

①

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① Evaluating Binary Classifiers

		gt \ y	0	1	
gt	0	(TN)	FP	$\rightarrow \Sigma = \# \text{Neg-in-GT}$	TP: True Positive GT was "positive" (+1) you called it "positive" (+1)
	1	FN	TP	$\rightarrow \Sigma = \# \text{Pos-in-GT}$	

TN: True Negative
GT was "negative" (class 0)
you called it negative

FP: False Positive

FN: False Negative

$$\begin{aligned} \rightarrow \text{TP-Rate} &= \frac{\# \text{TP}}{\# \text{Pos-in-GT}} \\ (\text{aka 'Recall'}) &= \frac{\# \text{TP}}{\# \text{TP} + \# \text{FN}} \end{aligned} \quad \left. \begin{array}{l} \text{what \% of concee} \\ \text{patients did you} \\ \text{identify / find?} \end{array} \right.$$

$$\begin{aligned} \rightarrow \text{FP-Rate} &= \frac{\# \text{FP}}{\# \text{Neg-in-GT}} \\ &= \frac{\# \text{FP}}{\# \text{FP} + \# \text{TN}} \end{aligned} \quad \left. \begin{array}{l} \text{How frequently do you} \\ \text{"hallucinate" concee?} \end{array} \right.$$

$$\rightarrow \text{Note: Acc} = \frac{\# \text{TP} + \# \text{FP}}{\# \text{TP} + \# \text{TN} + \# \text{FP} + \# \text{FN}} \quad \text{DB: Mistake; should be } \# \text{TP} + \# \text{TN}$$

→ Let's examine some "dumb" classifiers

→ $\hat{y}(x) = 1 \quad \forall x$ "Everybody has cancer!"

$$\text{TP-Rate} = \frac{\# \text{TP}}{\# \text{Pos-in-GT}} = 1 \quad \text{Excellent! We found all cancers!}$$

$$\text{FP-Rate} = \frac{\# \text{FP}}{\# \text{Neg-in-GT}} = 1 \quad \text{Oops!}$$

→ $\hat{y}(x) = 0 \quad \forall x$ "No-body has cancer"

$$\text{FP-Rate} = 0 \quad \text{"Yay, no mistakes!"}$$

$$\text{TP-Rate} = 0 \quad \text{"Useless"}$$

→ In general

say $\hat{y}(x) = \text{sign}[\text{confidence}/\text{Score}(x)] \geq \text{threshold } t$

e.g. say 10-NN of $x = 3 - \text{Pos}, 7 - \text{Neg}$

$$\Rightarrow \text{Positive Score}(x) = \frac{3}{10} = 0.3$$

Compare this to a threshold t & decide if your confidence $\geq t$

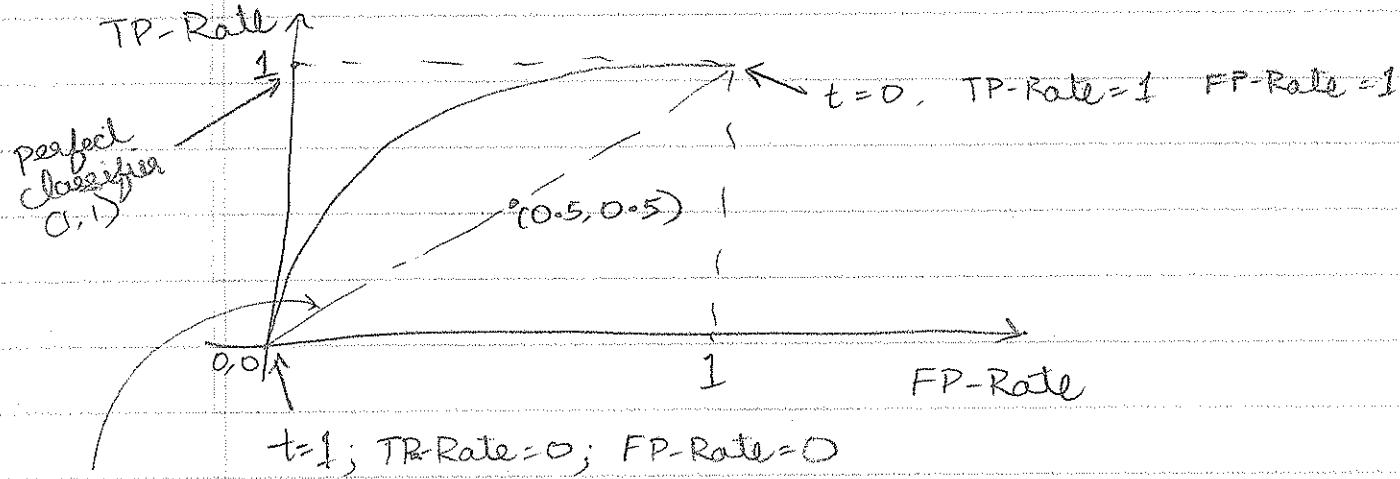
As threshold t is varied from $0 \rightarrow 1$, you get a curve
at $t=1$. $\hat{y}(x) = 0 \quad \forall x$
at $t=0$ $\hat{y}(x) = 1 \quad \forall x$

(2)

ROC-Curve

Receiver Operating Characteristics

[Name comes from old-school radio people]



Chance / Random
Classifier

→ Side Note: There is a similar plot called
Precision-Recall Curve

where

$$\text{Precision} = \frac{\# \text{TP}}{\# \text{Pos-Predicted}}$$

$$= \frac{\# \text{TP}}{\# \text{TP} + \# \text{FP}}$$

? Out of cases
we called
concr., how
many actually
had concr.?

