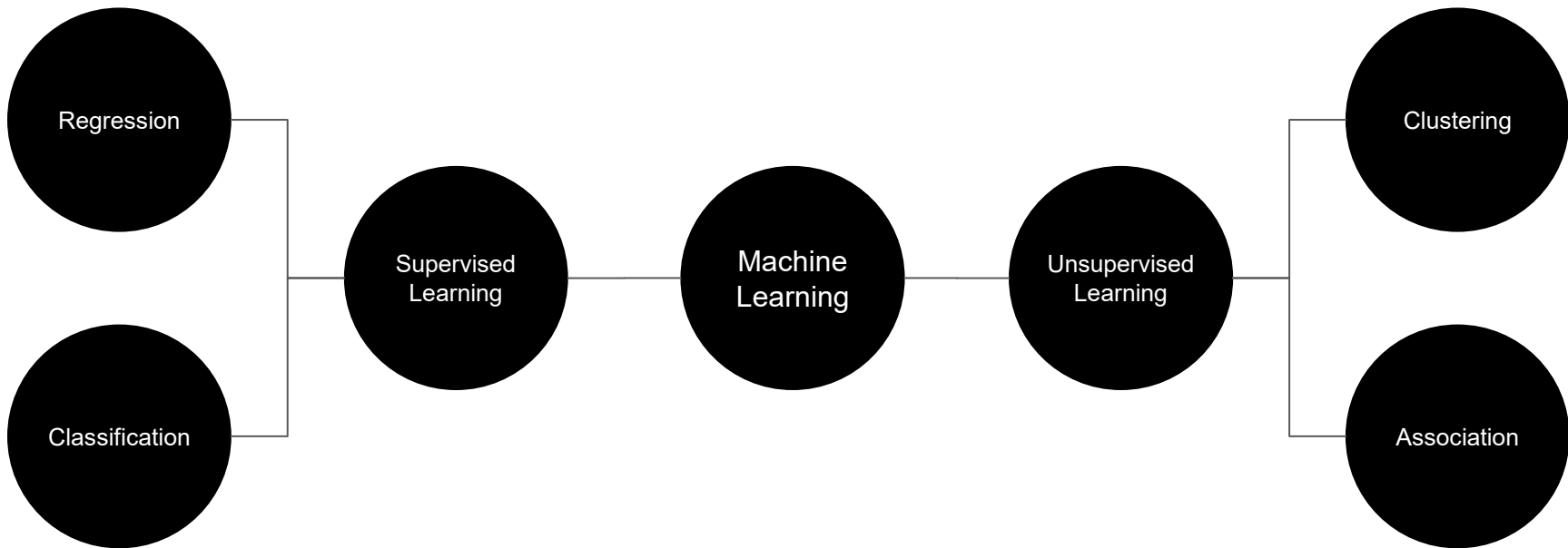


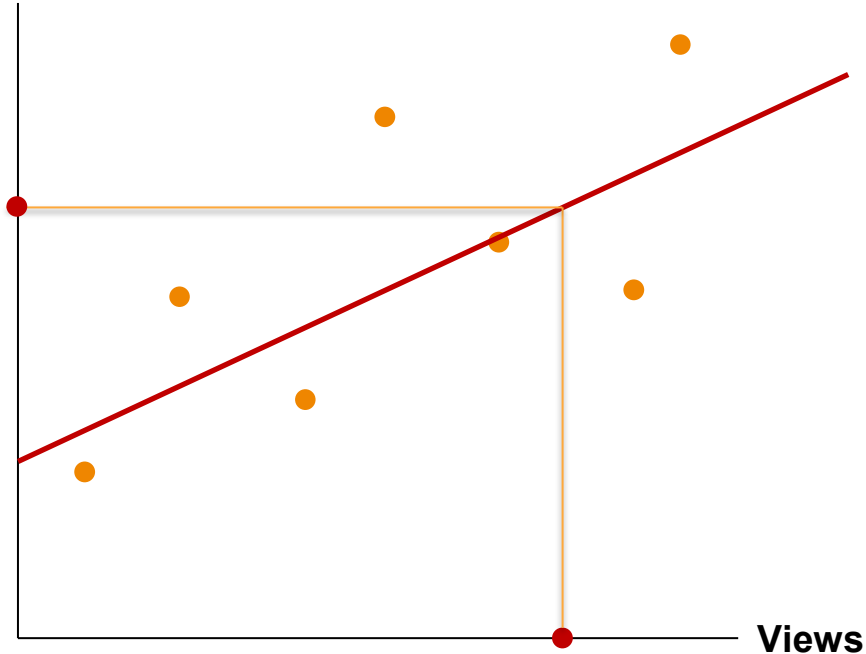
# Data Prediction Model and Machine Learning

