CS 188: Artificial Intelligence
Spring 2011

Lecture 21: Perceptrons

4/13/2010

Pieter Abbeel – UC Berkeley

Many slides adapted from Dan Klein.

Announcements

- Project 4: due Friday.
- Final Contest: up and running!
- Project 5 out!
- Saturday, 10am-noon, 3rd floor Sutardja Dai Hall

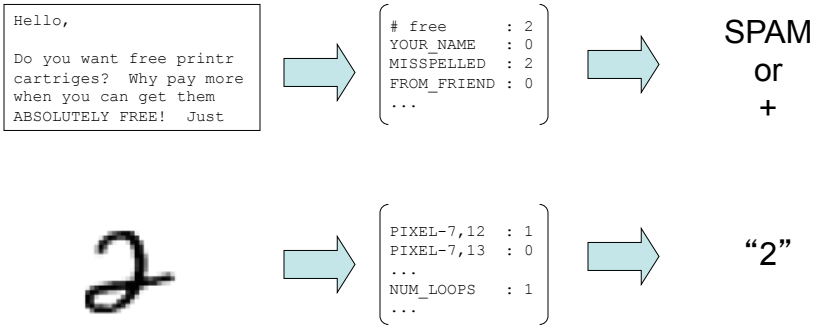
Survey

Outline

- Generative vs. Discriminative
- Perceptron

Classification: Feature Vectors

x $f(x)$ y



Generative vs. Discriminative

- Generative classifiers:
  - E.g. naïve Bayes
  - A causal model with evidence variables
  - Query model for causes given evidence
- Discriminative classifiers:
  - No causal model, no Bayes rule, often no probabilities at all!
  - Try to predict the label Y directly from X
  - Robust, accurate with varied features
  - Loosely: mistake driven rather than model driven

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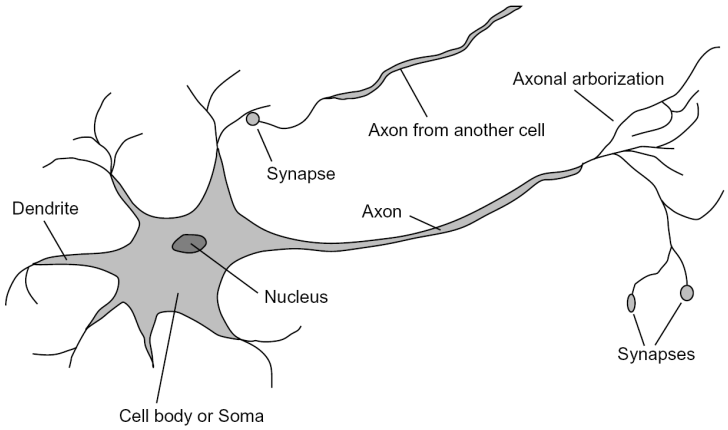
Some (Simplified) Biology

- Very loose inspiration: human neurons



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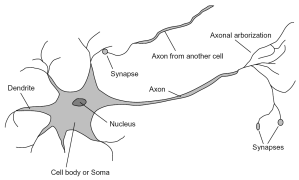
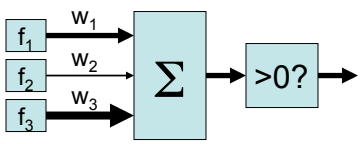
Linear Classifiers

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



$$\text{activation}_w(x) = \sum_i w_i \cdot f_i(x) = w \cdot f(x)$$

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



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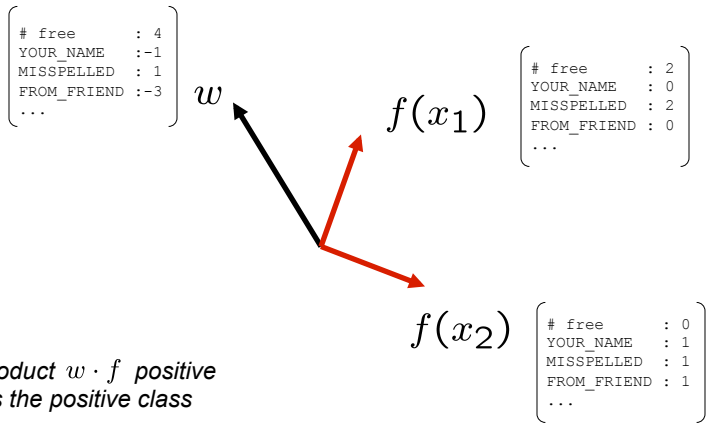
Classification: Weights

