# Assignment 4 Report Lingsong Gao, Ig5

#### 1. Classification Methods:

# 1) Basic method: gini-index

Gini-index is used as the basic classification method to select the best attribute for each node in the decision tree which has smallest information impurity /gini index. In this assignment, all the features are categorical with multi-values. Therefore, we use full split to split every node into N branch where N is the number of possible values of the feature. And the gini index is calculated as:

$$gini(D) = 1 - \sum_{j=1}^{n} p_{j}^{2}$$
,  $p_{j}$  is the relative frequency of class j in D

$$gini_A(D) = \sum_{i=1}^k rac{|D_i|}{|D|} gini(D_i)$$

k is the number of possible values of Attribute A, and Di is the number of tuples in D where attribute A has value i.

Using the above expressions to calculate gini-index of every attribute in candidate attributes of every node, we can choose the best attribute with smallest gini-index to fully split the node according to all possible values of this attribute. We continue the splitting with four kinds of terminal conditions:

- i) The tree height reaches max\_depth.
- ii) The number of data is below the minimum number for each node.
- iii) Label of all the data in the node is the same and there is no point to split.
- iv) All attributes have been selected and no more attribute remains.

### 2) Ensemble method: random forest

Using gini-index as the basic method to build every individual decision tree, I then used both data bagging and feature bagging to continuously build trees and ensemble all generated trees to make classifications.

I used sample with replacement method for data bagging to sample training data for each tree. And for the tree node of every tree, I used feature bagging to randomly select F attributes in the remaining attribute list as candidates and used gini-index to select the best attribute to split the tree.

In the end, the label assigned to unseen dataset is made by the majority vote of all constructed decision trees.

#### 2. Parameters Selection:

## 1) Decision Tree:

Min\_num(minimum number of data points required for a node to keep splitting) is set to 1 to stop splitting when there remains only one data point.

Thus, there is only one parameter that needs to be tuned for different dataset: max\_depth. We need to choose an appropriate max\_depth to ensure accuracy but not too large to cause overfitting.

#### 2) Random Forest:

There are 5 parameters in random forest model: max\_depth, min\_num, sample\_ratio, tree\_number and F\_features.

Max\_depth is the maximum depth of each decision tree and since every tree can grow to its largerst size in random forest method, we don't set limits to max\_depth and thus the max\_depth is set to number of features in training set.

Min\_num is set to 1 as in decision tree to stop splitting.

Sample\_ratio is the parameter used to control data bagging and is selected as 1 to consider all training set for each decision tree.

Thus, there are only 2 features that need to be tuned in random forest model: tree\_number and F\_features.

In general, larger tree\_number can bring about better results but can also increase running time and may not enhance performance above certain threshold.

F\_features is the number of candidate features to be selected for every node using gini-index. According to research, F\_features is better determined as square root of number of features, and I did some adjustments based on this empirical result to enhance performance.

# 3) Parameters for each dataset:

## i) balance.scale:

# a. Decision Tree: max\_depth = 3

There are four features in this dataset and the performance based on different max\_depth are:

1: 0.551, 2: 0.609, 3: 0.613, 4: 0.613 (overall accuracy)

Max\_depth above 3 to its maximum 4 cannot improve performance so we can just set max depth = 3.

### **b.** Random Forest: F\_features = 1, tree\_number = 500

I tried 1-4 F\_features number but only find that F\_features = 1 can yield best result. I think maybe there are only 4 features so that randomly select one is the best choice. And for tree\_number, 500 trees can ensure good performance while the running time is still short and the result variance is smaller.

#### ii) nursery:

### a. Decision Tree: max\_depth = 7

There are 8 features in this dataset and the performance is:

1: 0.708, 2: 0.834, 3: 0.885, 4: 0.907, 5: 0.934, 6: 0.964, 7: 0.976, 8: 0.976 Overall accuracy with max\_depth above 7 is the same so I select the smallest number 7 as the max\_depth.

# b. Random Forest: F\_features = 8, tree\_number = 200

I tried F\_features from 1-8 and found no specific better performance for every number. Thus, I select 8, number of features in dataset, to include all features for consideration and made better decision.

The overall accuracy is already pretty high in decision tree method, and thus the accuracy is almost the same in random forest method. Large tree\_number cannot enhance performance and 200 trees are simply enough.

