## **CSE/STAT 416**

#### **Naïve Bayes and Decision Trees**

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## Probability Classifier



**Idea**: Estimate probabilities  $\hat{P}(y|x)$  and use those for prediction

#### **Probability Classifier**

Input *x*: Sentence from review

- Estimate class probability  $\hat{P}(y = +1|x)$
- If  $\hat{P}(y = +1|x) > 0.5$ :  $\hat{y} = +1$
- Else:
  - $\hat{y} = -1$

#### Notes:

Estimating the probability improves interpretability

### Interpreting Score





#### Naïve Bayes

### Idea: Naïve Bayes

Bayes Rule:  $P(y = +1|x) = \frac{P(x|y = +1)P(y = +1)}{P(x)}$ Example  $P(y = -1|x) = \frac{P(x|y = -1)P(y = -1)}{P(x)}$  P("The sushi & everything else was awesome!" | y = +1) P(y = +1) P("The sushi & everything else was awesome!")

Idea: Select the class that is the most likely!

x = "The sushi & everything else was awesome!"

Since we're just trying to find out which class has the greater probability, we can discard the divisor.

P(y = +1 | x = "The sushi & everything else was awesome!")?

P(y = -1 | x = "The sushi & everything else was awesome!")?

 $P(A|B) = \frac{P(B|A)P(A)}{P(A)}$ 

### Naïve Assumption

Idea: Select the class with the highest probability!Problem: We have not seen the sentence before.Assumption: Words are independent from each other.

x = "The sushi & everything else was awesome!"

P("The sushi & everything else was awesome!"|y = +1) P(y = +1)

*P*("*The sushi* & everything else was awesome!")

 $P("The sushi & everything else was awesome!" | y = +1) \\ = P(The | y=+1) * P(sushi | y = +1) * P(& | y = +1) \\ * P(everything | y = +1) * P(else | y = +1) * P(was | y = +1) \\ * P(awesome | y = +1) \end{cases}$ 

## Compute Probabilities

How do we compute something like

$$P(y = +1)? =$$
 # reviews

How do we compute something like

#### Zeros

If a feature is missing in a class everything becomes zero.

P("The sushi & everything else was awesome!" | y = +1)= P(The | y=+1) \* P(sushi | y = +1) \* P(& | y = +1) \* P(everything | y = +1) \* P(else | y = +1) \* P(was | y = +1) \* P(awesome | y = +1)

Solutions?

- Take the log (product becomes a sum).
  - Generally define log(0) = 0 in these contexts
- Laplacian Smoothing (adding a constant to avoid multiplying by zero)

## Compare Models

 $\Box \Diamond \Delta$ 

Logistic Regression:

$$P(y = +1|x, w) = \frac{1}{1 + e^{-w^{T}h(x)}}$$

Naïve Bayes:

$$P(y|\mathbf{x}_1, \mathbf{x}_2, ..., \mathbf{x}_d) = \prod_{j=1}^d P(x_j|y) P(y)$$



### Compare Models

**Generative:** defines a model for generating x (e.g. Naïve Bayes)

Discriminative: only cares about defining and optimizing a decision P(y 1x) -> w boundary (e.g. Logistic Regression)



#### **Decision Trees**

How do we make decisions?



**COVID-19 Self-Guide** 

https://www.holzer.org/coronavirus-covid-19-updates/

## XOR (Exclusive Or)

A line might not always support our decisions.





# What makes a loan risky?



## I want to buy a new house!



Loan Application



#### Credit History ★★★★

Income ★★★

Term ★★★★★

Personal Info ★★★

## Credit history explained

Did I pay previous loans on time?

**Example:** excellent, good, or fair





#### Income

What's my income?

**Example:** \$80K per year

Credit History  $\star\star\star\star$ Income  $\star\star\star$ Term \*\*\*\*\* Personal Info  $\star \star \star$ 



#### Loan terms

How soon do I need to pay the loan?

**Example:** 3 years, 5 years,...





## Personal information

Age, reason for the loan, marital status,...

Example: Home loan for a married couple

Credit History ★★★★

Income ★★★

Term ★★★★★

Personal Info ★★★

# Intelligent application





## Classifier review





#### Setup

### N=9 examples D=3

Data (N observations, 3 features)

Credit	Term	Income	у
excellent	3 yrs	high	safe
fair	5 yrs	low	risky
fair	3 yrs	high	safe
poor	5 yrs	high	risky
excellent	3 yrs	low	safe
fair	5 yrs	low	safe
poor	3 yrs	high	risky
poor	5 yrs	low	safe
fair	3 yrs	high	safe

Evaluation: classification error

Many possible decisions: number of trees grows exponentially!



