# NAÏVE BAYES

Joseph C. Osborn CS 51A - Spring 2020

# Relationship between distributions

$$P(X,Y) = P(Y) * P(X|Y)$$
joint distribution conditional distribution unconditional distribution

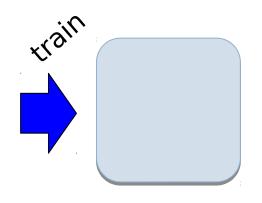
Can think of it as describing the two events happening in two steps:

The likelihood of X and Y happening:

- 1. How likely it is that Y happened?
- 2. Given that Y happened, how likely is it that X happened?

# Back to probabilistic modeling

training data



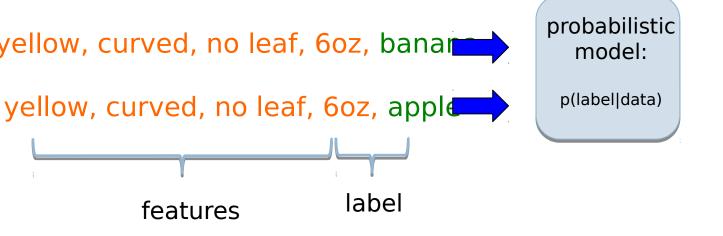
Build a model of the conditional distribution:

P(label | data)

How likely is a label given the data

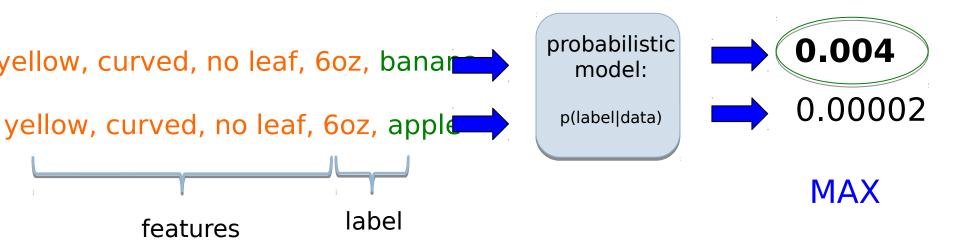
### Back to probabilistic models

For each label, calculate the probability of the label given the data



### Back to probabilistic models

Pick the label with the highest probability



### Naïve Bayes model

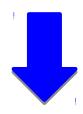
Two parallel ways of breaking down the joint distribution

```
P(data, label) = P(label) * P(data|label)
P(data, label) = P(data) * P(label|data)
P(label) * P(data|label) = P(data) * P(label|data)
```

What is P(label|data)?

# Naïve Bayes

$$P(label) * P(data|label) = P(data) * \frac{P(label|data)}{P(label|data)}$$

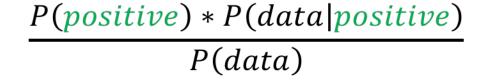


$$\boldsymbol{P(label|data)} = \frac{\boldsymbol{P(label)} * \boldsymbol{P(data|label)}}{\boldsymbol{P(data)}}$$

(This is called Bayes' rule!)

### Naïve Bayes

$$P(label|data) = \frac{P(label) * P(data|label)}{P(data)}$$



probabilistic model:



**MAX** 

p(label|data)



 $\frac{P(negative) * P(data|negative)}{P(data)}$ 

### One observation

$$egin{aligned} oldsymbol{P(positive)} * oldsymbol{P(data|positive)} \\ oldsymbol{P(data)} & oldsymbol{\mathsf{MAX}} \end{aligned}$$

$$\frac{P(negative) * P(data|negative)}{P(data)}$$

For picking the largest P(data) doesn't matter!

### One observation

For picking the largest P(data) doesn't matter!

### A simplifying assumption (for this class)

If we assume P(positive) = P(negative) then:

P(data|positive)

MAX

P(data|negative)

# P(data|label)

```
P(data|label) = P(f_1, f_2, ..., f_n|label)
\stackrel{\approx}{*} P(f_1|label) *
P(f_2|label) *
P(f_n|label)
```

This is generally not true!

However..., it makes our life easier.

