

PREDICTION OF COLOMBIAN STUDENTS' ACADEMIC SUCCESS USING DECISION TREES ALGORITHMS

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ABSTRACT

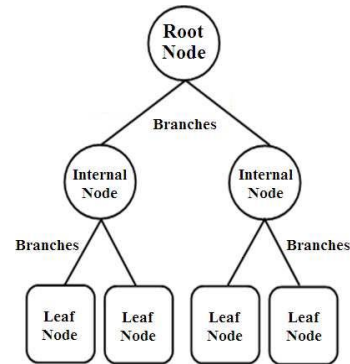
The paper uses a decision trees algorithm to predict the performance of Colombians' in the Saber Pro national standardized test based on data from their Saber 11. All this to identify which variables are influential in students' academic success and conclude about Colombia's education system.

1. INTRODUCTION

Colombia's Ministry of Education has established several standardized tests that are taken by students from different age ranges throughout the whole country. During his/her academic life, a Colombian student must undergo three different standardized exams: "Pruebas Saber" performed by students in fifth and ninth grade, "Prueba saber 11" also known as "ICFES" carried out by students in eleventh grade or their last year of high school, and finally "ECAES" or "Prueba Saber Pro" which focuses in the field of study of university students who are about to finish their professional career. These exams allow the government to easily identify strengths, weaknesses, and progress within the education system.[1]

A decision tree is a technique used in programming to separate observations in a specific problem. It classifies each element of the observation in different branches depending on the attribute in question. The process of classifying is repeated with the remaining attributes using the algorithm of recursion. This technique constructs a tree made up of nodes and branches. Nodes are the points in the

diagram where the pathways branch and are subdivided into three different types: the root node, the internal nodes, and the leaf nodes. The root node is the initial node placed on the top of the diagram and is the origin of all ramifications. The internal nodes are all the nodes inside the diagram, that is to say, all the nodes that come from the root node and lead to other nodes. The leaf nodes are the nodes at the end of the diagram, these are the ones that output the prediction of the results. [2]



(a)

Figure 1: Decision tree

[9]

Each node has a variable that is compared to the dataset using a separation algorithm. The number of branches that fall of each node depends on the separation algorithm used and the variables selected. [2]

The decision tree method was chosen over other techniques such as neural networks because it is more practical, agile in terms of processing time, and has a higher accuracy predicting results for academic success. [4]

2. PROBLEM

The main purpose of this project is to predict whether a student will be successful in the exam “Saber Pro” or not. For the development of the project, academic success was defined as obtaining a score that is above the average score of the student’s respective cohort. To get a prediction that resembles reality, data from the exam “Prueba saber 11” has been collected providing information regarding the individuals’ social, economic and academic context, in addition to the score obtained in this previous exam.

3. RELATED WORK

3.1. ID3

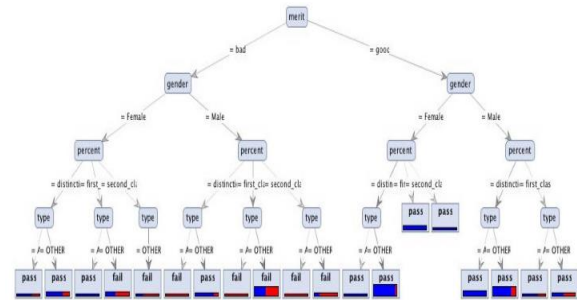
ID3 is an algorithm invented by Ross Quinlan. It produces a decision tree through the construction of a decision tree that classifies each tuple in the database. ID3 is commonly applied in problems related to machine learning and processing of natural language. [3]

Firstly, the algorithm calculates the entropy of every attribute of the dataset. Then, it splits the set into subsets using the attribute with maximum information gain (minimal entropy). Next, it makes a decision tree node containing that attribute. Finally, it recurses on subsets using the remaining attributes. [8]

The study conducted by Adhatrao, Gaykar, Dhawan, Jha, and Honrao (2013) [3], whose objective was to predict the general and singular performance in future academics of enrolled students, developed prediction systems using decision trees.

The researchers used a training dataset consisting of information about the admitted students’ background and percentage marks obtained in their board examinations. The relevant information was fed into the database and then ID3 was applied to the training data, resulting in the following decision

tree.