**Online course #8**  
Logistic Regression



# Linear Regression? Fitting a line to data

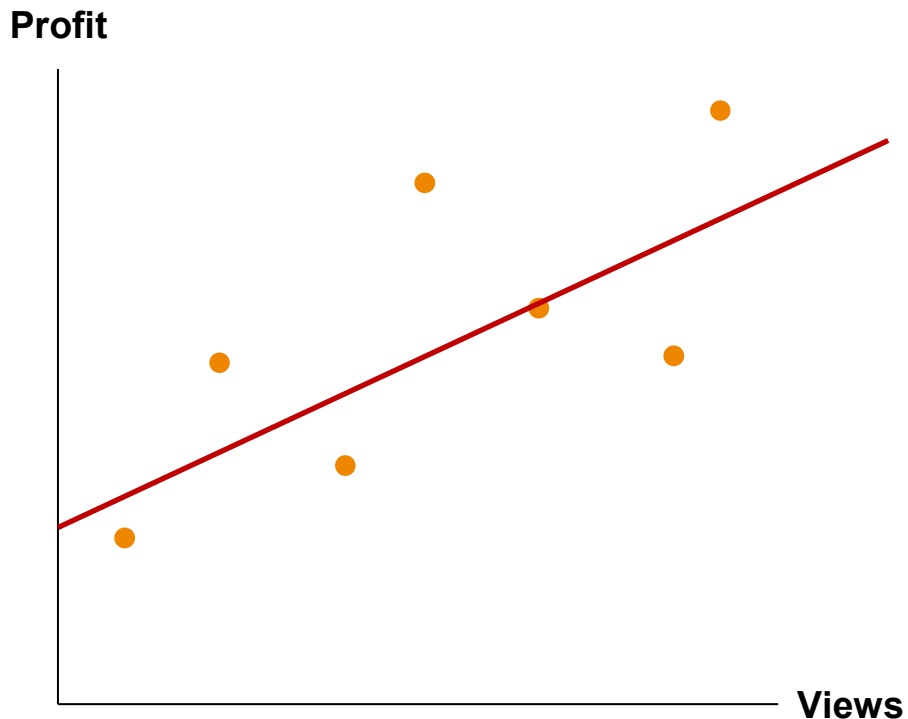
Profit



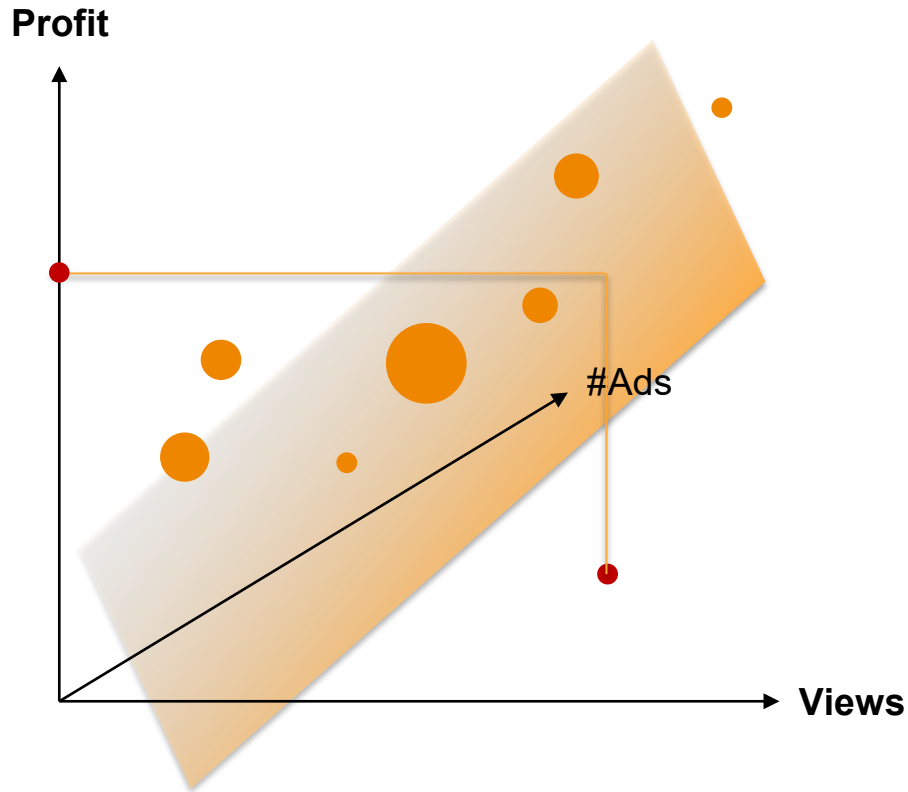
- 1) Find a line minimizing the SSE
- 2) Calculate R-squared  $\leftarrow$  significant correlation btw X and Y
- 3) Use the line to predict Y given X

