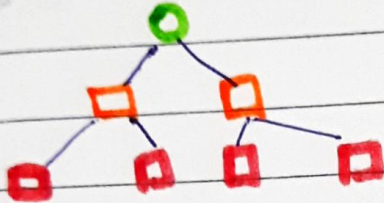


Decision Tree Algorithm - (Regression & Classifier)

ID3 → Iterative Dichotomiser 3 Algorithm



⇒ Information Gain
⇒ Entropy

Entropy - Randomness, uncertainty, disorder, in your data.

$$\text{Entropy} = - \sum P(x) \log_2 P(x)$$

$P(x)$: fraction of data instances of particular type.

Example-

Gender Entropy (Gender) = $-\frac{3}{4} \log_2(\frac{3}{4}) -$

Male $\frac{1}{4} \log_2(\frac{1}{4})$

M

M

F

if $M=2, F=2$ Entropy = $-0.5 \log_2(0.5)$

$-0.5 \log_2(0.5)$

= 1

if Dataset is balanced, Entropy will be 1.

Information Gain - how much info a feature / input parameter gives us about the output / target parameter.

①

②

f

Inf^m Gain (P_i) = Entropy (target) - Entropy (P_i , target)