

## DECISION TREES EXAMPLES

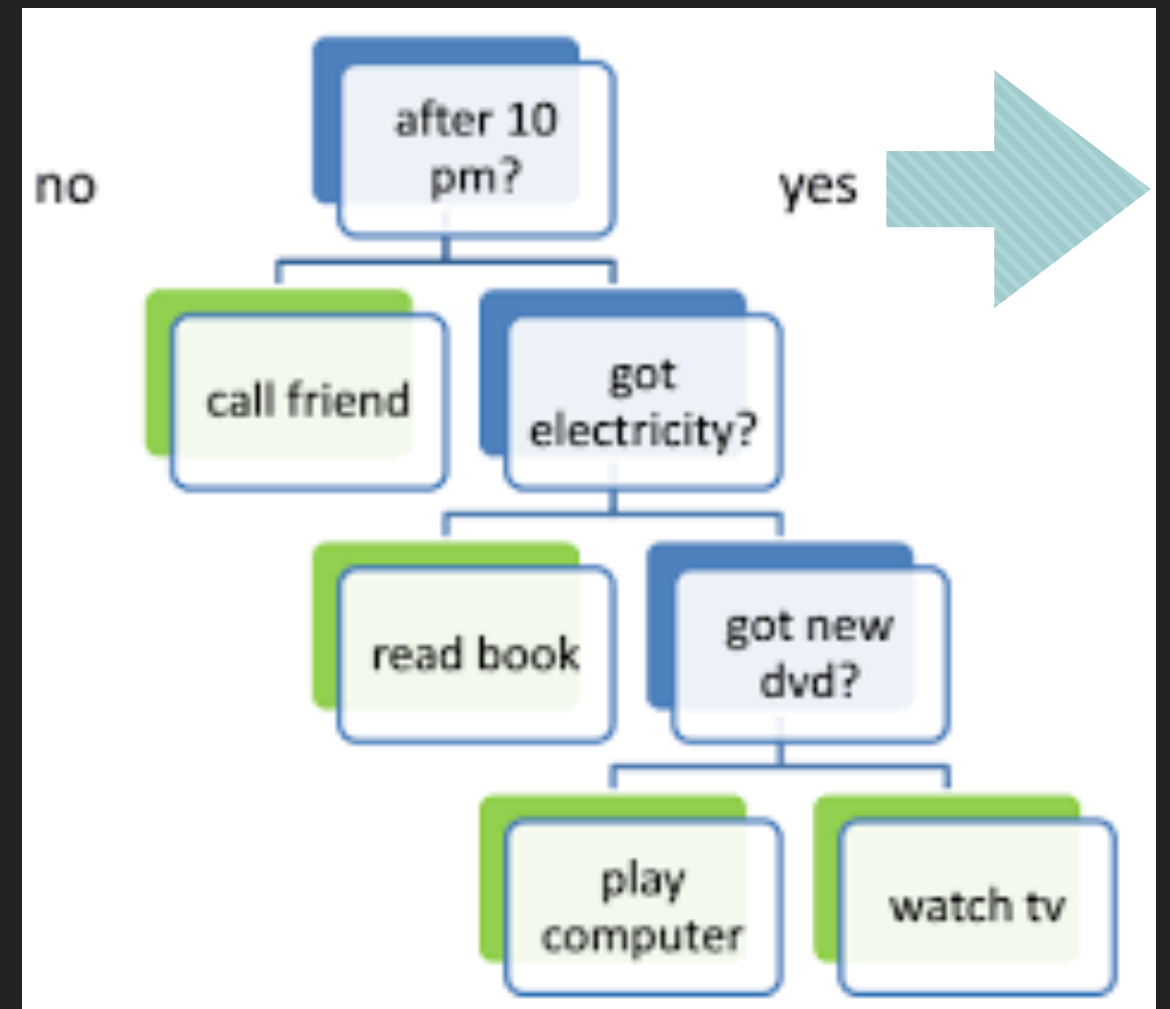
- ▶ Pre-defined paths



# DECISION TREES

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