

# Random Forests

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Machine Learning Seminar  
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# What is random forest?

1. Supervised machine learning
2. The forest is made up of decision trees
3. Random
4. Ensemble approach

Breimen L. (2001) Random Forests. *Machine Learning*, 45, 5-32.

# Supervised machine learning

- **Trains** a function that, given a *sample of data* and *desired outputs*, best approximates the relationship between input and output observable in the data.
- Required prior knowledge of what the output should be

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Star Wars: The Last Jedi	10	Rian Johnson	Lucasfilm	action, adventure, fantasy	wisecrack humor, deception, betrayal	7.5	85
Wonder Woman	9	Patty Jenkins	Warner Bros	action, adventure, fantasy	god, wonder woman, mission	7.6	76
Logan	7	James Mangold	20 <sup>th</sup> Century Fox	action, drama, sci-fi	x-men, marvel, superhero	8.1	77
Zootopia	9	Byron Howard	Walt Disney	animation, adventure, comedy	fox, police, con artist	8	78
Captain America: Civil War	8	Anthony Russo	Marvel Studios	action, adventure, sci-fi	marvel, comic book, superhero	7.8	75
Beauty and the Beast	6	Bill Condon	Mandeville	family, fantasy, musical	beast, fairy tale, disney	7.3	65
Moana	7	Ron Clements	Walt Disney	animation, adventure, comedy	island, ocean, polynesia	7.6	81

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Logan	8	James Mangold	Universal	action, drama, thriller	superhero, violence, revenge	7.8	85
Zootopia	9	Byron Howard	Walt Disney	animation, adventure, comedy	police, city, animal	8.0	92
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**How would I score The Avengers based on this sample of data?**

# Supervised machine learning

- Trains a function that, given a sample of data and desired outputs, best approximates the relationship between input and output observable in the data.
- Required prior knowledge of what the output should be
- Two main types of supervised learning....
  - *Classification (discrete predictions)*
  - *Regression (continuous predictions)*

# Supervised machine learning

- Two main types of supervised learning....
  - *Classification (discrete predictions)*
  - *Regression (continuous predictions)*
- Common algorithms include random forests, neural networks, logistic regression, and support vector machines.

*Unsupervised learning*, alternatively, identifies previously unknown patterns in a data set without pre-existing labels.

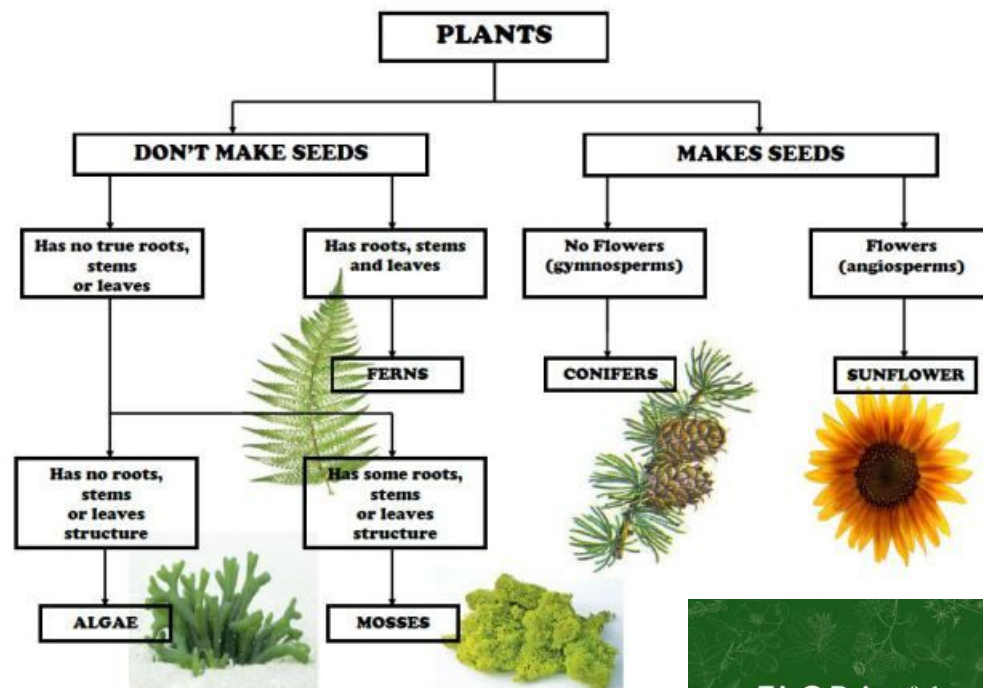
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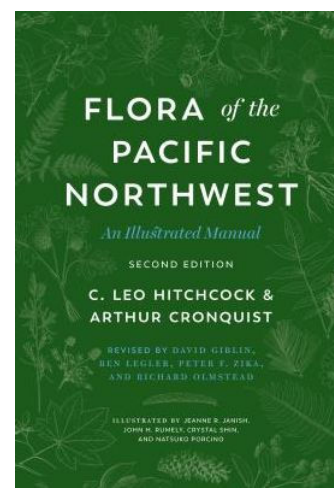
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# The forest is made up of decision trees



## Dichotomous Keys

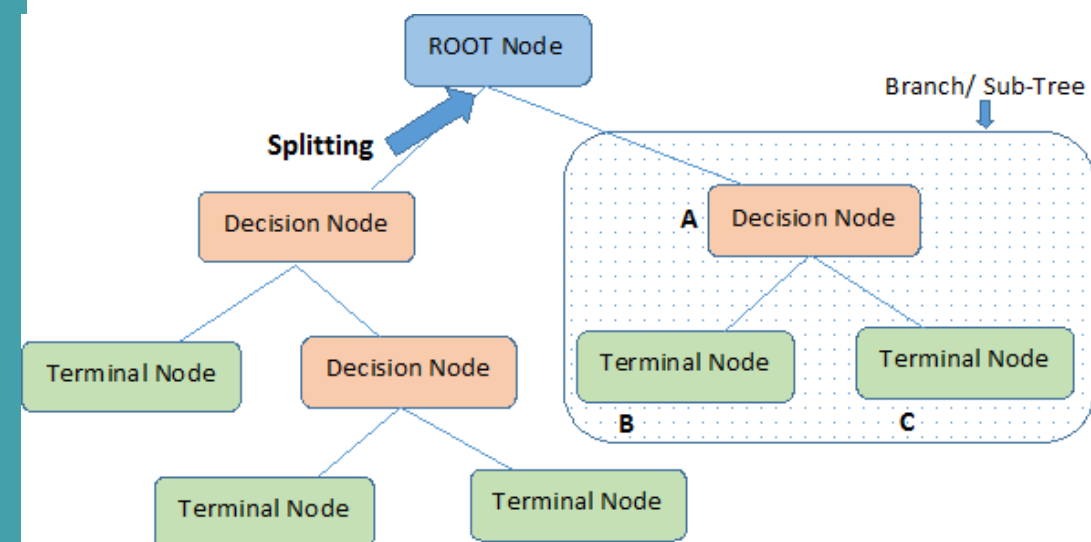
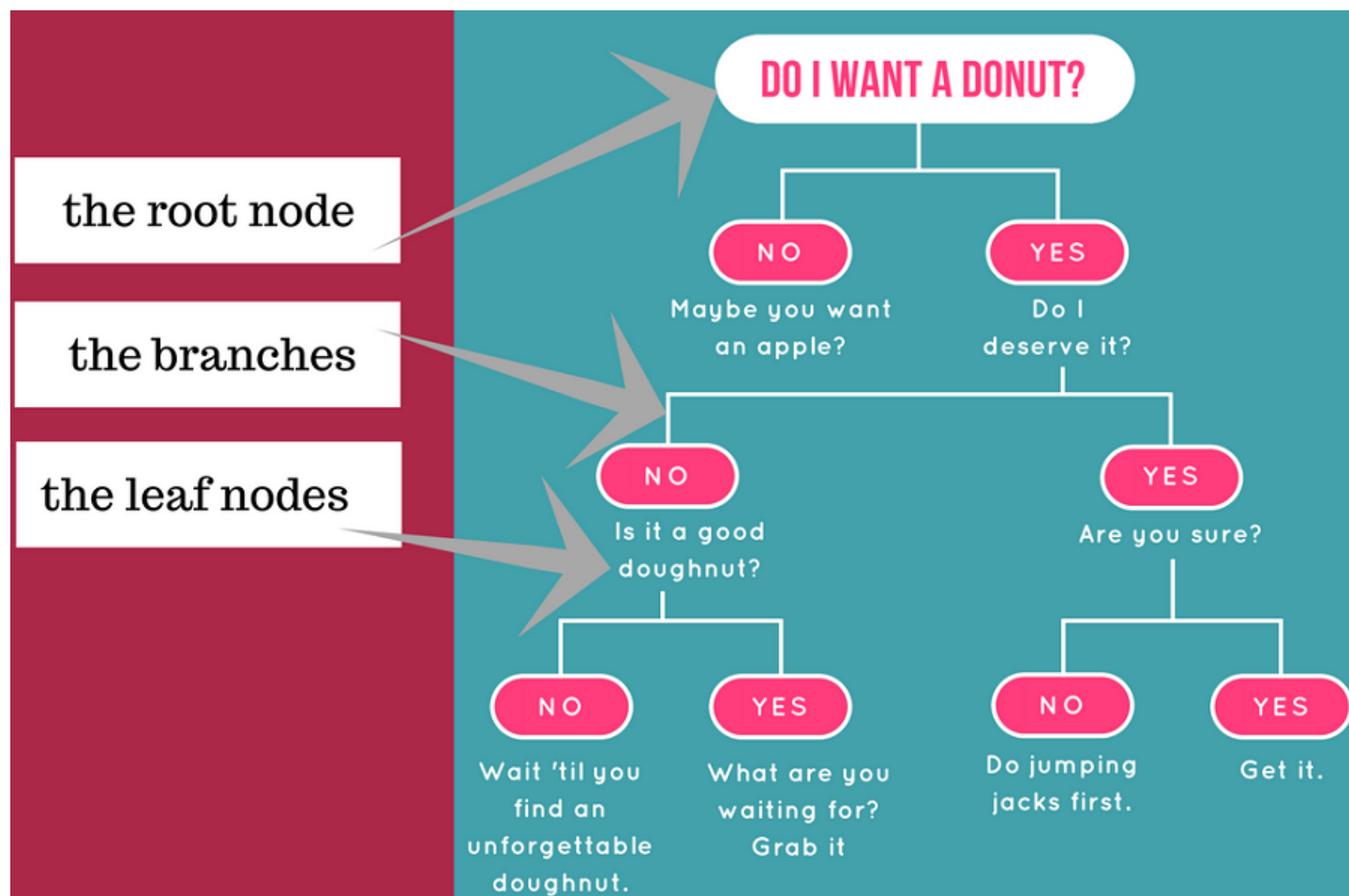


