



Machine Learning

Machine learning system design

Trading off precision
and recall

Trading off precision and recall

→ Logistic regression: $0 \leq h_{\theta}(x) \leq 1$

Predict 1 if $h_{\theta}(x) \geq 0.5$ ~~0.7~~ ~~0.9~~ 0.3 ←

Predict 0 if $h_{\theta}(x) < 0.5$ ~~0.7~~ ~~0.9~~ 0.3

→ Suppose we want to predict $y = 1$ (cancer) only if very confident.

→ Higher precision, lower recall

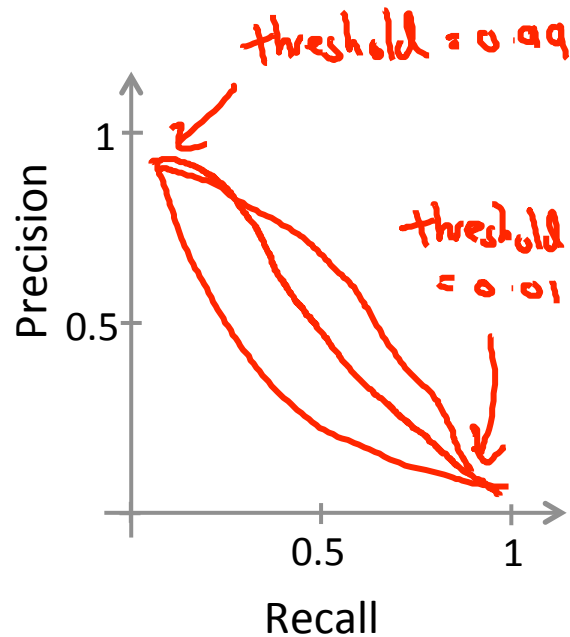
→ Suppose we want to avoid missing too many cases of cancer (avoid false negatives).

→ Higher recall, lower precision.

More generally: Predict 1 if $h_{\theta}(x) \geq \text{threshold}$ ←

$$\rightarrow \text{precision} = \frac{\text{true positives}}{\text{no. of predicted positive}}$$

$$\rightarrow \text{recall} = \frac{\text{true positives}}{\text{no. of actual positive}}$$



F₁ Score (F score)

How to compare precision/recall numbers?

	Precision(P)	Recall (R)	Average	F1 Score	
→ Algorithm 1	<u>0.5</u>	<u>0.4</u>	0.45	0.44	←
→ Algorithm 2	<u>0.7</u>	<u>0.1</u>	0.4	0.175	←
Algorithm 3	<u>0.02</u>	1.0	0.51	0.0392	←

Average: ~~$\frac{P+R}{2}$~~

F₁ Score: $2 \frac{PR}{P+R}$

Predict $y=1$ all the time

$P=0$ or $R=0 \Rightarrow F\text{-score} = 0$
 $P=1$ and $R=1 \Rightarrow F\text{-score} = 1$