

LAB 3 - DECISION TREES - REPORT

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1. Datasets

- **mushrooms.csv**: Predict edible (0) vs poisonous (1) mushrooms based on categorical attributes like odour, colour etc.,
- **Nursery.csv**: Predict nursery school admission recommendation among 5 classes, based on family/social attributes.
- **tictactoe.csv**: Predict is a board state is a win (1) or not (0). Features are the 9 board positions.

2. Performance Metrics

Dataset	Accuracy	Precision (Weighted)	Recall (Weighted)	F1 (Weighted)
mushrooms.csv	1.0	1.0	1.0	1.0
Nursery.csv	0.98	0.98	0.98	0.98
tictactoe.csv	0.88	0.88	0.88	0.88

Observations:

- **mushrooms.csv**: Perfect scores (1.0) means some features almost completely determine whether a mushroom is poisonous or edible.
- **Nursery.csv**: Very high performance because it is a larger dataset with 5 classes making most decisions easy and also demonstrates ID3 algorithm handles multi-class problems well.
- **tictactoe.csv**: Lower performance compared to the others because of the complex interactions between board positions. A simple decision tree cannot capture all the winning conditions perfectly.

3. Tree Characteristics

Dataset	Maximum Depth	Total Nodes	Leaf Nodes	Internal Nodes
mushrooms.csv	4	29	24	5
Nursery.csv	7	983	703	280
tictactoe.csv	7	260	165	95

Observations:

- **Mushroom tree** is shallow because of dominant features.
- **Nursery tree** is largest due to multiple target classes and many categorical attributes with high cardinality.
- **Tic-tac-toe tree** is large since winning depends on complex interactions across multiple board positions.

4. Dataset Specific Insights

- **mushrooms.csv**: Strong single attributes (odour, colour) almost perfect separate classes and therefore high interpretability.
- **Nursery.csv**: Many attributes interact; imbalanced classes affect splits.
- **tictactoe.csv**: Features are symmetric, the root node often focuses on the center position since it most decisive in gameplay.

5. Comparative Analysis

- **Best performing dataset**: Mushroom achieved near perfect accuracy due to highly discriminative attributes.
- **Dataset size affects**:
 - Larger datasets (Nursery.csv, mushrooms.csv) provided more training examples which helped the tree generalise better.
 - Tic-tac-toe is smaller but still required maximum depth is 7 to capture positional dependencies resulting in lower accuracy despite the depth.
- **Number of features**:
 - More categorical levels (Nursery.csv, mushrooms.csv) produced larger trees.
 - Tic-tac-toe has fewer features but interdependencies still require depth.
- **Class Imbalance**: Nursery is affected by imbalance, Mushroom is fairly balanced and tic-tac-toe is binary so less affected.

6. Practical Applications

- **Mushroom**: Food safety classification – highly interpretable and reliable for edible vs poisonous prediction.
- **Nursery**: Decision support for school admissions – interpretable but must be handled carefully due to bias from imbalanced data.
- **Tic-Tac-Toe**: Demonstrates game state evaluation – useful in teaching rule-based AI and strategy learning.

7. Improvements

- Apply pruning to reduce overfitting and simplify complex trees.
- Use ensemble methods (Random Forest, Gradient Boosted Trees) to improve accuracy on complex datasets.
- Handle class imbalance using re-sampling or weighted loss functions, especially for Nursery.

8. Most Important Features

- Mushroom Dataset
 - Root Node: Odour – almost perfectly separates edible vs poisonous mushrooms.
 - Early Splits: Spore-print-colour and Gill-size refine classification further.
- Nursery Dataset
 - Root Node: Parents – strongly affects admission recommendation.
 - Early Splits: Has_nurs and Finance influence splits significantly, reflecting socio-economic factors.
- Tic-Tac-Toe Dataset
 - Root Node: Middle-middle (center position) – the most decisive move in gameplay.
 - Early Splits: Top-left and Bottom-right commonly appear, since corner positions are strategic.

9. Overfitting Indicators

- Mushroom Dataset
 - Tree is shallow (depth 4) with only 29 total nodes.
 - Clear feature dominance (odour) means **no major overfitting risk**.
- Nursery Dataset
 - Very large tree (983 nodes, depth 7) indicates **overfitting tendencies**.
 - Class imbalance and high cardinality categorical attributes contribute to complex splits.
- Tic-Tac-Toe Dataset
 - Tree has 260 nodes with depth 7.
 - Some branches repeat symmetric patterns (redundant splits), showing **mid overfitting**.

10. Decision Patterns

- Mushroom Dataset
 - If *odour* = *foul* → always poisonous.
 - If *odour* = *none* → tree checks *spore-print-color* and *gill-size* to decide class.
- Nursery Dataset
 - If *parents* = *usual* and *finance* = *convenient* → often classified as "priority".
 - If *has_nurs* = *very convenient* → typically classified as "recommend".

- Tic-Tac-Toe Dataset
 - If *middle-middle* = x AND *top-left* = x AND *bottom-right* = x → predicted win.
 - If *middle-middle* = o → typically classified as negative (loss/draw).

11. Tree Visualisation and Metrics

mushrooms.csv

Root: Odour

```

├── foul → poisonous
└── none → Spore-print-color
    ├── white → edible
    └── other → Gill-size
  
```

OVERALL PERFORMANCE METRICS		
=====		
Accuracy:	1.0000	(100.00%)
Precision (weighted):	1.0000	
Recall (weighted):	1.0000	
F1-Score (weighted):	1.0000	
Precision (macro):	1.0000	
Recall (macro):	1.0000	
F1-Score (macro):	1.0000	
TREE COMPLEXITY METRICS		
=====		
Maximum Depth:	4	
Total Nodes:	29	
Leaf Nodes:	24	
Internal Nodes:	5	

Nursery.csv

Root: Parents

```

├── usual → Has_nurs
│   └── very convenient →
recommend
│   ├── convenient → Finance
│   │   ├── convenient → priority
│   │   └── inconv → not_recom
│   └── pretentious → Finance ...
  
```

OVERALL PERFORMANCE METRICS		
=====		
Accuracy:	0.9887	(98.87%)
Precision (weighted):	0.9888	
Recall (weighted):	0.9887	
F1-Score (weighted):	0.9887	
Precision (macro):	0.9577	
Recall (macro):	0.9576	
F1-Score (macro):	0.9576	
TREE COMPLEXITY METRICS		
=====		
Maximum Depth:	7	
Total Nodes:	983	
Leaf Nodes:	703	
Internal Nodes:	280	

tictactoe.csv

Root: Middle-middle

```

├── x → Top-left
│   ├── x → Bottom-right
│   │   ├── x → win
│   │   └── other → ...
│   └── other → ...
└── o → loss/draw
  
```

OVERALL PERFORMANCE METRICS		
=====		
Accuracy:	0.8836	(88.36%)
Precision (weighted):	0.8827	
Recall (weighted):	0.8836	
F1-Score (weighted):	0.8822	
Precision (macro):	0.8784	
Recall (macro):	0.8600	
F1-Score (macro):	0.8680	
TREE COMPLEXITY METRICS		
=====		
Maximum Depth:	7	
Total Nodes:	260	
Leaf Nodes:	165	
Internal Nodes:	95	

