10-301/601: Introduction to Machine Learning Lecture 3 – Decision Trees

Matt Gormley & Henry Chai 9/4/24

Front Matter

- Announcements:
 - HW1 released 8/26, due 9/4 (today!) at 11:59 PM
 - Reminder: we will grant (basically) any extension requests for this assignment!
 - HW2 released 9/4 (today!), due 9/16 at 11:59 PM
 - Unlike HW1, you will only have:
 - 1 (graded) submission for the written portion
 - 10 submissions of the programming portion to our autograder

Q & A:

How do these in-class polls work?

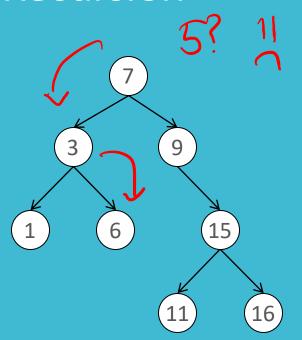
- Open the poll, either by clicking the [Poll] link on the schedule page of our course website or going to http://poll.mlcourse.org
- Sign into Google Forms using your Andrew email
- Answer all poll questions during lecture for full credit or within 24 hours for half credit
- Avoid the toxic option (will be clearly specified in lecture) which gives negative poll points
- You have 8 free "poll points" for the semester that will excuse you from all polls from a single lecture; you cannot use more than 3 poll points consecutively.

Poll Question 1:

Which of the following did you bring to class today? Select all that apply

- A. A smartphone
- B. A flip phone
- C. A payphone
- D. No phone

Background: Recursion



- A binary search tree (BST) consists of nodes, where each node:
 - has a value, v
 - up to 2 children, a left descendant and a right descendant
 - all its left descendants have values less than v and its right descendants have values greater than v
- We like BSTs because they permit search in O(log(n)) time,
 assuming n nodes in the tree

```
def contains_iterative (node, key):

Cuss_node

while (tsue):

if key < (use, vel & cuss. left ≠ none

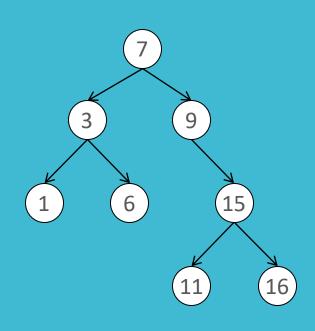
cuss_cuss_left

else if key > (use, val & cuss. right ≠ none

cuss_cuss_state

else: key == cuss, vel
```

Background: Recursion



- A binary search tree (BST) consists of nodes, where each node:
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- We like BSTs because they permit search in O(log(n)) time, assuming n nodes in the tree

def contains_recursive (node, key):

If key < node. val & node. left \pm none;

contains_recursive (node. left hey)

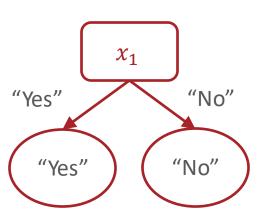
else if key > node. val & node. right \pm none;

contains = recursive (node. right, key)

else: key == node. val

Recall: Decision Stump

| x_1 Family History | x_2 Resting Blood Pressure | x_3 Cholesterol | <i>y</i> Heart Disease? |
|----------------------------|------------------------------------|----------------------|-------------------------------|
| Yes | Low | Normal | No |
| No | Medium | Normal | No |
| No | Low | Abnormal | Yes |
| Yes | Medium | Normal | Yes |
| Yes | High | Abnormal | Yes |



Recall: Decision Stump Questions

1. How can we pick which feature to split on?

2. Why stop at just one feature? Don't!

a) If we split on more than one feature, how do we decide the order to spilt on?

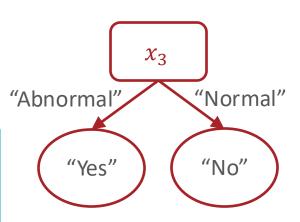
Decision Tree: In-class Activity

- 1. Group 1: Answer the questions to determine which leaf node corresponds to your feature values
- 2. Group 2:
 - a) Take a blue sticky note if you prefer dogs to cats; otherwise, take a red sticky note
 - Answer the questions to determine which leaf node corresponds to your feature values and place your sticky note there
 - c) Answer the new question to determine which new leaf node to move your sticky note to
- 3. Group 3: Answer the questions to determine which leaf node corresponds to your feature values

