Presented By: Akash Pratap Singh

Day	Outlook	Temp.	Humidity	Wind	Decision
1	Sunny	Hot	High	Weak	No
2	Sunny	Hot	High	Strong	No
3	Overcast	Hot	High	Weak	Yes
4	Rain	Mild	High	Weak	Yes
5	Rain	Cool	Normal	Weak	Yes
6	Rain	Cool	Normal	Strong	No
7	Overcast	Cool	Normal	Strong	Yes
8	Sunny	Mild	High	Weak	No
9	Sunny	Cool	Normal	Weak	Yes
10	Rain	Mild	Normal	Weak	Yes
11	Sunny	Mild	Normal	Strong	Yes
12	Overcast	Mild	High	Strong	Yes
13	Overcast	Hot	Normal	Weak	Yes
14	Rain	Mild	High	Strong	No

Gini index

Gini index is a metric for classification tasks in CART. It stores sum of squared probabilities of each class. We can formulate it as illustrated below.

Gini = 1 – Σ (Pi)² for i=1 to number of classes

Outlook

Outlook is a nominal feature. It can be sunny, overcast or rain. I will summarize the final decisions for outlook feature.

Outlook	Yes	No	Number of instances
Sunny	2	3	5
Overcast	4	0	4
Rain	3	2	5

Gini(Outlook=Sunny) = $1 - (2/5)^2 - (3/5)^2 = 1 - 0.16 - 0.36 = 0.48$

Gini(Outlook=Overcast) = $1 - (4/4)^2 - (0/4)^2 = 0$

Gini(Outlook=Rain) = $1 - (3/5)^2 - (2/5)^2 = 1 - 0.36 - 0.16 = 0.48$

Then, we will calculate weighted sum of gini indexes for outlook feature.

Gini(Outlook) = $(5/14) \times 0.48 + (4/14) \times 0 + (5/14) \times 0.48 = 0.171 + 0 + 0.171 = 0.342$

Temperature

Similarly, temperature is a nominal feature and it could have 3 different values: Cool, Hot and Mild. Let's summarize decisions for temperature feature.

Temperature	Yes	No	Number of instances
Hot	2	2	4
Cool	3	1	4
Mild	4	2	6

Gini(Temp=Hot) =
$$1 - (2/4)^2 - (2/4)^2 = 0.5$$

Gini(Temp=Cool) =
$$1 - (3/4)^2 - (1/4)^2 = 1 - 0.5625 - 0.0625 = 0.375$$

Gini(Temp=Mild) =
$$1 - (4/6)^2 - (2/6)^2 = 1 - 0.444 - 0.111 = 0.445$$

We'll calculate weighted sum of gini index for temperature feature

$$Gini(Temp) = (4/14) \times 0.5 + (4/14) \times 0.375 + (6/14) \times 0.445 = 0.142 + 0.107 + 0.190 = 0.439$$

Humidity

Humidity is a binary class feature. It can be high or normal.

Humidity	Yes	No	Number of instances
High	3	4	7
Normal	6	1	7

Gini(Humidity=High) = $1 - (3/7)^2 - (4/7)^2 = 1 - 0.183 - 0.326 = 0.489$

Gini(Humidity=Normal) = $1 - (6/7)^2 - (1/7)^2 = 1 - 0.734 - 0.02 = 0.244$

Weighted sum for humidity feature will be calculated next

Gini(Humidity) = $(7/14) \times 0.489 + (7/14) \times 0.244 = 0.367$

Wind

Wind is a binary class similar to humidity. It can be weak and strong.

