

# Introduction to Machine Learning. Lec.6 Decision Trees

Aidos Sarsembayev, IITU, 2018

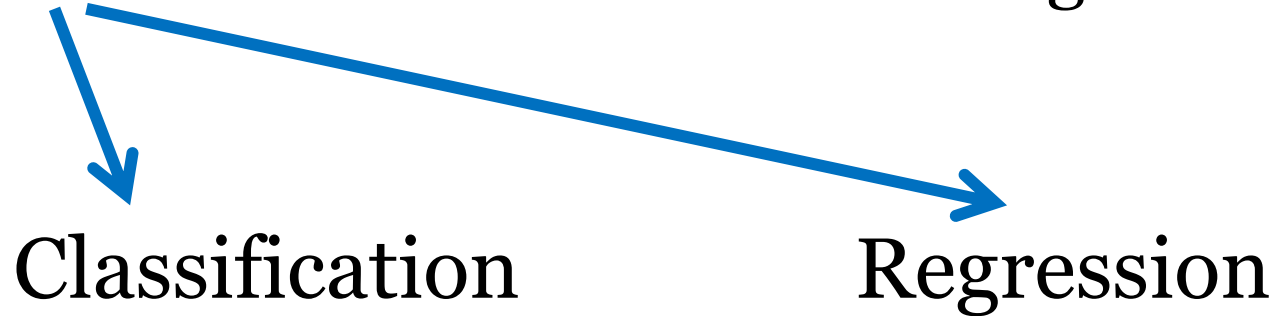
A series of horizontal lines of varying lengths and colors (teal, light blue, and white) extending from the right side of the slide.

# CART

- CART – is a classification and regression trees

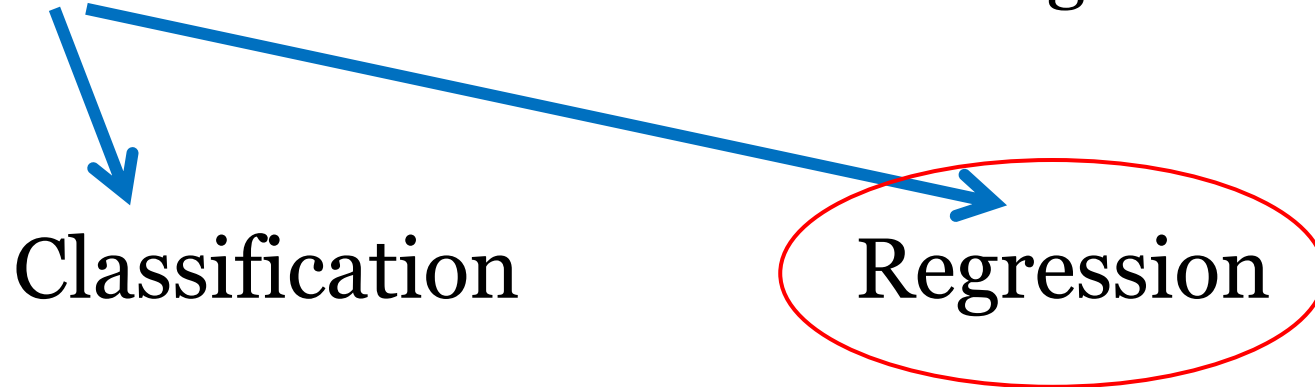
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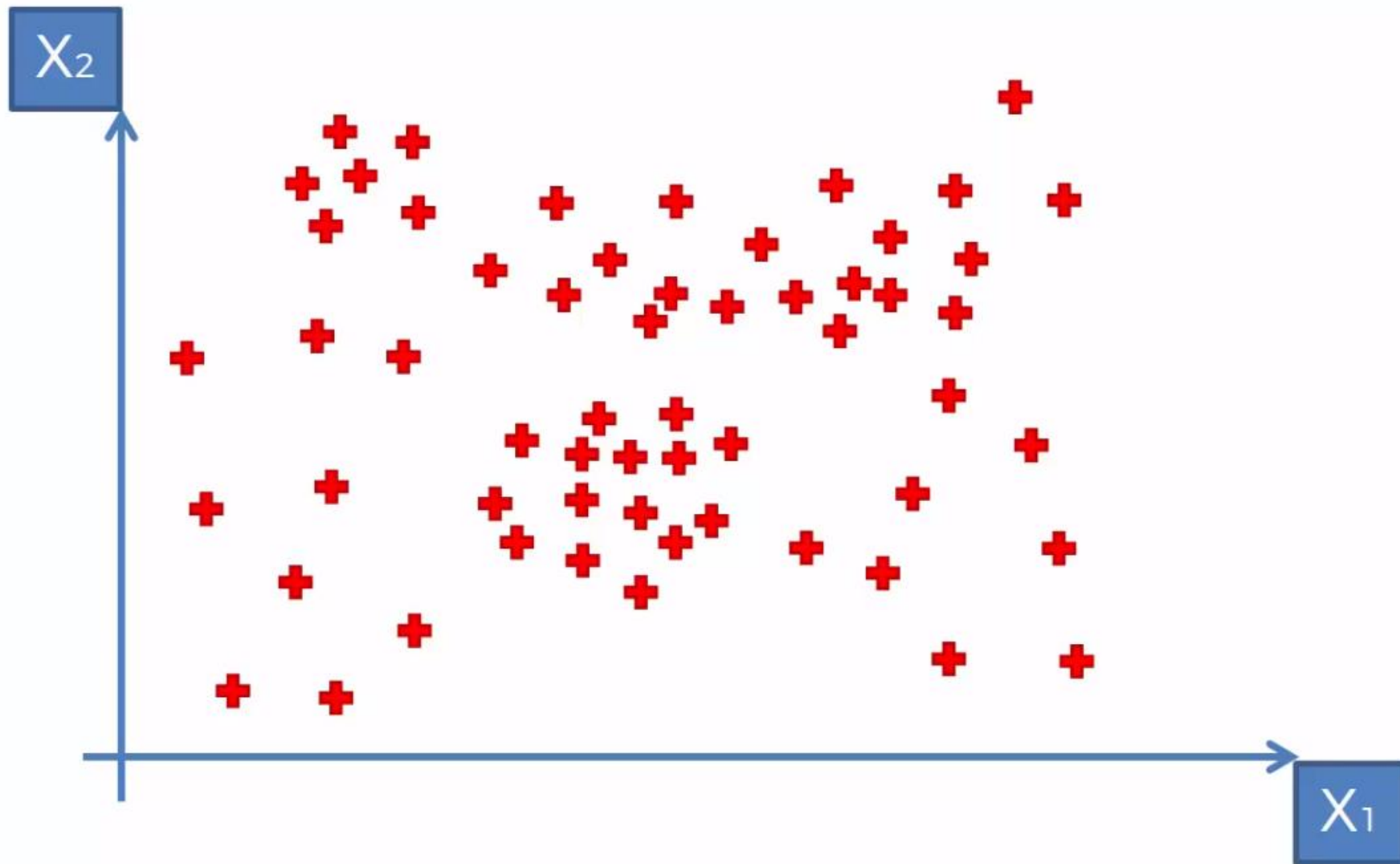
- CART – is a classification and regression trees



Classification

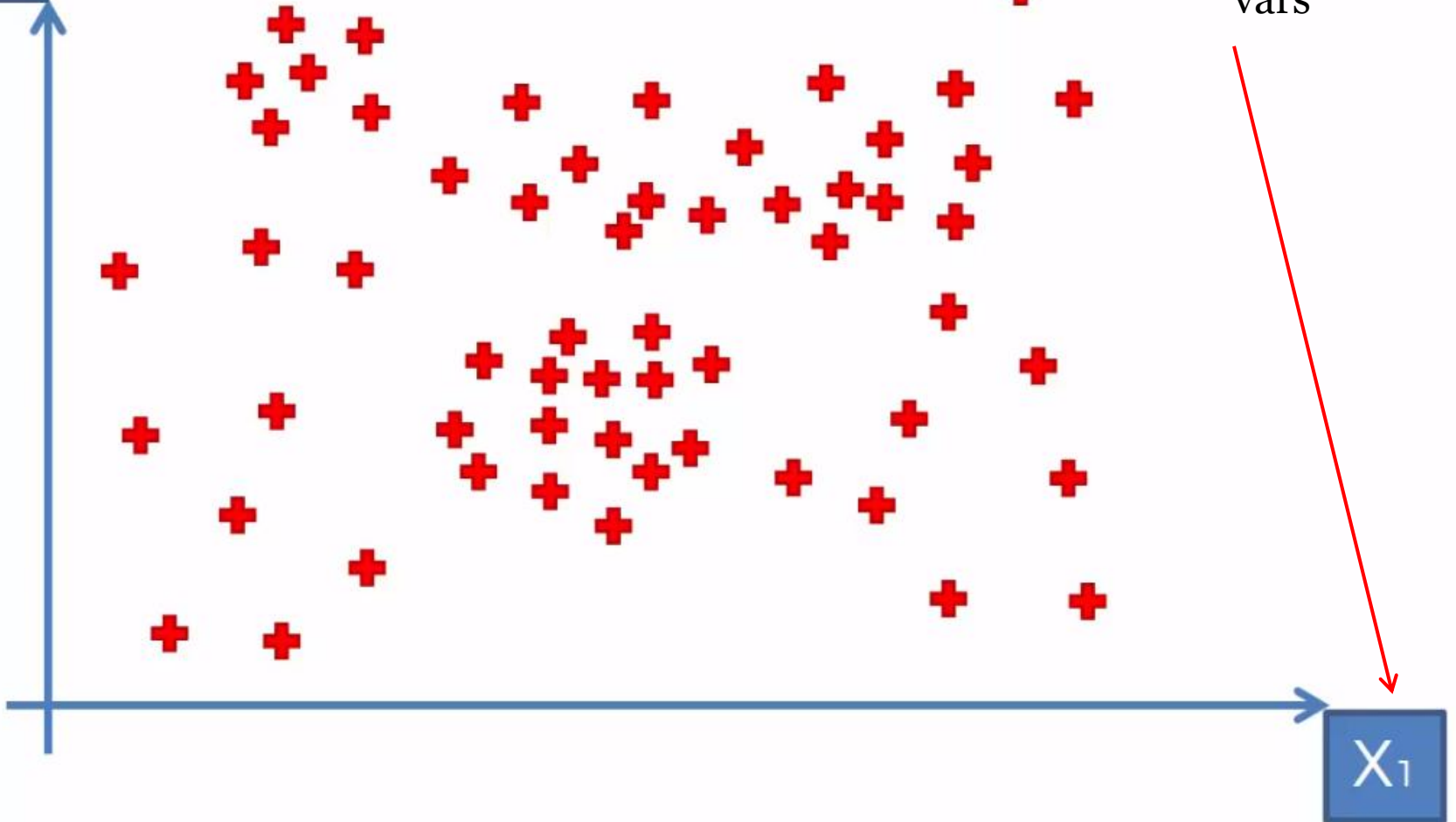
Regression

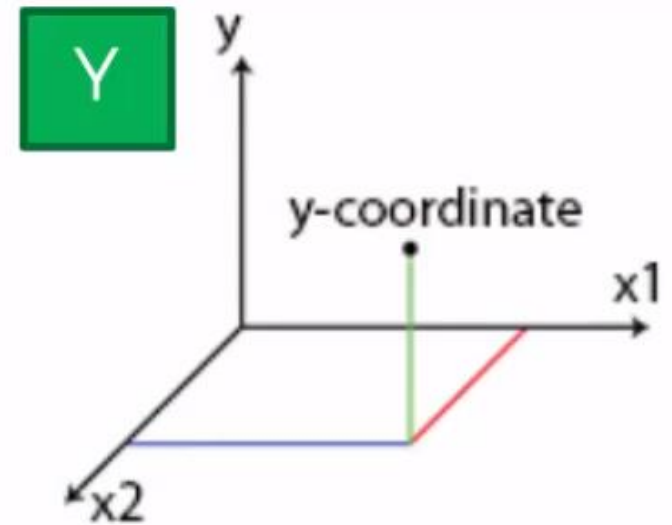
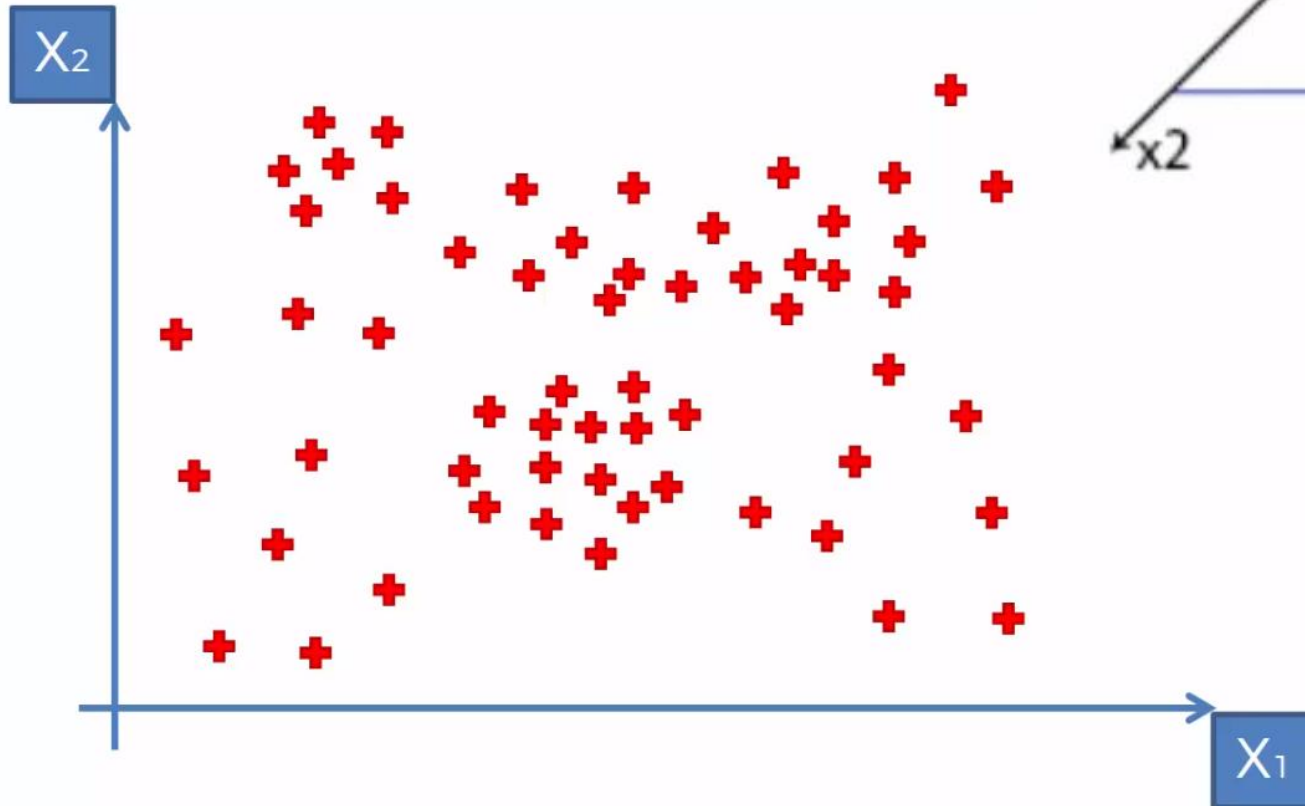
It's a bit complex to understand



