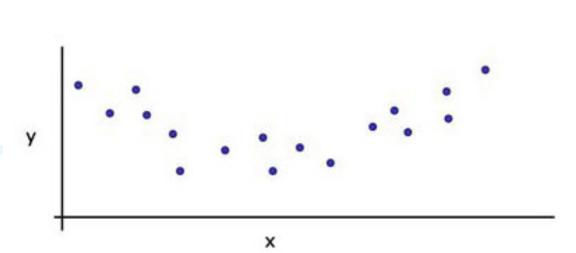
# Principles of Artificial Intelligence(305450) Lecture 12: Machine Learning V

# Regression

Output is a continuous numeric value
 Locally-weighted averaging
 Regression trees

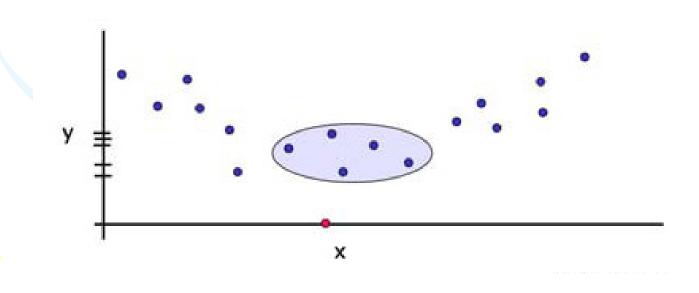
# Local Averaging

#### Remember all your data



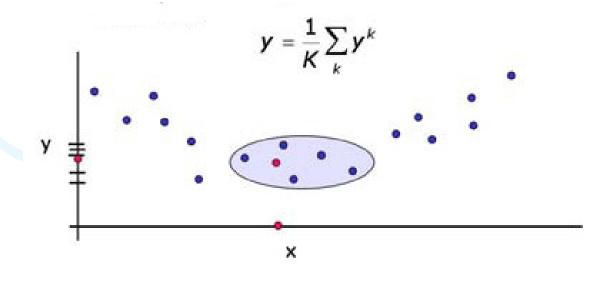
# Local Averaging

Remember all your data
When someone asks a question,
Find the K nearest old data points



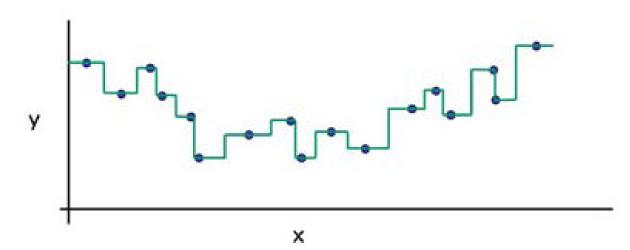
# Local Averaging

- Remember all your data
- When someone asks a question,
  - Find the K nearest old data points
  - Return the average of the answers associated with them



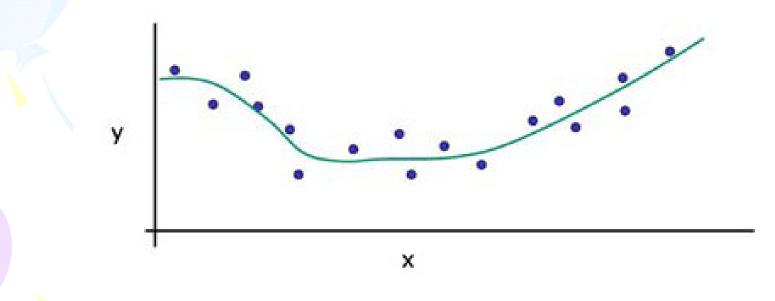
#### K=1

# Tracks data very closely Prone to overfitting



# Bigger K

Smoothes out variations in data
May introduce too much bias



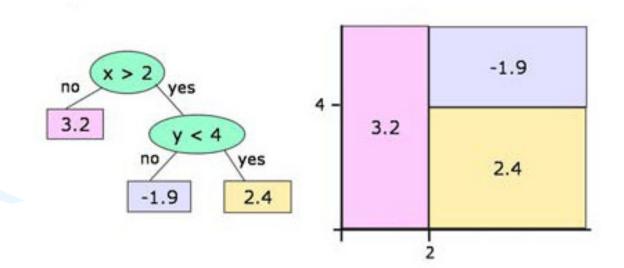
# Locally Weighted Averaging

- Find all points within distance λ from target point
- Average the outputs, weighted according to how far away they are from the target point
- Given a target x, with k ranging over neighbors,

$$y = \frac{\sum_{k} K(x, x^{k}) y^{k}}{\sum_{k} K(x, x^{k})}$$
 weighting "kernel"

