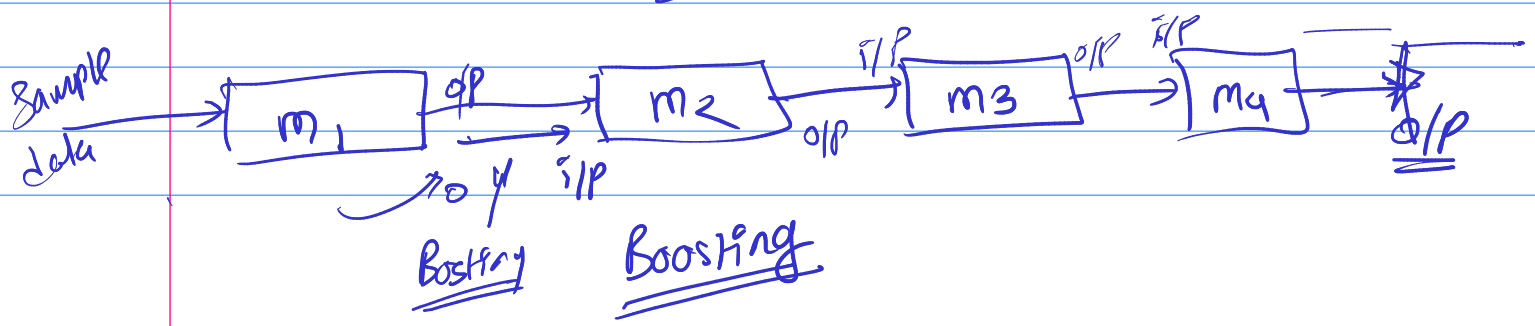
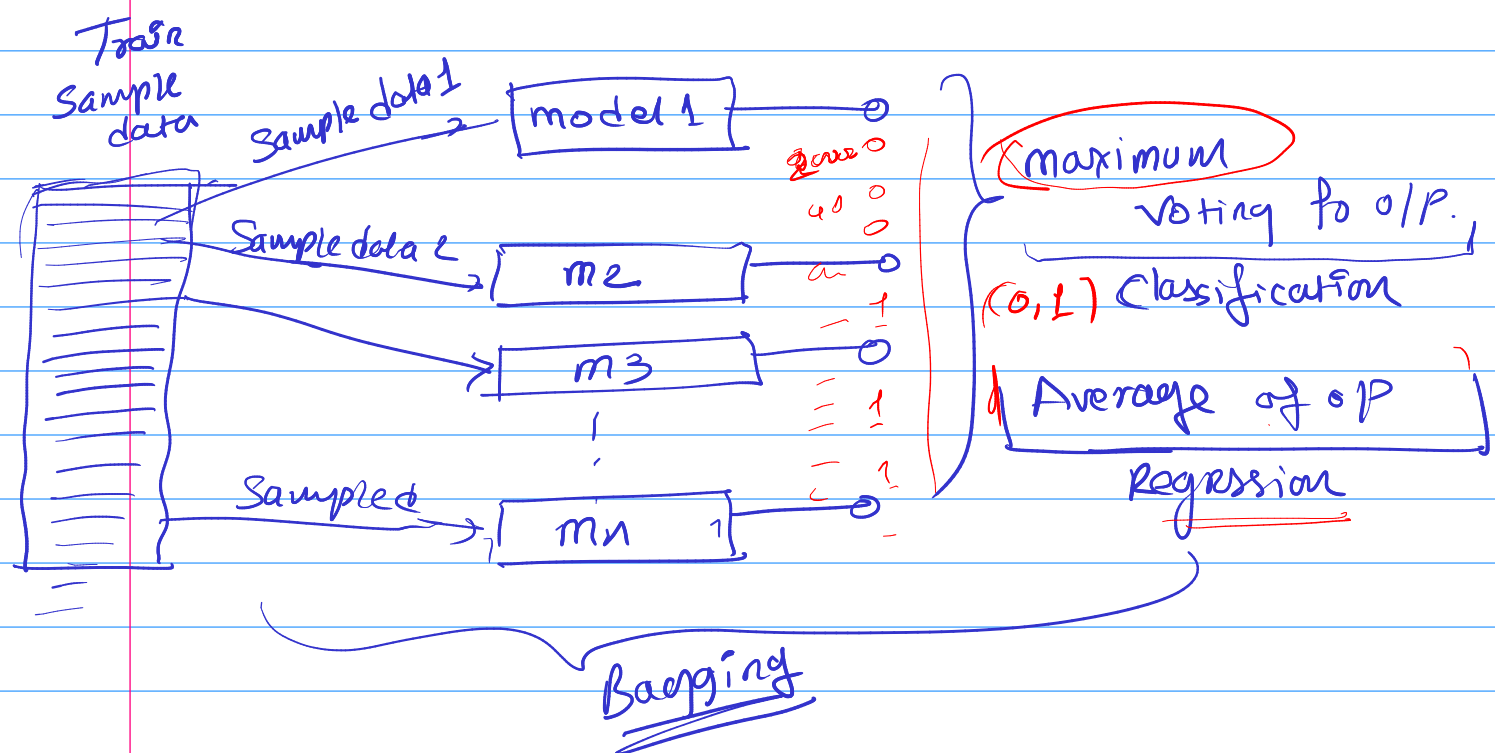
