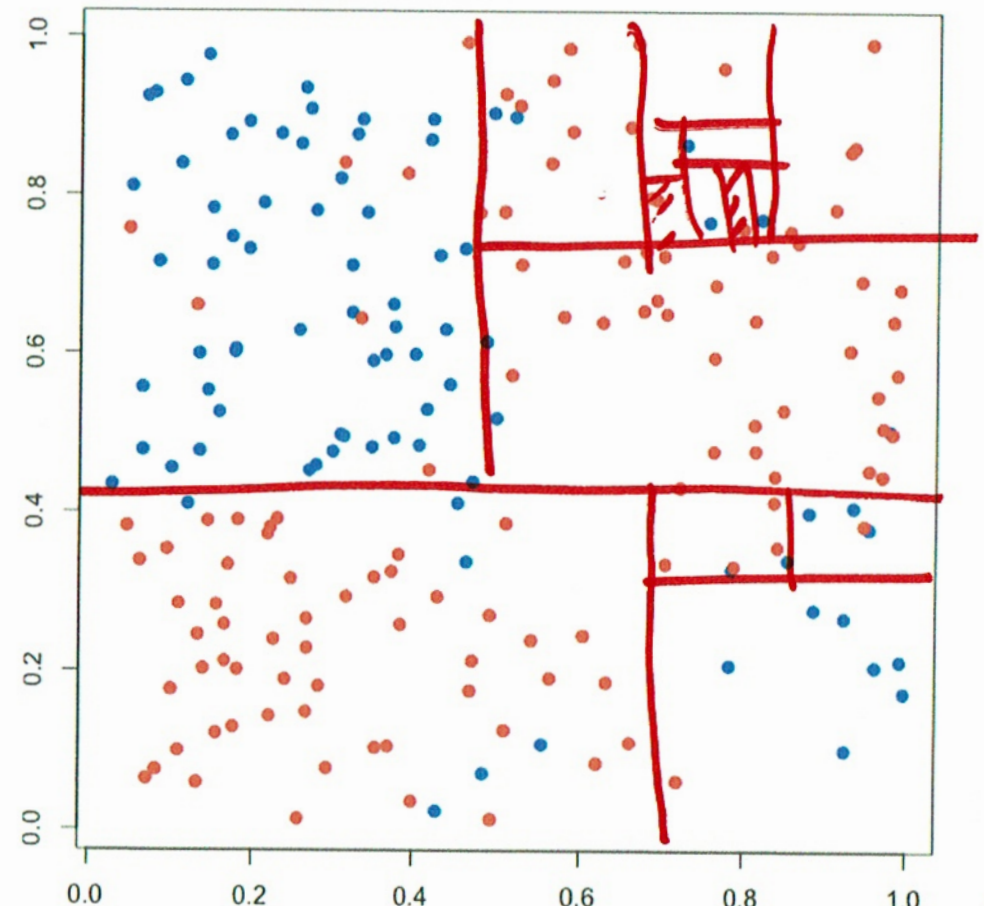
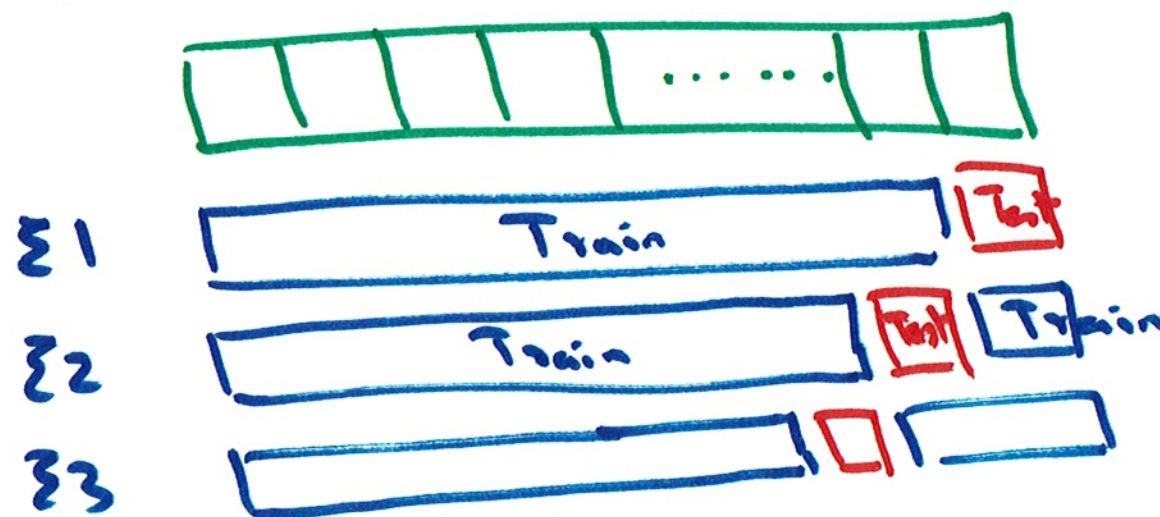
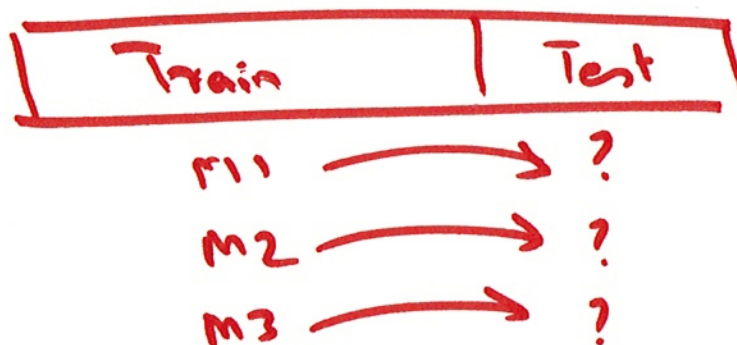


