# **Decision Tree Generator**

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# **Quick Start**

All programs are tested on macOS 10.14 & Ubuntu 18.04

## Requirements

• Python3

### How to Run

## dt.py

```
./dt.py [train file] [test file] [result file]
python3 dt.py [train file] [test file] [result file]
```

In order to execuate program using first command, you must have execution permission for

If it gives permission error, either give it a execution permission or use second line command.

```
assignment2-decision_tree — ~/GoogleDrive/4-1/데이터사이언스/Assignment/assign...
~/GoogleDrive/4-1/데이터사이언스 /Assignment/assignment2-decision_tree master* †

> ./dt.py data/dt_train.txt data/dt_test.txt test/dt_result.txt
~/GoogleDrive/4-1/데이터사이언스 /Assignment/assignment2-decision_tree master* †

> python3 dt.py data/dt_train1.txt data/dt_test1.txt test/dt_result1.txt
~/GoogleDrive/4-1/데이터사이언스 /Assignment/assignment2-decision_tree master* †

> 1
```

## evaluate.py

**evaluate.py** file will generate decision tree by importing functions from **dt.py** and evaluate it's accuracy.

It also gives a user an option to check which tuple prediction went wrong.

If additional tests are required, append train, test, output, answer file lists within **evaluate.py** 

```
if __name__ == "__main__":
    trainFiles = ["data/dt_train.txt", "data/dt_train1.txt"]
    testFiles = ["data/dt_test.txt", "data/dt_test1.txt"]
    outputFiles = ["test/dt_result.txt", "test/dt_result1.txt"]
    answerFiles = ["test/dt_answer.txt", "test/dt_answer1.txt"]
```

```
assignment2-decision_tree — ~/GoogleDrive/4-1/데이터사이언스/Assignment/assign...
    ~/GoogleDrive/4-1/데이터사이언스/Assignment/assignment2-decision_tree master* †

    ./evaluate.py
    Generating decision tree for dt_train.txt took 0.000504 seconds
    5/5
    Classification for dt_test.txt took 0.000374 seconds

Generating decision tree for dt_train1.txt took 0.016573 seconds

322/346
    Classification for dt_test1.txt took 0.00155 seconds
```

Below is the example output of diffrence tracking.

```
🕨 🔾 🏮 🛅 assignment2-decision_tree — ~/GoogleDrive/4-1/데이터사이언스/Assignment/assignment2-decision_tree — -zsh • -zsh — 128×31
attr: safety
classLabel: unacc
count: 1382
Internal Node
attr: persons
classLabel: unacc
 ount: 458
attr: buying
classLabel: acc
 count: 151
Internal Node
attr: maint
classLabel: acc
Internal Node
attr: lug_boot
classLabel: acc
Leaf Node
classLabel: acc
count: 2
                         maint
                                                           persons
4
                                                                                                              prediction
       buying
                                                                            lug_boot
                                                                                             safety
                                                                                                                               unacc
                         vhigh
                                                                                             med
                                                                                                              acc
```

# **Implementation**

## **Node class**

```
class Node:
   def __init__(self, parent, attr, classLabel, cnt, isLeaf=False):
       self.parent = parent
       self.attr = attr
       self.children = dict()
       self.classLabel = classLabel
       self.cnt = cnt
       self.isLeaf = isLeaf
   def __repr__(self):
       if self.isLeaf:
           return "Leaf Node"
        else:
           return "Internal Node"
   def __str__(self):
       ret = repr(self) + "\n"
       if not self.isLeaf:
           ret += "attr: " + self.attr + "\n"
       ret += "classLabel: " + self.classLabel + "\n"
        ret += "count: " + str(self.cnt) + "\n"
       return ret
```

decision tree is generated with above class Node.

attr: Selected attribution for splitting. If current node is leaf, it will be empty string.

children: Dictionary of node's children. Key is attribute value.

classLabel: Result of prediction if classification ends at current node.

cnt: Number of tuples in data partition.

