

# Machine Learning

Lecture 9: Naïve Bayesian classification

#### (Naïve) likelihood-ratio test

 The optimal Bayesian decision rule for minimum-error-rate classification is to threshold the likelihood-ratio as follows

$$\frac{P[x_1, \dots, x_n | \omega_1]}{P[x_1, \dots, x_n | \omega_2]} > \frac{P[\omega_2]}{P[\omega_1]}$$

If we make the (naïve) assumption that all features  $x_1, \dots, x_n$  are statistically independent, then this is equivalent to multiplying the likelihoods of all features per class and evaluate

$$\frac{\prod_{i=1}^{n} P[x_i|\omega_1]}{\prod_{i=1}^{n} P[x_i|\omega_2]} > \frac{P[\omega_2]}{P[\omega_1]}$$

## (Naïve) likelihood-ratio test

- Therefore, all we need to calculate are the priors for each class

$$P[\omega_1], P[\omega_2]$$

And all likelihoods per feature per class

$$P[x_1|\omega_1], \dots, P[x_n|\omega_1]$$

and

$$P[x_1|\omega_2], \dots, P[x_n|\omega_2]$$

The number of samples are #samples = 14

The two classes are

 $\omega_1$ : Play=yes

 $\omega_2$ : Play=no

The number of samples per class are

$$\#[Play = yes] = 9$$
  
 $\#[Play = no] = 5$ 

The priors then are

$$P[\omega_1] = \frac{\#[Play = yes]}{\#samples} = \frac{9}{14} = .64$$

$$P[\omega_2] = \frac{\#[Play = no]}{\#samples} = \frac{5}{14} = .36$$

Note, how the probabilities add up to 1.

Outlook	Temp	Humidity	Windy	Play?
sunny	hot	high	no	no
sunny	hot	high	yes	no
overcast	hot	high	no	yes
rainy	mild	high	no	yes
rainy	cool	normal	no	ves
rainy	cool	normal	yes	no
overcast	cool	normal	yes	yes
sunny	mild	high	no	no
sunny	cool	normal	no	yes
rainy	mild	normal	no	yes
sunny	mild	normal	yes	yes
overcast	mild	high	yes	yes
overcast	hot	normal	no	ves
rainy	mild	high	yes	no

The four features are

 $x_1$ : Outlook

 $x_2$ : Temp

 $x_3$ : Humidity

 $x_4$ : Windy

The number of samples with feature  $x_1$  in class  $\omega_1$  are

$$\#[Outlook = sunny|Play = yes] = 2$$

$$\#[Outlook = overcast|Play = yes] = 4$$

$$\#[Outlook = rainy|Play = yes] = 3$$

Therefore the likelihood  $P[x_1|\omega_1]$  is given by

$$P[sunny|\omega_{1}] = \frac{\#[Outlook = sunny|Play = yes]}{\#[Play = yes]} = \frac{2}{9} = .22$$

$$P[overcast|\omega_{1}] = \frac{\#[Outlook = overcast|Play = yes]}{\#[Play = yes]} = \frac{4}{9} = .44$$

$$P[rainy|\omega_{1}] = \frac{\#[Outlook = rainy|Play = yes]}{\#[Play = yes]} = \frac{3}{9} = .33$$

Note, how the probabilities add up to 1.

Outlook	Temp	Humidity	Windy	Play?
sunny	hot	high	no	no
sunny	hot	high	yes	no
overcast	hot	high	no	yes
rainy	mild	high	no	yes
rainy	cool	normal	no	yes
rainy	cool	normal	yes	no
overcast	cool	normal	yes	yes
sunny	mild	high	no	no
sunny	cool	normal	no	yes
rainy	mild	normal	no	yes
sunny	mild	normal	normal yes	
overcast	mild	high	yes	yes
overcast	hot	normal	no	yes
rainy	mild	high	yes	no

We do the same for the class  $\omega_2$ 

Then the number of samples are

$$\#[Outlook = sunny|Play = no] = 3$$
  
 $\#[Outlook = overcast|Play = no] = 0$   
 $\#[Outlook = rainy|Play = no] = 2$ 

Therefore the likelihood  $P[x_1|\omega_2]$  is

$$P[sunny|\omega_2] = \frac{\#[Outlook = sunny|Play = no]}{\#[Play = no]} = \frac{3}{5} = .6$$

$$P[overcast|\omega_2] = \frac{\#[Outlook = overcast|Play = no]}{\#[Play = no]} = \frac{0}{5} = 0$$

$$P[rainy|\omega_2] = \frac{\#[Outlook = rainy|Play = no]}{\#[Play = no]} = \frac{2}{5} = .4$$

Note, that  $P[overcast|\omega_2] = 0$ . We will see later, how that is an issue and how to overcome this issue.