Wind	Yes	No	Number of instances
Weak	6	2	8
Strong	3	3	6

Gini(Wind=Weak) =
$$1 - (6/8)^2 - (2/8)^2 = 1 - 0.5625 - 0.062 = 0.375$$

Gini(Wind=Strong) =
$$1 - (3/6)^2 - (3/6)^2 = 1 - 0.25 - 0.25 = 0.5$$

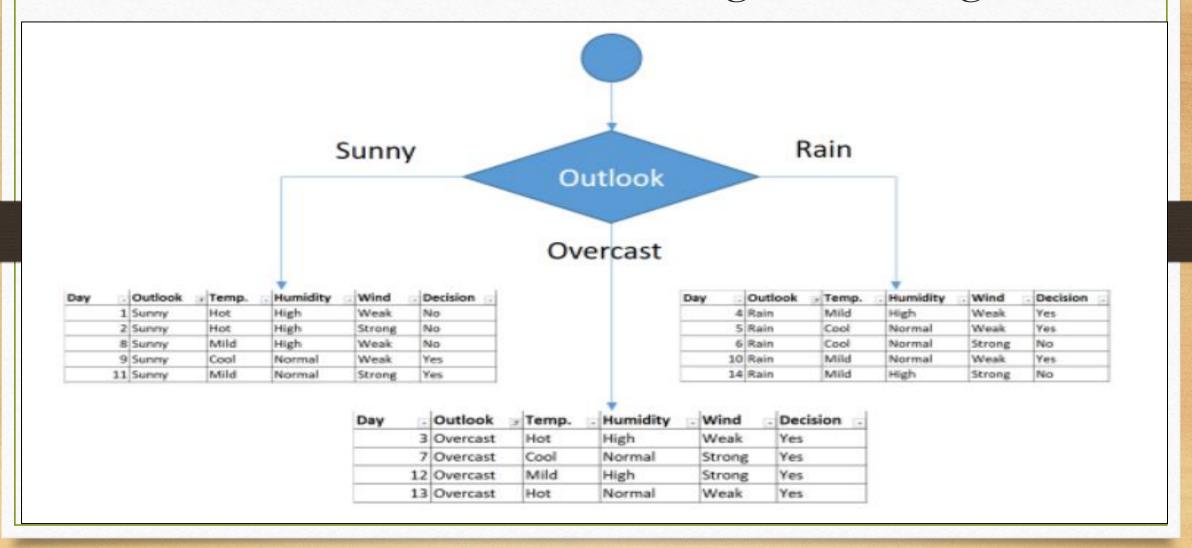
Gini(Wind) =
$$(8/14) \times 0.375 + (6/14) \times 0.5 = 0.428$$

Time to decide

We've calculated gini index values for each feature. The winner will be outlook feature because its cost is the lowest.

Feature	Gini index
Outlook	0.342
Temperature	0.439
Humidity	0.367
Wind	0.428

We'll put outlook decision at the top of the tree.



We will apply same principles to those sub datasets in the following steps.

Focus on the sub dataset for sunny outlook. We need to find the gini index scores for temperature, humidity and wind features respectively.

Day	Outlook	Temp.	Humidity	Wind	Decision
1	Sunny	Hot	High	Weak	No
2	Sunny	Hot	High	Strong	No
8	Sunny	Mild	High	Weak	No
9	Sunny	Cool	Normal	Weak	Yes
11	Sunny	Mild	Normal	Strong	Yes

Gini of temperature for sunny outlook

Temperature	Yes	No	Number of instances
Hot	0	2	2
Cool	1	0	1
Mild	1	1	2

Gini(Outlook=Sunny and Temp.=Hot) = $1 - (0/2)^2 - (2/2)^2 = 0$

Gini(Outlook=Sunny and Temp.=Cool) = 1 - $(1/1)^2$ - $(0/1)^2$ = 0

Gini(Outlook=Sunny and Temp.=Mild) = $1 - (1/2)^2 - (1/2)^2 = 1 - 0.25 - 0.25 = 0.5$