## generateTree()

This function is recursively called to construct decision tree.

Recursion ends at 3 conditions.

- 1. tuples are all of the same class.
- 2. attributes list is empty (MAJORITY VOTING)
- 3. data partition is empty.

#### **Algorithm**

let D = data partition; set of training tuples

1. If tuples in D are all of the same class OR attribute list is empty

return leaf node with majority vote as class label

- 2. Use attributeSelection() method to find splitting attribute.
- 3. Split tuples in D based on split attribute value. Either call generateTree() recursively or create leaf node(split ends up with 0 tuple)

Current version of <code>generateTree</code> uses improved version of gain ratio. Accuracy of each implementation will be shown at <code>Test Results</code>. <code>reducedErrorPruning()</code> is implemented but not activated since pruning only makes accuracy worse.

## **Test Results**

### **Information Gain**

It's the first implementation I used. choose attribute with highest information gain.

```
# Calculate Entropy for given attribute.
def calcEntropy(classified):
 ret = 0.0
 for val in classified:
   p = val / sum(classified)
   ret -= p * log(p, 2)
  return ret
# Calculate information gain.
def calcGains(rows):
 infoGains = []
 DBsize = len(rows)
 totalEntropy = calcEntropy(Counter([row[-1] for row in rows]).values())
 for col in range(len(rows[0]) - 1):
   entropy = 0.0
   # {attrValue : {className : cnt}}
   classCounter = defaultdict(lambda: defaultdict(lambda: 0))
    for row in rows:
      classCounter[row[col]][row[-1]] += 1
    for classified in classCounter.values():
      entropy += sum(classified.values()) / DBsize *
calcEntropy(classified.values())
    infoGains.append(totalEntropy - entropy)
  return infoGains
def attributeSelection(rows):
 infoGains = calcGains(rows)
  return infoGains.index(max(infoGains))
```

```
assignment2-decision_tree — ~/GoogleDrive/4-1/데이터사이언스/Assignment/assign...
    ~/GoogleDrive/4-1/데이터사이언스 /Assignment2-decision_tree master*
    python3 evaluate.py
Generating decision tree for dt_train.txt took 0.000385 seconds
5/5
Classification for dt_test.txt took 0.000296 seconds

Generating decision tree for dt_train1.txt took 0.013916 seconds
315/346
Classification for dt_test1.txt took 0.001455 seconds

Check diffrence?
n
    ~/GoogleDrive/4-1/데이터사이언스/Assignment/assignment2-decision_tree master*
}
```

#### **Gain Ratio**

*Information gain* is biased toward attributes having a large number of values. *Gain ratio* applies a kind of normalization to *information gain* using a "split information" to overcome bias.

```
# Calculate Entropy for given attribute.
def calcEntropy(classified):
   info = 0.0
    for val in classified:
        p = val / sum(classified)
        info -= p * log(p, 2)
    return info
# Calculate split info for gain ratio.
def calcSplitInfo(classCounter, totalD):
    splitInfo = 0.0
    for classified in classCounter.values():
        partition = sum(classified.values()) / totalD
        splitInfo -= partition * log(partition, 2)
   return splitInfo
# Calculate gain ratio to be precise.
def calcGains(rows):
    infoGains = []
   totalD = len(rows)
```

```
totalEntropy = calcEntropy(Counter([row[-1] for row in rows]).values())
    for col in range(len(rows[0]) - 1):
        entropy = 0.0
        # {attrValue : {className : cnt}}
        classCounter = defaultdict(lambda: defaultdict(lambda: 0))
        for row in rows:
            classCounter[row[col]][row[-1]] += 1
        for classified in classCounter.values():
            entropy += sum(classified.values()) / totalD *
calcEntropy(classified.values())
        infoGains.append((totalEntropy - entropy) /
calcSplitInfo(classCounter, totalD))
    return infoGains
# Calculate all gain ratio of attributes at the moment.
# Return index of most highest value.
def attributeSelection(rows):
   infoGains = calcGains(rows)
    return infoGains.index(max(infoGains))
```

