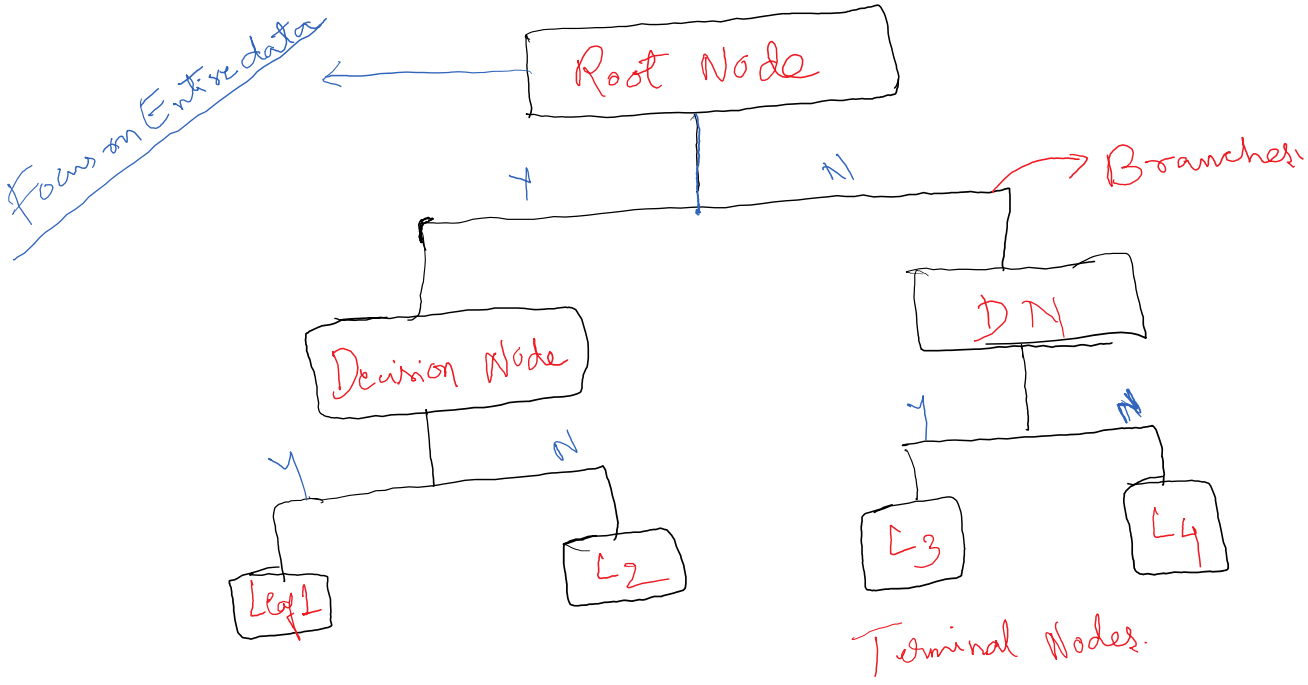
Decision Trees → Divide & Conquer → Most widely used

→ Makes Complex choices from simple set of choices & represent their learning in logical form



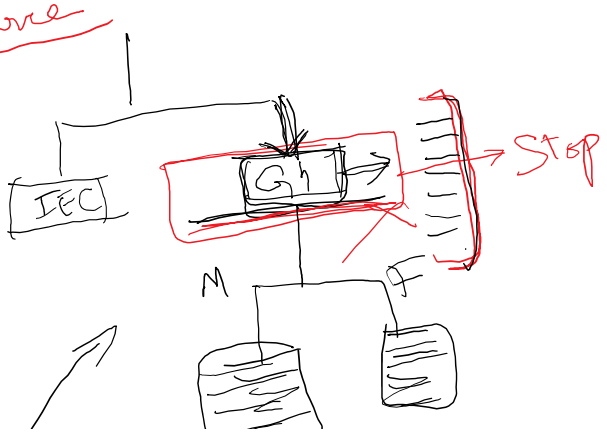

Recursive Partitioning → Enabling a machine to discover/learn something on its own

→ Splits ⇒ Data in to Homogenious parts → IN/US

→ Terminates → All nodes have same class.

