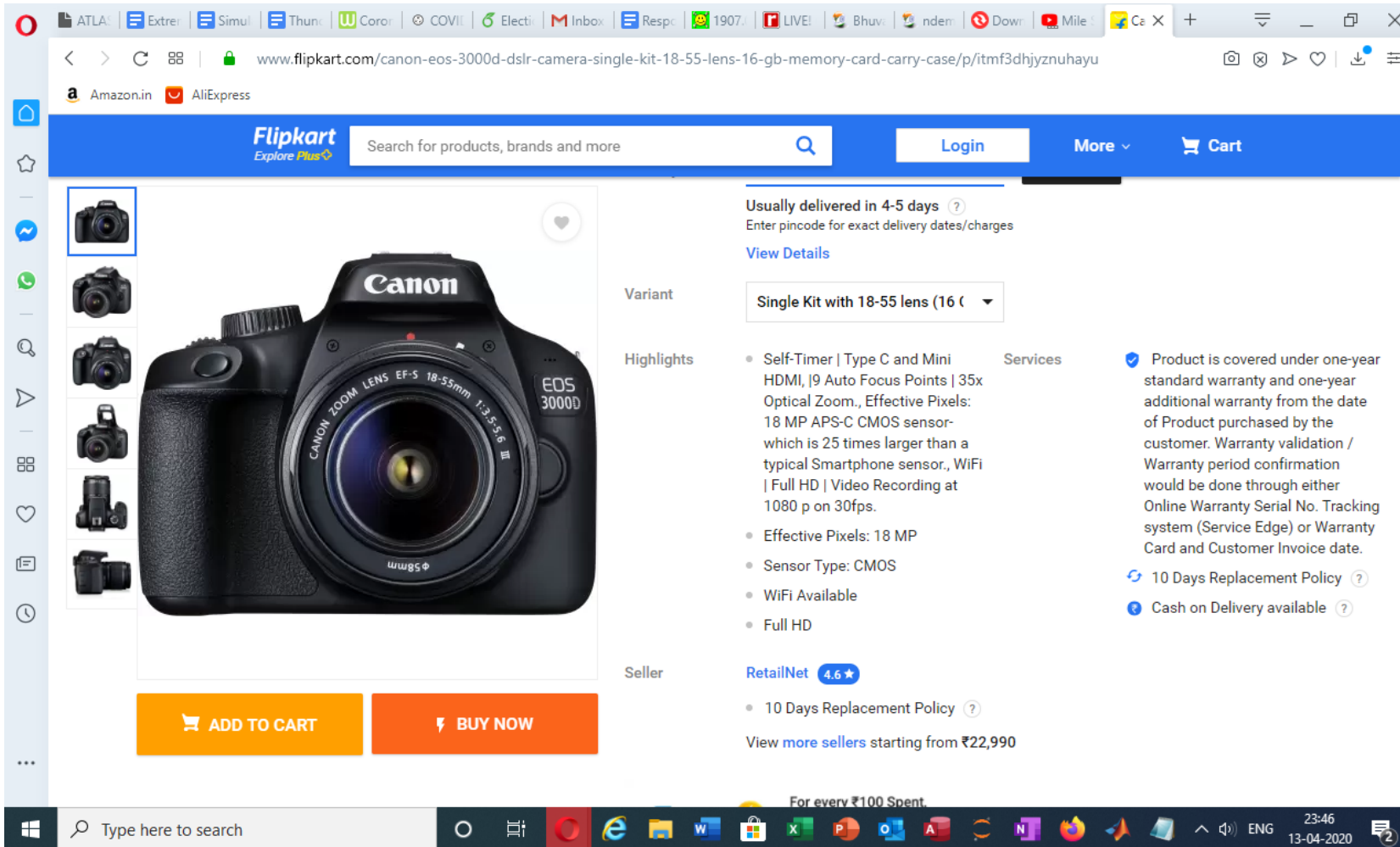


Decision Tree Classification for Rating Prediction

Machine Learning Unit 8

Product Ratings based on Features



How much rating will a particular user give this camera out of 5?

Probably depends on features!

Which features does the user like?

Feature Selection

- The user has exactly 5 options: 1, 2, 3, 4 or 5 stars!
- Her choice depends on the different features of the product!
- But she may consider some features to be more important than others !
- Which features determine her vote?

