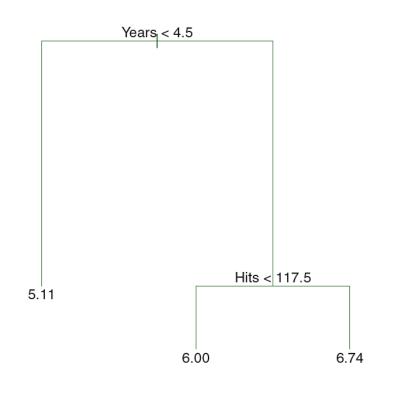
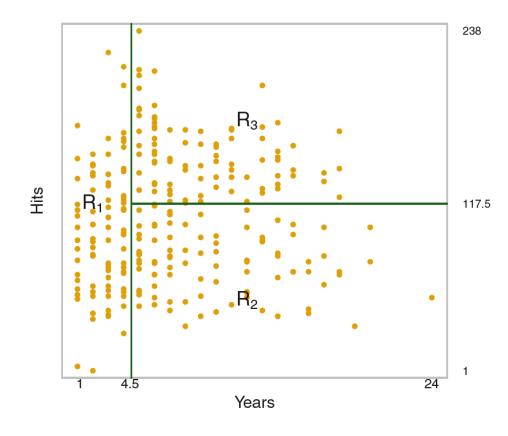
Geena Kim



Decision Tree

Split Rule: Minimize the metric (MSE, entropy, etc) of the boxes





Decision Tree Split Criteria

Regression Tree

MSE

$$H(X_m) = \frac{1}{N_m} \sum_{i \in N_m} (y_i - \bar{y}_m)^2$$

MAE

$$H(X_m) = \frac{1}{N_m} \sum_{i \in N_m} |y_i - \bar{y}_m|$$
 $H(X_m) = -\sum_k p_{mk} \log(p_{mk})$

Classification Tree

Gini

$$H(X_m) = \frac{1}{N_m} \sum_{i \in N_m} (y_i - \bar{y}_m)^2 \qquad H(X_m) = \sum_k p_{mk} (1 - p_{mk})$$

Entropy

$$H(X_m) = -\sum_{k} p_{mk} \log(p_{mk})$$

Information Gain

$$IG = E_{parent} - \frac{N_L}{N} E_L - \frac{N_R}{N} E_R$$

Improving Trees

Problems with a single Decision Tree

- Overfitting
- Trees are weak learner

Hyperparameter search

Grid Search Tip

- Give a range of values for each hyperparameter
- Measure a training time for one, then estimate how long for the loop
- Adjust number of values, range, or hyperparameters to include

```
max_depth
min_samples_split
min_samples_leaf
max_features
min_impurity_decrease
```

Decision Tree – Pruning

Minimal Cost-Complexity Pruning

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

 α : complexity parameter

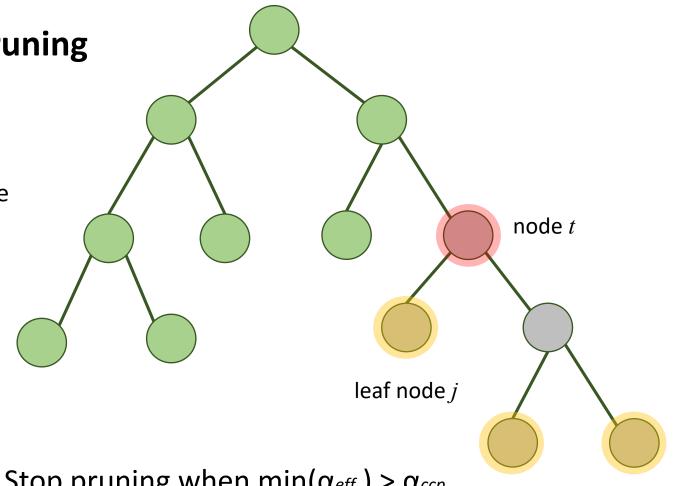
|T|: number of leaf nodes of the subtree

