STEVENS
INSTITUTE of TECHNOLOGY
THE INNOVATION UNIVERSITY

CPE/EE 695: Applied Machine Learning

Lecture 6-2: Bayesian Learning

Dr. Shucheng Yu, Associate Professor
Department of Electrical and Computer Engineering
Stevens Institute of Technology

Generations of ML Methods

- First Generation (Hand-crafted rules)
  - Expert Systems
  - Combinatorial explosion – Rules extracted from humans
- Second Generation (Black-box statistical models)
  - Neural networks, etc
- Third Generation (deep integration of domain knowledge and statistical learning)
  - Bayesian framework
  - Probabilistic graphical models

Basic probability

- *Product Rule*: probability $P(A \wedge B)$ of a conjunction of two events A and B:

$$P(A \wedge B) = P(A|B)P(B) = P(B|A)P(A)$$

- *Sum Rule*: probability of a disjunction of two events A and B:

$$P(A \vee B) = P(A) + P(B) - P(A \wedge B)$$

- *Theorem of total probability*: if events $A_1, \ldots, A_n$ are mutually exclusive with $\Sigma_{i=1}^{n} P(A_i) = 1$, then

$$P(B) = \sum_{i=1}^{n} P(B|A_i)P(A_i)$$

Bayes Theory

$$P(h|D) = \frac{P(D|h)P(h)}{P(D)}$$

- $P(h)$ = prior probability of hypothesis h
- $P(D)$ = prior probability of training data D
- $P(h|D)$ = probability of h given D (Posterior probability)
- $P(D|h)$ = probability of D given h

Choosing hypothesis

Given the training data, we want the most probable hypothesis

Maximum a posteriori hypothesis h_{MAP}:

$$\begin{aligned} h_{MAP} &= \arg\max_{h \in H} P(h|D) \\ &= \arg\max_{h \in H} \frac{P(D|h)P(h)}{P(D)} \\ &= \arg\max_{h \in H} P(D|h)P(h) \end{aligned}$$

If assume $P(h_i) = P(h_j)$ then can further simplify, and choose the *Maximum likelihood* (ML) hypothesis

$$h_{ML} = \arg\max_{h_i \in H} P(D|h_i)$$

Exercise

Does patient have cancer or not?

A patient takes a lab test and the result comes back positive. The test returns a correct positive result in only 98% of the cases in which the disease is actually present, and a correct negative result in only 97% of the cases in which the disease is not present. Furthermore, .008 of the entire population have this cancer.

$$P(cancer) = \qquad P(\neg cancer) =$$
$$P(+|cancer) = \qquad P(-|cancer) =$$
$$P(+|\neg cancer) = \qquad P(-|\neg cancer) =$$

Brute Force MAP Hypothesis Learning

1. For each hypothesis h in H, calculate the posterior probability

$$P(h|D) = \frac{P(D|h)P(h)}{P(D)}$$

2. Output the hypothesis h_{MAP} with the highest posterior probability

$$h_{MAP} = \underset{h \in H}{\operatorname{argmax}} P(h|D)$$

Bayes Theorem and Concept Learning

Assume fixed set of instances $\langle x_1, \ldots, x_m \rangle$
Assume D is the set of classifications
$D = \langle c(x_1), \ldots, c(x_m) \rangle$
Choose $P(D|h)$

- $P(D|h) = 1$ if h consistent with D
- $P(D|h) = 0$ otherwise

Choose $P(h)$ to be *uniform* distribution

- $P(h) = \frac{1}{|H|}$ for all h in H

Then,

$$P(h|D) = \begin{cases} \frac{1}{|VS_{H,D}|} & \text{if } h \text{ is consistent with } D \\ 0 & \text{otherwise} \end{cases}$$

- **Noise free training data**
- **H contains target concept c**
- **Uniform distribution of h**

Bayes Theorem and Concept Learning

Assume fixed set of instances $\langle x_1, \ldots, x_m \rangle$
Assume D is the set of classifications
$D = \langle c(x_1), \ldots, c(x_m) \rangle$
Choose $P(D|h)$

- $P(D|h) = 1$ if h consistent with D
- $P(D|h) = 0$ otherwise

Choose $P(h)$ to be *uniform* distribution

- $P(h) = \frac{1}{|H|}$ for all h in H

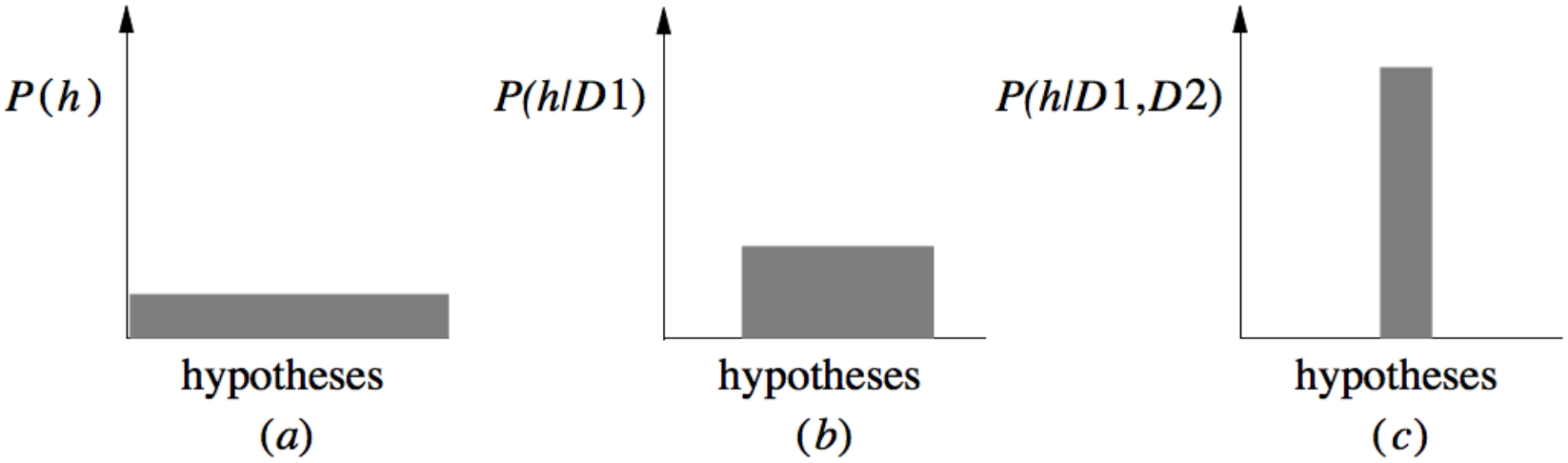
- **Noise free training data**
- **H contains target concept c**
- **Uniform distribution of h**