Company	Color	Resolution	Video Rate	Price	Her Rating
C1	Black	10 MP	25 fps	\$200	2
C1	White	15 MP	25 fps	\$250	2
C2	White	12 MP	30 fps	\$250	4
C1	Black	15 MP	30 fps	\$300	3
C2	Black	20 MP	25 fps	\$400	3
C2	White	12 MP	50 fps	\$500	5
C2	Black	15 MP	30 fps	\$250	????

Decision Tree for Feature Selection

- Which features does she consider as important while rating?
- Let's look at her history of rating 100 cameras!

Rating	Count
1	21
2	24
3	18
4	20
5	17

Overall,
Count=100

Rating	Count
1	15
2	18
3	10
4	5
5	6

Company = C1,
Count=54

Rating	Count
1	6
2	6
3	8
4	15
5	11

Company = C2,
Count=46

Rating	Count
1	15
2	20
3	13
4	12
5	10

Color=Black,
Count=70

Rating	Count
1	6
2	4
3	5
4	8
5	7

Color=White,
Count=30

Which feature is more important for ratings - company or color???

What's a discriminative feature?

- $\text{Prob}(Y = \text{HIGH} \mid \text{COMPANY} = \text{C1}) = 11/54 \sim 0.2$ [Easy to decide]
- $\text{Prob}(Y = \text{HIGH} \mid \text{COMPANY} = \text{C2}) = 26/46 \sim 0.55$

COMPANY: good feature

- $\text{Prob}(Y = \text{HIGH} \mid \text{PRICE} < 300) = 25/70 \sim 0.36$
- $\text{Prob}(Y = \text{HIGH} \mid \text{PRICE} \geq 300) = 12/30 = 0.4$

PRICE<300: bad feature

- $\text{Prob}(Y = \text{HIGH} \mid \text{PRICE} < 500) = 35/90 \sim 0.4$
- $\text{Prob}(Y = \text{HIGH} \mid \text{PRICE} \geq 500) = 2/10 \sim 0.2$ [Easy to decide][Very few examples]

PRICE<500: doubtful feature

Decision Tree Algorithm

- Idea: identify the “most discriminative” feature, use it to classify!
- Problem 1: How to quantify “discriminative-ness”?
- Problem 2: What if no feature is very discriminative?

Decision Tree Algorithm

- Idea: identify the “most discriminative” feature, use it to classify!
- Problem 1: How to quantify “discriminative-ness”?
 - entropy!
- Problem 2: What if no feature is very discriminative?
 - try a sequence of features!

Entropy: measure of discriminativeness

- $P(Y=1) = 0.5, p(Y=2) = 0.5$: low discriminative ability
- $P(Y=1) = 0.9, p(Y=2) = 0.1$: high discriminative ability

$$H = - \sum_i p_i (\log_2 p_i)$$

- Case 1: $H = 1$ (0.69)
- Case 2: $H = 0.5$ (0.33)

Feature selection based on entropy

	COMPANY=C1	COMPANY=C2	NO SPLIT
#(Y=LOW)	43	20	63
#(Y=HIGH)	11	26	37
Entropy	0.51	0.68	0.66

- Information gain =

Original Entropy – (Split1_size*Split1_ entropy + Split2_size*Split2_ entropy)

$$0.66 - (54/100 * 0.51 + 46/100 * 0.68) \sim 0.07$$

Feature selection based on entropy

	PRICE<300	PRICE>=300	NO SPLIT
#(Y=LOW)	45	18	63
#(Y=HIGH)	25	12	37
Entropy	0.65	0.67	0.66

- Information gain =

Original Entropy – (Split1_size*Split1_ entropy + Split2_size*Split2_ entropy)

