

Decision trees

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MSDS program
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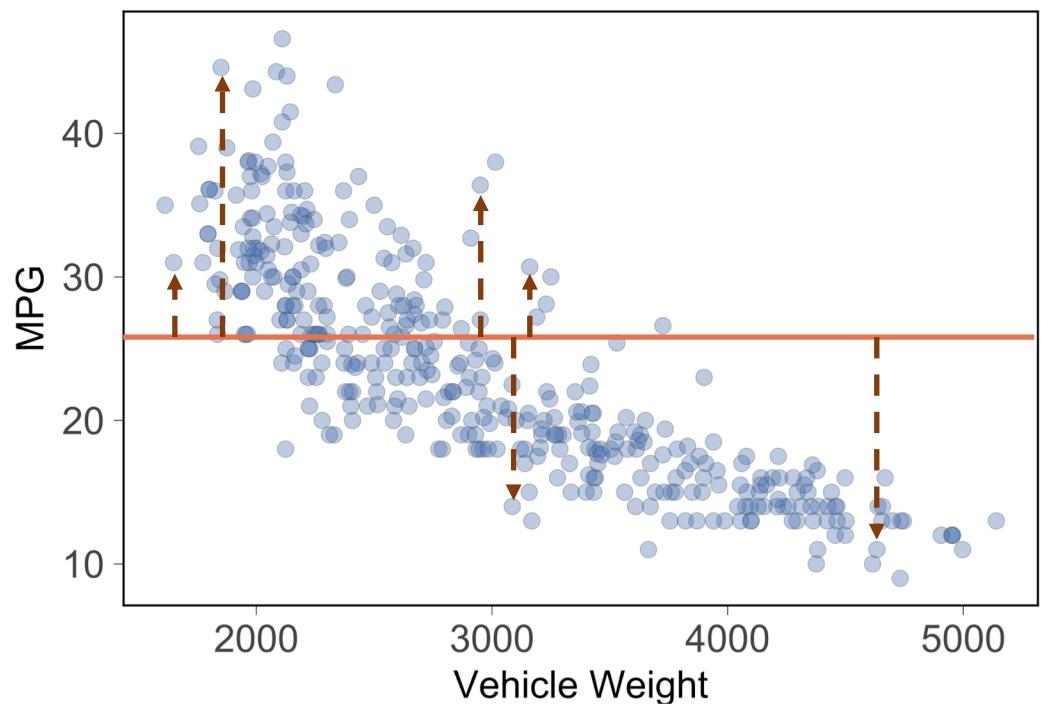
Basic properties of decision tree models

- Decision trees consist of internal decision nodes and leaf nodes that make predictions
- Each input record (feature vector) associated w/exactly one leaf
- Each leaf has 1 or more records whose y is same class for classifier or similar value for regressor
(model hyperparameters change this property)
- Prediction proceeds from root to leaf, testing var/value combos
- Regressor: leaf predicts average of y for associated records
- Classifier: leaf predicts mode (most common) class

Let's reinvent decision trees

Let's invent a simple regressor in 1D

Predict MPG
from weight



Predict a single
constant for
entire region
(the mean)

