

# Decision Tree:

age = 14

if (age ≤ 15):

print("School")

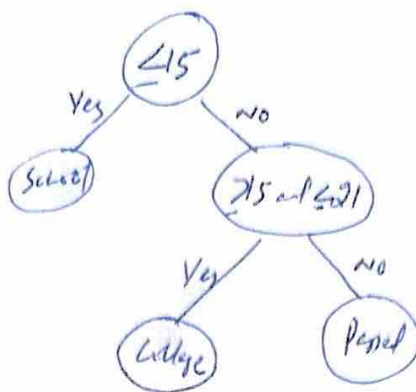
elif (age > 15 and age < 21):

print("College")

else

print("Passed college")

1-date point



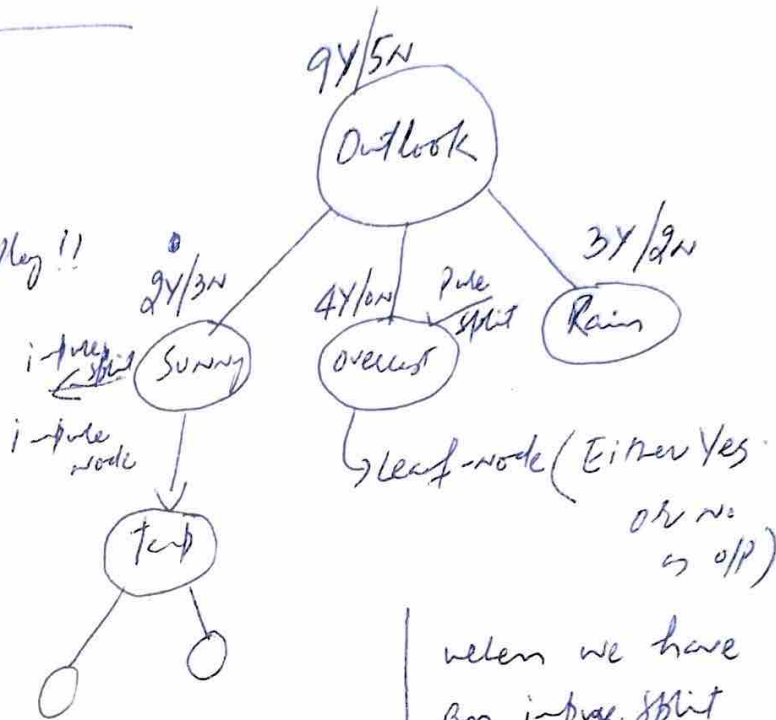
①

Similarly apply this on the dataset

Play Tennis dataset:

Outlook	Temp	Humidity	wind	Play
Sunny	Hot	High	False	No
Sunny	Hot	:	:	No
Overcast	Hot	:	:	Yes
Rain	Mild	:	:	Yes
Rain	Cool	Normal	:	Yes
Rain	:	:	:	No
Overcast	:	:	:	:
Sunny	:	High	:	:
Strong	:	Normal	:	:
Rain	:	:	:	:
Sunny	:	High	:	:
Overcast	:	:	:	:
Overcast	:	:	:	:
Rain	:	:	:	:

Search Tennis Play !!



when we have an impure split we take another feature

Terminology: ① Purity: How to check is pure split pure or not (mathematically)?

↳ ① Entropy

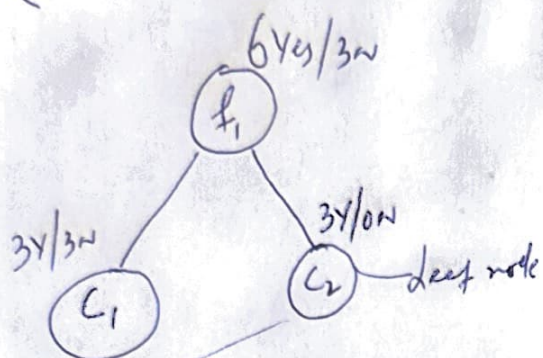
↳ ② Gini index / impurity

② Information Gain → Now the features are selected.

(1) Entropy:

for binary classification

$$H(s) = -(P_+ \log_2 P_+) - (P_- \log_2 P_-)$$



$$H(C_2) = -\frac{3}{3} \log_2 \left(\frac{3}{3}\right) - \left(\frac{0}{3} \log_2 \frac{0}{3}\right)$$

