

Using and Improving Decision Trees in R

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Packages and References

There are a couple of standard decision tree packages, used by a couple of prominent modeling books:

- ▶ **tree**, *An Introduction to Statistical Learning* by James, Witten, Hastie, and Tibshirani
- ▶ **rpart**, *Applied Predictive Modeling* by Kuhn and Johnson

The visualizations supported by these packages are based on R's base graphics system. We are developing a script, `gridTree.R`, that leverages the more powerful graphics system of the **grid** package.

Today, we will focus on **tree** and `gridTree.R`.

tree: Fitting the data

Fitting is done with one call to `tree()`. `tree()` uses standard formula notation:

```
library(tree)

tree.iris <- tree(Species~., data=iris)
```

This works for both classification and regression trees.

Exploring the tree object: raw

```
tree.iris
```

```
## node), split, n, deviance, yval, (yprob)
```

```
##      * denotes terminal node
```

```
##
```

```
## 1) root 150 329.600 setosa ( 0.333333 0.333333 0.333333 )
```

```
## 2) Petal.Length < 2.45 50 0.000 setosa ( 1.000000 0.000000 0.000000 )
```

```
## 3) Petal.Length > 2.45 100 138.600 versicolor ( 0.000000 0.666667 0.333333 )
```

```
## 6) Petal.Width < 1.75 54 33.320 versicolor ( 0.000000 0.666667 0.333333 )
```

```
## 12) Petal.Length < 4.95 48 9.721 versicolor ( 0.000000 0.666667 0.333333 )
```

```
## 24) Sepal.Length < 5.15 5 5.004 versicolor ( 0.000000 0.666667 0.333333 )
```

```
## 25) Sepal.Length > 5.15 43 0.000 versicolor ( 0.000000 0.666667 0.333333 )
```

```
## 13) Petal.Length > 4.95 6 7.638 virginica ( 0.000000 0.000000 1.000000 )
```

```
## 7) Petal.Width > 1.75 46 9.635 virginica ( 0.000000 0.000000 1.000000 )
```

```
## 14) Petal.Length < 4.95 6 5.407 virginica ( 0.000000 0.000000 1.000000 )
```

```
## 15) Petal.Length > 4.95 40 0.000 virginica ( 0.000000 0.000000 1.000000 )
```

Exploring the tree object: str()

```
str(tree.iris, give.attr = F)
```

```
## List of 6
## $ frame : 'data.frame': 11 obs. of 6 variables:
## ..$ var : Factor w/ 5 levels "<leaf>","Sepal.Length",
## ..$ n : num [1:11] 150 50 100 54 48 5 43 6 46 6 ...
## ..$ dev : num [1:11] 329.58 0 138.63 33.32 9.72 ...
## ..$ yval : Factor w/ 3 levels "setosa","versicolor",
## ..$ splits: chr [1:11, 1:2] "<2.45" "" "<1.75" "<4.95"
## ..$ yprob : num [1:11, 1:3] 0.333 1 0 0 0 ...
## $ where : Named int [1:150] 2 2 2 2 2 2 2 2 2 2 ...
## $ terms :Classes 'terms', 'formula' language Species
## $ call : language tree(formula = Species ~ ., data =
## $ y : Factor w/ 3 levels "setosa","versicolor",...
## $ weights: num [1:150] 1 1 1 1 1 1 1 1 1 1 ...
```

Exploring the tree object: \$frame

```
str(tree.iris$frame)
```

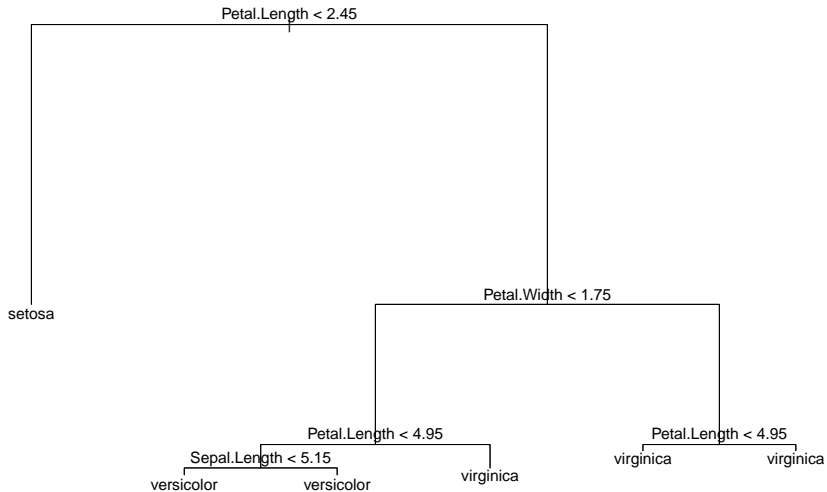
```
## 'data.frame':    11 obs. of  6 variables:
## $ var      : Factor w/ 5 levels "<leaf>","Sepal.Length",...
## $ n        : num  150 50 100 54 48 5 43 6 46 6 ...
## $ dev      : num  329.58 0 138.63 33.32 9.72 ...
## $ yval     : Factor w/ 3 levels "setosa","versicolor",...
## $ splits: chr [1:11, 1:2] "<2.45" "" "<1.75" "<4.95" ...
## ..- attr(*, "dimnames")=List of 2
## .. ..$ : NULL
## .. ..$ : chr  "cutleft" "cutright"
## $ yprob : num [1:11, 1:3] 0.333 1 0 0 0 ...
## ..- attr(*, "dimnames")=List of 2
## .. ..$ : NULL
## .. ..$ : chr  "setosa" "versicolor" "virginica"
```

