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Quiz

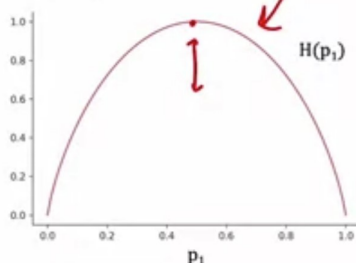
Practice quiz: Decision tree learning

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1.

1 / 1 point

Entropy as a measure of impurity

 p_1 = fraction of examples that are cats


$$p_0 = 1 - p_1$$

$$\begin{aligned} H(p_1) &= -p_1 \log_2(p_1) - p_0 \log_2(p_0) \\ &= -p_1 \log_2(p_1) - (1 - p_1) \log_2(1 - p_1) \end{aligned}$$

Note: "0 log(0)" = 0

 Recall that entropy was defined in lecture as $H(p_1) = -p_1 \log_2(p_1) - p_0 \log_2(p_0)$, where p_1 is the fraction of positive examples and p_0 the fraction of negative examples.

 At a given node of a decision tree, 6 of 10 examples are cats and 4 of 10 are not cats. Which expression calculates the entropy $H(p_1)$ of this group of 10 animals?

- ☐ $(0.6) \log_2(0.6) + (0.4) \log_2(0.4)$
☒ $-(0.6) \log_2(0.6) - (0.4) \log_2(0.4)$
☐ $(0.6) \log_2(0.6) + (1 - 0.4) \log_2(1 - 0.4)$
☐ $-(0.6) \log_2(0.6) - (1 - 0.4) \log_2(1 - 0.4)$
☒ **Correct**
 Correct: The expression is $-(p_1) \log_2(p_1) - (p_0) \log_2(p_0)$

2.

1 / 1 point

Information gain

$$= H(p_1^{\text{root}}) - (w^{\text{left}} H(p_1^{\text{left}}) + w^{\text{right}} H(p_1^{\text{right}}))$$

Recall that information was defined as follows:

$$H(p_1^{\text{root}}) - (w^{\text{left}} H(p_1^{\text{left}}) + w^{\text{right}} H(p_1^{\text{right}}))$$

 Before a split, the entropy of a group of 5 cats and 5 non-cats is $H(5/10)$. After splitting on a particular feature, a group of 7 animals (4 of which are cats) has an entropy of $H(4/7)$. The other group of 3 animals (1 is a cat) and has an entropy of $H(1/3)$. What is the expression for information gain?

- ☐ $H(0.5) - (7 \cdot H(4/7) + 3 \cdot H(1/3))$
☐ $H(0.5) - (\frac{4}{7} \cdot H(4/7) + \frac{1}{3} \cdot H(1/3))$
☒ $H(0.5) - (\frac{7}{10} H(4/7) + \frac{3}{10} H(1/3))$
☐ $H(0.5) - (H(4/7) + H(1/3))$
☒ **Correct**
 Correct: The general expression is $H(p_1^{\text{root}}) - (w^{\text{left}} H(p_1^{\text{left}}) + w^{\text{right}} H(p_1^{\text{right}}))$

3.

1 / 1 point

One hot encoding

Ear shape	Pointy ears	Floppy ears	Oval ears	Face shape	Whiskers	Cat
Pointy	1	0	0	Round	Present	1
Oval	0	0	1	Not round	Present	1
Oval	0	0	1	Round	Absent	0
Pointy	1	0	0	Not round	Present	0
Oval	0	0	1	Round	Present	1
Pointy	1	0	0	Round	Absent	1
Floppy	0	1	0	Not round	Absent	0
Oval	0	0	1	Round	Absent	1
Floppy	0	1	0	Round	Absent	0
Floppy	0	1	0	Round	Absent	0

To represent 3 possible values for the ear shape, you can define 3 features for ear shape: pointy ears, floppy ears, oval ears. For an animal whose ears are not pointy, not floppy, but are oval, how can you represent this information as a feature vector?

- ☐ [0, 1, 0]
☒ [0, 0, 1]
☐ [1, 1, 0]
☐ [1, 0, 0]
☒ **Correct**
 Yes! 0 is used to represent the absence of that feature (not pointy, not floppy), and 1 is used to represent the presence of that feature (oval).

