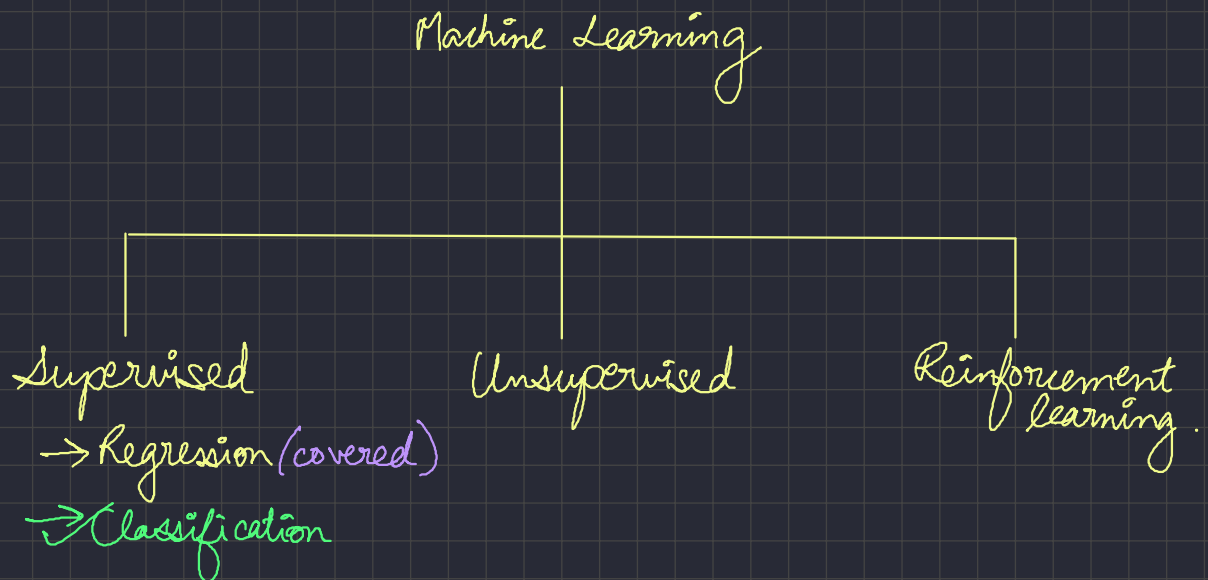


Classifiers and classification.

Tree for Machine Learning:



Q. > What is a Classifier (?)

Inputs
 x_1

x_2

x_3

x_4



label 1

label 2

Output

[set of classes].

labels.
 $\{0, 1, 2\}$

$\{ \text{'tall'}, \text{'short'} \}$

email classifier $\{ \text{'spam'}, \text{'ham'} \}$

only discrete values allowed.

Output = $\{ \tilde{x}_1, \tilde{x}_2 : \text{label 1} \}$
 $\tilde{x}_3, \tilde{x}_4 : \text{label 2} \}$

Difference b/w Classifier v/s classification model

Algorithm itself

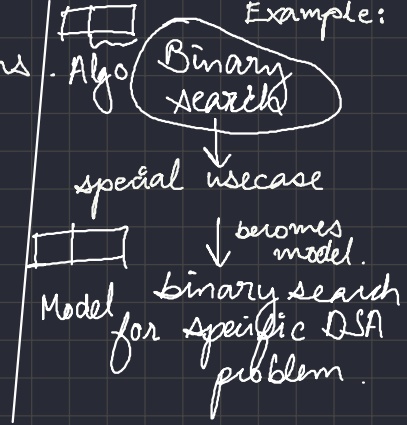
methodology/set of rules to classify input data

Trained using a classifier algorithm.

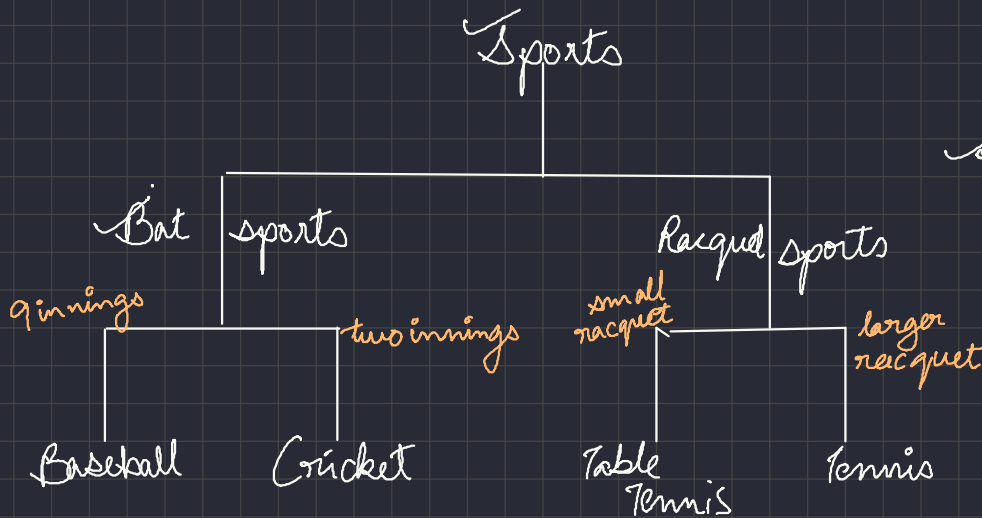
gives output labels on input data with specific featureset.