Outlook	Temp Humidity Windy		Windy	Play?	
sunny	hot	high	no	no	
sunny	hot	high	yes	no	
overcast	hot	high	no	yes	
rainy	mild	high	no	yes	
rainy	cool	normal	normal no		
rainy	cool	normal	yes	no	
overcast	cool	normal	yes	yes	
sunny	mild	high	no	no	
sunny	cool	normal	no	yes	
rainy	mild	normal	no	yes	
sunny	mild	normal	yes	yes	
overcast	mild	high yes		yes	
overcast	hot	normal	no	yes	
rainy	mild	high	yes	no	

The number of samples are for feature  $x_2$  are

$$\#[Temp = hot|Play = yes] = 2$$

$$\#[Temp = mild|Play = yes] = 4$$

$$\#[Temp = cool|Play = yes] = 3$$

$$\#[Temp = hot|Play = no] = 2$$

$$\#[Temp = mild|Play = no] = 2$$

$$\#[Temp = cool|Play = no] = 1$$

Therefore the likelihoods  $P[x_2|\omega_1]$  and  $P[x_2|\omega_2]$  are

$$P[hot|\omega_{1}] = \frac{\#[Temp = hot|Play = yes]}{\#[Play = yes]} = \frac{2}{9} = .22$$

$$P[mild|\omega_{1}] = \frac{\#[Temp = mild|Play = yes]}{\#[Play = yes]} = \frac{4}{9} = .44$$

$$P[cool|\omega_{1}] = \frac{\#[Temp = cool|Play = yes]}{\#[Play = yes]} = \frac{3}{9} = .33$$

$$P[hot|\omega_{2}] = \frac{\#[Temp = hot|Play = no]}{\#[Play = no]} = \frac{2}{5} = .4$$

$$P[mild|\omega_{2}] = \frac{\#[Temp = mild|Play = no]}{\#[Play = no]} = \frac{2}{5} = .4$$

$$P[cool|\omega_{2}] = \frac{\#[Temp = cool|Play = no]}{\#[Play = no]} = \frac{1}{5} = .2$$

Outlook	Temp	Humidity	Windy	Play?
Outlook	Tellip	Hammarty	vviiiuy	riay:
sunny	hot	high	no	no
sunny	hot	high	yes	no
overcast	hot	high	no	yes
rainy	mild	high	no	yes
rainy	cool	normal	no	yes
rainy	cool	normal	yes	no
overcast	cool	normal	yes	yes
sunny	mild	high	no	no
sunny	cool	normal	no	yes
rainy	mild	normal	no	yes
sunny	mild	normal	yes	yes
overcast	mild	high	yes	ves
overcast	hot	normal	no	yes
rainy	mild	high	yes	no

The number of samples are for feature  $x_3$  are  $\#[Humidity = high|Play = yes] \neq 3$   $\#[Humidity = normal|Play = yes] \neq 6$  #[Humidity = high|Play = no] = 4  $\#[Humidity = normal|Play = no] \neq 1$ 

Therefore the likelihoods  $P[x_3|\omega_1]$  and  $P[x_3|\omega_2]$  are

$$P[high|\omega_1] = \frac{\#[Humidity = high|Play = yes]}{\#[Play = yes]} = \frac{3}{9} = .33$$

$$P[normal|\omega_1] = \frac{\#[Humidity = normal|Play = yes]}{\#[Play = yes]} = \frac{6}{9} = .66$$

$$\begin{split} P[high|\omega_2] &= \frac{\#[Humidity = high|Play = no]}{\#[Play = no]} = \frac{4}{5} = .8\\ P[normal|\omega_2] &= \frac{\#[Humidity = normal|Play = no]}{\#[Play = no]} = \frac{1}{5} = .2 \end{split}$$