Gini(Outlook=Sunny and Temp.) = (2/5)x0 + (1/5)x0 + (2/5)x0.5 = 0.2

Gini of humidity for sunny outlook

Humidity	Yes	No	Number of instances
High	0	3	3
Normal	2	0	2

Gini(Outlook=Sunny and Humidity=High) = $1 - (0/3)^2 - (3/3)^2 = 0$

Gini(Outlook=Sunny and Humidity=Normal) = $1 - (2/2)^2 - (0/2)^2 = 0$

Gini(Outlook=Sunny and Humidity) = (3/5)x0 + (2/5)x0 = 0

Gini of wind for sunny outlook

Wind	Yes	No	Number of instances
Weak	1	2	3
Strong	1	1	2

Gini(Outlook=Sunny and Wind=Weak) = $1 - (1/3)^2 - (2/3)^2 = 0.266$

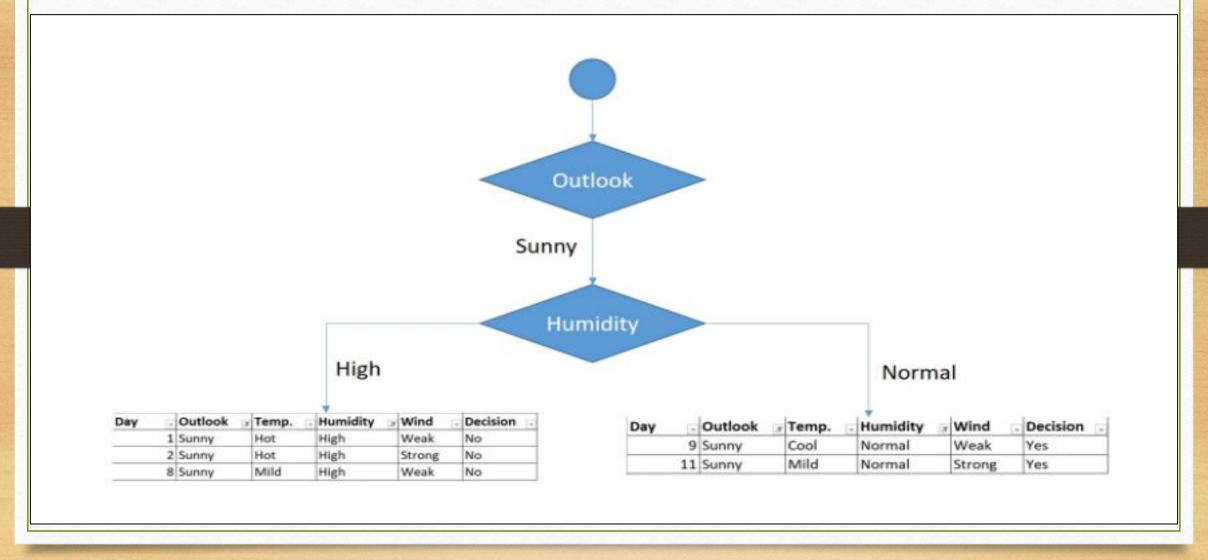
Gini(Outlook=Sunny and Wind=Strong) = 1- $(1/2)^2$ - $(1/2)^2$ = 0.2

Gini(Outlook=Sunny and Wind) = (3/5)x0.266 + (2/5)x0.2 = 0.466

Decision for sunny outlook

We've calculated gini index scores for feature when outlook is sunny. The winner is humidity because it has the lowest value.

Feature	Gini index
Temperature	0.2
Humidity	0
Wind	0.466



Decision Tree Classification Using CART Algorithm Outlook Sunny Rain Overcast Outlook Wind Decision Temp. 4 Rain High Weak Yes 5 Rain Cool Normal Weak Yes 6 Rain Cool Normal Strong Humidity Yes 10 Rain Mild Normal Weak Yes Mild 14 Rain Strong High Normal No Yes Decisions for high and normal humidity

Rain outlook

Day	Outlook	Temp.	Humidity	Wind	Decision
4	Rain	Mild	High	Weak	Yes
5	Rain	Cool	Normal	Weak	Yes
6	Rain	Cool	Normal	Strong	No
10	Rain	Mild	Normal	Weak	Yes
14	Rain	Mild	High	Strong	No

We'll calculate gini index scores for temperature, humidity and wind features when outlook is rain.

