Data Mining
Classification: Alternative Techniques

Lecture Notes for Chapter 5

(PART 2)

정보보호 및 지능형 IoT 연구실
Information Security & Intelligent IoT

Agenda

- Rule Based Classifier
- Bayesian Classifier

PART 1

- Artificial Neural Network
- Support Vector Machine
- Ensemble, Bagging, Boosting

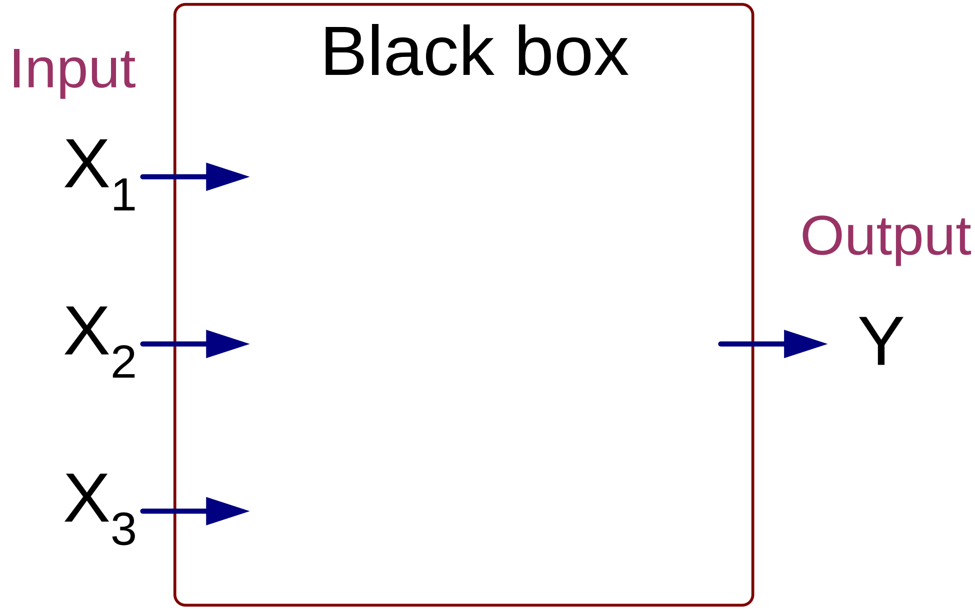
PART 2

Contents

Artificial Neural Network

Artificial Neural Networks (ANN)

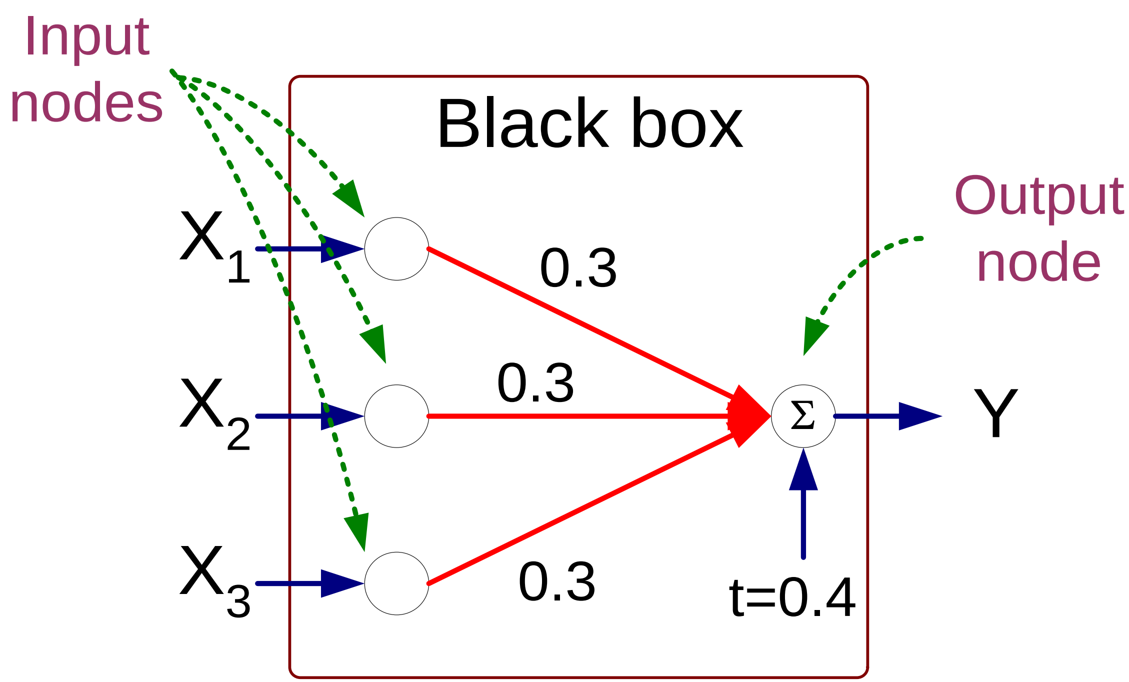
X_1	X_2	X_3	Y
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1
0	0	1	0
0	1	0	0
0	1	1	1
0	0	0	0



Output Y is 1 if at least two of the three inputs are equal to 1.

Artificial Neural Networks (ANN)

X_1	X_2	X_3	Y
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1
0	0	1	0
0	1	0	0
0	1	1	1
0	0	0	0



$$Y = I(0.3X_1 + 0.3X_2 + 0.3X_3 - 0.4 > 0)$$

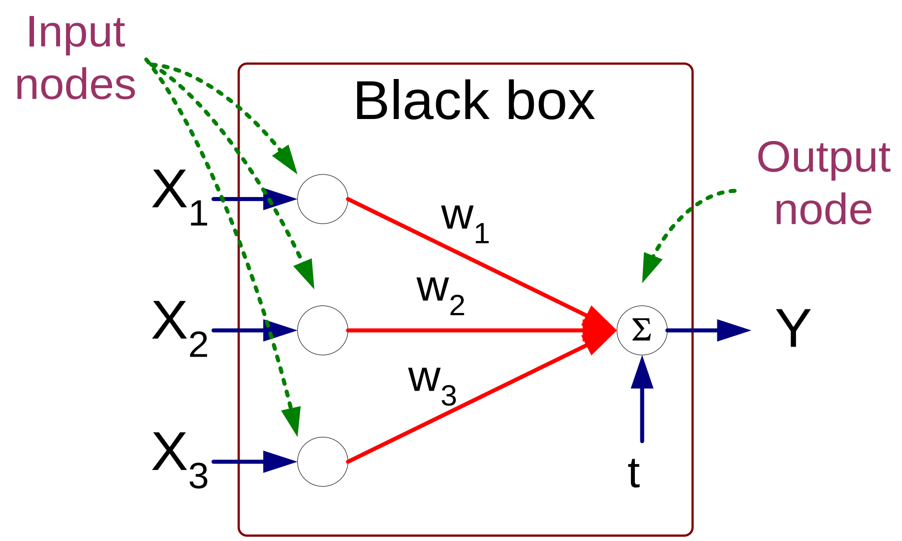
$$\text{where} I(z) = \begin{cases} 1 & \text{if } z \text{ is true} \\ 0 & \text{otherwise} \end{cases}$$

Artificial Neural Networks (ANN)

- Model is an assembly of inter-connected nodes and weighted links

- Output node sums up each of its input value according to the weights of its links

