

Feature interactions

Example: banner selection

| ... | category_ad | category_site | ... | is_clicked |
|-----|---------------|---------------|-----|------------|
| ... | auto_part | game_news | ... | 0 |
| ... | music_tickets | music_news | .. | 1 |
| ... | mobile_phones | auto_blog | ... | 0 |

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| ... | ad_site | ... | is_clicked |
|-----|--------------------------|-----|------------|
| ... | auto_part game_news | ... | 0 |
| ... | music_tickets music_news | .. | 1 |
| ... | mobile_phones auto_blog | ... | 0 |

Example of interactions

| f1 | f2 |
|-----------|-----------|
| A | X |
| B | Y |
| B | Z |
| A | Z |

Example of interactions

| f1 | f2 |
|----|----|
| A | X |
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| A | Z |

Join

| f_join |
|--------|
| A X |
| B Y |
| B Z |
| A Z |

OneHot
(f_join)

| A X | B Y | B Z | A Z |
|-----|-----|-----|-----|
| 1 | | | |
| | 1 | | |
| | | 1 | |
| | | | 1 |

Example of interactions

| f1 | f2 |
|----|----|
| A | X |
| B | Y |
| B | Z |
| A | Z |

OneHot(f1),
OneHot(f2)

| A | B |
|---|---|
| 1 | |
| | 1 |
| | 1 |
| 1 | |

| X | Y | Z |
|---|---|---|
| 1 | | |
| | 1 | |
| | | 1 |
| | | 1 |

Pairwise columns
multiplications

| AX | AY | AZ | BX | BY | BZ |
|----|----|----|----|----|----|
| 1 | | | | | |
| | | | | 1 | |
| | | | | | 1 |
| | | 1 | | | |

Example of interactions

| f1 | f2 | | f_join |
|-----|------|-----|--------|
| 1.2 | 0.0 | | 0.0 |
| 3.4 | 0.1 | Mul | 0.34 |
| 5.6 | 1.0 | | 5.6 |
| 7.8 | -1.0 | | -7.8 |

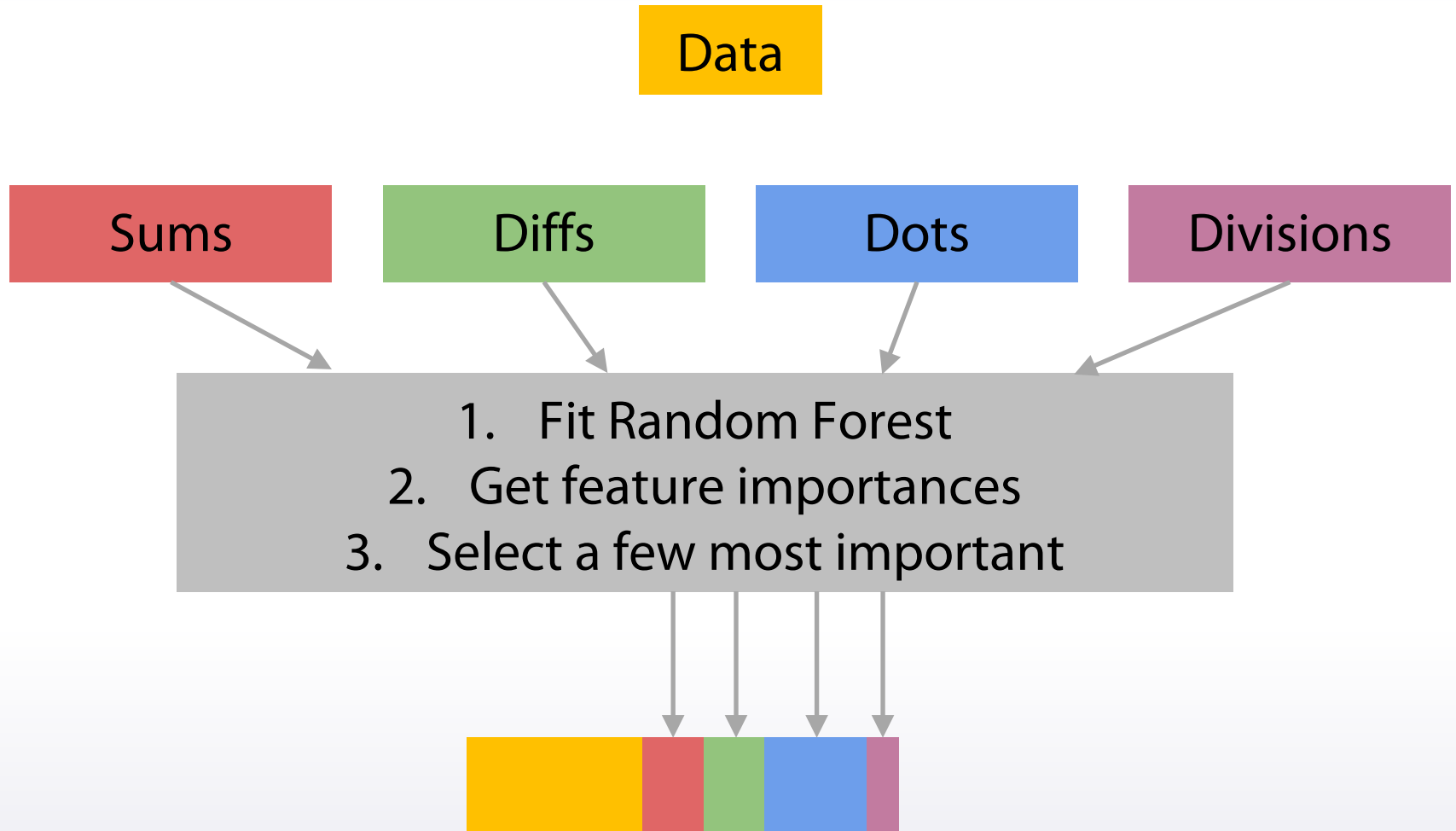
Frequent operations for feature interaction

