Data Mining:
Classification/Supervised Learning
Potpourri

Contents

1 Handling of Continuous Attributes in C4.5. Algorithm

Notation. Let D be a dataset over the list of attributes $A = \{A_1, \ldots, A_n\}$. Let $A_i \in A$ be a **continuous attribute**.

A **binary split** of D on attribute A_i at value α is a pair $D^- \subseteq D$, $D^+ \subseteq D$, such that:

1. $D^- \cup D^+ = D$
2. $D^- \cap D^+ = \emptyset$
3. $(\forall d \in D^-) d[A_i] \leq \alpha$;
4. $(\forall d \in D^+) d[A_i] > \alpha$;

Idea. On each step of **C4.5 Algorithm**, for each continuous attribute A_i find a **binary split** with the best information gain (or information gain ratio). More specifically, the enthropy of a binary split of D on A_i using α is

$$enthropy_{A_i,\alpha}(D) = -\frac{|D^-|}{|D|} \cdot enthropy(D^-) - \frac{|D^+|}{|D|} \cdot enthropy(D^+).$$

```
function selectSplittingAttribute(A, D,threshold);   //uses information gain
begin
  p0 := enthropy(D);
  for each  A_i ∈ A do
     if A_i is continuous then
        x := findBestSplit(A_i, D);
        p[A_i] := enthropy_{A_i,x}(D);
    else
        p[A_i] := enthropy_{A_i}(D);
    endif
     Gain[A_i] = p0 − p[A_i];    //compute info gain
  endfor
  best := arg(findMax(Gain[]));
  if  Gain[best] >threshold   then return best
  else   return NULL;
end
```

```
function findBestSplit(A_i, D) //finds best binary split for a continuous attribute
begin
  initialize associative arrays counts_1[], ..., counts_k[];
  initialize associative array Gain;
  p0 := enthropy(D);
  foreach d ∈ D do   //Step 1:  scan data
     for j = 1 to k do
        if class(d) == c_j then
           counts_j[d[A_i]] := counts_j[d[A_i]] + 1;
        else
           counts_j[d[A_i]] := counts_j[d[A_i]] + 0;    // instantiates counts_j[d[A_i]]
        endif
     endfor
  endfor
  foreach x: index of instance of counts_i do
     //computes enthropy of binary split at x
     Gain[x] := p0 − enthropy(D, A_i, x, counts_i, ..., counts_k);
  endfor
  best := arg(findMax(Gain[]));
  return  best;
end
```

Figure 1: A modified version of selectSplittingAttribute() function for the **C4.5 Algorithm**. This version finds the best binary split for any continuous attribute.

The information gain obtained by using A_i with the binary split at α is:

$$Gain_{A_i,\alpha}(D) = enthropy(D) - enthropy_{A_i,\alpha}(D).$$

Finding best binary split. The new version of the selectSplittingAttribute() function is in Figure 1.

- When attribute A_i is **continuous**, new selectSplittingAttribute() calls findBestSplit() function, also shown in Figure 1.
- To find the best binary split, we
  - scan the dataset D and determine the list of all values of A_i.
    Note, that while $dom(A_i)$ is continuous, D contains finitly many distinct values of A_i!
  - For each value x in of A_i from D find $enthropy_{A_i,x}(D)$.
  - Find x with the largest information gain and return it.

Other adjustments to C4.5. One more adjustment to **C4.5** needs to be made.

- if a **categorical attribute** is selected to split D on the current step of the algorithm, this attribute is **removed from the attribute list** passed in the recursive calls to C4.5. (same as before)
- if a **continuous attribute** is selected to split D on the current step of the algorithm, this attribute is **kept in the attribute list** passed in the recursive calls to C4.5. (**new**)

C4.5. and Overfitting

Overfitting. Let $D_{training}$ be a training set for a classification problem, and D_{test} be a test set. Let f be a classifier trained on $D_{training}$.

> *f **overfits the data**, if there exists another classifier f' which has **lower accuracy** than f on $D_{training}$ but **higher accuracy** than f on D_{test}.*

Casuses of overfitting:

- *Noise in data.* (e.g., wrong class labels)
- *Randomness phenomena.* (training set is not representative of the application domain)
- *Complexity of model.* (too many attributes, some may not be needed for classification)

Dealing with overfitting. Two main approaches:

- **Pre-pruning** or **stopping early**. E.g., the *third termination condition in* **Algorithm C4.5** terminates tree construction early using the user-specified threshold parameter.
- **Post-pruning** or **pruning a constructed tree**. In this approach, the classification algorithm is allowed to *possibly overfit* the data, but a separate **pruning** algorithm will then check the classifier for overfitting.

k-Nearest Neighbors Classification (kNN)

C4.5. and **many other classification techniques** (Neural Nets, SVNs, Rule Induction) are ***eager***: these techniques analyze the training set and construct a classifier *before any test data is read.*

The principle of **lazy evaluation** is to *postpone any data analysis until an actual question has been asked.*

In case of supervised learning, **lazy evaluation** means **not building a classifier** in advance of reading data from the test data set.

k-Nearest Neighbors Classification algorithm (kNN). kNN is a simple, but surprisingly robust **lazy evaluation** algorithm. The idea behind kNN is as follows:

- The input of the algorithm is a training set $D_{training}$, an instance d that needs to be classified and an integer $k > 1$.
- The algorithm computes the *distance* between d and every item $d' \in D$.
- The algorithm selects k **most similar** or **closest** to d records from D: $d_1, \ldots, d_k$, $d_i \in D$.
- The algorithm assigns to d the class of the plurality of items from the list $d_1, \ldots, d_k$.

Distance/similarity measures. The distance (or similarity) between two records can be measured in a number of different ways.