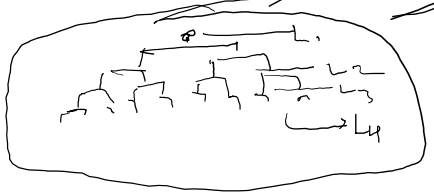
C4.5 → Single thread → open source

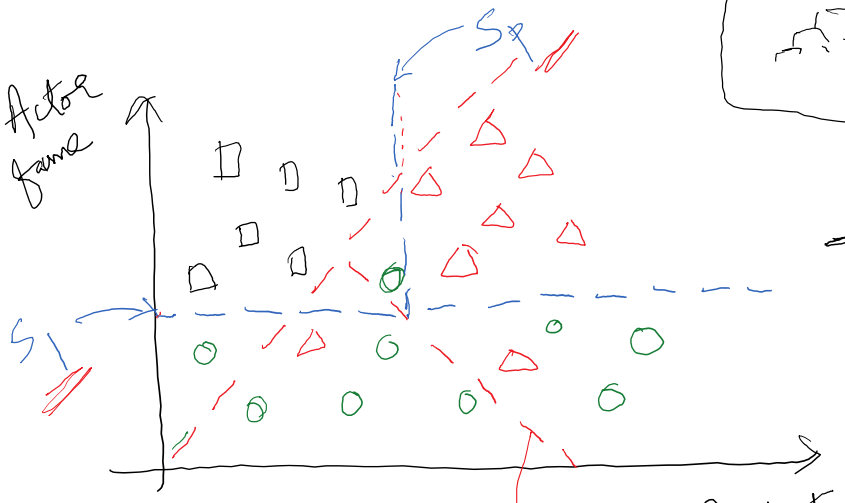
C5.0 → Multi thread → Premium



→ No features remaining

→ Has grown to a predicted limit → 4 levels



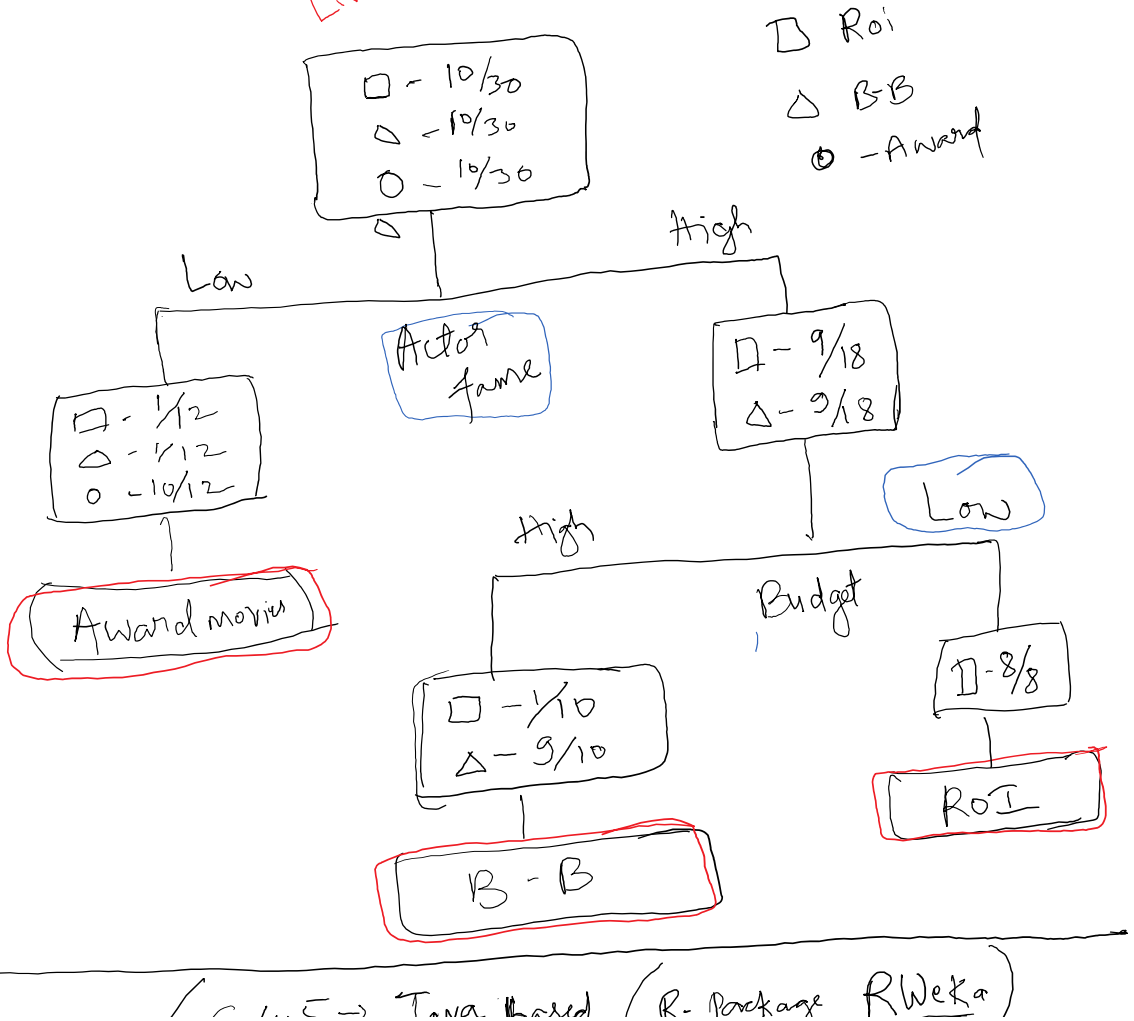

□ Roi

△ Blockbuster →

◎ Award. →

⇒ Axis-Parallel split

Limitation




□ Roi

△ B-B

◎ - Award

( L=5 → Java based ( R- Package RWeka )

C·5·0 Algorithm / C·4·5 → Java based (R-package RWeka)

→ Degree to which the subset contains Homogenous elements → "PURITY"

→ All are homogenous → "PURE" class

→ C·5·0 uses **Entropy** → Quantifies the Randomness of a set

Entropy ↑ → Very Diverse

Entropy ↓ → Very "PURE"

2 possible → Entropy btn 0 & 1

n — " → " — 0 to $\log_2(n)$

$$\text{Entropy}(S) = \sum_{i=1}^{c} -P_i \log_2(P_i)$$

S → Data Segment

