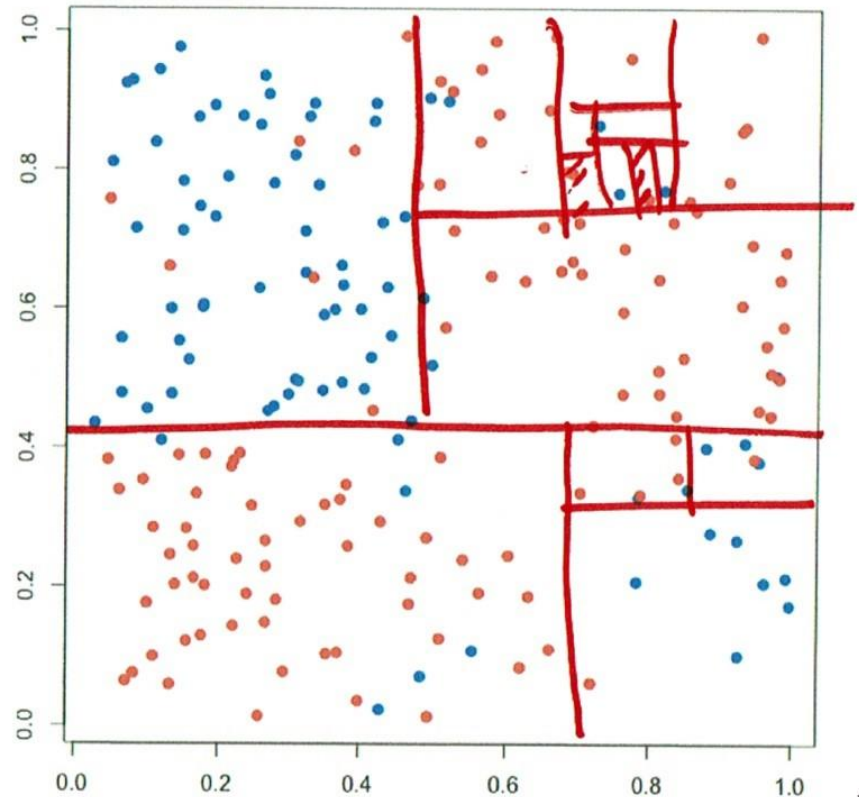
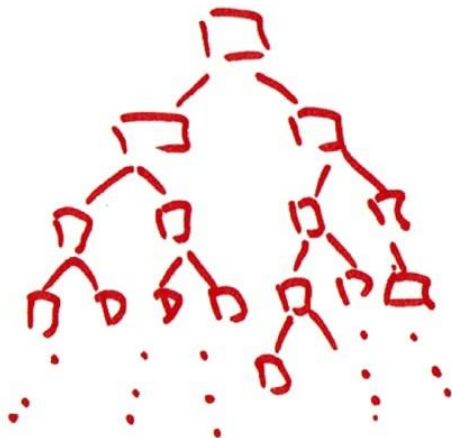


## Decision trees are prone to 'overfitting'

- Decision Tree is a powerful algorithm that can adapt well and capture various patterns in the data
- If allowed to grow fully, they become over-complex & tend to fit even the noise
- Thus, a fully grown tree may not 'generalize' well on test or new unseen data



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Train	Test
-------	------

M1	?
M2	?
M3	?

TRAIN	TEST
-------	------

**+Error**

.....

TRAIN	TEST	TRAIN
-------	------	-------

.....

.....