# **Regression Trees**

 Like decision trees, but with real-valued constant outputs at the leaves



### Leaf Values

- Assign a leaf node the average of the y values of the data points that fall there
- We'd like to have groups of points in a leaf that have similar y values (because then the average is a good representative)

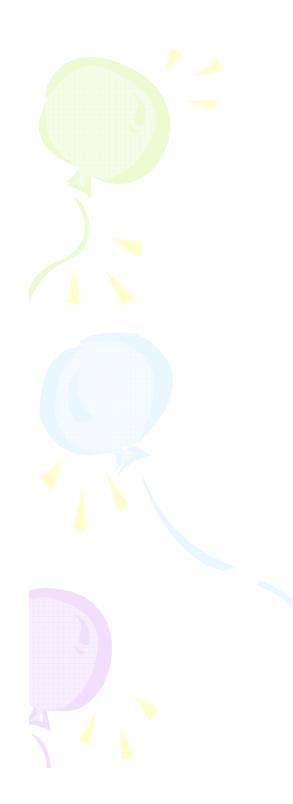
#### Variance

- Measure of how much a set of numbers is spread out
- Mean of m values, z1 through zm:

$$\mu = \frac{1}{m} \sum_{k=1}^{m} Z_k$$

• Variance: average squared difference between z's and the mean

$$\sigma^2 = \frac{1}{m-1}\sum_{k=1}^m (\boldsymbol{z}_k - \boldsymbol{\mu})^2$$

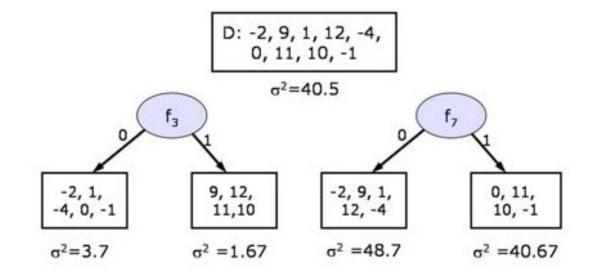


# Let's split

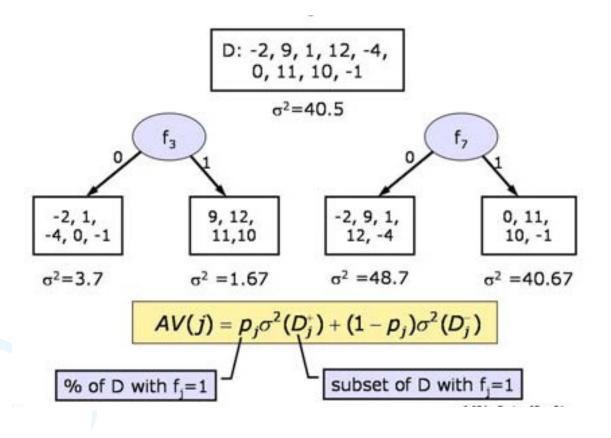
 $\sigma^2 = 40.5$ 



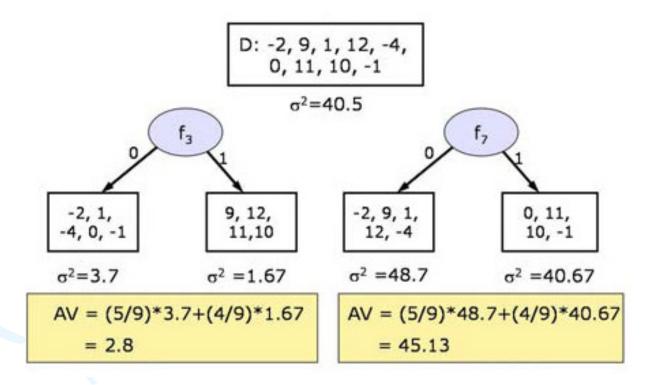
# Let's split











# Stopping

- Stop when variance at a leaf is small enough
- Or when you have fewer than min-leaf elements at a leaf
- Set y at a leaf to be the mean of the y values of the elements

