



# ***Chapter Two***

## **Supervised Learning**

Prepared by: Tsehay A. (B.Sc., and M.Sc., in Computer Science)

Department of Computer Science

2015 E.C

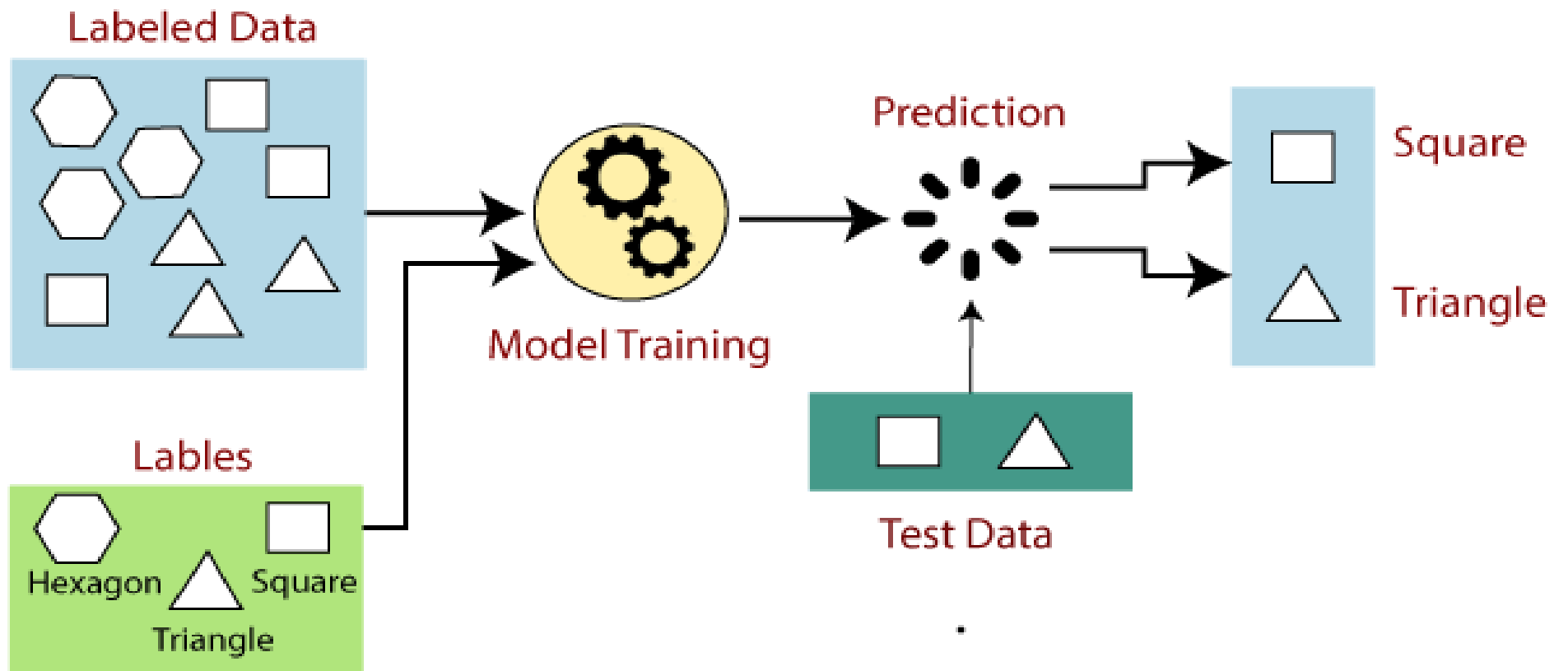
# Contents

- Introduction
- Linear model
- Regression
- Metrics used to evaluate regression
- A case study in regression
- Classification algorithms
- A case study in classification and Evaluation of classifiers

# Introduction to supervised learning

- Supervised learning uses a set of labeled examples in learning to predict unseen examples.
- Input representation: we need to decide what attributes (features) to use to describe the input patterns (examples, instances).
- A training set of examples with the correct responses (targets) is provided.
- Based on the training set, the algorithm generalizes to respond correctly to all possible inputs.
- This is also called learning from examples.
- Supervised learning is a function that maps an input to an output.

Cont.



*Fig. 2.1. Supervised learning*

# Supervised learning

- Consider the following data regarding patients entering a clinic.
- The data consists of the gender and age of the patients and each patient is labeled as “healthy” or “sick”.

