Classification of geometric data

Comparison of decision trees and naive Bayesian classifiers

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MathematicaForPrediction at WordPress

MathematicaForPrediction at GitHub

MathematicaVsR at GitHub

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Mission statement

With this notebook we demonstrate and explain couple of fundamental Machine learning algorithms over simple to understand geometric data. (Mixed numerical and categorical.)

This notebook is taken from MathematicaForPrediction at GitHub.

Introduction

This notebook is for walk-through examples and demonstrations of the classifiers Decision tree and Naive Bayes.

For more details of building NBC see [5]. For another comparison of Decision trees and Naive Bayes see [6]. SUPERVISED

Package load

These commands load the packages [1,2,3] used in this notebook:

```
Import[
 "https://raw.githubusercontent.com/antononcube/MathematicaForPrediction/master/MathematicaForPredictionUtilities.m"]
Import["https://raw.githubusercontent.com/antononcube/MathematicaForPrediction/master/AVCDecisionTreeForest.m"]
Import["https://raw.githubusercontent.com/antononcube/MathematicaForPrediction/master/NaiveBayesianClassifier.m"]
```

Random seed

For reproducibility we do a random seed set.

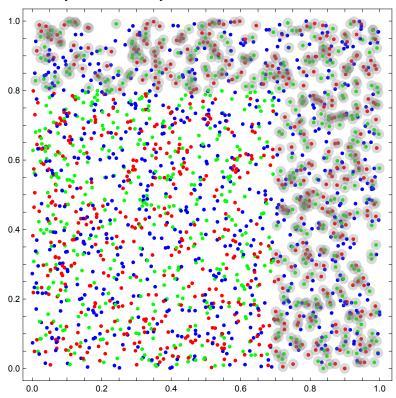
SeedRandom[264]

Geometric data: coordinates and color

Generate few thousand random 2D points, assign a color to each of them, and then select points that are marked "liked" according to some simple predicate. The colors are given as strings so they are amenable for classification.

```
(* random 2D points *)
n = 2000;
pnts = RandomReal[{0, 1}, {n, 2}];
pntColors = {"Red", "Blue", "Green"} [#] & /@ RandomInteger[{1, 3}, n];
(* simple predicate *)
liked = MapThread[(#1 == "Red" | | #1 == "Green") && (#2[1] > 0.7 | | #2[2] > 0.8) &, {List@@@pntColors, pnts}, 1];
liked = If[#, "liked", "not liked"] & /@liked;
Form a xyColorData array of point coordinates and colors.
xyColorData = Flatten /@Transpose[{pnts, pntColors, liked}];
```

Plot the xyColorData array.



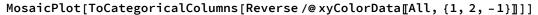
A sample of the xyColorData array rows looks like this:

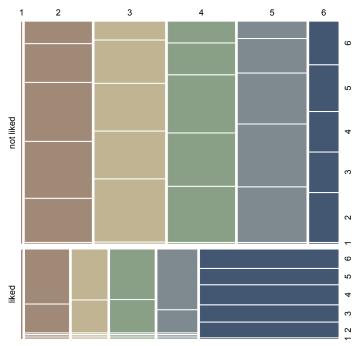
Here is the summary:

RecordsSummary[xyColorData]

```
1 column 1
                      2 column 2
       0.000208206
                             0.000247694
Min
                     Min
                                            3 column 3
                                                        4 column 4
1st Qu 0.233141
                      1st Qu 0.245783
                                            Green 678
Median 0.486671
                   , Mean
                             0.501416
                                                        not liked 1427
                                                  668 '
                                           Blue
Mean
       0.489319
                      Median 0.506137
                                                        liked
                                                                   573
                                                  654
                                            Red
3rd Qu 0.746018
                      3rd Qu 0.751681
       0.999929
                             0.999517
Max
                      Max
```

Here is an alternative summary view:





More complicated geometric xyColorData: coordinates, color, and shape

Create random points and assign randomly colors and letters (shapes) to them.

```
n = 2000;
pnts = RandomReal[{0, 1}, {n, 2}];
pntColors = {"Red", "Blue", "Green"} [#] & /@ RandomInteger[{1, 3}, n];
pntShapes = {"a", "b", "c", "d", "e"}[#] & /@ RandomInteger[{1, 5}, n];
```

Determining the labels ("liked" and "not liked") for each point:

1. blue and green points with the shapes "c" and "e" and for which y/x < 0.8 are liked; 2. red and green points with the shapes "a" and "d" and x > 0.7 or

y > 0.8 are liked.

```
liked = MapThread[((#2 == "Blue" | | #2 == "Green") && (#3 == "c" | | #3 == "e") && #1[[2]] / #1[[1]] < 0.8) | | ((#2 == "Red" | | #2 == "Green") &&
          (#1[1] > 0.7 | | #1[2] > 0.8) && (#3 == "a" | | #3 == "d"))) &, {pnts, List@@@pntColors, pntShapes}, 1];
liked = If[#, "liked", "not liked"] & /@
   liked;
```

Combined the points coordinates, colors, shapes, and labels into a xyColorData array.

xyColorShapeData = Flatten /@ Transpose[{pnts, pntColors, pntShapes, liked}];

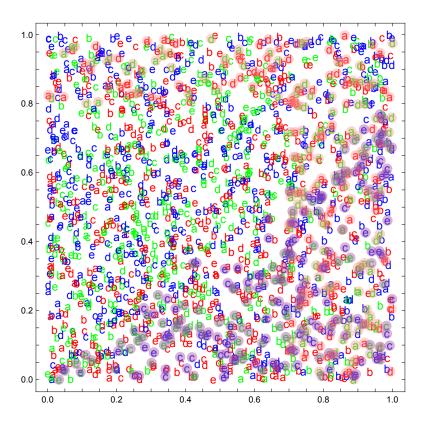
Here is an excerpt of the xyColorData array:

	X-Coord	Y-Coord	Color	Shape	Liked
1	0.390021	0.27407	Blue	а	not liked
2	0.637737	0.0740239	Blue	а	not liked
3	0.362975	0.385255	Green	b	not liked
4	0.909676	0.952722	Blue	e	not liked
5	0.129587	0.917682	Green	d	liked
6	0.0508657	0.15931	Red	b	not liked
7	0.367642	0.441544	Blue	е	not liked
8	0.712679	0.0631042	Green	b	not liked
9	0.884106	0.867212	Green	а	liked
10	0.30572	0.0375437	Red	b	not liked
11	0.594453	0.0777193	Green	d	not liked
12	0.818525	0.0304095	Blue	е	liked
13	0.672036	0.961338	Red	а	liked

RecordsSummary[xyColorShapeData]

```
1 column 1
                     2 column 2
                                                       4 column 4
Min
       0.000675136 Min
                            0.0000617151
                                           3 column 3
                                                       b 413
                                                                 5 column 5
1st Qu 0.248794
                    1st Qu 0.244654
                                           Green 673
                                                       c 403
Mean
       0.495102 , Mean
                            0.493202
                                                               , not liked 1560
                                         ' Red
                                                 669 '
                                                       e 400
Median 0.496148
                    Median 0.496032
                                                                 liked
                                                                           440
                                           Blue 658
                                                       d 394
3rd Qu 0.737266
                     3rd Qu 0.734193
                                                       a 390
Max
       0.999966
                     Max
                            0.999991
```

Plot the points with their colors and shapes. The points with the label "liked" have disks around them. The first set of liked points is transparent blue disks, the second set of points is with transparent pink disks.



