

LOGISTIC REGRESSION

Logistic regression is a process of modeling the probability of a discrete outcome given an input variable. The most common logistic regression models a binary outcome.

$$P = \frac{1}{1 + e^{-(b + wx)}}$$

BIAS AND VARIANCE

Bias is the difference between the average prediction of our model and the correct value which we are trying to predict. Model with high bias means it is not fitting well on the training data.

Variance is the variability of model prediction for a given data point which tell us the spread of our data. Model with high variance means it is not able to make accurate predictions.

RANDOM FOREST

Multiple Decision Trees are created using random subsets of features and bootstrapped dataset.

Each tree then votes, predicting the target class.

MajORITY VOTE to a class, or average voting is used to get the Final Prediction.

DECISION TREE

A Decision tree used for classification is a flowchart like structure, drawn upside down.

Each internal node denotes a test on an attribute, each branch represents an outcome of the test and each leaf node (terminal node) holds a class label.

The example of decision tree above shows whether the passenger survived or not.

Based upon attributes/columns from the data set namely sex, age and BMI.

NAIVE BAYES CLASSIFIER

Naive Bayes is a simple probabilistic classifier based on applying Bayes Theorem with strong (naïve) independence assumptions between the dataset features.

A point is classified by a plurality vote of its neighbors, with the object being assigned to the class most common among its k nearest neighbors.

$$P(C|A) = \frac{P(A|C) \times P(C)}{P(A)}$$

KNN CLASSIFIER

K-Nearest Neighbour (k-NN) is a non-parametric classification method used for classification and regression.

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Value of K is chosen in such a way that it gives the smallest errors on the validation set. Small K (Low Bias, High Variance), Large K (High Bias, Low Variance).

LINEAR REGRESSION

Linear Regression is a linear approach to modeling the relationship between a dependent variable - Y and one or more independent variables - X.

$$Y = wx + b$$

ARTIFICIAL INTELLIGENCE

The study and design of intelligent agents where an intelligent agent is a system that perceives its environment and takes actions which maximizes its chances of success.

MACHINE LEARNING

The field of study that gives computers the ability to learn without being explicitly programmed.

- SUPERVISED**: Regression, Classification
- UNSUPERVISED**: Clustering, Recommendation system
- REINFORCEMENT**: Reward Maximization

REINFORCEMENT LEARNING

Agent learns in an interactive environment by trial and error using feedback from its own actions.

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MACHINE LEARNING PIPELINE

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2. Transform Data: Clean data, deal with missing values, data type conversions.
3. Choose Model: Different algorithms are for different tasks.
4. Train Model: Make your model learn from data.
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SUPPORT VECTOR MACHINES

Support Vector Machine (SVM) uses kernel to transform your data and then based on these transformations it finds an optimal hyperplane that distinctly classifies the data points.

Decision boundary with the maximum margin. Data points closer to Hyperplane.

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SUPERVISED LEARNING

Input Data -> ML Model -> Predicted Results

Example Algorithms: Linear Regression, Logistic Regression, Support Vector Classification, SVM, Decision Tree, Random Forest, Gradient Boosting.

REINFORCEMENT LEARNING

Agent learns in an interactive environment by trial and error using feedback from its own actions.

UNSUPERVISED LEARNING

Input Data -> ML Model -> Groupings

Example Algorithms: Dimensionality Reduction, K-Means Clustering, PCA, Apriori.

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SUPERVISED

Regression
Classification

UNSUPERVISED

Clustering
Recommendation
System

REINFORCEMENT

Reward
Maximization

MACHINE LEARNING PIPELINE

1. Collect Data

From various sources like Kaggle, UCI, etc

Clean data, deal with missing values, data type conversions

2. Transform Data

3. Choose Model

Different algorithms are for different tasks

Make you model learn from data

4. Train Model

5. Test Model

Evaluate the model against previously unseen data

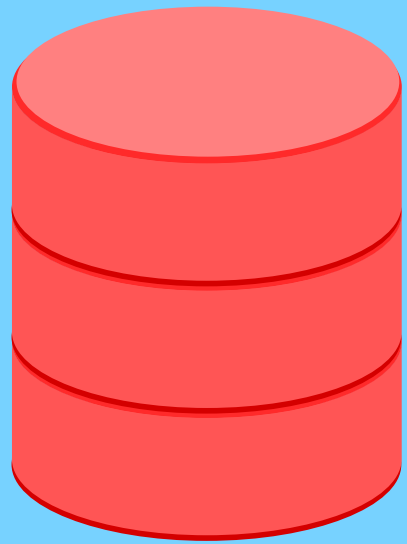
No of training steps, learning rate, initial values and distribution

6. Parameter Tuning

7. Predict Values

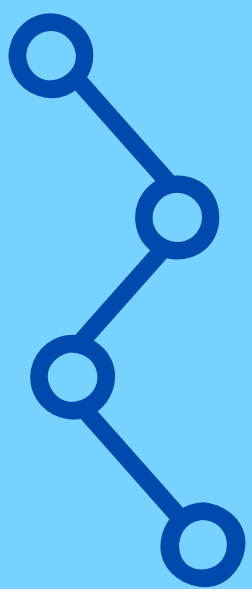
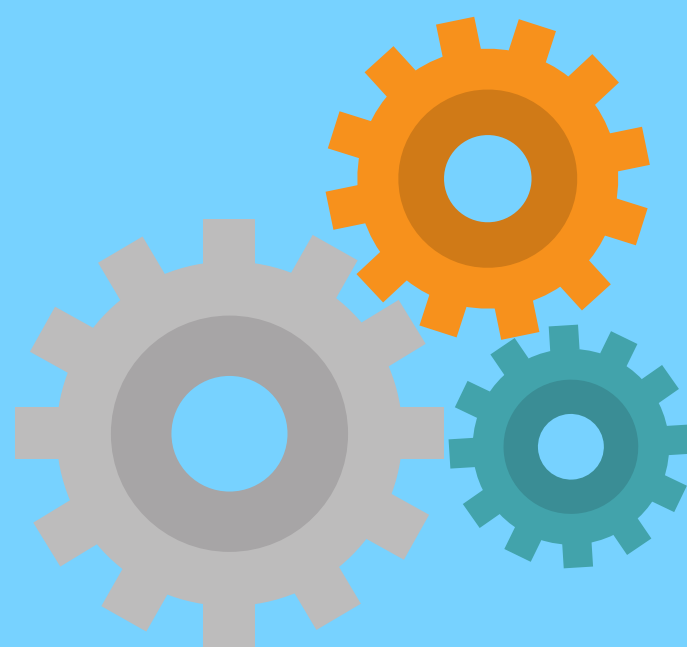
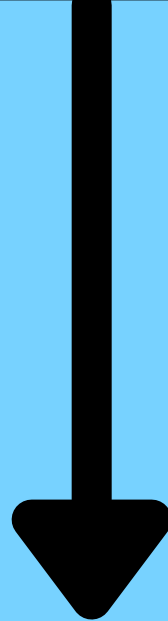
How the model will perform in the real world

SUPERVISED LEARNING

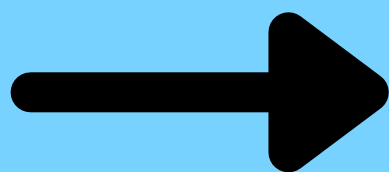


Input Data

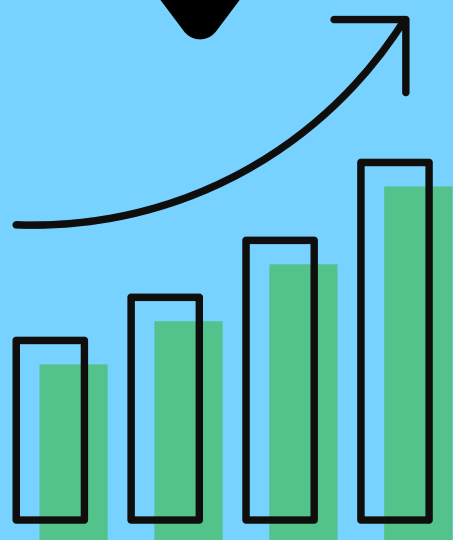
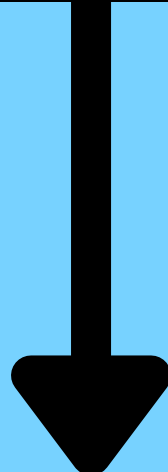
Labels



New Data



ML Model

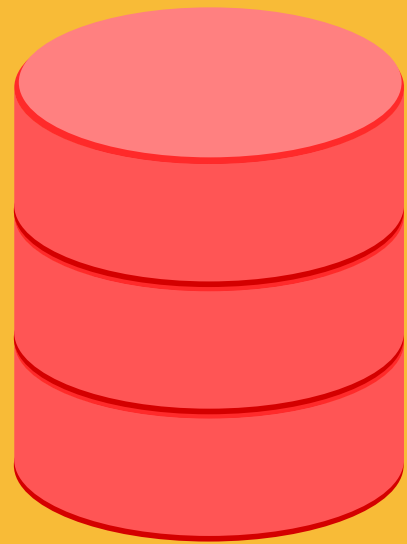


Predicted Result

Example Algorithms:

1. Linear Regression
2. Logistic Regression
3. Naive Bayes Classifier
4. KNN Algorithm
5. Decision Trees
6. Support Vector Machine

UNSUPERVISED LEARNING



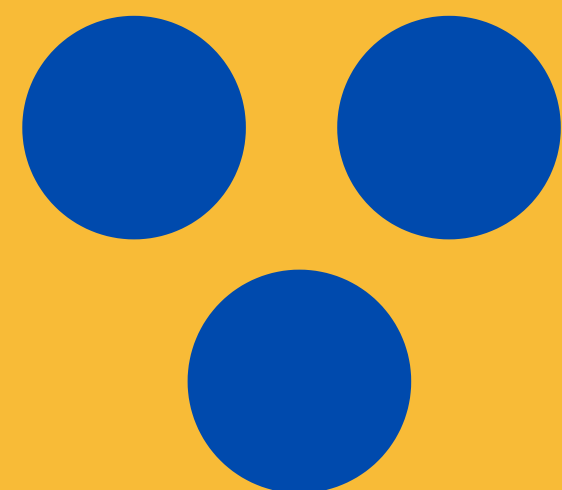
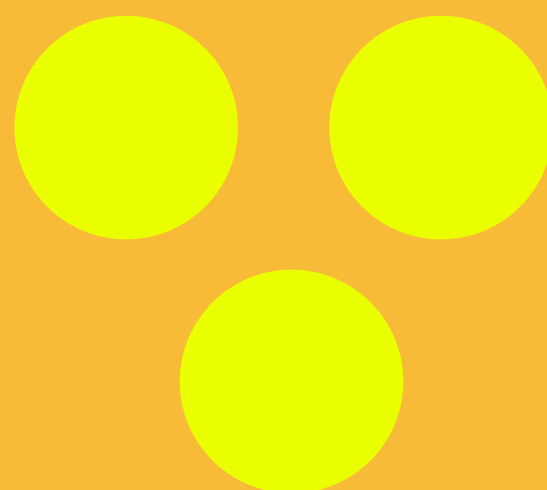
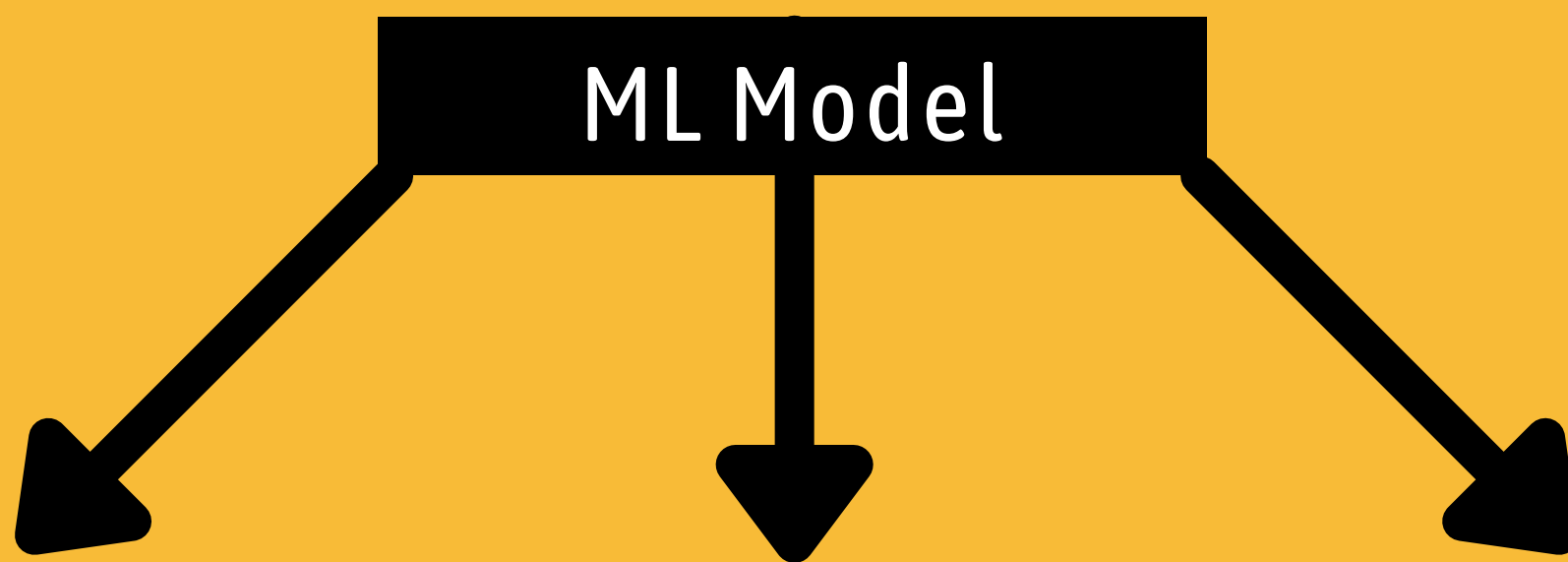
Input Data



