

CSE446: Decision Trees

Winter 2016

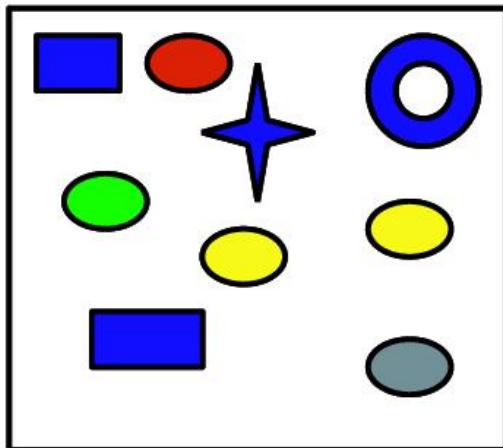
Ali Farhadi

Slides adapted from Carlos Guestrin, Andrew Moore, and Luke Zettelmoyer

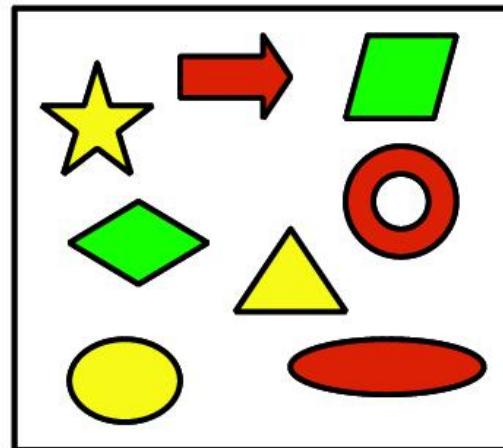
Administrative stuff

- Office hours
- Discussion board
- Anonymous feedback form
- Contact: **cse446-staff@cs.washington.edu**
- No Quiz sections
- Check the webpage regularly
- Will have sections on probability and linear algebra

yes



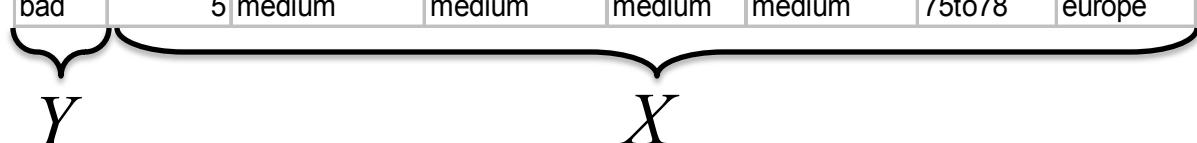
no



A learning problem: predict fuel efficiency

- 40 Records
- Discrete data
(for now)
- Predict MPG
- Need to find:
 $f : X \rightarrow Y$

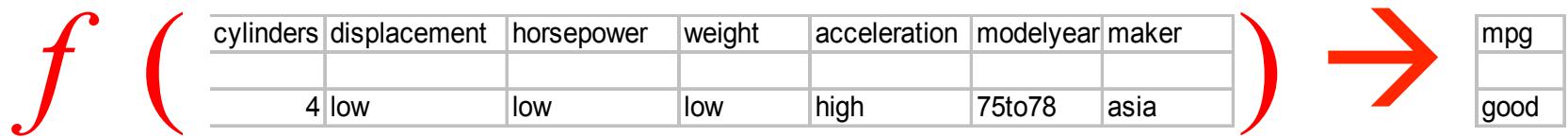
mpg	cylinders	displacement	horsepower	weight	acceleration	modelyear	maker
good	4	low	low	low	high	75to78	asia
bad	6	medium	medium	medium	medium	70to74	america
bad	4	medium	medium	medium	low	75to78	europe
bad	8	high	high	high	low	70to74	america
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The diagram shows a bracket under the table grouping the first two columns (mpg and cylinders) as Y, and the remaining six columns (cylinders through maker) as X.

From the UCI repository (thanks to Ross Quinlan)

How to Represent our Function?



Conjunctions in Propositional Logic?

maker=asia \wedge weight=low

Need to find “Hypothesis”: $f : X \rightarrow Y$

Restricted Hypothesis Space

- Many possible representations
- Natural choice: ***conjunction*** of attribute constraints
- For each attribute:
 - Constrain to a specific value: eg **maker=asia**
 - Don't care: ?
- For example

maker cyl displace weight accel ...
asia ? ? low ?

