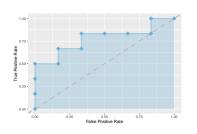
Introduction to Machine Learning

Evaluation: Measures for Binary Classification: ROC Visualization

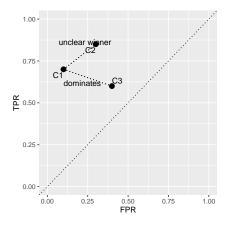


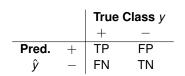
Learning goals

- Understand the ROC curve
- Be able to compute a ROC curve manually
- Understand the definition of AUC and what a certain value of AUC means (and what not!)

LABELS: ROC SPACE

Plot True Positive Rate and False Positive Rate:



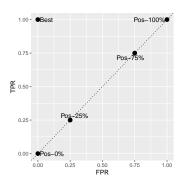


$$TPR = \frac{TP}{TP+FN}$$

$$FPR = \frac{FP}{FP+TN}$$

LABELS: ROC SPACE

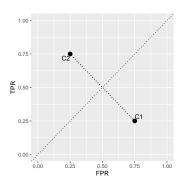
- The best classifier lies on the top-left corner
- The diagonal \approx random labels (with different proportions). Assign positive x as "pos" with 25% probability \rightarrow TPR = 0.25. Assign negative x as "pos" with 25% probability \rightarrow FPR = 0.25.



LABELS: ROC SPACE

In practice, we should never obtain a classifier below the diagonal.

Inverting the predicted labels (0 \to 1 and 1 \to 0) will result in a reflection at the diagonal.



LABEL DISTRIBUTION IN TPR AND FPR

TPR and FPR are insensitive to the class distribution:

Not affected by changes in the ratio n_+/n_- (at prediction).

Example 1:

Proportion
$$n_+/n_- = 1$$

Proportion
$$n_{+}/n_{-}=2$$

	Actual Positive	Actual Negative
Pred. Positive	40	25
Pred. Negative	10	25

$$MCE = 35/100$$

$$TPR = 0.8$$

$$FPR = 0.5$$

$$MCE = 45/150 = 30/100$$

$$TPR = 0.8$$

$$FPR = 0.5$$

Note: If class proportions differ during training, the above is not true.

Estimated posterior probabilities can change!

FROM PROBABILITIES TO LABELS: ROC CURVE

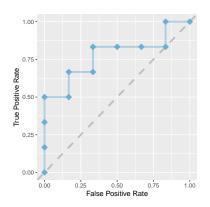
Remember: Both probabilistic and scoring classifiers can output classes by thresholding.

$$h(\mathbf{x}) := [\pi(\mathbf{x})) \ge c]$$
 or $h(\mathbf{x}) = [f(\mathbf{x}) \ge c]$

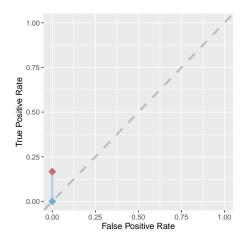
To draw a ROC curve:

Iterate through all possible thresholds c

→ Visual inspection of all possible thresholds / results



#	Truth	Score
1	Pos	0.95
2	Pos	0.86
3	Pos	0.69
4	Neg	0.65
5	Pos	0.59
6	Neg	0.52
7	Pos	0.51
8	Neg	0.39
9	Neg	0.28
10	Neg	0.18
11	Pos	0.15
12	Neg	0.06

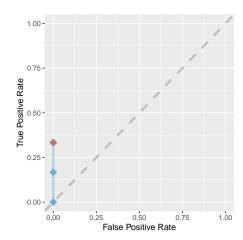


$$c = 0.9$$

$$\rightarrow$$
 TPR = 0.167

$$\rightarrow$$
 FPR = 0

#	Truth	Score
1	Pos	0.95
2	Pos	0.86
3	Pos	0.69
4	Neg	0.65
5	Pos	0.59
6	Neg	0.52
7	Pos	0.51
8	Neg	0.39
9	Neg	0.28
10	Neg	0.18
11	Pos	0.15
12	Neg	0.06

