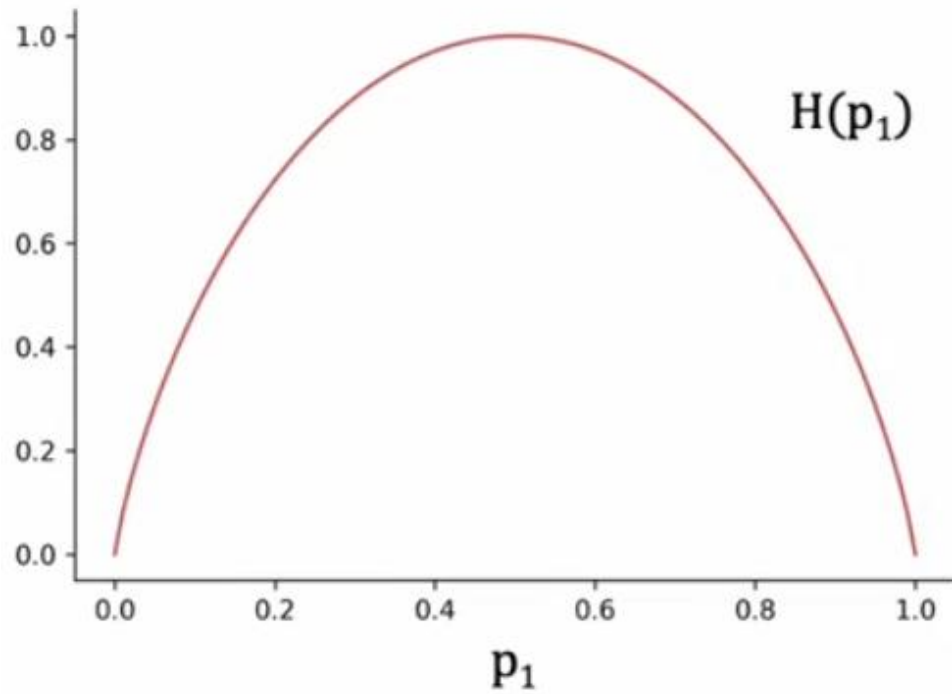


DECISION TREE LEARNING



Entropy (measure of impurity)

p_1 = fraction of examples that are cats



$$p_1 = 0 \quad H(p_1) = 0$$



$$p_1 = 2/6 \quad H(p_1) = 0.92$$



$$p_1 = 3/6 \quad H(p_1) = 1$$



$$p_1 = 5/6 \quad H(p_1) = 0.65$$

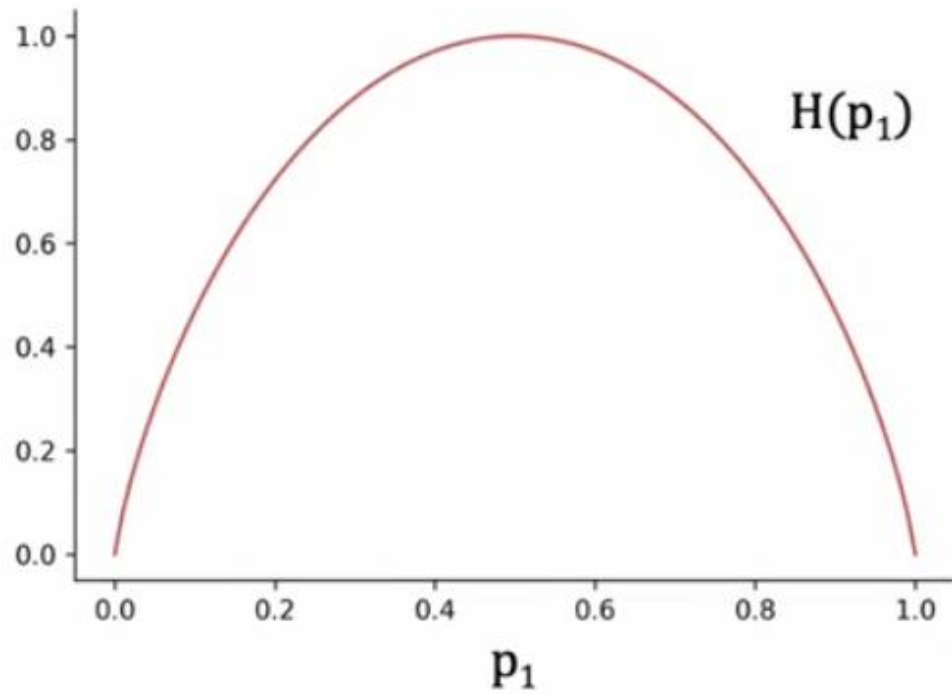


$$p_1 = 6/6 \quad H(p_1) = 0$$



○ Entropy (measure of impurity)

p_1 = fraction of examples that are cats



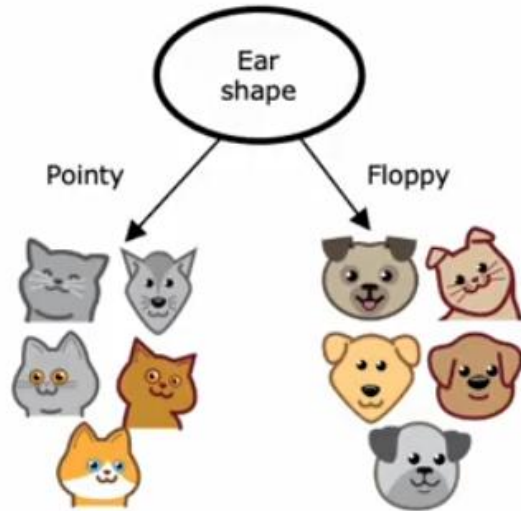
$$p_0 = 1 - p_1$$

$$\begin{aligned} H(p_1) &= -p_1 \log_2(p_1) - p_0 \log_2(p_0) \\ &= -p_1 \log_2(p_1) - (1 - p_1) \log_2(1 - p_1) \end{aligned}$$

