

**Week 1, video 2:**

**Regressors**

# Prediction

- Develop a model which can infer a single aspect of the data (predicted variable) from some combination of other aspects of the data (predictor variables)
- Sometimes used to predict the future
- Sometimes used to make inferences about the present

# Prediction: Examples

- A student is watching a video in a MOOC right now.
  - ▣ **Is he bored or frustrated?**
- A student has used educational software for the last half hour.
  - ▣ **How likely is it that she knows the skill in the next problem?**
- A student has completed three years of high school.
  - ▣ **What will be her score on the college entrance exam?**

# What can we use this for?

- Improved educational design
  - ▣ If we know when students get bored, we can improve that content
- Automated decisions by software
  - ▣ If we know that a student is frustrated, let's offer the student some online help
- Informing teachers, instructors, and other stakeholders
  - ▣ If we know that a student is frustrated, let's tell their teacher

# Regression in Prediction

- There is something you want to predict (“the label”)
- The thing you want to predict is numerical
  - ▣ Number of hints student requests
  - ▣ How long student takes to answer
  - ▣ How much of the video the student will watch
  - ▣ What will the student’s test score be

# Regression in Prediction

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- A model that predicts a number is called a regressor in data mining
- The overall task is called regression

# Regression

- To build a regression model, you obtain a data set where you already know the answer – called the *training label*
- For example, if you want to predict the number of hints the student requests, each value of numhints is a training label

Skill	pknow	time	totalactions	numhints
ENTERINGGIVEN	0.704	9	1	0
ENTERINGGIVEN	0.502	10	2	0
USEDIFFNUM	0.049	6	1	3
ENTERINGGIVEN	0.967	7	3	0
REMOVECOEFF	0.792	16	1	1
REMOVECOEFF	0.792	13	2	0
USEDIFFNUM	0.073	5	2	0

....

# Regression

- Associated with each label are a set of “features”, other variables, which you will try to use to predict the label

Skill	pknow	time	totalactions	numhints
ENTERINGGIVEN	0.704	9	1	0
ENTERINGGIVEN	0.502	10	2	0
USEDIFFNUM	0.049	6	1	3
ENTERINGGIVEN	0.967	7	3	0
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....



# Regression

- The basic idea of regression is to determine which features, in which combination, can predict the label's value

Skill	pknow	time	totalactions	numhints
ENTERINGGIVEN	0.704	9	1	0
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....

# Linear Regression

- The most classic form of regression is linear regression
- $$\text{Numhints} = 0.12 * \text{Pknow} + 0.932 * \text{Time} - 0.11 * \text{Totalactions}$$

Skill	pknow	time	totalactions	numhints
COMPUTESLOPE	0.544	9	1	?

# Quiz

Skill	pknow	time	totalactions	numhints
COMPUTESLOPE	0.322	15	4	?

□ 
$$\text{Numhints} = 0.12 * \text{Pknow} + 0.932 * \text{Time} - 0.11 * \text{Totalactions}$$

□ What is the value of numhints?

- A) 8.34
- B) 13.58
- C) 3.67
- D) 9.21
- E) FNORD

# Quiz

- $\text{Numhints} = 0.12 * \text{Pknow} + 0.932 * \text{Time} - 0.11 * \text{Totalactions}$
  
- Which of the variables has the largest impact on numhints?  
(Assume they are scaled the same)
  
- A) Pknow
- B) Time
- C) Totalactions
- D) Numhints
- E) They are equal

# However...

- These variables are unlikely to be scaled the same!
- If  $P_{\text{know}}$  is a probability
  - ▣ From 0 to 1
  - ▣ We'll discuss this variable later in the class
- And time is a number of seconds to respond
  - ▣ From 0 to infinity
- Then you can't interpret the weights in a straightforward fashion
  - ▣ You need to transform them first

# Transform

- When you make a new variable by applying some mathematical function to the previous variable
- $X_t = X^2$

# Transform: Unitization

- Increases interpretability of relative strength of features
- Reduces interpretability of individual features

