

# Classification and Regression Trees

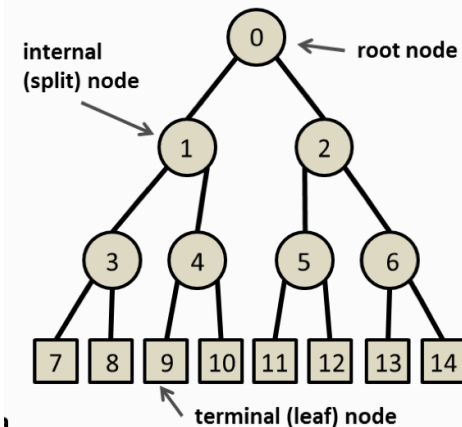
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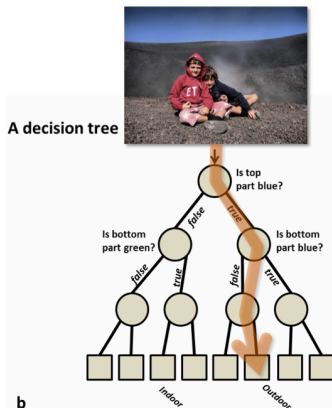
# General Tree Structure

A general tree structure



From Criminisi et al. MSR-TR-2011-114, 28 October 2011.

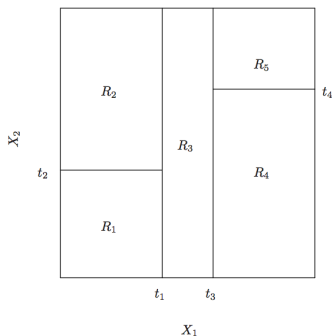
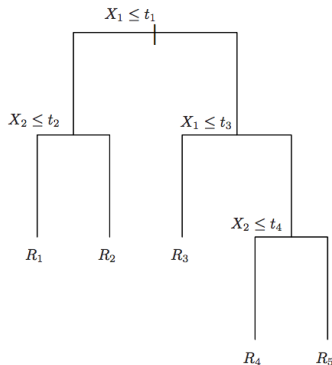
# Decision Tree



From Criminisi et al. MSR-TR-2011-114, 28 October 2011.

# Binary Decision Tree on $\mathbf{R}^2$

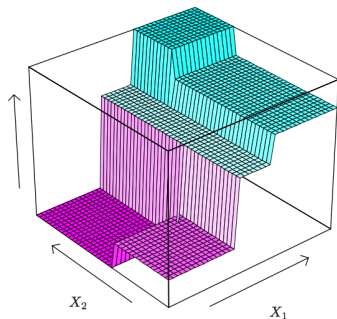
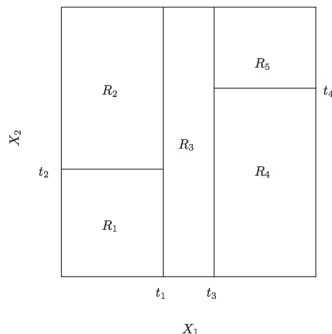
- Consider a binary tree on  $\{(X_1, X_2) \mid X_1, X_2 \in \mathbf{R}\}$



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# Binary Regression Tree on $\mathbf{R}^2$

- Consider a binary tree on  $\{(X_1, X_2) \mid X_1, X_2 \in \mathbf{R}\}$



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# Fitting a Regression Tree

- The decision tree gives the partition of  $\mathcal{X}$  into regions:

$$\{R_1, \dots, R_M\}.$$

- Recall that a partition is a **disjoint union**, that is:

$$\mathcal{X} = R_1 \cup R_2 \cup \dots \cup R_M$$

and

$$R_i \cap R_j = \emptyset \quad \forall i \neq j$$

# Fitting a Regression Tree

- Given the partition  $\{R_1, \dots, R_M\}$ , final prediction is

$$f(x) = \sum_{m=1}^M c_m 1(x \in R_m)$$

- How to choose  $c_1, \dots, c_M$ ?
- For loss function  $\ell(\hat{y}, y) = (\hat{y} - y)^2$ , best is

$$\hat{c}_m = \text{ave}(y_i \mid x_i \in R_m).$$

# Fitting a Regression Tree

- How to find the optimal partition  $\{R_1, \dots, R_M\}$ ?
- Finding binary tree giving best partition is computationally intractable.
- We proceed with a **greedy algorithm**
  - Means build the tree one node at a time, without any planning ahead



