## Statistics 452: Statistical Learning and Prediction

Chapter 8, Part 1: Introduction to Tree-Based Methods

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#### **Decision Trees**

- Basic idea: Recursively split the space of predictors into regions.
  - ► The prediction for a region is a summary of the training responses in that region, such as the mean (regression) or mode (classification).
  - Represent the splits on different predictors as a tree ⇒ decision trees.
- Single trees are not typically competitive for prediction accuracy, but we can produce multiple decision trees and use the consensus from these as the prediction.
- ▶ Decision trees can be used for regression or classification.

### Regression Trees

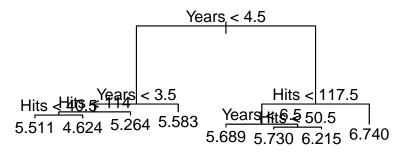
Example: Hitters data

```
library(ISLR)
data(Hitters)
head(Hitters, n=3)
```

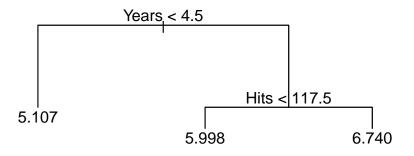
```
##
                AtBat Hits HmRun Runs RBI Walks Years CAtBat CHits CHmRun
## -Andy Allanson
                 293
                       66
                                 30
                                    29
                                          14
                                                1
                                                    293
                                                           66
## -Alan Ashby
                 315 81 7 24 38
                                         39
                                               14 3449 835
                                                                 69
## -Alvin Davis 479 130
                            18
                                 66
                                    72 76
                                            3 1624
                                                          457
                                                                 63
##
                CRuns CRBI CWalks League Division PutOuts Assists Errors
## -Andy Allanson
                  30
                       29
                             14
                                    Α
                                            F.
                                                  446
                                                          33
                                                                20
## -Alan Ashby
                 321 414
                            375
                                    N
                                                  632
                                                          43
                                                                10
## -Alvin Davis
                 224 266
                            263
                                                  880
                                                          82
                                                                14
##
                Salary NewLeague
## -Andy Allanson
                   NA
## -Alan Ashby
                  475
## -Alvin Davis
                  480
```

```
library(dplyr)
Hitters <- mutate(Hitters, ||Salary = log(Salary)) %>% na.omit()
```

```
library(tree)
t1 <- tree(lSalary ~ Years + Hits,data=Hitters)
plot(t1)
text(t1)</pre>
```



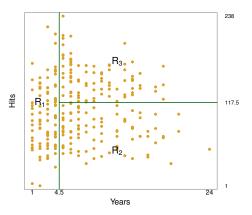
```
t1.pr <- prune.tree(t1,best=3)
plot(t1.pr)
text(t1.pr)</pre>
```



## Tree Splits

- ► Tree represents a series of splits
  - ► First split on Years: Players with < 4.5 go in left child branch, those with ≥ 4.5 go in right child branch.
  - Second split is on Hits for the branch with Years ≥ 4.5: Players with < 117.5 go in left child branch, those with ≥ 117.5 go in right child branch.</p>
- ► The resulting regions are called *terminal nodes* or *leaves* of the tree.

### Illustration of Leaves for Hitters



▶ Text, Fig. 8.2: Three regions from partitioning on (i) Years and then (ii) Hits within Years  $\geq$  4.5.

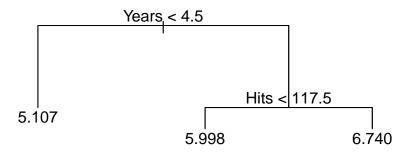
### Predictions for each Region

► The predictions are the mean log-Salary for players within each region; e.g.,

```
with(Hitters, mean(1Salary[Years<4.5])) # R1
## [1] 5.10679
with(Hitters,mean(lSalary[Years>=4.5&Hits<117.5])) #R2</pre>
## [1] 5.99838
with(Hitters, mean(lSalary[Years>=4.5&Hits>=117.5])) #R3
## [1] 6.739687
```

### Interpretation

```
plot(t1.pr); text(t1.pr)
```



- Years is most important, with newer players earning the lowest salaries.
- Within more experienced players, those who get more hits get more \$.

## Stratification of the Feature Space

- 1. Divide the predictor space, or possible values of  $X = (X_1, \dots, X_p)$  into J distinct non-overlapping regions,  $R_1, \dots, R_J$ .
- 2. For every observation in  $R_j$ , the prediction is the mean response of observations in  $R_j$ .

### Stratification Into "Boxes"

- ► Restrict the regions to be "boxes" (high-dimensional rectangles).
- ▶ Goal: Find the boxes  $R_1, ..., R_J$  that are most homogeneous with respect to the outcome; that is, that minimize the RSS

$$\sum_{j=1}^{J} \sum_{i: x_i \in R_j} (y_i - \hat{y}_{R_j})^2,$$

where  $\hat{y}_{R_i}$  is the mean outcome in box  $R_i$ .

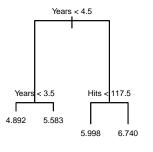
- Rather than search all possible boxes, create them by recursive splitting.
  - ▶ Start with the entire feature space.
  - Consider splitting on each variable and at each data observed value.
  - Find the split that creates the two most homogeneous regions.
  - Repeat.
  - Stop when, say, no leaf has more than a pre-specified number of observations.

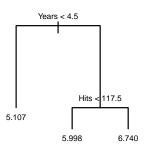
# Tree Pruning

- ► Such a partition may predict the training observations well, but may overfit and yield poor predictions on test data.
- We could stop the splitting when the decrease in the RSS becomes "small".
- ▶ But stopping may miss good splits lower in the tree that reduce RSS.
- ► Strategy is to grow a big tree,\$ T\_0\$, and then "prune" it; i.e., successively remove branches.

## Illustration of Pruning

```
t1.pr2 <- prune.tree(t1,best=4)
par(mfrow=c(1,2))
plot(t1.pr2); text(t1.pr2,cex=.5)
plot(t1.pr); text(t1.pr,cex=.5)</pre>
```





- ▶ Starting with the left-hand tree, the split at 3.5 on Year is removed, or pruned off.
- ▶ The remaining tree, on the right, is called a subtree.

## Criterion for Finding the Best Subtree

- Could consider removing all possible branches, and evaluating the resulting subtree by CV-estimated test set error.
  - ▶ Too computationally expensive.
  - An alternative is cost complexity pruning
- ▶ For a given value of a tuning parameter  $\alpha$ , we seek the subtree T that minimizes

$$\sum_{j=1}^{|T|} \sum_{i:x_i \in R_j} (y_i - \hat{y}_{R_j})^2 + \alpha |T|,$$

where |T| is the number of leaves in tree T.

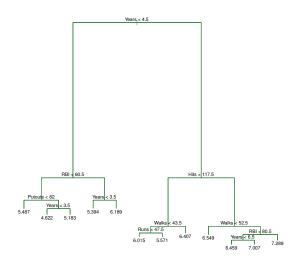
## Sequence of $\alpha$ Values

- ▶ When  $\alpha = 0$  the best subtree is  $T_0$  itself.
- As  $\alpha$  increases, we start to pay for extra nodes, and at some  $\alpha_1$ , the best subtree  $T_1$  will be a strict subtree with one branch removed.
- ▶ Weakest link cutting is an algorithm for finding the  $\alpha_1$  that will yield a new optimal tree and finding this new optimal tree.
- ▶ We end up with a sequence of  $\alpha$ -values  $\alpha_0 = 0, \alpha_1, \dots, \alpha_k$  for some k, and corresponding best trees  $T_0 \supset T_1 \supset \dots \supset T_k$ .

# Choosing $\alpha$ and its Best Tree

▶ Now use CV to select the best value of  $\alpha$ .

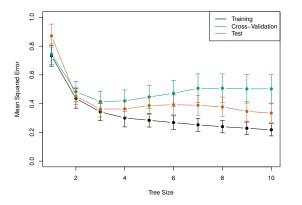
### Illustration with Hitters Data



► Text, Fig. 8.4: Unpruned regression tree for Hitters data

#### Estimated MSE

- ▶ Authors split Hitters into a 132 training and 131 test obs'ns.
- ▶ Applied CV to the training half to select  $\alpha$ , or equivalently |T|.
  - CV is a "reasonable approximation of the test error".



▶ Text, Fig. 8.5: MSE based on training (black), test set (orange) or CV (green). Based on CV take |T| = 3.

#### Classification Trees

- Same idea as regression trees, but for predicting a qualitatitve response.
- Prediction for a region is the most common class in the region.
- ► Regions are chosen to minimize a measure of heterogeneity within the region.
  - ► Instead of RSS, use classification error rate as measure of heterogeneity?
- Turns out classification error is not sensitive enough for tree growing.
- ► Instead prefer the Gini index

$$G_m = \sum_{k=1}^K \hat{p}_{mk}(1-\hat{p}_{mk})$$

or the cross-entropy

$$D_m = \sum_{k=1}^K \hat{p}_{mk} \log \hat{p}_{mk},$$

where  $\hat{p}_{mk}$  is the proportion of observations in region m that

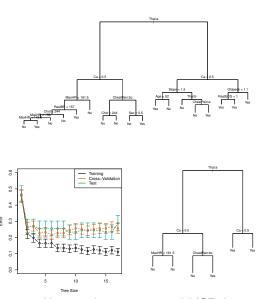
### Example: Heart Data

```
uu <- url("http://www-bcf.usc.edu/~gareth/ISL/Heart.csv")
Heart <- read.csv(uu,row.names=1)
head(Heart,n=3)</pre>
```

```
Age Sex ChestPain RestBP Chol Fbs RestECG MaxHR ExAng Oldpeak Slope
##
## 1
     63
                typical
                          145
                              233
                                              150
                                                           2.3
        1 asymptomatic
                          160 286
                                             108
                                                           1.5
## 2
    67
## 3 67
         1 asymptomatic 120
                              229
                                           2 129
                                                           2.6
##
    Ca
            Thal AHD
           fixed No.
## 1 0
## 2 3
          normal Yes
## 3 2 reversable Yes
```

Binary outcome HD (heart disease Yes or No)

### Best Treee for Heart Data



► Text, Fig. 8.6: Unpruned tree, estimated MSE, best tree

#### Trees Versus Linear Models

- Which is better?
- Depends on the data-generating model.
  - ▶ If approximately linear, or approximately constant over regions.
- Interpretability: Statisticians think of linear models as interpretable, but for many decision trees are more natural.
- Trees are generally not as accurate at making predictions, though.
- Can improve predictive ability by aggregating many decision trees.