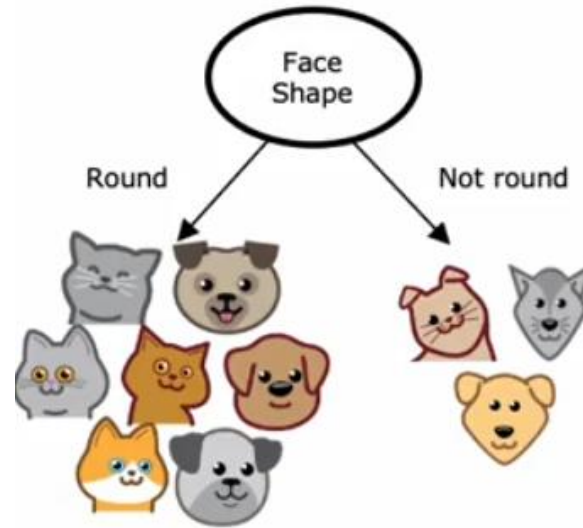
Genny criteria can also be used in place of Entropy



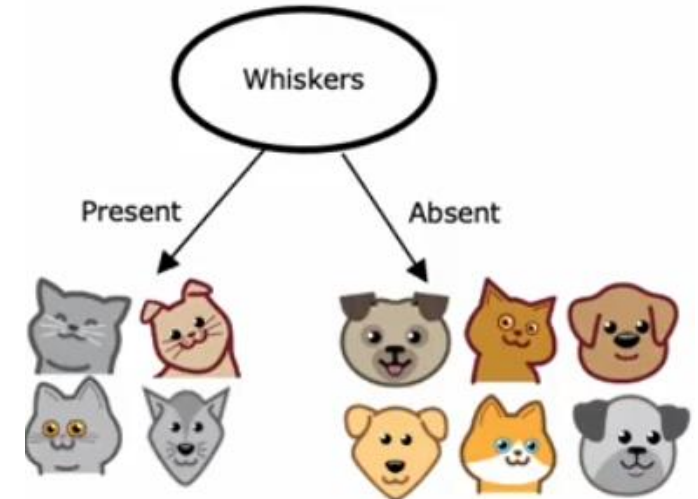
Choosing a Split



$$\begin{aligned}
 p_1 &= 4/5 = 0.8 & p_1 &= 1/5 = 0.2 \\
 H(0.8) &= 0.72 & H(0.2) &= 0.72 \\
 H(0.5) - \left(\frac{5}{10} H(0.8) + \frac{5}{10} H(0.2) \right) \\
 &= 0.28
 \end{aligned}$$



$$\begin{aligned}
 p_1 &= 4/7 = 0.57 & p_1 &= 1/3 = 0.33 \\
 H(0.57) &= 0.99 & H(0.33) &= 0.92 \\
 H(0.5) - \left(\frac{7}{10} H(0.57) + \frac{3}{10} H(0.33) \right) \\
 &= 0.03
 \end{aligned}$$

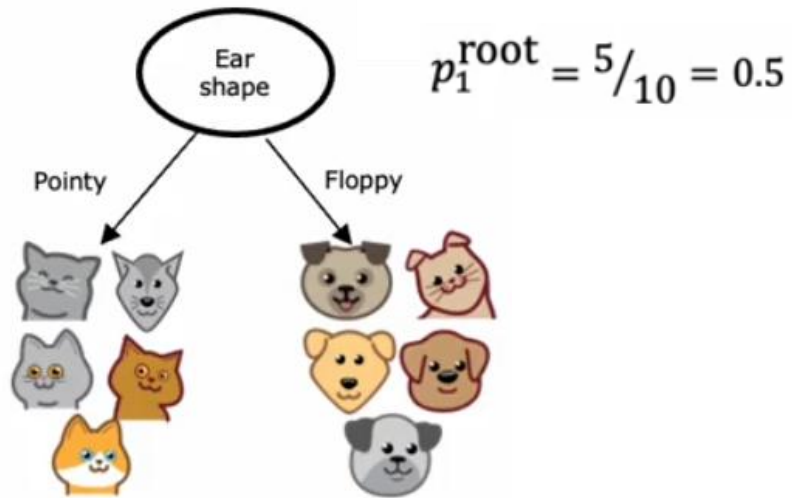


$$\begin{aligned}
 p_1 &= 3/4 = 0.75 & p_1 &= 2/6 = 0.33 \\
 H(0.75) &= 0.81 & H(0.33) &= 0.92 \\
 H(0.5) - \left(\frac{4}{10} H(0.75) + \frac{6}{10} H(0.33) \right) \\
 &= 0.12
 \end{aligned}$$

Reduction in Entropy = Information Gain



Information Gain



Information gain

$$= H(p_1^{\text{root}}) - \left(w^{\text{left}} H(p_1^{\text{left}}) + w^{\text{right}} H(p_1^{\text{right}}) \right)$$



