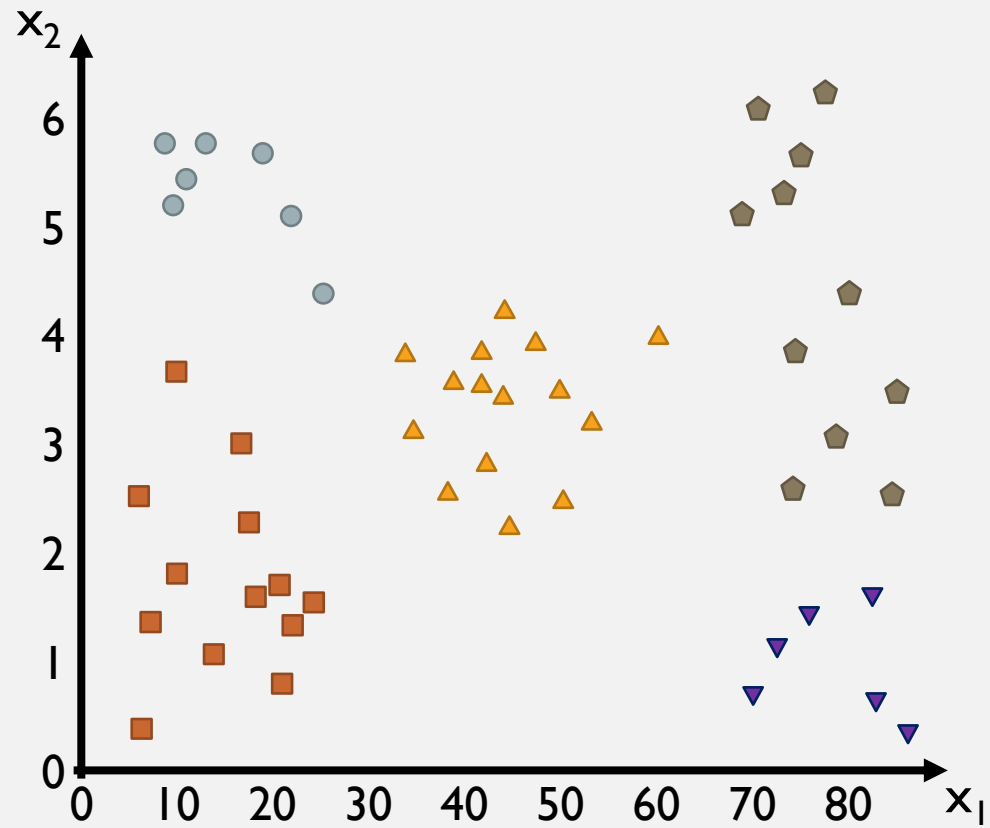


# TREE-BASED MODELS

Lecture 3  
MALI, 2024

# DECISION TREES



# Engineering Flowchart

DOES IT MOVE?

NO

YES

SHOULD IT?

SHOULD IT?

NO

YES

NO

YES

NO  
PROBLEM!



NO  
PROBLEM!

# HOW DECISION TREES WORK

- Step 1

Find the feature that is the best predictor of your data

- Step 2

Partition instances of your training set according to that feature

- Step 3

Repeat 1-2 recursively

- Stop when

All instances in a given node belong to the same class

or

There are no more ways to split

# A LOAN IN THE BANK

## A FICTITIOUS EXAMPLE

id	salary	savings	debt	class
1	Low	High	True	Approved
2	Low	Low	False	Declined
3	High	Low	False	Approved
4	Low	Low	True	Declined
5	High	Low	True	Approved
6	High	High	False	Approved
7	High	Low	False	Approved
8	Low	Low	True	Declined
9	High	High	True	Approved
10	Low	Low	False	Declined
11	Low	High	False	Approved
12	Low	Low	True	Declined

How do we decide which feature to branch off on?