Represents **maker=asia \wedge weight=low**

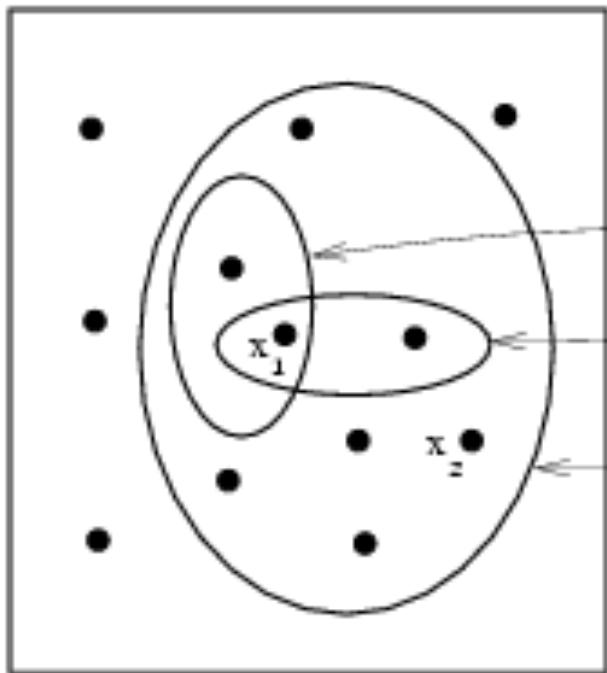
Consistency

- Say an “example is consistent with a hypothesis” when the example *logically satisfies* the hypothesis
- Hypothesis: **maker=asia \wedge weight=low**
maker cyl displace weight accel ...
asia ? ? low ?
- Examples:

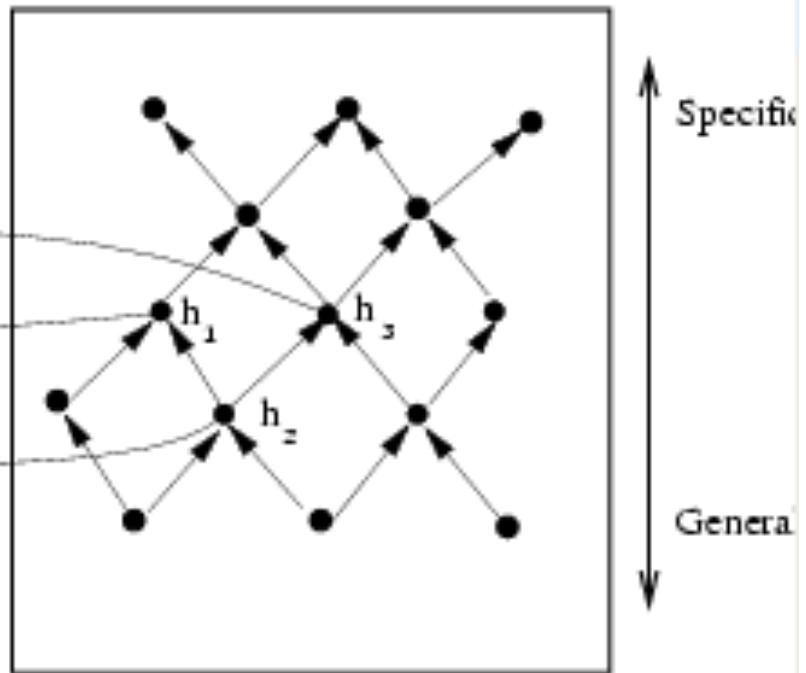
asia	5	low	low	low	...
usa	4	low	low	low	...

Ordering on Hypothesis Space

Instances X



Hypotheses H



x_1	asia	5	low	low	low
x_2	usa	4	med	med	med

h_1 : maker=asia \wedge accel=low

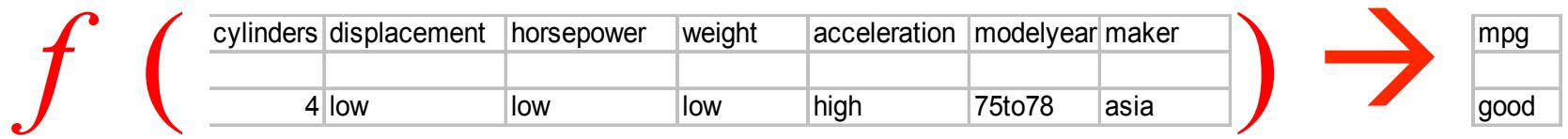
h_2 : maker=asia

h_3 : maker=asia \wedge weight=low

Version Space Algorithm

Ok, so how does it perform?

How to Represent our Function?