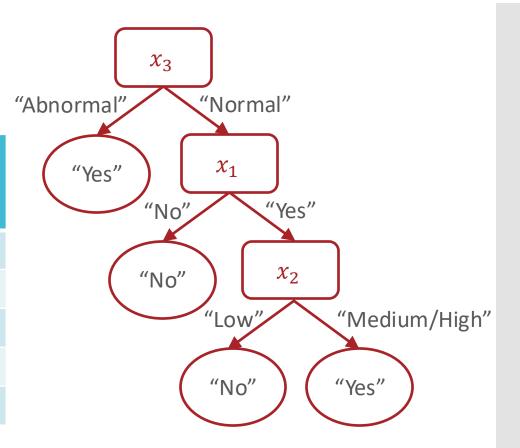
From Decision Stump

• • •

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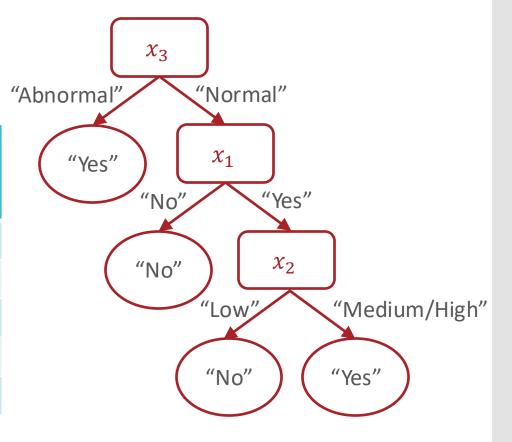
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| x_1 Family History | x_2 Resting Blood Pressure | x_3 Cholesterol | <i>y</i> Heart Disease? |
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Normal

High

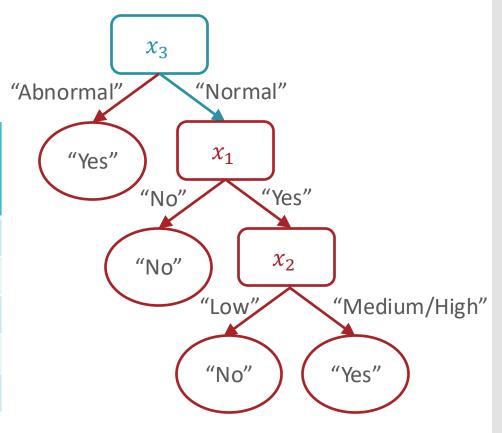
No



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No

| x_1 Family History | x_2 Resting Blood Pressure | x_3 Cholesterol | <i>y</i> Heart Disease? |
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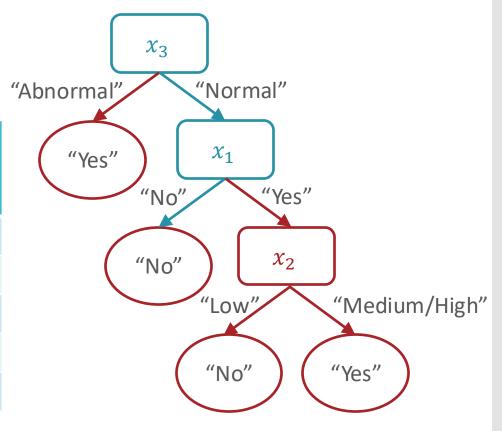
No High Normal No

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| Yes | High | Abnormal | Yes |

Normal

High

No



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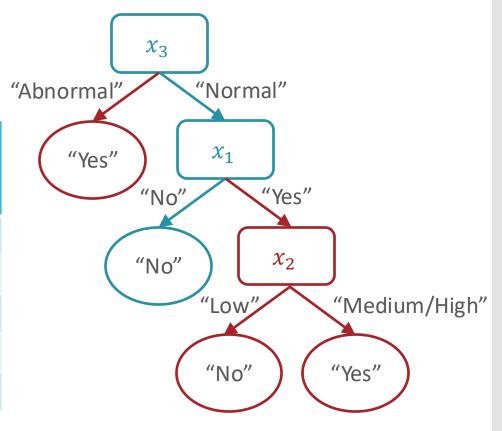
No