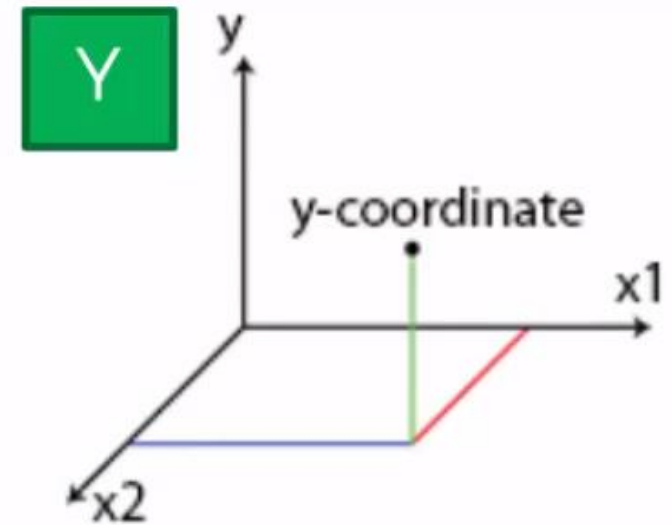
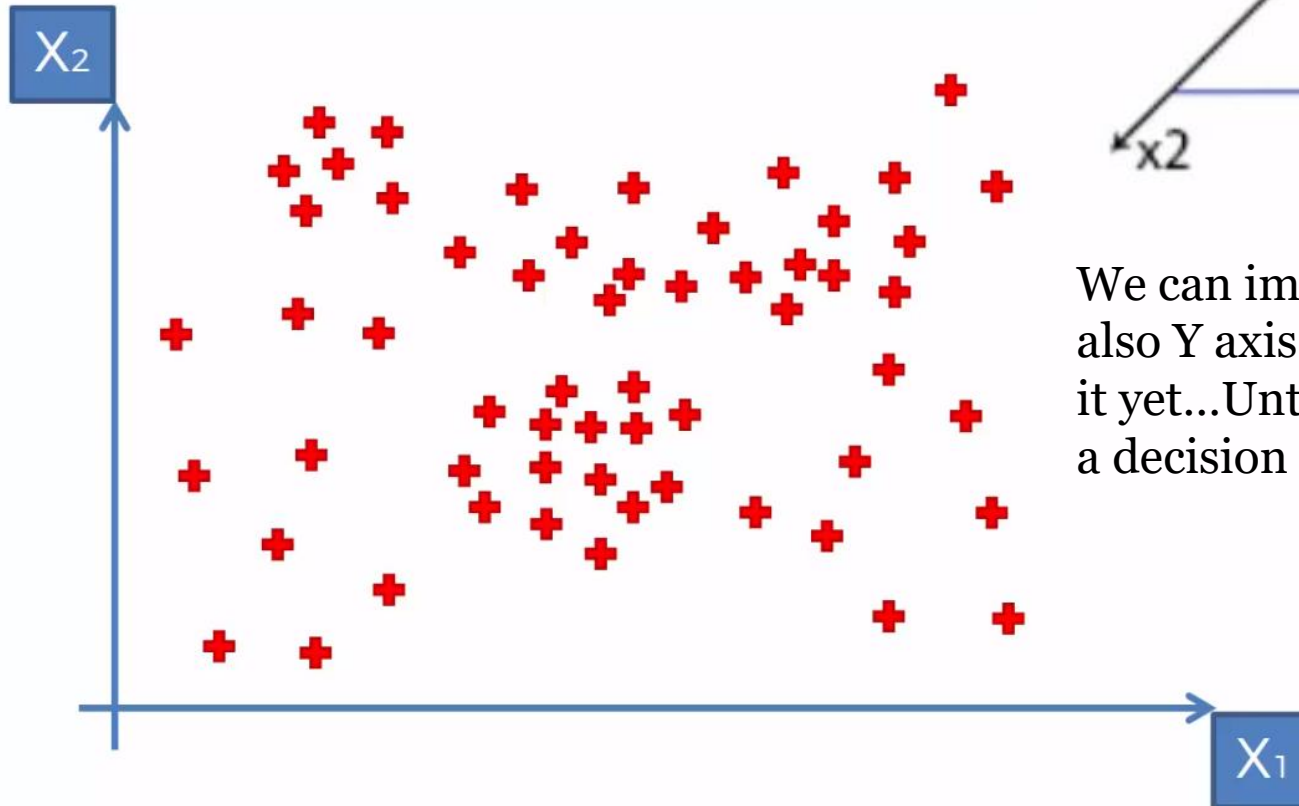
$X_2$

Two independent  
vars

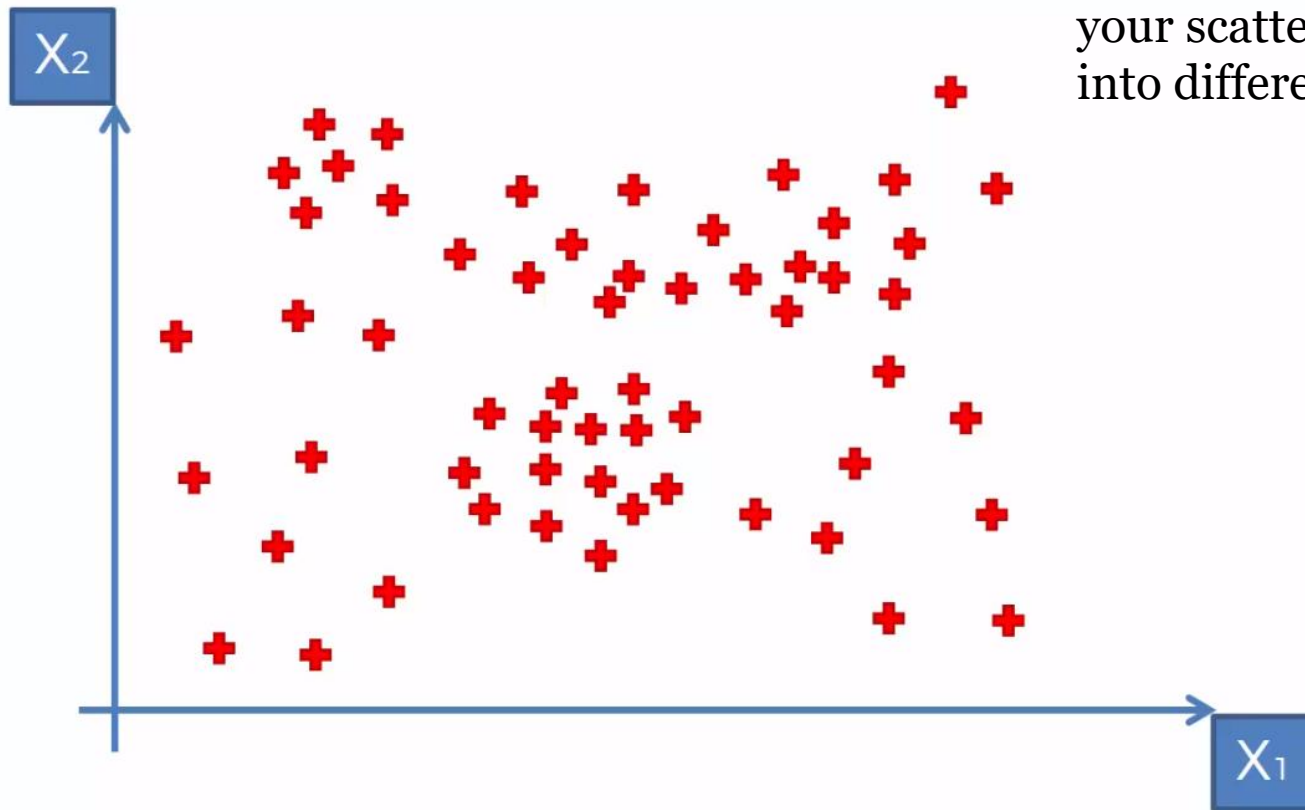




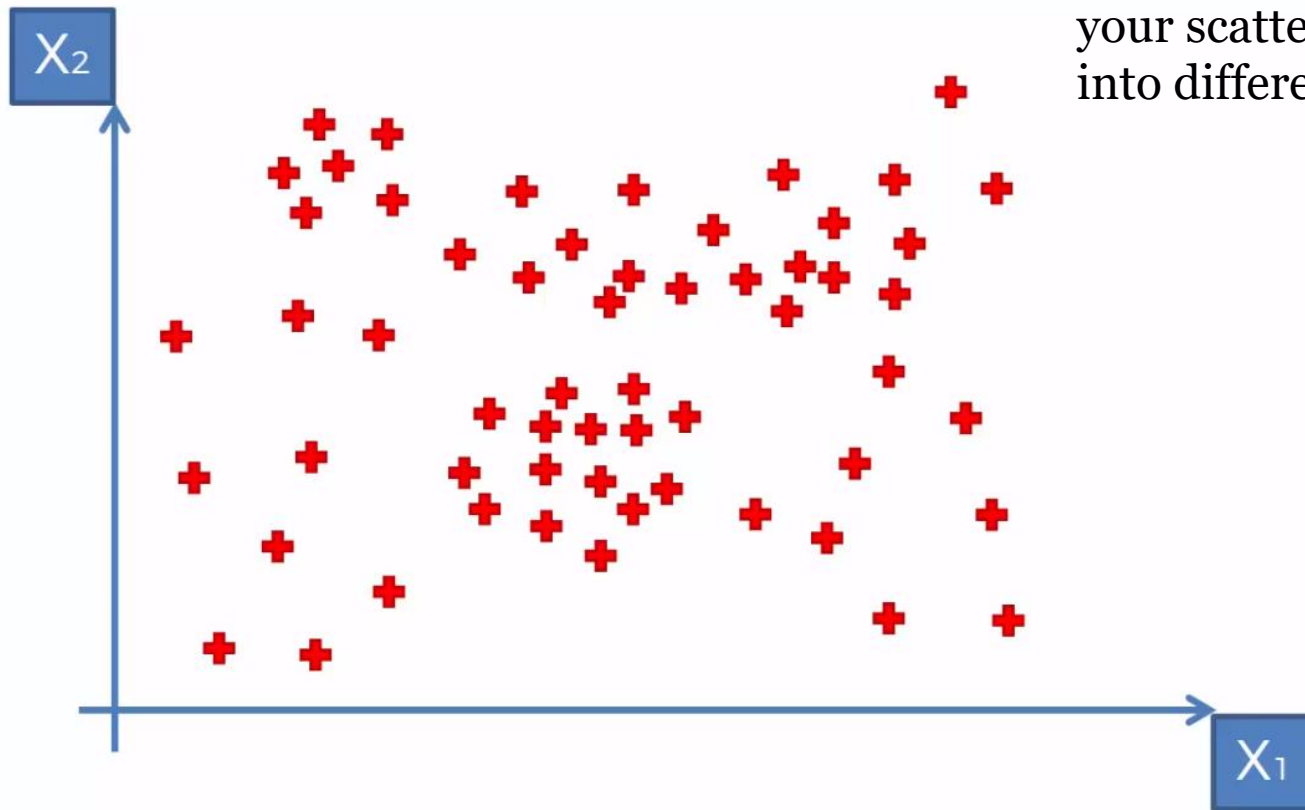




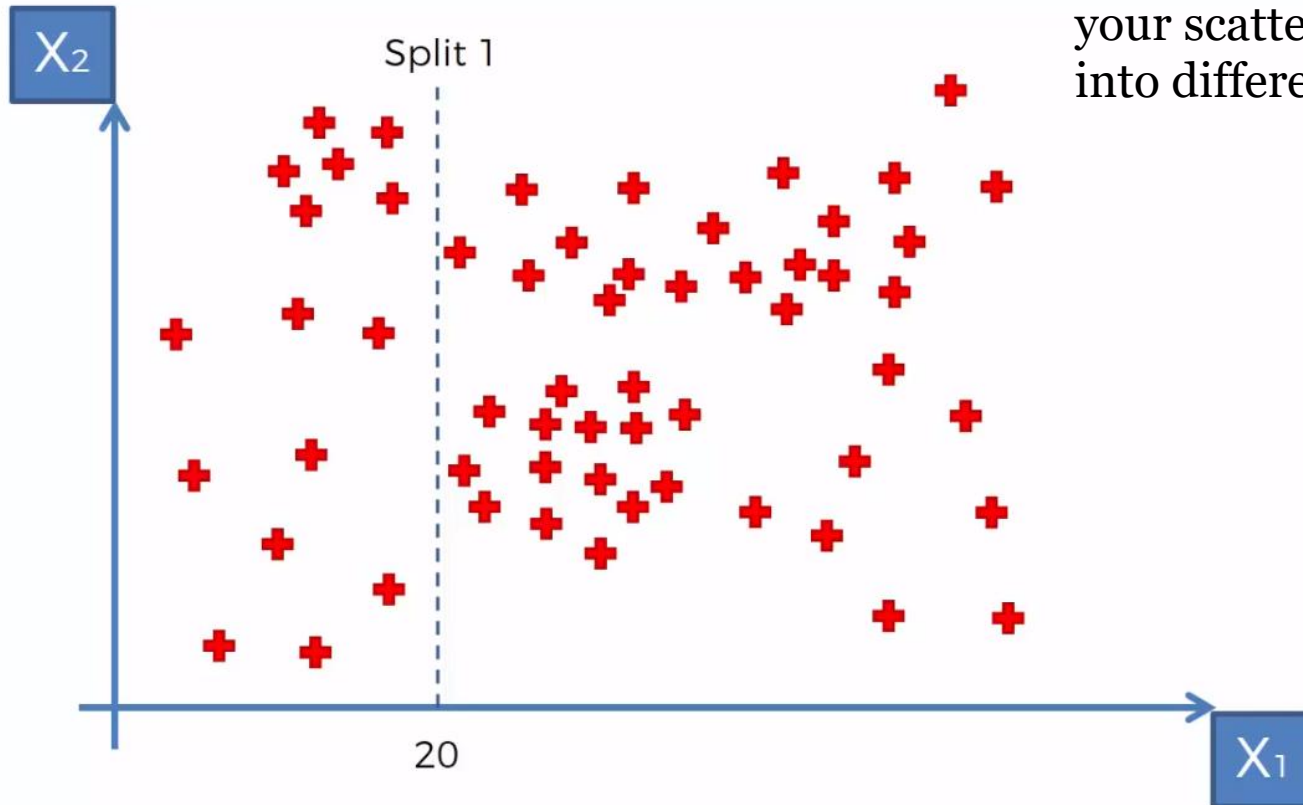
We can imagine that there is also  $Y$  axis, but we don't need it yet...Until we build a decision tree