# Linear Regression? Fitting a line to data

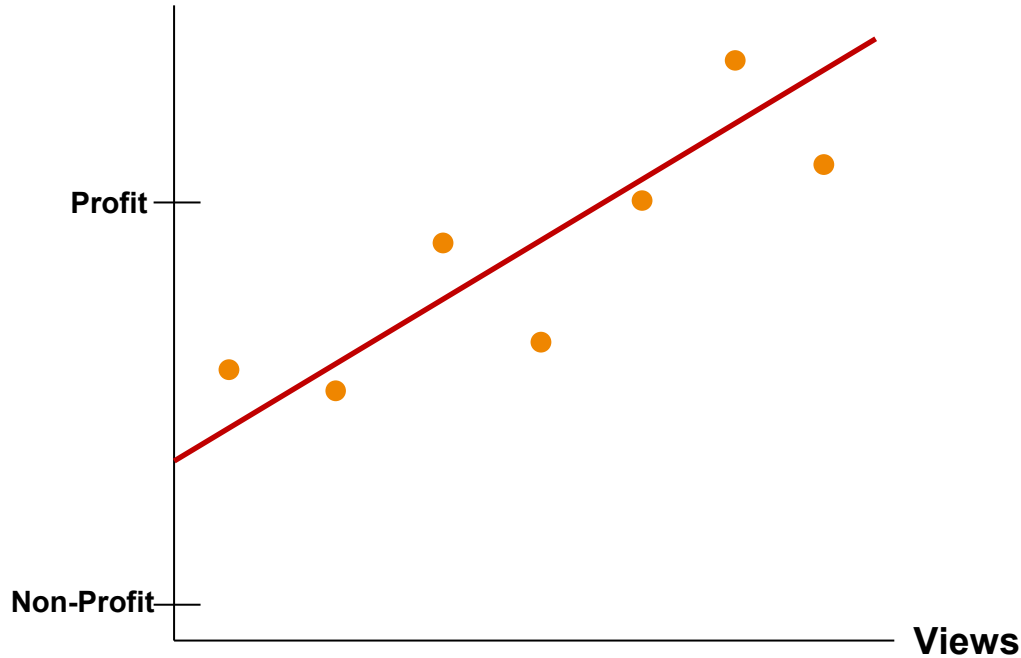
Simple Linear Regression



Multiple Linear Regression



# When a line cannot be fitted in the data



$$Y = \begin{cases} 1 & \text{when Profit} > 0 \\ 0 & \text{when Profit} \leq 0 \end{cases}$$



**Classification**

# Logistic regression?

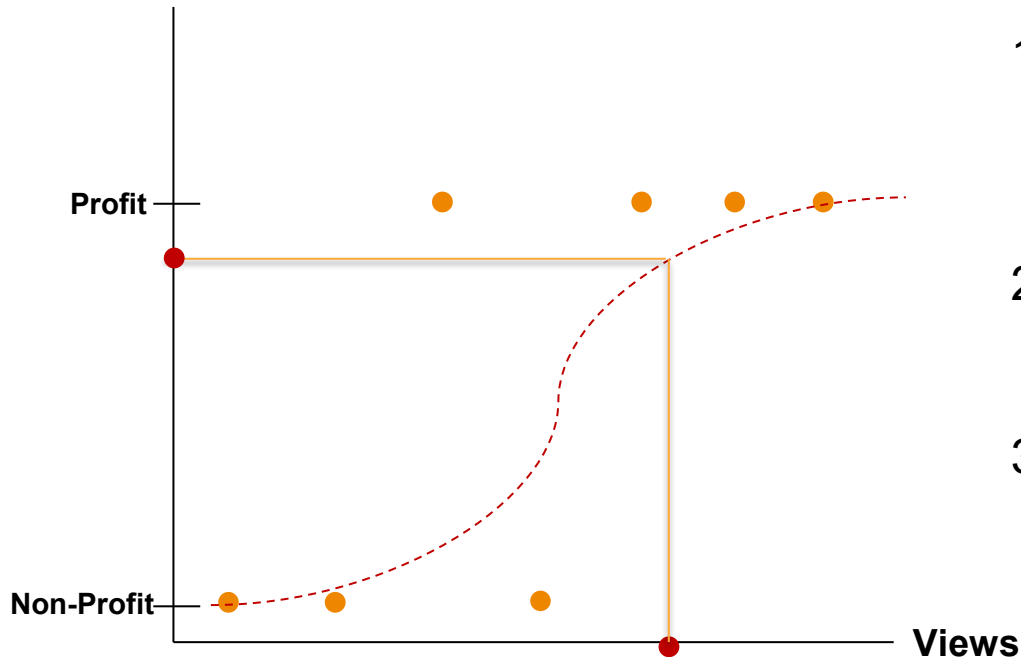
Regression  Classification

- $Y = \text{Probability } [0:1]$
- $Y = \text{Classification (0 or 1)}$
- Not allowed  
(classification among  
A,B,C)

