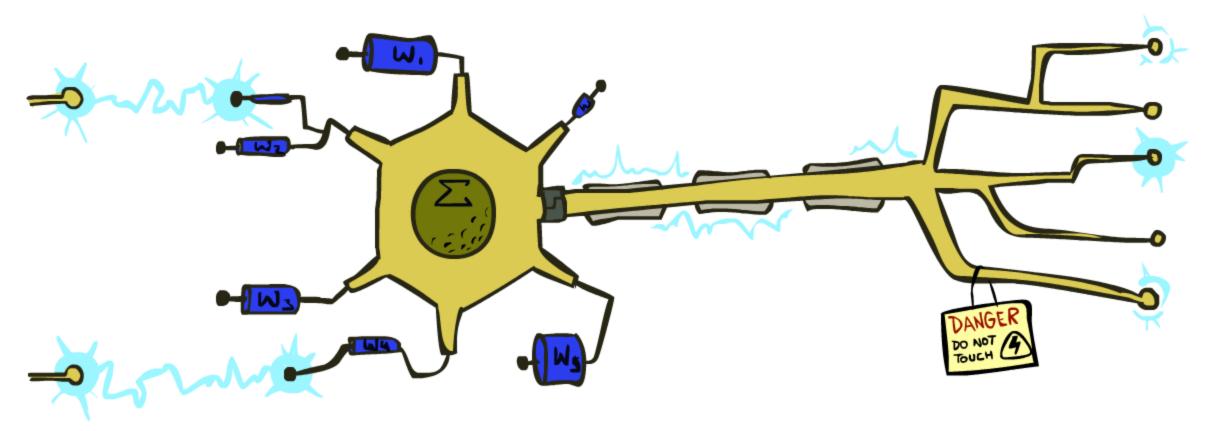
CSCI 446: Artificial Intelligence Perceptrons and Logistic Regression



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adapted from Pieter Abbeel & Dan Klein

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# Outline

- Error Driven Classification
- Linear Classifiers
- Weight Updates
- Improving the Perceptron

### **Error-Driven Classification**



### Errors, and What to Do

#### Examples of errors

Dear GlobalSCAPE Customer,

GlobalSCAPE has partnered with ScanSoft to offer you the latest version of OmniPage Pro, for just \$99.99\* - the regular list price is \$499! The most common question we've received about this offer is - Is this genuine? We would like to assure you that this offer is authorized by ScanSoft, is genuine and valid. You can get the . . .

. . . To receive your \$30 Amazon.com promotional certificate, click through to

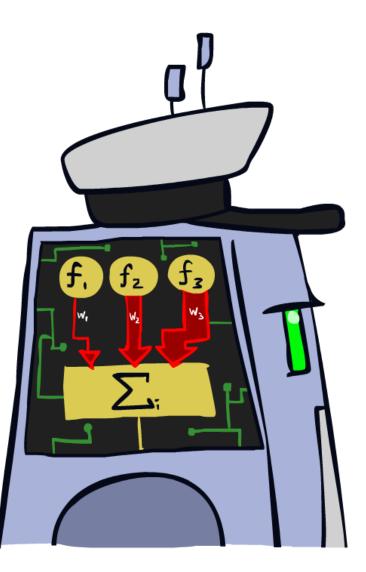
http://www.amazon.com/apparel

and see the prominent link for the \$30 offer. All details are there. We hope you enjoyed receiving this message. However, if you'd rather not receive future e-mails announcing new store launches, please click . . .