# A LOAN IN THE BANK

## A FICTITIOUS EXAMPLE

id	salary	savings	debt	class
1	Low	High	True	Approved
2	Low	Low	False	Declined
3	High	Low	False	Approved
4	Low	Low	True	Declined
5	High	Low	True	Approved
6	High	High	False	Approved
7	High	Low	False	Approved
8	Low	Low	True	Declined
9	High	High	True	Approved
10	Low	Low	False	Declined
11	Low	High	False	Approved
12	Low	Low	True	Declined

The Gini impurity index

$$G(D) = 1 - \sum_j p_j^2 = 1 - \left(\frac{1}{2}\right)^2 - \left(\frac{1}{2}\right)^2 =$$

$$G_k(D) = \sum_i \frac{n_i}{n} G(D_i)$$

$$G_{\text{salary}}(D) = -\left(1 - \left(\frac{1}{2}\right)^2 - \left(\frac{1}{2}\right)^2\right) + -\left(1 - \left(\frac{1}{2}\right)^2 - \left(\frac{1}{2}\right)^2\right)$$

# A LOAN IN THE BANK

## A FICTITIOUS EXAMPLE

id	salary	savings	debt	class
1	Low	High	True	Approved
2	Low	Low	False	Declined
3	High	Low	False	Approved
4	Low	Low	True	Declined
5	High	Low	True	Approved
6	High	High	False	Approved
7	High	Low	False	Approved
8	Low	Low	True	Declined
9	High	High	True	Approved
10	Low	Low	False	Declined
11	Low	High	False	Approved
12	Low	Low	True	Declined

The Gini impurity index

$$G_{\text{salary}}(D) = 0.24$$

$$G_{\text{savings}}(D) = 0.31$$

$$G_{\text{debt}}(D) = 0.47$$

# A LOAN IN THE BANK

## A FICTITIOUS EXAMPLE

id	salary	savings	debt	class
1	Low	High	True	Approved
2	Low	Low	False	Declined
3	High	Low	False	Approved
4	Low	Low	True	Declined
5	High	Low	True	Approved
6	High	High	False	Approved
7	High	Low	False	Approved
8	Low	Low	True	Declined
9	High	High	True	Approved
10	Low	Low	False	Declined
11	Low	High	False	Approved
12	Low	Low	True	Declined

Beginning to draw the tree

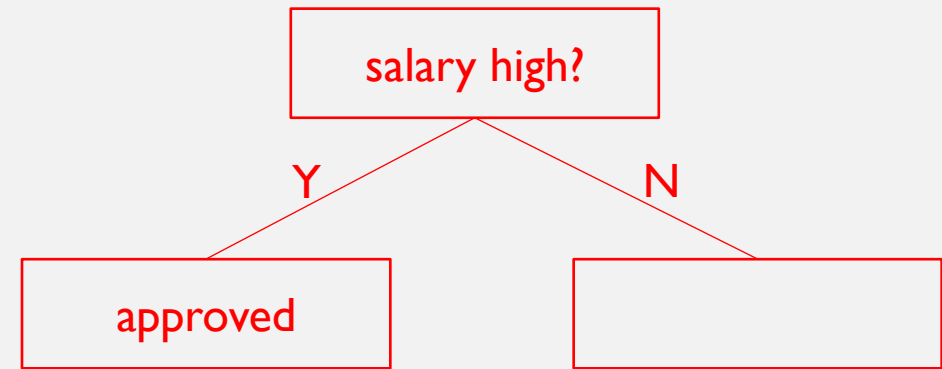


# A LOAN IN THE BANK

A FICTITIOUS EXAMPLE

id	salary	savings	debt	class
1	Low	High	True	Approved
2	Low	Low	False	Declined
3	High	Low	False	Approved
4	Low	Low	True	Declined
5	High	Low	True	Approved
6	High	High	False	Approved
7	High	Low	False	Approved
8	Low	Low	True	Declined
9	High	High	True	Approved
10	Low	Low	False	Declined
11	Low	High	False	Approved
12	Low	Low	True	Declined