Outlook	Temp	Humidity	Windy	Play?
sunny	hot	high	no	no
sunny	hot	high	yes	no
overcast	hot	high	no	yes
rainy	mild	high	no	yes
rainy	cool	normal	no	yes
rainy	cool	normal	yes	no
overcast	cool	normal	yes	yes
sunny	mild	high	no	no
sunny	cool	normal	no	yes
rainy	mild	normal	no	yes
sunny	mild	normal	yes	yes
overcast	mild	high	yes	yes
overcast	hot	normal	no	yes
rainy	mild	high	yes	no

The number of samples are for feature  $x_4$  are

$$#[Windy = yes|Play = yes] = 3$$
  
 $#[Windy = no|Play = yes] = 6$   
 $#[Windy = yes|Play = no] = 3$   
 $#[Windy = no|Play = no] = 2$ 

Therefore the likelihoods  $P[x_4|\omega_1]$  and  $P[x_4|\omega_2]$  are

$$P[yes|\omega_{1}] = \frac{\#[Windy = yes|Play = yes]}{\#[Play = yes]} = \frac{3}{9} = .33$$

$$P[no|\omega_{1}] = \frac{\#[Windy = no|Play = yes]}{\#[Play = yes]} = \frac{6}{9} = .66$$

$$P[yes|\omega_2] = \frac{\#[Windy = yes|Play = no]}{\#[Play = no]} = \frac{3}{5} = .6$$

$$P[no|\omega_2] = \frac{\#[Windy = no|Play = no]}{\#[Play = no]} = \frac{2}{5} = .4$$

Outlook	Temp	Humidity	Windy	Play?
	hot	-	no	(no)
sunny	ΠΟι	high	110	110
sunny	hot	high	yes	(no)
overcast	hot	high	no	yes
rainy	mild	high	no	yes
rainy	cool	normal	no	yes
rainy	cool	normal	yes	no
overcast	cool	normal	yes	yes
sunny	mild	high	no	no
sunny	cool	normal	no	yes
rainy	mild	normal	no	yes
sunny	mild	normal	yes	yes
overcast	mild	high	yes	yes
overcast	hot	normal	no	yes
rainy	mild	high	yes	no

Question: Will someone be playing on a sunny, mild, highly humid, and windy day? This has never happened before, so how should we know???

Outlook	Temp	Humidity	Windy	Play?
Outlook	теттр	Trainiaity	vviiiay	гіау:
sunny	hot	high	no	no
sunny	hot	high	yes	no
overcast	hot	high	no	yes
rainy	mild	high	no	yes
rainy	cool	normal	no	yes
rainy	cool	normal	yes	no
overcast	cool	normal	yes	yes
sunny	mild	high	no	no
sunny	cool	normal	no	yes
rainy	mild	normal	no	yes
sunny	mild	normal	yes	yes
overcast	mild	high	yes	yes
overcast	hot	normal	no	yes
rainy	mild	high	yes	no

Question: Will someone be playing on a sunny, mild, highly humid, and windy day? This has never happened before, so how should we know??? We could look at the likelihood-ratio:

$$\frac{P[sunny|\omega_1] \times P[mild|\omega_1] \times P[high|\omega_1] \times P[yes|\omega_1]}{P[sunny|\omega_2] \times P[mild|\omega_2] \times P[high|\omega_2] \times P[yes|\omega_2]} > \frac{P[\omega_2]}{P[\omega_1]}$$

We calculated all the necessary numbers:

$P[sunny \omega_1]$	$P[overcast \omega_1]$	$P[rainy \omega_1]$	$P[sunny \omega_2]$	$P[overcast \omega_2]$	$P[rainy \omega_2]$
2 -	<u>4</u>	3	$\frac{3}{2}$	<u>0</u>	2
9	9	9	5	5	5
$P[hot \omega_1]$	$P[mild \omega_1]$	$P[cool \omega_1]$	$P[hot \omega_2]$	$P[mild \omega_2]$	$P[cool \omega_2]$
2	4	3	2	2	1
9	$\overline{9}$	<del>9</del>	<del>-</del> 5	5	<del>-</del> 5
$P[high \omega_1]$	$P[normal \omega_1]$	$P[high \omega_2]$	$P[normal \omega_2]$		
3	6	4	1		
9	9	5	<del>-</del> 5		
$P[yes \omega_1]$	$P[no \omega_1]$	$P[yes \omega_2]$	$P[no \omega_2]$	$P[\omega]$	$P[\omega_2]$
3	<u>6</u>	$\frac{3}{2}$	<u>2</u>	9	<u>5</u>
9	9	5	5	14	$\overline{14}$