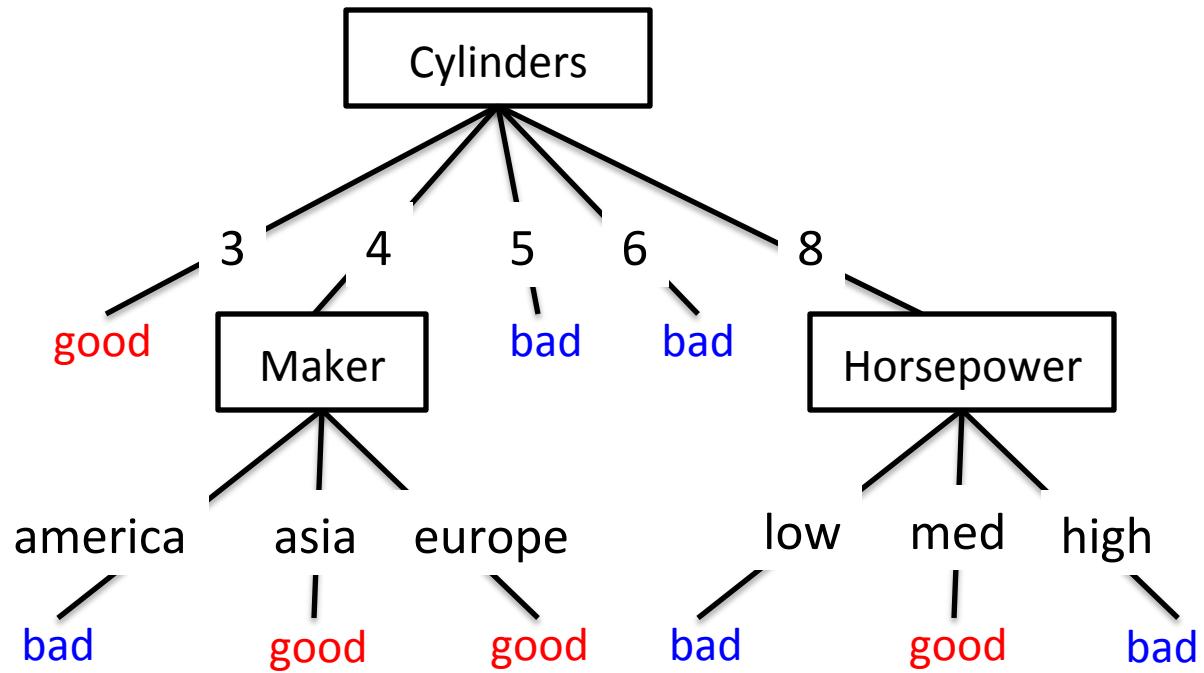
General Propositional Logic?

maker=asia \vee weight=low

Need to find “Hypothesis”: $f : X \rightarrow Y$

Hypotheses: decision trees $f : X \rightarrow Y$

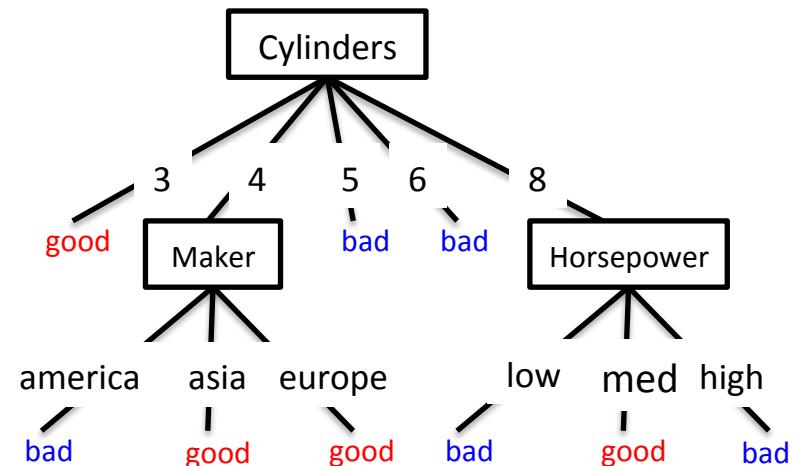
- Each internal node tests an attribute x_i
- Each branch assigns an attribute value $x_i = v$
- Each leaf assigns a class y
- To classify input x : traverse the tree from root to leaf, output the labeled y



Hypothesis space

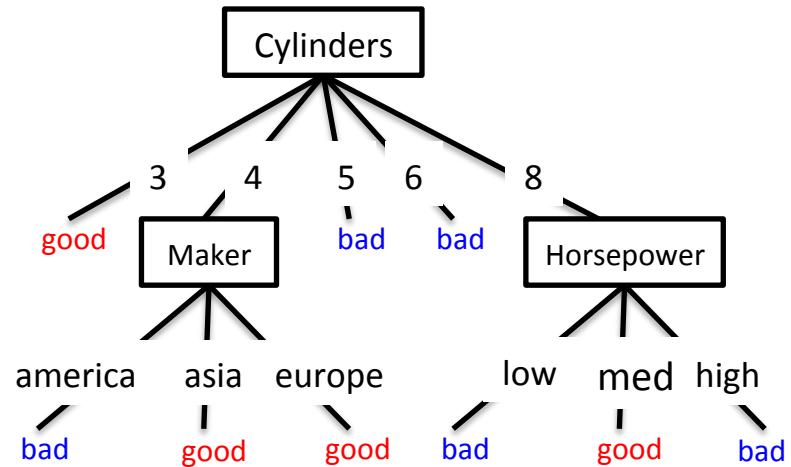
- How many possible hypotheses?
- What functions can be represented?

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What functions can be represented?

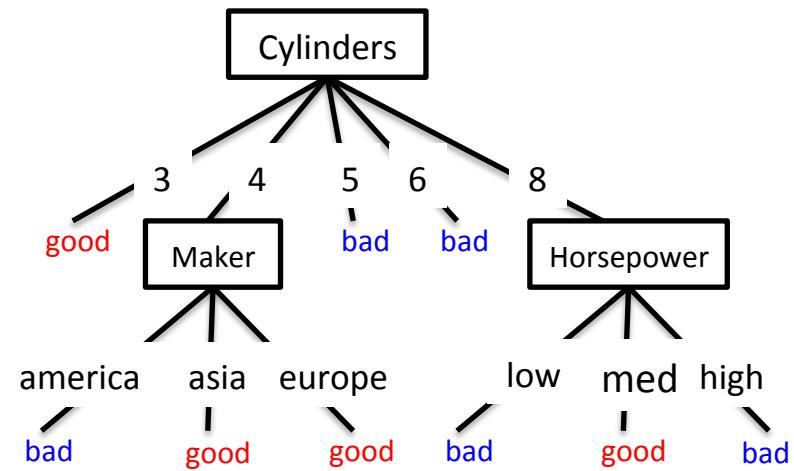
- Decision trees can represent any boolean function!
- But, could require exponentially many nodes...


$$\text{cyl}=3 \vee (\text{cyl}=4 \wedge (\text{maker}=\text{asia} \vee \text{maker}=\text{europe})) \vee \dots$$

Hypothesis space

- How many possible hypotheses?
- What functions can be represented?
- How many will be consistent with a given dataset?
- How will we choose the best one?
 - Lets first look at how to split nodes, then consider how to find the best tree

mpg	cylinders	displacement	horsepower	weight	acceleration	modelyear	maker
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What is the Simplest Tree?

predict
mpg=bad

Is this a good tree?

[22+, 18-]

