

Decision Tree

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By the end of this lecture, you will understand Decision Tree based
Classification and Regression formulation

a) Table, b) Numeric comparison, c) String equality and d) Loss function

a) Table, b) Numeric comparison, c) String equality and d) Loss function

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Machine learning algorithms, applications, and practices Chapter | 3 99

ALGORITHM 1 Decision Tree Algorithm—DT.

Require: X /*input table*/
Node = new Node() /*Node to return after tree construction*/
C = cols(X) /*set of columns*/
Node.basep = **purity**(X) /*purity on label column*/
Node.probas = **probas**(X["label"]) /*class propensities*/
maxpurity = Node.basep /*highest enhanced purity*/
maxc = "label" /*attribute that enhances purity*/
 $\beta = []$ /*condition tests*/
 $\Gamma = []$ /*sub trees*/
if Customize Stopping Criteria **then**
 return Node
end if
for c ∈ C **do**
 $\Pi = []$ /*table partitions based on values*/
 $\beta_c = []$ /*condition tests for this attribute*/
 if type(c) = categorical **then**
 for v ∈ set(X[c]) **do**
 $\Pi \leftarrow \Pi \odot X[c = v]$
 $\beta_c \leftarrow \beta_c \odot "c == v"$
 end for
 else
 $\mu = \text{mean}(\text{vals}(X[c]))$
 $\Pi \leftarrow [X[c < \mu], X[c \geq \mu]]$
 $\beta_c = ["c < \mu", "c \geq \mu"]$
 end do

101) key phrase... “impurity”

- Bag 1 – 5 Red balls, 0 Blue balls
- Bag 2 – 5 Red balls, 1 Blue ball
- Bag 3 – 5 Red balls, 2 Blue balls
- Bag 4 – 5 Red balls, 5 Blue balls
- Bag 5 – 0 Red balls, 5 Blue balls

Which is more *pure*?

102) key phrase... “gini impurity index”

- $gi = p_{red} * (1 - p_{red}) + p_{blue} * (1 - p_{blue})$
- $gi = p_{red} * (1 - p_{red}) + p_{blue} * (1 - p_{blue}) + p_{green} * (1 - p_{green})$

And so on and so forth...

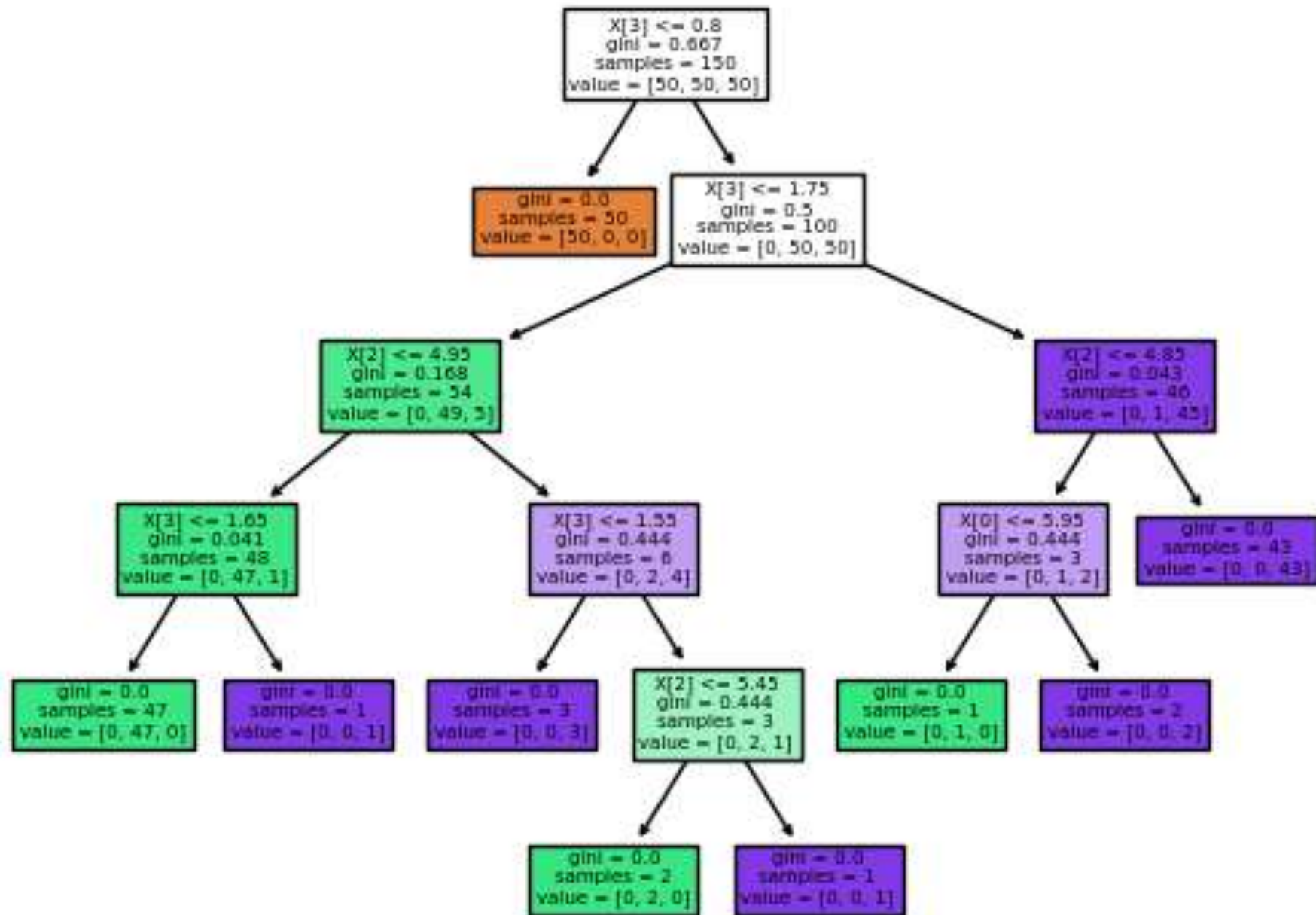
- k classes: $gi = \sum_{j=1}^{j=k} p_j * (1 - p_j)$