# Logistic regression: How different from LM?

Similar to linear regression **except**

- 1) Logistic regression predicts whether something is T or F, instead of predicting numerical Y
- 2) Fits a “S” shaped “logistic function” to data instead of a line
- 3) Curve let us know the probability



# Logistic regression: for two or more features

$$Profit_i = \alpha + \beta Views_i + \varepsilon_i$$

$$Profit_i = \alpha + \beta Views_i + \gamma Ads_i + \varepsilon_i$$

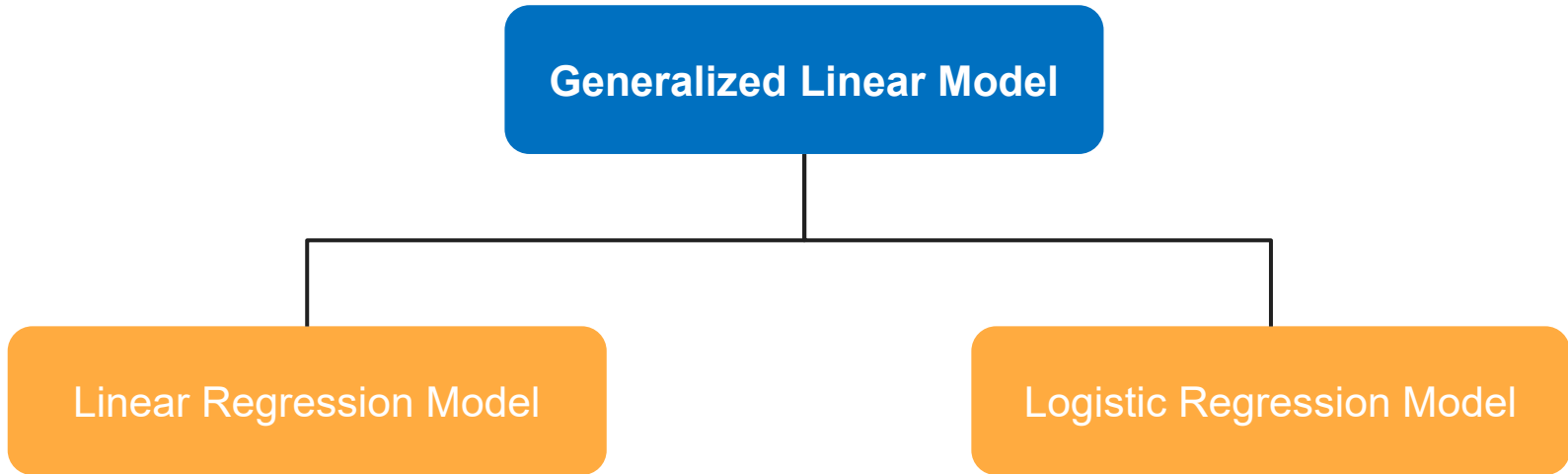
$$Profit_i = \alpha + \beta Views_i + \gamma Ads_i + (Youtuber's\ gender, blood\ type\ and\ so\ on\ \dots)\varepsilon_i$$

Just like linear regression,

- logistic regression can work with continuous data (Views, Ads),
- and also with discrete data (like gender and blood type)

