

APPLIED DATA SCIENCE II

Week 4: CLASSIFICATION MODELS!

Kyle Scot Shank
WI-22





6:00 - 6:30

HW REVIEW

Let's walk through it!

7:30-7:45

SNACK BREAK!

Time for some munchies

6:30-7:30

TOPIC OVERVIEW

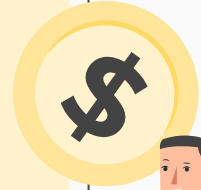
Let's guess if stuff is one thing or another this week with **classification** models!

7:45 - 9:00

HANDS-ON CODE LAB

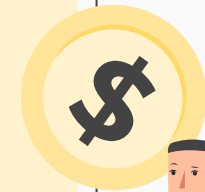
Work through stuff together

HW REVIEW



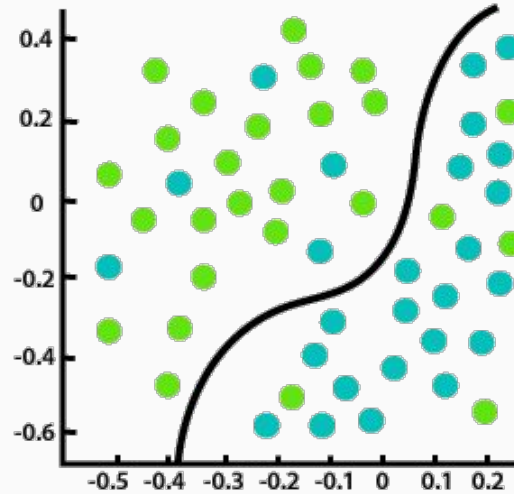
TOPIC OVERVIEW

CLASSIFICATION MODELS!

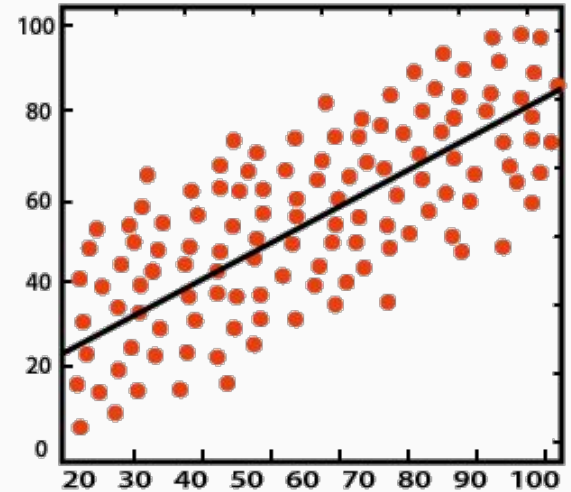


WHAT ARE CLASSIFICATION MODELS?

CLASSIFICATION MODELS



Classification



Regression

CLASSIFICATION MODELS

Formal definition:

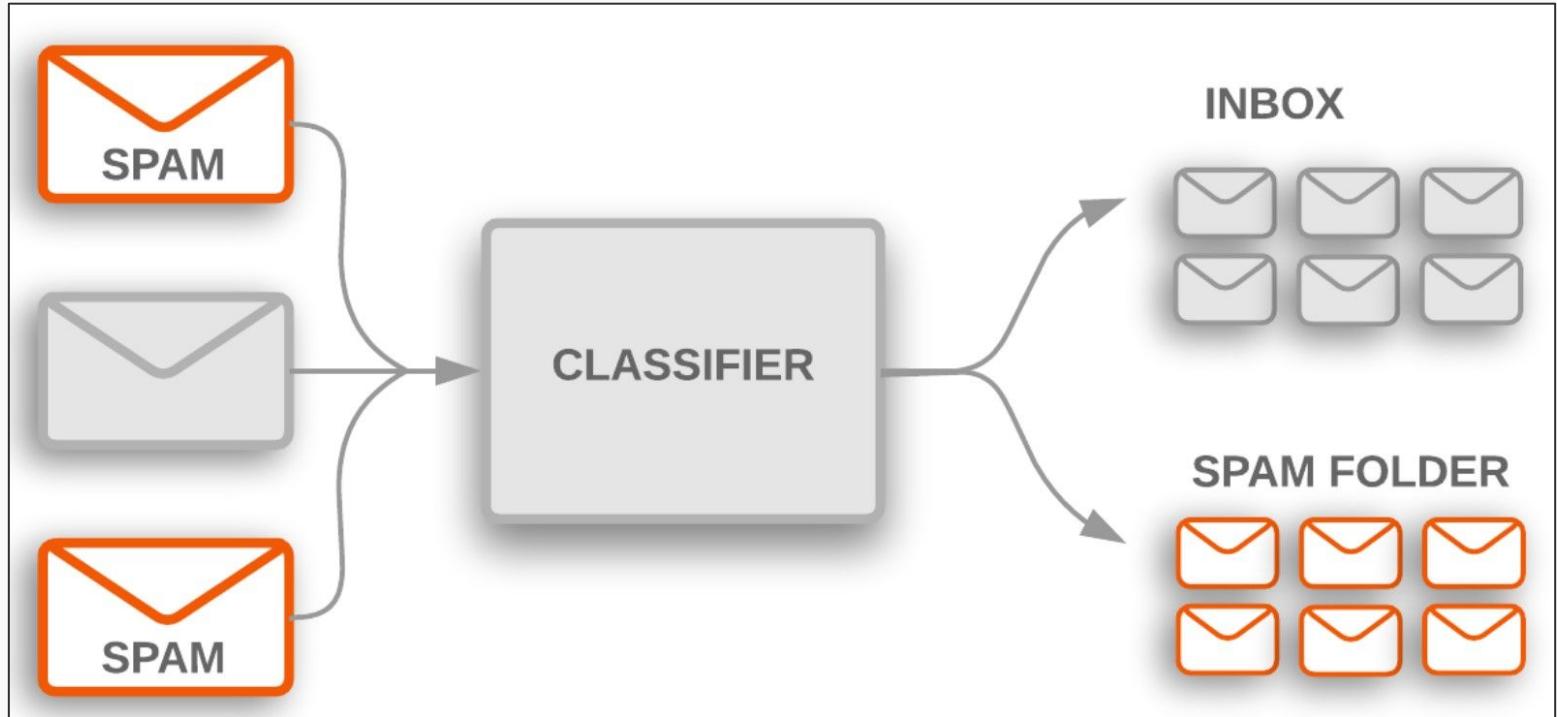
Given a feature vector X and a qualitative response Y taking values in the set C , the classification task is to build a function $f(X)$ that takes as input the feature vector X and predicts its value for Y ; i.e. $f(X) \in C$.

Human language definition:

*Given a set of predictors and a response variable that is qualitative in nature (i.e., some form of a “label”) - we build a model that generates **probabilities** of a given row of data belonging to a given label.*