# Root Node, Continuous Variables

- Let  $x = (x_1, \dots, x_d) \in \mathbb{R}^d$ .
- **Splitting variable**  $j \in \{1, \dots, d\}$ .
- **Split point**  $s \in \mathbb{R}$ .
- Partition based on  $j$  and  $s$ :

$$R_1(j, s) = \{x \mid x_j \leq s\}$$

$$R_2(j, s) = \{x \mid x_j > s\}$$

# Root Node, Continuous Variables

- For each splitting variable  $j$  and split point  $s$ ,

$$\hat{c}_1 = \text{ave}(y_i \mid x_i \in R_1)$$

$$\hat{c}_2 = \text{ave}(y_i \mid x_i \in R_2)$$

- Find  $j, s$  minimizing

$$\sum_{i: x_i \in R_1(j, s)} (y_i - \hat{c}_1(j, s))^2 + \sum_{i: x_i \in R_2(j, s)} (y_i - \hat{c}_2(j, s))^2$$

## Then Proceed Recursively

- ① We have determined  $R_1$  and  $R_2$
  - ② Find best split for points in  $R_1$
  - ③ Find best split for points in  $R_2$
  - ④ Continue...
- When do we stop?

# Complexity Control Strategy

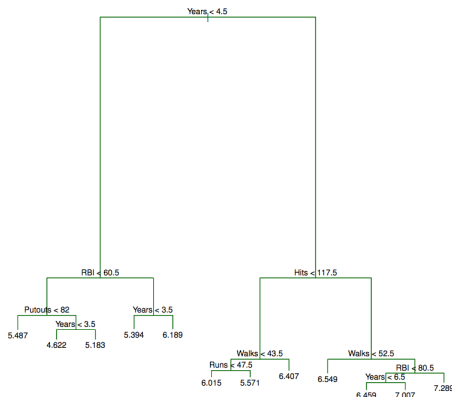
- If the tree is too big, we may overfit.
- If too small, we may miss patterns in the data (underfit).
- Typical approach:
  - 1 Build a really big tree (e.g. all regions have  $\leq 5$  points).
  - 2 Prune the tree.

# Tree Terminology

- Each **internal node**
  - has a splitting variable and a split point
  - corresponds to binary partition of the space
- A **terminal node** or **leaf node**
  - corresponds to a region
  - corresponds to a particular prediction
- A **subtree**  $T \subset T_0$  is any tree obtained by **pruning**  $T_0$ , which means collapsing any number of its internal nodes.

# Tree Pruning

- Full Tree  $T_0$



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# Tree Pruning

- Subtree  $T \subset T_0$



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# Empirical Risk and Tree Complexity

- Suppose we want to prune a big tree  $T_0$ .
- Let  $\hat{R}(T)$  be the empirical risk of  $T$  (i.e. square error on training)
- Clearly, for any  $T \subset T_0$ ,  $\hat{R}(T) \geq \hat{R}(T_0)$ .
- Let  $|T|$  be the number of terminal nodes in  $T$ .
- $|T|$  will be our measure of complexity for a tree.



# Cost Complexity (or Weakest Link) Pruning

## Definitions

The **cost complexity criterion** with parameter  $\alpha$  is

$$C_{\alpha}(T) = \hat{R}(T) + \alpha|T|$$

- Trades off between empirical risk and complexity of tree.
- Cost complexity pruning:
  - For each  $\alpha$ , find the tree  $T \subset T_0$  minimizing  $C_{\alpha}(T)$ .
  - Use cross validation to find the right choice of  $\alpha$ .

# Greedy Pruning is Sufficient

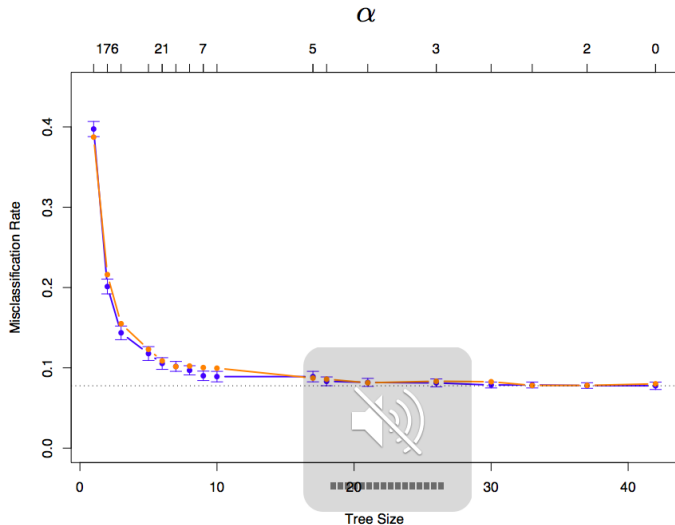
- Find subtree  $T_1 \subset T_0$  that minimizes  $\hat{R}(T_1) - R(T_0)$ .
- Then find  $T_2 \subset T_1$ .
- Repeat until we have just a single node.
- We end up with a set of trees:

$$\mathcal{T} = \{ T_0 \supset T_1 \supset T_2 \supset \cdots \supset T_{|\mathcal{T}|} \}$$