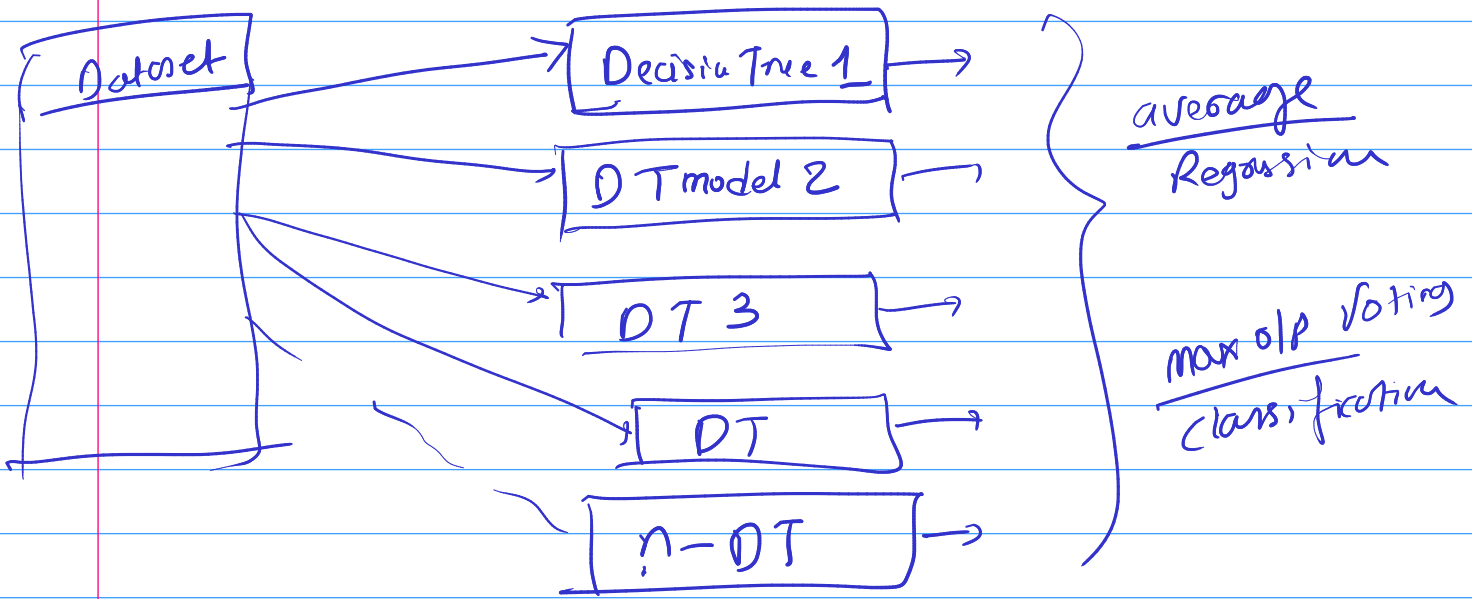


