

Unit 4: Classification and Prediction

What is Classification?

- Is a data mining technique used to predict the category of categorical data by building a model based on some predictor variables(to classify data).
- Predictor variable/ attribute is called class label attribute(predefined class)
- Following are the **examples** of cases where the data analysis task is Classification:
- A bank loan officer wants to analyze the data in order to know which customers (loan applicant) are risky or which are safe.

What is classification?

- A marketing manager at a company needs to analyze a customer with a given profile, who will buy a new computer.
- In both of the above examples, a model or classifier is constructed to predict the categorical labels.
- These labels are risky or safe for loan application data and yes or no for marketing data.

How does classification work?

- It is a two-step process:
 1. Model Construction (learning step or training phase)
 - build a model to explain the target concept
 - model is represented as classification rules, decision trees, or mathematical formulae.
 2. Model Usage
 - is used for classifying future or unknown cases
 - estimate the accuracy of the model

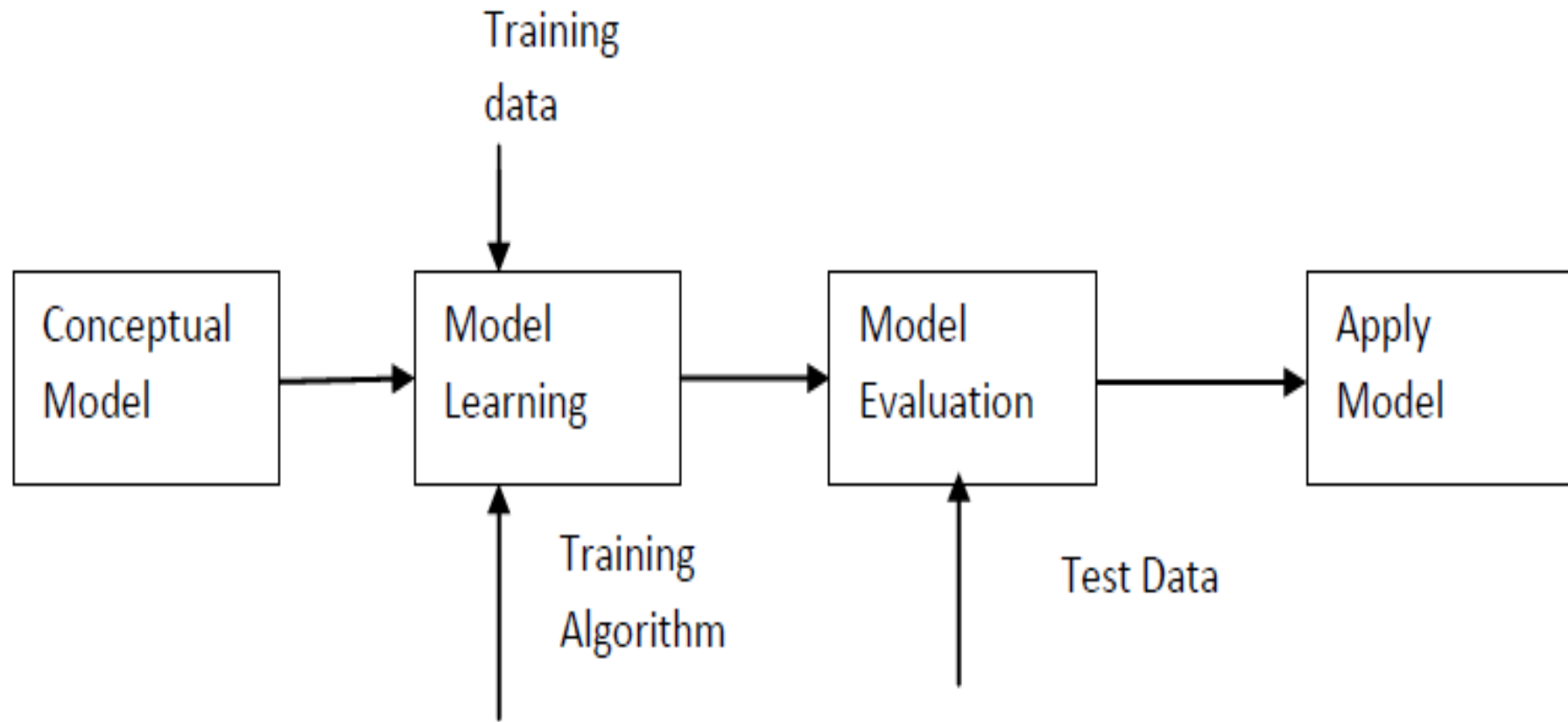
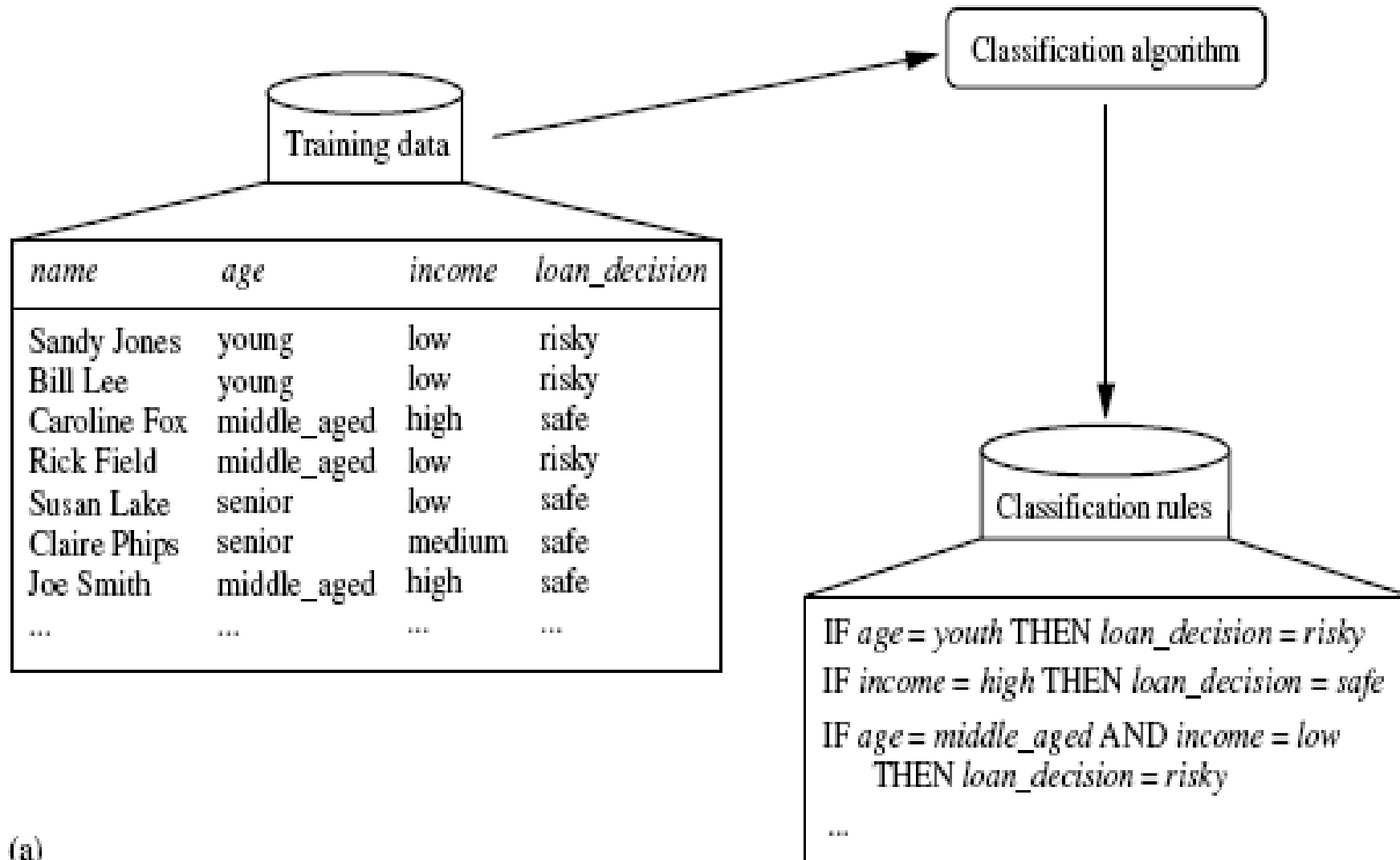


