

**DEPARTMENT OF COMPUTER ENGINEERING**

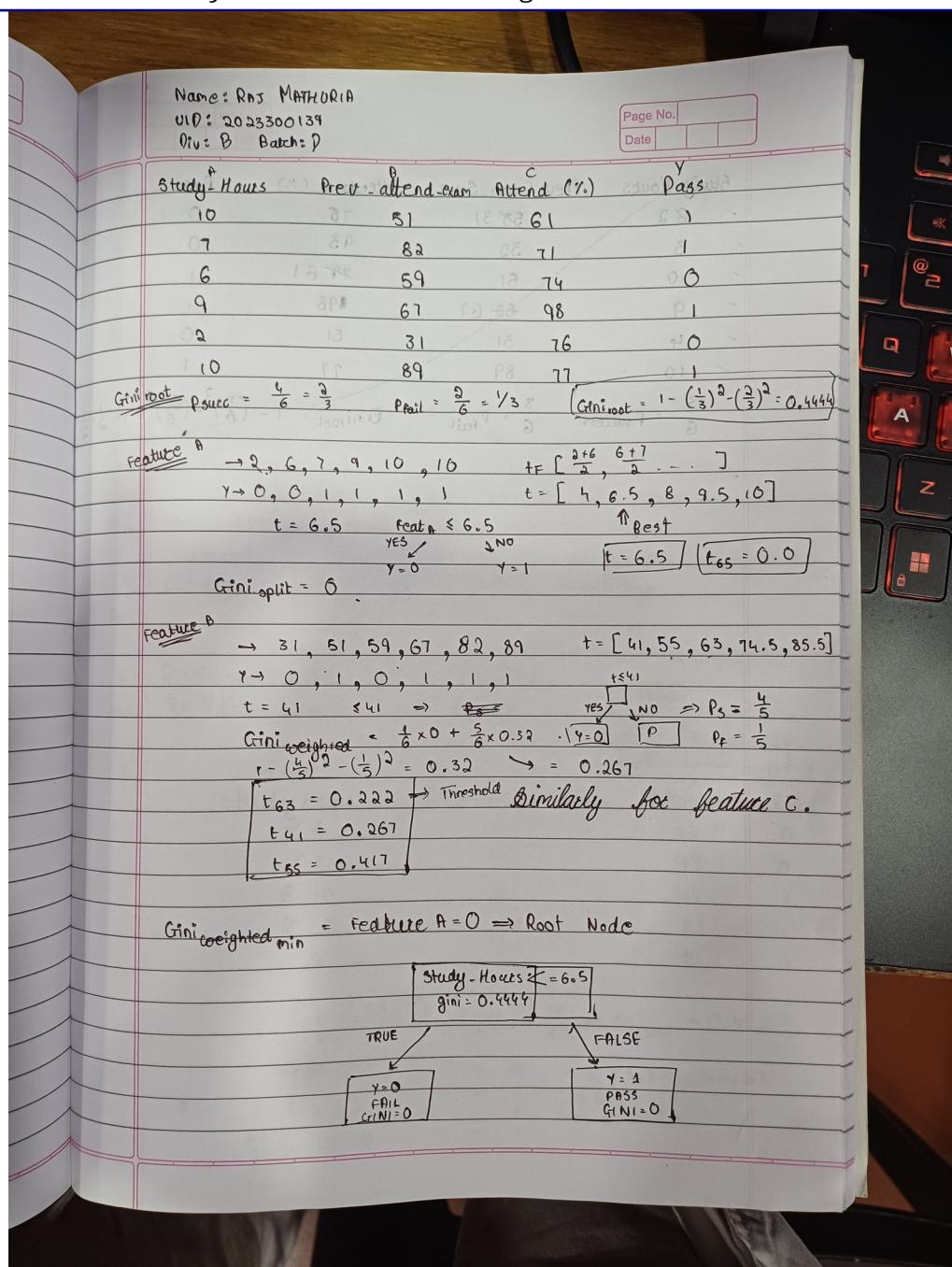
*SUBJECT: Machine Learning*

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Experiment no.	
<b>AIM :</b>	<b>Decision Trees</b>
<b>Theory:</b>	<p>A <b>Decision Tree</b> is a supervised learning algorithm used for <b>classification and regression</b>. It works by recursively splitting the dataset based on feature values to create <b>homogeneous subsets</b>. For <b>numerical features</b>, splits are made using <b>thresholds</b>, and the best split is chosen by minimizing an impurity measure such as <b>Gini impurity</b> (or maximizing Information Gain). The process continues until nodes become pure or stopping criteria are met.</p>
<b>Code:</b>	<a href="https://github.com/CodeCraftsmanRaj/ML_Sem6">https://github.com/CodeCraftsmanRaj/ML_Sem6</a>
<b>OUTPUT:</b>	<p style="text-align: center;">Decision Tree Visualization</p> <pre> graph TD     Root[Study_Hours &lt;= 6.5 gini = 0.444 samples = 6 value = [2, 4] class = Pass] -- true --&gt; LeafFail[gini = 0.0 samples = 2 value = [2, 0] class = Fail]     Root -- false --&gt; LeafPass[gini = 0.0 samples = 4 value = [0, 4] class = Pass]   </pre>

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**CONCLUSION:**

In this experiment, a decision tree was manually constructed by calculating **Gini impurity** for different numerical feature split points. For the feature **Prev\_Exam\_Score**, candidate thresholds were evaluated, and the split at **63.0** produced the **minimum weighted Gini impurity (0.222)**. This shows that decision trees effectively identify the most informative feature thresholds to separate classes, and manual calculations help in understanding how trees make optimal decisions.