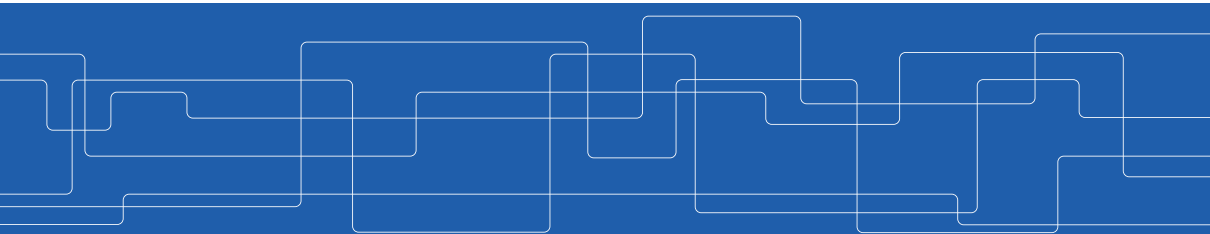




## More on Supervised Learning

Amir H. Payberah  
payberah@kth.se  
12/11/2019

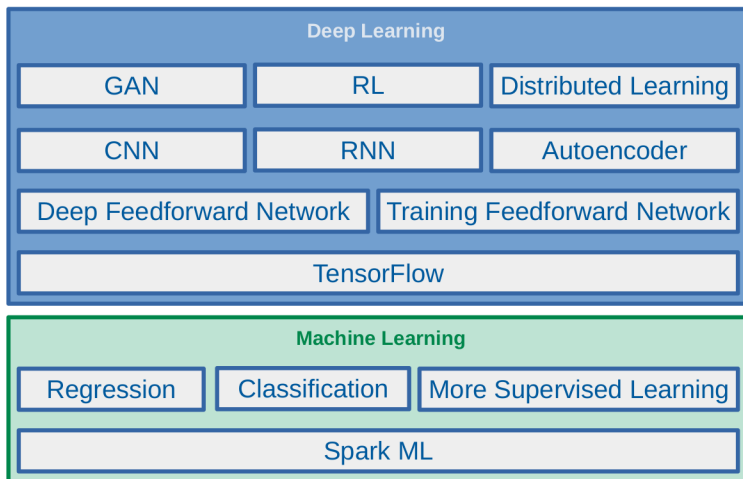




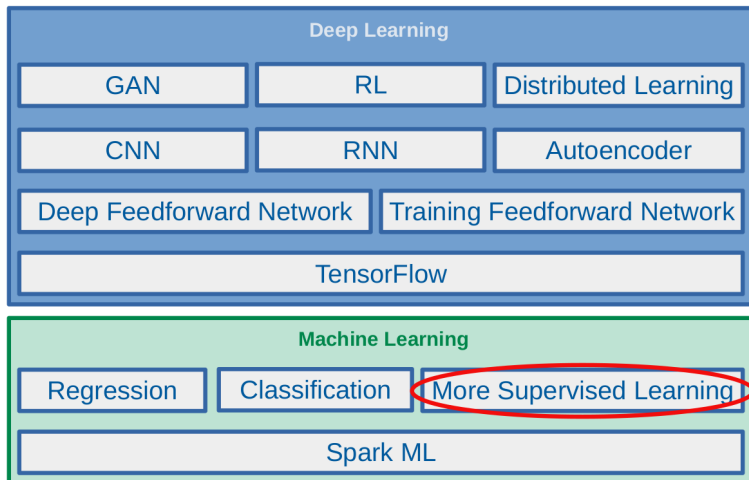
## The Course Web Page

<https://id2223kth.github.io>

# Where Are We?



# Where Are We?



# Let's Start with an Example

## Buying Computer Example (1/3)

- Given the dataset of  $m$  people.

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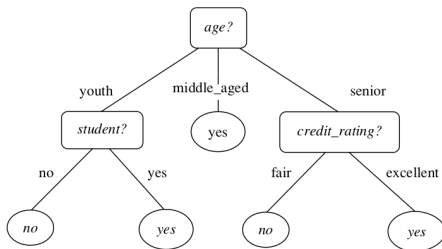
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- Predict if a new person buys a computer?
- Given an instance  $\mathbf{x}^{(i)}$ , e.g.,  $x_1^{(i)} = \text{senior}$ ,  $x_2^{(i)} = \text{medium}$ ,  $x_3^{(i)} = \text{no}$ , and  $x_4^{(i)} = \text{fair}$ , then  $y^{(i)} = ?$



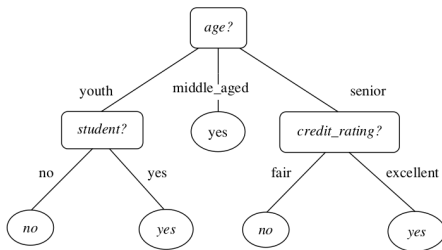
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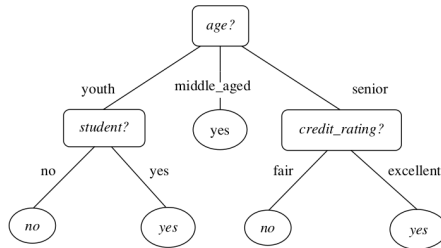
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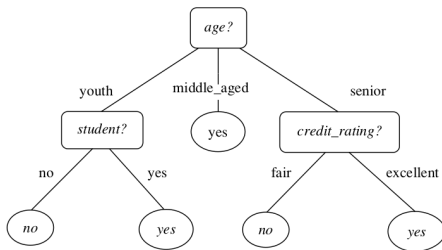
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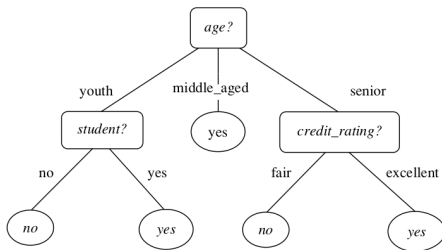
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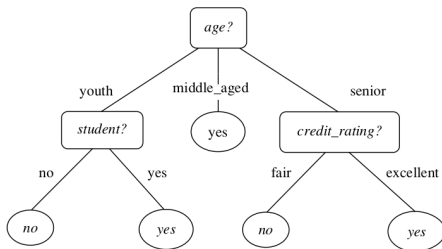
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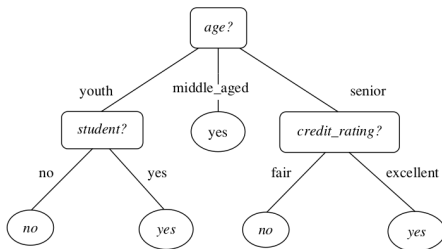
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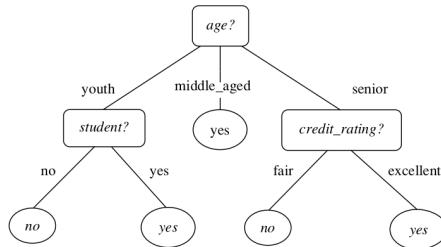
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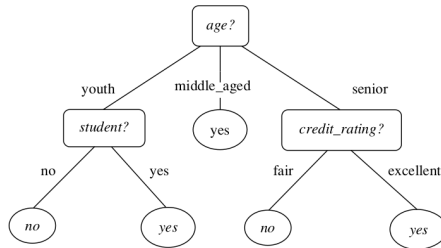
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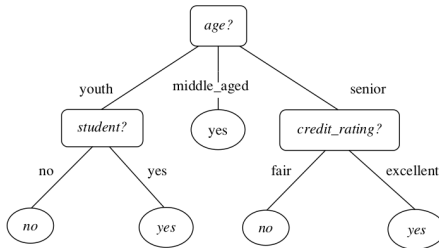
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- ▶ 4. The algorithm repeats the same process **recursively** to form a decision tree.



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- ▶ In **conditions 2 and 3**:
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  - Label it either with the **most common class** in **D**.
  - Or, the **class distribution** of the node tuples may be stored.