○ Decision Tree Learning

- Start with all examples at the root node
- Calculate information gain for all possible features, and pick the one with the highest information gain
- Split dataset according to selected feature, and create left and right branches of the tree
- Keep repeating splitting process until stopping criteria is met:
 - When a node is 100% one class
 - When splitting a node will result in the tree exceeding a maximum depth
 - When improvements in purity score are below a threshold
 - When number of examples in a node is below a threshold



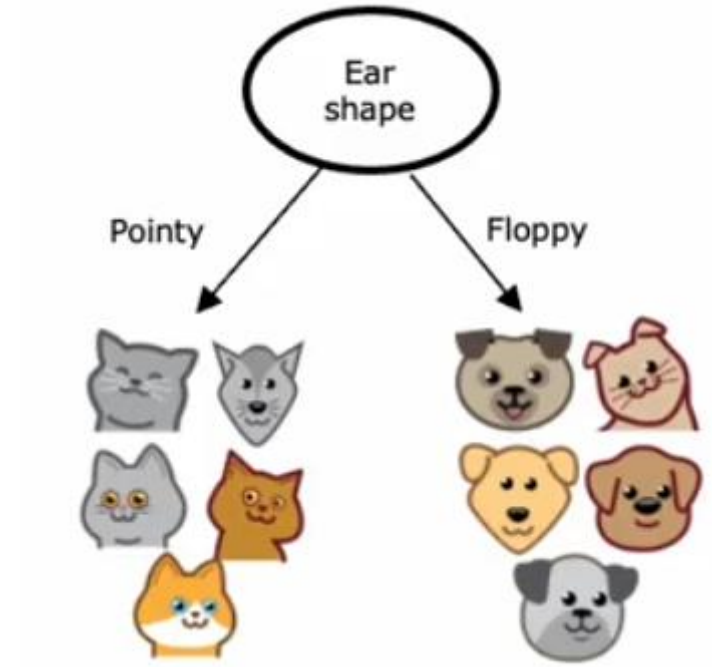
○ Recursive Splitting



