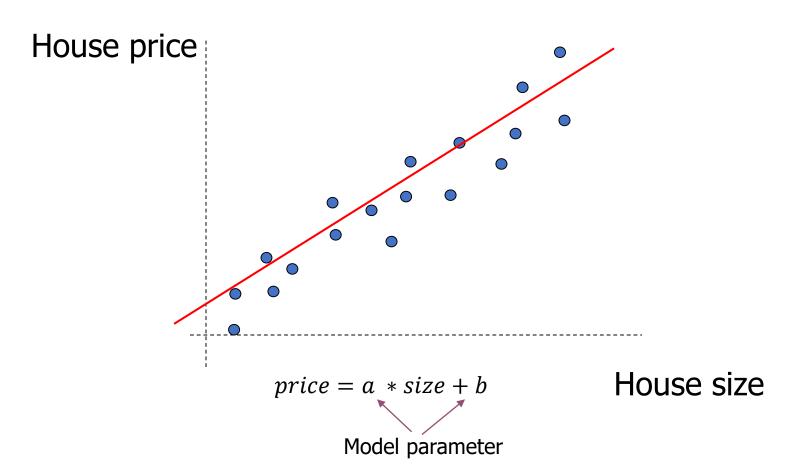
# CISC 372 Advanced Data Analytics L2- Review

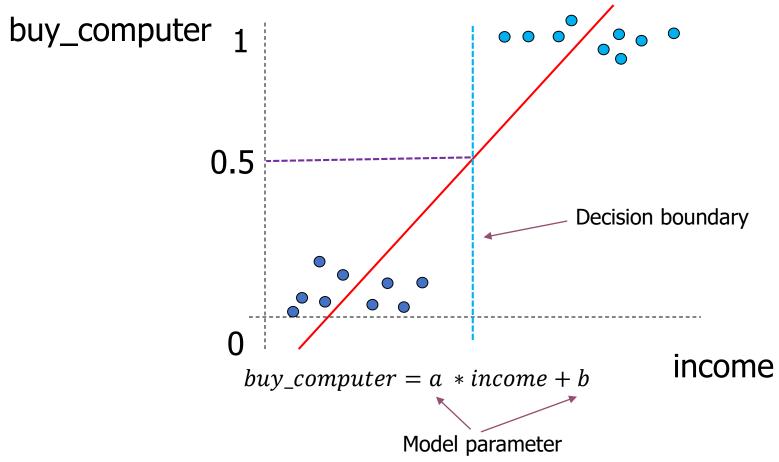
https://l1nna.com/course/cisc372/



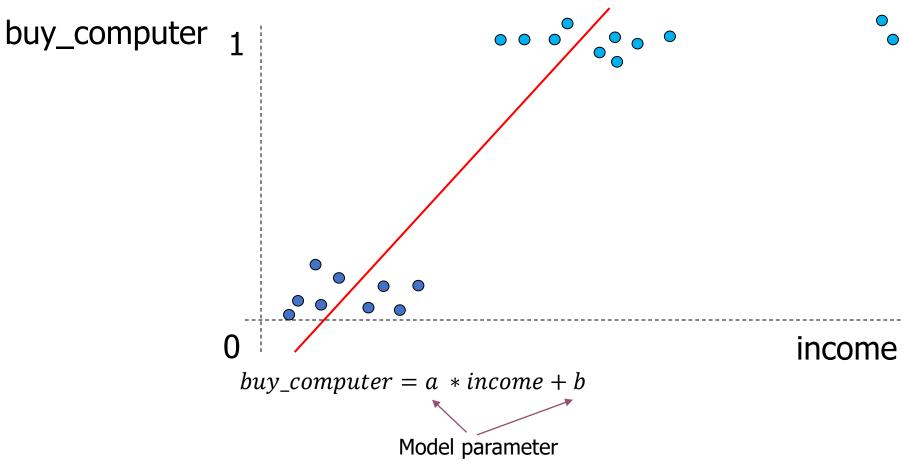
House Price Prediction (a prediction problem)



