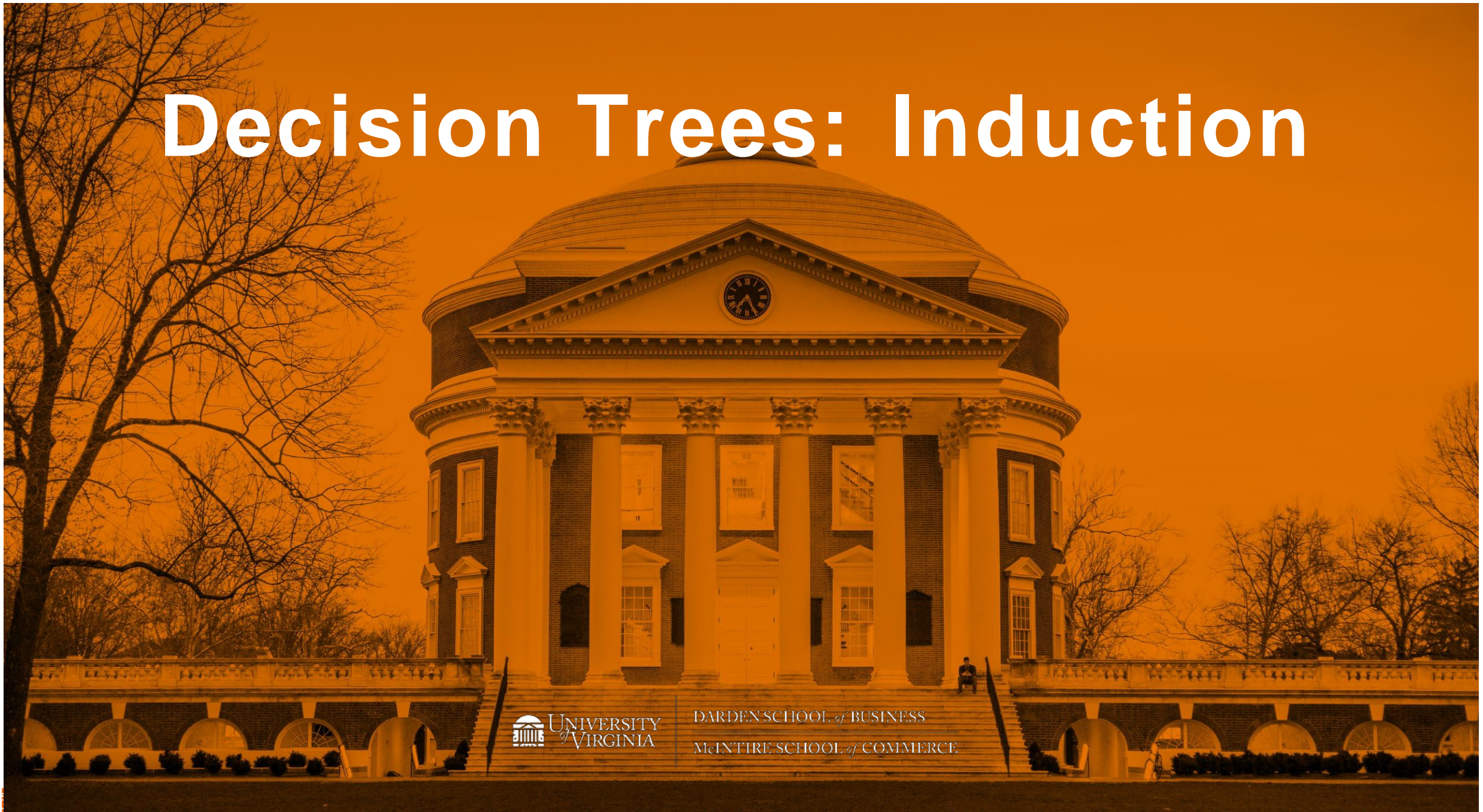


# Decision Trees: Induction



 UNIVERSITY  
of VIRGINIA

DARDEN SCHOOL of BUSINESS  
McINTIRE SCHOOL of COMMERCE

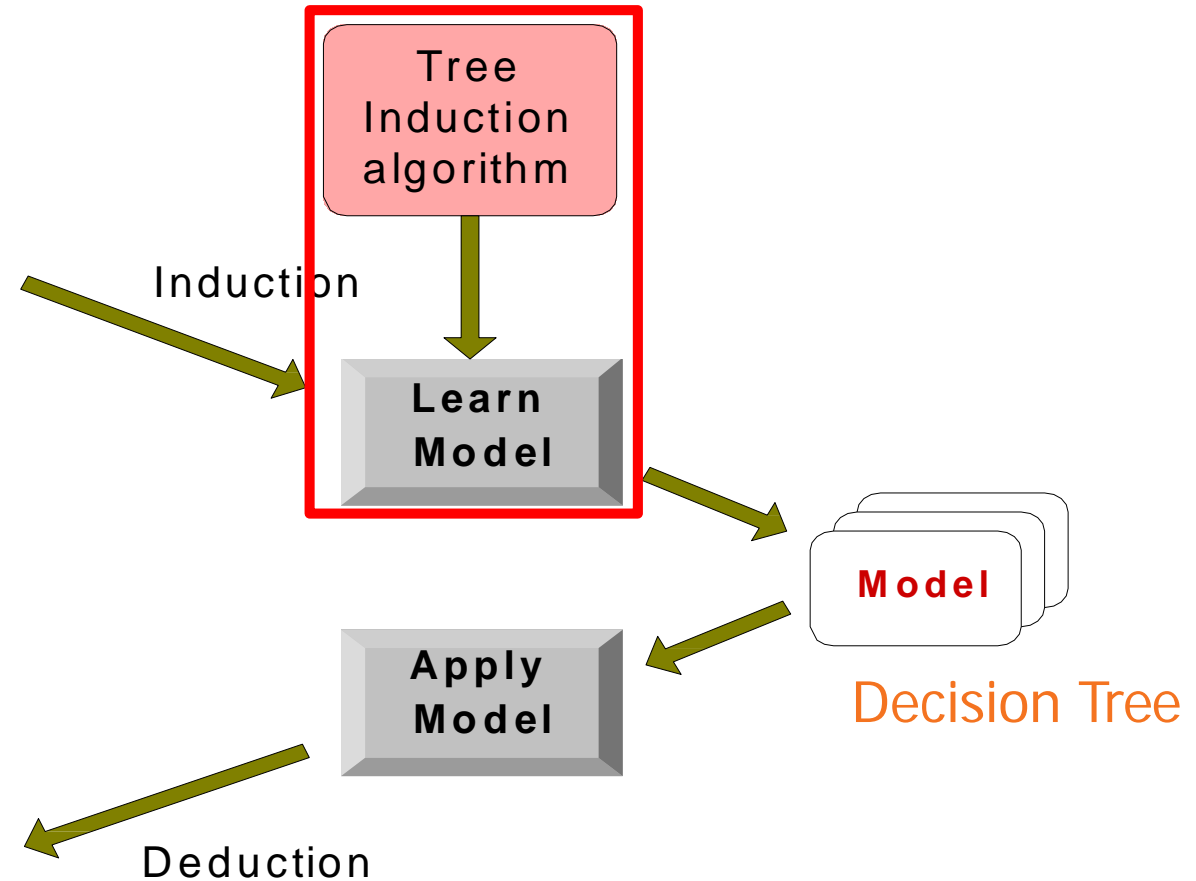
# TREE INDUCTION ALGORITHMS

Tid	Attrib1	Attrib2	Attrib3	Class
1	Yes	Large	125K	No
2	No	Medium	100K	No
3	No	Small	70K	No
4	Yes	Medium	120K	No
5	No	Large	95K	Yes
6	No	Medium	60K	No
7	Yes	Large	220K	No
8	No	Small	85K	Yes
9	No	Medium	75K	No
10	No	Small	90K	Yes

Training Set

Tid	Attrib1	Attrib2	Attrib3	Class
11	No	Small	55K	?
12	Yes	Medium	80K	?
13	Yes	Large	110K	?
14	No	Small	95K	?
15	No	Large	67K	?