C → no of class levels.

$P_i$ → proportion of values falling in a class.

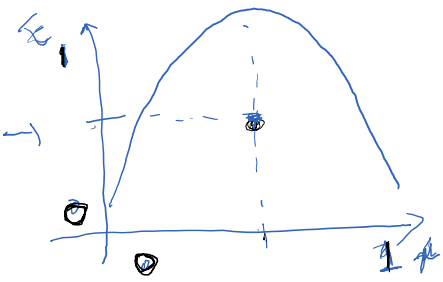
Ex: 2 classes → Red (60%), White (40%)

$$\text{Entropy} = -0.6 \times \log_2(0.6) - 0.4 \times \log_2(0.4) = 0.97$$

Not PURE

Information gain = $E(S_1) - E(S_2)$

Info gain ↑ & Entropy ↓




→ Other forms of splits → Gini index, $Chi^2$, gain Ratio.

Pruning → Trim → Reduce the size to generalise the data.

Pre pruning → Early Pruning → get result → stop.

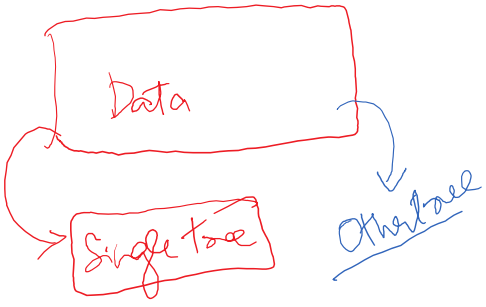
post pruning → Allow the tree to grow → Based on need → Trim

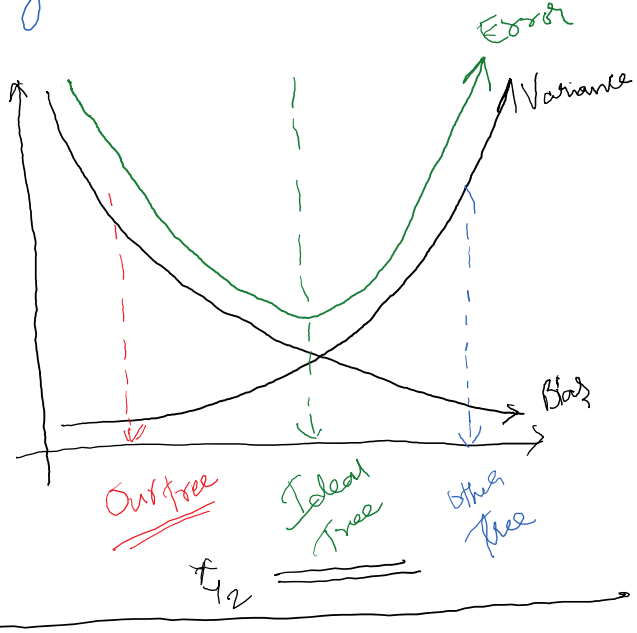
---

## Bagging, Boosting & Random Forests

Ensemble method → Group methods.

⊛ → Group of predictive models to achieve better Accuracy & Model stability → It will give a boost to tree models.

