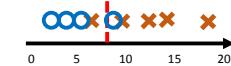
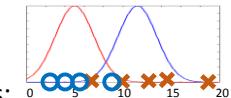


# Logistic Classifier

CISC 5800  
Professor Daniel Leeds

Classification strategy:  
generative vs. discriminative

- Generative, e.g., Bayes/Naïve Bayes:
  - Identify probability distribution for each class
  - Determine class with maximum probability for data example
- Discriminative, e.g., Logistic Regression:
  - Identify boundary between classes
  - Determine which side of boundary new data example exists on



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## Linear algebra: data features

- Vector – list of numbers:  
each number describes  
a data **feature**
- Matrix – list of lists of numbers:  
features for each data  
point

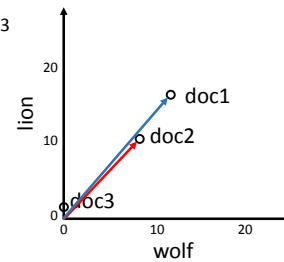
	Document 1	Document 2	Document 3
Wolf	12	8	0
Lion	16	10	2
Monkey	14	11	1
Broker	0	1	14
Analyst	1	0	10
Dividend	1	1	12
⋮	⋮	⋮	⋮

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## Feature space

- Each data feature defines a dimension in space

	Document1	Document2	Document3
Wolf	12	8	0
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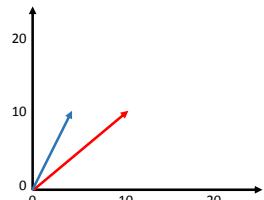


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## The dot product

The dot product compares two vectors:

$$\bullet \quad \mathbf{a} = \begin{bmatrix} a_1 \\ \vdots \\ a_n \end{bmatrix}, \mathbf{b} = \begin{bmatrix} b_1 \\ \vdots \\ b_n \end{bmatrix} \quad \mathbf{a} \cdot \mathbf{b} = \sum_{i=1}^n a_i b_i = \mathbf{a}^T \mathbf{b}$$



$$\begin{bmatrix} 5 \\ 10 \end{bmatrix} \cdot \begin{bmatrix} 10 \\ 10 \end{bmatrix} = 5 \times 10 + 10 \times 10 \\ = 50 + 100 = 150$$

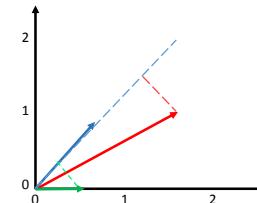
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$$\text{The dot product, continued } \mathbf{a} \cdot \mathbf{b} = \sum_{i=1}^n a_i b_i$$

Magnitude of a vector is sum of squares of the elements

$$|\mathbf{a}| = \sqrt{\sum_i a_i^2}$$

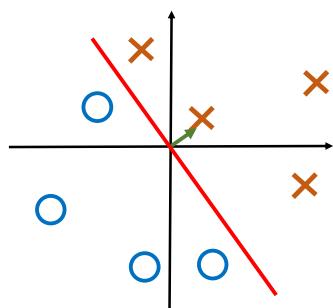
If  $\mathbf{a}$  has unit magnitude,  $\mathbf{a} \cdot \mathbf{b}$  is “projection” of  $\mathbf{b}$  onto  $\mathbf{a}$



$$\begin{bmatrix} 0.6 \\ 0.8 \end{bmatrix} \cdot \begin{bmatrix} 1.5 \\ 1 \end{bmatrix} = 0.6 \times 1.5 + 0.8 \times 1 \\ = 0.9 + 0.8 = 1.7$$

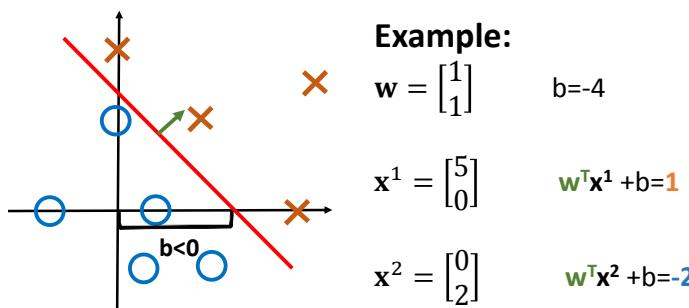
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## Separating boundary, defined by $\mathbf{w}$



