CSE 5243 INTRO. TO DATA MINING

Classification (Basic Concepts)

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Classification: Basic Concepts

- Classification: Basic Concepts
- Decision Tree Induction
- Model Evaluation and Selection
- Practical Issues of Classification

This class

- Bayes Classification Methods
- Techniques to Improve Classification Accuracy: Ensemble Methods
- Summary

Next class

Classification: Basic Concepts

- Classification: Basic Concepts
- Decision Tree Induction
- Model Evaluation and Selection
- Practical Issues of Classification
- Bayes Classification Methods
- Techniques to Improve Classification Accuracy: Ensemble Methods
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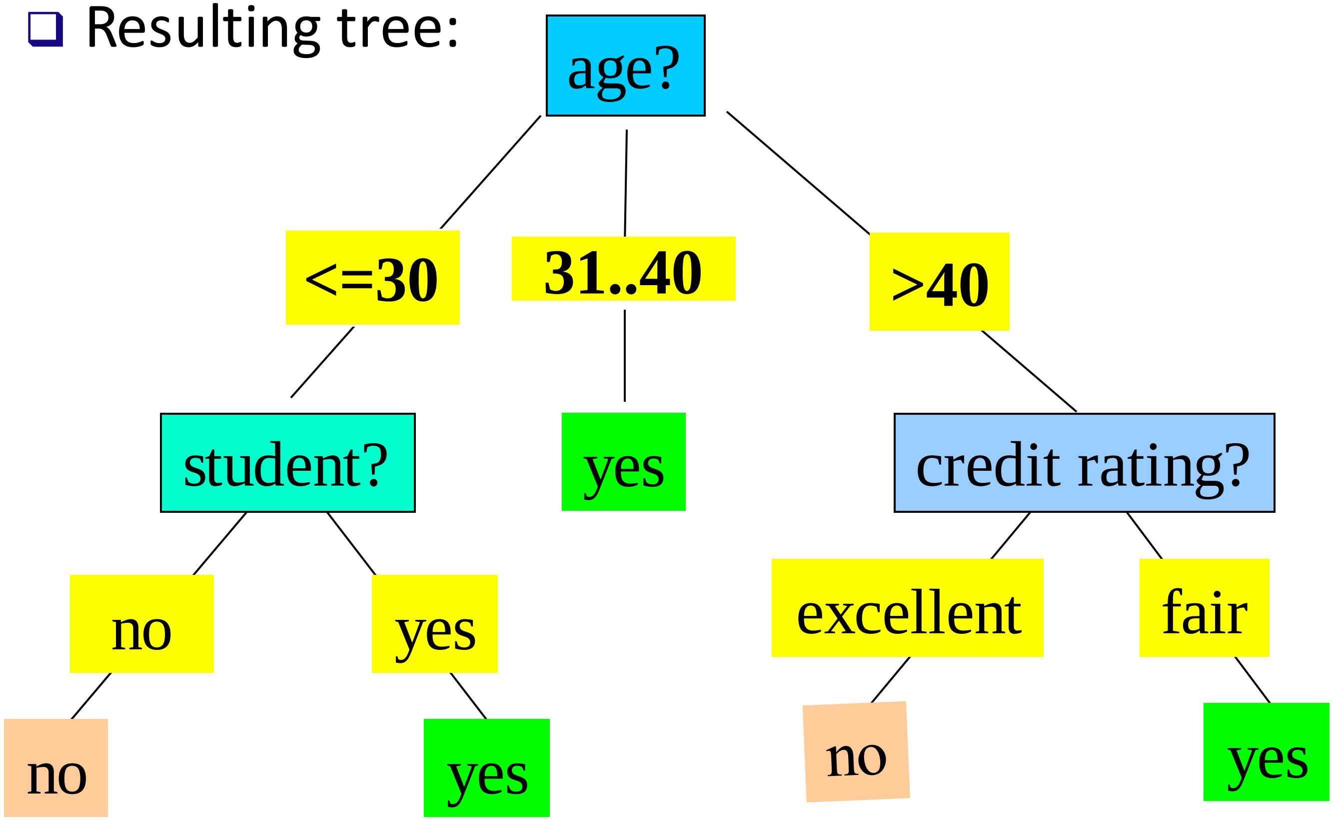
Decision Tree Induction: An Example

- Training data set: Buys_computer
- The data set follows an example of Quinlan's ID3 (Playing Tennis)
- Resulting tree:



age	income	student	credit_rating	buys_computer
<=30	high	no	fair	no
<=30	high	no	excellent	no
31…40	high	no	fair	yes
>40	medium	no	fair	yes
>40	low	yes	fair	yes
>40	low	yes	excellent	no
31…40	low	yes	excellent	yes
<=30	medium	no	fair	no
<=30	low	yes	fair	yes
>40	medium	yes	fair	yes
<=30	medium	yes	excellent	yes
31…40	medium	no	excellent	yes
31…40	high	yes	fair	yes
>40	medium	no	excellent	no

Algorithm for Decision Tree Induction

- Basic algorithm (a greedy algorithm)
  - Tree is constructed in a **top-down recursive divide-and-conquer manner**
  - At start, all the training examples are at the root
  - Attributes are categorical (if continuous-valued, they are discretized in advance)
  - Examples are partitioned recursively based on selected attributes
  - Test attributes are selected on the basis of a heuristic or statistical measure (e.g., **information gain**)
- Conditions for stopping partitioning
  - All samples for a given node belong to the same class
  - There are no remaining attributes for further partitioning—**majority voting** is employed for classifying the leaf
  - There are no samples left

Algorithm Outline

- Split (node, {data tuples})
  - A <= the best attribute for splitting the {data tuples}
  - Decision attribute for this node <= A
  - For each value of A, create new child node
  - For each child node / subset:
    - If one of the stopping conditions is satisfied: STOP
    - Else: Split (child_node, {subset})

ID3 algorithm: how it works
https://www.youtube.com/watch?v=_XhOdSLIE5c

Algorithm Outline

- Split (node, {data tuples})
  - A <= the $\boxed{\text{best attribute}}$ for splitting the {data tuples}
  - Decision attribute for this node <= A
  - For each value of A, create new child node
  - For each child node / subset:
    - If one of the stopping conditions is satisfied: STOP
    - Else: Split (child_node, {subset})

ID3 algorithm: how it works
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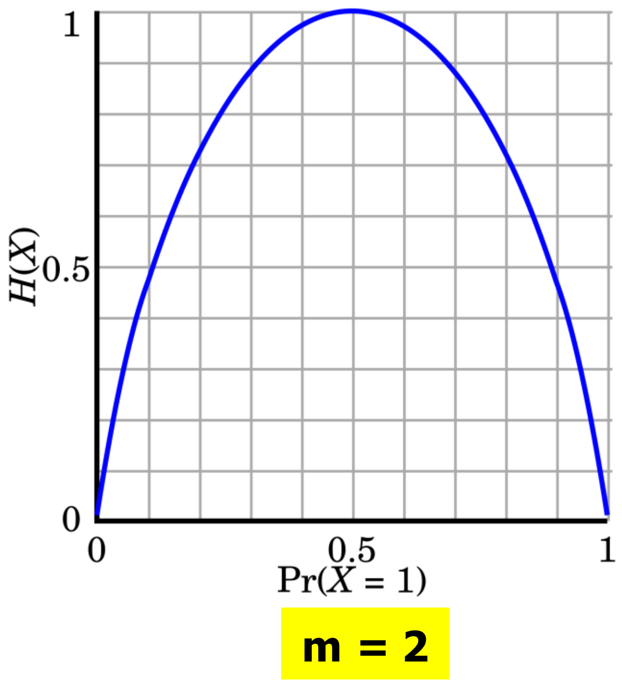
Brief Review of Entropy