Decision Tree - Overfitting → ensemble technique.



# Bagging $\rightarrow$ Random Forest (

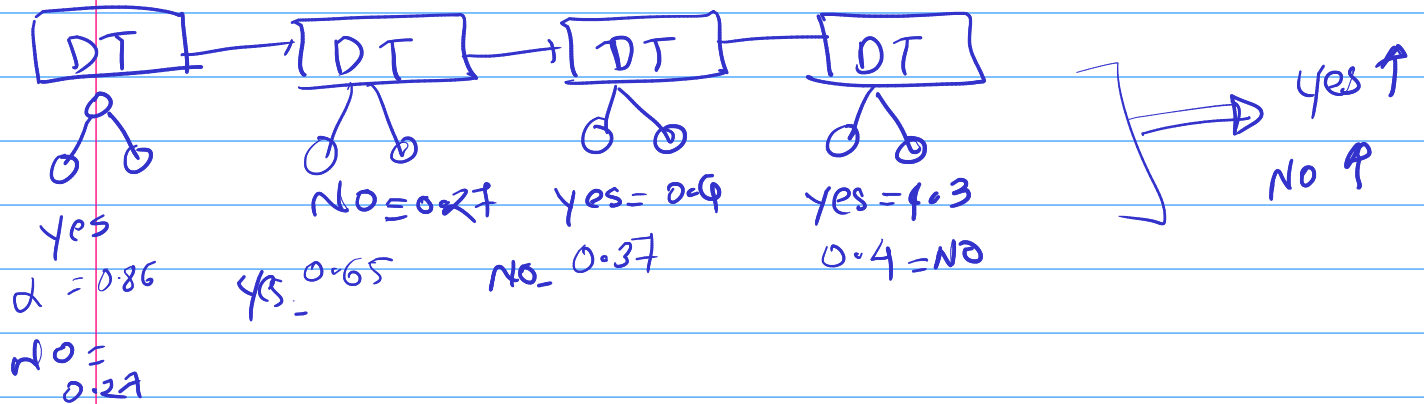
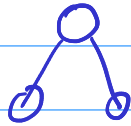


Hyperparameter =  $\{n\text{-estimators}\}$

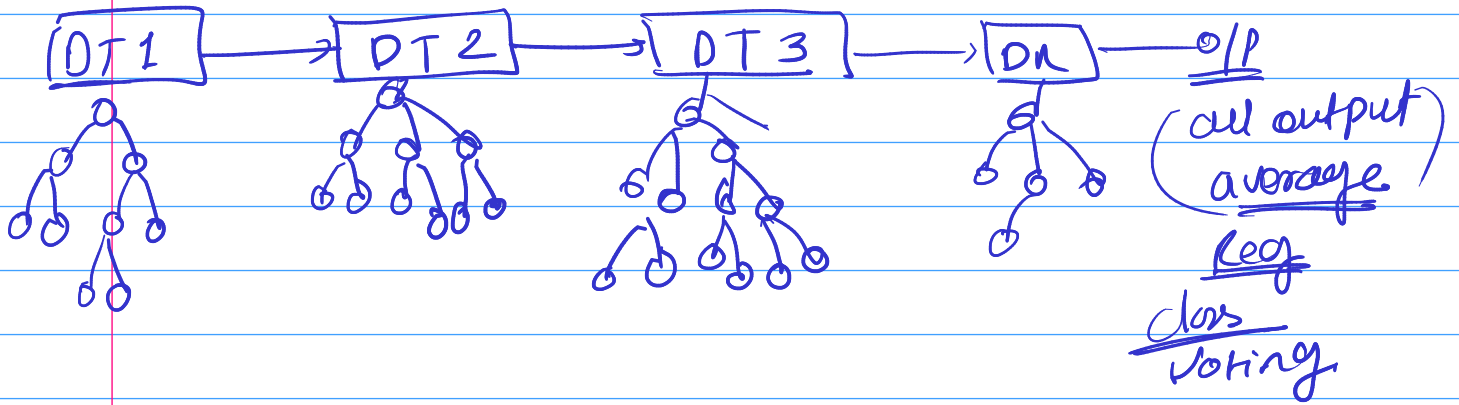
## Boosting

### Adaboost (classification)

DT (Decision tree)  $\rightarrow$  kept only 1 level i.e. weak learner



Gradient Boosting  $\rightarrow$  class - Reg (max depth)



