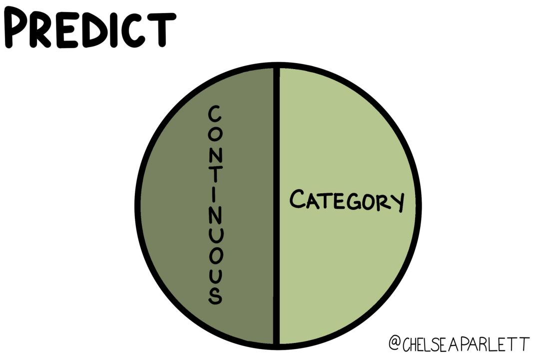


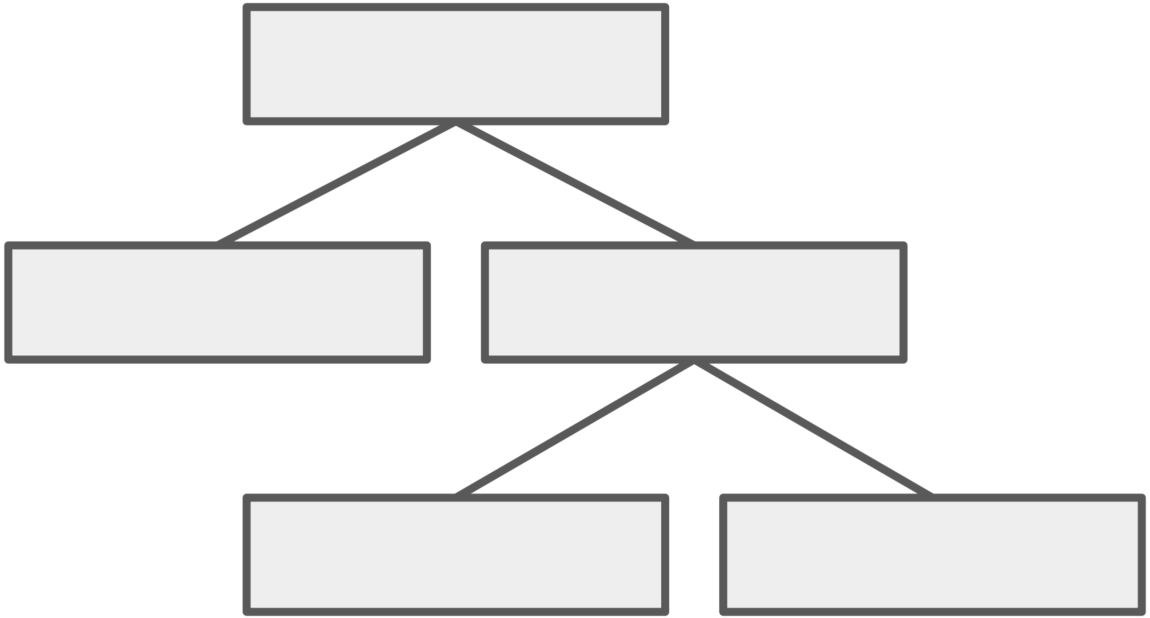
🌲 Based Models

Dr. Chelsea Parlett-Pelleriti

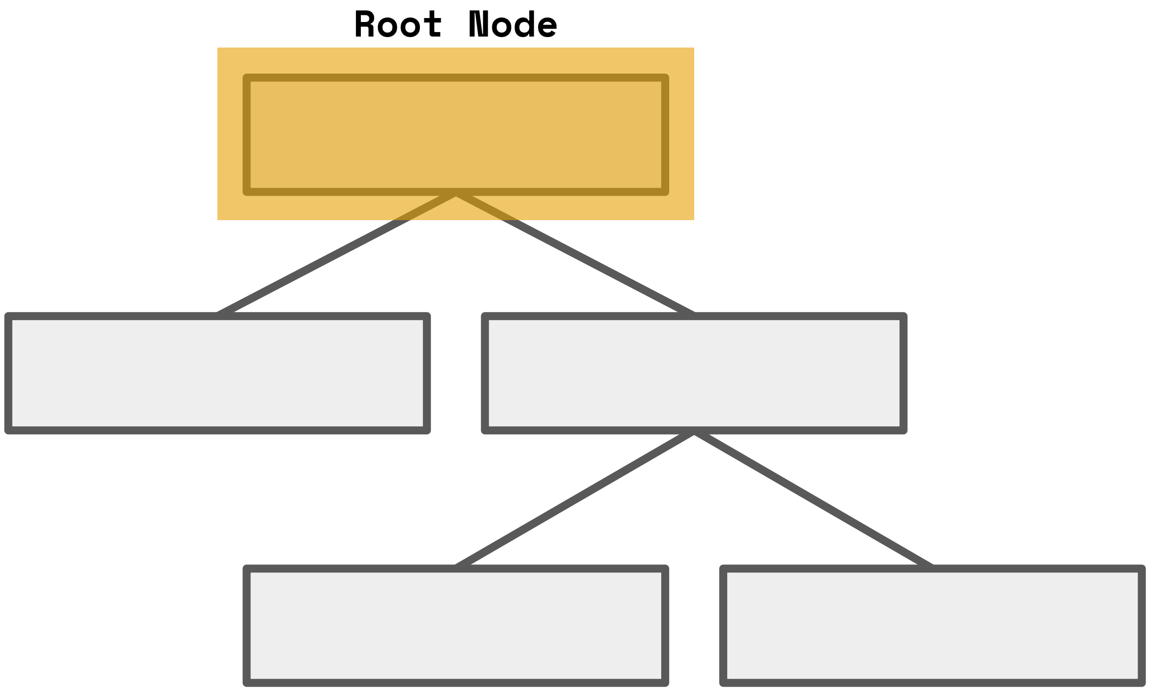
Decision Trees


I BE-LEAF
IN YOU
@CHELSEAPARLETT

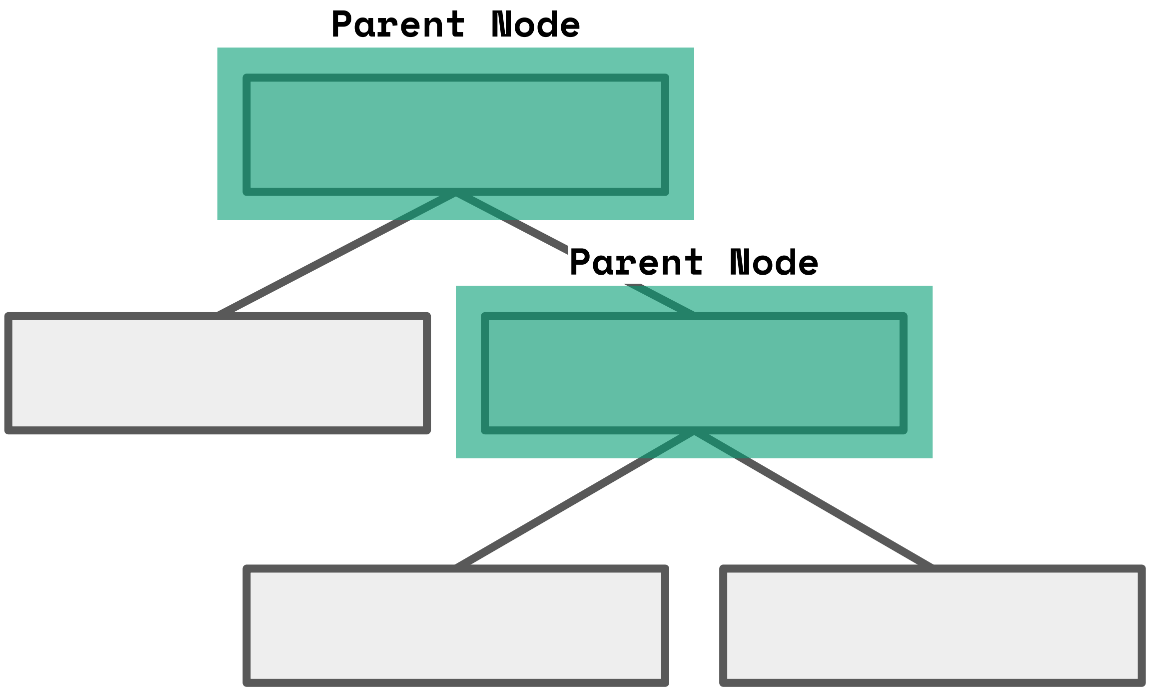
Tree Vocabulary



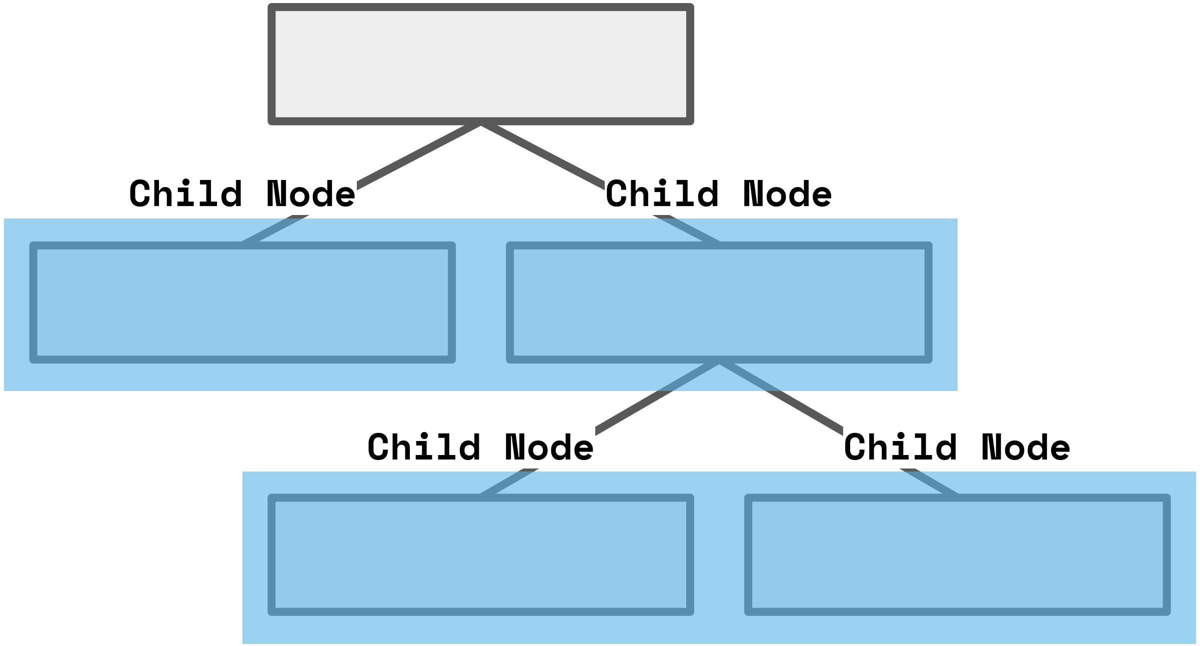
Tree Vocabulary



