

Supervised Learning

Essential Guide to Prediction & Classification

Machine Learning for Smarter Innovation

BSc Innovation & Design Thinking

What is Supervised Learning?

Definition

- Learning from **labeled examples**
- Input features $X \rightarrow$ Output labels y
- Algorithm learns mapping: $f(X) \approx y$

Two Main Tasks

- 1 **Regression:** Predict continuous values
 - House prices, sales forecasts
- 2 **Classification:** Predict categories
 - Spam detection, medical diagnosis



Real-World Examples

- Real estate pricing
- Email spam filtering
- Customer churn prediction
- Sales forecasting

Supervised learning transforms labeled historical data into predictive models - algorithms discover patterns from examples

The Supervised Learning Pipeline

Production ML Pipeline: End-to-End System

1. Training Phase

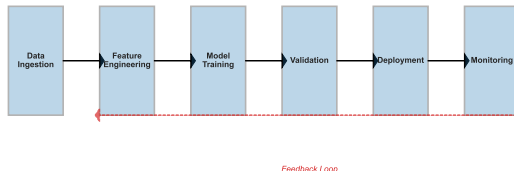
- Collect labeled data: $(X_1, y_1), \dots, (X_n, y_n)$
- Split: 70-80% training, 20-30% testing
- Algorithm learns pattern: $\hat{f}(X)$

2. Prediction Phase

- New input: X_{new}
- Apply model: $\hat{y} = \hat{f}(X_{new})$

3. Evaluation Phase

- Test on held-out data
- Measure: Accuracy, RMSE, F1



Critical Rule

NEVER test on training data!

Why?

- Cannot measure generalization
- Overestimates performance

Train-test split prevents overfitting evaluation - testing on unseen data reveals true generalization

Ordinary Least Squares (OLS)

Model: $y = \beta_0 + \beta_1 x_1 + \beta_2 x_2 + \dots + \epsilon$

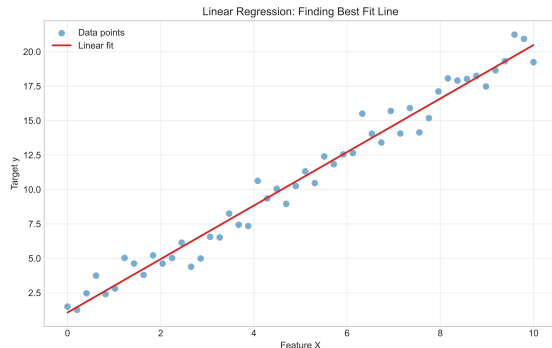
Goal: Minimize squared errors

$$\min_{\beta} \sum_{i=1}^n (y_i - \hat{y}_i)^2$$

Solution: $\hat{\beta} = (X^T X)^{-1} X^T y$

Key Properties

- Fast to compute
- Interpretable coefficients
- Works for linear relationships



For Classification: Logistic Regression

Maps linear to probability:

$$p(y = 1|x) = \frac{1}{1 + e^{-(\beta_0 + \beta^T x)}}$$

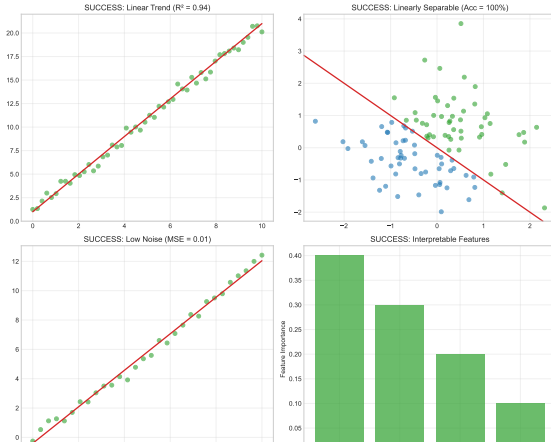
Decision boundary: $\beta_0 + \beta^T x = 0$

Linear methods form foundation - OLS for regression, logistic for classification

When Linear Methods Work (and When They Don't)

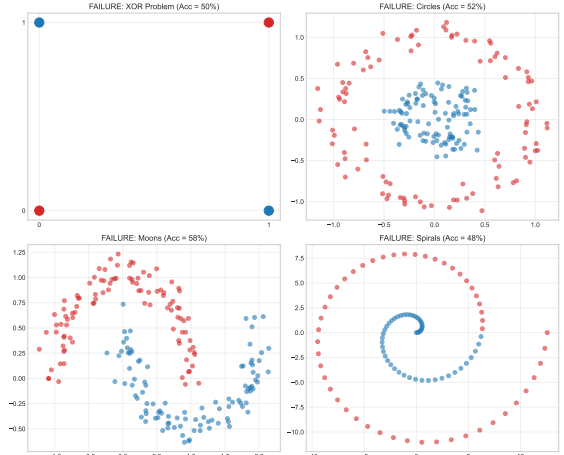
Success Cases

- **Simple patterns:** One feature predicts well
- **Monotonic:** More X \rightarrow more Y
- **Need interpretability**
- **Small datasets**



Failure Cases

- **Curved patterns**
- **Feature interactions**
- **Multiple regions**



Intuition: 20 Questions Game

Example: House Pricing

If sqft > 2000?

