## What are various ways to predict a binary response variable? Can you compare two of them and tell me when one would be more appropriate? What’s the difference between these? (SVM, Logistic Regression, Naive Bayes, Decision Tree, etc.)

* Things to look at: N, P, linearly seperable?, features independent?, likely to overfit?, speed, performance, memory usage
* Logistic Regression
  + features roughly linear, problem roughly linearly separable
  + robust to noise, use l1, l2 regularization for model selection, avoid overfitting
  + the output come as probabilities
  + efficient and the computation can be distributed
  + can be used as a baseline for other algorithms
  + (-) can hardly handle categorical features
* SVM
  + with a nonlinear kernel, can deal with problems that are not linearly separable
  + (-) slow to train, for most industry scale applications, not really efficient
* Naive Bayes
  + computationally efficient when P is large by alleviating the curse of dimensionality
  + works surprisingly well for some cases even if the condition doesn’t hold
  + with word frequencies as features, the independence assumption can be seen reasonable. So the algorithm can be used in text categorization
  + (-) conditional independence of every other feature should be met
* Tree Ensembles
  + good for large N and large P, can deal with categorical features very well
  + non parametric, so no need to worry about outliers
  + GBT’s work better but the parameters are harder to tune
  + RF works out of the box, but usually performs worse than GBT
* Deep Learning
  + works well for some classification tasks (e.g. image)
  + used to squeeze something out of the problem

## What methods for solving linear regression do you know?

* To solve linear regression, you need to find the coefficients which minimize the sum of squared errors.
* Matrix Algebra method: Let's say you have X, a matrix of features, and y, a vector with the values you want to predict. After going through the matrix algebra and minimization problem, you get this solution:
* But solving this requires you to find an inverse, which can be time-consuming, if not impossible. Luckily, there are methods like Singular Value Decomposition (SVD) or QR Decomposition that can reliably calculate this part  (called the pseudo-inverse) without actually needing to find an inverse. The popular python ML library sklearn uses SVD to solve least squares.
* Alternative method: Gradient Descent.

## Nearest Neighbors Method

The nearest neighbors method (k-Nearest Neighbors, or k-NN) is another very popular classification method that is also sometimes used in regression problems. This, like decision trees, is one of the most comprehensible approaches to classification. The underlying intuition is that you look like your neighbors. More formally, the method follows the compactness hypothesis: if the distance between the examples is measured well enough, then similar examples are much more likely to belong to the same class.

To classify each sample from the test set, one needs to perform the following operations in order:

1. Calculate the distance to each of the samples in the training set.
2. Select k samples from the training set with the minimal distance to them.
3. The class of the test sample will be the most frequent class among those k nearest neighbors.

## Nearest Neighbors Method in Real Applications

* k-NN can serve as a good starting point (baseline) in some cases;
* In Kaggle competitions, k-NN is often used for the construction of meta-features (i.e. k-NN predictions as input to other models) or for stacking/blending;
* The nearest neighbors method extends to other tasks like recommendation systems. The initial decision could be a recommendation of a product (or service) that is popular among the *closest neighbors* of the person for whom we want to make a recommendation;
* In practice, on large datasets, approximate methods of search are often used for nearest neighbors. There is a number of open source libraries that implement such algorithms; check out Spotify’s library [Annoy](https://github.com/spotify/annoy).

The quality of classification/regression with k-NN depends on several parameters:

* The number of neighbors k.
* The distance measure between samples (common ones include Hamming, Euclidean, cosine, and Minkowski distances). Note that most of these metrics require data to be scaled. Simply speaking, we do not want the “salary” feature, which is on the order of thousands, to affect the distance more than “age”, which is generally less than 100.
* Weights of neighbors (each neighbor may contribute different weights; for example, the further the sample, the lower the weight).

## Pros and Cons of The nearest neighbors method

Pros:

* Simple implementation;
* Well studied;
* Typically, the method is a good first solution not only for classification or regression, but also recommendations;
* It can be adapted to a certain problem by choosing the right metrics or kernel (in a nutshell, the kernel may set the similarity operation for complex objects such as graphs while keeping the k-NN approach the same). By the way, [Alexander Dyakonov](https://www.kaggle.com/dyakonov), a former top-1 kaggler, loves the simplest k-NN but with the tuned object similarity metric;
* Good interpretability. There are exceptions: if the number of neighbors is large, the interpretability deteriorates (“We did not give him a loan, because he is similar to the 350 clients, of which 70 are the bad, and that is 12% higher than the average for the dataset”).

Cons:

* Method considered fast in comparison with compositions of algorithms, but the number of neighbors used for classification is usually large (100-150) in real life, in which case the algorithm will not operate as fast as a decision tree.
* If a dataset has many variables, it is difficult to find the right weights and to determine which features are not important for classification/regression.
* Dependency on the selected distance metric between the objects. Selecting the Euclidean distance by default is often unfounded. You can find a good solution by grid searching over parameters, but this becomes very time consuming for large datasets.
* There are no theoretical ways to choose the number of neighbors – only grid search (though this is often true for all hyperparameters of all models). In the case of a small number of neighbors, the method is sensitive to outliers, that is, it is inclined to overfit.
* As a rule, it does not work well when there are a lot of features due to the “curse of dimensionality”. Professor Pedro Domingos, a well-known member in the ML community, talks about it [here](https://homes.cs.washington.edu/~pedrod/papers/cacm12.pdf) in his popular paper, “A Few Useful Things to Know about Machine Learning”; also “the curse of dimensionality” is described in the Deep Learning book in [this chapter](http://www.deeplearningbook.org/contents/ml.html).

## Tree-building Algorithm

At the heart of the popular algorithms for decision tree construction, such as ID3 or C4.5, lies the principle of greedy maximization of information gain: at each step, the algorithm chooses the variable that gives the greatest information gain upon splitting. Then the procedure is repeated recursively until the entropy is zero (or some small value to account for overfitting). Different algorithms use different heuristics for “early stopping” or “cut-off” to avoid constructing an overfitted tree.

