PA2

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1 PA2 - ID3 Decision Tree

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Necessary Imports

[1]:
```
%load_ext autoreload
%autoreload 2
import numpy as np
import pandas as pd
import ID3 as pa2
from scipy.stats import entropy
from scipy import stats
import matplotlib.pyplot as plt
```

Import Data

[2]:
```
training = pa2.loadData('pa2train.txt')
validation = pa2.loadData('pa2validation.txt')
test = pa2.loadData('pa2test.txt')
```

Training, without Pruning

[3]:
```
tree = pa2.id3()
```

```
Created a new ID3 tree
```

[4]:
```
%time tree.fit(training)
```

```
CPU times: user 19.1 s, sys: 16 ms, total: 19.1 s
Wall time: 19.1 s
```

---

1) Visualizing resulted Tree

Below is my representation of the tree Number of **tabs** indicates which level the node is at.
For non leaves: (label)[rule](# of data in this node)
For leaves: (label)[predicted label](# of data in this node)

[5]:
```
# If root does not count as a level
print(tree.printTreeAt(3))
```

```
(root)[is feature at 5 < 0.5?](num_data:2000)
        (yes)[is feature at 1 < 415000.0?](num_data:1319)
                (yes)[is feature at 17 < 2506.5?](num_data:1284)
                (no)[is feature at 21 < 208.0?](num_data:35)
        (no)[is feature at 5 < 1.5?](num_data:681)
                (yes)[is feature at 20 < 584.5?](num_data:292)
                (no)[is feature at 21 < 2006.0?](num_data:389)
```

---

2) Training/Test Errors

Training Error:

[6]:
```
tree.error(training)
```

[6]: 0.0

Test Error:

[7]:
```
tree.error(test)
```

[7]: 0.173

---

3) Pruning decision tree with Greedy apprach in BFS order

Prune 1 and 2 nodes with validation/test errors:

[8]:
```
tree.pruneTree(validation, test, 2)
```

```
Pruned 1 time(s) with error:
        Validation error: 0.122
        Test error: 0.117
Pruned 2 time(s) with error:
        Validation error: 0.107
        Test error: 0.103
```

Tree after two pruned nodes:

[9]:
```
print(tree.printTree())
```

```
(root)[is feature at 5 < 0.5?](num_data:2000)
        (yes)[0.0](num_data:1319)
        (no)[1.0](num_data:681)
```

---

4) Most prominent feature:

The most prominent feature must be the feature selected as threshold at root.

[10]:
```
features_name = open('pa2features.txt')
features_name.seek(0)
columns = features_name.read().split('\n')[:-1]
```