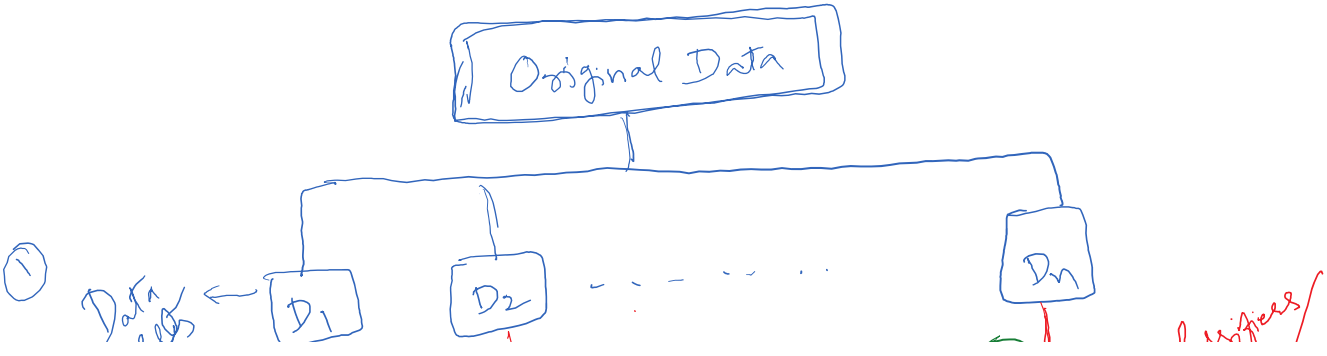


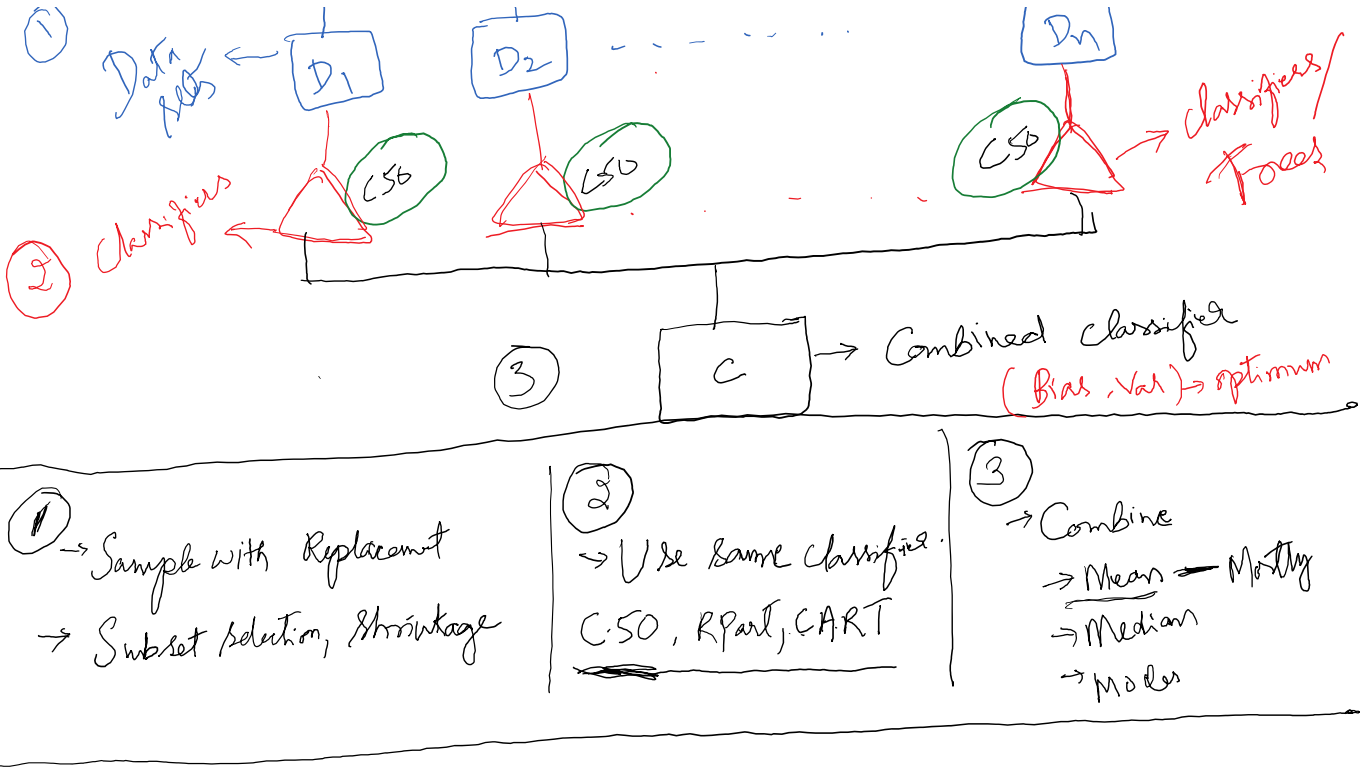




$E = Noise + Bias + Variance$

---

Bagging Reduce Variance of the predictors by Combining results of Multiple classifiers on different samples of same data.