- Compare output node against some threshold t

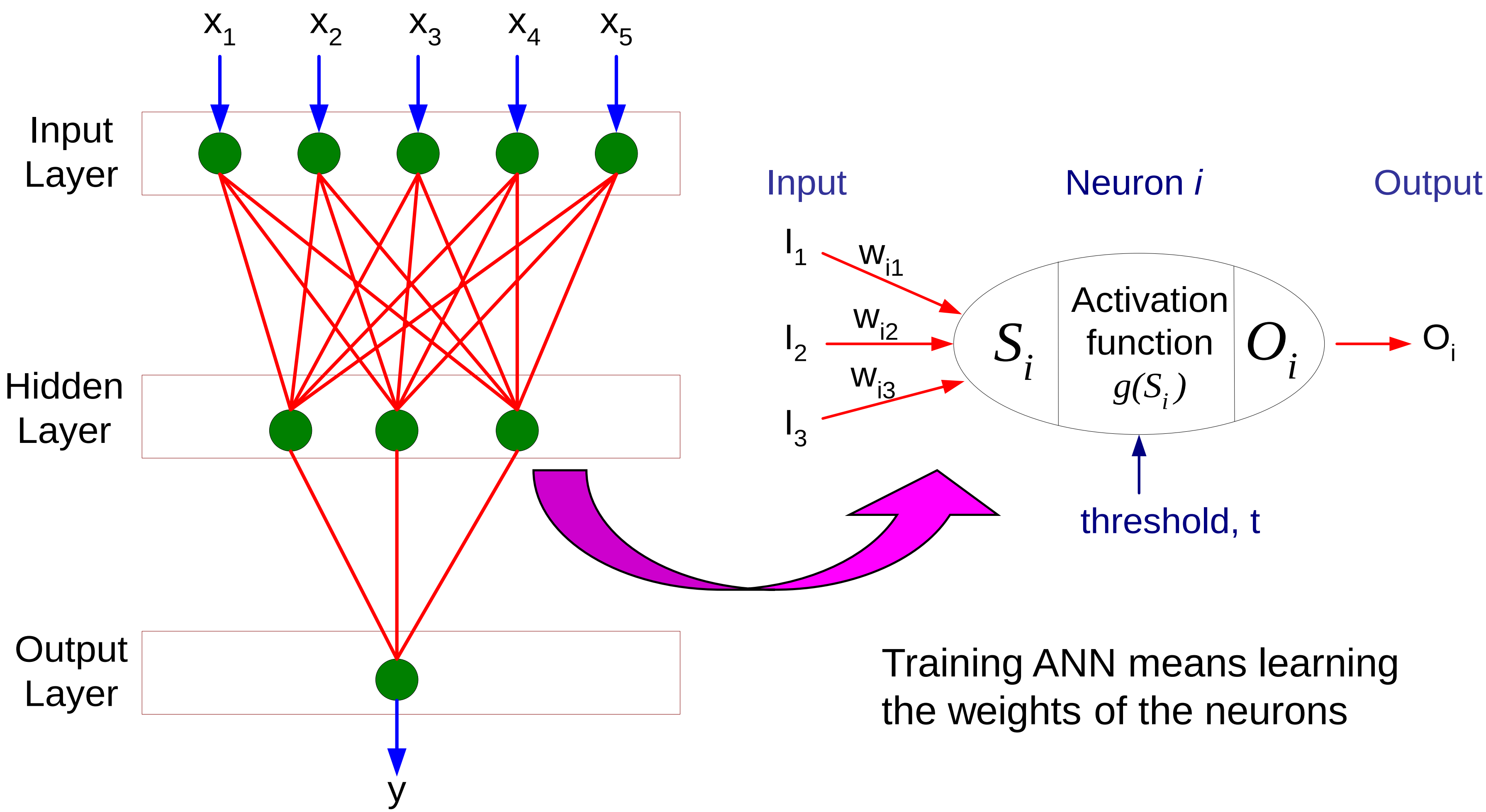


Perceptron Model

$$Y = I(\sum_i w_i X_i - t) \quad \text{or}$$

$$Y = sign(\sum_i w_i X_i - t)$$

General Structure of ANN



Training ANN means learning the weights of the neurons

Algorithm for learning ANN

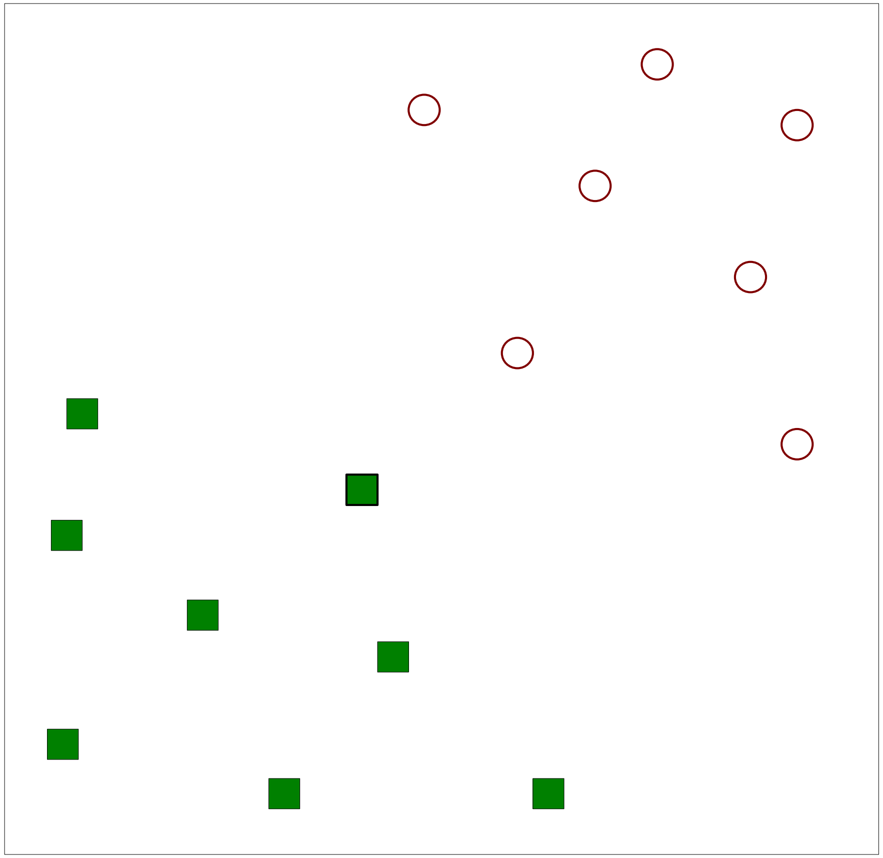
- Initialize the weights (w_0, w_1, …, w_k)

- Adjust the weights in such a way that the output of ANN is consistent with class labels of training examples
  - Objective function: $E = \sum_i \left[Y_i - f(w_i, X_i) \right]^2$
  - Find the weights w_i's that minimize the above objective function
    - e.g., backpropagation algorithm