Example Algorithms:

1. K Means Clustering
2. Hierarchical Clustering
3. Auto encoders

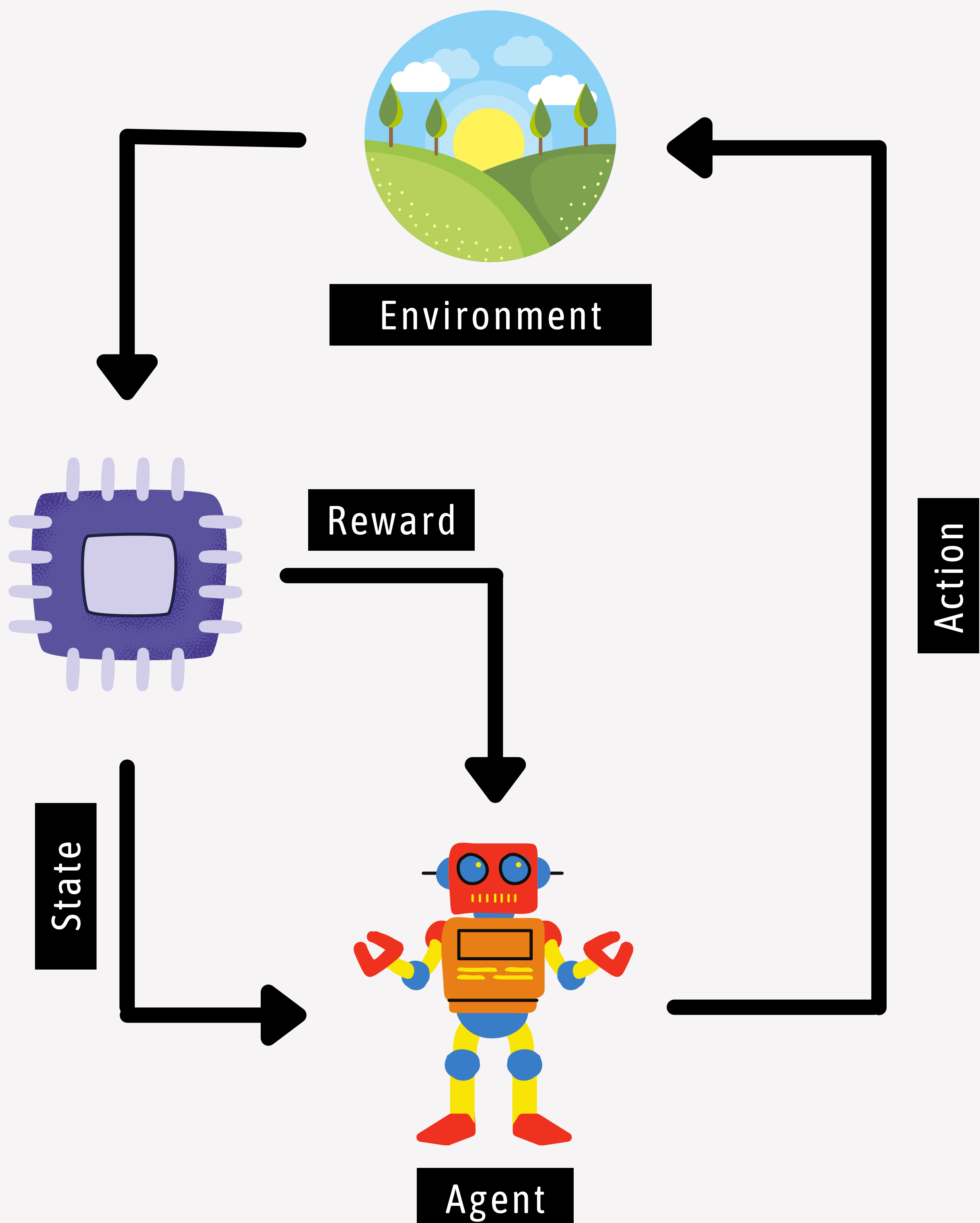
ML Model



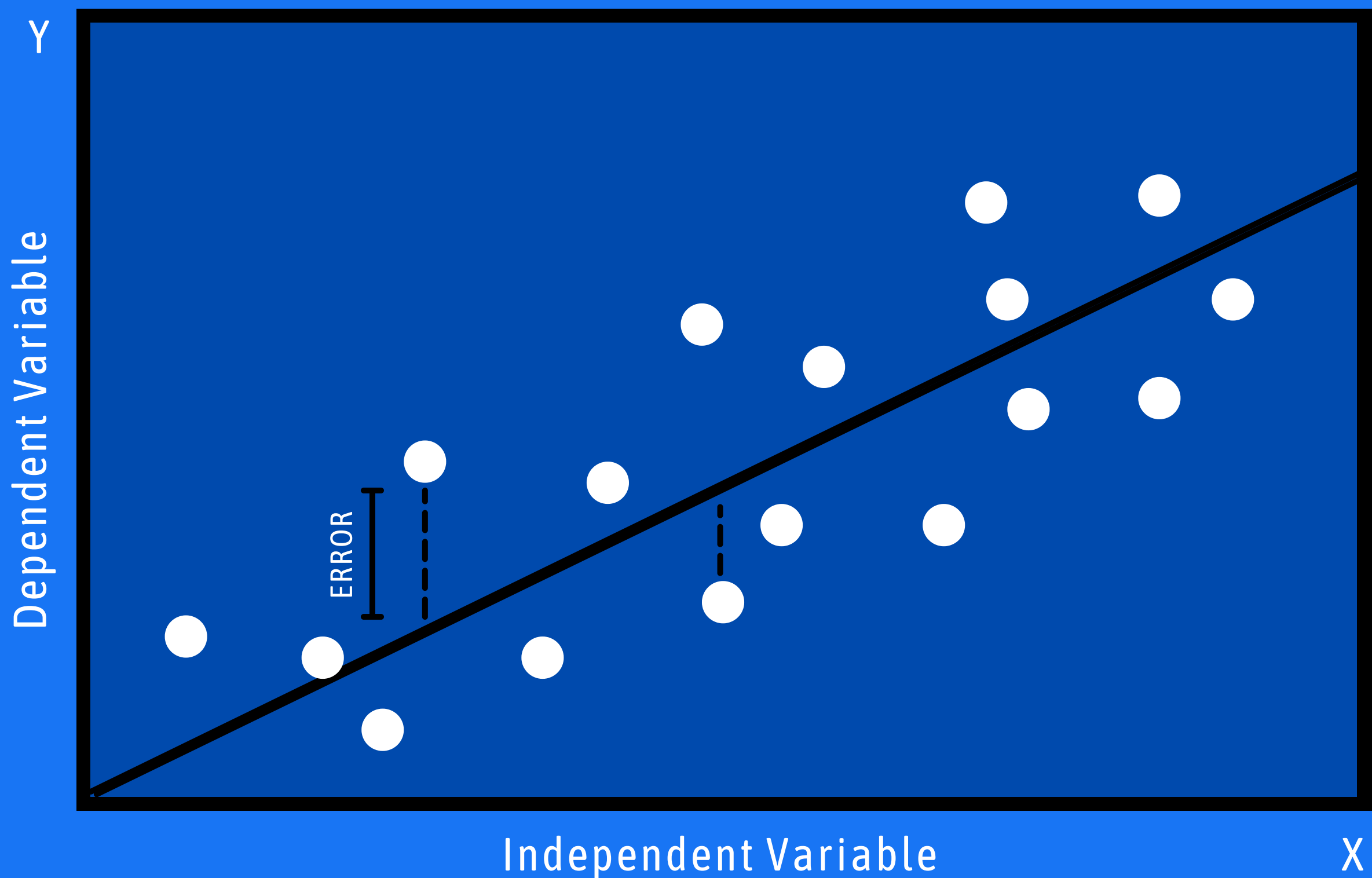
Groupings

REINFORCEMENT LEARNING

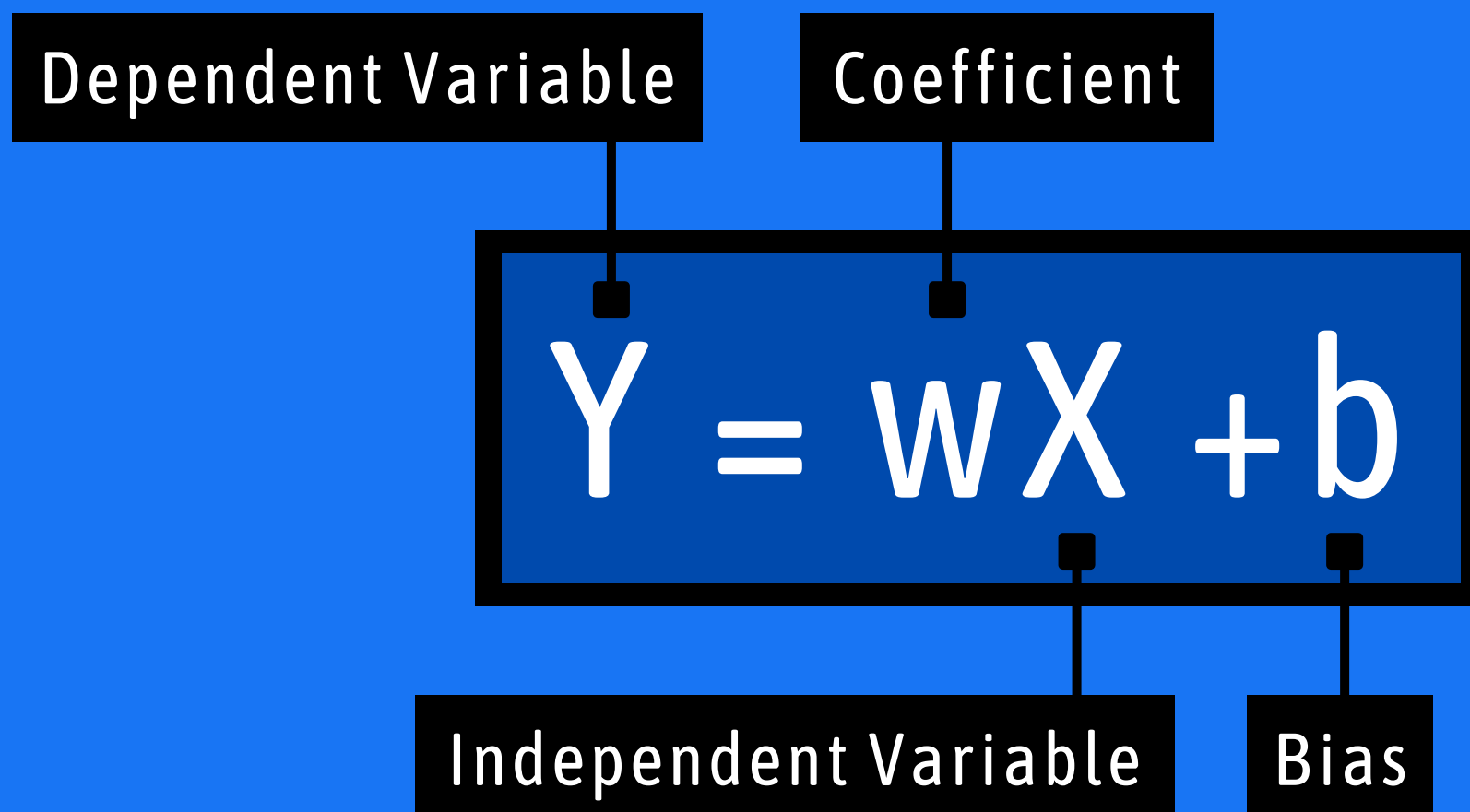
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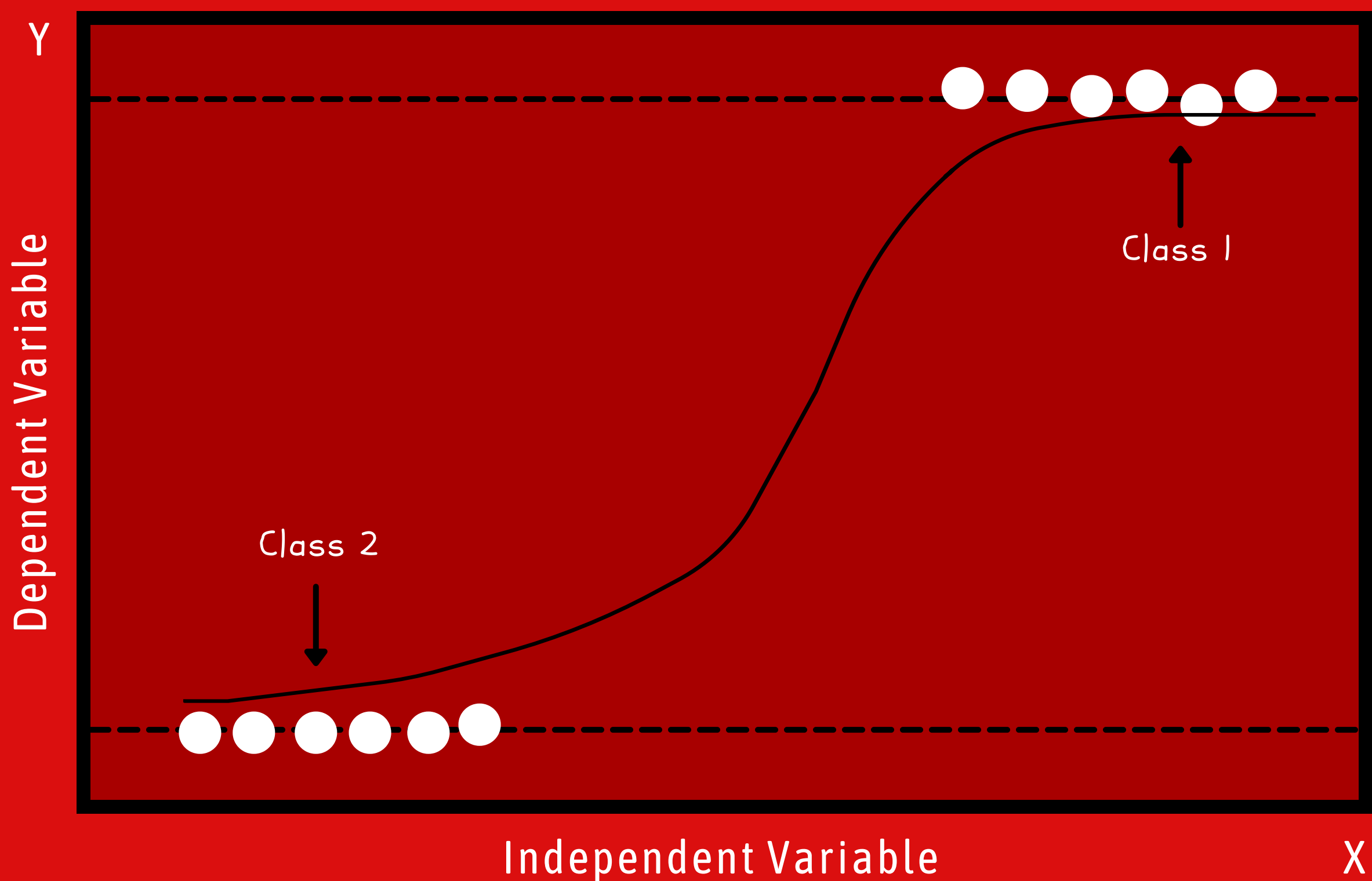