1. An attribute with the highest information gain from a set should be selected as the parent (root) node.
2. Build child nodes for every value of attribute A.
3. Repeat iteratively until you finish constructing the whole tree.

## Information Gain

We can define information gain as a measure of how much information a feature provides about a class. Information gain helps to determine the order of attributes in the nodes of a decision tree.

The main node is referred to as the parent node, whereas sub-nodes are known as child nodes. We can use information gain to determine how good the splitting of nodes in a decision tree.

It can help us determine the quality of splitting, as we shall soon see. The calculation of information gain should help us understand this concept better.

Gain=Eparent−Echildren

The term Gain represents information gain. EparentEparent is the entropy of the parent node and E\_{children} is the average entropy of the child nodes. Let’s use an example to visualize information gain and its calculation.

The more the entropy removed, the greater the information gain. The higher the information gain, the better the split.

## Pros and Cons of Decision trees

Pros:

* Generation of clear human-understandable classification rules, e.g. “if age <25 and is interested in motorcycles, deny the loan”. This property is called interpretability of the model.
* Decision trees can be easily visualized, i.e. both the model itself (the tree) and prediction for a certain test object (a path in the tree) can “be interpreted”.
* Fast training and forecasting.
* Small number of model parameters.
* Supports both numerical and categorical features.

Cons:

* The trees are very sensitive to the noise in input data; the whole model could change if the training set is slightly modified (e.g. remove a feature, add some objects). This impairs the interpretability of the model.
* Separating border built by a decision tree has its limitations – it consists of hyperplanes perpendicular to one of the coordinate axes, which is inferior in quality to some other methods, in practice.
* We need to avoid overfitting by pruning, setting a minimum number of samples in each leaf, or defining a maximum depth for the tree. Note that overfitting is an issue for all machine learning methods.
* Instability. Small changes to the data can significantly change the decision tree. This problem is tackled with decision tree ensembles (discussed next time).
* The optimal decision tree search problem is NP-complete. Some heuristics are used in practice such as greedy search for a feature with maximum information gain, but it does not guarantee finding the globally optimal tree.
* Difficulties to support missing values in the data. Friedman estimated that it took about 50% of the code to support gaps in data in CART (an improved version of this algorithm is implemented in sklearn).
* The model can only interpolate but not extrapolate (the same is true for random forests and tree boosting). That is, a decision tree makes constant prediction for the objects that lie beyond the bounding box set by the training set in the feature space. In our example with the yellow and blue balls, it would mean that the model gives the same predictions for all balls with positions >19 or <0.

## Random Forest

* The random forest algorithm is an expansion of decision tree, in that you first construct a multitude of decision trees with training data, then fit your new data within one of the trees as a “random forest.”
* It, essentially, averages your data to connect it to the nearest tree on the data scale. Random forest models are helpful as they remedy for the decision tree’s problem of “forcing” data points within a category unnecessarily.
* While an individual tree is overfit to the training data and is likely to have large error, *bagging* (**B**ootstrap **Agg**regat**ing**) uses the insight that a suitably **large number of uncorrelated errors average out to zero** to solve this problem. Bagging chooses multiple random samples of observations from the training data, with replacement, constructing a tree from each one. Since each tree learns from different data, they are fairly uncorrelated from one another. Plotting the R² of our model as we increase the number of “bagged” trees ( scikit-learn calls these trees estimators) illustrates the power of this technique.

## What clustering algorithms do you know? ‍

* k-medoids: Takes the most central point instead of the mean value as the center of the cluster. This makes it more robust to noise.
* Agglomerative Hierarchical Clustering (AHC): hierarchical clusters combining the nearest clusters starting with each point as its own cluster.
* DIvisive ANAlysis Clustering (DIANA): hierarchical clustering starting with one cluster containing all points and splitting the clusters until each point describes its own cluster.
* Density-Based Spatial Clustering of Applications with Noise (DBSCAN): Cluster defined as maximum set of density-connected points.

## How does DBScan work?

* Two input parameters epsilon (neighborhood radius) and minPts (minimum number of points in an epsilon-neighborhood)
* Cluster defined as maximum set of density-connected points.
* Points p\_j and p\_i are density-connected w.r.t. epsilon and minPts if there is a point o such that both, i and j are density-reachable from o w.r.t. epsilon and minPts.
* p\_j is density-reachable from p\_i w.r.t. epsilon, minPts if there is a chain of points p\_i -> p\_i+1 -> p\_i+x = p\_j such that p\_i+x is directly density-reachable from p\_i+x-1.
* p\_j is a directly density-reachable point of the neighborhood of p\_i if dist(p\_i,p\_j) <= epsilon.

## When would you choose K-means and when DBScan? ‍

* DBScan is more robust to noise.
* DBScan is better when the amount of clusters is difficult to guess.
* K-means has a lower complexity, i.e. it will be much faster, especially with a larger amount of points.

## What reduction techniques do you know? ‍

* Singular Value Decomposition (SVD)
* Principal Component Analysis (PCA)
* Linear Discriminant Analysis (LDA)
* T-distributed Stochastic Neighbor Embedding (t-SNE)
* Autoencoders
* Fourier and Wavelet Transforms

## What’s singular value decomposition? How is it typically used for machine learning? ‍

* Singular Value Decomposition (SVD) is a general matrix decomposition method that factors a matrix X into three matrices L (left singular values), Σ (diagonal matrix) and R^T (right singular values).
* For machine learning, Principal Component Analysis (PCA) is typically used. It is a special type of SVD where the singular values correspond to the eigenvectors and the values of the diagonal matrix are the squares of the eigenvalues. We use these features as they are statistically descriptive.
* Having calculated the eigenvectors and eigenvalues, we can use the Kaiser-Guttman criterion, a scree plot or the proportion of explained variance to determine the principal components (i.e. the final dimensionality) that are useful for dimensionality reduction

## Which models do you know for solving time series problems?

* Simple Exponential Smoothing: approximate the time series with an exponential function
* Trend-Corrected Exponential Smoothing (Holt‘s Method): exponential smoothing that also models the trend
* Trend- and Seasonality-Corrected Exponential Smoothing (Holt-Winter‘s Method): exponential smoothing that also models trend and seasonality
* Time Series Decomposition: decomposed a time series into the four components trend, seasonal variation, cycling variation and irregular component
* Autoregressive models: similar to multiple linear regression, except that the dependent variable y\_t depends on its own previous values rather than other independent variables.
* Deep learning approaches (RNN, LSTM, etc.)