Then,

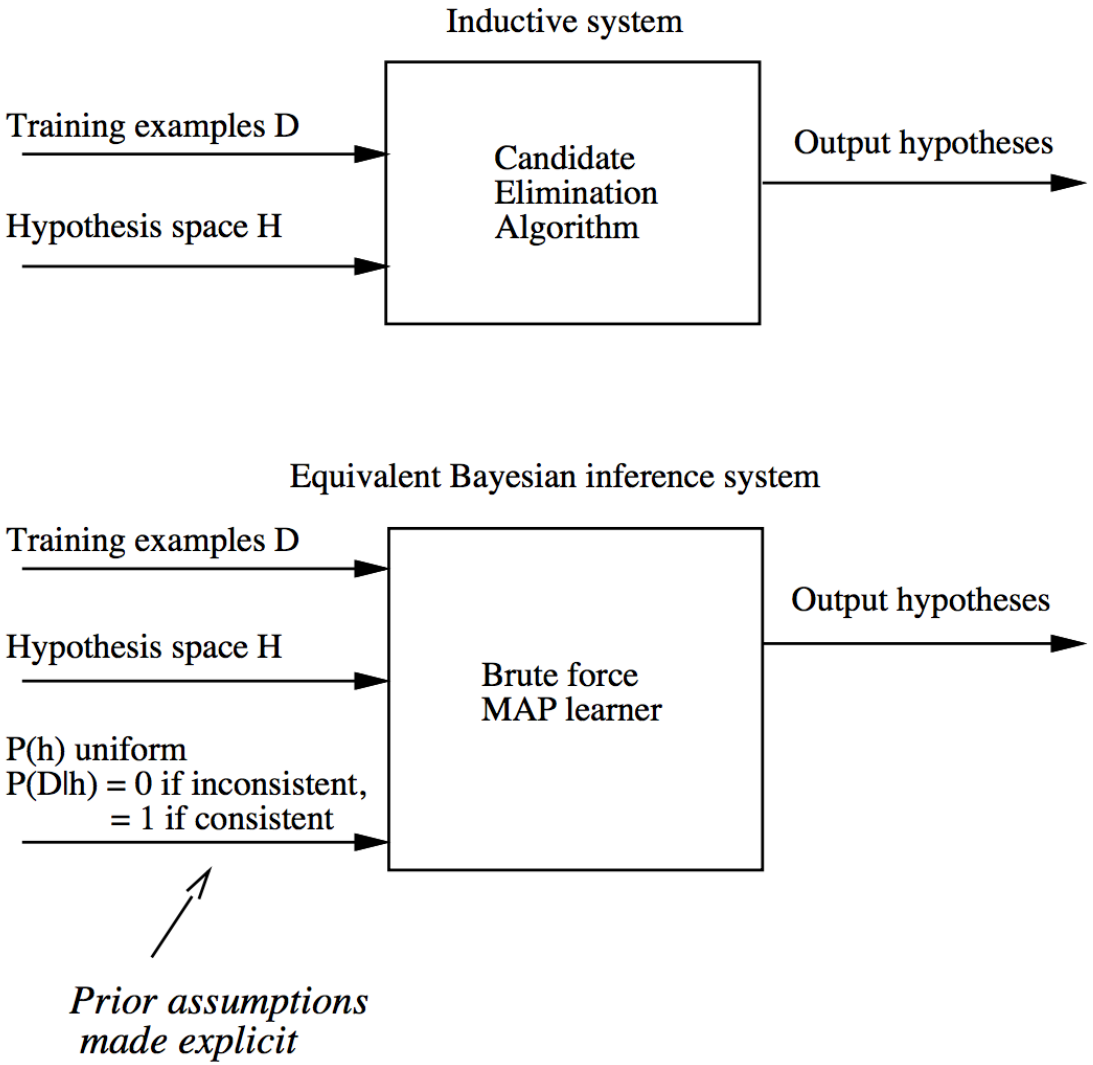
$$P(h|D) = \begin{cases} \frac{1}{|VS_{H,D}|} & \text{if } h \text{ is consistent with } D \\ 0 & \text{otherwise} \end{cases}$$

