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	Degree_Type	Field	Average_Grade	Job_Outcome	£ 2 UG, SULMU, 903
0	Undergraduate	Science	89	Employed	,
1	Undergraduate	Arts	92	Unemployed	
2	Postgraduate	Science	95	Employed	J5 80WS
3	PhD	Science	85	Employed	15 100
4	Postgraduate	Arts	98	Unemployed	
5	PhD	Arts	90	Employed	L, 1.5 dawn
6	Undergraduate	Science	88	Unemployed	
7	Postgraduate	Arts	93	Employed	
8	Undergraduate	Arts	94	Unemployed	
9	PhD	Science	86	Employed	+D3 CHS [CART]
10	Undergraduate	Arts	91	Unemployed	
11	Postgraduate	Arts	96	Employed	J
12	PhD	Science	87	Employed	S Fleoring J
13	Undergraduate	Science	90	Unemployed	

Employed

Postgraduate

Science

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Skleam 2

Given training vectors $x_i \in \mathbb{R}^n$, i=1,..., I and a label vector $y \in \mathbb{R}^l$, a decision tree recursively partitions the feature space such that the samples with the same labels or similar target values are grouped together.

Let the data at node m be represented by Q_m with n_m samples. For each candidate split $\theta = (j, \underline{t_m})$ consisting of a feature j and threshold t_m , partition the data into $Q_m^{left}(\theta)$ and $Q_m^{right}(\theta)$ subsets

$$\begin{aligned} Q_m^{left}(\theta) &= \{(x,y) | x_j \leq t_m \} \\ Q_m^{right}(\theta) &= Q_m \setminus Q_m^{left}(\theta) \end{aligned}$$

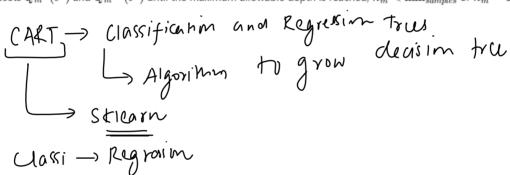
The quality of a candidate split of node m is then computed using an impurity function or loss function H(), the choice of which depends on the task being solved (classification or regression)

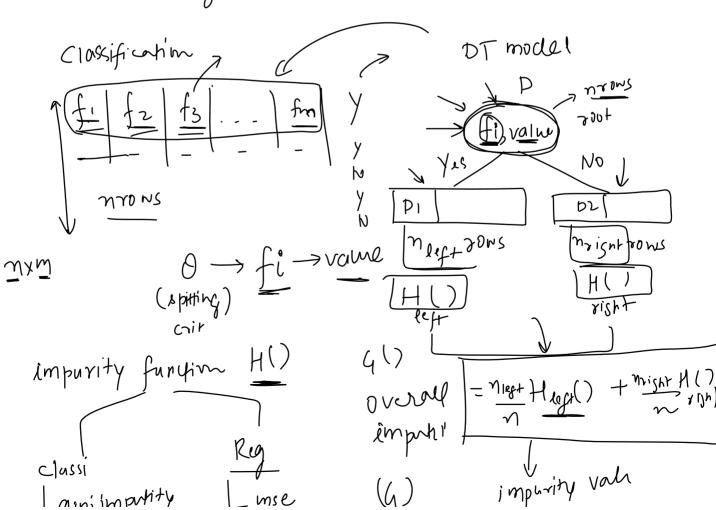
$$G(Q_m, \theta) = \underbrace{\frac{n_m^{left}}{n_m}}_{m} H(\underline{Q_m^{left}}(\theta)) + \underbrace{\frac{n_m^{right}}{n_m}}_{m} H(\underline{Q_m^{right}}(\theta))$$

