

# CS 440: Introduction to Artificial Intelligence

## Lecture 14

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## Supervised categorization—Recap

- ▶ Infer category of real-world object from features
- ▶ Start from examples
- ▶ Learn decision boundary
- ▶ Apply learned rule to new cases

## Understanding classification via probability—Recap

We want to decide the most likely category

- ▶ Compute  $P(C = c_1 | O = o)$
- ▶ Compute  $P(C = c_2 | O = o)$ , etc.
- ▶ Pick whichever one is the largest

Allows us to describe the optimum decision boundary

## Naive Bayes assumption—Recap

- ▶ Ignore certain kinds of interactions in world
- ▶ Lets you use same data to learn multiple relationships
- ▶ Mathematically:

$$P(F_i|C) = P(F_i|C, F_1 \dots F_{i-1})$$

- ▶ As a result:

$$P(F_1 \dots F_n|C) = P(F_1|C)P(F_2|C) \dots P(F_n|C)$$

## Back to our case study

We have this training data:

$T$	$S$	$C$	count
$T = w_1$	$S = h_1$	$C = c_1$	32
$T = f_2$	$S = h_1$	$C = c_1$	8
$T = w_1$	$S = t_2$	$C = c_1$	16
$T = f_2$	$S = t_2$	$C = c_1$	4
$T = w_1$	$S = h_1$	$C = g_2$	4
$T = f_2$	$S = h_1$	$C = g_2$	6
$T = w_1$	$S = t_2$	$C = g_2$	12
$T = f_2$	$S = t_2$	$C = g_2$	18

We will build a Naive Bayes model

# What is step 1?

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Compute the priors

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Compute the priors

$$P(C = c_1)$$

$$P(C = g_2)$$



## Compute the Priors

$T$	$S$	$C$	count
$T = w_1$	$S = h_1$	$C = c_1$	32
$T = f_2$	$S = h_1$	$C = c_1$	8
$T = w_1$	$S = t_2$	$C = c_1$	16
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$T = f_2$	$S = h_1$	$C = g_2$	6
$T = w_1$	$S = t_2$	$C = g_2$	12
$T = f_2$	$S = t_2$	$C = g_2$	18

$$P(C = c_1) =$$

$$P(C = g_2) =$$

## Compute the Priors

$T$	$S$	$C$	count
$T = w_1$	$S = h_1$	$C = c_1$	32
$T = f_2$	$S = h_1$	$C = c_1$	8
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$T = f_2$	$S = t_2$	$C = g_2$	18

$$P(C = c_1) = 0.6$$

$$P(C = g_2) = 0.4$$

# What is step 2?

## What is step 2?

Compute the likelihoods

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Compute the likelihoods

$$P(T = w_1 | C = c_1)$$

$$P(T = f_2 | C = c_1)$$

$$P(T = w_1 | C = g_2)$$

$$P(T = f_2 | C = g_2)$$

and

$$P(S = h_1 | C = c_1)$$

$$P(S = t_2 | C = c_1)$$

$$P(S = h_1 | C = g_2)$$

$$P(S = t_2 | C = g_2)$$

## Compute the Likelihoods

$T$	$S$	$C$	count
$T = w_1$	$S = h_1$	$C = c_1$	32
$T = f_2$	$S = h_1$	$C = c_1$	8
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$T = w_1$	$S = t_2$	$C = g_2$	12
$T = f_2$	$S = t_2$	$C = g_2$	18

$$P(T = w_1 | C = c_1) =$$

$$P(T = f_2 | C = c_1) =$$

$$P(T = w_1 | C = g_2) =$$

$$P(T = f_2 | C = g_2) =$$

## Compute the Likelihoods

$T$	$S$	$C$	count
$T = w_1$	$S = h_1$	$C = c_1$	32
$T = f_2$	$S = h_1$	$C = c_1$	8
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$$P(T = w_1 | C = c_1) = .8$$

$$P(T = f_2 | C = c_1) = .2$$

$$P(T = w_1 | C = g_2) = .4$$

$$P(T = f_2 | C = g_2) = .6$$

## Compute the Likelihoods

$T$	$S$	$C$	count
$T = w_1$	$S = h_1$	$C = c_1$	32
$T = f_2$	$S = h_1$	$C = c_1$	8
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$T = f_2$	$S = t_2$	$C = g_2$	18

$$P(S = h_1 | C = c_1) =$$

$$P(S = t_2 | C = c_1) =$$

$$P(S = h_1 | C = g_2) =$$

$$P(S = t_2 | C = g_2) =$$



## Compute the Likelihoods

$T$	$S$	$C$	count
$T = w_1$	$S = h_1$	$C = c_1$	32
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$$P(S = h_1 | C = c_1) = \frac{2}{3}$$

$$P(S = t_2 | C = c_1) = \frac{1}{3}$$

$$P(S = h_1 | C = g_2) = .25$$

$$P(S = t_2 | C = g_2) = .75$$

## Classifying a new example

New item comes in:  $T = f_2$ ,  $S = h_1$ .  
What do you do?

$$T = f_2, S = h_1$$

Model:

$$\begin{array}{lll}
 P(C = c_1) = 0.6 & P(T = w_1 | C = c_1) = .8 & P(S = h_1 | C = c_1) = \frac{2}{3} \\
 P(C = g_2) = 0.4 & P(T = f_2 | C = c_1) = .2 & P(S = t_2 | C = c_1) = \frac{1}{3} \\
 & P(T = w_1 | C = g_2) = .4 & P(S = h_1 | C = g_2) = .25 \\
 & P(T = f_2 | C = g_2) = .6 & P(S = t_2 | C = g_2) = .75
 \end{array}$$

What do we compute?

$$T = f_2, S = h_1$$

Model:

$$\begin{array}{lll}
 P(C = c_1) = 0.6 & P(T = w_1 | C = c_1) = .8 & P(S = h_1 | C = c_1) = \frac{2}{3} \\
 P(C = g_2) = 0.4 & P(T = f_2 | C = c_1) = .2 & P(S = t_2 | C = c_1) = \frac{1}{3} \\
 & P(T = w_1 | C = g_2) = .4 & P(S = h_1 | C = g_2) = .25 \\
 & P(T = f_2 | C = g_2) = .6 & P(S = t_2 | C = g_2) = .75
 \end{array}$$

What do we compute?