Contents

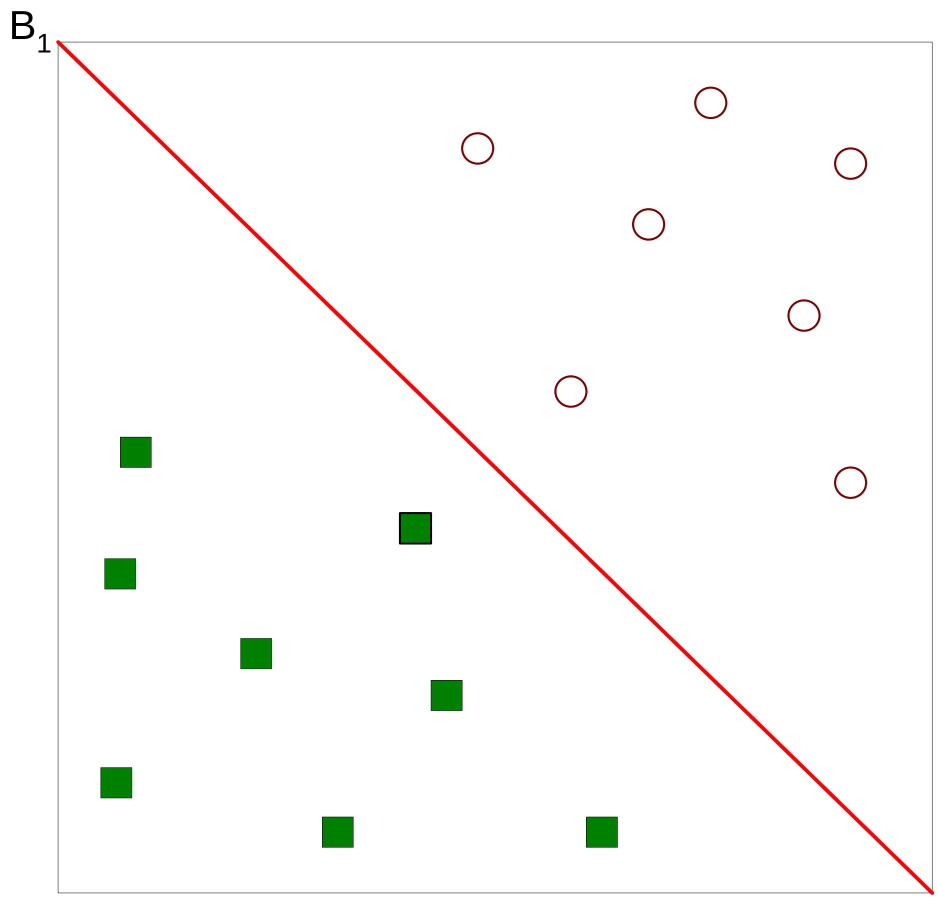
Support Vector Machine

Support Vector Machines



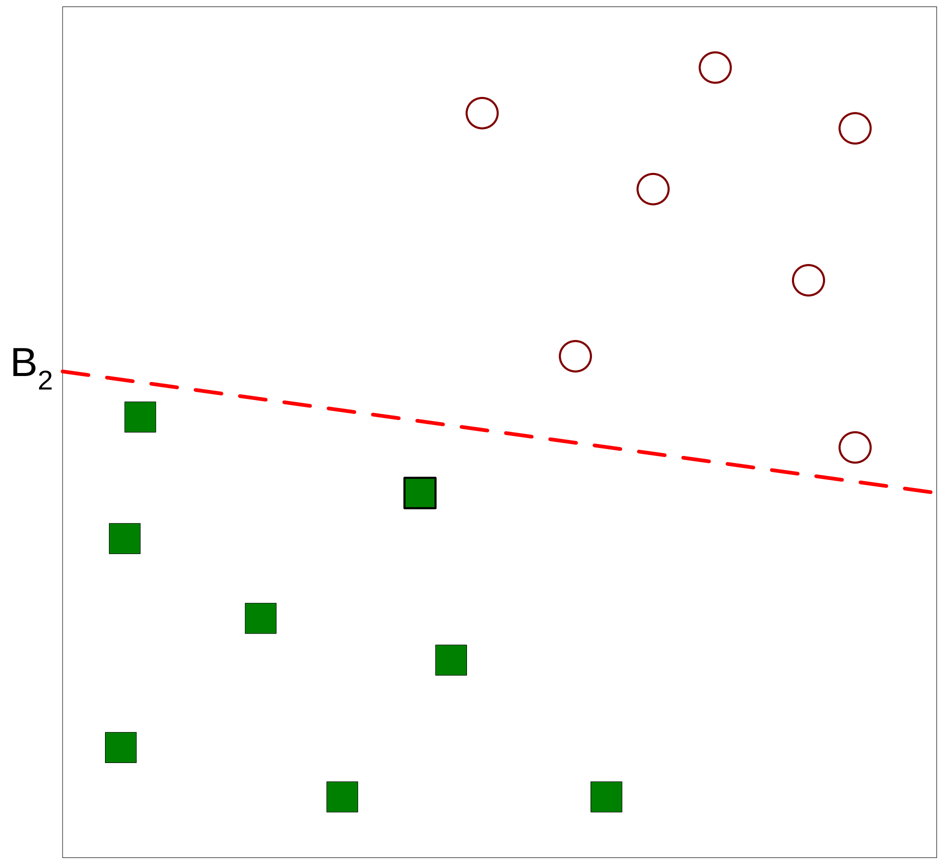
- Find a linear hyperplane (decision boundary) that will separate the data