Types of classification algorithms

Classifiers we will cover today. {
 → Decision Tree
 → Naive Bayes Classifier
 → KNN (K-nearest neighbors)
 later portion {
 → SVMs (Support Vector Machines)
 → Artificial Neural Network (ANN).



Decision Trees



input
 ↓
 if-then statement
 ↓
 if-then statement
 ↓
 ...
 ↓
 specific label given as output

output labels = {Baseball, Cricket, Table Tennis, Tennis}

Naive Bayes Classifier

Uses probability

Text classification

comment 1 : great
 comment 2 : (not) (so) (great)
 c 3 : (bad) (horrible)

[0-1]

(true) [0.8] 80% ✓ correct.

✓ve [0.58] 58%

-ve [0.9] 90% correct.

$$P(A|B) = \frac{P(B|A) \times P(A)}{P(B)}$$

threshold
 +ve, -ve, -ve
 yes no

Classifier that gives only two labels as output → Binary classifier = [Yes, No]

K-nearest neighbors

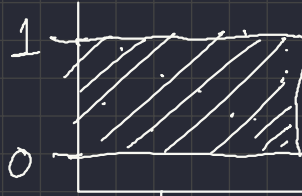
$k > 0$

labels = [. . .]

new data

Titanic = Regression dataset

new person data → determine probability of survival.

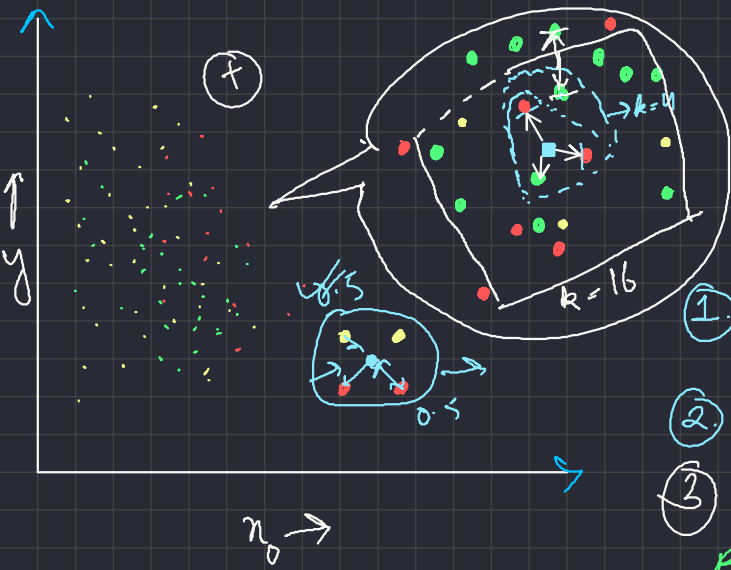


0.75% [0-1]

> 0.5
∴ yes
person will survive

regression output [0-1]

↓
classification output [yes or no based on threshold values for labels].



① $k=3$
pred1 = red

② $k=4$
0.5, 0.5 inaccurate

③ $k=16$

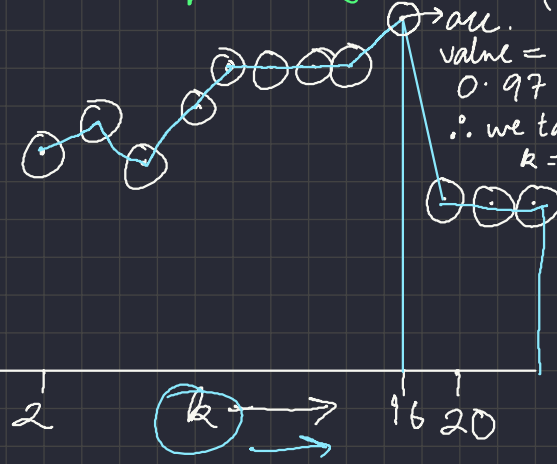
pred3 = green

red more than green
∴ label = red

green more
∴ label (for $k=16$) = green

For KNNs, we measure accuracy over different values of k and map those on a graph. Then select the optimum value of k from the graph itself.

accuracy



for i in range [2-20]

2 ~~fit~~
= KNN($k=i$)
fit()
predic()
list.append(accuracy())

∴ When $k=16$, we get an accuracy of 0.97 or 97% and that k value is suitable for predicting on newer data.

