



# **Class: Machine Learning**

## **Decision Trees**

**Instructor: Matteo Leonetti**

# Learning outcomes

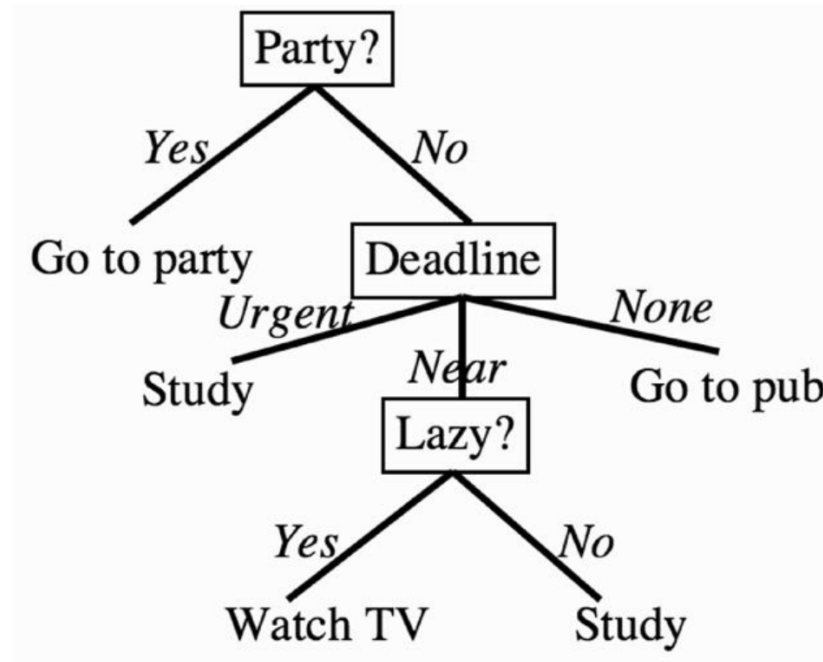
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- Define the entropy of a set
- Compute the entropy of a given set
- Define the information gain for a given feature
- Define the Gini Impurity of a set
- Implement the ID3 and CART algorithms

# Making Decisions



Nonmetric data

How to choose the variable for each split?

# History

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1983 - Ross Quinlan (U. of Sidney)

*Learning efficient classification procedures and their application to chess end games.*



# Entropy and information

How much information do I receive, with a message X?