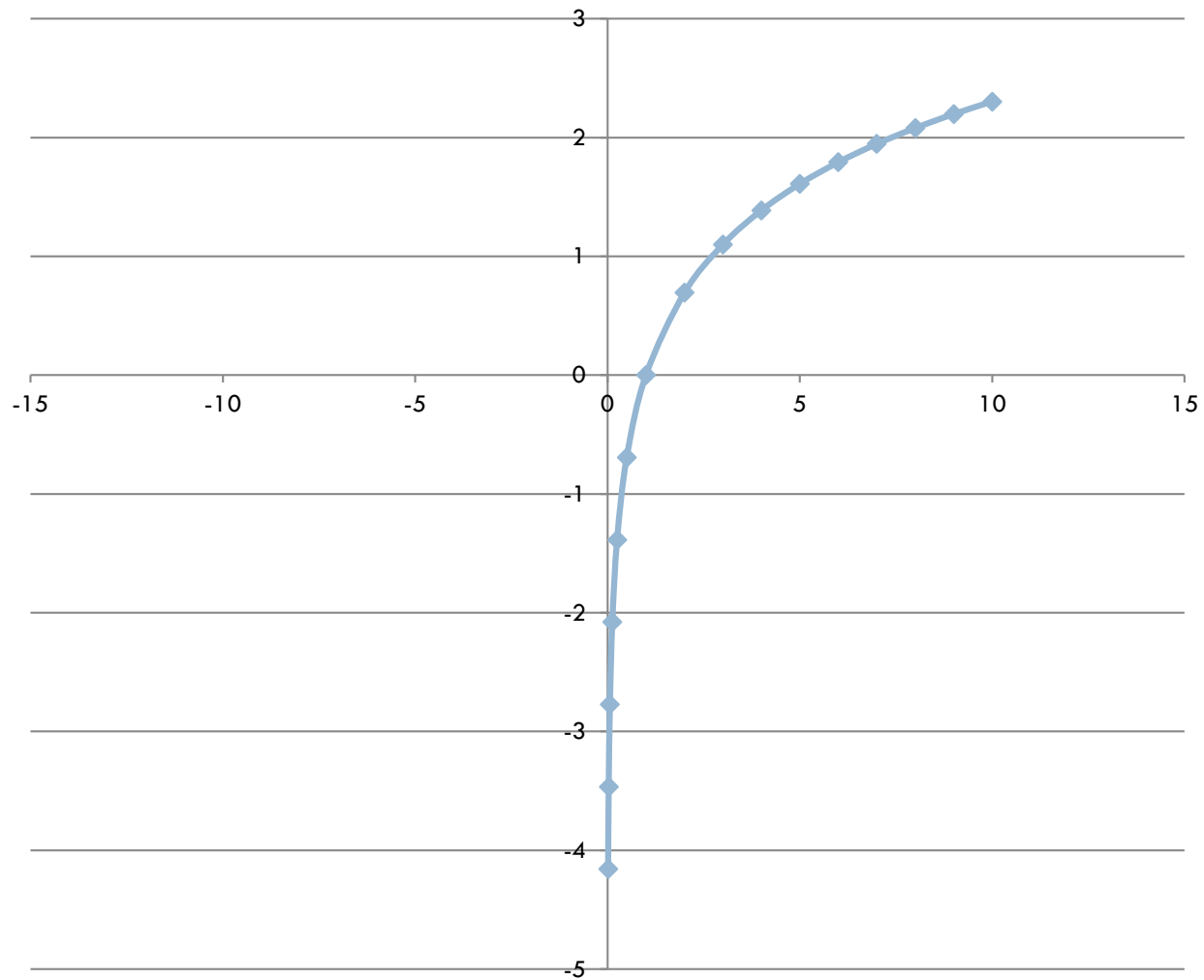
$$X_t = \frac{X - M(X)}{SD(X)}$$

# Linear Regression

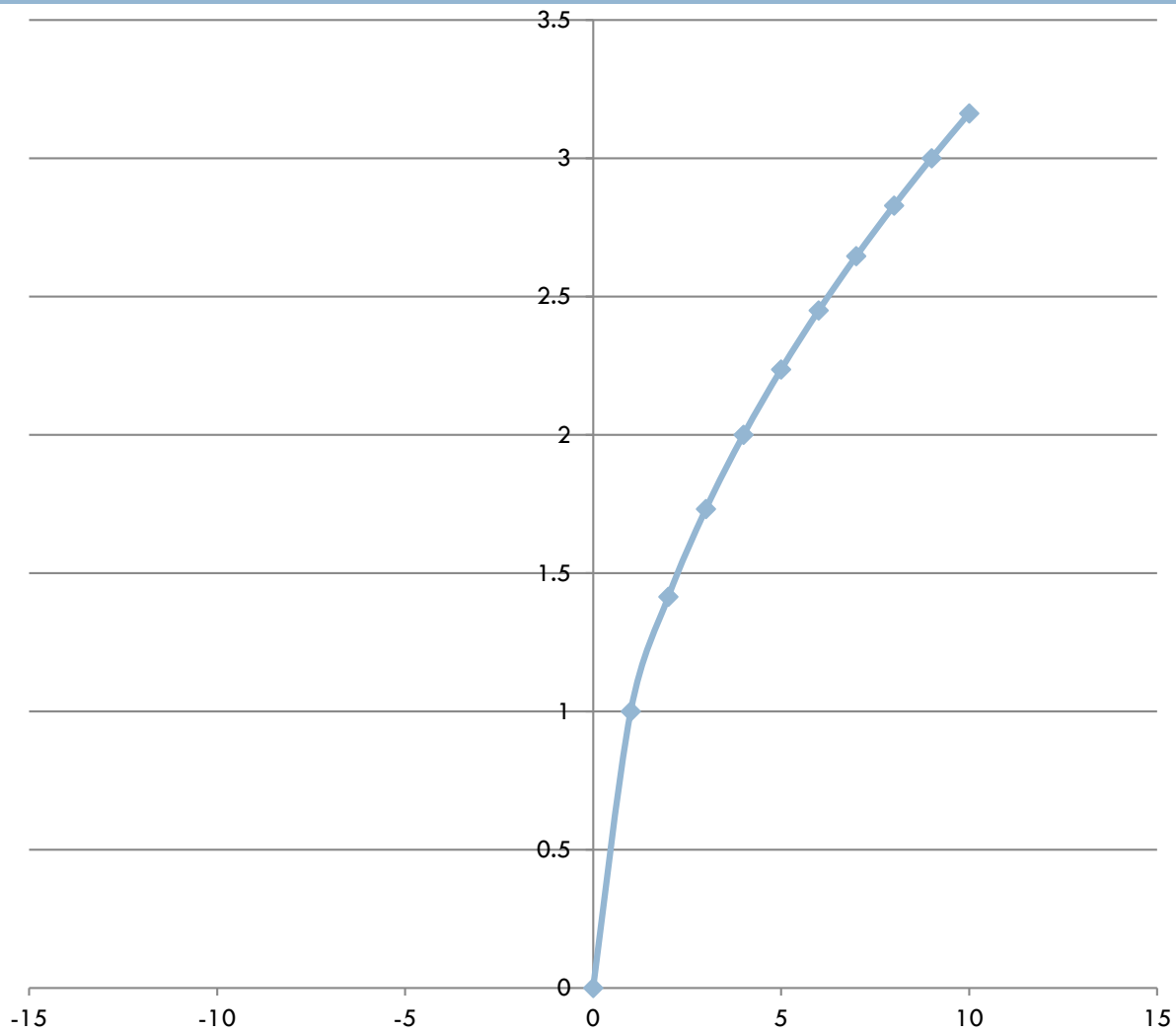
- Linear regression only fits linear functions...
- Except when you apply transforms to the input variables
- Which most statistics and data mining packages can do for you



