CS771A: Assignment 2

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Methodology

We have adopted the **Decision Tree Algorithm** as our preferred **Methodology**. To implement it, we have used **the Hangman problem** Code provided by the **course instructor**. Using this code as a reference, we developed an **effective approach** for constructing our Decision Tree.

Functions and Classes used to Construct Tree

We implemented the Decision Tree algorithm and defined a **Tree Class** with the following functions:

- $1. \; \mathtt{fit}$
- 2. _init_

Similarly, in the **Class node**, we have defined the following functions:

- 1. get_query: which is a get_query() A method has been defined that specifies the query that Melbo should ask at a given node.
- 2. get _child. This returns the child node at every tree node leaving the leaf nodes.
- 3. reveal. It will match the alphabets between the query and the word and return the mask in which the places at which alphabets are common between two alphabets are placed in mask otherwise '-' is added.

Try_attr

The function we have employed is responsible for **creating different splits at various nodes** in the **decision tree**. Specifically, it utilizes **the masks generated** by the **reveal_function** to **construct a dictionary** and then generates a **list** for each **corresponding mask**. The **most suitable dictionary** is then selected based on the **reduction in entropy**.

Process_node

It selects the **best-split dictionary** based on **maximum entropy reduction** Other functions, such as **try_attr** and **entropy**, are called in this function, and it returns **best_attr** and **best_split_dict**.

Get_entropy

This uses the given entropy formula to compute the entropy based on relative observation frequencies.

$$entropy = -\sum_{x} p(x) \log p(x)$$

Here p(x) is a fraction of examples in a given class

Fit function

This function runs **recursively** and creates the **decision tree** using the **other functions** described above, taking **all_words,max_depth**, etc. as input, and returns us the **tree**.

Implementation

- 1. Our code is based on the **Decision Tree Algorithm**, where we trained the model using the **complete** dictionary.
- 2. To split **our dictionary**, we begin from the **root node** and move toward the **next node** based on the **size of the words.**
- 3. We start with a set of words ranging from 4 to 15 and then group words of similar sizes into nodes. Within each node, we aim to identify the word that results in the maximum reduction in entropy by running a nested for loop on the words of the same size. This involves finding the word that provides the maximum information gain or the minimum entropy.
- 4. With the help of the **reveal function**, we get the mask in which some alphabets we found by **running query** get displayed. We then make a split dictionary based on these **new masks** (example _a_,_t _etc different words get sorted)

This method runs recursively until we guess the correct word.

To Stop Expanding

We have set the max depth, which is 15 in our case, so our **node will not split further** if the **maximum depth** is **reached**.

Pruning

- 1. In the try_attr function, rather than iterating over the whole my_words_idx, we can iterate over 60-80% of the indexes to reduce model size.
- 2. The fit function takes all, max_depth, etc., as input and returns the decision tree.
- 3. To prevent overfitting, the maximum depth of the tree has been set to 15 in the implementation.

Hyperparameters

- 1. The maximum depth of the decision tree is a hyperparameter that can be tuned to improve the model's performance.
- 2. Other hyperparameters that can be tuned include the criteria for splitting nodes, such as the maximum number of features to consider at each split, the minimum number of samples required to split a node, and the minimum number of samples required to be at a leaf node.
- 3. These hyperparameters can be optimized using techniques such as **cross-validation** to find the best values that result in **the highest accuracy on the validation set.**