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



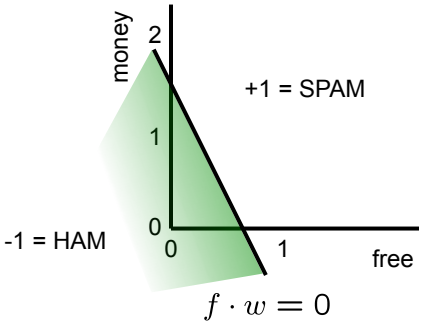
Dot product $w \cdot f$ positive means the positive class

Binary Decision Rule

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

w

```
BIAS  : -3
free  :  4
money :  2
...
```



Outline

- Naïve Bayes recap
- Smoothing
- Generative vs. Discriminative
- *Perceptron*

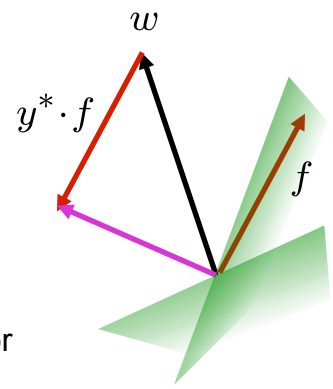
Binary Perceptron Update

- Start with zero weights
- For each training instance:
  - Classify with current weights

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

  - 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.

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



[demo]

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Multiclass Decision Rule

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

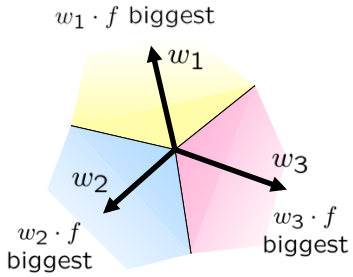
$$w_y$$

  - Score (activation) of a class y:

$$w_y \cdot f(x)$$

  - Prediction highest score wins

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



Binary = multiclass where the negative class has weight zero

Example

"win the vote"

```
BIAS  :  1
win   :  1
game  :  0
vote  :  1
the   :  1
...
```

w_{SPORTS}

```
BIAS  : -2
win   :  4
game  :  4
vote  :  0
the   :  0
...
```

$w_{POLITICS}$

```
BIAS  :  1
win   :  2
game  :  0
vote  :  4
the   :  0
...
```

w_{TECH}

```
BIAS  :  2
win   :  0
game  :  2
vote  :  0
the   :  0
...
```

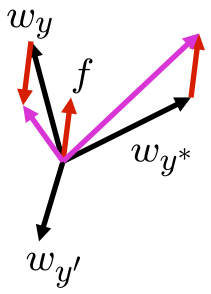
Learning Multiclass Perceptron

- Start with zero weights
- Pick up training instances one by one
- Classify with current weights

$$y = \arg\max_y \; w_y \cdot f(x)$$
$$= \arg\max_y \; \sum_i w_{y,i} \cdot f_i(x)$$

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

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



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Example

"win the vote"

"win the election"

"win the game"

w_{SPORTS}

BIAS	:
win	:
game	:
vote	:
the	:
...	

$w_{POLITICS}$

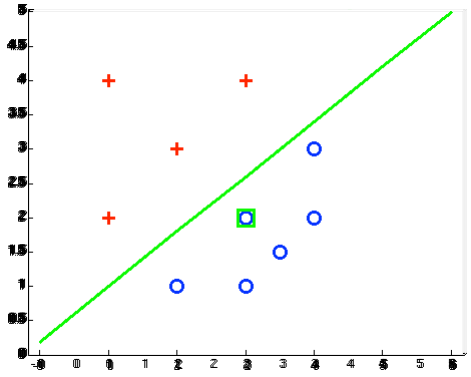
BIAS	:
win	:
game	:
vote	:
the	:
...	

w_{TECH}

BIAS	:
win	:
game	:
vote	:
the	:
...	