103) key phrase... “entropy”

- k classes: $E = -\sum_{j=1}^{j=k} p_j * \log(p_j)$

104) key phrase... “Misclassification”

- k classes: $M = 1 - \max(\{p_1, \dots, p_k\})$



106) key phrase... “base impurity”

compute gini impurity for the label column of the “**base table**”

$$\text{base impurity (bi)} = \frac{2}{7} * \left(1 - \frac{2}{7}\right) + \frac{2}{7} * \left(1 - \frac{2}{7}\right) + \frac{3}{7} * \left(1 - \frac{3}{7}\right) = \frac{32}{49} = 0.65$$

A1	A2	A3	A4	A5	Label
?	cat	?	?	?	Red
?	cat	?	?	?	Red
?	cat	?	?	?	Blue
?	rat	?	?	?	Blue
?	dog	?	?	?	Green
?	dog	?	?	?	Green
?	dog	?	?	?	Green

107) key phrase... “attribute selection and sub-table”

$$bi = 0.65$$

Sub table: $A2 = cat$

$$gi(A2=cat): \frac{2}{3} * \left(1 - \frac{2}{3}\right) + \frac{1}{3} * \left(1 - \frac{1}{3}\right) = \frac{4}{9} = 0.44$$

A1	A2	A3	A4	A5	Label
?	cat	?	?	?	Red
?	cat	?	?	?	Red
?	cat	?	?	?	Blue

Pros: $0.44 < 0.65$

Cons: It's only $\frac{3}{7}$ of the “base table”

... “attribute selection and sub-table”

$$bi = 0.65$$

$$gi(A2) = gi(A2=cat)*sup(A2=cat) + gi(A2=rat)*sup(A2=rat) + gi(A2=dog)*sup(A2=dog)$$

$$bi = 0.65$$

$$gi(A2) = 0.19$$

$$gi(A2=cat): \frac{2}{3} * \left(1 - \frac{2}{3}\right) + \frac{1}{3} * \left(1 - \frac{1}{3}\right) = \frac{4}{9} = 0.44 * \frac{3}{7}$$

$$gi(A2=rat): \frac{1}{1} * \left(1 - \frac{1}{1}\right) = \frac{0}{1} = 0 * \frac{1}{7}$$

$$gi(A2=dog): \frac{3}{3} * \left(1 - \frac{3}{3}\right) = \frac{0}{9} = 0 * \frac{3}{7}$$

$$gi(A2) = 0.44 * \frac{3}{7} + 0 * \frac{1}{7} + 0 * \frac{3}{7} = 0.19$$

$$gi(A2) < bi$$

→ We can split the table based on A2

108) key phrase... “weighted impurity”

$$bi = 0.65$$

$$gi(A2) = 0.19$$

$$gi(A3) = 0.19$$

$$gi(A4) = 0.19$$

How to handle numeric attributes???