- Multiplication
- Sum
- Diff
- Division

Practical Notes

- We have a lot of possible interactions – $N*N$ for N features.
 - a. Even more if use several types in interactions
- Need to reduce its' number
 - a. Dimensionality reduction
 - b. Feature selection

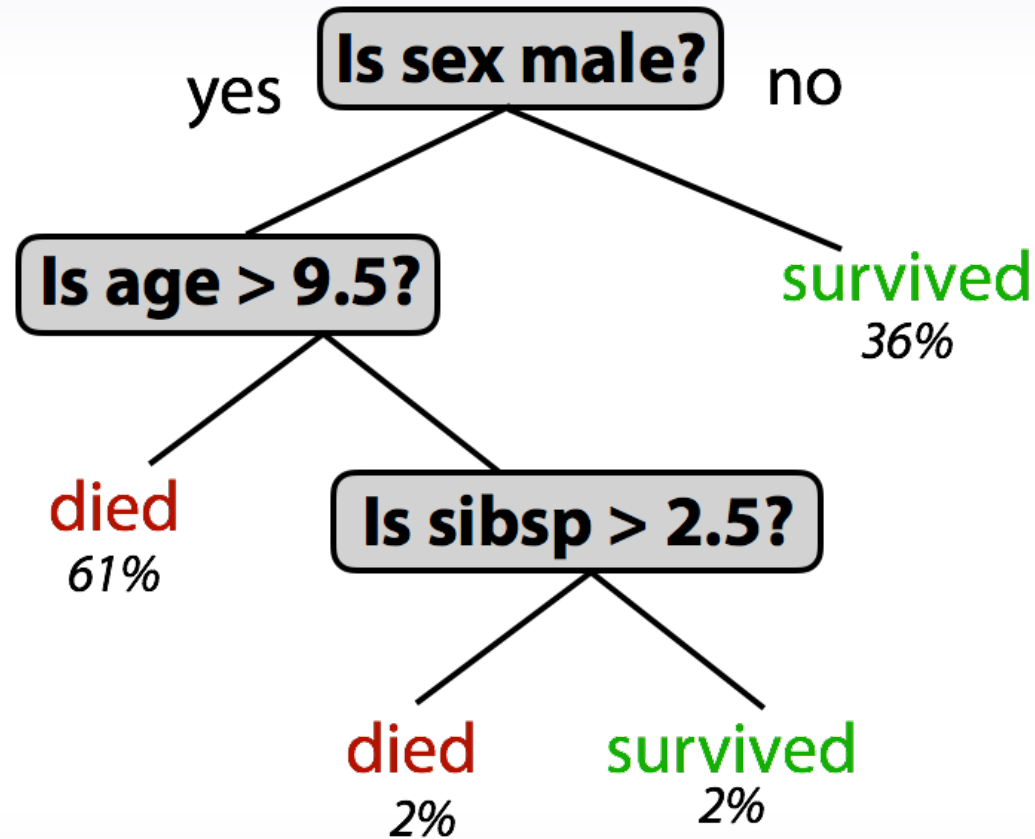
Example of interaction generation pipeline



