

Machine Learning (CSE 446): Kernel Methods

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Can We Have Nonlinearity *and* Convexity?

	expressiveness	convexity
Linear classifiers	☹	☺
Neural networks	☺	☹

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Kernel methods: a family of approaches that give us nonlinear decision boundaries without giving up convexity.

Notation

Let $\mathbf{x} = \langle x_1, x_2, \dots, x_d \rangle$.

Conjunctive/Product Features

See slides 23–32 in the 10/13 “practical issues” lecture.

Consider two binary features, ϕ_j and $\phi_{j'}$. A new *conjunction* feature can be defined by:

$$\phi_{j \wedge j'}(x) = \phi_j(x) \wedge \phi_{j'}(x) \quad \text{equivalently} \quad x_{d+1} = x_j \wedge x_{j'}$$

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Generalization: take the *product* of two features.

Bigger generalization: take all the products!

$$\begin{aligned} \phi(\mathbf{x}) &= \text{vector}(\langle 1; \mathbf{x} \rangle \langle 1; \mathbf{x} \rangle^\top) \\ &= \left\langle \begin{array}{cccccc} 1, & x_1, & x_2, & \dots, & x_d, \\ x_1, & x_1^2, & x_1 \cdot x_2, & \dots, & x_1 \cdot x_d, \\ x_2, & x_2 \cdot x_1, & x_2^2, & \dots, & x_2 \cdot x_d, \\ \vdots & \vdots & \vdots & \vdots & \vdots \\ x_{d-1}, & x_{d-1} \cdot x_1, & x_{d-1} \cdot x_2, & \dots, & x_{d-1} \cdot x_d, \\ x_d, & x_d \cdot x_1, & x_d \cdot x_2, & \dots, & x_d^2 \end{array} \right\rangle \end{aligned}$$

The Kernel Trick

Some learning algorithms, like the perceptron, can be rewritten so that the only thing you do with feature vectors is take *inner products between them*.

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Note that: $\phi(\mathbf{x}) \cdot \phi(\mathbf{v})$

$$\begin{aligned} &= \begin{array}{cccccccc} 1 & + & x_1v_1 & + & x_2v_2 & + \cdots + & x_dv_d \\ + & x_1v_1 & + & x_1^2v_1^2 & + & x_1x_2v_1v_2 & + \cdots + & x_1x_dv_1v_d \\ + & x_2v_2 & + & x_2x_1v_2v_1 & + & x_2^2v_2^2 & + \cdots + & x_2x_dv_2v_d \\ + & \vdots & \vdots & \vdots & \vdots & \vdots & & \\ + & x_dv_d & + & x_dx_1v_dv_1 & + & x_dx_2v_dv_2 & + \cdots + & x_d^2v_d^2 \end{array} \\ &= 1 + 2 \cdot \sum_{j=1}^d x_jv_j + \sum_{j=1}^d \sum_{k=1}^d x_jx_kv_jv_k \\ &= 1 + 2 \cdot \mathbf{x} \cdot \mathbf{v} + (\mathbf{x} \cdot \mathbf{v})^2 \\ &= (1 + \mathbf{x} \cdot \mathbf{v})^2 \end{aligned}$$

Kernels

A **kernel** function (implicitly) computes:

$$K(\mathbf{x}, \mathbf{v}) = \phi(\mathbf{x}) \cdot \phi(\mathbf{v})$$

for some ϕ . Typically it is *cheap* to compute $K(\cdot, \cdot)$, and we never explicitly represent $\phi(\mathbf{v})$ for any vector \mathbf{v} .

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Some kernels:

quadratic $K^{\text{quad}}(\mathbf{x}, \mathbf{v}) = (1 + \mathbf{x} \cdot \mathbf{v})^2$

cubic $K^{\text{cubic}}(\mathbf{x}, \mathbf{v}) = (1 + \mathbf{x} \cdot \mathbf{v})^3$

polynomial $K_p^{\text{poly}}(\mathbf{x}, \mathbf{v}) = (1 + \mathbf{x} \cdot \mathbf{v})^p$

radial basis function $K_\gamma^{\text{rbf}}(\mathbf{x}, \mathbf{v}) = \exp\left(-\gamma \|\mathbf{x} - \mathbf{v}\|_2^2\right)$

hyperbolic tangent $\tilde{K}^{\text{tanh}}(\mathbf{x}, \mathbf{v}) = \tanh(1 + \mathbf{x} \cdot \mathbf{v})$ (not a kernel)

all conjunctions $K^{\text{all conj}}(\mathbf{x}, \mathbf{v}) = \prod_{j=1}^d (1 + x_j v_j)$ (for binary features)