- Breiman et al. (1984) proved that this is all you need. That is:

$$\left\{ \arg \min_T C_\alpha(T) \mid \alpha \geq 0 \right\} \subset \mathcal{T}$$

# Regularization Path for Trees



# Classification Trees

- Consider classification case:  $\mathcal{Y} = \{1, 2, \dots, K\}$ .
- We need to modify
  - criteria for splitting nodes
  - method for pruning tree

# Classification Trees

- Let node  $m$  represent region  $R_m$ , with  $N_m$  observations
- Denote proportion of observations in  $R_m$  with class  $k$  by

$$\hat{p}_{mk} = \frac{1}{m} \sum_{\{i: x_i \in R_m\}} 1(y_i = k).$$

- **Predicted classification** for node  $m$  is

$$k(m) = \arg \max_k \hat{p}_{mk}.$$

- **Predicted class probability distribution** is  $(\hat{p}_{m1}, \dots, \hat{p}_{mK})$ .

# Misclassification Error

- Consider node  $m$  representing region  $R_m$ , with  $N_m$  observations
- Suppose we predict

$$k(m) = \arg \max_k \hat{p}_{mk}$$

as the class for all inputs in region  $R_m$ .

- What is the misclassification rate on the training data?
- It's just

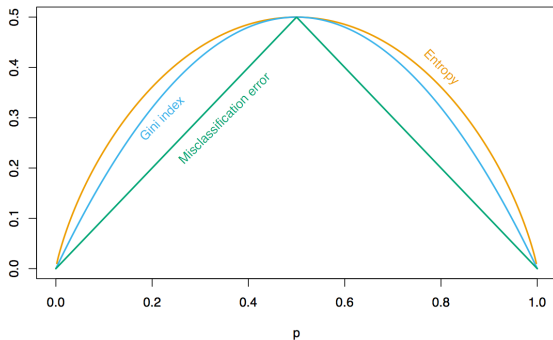
$$1 - \hat{p}_{mk(m)}.$$

# Classification Trees: Node Impurity Measures

- Consider node  $m$  representing region  $R_m$ , with  $N_m$  observations
- How can we generalize from squared error to classification?
- We will introduce some different measures of **node impurity**.
  - We want **pure** leaf nodes (i.e. as close to a single class as possible)
- We'll find splitting variables and split point **minimizing node impurity**.

## Two-Class Node Impurity Measures

- Consider binary classification
- Let  $p$  be the relative frequency of class 1.
- Here are three node impurity measures as a function of  $p$



HTF Figure 9.3



# Classification Trees: Node Impurity Measures

- Consider leaf node  $m$  representing region  $R_m$ , with  $N_m$  observations
- Three measures  $Q_m(T)$  of **node impurity** for leaf node  $m$ :

- Misclassification error:

$$1 - \hat{p}_{mk(m)}.$$

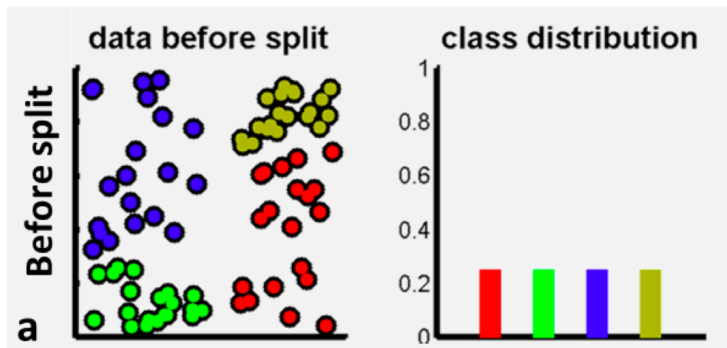
- Gini index:

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

- Entropy or deviance:

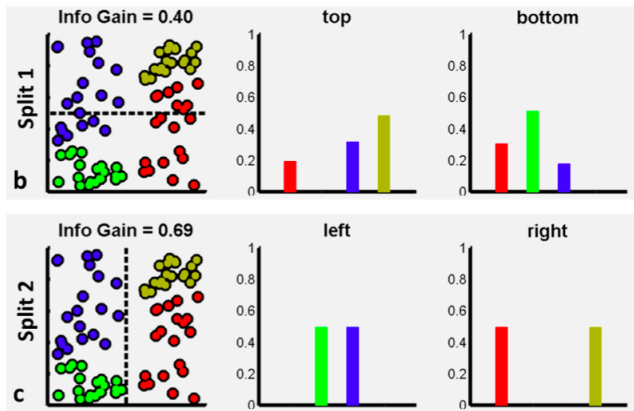
$$-\sum_{k=1}^K \hat{p}_{mk} \log \hat{p}_{mk}.$$

# Class Distributions: Pre-split



From Criminisi et al. MSR-TR-2011-114, 28 October 2011.

# Class Distributions: Split Search



- (Maximizing information gain is equivalent to minimizing entropy)

# Classification Trees: How exactly do we do this?

- Let  $R_L$  and  $R_R$  be regions corresponding to a potential node split.
- Suppose we have  $N_L$  points in  $R_L$  and  $N_R$  points in  $R_R$ .
- Let  $Q(R_L)$  and  $Q(R_R)$  be the node impurity measures.
- The we search for a split that minimizes

$$N_L Q(R_L) + N_R Q(R_R)$$

# Classification Trees: Node Impurity Measures

- For building the tree, Gini and Entropy are more effective.
  - They push for more pure nodes, not just misclassification rate
    - Not satisfied with just misclassification rate
  - [Discussion in Lab]
- For pruning the tree, use misclassification error – closer to risk estimate.

# Missing Features (or “Predictors”)

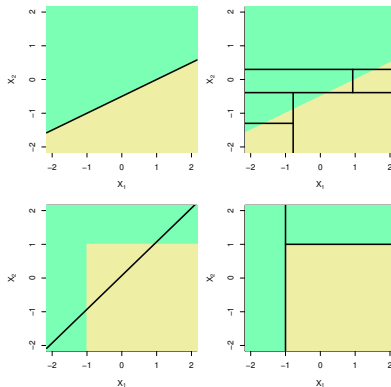
- Features are also called **covariates** or **predictors**.
- What to do about missing features?
  - Throw out inputs with missing features
  - Impute missing values with feature means
  - If a categorical feature, let “missing” be a new category.
- For trees, can use **surrogate splits**
  - For every internal node, form a list of surrogate features and split points
  - Goal is to approximate the original split as well as possible
  - Surrogates ordered by how well they approximate the original split.

# Categorical Features

- Suppose we have feature with  $q$  possible values (unordered).
- We want to find the best split into 2 groups
- There are  $2^q - 1$  possible partitions.
- Search time?
  - For binary classification ( $K = 2$ ), there is an efficient algorithm. (Breiman 1984)
  - Otherwise, can use approximations.
- Statistical issue?
  - If a category has a very large number of categories, we can overfit.
  - Extreme example: Row Number could lead to perfect classification with a single split.

# Trees vs Linear Models

- Trees have to work much harder to capture linear relations.



From *An Introduction to Statistical Learning, with applications in R* (Springer, 2013) with permission from the authors: G. James, D. Witten, T. Hastie and R. Tibshirani.



# Interpretability

- Trees are certainly easy to explain.
- You can show a tree on a slide.
- Small trees seem interpretable.
- For large trees, maybe not so easy.

# Trees for Nonlinear Feature Discovery

- Suppose tree  $T$  gives partition  $R_1, \dots, R_m$ .
- Predictions are

$$f(x) = \sum_{m=1}^M c_m 1(x \in R_m)$$

- If we make a feature for every region  $R$ :

$$1(x \in R),$$

we can view this as a **linear model**.

- Trees can be used to discover nonlinear features.

# Instability / High Variance of Trees

- Trees are **high variance**:
  - If we randomly split the data, we may get quite different trees from each part
- By contrast, linear models have low variance (at least when well-regularized)
- Later we investigate several ways to reduce this variance

# Comments about Trees

- Trees make no use of **geometry**
  - No inner products or distances
  - called a “nonmetric” method
  - **Feature scale irrelevant**
- Predictions are not continuous
  - not so bad for classification
  - may not be desirable for regression