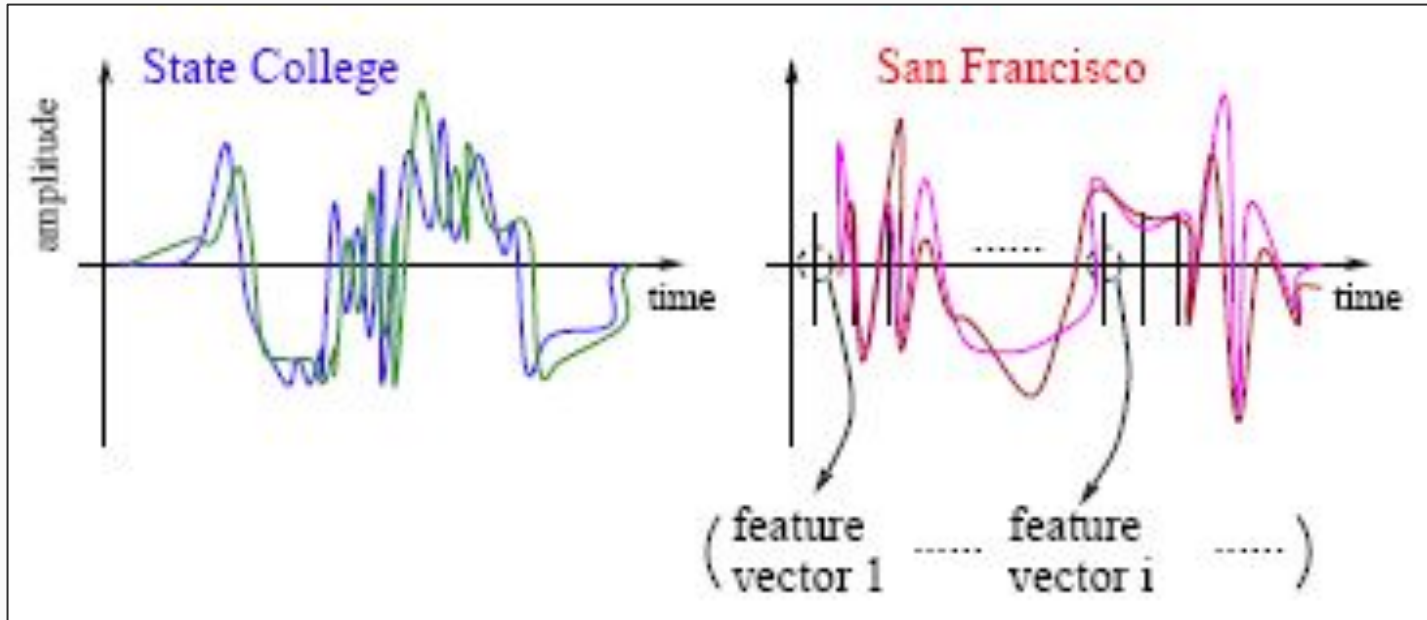
CLASSIFICATION MODELS

A good example for a binary outcome: spam filters!



CLASSIFICATION MODELS

A good example for a multinomial outcome: voice recognition!



CLASSIFICATION MODELS

Can't I just use a linear regression to do this?

Suppose we have a classification task that we think of as this:

$Y = 0$ if No

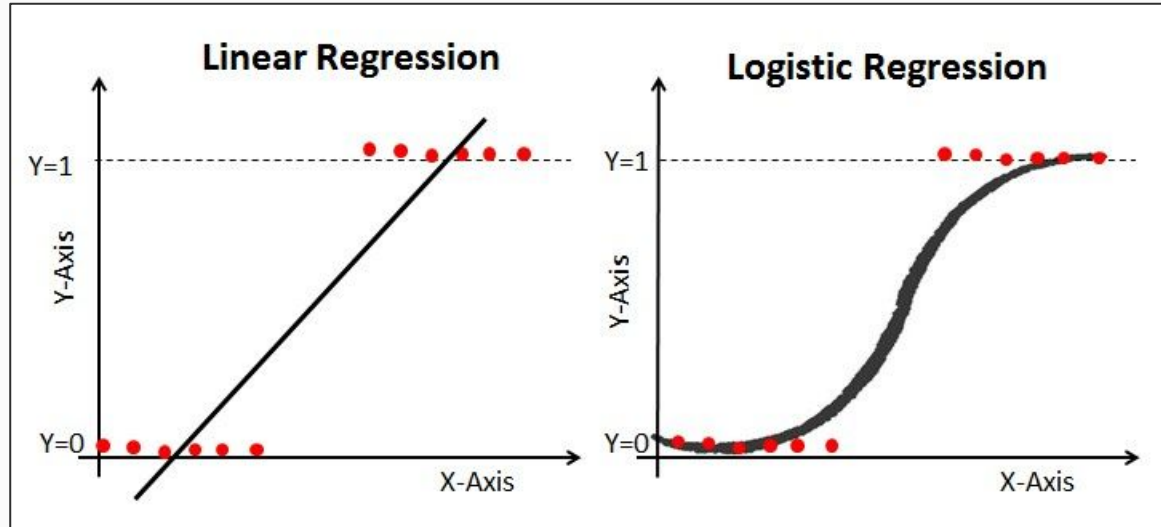
$Y = 1$ if Yes.

