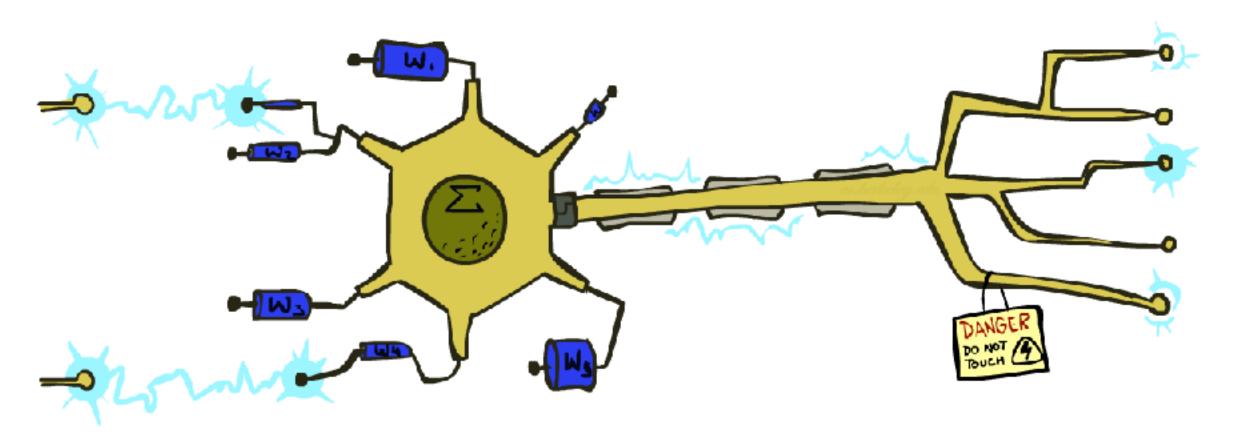
# CS 383: Artificial Intelligence

### Perceptrons



Prof. Scott Niekum — UMass Amherst

### **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

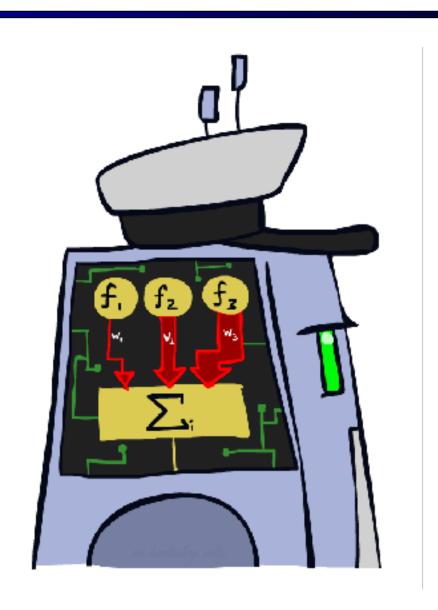
http://www.amazon.com/apparel

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 when homogeneous (e.g. all features are word occurrences) and/or roughly independent

## **Linear Classifiers**

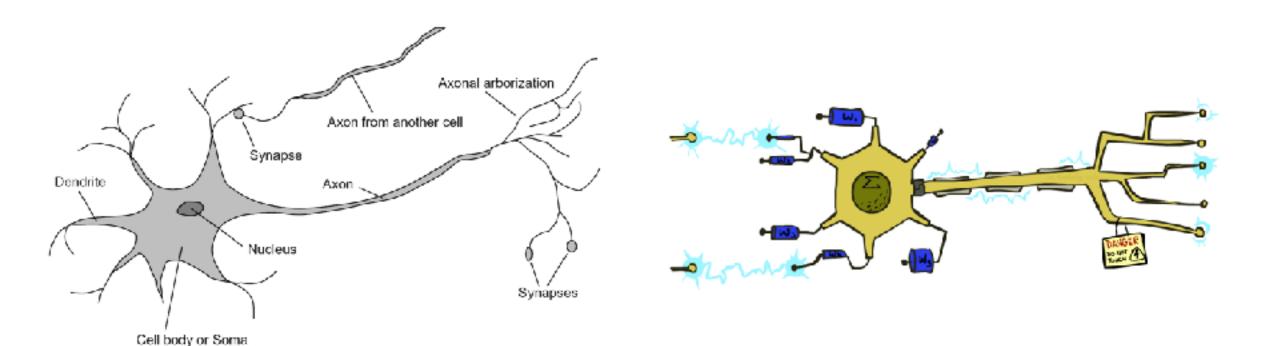


### Feature Vectors

f(x)# free : 2
YOUR\_NAME : 0
MISSPELLED : 2 Hello, **SPAM** Do you want free printr or cartriges? Why pay more FROM\_FRIEND : 0 when you can get them ABSOLUTELY FREE! Just PIXEL-7,12 : 1
PIXEL-7,13 : 0
...
NUM\_LOOPS : 1

