

# CSC-411

## Artificial Intelligence

# Introduction to Machine Learning

## Classification





# Bayesian Classification

- A statistical classifier: performs probabilistic prediction, i.e., predicts class membership probabilities
- Foundation: Based on Bayes' Theorem.
- Performance: A simple Bayesian classifier, Naïve Bayes classifier, has comparable performance with decision tree and selected neural network classifiers.
- Incremental: Each training example can incrementally increase/decrease the probability that a hypothesis is correct — prior knowledge can be combined with observed data.
- Standard: Can provide a standard of optimal decision making against which other methods can be measured

# Bayesian Theorem

- Given training data  $X$ , posteriori probability of a hypothesis  $H$ ,  $P(H|X)$ , follows the Bayes theorem

$$P(H | \mathbf{X}) = \frac{P(\mathbf{X} | H)P(H)}{P(\mathbf{X})}$$

- Informally, this can be written as  
posteriori = likelihood x prior/evidence
- Predicts  $X$  belongs to  $C_2$  iff the probability  $P(C_i|X)$  is the highest among all the  $P(C_k|X)$  for all the  $k$  classes
- Practical difficulty: require initial knowledge of many probabilities, significant computational cost

# Naïve Bayesian Classifier: Training Dataset

Class:

C1:buys\_computer = 'yes'

C2:buys\_computer = 'no'

Data sample

X = (age <=30,

Income = medium,

Student = yes

Credit\_rating = Fair)

age	income	student	credit_rating	buys_computer
<=30	high	no	fair	no
<=30	high	no	excellent	no
31...40	high	no	fair	yes
>40	medium	no	fair	yes
>40	low	yes	fair	yes
>40	low	yes	excellent	no
31...40	low	yes	excellent	yes
<=30	medium	no	fair	no
<=30	low	yes	fair	yes
>40	medium	yes	fair	yes
<=30	medium	yes	excellent	yes
31...40	medium	no	excellent	yes
31...40	high	yes	fair	yes
>40	medium	no	excellent	no



# Naïve Bayesian Classifier: An Example

- $P(C_i)$ :  $P(\text{buys\_computer} = \text{"yes"}) = 9/14 = 0.643$

$$P(\text{buys\_computer} = \text{"no"}) = 5/14 = 0.357$$

- Compute  $P(X|C_i)$  for each class

$$P(\text{age} = \text{"<=30"} | \text{buys\_computer} = \text{"yes"}) = 2/9 = 0.222$$

$$P(\text{age} = \text{"<= 30"} | \text{buys\_computer} = \text{"no"}) = 3/5 = 0.6$$

$$P(\text{income} = \text{"medium"} | \text{buys\_computer} = \text{"yes"}) = 4/9 = 0.444$$

$$P(\text{income} = \text{"medium"} | \text{buys\_computer} = \text{"no"}) = 2/5 = 0.4$$

Therefore,  $X$  belongs to class ("buys\_computer = yes")

$$P(\text{student} = \text{"yes"} | \text{buys\_computer} = \text{"yes"}) = 6/9 = 0.667$$

$$P(\text{student} = \text{"yes"} | \text{buys\_computer} = \text{"no"}) = 1/5 = 0.2$$

$$P(\text{credit\_rating} = \text{"fair"} | \text{buys\_computer} = \text{"yes"}) = 6/9 = 0.667$$

$$P(\text{credit\_rating} = \text{"fair"} | \text{buys\_computer} = \text{"no"}) = 2/5 = 0.4$$

- $X = (\text{age} \leq 30, \text{income} = \text{medium}, \text{student} = \text{yes}, \text{credit\_rating} = \text{fair})$

$$P(X|C_i) : P(X|\text{buys\_computer} = \text{"yes"}) = 0.222 \times 0.444 \times 0.667 \times 0.667 = 0.044$$

$$P(X|\text{buys\_computer} = \text{"no"}) = 0.6 \times 0.4 \times 0.2 \times 0.4 = 0.019$$

$$P(X|C_i) \cdot P(C_i) : P(X|\text{buys\_computer} = \text{"yes"}) \cdot P(\text{buys\_computer} = \text{"yes"}) = 0.028$$

$$P(X|\text{buys\_computer} = \text{"no"}) \cdot P(\text{buys\_computer} = \text{"no"}) = 0.007$$

# Naiïve Bayesian Classifier: Comments

- Advantages

- Easy to implement
- Good results obtained in most of the cases

- Disadvantages

- Assumption: class conditional independence, therefore loss of accuracy
- Practically, dependencies exist among variables
  - E.g., hospitals: patients: Profile: age, family history, etc.
  - Symptoms: fever, cough etc., Disease: lung cancer, diabetes, etc.
  - Dependencies among these cannot be modeled by Naiïve Bayesian Classifier

- How to deal with these dependencies?

