

MSH2W

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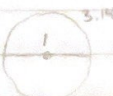
"Models" are approximations/abstractions to reality/absolute truth/systems/phenomena.

Model	Phenomenon
model airplane	real airplane
Street map	actual roads
"early to bed"	human health
early to rise	human health
smokes a non	human wisdom
healthy, healthy,	
wise	

"All models are wrong, but some are useful" - George Box, 1984

Wrong \rightarrow by definition approximations which are not reality.

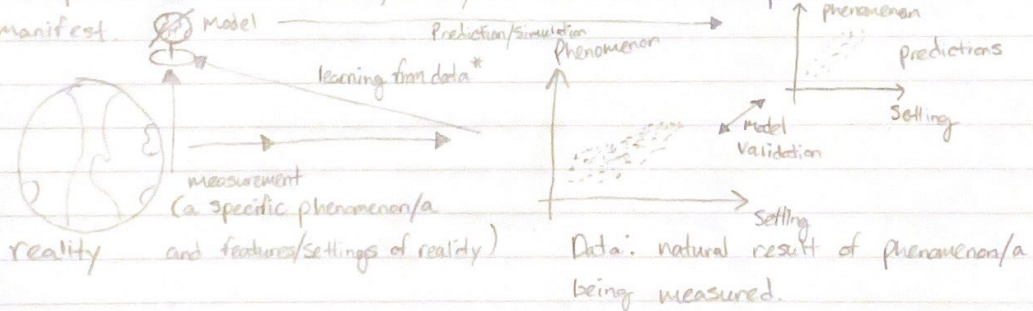
useful \rightarrow are good enough to be used for a practical purpose.

$C \approx 3.14$ wrong 

Models are generally used for two goals:

1) Prediction: Can the model tell us what will happen in a certain phenomenon in a certain setting. *

2) Explanation: how does reality really work? What causes phenomena to manifest.



Prerequisites to modeling:

- 1) Identify a phenomenon/a you wish to predict/explain. This is your target of the modeling procedure.
- 2) Figure out a way to measure it.
- 3) Measure features/settings of the system/reality.

"Early to bed, early to rise makes a man healthy, wealthy and wise"

Phenomena: human health, wealth, and wisdom

Features/settings: bedtime, waketime

This model is ambiguous! We don't know how to measure the settings and phenomena. In order to make this model unambiguous, we need to establish metrics. Metrics are well-defined ways to numerically gauge phenomena/settings.

Feature/phenomena	Metric	Symbol
bedtime	avg bedtime ages 18-60 measured in hours past 5pm	b
waketime	avg waketime measured in hours past 4am	w
health	longevity/lifespan, QOL metric	h
wealth	net worth at time of death	n
wisdom	take a test about what you would do in situations and have a panel of old people provide answers	s

$$f\left(\begin{bmatrix} b \\ w \end{bmatrix}\right) = \begin{bmatrix} h \\ n \\ s \end{bmatrix}$$

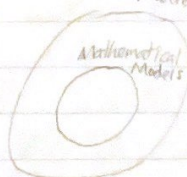
↑
model
two
Settings
(inputs)

↑
three
phenomena
(outputs)

↑
prediction

Since the inputs/outputs are numerical, f is called a "mathematical model".
in this class we only build one model.

models



Mathematical models are not physical.

They are themselves ideas and abstraction.

But they are extremely useful! $a = F/m$, $E = mc^2$

For the purposes of this class, we will assume the universe is mathematical:

Assume: a phenomenon denoted y can be expressed as: $y = f(z_1, z_2, \dots, z_t)$

Let's examine the phenomenon $y = \text{pays back loan on time}$.

$y \in \{0, 1\} = \mathcal{Y}$ output space

↑
did not pay on time

↑
paid back on time (convention: 1 is the "positive" event or thing you want to happen)

↑
phenomenon, response, outcome, endpoint, dependent variable

↑
Causal inputs: the true drivers of the phenomenon. In reality we don't know them.

Models with output spaces of cardinality 2 are called "binary classification models."

The causal inputs are features or characteristics of the individual person. We don't know the causal model why people pay / don't pay back loans. We are going to make one up just as an illustration.