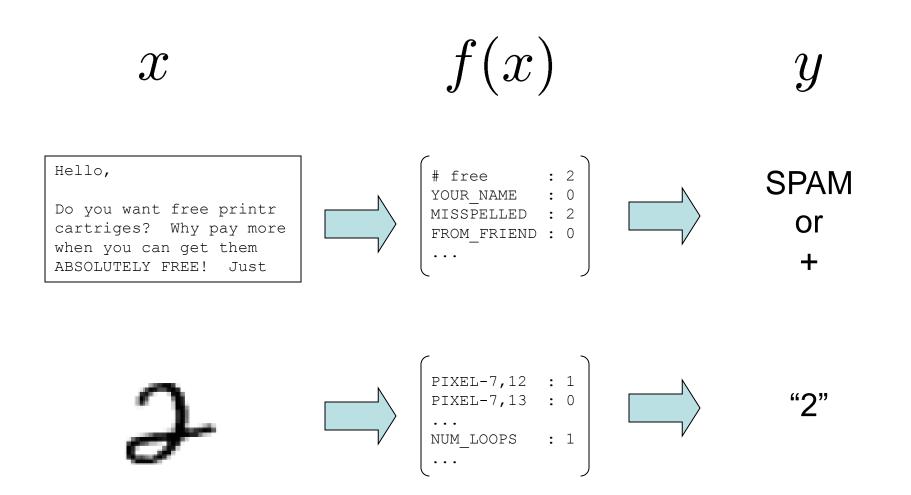
## What to Do About Errors

- Problem: there's still spam in your inbox
- Need more features words aren't enough!
  - Have you emailed the sender before?
  - Have 1M other people just gotten the same email?
  - Is the sending information consistent?
  - Is the email in ALL CAPS?
  - Do inline URLs point where they say they point?
  - Does the email address you by (your) name?
- Naïve Bayes models can incorporate a variety of features, but tend to do best in homogeneous cases (e.g. all features are word occurrences)