All h in H that are consistent with D

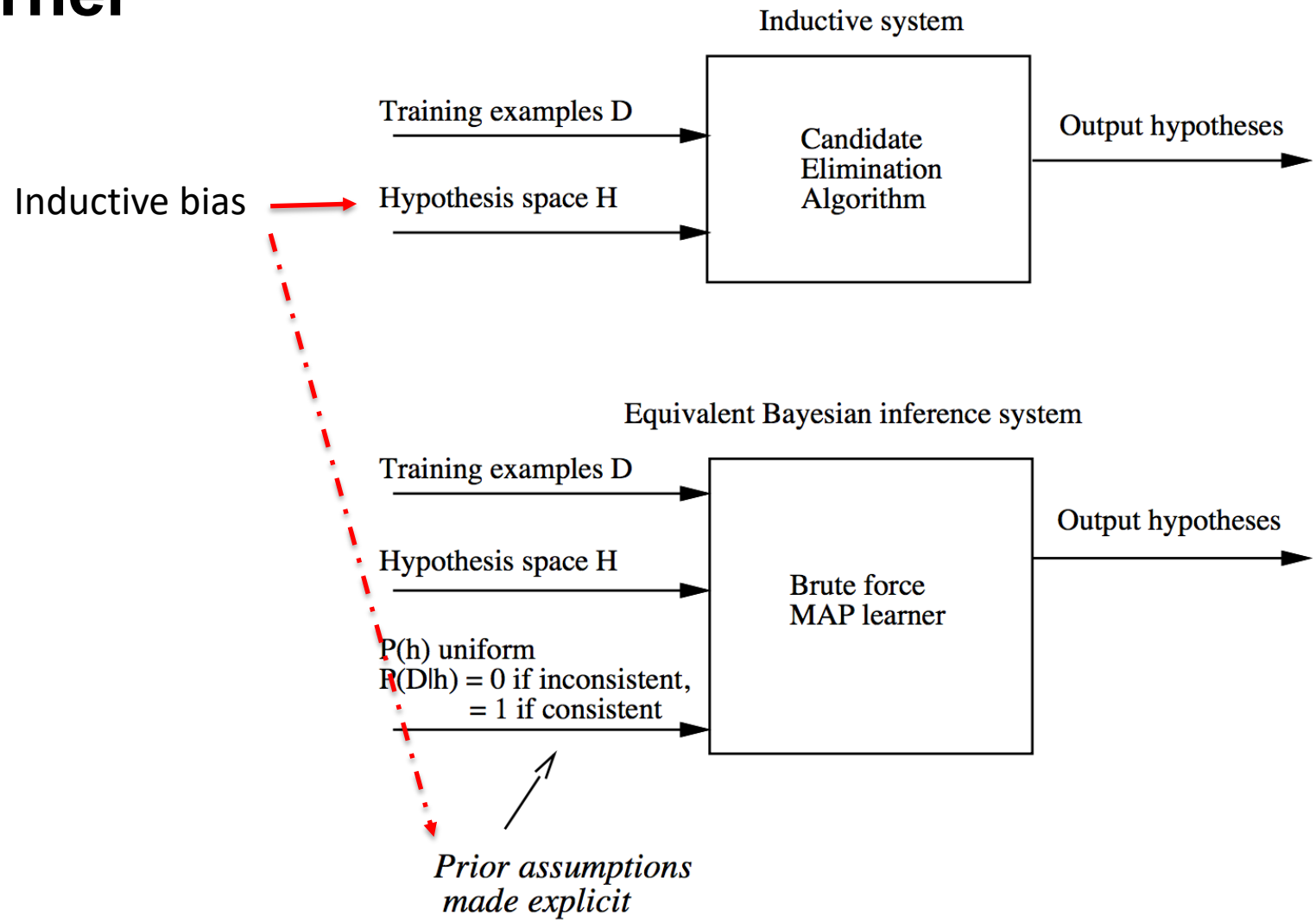
Evolution of Posterior Probabilities



Inductive Learner vs. Equivalent MAP Learner



Inductive Learner vs. Equivalent MAP Learner



MAP and LSE (Least-Squared Error)

Many LSE-based learners output MAP (ML, maximum likelihood) hypothesis

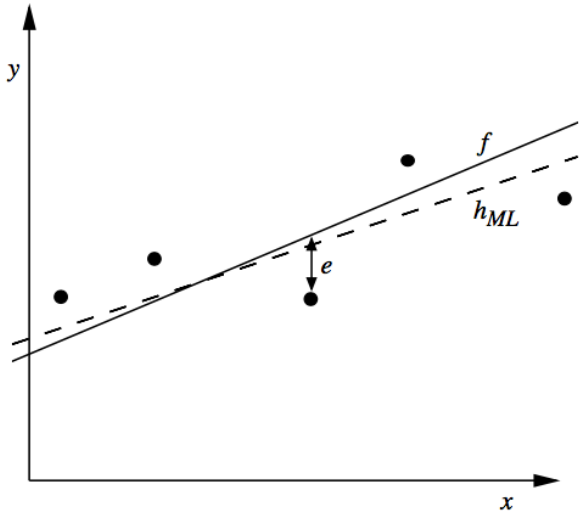
MAP and LSE (Least-Squared Error)

Many LSE-based learners output MAP (ML, maximum likelihood) hypothesis

Example: a real-value function learner

Consider any real-valued target function f
Training examples $\langle x_i, d_i \rangle$, where d_i is noisy training value

- $d_i = f(x_i) + e_i$
- e_i is random variable (noise) drawn independently for each x_i according to some Gaussian distribution with mean=0