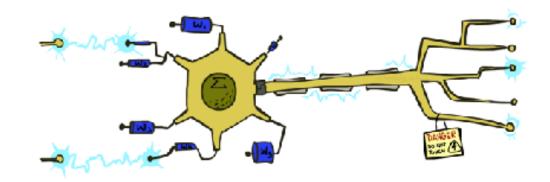
# Some (Simplified) Biology

Very loose inspiration: human neurons



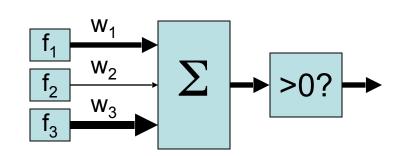
### **Linear Classifiers**

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



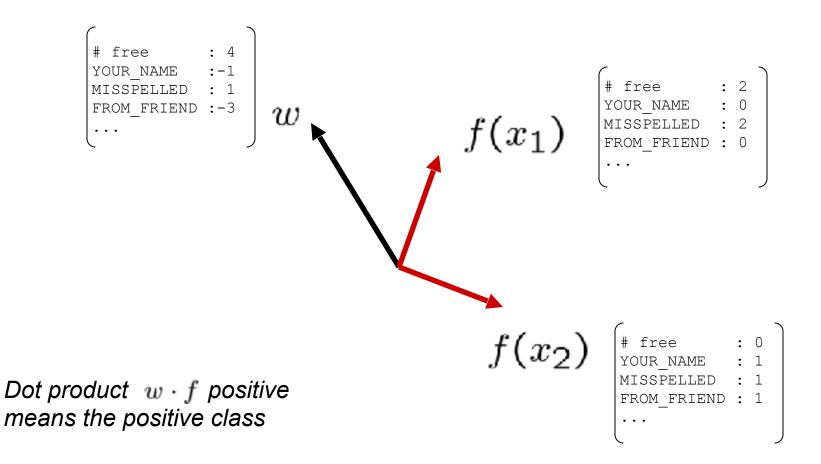
activation
$$w(x) = \sum_{i} w_i \cdot f_i(x) = w \cdot f(x)$$

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

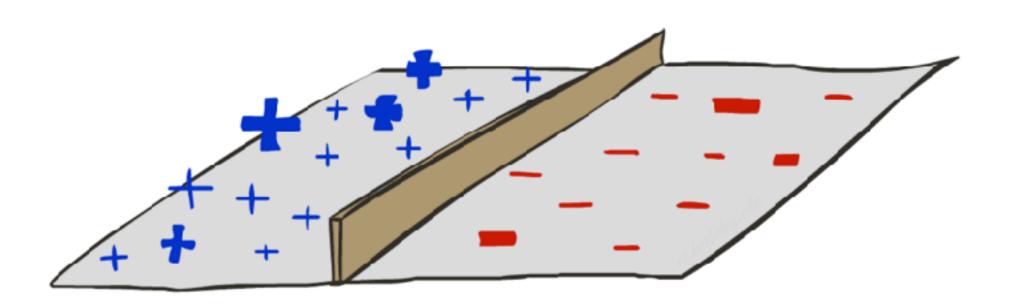


### Weights

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



## **Decision Rules**



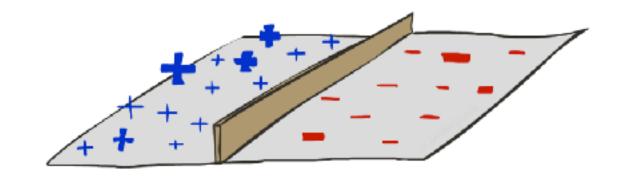
## **Binary Decision Rule**

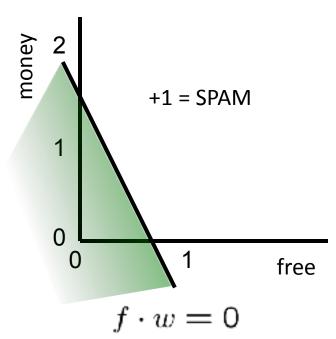
- In the space of feature vectors
  - Examples are points
  - Any weight vector is a hyperplane
  - One side corresponds to Y=+1
  - Other corresponds to Y=-1