*Table 2.1. Dataset for supervised learning*

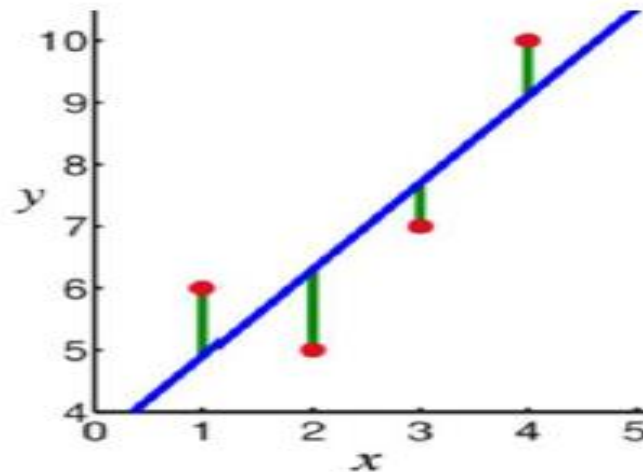
Gender	Age	Class label
Male	48	Sick
Male	67	Sick
Female	53	Healthy
Male	49	Healthy
Female	34	Sick

# Linear model

- The basic type of learning could be that of fitting a straight line to data.
- Machine learning usually deals with much more flexible models than straight lines.
- Fitting a straight line to data can be used to conclude new data.
- If a model learns from a data set of 1000 puppy images, the model might tell whether another image (not among the 1000 used for learning) depicts a puppy or not.
- That is know as *generalization*.

## Cont.

- Linear models are relatively simple.
- A linear model represents a function a linear combination of its inputs.
- The equation for linear function  $f(x)$ , is of form  $f(x) = mx + c$  where  $c$  represents the intercept and  $m$  represents the slope.



*Fig. 2.2. The graph of linear function*

# Characteristics of liner model

- Linear models are stable.
- Linear models have low variance and high bias.
- Linear models are less likely to overfit the training data than some other models.
- However, they are more likely to underfit.
- For example, if we want to learn the boundaries between countries based on labeled data, then linear models are not likely to give a good approximation.



# Regression

- Regression models the relationship between dependent and independent variables.
- Regression helps to understand how the value of the dependent variable changes corresponding to an independent variable.
- It predicts continuous or real values such as *temperature, age, salary, and price*.
- For example estimation of age from the weight of a person is a regression task.

# Metrics used to evaluate regression

- Three metrics commonly used for evaluating and reporting the performance of a regression model;
- *Mean Squared Error (MSE)*: calculated as the mean or average of the squared differences between predicted and expected target values in a dataset.
- *Root Mean Squared Error (RMSE)*: calculated as the square root of mean square error.
- *Mean Absolute Error (MAE)*: calculated as the average of the absolute MSE value.

## A case study

- Design an algorithm that predicts the age of a person given the weight.
- The dataset consists of different age values and weights of people.
- Develop a regression model that predicts the age of a person based on his or her weight.

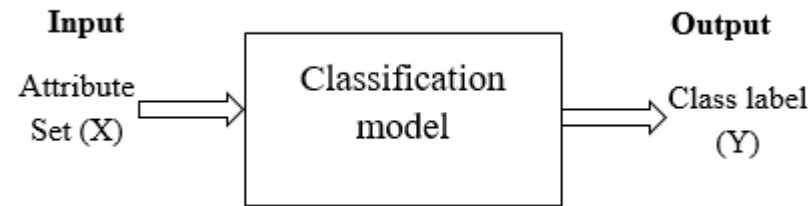
*Table 2.2. Dataset of weight and height of people*

Weight	Age
35	18
40	26
42	30
43	50
41	?

$$Y = -95.31 + 3 * X, \text{ Thus, } Y = -95.31 + 3 * 41 = -95.31 + 123 = 27.69 \approx 28$$

# Classification

- The task of learning target function  $f$  that maps each attribute set  $x$  to one of the predicted class label  $y$ .
- The target function is known as *classification model*.



