

Decesion Tree

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A decision tree is a map of the possible outcomes of a series of related choices. It allows to weigh possible actions against one another based on various factors.

It uses a tree-like model of decision. It typically starts with a single node, which branches into possible outcomes. Each of those outcomes leads to additional nodes, which branch off into other possibilities.

Day	Outlook	Temperature	Humidity	Wind	PlayTennis
D1	Sunny	Hot	High	Weak	No
D2	Sunny	Hot	High	Strong	No
D3	Overcast	Hot	High	Weak	Yes
D4	Rain	Mild	High	Weak	Yes
D5	Rain	Cool	Normal	Weak	Yes
D6	Rain	Cool	Normal	Strong	No
D7	Overcast	Cool	Normal	Strong	Yes
D8	Sunny	Mild	High	Weak	No
D9	Sunny	Cool	Normal	Weak	Yes
D10	Rain	Mild	Normal	Weak	Yes
D11	Sunny	Mild	Normal	Strong	Yes
D12	Overcast	Mild	High	Strong	Yes
D13	Overcast	Hot	Normal	Weak	Yes
D14	Rain	Mild	High	Strong	No

Figure 1: Dataset for possibility of a tennis match

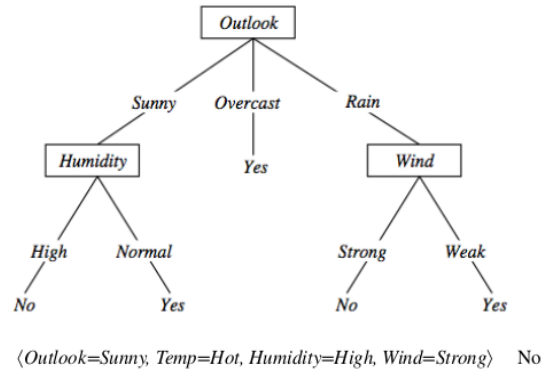


Figure 2: Decision Tree for the same

Advantages and Disadvantages of Decision Trees

Advantages:

- Performs classification without requiring much computation.
- Provides clear indication of important fields for prediction of classification.

Disadvantages:

- Less appropriate for predicting continuous attributes.
- Computationally expensive to train

Creating a Decision Tree

For every node, we have to create subtrees with all the possibilities. and then further repeat for other features.

For eg., In the tennis match problem, for the first node let's check outlook, since having three possibility (viz. Sunny, Overcast, Rainy), we created three subtrees and then further we keep asking for other features like Humidity & wind to get the final tree.

Greedy Approach for creating decision tree

Greedy approach is implemented by making an optimal local choice at each node. By making these local optimal choices, we reach the approximate optimal solution globally.

The algorithm can be summarized as:

1. At each stage (node), pick out the best feature as the test condition.
2. Now split the node into possible outcomes (internal nodes)
3. Repeat the above steps till all the test conditions have been exhausted into leaf nodes.

Continuous Features

There might be some feature which are not categorical, for these we need to create possibilities on the basis of appropriate ranges. One such tree is shown below:

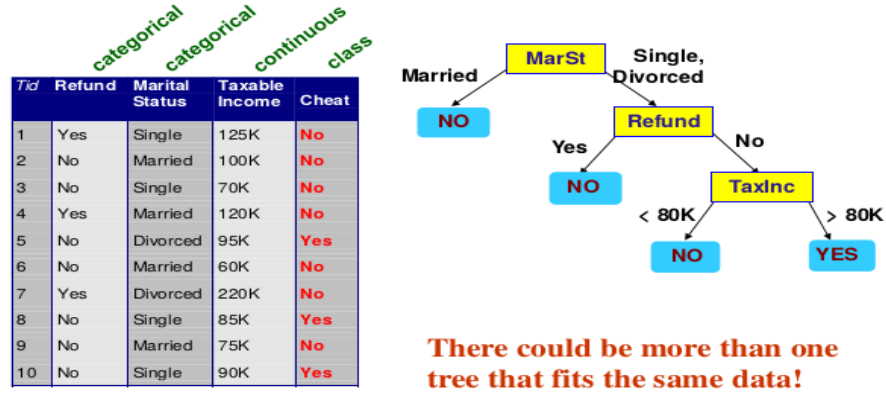


Figure 3: Decesion tree with continuous feature

Entropy

In the most layman terms, Entropy is nothing but the **The measure of disorder**. Why is it important to study entropy for machine learning?

