

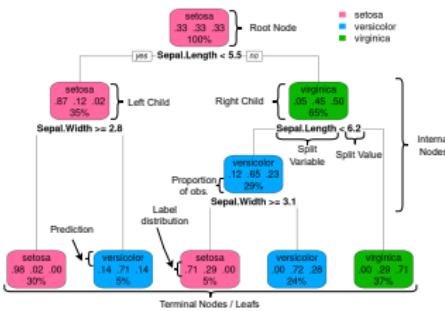
# Introduction to Machine Learning

## CART

### Predictions with CART

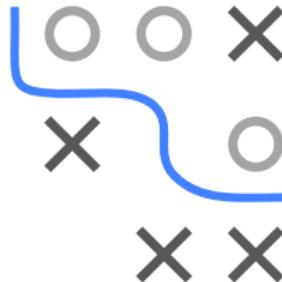
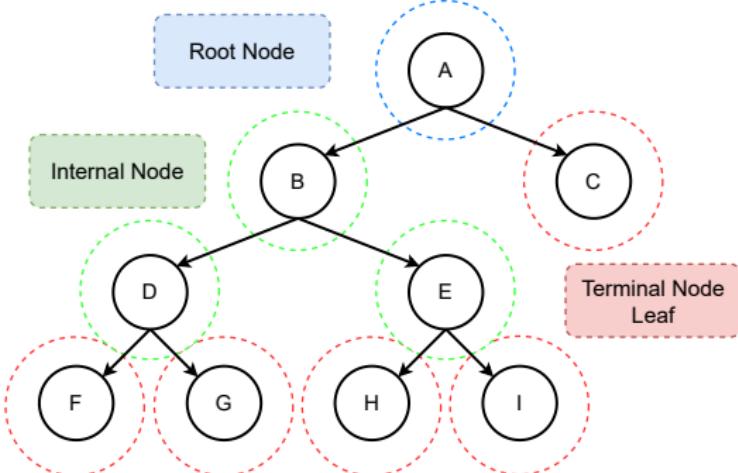


#### Learning goals



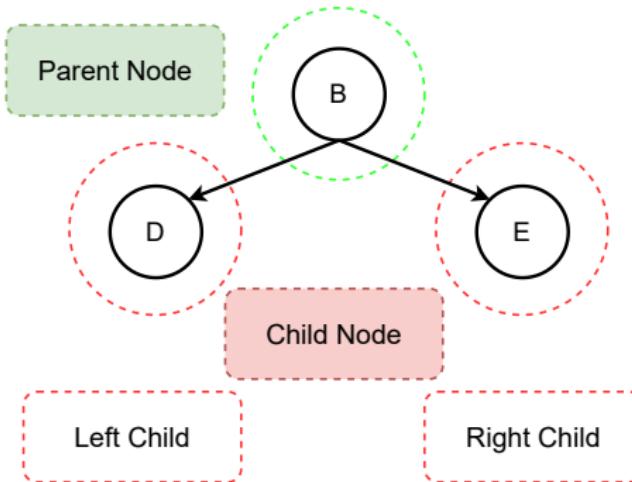
- Understand the basic structure of a tree model
- Understand that the basic idea of a tree model is the same for classification and regression
- Understand how the label of a new observation is predicted via CART
- Know hypothesis space of CART

# BINARY TREES



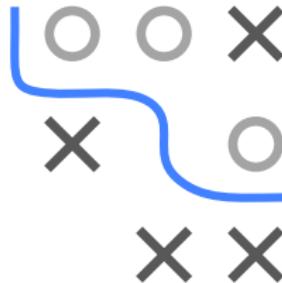
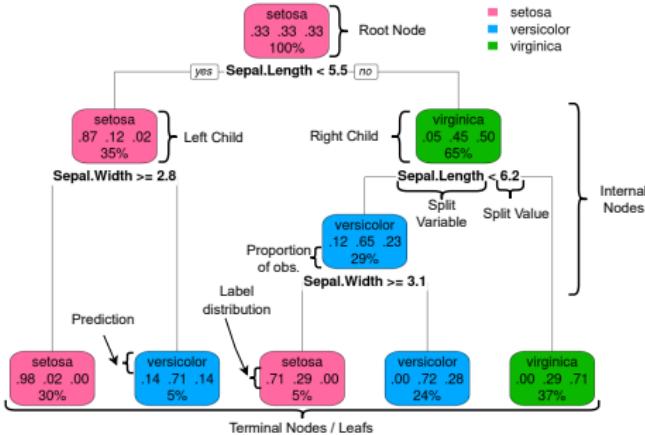
- Binary trees represent a top-down hierarchy with binary splits
- A tree is composed of different node types: a) the root node, b) internal nodes, and c) terminal nodes (also leaves).

