Consider the following data set as training data and do the following tasks (In your calculation, you can discard the attribute Day):

Day	Outlook	Temp.	Humidity	Wind	Decision
1	Sunny	Hot	High	Weak	No
2	Sunny	Hot	High	Strong	No
3	Overcast	Hot	High	Weak	Yes
4	Rain	Mild	High	Weak	Yes
5	Rain	Cool	Normal	Weak	Yes
6	Rain	Cool	Normal	Strong	No
7	Overcast	Cool	Normal	Strong	Yes
8	Sunny	Mild	High	Weak	No
9	Sunny	Cool	Normal	Weak	Yes
10	Rain	Mild	Normal	Weak	Yes
11	Sunny	Mild	Normal	Strong	Yes
12	Overcast	Mild	High	Strong	Yes

- A. to select the attribute in each step of building a decision tree. using **Gini Index/Gini** gain. (*Please show your solutions/calculations in detail.*)
- B. Draw the final decision tree.
- C. Obtain the class label (based on the constructed tree) for the following test data (fill-out the table):

Answer for 1-C

Outlook	Temp	Humidity	Wind	Decision/Class label
Sunny	Mild	High	Strong	?
Rain	Hot	Normal	Strong	?
Overcast	Mild	Normal	Weak	?

Gini (class variable) Yes:
$$\sqrt[8]{12}$$
 No: $\sqrt[4]{12}$

$$= \left[- \left[\left(\frac{8}{12} \right)^2 + \left(\frac{4}{12} \right)^2 \right]$$

$$= \left[- \left[\left(\frac{2}{3} \right)^2 + \left(\frac{4}{3} \right)^2 \right]$$

$$= 0.444$$

Gini (Out/ook)
$$= (5/12) * qini(2,3) + (3/12) * qini(3,0) + (4/12) * qini(3,1)$$

$$= (5/12) * (1 - [(\frac{2}{3})^2 + (\frac{2}{3})^2]) + (\frac{2}{3}/2) * (1 - [(\frac{2}{3})^2 + (0)^2]) + (\frac{4}{3}/2) * (1 - [(\frac{2}{3})^2 + (\frac{4}{3})^2])$$

$$= (5/12) * (0.48) + (1/4) * (0) + (1/5) * (0.375)$$

$$= 0.325$$

Decision / Yes / A

```
Yes
1/3
4/5
                  Temp: Hot
Mild
Cool
                                                                                              3/12
5/12
4/12
                       Gini (Temp)
= (\frac{7}{12}) * qini(\frac{1}{2}) + (\frac{5}{12}) * qini(\frac{4}{1}) + (\frac{4}{12}) * qini(\frac{3}{1})
= (\frac{1}{12}) * (\frac{1}{12})^2 + (\frac{3}{12})^2 + (\frac{3}{12})^2 + (\frac{1}{12})^2 + (\frac{1}{12
                                    = (1/4) * (0.444) + (5/2) * (0.52)+ (1/3) * (0.375)
                                      = 0.3694
                          Civi (Humidity)
= (9/2) * qini(3,3) + (9/2) * qini(5,1)
= (1/2) * (1 - [(\frac{3}{2})^2 + (\frac{3}{4})^2]) + (1/2) * (1 - [(\frac{5}{2})^2 + (\frac{4}{4})^2])
= (1/2) * (0.5) + (1/2) * (0.2778)
                                          = 0.3889
                              Gini ( Wind )

= (\frac{7}{12}) * g_{1ni}(3,2) + (\frac{7}{12}) * g_{1ni}(5,2)

= (\frac{7}{12}) * (1 - [(\frac{3}{5})^2 + (\frac{2}{5})^2]) + (\frac{7}{12}) * (1 - [(\frac{2}{5})^2 + (\frac{2}{5})^2])

= (\frac{5}{12}) * (0.48) + (\frac{7}{12}) * (0.408)
                                             = 0.438
 Gini Gain:
                 gini (class data) - weighted gain (vaniable)
 Outlook (sini Gain

= gini(class data) - weighted gain loutlook)

= 0.444 - 0.325

= 0.119
Temp Gini Gain
              = 0.444 - 0.3694
               = 0.0746
                                                                                                                                                                Wont maximum gain,
Humidity Gini Gain
=0.44 - 0.3889
                                                                                                                                                                                 Which is Outlook
               = 0.0551
                                                                                                                                                              So that becomes root of the free.
 Wind Gini Gain
             = 0.444-0.438
= 0.006
                                                                                                                                start
                                                                                                              Outlook
                                                                  Rain
                                                                                                                                                                                            Sunny
                                                                                                                                           Overcast
 Temp Humidity Wind Decision
                                                                                                                                                                                                                                    Temp Humidity Wind Decision
                                                                                                                                                                                                                  Day
                                                                                                                                              Yes (3)
                          High
Novmal
  Mild
                                                                  Weak
                                                                                             Yes
                                                                                                                                                                                                                                          Hot
                                                                                                                                                                                                                                                                   High
                                                                                                                                                                                                                                                                                                     Weak
   6001
                                                                                                                                                                                                                                                                                                   Strong
                                                                                                                                                                                                                      2
8
                                                                                                                                                                                                                                                                 High
High
                                                                Weak
                                                                                                                                                                                                                                          Hot
                                                                                                                                                                                                                                                                                                                                    No
                                                              Strong
                                                                                                                                                                                                                                       Mild
                                                                                                                                                                                                                                                                                                    Weak
   Cool
                             Normal
                                                                                             No
                                                                                                                                                                                                                                                                                                                                    No
   Mild
                            Normal
                                                                                                                                                                                                                      9
                                                                                                                                                                                                                                      Cool
                                                                                                                                                                                                                                                                                                                                  Yes
                                                               Weak
                                                                                               Yes
                                                                                                                                                                                                                                                                 Normal
                                                                                                                                                                                                                                                                                                   Weak
                                                                                                                                                                                                                                                                                                  Strong
                                                                                                                                                                                                                      11
                                                                                                                                                                                                                                       Mild
                                                                                                                                                                                                                                                                 Normal
                                                                                                                                                                                                                                                                                                                                 Yes
```