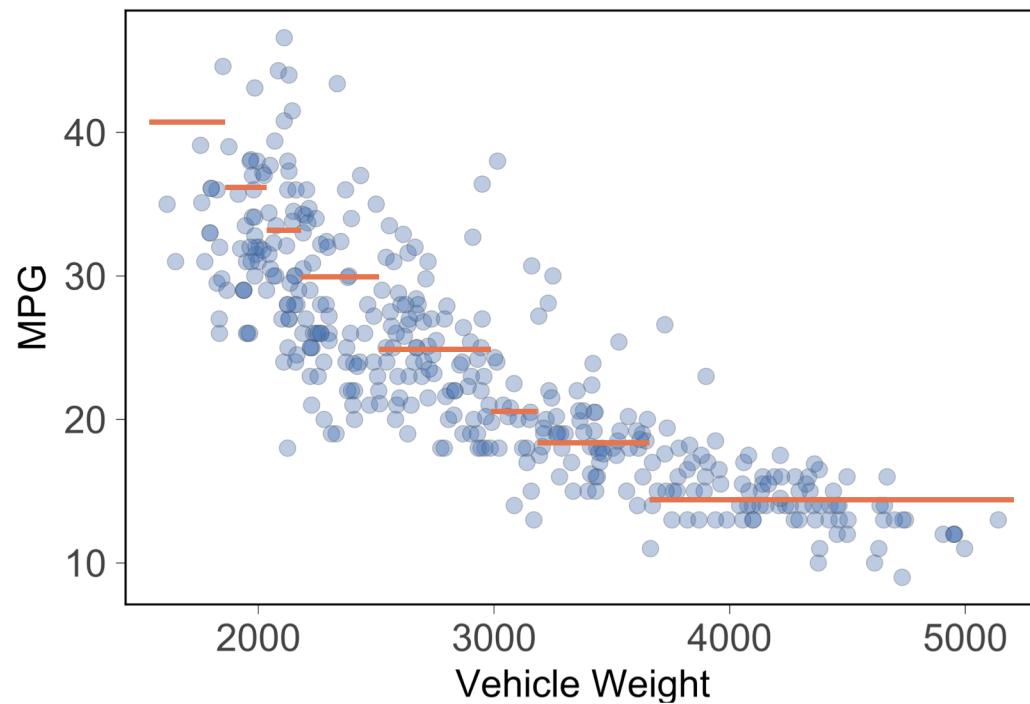
MSE is high

↑ Residuals from
| point to region
mean

Improve by partitioning, using multiple lines

*WHERE DO
WE SPLIT??*

Find groups
of similar MPG
values, which
yields a lower
MSE

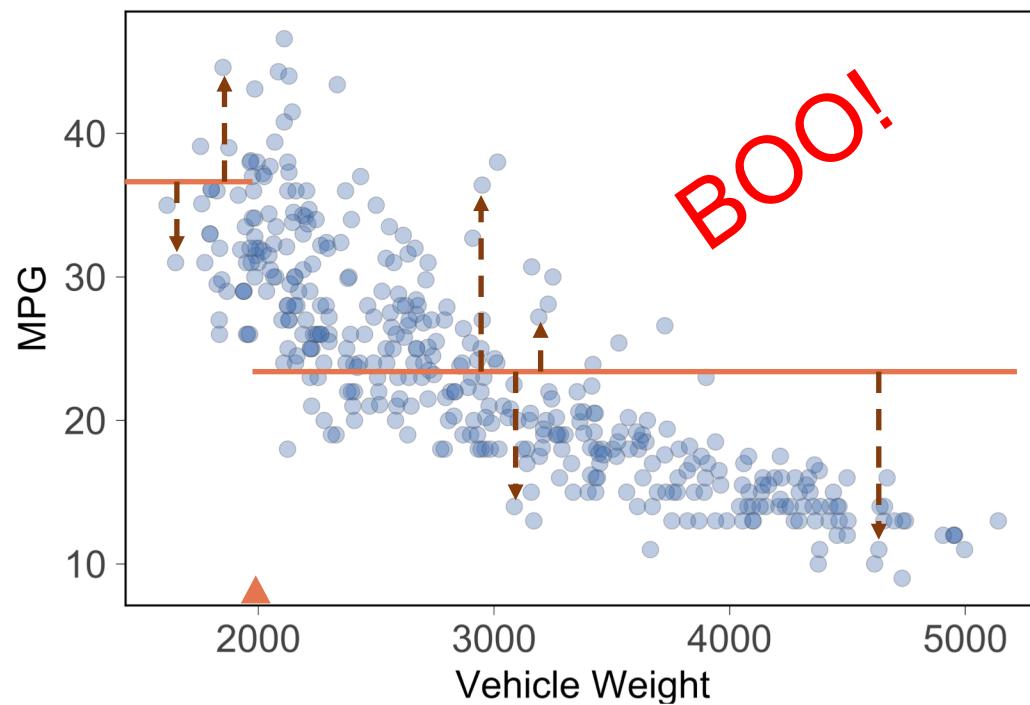


Can only use
horizontal lines,
but can use lots

Each region
predicts mean
in piecewise
fashion

Strategy: find split point giving least MSE

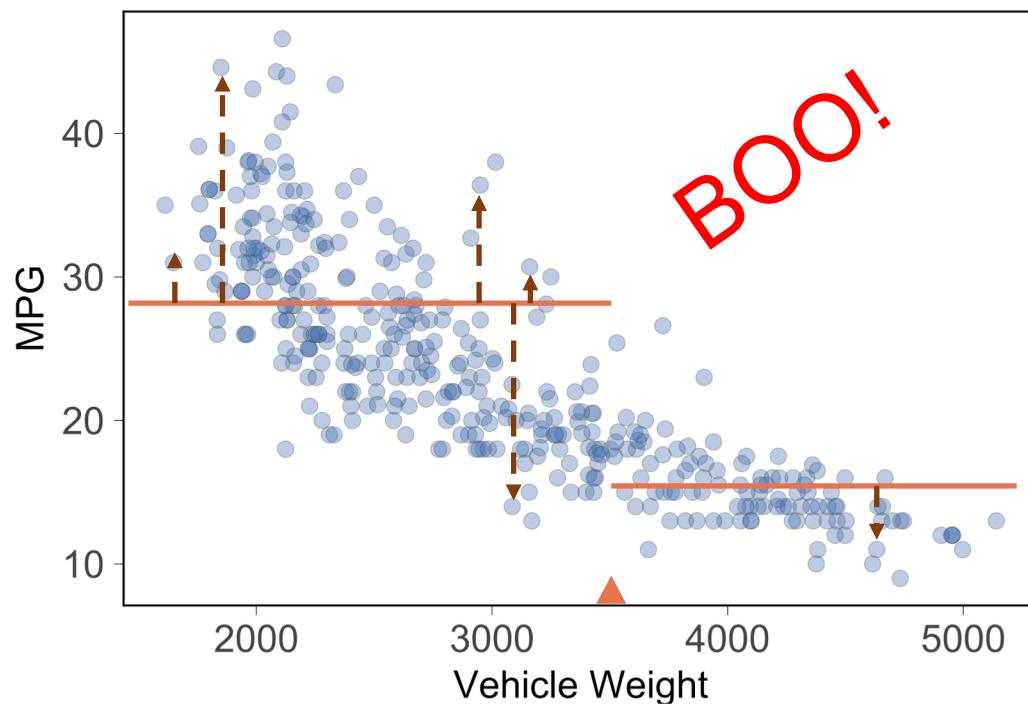
Split region
into two
subregions,
each
predicting
mean



X=2000 is
BAD CHOICE:
MSE very high

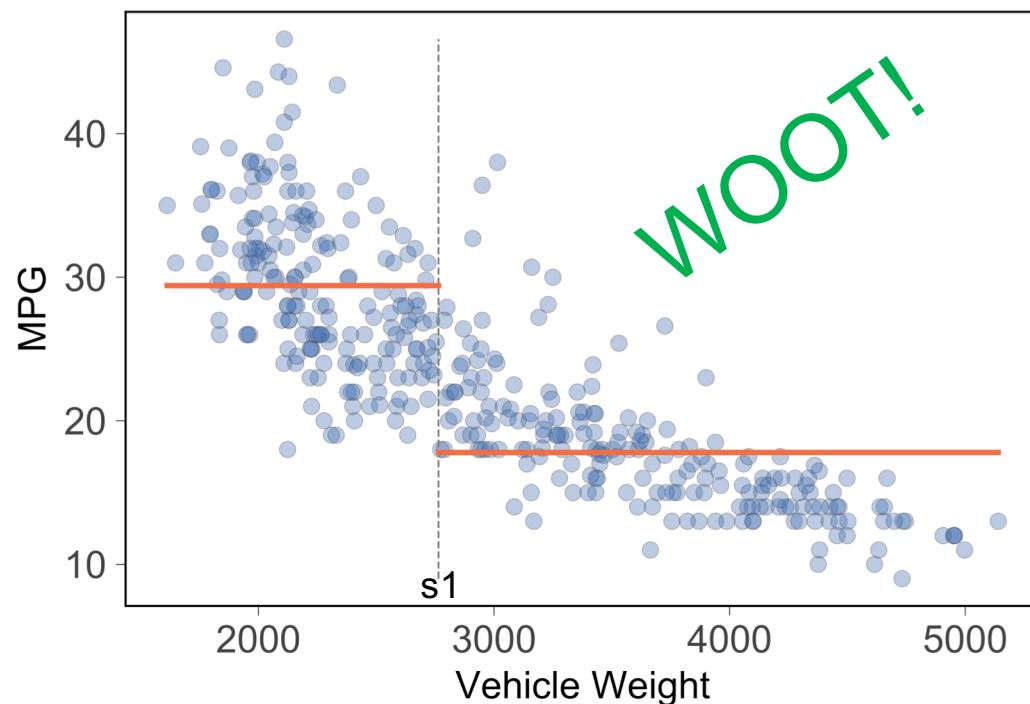
Strategy: find split point giving least MSE

Split region
into two
subregions,
each
predicting
mean



X=3500 is
ANOTHER
BAD CHOICE:
MSE very high

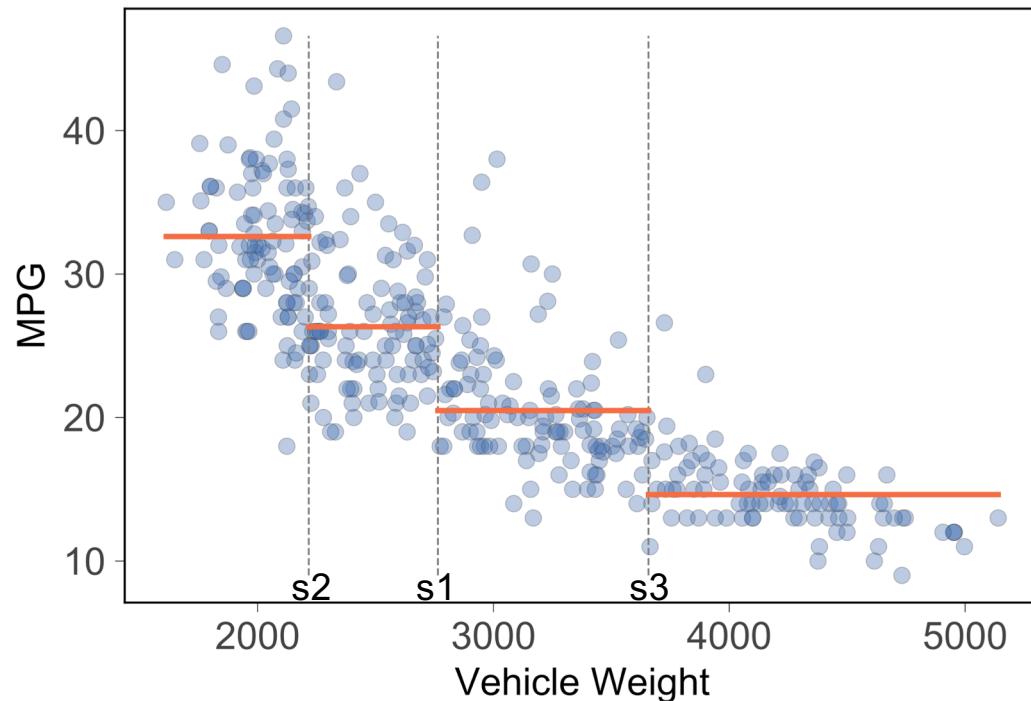
A split exists that gives min MSE for regions



Technique:
Exhaustively
check all feature
values,
computing MSE
or variance for
each split

Track split point
giving min MSE

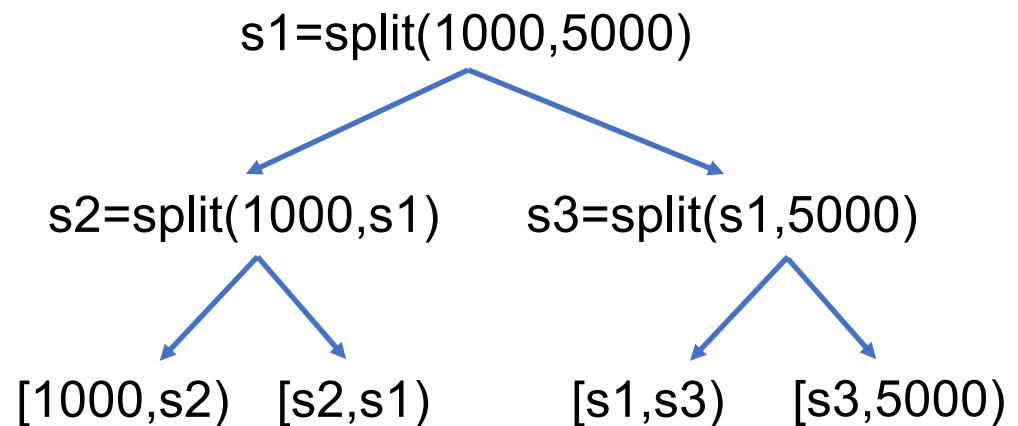
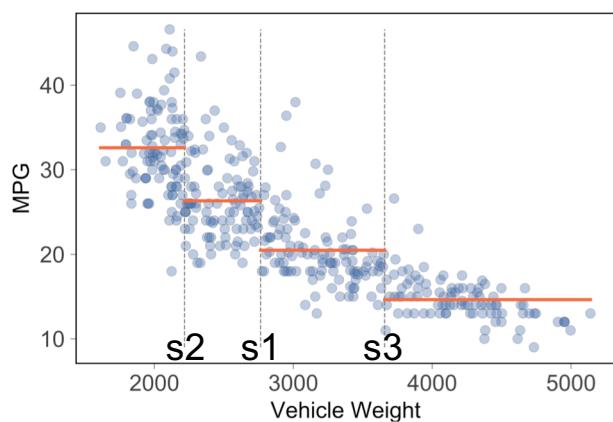
Now split those 2 regions into 4 regions