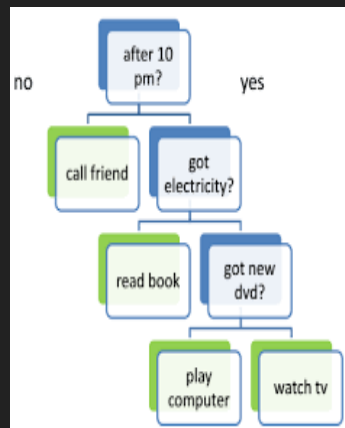
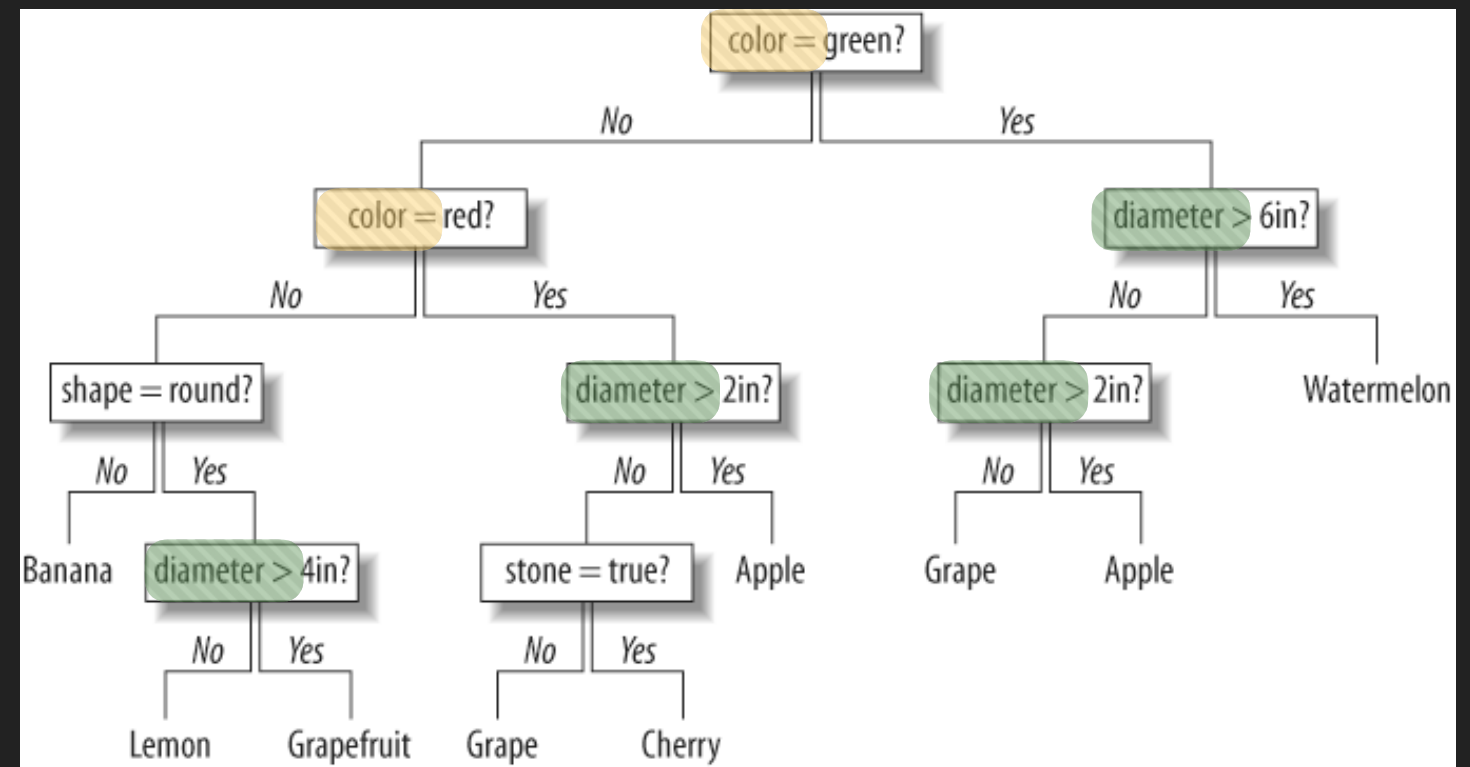
- ▶ Pre-defined paths
- ▶ Algorithms



