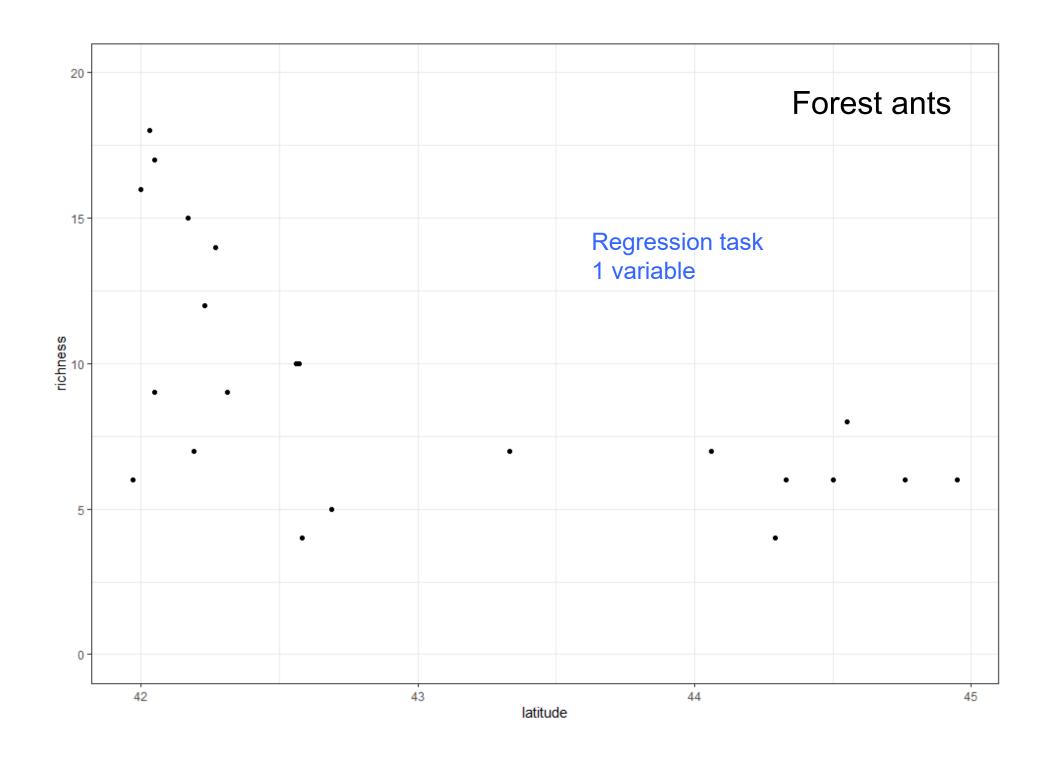
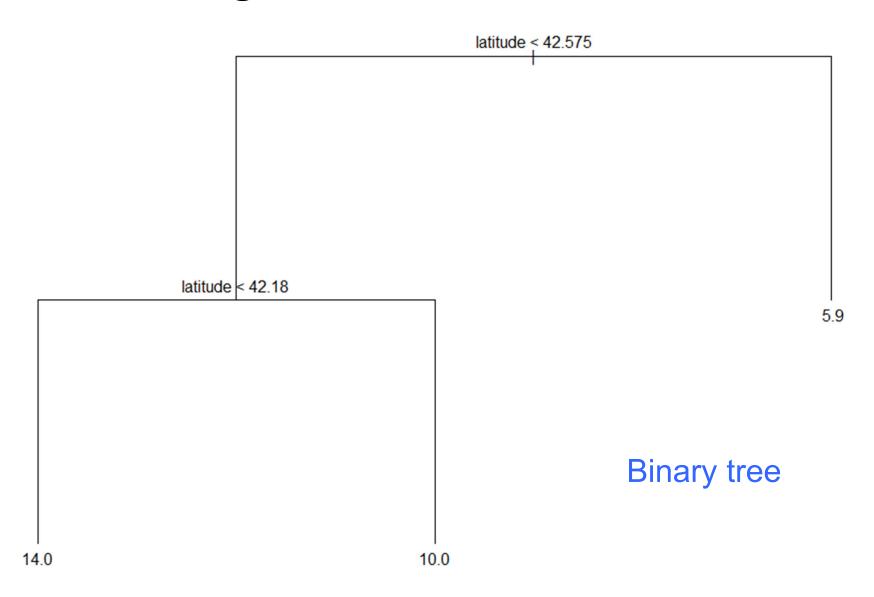
Today

