



Department of Computer Science and Engineering (Data Science)

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Experiment 2 - 3

(Decision Tree)

Aim: Implement Decision Tree on the given Datasets to build a classifier and Regressor. Apply appropriate pruning method to overcome overfitting.

Theory:

Decision Tree is a **Supervised learning technique** that can be used for both classification and Regression problems, but mostly it is preferred for solving Classification problems. It is a tree-structured classifier, where **internal nodes represent the features of a dataset, branches represent the decision rules** and **each leaf node represents the outcome**. In a Decision tree, there are two nodes, which are the **Decision Node** and **Leaf Node**.

Decision nodes are used to make any decision and have multiple branches, whereas Leaf nodes are the output of those decisions and do not contain any further branches.

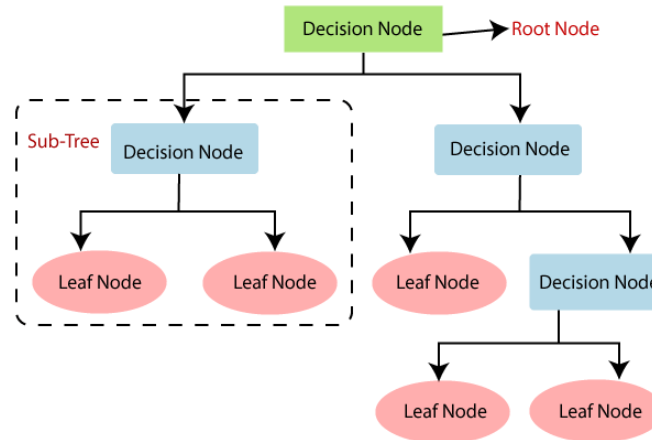
The decisions or the test are performed on the basis of features of the given dataset.

It is a graphical representation for getting all the possible solutions to a problem/decision based on given conditions. It is called a decision tree because, similar to a tree, it starts with the root node, which expands on further branches and constructs a tree-like structure.

A decision tree simply asks a question, and based on the answer (Yes/No), it further split the tree into subtrees. Below diagram explains the general structure of a decision tree:



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Decision Tree Terminologies

Root Node: Root node is from where the decision tree starts. It represents the entire dataset, which further gets divided into two or more homogeneous sets.

Leaf Node: Leaf nodes are the final output node, and the tree cannot be segregated further after getting a leaf node.

Splitting: Splitting is the process of dividing the decision node/root node into sub-nodes according to the given conditions.

Branch/Sub Tree: A tree formed by splitting the tree.

Pruning: Pruning is the process of removing the unwanted branches from the tree.

Parent/Child node: The root node of the tree is called the parent node, and other nodes are called the child nodes.

Steps in building a Tree

Step-1: Begin the tree with the root node, says S, which contains the complete dataset.

Step-2: Find the best attribute in the dataset using **Attribute Selection Measure (ASM)**.

Step-3: Divide the S into subsets that contains possible values for the best attributes.

Step-4: Generate the decision tree node, which contains the best attribute.

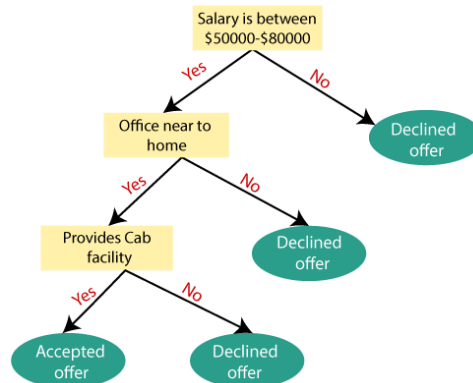
Step-5: Recursively make new decision trees using the subsets of the dataset created in step -3.

Continue this process until a stage is reached where you cannot further classify the nodes and called the final node as a leaf node.