- Entropy (Information Theory)
  - A measure of uncertainty associated with a random number
  - Calculation: For a discrete random variable Y taking m distinct values $\{y_1, y_2, \ldots, y_m\}$

$$H(Y) = -\sum_{i=1}^{m} p_i \log(p_i) \quad where\ p_i = P(Y = y_i)$$

  - Interpretation
    - Higher entropy → higher uncertainty
    - Lower entropy → lower uncertainty



- Conditional entropy

$$H(Y|X) = \sum_{x} p(x) H(Y|X = x)$$

Attribute Selection Measure: Information Gain (ID3/C4.5)

- Select the attribute with the highest information gain
- Let p_i be the probability that an arbitrary tuple in D belongs to class C_i, estimated by $|C_{i,D}|/|D|$
- Expected information (entropy) needed to classify a tuple in D:

$$Info(D) = -\sum_{i=1}^{m} p_i \log_2(p_i)$$

- Information needed (after using A to split D into v partitions) to classify D:

$$Info_A(D) = \sum_{j=1}^{v} \frac{|D_j|}{|D|} \times Info(D_j)$$

- Information gained by branching on attribute A

$$Gain(A) = Info(D) - Info_A(D)$$

Attribute Selection: Information Gain

- Class P: buys_computer = "yes"
- Class N: buys_computer = "no"

$$Info(D) = I(9,5) = -\frac{9}{14}\log_2\left(\frac{9}{14}\right) - \frac{5}{14}\log_2\left(\frac{5}{14}\right) = 0.940$$

age	income	student	credit_rating	buys_computer
<=30	high	no	fair	no
<=30	high	no	excellent	no
31…40	high	no	fair	yes
>40	medium	no	fair	yes
>40	low	yes	fair	yes
>40	low	yes	excellent	no
31…40	low	yes	excellent	yes
<=30	medium	no	fair	no
<=30	low	yes	fair	yes
>40	medium	yes	fair	yes
<=30	medium	yes	excellent	yes
31…40	medium	no	excellent	yes
31…40	high	yes	fair	yes
>40	medium	no	excellent	no

Look at "age":

age	p_i	n_i	$I(p_i, n_i)$
<=30	2	3	0.971
31…40	4	0	0
>40	3	2	0.971

$$Info_{age}(D) = \frac{5}{14}I(2,3) + \frac{4}{14}I(4,0) + \frac{5}{14}I(3,2) = 0.694$$

Attribute Selection: Information Gain

- Class P: buys_computer = "yes"
- Class N: buys_computer = "no"

$$Info(D) = I(9,5) = -\frac{9}{14}\log_2\left(\frac{9}{14}\right) - \frac{5}{14}\log_2\left(\frac{5}{14}\right) = 0.940$$

age	income	student	credit_rating	buys_computer
<=30	high	no	fair	no
<=30	high	no	excellent	no
31…40	high	no	fair	yes
>40	medium	no	fair	yes
>40	low	yes	fair	yes
>40	low	yes	excellent	no
31…40	low	yes	excellent	yes
<=30	medium	no	fair	no
<=30	low	yes	fair	yes
>40	medium	yes	fair	yes
<=30	medium	yes	excellent	yes
31…40	medium	no	excellent	yes
31…40	high	yes	fair	yes
>40	medium	no	excellent	no

$$Info_{age}(D) = \frac{5}{14} I(2,3) + \frac{4}{14} I(4,0) + \frac{5}{14} I(3,2) = 0.694$$

$$Gain(age) = Info(D) - Info_{age}(D) = 0.246$$

Similarly,

$$Gain(income) = 0.029$$

$$Gain(student) = 0.151$$

$$Gain(credit\_rating) = 0.048$$

Recursive Procedure

age	income	student	credit_rating	buys_computer
<=30	high	no	fair	no
<=30	high	no	excellent	no
31…40	high	no	fair	yes
>40	medium	no	fair	yes
>40	low	yes	fair	yes
>40	low	yes	excellent	no
31…40	low	yes	excellent	yes
<=30	medium	no	fair	no
<=30	low	yes	fair	yes
>40	medium	yes	fair	yes
<=30	medium	yes	excellent	yes
31…40	medium	no	excellent	yes
31…40	high	yes	fair	yes
>40	medium	no	excellent	no

1. After selecting age at the root node, we will create three child nodes.

2. One child node is associated with red data tuples.

3. How to continue for this child node?

   Now, you will make D = {red data tuples}

   and then select the best attribute to further split D.

   A recursive procedure.

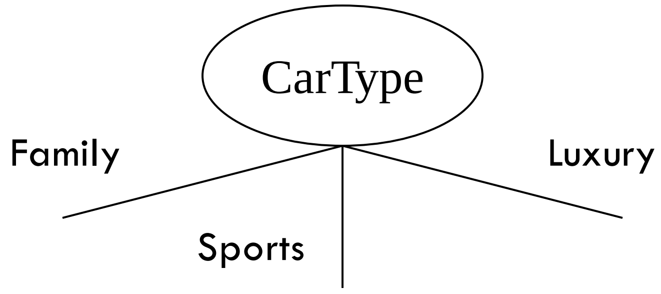
How to Select Test Attribute?

- Depends on attribute types
  - Nominal
  - Ordinal
  - Continuous

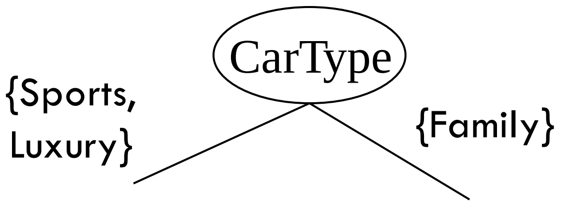
- Depends on number of ways to split
  - 2-way split
  - Multi-way split

Splitting Based on Nominal Attributes

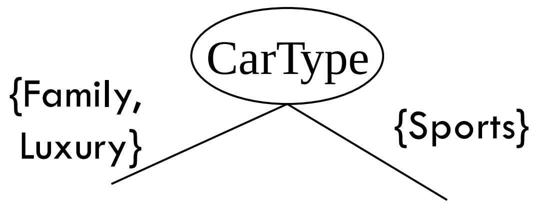
- Multi-way split: Use as many partitions as distinct values.



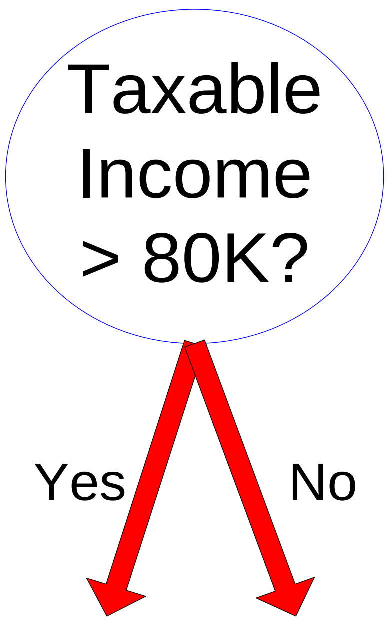
- Binary split: Divides values into two subsets. Need to find optimal partitioning.



