# UE23CS352A: Machine Learning

# LAB 3: Decision Tree Classifier - Multi-Dataset Analysis

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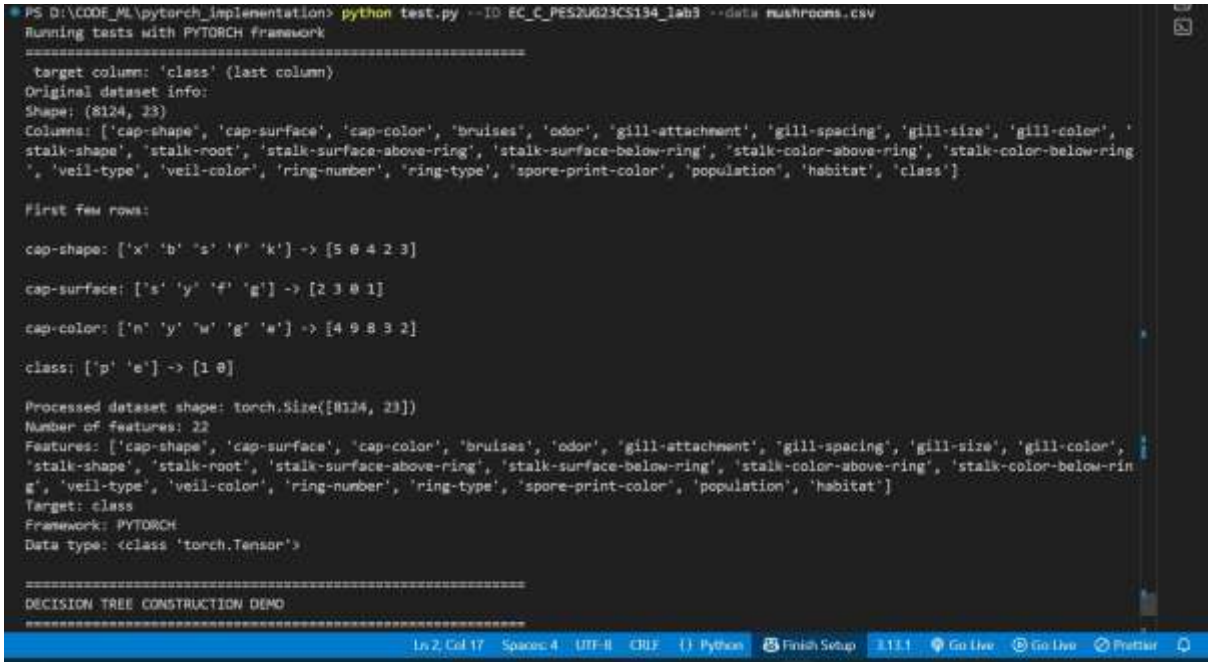
SECTION:C

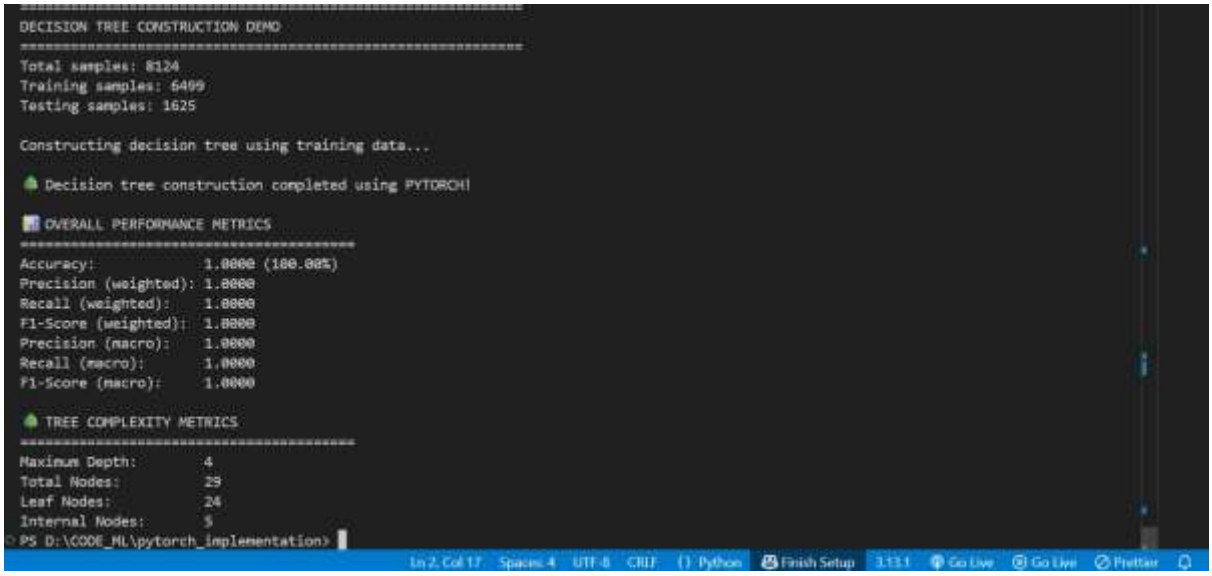
SRN:PES2UG23CS134

## SCREENSHOTS:

Dataset 1: Mushroom Classification

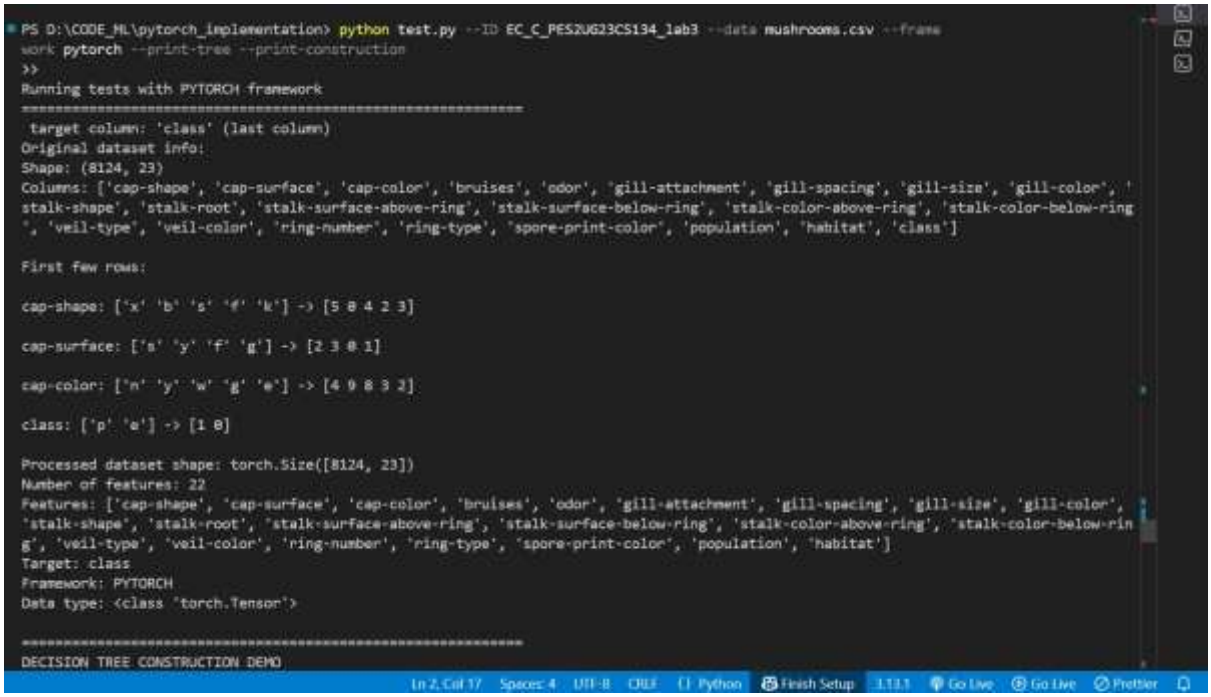
BASIC TESTING

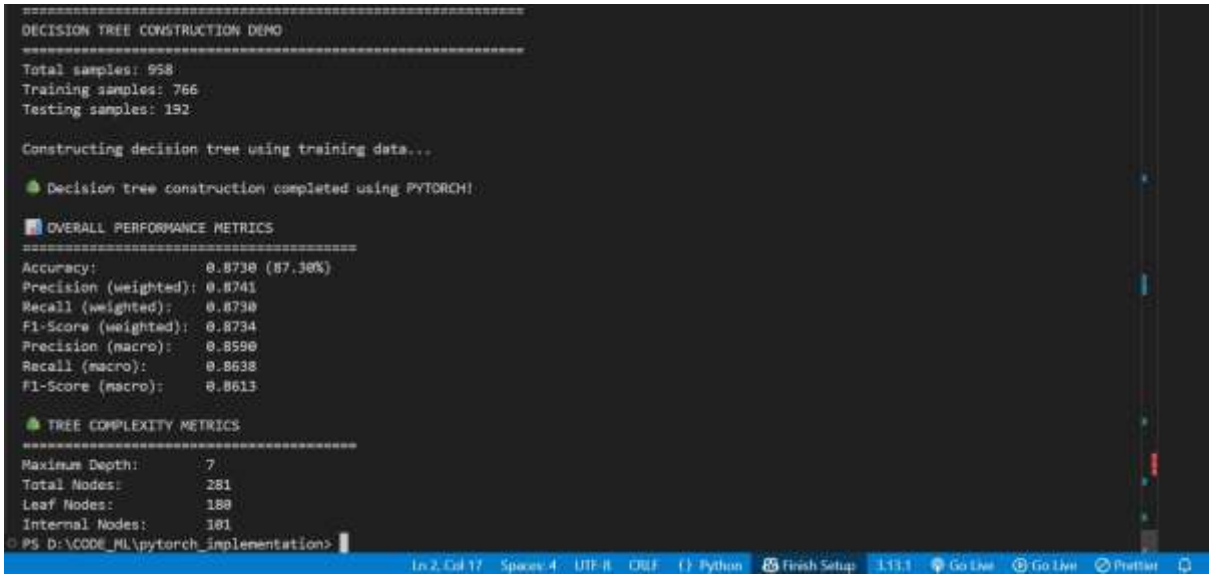


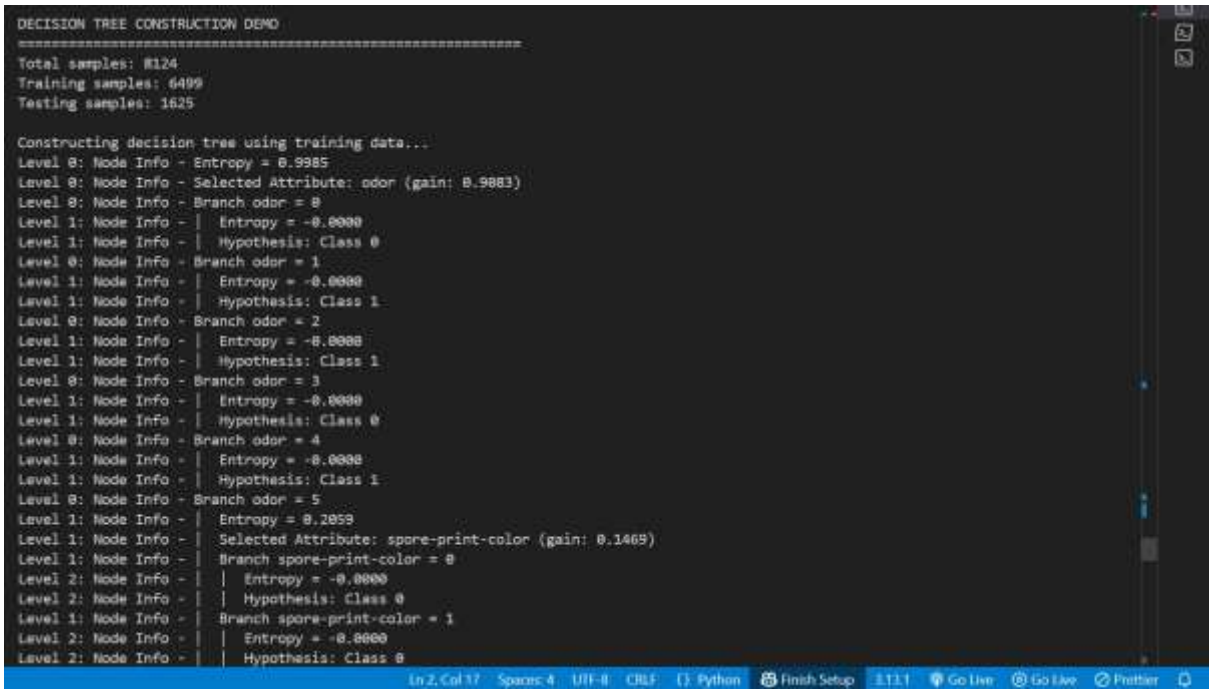



- **Highest Accuracy:** Achieved 100% accuracy using PyTorch and Sklearn.
- Binary classification with highly informative features like odor, which had high information gain and low entropy.
- **Dataset Size Impact:** 8124 samples allowed for good generalization with a shallow tree (Max Depth: 4).
- **Number of Features:** 22 features helped the model make precise splits.

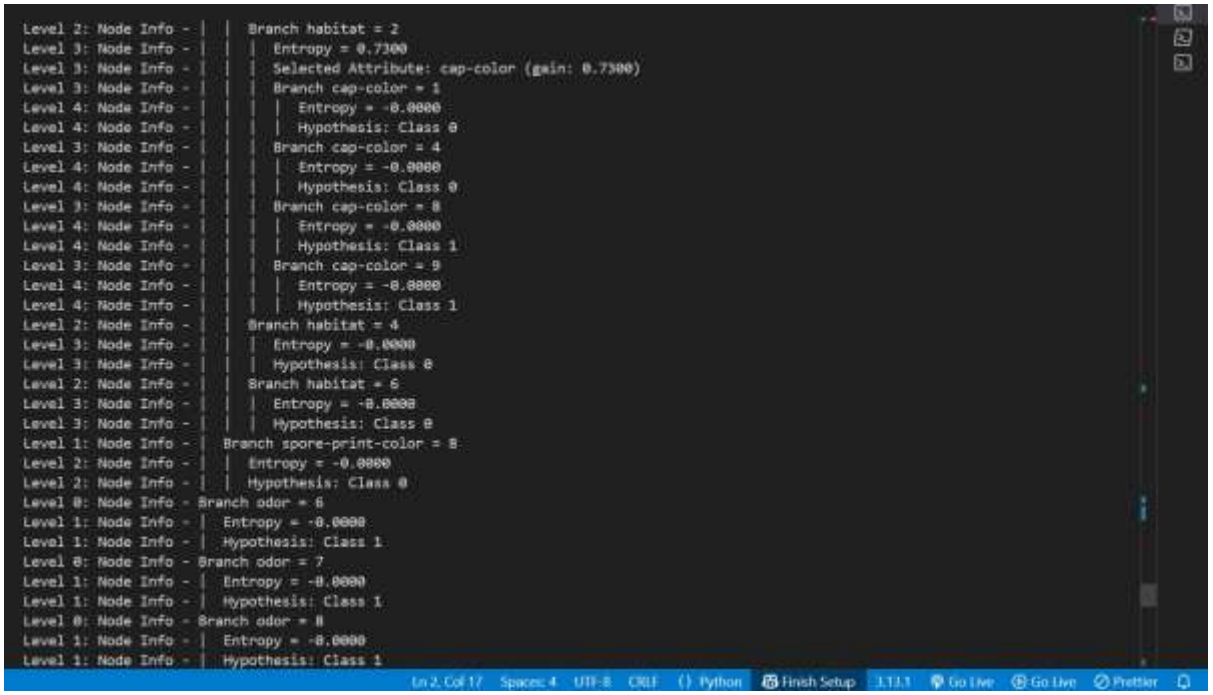
TREE VISUALIZATION



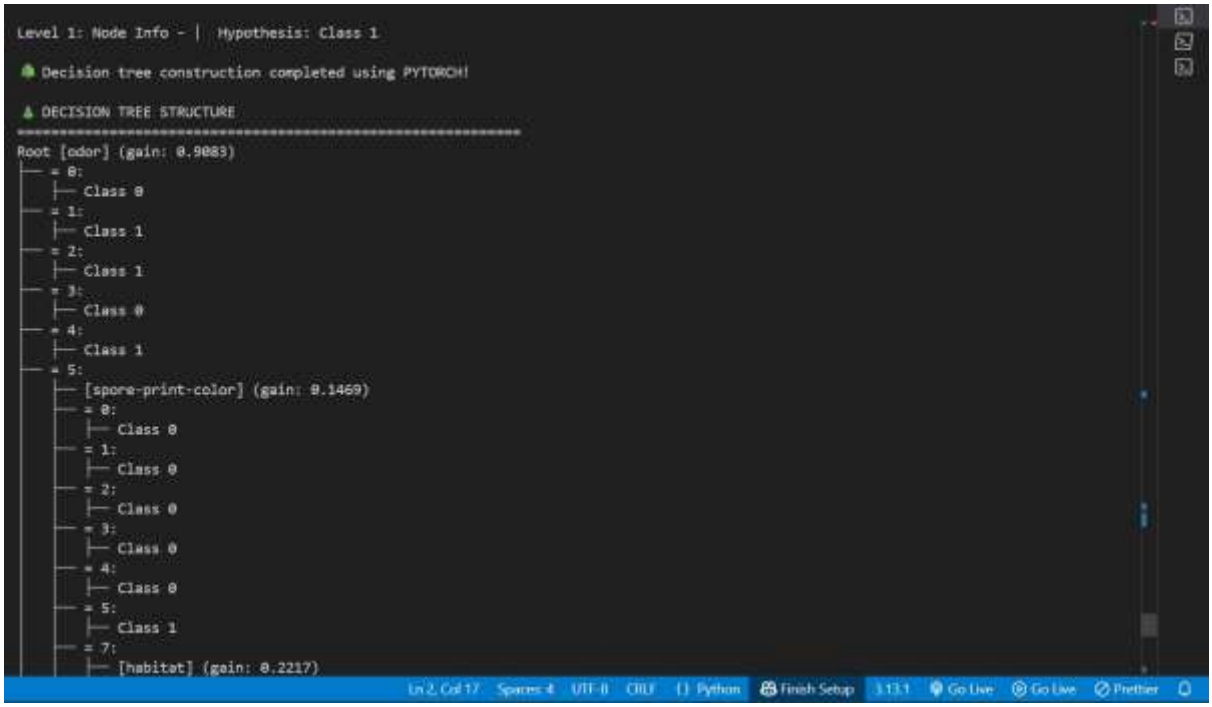

DECISION TREE CONSTRUCTION DEMO
Total samples: 958
Training samples: 766
Testing samples: 192
Constructing decision tree using training data...
Decision tree construction completed using PYTORCH!
OVERALL PERFORMANCE METRICS
Accuracy: 0.8730 (87.30%)
Precision (weighted): 0.8741
Recall (weighted): 0.8730
F1-Score (weighted): 0.8734
Precision (macro): 0.8590
Recall (macro): 0.8638
F1-Score (macro): 0.8613
TREE COMPLEXITY METRICS
Maximum Depth: 7
Total Nodes: 281
Leaf Nodes: 180
Internal Nodes: 101
PS D:\CODE_ML\pytorch_implementation>

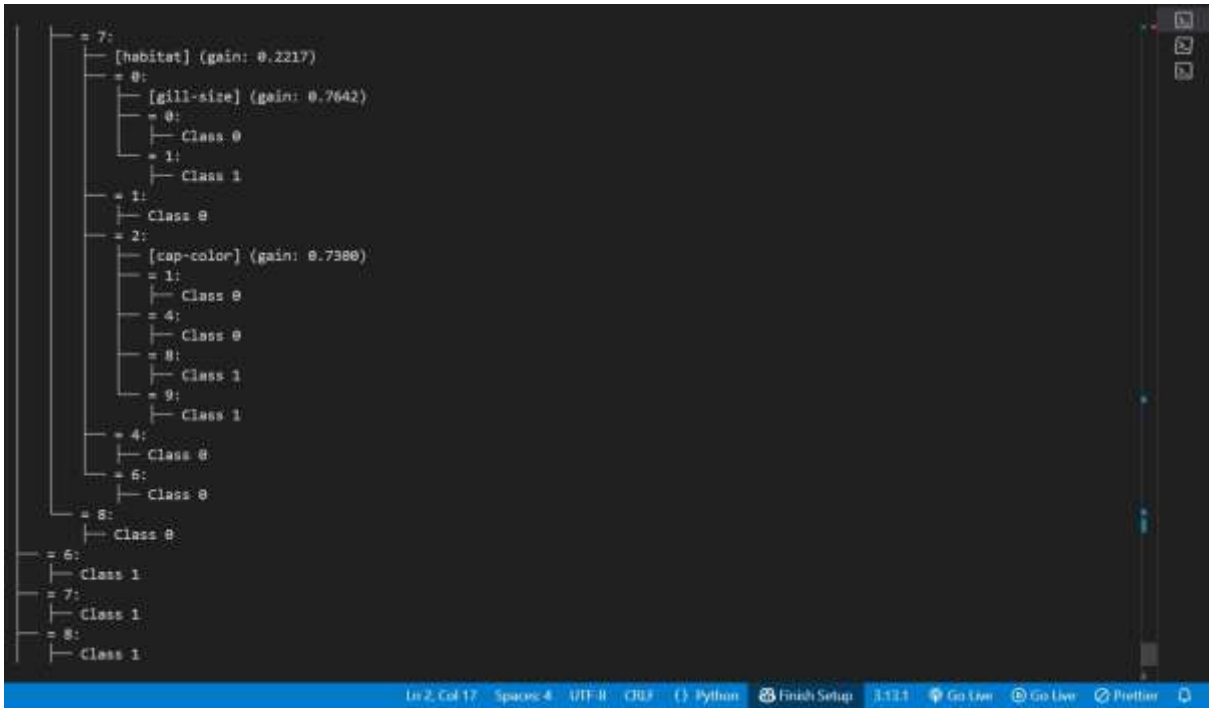

DECISION TREE CONSTRUCTION DEMO
Total samples: 8124
Training samples: 6499
Testing samples: 1625
Constructing decision tree using training data...
Level 0: Node Info - Entropy = 0.9985
Level 0: Node Info - Selected Attribute: odor (gain: 0.9083)
Level 0: Node Info - Branch odor = 0
Level 1: Node Info - | Entropy = -0.0000
Level 1: Node Info - | Hypothesis: Class 0
Level 0: Node Info - Branch odor = 1
Level 1: Node Info - | Entropy = -0.0000
Level 1: Node Info - | Hypothesis: Class 1
Level 0: Node Info - Branch odor = 2
Level 1: Node Info - | Entropy = -0.0000
Level 1: Node Info - | Hypothesis: Class 1
Level 0: Node Info - Branch odor = 3
Level 1: Node Info - | Entropy = -0.0000
Level 1: Node Info - | Hypothesis: Class 0
Level 0: Node Info - Branch odor = 4
Level 1: Node Info - | Entropy = -0.0000
Level 1: Node Info - | Hypothesis: Class 1
Level 0: Node Info - Branch odor = 5
Level 1: Node Info - | Entropy = 0.2059
Level 1: Node Info - | Selected Attribute: spore-print-color (gain: 0.1469)
Level 1: Node Info - | Branch spore-print-color = 0
Level 2: Node Info - | | Entropy = -0.0000
Level 2: Node Info - | | Hypothesis: Class 0
Level 1: Node Info - | Branch spore-print-color = 1
Level 2: Node Info - | | Entropy = -0.0000
Level 2: Node Info - | | Hypothesis: Class 0