w

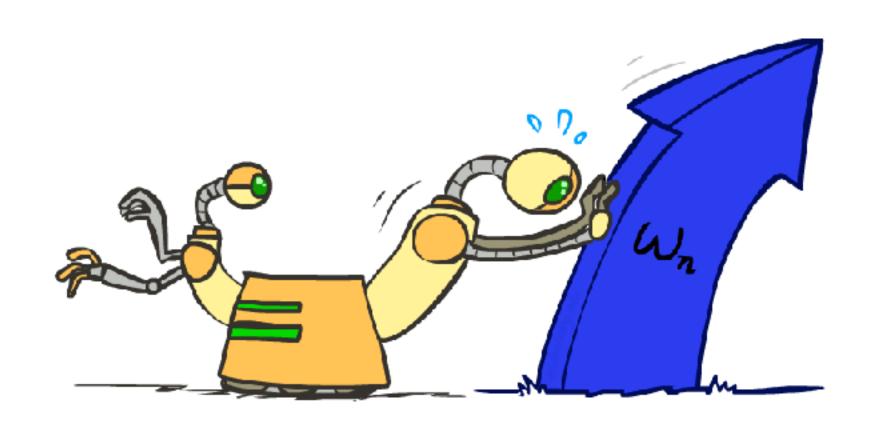
BIAS : -3
free : 4
money : 2

-1 = HAM





# Weight Updates

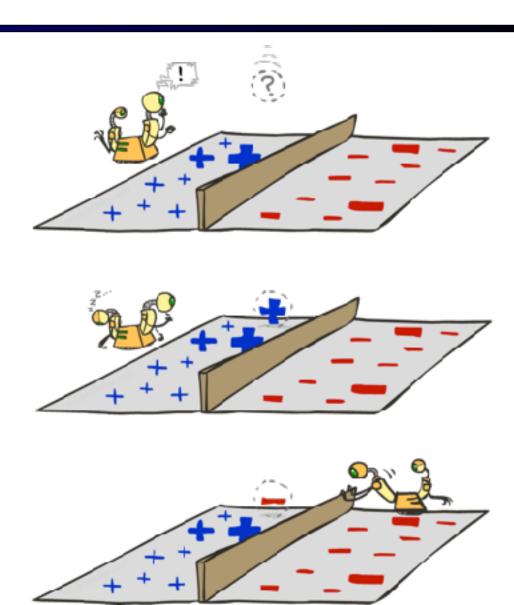


## Learning: Binary Perceptron

- 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



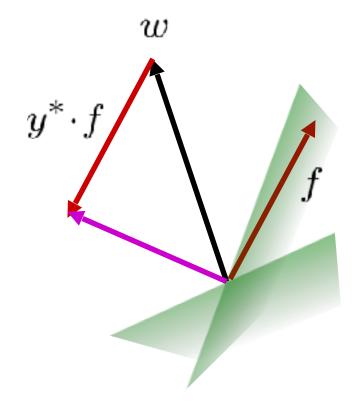
### Learning: Binary Perceptron

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

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

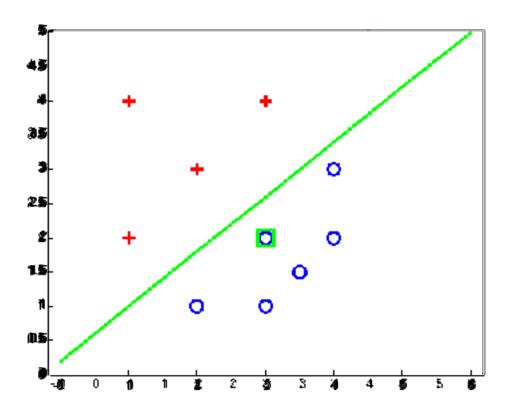
- If correct (i.e., y=y\*), no change!
- If wrong: adjust the weight vector by adding or subtracting the feature vector. Subtract if y\* is -1.