X a random variable over possible messages

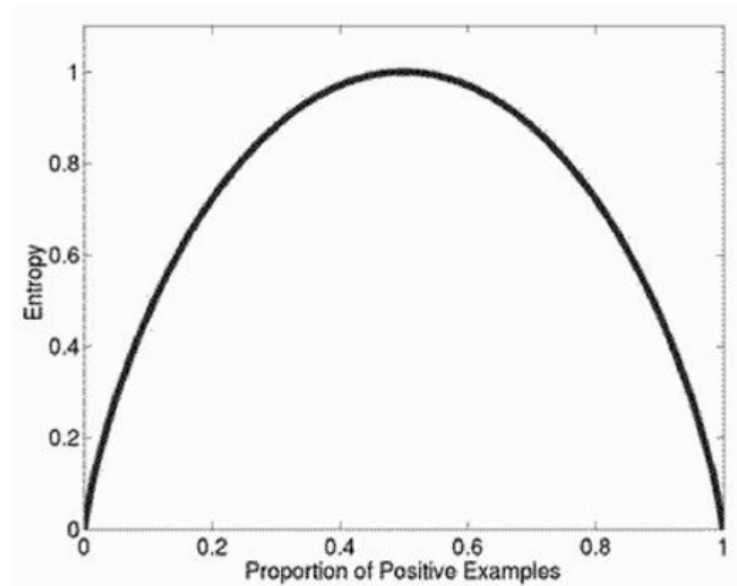
Information

$$I(x) = -\log_2 P(x)$$

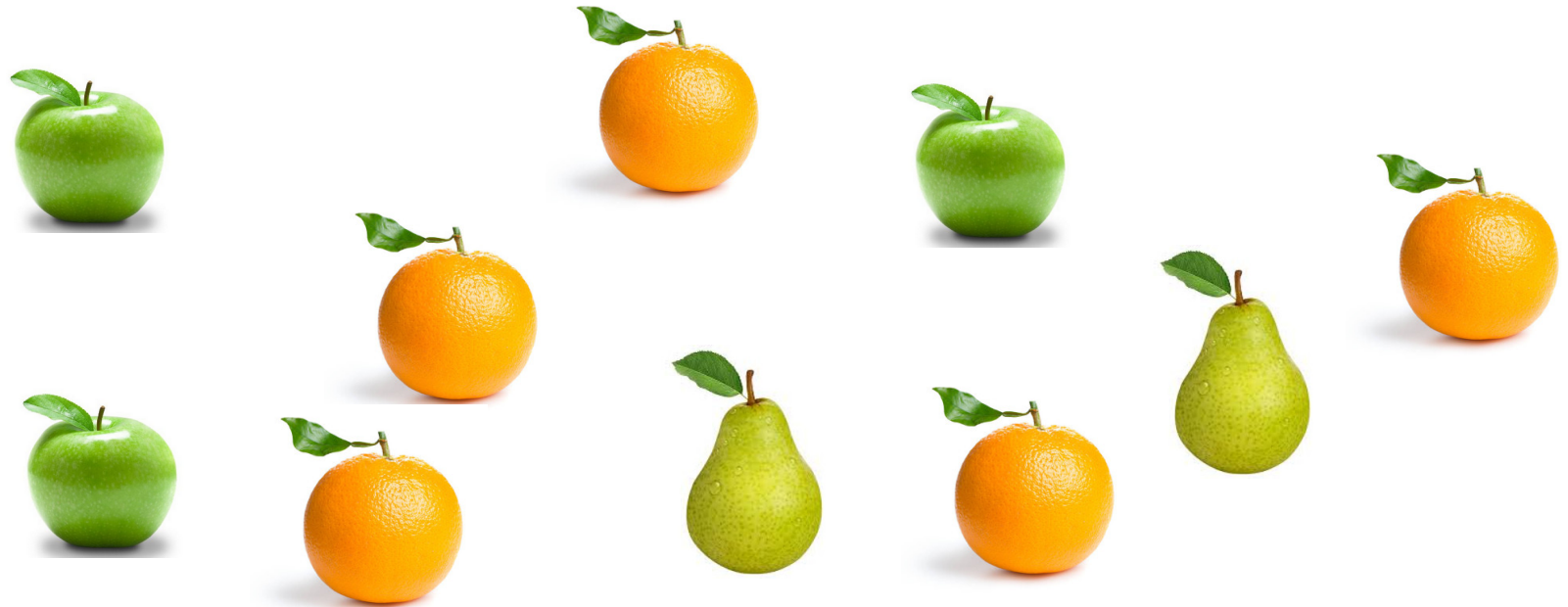
Entropy

$$H = E[I] = \sum_i -p_i \log_2 p_i$$

$$0 \log_2 0 = 0$$



$$H = E[I] = \sum_{i \in \text{classes}} -p_i \log_2 p_i$$