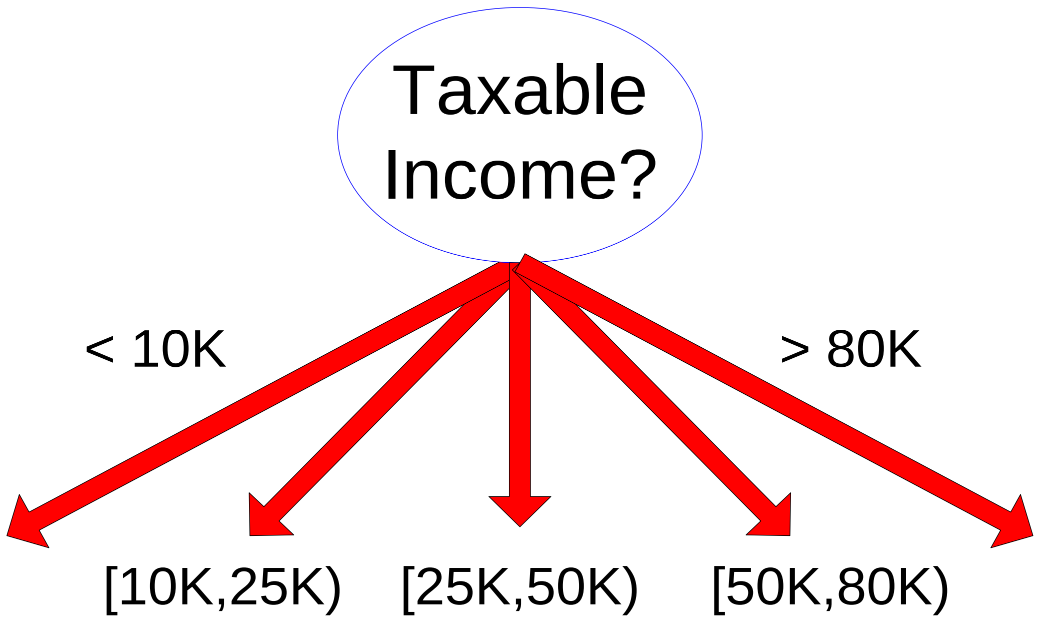
OR



Splitting Based on Continuous Attributes



(i) Binary split



(ii) Multi-way split

How to Determine the Best Split

- Greedy approach:
  - Nodes with homogeneous class distribution are preferred

Ideally, data tuples at that node belong to the same class.

C0: 5	C0: 9
C1: 5	C1: 1
Non-homogeneous, High degree of impurity	Homogeneous, Low degree of impurity

Rethink about Decision Tree Classification

- Greedy approach:
  - Nodes with homogeneous class distribution are preferred

- Need a measure of node impurity:

C0: 5	C0: 9
C1: 5	C1: 1
Non-homogeneous, High degree of impurity	Homogeneous, Low degree of impurity

Measures of Node Impurity

- Entropy: $$H(Y) = -\sum_{i=1}^{m} p_i \log(p_i) \quad where\ p_i = P(Y = y_i)$$
  - Higher entropy => higher uncertainty, higher node impurity
  - Why entropy is used in information gain
- Gini Index
- Misclassification error

Gain Ratio for Attribute Selection (C4.5)

- Information gain measure is biased towards attributes with a large number of values
- C4.5 (a successor of ID3) uses **gain ratio** to overcome the problem (normalization to information gain)

$$SplitInfo_A(D) = -\sum_{j=1}^{v} \frac{|D_j|}{|D|} \times \log_2\left(\frac{|D_j|}{|D|}\right)$$

  - The entropy of the partitioning, or the potential information generated by splitting *D* into *v* partitions.
  - **GainRatio(A) = Gain(A)/SplitInfo(A)** (normalizing Information Gain)

Gain Ratio for Attribute Selection (C4.5)

- C4.5 (a successor of ID3) uses gain ratio to overcome the problem (normalization to information gain)

$$SplitInfo_A(D) = -\sum_{j=1}^{v} \frac{|D_j|}{|D|} \times \log_2\left(\frac{|D_j|}{|D|}\right)$$

  - GainRatio(A) = Gain(A)/SplitInfo(A)

- Ex.

$\boxed{Gain(income) = 0.029}$ (from last class, slide 27)

$$\boxed{SplitInfo_{income}(D) = -\frac{4}{14} \times \log_2\left(\frac{4}{14}\right) - \frac{6}{14} \times \log_2\left(\frac{6}{14}\right) - \frac{4}{14} \times \log_2\left(\frac{4}{14}\right) = 1.557}$$

  - gain_ratio(income) = 0.029/1.557 = 0.019

- The attribute with the **maximum gain ratio** is selected as the splitting attribute

Gini Index (CART, IBM IntelligentMiner)

- If a data set *D* contains examples from *n* classes, gini index, *gini*(*D*) is defined as

  $gini(D) = 1 - \sum_{j=1}^{n} p_j^2$, where p_j is the relative frequency of class *j* in *D*

- If a data set *D* is split on A into two subsets D_1 and D_2, the *gini* index *after the split* is defined as

$$gini_A(D) = \frac{|D_1|}{|D|} gini(D_1) + \frac{|D_2|}{|D|} gini(D_2)$$

- Reduction in impurity:

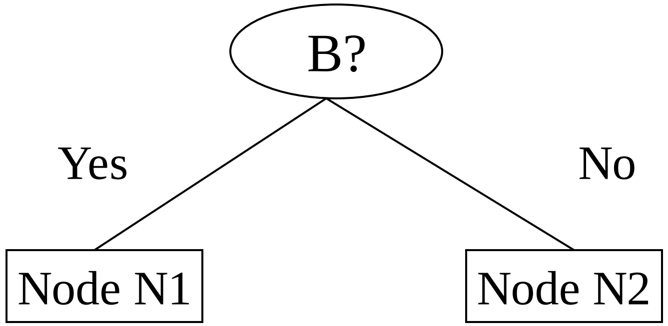
$$\Delta gini(A) = gini(D) - gini_A(D)$$

- The attribute provides the smallest $gini_A(D)$ (or, the largest reduction in impurity) is chosen to split the node.

Binary Attributes: Computing Gini Index

- Splits into two partitions
- Effect of weighing partitions:
  - Larger and Purer Partitions are sought for.

$$gini(D) = 1 - \sum_{j=1}^{n} p_j^2$$

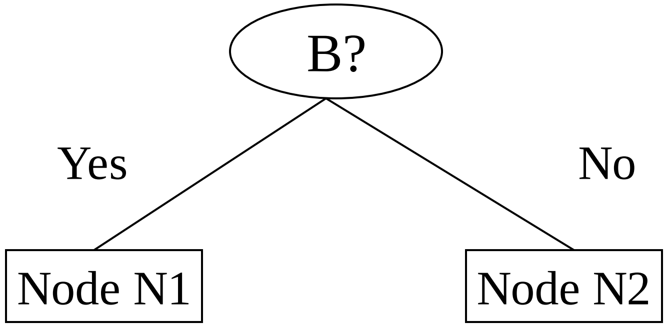


	Parent
C1	**6**
C2	**6**
Gini = ?	

Binary Attributes: Computing Gini Index

- Splits into two partitions
- Effect of weighing partitions:
  - Larger and Purer Partitions are sought for.

$$gini(D) = 1 - \sum_{j=1}^{n} p_j^2$$



	Parent
C1	**6**
C2	**6**
Gini = 0.500	

Gini(N1)
$= 1 - (5/7)^2 - (2/7)^2$
$= 0.194$

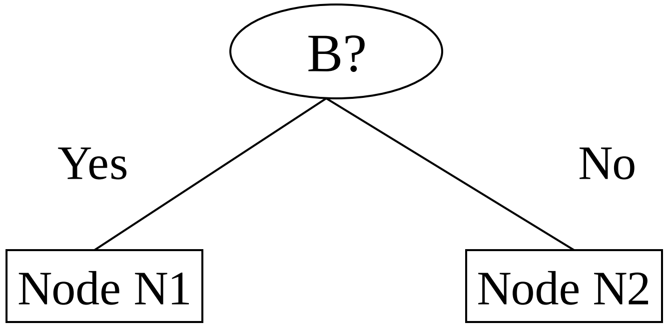
Gini(N2)
$= 1 - (1/5)^2 - (4/5)^2$
$= 0.528$

	N1	**N2**
C1	**5**	**1**
C2	**2**	**4**
Gini=?		

