

## Non Parametric Methods

COMP9417, 23T1

① Non Parametric Methods

② Decision Trees

③  $k$ -NN

④ Linear Smoothing

## Section 1

# Non Parametric Methods

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## Parametric modelling

We make assumptions on the type of function which our data takes.

- Linear regression
- Perceptron
- Logistic regression

## Non parametric modelling

We make no assumptions on the underlying function and purely use our datapoints as guides for pattern inference.

- $k$ -Nearest neighbours
- Local regression
- Decision Trees

## Section 2

### Decision Trees

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Disadvantages:

- Tend to overfit data
- Often inaccurate in their most basic form

# Entropy

Entropy essentially measures the *uncertainty* or *surprise* of a random variable.

We define the entropy for a set  $S$ ,

$$H(S) = \sum_{x \in X} -p(x) \log p(x)$$

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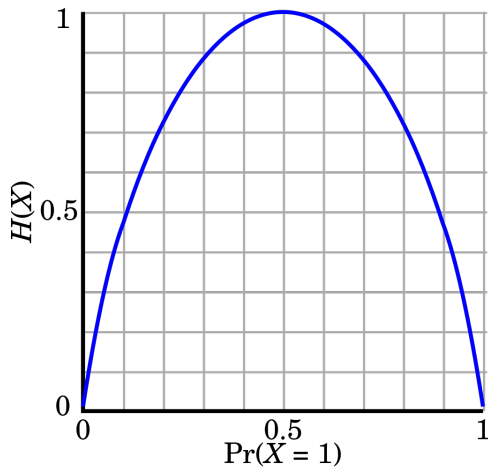
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Say we have a random variable  $X \sim \text{Bernoulli}(p)$ . We can define the entropy of  $X$ :

$$H(x) = -(1-p) \log(1-p) - p \log p$$



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If we have a dataset  $S$  with a feature  $A$ ,

$$\text{Gain}(S, A) = H(S) - \sum_{v \in V_A} \frac{|S_v|}{|S|} H(S_v)$$

## Basic Example

Say we have a dataset as follows:  $[29+, 35-]$ :

- $A1 \sim T: [21+, 5-]$   $F: [8+, 30-]$
- $A2 \sim T: [18+, 33-]$   $F: [11+, 2-]$

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$$\begin{aligned} H(S) &= \sum_{x \in X} -p(x) \log p(x) \\ &= -\frac{29}{29+35} \log\left(\frac{29}{29+35}\right) - \frac{35}{29+35} \log\left(\frac{35}{29+35}\right) \\ &= 0.9936 \end{aligned}$$

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$$\begin{aligned} H(S_{A1,T}) &= -\frac{21}{26} \log\left(\frac{21}{26}\right) - \frac{5}{26} \log\left(\frac{5}{26}\right) \\ &= 0.7063 \end{aligned}$$

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$$\begin{aligned} H(S_{A_{1,F}}) &= -\frac{8}{38} \log\left(\frac{8}{38}\right) - \frac{30}{38} \log\left(\frac{30}{38}\right) \\ &= 0.7425 \end{aligned}$$

Dataset: [29+, 35−]:

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$$\begin{aligned} H(S_{A_2,F}) &= -\frac{11}{13} \log\left(\frac{11}{13}\right) - \frac{2}{13} \log\left(\frac{2}{13}\right) \\ &= 0.4674 \end{aligned}$$

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$$\begin{aligned}\text{Gain}(S, A_1) &= H(S) - \sum_{v \in \{T, F\}} \frac{|A_{1,v}|}{|S|} H(A_{1,v}) \\ &= H(S) - \frac{26}{64} H(A_{1,T}) - \frac{38}{64} H(A_{1,F}) \\ &= 0.2658\end{aligned}$$

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$$\begin{aligned}\text{Gain}(S, A_2) &= H(S) - \frac{51}{64}H(A_{2,T}) - \frac{13}{64}H(A_{2,F}) \\ &= 0.1643\end{aligned}$$

# ID3 Algorithm

Basically what we just did:

- Calculate the entropy for each attribute  $a \in A$ .
- Split on the attribute with the maximum Gain. This means creating a decision tree node using that attribute.
- Recurse on this new subset of the data.

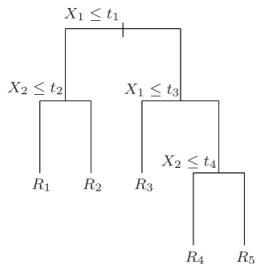
# Regression Trees

Regression trees split the dataset up into regions and fit separate models to each region.