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LOGISTIC REGRESSION

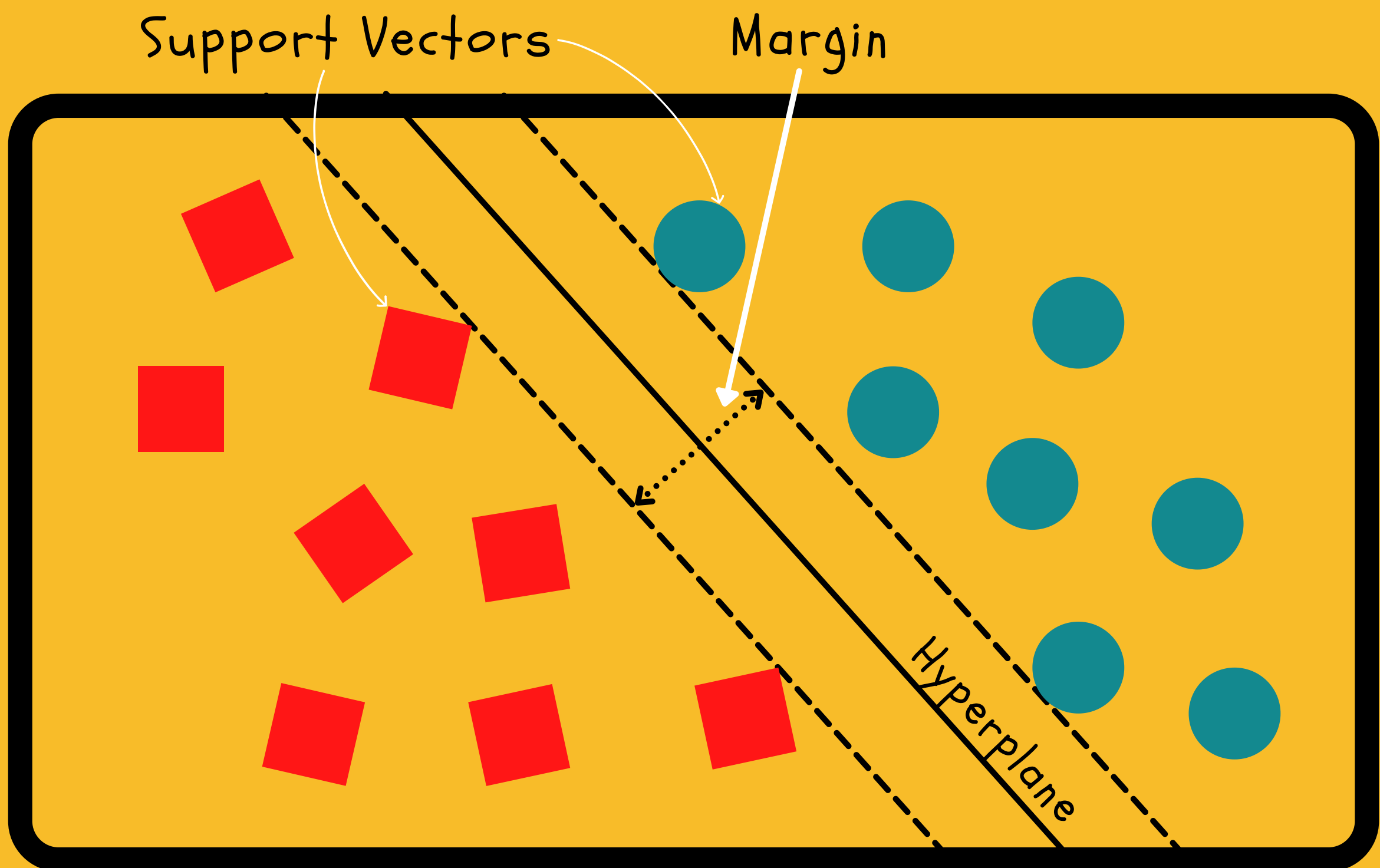


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Linear Model

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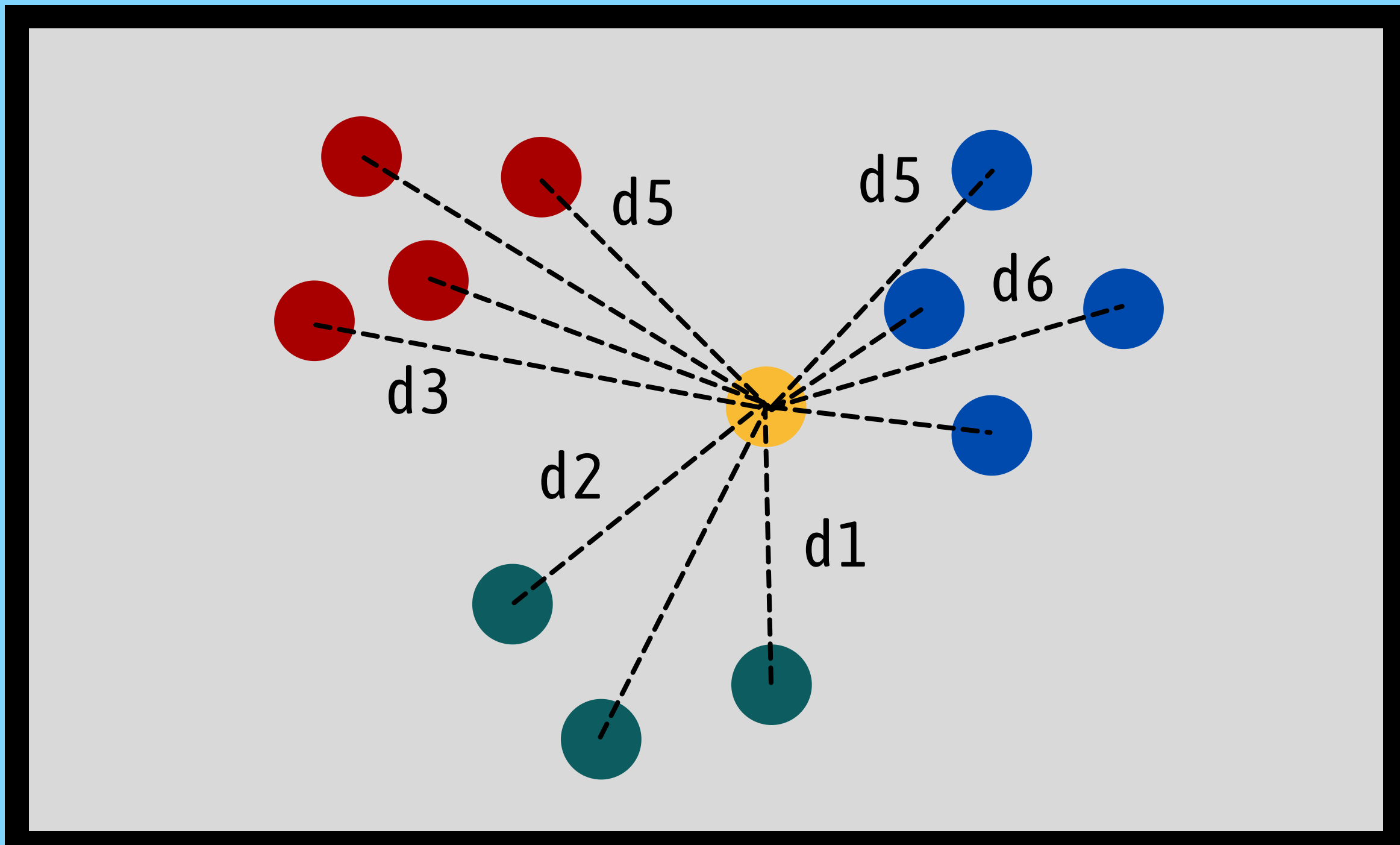
Hyperplane

Decision boundary with the maximum margin.

Support Vectors

Data points closer to Hyperplane.