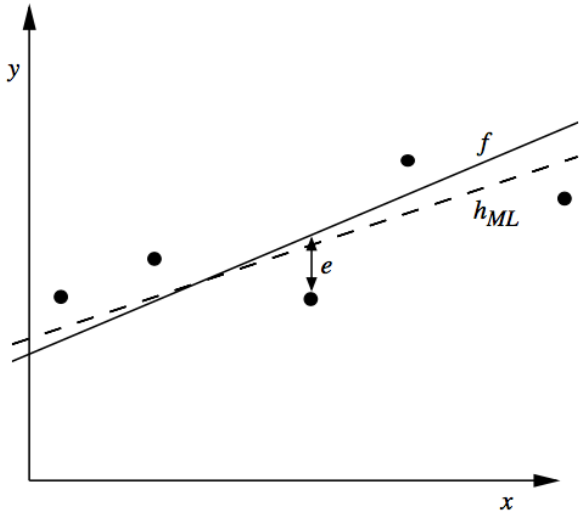
MAP and LSE (Least-Squared Error)

Many LSE-based learners output MAP (ML, maximum likelihood) hypothesis

Example: a real-value function learner

Consider any real-valued target function f
Training examples $\langle x_i, d_i \rangle$, where d_i is noisy training value

- $d_i = f(x_i) + e_i$
- e_i is random variable (noise) drawn independently for each x_i according to some Gaussian distribution with mean=0



An ML (MAP) learner:

$$h_{ML} = \underset{h \in H}{\operatorname{argmax}} p(D|h)$$

MAP and LSE (Least-Squared Error)

$$
\begin{aligned}
h_{ML} &= \underset{h \in H}{\operatorname{argmax}} \, p(D|h) \\
&= \underset{h \in H}{\operatorname{argmax}} \prod_{i=1}^{m} p(d_i|h) \\
&= \underset{h \in H}{\operatorname{argmax}} \prod_{i=1}^{m} \frac{1}{\sqrt{2\pi\sigma^2}} e^{-\frac{1}{2}\left(\frac{d_i - h(x_i)}{\sigma}\right)^2}
\end{aligned}
$$

Mean of $d_i = f(x_i) + e_i$

Maximize natural log of this instead...

$$
\begin{aligned}
h_{ML} &= \underset{h \in H}{\operatorname{argmax}} \sum_{i=1}^{m} \ln \frac{1}{\sqrt{2\pi\sigma^2}} - \frac{1}{2}\left(\frac{d_i - h(x_i)}{\sigma}\right)^2 \\
&= \underset{h \in H}{\operatorname{argmax}} \sum_{i=1}^{m} -\frac{1}{2}\left(\frac{d_i - h(x_i)}{\sigma}\right)^2 \\
&= \underset{h \in H}{\operatorname{argmax}} \sum_{i=1}^{m} -\left(d_i - h(x_i)\right)^2 \\
&= \underset{h \in H}{\operatorname{argmin}} \sum_{i=1}^{m} \left(d_i - h(x_i)\right)^2
\end{aligned}
$$

MAP and LSE (Least-Squared Error)

$$
\begin{aligned}
h_{ML} &= \underset{h \in H}{\operatorname{argmax}} \, p(D|h) \\
&= \underset{h \in H}{\operatorname{argmax}} \prod_{i=1}^{m} p(d_i|h) \\
&= \underset{h \in H}{\operatorname{argmax}} \prod_{i=1}^{m} \frac{1}{\sqrt{2\pi\sigma^2}} e^{-\frac{1}{2}\left(\frac{d_i - h(x_i)}{\sigma}\right)^2}
\end{aligned}
$$

Mean of $d_i = f(x_i) + e_i$

Maximize natural log of this instead...

$$
\begin{aligned}
h_{ML} &= \underset{h \in H}{\operatorname{argmax}} \sum_{i=1}^{m} \ln \frac{1}{\sqrt{2\pi\sigma^2}} - \frac{1}{2}\left(\frac{d_i - h(x_i)}{\sigma}\right)^2 \\
&= \underset{h \in H}{\operatorname{argmax}} \sum_{i=1}^{m} -\frac{1}{2}\left(\frac{d_i - h(x_i)}{\sigma}\right)^2 \\
&= \underset{h \in H}{\operatorname{argmax}} \sum_{i=1}^{m} -\left(d_i - h(x_i)\right)^2 \\
&= \underset{h \in H}{\operatorname{argmin}} \sum_{i=1}^{m} \left(d_i - h(x_i)\right)^2
\end{aligned}
$$

Least Squared Error (LSE)!

Using ML to Predict Probabilities in NN

Consider predicting survival probability from patient data

Training examples $\langle x_i, d_i \rangle$, where d_i is 1 or 0

Want to train neural network to output a *probability* given x_i (not a 0 or 1)

In this case can show

$$h_{ML} = \underset{h \in H}{\operatorname{argmax}} \sum_{i=1}^{m} d_i \ln h(x_i) + (1 - d_i) \ln(1 - h(x_i))$$

Weight update rule for a sigmoid unit: **(Using gradient ascent search)**

$$w_{jk} \leftarrow w_{jk} + \Delta w_{jk}$$

where

$$\Delta w_{jk} = \eta \sum_{i=1}^{m} (d_i - h(x_i))\ x_{ijk}$$

Most Probable Classifier for New Instance

Given new instance x, what is its most probable *classification*?

- $h_{MAP}(x)$ is not the most probable classification!

Consider:

- Three possible hypotheses:

$$P(h_1|D) = .4,\ P(h_2|D) = .3,\ P(h_3|D) = .3$$

- Given new instance x,

$$h_1(x) = +,\ h_2(x) = -,\ h_3(x) = -$$

- What's most probable classification of x?