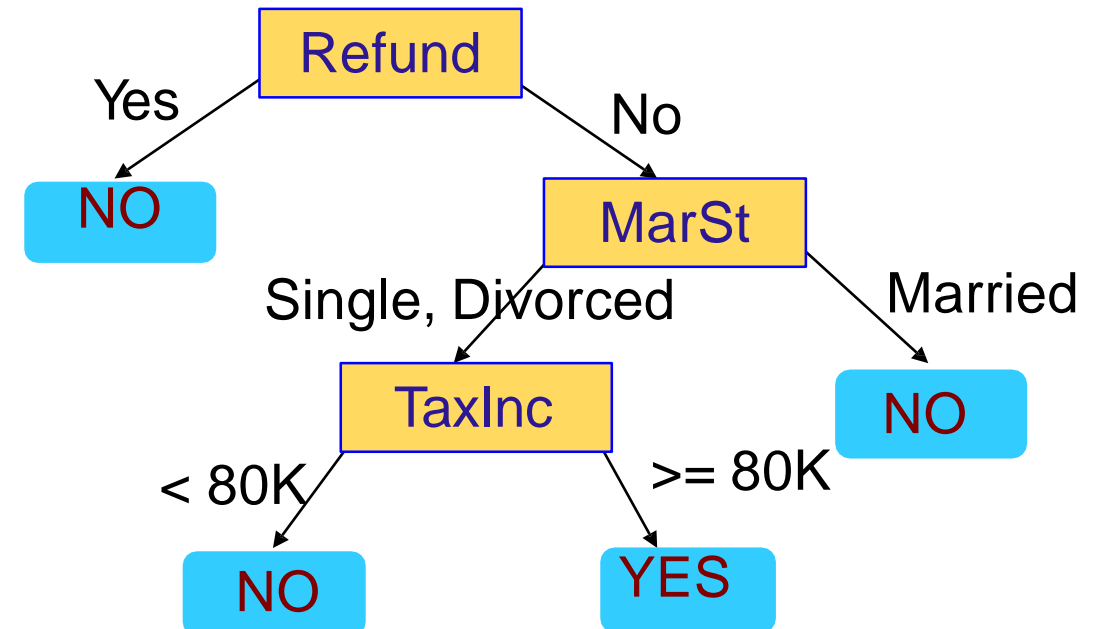
Test Set



## OUR PREVIOUS EXAMPLE...

class

<i>Tid</i>	Refund	Marital Status	Taxable Income	Fraud
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 Matrix

Decision Tree Model

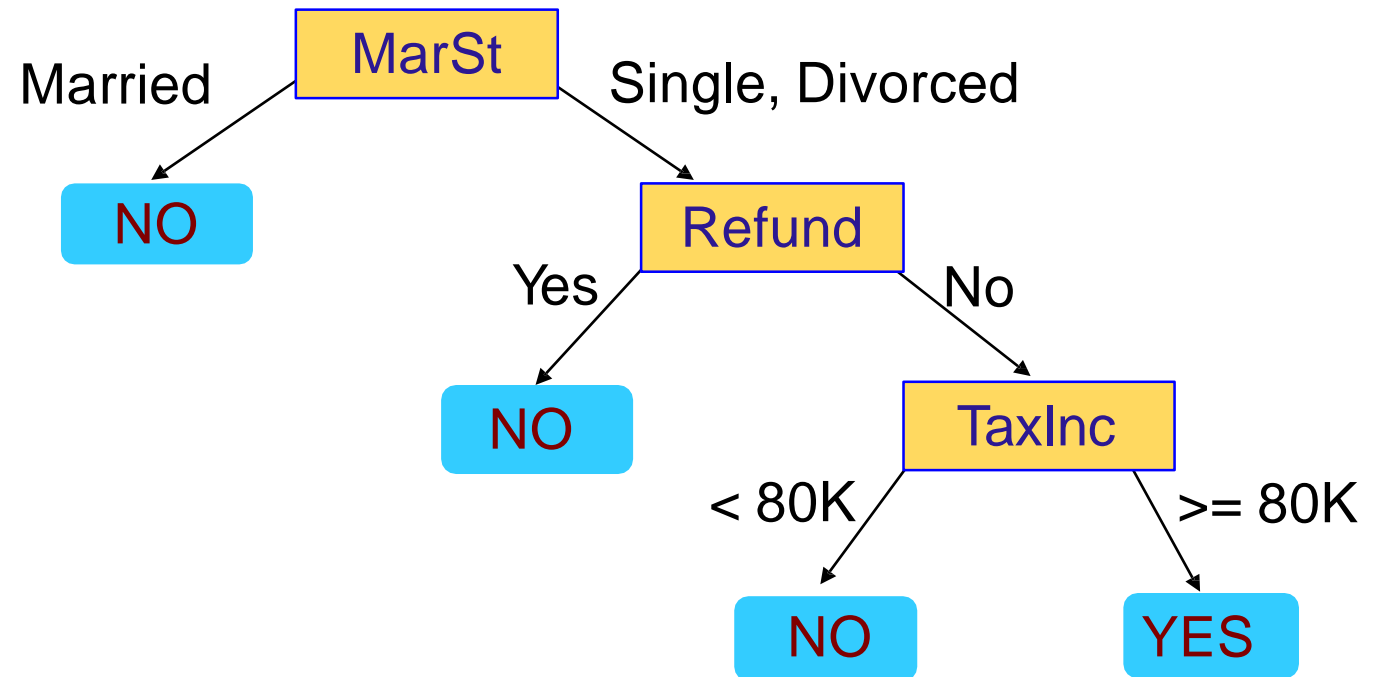




# A DIFFERENT MODEL!

class

<i>Tid</i>	Refund	Marital Status	Taxable Income	Fraud
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

