# CS 730/730W/830: Intro AI

Naive Bayes
Boosting

1 handout: slides asst 5 milestone was due

## **Supervised Learning: Summary So Far**

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

Inductive Logic Programming: logical concepts

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

#### Naive Bayes

- Bayes' Theorem
- The NB Model
- The NB Classifier
- Break

Boosting

# **Naive Bayes**

Naive Bayes

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Boosting

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

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Boosting

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

$$P(H) = 0.0001$$

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

$$P(D) = 0.01$$

$$P(H|D) =$$

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

$$P(H) = 0.0001$$

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

$$P(D) = 0.01$$

$$P(H|D) =$$

If you don't have P(D),

#### Naive Bayes

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

$$P(H) = 0.0001$$

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

$$P(D) = 0.01$$

$$P(H|D) =$$

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

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

Naive Bayes

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Bayes' Theorem:

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

Naive Bayes

■ Bayes' Theorem

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Boosting

Bayes' Theorem:

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

naive model:

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

Naive Bayes

■ Bayes' Theorem

■ The NB Model

■ The NB Classifier

■ Break

Boosting

Bayes' Theorem:

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

naive model:

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

attributes independent, given class

Naive Bayes

■ Bayes' Theorem

#### ■ The NB Model

- The NB Classifier
- Break

Boosting

Bayes' Theorem:

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

naive model:

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

attributes independent, given class

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

## The 'Naive Bayes' Classifier

#### Naive Bayes

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- Break

Boosting

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

attributes independent, given class

maximum *a posteriori* = pick highest maximum likelihood = ignore prior

watch for sparse data when learning!

learning as density estimation

## **Break**

- Naive Bayes
- Bayes' Theorem
- The NB Model
- The NB Classifier
- Break

Boosting

- asst 5
- exam 2
- projects

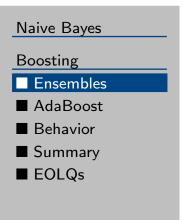
#### Naive Bayes

#### Boosting

- **■** Ensembles
- AdaBoost
- Behavior
- Summary
- **■** EOLQs

# **Boosting**

## **Ensemble Learning**



committees, ensembles weak vs strong learners reduce variance, expand hypothesis space (eg, half-spaces)

## **AdaBoost**

#### Naive Bayes

#### Boosting

■ Ensembles

#### ■ AdaBoost

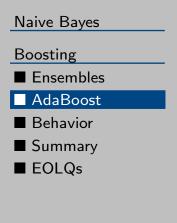
- Behavior
- Summary
- **■** EOLQs

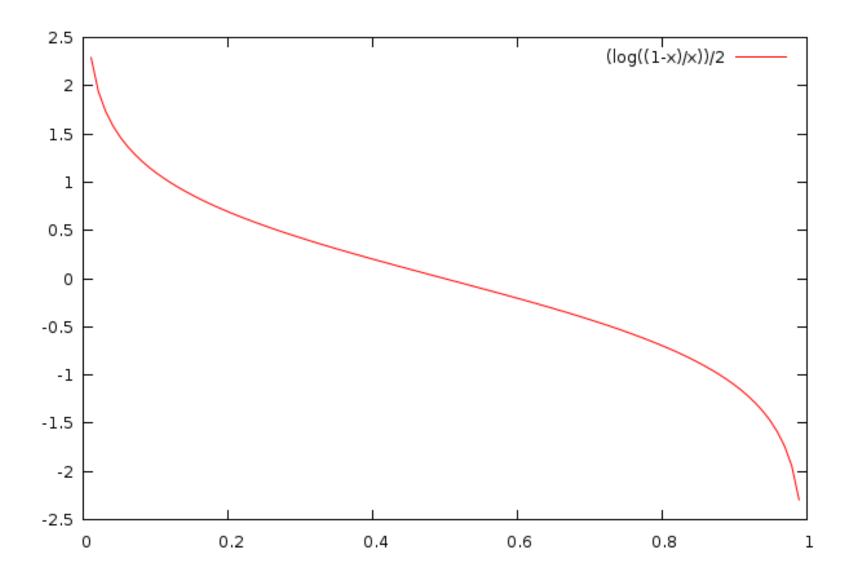
N examples, T rounds, L a weak learner on weighted examples

```
p \leftarrow \text{uniform distribution over the } N \text{ examples} \\ \text{for } t = 1 \text{ to } T \text{ do} \\ h_t \leftarrow \text{call } L \text{ with weights } p \\ \epsilon_t \leftarrow h_t \text{'s weighted misclassification probability} \\ \text{if } \epsilon_t = 0 \text{, return } h_t \\ \alpha_t \leftarrow \frac{1}{2} \ln(\frac{1-\epsilon_t}{\epsilon_t}) \\ \text{for each example } i \\ \text{if } h_t(i) \text{ is correct, } p_i \leftarrow p_i e^{-\alpha_t} \\ \text{else, } p_i \leftarrow p_i e^{\alpha_t} \\ \text{normalize } p \text{ to sum to } 1 \\ \text{return the } h \text{ weighted by the } \alpha \\ \\ \end{cases}
```

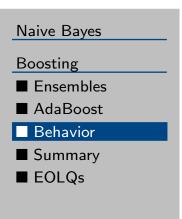
to classify, choose label with highest sum of weighted votes

# **Boosting Function**





### **Behavior**



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**

Naive Bayes

Boosting

Ensembles

AdaBoost

Behavior

Summary

EOLQs

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

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

Perceptron: equivalent to linear regression

**3-Layer ANN:** BackProp learning

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

Inductive Logic Programming: logical concepts

Naive Bayes: easier with discrete attributes and labels

**Boosting:** general wrapper to improve performance

Didn't cover: RBFs, EBL, SVMs

## **EOLQ**s

# Naive Bayes Boosting ■ 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!