#### iii) led:

# a. Decision Tree: max\_depth = 7

There are 7 features in this dataset and the performance is:

1: 0.683, 2: 0.789, 3: 0.828, 4: 0.842, 5: 0.857, 6: 0.852, 7: 0.858

Overall accuracy with max\_depth above its maximum 7 is the same and I choose the maximum number 7 for best accuracy.

# b. Random Forest: F\_features = 7, tree\_number = 100

The reason for choosing these two numbers is the same as in nursery. I choose 7 features to include all features for consideration and 100 trees are already enough when there is no significant performance improvement for more trees.

## iv) synthetic. social:

## a. Decision Tree: max\_depth = 8

There are 128 features in this dataset and selecting the max\_depth is an interesting choice. The performace is:

1: 0.355, 5: 0.469, 6: 0.49, 7: 0.491, 8: 0.501, 9: 0.484, 10: 0.476, 11: 0.477 The overall accuracy with max\_depth above 11 to maxmimum 128 is all the same, and I select 8 for the best accuracy.

# b. Random Forest: F\_features = 11, tree\_number = 300

There are plenty of features in this dataset and select all features as candidate for every node with so many trees can significantly increase the running time. Therefore, I select 11 as the int(square root of 128).

I tried tree\_number from 10, 20, 50, 100-500 and find that 300 trees can yield good performance while tree number above 300 cannot enhance performance but increase running time a lot.

# 3. Model evaluation measures:

For each dataset, each method of decision tree and random forest, and each dataset of training set and test set, there are 7 evaluation features per class and 1 overall accuracy:

```
7 evaluation features per class are (Using P, N, TP, TN, FP, FN)
```

Class accuracy = TP+TN/P+N;

Specificity = TN/N;

Precision = TP/TP+FP;

Recall = TP/P;

F-1 Score = 2TP/(2TP+FP+FN);

F-0.5 Score =  $(1+0.5^2)TP/(1+0.5^2)TP+0.5^2FN+FP$ ;

F-2 Score =  $(1+2^2)TP/(1+2^2)TP+2^2FN+FP$ ;

UNDEF is defined as 0/0.

INF is defined when denominator is 0.

The results are as follows:

### 1) balance.scale:

#### **Decision Tree:**

#### training set

11 7 9 6 168 12 5 22 160

overall accuracy: 0.8475

Class 1

Accuracy: 0.9325, Specificity: 0.9705, Precision: 0.5, Recall: 0.4074

F-1 Score: 0.4490, 0.5F Score: 0.4783, 2F Score: 0.4231

Class 2

Accuracy: 0.8825, Specificity: 0.8645, Precision: 0.8528, Recall: 0.9032

F-1 Score: 0.8773, 0.5F Score: 0.8624, 2F Score: 0.8927

Class 3

Accuracy: 0.88, Specificity: 0.9014, Precision: 0.8840, Recall: 0.8556

F-1 Score: 0.8696, 0.5F Score: 0.8782, 2F Score: 0.8611

## testing set

0 15 7 8 80 14 25 18 58

overall accuracy: 0.6133

Class 1

Accuracy: 0.7556, Specificity: 0.8374, Precision: 0.0, Recall: 0.0

F-1 Score: 0.0, 0.5F Score: 0.0, 2F Score: 0.0

Class 2

Accuracy: 0.7556, Specificity: 0.7317, Precision: 0.7080, Recall: 0.7843

F-1 Score: 0.74419, 0.5F Score: 0.7220, 2F Score: 0.7678

Class 3

Accuracy: 0.7156, Specificity: 0.8306, Precision: 0.7342, Recall: 0.5743

F-1 Score: 0.6444, 0.5F Score: 0.6954, 2F Score: 0.6004

### **Random Forest:**

### training set

27 0 0 0 186 0 0 0 187

overall accuracy: 1.0

Class 1

Accuracy: 1.0, Specificity: 1.0, Precision: 1.0, Recall: 1.0

F-1 Score: 1.0, 0.5F Score: 1.0, 2F Score: 1.0

Class 2

Accuracy: 1.0, Specificity: 1.0, Precision: 1.0, Recall: 1.0

F-1 Score: 1.0, 0.5F Score: 1.0, 2F Score: 1.0

Class 3

Accuracy: 1.0, Specificity: 1.0, Precision: 1.0, Recall: 1.0

F-1 Score: 1.0, 0.5F Score: 1.0, 2F Score: 1.0

# testing set

0 15 7 0 92 10 0 16 85 overall accuracy: 0.7867

Class 1

Accuracy: 0.9022, Specificity: 1.0, Precision: UNDEF, Recall: 0.0

F-1 Score: 0.0, 0.5F Score: 0.0, 2F Score: 0.0

Class 2

Accuracy: 0.8178, Specificity: 0.7480, Precision: 0.7480, Recall: 0.9020

F-1 Score: 0.8178, 0.5F Score: 0.7744, 2F Score: 0.8663

Class 3

Accuracy: 0.8533, Specificity: 0.8629, Precision: 0.8333, Recall: 0.8416

F-1 Score: 0.8374, 0.5F Score: 0.8350, 2F Score: 0.8399

## 2) led:

## **Decision Tree:**

# training set

496 142 151 1298

overall accuracy: 0.8596

Class 1

Accuracy: 0.8596, Specificity: 0.8958, Precision: 0.7666, Recall: 0.777

F-1 Score: 0.7720, 0.5F Score: 0.7688, 2F Score: 0.7752

Class 2

Accuracy: 0.8596, Specificity: 0.7774, Precision: 0.9014, Recall: 0.8958

F-1 Score: 0.8986, 0.5F Score: 0.9003, 2F Score: 0.8969

### testing set

274 7784 699

overall accuracy: 0.8580

Class 1

Accuracy: 0.8580, Specificity: 0.8927, Precision: 0.7654, Recall: 0.7806

F-1 Score: 0.7729, 0.5F Score: 0.7684, 2F Score: 0.7775

Class 2

Accuracy: 0.8580, Specificity: 0.7806, Precision: 0.9008, Recall: 0.8927

F-1 Score: 0.8967, 0.5F Score: 0.8992, 2F Score: 0.8943

#### **Random Forest:**

## training set

489 149 144 1305

overall accuracy: 0.8596

Class 1

Accuracy: 0.8596, Specificity: 0.9006, Precision: 0.7725, Recall: 0.7665

F-1 Score: 0.7695, 0.5F Score: 0.7713, 2F Score: 0.7677

Class 2

Accuracy: 0.8596, Specificity: 0.7665, Precision: 0.8975, Recall: 0.9006

F-1 Score: 0.8991, 0.5F Score: 0.8981, 2F Score: 0.9

## testing set

274 7784 699

overall accuracy: 0.8580

Class 1

Accuracy: 0.8580, Specificity: 0.8927, Precision: 0.7654, Recall: 0.7806

F-1 Score: 0.7729, 0.5F Score: 0.7684, 2F Score: 0.7775

Class 2

Accuracy: 0.8580, Specificity: 0.7806, Precision: 0.9008, Recall: 0.8927

F-1 Score: 0.8967, 0.5F Score: 0.8992, 2F Score: 0.8943

# 3) nursery:

# **Decision Tree:**

# training set

2663	5	2	0	0
3	195	0	0	0
12	0	2496	0	0
0	0	0	2715	0
0	1	0	0	1

overall accuracy: 0.9972

Class 1

Accuracy: 0.9973, Specificity: 0.9972, Precision: 0.9944, Recall: 0.9974

F-1 Score: 0.9959, 0.5F Score: 0.9950, 2F Score: 0.9968

Class 2

