

A decorative graphic consisting of a thin gold circle on the left and a horizontal bar extending to the right. The bar has a gold-to-white gradient and is enclosed in large black and gold brackets.

Decision Trees

[Decision Tree]

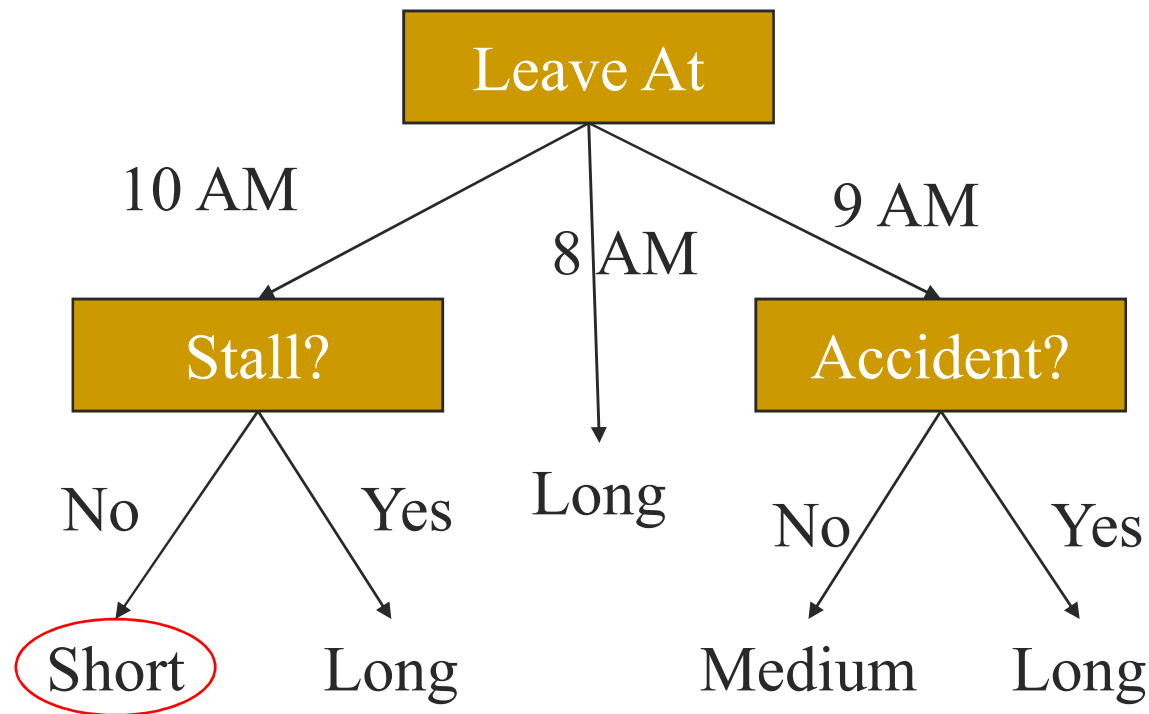
- Python:

<https://www.anaconda.com/download/>

- Pycharm:

<https://www.jetbrains.com/student/>

[Decision Tree]



If we leave at 10 AM and there are no cars stalled on the road, what will our commute time be?

[Decision Tree as a Rule Set]

```
if hour == 8am
    commute time = long
else if hour == 9am
    if accident == yes
        commute time = long
    else
        commute time =
        medium
else if hour == 10am
    if stall == yes
        commute time = long
    else
        commute time = short
```

- Notice that all attributes to not have to be used in each path of the decision.
- As we will see, all attributes may not even appear in the tree.

[ID3]

- Calculation of entropy

- $\text{Entropy}(S) = \sum_{(i=1 \text{ to } l)} -|S_i|/|S| * \log_2(|S_i|/|S|)$