Question: Will someone be playing on a sunny, mild, highly humid, and windy day? This has never happened before, so how should we know??? We could look at the likelihood-ratio:

$$\frac{\frac{2}{9} \times \frac{4}{9} \times \frac{3}{9} \times \frac{3}{9}}{\frac{3}{5} \times \frac{2}{5} \times \frac{4}{5} \times \frac{3}{5}} > \frac{\frac{5}{14}}{\frac{9}{14}}$$

$P[sunny \omega_1]$	$P[overcast \omega_1]$	$P[rainy \omega_1]$	$P[sunny \omega_2]$	$P[overcast \omega_2]$	$P[rainy \omega_2]$
$\frac{2}{9}$	$\frac{4}{6}$	$\frac{3}{6}$	$\frac{3}{5}$	$\frac{0}{\overline{\epsilon}}$	$\frac{2}{\overline{z}}$
$P[hot \omega_1]$	$P[mild \omega_1]$	$P[cool \omega_1]$	$P[hot \omega_2]$	$P[mild \omega_2]$	$P[cool \omega_2]$
$\frac{2}{2}$	$\frac{4}{9}$	$\frac{3}{2}$	$\frac{2}{\overline{\epsilon}}$	$\left(\begin{array}{c} \frac{2}{\pi} \end{array}\right)$	1 =
$P[high \omega_1]$	$P[normal \omega_1]$	$P[high \omega_2]$	$P[normal \omega_2]$	5	5
$\frac{3}{2}$	$\frac{6}{3}$	4 -	1 =		
$P[yes \omega_1]$	$P[no \omega_1]$	$P[yes \omega_2]$	$P[no \omega_2]$	$P[\omega]$	$P[\omega_2]$
3	<u>6</u>	$\frac{3}{2}$	2	9	5
$\overline{9}$	9	5	5	$\overline{14}$	$\overline{14}$

Question: Will someone be playing on a sunny, mild, highly humid, and windy day? This has never happened before, so how should we know??? We could look at the likelihood-ratio:

$$\frac{45000}{472392} > \frac{70}{126}$$

$P[sunny \omega_1]$	$P[overcast \omega_1]$	$P[rainy \omega_1]$	$P[sunny \omega_2]$	$P[overcast \omega_2]$	$P[rainy \omega_2]$
$\frac{2}{9}$	$\frac{4}{2}$	$\frac{3}{2}$	$\frac{3}{5}$	$\frac{0}{\overline{\epsilon}}$	$\frac{2}{\overline{z}}$
$P[hot \omega_1]$	$P[mild \omega_1]$	$P[cool \omega_1]$	$P[hot \omega_2]$	$P[mild \omega_2]$	$P[cool \omega_2]$
<u>2</u>	4	<u>3</u>	<u>2</u>	<u>2</u>	<u>1</u>
$P[high \omega_1]$	$P[normal   \omega_1]$	$P[high \omega_2]$	$P[normal \omega_2]$	5	5
3	6	$\frac{1}{4}$	1		
9	9	5	5		
$P[yes \omega_1]$	$P[no \omega_1]$	$P[yes \omega_2]$	$P[no \omega_2]$	$P[\omega]$	_
$\frac{3}{9}$	$\frac{6}{9}$	$\frac{3}{5}$	$\frac{2}{5}$	$\frac{9}{14}$	$\frac{5}{14}$

Question: Will someone be playing on a sunny, mild, highly humid, and windy day? This has never happened before, so how should we know??? We could look at the likelihood-ratio:

So the answer to the question is no.

$P[sunny \omega_1]$	$P[overcast \omega_1]$	$P[rainy \omega_1]$	$P[sunny \omega_2]$	$P[overcast \omega_2]$	$P[rainy \omega_2]$
$\frac{2}{}$	<u>4</u>	<u>3</u>	$\frac{3}{2}$	<u>0</u>	<u>2</u>
9	9	9	5	5	5
$P[hot \omega_1]$	$P[mild \omega_1]$	$P[cool \omega_1]$	$P[hot \omega_2]$	$P[mild \omega_2]$	$P[cool \omega_2]$
2	4	3	2	2	1
9	$\overline{9}$	<del>9</del>	<del>-</del> 5	$\overline{5}$	<del>-</del> 5
$P[high \omega_1]$	$P[normal \omega_1]$	$P[high \omega_2]$	$P[normal \omega_2]$		
3	6	4	1		
9	<del>9</del>	5	<del>-</del> 5		
$P[yes \omega_1]$	$P[no \omega_1]$	$P[yes \omega_2]$	$P[no \omega_2]$	$P[\omega]$	$P[\omega_2]$
3	6	3	2	9	5
$\sqrt{9}$	<del>9</del>	$\overline{5}$	<del>-</del> 5	$\overline{14}$	$\overline{14}$