## What are the problems with using trees for solving time series problems?

Random Forest models are not able to extrapolate time series data and understand increasing/decreasing trends. It will provide us with average data points if the validation data has values greater than the training data points.

## Why might it be preferable to include fewer predictors over many?

* When we add irrelevant features, it increases model's tendency to overfit because those features introduce more noise. When two variables are correlated, they might be harder to interpret in case of regression, etc.
* curse of dimensionality
* adding random noise makes the model more complicated but useless
* computational cost

## What are some ways I can make my model more robust to outliers?

* We can have regularization such as L1 or L2 to reduce variance (increase bias).
* Changes to the algorithm:
  + Use tree-based methods instead of regression methods as they are more resistant to outliers. For statistical tests, use non parametric tests instead of parametric ones.
  + Use robust error metrics such as MAE or Huber Loss instead of MSE.
* Changes to the data:
  + Winsorizing the data
  + Transforming the data (e.g. log)
  + Remove them only if you’re certain they’re anomalies not worth predicting

## Your linear regression didn’t run and communicates that there are an infinite number of best estimates for the regression coefficients. What could be wrong?

* p > n.
* If some of the explanatory variables are perfectly correlated (positively or negatively) then the coefficients would not be unique.

## You have several variables that are positively correlated with your response, and you think combining all of the variables could give you a good prediction of your response. However, you see that in the multiple linear regression, one of the weights on the predictors is negative. What could be the issue?

Multicollinearity refers to a situation in which two or more explanatory variables in a [multiple regression](https://en.wikipedia.org/wiki/Multiple_regression) model are highly linearly related.

Leave the model as is, despite multicollinearity. The presence of multicollinearity doesn't affect the efficiency of extrapolating the fitted model to new data provided that the predictor variables follow the same pattern of multicollinearity in the new data as in the data on which the regression model is based.

principal component regression

## What is the effect on the coefficients of logistic regression if two predictors are highly correlated?

When predictor variables are correlated, the estimated regression coefficient of any one variable depends on which other predictor variables are included in the model. When predictor variables are correlated, the precision of the estimated regression coefficients decreases as more predictor variables are added to the model.

In statistics, multicollinearity (also collinearity) is a phenomenon in which two or more predictor variables in a multiple regression model are highly correlated, meaning that one can be linearly predicted from the others with a substantial degree of accuracy. In this situation the coefficient estimates of the multiple regression may change erratically in response to small changes in the model or the data. Multicollinearity does not reduce the predictive power or reliability of the model as a whole, at least within the sample data set; it only affects calculations regarding individual predictors. That is, a multiple regression model with correlated predictors can indicate how well the entire bundle of predictors predicts the outcome variable, but it may not give valid results about any individual predictor, or about which predictors are redundant with respect to others.

The consequences of multicollinearity:

* Ratings estimates remain unbiased.
* Standard coefficient errors increase.
* The calculated t-statistics are underestimated.
* Multicollinearity reduces the precision of the estimated coefficients, which weakens the statistical power of your regression model. You might not be able to trust the p-values to identify independent variables that are statistically significant.
* Estimates become very sensitive to changes in specifications and changes in individual observations.
* The overall quality of the equation, as well as estimates of variables not related to multicollinearity, remain unaffected.
* The closer multicollinearity to perfect (strict), the more serious its consequences.

Indicators of multicollinearity:

1. High R2 and negligible odds.
2. Strong pair correlation of predictors.
3. Strong partial correlations of predictors.
4. High VIF - variance inflation factor.

## What’s the difference between Gaussian Mixture Model and K-Means?

Let's says we are aiming to break them into three clusters. K-means will start with the assumption that a given data point belongs to one cluster.

Choose a data point. At a given point in the algorithm, we are certain that a point belongs to a red cluster. In the next iteration, we might revise that belief, and be certain that it belongs to the green cluster. However, remember, in each iteration, we are absolutely certain as to which cluster the point belongs to. This is the "hard assignment".

What if we are uncertain? What if we think, well, I can't be sure, but there is 70% chance it belongs to the red cluster, but also 10% chance its in green, 20% chance it might be blue. That's a soft assignment. The Mixture of Gaussian model helps us to express this uncertainty. It starts with some prior belief about how certain we are about each point's cluster assignments. As it goes on, it revises those beliefs. But it incorporates the degree of uncertainty we have about our assignment.

Kmeans: find kk to minimize (x−μk)^2

Gaussian Mixture (EM clustering) : find kk to minimize (x−μk)^2/σ^2

The difference (mathematically) is the denominator “σ^2”, which means GM takes variance into consideration when it calculates the measurement. Kmeans only calculates conventional Euclidean distance. In other words, Kmeans calculate distance, while GM calculates “weighted” distance.

**K means**:

* Hard assign a data point to one particular cluster on convergence.
* It makes use of the L2 norm when optimizing (Min {Theta} L2 norm point and its centroid coordinates).

**EM**:

* Soft assigns a point to clusters (so it give a probability of any point belonging to any centroid).
* It doesn't depend on the L2 norm, but is based on the Expectation, i.e., the probability of the point belonging to a particular cluster. This makes K-means biased towards spherical clusters.

## Bootstrapping

The bootstrap method goes as follows. Let there be a sample X of size N. We can make a new sample from the original sample by drawing N elements from the latter randomly and uniformly, with replacement. In other words, we select a random element from the original sample of size

and do this N times. All elements are equally likely to be selected, thus each element is drawn with the equal probability 1/N.

By repeating this procedure M times, we create M bootstrap samples X1,…XM. In the end, we have a sufficient number of samples and can compute various statistics of the original distribution.

