

Machine Learning (Day - 8):-

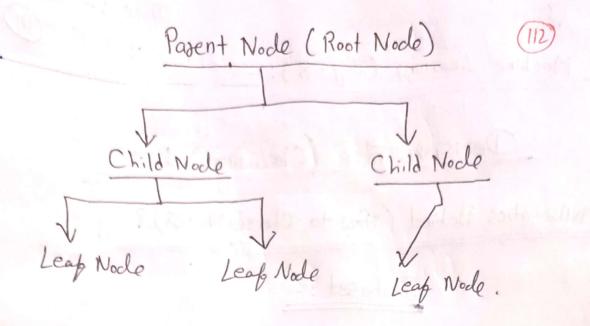
Decision Tree (classifier):

Mathematics Behind (How to Choose Nodes)?

Dataset :-

5 R COOL N S NOW S N	Day Outlook Sunny Sunny Noverces Rainfal	Will	Humidity High H H H Normal	Wind Weak Strong W	Decision No No No Yes Y
8 9 S C M W S Y Y Y S S S S S S S S S S S S S S S	5 6 7 8 9 10 11 12 13 14 (F	COOL CON CMMM HM (F2) Sunny	VNHZZZHZH H ot	N S 3 3 N S S (FA)	weak PNO

P.T.O



O) Question arises is How to Decide the Modes?

=> Use the Concept of Information Grain.

Feature having highest Information Gain (IG), will be choosed as Nocle.

ID3 > Entropy is used to find IG CART > Gini-Impurity is used to find IG.

Entropy => - = P: x log_2(Pi) & H(s)

Here, we will use ID3 (Entropy) to find Nodes.

Info. Gain \Rightarrow Gr(S,F) = H(S) = $\leq \frac{|SV|}{|S|} * H(S)$

Outlook: { Sunny (s), Rainfall (R), Over, cast (0) } outlook (9Y/SN) Sunny Rainfall (4Y/ON) (27/3N) Entropy :-H(outlook = Sunny) = - ZP: x log_2(Pi) = - Py. 1092 (Py) - PN. 1042 (PN) = -2 log (2/5) -3 log (3/5) H (Outlook = Rainfall) = = = 3 log_2(3/s) - = log_2(\frac{2}{5}) H(work ovtlook = 6 vercast) = = 4 10g(4) - 2 10g(2) A) Information Gain: - G(s, outlook) = H(s) - E ISVI XH(s, 151 = 14, | Soung = 5, | SRainfall |= 5, | Sovercast |= (0 So, 6 G(S, outlook) = 0.94 - [= x0.97 + 5 x0.97 + 4 x0



Temperature: of Hot, Mild, Cold

*) Entropy: -

$$H(Temp = Hot) \Rightarrow -\frac{1}{4} \log(\frac{1}{4}) - \frac{1}{4} \log(\frac{1}{4}) = 1$$

 $H(Temp = Mild) \Rightarrow \frac{1}{6} \log(\frac{1}{6}) - \frac{2}{6} \log(\frac{2}{6}) = 0.918$
 $H(Temp = Cold) \Rightarrow \frac{3}{4} \log(\frac{3}{4}) - \frac{1}{4} \log(\frac{1}{4}) = 0.811$

Information Gain:
$$G(s = Temp) = H(s) - E \frac{|sv|}{|s|} \times H(su)$$

$$\int_{-\frac{\pi}{4}}^{\frac{\pi}{4}} H(s) \Rightarrow -\frac{9}{14} \log \left(\frac{9}{14} \right) - \frac{5}{14} \log \left(\frac{5}{14} \right) = 0.94.$$

$$|S| = |4|, |S| + |-4|, |S| + |-4|, |S| + |-4|, |S| + |-4|$$

$$G_1(S=Temp) = 0.94 - \left[\frac{4}{14} \times 1 + \frac{6}{14} \times 0.918 + \frac{4}{14} \times 0.811\right]$$

= 0.94 - (0.28571 + 0.394+6.2317)
= 0.0629 Temperature

A) Humidity: & High, Normally

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$$H(Hum = High) = -\frac{3}{7} \log(\frac{3}{7}) - \frac{4}{7} \log(\frac{4}{7}) \Rightarrow 0.985$$

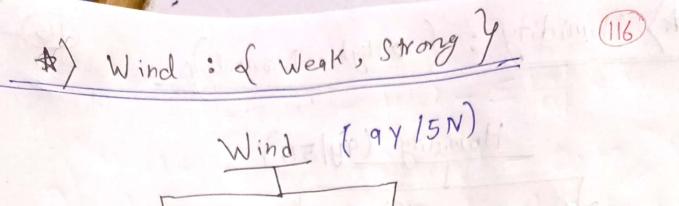
 $H(Hum = Normal) = -\frac{6}{7} \log(\frac{6}{7}) - \frac{1}{7} \log(\frac{1}{7}) \Rightarrow 0.59$

$$G_1(S = Homidity) = H(S) - \left(\frac{S}{|S|} \times H(Sv)\right)$$

$$\begin{cases} \cdot \cdot \cdot H(s) = -\frac{9}{14} \log(\frac{9}{14}) - \frac{5}{14} \log(\frac{5}{14}) = 0.94 \\ 1.51 = 14, |SHigh| = 7, |SNormal| = 7 \end{cases}$$

:.
$$G_1(S = Humidity) = 0.94 - \left[\frac{7}{14} \times 0.98S + \frac{7}{14} \times 0.59\right]$$

= 0.153 \(Humidity



Weak Strong (34/3N)

#\ Entropy:
H(Wind = Weak) = $-\frac{6}{8} \log(\frac{1}{8}) - \frac{2}{8} \log(\frac{2}{8}) \rightarrow 0.8$ H(Wind = Strong) = $-\frac{2}{6} \log(\frac{2}{6}) - \frac{2}{6} \log(\frac{2}{6}) \rightarrow 1$

Tinformation Gain:

G(S=Wind) = 0.94-[34 × 0.811 + 6 xt]

= 0.048 < Wind

has highest Info. Gain (0.247).