Binary Attributes: Computing Gini Index

- Splits into two partitions
- Effect of weighing partitions:
  - Prefer Larger and Purer Partitions.

$$gini(D) = 1 - \sum_{j=1}^{n} p_j^2$$



	Parent
C1	**6**
C2	**6**
Gini = ?	

Gini(N1)
$= 1 - (5/7)^2 - (2/7)^2$
$= 0.194$

Gini(N2)
$= 1 - (1/5)^2 - (4/5)^2$
$= 0.528$

	N1	N2
C1	**5**	**1**
C2	**2**	**4**
Gini=0.333		

Gini(Children)
$= 7/12 * 0.194 +$
$5/12 * 0.528$
$= 0.333$

weighting

Categorical Attributes: Computing Gini Index

- For each distinct value, gather counts for each class in the dataset
- Use the count matrix to make decisions

Multi-way split

	CarType		
	Family	Sports	Luxury
C1	1	2	1
C2	4	1	1
Gini	0.393		

Two-way split
(find best partition of values)

	CarType	
	{Sports, Luxury}	{Family}
C1	3	1
C2	2	4
Gini	0.400	

	CarType	
	{Sports}	{Family, Luxury}
C1	2	2
C2	1	5
Gini	0.419	

Continuous Attributes: Computing Gini Index or Information Gain

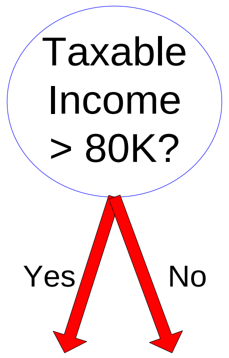
- **To discretize the attribute values**
  - **Use Binary Decisions based on one splitting value**

- Several Choices for the splitting value
  - Number of possible splitting values = Number of distinct values -1
  - Typically, the midpoint between each pair of adjacent values is considered as a possible *split point*
    - $(a_i+a_{i+1})/2$ is the midpoint between the values of a_i and a_{i+1}

- Each splitting value has a count matrix associated with it
  - Class counts in each of the partitions, $A < v$ and $A \geq v$

- Simple method to choose best v
  - For each v, scan the database to gather count matrix and compute its Gini index
  - Computationally Inefficient! Repetition of work.

Tid	**Refund**	**Marital Status**	**Taxable Income**	**Cheat**
1	Yes	Single	125K	**No**
2	No	Married	100K	**No**
3	No	Single	70K	**No**
4	Yes	Married	120K	**No**
5	No	Divorced	95K	**Yes**
6	No	Married	60K	**No**
7	Yes	Divorced	220K	**No**
8	No	Single	85K	**Yes**
9	No	Married	75K	**No**
10	No	Single	90K	**Yes**



Continuous Attributes: Computing Gini Index or expected information requirement

First decide the splitting value to discretize the attribute:

- For efficient computation: for each attribute,

  Step 1: Sort the attribute on values

Step 1:

Cheat	No	No	No	Yes	Yes	Yes	No	No	No	No
	Taxable Income									
Sorted Values →	60	70	75	85	90	95	100	120	125	220
Possible Splitting Values →	65	72	80	87	92	97	110	122	172	

← Use midpoint

Continuous Attributes: Computing Gini Index or expected information requirement

First decide the splitting value to discretize the attribute:

- For efficient computation: for each attribute,

  Step 1: Sort the attribute on values

  Step 2: **Linearly scan these values, each time updating the count matrix**

Step 1:

Cheat	No	No	No	Yes	Yes	Yes	No	No	No	No
	Taxable Income									
Sorted Values	60	70	75	85	90	95	100	120	125	220
Possible Splitting Values		65								

Step 2:

	<=	>
Yes	0	3
No	1	6

For each splitting value, get its count matrix: how many data tuples have: (a) Taxable income <=65 with class label “Yes” , (b) Taxable income <=65 with class label “No”, (c) Taxable income >65 with class label “Yes”, (d) Taxable income >65 with class label “No”.

Continuous Attributes: Computing Gini Index or expected information requirement

First decide the splitting value to discretize the attribute:

- For efficient computation: for each attribute,
  - Step 1: Sort the attribute on values
  - Step 2: **Linearly scan these values, each time updating the count matrix**

Cheat	No	No	No	Yes	Yes	Yes	No	No	No	No
	Taxable Income									
Step 1: Sorted Values →	60	70	75	85	90	95	100	120	125	220

Step 1: Possible Splitting Values →

	65		72	
	<=	>	<=	>
Yes	0	3	0	3
No	1	6	2	5

Step 2:

For each splitting value, get its count matrix: how many data tuples have: (a) Taxable income <=72 with class label "Yes" , (b) Taxable income <=72 with class label "No", (c) Taxable income >72 with class label "Yes", (d) Taxable income >72 with class label "No".

Continuous Attributes:
Computing Gini Index or expected information requirement

First decide the splitting value to discretize the attribute:

- For efficient computation: for each attribute,
  - Step 1: Sort the attribute on values
  - Step 2: **Linearly scan these values, each time updating the count matrix**

Step 1:

Cheat	No	No	No	Yes	Yes	Yes	No	No	No	No
	Taxable Income									
Sorted Values →	60	70	75	85	90	95	100	120	125	220

Possible Splitting Values → 65, 72, 80

Step 2:

	65		72		80	
	<=	>	<=	>	<=	>
Yes	0	3	0	3	0	3
No	1	6	2	5	3	4

For each splitting value, get its count matrix: how many data tuples have: **(a)** Taxable income <=80 with class label "Yes" , **(b)** Taxable income <=80 with class label "No", **(c)** Taxable income >80 with class label "Yes", **(d)** Taxable income >80 with class label "No".

Continuous Attributes: Computing Gini Index or expected information requirement

First decide the splitting value to discretize the attribute:

- For efficient computation: for each attribute,
  - Step 1: Sort the attribute on values
  - Step 2: **Linearly scan these values, each time updating the count matrix**

Step 1: Sorted Values → ; Possible Splitting Values →

Step 2:

Cheat	No		No		No		Yes		Yes		Yes		No		No		No		No
Taxable Income																			
Sorted Values	60		70		75		85		90		95		100		120		125		220
Possible Splitting Values	65		72		80		87		92		97		110		122		172		
	<=	>	<=	>	<=	>	<=	>	<=	>	<=	>	<=	>	<=	>	<=	>	
Yes	0	3	0	3	0	3	1	2	2	1	3	0	3	0	3	0	3	0	
No	1	6	2	5	3	4	3	4	3	4	3	4	4	3	5	2	6	1	

For each splitting value, get its count matrix: how many data tuples have: **(a)** Taxable income <=172 with class label "Yes" , **(b)** Taxable income <=172 with class label "No", **(c)** Taxable income >172 with class label "Yes", **(d)** Taxable income >172 with class label "No".

