Collaborators: Debankita, Suraj

1. Probability and Estimation [30 points]

1. .

1.
$$P(y=1|\vec{x}) = \frac{1}{2}P(y=1)P(\vec{x}1y=1)$$

$$= \frac{1}{2}(0.3)(0.3)(0.5)$$

$$= \frac{1}{2}(0.045)$$

$$P(y=0|\vec{x}) = \frac{1}{2}P(y=0)P(\vec{x}1y=0)$$

$$= \frac{1}{2}(0.7)(0.5)(0.1)$$

$$= \frac{1}{2}(0.035) \qquad P(y=0|\vec{x}) \text{ hos higher posterior probability}$$

$$P(y=1|\vec{x}) + P(y=0|\vec{x}) = \frac{8}{100}$$

$$P(y=1|\vec{x}) = \frac{0.045}{0.035} = \frac{8}{100}$$
The naive assumption in this problem is that we are incorporating features of the class which are independent from each other.

2. .

PSE

Given that we have Nsamples
$$\chi_1 \dots \chi_M$$
, varione δ^2

man μ

We begin by the akelihood $f(\chi_1 \dots \chi_M) = \prod_{i=1}^N P(\chi_i|\mu) = \prod_{i=1}^N \frac{1}{N^2 \chi_{\delta^2}} e^{-\frac{(\chi_i - \mu)^2}{2\delta^2}}$
 $\log(P(\chi_i \dots \chi_M|\mu)) = \sum_{i=1}^N \log(\frac{1}{N^2 \chi_{\delta^2}}) - \frac{(\chi_i - \mu)^2}{2\delta^2}$

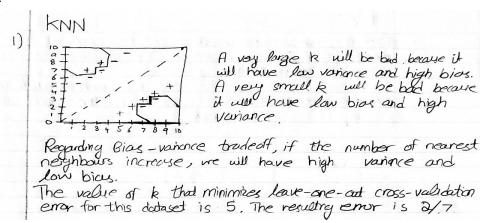
Offeritate with respect to man

$$= \sum_{i=1}^N \frac{(\chi_i - \mu)}{\delta^2} = \sum_{i=1}^N (\chi_i - \mu)$$
 $0 = \sum_{i=1}^N \frac{(\chi_i - \mu)}{\delta^2} = \sum_{i=1}^N (\chi_i - \mu)$
 $\chi_i = \sum_{i=1}^N \chi_i$
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 $\chi_i = \sum_{i=1}^N \chi_i$

3. .

2. K Nearest Neighbors [25 points]

1. .



2.

Neighbors	Total Score	Time Taken (ms)	
3	0.7661954725776303	1000458.3148	
5	0.7391429793997188	1025328.7596999999	
10	0.6960227289254227	1061917.4712	
20	0.6358901533249359	1015361.0788999999	
25	0.6119830476889301	1046122.5814	

3. .

KNN

3) It is reverable to use FI-score because it incorporates false positives and regulares. Also, after me calculate the Frecall' and 'precision' me calculate the weighted average. Since the claim distribution of our problem is not even using FI-score as evalution metric will deter weight behaviour and in our problem domain. (unatherized transactions)

3. Decision Trees [25 points]

1. .

Decision Tree

1. Basically, the criteria used to select a variable for a node when training a decision tree is linked to the information gain that is optimized.

We should not use optimal odering search trough the whole tree as it will take so much time and is possibly not going to work.

- 2. Code (Not working)
- 3. NOT ATTEMPTED

4. Model Selection & Hyperparameter Tuning [10 points]

1. .

1. Logistic regressor is considered high biox because we try to perform a linear decision boundary and it is possible that it might not exist as a case in the data.

Decision Tree is — considered law bicus because they maximally overful to the training data for decision KNN is considered low bias because we ful the model only to the one nearest point.

2. .

2. Time complexity = $O((R-1)\frac{N}{R})$ When k=5 and k=N, nuntime is O(N). However, k=N has a slight greater nuntime (means takes (a) to be a bit longer). It is recommend to use on small data because it is unbiased and have greater variance For the five-fuld cross-validation, we can have a balance in bias and variance. It can have less variance but greater bias.

5. Train Your Best Model [10 points]

1.

Metric	Precision	Recall	F1 Score	AUC
Avg. Validation Set	0.8816437826111635	0.7661521148834581	0.8184761099394919	0.8829909173329682
Full Training Set	0.19936102236421724	0.18682634730538922	0.19289026275115922	0.19341267281629784

I selected the Decision Tree Classifier as it is more suitable for the given data set. When depth is 6, I get the maximum AUC for Avg. Validation Set. You can find the metrics in the Submission Folder (best_model_metrics.txt). If we take greater depths, the model will start to overfit

Sources:

https://www.geeksforgeeks.org/decision-tree-implementation-python/ https://www.datacamp.com/community/tutorials/decision-tree-classification-python https://wiseodd.github.io/techblog/2017/01/01/mle-vs-map/