Fig: Stages in classification

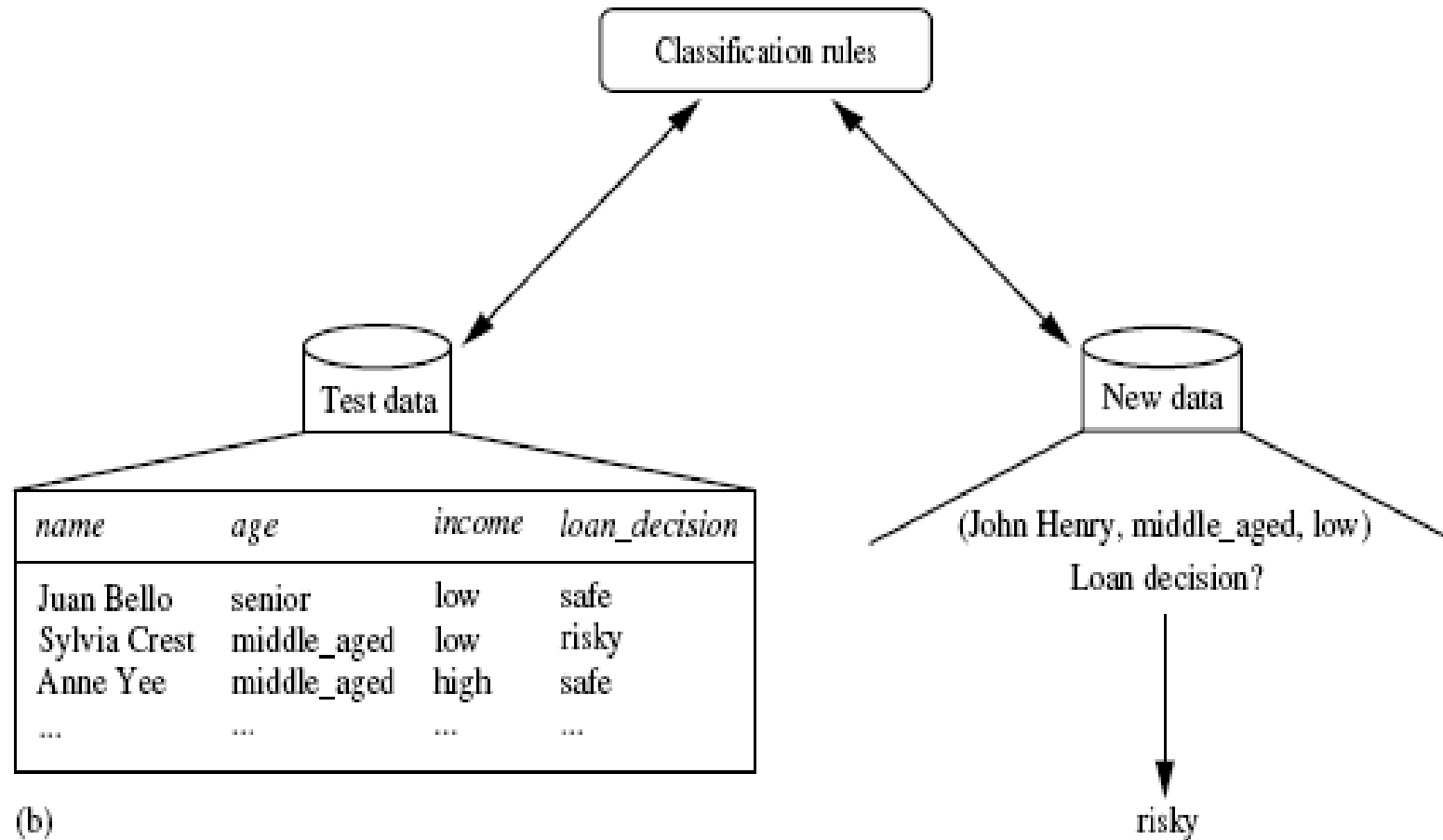
Building the Classifier or Model

For example, Consider the following set training data:

<i>RID</i>	<i>age</i>	<i>income</i>	<i>student</i>	<i>credit_rating</i>	<i>Class: buys_computer</i>
1	youth	high	no	fair	no
2	youth	high	no	excellent	no
3	middle_aged	high	no	fair	yes
4	senior	medium	no	fair	yes
5	senior	low	yes	fair	yes
6	senior	low	yes	excellent	no
7	middle_aged	low	yes	excellent	yes
8	youth	medium	no	fair	no
9	youth	low	yes	fair	yes
10	senior	medium	yes	fair	yes
11	youth	medium	yes	excellent	yes
12	middle_aged	medium	no	excellent	yes
13	middle_aged	high	yes	fair	yes
14	senior	medium	no	excellent	no