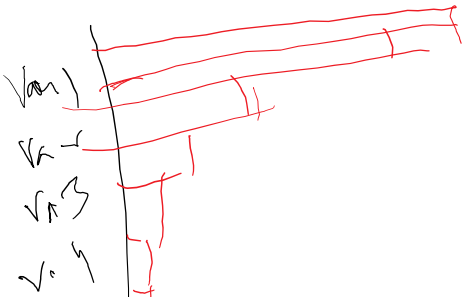


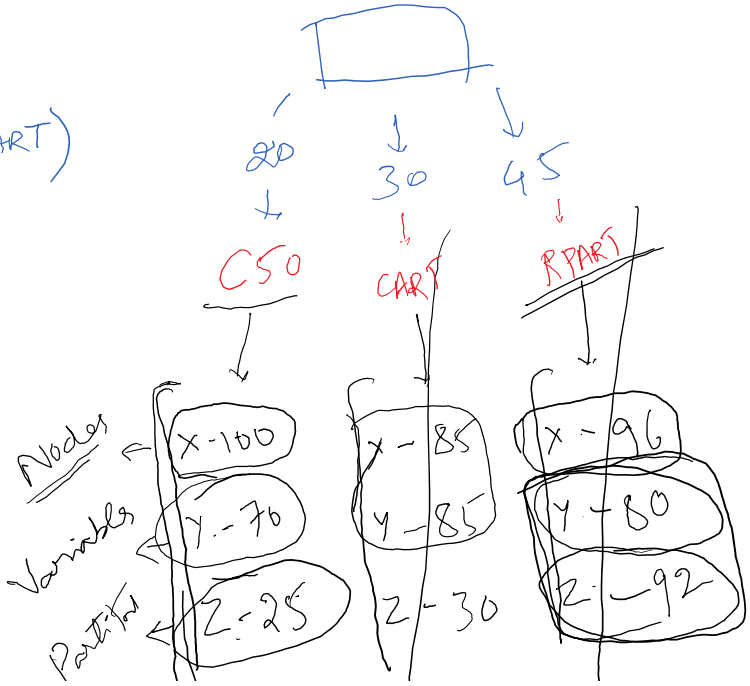


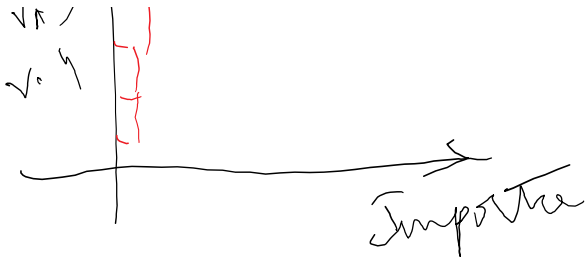

## ⊛ Random Forest

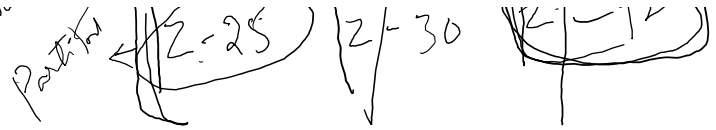
- → Apply → Regression & also classification
- → Undertakes → Dimensionality Reduction
- → It Treats Missing values, Outliers, Variable transformation
- → Gives the list of Important variables → Contributing %P.
- → CANNOT Control the mechanism

- → Multiple Trees ⇒ No pruning
- → Different methods → (C5.0, RPART, CART)
- ⇒ Voting →






→ N variables → $M < N$ → M → Random variables

→ Allow the trees to grow fully → No pruning

→ Aggregate data of those N trees

---

**Boosting** → Refers to a family of Algorithms to make Weak learners to Strong learners.

(Iterative process)

→ classify S/NS

→ Promotional Image → S

→ Only Hyperlink → S

→ You have won $ ... → S

→ IEC College → NS

→ offer letter Company → NS

→ Bank e-statement → NS.

→ Weak learning Rule (1)

→ Rule (2)

→ Rule (3)

⋮

→ Rule (n)

XGBOOT
GBM

→ Strong Rule

No of Iterations