$$0.66 - (70/100 * 0.65 + 30/100 * 0.67) \sim 0!!$$

Feature selection based on entropy

	PRICE<500	PRICE>=500	NO SPLIT
#(Y=LOW)	55	8	63
#(Y=HIGH)	35	2	37
Entropy	0.67	0.5	0.66

- Information gain =

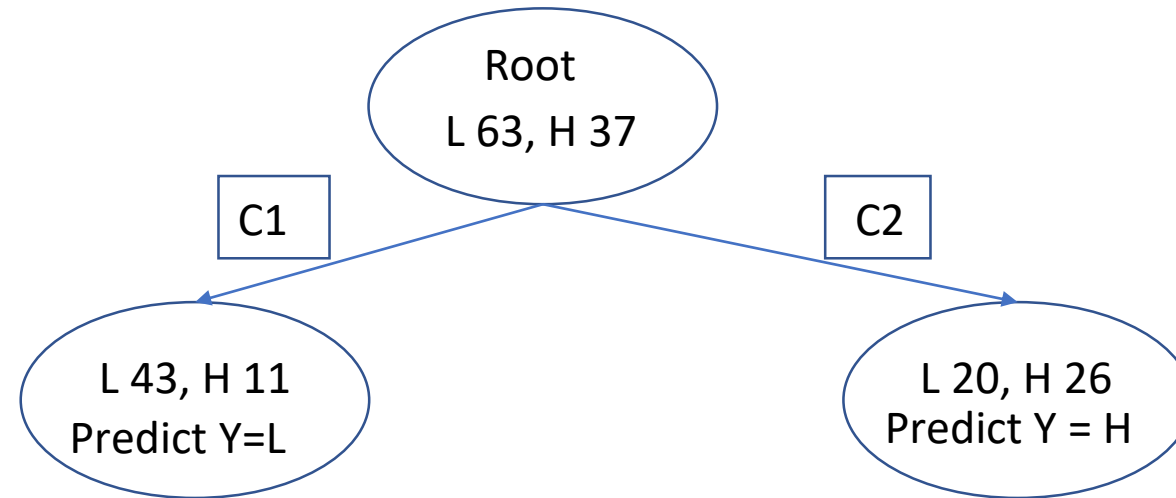
Original Entropy – (Split1_size*Split1_ entropy + Split2_size*Split2_ entropy)

$$0.66 - (90/100 * 0.67 + 10/100 * 0.5) \sim 0.01!!$$

Feature selection based on entropy

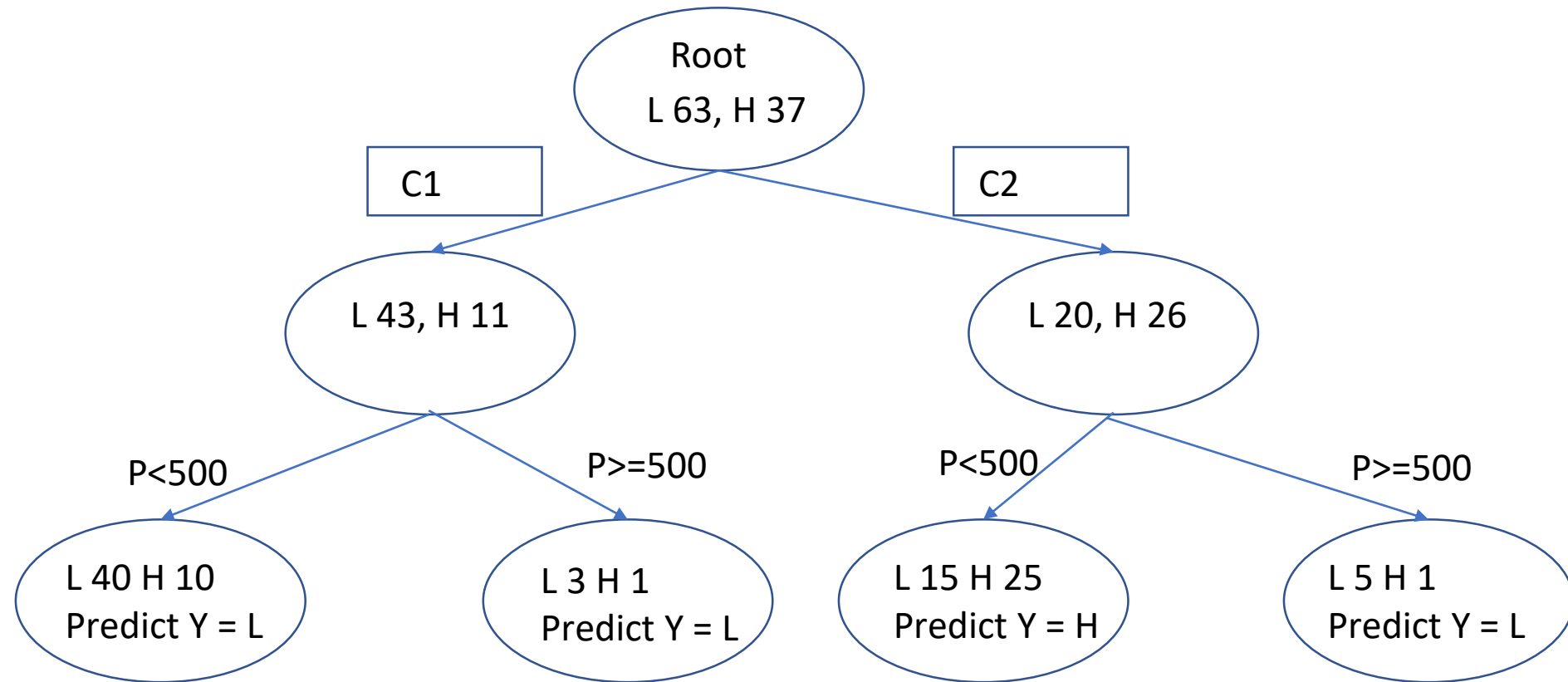
- Each discrete feature splits the dataset
- Continuous features can always be converted to discrete
- “Pure” dataset: - disbalanced class distribution
 - low entropy
 - high information gain
- Choose that feature which provides most information gain!