Examples: Perceptron

- Separable Case



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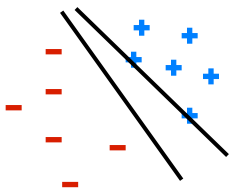
Properties of Perceptrons

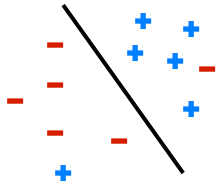
- Separability: some parameters get the training set perfectly correct
- Convergence: if the training is separable, perceptron will eventually converge (binary case)
- Mistake Bound: the maximum number of mistakes (binary case) related to the *margin* or degree of separability

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

Separable



Non-Separable



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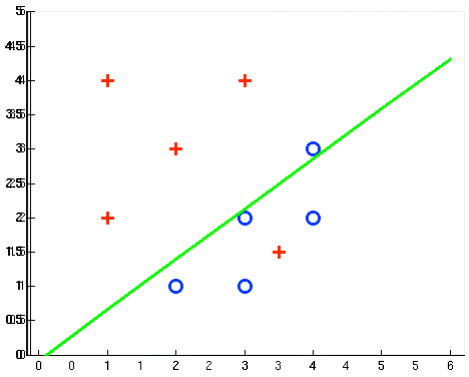
Examples: Perceptron

- Non-Separable Case



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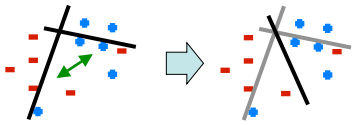
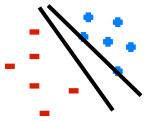
Problems with the Perceptron

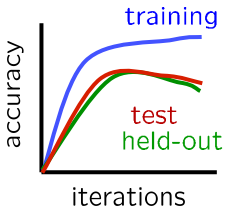
- Noise: if the data isn't separable, weights might thrash
  - Averaging weight vectors over time can help (averaged perceptron)



- Mediocre generalization: finds a "barely" separating solution



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



Fixing the Perceptron

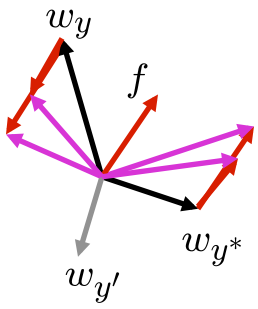
- Idea: adjust the weight update to mitigate these effects
- MIRA*: choose an update size that fixes the current mistake…
- … but, minimizes the change to w

$$\min_w \frac{1}{2}\sum_y ||w_y - w'_y||^2$$

$$w_{y^*} \cdot f(x) \geq w_y \cdot f(x) + 1$$

- The +1 helps to generalize

* Margin Infused Relaxed Algorithm



Guessed y instead of y^* on example x with features $f(x)$

$$w_y = w'_y - \tau f(x)$$
$$w_{y^*} = w'_{y^*} + \tau f(x)$$

Minimum Correcting Update

$$\min_w \frac{1}{2}\sum_y ||w_y - w'_y||^2$$
$$w_{y^*} \cdot f \geq w_y \cdot f + 1$$

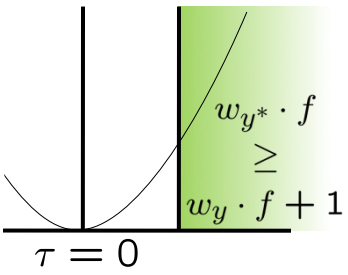
$$\min_\tau ||\tau f||^2$$
$$w_{y^*} \cdot f \geq w_y \cdot f + 1$$

$$\min_\tau \tau^2$$

$$(w'_{y^*} + \tau f) \cdot f \geq (w'_y - \tau f) \cdot f + 1$$

$$\tau \geq \frac{(w'_y - w'_{y^*}) \cdot f + 1}{2f \cdot f}$$

$$\boxed{\begin{aligned} w_y &= w'_y - \tau f(x) \\ w_{y^*} &= w'_{y^*} + \tau f(x) \end{aligned}}$$

