Naive Bayes. Example.

training data =) Text Tap label.

"A great game" Spoots

"The electron was over" Not Spoots

"Very clean match" Spoots

"A clean but forgettable spoots

gene"

"It was Delose electron" Not Spoots

test date to predict: " A very close game"

Probability

a very close game

Bayes' Theorem = P(B/A) × P(A)  $P(A/B) = \frac{P(B/A) \times P(A)}{P(B/A)}$ 

b(B)

P(a very close game/sports) x ( P (spoots))

p(a very close game)

we can discard the disser-which is same for both tags - and just compase

p ( a very close gene ) x p(spoots) With

P( avery close gare ) P(Not Not sports ) P(Sports)

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Now Now Haire - assuming every word is independent P(a very close game) = p(a) xp(very) xp(close)xp(game) P(a very close game) = P( grows) x P( very ) x P( close) x P( game) sports) x P( sports) x P( sports) porpublily of each tage P(sports) = 3/5 P(Non sports) = 2/5 Laplace smoothing - adding I to every count so its never gen Calculations P ( wood/Not- Sports P ( wood/spools) Wood 9+14 resy 9 +14 11+14 cluse 0+1 11 + 14 game 11 + 14 = 0.572×10-5 = 2.76×10-5 = 0.0000276 0,00000572 winner