

# Attribute Selection Measures in Decision Tree

By  
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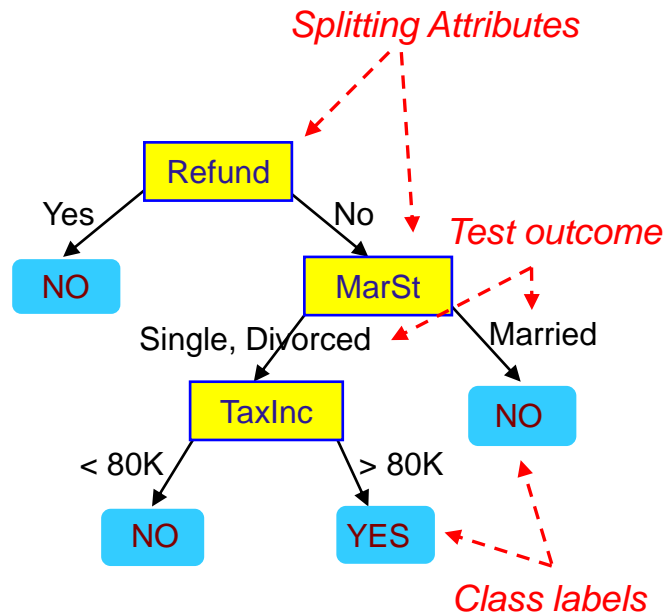
# Decision Trees

- Decision tree
  - A flow-chart-like tree structure
  - Internal node denotes a test on an attribute
  - Branch represents an outcome of the test
  - Leaf nodes represent class labels or class distribution

# Example of a Decision Tree

<i>Tid</i>	<i>Refund</i>	<i>Marital Status</i>	<i>Taxable Income</i>	<i>Cheat</i>
1	Yes	Single	125K	No
2	No	Married	100K	No
3	No	Single	70K	No
4	Yes	Married	120K	No
5	No	Divorced	95K	Yes
6	No	Married	60K	No
7	Yes	Divorced	220K	No
8	No	Single	85K	Yes
9	No	Married	75K	No
10	No	Single	90K	Yes

Training Data



Model: Decision Tree

# Another Example of Decision Tree

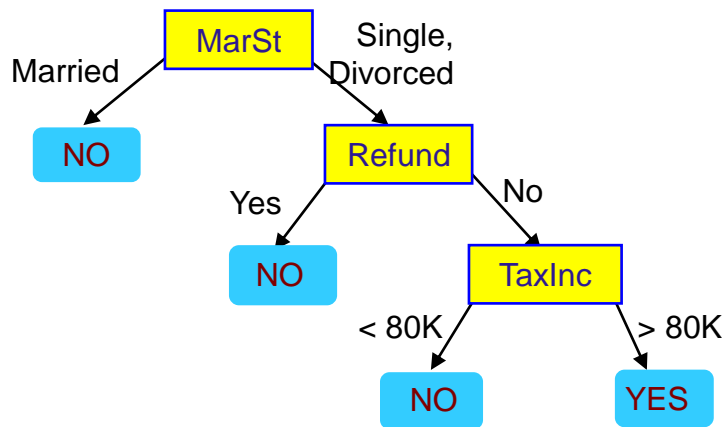
<i>Tid</i>	<i>Refund</i>	<i>Marital Status</i>	<i>Taxable Income</i>	<i>Cheat</i>
1	Yes	Single	125K	No
2	No	Married	100K	No
3	No	Single	70K	No
4	Yes	Married	120K	No
5	No	Divorced	95K	Yes
6	No	Married	60K	No
7	Yes	Divorced	220K	No
8	No	Single	85K	Yes
9	No	Married	75K	No
10	No	Single	90K	Yes

categorical

categorical

continuous

class



There could be more than one tree that fits the same data!