*Fig. 2.3. Classification task*

# K-nearest neighbor (KNN)

- KNN algorithm is also called as instance based learning or lazy algorithm.
- Training phase: store the training examples.
- At prediction time: find the  $k$  training examples  $(x_1, y_1), \dots, (x_k, y_k)$  that are closet to the test example  $x$ :
- Classification: predict the most frequent class among those  $y_i$ s.
- Regression: predict the average among the  $y_i$ s.

# KNN-Example

- Consider that a company produced four paper tissues.
- The quality of paper tissue is classified as good or bad based on the acid durability and strength as tested in laboratory as indicated in Table 2.3.
- Determine the class label for new paper tissue produced by the company that pass laboratory test with  $X_1=3$ , and  $X_2=7$ .

*Table 2.3. Dataset for KNN algorithm: case study*

Acid durability= $X_1$	Strength = $X_2$	Class label= $Y$
7	7	Bad
7	4	Bad
3	4	Good
1	4	Good
3	7	?

# Steps in KNN prediction

- Step 1: Determine K=number of nearest neighbors.
- Step 2: Calculate distance between query instance and all training samples.
- Step 3: Rank the distance obtained in step 2.
- Step 4: Use simple majority voting of neighbors as predicted value.
- Suppose K=3, then the distance between query instance (3, 7) and all training sample is given in Table 2.4.

*Table 2.4. Dataset for KNN algorithm: case study*

Acid durability=X1	Strength =X2	Distance	Rank the distance	Included instance
7	7	$(7-3)^2 + (7-7)^2 = 16$	3	Yes
7	4	$(7-3)^2 + (4-7)^2 = 25$	4	No
3	4	$(3-3)^2 + (4-7)^2 = 9$	1	Yes
1	4	$(1-3)^2 + (4-7)^2 = 13$	2	Yes

## Cont.

- Use simple majority of category to determine the prediction value of the query instance.
- As shown in Table 2.4, three sentence were included to determine the majority of the category, as  $K=3$ .
- Among the  $K$  nearest neighbors, 2 instances are Good, and 1 instance is bad,  $2>1$ , thus, the new paper tissue is *Good*.

*Table 2.5. The class labels of nearest neighbors*

Acid durability=X1	Strength =X2	Rank the distance	Rank the distance	Included instance
7	7	3	Included instance	Bad
7	4	4	Yes	-
3	4	1	No	Good
1	4	2	Yes	Good



# Decision trees

- Supervised Machine Learning where the data is continuously split according to a certain parameter.
- Decision tree is a hierarchical data structure implementing the divide-and-conquer strategy.
- It is nonparametric method, which can be used for classification and regression.
- The tree can be explained by two entities, namely *decision nodes and leaves*.
- The leaves are the decisions or the final outcomes, the decision nodes are where the data is split.

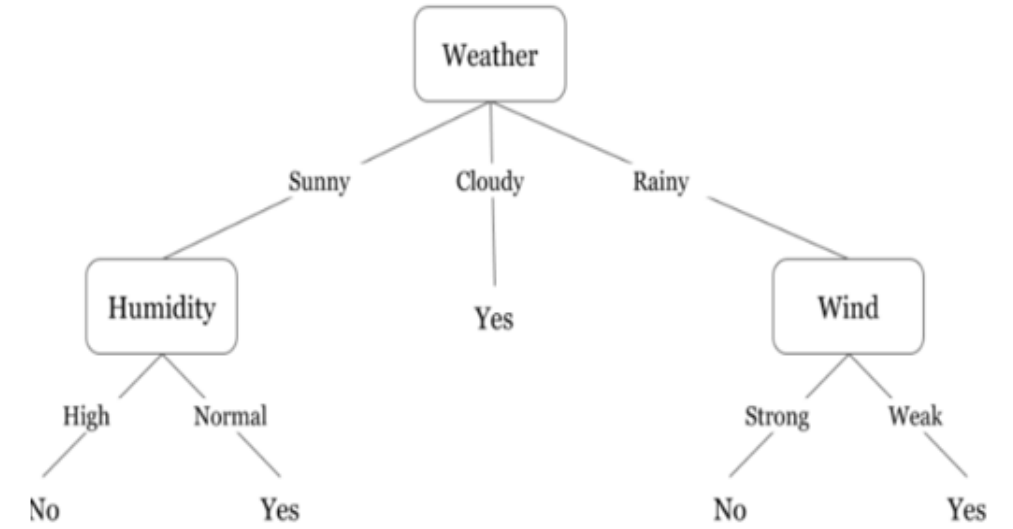
# Cont.