Note: Similarity measures increase as the similarity between two objects increases. **Distance measures** decrease as the similarity between two objects increases.

1. **Eucledian distance**. If D has continuous attributes, each $d \in D$ is essentially a point in N-dimensional space (or an N-dimensional vector). Eucledian distance:

$$d(d_1, d_2) = \sqrt{\sum_{i=1}^{n}(d_1[A_i] - d_2[A_i])^2},$$

works well in this case.

2. **Manhattan distance**. If D has ordinal, but not necessarily continuous attributes, Manhattan distance may work a bit better:

$$d(d_1, d_2) = \sum_{i}^{n} |d_1[A_i] - d_2[A_i]|.$$

3. **Cosine similarity**. Cosine distance between two vectors is the cosince of the angle between them. Cosine similarity ignores the amplitude of the vectors, and measures only the difference in their *direction*:

$$sim(d_1, d_2) = \cos(d_1, d_2) = \frac{d_1 \cdot d_2}{||d_1|| \cdot ||d_2||} = \frac{\sum_{i=1}^{n} d_1[A_i] \cdot d_2[A_i]}{\sqrt{\sum_{i=1}^{n} d_1[A_i]^2} \cdot \sqrt{\sum_{i=1}^{n} d_2[A_i]^2}}.$$

If d_1 and d_2 are *colinear* (have the same direction), $sim(d_1, d_2) = 1$. If d_1 and d_2 are *orthogonal*, $sim(d_1, d_2) = 0$.

Ensemble Learning

Bagging

Bagging = **B**ootstrap **agg**regat**ing**.

Bootstrapping is a statistical technique that one to gather many alternative versions of the single statistic that would ordinarily be calculated from one sample.

Typical bootstrapping scenario. (case resampling) Given a sample D of size n, a **bootstrap sample** of D is a sample of n data items drawn **randomly with replacement** from D.

Note: On average, about 63.2% of items from D will be found in a bootstrapping sample, but some items will be found multiple times.

Bootstrap Aggregating for Supervised Learning. Let D be a training set, $|D| = N$. We construct a **bagging classifier** for D as follows:

Training Stage: Given D, k and a learning algorithm BaseLearner:

1. Create k **bootstrapping replications** $D_1, \ldots, D_k$ of D by using case resampling bootstrapping technique.
2. For each **bootstrapping replication** D_i, create a classifier f_i using the BaseLearner classification method.

Testing Stage: Given $f_1, \ldots, f_k$ and a test record d:

1. Compute $f_1(d), \ldots f_k(d)$.
2. Assign as $class(d)$, the majority (plurality) class among $f_1(d), \ldots, f_k(d)$.

Boosting

Boosting. **Boosting** is a collection of techniques that generate an ensemble of classifiers in a way that each new classifier tries to correct classification errors from the previous stage.

```
Algorithm AdaBoost(D, BaseLearner, k) begin
  foreach d_i ∈ D do D_1(i) = 1/|D|;
  for t = 1 to k do    //main loop
     f_t :=BaseLearner(D_t);
     e_t := Σ_{class(d_i)≠f_t(d_i)} D_t(i);
     // f_t is constructed to minimize e_t
     if e_t > 0.5 then    // large error:  redo
        t := t − 1;
        break;
     endif
     a_t := (1/2) ln ((1−e_t)/e_t);  //reweighting parameter
     foreach d_i ∈ D do D_{t+1}(i) := D_t(i) · e^{−α_t·class(d_i)·f_t(d_i)};  //reweigh each tuple in D
     Norm_t := Σ_{i=1}^{|D|} D_{t+1}(i);
     foreach d_i ∈ D do D_{t+1}(i) := D_{t+1}(i)/Norm_t;  //normalize new weights
  endfor

f_final(.) := sign(Σ_{t=1}^{k} a_t · f_t(.)
end
```

Figure 2: **AdaBoost**: an adaptive boosting algorithm. This version is for binary category variable $Y = \{-1, +1\}$.

Idea. **Boosting** is applied to a specific classification algorithm called BaseLearner[1].

Each item $d \in D$ is assigned a weight. On first step, $w(d) = \frac{1}{|D|}$. On each step, a classifier f_i is built. Any errors of classification, i.e, items $d \in D$, such that $f(d) \neq class(d)$ are given higher weight.

On the next step, the classication algorithm is made to ”pay more attention” to items in D with higher weight.

The final classifier is constructed by weighting the votes of $f_1, \ldots f_k$ by their weighted classification error rate.

AdaBoost. The **Ada**ptive **Boost**ing algorithm [1] (AdaBoost) is shown in Figure 2.

Weak Classifiers. Some classifiers are designed to incorporate the weights of training set elements into consideration. But most, like **C4.5**, do not do so. In order to turn a classifier like **C4.5** into a weak classifier suitable for **AdaBoost**, this classifier can be updated as follows:

- On step t, given the weighted training set D_t, we **sample** D_t to build a training set D'_t. The sampling process uses $D_t(i)$ as the probability of selection of d_i into D'_t on each step.

Voting

When multiple classification algorithms $\mathcal{A}_1, \ldots \mathcal{A}_k$ are available, **direct voting** can be used to combine these classifiers.

[1]It is also commonly called weak classifier.

Let D be a training set, and $f_1, \dots f_k$ are the classifiers produced by $\mathcal{A}_1, \dots, \mathcal{A}_k$ respectively on D. Then the combined classifier f is constructed to return the class label returned by the **plurality** of classifiers $f_1, \dots f_k$.

References

[1] Y. Freund, R.E. Shapire. Experiments with a New Boosting Algorithm. In *Proceedings, 13th International Conference on Machine Learning (ICML'96)*, pp. 148–156, 1996.