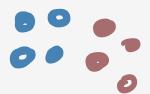
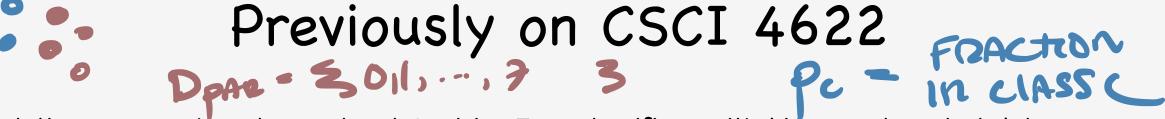
#### Decision Trees Part 2





Last time we saw how to construct Decision Tree classifiers with binary categorical data

- Partition training data according to binary tree
- o For each node, split on a single feature so as to minimize impurity in the result child nodes

One impurity measure is **Entropy**:  $\sum_{c} -p_c \log_2 p_c$ 



One way to quantify reduction in impurity is through Information Gain

$$IG(D_{par}) = I(D_{par}) - \frac{|D_{left}|}{|D_{par}|} I(D_{left}) - \frac{|D_{right}|}{|D_{par}|} I(D_{right})$$

Evaluate IG for each possible split on a feature, choose the one with largest IG

#### Some Questions

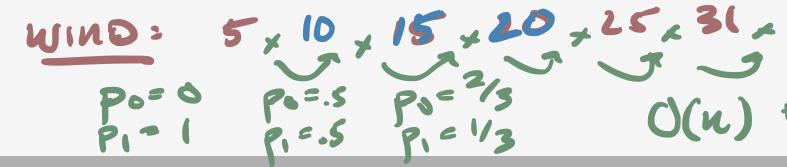
- We've looked at binary categorical features. What happens if the features are continuous?
- Are there other measures of impurity besides entropy?
- O How well do these things perform, anyway?

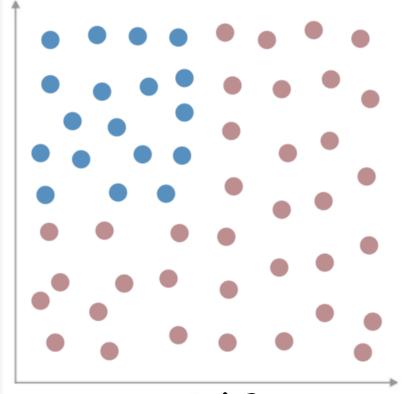
#### Splitting With Continuous Features WE-BLVE

O How could we do this in a naïve way, and at what cost?

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O What could we do that would be smarter?



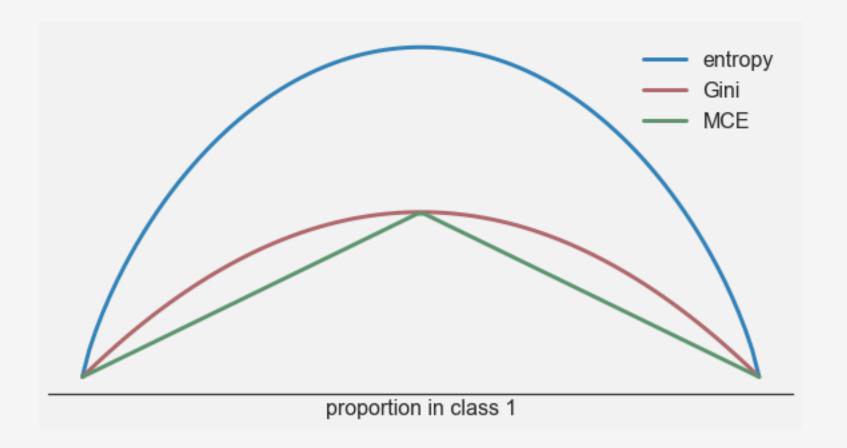




The obvious, misclassification error

1- 2 Pc o The less obvious, the Gini Index  $= | -p^2 - (|-p)^2$ 

o So we have Entropy, MCE, and Gini Index. Which one is better?



