

Homework 5 (due beginning of class, Thursday Feb 16th)

We have collected a data set of 14 data objects (shown below) that will help us determine whether a particular mushroom is edible or poisonous. The three attributes chosen for describing each day are :

1. Cap Shape: bell, flat, or convex
2. Cap Color: brown, grey
3. Odor: almond, spicy, foul

We would like to learn the definition of edible and poisonous mushroom in the form of a decision tree. Use *information gain* as the attribute selection criterion to build a decision tree for the data. Show all computations involved in attribute selection on the **first level** of the tree building process.

Data:

| Object | Cap Shape | Cap color | Odor | class |
|---------------|------------------|------------------|-------------|--------------|
| X1 | bell | brown | almond | edible |
| X2 | flat | grey | almond | edible |
| X3 | convex | grey | spicy | poisonous |
| X4 | bell | brown | almond | edible |
| X5 | flat | grey | almond | edible |
| X6 | flat | grey | spicy | edible |
| X7 | convex | grey | almond | edible |
| X8 | bell | brown | almond | edible |
| X9 | convex | brown | foul | poisonous |
| X10 | bell | brown | spicy | edible |
| X11 | bell | grey | almond | edible |
| X12 | convex | grey | spicy | poisonous |
| X13 | flat | brown | almond | edible |
| X14 | flat | grey | foul | poisonous |