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Факультет Программной инженерии и компьютерных технологий

По дисциплине: Системы искусственного интеллекта

Лабораторная работа №3.

«Древо решений»

Вариант: Нечетный

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I. Задание

- 1. Для студентов с четным порядковым номером в группе датасет с классификацией грибов, а нечетным датасет с данными про оценки студентов инженерного и педагогического факультетов (для данного датасета нужно ввести метрику: студент успешный/неуспешный на основании грейда).
 - 2. Отобрать случайным образом sqrt(n) признаков.
- 3. Реализовать без использования сторонних библиотек построение дерева решений (numpy и pandas использовать можно).
- 4. Провести оценку реализованного алгоритма с использованием Accuracy, precision и recall.
 - 5. Построить AUC-ROC и AUC-PR.

II. Решение

Полный код можно посмотреть по ссылке

1. Реализовать построения дерева решений

Я выбираю порог в 4 балла для оценки результатов обучения студента. То есть, если GRADE меньше или равен 4, он будет оцениваться как «not passed», а более 4 будет оцениваться как «passed».

```
data = pd.read_csv("DATA.csv", index_col=0, sep=';')
data['Decision'] = data['GRADE'].apply(
    lambda x: "not passed" if x <= 4 else "passed")
X = data.iloc[:, :-2]
Y = data.iloc[:, -1]</pre>
```

Отобрать случайным образом sqrt(n) признаков.

Используйте библиотеку *train_test_split()*, чтобы разделить набор данных в соотношении 80:20. То есть 80% данных будет тренировочным набором, а остальные 20% — тестовым.

2. Реализовать построения дерева решений

* Код для построения дерева решений

```
class TreeNode:
   def __init__(self, feature_names, eps=0.03, depth=10, min_leaf_size=1):
       self.children = {}
       self.decision = None
       self.feature_names = feature_names
       self.split_feature_name = None
       self.split_feature_index = None
       self.eps = eps
        self.depth = depth
        self.min_leaf_size = min_leaf_size
   def get_entropy(self, x):
       entropy = 0
       for x_value in set(x):
            p = x[x == x_value].shape[0] / x.shape[0]
            entropy -= p * np.log2(p)
        return entropy
```

```
def information_gain(self, x, y):
    entropy = 0
    for x_value in set(x):
        sub_y = y[x == x_value]
        tmp_ent = self.get_entropy(sub_y)
        p = sub_y.shape[0]/y.shape[0]
        entropy += p*tmp_ent
    return self.get_entropy(y) - entropy
def fit(self, X, y):
    self._built_tree(X, y, 0)
def getMajorClass(self, y):
    sum = 0
    result = None
    for x in set(y):
        if np.sum(y == x) > sum:
            sum = np.sum(y == x)
            result = x
    return result
```

```
def _built_tree(self, X, y, depth):
    if (len(set(y))) == 1:
        self.decision = y[0]
        return
    if len(X[0]) == 0:
        self.decision = self.getMajorClass(y)
        return
    if depth > self.depth:
        self.decision = self.getMajorClass(y)
        return
    if len(y) < self.min_leaf_size:</pre>
        self.decision = self.getMajorClass(y)
        return
    self.children = {}
    best_feature_index = 0
    max_gain = 0
    for feature_index in range(len(X[0])):
        gain = self.information_gain(X[:, feature_index], y)
        if max_gain < gain:</pre>
            max_gain = gain
            best_feature_index = feature_index
```

```
if max_gain < self.eps:</pre>
    self.decision = self.getMajorClass(y)
    return
self.split feature name = self.feature names[best feature index]
self.split feature index = cols.index(self.split feature name)
for best feature in set(X[:, best feature index]):
    index = X[:, best_feature_index] == best_feature
    sub X = X[index]
    sub_X = np.delete(sub_X, best_feature_index, 1)
    sub_col = np.delete(self.feature_names, best_feature_index)
   # print(sub_X.shape)
    if len(X[index]) > 0:
        self.children[best_feature] = TreeNode(feature_names=sub_col)
        self.children[best_feature]._built_tree(
            sub_X, y[index], depth+1)
    else:
        self.children[best_feature] = TreeNode(
            feature names=sub col, depth=1)
        self.children[best_feature]._built_tree(
            sub_X, y[index], depth+1)
```

```
def predict(self, x):
    if self.decision is not None:
        return self.decision
    else:
        attr_val = x[self.split_feature_index]
        try:
            child = self.children[attr_val]
        except KeyError:
            return '?'
        return child.predict(x)
```

