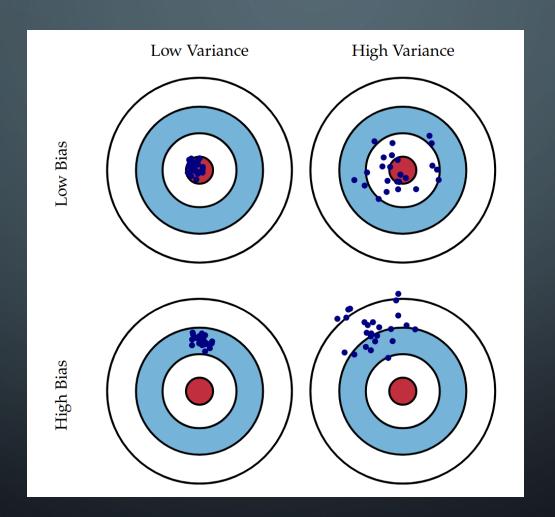




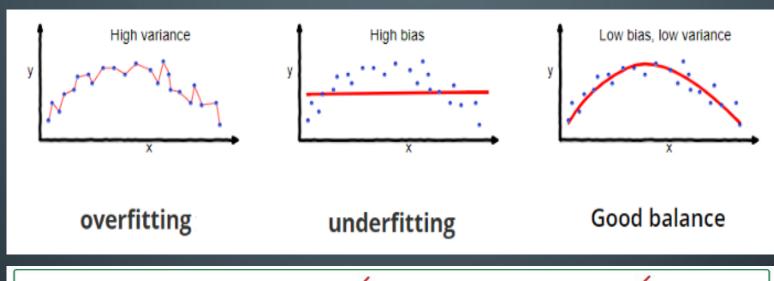
### BIAS AND VARIANCE

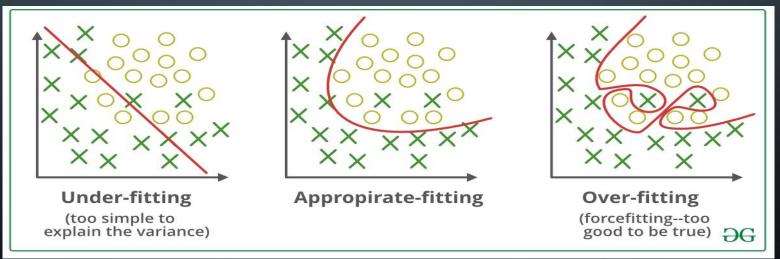




### OVERFITTING AND UNDERFITTING

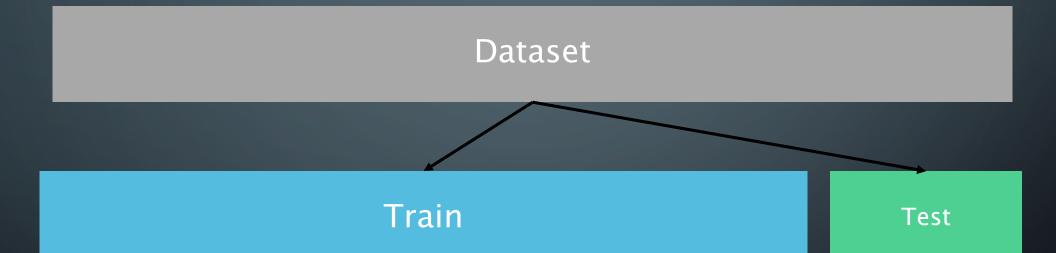