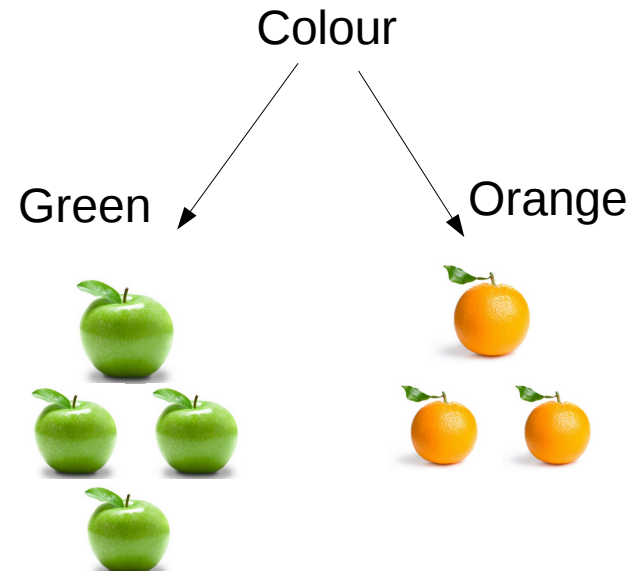
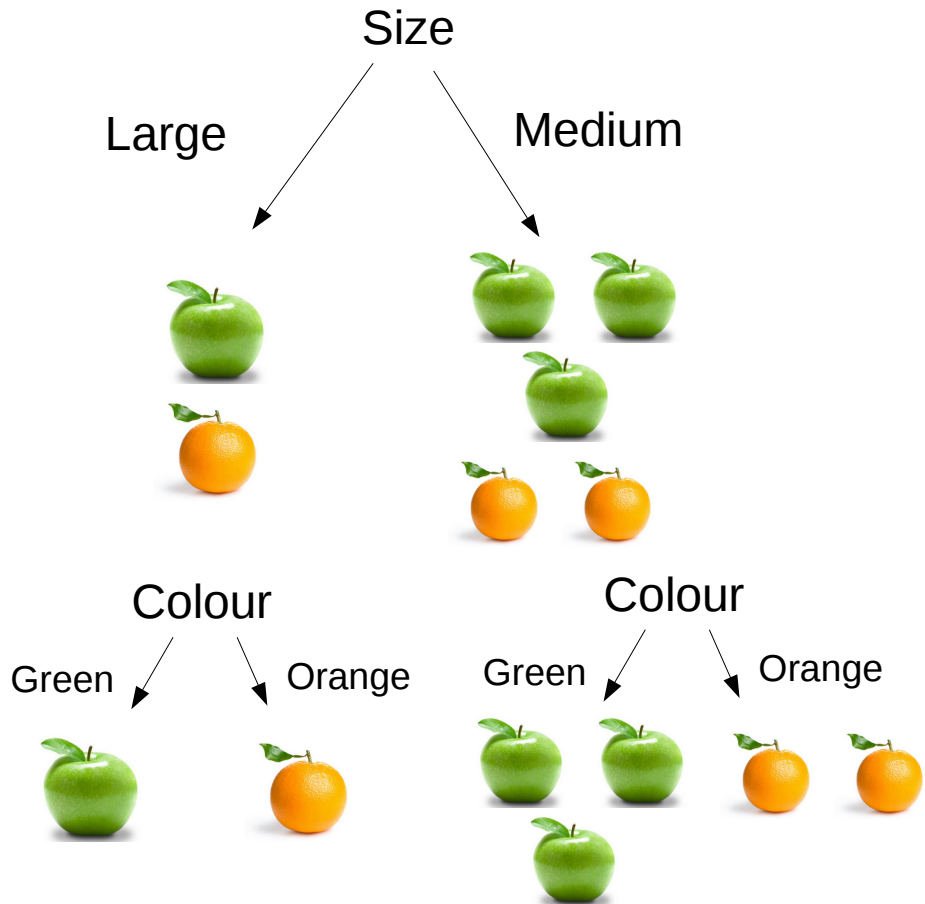


$$H = \underbrace{-\frac{3}{10} \log_2 \frac{3}{10}}_{\text{Apples}} - \underbrace{\frac{5}{10} \log_2 \frac{5}{10}}_{\text{Oranges}} - \underbrace{\frac{2}{10} \log_2 \frac{2}{10}}_{\text{Pears}} = 1.485$$