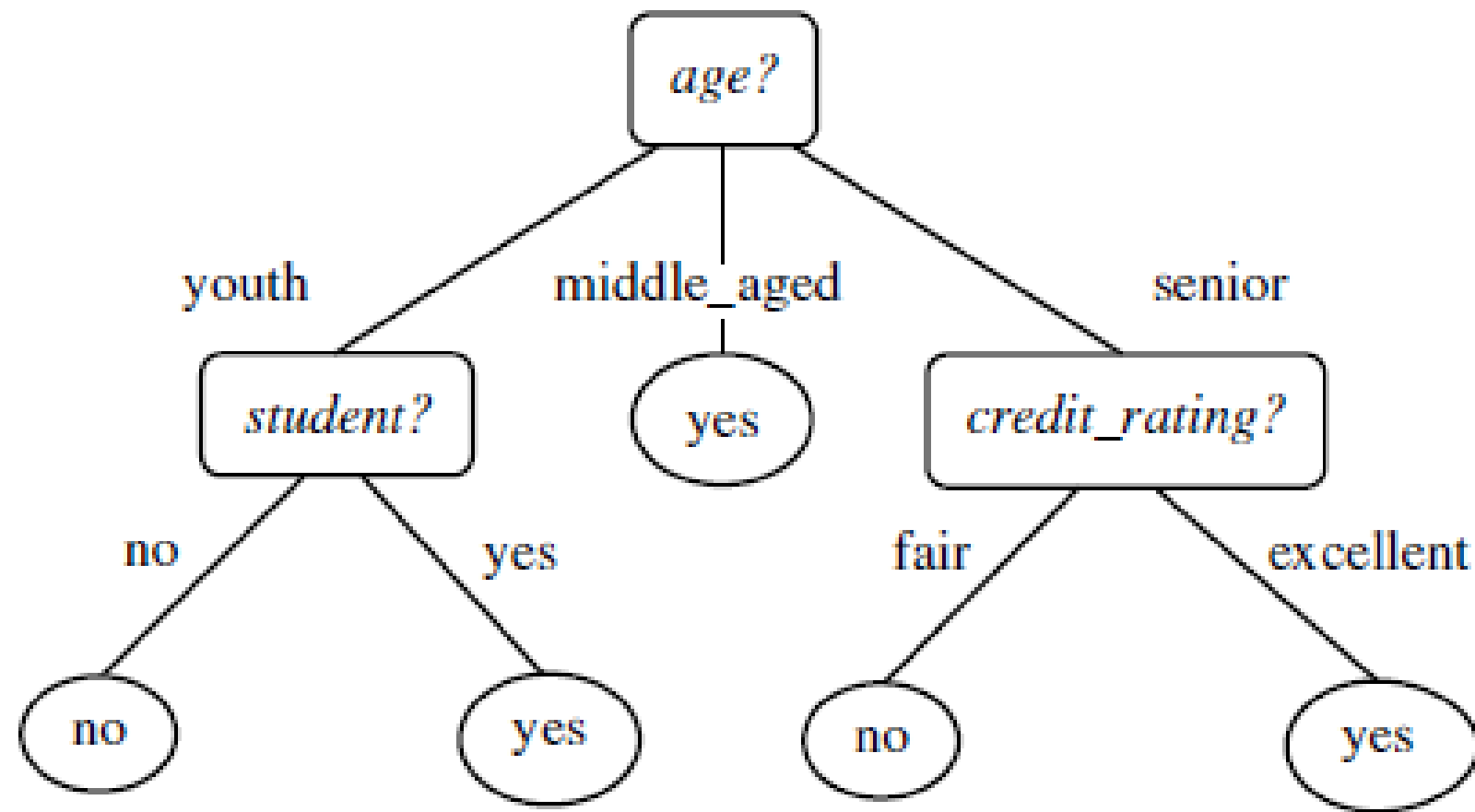


Using Classifier for Classification



Decision Tree classifier

- A decision tree is a flowchart-like tree structure, where each internal node (non-leaf node) denotes a test on an attribute, each branch represents an outcome of the test, and each leaf node (or terminal node) holds a class label.
- The topmost node in a tree is the root node.



How to Build Decision Tree?

- Generally, building a decision tree involved 2 steps:
 1. Tree construction: recursively split the tree according to selected attributes (conditions)
 2. Tree pruning: identify and remove the irrelevance branches – to increase classification accuracy.

How to Build Decision Tree?

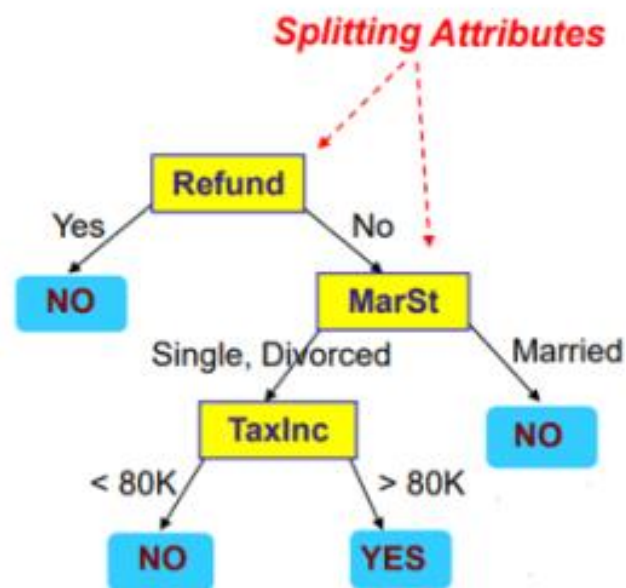
- In principle, there are exponentially many decision tree that can be construct from a given set of attributes.
- Finding the optimal tree is computationally infeasible because of the exponential size of the search space.
- Efficient algorithms has been develop to induce reasonably accurate, albeit suboptimal, decision tree in a reasonable amount of time.
- These algorithm usually employ a greedy strategy-making a series of locally optimal decisions about which attribute to use for partitioning the data.