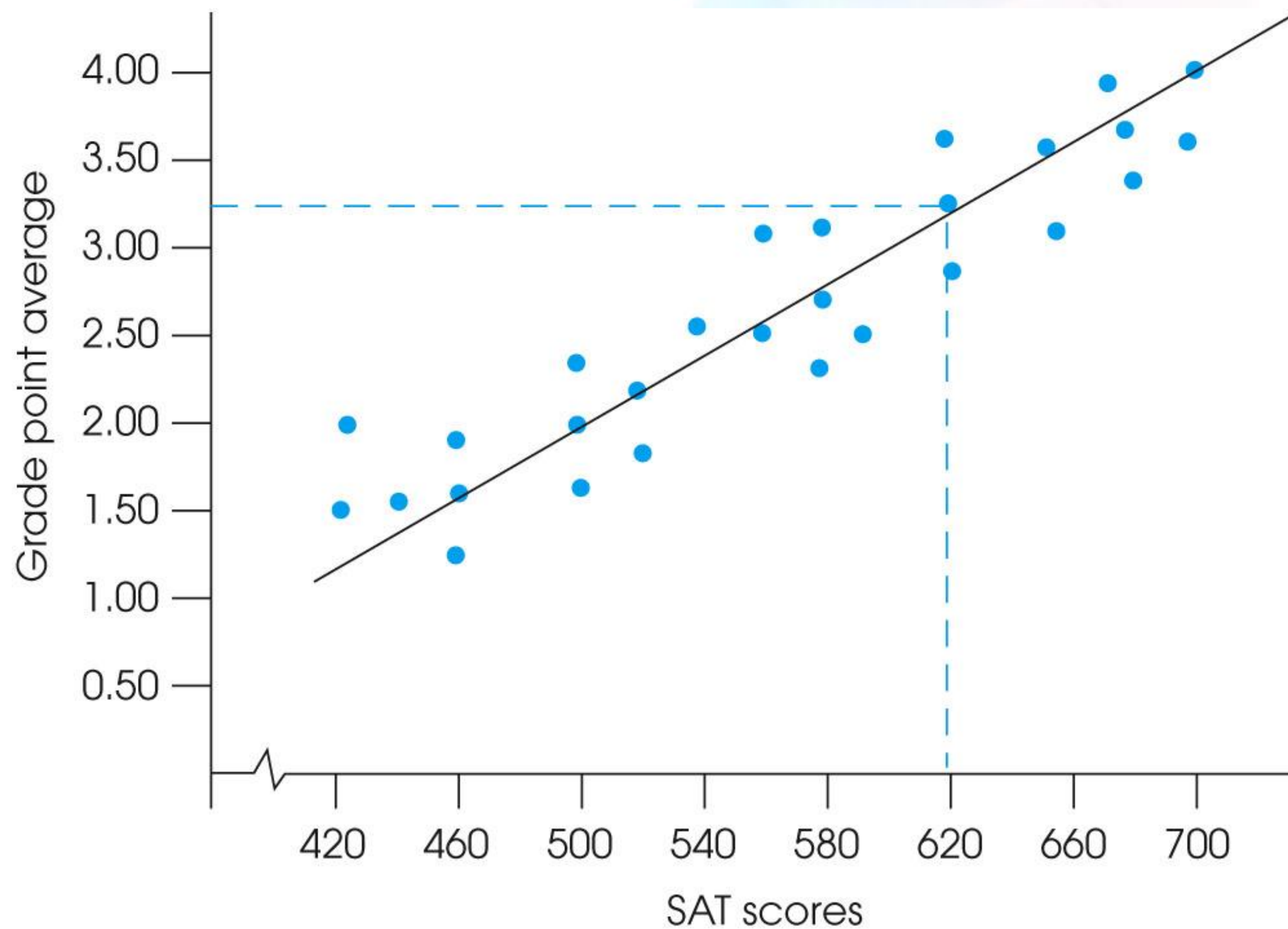
- Bayesian Belief Networks



# Linear Regression

- Regression is a statistical procedure that determines the equation for the straight line that best fits a specific set of data.
- Any straight line can be represented by an equation of the form  $Y = bX + a$ , where  $b$  and  $a$  are constants.
- The value of  $b$  is called the slope constant and determines the direction and degree to which the line is tilted.
- The value of  $a$  is called the Y-intercept and determines the point where the line crosses the Y-axis.

# Linear Regression





# Linear Regression (cont.)

- How well a set of data points fits a straight line can be measured by calculating the distance between the data points and the line.
- The total error between the data points and the line is obtained by squaring each distance and then summing the squared values.
- The regression equation is designed to produce the minimum sum of squared errors.

# Linear Regression (cont.)

$$x = w_0 + w_1 a_1 + w_2 a_2 + \dots + w_k a_k$$

- Calculate weights from training data
- Predicted value for first training instance  $a(1)$

$$w_0 a_0^{(1)} + w_1 a_1^{(1)} + w_2 a_2^{(1)} + \dots + w_k a_k^{(1)} = \sum_{j=0}^k w_j a_j^{(1)}$$



# Classification by regression

- Regression scheme be used for classification
- Two-class problem
  - Training: call the classes 0 and 1
  - Prediction: set a threshold for predicting class 0 or 1
- Multi-class problem: “multi-response linear regression”
  - Training: perform a regression for each class
    - Set output to 1 for training instances that belong to the class, 0 for instances that don't
  - Prediction: choose the class with the largest output... or use “pairwise linear regression”, which performs a regression for every pair of classes