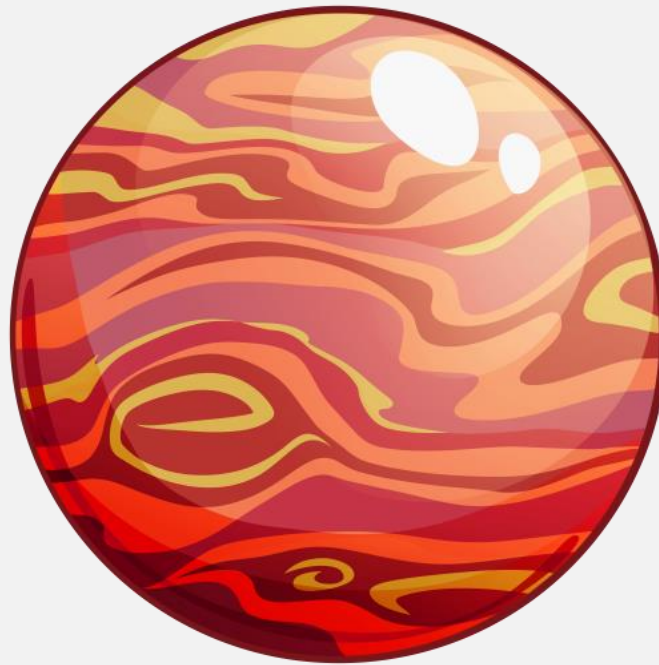
Finishing the tree



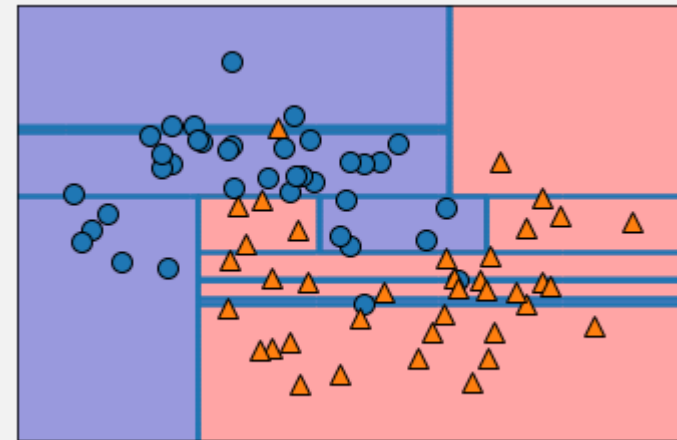
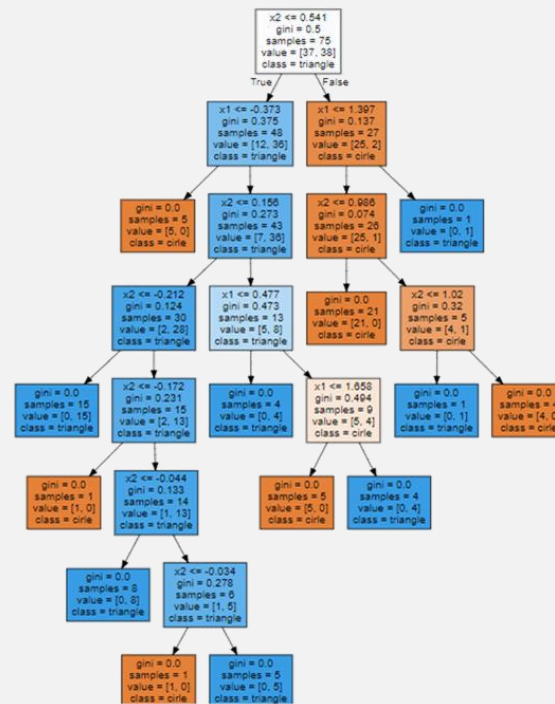
# LEARNING DECISION TREES

- means learning the sequence of questions that gets us to the best answer most quickly
- the questions may be yes/no but usually of the form “ ”
- the algorithm searches over all possible and finds the most one

# VISUALIZATION



# VISUALIZATION



# OVERFITTING AND HYPERPARAMETERS

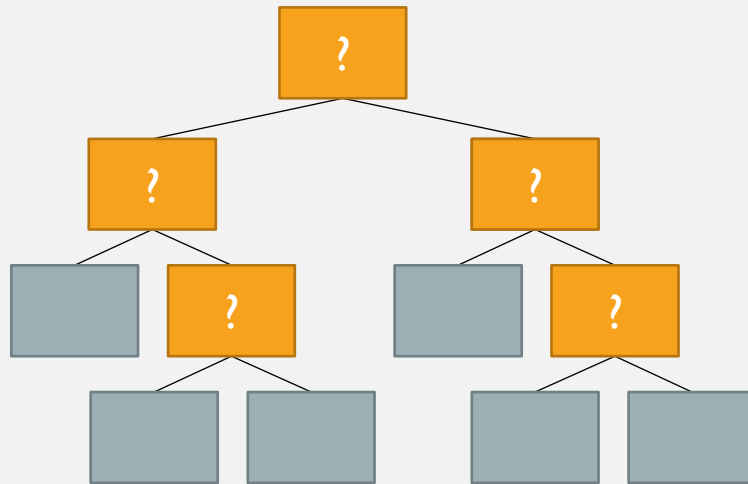
Accuracy on training data: 1.0  
Accuracy on testing data: 0.92