^{*} Пример дерева решения

```
:When 4 is 1:not passed
:When 4 is 2:When 7 is 1:passed
:When 4 is 2:When 7 is 2:not passed
:When 4 is 3:When 19 is 1:not passed
:When 4 is 3:When 19 is 2:When 17 is 1:When 7 is 1:not passed
:When 4 is 3:When 19 is 2:When 17 is 1:When 7 is 2:When 25 is 1:not passed
:When 4 is 3:When 19 is 2:When 17 is 1:When 7 is 2:When 25 is 2:not passed
:When 4 is 3:When 19 is 2:When 17 is 2:When 10 is 1:When 25 is 1:not passed
:When 4 is 3:When 19 is 2:When 17 is 2:When 10 is 1:When 25 is 2:not passed :When 4 is 3:When 19 is 2:When 17 is 2:When 10 is 1:When 25 is 3:When 7 is 1:not passed
:When 4 is 3:When 19 is 2:When 17 is 2:When 10 is 1:When 25 is 3:When 7 is 2:not passed
:When 4 is 3:When 19 is 2:When 17 is 2:When 10 is 2:When 7 is 1:When 25 is 2:not passed
:When 4 is 3:When 19 is 2:When 17 is 2:When 10 is 2:When 7 is 1:When 25 is 3:not passed
:When 4 is 3:When 19 is 2:When 17 is 2:When 10 is 2:When 7 is 2:not passed
:When 4 is 3:When 19 is 2:When 17 is 2:When 10 is 3:When 25 is 2:passed
:When 4 is 3:When 19 is 2:When 17 is 2:When 10 is 3:When 25 is 3:not passed
:When 4 is 3:When 19 is 2:When 17 is 3:When 25 is 2:not passed
:When 4 is 3:When 19 is 2:When 17 is 3:When 25 is 3:When 7 is 1:passed
:When 4 is 3:When 19 is 2:When 17 is 3:When 25 is 3:When 7 is 2:When 10 is 1:not passed
:When 4 is 3:When 19 is 2:When 17 is 3:When 25 is 3:When 7 is 2:When 10 is 2:passed
:When 4 is 3:When 19 is 2:When 17 is 4:not passed
:When 4 is 3:When 19 is 3:When 10 is 1:When 17 is 2:When 7 is 1:passed
:When 4 is 3:When 19 is 3:When 10 is 1:When 17 is 2:When 7 is 2:not passed
:When 4 is 3:When 19 is 3:When 10 is 1:When 17 is 3:not passed
:When 4 is 3:When 19 is 3:When 10 is 1:When 17 is 4:not passed
:When 4 is 3:When 19 is 3:When 10 is 1:When 17 is 5:not passed
:When 4 is 3:When 19 is 3:When 10 is 2:not passed
:When 4 is 4:When 17 is 1:When 19 is 2:When 10 is 1:When 7 is 1:passed
:When 4 is 4:When 17 is 1:When 19 is 2:When 10 is 1:When 7 is 2:When 25 is 2:passed
:When 4 is 4:When 17 is 1:When 19 is 2:When 10 is 1:When 7 is 2:When 25 is 3:not passed
:When 4 is 4:When 17 is 1:When 19 is 2:When 10 is 3:not passed
:When 4 is 4:When 17 is 1:When 19 is 3:not passed
```

```
:When 4 is 4:When 17 is 2:When 19 is 1:When 7 is 1:not passed
:When 4 is 4:When 17 is 2:When 19 is 1:When 7 is 2:passed
:When 4 is 4:When 17 is 2:When 19 is 2:When 10 is 1:When 7 is 1:passed
:When 4 is 4:When 17 is 2:When 19 is 2:When 10 is 1:When 7 is 2:not passed
:When 4 is 4:When 17 is 2:When 19 is 2:When 10 is 2:passed
:When 4 is 4:When 17 is 2:When 19 is 2:When 10 is 3:When 25 is 2:passed
:When 4 is 4:When 17 is 2:When 19 is 2:When 10 is 3:When 25 is 3:passed
:When 4 is 4:When 17 is 2:When 19 is 3:When 7 is 1:When 10 is 1:passed
:When 4 is 4:When 17 is 2:When 19 is 3:When 7 is 1:When 10 is 3:not passed
:When 4 is 4:When 17 is 2:When 19 is 3:When 7 is 2:not passed
:When 4 is 4:When 17 is 3:When 10 is 1:not passed
:When 4 is 4:When 17 is 3:When 10 is 2:passed
:When 4 is 4:When 17 is 3:When 10 is 3:When 19 is 1:passed
:When 4 is 4:When 17 is 3:When 10 is 3:When 19 is 3:not passed
:When 4 is 4:When 17 is 4:not passed
:When 4 is 4:When 17 is 5:not passed
:When 4 is 5:When 25 is 2:When 7 is 1:passed
:When 4 is 5:When 25 is 2:When 7 is 2:When 17 is 2:not passed
:When 4 is 5:When 25 is 2:When 7 is 2:When 17 is 3:passed
:When 4 is 5:When 25 is 3:When 10 is 1:not passed
:When 4 is 5:When 25 is 3:When 10 is 2:not passed
:When 4 is 5:When 25 is 3:When 10 is 3:When 7 is 1:passed
:When 4 is 5:When 25 is 3:When 10 is 3:When 7 is 2:not passed
```