- S = set of examples

- S_i = subset of S with value v_i under the target attribute

- l = size of the range of the target attribute

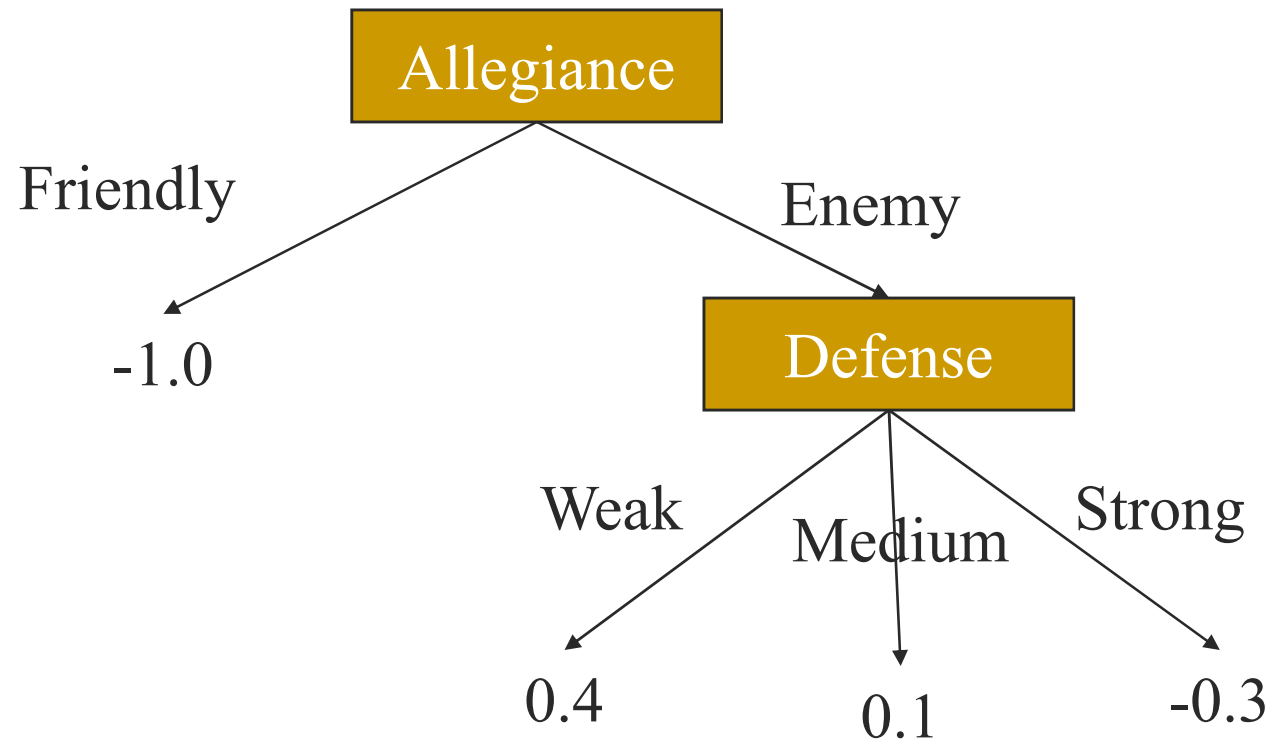
[ID3]

- ID3 splits on attributes with the lowest entropy
- We calculate the entropy for all values of an attribute as the weighted sum of subset entropies as follows:
 - $\sum_{(i = 1 \text{ to } k)} |S_i|/|S| \text{ Entropy}(S_i)$, where k is the range of the attribute we are testing
- We can also measure information gain (which is inversely proportional to entropy) as follows:
 - $\text{Entropy}(S) - \sum_{(i = 1 \text{ to } k)} |S_i|/|S| \text{ Entropy}(S_i)$

[ID3 in Black & White]

Example	Attributes			Target
	Allegiance	Defense	Tribe	Feedback
D1	Friendly	Weak	Celtic	-1.0
D2	Enemy	Weak	Celtic	0.4
D3	Friendly	Strong	Norse	-1.0
D4	Enemy	Strong	Norse	-0.2
D5	Friendly	Weak	Greek	-1.0
D6	Enemy	Medium	Greek	0.2
D7	Enemy	Strong	Greek	-0.4
D8	Enemy	Medium	Aztec	0.0
D9	Friendly	Weak	Aztec	-1.0

[ID3 in Black & White]



[C4.5]

- What's the difference?

$$g_R(D, A) = \frac{g(D, A)}{H(D)}$$

[CART]

- Splitting point

$$\min_{j,s} \left[\min_{c_1} \sum_{x_i \in R_1(j,s)} (y_i - c_1)^2 + \min_{c_2} \sum_{x_i \in R_2(j,s)} (y_i - c_2)^2 \right]$$

$$\left\{ \begin{array}{l} \hat{c}_1 = \text{ave}(y_i \mid x_i \in R_1(j,s)) \\ \hat{c}_2 = \text{ave}(y_i \mid x_i \in R_2(j,s)) \end{array} \right.$$

[Pruning]

- Loss function

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

$$g(t) = \frac{C(t) - C(T_t)}{|T_t| - 1}$$

$$\alpha = \min(\alpha, g(t))$$