Accuracy: 0.9989, Specificity: 0.9992, Precision: 0.97015, Recall: 0.9848

F-1 Score: 0.9774, 0.5F Score: 0.97305, 2F Score: 0.9819

Class 3

Accuracy: 0.9983, Specificity: 0.9996, Precision: 0.9992, Recall: 0.9952

F-1 Score: 0.9972, 0.5F Score: 0.9984, 2F Score: 0.9960

Class 4

Accuracy: 1.0, Specificity: 1.0, Precision: 1.0, Recall: 1.0

F-1 Score: 1.0, 0.5F Score: 1.0, 2F Score: 1.0

Class 5

Accuracy: 0.9999, Specificity: 1.0, Precision: 1.0, Recall: 0.5

F-1 Score: 0.6667, 0.5F Score: 0.8333, 2F Score: 0.5556

### testing set

1541	42	13	0	0
30	97	0	0	3
34	0	1502	0	0
0	0	0	1605	0
0	0	0	0	0

overall accuracy: 0.9749

Class 1

Accuracy: 0.9755, Specificity: 0.9804, Precision: 0.9601, Recall: 0.96554

F-1 Score: 0.9628, 0.5F Score: 0.9612, 2F Score: 0.9645

Class 2

Accuracy: 0.9846, Specificity: 0.9911, Precision: 0.6978, Recall: 0.74615

F-1 Score: 0.7212, 0.5F Score: 0.7070, 2F Score: 0.7360

Class 3

Accuracy: 0.9903, Specificity: 0.9961, Precision: 0.9914, Recall: 0.9779

F-1 Score: 0.9846, 0.5F Score: 0.9887, 2F Score: 0.9805

Class 4

Accuracy: 1.0, Specificity: 1.0, Precision: 1.0, Recall: 1.0

F-1 Score: 1.0, 0.5F Score: 1.0, 2F Score: 1.0

Class 5

Accuracy: 0.9994, Specificity: 0.9994, Precision: 0.0, Recall: UNDEF

F-1 Score: 0.0, 0.5F Score: 0.0, 2F Score: 0.0

### **Random Forest:**

## training set

2670	0	0	0	0
0	198	0	0	0
0	0	2508	0	0
0	0	0	2715	0
0	0	0	0	2

overall accuracy: 1.0

Class 1

Accuracy: 1.0, Specificity: 1.0, Precision: 1.0, Recall: 1.0

F-1 Score: 1.0, 0.5F Score: 1.0, 2F Score: 1.0

Class 2

Accuracy: 1.0, Specificity: 1.0, Precision: 1.0, Recall: 1.0

F-1 Score: 1.0, 0.5F Score: 1.0, 2F Score: 1.0

Class 3

Accuracy: 1.0, Specificity: 1.0, Precision: 1.0, Recall: 1.0

F-1 Score: 1.0, 0.5F Score: 1.0, 2F Score: 1.0

Class 4

Accuracy: 1.0, Specificity: 1.0, Precision: 1.0, Recall: 1.0

F-1 Score: 1.0, 0.5F Score: 1.0, 2F Score: 1.0

Class 5

Accuracy: 1.0, Specificity: 1.0, Precision: 1.0, Recall: 1.0

F-1 Score: 1.0, 0.5F Score: 1.0, 2F Score: 1.0

### testing set

1559	22	15	0	0
35	94	0	0	1
27	0	1509	0	0
0	0	0	1605	0
0	0	0	0	0

overall accuracy: 0.9795

Class 1

Accuracy: 0.9797, Specificity: 0.9810, Precision: 0.9617, Recall: 0.9768

F-1 Score: 0.9692, 0.5F Score: 0.9647, 2F Score: 0.9738

Class 2

Accuracy: 0.98808, Specificity: 0.9954, Precision: 0.8103, Recall: 0.7231

F-1 Score: 0.7642, 0.5F Score: 0.7912, 2F Score: 0.7390

Class 3

Accuracy: 0.9914, Specificity: 0.9955, Precision: 0.9902, Recall: 0.9824

F-1 Score: 0.9863, 0.5F Score: 0.9886, 2F Score: 0.9840

Class 4

Accuracy: 1.0, Specificity: 1.0, Precision: 1.0, Recall: 1.0

F-1 Score: 1.0, 0.5F Score: 1.0, 2F Score: 1.0

Class 5

Accuracy: 0.9998, Specificity: 0.9998, Precision: 0.0, Recall: UNDEF

F-1 Score: 0.0, 0.5F Score: 0.0, 2F Score: 0.0

# 4) synthetic.social:

#### **Decision Tree:**

# training set

703 11 12 6 16 719 10 10 31 15 717 5 37 20 8 680

overall accuracy: 0.9397

Class 1

Accuracy: 0.96237, Specificity: 0.9630, Precision: 0.8933, Recall: 0.9604

F-1 Score: 0.9256, 0.5F Score: 0.9059, 2F Score: 0.9462

Class 2

Accuracy: 0.9727, Specificity: 0.9795, Precision: 0.9399, Recall: 0.9523

F-1 Score: 0.94605, 0.5F Score: 0.9423, 2F Score: 0.9498

Class 3

Accuracy: 0.973, Specificity: 0.9866, Precision: 0.9598, Recall: 0.9336

F-1 Score: 0.9465, 0.5F Score: 0.9544, 2F Score: 0.9387

Class 4

Accuracy: 0.9713, Specificity: 0.9907, Precision: 0.9700, Recall: 0.91275

F-1 Score: 0.9405, 0.5F Score: 0.9580, 2F Score: 0.9237

#### testing set

140 28 49 51 35 104 56 50 46 44 126 16 56 49 19 131 overall accuracy: 0.501

Class 1

Accuracy: 0.735, Specificity: 0.8128, Precision: 0.5054, Recall: 0.5224