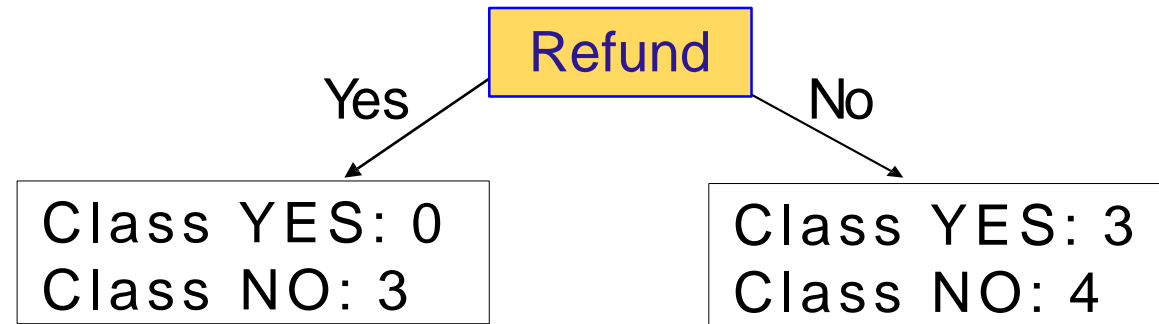


Training Data Matrix

Decision Tree Model



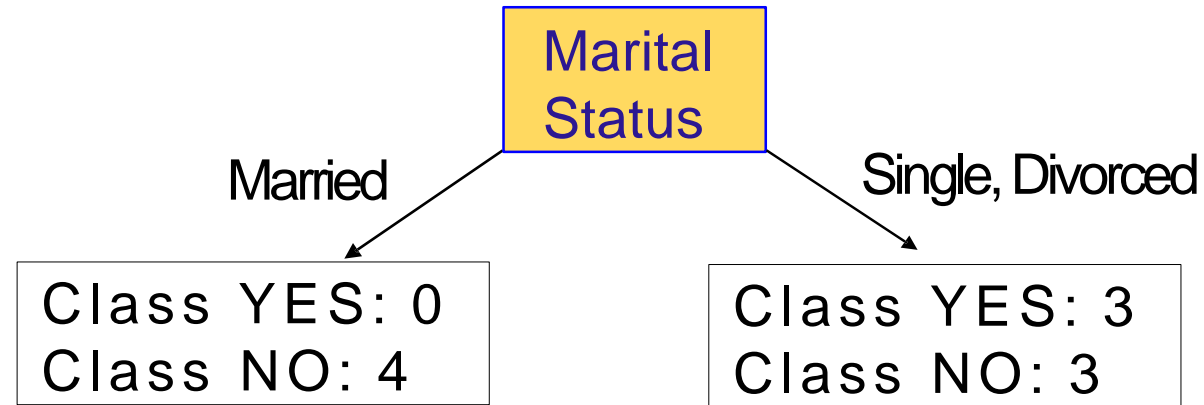
# ATTRIBUTE SELECTION



A pure node (all of the cases have the same class label)

A node with impurity (cases are more evenly distributed across classes)

# ATTRIBUTE SELECTION



A pure node (all of the cases have the same class label)

A node with impurity (more evenly distributed across classes)

# ATTRIBUTE SELECTION

Entropy at a given node  $\mathbf{t}$ :

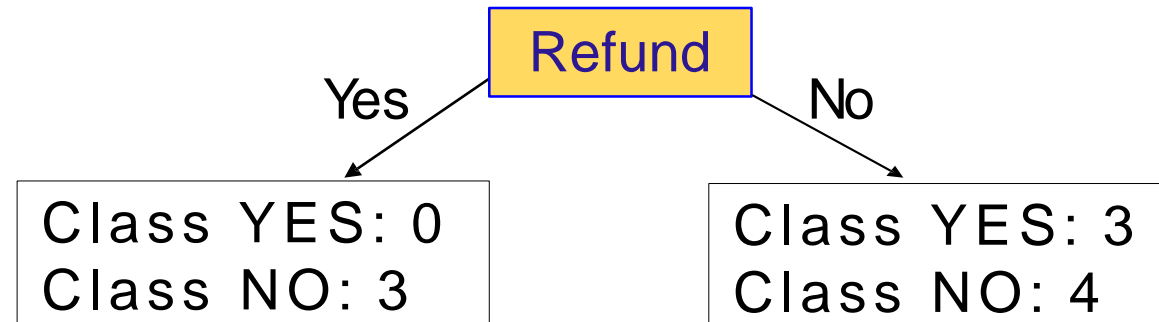
$$Entropy = - \sum_{i=0}^{c-1} p_i(\mathbf{t}) \log_2 p_i(\mathbf{t})$$

Where  $\mathbf{p}_i(\mathbf{t})$  is the frequency of class  $\mathbf{i}$  at node  $\mathbf{t}$ , and  $\mathbf{c}$  is the total number of classes

- Maximum entropy when records are equally distributed among all classes, implying the least beneficial situation for classification
- Minimum entropy when all records belong to one class, implying most beneficial situation for classification



