



























### Lecture 3 **Linear Classifiers**







# Project 0

- Instructions and code available on the website

projects/project0/

Due tonight! January 24th, 11:59 PM CT 



# Here: <u>https://rpm-lab.github.io/CSCI5980-Spr23-DeepRob/</u>



# Project 1

Calendar	
Week 1	
Jan 17:	Course Introduction PROJECT 0 OUT UMich discussion link - Intro to Python, Pyth
Jan 19:	LEC 2 Image Classification
Week 2	
Jan 24:	PROJECT O DUE PROJECT 1 DUT
Jan 28:	LEG 4 Regularization + Optimization
Week 3	
Jan 31:	LEC S Neural Networks
Feb 02:	LEC 6 Backpropagation



### Instructions and code will be available on the website today. Classification using K-Nearest Neighbors and Linear Models





# Gradescope Quizzes

- Quiz links will be published at 7am on the day of lecture.
  - This will start from next lecture on 01/26
- The quiz will close before that day's lecture time i.e.
   2:30pm
- Time limit of 15 min once quiz is opened
  Covers material from previous lectures and graded
- Covers material from prev projects





### Recap: Image Classification—A Core Computer Vision Task

#### Input: image





# **Output:** assign image to one of a fixed set of categories

#### **Chocolate Pretzels**

**Granola Bar** 

**Potato Chips** 

Water Bottle

Popcorn



# Recap: Image Classification Challenges

#### **Viewpoint Variation & Semantic Gap**







#### **Illumination Changes**



**Intraclass Variation** 



## Recap: Machine Learning—Data-Driven Approach

- 1. Collect a dataset of images and labels
- 2. Use Machine Learning to train a classifier
- 3. Evaluate the classifier on new images

def train(images, labels):
 # Machine learning!
 return model

def predict(model, test\_images):
 # Use model to predict labels
 return test\_labels



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### Example training set







# Linear Classifiers





# **Building Block of Neural Networks**

### Linear classifiers





This image is <u>CC0 1.0</u> public domain



### **Progress Robot Object Perception Samples Dataset**



Chen et al., "ProgressLabeller: Visual Data Stream Annotation for Training Object-Centric 3D Perception", IROS, 2022.



## **Recall PROPS**

**10 classes** 32x32 RGB images **50k** training images (5k per class) **10k** test images (1k per class)

A video link will be posted to the website today discussing about PROPS dataset that you will use for P1





# Parametric Approach





# Array of **32x32x3** numbers (3072 numbers total)

W parameters or weights

→ f(x,W)



# **10** numbers giving class scores



# Parametric Approach—Linear Classifier





#### Array of 32x32x3 numbers (3072 numbers total)







# Parametric Approach—Linear Classifier







#### Array of 32x32x3 numbers (3072 numbers total)



(3072,) (10,) (10, 3072) → f(x,W)

### **10** numbers giving class scores

parameters or weights



# Parametric Approach—Linear Classifier







#### Array of **32x32x3** numbers (3072 numbers total)

parameters or weights



### (3072,) f(x,W) = Wx + b(10,) (10,) (10, 3072)**10** numbers giving f(x,W) class scores



#### Stretch pixels into column



# Input image (2, 2)



### Example for 2x2 Image, 3 classes (crackers/mug/sugar)



#### f(x,W) = Wx + b



#### Stretch pixels into column



## Input image (2, 2)

0.2	-0.5	
1.5	1.3	
0	0.25	

W



### Example for 2x2 Image, 3 classes (crackers/mug/sugar)





#### Stretch pixels into column



#### Input image (2, 2)

0.2	-0.5	
1.5	1.3	
0	0.25	



# Linear Classifier—Algebraic Viewpoint



# Linear Classifier—Bias Trick

#### Stretch pixels into column



Add extra one to data vector; bias is absorbed into last column of weight matrix



DR

				٦	
			56		
0.1	2.0	1.1	231		-96.8
2.1	0.0	3.2			437.9
0.2	-0.3	-1.2	24	_	61.95
(3.5)		2		(3,)	
			1	(5,)	



## Linear Classifier—Predictions are Linear

- f(x, W) = Wx (ignore bias)
- f(cx, W) = W(cx) = c \* f(x, W)





## Linear Classifier—Predictions are Linear

- f(x, W) = Wx (ignore bias)
- f(cx, W) = W(cx) = c \* f(x, W)