- The basic idea behind any decision tree algorithm is as follows:
  1. Select the best attribute to split the records.
  2. Make that attribute a decision node and breaks the dataset into smaller subsets.
  3. Start tree building by repeating this process recursively for each child until one of the conditions will match:
    - ✓ There are no more remaining attributes.
    - ✓ There are no more instances.

# Decision tree example

*Table 2.6. Dataset for decision tree classification*

Day	Weather	Temperature	Humidity	Wind	Play football?
1	Sunny	Hot	High	Weak	No
2	Cloudy	Hot	High	Weak	Yes
3	Sunny	Mild	Normal	Strong	Yes
4	Cloudy	Mild	High	Strong	Yes
5	Rainy	Mild	High	Strong	No
6	Rainy	Cool	Normal	Strong	No
7	Rainy	Mild	High	Weak	Yes
8	Sunny	Hot	High	Strong	No
9	Cloudy	Hot	Normal	Weak	Yes
10	Rainy	Mild	High	Strong	No



*Fig. 2.4. Decision tree classifier*

# Ensemble learners

- Ensemble methods are learning algorithms that construct a set of classifiers and then classify new data points by taking a weighted vote of their predictions.
- Simplest approach:
  1. Generate multiple classifiers
  2. Each votes on test instance
  3. Take majority as classification

# Ensemble learners

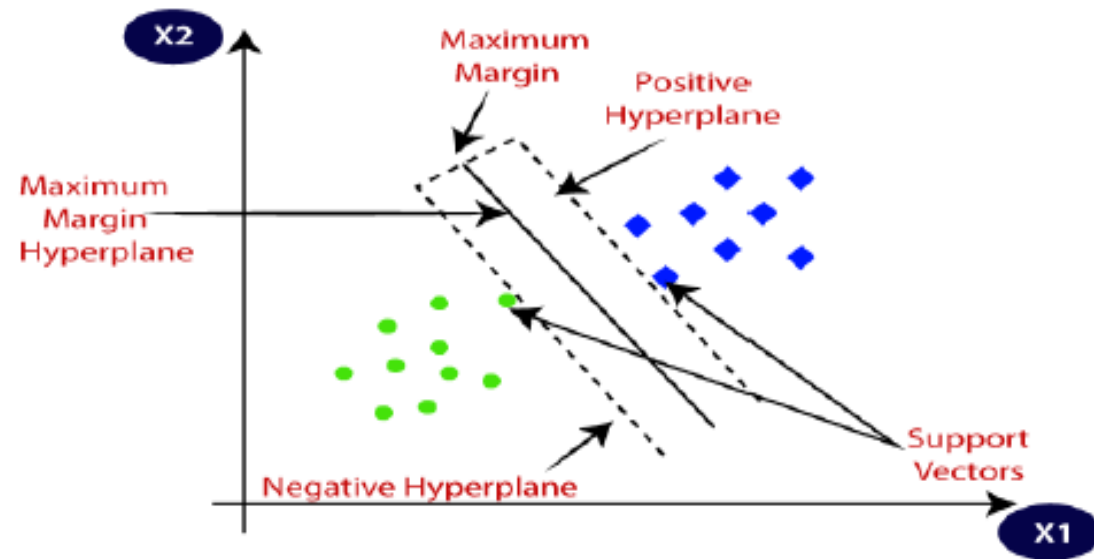
- An ensemble contains a number of learners which are usually called *base learners*.
- The generalization ability of an ensemble is stronger than that of base learners.
- Ensemble learning boosts weak learners to strong learners, and makes very accurate predictions.
- Consequently, “base learners” are also referred as “weak learners”.
- Example of ensemble learners include, Random forest, Adaboost, and Extreme boosting.

# Support vector machine

- SVM is one of the most popular Supervised Learning algorithms,
- Can be used for classification as well as regression problems.
- The goal of the SVM algorithm is to create the best line or decision boundary that can segregate n-dimensional space into classes so that we can easily put the new data point in the correct category in the future.
- This best decision boundary is called a *hyperplane*.
- SVM chooses the extreme points/vectors that help in creating the hyperplane.
- These extreme cases are called as support vectors.