② k-NN

het $N_k(\vec{x}) = \{\text{indices of } k\text{-NN of } \vec{x} \text{ in } D\}$

k-NN predictor

$$\rightarrow \text{Regression } \hat{y} = g(\vec{x}) = \frac{1}{k} \sum_{i \in N_k(\vec{x})} y_i$$

Predict unweighted average of
neighbours

$$\rightarrow \text{Classification } \hat{y} = g(\vec{x}) = \underset{\text{class } c}{\operatorname{argmax}} \#(y_i = c)$$

$$= \underset{c}{\operatorname{argmax}} \sum_{i \in N_k(\vec{x})} I(y_i = c)$$

unweighted majority vote

③ Distances

→ Most common

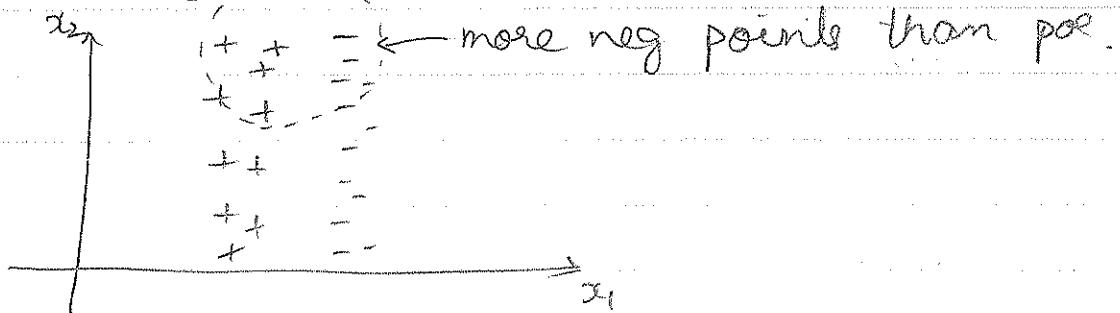
Euclidean Distance / L_2 -norm of difference

$$\vec{x}, \vec{z} \in \mathbb{R}^d$$

$$d(\vec{x}, \vec{z}) = \left[\sum_{i=1}^d (x_i - z_i)^2 \right]^{1/2}$$

→ Let's generalize this in 2 ways

① Mahalanobis



New definition

$$d^2(\vec{x}, \vec{z}) = (x_1 - z_1)^2 + (x_2 - z_2)^2$$

↑
deviations in dim 1 should be
penalized more

$$\text{In general } d^2(\vec{x}, \vec{z}) = \sum_{i=1}^d \sigma_i^2 (x_i - z_i)^2$$

$$= (\vec{x} - \vec{z})^T \begin{bmatrix} \sigma_1^2 & 0 & \dots & 0 \\ 0 & \ddots & \ddots & \vdots \\ \vdots & \ddots & \ddots & \sigma_d^2 \end{bmatrix} (\vec{x} - \vec{z})$$

More generally,

$$d^2(\vec{x}, \vec{z}) = (\vec{x} - \vec{z})^T A (\vec{x} - \vec{z})$$

Set $A = I_{d \times d} \Rightarrow$ Euc. dist

Note $A \geq 0$

positive semi-definite

Definition: $A = A^T$ symmetric
 $\& \vec{x}^T A \vec{x} \geq 0 \quad \forall \vec{x} \in \mathbb{R}^d$



Other generalization

Minkowski-distance / L_p -norm of difference

$$d(\vec{x}, \vec{z}) = \left[\sum_{i=1}^d |x_i - z_i|^p \right]^{1/p}$$

$p=2$ = Euc. dist

$p=1$ = Manhattan distance

$$= \sum_{i=1}^d |x_i - z_i|$$

$p \rightarrow \infty$ = Max-distance

$$= \max_i |x_i - z_i| \quad 1 \leq i \leq d$$

Why? Simple proof.

$$\lim_{p \rightarrow \infty} \left[\sum_{i=1}^d |x_i - z_i|^p \right]^{1/p}$$

Let $j = \text{index of max-difference}$

$$= \arg \max_{i=1, \dots, d} |x_i - z_i|$$

[For simplicity, assume unique argmax]

$$\begin{aligned}
 &= \lim_{p \rightarrow \infty} \left[|x_j - z_j|^p + \sum_{i \neq j} |x_i - z_i|^p \right]^{1/p} \\
 &= \lim_{p \rightarrow \infty} |x_j - z_j|^{p/p} \left[1 + \sum_{i \neq j} \left(\frac{|x_i - z_i|^p}{|x_j - z_j|^p} \right) \right]^{1/p} \\
 &\quad \underbrace{\qquad\qquad\qquad}_{(< 1)^p \rightarrow 0} \\
 &\quad \text{as } p \rightarrow \infty \\
 &= |x_j - z_j|
 \end{aligned}$$

Similarly $p=0$
 $d(\vec{x}, \vec{z}) = \# \text{ dims where } x_i \neq z_i$

Level Sets