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Normal

High

No

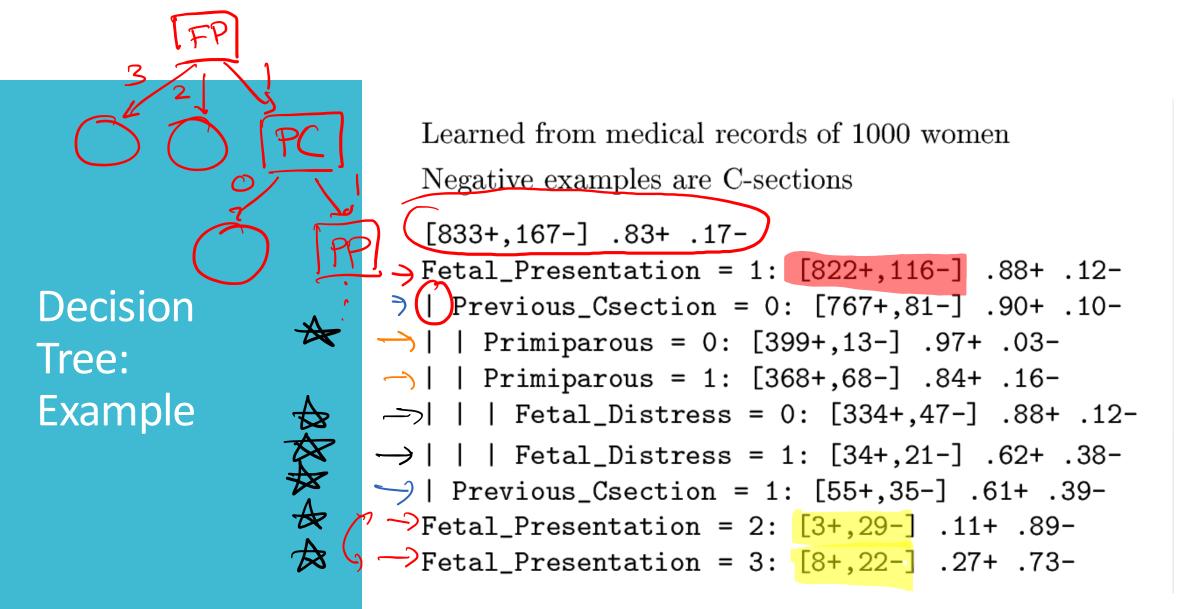


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No

Decision Tree: Pseudocode

 $\sum \left[x_1', x_2, \dots, x_D' \right]$ $h(\overline{X})$: # walk from the root to some leaf node and return the stored prediction while (true)? if current_node is internal. chick the stored fecture, X go down the branch corresponding # current_node 15 a leaf return the stored prediction 16



9/4/24 Figure courtesy of Tom Mitchell

Decision Tree Questions

1. How can we pick which feature to split on?

2. Why stop at just one feature?

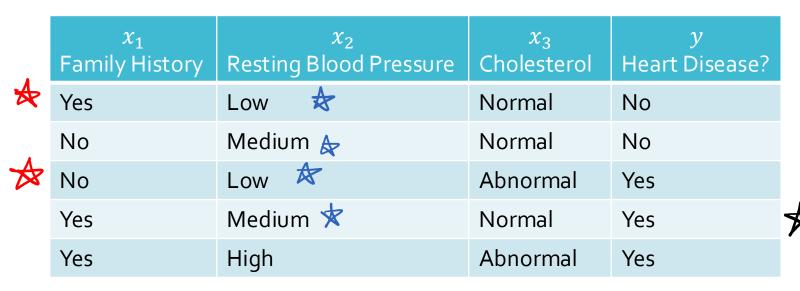
a) If we split on more than one feature, how do we decide the order to spilt on?

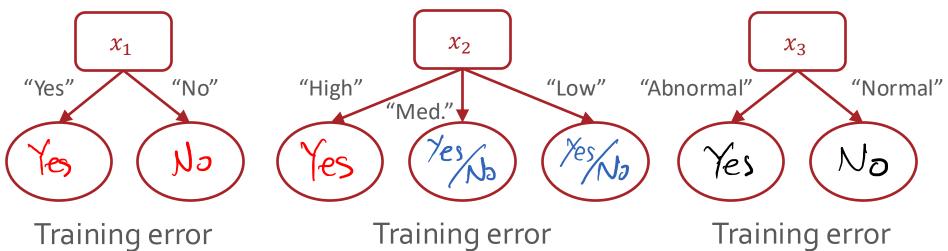
Splitting Criterion

- A **splitting criterion** is a function that measures how good or useful splitting on a particular feature is *for a specified dataset*
- Idea: when deciding which feature to split on, use the one that optimizes the splitting criterion