Example: Suppose there is a candidate who has a job offer and wants to decide whether he should accept the offer or Not. So, to solve this problem, the decision tree starts with the root node (Salary attribute by ASM). The root node splits further into the next decision node (distance from the office) and one leaf node based on the corresponding labels. The next decision node further gets split into one decision node (Cab facility) and one leaf node. Finally, the decision node splits into two leaf nodes (Accepted offers and Declined offer). Consider the below diagram:



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Attribute Selection Measures

While implementing a Decision tree, the main issue arises that how to select the best attribute for the root node and for sub-nodes. So, to solve such problems there is a technique which is called as **Attribute selection measure or ASM**. By this measurement, we can easily select the best attribute for the nodes of the tree. There are two popular techniques for ASM, which are:

1. Information Gain:

Information gain is the measurement of changes in entropy after the segmentation of a dataset based on an attribute. It calculates how much information a feature provides us about a class.

According to the value of information gain, we split the node and build the decision tree.

A decision tree algorithm always tries to maximize the value of information gain, and a node/attribute having the highest information gain is split first. It can be calculated using the below formula:

Information Gain = Entropy(S) - [(Weighted Avg) * Entropy(each feature)]

Entropy: Entropy is a metric to measure the impurity in a given attribute. It specifies randomness in data. Entropy can be calculated as:

$$\text{Entropy}(s) = -P(\text{yes})\log_2 P(\text{yes}) - P(\text{no})\log_2 P(\text{no})$$

Where,

S = Total number of samples

P(yes) = probability of yes

P(no) = probability of no

2. Gini Index:

Gini index is a measure of impurity or purity used while creating a decision tree in the CART (Classification and Regression Tree) algorithm.

An attribute with the low Gini index should be preferred as compared to the high Gini index.

It only creates binary splits, and the CART algorithm uses the Gini index to create binary splits.

Gini index can be calculated using the below formula:

$$\text{Gini Index} = 1 - \sum P_j^2$$

Pruning: Getting an Optimal Decision tree

Pruning is a process of deleting the unnecessary nodes from a tree in order to get the optimal decision tree.

A too-large tree increases the risk of overfitting, and a small tree may not capture all the important



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features of the dataset. Therefore, a technique that decreases the size of the learning tree without reducing accuracy is known as Pruning. There are mainly two types of tree **pruning** technology used: • Cost Complexity Pruning

- Reduced Error Pruning.

Lab Assignments to complete in this session:

Use the given dataset and perform the following tasks:

Dataset 1: PlayTennis.csv

Dataset 2: Iris.csv

Dataset 3: Breastcancer.csv

Dataset 4: car prediction.csv



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1. Implement Decision tree classifier from scratch using Dataset 1.

Code :

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import numpy as np
import pandas as pd

[9] data = pd.read_csv("/content/PlayTennis.csv")
data.head(10)

  outlook  temp  humidity  windy  play
0  sunny    hot      high   False  no
1  sunny    hot      high    True  no
2  overcast hot      high   False  yes
3  rainy    mild     high   False  yes
4  rainy    cool     normal  False  yes
5  rainy    cool     normal    True  no
6  overcast cool     normal    True  yes
7  sunny    mild     high   False  no
8  sunny    cool     normal  False  yes
9  rainy    mild     normal  False  yes

class Node():
    def __init__(self, feature_index=None, threshold=None, left=None, right=None, info_gain=None, value=None):
        ''' constructor '''

        # for decision node
        self.feature_index = feature_index
        self.threshold = threshold
        self.left = left
        self.right = right
        self.info_gain = info_gain

        # for leaf node
        self.value = value

[11] class DecisionTreeClassifier():
    def __init__(self, min_samples_split=2, max_depth=2):
        ''' constructor '''

        # initialize the root of the tree
        self.root = None

        # stopping conditions
        self.min_samples_split = min_samples_split
        self.max_depth = max_depth

    def build_tree(self, dataset, curr_depth=0):
        ''' recursive function to build the tree '''

        X, Y = dataset[:, :-1], dataset[:, -1]
        num_samples, num_features = np.shape(X)