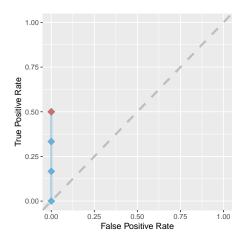


$$c = 0.85$$

$$\rightarrow$$
 TPR = 0.333

$$\rightarrow$$
 FPR = 0

Truth	Score
Pos	0.95
Pos	0.86
Pos	0.69
Neg	0.65
Pos	0.59
Neg	0.52
Pos	0.51
Neg	0.39
Neg	0.28
Neg	0.18
Pos	0.15
Neg	0.06
	Pos Pos Pos Neg Pos Neg Pos Neg Neg Neg

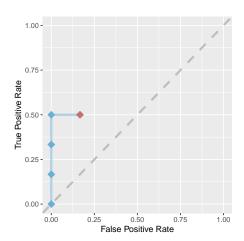


$$c = 0.66$$

$$\rightarrow$$
 TPR = 0.5

$$\rightarrow$$
 FPR = 0

Truth	Score
Pos	0.95
Pos	0.86
Pos	0.69
Neg	0.65
Pos	0.59
Neg	0.52
Pos	0.51
Neg	0.39
Neg	0.28
Neg	0.18
Pos	0.15
Neg	0.06
	Pos Pos Pos Neg Pos Neg Pos Neg Neg

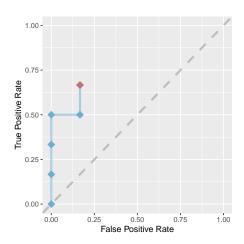


$$c = 0.6$$

$$\rightarrow$$
 TPR = 0.5

$$\rightarrow$$
 FPR = 0.167

Truth	Score
Pos	0.95
Pos	0.86
Pos	0.69
Neg	0.65
Pos	0.59
Neg	0.52
Pos	0.51
Neg	0.39
Neg	0.28
Neg	0.18
Pos	0.15
Neg	0.06
	Pos Pos Neg Pos Neg Pos Neg Neg Neg

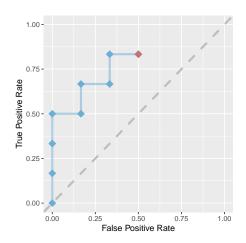


$$c = 0.55$$

$$\rightarrow$$
 TPR = 0.667

$$\rightarrow$$
 FPR = 0.167

#	Truth	Score
1	Pos	0.95
2	Pos	0.86
3	Pos	0.69
4	Neg	0.65
5	Pos	0.59
6	Neg	0.52
7	Pos	0.51
8	Neg	0.39
9	Neg	0.28
10	Neg	0.18
11	Pos	0.15
12	Neg	0.06

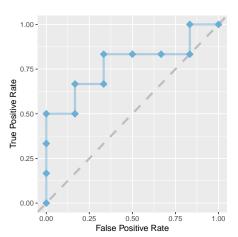


$$c = 0.3$$

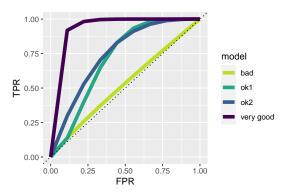
$$\rightarrow$$
 TPR = 0.833

$$\rightarrow$$
 FPR = 0.5

#	Truth	Score
1	Pos	0.95
2	Pos	0.86
3	Pos	0.69
4	Neg	0.65
5	Pos	0.59
6	Neg	0.52
7	Pos	0.51
8	Neg	0.39
9	Neg	0.28
10	Neg	0.18
11	Pos	0.15
12	Neg	0.06

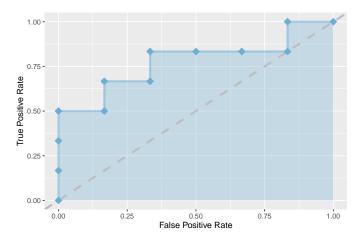


- The closer the curve to the top-left corner, the better
- If ROC curves cross, a different model can be better in different parts of the ROC space



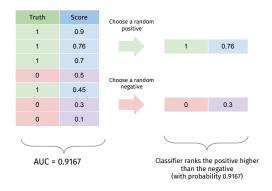
AUC: AREA UNDER ROC CURVE

- The AUC (in [0,1]) is a single metric to evaluate scoring classifiers
- AUC = 1: Perfect classifier
- AUC = 0.5: Randomly ordered



AUC: AREA UNDER ROC CURVE

Interpretation: Probability that classifier ranks a random positive higher than a random negative observation



PARTIAL AUC

- Sometimes it can be useful to look at a specific region under the ROC curve ⇒ partial AUC (pAUC).
- Examples: focus on a region with low FPR or a region with high TPR:

