

# CS 260: Foundations of Data Science

Prof. Thao Nguyen

Fall 2025



HAVERFORD  
COLLEGE

# Admin

- **Sit somewhere new**
- **Lab 2** grades & feedback posted on Moodle
- **Study guide & practice midterm** posted
- **Midterm 1 review:**
  - Tuesday and Wednesday

# THE KINSC SUMMER RESEARCH SYMPOSIUM

Saturday Sept. 27

Student talks, research posters,  
Research Q&A Session

To view full schedule of events and register to  
present or attend:

Or visit:  
[haverford.edu/kinsc](http://haverford.edu/kinsc)





Computer Science Department

# FALL FLING

SEPTEMBER 30

11:30 - 1:00

**Cope Field**

*(rain location Zubrow Commons)*

**LUNCH AND SNACKS!**

# Outline for today

- Evaluation Metrics
  - Confusion matrices
  - Precision and recall
  - ROC curves
- Introduction to probability

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# Goals of Evaluation

- Think about what metrics are important for the problem at hand
- Compare different methods or models on the same problem
- Common set of tools that other researchers/users can understand

# Training and Testing

(high-level idea)

- **Separate** data into “**train**” and “**test**”
  - $n$  = num training examples
  - $m$  = num testing examples
- **Fit** (create) the model using **training data**
  - e.g. sea\_ice\_1979-2012.csv
- **Evaluate** the model using **testing data**
  - e.g. sea\_ice\_2013-2020.csv



# Confusion Matrices

		Predicted class		
		Negative	Positive	
True class	Negative	True negative (TN)	False positive (FP) “false alarm”	N
	Positive	False negative (FN) “miss”	True positive (TP)	P
		N*	p*	

Precision:

$$TP/(FP+TP) = TP/P^*$$

# Confusion Matrices

		Predicted class		
		Negative	Positive	
True class	Negative	True negative (TN)	False positive (FP) “false alarm”	N
	Positive	False negative (FN) “miss”	True positive (TP)	P
		N*	p*	

Recall  
(True Positive Rate):

$$TP/(FN+TP) = TP/P$$

# Confusion Matrices

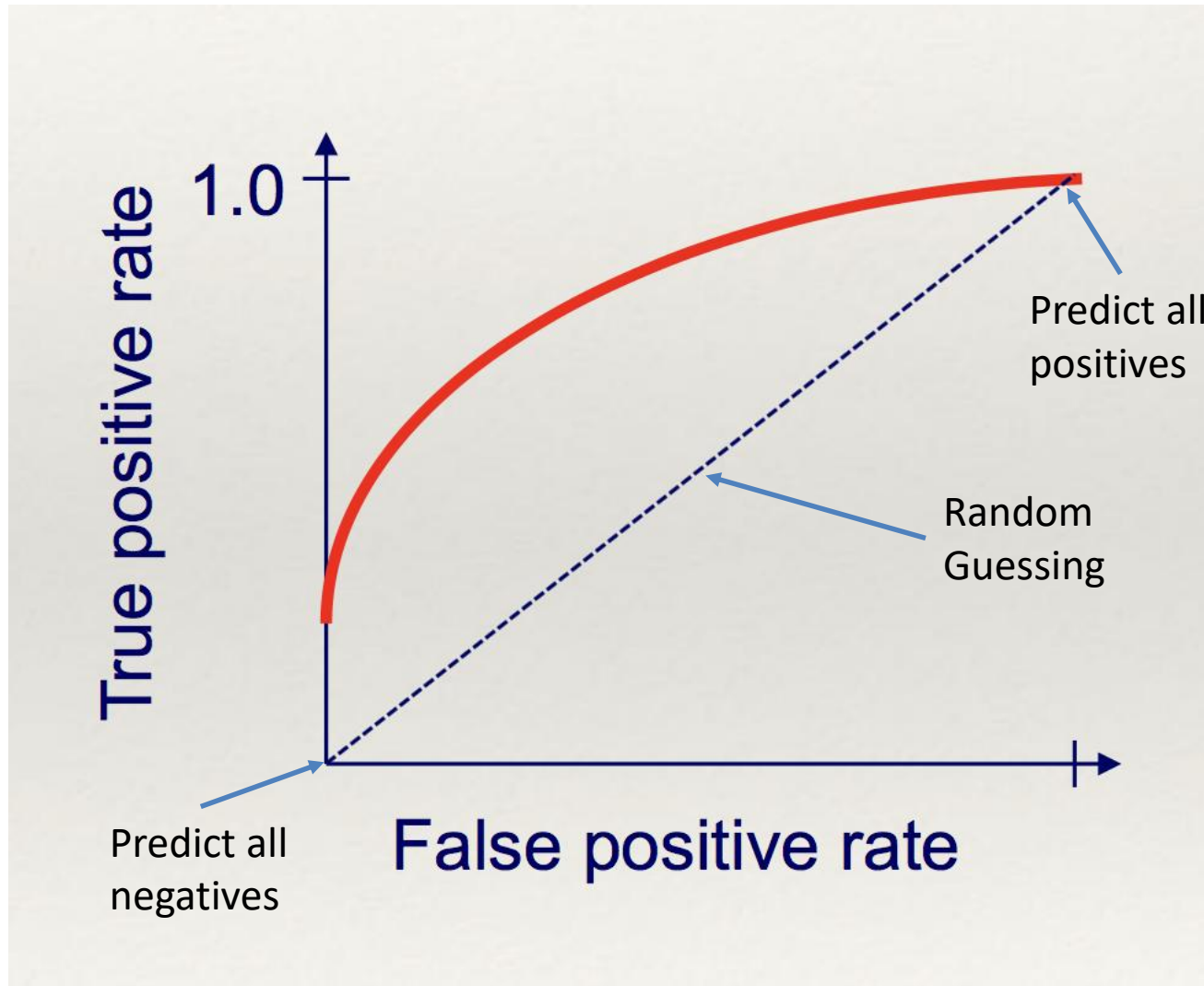
		Predicted class		
		Negative	Positive	
True class	Negative	True negative (TN)	False positive (FP) "false alarm"	N
	Positive	False negative (FN) "miss"	True positive (TP)	P
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False Positive Rate:

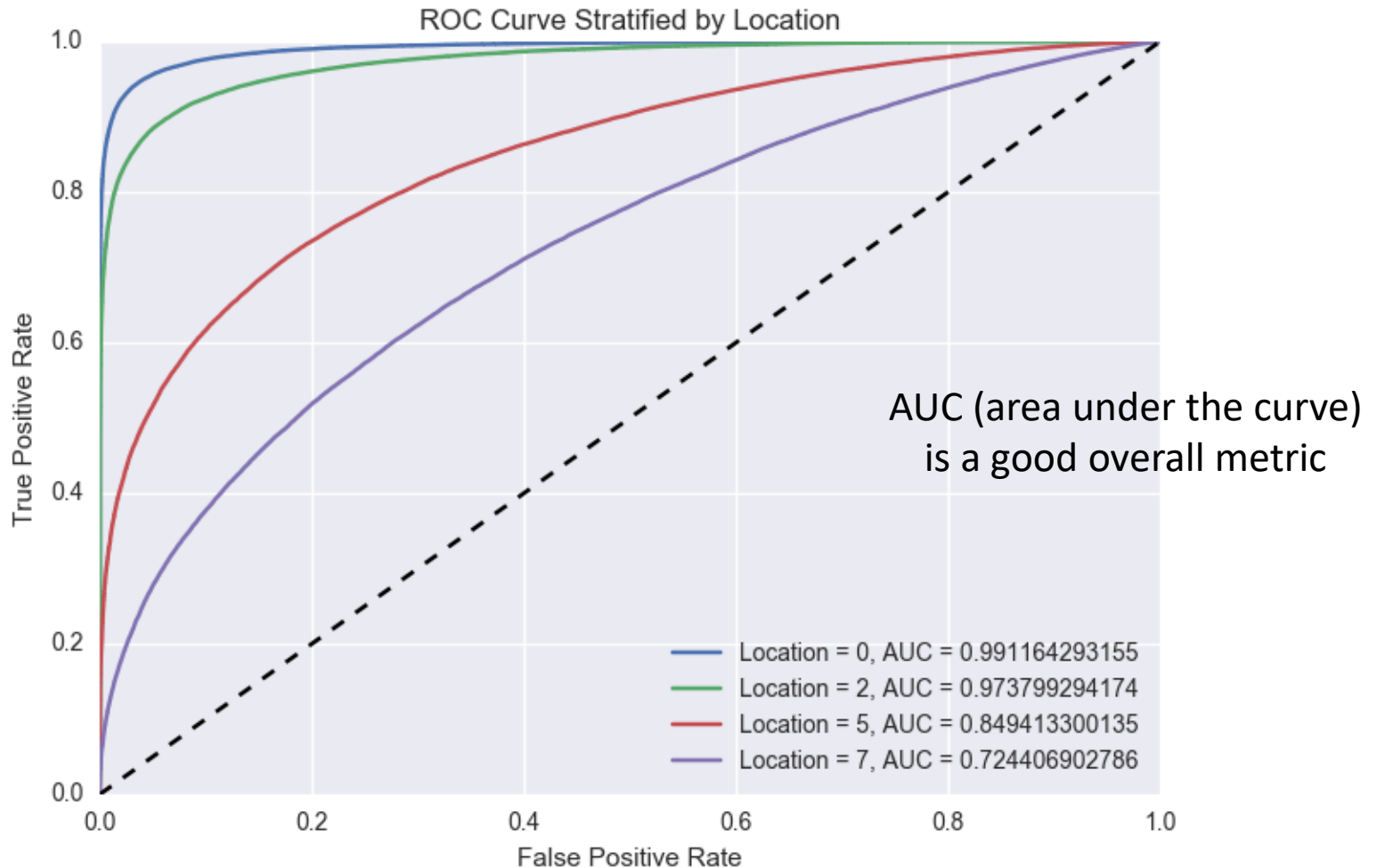
$$FP/(TN+FP) = FP/N$$

# ROC curve (Receiver Operating Characteristic)

More history here! [https://en.wikipedia.org/wiki/Receiver\\_operating\\_characteristic](https://en.wikipedia.org/wiki/Receiver_operating_characteristic)



# ROC curve example: comparing methods



Example of a ROC curve

*Chan, Perrone, Spence, Jenkins, Mathieson, Song*

# How to get an ROC curve for probabilistic methods?

- Usually we use 0.5 as a threshold for binary classification
- Vary the threshold! (i.e., choose 0, 0.1, 0.2,...)
  - $P(y=1 \mid x) \geq 0.2$   $\Rightarrow$  classify as 1 (positive)
  - $P(y=1 \mid x) < 0.2$   $\Rightarrow$  classify as 0 (negative)

# Handout 8

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Handout 8

	-	+	
-	77	3	$N = 80$
+	13	7	$P = 20$

$$N^* = 90 \quad P^* = 10$$

$$\text{precision} = \frac{7}{10}$$

$$\text{recall} = \frac{7}{20} = 0.35$$

$$\text{FPR} = \frac{3}{80}$$

"Y"

68	12
2	18

$P = 20$

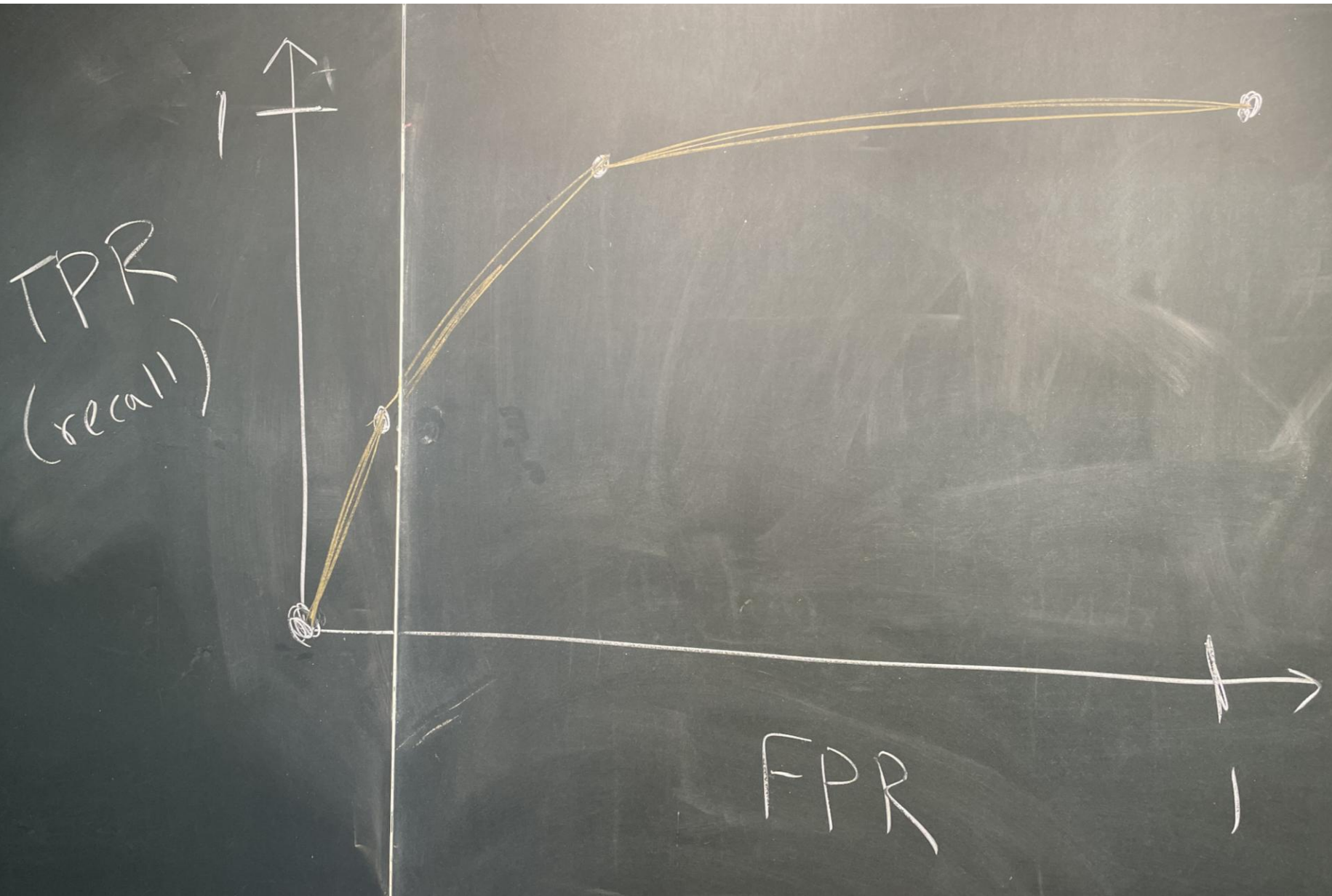
$$P^* = 30$$

$$\text{TPR} = 18/20 = 0.9$$

$$\text{FPR} = 12/80 = 0.15$$



# Handout 8



# Outline for today

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  - ROC curves
- Introduction to probability

# Intro to Probability

- The **probability** of an **event**  $e$  has a number of epistemological interpretations
- Assuming we have **data**, we can count the number of times  $e$  occurs in the dataset to estimate the probability of  $e$ ,  $P(e)$ .

$$P(e) = \frac{\text{count}(e)}{\text{count}(\text{all events})}.$$

- If we put all events in a bag, shake it up, and choose one at random (called **sampling**), how likely are we to get  $e$ ?

# Intro to Probability



- Suppose we flip a fair coin
- What is the probability of heads,  $P(e = H)$ ?

# Intro to Probability



- Suppose we flip a fair coin
- What is the probability of heads,  $P(e = H)$ ?
- We have "all" of two possibilities,  $e \in \{H, T\}$ .
- $$P(e = H) = \frac{\text{count}(H)}{\text{count}(H) + \text{count}(T)}$$

# Intro to Probability



- Suppose we have a fair 6-sided die.
- What's the probability of getting "1"?

# Intro to Probability



- Suppose we have a fair 6-sided die.
- What's the probability of getting "1"?

$$\frac{\textit{count}(s)}{\textit{count}(1) + \textit{count}(2) + \textit{count}(3) + \cdots + \textit{count}(6)} = \frac{1}{1 + 1 + 1 + 1 + 1 + 1} = \frac{1}{6}$$

# Intro to Probability



- What about a die with only three numbers  $\{1, 2, 3\}$ , each of which appears twice?
- What's the probability of getting "1"?



# Intro to Probability



- What about a die with only three numbers  $\{1, 2, 3\}$ , each of which appears twice?
- What's the probability of getting "1"?

$$P(e = 1) = \frac{\text{count}(1)}{\text{count}(1) + \text{count}(2) + \text{count}(3)} = \frac{2}{2 + 2 + 2} = \frac{1}{3}.$$

# Intro to Probability



- The set of all probabilities for an event  $e$  is called a **probability distribution**
- Each coin toss is an independent event (Bernoulli trial).

# Intro to Probability



- Which is greater,  $P(HHHHHH)$  or  $P(HHTHHH)$ ?

# Intro to Probability



- Which is greater,  $P(HHHHHH)$  or  $P(HHTHHH)$ ?
- Since the events are independent, they're equal

# Intro to Probability

## Probability Axioms

1. Probabilities of events must be no less than 0.  $P(e) \geq 0$  for all  $e$ .
2. The sum of all probabilities in a distribution must sum to 1. That is,  
 $P(e_1) + P(e_2) + \dots + P(e_n) = 1$ . Or, more succinctly,

$$\sum_{e \in E} P(e) = 1.$$

# Intro to Probability

## Joint Probability

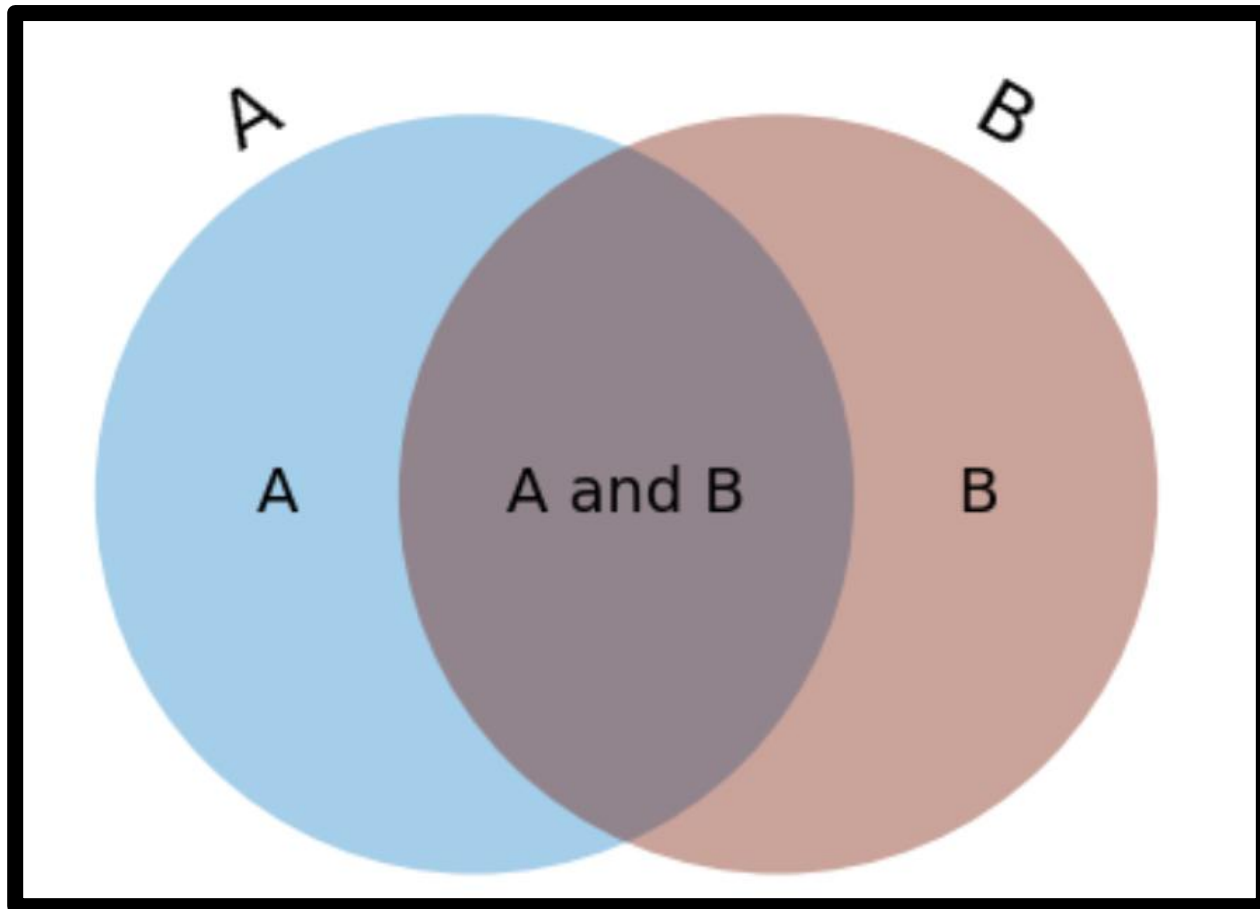
The probability that two independent events  $e_1$  and  $e_2$  *both* occur is given by their product.

$$P(e_1 \wedge e_2) = P(e_1 \cap e_2) = P(e_1)P(e_2) \text{ when } e_1 \cap e_2 = \emptyset$$

- Intuitively, think of every probability as a *scaling factor*.
- You can think of a probability as the fraction of the probability space occupied by an event  $e_1$ .
  - $P(e_1 \wedge e_2)$  is the fraction of  $e_1$ 's probability space wherein  $e_2$  also occurs.
  - So, if  $P(e_1) = \frac{1}{2}$  and  $P(e_2) = \frac{1}{3}$ , then  $P(e_2, e_1)$  is a third of a half of the probability space or  $\frac{1}{3} \times \frac{1}{2}$ .