### 12 Inclusive Key

#### KEY II. PLANTS WITH OPPOSITE OR WHORLED SIMPLE LEAVES

1. Leaves subopposite
2. Leaves toothed ..... *Rhamnus*
2. Leaves entire; southern
3. Leaves greater than 5 cm long ..... *Lagerstroemia*
3. Leaves less than 5 cm long ..... *Fontanesia*
1. Leaves distinctly opposite or whorled
4. Leaves lobed
5. Leaves mostly pinnately lobed
6. Margin of lobes entire; sap clear; shrubs; fruit a capsule ..... *Syringa*
6. Margin of lobes serrate; sap milky or clear; trees or tall shrubs; fruit a capsule or head of achenes
7. Trees; sap milky; fruit a head of achenes ..... *Broussonetia*
7. Shrubs; sap clear or milky; fruit a capsule ..... *Hydrangea*
5. Leaves palmately lobed
8. Leaf blades less than 20 cm long
9. Petioles with stipules and glands, or if lacking glands, the lower surface of leaf densely pubescent; fruit a drupe ..... *Viburnum*
9. Petioles lacking stipules and glands, or if stipules present, the lower surface of leaf glabrous to pubescent, not densely so; fruit a samara ..... *Acer*
8. Leaf blades greater than 20 cm long
10. Leaves with long tapering tip, glabrous or softly pubescent, usually in whorls of 3; pith continuous; fruit a long cylindrical capsule, 20–50 cm long ..... *Catalpa*

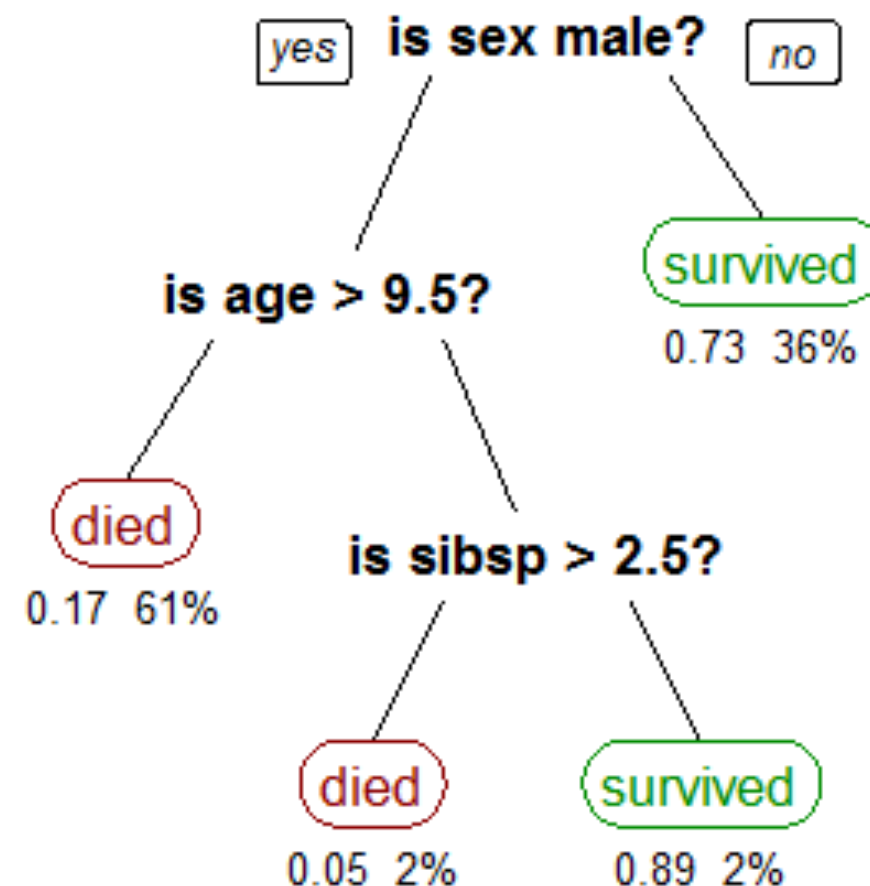
# The forest is made up of decision trees



**Note:-** A is parent node of B and C.

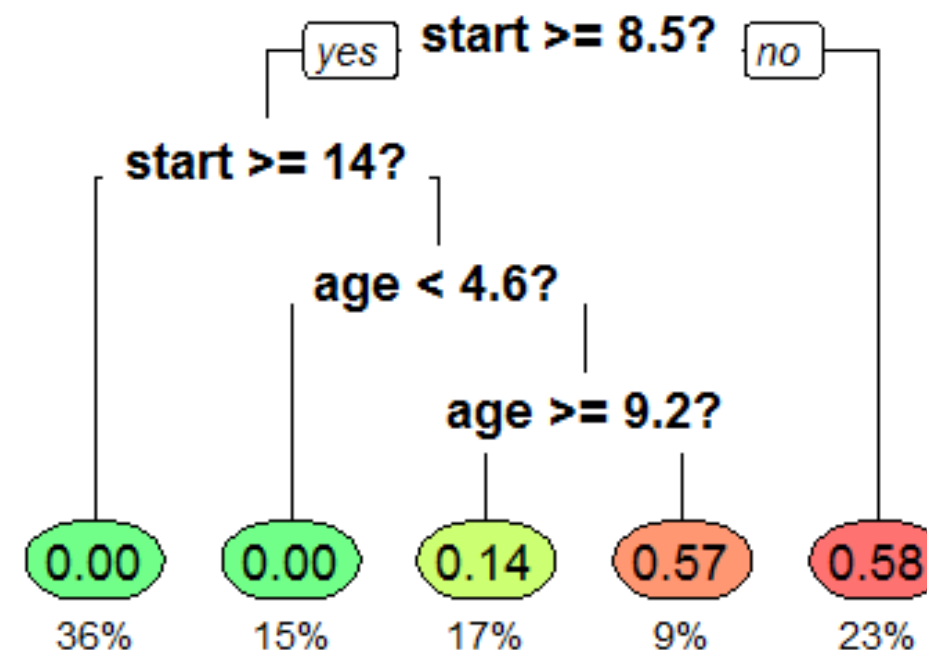
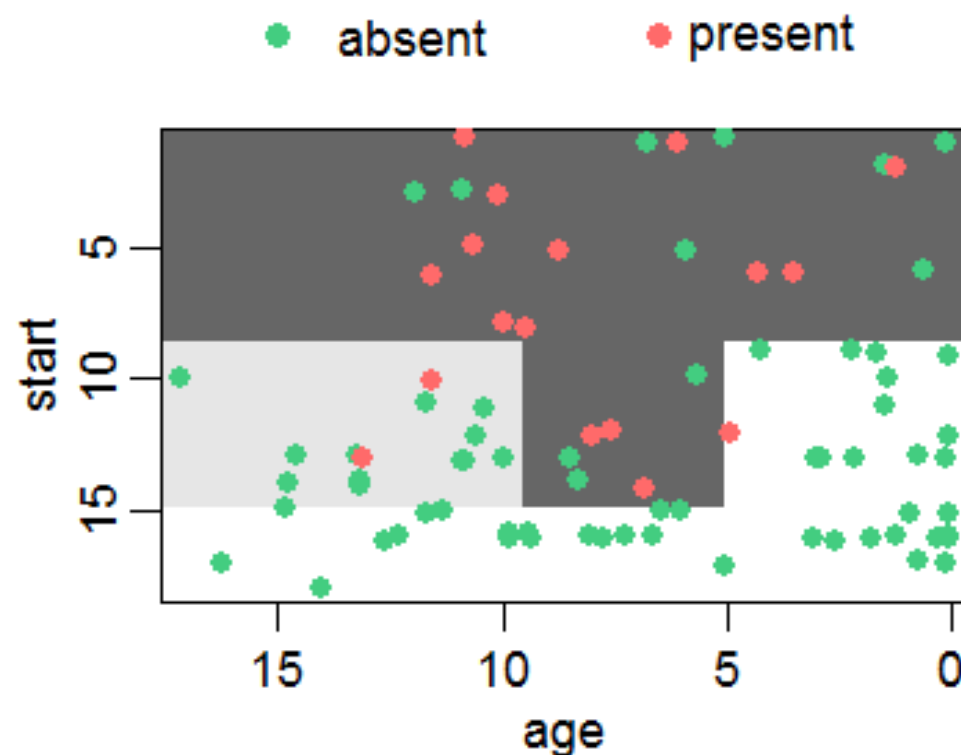
# The forest is made up of decision trees

- There are two types of decision trees
  - Classification trees (discrete predictions)
  - Regression trees (continuous predictions)
- CART (classification and regression trees)
  - Recursive partitioning algorithm for building these trees.



