

Statistics

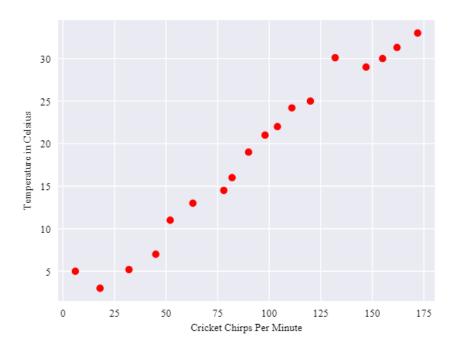
Linear Regression

Luca Pennella September 18th, 2024

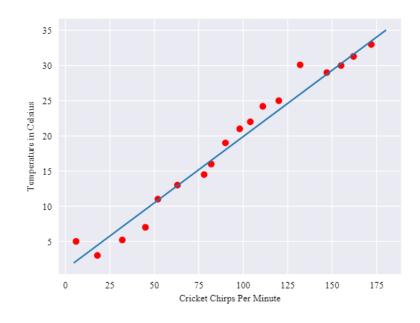
It has long been known that crickets (an insect species) chirp more frequently on hotter days than on cooler days. For decades, professional and amateur scientists have cataloged data on chirps-per-minute and temperature. As a birthday gift, your Aunt Ruth gives you her cricket database and asks you to learn a model to predict this relationship. Using this data, you want to explore this relationship.



First, examine your data by plotting it:



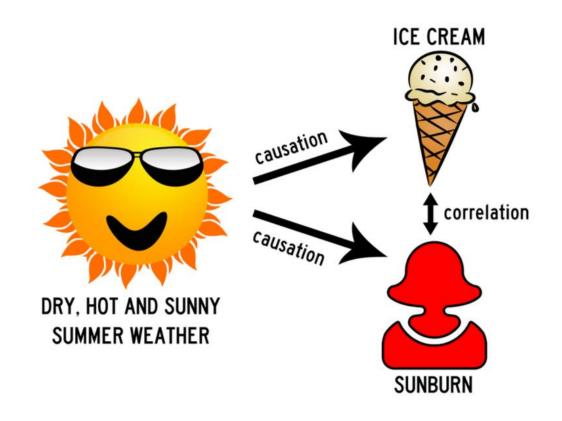
As expected, the plot shows the temperature rising with the number of chirps. Is this relationship between chirps and temperature linear? Yes, you could draw a single straight line like the following to approximate this relationship:



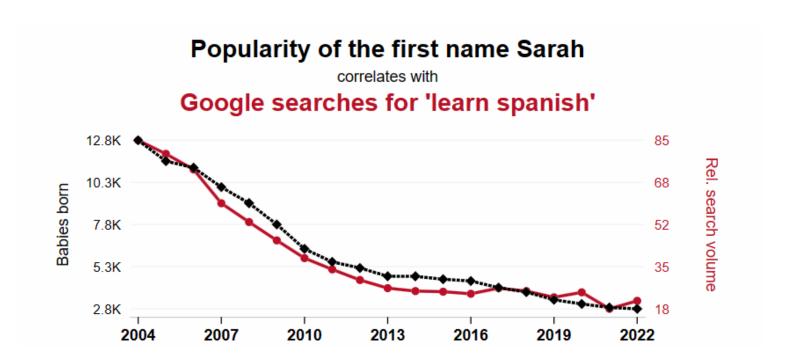
True, the line doesn't pass through every dot, but the line does clearly show the relationship between chirps and temperature. Using the equation for a line, you could write down this relationship as follows:

$$y = mx + b$$

Causality vs correlation: spurious correlations



Causality vs correlation: spurious correlations



$$y = mx + b + \epsilon$$

- y is the temperature in Celsius—the value we're trying to predict.
- **m** is the slope of the line.
- **x** is the number of chirps per minute—the value of our input feature-
- **b** s the y-intercept.
- **c** represents the error

By convention in machine learning, you'll write the equation for a model slightly differently:

$$y' = b + w_1 x_1 + e_1$$

where:

- y' is the predicted label (a desired output).
- **b** is the bias (the y-intercept), sometimes referred to as wo
- w₁ is the weight of feature 1.
- x1 is a feature (a known input).
- e1 is the residual.

