Data Mining: Concepts and Techniques

(3rd ed.)

Jiawei Han, Micheline Kamber, and Jian Pei
University of Illinois at Urbana-Champaign &
Simon Fraser University
© 2011 Han, Kamber & Pei. All rights reserved.

Classification: Basic Concepts

Classification: Basic Concepts



- Decision Tree Induction
- Bayes Classification Methods
- Model Evaluation and Selection
- Techniques to Improve Classification Accuracy:
 Ensemble Methods
- Summary

Supervised vs. Unsupervised Learning

- Supervised learning (classification)
 - Supervision: The training data (observations, measurements, etc.) are accompanied by labels indicating the class of the observations
 - New data is classified based on the training set
- Unsupervised learning (clustering)
 - The class labels of training data is unknown
 - Given a set of measurements, observations, etc. with the aim of establishing the existence of classes or clusters in the data

Prediction Problems: Classification vs. Numeric Prediction

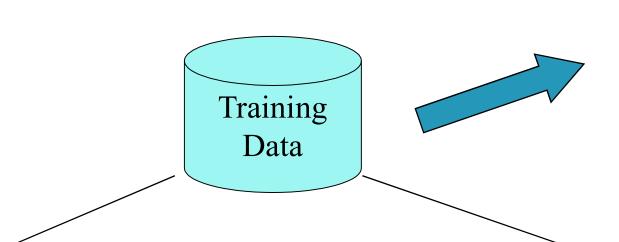
Classification

- predicts categorical class labels (discrete or nominal)
- classifies data (constructs a model) based on the training set and the values (class labels) in a classifying attribute and uses it in classifying new data
- ✓ Numeric Prediction (Regression) already discussed
 - models continuous-valued functions, i.e., predicts unknown or missing values
- Typical applications
 - Credit/loan approval:
 - Medical diagnosis: if a tumor is cancerous or benign
 - Fraud detection: if a transaction is fraudulent
 - Web page categorization: which category it is

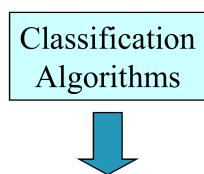
Classification—A Two-Step Process

- Model construction: describing a set of predetermined classes
 - Each tuple/sample is assumed to belong to a predefined class, as determined by the class label attribute
 - The set of tuples used for model construction is training set
 - The model is represented as classification rules, decision trees, or mathematical formulae
- Model usage: for classifying future or unknown objects
 - Estimate accuracy of the model
 - The known label of test sample is compared with the classified result from the model
 - Accuracy rate is the percentage of test set samples that are correctly classified by the model
 - Test set is independent of training set (otherwise overfitting)
 - If the accuracy is acceptable, use the model to classify new data
- Note: If the test set is used to select models, it is called validation (test) set

Process (1): Model Construction



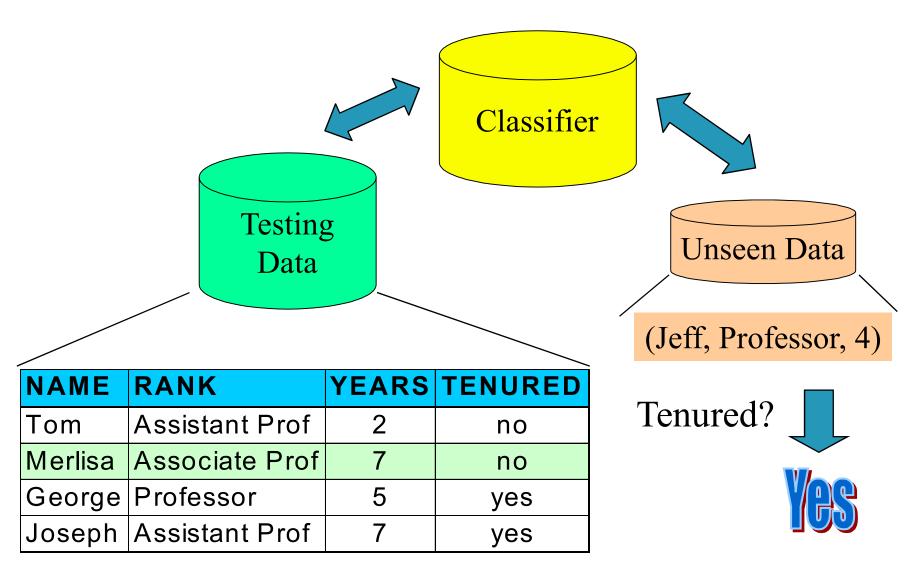
NAME	RANK	YEARS	TENURED
Mike	Assistant Prof	3	no
Mary	Assistant Prof	7	yes
Bill	Professor	2	yes
Jim	Associate Prof	7	yes
Dave	Assistant Prof	6	no
Anne	Associate Prof	3	no