TRAIN	TEST	TRAIN
-------	------	-------

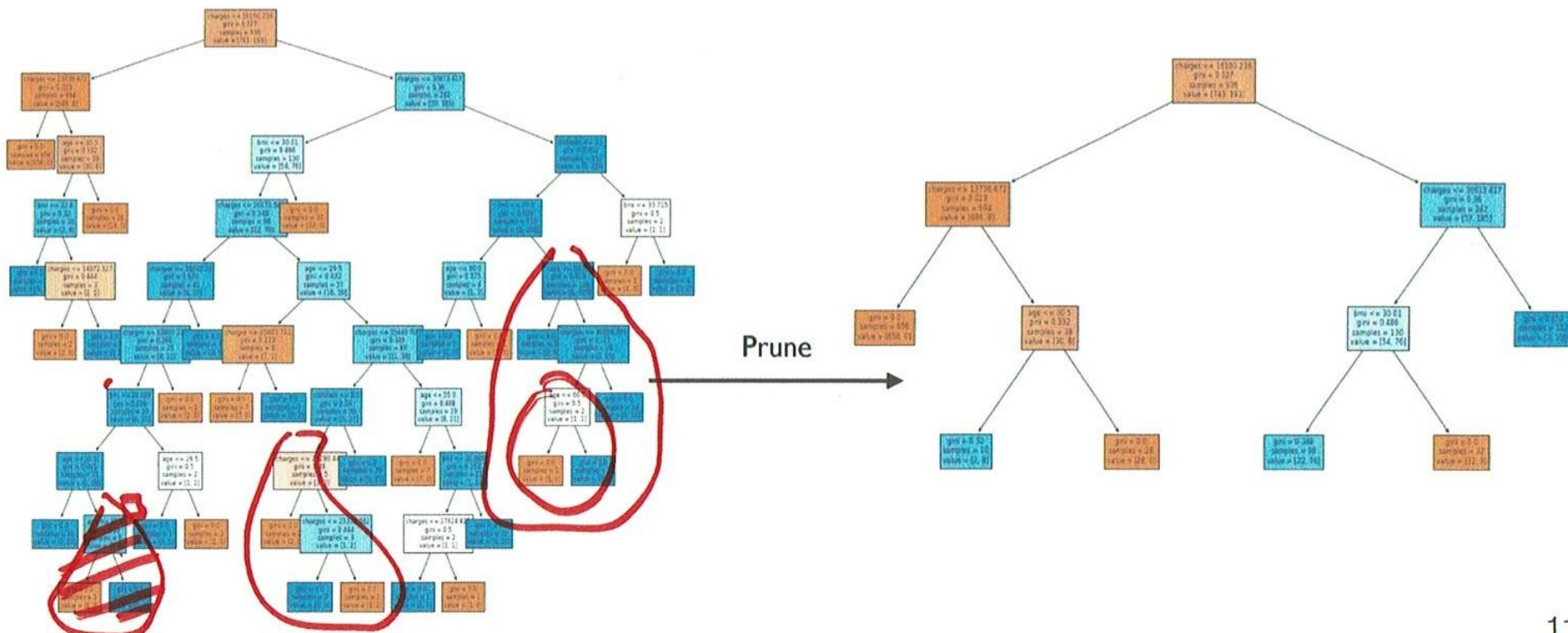
# Post-Pruning: Cost-complexity pruning

1.

- Starting from the Full tree, create a sequence of trees that are sequentially smaller (pruned)
- At each step the algorithm
  - try removing each possible subtree
  - find the 'relative error decrease per node' for that subtree - Complexity parameter,  $\alpha$
  - And remove the subtree with the minimum  $\alpha$
- With the list of subtrees, one usually reverts back to using cross-validation errors to find the best final pruned tree

# Pruning

- Ideally we would like a tree that does not over-fit the given data
- One popular and simple way to prune a decision tree is by limiting the depth of the tree to avoid over fitting.
- For example the tree on the right below is generated with a max depth of 2 while the tree on the left has no depth restriction (and hence overfits the data)