Support Vector Machines



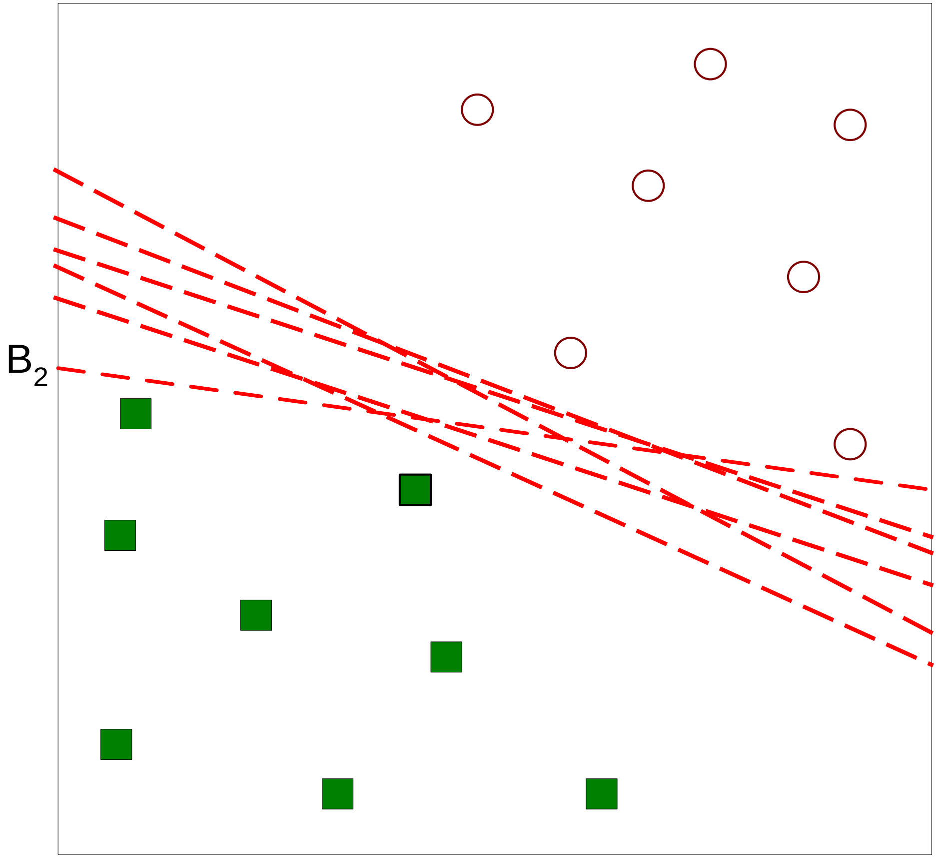
- One Possible Solution

Support Vector Machines



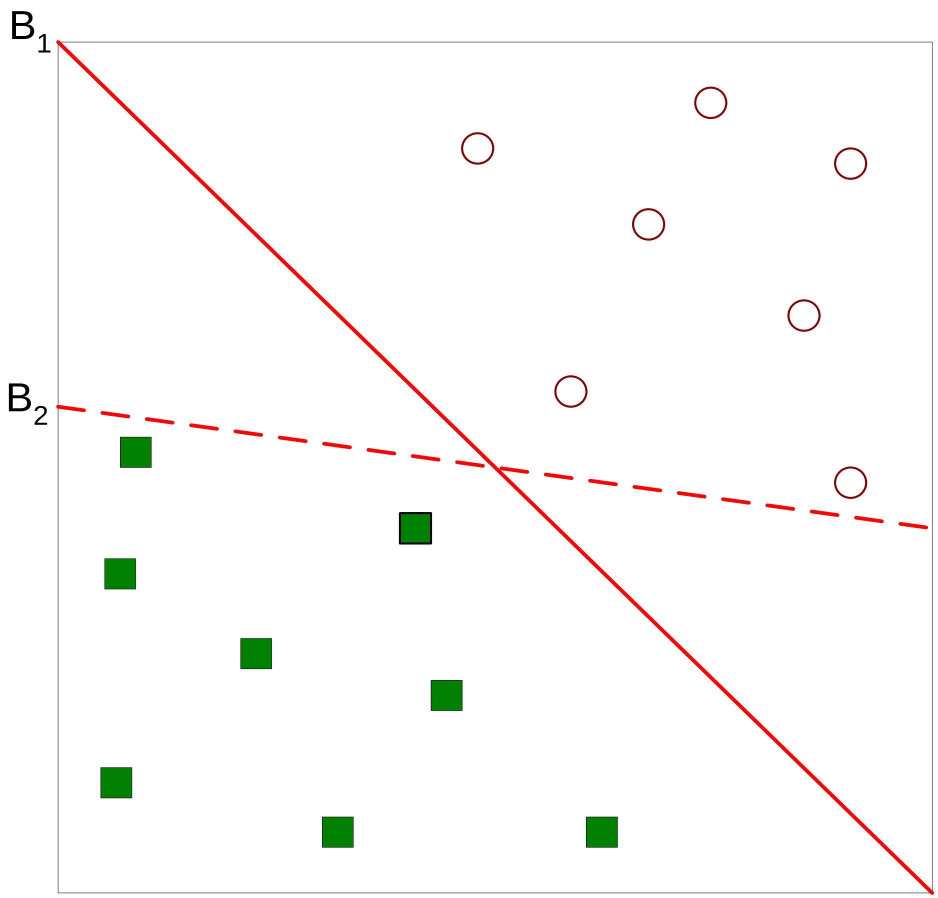
- Another possible solution

Support Vector Machines



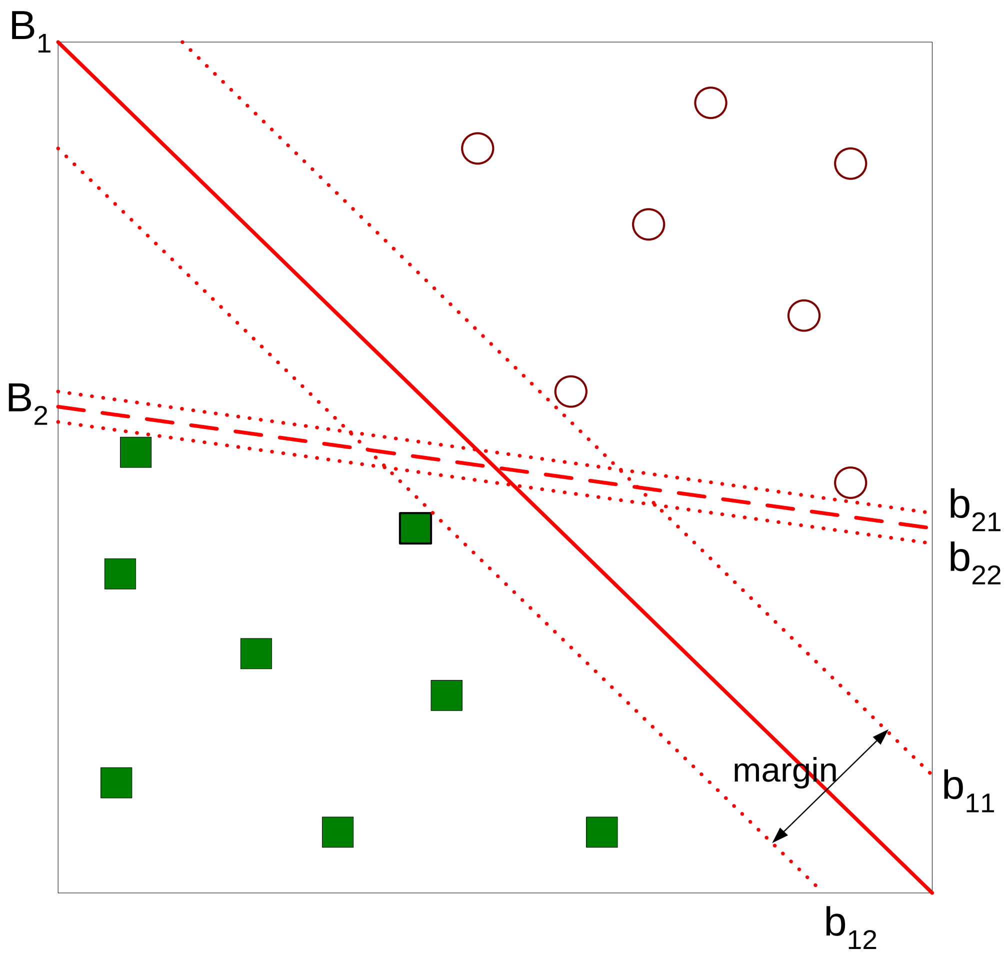
- Other possible solutions

Support Vector Machines



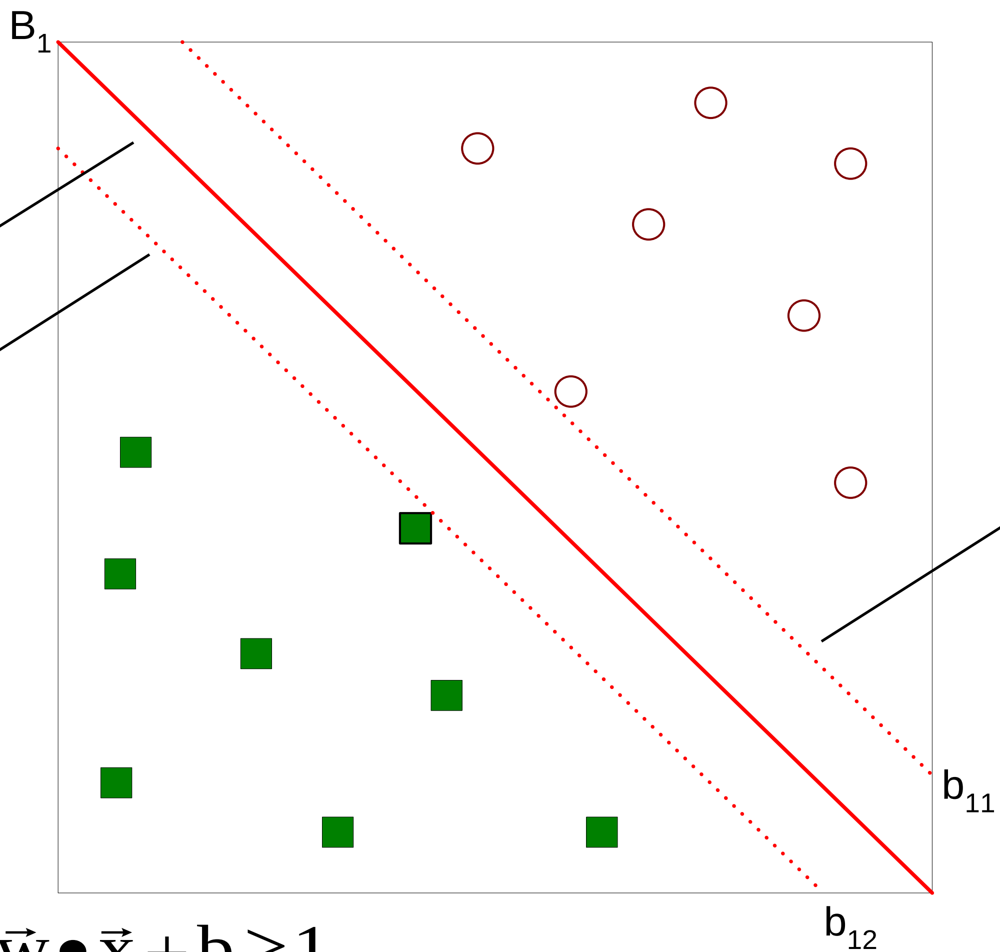
- Which one is better? B1 or B2?
- How do you define better?

