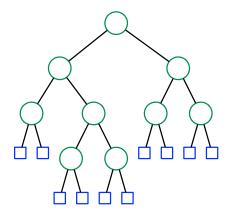
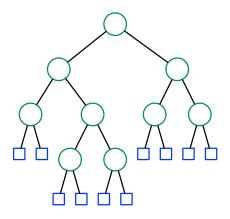
# **Random forests**

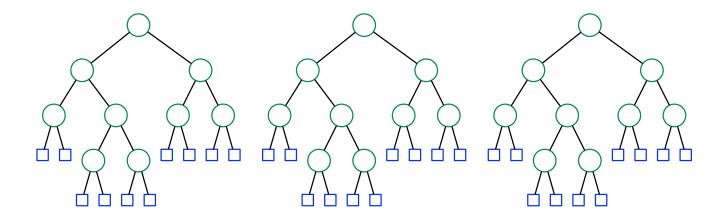
**DSE 220** 



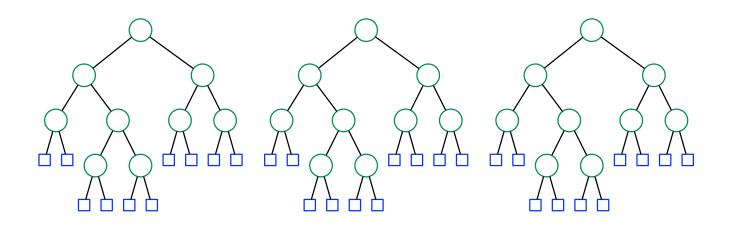
• Decision tree.



• Decision tree. Starts overfitting beyond a point.



- Decision tree. Starts overfitting beyond a point.
- Boosted decision trees.



- Decision tree. Starts overfitting beyond a point.
- Boosted decision trees. Learning is sequential, slow.

Can we build multiple trees in parallel? Need to make sure they're DIFFERENT.

Idea: Inject randomness into the tree-building process.

# **Random forests**

Two types of randomization:

Pick 4 points with replacement: 3 1 3

(2)

E.g. 4 points: 1 2 3 4

Given a data set S of n labeled points:

Build  $\longrightarrow$  For t=1 to T:

- Choose n' points randomly, with replacement, from S. Typically n' = n.
- Fit a decision tree  $h_t$  to these points.
  - At each node restrict to one of k features chosen at random.

Example settings:

- n' = n
- $k = \sqrt{d}$  for d-dimensional data

Forces trees to be diverse, to make predictions based on different reasoning...

Final predictor: majority vote of  $h_1, \ldots, h_T$ .

(equal weight)

# Ecological prediction problem: "covertype" data

#### Predict forest type:

- Spruce-fir ? overwhelming majority
  Lodgepole pine ? of points are these
  - 5 other classes mare

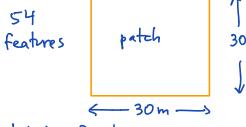
### 54 cartographic/geological features:

- Elevation, slope, amount of shade, . . .
- Distance to water, road, . . .
- Soil type

#### Data set details:

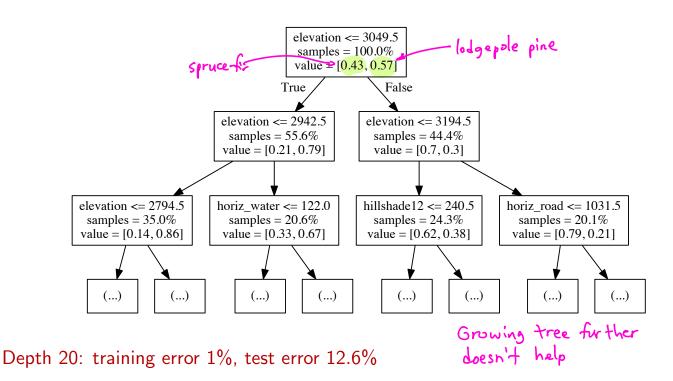
- 49,514 training points
- 445,627 test points **4**

Data from different types of forest in US national parks Each data pt:



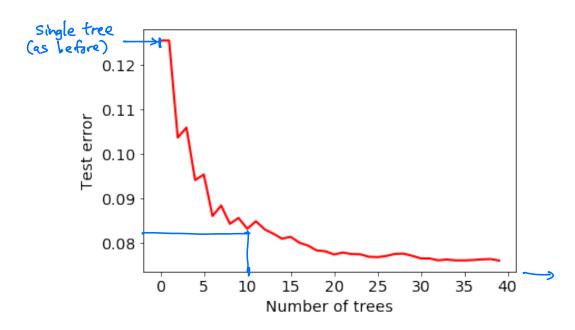
label = forest type

## **Decision tree**



# **Boosted decision trees**

Trees of depth 20.



#### Recall:

- Decision tree: depth 20, test error 12.6%
- Boosted decision trees, 10 trees, depth 20: test error 8.7%

Random forest setting: 10 trees, 50% features dropped, depth 40.

• Each individual tree has test error 15% to 17%

• Forest test error: 8.8%

Sign of the diversity of the tree.