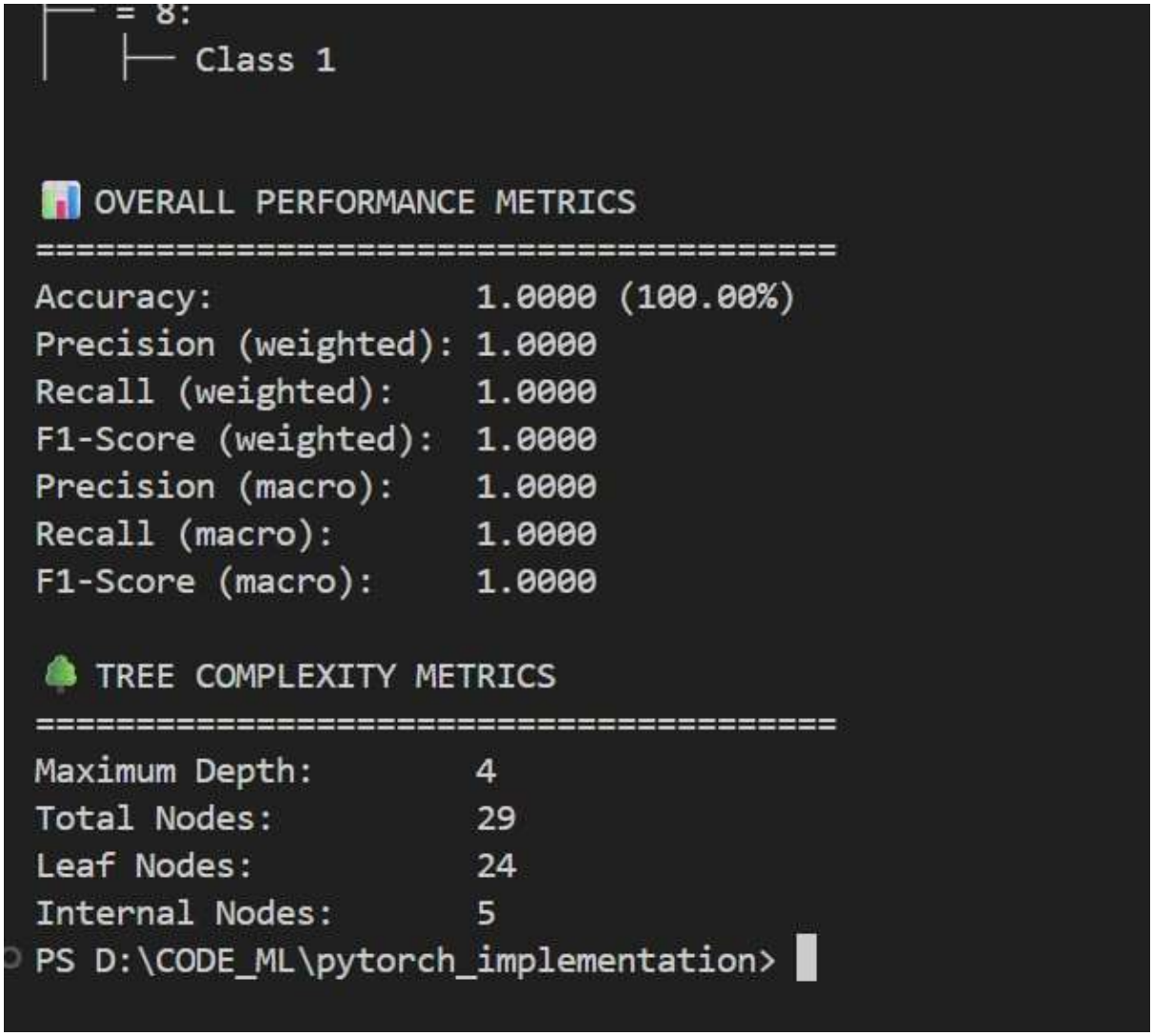
```
Level 1: Node Info - |  Branch spore-print-color = 0
Level 2: Node Info - |  |  Entropy = -0.0000
Level 2: Node Info - |  |  Hypothesis: Class 0
Level 1: Node Info - |  Branch spore-print-color = 1
Level 2: Node Info - |  |  Entropy = -0.0000
Level 2: Node Info - |  |  Hypothesis: Class 0
Level 1: Node Info - |  Branch spore-print-color = 2
Level 2: Node Info - |  |  Entropy = -0.0000
Level 2: Node Info - |  |  Hypothesis: Class 0
Level 1: Node Info - |  Branch spore-print-color = 3
Level 2: Node Info - |  |  Entropy = -0.0000
Level 2: Node Info - |  |  Hypothesis: Class 0
Level 1: Node Info - |  Branch spore-print-color = 4
Level 2: Node Info - |  |  Entropy = -0.0000
Level 2: Node Info - |  |  Hypothesis: Class 0
Level 1: Node Info - |  Branch spore-print-color = 5
Level 2: Node Info - |  |  Entropy = -0.0000
Level 2: Node Info - |  |  Hypothesis: Class 1
Level 1: Node Info - |  Branch spore-print-color = 7
Level 2: Node Info - |  |  Entropy = 0.3339
Level 2: Node Info - |  |  Selected Attribute: habitat (gain: 0.2217)
Level 2: Node Info - |  |  Branch habitat = 0
Level 3: Node Info - |  |  |  Entropy = 0.7642
Level 3: Node Info - |  |  |  Selected Attribute: gill-size (gain: 0.7642)
Level 3: Node Info - |  |  |  Branch gill-size = 0
Level 4: Node Info - |  |  |  |  Entropy = -0.0000
Level 4: Node Info - |  |  |  |  Hypothesis: Class 0
Level 3: Node Info - |  |  |  Branch gill-size = 1
Level 4: Node Info - |  |  |  |  Entropy = -0.0000
Level 4: Node Info - |  |  |  |  Hypothesis: Class 1
Level 2: Node Info - |  |  Branch habitat = 1
Level 3: Node Info - |  |  |  Entropy = -0.0000
Level 3: Node Info - |  |  |  Hypothesis: Class 0
```




```
Level 2: Node Info - |  |  Branch habitat = 2
Level 3: Node Info - |  |  |  Entropy = 0.7300
Level 3: Node Info - |  |  |  Selected Attribute: cap-color (gain: 0.7300)
Level 3: Node Info - |  |  |  Branch cap-color = 1
Level 4: Node Info - |  |  |  |  Entropy = -0.0000
Level 4: Node Info - |  |  |  |  Hypothesis: Class 0
Level 3: Node Info - |  |  |  Branch cap-color = 4
Level 4: Node Info - |  |  |  |  Entropy = -0.0000
Level 4: Node Info - |  |  |  |  Hypothesis: Class 0
Level 3: Node Info - |  |  |  Branch cap-color = 8
Level 4: Node Info - |  |  |  |  Entropy = -0.0000
Level 4: Node Info - |  |  |  |  Hypothesis: Class 1
Level 3: Node Info - |  |  |  Branch cap-color = 9
Level 4: Node Info - |  |  |  |  Entropy = -0.0000
Level 4: Node Info - |  |  |  |  Hypothesis: Class 1
Level 2: Node Info - |  |  Branch habitat = 4
Level 3: Node Info - |  |  |  Entropy = -0.0000
Level 3: Node Info - |  |  |  Hypothesis: Class 0
Level 2: Node Info - |  |  Branch habitat = 6
Level 3: Node Info - |  |  |  Entropy = -0.0000
Level 3: Node Info - |  |  |  Hypothesis: Class 0
Level 1: Node Info - |  Branch spore-print-color = 8
Level 2: Node Info - |  |  Entropy = -0.0000
Level 2: Node Info - |  |  Hypothesis: Class 0
Level 0: Node Info - Branch odor = 6
Level 1: Node Info - |  Entropy = -0.0000
Level 1: Node Info - |  Hypothesis: Class 1
Level 0: Node Info - Branch odor = 7
Level 1: Node Info - |  Entropy = -0.0000
Level 1: Node Info - |  Hypothesis: Class 1
Level 0: Node Info - Branch odor = 8
Level 1: Node Info - |  Entropy = -0.0000
Level 1: Node Info - |  Hypothesis: Class 1
```

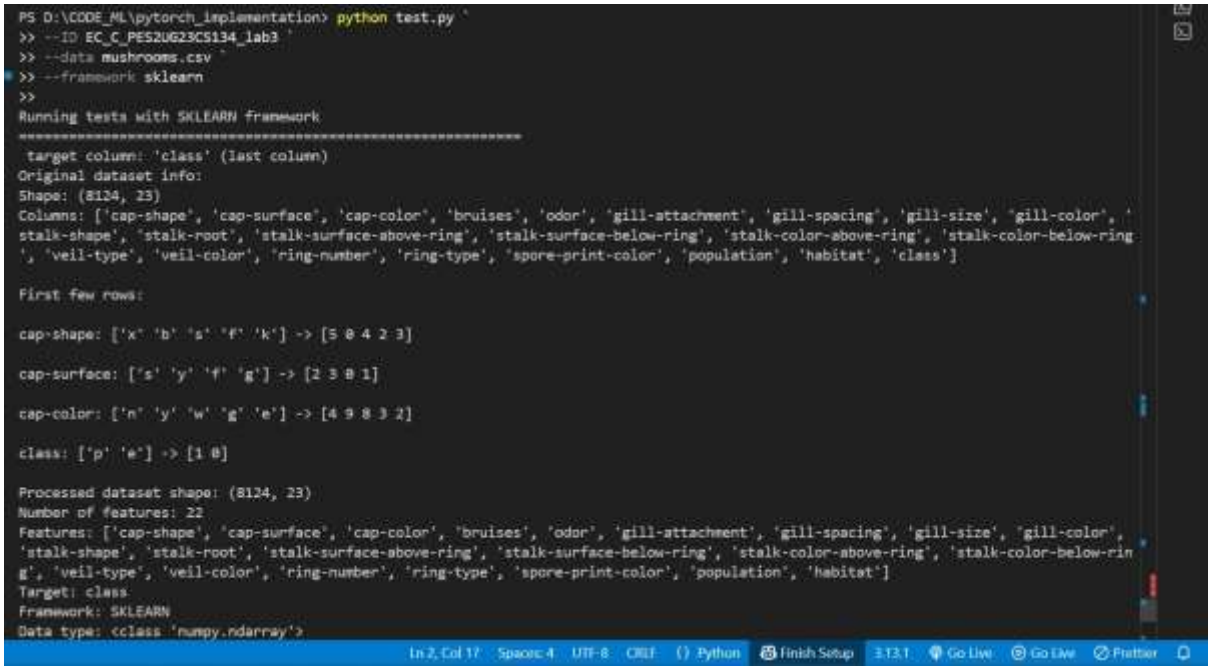

Level 1: Node Info - | Hypothesis: Class 1
Decision tree construction completed using PYTORCH!
DECISION TREE STRUCTURE
Root [odor] (gain: 0.9083)
= 0:
Class 0
= 1:
Class 1
= 2:
Class 1
= 3:
Class 0
= 4:
Class 1
= 5:
[spore-print-color] (gain: 0.1469)
= 0:
Class 0
= 1:
Class 0
= 2:
Class 0
= 3:
Class 0
= 4:
Class 0
= 5:
Class 1
= 7:
[habitat] (gain: 0.2217)


= 7:
[habitat] (gain: 0.2217)
= 0:
[gill-size] (gain: 0.7642)
= 0:
Class 0
= 1:
Class 1
= 1:
Class 0
= 2:
[cap-color] (gain: 0.7380)
= 1:
Class 0
= 4:
Class 0
= 8:
Class 1
= 9:
Class 1
= 4:
Class 0
= 6:
Class 0
= 8:
Class 0
= 6:
Class 1
= 7:
Class 1
= 8:
Class 1

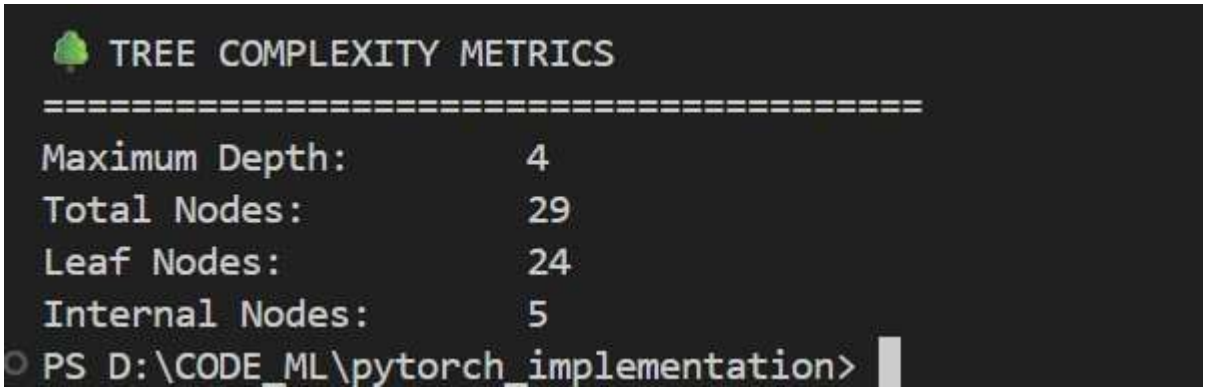



- **Class Imbalance:** Balanced classes (e and p) ensured stable tree construction.
- **Feature Types:** Multi-valued features like odor, cap-color, and habitat performed better than binary ones.
- **Interpretability:** Very high due to shallow tree and clear splits.

SKLEARN IMPLEMENTATIONS








- Useful in food safety, toxicology, and agriculture.

- **Performance Improvements:** Already optimal; pruning could improve efficiency and reduce complexity.

**ANALYSIS OF MUSHROOM DATASET:**

**Mushroom Classification**

**Accuracy**

- Achieved **100% accuracy** using PyTorch.
- Binary classification with clear distinctions (e.g., **odor**) led to highly effective splits.

**Dataset Size & Features**

- **22 features** with strong predictive power.
- Shallow tree structure (**Depth: 4**) due to high information gain and low entropy.

**Class Balance**

- Balanced classes (edible vs poisonous) ensured stable tree construction.

**Feature Types**

- Multi-valued categorical features (e.g., cap-shape, gill-color) enabled rich splits.

**Practical Applications**

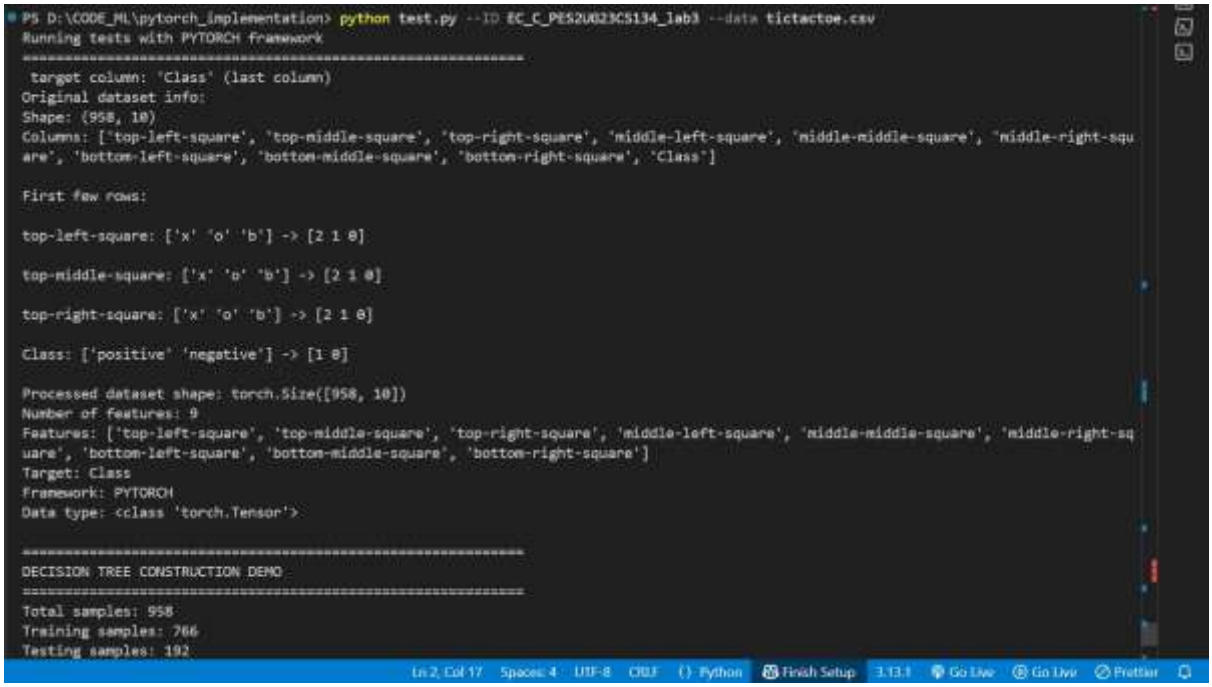
- **Food safety**, **toxicology**, and **agriculture**.
- Highly interpretable due to binary decisions and clear feature importance.