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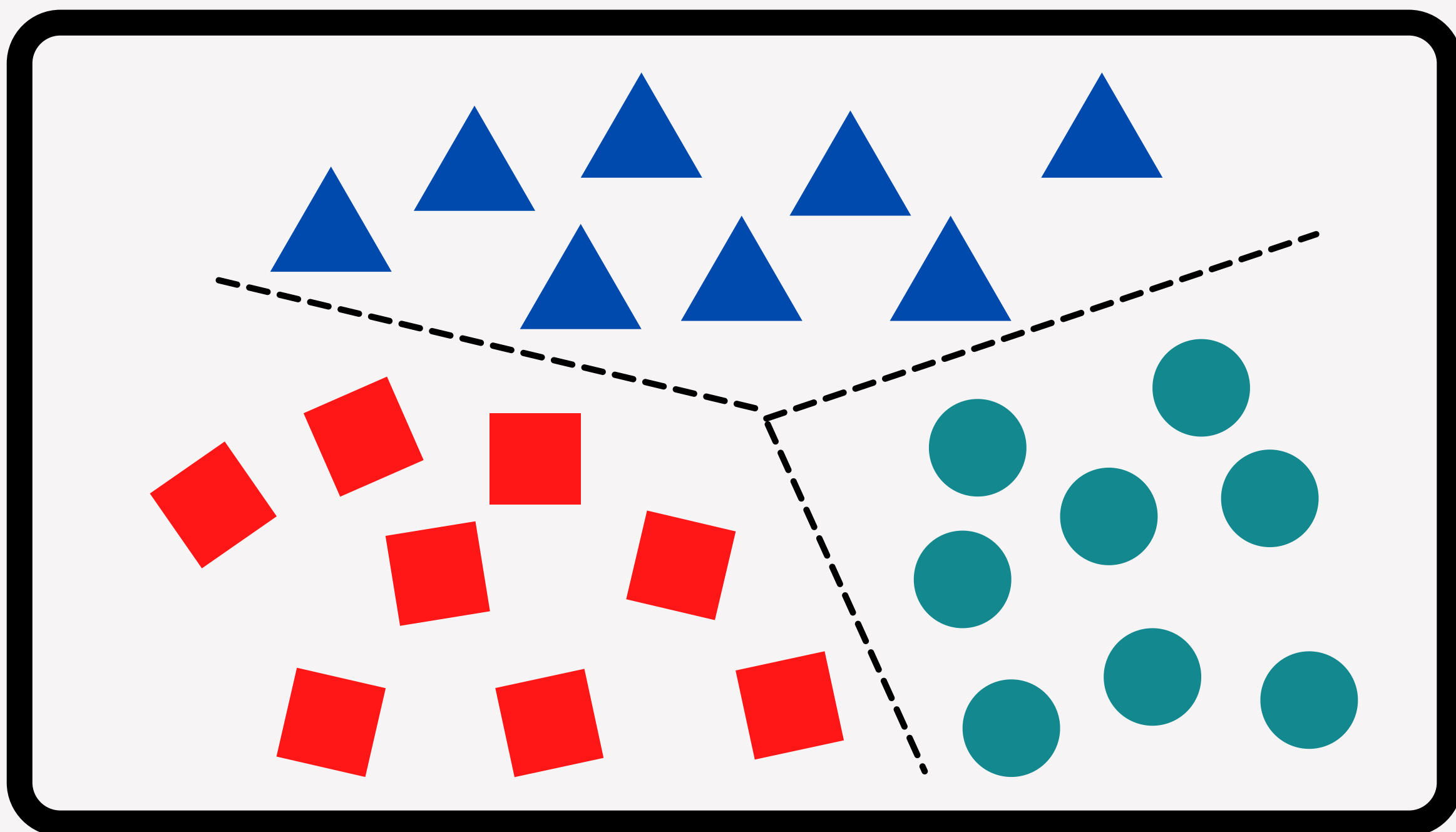
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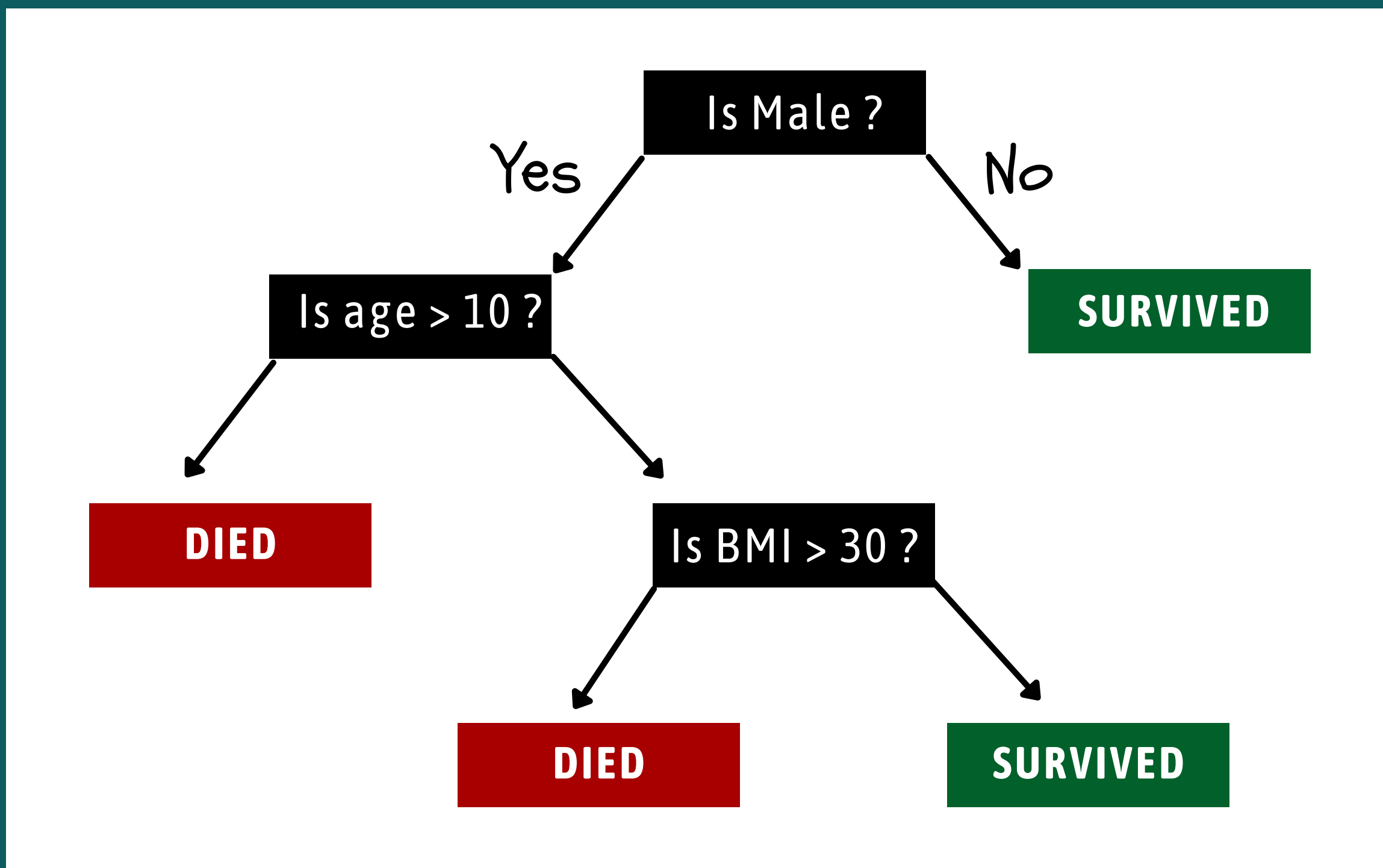
The prior probability of class.

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The posterior probability of class given attribute/data.

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DECISION TREE



A Decision tree used for classification is a flowchart like tree structure drawn upside down.

Each internal node denotes a test on an attribute, each branch represents an outcome of the test and each leaf node (terminal node) holds a class label.

The example of decision tree above denotes whether the passenger **died** or **survived**.

Output Lables

DIED

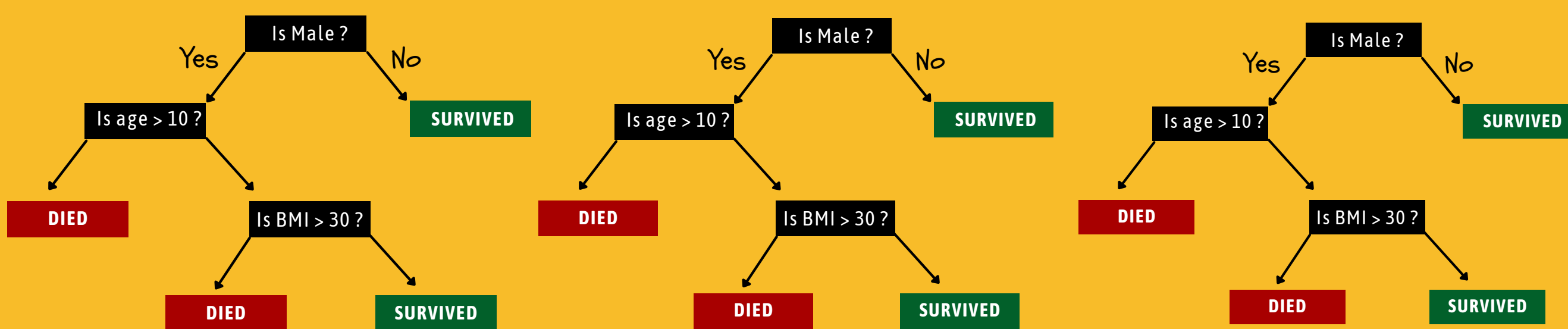
SURVIVED

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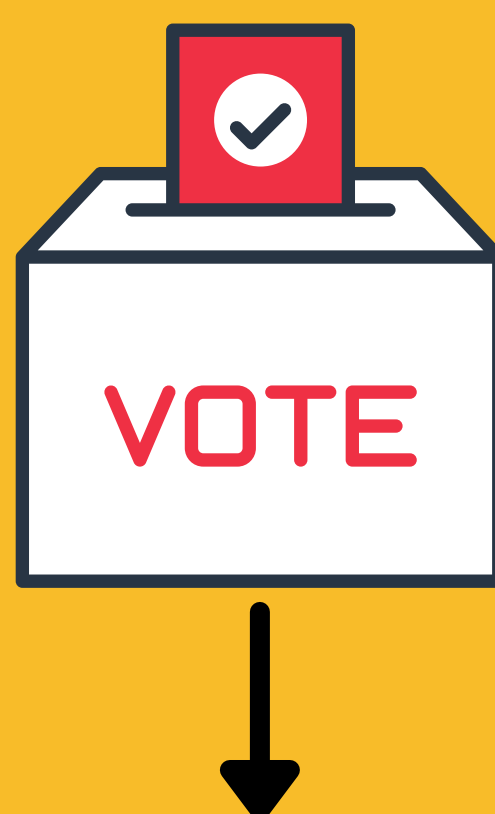
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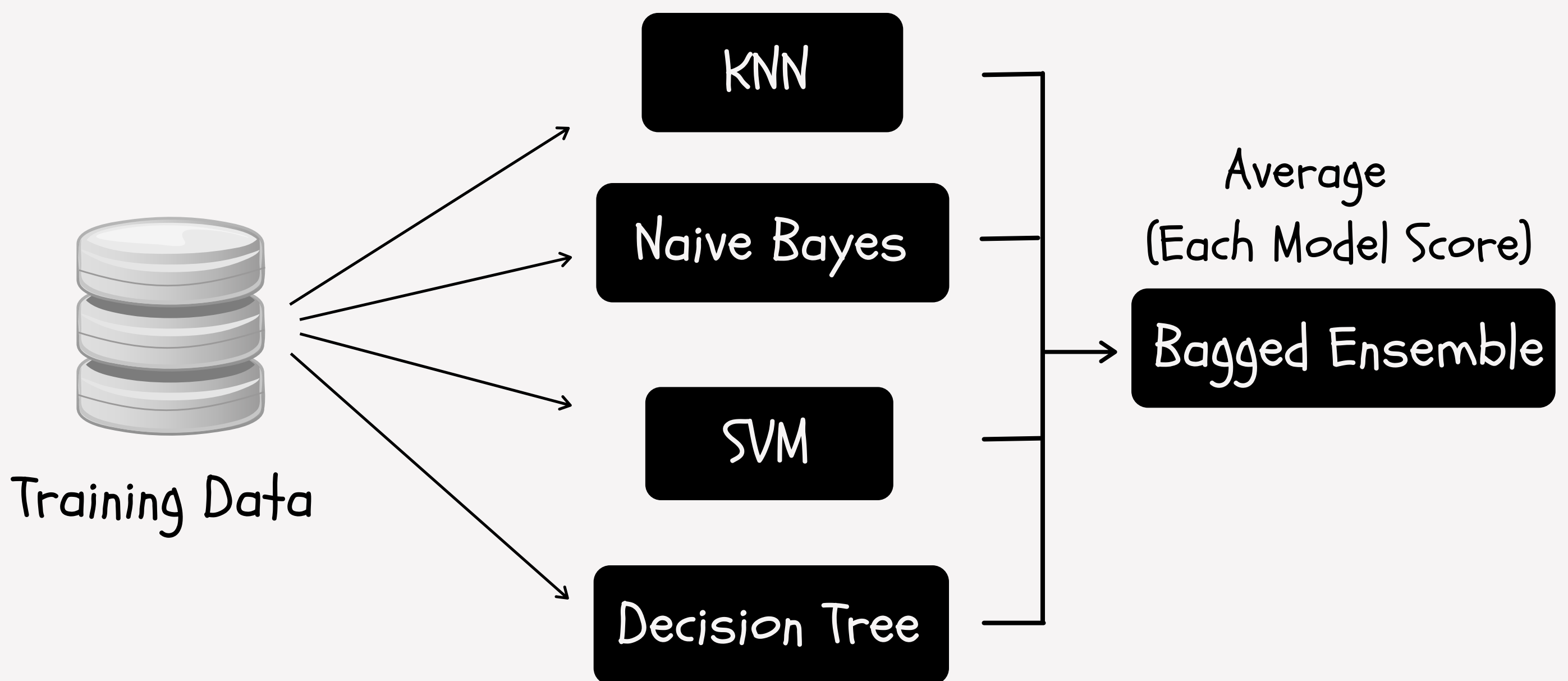


