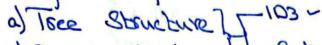
## -> Decision Tree

1) Can be used for both classification & regression, however mainly used for classification.

e) Some important points to consider:



b) Decision Modes J Car

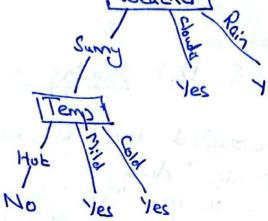
e) leaf Nodes

d) Split (pure, inpure)

e) Entropy

F) Information gain

9) Abuning (Per, post)



Questions: To check the purity of split we use

Entropy

Lini Index (for logic datasts. Have simple

: Which feature to ahose for splitting.

4 Information Crain.

EURODA

Assuming Binary (Yes/No)

Entropy (s) = Ptlog, Pt - Ptlog, P

Sc2 = 3 109, 3 - 0 109, 0

= -1/09,1 = [0] Pure Split

Sc, = 3 1002 3 - 3 1092 3

= 1 1092 1 - 1 1082 2 = 1

31/31 31/01 Leaf Mode Split Split

Entropy will always be between out.

-) How to split, which feature to be the node. Information Grain Gran(s, P.) = Entropy(s) - & ISV Entropy(s) LOOF WORF E. 4) Milh 67/214 31/34 -> Pre & Post pouning DT -> Constructed the DT using Given £' ' ¿3' ¿3 Output "Training" data. -) When we use "Test" data, the accuracy is lower & this phenomena is known as overfitting. + To resolve overhitting - Post Penning -> Pre Pruning 94/214 -> Hyperparemeters ( Max depth, Dubput (Test minimum samples split/leaf, me minimum weight feation). 8 H 14/ber couriss. -) here level to 3. So reduced the over fitting issue -) Small deterset (post-prunning). Big detersets (pre-prunning) -) Pre-prunning: Before constructing DT, at what depth is accuracy highest.

(5)

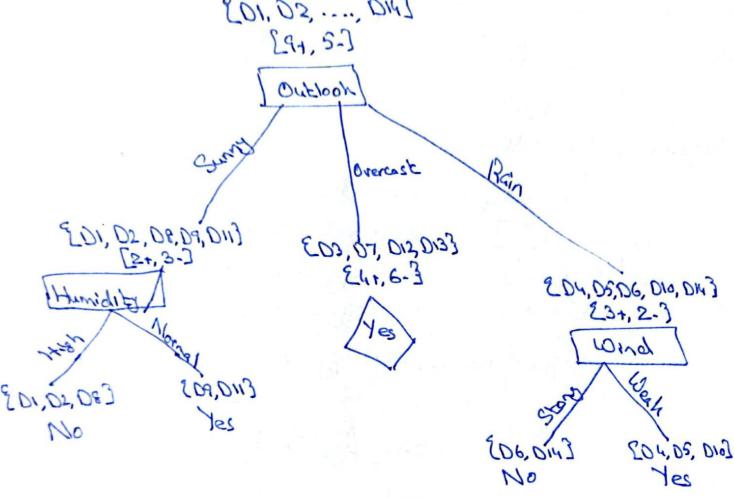
-		1			Di	7
Day	Outlook	Temp	Humidity	Wind	Play	1
07	Surry	10tl	1484	Week	No	The second second
D5	Sungy	HOF	High	Strong	No	Weather
D3	Overcast	401	1464	Wech	Yes	Small april
124	Rein	Mild	High	Wech	Yes	Lex Mild CA
25	12cin	Cool	Mormal	Weah		
06	Rain	Cool	Mormal	SPOA	No	Mo Yes Yes
79	Overcast	Cool	Nomal	Strong	Yes	
08	Surry	Wild	1484	Week	No	
09	Surry	Cool	Mormal	Week	Yes	
Dio	Idain	Wild	Mornal	Weah	Yes	
110	Surg	Wild	Nomal	Sports	10	
012	Overcast	Wild	18:41	Sporg	Yes	
013	Overcast	1+ot	Normal	Weeks	Yes	
DIA	Rain	Wild	1784	Strong	No	

Volues (OLHOOK) = Swing, Overcost, Rain

S[91,5-] Entropy (s) = \frac{1}{14} \left( \frac{9}{2} \cdot \frac{1}{14} \cdot \frac{5}{14} \left( \frac{5}{2} \cdot \frac{5}{14} \left( \frac{5}{2} \cdot \frac{5}{14} \left( \frac{5}{2} \cdot \frac{5}{14} \left( \frac{5}{2} \cdot \frac{5}{

