



Cost-complexity pruning of random forests

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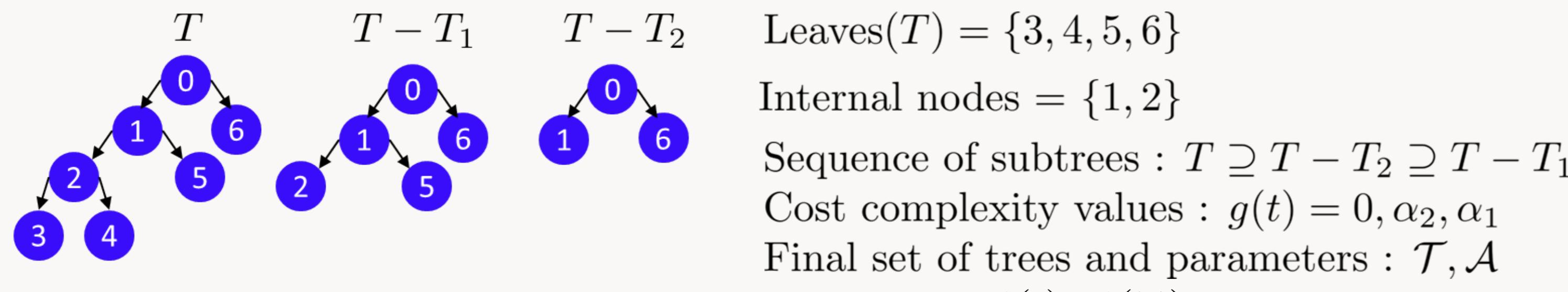
Cost-complexity pruning of random forests

ISMM 2017, 13th International Symposium on Mathematical Morphology, Fontainebleau, France, May 15 - 17, 2017

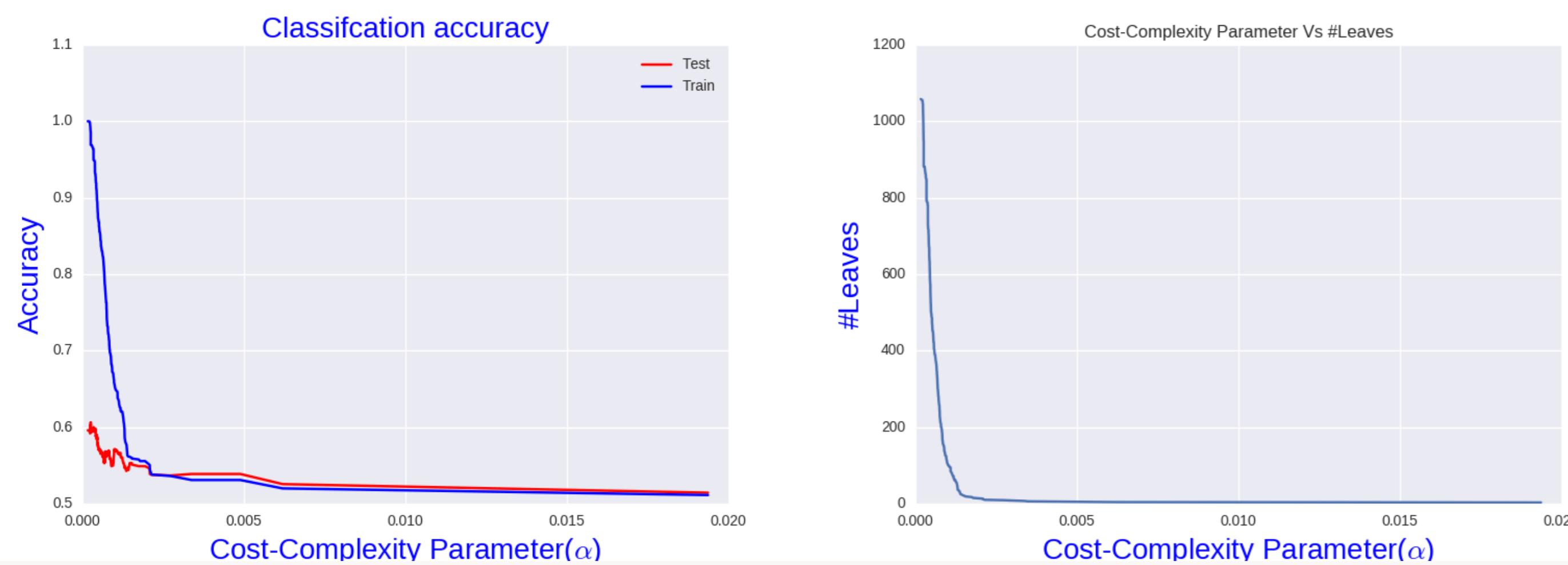
Why perform pruning ?