## Bagging

Suppose that we have a training set X. Using bootstrapping, we generate samples X1,…,XM. Now, for each bootstrap sample, we train its own classifier ai(x). The final classifier will average the outputs from all these individual classifiers. In the case of classification, this technique corresponds to voting:

Bagging reduces the variance of a classifier by decreasing the difference in error when we train the model on different datasets. In other words, bagging prevents overfitting. The efficiency of bagging comes from the fact that the individual models are quite different due to the different training data and their errors cancel each other out during voting. Additionally, outliers are likely omitted in some of the training bootstrap samples.

Bagging is effective on small datasets. Dropping even a small part of training data leads to constructing substantially different base classifiers. If you have a large dataset, you would generate bootstrap samples of a much smaller size.

## Out-of-bag error

Looking ahead, in case of Random Forest, there is no need to use cross-validation or hold-out samples in order to get an unbiased error estimation. Why? Because, in ensemble techniques, the error estimation takes place internally.

Random trees are constructed using different bootstrap samples of the original dataset. Approximately 37% of inputs are left out of a particular bootstrap sample and are not used in the construction of the k-th tree.

This is easy to prove. Suppose there are ℓ examples in our dataset. At each step, each data point has equal probability of ending up in a bootstrap sample with replacement, probability 1/ℓ. The probability that there is no such bootstrap sample that contains a particular dataset element (i.e. it has been omitted ℓ times) equals (1−1/ℓ)^ℓ. When ℓ→+∞, it becomes equal to the [Second Remarkable Limit](https://en.wikipedia.org/wiki/List_of_limits) 1e. Then, the probability of selecting a specific example is ≈1−1e≈63%.

The Out-of-Bag error is then computed in the following way:

* take all instances that have been chosen as a part of test set for some tree (in the picture above that would be all instances in the lower-right picture). All together, they form an *Out-of-Bag dataset*;
* take a specific instance from the *Out-of-Bag dataset* and all models (trees) that were not trained with this instance;
* compare the majority vote of these trees’ classifications and compare it with the true label for this instance;
* do this for all instances in the *Out-of-Bag dataset* and get the average OOB error.

## Difference between AdaBoost and XGBoost.

Both methods combine weak learners into one strong learner. For example, one decision tree is a weak learner, and an emsemble of them would be a random forest model, which is a strong learner.

Both methods in the learning process will increase the ensemble of weak-trainers, adding new weak learners to the ensemble at each training iteration, i.e. in the case of the forest, the forest will grow with new trees. The only difference between AdaBoost and XGBoost is how the ensemble is replenished.

AdaBoost works by weighting the observations, putting more weight on difficult to classify instances and less on those already handled well. New weak learners are added sequentially that focus their training on the more difficult patterns. AdaBoost at each iteration changes the sample weights in the sample. It raises the weight of the samples in which more mistakes were made. The sample weights vary in proportion to the ensemble error. We thereby change the probabilistic distribution of samples - those that have more weight will be selected more often in the future. It is as if we had accumulated samples on which more mistakes were made and would use them instead of the original sample. In addition, in AdaBoost, each weak learner has its own weight in the ensemble (alpha weight) - this weight is higher, the “smarter” this weak learner is, i.e. than the learner least likely to make mistakes.

XGBoost does not change the selection or the distribution of observations at all. XGBoost builds the first tree (weak learner), which will fit the observations with some prediction error. A second tree (weak learner) is then added to correct the errors made by the existing model. Errors are minimized using a gradient descent algorithm. Regularization can also be used to penalize more complex models through both Lasso and Ridge regularization.

In short, AdaBoost- reweighting examples. Gradient boosting - predicting the loss function of trees. Xgboost - the regularization term was added to the loss function (depth + values ​​in leaves).

## Kernel function

Kernel functions are generalized dot product functions used for the computing dot product of vectors x and y in high dimensional feature space. Kernal trick method is used for solving a non-linear problem by using a linear classifier by transforming linearly inseparable data into separable ones in higher dimensions.

If the data is not linearly separable in the original, or input, space then we apply transformations to the data, which map the data from the original space into a higher dimensional feature space. The goal is that after the transformation to the higher dimensional space, the classes are now linearly separable *in this higher dimensional feature space*. We can then fit a decision boundary to separate the classes and make predictions. The decision boundary will be a hyperplane in this higher dimensional space.

## How are the time series problems different from other regression problems?

* Time series data can be thought of as an extension to linear regression which uses terms like autocorrelation, movement of averages for summarizing historical data of y-axis variables for predicting a better future.
* Forecasting and prediction is the main goal of time series problems where accurate predictions can be made but sometimes the underlying reasons might not be known.
* Having Time in the problem does not necessarily mean it becomes a time series problem. There should be a relationship between target and time for a problem to become a time series problem.
* The observations close to one another in time are expected to be similar to the ones far away which provide accountability for seasonality. For instance, today’s weather would be similar to tomorrow’s weather but not similar to weather from 4 months from today. Hence, weather prediction based on past data becomes a time series problem.
* Instead of adding fully connected layers on top of the feature maps, it takes the average of each feature map, and the resulting vector is fed directly into the softmax layer. One advantage of global average pooling over the fully connected layers is that it is more native to the convolution structure by enforcing correspondences between feature maps and categories.
* Another advantage is that there is no parameter to optimize in the global average pooling thus overfitting is avoided at this layer. Global average pooling sums out the spatial information, thus it is more robust to spatial translations of the input. We can see global average pooling as a structural regularizer that explicitly enforces feature maps to be confidence maps of concepts (categories).

### Flatten Layer vs GlobalAveragePooling

* Flatten Layer will take a tensor of any shape and transform it into a one-dimensional tensor but keeping all values in the tensor. For example a tensor (samples, 10, 10, 32) will be flattened to (samples, 10 \* 10 \* 32).
* An architecture like this has the risk of overfitting to the training dataset. In practice, dropout layers are used to avoid overfitting.
* Global Average Pooling does something different. It applies average pooling on the spatial dimensions until each spatial dimension is one, and leaves other dimensions unchanged. For example, a tensor (samples, 10, 10, 32) would be output as (samples, 1, 1, 32).