Majority Vote to a class, or average voting is used to get the

Final Prediction

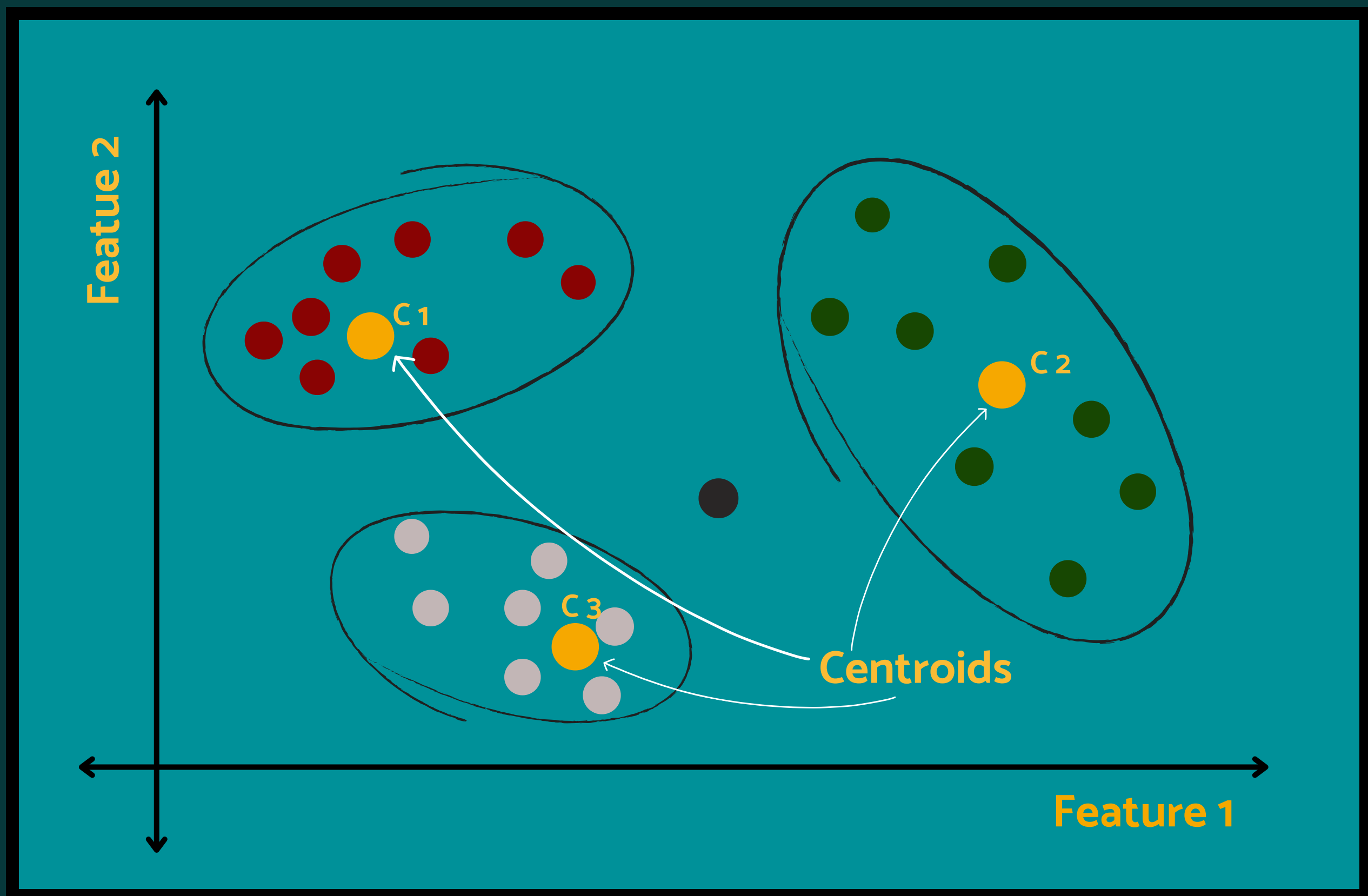
ENSEMBLE METHOD

When multiple models are trained separately and majority **voting** or **average** of the predictions from individual models are used to determine the final prediction, such a method is called Ensemble.



Bagging takes homogeneous weak learners, learns them independently from each other in **parallel** and combines them following some kind of deterministic **averaging** process.

K MEANS CLUSTERING



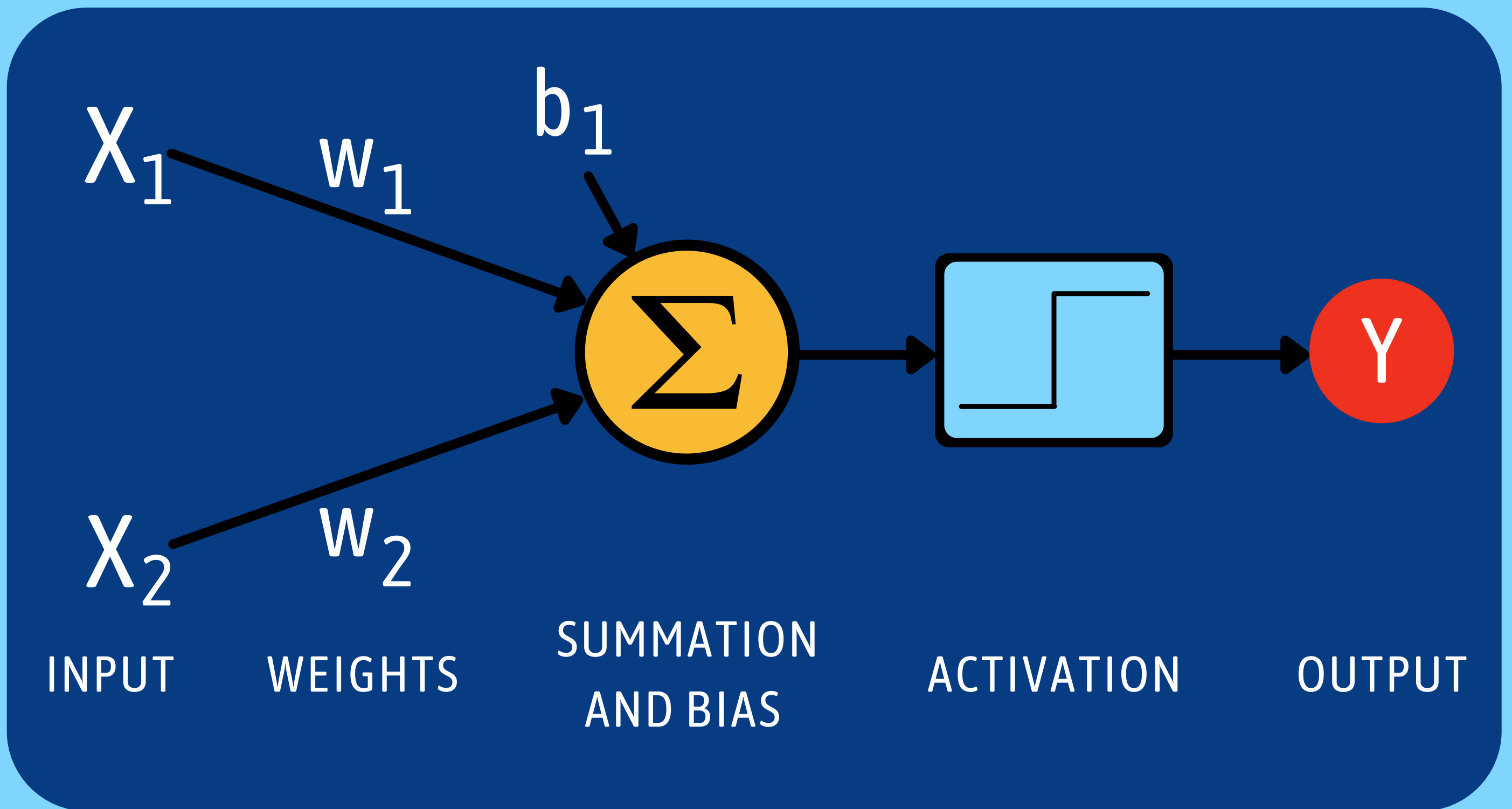
Clustering is the process of dividing the entire data into groups (also known as clusters) based on the patterns in the data.

The main objective of the K-Means Clustering is to minimize the sum of distances between the points and their respective cluster centroid (C_1, C_2, C_3).

Stopping criteria used for K-means:

1. Centroids of newly formed clusters **do not change**.
2. Points remain in the **same** cluster.
3. **Maximum** no of iterations are reached.

PERCEPTRON



Perceptrons are the building blocks of a single layer in a neural network, made up of 4 parts:

- Input Values (X)
- Weights(w) and Bias (b)
- Net sum
- Activation function

1. Inputs (X) are multiplied with their weights w .
2. Add all the multiplied values and call them Weighted Sum.
3. Apply that weighted sum to the Activation Function for output (y)

ACTIVATION FUNCTIONS

Activation functions is attached to each neuron in the network, and determines whether it should be activated ("fired") or not, based on whether each neuron's input is relevant for the model's prediction.

Activation functions also helps to normalize the output of each neuron to a range between 1 and 0 or between -1 and 1.

Linear

$$f(x) = ax$$

Binary

$$f(x) = 0 \text{ if } x < 0 \text{ else return } 1$$

Sigmoid

$$f(x) = 1/(1+e^{-x})$$

Tanh

$$f(x) = 2 \text{ sigmoid}(2x) - 1$$

ReLU

$$f(x) = \max(0, x)$$

Leaky ReLU

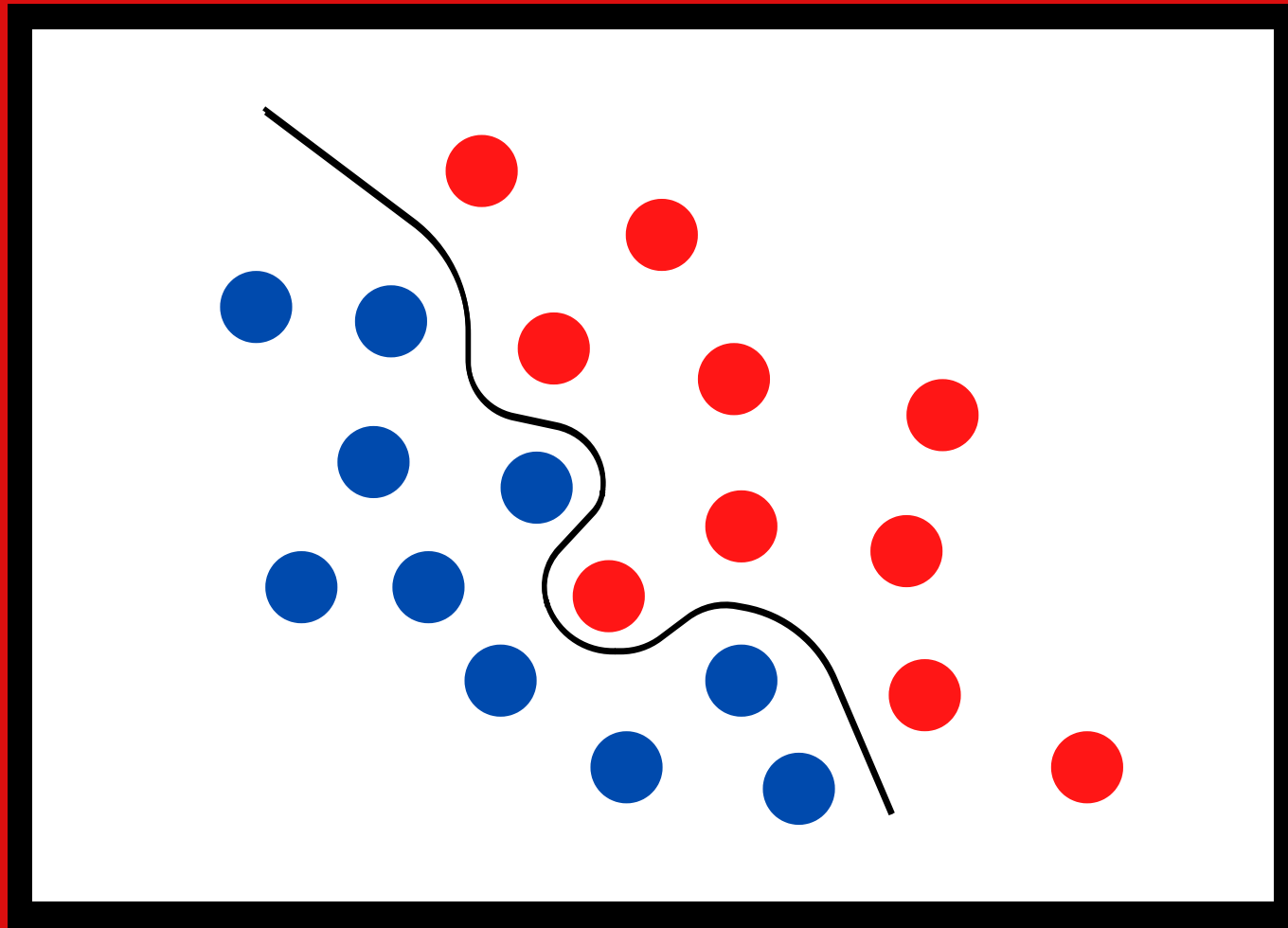
$$f(x) = 0.01x \text{ if } x < 0 \text{ else } x$$