## **Linear Classifiers**

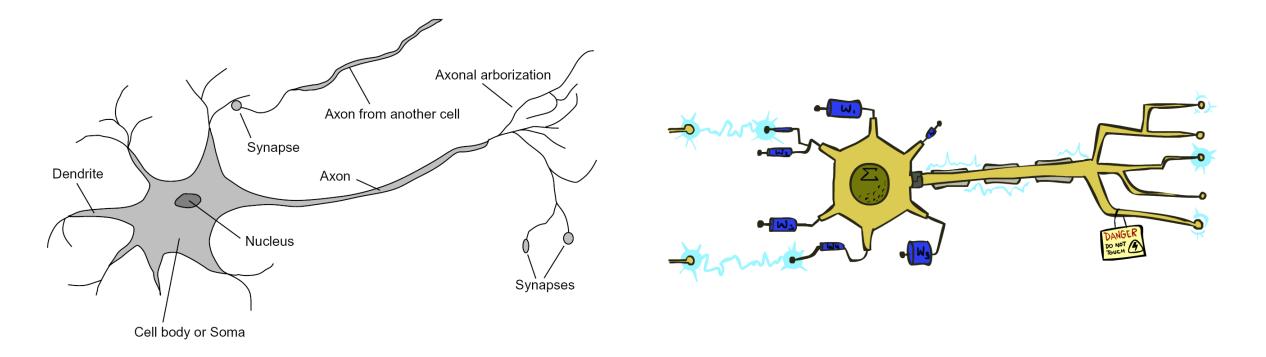


### **Feature Vectors**



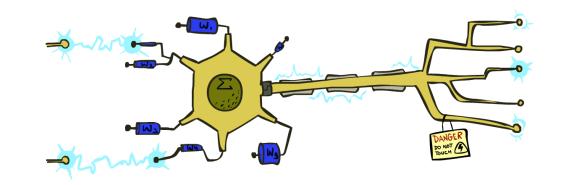
# Some (Simplified) Biology

#### Very loose inspiration: human neurons



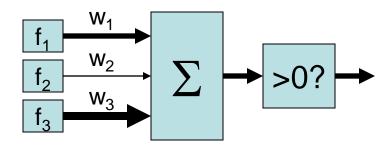
## **Linear Classifiers**

- Inputs are feature values
- Each feature has a weight
- Sum is the activation



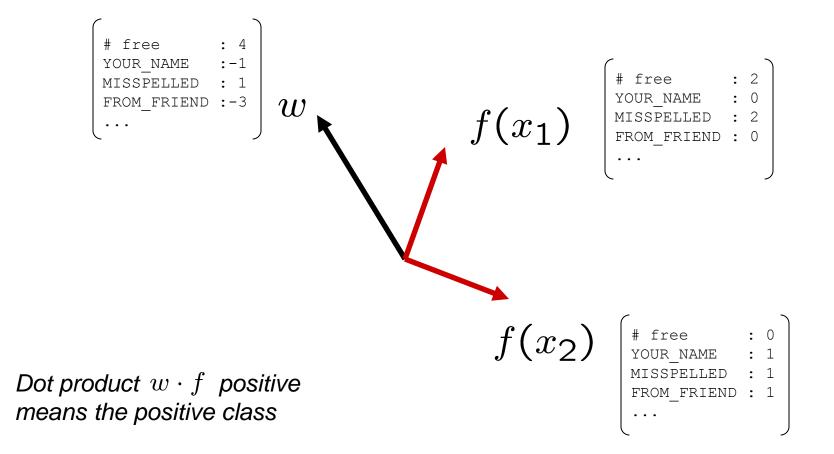
activation<sub>w</sub>(x) = 
$$\sum_{i} w_i \cdot f_i(x) = w \cdot f(x)$$

- If the activation is:
  - Positive, output +1
  - Negative, output -1

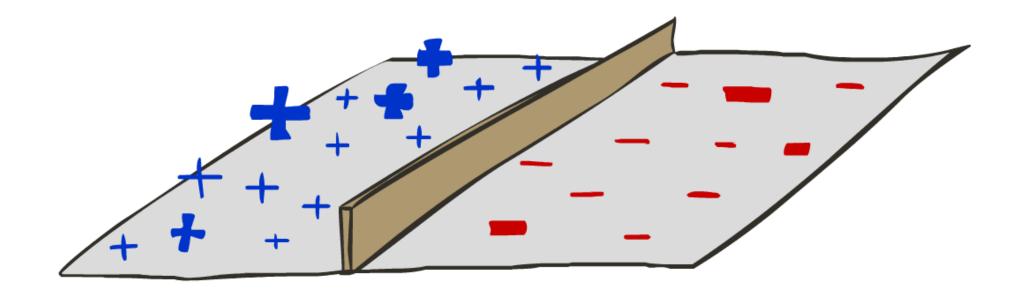


# Weights

- Binary case: compare features to a weight vector
- Learning: figure out the weight vector from examples



## **Decision Rules**



# **Binary Decision Rule**

- In the space of feature vectors
  - Examples are points
  - Any weight vector is a hyperplane
  - One side corresponds to Y=+1

-3

4

2

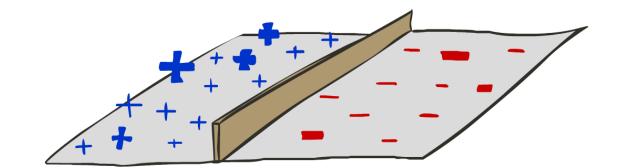
Other corresponds to Y=-1

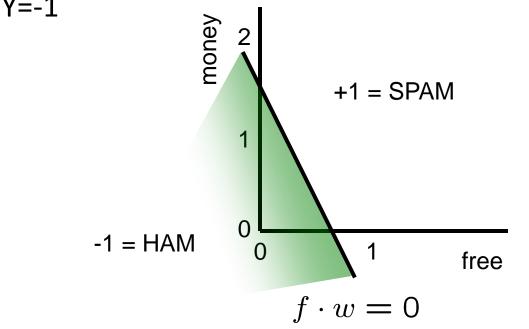
w

BIAS

free

money :





