

# CS 730/830: Intro AI

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Decision Trees

Naive Bayes

Boosting

# Supervised Learning: Summary So Far

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Decision Trees

Naive Bayes

Boosting

learning as function approximation

**$k$ -NN:** distance function (any attributes), any labels

**Neural network:** numeric attributes, numeric or binary labels

**Regression:** incremental training with LMS

**3-Layer ANN:** train with BackProp

what about discrete attributes and labels?

## Decision Trees

- Example
- Construction
- Break

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# Decision Trees

# Example: WillWait

Decision Trees

■ Example

■ Construction

■ Break

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Example	Attributes										Goal
	<i>Alt</i>	<i>Bar</i>	<i>Fri</i>	<i>Hun</i>	<i>Pat</i>	<i>Price</i>	<i>Rain</i>	<i>Res</i>	<i>Type</i>	<i>Est</i>	<i>WillWait</i>
$X_1$	Yes	No	No	Yes	Some	\$\$\$	No	Yes	French	0-10	Yes
$X_2$	Yes	No	No	Yes	Full	\$	No	No	Thai	30-60	No
$X_3$	No	Yes	No	No	Some	\$	No	No	Burger	0-10	Yes
$X_4$	Yes	No	Yes	Yes	Full	\$	Yes	No	Thai	10-30	Yes
$X_5$	Yes	No	Yes	No	Full	\$\$\$	No	Yes	French	>60	No
$X_6$	No	Yes	No	Yes	Some	\$\$	Yes	Yes	Italian	0-10	Yes
$X_7$	No	Yes	No	No	None	\$	Yes	No	Burger	0-10	No
$X_8$	No	No	No	Yes	Some	\$\$	Yes	Yes	Thai	0-10	Yes
$X_9$	No	Yes	Yes	No	Full	\$	Yes	No	Burger	>60	No
$X_{10}$	Yes	Yes	Yes	Yes	Full	\$\$\$	No	Yes	Italian	10-30	No
$X_{11}$	No	No	No	No	None	\$	No	No	Thai	0-10	No
$X_{12}$	Yes	Yes	Yes	Yes	Full	\$	No	No	Burger	30-60	Yes

**Figure 18.3** Examples for the restaurant domain.

# Building a Decision Tree

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Decision Trees

■ Example

■ Construction

■ Break

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**DTLearn**(examples, attributes, default)

if no examples, return default

if all same label, return it

$m \leftarrow$  majority label

if no attributes, return  $m$

else

$a \leftarrow$  choose attribute

make node that branches on  $a$

remove  $a$  from attributes

for each value  $v$  of  $a$

    subtree  $\leftarrow$  DTLearn(examples with  $a = v$ , attributes,  $m$ )

    add branch to subtree for  $v$  at node

return node

# Branching

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Decision Trees

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■ Break

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want attribute that reduces uncertainty

# Branching

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Decision Trees

■ Example

■ Construction

■ Break

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Boosting

want attribute that reduces uncertainty = entropy =

$$H(X) = - \sum_i P(x_i) \log_2 P(x_i)$$

where  $X$  is random var that takes value  $x_i$  with prob  $P(x_i)$

# Branching

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Decision Trees

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want attribute that reduces uncertainty = entropy =

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where  $X$  is random var that takes value  $x_i$  with prob  $P(x_i)$

information gain of attribute  $A$ :

$$H(X) - \sum_{a \in A} P(a) H(X_a)$$

where  $X_a$  contains only examples with  $A = a$



# Branching

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Decision Trees

■ Example

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Boosting

want attribute that reduces uncertainty = entropy =

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where  $X$  is random var that takes value  $x_i$  with prob  $P(x_i)$

information gain of attribute  $A$ :

$$H(X) - \sum_{a \in A} P(a) H(X_a)$$

where  $X_a$  contains only examples with  $A = a$

prune branches when gain is small ( $\chi^2$  test, see p.705) or cross-validate

# Break

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Decision Trees

■ Example

■ Construction

■ Break

Naive Bayes

Boosting

■ asst 10

Decision Trees

**Naive Bayes**

- So Far
- Bayes' Theorem
- The NB Model
- The NB Classifier

Boosting

# Naive Bayes

# Supervised Learning: Summary So Far

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Decision Trees

Naive Bayes

■ So Far

■ Bayes' Theorem

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learning as function approximation

**$k$ -NN:** distance function (any attributes), any labels

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**Regression:** incremental training with LMS