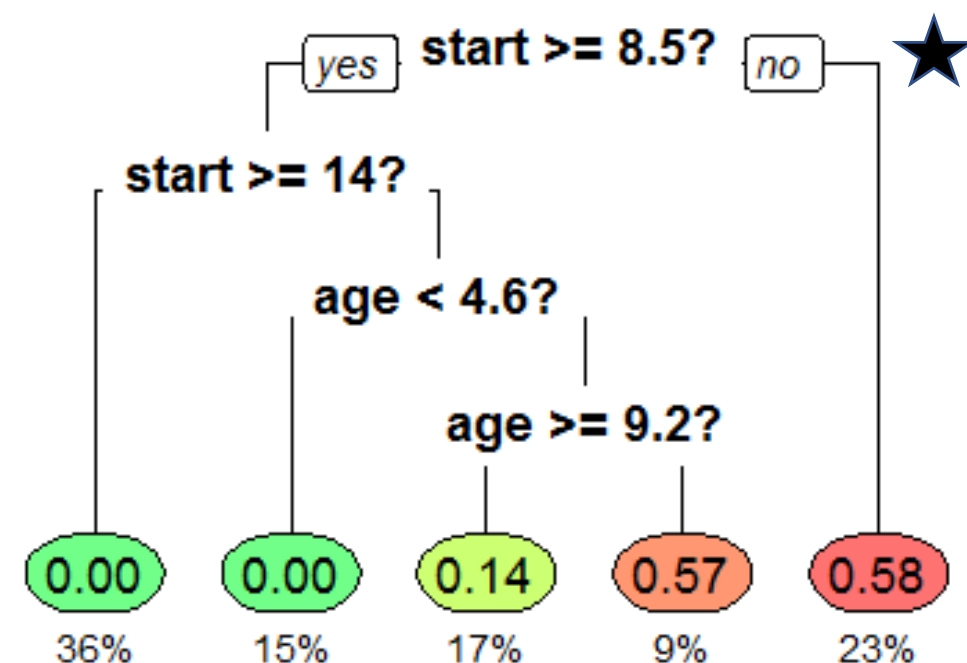
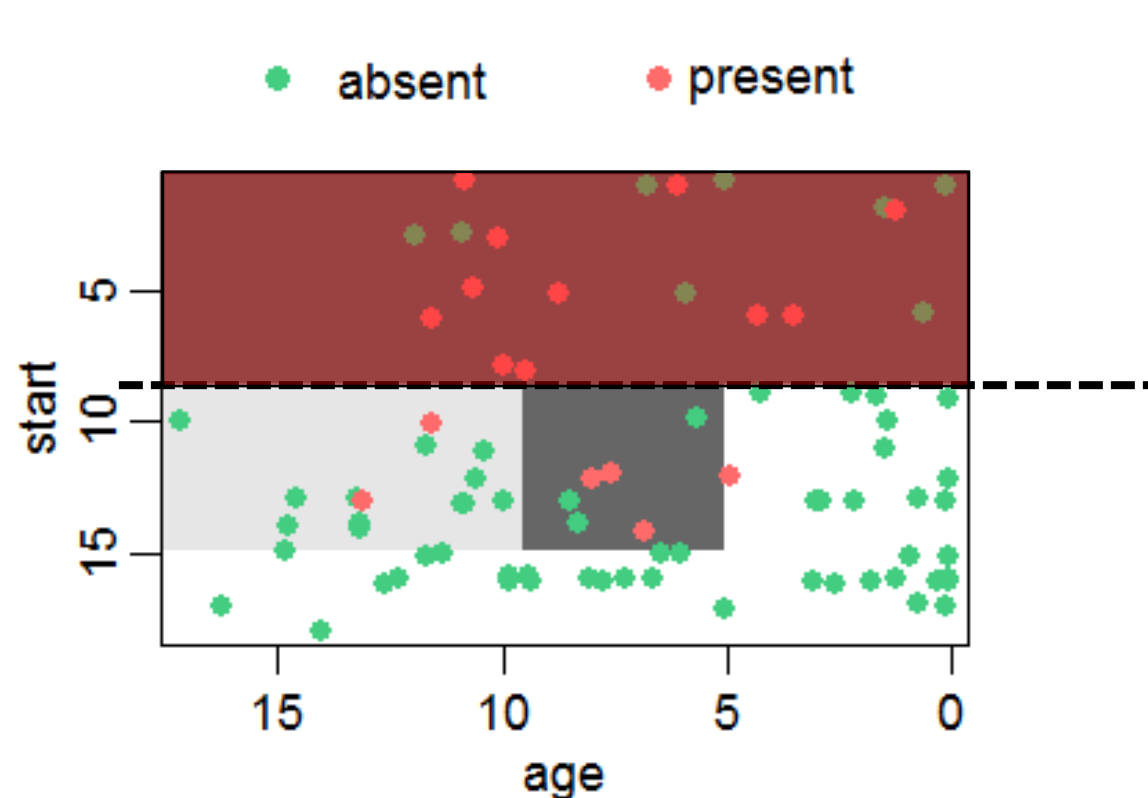
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- There are two types of decision trees
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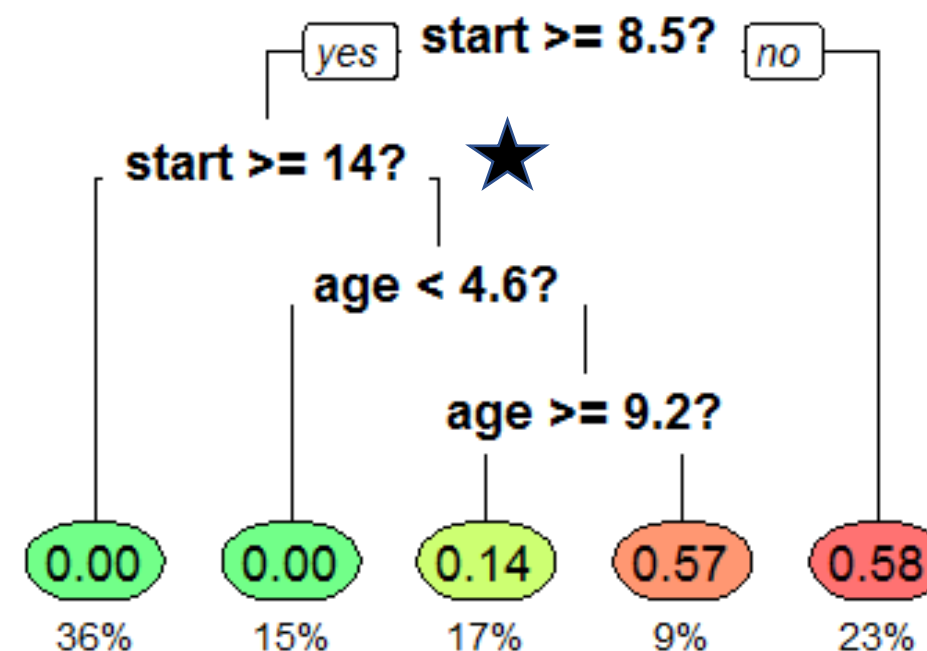
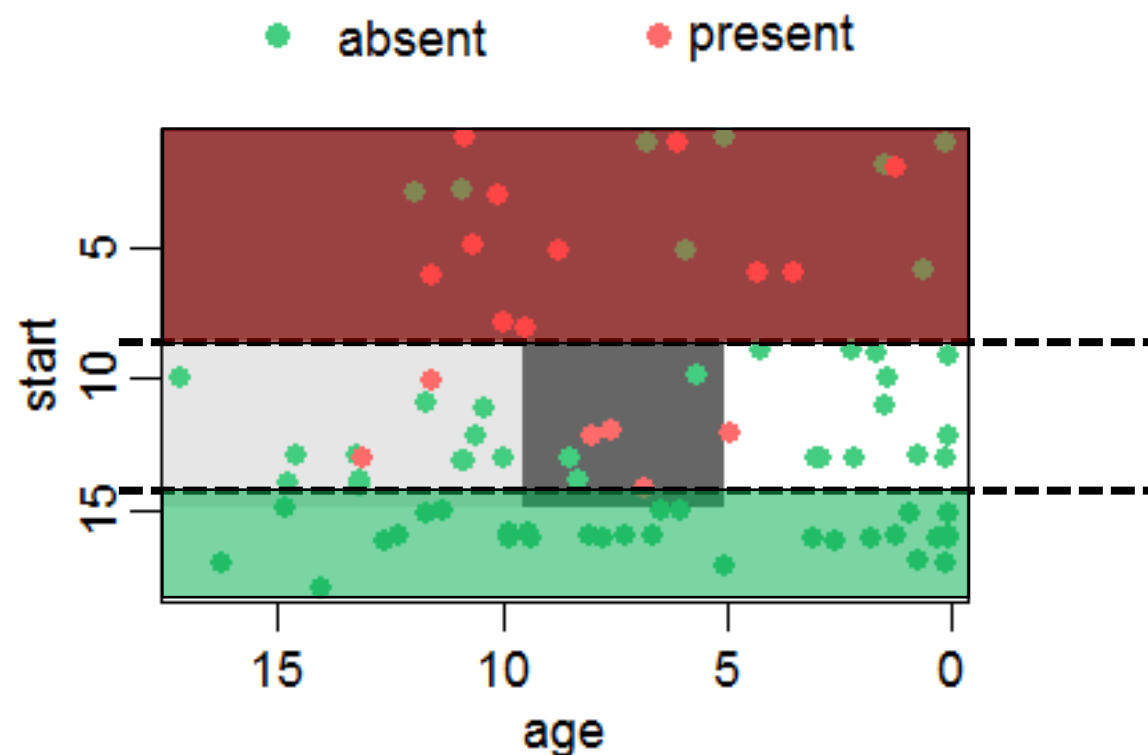
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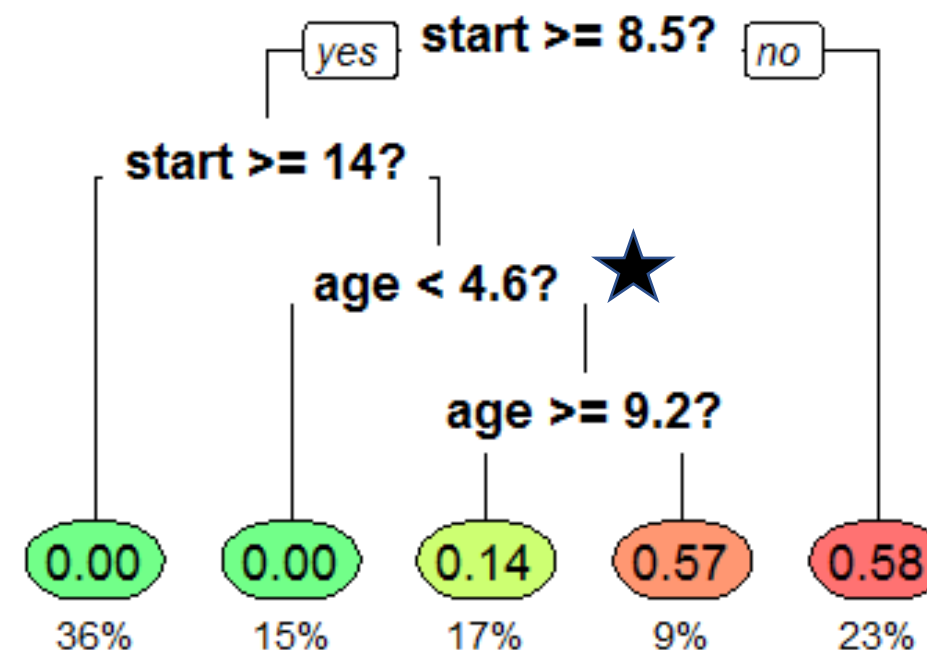
