

Machine Learning for Official Statistics & SDGs

Decision Trees

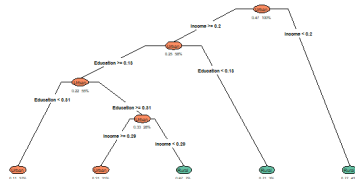


[DECISION TREES]

Trees are method for classification or regression analysis.

↪ Focus on classification

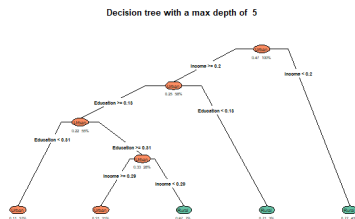
Decision tree with a max depth of 5



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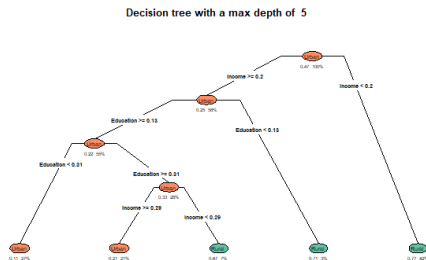
↪ Focus on classification



- ▶ Trees split the space into non-overlapping spaces
- ▶ Used to assign/predict a *class* following conditions
- ▶ Optimally, final classification is homogenous

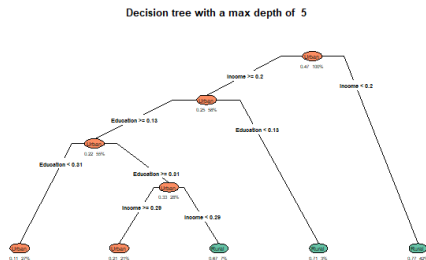
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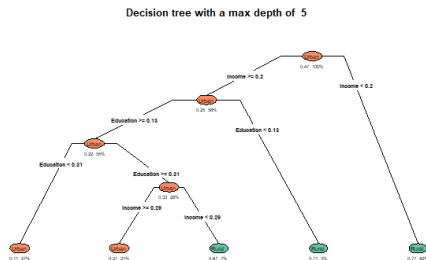


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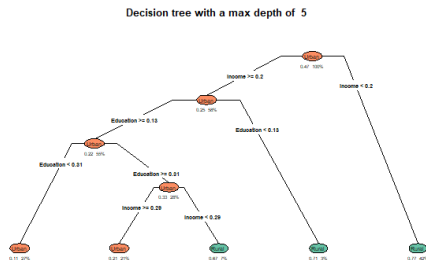


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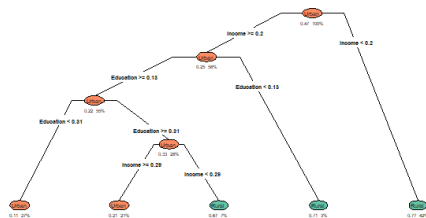
Trees have:

- ▶ **Nodes** where splitting decisions are done
- ▶ **Branches** following conditions
- ▶ **Leaves** are terminal nodes of the classification

[WHAT'S IN A TREE?]

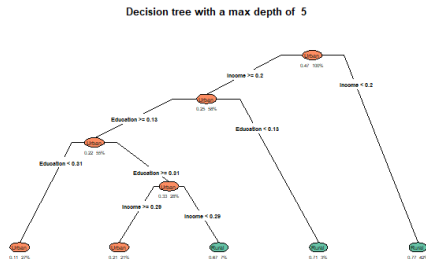
How to build a tree?

Decision tree with a max depth of 5



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How to build a tree?

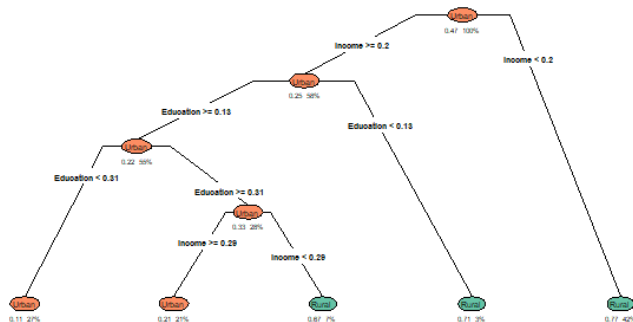


- ▶ Trees are based on recursive binary splits
- ▶ Each node uses a threshold on a variable
- ▶ Each node separates the observations in two sets

[EXAMPLE ON A SIMPLE TREE]

Let us see how this tree is constructed:

Decision tree with a max depth of 5



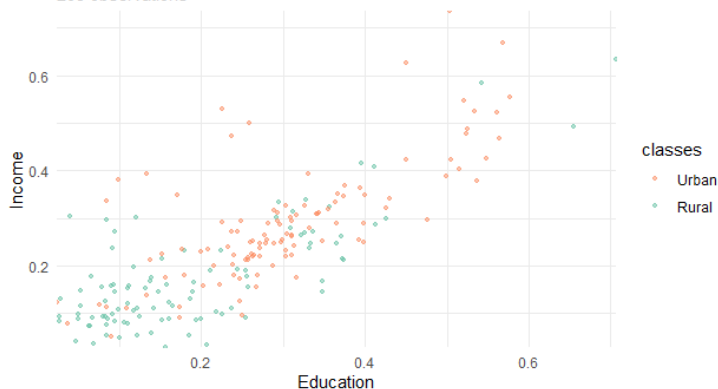
4 nodes leading to final leaves \hookrightarrow Depth = 5

[EXAMPLE ON A SIMPLE TREE]

The problem is a 2D space

Position of Rural and Urban households in (Education, Income) space

208 observations



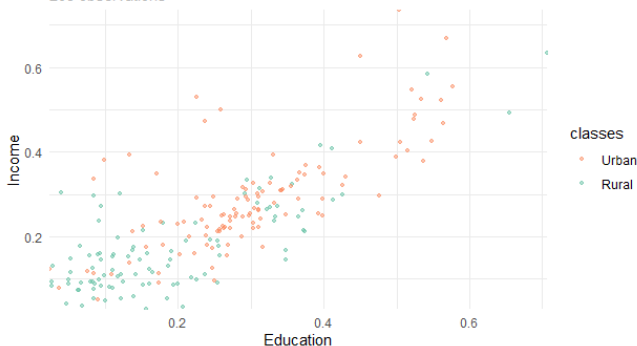
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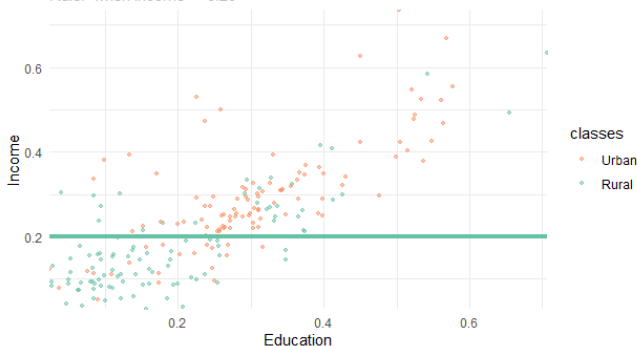
How to split the (Education, Income) space?

[EXAMPLE ON A SIMPLE TREE]



First node

Rule: when Income < 0.20



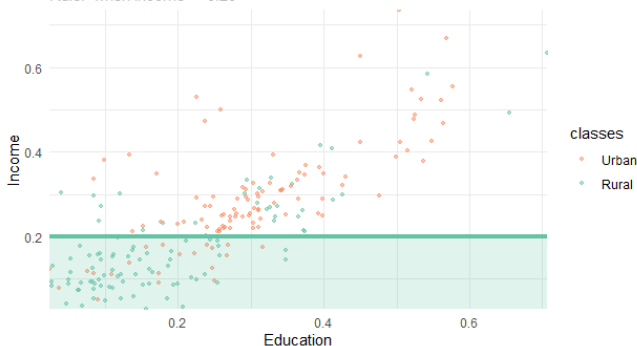
The first boundary decision line

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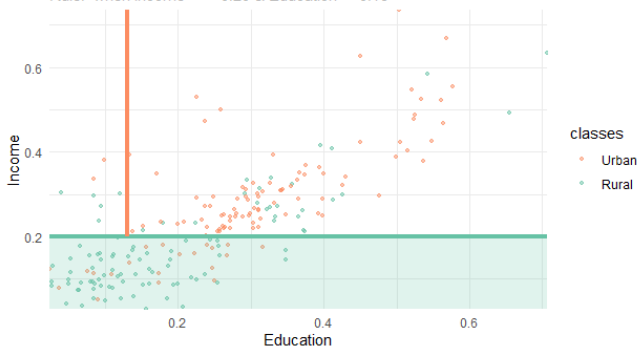
The space below the line is classified as rural

[EXAMPLE ON A SIMPLE TREE]