This is why the model is called **Naïve** Bayes

### Naïve Bayes

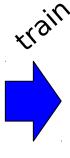
```
P(f_1|positive)*P(f_2|positive)*...*P(f_n|positive)
P(f_1|negative)*P(f_2|negative)*...*P(f_n|negative)
```

MAX

Where do these come from?

# Training Naïve Bayes

training data



probabilistic model:

p(label|data)

### An aside: P(heads)

What is the P(heads) on a fair coin?
0.5

What if you didn't know that, but had a coin to experiment with?

$$P(heads) = \frac{number\ of\ times\ heads\ came\ up}{total\ number\ of\ coin\ tosses}$$

# Try it out...

# P(feature|label)

$$P(heads) = \frac{number\ of\ times\ heads\ came\ up}{total\ number\ of\ coin\ tosses}$$

Can we do the same thing here? What is the probability of a feature given positive, i.e. the probability of a feature occurring in in the positive label?

P(feature|positive) = ?

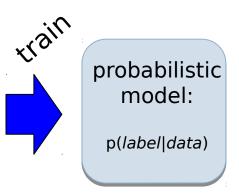
# P(feature|label)

$$P(heads) = \frac{number\ of\ times\ heads\ came\ up}{total\ number\ of\ coin\ tosses}$$

Can we do the same thing here? What is the probability of a feature given positive, i.e. the probability of a feature occurring in in the positive label?

$$P(feature|positive) = \frac{number\,of\,\,positive\,examples\,with\,that\,\,feature}{total\,number\,of\,\,positive\,examples}$$

# Training Naïve Bayes



- 1. Count how many examples have each label
- 2. For all examples with a particular label, count how many times each feature occurs
- 3. Calculate the conditional probabilities of each feature for all labels:

 $P(feature|label) = \frac{number\ of\ ``label'' examples\ with\ that\ feature}{total\ number\ of\ examples\ with\ that\ label}$ 

# Classifying with Naïve Bayes

For each label, calculate the product of p(feature|label) for each label

```
ellow, curved, no leaf, 602
P(yellow|banana)*...*P(60z|banana)
P(yellow|apple)*...*P(60z|apple)
```

# Naïve Bayes Text Classification

#### **Positive**

- I loved it
- I loved that movie
- I hated that I loved it

#### Negative

- I hated it
- I hated that movie
- I loved that I hated it

Given examples of text in different categories, learn to predict the category of new examples

Sentiment classification: given positive/negative examples of text (sentences), learn to predict whether new text is positive/negative

### Text classification training

#### Positive

- I loved it
- I loved that movie
- I hated that I loved it

#### Negative

- I hated it
- I hated that movie
- I loved that I hated it

We'll assume words just occur once in any given sentence

### Text classification training

#### Positive

- I loved it
- I loved that movie
- I hated that loved it

#### Negative

- I hated it
- I hated that movie
- I loved that hated it

We'll assume words just occur once in any given sentence

#### **Positive**

- I loved it
- I loved that movie
- I hated that loved it

#### Negative

- I hated it
- I hated that movie
- I loved that hated it

For each <u>word</u> and each <u>label</u>, learn:

p(word | label)

#### **Positive**

- I loved it
- I loved that movie
- I hated that loved it

### $P(I \mid positive) = ?$

- I hated it
- I hated that movie
- I loved that hated it

#### **Positive**

I loved it

I loved that movie

I hated that loved it

P(I | positive) = 3/3 = 1.0

#### Negative

I hated it

I hated that movie

I loved that hated it

#### **Positive**

- I loved it
- I loved that movie
- I hated that loved it

```
P(| positive) = 1.0
P(loved | positive) = ?
```

- I hated it
- I hated that movie
- I loved that hated it

#### **Positive**

- I loved it
- I loved that movie
- I hated that loved it

```
P(I | positive) = 1.0
 P(loved | positive) = 3/3
```

- I hated it
- I hated that movie
- I loved that hated it

#### **Positive**

- I loved it
- I loved that movie
- I hated that loved it

- I hated it
- I hated that movie
- I loved that hated it

```
P(| positive) = 1.0
P(| positive) = 3/3
P(| hated | positive) = ?
```

#### **Positive**

- I loved it
- I loved that movie
- I hated that loved it

#### **Negative**

- I hated it
- I hated that movie
- I loved that hated it

```
P(I | positive) = 1.0
P(loved | positive) = 3/3
P(hated | positive) = 1/3
```

 $P(I \mid negative) = ?$ 

. . .

 $P(word|label) = \frac{number\ of\ times\ word\ occured\ in\ "label"\ examples}{total\ number\ of\ examples\ with\ that\ label}$ 

#### **Positive**

- I loved it
- I loved that movie
- I hated that loved it

```
P(I | positive) = 1.0
P(loved | positive) = 3/3
P(hated | positive) = 1/3
```

#### Negative

```
I hated it
```

I hated that movie

I loved that hated it

P(I | negative) = 1.0

```
P(word|label) = \frac{number\ of\ times\ word\ occured\ in\ ``label\ "examples}{total\ number\ of\ examples\ with\ that\ label}
```

#### **Positive**

- I loved it
- I loved that movie
- I hated that loved it

#### P(I | positive) = 1.0 P(loved | positive) = 3/3 P(hated | positive) = 1/3

#### Negative

```
I hated it
```

I hated that movie

I loved that hated it

```
P(| negative) = 1.0
P(movie | negative) = ?
```

 $P(word|label) = \frac{number\ of\ times\ word\ occured\ in\ "label"\ examples}{total\ number\ of\ examples\ with\ that\ label}$ 

#### **Positive**

- I loved it
- I loved that movie
- I hated that loved it

#### **Negative**

- I hated it
- I hated that movie
- I loved that hated it

```
P(I | positive) = 1.0
P(loved | positive) = 3/3
P(hated | positive) = 1/3
```

```
P(I | negative) = 1.0

P(movie | negative) = 1/3
```

...

```
P(word|label) = \frac{number\ of\ times\ word\ occured\ in\ "label"\ examples}{total\ number\ of\ examples\ with\ that\ label}
```

# Classifying

```
P(I \mid positive) = 1.0 P(I \mid negative) = 1.0 P(I
```

Notice that each of these is its own probability distribution

#### P(loved| positive)

P(loved | positive) = 2/3

P(no loved|positive) = 1/3

```
P(I \mid positive) = 1.0 P(I \mid negative) = 1.0 P(loved \mid positive) = 2/3 P(hated \mid negative) = 1.0 P(it \mid positive) = 2/3 P(hat \mid negative) = 2/3 P(movie \mid negative) = 1/3 P(movie \mid positive) = 1/3 P(hated \mid positive) = 1/3 P(hated \mid positive) = 1/3 P(loved \mid negative) = 1/3
```

How would we classify: "I hated movie"?

```
P(I \mid positive) = 1.0 \qquad P(I \mid negative) = 1.0 \\ P(loved \mid positive) = 2/3 \qquad p(hated \mid negative) = 1.0 \\ p(it \mid positive) = 2/3 \qquad p(that \mid negative) = 2/3 \\ p(that \mid positive) = 2/3 \qquad P(movie \mid negative) = 1/3 \\ p(movie \mid positive) = 1/3 \qquad p(it \mid negative) = 2/3 \\ P(hated \mid positive) = 1/3 \qquad p(loved \mid negative) = 1/3
```

```
P(I \mid positive) * P(hated \mid positive) * P(movie \mid positive) = 1.0 * 1/3 * 1/3 = 1/9
```

```
P(I \mid negative) * P(hated \mid negative) * P(movie \mid negative) = 1.0 * 1.0 * 1/3 = 1/3
```

```
P(I \mid positive) = 1.0 \qquad P(I \mid negative) = 1.0 \\ P(loved \mid positive) = 2/3 \qquad p(hated \mid negative) = 1.0 \\ p(it \mid positive) = 2/3 \qquad p(that \mid negative) = 2/3 \\ p(that \mid positive) = 2/3 \qquad P(movie \mid negative) = 1/3 \\ p(movie \mid positive) = 1/3 \qquad p(it \mid negative) = 2/3 \\ P(hated \mid positive) = 1/3 \qquad p(loved \mid negative) = 1/3
```

How would we classify: "I hated the movie"?

```
P(I \mid positive) = 1.0 P(I \mid negative) = 1.0 P(loved \mid positive) = 2/3 P(hated \mid negative) = 1.0 P(it \mid positive) = 2/3 P(hat \mid negative) = 2/3 P(hat \mid positive) = 2/3 P(movie \mid negative) = 1/3 P(hated \mid positive) = 1/3 P(hated \mid positive) = 1/3 P(loved \mid negative) = 1/3
```

```
P(I | negative) * P(hated | negative) * P(the | negative) * P(movie | negative) =
```

