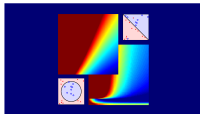


Machine Learning Foundations

(機器學習基石)



Lecture 5: Training versus Testing

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Roadmap

1 When Can Machines Learn?

Lecture 4: Feasibility of Learning

learning is **PAC**-possible
if enough **statistical data** and **finite** $|\mathcal{H}|$

2 Why Can Machines Learn?

Lecture 5: Training versus Testing

- Recap and Preview
- Effective Number of Lines
- Effective Number of Hypotheses
- Break Point

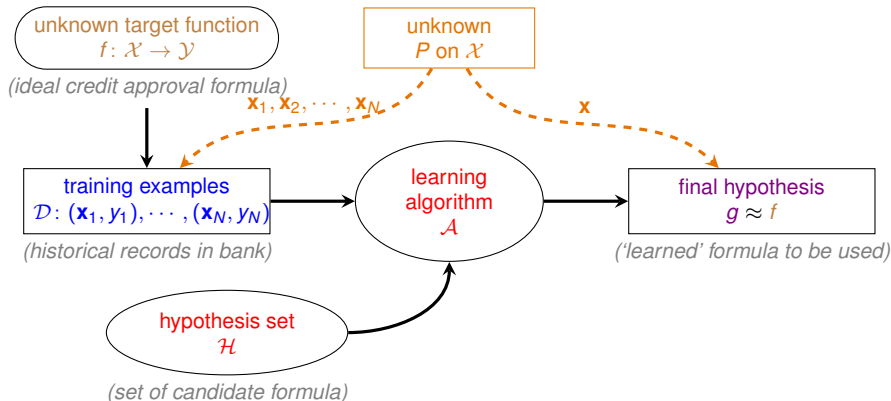
3 How Can Machines Learn?

4 How Can Machines Learn Better?

Recap: the 'Statistical' Learning Flow

if $|\mathcal{H}| = M$ finite, N large enough,

for whatever g picked by \mathcal{A} , $E_{\text{out}}(g) \approx E_{\text{in}}(g)$