Support Vector Machines



- Find hyperplane maximizes the margin => B1 is better than B2

Support Vector Machines



$$\vec{w}\bullet\vec{x}+b=0$$

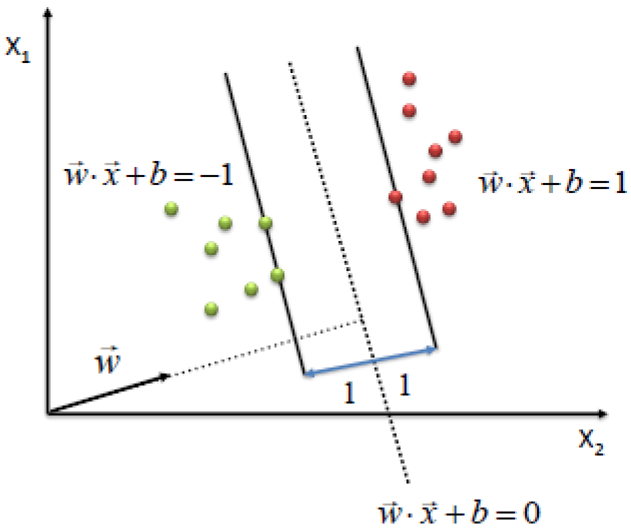
$$\vec{w}\bullet\vec{x}+b=-1$$

$$\vec{w}\bullet\vec{x}+b=+1$$

$$f(\vec{x})=\begin{cases}1 & \text{if } \vec{w}\bullet\vec{x}+b\geq 1\\ -1 & \text{if } \vec{w}\bullet\vec{x}+b\leq -1\end{cases}$$

$$\text{Margin}=\frac{2}{\|\vec{w}\|^2}$$

Support Vector Machines

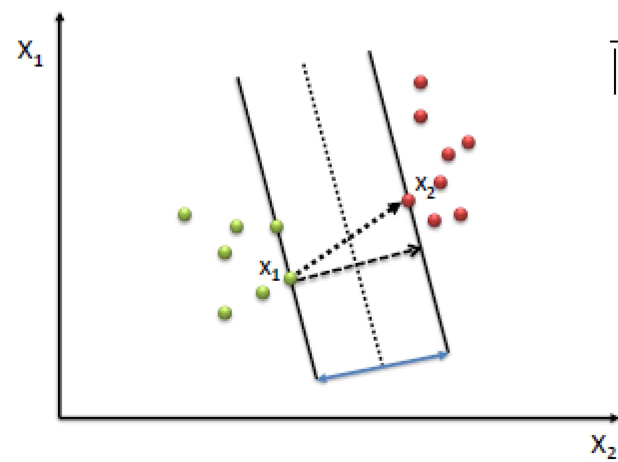


$$\boxed{\max \frac{2}{\|w\|}}$$

$s.t.$

$(w\cdot x+b)\geq 1, \forall x \text{ of class } 1$

$(w\cdot x+b)\leq -1, \forall x \text{ of class } 2$



$$\frac{w}{\|w\|}\cdot(x_2-x_1)=\text{width}=\frac{2}{\|w\|}$$

$$w\cdot x_2+b=1$$

$$w\cdot x_1+b=-1$$

$$w\cdot x_2+b-w\cdot x_1-b=1-(-1)$$

$$w\cdot x_2-w\cdot x_1=2$$

$$\frac{w}{\|w\|}(x_2-x_1)=\frac{2}{\|w\|}$$

http://www.saedsayad.com/support_vector_machine.htm

Support Vector Machines

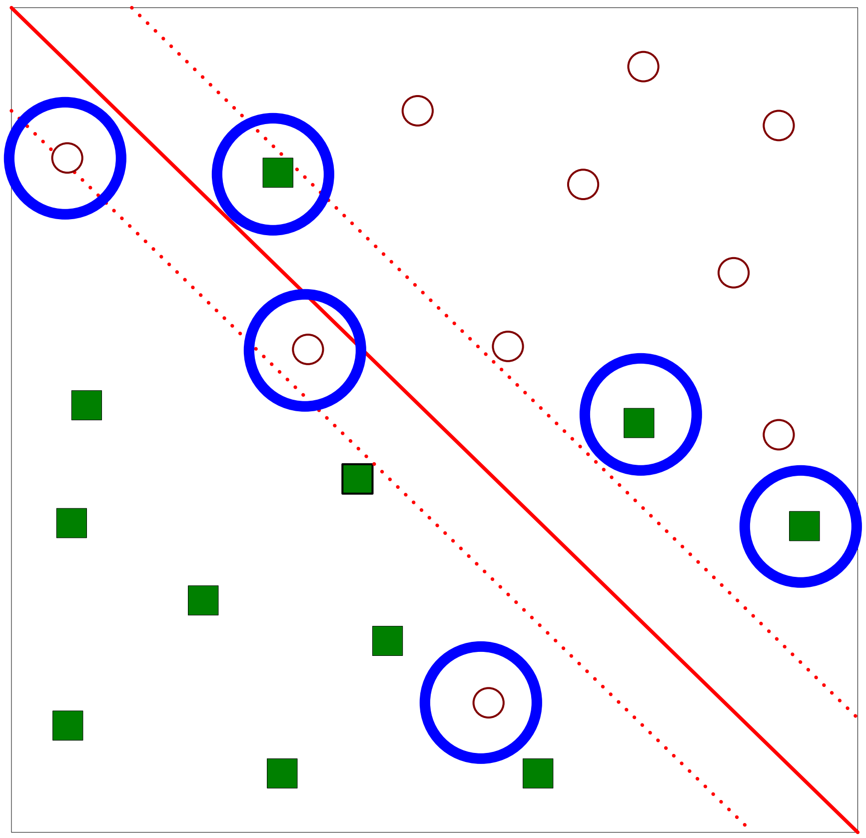
- We want to maximize: $\text{Margin} = \frac{2}{\|\vec{w}\|^2}$
  - Which is equivalent to minimizing: $L(w) = \frac{\|\vec{w}\|^2}{2}$
  - But subjected to the following constraints:

$$f(\vec{x}_i) = \begin{cases} 1 & \text{if } \vec{w} \bullet \vec{x}_i + b \geq 1 \\ -1 & \text{if } \vec{w} \bullet \vec{x}_i + b \leq -1 \end{cases}$$

  - ◆ This is a constrained optimization problem
    - Numerical approaches to solve it (e.g., quadratic programming)

Support Vector Machines

- What if the problem is not linearly separable?