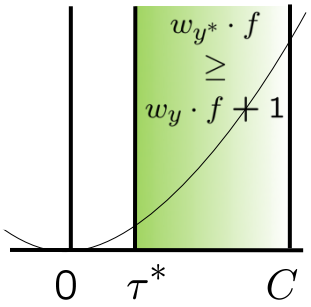


min not τ=0, or would not have made an error, so min will be where equality holds

Maximum Step Size

- In practice, it's also bad to make updates that are too large
  - Example may be labeled incorrectly
  - You may not have enough features
  - Solution: cap the maximum possible value of τ with some constant C

$$\tau^* = \min\left(\frac{(w'_y - w'_{y^*}) \cdot f + 1}{2f \cdot f}, C\right)$$



  - Corresponds to an optimization that assumes non-separable data
  - Usually converges faster than perceptron
  - Usually better, especially on noisy data

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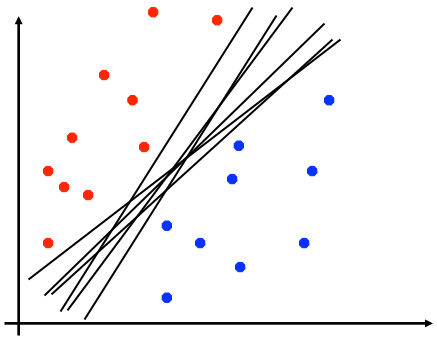
Linear Separators

- Which of these linear separators is optimal?



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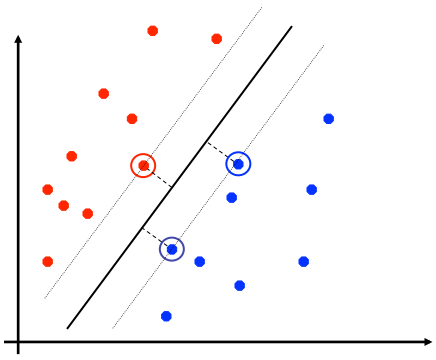
Support Vector Machines

- Maximizing the margin: good according to intuition, theory, practice
- Only support vectors matter; other training examples are ignorable
- Support vector machines (SVMs) find the separator with max margin
- Basically, SVMs are MIRA where you optimize over all examples at once



MIRA

$$\min_w \frac{1}{2}||w - w'||^2$$
$$w_{y^*} \cdot f(x_i) \geq w_y \cdot f(x_i) + 1$$

SVM

$$\min_w \frac{1}{2}||w||^2$$
$$\forall i, y \; w_{y^*} \cdot f(x_i) \geq w_y \cdot f(x_i) + 1$$

Classification: Comparison

- Naïve Bayes
  - Builds a model training data
  - Gives prediction probabilities
  - Strong assumptions about feature independence
  - One pass through data (counting)
- Perceptrons / MIRA:
  - Makes less assumptions about data
  - Mistake-driven learning
  - Multiple passes through data (prediction)
  - Often more accurate

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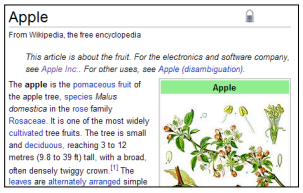
Extension: Web Search

x = "Apple Computers"

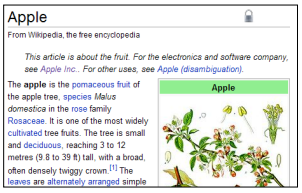
- Information retrieval:
  - Given information needs, produce information
  - Includes, e.g. web search, question answering, and classic IR



- Web search: not exactly classification, but rather ranking

Feature-Based Ranking

x = "Apple Computers"