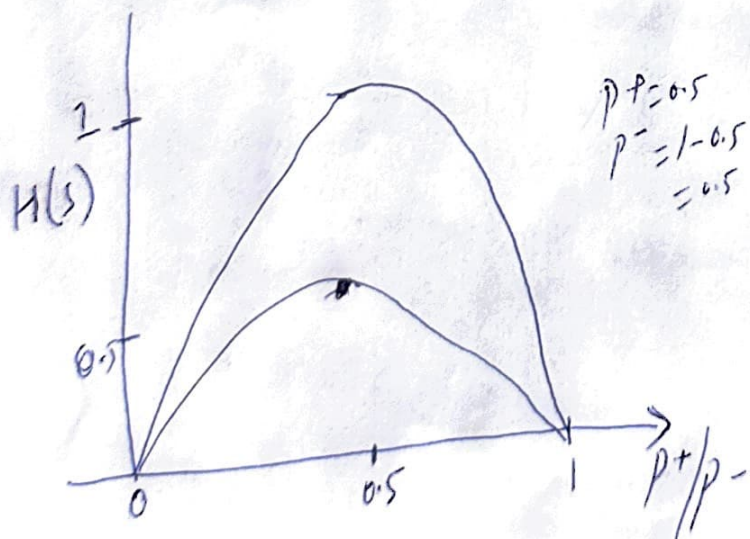
$$= -1 \log_2 1$$

$$= 0 \Rightarrow \text{Pure split}$$

$$H(C_1) = -\frac{3}{6} \log_2 \left(\frac{3}{6}\right) - \frac{3}{6} \log_2 \left(\frac{3}{6}\right)$$

$$= 1 \Rightarrow \text{Impure split highly}$$

Entropy range (0-1)



(2) Gini impurity

$$G(I) = 1 - \sum_{i=1}^n (P_i)^2$$

for two classes

$$G(I) = 1 - ((P_+)^2 + (P_-)^2)$$

Example (1)

$$G(I) = 1 - \left( \left(\frac{1}{2}\right)^2 + \left(\frac{1}{2}\right)^2 \right)$$

$$= 1 - \frac{1}{2}$$

$$= \frac{1}{2} = 0.5$$

for impure split  $G(I)$  is always 0.5

Example (2)

$$G(I) = 1 - ((1)^2 - 0)$$

$$= 1 - 1$$

$$= 0 \rightarrow \text{Pure split}$$

$$G.I \text{ range } (0 \rightarrow 0.5)$$

what to use GI or Entropy  
for large dataset use GI  
for smaller one use entropy



③ Information Gain <sup>entropy</sup>  $|S|$   $H(S)$   $f_1$   $f_2$   $f_3$  ④

$$\text{Gain}(S, f_1) = H(S) - \sum_{v \in V} \frac{|S_v|}{|S|} H(S_v)$$

$$H(S) = -P_+ \log_2(P_+) - P_- \log_2(P_-)$$

$$= -\frac{9}{14} \log_2\left(\frac{9}{14}\right) - \frac{5}{14} \log_2\left(\frac{5}{14}\right)$$

$$= 0.94$$

$$H(C_1) = -\frac{6}{8} \log_2\left(\frac{6}{8}\right) - \frac{2}{8} \log_2\left(\frac{2}{8}\right)$$

$$= 0.811$$

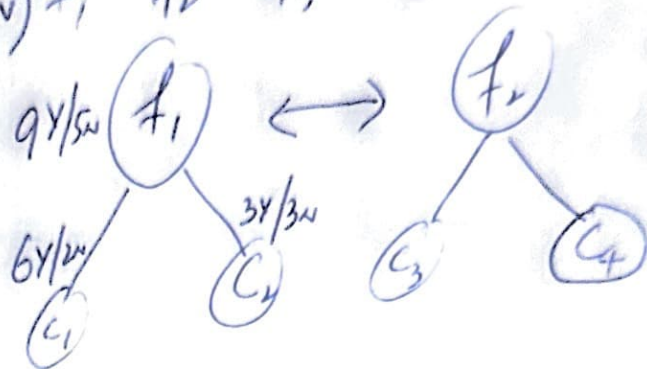
$$H(C_2) = 1$$

$$\text{Gain}(S, f_1) = 0.94 - \left( \frac{8}{14} \times 0.811 + \frac{6}{14} \times 1 \right)$$

$$= 0.049$$

$$\text{Gain}(S, f_2) = 0.052$$

Gain of  $f_2 > f_1$  hence we split by starting from  $f_2$ .

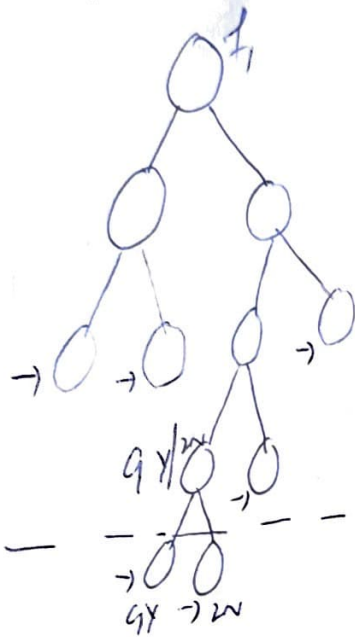


$S_v$  = no. of attributes  
 $S$  = total attributes

(4)

Pruning: Post Pruning / Pre Pruning

$f_1$   $f_2$   $f_3$  o/p



- leads to overfitting

⊕ Prevention:

(i) Post Pruning → make decision tree  
Item cut

(ii) Pre Pruning

max depth

qy/2n

no need to split  
stop here

(5)

## Generating the decision tree.

Rule: ① Calculate entropy/gini impurity of the nodes. *Already discussed*

Rule: ② Calculate information gain of the input features

$$\text{The Information Gain (I.G.)} = \underbrace{H(S)}_{\text{entropy}} - \frac{|S_1|}{S} H(S_1) - \frac{|S_2|}{|S|} H(S_2)$$

→ Let's use IG based criterion to construct a DT for the tennis Example.