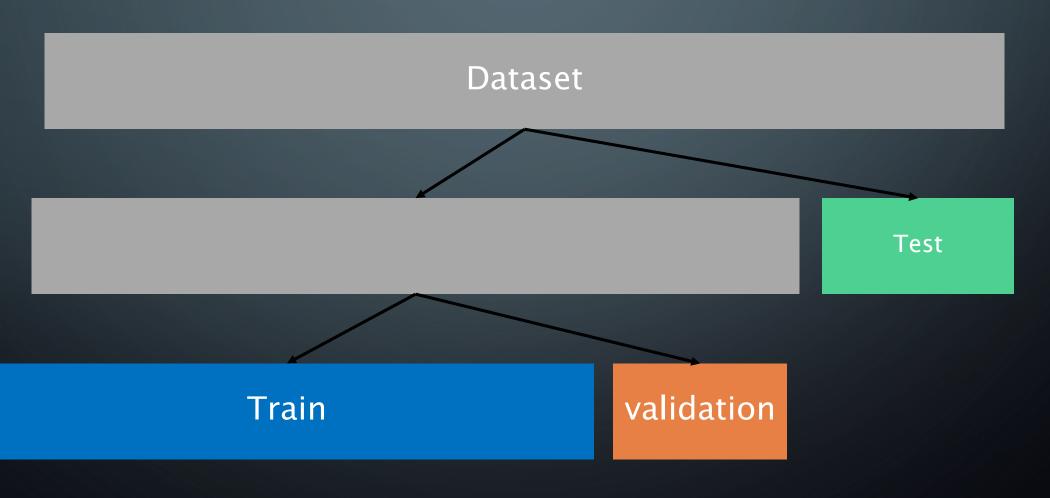
# TRAIN-TEST SPLIT



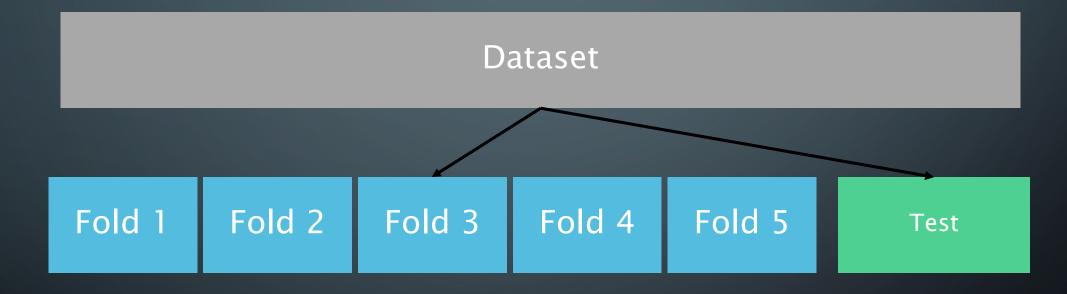


### TRAIN-TEST - VALIDATION SPLIT

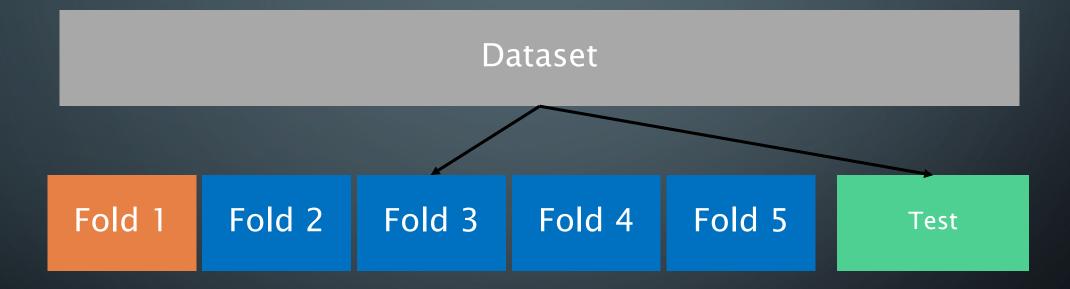




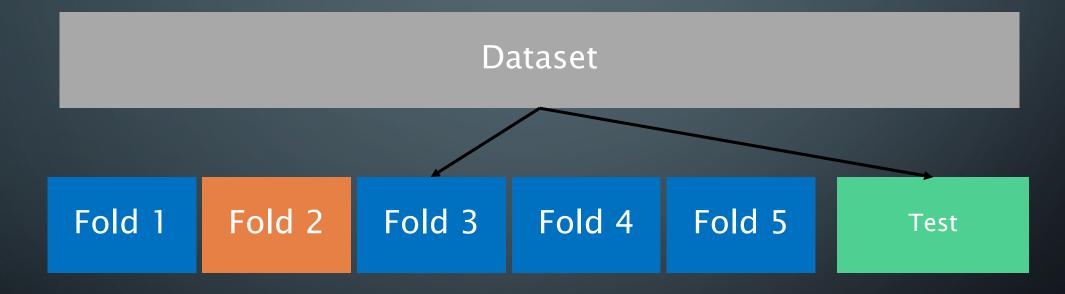




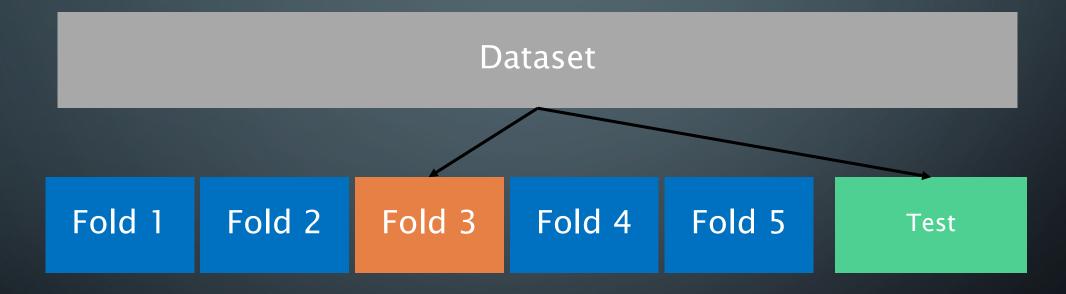