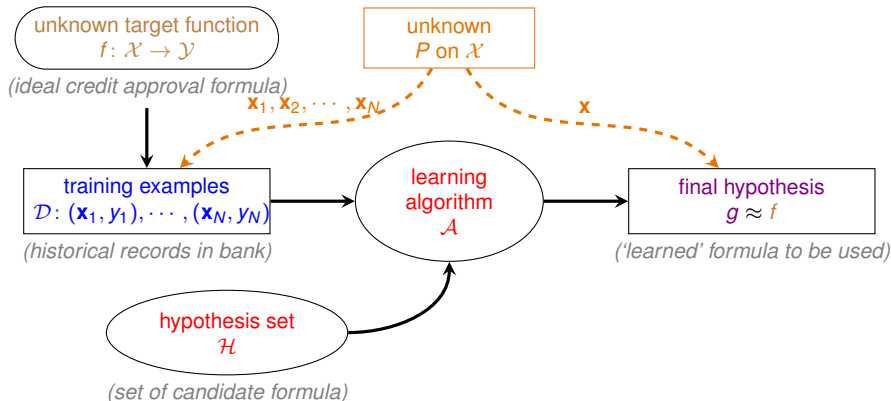
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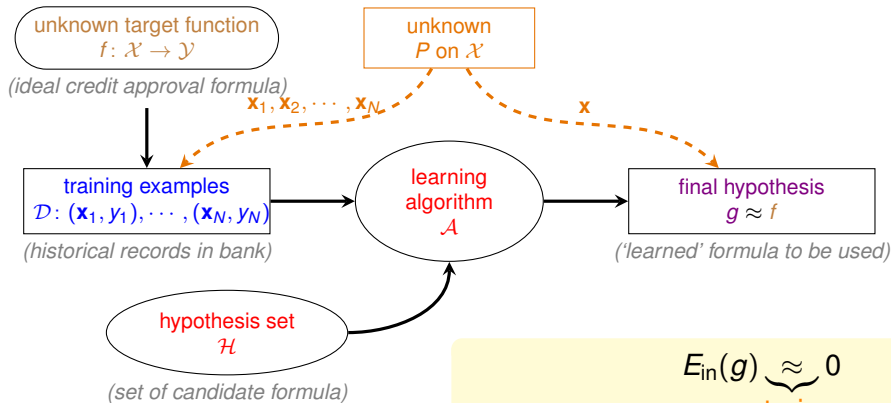
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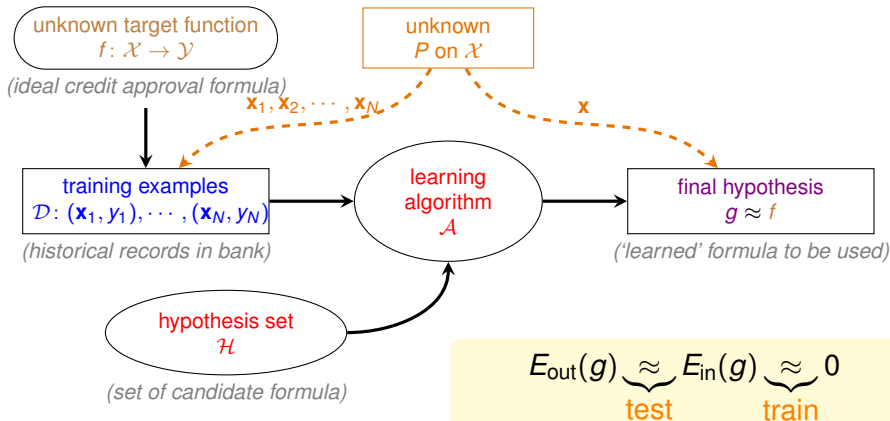
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lecture 3

achieved through $\underbrace{E_{\text{out}}(g) \approx E_{\text{in}}(g)}_{\text{lecture 4}}$ and $\underbrace{E_{\text{in}}(g) \approx 0}_{\text{lecture 2}}$

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learning split to two central questions:

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what role does $\underbrace{M}_{|\mathcal{H}|}$ play for the two questions?

Trade-off on M

- 1 can we make sure that $E_{\text{out}}(g)$ is close enough to $E_{\text{in}}(g)$?
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small M

large M

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using the right M (or \mathcal{H}) is important

$M = \infty$ **doomed?**

Preview

Known

$$\mathbb{P} \left[\left| E_{\text{in}}(g) - E_{\text{out}}(g) \right| > \epsilon \right] \leq 2 \cdot M \cdot \exp \left(-2\epsilon^2 N \right)$$

Preview

Known

$$\mathbb{P} [|E_{\text{in}}(g) - E_{\text{out}}(g)| > \epsilon] \leq 2 \cdot M \cdot \exp(-2\epsilon^2 N)$$

Todo

- establish **a finite quantity** that replaces M

$$\mathbb{P} [|E_{\text{in}}(g) - E_{\text{out}}(g)| > \epsilon] \stackrel{?}{\leq} 2 \cdot m_{\mathcal{H}} \cdot \exp(-2\epsilon^2 N)$$

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- study $m_{\mathcal{H}}$ to understand its trade-off for ‘right’ \mathcal{H} , just like M

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mysterious PLA to be fully resolved
after 3 more lectures :-)

Fun Time

Data size: how large do we need?

One way to use the inequality

$$\mathbb{P} [|E_{\text{in}}(g) - E_{\text{out}}(g)| > \epsilon] \leq \underbrace{2 \cdot M \cdot \exp(-2\epsilon^2 N)}_{\delta}$$

is to pick a tolerable difference ϵ as well as a tolerable **BAD** probability δ , and then gather data with size (N) large enough to achieve those tolerance criteria. Let $\epsilon = 0.1$, $\delta = 0.05$, and $M = 100$. What is the data size needed?