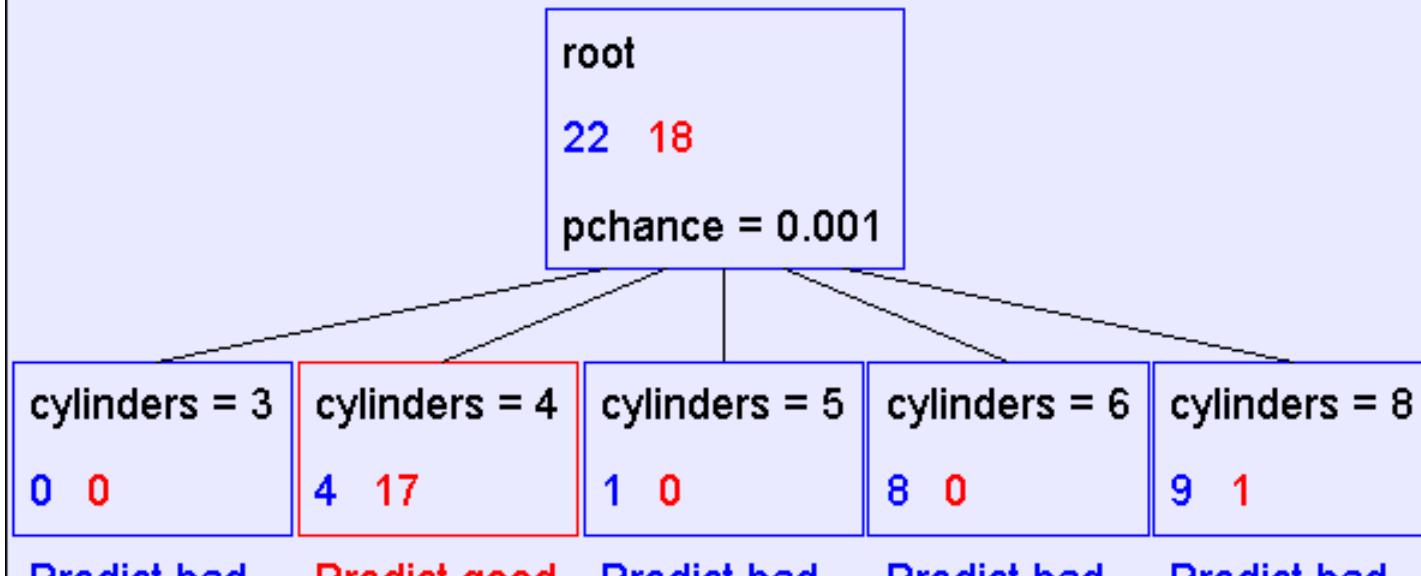


Means:
correct on 22 examples
incorrect on 18 examples

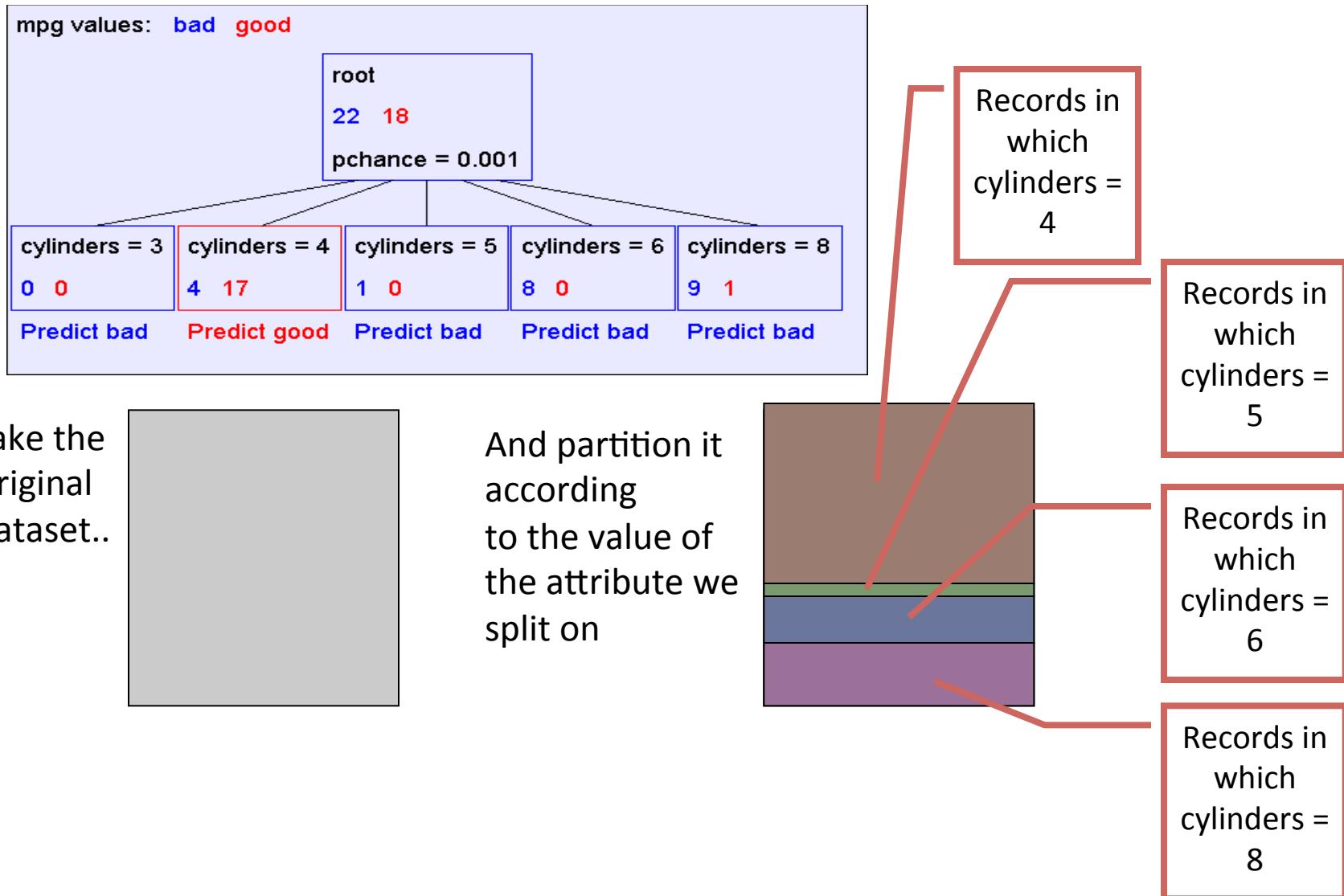
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A Decision Stump

