

# Naïve Bayes

**A study material for the students of GLS University  
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# Naïve Bayes

Weather Condition	Wins in last 3 matches	Humidity	Win toss	Won match?
Rainy	3 wins	High	FALSE	No
Rainy	3 wins	High	TRUE	No
OverCast	3 wins	High	FALSE	Yes
Sunny	2 wins	High	FALSE	Yes
Sunny	1 win	Normal	FALSE	Yes
Sunny	1 win	Normal	TRUE	No
OverCast	1 win	Normal	TRUE	Yes
Rainy	2 wins	High	FALSE	No
Rainy	1 win	Normal	FALSE	Yes
Sunny	2 wins	Normal	FALSE	Yes
Rainy	2 wins	Normal	TRUE	Yes
OverCast	2 wins	High	TRUE	Yes
OverCast	3 wins	Normal	FALSE	Yes
Sunny	2 wins	High	TRUE	No

Weather Conditions = Rainy (a1),  
won two of the last three matches (a2),  
Humidity = Normal (a3),  
won the toss in the particular match (a4)

# Naïve Bayes

- Step 1: Construct a frequency table

Weather condition			Humidity		
Won Match			Won Match		
	Yes	No		Yes	No
Sunny	3	2	High	3	4
OverCast	4	0	Normal	6	1
Rainy	2	3			
Total	9	5	Total	9	5

  

Wins in last 3 matches			Win toss		
Won Match			Won Match		
	Yes	No		Yes	No
3 wins	2	2	FALSE	6	2
1 win	4	2	TRUE	3	3
2 wins	3	1			
Total	9	5	Total	9	5

# Naïve Bayes

- Step 2: Identify the cumulative probability

- $P(\text{Win match} | a_1 \cap a_2 \cap a_3 \cap a_4)$

$$= \frac{P(a_1 | \text{Win match}) P(a_2 | \text{Win match}) P(a_3 | \text{Win match}) P(a_4 | \text{Win match}) P(\text{Win match})}{P(a_1) P(a_2) P(a_3) P(a_4)}$$

$$= 2/9 * 3/9 * 6/9 * 9/14$$

$$= 0.22 * 0.33 * 0.67 * 0.64$$

$$= \mathbf{0.0311}$$

- $P(!\text{Win match} | a_1 \cap a_2 \cap a_3 \cap a_4)$

$$= \frac{P(a_1 | !\text{Win match}) P(a_2 | !\text{Win match}) P(a_3 | !\text{Win match}) P(a_4 | !\text{Win match}) P(!\text{Win match})}{P(a_1) P(a_2) P(a_3) P(a_4)}$$

$$= 3/5 * 1/5 * 1/5 * 5/14$$

$$= 0.6 * 0.2 * 0.2 * 0.36$$

$$= \mathbf{0.00864}$$

# Naïve Bayes

- Step 3: Calculate probability through normalization by applying the formula

$$P(\text{Win match}) = \frac{P(\text{Win match})}{P(\text{Win match}) + P(\text{!Win match})}$$

$$= 0.0311 / (0.0311 + 0.00864)$$

$$= 0.0311 / 0.0397$$

$$= 0.78$$

$$P(\text{!Win match}) = \frac{P(\text{!Win match})}{P(\text{Win match}) + P(\text{!Win match})}$$

$$= 0.00864 / (0.0311 + 0.00864)$$

$$= 0.00864 / 0.0397$$

$$= 0.22$$

$$0.78 + 0.22 = 1.00$$

$$P(\text{Yes}) = \frac{P(\text{Yes})}{P(\text{Yes}) + P(\text{No})}$$
$$P(\text{No}) = \frac{P(\text{No})}{P(\text{Yes}) + P(\text{No})}$$

**78% chances to  
win the match**

# Naïve Bayes

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## Strengths

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Simple and fast in calculation but yet effective in result

In situations where there are noisy and missing data, it performs well

Works equally well when smaller number of data is present for training as well as very large number of training data is available

Easy and straightforward way to obtain the estimated probability of a prediction

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## Weakness

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The basis assumption of equal importance and independence often does not hold true

If the target dataset contains large numbers of numeric features, then the reliability of the outcome becomes limited

Though the predicted classes have a high reliability, estimated probabilities have relatively lower reliability

# Naïve Bayes

- Applications of Naïve Bayes classifier
  - Text classification
  - Spam filtering
  - Hybrid Recommender System
  - Online Sentiment Analysis

# Reference

- Machine Learning by Saikat Dutt, Subramanian Chandramouli, Amit Kumar Das published by Pearson