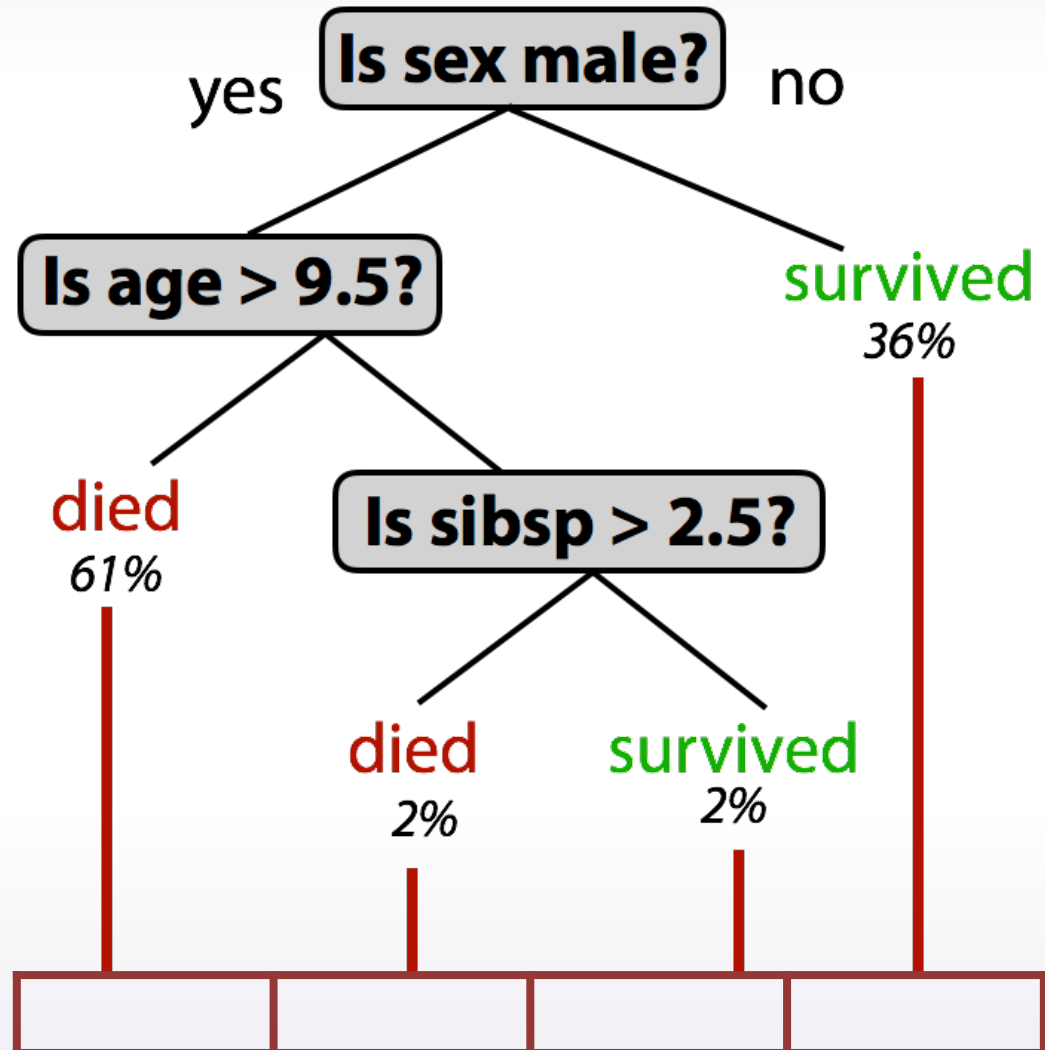
Interactions' order

- We looked at 2nd order interactions.
- Such approach can be generalized for higher orders.
- It is hard to do generation and selection automatically.
- Manual building of high-order interactions is some kind of art.