## **Improved Gain Ratio**

Gain ratio favors the creation of an unbalanced tree(Information Gain Versus Gain Ratio: A Study of Split Method Biases). So if one attribute's value has large portion in training sets, it is very likely to be chosen as class label during classification. In order to reduce this effect, I've made a modification on getMajorityVoted() to select least popular attribute if their is a tie.

```
# If there is a tie, return attribute that has least amount.
def getMajorityVoted(classCounter, classHeader, attrValues):
    candidates = classCounter.most_common()
    vote = candidates[0][1]
    candidates = [x for x in candidates if x[1] == vote]
    voted = candidates[0][0]
    if len(candidates) == 1:
        return voted

    vote = attrValues[classHeader][voted]
    for candidate in candidates:
        if vote > attrValues[classHeader][candidate[0]]:
            vote = attrValues[classHeader][candidate[0]]
            voted = candidate[0]
```

## **Reduced Error Pruning**

Tree pruning method helps resolve overfitting issue.

If you intend to use pruning, you must split test tuples in two. One for training, and one for pruning.

• Using pruning method in evaluate.py simply set usePruning = True in runTest() function.

```
# Recursive function for the pruning.
def _pruning(tree, node, attributes, samples, prevCnt):
    if node.isLeaf:
        return False
    node.isLeaf = True
    cnt = getPredictionCnt(tree, attributes, samples)
    node.isLeaf = False
    isSubPruned = False
    for child in node.children.values():
        tmp = _pruning(tree, child, attributes, samples, max(prevCnt, cnt))
        if tmp:
```

```
isSubPruned = True
if not isSubPruned and cnt > prevCnt:
    node.isLeaf = True
    return True

return False

# function name tells everything.
# Is not activated because pruning decreases the accuracy at the moment.
def reducedErrorPruning(tree, attrHeader, samples):
    _pruning(tree, tree, attrHeader, samples, getPredictionCnt(tree, attrHeader, samples))
```

```
🔵 🧶 🛅 assignment2-decision_tree — ~/GoogleDrive/4-1/데이터사이언스/Assignment/assign...
~/GoogleDrive/4-1/데이터사이언스/Assignment/assignment2-decision_tree master* 🕈 🗏
) ./evaluate.py
Generating decision tree for dt_train.txt took 0.00062 seconds
Classification for dt_test.txt took 0.000337 seconds
Check diffrence? (Y / N)
n
Generating decision tree for dt_train1.txt took 0.047414 seconds
Classification for dt_test1.txt took 0.001575 seconds
Check diffrence? (Y / N)
n
~/GoogleDrive/4-1/데 이터사이언스/Assignment/assignment2-decision_tree master* 🕈
> ./evaluate.py
Generating decision tree for dt_train.txt took 0.000822 seconds
Classification for dt_test.txt took 0.000314 seconds
Generating decision tree for dt_train1.txt took 0.047568 seconds
291/346
Classification for dt_test1.txt took 0.001594 seconds
Check diffrence? (Y / N)
~/GoogleDrive/4-1/데 이 터 사 이 언 스 /Assignment/assignment2-decision_tree master* 1
> ./evaluate.py
Generating decision tree for dt_train.txt took 0.000663 seconds
Classification for dt_test.txt took 0.000464 seconds
Check diffrence? (Y / N)
Generating decision tree for dt_train1.txt took 0.050886 seconds
Classification for dt_test1.txt took 0.001542 seconds
Check diffrence? (Y / N)
~/GoogleDrive/4-1/데 이 터 사 이 언 스 /Assignment/assignment2-decision_tree master* 🕈
```

Since pruning in **evaluate.py** shuffles training test set before splitting, it generates diffrent result everytime. As you can see from the result, the accuracy gets worse with pruning. So even after implementation, it is not used in **dt.py** and **evaluate.py** by default.