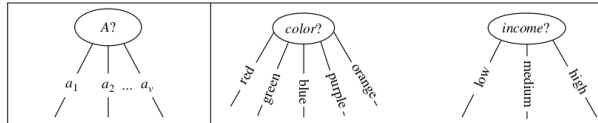


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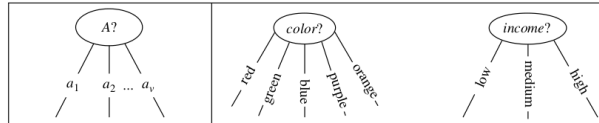
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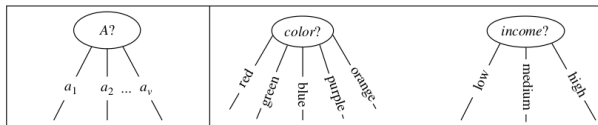
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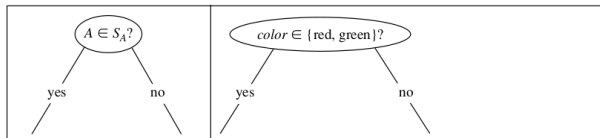
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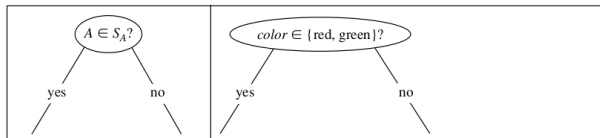
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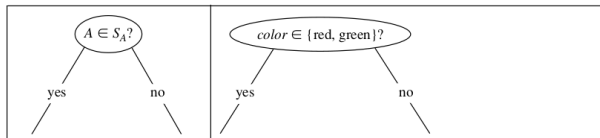
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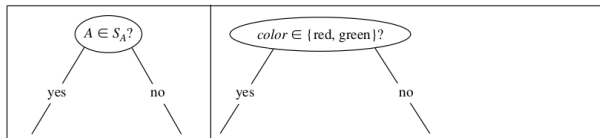
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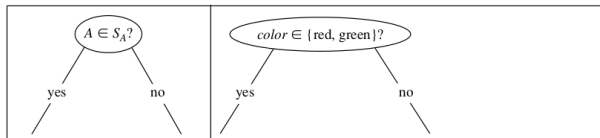
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## Training Algorithm - Partitioning Instances (3/3)



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- ▶ The best splitting criterion is the one that most closely results in a pure scenario.



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- ▶ **Two** popular feature selection measures are:
  - Information gain (ID3)
  - Gini index (CART)

# Information Gain (Entropy)



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## ID3 (2/7)

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

$$\text{label} = \text{buys\_computer} \Rightarrow m = 2$$

$$\text{entropy}(D) = -\frac{9}{14} \log_2\left(\frac{9}{14}\right) - \frac{5}{14} \log_2\left(\frac{5}{14}\right) = 0.94$$





## ID3 (4/7)

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- ▶  $\frac{|D_j|}{|D|}$  is the **weight** of the  $j$ th partition.

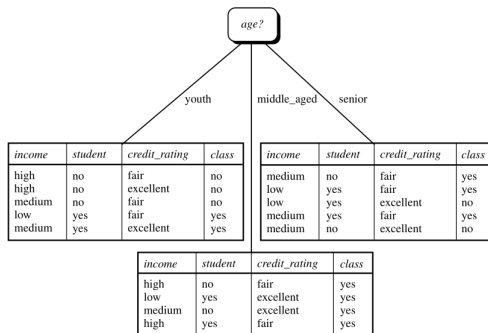
- ▶ Suppose we want to **partition** instances in  $D$  on some feature  $A$  with  $v$  distinct values,  $\{a_1, a_2, \dots, a_v\}$ .
- ▶  $A$  can split  $D$  into  $v$  partitions  $\{D_1, D_2, \dots, D_v\}$ .