Split s_1 stays,
recursively split
left/right regions to
get splits s_2, s_3

Kinda like binary
search or other
divide-and-conquer
strategy

Model training recursion tree gives regions defined by splits s_1, s_2, s_3

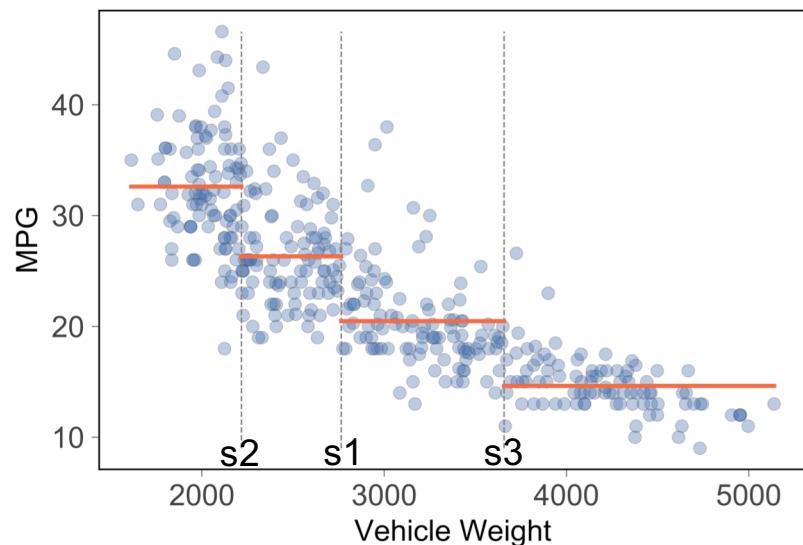


Split (recurse) until:

- All potential splits do not reduce MSE
- All nodes have min num samples
- Max number of splits reached
- Etc...

Predictions are avg of MPG (target) values in regions

Hardcoded model implementation

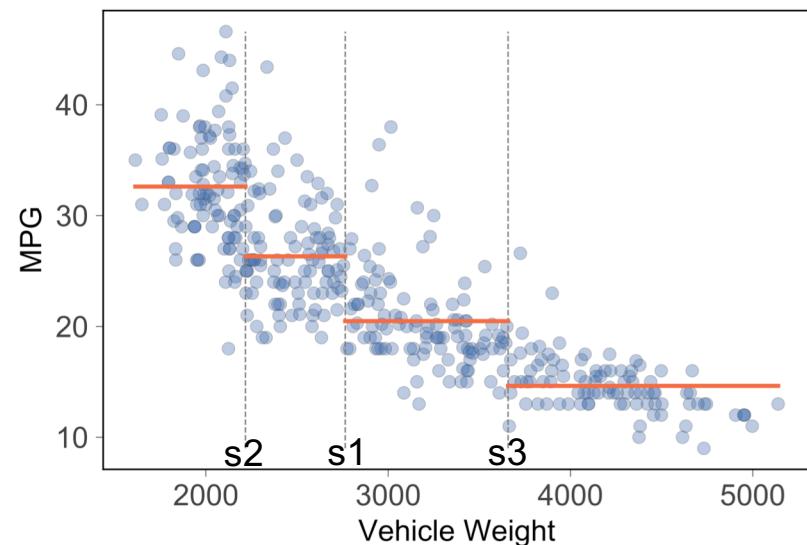


To partition space, test in recursion/split order

```
if x<s1 and x<s2: predict 32.6  
if x<s1 and x>=s2: predict 26.3  
if x>=s1 and x<s3: predict 20.5  
if x>=s1 and x>=s3: predict 14.6
```

Note repeated comparisons!

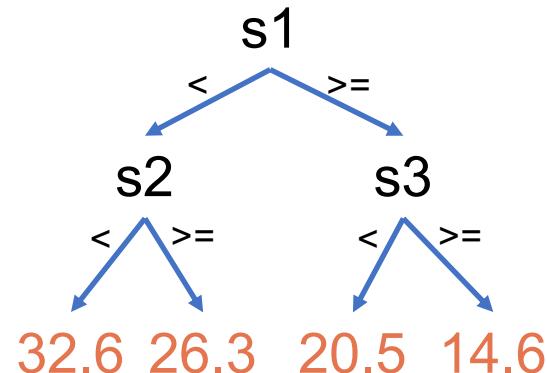
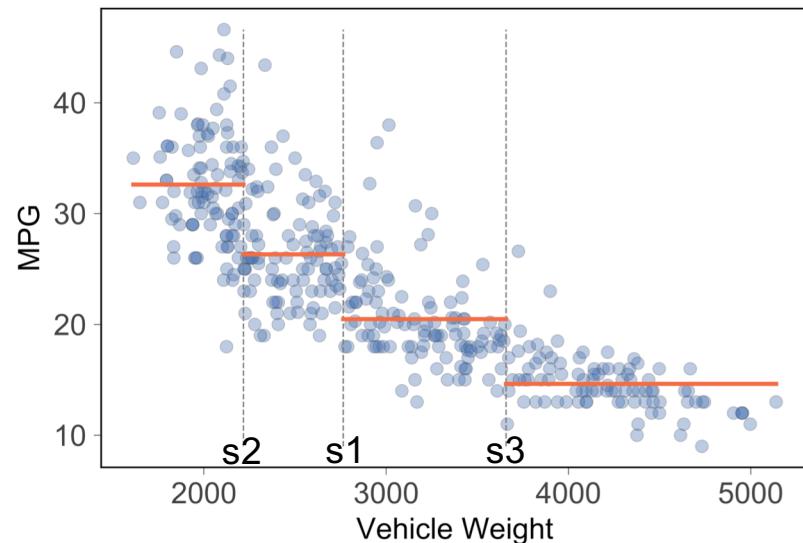
Factor the split comparisons for efficiency



```
if x<s1:  
    if x<s2: predict 32.6  
    else: predict 26.3  
else:  
    if x<s3: predict 20.5  
    else: predict 14.6
```

But, don't want to hardcode model!

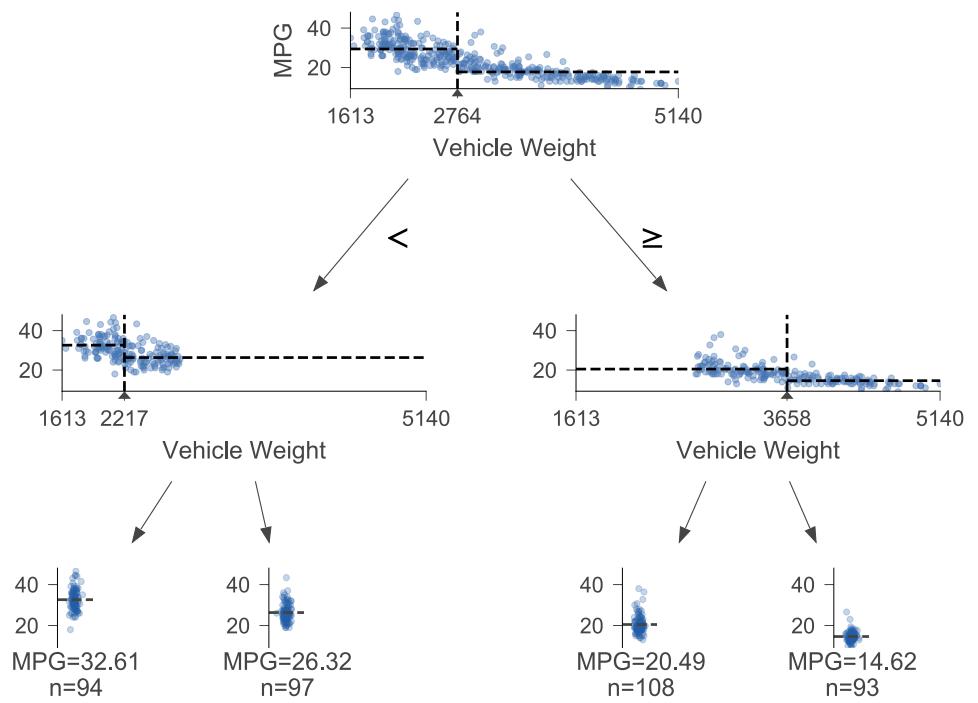
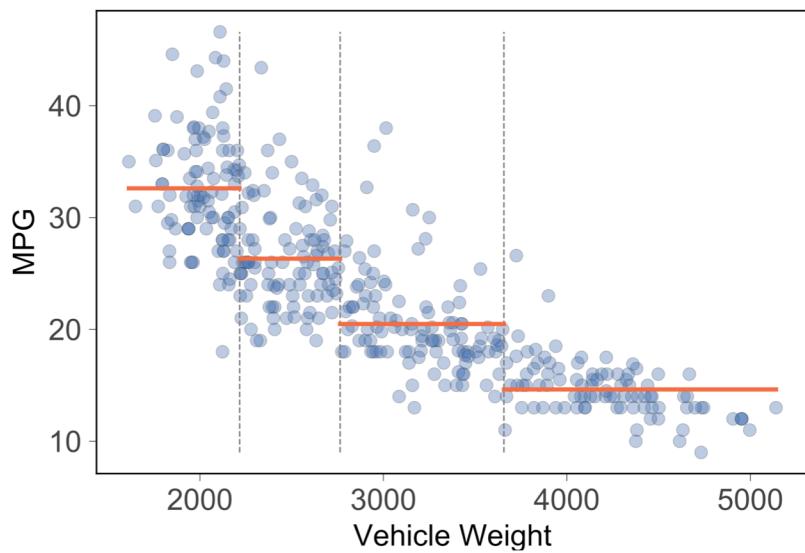
Represent nested conditionals as regression decision tree