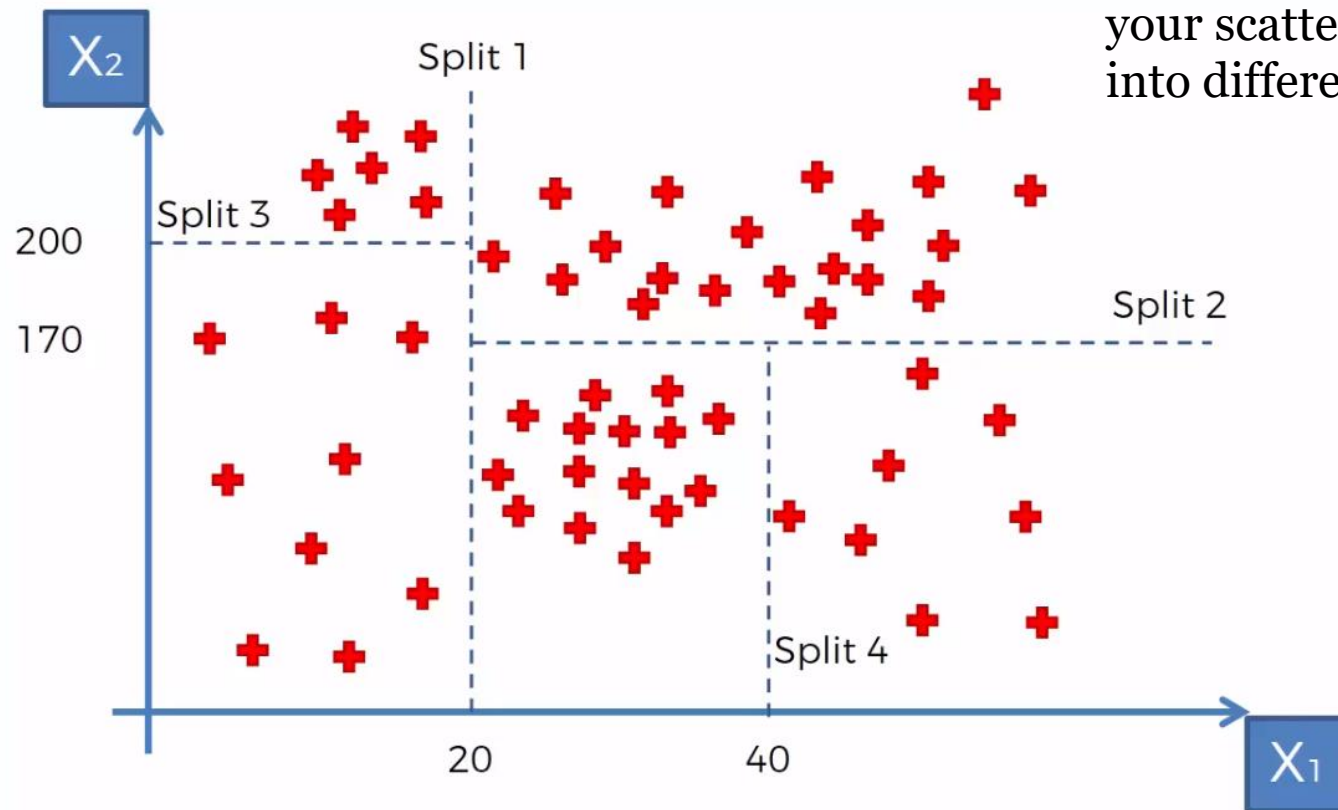
Once you run your DT algorithm  
your scatter plot will be divided  
into different parts (splits)



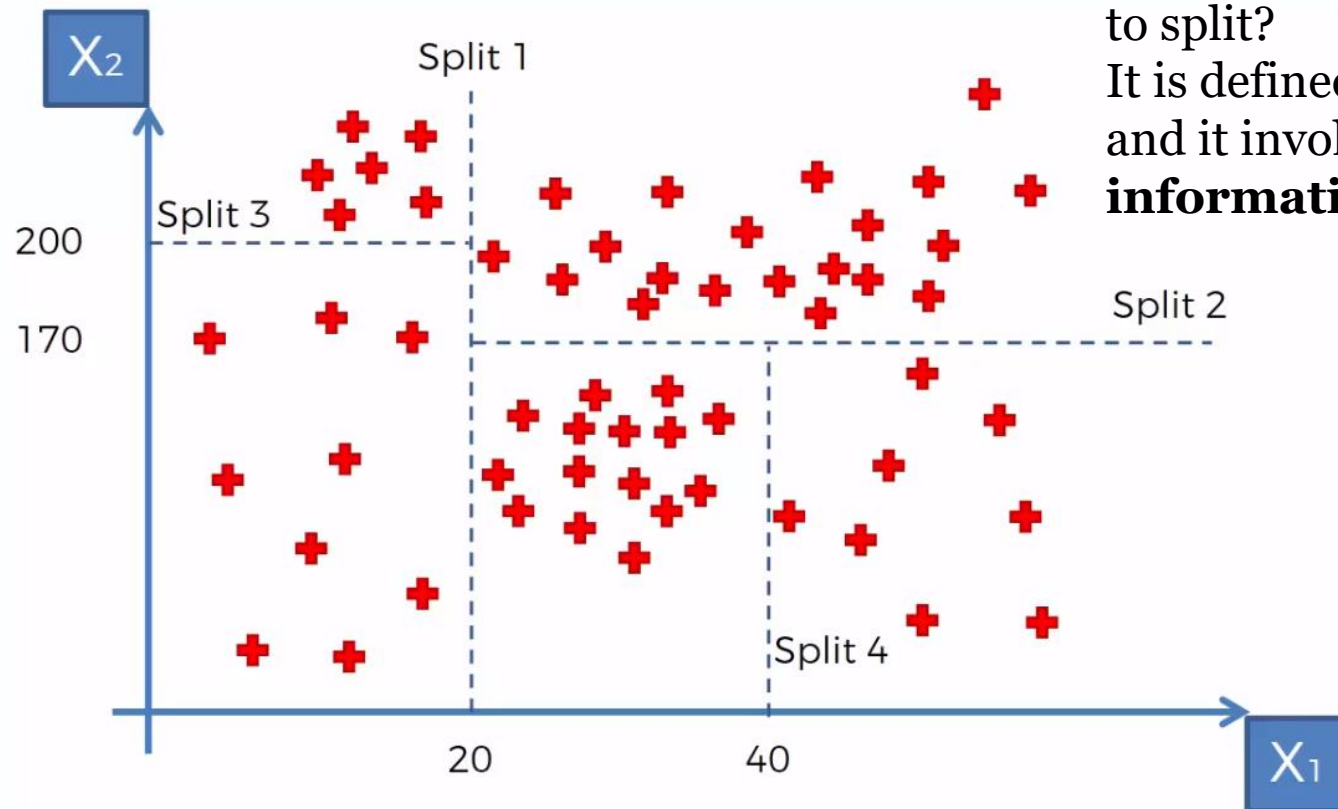
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How do we choose how or where to split?  
It is defined by the algorithm and it involves –  
**information entropy**

# Information entropy

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- Generally, *entropy* refers to disorder or uncertainty
- The measure of information entropy associated with each possible data value is the negative logarithm of the probability mass function for the value.



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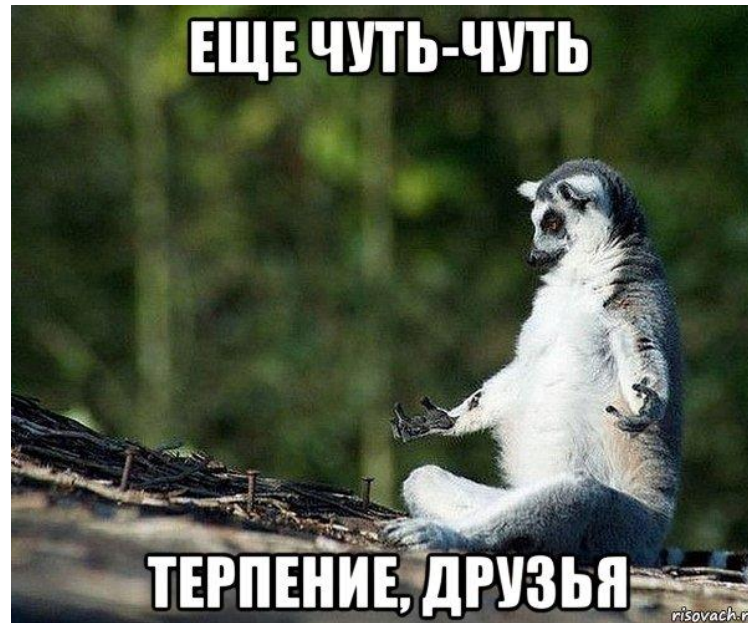
$$H = - \sum_{i=1}^n p(x_i) \log_n p(x_i)$$

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- When the data source has a lower-probability value (i.e., when a low-probability event occurs), the event carries more "information" ("surprisal") than when the source data has a higher-probability value.

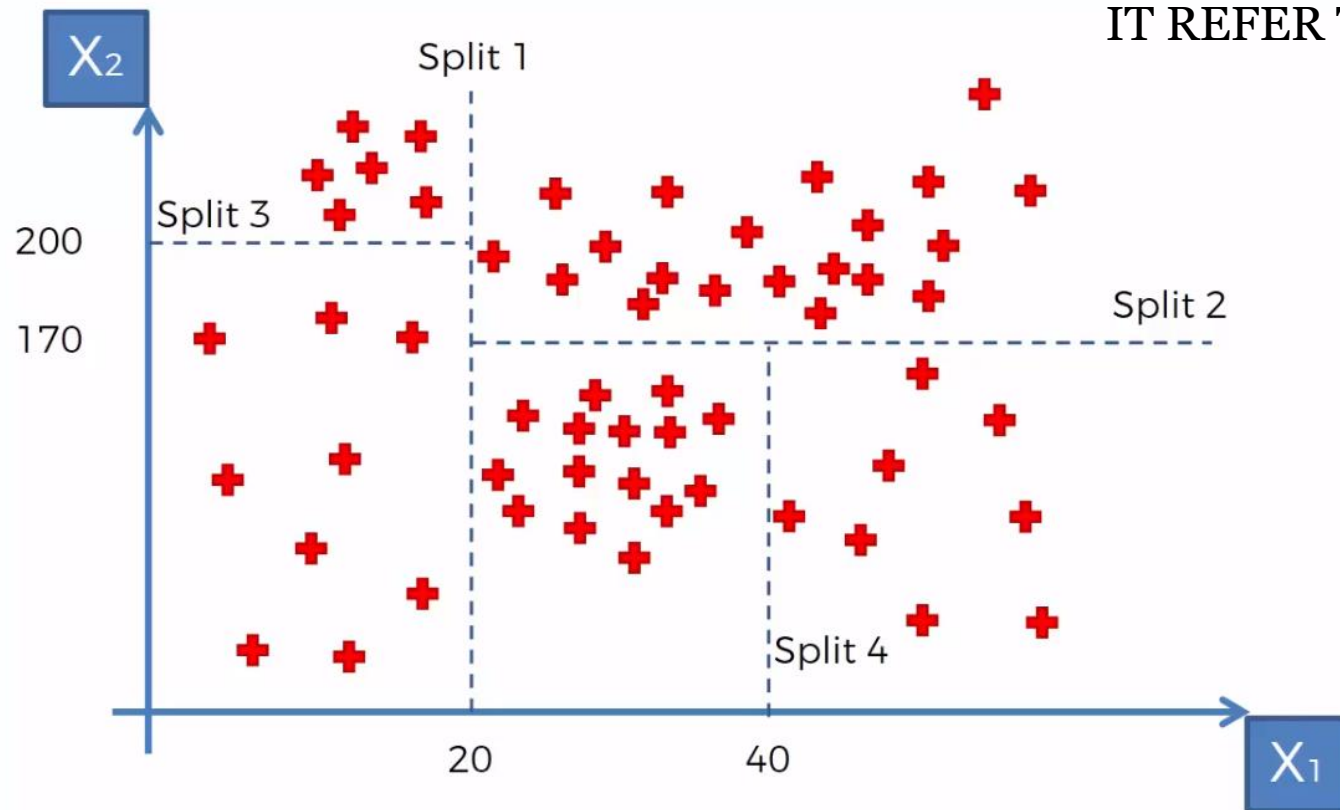
# Information entropy

- When the data source has a lower-probability value (i.e., when a low-probability event occurs), the event carries more "information" ("surprisal") than when the source data has a higher-probability value.
- The amount of information conveyed by each event defined in this way becomes a random variable whose expected value is the **information entropy**.

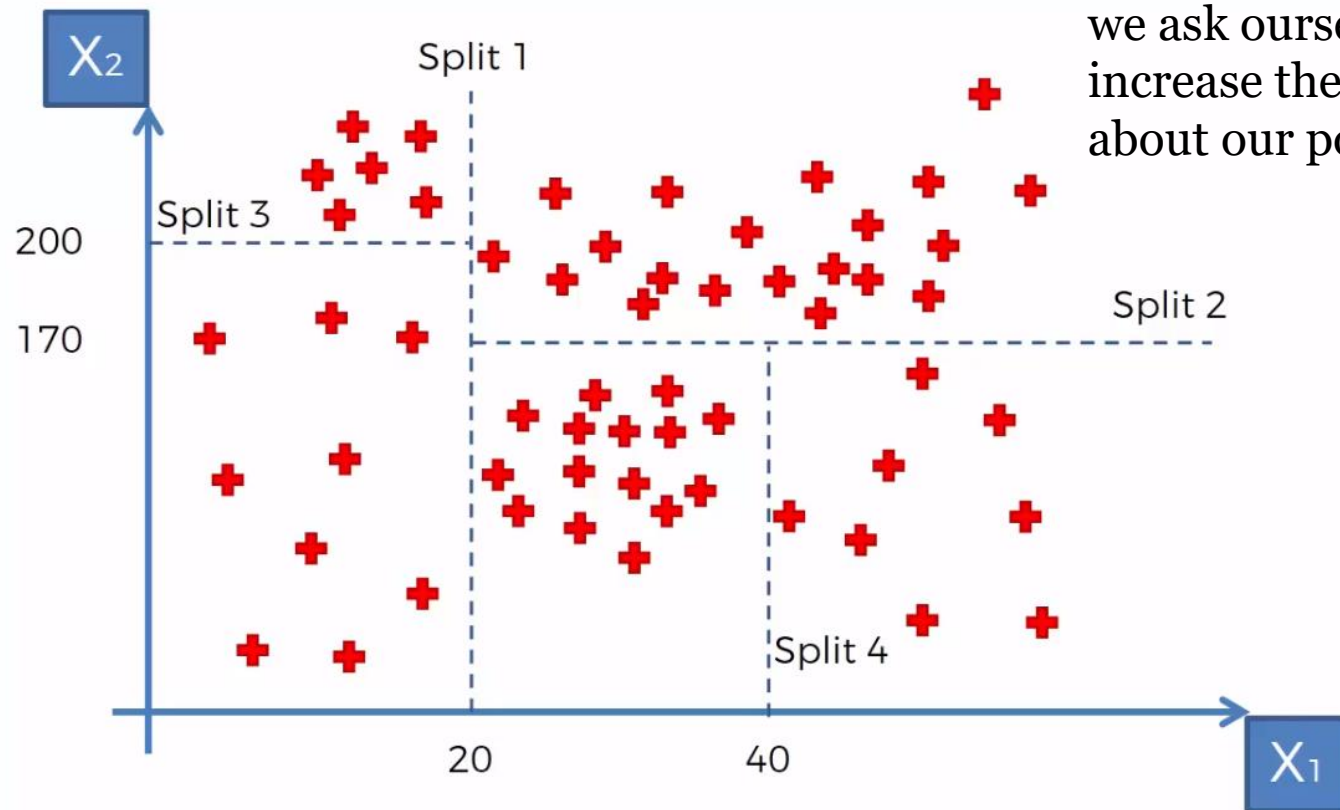
# Information entropy



- Two bits of entropy: In the case of two fair coin tosses, the information entropy in bits is the base-2 logarithm of the number of possible outcomes; with two coins there are four possible outcomes, and two bits of entropy. Generally, information entropy is the average amount of information conveyed by an event, when considering all possible outcomes.

