

Regression

* Continuous Supervised Machine Learning.

* when we refer to Continuous here it refers to output.
* but we can also have discrete outputs.

* Input is continuous

Continuous VS Discrete output

e.g. Age : Continuous since time is continuous

* Weather : Sunny or Rainy : discrete. Although there are other variables related to weather that are discrete outputs
In reality weather is continuous.

* In an argument most estimations that are discrete are continuous.

* Phone number : Discrete

* Person wrote an email : Discrete

* Income how much you make : Continuous is \$10K/mth \approx \$9.9K/mth

Ex: Terrain classification (Self driving car)

* Continuous output \rightarrow speed of the car

*

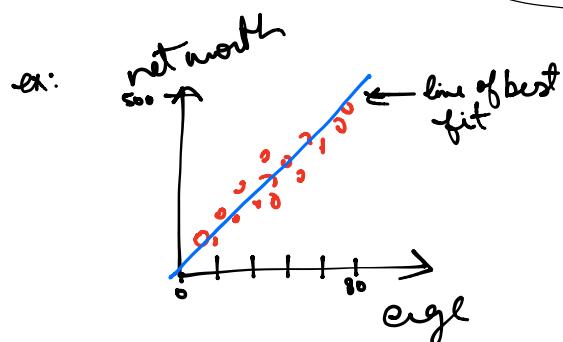
Discrete Out

fast/slow

Continuous Output

* Speed of car in mph

↳ a good generalization for



$$\text{net worth} \Rightarrow y = mx + c$$

$$N.W = 6.25 \text{Age} + C$$

$$N.W = 6.25 \text{Age}$$

↓
output \rightarrow target variable

Slope

↑
intercept

Input

* $y = mx + c$

Intercept c , is the y value when $x = 0$.

* you can use ex: `reg = LinearRegression().fit(X-train, Y-train)`
to fit the training data.

* R^2 : you can use `reg.score(X-test, Y-test)` to find out the coefficient of determination of the linear regression.

* `reg.score(X-train, Y-train)` to find out R^2 for train data set.

* Linear Regression error:

e.g. Error is actual answer vs what is predicted

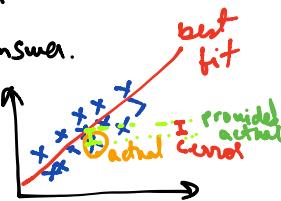
* error : actual answer - predicted answer.

* what does a good fit minimize .

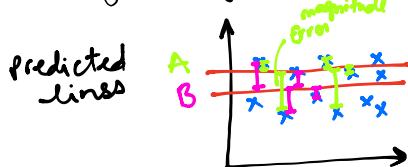
* Sum of Absolute error $\sum |Error|$

* Sum of Squared errors $\sum |Error|^2$

* In linear regression we use minimizing squared errors and gradient descent to minimize errors.



* Weakness of Sum of Absolute Errors:



* even though the sum of absolute errors is the same in both the predicted lines A & B.

* Line B represents a better fit, therefore use of Sum of Squared errors is a better

choice to determine the line of the best fit

* There could be many lines that minimize $\sum |Error|$, but only one line will minimize $\sum |Error|^2$

* AS you add data SSE data becomes larger since more data points are taken into consideration, even though the fit might be good. Therefore SSE is not a effective evaluation metric.

* R^2 : an effective evaluation metric

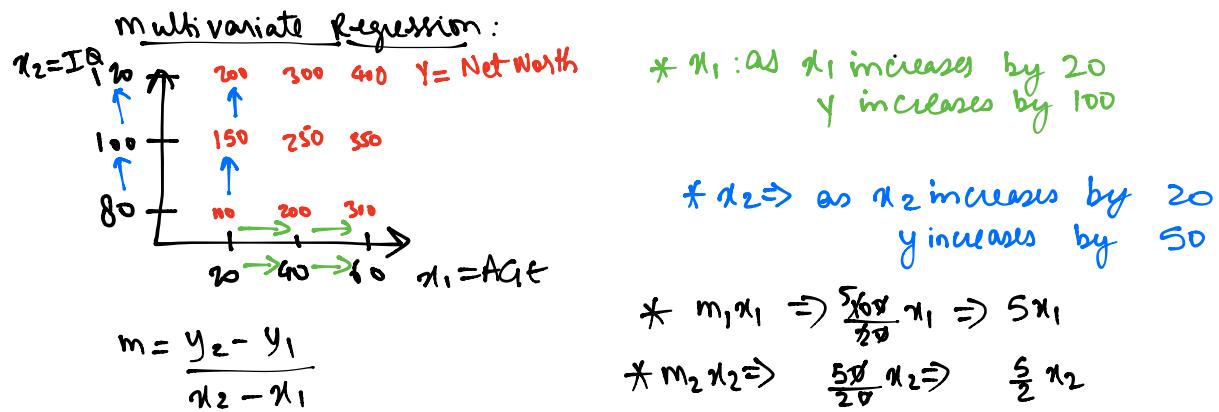
R^2 : is how much change in my output (y) is explained by my change in input (x)