Bayes Optimal Classifier

Bayes optimal classification:

$$\arg\max_{v_j \in V} \sum_{h_i \in H} P(v_j|h_i)P(h_i|D)$$

Example:

$$P(h_1|D) = .4, \;\; P(-|h_1) = 0, \;\; P(+|h_1) = 1$$
$$P(h_2|D) = .3, \;\; P(-|h_2) = 1, \;\; P(+|h_2) = 0$$
$$P(h_3|D) = .3, \;\; P(-|h_3) = 1, \;\; P(+|h_3) = 0$$

therefore

$$\sum_{h_i \in H} P(+|h_i)P(h_i|D) \;=\; .4$$
$$\sum_{h_i \in H} P(-|h_i)P(h_i|D) \;=\; .6$$

and

$$\arg\max_{v_j \in V} \sum_{h_i \in H} P(v_j|h_i)P(h_i|D) \;=\; -$$

Bayes Optimal Classifier

Bayes optimal classification:

$$\arg\max_{v_j \in V} \sum_{h_i \in H} P(v_j|h_i)P(h_i|D)$$

Example:

$$P(h_1|D) = .4, \; P(-|h_1) = 0, \; P(+|h_1) = 1$$
$$P(h_2|D) = .3, \; P(-|h_2) = 1, \; P(+|h_2) = 0$$
$$P(h_3|D) = .3, \; P(-|h_3) = 1, \; P(+|h_3) = 0$$

therefore

$$\sum_{h_i \in H} P(+|h_i)P(h_i|D) = .4$$
$$\sum_{h_i \in H} P(-|h_i)P(h_i|D) = .6$$

and

$$\arg\max_{v_j \in V} \sum_{h_i \in H} P(v_j|h_i)P(h_i|D) = -$$

No other learner outperforms this method on average, given same H and prior knowledge!

Drawback: computational costly.

GIBBS Algorithm

1. Choose one hypothesis at random, according to $P(h|D)$
2. Use this to classify new instance

Surprising fact: Assume target concepts are drawn at random from H according to priors on H. Then:

$$E[error_{Gibbs}] \leq 2E[error_{BayesOptimal}]$$

Naïve Bayes Classifier

Assume target function $f : X \to V$, where each instance x described by attributes $\langle a_1, a_2 \ldots a_n \rangle$. Most probable value of $f(x)$ is:

$$
\begin{aligned}
v_{MAP} &= \underset{v_j \in V}{\operatorname{argmax}} P(v_j | a_1, a_2 \ldots a_n) \\
v_{MAP} &= \underset{v_j \in V}{\operatorname{argmax}} \frac{P(a_1, a_2 \ldots a_n | v_j) P(v_j)}{P(a_1, a_2 \ldots a_n)} \\
&= \underset{v_j \in V}{\operatorname{argmax}} P(a_1, a_2 \ldots a_n | v_j) P(v_j)
\end{aligned}
$$

Naive Bayes assumption:

$$P(a_1, a_2 \ldots a_n | v_j) = \prod_i P(a_i | v_j)$$

which gives

Naive Bayes classifier: $v_{NB} = \underset{v_j \in V}{\operatorname{argmax}} P(v_j) \prod_i P(a_i | v_j)$

Naïve Bayes Classifier

Assume target function $f : X \to V$, where each instance x described by attributes $\langle a_1, a_2 \ldots a_n \rangle$. Most probable value of $f(x)$ is:

$$v_{MAP} = \underset{v_j \in V}{\operatorname{argmax}} P(v_j | a_1, a_2 \ldots a_n)$$

$$v_{MAP} = \underset{v_j \in V}{\operatorname{argmax}} \frac{P(a_1, a_2 \ldots a_n | v_j) P(v_j)}{P(a_1, a_2 \ldots a_n)}$$

$$= \underset{v_j \in V}{\operatorname{argmax}} P(a_1, a_2 \ldots a_n | v_j) P(v_j)$$

Computationally intensive.

Naive Bayes assumption:

$$P(a_1, a_2 \ldots a_n | v_j) = \prod_i P(a_i | v_j)$$

which gives

Naive Bayes classifier: $v_{NB} = \underset{v_j \in V}{\operatorname{argmax}} P(v_j) \prod_i P(a_i | v_j)$

Naïve Bayes Classifier

Assume target function $f : X \to V$, where each instance x described by attributes $\langle a_1, a_2 \ldots a_n \rangle$. Most probable value of $f(x)$ is:

$$v_{MAP} = \underset{v_j \in V}{\operatorname{argmax}} P(v_j | a_1, a_2 \ldots a_n)$$

$$v_{MAP} = \underset{v_j \in V}{\operatorname{argmax}} \frac{P(a_1, a_2 \ldots a_n | v_j) P(v_j)}{P(a_1, a_2 \ldots a_n)}$$

$$= \underset{v_j \in V}{\operatorname{argmax}} P(a_1, a_2 \ldots a_n | v_j) P(v_j)$$

Naive Bayes assumption:

Assuming attribute values are conditionally independent given target value.

$$P(a_1, a_2 \ldots a_n | v_j) = \prod_i P(a_i | v_j)$$

which gives

Naive Bayes classifier: $v_{NB} = \underset{v_j \in V}{\operatorname{argmax}} P(v_j) \prod_i P(a_i | v_j)$

Naïve Bayes Algorithm

Naive_Bayes_Learn($examples$)