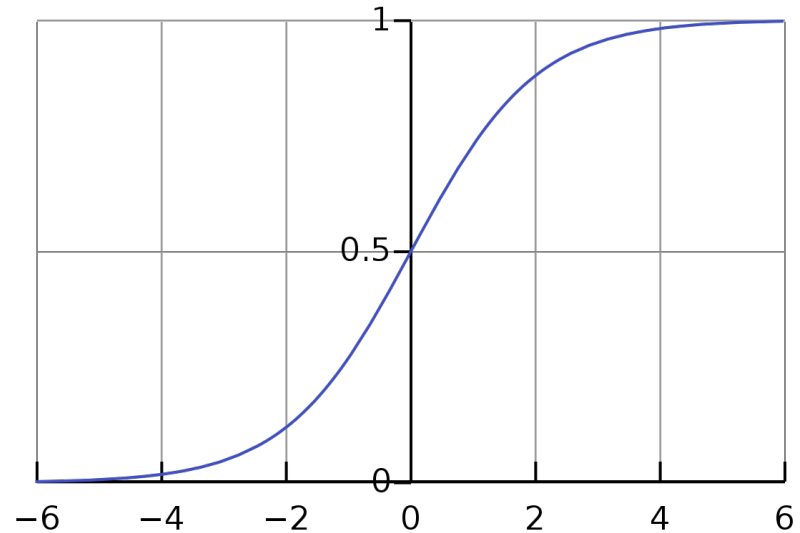
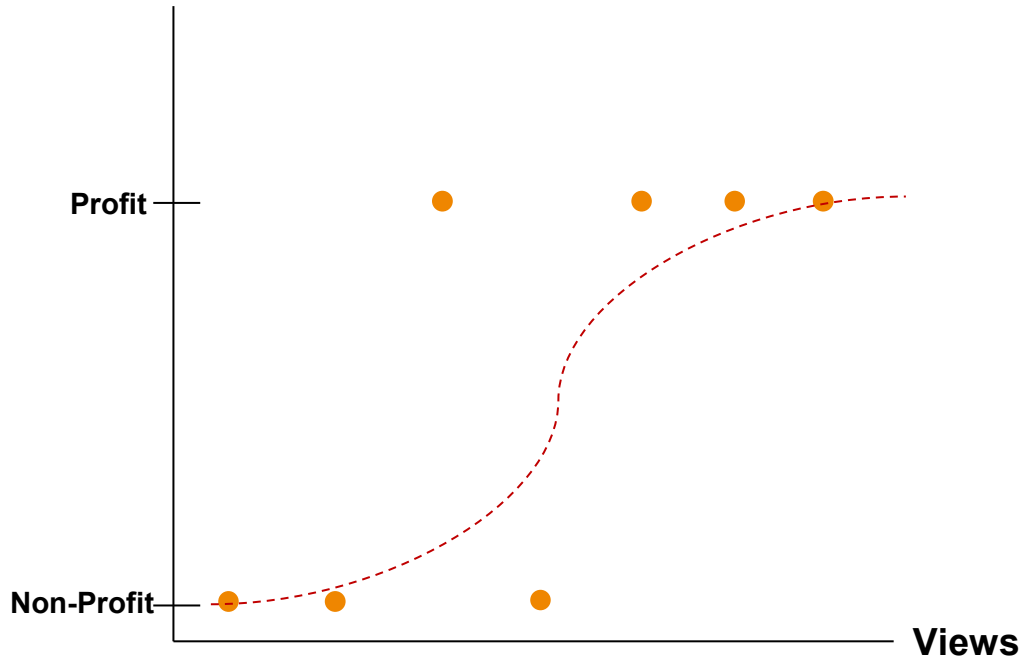


# Logistic regression: as a family of GLM



# How to make an “S” curve?

$$S(x) = \frac{1}{1 + e^{-x}} \quad \begin{array}{l} x \in \{-inf, inf\} \\ S(x) \in (0,1) \end{array}$$

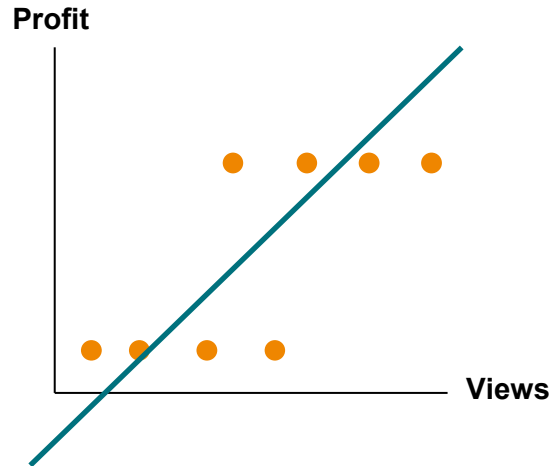


# How to make an “S” curve?

## Linear Model

$$\textit{Profit} = f(\textit{View})$$

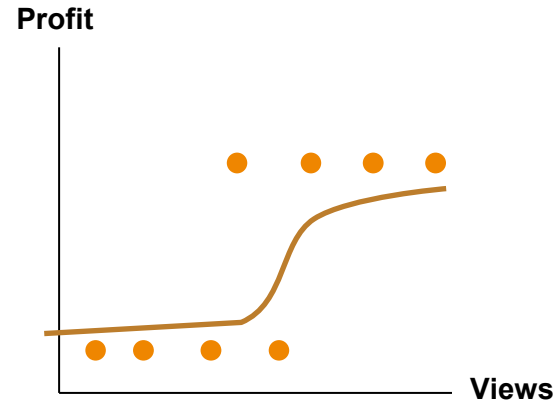
$$f(\textit{View}) = \alpha + \beta \textit{View}$$