Continuous Attributes:
Computing Gini Index or expected information requirement

First decide the splitting value to discretize the attribute:

- For efficient computation: for each attribute,

  Step 1: Sort the attribute on values

  Step 2: Linearly scan these values, each time updating the count matrix

  Step 3: **Computing Gini index and choose the split position that has the least Gini index**

Cheat	No	No	No	Yes	Yes	Yes	No	No	No	No
	Taxable Income									
Step 1: Sorted Values →	60	70	75	85	90	95	100	120	125	220
Possible Splitting Values →	65									
	<= / >									
Step 2: Yes	0 / 3									
No	1 / 6									
Step 3: Gini	0.400									

For each splitting value v (e.g., 65), compute its Gini index:

$$gini_{Taxable\_Income}(D) = \frac{|D_1|}{|D|} gini(D_1) + \frac{|D_2|}{|D|} gini(D_2)$$

Here D1 and D2 are two partitions based on v: D1 has taxable income <=v and D2 has >v

Continuous Attributes:
Computing Gini Index or expected information requirement

First decide the splitting value to discretize the attribute:

- For efficient computation: for each attribute,
  - Step 1: Sort the attribute on values
  - Step 2: Linearly scan these values, each time updating the count matrix
  - Step 3: **Computing Gini index and choose the split position that has the least Gini index**

Step 1: Sorted Values → Possible Splitting Values →

Step 2:

Step 3:

Cheat	No		No		No		Yes		Yes		Yes		No		No		No		No		
	Taxable Income																				
Sorted Values	60		70		75		85		90		95		100		120		125		220		
Possible Splitting Values		65		72																	
		<=	>	<=	>																
Yes		0	3	0	3																
No		1	6	2	5																
Gini		0.400		0.375																	

For each splitting value v (e.g., 72), compute its Gini index:

$$gini_{Taxable\_Income}(D) = \frac{|D_1|}{|D|} gini(D_1) + \frac{|D_2|}{|D|} gini(D_2)$$

Here D1 and D2 are two partitions based on v: D1 has taxable income <=v and D2 has >v

Continuous Attributes:
Computing Gini Index or expected information requirement

First decide the splitting value to discretize the attribute:

- For efficient computation: for each attribute,

  Step 1: Sort the attribute on values

  Step 2: Linearly scan these values, each time updating the count matrix

  Step 3: **Computing Gini index and choose the split position that has the least Gini index**

	Cheat	No		No		No		Yes		Yes		Yes		No		No		No		No	
		Taxable Income																			
Step 1: Sorted Values →		60		70		75		85		90		95		100		120		125		220	
Possible Splitting Values →		65		72		80		87		92		97		110		122		172			
		<=	>	<=	>	<=	>	<=	>	<=	>	<=	>	<=	>	<=	>	<=	>		
Step 2:	Yes	0	3	0	3	0	3	1	2	2	1	3	0	3	0	3	0	3	0		
	No	1	6	2	5	3	4	3	4	3	4	3	4	4	3	5	2	6	1		
Step 3:	Gini	0.400		0.375		0.343		0.417		0.400		***0.300***		0.343		0.375		0.400			

Choose this splitting value (=97) with the least Gini index to discretize Taxable Income

Continuous Attributes: Computing Gini Index or expected information requirement

First decide the splitting value to discretize the attribute:

- For efficient computation: for each attribute,

  Step 1: Sort the attribute on values

  Step 2: Linearly scan these values, each time updating the count matrix

  Step 3: **Computing expected information requirement and choose the split position that has the least value**

Step 1: Sorted Values →, Possible Splitting Values →

Step 2:

Step 3:

Cheat	No	No	No	Yes	Yes	Yes	No	No	No	No
Taxable Income										
Sorted Values	60	70	75	85	90	95	100	120	125	220

Possible Splitting Values	65		72		80		87		92		97		110		122		172	
	<=	>	<=	>	<=	>	<=	>	<=	>	<=	>	<=	>	<=	>	<=	>
Yes	0	3	0	3	0	3	1	2	2	1	3	0	3	0	3	0	3	0
No	1	6	2	5	3	4	3	4	3	4	3	4	4	3	5	2	6	1
Info	?		?		?		?		?		?		?		?		?	

If Information Gain is used for attribute selection,

Similarly to calculating Gini index, for each splitting value, compute **Info_{Taxable Income}**:

$$Info_{Taxable-Income}(D) = \sum_{j=1}^{2} \frac{|D_j|}{|D|} \times Info(D_j)$$

Continuous Attributes:
Computing Gini Index or expected information requirement

First decide the splitting value to discretize the attribute:

- For efficient computation: for each attribute,
  - Step 1: Sort the attribute on values
  - Step 2: Linearly scan these values, each time updating the count matrix
  - Step 3: **Computing Gini index and choose the split position that has the least Gini index**

Step 1:

Cheat	No	No	No	Yes	Yes	Yes	No	No	No	No
	Taxable Income									
Sorted Values →	60	70	75	85	90	95	100	120	125	220

Possible Splitting Values →	65		72		80		87		92		97		110		122		172	
	<=	>	<=	>	<=	>	<=	>	<=	>	<=	>	<=	>	<=	>	<=	>
Yes	0	3	0	3	0	3	1	2	2	1	3	0	3	0	3	0	3	0
No	1	6	2	5	3	4	3	4	3	4	3	4	4	3	5	2	6	1
Gini	0.400		0.375		0.343		0.417		0.400		*0.300*		0.343		0.375		0.400	

Step 2:

Step 3:

Choose this splitting value (=97 here) *with the least Gini index or expected information requirement* to discretize Taxable Income

Continuous Attributes:
Computing Gini Index or expected information requirement

First decide the splitting value to discretize the attribute:

- For efficient computation: for each attribute,
  - Step 1: Sort the attribute on values
  - Step 2: Linearly scan these values, each time updating the count matrix
  - Step 3: **Computing Gini index and choose the split position that has the least Gini index**

Step 1: Sorted Values →

Cheat	No	No	No	Yes	Yes	Yes	No	No	No	No
Taxable Income	60	70	75	85	90	95	100	120	125	220

Possible Splitting Values →

Step 2:

Step 3:

	65		72		80		87		92		97		110		122		172	
	<=	>	<=	>	<=	>	<=	>	<=	>	<=	>	<=	>	<=	>	<=	>
Yes	0	3	0	3	0	3	1	2	2	1	3	0	3	0	3	0	3	0
No	1	6	2	5	3	4	3	4	3	4	3	4	4	3	5	2	6	1
Gini	0.400		0.375		0.343		0.417		0.400		*0.300*		0.343		0.375		0.400	

At each level of the decision tree, for attribute selection, (1) First, discretize a continuous attribute by deciding the splitting value; (2) Then, compare the discretized attribute with other attributes in terms of Gini Index reduction or Information Gain.

Continuous Attributes:
Computing Gini Index or expected information requirement

First decide the splitting value to discretize the attribute:

- For efficient computation: for each attribute,
  - Step 1: Sort the attribute on values
  - Step 2: Linearly scan these values, each time updating the count matrix
  - Step 3: **Computing Gini index and choose the split position that has the least Gini index**

For each attribute, only scan the data tuples once

		Cheat	No		No		No		Yes		Yes		Yes		No		No		No		No
			Taxable Income																		
Step 1:	Sorted Values →		60		70		75		85		90		95		100		120		125		220
	Possible Splitting Values →		65		72		80		87		92		97		110		122		172		
			<=	>	<=	>	<=	>	<=	>	<=	>	<=	>	<=	>	<=	>	<=	>	
Step 2:		Yes	0	3	0	3	0	3	1	2	2	1	3	0	3	0	3	0	3	0	
		No	1	6	2	5	3	4	3	4	3	4	3	4	4	3	5	2	6	1	
Step 3:		Gini	0.400		0.375		0.343		0.417		0.400		0.300		0.343		0.375		0.400		

At each level of the decision tree, for attribute selection, (1) First, discretize a continuous attribute by deciding the splitting value; (2) Then, compare the discretized attribute with other attributes in terms of Gini Index reduction or Information Gain.

Another Impurity Measure: Misclassification Error

- Classification error at a node t :

$$Error(t) = 1 - \max_i P(i \mid t)$$

  - $P(i \mid t)$ means the relative frequency of class i at node t.

