

## 3.3 Regression

### Linear Regression

- **Simple case:** 2 variables
- **Linear equation:**  $y = mx + b$ ,  $m$  = slope of the line,  $b$  = intersection of the line with the  $y$  axis
- **Estimation of parameters:**
  - The estimation for  $m$  should be statistically significantly different from 0
  - The estimation for  $b$  may or may not be statistically significantly different from 0
- Assume errors are independently and identically distributed, with constant variance.

### Evaluation of Regression Models

#### Prediction

Given the value of  $x$ , the model estimates the value of  $y$  ( $y = mx + b$ ) but the estimate is not perfect

- Error:  $\sigma - y$ ,  $\sigma$  = value estimated,  $y$  = true value

#### Analysis of Evaluation Measures

- Do not use mean error
- **Mean absolute error:** estimates "typical" error
- **Mean squared error:** assigns more weight to larger error (may be dominated by a few cases)
- Values depend on the scale of the target variable

#### Baseline: trivial model

- Trivial model is assuming the mean value for every instance;
- Regression is only useful if its error is lower than the one obtained with the trivial prediction

### Other Algorithms

#### Nearest Neighbor Algorithm for Regression

- fin kNN

- predict the average of their target values (instead of majority voting)

## Decision Trees for Regression

- Train (splitting criterion based on the sum of the variances, instead of gini or entropy)
- Prediction (average of targets in the leaf, instead of majority voting)
- Variants
  - Model trees (using MLR or KNN in the leaves instead of the average)
  - MARS (multivariate adaptive regression splines)

## Neural Nets for Regression

- Single output node (predicted  $y$  = score)
- Continuous activation function

## SVM for Regression

- Margin: minimize the tube "around" the data (instead of maximizing the distance to the closest examples from each class)

## Bias vs. Variance

- **Bias**: type of model an algorithm is able to learn given a set of training data; related to hypothesis language (e.g. linear vs. quadratic)
- **Variance**: variation in model an algorithm is able to learn, given different training data (e.g. small changes)
- **Bias-Variance trade-off**: low bias implies high variance and vice-versa

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