Decision trees

Decision tree building

First we assign the data of interest to a generic variable:

data = xyColorData;

This variable is for splitting data into a training part and a testing part:

trainingDataLength = 600;

Build a decision tree:

```
dtree = BuildDecisionTree[data[1;; trainingDataLength]], 1,
  "ImpurityFunction" → "Entropy", "Strata" → 100, "LinearCombinations" → {"Rank" → 0}]
{{0.147612, Blue, 3, Symbol, 600}, {{{202, not liked}}}, {{0.32122, 0.700729, 1, Number, 398},
  {{0.511937, 0.799381, 2, Number, 283}, {{{224, not liked}}}, {{{59, liked}}}}, {{{115, liked}}}}}
```

In order to visualize the decision tree, make node-to-node rules it.

trules = DecisionTreeToRules[dtree];

Here is how the node-to-node rules look like:

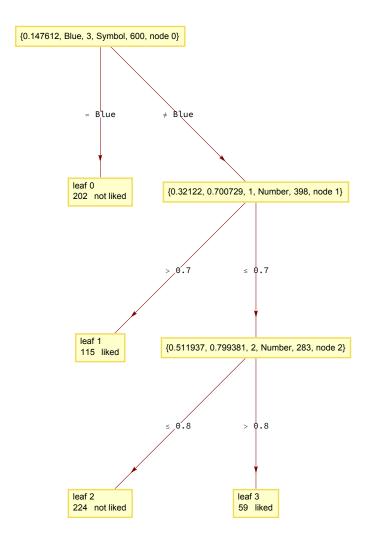
trules // ColumnForm

```
\{\{0.147612, Blue, 3, Symbol, 600, node 0\} \rightarrow \begin{cases} leaf 0 \\ 202 \text{ not liked} \end{cases} = Blue
\{\{0.147612, Blue, 3, Symbol, 600, node 0\} \rightarrow \{0.32122, 0.700729, 1, Number, 398, node 1\}, \neq Blue\}
\{\{0.32122, 0.700729, 1, \text{Number}, 398, \text{node } 1\} \rightarrow \{0.511937, 0.799381, 2, \text{Number}, 283, \text{node } 2\}, \leq 0.7\}
\{\{0.32122, 0.700729, 1, Number, 398, node 1\} \rightarrow \begin{cases} leaf 1 \\ 115 liked \end{cases}, > 0.7
\{\{0.511937, 0.799381, 2, Number, 283, node 2\} \rightarrow \begin{cases} leaf 2 \\ 224 \text{ not liked} \end{cases}
\{\{0.511937, 0.799381, 2, Number, 283, node 2\} \rightarrow \begin{cases} leaf 3 \\ 59 liked \end{cases}
```

Now we can visualize the decision tree with GraphPlot and LayeredGraphPlot. As it was explained above each non-leaf node has the form {impurity measure, splitting value, column index, variable type, number of records}

Each leaf node is a list of pairs, each pair is { Integer, label}.

LayeredGraphPlot[trules, DirectedEdges → True, VertexLabeling → True, ImageSize → 350]



0

Note that for the simple data xyColorData the decision tree has guessed correctly the predicate.

Classification with the decision tree

After we have obtained the decision tree using the training xyColorData we can test its classification capabilities with test xyColorData. Given a decision tree dtree the classification is done with the function DecisionTreeClassify:

```
xyColorData [trainingDataLength + 3]
{0.0972976, 0.874164, Blue, not liked}
DecisionTreeClassify[dtree, xyColorData[trainingDataLength + 3]]
{{202, not liked}}
```

DecisionTreeClassify returns a leaf node of the decision tree with which the classification is made. We can take the label of the first element of the classification result:

```
%[1,2]
not liked
Let us compute the classification results for all rows in the test xyColorData
guesses = DecisionTreeClassify[dtree, #][1, 2] & /@ xyColorData[601;; -1];
And compare them with the actual labels in the test rows
comparisons = MapThread[Equal, {guesses, data[601;; -1, -1]]}];
Count[comparisons, True]
Count[comparisons, False]
1400
```

It is a good idea to know what is the success ratio of the classification for each label. Often in practice the some of the labels are represented in small fractions of xyColorData.

```
Count[data[trainingDataLength + 1;; -1, -1], "liked"] / Length[data[trainingDataLength + 1;; -1]] // N
0.285
resRules = DecisionTreeClassificationSuccess[dtree, data[trainingDataLength + 1;; -1]]
\{\{\text{liked, True}\} \rightarrow \text{1., } \{\text{liked, False}\} \rightarrow \text{0., } \{\text{not liked, True}\} \rightarrow \text{1., } \{\text{not liked, False}\} \rightarrow \text{0., } \{\text{All, True}\} \rightarrow \text{1., } \{\text{All, False}\} \rightarrow \text{0.} \}
Here is tabulation of the results
```

Label	Fraction of	Fraction of	
	correct guesses	incorrect guesses	
liked	1.	0.	
not liked	1.	0.	
All	1.	0.	