[3]

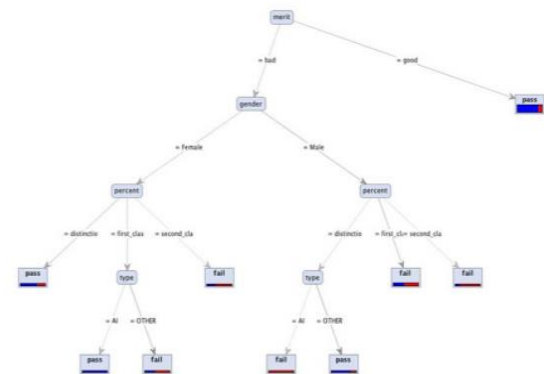
Figure 2: ID3 Decision Tree.

3.2. C4.5

It is an improved version of the ID3 algorithm. This statistical classifier handles training data with missing values and attributes with discrete and continuous values. Furthermore, it prunes unnecessary branches of the decision tree after its construction. [3]

C4.5 selects the attribute that splits the data in the most effective way to classify each sample into one class or the other. Next, the algorithm makes the decision taking into account the attribute with the highest information gain, and then repeats this process in a recursive way. Finally, it prunes the tree. [5]

Adhatrao, Gaykar, Dhawan, Jha, and Honrao (2013) [3] also used this algorithm to solve the problem mentioned above. The same training data was used, but this time it was applied to C4.5. This new tree had fewer decision nodes. However, both algorithms had the same effectiveness (75.145%).



[3]

Figure 3: C4.5 Decision Tree.

3.3. C5

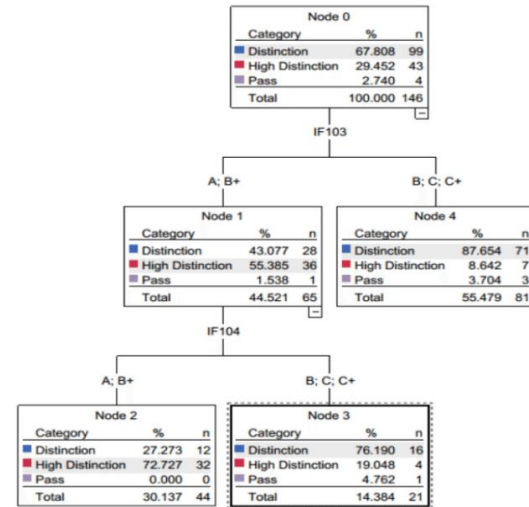
C5 is an extension of C4.5. This updated version produces tree models that are easily transformed into mathematical expressions and less biased, more understandable outputs, making it one of the best options for the solution of machine learning related problems. [6]

Sena and Ucarb (2012) conducted a study that used data from 3047 records taken by Karabük University Computer Engineering Department. The dataset included students' background information and whether the students studying in distance education or regular education. C5 algorithm and neural networks were used to compare the achievements of Computer Engineering Department students in Karabük University based on the given data. The decision tree was the most accurate algorithm, with 97.8107% of precision on 10 fold holdout dataset. [4]

3.4. CART

CART stands for Classification and Regression Trees. It is a non-parametric statistical method for multivariable data that uses binomial splits to correctly classify members of the population. Each variable is analyzed and split for sensitivity and specificity in the classification. Then, the resulting tree is pruned to minimize its size and inaccuracy rate. [6]

Kasih, Ayub, and Susanto (2013) [7] did a work aimed to help the academic advisors by predicting alumni's final results. The study used academic transcripts from 146 students as input data and used the CART algorithm, which produced the following tree.



[7]

Figure 4: CART Decision Tree

4. First Data Structure

Data Frame:

	Key	Key Value		
0	Student's code	Period	Studied abroad?	...
1	SB11201220492225	20152	YES	...
2	SB11201220492224	20131	NO	...
3	SB11201220492226	20151	NO	...

Figure 5: Data Frame

A Data Frame is a two-dimensional data structure with a mutable size and capacity to store different types of data. It can be compared to the hash table since the first position in a row acts like a key, and the rest of the row acts like the value associated with it. This data structure was used to store and organize the data of the csv datasets.

GitHub Link:

https://github.com/jrestrepot/ST0245-032/blob/master/proyecto/codigo/proyecto_final_datos1.py

4.1 Operations of Data Structure

The only two operations with Data Frames that will be used in this project are the following:


Access:

Accessing a Data Frame's position has a time complexity of $O(1)$ because the structure knows its location in the memory.