Internal nodes test features
Leaves predict region mean

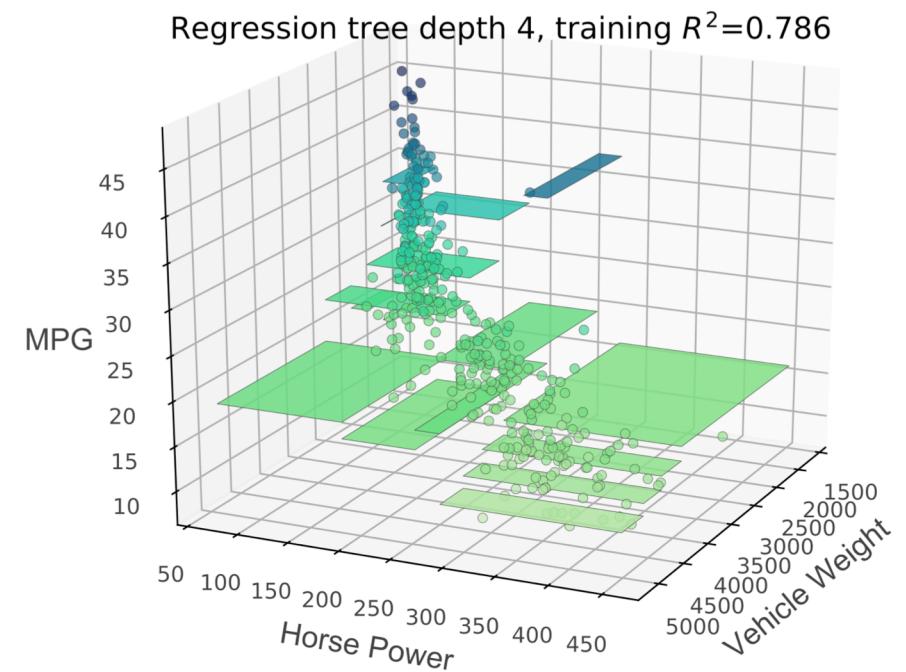
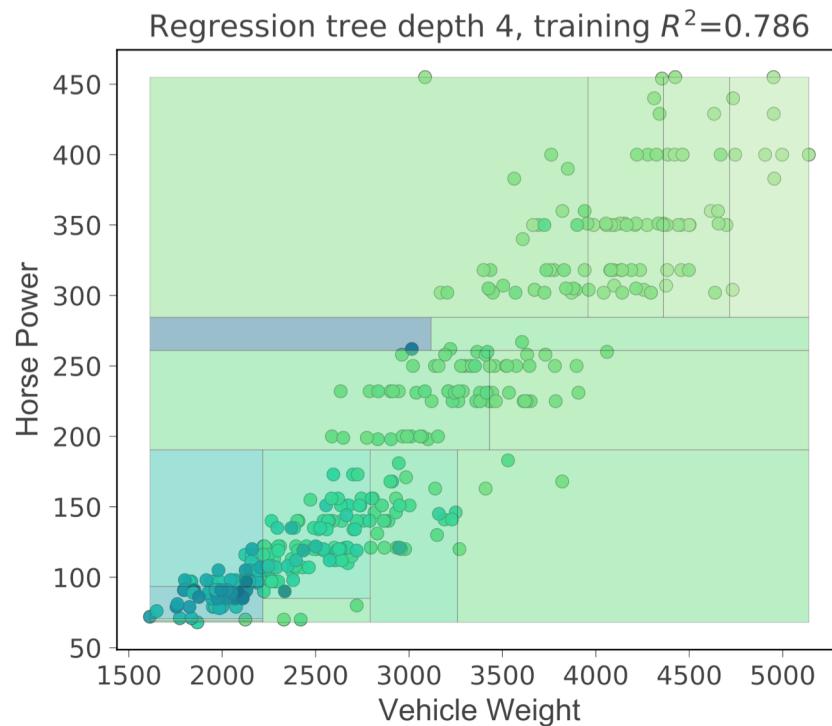
Morph tree of recursion from training into decision tree!