- Measures misclassification error made by a node.
  - Maximum $(1 - 1/n_c)$ when records are equally distributed among all classes, implying most impurity
  - Minimum (0.0) when all records belong to one class, implying least impurity

Examples for Misclassification Error

$$Error(t) = 1 - \max_i P(i \mid t)$$

C1	**0**
C2	**6**

P(C1) = 0/6 = 0   P(C2) = 6/6 = 1

Error = 1 – max (0, 1) = 1 – 1 = 0

C1	**1**
C2	**5**

P(C1) = 1/6   P(C2) = 5/6

Error = 1 – max (1/6, 5/6) = 1 – 5/6 = 1/6

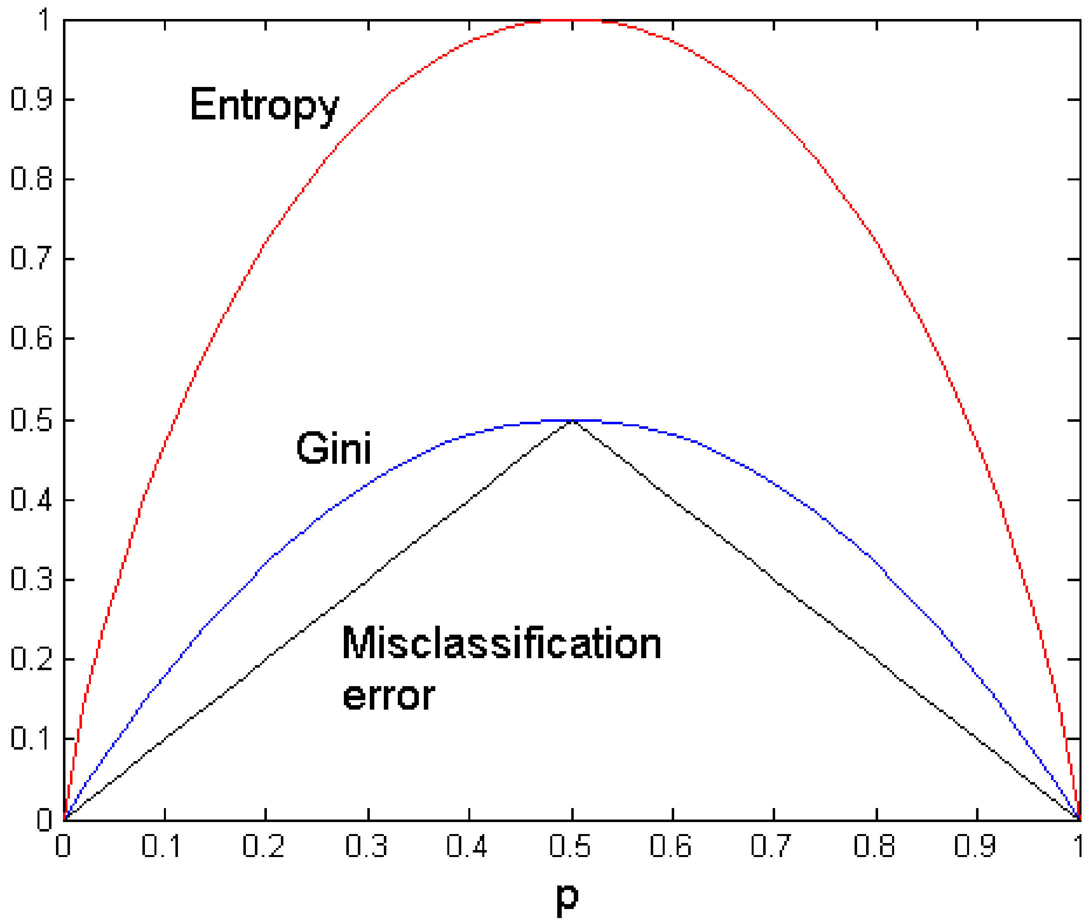
C1	**2**
C2	**4**

P(C1) = 2/6   P(C2) = 4/6

Error = 1 – max (2/6, 4/6) = 1 – 4/6 = 1/3

Comparison among Impurity Measure

For a 2-class problem:



$$Entropy = -p\log(p) - (1-p)\log(1-p)$$

$$Gini = 1 - p^2 - (1-p)^2$$

$$Error = 1 - \max(p, 1-p)$$

Other Attribute Selection Measures

- CHAID: a popular decision tree algorithm, measure based on χ^2 test for independence
- C-SEP: performs better than info. gain and gini index in certain cases
- G-statistic: has a close approximation to χ^2 distribution
- MDL (Minimal Description Length) principle (i.e., the simplest solution is preferred):
  - The best tree as the one that requires the fewest # of bits to both (1) encode the tree, and (2) encode the exceptions to the tree
- Multivariate splits (partition based on multiple variable combinations)
  - CART: finds multivariate splits based on a linear comb. of attrs.
- Which attribute selection measure is the best?
  - Most give good results, none is significantly superior than others

Decision Tree Based Classification

- Advantages:
  - Inexpensive to construct
  - Extremely fast at classifying unknown records
  - Easy to interpret for small-sized trees
  - Accuracy is comparable to other classification techniques for many simple data sets

Example: C4.5

- Simple depth-first construction.
- Uses Information Gain
- Sorts Continuous Attributes at each node.
- Needs entire data to fit in memory.
- Unsuitable for Large Datasets.
  - Needs out-of-core sorting.

- You can download the software online, e.g., http://www2.cs.uregina.ca/~dbd/cs831/notes/ml/dtrees/c4.5/tutorial.html

Classification: Basic Concepts

- Classification: Basic Concepts
- Decision Tree Induction
- Model Evaluation and Selection
- Practical Issues of Classification
- Bayes Classification Methods
- Techniques to Improve Classification Accuracy: Ensemble Methods
- Summary

Model Evaluation

- Metrics for Performance Evaluation
  - How to evaluate the performance of a model?
- Methods for Performance Evaluation
  - How to obtain reliable estimates?
- Methods for Model Comparison
  - How to compare the relative performance among competing models?

Metrics for Performance Evaluation

- Focus on the predictive capability of a model
  - Rather than how fast it takes to classify or build models, scalability, etc.
- Confusion Matrix:

	PREDICTED CLASS		
ACTUAL CLASS		Class=Yes	Class=No
	Class=Yes	a	b
	Class=No	c	d

a: TP (true positive)

b: FN (false negative)

c: FP (false positive)

d: TN (true negative)

Classifier Evaluation Metrics: Confusion Matrix

Confusion Matrix:

Actual class\Predicted class	C_1	$\neg C_1$
C_1	**True Positives (TP)**	**False Negatives (FN)**
$\neg C_1$	**False Positives (FP)**	**True Negatives (TN)**

Example of Confusion Matrix:

Actual class\Predicted class	buy_computer = yes	buy_computer = no	Total
buy_computer = yes	**6954**	**46**	7000
buy_computer = no	**412**	**2588**	3000
Total	7366	2634	10000

- Given *m* classes, an entry, $CM_{i,j}$ in a **confusion matrix** indicates # of tuples in class *i* that were labeled by the classifier as class *j*
  - May have extra rows/columns to provide totals

Classifier Evaluation Metrics: Accuracy, Error Rate

A\P	C	¬C	
C	**TP**	**FN**	**P**
¬C	**FP**	**TN**	**N**
	P'	**N'**	**All**

- **Classifier Accuracy,** or recognition rate: percentage of test set tuples that are correctly classified

  Accuracy = (TP + TN)/All

- **Error rate:** *1 – accuracy*, or

  Error rate = (FP + FN)/All

Limitation of Accuracy

- Consider a 2-class problem
  - Number of Class 0 examples = 9990
  - Number of Class 1 examples = 10