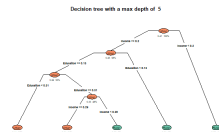
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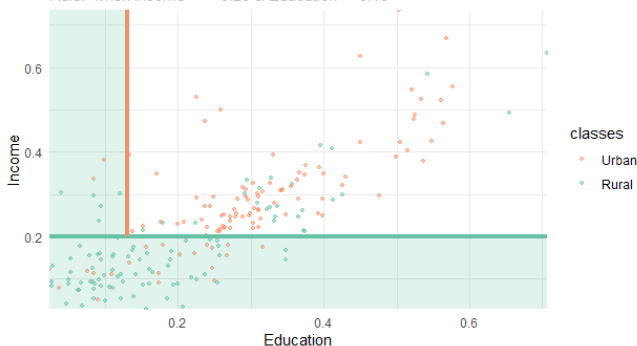
Second boundary decision line

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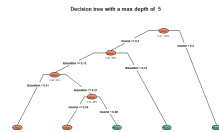
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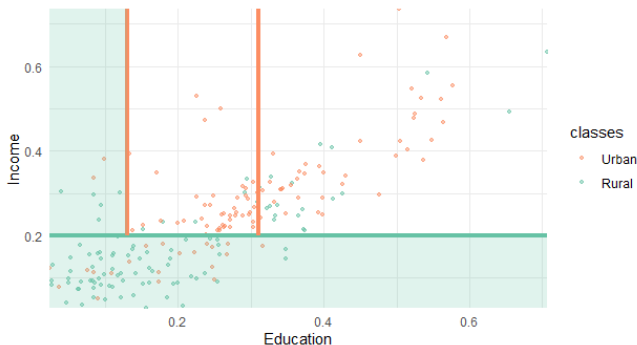
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[EXAMPLE ON A SIMPLE TREE]



Third node

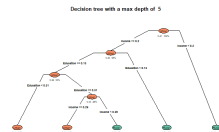
Rule: when Income is 0.20 to 0.29 & Education ≥ 0.31



Third boundary decision line

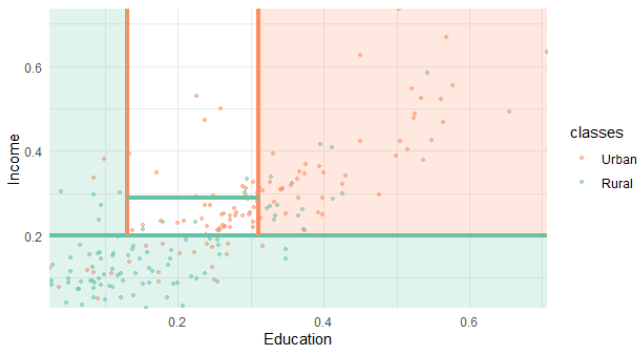
The space on the right of the line is classified as Urban

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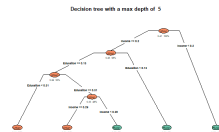
Fourth node rule

Rule: when Income \geq 0.29 & Education \geq 0.31



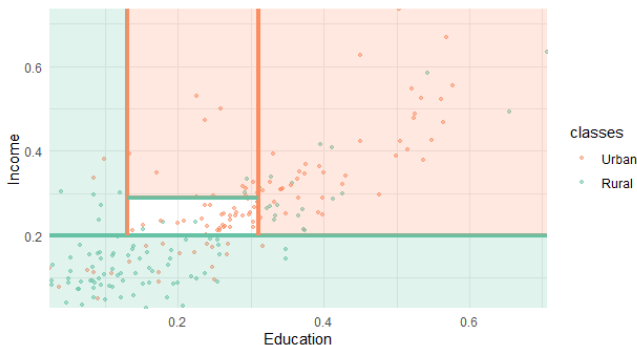
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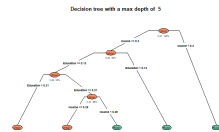
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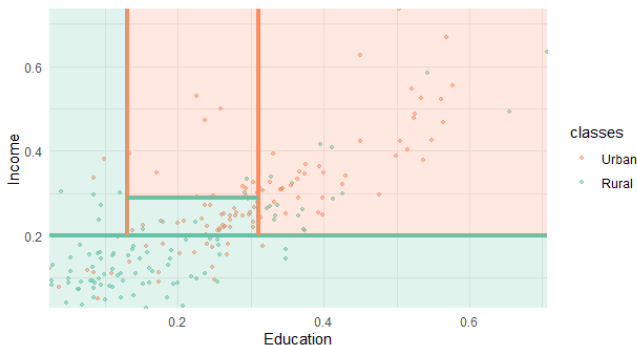
The space above the line is classified as Urban

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Finally, the remaining space is classified as rural

[HOW TO BUILD A TREE?]