Swish

$$f(x) = x * \text{sigmoid}(x)$$

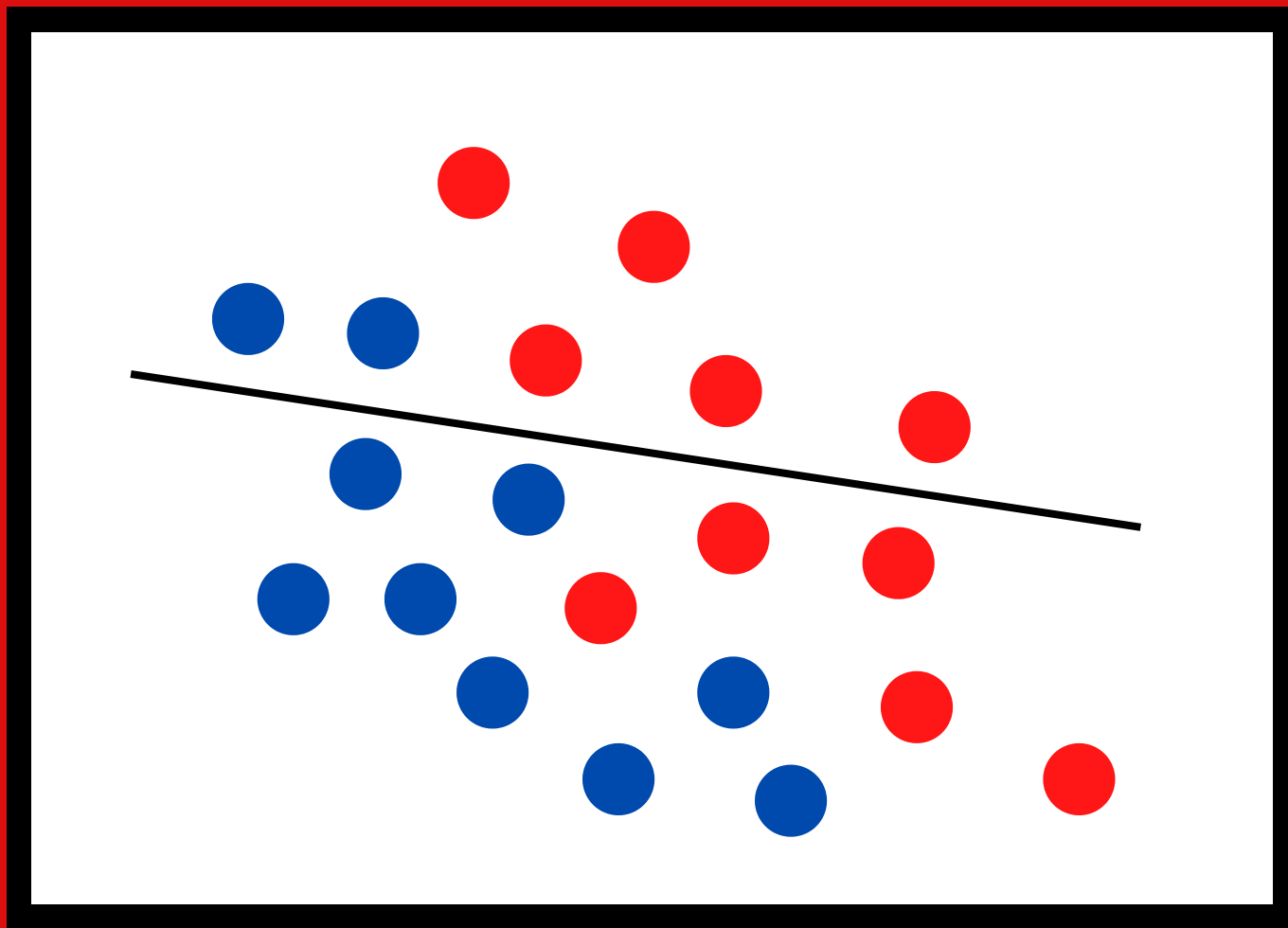
— Types of Activation Functions

MODEL FITTING



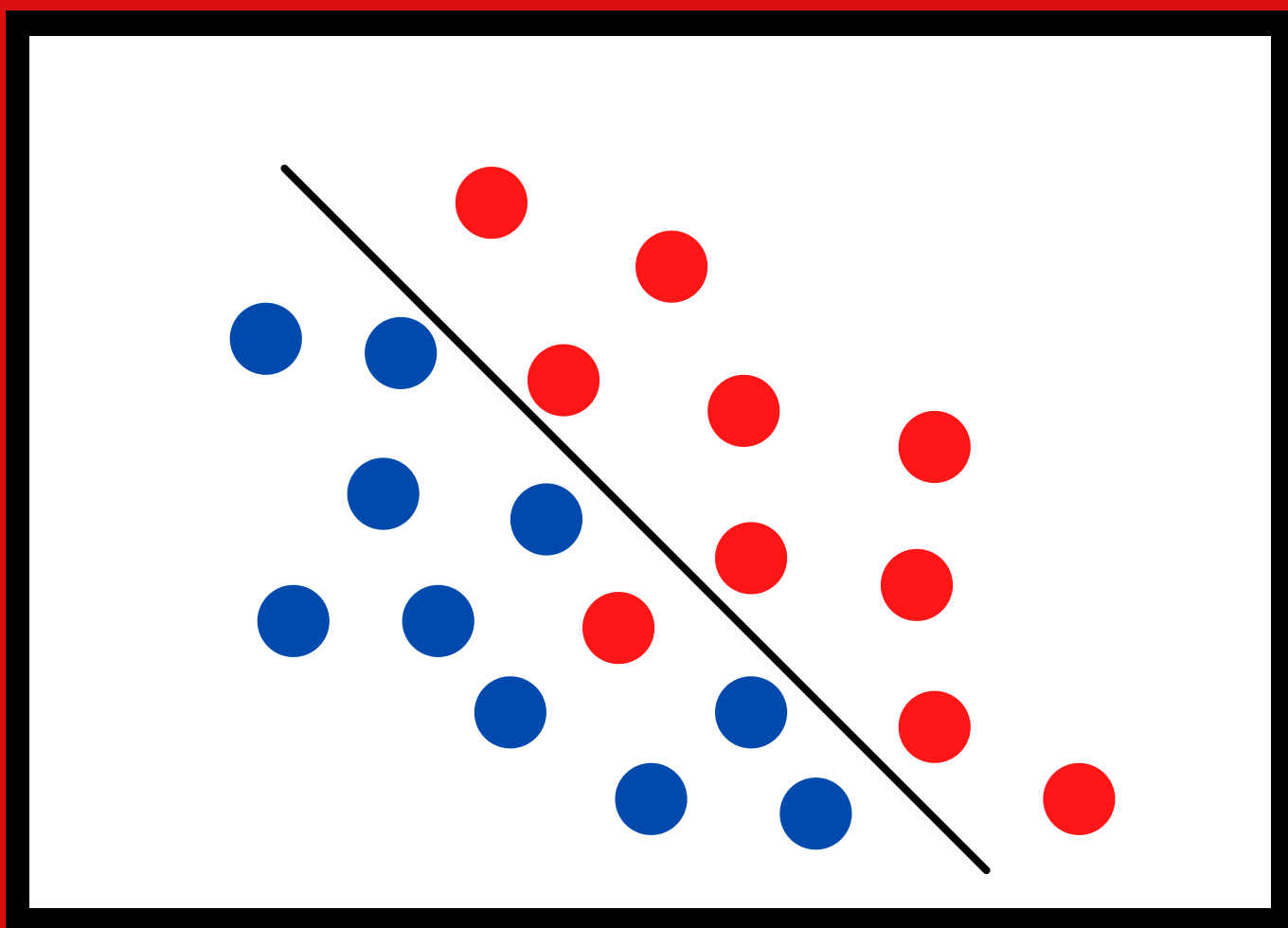
OverFit

High Variance!!



UnderFit

High Bias!!