Now let's look at the same question for an overcast day

$$\frac{\frac{4}{9} \times \frac{4}{9} \times \frac{3}{9} \times \frac{3}{9}}{\frac{0}{5} \times \frac{2}{5} \times \frac{4}{5} \times \frac{3}{5}} > \frac{\frac{5}{14}}{\frac{9}{14}}$$

$P[sunny \omega_1]$	$P[overcast \omega_1]$	$P[rainy \omega_1]$	$P[sunny \omega_2]$	$P[overcast \omega_2]$	$P[rainy \omega_2]$
2 <del>9</del>	$\frac{4}{0}$	$\frac{3}{2}$	$\frac{3}{5}$	$\frac{0}{\overline{\epsilon}}$	$\frac{2}{\overline{z}}$
$P[hot \omega_1]$	$P[mild \omega_1]$	$P[cool \omega_1]$	$P[hot \omega_2]$	$P[mild \omega_2]$	$\frac{5}{P[cool \omega_2]}$
$\frac{2}{3}$	$\frac{4}{3}$	$\frac{3}{2}$	$\frac{2}{\overline{z}}$	<u>2</u>	1 =
$P[high \omega_1]$	$P[normat \omega_1]$	$P[high \omega_2]$	$P[normal \omega_2]$	5	5
$\frac{3}{2}$	<u>6</u>	4	1		
9 Dlaggia	9 D[mal () ]	D[angles]	5 D[mol () ]	$p[\alpha]$	
$P[yes \omega_1]$ 3	$P[no \omega_1]$	$P[yes \omega_2]$ 3	$P[no \omega_2]$	$P[\omega]$	$P[\omega_2]$
$\frac{3}{9}$	<del>5</del> 9	$\frac{3}{5}$	<u>-</u> 5	$\frac{3}{14}$	$\sqrt{\frac{3}{14}}$

Now let's look at the same question for an overcast day

$$\frac{45000}{0} > \frac{70}{126}$$

This leads to a division by zero! So, what happened here? We never observed no one playing on an overcast day.

$P[sunny \omega_1]$	$P[overcast \omega_1]$	$P[rainy \omega_1]$	$P[sunny \omega_2]$	$P[overcast \omega_2]$	$P[rainy \omega_2]$
$\frac{2}{9}$	$\frac{4}{9}$	$\frac{3}{9}$	$\frac{3}{5}$	$\frac{0}{5}$	$\frac{2}{5}$
$P[hot \omega_1]$	$P[mild \omega_1]$	$P[cool \omega_1]$	$P[hot \omega_2]$	$P[mild \omega_2]$	$P[cool \omega_2]$
$\frac{2}{9}$	$\frac{4}{9}$	$\frac{3}{9}$	<u>2</u> 5	$\left(\begin{array}{c} \frac{2}{5} \end{array}\right)$	$\frac{1}{5}$
$P[high \omega_1]$	$P[normat \omega_1]$	$P[high \omega_2]$	$P[normal \omega_2]$	3	5
$\frac{3}{0}$	$\frac{6}{9}$	$\frac{4}{\overline{\epsilon}}$	$\frac{1}{5}$		
$P[yes \omega_1]$	$P[no \omega_1]$	$P[yes \omega_2]$	$P[no \omega_2]$	$P[\omega_1]$	$P[\omega_2]$
$\frac{3}{9}$	<u>6</u>	<u>3</u>	<u>2</u>	$\frac{9}{14}$	5

#### Laplace smoothing

- To determine a discrete probability from counting samples, we can proceed as follows:
  - We count  $N_1, \dots, N_m$  samples for each category
  - Typically, we would then determine the probability of each category as the fraction of the number of samples divided by the total number of samples, i.e.

