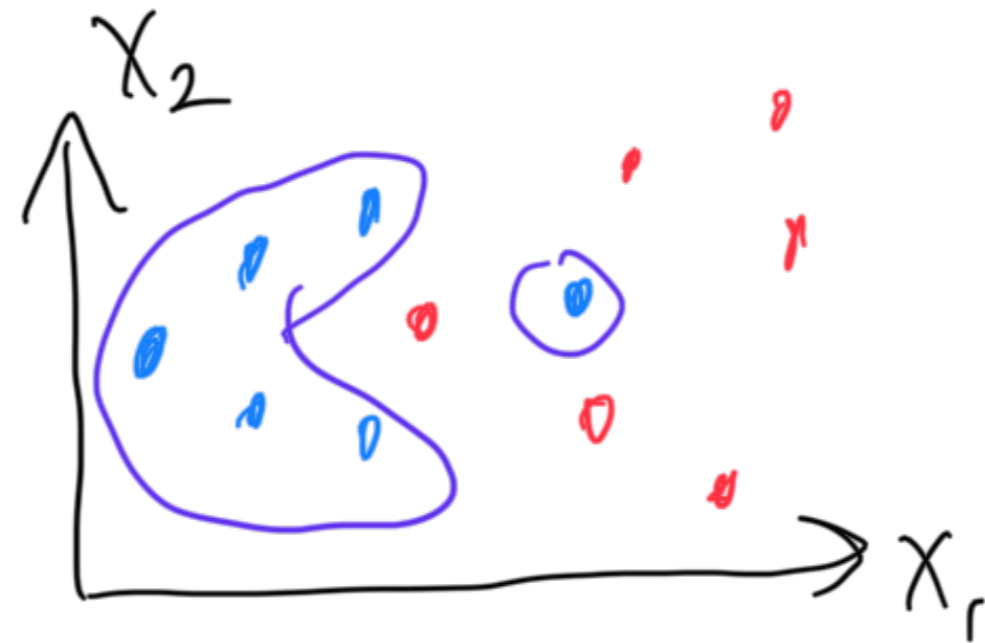


Day 16: Feature Selection and Engineering

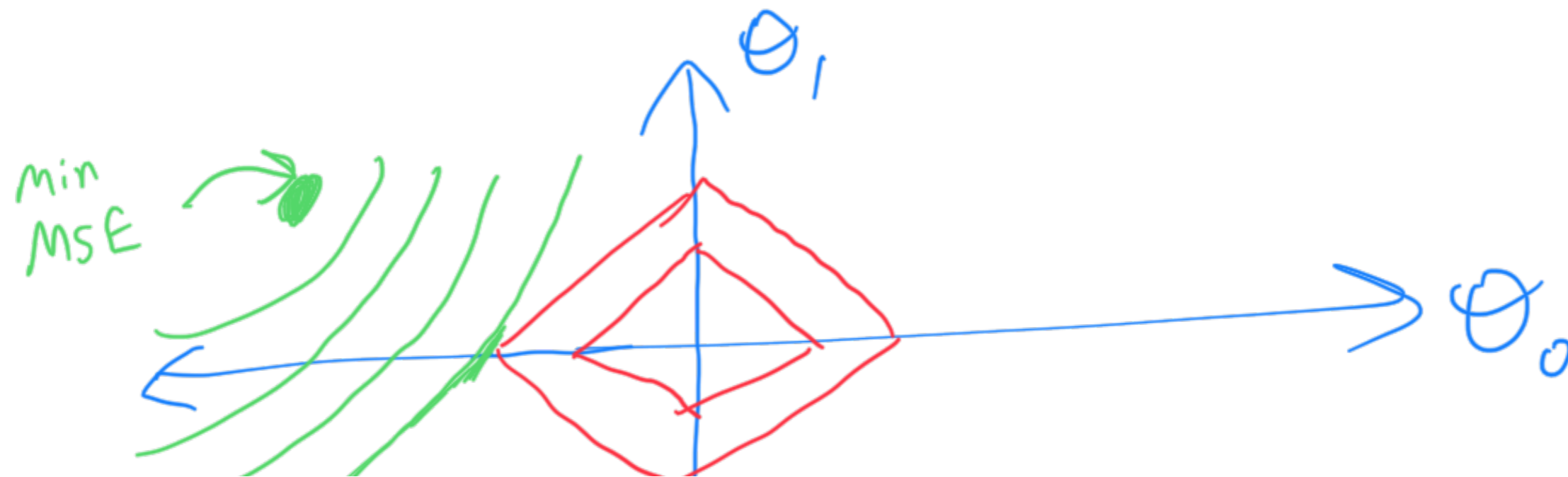
Feature Selection: Remove features which are not helpful for prediction