- If a model predicts everything to be class 0,

  Accuracy is 9990/10000 = 99.9 %

  - Accuracy is misleading because model does not detect any class 1 example

Cost Matrix

	PREDICTED CLASS		
ACTUAL CLASS	$C(i\|j)$	**Class=Yes**	**Class=No**
	Class=Yes	*C(Yes|Yes)*	C(No|Yes)
	Class=No	C(Yes|No)	C(No|No)

$C(i|j)$: Cost of misclassifying one class j example as class i

Computing Cost of Classification

Cost Matrix	PREDICTED CLASS		
ACTUAL CLASS	C(i|j)	+	-
	+	-1	100
	-	1	0

Model M_1	PREDICTED CLASS		
ACTUAL CLASS		+	-
	+	150	40
	-	60	250

Accuracy = 80%

Cost = 3910

Model M_2	PREDICTED CLASS		
ACTUAL CLASS		+	-
	+	250	45
	-	5	200

Accuracy = 90%

Cost = 4255

Cost-Sensitive Measures

$$\text{Precision (p)} = \frac{a}{a+c}$$

$$\text{Recall (r)} = \frac{a}{a+b}$$

$$\text{F-measure (F)} = \frac{2rp}{r+p} = \frac{2a}{2a+b+c}$$

	PREDICTED CLASS		
		Class=Yes	Class=No
ACTUAL CLASS	Class=Yes	a (TP)	b (FN)
	Class=No	c (FP)	d (TN)

- Precision is biased towards C(Yes|Yes) & C(Yes|No)
- Recall is biased towards C(Yes|Yes) & C(No|Yes)
- F-measure is biased towards all except C(No|No)

$$\text{Weighted Accuracy} = \frac{w_1 a + w_4 d}{w_1 a + w_2 b + w_3 c + w_4 d}$$

Classifier Evaluation Metrics: **Sensitivity and Specificity**

A\P	C	¬C	
C	**TP**	**FN**	**P**
¬C	**FP**	**TN**	**N**
	P’	**N’**	**All**

- Classifier Accuracy, or recognition rate: percentage of test set tuples that are correctly classified

  Accuracy = (TP + TN)/All

- Error rate: *1 – accuracy*, or

  Error rate = (FP + FN)/All

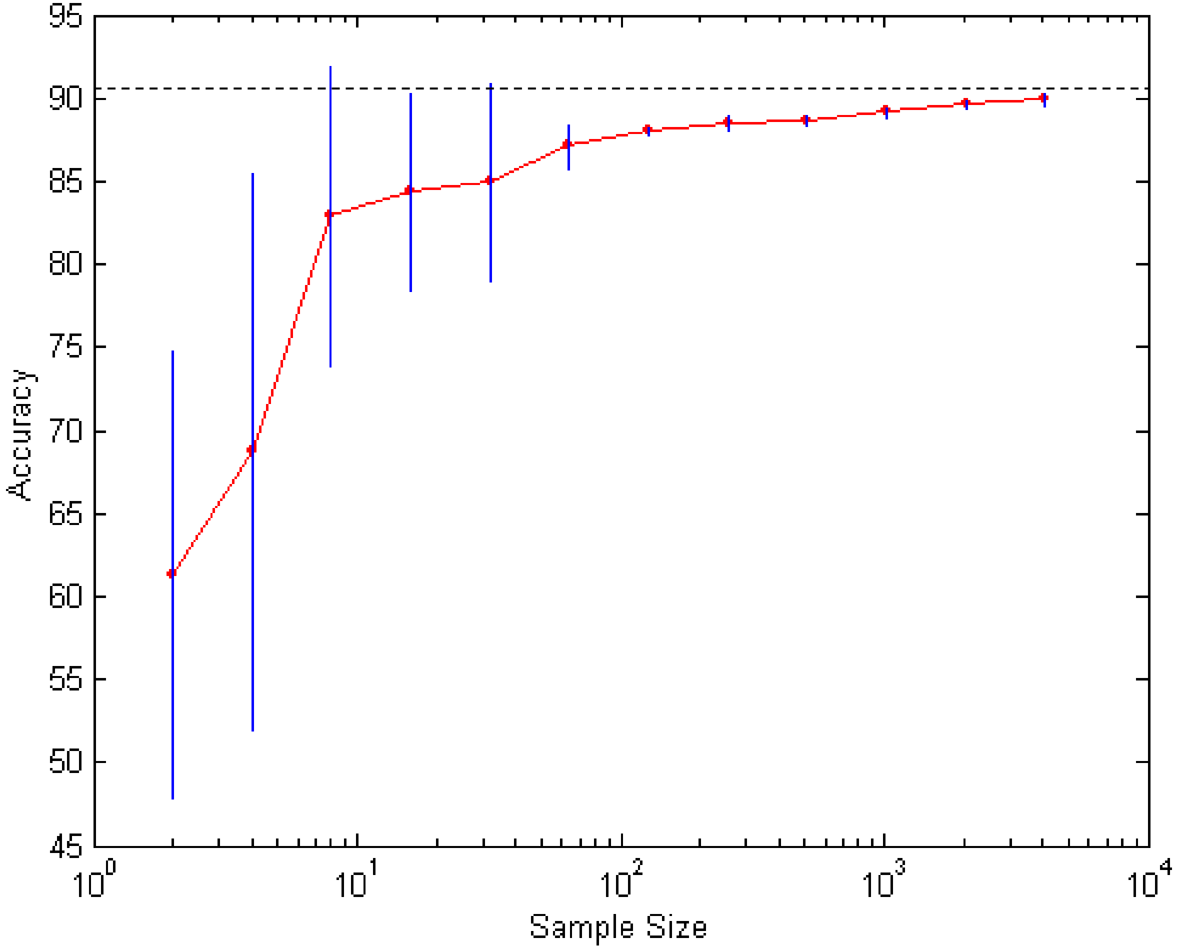
- **Class Imbalance Problem:**
  - One class may be *rare*, e.g. fraud, or HIV-positive
  - Significant *majority of the negative class* and minority of the positive class
  - **Sensitivity:** True Positive recognition rate
    - **Sensitivity = TP/P**
  - **Specificity:** True Negative recognition rate
    - **Specificity = TN/N**

Methods for Performance Evaluation

- How to obtain a reliable estimate of performance?

- Performance of a model may depend on other factors besides the learning algorithm:
  - Class distribution
  - Cost of misclassification
  - Size of training and test sets

Learning Curve



- Learning curve shows how accuracy changes with varying sample size
- Requires a sampling schedule for creating learning curve:
  - Arithmetic sampling (Langley, et al)
  - Geometric sampling (Provost et al)

Effect of small sample size:

- Bias in the estimate
- Variance of estimate

Methods of Estimation

- Holdout
  - Reserve 2/3 for training and 1/3 for testing
- Random subsampling
  - Repeated holdout
- Cross validation
  - Partition data into k disjoint subsets
  - k-fold: train on k-1 partitions, test on the remaining one
  - Leave-one-out: k=n
- Stratified sampling
  - oversampling vs undersampling
- Bootstrap
  - Sampling with replacement

Evaluating Classifier Accuracy: Holdout & Cross-Validation Methods

- **Holdout method**
  - Given data is randomly partitioned into two independent sets
    - Training set (e.g., 2/3) for model construction
    - Test set (e.g., 1/3) for accuracy estimation
  - Random sampling: a variation of holdout
    - Repeat holdout k times, accuracy = avg. of the accuracies obtained

- **Cross-validation** (*k*-fold, where k = 10 is most popular)
  - Randomly partition the data into *k mutually exclusive* subsets, each approximately equal size
  - At *i*-th iteration, use D_i as test set and others as training set
  - Leave-one-out: *k* folds where *k* = # of tuples, for small sized data
  - ***Stratified cross-validation***: folds are stratified so that class dist. in each fold is approx. the same as that in the initial data