Supervised Machine Learning

Random Forest - estimator = 10, 8

$\rightarrow$  = [2, 4, 5, 6, 8, 10, 12, 20]

GridSearchCV = Best Params

Ridge & Lasso =  $\rightarrow$  error

Parameter =  $\{ \alpha = 0.1, 0.2, \dots, 0.01, 0.02 \}$

Best pa

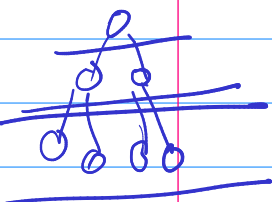
alpha

for alpha =

DT = max depth

max = max depth, n-estimators

pre-prior post

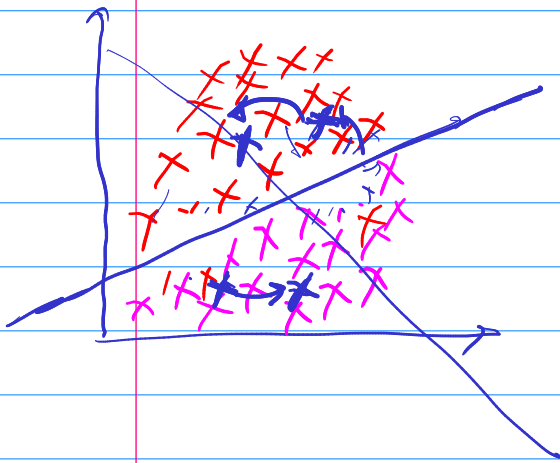


# Unsupervised (No label data)

→ SIP → finding the pattern → clustering

- ↳ ① k-mean clustering
- ② Hierarchical clustering
- ③ DBSCAN

## ① k-mean clustering

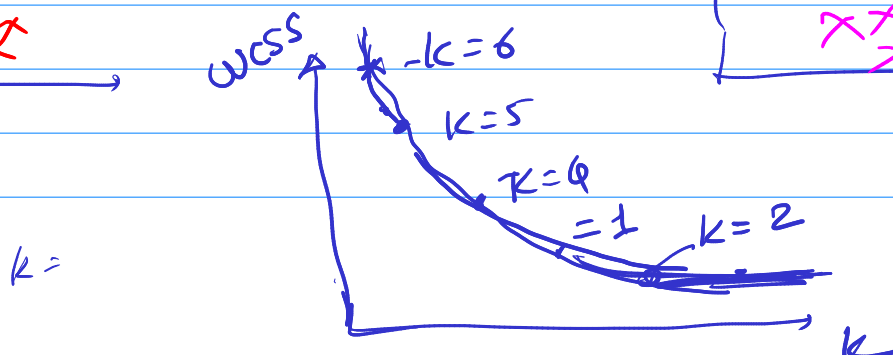
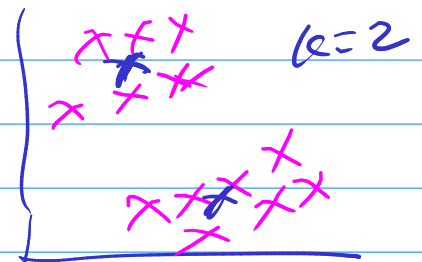
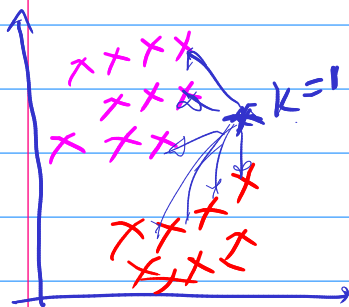


- ① k-centroid initialize ( $k=2$ )
- ② points that are nearest we need to group.
- ③ move centroid by calculating mean
- ④ repeat step 2 & 3 again & again