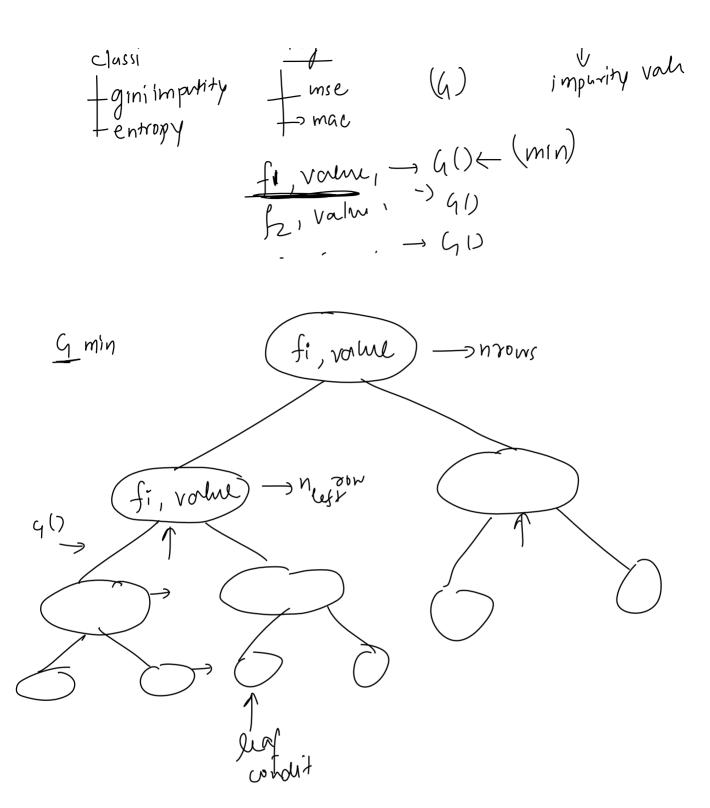
Select the parameters that minimises the impurity

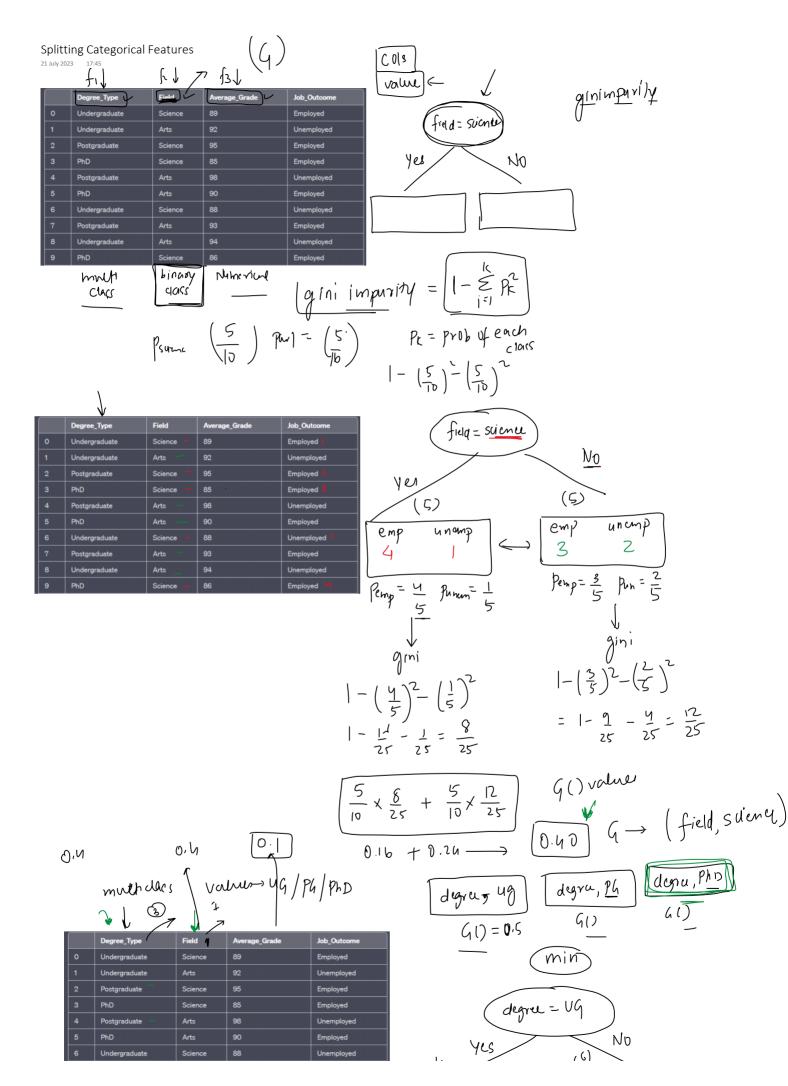
$$\widehat{\theta^*} = \operatorname{argmin}_{\theta} G(Q_m, \theta)$$

