

At the end of the class you should be able to:

- identify a supervised learning problem
- characterize how the prediction is a function of the error measure
- avoid mixing the training and test sets

Given:

- a set of **inputs features**  $X_1, \dots, X_n$
- a set of **target features**  $Y_1, \dots, Y_k$
- a set of **training examples** where the values for the input features and the target features are given for each example
- a new example, where only the values for the input features are given

predict the values for the target features for the new example.

- **classification** when the  $Y_i$  are discrete
- **regression** when the  $Y_i$  are continuous

# Example Data Representations

A travel agent wants to predict the preferred length of a trip, which can be from 1 to 6 days. (No input features).

Two representations of the same data:

- $Y$  is the length of trip chosen.
- Each  $Y_i$  is an **indicator variable** that has value 1 if the chosen length is  $i$ , and is 0 otherwise.

Example	$Y$	Example	$Y_1$	$Y_2$	$Y_3$	$Y_4$	$Y_5$	$Y_6$
$e_1$	1	$e_1$	1	0	0	0	0	0
$e_2$	6	$e_2$	0	0	0	0	0	1
$e_3$	6	$e_3$	0	0	0	0	0	1
$e_4$	2	$e_4$	0	1	0	0	0	0
$e_5$	1	$e_5$	1	0	0	0	0	0

What is a prediction?

# Evaluating Predictions

Suppose we want to make a prediction of a value for a target feature on example  $e$ :

- $o_e$  is the observed value of target feature on example  $e$ .
- $p_e$  is the predicted value of target feature on example  $e$ .
- The **error** of the prediction is a measure of how close  $p_e$  is to  $o_e$ .
- There are many possible errors that could be measured.

Sometimes  $p_e$  can be a real number even though  $o_e$  can only have a few values.

$E$  is a sequence of examples, with single target feature. For  $e \in E$ ,  $o_e$  is observed value and  $p_e$  is predicted value:

- **absolute error**  $L_1(E) = \sum_{e \in E} |o_e - p_e|$
- **sum of squares error**  $L_2^2(E) = \sum_{e \in E} (o_e - p_e)^2$
- **worst-case error**:  $L_\infty(E) = \max_{e \in E} |o_e - p_e|$
- **number wrong**:  $L_0(E) = \#\{e : o_e \neq p_e\}$
- A **cost-based error** takes into account costs of errors.

With binary feature:  $o_e \in \{0, 1\}$ :

- **likelihood of the data**

$$\prod_{e \in E} p_e^{o_e} (1 - p_e)^{(1 - o_e)}$$

- **log likelihood**

$$\sum_{e \in E} (o_e \log p_e + (1 - o_e) \log(1 - p_e))$$

in terms of information:

It is negative of number of bits to encode the data given a code based on  $p_e$ .

# Information theory overview

- A **bit** is a binary digit.
- 1 bit can distinguish 2 items
- $k$  bits can distinguish  $2^k$  items
- $n$  items can be distinguished using  $\log_2 n$  bits
- Can we do better?

Consider a code to distinguish elements of  $\{a, b, c, d\}$  with

$$P(a) = \frac{1}{2}, P(b) = \frac{1}{4}, P(c) = \frac{1}{8}, P(d) = \frac{1}{8}$$

Consider the code:

$a$  0           $b$  10           $c$  110           $d$  111

This code uses 1 to 3 bits. On average, it uses

$$\begin{aligned} &P(a) \times 1 + P(b) \times 2 + P(c) \times 3 + P(d) \times 3 \\ &= \frac{1}{2} + \frac{2}{4} + \frac{3}{8} + \frac{3}{8} = 1\frac{3}{4} \text{ bits.} \end{aligned}$$

The string *aacabbda* has code 00110010101110.

The code 0111110010100 represents string *adcabba*



- To identify  $x$ , we need  $-\log_2 P(x)$  bits.
- Give a distribution over a set, to identify a member, the expected number of bits

$$\sum_x -P(x) \times \log_2 P(x).$$

is the **information content** or **entropy** of the distribution.

- The expected number of bits it takes to describe a distribution given evidence  $e$ :

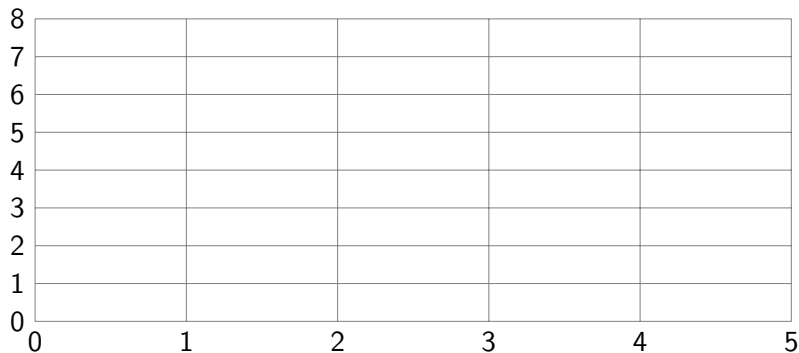
$$I(e) = \sum_x -P(x|e) \times \log_2 P(x|e).$$

Given a test that can distinguish the cases where  $\alpha$  is true from the cases where  $\alpha$  is false, the **information gain** from this test is:

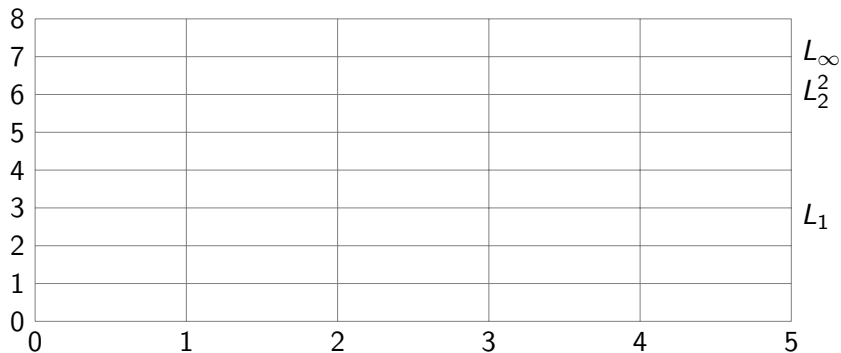
$$I(\text{true}) - (P(\alpha) \times I(\alpha) + P(\neg\alpha) \times I(\neg\alpha)).$$

- $I(\text{true})$  is the expected number of bits needed before the test
- $P(\alpha) \times I(\alpha) + P(\neg\alpha) \times I(\neg\alpha)$  is the expected number of bits after the test.

# Linear Predictions



# Linear Predictions



Predict single value for numerical feature  $Y$  on examples  $E$ .

- The prediction that minimizes the sum of squares error on  $E$  is the mean (average) value of  $Y$ .
- The prediction that minimizes the absolute error on  $E$  is the median value of  $Y$ .
- The prediction that minimizes the number wrong on  $E$  is the mode of  $Y$ .
- The prediction that minimizes the worst-case error on  $E$  is  $(\textit{maximum} + \textit{minimum})/2$
- When  $Y$  has values  $\{0, 1\}$ , the prediction that maximizes the likelihood on  $E$  is the empirical frequency.
- When  $Y$  has values  $\{0, 1\}$ , the prediction that minimizes the entropy on  $E$  is the empirical frequency.

But that doesn't mean that these predictions minimize the error for future predictions....

# Training and Test Sets

To evaluate how well a learner will work on future predictions, we divide the examples into:

- **training examples** that are used to train the learner
- **test examples** that are used to evaluate the learner

...these must be kept separate.