Evaluating Classifier Accuracy: Bootstrap

- **Bootstrap**
  - Works well with small data sets
  - Samples the given training tuples uniformly *with replacement*
    - Each time a tuple is selected, it is equally likely to be selected again and re-added to the training set
- Several bootstrap methods, and a common one is **.632 boostrap**
  - A data set with *d* tuples is sampled *d* times, with replacement, resulting in a training set of *d* samples. The data tuples that did not make it into the training set end up forming the test set. About 63.2% of the original data end up in the bootstrap, and the remaining 36.8% form the test set (since $(1 - 1/d)^d \approx e^{-1} = 0.368$)
  - Repeat the sampling procedure *k* times, overall accuracy of the model:

$$Acc(M) = \frac{1}{k}\sum_{i=1}^{k}(0.632 \times Acc(M_i)_{test\_set} + 0.368 \times Acc(M_i)_{train\_set})$$

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- Metrics for Performance Evaluation
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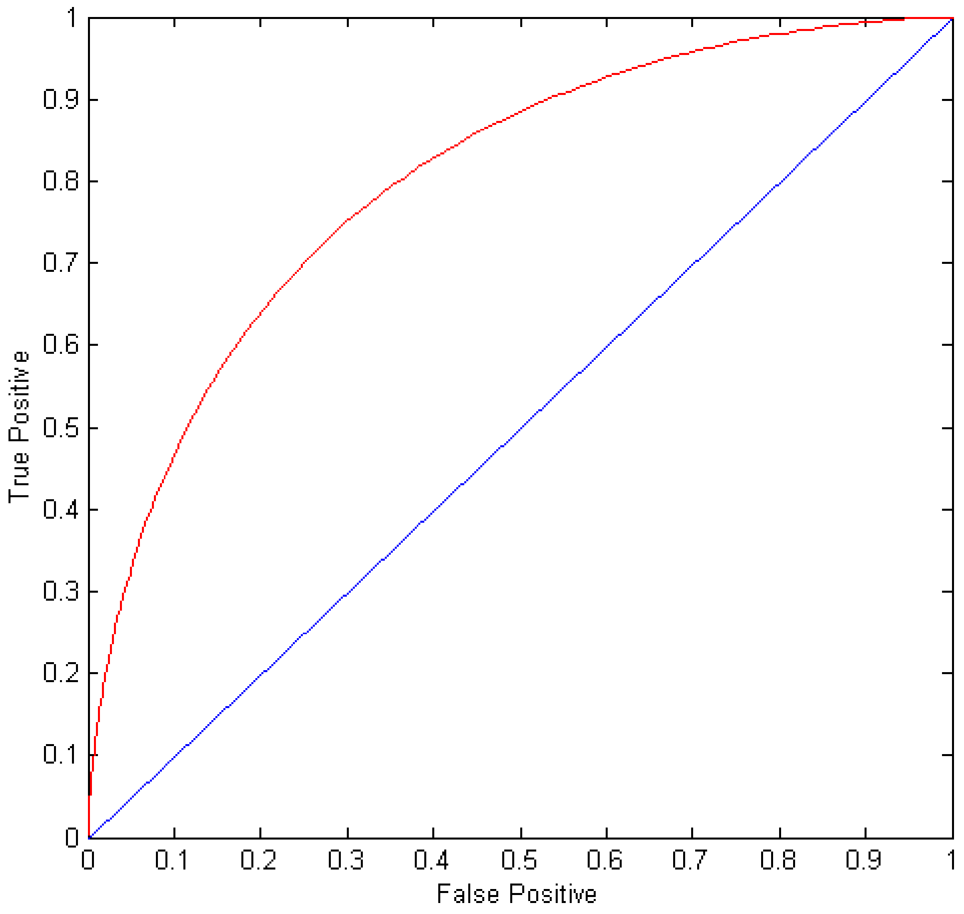
ROC Curve

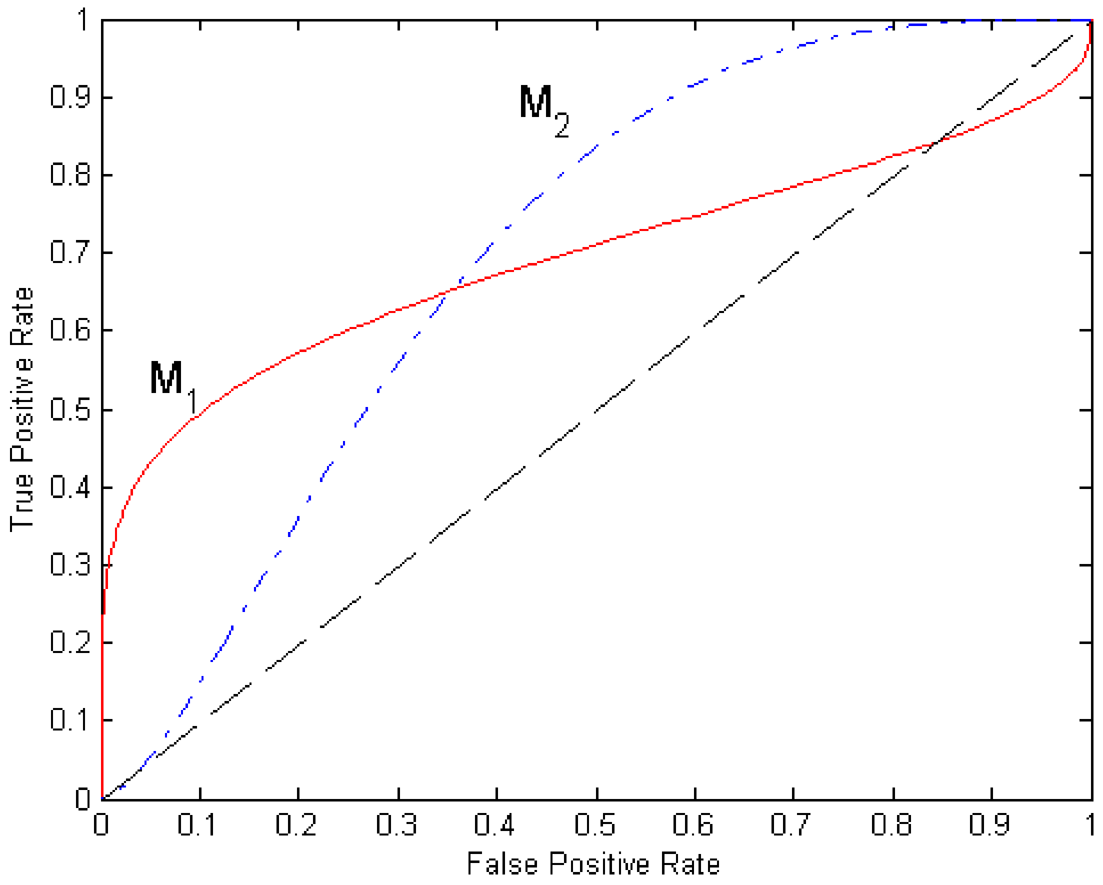
(TP,FP):

- (0,0): declare everything
  to be negative class
- (1,1): declare everything
  to be positive class
- (1,0): ideal

- Diagonal line:
  - Random guessing
  - Below diagonal line:
    - prediction is opposite of the true class



Using ROC for Model Comparison



- No model consistently outperform the other
  - M_1 is better for small FPR
  - M_2 is better for large FPR
- Area Under the ROC curve
  - Ideal:
    - Area = 1
  - Random guess (diagonal line):
    - Area = 0.5

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