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



## **Examples: Perceptron**

### Separable Case



### Multiclass Decision Rule

#### If we have multiple classes:

A weight vector for each class:

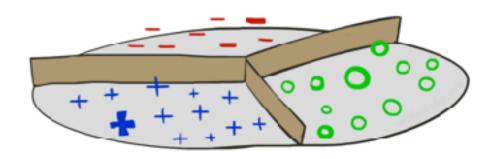
$$w_y$$

Score (activation) of a class y:

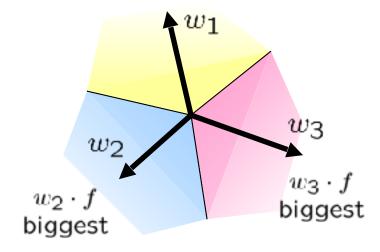
$$w_y \cdot f(x)$$

Prediction highest score wins

$$y = \arg\max_{y} \ w_{y} \cdot f(x)$$



 $w_1 \cdot f$  biggest



### Learning: Multiclass Perceptron

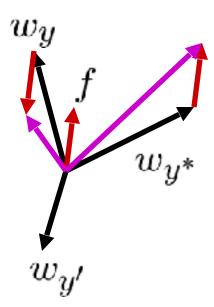
- Start with all weights = 0
- Pick up training examples one by one
- Predict with current weights

$$y = \arg \max_{y} w_{y} \cdot f(x)$$

- 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"

f = [1,0,0,1,1]

Correct = "politics"

Values of  $w_{SPORTS}$  after update?

#### iClicker:

A: [0, 0, 0, -1, -1]

B: [2, 0, 0, 1, 1]

C: [1, 0, 0, 1, 1]

D: [0, 0, 0, 0, 0]

#### $w_{SPORTS}$

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

#### $w_{POLITICS}$

BIAS : 0 win : 0 game : 0 vote : 0 the : 0

#### $w_{TECH}$

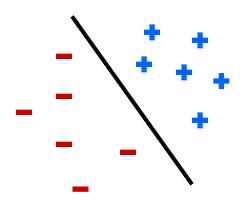
BIAS : 0
win : 0
game : 0
vote : 0
the : 0

### **Properties of Perceptrons**

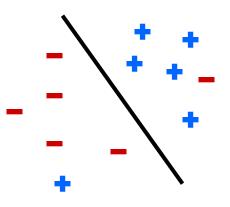
- Separability: true if some parameters get the training set perfectly correct
- Convergence: if the training is separable, perceptron will eventually converge (binary case)
- Mistake Bound: the maximum number of mistakes (binary case) related to the margin or degree of separability