Method 1: L1 Regularization

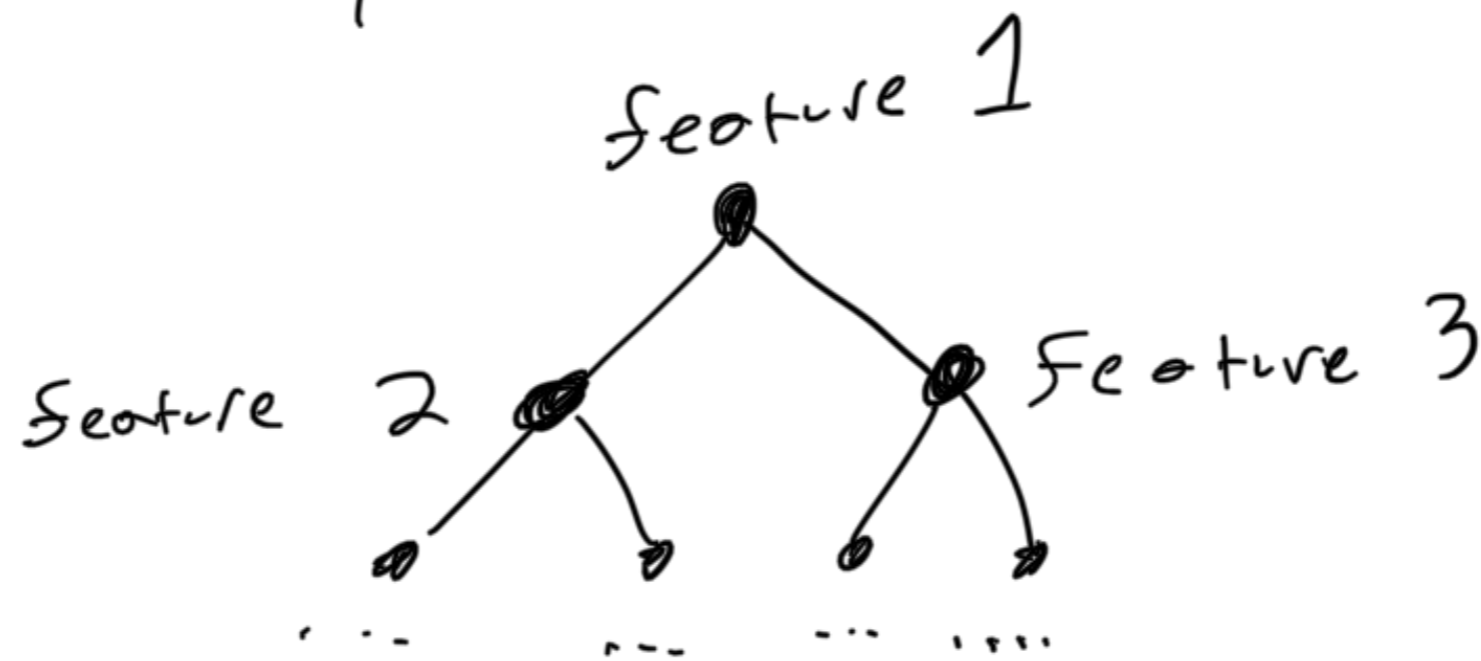
Penalizing weights by adding to the loss function

$$\rightarrow \sum_{i=1}^n |w_i|$$



Method 2: Decision Trees

Decision Trees perform feature selection for us:



Can use the top- N nodes of the tree as the top- N features

Method 3: Linear / Logistic Regression

$$h = \frac{1}{1 + \exp(-\beta_0 - \beta_1 x_1 - \beta_2 x_2 + b)}$$

$y = \text{Sigmoid}(w_1 x_1 - w_2 x_2 + w_3 x_3 + \dots)$
"Cancer"

x_1 contributes
strongly towards
"Cancer"

x_2 technically
contributes to
"no cancer", but
the coefficient
is small, so
remove this feature

x_3 contributes
strongly towards
"no cancer"

Method 4: Mutual Information

Rank features by information gain

$$IG(x, y) = H(y) - H(y|x)$$

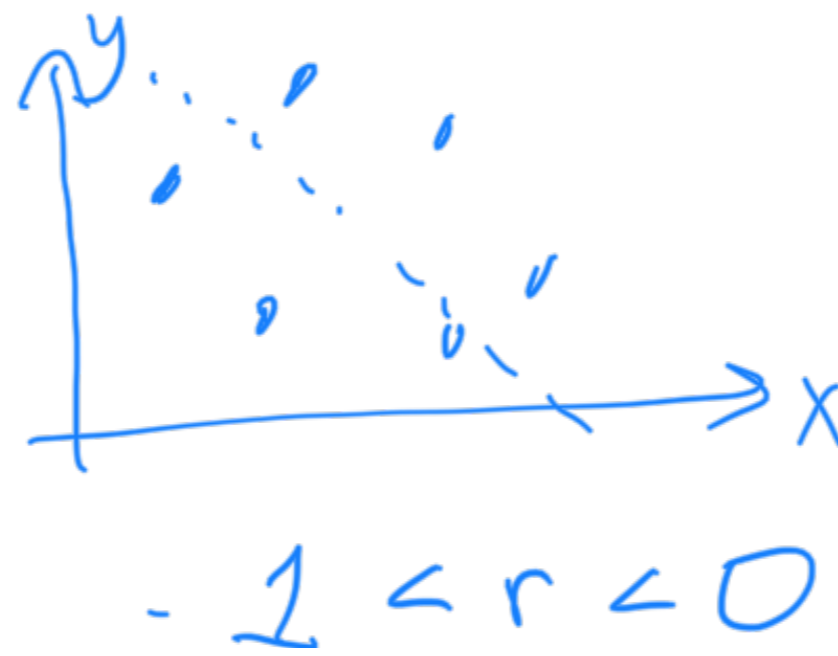
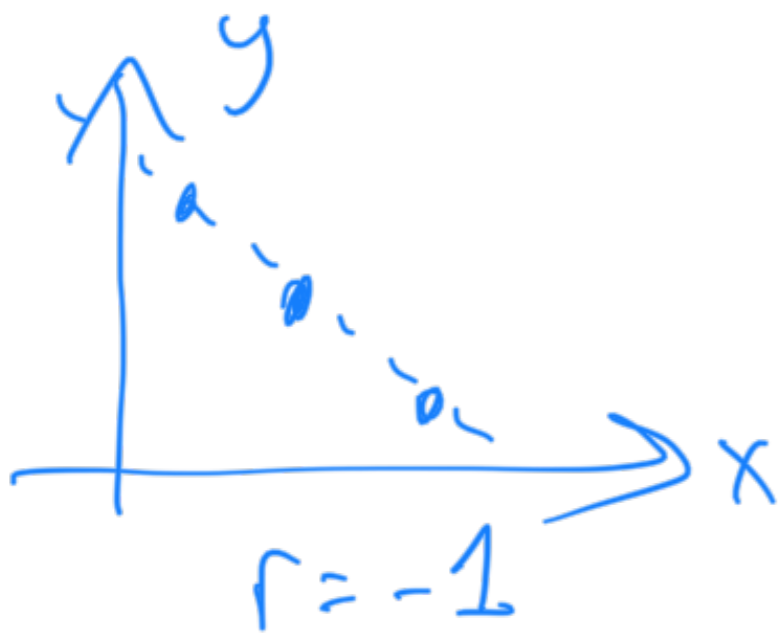
uncertainty
of y

uncertainty of y
if you know x

How does knowing X affect y?