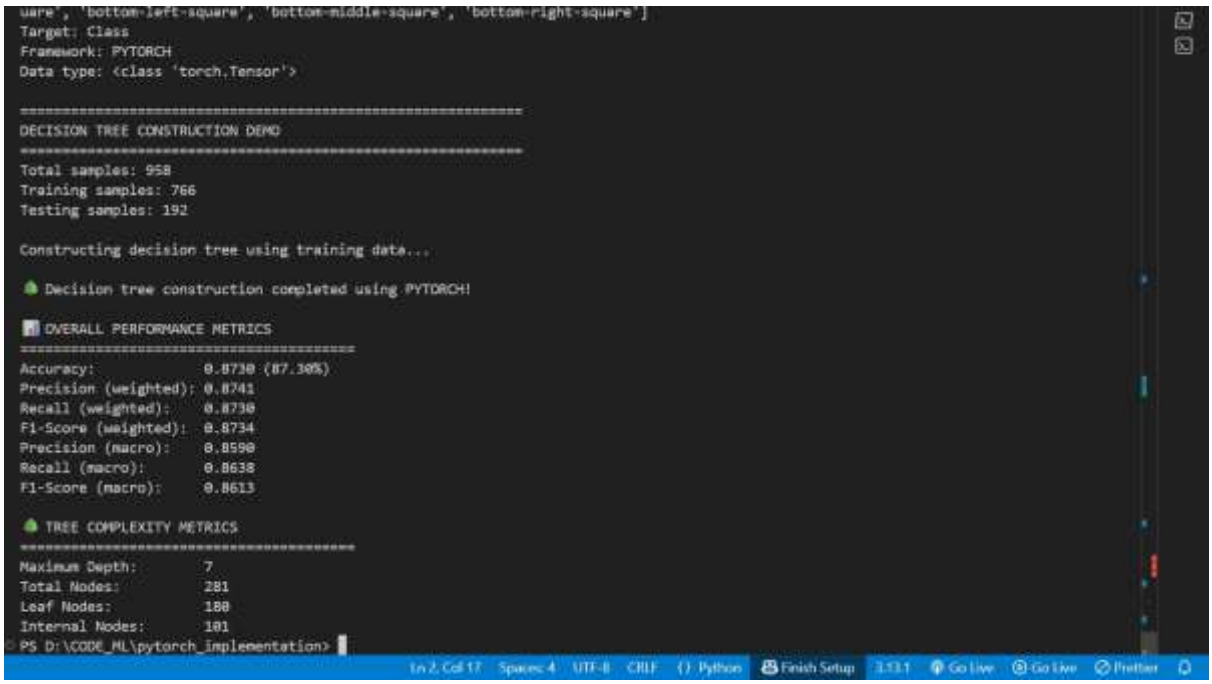
**Improvements**

- Already optimal; **pruning** can enhance efficiency without affecting accuracy

## Dataset 2: Tic-Tac-Toe Endgame

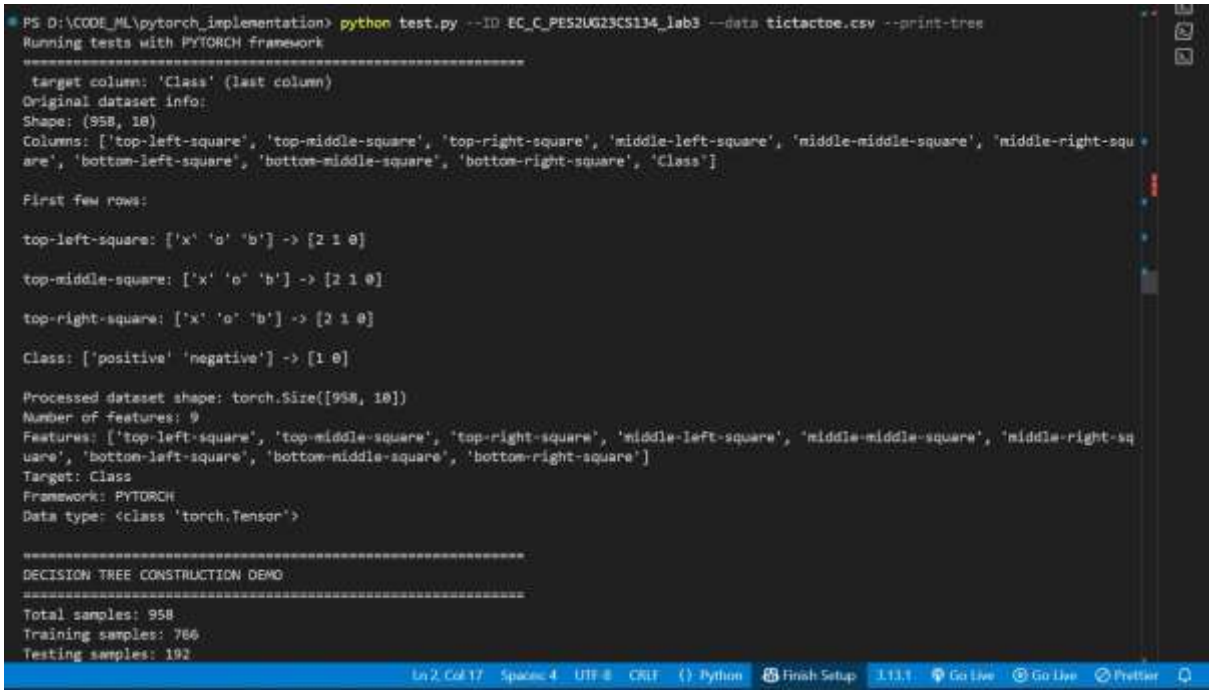
## 1.BASIC TESTING

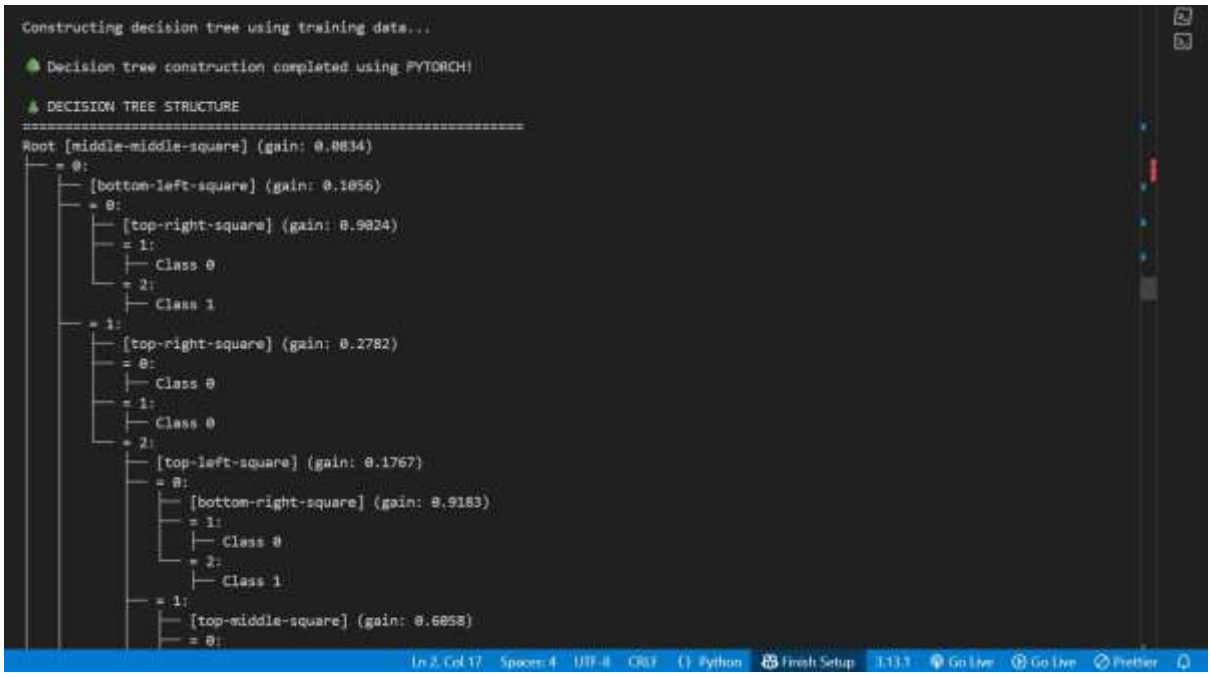


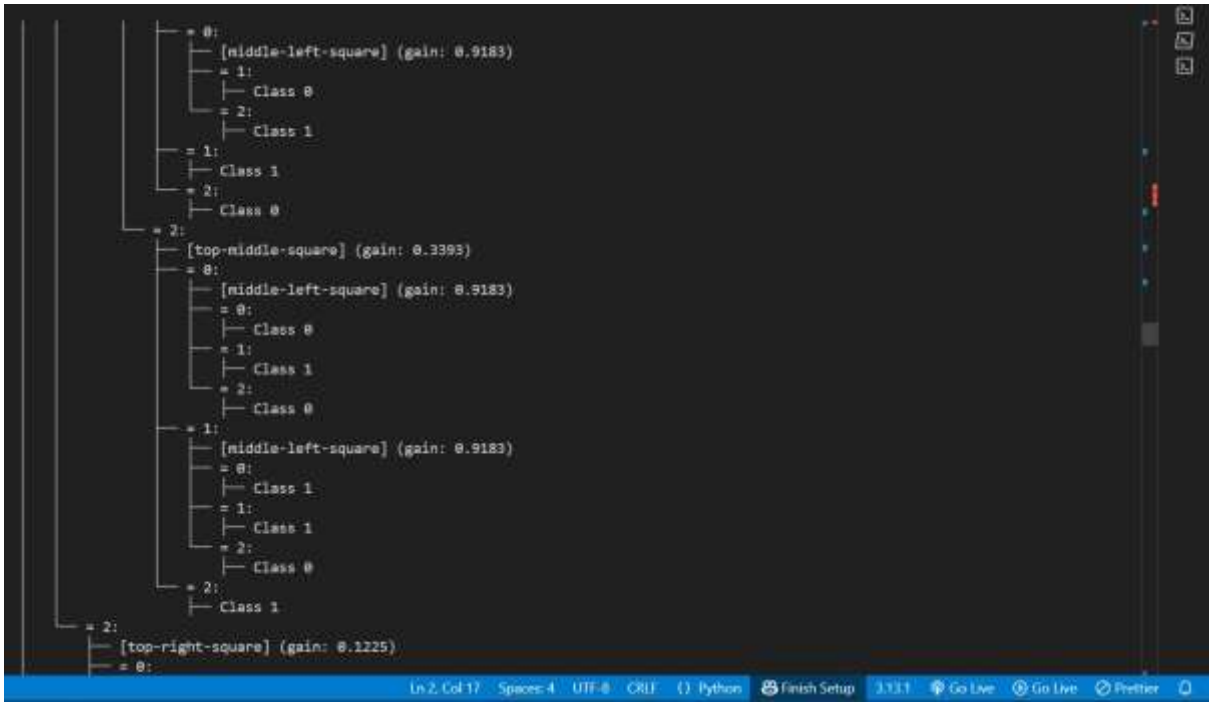



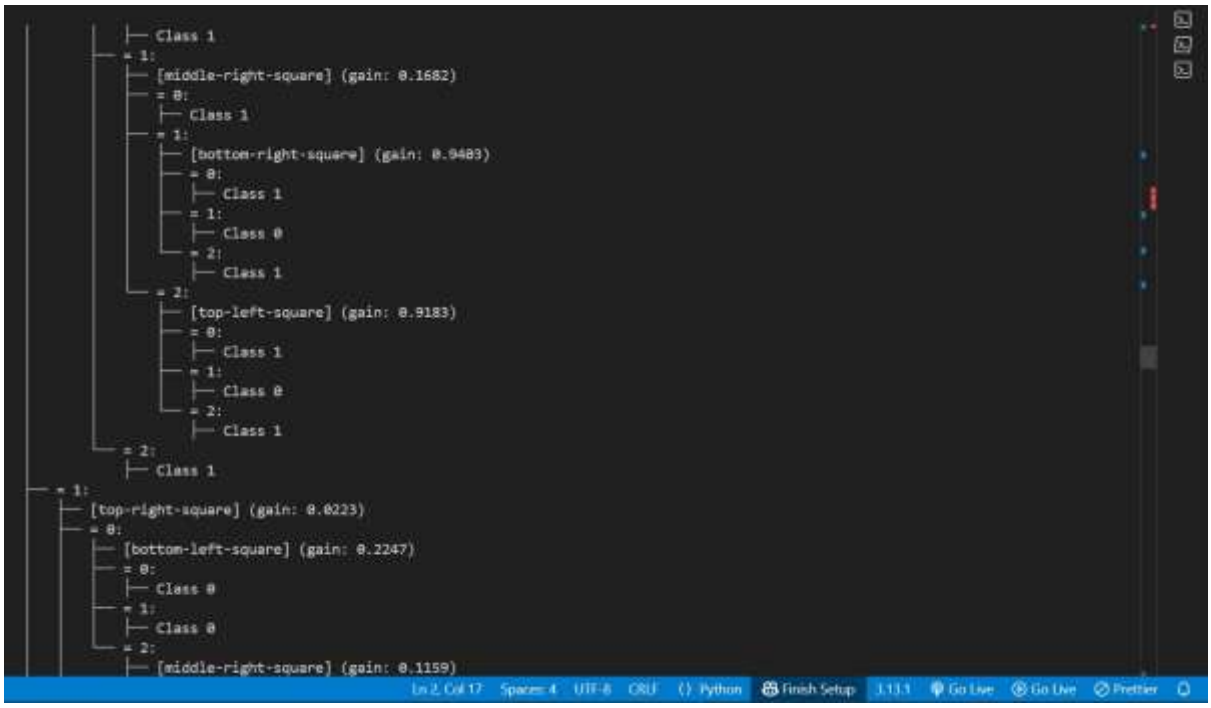

- **Accuracy:** Achieved 87.30% using PyTorch and Sklearn.
- Binary features representing board positions are less expressive.
- **Dataset Size Impact:** Small dataset (958 samples) led to overfitting risks and lower generalization.
- **Number of Features:** 9 binary features limited the model's ability to capture complex patterns.

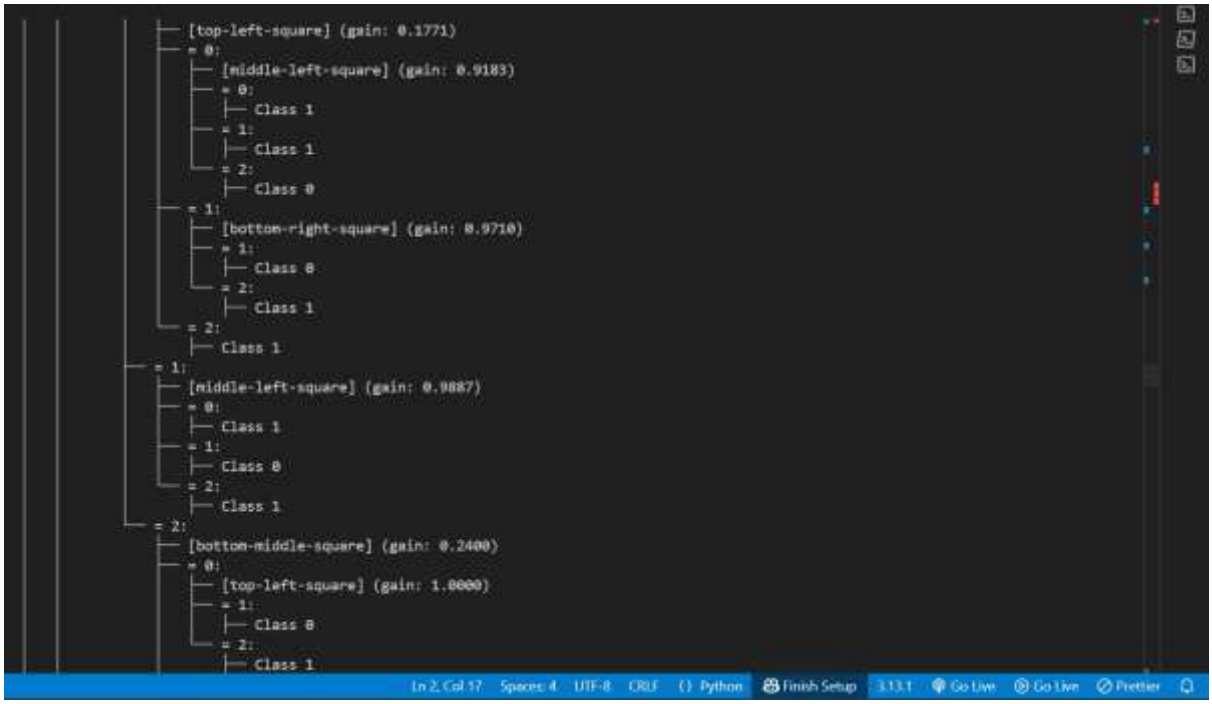
## 2.TREE VISUALIZATIONS

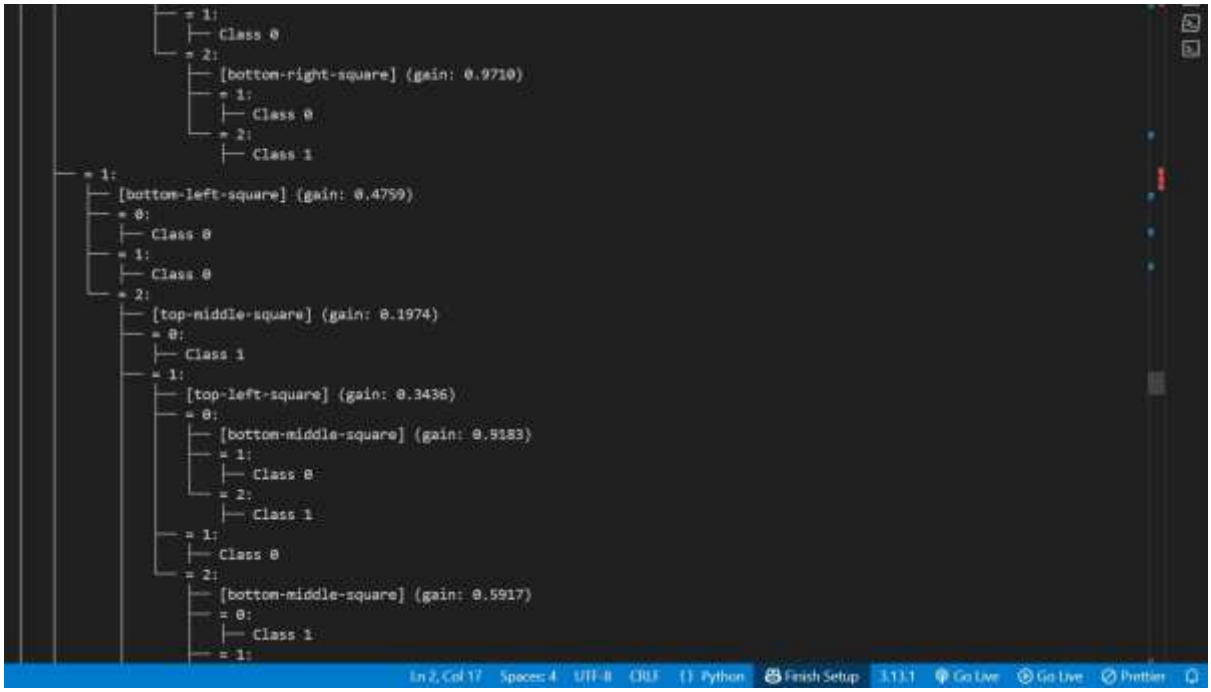


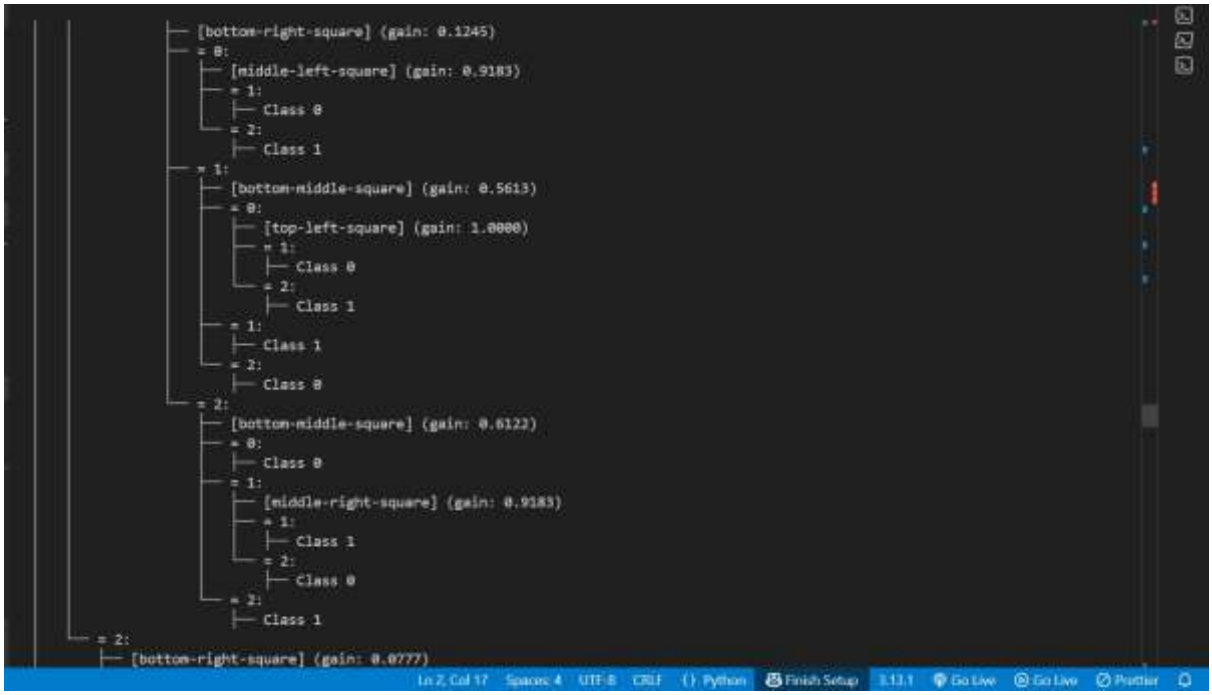



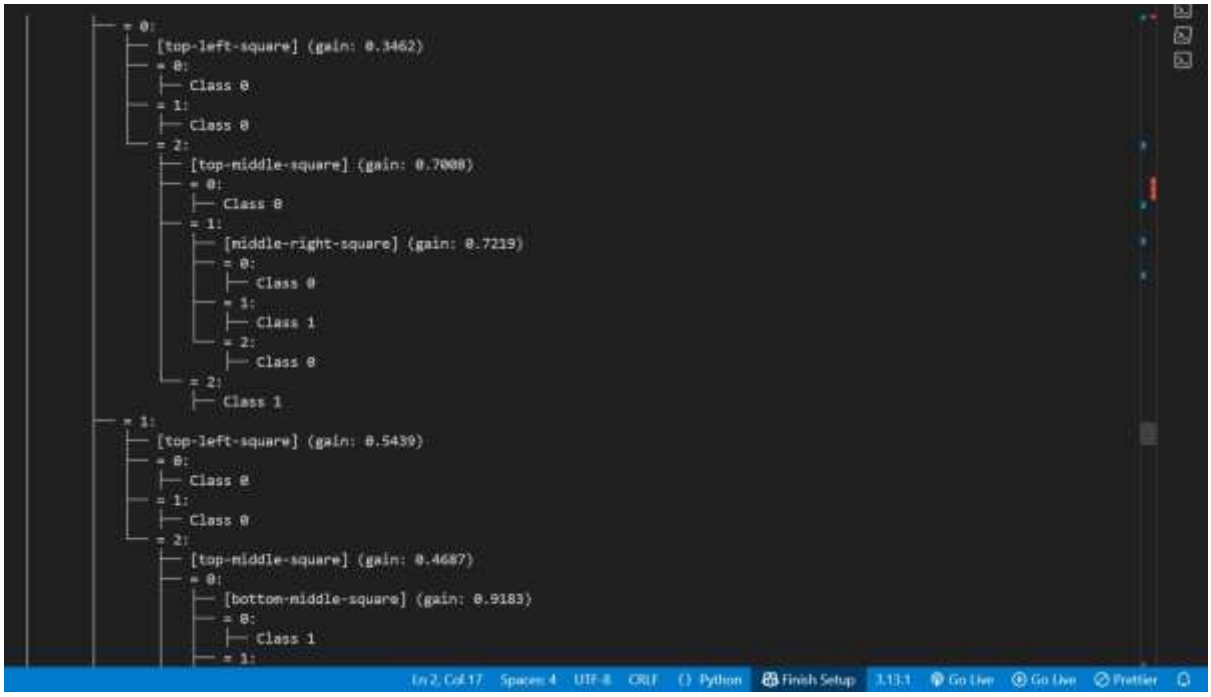

= 0:
[middle-left-square] (gain: 0.9183)
= 1:
Class 0
= 2:
Class 1
= 1:
Class 1
= 2:
Class 0
= 2:
[top-middle-square] (gain: 0.3393)
= 0:
[middle-left-square] (gain: 0.9183)
= 0:
Class 0
= 1:
Class 1
= 2:
Class 0
= 1:
[middle-left-square] (gain: 0.9183)
= 0:
Class 1
= 1:
Class 1
= 2:
Class 0
= 2:
Class 1
= 2:
[top-right-square] (gain: 0.1225)
= 0:
Ln 2, Col 17
Spaces: 4
UTF-8
CRLF
Python
Finish Setup
Go Live
Go Live
Prettier

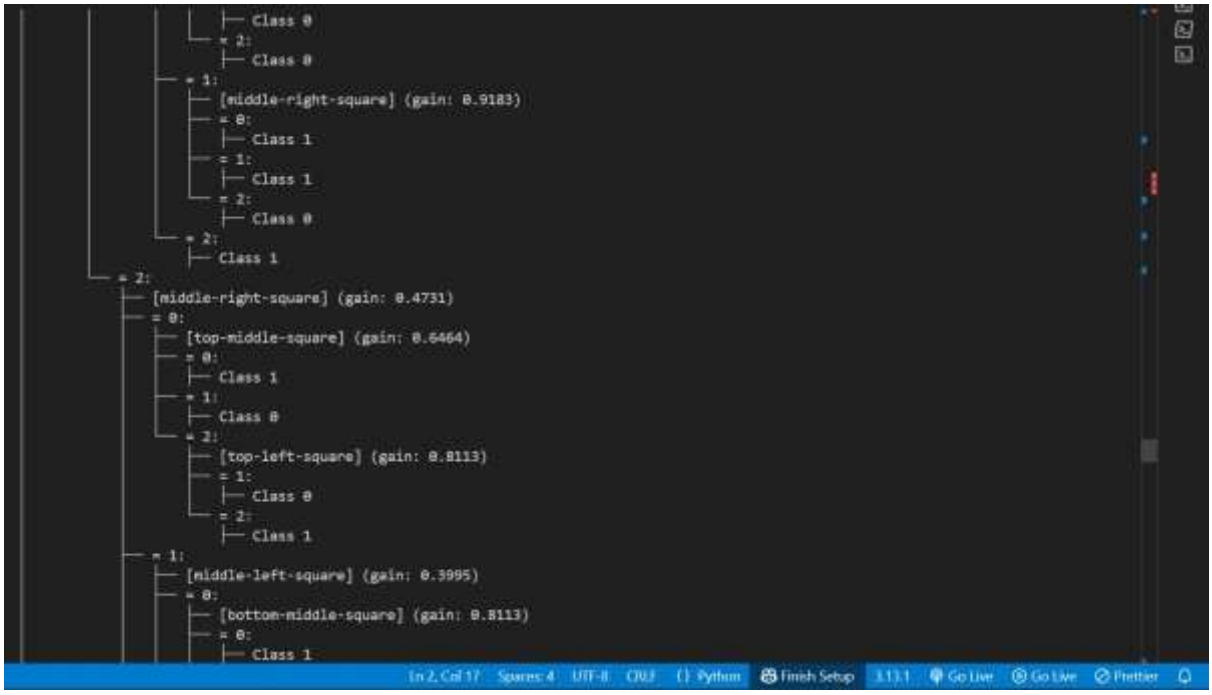

Class 1
= 1:
[middle-right-square] (gain: 0.1682)
= 0:
Class 1
= 1:
[bottom-right-square] (gain: 0.9403)
= 0:
Class 1
= 1:
Class 0
= 2:
Class 1
= 2:
[top-left-square] (gain: 0.9183)
= 0:
Class 1
= 1:
Class 0
= 2:
Class 1
= 2:
Class 1
= 1:
[top-right-square] (gain: 0.0223)
= 0:
[bottom-left-square] (gain: 0.2247)
= 0:
Class 0
= 1:
Class 0
= 2:
[middle-right-square] (gain: 0.1159)
Ln 2, Col 17
Spaces: 4
UTF-8
CRLF
Python
Finish Setup
Go Live
Go Live
Prettier