## What are various assumptions used in linear regression? What would happen if they are violated?

Linear regression is done under the following assumptions:

* The sample data used for modeling represents the entire population.
* There exists a linear relationship between the X-axis variable and the mean of the Y variable.
* The residual variance is the same for any X values. This is called homoscedasticity. **Residual Variance** (also called *unexplained variance* or *error variance*) is the variance of any [error (residual)](https://www.statisticshowto.com/residual/).
* The errors or residuals of the data are normally distributed and independent from each other.
* There is minimal multicollinearity between explanatory variables

Extreme violations of the above assumptions lead to redundant results. Smaller violations of these result in greater variance or bias of the estimates.

## What Is a Linear Regression Model? List Its Drawbacks.

A linear regression model is a model in which there is a linear relationship between the dependent and independent variables.

Here are the drawbacks of linear regression:

* Only the mean of the dependent variable is taken into consideration.
* It assumes that the data is independent.
* The method is sensitive to outlier data values.

## Decision Forest

The algorithm for constructing a random forest of N trees goes as follows:

* For each k=1,…,N:
  + Generate a bootstrap sample Xk.
  + Build a decision tree bk on the sample Xk:
    - Pick the best feature according to the given criteria. Split the sample by this feature to create a new tree level. Repeat this procedure until the sample is exhausted.
    - Building the tree until any of its leaves contains no more than nmin instances or until a certain depth is reached.
    - For each split, we first randomly pick m features from the d original ones and then search for the next best split only among the subset.

The final classifier is defined by:

a(x)=1N∑k=1Nbk(x)

We use the majority voting for classification and the mean for regression.

For classification problems, it is advisable to set m=d. For regression problems, we usually take m=d3, where d is the number of features. It is recommended to build each tree until all of its leaves contain only nmin=1 examples for classification and nmin=5 examples for regression.

You can see random forest as bagging of decision trees with the modification of selecting a random subset of features at each split.

The main difference between random forests and bagging is that, in a random forest, the best feature for a split is selected from a random subset of the available features while, in bagging, all features are considered for the next best split.

Decision boundary of the decision tree is quite jagged and has a lot of acute angles that suggest overfitting and a weak ability to generalize. We would have trouble making reliable predictions on new test data. In contrast, the bagging algorithm has a rather smooth boundary and has no obvious signs of overfitting.

## Parameters of Random Forest

* n\_estimators — the number of trees in the forest (default = 10)
* criterion — the function used to measure the quality of a split. Supported criteria are “mse” for the mean squared error, which is equal to variance reduction as feature selection criterion, and “mae” for the mean absolute error (default = “mse”)
* max\_features — the number of features to consider when looking for the best split. You can specify the number or percentage of features, or choose from the available values: “auto” (all features), “sqrt”, “log2”. (default = “auto”)
* max\_depth — the maximum depth of the tree (default means that nodes are expanded until all leaves are pure or until all leaves contain less than min\_samples\_split samples)
* min\_samples\_split — the minimum number of samples required to split an internal node. Can be specified as the number or as a percentage of a total number of samples (default = 2)
* min\_samples\_leaf — the minimum number of samples required at a leaf node(default = 1)
* min\_weight\_fraction\_leaf — the minimum weighted fraction of the sum total of weights (of all the input samples) required to be at a leaf node. Samples have equal weight when sample\_weight is not provided (default = 0)
* max\_leaf\_nodes — the maximum number of leaves (default = no restrictions)
* min\_impurity\_split — threshold for early stopping in tree growth. A node will split if its impurity is above the threshold, otherwise it is a leaf (default = 1е-7)
* bootstrap — whether bootstrap samples are used when building trees(default = True)
* oob\_score — whether to use out-of-bag samples to estimate the R^2 on unseen data (default = False)
* n\_jobs — the number of jobs to run in parallel for both fit and predict. If -1, then the number of jobs is set to the number of cores (default = 1)
* random\_state — if int, random\_state is the seed used by the random number generator; if RandomState instance, random\_state is the random number generator; if None, the random number generator is the RandomState instance used by np.random (default = None)
* verbose — controls the verbosity of the tree building process (default = 0)
* warm\_start — when set to True, reuse the solution of the previous call to fit and add more estimators to the ensemble, otherwise, just fit a whole new forest (default = False)

In case of classification, parameters are mostly the same. Only the following differ for RandomForestClassifier as compared to RandomForestRegressor:

* criterion — the function used to measure the quality of a split. Supported criteria are “gini” for the Gini impurity and “entropy” for the information gain. Note: this parameter is tree-specific (default = “gini”)
* class\_weight — the weight of each class (by default all weights equal to 1, but you can create a dictionary with weights or specify it as “balanced” - uses the values of classes to automatically adjust weights inversely proportional to class frequencies in the input data or as “balanced\_subsample” - the same as “balanced” except that weights are computed based on the bootstrap sample for every tree grown)

Below are the parameters which we need to pay attention to when we are building a new model:

* n\_estimators — the number of trees in the forest;
* criterion — the function used to measure the quality of a split;
* max\_features — the number of features to consider when looking for the best split;
* min\_samples\_leaf — the minimum number of samples required to be at a leaf node;
* max\_depth — the maximum depth of the tree.