Classifier (Model)

IF rank = 'professor'
OR years > 6
THEN tenured = 'yes'

Process (2): Using the Model in Prediction



Chapter 8. Classification: Basic Concepts

- Classification: Basic Concepts
- Decision Tree Induction



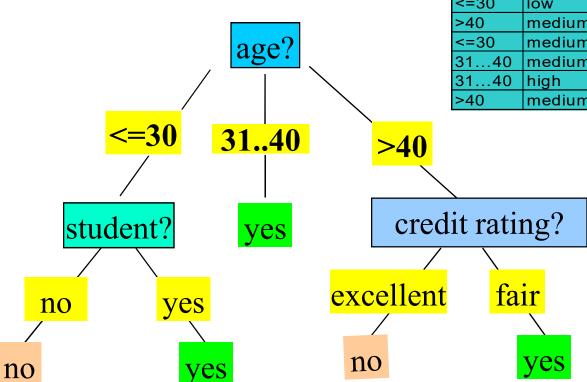
- Bayes Classification Methods
- Model Evaluation and Selection
- Techniques to Improve Classification Accuracy:
 Ensemble Methods
- Summary

Let's Play



Decision Tree Induction: An Example

- Training data set:Buys_computer
- □ The data set follows an example of Quinlan's ID3
- □ Resulting tree:



age	income	student	credit_rating	buys_computer
<=30	high	no	fair	no
<=30	high	no	excellent	no
3140	high	no	fair	yes
>40	medium	no	fair	yes
>40	low	yes	fair	yes
>40	low	yes	excellent	no
3140	low	yes	excellent	yes
<=30	medium	no	fair	no
<=30	low	yes	fair	yes
>40	medium	yes	fair	yes
<=30	medium	yes	excellent	yes
3140	medium	no	excellent	yes
3140	high	yes	fair	yes
>40	medium	no	excellent	no

Algorithm for Decision Tree Induction

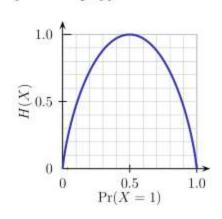
- Basic algorithm (a greedy algorithm)
 - Tree is constructed in a top-down recursive divide-andconquer manner
 - At start, all the training examples are at the root
 - Attributes are categorical (if continuous-valued, they are discretized in advance)
 - Examples are partitioned recursively based on selected attributes
 - Test attributes are selected on the basis of a heuristic or statistical measure (e.g., information gain)
- Conditions for stopping partitioning
 - All samples for a given node belong to the same class
 - There are no remaining attributes for further partitioning majority voting is employed for classifying the leaf
 - There are no samples left

Brief Review of Entropy

- Entropy (Information Theory)
 - A measure of uncertainty associated with a random variable
 - Calculation: For a discrete random variable Y taking m distinct values $\{y_1, \dots, y_m\}$,

•
$$H(Y) = -\sum_{i=1}^{m} p_i \log(p_i)$$
, where $p_i = P(Y = y_i)$

- Interpretation:
 - Higher entropy => higher uncertainty
 - Lower entropy => lower uncertainty
- Conditional Entropy
 - $H(Y|X) = \sum_{x} p(x)H(Y|X=x)$



m = 2

Attribute Selection Measure: Information Gain (ID3/C4.5)

- Select the attribute with the highest information gain
- Let p_i be the probability that an arbitrary tuple in D belongs to class C_i , estimated by $|C_{i,D}|/|D|$
- Expected information (entropy) needed to classify a tuple in D:

$$Info(D) = -\sum_{i=1}^{m} p_{i} \log_{2}(p_{i})$$

■ Information needed (after using A to split $D^{i=1}$ into v partitions) to classify D: $\underline{v} \mid D$

$$Info_A(D) = \sum_{j=1}^{\nu} \frac{|D_j|}{|D|} \times Info(D_j)$$

Information gained by branching on attribute A

$$Gain(A) = Info(D) - Info_A(D)$$

Buys_computer data

	age	income	student	credit_rating	buys_computer
1	<=30	high	no	fair	no
2	<=30	high	no	excellent	no
3	3140	high	no	fair	yes
4	>40	medium	no	fair	yes
5	>40	low	yes	fair	yes
6	>40	low	yes	excellent	no
7	3140	low	yes	excellent	yes
8	<=30	medium	no	fair	no
9	<=30	low	yes	fair	yes
10	>40	medium	yes	fair	yes
11	<=30	medium	yes	excellent	yes
12	3140	medium	no	excellent	yes
13	3140	high	yes	fair	yes
14	>40	medium	no	excellent	no