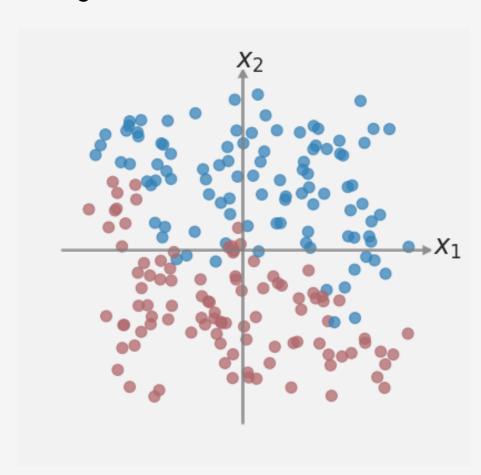
So we have Entropy, MCE, and Gini Index. Which one is better?

Answer: Ehh, unclear

- Gini and Entropy are differentiable
- Gini is slightly cheaper because Entropy uses logs
- In the end, it doesn't really matter
- Gini used by CART
- Entropy used by C4.5
- MCE sometimes used in post-pruning strategies

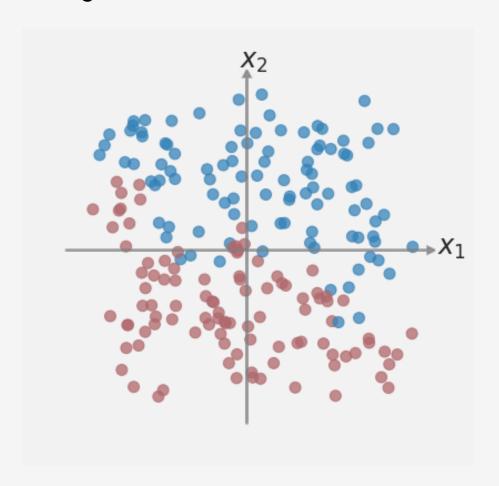
### So How Well Do These Things Work?

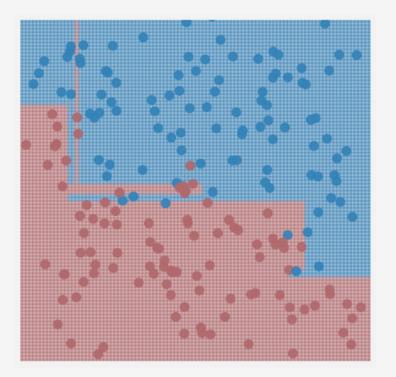
o In general, Decision Tree Classifiers are very high-variance methods



## So How Well Do These Things Work?

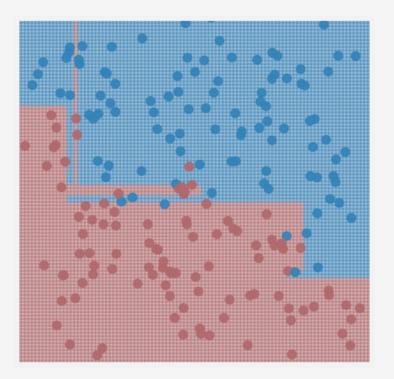
In general, Decision Tree Classifiers are very high-variance methods and tend to overfit





# Combating Overfitting

O How could we combat this?



# Combating Overfitting

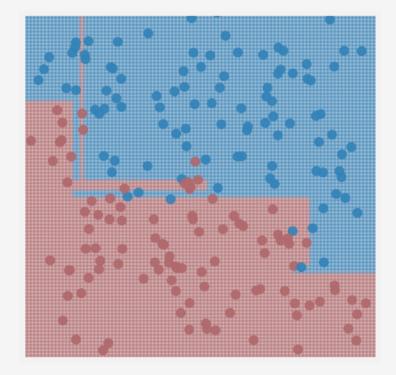
O How could we combat this?

