Information Gain

Psion = 2/3 Pfast = 1/3

Information = entropy (parent) - [weighted] entropy (children)

gain

grade bumpiness speed entropy of parent = 1.0

steep bumpy yes slow entropy =
$$\sum_{i} -P_{i} \log_{2} P_{i}$$

steep smooth yes slow entropy (children) = $\frac{3}{4}$ (0.9184) + $\frac{1}{4}$ (0)

bumpy no fast

steep smooth no fast