We need several tools to build a tree:

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- A method to choose the decision variable (one per node)

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We need several tools to build a tree:

- ▶ A method to choose the decision variable (one per node)
- ▶ A criterion to define best threshold
- ▶ A criterion to measure the quality of each split
- ▶ A way to decide when to stop (the terminal node becomes a leaf)

[TOOLS TO BUILD A TREE]

At each node, one can measure the *purity* of each split

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- Misclassification error rate

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- ▶ Misclassification error rate
- ▶ The Gini coefficient measures the purity in each node κ

$$D_{\kappa} = \sum_{m=1}^M \hat{p}_{m\kappa} (1 - \hat{p}_{m\kappa})$$

where $\hat{p}_{m\kappa}$ is the proportion of class m in node κ .

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- ▶ We expect that there is an Information gain from the splitting

$$\text{Information Gain} = \text{Entropy}_{\text{Before}} - \text{Entropy}_{\text{After}}$$

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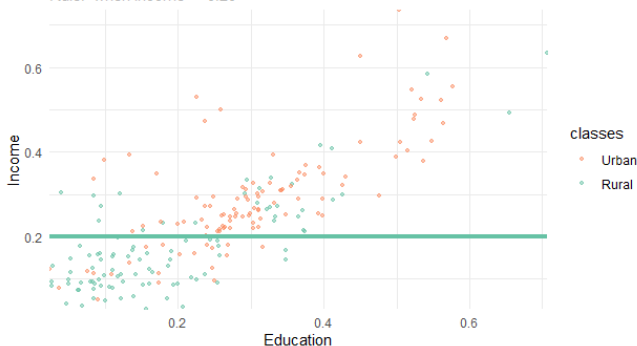


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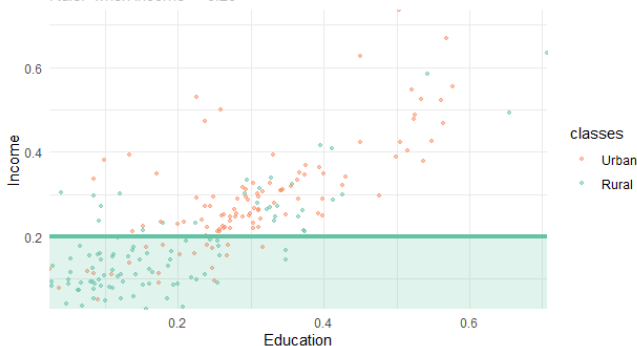
First the boundary decision line

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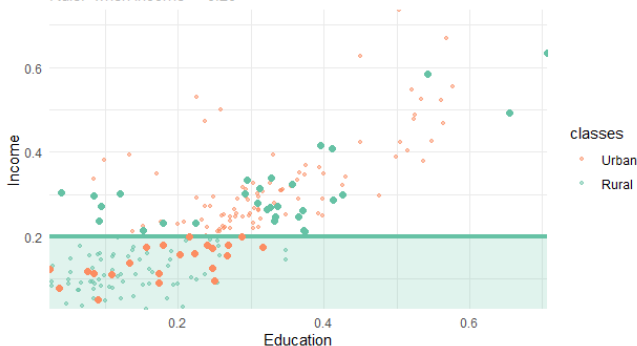
Some "Urban" are classified as rural \hookrightarrow Impurity

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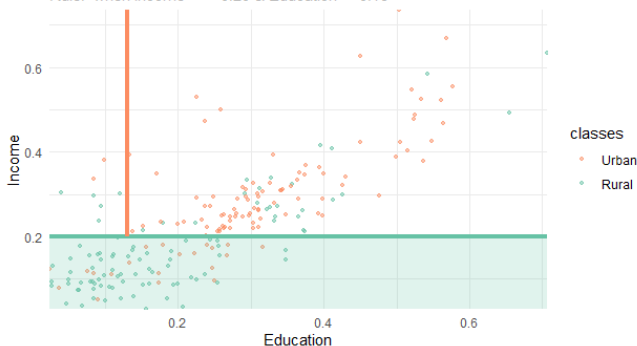
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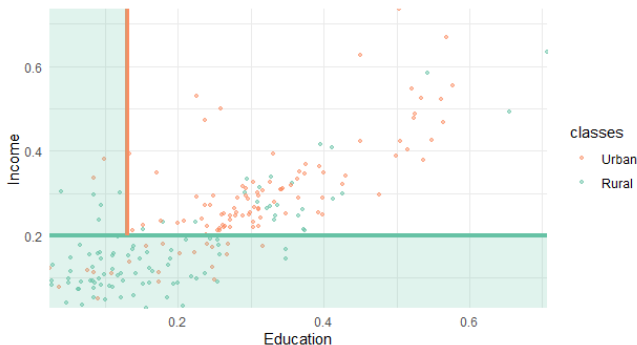
Second boundary decision line