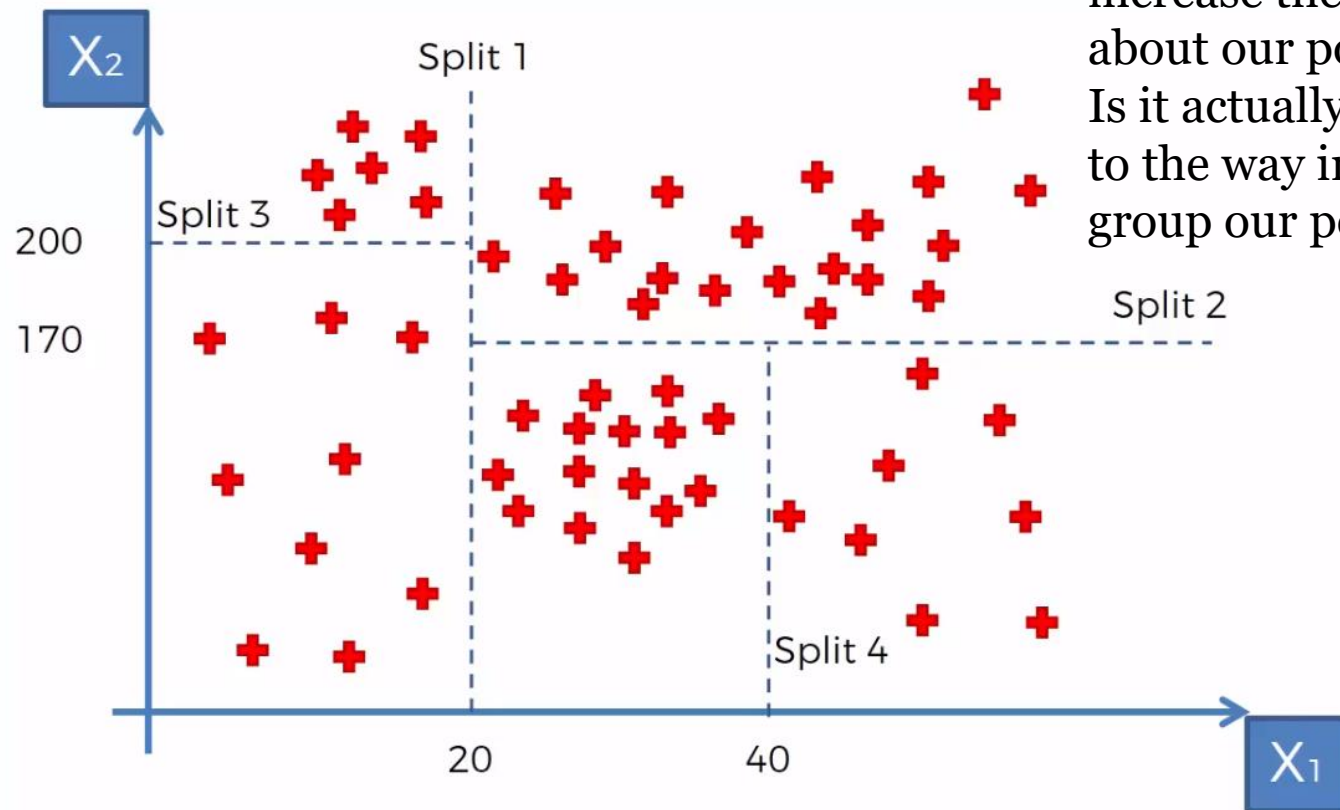


ALL RIGHT, BUT HOW DOES  
IT REFER TO THIS FIGURE??

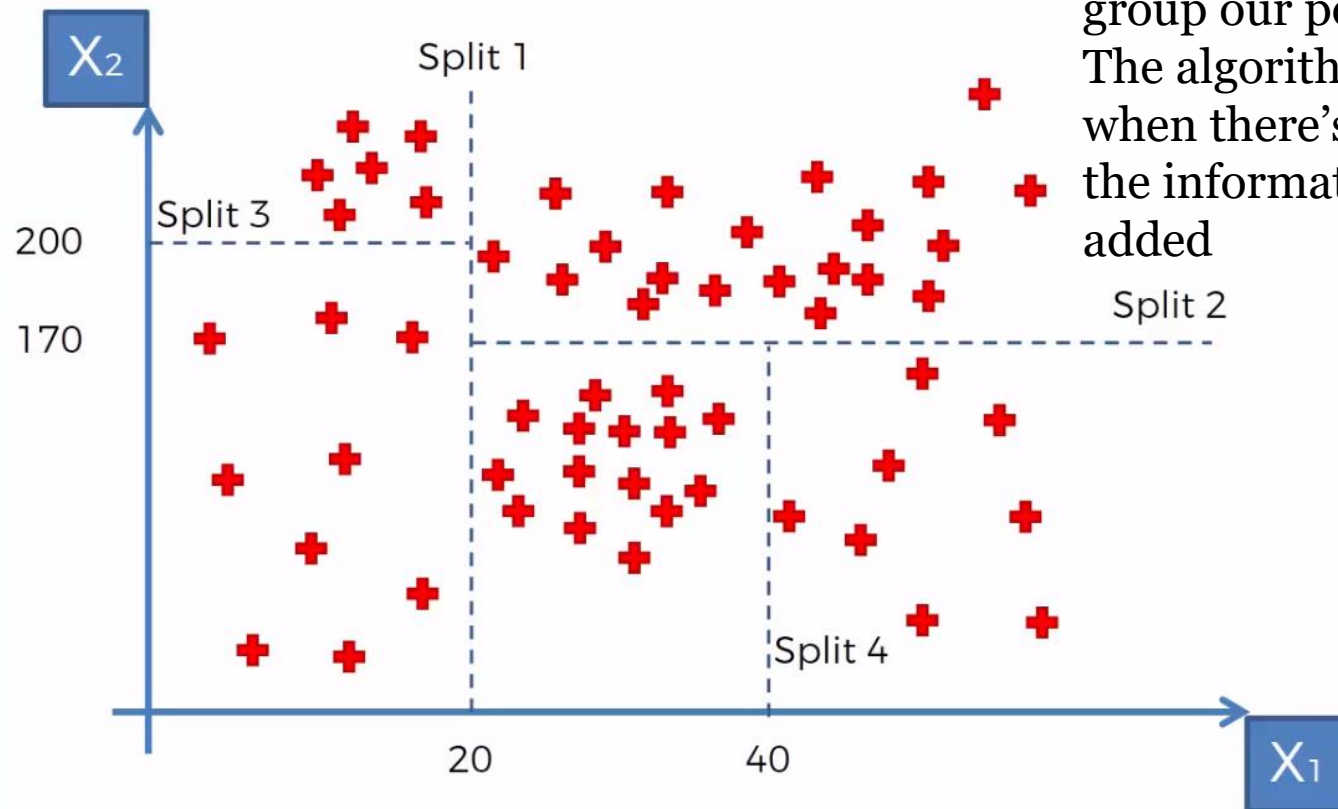


Basically, by performing a split we ask ourselves: does the split increase the amount of information about our points?





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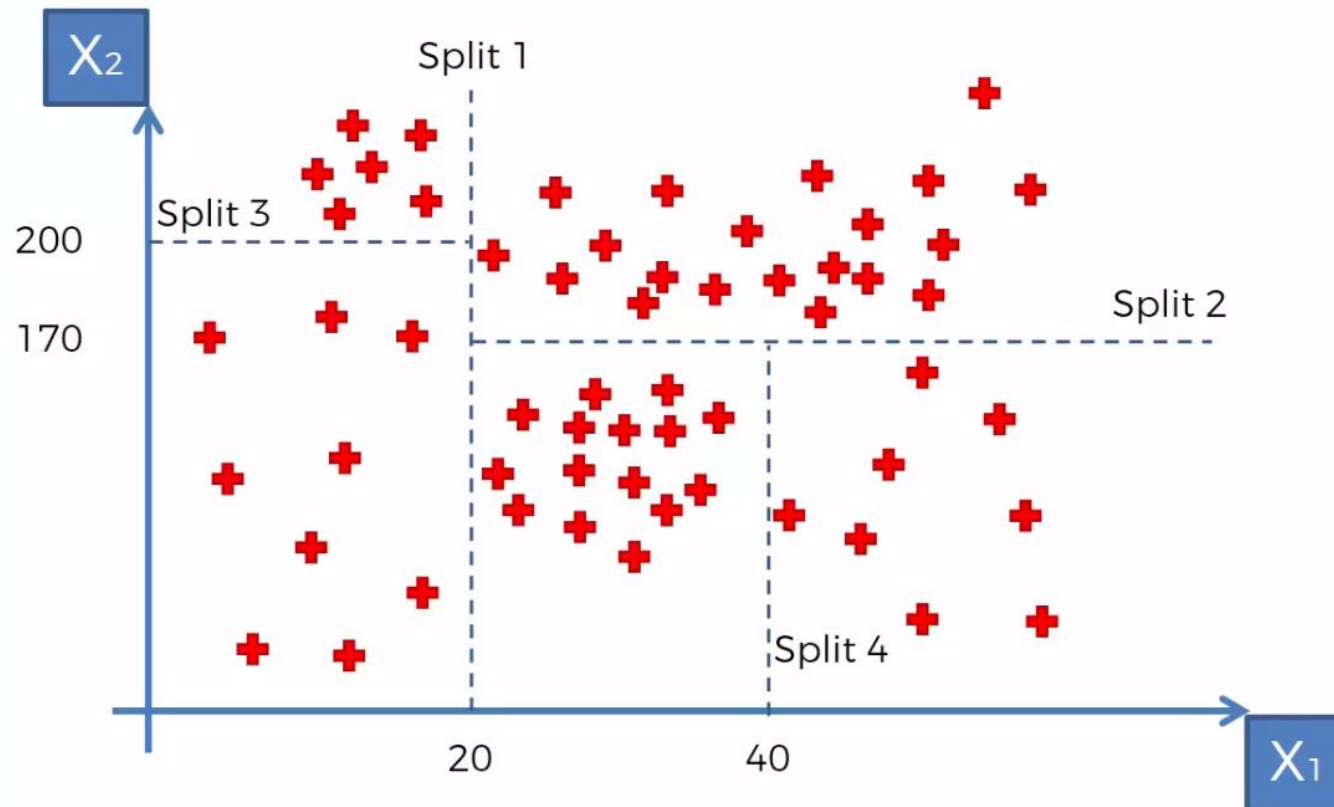


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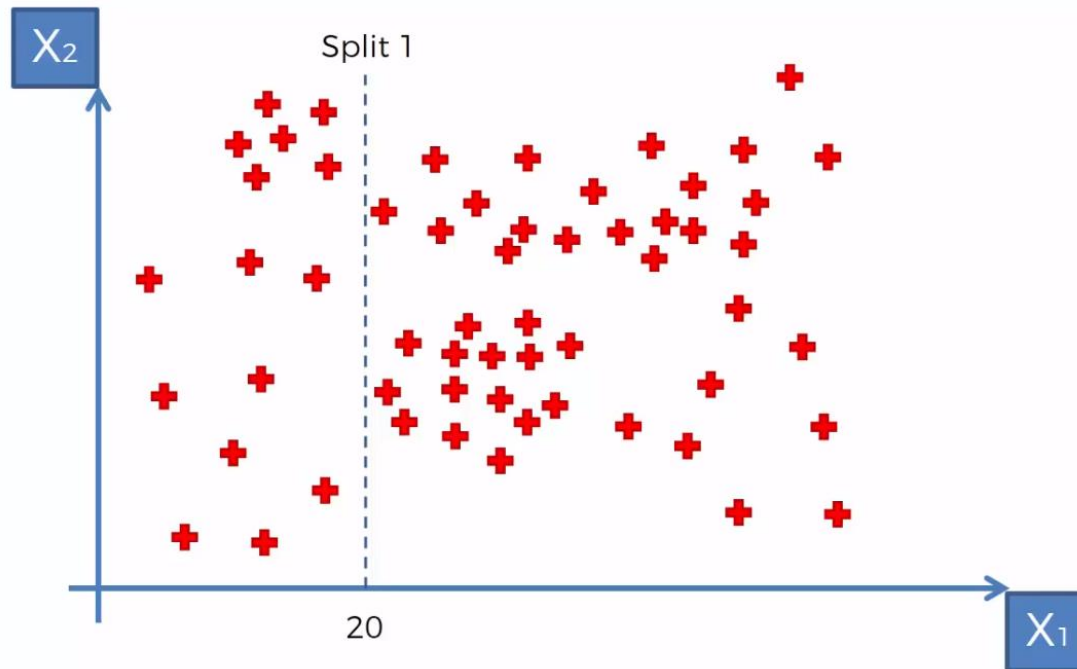
The algorithm knows when to stop, when there's certain minimum for the information that needs to be added

The good news:  
this so much refers to the information  
theory, while this is the ML class.  
We will not dive into the process  
of splitting the dataset into leaves.  
The algorithm will take care of it for us