Example of a Decision Tree

categorical
categorical
continuous
class

Tid	Refund	Marital Status	Taxable Income	Cheat
1	Yes	Single	125K	No
2	No	Married	100K	No
3	No	Single	70K	No
4	Yes	Married	120K	No
5	No	Divorced	95K	Yes
6	No	Married	60K	No
7	Yes	Divorced	220K	No
8	No	Single	85K	Yes
9	No	Married	75K	No
10	No	Single	90K	Yes

Training Data

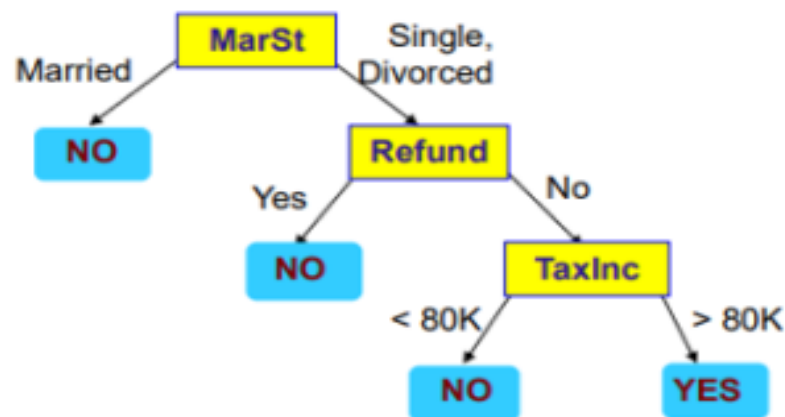


Model: Decision Tree

Another Example of Decision Tree

<i>Tid</i>	<i>Refund</i>	<i>Marital Status</i>	<i>Taxable Income</i>	<i>Cheat</i>
1	Yes	Single	125K	No
2	No	Married	100K	No
3	No	Single	70K	No
4	Yes	Married	120K	No
5	No	Divorced	95K	Yes
6	No	Married	60K	No
7	Yes	Divorced	220K	No
8	No	Single	85K	Yes
9	No	Married	75K	No
10	No	Single	90K	Yes

categorical
categorical
continuous
class



There could be more than one tree that fits the same data!

How is decision trees used for classification?

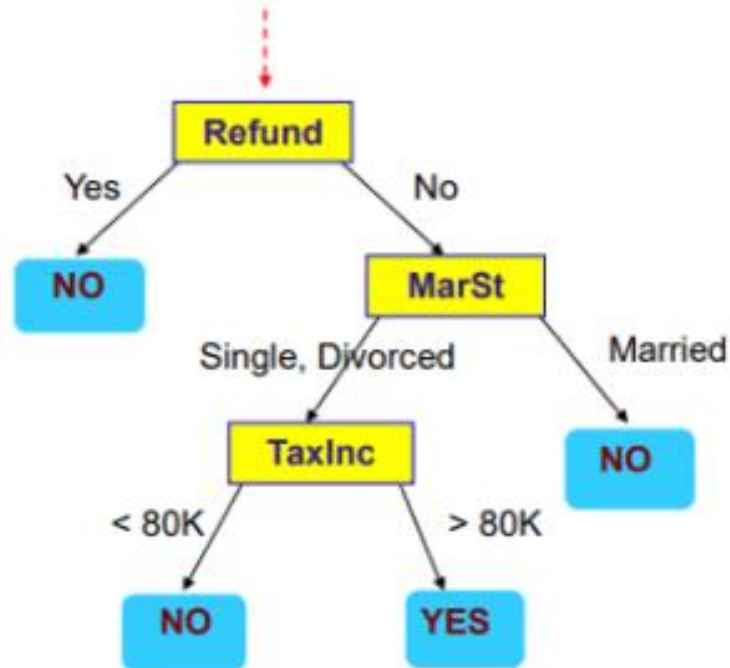
- Given a tuple, X , for which the associated class label is unknown, the attribute values of the tuple are tested against the decision tree.
- A path is traced from the root to a leaf node, which holds the class prediction for that tuple.
- Decision trees can easily be converted to classification rules.

Apply Model to Test Data

Test Data

Refund	Marital Status	Taxable Income	Cheat
No	Married	80K	?

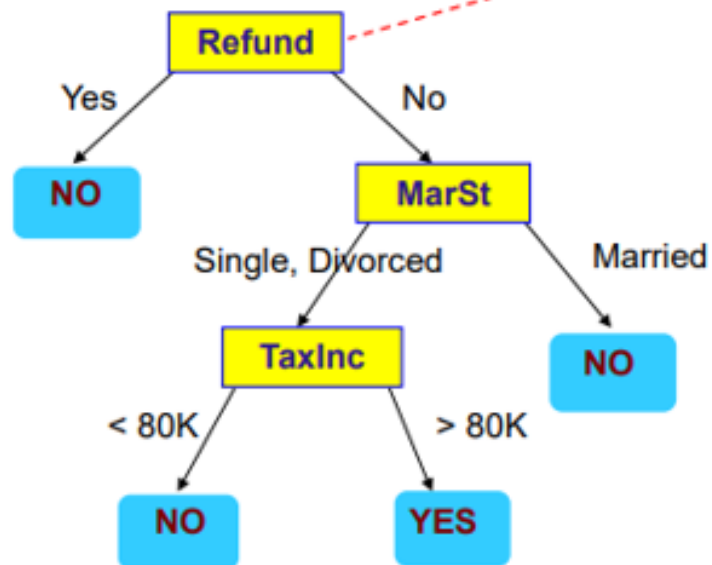
Start from the root of tree.



Apply Model to Test Data

Test Data

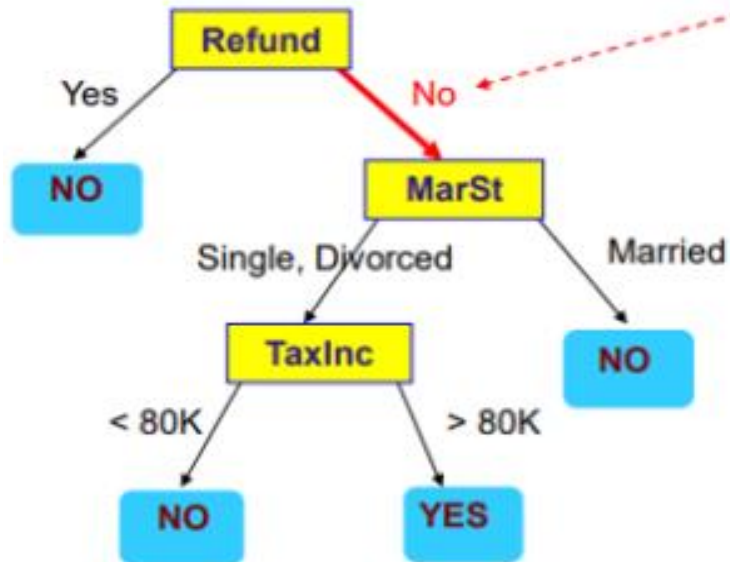
Refund	Marital Status	Taxable Income	Cheat
No	Married	80K	?



Apply Model to Test Data

Test Data

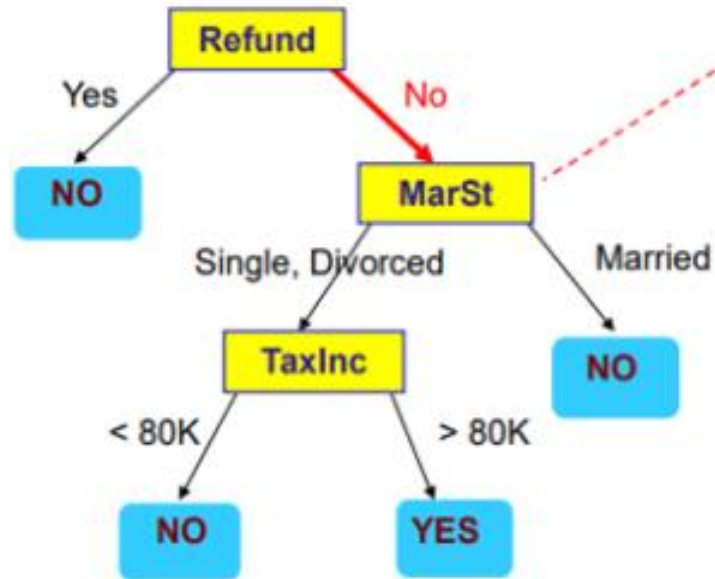
Refund	Marital Status	Taxable Income	Cheat
No	Married	80K	?



Apply Model to Test Data

Test Data

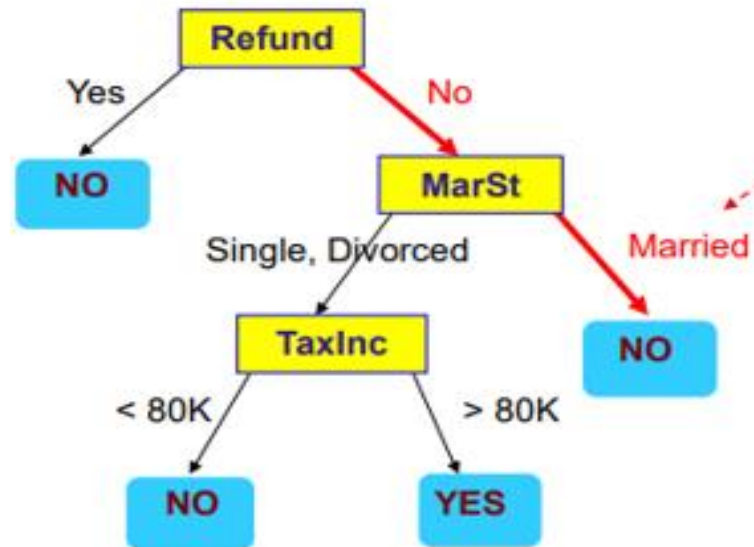
Refund	Marital Status	Taxable Income	Cheat
No	Married	80K	?



Apply Model to Test Data

Test Data

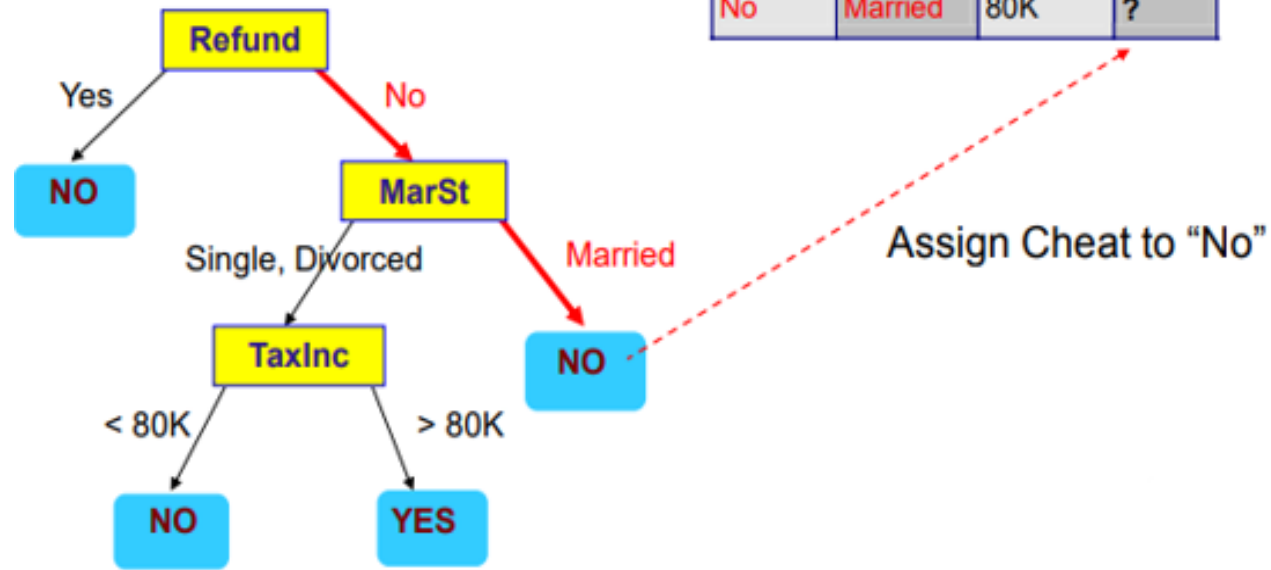
Refund	Marital Status	Taxable Income	Cheat
No	Married	80K	?