1 215

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4 815

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② 415

③ 615

④ 815

Reference Answer: ②

We can simply express N as a function of those ‘known’ variables.

Then, the needed $N = \frac{1}{2\epsilon^2} \ln \frac{2M}{\delta}$.

Where Did M Come From?

$$\mathbb{P} [|E_{\text{in}}(g) - E_{\text{out}}(g)| > \epsilon] \leq 2 \cdot M \cdot \exp(-2\epsilon^2 N)$$

- **BAD events** \mathcal{B}_m : $|E_{\text{in}}(h_m) - E_{\text{out}}(h_m)| > \epsilon$

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union bound

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union bound

where did **uniform bound fail**
to consider for $M = \infty$?

Where Did Uniform Bound Fail?

union bound $\mathbb{P}[\mathcal{B}_1] + \mathbb{P}[\mathcal{B}_2] + \dots + \mathbb{P}[\mathcal{B}_M]$

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overlapping for similar hypotheses $h_1 \approx h_2$

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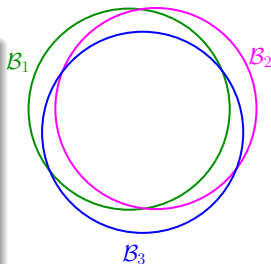
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- why?
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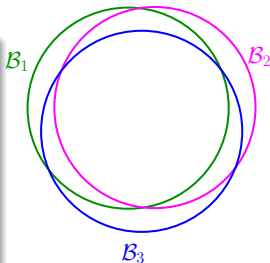
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to account for overlap,
can we group similar hypotheses by **kind**?

How Many Lines Are There? (1/2)

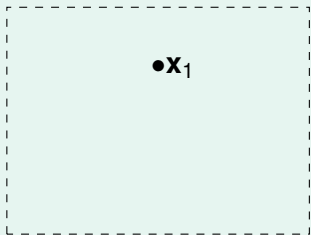
$$\mathcal{H} = \left\{ \text{all lines in } \mathbb{R}^2 \right\}$$

- how many lines? ∞

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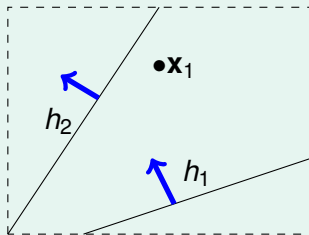
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- how many **kinds of** lines if viewed from one input vector \mathbf{x}_1 ?



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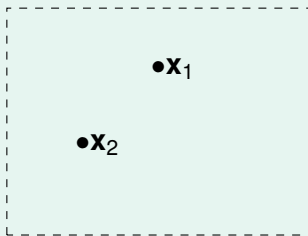


2 kinds: h_1 -like(\mathbf{x}_1) = \circ or h_2 -like(\mathbf{x}_1) = \times

How Many Lines Are There? (2/2)

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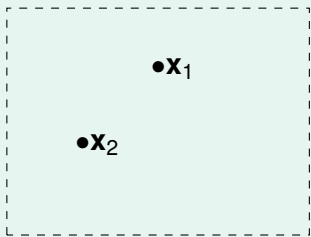
- how many **kinds of** lines if viewed from two inputs $\mathbf{x}_1, \mathbf{x}_2$?



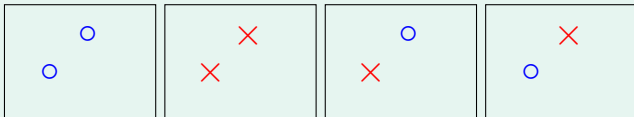
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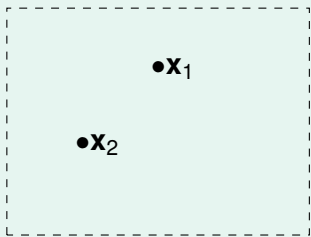
4:



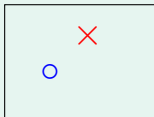
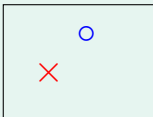
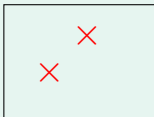
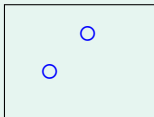
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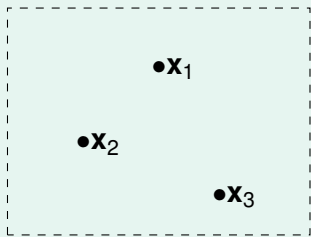


one input: 2; two inputs: 4; **three inputs?**

How Many Kinds of Lines for Three Inputs? (1/2)

$$\mathcal{H} = \left\{ \text{all lines in } \mathbb{R}^2 \right\}$$

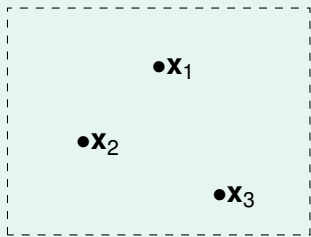
for three inputs $\mathbf{x}_1, \mathbf{x}_2, \mathbf{x}_3$



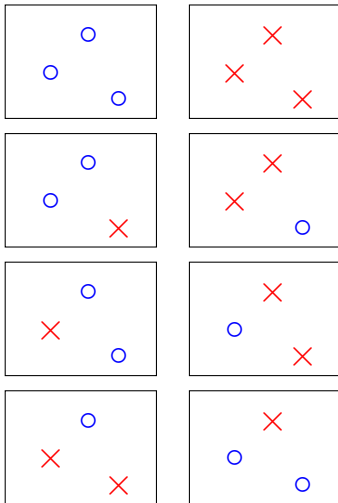
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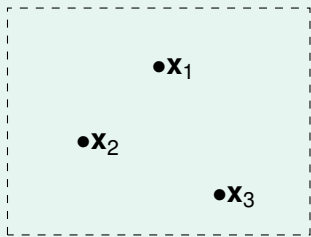
8:



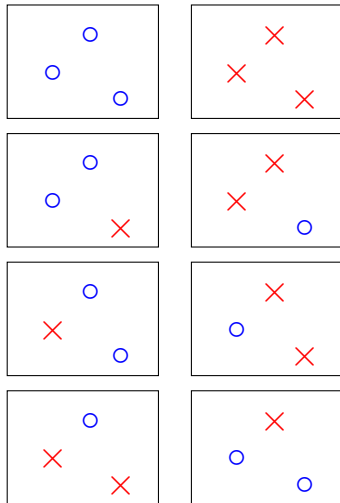
How Many Kinds of Lines for Three Inputs? (1/2)

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8:



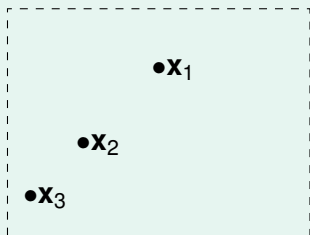
always 8 for three inputs?

How Many Kinds of Lines for Three Inputs? (2/2)

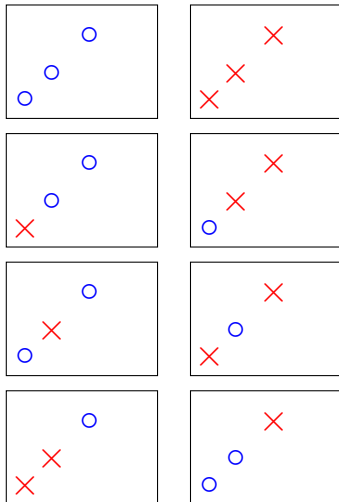
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for **another** three inputs

$\mathbf{x}_1, \mathbf{x}_2, \mathbf{x}_3$



6:

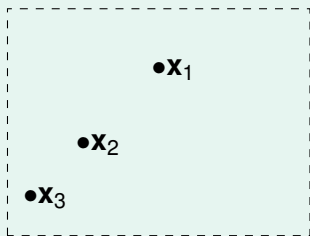


How Many Kinds of Lines for Three Inputs? (2/2)

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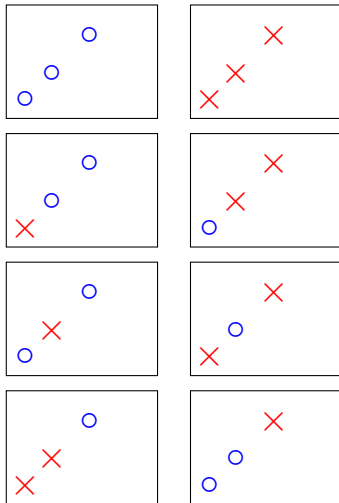
for **another** three inputs

$\mathbf{x}_1, \mathbf{x}_2, \mathbf{x}_3$



'fewer than 8' when degenerate
(e.g. collinear or same inputs)

6:

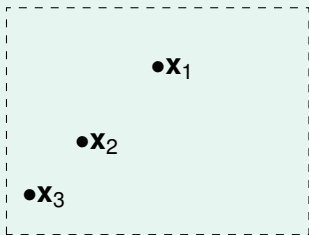


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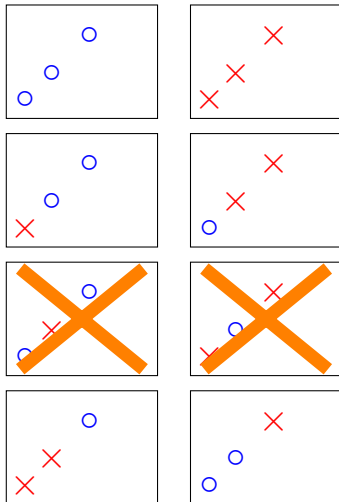
for **another** three inputs

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'fewer than 8' when degenerate
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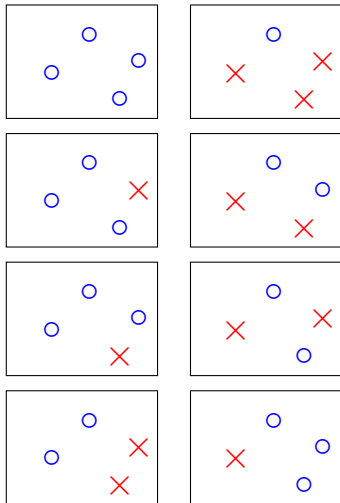
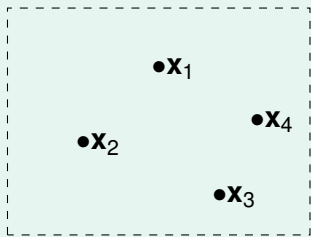
6:



How Many Kinds of Lines for Four Inputs?

$$\mathcal{H} = \left\{ \text{all lines in } \mathbb{R}^2 \right\}$$

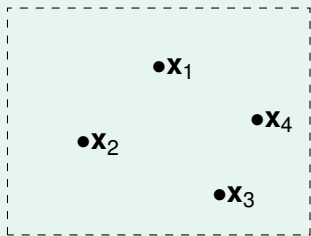
for four inputs $\mathbf{x}_1, \mathbf{x}_2, \mathbf{x}_3, \mathbf{x}_4$



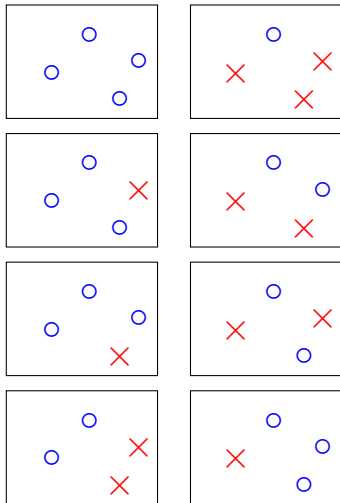
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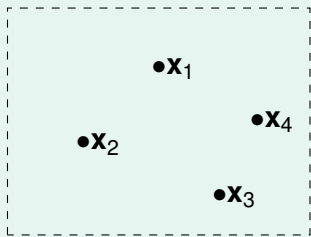
14: $2 \times$