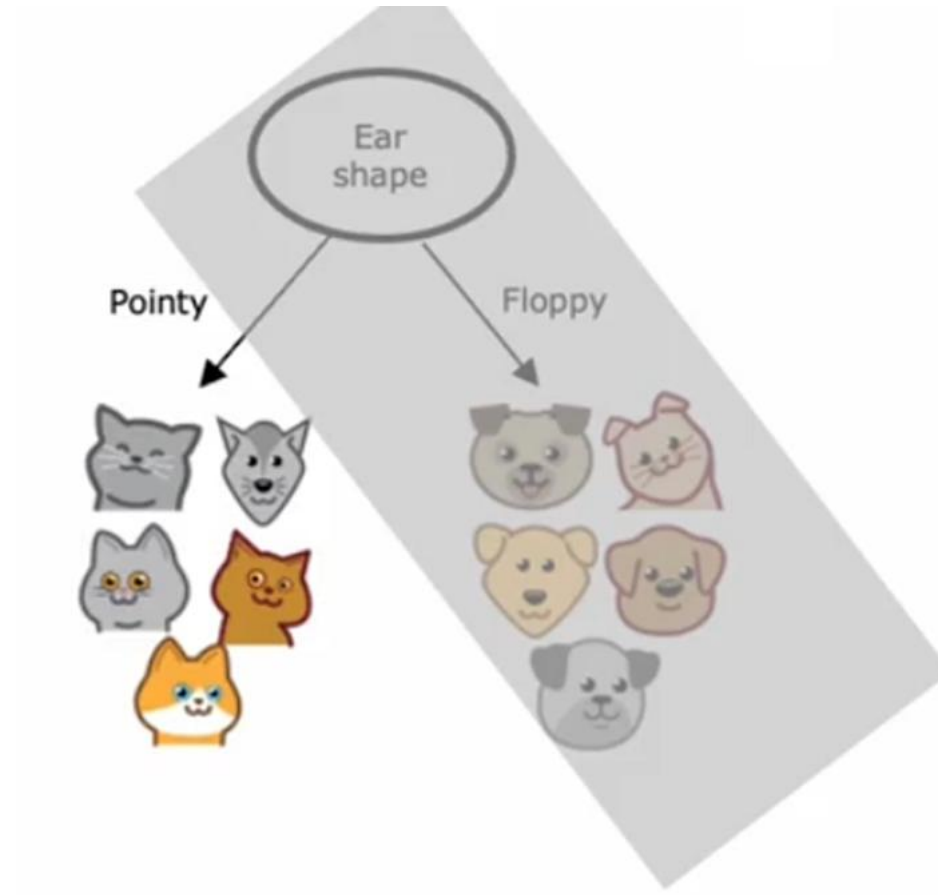
○ Recursive Splitting



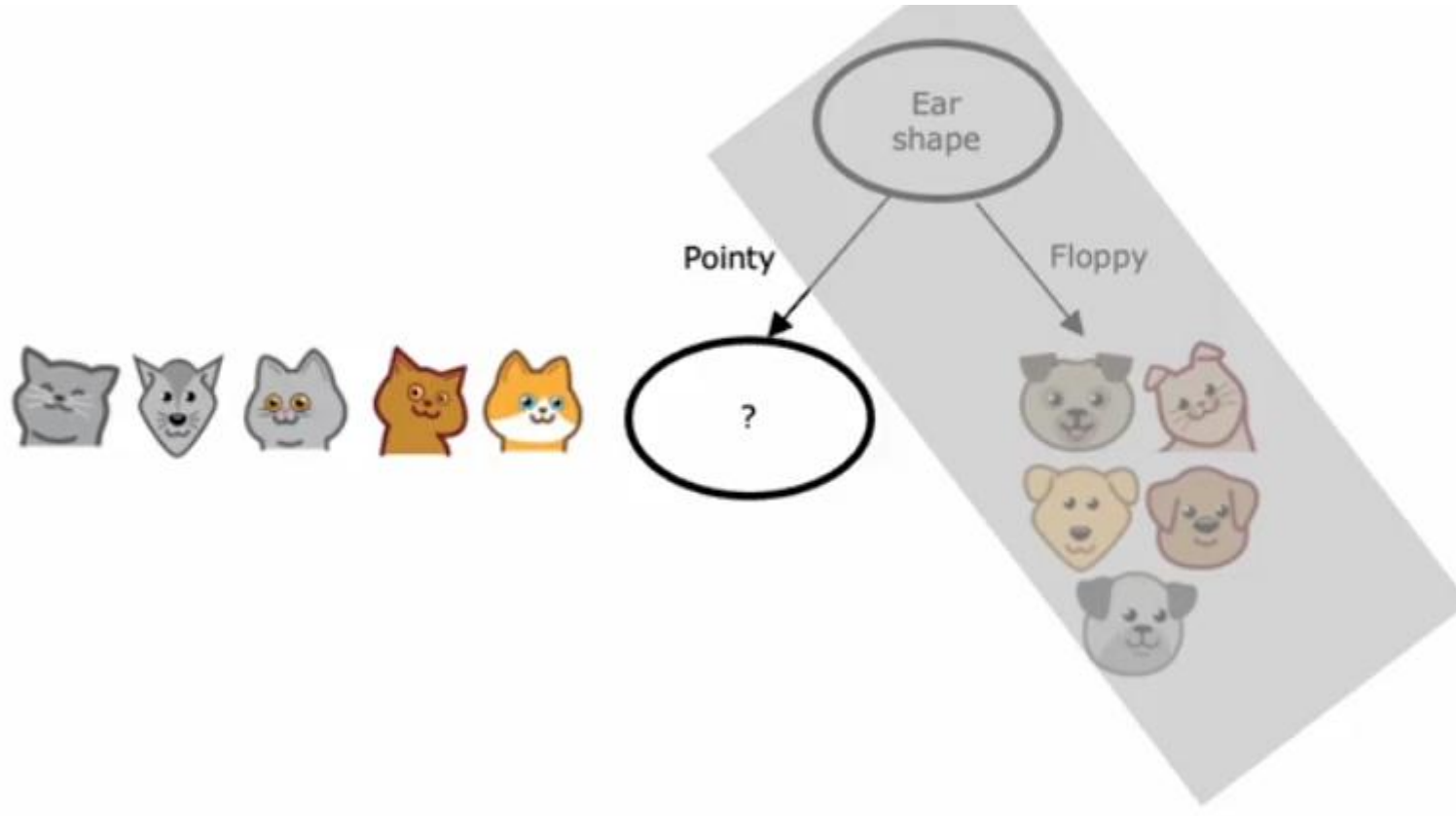
○ Recursive Splitting



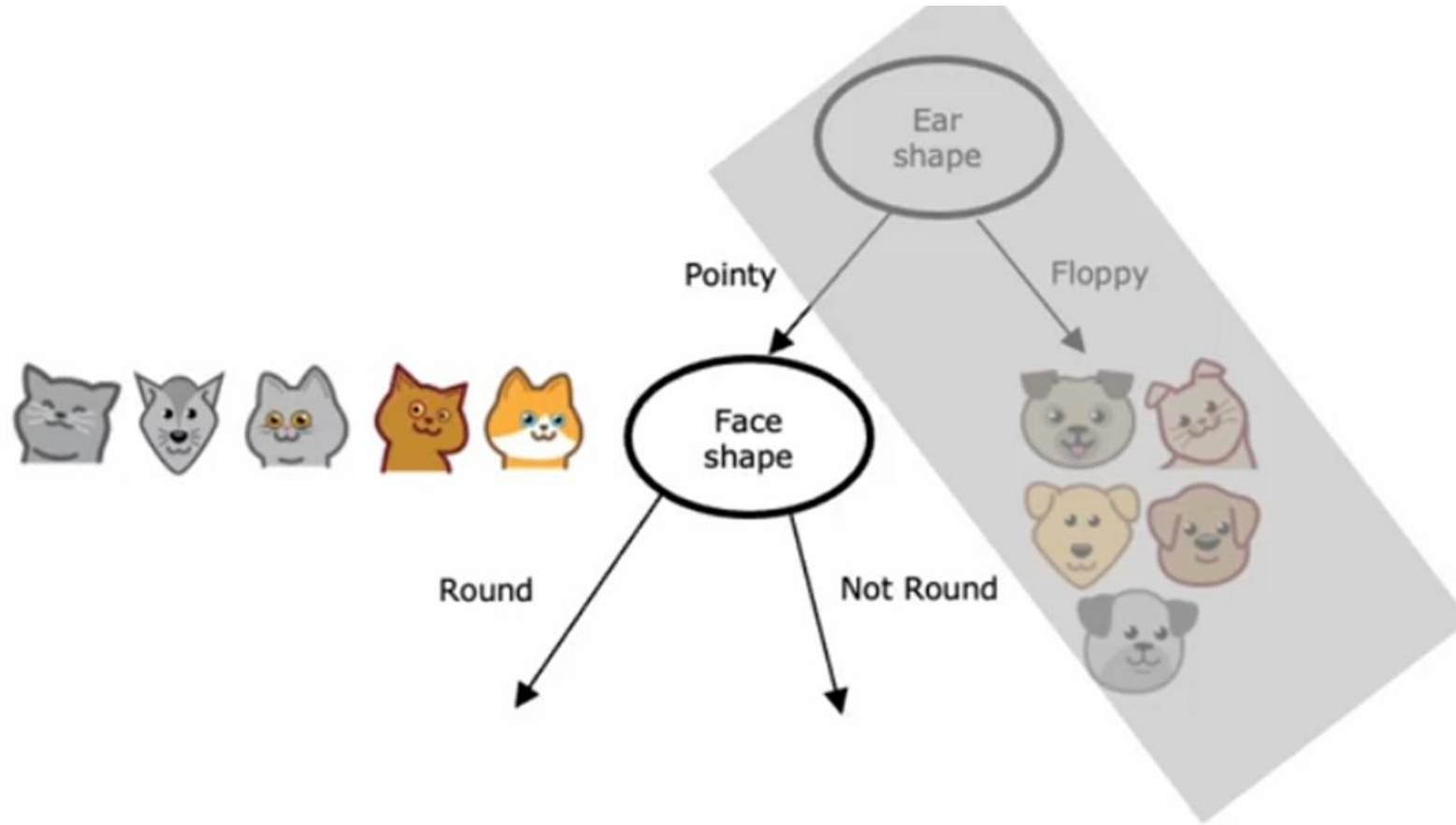
○ Recursive Splitting



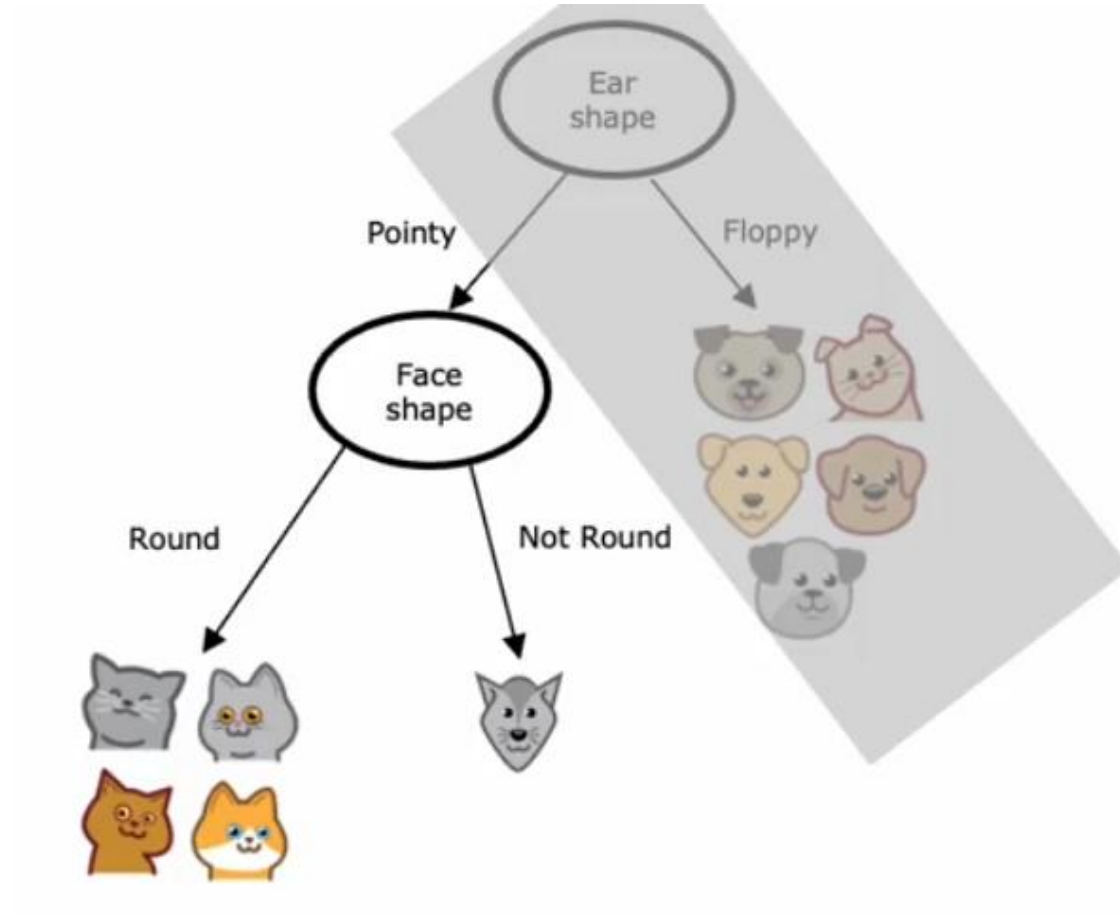
