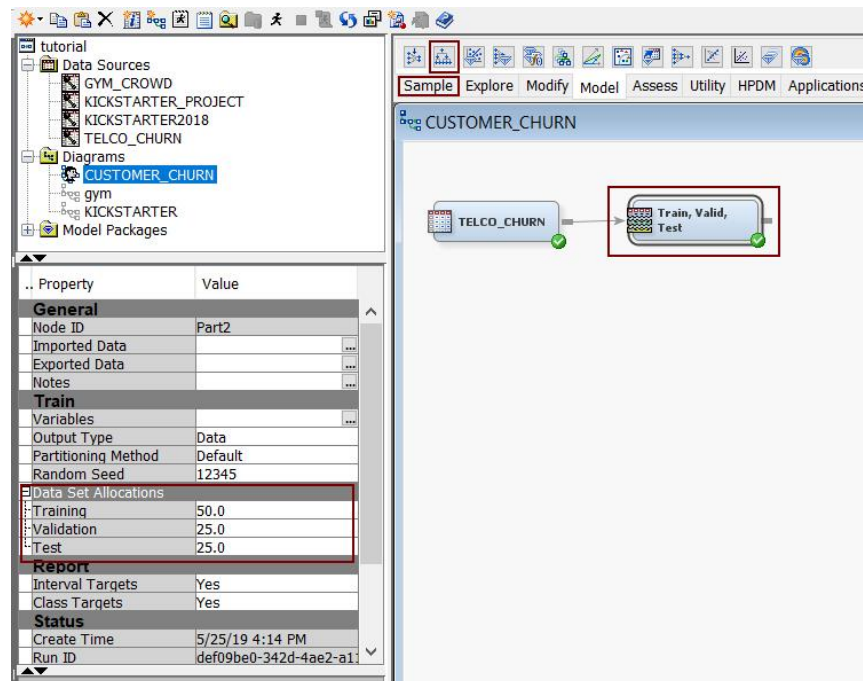


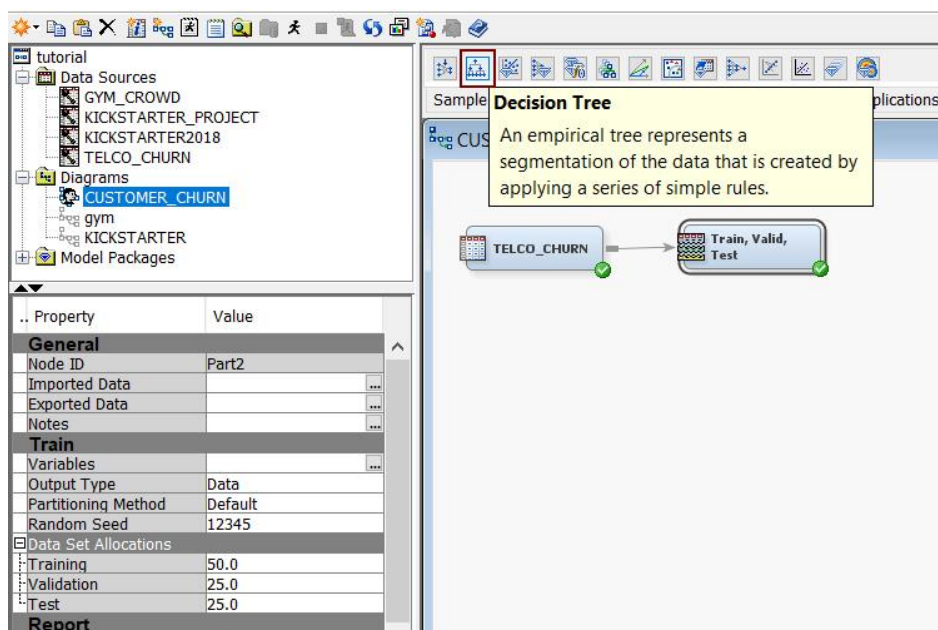
DECISION TREE

1. For the decision tree, you should partition the data into a train (50%), validation (25%) and test (25%) datasets: **SAMPLE → DATA SET ALLOCATIONS**