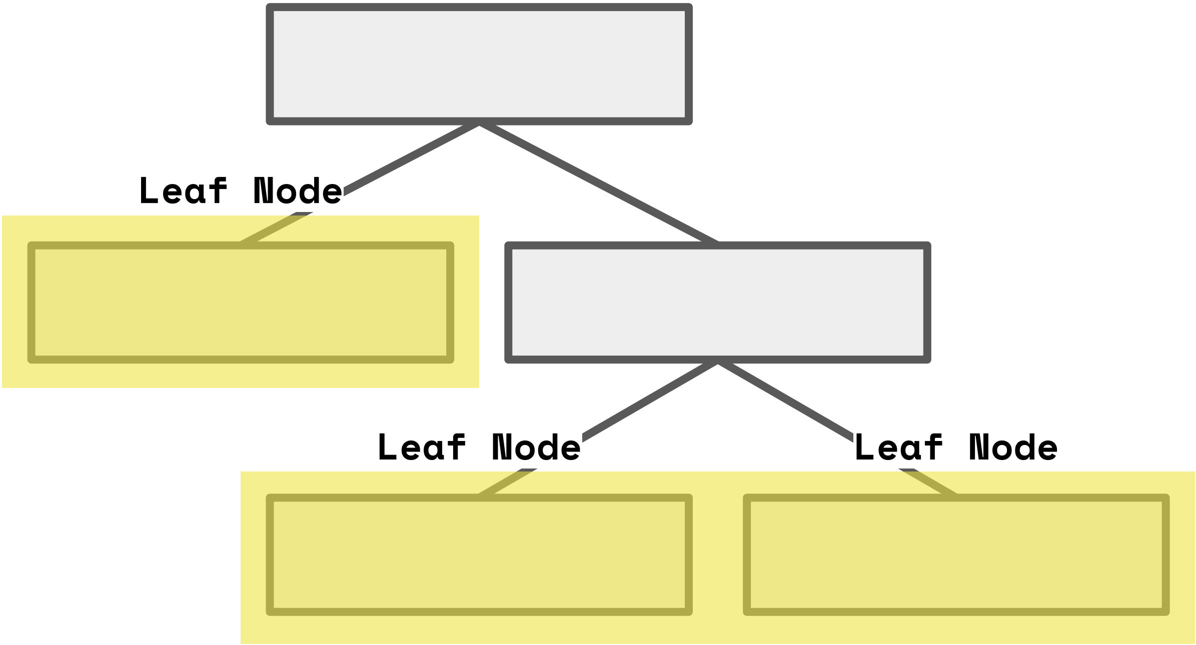
Tree Vocabulary



Tree Vocabulary

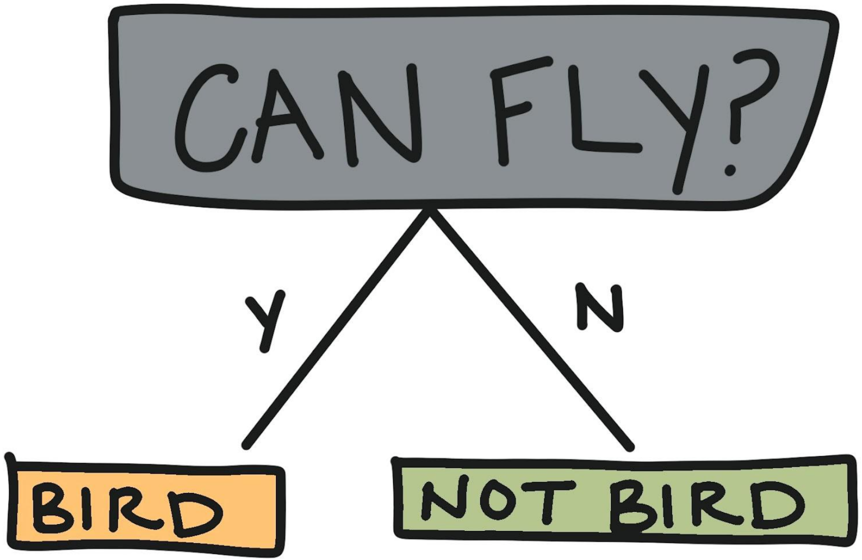


Tree Vocabulary

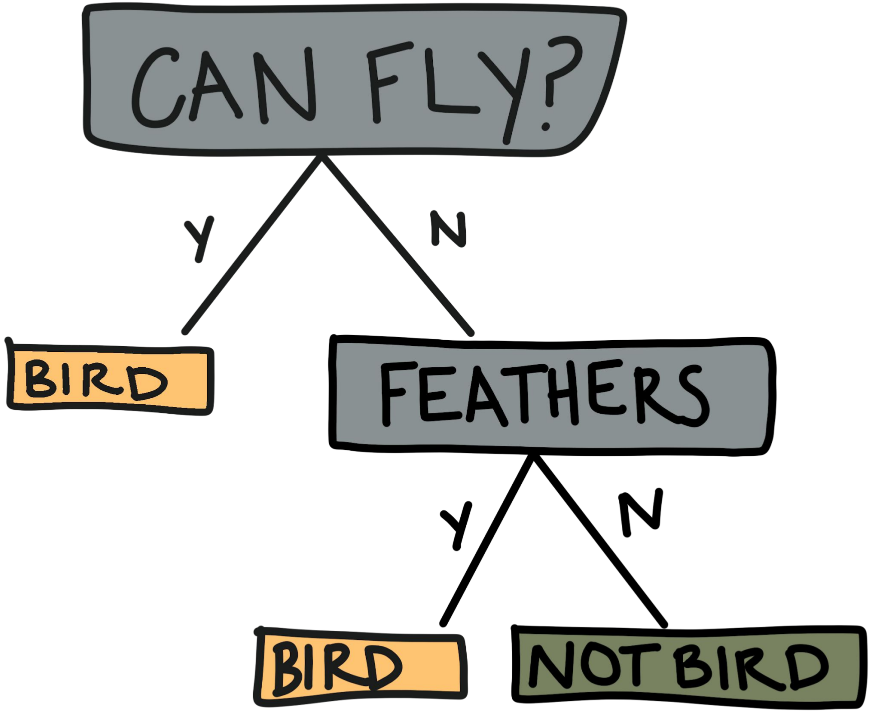


Twenty Questions

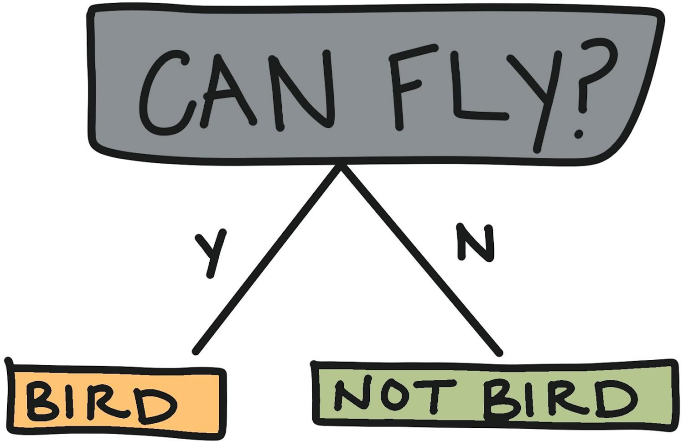
Simple Tree

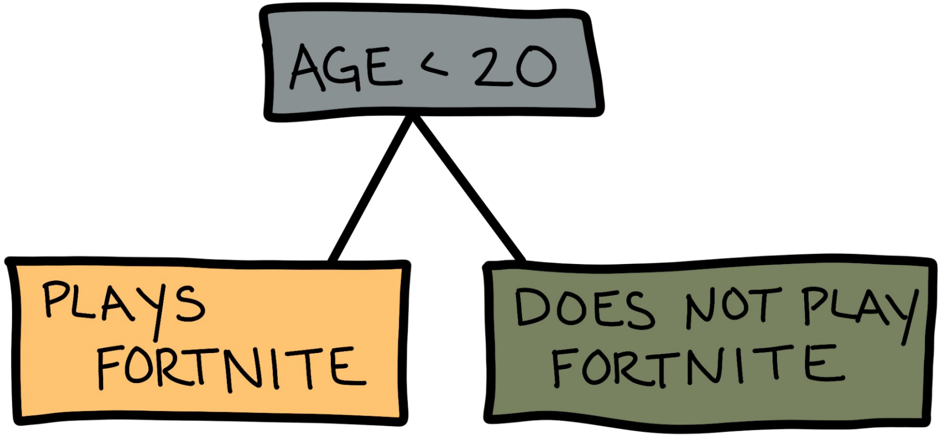


More Complicated Tree



Data Types