- Class P: buys_computer = "yes"
- Class N: buys_computer = "no"

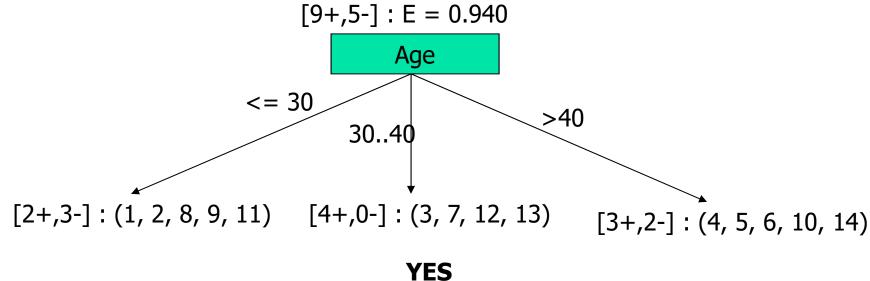
$$Info(D) = I(9,5) = -\frac{9}{14}\log_2(\frac{9}{14}) - \frac{5}{14}\log_2(\frac{5}{14}) = 0.940$$

The Buys_Computer Example

Info_{age} (D) =
$$\frac{5}{14}I(2,3) + \frac{4}{14}I(4,0)$$

+ $\frac{5}{14}I(3,2) = 0.694$

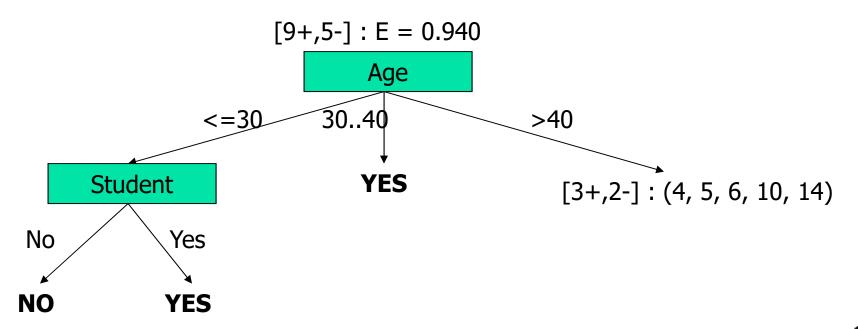
$$Gain(age) = Info(D) - Info_{age}(D) = 0.246$$



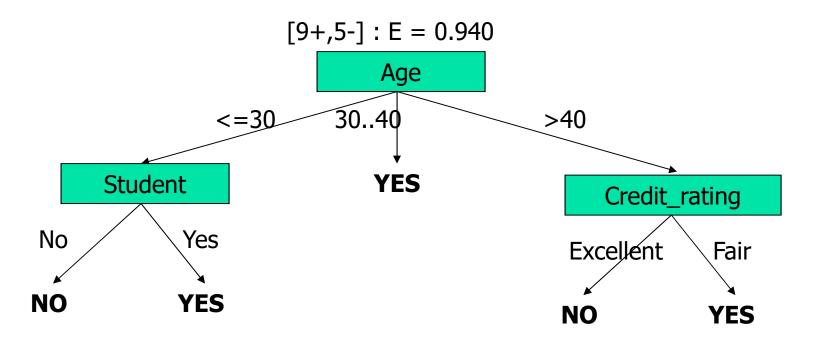
- Similarly, compute the Gain for the other attributes, i.e. Student, Income and Credit_rating.
- Best Attribute for root?
 - Gain(Age) = 0.246
 - Gain(Student) = ?
 - Gain(Credit_rating) = ?
 - Gain(Income) = ?

- Similarly, compute the Gain for the other attributes, i.e. Student, Income and Credit_rating.
- Best Attribute for root?
 - Gain(Age) = 0.246
 - Gain(Student) = 0.151
 - Gain(Credit_rating) = 0.048
 - *Gain*(*Income*) = 0.029

- Best Attribute for sub-tree Age<=30?</p>
 - Gain(Student) = 0.971
 - Gain(Credit_rating) = 0.020
 - *Gain*(*Income*) = 0.571