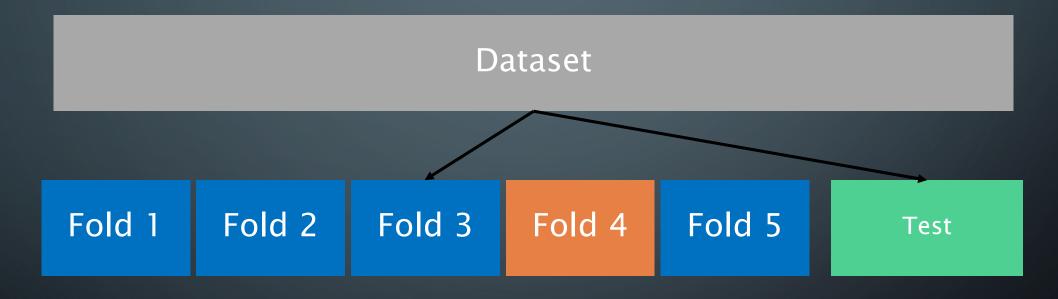




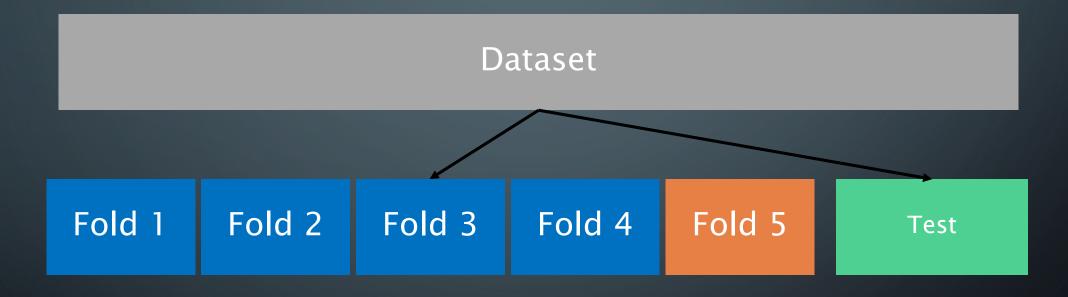












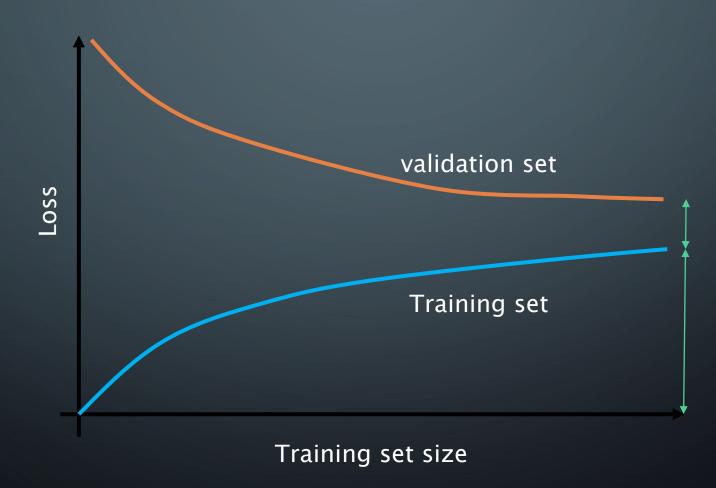
#### HYPER PARAMETER TUNING

N

- Grid search
- Random search
- Evolutionary optimization
- ...