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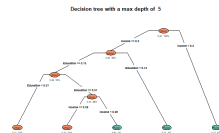
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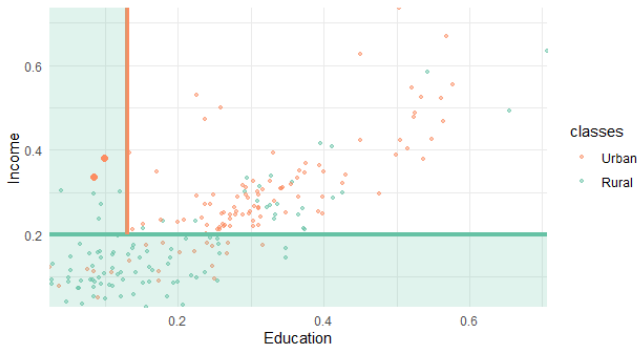
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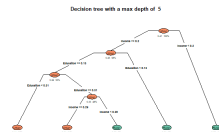
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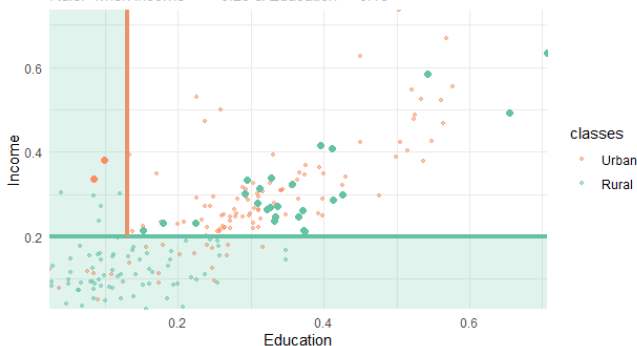
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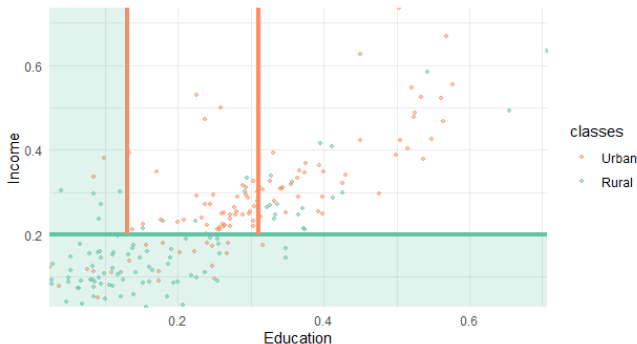
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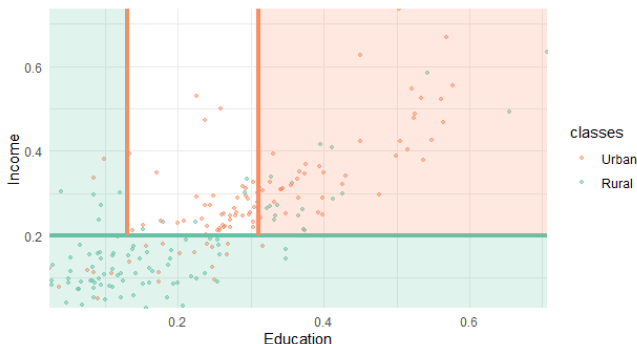
Third boundary decision line

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The space on the right of the line is classified as Urban

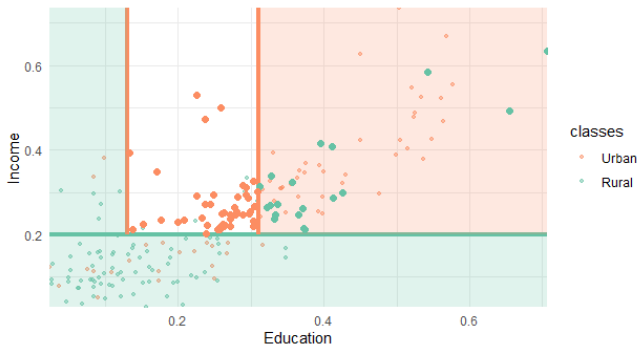
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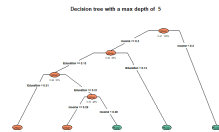
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"Urban" seem well classified in the remaining space

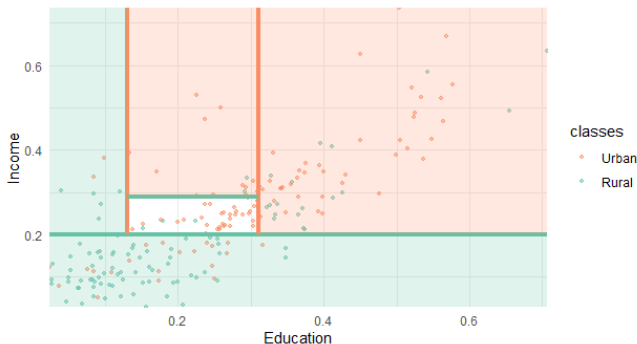
Fourth boundary decision line

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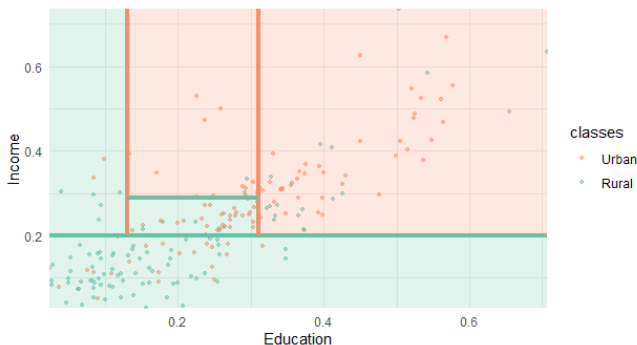
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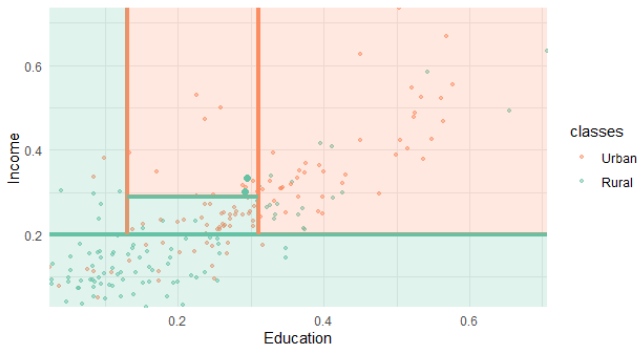
Finally, the remaining space is classified as rural

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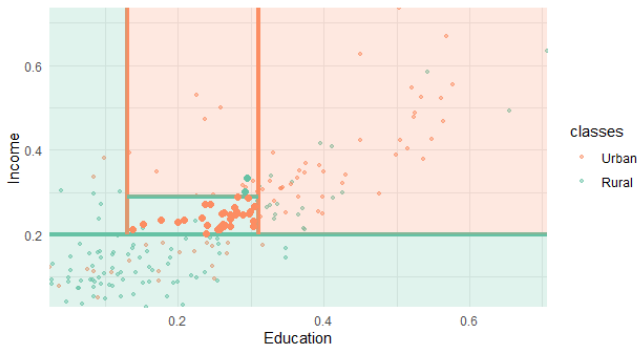
Few "Rural" are classified as Urban

[EXAMPLE ON A SIMPLE TREE]



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Many "Urban" are classified as Rural

[HOW TO BUILD A TREE?]

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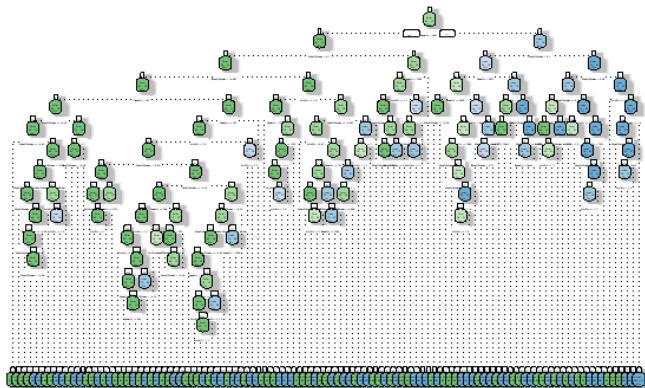
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 - ▶ The *complexity parameter*
 - ▶ ...