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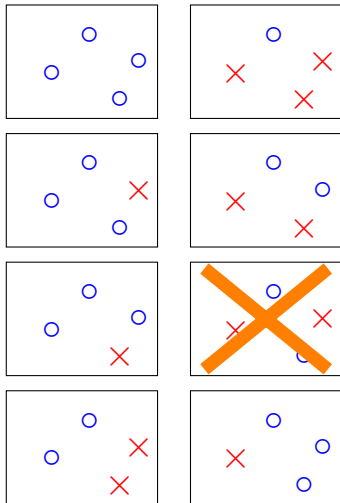
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for any four inputs
at most 14

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Effective Number of Lines

maximum kinds of lines with respect to N inputs $\mathbf{x}_1, \mathbf{x}_2, \dots, \mathbf{x}_N$

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lines in 2D

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- if
- ① effective(N) can replace M and
 - ② effective(N) $\ll 2^N$

learning possible with infinite lines :-)

Fun Time

What is the effective number of lines for five inputs $\in \mathbb{R}^2$?

1 14

2 16

3 22

4 32

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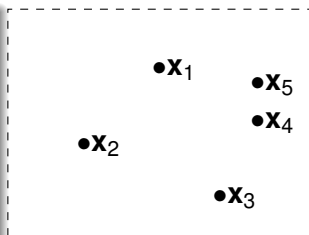
② 16

③ 22

④ 32

Reference Answer: ③

If you put the inputs roughly around a circle, you can then pick any consecutive inputs to be on one side of the line, and the other inputs to be on the other side. The procedure leads to effectively 22 kinds of lines, which is **much smaller than $2^5 = 32$** . You shall find it difficult to generate more kinds by varying the inputs, and we will give a formal proof in future lectures.



Dichotomies: Mini-hypotheses

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size	possibly infinite	upper bounded by 2^N

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$|\mathcal{H}(\mathbf{x}_1, \mathbf{x}_2, \dots, \mathbf{x}_N)|$: candidate for **replacing M**

Growth Function

- $|\mathcal{H}(\mathbf{x}_1, \mathbf{x}_2, \dots, \mathbf{x}_N)|$: depend on inputs
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remove dependence by **taking max of all possible** $(\mathbf{x}_1, \mathbf{x}_2, \dots, \mathbf{x}_N)$

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3	$\max(\dots, 6, 8)$ $= 8$
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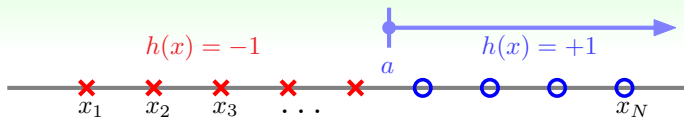
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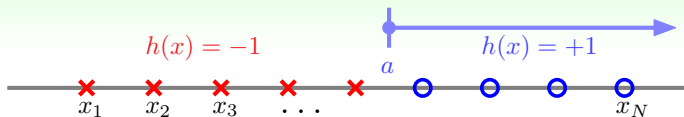
how to 'calculate' the growth function?