# Interpreting a Linear Classifier

#### Algebraic Viewpoint

#### f(x,W) = Wx + b







# Interpreting a Linear Classifier

#### <u>Algebraic Viewpoint</u>









DR

## Interpreting a Linear Classifier





master chef can

DR











# Interpreting a Linear Classifier



Stretch pixels into column				
231	0.2	-0.5	0.1	2.0
image	1.5	1.3	2.1	0.0
	0	0.25	0.2	-0.3
, 2)		V	<b>V</b> (3,	4)



## Interpreting a Linear Classifier—Visual Viewpoint

## DR Interpreting a Linear Classifier—Visual Viewpoint

#### Linear classifier has one "template" per category

0.25 0.2









0





## Interpreting a Linear Classifier—Geometric Viewpoint

## f(x,W) = Wx + b



# Array of **32x32x3** numbers (3072 numbers total)

255

t





## f(x,W) = Wx + b



255

Array of **32x32x3** numbers (3072 numbers total)





## f(x,W) = Wx + b



255

Array of **32x32x3** numbers (3072 numbers total)

t





## f(x,W) = Wx + b



255

Array of **32x32x3** numbers (3072 numbers total)

t







## f(x,W) = Wx + b

Mug score increases this way



Mug Score = 0 Array of **32x32x3** numbers (3072 numbers total)

t





## f(x,W) = Wx + b

Mug score increases this way





Array of **32x32x3** numbers (3072 numbers total)



## f(x,W) = Wx + b

Mug score increases this way



Mug Score = 0

Array of **32x32x3** numbers (3072 numbers total)



Mug score increases this way

> Mug Score = 0

#### Hyperplanes carving up a high-dimensional space



Plot created using Wolfram Cloud





# Hard Cases for a Linear Classifier

#### Class 1:

First and third quadrants

#### Class 2:

Second and fourth quadrants







# Hard Cases for a Linear Classifier

Class 1: First and third quadrants			<b>Cla</b> : 1 <:
Class 2: Second and fo	urth quadrants		Cla Eve



**ss 1**:

= L2 norm <= 2

iss 2:

erything else




### Hard Cases for a Linear Classifier

Class 1: First and third	quadrants	<b>Cla</b> : 1 <:
Class 2: Second and fo	urth quadrants	<b>Cla</b> Eve



**ss 1**:

= L2 norm <= 2

erything else



Class 1: Three modes

**Class 2**: Everything else





### Algebraic Viewpoint

f(x,W) = Wx





Plot created using Wolfram Cloud



## Linear Classifier — Three Viewpoints



### So far—Defined a Score Function





-2.93



master chef can	-3.45	-0.51	3.42
mug -	-8.87	6.04	4.64
tomato soup can	0.09	5.31	2.65
cracker box	2.9	-4.22	5.1
mustard bottle	4.48	-4.19	2.64
tuna fish can	8.02	3.58	5.55
sugar box	3.78	4.49	-4.34
gelatin box	1.06	-4.37	-1.5
potted meat can _	-0.36	-2.09	-4.79
large marker	-0.72	-2 93	614

6.14



$$f(x,W) = Wx + b$$

Given a W, we can compute class scores for an image, x.

But how can we actually choose a good W?



## So far—Choosing a Good W





-2.93



master chef can -3.4	-0.51	3.42
<b>mug</b> -8.8	7 6.04	4.64
tomato soup can 0.09	5.31	2.65
cracker box 2.9	-4.22	5.1
mustard bottle 4.48	3 -4.19	2.64
tuna fish can 8.02	2. 3.58	5.55
sugar box 3.78	3 4.49	-4.34
gelatin box 1.06	-4.37	-1.5
potted meat can _0.3	6 -2.09	-4.79
large marker $-0.7$	2 -2 93	6 1 4

6.14



$$f(x,W) = Wx + b$$

### TODO:

- 1. Use a loss function to quantify how good a value of W is
- 2. Find a W that minimizes the loss function (**optimization**)





Low loss = good classifier High loss = bad classifier

Also called: **objective function**, cost function



### Loss Function



Low loss = good classifier High loss = bad classifier

Also called: **objective function**, cost function

Negative loss function sometimes called reward function, profit function, utility function, fitness function, etc.