Perceptron Learning Algorithm

Data: $D = \langle (\mathbf{x}_n, y_n) \rangle_{n=1}^N$, number of epochs E

Result: weights \mathbf{w} and bias b

initialize: $\mathbf{w} = \mathbf{0}$ and $b = 0$;

```
for  $e \in \{1, \dots, E\}$  do
  for  $n \in \{1, \dots, N\}$ , in random order do
    # predict
     $\hat{y} = \text{sign}(\mathbf{w} \cdot \mathbf{x}_n + b)$ ;
    if  $\hat{y} \neq y_n$  then
      # update
       $\mathbf{w} \leftarrow \mathbf{w} + y_n \cdot \mathbf{x}_n$ ;
       $b \leftarrow b + y_n$ ;
    end
  end
end
return  $\mathbf{w}, b$ 
```

Algorithm 1: PERCEPTRONTRAIN

Perceptron Representer Theorem

At every stage of learning, there exist $\langle \alpha_1, \alpha_2, \dots, \alpha_N \rangle$ such that

$$\mathbf{w} = \sum_{n=1}^N \alpha_n \cdot \mathbf{x}_n = \boldsymbol{\alpha}^\top \mathbf{X}$$

In other words, \mathbf{w} is always in the span of the training data.

Perceptron Learning Algorithm (with ϕ)

Data: $D = \langle (\mathbf{x}_n, y_n) \rangle_{n=1}^N$, number of epochs E

Result: weights \mathbf{w} and bias b

initialize: $\mathbf{w} = \mathbf{0}$ and $b = 0$;

```
for  $e \in \{1, \dots, E\}$  do  
  for  $n \in \{1, \dots, N\}$ , in random order do  
    # predict  
     $\hat{y} = \text{sign}(\mathbf{w} \cdot \phi(\mathbf{x}_n) + b)$ ;  
    if  $\hat{y} \neq y_n$  then  
      # update  
       $\mathbf{w} \leftarrow \mathbf{w} + y_n \cdot \phi(\mathbf{x}_n)$ ;  
       $b \leftarrow b + y_n$ ;  
    end  
  end  
end  
return  $\mathbf{w}, b$ 
```

Algorithm 2: PERCEPTRONTRAIN with ϕ (explicit)

Prediction

$$\begin{aligned}\hat{y} &= \text{sign}(\mathbf{w} \cdot \phi(\mathbf{x}_n) + b) \\ &= \text{sign}\left(\sum_{i=1}^N \alpha_i \cdot \phi(\mathbf{x}_i) \cdot \phi(\mathbf{x}_n) + b\right) \\ &= \text{sign}\left(\sum_{i=1}^N \alpha_i \cdot K(\mathbf{x}_i, \mathbf{x}_n) + b\right)\end{aligned}$$

The Update

$$\mathbf{w}^{(\text{new})} \leftarrow \mathbf{w}^{(\text{old})} + y_n \cdot \phi(\mathbf{x}_n)$$

$$\sum_{i=1}^N \alpha_i^{(\text{new})} \cdot \phi(\mathbf{x}_i) \leftarrow \sum_{i=1}^N \alpha_i^{(\text{old})} \cdot \phi(\mathbf{x}_i) + y_n \cdot \phi(\mathbf{x}_n)$$

$$\sum_{i \neq n} \alpha_i^{(\text{new})} \cdot \phi(\mathbf{x}_i) + \alpha_n^{(\text{new})} \cdot \phi(\mathbf{x}_n) \leftarrow \sum_{i \neq n} \alpha_i^{(\text{old})} \cdot \phi(\mathbf{x}_i) + (\alpha_n^{(\text{old})} + y_n) \cdot \phi(\mathbf{x}_n)$$

$$\alpha_n^{(\text{new})} \cdot \phi(\mathbf{x}_n) \leftarrow (\alpha_n^{(\text{old})} + y_n) \cdot \phi(\mathbf{x}_n)$$

$$\alpha_n^{(\text{new})} \leftarrow \alpha_n^{(\text{old})} + y_n$$

$\phi(\mathbf{x}_n)$ is Never Explicitly Computed!

$$\text{predict: } \hat{y} = \text{sign} \left(\sum_{i=1}^N \alpha_i \cdot K(\mathbf{x}_i, \mathbf{x}_n) + b \right)$$

$$\text{update: } \alpha_n^{(\text{new})} \leftarrow \alpha_n^{(\text{old})} + y_n$$

We only calculate inner products of such vectors.

Kernelized Perceptron Learning Algorithm

Data: $D = \langle (\mathbf{x}_n, y_n) \rangle_{n=1}^N$, number of epochs E

Result: weights α and bias b

initialize: $\alpha = \mathbf{0}$ and $b = 0$;

```
for  $e \in \{1, \dots, E\}$  do  
  for  $n \in \{1, \dots, N\}$ , in random order do  
    # predict  
     $\hat{y} = \text{sign} \left( \sum_{i=1}^N \alpha_i \cdot K(\mathbf{x}_i, \mathbf{x}_n) + b \right)$ ;  
    if  $\hat{y} \neq y_n$  then  
      # update  
       $\alpha_n \leftarrow \alpha_n + y_n$ ;  
       $b \leftarrow b + y_n$ ;  
    end  
  end  
end  
return  $\alpha, b$ 
```

Algorithm 3: KERNELIZEDPERCEPTRONTRAIN