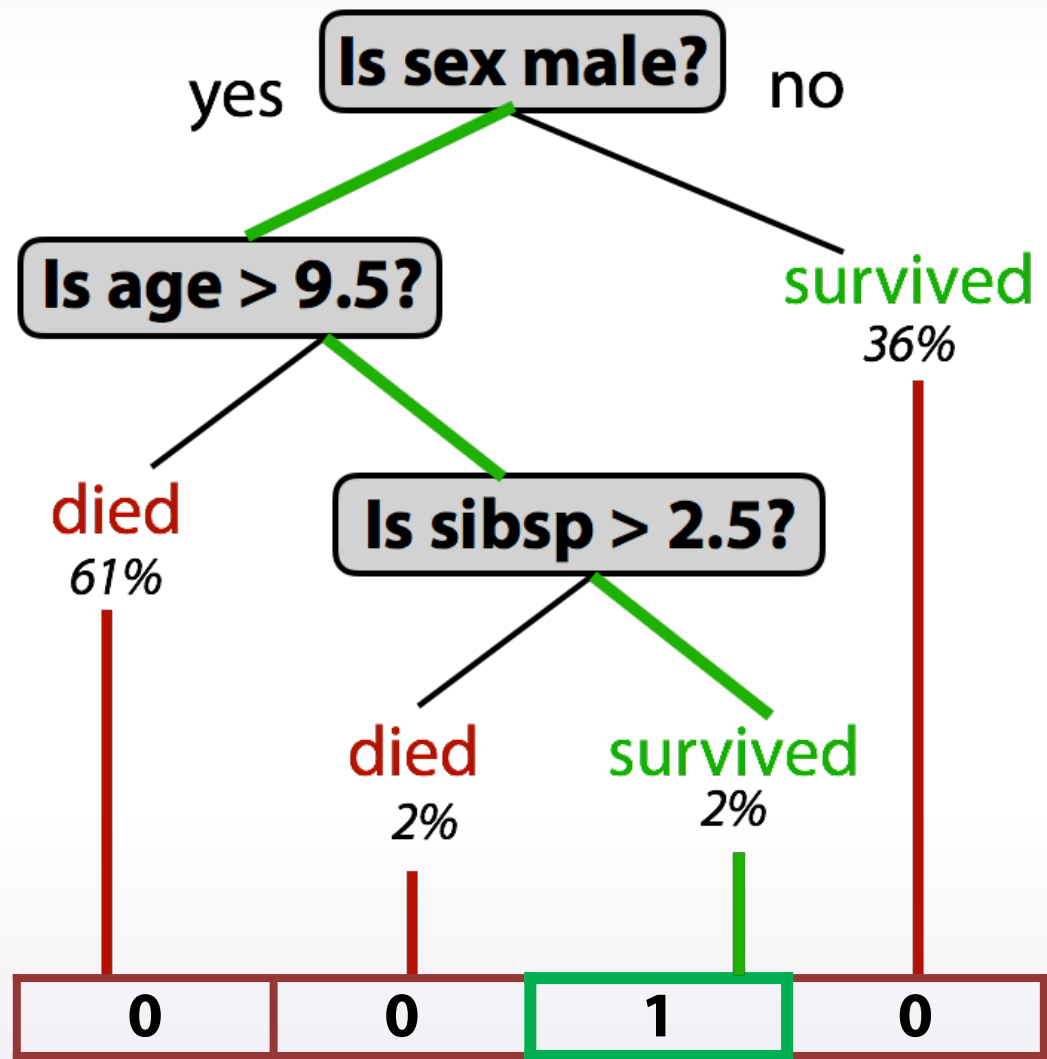
Extract features from DT



Extract features from DT



Extract features from DT



How to use it

In sklearn:

```
| tree_model.apply( )
```

In xgboost:

```
| booster.predict(pred_leaf=True)
```

Conclusion

- We looked at ways to build an interaction of categorical attributes
- Extended this approach to real-valued features
- Learn how to extract features via decision trees