(4) Altribute: Temp Values (Tenp) = Hot, Mild, Cool Entropy (2) = 0.94 8 = [9+,5-] Expeoble (240F) = 5 1083 5 - 5 1085 5 = 7 SHOE [2+, 2-] Smad [41, 2-] Extropy (Smild) = 4 log 4 - 2 log 2 = 0.9183 Scool [3+, 1-] Entropy (Scool) = 3 105 3 - 1 105 4 = 0.8113 Grain (s. Temp) = Entropy (s) - & (HOE, Mild, Co.1) ISI Entropy (SV) = 0.94 - 4 (1) - 6 (0.9183) - 4 (0.8113) = 0.0289 Attribute: Humidity Value (Huridity) = High, Normal S= [90,5-] Entropy(s) = 0.94 SHICK [37, 4-] EN BODY (SHIEN) = 0.9852 Entropy (Smome) = 0.5916 Smoral [6+, 1-] Entropy(20) Cicin (s. Hunidity) = Entropy (s) - Entropy (s) - Lettich, Nomes) 151 =0.94 - 7 (0.9852) - 7 (0.5916) = 0.1516 Attribute: Wind Values (Wind) = Strong, Weak Entropy (s) = 0.94 5=[9,5.] EUROBA (ZEROU) = J Sstong [3+, B-] Entropy (Sweak) = 0.8113 Sweak [6+, 2-] Gian (S. Wind) = 0.94 - 6 (1) - 8 (0.8113)

= 0.0478



Day	Temp	Hundib	Wind	Play Tenis
10	Hot	High	Wal	No
02	140t	•	Strong	No
30	Mild	17th	Week	No
Da	Cool	Mornal	Wesh	Yes
DII	12119	Mornal	Sport	Yes 1

Attribute: Temp Values (Temp) = Hot, Mild. Cool Sourny = [2+, 3-] Entropy (Sourny) = 0.97

Enpeoply (3 HOF) = 0 (6)STHOE [0+, 2-] Entropy (Scool) = 0 Sma [1+, 1-] Scool [1+,0-] Gigin (Soung, Temp) = Entropy(S) - E(H, M,C) [SV] Entropy (2) = 0.97 - 2 (0) - 2 (1) - 1 (0) = 10.570 Albribute: Humidity Values (Humidity) = High, Normal ENFORY (SHIRN) = 0 Samy = [2+, 3-] SHigh (0+, 3-] (Entropy (Snormal) = 0 Silvernal [21, 0.] Crain (Ssuny, Shunidity) = Entropy (S) - 3 Entropy (Ssung) -2 Entropy (SMorner) =0.97 - 3 60 - 5 (0) - 0.97 Attribute: Wind Steery, Wind Value (Wird) = Sarry = 0.97 Entropy (Seems) = 1 Susan [1+, 1-] Susan [1+, 2-] Entropy (Swan) = 3-108, 3 - 8-18, 3 Grain (Sung, Wind) = 0.0192

**CS** CamScanner

ior Ha	ZIN			
Day	Temp	Humidily	Wind	Temis
2	Mild	14361	Week	Yes
05	Cool	Mornal	Week	Yes
06	Cool	Nornal	Sprong	No
010	Mild	Normal	Weah	Yes
014	Mild	1841	Strong	No
AHe:hul	Ten Tem			

```
Attailbute: Temp

While (Temp) = 1+0t, Mild, Rool

Shan = [3+, 2-]

Shot = [0+, 0-]

Shot = [0+, 0-]

Smild = [2+, 1-]

Scool [1+, 1-]

Entropy (Scool) = 1
```

Gain (Spain, Temp) = 0.0192

```
Altribute: Humidity

Shin [3+,2-] Entropy (Samy)=0.97

Shigh [1+, 1-) Entropy (Shigh)=1

Shonel [2+,1-) (Entropy (Shornel) = 0.9183

Orain (Shain | Humidity) = 0.0192
```

```
Attribute: Wind

Sircin [3+, 2-] Entropy (Seamy) = 0.97

Second [0+, 2-] Entropy (Seem) = 0

Sweak [3+, 0-] Entropy (Sweak) = 0

Cran (Sran, Wind) = 0.97
```