Support Vector Machines

- What if the problem is not linearly separable?
  - Introduce slack variables
    - Need to minimize:

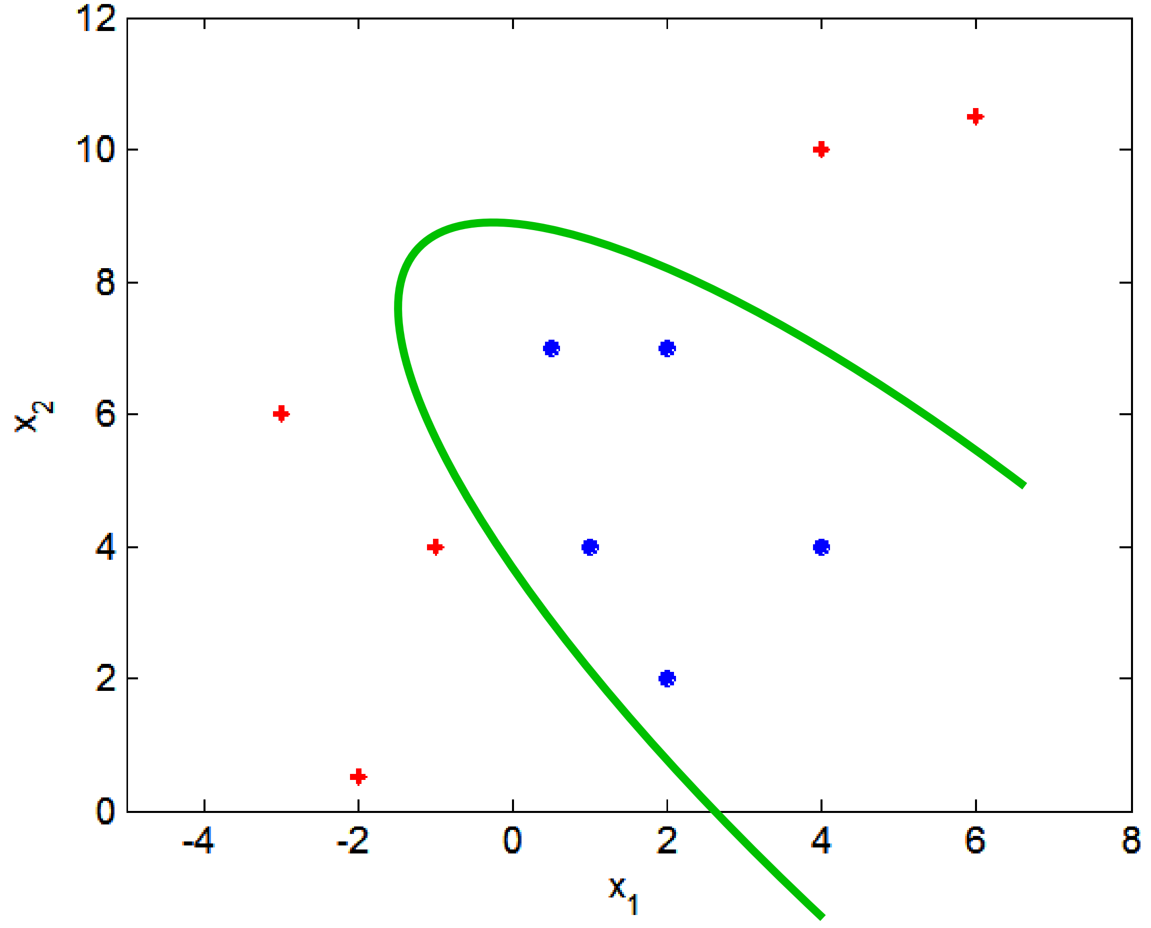
$$L(w) = \frac{\|\vec{w}\|^2}{2} + C\left(\sum_{i=1}^{N} \xi_i^k\right)$$

    - Subject to:

$$f(\vec{x}_i) = \begin{cases} 1 & \text{if } \vec{\mathrm{w}} \bullet \vec{\mathrm{x}}_\mathrm{i} + \mathrm{b} \geq 1 - \xi_\mathrm{i} \\ -1 & \text{if } \vec{\mathrm{w}} \bullet \vec{\mathrm{x}}_\mathrm{i} + \mathrm{b} \leq -1 + \xi_\mathrm{i} \end{cases}$$

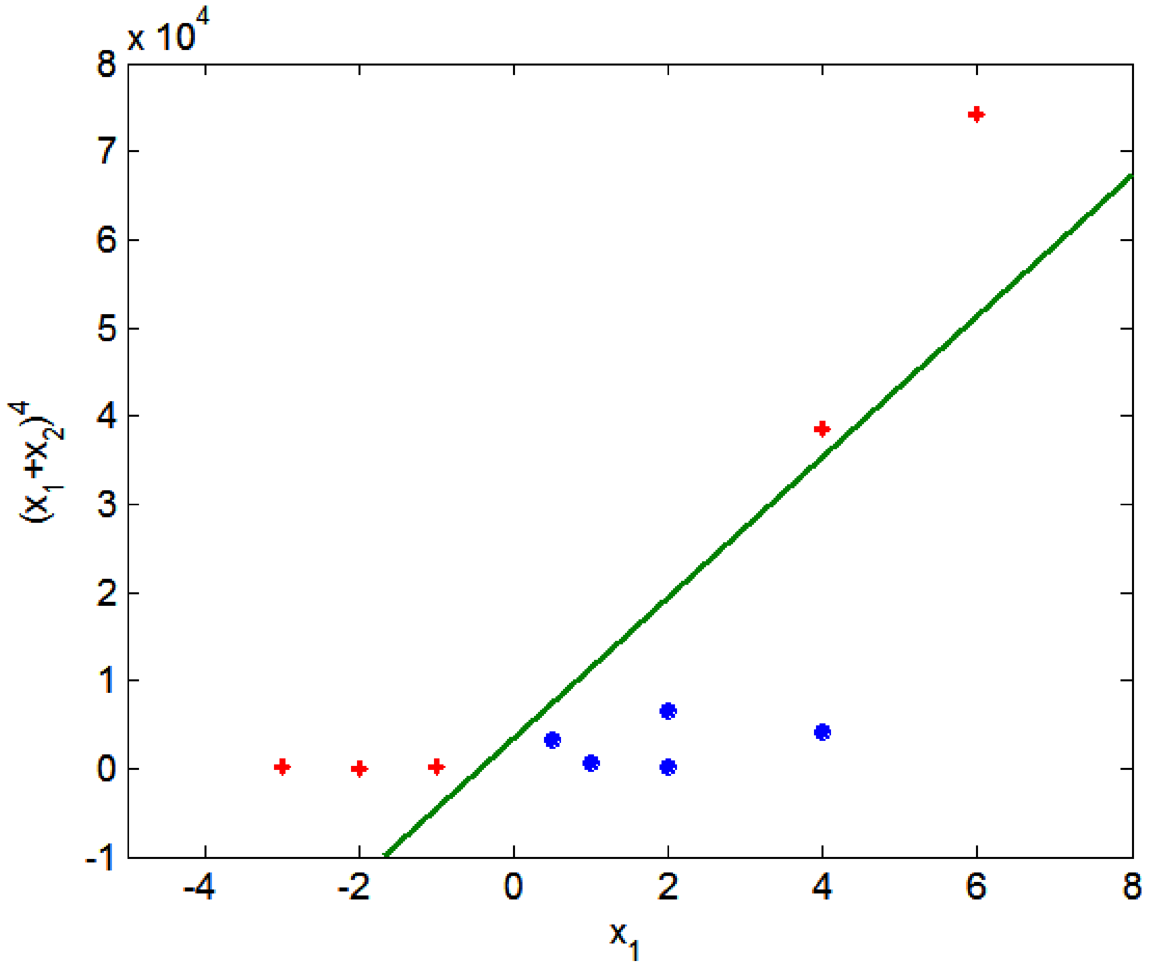
Nonlinear Support Vector Machines

- What if decision boundary is not linear?