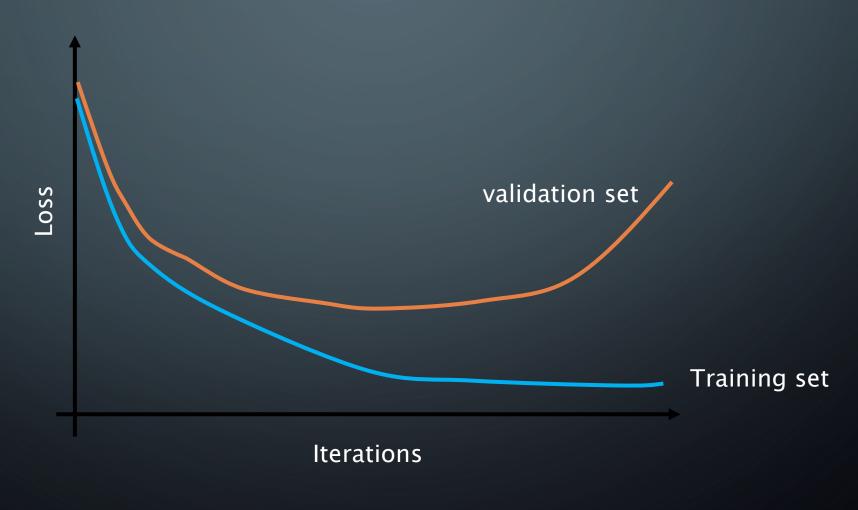
# LEARNING CURVE (OLD)





# LEARNING CURVE (NEW)





#### HANDLING UNDERFITTING

- Increase model capacity
  - Add polynomial features
- Increase features
  - Get more features
  - Use feature extraction
- Reduce regularization
- Use more powerful models
- •

#### HANDLING OVERFITTING

- Reduce model capacity
  - Reduce parameters
  - Reduce polynomial degree
  - Remove some features
- Apply regularization
- Increase data size
- Early stopping
- ...

# CLASSIFICATION PERFORMANCE METRIC



- Accuracy
- Confusion matrix
- Precision
- Recall
- F1-score
- ROC-AUC





		Actual	
		Positive	Negative
cted	Positive	True Positive	False Positive
Predi	Negative	False Negative	True Negative

$$Accuracy(ACC) = \frac{\#TP + \#TN}{\#Positive + \#Negative}$$





		Actual	
		Positive	Negative
ted	Positive	True Positive	False Positive
Predi	Negative	False Negative	True Negative

$$Precision = \frac{\#TP}{\#TP + \#FP}$$





		Actual	
		Positive	Negative
ted	Positive	True Positive	False Positive
Predi	Negative	False Negative	True Negative

$$recall(TPR) = \frac{\#TP}{\#TP + \#FN}$$

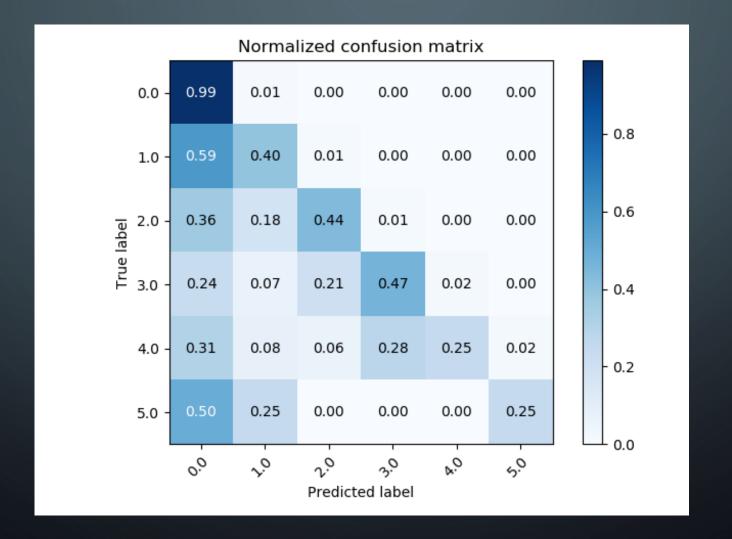




		Actual	
		Positive	Negative
cted	Positive	True Positive	False Positive
Predicted	Negative	False Negative	True Negative

$$F_1 \ score = 2 * \frac{Precision * Recall}{Precision + Recall}$$

#### **CONFUSION MATRIX**





## REGRESSION PERFORMANCE METRIC



- Mean Absolute Error (MAE)
- Mean Squared Error (MSE)
- Root Mean Absolute Error (RMAE)
- R-Squared
- Adjusted R-Squared

$$MAE = \frac{1}{n} \sum_{i=1}^{n} |h_i - y_i|$$

$$MSE = \frac{1}{n} \sum_{i=1}^{n} (h_i - y_i)^2$$

$$RMSE = \sqrt{MSE}$$





- Pixel Accuracy
- Intersection-over-Union (IoU)
- Dice coefficient
- DICE and IoU are correlated



$$Dice = 2 \frac{|X \cap Y|}{|X| + |Y|} \qquad IoU = \frac{|X \cap Y|}{|X \cup Y|}$$