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

#### Separable

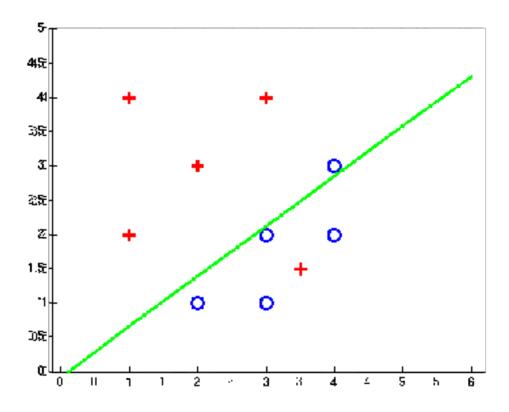


Non-Separable

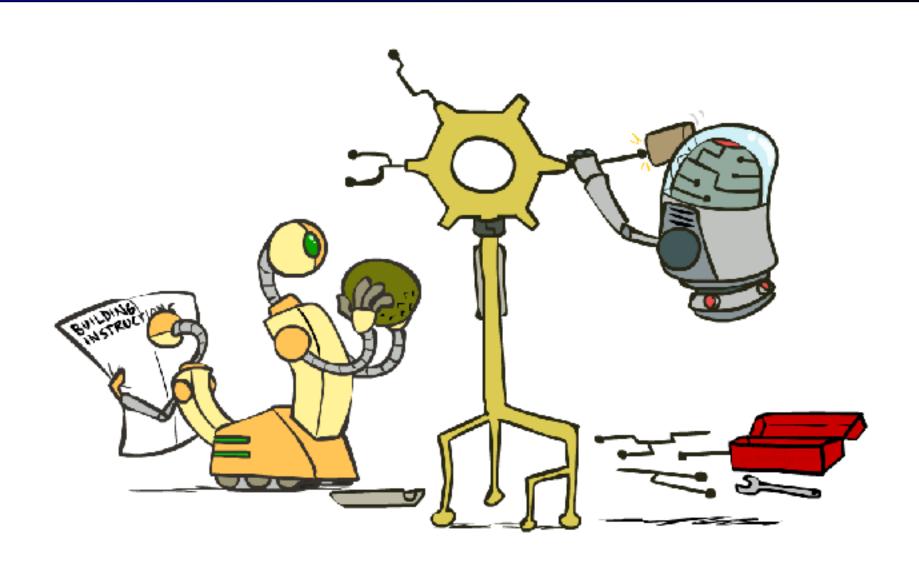


## **Examples: Perceptron**

Non-Separable Case

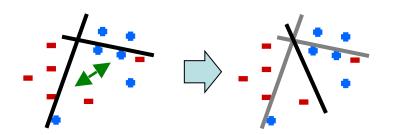


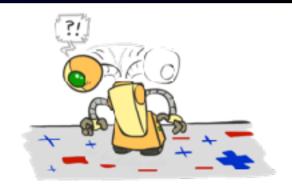
# Improving the Perceptron



### Problems with the Perceptron

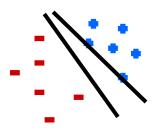
- Noise: if the data isn't separable, weights will thrash
  - Averaging weight vectors over time can help (averaged perceptron)

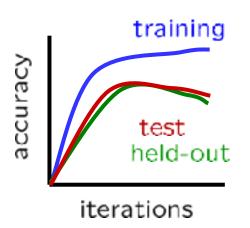




 Mediocre generalization: finds a "barely" separating solution

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









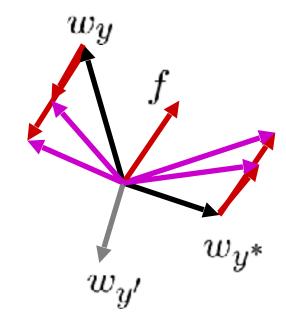
## Fixing the Perceptron

- 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

$$\min_{w} \frac{1}{2} \sum_{y} ||w_{y} - w'_{y}||^{2}$$

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

■ The +1 helps to generalize



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

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

<sup>\*</sup> Margin Infused Relaxed Algorithm

### Minimum Correcting Update

$$\min_{w} \frac{1}{2} \sum_{y} ||w_{y} - w'_{y}||^{2}$$

$$w_{y^{*}} \cdot f \ge w_{y} \cdot f + 1$$

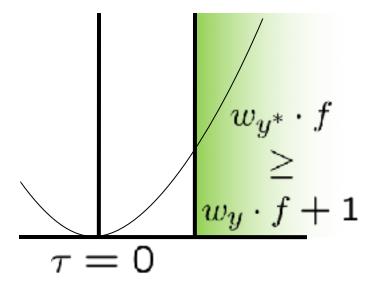
$$\min_{\tau} ||\tau f||^{2}$$

$$w_{y^{*}} \cdot f \ge w_{y} \cdot f + 1$$

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

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

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



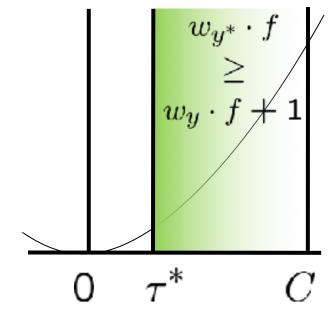
min not  $\tau$ =0, or would not have made an error, so min will be where equality holds

### 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
  - lacktriangle Solution: cap the maximum possible value of au with some constant C

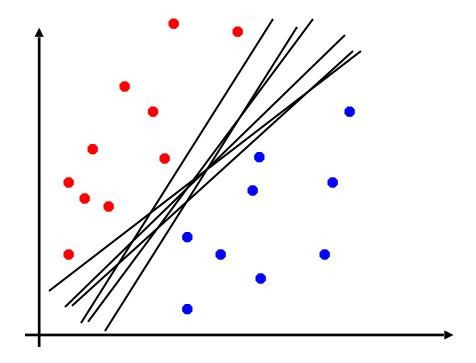
$$\tau^* = \min\left(\frac{(w_y' - w_{y^*}') \cdot f + 1}{2f \cdot f}, C\right)$$

