



# **CS 412 Intro. to Data Mining**

## **Chapter 8. Classification: Basic Concepts**

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# Example: Attribute Selection with Information Gain

□ Class P: buys\_computer = “yes”

□ Class N: buys\_computer = “no”

$$Info(D) = I(9,5) = -\frac{9}{14} \log_2\left(\frac{9}{14}\right) - \frac{5}{14} \log_2\left(\frac{5}{14}\right) = 0.940$$

age	p <sub>i</sub>	n <sub>i</sub>	I(p <sub>i</sub> , n <sub>i</sub> )
<=30	2	3	0.971
31...40	4	0	0
>40	3	2	0.971

age	income	student	credit_rating	buys_computer
<=30	high	no	fair	no
<=30	high	no	excellent	no
31...40	high	no	fair	yes
>40	medium	no	fair	yes
>40	low	yes	fair	yes
>40	low	yes	excellent	no
31...40	low	yes	excellent	yes
<=30	medium	no	fair	no
<=30	low	yes	fair	yes
>40	medium	yes	fair	yes
<=30	medium	yes	excellent	yes
31...40	medium	no	excellent	yes
31...40	high	yes	fair	yes
>40	medium	no	excellent	no

$$Info_{age}(D) = \left( \frac{5}{14} I(2,3) \right) + \left( \frac{4}{14} I(4,0) \right) + \left( \frac{5}{14} I(3,2) \right) = 0.694$$

*Handwritten notes: A stick figure points to the 'age' attribute. Above the first term, '≤30' is written with 'Y' and 'N' below it. Above the second term, '31-40' is written with 'Y' and 'N' below it. Below the third term, '740' is written.*

$\frac{5}{14} I(2,3)$  means “age ≤30” has 5 out of 14 samples, with 2 yes’es and 3 no’s.

Hence

$$Gain(age) = Info(D) - Info_{age}(D) = 0.246$$

Similarly, we can get

$$Gain(income) = 0.029$$

$$Gain(student) = 0.151$$

$$Gain(credit\_rating) = 0.048$$

# Decision Tree Induction: Algorithm

- ❑ Basic algorithm
  - ❑ Tree is constructed in a **top-down, recursive, divide-and-conquer** manner အဲဒီလို data ခွဲနေတာပဲလား
  - ❑ At start, all the training examples are at the root
  - ❑ Examples are partitioned recursively based on selected attributes data ကို အချက်အလက်ပေါ်မူတည်ပြီး ခွဲနေတာပဲ
  - ❑ On each node, attributes are selected based on the training examples on that node, and a heuristic or statistical measure (e.g., **information gain**)
- ❑ Conditions for stopping partitioning
  - ❑ All samples for a given node belong to the same class
  - ❑ There are no remaining attributes for further partitioning
  - ❑ There are no samples left
- ❑ Prediction
  - ❑ **Majority voting** is employed for classifying the leaf



# How to Handle Continuous-Valued Attributes?

- ❑ Method 1: Discretize continuous values and treat them as categorical values
  - ❑ E.g., age: < 20, 20..30, 30..40, 40..50, > 50
- ❑ Method 2: Determine the **best split point** for continuous-valued attribute A
  - ❑ Sort the value A in increasing order:, e.g. 15, 18, 21, 22, 24, 25, 29, 31, ...
  - ❑ *Possible split point*: the midpoint between *each pair of adjacent values*
    - ❑  $(a_i + a_{i+1})/2$  is the midpoint between the values of  $a_i$  and  $a_{i+1}$
    - ❑ e.g.,  $(15+18)/2 = 16.5, 19.5, 21.5, 23, 24.5, 27, 30, \dots$
  - ❑ The point with the *maximum information gain* for A is selected as the **split-point** for A
- ❑ Split: Based on split point P
  - ❑ The set of tuples in D satisfying  $A \leq P$  vs. those with  $A > P$

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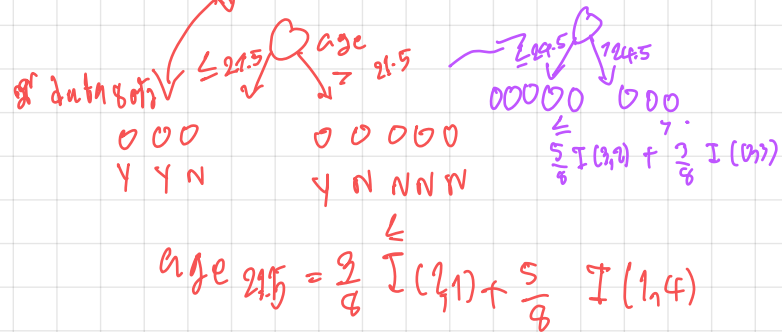
Math 1 categorie

15, 18, 21, 22, 24, 25, 29, 31, ...

$\angle 16, 18-22, 22-30, 7-31$

Math 2 Best split point

data 15, 18, 21, 22, 24, 25, 29, 31, ...



