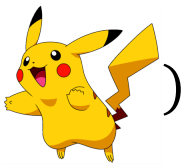
Classification

Classification Introduction

- Credit Scoring
  - Input: income, savings, profession, age and past financial history
  - Output: accept or refuse
- Medical Diagnosis
  - Input: current symptoms, age, gender and past medical history
  - Output: type of diseases
- Handwritten Character Recognition
- Face Recognition
  - Input: image of a face
  - Output: person

Example Application

$f($  $) =$ 

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Example Application, Continued

Pokémon games (***not*** Pokémon cards or Pokémon Go)

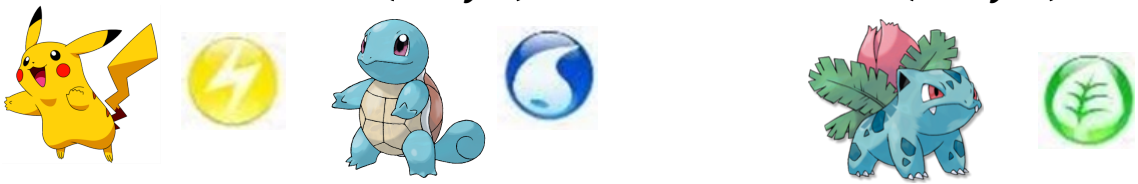
- **HP**: hit points or health. Defines how much damage a Pokémon can withstand before fainting — 35
- **Attack**: the base modifier for normal attacks (e.g., Scratch, Punch) — 55
- **Defense**: the base damage resistance against normal attacks — 40
- **SP Attack**: the base modifier for special attacks (e.g., fire blast, bubble beam) — 50
- **SP Def**: the base damage resistance against special attacks — 50
- **Speed**: determines which Pokémon attacks first during each round — 90

Can we predict the “type” of Pokémon based on the information?

How to do Classification

Training Data for Classification

$(x^1, \hat{y}^1)$ $(x^2, \hat{y}^2)$ …… $(x^N, \hat{y}^N)$



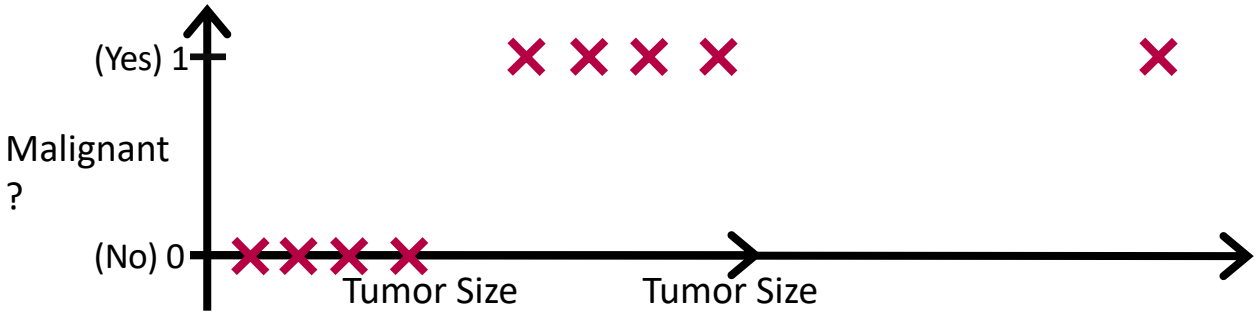
Classification as Regression?

Binary classification as example

Training: Class 1 means the target is 1; Class 2 means the target is -1

Testing: closer to 1 → class 1; closer to -1 → class 2

Using Regression for Classification



Threshold classifier output $h_\theta(x)$ at 0.5:

If $h_\theta(x) \geq 0.5$, predict “y = 1”

If $h_\theta(x) < 0.5$, predict “y = 0”