CAN FLY?
Y
N
BIRD
NOT BIRD


AGE < 20
PLAYS FORTNITE
DOES NOT PLAY FORTNITE

Gini Impurity and Entropy

$$\mathrm{GI} = 1 - \sum_{i=1}^{n} (p_i)^2$$

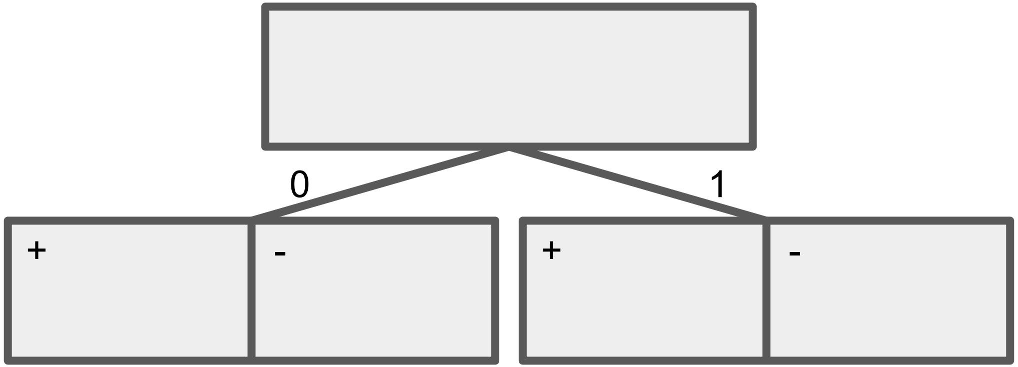
$$\mathrm{E} = - \sum_{i=1}^{n} p_i * log(p_i)$$

Goal: choose split so that GI (or entropy) is minimized

$$1 - \sum_{i=1}^{n} (p_i)^2$$

Categorical