[11]:
```
columns[tree.root.feature]
```

[11]:
```
'PAYMENT_DELAY_SEPTEMBER'
```

---

5) Code from ID3.py:

```
'''
Contains all methods for a ID3 Decision Tree.
@Author: Zhanchong Deng
@Date: 2/15/2020
'''
import numpy as np
import pandas as pd
from scipy.stats import entropy
from scipy.stats import mode

'''
Return numpy arrays representing the dataset.
@param fp is the file path.
@return 2D numpy array, (#entry, 23).
'''


def loadData(fp):
    newfile = open(fp, 'r')
    newfile.seek(0)
    raw_strings = newfile.read().split("\n")[:-1]
    return np.array([np.array(entry[0:-1].split(" "), dtype="float") for entry in raw_strings])


'''
Node for Decision Tree
'''
```

```
class idNode():
    # how many data in this node
    numPoints = 0
    data = []
    # Branches
    yes = None
    no = None
    parent = None
    # Is is a leaf?
    isLeaf = False
    # How to get here
    route = "root"
    # For non Leaves
    threshold = -1
    feature = -1
    # For leaves
    rule = -1

    def pruneNode(self):
        self.yes = None
        self.no = None
        self.isLeaf = True
        self.rule = mode(self.data[:, -1])[0][0]

    def toString(self):
        if not self.isLeaf:
            return "(" + self.route + ")" + "[is feature at " + str(self.feature + 1) + " < " +
                   + "?](num_data:" + str(self.numPoints) + ")\n"
        else:
            return "(" + self.route + ")" + "[" + str(self.rule) + "](num_data:" + str(self.nu


'''
Decision Tree Object.
'''


class id3():
    # Default Constructor
    def __init__(self):
        self.root = idNode()
        print("Created a new ID3 tree")

    '''
        Training methods
    '''
```

```
def fit(self, training_data):
    self.build(self.root, training_data)

def build(self, node, v):
    # Base case: Stop if it is pure
    if self.isPure(v):
        # Make it a leaf node.
        node.isLeaf = True
        node.rule = v[0][-1]
        node.numPoints = len(v)

    # Parse them according to H(entropy)
    else:
        node.numPoints = len(v)
        node.data = v
        # Pick a feature f and threshold t
        node.feature = 0
        minEntropy = float("inf")
        for thisfeature in range(0, len(v[0]) - 1):
            v_at_f = v[:, [thisfeature, -1]]
            list_of_threshold = self.generateThreshold(v_at_f)
            # This feature is not fit for splitting, pick another
            if len(list_of_threshold) == 0:
                continue
            # Set Threshold as the current best
            result = self.maxIG(list_of_threshold, v_at_f)
            if result[1] < minEntropy:
                minEntropy = result[1]
                node.feature = thisfeature
                node.threshold = result[0]
        # Split them according to the rule
        v_yes = v[v[:, node.feature] < node.threshold]
        v_no = v[v[:, node.feature] >= node.threshold]
        # Create new nodes
        node.yes = idNode()
        node.yes.route = "yes"
        node.yes.parent = node
        self.build(node.yes, v_yes)
        node.no = idNode()
        node.no.route = "no"
        node.no.parent = node
        self.build(node.no, v_no)

def isPure(self, vec):
    return len(np.unique(vec[:, -1])) == 1

def generateThreshold(self, feature):
```

```
        # Generate based solemnly on the feature vector
        distinct_val = np.sort(np.unique(feature[:, 0]))
        return (distinct_val[:-1] + distinct_val[1:]) / 2

    def maxIG(self, list_of_threshold, v_at_f):
        # Initialize as the first threshold
        minthreshold = list_of_threshold[0]
        minEntropy = self.entropy_with_threshold(minthreshold, v_at_f)
        for i in range(1, len(list_of_threshold)):
            newEntropy = self.entropy_with_threshold(list_of_threshold[i], v_at_f)
            # update the threshold with the minimum entropy
            if minEntropy > newEntropy:
                minthreshold = list_of_threshold[i]
                minEntropy = newEntropy
        return (minthreshold, minEntropy)

    def entropy_with_threshold(self, threshold, v_at_f):
        # Slice v according to the given threshold
        v_yes = v_at_f[v_at_f[:, 0] < threshold]
        v_no = v_at_f[v_at_f[:, 0] >= threshold]
        # Calculate H(X|Z=yes)
        margin_yes = [np.sum(v_yes[:, -1] == num_labels) / len(v_yes) for num_labels in np.unic
        h_yes = entropy(margin_yes)
        # Calculate H(X|Z=no)
        margin_no = [np.sum(v_no[:, -1] == num_labels) / len(v_no) for num_labels in np.unique
        h_no = entropy(margin_no)
        # Calculate H(X|Z)
        return len(v_yes) / len(v_at_f) * h_yes + len(v_no) / len(v_at_f) * h_no

    '''
        Validation methods
    '''

    def pruneTree(self, validation, test, maxprune):
        num_pruned = 0 # Specify how many prune can be done
        queue = [self.root] # For BFS
        while len(queue) > 0:
            # Calculate Current Error
            oldError = self.error(validation)
            # Use list as a queue
            curNode = queue.pop(0)
            # Create a deep copy
            original = idNode()
            original = self.copyNode(curNode)
            # Prune it
            curNode.pruneNode()
            # Compare errors
            newError = self.error(validation)
```

```
            # We screwed up, revert prune
            if oldError < newError:
                # Edge for root
                if curNode.parent is None:
                    self.root = original
                    original.yes.parent = self.root
                    original.no.parent = self.root
                else:
                    if curNode.route == "yes":
                        curNode.parent.yes = original
                    else:
                        curNode.parent.no = original
                if not original.yes.isLeaf:
                    queue.append(original.yes)
                if not original.no.isLeaf:
                    queue.append(original.no)

            # We pruned new node
            else:
                num_pruned += 1 # Increment counter
                # Display new error and how many node pruned
                print("Pruned", num_pruned, "time(s) with error:\n\tValidation error:", newErr
                      self.error(test))
                # End pruning immediately if reached max
                if num_pruned >= maxprune:
                    break



    def copyNode(self, node):
        newNode = idNode()
        newNode.numPoints = node.numPoints
        newNode.data = np.copy(node.data)
        newNode.yes = node.yes
        newNode.no = node.no
        newNode.parent = node.parent
        newNode.isLeaf = node.isLeaf
        newNode.route = node.route
        newNode.threshold = node.threshold
        newNode.feature = node.feature
        newNode.rule = node.rule
        return newNode

    '''
        Testing methods
    '''

    def predict(self, features):
```

```
    return np.apply_along_axis(self.predictOne, 1, features)

def error(self, test_data):
    return np.mean(self.predict(test_data[:, :-1]) != test_data[:, -1])

def predictOne(self, v):
    node = self.root
    while not node.isLeaf:
        # Yes branch
        if v[node.feature] < node.threshold:
            node = node.yes
        else:
            node = node.no
    # This should never happen
    if node.rule == -1:
        print("There is something wrong with your tree")
    return node.rule

'''
    Visualization methods.
'''

def printTree(self):
    tree_str = self.printTreeR(self.root, 0, float("inf"))
    return tree_str

def printTreeAt(self, maxlevel):
    return self.printTreeR(self.root, 0, maxlevel)

def printTreeR(self, curNode, level, maxlevel):
    # do yourself
    curStr = '\t' * level + curNode.toString()
    # do yes
    if not curNode.yes.isLeaf and level + 1 < maxlevel - 1:
        curStr += self.printTreeR(curNode.yes, level + 1, maxlevel)
    else:
        curStr += '\t' * (level + 1) + curNode.yes.toString()
    # do no
    if not curNode.no.isLeaf and level + 1 < maxlevel - 1:
        curStr += self.printTreeR(curNode.no, level + 1, maxlevel)
    else:
        curStr += '\t' * (level + 1) + curNode.no.toString()
    return curStr
```