Impurity at the node *t*

$$R(T_t) < R(t)$$

Sum of the impurities at the leaf nodes of the subtree Tt

$$\alpha_{eff}(t) = \frac{R(t) - R(T_t)}{|T| - 1}$$



Stop pruning when min(α_{eff}) > α_{ccp}

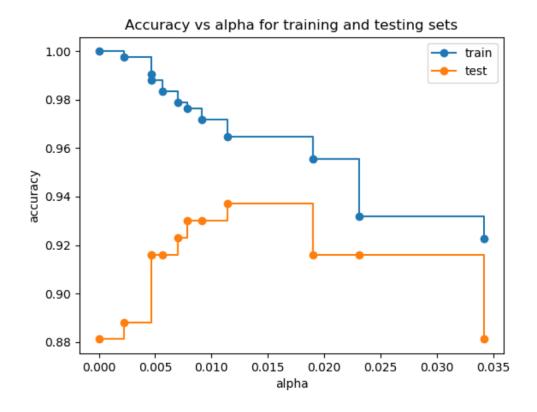
 α_{ccp} : cost complexity parameter, "ccp_alpha"

Decision Tree – Pruning

The cost complexity parameter(ccp_alpha) is a hyperparameter

How do we determine the right cost complexity parameter?

-> Use validation dataset (or cross-validation)



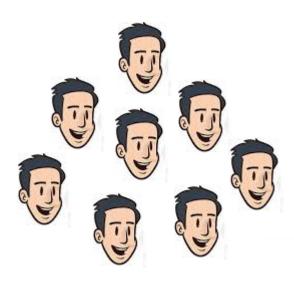
What is an Ensemble?



What is an Ensemble?

- An individual model might be a weak-learner,
- Averaging models can predict better

Diversity matters





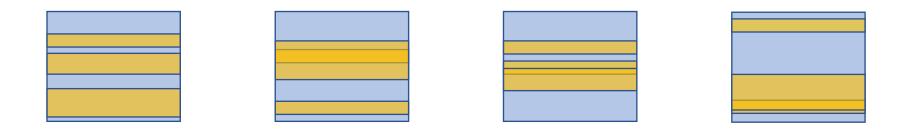
How do we diversify our models?

• Idea1: Models trained on different data subset

Bagging



Bagging (Bootstrap-Aggregation)



STEP1: Randomly sample a subset of training data with replacement (Bootstrap)

STEP2: Grow a tree (without pruning) on the subset of data

STEP3: Ensemble the result (regression : average, classification : vote)

Out of Bag error (OOB): test the grown tree on the rest of data, then average

Random Forest



Random Forest

Bagging: random sampling of data

+

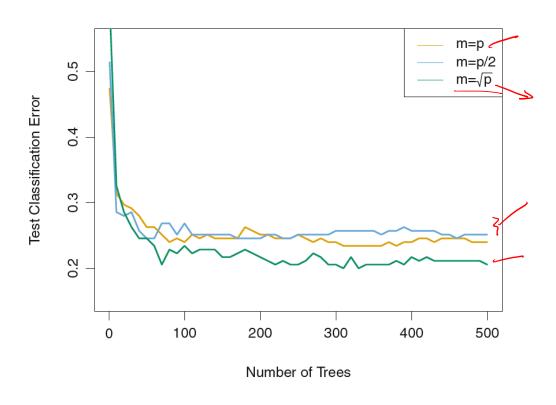
Decorrelation: random sampling of features

II

Random Forest

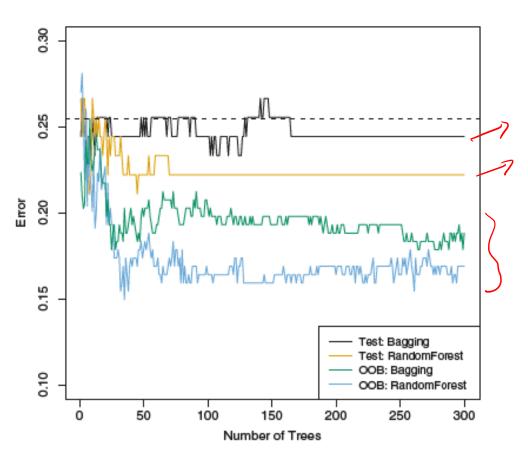
How do we sample features?