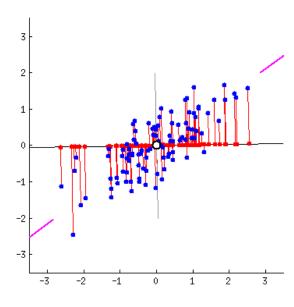
To **infer** (predict) the temperature y' for a new chirps-per-minute value x_1 , just substitute the x_1 value into this model.

How can we tell if the line is right?

The residuals represent an estimate of the error.

$$e_i = y_i - \hat{y}_i$$

Please note, the estimated y is also reported with a 'hat' on its head.



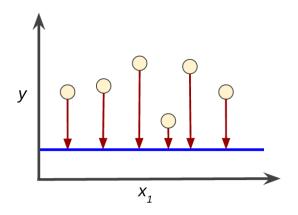
Training a model simply means learning (determining) good values for all the weights and the bias from labeled examples.

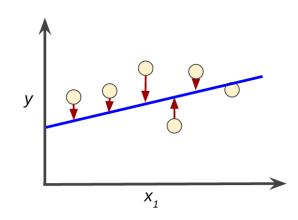
In supervised learning, a machine learning algorithm builds a model by examining many examples and attempting to find a model that minimizes loss.

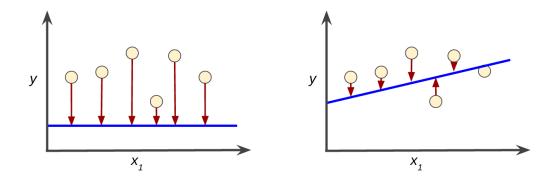
Loss is the penalty for a bad prediction. That is, **loss** is a number indicating how bad the model's prediction was on a single example. If the model's prediction is perfect, the loss is zero; otherwise, the loss is greater. The goal of training a model is to find a set of weights and biases that have *low* loss, on average, across all examples.

For example, Figure shows a high loss model on the left and a low loss model on the right. Note the following about the figure:

- •The arrows represent loss.
- •The blue lines represent predictions.







Notice that the arrows in the left plot are much longer than their counterparts in the right plot. Clearly, the line in the right plot is a much better predictive model than the line in the left plot.

You might be wondering whether you could create a mathematical function—a loss function—that would aggregate the individual losses in a meaningful fashion.

The linear regression models we'll examine here use a loss function called **squared loss** (also known as L_2 loss). The squared loss for a single example is as follows.

Mean square error (**MSE**) is the average squared loss per example over the whole dataset. To calculate MSE, sum up all the squared losses for individual examples and then divide by the number of examples:

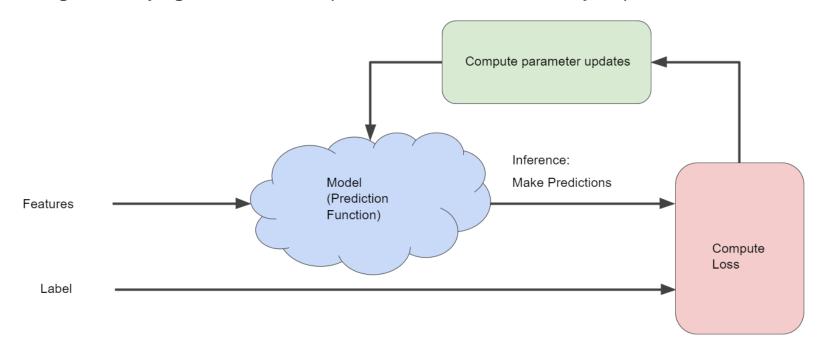
$$MSE = rac{1}{N} \sum_{(x,y) \in D} (y - prediction(x))^2$$

Loss function as game

In this game, the "hidden object" is the best possible model. You'll start with a wild guess ("The value of w_1 is 0.") and wait for the system to tell you what the loss is.

Then, you'll try another guess ("The value of w_1 is 0.5.") and see what the loss is. Aah, you're getting warmer. Actually, if you play this game right, you'll usually be getting warmer.

The real trick to the game is trying to find the best possible model as efficiently as possible.



Iterative strategies are prevalent in machine learning, primarily because they scale so well to large data sets.

Theoretical assumptions of the model

They are also verified by the graphs of the residuals, which reflect important properties.