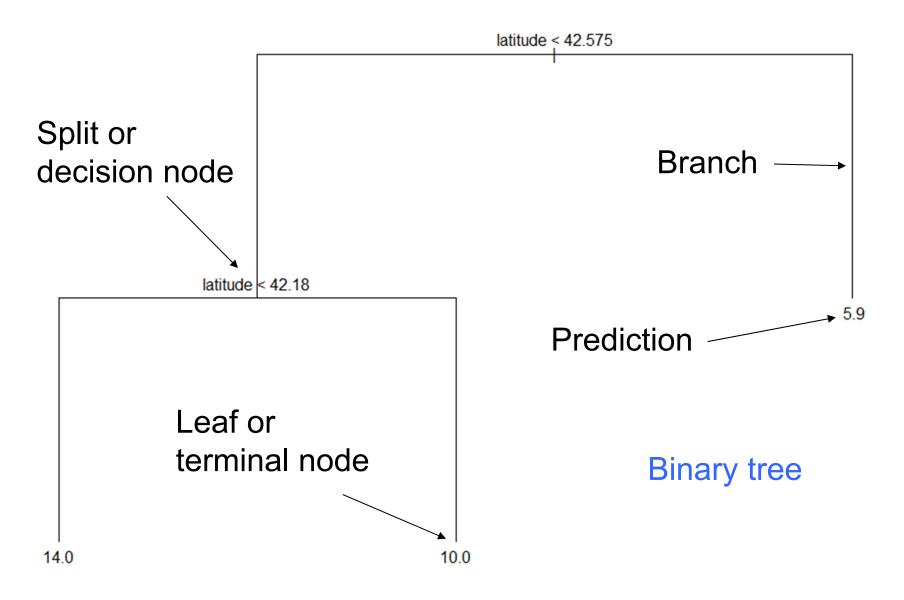
- Decision tree models
- + training and inference
- Coming up:
 - building to xgboost
 - collection of algorithms
 - idea is to understand the building block algorithms