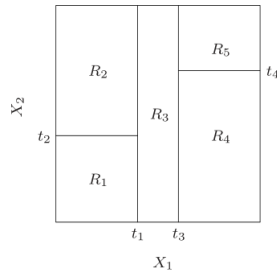
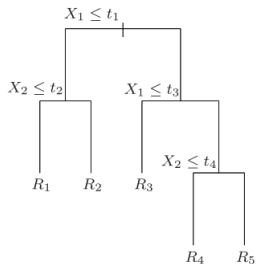
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$$\min_{j,s} \left[ \min_{c_1} \sum_{x_i \in R_1(j,s)} (y_i - c_1)^2 + \sum_{x_i \in R_2(j,s)} \min_{c_2} (y_i - c_2)^2 \right]$$

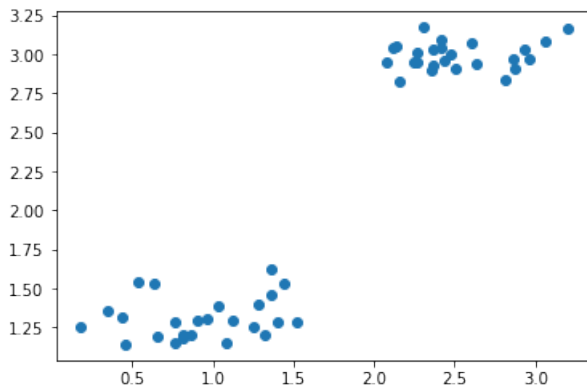
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This essentially finds regions ( $R_1$  and  $R_2$ ) with the minimum variance.



$$\min_{j,s} \left[ \min_{c_1} \sum_{x_i \in R_1(j,s)} (y_i - c_1)^2 + \sum_{x_i \in R_2(j,s)} \min_{c_2} (y_i - c_2)^2 \right]$$

## Section 3

$k$ -NN

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**Regression** If we define the set  $K$  as the  $k$ -nearest neighbours of a point  $X_i$ , then our  $k$ -NN estimate is:

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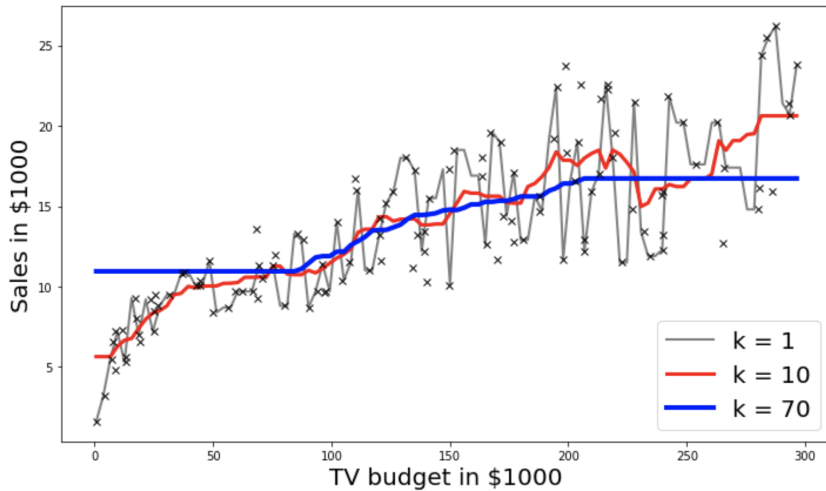
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**Classification** we assign  $X_i$  the majority class in  $K$ .



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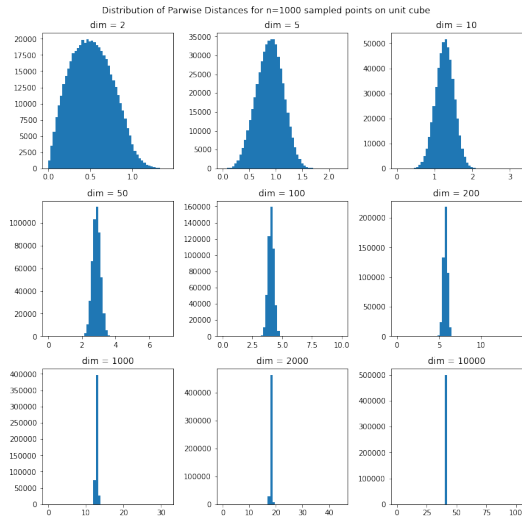
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- Distances between points breaking down
- The need for even *more* data



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So for 20 features, we need  $10 \times 2^{20} = 10485760$  data points!

## Section 4

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If we define  $h$  as the smoothing parameter and  $K$  as the kernel, the Linear Smoothing estimate is:

$$\hat{y}_i = \frac{\sum_{j=1}^n K\left(\frac{\|x_i - x_j\|}{h}\right) y_j}{\sum_{j=1}^n K\left(\frac{\|x_i - x_j\|}{h}\right)}$$

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As  $h \rightarrow 0$  our distances have a higher variance. If  $h \rightarrow \infty$  have a lower variance, and our model is in turn smoother.