Decision Stump



Training accuracy: 43/63 for LOW, 26/37 for HIGH, 69/100 OVERALL

Decision Tree



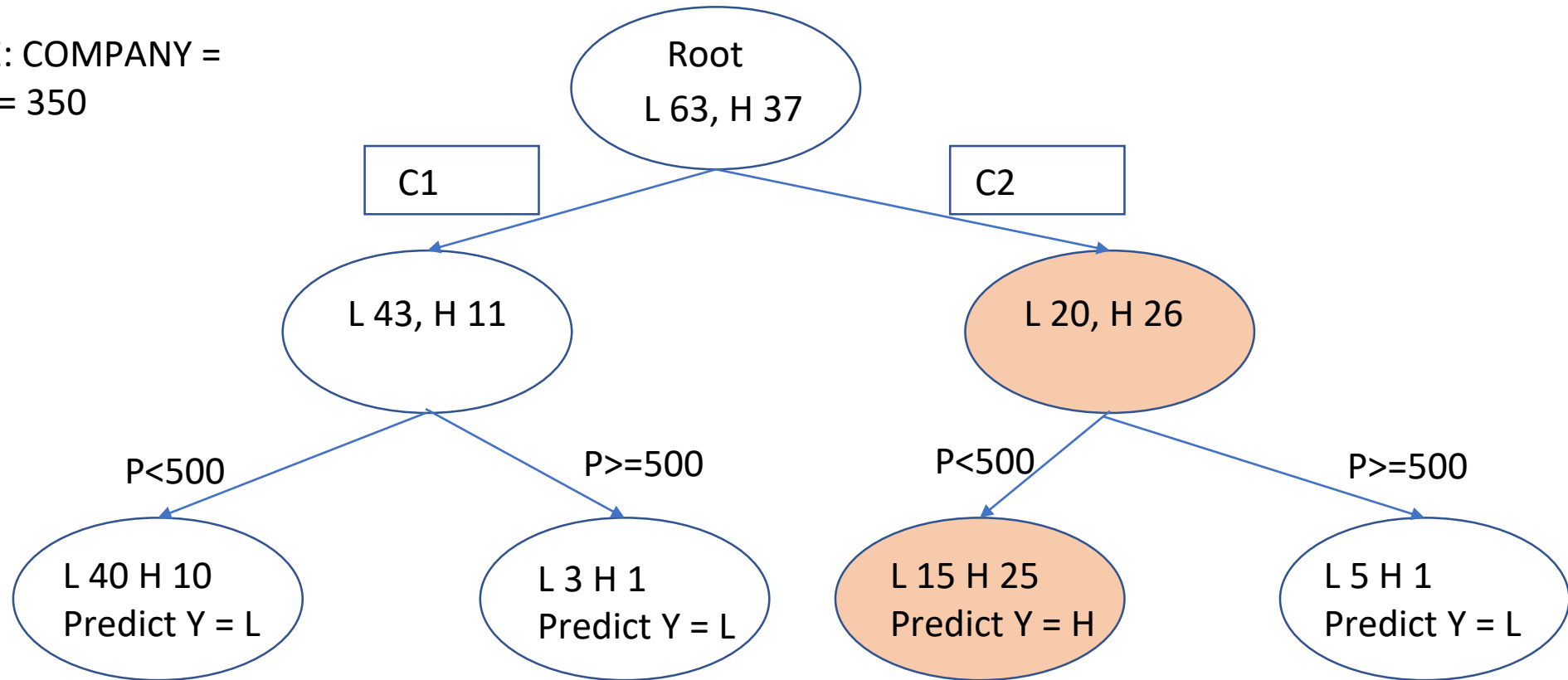
- Does this split provide “information gain”???
- If yes, split. If no, stop at previous step