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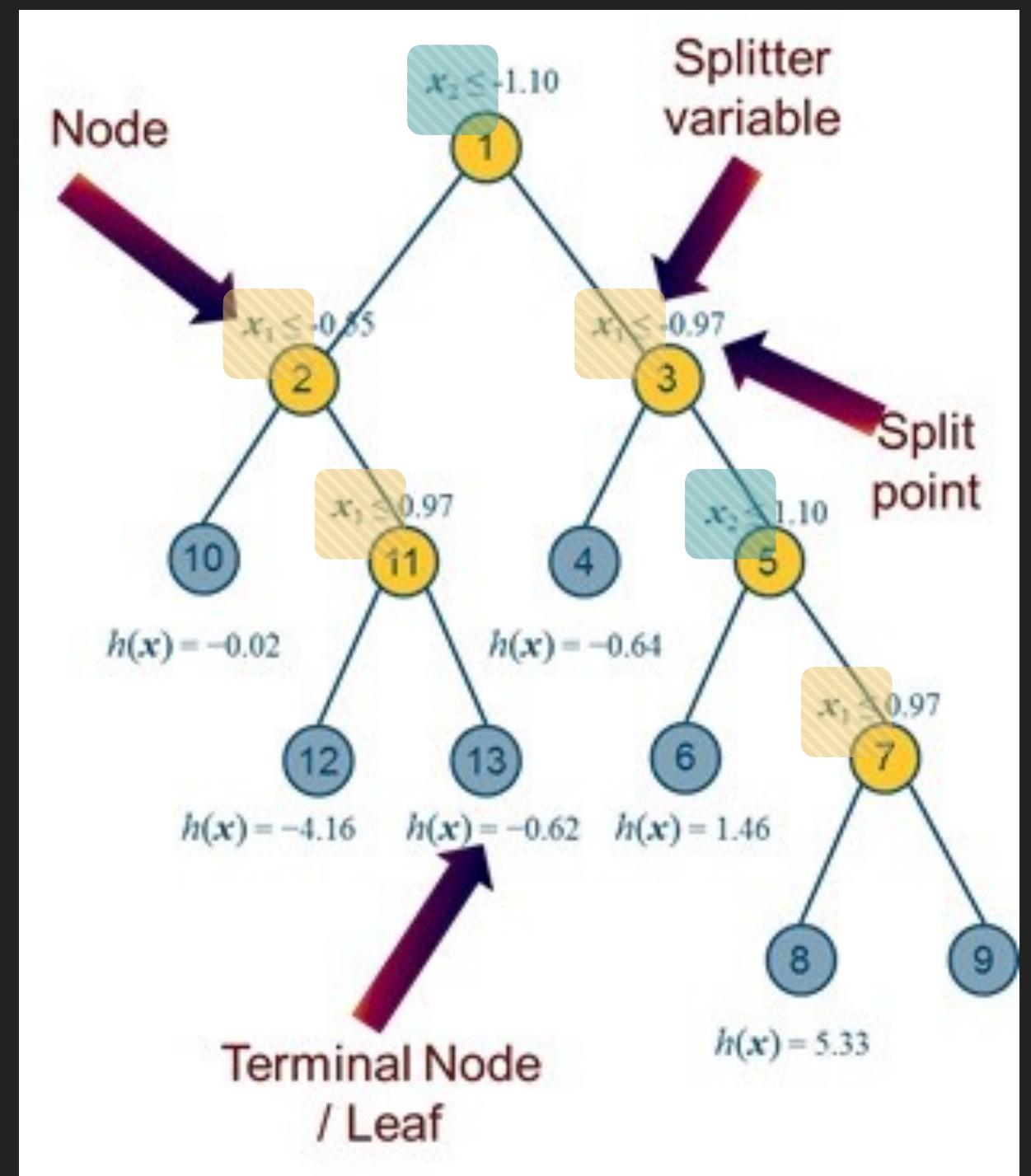
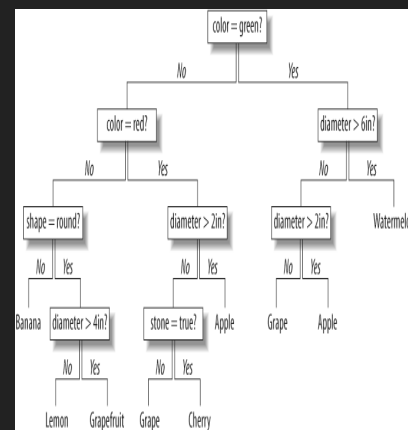
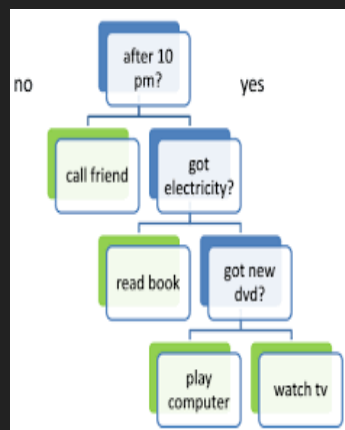
- ▶ Pre-defined paths
- ▶ Algorithms
- ▶ Identification



