

## Decision Trees and Random Forest

Unfortunately there is no one clear algorithm on how to build binary decision trees and random forests. Rather each has its own set of preliminaries.

We start with our training data  $\mathcal{D} = \{(\mathbf{X}_1, Y_1), \dots, (\mathbf{X}_n, Y_n)\}$  where  $\mathbf{X}_i \in [0, 1]^d$  and  $Y_i \in \mathcal{R}$  is a continuous response. Random forests are often used in setups with a large amount of input variables of which only a few actually determine the response.

**Decision Tree** A decision tree is a collection of recursive binary splits which aim to partition the data into more and more homogeneous groups. At each step, one variable and one split point are chosen which determine how the data will be partitioned. Consider the following example:

The question arising now is how to choose the splitting dimension and the split point. Breiman et al. (1984) proposed a heuristic for choosing the split point. The variance of a node  $\mathbf{t}$  is given by

$$\hat{\Delta}(\mathbf{t}) = \frac{1}{N(\mathbf{t})} \sum_{\mathbf{x}_i \in \mathbf{t}} (Y_i - \hat{Y}_{\mathbf{t}})^2$$

where  $\hat{Y}_{\mathbf{t}}$  is the sample mean of the responses and  $N(\mathbf{t})$  is the number of observations in node  $\mathbf{t}$  respectively. To assess the quality of a split, we consider the change in variance:

$$\hat{\Delta}(s; \mathbf{t}) = \hat{\Delta}(\mathbf{t}) - [\hat{P}(\mathbf{t}_L) \hat{\Delta}(\mathbf{t}_L) + \hat{P}(\mathbf{t}_R) \hat{\Delta}(\mathbf{t}_R)]$$

with  $\hat{P}(\mathbf{t}_L) = \frac{N(\mathbf{t}_L)}{N(\mathbf{t})}$  and  $\hat{P}(\mathbf{t}_R) = \frac{N(\mathbf{t}_R)}{N(\mathbf{t})}$  being the fractions of observations falling into the left and right child node respectively.

The estimator for a terminal node  $\mathbf{t}$  is given by the sample mean of all observations falling into that node:  $\hat{Y} = \hat{Y}_{\mathbf{t}}$ .

While single decision trees have been empirically shown to have rather low biases, they do exhibit high variance. This is the main motivation for Random Forest.

Another remedy to reduce the variance of a decision tree while trying to keep the favorable property of low bias was proposed by Breiman (1996). This is the Random Forest.

## Literature Overview

The theoretical properties of random forests have been studied quite intensively in the last couple of years. Decision trees are known to be biased estimators. It is especially the data-dependency of the splitting points which complicates the analysis of random forest estimators. In the literature, the conditions for consistency of data-independent estimators have been proposed by Stone (1977). Decision trees being biased, Breiman (1996) was the first to show consistency results for an algorithm which more closely resembles the original random forest. Klusowski (2019) adds to the literature by proving consistency for a more general class of response surfaces which go beyond the linear case.