1D feature space vs dtreeviz decision tree

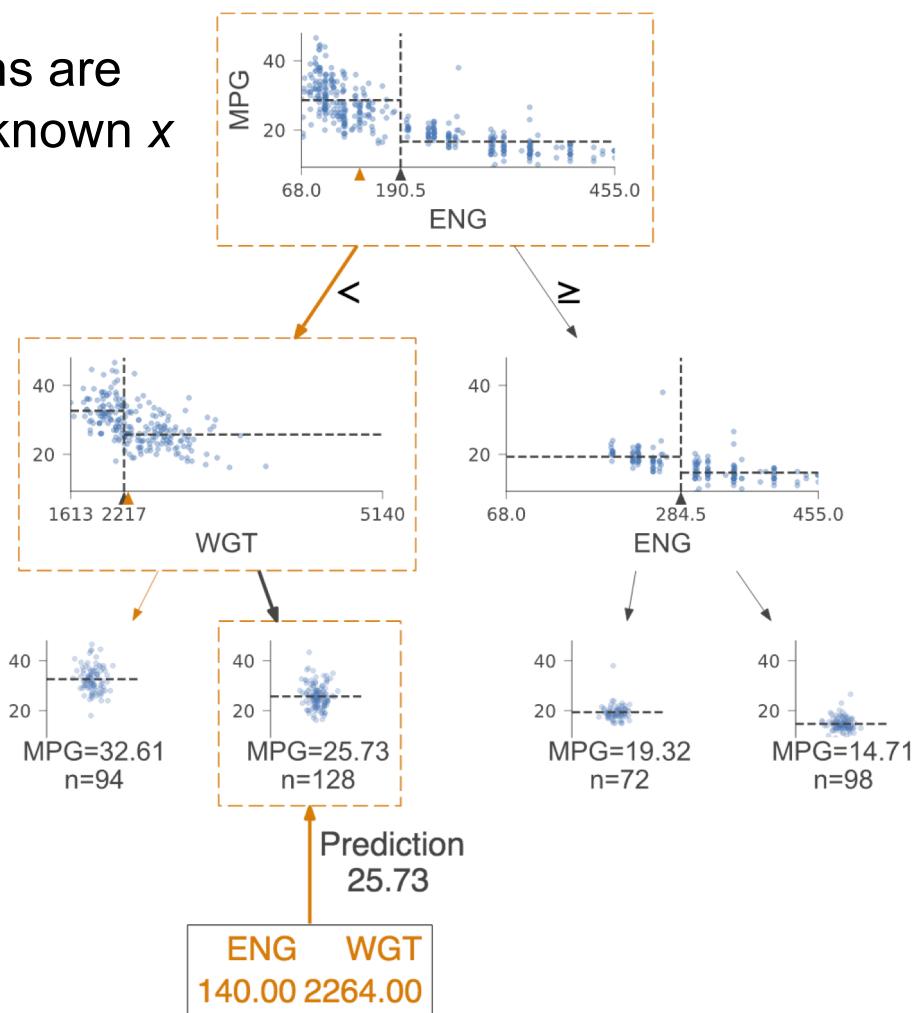
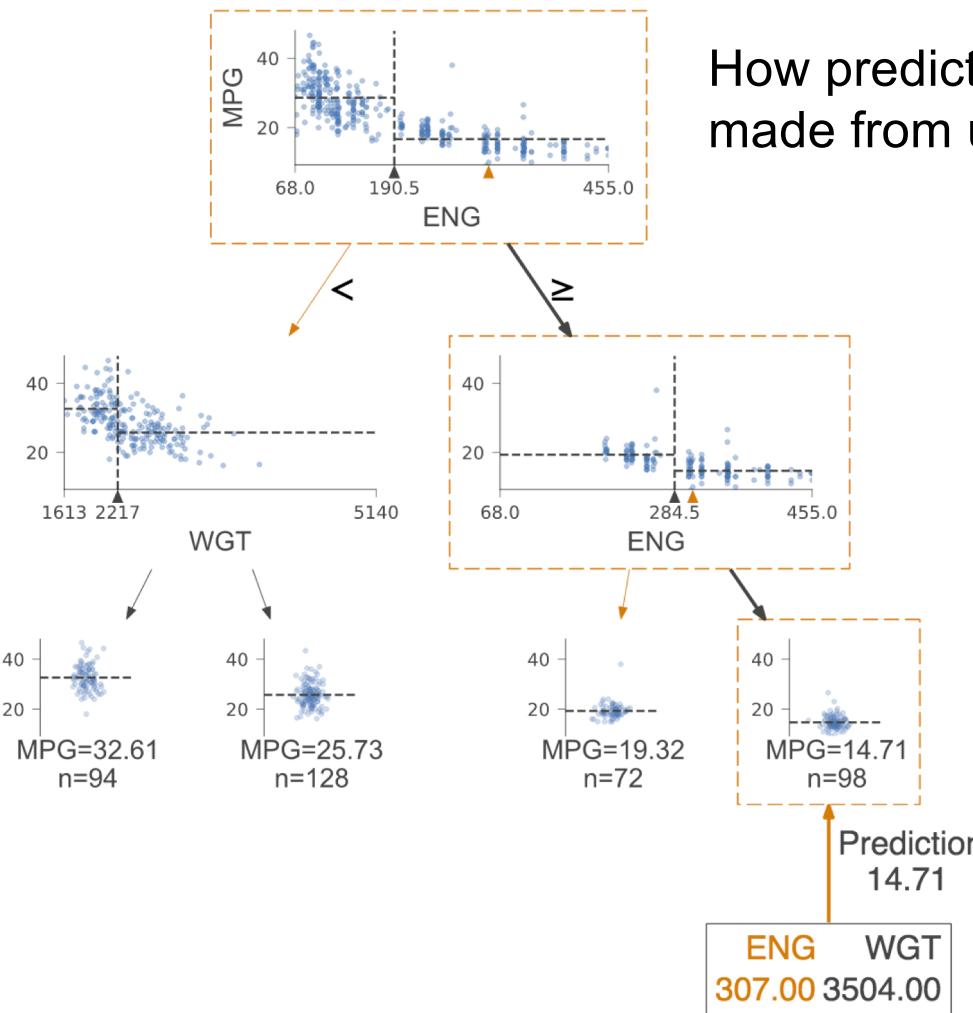


<https://github.com/parrt/msds621/blob/master/notebooks/trees/partitioning.ipynb>

2D regressor feature space (heatmap, 3D)



How predictions are made from unknown x



UNIVERSITY OF SAN FRANCISCO

An aside: partitioning, tree viz done with custom library

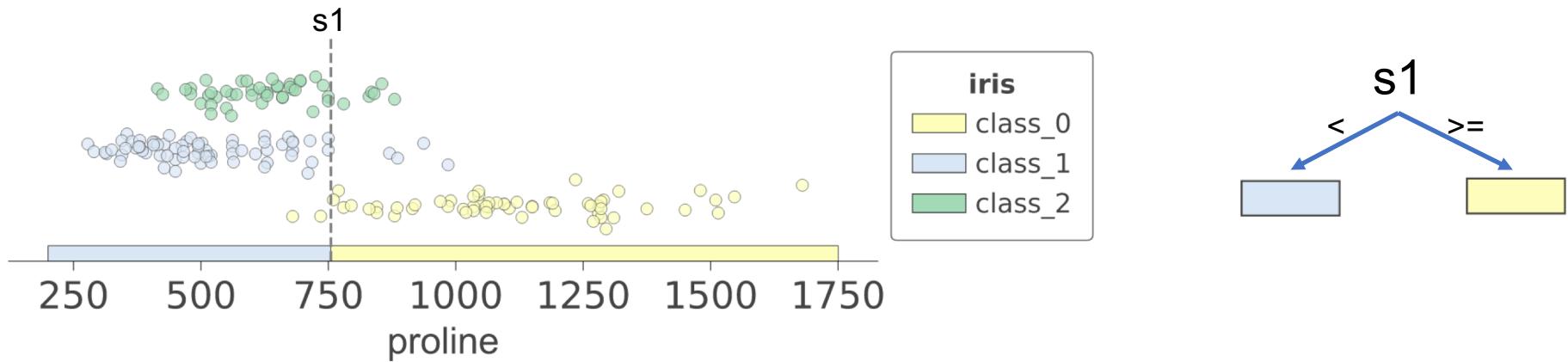
- Do “`pip install dtreeviz`”
- I built with Prince Grover, previous MSDS student
- See <https://github.com/parrt/dtreeviz> and the article for more detail: <https://explained.ai/decision-tree-viz/index.html>
- Advice: never accept status quo; always strive for more / better
- See “*How to lead a fulfilling life by being dissatisfied*” buried in my talk on decision tree viz
https://twitter.com/the_antlr_guy/status/1120359898062000128

Classifiers

Classifiers split feature space too

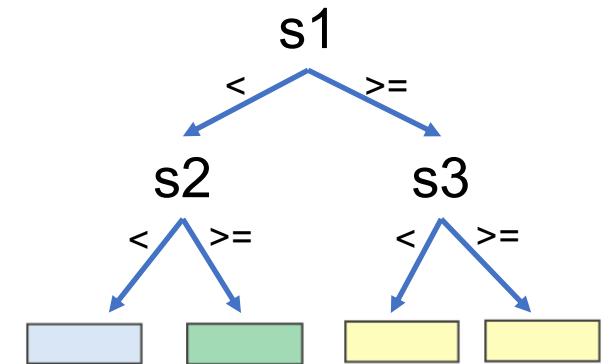
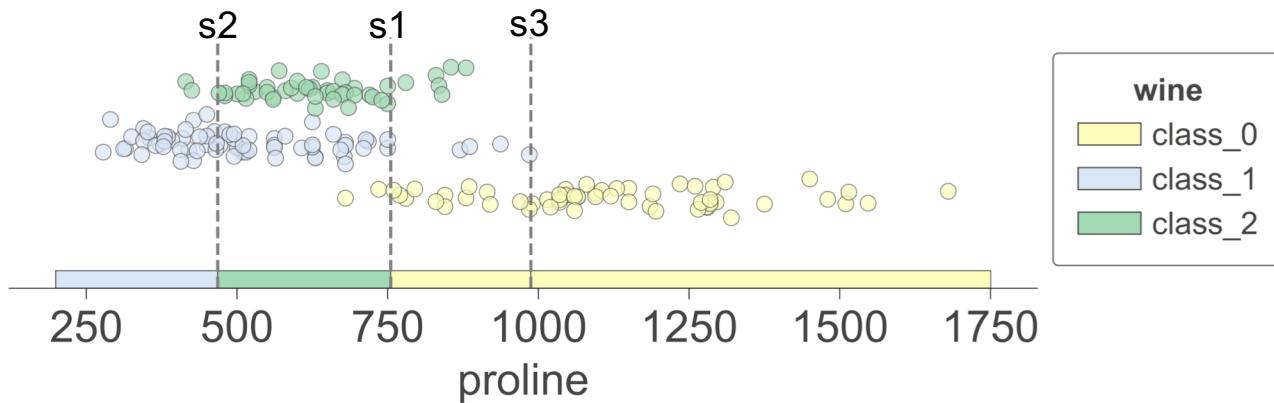
Predict wine
from proline

- Internal decision nodes test features just like regressor trees
- Leaves predict most common target category (mode) not mean
- Find split that decreases average impurity of left/right subregions

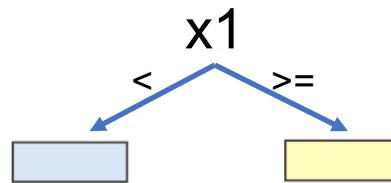


<https://github.com/parrt/msds621/blob/master/notebooks/trees/partitioning.ipynb>