Gini of temprature for rain outlook

Temperature	Yes	No	Number of instances
Cool	1	1	2
Mild	2	1	3

Gini(Outlook=Rain and Temp.=Cool) = 1 - $(1/2)^2$ - $(1/2)^2$ = 0.5

Gini(Outlook=Rain and Temp.=Mild) = $1 - (2/3)^2 - (1/3)^2 = 0.444$

Gini(Outlook=Rain and Temp.) = (2/5)x0.5 + (3/5)x0.444 = 0.466

Gini of humidity for rain outlook

Humidity	Yes	No	Number of instances
High	1	1	2
Normal	2	1	3

Gini(Outlook=Rain and Humidity=High) = $1 - (1/2)^2 - (1/2)^2 = 0.5$

Gini(Outlook=Rain and Humidity=Normal) = $1 - (2/3)^2 - (1/3)^2 = 0.444$

Gini(Outlook=Rain and Humidity) = (2/5)x0.5 + (3/5)x0.444 = 0.466

Gini of wind for rain outlook

Wind	Yes	No	Number of instances
Weak	3	0	3
Strong	0	2	2

Gini(Outlook=Rain and Wind=Weak) = $1 - (3/3)^2 - (0/3)^2 = 0$

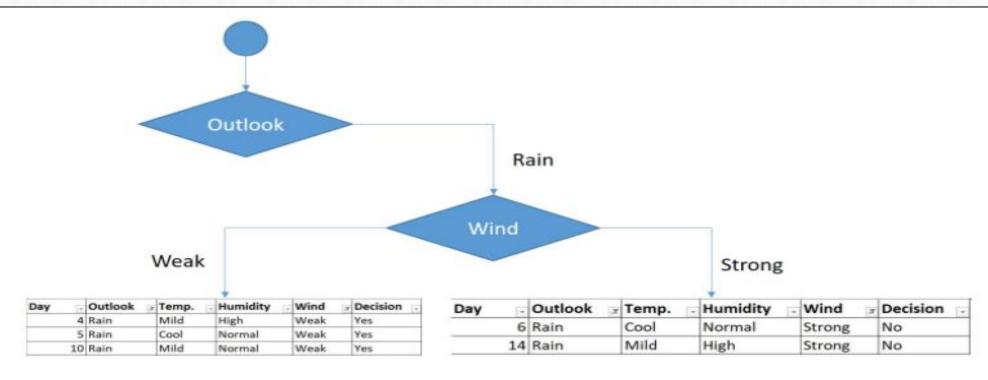
Gini(Outlook=Rain and Wind=Strong) = 1 - $(0/2)^2$ - $(2/2)^2$ = 0

Gini(Outlook=Rain and Wind) = (3/5)x0 + (2/5)x0 = 0

Decision for rain outlook

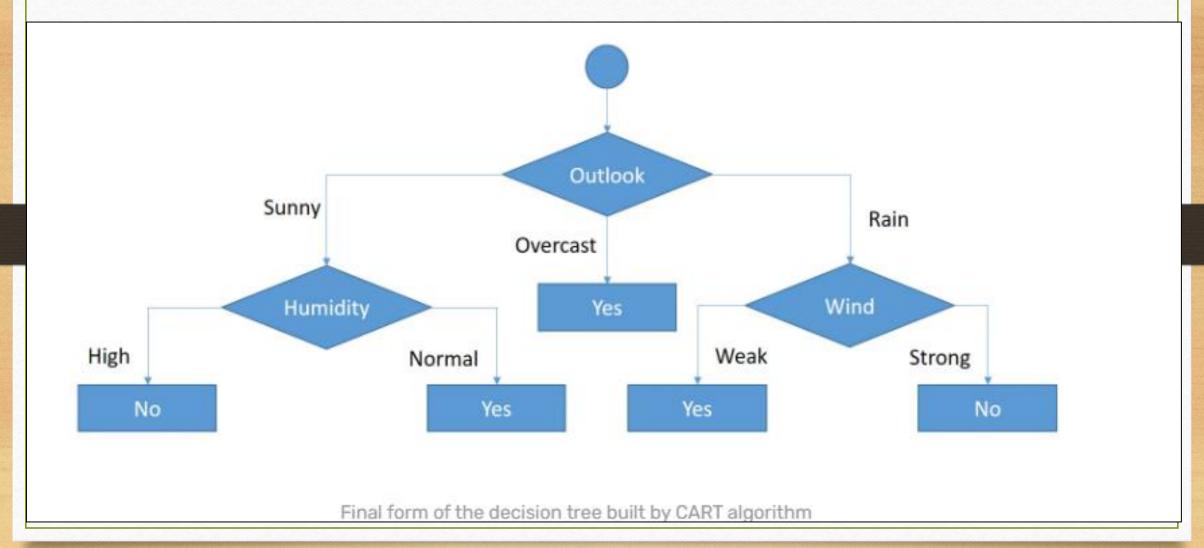
The winner is wind feature for rain outlook because it has the minimum gini index score in features.