## Variance and Decorrelation of Random Forests

Let’s write the variance of a random forest as

Var f(x)=ρ(x)σ2(x)

ρ(x)=Corr[T(x1,Θ1(Z)),T(x2,Θ2(Z))],

where

* ρ(x) is the sample correlation coefficient between any two trees used in averaging:
* Θ1(Z) and Θ2(Z) are a randomly selected pair of trees on randomly selected elements of the sample Z;
* T(x,Θi(Z)) is the output of the i-th tree classifier on an input vector x;
* σ2(x) is the sample variance of any randomly selected tree:

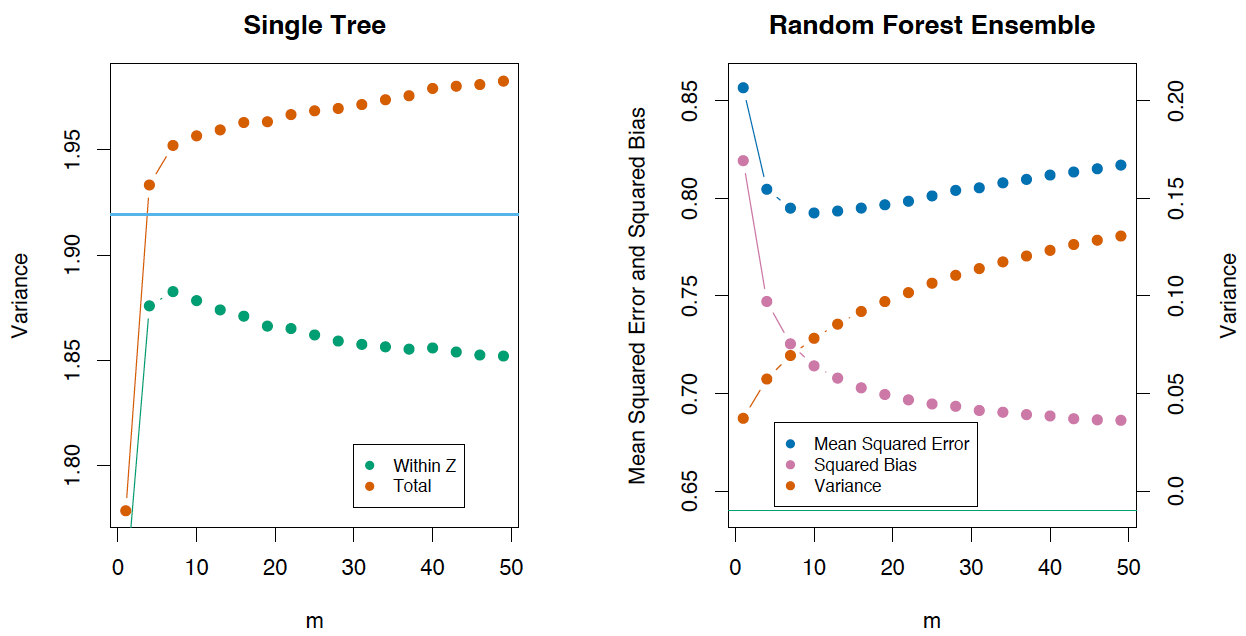
σ2(x)=Var[T(x,Θ(X))]

It is easy to confuse ρ(x) with the average correlation between the trained trees in a given random forest when we consider trees as N-vectors and calculate the average pairwise correlation between them. But this is not the case.

In fact, this conditional correlation is not directly related to the averaging process, and the dependence of ρ(x) on x warns us of this difference. ρ(x) is the theoretical correlation between a pair of random trees estimated on the input x. Its value comes from the repeated sampling of the training set from the population Z and the subsequent random choice of a pair of trees. In statistics jargon, this is the correlation caused by the sampling distribution of Z and Θ.

The conditional covariance of any pair of trees is equal to 0 because bootstrapping and feature selection are independent and identically distributed.

If we consider the variance of a single tree, it barely depends on the parameters of the splitting (m). But they are crucial for ensembles. The variance of a tree is much higher than the one of an ensemble. The book *The Elements of Statistical Learning (Trevor Hastie, Robert Tibshirani and Jerome Friedman)* has a great example that demonstrates this fact:



Just as in bagging, the bias of a random forest is the same as the bias of a single tree T(x,Θ(Z)):

In absolute value, the bias is usually higher than that of an unpruned tree because randomization and sample space reduction impose their own restrictions on the model. Therefore, the improvements in prediction accuracy obtained by bagging and random forests are solely the result of variance reduction.

## Pros and cons of random forests

**Pros:**

* High prediction accuracy; will perform better than linear algorithms in most problems; the accuracy is comparable with that of boosting.
* Robust to outliers, thanks to random sampling.
* Insensitive to the scaling of features as well as any other monotonic transformations due to the random subspace selection.
* Doesn’t require fine-grained parameter tuning, works quite well out-of-the-box. With tuning, it is possible to achieve a 0.5–3% gain in accuracy, depending on the problem setting and data.
* Efficient for datasets with a large number of features and classes.
* Handles both continuous and discrete variables equally well.
* Rarely overfits. In practice, an increase in the tree number almost always improves the composition. But, after reaching a certain number of trees, the learning curve is very close to the asymptote.
* There are developed methods to estimate feature importance.
* Works well with missing data and maintains good accuracy even when a large part of data is missing.
* Provides means to weight classes on the whole dataset as well as for each tree sample.
* Under the hood, calculates proximities between pairs of examples that can subsequently be used in clustering, outlier detection, or interesting data representations.
* The above functionality and properties may be extended to unlabeled data to enable unsupervised clustering, data visualization, and outlier detection.
* Easily parallelized and highly scalable.

**Cons:**

* In comparison with a single decision tree, Random Forest’s output is more difficult to interpret.
* There are no formal p-values for feature significance estimation.
* Performs worse than linear methods in the case of sparse data: text inputs, bag of words, etc.
* Unlike linear regression, Random Forest is unable to extrapolate. But, this can be also regarded as an advantage because outliers do not cause extreme values in Random Forests.
* Prone to overfitting in some problems, especially, when dealing with noisy data.
* In the case of categorical variables with varying level numbers, random forests favor variables with a greater number of levels. The tree will fit more towards a feature with many levels because this gains greater accuracy.
* If a dataset contains groups of correlated features, preference might be given to groups of smaller size (“correlation bias”). See [this work](https://academic.oup.com/bioinformatics/article/27/14/1986/194387)
* The resulting model is large and requires a lot of RAM.

## How can you select k for k-means?

* We use the elbow method to select k for [k-means clustering](https://www.simplilearn.com/tutorials/machine-learning-tutorial/k-means-clustering-algorithm). The idea of the elbow method is to run k-means clustering on the data set where 'k' is the number of clusters.
* Within the sum of squares (WSS), it is defined as the sum of the squared distance between each member of the cluster and its centroid.
* Siloutte score.