Recurse for subsets $Q_m^{left}(\theta^*)$ and $Q_m^{right}(\theta^*)$ until the maximum allowable depth is reached, $n_m < \min_{samples}$ or $n_m = 1$.

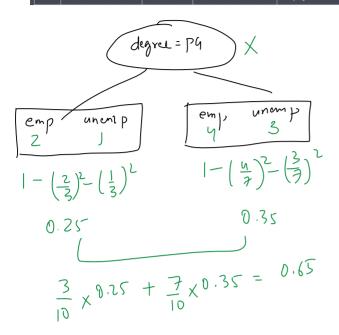


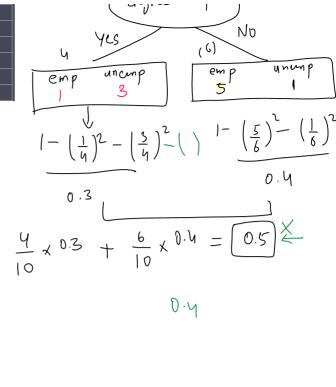






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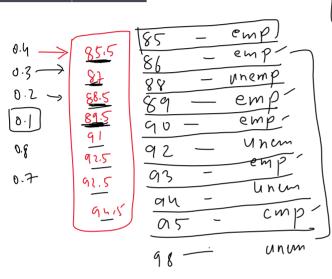


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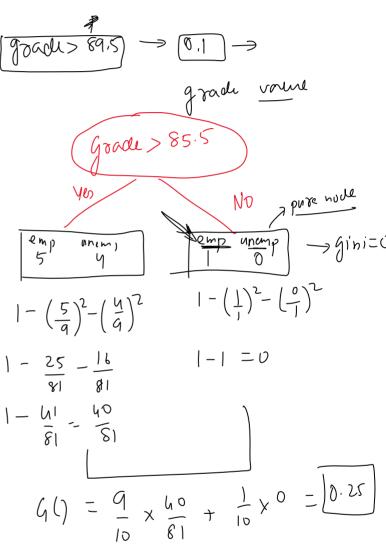
Splitting Numerical Features