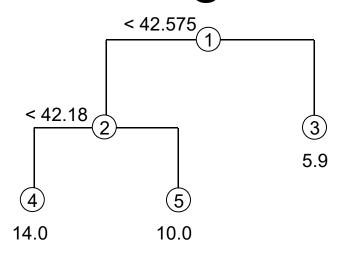
A regression tree model



A regression tree model



Model algorithm

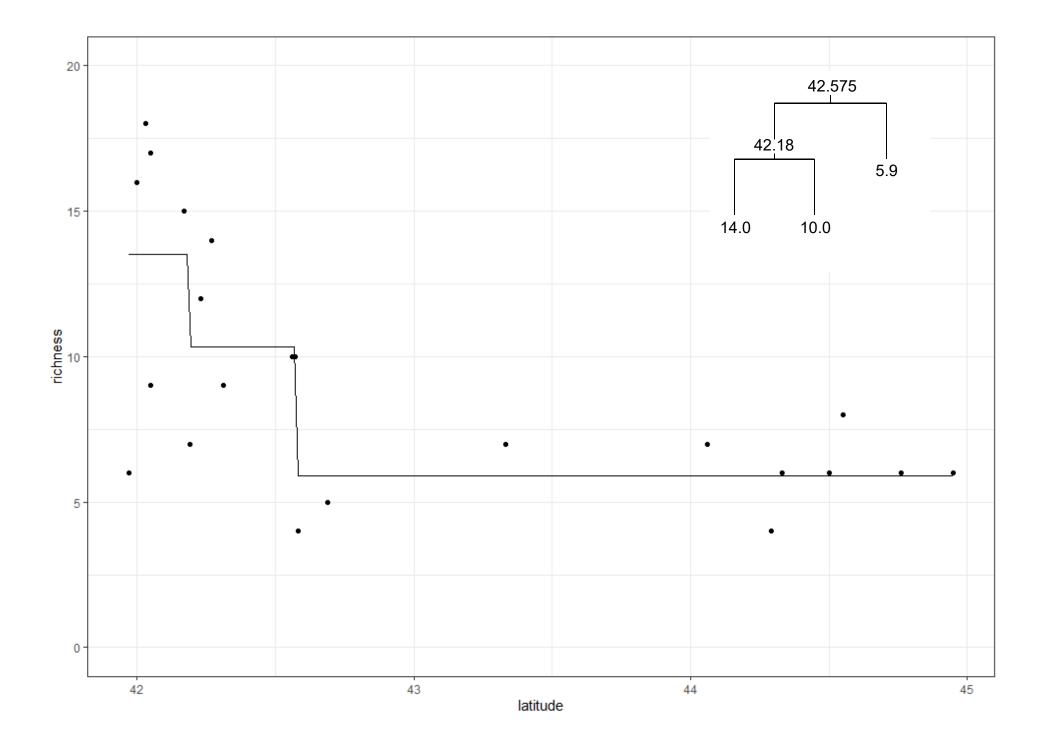


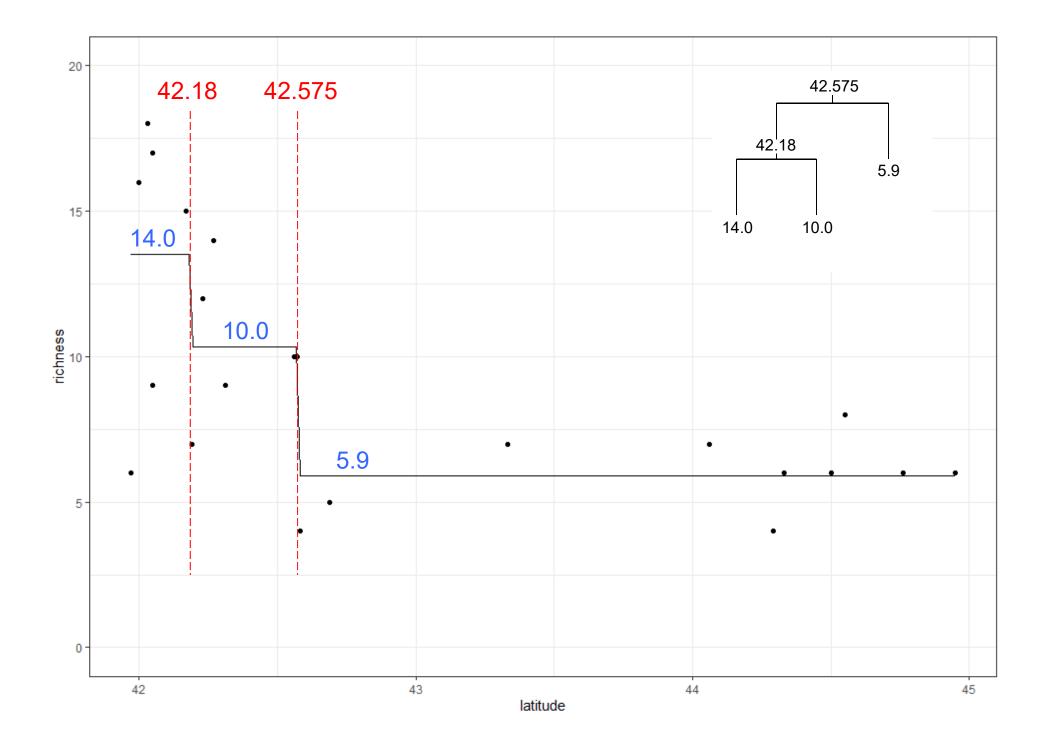
Tree structure

node	type	split	У
1	split	42.575	
2	split	42.180	
3	leaf		5.9
4	leaf		10.0
5	leaf		14.0

Algorithm

start at the root node
while node type is split
if x < split value at the node
take left branch to next node
else
take right branch to next node
return predicted y at node





Training algorithm

Binary recursive partitioning

```
define build_tree(y, x)
  if stop = TRUE
    calculate prediction (mean of y)
  else
    find x_split  #best x to split the data
    build_tree( (y, x)[x < x_split] )  #L branch
    build_tree( (y, x)[x >= x_split] )  #R branch
```