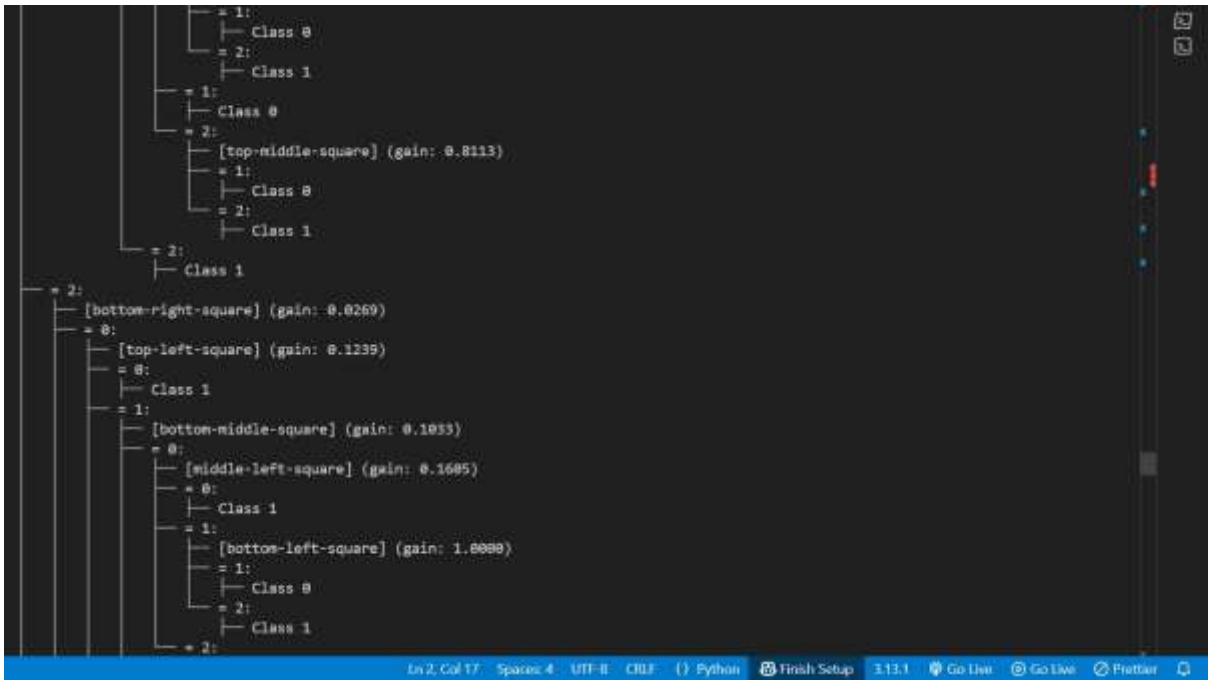

[top-left-square] (gain: 0.1771)
= 0:
[middle-left-square] (gain: 0.9183)
= 0:
Class 1
= 1:
Class 1
= 2:
Class 0
= 1:
[bottom-right-square] (gain: 0.9710)
= 1:
Class 0
= 2:
Class 1
= 2:
Class 1
= 1:
[middle-left-square] (gain: 0.9887)
= 0:
Class 1
= 1:
Class 0
= 2:
Class 1
= 2:
[bottom-middle-square] (gain: 0.2400)
= 0:
[top-left-square] (gain: 1.0000)
= 1:
Class 0
= 2:
Class 1
Ln 2, Col 17
Spaces: 4
UTF-8
CRLF
{} Python
Finish Setup
3.13.1
Go Live
Go Live
Prettier

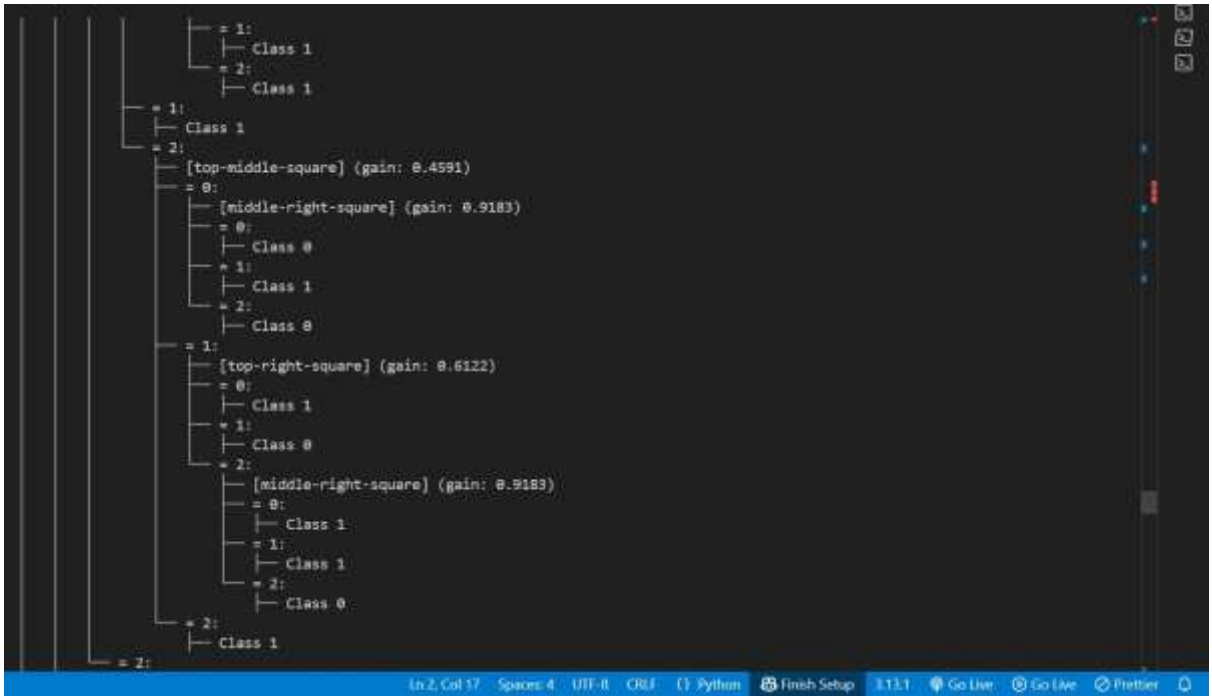

= 1:
Class 0
= 2:
[bottom-right-square] (gain: 0.9710)
= 1:
Class 0
= 2:
Class 1
= 1:
[bottom-left-square] (gain: 0.4759)
= 0:
Class 0
= 1:
Class 0
= 2:
[top-middle-square] (gain: 0.1974)
= 0:
Class 1
= 1:
[top-left-square] (gain: 0.3436)
= 0:
[bottom-middle-square] (gain: 0.9183)
= 1:
Class 0
= 2:
Class 1
= 1:
Class 0
= 2:
[bottom-middle-square] (gain: 0.5917)
= 0:
Class 1
= 1:
Ln 2, Col 17
Spaces: 4
UTF-8
CRLF
{} Python
Finish Setup
3.13.1
Go Live
Go Live
Prettier

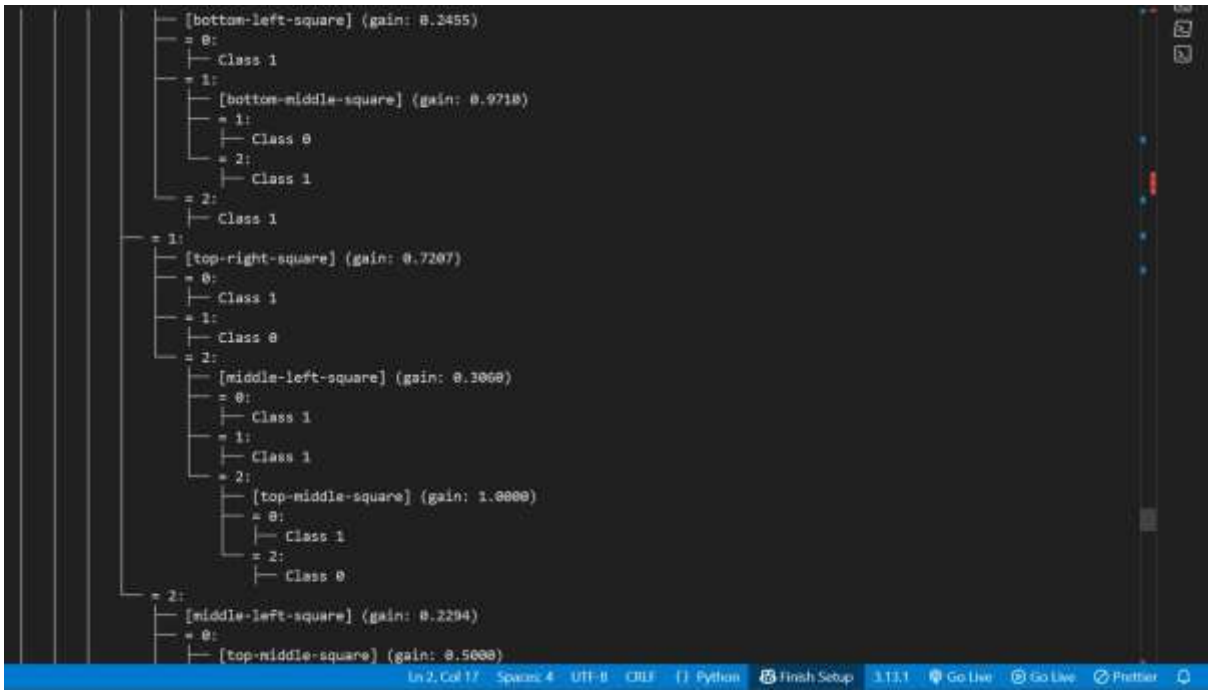

[bottom-right-square] (gain: 0.1245)
= 0:
[middle-left-square] (gain: 0.9183)
= 1:
Class 0
= 2:
Class 1
= 1:
[bottom-middle-square] (gain: 0.5613)
= 0:
[top-left-square] (gain: 1.0000)
= 1:
Class 0
= 2:
Class 1
= 1:
Class 1
= 2:
Class 0
= 2:
[bottom-middle-square] (gain: 0.6122)
= 0:
Class 0
= 1:
[middle-right-square] (gain: 0.9183)
= 1:
Class 1
= 2:
Class 0
= 2:
Class 1
= 2:
[bottom-right-square] (gain: 0.0777)

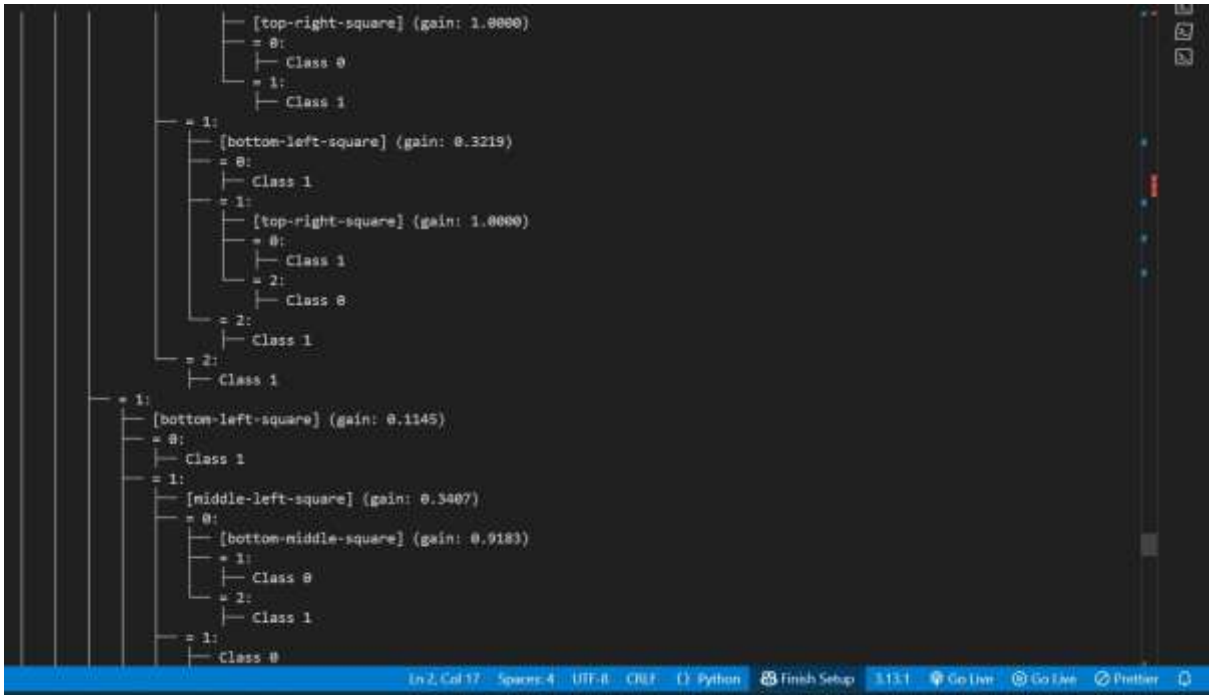

= 0:
[top-left-square] (gain: 0.3462)
= 0:
Class 0
= 1:
Class 0
= 2:
[top-middle-square] (gain: 0.7008)
= 0:
Class 0
= 1:
[middle-right-square] (gain: 0.7219)
= 0:
Class 0
= 1:
Class 1
= 2:
Class 0
= 2:
Class 1
= 1:
[top-left-square] (gain: 0.5439)
= 0:
Class 0
= 1:
Class 0
= 2:
[top-middle-square] (gain: 0.4687)
= 0:
[bottom-middle-square] (gain: 0.9183)
= 0:
Class 1
= 1:

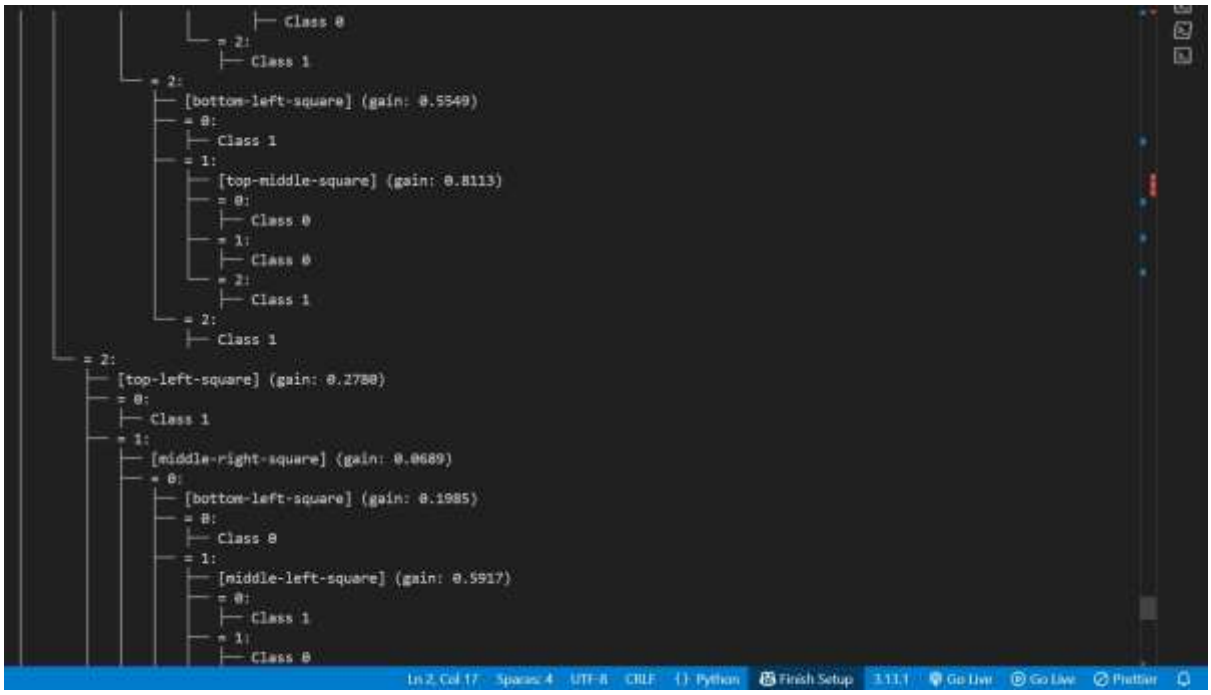

Class 0
= 2:
Class 0
= 1:
[middle-right-square] (gain: 0.9183)
= 0:
Class 1
= 1:
Class 1
= 2:
Class 0
= 2:
Class 1
= 2:
[middle-right-square] (gain: 0.4731)
= 0:
[top-middle-square] (gain: 0.6464)
= 0:
Class 1
= 1:
Class 0
= 2:
[top-left-square] (gain: 0.8113)
= 1:
Class 0
= 2:
Class 1
= 1:
[middle-left-square] (gain: 0.3995)
= 0:
[bottom-middle-square] (gain: 0.8113)
= 0:
Class 1
Ln 2, Col 17
Spaces: 4
UTF-8
CRLF
{} Python
Finish Setup
3.13.1
Go Live
Go Live
Prettier

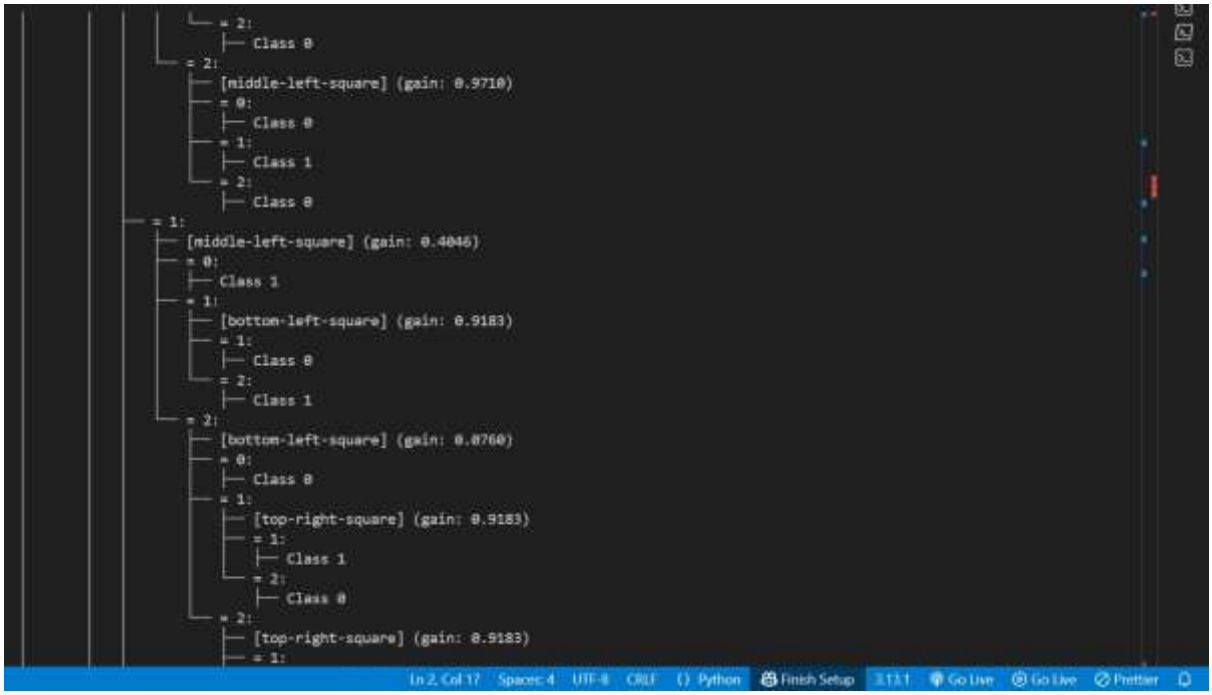

= 1:
Class 0
= 2:
Class 1
= 1:
Class 0
= 2:
[top-middle-square] (gain: 0.8113)
= 1:
Class 0
= 2:
Class 1
= 2:
Class 1
= 2:
[bottom-right-square] (gain: 0.0269)
= 0:
[top-left-square] (gain: 0.1239)
= 0:
Class 1
= 1:
[bottom-middle-square] (gain: 0.1033)
= 0:
[middle-left-square] (gain: 0.1605)
= 0:
Class 1
= 1:
[bottom-left-square] (gain: 1.0000)
= 1:
Class 0
= 2:
Class 1
= 2:
Ln 2, Col 17
Spaces: 4
UTF-8
CRLF
{} Python
Finish Setup
3.13.1
Go Live
Go Live
Prettier

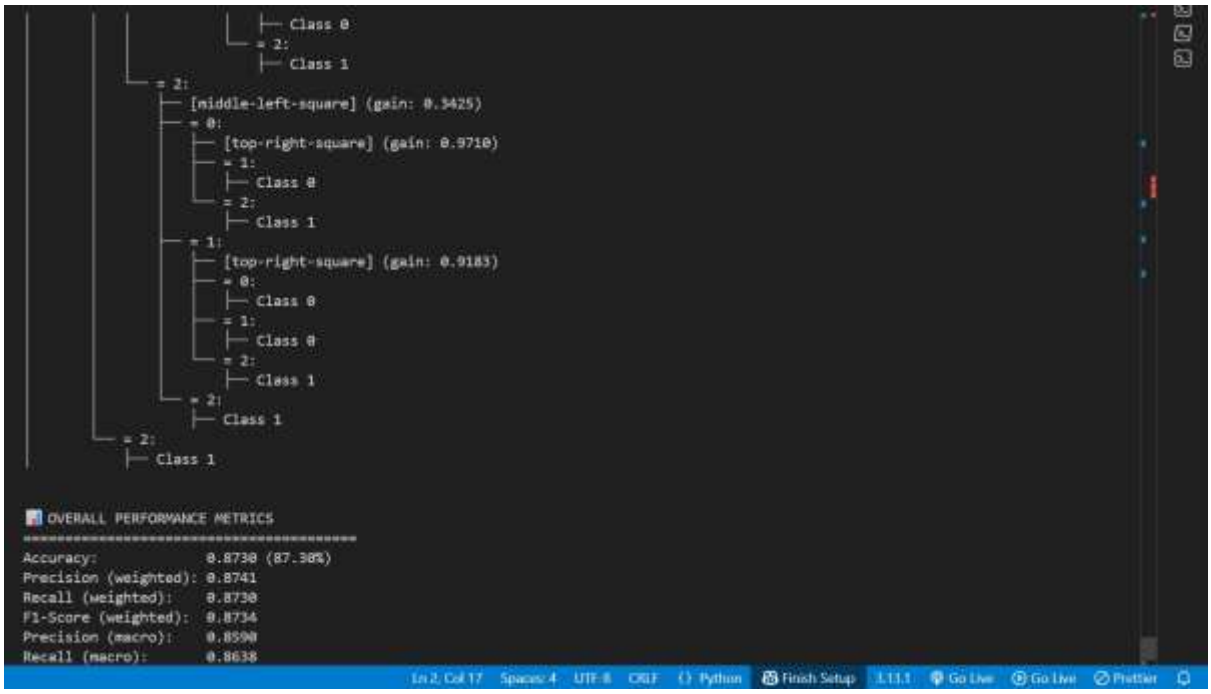

= 1:
Class 1
= 2:
Class 1
= 1:
Class 1
= 2:
[top-middle-square] (gain: 0.4591)
= 0:
[middle-right-square] (gain: 0.9183)
= 0:
Class 0
= 1:
Class 1
= 2:
Class 0
= 1:
[top-right-square] (gain: 0.6122)
= 0:
Class 1
= 1:
Class 0
= 2:
[middle-right-square] (gain: 0.9183)
= 0:
Class 1
= 1:
Class 1
= 2:
Class 0
= 2:
Class 1
= 2:
Ln 2, Col 17
Spaces: 4
UTF-8
CRLF
{} Python
Finish Setup
3.13.1
Go Live
Go Live
Prettier