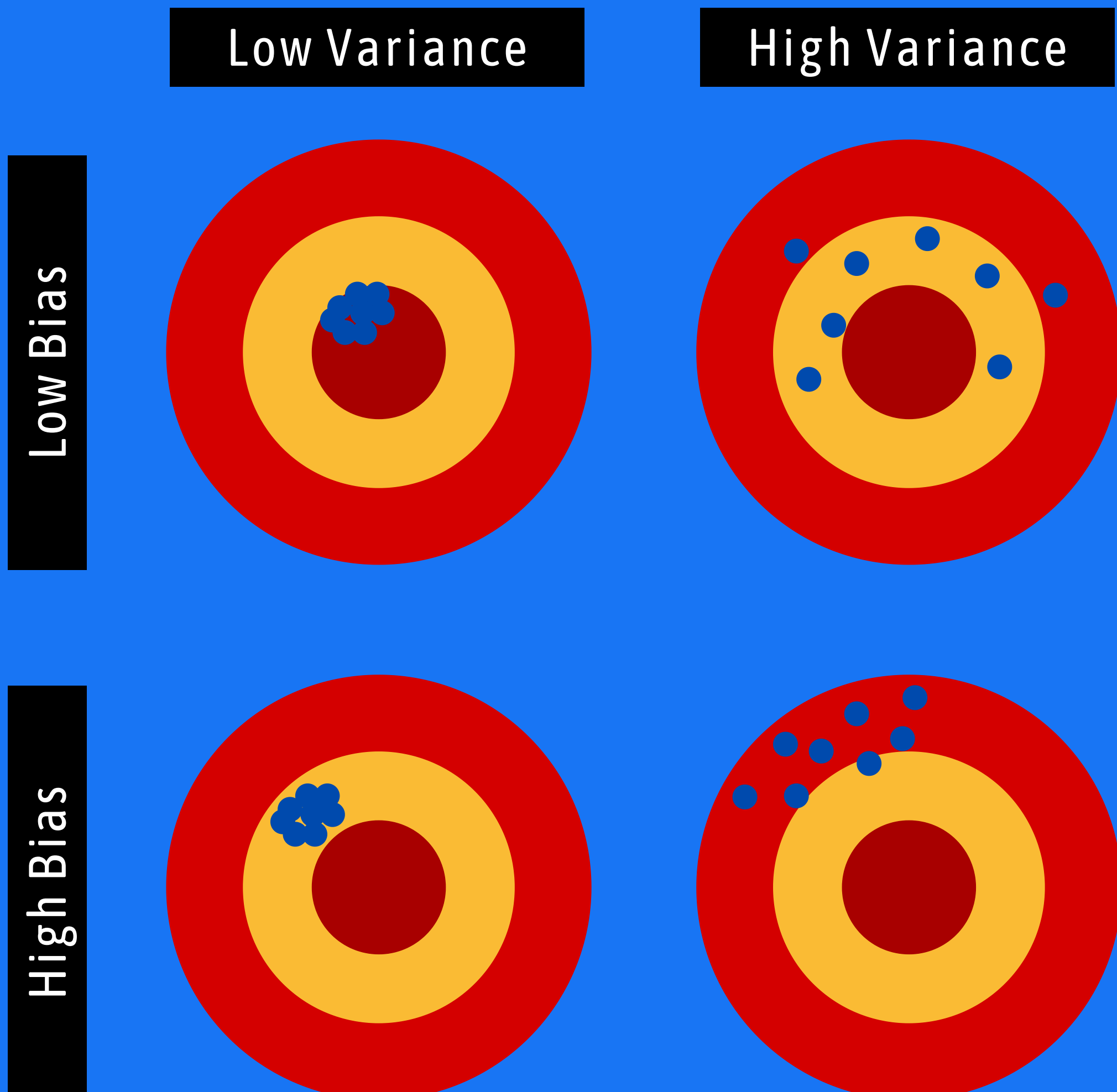
GoodFit

Optimal
Bias-Variance

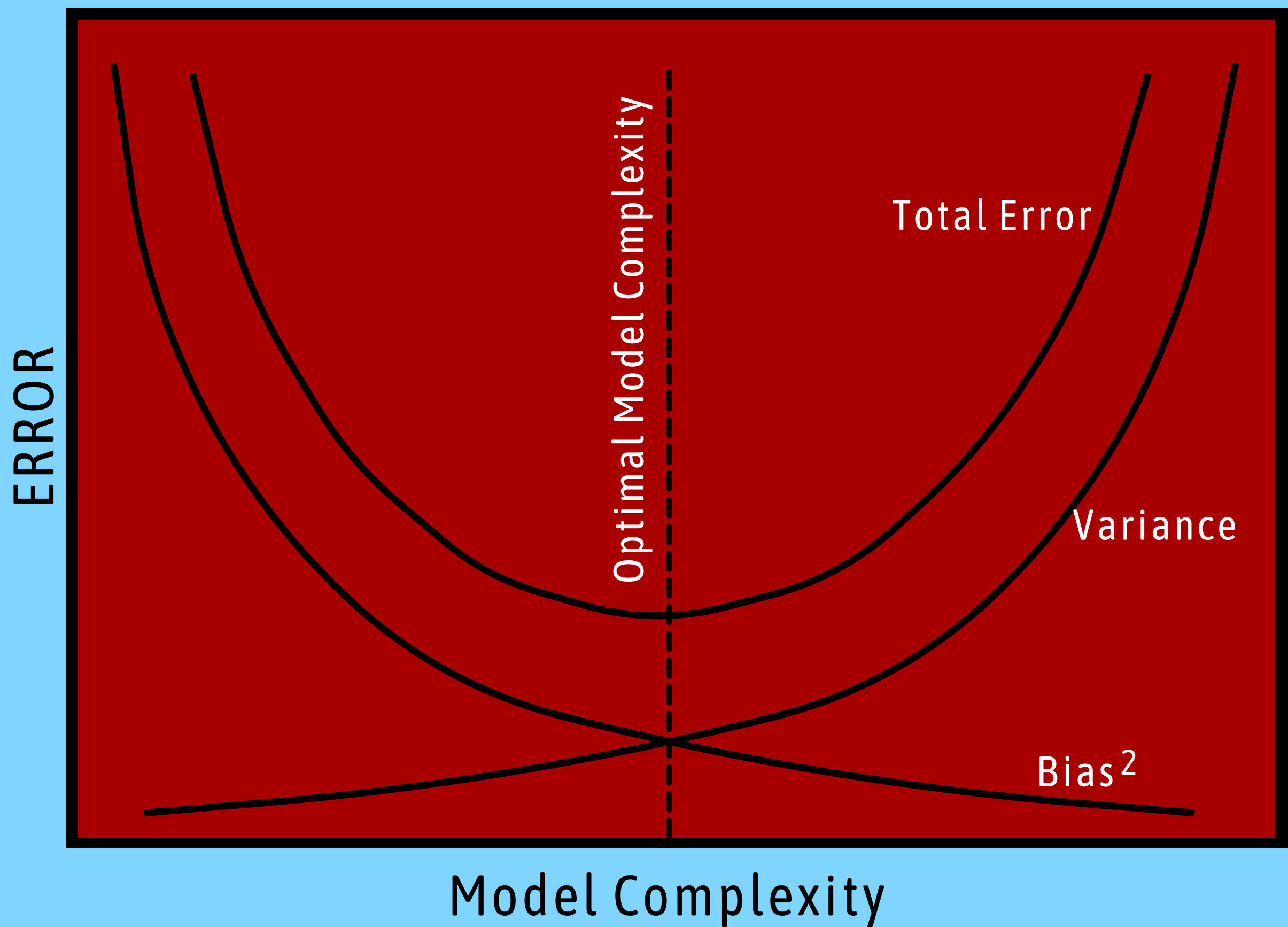
BIAS AND VARIANCE

Bias is the difference between the average prediction of our model and the correct value which we are trying to predict. Model with high bias means it is not fitting well on the training data.

Variance is the variability of model prediction for a given data point which tell us the spread of our data. Model with high variance means it is not able to make accurate predictions.



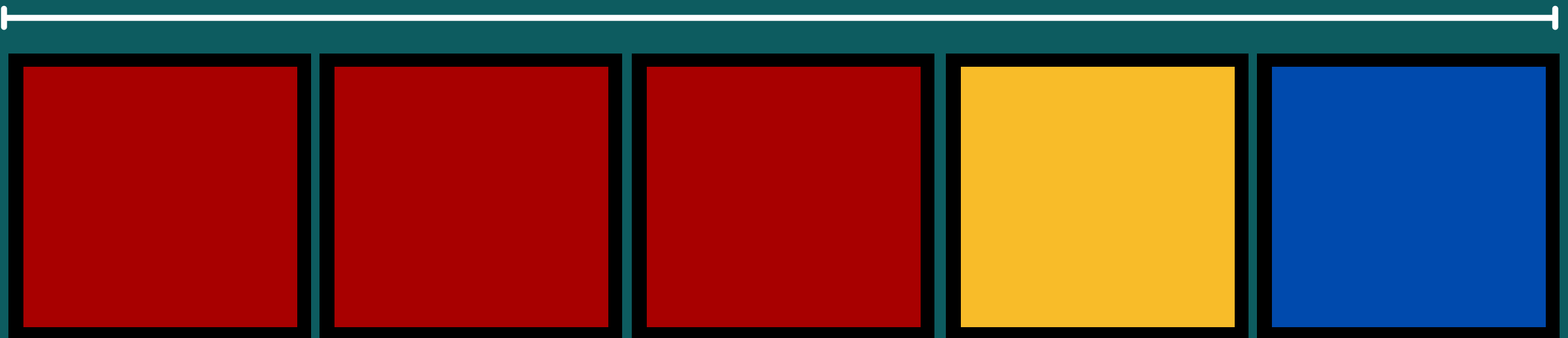
BIAS-VARIANCE TRADEOFF



$$\text{Error} = \text{Bias}^2 + \text{Variance} + \text{Irreducible Error}$$

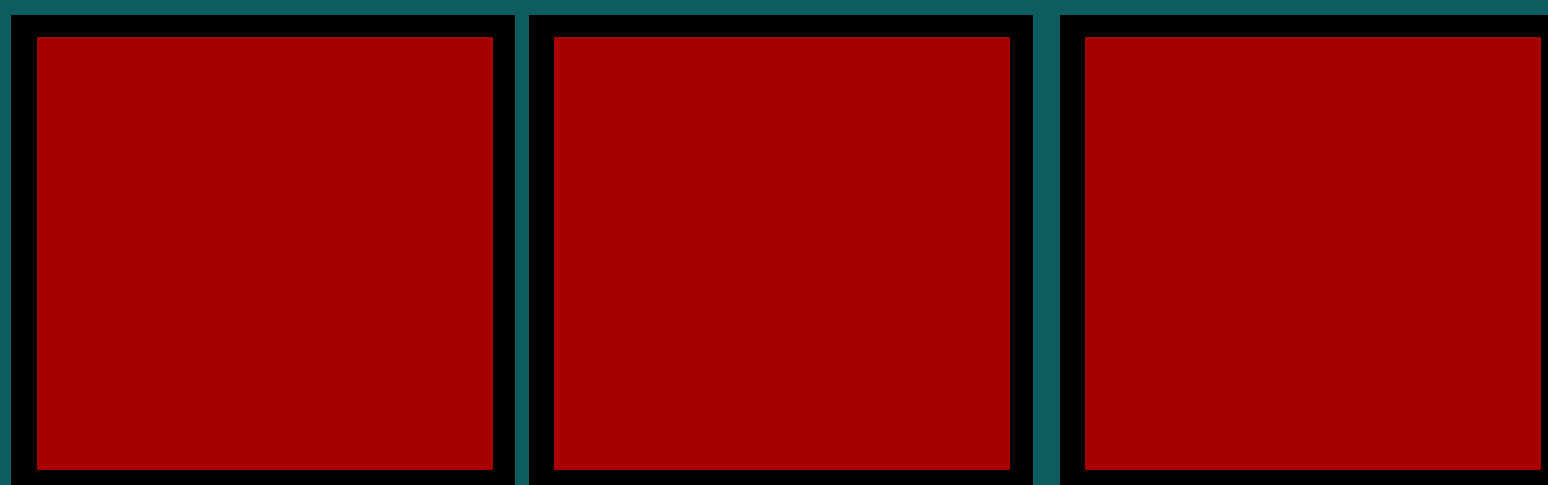
DATA SPLITTING

Complete Dataset



Divide dataset into into three parts to avoid overfitting and model selection bias.

Training Dataset



Sample of dataset used to train the model.

Validation Dataset



Evaluates accuracy while training the model and fine-tuning hyperparameters.

Testing Dataset



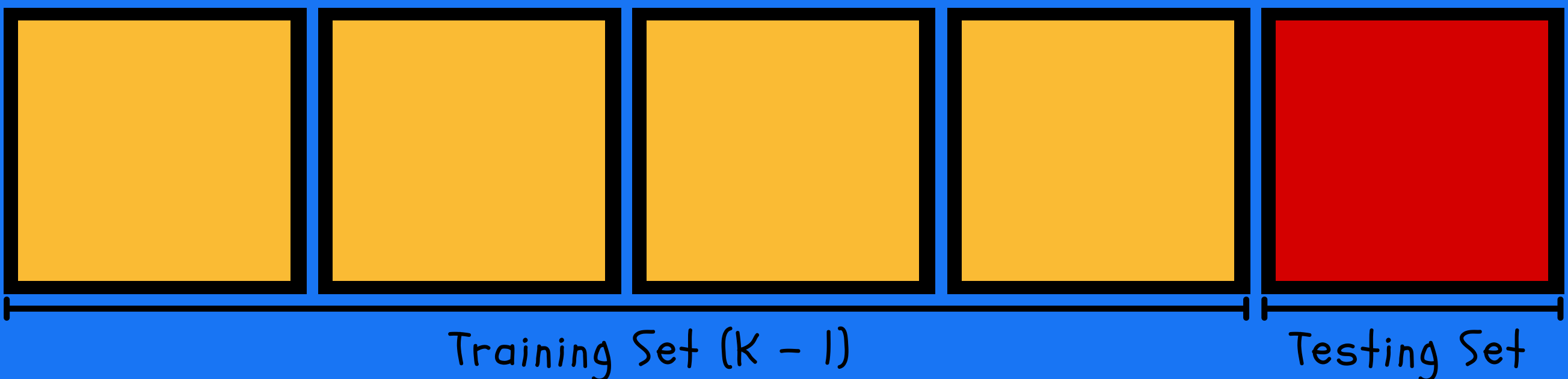
Model has never seen this set. Used for unbiased final evaluation of the model.

