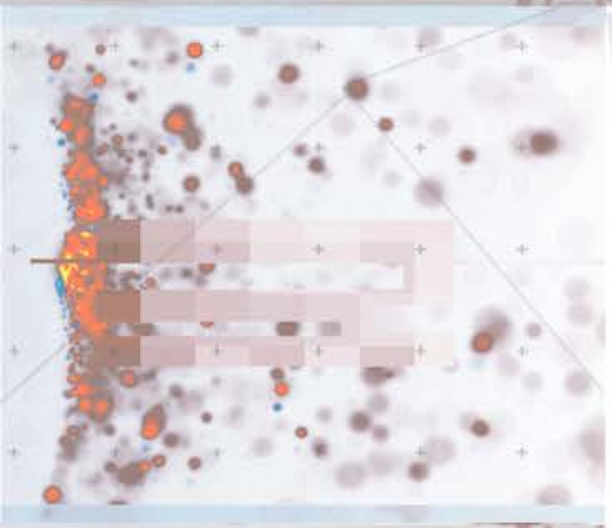
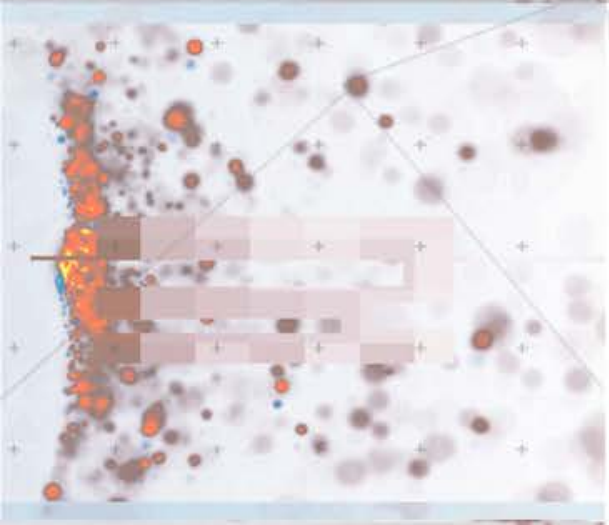


# Decision Tree Induction

# Outline

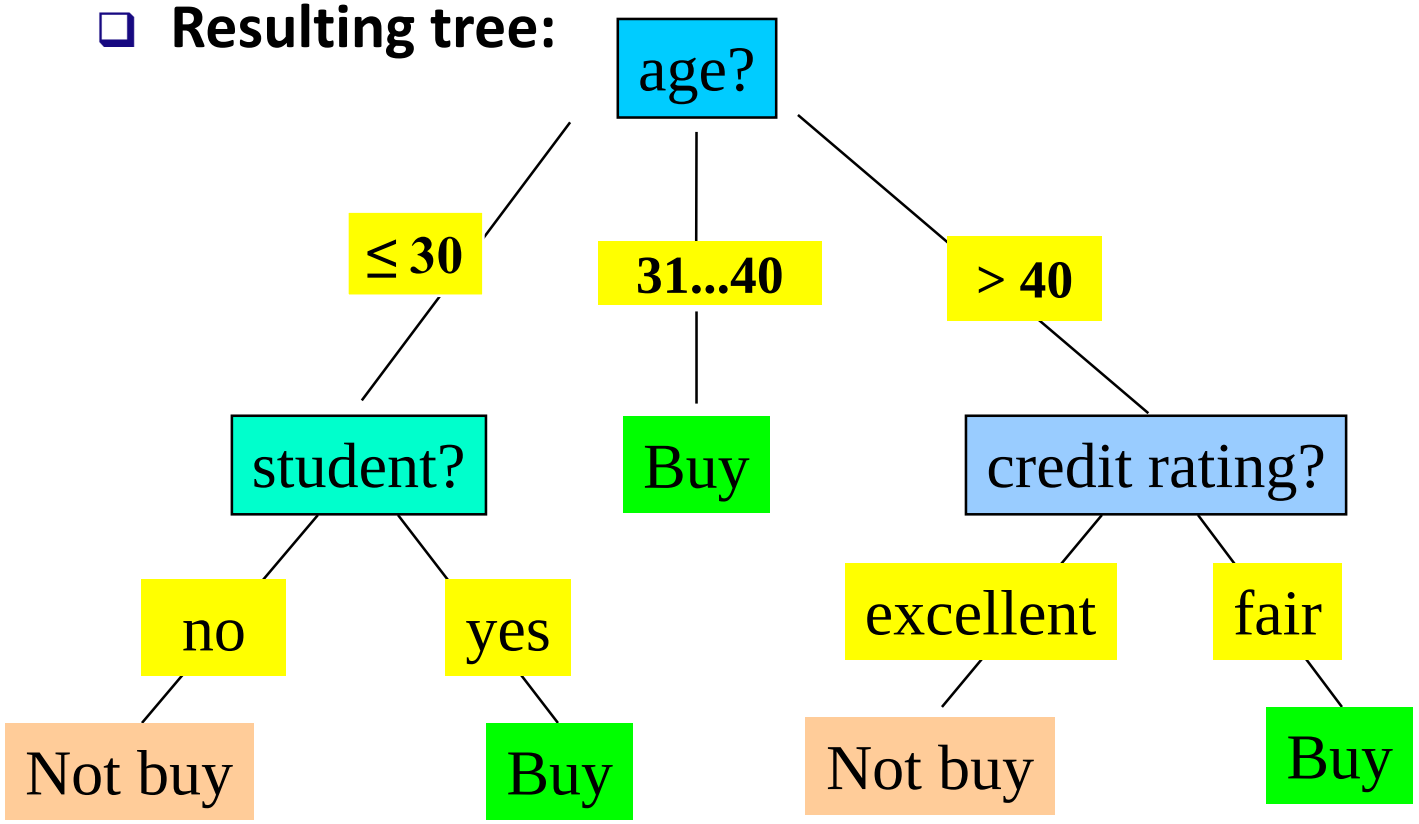
- Decision Tree Induction: Basic Idea and Algorithm
- Alternative Attribute Selection Measures in Decision Tree Induction
- Overfitting and Tree Pruning
- Decision Tree Construction in Large Datasets
- Visualization of Decision Trees and Tree Construction by Visual Data Mining