Using the built-in decision tree forest classifier

Let us repeat the above calculations with the built-in "RandomForest" classifier.

data = xyColorShapeData;

This makes the classifier:

cf = Classify[Map[Most[#] → Last[#] &, data[1;; 600]], Method -> "RandomForest"]



This calculates a classifier measurements object over the test data:

cm = ClassifierMeasurements[cf, Map[Most[#] → Last[#] &, data[601;; -1]]]]

Let us see some classifier evaluation metrics of with that object:

```
cm[{"Accuracy", "Precision", "Recall"}]
       \{0.961429, \langle | \text{liked} \rightarrow 0.98893, \text{not liked} \rightarrow 0.954827 | \rangle, \langle | \text{liked} \rightarrow 0.840125, \text{not liked} \rightarrow 0.997225 | \rangle \}
      Dataset[MapThread[Append, {cm[{"TruePositiveRate", "FalsePositiveRate"}], {"All" -> #, "All" -> 1 - #} &@cm["Accuracy"]}]]
      cm[{"ROCCurve"}]
                                                                                           1.0
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     1.0
                                                                                          0.8
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    0.8
\left\{ \left. \left\langle \right| \text{ liked} 
ight. 
ight. 
ight. 
ight. 
ight. 
ight. 
ight. \left\{ \left. \left\langle \right| \text{ liked} 
ight. 
ight
                                                                                                                                                                                                                                                                                                                                                                                               , not liked \rightarrow \overset{\overline{\overline{\overline{B}}}}{\overset{\overline{\overline{B}}}{\underline{\overline{B}}}}
                                                                                                                                                                                                                                                                          ROC curve

    ROC curve

    No-discrimination line

    No-discrimination line

                                                                                          0.2
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    0.2
                                                                                     0.0
0.0
                                                                                                                          0.2 0.4 0.6 0.8
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    0.2 0.4
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 0.6
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           0.8
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            0.0
                                                                                                                                      FalsePositiveRate
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               FalsePositiveRate
```

Naive Bayesian classifiers

Naive Bayesian classifier building

For more details of building NBC see [5]. (Here we just code...)

nbcRules = MakeBayesianClassifiers[data[1;; trainingDataLength], 10]; Magnify[nbcRules, 0.6]

```
0.279362 \quad 0 \leq \pm 1 < \frac{1}{16}
                                                                                                                                 1.65289 0 \le \pm 1 < \frac{1}{10}
                                                                                      0.396694 \quad \frac{1}{10} \leq \pm 1 < \frac{1}{5}
                                                                                                                                  1.62707
                                                                                      0.236128 \quad \frac{1}{5} \leq \pm 1 < \frac{3}{10}
                                                                                                                                  1.13093
                                                                                      0.850059 \quad \frac{3}{10} \leq \pm 1 < \frac{2}{5}
                                                                                                                                   1.00854
                                                                                                                                                                                                                           0.667514
                                                                                                                                   0.540947
                                                                                                                                                   \frac{2}{5} \leq \pm 1 < \frac{1}{2}
                                                                                                                                                                               0.708383 #1 = Red
                                                                                                                                                                                                                            \textbf{0.854126} \quad \exists \textbf{1} = \textbf{Blue}
                                                                                                                                                                              1.44946 #1 = Green &,
{liked \rightarrow | 0.201667 Times @@ MapThread | \pm 1 [\pm 2] &,
                                                                                                                                                                                                                           1.09259 \#1 = e \& \}, \#1 \} \& 
                                                                                                                                                    \frac{1}{2} \leq \pm 1 < \frac{3}{5}
                                                                                      0.79693
                                                                                                                                   0.393546
                                                                                                                                                                                                                           True
                                                                                      0.698405
                                                                                                        \frac{3}{5} \leq \pm 1 < \frac{7}{10}
                                                                                                                                   0.708383
                                                                                                                                                   \frac{3}{5} \leq \pm 1 <
                                                                                                                                                                                                                                          True
                                                                                                        \frac{7}{10} \leq \pm 1 < \frac{4}{5}
                                                                                      2.39384
                                                                                                                                   0.303593 \quad \frac{7}{10} \leq \pm 1 < \frac{4}{5}
                                                                                      2.13736
                                                                                                       \frac{4}{5} \leq \pm 1 < \frac{9}{10}
                                                                                                                                   1.02322
                                                                                                                                                   \frac{4}{5} \leq \pm 1 < \frac{9}{10}
                                                                                                       \frac{9}{10} \leq \pm 1 < 1
                                                                                                                                                  \frac{9}{10} \leq \pm 1 < 1
                                                                                      1.84735
                                                                                                                                   1.35237
                                                                                                       True
                                                                                                                                                   True
```