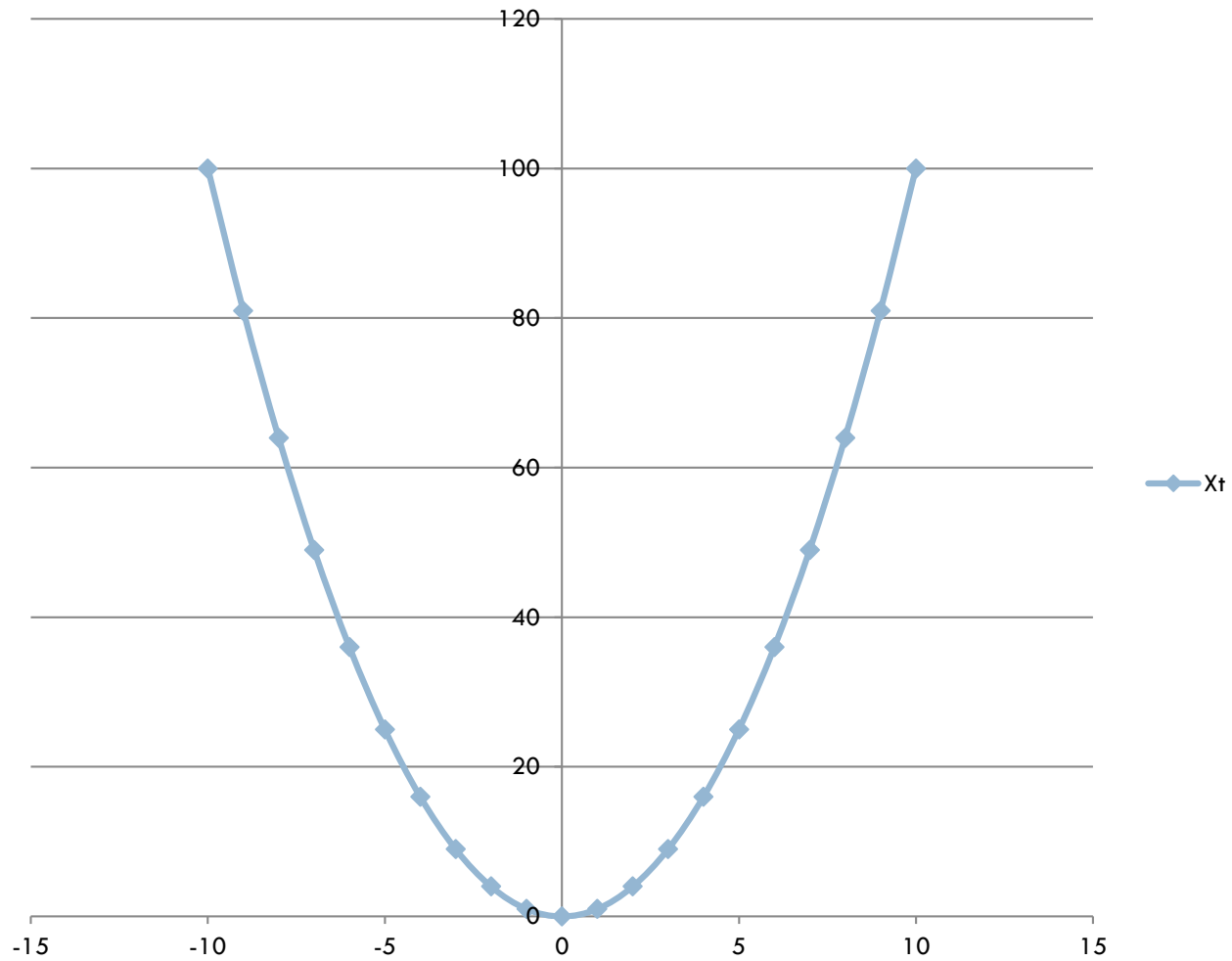
# $\text{Ln}(X)$



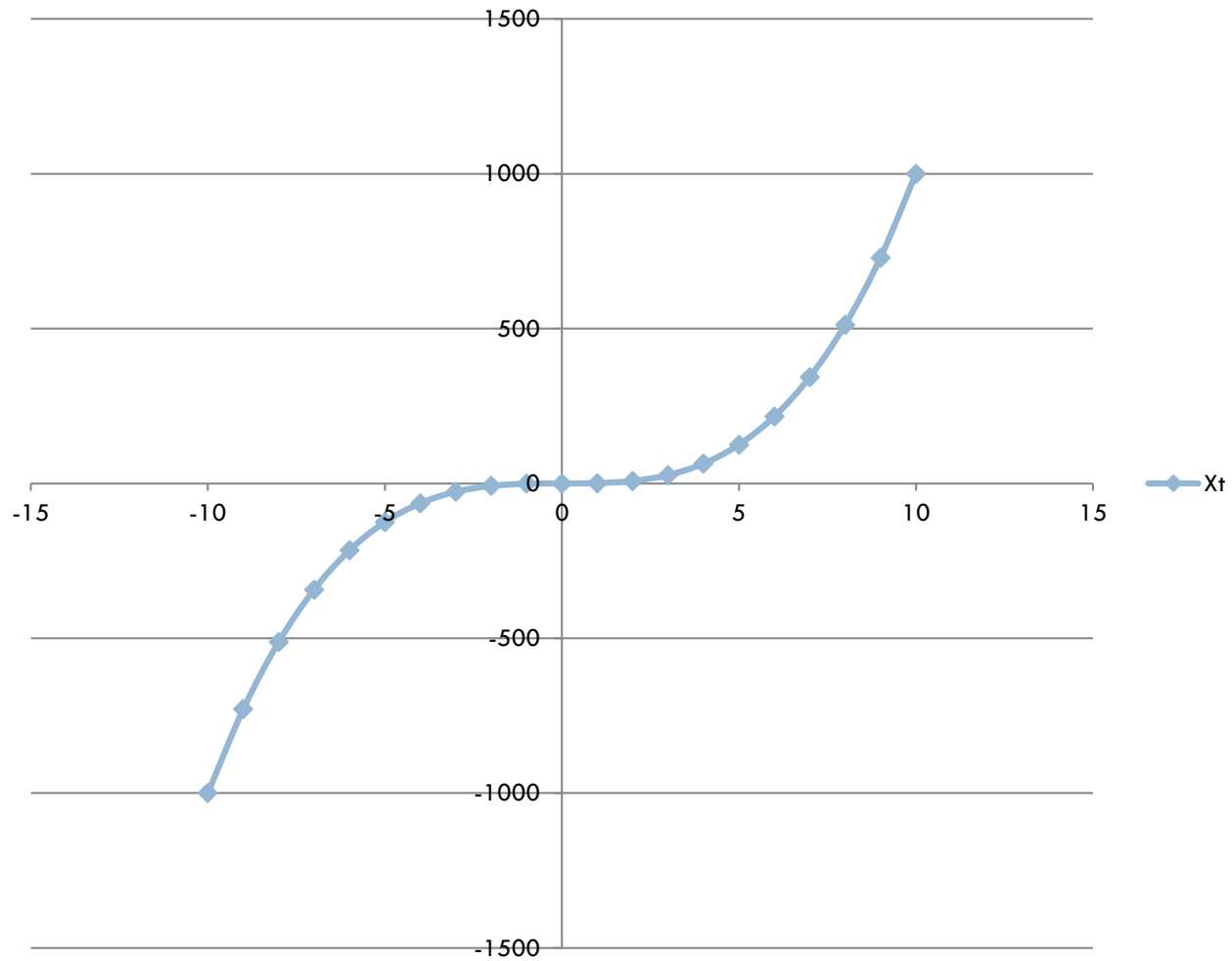
# Sqrt(X)