`max_depth`

`max_leaf_nodes`

`min_samples_split`

`(criterion)`



Tuning these parameters is called *pre-pruning*

# PRE-PRUNING



# PROS AND CONS OF DECISION TREES

**Pros**

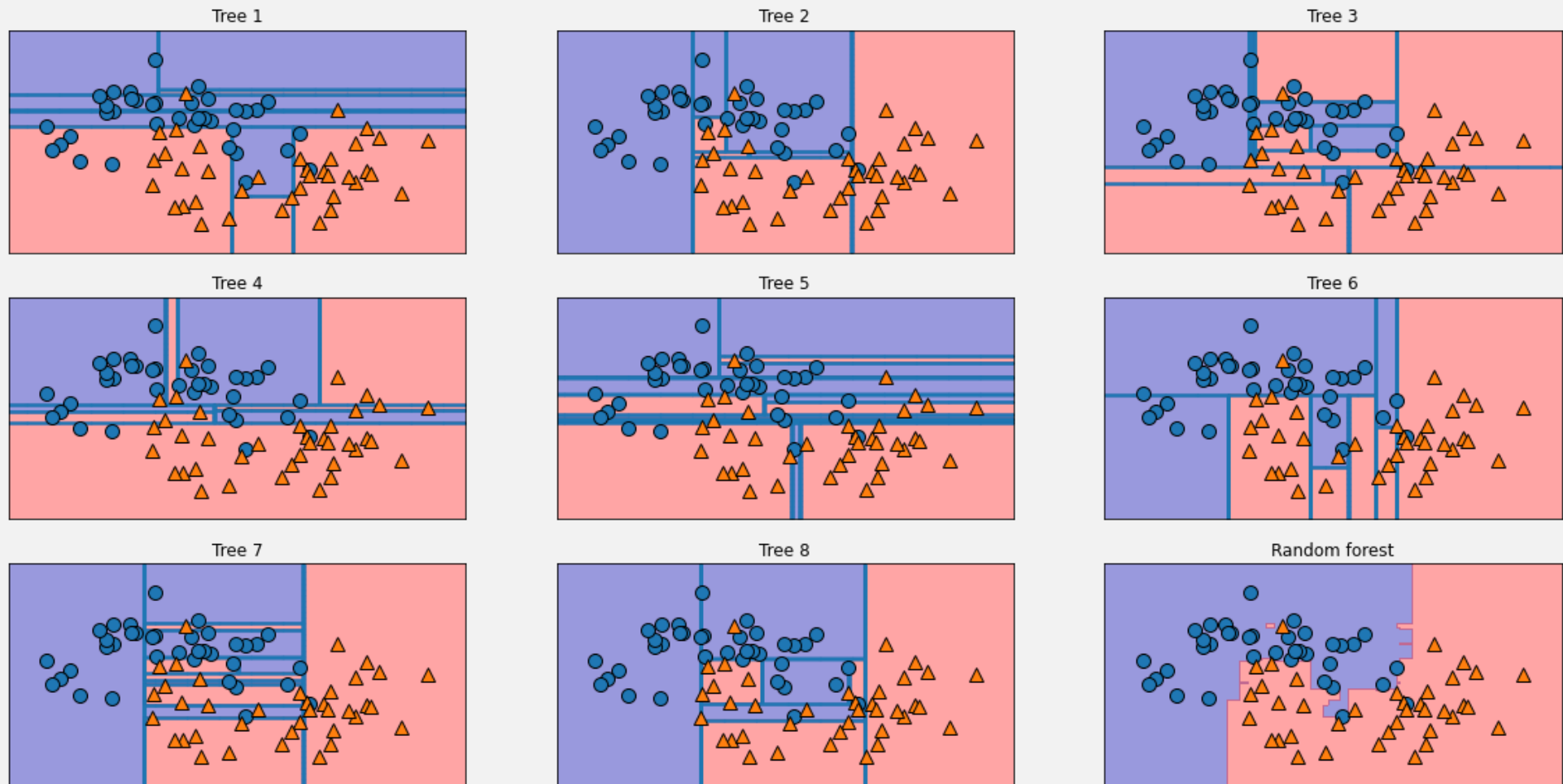
**Cons**

# ENSEMBLES OF DECISION TREES

- **Random forests** (*bagging*)
- **Gradient boosted decision trees** (*boosting*)