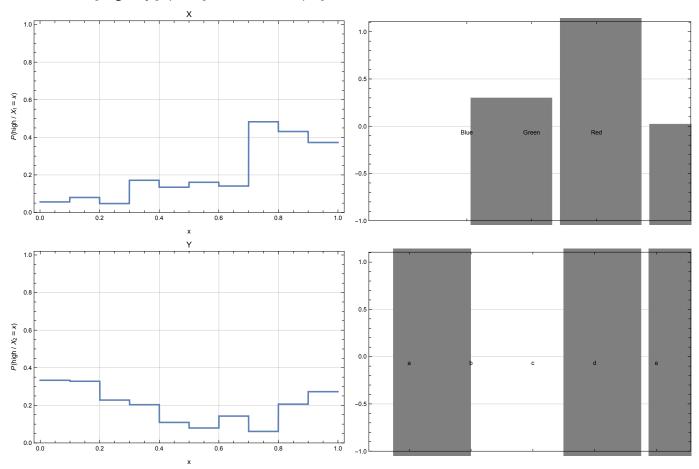
{lf, nlf} = {"liked" /. nbcRules, "not liked" /. nbcRules};

Next let us plot the NBC's probability functions that correspond to the variables.

```
factor = lf[[1, 1]];
funcs = Cases[lf, Piecewise, ∞];
funcs = Table[With[{f = factor, fun = funcs[i]}, f * fun &], {i, Length[funcs]}];
```

```
funcs[3]
           0.201667
nbcPlots = Table[
   If[NumberQ[data[1, ind]], Plot[funcs[ind][x], {x, Min[data[All, ind]], Max[data[All, ind]]},
     PlotRange → {All, {0, 1.02}}, PlotStyle → Thickness[0.005], Frame -> True,
     FrameLabel → Map[Style[#, Larger] &, {"x", TraditionalForm[P[Row[{"high", " / ", X<sub>ind</sub> == x}]]]}], Axes → False,
     PlotLabel → Style[({"X", "Y", "Color", "Liked"}[ind]), Larger], GridLines → Automatic, ImageSize → 500],
    (*ELSE*)
    BarChart[funcs[ind] /@Union[data[All, ind]],
     ChartLabels → Placed[Union[data[All, ind]], Below], Frame -> True, GridLines → Automatic, ImageSize → 500]
   {ind,
    Range [
     1,
     4]}];
```

Multicolumn[Magnify[#, 0.7] & /@ nbcPlots, 2]