cats	pet	wfh	children	income
1	0	1	1	34
0	1	0	1	58.3
1	1	1	0	71.5
0	0	0	1	74.9
0	0	0	1	75.3
1	0	0	1	75.6
0	0	0	1	81
1	1	1	0	82.3
1	1	1	0	85.6
1	1	1	1	95.4



$$1 - \sum_{i=1}^{n} (p_i)^2$$

Categorical

cats	pet	wfh	children	income
1	0	1	1	34
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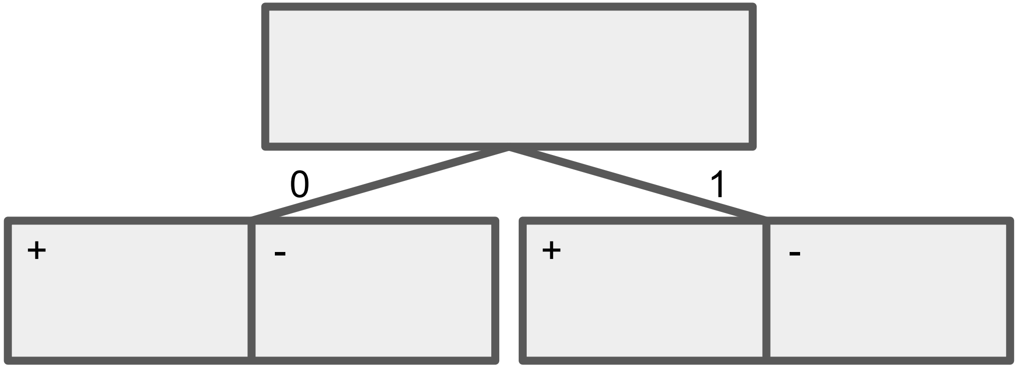