# ATTRIBUTE SELECTION



$$P(\text{Class Yes}) = 0/3 = 0$$

$$P(\text{Class No}) = 3/3 = 1$$

$$\text{Entropy} = -0 \log_2 0 - 1 \log_2 1 = -0 - 0 = 0$$

$$P(\text{Class Yes}) = 3/7 = 0.43$$

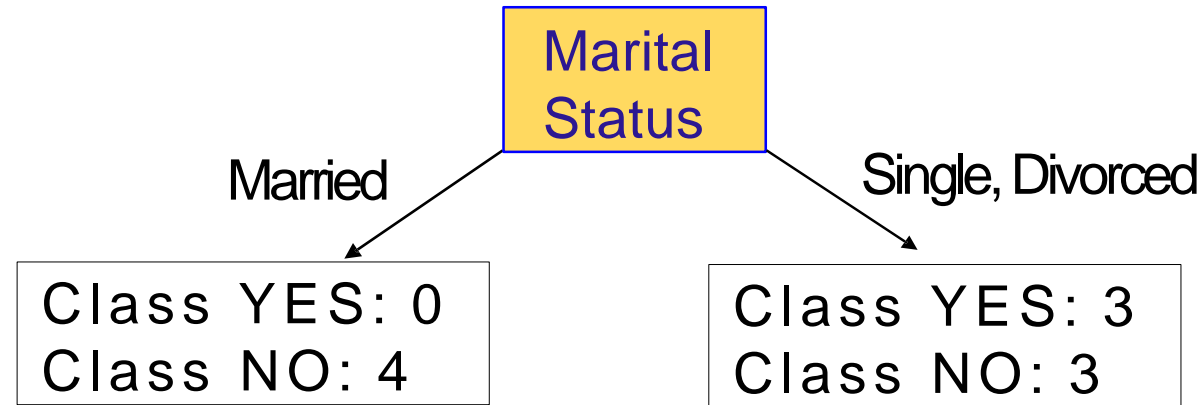
$$P(\text{Class No}) = 4/7 = 0.57$$

$$\begin{aligned}\text{Entropy} &= -(0.43) \log_2 (0.43) - (0.57) \log_2 (0.57) \\ &= - (0.43) \times (-1.22) - (0.57) \times (-0.81) \\ &= 0.52 + 0.46 = 0.98\end{aligned}$$





# ATTRIBUTE SELECTION



$$P(\text{Class Yes}) = 0/4 = 0$$

$$P(\text{Class No}) = 4/4 = 1$$

$$\text{Entropy} = -0 \log_2 0 - 1 \log_2 1 = -0 - 0 = 0$$

$$P(\text{Class Yes}) = 3/6 = 0.5$$

$$P(\text{Class No}) = 3/6 = 0.5$$

$$\begin{aligned} \text{Entropy} &= -(0.5) \log_2 (0.5) - (0.5) \log_2 (0.5) \\ &= - (0.5) \times (-1) - (0.5) \times (-1) \\ &= 0.5 + 0.5 = 1 \end{aligned}$$



# ATTRIBUTE SELECTION

Information Gain:

$$Gain_{split} = Entropy(p) - \sum_{i=1}^k \frac{n_i}{n} Entropy(i)$$

Parent node,  $p$  is split into  $k$  nodes (children)

$n_i$  is number of records in child node  $i$

- Choose the split that achieves most reduction (maximizes GAIN)
- Used in the ID3 and C4.5 decision tree algorithms



# ATTRIBUTE SELECTION

Parent Node:

Class YES: 3  
Class NO: 7

Tid	Refund	Marital Status	Taxable Income	Fraud
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

Yes

Refund

No

Class YES: 0  
Class NO: 3

Class YES: 3  
Class NO: 4

Married

Marital Status

Single, Divorced

Class YES: 0  
Class NO: 4

Class YES: 3  
Class NO: 3

$$\frac{3}{10} \log_2 \left( \frac{3}{10} \right) - \left( \frac{7}{10} \right) \log_2 \left( \frac{7}{10} \right) - (0.7) \times (-0.51) = 0.52 + 0.36 = 0.88$$

$$\frac{3}{10} \times (0) - \left( \frac{7}{10} \right) \times (0.98) = 0.19$$

Entropy at  
Parent Node

Entropy at  
Child Nodes

$$Gain_{split} = 0.88 - \left( \frac{4}{10} \right) \times (0) - \left( \frac{6}{10} \right) \times (1) = 0.28$$