K-FOLD VALIDATION

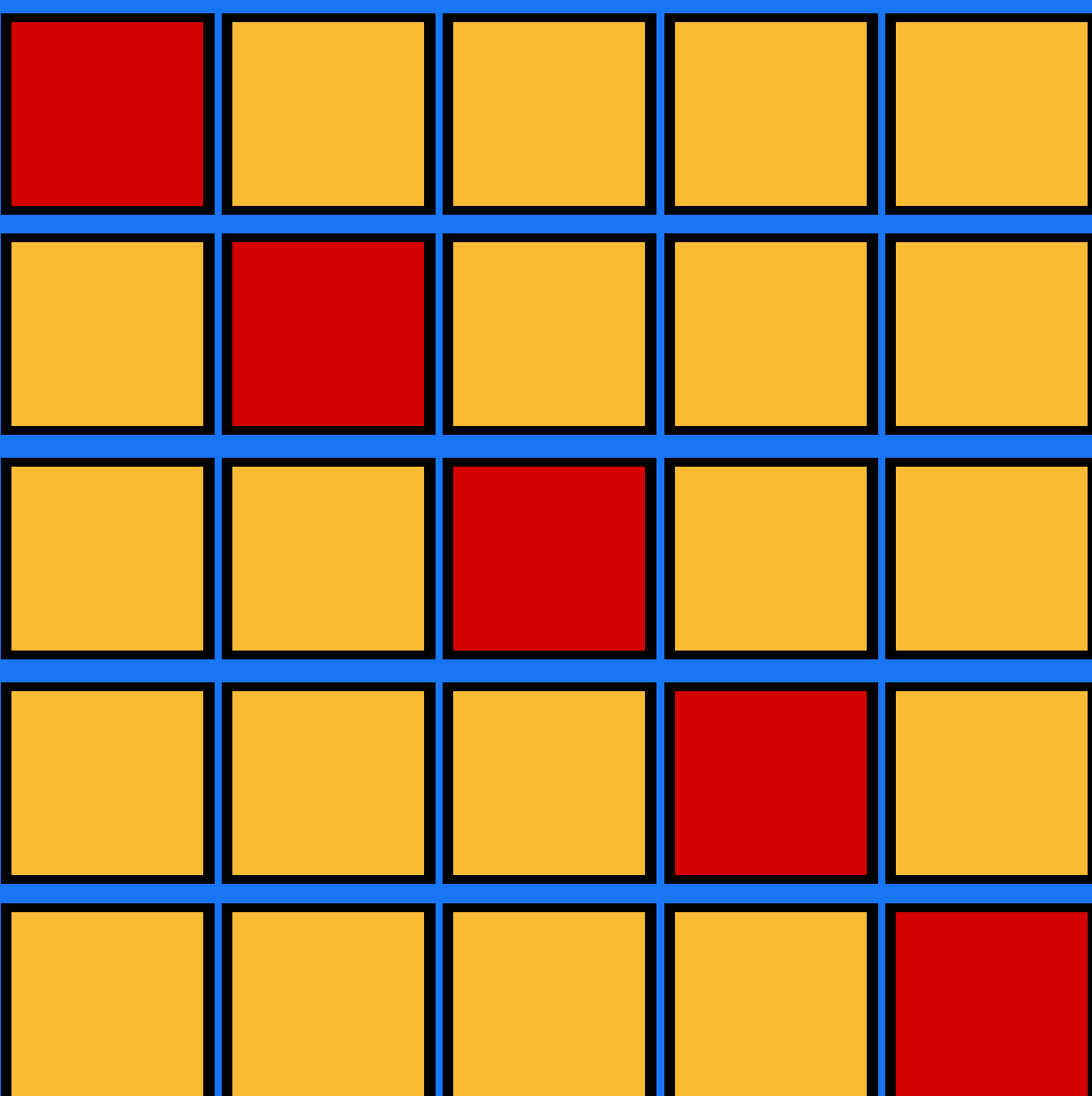
Whole Dataset



Split Dataset - K Parts



Iterate



For each iteration, $k-1$ parts become training set (pink) used to train the model and remaining one part is the test set (purple) which evaluates the model.

Every part gets a chance to become test set.

Average of Evaluation score for each iteration is taken as the final evaluation score of the model.

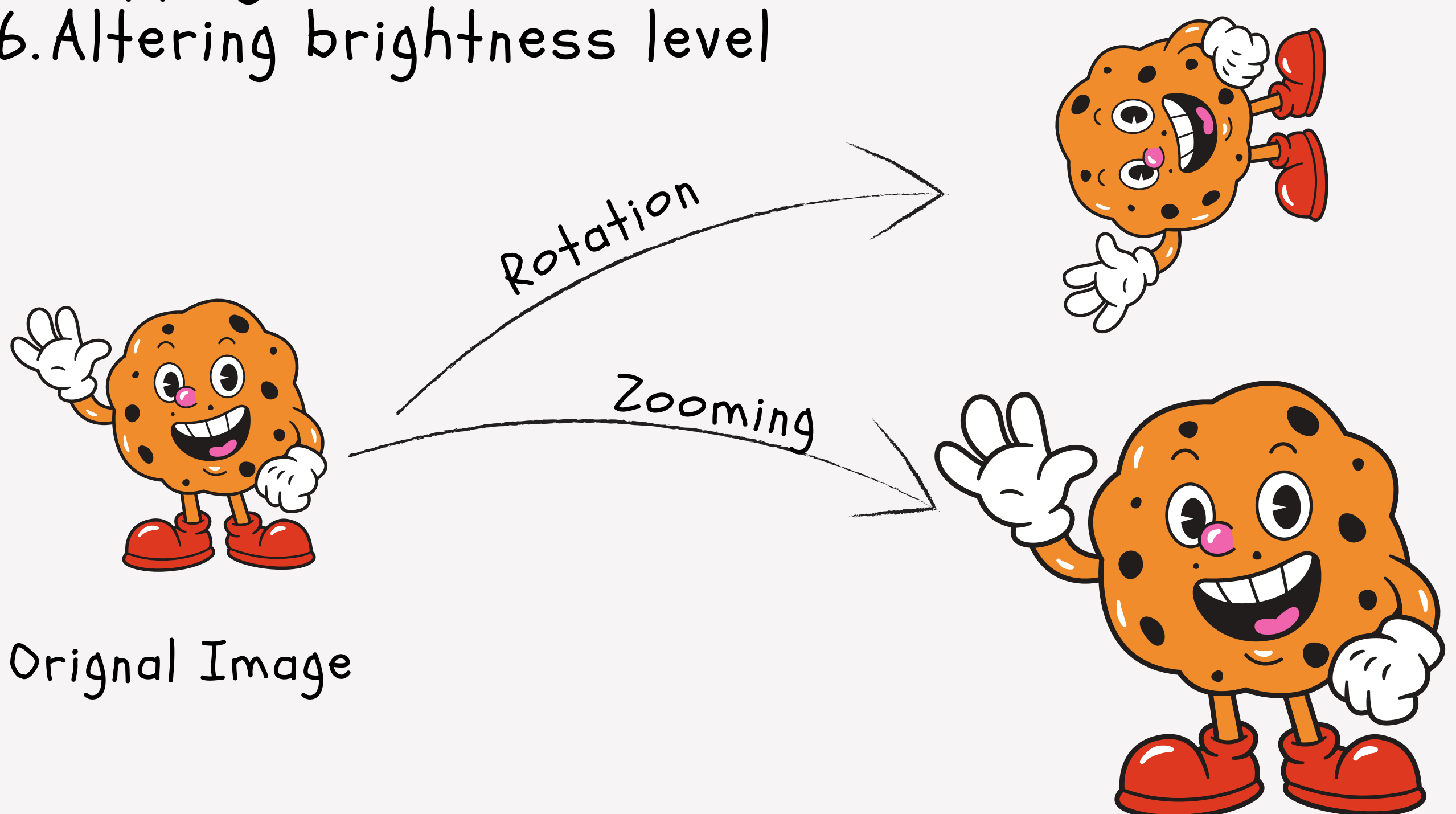
Data Augmentation

Large dataset usually helps in reducing overfitting.

Data augmentation is the process of increasing the amount of data. In this no new data is collected, rather we transform the already available data.

EG. IMAGE DATASET SIZE CAN BE **INCREASED BY**:

1. Rotation
2. Shearing
3. Zooming
4. Cropping
5. Flipping
6. Altering brightness level



L1 / L2 Regularization

Regularization techniques are used to reduce **overfitting** in the learning process.

Large weights in a neural network are a sign of a more complex network that has **overfit** the training data.

L1

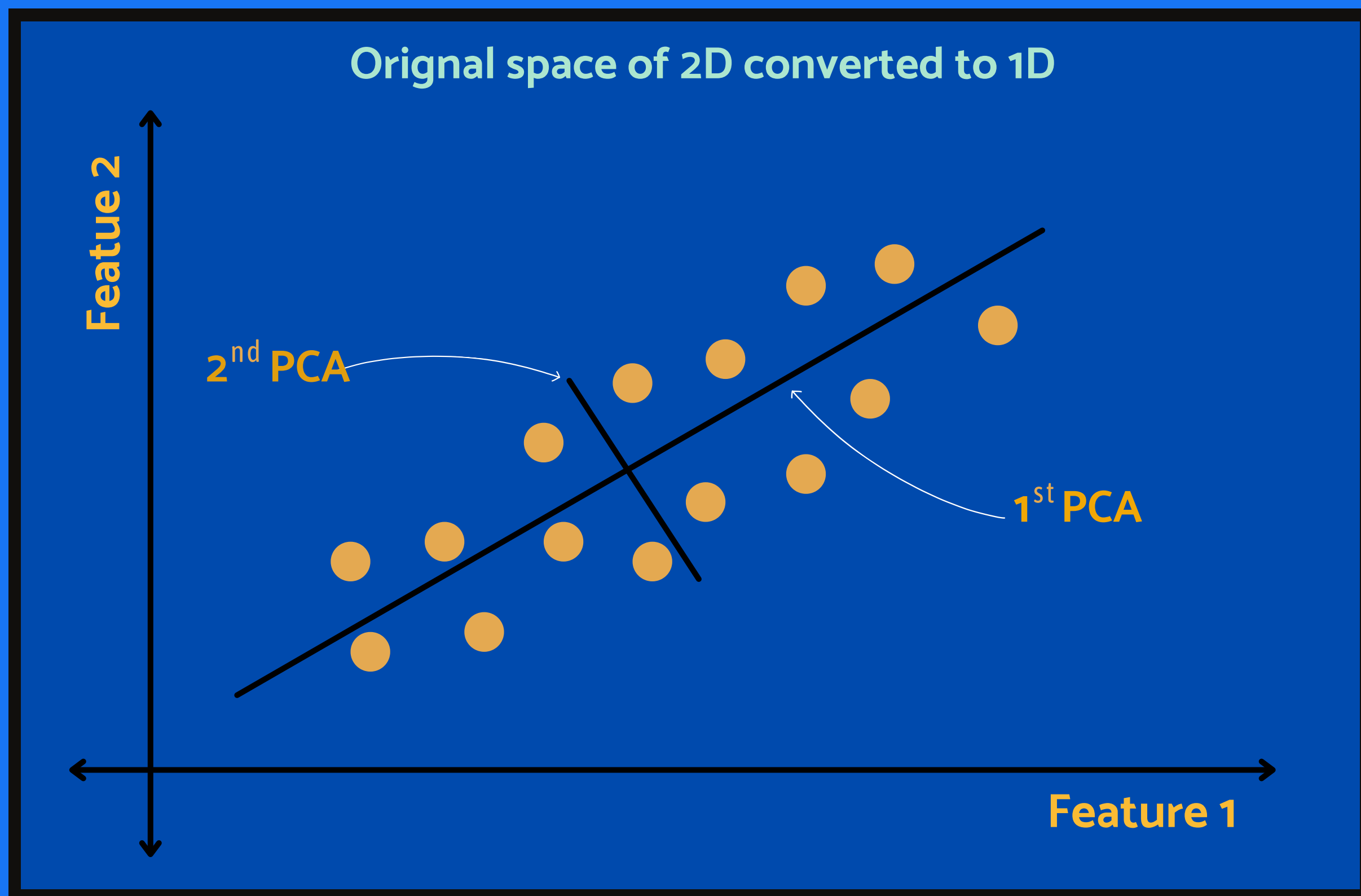
L1 regularization adds the penalty term in cost function by adding the absolute value of weight parameters.

L2

L2 regularization adds the penalty term squared value of weights in the cost function.

Difference between them is that L1 regularization tries to estimate the **median** of the data while the L2 regularization tries to estimate the **mean** of the data to avoid overfitting.

Principal Component Analysis



High dimensionality means that the dataset has a large number of features.

PCA is an **unsupervised technique** primarily used for features dimensionality reduction while losing only small information.

Problem associated with high dimensionality in the machine learning field is **model overfitting**, which reduces the ability to generalize beyond the examples in the training set.

CONFUSION MATRIX

		Actual Values	
		Positive	Navigate
Predicted Values	Positive	True Positive	False Positive
	Navigate	False Negative	True Negative

Precision = $\frac{\text{True Positive}}{\text{True Positive} + \text{False Positive}}$

Recall or Sensitivity = $\frac{\text{True Positive}}{\text{True Positive} + \text{False Negative}}$

Specificity = $\frac{\text{True Negative}}{\text{True Negative} + \text{False Positive}}$

Accuracy = $\frac{\text{True Positive} + \text{True Negative}}{\text{True Positive} + \text{False Positive} + \text{False Negative} + \text{True Negative}}$

F1 Score = $2 \times \frac{\text{Precision} \times \text{Recall}}{\text{Precision} + \text{Recall}}$