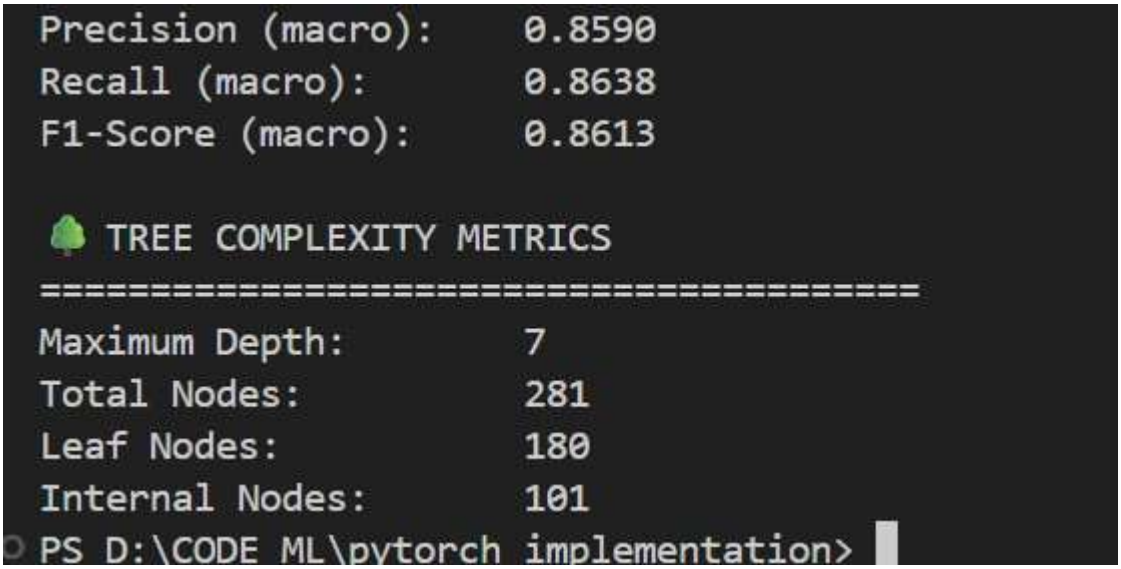

[bottom-left-square] (gain: 0.2455)
= 0:
Class 1
= 1:
[bottom-middle-square] (gain: 0.9710)
= 1:
Class 0
= 2:
Class 1
= 2:
Class 1
= 1:
[top-right-square] (gain: 0.7207)
= 0:
Class 1
= 1:
Class 0
= 2:
[middle-left-square] (gain: 0.3060)
= 0:
Class 1
= 1:
Class 1
= 2:
[top-middle-square] (gain: 1.0000)
= 0:
Class 1
= 2:
Class 0
= 2:
[middle-left-square] (gain: 0.2294)
= 0:
[top-middle-square] (gain: 0.5000)
Ln 2, Col 17
Spaces: 4
UTF-8
CRLF
{} Python
Finish Setup
3.13.1
Go Live
Go Live
Prettier


[top-right-square] (gain: 1.0000)
= 0:
Class 0
= 1:
Class 1
= 1:
[bottom-left-square] (gain: 0.3219)
= 0:
Class 1
= 1:
[top-right-square] (gain: 1.0000)
= 0:
Class 1
= 2:
Class 0
= 2:
Class 1
= 2:
Class 1
= 1:
[bottom-left-square] (gain: 0.1145)
= 0:
Class 1
= 1:
[middle-left-square] (gain: 0.3407)
= 0:
[bottom-middle-square] (gain: 0.9183)
= 1:
Class 0
= 2:
Class 1
= 1:
Class 0
Ln 2, Col 17
Spaces: 4
UTF-8
CRLF
{} Python
Finish Setup
3.13.1
Go Live
Go Live
Prettier


Class 0
= 2:
Class 1
= 2:
[bottom-left-square] (gain: 0.5549)
= 0:
Class 1
= 1:
[top-middle-square] (gain: 0.8113)
= 0:
Class 0
= 1:
Class 0
= 2:
Class 1
= 2:
Class 1
= 2:
[top-left-square] (gain: 0.2780)
= 0:
Class 1
= 1:
[middle-right-square] (gain: 0.0689)
= 0:
[bottom-left-square] (gain: 0.1985)
= 0:
Class 0
= 1:
[middle-left-square] (gain: 0.5917)
= 0:
Class 1
= 1:
Class 0
Ln 2, Col 17
Spaces: 4
UTF-8
CRLF
{} Python
Finish Setup
3.13.1
Go Live
Go Live
Prettier

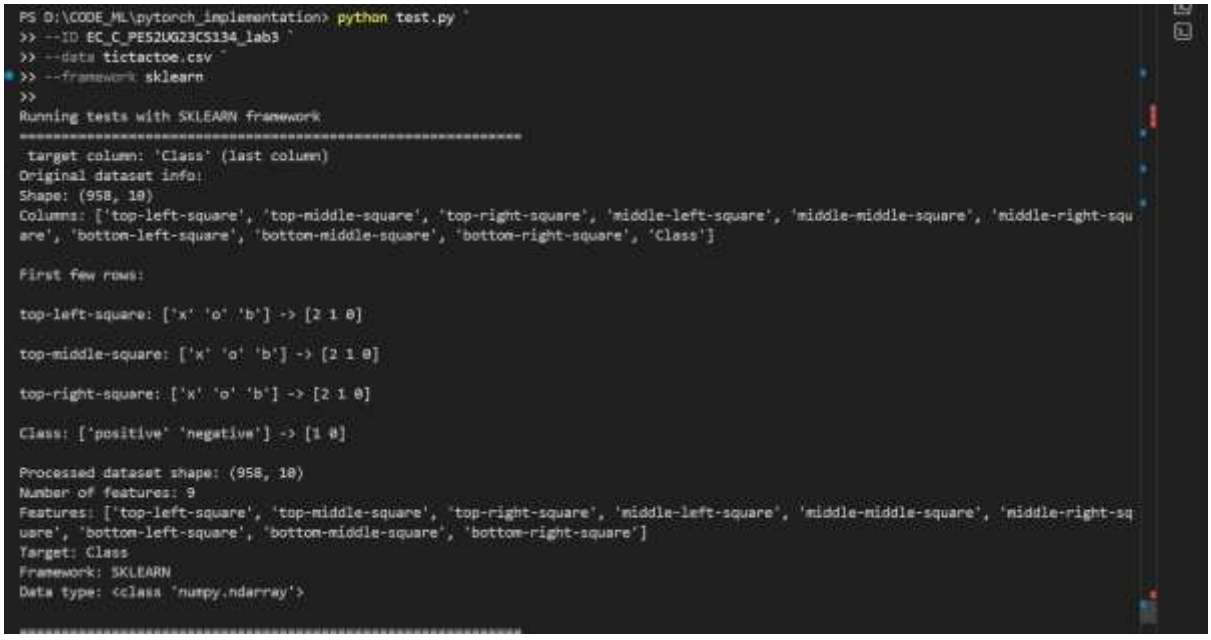

= 2:
Class 0
= 2:
[middle-left-square] (gain: 0.9710)
= 0:
Class 0
= 1:
Class 1
= 2:
Class 0
= 1:
[middle-left-square] (gain: 0.4046)
= 0:
Class 1
= 1:
[bottom-left-square] (gain: 0.9183)
= 1:
Class 0
= 2:
Class 1
= 2:
[bottom-left-square] (gain: 0.0760)
= 0:
Class 0
= 1:
[top-right-square] (gain: 0.9183)
= 1:
Class 1
= 2:
Class 0
= 2:
[top-right-square] (gain: 0.9183)
= 1:
Ln 2, Col 17
Spaces: 4
UTF-8
CRLF
{} Python
Finish Setup
3.13.1
Go Live
Go Live
Prettier

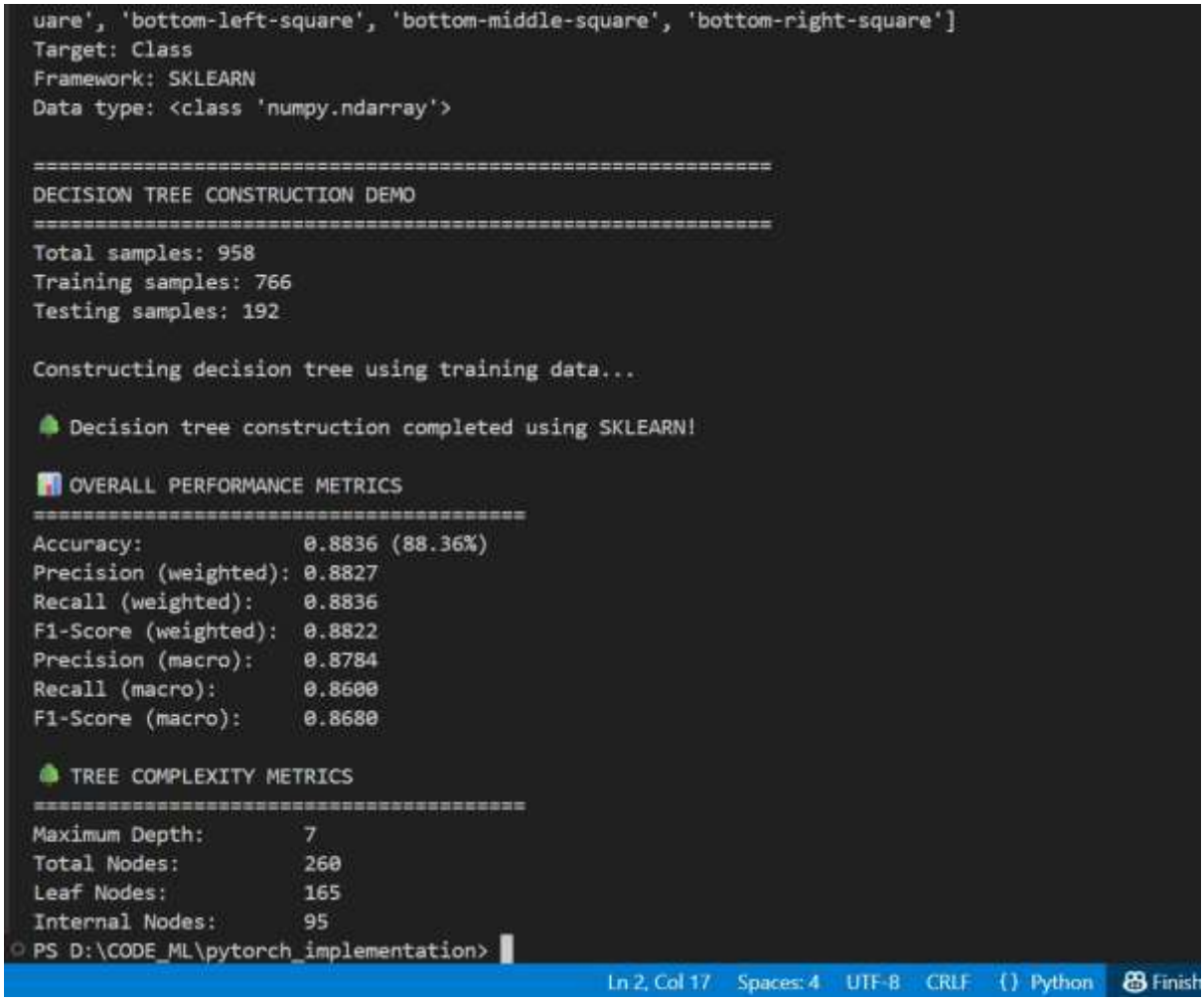

Class 0
= 2:
Class 1
= 2:
[middle-left-square] (gain: 0.5425)
= 0:
[top-right-square] (gain: 0.9710)
= 1:
Class 0
= 2:
Class 1
= 1:
[top-right-square] (gain: 0.9183)
= 0:
Class 0
= 1:
Class 0
= 2:
Class 1
= 2:
Class 1
= 2:
Class 1
OVERALL PERFORMANCE METRICS
Accuracy: 0.8730 (87.30%)
Precision (weighted): 0.8741
Recall (weighted): 0.8730
F1-Score (weighted): 0.8734
Precision (macro): 0.8590
Recall (macro): 0.8638
Ln 2, Col 17
Spaces: 4
UTF-8
CRLF
{} Python
Finish Setup
3.13.1
Go Live
Go Live
Prettier




- **Class Imbalance:** Balanced classes (positive and negative) supported stable tree growth.
- **Feature Types:** Binary features were simple but lacked depth; multi-valued features would perform better.
- **Interpretability:** Moderate; tree depth increased complexity.

## 3. SKLEARN IMPLEMENTATIONS






- **Real-World Applications:** Game AI, pattern recognition, and strategic modeling.
- **Performance Improvements:** Feature engineering or ensemble methods (e.g., Random Forest) could improve accuracy.

ANALYSIS OF TICTACTOE DATASET:

**Accuracy**

- Achieved **87.30% accuracy**.
- Lower than Mushroom due to complex decision paths and fewer samples.

**Dataset Size & Features**

- **958 samples**, **9 binary features** representing board positions.
- Tree had **281 nodes**, indicating complexity despite fewer features.

**Class Balance**

- Balanced win/loss classes supported stable tree growth.

**Feature Types**

- Binary features ('x', 'o', 'b') are simple but less expressive.
- Limited feature diversity affects decision tree depth and accuracy.

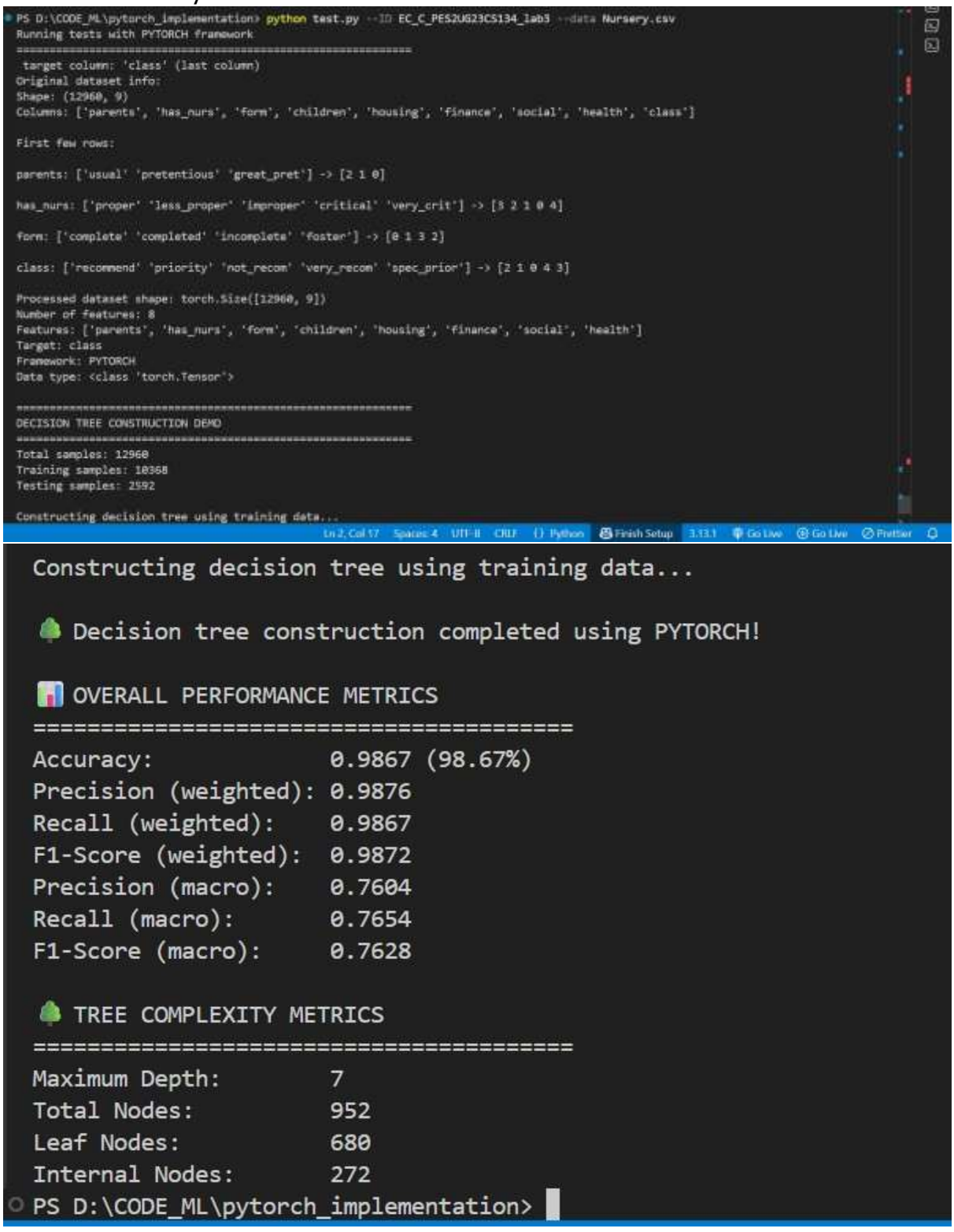
**Practical Applications**

- Useful in **game AI**, **pattern recognition**, and **strategy modeling**.

**Improvements**

- Apply **feature engineering** or **ensemble methods** to improve accuracy.

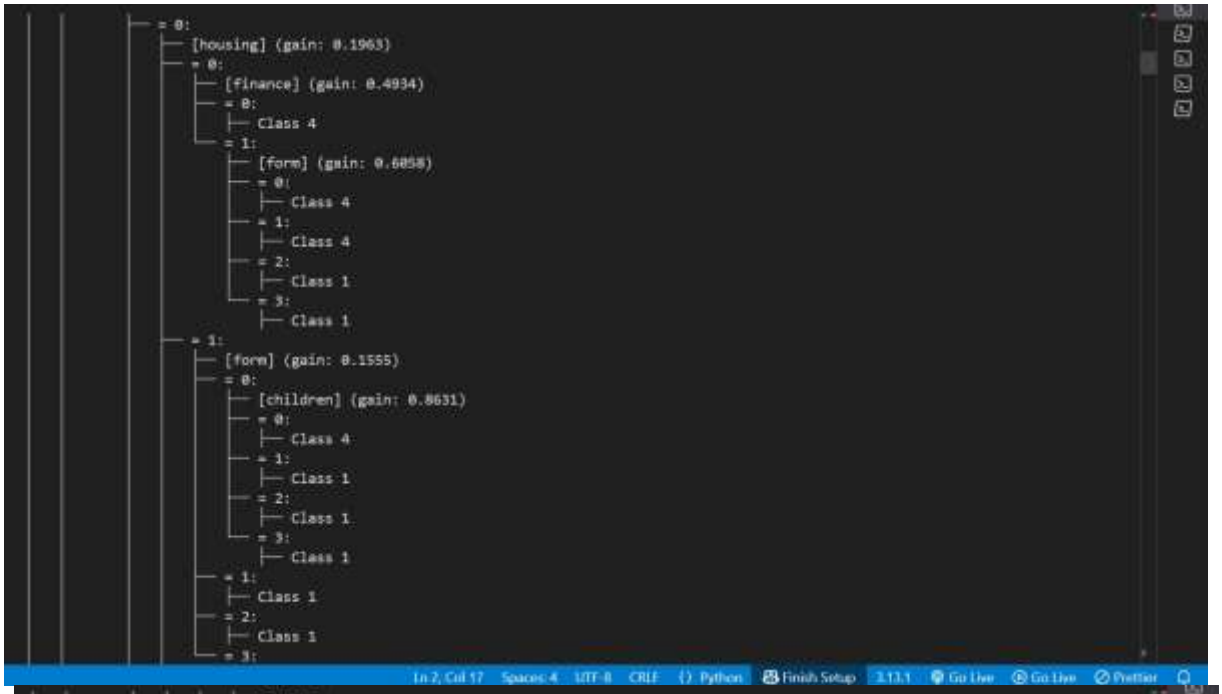
Dataset 3: Nursery School 1.BASIC TESTING