        # split until stopping conditions are met
        if num_samples >= self.min_samples_split and curr_depth <= self.max_depth:
```



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if num_samples>self.min_samples_split and curr_depth<=self.max_depth:
    # find the best split
    best_split = self.get_best_split(dataset, num_samples, num_features)
    # check if information gain is positive
    if best_split["info_gain"]>0:
        # recur left
        left_subtree = self.build_tree(best_split["dataset_left"], curr_depth+1)
        # recur right
        right_subtree = self.build_tree(best_split["dataset_right"], curr_depth+1)
        # return decision node
        return Node(best_split["feature_index"], best_split["threshold"],
                    left_subtree, right_subtree, best_split["info_gain"])

    # compute leaf node
    leaf_value = self.calculate_leaf_value(Y)
    # return leaf node
    return Node(value=leaf_value)

def get_best_split(self, dataset, num_samples, num_features):
    ''' function to find the best split '''

    # dictionary to store the best split
    best_split = {}
    max_info_gain = -float("inf") #sets max_info_gain to -ve infinity

    # loop over all the features
    for feature_index in range(num_features):
        feature_values = dataset[:, feature_index]
        possible_thresholds = np.unique(feature_values)
        # loop over all the feature values present in the data
        for threshold in possible_thresholds:
            # get current split
            dataset_left, dataset_right = self.split(dataset, feature_index, threshold) #1st stump

            # check if childs are not null
            if len(dataset_left)>0 and len(dataset_right)>0:
                y, left_y, right_y = dataset[:, -1], dataset_left[:, -1], dataset_right[:, -1]
                # compute information gain
                curr_info_gain = self.information_gain(y, left_y, right_y)
                # update the best split if needed
                if curr_info_gain>max_info_gain:
                    best_split["feature_index"] = feature_index
                    best_split["threshold"] = threshold
                    best_split["dataset_left"] = dataset_left
                    best_split["dataset_right"] = dataset_right
                    best_split["info_gain"] = curr_info_gain
                    max_info_gain = curr_info_gain

            # return best split
            return best_split

    def split(self, dataset, feature_index, threshold):
        ''' function to split the data '''

        dataset_left = np.array([row for row in dataset if row[feature_index]<=threshold]) #binary split
        dataset_right = np.array([row for row in dataset if row[feature_index]>threshold])
        return dataset_left, dataset_right

    def information_gain(self, parent, l_child, r_child):
        ''' function to compute information gain '''

        weight_l = len(l_child) / len(parent)
        weight_r = len(r_child) / len(parent)
        gain = self.entropy(parent) - (weight_l*self.entropy(l_child) + weight_r*self.entropy(r_child))
        return gain
```



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[11] def entropy(self, y):
    ''' function to compute entropy '''

    class_labels = np.unique(y)
    entropy = 0
    for cls in class_labels:
        p_cls = len(y[y == cls]) / len(y)
        entropy += -p_cls * np.log2(p_cls)
    return entropy

def calculate_leaf_value(self, Y):
    ''' function to compute leaf node '''

    Y = list(Y)
    return max(Y, key=Y.count)

def fit(self, X, Y):
    ''' function to train the tree '''

    dataset = np.concatenate((X, Y), axis=1)
    self.root = self.build_tree(dataset)

def predict(self, X):
    ''' function to predict new dataset '''

    predictions = [self.make_prediction(x, self.root) for x in X]
    return predictions

def make_prediction(self, x, tree):
    ''' function to predict a single data point '''

    if tree.value!=None: return tree.value
    feature_val = x[tree.feature_index]
    if feature_val<=tree.threshold:
        return self.make_prediction(x, tree.left)
    else:
        return self.make_prediction(x, tree.right)

[12] X = data.iloc[:, :-1].values
Y = data.iloc[:, -1].values.reshape(-1,1)
from sklearn.model_selection import train_test_split
X_train, X_test, Y_train, Y_test = train_test_split(X, Y, test_size=.2, random_state=41)

[13] classifier = DecisionTreeClassifier(min_samples_split=3, max_depth=3)

classifier.fit(X_train,Y_train)

[14] Y_pred = classifier.predict(X_test)
from sklearn.metrics import accuracy_score
accuracy_score(Y_test, Y_pred)

0.6666666666666666
```