Method 5: Statistical Correlation

Sort features by ^{absolute value of} correlation coefficient between feature and outcome variable.



Method 6: Recursive Feature Elimination (RFE)

Key insight: Features often have complex interactions / interdependencies

Examples:

$18 < \text{BMI} < 25 \rightarrow$ associated with being healthy
 $24 < \text{BMI} < 32 \rightarrow$ healthy if % body fat $< 2\%$

Score on midterm, Score on final

Steps to RFE:

While # features $>$ desired # features:

- Train model using current set

of features

- Rank features using any feature ranking method (e.g, the ones above)
- Remove the least important feature

Common Feature Representations for NLP

① Bag of Words (BOW)

- Create a vector with length = # of words to consider
- Use one vector position per word
- The value in each position is the # occurrences of the word

"Great food, great music, and great vibes"

→ [3 0 0 1 1 0 ...]
 great Hawaii orange food viber art ...

• Vector is of length N , where N is a hyperparameter and only the top- N frequently occurring words are included in the vector

② Term Frequency - Inverse Document Frequency (tf-idf)

Associate each word in the document with # representing how relevant that word is

$$tf-idf = tf \cdot idf$$

↑
 term
 frequency

↑
 inverse document
 frequency

Term Frequency = relative frequency of term t in document d =
$$\frac{f_{t,d}}{\sum_{t' \in d} f_{t',d}}$$

$tf(t, d)$

every other term

"element of"

Inverse Document Frequency = measure of how much info the word provides within all documents D =
$$\log \left(\frac{\text{number of documents}}{\text{number of docs where word } t \text{ appears}} \right)$$

$idf(t, D)$

Notice that:

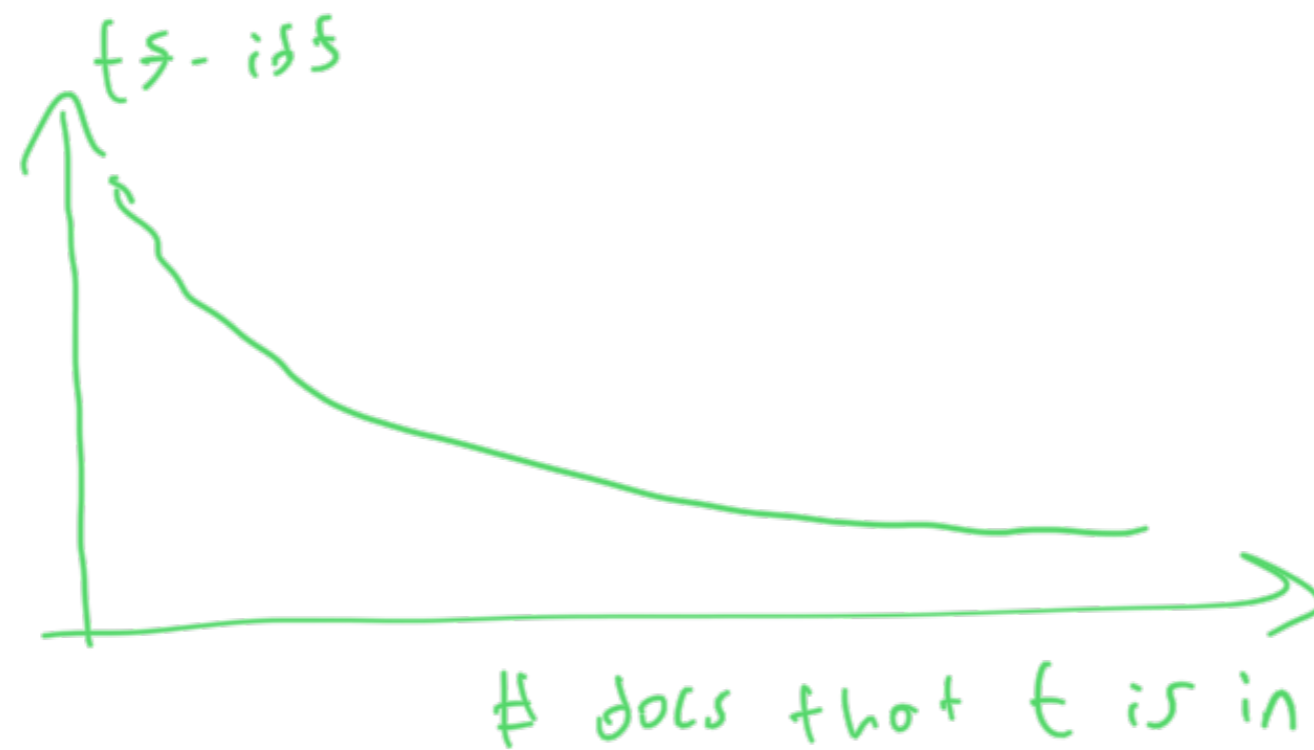
* idf is 0 when word appears in every document