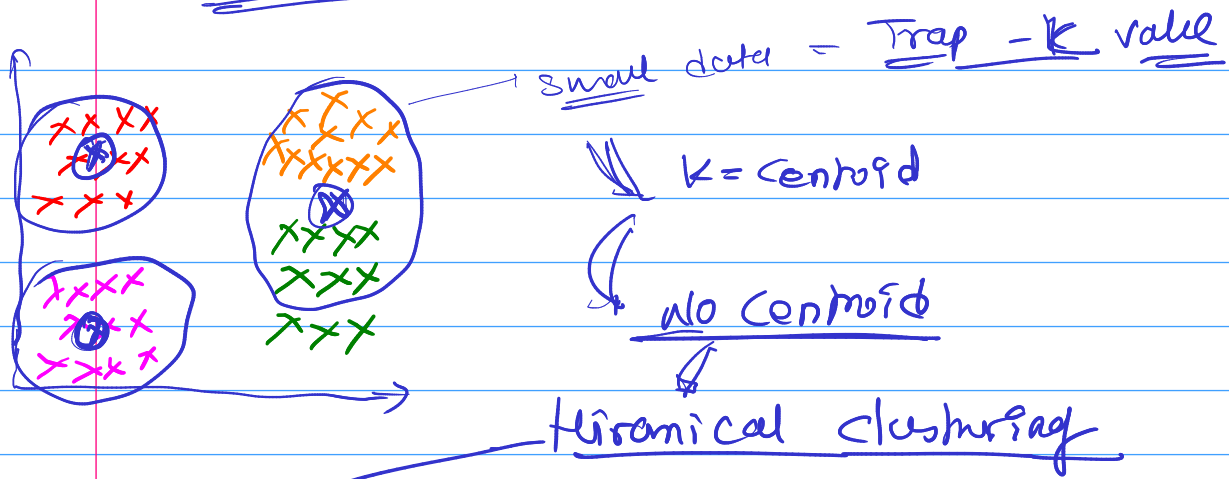
⑤ final Centroid is in middle

$k?$  = within cluster sum of square (WCSS)

$$WCSS = \sum_{i=1}^k (\text{distance bet}^n \text{ point to centroid})^2$$

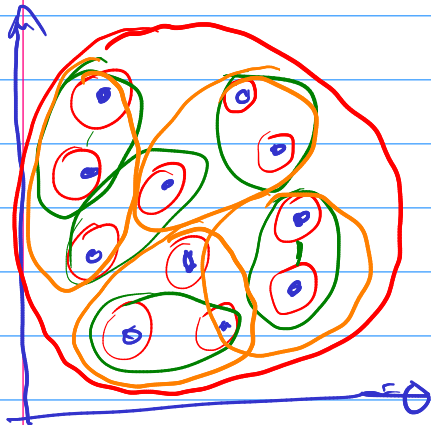


# Hierarchical Clustering



- ① Agglomerative (Combine area)
- ② Divisive (divide area)

