

| | from a random subset of the training data and a random set of Foatures. |
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| | The averaging effect reduces the total varionce and noise from each individual tree. |
| Hyperpa | rameters |
| Models | have grameters and hyper parameters. |
| | Parameters: Selected based on loss function |
| | Hyperparameters: Selected based on perfamance on validation set. |
| To find | hyperparans: 1. Randonly partian data into train/validation |
| | 2. For all possible hyperparom values, train nodel using training set. |
| | 3 Evaluate each model using validation set and picle the hyper parameters that have boursed validation error |

| 4 Ke train model with all data l-train | t validation) |
|--|---------------|
| with chosen hyper parameters- | |
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Some tips for finding hyperparameters:

- 1. Perform a log-scale search to get an approximate range
- Do not wait for guesses that make the training times too long
- 3. For Decision Trees:
 - The number of classes is a good starting point for the minimum number of data in a leaf node (overfitting vs underfitting trade-off). This can be done by setting a threshold for minimum entropy
 - 2. Tree depth is likely <20; data points in a leaf is related to binary tree depth by N/2k
 - If splitting the data on a feature did not reduce entropy, retry the split with a different 3. feature

4. For Random Forests:

- When building random forests, make sure each model gets enough features and data points: approximately 90-100% of the features and 50-60% of the training data
- Number of trees should be related to how much each tree is overfitting 2.