### Loss Function



Low loss = good classifier High loss = bad classifier

Also called: **objective function**, cost function

Negative loss function sometimes called reward function, profit function, utility function, fitness function, etc.



### Loss Function

Given a dataset of examples  $\{(x_i, y_i)\}_{i=1}^N$ where  $x_i$  is an image and  $y_i$  is a (discrete) label



Low loss = good classifier High loss = bad classifier

Also called: **objective function**, cost function

Negative loss function sometimes called reward function, profit function, utility function, fitness function, etc.



### Loss Function

Given a dataset of examples  $\{(x_i, y_i)\}_{i=1}^N$ where  $x_i$  is an image and  $y_i$  is a (discrete) label

Loss for a single example is  $L_i(f(x_i, W), y_i)$ 



Low loss = good classifier High loss = bad classifier

Also called: **objective function**, cost function

Negative loss function sometimes called reward function, profit function, utility function, fitness function, etc.



### Loss Function

Given a dataset of examples  $\{(x_i, y_i)\}_{i=1}^N$ where  $x_i$  is an image and  $y_i$  is a (discrete) label

### Loss for a single example is $L_i(f(x_i, W), y_i)$

Loss for the dataset is average of per-example losses:

$$L = \frac{1}{N} \sum_{i} L_i(f(x_i, W), y_i)$$



Want to interpret raw classifier scores as probabilities



# cracker 3.2 mug 5.1 sugar -1.7





Want to interpret raw classifier scores as probabilities





# cracker3.2mug5.1

sugar -1.7



; W) 
$$P(Y = k | X = x_i) = \frac{\exp(s_k)}{\sum_j \exp(s_j)}$$
 Softmax function



Want to interpret raw classifier scores as probabilities



# cracker3.2mug5.1sugar-1.7Unormalized Logity



; W) 
$$P(Y = k | X = x_i) = \frac{\exp(s_k)}{\sum_j \exp(s_j)}$$
 Softmax function

Want to interpret raw classifier scores as probabilities

$$S = f(x_i; W)$$
  $P(Y = k | X = x_i) = \frac{\exp(s_k)}{\sum_j \exp(s_j)}$  Softmax

Probabilities must be >=0

> **24.5** 164.0

Unnormalized probabilities

0.18



 $exp(\cdot)$ 



# cracker3.2mug5.1sugar-1.7





Want to interpret raw classifier scores as probabilities



Probabilities must be >=0



Unnormalized probabilities





# cracker mug

**3.2** 5.1

 $exp(\cdot)$ 

Unnormalized logprobabilities (logits)

1.7



sugar

(*W*) 
$$P(Y = k | X = x_i) = \frac{\exp(s_k)}{\sum_j \exp(s_j)}$$
 Softmax  
Probabilities  
must sum to 1  
**0.13**  
**0.87**  
**0.00**

Probabilities

Want to interpret raw classifier scores as probabilities



Probabilities must be >=0



Unnormalized probabilities





# cracker mug

**3.2** 5.1

 $exp(\cdot)$ 

Unnormalized logprobabilities (logits)

1.7



sugar

$$(W) \quad P(Y = k \mid X = x_i) = \frac{\exp(s_k)}{\sum_j \exp(s_j)} \quad \text{Softmax} \\ \text{Frobabilities} \\ \text{must sum to 1} \\ \textbf{0.13} \\ \textbf{0.13} \\ \textbf{0.87} \\ \textbf{0.00} \\ \end{bmatrix} \quad L_i = -\log P(Y = y_i \mid X = L_i) \\ L_i = -\log(0.13) \\ = 2.04 \\ \textbf{0.00} \\ \end{bmatrix}$$

### Probabilities



Want to interpret raw classifier scores as **probabilities** 



**Probabilities** must be >=0



Unnormalized probabilities





# cracker mug

3.2 5.1

 $exp(\cdot)$ 

**Unnormalized** logprobabilities (logits)

1.7



sugar

(W) 
$$P(Y = k | X = x_i) = \frac{\exp(s_k)}{\sum_j \exp(s_j)}$$
 Softmax  
Frobabilities  
must sum to 1  
 $L_i = -\log P(Y = y_i | X = L_i = -\log(0.13))$   
 $= 2.04$   
Maximum Likelihood Estim  
Choose weights to maximize

**Probabilities** 

weights to maximize the likelihood of the observed data (see CSCI 5521)





