# Machine Learning

# Contents

- 1. Introduction
- 2. K-Nearest Neighbor Algorithm
- 3. LDA(Linear Discriminant Analysis)
- 4. Perceptron
- 5. Feed-Forward Neural Networks
- 6. RNN(Recurrent Neural Networks)
- 7. SVM(Support Vector Machine)
- 8. Ensemble Learning
- 9. CNN(Convolutional Neural Network)
- 10. PCA(Principal Component Analysis)
- 11. ICA(Independent Component Analysis)
- 12. Clustering
- 13. GAN(Generative Adversarial Network)

### 3.1. Linear Discriminant Analysis (LDA)

- Problem: Given a set of data points with class labels, find the best set of basis vectors for projecting the data points such that classification is improved.
- Idea: Form the projection (maximizing the variability across the different classes, while minimizing the variability within each class)

#### Which one is the best projection?



## LDA: Maximize Difference of Means

- Considering the simple problem of projecting onto one dimension
- The two classes should be well separated in this single dimension
- A simple idea is to maximize the difference of the means in the projected space
- What is a problem with this solution? ...Overlap of classes after the projection



### LDA: A Better Idea

• Fisher's idea: Fisher's linear discriminant





### **3.2. Projection with Basis Vectors**

- Point A =  $(a_1, a_2)^T$
- Basis Vector  $\mathbf{w} = (w_1, w_2)^T$
- Projection  $\mathbf{w}^T A = w_1 a_1 + w_2 a_2$

참조:
T(transpose)는 행렬 혹은 벡터에서 행과 열의 위치를 교환하는 이항 연산자이
다. 즉,
$(a_1, a_2)^T = \begin{pmatrix} a_1 \\ a_2 \end{pmatrix}$ (3.2.4)
$(a_2)$
이고 · · · · · · · · · · · · · · · · · · ·
· · · · · · · · · · · · · · · · · · ·
$ (3.2.5) \qquad \qquad$
이다. 또한 행렬 A와 B의 곱에 대하여 이항 연산자 T를 적용하면
$(AB)^T = B^T A^T $ (3.2.6)
이 된다.

#### 3.3. LDA Formulation



# Maximizing $J(w) = \frac{(m_1 - m_2)^2}{s_1^2 + s_2^2}$ (3.3.1)

$$m_{1} = \frac{\sum_{i \in C_{1}} \boldsymbol{w}^{T} \boldsymbol{x}^{i}}{N_{1}} = \frac{\sum_{t} \boldsymbol{w}^{T} \boldsymbol{x}^{t} r^{t}}{\sum_{t} r^{t}} = \boldsymbol{w}^{T} \frac{\sum_{t} \boldsymbol{x}^{t} r^{t}}{\sum_{t} r^{t}} = \boldsymbol{w}^{T} \boldsymbol{m}_{1} \qquad (3.3.2)$$

$$s_{1}^{2} = \sum_{t} (\boldsymbol{w}^{T} \boldsymbol{x}^{t} - \boldsymbol{m}_{1})^{2} r^{t} \qquad (3.3.3)$$

# Between-Class Scatter (numerator) $(m_1 - m_2)^2 = (\boldsymbol{w}^T \boldsymbol{m}_1 - \boldsymbol{w}^T \boldsymbol{m}_2)^2 = (\boldsymbol{w}^T (\boldsymbol{m}_1 - \boldsymbol{m}_2))^2 \quad (3.3.4)^2 \quad (3.4)^2 \quad (3$

$$S_B = (\boldsymbol{m}_1 - \boldsymbol{m}_2)(\boldsymbol{m}_1 - \boldsymbol{m}_2)^T$$
 (3.3.5)



$$J(\boldsymbol{w}) = \frac{(m_1 - m_2)^2}{s_1^2 + s_2^2}$$
(3.3.1)