# Intro to Probability

## Joint Probability



# Intro to Probability

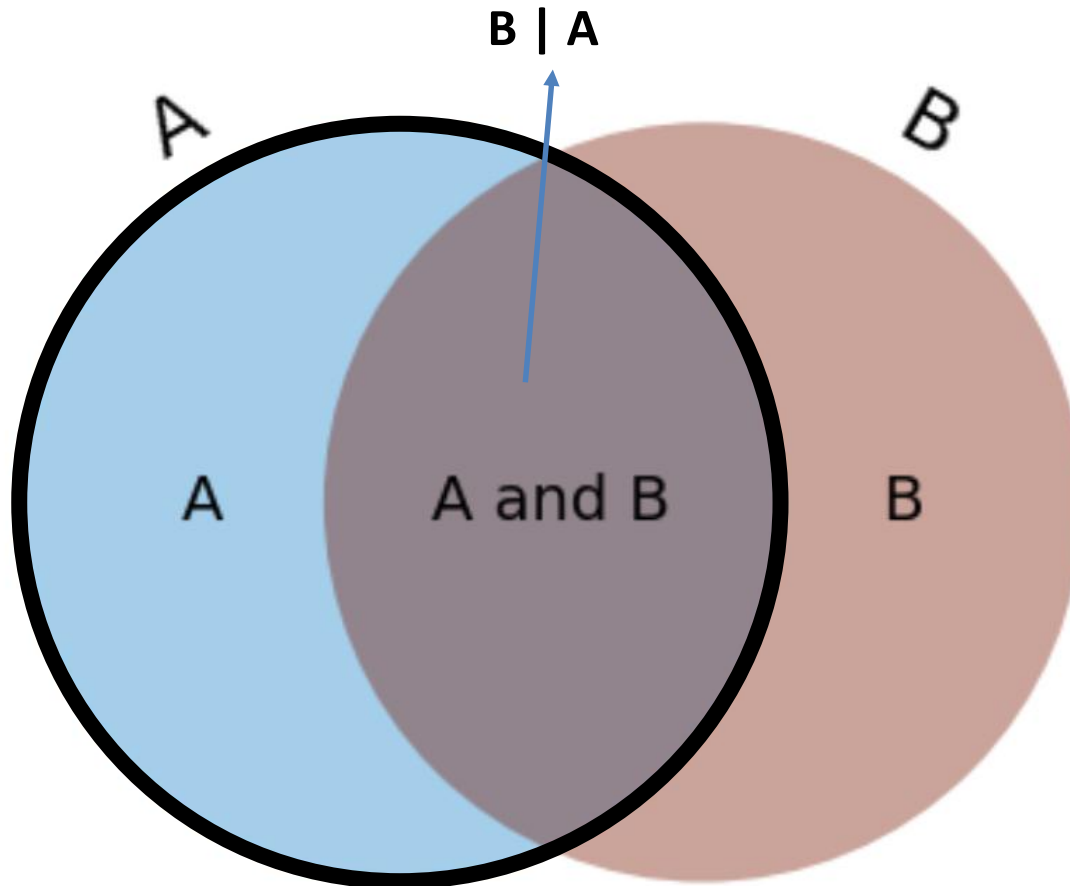
## Conditional Probability

- A **conditional probability** is the probability that one event occurs given that we take another for granted.
- The probability of  $e_2$  given  $e_1$  is  $P(e_2 \mid e_1)$ .
- This is the probability that  $e_2$  will occur given that we take for granted that  $e_1$  occurs.



# Intro to Probability

## Conditional Probability



# Intro to Probability

## Marginal Probability Distributions

Given a discrete joint probability distribution function  $P(X, Y)$ , how would we find  $P(X)$ ?

- "Marginalize out" the  $Y$  (sum over all  $y \in Y$ ).
- Discrete Case:  $p(x) = \sum_{y \in Y} P(x, y)$
- Continuous Case:  $p(x) = \int p(x, y) dy$

# Intro to Probability

## Marginal Probability Distributions

Example:  $P(u) = P(u, rain) + P(u, \overline{rain})$