Apply Model to Test Data

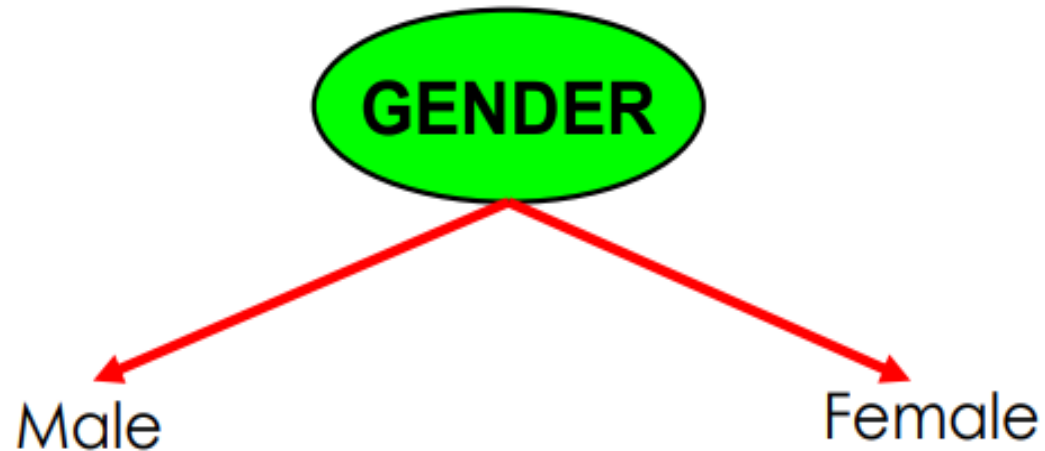
Test Data

Refund	Marital Status	Taxable Income	Cheat
No	Married	80K	?



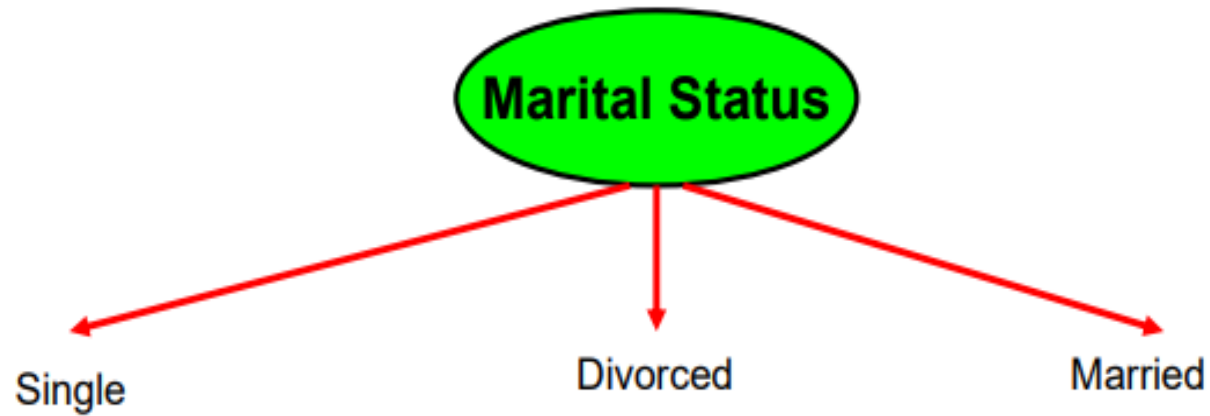
Methods for Expressing Attribute Test Condition

- a) **Binary Attributes** → generates two possible outcomes
(binary split)



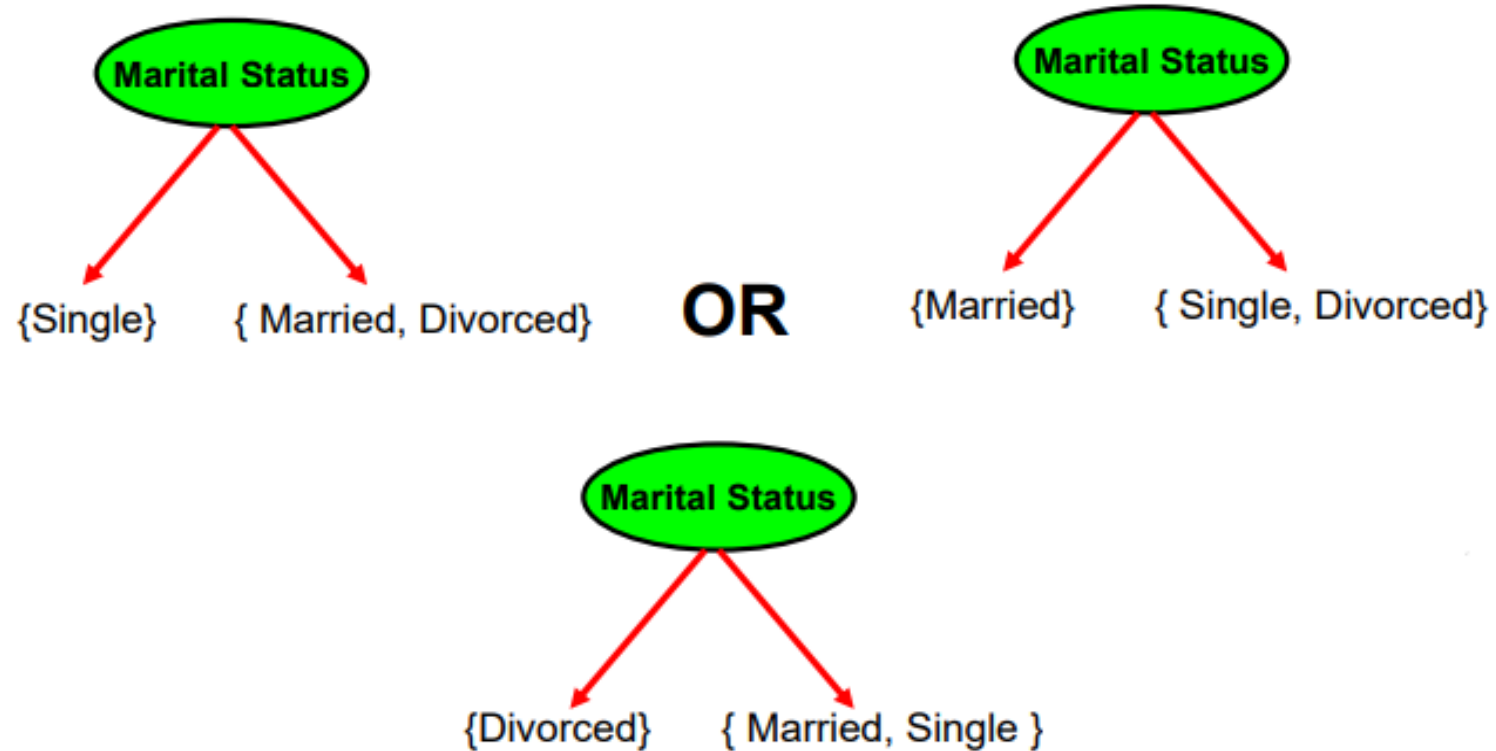
Methods for Expressing Attribute Test Condition