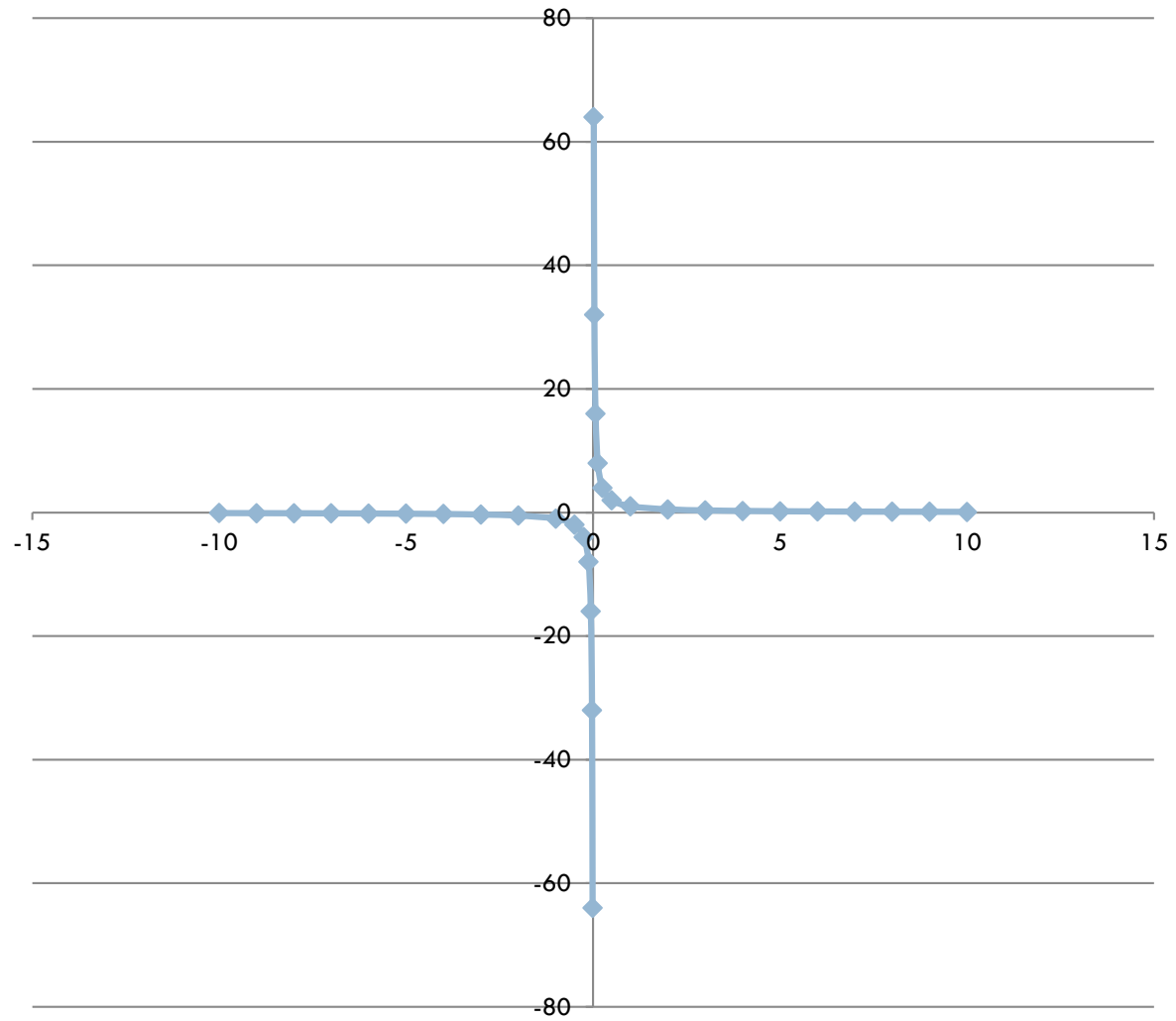
# $X^2$



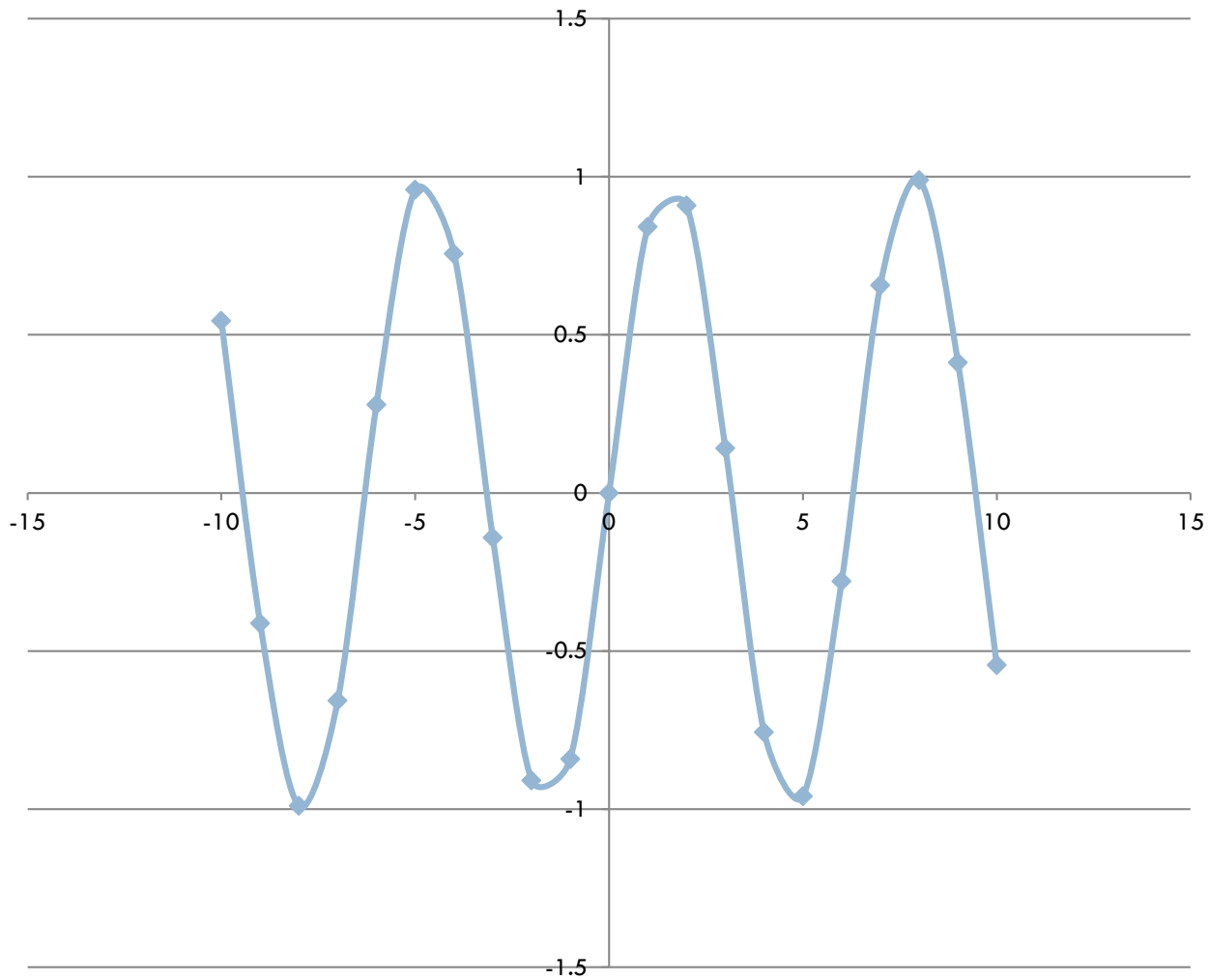
# $X^3$



# $1/X$



# Sin(X)



# Linear Regression

- Surprisingly flexible...
- But even without that
- It is blazing fast
- It is often more accurate than more complex models, particularly once you cross-validate
  - ▣ Caruana & Niculescu-Mizil (2006)
- It is feasible to understand your model (with the caveat that the second feature in your model is in the context of the first feature, and so on)