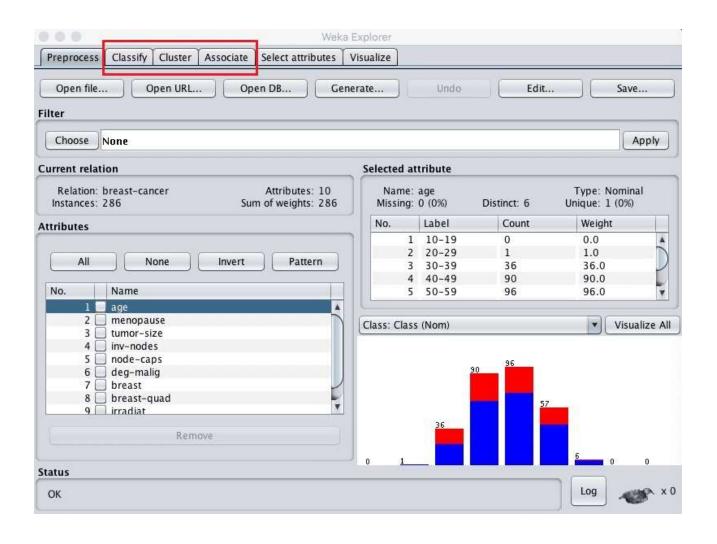


- Best Attribute for sub-tree Age>40?
 - Gain(D, Student) = 0.020
 - Gain(D, Credit_rating) = 0.971
 - *Gain(D, Income)* = 0.020



Weka Data Mining Tool

■ Let's try: classification tab → J48



Computing Information-Gain for Continuous-Valued Attributes

- Let attribute A be a continuous-valued attribute
- Must determine the best split point for A
 - Sort the value A in increasing order
 - Typically, the midpoint between each pair of adjacent values is considered as a possible split point
 - $(a_i+a_{i+1})/2$ is the midpoint between the values of a_i and a_{i+1}
 - The point with the minimum expected information requirement for A is selected as the split-point for A
- Split:
 - D1 is the set of tuples in D satisfying A ≤ split-point, and D2 is the set of tuples in D satisfying A > split-point

Dealing with Continuous Attributes

 Entropy only needs to be evaluated between points of different classes

Income (\$k)	7.5	8.3	8.9	10.7	12	13.2	15.4	21	24.7
Class	no	no	no	yes	yes	yes	yes	no	no

Gain Ratio for Attribute Selection (C4.5)

- Information gain measure is biased towards attributes with a large number of values
- C4.5 (a successor of ID3) uses gain ratio to overcome the problem (normalization to information gain)

$$SplitInfo_A(D) = -\sum_{j=1}^{\nu} \frac{|D_j|}{|D|} \times \log_2(\frac{|D_j|}{|D|})$$

- GainRatio(A) = Gain(A)/SplitInfo(A)
- $\text{Ex. } SplitInfo_{income}(D) = -\frac{4}{14} \times \log_2 \left(\frac{4}{14}\right) \frac{6}{14} \times \log_2 \left(\frac{6}{14}\right) \frac{4}{14} \times \log_2 \left(\frac{4}{14}\right) = 1.557.$
 - gain_ratio(income) = 0.029/1.557 = 0.019
- The attribute with the maximum gain ratio is selected as the splitting attribute

Comparing Attribute Selection Measures

The two measures, in general, return good results but

Information gain

biased towards multivalued attributes

Gain ratio:

 tends to prefer unbalanced splits in which one partition is much smaller than the others

Overfitting and Tree Pruning

- Overfitting: An induced tree may overfit the training data
 - Too many branches, some may reflect anomalies due to noise or outliers
 - Poor accuracy for unseen samples
- Two approaches to avoid overfitting
 - Prepruning: Halt tree construction early
 - Do not split a node if this would result in the goodness measure falling below a threshold
 - Difficult to choose an appropriate threshold
 - <u>Postpruning</u>: Remove branches from a "fully grown" tree get a sequence of progressively pruned trees
 - Use a set of data different from the training data to decide which is the "best pruned tree"

Enhancements to Basic Decision Tree Induction

Allow for continuous-valued attributes

 Dynamically define new discrete-valued attributes that partition the continuous attribute value into a discrete set of intervals

Handle missing attribute values

- Assign the most common value of the attribute
- Assign probability to each of the possible values

Attribute construction

- Create new attributes based on existing ones that are sparsely represented
- This reduces fragmentation, repetition, and replication

Classification in Large Databases

- Classification—a classical problem extensively studied by statisticians and machine learning researchers
- Scalability: Classifying data sets with millions of examples and hundreds of attributes with reasonable speed
- Why is decision tree induction popular?
 - relatively faster learning speed (than other classification methods)
 - convertible to simple and easy to understand classification rules
 - comparable classification accuracy with other methods

BOAT (Bootstrapped Optimistic Algorithm for Tree Construction)

- Use a statistical technique called bootstrapping to create several smaller samples (subsets), each fits in memory
- Each subset is used to create a tree, resulting in several trees
- These trees are examined and used to construct a new tree T'
 - It turns out that T' is very close to the tree that would be generated using the whole data set together