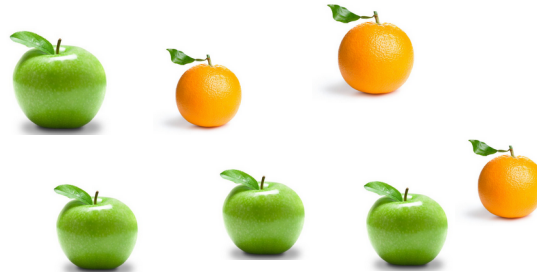
# Apples and Oranges



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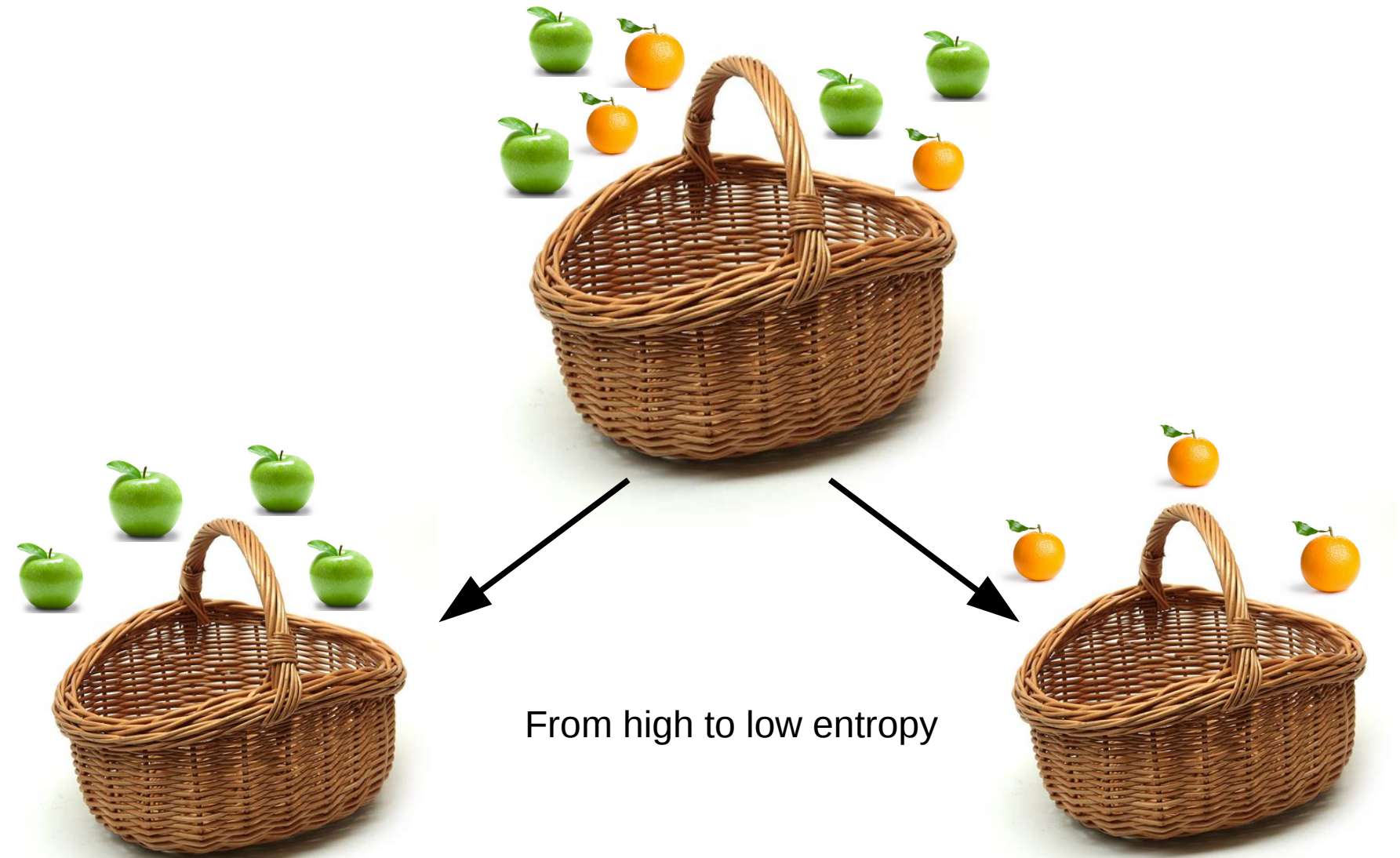
# Entropy of the set



$$H = -p_O \log_2(p_O) - p_A \log_2(p_A) = -\frac{3}{7} \log_2\left(\frac{3}{7}\right) - \frac{4}{7} \log_2\left(\frac{4}{7}\right) = 0.985$$