## Logistic Model

$$\textit{Profit} = S(\textit{View})$$

$$S(\textit{View}) = \frac{1}{1 + e^{-(\alpha + \beta \textit{View})}}$$

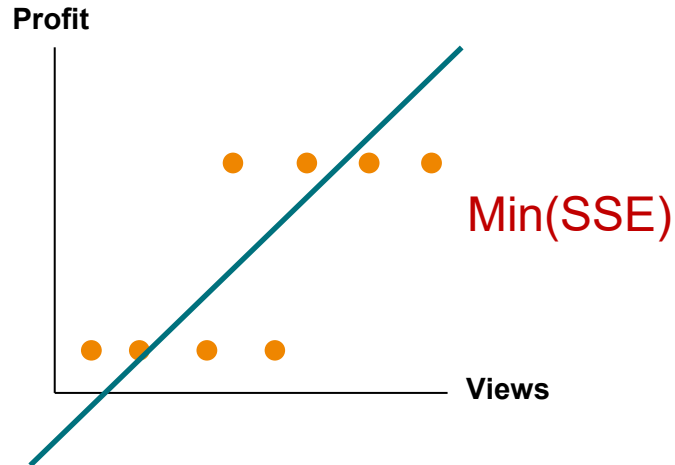


# How to find a better fitting “S” curve line?

## Linear Model

$$\text{Profit} = f(\text{View})$$

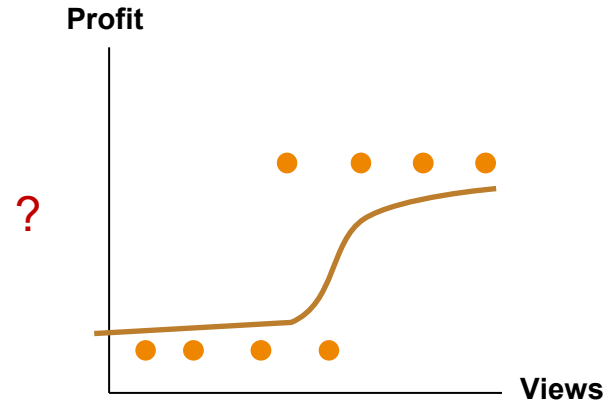
$$f(\text{View}) = \alpha + \beta \text{View}$$



## Logistic Model

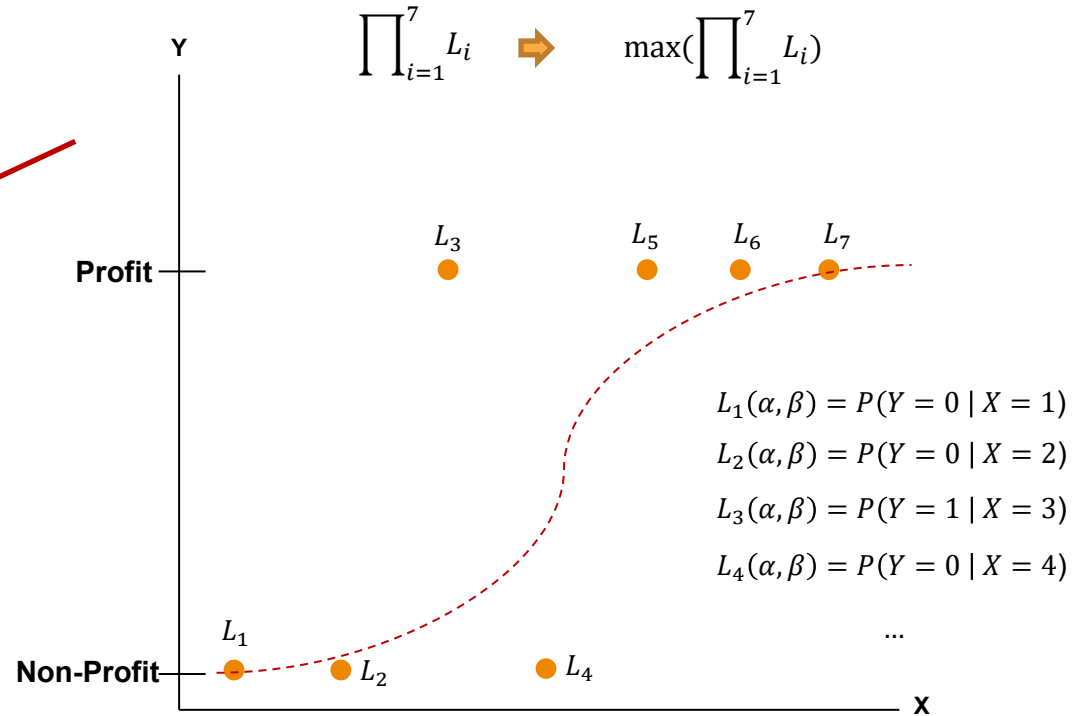
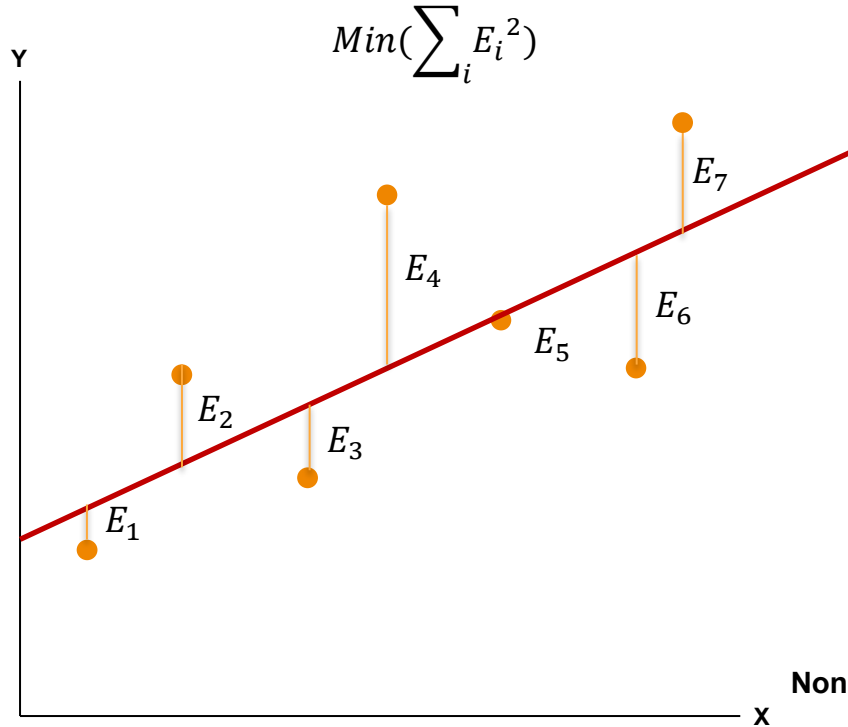
$$\text{Profit} = S(\text{View})$$