# Gain Ratio: A Refined Measure for Attribute Selection

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- ❑ Information gain measure is biased towards attributes with a large number of values
- ❑ Gain ratio: Overcomes the problem (as a normalization to information gain)

$$SplitInfo_A(D) = -\sum_{j=1}^v \frac{|D_j|}{|D|} \times \log_2\left(\frac{|D_j|}{|D|}\right)$$

- ❑  $GainRatio(A) = Gain(A)/SplitInfo(A)$
- ❑ The attribute with the maximum gain ratio is selected as the splitting attribute
- ❑ Gain ratio is used in a popular algorithm C4.5 (a successor of ID3) by R. Quinlan
- ❑ Example
  - ❑  $SplitInfo_{income}(D) = -\frac{4}{14} \log_2 \frac{4}{14} - \frac{6}{14} \log_2 \frac{6}{14} - \frac{4}{14} \log_2 \frac{4}{14} = 1.557$
  - ❑  $GainRatio(income) = 0.029/1.557 = 0.019$

# Another Measure: Gini Index

- Gini index: Used in CART, and also in IBM IntelligentMiner
- If a data set  $D$  contains examples from  $n$  classes, gini index,  $gini(D)$  is defined as
  - $gini(D) = 1 - \sum_{j=1}^n p_j^2$   $\approx p \log p \rightarrow (-p \log p) + (-p \log p)$
  - $p_j$  is the relative frequency of class  $j$  in  $D$
- If a data set  $D$  is split on  $A$  into two subsets  $D_1$  and  $D_2$ , the  $gini$  index  $gini(D)$  is defined as
  - $gini_A(D) = \frac{|D_1|}{|D|} gini(D_1) + \frac{|D_2|}{|D|} gini(D_2)$
- Reduction in Impurity:
  - $\Delta gini(A) = gini(D) - gini_A(D)$
- The attribute provides the smallest  $gini_{split}(D)$  (or the largest reduction in impurity) is chosen to split the node (*need to enumerate all the possible splitting points for each attribute*)

Handwritten notes and calculations:

data partition split

$g(4,5)$

$g(2,5)$

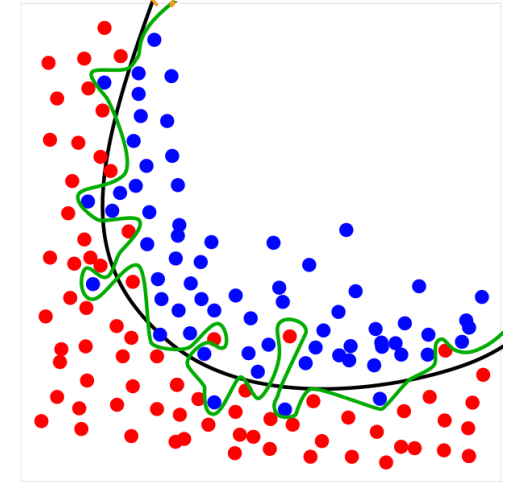
$1 - \left( \left( \frac{2}{5} \right)^2 + \left( \frac{3}{5} \right)^2 \right)$

$1 - \left( \left( \frac{2}{8} \right)^2 + \left( \frac{5}{8} \right)^2 \right)$

$-\frac{3}{8} \log \frac{2}{8} - \frac{5}{8} \log \frac{5}{8}$

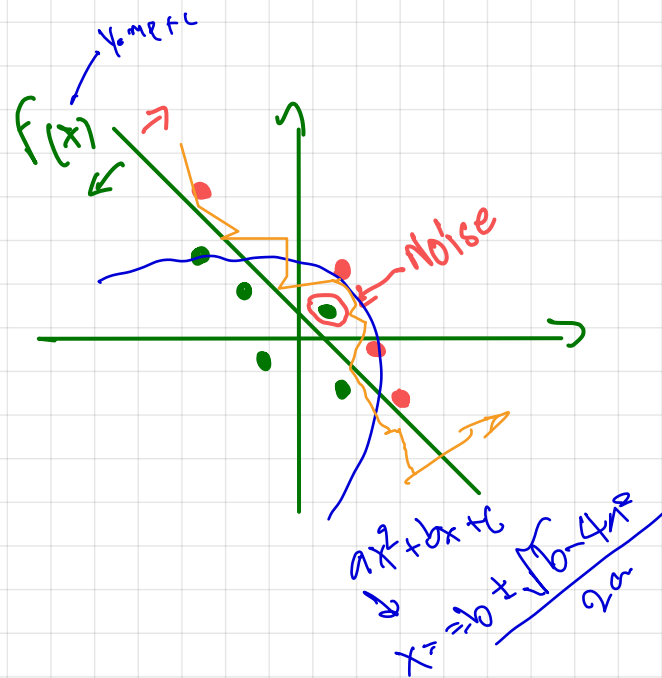
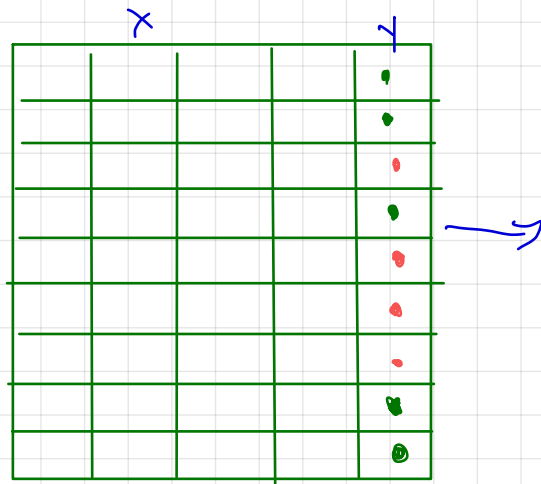
# Overfitting and Tree Pruning

- ❑ Overfitting: An induced tree may overfit the training data
  - ❑ Too many branches, some may reflect anomalies due to noise or outliers
  - ❑ Poor accuracy for unseen samples
- ❑ Two approaches to avoid overfitting
  - ❑ Prepruning: *Halt tree construction early*—do not split a node if this would result in the goodness measure falling below a threshold
    - ❑ Difficult to choose an appropriate threshold
  - ❑ Postpruning: *Remove branches* from a “fully grown” tree—get a sequence of progressively pruned trees
    - ❑ Use a set of data different from the training data to decide which is the “best pruned tree”



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Oscillations