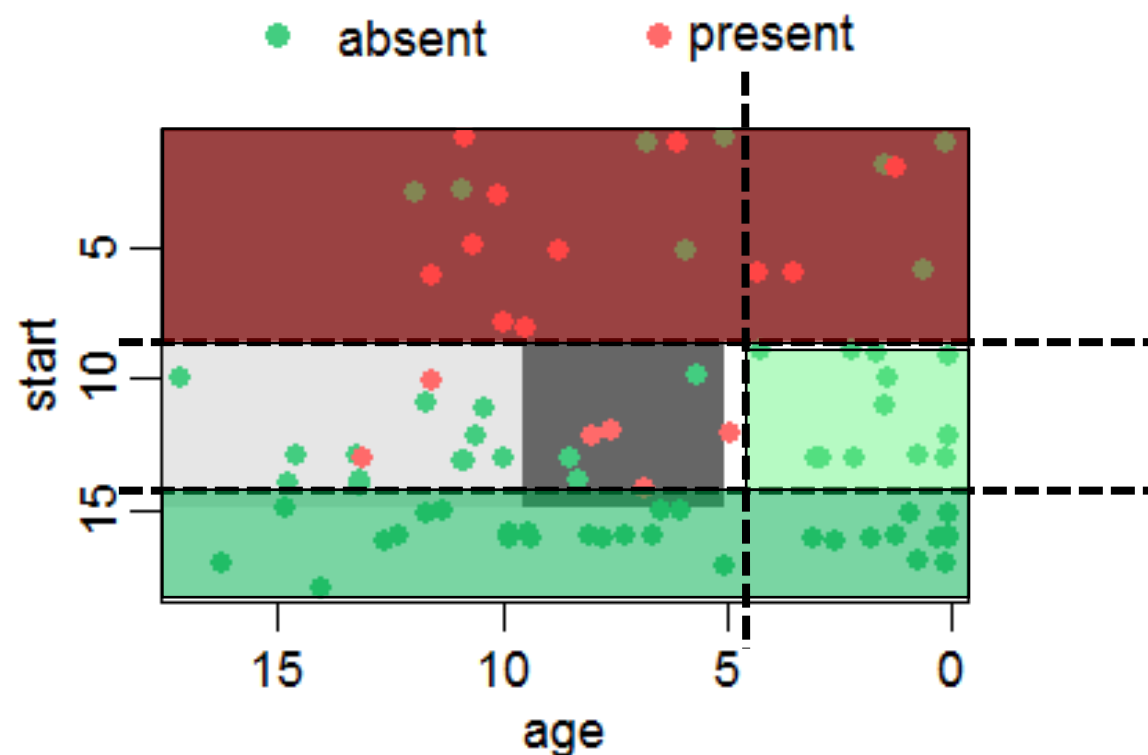
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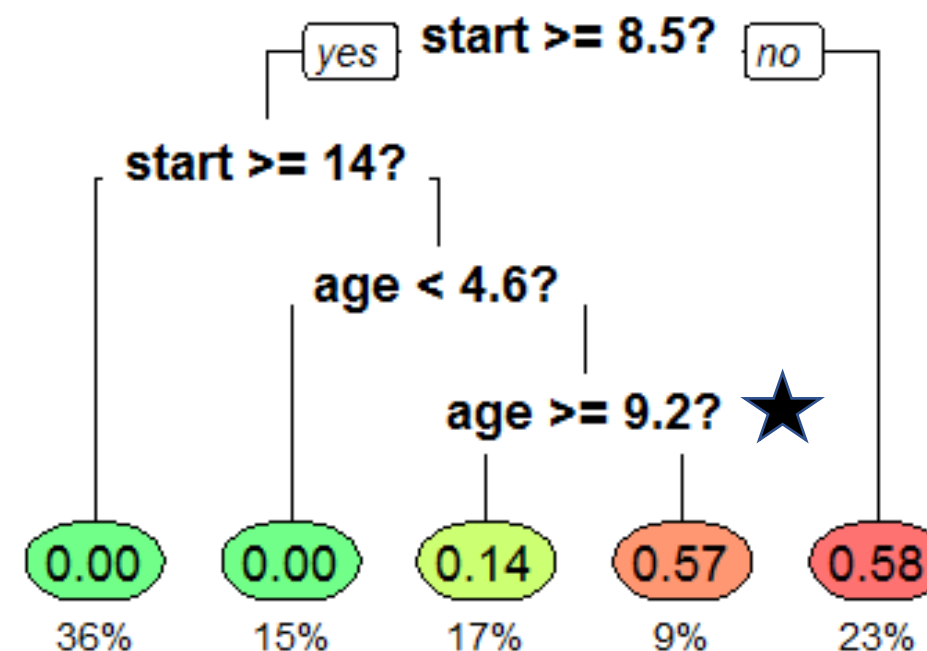
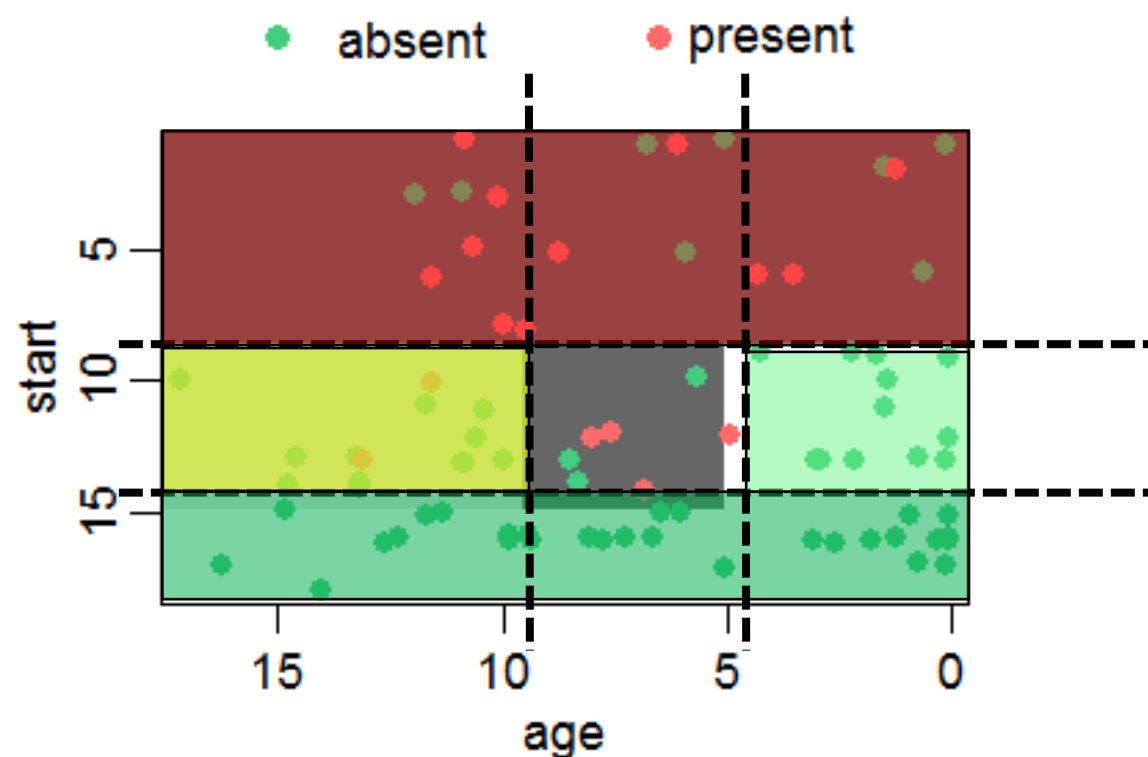
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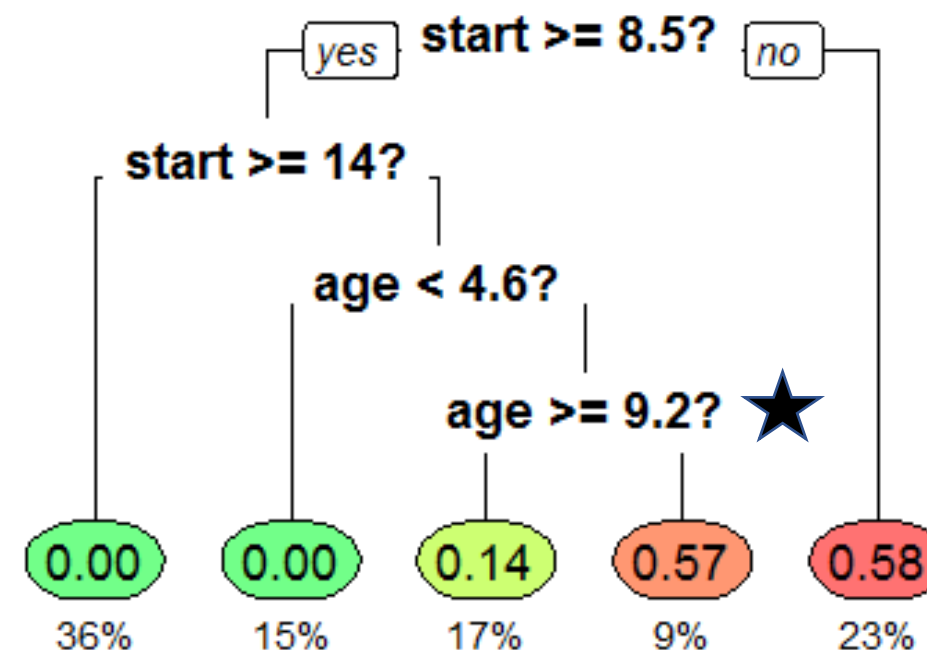
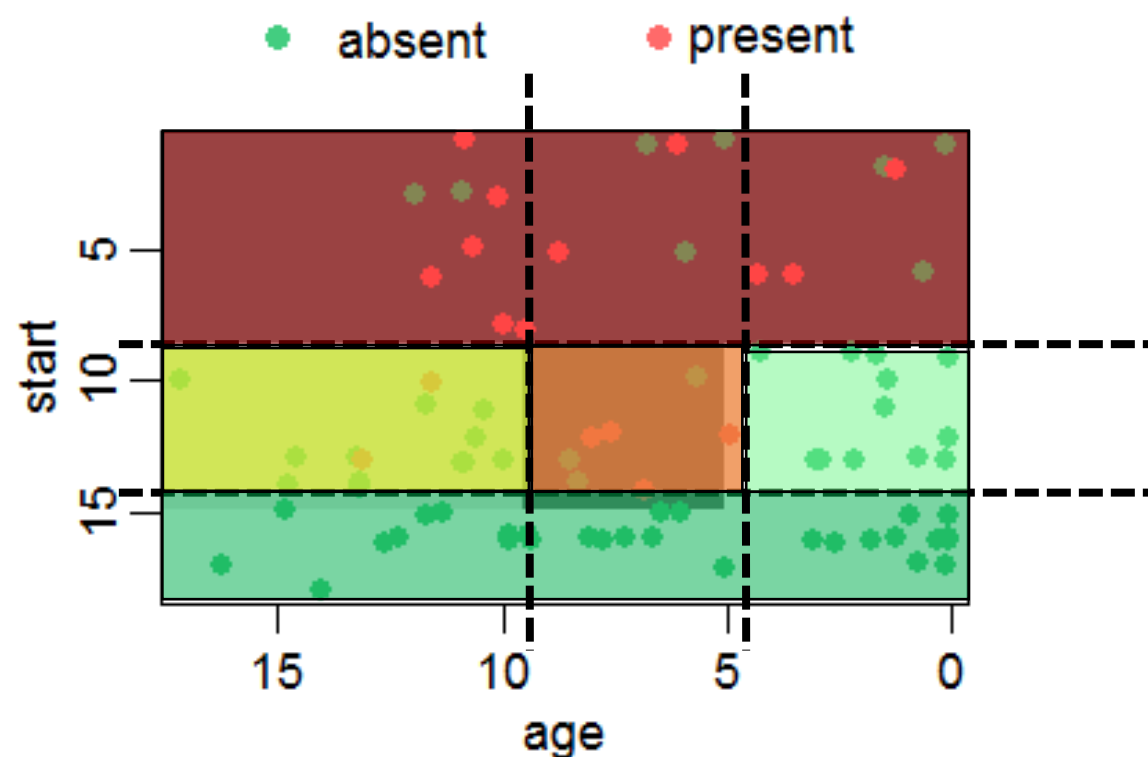
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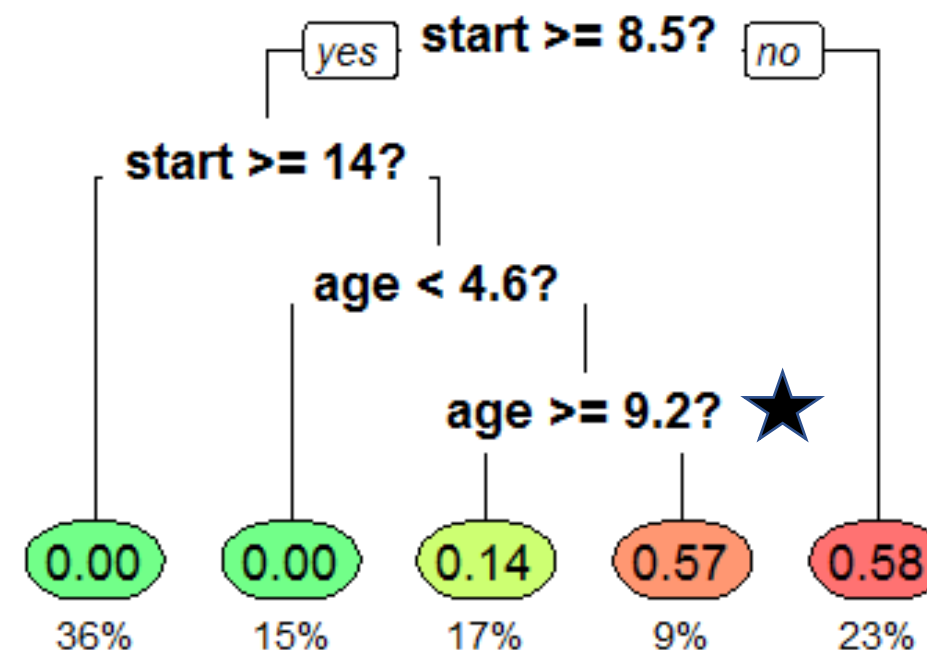