P(I | positive) \* P(hated | positive) \* P(the | positive) \* P(movie | positive) =

P(I | positive) = 1.0

```
P(loved | positive) = 2/3 p(hated | negative) = 1.0 p(it | positive) = 2/3 p(that | negative) = 2/3 p(that | positive) = 2/3 P(movie | negative) = 1/3 p(movie | positive) = 1/3 p(it | negative) = 2/3 P(hated | positive) = 1/3 p(loved | negative) = 1/3 P(I | positive) * P(hated | positive) * P(the | positive) * P(movie | positive) = P(I | negative) * P(hated | negative) * P(the | negative) * P(movie | negative) = P(I | negative) * P(movie | negative) * P(movi
```

 $P(I \mid negative) = 1.0$ 

What are these?

```
P(I | positive) = 1.0
                              P(I \mid negative) = 1.0
P(loved | positive) = 2/3 p(hated | negative) = 1.0
                              p(that | negative) = 2/3
p(it | positive) = 2/3
p(that | positive) = 2/3
                              P(movie | negative) = 1/3
p(movie|positive) = 1/3 p(it | negative) = 2/3
P(hated | positive) = 1/3 p(loved | negative) = 1/3
P(I | positive) * P(hated | positive) * P(the | positive) * P(movie | positive) =
P(I | negative) * P(hated | negative) * P(the | negative) * P(movie | negative) =
```

O! Is this a problem?

```
P(I \mid positive) = 1.0 P(I \mid negative) = 1.0 P(loved \mid positive) = 2/3 P(hated \mid negative) = 1.0 P(it \mid positive) = 2/3 P(hat \mid negative) = 2/3 P(movie \mid negative) = 1/3 P(movie \mid positive) = 1/3 P(hated \mid positive) = 1/3 P(hated \mid positive) = 1/3 P(loved \mid negative) = 1/3
```

```
P(I | positive) * P(hated | positive) * P(the | positive) * P(movie | positive) =
```

```
P(I | negative) * P(hated | negative) * P(the | negative) * P(movie | negative) =
```

Yes. They make the entire product go to 0!

```
P(I \mid positive) = 1.0 \qquad P(I \mid negative) = 1.0 \\ P(loved \mid positive) = 2/3 \qquad p(hated \mid negative) = 1.0 \\ p(it \mid positive) = 2/3 \qquad p(that \mid negative) = 2/3 \\ p(that \mid positive) = 2/3 \qquad P(movie \mid negative) = 1/3 \\ p(movie \mid positive) = 1/3 \qquad p(it \mid negative) = 2/3 \\ P(hated \mid positive) = 1/3 \qquad p(loved \mid negative) = 1/3
```

```
P(I | positive) * P(hated | positive) * P(the | positive) * P(movie | positive) =
```

```
P(I | negative) * P(hated | negative) * P(the | negative) * P(movie | negative) =
```

Our solution: assume any unseen word has a small, fixed probability, e.g. in this example 1/10

```
P(I \mid positive) = 1.0 P(I \mid negative) = 1.0 P(loved \mid positive) = 2/3 P(hated \mid negative) = 1.0 P(it \mid positive) = 2/3 P(hat \mid negative) = 2/3 P(movie \mid negative) = 1/3 P(movie \mid positive) = 1/3 P(hated \mid positive) = 1/3 P(hated \mid positive) = 1/3 P(loved \mid negative) = 1/3
```

```
P(I \mid positive) * P(hated \mid positive) * P(the \mid positive) * P(movie \mid positive) = 1/90
```

```
P(I \mid negative) * P(hated \mid negative) * P(the \mid negative) * P(movie \mid negative) = 1/30
```

Our solution: assume any unseen word has a small, fixed probability, e.g. in this example 1/10

### Full disclaimer

I've fudged a few things on the Naïve Bayes model for simplicity

Our approach is very close, but it takes a few liberties that aren't technically correct, but it will work just fine

If you're curious, I'd be happy to talk to you offline