Nonlinear Support Vector Machines

- Transform data into higher dimensional space



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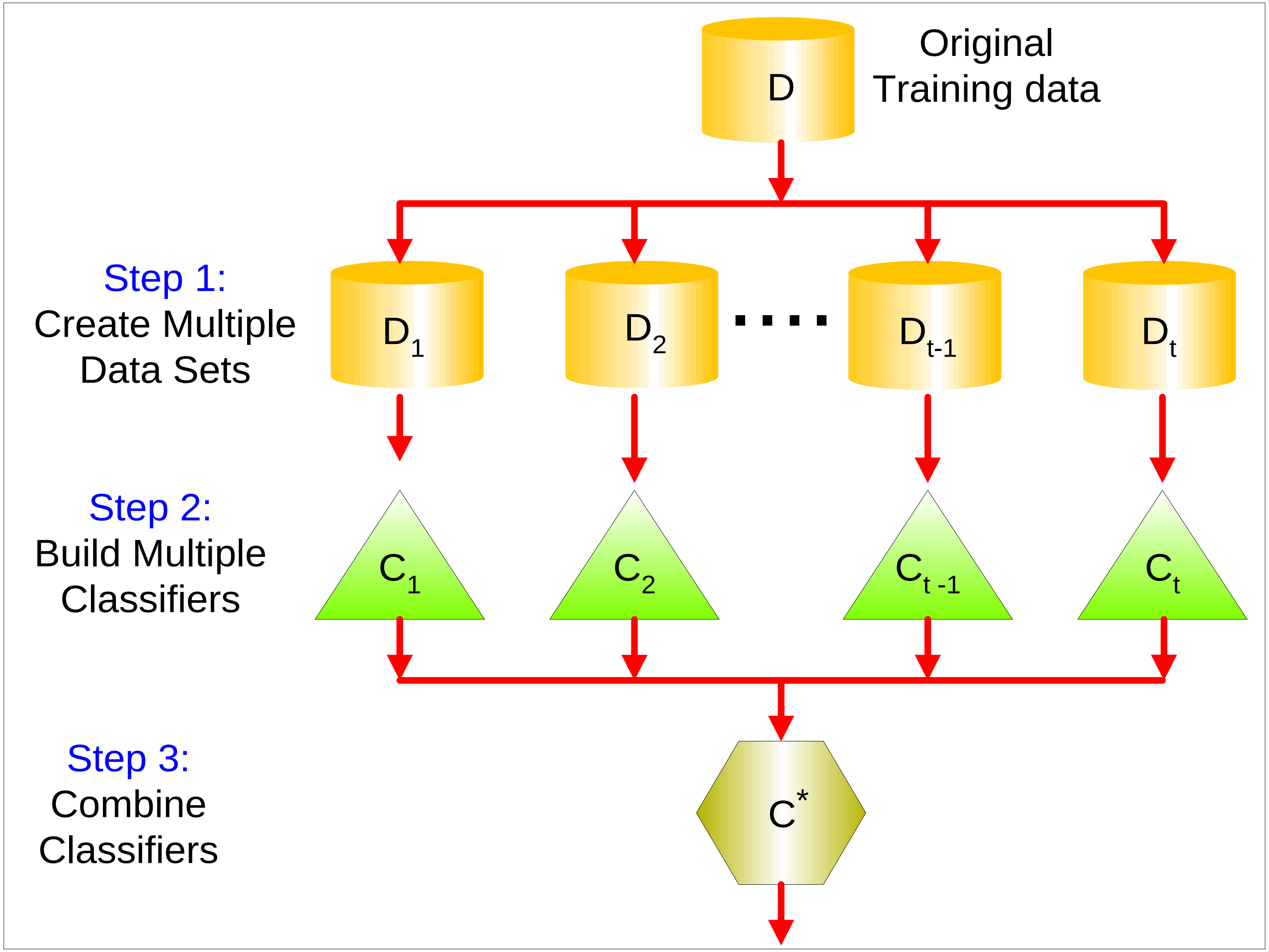
기타

Ensemble Methods

- Construct a set of classifiers from the training data

- Predict class label of previously unseen records by aggregating predictions made by multiple classifiers

General Idea



Why does it work?

- Suppose there are 25 base classifiers
  - Each classifier has error rate, ε = 0.35
  - Assume classifiers are independent
  - Probability that the ensemble classifier makes a wrong prediction:

$$\sum_{i=13}^{25} \binom{25}{i} \varepsilon^i (1-\varepsilon)^{25-i} = 0.06$$

25개의 기본 분류기 중에서, 반 이상의 기본 분류기가 잘못 예측할 경우가 ensemble 분류기의 오류율이 됨

Examples of Ensemble Methods

- How to generate an ensemble of classifiers?
  - Bagging
  - Boosting

Bagging

- Sampling with replacement

Original Data	1	2	3	4	5	6	7	8	9	10
Bagging (Round 1)	7	8	10	8	2	5	10	10	5	9
Bagging (Round 2)	1	4	9	1	2	3	2	7	3	2
Bagging (Round 3)	1	8	5	10	5	5	9	6	3	7

- Build classifier on each bootstrap sample
- The probability of NOT being selected in any n trials is $(1 – 1/n)^n$
  - → The probability of being selected at least once in n trials is $1 - (1 – 1/n)^n$
    - – The probability of being selected in some particular trial is 1/n.
    - – The probability of **not** being selected in some particular trial is $1 - 1/n$.

Boosting

- An iterative procedure to adaptively change distribution of training data by focusing more on previously misclassified records
  - Initially, all N records are assigned equal weights
  - Unlike bagging, weights may change at the end of boosting round

Boosting

- Records that are wrongly classified will have their weights increased
- Records that are classified correctly will have their weights decreased

Original Data	1	2	3	4	5	6	7	8	9	10
Boosting (Round 1)	7	3	2	8	7	9	4	10	6	3
Boosting (Round 2)	5	4	9	4	2	5	1	7	4	2
Boosting (Round 3)	4	4	8	10	4	5	4	6	3	4

- Example 4 is hard to classify
- Its weight is increased, therefore it is more likely to be chosen again in subsequent rounds

Example: AdaBoost

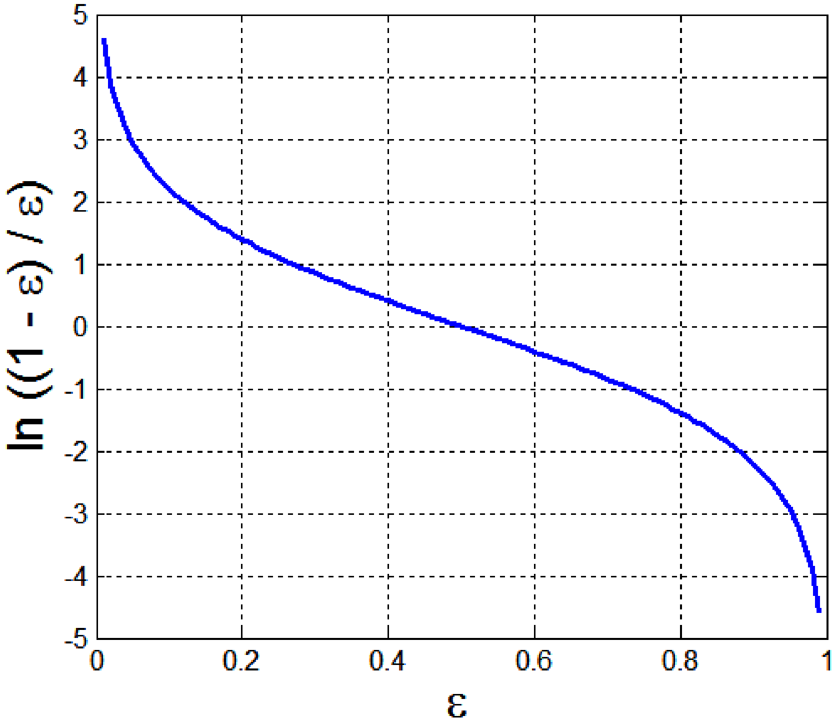
- Base classifiers: $C_1, C_2, \ldots, C_T$

- Error rate:

$$\varepsilon_i = \frac{1}{N} \sum_{j=1}^{N} w_j \delta\left(C_i(x_j) \neq y_j\right)$$

- Importance of a classifier:

$$\alpha_i = \frac{1}{2} \ln\left(\frac{1-\varepsilon_i}{\varepsilon_i}\right)$$



Example: AdaBoost

- Weight update:

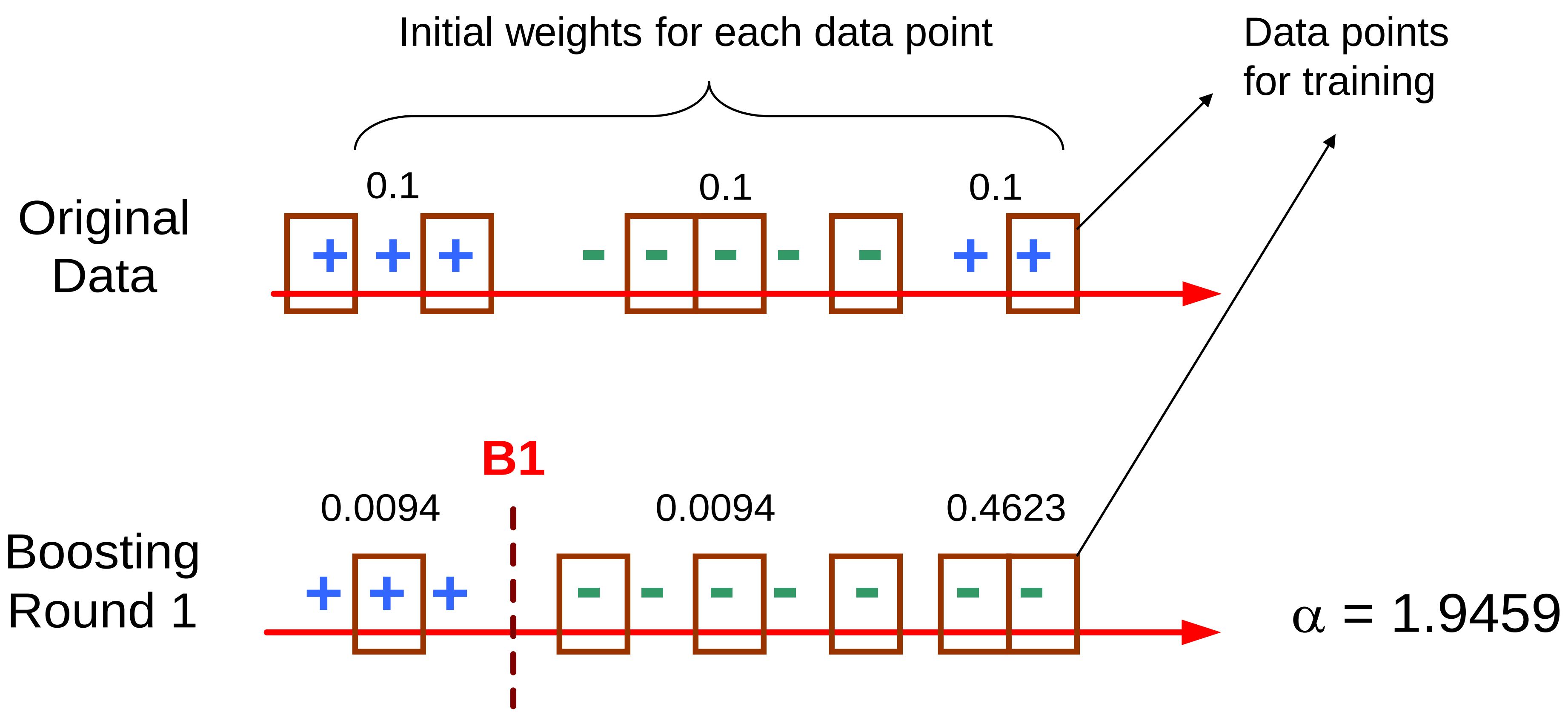
$$w_i^{(j+1)} = \frac{w_i^{(j)}}{Z_j} \begin{cases} \exp^{-\alpha_j} & \text{if } C_j(x_i) = y_i \\ \exp^{\alpha_j} & \text{if } C_j(x_i) \neq y_i \end{cases}$$

$$\text{where } Z_j \text{ is the normalization factor}$$

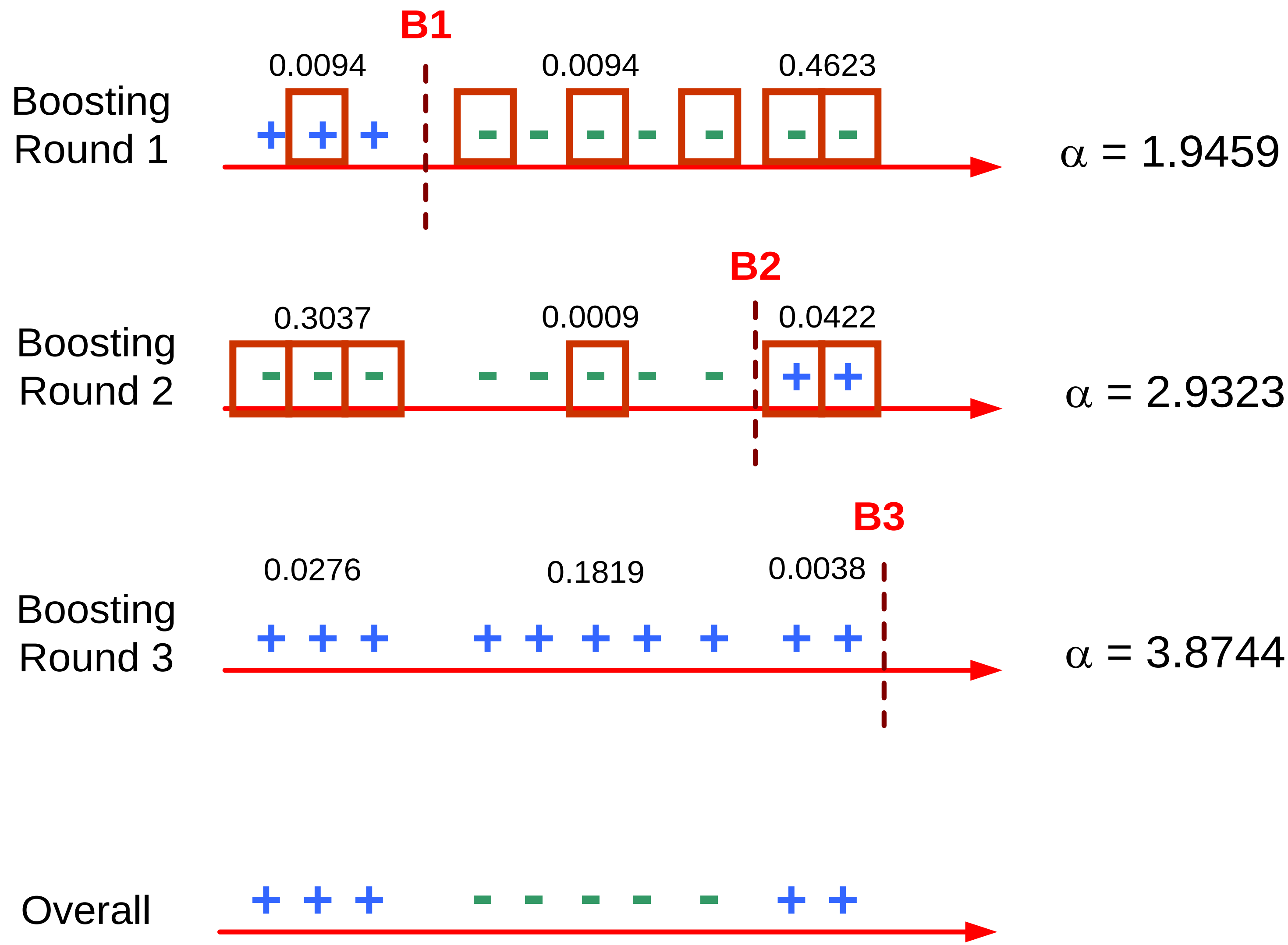
- If any intermediate rounds produce error rate higher than 50%, the weights are reverted back to 1/n and the resampling procedure is repeated
- Classification:

$$C^*(x) = \arg\max_y \sum_{j=1}^{T} \alpha_j \delta\left(C_j(x) = y\right)$$

Illustrating AdaBoost



Illustrating AdaBoost



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