## All AlBridge

AIBridge Lecture 6

## Classification!

## Classification!

- Fixed acidity
- Volatile acidity
- Citric acid
- Residual sugar
- Chlorides
- Free sulfur dioxide
- Total sulfur dioxide
- Density

- pH
- Sulphates
- Alcohol
- categorical label outputs are named "classes"


## Classification!

## quick review

that's a lot of features!

- Fixed acidity
- Volatile acidity
- Citric acid
- Residual sugar
- Chlorides
- Free sulfur dioxide
- Total sulfur dioxide
- Density
- pH
- Sulphates
- Alcohol
- Fixed acidity
- Volatile acidity
- Citric acid
- Residual sugar
- Chlorides
- Free sulfur dioxide
- Total sulfur dioxide
- Density
- pH
- Sulphates
- Alcohol


## that's a lot of features!

 can they really be linear? even in high dimensions?- as feature counts increase, and on complex data, linear type model may not be the best model
as feature counts increase, and on complex data, linear type models may not be the best model
we need a more complex model


## Decision

## Trees

## Decision Trees



## Decision Trees



Can I afford it?

## Decision Trees



## Decision Trees

## Can I afford it?



Is it comfortable?

Is it fashionable?

## Decision Trees

## Can I afford it?

Is it comfortable?

Is it fashionable?

## Decision Trees



## Decision Trees



## Decision Trees


that seems awfully hard-coded!

- flowcharts of decisions ¢an create an explainable and repeatable graph of predictións



## Decision Trees

| Price | Comfort | Fashion | Purchased? |
| :---: | :---: | :---: | :---: |
| $\$ 70$ | 4 | 6 | No |
| $\$ 120$ | 5 | 8 | No |
| $\$ 20$ | 4 | 4 | No |
| $\$ 60$ | 1 | 8 | Yes |
| $\$ 60$ | 6 | 3 | No |
| $\$ 80$ | 8 | 8 | Yes |

## Decision Trees

Purchased?
No
No
No
Yes
No
Yes

## Decision Trees

| No | Yes |
| :--- | :--- |
| No | No |
| No | Yes |

## Decision Trees

| No | Yes |
| :--- | :--- |
| No | No |
| No | Yes |

## Decision Trees

## Which one is a better split?




| No |  | No |
| :---: | :---: | :---: |
| No | No |  |
| No Yes | No | No |
| Yes | No | Yes |
| Mostly no | All no |  |

## Decision Trees

# Mostly 

(Gini impurity)

## Decision Trees

| Purchased? |  | Purchased? |  |
| :---: | :---: | :---: | :---: |
|  | No | No |  |
| 0.38 | No | No | 0 |
|  | No | No |  |
|  | Yes |  |  |
|  |  | Yes |  |
| 0.5 | No | No | 0.44 |
| $0.5 e s$ | Yes |  |  |

- as a group becomes more homogeneous, its Gini Impurity decreases.


## Decision Trees

| Purchased? |  |  | Purchased? |
| :---: | :---: | :---: | :---: |
|  | No | No |  |
| 0.38 No | No |  |  |
| No | No | 0 |  |
|  | Yes |  |  |
|  |  | Yes |  |
| 0.5 | No | No | 0.44 |
| Yes | Yes |  |  |

- as a group becomes more homogeneous, its Gini Impurity decreases.
- perfect groups => 0 Gini Impurity => $100 \%$ predictions


## Decision Trees

Portion of that one class in Portion of not that one group class in the group


- Gini impurity measures the homogeneity in a group


## Decision Trees

Purchased?
No
No

No
Yes
No
Yes

## Decision Trees

Purchased?
No
No
No
Yes

No
Yes

```
0.5
0.5
```

0.88

## Decision Trees

we gotta do better than this, right?

Purchased?
No


No 0
No

Yes
No 0.44
Yes

$$
\overline{0.44}
$$

## Decision Trees

Purchased?
No
No 0
just split
No again!

