

HW4 Q3 Written Responses

- A. The training and validation accuracy rates by different θ :

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In [104]: runfile('/Users/kiavang/CSCI5521/hw4_programming/hw4.py', wdir='/Users/kiavang/CSCI5521/hw4_programming')
Reloaded modules: MyDecisionTree
Training/validation accuracy for minimum node entropy 0.010000 is 1.000 / 0.863
Training/validation accuracy for minimum node entropy 0.050000 is 0.999 / 0.863
Training/validation accuracy for minimum node entropy 0.100000 is 0.997 / 0.865
Training/validation accuracy for minimum node entropy 0.200000 is 0.990 / 0.867
Training/validation accuracy for minimum node entropy 0.400000 is 0.979 / 0.861
Training/validation accuracy for minimum node entropy 0.800000 is 0.919 / 0.856
Training/validation accuracy for minimum node entropy 1.000000 is 0.871 / 0.840
Training/validation accuracy for minimum node entropy 2.000000 is 0.596 / 0.600
Test accuracy with minimum node entropy 0.200000 is 0.872
```

The complexity parameter θ that should be used is 0.2 with accuracy rate 0.990 and 0.867 for training and validation, respectively.

- B. Given the training and validation accuracy rates, the model complexity of the Decision Tree showed that when θ is small (variance is high), the tree grew to reflect the training set accurately as shown with $\theta = 0.01$. On the other hand, when θ is large (variance is low), the tree did not grow to reflect the training set well as shown with $\theta = 2.0$. Therefore, the tree with the best generalization that didn't overfit or underfit the training data was the tree with the highest validation accuracy rate.

Overall, the validation accuracy rates for $\theta = 0.1$ to 1.0 is relatively consistent around ~84-86%. The only instance where the tree underfit the training data and had poor validation accuracy was when $\theta = 2.0$.