# DT

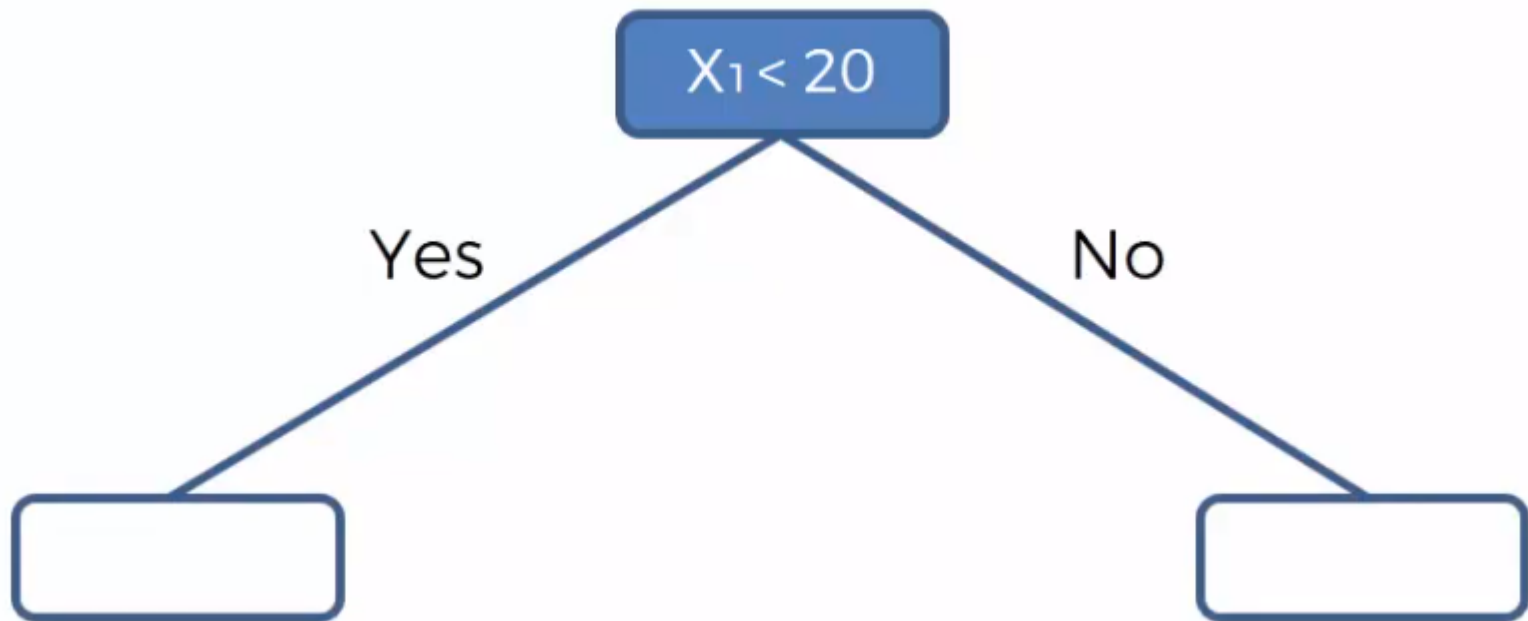
- Now let's actually build the tree by doing the first split



DT

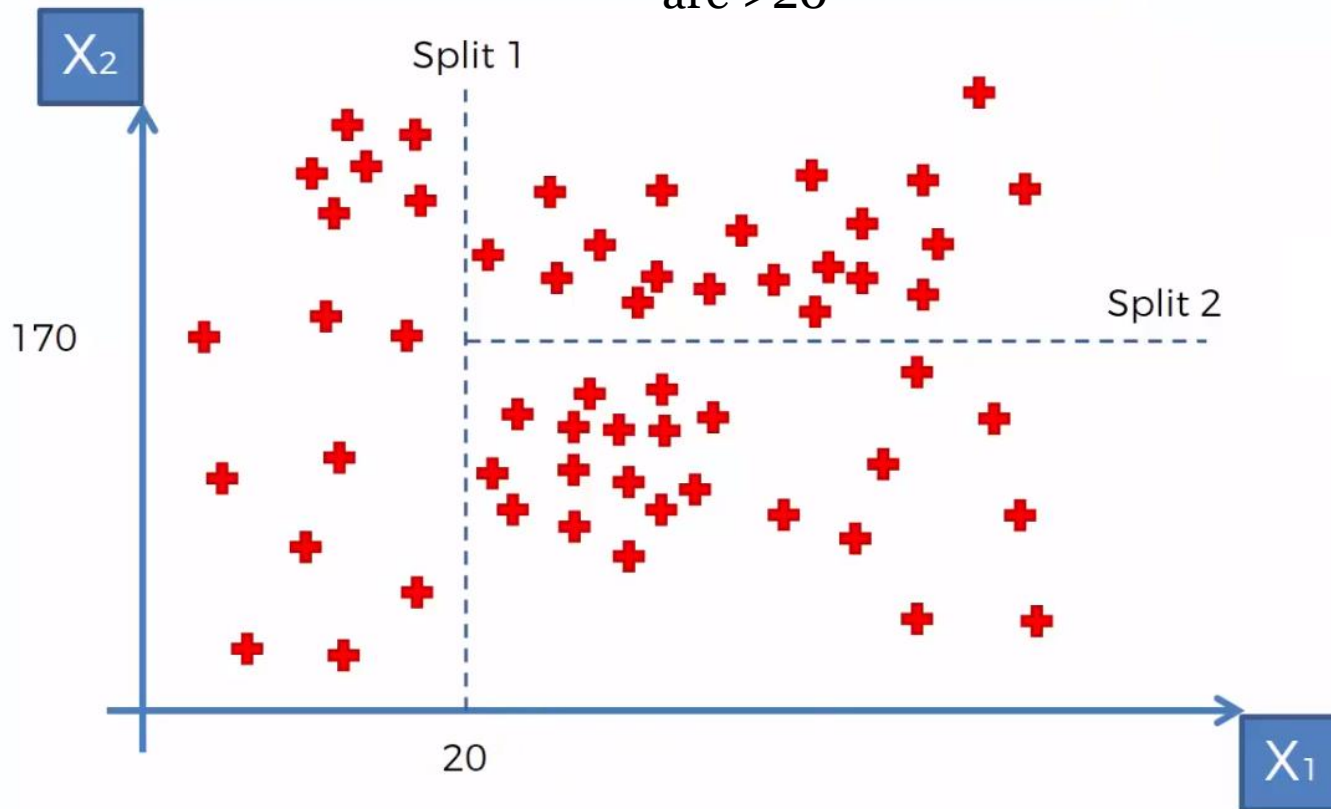
$$X_1 < 20$$

DT

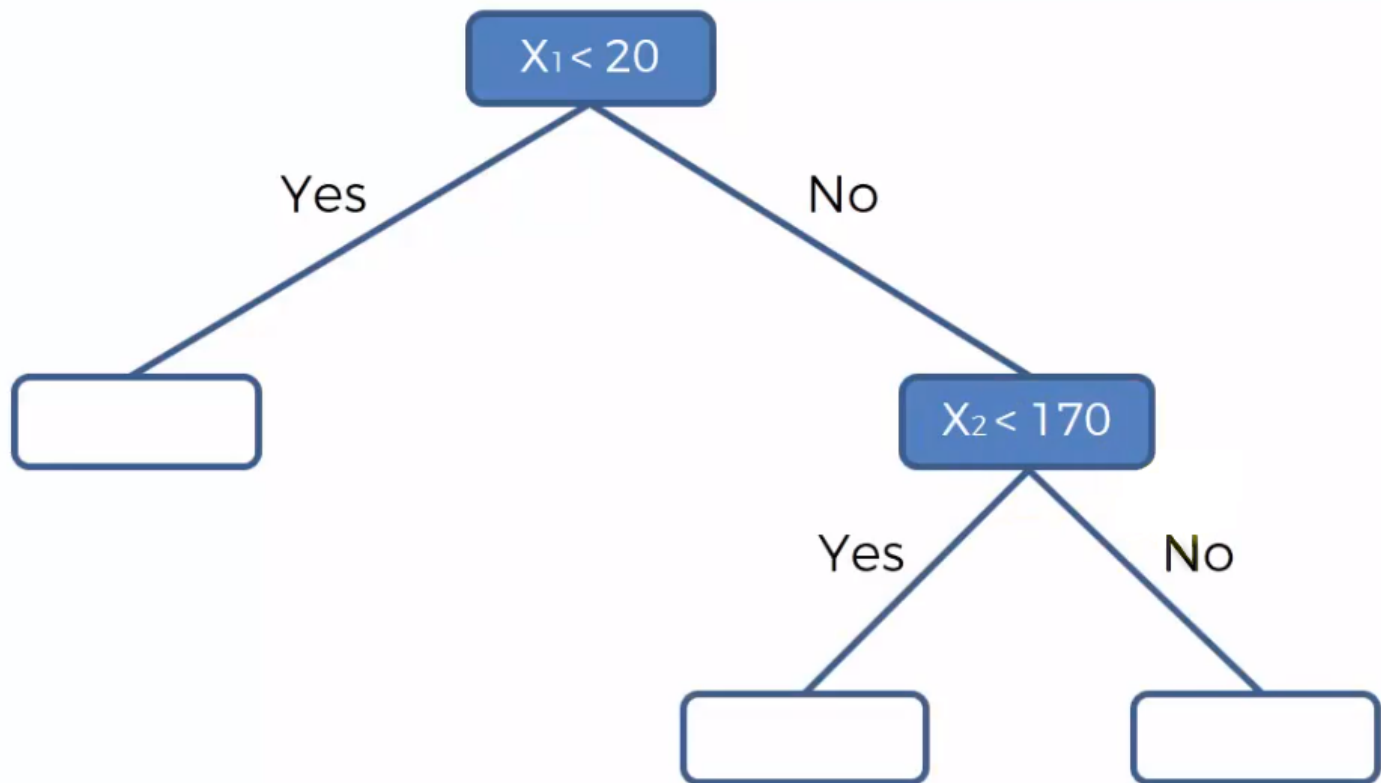


# DT

Next, happens the split at 170.  
But it only happens for the values that  
are  $>20$

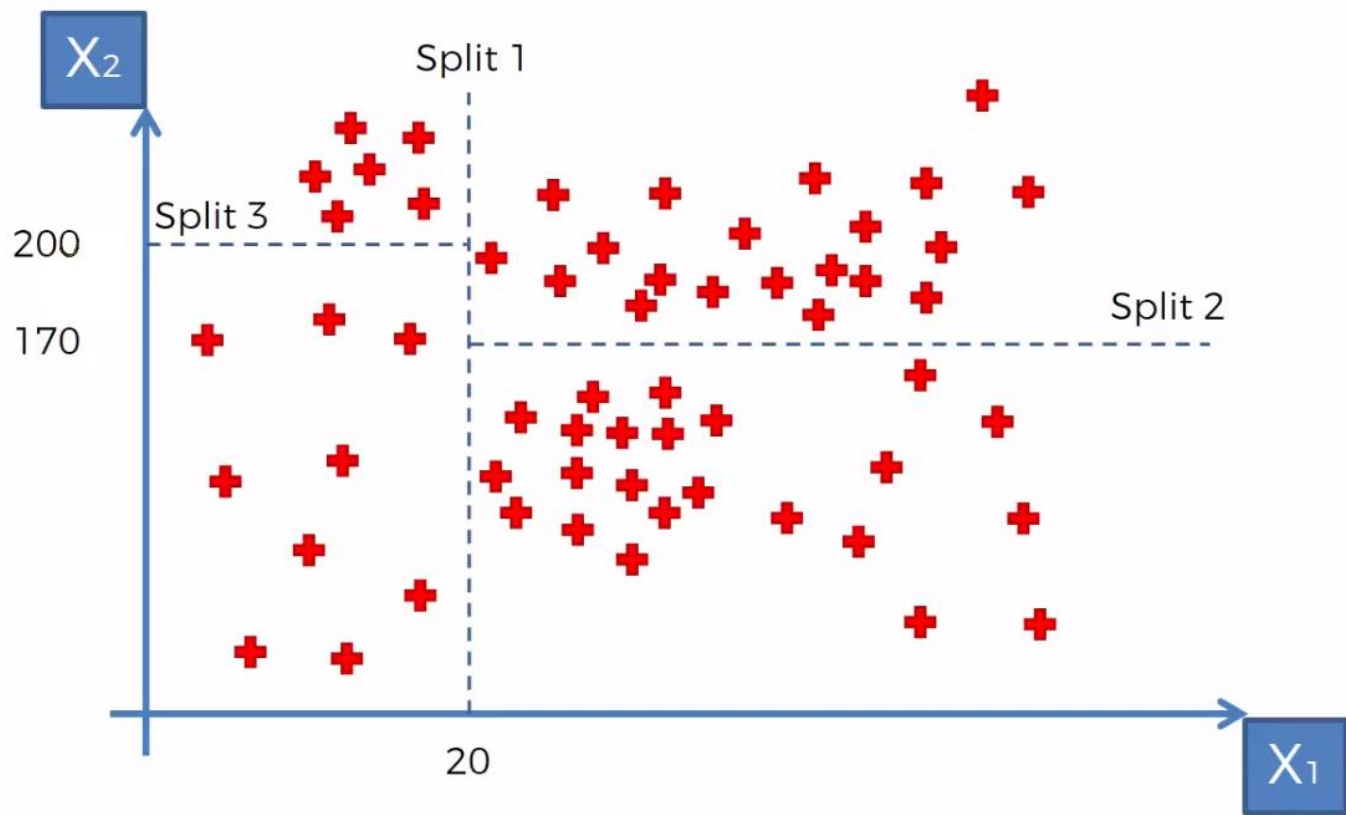


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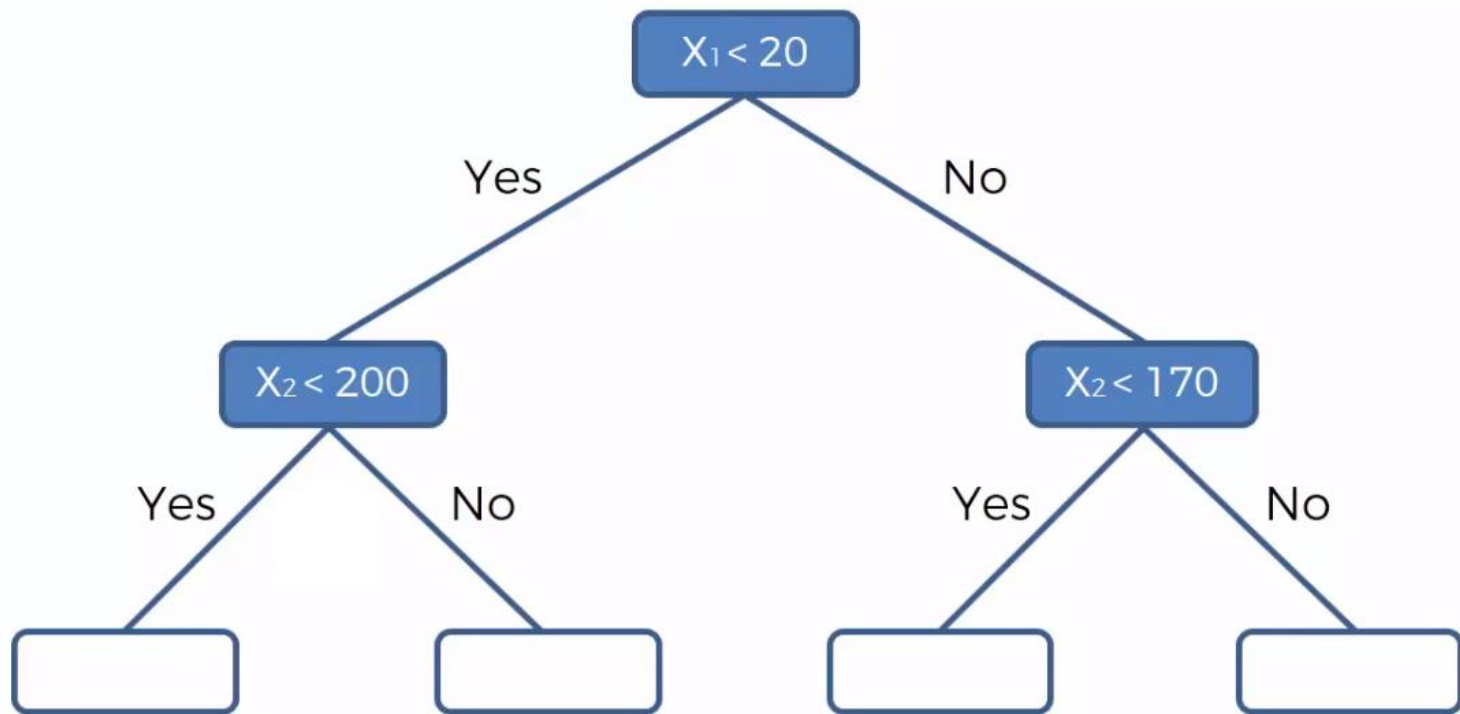