-> Rule of thumb : \sqrt{n}

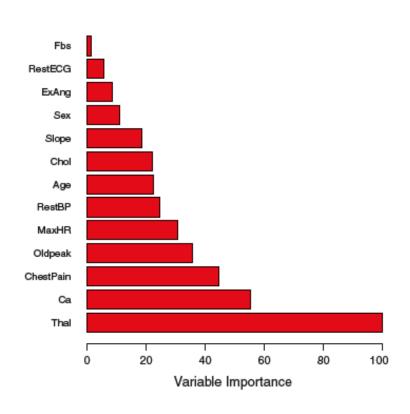


Power of an ensemble of trees

Increased performance



Built-in feature importance



Is diversity always good?





How do we gather models that solve the problem?

- Idea3: Include models that actually contribute
- Idea4: Train each sequentially to improve the error

Boosting



Boosting

- 1. Set $\hat{f}(x) = 0$ and $r_i = y_i$ for all i in the training set.
- 2. For b = 1, 2, ..., B, repeat:
 - (a) Fit a tree \hat{f}^b with \underline{d} splits (d+1) terminal nodes) to the training data (X, r).
 - (b) Update \hat{f} by adding in a shrunken version of the new tree:

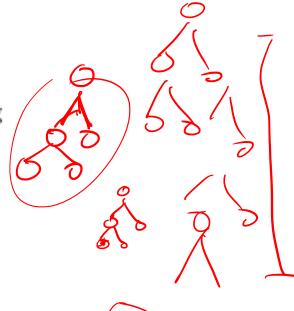
$$\hat{f}(x) \leftarrow \hat{f}(x) + \lambda \hat{f}^b(x).$$

(c) Update the residuals,



Output the boosted model,

$$\hat{f}(x) = \sum_{b=1}^{B} \lambda \hat{f}^b(x).$$



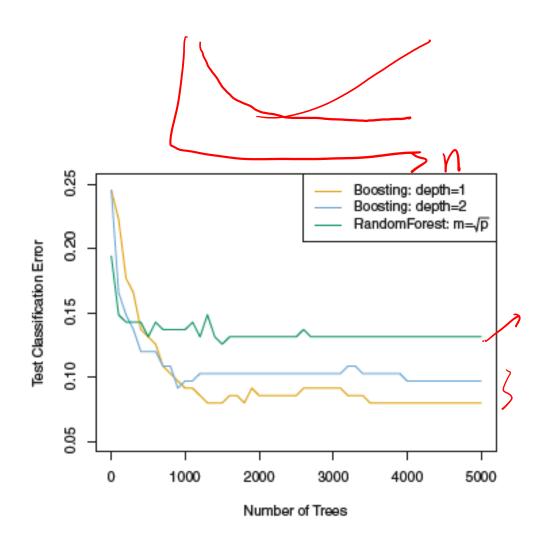
Boosting- Tuning parameters

Number of trees B
 If B too large, it can overfit

Shrinkage parameter (boosting learning rate)
 typical values: 0.01~0.001
 trade-off with B

 Number of splits d in each tree as small as d=1~2 enough

RF vs. Boosting



Both RF and Boosting are tree ensembles

RF randomly subsamples features as well as on bootstrapping on data

RF grows large decorrelated trees to fit y

Boosting fits small trees to the residuals and additively add the small trees

RF cannot overfit while boosting can