tree: Plotting the results

Plotting is straightforward, thanks to methods that **tree** provides for `plot()` and `text()` for objects of class `tree`.

```
# Calls to inspect the tree methods  
# methods(plot)  
# getS3method("plot", "tree")  
# methods(text)  
# getS3method("text", "tree")  
  
# Two calls to render everything (results on next slide)  
# plot(tree.iris)  
# text(tree.iris)
```

A tree plot of iris



Opportunities for improvement: orientation

Decision trees are traditionally drawn top-down. This has a couple of disadvantages:

- ▶ The major axis of text is horizontal rather than vertical, so overlap is inevitable.
- ▶ Labeling the branching criteria ($< x$, $> y$) usually involves dropping one label, which is ambiguous, or spreading labels out, which is inefficient.

Creating a left-right oriented decision tree would be generally easier to read.

Opportunities for improvement: color encoding

Traditional decision trees make use of almost no data-encoding visual attributes.

For example, nodes could be color-encoded to represent:

- Classifications, as a redundancy to direct labelling, or in place of it
- Diagnostic measures, such as node purity. Keep in mind this is effective for rough distinctions only.

A very brief introduction to **grid**

- ▶ **grid** is a powerful graphics package that underlies **ggplot2** and **lattice** graphics
- ▶ **grid** can be used to modify these graphics or create entirely new ones
- ▶ Part of **grid**'s power comes from trees of *viewport* objects

For more detail, see *R Graphics* by Paul Murrell (the creator of **grid**).

A very brief introduction to viewports

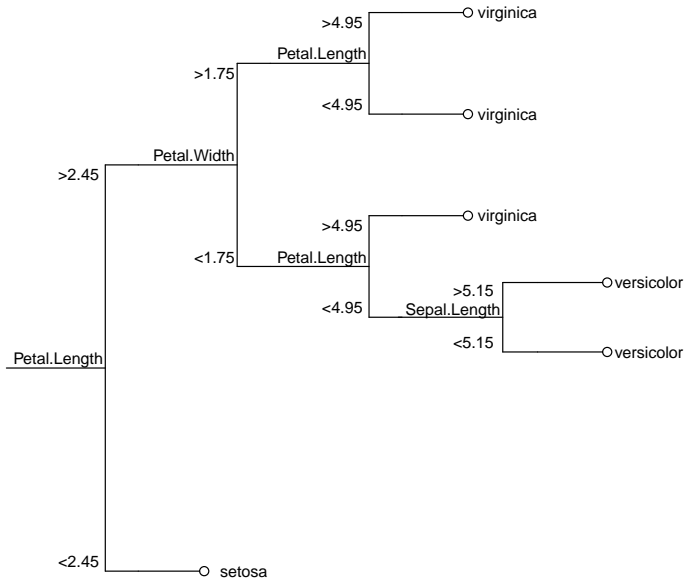
- ▶ A viewport is a rectangular drawing region
- ▶ Viewports have a *geometric context* (coordinate systems, size) and a *graphical context* (graphical parameters like fontsize and colors)
- ▶ Viewports have a special coordinate system known as *normalized parent coordinates* (npc) with (0,0) at the lower left corner and (1,1) in the upper right corner
- ▶ Viewports can have children that inherit their properties

Plotting with gridTree

gridTree.R takes advantage of the fact that both decision trees and viewports have a tree structure:

- ▶ `grid.tree()` accepts an object of class `tree`, extracts the data frame, and calls `grid.grow()` for the first tree node
- ▶ `grid.grow()` draws a part of the tree by calling `grid.branch()` for a split or `grid.leaf()` for a terminal node
- ▶ `grid.grow()` recursively calls itself for the children of the current node
- ▶ The process naturally terminates when there are no more nodes

A gridTree rendering of iris



Desirable features of the gridTree

- ▶ Can be easily read left-to-right
- ▶ No overlap of text with the tree
- ▶ Variables and their bounds are closely grouped and aligned
- ▶ Terminal nodes can be color-coded with supporting data

Future work on gridTree

- ▶ Implementation of colored nodes
- ▶ Checks and evasions for colliding branches
- ▶ Checks and evasions for colliding text
- ▶ Implementation of graphical objects (grobs)

Repository on github:

<https://github.com/mohrsignal/gridTree>

Email mohrsignal@gmail.com with questions.

Thanks for your time and attention!