# RANDOM FORESTS



# RANDOMIZATION I: BOOTSTRAPPING

	$f_1$	$f_2$	$f_3$	$f_4$	$f_5$	$f_6$
$x_1$	45	5	21	45	15	1
$x_2$	87	2	12	44	64	2
$x_3$	24	8	15	43	36	3
$x_4$	67	7	17	44	87	2
$x_5$	13	5	12	44	65	3
$x_6$	87	4	16	42	34	1
$x_7$	89	7	13	42	2	2
$x_8$	68	3	14	43	54	3
$x_9$	35	6	11	41	63	2

RNG

Numbers

9

Min

1

Max

9

Go

7  
9  
4  
8  
7  
2  
3  
3  
8

A bootstrap dataset

	$f_1$	$f_2$	$f_3$	$f_4$	$f_5$	$f_6$
$x_7$	89	7	13	42	2	2
$x_9$	35	6	11	41	63	2
$x_4$	67	7	17	44	87	2
$x_8$	68	3	14	43	54	3
$x_7$	89	7	13	42	2	2
$x_2$	87	2	12	44	64	2
$x_3$	24	8	15	43	36	3
$x_3$	24	8	15	43	36	3
$x_8$	68	3	14	43	54	3

# RANDOMIZATION I: BOOTSTRAPPING

Dataset for tree 1

	$f_1$	$f_2$	$f_3$	$f_4$	$f_5$	$f_6$
$x_7$	89	7	13	42	2	2
$x_9$	35	6	11	41	63	2
$x_4$	67	7	17	44	87	2
$x_8$	68	3	14	43	54	3
$x_7$	89	7	13	42	2	2
$x_2$	87	2	12	44	64	2
$x_3$	24	8	15	43	36	3
$x_3$	24	8	15	43	36	3
$x_8$	68	3	14	43	54	3

Dataset for tree 2

	$f_1$	$f_2$	$f_3$	$f_4$	$f_5$	$f_6$
$x_6$	87	4	16	42	34	1
$x_8$	68	3	14	43	54	3
$x_2$	87	2	12	44	64	2
$x_2$	87	2	12	44	64	2
$x_3$	24	8	15	43	36	3
$x_7$	89	7	13	42	2	2
$x_4$	67	7	17	44	87	2
$x_2$	87	2	12	44	64	2
$x_8$	68	3	14	43	54	3

Dataset for tree 3

	$f_1$	$f_2$	$f_3$	$f_4$	$f_5$	$f_6$
$x_3$	24	8	15	43	36	3
$x_3$	24	8	15	43	36	3
$x_8$	68	3	14	43	54	3
$x_7$	89	7	13	42	2	2
$x_1$	45	5	21	45	15	1
$x_1$	45	5	21	45	15	1
$x_6$	87	4	16	42	34	1
$x_5$	13	5	12	44	65	3
$x_7$	89	7	13	42	2	2

## RANDOMIZATION II: FEATURE SELECTION

Dataset for tree I

	$f_1$	$f_2$	$f_3$	$f_4$	$f_5$	$f_6$
$x_7$	89	7	13	42	2	2
$x_9$	35	6	11	41	63	2
$x_4$	67	7	17	44	87	2
$x_8$	68	3	14	43	54	3
$x_7$	89	7	13	42	2	2
$x_2$	87	2	12	44	64	2
$x_3$	24	8	15	43	36	3
$x_3$	24	8	15	43	36	3
$x_8$	68	3	14	43	54	3

For each node, randomly  
select a of features  
and ask the question  
involving

# RANDOMIZATION II: FEATURE SELECTION

Dataset for tree I

	$f_1$	$f_2$	$f_3$	$f_4$	$f_5$	$f_6$
$x_7$	89	7	13	42	2	2
$x_9$	35	6	11	41	63	2
$x_4$	67	7	17	44	87	2
$x_8$	68	3	14	43	54	3
$x_7$	89	7	13	42	2	2
$x_2$	87	2	12	44	64	2
$x_3$	24	8	15	43	36	3
$x_3$	24	8	15	43	36	3
$x_8$	68	3	14	43	54	3