Training Error Rate as a Splitting Criterion

rate:





rate:

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rate:

Poll Question 2:

Which feature would you split on using training error rate as the splitting criterion?

| x_1 | x_2 | y |
|-------|-------|---|
| 1 | 0 | 0 |
| 1 | 0 | 0 |
| 1 | 0 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 1 |
| 1 | 1 | 1 |
| 1 | 1 | 1 |
| 1 | 1 | 1 |
| | | |

A. x_1

 x_2

C. Either x_1 or x_2

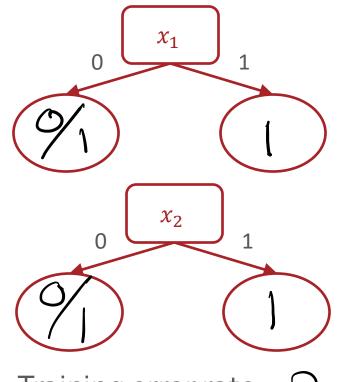
D. Neither x_1 nor x_2

21

Poll Question 2:

Which feature would you split on using training error rate as the splitting criterion?

| x_1 | x_2 | y |
|-------|-------|---|
| 1 | 0 | 0 |
| 1 | 0 | 0 |
| 1 | 0 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 1 |
| 1 | 1 | 1 |
| 1 | 1 | 1 |
| 1 | 1 | 1 |



Training error rate:



22

Splitting Criterion

- A splitting criterion is a function that measures how good or useful splitting on a particular feature is for a specified dataset
- Idea: when deciding which feature to split on, use the one that optimizes the splitting criterion
- Potential splitting criteria:
 - Training error rate (minimize)
 - Gini impurity (minimize) → CART algorithm
 - Mutual information (maximize) → ID3 algorithm

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Splitting Criterion

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Entropy

• The **entropy** of a *random variable* describes the uncertainty of its outcome: the higher the entropy, the less certain we are about what the outcome will be.

$$H(X) = -\sum_{v \in V(X)} P(X = v) \log_2(P(X = v))$$

where *X* is a (discrete) random variable

V(X) is the set of possible values X can take on

Entropy

$$H(S) = -\sum_{v \in V(S)} \frac{|S_v|}{|S|} \log_2 \left(\frac{|S_v|}{|S|}\right)$$

where *S* is a collection of values,

V(S) is the set of unique values in S

 S_v is the collection of elements in S with value v

• If all the elements in S are the same, then

$$H(S) = -\frac{|S|}{|S|} |_{\partial S^2} \frac{|S|}{|S|} = -||o_{3^2}|| = 0$$

Entropy

 The entropy of a set describes how uniform or pure it is: the higher the entropy, the more impure or "mixed-up" the set is

$$H(S) = -\sum_{v \in V(S)} \frac{|S_v|}{|S|} \log_2 \left(\frac{|S_v|}{|S|}\right)$$

where *S* is a collection of values,

V(S) is the set of unique values in S

 S_{v} is the collection of elements in S with value v

• If S is split fifty-fifty between two values, then

$$H(S) = -\left(\frac{1}{z} \log_2 \frac{1}{z} + \frac{1}{z} \log_2 \frac{1}{z}\right) = -\left(\frac{1}{z} + \frac{1}{z}\right)$$
(-1)

Mutual Information

The mutual information between two random variables
 describes how much clarity knowing the value of one random
 variables provides about the other

$$I(Y;X) = H(Y) - H(Y|X)$$

$$= H(Y) - \sum_{v \in V(X)} P(X = v)H(Y|X = v)$$

where X and Y are random variables

V(X) is the set of possible values X can take on

H(Y|X=v) is the conditional entropy of Y given X=v

Mutual Information

• The **mutual information** between *a feature and the label* describes how much clarity knowing the feature provides about the label

$$I(y; x_d) = H(y) - H(y|x_d)$$

$$= H(y) - \sum_{i=1}^{n} f_{i}\left(H(Y_{x_d=v})\right)$$

where x_d is a feature and y is the set of all labels

 $V(x_d)$ is the set of possible values x_d can take on

 f_v is the fraction of data points where $x_d = v$

 $Y_{x_d=v}$ is the set of all labels where $x_d=v$

Mutual Information: Example

| | x_d | \mathcal{Y} | | | |
|---------------|---------------|---------------|---|---------|--|
| | 1 | 1 | | | |
| | 1 | 1 | | | |
| 5 | 0 | 0 | | | |
| 7 | 0 | 0 | | | |
| $I(x_1, y) =$ | $H(\gamma)$. | - (2H | $\left \left(\bigwedge^{X^G} = 1 \right) \right $ | + = H(y | |
| | | | | | |
| | | | | | |