Feature	Gini index
Temperature	0.466
Humidity	0.466
Wind	0



Sub data sets for weak and strong wind and rain outlook

As seen, decision is always yes when wind is weak. On the other hand, decision is always no if wind is strong. This means that this branch is over.



2nd Method

Decision Tree - Big Data Analytics - Solved Example 1

Outlook	Temp	Humidity	Windy	Play
Sunny	Hot	High	False	No
Sunny	Hot	High	True	No
Overcast	Hot	High	False	Yes
Rainy	Mild	High	False	Yes
Rainy	Cool	Normal	False	Yes
Rainy	Cool	Normal	True	No
Overcast	Cool	Normal	True	Yes
Sunny	Mild	High	False	No
Sunny	Cool	Normal	False	Yes
Rainy	Mild	Normal	False	Yes
Sunny	Mild	Normal	True	Yes
Overcast	Mild	High	True	Yes
Overcast	Hot	Normal	False	Yes
Rainy	Mild	High	True	No

- For the given Play Tennis Data set apply the Decision Tree algorithm and find the optimal decision tree.
- Also predict class label for the following example...?

Outlook	Temp	Humidity	Windy	Play
Sunny	Hot	Normal	True	? 🖟

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Outlook	Temp	Humidity	Windy	Play
Sunny	Hot	High	False	No
Sunny	Hot	High	True	No
Overcast	Hot	High	False	Yes
Rainy	Mild	High	False	Yes
Rainy	Cool	Normal	False	Yes
Rainy	Cool	Normal	True	No
Overcast	Cool	Normal	True	Yes
Sunny	Mild	High	False	No
Sunny	Cool	Normal	False	Yes
Rainy	Mild	Normal	False	Yes
Sunny	Mild	Normal	True	Yes
Overcast	Mild	High	True	Yes
Overcast	Hot	Normal	False	Yes
Rainy	Mild	High	True	No

Outlook

Overcest	4	Yes	4	
Overcast	4	No	0	
Cummu	٦	_	Yes	2
Sunny	5	No	3	
Dainu	_	Yes	3	
Rainy	5	No	2	

Attribute	Rules	Error	Total Error
	Sunny → No	2/5	
Outlook	Overcast → Yes	0/4	4/14
	Rainy → Yes	2/5	1 Control

Outlook	Temp	Humidity	Windy	Play
Sunny	Hot	High	False	No
Sunny	Hot	High	True	No
Overcast	Hot	High	False	Yes
Rainy	Mild	High	False	Yes
Rainy	Cool	Normal	False	Yes
Rainy	Cool	Normal	True	No
Overcast	Cool	Normal	True	Yes
Sunny	Mild	High	False	No
Sunny	Cool	Normal	False	Yes
Rainy	Mild	Normal	False	Yes
Sunny	Mild	Normal	True	Yes
Overcast	Mild	High	True	Yes
Overcast	Hot	Normal	False	Yes
Rainy	Mild	High	True	No