For each target value v_j

$\hat{P}(v_j) \leftarrow$ estimate $P(v_j)$

For each attribute value a_i of each attribute a

$\hat{P}(a_i|v_j) \leftarrow$ estimate $P(a_i|v_j)$

Classify_New_Instance(x)

$$v_{NB} = \underset{v_j \in V}{\operatorname{argmax}} \hat{P}(v_j) \prod_{a_i \in x} \hat{P}(a_i|v_j)$$

Example

Consider $PlayTennis$ again, and new instance

$\langle Outlk = sun, Temp = cool, Humid = high, Wind = strong$

Want to compute:

$$v_{NB} = \underset{v_j \in V}{\operatorname{argmax}} P(v_j) \prod_i P(a_i | v_j)$$

Day	*Outlook*	*Temperature*	*Humidity*	*Wind*	*PlayTennis*
D1	Sunny	Hot	High	Weak	No
D2	Sunny	Hot	High	Strong	No
D3	Overcast	Hot	High	Weak	Yes
D4	Rain	Mild	High	Weak	Yes
D5	Rain	Cool	Normal	Weak	Yes
D6	Rain	Cool	Normal	Strong	No
D7	Overcast	Cool	Normal	Strong	Yes
D8	Sunny	Mild	High	Weak	No
D9	Sunny	Cool	Normal	Weak	Yes
D10	Rain	Mild	Normal	Weak	Yes
D11	Sunny	Mild	Normal	Strong	Yes
D12	Overcast	Mild	High	Strong	Yes
D13	Overcast	Hot	Normal	Weak	Yes
D14	Rain	Mild	High	Strong	No

Example

Consider *PlayTennis* again, and new instance

$\langle Outlk = sun, Temp = cool, Humid = high, Wind = strong$

Want to compute:

$$v_{NB} = \underset{v_j \in V}{\operatorname{argmax}} P(v_j) \prod_i P(a_i|v_j)$$

$$P(y)\ P(sun|y)\ P(cool|y)\ P(high|y)\ P(strong|y) = .005$$

$$P(n)\ P(sun|n)\ P(cool|n)\ P(high|n)\ P(strong|n) = .021$$

Naïve Bayes: Subtleties

1. Conditional independence assumption is often violated

$$P(a_1, a_2 \ldots a_n | v_j) = \prod_i P(a_i | v_j)$$

   - ...but it works surprisingly well anyway. Note don't need estimated posteriors $\hat{P}(v_j|x)$ to be correct; need only that

$$\underset{v_j \in V}{\text{argmax}}\, \hat{P}(v_j) \prod_i \hat{P}(a_i|v_j) = \underset{v_j \in V}{\text{argmax}}\, P(v_j) P(a_1 \ldots, a_n | v_j)$$

Naïve Bayes: Subtleties

2. what if none of the training instances with target value v_j have attribute value a_i? Then

$$\hat{P}(a_i|v_j) = 0, \text{ and...}$$

$$\hat{P}(v_j) \prod_i \hat{P}(a_i|v_j) = 0$$

Typical solution is Bayesian estimate for $\hat{P}(a_i|v_j)$

$$\hat{P}(a_i|v_j) \leftarrow \frac{n_c + mp}{n + m}$$

where

- n is number of training examples for which $v = v_j$,
- n_c number of examples for which $v = v_j$ and $a = a_i$
- p is prior estimate for $\hat{P}(a_i|v_j)$
- m is weight given to prior (i.e. number of "virtual" examples)

Example: Learning to classify text

Why?

- Learn which news articles are of interest
- Learn to classify web pages by topic

Naive Bayes is among most effective algorithms

What attributes shall we use to represent text documents??

Example: Learning to classify text

Target concept $Interesting? : Document \rightarrow \{+, -\}$

1. Represent each document by vector of words
   - one attribute per word position in document
2. Learning: Use training examples to estimate
   - $P(+)$
   - $P(-)$
   - $P(doc|+)$
   - $P(doc|-)$

Naive Bayes conditional independence assumption

$$P(doc|v_j) = \prod_{i=1}^{length(doc)} P(a_i = w_k|v_j)$$

where $P(a_i = w_k|v_j)$ is probability that word in position i is w_k, given v_j

one more assumption:
$P(a_i = w_k|v_j) = P(a_m = w_k|v_j), \forall i, m$

Algorithm

1. *collect all words and other tokens that occur in Examples*

- $Vocabulary \leftarrow$ all distinct words and other tokens in $Examples$

2. *calculate the required $P(v_j)$ and $P(w_k|v_j)$ probability terms*

- For each target value v_j in V do
  - $docs_j \leftarrow$ subset of $Examples$ for which the target value is v_j
  - $P(v_j) \leftarrow \frac{|docs_j|}{|Examples|}$
  - $Text_j \leftarrow$ a single document created by concatenating all members of $docs_j$
  - $n \leftarrow$ total number of words in $Text_j$ (counting duplicate words multiple times)
  - for each word w_k in $Vocabulary$
    - $n_k \leftarrow$ number of times word w_k occurs in $Text_j$
    - $P(w_k|v_j) \leftarrow \frac{n_k+1}{n+|Vocabulary|}$