#### Within-Class Scatter (denominator)

$$s_{1}^{2} = \sum_{t} (\boldsymbol{w}^{T} \boldsymbol{x}^{t} - \boldsymbol{m}_{1})^{2} \boldsymbol{r}^{t} = \sum_{t} (\boldsymbol{w}^{T} \boldsymbol{x}^{t} - \boldsymbol{w}^{T} \boldsymbol{m}_{1})^{2} \boldsymbol{r}^{t} = \sum_{t} (\boldsymbol{w}^{T} (\boldsymbol{x}^{t} - \boldsymbol{m}_{1}))^{2} \boldsymbol{r}^{t} \quad (3.3.6)$$

$$= \sum_{t} \boldsymbol{w}^{T} (\boldsymbol{x}^{t} - \boldsymbol{m}_{1}) (\boldsymbol{x}^{t} - \boldsymbol{m}_{1})^{T} \boldsymbol{w} \boldsymbol{r}^{t} = \boldsymbol{w}^{T} S_{1} \boldsymbol{w}$$

$$S_{1} = \sum_{t} (\boldsymbol{x}^{t} - \boldsymbol{m}_{1}) (\boldsymbol{x}^{t} - \boldsymbol{m}_{1})^{T} \boldsymbol{r}^{t} \quad (3.3.7)$$

$$s_{1}^{2} + s_{2}^{2} = \boldsymbol{w}^{T} S_{W} \boldsymbol{w} \quad (3.3.8)$$

$$S_{W} = S_{1} + S_{2} \quad (3.3.9)$$

$$J(\boldsymbol{w}) = \frac{\boldsymbol{w}^T S_B \boldsymbol{w}}{\boldsymbol{w}^T S_W \boldsymbol{w}}$$
(3.3.10)

a자원 맥터 <b>w</b> = (w	<sub>1</sub> ,w <sub>2</sub> ,,w <sub>d</sub> ) <sup>2</sup> 에 대힌	- 미문 가능	하한 스킬	라 힘	}← g>	7
	$g\left(w_{1},w_{2},,w_{d}\right)=g$	<b>(w</b> )				(3.3.16
로 주어졌다. 그러	면, 함수 g의 벡터	<b>w</b> 에 대한	미분은			
		$\left( \frac{\partial g}{\partial g} \right)$				
		$\partial w_1$				
	$\frac{\partial g}{\partial g} =$					(3.3.17
	$\partial w$	80				.X
		$\left(\frac{\partial y}{\partial w}\right)$				
				• •	· ·	
이다. 또한 2차 미	분은			• •	• •	
	$(\partial^2 a)$		· · · ·			
	$\frac{\partial u_1^2}{\partial u_1^2}$	$\dots \frac{\partial w_1}{\partial w_1}$		• •		
	$\partial^2 q$	+. `	*	· ·		
	$\frac{\partial w^2}{\partial w^2} = 0$	•		· ·		(3.3.18
	∂g	```∂ <sup>2</sup> 'g				
	$\overline{\partial w}_{d} \partial w$	$\frac{1}{\partial w_{d}^{2}}$	.)	• •		

