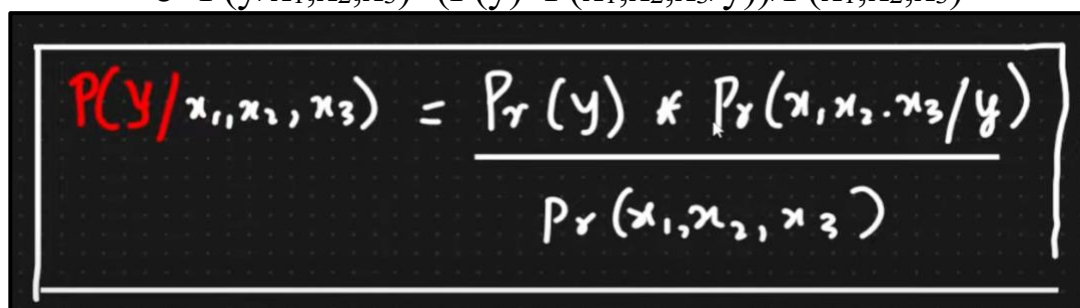


Naïve Bayes

- It is a machine learning algorithm used for **classification problems**.
- There are two type of events:
 - **Independent events**
 - **Example:** Rolling a dice or tossing a coin
 - Probability of getting a number is 1/6
 - Probability of getting a H is 1/2
 - One event doesn't impact the other event
 - **Dependent events**
 - **Example:** Bag of marbles with 3 red and 2 green marbles.
 - In 1st instance $P(R)=3/5$ (prob. of red marble)
 - $P(R \text{ and } G)=P(R) * P(G/R)$
 - Above $P(G/R)$ is probability of green given red has occurred this is conditional probability.
- Naïve Bayes work on **bayes theorem** which is as follows:
 - $P(B/A)=(P(B)*P(A/B))/P(A)$
- Let's say we have 3 independent features ($x_1, x_2, x_3...$) and a dependent variable (y) so we apply the
- Now how we will use the above formula:
 - $P(y/x_1,x_2,x_3)=(P(y)*P(x_1,x_2,x_3/y))/P(x_1,x_2,x_3)$



A handwritten formula for the Naïve Bayes theorem is shown on a blackboard background. The formula is:
$$P(y/x_1, x_2, x_3) = \frac{P(y) * P(x_1, x_2, x_3/y)}{P(x_1, x_2, x_3)}$$
 The numerator is written on a single line, and the denominator is written below it, separated by a horizontal line. The entire formula is enclosed in large curly braces on the right side.

- $P(y/ x_1,x_2,x_3...)=P(y)*P(x_1/y)* P(y)*P(x_2/y)....P(x_n/y)/(P(x_1)* P(x_2)* P(x_3)...))$
- So, in classification we calculate one probability based on **yes** and other on **no**.
- We need to predict whether a person will play tennis or not given on a given day based on the features.

- **Features:**

- Day-D1,D2.....D14
- **Outlook**-Sunny, Overcast and Rain
- Temperature-Hot, Mild and Cold
- Humidity-High and Normal
- Wind: Weak and Strong
- Play Tennis-Yes or No

- Let's consider a smaller table for **outlook** with **play tennis**

	Yes	No	P(Yes)	P(No)
Sunny	2	3	2/9	3/5
Overcast	4	0	4/9	0/5
Rain	3	2	3/9	2/5

- **P(Sunny/Yes)=2/9** this probability of sunny given yes

- Let's consider a smaller table for **temperature** with **play tennis**

	Yes	No	P(Yes)	P(No)
Hot	2	2	2/9	2/5
Mild	4	2	4/9	2/5
Cold	3	1	3/9	1/5

- **Play feature**

	Yes	No	P(Yes)	P(No)
Yes	9		9/14	
No		5		5/14

- Now if we have to find what is the probability that a person will tennis if the weather is sunny and hot?

- $P(\text{yes/sunny, hot}) = p(\text{yes}) * p(\text{sunny/yes}) * p(\text{hot/yes})$
 $= 9/14 * 2/9 * 2/9$
 $= 2/63 = 0.031$
- $P(\text{no/sunny, hot}) = p(\text{no}) * p(\text{sunny/no}) * p(\text{hot/no})$
 $= 5/14 * 3/5 * 2/5$
 $= 3/35 = 0.085$

- **Percentage:**
 - $P(\text{yes/sunny, hot}) = 0.031/(0.031+0.085) = 27\%$
 - $P(\text{no/sunny, hot}) = 0.085/(0.031+0.085) = 73\%$
- So, if the outlook is sunny and temperature is hot there is a 73% chance that a person will not play tennis
- As per the algorithm with respect to our output feature we take into consideration our input features and find out the percentage associated with it.