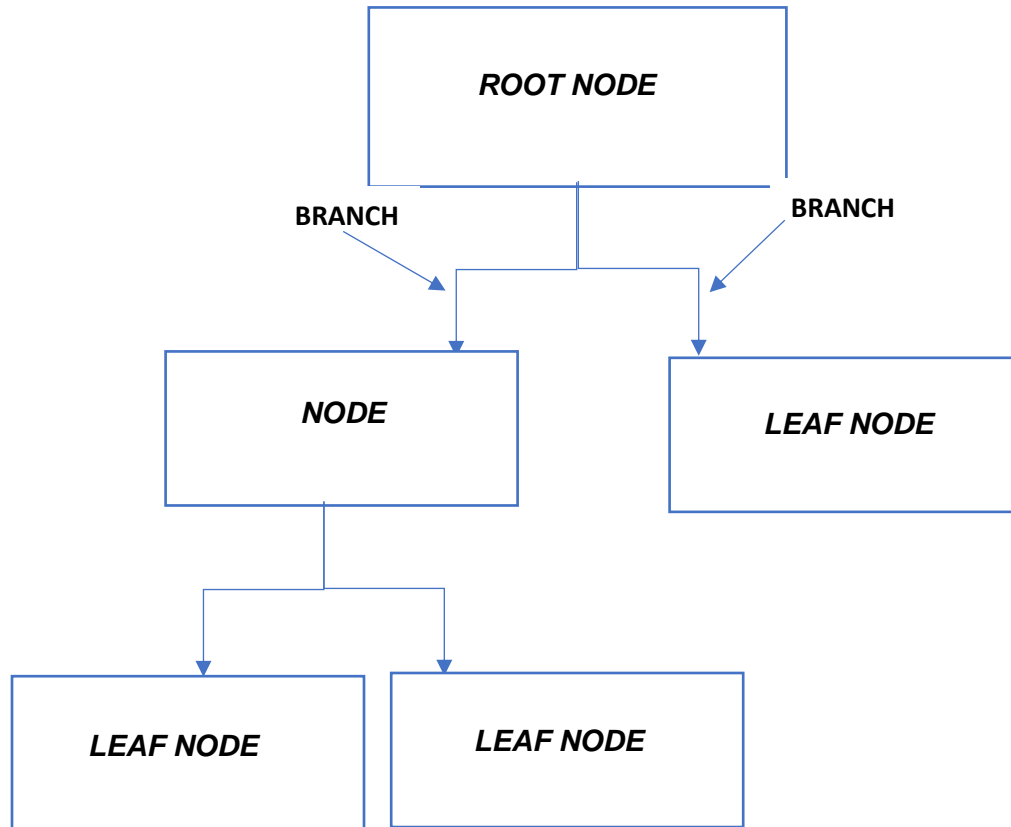
DRAG-AND-DROP THE DATASET → SAMPLE → DRAG-AND-DROP DATA PARTITION → DATA SET ALLOCATIONS → TRAIN: 50%, VALIDATION: 25%, TEST: 25% → MODEL → DRAG-AND-DROP DECISION TREE → MAKE ADJUSTMENTS → RUN



2. **MODEL → DECISION TREE** (attach it to the partition node)



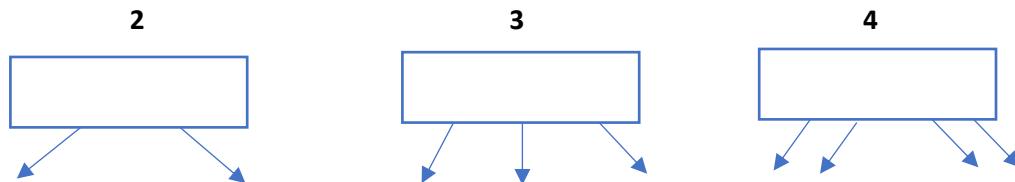
3. Tree structure



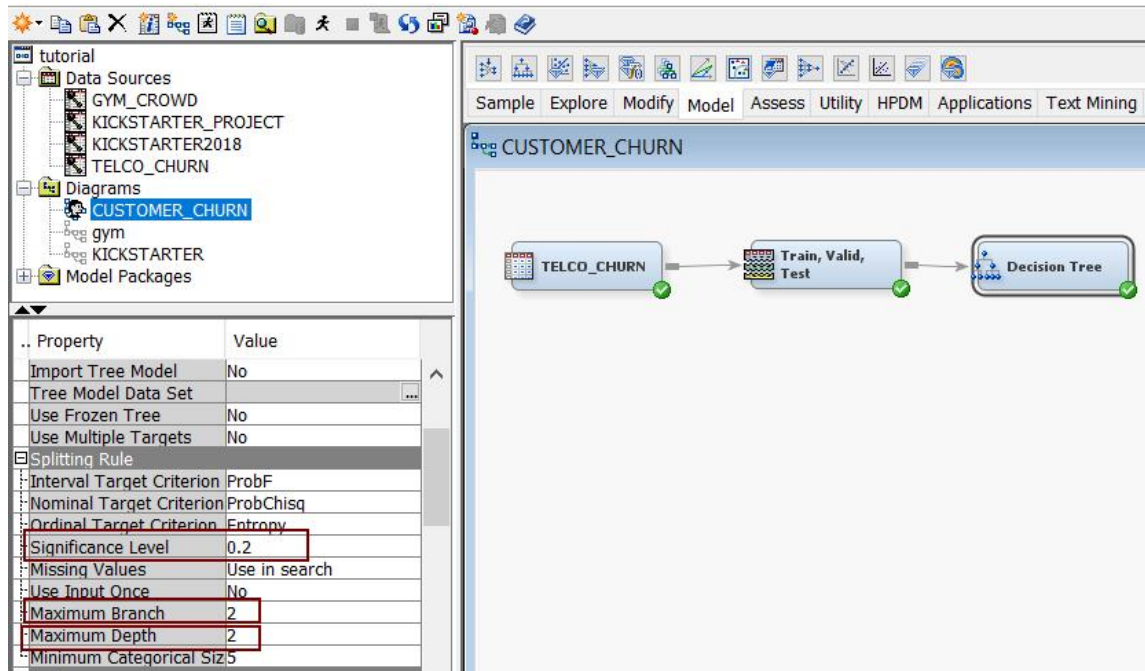
4. Splitting rule.