A1	A2	A3	A4	A5	Label
0	cat	0	cat	0.1	Red
-10	cat	0	cat	0.1	Red
1.2	cat	0	cat	0.2	Blue
1.3	rat	1	rat	0.3	Blue
12	dog	2	dog	0.5	Green
200	dog	2	dog	0.6	Green
14	dog	2	eagle	0.6	Green

Numeric attributes – About the Mean Value

A1 – Mean value = $\frac{0 + -10 + 1.2 + 1.3 + 12 + 200 + 14}{7} = 31.21$

$gi(A1 < 31.21) = \frac{2}{6} * \left(1 - \frac{2}{6}\right) + \frac{2}{6} * \left(1 - \frac{2}{6}\right) + \frac{2}{6} * \left(1 - \frac{2}{6}\right) = 0.22$

$gi(A1) = 0.22 * \frac{6}{7} + 0 * \frac{1}{7} = 0.19$

A1	A2	A3	A4	A5	Label
0	cat	0	cat	0.1	Red
-10	cat	0	cat	0.1	Red
1.2	cat	0	cat	0.2	Blue
1.3	rat	1	rat	0.3	Blue
12	dog	2	dog	0.5	Green
14	dog	2	eagle	0.6	Green

$gi(A1 \geq 31.21) = \frac{1}{1} * \left(1 - \frac{1}{1}\right) = 0$

A1	A2	A3	A4	A5	Label
200	dog	2	dog	0.6	Green

... “weighted impurity”

$$bi = 0.65$$

$$gi(A2) = 0.19$$

$$gi(A3) = 0.19$$

$$gi(A4) = 0.19$$

$$gi(A1) = 0.19$$

$$gi(A5) = 0.14$$

A1	A2	A3	A4	A5	Label
0	cat	0	cat	0.1	Red
-10	cat	0	cat	0.1	Red
1.2	cat	0	cat	0.2	Blue
1.3	rat	1	rat	0.3	Blue
12	dog	2	dog	0.5	Green
200	dog	2	dog	0.6	Green
14	dog	2	eagle	0.6	Green

109) key phrase... “Information Gain”