- Separating **hyperplane** splits **class 0** and **class 1**
- Plane is defined by line  $\mathbf{w}$  perpendicular to plan
- Is data point  $\mathbf{x}$  in class 0 or class 1?  $\mathbf{w}^T \mathbf{x} + b > 0$  class 1  
 $\mathbf{w}^T \mathbf{x} + b < 0$  class 0

## Separating boundary, defined by $\mathbf{w}$ and $b$



### Example:

$$\mathbf{w} = \begin{bmatrix} 1 \\ 1 \end{bmatrix} \quad b = -4$$

$$\mathbf{x}^1 = \begin{bmatrix} 5 \\ 0 \end{bmatrix} \quad \mathbf{w}^T \mathbf{x}^1 + b = 1$$

$$\mathbf{x}^2 = \begin{bmatrix} 0 \\ 2 \end{bmatrix} \quad \mathbf{w}^T \mathbf{x}^2 + b = -2$$

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## Notational simplification

Recall:  $\mathbf{w}^T \mathbf{x} = \mathbf{w} \cdot \mathbf{x} = \sum_{i=1}^n w_i x_i$

Define  $x'_{1:n} = x_{1:n}$  and  $x'_{n+1} = 1$  for all inputs  $\mathbf{x}$  and  $w'_{1:n} = w_{1:n}$  and  $w'_{n+1} = b$

Now  $\mathbf{w}'^T \mathbf{x}' = \mathbf{w}^T \mathbf{x} + b$

Let's assume  $x_{n+1}=1$  always, and  $w_{n+1}=b$  always

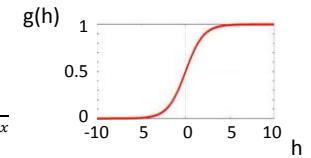
## From real-number projection to 0/1 label

- Binary classification: 0 is class A, 1 is class B
- Sigmoid function stands in for  $p(x|y)$

• Sigmoid:  $g(h) = \frac{1}{1+e^{-h}}$

•  $p(y=0|x; \theta) = 1 - g(w^T x) = \frac{e^{-w^T x}}{1+e^{-w^T x}}$

•  $p(y=1|x; \theta) = g(w^T x) = \frac{1}{1+e^{-w^T x}}$



$$\mathbf{w}^T \mathbf{x} = \sum_j w_j x_j + b$$

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## Learning parameters for classification

- Similar to MLE for Bayes classifier
- “Likelihood” for data points  $y^1, \dots, y^n$  (different from Bayesian likelihood)
  - If  $y^i$  in class A,  $y^i=0$ , multiply  $(1-g(x^i; w))$
  - If  $y^i$  in class B,  $y^i=1$ , multiply  $(g(x^i; w))$

$$\operatorname{argmax}_w L(y|x; w) = \prod_i \left(1 - g(x^i; w)\right)^{(1-y^i)} g(x^i; w)^{y^i}$$

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$$LL(y|x; w) = \sum_i (1 - y^i) \log(1 - g(x^i; w)) + y^i \log(g(x^i; w))$$

$$LL(y|x; w) = \sum_i y^i \log \frac{g(x^i; w)}{1 - g(x^i; w)} + \log(1 - g(x^i; w))$$

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*The long derivation*

## Learning parameters for classification

$$g(h) = \frac{1}{1 + e^{-h}}$$

$$LL(y|x; w) = \sum_i y^i \log \frac{g(x^i; w)}{1 - g(x^i; w)} + \log(1 - g(x^i; w))$$

$$LL(y|x; w) = \sum_i y^i \log \frac{\frac{1}{1 + e^{-w^T x^i}}}{1 - \frac{1}{1 + e^{-w^T x^i}}} + \log \left( \frac{e^{-w^T x^i}}{1 + e^{-w^T x^i}} \right)$$

$$LL(y|x; w) = \sum_i y^i \log \frac{1}{x + e^{-w^T x^i} - 1} + \log \left( \frac{e^{-w^T x^i}}{1 + e^{-w^T x^i}} \right)$$