SMALL

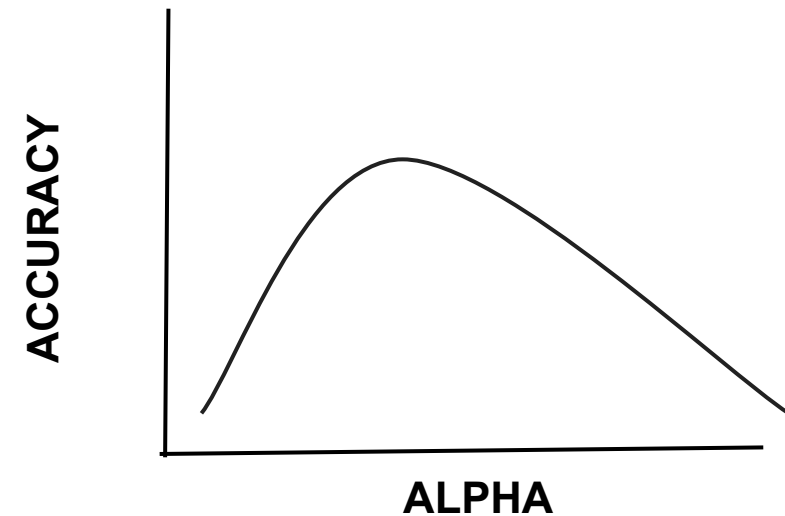
COMPLEX

	ERROR	ALPHA
$T_0$		
$T_1$		
$T_2$		
$T_3$		
...		
....		
$T_m$		

SIMPLE

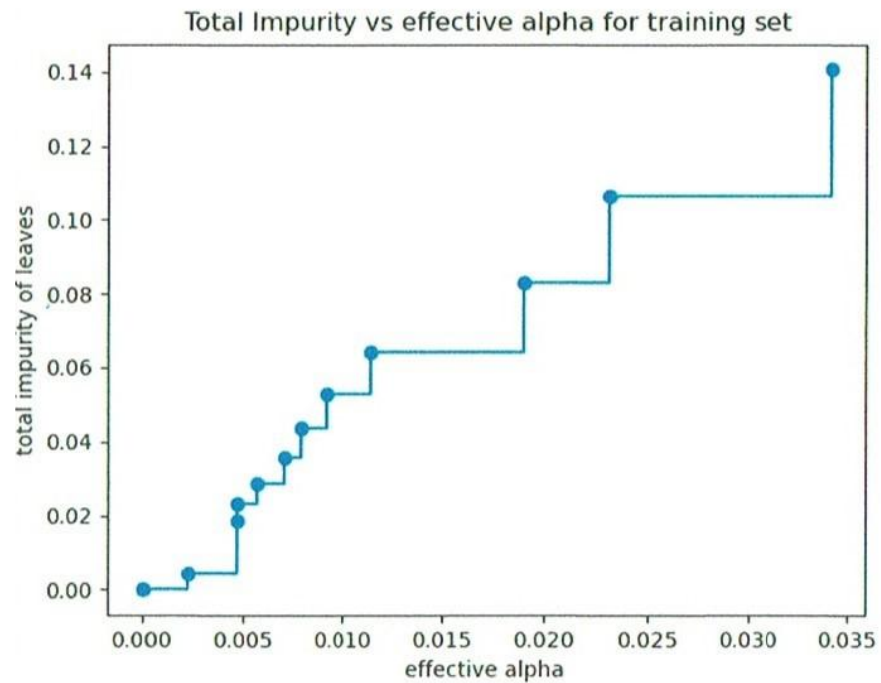
LARGE

Alpha decreases, impurity increases, complexity decreases

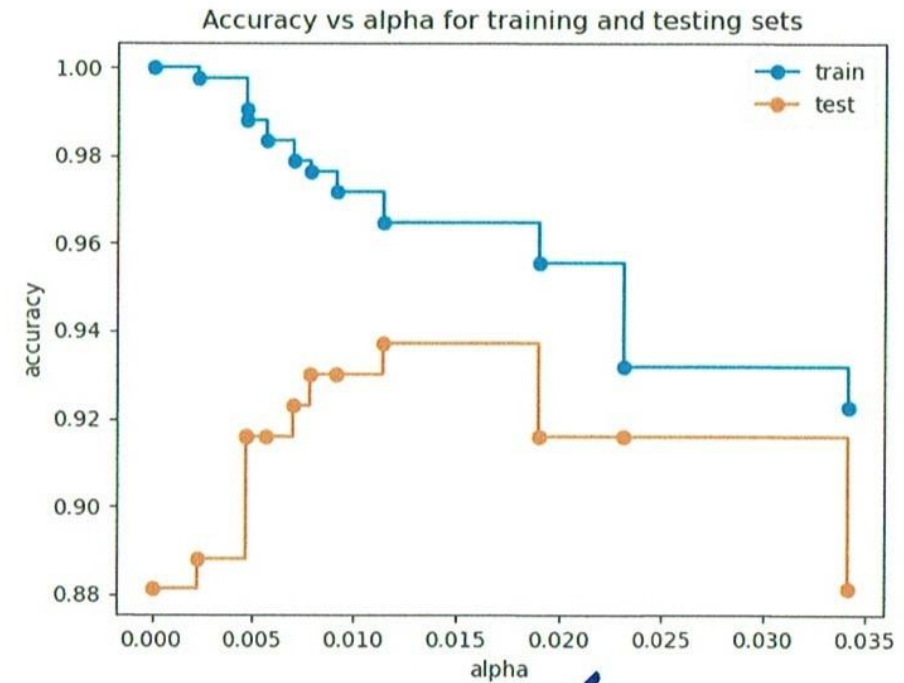


$$\text{ALPHA} = (\text{Error (Pruned)} - \text{Error (original)}) / (\text{Number of nodes reduced})$$





$\alpha$

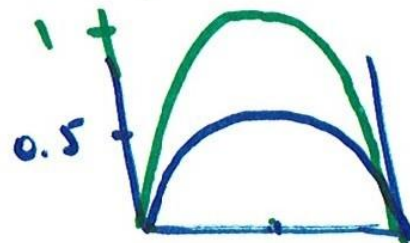


$\alpha$

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# Impurity Measures in Decision Trees

	GINI INDEX	ENTROPY	INFORMATION GAIN	VARIANCE
<b>When to use</b>	<u>Classification</u>	<u>Classification</u>	<u>Classification</u>	<u>Regression</u>
<b>Formula</b>	$1 - \sum p_i^2$	$-\sum p_i \log(p_i)$	$E(Y) - E(Y X)$	$\sum (x - \bar{x})^2 / N$
<b>Range</b>	0 to 0.5 0 = most pure 0.5 = most impure	0 to 1 0 = most pure 1 = most impure	0 to 1 0 = less gain 1 = more gain	$\geq 0$
<b>Characteristics</b>	Easy to compute Non-additive	Computationally intensive Additive	Computationally intensive	The most common measure of spread



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