$$S(\text{View}) = \frac{1}{1 + e^{-(\alpha + \beta \text{View})}}$$



# How to find a better fitting “S” curve line?

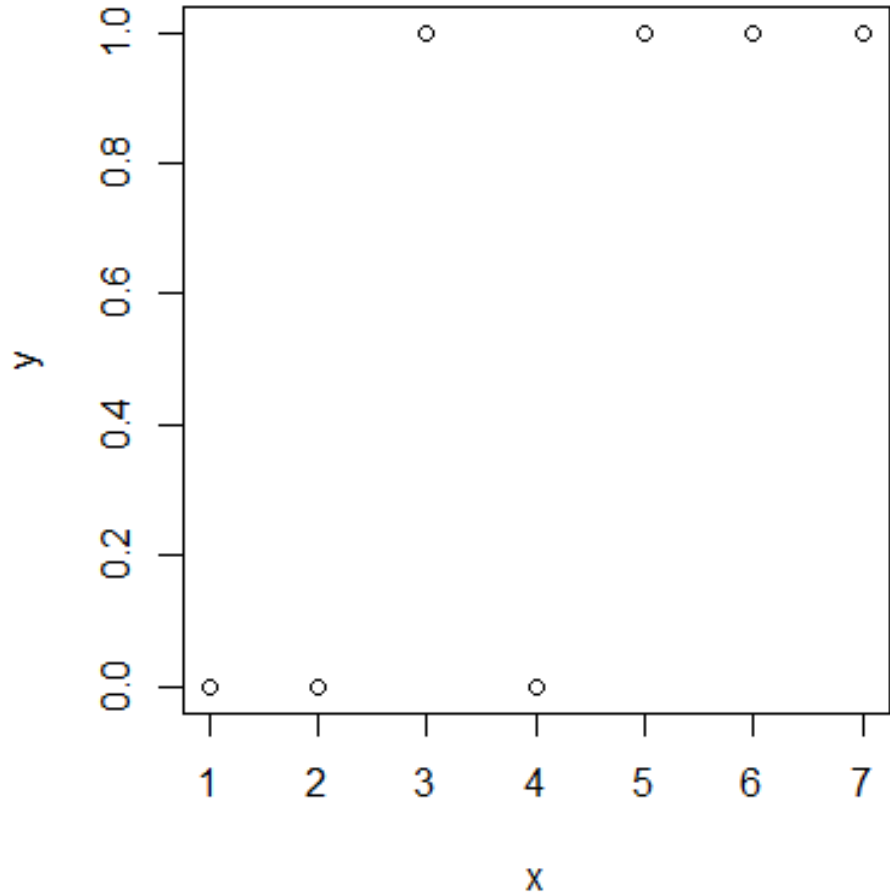
## SSE vs. Likelihood



# Let's get back to the first example

| Video | Views | Profit |
|-------|-------|--------|
| 1     | 1     | 0      |
| 2     | 2     | 0      |
| 3     | 3     | 1      |
| 4     | 4     | 0      |
| 5     | 5     | 1      |
| 6     | 6     | 1      |
| 7     | 7     | 1      |

```
x=c(1:7)
y=c(0,0,1,0,1,1,1)
par(pty="s")
plot(x,y)
```