$0.0 \leq R^2 \leq 1.0$ *doing a good job*

isn't doing a good job

Comparing Classification & Regression

<u>property</u>	Supervised Classification	Regression
output type	discrete	continuous (numbers)
what are you trying to find	decision boundary	"best" fit line
evaluation	accuracy	SSE "sum of squared errors" R^2



$$y = 5x_1 + \frac{5}{2}x_2 + c$$

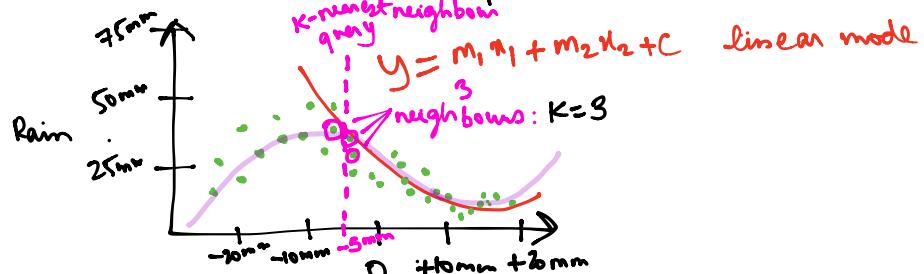
$$(20, 80, 100)$$

$$c = -200$$

$$y = 5x_1 + \frac{5}{2}x_2 - 200 //$$

- * Regression: can also be called Numerical Model
- * Parametric Regression: we represent using parameters: $y = m^{\text{function}} x + c$

- * e.g.: barometric pressure \rightarrow low: bad weather coming, high: good weather
* how much will it rain due to barometric pressure.



Instance Based methods: (Non parametric model) (we toss the data after finding the values in the eq)

- * K-nearest Neighbour: a data centric approach, instance based approach where we keep the data when we make a "query".

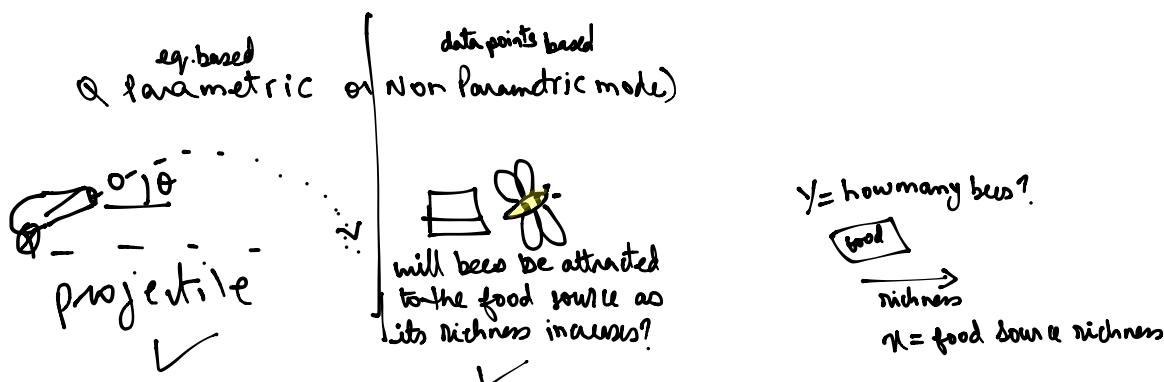
- * Suppose we want to find out how much will it rain when barometric reading is -5mm. We will make a query at $x=-5$ and find $K=3$ nearest neighbours to estimate how much it will rain at pressure -5mm.

- * How to Predict K-nearest neighbour: we take the mean of y values

- * if we do it over a lot of point we will get a nice "smooth hyperbola"

- * Kernel regression: we weigh the contribution of each neighbour point to how far they are in distance.

whereas in K-nearest neighbour we take equal weightage of each neighbour point



- * Projectile is well defined by a engineering equation, we can apply mathematical equation. Parametric

- * Bee is not defined by a mathematical solution. (Non-parametric)