Classification the naive Bayesian classifier

```
res = NBCClassify[{lf, "liked"}, {nlf, "not liked"}, 0.5, 0.8, Most[#], All] & /@ data[trainingDataLength + 1;; -1];
res[1;; 12]
{not liked, not liked, not liked, not liked,
 not liked, not liked, not liked, not liked, not liked, not liked}
resRules =
 NBCClassificationSuccess[NBCClassify[{lf, "liked"}, {nlf, "not liked"}, 0.5, 0.8, #] &, data [trainingDataLength + 1;; -1]]
\{\{\text{liked, True}\} \rightarrow 0.304075, \{\text{liked, False}\} \rightarrow 0.695925, \{\text{not liked, True}\} \rightarrow 0.955597,
 {not liked, False} \rightarrow 0.0444033, {All, True} \rightarrow 0.807143, {All, False} \rightarrow 0.192857}
```

The resulting rules are interpreted with the following table construction:

		Fraction of	
	_	incorrect guesses	
liked not liked	0.304075	0.695925	
not liked	0.955597	0.0444033	
All	0.807143	0.192857	

Using the built-in naive Bayesian classifier

Let us repeat the above calculations with the built-in "RandomForest" classifier.

```
data = xyColorShapeData;
```

This makes the classifier:

cf = Classify[Map[Most[#] → Last[#] &, data[1;; trainingDataLength]], Method -> "NaiveBayes"]

ClassifierFunction[Input type: Mixed (number: 4) Classes: liked, not liked]

This calculates a classifier measurements object over the test data:

cm = ClassifierMeasurements[cf, Map[Most[#] → Last[#] &, data[trainingDataLength + 1;; -1]]]

ClassifierMeasurementsObject

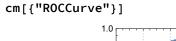
Let us see some classifier evaluation metrics of with that object:

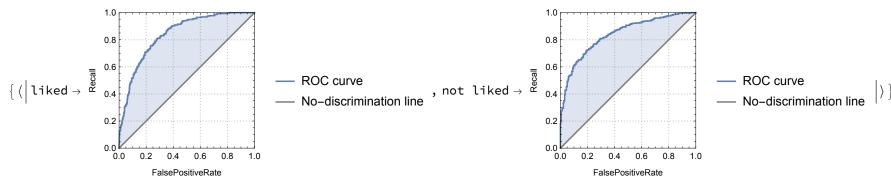
cm[{"Accuracy", "Precision", "Recall"}]

 $\{0.805, \langle | \text{liked} \rightarrow 0.649351, \text{not liked} \rightarrow 0.824238 | \rangle, \langle | \text{liked} \rightarrow 0.31348, \text{not liked} \rightarrow 0.950046 | \rangle \}$

Dataset[MapThread[Append, {cm[{"TruePositiveRate", "FalsePositiveRate"}], {"All" -> #, "All" -> 1 - #} &@cm["Accuracy"]}]]







We see the results with the built-in NBC are much worse than with the built-in Random forest classification algorithm.

References

- [1] Anton Antonov, MathematicaForPrediction utilities, (2014), source code MathematicaForPrediction at GitHub, package MathematicaForPredictionUtilities.m.
- [2] Anton Antonov, Decision tree and random forest implementations in Mathematica, (2013), source code MathematicaForPrediction at GitHub, https://github.com/antononcube/MathematicaForPrediction, package AVCDecisionTreeForest.m.
- [3] Anton Antonov, Implementation of naive Bayesian classifier generation in Mathematica, (2013), source code at MathematicaForPrediction at GitHub, , https://github.com/antononcube/MathematicaForPrediction, package NaiveBayesianClassifier.m.
- [4] Anton Antonov, "Waveform recognition with decision trees", (2013), MathematicaForPrediction at GitHub, https://github.com/antononcube/MathematicaForPrediction.
- [5] Anton Antonov, "Generation of Naive Bayesian Classifiers", (2013), MathematicaForPrediction at WordPress. URL: https://mathematicaforprediction.wordpress.com/2013/10/18/generation-of-naive-bayesian-classifiers/.
- [6] Anton Antonov, "Classification and association rules for census income data", (2014), MathematicaForPrediction at WordPress.com, URL: https://mathematicaforprediction.wordpress.com/2014/03/30/classification-and-association-rules-for-census-income-data/.