Growth Function for Positive Rays



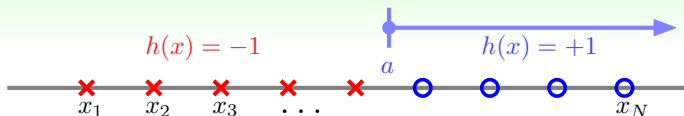
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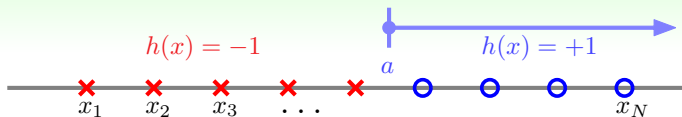


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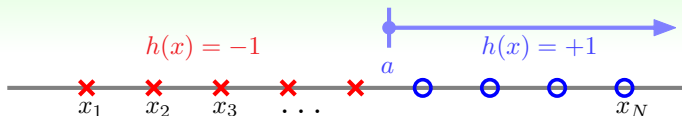
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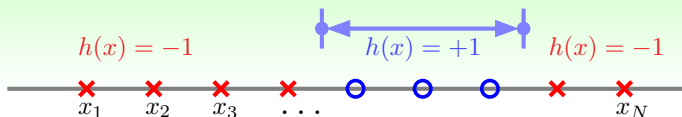
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$(N + 1) \ll 2^N$ when N large!

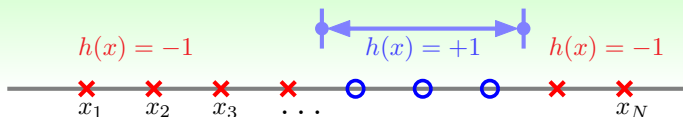
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Growth Function for Positive Intervals



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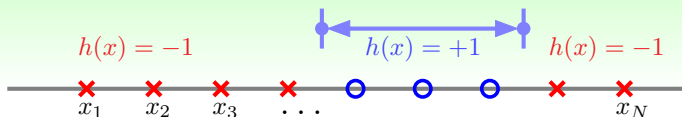


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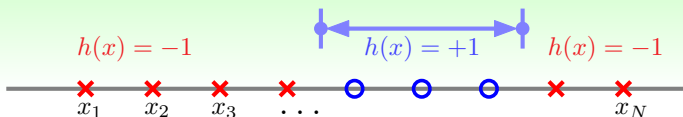
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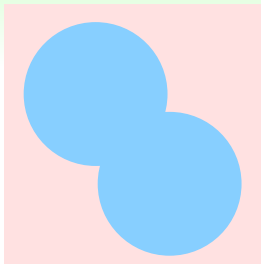
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Growth Function for Convex Sets (1/2)



convex region in blue



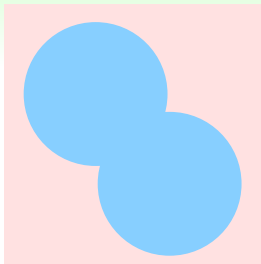
non-convex region

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what is $m_{\mathcal{H}}(N)$?

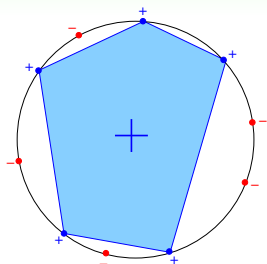
Growth Function for Convex Sets (2/2)

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Growth Function for Convex Sets (2/2)

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- **every dichotomy can be implemented** by \mathcal{H} using a convex region slightly extended from **contour of positive inputs**

$$m_{\mathcal{H}}(N) = 2^N$$



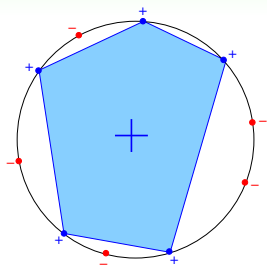
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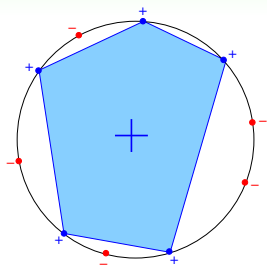
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$m_{\mathcal{H}}(N) = 2^N \iff$
exists N inputs that can be shattered

Fun Time

Consider positive **and negative** rays as \mathcal{H} , which is equivalent to the perceptron hypothesis set in 1D. The hypothesis set is often called '**decision stump**' to describe the shape of its hypotheses. What is the growth function $m_{\mathcal{H}}(N)$?