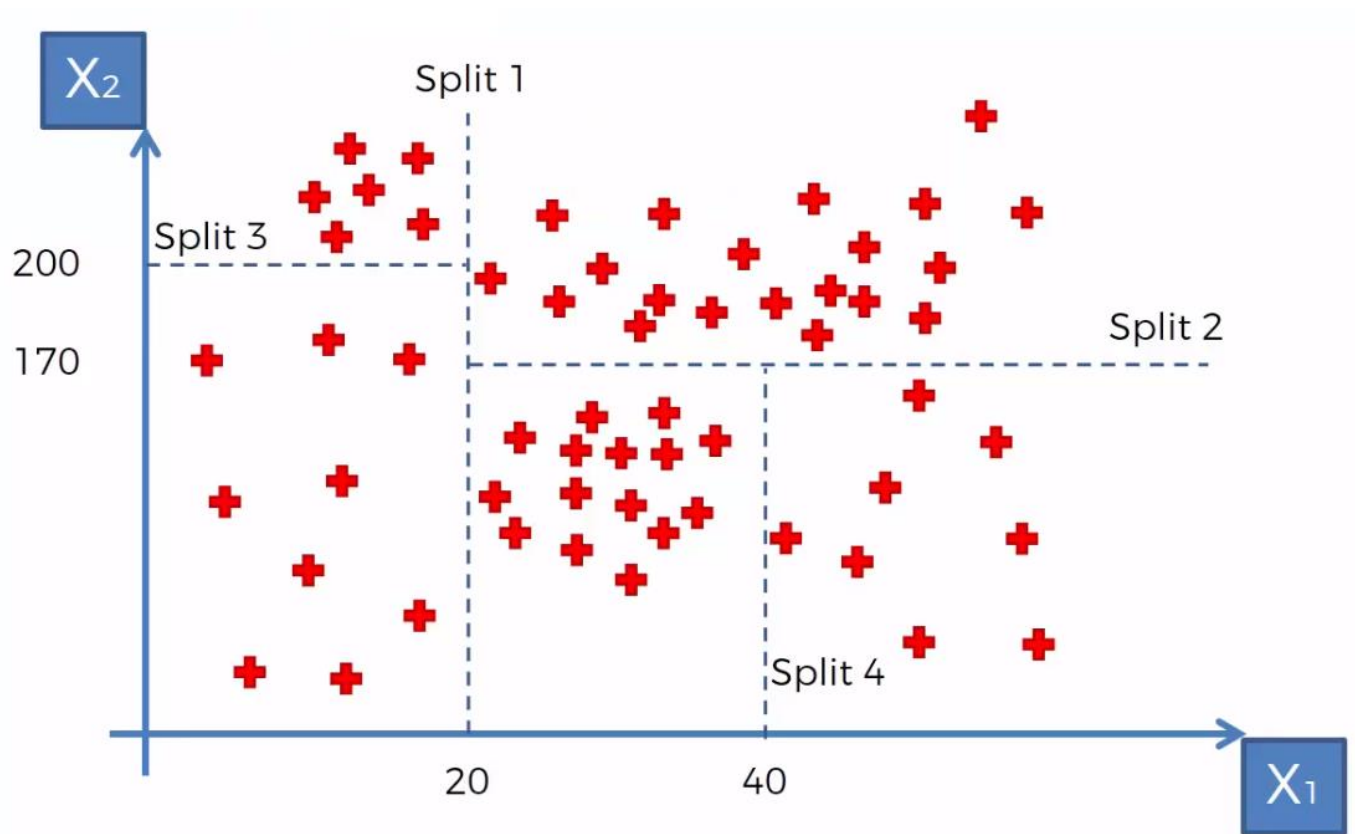
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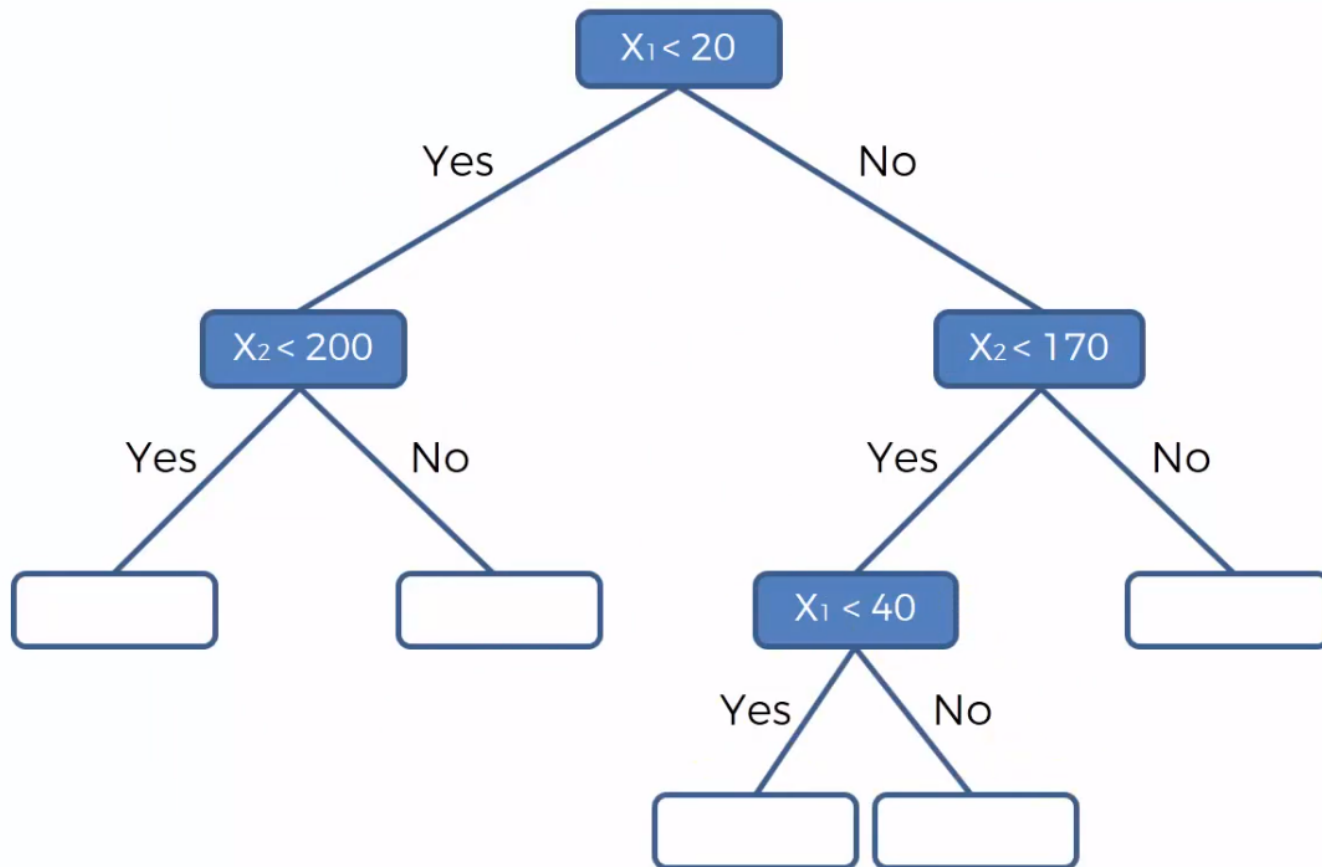
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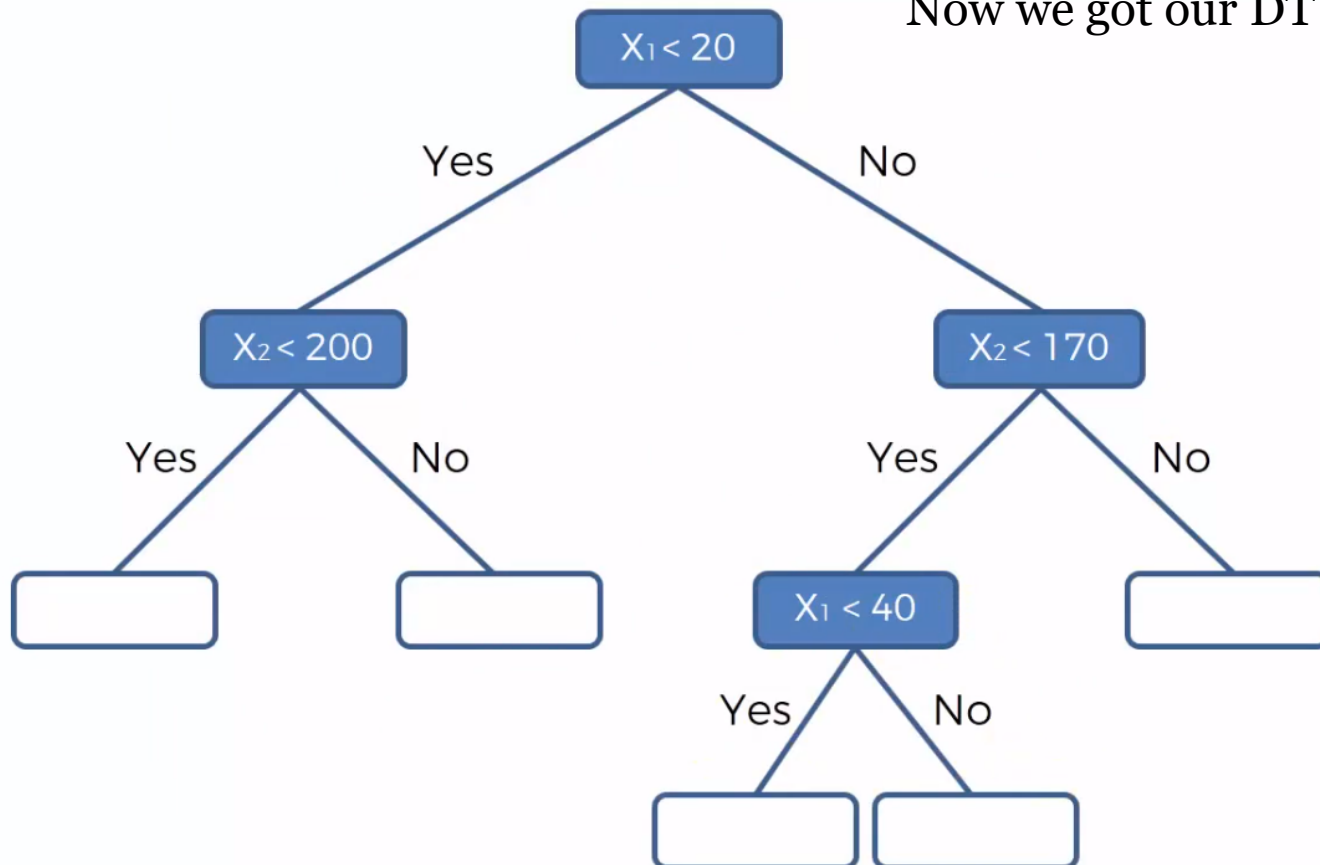


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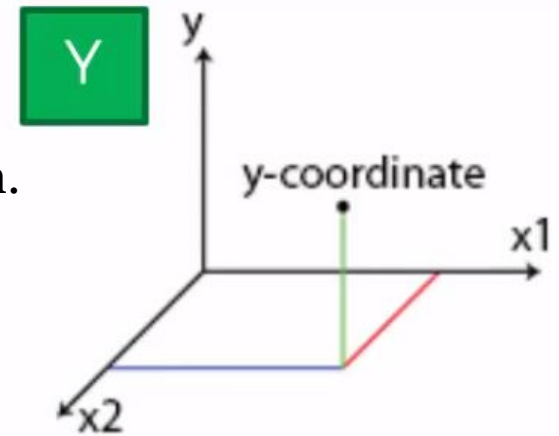
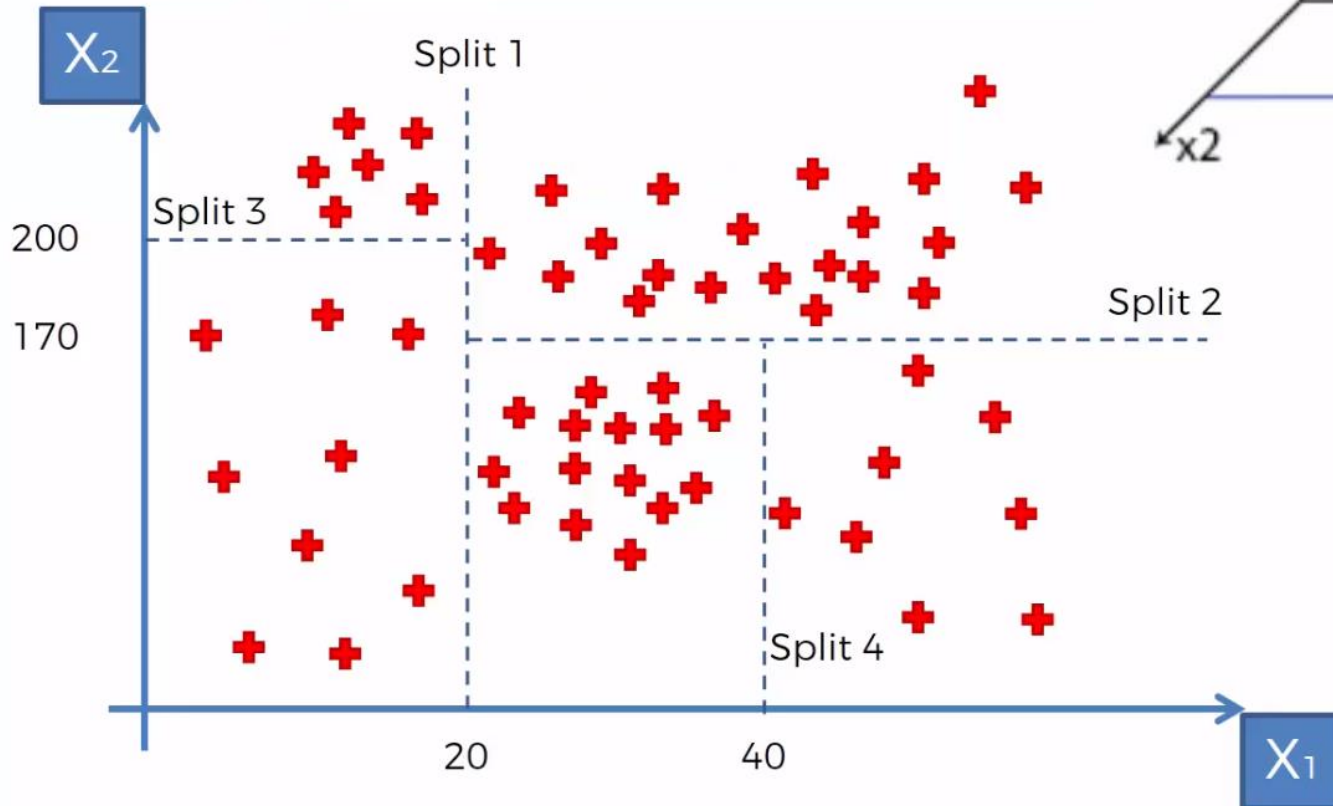
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Now we got our DT built!