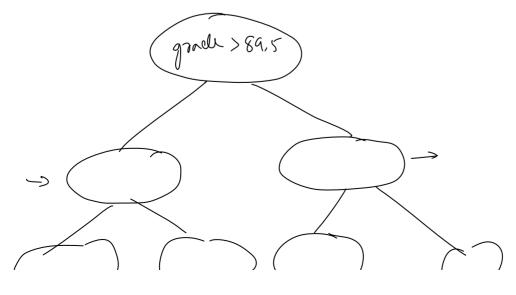
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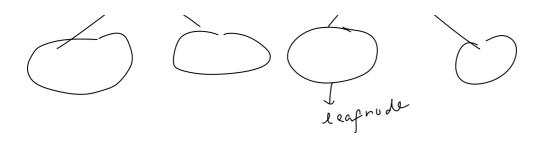
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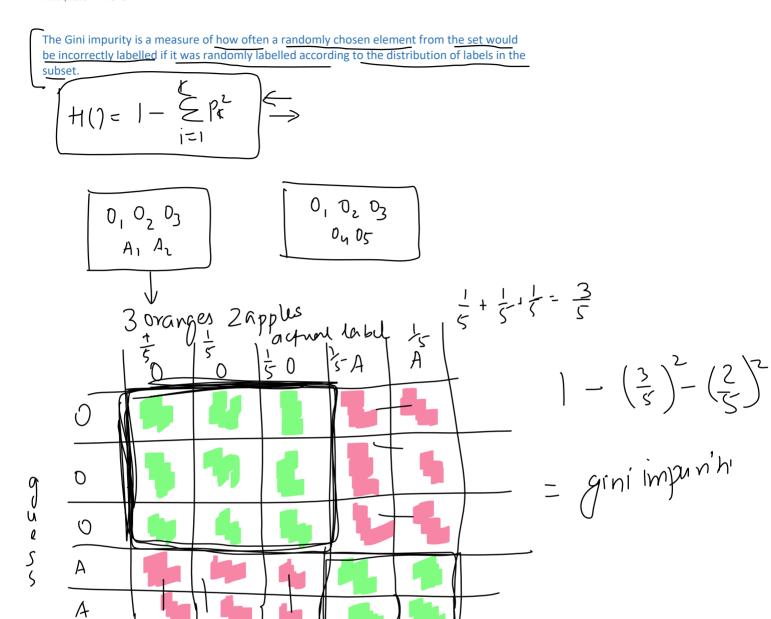


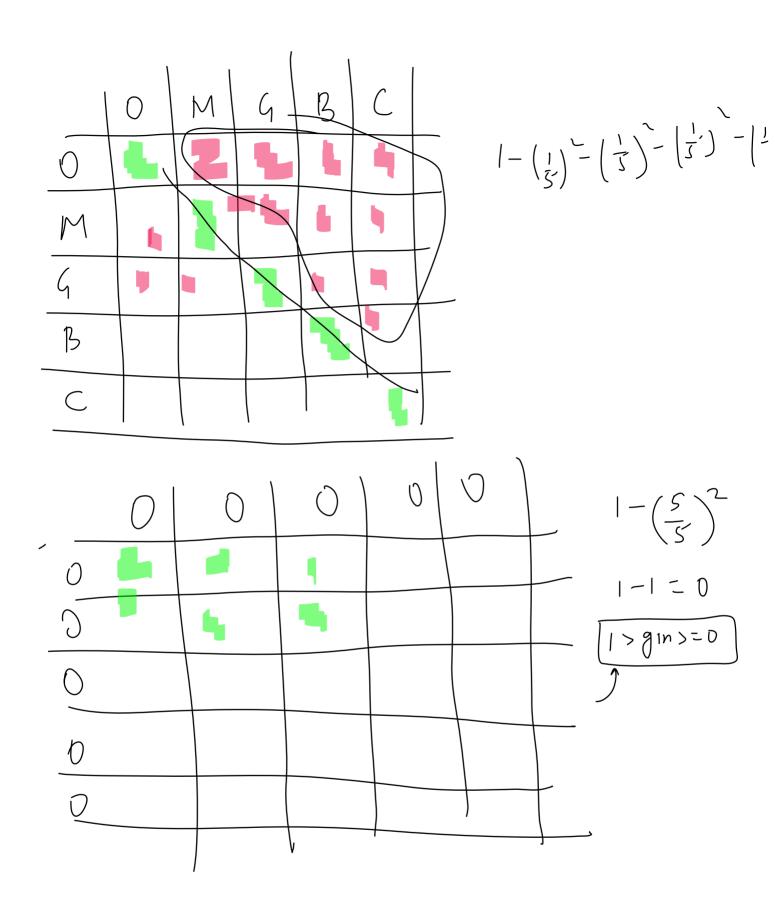
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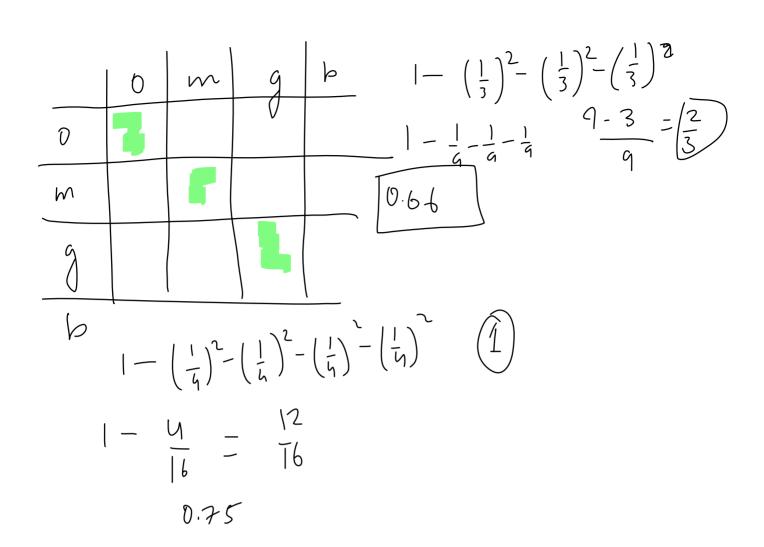