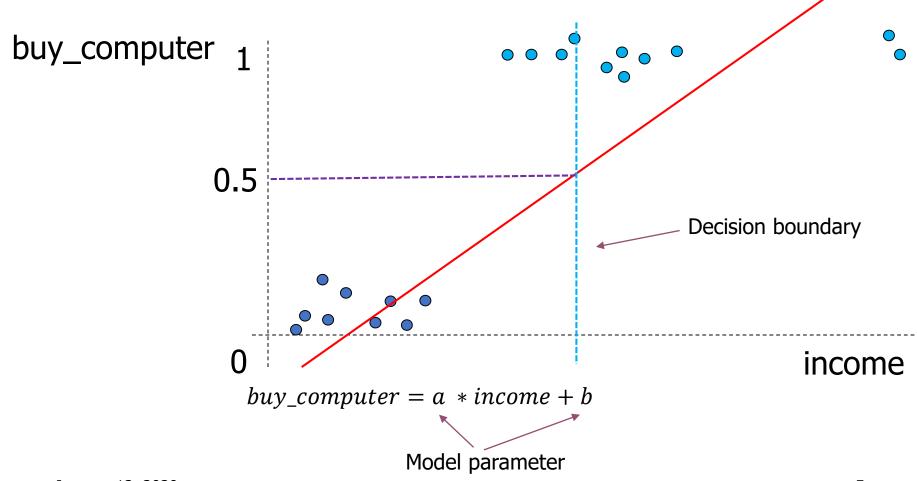
Linear Regression for Classification



Linear Regression for Classification

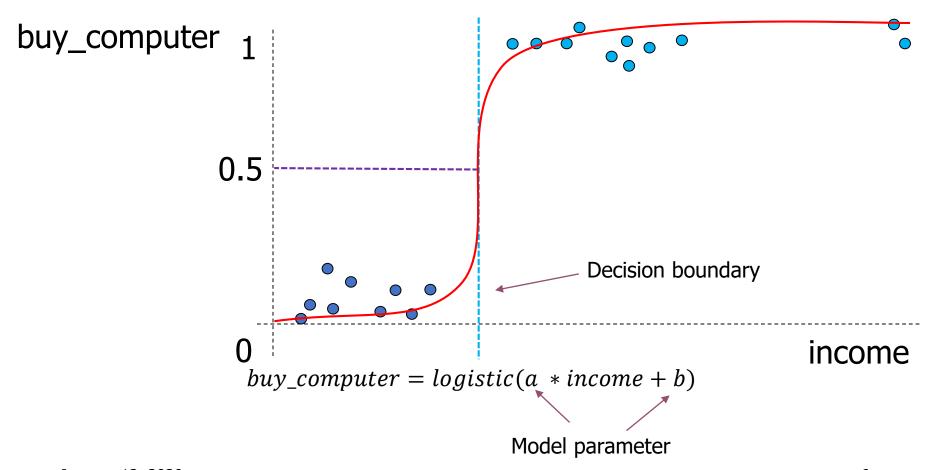


Linear Regression for Classification



## Logistic Regression

Logistic Regression for Classification



## Logistic Regression

- Logistic Regression for Classification
  - The logistic function rescales its input to between 0 and 1.
  - The logistic function transforms a straight curve into a 'S'-shape curve.
  - By default, it only handles binary classification task.
  - The prediction can be interpreted as probability
  - For multinominal class attribute, we use generalized linear regression with multinominal family (skip, but available in RapidMiner).