Temp

Uat	4	Yes	2		
Hot	4	No	2		
Mild	6		Yes	Yes	4
IVIIIa		No	2		
Cold	4	Yes	3		
Cold		No	1		

Attribute	Rules	Error	Total Error
	Hot → No	2/4	
Temp	Mild → Yes	2/6	5/14
	Cool → Yes	1/4	1 Tables

Outlook	Temp	Humidity	Windy	Play
Sunny	Hot	High	False	No
Sunny	Hot	High	True	No
Overcast	Hot	High	False	Yes
Rainy	Mild	High	False	Yes
Rainy	Cool	Normal	False	Yes
Rainy	Cool	Normal	True	No
Overcast	Cool	Normal	True	Yes
Sunny	Mild	High	False	No
Sunny	Cool	Normal	False	Yes
Rainy	Mild	Normal	False	Yes
Sunny	Mild	Normal	True	Yes
Overcast	Mild	High	True	Yes
Overcast	Hot	Normal	False	Yes
Rainy	Mild	High	True	No

Humidity

High	7	Yes	3
High	,	No	4
Normal	7	Yes	6
Normal	,	No	1

Attribute	Rules	Error	Total Error
	High→ No	3/7	
Humidity	Normal → Yes	1/7	4/14

Outlook	Temp	Humidity	Windy	Play
Sunny	Hot	High	False	No
Sunny	Hot	High	True	No
Overcast	Hot	High	False	Yes
Rainy	Mild	High	False	Yes
Rainy	Cool	Normal	False	Yes
Rainy	Cool	Normal	True	No
Overcast	Cool	Normal	True	Yes
Sunny	Mild	High	False	No
Sunny	Cool	Normal	False	Yes
Rainy	Mild	Normal	False	Yes
Sunny	Mild	Normal	True	Yes
Overcast	Mild	High	True	Yes
Overcast	Hot	Normal	False	Yes
Rainy	Mild	High	True	No

Windy

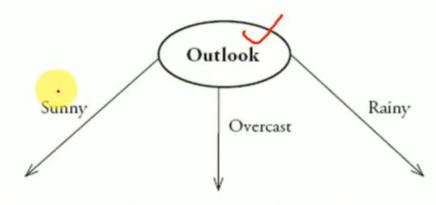
Falso	0	Yes	6
False	8	No	2
Tour	6	Yes	3
True	6	No	3

Attribute	Rules	Error	Total Error
Min do	True → No	3/6	
Windy	False → Yes	2/8	5/14

Outlook	Temp	Humidity	Windy	Play
Sunny	Hot	High	False	No
Sunny	Hot	High	True	No
Overcast	Hot	High	False	Yes
Rainy	Mild	High	False	Yes
Rainy	Cool	Normal	False	Yes
Rainy	Cool	Normal	True	No
Overcast	Cool	Normal	True	Yes
Sunny	Mild	High	False	No
Sunny	Cool	Normal	False	Yes
Rainy	Mild	Normal	False	Yes
Sunny	Mild	Normal	True	Yes
Overcast	Mild	High	True	Yes
Overcast	Hot	Normal	False	Yes
Rainy	Mild	High	True	No

Attribute	Rules	Error	Total Error
	Sunny → No	2/5	
Outlook	Overcast → Yes	0/4	4/14
	Rainy → Yes	2/5	
	hot → No	2/4	
Temp	Mild → Yes	2/6	5/14
	Cool → Yes	1/4	
Ll. maidita.	high → No	3/7	4/14
Humidity	Normal → Yes	1/7	4/14
Marine ale c	False → Yes	2/8	E /1 /
Windy	True → No	3/6	5/14

Outlook	Temp	Humidity	Windy	Play
Sunny	Hot	High	False	No
Sunny	Hot	High	True	No
Overcast	Hot	High	False	Yes
Rainy	Mild	High	False	Yes
Rainy	Cool	Normal	False	Yes
Rainy	Cool	Normal	True	No
Overcast	Cool	Normal	True	Yes
Sunny	Mild	High	False	No
Sunny	Cool	Normal	False	Yes
Rainy	Mild	Normal	False	Yes
Sunny	Mild	Normal	True	Yes
Overcast	Mild	High	True	Yes
Overcast	Hot	Normal	False	Yes
Rainy	Mild	High	True	No