- ▶  $P(C = c_1) \times P(T = f_2 | C = c_1) \times P(S = h_1 | C = c_1)$
- ▶  $P(C = g_2) \times P(T = f_2 | C = g_2) \times P(S = h_1 | C = g_2)$

$$T = f_2, S = h_1$$

Model:

$$\begin{array}{lll}
 P(C = c_1) = 0.6 & P(T = w_1 | C = c_1) = .8 & P(S = h_1 | C = c_1) = \frac{2}{3} \\
 P(C = g_2) = 0.4 & P(T = f_2 | C = c_1) = .2 & P(S = t_2 | C = c_1) = \frac{1}{3} \\
 & P(T = w_1 | C = g_2) = .4 & P(S = h_1 | C = g_2) = .25 \\
 & P(T = f_2 | C = g_2) = .6 & P(S = t_2 | C = g_2) = .75
 \end{array}$$

What do we compute?

- ▶  $P(C = c_1) \times P(T = f_2 | C = c_1) \times P(S = h_1 | C = c_1) = .6 \times .2 \times \frac{2}{3} = .08$
- ▶  $P(C = g_2) \times P(T = f_2 | C = g_2) \times P(S = h_1 | C = g_2) = .4 \times .6 \times .25 = .06$

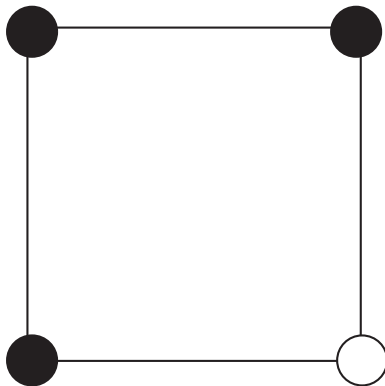
## Evaluation Questions

- ▶ Is the Naive Bayes assumption justified in this example?
- ▶ What error do you expect for the learned classifier?

Depend on how estimated parameters relate to actual data.

## Need for More General Algorithms

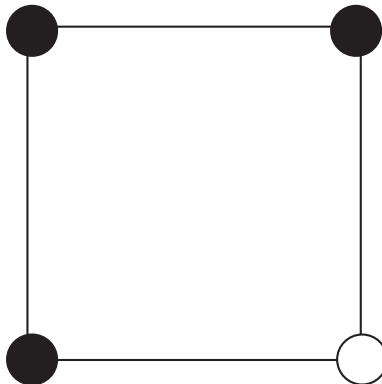
Intuition — simple case



We know what the decision boundary should be here

## Need for More General Algorithms

Intuition — simple case



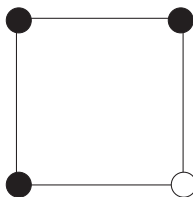
Naive Bayes might not find this  
if independence assumptions are violated



## Example

$A$	$B$	$C$	$P(A \& B \& C)$
0	0	0	.10
0	0	1	.15
0	1	0	.10
0	1	1	.15
1	0	0	.25
1	0	1	0
1	1	0	.10
1	1	1	.15

Supports classification rule:



## Example

$A$	$B$	$C$	$P(A \& B \& C)$
0	0	0	.10
0	0	1	.15
0	1	0	.10
0	1	1	.15
1	0	0	.25
1	0	1	0
1	1	0	.10
1	1	1	.15

Naive Bayes parameters:

$$P(C = 0) = 11/20$$

$$P(C = 1) = 9/20$$

$$P(A = 0|C = 0) = 4/11$$

$$P(B = 0|C = 0) = 7/11$$

$$P(A = 0|C = 1) = 6/9$$

$$P(B = 0|C = 1) = 3/9$$

## Example

Actual distribution:

$A$	$B$	$C$	$P(A \& B \& C)$
0	0	0	.10
0	0	1	.15
0	1	0	.10
0	1	1	.15
1	0	0	.25
1	0	1	0
1	1	0	.10
1	1	1	.15

Naive Bayes distribution:

$A$	$B$	$C$	$P(A \& B \& C)$
0	0	0	.127
0	0	1	.100
0	1	0	.072
0	1	1	.200
1	0	0	.222
1	0	1	.050
1	1	0	.127
1	1	1	.100

## Example

Naive Bayes model learns wrong rules

- ▶ Classifies  $A = 0, B = 0$  as  $C = 0$
- ▶ Classifies  $A = 1, B = 1$  as  $C = 0$
- ▶ Best rule is to output  $C = 1$  for these cases

Even though best rule is one it can represent!

# Linear Classifiers

Equation (2D):

$$ax + by > 1$$

Or:

$$w_1x_1 + w_2x_2 > 1$$

Or (any number of dimensions):

$$w \cdot x > 1$$