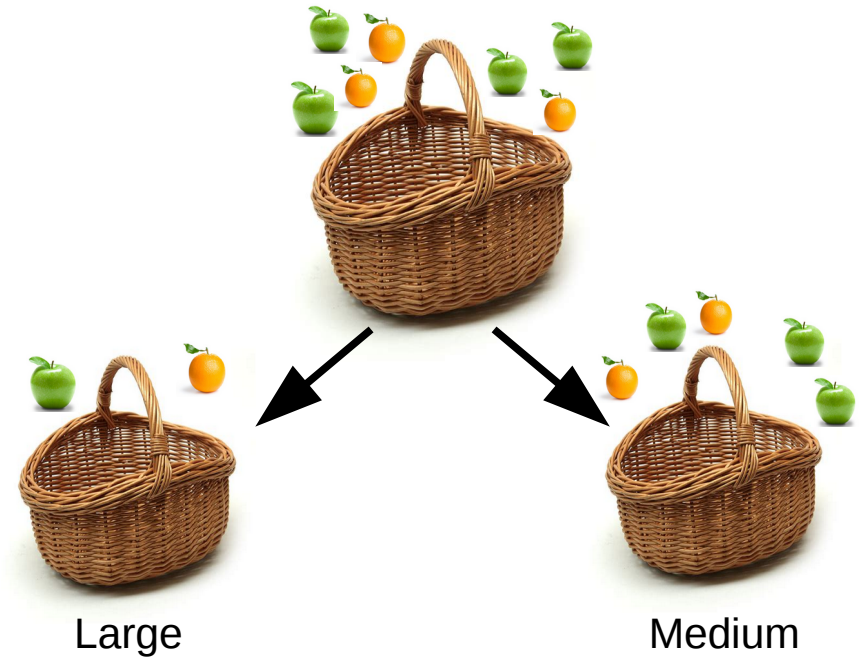
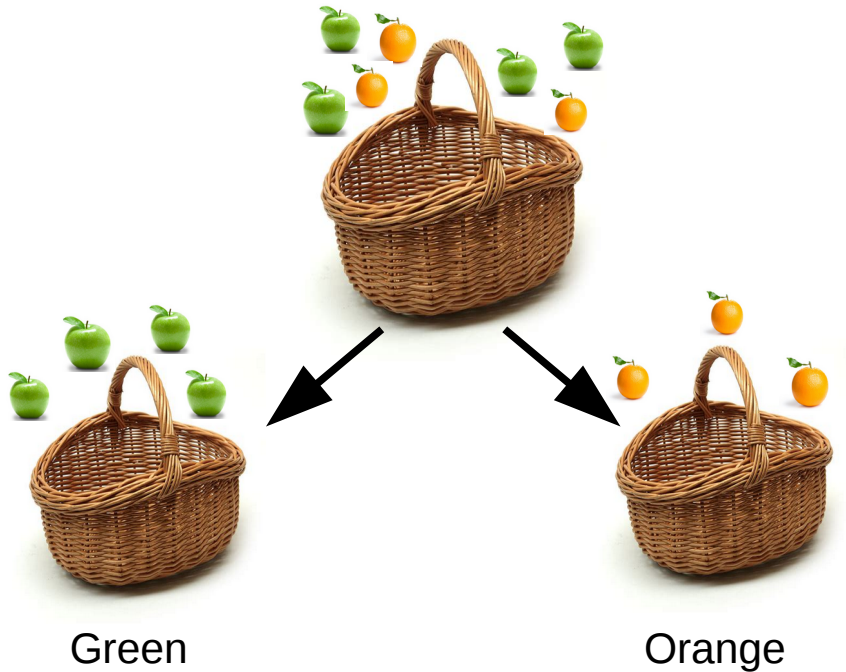
# Entropy of the set