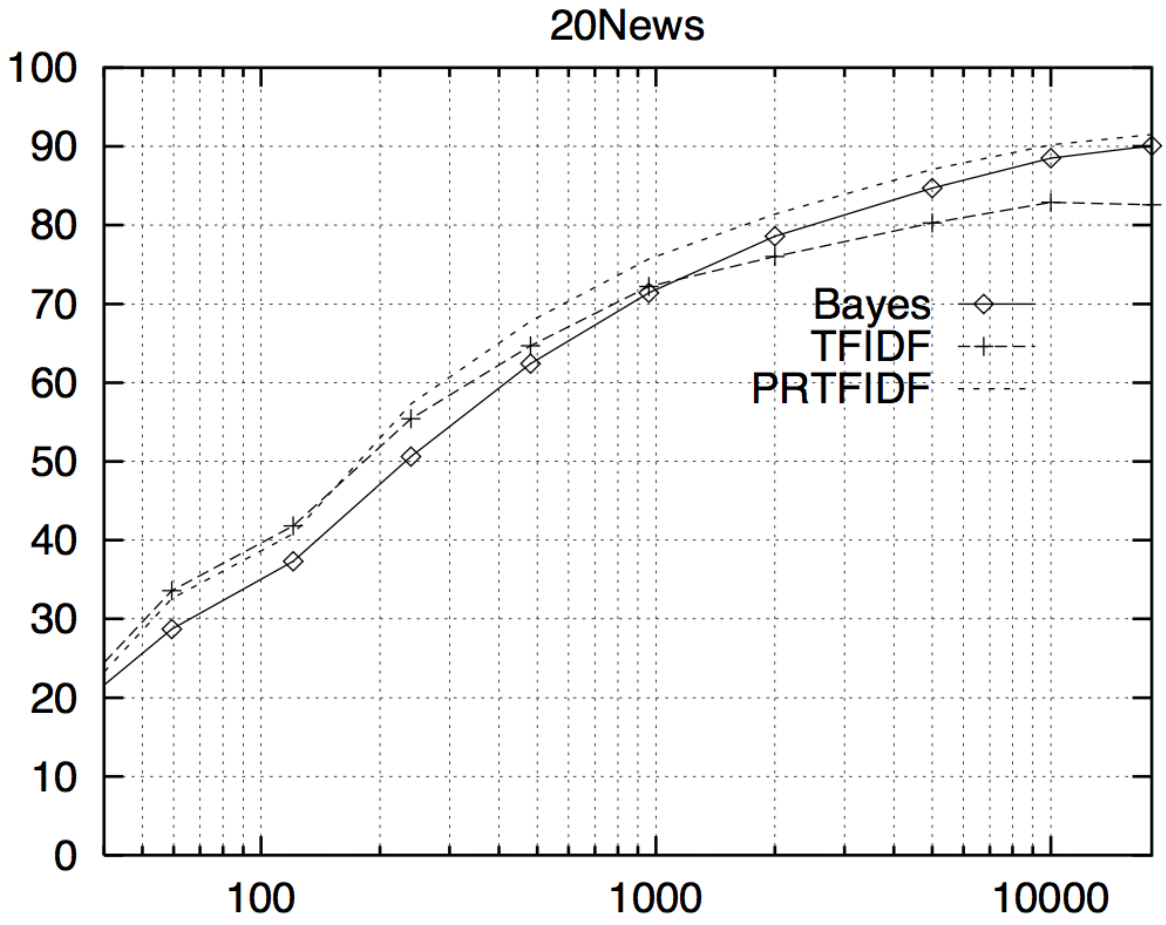
Algorithm

CLASSIFY_NAIVE_BAYES_TEXT(Doc)

- $positions \leftarrow$ all word positions in Doc that contain tokens found in $Vocabulary$
- Return v_{NB}, where

$$v_{NB} = \underset{v_j \in V}{\operatorname{argmax}} P(v_j) \prod_{i \in positions} P(a_i | v_j)$$

Results on 20 Newsgroups



Accuracy vs. Training set size (1/3 withheld for test)

Bayesian Belief Networks

Interesting because:

- Naive Bayes assumption of conditional independence too restrictive
- But it's intractable without some such assumptions...
- Bayesian Belief networks describe conditional independence among *subsets* of variables

→ allows combining prior knowledge about (in)dependencies among variables with observed training data

(also called Bayes Nets)

Conditional Independent

Definition: X is *conditionally independent* of Y given Z if the probability distribution governing X is independent of the value of Y given the value of Z; that is, if

$$(\forall x_i, y_j, z_k)\ P(X = x_i | Y = y_j, Z = z_k) = P(X = x_i | Z = z_k)$$

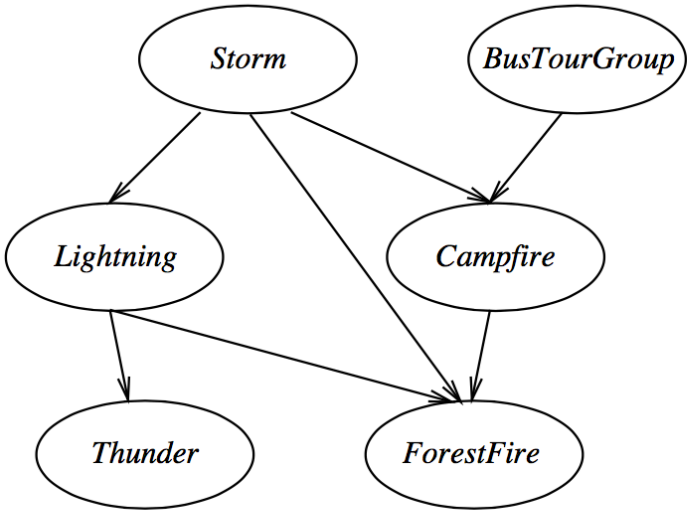
more compactly, we write

$$P(X|Y, Z) = P(X|Z)$$

Naive Bayes uses cond. indep. to justify

$$\begin{aligned} P(X, Y|Z) &= P(X|Y, Z)P(Y|Z) \\ &= P(X|Z)P(Y|Z) \end{aligned}$$