# Decision Tree Induction: Basic Idea and Algorithm

# Decision Tree Induction: An Example

- **Decision tree construction**:
  - A top-down, recursive, divide-and-conquer process
- **Resulting tree:**




Training data set: Who buys computer?

| age | income | student | credit_rating | buys_computer |
|---|---|---|---|---|
| <=30 | high | no | fair | no |
| <=30 | high | no | excellent | no |
| 31…40 | high | no | fair | yes |
| >40 | medium | no | fair | yes |
| >40 | low | yes | fair | yes |
| >40 | low | yes | excellent | no |
| 31…40 | low | yes | excellent | yes |
| <=30 | medium | no | fair | no |
| <=30 | low | yes | fair | yes |
| >40 | medium | yes | fair | yes |
| <=30 | medium | yes | excellent | yes |
| 31…40 | medium | no | excellent | yes |
| 31…40 | high | yes | fair | yes |
| >40 | medium | no | excellent | no |

Note: The data set is adapted from "Playing Tennis" example of R. Quinlan

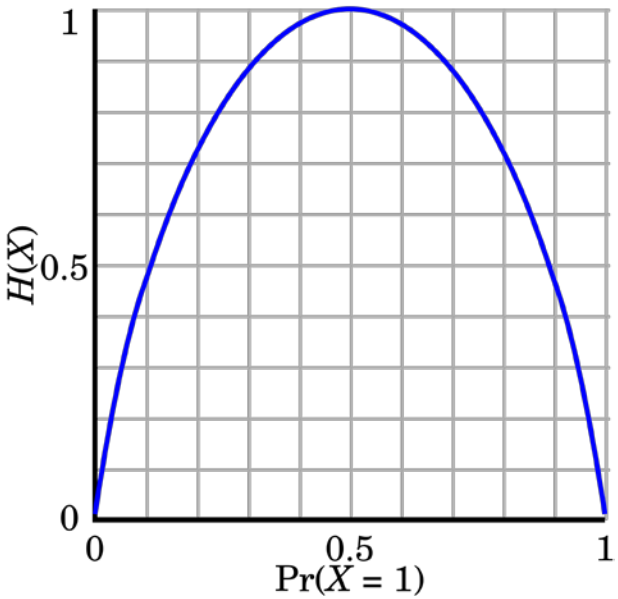
# From Entropy to Info Gain: A Brief Review of Entropy

- Entropy (Information Theory)
  - A measure of uncertainty associated with a random number
  - Calculation: For a discrete random variable Y taking m distinct values $\{y_1, y_2, \ldots, y_m\}$

$$H(Y) = -\sum_{i=1}^{m} p_i \log(p_i) \quad where\ p_i = P(Y = y_i)$$

  - Interpretation
    - Higher entropy → higher uncertainty
    - Lower entropy → lower uncertainty
- Conditional entropy

$$H(Y|X) = \sum_{x} p(x) H(Y|X = x)$$




**m = 2**

# Information Gain: An Attribute Selection Measure

- Select the attribute with the highest information gain (used in typical decision tree induction algorithm: ID3)
- Let $p_i$ be the probability that an arbitrary tuple in D belongs to class $C_i$, estimated by $|C_{i,D}|/|D|$
- Expected information (entropy) needed to classify a tuple in D:

$$Info(D) = -\sum_{i=1}^{m} p_i \log_2(p_i)$$

- Information needed (after using A to split D into v partitions) to classify D:

$$Info_A(D) = \sum_{j=1}^{v} \frac{|D_j|}{|D|} \times Info(D_j)$$

- Information gained by branching on attribute A:

$$Gain(A) = Info(D) - Info_A(D)$$

# Example: Attribute Selection with Information Gain

- Class P: buys_computer = "yes"
- Class N: buys_computer = "no"

$$Info(D) = I(9,5) = -\frac{9}{14}\log_2(\frac{9}{14}) - \frac{5}{14}\log_2(\frac{5}{14}) = 0.940$$

| age | $p_i$ | $n_i$ | $I(p_i, n_i)$ |
|---|---|---|---|
| <=30 | 2 | 3 | 0.971 |
| 31…40 | 4 | 0 | 0 |
| >40 | 3 | 2 | 0.971 |

| age | income | student | credit_rating | buys_computer |
|---|---|---|---|---|
| <=30 | high | no | fair | no |
| <=30 | high | no | excellent | no |
| 31…40 | high | no | fair | yes |
| >40 | medium | no | fair | yes |
| >40 | low | yes | fair | yes |
| >40 | low | yes | excellent | no |
| 31…40 | low | yes | excellent | yes |
| <=30 | medium | no | fair | no |
| <=30 | low | yes | fair | yes |
| >40 | medium | yes | fair | yes |
| <=30 | medium | yes | excellent | yes |
| 31…40 | medium | no | excellent | yes |
| 31…40 | high | yes | fair | yes |
| >40 | medium | no | excellent | no |

$$Info_{age}(D) = \frac{5}{14}I(2,3) + \frac{4}{14}I(4,0) + \frac{5}{14}I(3,2) = 0.694$$

$\frac{5}{14}I(2,3)$ means "age <=30" has 5 out of 14 samples, with 2 yes's and 3 no's.

Hence

$$Gain(age) = Info(D) - Info_{age}(D) = 0.246$$

Similarly, we can get

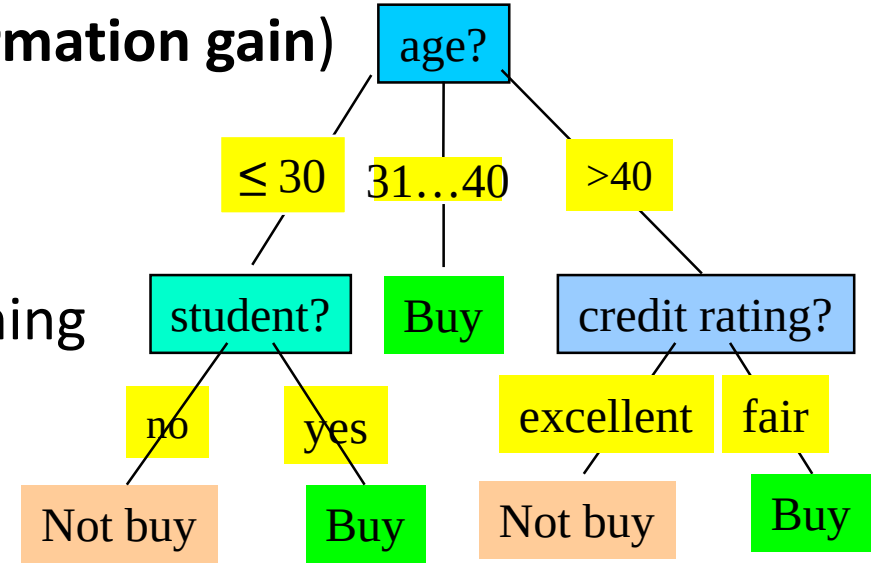
$$Gain(income) = 0.029$$

$$Gain(student) = 0.151$$

$$Gain(credit\_rating) = 0.048$$

# Decision Tree Induction: Algorithm

- Basic algorithm
  - Tree is constructed in a **top-down, recursive, divide-and-conquer manner**
  - At start, all the training examples are at the root
  - Examples are partitioned recursively based on selected attributes
  - On each node, attributes are selected based on the training examples on that node, and a heuristic or statistical measure (e.g., **information gain**)
- Conditions for stopping partitioning
  - All samples for a given node belong to the same class
  - There are no remaining attributes for further partitioning
  - There are no samples left
- Prediction
  - **Majority voting** is employed for classifying the leaf



# How to Handle Continuous-Valued Attributes?

- Method 1: Discretize continuous values and treat them as categorical values
  - E.g., age: < 20, 20…30, 30…40, 40…50, > 50
- Method 2: Determine the ***best split point*** for continuous-valued attribute A
  - Sort the value A in increasing order, E.g., 15, 18, 21, 22, 24, 25, 29, 31, …
  - *Possible split point:* The midpoint between *each pair of adjacent values*
    - $(a_i+a_{i+1})/2$ is the midpoint between the values of $a_i$ and $a_{i+1}$
    - e.g., (15+18)/2 = 16.5, 19.5, 21.5, 23, 24.5, 27, 30, …
  - The point with the *maximum information gain* for A is selected as the **split-point** for A
- Split: Based on split point P
  - The set of tuples in D satisfying A ≤ P vs. those with A > P