**3-Layer ANN:** train with BackProp

**Decision Trees:** easier with discrete attributes and labels

learning as density estimation

# Bayes' Theorem

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Decision Trees

Naive Bayes

■ So Far

■ **Bayes' Theorem**

■ The NB Model

■ The NB Classifier

Boosting

$$P(H|D) = \frac{P(H)P(D|H)}{P(D)}$$

# Bayes' Theorem

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Decision Trees

Naive Bayes

■ So Far

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Boosting

$$P(H|D) = \frac{P(H)P(D|H)}{P(D)}$$

$$P(H) = 0.0001$$

$$P(D|H) = 0.99$$

$$P(D) = 0.01$$

$$P(H|D) =$$

# Bayes' Theorem

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Decision Trees

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Boosting

$$P(H|D) = \frac{P(H)P(D|H)}{P(D)}$$

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$$P(H|D) =$$

If you don't have  $P(D)$ ,

# Bayes' Theorem

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Boosting

$$P(H|D) = \frac{P(H)P(D|H)}{P(D)}$$

$$P(H) = 0.0001$$

$$P(D|H) = 0.99$$

$$P(D) = 0.01$$

$$P(H|D) =$$

If you don't have  $P(D)$ , sometimes it helps to note that

$$P(D) = P(D|H)P(H) + P(D|\neg H)P(\neg H)$$



# A Naive Bayesian Model

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Bayes' Theorem:

$$P(H|D) = \frac{P(H)P(D|H)}{P(D)}$$

# A Naive Bayesian Model

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Decision Trees

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Boosting

Bayes' Theorem:

$$P(H|D) = \frac{P(H)P(D|H)}{P(D)}$$

naive model:

$$P(D|H) = P(x_1, \dots, x_n|H) = \prod_i P(x_i|H)$$

# A Naive Bayesian Model

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Bayes' Theorem:

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attributes independent, given class

# A Naive Bayesian Model

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Bayes' Theorem:

$$P(H|D) = \frac{P(H)P(D|H)}{P(D)}$$

naive model:

$$P(D|H) = P(x_1, \dots, x_n|H) = \prod_i P(x_i|H)$$

attributes independent, given class

$$P(H|x_1, \dots, x_n) = \alpha P(H) \prod_i P(x_i|H)$$

# The 'Naive Bayes' Classifier

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Decision Trees

Naive Bayes

■ So Far

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■ The NB Model

■ **The NB Classifier**

Boosting

$$P(H|x_1, \dots, x_n) = \alpha P(H) \prod_i P(x_i|H)$$

attributes independent, given class

maximum *a posteriori* = pick highest

maximum likelihood = ignore prior

watch for sparse data when learning!

learning as density estimation

Decision Trees

Naive Bayes

**Boosting**

- Ensembles
- AdaBoost
- Behavior
- Summary
- EOLQs

# Boosting

# Ensemble Learning

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Decision Trees

Naive Bayes

Boosting

■ Ensembles

■ AdaBoost

■ Behavior

■ Summary

■ EOLQs

committees, ensembles

weak vs strong learners

reduce variance, expand hypothesis space (eg, half-spaces)

# AdaBoost

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Decision Trees

Naive Bayes

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■ Ensembles

■ AdaBoost

■ Behavior

■ Summary

■ EOLQs

$N$  examples,  $T$  rounds,  $L$  a weak learner on weighted examples

$p \leftarrow$  uniform distribution over the  $N$  examples

for  $t = 1$  to  $T$  do

$h_t \leftarrow$  call  $L$  with weights  $p$

$\epsilon_t \leftarrow h_t$ 's weighted misclassification probability

    if  $\epsilon_t = 0$ , return  $h_t$

$\alpha_t \leftarrow \frac{1}{2} \ln\left(\frac{1-\epsilon_t}{\epsilon_t}\right)$