Decision trees are prone to 'overfitting'

- Decision Tree is a powerful algorithm that can adapt well and capture various patterns in the data
- If allowed to grow fully, they become over-complex & tend to fit even the noise
- Thus, a fully grown tree may not 'generalize' well on test or new unseen data





Error

...

...

...

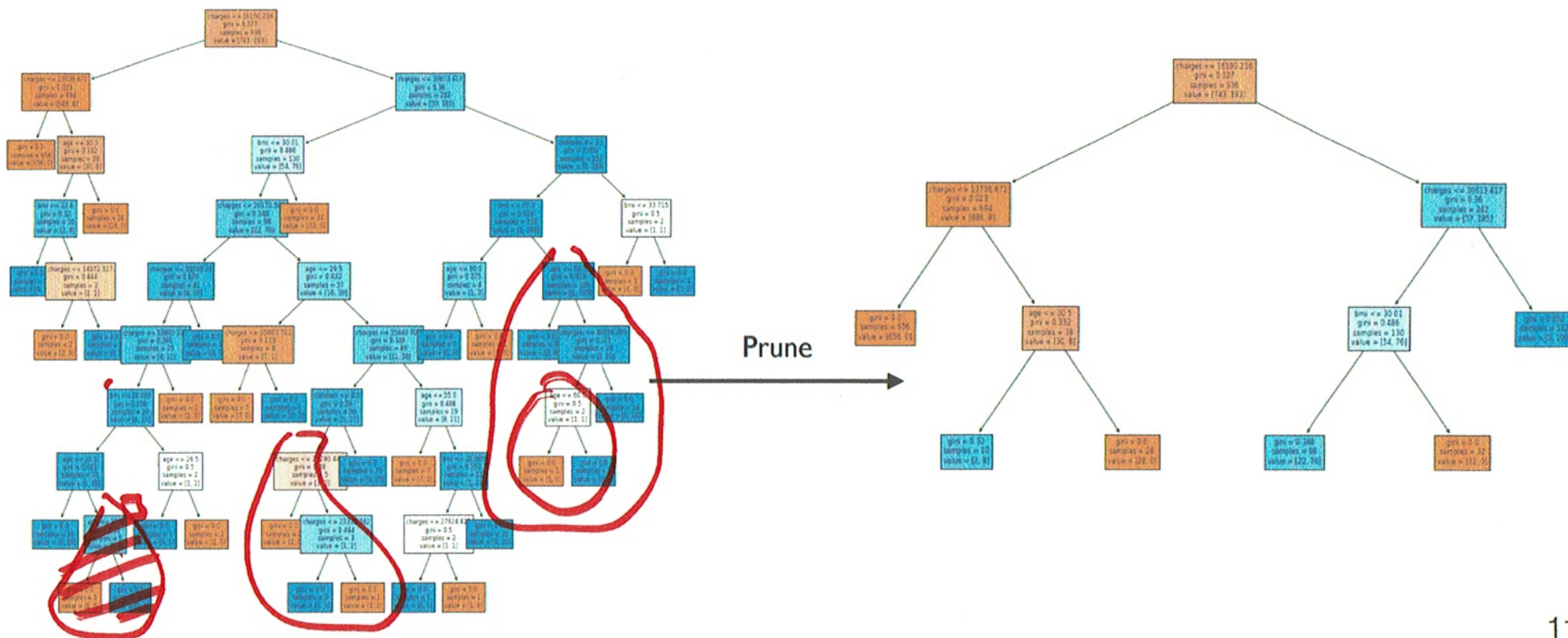
Post-Pruning: Cost-complexity pruning

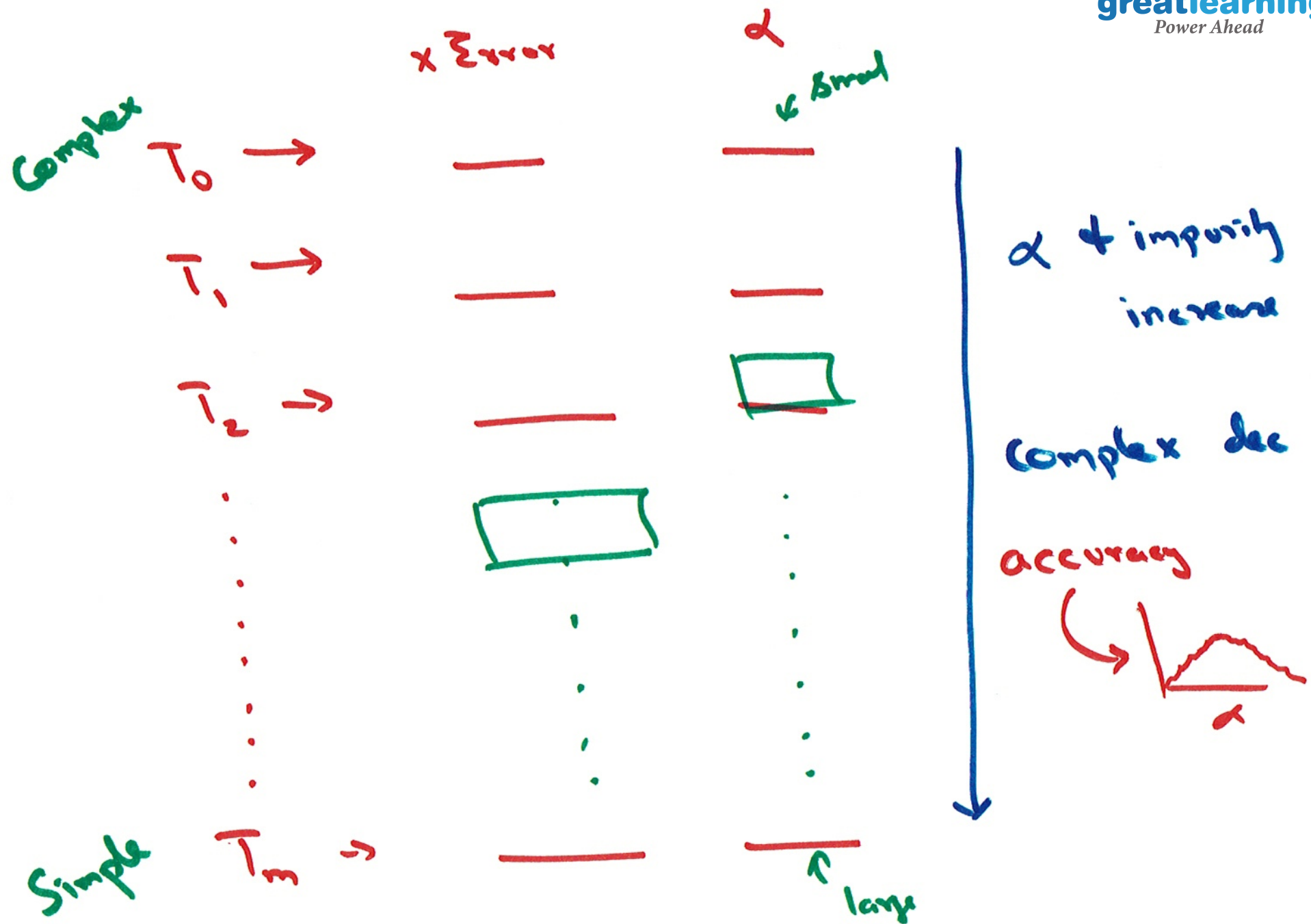
1.

- Starting from the Full tree, create a sequence of trees that are sequentially smaller (pruned)
- At each step the algorithm
 - try removing each possible subtree
 - find the 'relative error decrease per node' for that subtree - Complexity parameter, α
 - And remove the subtree with the minimum α
- With the list of subtrees, one usually reverts back to using cross-validation errors to find the best final pruned tree