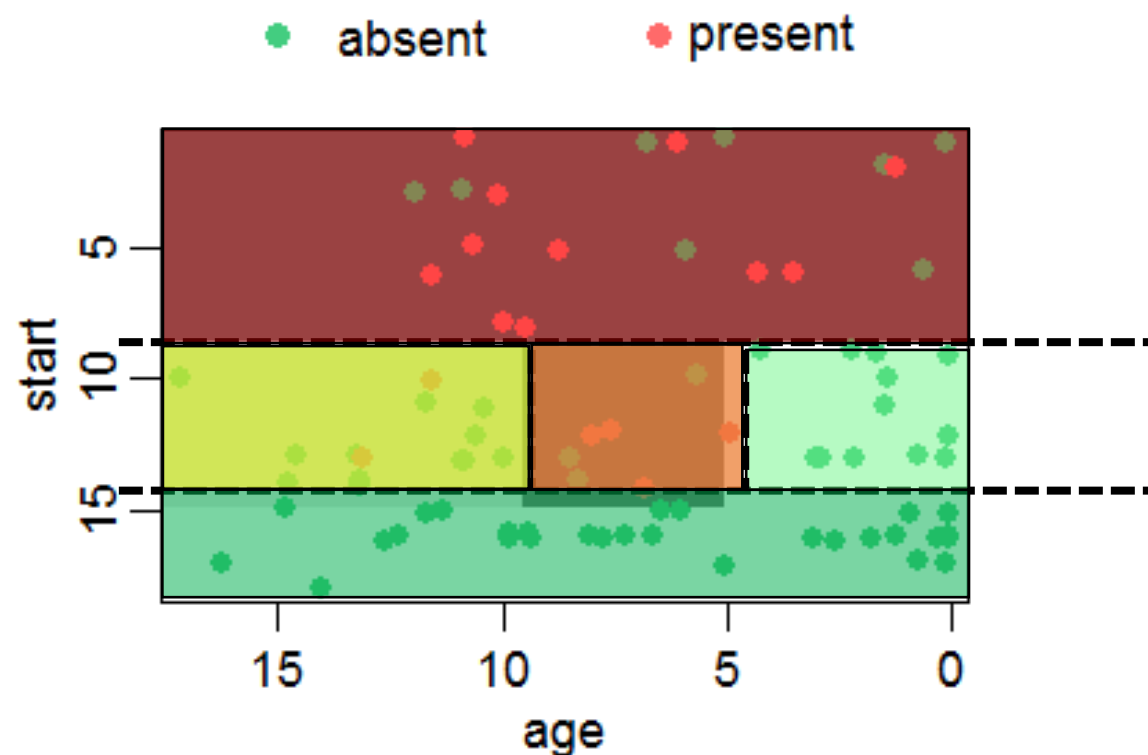
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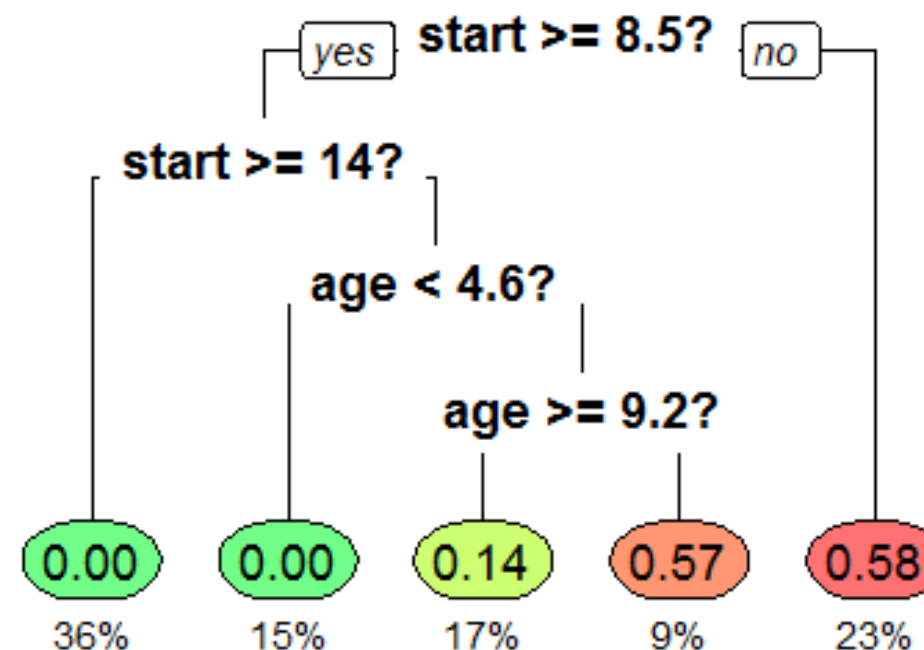
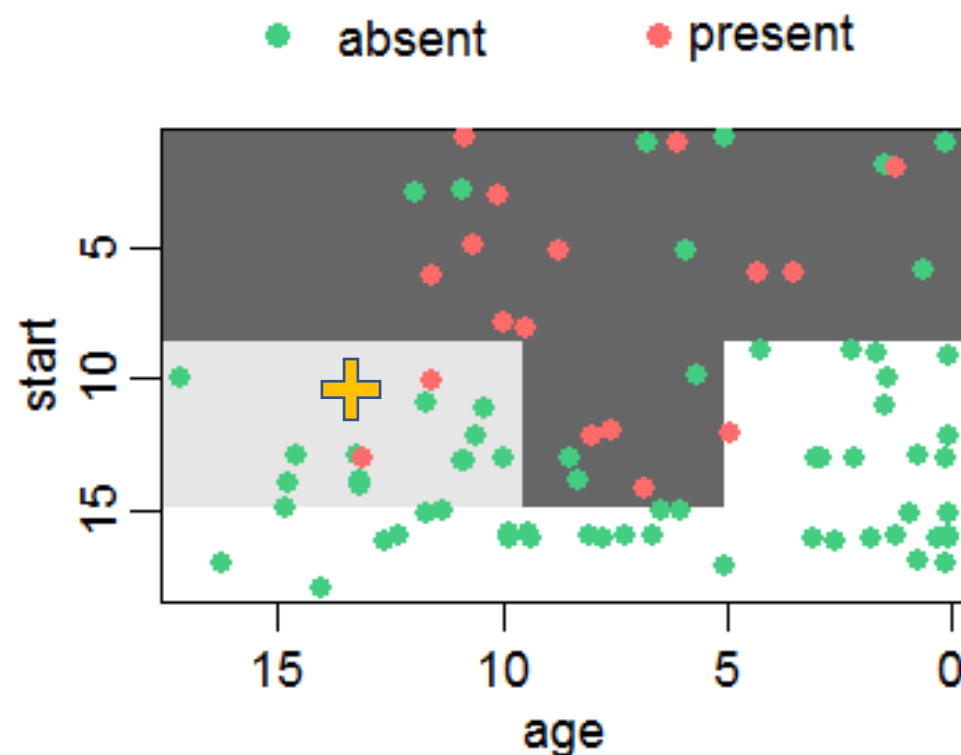
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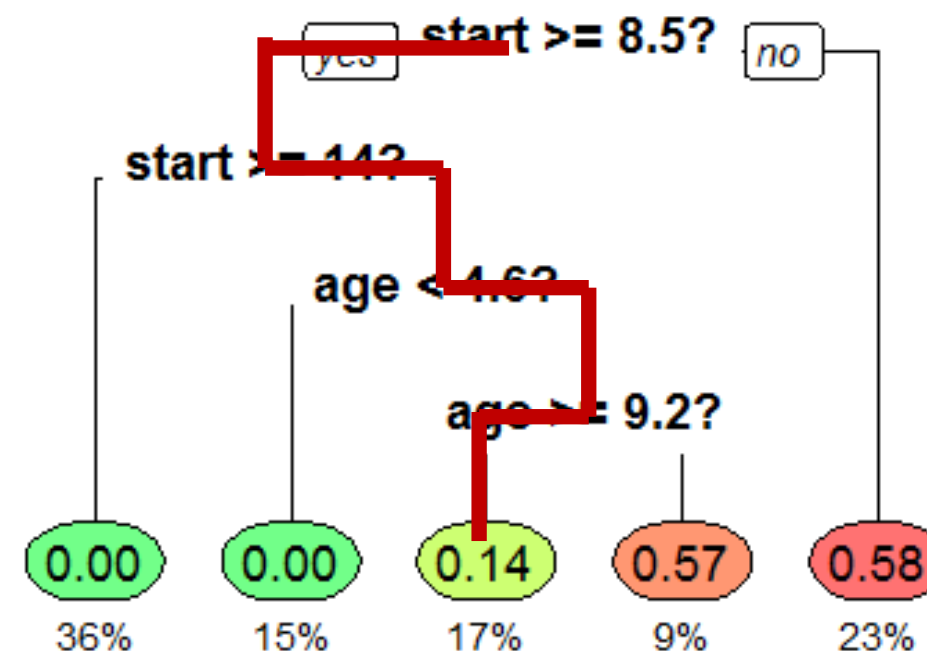
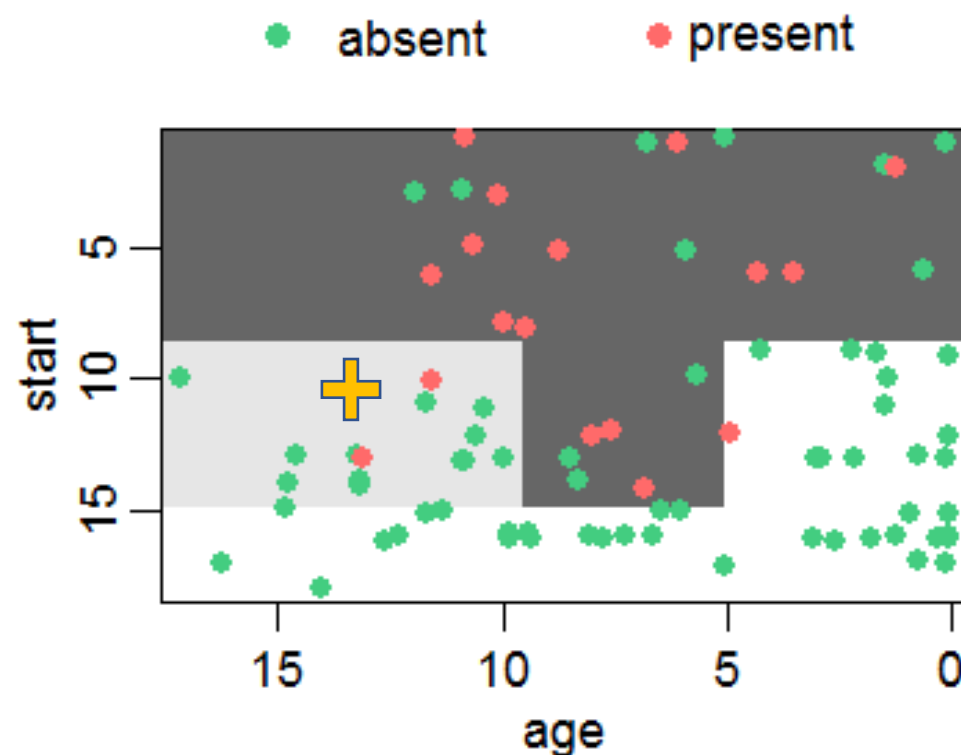
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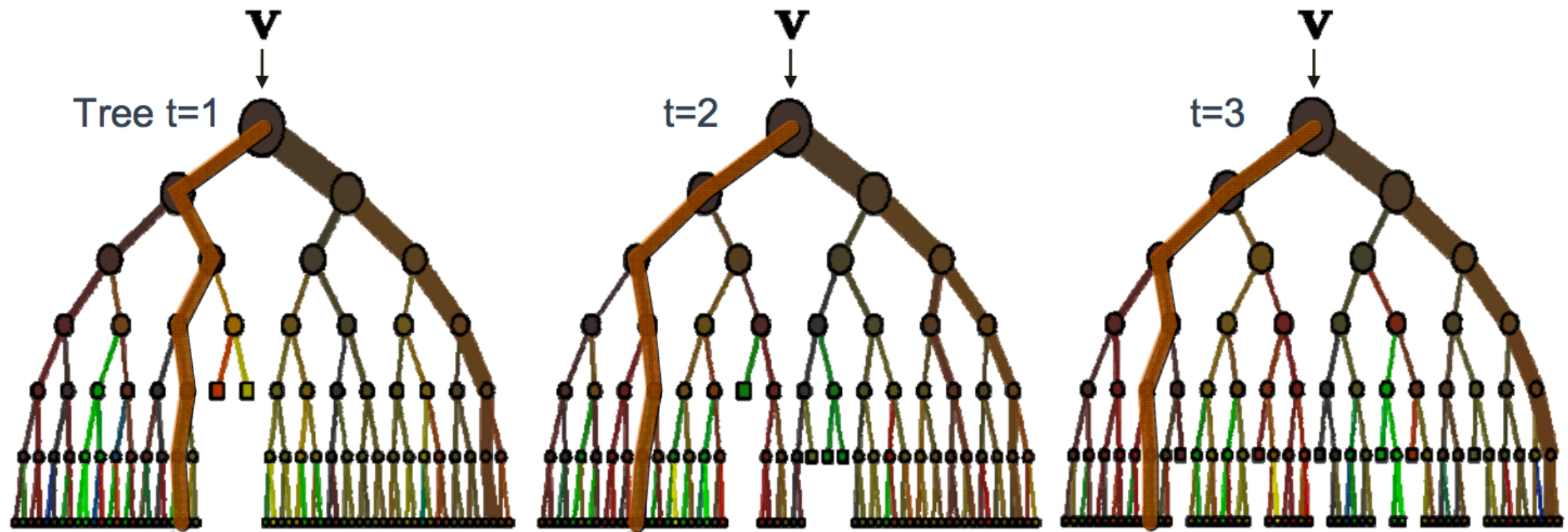