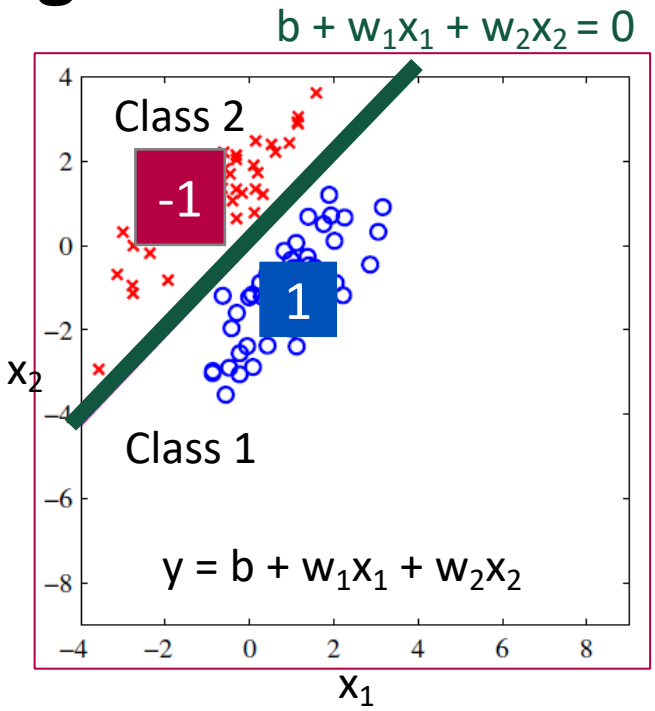
Using Regression for Classification? Continued

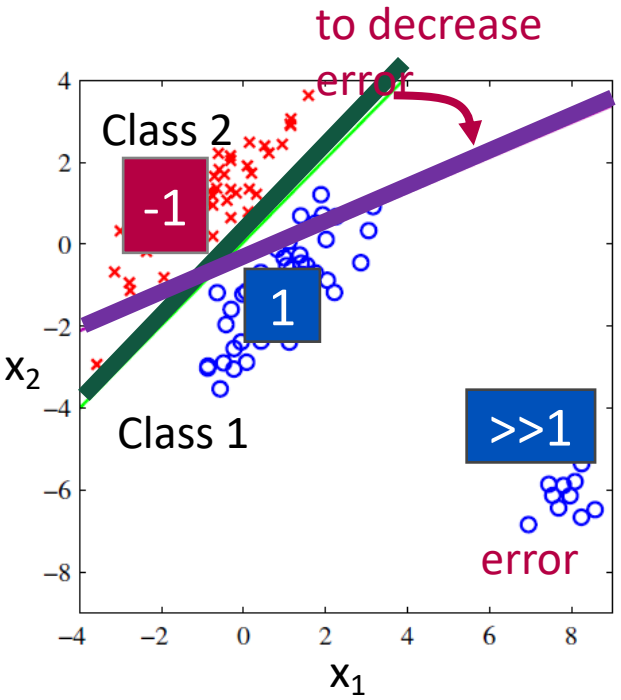
Multiple Classes:

Class 1 means the target is 1

Class 2 means the target is 2

Class 3 means the target is 3 —problematic



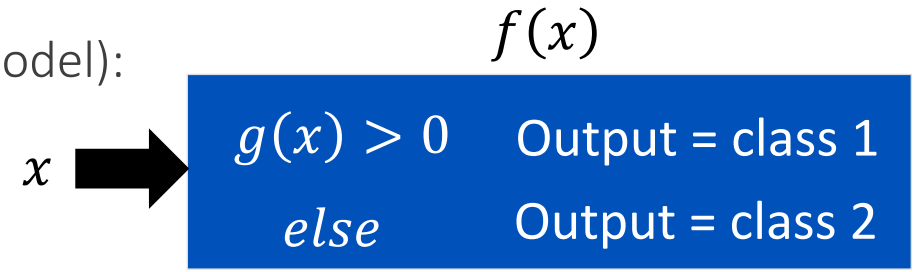


Penalize to the examples that are “too correct”.

(Bishop, 2006, p 186)

Ideal Alternatives

- Function (Model):



- Loss function:

$$L(f) = \sum_n \delta(f(x^n) \neq \hat{y}^n)$$

The number of times f get incorrect results on training data.

- Find the best function:

Gradient Descent