

Experiment 6

Objective:

To implement decision tree using ID3 algorithm.

Theory

The ID3 (Iterative Dichotomiser 3) algorithm is a popular algorithm for building decision trees, particularly for classification tasks. It is a supervised learning algorithm developed by Ross Quinlan and is widely used for its intuitive, rule-based approach to classification. Decision trees classify data by making a sequence of decisions based on feature values, dividing data into subsets to arrive at class predictions. The ID3 algorithm uses entropy and information gain to determine the best features for splitting data at each node of the tree.

The Decision Tree Structure: A decision tree consists of nodes and branches. Each internal node represents a decision based on a feature, branches represent the outcomes of that decision, and leaf nodes represent the final class labels. By traversing the tree from the root to a leaf node, we can make predictions for any data point based on its feature values.

How the ID3 Algorithm Works:

- **Entropy Calculation:** Entropy is a measure of uncertainty or impurity within a set of data. For a binary classification problem, entropy

$$E(S) = -p_+ \log_2(p_+) - p_- \log_2(p_-)$$

- **Information Gain:** The core of the ID3 algorithm is the selection of the feature that maximizes information gain. Information gain is the reduction in entropy achieved by partitioning data based on a feature. For a feature A , information gain $IG(S,A)$ is calculated as:

$$IG(S, A) = E(S) - \sum_{v \in \text{values}(A)} \frac{|S_v|}{|S|} E(S_v)$$

The feature with the highest information gain is selected to split the data at each node, as it results in the most significant reduction in impurity.

- **Recursive Partitioning:** Once a feature is selected for a node, the dataset is split into subsets based on this feature's values. The ID3 algorithm is then applied recursively to each subset to build child nodes. This recursive process continues until all nodes are pure (contain only one class) or no further information gain is achievable.
- **Stopping Criteria:** ID3 stops growing the tree if all instances belong to the same class, if there are no more features to split on, or if the information gain for all features is zero. Additionally, a maximum depth can be set to prevent overfitting.

Advantages and Disadvantages of ID3:

ID3 is easy to interpret, as the resulting decision tree provides a clear path from features to class labels. It is particularly useful when understanding decision logic is crucial. However, ID3 has limitations: it can produce overly complex trees (overfitting) if not pruned, and it does not handle numeric or continuous features well without discretization. Furthermore, it is biased toward features with more values, as they may artificially inflate information gain. This issue can be addressed by using modified versions like C4.5 or CART.

Result

As a result of this Experiment, we successfully wrote and executed the to implement k means clustering.

Learning Outcomes

Understand and implement the ID3 algorithm for decision trees, utilizing entropy and information gain to build an interpretable classification model.