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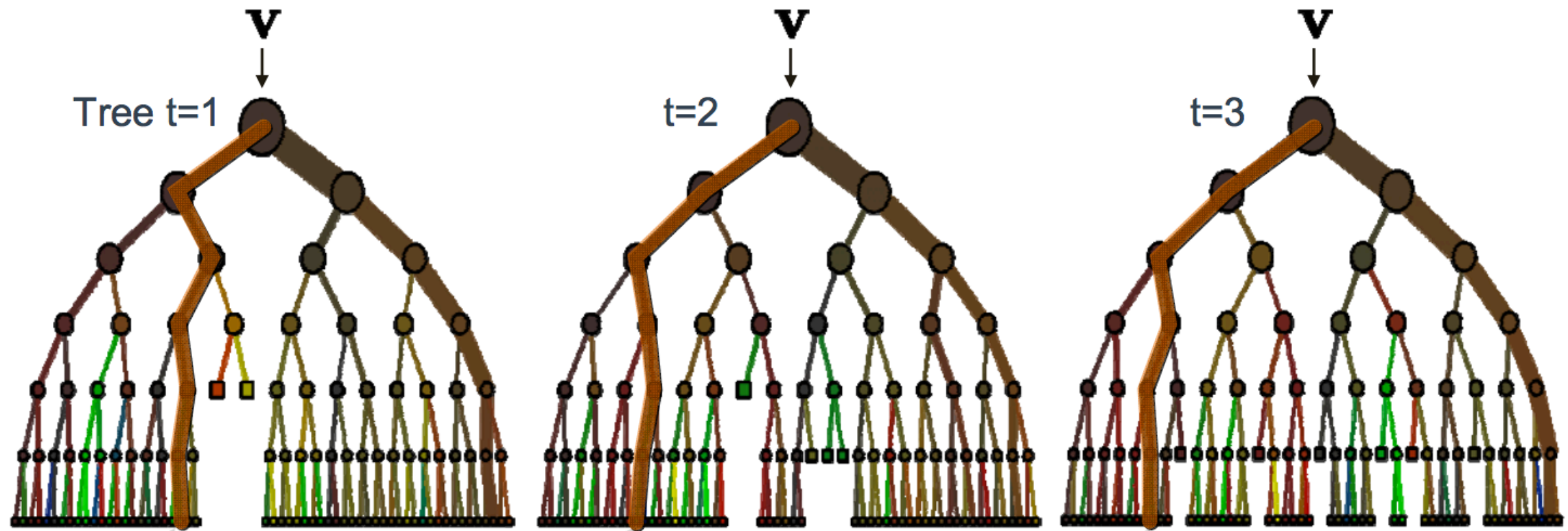