For instance:

```
data.iloc[0][0]
```

```
data.loc["SB11201220492226"][0]
```



SB11201220492226	20152	NO
SB11201220492226	20161	YES

Figure 6: Accessing a Data Frame

Add:

In this case, concatenating two Data Frames has a time complexity of $O(1)$ since it always adds the new Data Frame at the end.

For instance:

```
data=pandas.concat([dataframe1, dataframe2])
```

SB11201220492226	20152	NO
SB11201220492226	20161	YES

Figure 7: Data Frame 1

SB11201220492225	20152	YES
SB11201220492224	20131	NO

Figure 8: Data Frame 2

SB11201220492226	20152	NO
SB11201220492226	20161	YES
SB11201220492225	20152	YES
SB11201220492224	20131	NO

Figure 9: Concatenating dataframe1 and dataframe2.

4.2 Design criteria of the data structure

Since the format of the input data is a matrix, it is very convenient to store it in a table-like structure. Besides, this data structure allows storing different data types, which is an advantage given that the CSV has data in forms of String, Integer, among others. Additionally, the Data Frame is one of the most used data structures when working with big data and AI due to its efficient and easy way of organizing and managing a large volume of data.

4.3 Complexity analysis

Method	Complexity	
	Average case	Worst case
iloc/loc	O(1)	O(1)
pandas.concat	O(1)	O(1)

Table 1: Complexity table

4.4 Execution time

	Creation	Access	Concat
Train set 0	0.63s	0.000271s	(All Data Frames were concatenated together) 0.77s
Train set 1	1.27s	0.000242s	
Train set 2	1.99s	0.000238s	
Train set 3	2.48s	0.000238s	
Train set 4	3.16s	0.000237s	
Train set 5	1.49s	0.000237s	

Table 2: Execution time of main operations

4.5 Memory used

	Memory consumption
Train set 0	59869502 bytes
Train set 1	179671900 bytes
Train set 2	299473951 bytes
Train set 3	419297982 bytes
Train set 4	539116653 bytes
Train set 5	229654982 bytes

Table 3: Memory consumption.

4.6 Results analysis

The time and space occupied depend on how large the volume of data is.

Structure	Data Frame
Space	59869502 bytes-539116653 bytes
Time of creation	0.41s-4.43s
Time of access	0.000216s-0.000648s

Time of concatenation	0.75s-0.80s
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Table 4: Table of execution values.

In the worst case, creating a Data Frame will take 4.43s, and in the best case, it will take 0.41s. This difference is due to the size of the Data Frame created and other programs that the computer may be running at the same time. The time it takes to concatenate or access a Data Frame is extremely short, which is beneficial for the development of the project because these two methods are the most frequently used. A Data Frame will occupy between 179671900 and 59869502 bytes of memory.

5. Last Data Structure

Binary Decision Tree:

The chosen decision tree algorithm was CART, therefore the main data structure is a binary tree.

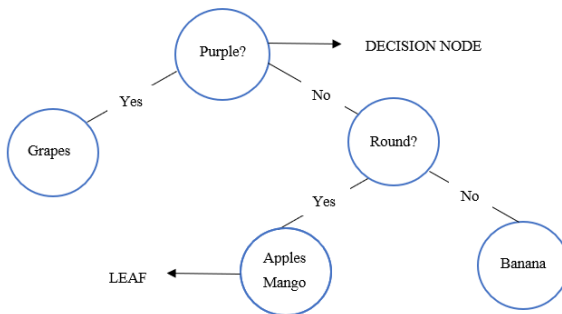


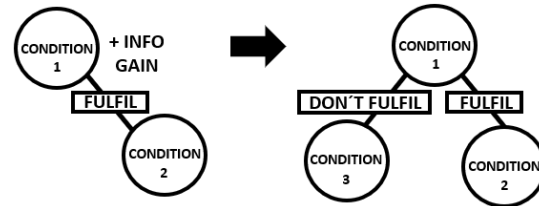
Figure 10: Binary Decision Tree.

The binary decision tree structure is a type of tree in which each node has a maximum of two child nodes. It has two types of nodes: decision nodes and leaves. A condition is evaluated, and the data is classified based on whether it fulfills a condition. The decision node asks the question. The question's data type can be String or numeric. In the case of a numeric data type, the algorithm separates the data values that are greater or equal to the condition from the ones that are not; in the case of a String, the algorithm divides the data that is equal to the condition from the one that is not.