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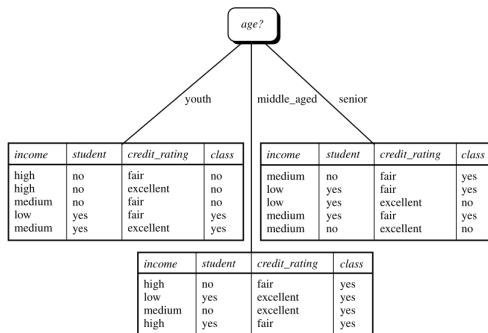
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- ▶  $\frac{|D_j|}{|D|}$  is the **weight** of the  $j$ th partition.
- ▶ The **smaller** the **expected information** required, the **greater** the **purity** of the partitions.

# ID3 (5/7)



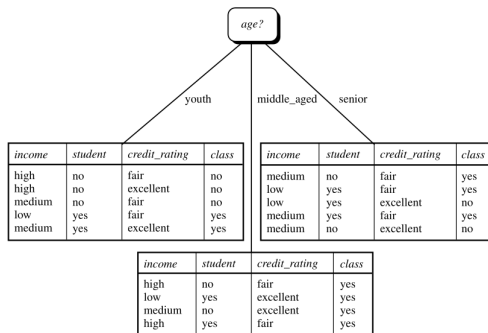
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## ID3 (6/7)

- ▶ The information gain  $\text{Gain}(A, D)$  is defined as:

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- ▶ The feature  $A$  with the highest  $\text{Gain}(A, D)$  is chosen as the splitting feature at node  $N$ .

- Now, we can compute the information gain  $\text{Gain}(A)$  for the feature  $A = \text{age}$ .

$$\text{Gain}(\text{age}, D) = \text{entropy}(D) - \text{entropy}(\text{age}, D) = 0.940 - 0.694 = 0.246$$

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- The **age** has the highest information gain among the attributes, it is selected as the **splitting feature**.

# Gini Impurity



## CART (1/8)

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- ▶ We need to determine the splitting criterion: splitting feature + splitting subset.



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  - E.g.,  $A = \text{income} = \{\text{low}, \text{medium}, \text{high}\}$
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  - The **test** is of the form  $D_1 \in s_A?$ , where  $s_A$  is a subset of  $S_A$ , e.g.,  $s_A = \{\text{low}, \text{high}\}$ .



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$$\text{Gini}(D) = 1 - \left(\frac{9}{14}\right)^2 - \left(\frac{5}{14}\right)^2 = 0.459$$

- If a binary split on  $A$  partitions  $D$  into  $D_1$  and  $D_2$ , the **Gini index** of  $D$  given that partitioning is:

$$\text{Gini}(A, D) = \frac{|D_1|}{D} \text{Gini}(D_1) + \frac{|D_2|}{D} \text{Gini}(D_2)$$

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- ▶ Assume, we choose the splitting subset  $s_A = \{\text{low}, \text{medium}\}$ .
- ▶ Consider partition  $D_1$  satisfies the condition  $D_1 \in s_A$ , and  $D_2$  does not.

$$\begin{aligned} \text{Gini}_{\text{income} \in \{\text{low}, \text{medium}\}}(A, D) &= \frac{10}{14} \text{Gini}(D_1) + \frac{4}{14} \text{Gini}(D_2) \\ &= \frac{10}{14} \text{Gini}\left(1 - \left(\frac{7}{10}\right)^2 - \left(\frac{3}{10}\right)^2\right) + \frac{4}{14} \left(1 - \left(\frac{2}{4}\right)^2 - \left(\frac{2}{4}\right)^2\right) = 0.443 \end{aligned}$$



- ▶ Similarly, we calculate the **Gini index** values for splits on the **remaining subsets**.

$$\text{Gini}_{\text{income} \in \{\text{low}, \text{medium}\}}(A, D) = \text{Gini}_{\text{income} \in \{\text{high}\}}(A, D) = 0.443$$

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## CART (6/8)

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- ▶ The best binary split for attribute  $A = \text{income}$  is on  $s_A = \{\text{low}, \text{medium}\}$  because it **minimizes the Gini index**.



## CART (7/8)

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$$\Delta \text{Gini}(A) = \text{Gini}(D) - \text{Gini}(A, D)$$

- ▶ The feature that **maximizes the reduction in impurity** (has the **minimum Gini index**) is selected as the **splitting feature**.

