Unnamed Project 1 Writeup

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Abstract

This paper describes the Naïve Bayes algorithm, used for classification of data. This algorithm builds its model by finding the average value for each attribute of a given class, then classifies an input by finding the class it most closely matches. In this experiement, we run ten-fold cross-validation of our models build from 5 different datasets acquired from (whatever that repository is) to test the accuracy of the algorithm

Keywords: Naïve Bayes, Classification,

1. Introduction

Probabilistic inference has become a core technology in AI, largely due to developments in graph-theoretic methods for the representation and manipulation of complex probability distributions (?). Whether in their guise as directed graphs (Bayesian networks) or as undirected graphs (Markov random fields), probabilistic graphical models have a number of virtues as representations of uncertainty and as inference engines. Graphical models allow a separation between qualitative, structural aspects of uncertain knowledge and the quantitative, parametric aspects of uncertainty...

Remainder omitted in this sample. See http://www.jmlr.org/papers/ for full paper.

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Appendix A.

In this appendix we prove the following theorem from Section 6.2:

Theorem Let u, v, w be discrete variables such that v, w do not co-occur with u (i.e., $u \neq 0 \Rightarrow v = w = 0$ in a given dataset \mathcal{D}). Let N_{v0}, N_{w0} be the number of data points for which v = 0, w = 0 respectively, and let I_{uv}, I_{uw} be the respective empirical mutual information values based on the sample \mathcal{D} . Then

$$N_{v0} > N_{w0} \Rightarrow I_{uv} \leq I_{uw}$$

with equality only if u is identically 0.

Proof. We use the notation:

$$P_v(i) = \frac{N_v^i}{N}, \quad i \neq 0; \quad P_{v0} \equiv P_v(0) = 1 - \sum_{i \neq 0} P_v(i).$$

These values represent the (empirical) probabilities of v taking value $i \neq 0$ and 0 respectively. Entropies will be denoted by H. We aim to show that $\frac{\partial I_{uv}}{\partial P_{v0}} < 0...$

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References