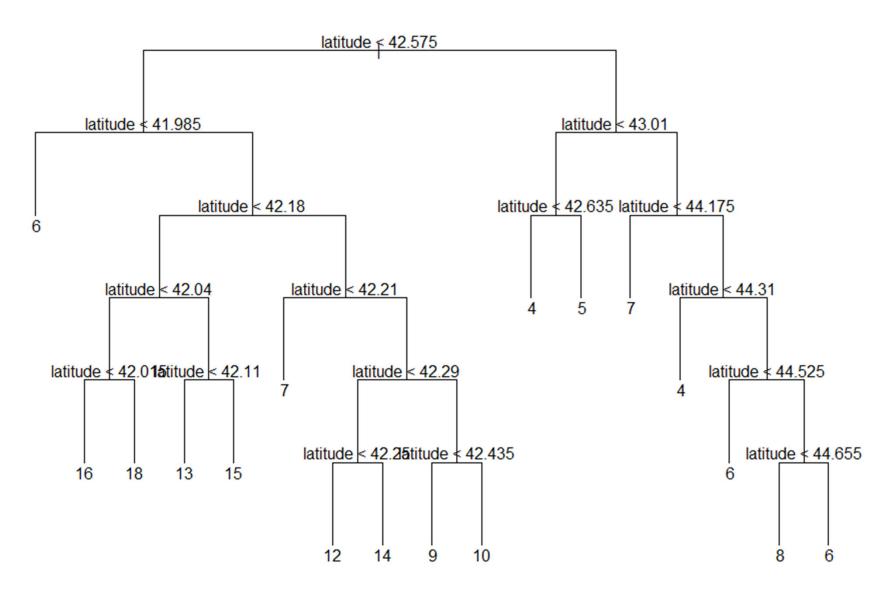
Stopping rules e.g.

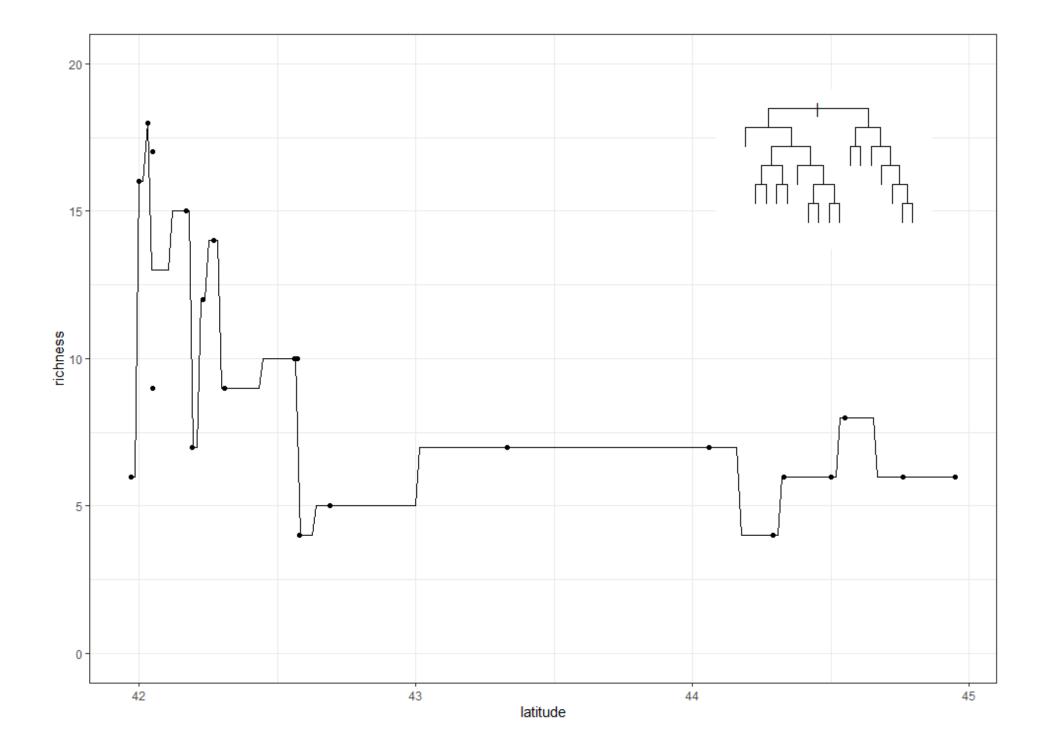
- data per node
- tree depth
- node variance
- error improvement