# Entropy of the set



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$$H_{\text{colour}} = \underbrace{\frac{4}{7}}_{\text{fraction in Green}} \underbrace{\overbrace{(0)}^{\text{entropy of Green}}} + \underbrace{\frac{3}{7}}_{\text{fraction in Orange}} \underbrace{\overbrace{(0)}^{\text{entropy of Orange}}} = 0$$

$$H_{\text{size}} = \underbrace{\frac{2}{7}}_{\text{fraction in Large}} \underbrace{\left( -\frac{1}{2} \log_2 \frac{1}{2} - \frac{1}{2} \log_2 \frac{1}{2} \right)}_{\text{entropy of Large}} + \underbrace{\frac{5}{7}}_{\text{fraction in Medium}} \underbrace{\left( -\frac{2}{5} \log_2 \frac{2}{5} - \frac{3}{5} \log_2 \frac{3}{5} \right)}_{\text{entropy of Medium}} = 0.98$$

# Entropy of the set



$$H = 0.985$$



$$H_{\text{colour}} = 0$$

$$G(\text{Colour}) = H - H_{\text{colour}} = 0.985$$



$$H_{\text{size}} = 0.98$$

$$G(\text{Size}) = H - H_{\text{size}} = 0.005$$

# Information gain



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Set of elements

elements in  $S$  with feature  $F = f$

$$G(S, F) = H(S) - \sum_{f \in \text{values}(F)} \frac{|S_f|}{|S|} H(S_f)$$