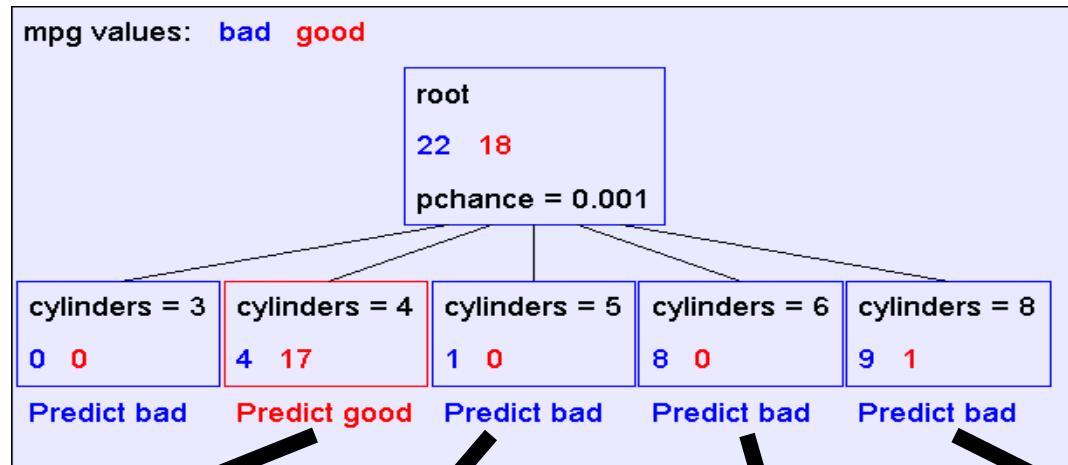
mpg values: bad good



Recursive Step



Recursive Step



Build tree from
These records..