○ Recursive Splitting



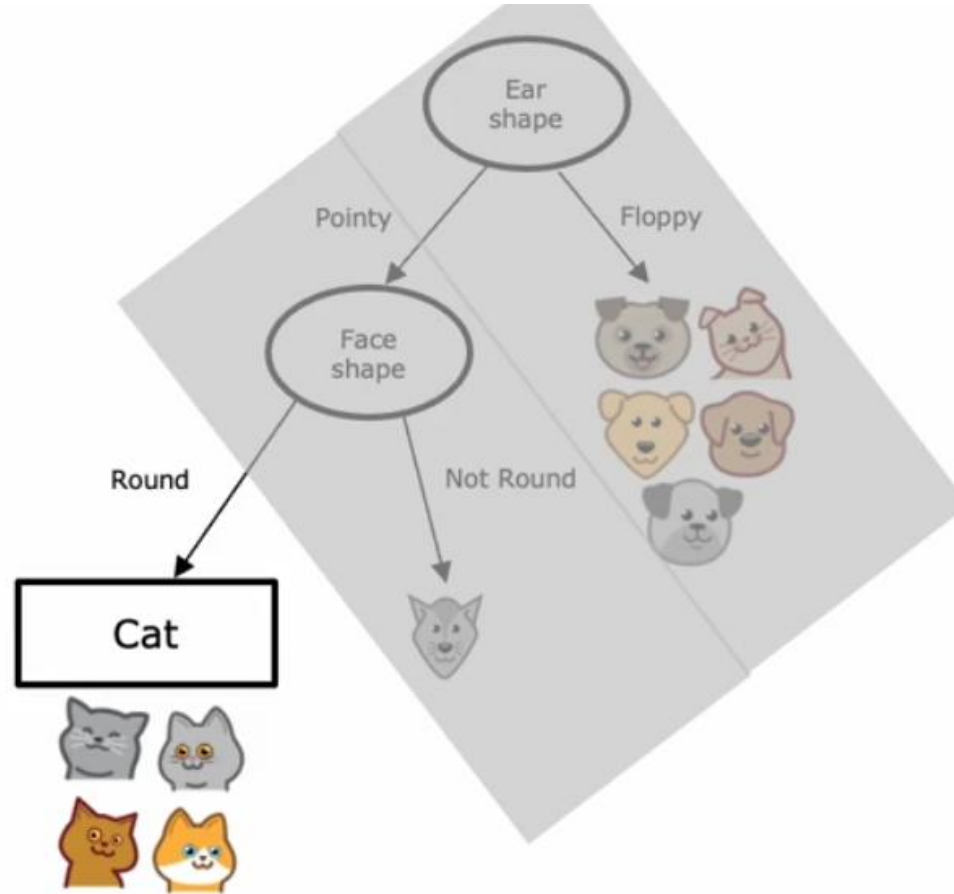
○ Recursive Splitting



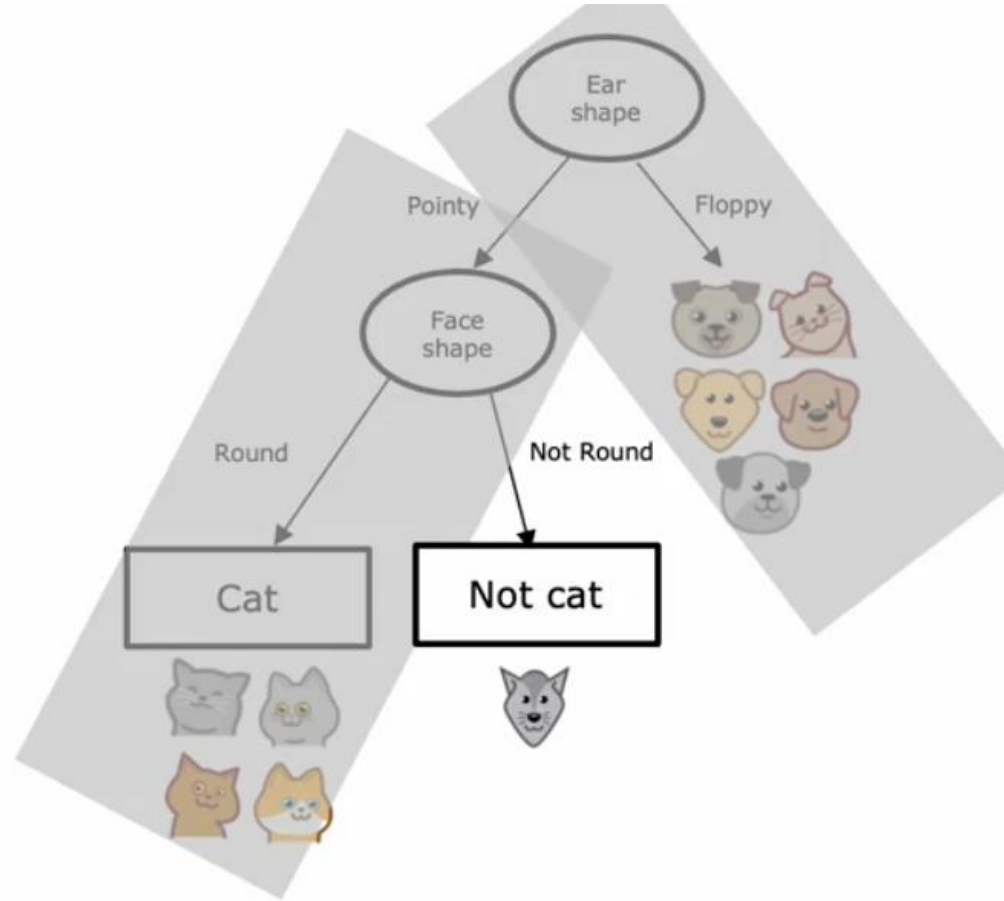
○ Recursive Splitting



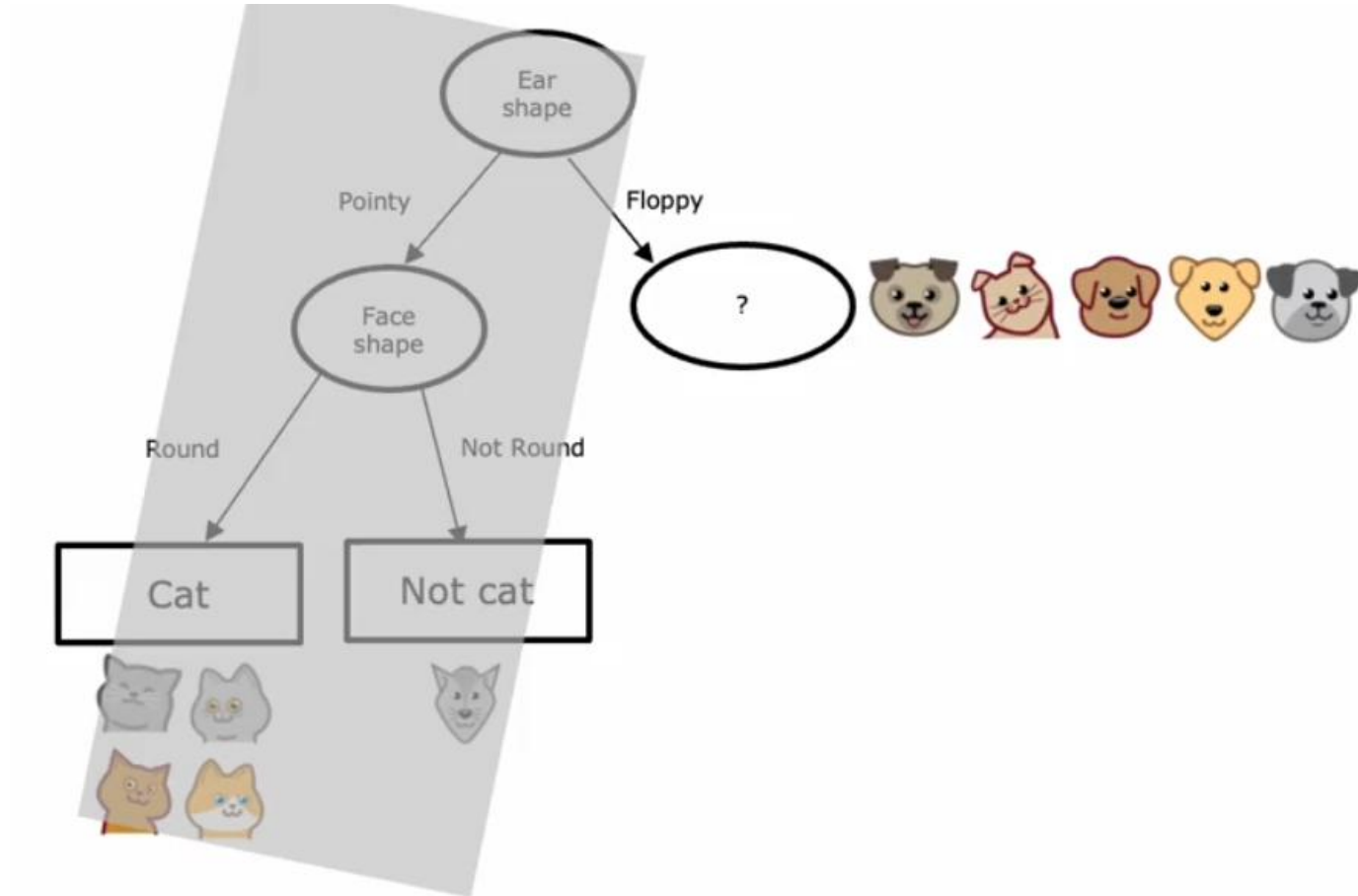