Yes
No 0.44
Yes

$$
0.44
$$

## Decision Trees

1. Make splits and calculate Gini impurity
2. Select the split with the lowest Gini impurity
3. If unhappy, just split again!
4. Repeat 1-3 as much as needed
a hyperparameter

## "split"




| "split" | $\begin{gathered} \circ \circ^{\circ} \\ \circ \circ_{0}^{\circ} \end{gathered}$ | $\begin{aligned} & \circ \circ \\ & \circ \\ & \circ \\ & \circ \\ & \circ \end{aligned}$ |
| :---: | :---: | :---: |
|  | $\begin{array}{lll} \circ & \\ \circ & \\ \circ_{0}^{\circ} & \\ 0 & \circ & 0 \\ 0 & \circ & 0 \end{array}$ | $\begin{gathered} 00 \\ 00 \\ 00 \\ 0 \end{gathered}$ |
|  | $\begin{array}{llll} \circ & \circ & 0 & 0 \\ 0 \circ & \end{array}$ |  |


this is fine,
but...



## Support vector machines!



## Support vector machines!



## Support vector machines!



## Support vector machines!






## We gotta do better

 than this!- a good split maximizes distance between the split line and samples


## min(distance to line, over all points)

We want to make this big!

## Support vector machines!

max(distance to line, over all points)


## Support vector machines!

$\max ($ distance to line, over all points)


## Support vector machines!

max(distance to line, over all points)


## Support vector machines!

## max(distance to line, over all points)

- support-vector machines are classifiers that divide data by
 class, aiming to create a margin that's as wide as possible.
- They use non-linear functions


## BACK $\longleftarrow$ THE PROBABILITY

## PROBABILITY

## Internal Memo:

146 Hagley Road, Birmingham
Birmingham B3 3PJ
From the Desk of
Mr. Jerry Smith
Date: 13/01/14
Attn: Sir/Madam,
I seize this opportunity to extend my unalloyed compliments of the new season to you and your family hopping that this year will bring more joy, happiness and prosperity into your house hold.

I am certain that by the time you read this letter I might have already gone back to my country United Kingdom. I visited South Africa during the New Year period and during my stay, I used the opportunity to send you this letter believing that it will reach you in good state.

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| "unalloyed complements" | $\longrightarrow$ | Spam |
| :--- | :--- | :--- |
| " $\$ 100,000$ dollars" |  |  |
| "relative dying of cancer" | $\longrightarrow$ | Spam |
| Spam |  |  |

## PROBABILITY

| IF we have this | $\longrightarrow$ | THEN we have this <br> Spam |
| :--- | :--- | :--- |
| "unalloyed complements" |  |  |
| " $\$ 100,000$ dollars" |  |  |
| "relative dying of cancer" | $\longrightarrow$ |  |
| Spam |  |  |

## PROBABILITY

IF we have this THEN we have this

# IF we have this THEN we have this 

## $A \mid B$

# IF we have this THEN we have this 

## $A \mid B$

- Is Spam
- "Nigerian Prince"

IF we have this THEN we have this
spam|nigerian prince

## IF we have this THEN we have this

# $P($ spam $\mid$ nigerian prince $)$ 

high? Nigerian prince $\quad \longrightarrow$ spam likely
low? Nigerian prince $\quad \longrightarrow$ not spam

- conditional probabilities can be used as a classifier!


## PROBABILITY

$$
P(\text { spam } \mid \text { nigerian prince })=\frac{P(\text { spam }) P(\text { nigerian prince } \mid \text { spam })}{P(\text { nigerian prince })}
$$

## PROBABILITY

$$
P(\text { spam } \mid \text { nigerian prince })=\frac{\begin{array}{l}
\text { \% of spam in } \\
\text { dataset that relates } \\
\text { to Nigerian prince }
\end{array}}{\begin{array}{l}
\% \text { of spam in } \\
\text { dataset }
\end{array}} \begin{aligned}
& \text { P(nigerian prince })
\end{aligned}
$$

## PROBABILITY

## Naïve Bayes Classifier

$$
P(\text { spam } \mid \text { nigerian prince, offer })=\frac{P(\text { spam }) P(\text { nigerian prince } \mid \text { spam })}{P(\text { nigerian prince })} \frac{P(\text { offer } \mid \text { spam })}{P(\text { offer })}
$$

- conditional probabilities can be used as a classifier!
- a classifier made this way, however, is "naïve" when extended to multiple features


## Three classifiers! That's a lot.

Let's get to the long lab!