## Iris Dataset – Binary Classification

#### Feature:

■ Petal.Length

■ Petal.With

Species:

Versicolor: 1

Virginica: 0





Iris versicolor

Iris virginica

^	Petal.Width	Petal.Length	Species <sup>‡</sup>
99	1.1	3.0	1
100	1.3	4.1	1
101	2.5	6.0	0
102	1.9	5.1	0

#### Feature:

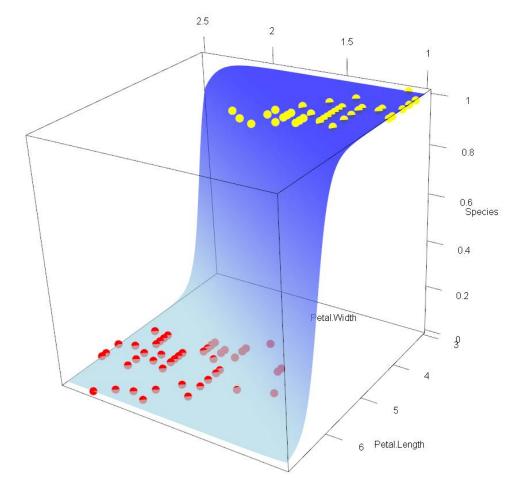
■ Petal.Length

■ Petal.With

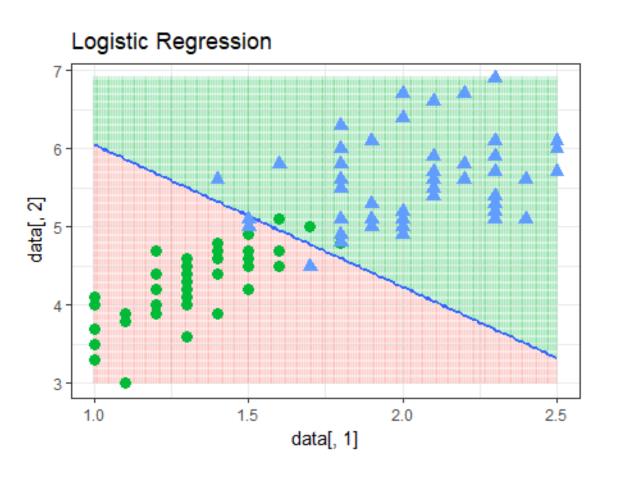
Species:

Versicolor: 1

Virginica: 0



 $prob(species) = logistic(a_0 * Petal.Width + a_1 * Petal.Length + b)$ 



#### Feature:

- Petal.Length
- Petal.With

Species:

Versicolor: 1

Virginica: 0

 $prob(species) = logistic(a_0 * Petal.Width + a_1 * Petal.Length + b)$ 

```
Coefficients:

Estimate Std. Error z value Pr(>|z|)

(Intercept) -45.272 13.610 -3.327 0.000879 ***

Petal.Width 10.447 3.755 2.782 0.005405 **

Petal.Length 5.755 2.306 2.496 0.012565 *
```

- Logistic Regression for Classification
  - Coefficient indicates how much the probability will increase/decrease if you increase/decrease the corresponding feature.
  - P-value (Pr) indicates if the correlation is significant between a feature and the class attribute.