b) **Nominal Attributes** : Multiway split



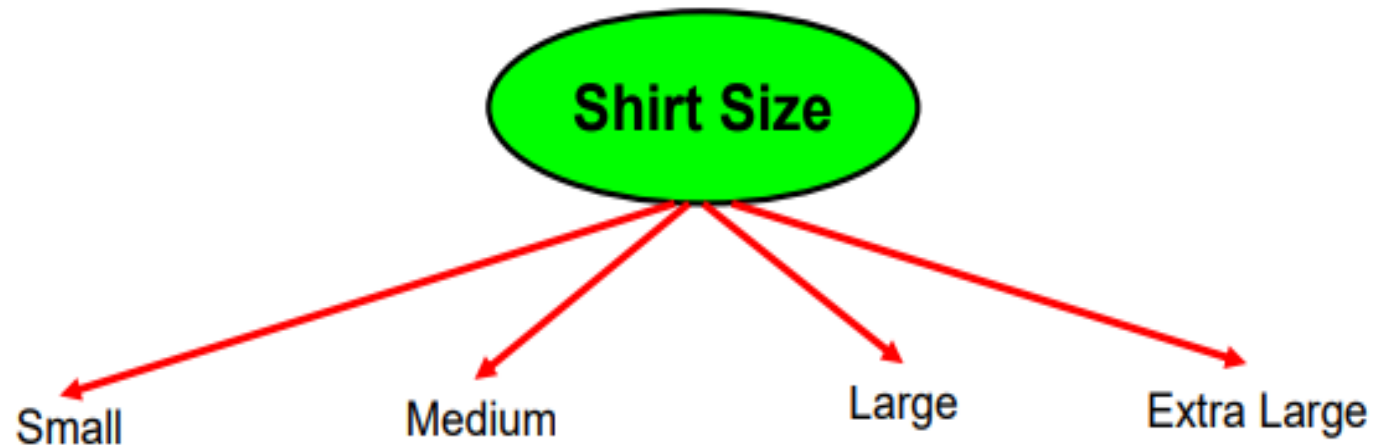
Methods for Expressing Attribute Test Condition

b) **Nominal Attributes** : Binary split (eg : in CART)



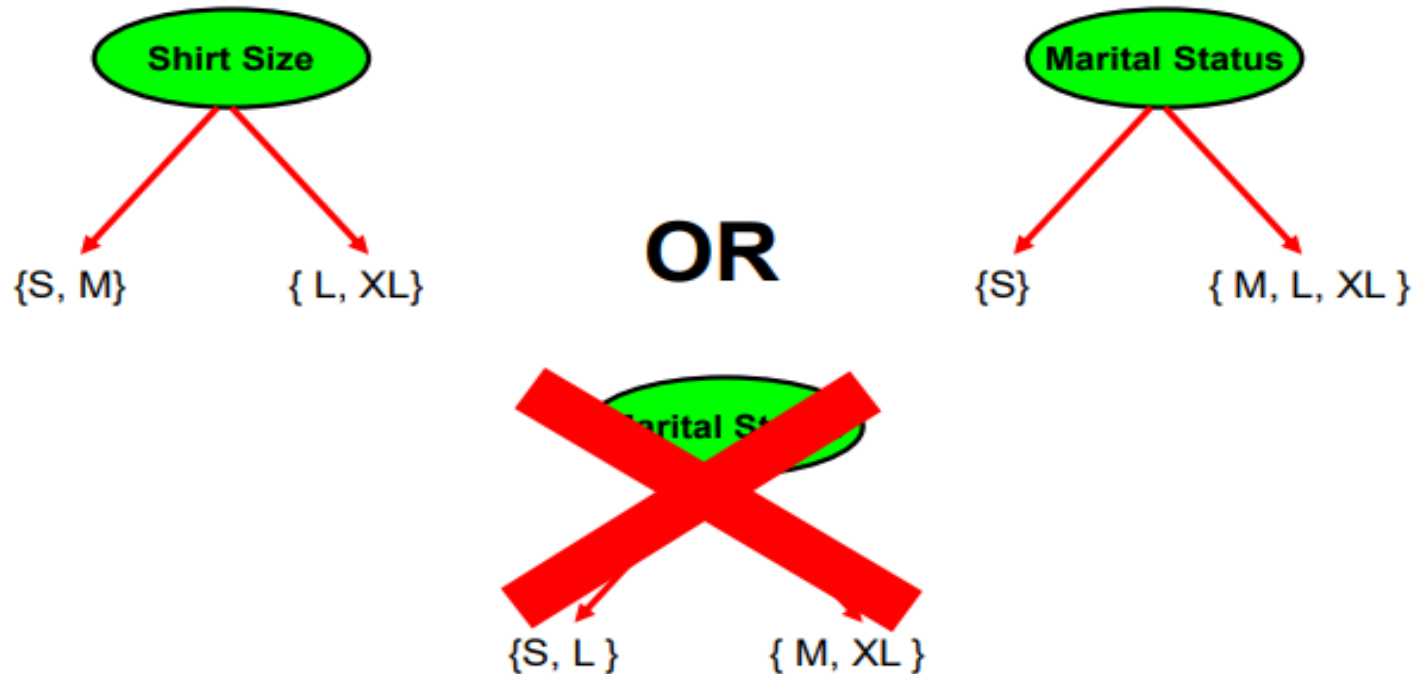
Methods for Expressing Attribute Test Condition

c) **Ordinal Attributes** : Multiway split



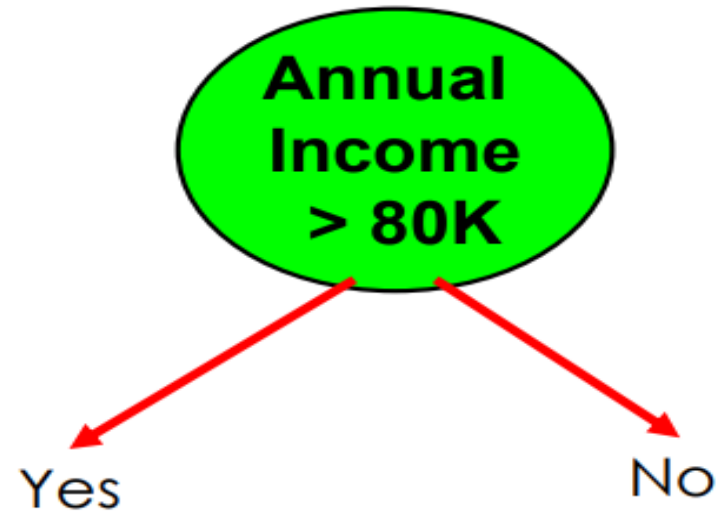
Methods for Expressing Attribute Test Condition

c) **Ordinal Attributes** : Binary split – as long as it does not violate the order property of the attribute values.