$$1 - \sum_{i=1}^{n} (p_i)^2$$

Continuous

cats	pet	wfh	children	income
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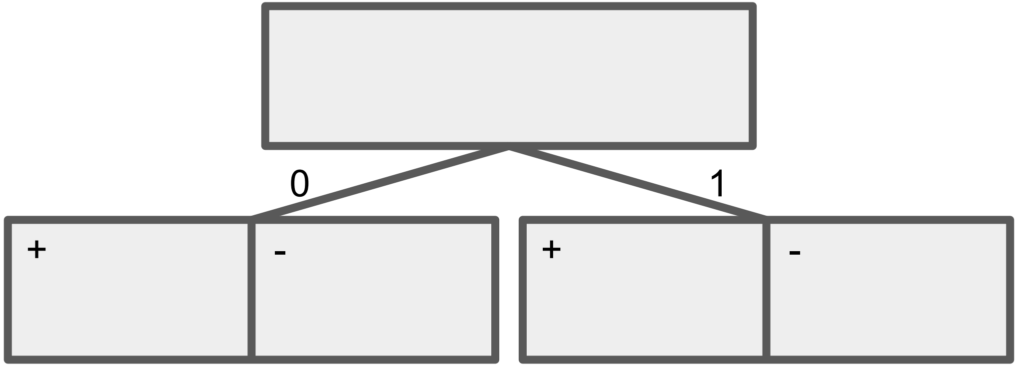

Continuous

$$1 - \sum_{i=1}^{n} (p_i)^2$$

cats	pet	wfh	children	income
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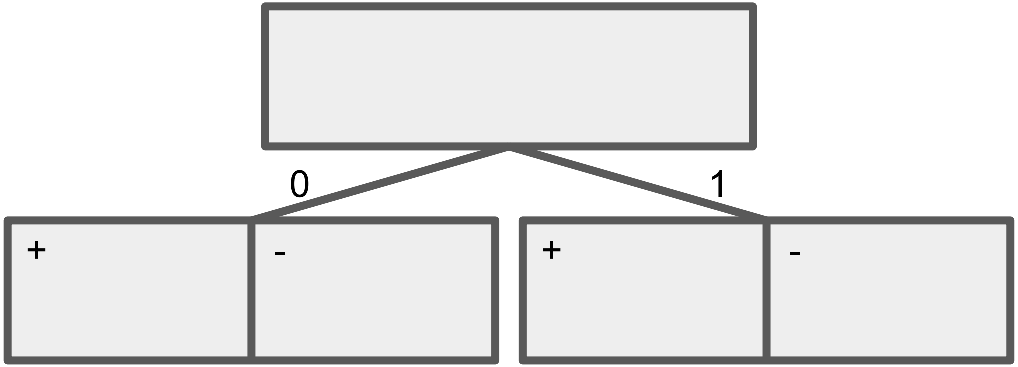


Basic Steps

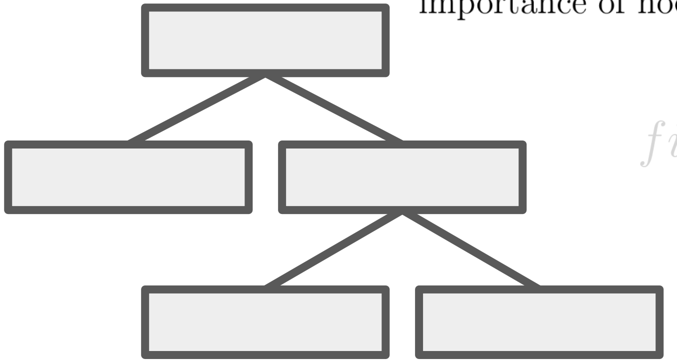
1. Calculate Gini Impurity (or Entropy/Information Gain) for each node
2. Choose Node with lowest score
3. If the parent node has the lowest score, it is a leaf.

Example

Variable Importance

1. How much does this feature reduce node impurity?
2. If we shuffle the values of this feature, how much does it reduce the performance?

$$\underbrace{\mathrm{imp}_j}_{\text{importance of node } j} = \overbrace{w_j C_j}^{\text{weighted parent node impurity}} - \underbrace{(w_{\mathrm{left}_j} C_{\mathrm{left}_j} + w_{\mathrm{right}_j} C_{\mathrm{right}_j})}$$



$$fi_i = \frac{\sum_{j \in S_i} \mathrm{imp}_j}{\sum_{k \in S_{all}} \mathrm{imp}_k}; S_i \text{ is set of all nodes that split on feature}_i$$

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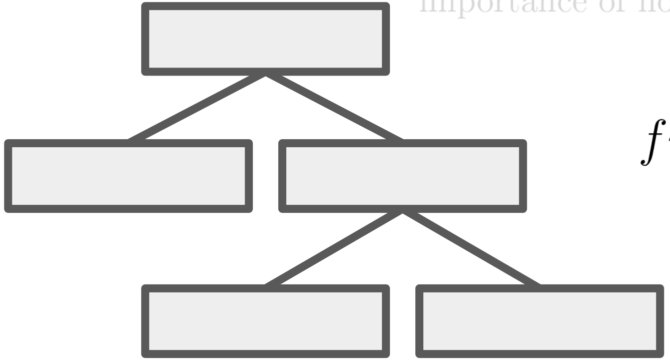