$$P[i] = \frac{N_i}{\sum_{i=1}^m N_i}$$

- This can lead to probabilities being zero in case we did not count any samples for this category, i.e.  $N_i = 0 \Rightarrow P[i] = 0$
- While not having counted any sample for a category can happen, zero probability means that it is impossible to ever count any sample
- This is a strong statement we usually want to avoid
- For that reason we can artificially add a fixed number  $\alpha$  of samples to each category
- The resulting probabilities are then always non-zero

$$P[i] = \frac{N_i + \alpha}{\sum_{i=1}^{m} (N_i + \alpha)} = \frac{N_i + \alpha}{\sum_{i=1}^{m} N_i + m\alpha}$$

This procedure leads to a smoothing of the probabilities, with extremely large lpha having the effect of all probabilities to be almost equal

Let's go back to the computation of  $P[x_1|\omega_2]$ 

The number of samples were

$$\#[Outlook = sunny|Play = no] = 3$$
  
 $\#[Outlook = overcast|Play = no] = 0$   
 $\#[Outlook = rainy|Play = no] = 2$ 

Therefore the likelihood  $P[x_1|\omega_2]$  was

$$P[sunny|\omega_{2}] = \frac{\#[Outlook = sunny|Play = no]}{\#[Play = no]} = \frac{3}{5} = .6$$

$$P[overcast|\omega_{2}] = \frac{\#[Outlook = overcast|Play = no]}{\#[Play = no]} = \frac{0}{5} = .6$$

$$P[rainy|\omega_{2}] = \frac{\#[Outlook = rainy|Play = no]}{\#[Play = no]} = \frac{2}{5} = .4$$

We now apply Laplace smoothing and add 1 sample for each term

$$P[sunny|\omega_{2}] = \frac{\#[Outlook = sunny|Play = no] + 1}{\#[Play = no] + 3} = \frac{4}{8} = .5$$

$$P[overcast|\omega_{2}] = \frac{\#[Outlook = overcast|Play = no] + 1}{\#[Play = no] + 3} = \frac{1}{8} = .125$$

$$P[rainy|\omega_{2}] = \frac{\#[Outlook = rainy|Play = no] + 1}{\#[Play = no] + 3} = \frac{3}{8} = .375$$

The issue with the 0 disappeared, because it drew some probabilities from its neighbours.

Temp	Humidity	Windy	Play?
hot	high	no	no
hot	high	yes	no
hot	high	no	yes
mild	high	no	yes
cool	normal	no	yes
cool	normal	yes	no
cool	normal	yes	yes
mild	high	no	no
cool	normal	no	yes
mild	normal	no	yes
mild	normal	yes	yes
mild	high	yes	yes
hot	normal	no	yes
mild	high	yes	no
	hot hot hot cool cool mild cool mild mild mild hot	hot high hot high hot high mild high cool normal cool normal mild high cool normal mild high mild normal mild normal mild normal mild normal	hot high no hot high yes hot high no mild high no cool normal no cool normal yes cool normal yes mild high no cool normal yes mild high no mild normal no

#### Numerical stability of naïve Bayesian classification

 While the smoothing took care of the zeros, we still need to calculate products over sometimes very small (non-zero) numbers

$$\prod_{i=1}^{n} P[x_i | \omega_j]$$

- Because of numerical precision limitations, these products can evaluate to zero, even if all factors are greater than 0
- To avoid this complication, always instead sum up log-likelihoods by making use of the following equality

$$\prod_{i=1}^{n} P[x_i | \omega_j] = \exp\left[\log\left[\prod_{i=1}^{n} P[x_i | \omega_j]\right]\right] = \exp\left[\sum_{i=1}^{n} \log\left[P[x_i | \omega_j]\right]\right]$$

Example: Using log-likelihoods in naïve Bayesian classification

$$\prod_{i=1}^{n} P[x_i | \omega_j] = \exp\left[\log\left[\prod_{i=1}^{n} P[x_i | \omega_j]\right]\right] = \exp\left[\sum_{i=1}^{n} \log\left[P[x_i | \omega_j]\right]\right]$$

- In the previous example we had to calculate

$$\frac{4}{9} \times \frac{4}{9} \times \frac{3}{9} \times \frac{3}{9} = .44 \times .44 \times .33 \times .33 = .022$$

- If any of the factors becomes too small, this product will evaluate to zero and not consider the other factors at all
- Using logarithms instead, we could have also computed the product as  $\exp[\log[.44] + \log[.44] + \log[.33] + \log[.33]] = \exp[-.82 .82 1.1 1.1] = .022$
- This is much more robust to small numbers and should always be calculated like this

#### Thank you for your attention