* idf increases logarithmically as # docs where word appears increases

word t appears in documents



Therefore:



Then, we can create a BOW-style vector using the $tf-idf$ representation of each word:

Example:

Document	Text	# words
A	Jupiter is the largest planet	5
B	Mars is the fourth planet from the sun	8

Word	f_s (for A)	f_s (for B)	idf	$f_s \cdot idf$
Jupiter	$1/5$	0	$\ln(2/1) = 0.69$	0.138
is	$1/5$	$1/8$	0	0
the	$1/5$	$2/8$	0	0
largest	$1/5$	0	0.69	0.138
planet	$1/5$	$1/8$	0	0.138
Mars	0	$1/8$	0.69	...
fourth	0	$1/8$	0.69	
from	0	$1/8$	0.69	
Sun	0	$1/8$	0.69	

Doc A representation:

$\left[\begin{array}{cccccccc} 0.138 & 0 & 0 & 0.138 & 0.138 & 0 & 0 & 0 & 0 \end{array} \right]$
Jupiter is the largest planet Mars fourth from sun

Documents with similar, relevant words will have similar feature vectors

(Bow is the "tf" part of tf-idf)

Common Feature Representations for Computer Vision

① Just use the original image



||

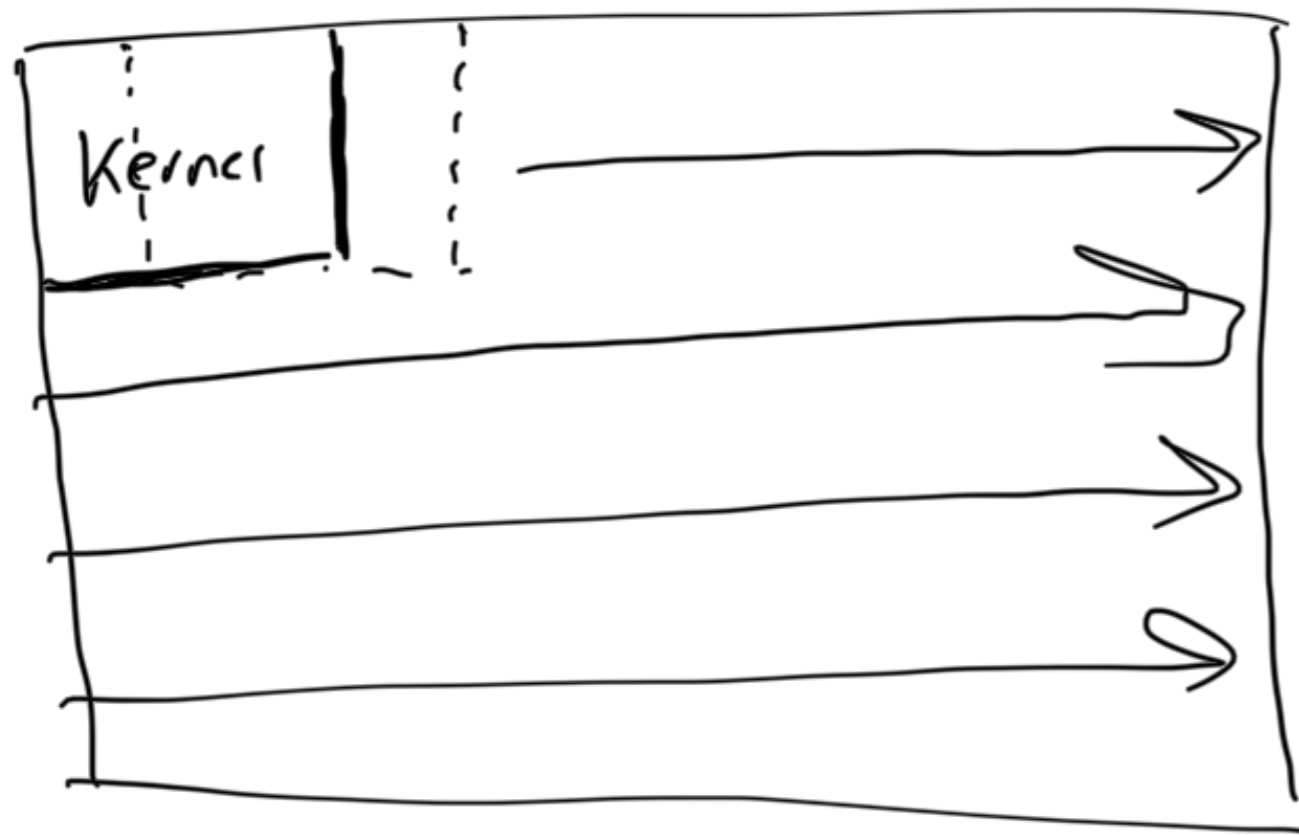


② Apply an image kernel throughout the image ("convolution")