Bayesian Belief Network



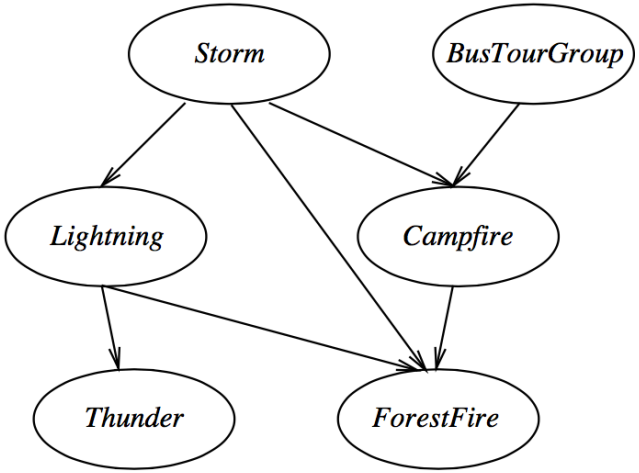
	S,B	$S,\neg B$	$\neg S,B$	$\neg S,\neg B$
C	0.4	0.1	0.8	0.2
$\neg C$	0.6	0.9	0.2	0.8

Campfire

Network represents a set of conditional independence assertions:

- Each node is asserted to be conditionally independent of its nondescendants, given its immediate predecessors.
- Directed acyclic graph

Bayesian Belief Network



	S,B	S,¬B	¬S,B	¬S,¬B
C	0.4	0.1	0.8	0.2
¬C	0.6	0.9	0.2	0.8

Campfire

Represents joint probability distribution over all variables

- e.g., $P(Storm, BusTourGroup, \ldots, ForestFire)$
- in general,

$$P(y_1, \ldots, y_n) = \prod_{i=1}^{n} P(y_i | Parents(Y_i))$$

  where $Parents(Y_i)$ denotes immediate predecessors of Y_i in graph

- so, joint distribution is fully defined by graph, plus the $P(y_i|Parents(Y_i))$

Inference in Bayesian Networks

How can one infer the (probabilities of) values of one or more network variables, given observed values of others?

- Bayes net contains all information needed for this inference
- If only one variable with unknown value, easy t infer it
- In general case, problem is NP hard

In practice, can succeed in many cases

- Exact inference methods work well for some network structures
- Monte Carlo methods "simulate" the network randomly to calculate approximate solutions

Learning of Bayesian Networks

Several variants of this learning task

- Network structure might be *known* or *unknown*
- Training examples might provide values of *all* network variables, or just *some*

If structure known and observe all variables

- Then it's easy as training a Naive Bayes classifier

Learning of Bayesian Networks

Suppose structure known, variables partially observable

e.g., observe *ForestFire*, *Storm*, *BusTourGroup*, *Thunder*, but not *Lightning*, *Campfire*...

- Similar to training neural network with hidden units
- In fact, can learn network conditional probability tables using gradient ascent!
- Converge to network h that (locally) maximizes $P(D|h)$

Gradient Ascent for Bayesian Networks

Let w_{ijk} denote one entry in the conditional probability table for variable Y_i in the network

$$w_{ijk} = P(Y_i = y_{ij} | Parents(Y_i) = \text{the list } u_{ik} \text{ of values})$$

e.g., if $Y_i = Campfire$, then u_{ik} might be
$\langle Storm = T, BusTourGroup = F \rangle$

Perform gradient ascent by repeatedly

1. update all w_{ijk} using training data D

$$w_{ijk} \leftarrow w_{ijk} + \eta \sum_{d \in D} \frac{P_h(y_{ij}, u_{ik} | d)}{w_{ijk}}$$

2. then, renormalize the w_{ijk} to assure
   - $\Sigma_j w_{ijk} = 1$
   - $0 \leq w_{ijk} \leq 1$

Acknowledgement

Part of the slide materials were based on Dr. Rong Duan's Fall 2016 course CPE/EE 695A Applied Machine Learning at Stevens Institute of Technology.

Reference

The lecture notes in this lecture are based on the following textbooks and the author's lecture slides:

T. M. Mitchell, Machine Learning, McGraw Hill, 1997. ISBN: 978-0-07-042807-2

Midterm Review

Lecture 1

- Concepts: machine learning; categorization of learning systems;

Lecture 2

- Polynomial curve fitting: sum-of-square error function; over-fitting; regularization
- Probability basics: sum rule; product rule; Bayes' Theorem; Gaussian parameter estimation (maximum likelihood)

Midterm Review

Lecture 3

- Linear regression: MSE cost function; normal equation vs. gradient descent; learning rate; batch/stochastic/mini-batch gradient descent; regularized linear models (Ridge/Lasso/Elastic Net); logistic regression

Lecture 4

- Model evaluation: k-fold cross validation; regression measures (RMSE, etc); classification measures (confusion matrix; precision; recall; F_1-value; ROC); decision theory
- Decision tree: information gain; decision tree construction; pruning tree (chi-squred test)

Midterm Review

Lecture 5

- Bias-variance tradeoff
- Ensemble learning: selection; fusion. (different selection/fusion operations)

Lecture 6

- Supporter vector machine, kernel trick
- Bayesian learning, Bayes Optimal Classifier, Naive Bayes algorithm, GIBBS Algorithm

STEVENS

INSTITUTE *of* TECHNOLOGY

THE INNOVATION UNIVERSITY®

stevens.edu