Feature

compare with:

$$H_{\text{size}} = \underbrace{\frac{2}{7}}_{\text{fraction in Large}} \underbrace{\left( -\frac{1}{2} \log_2 \frac{1}{2} - \frac{1}{2} \log_2 \frac{1}{2} \right)}_{\text{entropy of Large}} + \underbrace{\frac{5}{7}}_{\text{fraction in Medium}} \underbrace{\left( -\frac{2}{5} \log_2 \frac{2}{5} - \frac{3}{5} \log_2 \frac{3}{5} \right)}_{\text{entropy of Medium}} = 0.98$$

# The ID3 algorithm



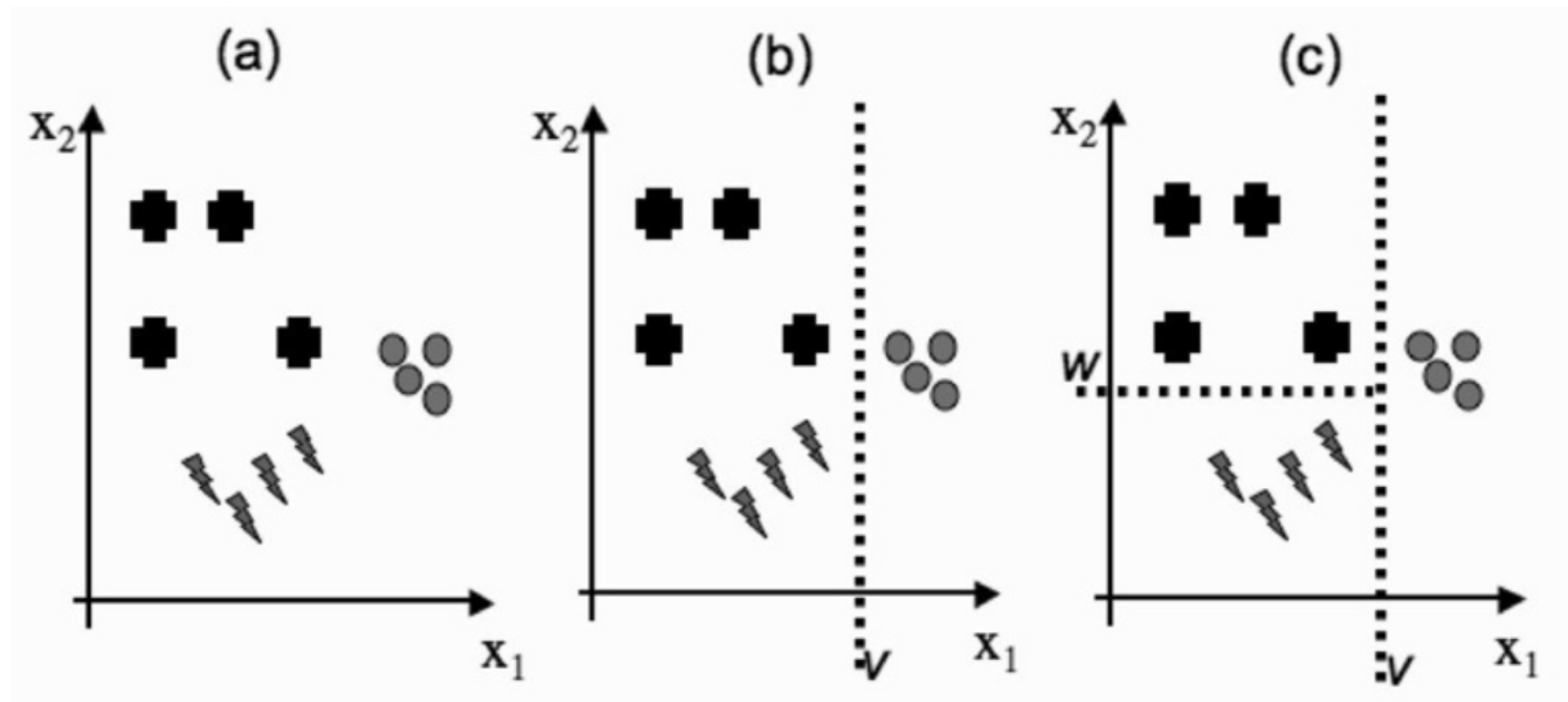
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- If all examples have the same label:
  - return a leaf with that label
- Else if there are no features left to test:
  - return a leaf with the most common label
- Else:
  - choose the feature  $\hat{F}$  that maximises the information gain of  $S$  to be the next node using [Equation \(12.2\)](#)
  - add a branch from the node for each possible value  $f$  in  $\hat{F}$
  - for each branch:
    - \* calculate  $S_f$  by removing  $\hat{F}$  from the set of features
    - \* recursively call the algorithm with  $S_f$  to compute the gain relative to the current set of examples

# Visualizing splits



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Greedy with respect to  $G \rightarrow$  potential local minimum

Deals with noisy data (by assigning the label to most common class)

Always uses all the features  $\rightarrow$  prone to overfitting



Pruning

Continuous variables  $\longrightarrow$  C4.5

Missing attributes

# A Different Criterion: Gini Impurity



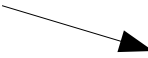
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		Colour	
		Green	Orange
Size	Large	P A P P	O
	Medium	A A A	O O

$$G(S) = \overbrace{\frac{4}{10}}^{\text{apples}} \left( \overbrace{\frac{3}{10} + \frac{3}{10}}^{\text{not apples}} \right) + \overbrace{\frac{3}{10}}^{\text{pears}} \left( \overbrace{\frac{4}{10} + \frac{3}{10}}^{\text{not pears}} \right) + \overbrace{\frac{3}{10}}^{\text{oranges}} \left( \overbrace{\frac{4}{10} + \frac{3}{10}}^{\text{not oranges}} \right) = \sum_i^C p_i (1 - p_i)$$



Gini split:

# of classes 

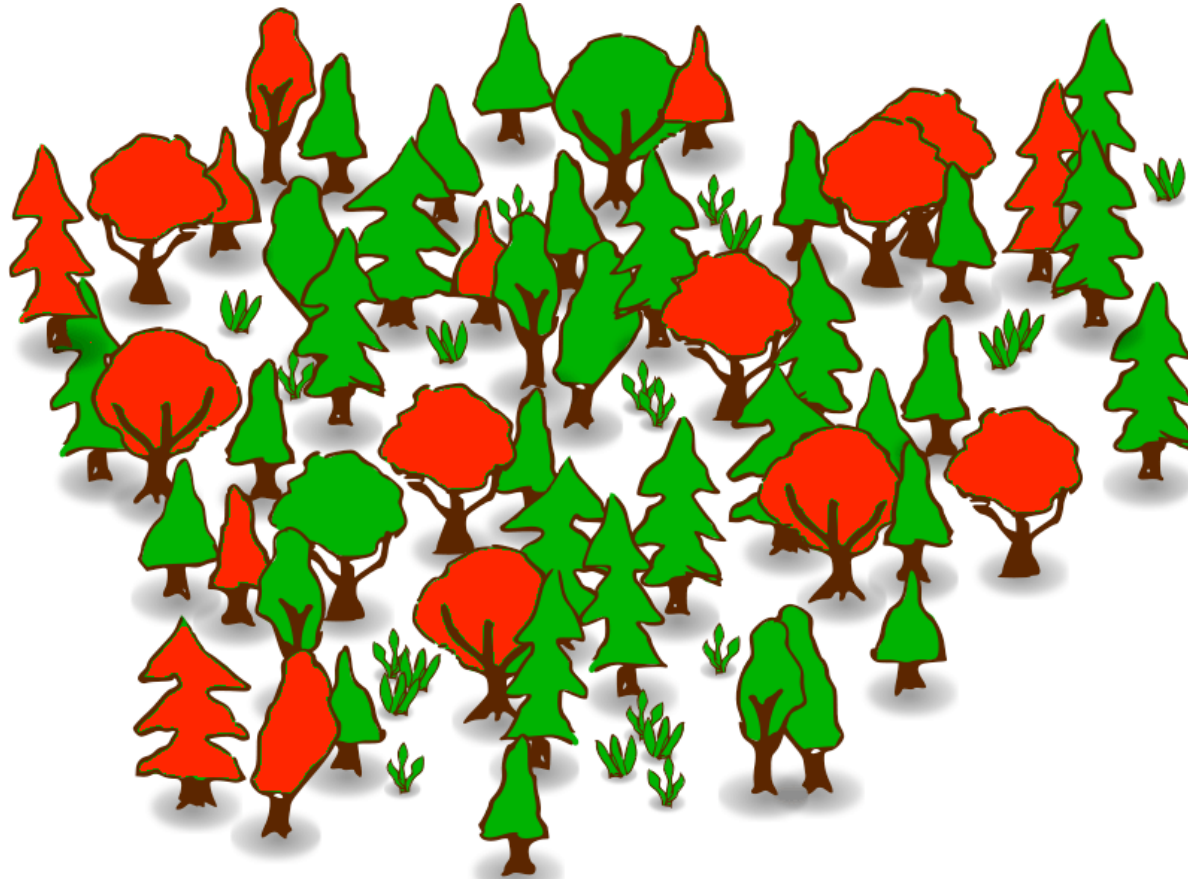
$$G(S) = \sum_i^C p_i(1 - p_i) = \sum_i^C (p_i - p_i^2) = \sum_i^C p_i - \sum_i^C p_i^2 = 1 - \sum_i^C p_i^2$$

$$G(S, F) = G(S) - \sum_{f \in \text{values}(F)} \frac{|S_f|}{|S|} G(S_f)$$

# Random forests



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# Conclusion

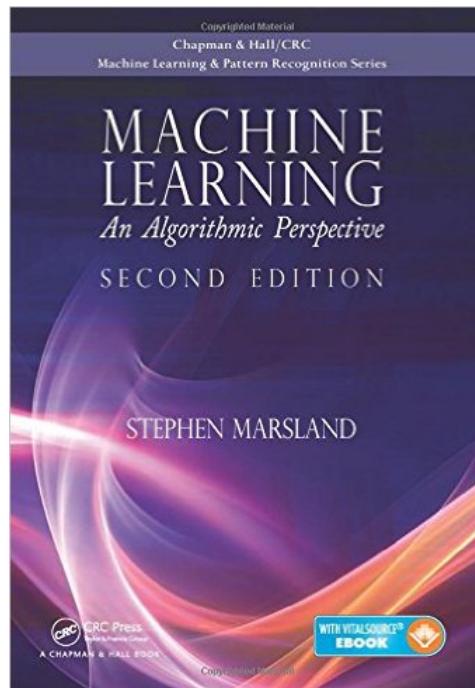
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## Chapter 12