# BINARY TREES



- Nodes have relative relationships, they can be:
  - Parent nodes
  - Child nodes
- Root nodes don't have parents – leaves don't have children

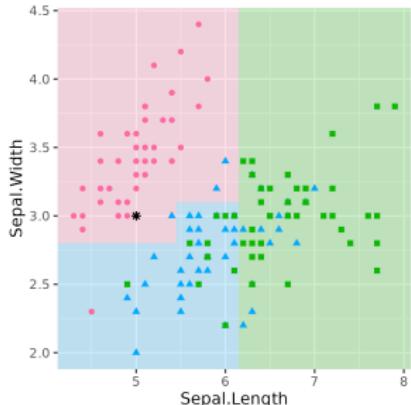
# CLASSIFICATION TREES



- Classification trees use the structure of a binary tree
- Binary splits are constructed top-down in a *data optimal* way
- Each split is a threshold decision for a single feature
- Each node contains the training points which follow its path
- Each leaf contains a constant prediction

# CLASSIFICATION TREE MODEL AND PREDICTION

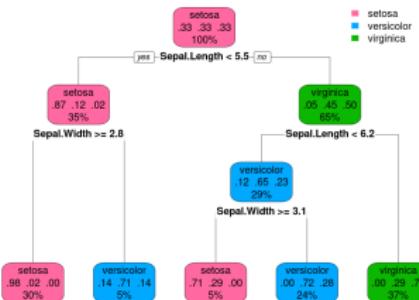
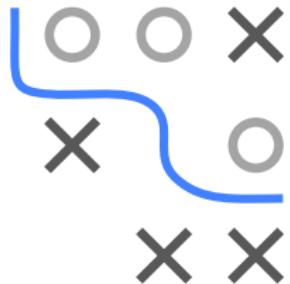
- When predicting new data (here\*: Sepal.Length = 5, Sepal.Width = 3) we use the learned split points and pass an observation through the tree
- Each observation is assigned to exactly one leaf
- Classification trees can make hard-label predictions (here: setosa) or predict probabilities (here: 0.98, 0.02, 0.00)



# CART AS A RULE BASED MODEL

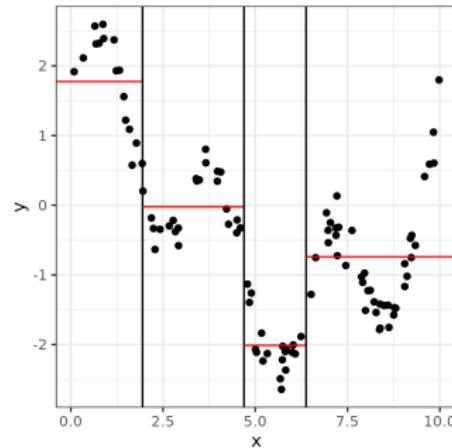
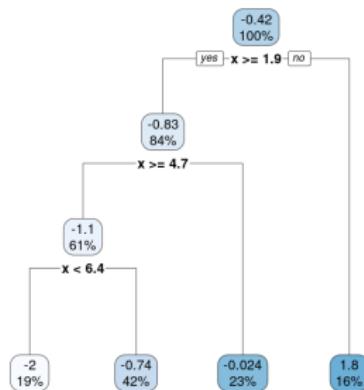
Leaf nodes can be expressed by a set of rules (left to right):