X-train
Input $x_0, x_1, x_2, \dots, x_n$

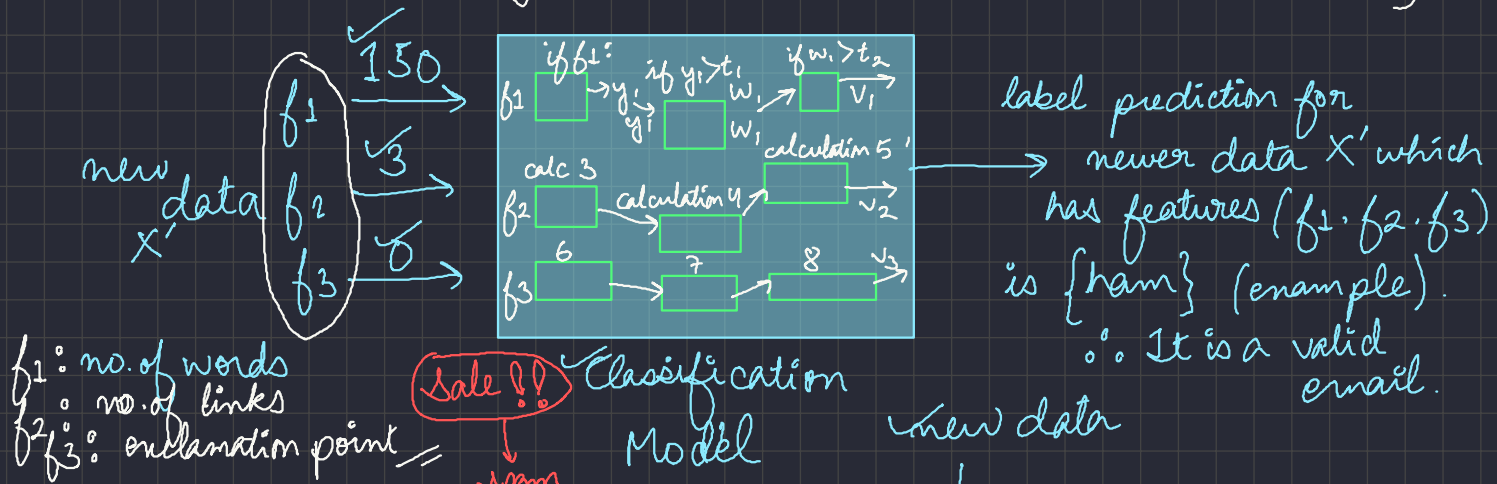
Classifier model
find mathematical co-effs to correlate x and y
 $x_0 \rightarrow y_0$ if ($y_0 > t_x$)
else - - - more calculation

labels y-train
given the dataset for associated inputs $x_0, x_1, x_2, \dots, x_n$

During training

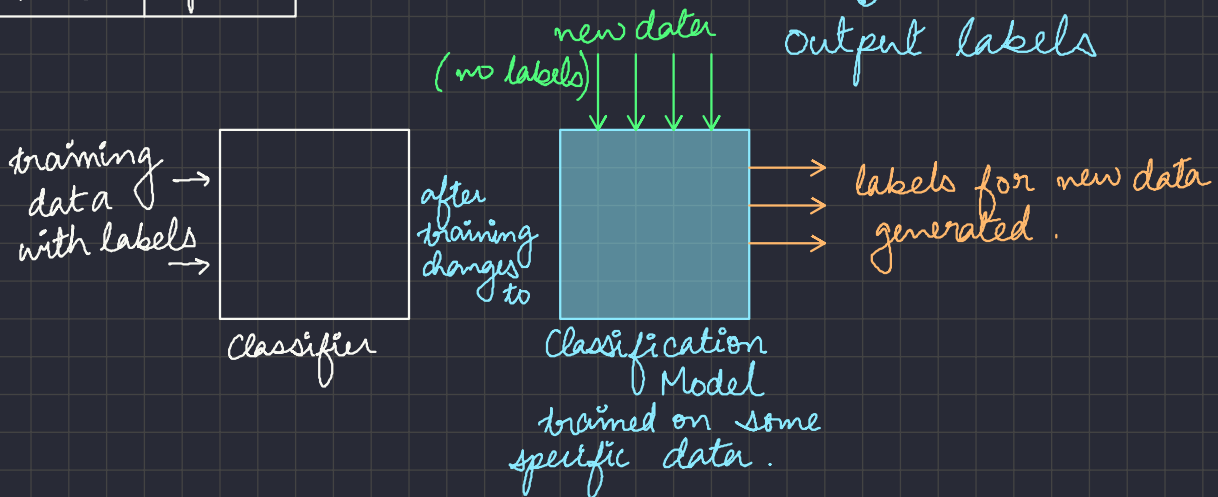
X-train is input data for training classifier.
y-train is input data X-train's labels.

After training: (Main portion of ML) (Make predictions on newer data).



f_1	f_2	f_3	y
800	5	8	spam
80	1	0	ham
200	7	5	spam

already trained



Points to remember:

1. Classification is a machine learning technique that predicts the class/category or targets of a given set of data points.
2. Output labels are discrete values.
3. Classifiers are algorithms or set of rules that are used by machines to classify input data.
4. Classification models are the end result of our classifier after it undergoes training on our dataset.