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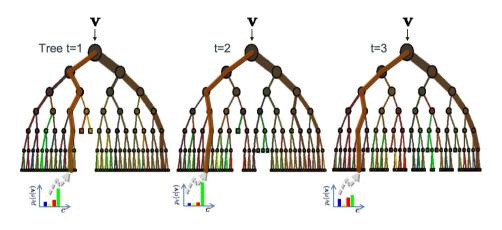
- 1. Bootstrap samples
- 2. At each split, bootstrap variables
- 3. Grow multiple trees and vote

#### Pros:

1. Accuracy

#### Cons:

- 1. Speed
- 2. Interpretability
- 3. Overfitting



The ensemble model

Forest output probability 
$$p(c|\mathbf{v}) = \frac{1}{T} \sum_{t}^{T} p_t(c|\mathbf{v})$$



http://www.robots.ox.ac.uk/~az/lectures/ml/lect5.pdf

## Iris data

```
library(caret)
modFit <- train(Species~ .,data=training,method="rf",prox=TRUE)</pre>
modFit
```

```
105 samples
 4 predictors
 3 classes: 'setosa', 'versicolor', 'virginica'
No pre-processing
Resampling: Bootstrap (25 reps)
Summary of sample sizes: 105, 105, 105, 105, 105, 105, ...
Resampling results across tuning parameters:
 mtry Accuracy Kappa Accuracy SD Kappa SD
      0.9 0.9 0.03
                          0.04
   0.9 0.9 0.03 0.05
      0.9 0.9 0.03
                          0.05
```

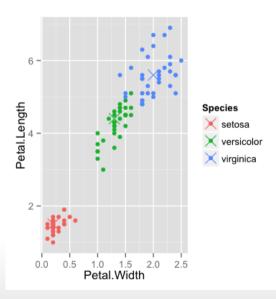
# Getting a single tree

getTree(modFit\$finalModel,k=2)

	left daughter	right daughter	split var	split point	status	prediction
1	2	3	4	0.70	1	0
2	0	0	0	0.00	-1	1
3	4	5	4	1.70	1	0
4	6	7	3	4.95	1	0
5	8	9	3	4.85	1	0
6	0	0	0	0.00	-1	2
7	10	11	4	1.55	1	0
8	12	13	1	5.95	1	0
9	0	0	0	0.00	-1	3
10	0	0	0	0.00	-1	3
11	0	0	0	0.00	-1	2
12	0	0	0	0.00	-1	2
13	0	0	0	0.00	-1	3

## Class "centers"

```
irisP <- classCenter(training[,c(3,4)], training$Species, modFit$finalModel$prox)
irisP <- as.data.frame(irisP); irisP$Species <- rownames(irisP)
p <- qplot(Petal.Width, Petal.Length, col=Species,data=training)
p + geom_point(aes(x=Petal.Width,y=Petal.Length,col=Species),size=5,shape=4,data=irisP)</pre>
```



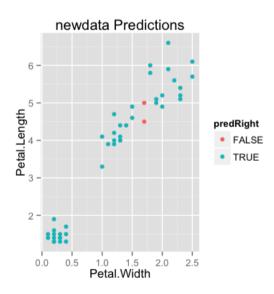
# **Predicting new values**

```
pred <- predict(modFit,testing); testing$predRight <- pred==testing$Species
table(pred,testing$Species)</pre>
```

```
pred setosa versicolor virginica
setosa 15 0 0
versicolor 0 14 1
virginica 0 1 14
```

# **Predicting new values**

qplot(Petal.Width, Petal.Length, colour=predRight, data=testing, main="newdata Predictions")



### **Notes and further resources**

#### Notes:

- · Random forests are usually one of the two top performing algorithms along with boosting in prediction contests.
- · Random forests are difficult to interpret but often very accurate.
- · Care should be taken to avoid overfitting (see rfcv funtion)

#### Further resources:

- Random forests
- · Random forest Wikipedia
- Elements of Statistical Learning