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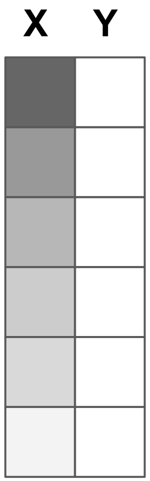

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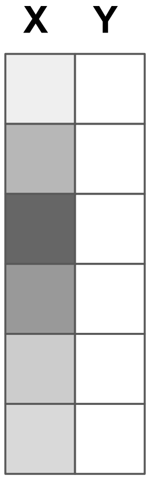

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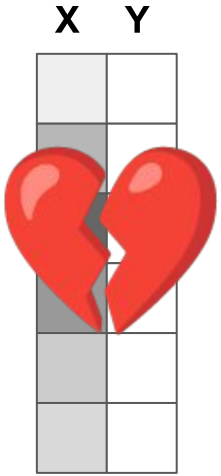
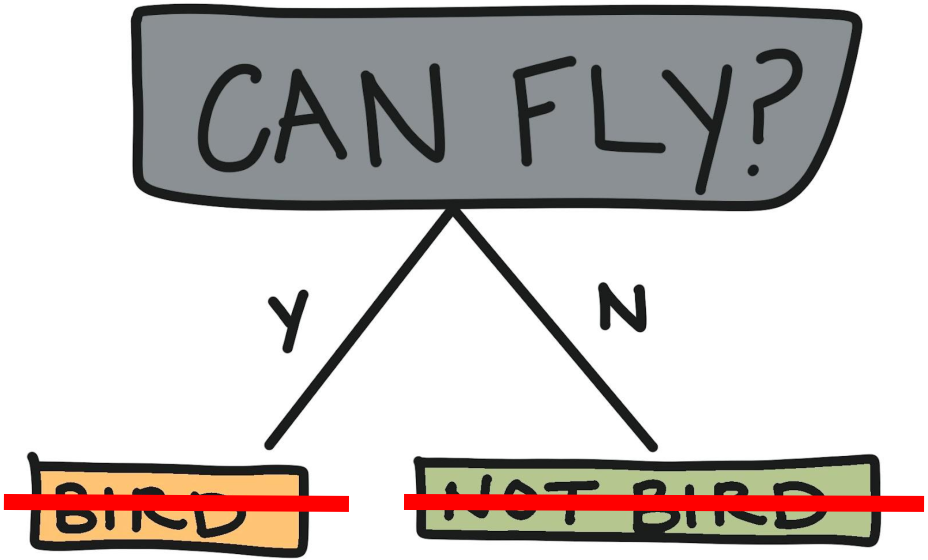