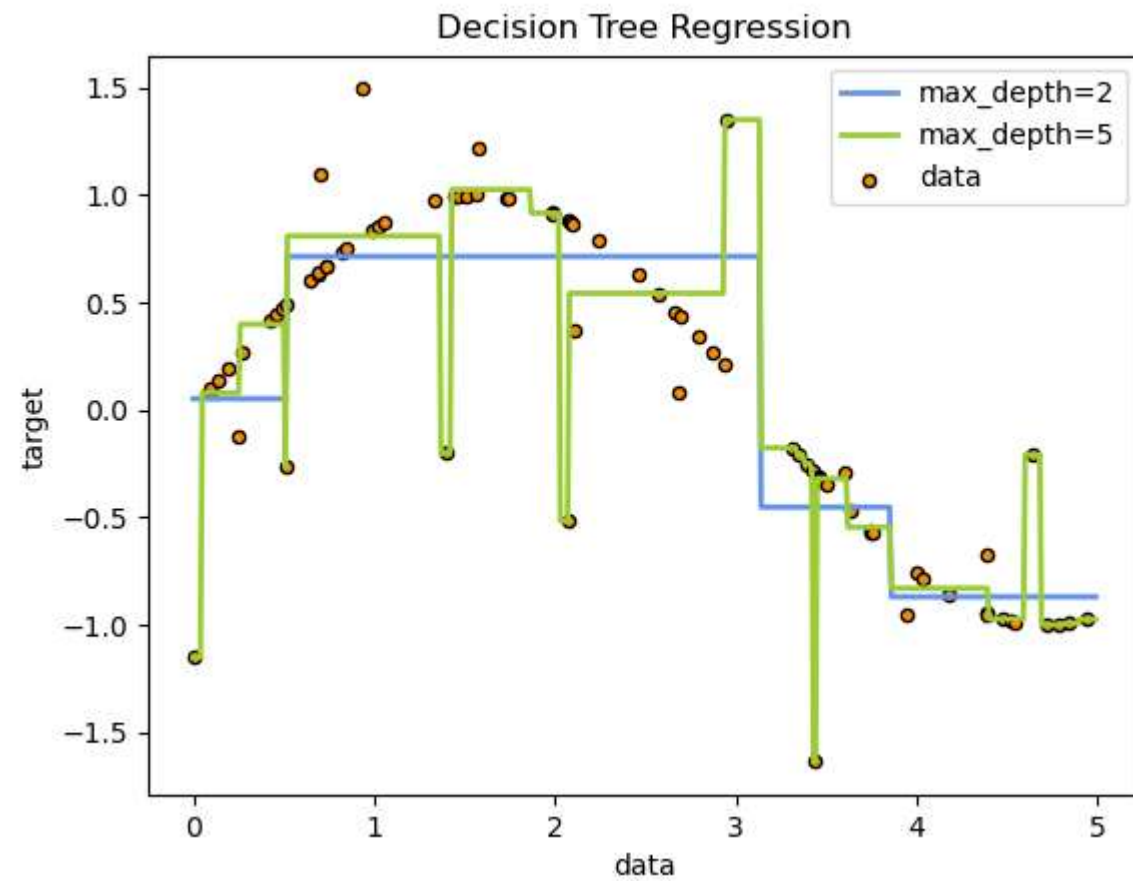
- information gain = base impurity – attribute impurity
 - $ig(A1) = 0.65 - 0.19$
 - $ig(A2) = 0.65 - 0.19$
 - $ig(A3) = 0.65 - 0.19$
 - $ig(A4) = 0.65 - 0.19$
 - $ig(A5) = 0.65 - 0.15$
- Select the attribute with maximal information gain – “A5”

see the magic... next!

Recursive Decision Tree

- Decision Tree (base table T)

1. Compute – b_i
2. For Each Attribute A_x , compute Information Gain – $ig(A_x)$
3. Select Attribute which give Maximal Information Gain.. $A_y = \operatorname{argmax}_{A_z} ig(A_z)$
4. Split the table
 1. Sub Tables = []
 2. If A_y is numeric, Sub Tables = [$T[A_y < \text{Mean}]$, $T[A_y \geq \text{Mean}]$]
 3. If A_y is categorical $\{\text{val1}, \dots, \text{valx}\}$, Sub Tables = [$T[A_y = \text{val1}]$, $T[A_y = \text{val2}]$, ... , $T[A_y = \text{valx}]$]
5. For each subtab \in Sub Tables, recursively do Decision Tree (subtab)



110) key phrase... “Decision Tree Regressor”

- ~~Categorical Impurity Index or Error Function~~
- Numeric Impurity Function – **Variance!**

A1	A2	A3	A4	A5	Label
0	cat	0	cat	0.1	0.1
-10	cat	0	cat	0.1	0.2
1.2	cat	0	cat	0.2	1.0
1.3	rat	1	rat	0.3	1.3
12	dog	2	dog	0.5	30.5
14	dog	2	eagle	0.6	40.1

110) key phrase... “Decision Tree Regressor”

- **Base Variance: 429.16**

A1	A2	A3	A4	A5	Label
0	cat	0	cat	0.1	10.1
-10	cat	0	cat	0.1	0.2
1.2	cat	0	cat	0.2	-1.0
1.3	rat	1	rat	0.3	1.3
12	dog	2	dog	0.5	-30.5
14	dog	2	eagle	0.6	40.1