- •Linearity: $E(\epsilon_i) = 0$
- •Homoschedasticity: $VAR(\epsilon_i) = \sigma^2$
- •Normality: $\epsilon_i \sim \mathcal{N}(0, \sigma^2) i.i.d.$
- •Identifiability: xi not all equal $\ i=1,\dots,n$

Thus

$$y_i \sim \mathcal{N}(\alpha + \beta x_i; \sigma^2)$$

With yi independent

How do we assess the goodness of a model?

$$\sum_{i=1}^{n} (y_i - \bar{y})^2 = \sum_{i=1}^{n} (\hat{y}_i - \bar{y})^2 + \sum_{i=1}^{n} (y_i - \hat{y}_i)^2$$
TSS = ESS + RSS

Total deviance = Deviance explained by the model + Deviance of the residuals

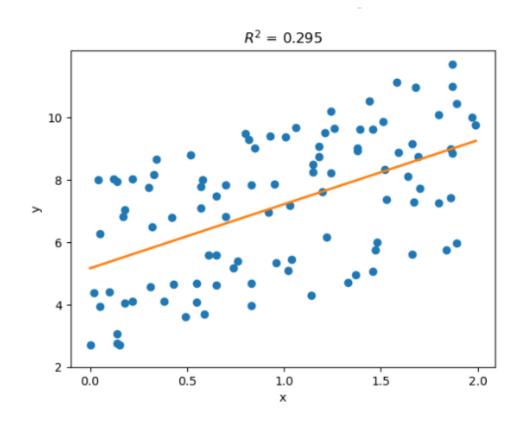
How do we assess the goodness of a model?

$$R^2 = 1 - \frac{RSS}{TSS}$$

The linear determination index represents the amount of variability explained by the model.

It takes values between 0 and 1: values closer to 1 are preferable.