    for each example  $i$

        if  $h_t(i)$  is correct,  $p_i \leftarrow p_i e^{-\alpha_t}$

        else,  $p_i \leftarrow p_i e^{\alpha_t}$

    normalize  $p$  to sum to 1

return the  $h$  weighted by the  $\alpha$

to classify, choose label with highest sum of weighted votes



# Boosting Function

Decision Trees

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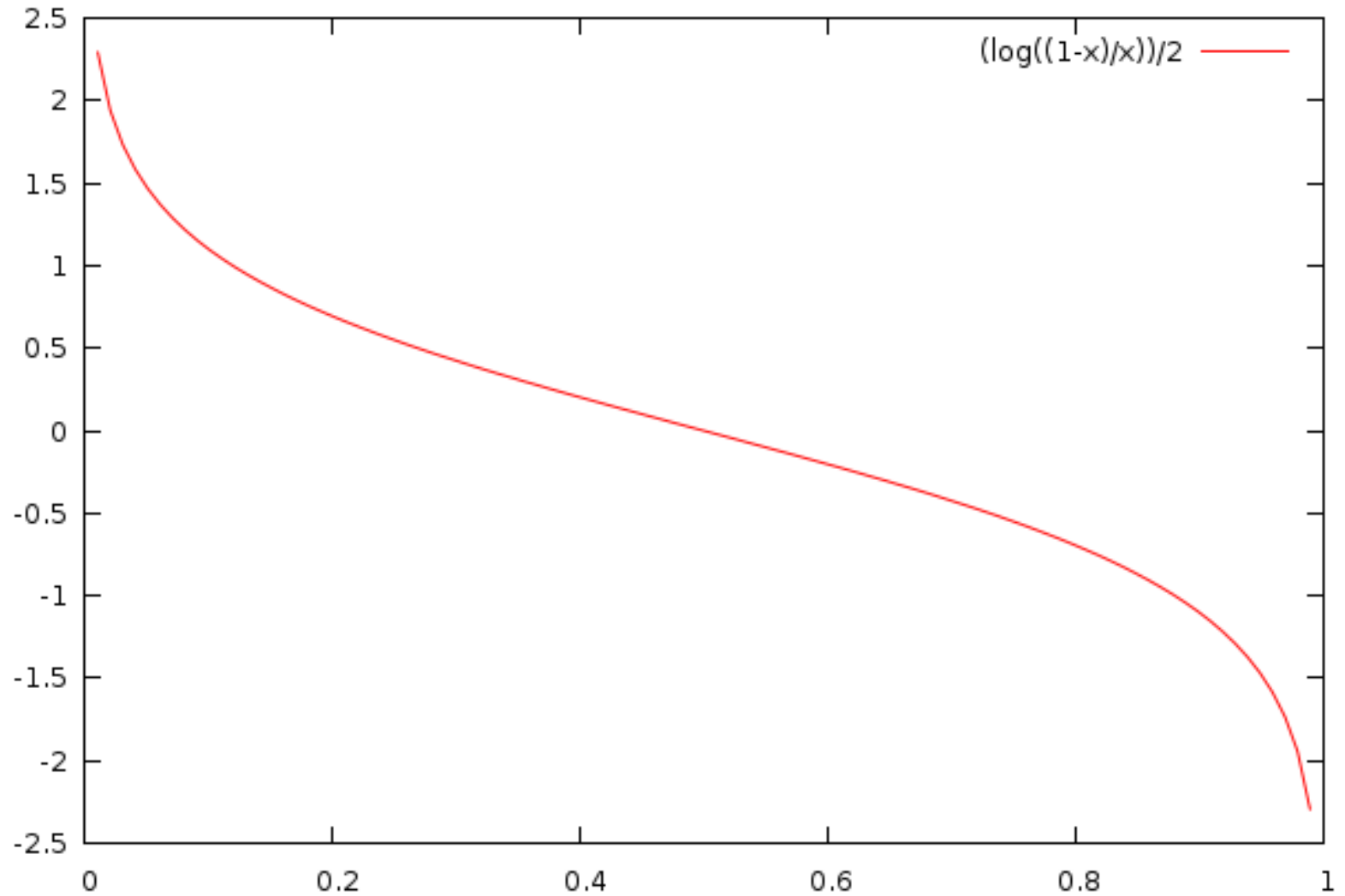
■ Ensembles

■ AdaBoost

■ Behavior

■ Summary

■ EOLQs



Decision Trees

Naive Bayes

Boosting

■ Ensembles

■ AdaBoost

■ Behavior

■ Summary

■ EOLQs

doesn't overfit (maximizes margin even when no error)

outliers get high weight, can be inspected

problems:

- not enough data
- hypothesis class too small
- boosting: learner too weak, too strong

# Supervised Learning: Summary

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■ AdaBoost

■ Behavior

■ Summary

■ EOLQs

**$k$ -NN:** distance function (any attributes), any labels

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**Decision Trees:** easier with discrete attributes and labels

**Naive Bayes:** easier with discrete attributes and labels

**Boosting:** general wrapper to improve performance

Didn't cover: RBFs, SVMs, deep learning, structured output learning

Decision Trees

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■ Ensembles

■ AdaBoost

■ Behavior

■ Summary

■ EOLQs

- What question didn't you get to ask today?
- What's still confusing?
- What would you like to hear more about?

Please write down your most pressing question about AI and put it in the box on your way out.

*Thanks!*