Temp	Humidity	Windy	Play
Hot	High	False	No
Hot	High	True	No
Mild	High	False	No
Cool	Normal	False	Yes
Mild	Normal	True	Yes



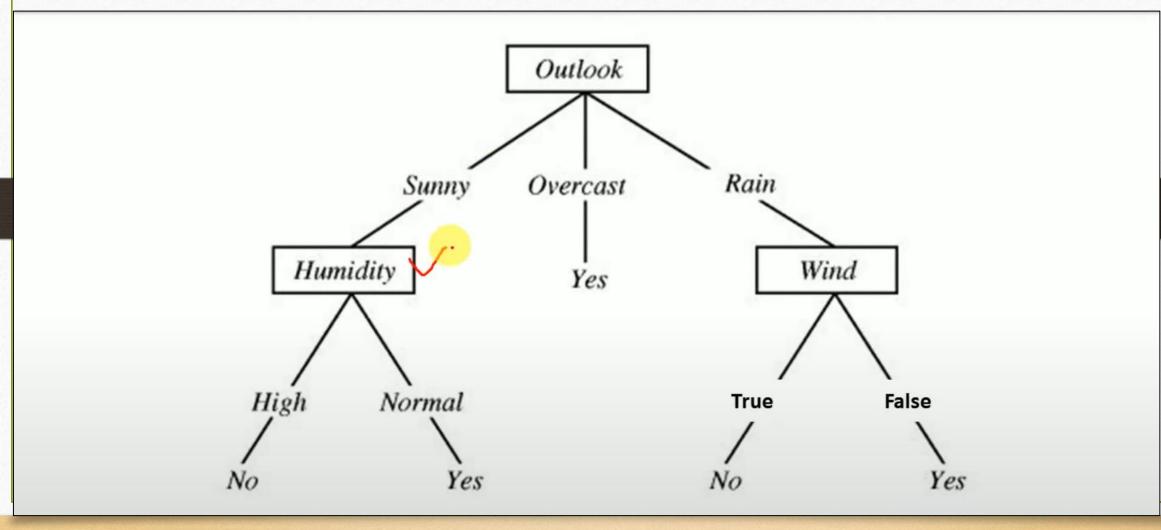
Temp	Humidity	Windy	Play
Mild	High	False	Yes
Cool	Normal	False	Yes
Cool	Normal	True	No
Mild	Normal	False	Yes
Mild	High	True	No

Temp	Humidity	Windy	Play
Hot	High	False	No
Hot	High	True	No
Mild	High	False	No
Cool	Normal	False	Yes
Mild	Normal	True	Yes

Attribute	Rules	Error	Total Error
Temp	$\mathrm{Hot} \rightarrow \mathrm{No}$	0/2	1/5
	$Mild \rightarrow No$	1/2	
	$Cool \rightarrow Yes$	0/1	
Humidity	$High \rightarrow No$	0/3	0/5
	Normal \rightarrow Yes	0/2	
Windy	False \rightarrow No	1/3	2/5
	True → Yes	1/2	

Temp	Humidity	Windy	Play
Mild	High	False	Yes
Cool	Normal	False	Yes
Cool	Normal	True	No
Mild	Normal	False	Yes
Mild	High	True	No

Attribute	Rules	Error	Total Error
Temp	$Mild \rightarrow Yes$	1/3	2/5
	$C\infty l \rightarrow yes$	1/2	
Humidity	$High \to No$	1/2	2 /6
	Normal \rightarrow Yes	1/3	75
Windy	$False \to Yes$	0/3	0/5
	True \rightarrow No	0/2	



Thank you

Adapt it with your needs and it will capture all the audience attention.