- Out-of-bag samples are un-used samples from the Bootstrap Aggregation procedure in random forests.
- We study the effect of using the out-of-bag samples to improve the generalization error first of the decision trees, and second the random forest by post-pruning.

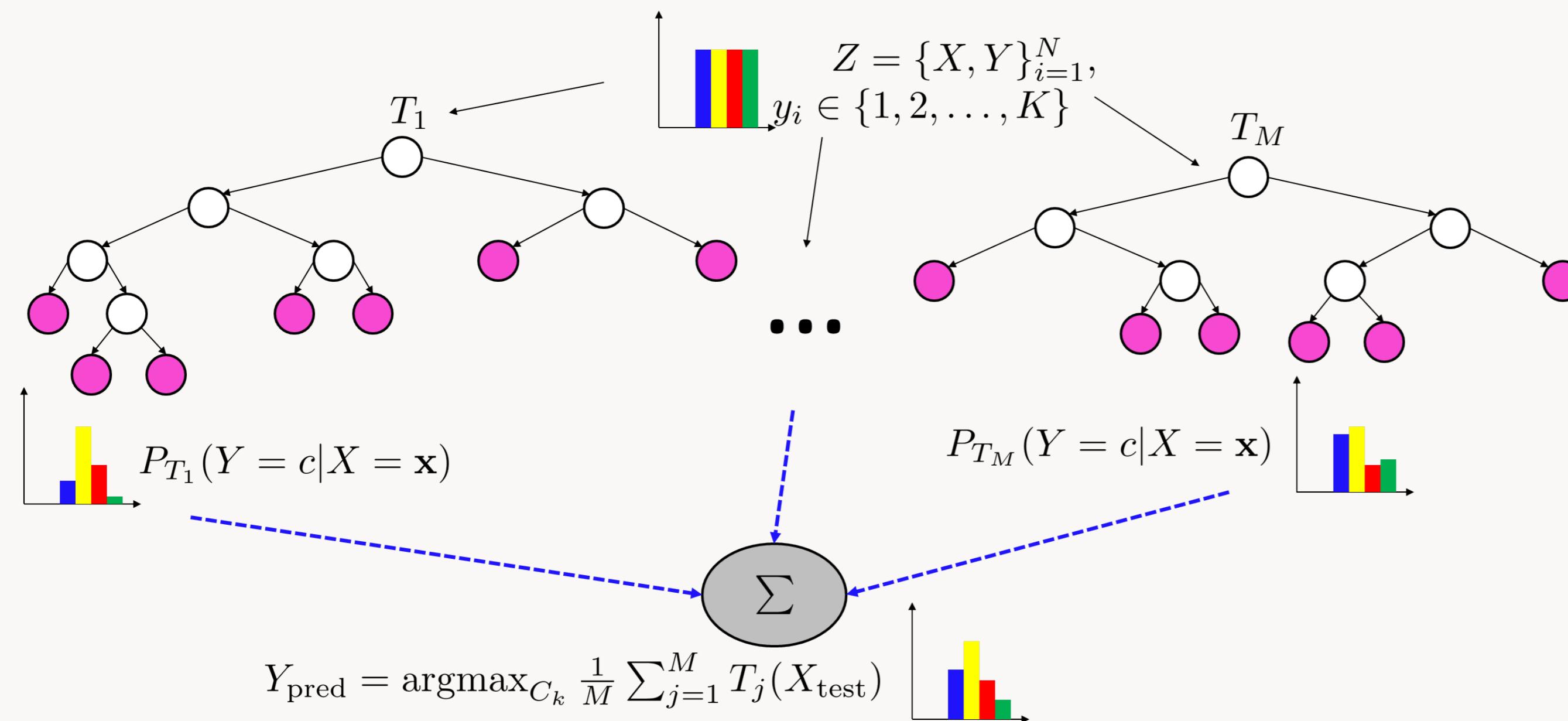
Decision Tree Pruning



- Cost-Complexity function : $g(t) = \frac{R(t) - R(T_t)}{|Leaves(T_t)| - 1}$
- $R(T) = \sum_{t \in Leaves(T)} r(t) \cdot p(t) = \sum_{t \in Leaves(T)} R(t)$