Find splits that minimize training error

- regression: SSQ
 - classification: Gini index or entropy

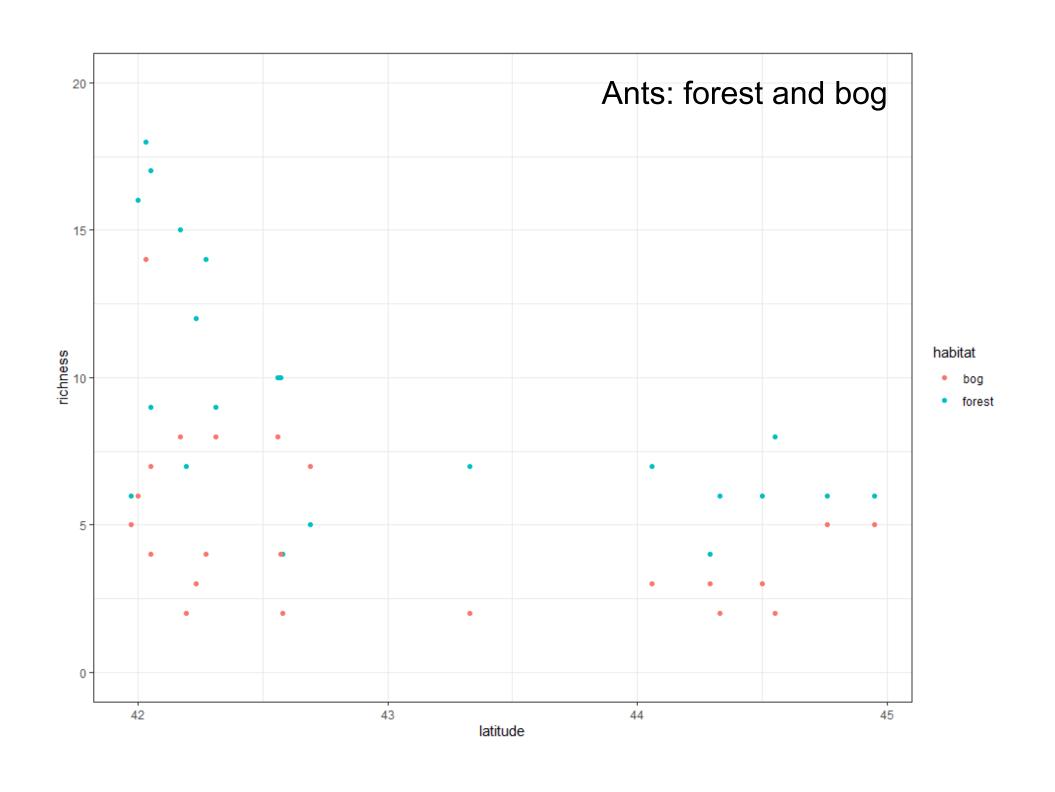
Same data, deeper tree

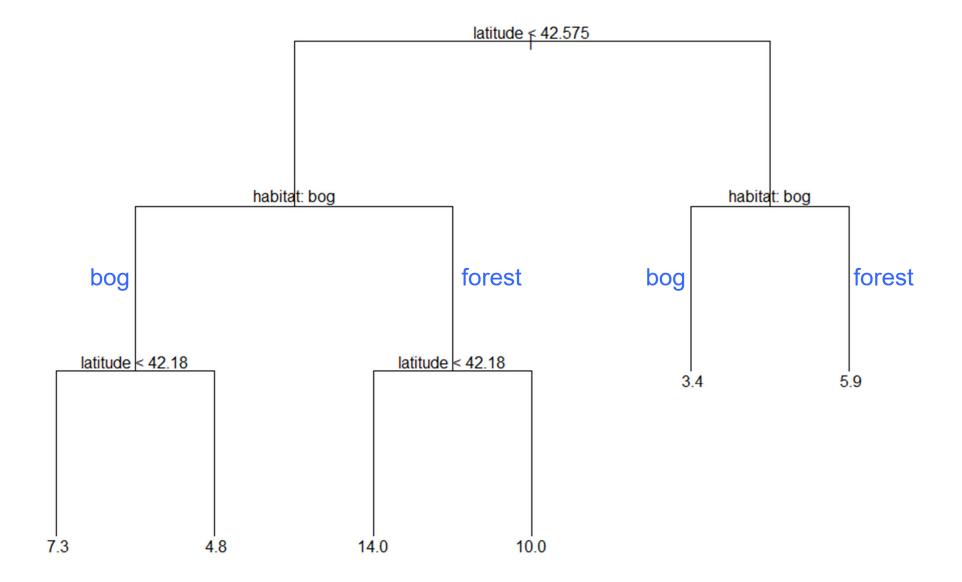


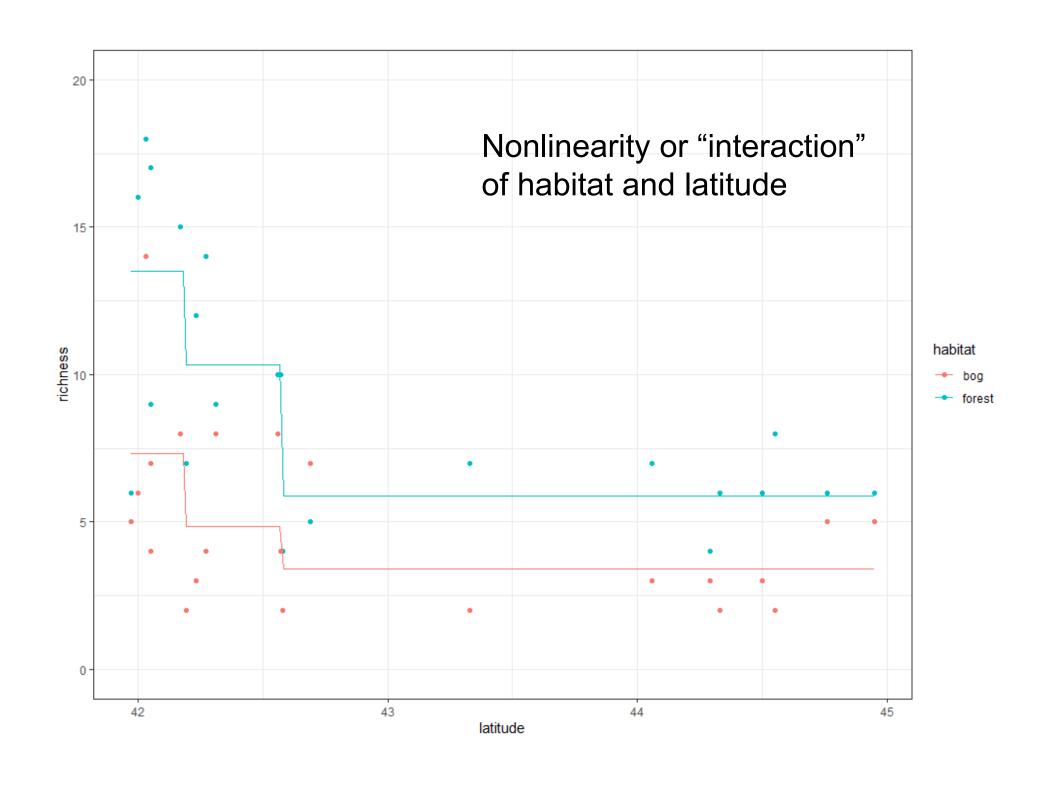


Code