Split s1 subregions into more subregions

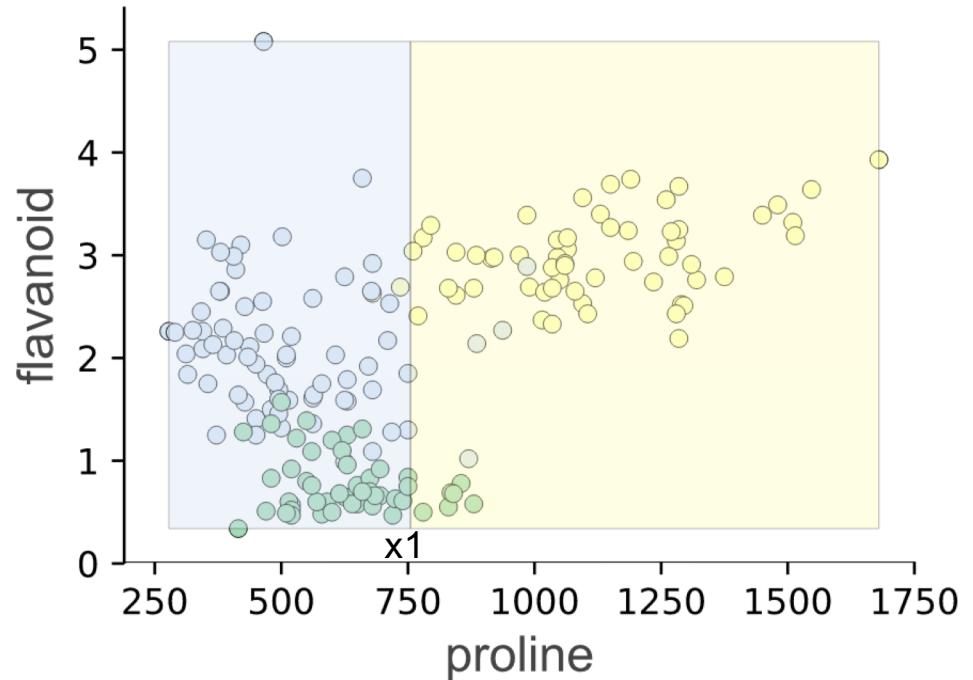


To improve predictions:
Use 2 features and
split 2D feature
space into regions

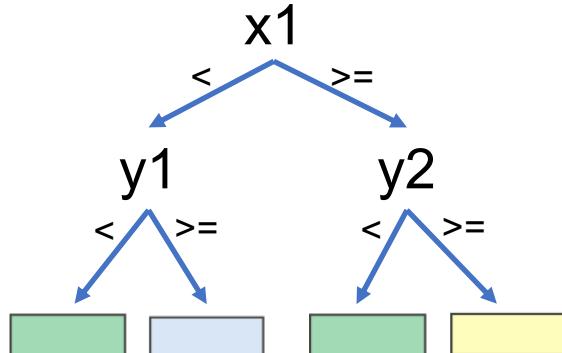


Training looks for (feature, split point) combos giving more pure subregions.

Decision nodes compare single feature value to split point

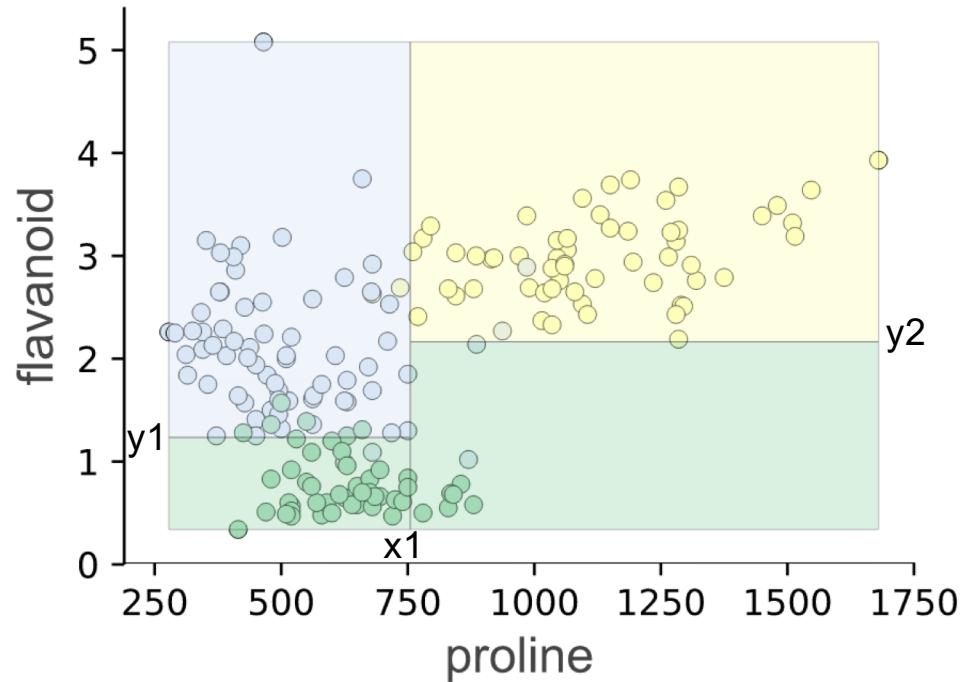


Improve predictions:
Use 2 features and
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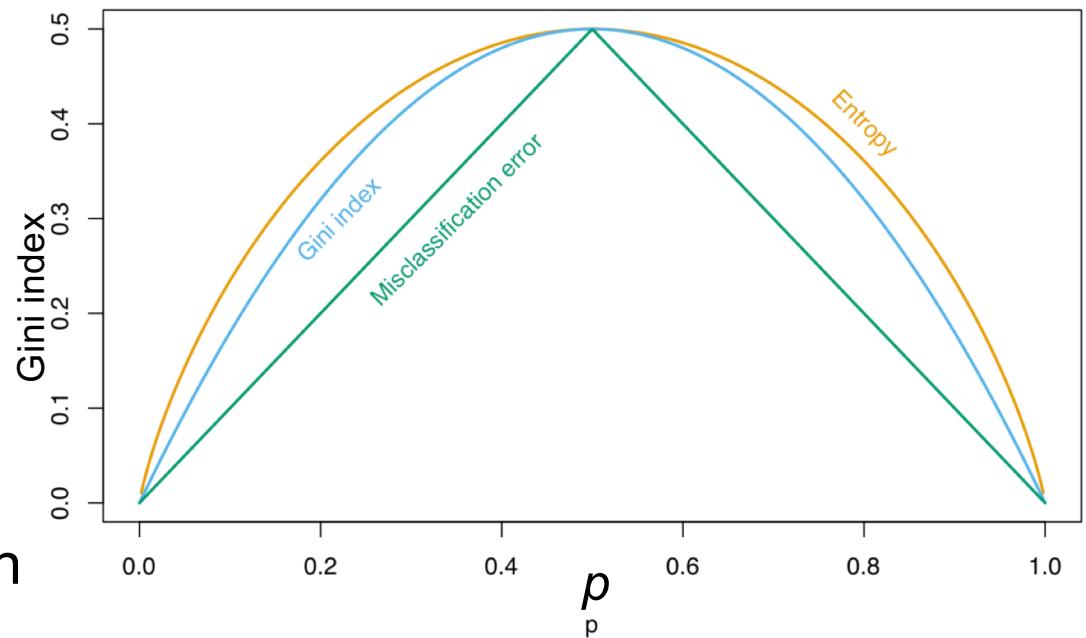
*Training looks for (feature, split point)
 combos giving more pure subregions.*