- $R(T)$ is the training error, $\text{Leaves}(T)$ is #leaves of tree T
- $r(t) = 1 - \max_k p(C_k)$ is the misclassification rate and $p(t) = n_t/N$ is the number of samples in node n_t to total training samples N .



Random Forests



- Decision tree ensembles :** Random Forests (RF), Extremely Randomize Trees (ET), Bagged trees (BT)
- Randomization Methods :** Bootstrap Aggregation, Random Feature selection, Random Threshold section

Out-Of-Bag Cost Complexity Pruning

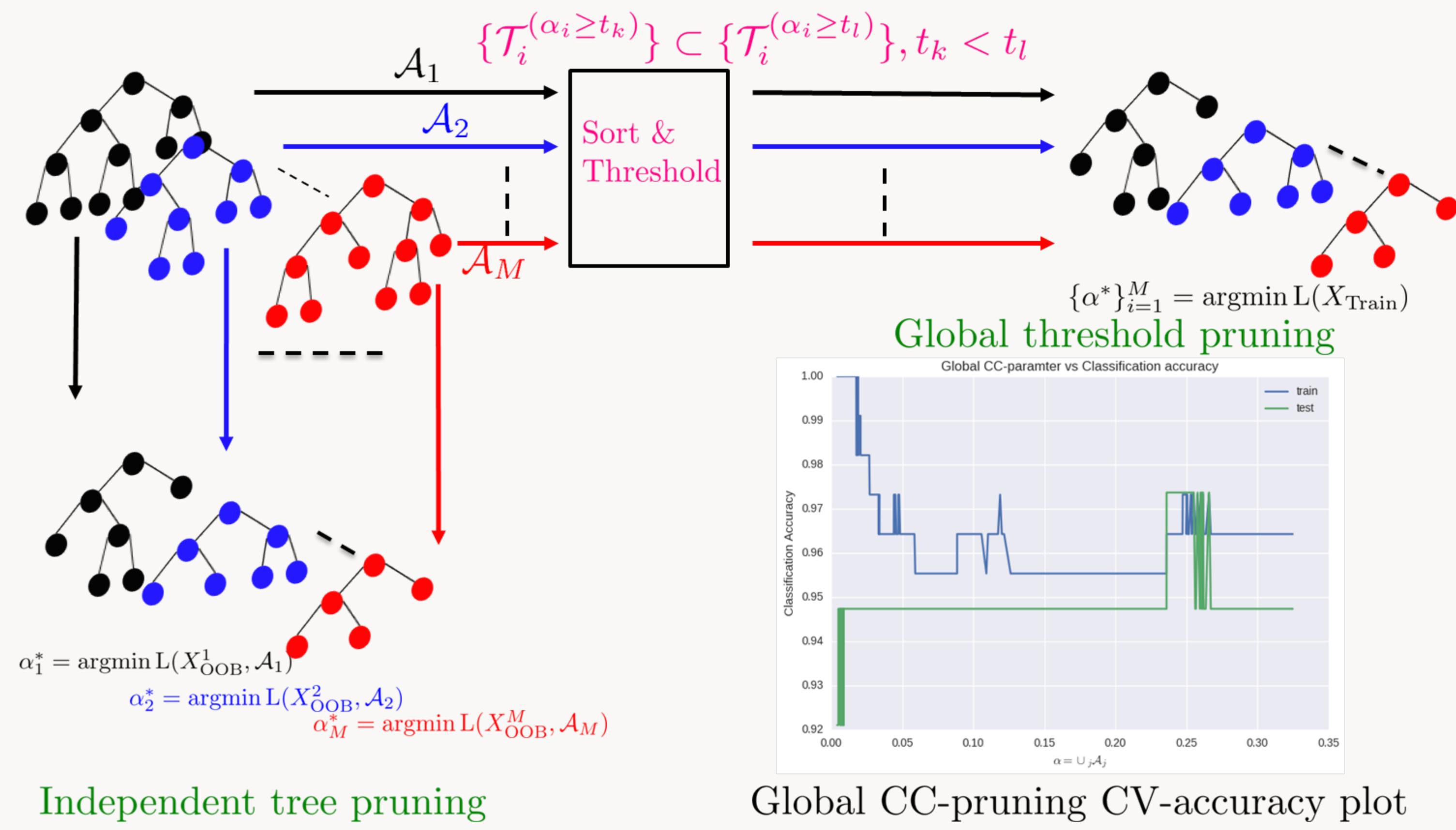
Independent tree pruning :