# The **forest** is made up of decision trees



Where does an observation with no known response fall in all trees in the forest?

The **forest** is made up of decision trees



**Final answer is consensus of all trees**

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# What part is Random?

**1. Random Record Selection** : Each tree is trained using roughly 2/3rd of the total training data drawn at **random with replacement** from the original data. This sample will be the training set for growing the tree.

*\*\*doing this repeatedly to build trees in the forest is known as Bagging (Bootstrap Aggregating)*



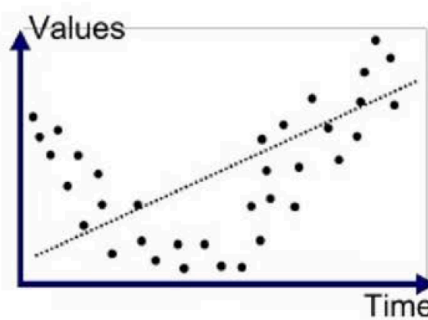
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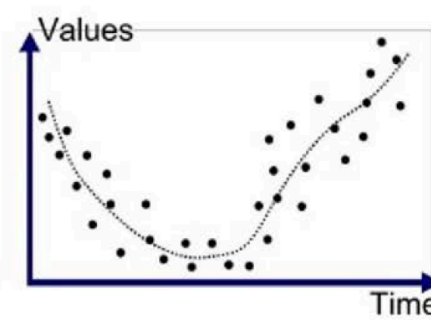
*\*\*reduced variance amongst the trees in the forest*

*\*\*avoids overfitting*

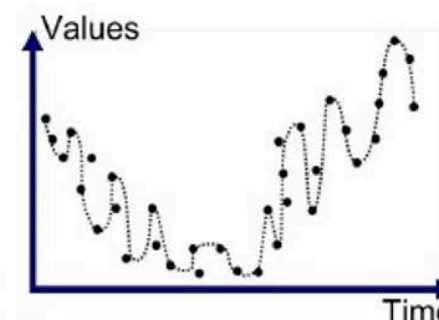


Underfitted

High bias



Good Fit/Robust



Overfitted

High variance

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2. **Random Variable Selection** : Some predictor variables (say,  $m$ ) are selected at **random** out of all the predictor variables and the best split on these  $m$  is used to split the node.