For each point compute the score.

Score = (b - a)/ max(a,b)

a = intra cluster distance

b = inter cluster distance for nearest cluster for that point.

Do this for all points and average.

Pick the one with max. average siloutte score

## Describe Markov chains?

Markov Chains defines that a state’s future probability depends only on its current state.

Markov chains belong to the Stochastic process type category.

A perfect example of the Markov Chains is the system of word recommendation. In this system, the model recognizes and recommends the next word based on the immediately previous word and not anything before that. The Markov Chains take the previous paragraphs that were similar to training data-sets and generates the recommendations for the current paragraphs accordingly based on the previous word.

## Difference between an error and a residual error

The error of an observation is the deviation of the observed value from the true value of a quantity of interest (for example, a population mean). The residual is the difference between the observed value and the estimated value of the quantity of interest (for example, a sample mean).

## What are the differences between Supervised and Unsupervised Learning?

Supervised learning is a type of machine learning where a function is inferred from labeled training data. The training data contains a set of training examples.

Unsupervised learning, on the other hand, is when inferences are drawn from datasets containing input data without labeled responses.

The following are the various other differences between the two types of machine learning:

|  |  |  |
| --- | --- | --- |
|  | **Supervised Learning** | **Unsupervised Learning** |
| Algorithms Used | Decision Trees, K-nearest Neighbor algorithm, Neural Networks, Regression, and Support Vector Machines | Anomaly Detection, Clustering, Latent Variable Models, and Neural Networks |
| Problems used for | Classification and regression | Classification, dimension reduction, and density estimation |
| Uses | Prediction | Analysis |

## What is the Computational Graph?

A computational graph is a graphical presentation that is based on TensorFlow. It has a wide network of different kinds of nodes wherein each node represents a particular mathematical operation. The edges in these nodes are called tensors. This is the reason the computational graph is called a TensorFlow of inputs. The computational graph is characterized by data flows in the form of a graph; therefore, it is also called the DataFlow Graph.

Forward pass is the procedure for evaluating the value of the mathematical expression represented by computational graphs. Doing forward pass means we are passing the value from variables in forward direction from the left (input) to the right where the output is.

In the backward pass, our intention is to compute the gradients for each input with respect to the final output. These gradients are essential for training the neural network using gradient descent.

## What is the difference between a discriminative and a generative model?

A discriminative model learns **distinctions between different categories** of data. A generative model learns **categories of data.** Discriminative models generally perform better on classification tasks.

In General, A Discriminative model ‌models the **decision boundary between the classes**. A Generative Model ‌explicitly models the **actual distribution of each class**. In final both of them is0 predicting the conditional probability P(Animal | Features). But Both models learn different probabilities.

A Generative Model ‌learns the **joint probability distribution p(x,y).** It predicts the conditional probability with the help of **Bayes Theorem**. A Discriminative model ‌learns the **conditional probability distribution p(y|x)**. Both of these models were generally used in **supervised learning** problems.

**Generative classifiers**

* Assume some functional form for **P(Y), P(X|Y)**
* Estimate parameters of **P(X|Y), P(Y)** directly from training data
* Use Bayes rule to calculate **P(Y |X)**

**Discriminative Classifiers**

* Assume some functional form for **P(Y|X)**
* Estimate parameters of **P(Y|X)** directly from training data

**Generative classifiers**

* ‌Naïve Bayes
* Bayesian networks
* Markov random fields
* ‌Hidden Markov Models (HMM)

**Discriminative Classifiers**

* ‌Logistic regression
* Scalar Vector Machine
* ‌Traditional neural networks
* ‌Nearest neighbour
* Conditional Random Fields (CRF)s

## What are parametric models? Provide an example.

Parametric models have a **finite number of parameters**. You only need to know the parameters of the model to make a data prediction. Common examples are as follows:

* Logistic Regression
* Linear Discriminant Analysis
* Perceptron
* Naive Bayes
* Simple Neural Networks

*A learning model that summarizes data with a set of parameters of fixed size (independent of the number of training examples) is called a parametric model. No matter how much data you throw at a parametric model, it won’t change its mind about how many parameters it needs.*

Non-parametric models have an **unbounded number of parameters** to offer flexibility. For data predictions, you need the parameters of the model and the state of the observed data. Common examples are as follows:

* k-Nearest Neighbors
* Decision Trees like CART and C4.5
* Support Vector Machines

*Nonparametric methods are good when you have a lot of data and no prior knowledge, and when you don’t want to worry too much about choosing just the right features.*

An easy to understand nonparametric model is the k-nearest neighbors algorithm that makes predictions based on the k most similar training patterns for a new data instance. The method does not assume anything about the form of the mapping function other than patterns that are close are likely to have a similar output variable.

## Linear Discriminant Analysis

Linear discriminant analysis is used as a tool for classification, dimension reduction, and data visualization. It has been around for quite some time now. Despite its simplicity, LDA often produces robust, decent, and interpretable classification results. When tackling real-world classification problems, LDA is often the benchmarking method before other more complicated and flexible ones are employed.

## Hidden Markov Model vs Recurrent Neural Network

Hidden Markov Models (HMMs) are much simpler than Recurrent Neural Networks (RNNs), and rely on strong assumptions which may not always be true. If the assumptions *are* true then you may see better performance from an HMM since it is less finicky to get working.

An RNN may perform better if you have a very large dataset, since the extra complexity can take better advantage of the information in your data. This can be true even if the HMMs assumptions are true in your case.

Finally, don't be restricted to only these two models for your sequence task, sometimes simpler regressions (e.g. ARIMA) can win out, and sometimes other complicated approaches such as Convolutional Neural Networks might be the best. (Yes, CNNs can be applied to some kinds of sequence data just like RNNs.)