Entropy is a measure of disorder or uncertainty and the goal of machine learning models and Data Scientists in general is to reduce uncertainty.

The Mathematical formula for entropy is -

$$E(S) = \sum_{i=1}^c -p_i \log_2 p_i \quad (1)$$

Where p_i is the frequentist probability of an element/class i in our data.

Let's say we have only two classes, a positive and a negative class. Out of 100 data, suppose that 70 belongs to -ve class and 30 to +ve. Then, P_+ will be 0.3 and P_- will be 0.7. Entropy E will be given by:

$$E = -\frac{3}{10} \times \log_2 \frac{3}{10} - \frac{7}{10} \times \log_2 \frac{7}{10} \approx \mathbf{0.88} \quad (2)$$

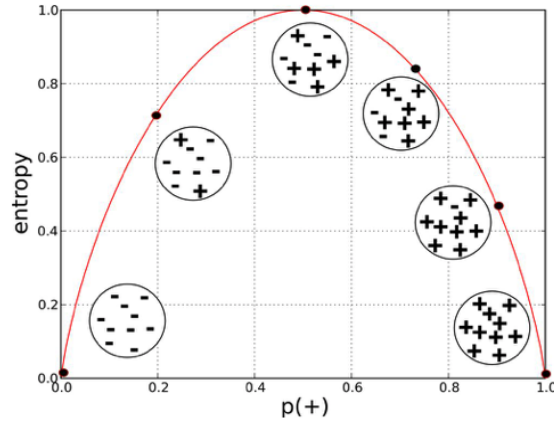


Figure 4: Entropy distribution frequentist probability

Information Gain

Information gain is basically how much Entropy is removed after training a decision tree.

Higher information gain = more entropy removed.

In technical terms, Information Gain from X on Y is defined as:

$$IG(Y, X) = E(Y) - E(Y|X) \quad (3)$$

Basics of information gain is well explained here: [A Simple Explanation of Information Gain and Entropy](#)

Example: Decision Tree

Consider an example where we are building a decision tree to predict whether a loan given to a person would result in a write-off or not. Our entire population consists of 30 instances. 16 belong to the write-off class and the other 14 belong to the non-write-off class. We have two features, namely “Balance” that can take on two values -i “< 50K” or “> 50K” and “Residence” that can take on three values -i “OWN”, “RENT” or “OTHER”. I’m going to show you how a decision tree algorithm would decide what attribute to split on first and what feature provides more information, or reduces more uncertainty about our target variable out of the two using the concepts of Entropy and Information Gain. The dots are the data points with class right-off and

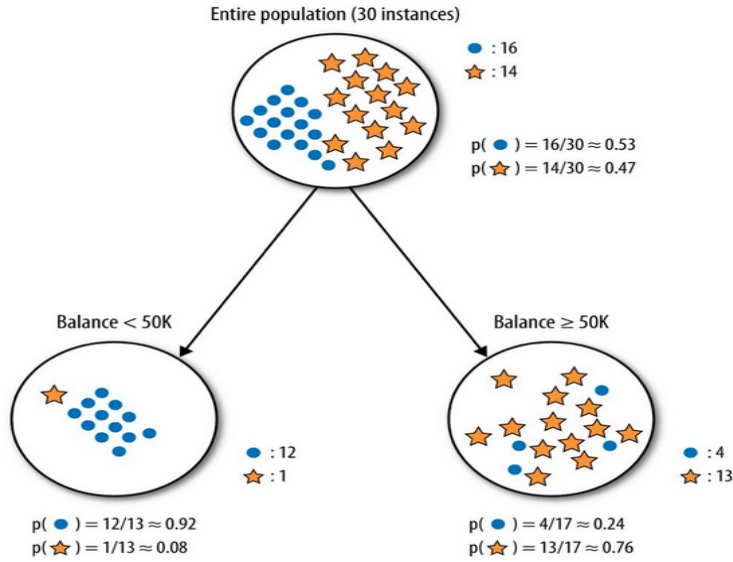


Figure 5: Feature 1: Balance

the stars are the non-write-offs. Splitting the parent node on attribute balance gives us 2 child nodes. The left node gets 13 of the total observations with 12/13 (0.92 probability) observations from the write-off class and only 1/13(0.08 probability) observations from the non-write of class. The right node gets 17 of the total observation with 13/17(0.76 probability) observations from the non-write-off class and 4/17 (0.24 probability) from the write-off class.