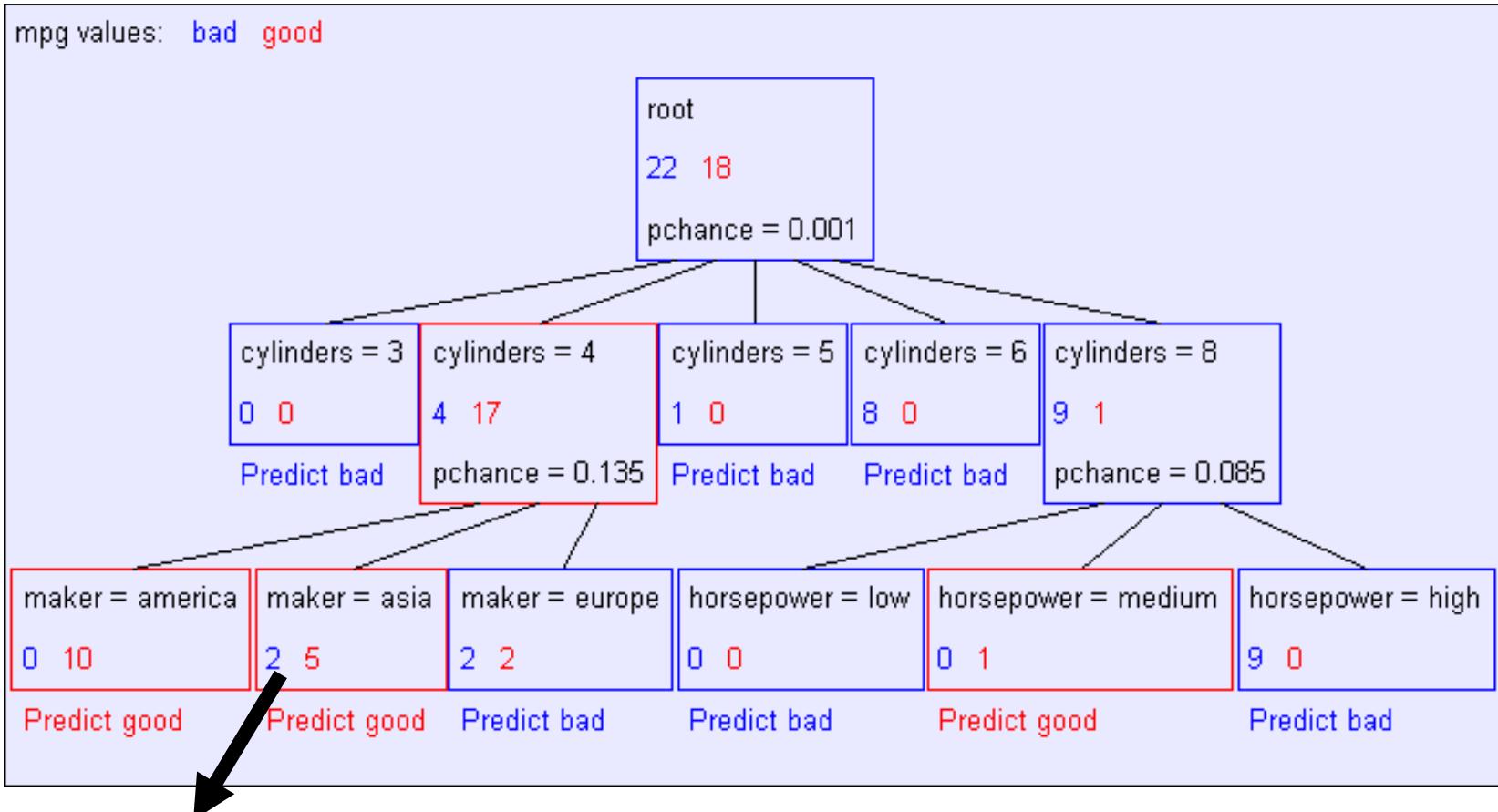
Records in which
cylinders = 4

Records in which
cylinders = 5

Records in which
cylinders = 6

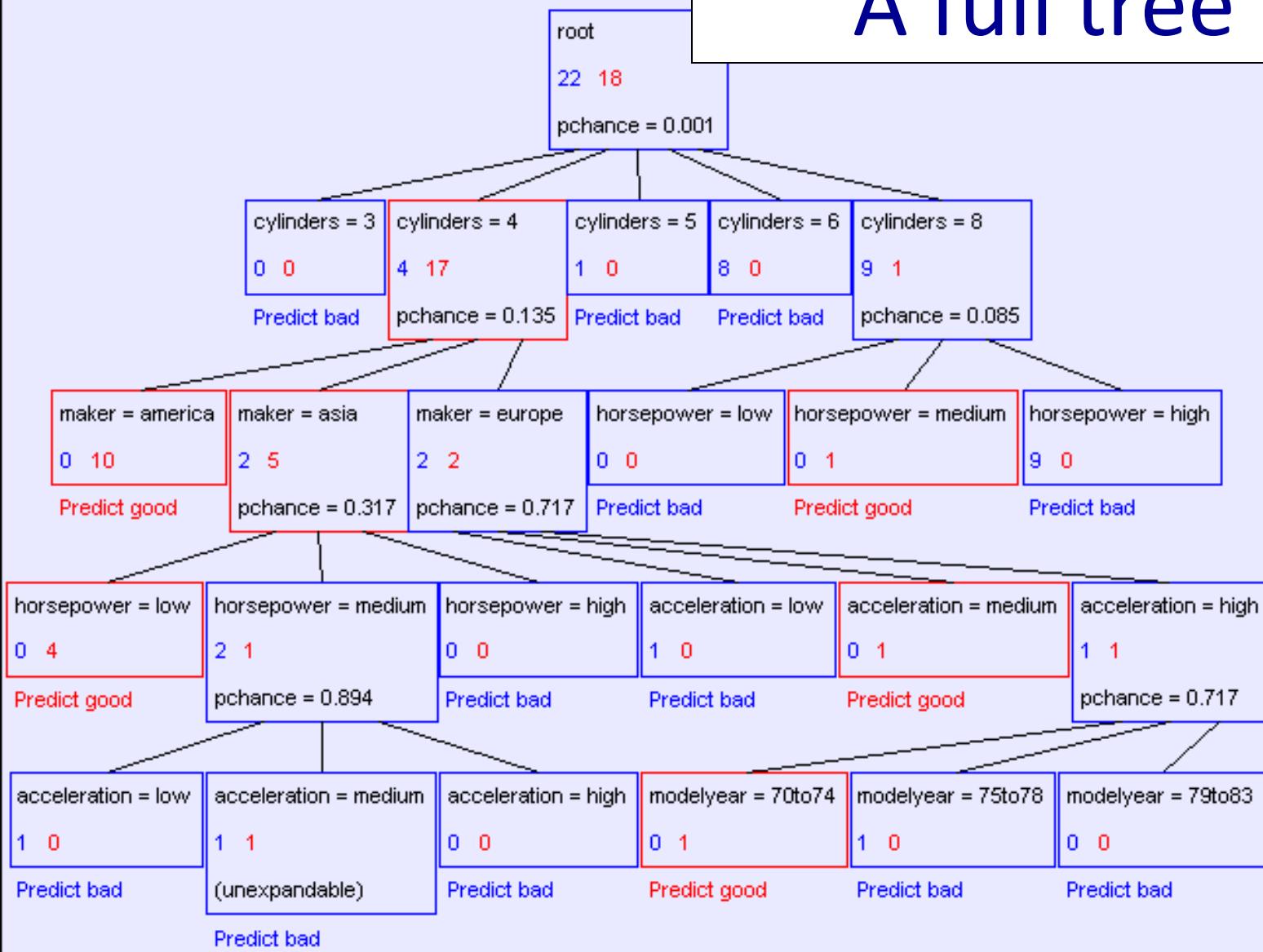
Records in which
cylinders = 8

Second level of tree



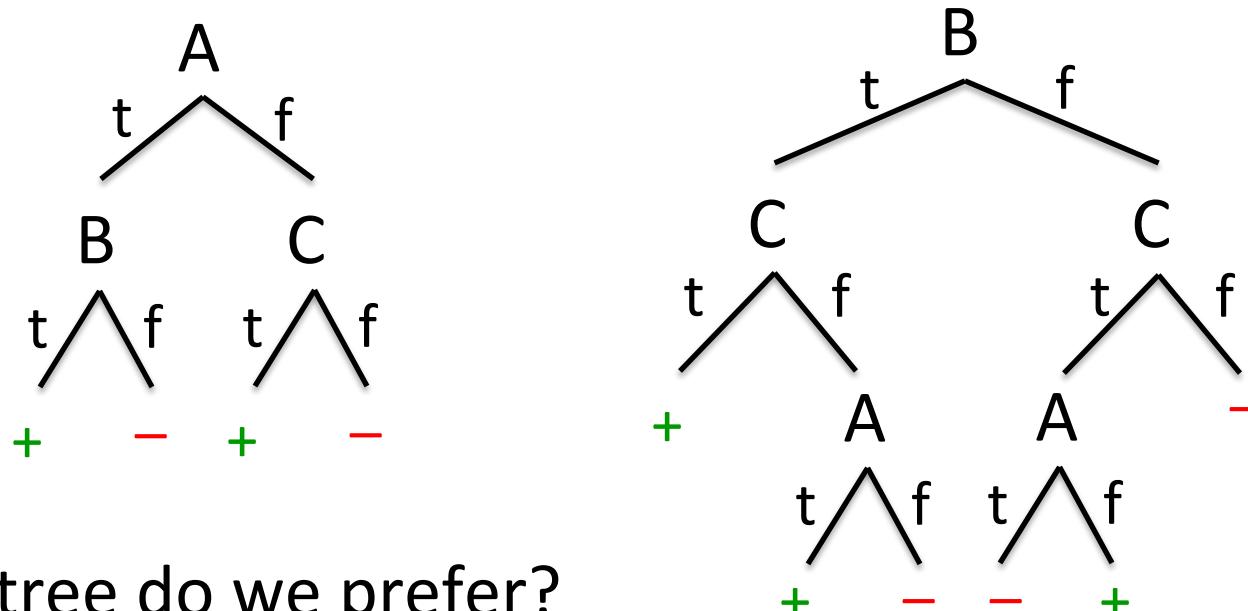
A full tree

mpg values: bad good



Are all decision trees equal?

- Many trees can represent the same concept
- But, not all trees will have the same size!
 - e.g., $\phi = (A \wedge B) \vee (\neg A \wedge C)$ -- ((A and B) or (not A and C))



- Which tree do we prefer?
 - Smaller tree has more examples at each leaf!

Learning decision trees is hard!!!

- Learning the simplest (smallest) decision tree is an NP-complete problem [Hyafil & Rivest '76]
- Resort to a greedy heuristic:
 - Start from empty decision tree
 - Split on **next best attribute (feature)**
 - Recurse

What defines a good attribute?