Want to interpret raw classifier scores as probabilities



Probabilities must be >=0



Unnormalized probabilities





# cracker

**3.2** 5.1

 $exp(\cdot)$ 

Unnormalized logprobabilities (logits)

1.7



sugar

(W) 
$$P(Y = k | X = x_i) = \frac{\exp(s_k)}{\sum_j \exp(s_j)}$$
 Softmax  
function  
Probabilities  
must sum to 1  
0.13  
0.87  
0.87  
0.00  
Probabilities



Want to interpret raw classifier scores as probabilities



Probabilities must be >=0



Unnormalized probabilities





# cracker

**3.2** 5.1

 $exp(\cdot)$ 

Unnormalized logprobabilities (logits)

1.7



sugar

$$(W) \quad P(Y = k \mid X = x_i) = \frac{\exp(s_k)}{\sum_j \exp(s_j)} \quad \text{Softmax function}$$
Probabilities
must sum to 1
$$O.13 \quad O.13 \quad \text{compare} \quad 1.0$$

$$O.87 \quad \text{Kullback-Leibler} \quad 0.0$$

$$O.00 \quad D_{KL}(P \mid |Q) = \quad 0.0$$
Probabilities
$$\sum_{y} P(y) \log \frac{P(y)}{Q(y)} \quad \text{correptoble}$$

y



Want to interpret raw classifier scores as probabilities



Probabilities must be >=0



Unnormalized probabilities





# cracker

**3.2** 5.1

 $exp(\cdot)$ 

Unnormalized logprobabilities (logits)

1.7



sugar

$$(W) \quad P(Y = k \mid X = x_i) = \frac{\exp(s_k)}{\sum_j \exp(s_j)} \quad \text{Softmax function}$$
  
Probabilities  
must sum to 1  
$$(O.13) \quad \bigoplus \text{ compare} \quad 1.0$$
  
$$(O.13) \quad \bigoplus \text{ compare} \quad 1.0$$
  
$$(O.13) \quad \bigoplus \text{ compare} \quad 1.0$$
  
$$(O.10) \quad H(P, Q) = H(P) + D_{KL}(P \mid Q) \quad O.0$$

Probabilities



Want to interpret raw classifier scores as **probabilities** 

 $s = f(x_i)$ 

 $L_i = -\log P(Y = y_i \mid X = x_i)$ 



### cracker 3.2 5.1 mug -1.7 sugar



; W) 
$$P(Y = k | X = x_i) = \frac{\exp(s_k)}{\sum_j \exp(s_j)}$$
 Softmax function

Maximize probability of correct class

Putting it all together  

$$L_i = -\log\left(\frac{\exp(s_{y_i})}{\sum_j \exp(s_j)}\right)$$



Want to interpret raw classifier scores as **probabilities** 

 $s = f(x_i)$ 

 $L_i = -\log P(Y = y_i \mid X = x_i)$ 

**Q:** What is the min / max possible loss  $L_i$ ?





cracker	3.2
mug	5.1
sugar	-1.7



; W) 
$$P(Y = k | X = x_i) = \frac{\exp(s_k)}{\sum_j \exp(s_j)}$$
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Maximize probability of correct class

Putting it all together  

$$L_i = -\log\left(\frac{\exp(s_{y_i})}{\sum_j \exp(s_j)}\right)$$

### A: Min: 0, Max: $+\infty$



Want to interpret raw classifier scores as **probabilities** 

 $s = f(x_i)$ 

 $L_i = -\log P(Y = y_i \mid X = x_i)$ 

**Q:** If all scores are small random values, what is the loss?





cracker	3.2
mug	5.1
sugar	-1.7



; W) 
$$P(Y = k | X = x_i) = \frac{\exp(s_k)}{\sum_j \exp(s_j)}$$
 Softmax function

Maximize probability of correct class

Putting it all together  

$$L_i = -\log\left(\frac{\exp(s_{y_i})}{\sum_j \exp(s_j)}\right)$$



Want to interpret raw classifier scores as **probabilities** 

 $s = f(x_i)$ 

 $L_i = -\log P(Y = y_i \mid X = x_i)$ 

**Q:** If all scores are small random values, what is the loss?





cracker	3.2
mug	5.1
sugar	-1.7



; W) 
$$P(Y = k | X = x_i) = \frac{\exp(s_k)}{\sum_j \exp(s_j)}$$
 Softmax function