Regression Trees

Regression Trees



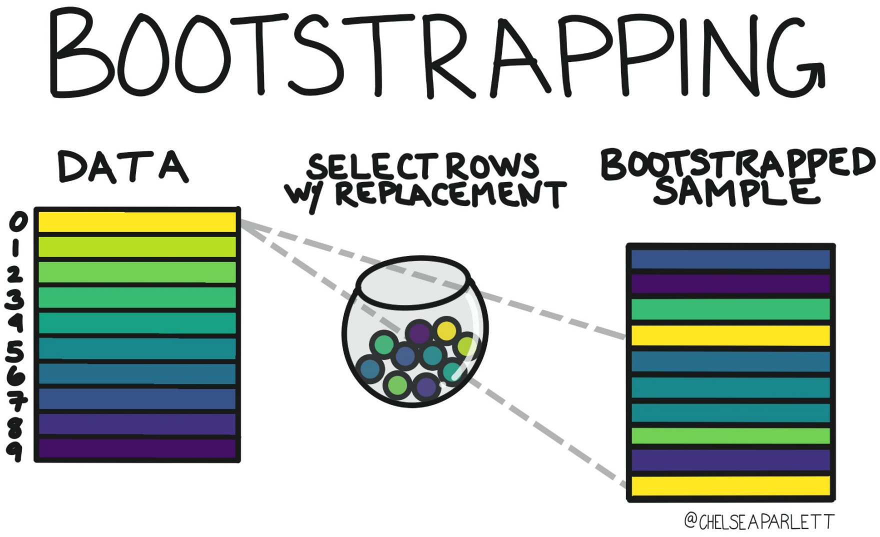
Random Forests

ONE vs. MANY

Random Forests

- Bootstrap Aggregating (**Bagging**)
- **Random Feature Selection**

Random Forests



Random Forests

- Bootstrap Aggregating (**Bagging**)
- **Random Feature Selection**

Random Forests

Random Forests

Random Forests

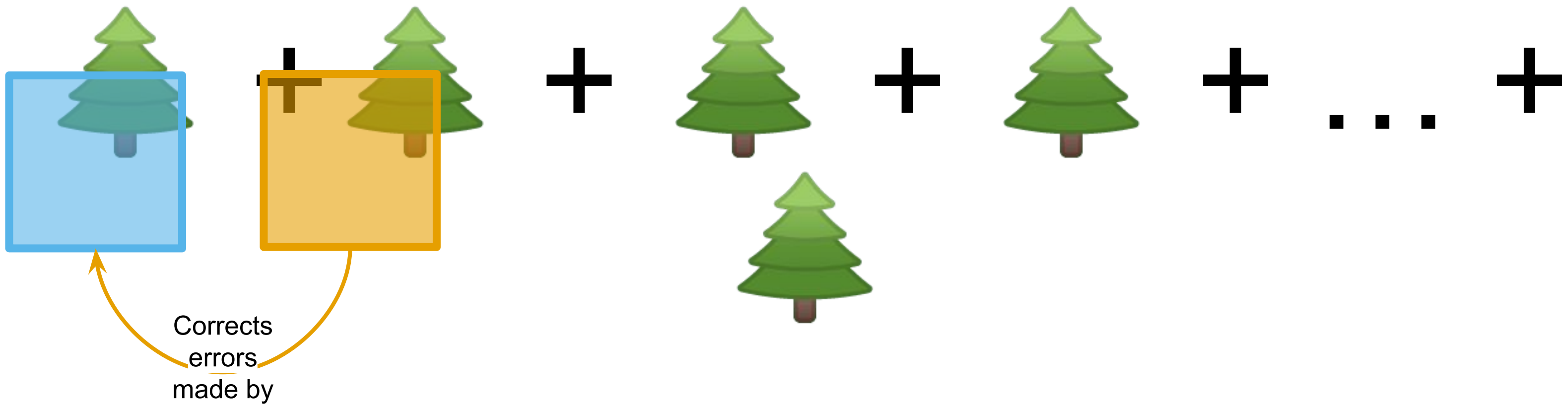
Important Hyperparameters

- # of trees
- # of features per tree

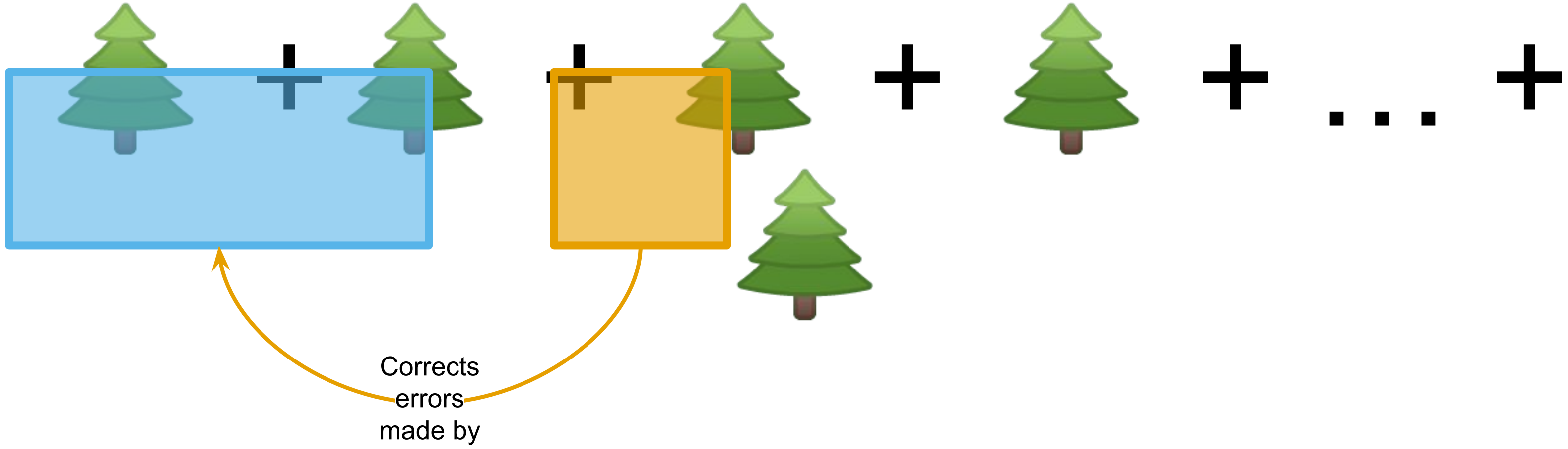
Gradient Boosting Trees

Gradient Boosting Trees

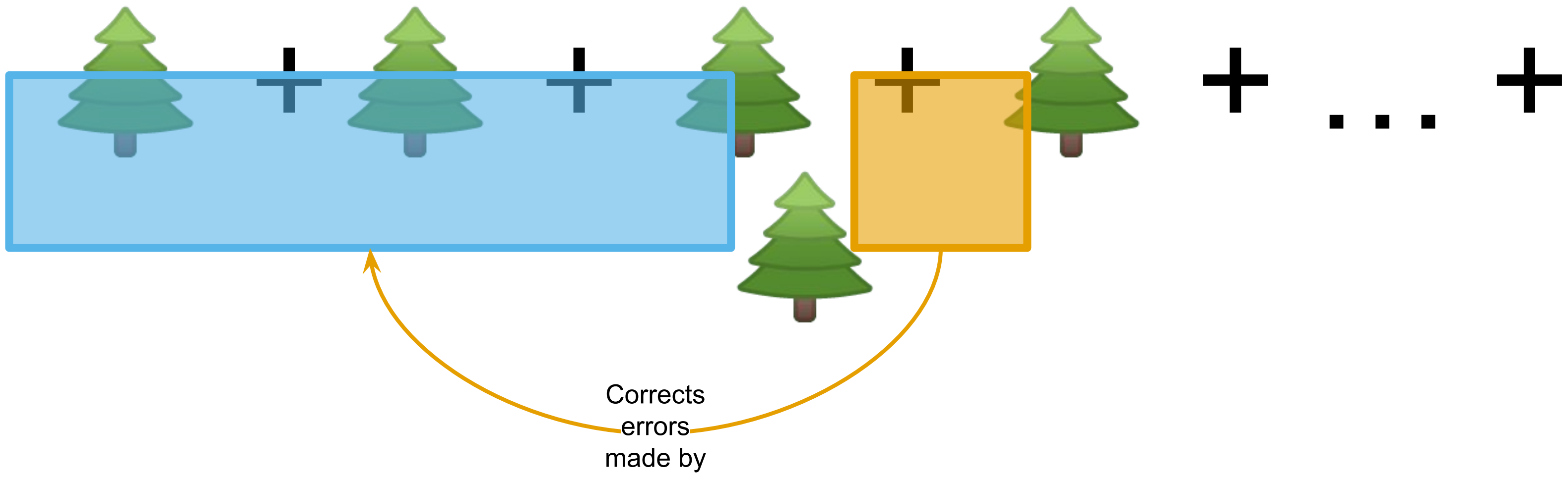
Gradient Boosting Trees



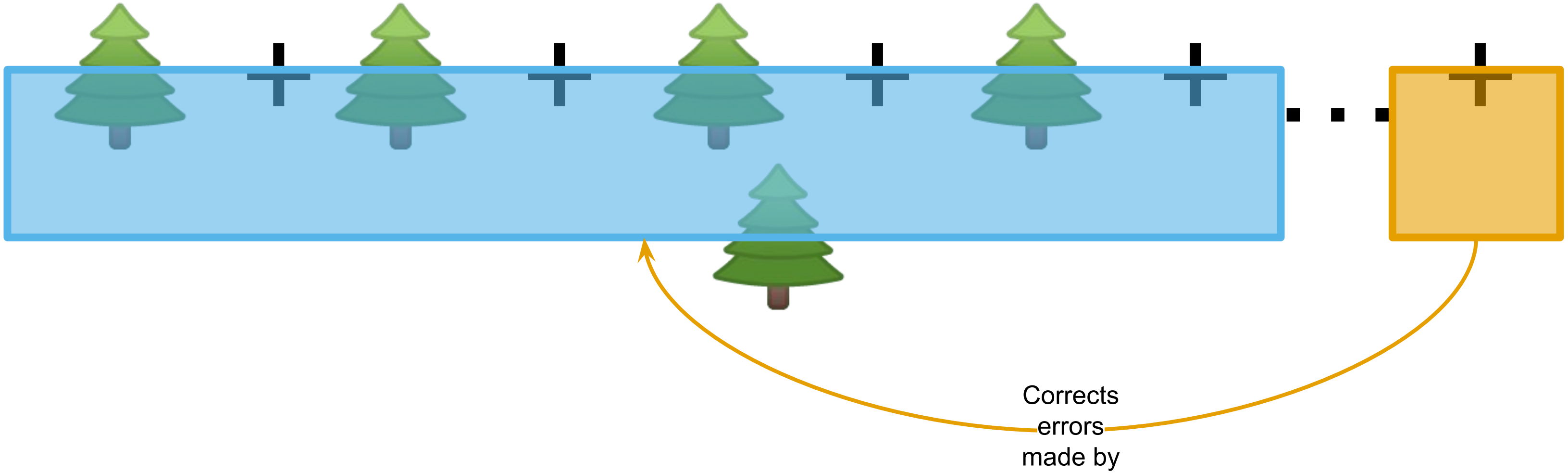
Gradient Boosting Trees



Gradient Boosting Trees