$f($ $x,$  $) = [0.3\ 5\ 0\ 0\ \ldots]$

$f($ $x,$  $) = [0.8\ 4\ 2\ 1\ \ldots]$

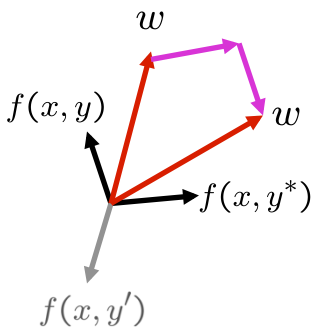
Perceptron for Ranking

- Inputs x
- Candidates y
- Many feature vectors: $f(x, y)$
- One weight vector: w
  - Prediction:

$$y = \arg\max_y \; w \cdot f(x, y)$$

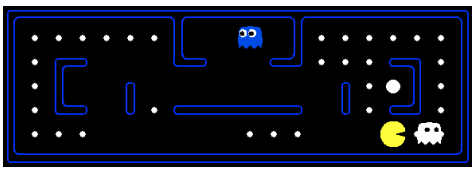
  - Update (if wrong):

$$w = w + f(x, y^*) - f(x, y)$$



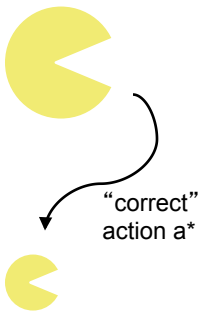
Pacman Apprenticeship!

- 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:

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

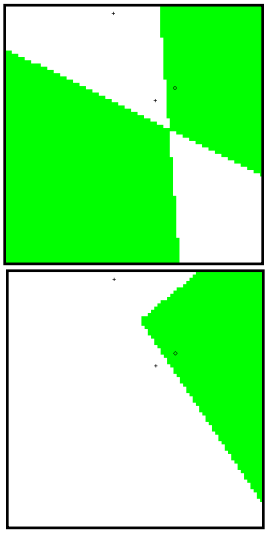


$\forall a \neq a^*,$
$w \cdot f(a^*) > w \cdot f(a)$

- How is this VERY different from reinforcement learning?

Case-Based Reasoning

- Similarity for classification
  - Case-based reasoning
  - Predict an instance's label using similar instances
- Nearest-neighbor classification
  - 1-NN: copy the label of the most similar data point
  - K-NN: let the k nearest neighbors vote (have to devise a weighting scheme)
  - Key issue: how to define similarity
  - Trade-off:
    - Small k gives relevant neighbors
    - Large k gives smoother functions
    - Sound familiar?
- [Demo]



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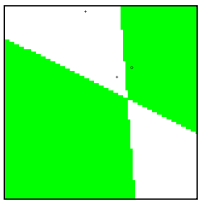
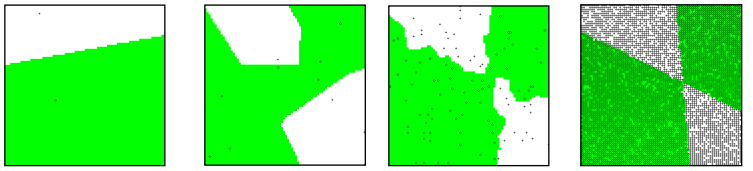
http://www.cs.cmu.edu/~zhuxj/courseproject/knndemo/KNN.html

Parametric / Non-parametric

- Parametric models:
  - Fixed set of parameters
  - More data means better settings
- Non-parametric models:
  - Complexity of the classifier increases with data
  - Better in the limit, often worse in the non-limit
- (K)NN is non-parametric



Truth



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Nearest-Neighbor Classification

- Nearest neighbor for digits:
  - Take new image
  - Compare to all training images
  - Assign based on closest example

- Encoding: image is vector of intensities:

 $= \langle 0.0 \;\; 0.0 \;\; 0.3 \;\; 0.8 \;\; 0.7 \;\; 0.1 \ldots 0.0 \rangle$

- What's the similarity function?
  - Dot product of two images vectors?

$$\text{sim}(x, x') = x \cdot x' = \sum_i x_i x'_i$$

  - Usually normalize vectors so ||x|| = 1
  - min = 0 (when?), max = 1 (when?)