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



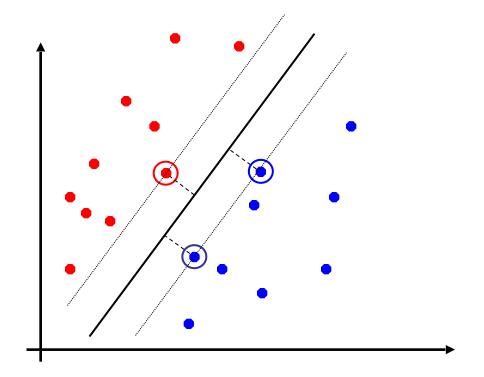
## **Linear Separators**

Which of these linear separators is optimal?



### 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**

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

## Classification: Comparison

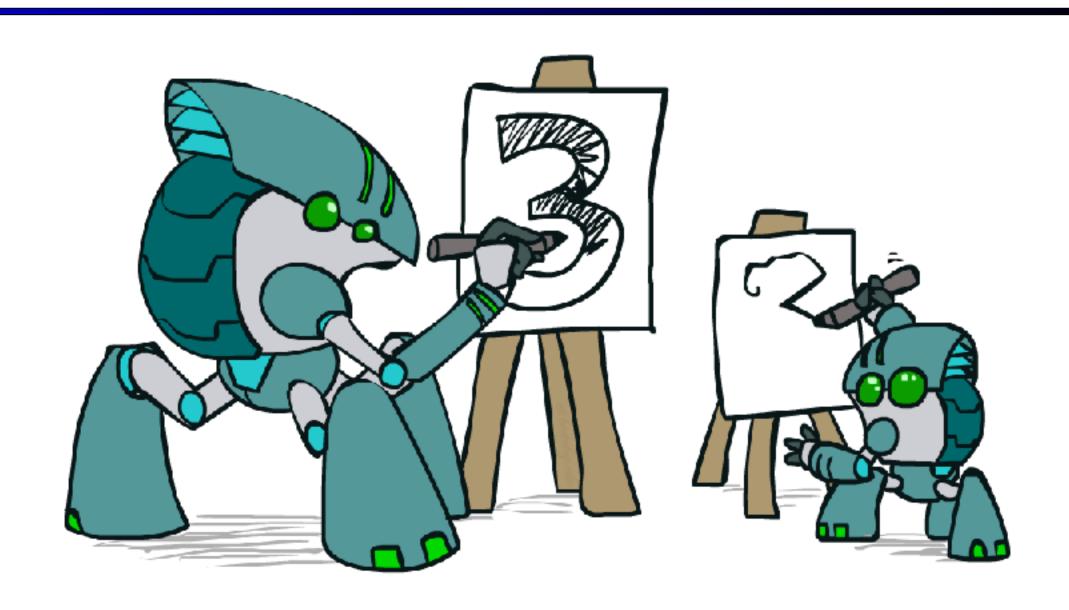
#### Naïve Bayes

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

#### Perceptrons / MIRA:

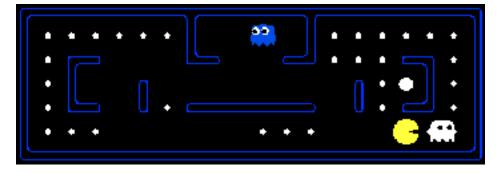
- Makes less assumptions about data
- Mistake-driven learning
- Multiple passes through data (prediction)
- Often more accurate

# Apprenticeship



### Pacman Apprenticeship!

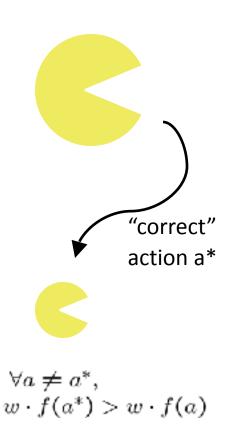
Examples are states s



- 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?



# Video of Pacman Apprentice