## CART (8/8)

- Now, we can compute the **information gain**  $\text{Gain}(A)$  for different features.
- $\Delta\text{Gini}(\text{income}) = 0.459 - 0.443 = 0.016$
  - $\Delta\text{Gini}(\text{age}) = 0.459 - 0.357 = 0.102$
  - $\Delta\text{Gini}(\text{student}) = 0.459 - 0.367 = 0.092$
  - $\Delta\text{Gini}(\text{credit\_rating}) = 0.459 - 0.429 = 0.03$

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- ▶ The feature  $A = \text{age}$  and splitting subset  $s_A = \{\text{youth}, \text{senior}\}$  gives the **minimum Gini index** overall.



## Decision Tree in Spark (1/4)

- ▶ Two classes in `spark.ml`.
- ▶ Regression: `DecisionTreeRegressor`

```
val dt_regressor = new DecisionTreeRegressor().setLabelCol("label").setFeaturesCol("features")  
val model = dt_regressor.fit(trainingData)  
val predictions = model.transform(testData)  
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## Decision Tree in Spark (3/4)

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- ▶ Tunable parameters
- ▶ `maxBins`: number of bins used when discretizing continuous features.
- ▶ `impurity`: impurity measure used to choose between candidate splits, e.g., `entropy` and `gini`.

```
val maxBins = ...  
val dt_classifier = new DecisionTreeClassifier().setMaxBins(maxBins).setImpurity("gini")
```



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- ▶ **minInstancesPerNode**: for a node to be split further, each of its **children** must receive **at least this number of training instances**.
- ▶ **minInfoGain**: for a node to be split further, the split must **improve** at least this much (in terms of **information gain**).

```
val maxDepth = ...  
val minInstancesPerNode = ...  
val minInfoGain = ...  
val dt_classifier = new DecisionTreeClassifier()  
                    .setMaxDepth(maxDepth)  
                    .setMinInstancesPerNode(minInstancesPerNode)  
                    .setMinInfoGain(minInfoGain)
```

# Ensemble Methods



# Wisdom of the Crowd

- ▶ Ask a **complex question** to **thousands of random people**, then aggregate their answers.
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- ▶ This is called the **wisdom of the crowd**.
- ▶ Similarly, the aggregated estimations of a **group of estimators** (e.g., **classifiers or regressors**), often gets **better estimations** than with the best individual estimator.
- ▶ A **group of estimators** is an **ensemble**, and this technique is called **Ensemble Learning**.



# Ensemble Learning

- ▶ Two main categories of [ensemble learning](#) algorithms.



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- ▶ **Bagging**
  - Use the **same training algorithm** for **every estimator**, but to train them on **different random subsets** of the training set.
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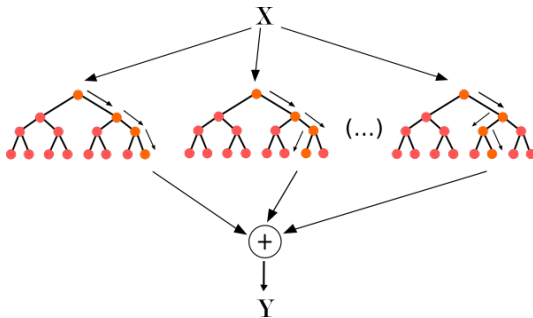


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  - E.g., **random forest**
- ▶ **Boosting**
  - Train estimators **sequentially**, each trying to **correct its predecessor**.
  - E.g., **adaboost** and **gradient boosting**

# Random Forest

- ▶ **Random forest** builds **multiple decision trees** that are most of the time trained with the **bagging** method.
- ▶ It, then, merges the trees together to get a more **accurate and stable prediction**.





## Random Forest in Spark (1/2)

- ▶ Two classes in `spark.ml`.
- ▶ Regression: `RandomForestRegressor`

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val rf_regressor = new RandomForestRegressor().setLabelCol("label")  
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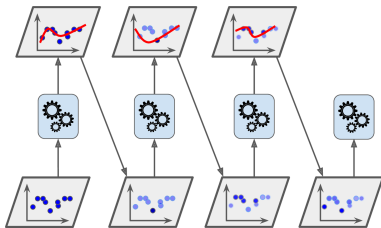
## Random Forest in Spark (2/2)

- ▶ `numTrees`: number of trees in the forest.
- ▶ `subsamplingRate`: specifies the size of the dataset used for training each tree in the forest, as a fraction of the size of the original dataset.
  - Default is 1.0 and decreasing it can speed up training.
- ▶ `featureSubsetStrategy`: number of features to use as candidates for splitting at each tree node, as a fraction of the total number of features.
  - Possible values: `auto`, `all`, `onethird`, `sqrt`, `log2`, `n`

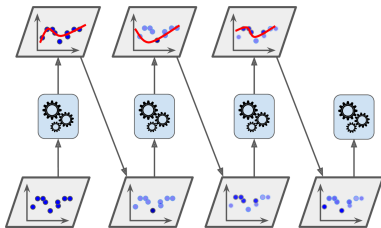
-

# AdaBoost

- ▶ **AdaBoost**: train a **new estimator** by paying more attention to the training instances that the **predecessor underfitted**.
- ▶ Each **estimator** is trained on a **random subset** of the **total training set**.



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- ▶ Each **estimator** is trained on a **random subset** of the **total training set**.
- ▶ AdaBoost assigns a **weight** to each **training instance**, which determines the **probability** that each instance should **appear in the training set**.





## Gradient Boosting (1/3)

- ▶ Just like AdaBoost, **Gradient Boosting** works by **sequentially** adding **estimators to an ensemble**, each one **correcting its predecessor**.
- ▶ However, instead of tweaking the instance weights at every iteration, this method **tries to fit the new estimator** to the **residual errors** made by the previous estimator.



## Gradient Boosting (2/3)

- ▶ Let's go through a regression example using **Gradient Boosted Regression Trees**.
- ▶ Fit the **first estimator** on the **training set**.