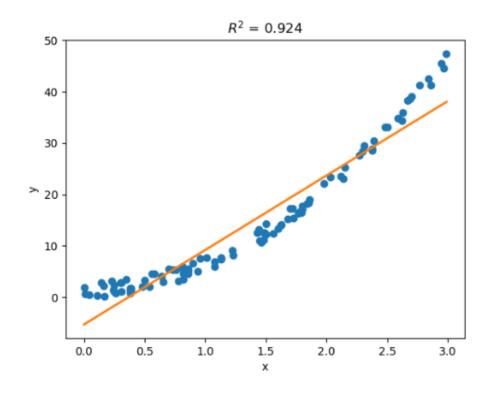
A result from Python



OLS Regression Results

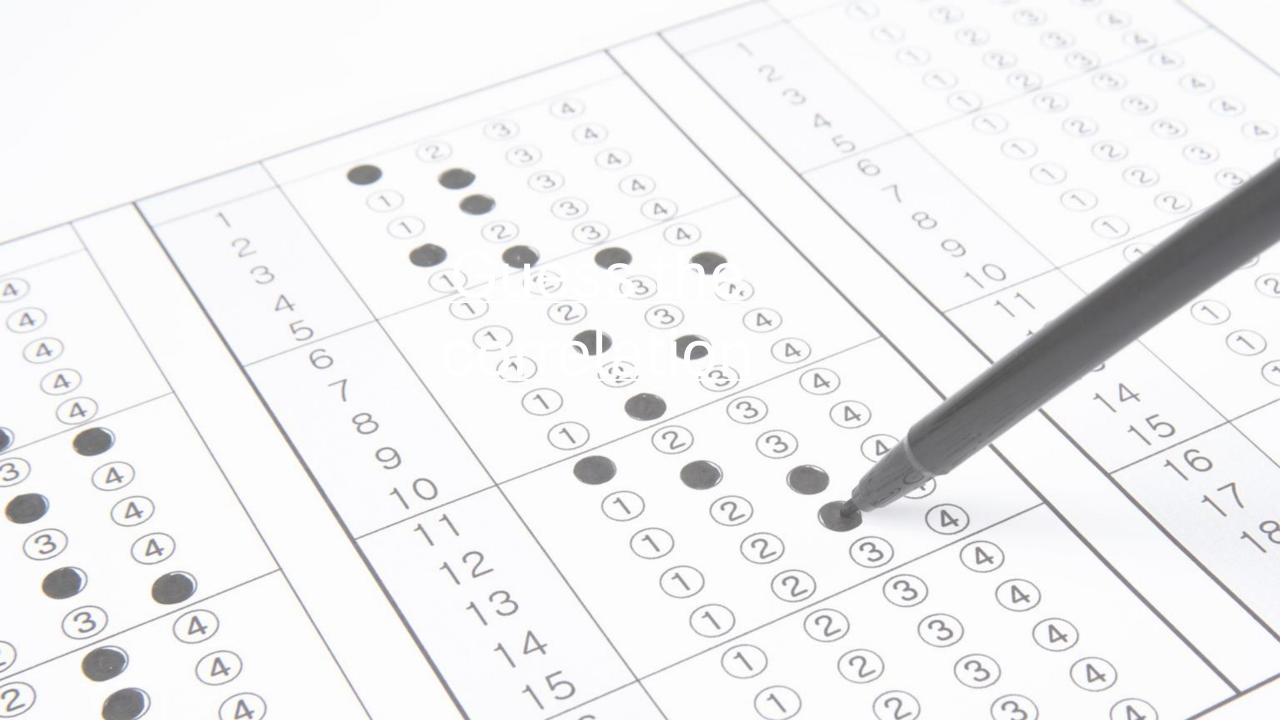
Dep. Variable:		у [R-square	d:		0.295					
Model:	OLS		Adj. R-squared:			0.288					
Method:	Least Squares		F-statistic:			41.06					
Date:	Fri, 26 Jan 20	024 I	Prob (F-	statisti	c):	5.16e-09					
Time:	15:30	:24	Log-Like	lihood:		-204.11					
No. Observations:		100	AIC:			412.2					
Df Residuals:		98	BIC:			417.4					
Df Model:		1									
Covariance Type:	nonrob	ust									
	coef std err		t	P> t	[0.025	0.975]					
const 5.1	1683 0.365	14.	143	0.000	4.443	5.893					
x1 2.6	9530 0.320	6.4	408	0.000	1.417	2.689					
Omnibus:	52.9	938 1	Durbin-W	latson:		1.934					
Prob(Omnibus):	0.0	000	Jarque-B	Bera (JB)	:	7.429					
Skew:	-0.3	170 I	Prob(JB)	:		0.0244					
Kurtosis:	1.	709 (Cond. No			3.64					

A result from Python

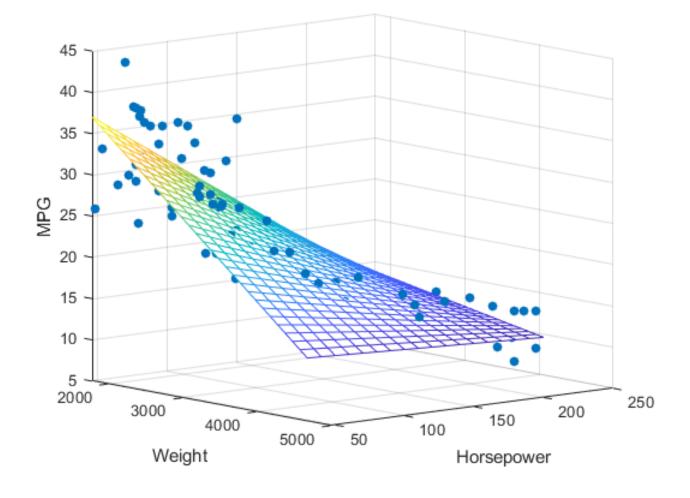


OLS Regression Results

Dep. Variab	le:		У	R-squ	ared:		0.924
Model:		OLS		Adj. R-squared:			0.923
Method:		Least Squares		F-statistic:			1185.
Date:		Fri, 26 Jan 2024		Prob (F-statistic):			1.57e-56
Time:		15:31	:05	Log-L	ikelihood:		-269.05
No. Observat	tions:		100	AIC:			542.1
Df Residual:	s:		98	BIC:			547.3
Df Model:			1				
Covariance	Type:	nonrob	ust				
	coef	f std err		t	P> t	[0.025	0.975]
const	-5.3338	0.667	-7	7.994	0.000	-6.658	-4.010
x1	14.499	0.421	34	4.417	0.000	13.663	15.335
Omnibus:		8.4	403	Durbi	n-Watson:		1.906
Prob(Omnibus	s):	0.0	015	Jarqu	e-Bera (JB):		6.789
Skew:		0.	536	Prob(JB):		0.0336
Kurtosis:		2.	307	Cond.	No.		3.84



What if we wanted to introduce more than one explanatory variable?





Statistics

Multiple Linear Regression

Multiple Linear Regression

$$y_i = \beta_0 + \beta_1 x_{i1} + \beta_2 x_{i2} + \dots + \beta_p x_{ip} + \epsilon_i$$

Let us assume for the explanatory variables:

- x_{ij} are known and constant
- the variables are linearly independent of each other

In addition:
$$\epsilon_i \sim \mathcal{N}(0, \sigma^2)$$

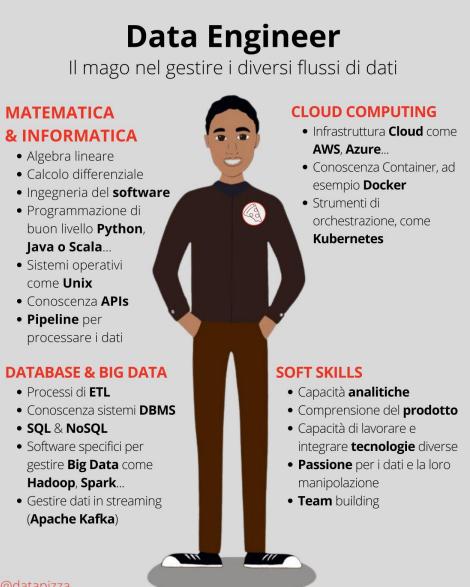
How do we assess the goodness of a model?

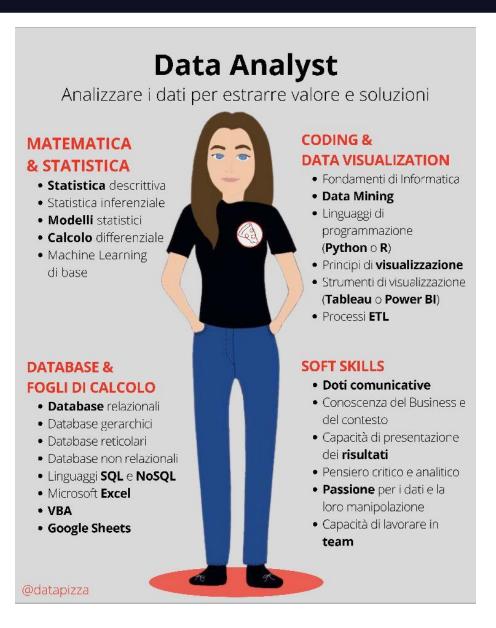
The coefficient of linear determination R^2 grows monotonically as the number of covariates increases, even though they are not very influential.

A slightly modified index is used, which penalises models with a large number of variables.

R² corrected (or adjusted)

$$\bar{R}^2 = 1 - \frac{n-1}{n-p-1} \cdot \frac{\text{RSS}}{\text{TSS}}$$





Data Scientist

Quando essere multidisciplinari è un punto di forza

MATEMATICA & STATISTICA

- Algebra lineare
- Calcolo differenziale
- Modellazione Statistica
- Inferenza Bayesiana
- Machine Learning
- Deep Learning
- Ottimizzazione

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CODING & DATA VISUALIZATION

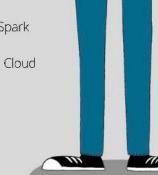
- Fondamenti di Informatica
- Strutture Dati
- Linguaggi di programmazione (Python o R)
- Principi di visualizzazione
- Strumenti di visualizzazione (Tableau o Power BI)



- Database relazionali (SQL)
- Database non relazionali (MongoDB)
- MapReduce / Spark
- Hadoop
- Fondamenti di Cloud
 Computing

SOFT SKILLS

- Capacità di riportare i risultati
- Capacità di trasformare risultati in decisioni/azioni
- Problem Solving
- Passione per i dati e la loro manipolazione
- Capacità di lavorare in team
- Voglia di mettersi in gioco e apprendere continuamente



Data Journalist

- · <u>Wikipedia</u> (some examples of enquiry and historical background).
- Deck of UniSalento slides with some historical background on Data Journalism and 'lean' and interesting examples of the application of data analysis in journalism/information