	이 된다. 벡터 값을 지닌 함수 g가		.
·	$(g_1(w))$		
•	$\boldsymbol{g}(\boldsymbol{w}) = \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$	(3.3.19)	.
	$(g_n(w))$		
	로 주어지면 g의 w에 대한 Jacobian 행렬은		
•	$(\partial g_1  \partial g_n)$		.
•	$\overline{\partial w_1} \cdots \overline{\partial w_1}$		•
	$\frac{\partial g}{\partial w} = \begin{bmatrix} \vdots & \vdots \\ \vdots & \vdots \end{bmatrix}$	(3.3.20)	
	$\partial g_1 \cdot \partial g_n \cdot \cdot$		
•	$\left(\overline{\partial w_d} \stackrel{\cdots}{\cdot} \overline{\partial w_d}\right) \cdot \cdot$		
•	이다. 또한		
	$\frac{\partial f(\boldsymbol{w})g(\boldsymbol{w})}{\partial \boldsymbol{w}} = \frac{\partial f(\boldsymbol{w})}{\partial \boldsymbol{w}}g(\boldsymbol{w}) + f(\boldsymbol{w})\frac{\partial g(\boldsymbol{w})}{\partial \boldsymbol{w}}$	(3.3.21)	
	$\partial f(\boldsymbol{w})/q(\boldsymbol{w}) = \left[\partial f(\boldsymbol{w}) + \partial q(\boldsymbol{w})\right] = \left[\partial f(\boldsymbol{w}) + \partial q(\boldsymbol{w})\right]$	10 à <b>cà</b>	.
	$\frac{\mathbf{w} \cdot \mathbf{w} \cdot \mathbf{w}}{\partial \mathbf{w}} = \left[\frac{\mathbf{w} \cdot \mathbf{w}}{\partial \mathbf{w}}g(\mathbf{w}) - f(\mathbf{w})\frac{\mathbf{w} \cdot \mathbf{w}}{\partial \mathbf{w}}\right] / g^2(\mathbf{w})$	(3.3.22)	
	$\frac{\partial f(g(\boldsymbol{w}))}{\partial \boldsymbol{w}} = f'(g(\boldsymbol{w}))\frac{\partial g(\boldsymbol{w})}{\partial \boldsymbol{w}}$	(3.3.23)	
	이다		].

#### 예제 3.3-1

행렬  $A = (a_{ij})$ 가  $d \times d$  정방행렬이고, 다음 함수

$$g(\boldsymbol{w}) = \boldsymbol{w}^{T} \boldsymbol{A} \boldsymbol{w} = \sum_{i=1}^{d} \sum_{j=1}^{d} w_{i} w_{j} a_{ij}$$

에 대하여  $\frac{\partial g}{\partial \boldsymbol{w}}$ 를 구하여라.

$$\begin{aligned} \mathbf{Maximizing} \qquad J(w) &= \frac{w^T S_B w}{w^T S_W w} \end{aligned} \tag{3.3.10} \end{aligned}$$

$$\begin{aligned} & \text{From } \frac{\partial J(w)}{\partial w} &= 0, \qquad 2S_B w (w^T S_W w) - (w^T S_B w) 2S_W w = 0 \qquad (3.3.11) \end{aligned}$$

$$\begin{aligned} & S_B w (w^T S_W w) &= (w^T S_B w) S_W w \qquad (3.3.12) \end{aligned}$$

$$\begin{aligned} & S_B w &= \frac{(w^T S_W w)}{(w^T S_B w)} S_W w = \lambda S_W w \qquad (3.3.13) \end{aligned}$$

$$\begin{aligned} & S_B &= (m_1 - m_2)(m_1 - m_2)^T \end{aligned}$$

$$\begin{aligned} & (3.3.5) \implies S_B w &= (m_1 - m_2)(m_1 - m_2)^T w \end{aligned}$$

$$\begin{aligned} & (3.3.14) \end{aligned}$$

## More than 2 Classes (K > 2)

• Projection from d-dim space to (c-1)-dim space:

• 
$$y_i = \mathbf{w}_i^T \mathbf{x}, \quad i = 1, \dots, c-1$$

- $y = W^T x$  (W = d×(c-1) matrix,  $w_i$  is the i-th column vector)
- Within-class scatter matrix for  $C_i$

 $S_i = \sum_t r_i^t (x^t - m_i) (x^t - m_i)^T$  where  $r_i^t = 1$  if  $x^t \in C_i$  0 otherwise

• The total within-class scatter

 $S_w = \sum_{i=1}^K S_i$ 

• The between-scatter matrix

$$S_B = \sum_{i=1}^{K} N_i (m_i - m)(m_i - m)^T$$
 where  $N_i = \sum_t r_i^t$ 

• Find the matrix W that maximize

$$J(W) = \frac{|W^T S_B W|}{|W^T S_W W|}$$

• Solution: the largest eigenvectors of  $S_W^{-1}S_B$