Can we simply perform a linear regression of Y on X and classify as Yes if our predicted value for $Y > 0.5$?

Sure! Except...linear regression outputs aren't constrained (i.e., your values for your predicted Y might be less than zero or greater than 1) - which means they won't really make a lot of sense in terms of probabilities. So we have to use other approaches.

THE LOGISTIC REGRESSION

The “workhorse” of old-school classification models is the logistic regression.



THE LOGISTIC REGRESSION

Where $p(X) = P(Y = 1 | X)$

$$p(X) = \frac{e^{\beta_0 + \beta_1 X}}{1 + e^{\beta_0 + \beta_1 X}}.$$

*This is the only formula
today!*

...rewritten...

$$\log \left(\frac{p(X)}{1 - p(X)} \right) = \beta_0 + \beta_1 X.$$

*This first bit is called the
"logit" - or the log odds*

THE LOGISTIC REGRESSION

Stuff to remember for a logistic regression model:

- *Make sure you've got enough samples (you generally need more than for a normal linear regression!)*
- *If you're working with multiple classes, make sure you've got good class coverage.*
- *Remember that your coefficient now has a slightly different interpretation (log-odds ratio vs. units!)*

THE LOGISTIC REGRESSION

- *Let's do this together!*

Open up R!



FANCIER CLASSIFICATION METHODS

So there's a bunch of other interesting stuff in this chapter that folks tend to only use for very specific tasks.

For example: linear discriminant analysis (LDA) is more efficient in terms of computation than a logistic regression, but that sort of doesn't matter anymore - so folks don't use it.

The only other one we're going to talk through now is KNN, or k-nearest neighbors!

K-NEAREST NEIGHBORS

The best way to describe KNN without math is a simple metaphor:



K-NEAREST NEIGHBORS

How does it work?

- *In simple words - KNN works by calculating the distance between a given, unknown data point and all the known data points around it, then assigns itself the label most frequently seen.*
- *Unlike the logistic model, the KNN model is truly a “machine learning” approach as it is based on an algorithmic (versus a probabilistic) specification.*

Me: *uses machine learning*

Machine: *learns*

Me:

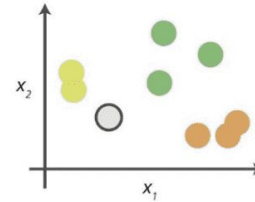


K-NEAREST NEIGHBORS

How does it work (slightly more technical)?

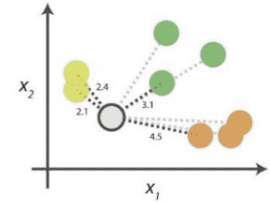
- Look at all labelled points!
- Calculate the distance between them (there are numerous distance metrics, so pick your poison)
- Find your nearest neighbors based on the minimized values of your distance metrics
- Whichever class/label has the greatest frequency, label yourself that class.
- Re-initialize and repeat this entire process again - and keep doing it until you either no longer change classifications for any points and/or hit a stopping rule.

0. Look at the data



Say you want to classify the grey point into a class. Here, there are three potential classes - lime green, green and orange.

1. Calculate distances



Start by calculating the distances between the grey point and all other points.

2. Find neighbours

| Point Distance | | |
|----------------|-----|----------|
| | 2.1 | → 1st NN |
| | 2.4 | → 2nd NN |
| | 3.1 | → 3rd NN |
| | 4.5 | → 4th NN |

Next, find the nearest neighbours by ranking points by increasing distance. The nearest neighbours (NNs) of the grey point are the ones closest in dataspace.

3. Vote on labels

| Class | # of votes | |
|-------|------------|---|
| | 2 | → Class wins the vote! Point is therefore predicted to be of class . |
| | 1 | |
| | 1 | |

Vote on the predicted class labels based on the classes of the k nearest neighbours. Here, the labels were predicted based on the k=3 nearest neighbours.

K-NEAREST NEIGHBORS

- *Let's do this together!*

Open up R!





SNACK BREAK!

COME BACK IN 15!

CODE LAB!

OPEN UP RSTUDIO

