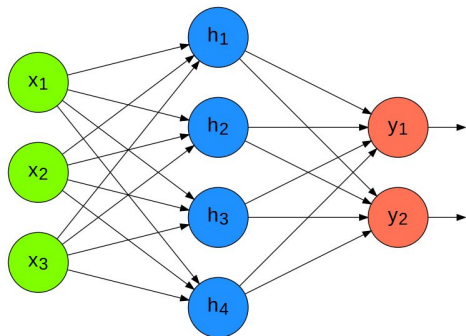


Sigmoid function for classification tasks



Example

Input x Hidden h Output y



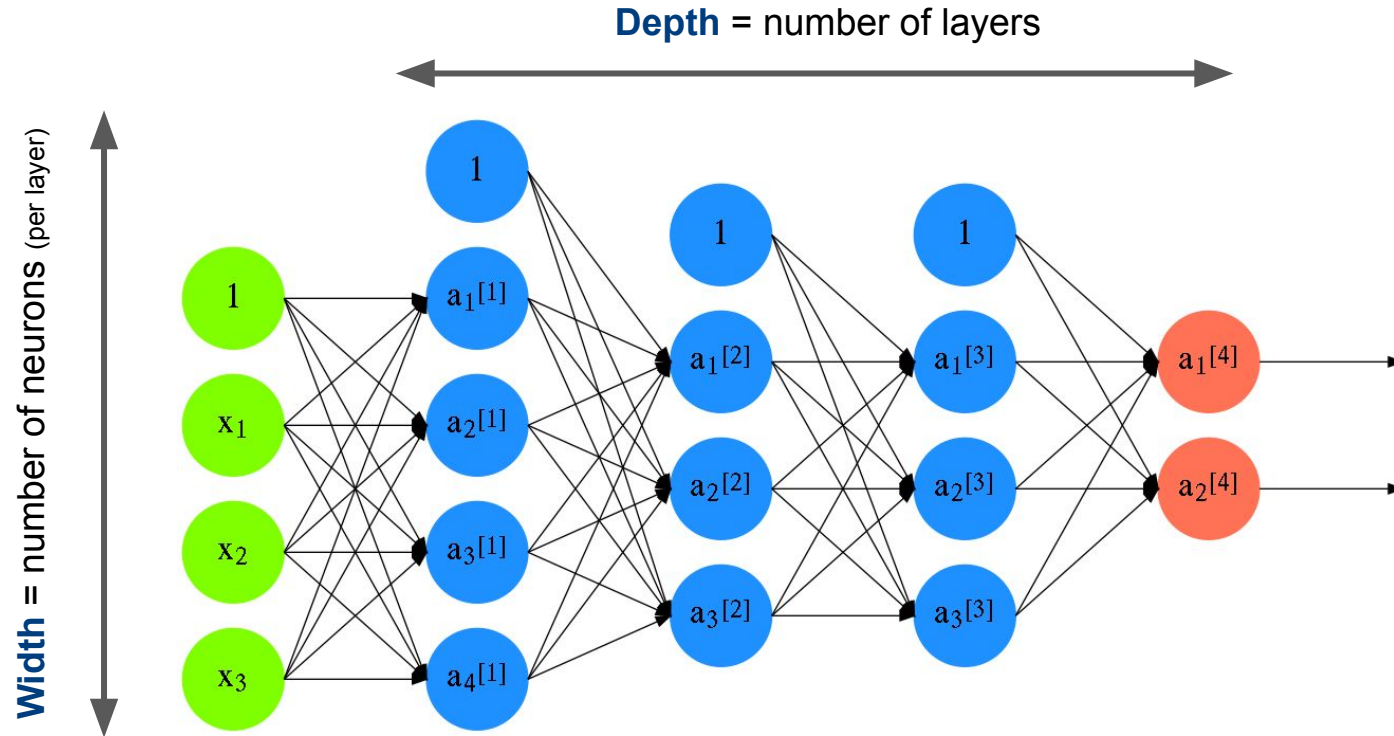
$$h = g_h(\theta_h x) \text{ , with } \theta_h \in \mathbb{R}^{4 \times 3}$$

$$y = g_y(\theta_y h) \text{ , with } \theta_y \in \mathbb{R}^{2 \times 4}$$

g_h, g_y : suitable activation functions

$$\begin{array}{ccccccc}
 \theta_h & x & \theta_h x & & h & \theta_y & h & \theta_y h & y \\
 \begin{bmatrix} 0.55 & 0.71 & 0.29 \\ 0.51 & 0.89 & 0.90 \\ 0.13 & 0.21 & 0.05 \\ 0.44 & 0.03 & 0.46 \end{bmatrix} \cdot \begin{bmatrix} -0.4 \\ 0.2 \\ 0.3 \end{bmatrix} = \begin{bmatrix} 0.009 \\ 0.244 \\ 0.005 \\ -0.032 \end{bmatrix} & \Rightarrow & \text{ReLU}(\theta_h x) = \begin{bmatrix} 0.009 \\ 0.244 \\ 0.005 \\ 0 \end{bmatrix} & \Rightarrow & \begin{bmatrix} 0.65 & 0.28 & 0.68 & 0.59 \\ 0.02 & 0.56 & 0.26 & 0.42 \end{bmatrix} \cdot \begin{bmatrix} 0.009 \\ 0.244 \\ 0.005 \\ 0 \end{bmatrix} = \begin{bmatrix} 0.078 \\ 0.138 \end{bmatrix} & \Rightarrow & \text{Softmax}(\theta_y h) = \begin{bmatrix} 0.48 \\ 0.52 \end{bmatrix}
 \end{array}$$

Neural Networks



From Logistic Regression to (Deep) Neural Networks

- Fundamentally, nothing new here:

- A neural network is a function $h_{\theta}(x)$
- Define a loss function $L = L(y, \hat{y}) = L(y, h_{\theta}(x))$
- Perform Gradient Descent to minimize L

- Difference: increased complexity

- $h_{\theta}(x)$ and thus $L(y, h_{\theta}(x))$ are much more complex functions
- Calculation of $\frac{\partial L}{\partial \theta}$ much more challenging → backpropagation
- L is no longer a convex function → local minima → training more challenging
- Overfitting becomes a bigger issue → regularization (several different approaches)

Outline

- Generative vs. Discriminative Classifiers
- Logistic Regression
 - Setup as Probabilistic Classifier
 - Cross-Entropy Loss Function
 - Gradient Descent
 - Overfitting & Regularization
 - Multiclass Logistic Regression
- Towards Neural Networks
 - Motivation: XOR Problem
 - Basic Neural Network Architecture

Summary

- Linear model: **Logistic Regression**

- Very important probabilistic classifier
- Discriminative classifier → linear decision boundaries
- Core unit of neural networks

- "Stacked" Logistic Regression → Neural Network

- Neuron = Linear Regression unit
- Non-convex loss function → global minimum vs. local minima
- Higher risk of overfitting → regularization crucial (but also other methods)

Pre-Lecture Activity for Next Week



Solutions to Quick Quizzes