No centroid



Step 1 → For each point consider as a separate cluster

Step 2 → Find nearest point & create new cluster

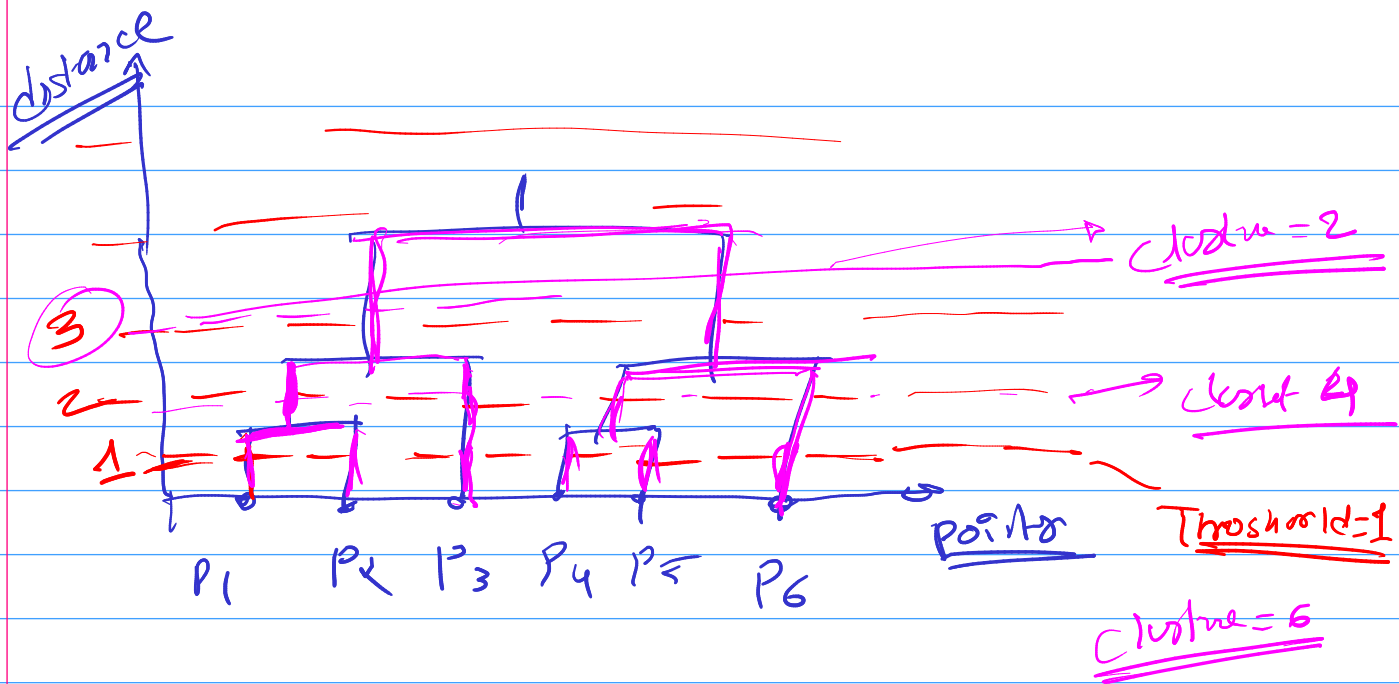
Step 3 → keep doing Step 2 until we get single cluster

for 6 point = 6 clusters → 3 cluster → 2 cluster → 1 cluster

6 point → 1 point → Agglomerative  
combine

Just opposite 1 → --- 6 cluster = Divisive

How many clusters? in Hierarchical → Dendrogram

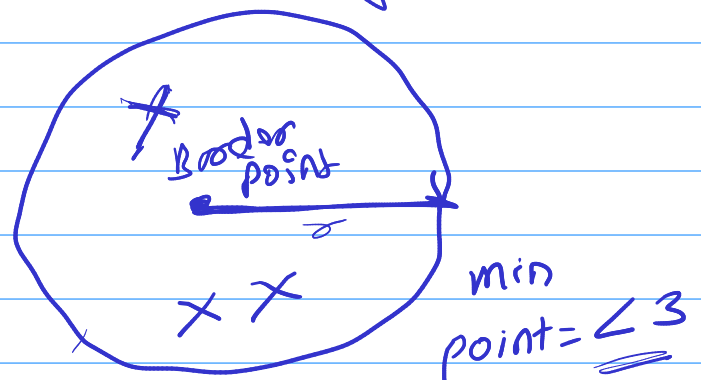
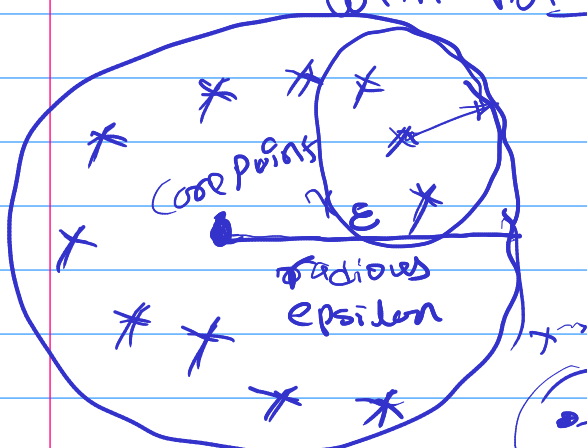


Threshold value Consider

Select longest vertical line such that none of horizontal pass through it.

Hyperparameter = Threshold

DBSCAN → Density Based clustering application with noise



point = 11  
Core point

→ Noise point

point = 3  
Border point

Noise point = outlier