Attribute Specific Variance – Example categorical

Base Variance: 429.16

$$H(A2=cat) = Var(\{10.1, 0.2, -1.0\}) = 24.74$$

$$H(A2=rat) = Var(\{1.3\}) = 0$$

$$H(A2=dog) = Var(\{-30.5, 40.1\}) = 1246.1$$

Base Variance: 429.16

$$H(A2=cat) = Var(\{10.1, 0.2, -1.0\}) = 24.74 * sup(A2=cat)$$

$$H(A2=rat) = Var(\{1.3\}) = 0 * sup(A2=rat)$$

$$H(A2=dog) = Var(\{-30.5, 40.1\}) = 1246.1 * sup(A2=dog)$$

$$\text{Weighted Variance of A2: } V(A2) = 24.74 * \frac{3}{6} + 0 * \frac{1}{6} + 1246.1 * \frac{2}{6} = 427.74$$

A1	A2	A3	A4	A5	Label
0	cat	0	cat	0.1	10.1
-10	cat	0	cat	0.1	0.2
1.2	cat	0	cat	0.2	-1.0
1.3	rat	1	rat	0.3	1.3
12	dog	2	dog	0.5	-30.5
14	dog	2	eagle	0.6	40.1

Attribute Specific Variance – Example Numeric

Base Variance: 429.16

$$H(A1 < 3.1) = \text{Var}(\{10.1, 0.2, -1.0, 1.3\}) = 19.16$$

$$H(A1 \geq 3.1) = \text{Var}(\{-30.5, 40.1\}) = 1246.1$$

Base Variance: 429.16

$$V(A1) = 19.16 * \frac{4}{6} + 1246.1 * \frac{2}{6} = 428.14$$

A1	A2	A3	A4	A5	Label
0	cat	0	cat	0.1	10.1
-10	cat	0	cat	0.1	0.2
1.2	cat	0	cat	0.2	-1.0
1.3	rat	1	rat	0.3	1.3
12	dog	2	dog	0.5	-30.5
14	dog	2	eagle	0.6	40.1

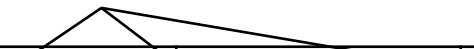
Decision Tree



Looks great isn't it? ;-)

Decision Tree Regression – Multi Variate

types?



A1	A2	A3	Y1	Y2
cat	0	0	0.1	-0.1
cat	0.3	0	0.3	0.4
cat	2.4	0	-0.2	0.9
rat	1.2	1	1.5	0.7
dog	-9.1	2	3	2.7
dog	8.3	2	1.9	3.3

Decision Tree Regression – Multi Variate

Row#	A1	A2	A3	Y1	Y2
0	cat	0	0	0.1	-0.1
1	cat	0.3	0	0.3	0.4
2	cat	2.4	0	-0.2	0.9
3	rat	1.2	1	1.5	0.7
4	dog	-9.1	2	3	2.7
5	dog	8.3	2	1.9	3.3

$$Y_mean = (1.1, 1.32) = (\sum_{i=0}^{i=5} Y_i[0], \sum_{i=0}^{i=5} Y_i[1])$$

base variance*: $\text{var}(Y1) + \text{var}(Y2)$

$\text{var}^*(A1=\text{cat}): \text{var}(Y1[0,1,2]) + \text{var}(Y2[0,1,2]) = 0.21$

$\text{var}^*(A1=\text{rat}): \text{var}(Y1[3]) + \text{var}(Y2[3]) = 0$

$\text{var}^*(A1=\text{dog}): \text{var}(Y1[4,5]) + \text{var}(Y2[4,5]) = 9.1$

$\text{var}^* =$

- 1) compute variance for each dimension $\text{np.var}(Y, \text{axis}=0)$
- 2) sum those variances, $\text{np.sum}(\text{np.var}(Y, \text{axis}=0))$

This is equivalent to,
average distance from centroid of all points.

Decision Tree Regression STEPs

- STEP 1: For the given base table, compute “**base variance**”
- STEP 2: For each attribute **compute weighted variance**
- STEP 3: Select the attribute – **maximal variance reduction**
- STEP 4: **Split the table** based on that attribute
- STEP 5: **Recursion**: For each sub-table, do Decision Tree Regression

Decision Tree – Prediction???

- Identify the leaf node
- ***Classification***: Propensity of all classes in the leaf
- ***Regression***: *Mean value* in the leaf
- Multi-variate regression???
- ***Mean value itself is multivariate***

Decision Tree Hyper Parameters

- Tree Depth
- Minimum number of entities in a leaf
- Impurity function