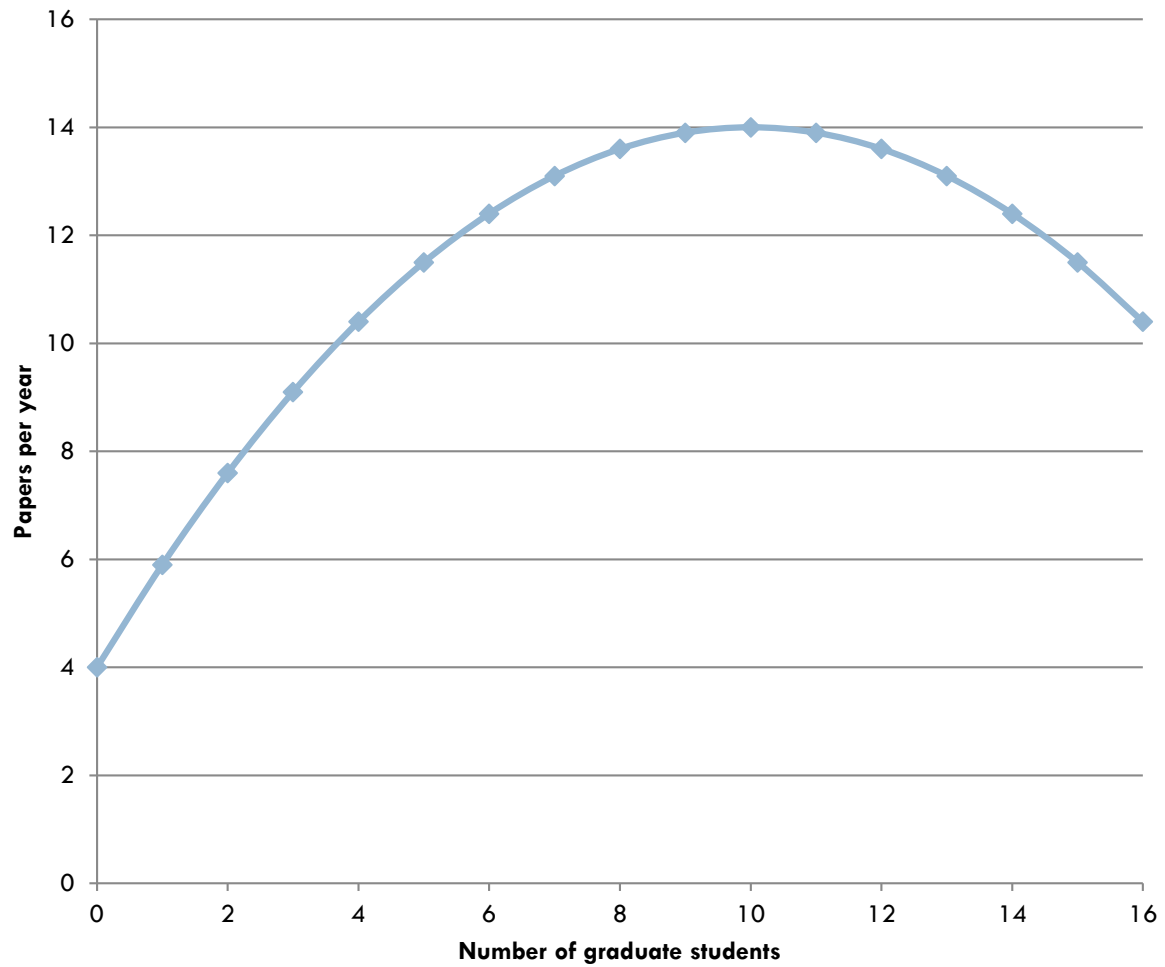
# Example of Caveat

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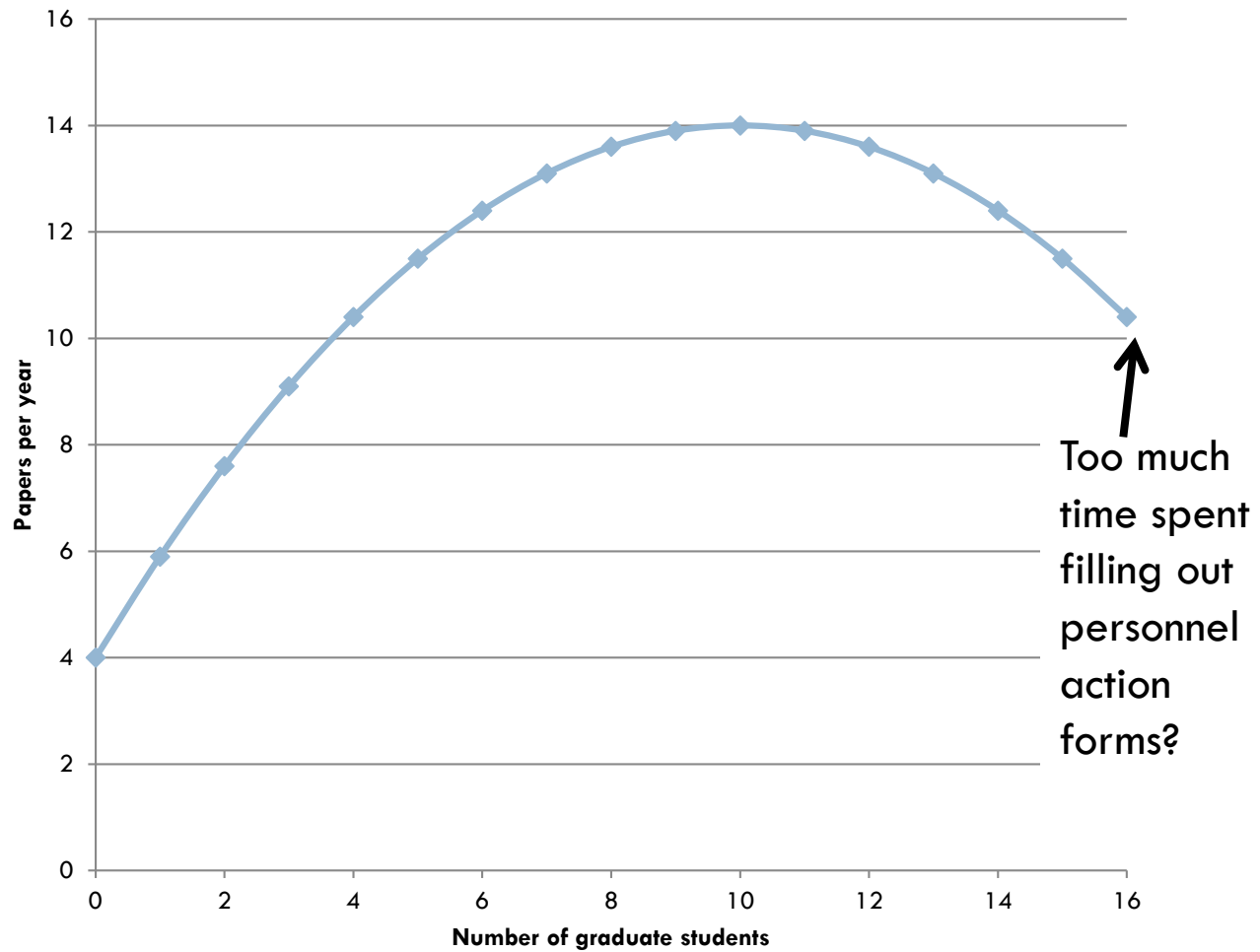
- Let's graph the relationship between number of graduate students and number of papers per year