| Hard label prediction | Label distribution | Sepal.Width | Sepal.Length        |
|-----------------------|--------------------|-------------|---------------------|
| setosa                | 0.98, 0.02, 0.00   | $\geq 2.8$  | $< 5.5$             |
| versicolor            | 0.14, 0.71, 0.14   | $< 2.8$     | $< 5.5$             |
| setosa                | 0.71, 0.29, 0.00   | $\geq 3.1$  | $\geq 5.5 \& < 6.2$ |
| versicolor            | 0.00, 0.72, 0.28   | $< 3.1$     | $\geq 5.5 \& < 6.2$ |
| virginica             | 0.00, 0.29, 0.71   | -           | $\geq 6.2$          |



# REGRESSION TREE MODEL AND PREDICTION

- Works the same way as for classification
- But predictions in leaf nodes are a numerical scalar



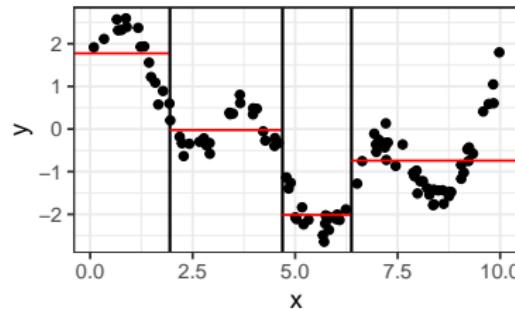
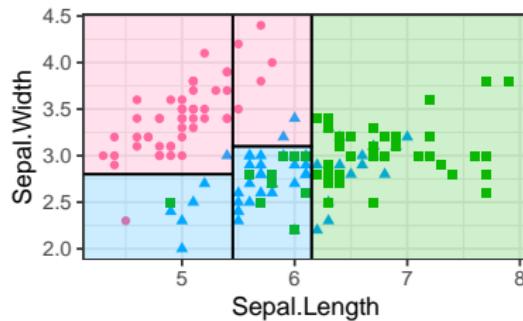
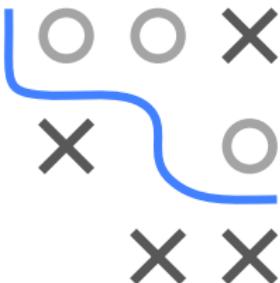
# TREE AS AN ADDITIVE MODEL

Trees divide the feature space  $\mathcal{X}$  into **rectangular regions**:

$$f(\mathbf{x}) = \sum_{m=1}^M c_m \mathbb{I}(\mathbf{x} \in Q_m),$$

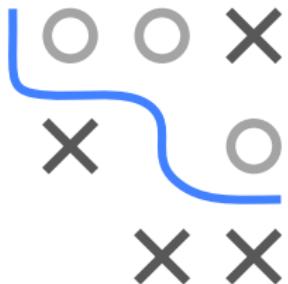
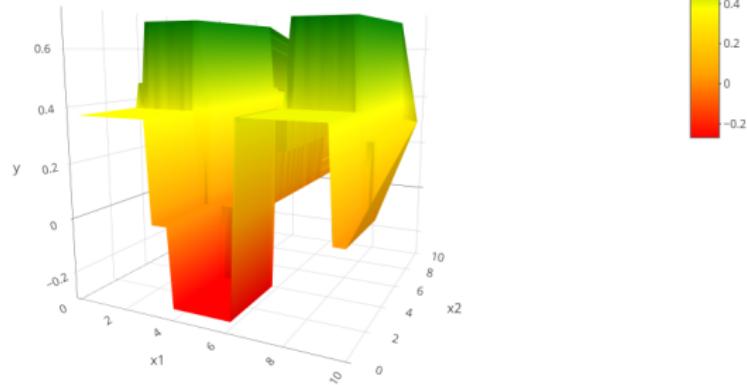
where a tree with  $M$  leaf nodes defines  $M$  “rectangles”  $Q_m$ .

$c_m$  is the predicted numerical response, class label or class distribution in the respective leaf node.



# TREE AS AN ADDITIVE MODEL

A 2D regression example:



(For binary classification with probabilities, 2D surface looks similar.)