- ants_tree.R
- translate algorithm pseudocode to R



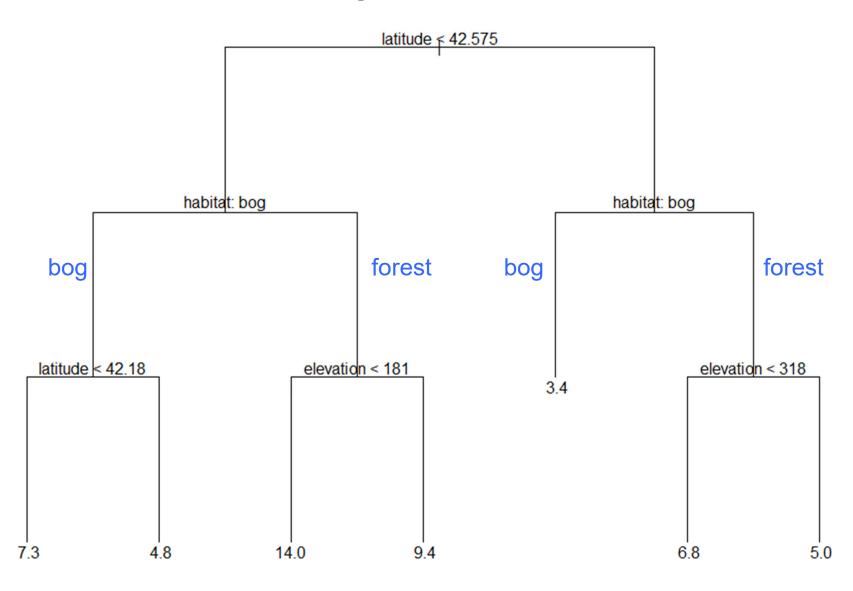


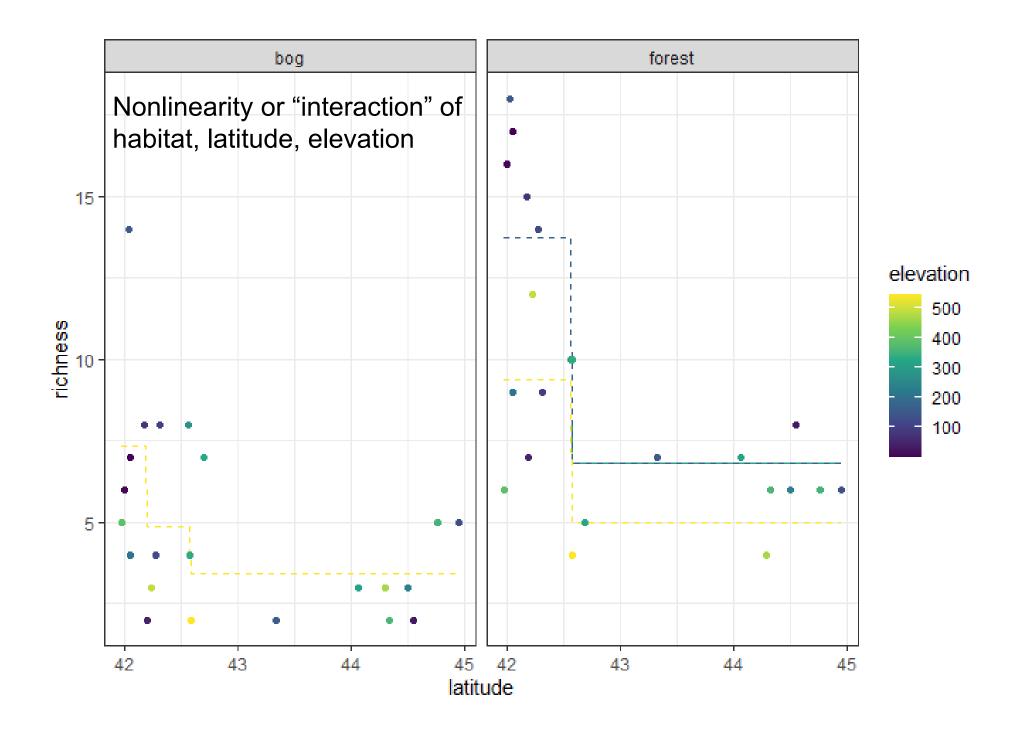


> head(ants)

	habitat	latitude	elevation	richness
1	forest	41.97	389	6
2	forest	42.00	8	16
3	forest	42.03	152	18
4	forest	42.05	1	17
5	forest	42.05	210	9
6	forest	42.17	78	15

All 3 predictors





Inference

- k-fold CV
- Can also use for tree complexity
 - training: complexity penalty
 - e.g. loss = SSQ + α T
 - where α is a tuning parameter, T is number of leaves
 - "pruning"