Sunny

4 + 9 = 13 - 12

Rain

Gini (class variable) Yes: $\frac{3}{4}$ No: $\frac{1}{4}$ = $1 - \left[\left(\frac{3}{4} \right)^2 + \left(\frac{1}{4} \right)^2 \right]$ = 0.375

Temp: Hot: 9/4 - - - No Mild: 3/4 2/2 9/2 Cool: 3/4 4/2 1/2

Cini (Temp)
= (24) * qini (2,0) + (2/4) * qini (1,1)
= (2/4) * (1-[(\frac{2}{2})^2 + (0)^2]) + (2/4) * (1-[(\frac{1}{2})^2 + (\frac{1}{2})^2])
= (1/2) * (1/2) * (1/2)
= 0.25

Humidiky: High: 14 1/1 9/1
Normal: 3/4 2/3 1/3

Cini (Humidity)
= (1/4) * qini (1,0) + (3/4) * qini(2,1)
= (1/4) * (1-[(1/2+(2)2]) + (3/4) * (1-[(2)2+(4)2])
= (1/4) * (0) + (3/4) * (0.444)
= 0.333

Wind: Strong: 1/4 | 7/1 | 1/1 | 1/1 | Weak: 3/4 | 3/3 | 9/3

Gini (Wind)

= $(14) \times q_{ini}(0,1) + (34) \times q_{ini}(3,0)$ = $(14) \times (1 - [(\frac{a}{2})^2 + (\frac{1}{4})^2]) + (34) \times (1 - [(\frac{3}{2})^2 + (\frac{4}{4})^2])$ = $(14) \times (0) + (34) \times (0)$ = $(14) \times (0) + (34) \times (0)$

Gini Gain

Temp Gini Gain

= Gini (class variable) - Weighted Gain (Temp)

= 0.375 - 0.25 = 0.125

Humidity Gini Gain

= 0.375 - 0.333 = 0.042

Want maximum gain,
Which is wind

Wind Gini Gain = 0.375-0 = 0.375 Sunny

Cini(class variable) Yes: $\frac{2}{5}$ No: $\frac{3}{5}$ = $\left| -\left[\left(\frac{2}{5} \right)^2 + \left(\frac{3}{5} \right)^2 \right] \right|$ = 0. 48

Vecision

Temp: Hot: 2/5 | 7cs | No

No

Mild: 2/5 | Y2 | Y2

Cool: Y5 | Y1 | 9/1

Gini (Temp) = (3/5) * qini(0,2) + (3/5) * qini(1,1) + (1/5) * qini(1,0) $= (3/5) * (1 - [(\frac{1}{2})^2 + (\frac{3}{2})^2]) + (3/5) * (1 - [(\frac{1}{2})^2 + (\frac{3}{2})^2]) + (1/5) * (1 - [(\frac{1}{4})^2 + (\frac{9}{4})^2])$ = (3/5) * (1 + (3/5) * (1) = (3/5) * (1 + (3/5) * (1) = (3/5) * (1/5) * (3/5

Humidity: High: 1/4 | 1/1 | 0/1 | Normal: 3/4 | 2/3 | 1/3

Gini (Humidity)

= $(1/4) \times g_{1/1}(1,0) + (3/4) \times g_{1/1}(2,1)$ = $(1/4) \times (1 - [(\frac{1}{4})^2 + (\frac{9}{4})^2]) + (3/4) \times (1 - [(\frac{3}{4})^2 + (\frac{1}{4})^2])$ = $(1/4) \times (0) + (3/4) \times (0.444)$ = 0.3333

Wind: Strong: 1/4 | 9/1 | 1/1
Weak: 3/4 | 3/3 | 9/3

Gini(Wind) = (14) * gini(0,1) + (34) * gini(3,0) $= (14) * (1 - [(2)^2 + (1)^2]) + (34) * (1 - [(3)^2 + (3)^2])$ = (14) * (0) + (34) * (0) = (0.00)

Gini Gain:

Temp Gini Gain Gini (class variable) - Weighted Gain (Temp)

= 0.375 - 0.25 = 0.125

Humidity Gini Gain = 0.375-0.333

= 0.042

Want maximum gain, Which is wind

Wind Gini Gain = 0.375-0 = <u>0.37</u>5