Maximize probability of correct class

Putting it all together  

$$L_i = -\log\left(\frac{\exp(s_{y_i})}{\sum_j \exp(s_j)}\right)$$

A: 
$$-\log(\frac{1}{C})$$
  
 $\log(\frac{1}{10}) \approx 2.3$ 





















Given an example  $(x_i, y_i)$  $(x_i \text{ is image, } y_i \text{ is label})$ 

Let  $s = f(x_i, W)$  be scores

Then the SVM loss has the form:  $L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1)$ 







cracker	3.2	1.3	2.2
mug	5.1	4.9	2.5
sugar	-1.7	2.0	-3.1



Given an example  $(x_i, y_i)$  $(x_i \text{ is image, } y_i \text{ is label})$ 

Let  $s = f(x_i, W)$  be scores

Then the SVM loss has the form:  $L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1)$ 









Given an example  $(x_i, y_i)$  $(x_i \text{ is image, } y_i \text{ is label})$ 

Let  $s = f(x_i, W)$  be scores

Then the SVM loss has the form:  $L_{i} = \sum_{j \neq y_{i}} \max(0, s_{j} - s_{y_{i}} + 1)$   $= \max(0, 5.1 - 3.2 + 1)$   $+ \max(0, -1.7 - 3.2 + 1)$   $= \max(0, 2.9) + \max(0, -3.9)$  = 2.9 + 0 = 2.9







![](_page_65_Picture_3.jpeg)

Given an example  $(x_i, y_i)$  $(x_i \text{ is image, } y_i \text{ is label})$ 

Let  $s = f(x_i, W)$  be scores

Then the SVM loss has the form:  $L_{i} = \sum_{j \neq y_{i}} \max(0, s_{j} - s_{y_{i}} + 1)$   $= \max(0, 1.3 - 4.9 + 1)$   $+\max(0, 2.0 - 4.9 + 1)$   $= \max(0, -2.6) + \max(0, -1.9)$  = 0 + 0 = 0

![](_page_65_Picture_8.jpeg)

![](_page_66_Picture_0.jpeg)

![](_page_66_Picture_2.jpeg)

cracker	3.2	1.3	2.2
nug	5.1	4.9	2.5
sugar	-1.7	2.0	-3.1
Loss	2.9	0	12.9

![](_page_66_Picture_4.jpeg)

Given an example  $(x_i, y_i)$  $(x_i \text{ is image, } y_i \text{ is label})$ 

Let  $s = f(x_i, W)$  be scores

Then the SVM loss has the form:  $L_{i} = \sum_{j \neq y_{i}} \max(0, s_{j} - s_{y_{i}} + 1)$   $= \max(0, 2.2 - (-3.1) + 1)$   $+\max(0, 2.5 - (-3.1) + 1)$   $= \max(0, 6.3) + \max(0, 6.6)$  = 6.3 + 6.6 = 12.9

![](_page_66_Picture_9.jpeg)

![](_page_67_Picture_0.jpeg)

![](_page_67_Picture_2.jpeg)

cracker	3.2	1.3	2.2
mug	5.1	4.9	2.5
sugar	-1.7	2.0	-3.1
Loss	2.9	0	12.9

![](_page_67_Picture_4.jpeg)

Given an example  $(x_i, y_i)$  $(x_i \text{ is image, } y_i \text{ is label})$ 

Let  $s = f(x_i, W)$  be scores

Then the SVM loss has the form:  $L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1)$ 

Loss over the dataset is: L = (2.9 + 0.0 + 12.9) / 3 = 5.27

![](_page_67_Picture_10.jpeg)

![](_page_68_Picture_0.jpeg)

![](_page_68_Picture_2.jpeg)

cracker	3.2	1.3	2.2
mug	5.1	4.9	2.5
sugar	-1.7	2.0	-3.1
Loss	2.9	0	12.9

![](_page_68_Picture_4.jpeg)

Given an example  $(x_i, y_i)$  $(x_i \text{ is image, } y_i \text{ is label})$ 

Let  $s = f(x_i, W)$  be scores

Then the SVM loss has the form:  $L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1)$ 

**Q:** What happens to the loss if the scores for the mug image change a bit?

![](_page_68_Picture_10.jpeg)

![](_page_69_Picture_0.jpeg)