Decision Tree algorithm

- 1. Identify the feature that results in maximum information gain
- 2. Split the dataset accordingly
- 3. Identify if any feature can result in further information gain on the split sets
- 4. If yes, split further. If no, stop.
- 5. Goto 3
- 6. At each leaf, the prediction is the mode label
- Test:
 - Follow the sequence of decisions based on the features of test example
 - Make prediction according to leaf

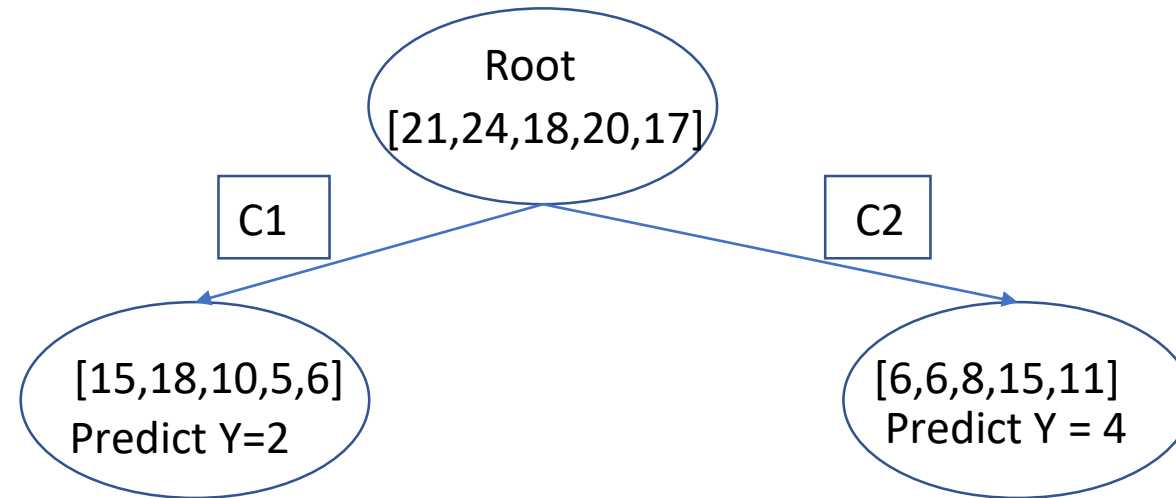
Decision Tree

TEST CASE: COMPANY =
C2, PRICE = 350



- Prediction: Y= H

Multi-class Decision Stump



Training accuracy: 18/24 for CLASS 2, 15/20 for CLASS 4, 33/100 OVERALL

Advantages and Disadvantages

Advantage:

- Easy to interpret
- Easy to classify at test time
- Provides a ranking of features (according to usefulness)

Disadvantages:

- No optimal solution known, IG is just heuristic, can create many small branches
- Can cause overfitting if tree grows deep (need to stop growing)

Regression Trees

- What if we want to predict **Average Rating** of a product?
- Real number between 1 and 5!
- Decision trees can also be used for regression
- Measure of homogeneity at each node: **variance of labels** (instead of entropy)
- Split criteria: **reduction in total variance** (instead of information gain)
- Final prediction: **Mean label in the leaf node** (instead of mode)

	COMPANY=C1	COMPANY=C2	NO SPLIT
COUNT	54	46	100
MEAN of RATINGS	3.0	4.0	3.46
VARIANCE of RATINGS	1.5	0.5	1.1
Reduction in Variance			$1.1 - (0.54 * 1.5 + 0.46 * 0.5) = 0.06$
	VIDEO RATE <30 fps	Video RATE >=30fps	NO SPLIT
COUNT	70	30	100
MEAN of RATINGS	3.1	4.5	3.46
VARIANCE of RATINGS	1.2	0.4	1.1
Reduction in Variance			$1.1 - (0.7 * 1.2 + 0.3 * 0.4) = 0.14$

Regression Tree