#### Prepruning:

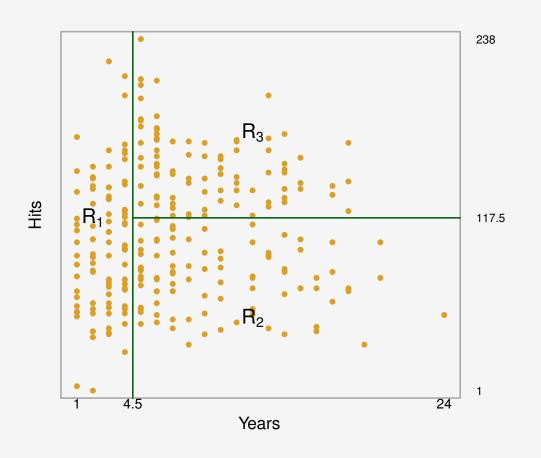
- Don't let the tree have too many levels
- Stopping conditions

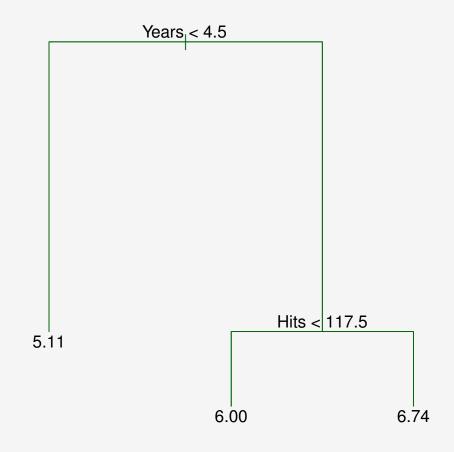
#### Postpruning:

- Build the complete tree
- Go back and remove vertices that don't affect performance too much



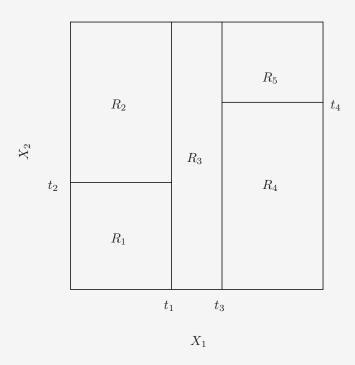
 Suppose you want to PREDICT the salary of a MLB player based on two features: how many hits they average a year and how many years they've been in the league

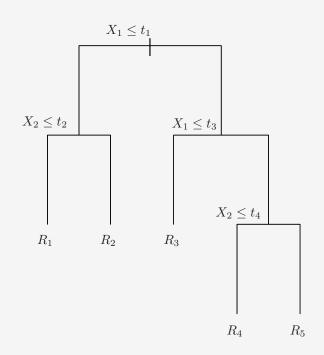


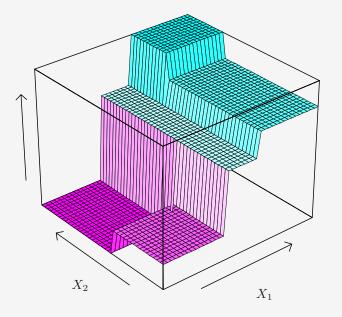


- Suppose you want to PREDICT the salary of a MLB player based on two features: how many hits they average a year and how many years they've been in the league
- Perform the usual binary splitting by feature
- Instead of classification, predict the response based on average response in leaf node

o Instead of classification, predict the response based on average response in leaf node







- O What measure do we use to decide which feature to split on?
- $\circ$  The goal is to find boxes that minimize the  $RSS = \sum_{j=1}^J \sum_{i \in R_j} \left( y_i \hat{y}_{R_j} 
  ight)^2$
- o Consider splitting the data on a node into two boxes. Choose feature and split to minimize

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

where  $R_1(j,s) = \{X \mid X_j < s\} \text{ and } R_2(j,s) = \{X \mid X_j \ge s\}$ 

#### Where Do We Go From Here?

- o Unfortunately, Decision Tree Classifiers are prone to overfitting
- On their own, tend to do worse than other classifiers we've seen

#### But WITH THEIR POWERS COMBINED!

Next up, Ensemble Methods.

- Take various weaker classifiers, and combine them to get strong classifiers
- Bagging and Random Forests
- Boosted Decision Trees and the AdaBoost Algorithm