Here you can assign the following:

- **Significance level** (default = 0.2)
- **Maximum branch** – how many branches each node will have:

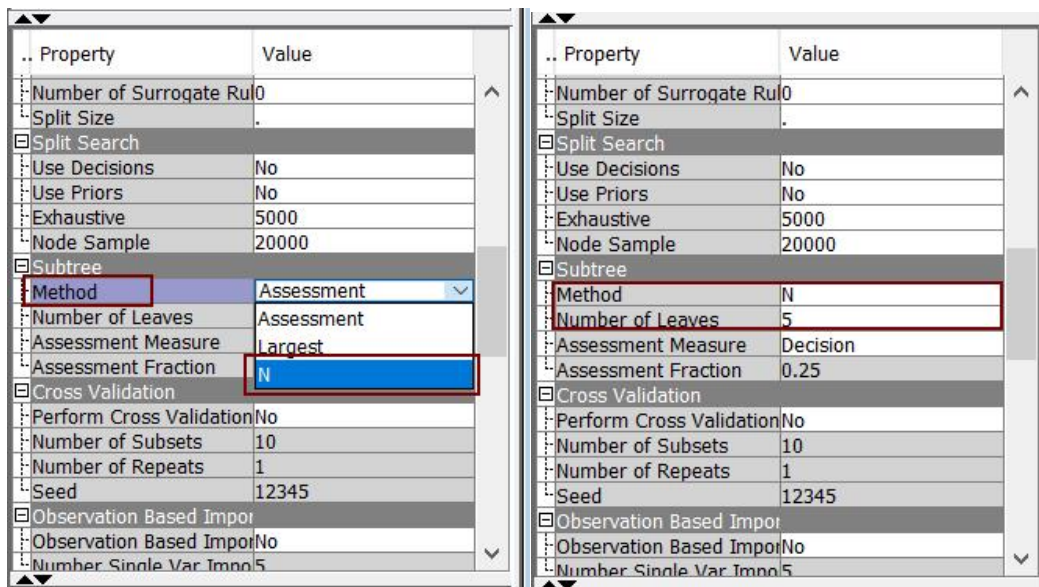


- **Maximum Depth** – how many nodes in addition to the root node the tree should have (the root node is considered to be a zero node). The tree in the example above (3) has a maximum depth of 2 nodes: Root node, which is considered a 0 node, and two downward nodes.

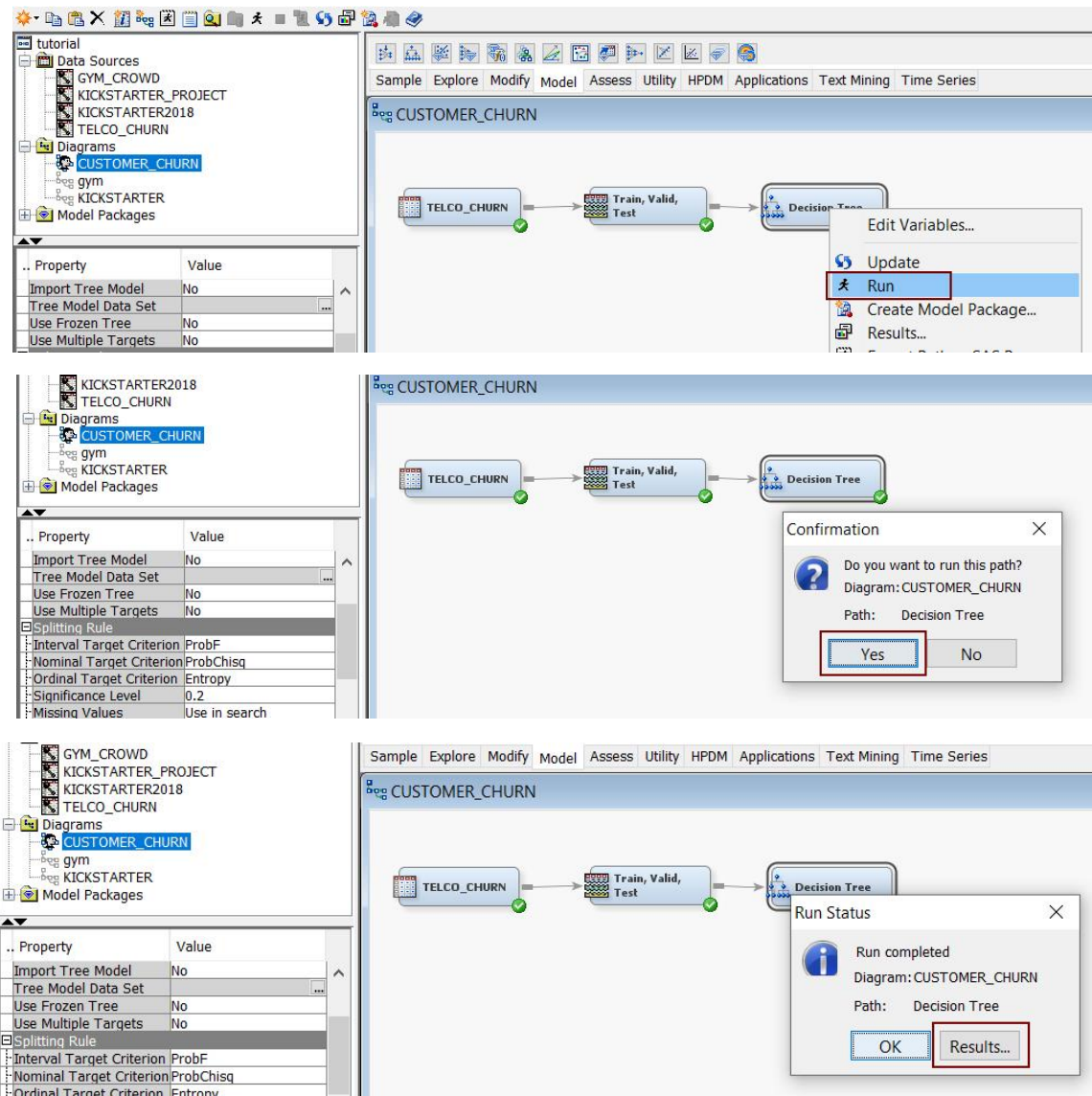


5. Subtree:

Here you can adjust how many ending nodes (or leaves, leaf nodes) the final tree should have). To be able to select adjust that, choose **METHOD → N → NUMBER OF LEAVES (SET THE NUMBER)**



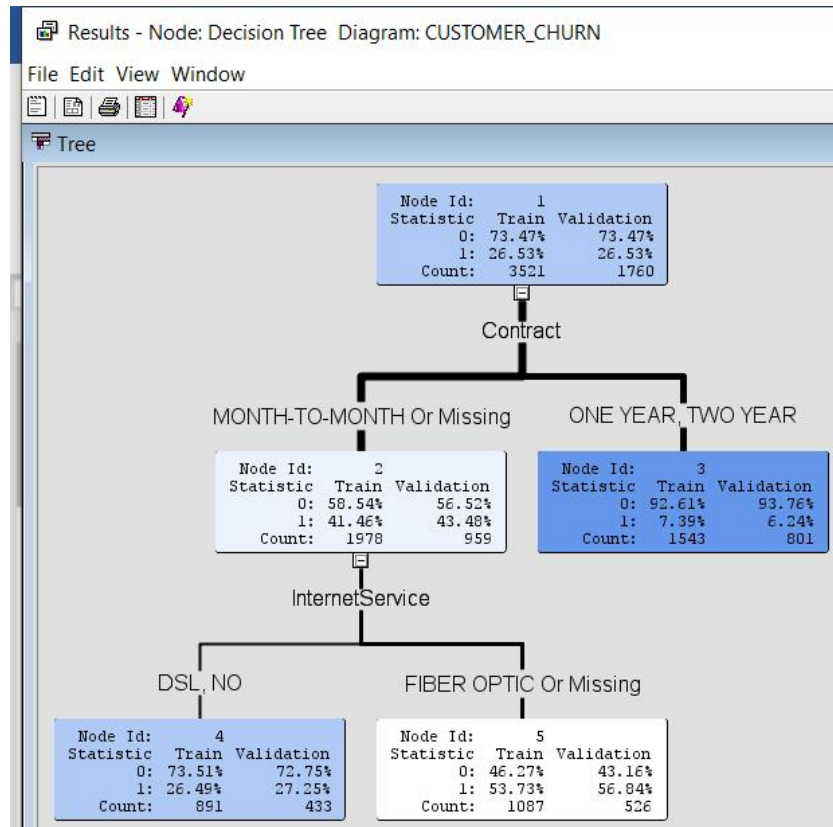
6. Once you have made all the adjustments, **RIGHT-CLICK ON THE DECISION TREE NODE → RUN → YES → RESULTS**



A) A tree example.

The resulting tree (shown below) has the following settings:

- **Maximum branch: 2**
- **Maximum depth: 2**

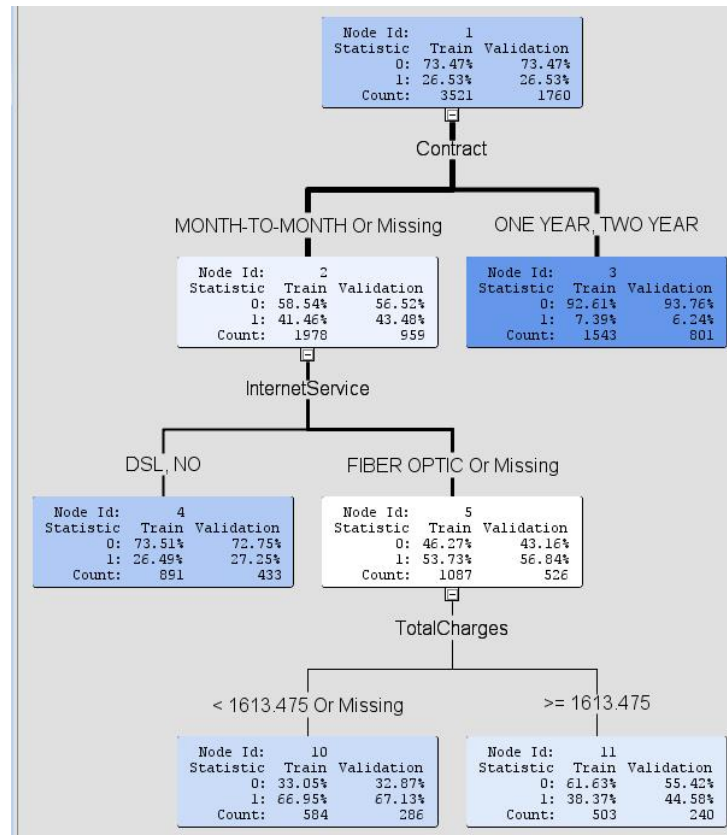


B) Another example:

Maximum branch: 2

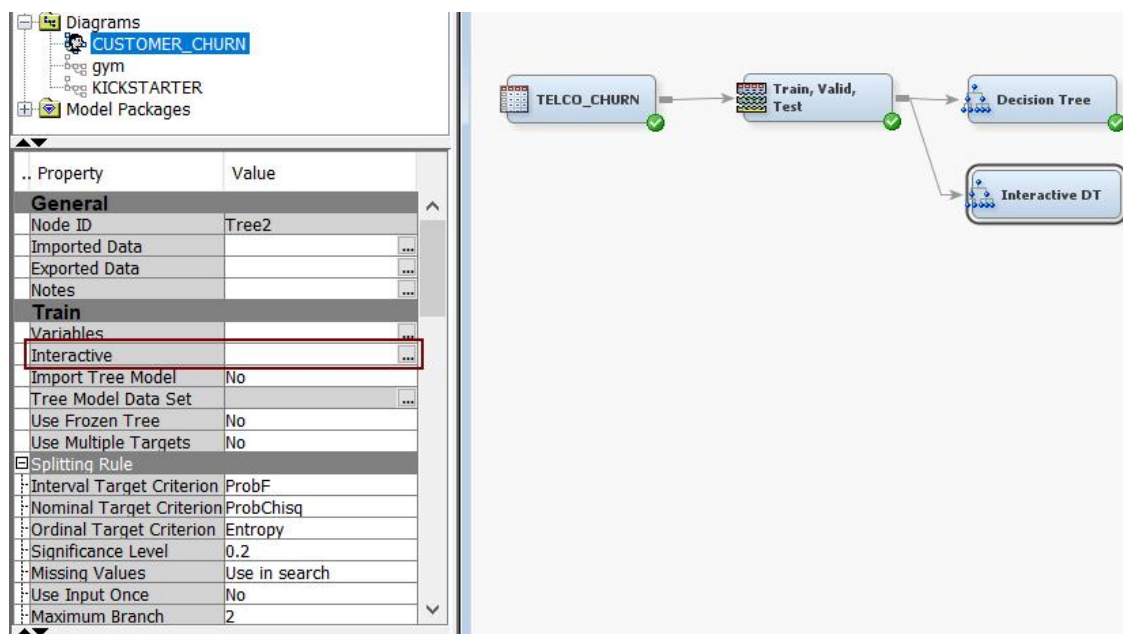
Maximum depth: 5

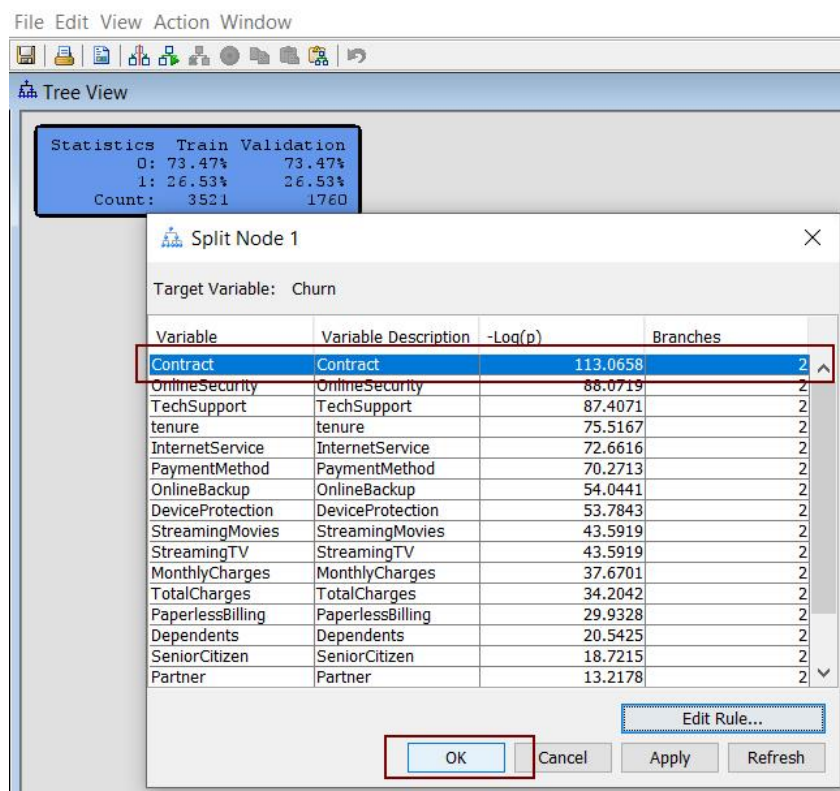
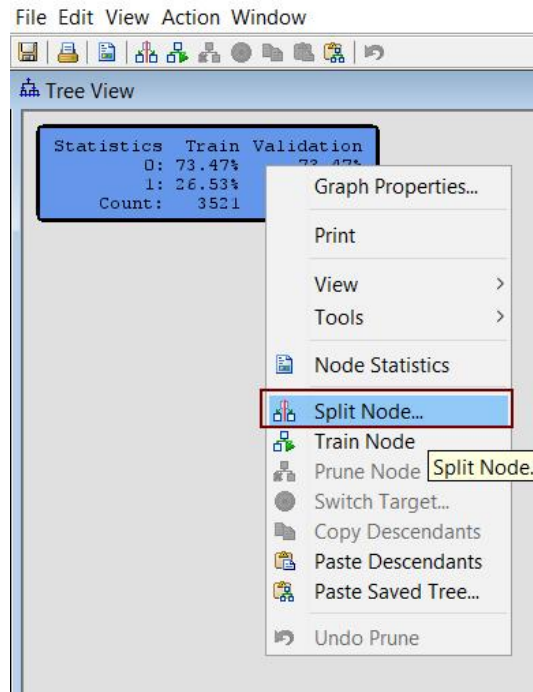
Property	Value
Import Tree Model	No
Tree Model Data Set	...
Use Frozen Tree	No
Use Multiple Targets	No
Splitting Rule	
Interval Target Criterion	ProbF
Nominal Target Criterion	ProbChisq
Ordinal Target Criterion	Entropy
Significance Level	0.2
Missing Values	Use in search
Use Input Once	No
Maximum Branch	2
Maximum Depth	3
Minimum Categorical Size	5
Node	
Leaf Size	5
Number of Rules	1
Number of Surrogate Rules	0
Split Size	.
Split Search	



7. Interactive tree. This gives you control over building your tree. Just do the following:

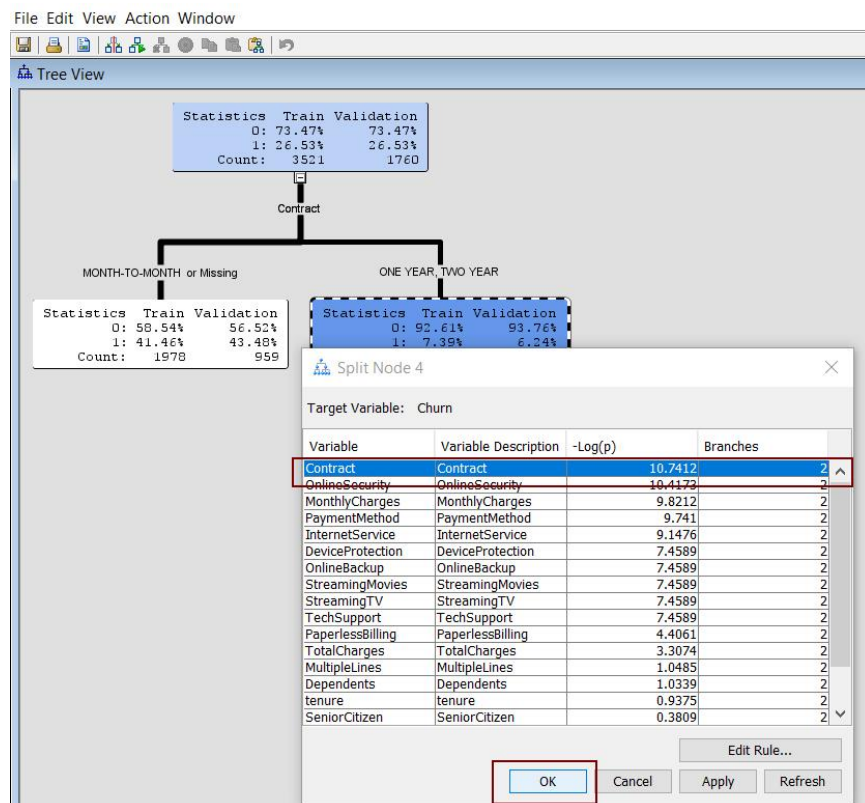
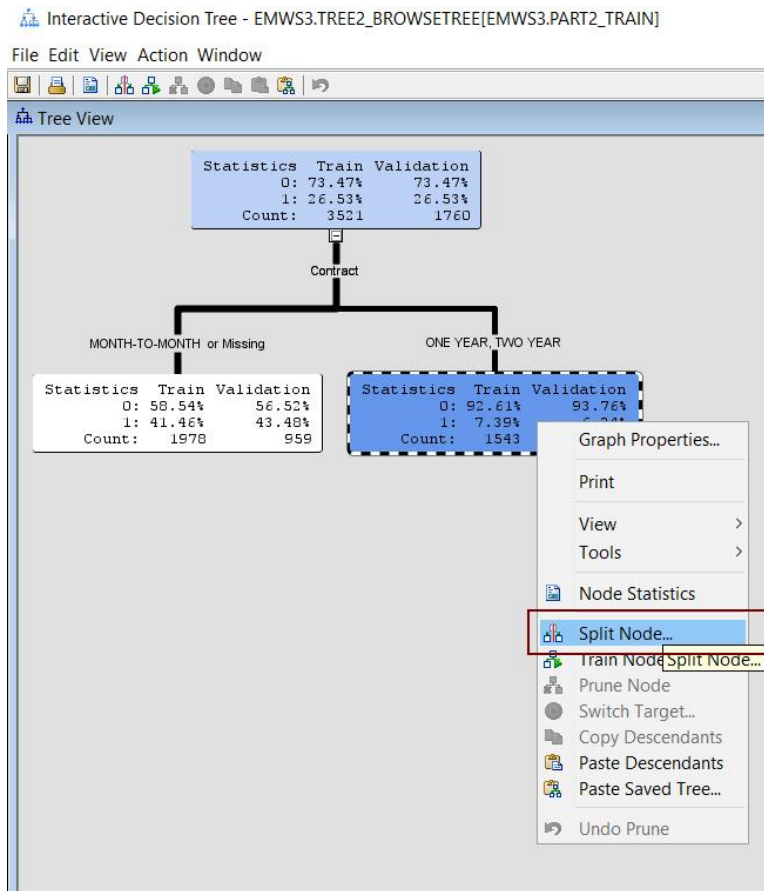
DRAG-AND-DROP A DECISION TREE → TRAIN → INTERACTIVE → RIGHT-CLICK ON THE NODE → SPLIT NODE → CHOOSE THE VARIABLE → OK → CONTINUE → STOP WHENEVER YOU THINK YOU HAVE THE TREE OF THE RIGHT SIZE.



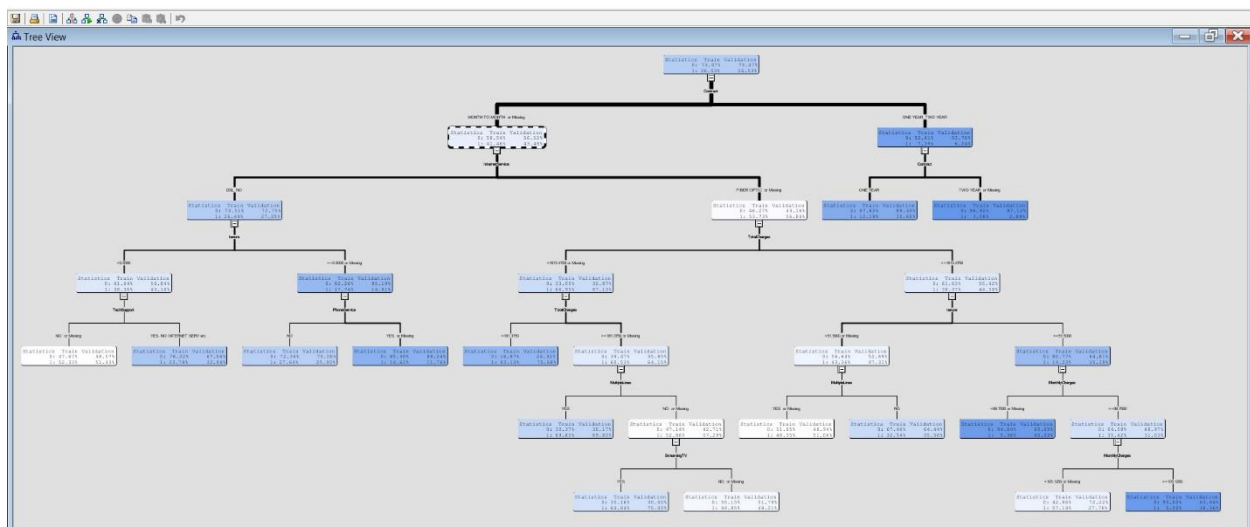
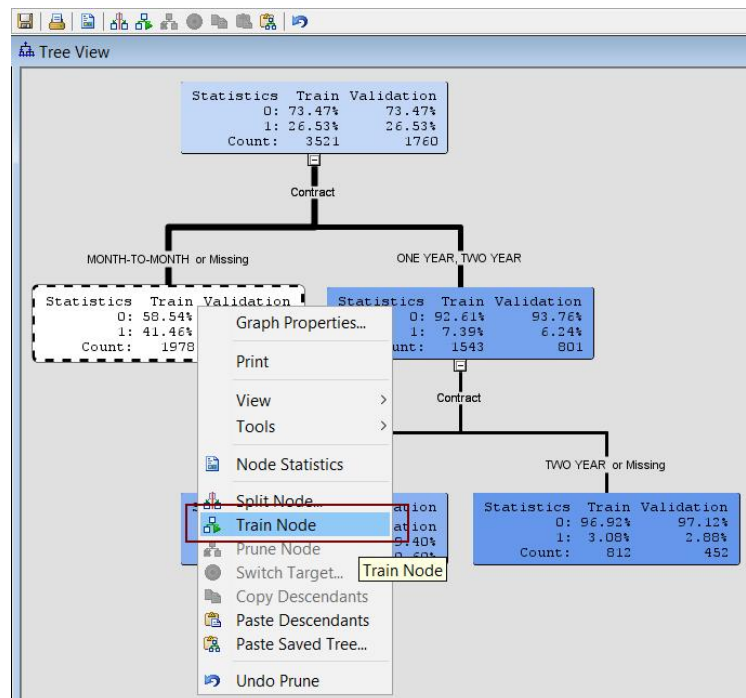


BSTA 478: SAS EM - TUTORIAL WEEK 3

Dziuba Dariia, Winter 2020



8. In addition to choosing **SPLIT NODE**, you can choose **TRAIN NODE**. It will keep creating a subtree until it exhausts all the options.



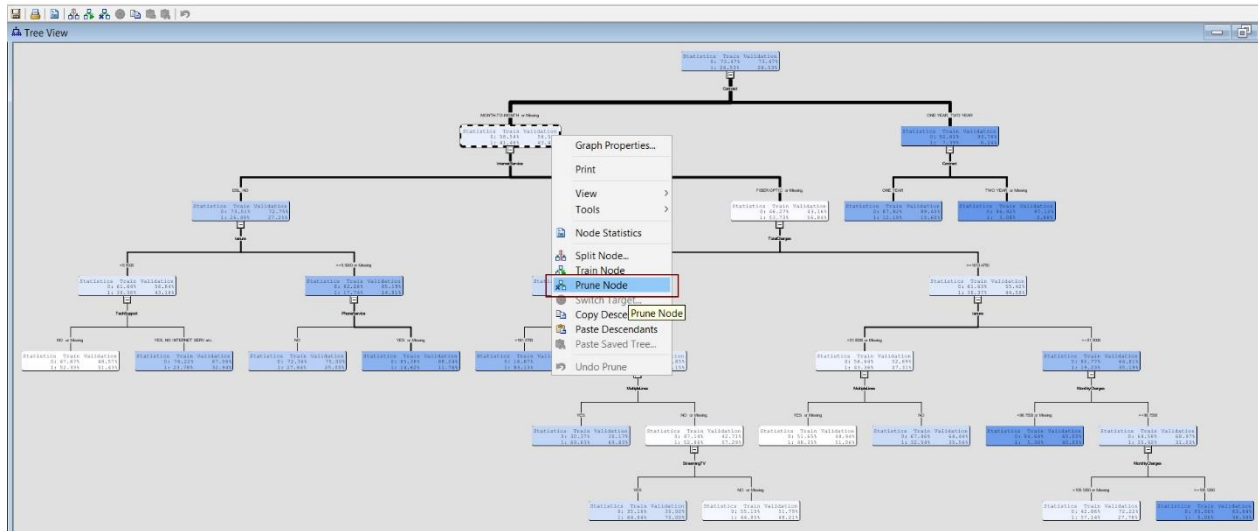
9. Once you decide that your tree is too long, you can shorten it by choosing **PRUNE NODE**. Just do the following:

RIGHT-CLICK ON THE NODE YOU WANT TO STOP YOUR TREE AT → PRUNE NODE

The tree before pruning (see below).

BSTA 478: SAS EM - TUTORIAL WEEK 3

Dziuba Dariia, Winter 2020



The tree after pruning (see below).