*Decision nodes compare single
 feature value to split point*



Gini index

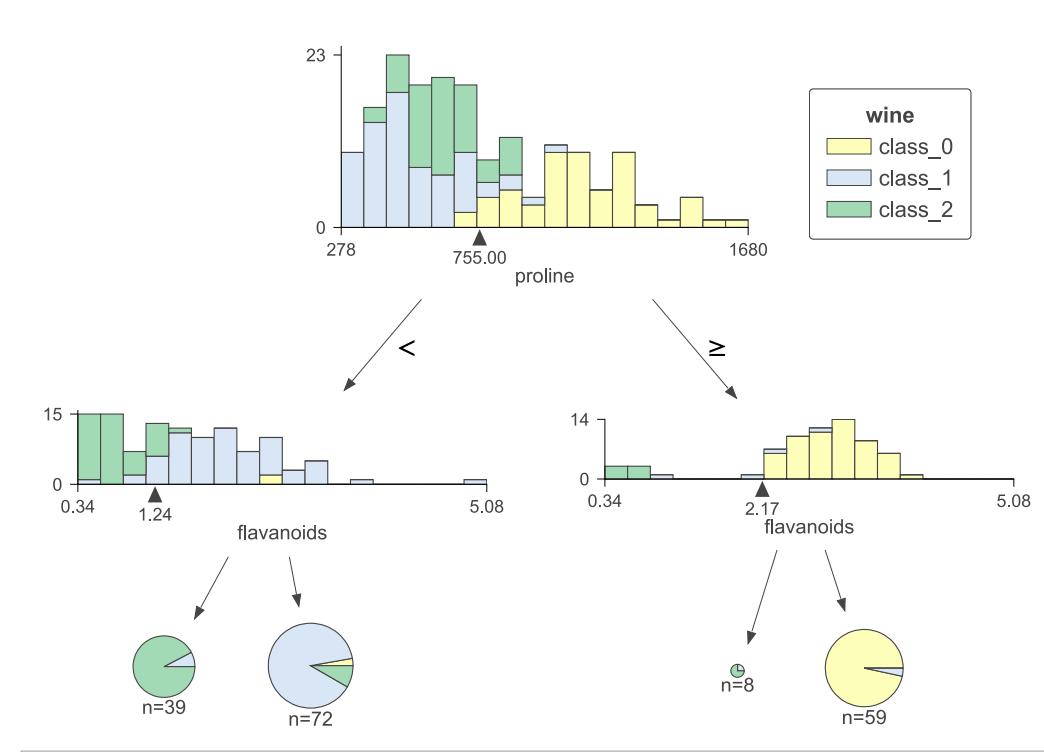
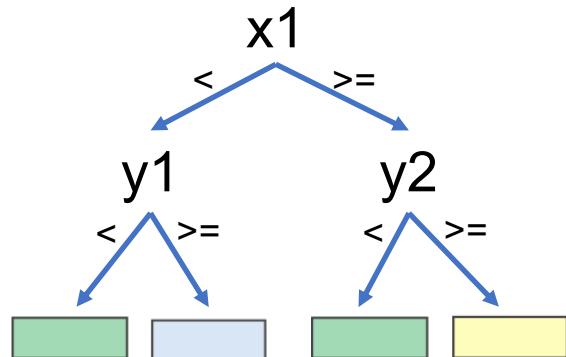
- A measure of y 's impurity, like entropy
- Let p_i be the fraction of y values with class i (likelihood of i), n' = number of unique classes in y
- If likelihood is $p=0.5$, uncertain



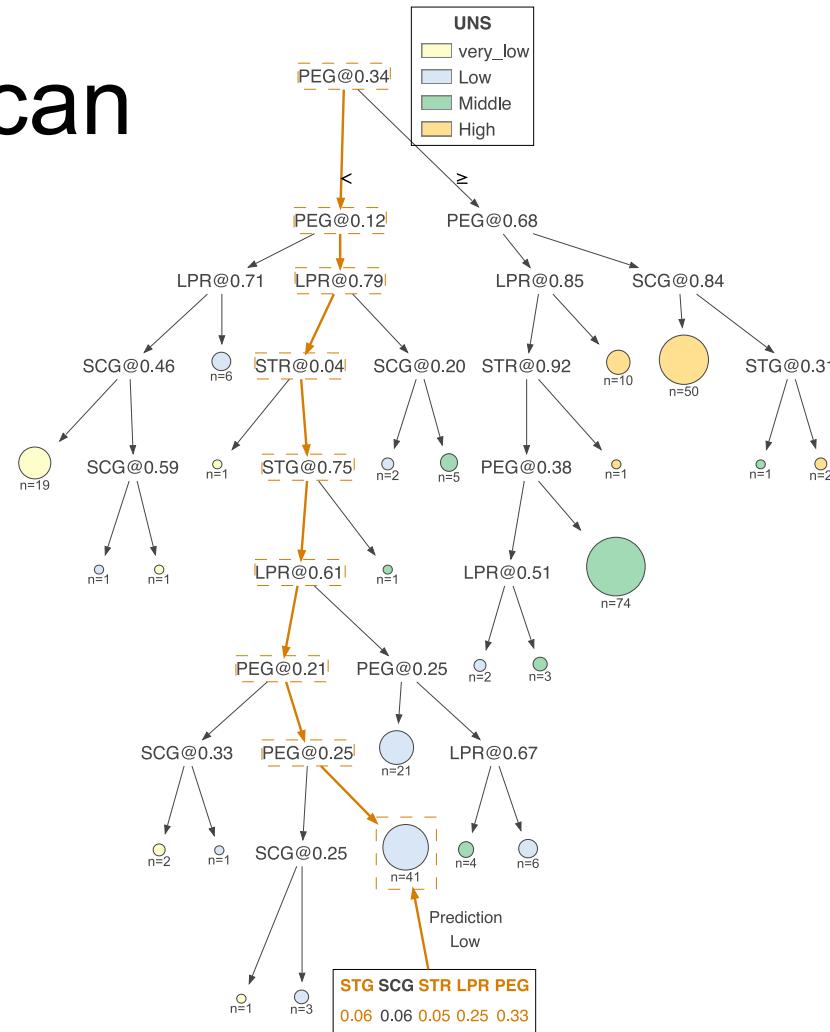
$$Gini(y) = \sum_{i=1}^{n'} p_i \sum_{j \neq i} p_j = \sum_{i=1}^{n'} p_i(1 - p_i) = 1 - \sum_{i=1}^{n'} p_i^2$$

https://en.wikipedia.org/wiki/Decision_tree_learning#Gini_impurity

dtreeviz visualization of tree structure



For bigger trees, can do nonfancy plot



Tree structure's effect on prediction error

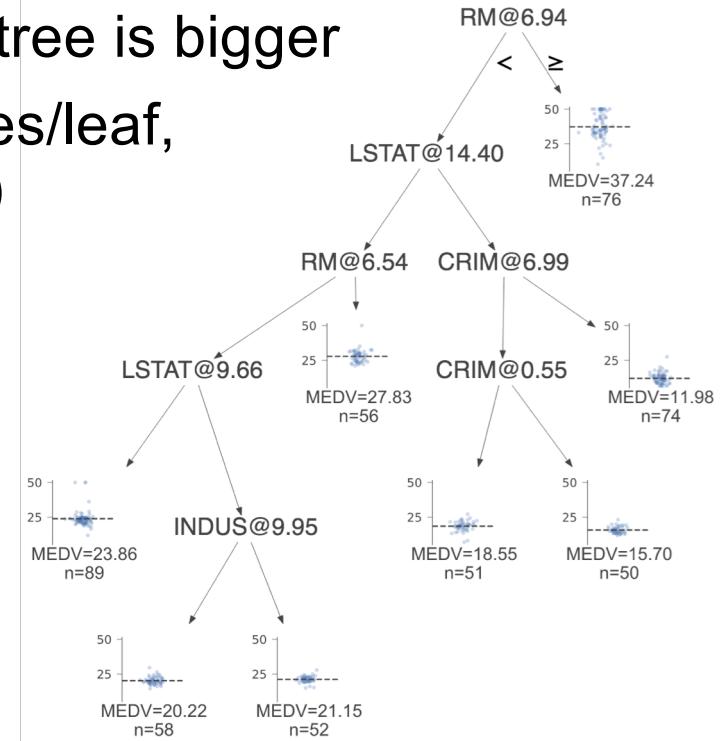
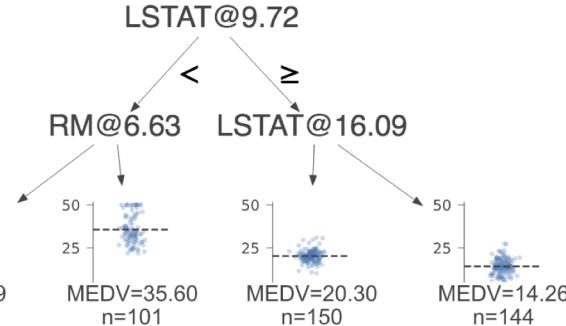
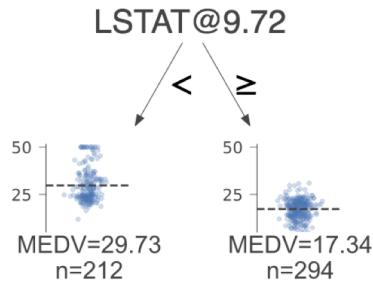
Hyperparameter num_samples_leaf

- Idea: don't split regions w/less than num_samples_leaf records
- Similar to limiting height of tree but finer granularity of control
- Degenerate case where num_samples_leaf=n (sample size)
 - What does such a regressor predict?
 - What does such a classifier predict?
 - Describe accuracy of this extreme model
 - If we trained on many different training sets pulled from same data distribution, how stable would the test set prediction error be?