[TREES CAN BE COMPLEX]

Trees can decompose the space in very specific zones.

↪ Example with the full set of variables



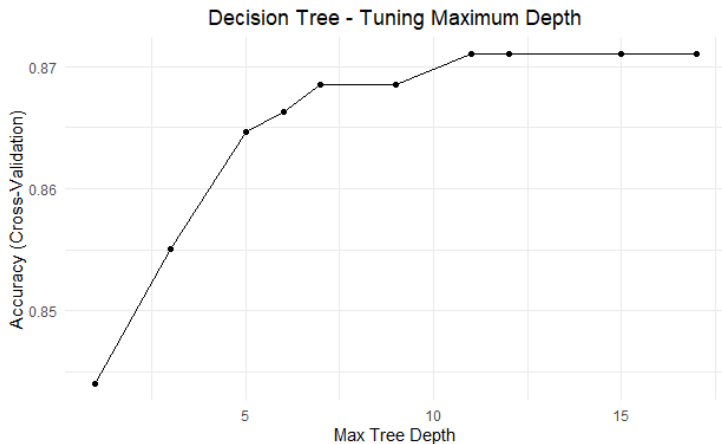
Decision tree with no constraints

[SELECTING THE DEPTH OF A TREE]

Using CV, we can select the *maximum depth* parameter

[SELECTING THE **DEPTH** OF A TREE]

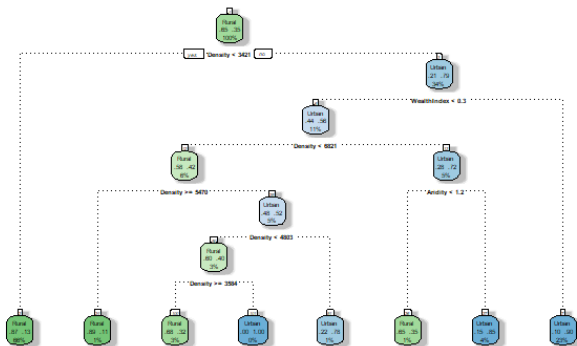
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The resulting tree

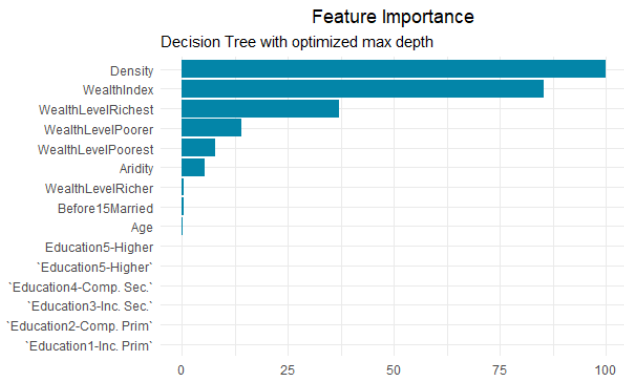


Tree Selected (max depth = 11)

Tree with optimal depth

[SELECTING THE DEPTH OF A TREE]

The resulting tree



Feature importance (also confusion matrix, kappa, etc..)

[SELECTING THE COMPLEXITY OF A TREE]

The complexity of a tree is a parameter C_p governing the trade-off between tree size $|T|$ and its overall accuracy $D(T)$:

$$D_{C_p}(T) = D(T) + C_p \cdot |T|$$

► $D(T) = \sum_{\kappa=1}^K D_{\kappa}$: the total *impurity* of the tree

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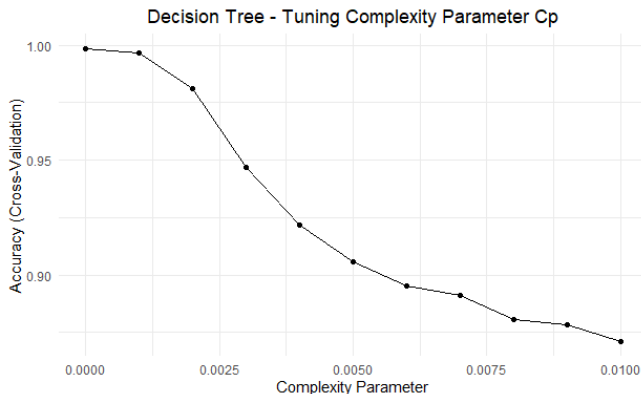
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- ▶ $|T|$ is the number of terminal nodes of the tree
- ↪ A model with $C_p = 0$ will impose no constraints
- ↪ A value of $C_p = 1$ only **one** terminal (and initial) node.