## Weight Updates

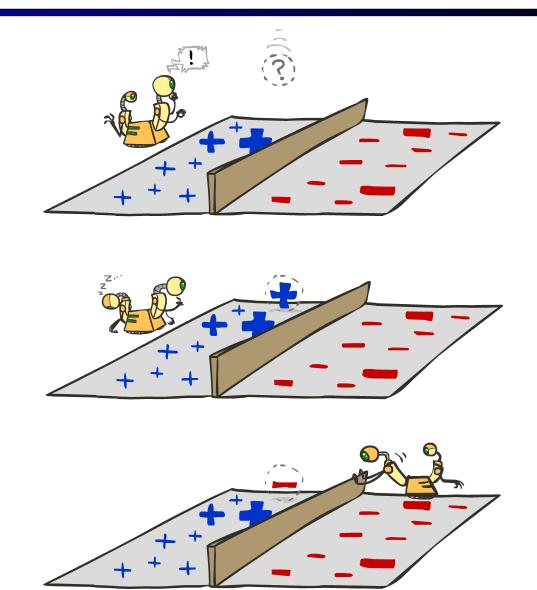


## Learning: Binary Perceptron

- Start with weights = 0
- For each training instance:
  - Classify with current weights

If correct (i.e., y=y\*), no change!

If wrong: adjust the weight vector



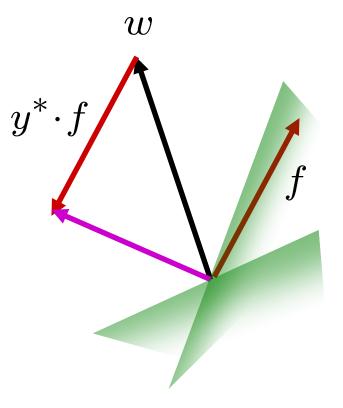
## Learning: Binary Perceptron

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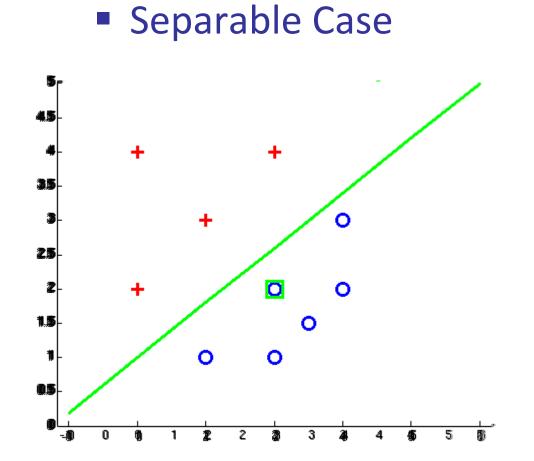
$$y = \begin{cases} +1 & \text{if } w \cdot f(x) \ge 0\\ -1 & \text{if } w \cdot f(x) < 0 \end{cases}$$

- If correct (i.e., y=y\*), no change!
- If wrong: adjust the weight vector by adding or subtracting the feature vector. Subtract if y\* is -1.

$$w = w + y^* \cdot f$$



### **Examples:** Perceptron



## **Multiclass Decision Rule**

- If we have multiple classes:
  - A weight vector for each class:

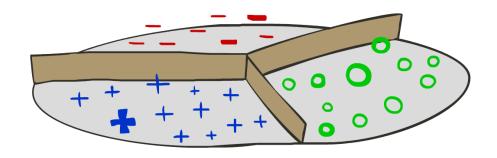
 $w_y$ 

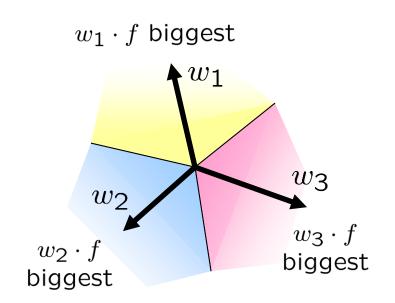
Score (activation) of a class y:

 $w_y \cdot f(x)$ 

Prediction highest score wins

$$y = \underset{y}{\operatorname{arg\,max}} w_y \cdot f(x)$$





Binary = multiclass where the negative class has weight zero

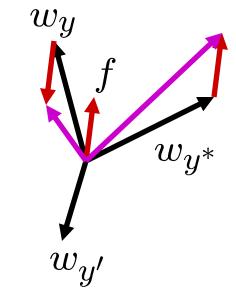
## Learning: Multiclass Perceptron

- Start with all weights = 0
- Pick up training examples one by one
- Predict with current weights

 $y = \arg \max_y w_y \cdot f(x)$ 

- If correct, no change!
- If wrong: lower score of wrong answer, raise score of right answer

$$w_y = w_y - f(x)$$
$$w_{y^*} = w_{y^*} + f(x)$$



## Example: Multiclass Perceptron

- "win the vote"
- "win the election" "win the game"

 $w_{SPORTS}$ 

| BIAS | • | 1 |  |
|------|---|---|--|
| win  | : | 0 |  |
| game | : | 0 |  |
| vote | : | 0 |  |
| the  | : | 0 |  |
| •••  |   |   |  |

#### $w_{POLITICS}$

| BIAS  | : | 0 |  |
|-------|---|---|--|
| win   | : | 0 |  |
| game  | : | 0 |  |
| vote  | : | 0 |  |
| the   | : | 0 |  |
| • • • |   |   |  |

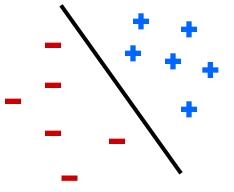
| BIAS  | : | 0 |  |
|-------|---|---|--|
| win   | : | 0 |  |
| game  | : | 0 |  |
| vote  | : | 0 |  |
| the   | : | 0 |  |
| • • • |   |   |  |
|       |   |   |  |

# **Properties of Perceptrons**

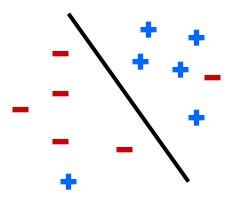
- Separability: true if some parameters get the training set perfectly correct
- Convergence: if the training is separable, perceptron will eventually converge (binary case)
- Mistake Bound: the maximum number of mistakes (binary case) related to the margin or degree of separability

mistakes 
$$< \frac{k}{\delta^2}$$





Non-Separable

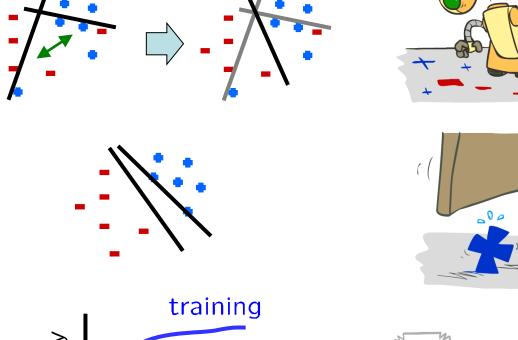


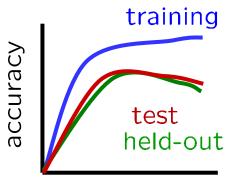
# Problems with the Perceptron

- Noise: if the data isn't separable, weights might thrash
  - Averaging weight vectors over time can help (averaged perceptron)

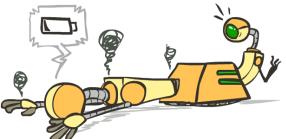
 Mediocre generalization: finds a "barely" separating solution

- Overtraining: test / held-out accuracy usually rises, then falls
  - Overtraining is a kind of overfitting

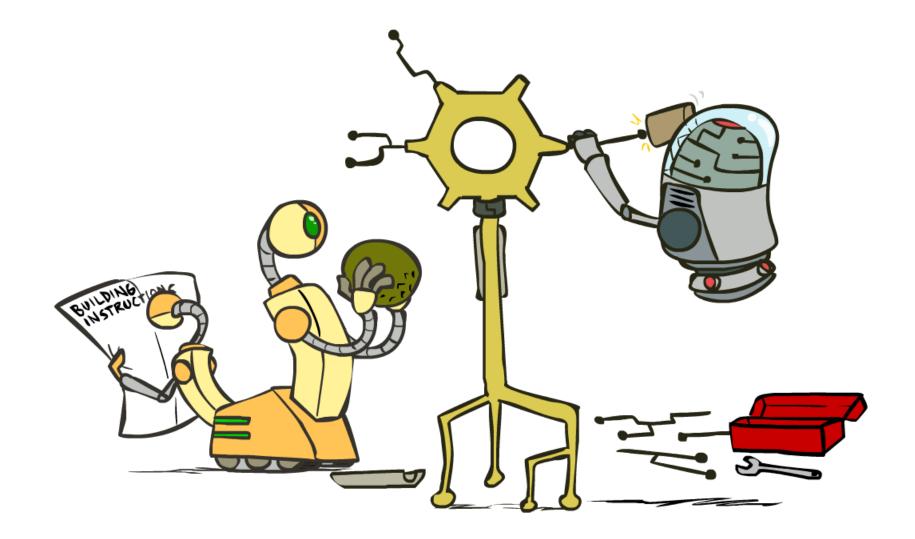




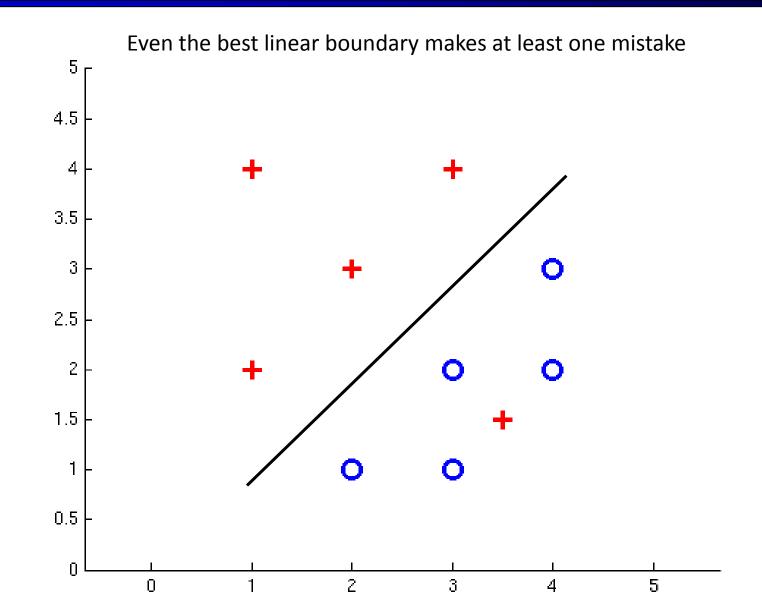
iterations



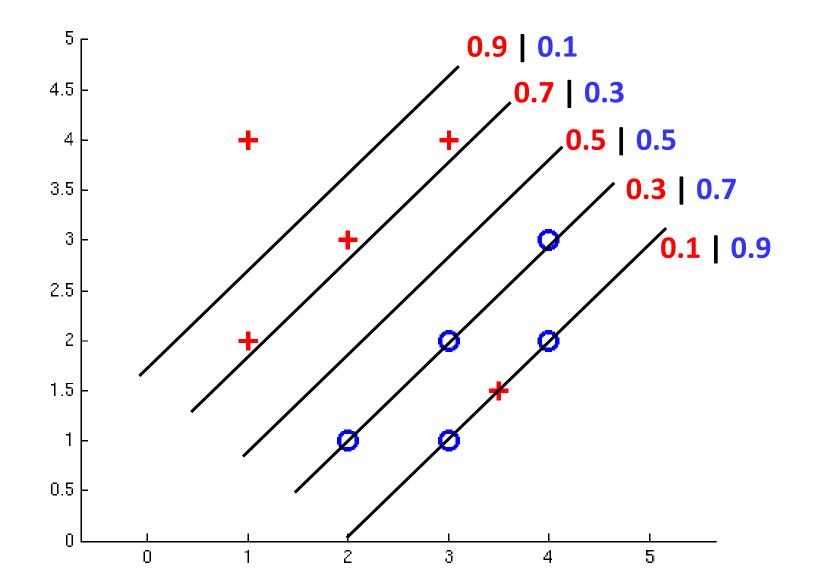
### Improving the Perceptron



### Non-Separable Case: Deterministic Decision



### Non-Separable Case: Probabilistic Decision



### How to get probabilistic decisions?

- Perceptron scoring:  $z = w \cdot f(x)$
- If  $z = w \cdot f(x)$  very positive  $\rightarrow$  want probability going to 1
- If  $z = w \cdot f(x)$  very negative  $\rightarrow$  want probability going to 0
- Sigmoid function  $\phi(z) = \frac{1}{1 + e^{-z}}$   $\phi(z) = \frac{1}{1 + e^{-z}}$