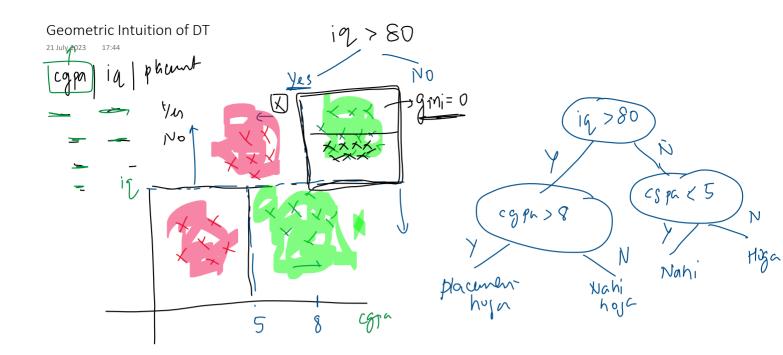






0 - professed





Code

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The CART Algorithm - Regression

	Subject	Grade_Level	Hours_Studied	Test_Score
0	Math	Freshman	4	59
1	Physics	Freshman	1	82
2	Physics	Freshman	4	81
3	Math	Junior	6	60
4	Physics	Sophomore Junior Junior	1	73
5	Physics		3	85
6	Physics		4	61
7	Physics	Freshman	9	78

Code

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Advantages and Disadvantages

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Advantages

- Simple to understand and to interpret. Trees can be visualized.
- Requires little data preparation. Other techniques often require data normalization, dummy variables need to be created and blank values to be removed. Note however that this module does not support missing values.
- The cost of using the tree (i.e., predicting data) is logarithmic in the number of data points used to train the tree.
- Able to handle both numerical and categorical data.
- Can work on non-linear datasets

Disadvantages

- Decision-tree learners can create over-complex trees that do not generalize the data well. This is called overfitting. Mechanisms such as pruning, setting the minimum number of samples required at a leaf node or setting the maximum depth of the tree are necessary to avoid this problem.
- Decision trees can be unstable because small variations in the data might result in a completely different tree being generated. This problem is mitigated by using decision trees within an ensemble.
- Predictions of decision trees are neither smooth nor continuous, but piecewise constant approximations as seen in the above figure. Therefore, they are not good at extrapolation.
- Decision tree learners create biased trees if some classes dominate. It is therefore recommended to balance the dataset prior to fitting with the decision tree.
- Predictions of decision trees are neither smooth nor continuous, but piecewise constant approximations as seen in the above figure. Therefore, they are not good at extrapolation.