5.1 Operations of Data Structure

Creation:

Creating a decision tree has a time complexity of $O(2^x * n * m)$. Where x is the number of nodes in the tree, n is the number of columns, and m is the number of unique values in each column (it varies). In an average case, the user's desired depth is smaller than the most extended depth the tree can achieve; nonetheless, if the user wants a depth that cannot be achieved, the algorithm will stop when the information gain is zero.



Classify:

Determining if a particular student will be academically successful has a time complexity of $O(\log_2 n)$, with n as the number of nodes (questions) in the tree. The complexity is logarithmic because the algorithm always recurses on half of the data. This complexity applies to the worst-case, too, since the algorithm stops creating questions when the information gain is 0, which means that the tree never gets linear.



5.2 Design criteria

As stated above, C5 and CART are the latest, most improved decision tree algorithms. CART was chosen over C5 since it consumes less memory and has a lower probability of misclassification than C5.0. [10]

5.2 Complexity Analysis

Operation	Complexity	
	Average case	Worst case
Creation	$O(2^x * n * m)$	$O(2^x * n * m)$
Classify	$O(\log_2 n)$	$O(\log_2 n)$

Table 5: Complexity table.

5.4 Execution time

The table 6 describes the execution time of the training sets, with the restriction of a tree depth of 8. The time measurement of the classifying method considers the classification of just one student; therefore, the test set volume does not affect the outcome.

	Creation	Classify
Train set 0 / Test set 0	253.796s	0.706s
Train set 1/ Test set 1	425.370s	0.967s
Train set 2/ Test set 2	546,898s	1.313s
Train set 3/ Test set 3	485.480s	1.686s

Train set 4/ Test set 4	813.418s	2.148s
Train set 5/ Test set 5	487.024s	1.214s

Table 6: Execution time of main operations.

5.5 Memory used

	Memory consumption
Train set 0	586452992 bytes
Train set 1	586452992 bytes
Train set 2	593616896 bytes
Train set 3	591011840 bytes
Train set 4	666603520 bytes
Train set 5	666472448 bytes

Table 7: Memory consumption.

5.6 Results analysis

Structure	Binary Decision Tree
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Space	586452992-666603520 bytes
Time of creation	253.796-813.418 s
Time of classifying	0.706-2.148s

Table 8: Table of execution values.

In the worst case, creating the Binary Decision Tree will take 813.418s, and in the best case, it will take 253.796s. This difference is due to the size of the training data sets. The time it takes to determine if a single student will be successful or not is relatively short, but if the user wants to classify a lot of students, the time will be the product of the number of students and the time depicted in the table. It is noticeable that it takes much time to create the tree, henceforth, the execution time is not ideal.

6. CONCLUSIONS

To have clear idea of the data structure created with the code click at the link below:

<https://github.com/jrestrepot/ST0245-032/blob/master/proyecto/informe/entrega3/Tree.png>

In brief, the data was read and organized in a Data Frame, a data structure from the Pandas library. Then, the data was processed in a code based on the CART algorithm. The Gini impurity and information gain were used to determine which question would help predict the students' success. Finally, the code results in a Binary Decision Tree where the nodes are the questions, and each question divides the Data Frame into two smaller Data frames separating the objects that fulfill the condition and those that do not.

According to the final structure, the most influential variables are related to the scores obtained in the different areas evaluated in the exam ICFES. Particularly the areas of English, chemistry, social studies, and reading comprehension.

In the first draft of the project, the algorithm used all the information given on the dataset. Later, it

was concluded that there was repeated and invaluable information. Therefore, multiple columns of information were deleted for the last draft improving the running time of the code.

Taking into account the accuracy percentage of the prediction is 79,4%, the code could adjust to real-life situations. However, the algorithm takes much time to execute; hence it would not be useful for large amounts of data. This model can be helpful for universities to recognize outstanding students for admission and scholarship processes. Besides, universities can predict which students are more likely to perform poorly in their exams in order to provide them with special attention. Furthermore, the code can be used by the government to identify flaws in the educational system and reinforce certain aspects.

Table 9: Confusion matrix train set 4.

6.1 Future work

Confusion matrix	Condition positive	Condition negative
Predicted condition positive	17993	4489
Predicted condition negative	4813	17705

This naive implementation can be improved by decreasing the time complexity because it takes a considerable amount of time to run with a controlled amount of data.

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