-2

2

## Best w?

Maximum likelihood estimation:

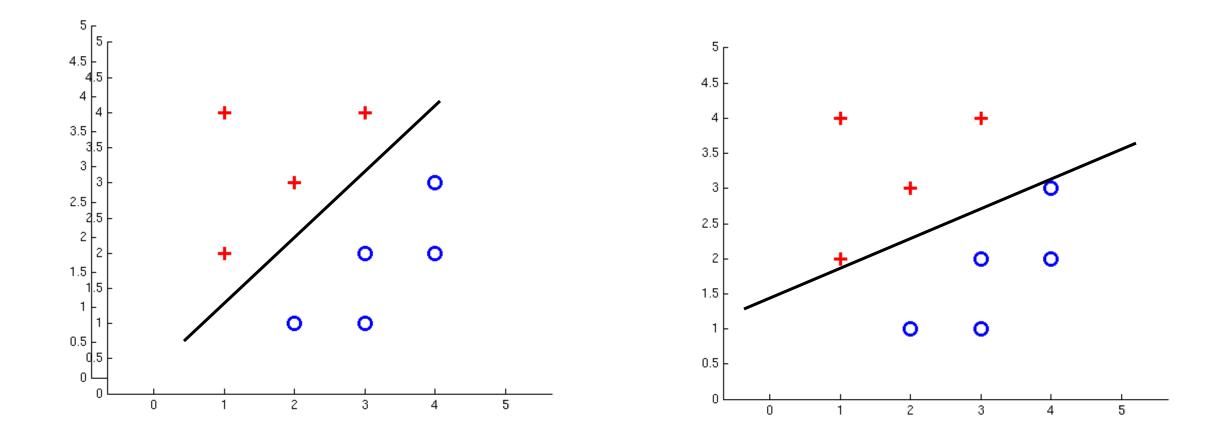
$$\max_{w} \ ll(w) = \max_{w} \ \sum_{i} \log P(y^{(i)} | x^{(i)}; w)$$

with:

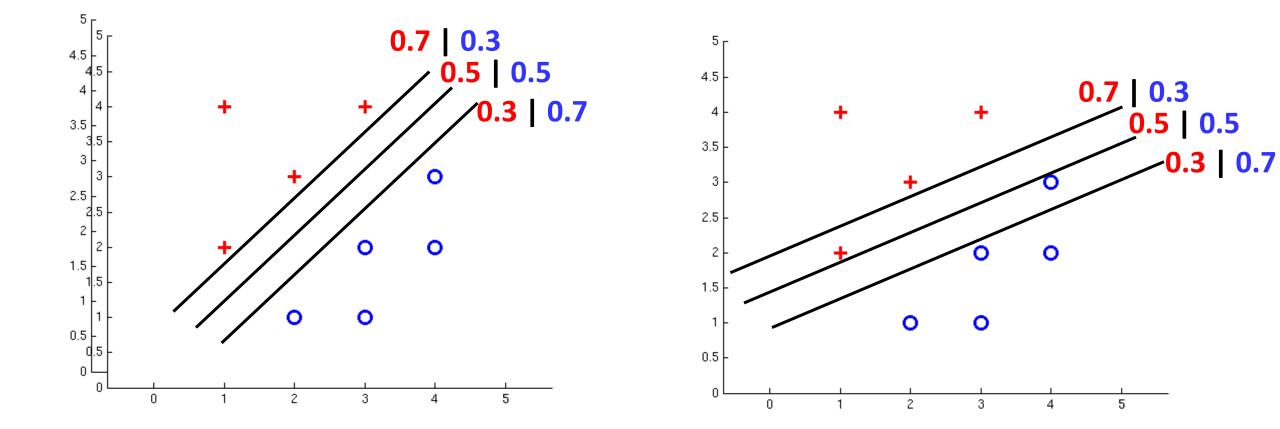
$$P(y^{(i)} = +1|x^{(i)}; w) = \frac{1}{1 + e^{-w \cdot f(x^{(i)})}}$$
$$P(y^{(i)} = -1|x^{(i)}; w) = 1 - \frac{1}{1 + e^{-w \cdot f(x^{(i)})}}$$