# DECISION TREES

## DECISION TREES EXAMPLES

- ▶ Pre-defined paths
- ▶ Algorithms
- ▶ Identification
- ▶ Modelling





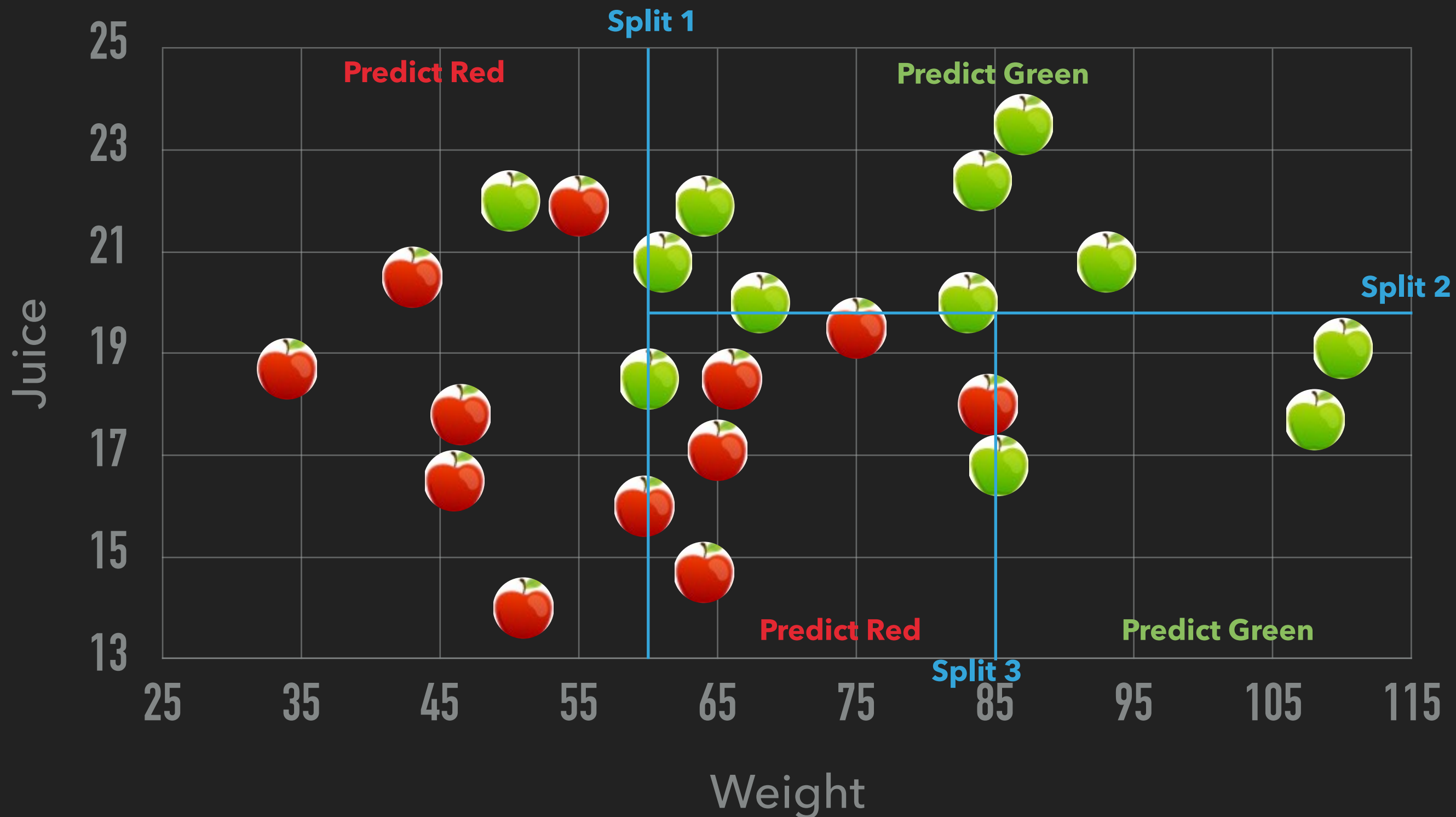
# BUILDING DECISION TREES

- ▶ The idea is to: **Iteratively separate** data into **homogeneous** groups
  - ▶ **Split data by category or range, one feature at a time**
  - ▶ **Into groups as pure as possible**
  - ▶ **repeating the process until a certain stop condition is reached**