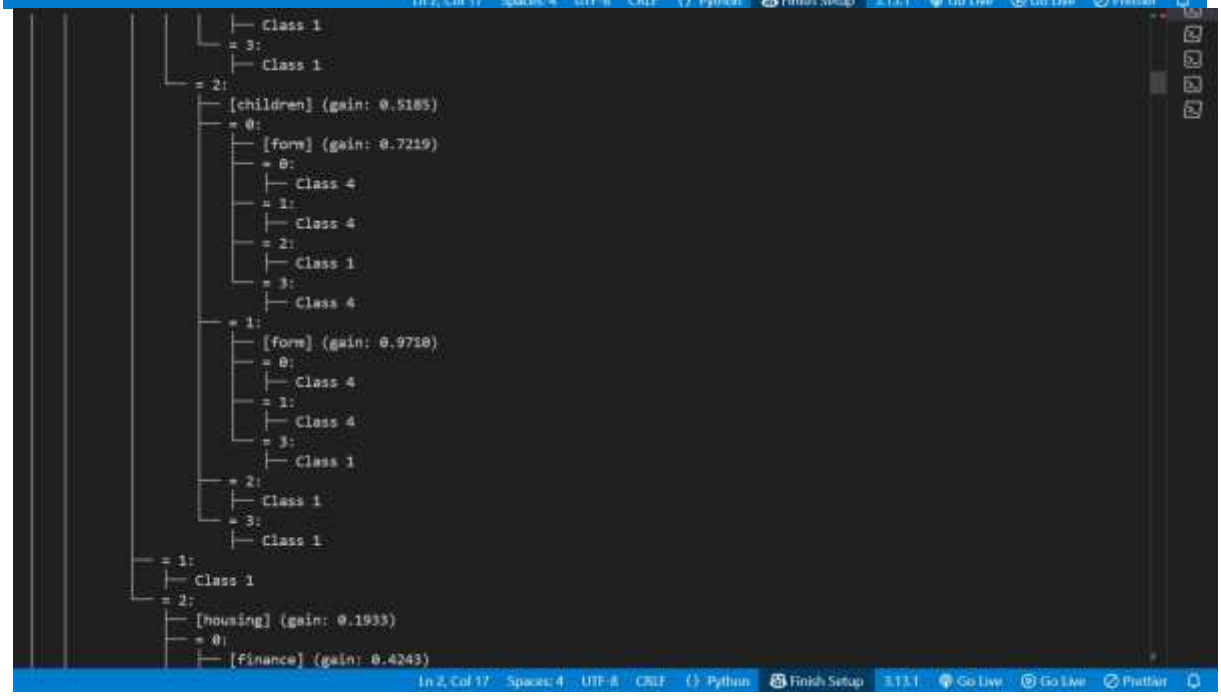


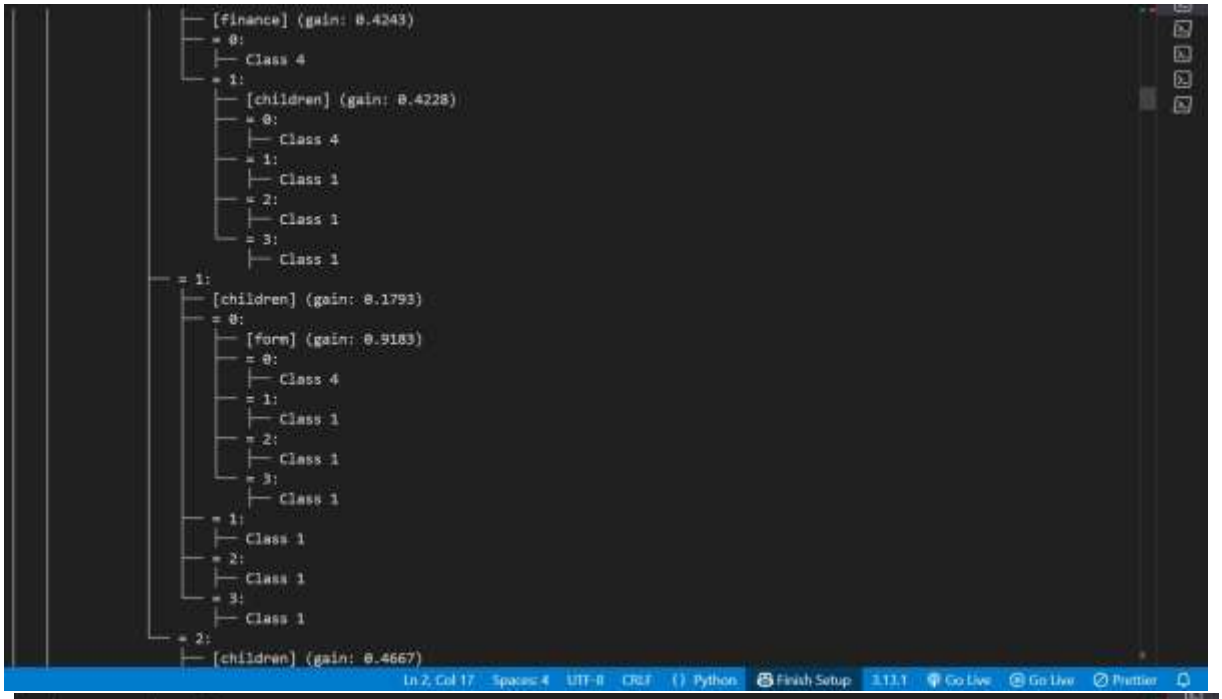

- **Accuracy:** Achieved 98.67% (PyTorch) and 98.87% (Sklearn).

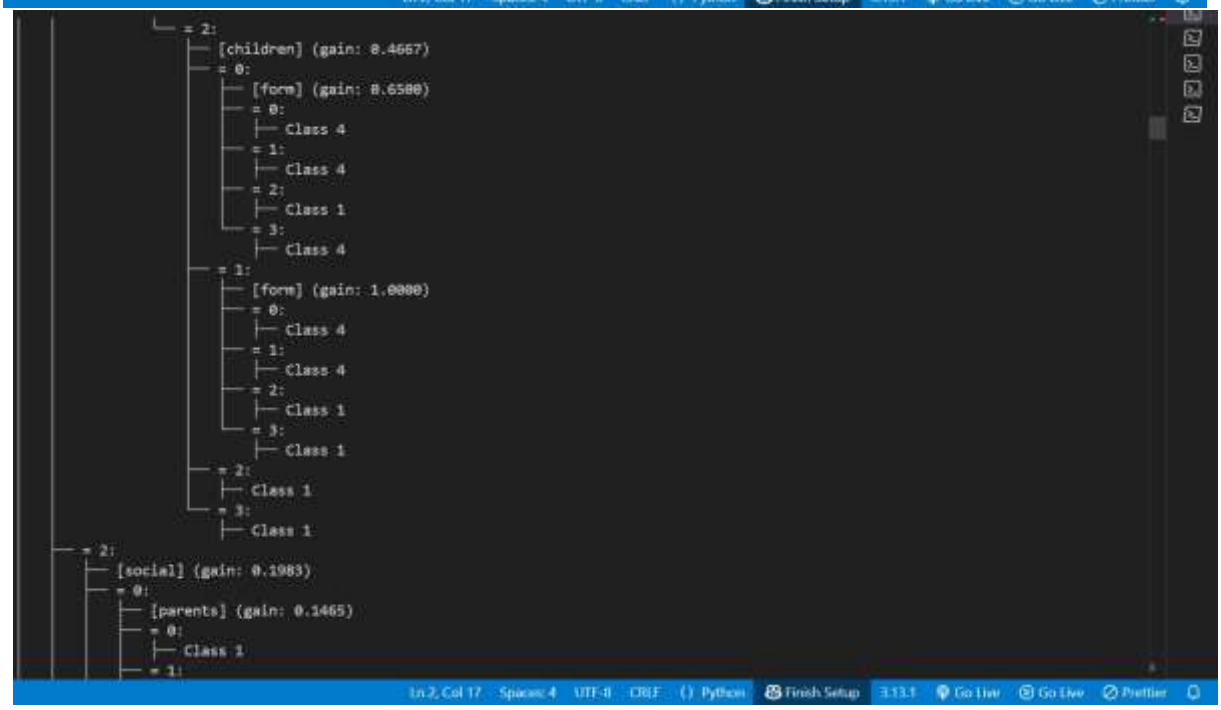
- **Why:** Multi-class classification with rich features like form, finance, and children.
- **Dataset Size Impact:** Large dataset (12,960 samples) required deeper trees (Max Depth: 7) but improved generalization.
- **Number of Features:** 8 multi-valued features provided strong splits.

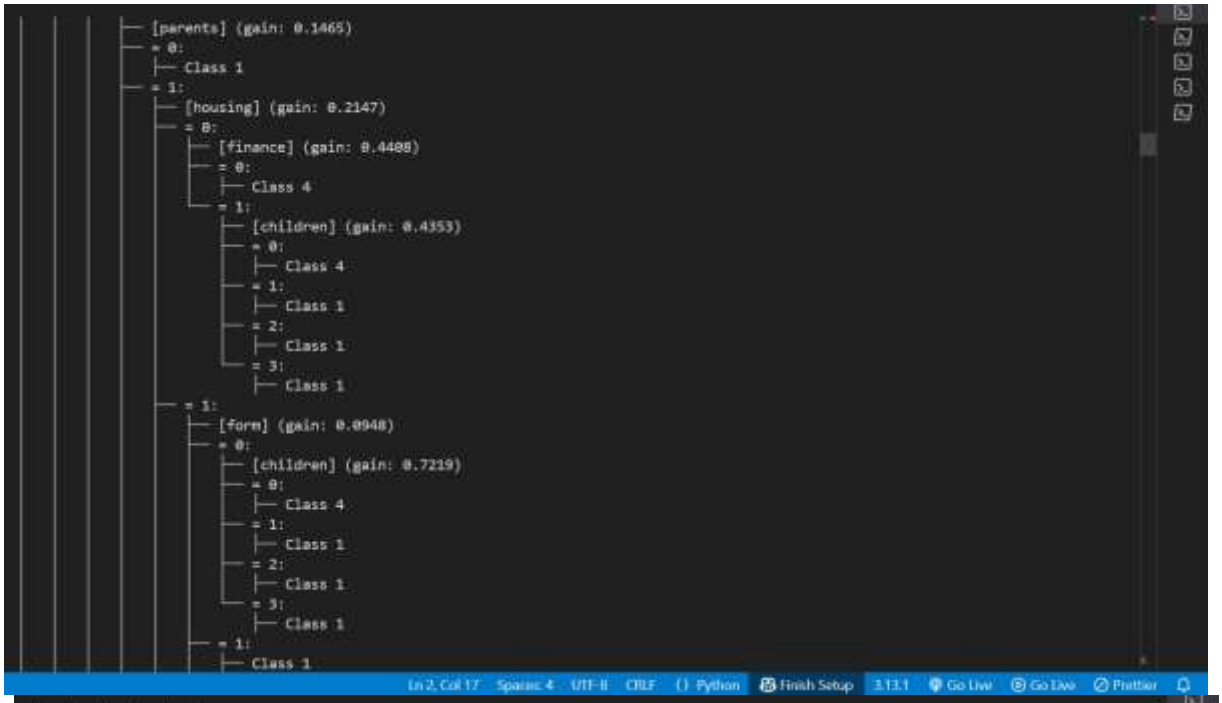
2.TREE VISUALIZATION

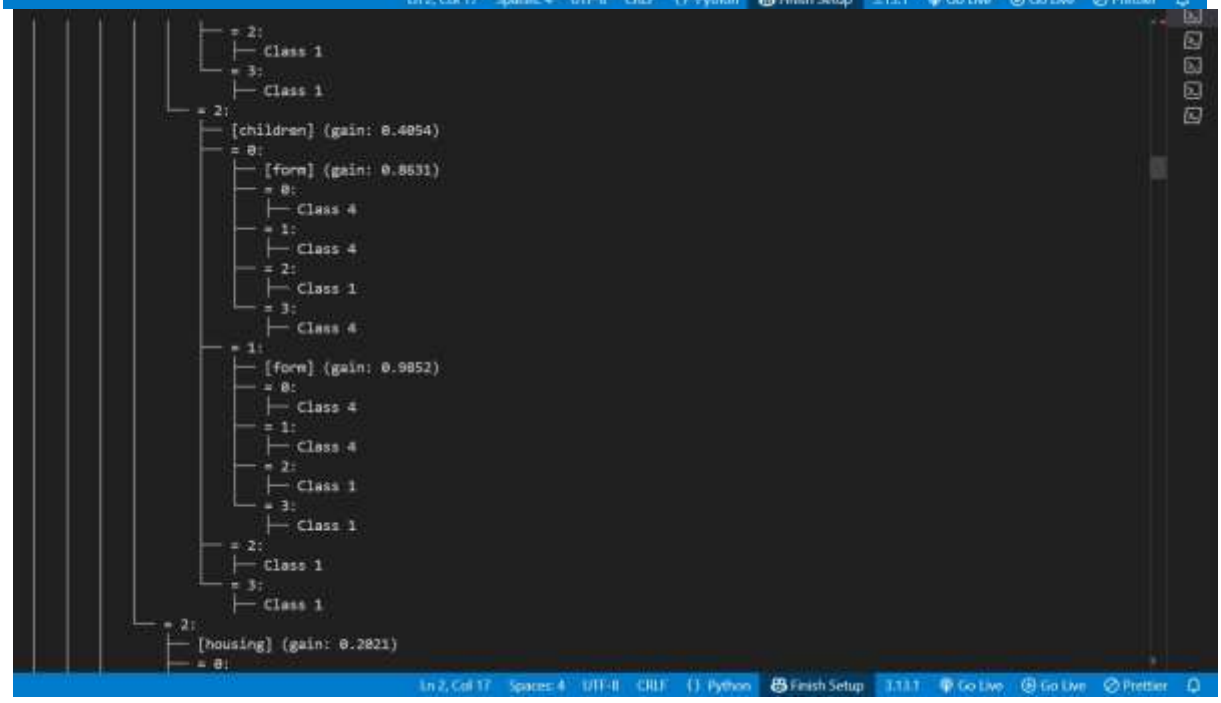

= 0:
[housing] (gain: 0.1963)
= 0:
[finance] (gain: 0.4934)
= 0:
Class 4
= 1:
[form] (gain: 0.6858)
= 0:
Class 4
= 1:
Class 4
= 2:
Class 1
= 3:
Class 1
= 1:
[form] (gain: 0.1555)
= 0:
[children] (gain: 0.8631)
= 0:
Class 4
= 1:
Class 1
= 2:
Class 1
= 3:
Class 1
= 1:
Class 1
= 2:
Class 1
= 3:
In 2, Col 17
Spaces: 4
UTF-8
CRLF
Python
Finish Setup
3.13.1
Go Live
Go Live
Prettier

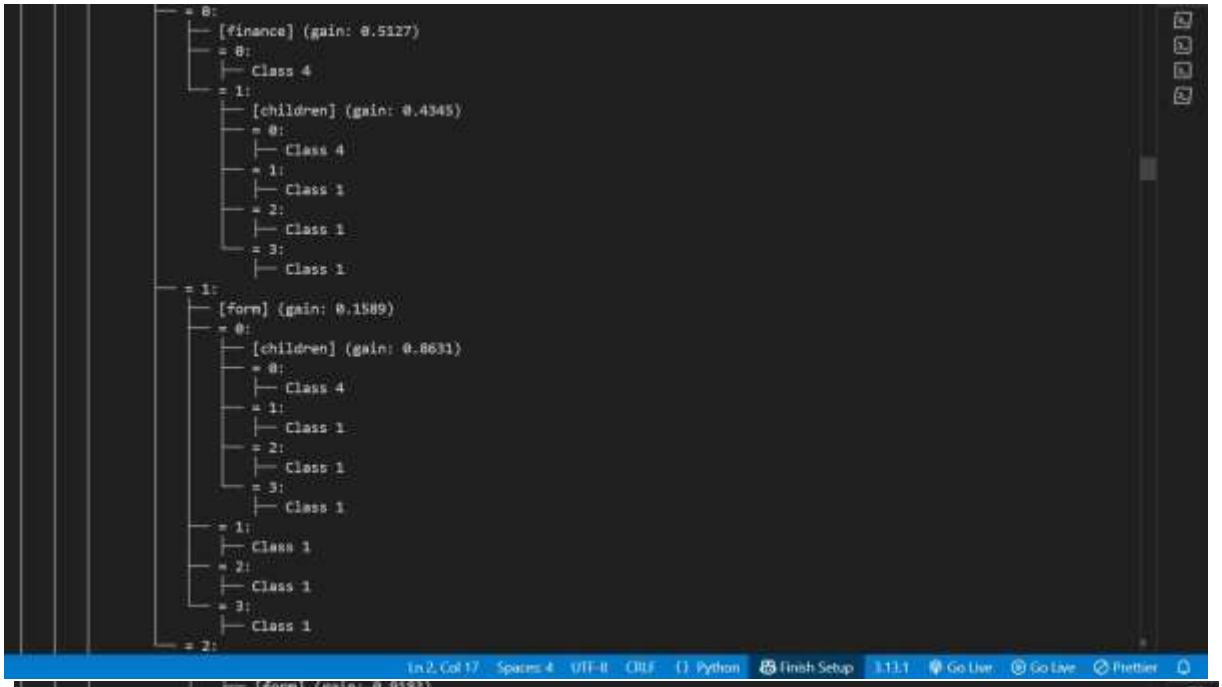

Class 1
= 3:
Class 1
= 2:
[children] (gain: 0.5185)
= 0:
[form] (gain: 0.7219)
= 0:
Class 4
= 1:
Class 4
= 2:
Class 1
= 3:
Class 4
= 1:
[form] (gain: 0.9710)
= 0:
Class 4
= 1:
Class 4
= 3:
Class 1
= 2:
Class 1
= 3:
Class 1
= 1:
Class 1
= 2:
[housing] (gain: 0.1933)
= 0:
[finance] (gain: 0.4243)
In 2, Col 17
Spaces: 4
UTF-8
CRLF
Python
Finish Setup
3.13.1
Go Live
Go Live
Prettier

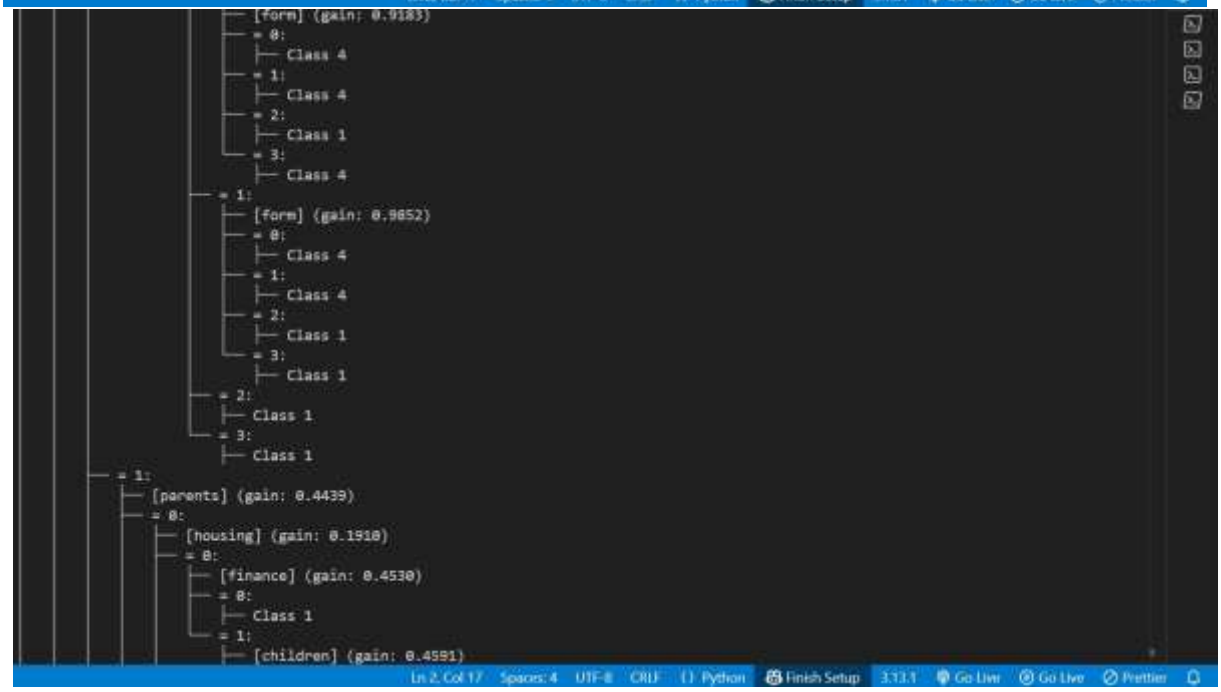

[finance] (gain: 0.4243)
= 0:
Class 4
= 1:
[children] (gain: 0.4228)
= 0:
Class 4
= 1:
Class 1
= 2:
Class 1
= 3:
Class 1
= 1:
[children] (gain: 0.1793)
= 0:
[form] (gain: 0.9183)
= 0:
Class 4
= 1:
Class 1
= 2:
Class 1
= 3:
Class 1
= 1:
Class 1
= 2:
Class 1
= 3:
Class 1
= 2:
[children] (gain: 0.4667)
Ln 2, Col 17
Spaces: 4
UTF-8
CRLF
{} Python
Finish Setup
3.13.1
Go Live
Go Live
Prettier


= 2:
[children] (gain: 0.4667)
= 0:
[form] (gain: 0.6500)
= 0:
Class 4
= 1:
Class 4
= 2:
Class 1
= 3:
Class 4
= 1:
[form] (gain: 1.0000)
= 0:
Class 4
= 1:
Class 4
= 2:
Class 1
= 3:
Class 1
= 2:
Class 1
= 3:
Class 1
= 2:
[social] (gain: 0.1983)
= 0:
[parents] (gain: 0.1465)
= 0:
Class 1
= 1:
Ln 2, Col 17
Spaces: 4
UTF-8
CRLF
{} Python
Finish Setup
3.13.1
Go Live
Go Live
Prettier

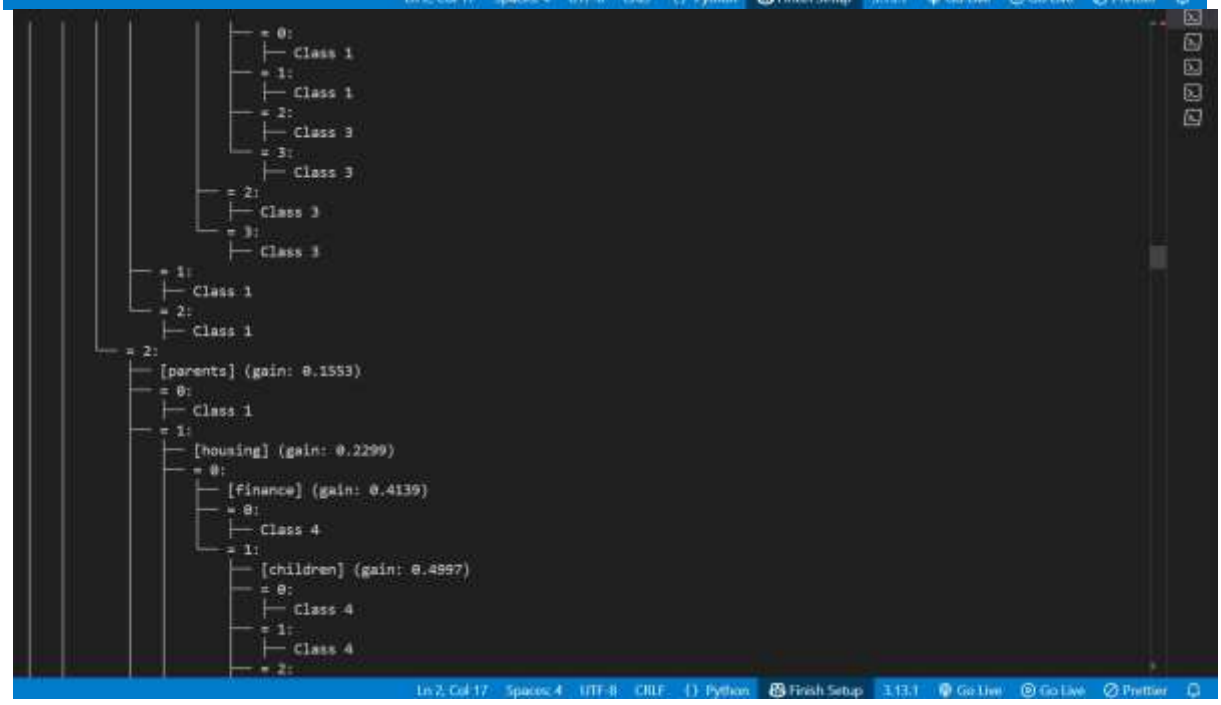

[parents] (gain: 0.1465)
= 0:
Class 1
= 1:
[housing] (gain: 0.2147)
= 0:
[finance] (gain: 0.4488)
= 0:
Class 4
= 1:
[children] (gain: 0.4353)
= 0:
Class 4
= 1:
Class 1
= 2:
Class 1
= 3:
Class 1
= 1:
[form] (gain: 0.0948)
= 0:
[children] (gain: 0.7219)
= 0:
Class 4
= 1:
Class 1
= 2:
Class 1
= 3:
Class 1
= 1:
Class 1
Ln 2, Col 17
Spaces: 4
UTF-8
CRLF
{} Python
Finish Setup
3.13.1
Go Live
Go Live
Prettier