*\*\*sometimes referred to as 'feature bagging'*

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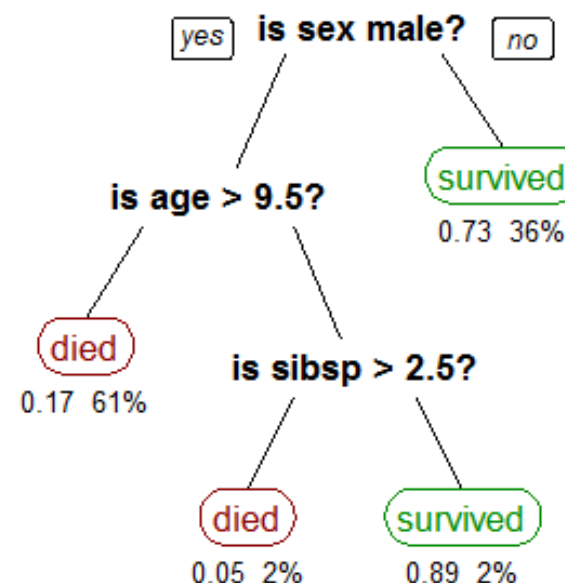
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*\*typically, there is an optimal 'm' that reduces correlation amongst the trees without compromising the strength of the classifier*

*\*\*recursive binary splitting*

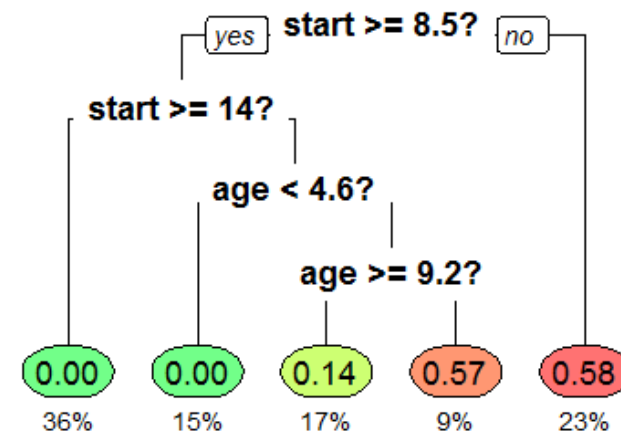
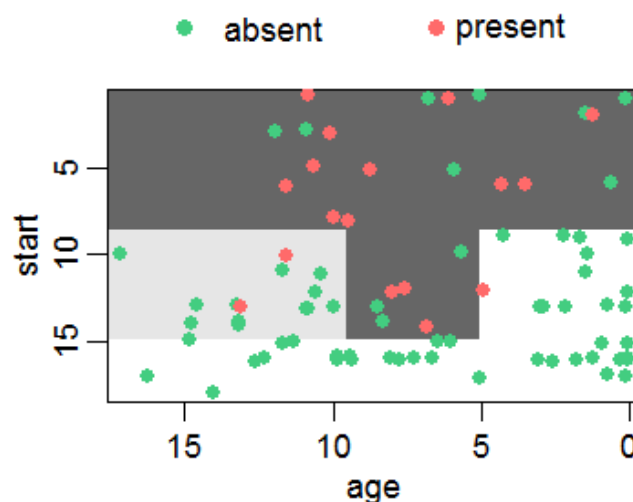


# Recursive Binary Splitting

- In this procedure all the features are considered and different split points are tried and tested using a cost function. The split with the best cost (or lowest cost) is selected.
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- The cost functions try to find the most homogeneous branches, or branches having groups with similar responses
- *When to stop splitting?*
  - **Set minimum number of training inputs to use a leaf; ignore leaves with less or stop**
  - **Set maximum depth: refers to the the length of the longest path from a root to a leaf**

# What is random forest?

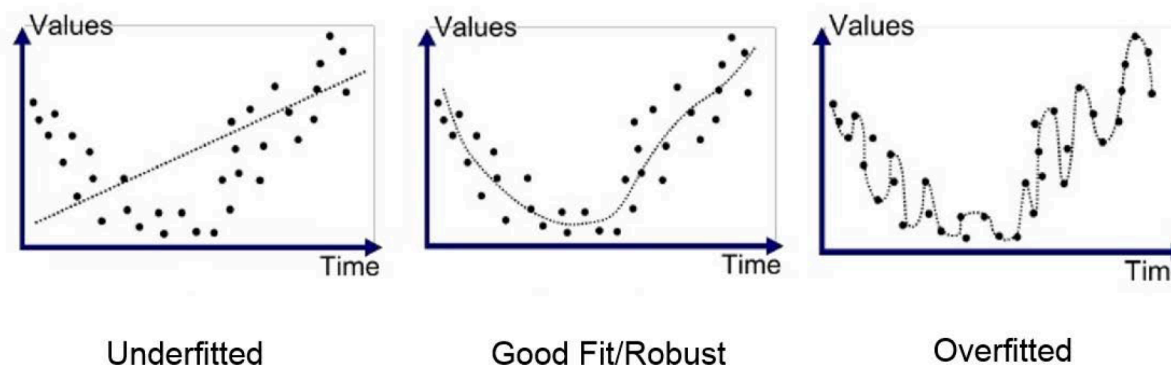
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# Ensemble approach

- The ensemble refers to averaging the predictions across all of the trees. A decision tree alone is a weak predictor, **but together the forest is strong!**
- The trees *must* be constructed using bagging (bootstrap aggregating) and random variable selection in order for the forest to be successful. Otherwise, the trees would be too correlated and have poor predictive power.



# Ensemble approach

- The ensemble refers to averaging the predictions across all of the trees. A decision tree alone is a weak predictor, **but together the forest is strong!**
  - **Discrete** response variables: the predictions are “votes” for classes. After all trees in a forest make a prediction, these “votes” are tallied and counted. The proportion of votes for each category is the predicted probability.
  - **Continuous** response variables: the predictions are the average value of the predicted variable.

# Ensemble approach

## Advantages:

- Handle numerical and categorical predictor and response variables
- Implicitly perform feature importance
- Nonlinear relationships between parameters does not affect tree performance
- Robust to correlated or noisy predictor variables (unlike ABC)\*\*

## Disadvantages:

- Create overfit trees that do not generalize well (high variance)
- Create too general of trees with no predictive power (high bias)
- If classes dominate the training data, this can also bias the forest.\*\*

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# Random Forest procedure

1. **Random Record Selection** : select  $2/3$  of samples for  $n$  trees
2. **Random Variable Selection** : select  $m$  predictor variables for  $n$  trees
3. **Construct  $n$  trees** using set parameters of forest and *recursive binary splitting*
4. Using the leftover ( $1/3$ ) data for each  $n$  tree, calculate the misclassification rate - **out of bag (OOB)** error rate for each model
5. Analyze feature importance

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# OOB Error Rates

- Using the leftover 1/3 of data (**Out-of-Bag data**) that was not used to build a particular decision tree, validate the decision trees.
- If we grow 1000 trees in our forest, then a record will be OOB for roughly  $(.37 \times 1000) = 370$  trees.
- Using these 370 trees the data was not used in, estimate the correct response variable for the data.
  - \*\*For a discrete dependent variable, the vote will be tallied and counted. This is the RF score and the proportion of votes for each category is the predicted probability.**
  - \*\*In a continuous case, it is average value of the predicted variable.**
- Aggregate error from all trees to determine **overall OOB error rate** for the classification.

# Random Forest procedure

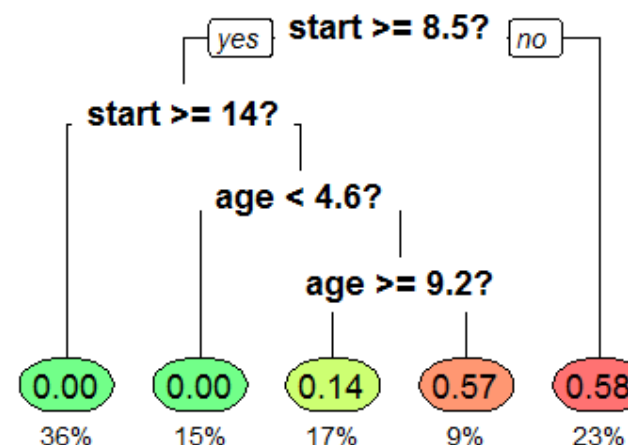
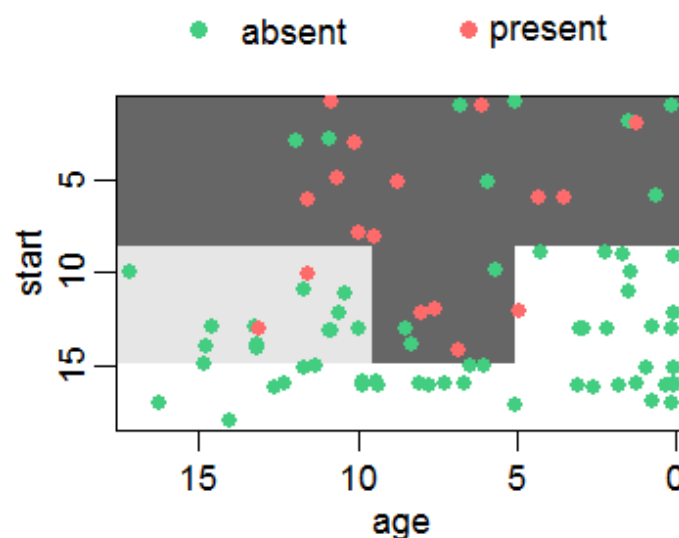
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# Feature Importance

- Can sometimes provide the “*why*” in “*why is this working so well?*”
- How well are the feature (predictor) variables splitting the data at each node?

# Gini impurity: GINI

- Measures feature importance based on how variables contribute to *node purity*.
- In other words, if, when used, a feature results in splits that generally split between, not within, classes, then that variable increases node purity.



# Other Feature Importance Measures

- **Mean Decrease Accuracy (Permutation Feature Importance)** -  
How much the model accuracy decreases if we drop that variable.
  - We don't quite "drop" it, but rather, permute the data to become random.
  - Re-estimate the forest, with this variable as "random"
  - Compare the change in error rates between "real" and "random" data
  - ***\*\*ONE FEATURE AT A TIME\*\****
- **Mean Decrease Gini**