$$\mathcal{T}_j^* = \arg\min_{\alpha \in \mathcal{A}_j} \mathbb{E} \left[\|Y_{\text{OOB}} - \mathcal{T}_j^{(\alpha)}(X_{\text{OOB}}^j)\|^2 \right]$$

Global threshold pruning :

$$\{\mathcal{T}_j^*\}_{j=1}^M = \arg\min_{\alpha \in \cup_j \mathcal{A}_j} \mathbb{E} \left[\|Y_{\text{train}} - \frac{1}{M} \sum_{j=1}^M \mathcal{T}_j^{(\alpha)}(X_{\text{OOB}}^j)\|^2 \right]$$

Overview of method



Results and Analysis

Plots of $\mathcal{A}_j \forall j$ for RFs, ETs, BTs :

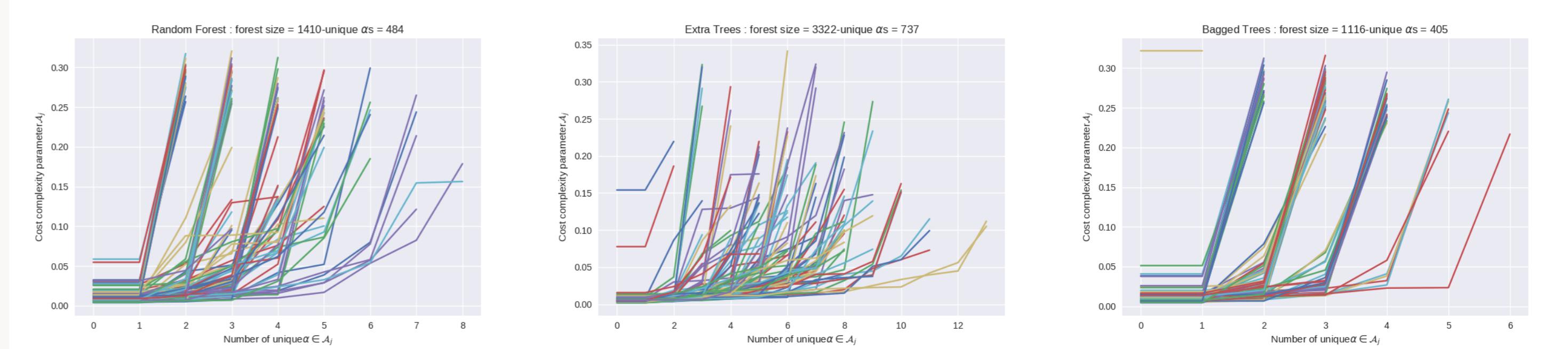
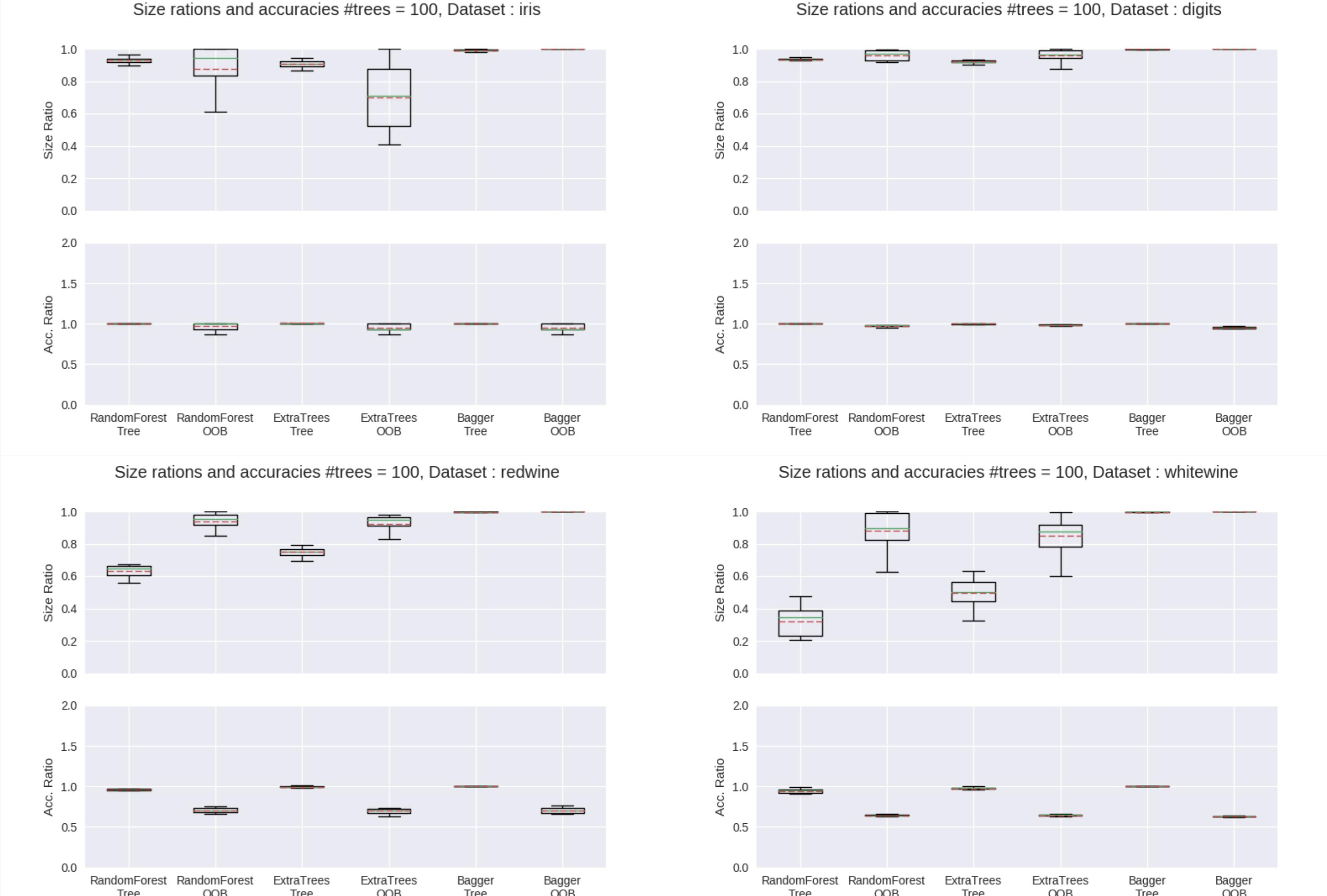


Figure: RFs and ETs provide a larger subset of CC-parameter values \mathcal{A}_j and thus subtrees \mathcal{T}_j for the cross-validation step.

Performance on datasets from UCI repository :



- Reduction in forest size for marginal loss in classification accuracy.
- Out-of-Bag samples provide cross-validation mechanism to prune forests.

Future work

- Understand non-monotonicity (spikes) of random forest training error.
- Does post-pruning preserve consistency of forests ?
- How to define a global cost-complexity parameter for random forests ?