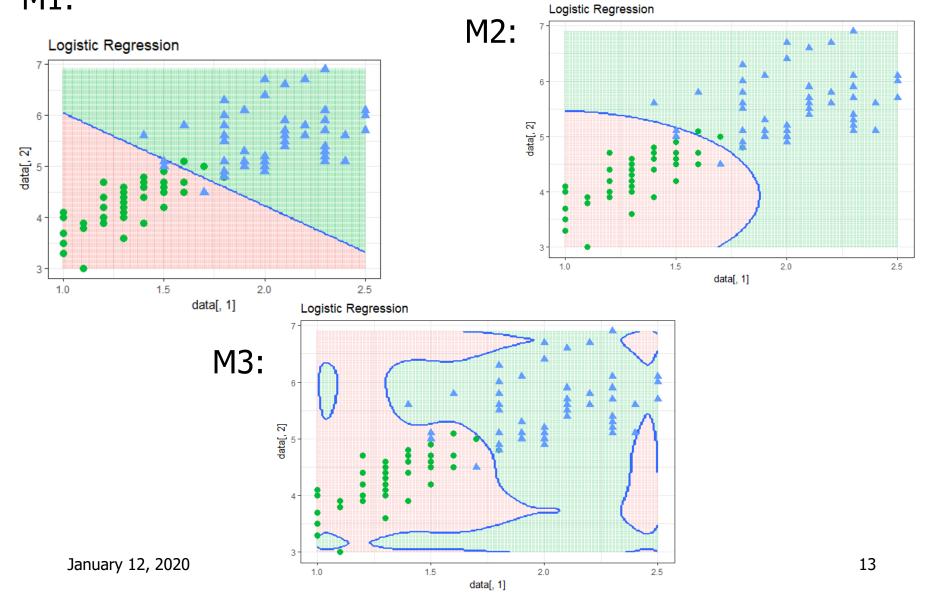
 We can add more feature combinations by introducing polynomial terms.

```
M1: prob(species) = logistic(a_0 * Petal.Width + a_1 * Petal.Length + b)

M2: prob(species) = logistic(a_0 * Petal.Width + a_1 * Petal.Length + a_2 * (Petal.Width)^2 + a_3 * (Petal.Length)^2 + b)

M3: prob(species) = logistic(a_0 * Petal.Width + a_1 * Petal.Length + a_2 * (Petal.Width)^2 + a_3 * (Petal.Length)^2 + a_4 * (Petal.Width)^3 + a_5 * (Petal.Length)^3 + a_6 * (Petal.Width)^4 + a_7 * (Petal.Length)^4 + a_8 * (Petal.Width)^5 + a_9 * (Petal.Length)^5 + a_{10} * (Petal.Width)^6 + a_{11} * (Petal.Length)^6 + a_{10} * (Petal.Width)^6 + a_{11} * (Petal.Length)^6 + a_{11} * (P
```

M1:



## Logistic Regression

- Logistic Regression for Classification
  - As the complexity of the model increases, the chance of over-fitting the training data increases.
- Solution Regularization:
  - Penalize the norm of the parameters. (i.e. scale)

```
price = logistic(a_0 * Petal.Width + a_1 * Petal.Length + a_2 * (Petal.Width)^2 + a_3 * (Petal.Length)^2
a_4 * (Petal.Width)^3 + a_5 * (Petal.Length)^3
a_6 * (Petal.Width)^4 + a_7 * (Petal.Length)^4
a_8 * (Petal.Width)^5 + a_9 * (Petal.Length)^5
a_{10} * (Petal.Width)^6 + a_{11} * (Petal.Length)^6
... + b)
```

# Regularization

- L-1 Regularization (Lasso)
  - Panelize the absolute norm of parameters.
  - $\bullet \sum_{i=1}^k |a_k|$
  - Encourage model sparsity (turn on/off some features)
- L-2 regularization (Ridge)
  - Panelize the squares of parameters.
  - $\sum_{i=1}^{k} (a_k)^2$
  - Make the parameters small in scale.
  - Make the decision boundary less curved.

Notebook Intro

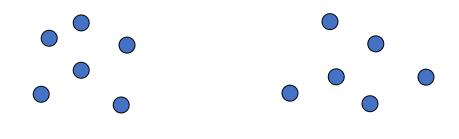
## Partitioning Algorithms: Basic Concept

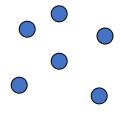
• Partitioning method: Partitioning a database D of n objects into a set of k clusters, such that the sum of squared distances is minimized (where  $c_i$  is the centroid or medoid of cluster  $C_i$ )

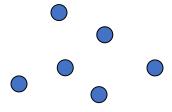
$$E = \sum_{i=1}^{k} \sum_{p \in C_i} (dist(p, c_i))^2$$

- Given k, find a partition of k clusters that optimizes the chosen partitioning criterion
  - Global optimal: exhaustively enumerate all partitions
  - Heuristic methods: k-means and k-medoids algorithms
  - <u>k-means</u> (MacQueen'67, Lloyd'57/'82): Each cluster is represented by the center of the cluster
  - <u>k-medoids</u> or PAM (Partition around medoids) (Kaufman & Rousseeuw'87): Each cluster is represented by one of the objects in the cluster