○ Recursive Splitting



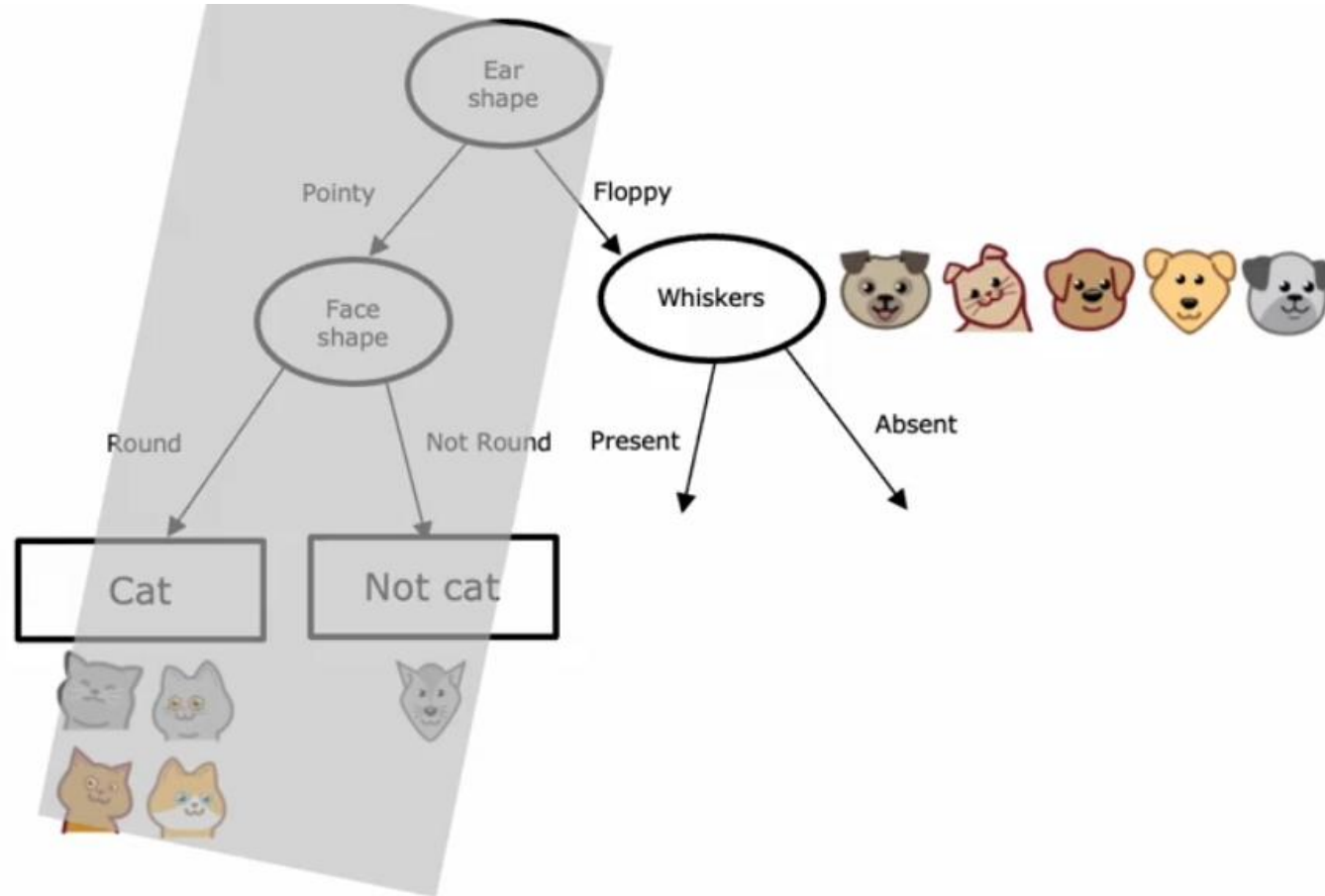
○ Recursive Splitting



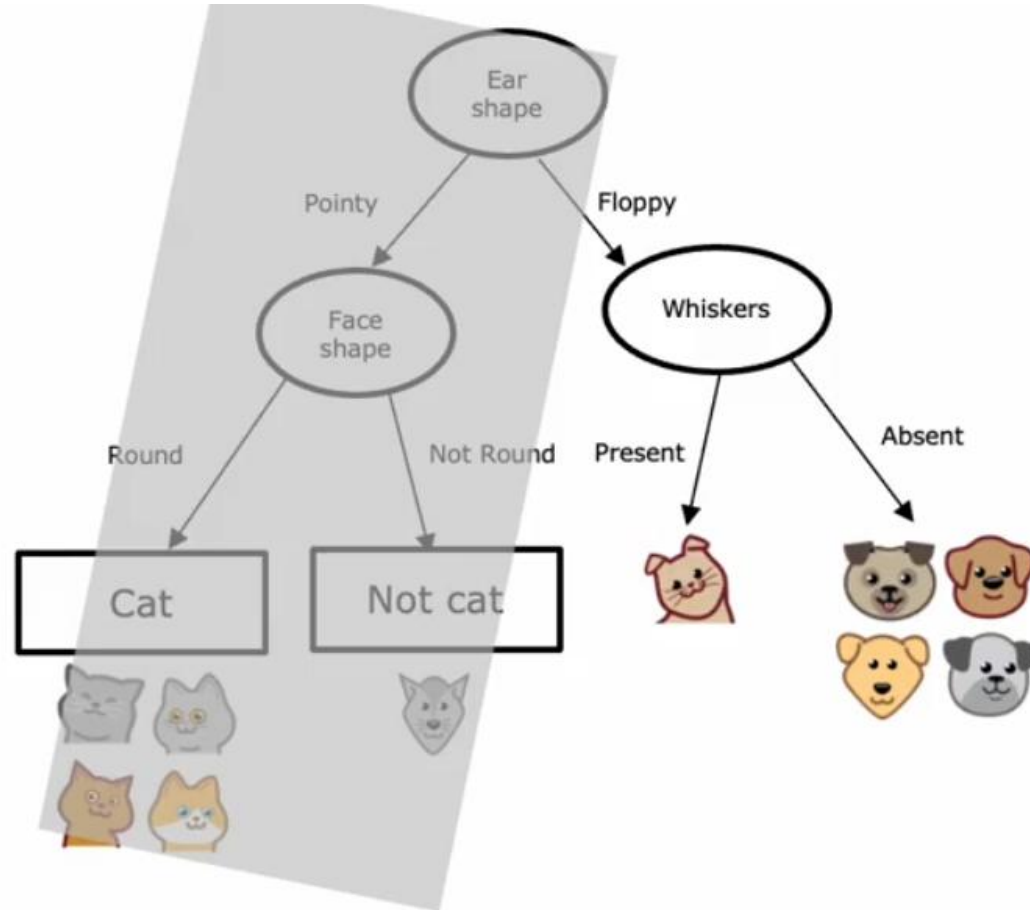
Recursive Splitting



○ Recursive Splitting



○ Recursive Splitting



Recursive Splitting