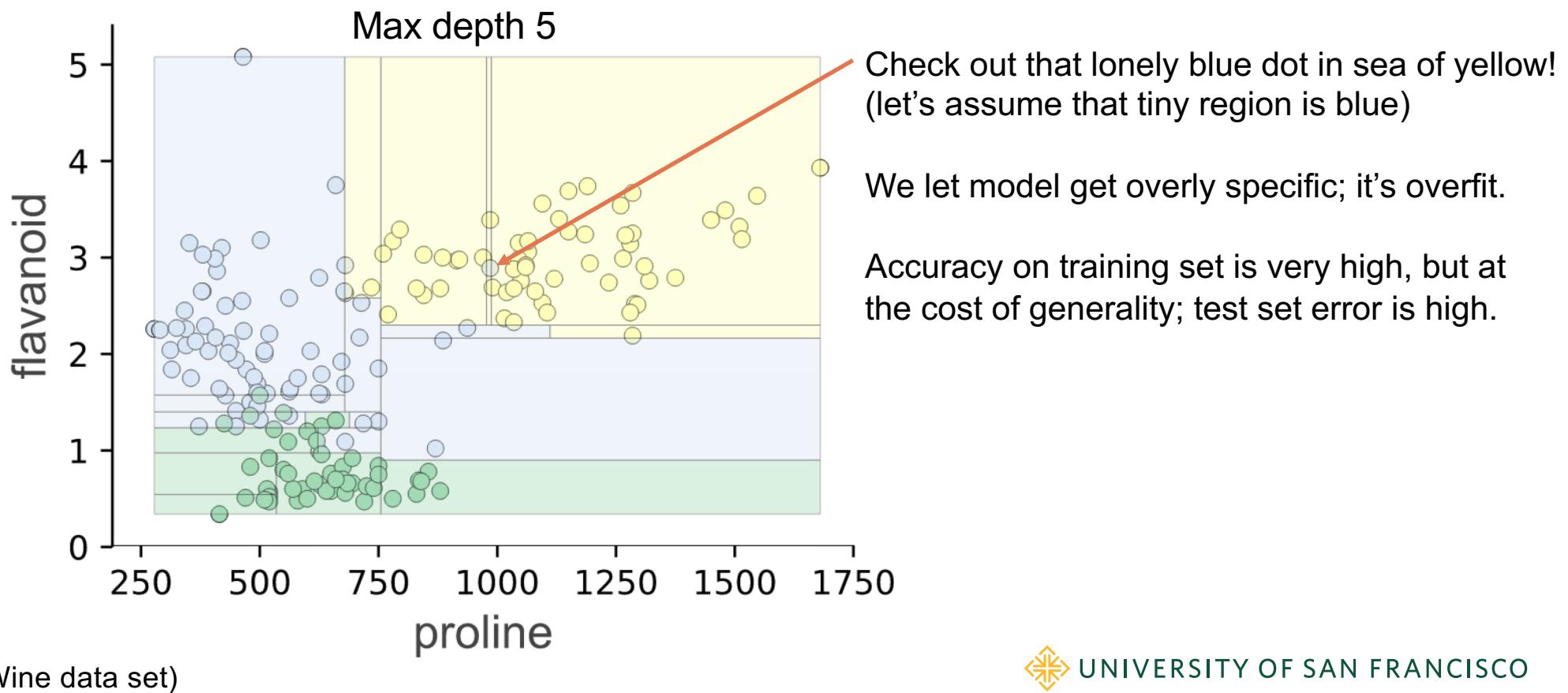
Trees for 200,100,50 samples per leaf

(Boston housing data, n=506 records)

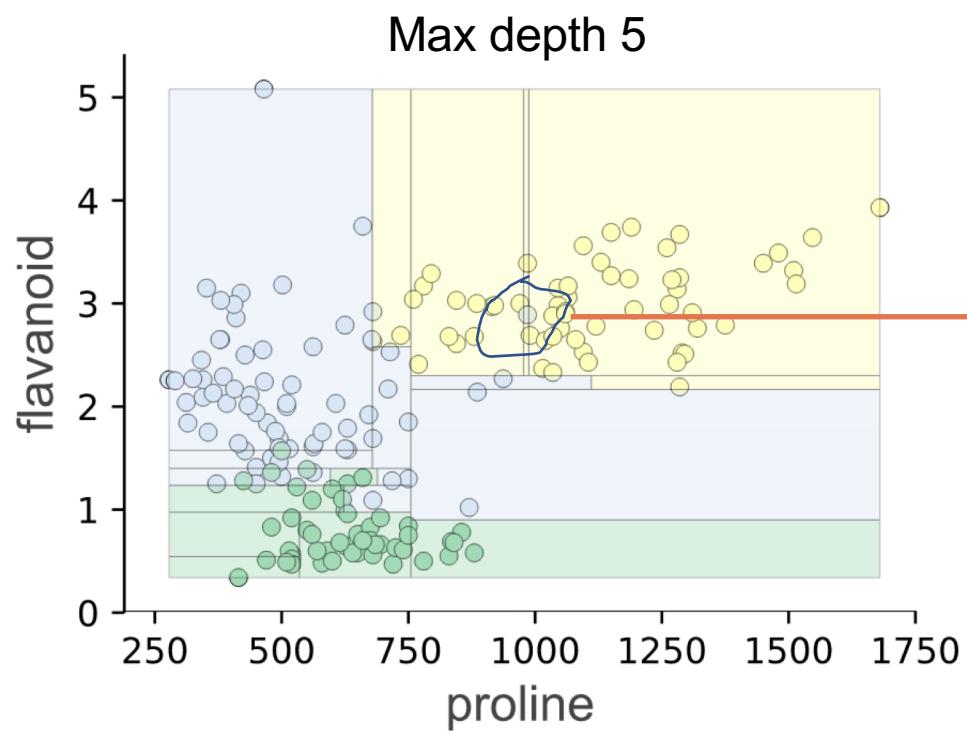
- Leaves have fewer & fewer elements, but tree is bigger
- Variance of y in leaves shrinks with samples/leaf, which is training goal (increases accuracy)



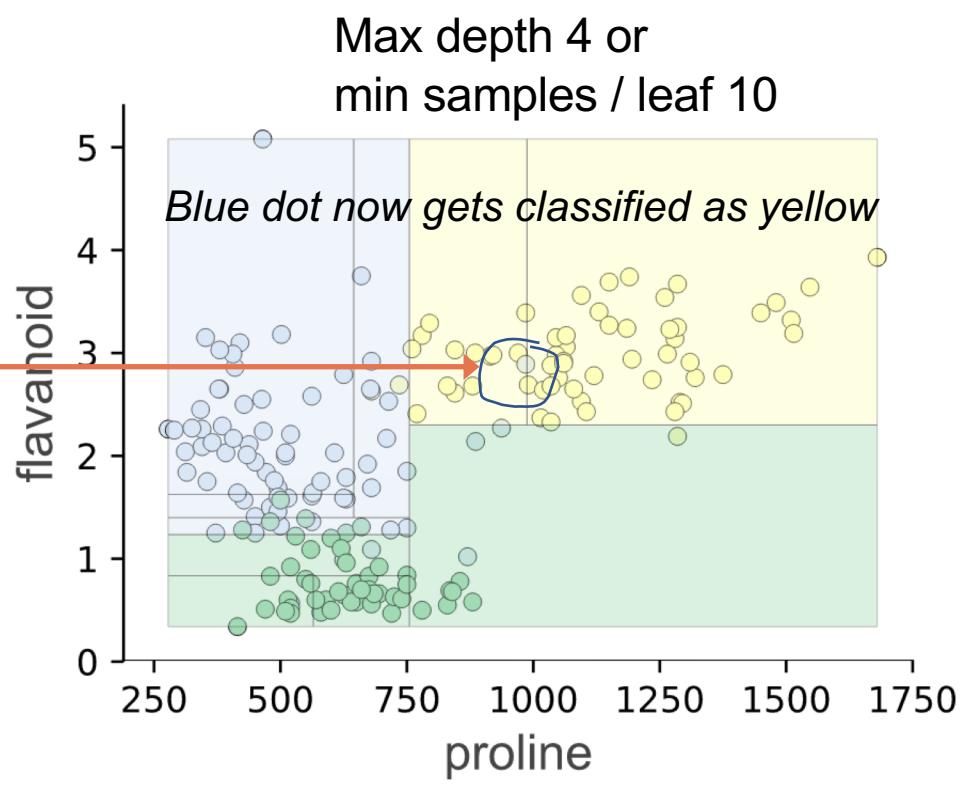
What happens with very small leaves?



How could we (likely) improve generality?



(Wine data set)



Key takeaways