Consider feature "wind". Root contains all examples  $S = \begin{matrix} 9+ & 5- \\ \text{yes} & \text{no} \end{matrix}$

$$\text{Entropy: } H(S) = -\left(\frac{9}{14}\right) \log_2\left(\frac{9}{14}\right) - \left(\frac{5}{14}\right) \log_2\left(\frac{5}{14}\right) = 0.94$$

$$S_{\text{weak}} = [6+, 2-] \Rightarrow H(S_{\text{weak}}) = -\left(\frac{6}{8}\right) \log_2\left(\frac{6}{8}\right) - \left(\frac{2}{8}\right) \log_2\left(\frac{2}{8}\right) = 0.811$$

$$S_{\text{strong}} = [3+, 3-] \Rightarrow H(S_{\text{strong}}) = 1 \quad \left\{ \begin{array}{l} \text{Highly impure split} \\ \text{entropy is } = 1 \end{array} \right.$$

$$IG(S, \text{wind}) = H(S) - \frac{|S_1|}{S} H(S_1) - \frac{|S_2|}{S} H(S_2)$$

$$= 0.94 - \frac{8}{14} \times 0.811 - \frac{6}{14} \times 1$$

$$= 0.048$$

$$\left\{ \begin{array}{l} S_w \rightarrow S_{\text{weak}} \\ S_s \rightarrow S_{\text{strong}} \end{array} \right.$$

Likewise, at root:  $IG(S, \text{outlook}) = 0.246$ ,  $IG(S, \text{humidity}) = 0.151$ ,

$$IG(S, \text{temp}) = 0.029$$

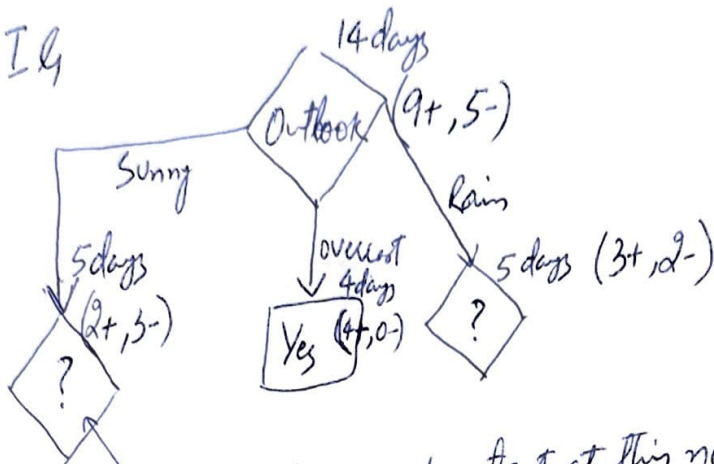
Thus we choose "outlook" feature to be tested as root node



⑥

Now, how to grow the DT, ie what to do at next level? which feature to test next?

Rule: iterate - for each child node, select the feature with the highest IG

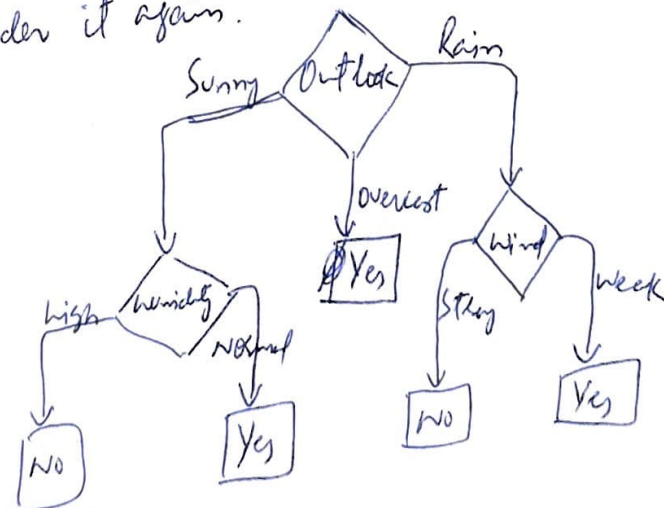


which feature to test at this node?

Proceeding as before, for level 2, left node, we can verify that

$$\rightarrow IG(s, temp) = 0.570, IG(s, humidity) = 0.970, IG(s, wind) = 0.019$$

- Thus humidity chosen as the feature to be tested at level 2, left node
  - No need to expand the middle node (already "Pure" - all "Yes" training Examples)
  - Can also verify that wind has the largest IG for the right node.
- Note: If a feature has already been tested along a path earlier, we don't consider it again.



Q: X (outlook = sunny, temperature = cool, humidity = high, ~~windy = false~~) Predict Play?