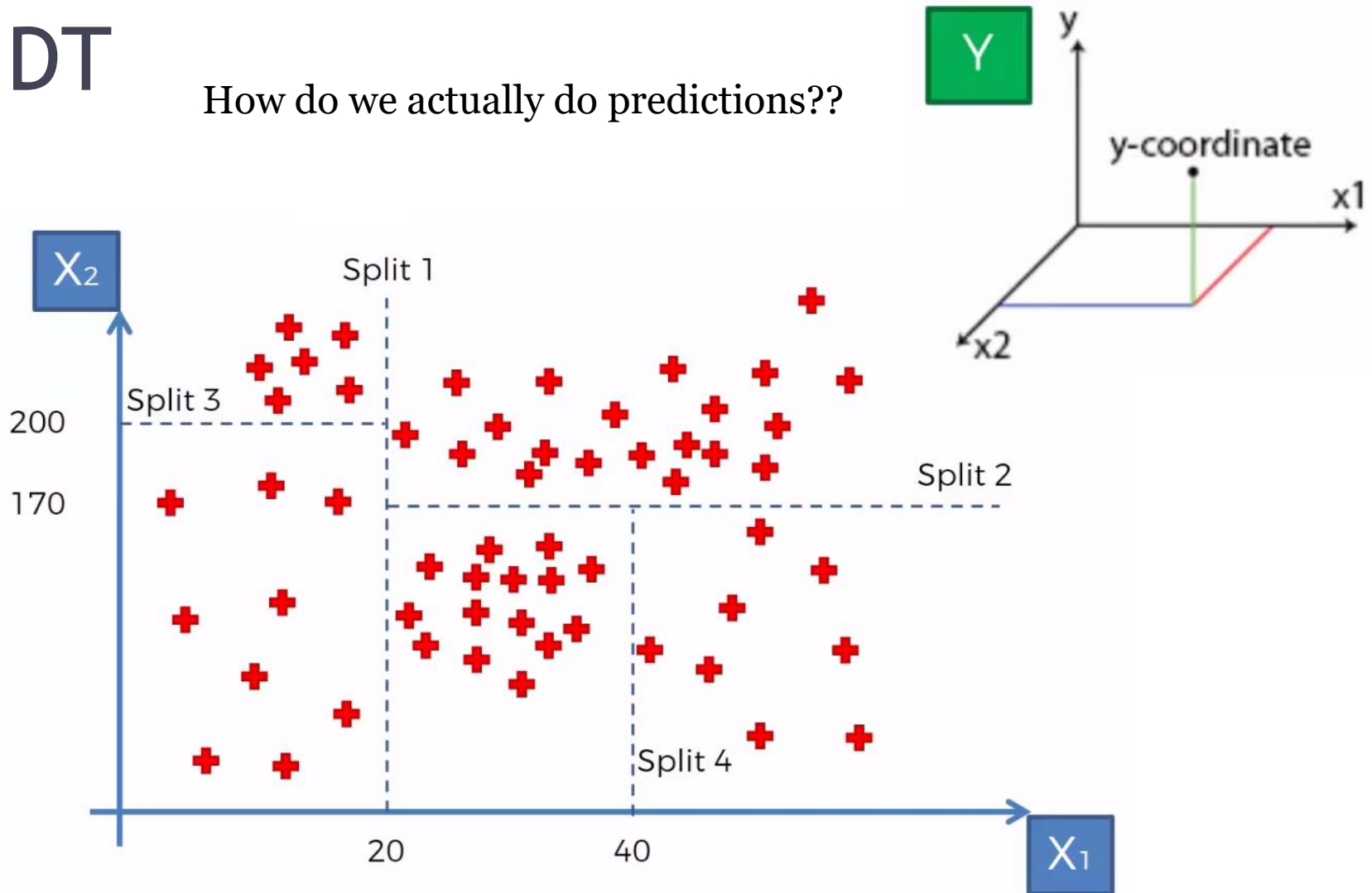
# DT

Now we got our DT built!  
It's time to consider our third dimension.  
Labels



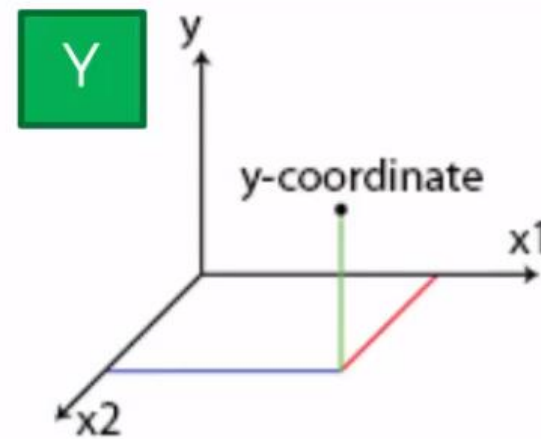
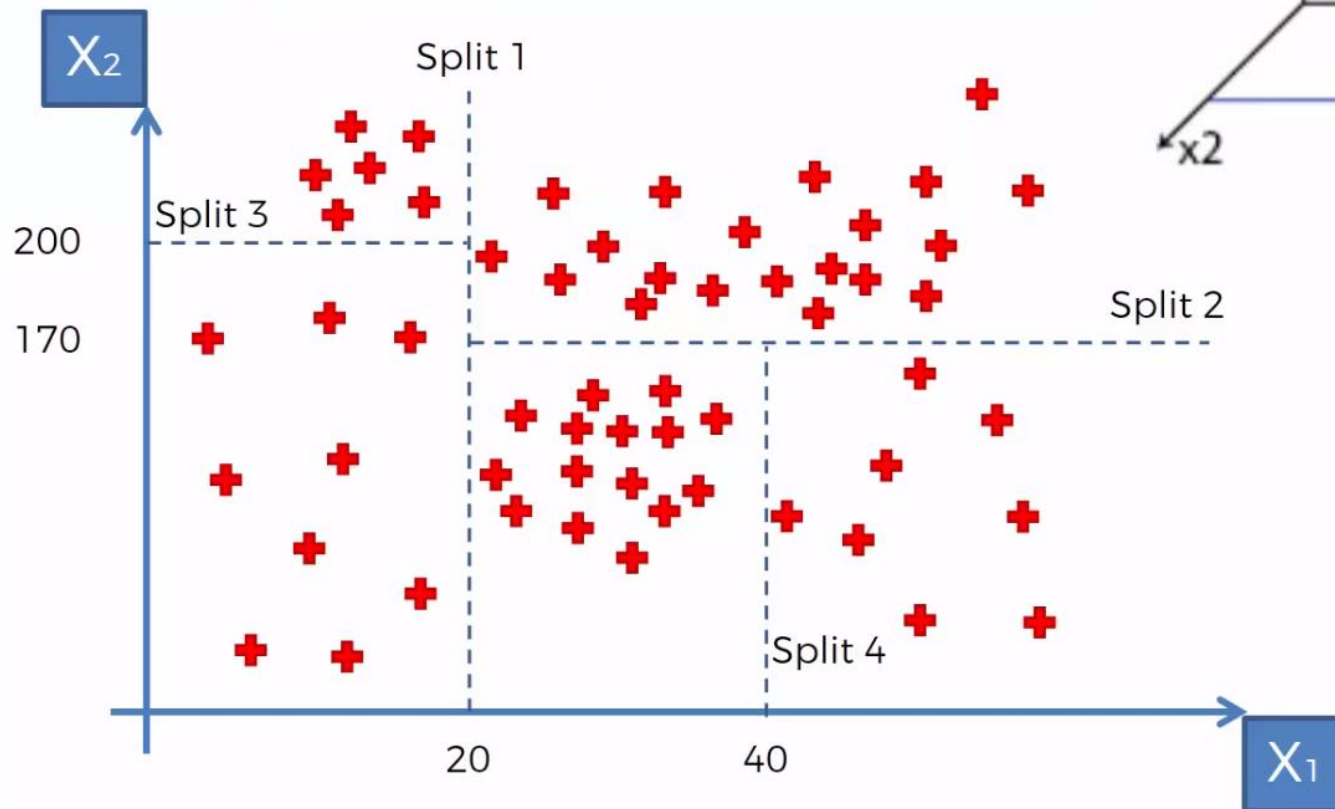
# DT

How do we actually do predictions??



# DT

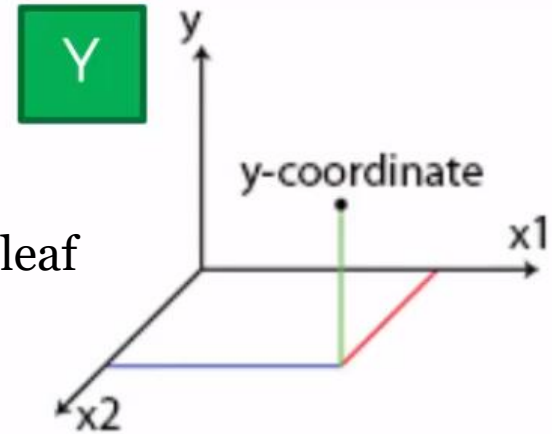
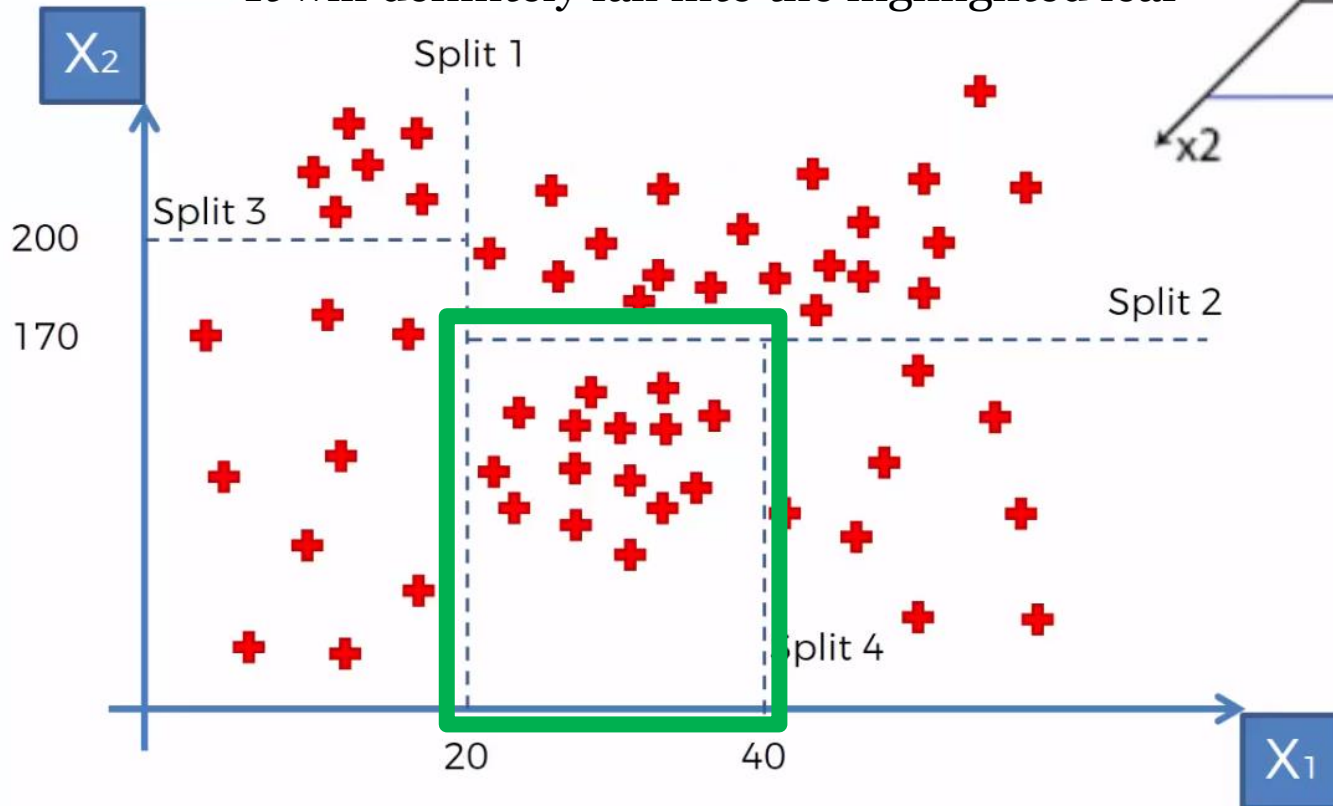
How do we actually do predictions??  
Let's say we got a new data point with:  
 $X_1 = 30$  and  $X_2 = 50$





