## Experiment No:-03

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	Experiment No. 03
	Aim: Classification via decision tree using WEKA Toot.
_	loot.
	Theory and concept:-
	classification model predicts catagorical
	co class labels, and prediction model predict continous
	valued function for example, we can build a classification
	model to catagorize bank loan application as either
	safe or risky or a prediction model to predict the
	expenditure in dellars of potential customers on computer
	equipment given their income and occupation.  The core algorithm for building decision trees called
	ID3 by J.R. Quinlan which employs a top down, greedy
	search through the spade of possible branches with
	no backtracking . ID3 uses entropy and information
	Gain to construct a decision tree In Zerak model there
	is no predictor. In one model we try to find the
	single best predictor, noive Bayesian includes all
	predictors using Bayes rule & the independence
	assumptions between predictors but decision tree includes all predictors with the dependence assumptions between
	predictors.
	prediction.
	Entropy:
	A decision tree is built top-down from a root
	node & involves particing the data into subsets
	that contains instances with similar values . ID3
	algorithm uses entropy to calculate the homogenerity
	of a sample . If the sample is completely homogeneous

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the entropy is zero & if the sample is an equally divide it has entropy of one.  To build a decision tree, we need to calculate two types of entropy using frequency table as follows.
a) Entropy using the frequency table of one attribute $E(s) = \sum_{i=1}^{n} -p_i \log_2 p_i$
b) Entropy using the frequency table of view attributes  E(T, x) = \( \sum_{\text{ce}\chi} \sum_{\text{ce}\chi} \)
Information Gain!  The information gain is based on the decrease in entropy after a dataset is split on an attribute constructing a decision tree is all about finding attribute that returns the highest information gain.
Conclusion:  Thus we have implemented classification via decision tree using using WEKA Tool.

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Output :-