```
tree_reg1 = DecisionTreeRegressor(max_depth=2)
tree_reg1.fit(X, y)
```

- ▶ Now train the **second estimator** on the **residual errors** made by the **first estimator**.

```
y2 = y - tree_reg1.predict(X)
tree_reg2 = DecisionTreeRegressor(max_depth=2)
tree_reg2.fit(X, y2)
```

## Gradient Boosting (3/3)

- ▶ Then we train the **third estimator** on the **residual errors** made by the **second estimator**.

```
y3 = y2 - tree_reg2.predict(X)
tree_reg3 = DecisionTreeRegressor(max_depth=2)
tree_reg3.fit(X, y3)
```

- ▶ Now we have an **ensemble containing three trees**.
- ▶ It can **make predictions** on a new instance simply by adding up the predictions of all the trees.

```
y_pred = sum(tree.predict(X_new) for tree in (tree_reg1, tree_reg2, tree_reg3))
```





# Gradient Boosting in Spark

- ▶ Two classes in `spark.ml`.
- ▶ Regression: `GBRegressor`

```
val gbt = new GBRegressor().setLabelCol("label").setFeaturesCol("features")  
                        .setMaxIter(10).setFeatureSubsetStrategy("auto")  
  
val model = gbt.fit(trainingData)  
val predictions = model.transform(testData)
```



# Gradient Boosting in Spark

- ▶ Two classes in `spark.ml`.
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val predictions = model.transform(testData)
```

- ▶ Classifier: `GBClassifier`

```
val gbt = new GBClassifier().setLabelCol("label").setFeaturesCol("features")  
                        .setMaxIter(10).setFeatureSubsetStrategy("auto")  
  
val model = gbt.fit(trainingData)  
val predictions = model.transform(testData)
```

# Summary



# Summary

- ▶ Decision tree
  - Top-down training algorithm
  - Termination condition
  - Feature selection: entropy, gini
- ▶ Ensemble models
  - Bagging: random forest
  - Boosting: AdaBoost, Gradient Boosting



## Reference

- ▶ Aurélien Géron, Hands-On Machine Learning (Ch. 5, 6, 7)
- ▶ Matei Zaharia et al., Spark - The Definitive Guide (Ch. 27)

Questions?