$$LL(y|x; w) = \sum_i y^i w^T x^i - w^T x^i - \log(1 + e^{-w^T x^i})$$

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The long derivation

## Learning parameters for classification

$$w^T x = \sum_j w_j x_j$$

$$e^{-h}$$

$$g'(h) = \frac{e^{-h}}{(1 + e^{-h})^2}$$

$$LL(y|x; w) = \sum_i y^i w^T x^i - w^T x^i + \log(g(w^T x^i))$$

$$\frac{\partial}{\partial w_j} LL(y|x; w) = \sum_i y^i x_j^i - x_j^i + \frac{x_j^i e^{-w^T x^i}}{1 + e^{-w^T x^i}}$$

$$\frac{\partial}{\partial w_j} LL(y|x; w) = \sum_i x_j^i (y^i - (1 - (1 - g(w^T x^i))))$$

$$\frac{\partial}{\partial w_j} LL(y|x; w) = \sum_i x_j^i (y^i - g(w^T x^i))$$

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## Iterative gradient ascent

$y^i$  – true data label  
 $g(w^T x^i)$  – computed data label

- Begin with initial guessed weights  $w$
- For each data point  $(y^i, x^i)$ , update each weight  $w_j$

$$w_j \leftarrow w_j + \varepsilon x_j^i (y^i - g(w^T x^i))$$

- Choose  $\varepsilon$  so change is not too big or too small – “step size”

Intuition

- $x_j^i (y^i - g(w^T x^i))$ 
  - If  $y^i=1$  and  $g(w^T x^i)=0$ , and  $x_j^i>0$ , make  $w_j$  larger and push  $w^T x^i$  to be larger
  - If  $y^i=0$  and  $g(w^T x^i)=1$ , and  $x_j^i>0$ , make  $w_j$  smaller and push  $w^T x^i$  to be smaller

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## Iterative gradient ascent – big picture

Initialize  $w$  with random values

- Loop across all training data  $x^i$  for each feature  $x_j^i$
- Repeat this loop many times (100x, or 1000x, etc.)

Repeat process 10-100 times, each time with new random initial  $w$

Find  $w$  with high training set classification performance

- Goal of repeat initialization: avoid settling on local maximum

## MAP for discriminative classifier

- MLE:  $P(y=1|x;w) \sim g(w^T x)$
- MAP:  $P(y=1, w|x) \propto P(y=1|x;w) P(w) \sim g(w^T x) ???$   
(different from Bayesian posterior)
- $P(w)$  priors
  - L2 regularization – minimize all weights
  - L1 regularization – minimize number of non-zero weights

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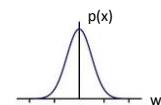
## MAP – L2 regularization

- $P(y=1, w|x) \propto P(y=1|x;w) P(w)$ :

$$L(y, w|x) = \prod_i (1 - g(x^i; w))^{(1-y^i)} g(x^i; w)^{y^i} \prod_j e^{-\frac{w_j^2}{2\lambda}}$$

$$LL(y, w|x) = \sum_i y^i w^T x^i - w^T x^i + \log(g(w^T x^i)) - \sum_j \frac{w_j^2}{2\lambda}$$

$$\frac{\partial}{\partial w_j} LL(y, w|x) = \sum_i x_j^i (y^i - g(w^T x^i)) - \frac{w_j}{\lambda}$$



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Thinking about your data:  
numeric and non-numeric features

Data to be classified can have multiple features  $x^i = \begin{bmatrix} x_1^i \\ \vdots \\ x_n^i \end{bmatrix}$

Each feature could be:

- Numeric: Loudness of music, from 0 to 30 decibels
- Non-numeric: Action, including Laugh, Cry, Jump, Dance

## Classifier choice

Logistic regression only makes sense for numeric data

Gaussian Bayes only makes sense for numeric data

Multinomial Bayes makes sense for non-numeric data

Non-numeric features -> numeric

You may map non-numeric features to continuous space

Example:

- Mood={Depressed, Disappointed, Neutral, Happy, Excited}
- Switch to: HappinessLevel = {-2, -1, 0, 1, 2}