F-1 Score: 0.5138, 0.5F Score: 0.5087, 2F Score: 0.5189

Class 2

Accuracy: 0.738, Specificity: 0.8397, Precision: 0.4622, Recall: 0.4245

F-1 Score: 0.4426, 0.5F Score: 0.4541, 2F Score: 0.4315

Class 3

Accuracy: 0.77, Specificity: 0.8385, Precision: 0.504, Recall: 0.5431

F-1 Score: 0.5228, 0.5F Score: 0.5114, 2F Score: 0.5348

Class 4

Accuracy: 0.759, Specificity: 0.8440, Precision: 0.5282, Recall: 0.5137

F-1 Score: 0.5209, 0.5F Score: 0.5253, 2F Score: 0.5166

### **Random Forest:**

## training set

732 0 0 0 0 755 0 0 0 0 768 0 0 0 0 745

overall accuracy: 1.0

Class 1

Accuracy: 1.0, Specificity: 1.0, Precision: 1.0, Recall: 1.0

F-1 Score: 1.0, 0.5F Score: 1.0, 2F Score: 1.0

Class 2

Accuracy: 1.0, Specificity: 1.0, Precision: 1.0, Recall: 1.0

F-1 Score: 1.0, 0.5F Score: 1.0, 2F Score: 1.0

Class 3

Accuracy: 1.0, Specificity: 1.0, Precision: 1.0, Recall: 1.0

F-1 Score: 1.0, 0.5F Score: 1.0, 2F Score: 1.0

Class 4

Accuracy: 1.0, Specificity: 1.0, Precision: 1.0, Recall: 1.0

F-1 Score: 1.0, 0.5F Score: 1.0, 2F Score: 1.0

#### testing set

215 1 24 28 5 188 19 33 20 22 189 1 17 24 3 211

overall accuracy: 0.803

Class 1

Accuracy: 0.898, Specificity: 0.9331, Precision: 0.8144, Recall: 0.8022

F-1 Score: 0.8083, 0.5F Score: 0.8119, 2F Score: 0.8046

Class 2

Accuracy: 0.903, Specificity: 0.9470, Precision: 0.8246, Recall: 0.7673

F-1 Score: 0.7949, 0.5F Score: 0.8124, 2F Score: 0.7781

Class 3

Accuracy: 0.911, Specificity: 0.9401, Precision: 0.8043, Recall: 0.8147

F-1 Score: 0.8094, 0.5F Score: 0.8063, 2F Score: 0.8126

Class 4

Accuracy: 0.894, Specificity: 0.9168, Precision: 0.7729, Recall: 0.8275

F-1 Score: 0.7992, 0.5F Score: 0.7832, 2F Score: 0.8159

# 4. Comparison and conclusions

Overall accuracy is used to evaluate performance of models

# 1) balance.scale

**DecisionTree: 61.3%;** max\_depth = 3

**RandomForest:** ~78% (variance around 1%); F\_features = 1, tree\_num = 500 Random Forest method largely enhances the performance of decision tree method. The reasons for the improvement may be that I use 500 trees to produce a more comprehensive and robust result. And for small sets of attributes, randomly selecting one may yield better result than using gini index for selection.

## 2) led

**DecisionTree: 85.8%;** max depth = 7

**RandomForest: 85.8%**(variance around 0.1%); F\_features = 7, tree\_num = 100 Random Forest method doesn't improve the performance of decision tree method. The reason may be that the TP values(diagonal values in confusion matrix) are dominant and therefore random forest can only add few counts to diagonal counts. The influence may be very slight so that there won't be large improvement

# 3) nursery

**DecisionTree: 97.49%**; max\_depth = 7

**RandomForest: 98%** (variance around 0.5%); F\_features = 8, tree\_num = 200 Random Forest method slightly improves the performance of decision tree method. It's because that the decision tree method already has very high accuracy and diagonal elements in the confusion matrix are dominant. Thus, the accuracy may not be enhanced very much.

# 4) synthetic.social

**DecisionTree: 50.1%;** max depth = 8

**RandomForest: 80.3%** (variance around 2%); F\_features = 11, tree\_num = 300 Random Forest method largely improves the performance of decision tree method. The reasons may be that the accuracy of decision tree method is not good enough so that the diagonal values are not dominant. When we use 300 trees to select majority vote, the result can be more accurate and the diagonal values in confusion matrix can be largely increased to improve overall performance.