# Rudimentary Naive Bayes Classifier In Haskell

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## 1 Implementation

• The implementation had two main parts: transformations on data representations, and probabilistic inference

#### • Data Transformations

- Involved developing "summary" statistics representations
- Input: a list of *n*-vectors [[Float]]
- Final representation: summary statistics of features  $(\mu, \sigma)$  per-feature, per-class [(Int, [(Float, Float)])]
- Creating these "summary" statistics comprises "training" the model
- This could be done much more cleanly, in an "update" manner for individual entries, as opposed the current pipeline of inefficient transformations, and with more emphasis on training
- Additionally, can explore exploiting datatypes and laziness

#### • Probabilistic Inference

- Predict classification of new vectors using the Naive Bayes Algorithm.
- Must calculate conditional probabilities for every feature would be better to utilize the Distribution abstraction
- Available libraries seem to only support manipulation of discrete distributions, and do not allow the representation of continuous distributions (gaussian, exponential, etc.)
- Areas to look at: continuous distribution abstraction support, utilization of distribution abstraction, other inference algorithms, modular sub-algorithms or standard distribution transformations that may be common between other machine learning classification algorithms

## 2 Naive Bayes Algorithm

Naive Bayes is a classification algorithm which utilizes Baye's Rule:

$$P(A|B) = \frac{P(B|A) \cdot P(A)}{P(B)} \tag{1}$$

Each entry is a vector,  $\langle 1,3,7,... \rangle$ , classified by an integer category 0,1,2,3.... The classifier is a function which maps a vector to a category:  $\mathit{clf} :: \chi \to C$ . The insight is that learning this is equivalent to learning the conditional probability P(C|X) for arbitrary C, X.

$$\chi = X_1, X_2, X_3 ... X_n \tag{2}$$

$$P(C|\chi) = P(C|X_1, X_2, ... X_n)$$
(3)

$$= \frac{P(X_1, X_2, ... X_n | C) \cdot P(C)}{P(X_1, X_2, ... X_n)}$$
(4)