People often confuse Precision, Recall, and Accuracy.

The attached picture hopefully clarifies this.

A sniper has high precision (kills only enemies) - but low recall (not all of them).

A nuclear bomb has high recall (kills all enemies)- but bad precision

(also kills lots of friendly targets).

Precision = True\_Positives/Predicted\_Positives

Recall = True\_Positives/Actual\_Positives

Accuracy = sum(Diagonal) / sum(ALL)