*As always, the best way to know which model is best is to make the models and measure performance on a held out test set.*

**Strong Assumptions of HMMs**

*State transitions only depend on the current state, not on anything in the past.*

## T-distributed Stochastic Neighbor Embedding

t-SNE is a tool to visualize high-dimensional data. It converts similarities between data points to joint probabilities and tries to minimize the Kullback-Leibler divergence between the joint probabilities of the low-dimensional embedding and the high-dimensional data. t-SNE has a cost function that is not convex, i.e. with different initializations we can get different results.

It is highly recommended to use another dimensionality reduction method (e.g. PCA for dense data or TruncatedSVD for sparse data) to reduce the number of dimensions to a reasonable amount (e.g. 50) if the number of features is very high. This will suppress some noise and speed up the computation of pairwise distances between samples. For more tips see Laurens van der Maaten’s FAQ [2].

## What kind of regularization techniques are applicable to linear models? ‍

AIC/BIC, Ridge regression, Lasso, Elastic Net, Basis pursuit denoising, Rudin–Osher–Fatemi model (TV), Potts model, RLAD, Dantzig Selector, SLOPE

## When do we need to perform feature normalization for linear models? When it’s okay not to do it? ‍

Feature normalization is necessary for L1 and L2 regularizations. The idea of both methods is to penalize all the features relatively equally. This can't be done effectively if every feature is scaled differently.

Linear regression without regularization techniques can be used without feature normalization. Also, regularization can help to make the analytical solution more stable, — it adds the regularization matrix to the feature matrix before inverting it.

## Which machine learning algorithm is known as the lazy learner, and why is it called so?

KNN is a Machine Learning algorithm known as a lazy learner. K-NN is a lazy learner because it doesn’t learn any machine-learned values or variables from the training data but dynamically calculates distance every time it wants to classify, hence memorizing the training dataset instead.

## Is it possible to test for the probability of improving model accuracy without cross-validation techniques? If yes, please explain.

Yes, it is possible to test for the probability of improving model accuracy without cross-validation techniques. We can do so by running the ML model for say **n** number of iterations, recording the accuracy. Plot all the accuracies and remove the 5% of low probability values. Measure the left [low] cut off and right [high] cut off. With the remaining 95% confidence, we can say that the model can go as low or as high [as mentioned within cut off points].

## Name and define techniques used to find similarities in the recommendation system.

Pearson correlation and Cosine correlation are techniques used to find similarities in recommendation systems.

## Random Forest Feature importance

* **Permutation importance**. The average reduction in accuracy caused by a variable is determined during the calculation of the out-of-bag error. The greater the reduction in accuracy due to an exclusion or permutation of the variable, the higher its *importance score*. For this reason, variables with a greater average reduction in accuracy are generally more significant for classification.
* Sklearn library uses another approach to determine feature importance. The rationale for that method is that the more gain in information the node (with splitting feature Xj) provides, the higher its importance. The average reduction in the Gini impurity – or MSE for regression – represents the contribution of each feature to the homogeneity of nodes and leaves in the resulting Random Forest model. Each time a selected feature is used for splitting, the Gini impurity of the child nodes is calculated and compared with that of the original node.

## What is difference between Inference and Prediction?

Prediction:

- Evaluate a variety of models

- Select the best-performing model

- Empirically determine loss on test set

- Predict the outcome for new samples

- Model interpretability suffers

- Model validity shown for the test set

- Model may overfit if the test data are similar to the training data

Inference:

- Reason about the data generation process

- Select model whose assumptions seem most reasonable

- Use goodneess-of-fit tests

- Use the model to explain the data generation process

- High model interpretability

- Model validity is uncertain since predictive accuracy was not considered

- Overfitting prevented through simplified assumptions

## State the limitations of Fixed Basis Function

Linear separability in feature space doesn’t imply linear separability in input space. So, Inputs are non-linearly transformed using vectors of basic functions with increased dimensionality. Limitations of Fixed basis functions are:

* Non-Linear transformations cannot remove overlap between two classes but they can increase overlap.
* Often it is not clear which basis functions are the best fit for a given task. So, learning the basic functions can be useful over using fixed basis functions.
* If we want to use only fixed ones, we can use a lot of them and let the model figure out the best fit but that would lead to overfitting the model thereby making it unstable.

## Define and explain the concept of Inductive Bias with some examples

Inductive Bias is a set of assumptions that humans use to predict outputs given inputs that the learning algorithm has not encountered yet. When we are trying to learn Y from X and the hypothesis space for Y is infinite, we need to reduce the scope by our beliefs/assumptions about the hypothesis space which is also called inductive bias. Through these assumptions, we constrain our hypothesis space and also get the capability to incrementally test and improve on the data using hyper-parameters. Examples:

1. We assume that Y varies linearly with X while applying Linear regression.
2. We assume that there exists a hyperplane separating negative and positive examples.

## Explain the term instance-based learning.

Instance Based Learning is a set of procedures for regression and classification which produce a class label prediction based on resemblance to its nearest neighbors in the training data set. These algorithms just collects all the data and get an answer when required or queried. In simple words they are a set of procedures for solving new problems based on the solutions of already solved problems in the past which are similar to the current problem.

## Tree’s Feature Importance from Mean Decrease in Impurity (MDI)

The impurity-based feature importance ranks the numerical features to be the most important features.

This problem stems from two limitations of impurity-based feature importances:

* impurity-based importances are biased towards high cardinality features;
* impurity-based importances are computed on training set statistics and therefore do not reflect the ability of feature to be useful to make predictions that generalize to the test set (when the model has enough capacity).

## Define Perceptron

* An artificial neuron is a mathematical function conceived as a model of biological neurons, that is, a neural network.
* A Perceptron is a neural network unit that does certain computations to detect features or business intelligence in the input data. It is a function that maps its input “x,” which is multiplied by the learned weight coefficient, and generates an output value ”f(x).
* ”Perceptron Learning Rule states that the algorithm would automatically learn the optimal weight coefficients.
* Single layer Perceptrons can learn only linearly separable patterns.
* Multilayer Perceptron or feedforward neural network with two or more layers have the greater processing power and can process non-linear patterns as well.
* Perceptrons can implement Logic Gates like AND, OR, or XOR.