![](_page_69_Picture_2.jpeg)

cracker	3.2	1.3	2.2
mug	5.1	4.9	2.5
sugar	-1.7	2.0	-3.1
Loss	2.9	0	12.9

![](_page_69_Picture_4.jpeg)

Given an example  $(x_i, y_i)$  $(x_i \text{ is image, } y_i \text{ is label})$ 

Let  $s = f(x_i, W)$  be scores

Then the SVM loss has the form:  $L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1)$ 

**Q2**: What are the min and max possible loss?

![](_page_69_Picture_10.jpeg)

![](_page_70_Picture_0.jpeg)

![](_page_70_Picture_2.jpeg)

cracker	3.2	1.3	2.2
mug	5.1	4.9	2.5
sugar	-1.7	2.0	-3.1
Loss	2.9	0	12.9

![](_page_70_Picture_4.jpeg)

Given an example  $(x_i, y_i)$  $(x_i \text{ is image, } y_i \text{ is label})$ 

Let  $s = f(x_i, W)$  be scores

Then the SVM loss has the form:  $L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1)$ 

Q3: If all the scores were random, what loss would we expect?

![](_page_70_Picture_10.jpeg)

![](_page_71_Picture_0.jpeg)

### Cross-Entropy vs SVM Loss

$$L_{i} = -\log\left(\frac{\exp(s_{y_{i}})}{\sum_{j} \exp(s_{j})}\right)$$

assume scores: [10, -2, 3] [10, 9, 9] [10, -100, -100]and  $y_i = 0$ 

![](_page_71_Picture_4.jpeg)

$$L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1)$$

### **Q**: What is cross-entropy loss? What is SVM loss?


$$L_{i} = -\log\left(\frac{\exp(s_{y_{i}})}{\sum_{j} \exp(s_{j})}\right)$$

assume scores: [10, -2, 3] [10, 9, 9] [10, -100, -100]and  $y_i = 0$ 



$$L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1)$$

**Q**: What is cross-entropy loss? What is SVM loss?

A: Cross-entropy loss > 0 SVM loss = 0



$$L_{i} = -\log\left(\frac{\exp(s_{y_{i}})}{\sum_{j} \exp(s_{j})}\right)$$

assume scores: [10, -2, 3] [10, 9, 9] [10, -100, -100]and  $y_i = 0$ 



$$L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1)$$

# **Q**: What happens to each loss if I slightly change the scores of the last datapoint?



$$L_{i} = -\log\left(\frac{\exp(s_{y_{i}})}{\sum_{j} \exp(s_{j})}\right)$$

assume scores: [10, -2, 3] [10, 9, 9] [10, -100, -100]and  $y_i$ 



$$L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1)$$

**Q**: What happens to each loss if I slightly change the scores of the last datapoint?

A: Cross-entropy loss will change; SVM loss will stay the same for 1st and 3rd example SVM loss will change for the 2nd





$$L_{i} = -\log\left(\frac{\exp(s_{y_{i}})}{\sum_{j} \exp(s_{j})}\right)$$

assume scores: [10, -2, 3] [10, 9, 9] [10, -100, -100]and  $y_i = 0$ 



$$L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1)$$

## **Q**: What happens to each loss if I double the score of the correct class from 10 to 20?



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assume scores: [10, -2, 3] [10, 9, 9] [10, -100, -100]and  $y_i = 0$ 



$$L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1)$$

- **Q**: What happens to each loss if I double the score of the correct class from 10 to 20?
- A: Cross-entropy loss will decrease, SVM loss still 0



#### Algebraic Viewpoint

f(x,W) = Wx





Plot created using Wolfram Clou



#### Recap—Three Ways to Interpret Linear Classifiers



- We have some dataset of (x, y)
- We have a score function:
- We have a **loss function**:

Softmax: 
$$L_i = -\log\left(\frac{\exp(s_{y_i})}{\sum_j \exp(s_j)}\right)$$
  
SVM:  $L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i})$ 



#### Recap—Loss Functions Quantify Preferences

#### s = f(x; W, b) = Wx + bLinear classifier





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- We have a score function:
- We have a **loss function**:

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#### Recap—Loss Functions Quantify Preferences

#### **Q: How do we find the best W,b?** s = f(x; W, b) = Wx + bLinear classifier





## Next time: Regularization + Optimization

W\_2



#### Negative gradient direction































#### Lecture 3 **Linear Classifiers**