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① N

② $N + 1$

③ $2N$

④ 2^N

Reference Answer: ③

Two dichotomies when threshold in each of the $N - 1$ 'internal' spots; two dichotomies for the all- \circ and all- \times cases.

The Four Growth Functions

- positive rays:

$$m_{\mathcal{H}}(N) = N + 1$$

- positive intervals:

$$m_{\mathcal{H}}(N) = \frac{1}{2}N^2 + \frac{1}{2}N + 1$$

- convex sets:

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- 2D perceptrons:

$$m_{\mathcal{H}}(N) < 2^N \text{ in some cases}$$

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what if $m_{\mathcal{H}}(N)$ replaces M ?

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polynomial: good; exponential: bad

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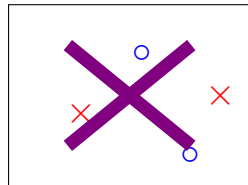
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for 2D or general perceptrons,
 $m_{\mathcal{H}}(N)$ **polynomial?**

Break Point of \mathcal{H}

what do we know about 2D perceptrons now?

three inputs: 'exists' shatter;
four inputs, 'for all' no shatter



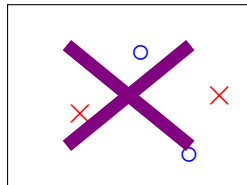
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if no k inputs can be shattered by \mathcal{H} ,
call k a **break point** for \mathcal{H}

- $m_{\mathcal{H}}(k) < 2^k$



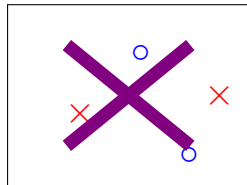
Break Point of \mathcal{H}

what do we know about 2D perceptrons now?

three inputs: 'exists' shatter;
four inputs, 'for all' no shatter

if no k inputs can be shattered by \mathcal{H} ,
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- $k + 1, k + 2, k + 3, \dots$ also break points!



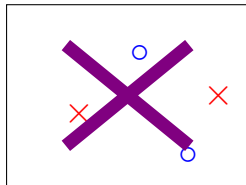
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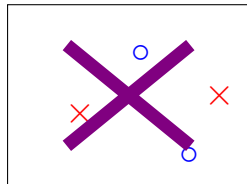
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2D perceptrons: **break point at 4**

The Four Break Points

- positive rays:

$$m_{\mathcal{H}}(N) = N + 1$$

break point at 2

- positive intervals:

$$m_{\mathcal{H}}(N) = \frac{1}{2}N^2 + \frac{1}{2}N + 1$$

break point at 3

- convex sets:

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no break point

- 2D perceptrons:

$$m_{\mathcal{H}}(N) < 2^N \text{ in some cases}$$

break point at 4

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excited? wait for next lecture :-)

Fun Time

Consider positive **and negative** rays as \mathcal{H} , which is equivalent to the perceptron hypothesis set in 1D. As discussed in an earlier quiz question, the growth function $m_{\mathcal{H}}(N) = 2N$. What is the minimum break point for \mathcal{H} ?

1 1

2 2

3 3

4 4

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2 2

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4 4

Reference Answer: 3

At $k = 3$, $m_{\mathcal{H}}(k) = 6$ while $2^k = 8$.

Summary

1 When Can Machines Learn?

Lecture 4: Feasibility of Learning

2 Why Can Machines Learn?

Lecture 5: Training versus Testing

- Recap and Preview

two questions: $E_{\text{out}}(g) \approx E_{\text{in}}(g)$, and $E_{\text{in}}(g) \approx 0$

- Effective Number of Lines

at most 14 through the eye of 4 inputs

- Effective Number of Hypotheses

at most $m_{\mathcal{H}}(N)$ through the eye of N inputs

- Break Point

when $m_{\mathcal{H}}(N)$ becomes 'non-exponential'

- next:** $m_{\mathcal{H}}(N) = \text{poly}(N)$?

3 How Can Machines Learn?

4 How Can Machines Learn Better?