A kernel (in the context of CV) is:

- a small matrix
- applied via a sliding window

- take dot product between the original image portion and kernel to get the new pixel value for that position



original image

Different kernels filter images in different ways:

- Blur filter
- Sharpen filter
- Edge filter

...

Setosa.io / eu / image-kernels

Example

Original image:

255	255	255
0	255	0
0	255	0

Kernel:

$$\begin{bmatrix} 2 & 0 \\ 0 & -1 \end{bmatrix}$$

First:

$$\begin{bmatrix} 255 & 255 \end{bmatrix} \cdot \begin{bmatrix} 2 & 0 \end{bmatrix} = 255 \cdot 2 + 255 \cdot 0$$

$$\begin{bmatrix} 0 & 255 \end{bmatrix} \cdot \begin{bmatrix} 0 & -1 \end{bmatrix} = 0 \cdot 0 + 255 \cdot (-1) = -255$$

So, the new image so far is:

265	

Do same thing for other positions:

$$\begin{bmatrix} 255 & 255 \\ 255 & 0 \end{bmatrix} \cdot \text{Kernel} = 510$$

$$\begin{bmatrix} 0 & 245 \\ 0 & 255 \end{bmatrix} \cdot \text{Kernel} = -255$$

$$\begin{bmatrix} 245 & 0 \\ 255 & 0 \end{bmatrix} \cdot \text{Kernel} = 490$$

∴ the convolution is:

So, the result is

265	310
-255	490