Let's calculate the entropy for the parent node and see how much uncertainty the tree can reduce by splitting on Balance. Splitting on feature ,“Balance” leads to an information gain of 0.37 on our target variable. Let's do the same thing for feature, “Residence” to see how it compares.

Splitting the tree on Residence gives us 3 child nodes. The left child node gets 8 of the total observations with 7/8 (0.88 probability) observations from the write-off class and only 1/8 (0.12 probability) observations from the non-write-off class. The middle child nodes gets 10 of the total observations with 4/10 (0.4 probability) observations of the write-off class and 6/10(0.6 probability) observations from the non-write-off class. The right child node gets 12 of the total observations with 5/12 (0.42 probability) observations from the

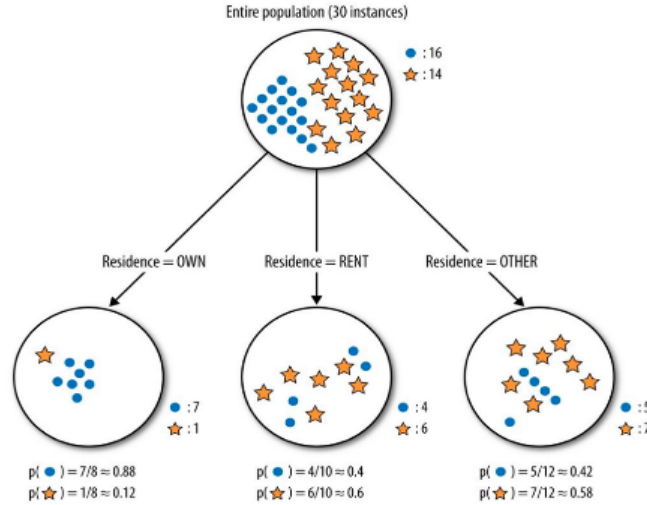


Figure 6: Feature 2: Residence

write-off class and 7/12 (0.58) observations from the non-write-off class. We already know the entropy for the parent node. We simply need to calculate the entropy after the split to compute the information gain from “Residence”

The information gain from feature, Balance is almost 3 times more than the information gain from Residence! If you go back and take a look at the graphs you can see that the child nodes from splitting on Balance do seem purer than those of Residence. However the left most node for residence is also very pure but this is where the weighted averages come in play. Even though that node is very pure, it has the least amount of the total observations and a result contributes a small portion of it’s purity when we calculate the total entropy from splitting on Residence. This is important because we’re looking for overall informative power of a feature and we don’t want our results to be skewed by a rare value in a feature.

By itself the feature, Balance provides more information about our target variable than Residence. It reduces more disorder in our target variable. A decision tree algorithm would use this result to make the first split on our data using Balance. From here on, the decision tree algorithm would use this process at every split to decide what feature it is going to split on next. In a real world scenario , with more than two features the first split is made on

the most informative feature and then at every split the information gain for each additional feature needs to be recomputed because it would not be the same as the information gain from each feature by itself. The entropy and information gain would have to be calculated after one or more splits have already been made which would change the results. A decision tree would repeat this process as it grows deeper and deeper till either it reaches a pre-defined depth or no additional split can result in a higher information gain beyond a certain threshold which can also usually be specified as a hyper-parameter!

There you have it! You now know what entropy and information gain are and how they are computed. You understand how a decision tree either by itself or in a tree based ensemble decides on the best order of features to split on and decides when to stop when it trains itself on given data. If you every have to explain the intricacies of how decision trees work to someone, hopefully you won't do too bad.

See this for calculations and further references: [Entropy: How Decesion Trees Make Decesions](#)