`max_features`

`max_features = n_features`

`max_features = 1`

# RANDOMIZATION II: FEATURE SELECTION

Dataset for tree I

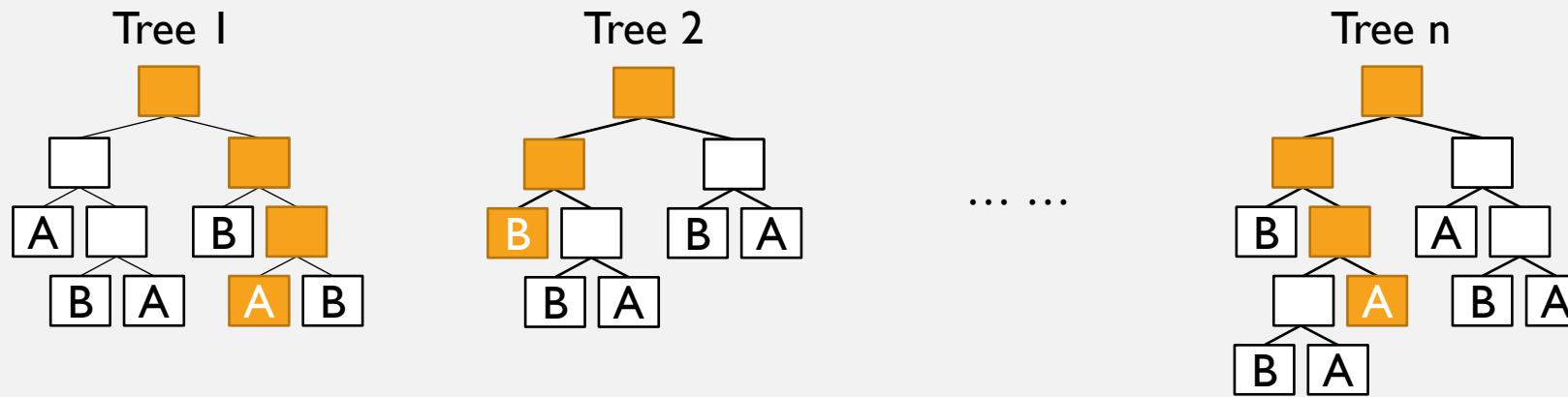
	$f_1$	$f_2$	$f_3$	$f_4$	$f_5$	$f_6$
$x_7$	89	7	13	42	2	2
$x_9$	35	6	11	41	63	2
$x_4$	67	7	17	44	87	2
$x_8$	68	3	14	43	54	3
$x_7$	89	7	13	42	2	2
$x_2$	87	2	12	44	64	2
$x_3$	24	8	15	43	36	3
$x_3$	24	8	15	43	36	3
$x_8$	68	3	14	43	54	3

A low value of `max_features`

A high value of `max_features`

A rule of thumb

# PREDICTIONS USING RANDOM FORESTS



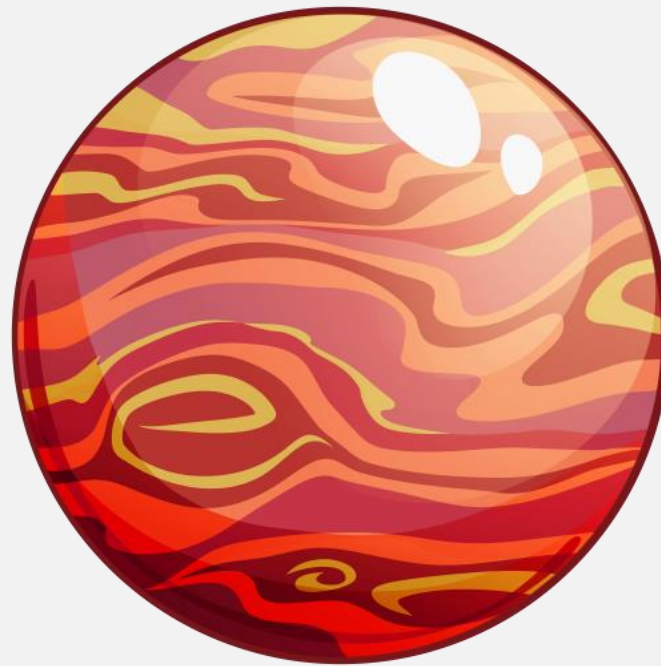
# PROS AND CONS OF RANDOM FORESTS

**Pros**

**Cons**



# TREES VS. FORESTS



# GRADIENT BOOSTED DECISION TREES

OR GRADIENT BOOSTED REGRESSION TREES OR GRADIENT BOOSTING MACHINES

# HYPERPARAMETERS

`n_estimators`

`max_depth`

`learning_rate`

# CODING BOOSTED TREES



# PROS AND CONS OF GRADIENT BOOSTED DECISION TREES

**Pros**

**Cons**

# WHEN TO USE WHAT

**Tree**

**Forest**

**Boosted tree**

**WHERE DOES A DATA  
SCIENTIST CAMP?**



**IN A RANDOM FOREST**