- YES: If bedrooms > 3? YES → \$520k, NO → \$450k
- NO: Predict \$280k

How It Works

- 1 Find best split (minimize error)
- 2 Recursively split each group
- 3 Stop at leaves (predictions)

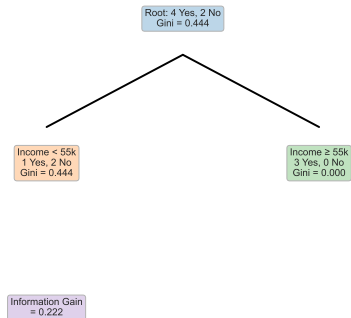
Advantages

- Interpretable (IF-THEN rules)
- Handles nonlinear patterns
- No scaling needed

Disadvantages

- Unstable, overfits easily

CART Algorithm: Tree Building with Numbers



Solution: Use Ensembles

Combine many trees to stabilize predictions

Decision trees mimic human step-by-step reasoning - interpretable but unstable alone, requiring ensemble methods for robustness

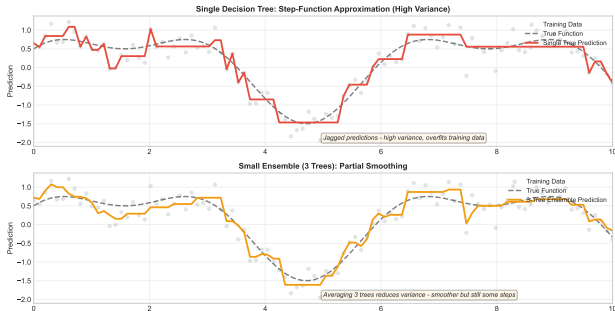
Ensemble Methods: Many Trees Better Than One

Random Forest: Multiple Diverse Trees



Each tree uses different features and splits due to bootstrap sampling - averaging reduces variance

Ensemble Smoothing: From Step Functions to Smooth Approximations



Random Forest

- Build 100-500 trees
- Random data + features
- Average predictions

Gradient Boosting

- Sequential trees
- Correct previous errors
- Weighted sum

Insight: Single tree is jagged, many trees smooth
Tools: XGBoost, LightGBM

Common Pitfalls to Avoid

1. Overfitting

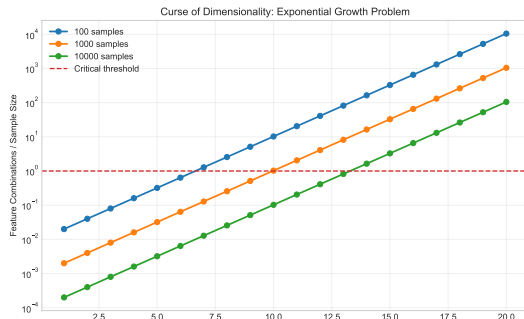
- Memorizes training data
- **Fix:** More data, cross-validation

2. Data Leakage

- Test info in training
- **Fix:** Strict separation

3. Wrong Metrics

- Accuracy for imbalanced data
- **Fix:** Use F1, AUC



4. Too Many Features

- Curse of dimensionality
- **Fix:** Feature selection

5. Ignoring Domain

- Blind algorithm application
- **Fix:** Feature engineering

Best Practices

- Split train/test first
- Cross-validate
- Sanity check predictions

Essential Workflow

1. Start Simple

- Begin with OLS baseline
- Add complexity only if needed

2. Proper Validation

- 70-80% train, 20-30% test
- Never touch test set until final
- Use cross-validation for tuning

3. Feature Engineering

- Handle missing values
- Encode categorical variables
- Scale features if needed

4. Choose Algorithm

- Need interpretability? → Linear or tree
- Need accuracy? → Random Forest or boosting
- Small data? → Keep it simple

Algorithm Comparison

Method	Pros	Cons
Linear	Fast, interpretable	Assumes linearity
Decision Tree	Interpretable, non-linear	Unstable
Random Forest	Accurate, robust	Less interpretable
Boosting	Highest accuracy	Slow, complex

Key Takeaways

- 1 Supervised learning needs **labeled data**
- 2 Two tasks: **regression** vs **classification**
- 3 Always **train-test split**
- 4 Start **simple**, add complexity if needed
- 5 **Ensembles** achieve best accuracy

Supervised learning success requires proper methodology - split data, start simple, validate rigorously

Decision Tree

```
from sklearn.tree import DecisionTreeRegressor

model = DecisionTreeRegressor(max_depth=5)
model.fit(X_train, y_train)
predictions = model.predict(X_test)
```

Random Forest

```
from sklearn.ensemble import RandomForestRegressor

model = RandomForestRegressor(n_estimators=100, max_depth=10)
model.fit(X_train, y_train)
predictions = model.predict(X_test)
```

For Classification

Just replace Regressor with Classifier

Scikit-learn provides simple, consistent API - fit, predict pattern works for all models

Gradient Boosting

```
from sklearn.ensemble import GradientBoostingRegressor

model = GradientBoostingRegressor(n_estimators=100, learning_rate=0.1)
model.fit(X_train, y_train)
predictions = model.predict(X_test)
```

Evaluation

```
from sklearn.metrics import mean_squared_error, r2_score

mse = mean_squared_error(y_test, predictions)
rmse = mse ** 0.5
r2 = r2_score(y_test, predictions)

print(f"RMSE: {rmse:.2f}")
print(f"R-squared: {r2:.3f}")
```

Always evaluate on held-out test set - RMSE measures prediction error, R-squared measures explained variance