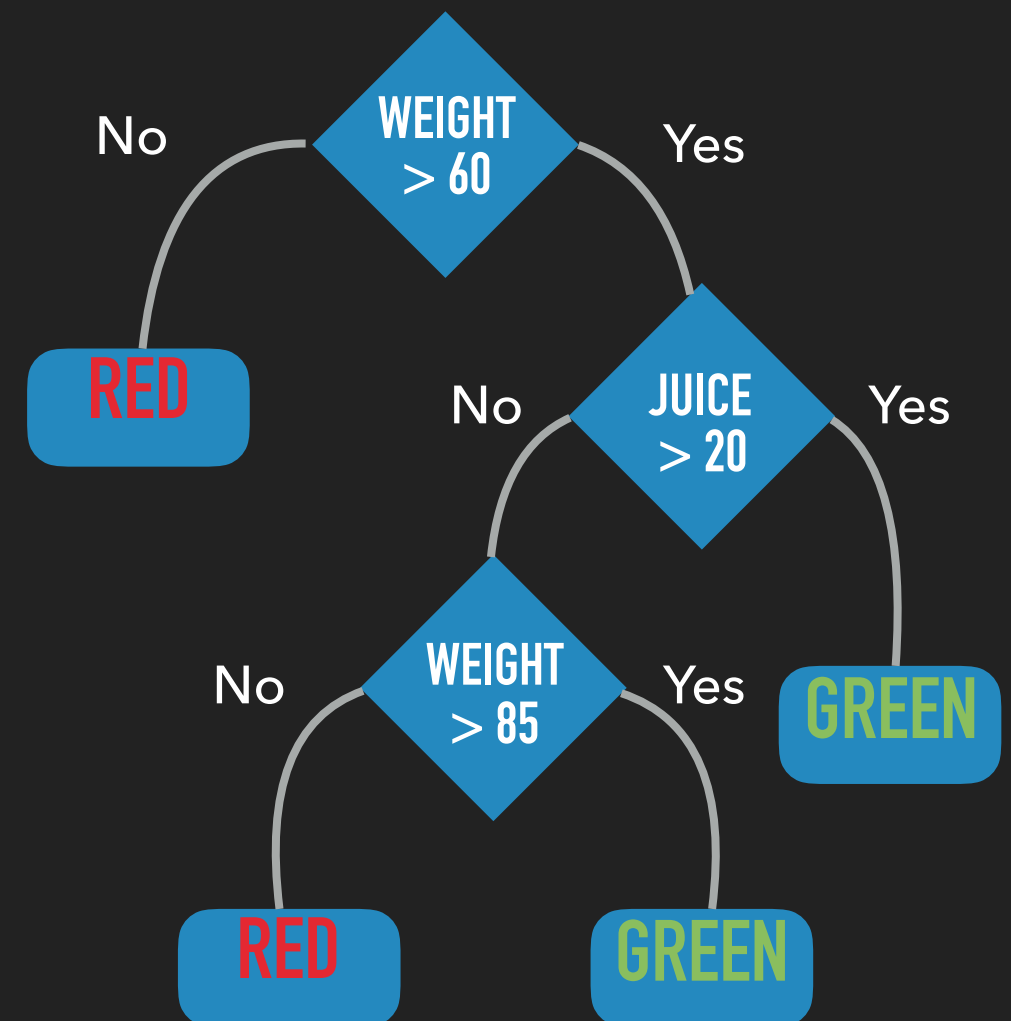
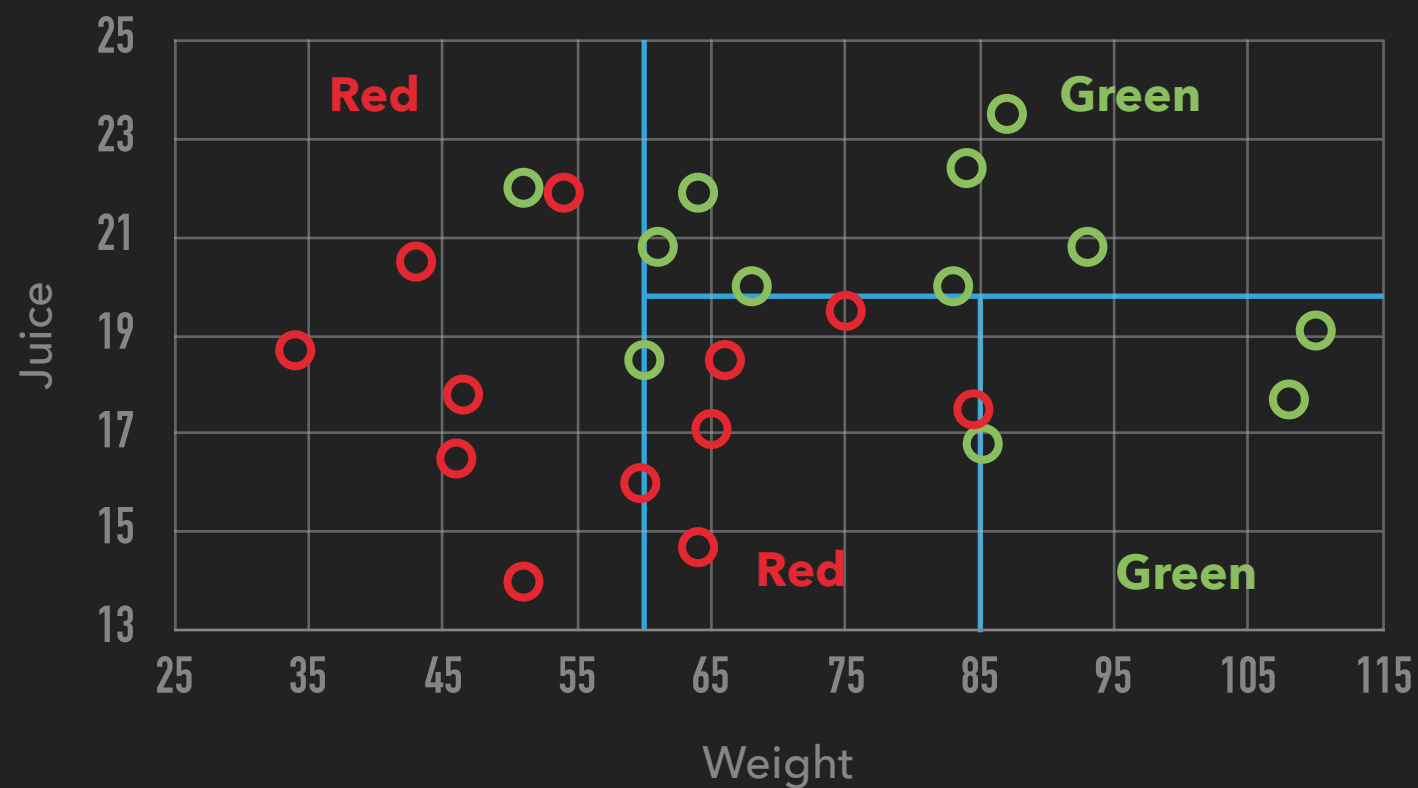




## ITERATIVELY SEPARATE DATA INTO HOMOGENEOUS GROUPS



## MAPPING THE DECISION TREE





# GREEDY DECISION TREE LEARNING

1. Start with an **empty** tree
2. Select a **feature** to split the data  
(Look for the feature that gives the **smallest classification error**)
3. For **each split** of the tree
  1. If reached **stop condition** (purity, # elements, depth) then make predictions
  2. Otherwise  
go to 2. and continue recursively on this **split**