

Elements of Statistical Learning



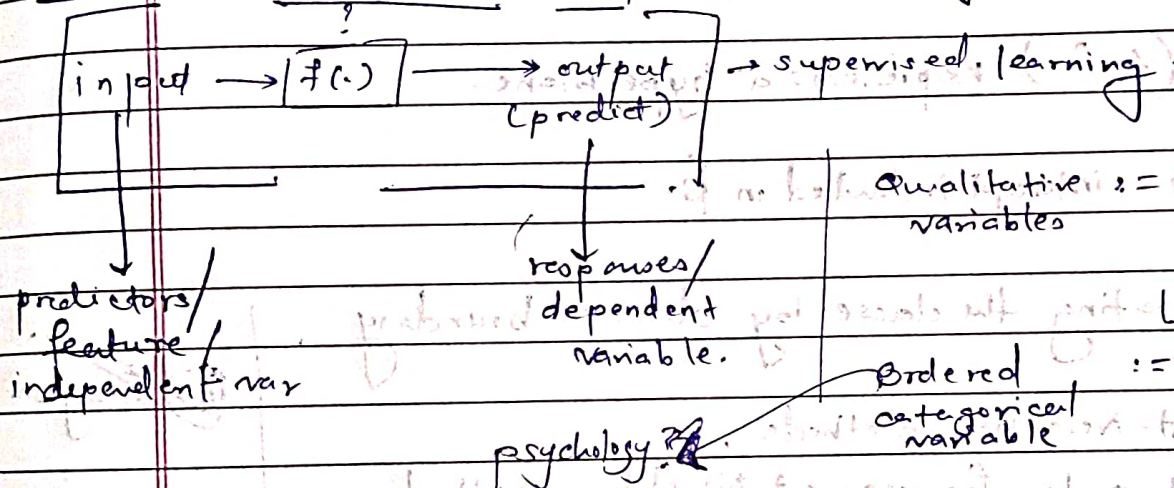
Chapter 1: Introduction

Regression & classification \rightarrow supervised.

Gene-expression: clustering together!

regression:
(prediction of quantitative)
classification:
(prediction of qualitative).

Chapter 2: Overview of Supervised Learning



- targets: survived/died \rightarrow 0/1 one hot encoding.
- K level qualitative variable \rightarrow K binary (0/1) var/bits \Rightarrow these are called dummy variables.

data to construct prediction rules: training data.

doubt: what is it meant by 'stability' of model?

* Diff in tabular form for Least Squares & Nearest Neighbors.

\rightarrow take a data & apply both to same! \rightarrow Test!

* The linear model fit by least squares:

\rightarrow huge assumptions about the structure

\rightarrow stable predictions.

\rightarrow possibly inaccurate predictions.

* K -nearest-neighbor prediction rule:

\rightarrow very mild structural assumptions.

\rightarrow unstable predictions.

\rightarrow often accurate predictions.

$$\mathbf{x}' = (x_1, x_2, \dots, x_p)$$

$$\hat{y} = \underbrace{\beta_0}_{\text{bias}} + \sum_{j=1}^p x_j \hat{\beta}_j \longrightarrow \boxed{\hat{y} = \mathbf{x}' \hat{\beta}}$$

$$\mathbf{X} = \begin{bmatrix} x_{11} & \dots & x_{1p} \\ \vdots & & \vdots \\ 1 & x_{n1} & \dots & x_{np} \end{bmatrix}$$

to include the bias

Doubts: (x, \hat{y}) represents a hyperplane.

- assume: intercept included in $\hat{\beta}$.

- Separating the classes by decision boundary.

~~2.3.2~~
Read again.

2.3.2. Nearest-Neighbor methods:

doubt: Pseudo code for nearest Neighbor methods.

To do: Apply clustering (K-Means) on iris.

What exactly is the math behind it?

- classifies a data point, based on how its neighbours are classified.

k = parameter that refers to the number of nearest neighbours to include in the.

- finding value of k : parameter tuning.

- Nearest neighbor for classification & regression \rightarrow are different?

- Nearest neighbor methods uses those observations in the training set T closest in input space to x to form \hat{y} .

Specifically the k nearest neighbor fit for \hat{y} is defined as:

$$\hat{y}(x) = \frac{1}{k} \sum_{i \in N_k(x)} y_i$$

where: $N_k(x)$: neighborhood of x , defined by closest k many points, where 'closeness' is distance metric.