#### **Decision Trees**



- Branch/Internal node: splits into possible values of a feature
- Leaf node: final decision (the class value)

### Growing Trees

- Grow the trees using a greedy approach
- What do we need?

Lo Which features are "good" Lo When to stop growing tree



## Visual Notation



N = 9 examples

## Decision stump: 1 level

Credit	Term	Income	У
excellent	3 yrs	high	safe
fair	5 yrs	low	risky
fair	3 yrs	high	safe
poor	5 yrs	high	risky
excellent	3 yrs	low	safe
fair	5 yrs	low	safe
poor	3 yrs	high	risky
poor	5 yrs	low	safe
fair	3 yrs	high	safe
	7 7 7	21	20

• • •



# Making predictions

Decision Strong= Tree  $\omega/(intra i code)$ For each leaf node, set  $\hat{y}$  = majority value



How do we select the best feature?

\* Select the split with lowest classification error







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### Calculate the node values.

Credit	Term	Income	У
excellent	3 yrs	high	safe
fair	5 yrs	low	risky
fair	3 yrs	high	safe
poor	5 yrs	high	risky
excellent	3 yrs	low	safe
fair	5 yrs	low	safe
poor	3 yrs	high	risky
poor	5 yrs	low	safe
fair	3 yrs	high	safe



How do we select the best feature?

Select the split with lowest classification error







### How do we measure effectiveness of a split?



#### Calculating classification error

Step 1:  $\hat{y}$  = class of majority of data in node Step 2: Calculate classification error of predicting  $\hat{y}$  for this data



#### Choice 1: Split on Credit history?



#### Split on Credit: Classification error

#### Choice 1: Split on Credit



#### Choice 2: Split on Term?



#### Evaluating the split on Term



Choice 1 vs Choice 2: Comparing split on credit vs term

Tree	Classification	
	error	
(root)	0.33	
split on credit	0.22	
split on loan term	0.33	

#### Choice 1: Split on Credit





## Split Selection Summary

### 3:28

- Given a subset of data M (a node in a tree)
- For each remaining feature h<sub>i</sub>(x):
  - 1. Split data of M according to feature  $h_i(x)$
  - 2. Compute classification error of split
- Chose feature h<sup>\*</sup>(x) with lowest classification error

## Greedy Algorithm



- Stop
- Else:
  - repeat split selection with next stump



Decision stump: 1 level





#### Stopping



Stop if all points are in one class



Tree learning = Recursive stump learning





#### Second level





# *Real valued features*

Income	Credit	Term	У
\$105 K	excellent	3 yrs	Safe
\$112 K	good	5 yrs	Risky
\$73 K	fair	3 yrs	Safe
\$69 K	excellent	5 yrs	Safe
\$217 K	excellent	3 yrs	Risky
\$120 K	good	5 yrs	Safe
\$64 K	fair	3 yrs	Risky
\$340 K	excellent	5 yrs	Safe
\$60 K	good	3 yrs	Risky

#### Threshold split





### Best threshold?





Threshold between points

Same classification error for any threshold split between  $v_A$  and  $v_B$ 



Only need to consider midpoints

Finite number of splits to consider





Threshold split selection algorithm

- Step 1: Sort the values of a feature h<sub>j</sub>(x) : Let {v<sub>1</sub>, v<sub>2</sub>, v<sub>3</sub>, ... v<sub>N</sub>} denote sorted values
- Step 2:
  - For i = 1 ... N-1
    - Consider split  $t_i = (v_i + v_{i+1}) / 2$
    - Compute classification error for threshold split h<sub>j</sub>(x) >= t<sub>i</sub>
  - Chose the **t**\* with the lowest classification error

# Visualizing the threshold split





### Split on Age >= 38





Each split partitions the 2-D space





## Depth 1: Split on x[1]







### Depth 2





## Threshold split caveat

For threshold splits, same feature can be used multiple times





## Decision boundaries

Decision boundaries can be complex!





#### Depth 1



### Overfitting

- Deep decision trees are prone to overfitting
  - Decision boundaries are interpretable but not stable
  - Small change in the dataset leads to big difference in the outcome
- Overcoming Overfitting:
  - Early stopping
    - Fixed length depth
    - Stop if error does not considerably decrease
  - Pruning
    - Grow full length trees
    - Prune nodes to balance a complexity penalty



Predicting probabilities

 $C O \nabla$ 



#### Recap

What you can do now:

- Define a decision tree classifier
- Interpret the output of a decision trees
- Learn a decision tree classifier using greedy algorithm
- Traverse a decision tree to make predictions
  - Majority class predictions