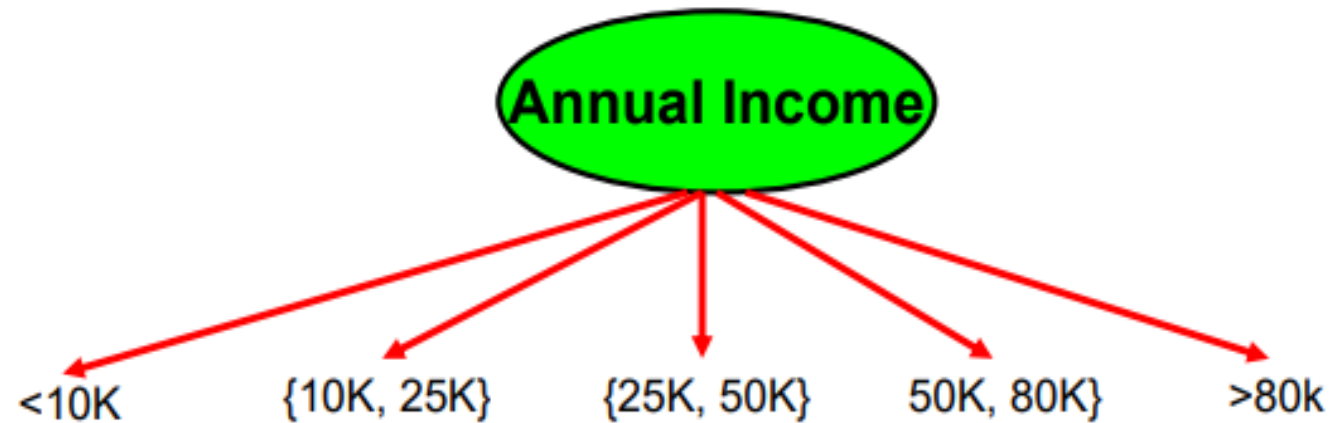
Methods for Expressing Attribute Test Condition

d) **Continuous Attributes** → Binary split



Methods for Expressing Attribute Test Condition

d) **Continuous Attributes** : Multiway split



Attribute Selection Measures

- An attribute selection measure is a heuristic for selecting the splitting criterion that “best” separates a given data partition, D , of class-labeled training tuples into individual classes.
- Attribute selection measures are also known as splitting rules because they determine how the tuples at a given node are to be split.
- There are three popular attribute selection measures—information gain, gain ratio, and gini index.

Information gain

- ID3 uses information gain as its attribute selection measure.
- The expected information needed to classify a tuple in D is given by

$$Info(D) = - \sum_{i=1}^m p_i \log_2(p_i),$$

where p_i is the probability that an arbitrary tuple in D belongs to class C_i and is estimated by $|C_i, D|/|D|$.

$Info(D)$ is also known as the entropy of D.

- Now, suppose we were to partition the tuples in D on some attribute A having v distinct values, $\{a_1, a_2, \dots, a_v\}$ as observed from the training data.
- Attribute A can be used to split D into v partitions or subsets, $\{D_1, D_2, \dots, D_v\}$, where D_j contains those tuples in D that have outcome a_j of A

$$Info_A(D) = \sum_{j=1}^v \frac{|D_j|}{|D|} \times Info(D_j).$$

$$Gain(A) = Info(D) - Info_A(D).$$

The **attribute A with the highest information gain, (Gain(A)), is chosen as the splitting attribute** at node N.

Example: Decision tree using information gain.

Class-labeled training tuples from the *AllElectronics* customer database.

<i>RID</i>	<i>age</i>	<i>income</i>	<i>student</i>	<i>credit_rating</i>	<i>Class: buys_computer</i>
1	youth	high	no	fair	no
2	youth	high	no	excellent	no
3	middle_aged	high	no	fair	yes
4	senior	medium	no	fair	yes
5	senior	low	yes	fair	yes
6	senior	low	yes	excellent	no
7	middle_aged	low	yes	excellent	yes
8	youth	medium	no	fair	no
9	youth	low	yes	fair	yes
10	senior	medium	yes	fair	yes
11	youth	medium	yes	excellent	yes
12	middle_aged	medium	no	excellent	yes
13	middle_aged	high	yes	fair	yes
14	senior	medium	no	excellent	no

- In this example, the class label attribute, buys computer, has two distinct values (namely, {yes, no}); therefore, there are two distinct classes (that is, $m = 2$).
- Let class C1 correspond to yes and class C2 correspond to no.
- There are nine tuples of class yes and five tuples of class no.

$$Info(D) = -\frac{9}{14}\log_2\left(\frac{9}{14}\right) - \frac{5}{14}\log_2\left(\frac{5}{14}\right) = 0.940 \text{ bits.}$$

Next, we need to compute the expected information requirement for each attribute.

- Let's start with the attribute age.
- We need to look at the distribution of yes and no tuples for each category of age.
- For the age category youth, there are two yes tuples and three no tuples.
- For the category middle aged, there are four yes tuples and zero no tuples.
- For the category senior, there are three yes tuples and two no tuples.

- The expected information needed to classify a tuple in D if the tuples are partitioned according to age is,

$$\begin{aligned} Info_{age}(D) &= \frac{5}{14} \times \left(-\frac{2}{5} \log_2 \frac{2}{5} - \frac{3}{5} \log_2 \frac{3}{5} \right) \\ &\quad + \frac{4}{14} \times \left(-\frac{4}{4} \log_2 \frac{4}{4} - \frac{0}{4} \log_2 \frac{0}{4} \right) \\ &\quad + \frac{5}{14} \times \left(-\frac{3}{5} \log_2 \frac{3}{5} - \frac{2}{5} \log_2 \frac{2}{5} \right) \\ &= 0.694 \text{ bits.} \end{aligned}$$

- Hence, the gain in information from such a partitioning would be

$$Gain(age) = Info(D) - Info_{age}(D) = 0.940 - 0.694 = 0.246 \text{ bits.}$$

- Similarly, we can compute $\text{Gain}(\text{income}) = 0.029$ bits, $\text{Gain}(\text{student}) = 0.151$ bits, and $\text{Gain}(\text{credit rating}) = 0.048$ bits.
- Because age has the highest information gain among the attributes, it is selected as the splitting attribute as shown in tree below:

