Random forests / decision forests

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Random forests / decision forests

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(Ho Tin-kam, 1995)
(Leo Breiman, 2001)
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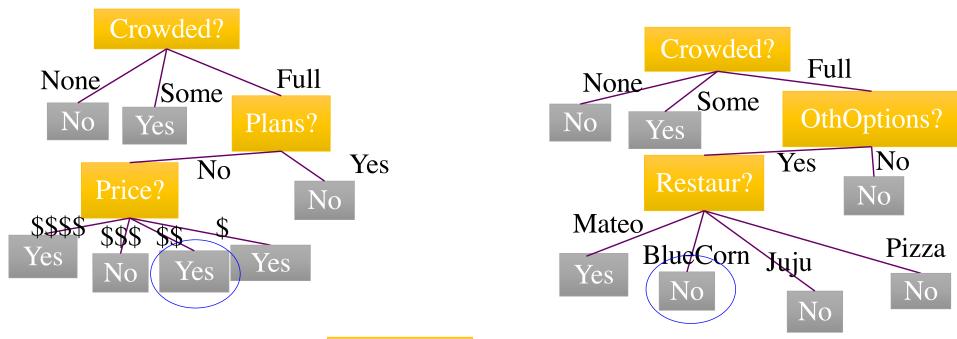
- Complex and powerful prediction tool
- Black-box
- Uses a simple but powerful idea: if you average many different yet accurate models, it reduces variance.

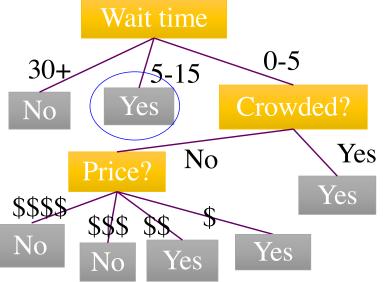
Bagging (Bootstrap Aggregating)

- Sample n points from the training set with replacement, grow a tree from them.
- Average the trees together to get the final prediction

- Example: Will the customer wait for a table at a restaurant?
 - OthOptions: Other options, True if there are restaurants nearby.
 - Weekend: This is true if it is Friday, Saturday or Sunday.
 - Area: Does it have a bar or other nice waiting area to wait in?
 - Plans: Does the customer have plans just after dinner?
 - Price: This is either \$, \$\$, \$\$\$, or \$\$\$\$
 - Precip: Is it raining or snowing?
 - Genre: French, Mexican, Thai, or Pizza
 - Wait: Wait time estimate: 0-5 min, 5-15 min, 15+
 - Crowded: Whether there are other customers (no, some, or full)

Credit: Adapted from Russell and Norvig





New observation: BlueCorn, \$\$, Full, 5-15 min No plans, Other options yes

Majority Vote: Yes

Decision Forests

For t=1 to T:

- Draw a bootstrap sample of size n from the training data.
- Grow a tree (tree_t) using this splitting and stopping procedure:
 - For this split, choose m features at random (out of p)
 - Evaluate the splitting criteria on all of them
 - Split on the best feature
 - If the node has less than n_{min} then stop splitting.

Output all the trees.

To predict on a new observation x, use the majority vote of the trees on x.

Decision Forests

Make trees diverse, which reduces variance

Comparison with decision trees:

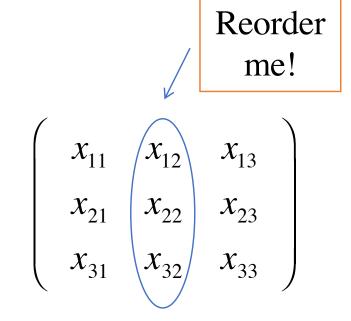
- Bootstrap resamples
- Splitting considers only m possible (randomly chosen) features
- No pruning Make trees fit more tightly, reduces bias
- Majority vote of several trees is used to make predictions

Variable Importance / Model Reliance

• How much does a model f rely on a variable?

Model Reliance(f, j)

= $Error(f, data^{scramble j}) - Error(f, data)$



- Let us measure the "importance" of variable j.
- Take the data not used to construct tree_t. Call it "out-of-bag", OOB_t.
- Compute error_t of model tree_t on data OOB_t.
- Now randomly permute only the jth feature values.

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Reorder me!

OOB
$$\longrightarrow$$

$$\begin{pmatrix} x_{11} & x_{12} & x_{13} \\ x_{21} & x_{22} & x_{23} \\ x_{31} & x_{32} & x_{33} \end{pmatrix}$$

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- Let us measure the "importance" of variable j.
- Take the data not used to construct tree_t. Call it "out-of-bag", OOB_t.
- Compute error_t of model tree_t on data OOB_t.
- Now randomly permute only the j^{th} feature values. Call this $OOB_{t,permuted}$.
- Compute error_{t,permuted}, using model tree_t on data OOB_{t,permuted}.
- The "raw importance" of variable j is then the average over trees of the difference: $\frac{1}{T} \sum_{\text{trees } t} \left(\text{error}_{t, \text{ permuted}} \text{error}_{t} \right)$

- General notion of importance of a variable for a model.
- Specialized version for decision forests, where it is computed on out-of-bootstrap sample.

Decision Forests for Regression

For t=1 to T:

- Draw a bootstrap sample of size n from the training data.
- Grow a tree (tree_t) using this splitting and stopping procedure:
 - For this split, choose m features at random (out of p)
 - Evaluate the splitting criteria on all of them
 - Split on the best feature
 - If the node has less than n_{min} then stop splitting.

Output all the trees.

To predict on a new observation x, use the average vote of the trees on x.

Decision Forests

Advantages

- Complex and powerful prediction tool, highly nonlinear
- Has notion of variable importance

Disadvantages

- Black-box
- Tends to overfit unless tuned carefully (not always intuitive with the R package)
- Slow