# Data



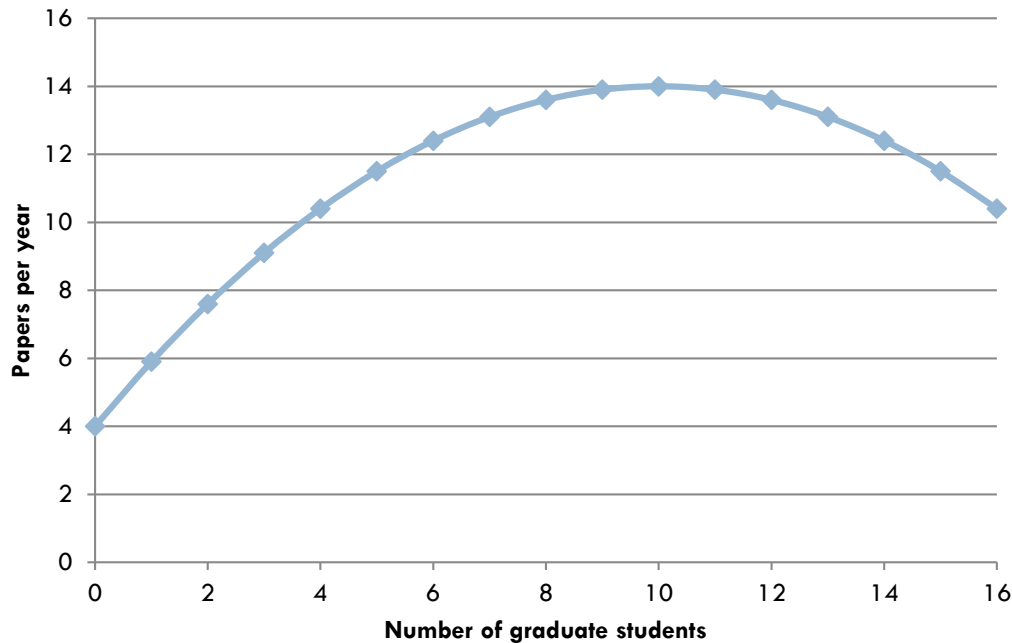
# Data



# Model

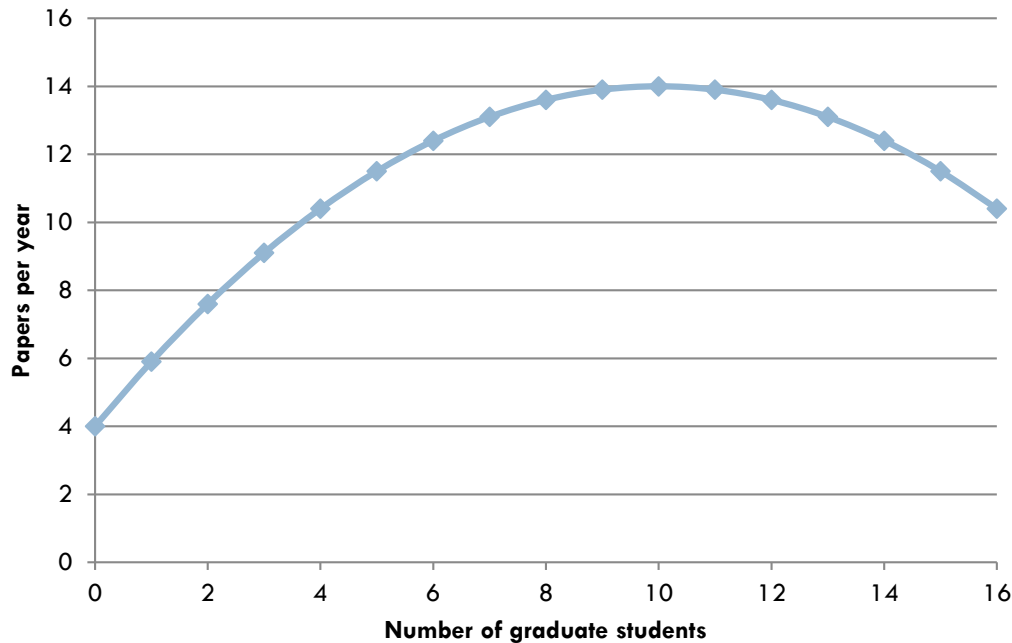
- Number of papers =  
4 +  
2 \* # of grad students  
- 0.1 \* (# of grad students)<sup>2</sup>
- But does that actually mean that  
(# of grad students)<sup>2</sup> is associated with less  
publication?
- No!