(Level-1 Node => Outlook)

Now, (Part-1 Level-2 Nool tuc Overcast Rainfall Sunny (4Y/ON) (3y/2N) (2Y/3N) I leap Nodo Temperature: - 00. Sunny (2y |3N) Temperature Mild Cold (NO/KI) (NI/KI) (0Y/2N) H(temp = Hot) = -2 log(2) - 2 log(2)=0 H (Temp = Mild) = - 1 109 (1/2) - 1 109 (1/2) = 1 H (Temp = Cold) = - 10g(1) - - 10g(-) =0

Scanned with CamScanner

Info. Gain > G(S=Temp) = H(S) - E 15v/ x H(Sv) $\begin{cases} H(s) = \frac{1}{5} \log(\frac{2}{5}) - \frac{2}{5} \log(\frac{2}{5}) = 0.97 \\ |s| = 5, |s| + 1 = 2, |s| = 2, |s| = 2, |s| = 1 \end{cases}$ ·. G(S= Temp) = 0.97 - [= x0+ = x1+ = x0] = 10.57 (Temp A) Sunny -> Humidity: Humidity (24/3N) High (Normal (OY/3N) (2Y/ON) # Entropy:
H (Humi = High) = - = toy(3) - = 109(3) = 0 H(Humi = Normal) = -2 10g(2) - 0 10g(0)= Info, Grain = H(s) - $\leq \frac{1501}{151} \times H(s)$ $Gr(S = Homidity) = H(s) - \leq \frac{1501}{151} \times H(s_0)$ $= 6.97 - [\frac{3}{5} \times 0 + \frac{2}{5} \times 0]$

$$H(Wind = Weak) = \frac{-1}{3} \log(\frac{1}{3}) - \frac{2}{3} \log(\frac{2}{3}) = 0.918$$

 $H(Wind = Strong) = \frac{-1}{2} \log(\frac{1}{2}) = \frac{1}{2} \log(\frac{1}{2}) = \frac{1}{2}$

DInfo. Gain: -

Hence,

Out of 3 Feature, Humidity has Highest Infor Gain (0.97).

So, we have (Sunny > Humidity)

Level 2 -> [Part-2]



Here,
$$H(s) = -\frac{3}{5} \log(\frac{3}{5}) - \frac{2}{5} \log(\frac{2}{5}) = 0.97$$

A) Entropy:

$$H(S=Hot) = -\frac{1}{2} \log(\frac{1}{2}) - \frac{1}{2} \log(\frac{1}{2}) = 0$$

$$H(S=M;11) = -\frac{1}{2} \log(\frac{1}{2}) - \frac{1}{2} \log(\frac{1}{2}) = 0.918$$

$$H(S=Cold) = -\frac{1}{2} \log(\frac{1}{2}) - \frac{1}{2} \log(\frac{1}{2}) = 1$$

Info. Crain for: -

$$G_1(S = Temp) = 0.97 - [-3 \times 0 + \frac{3}{5} \times 0.918 + \frac{2}{5} \times 1]$$

$$= 0.0192$$

* Rainfall -> Wind :-

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#\(\mathbb{E}\text{ wind} = \text{Wind} = \text{Weak}\) =
$$-\frac{3}{3} \log(\frac{3}{3}) - \frac{6}{3} \log(\frac{9}{3}) = 0$$

H (\text{Wind} = Strong) = $-\frac{6}{2} \log(\frac{6}{2}) - \frac{2}{2} \log(\frac{2}{2}) = 0$

G(S=\text{Wind}) = $0.97 - \left[\frac{3}{5} \times 0 + \frac{2}{5} \times 0\right]$

$$= \frac{3 \times 0 + \frac{2}{5} \times 0}{5 \times 0}$$

Rainfall -> Humidity

#\[\text{Hum = High} \] = -\frac{1}{2} \log(\frac{1}{2}) - \frac{1}{2} \log(\frac{1}{2}) = \frac{1}{2} \log(\frac{1}{2}) - \frac{1}{2} \log(\frac{1}{2}) = \frac{1}{3} \log(\frac{1}{3}) - \frac{1}{3} \log(\frac{1}{3}) - \frac{1}{3} \log(\frac{1}{3}) = \frac{1}{3} \log(\frac{1}{3}) - \frac{1}{3} \log(\frac{1}{3}) = \

1) Into. Gain =>

$$G_1(S = Humidity) = 0.97 - (\frac{2}{5} \times 1 + \frac{3}{5} \times 0.918)$$

= 0.0192

Information Chain (IG) = (0.97).

So, Rainfall > Wind

Hence

Final Decision Tree