Mutual Information: Example

| | x_d | ν | | |
|--------------|--------|-----------------------------------|-------------------|---------------------------------|
| | 1 | $(\widehat{1})$ | | |
| | 0 | | L | |
| | 1 | $\begin{pmatrix} 0 \end{pmatrix}$ | ~ | |
| | 0 | 0 | | |
| $T(x_1,y) =$ | H(y) - | (2H() | /X121) + = H | $\left(y_{\chi_{2}=0} \right)$ |
| | • | | 7- | 7 |
| | | | | |
| | | | | 1 |
| _ | | 2 (1) | $+\frac{2}{1}(1)$ | $=$ \bigcirc |

Poll Question 3:

Which feature would you split on using mutual information as the splitting criterion?

| x_1 | x_2 | У |
|-------|-------|---|
| 1 | 0 | 0 |
| 1 | 0 | 0 |
| 1 | 0 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 1 |
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A. x_1

B. χ_2

C. Either x_1 or x_2

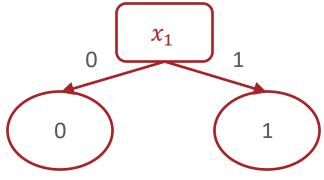
D. Neither x_1 nor x_2

32

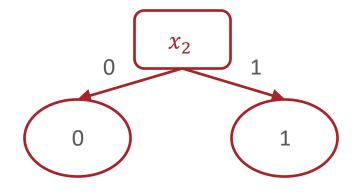
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| 1 | 0 | 1 |
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| 1 | 1 | 1 |
| 1 | 1 | 1 |
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Mutual Information: 0



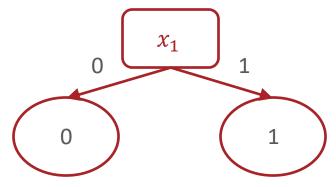
Mutual Information:
$$H(Y) - \frac{1}{2}H(Y_{x_2=0}) - \frac{1}{2}H(Y_{x_2=1})$$

Poll Question 3:

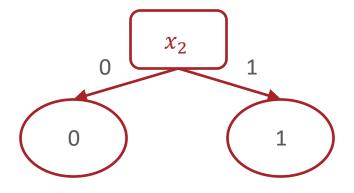
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|-------|-------|---|
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| 1 | 0 | 1 |
| 1 | 1 | 1 |
| 1 | 1 | 1 |
| 1 | 1 | 1 |
| 1 | 1 | 1 |

Mutual Information:



Mutual Information: 0



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Decision Tree Questions

1. How can we pick which feature to split on?

Mutual Information

2. Why stop at just one feature?

a) If we split on more than one feature, how do we decide the order to spilt on?

Recursion

Decision Tree: Pseudocode

```
def train(\mathcal{D}):
      store root = tree recurse(\mathcal{D})
def tree recurse(\mathcal{D}'):
      q = new node()
      base case - if (SOME CONDITION):
      recursion - else:
                find the best attribute, X
                tor V(x_3) = \xi all possible values

\int_{V} V(x_3) = \xi = \xi = \xi = \xi = \xi

\begin{cases}
V(x_0) & \text{of } f = \xi \\
0 & \text{otherwise}
\end{cases}

\begin{cases}
V(x_0) & \text{of } f = \xi \\
0 & \text{otherwise}
\end{cases}

      return q
```

Decision Tree: Pseudocode

```
def train(D):
    store root = tree recurse(\mathcal{D})
def tree_recurse(\mathcal{D}'):
    q = new node()
    base case - if (all the labels in D) are
      the same OR all the feature rectors
    in D' are the same OR my free

1) too big / deep [ stopping criterion]

OR D' is empty):

9. label = majority_vote () abels in
    recursion - else:
    return q
```