Gradient Boosting Trees



Gradient Boosting Tree

	Age	Initial Guess	Residual
Person 1	20		
Person 2	19		
Person 3	21		
Person 4	20		

Gradient Boosting Tree

	Age	Initial Guess	Residual
Person 1	20	20	
Person 2	19	20	
Person 3	21	20	
Person 4	20	20	

Gradient Boosting Tree

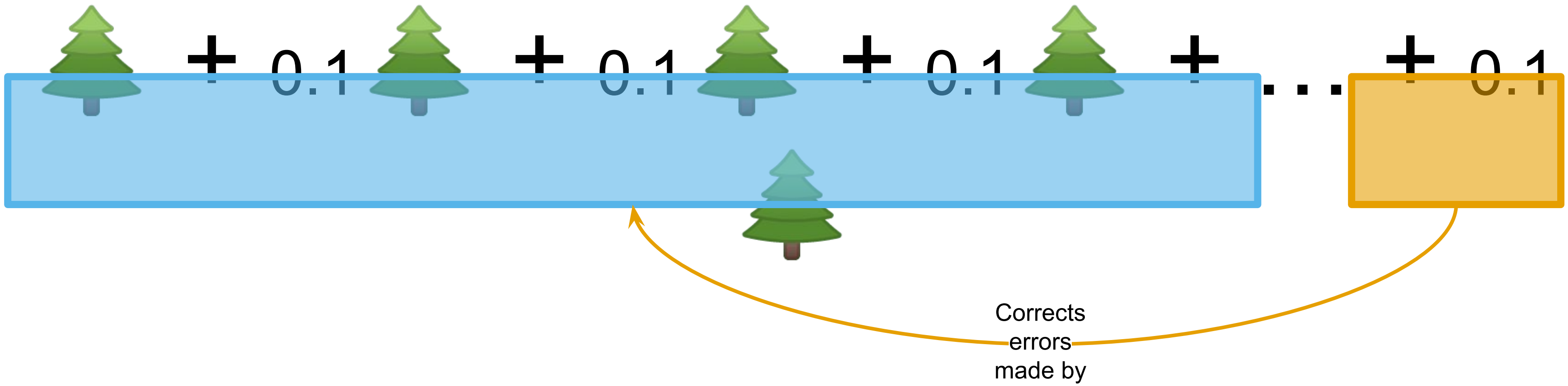
	Age	Initial Guess	Residual
Person 1	20	20	0
Person 2	19	20	-1
Person 3	21	20	1
Person 4	20	20	0

Gradient Boosting Tree

Actual Value = Prediction + Residual

	Age	Initial Guess	Residual
Person 1	20	20	0
Person 2	19	20	-1
Person 3	21	20	1
Person 4	20	20	0

Gradient Boosting Trees



In class question

- Which is more parallelizable?
- At inference, which is more parallelizable?