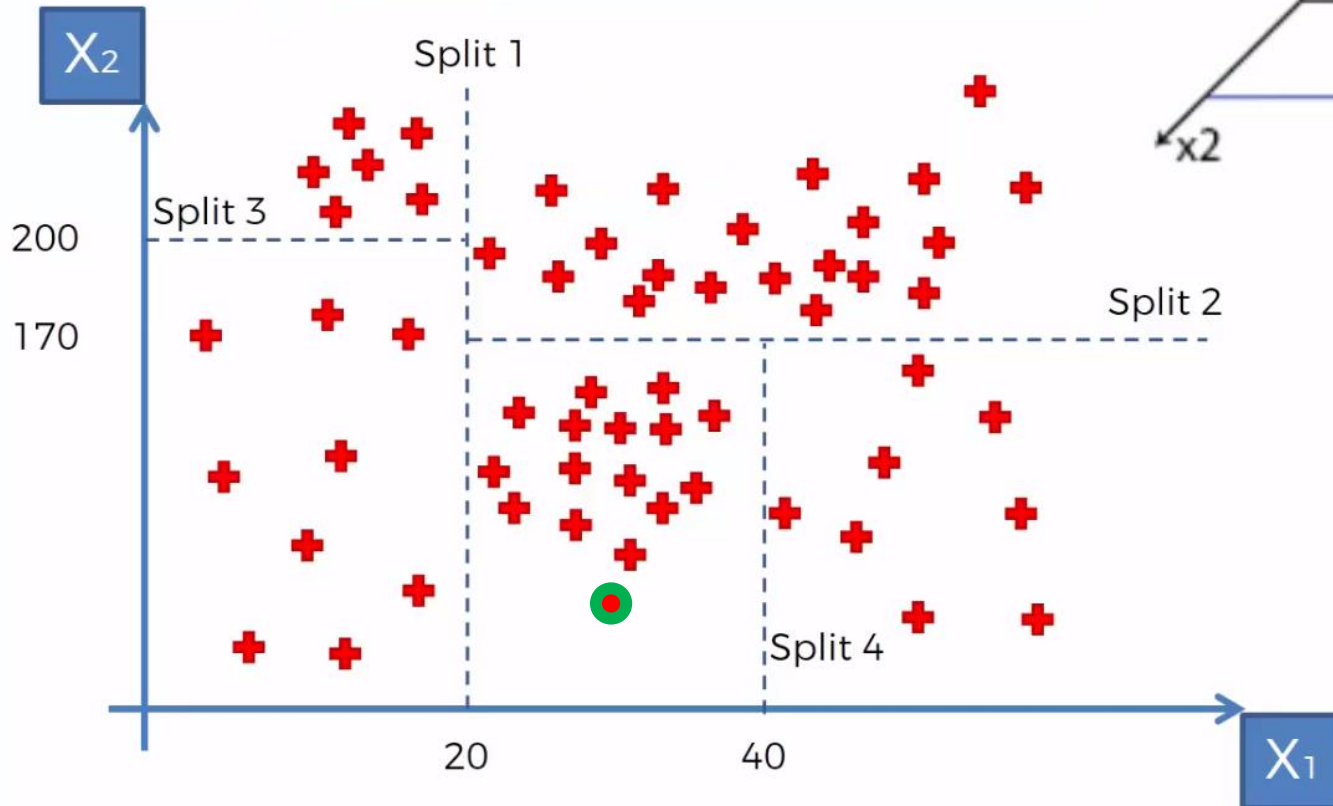
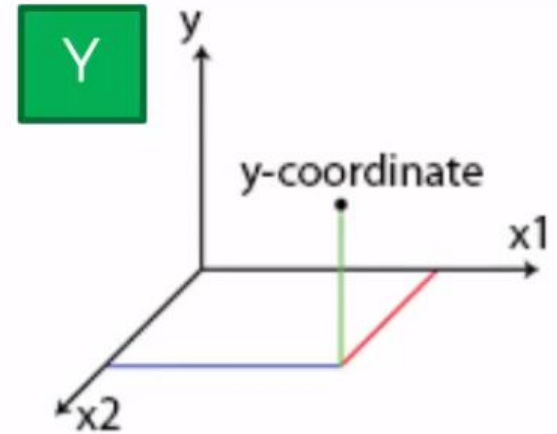
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 $X_1 = 30$  and  $X_2 = 50$   
It will definitely fall into the highlighted leaf



# DT

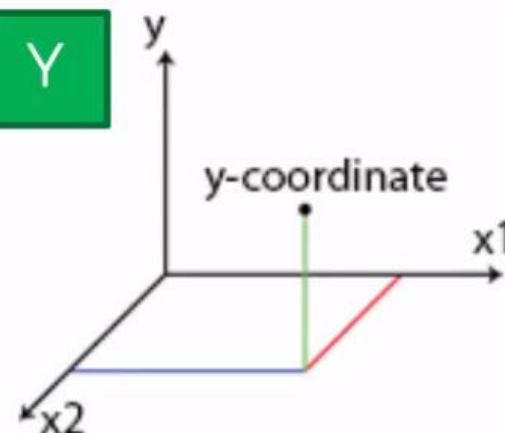
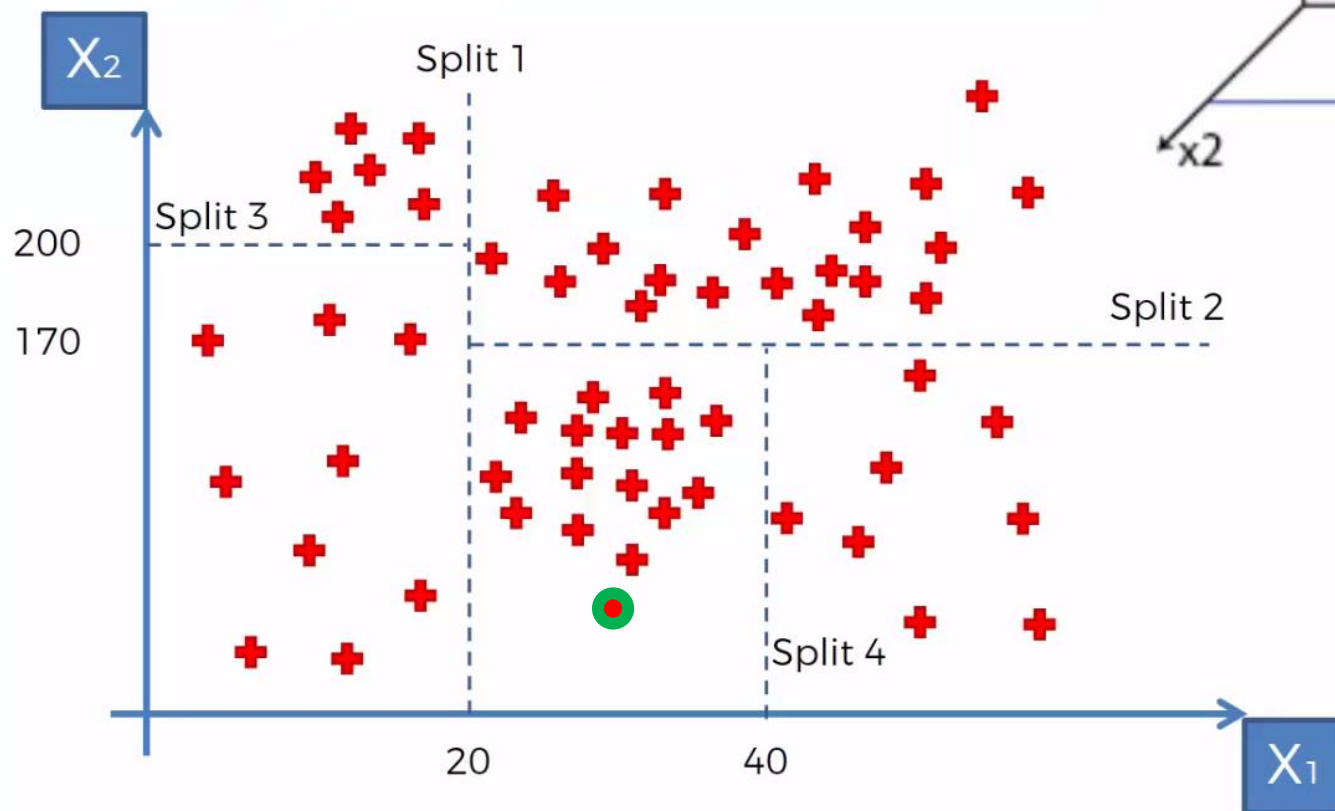
Can we predict the Y of new data point?



# DT

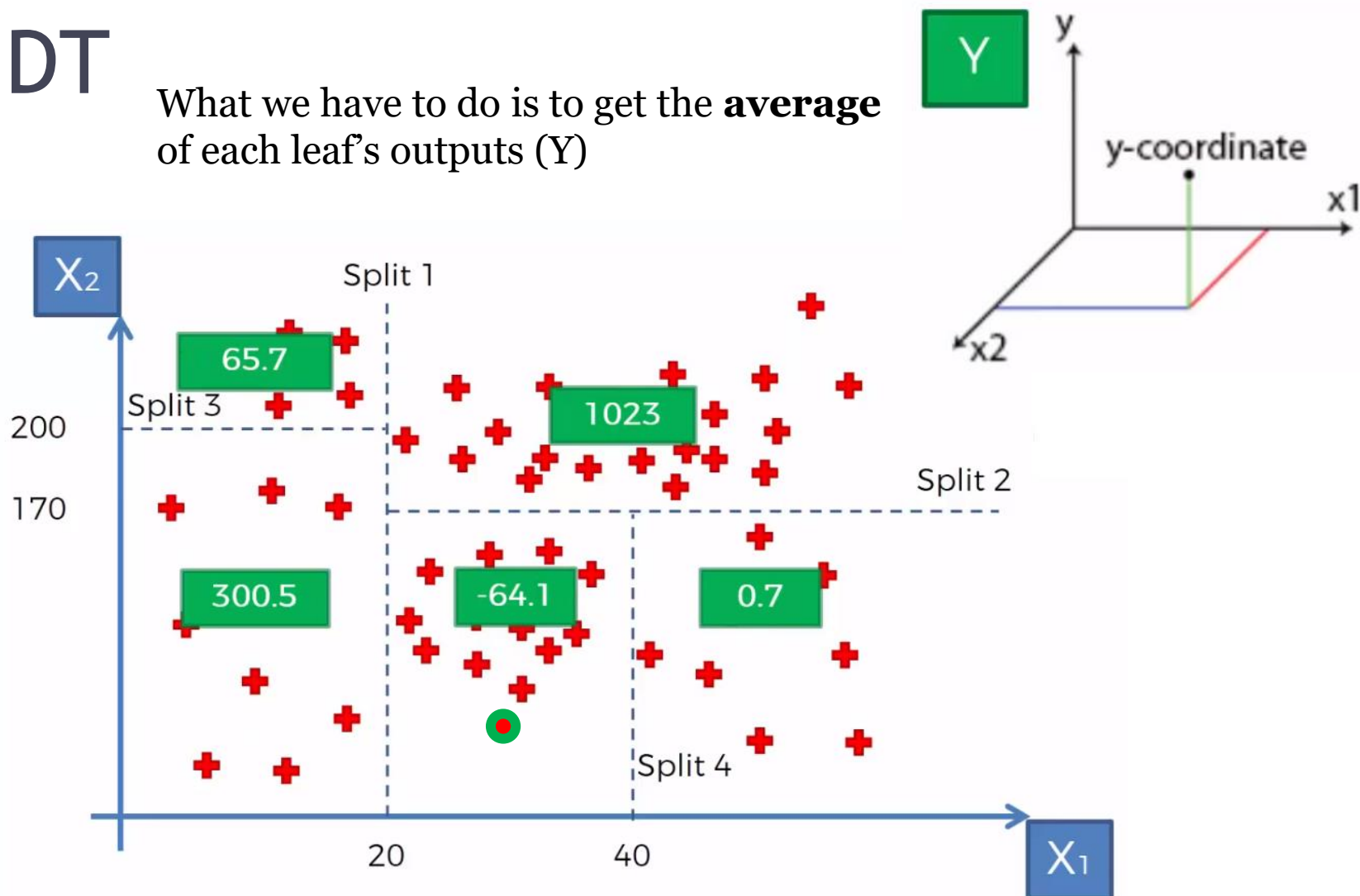
What we have to do is to get the **average** of each leaf's outputs (Y)

Y

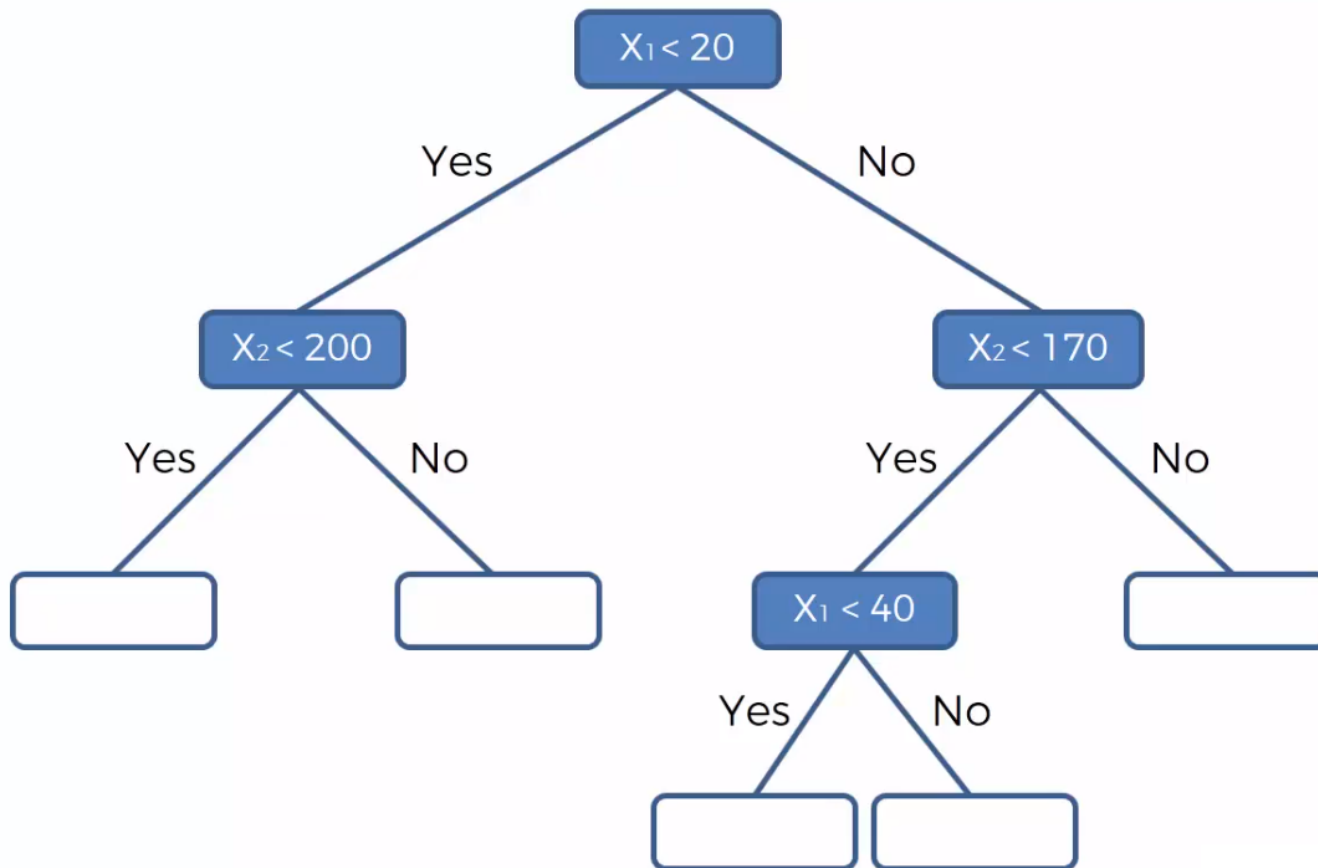


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