= Logistic Regression

### Separable Case: Deterministic Decision – Many Options



### Separable Case: Probabilistic Decision – Clear Preference



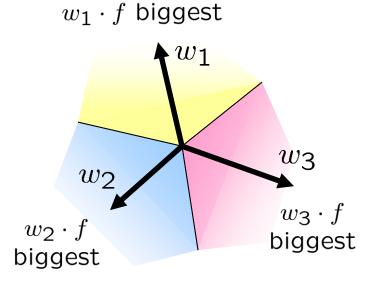
# **Multiclass Logistic Regression**

Recall Perceptron:

- A weight vector for each class:
- Score (activation) of a class y:
  - Prediction highest score wins  $y = \arg \max_{y} w_{y} \cdot f(x)$

 $w_y$ 

 $w_{y} \cdot f(x)$ 



How to make the scores into probabilities?

$$z_{1}, z_{2}, z_{3} \rightarrow \underbrace{\frac{e^{z_{1}}}{e^{z_{1}} + e^{z_{2}} + e^{z_{3}}}, \frac{e^{z_{2}}}{e^{z_{1}} + e^{z_{2}} + e^{z_{3}}}, \frac{e^{z_{3}}}{e^{z_{1}} + e^{z_{2}} + e^{z_{3}}}, \frac{e^{z_{3}}}{e^{z_{1}} + e^{z_{2}} + e^{z_{3}}}}$$
original activations
softmax activations

## Best w?

Maximum likelihood estimation:

$$\max_{w} ll(w) = \max_{w} \sum_{i} \log P(y^{(i)} | x^{(i)}; w)$$
  
with: 
$$P(y^{(i)} | x^{(i)}; w) = \frac{e^{w_{y^{(i)}} \cdot f(x^{(i)})}}{\sum_{y} e^{w_{y} \cdot f(x^{(i)})}}$$

= Multi-Class Logistic Regression

## **Classification:** Comparison

#### Naïve Bayes

- Builds a model training data
- Gives prediction probabilities
- Strong assumptions about feature independence
- One pass through data (counting)

#### Perceptrons :

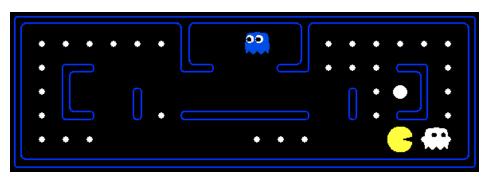
- Makes less assumptions about data
- Mistake-driven learning
- Multiple passes through data (prediction)
- Often more accurate

# Apprenticeship



# Pacman Apprenticeship!

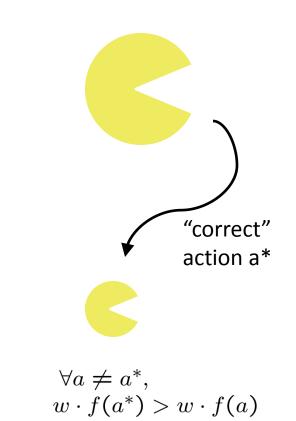
Examples are states s



- Candidates are pairs (s,a)
- "Correct" actions: those taken by expert
- Features defined over (s,a) pairs: f(s,a)
- Score of a q-state (s,a) given by:

$$w \cdot f(s, a)$$

How is this VERY different from reinforcement learning?



## Summary

- Error Driven Classification
- Linear Classifiers
- Weight Updates
- Improving the Perceptron