# Partitioning Algorithms: Basic Concept



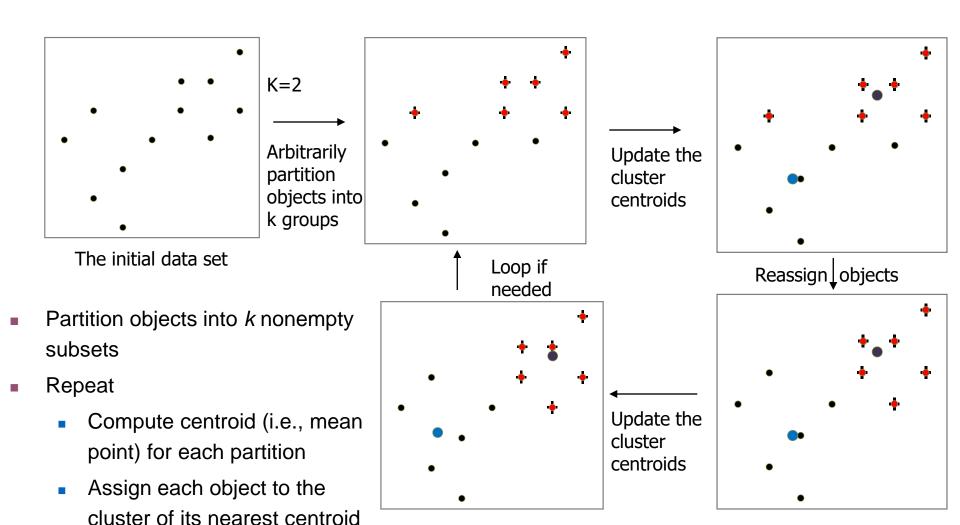




#### The K-Means Clustering Method

- Given k, the k-means algorithm is implemented in four steps:
  - 1. Partition objects into *k* nonempty subsets
  - Compute seed points as the centroids of the clusters of the current partitioning (the centroid is the center, i.e., mean point, of the cluster)
  - Assign each object to the cluster with the nearest seed point
  - 4. Go back to Step 2, stop when the assignment does not change

# An Example of K-Means Clustering



Until no change

#### Comments on the *K-Means* Method

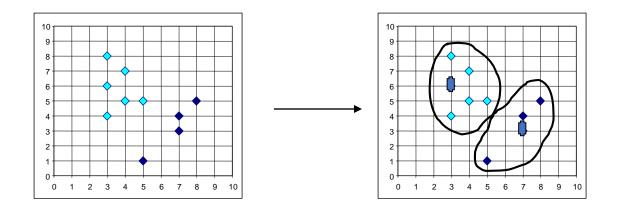
- <u>Strength:</u> <u>Efficient:</u> O(tkn), where n is # objects, k is # clusters, and t is # iterations. Normally, k, t << n.
- Comment: Often terminates at a local optimal

#### Weakness

- Applicable only to objects in a continuous n-dimensional space
  - Using the k-modes method for categorical data
  - In comparison, k-medoids can be applied to a wide range of data
- Need to specify *k*, the *number* of clusters, in advance (there are ways to automatically determine the best k (see Hastie et al., 2009)
- Sensitive to outliers
- Not suitable to discover clusters with non-convex shapes

#### What Is the Problem of the K-Means Method?

- The k-means algorithm is sensitive to outliers!
  - Since an object with an extremely large value may substantially distort the distribution of the data
- K-Medoids: Instead of taking the mean value of the object in a cluster as a reference point, medoids can be used, which is the most centrally located object in a cluster



## PAM (Partitioning Around Medoids) (1987)

- Find representative objects, called medoids, in clusters
- Use real object to represent the cluster
  - arbitrarily select k representative objects
  - repeat
    - assign each remaining object to nearest representative object  $o_i$
    - randomly select a non-representative object o<sub>random</sub>
    - compute the total cost, TC, of swapping  $o_j$  with  $o_{random}$
    - if TC < 0, **i** is replaced  $o_j$  by  $o_{random}$
  - until there is no change

## PAM: A Typical K-Medoids Algorithm