* Пример предсказания результата

Поскольку мое дерево решений построено на дискретных переменных, будут случаи, когда оно не даст результата. В таких случаях я бы присвоил ему '?'

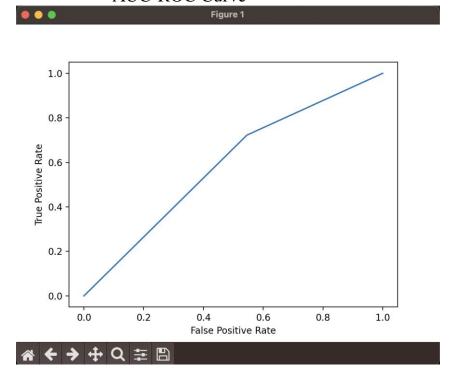
```
not passed
1
          passed
2
      not passed
3
          passed
4
5
          passed
      not passed
7
8
      not passed
9
      not passed
10
      not passed
11
12
      not passed
13
      not passed
14
          passed
15
      not passed
16
      not passed
17
      not passed
18
      not passed
19
          passed
20
21
      not passed
22
      not passed
23
      not passed
24
      not passed
25
          passed
26
      not passed
27
      not passed
28
          passed
```

3. Провести оценку реализованного алгоритма сиспользованием Accuracy, precision и recall.

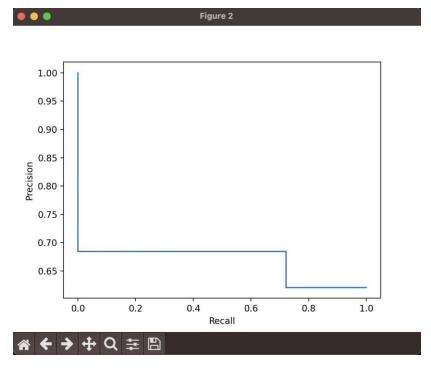
accuracy_score: 0.5862068965517241 precision_score: 0.5862068965517241 recall_score: 0.5862068965517241 Чтобы визуализировать сравнение качества двух моделей дерева решений, я построил два графика AUC-ROC и AUC-PR.

* Код для построения <u>AUC-ROC</u> и AUC-PR

AUC-ROC Curve



AUC-PR



5.Вывод

Построение модели дерева решений для классификации данных по алгоритму С4.5.

Использование характеристических параметров, таких как Accuracy, Precision, Recall для оценки и сравнения качества двухмоделей дерева решений.

Построение графики AUC-ROC и AUC-PR.