Pruning

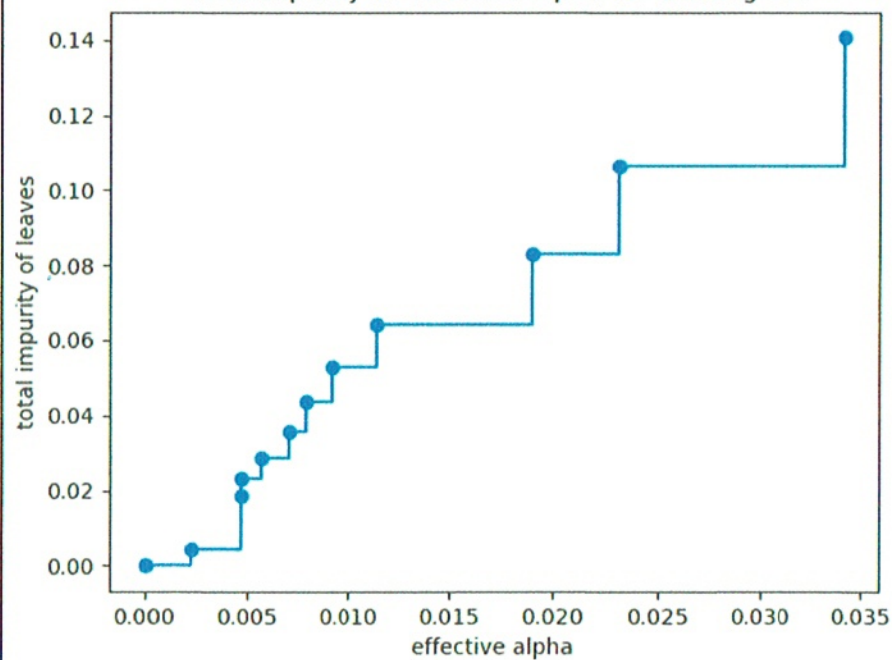
- Ideally we would like a tree that does not over-fit the given data
- One popular and simple way to prune a decision tree is by limiting the depth of the tree to avoid over fitting.
- For example the tree on the right below is generated with a max depth of 2 while the tree on the left has no depth restriction (and hence overfits the data)





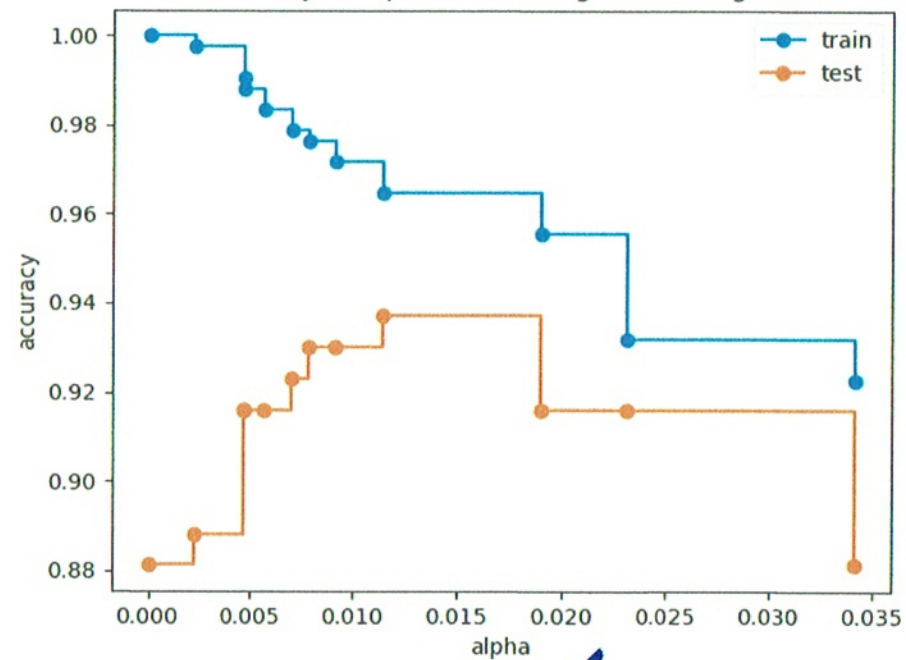
$$\alpha = \frac{\text{Error (Pruned)} - \text{Error (Orig)}}{\text{no. of nodes reduced}}$$

Total Impurity vs effective alpha for training set



α

Accuracy vs alpha for training and testing sets



α

Impurity Measures in Decision Trees

	GINI INDEX	ENTROPY	INFORMATION GAIN	VARIANCE
When to use	<u>Classification</u>	<u>Classification</u>	<u>Classification</u>	<u>Regression</u>
Formula	$1 - \sum p_i^2$	$-\sum p_i \log(p_i)$	$E(Y) - E(Y X)$	$\sum (x - \bar{x})^2 / N$
Range	0 to 0.5 0 = most pure 0.5 = most impure	0 to 1 0 = most pure 1 = most impure	0 to 1 0 = less gain 1 = more gain	≥ 0
Characteristics	Easy to compute Non-additive	Computationally intensive Additive	Computationally intensive	The most common measure of spread