# Learning model with logistic model function (glm)

| Video | Views | Profit |
|-------|-------|--------|
| 1     | 1     | 0      |
| 2     | 2     | 0      |
| 3     | 3     | 1      |
| 4     | 4     | 0      |
| 5     | 5     | 1      |
| 6     | 6     | 1      |
| 7     | 7     | 1      |

```
logit.model<-glm(y~x, family="binomial")
summary(logit.model)
```

Call:

```
glm(formula = y ~ x, family = "binomial")
```

Deviance Residuals:

```
      1      2      3      4      5
-0.2953 -0.5379  1.4447 -1.4590  0.5300
      6      7
 0.2907  0.1567
```

Coefficients:

```
              Estimate Std. Error z value Pr(>|z|)
(Intercept)  $\alpha$  = -4.3614     3.3296  -1.310   0.190
x             $\beta$  =  1.2507     0.8833   1.416   0.157
```

(Dispersion parameter for binomial family taken to be 1)

```
Null deviance: 9.5607  on 6  degrees of freedom
```

```
Residual deviance: 4.9823  on 5  degrees of freedom
```

The logistic regression coefficients give the change in the log odds of the outcome for a one unit increase in the predictor variable.

# Model interpretation

## What is Odds?



**Odds** provide a measure of the likelihood of a particular outcome. They are calculated as **the ratio of the number of events that produce the outcome to the number that don't**. Odds are commonly used in gambling and statistics.

$$\text{Odds} = \frac{P(\text{Event} = 1)}{P(\text{Event} = 0)}$$

$$P(\text{Event} = 1) = \frac{\text{\# of observations in which the event occur}}{\text{\# of observations}}$$



# Model interpretation

## What is Odds?

### Logistic Model

$$Profit = S(View)$$

$$S(View) = \frac{1}{1 + e^{-(\alpha + \beta View)}}$$

$$P(Profit = 1) = \frac{1}{1 + e^{-(\alpha + \beta View)}}$$

$$\frac{1}{P(Profit = 1)} = 1 + e^{-(\alpha + \beta View)}$$

$$\frac{1}{P(Profit = 1)} - 1 = e^{-(\alpha + \beta View)}$$

$$\ln\left(\frac{1}{P(Profit = 1)} - 1\right) = -(\alpha + \beta View)$$

$$\ln\left(1 - \frac{1}{P(Profit = 1)}\right) = \alpha + \beta View$$

Log  
Odds

$$\ln\left(\frac{P(Profit = 1)}{P(Profit = 0)}\right)$$

Odds

$$= \alpha + \beta View$$

# Learning model with logistic model function (glm)

| Video | Views | Profit |
|-------|-------|--------|
| 1     | 1     | 0      |
| 2     | 2     | 0      |
| 3     | 3     | 1      |
| 4     | 4     | 0      |
| 5     | 5     | 1      |
| 6     | 6     | 1      |
| 7     | 7     | 1      |

```
logit.model<-glm(y~x, family="")  
summary(logit.model)
```

Call:

```
glm(formula = y ~ x, family = "binomial")
```

Deviance Residuals:

```
      1      2      3      4      5  
-0.2953 -0.5379  1.4447 -1.4590  0.5300  
      6      7  
 0.2907  0.1567
```

Coefficients:

```
              Estimate Std. Error z value Pr(>|z|)  
(Intercept)  $\alpha$  = -4.3614      3.3296  -1.310    0.190  
x             $\beta$  =  1.2507      0.8833   1.416    0.157
```

$$\ln\left(\frac{P(\text{Profit} = 1)}{P(\text{Profit} = 0)}\right) = \alpha + \beta \text{View}$$

```
Residual deviance: 4.9823  on 5  degrees of freedom  
AIC: 8.9823
```

```
Number of Fisher Scoring iterations: 5
```


# Model interpretation

$$\ln \left( \frac{P(\textit{Profit} = 1)}{P(\textit{Profit} = 0)} \right) = \alpha + \beta \textit{View}$$

$$\frac{P(\textit{Profit} = 1)}{P(\textit{Profit} = 0)} = e^{\alpha + \beta \textit{View}}$$

```
exp(1.2507)
```

```
[1] 3.492787
```



- For every one unit change in Views, the Odds of Profit (versus non-profit) increases by 3.5
- $P(\textit{Profit}) > P(\textit{non-profit})$  : **Three point five times bigger**