

Assignment7 – Learning

Given: June 13 Due: June 18

Problem 7.1 (Loss)

Our goal is to find a linear approximation $h(x) = ax$ for the series of square numbers 0, 1, 4, 9, 16.

1. Model this situation as an *inductive learning problem*.

Solution: The *inductive learning problem* is (\mathcal{H}, f) where

- the hypothesis space \mathcal{H} is the set containing all functions $h(x) = ax$ with $\text{dom}(h) = \{0, \dots, 4\}$ for $a \in \mathbb{R}$
 - the target function is $f(x) = x^2$ with $\text{dom}(f) = \{0, 1, \dots, 4\}$
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2. Assuming all 5 possible examples are equality probable, compute the generalized loss using the *squared error loss* function. (This is a function of h .)

Solution: Each example (x, x^2) has probability $1/5$. For each x , the loss is $L_2(x^2, ax) = (x^2 - ax)^2$. Thus for each $h(x) = ax$, we have

$$\text{GenLoss}(h) = \sum_{x=0, \dots, 4} (x^2 - ax)^2 \cdot 1/5 = ((1-a)^2 + (4-2a)^2 + (9-3a)^2 + (16-4a)^2)/5 = (354 - 200a + 30a^2)/5$$

3. Find h^* .

Solution: We need to find the a that minimizes the loss. The derivative of GenLoss for a is $(60a - 200)/5$. So the minimum is at $a = 10/3$.

4. What is the *error rate* of h^* ?

Solution: The error rate is $4/5 = 1$ because $h^*(x) = 10x/3$ predicts 4 out of 5 examples incorrectly. (E.g., $h(x) = x$ would have better error rate $3/5$ despite having higher generalized loss.)

Problem 7.2 (Overfitting)

Explain what *overfitting* means and why we want to avoid it.

Solution: Overfitting is a modeling error that occurs when the chosen hypothesis is too closely fit to a sample set of data points. It picks an overly complex hypothesis that also explains idiosyncrasies and errors in the data. A simpler hypothesis that fits the data less exactly is often a better match for the underlying mechanisms.

Problem 7.3 (Decision List)

We want to construct a decision list to classify the data below where result values V depend on 4 attributes A, B, C, D . The tests should be conjunctions of literals.

1. Assume your literals must be of the form *attribute = number*. Which values of k allow for giving the shortest possible decision list in k -DL (i.e., using at most k literals per test)? Give one such list.

Solution: For $k = 3$ (or higher), we can build a list of length 2:

if $A = 0 \wedge C = 1 \wedge D = 0$ then 0 else
 if $A = 0 \wedge C = 0 \wedge D = 1$ then 0 else

1.

Technically not correct but also interesting is the following solution for $k = 2$ with a list of length 3:

if $A = 1$ then 1 else
 if $C = 0 \wedge D = 0$ then 1 else
 if $C = 1 \wedge D = 1$ then 1 else
 0

2. Now assume your literals may also be of the form *attribute = attribute*. Answer the same question as above.

Solution: For $k = 1$, we can build a list of length 2:

if $A = 1$ then 1 else
 if $C = D$ then 1 else
 0

Example	A	B	C	D	V
#1	1	0	0	0	1
#2	1	0	1	1	1
#3	0	1	0	0	1
#4	1	1	0	1	1
#5	0	0	1	1	1
#6	0	1	1	0	0
#7	0	1	0	1	0
#8	0	0	1	0	0