# Example of Caveat



- $(\# \text{ of grad students})^2$  is actually positively correlated with publications!
- $r=0.46$

# Example of Caveat



- The relationship is only in the negative direction when the number of graduate students is already in the model...

# Example of Caveat

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- So be careful when interpreting linear regression models (or almost any other type of model)

# Regression Trees



# Regression Trees (non-linear; RepTree)

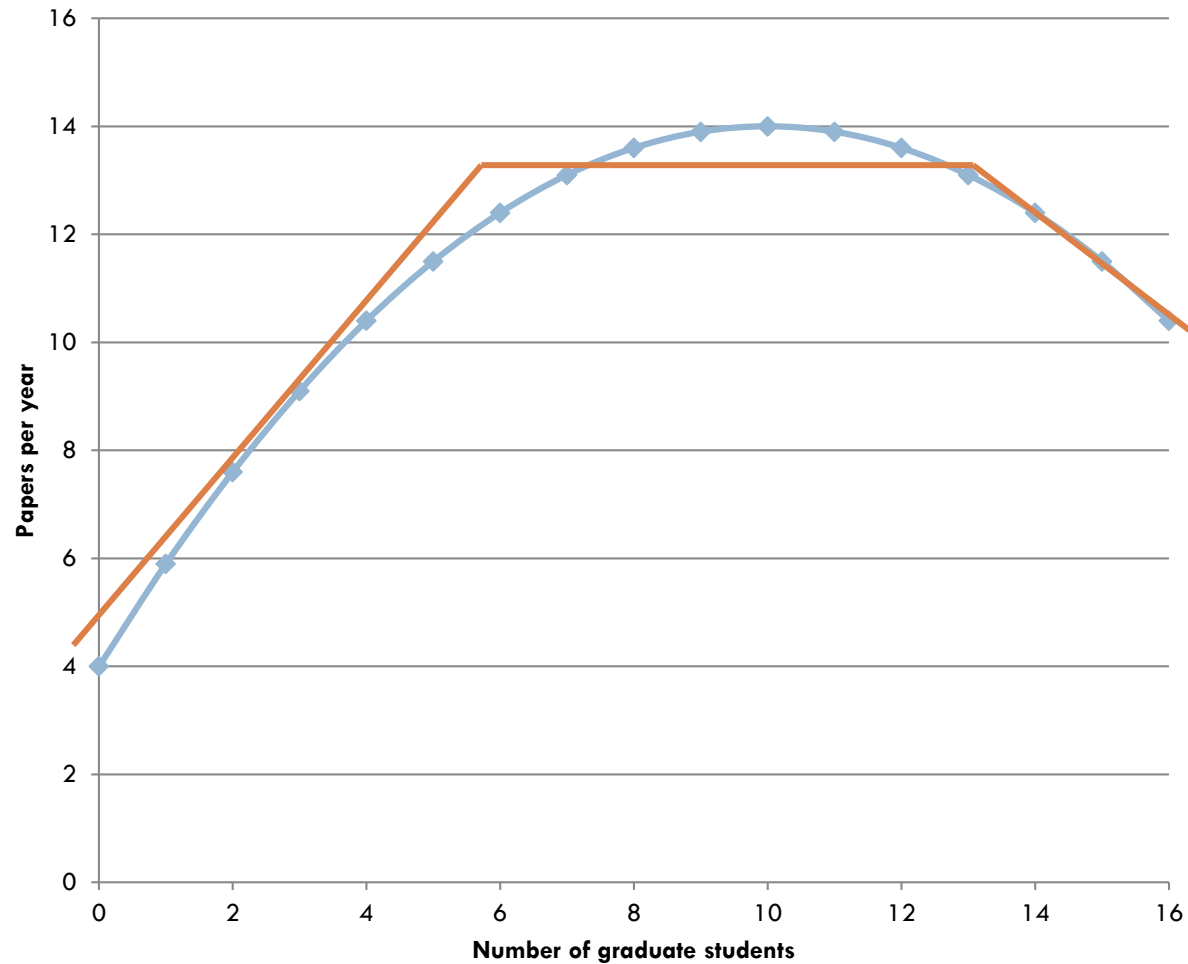
- If  $X > 3$ 
  - $Y = 2$
  - else If  $X < -7$ 
    - $Y = 4$
    - Else  $Y = 3$



# Linear Regression Trees (linear; M5')

- If  $X > 3$ 
  - $Y = 2A + 3B$
  - else If  $X < -7$ 
    - $Y = 2A - 3B$
    - Else  $Y = 2A + 0.5B + C$

# Linear Regression Tree



# Later Lectures



- Other regressors
- Goodness metrics for comparing regressors
- Validating regressors

# Next Lecture

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- Classifiers – another type of prediction model