

# Methods in classifier framework

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## **classification.NaiveBayes**

*buildDataModel()* - Constructs the data structure such that, the probabilities can be calculated easily while constructing the model

*buildTrainData()* - Converts data in train file to array

*buildTestData()* - Converts data in test file to array

*buildClassifier()* - Builds the classifier model

*classifyTestData()* - Uses the classifier model to classify the test data

*measureClassifierQuality()* - Measures the quality of classifier by counting four parameters

*countXGivenY()* - Calculates count of A given condition B. Used in classifier model to calculate the conditional probability.

## **classification.AdaBoost**

*AdaBoost()* - Gets an instance of naiveBayes to construct the weak classifiers

*boost()* - Forms 5 classifierModel based on the error and updatedWeights

*calculateError()* - Calculates the error of the new classifier model. The train data is made the test data to calculate the error

*sampleDataBasedOnWeight()* - Implements roulette-wheel selection to sample based on weight and updates the weights array accordingly

*ensemble()* -Used the 5 classifierModels and its weight to classify the test data

*measureClassifierQuality()* - Measures the quality of the ensemble classifier by counting four parameters

# Metrics Measured

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## Data Set Chess:

	Naïve Bayes	AdaBoost
Accuracy	86.34590377	86.60598179
Error rate	13.65409623	13.39401821
Sensitivity	89.52618454	86.78304239
Specificity	89.52618454	86.78304239
Precision	85.07109005	87.43718593
F-1 Score	87.2417983	87.10888611
Fbeta Score(0.5)	85.92628052	87.30556949
Fbeta Score(2)	88.5982231	86.91308691

## Data Set Nursery:

	Naïve Bayes	AdaBoost
Accuracy	100	100
Error rate	0	0
Sensitivity	100	100
Specificity	100	100
Precision	100	100
F-1 Score	100	100
Fbeta Score(0.5)	100	100
Fbeta Score(2)	100	100

## Data Set Mushroom:

	Naïve Bayes	AdaBoost
Accuracy	96.12365064	99.36211973
Error rate	3.876349362	0.637880275
Sensitivity	99.34944238	100
Specificity	99.34944238	100
Precision	93.68974584	98.80624426
F-1 Score	96.43662607	99.39953811
Fbeta Score(0.5)	94.76950355	99.04270987
Fbeta Score(2)	98.16345271	99.75894678

## Data Set Led24:

	Naïve Bayes	AdaBoost
Accuracy	88.12877264	88.12877264
Error rate	11.87122736	11.87122736
Sensitivity	88.38174274	88.38174274
Specificity	88.38174274	88.38174274
Precision	87.29508197	87.29508197
F-1 Score	87.83505155	87.83505155
Fbeta Score(0.5)	87.51027116	87.51027116
Fbeta Score(2)	88.16225166	88.16225166

## Parameters used

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**No of iterations** - 5

*Reason:* The accuracy for mushroom got close to 99% for 5<sup>th</sup> iteration. The accuracy of chess and led24 did not boost much. So I have set the iterations as 5

**Laplacian Adjustment** – Added 1 to the numerator and number of distinct values in the dimension to the denominator.

*Reason:* To avoid the predicted probabilities from becoming zero.

## Does AdaBoost boost NaiveBayes

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While the accuracy for nursery data set is 100 for both. AdaBoost increased accuracy for Mushroom data set but did not increase accuracy for chess and led24 significantly.

## Is NaiveBayes ensemble compatible

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Looking at the results my guess is that NaiveBayes is not ensemble compatible since the accuracy for 2 data sets did not increase significantly. While I tried verifying if my guess right in Google, I read few research papers which employs a modified version of NaiveBayes[Introducing tree structure or decision stumps] with AdaBoost as their previous results shows that AdaBoost does not increase accuracy of NaiveBayes. Ref : <http://onlinelibrary.wiley.com/doi/10.1111/1467-8640.00219/abstract>