

Data Mining and Knowledge Discovery

ROC space example – 12.11.2008

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Knowledge Discovery and Knowledge Management in e-Science

Simple mushroom dataset				
Train set				
cap-color	ring-number	population	EDIBLE	
red	1	single	YES	
green	1	group	NO	
brown	1	single	YES	
brown	1	single	YES	
brown	1	single	YES	
red	1	single	NO	
red	0	group	NO	
green	0	group	NO	
green	0	single	NO	
green	0	single	NO	
red	1	group	YES	
red	1	group	YES	
brown	1	single	YES	
brown	0	single	YES	
brown	0	single	NO	
green	0	group	NO	
green	0	group	NO	
red	0	single	NO	
red	0	single	NO	
red	0	single	YES	
red	0	single	NO	
green	0	group	YES	
red	0	single	NO	

Test set				
cap-color	ring-number	population	EDIBLE	
brown	1	single	NO	
green	0	group	NO	
red	1	single	YES	
red	0	group	NO	
red	1	group	YES	

Decision tree induced on the train set

```

graph TD
    Root["cap-color  
0.522"] -- green --> Node1["ring-number  
0.556"]
    Root -- red --> Node2["ring-number  
0.750"]
    Node1 -- 0 --> Node3["population  
0.800"]
    Node1 -- 1 --> Node4["population  
0.750"]
    Node3 -- GROUP --> Node5["population  
1.000"]
    Node3 -- single --> Node6["population  
0.750"]
    Node4 -- GROUP --> Node7["population  
1.000"]
    Node4 -- single --> Node8["population  
0.500"]
  
```

The decision tree diagram illustrates the splits made by the algorithm. The root node splits into 'green' and 'red' based on the 'cap-color' feature. The 'green' branch leads to a further split on 'ring-number'. This results in two leaf nodes: one for '0' (population 0.800) and one for '1' (population 0.750). The 'red' branch leads to a single leaf node with population 0.556. Each node contains a pie chart representing the class distribution.

Confusion matrix

cap-color	ring-number	population	EDIBLE	DT1
brown	1	single	NO	
green	0	group	NO	
red	1	single	YES	
red	0	group	NO	
red	1	group	YES	

	Predicted YES	Predicted NO
Actual YES		
Actual NO		

Confusion matrix

cap-color	ring-number	population	EDIBLE	DT1
brown	1	single	NO	YES
green	0	group	NO	NO
red	1	single	YES	NO
red	0	group	NO	NO
red	1	group	YES	YES

	Predicted YES	Predicted NO
Actual YES	1	1
Actual NO	1	2

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ROC space

	Predicted YES	Predicted NO
Actual YES	1	1
Actual NO	1	2

- True positive rate =
= # true positives / # all positives =
= TPr = 1/2
- False positive rate =
= # false positives / # all negatives =
= FPr = 1/3

ROC space 2

- Classifier “always YES”

	Predicted YES	Predicted NO
Actual YES	2	0
Actual NO	3	0

- TPr = 1
- FPr = 1

Confusion matrix 2:
A mushroom is edible if the model is at least 90% sure of this

cap-color	ring-number	population	EDIBLE	DT2
brown	1	single	NO	NO
green	0	group	NO	NO
red	1	single	YES	YES
red	0	group	NO	NO
red	1	group	YES	YES

Confusion matrix 2:
A mushroom is edible if the model is at least 90% sure of this

cap-color	ring-number	population	EDIBLE	DT2
brown	1	single	NO	NO
green	0	group	NO	NO
red	1	single	YES	NO
red	0	group	NO	NO
red	1	group	YES	YES

ROC space

	Predicted YES	Predicted NO
Actual YES	1	1
Actual NO	0	3

- True positive rate TPr = 1/2
- False positive rate FPr = 0

Confusion matrix 3:
A mushroom is edible if the model is at least 20% sure of this

cap-color	ring-number	population	EDIBLE	DT3
brown	1	single	NO	NO
green	0	group	NO	NO
red	1	single	YES	YES
red	0	group	NO	NO
red	1	group	YES	YES

Confusion matrix 3:
A mushroom is edible if the model is at least 20% sure of this

cap-color	ring-number	population	EDIBLE	DT3
brown	1	single	NO	NO
green	0	group	NO	NO
red	1	single	YES	YES
red	0	group	NO	NO
red	1	group	YES	YES

Confusion matrix 3:
A mushroom is edible if the model is at least 20% sure of this

cap-color	ring-number	population	EDIBLE	DT3
brown	1	single	NO	NO
green	0	group	NO	NO
red	1	single	YES	YES
red	0	group	NO	NO
red	1	group	YES	YES

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