## Cont.

- **Hyperplane:** The decision boundary to segregate the classes in n-dimensional space.
- **Support Vectors:** The data points or vectors that are the closest to the hyperplane and which affect the position of the hyperplane are termed as Support Vector



*Fig. 2.5. Support vector machine*

# Case study classification

- Handwritten digit recognition using Classification Algorithms



# Metrics used to evaluate classifiers

- There are many ways for measuring classification performance.
- Accuracy, confusion matrix, and AUC-ROC are some of the most popular metrics.
- Precision-recall is a widely used metrics for classification problems.
- Accuracy simply measures how often the classifier correctly predicts.
- Accuracy refers to the ratio of the number of correct predictions and the total number of predictions.

$$\text{Accuracy} = \frac{TP+TN}{TP+TN+FP+FN} \dots\dots\dots(1)$$

- **Recall(Sensitivity)**- explains how many of the actual positive cases we were able to predict correctly with our model

## Cont.

- Confusion Matrix is a performance measurement for the machine learning classification problems where the output can be two or more classes.
- It is a table with combinations of predicted and actual values.

		Positive (1)	Negative (0)
Predicted Values	Positive (1)	TP	FP
	Negative (0)	FN	TN

Cont.

$$\hat{Y} = 0$$

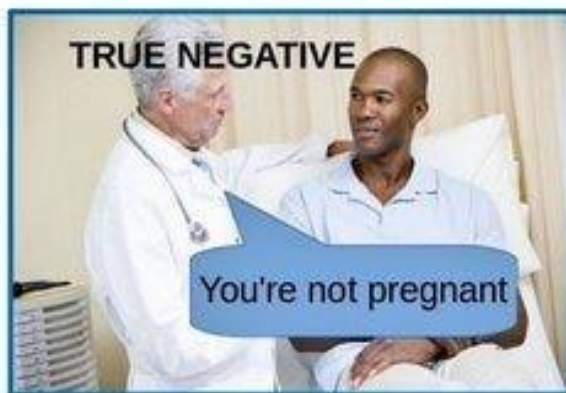
NEGATIVE

$$\hat{Y} = 1$$

POSITIVE

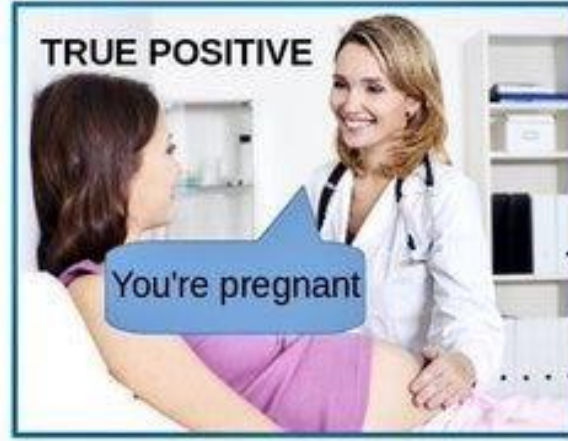
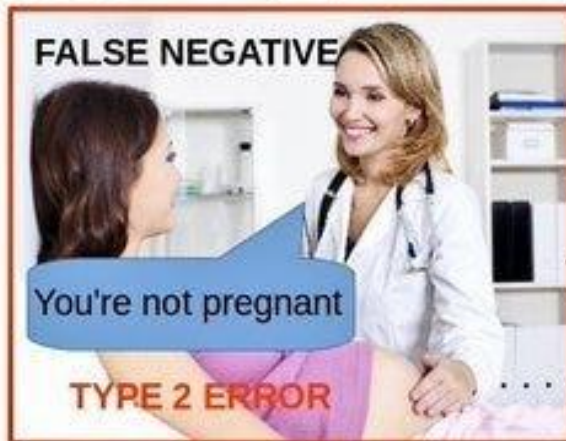
$$Y = 0$$

NOT PREGNANT



$$Y = 1$$

PREGNANT



# Review questions

- 1) Define supervised learning.
- 2) Mention the methods for optimizing the KNN classifier.
- 3) What are the type of tasks that are suitable for KNN classifier.
- 4) Explain the concept of ensemble learning.
- 5) Differentiate between boosting and bagging.
- 6) Describe the real-world applications of linear regression model by giving an example.
- 7) Explain the metrics used in evaluation of the performance of classification and regression models.