[SELECTING THE COMPLEXITY OF A TREE]

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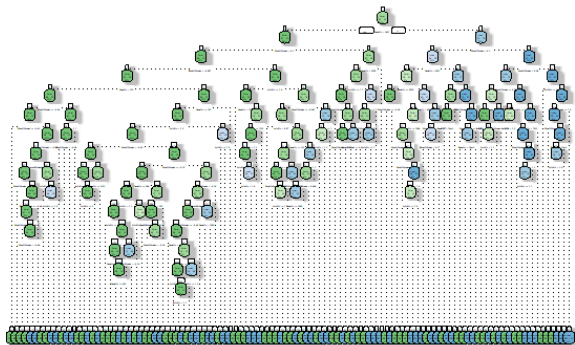
The result:



Grid search

[SELECTING THE COMPLEXITY OF A TREE]

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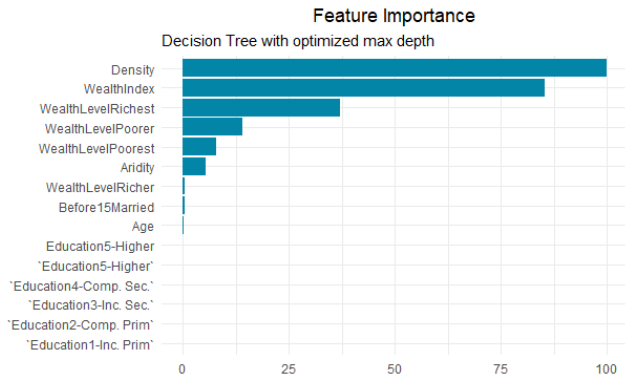


Tree with optimized C_p

Final tree with optimal complexity parameter

[SELECTING THE COMPLEXITY OF A TREE]

The result:



Feature importance (also confusion matrix, kappa, etc..)

[HOW TO PRUNE A TREE?]

One can also *prune* a tree

[HOW TO PRUNE A TREE?]

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1. Final trees may be too large and too complex

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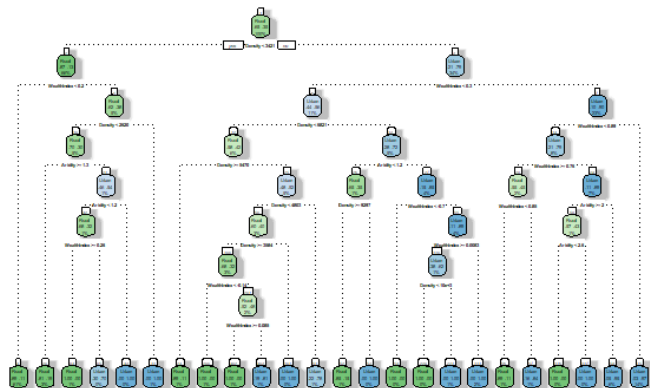
1. Final trees may be too large and too complex
⇨ Risk of overfitting
2. Pruning techniques use the same criteria on each leave
⇨ Remove least important nodes

[PRUNED TREE]

After "*pruning*":

[PRUNED TREE]

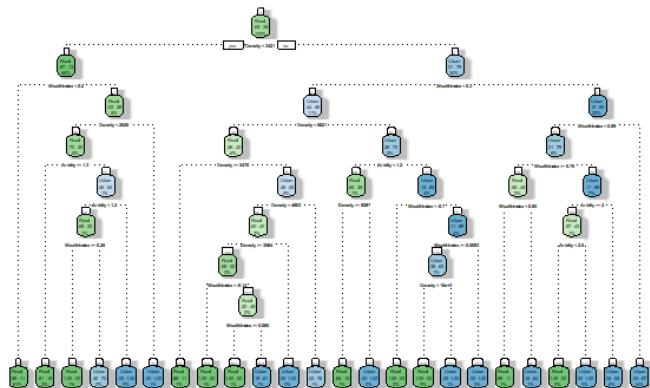
After "pruning":



Pruned tree

[PRUNED TREE]

After "pruning":



Pruned tree

↪ Easier to interpret & no loss of accuracy

Introduction
○

What's in a tree?
○○

Step-by-Step
○○○

How to build a tree?
○○○○

Tuning a Tree
○○○○○○○●

Wrap-up
○

[QUIZ TIME]

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- ↪ There are powerful methods using many trees...