Loss Functions and Regularization

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Outline

- Loss functions
 - Regression losses
 - Classification losses
- Regularization
 - "Implicit regularization" by changing k in KNN
 - L2 regularization
 - L1 regularization and feature selection
- Caveat: Very brief introduction to these concepts
 - If you want to learn more, take ECE50024 Machine Learning I

Many machine learning methods minimize the average loss (a.k.a. risk minimization)

Remember linear regression objective:

$$\theta^* = \arg\min_{\theta} \frac{1}{n} \sum_{i=1}^{n} (y_i - f_{\theta}(\boldsymbol{x}_i))^2$$

We can rewrite this as:

$$\theta^* = \arg\min_{\theta} \frac{1}{n} \sum_{i=1}^n \ell(y_i, f_{\theta}(\boldsymbol{x}_i))$$

• where $\ell(y, \hat{y}) = (y - \hat{y})^2$ is the **loss function**

Many supervised ML can be written as above

Many supervised ML can be written minimizing the average loss

Ordinary least squares uses <u>squared loss</u>:

$$\ell(y,\hat{y}) = (y-\hat{y})^2$$

- ► Logistic regression uses <u>logistic loss</u> $\ell(y, \hat{p} \in [0,1]) = -y \log \hat{p} - (1-y) \log(1-\hat{p})$ $\ell(y, \hat{z} \in \mathbb{R}) = -y \log \sigma(\hat{z}) - (1-y) \log(1-\sigma(\hat{z}))$
- Classification error is known as <u>0-1 loss</u>

$$\ell(y, \hat{y}) = \begin{cases} 0, & \text{if } y = \hat{y} \\ 1, & \text{otherwise} \end{cases}$$

Example: <u>Absolute error</u> is less sensitive to outliers but is harder to optimize







https://www.datacourses.com/evaluation-of-regression-models-in-scikit-learn-846/

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Example: The <u>hinge loss</u> is used for learning support vector machine (SVM) classifiers

▶ <u>Hinge loss</u> is defined as: $\ell(y, \hat{z}) = \max\{0, 1 - y\hat{z}\}$ (Note: $y \in \{-1, 1\}$)

$$\ell(y, \hat{z}) = \begin{cases} \begin{cases} 1 - \hat{z}, & \hat{z} \le 1 \\ 0, & \hat{z} > 1 \end{cases} & y = 1 \\ \begin{cases} 1 + \hat{z}, & \hat{z} \ge -1 \\ 0, & \hat{z} < -1 \end{cases} & y = -1 \end{cases}$$

Example: The <u>hinge loss</u> is used for learning support vector machine (SVM) classifiers

• <u>Hinge loss</u> is defined as: $\ell(y, \hat{z}) = \max\{0, 1 - y\hat{z}\}$ (Note: $y \in \{-1, 1\}$)

> (Assume y = 1 below) 3.0 Classification Classification 2.5 incorrect correct 2.0 The hinge loss is the closest convex 1.5 approximation to 0-1 1.0 0-1 loss is **non-**0.5 convex and hard to optimize -0.50.0 0.5 1.0 1.5



2.0

<u>Regularization</u> is a common method to improve generalization by reducing the complexity of a model

k in KNN can be seen as an implicit regularization technique

• We can use *explicit* regularization for parametric models by adding a <u>regularizer</u> $R(\theta)$

$$\min_{\theta} \sum_{i} \ell(y_i, f_{\theta}(\boldsymbol{x}_i)) + \lambda R(\theta)$$

1-nearest neighbours



20-nearest neighbours



https://kevinzakka.github.io/201 6/07/13/k-nearest-neighbor/

Brief aside: 1D polynomial regression can be computed by creating polynomial "pseudo" features

- Suppose we have 1D input data, i.e., $X \in \mathcal{R}^{n \times 1}$
- We can create pseudo polynomial features, e.g. $X' = \begin{bmatrix} x_1 & x_1^2 & x_1^3 \\ x_2 & x_2^2 & x_2^3 \\ x_3 & x_3^3 & x_3^3 \end{bmatrix} \in \mathcal{R}^{n \times 3}$
- Linear regression can then be used to fit a polynomial model

$$y_i = \theta_1 x_i + \theta_2 (x_i^2) + \theta_3 (x_i^3) \dots$$

Brief aside: 1D polynomial regression can be computed by creating polynomial "pseudo" features



<u>**Ridge Regression</u>**: A squared norm regularizer encourages small parameter values</u>

► Ridge regression is defined as: $\min_{\theta} ||y - X\theta||_2^2 + \lambda ||\theta||_2^2$



Regularizing the parameters of 1D polynomial regression helps to improve test MSE if chosen appropriately. <u>Lasso Regression</u>: An L_1 norm regularizer encourages <u>sparsity</u> in the parameters (i.e., zeros)

• Lasso regression is defined as: $\min_{\boldsymbol{\rho}} \|\boldsymbol{y} - \boldsymbol{X}\boldsymbol{\theta}\|_{2}^{2} + \lambda \|\boldsymbol{\theta}\|_{1}$





Because lasso encourages **exact zeros**, lasso can be used for **feature selection**.

$$f_{\theta}(x) = \theta_1 x_1 + \theta_2 x_2$$

= (0)x₁ + \theta_2 x_2
= \theta_2 x_2

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