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Basic Similarity

- Many similarities based on feature dot products:

$$\text{sim}(x, x') = f(x) \cdot f(x') = \sum_i f_i(x) f_i(x')$$

- If features are just the pixels:

$$\text{sim}(x, x') = x \cdot x' = \sum_i x_i x'_i$$

- Note: not all similarities are of this form

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Invariant Metrics

- Better distances use knowledge about vision
- Invariant metrics:
  - Similarities are invariant under certain transformations
  - Rotation, scaling, translation, stroke-thickness…
  - E.g:


    - 16 x 16 = 256 pixels; a point in 256-dim space
    - Small similarity in R^{256} (why?)
  - How to incorporate invariance into similarities?

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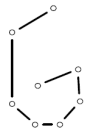
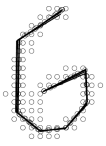
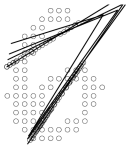
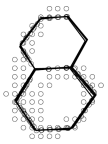
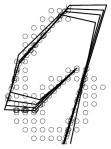
This and next few slides adapted from Xiao Hu, UIUC

Template Deformation

- Deformable templates:
  - An "ideal" version of each category
  - Best-fit to image using min variance
  - Cost for high distortion of template
  - Cost for image points being far from distorted template
- Used in many commercial digit recognizers



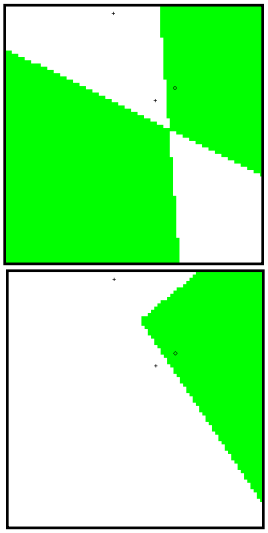
Examples from [Hastie 94]

A Tale of Two Approaches…

- Nearest neighbor-like approaches
  - Can use fancy similarity functions
  - Don't actually get to do explicit learning
- Perceptron-like approaches
  - Explicit training to reduce empirical error
  - Can't use fancy similarity, only linear
  - Or can they? Let's find out!

Case-Based Reasoning

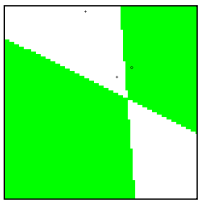
- Similarity for classification
  - Case-based reasoning
  - Predict an instance's label using similar instances
- Nearest-neighbor classification
  - 1-NN: copy the label of the most similar data point
  - K-NN: let the k nearest neighbors vote (have to devise a weighting scheme)
  - Key issue: how to define similarity
  - Trade-off:
    - Small k gives relevant neighbors
    - Large k gives smoother functions
    - Sound familiar?
- [DEMO]



http://www.cs.cmu.edu/~zhuxj/courseproject/knndemo/KNN.html

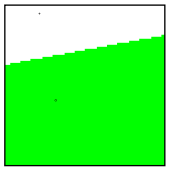
Recap: Nearest-Neighbor

- Nearest neighbor:
  - Classify test example based on closest training example
  - Requires a similarity function (kernel)
  - Eager learning: extract classifier from data
  - Lazy learning: keep data around and predict from it at test time

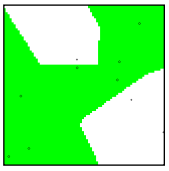


Truth

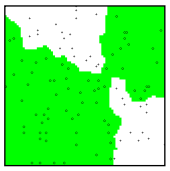
2 Examples



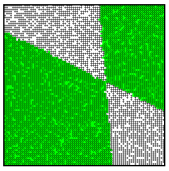
10 Examples



100 Examples



10000 Examples



Nearest-Neighbor Classification

- Nearest neighbor for digits:
  - Take new image
  - Compare to all training images
  - Assign based on closest example

- Encoding: image is vector of intensities:

$= \langle 0.0 \ \ 0.0 \ \ 0.3 \ \ 0.8 \ \ 0.7 \ \ 0.1 \ldots 0.0 \rangle$

- What's the similarity function?
  - Dot product of two images vectors?

$$\text{sim}(x, y) = x \cdot y = \sum_i x_i y_i$$

  - Usually normalize vectors so ||x|| = 1
  - min = 0 (when?), max = 1 (when?)