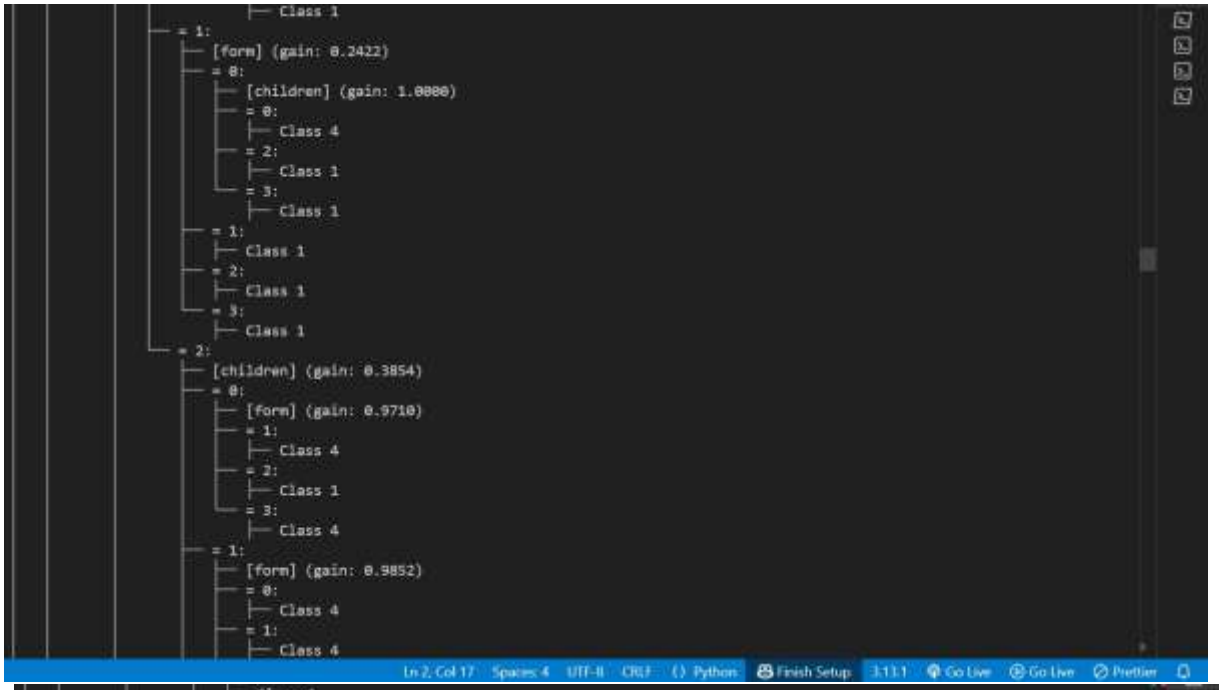

= 2:
Class 1
= 3:
Class 1
= 2:
[children] (gain: 0.4054)
= 0:
[form] (gain: 0.8631)
= 0:
Class 4
= 1:
Class 4
= 2:
Class 1
= 3:
Class 4
= 1:
[form] (gain: 0.9852)
= 0:
Class 4
= 1:
Class 4
= 2:
Class 1
= 3:
Class 1
= 2:
Class 1
= 3:
Class 1
= 2:
[housing] (gain: 0.2821)
= 0:
Ln 2, Col 17
Spaces: 4
UTF-8
CRLF
{} Python
Finish Setup
3.13.1
Go Live
Go Live
Prettier

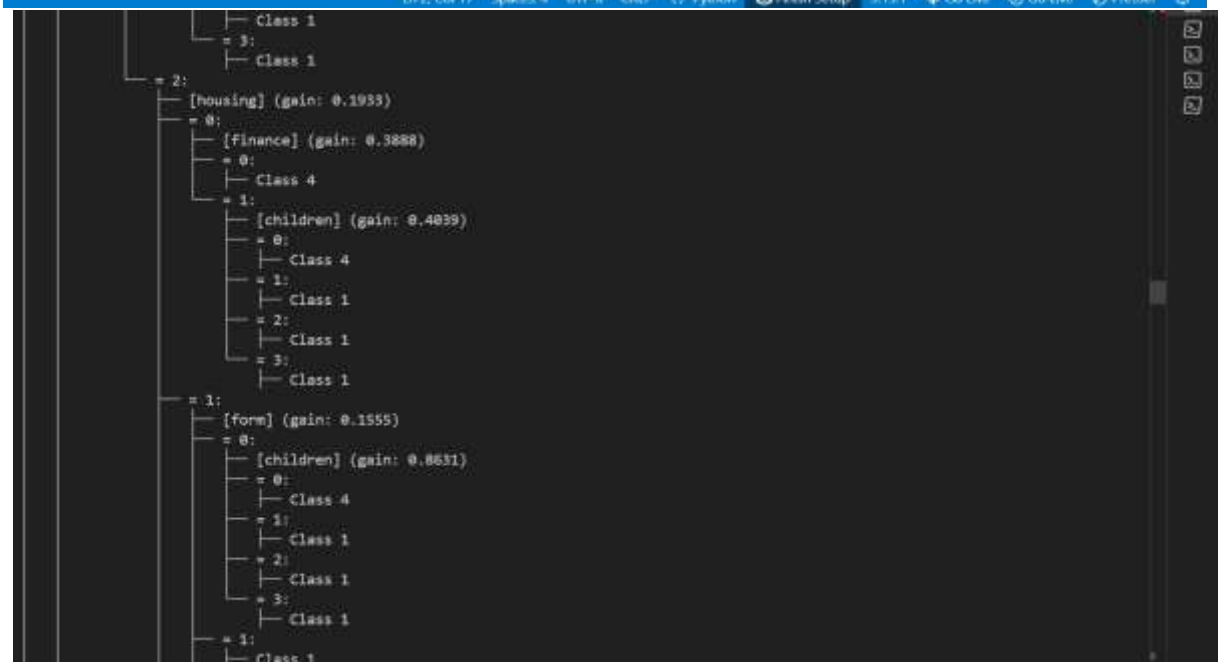

= 0:
[finance] (gain: 0.5127)
= 0:
Class 4
= 1:
[children] (gain: 0.4345)
= 0:
Class 4
= 1:
Class 1
= 2:
Class 1
= 3:
Class 1
= 1:
[form] (gain: 0.1589)
= 0:
[children] (gain: 0.8631)
= 0:
Class 4
= 1:
Class 1
= 2:
Class 1
= 3:
Class 1
= 1:
Class 1
= 2:
Class 1
= 3:
Class 1
= 2:
Ln 2, Col 17
Spaces: 4
UTF-8
CRLF
{} Python
Finish Setup
3.13.1
Go Live
Go Live
Prettier

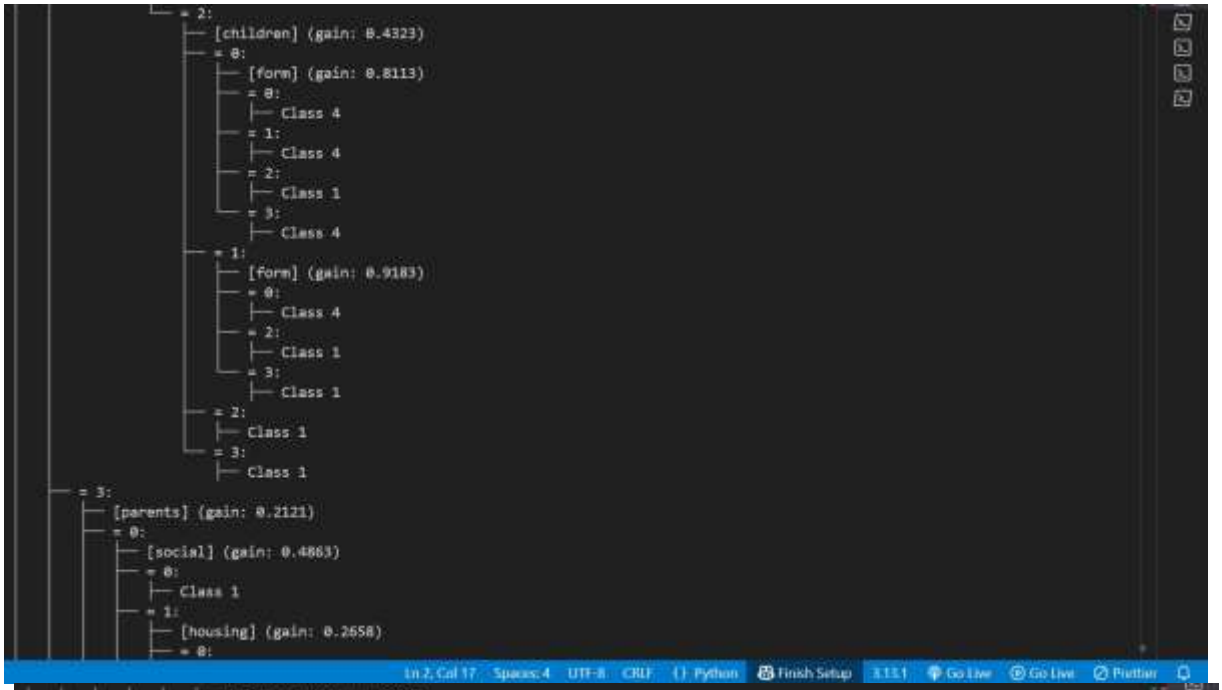

[form] (gain: 0.9183)
= 0:
Class 4
= 1:
Class 4
= 2:
Class 1
= 3:
Class 4
= 1:
[form] (gain: 0.9852)
= 0:
Class 4
= 1:
Class 4
= 2:
Class 1
= 3:
Class 1
= 2:
Class 1
= 3:
Class 1
= 1:
[parents] (gain: 0.4439)
= 0:
[housing] (gain: 0.1910)
= 0:
[finance] (gain: 0.4530)
= 0:
Class 1
= 1:
[children] (gain: 0.4591)
Ln 2, Col 17
Spaces: 4
UTF-8
CRLF
{} Python
Finish Setup
3.13.1
Go Live
Go Live
Prettier

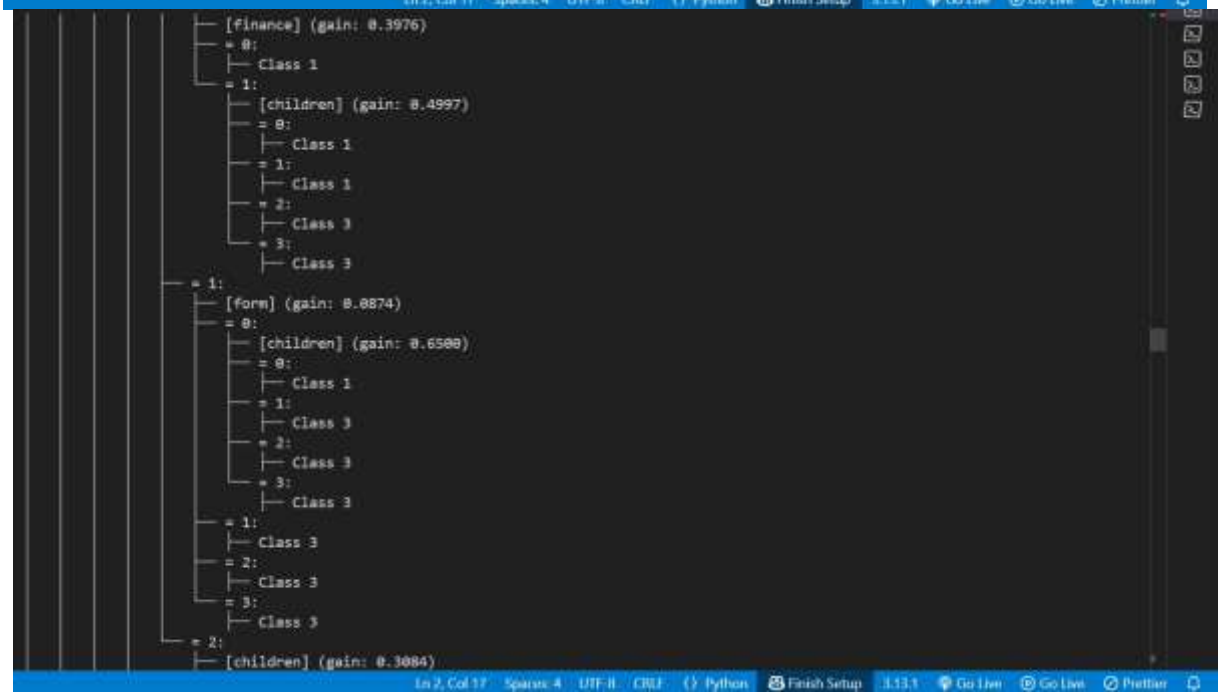

= 1:
Class 1
= 2:
Class 3
= 3:
Class 3
= 1:
[form] (gain: 0.2011)
= 0:
[children] (gain: 0.9710)
= 0:
Class 1
= 1:
Class 3
= 2:
Class 3
= 1:
Class 3
= 2:
Class 3
= 3:
Class 3
= 2:
[children] (gain: 0.4729)
= 0:
[form] (gain: 0.6500)
= 0:
Class 1
= 1:
Class 1
= 2:
Class 3
= 3:
Ln 2, Col 17
Spaces: 4
UTF-8
CRLF
{} Python
Finish Setup
3.13.1
Go Live
Go Live
Prettier

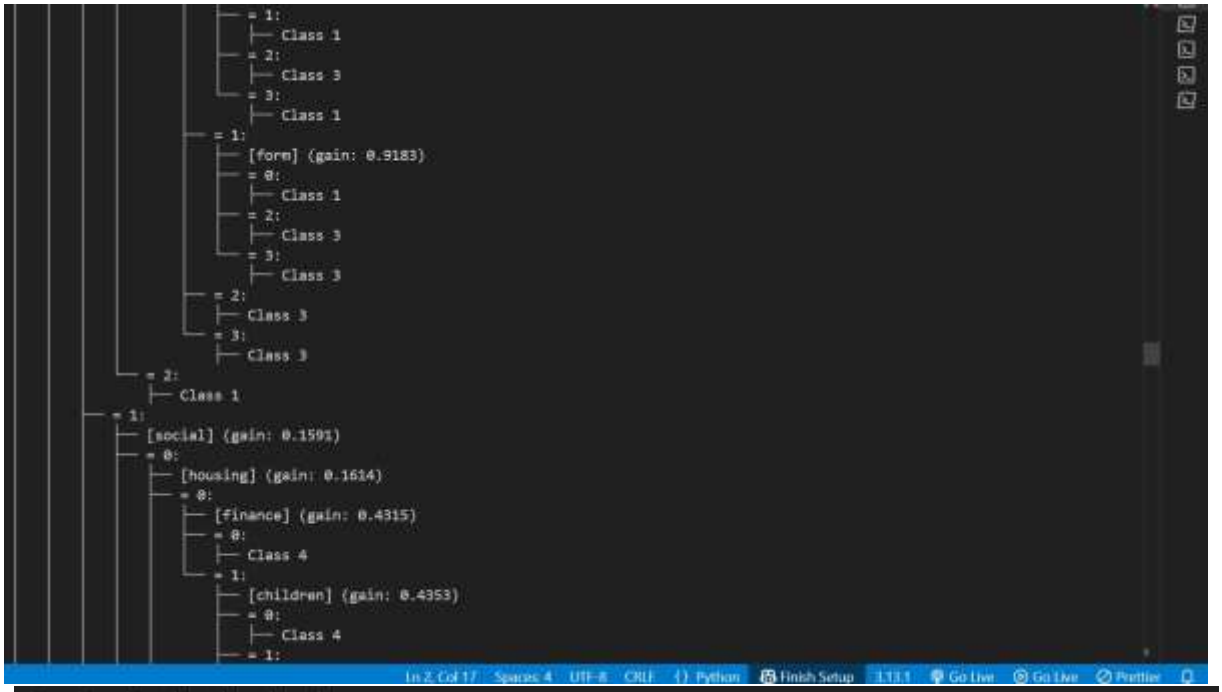

= 0:
Class 1
= 1:
Class 1
= 2:
Class 3
= 3:
Class 3
= 2:
Class 3
= 3:
Class 3
= 1:
Class 1
= 2:
Class 1
= 2:
[parents] (gain: 0.1553)
= 0:
Class 1
= 1:
[housing] (gain: 0.2299)
= 0:
[finance] (gain: 0.4139)
= 0:
Class 4
= 1:
[children] (gain: 0.4997)
= 0:
Class 4
= 1:
Class 4
= 2:
Ln 2, Col 17
Spaces: 4
UTF-8
CRLF
{} Python
Finish Setup
3.13.1
Go Live
Go Live
Prettier


Class 1
= 1:
[form] (gain: 0.2422)
= 0:
[children] (gain: 1.0000)
= 0:
Class 4
= 2:
Class 1
= 3:
Class 1
= 1:
Class 1
= 2:
Class 1
= 3:
Class 1
= 2:
[children] (gain: 0.3854)
= 0:
[form] (gain: 0.9710)
= 1:
Class 4
= 2:
Class 1
= 3:
Class 4
= 1:
[form] (gain: 0.9852)
= 0:
Class 4
= 1:
Class 4
Ln 2, Col 17
Spaces: 4
UTF-8
CRLF
{} Python
Finish Setup
3.13.1
Go Live
Go Live
Prettier

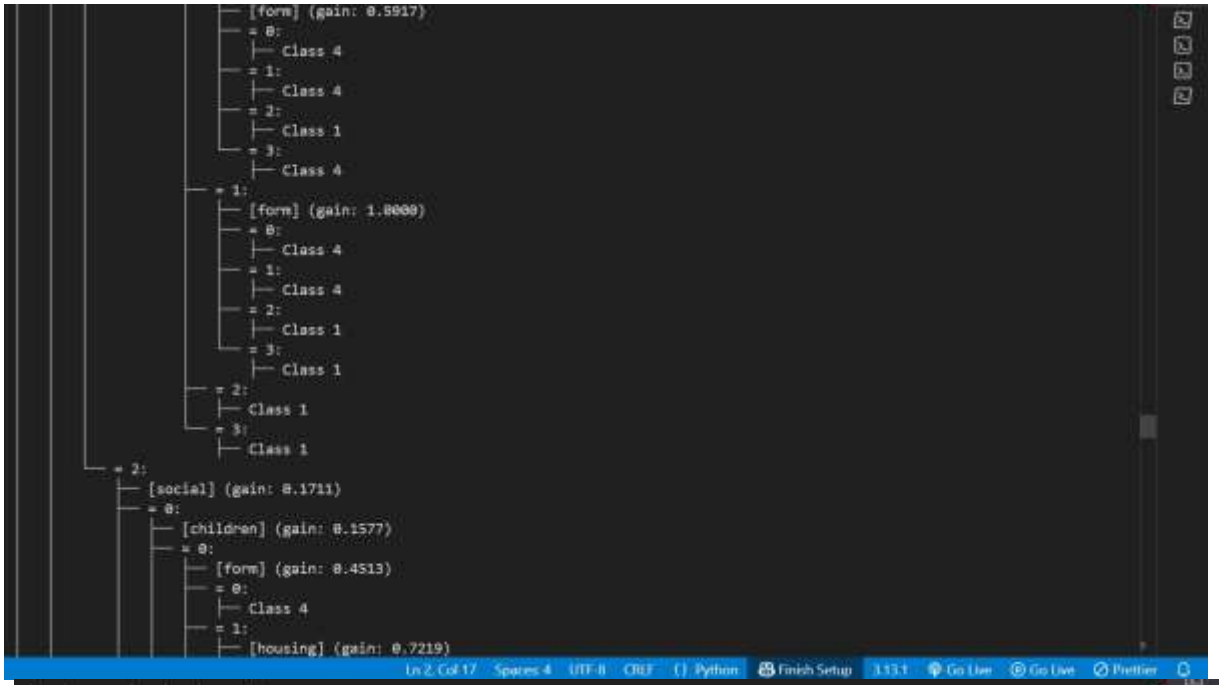

Class 1
= 3:
Class 1
= 2:
[housing] (gain: 0.1933)
= 0:
[finance] (gain: 0.3888)
= 0:
Class 4
= 1:
[children] (gain: 0.4039)
= 0:
Class 4
= 1:
Class 1
= 2:
Class 1
= 3:
Class 1
= 1:
[form] (gain: 0.1555)
= 0:
[children] (gain: 0.8631)
= 0:
Class 4
= 1:
Class 1
= 2:
Class 1
= 3:
Class 1
= 1:

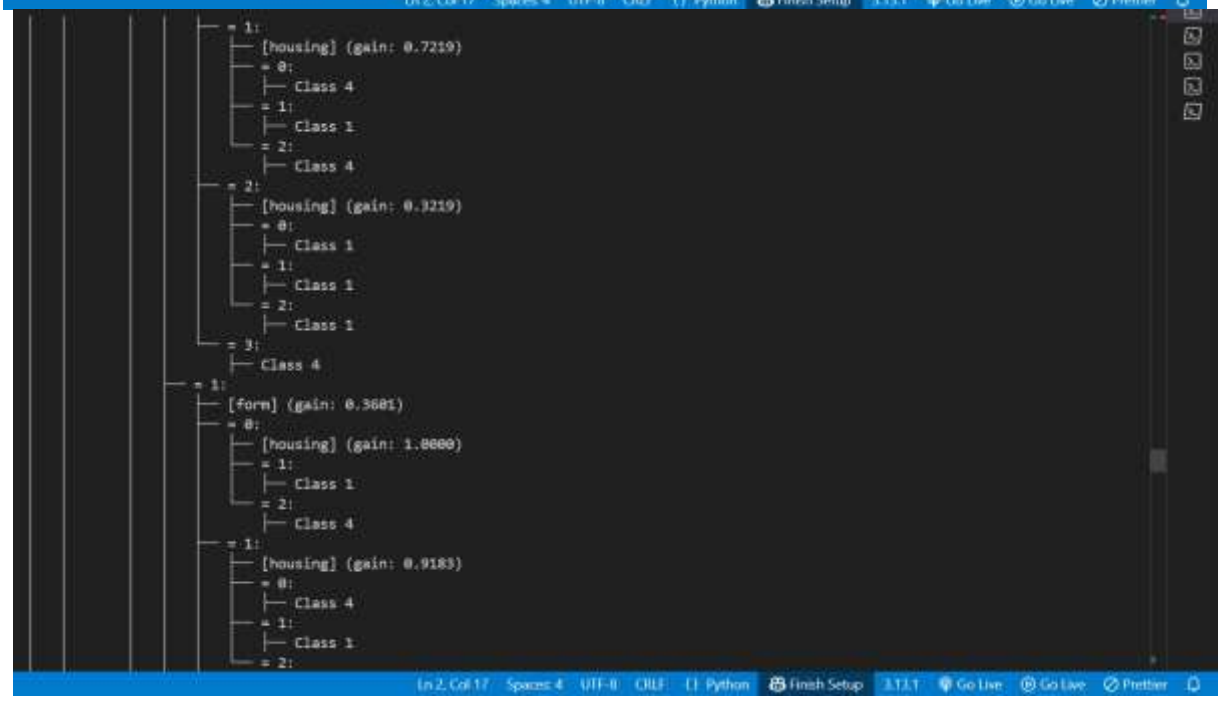

= 2:
[children] (gain: 0.4323)
= 0:
[form] (gain: 0.8113)
= 0:
Class 4
= 1:
Class 4
= 2:
Class 1
= 3:
Class 4
= 1:
[form] (gain: 0.9183)
= 0:
Class 4
= 2:
Class 1
= 3:
Class 1
= 2:
Class 1
= 3:
Class 1
= 3:
[parents] (gain: 0.2121)
= 0:
[social] (gain: 0.4863)
= 0:
Class 1
= 1:
[housing] (gain: 0.2658)
= 0:
Ln 2, Col 17
Spaces: 4
UTF-8
CRLF
{} Python
Finish Setup
3.13.1
Go Live
Go Live
Prettier

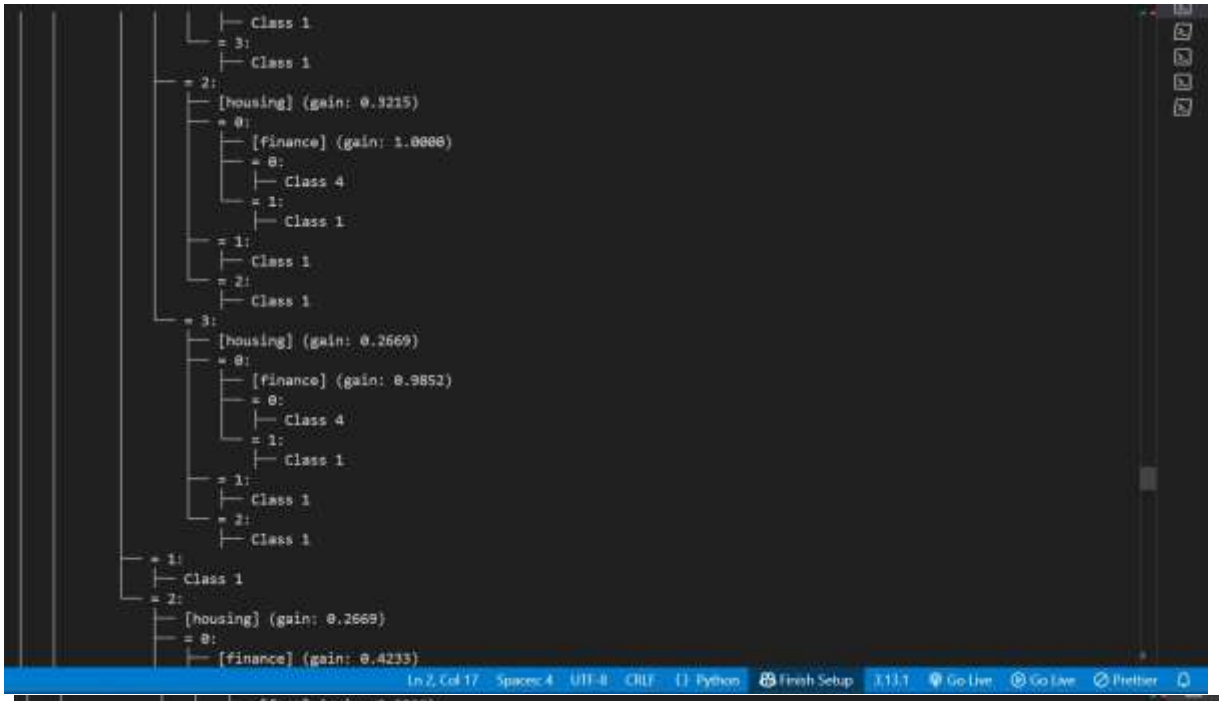

[finance] (gain: 0.3976)
= 0:
Class 1
= 1:
[children] (gain: 0.4997)
= 0:
Class 1
= 1:
Class 1
= 2:
Class 3
= 3:
Class 3
= 1:
[form] (gain: 0.0874)
= 0:
[children] (gain: 0.6500)
= 0:
Class 1
= 1:
Class 3
= 2:
Class 3
= 3:
Class 3
= 1:
Class 3
= 2:
Class 3
= 3:
Class 3
= 2:
[children] (gain: 0.3084)
Ln 2, Col 17
Spaces: 4
UTF-8
CRLF
{} Python
Finish Setup
3.13.1
Go Live
Go Live
Prettier

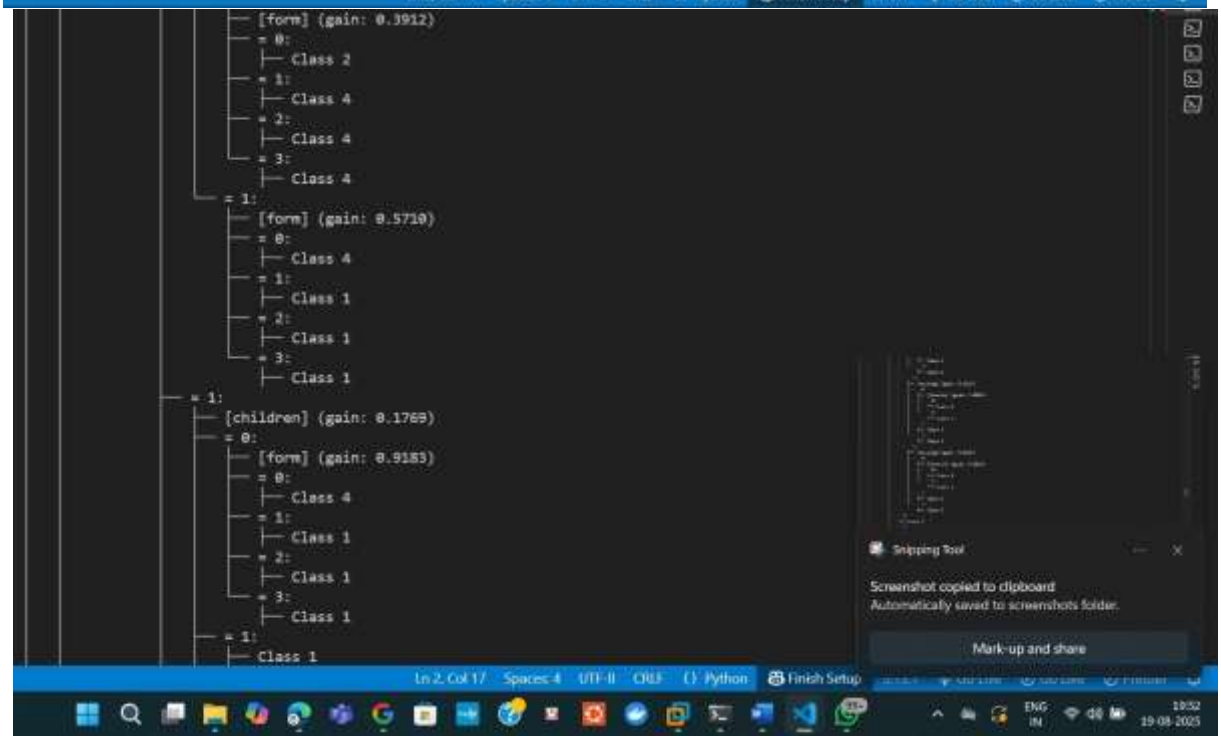

= 1:
Class 1
= 2:
Class 3
= 3:
Class 1
= 1:
[form] (gain: 0.9183)
= 0:
Class 1
= 2:
Class 3
= 3:
Class 3
= 2:
Class 3
= 3:
Class 3
= 2:
Class 1
= 1:
[social] (gain: 0.1591)
= 0:
[housing] (gain: 0.1614)
= 0:
[finance] (gain: 0.4315)
= 0:
Class 4
= 1:
[children] (gain: 0.4353)
= 0:
Class 4
= 1:

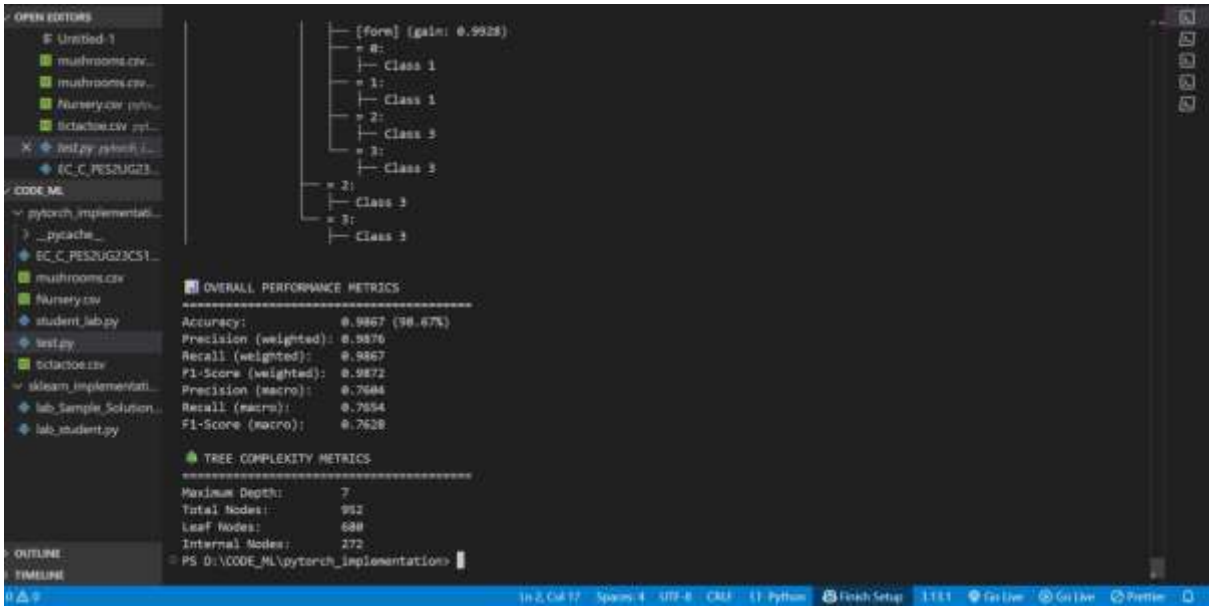

= 1:
Class 1
= 2:
Class 1
= 3:
Class 1
= 1:
Class 1
= 2:
Class 1
= 3:
Class 1
= 2:
[children] (gain: 0.4353)
= 0:
[form] (gain: 0.8113)
= 0:
Class 4
= 1:
Class 4
= 2:
Class 1
= 3:
Class 4
= 1:
[form] (gain: 1.0000)
= 0:
Class 4
= 1:
Class 4
= 2:
Class 1
= 3:


[form] (gain: 0.5917)
= 0:
Class 4
= 1:
Class 4
= 2:
Class 1
= 3:
Class 4
= 1:
[form] (gain: 1.0000)
= 0:
Class 4
= 1:
Class 4
= 2:
Class 1
= 3:
Class 1
= 2:
Class 1
= 3:
Class 1
= 2:
[social] (gain: 0.1711)
= 0:
[children] (gain: 0.1577)
= 0:
[form] (gain: 0.4513)
= 0:
Class 4
= 1:
[housing] (gain: 0.7219)
Ln 2, Col 17
Spaces: 4
UTF-8
CRLF
{} Python
Finish Setup
3.13.1
Go Live
Go Live
Prettier


= 1:
[housing] (gain: 0.7219)
= 0:
Class 4
= 1:
Class 1
= 2:
Class 4
= 2:
[housing] (gain: 0.3219)
= 0:
Class 1
= 1:
Class 1
= 2:
Class 1
= 3:
Class 4
= 1:
[form] (gain: 0.3601)
= 0:
[housing] (gain: 1.0000)
= 1:
Class 1
= 2:
Class 4
= 1:
[housing] (gain: 0.9183)
= 0:
Class 4
= 1:
Class 1
= 2:
Ln 2, Col 17
Spaces: 4
UTF-8
CRLF
{} Python
Finish Setup
3.13.1
Go Live
Go Live
Prettier

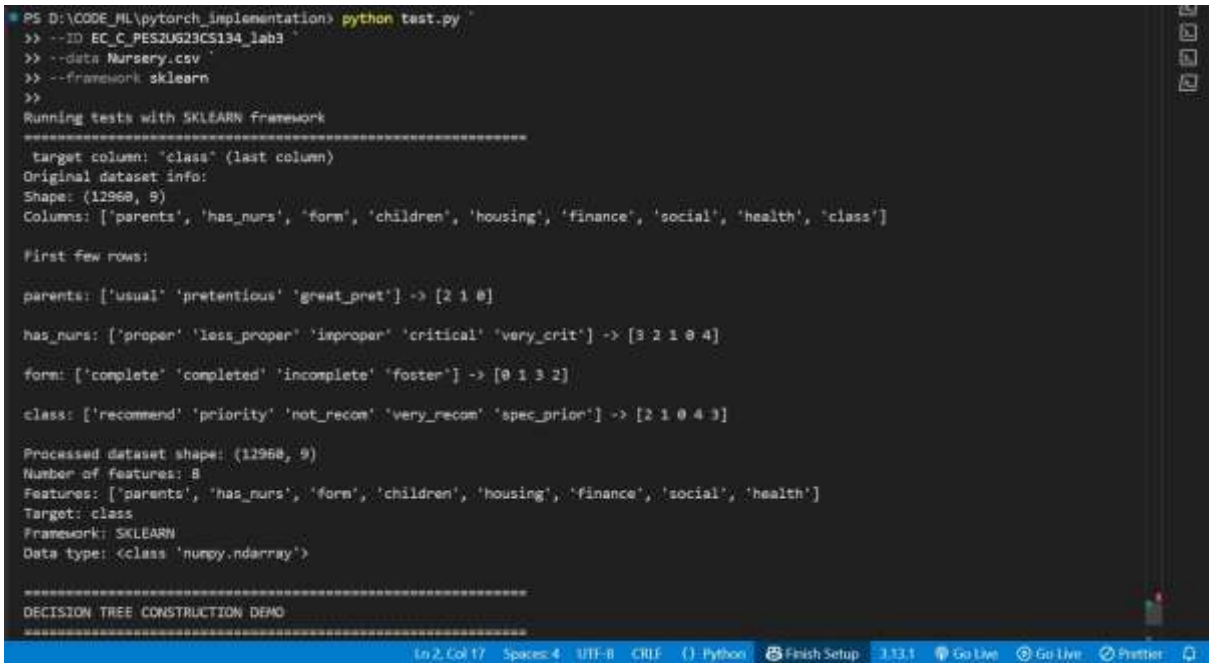

Class 1
= 3:
Class 1
= 2:
[housing] (gain: 0.9215)
= 0:
[finance] (gain: 1.0000)
= 0:
Class 4
= 1:
Class 1
= 1:
Class 1
= 2:
Class 1
= 3:
[housing] (gain: 0.2669)
= 0:
[finance] (gain: 0.9852)
= 0:
Class 4
= 1:
Class 1
= 1:
Class 1
= 2:
Class 1
= 1:
Class 1
= 2:
[housing] (gain: 0.2669)
= 0:
[finance] (gain: 0.4233)
Ln 2, Col 17
Spaces: 4
UTF-8
CRLF
{} Python
Finish Setup
3.13.1
Go Live
Go Live
Prettier

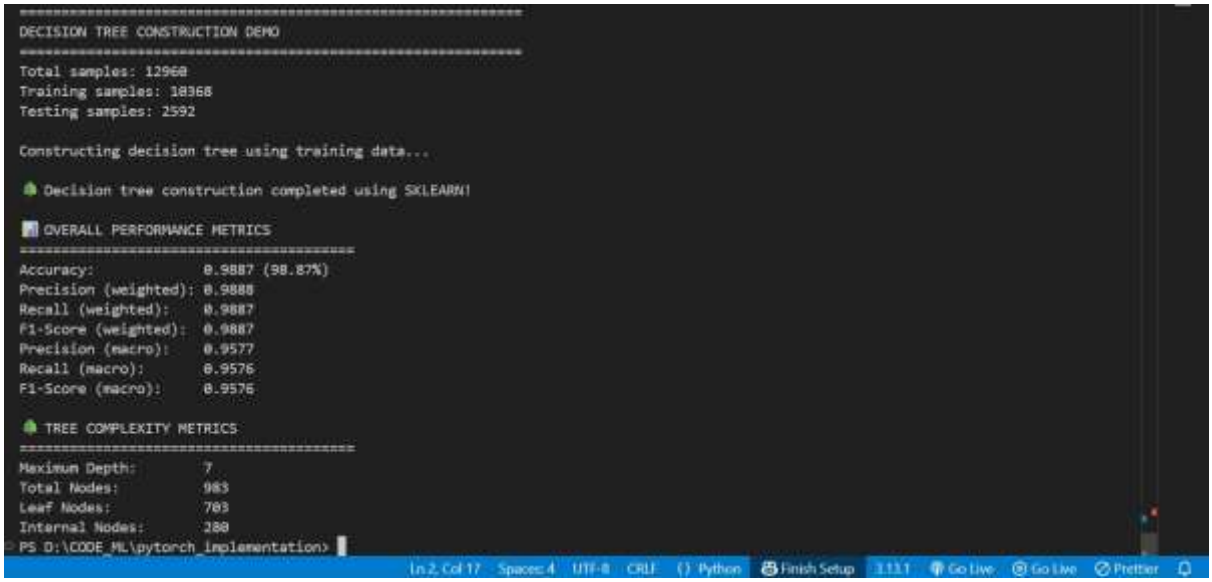

[form] (gain: 0.3912)
= 0:
Class 2
= 1:
Class 4
= 2:
Class 4
= 3:
Class 4
= 1:
[form] (gain: 0.5710)
= 0:
Class 4
= 1:
Class 1
= 2:
Class 1
= 3:
Class 1
= 1:
[children] (gain: 0.1769)
= 0:
[form] (gain: 0.9183)
= 0:
Class 4
= 1:
Class 1
= 2:
Class 1
= 3:
Class 1
= 1:
Class 1
Snipping Tool
Screenshot copied to clipboard
Automatically saved to screenshots folder.
Mark-up and share
Ln 2, Col 17
Spaces: 4
UTF-8
CRLF
{} Python
Finish Setup
ENG
IN
19-08-2025




- **Class Imbalance:** Multi-class imbalance affected macro scores despite high weighted scores.
- **Feature Types:** Multi-valued features like form and housing provided better performance.
- **Interpretability:** Lower due to deep tree and many classes, but manageable with visualization.

## 3.SKLEARN IMPLEMENTATIONS






- **Real-World Applications:** Education systems, admission automation, and social services.
- **Performance Improvements:** Class balancing and feature selection could reduce tree depth and improve macro scores.

ANALYSIS OF NURSERY DATASET:

**Accuracy**

- Achieved **98.67% accuracy** with PyTorch.
- Multi-class classification with deeper tree (**Depth: 7**, **Nodes: 952**).

**Dataset Size & Features**

- **12,960 samples**, **8 multi-valued features**.
- Larger dataset helped generalization but increased tree complexity.

**Class Balance**

- Imbalanced classes (e.g., fewer “very_recom” cases).
- High weighted scores but lower macro scores due to imbalance.

**Feature Types**

- Rich multi-valued features (e.g., housing, finance, health) enabled detailed splits.

**Practical Applications**

- Applicable in **education systems**, **automated admissions**, and **social policy modeling**.

**Improvements**

- Use **class balancing** and **feature selection** to reduce depth and improve macro scores.

OVERALL ANALYSIS

**a) Algorithm Performance**

**• Which dataset achieved the highest accuracy and why?**

- **Mushroom Classification** achieved **100% accuracy**.
- Reason: It had **binary classification**, **balanced classes**, and highly **informative features** like odor, which provided strong information gain and low entropy, making it ideal for decision tree learning.

**• How does dataset size affect performance?**

- **Nursery Dataset** (12,960 samples): High accuracy but required **deeper trees** and more computation.
- **Tic-Tac-Toe Dataset** (958 samples): Lower accuracy and higher tree complexity due to limited data.
- Larger datasets tend to **generalize better**, but may also introduce **noise** and require **more complex trees**.

**• What role does the number of features play?**

- **Mushroom**: 22 features → High accuracy with shallow tree.
- **Tic-Tac-Toe**: 9 features → Lower accuracy despite deeper tree.
- **Nursery**: 8 features → High accuracy with deeper tree.
- Conclusion: **Feature quality** matters more than quantity. Informative features lead to better splits and performance.

**b) Data Characteristics Impact**

**• How does class imbalance affect tree construction?**

- **Mushroom and Tic-Tac-Toe**: Balanced classes → Stable tree construction.
- **Nursery**: Multi-class imbalance → Biased splits and lower macro scores.
- Class imbalance can lead to **overfitting** on dominant classes and **reduced generalization**.

**• Which types of features (binary vs multi-valued) work better?**

- **Multi-valued features** (e.g., odor, form, housing) provide **richer splits** and **higher information gain**.
- **Binary features** (e.g., Tic-Tac-Toe squares) are simpler but less expressive.
- Conclusion: **Multi-valued features** generally perform better in decision trees.

**c) Practical Applications**

**• For which real-world scenarios is each dataset type most relevant?**

- **Mushroom**: Food safety, toxicology, agriculture.
- **Tic-Tac-Toe**: Game AI, pattern recognition, strategy modeling.
- **Nursery**: Education systems, admission automation, social services.

**• What are the interpretability advantages for each domain?**

- **Mushroom**: Highly interpretable due to shallow tree and binary splits.
- **Tic-Tac-Toe**: Moderate interpretability; deeper tree increases complexity.
- **Nursery**: Lower interpretability due to multi-class and deep tree, but manageable with visualization.

**• How would you improve performance for each dataset?**

- **Mushroom**: Already optimal; apply **pruning** for efficiency.
- **Tic-Tac-Toe**: Use **feature engineering** or **ensemble methods** (e.g., Random Forest).
- **Nursery**: Apply **class balancing** and **feature selection** to reduce tree depth and improve macro scores.