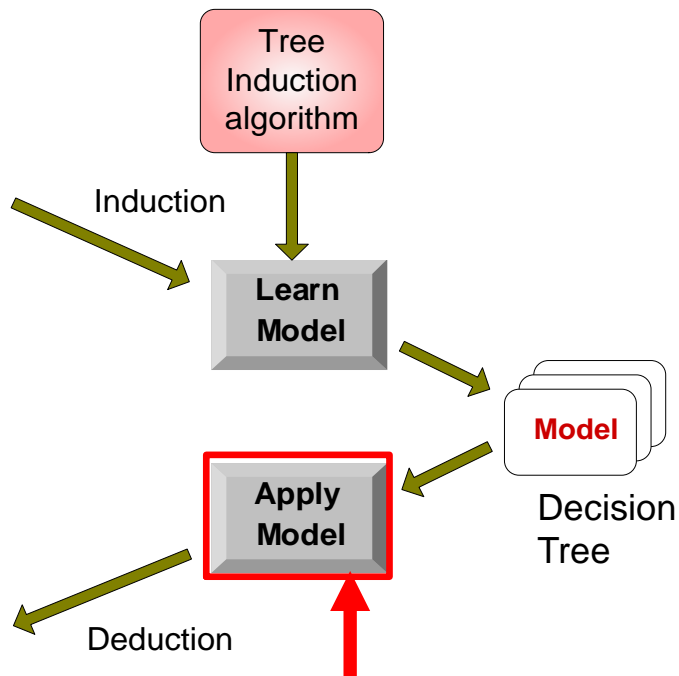
# Decision Tree Classification Task

Tid	Attrib1	Attrib2	Attrib3	Class
1	Yes	Large	125K	No
2	No	Medium	100K	No
3	No	Small	70K	No
4	Yes	Medium	120K	No
5	No	Large	95K	Yes
6	No	Medium	60K	No
7	Yes	Large	220K	No
8	No	Small	85K	Yes
9	No	Medium	75K	No
10	No	Small	90K	Yes

Training Set

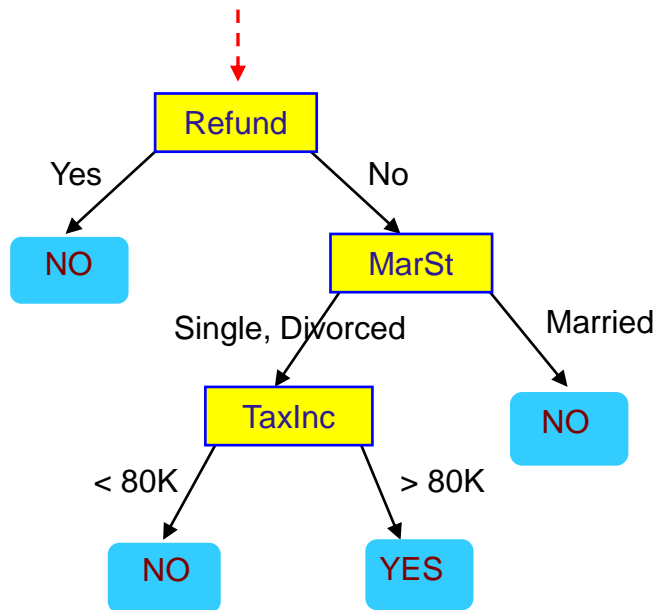
Tid	Attrib1	Attrib2	Attrib3	Class
11	No	Small	55K	?
12	Yes	Medium	80K	?
13	Yes	Large	110K	?
14	No	Small	95K	?
15	No	Large	67K	?

Test Set



# Apply Model to Test Data

Start from the root of tree.



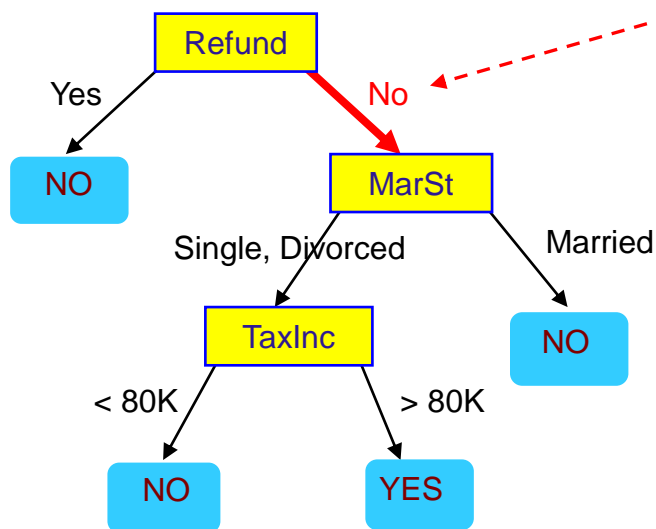
Test Data

Refund	Marital Status	Taxable Income	Cheat
No	Married	80K	?

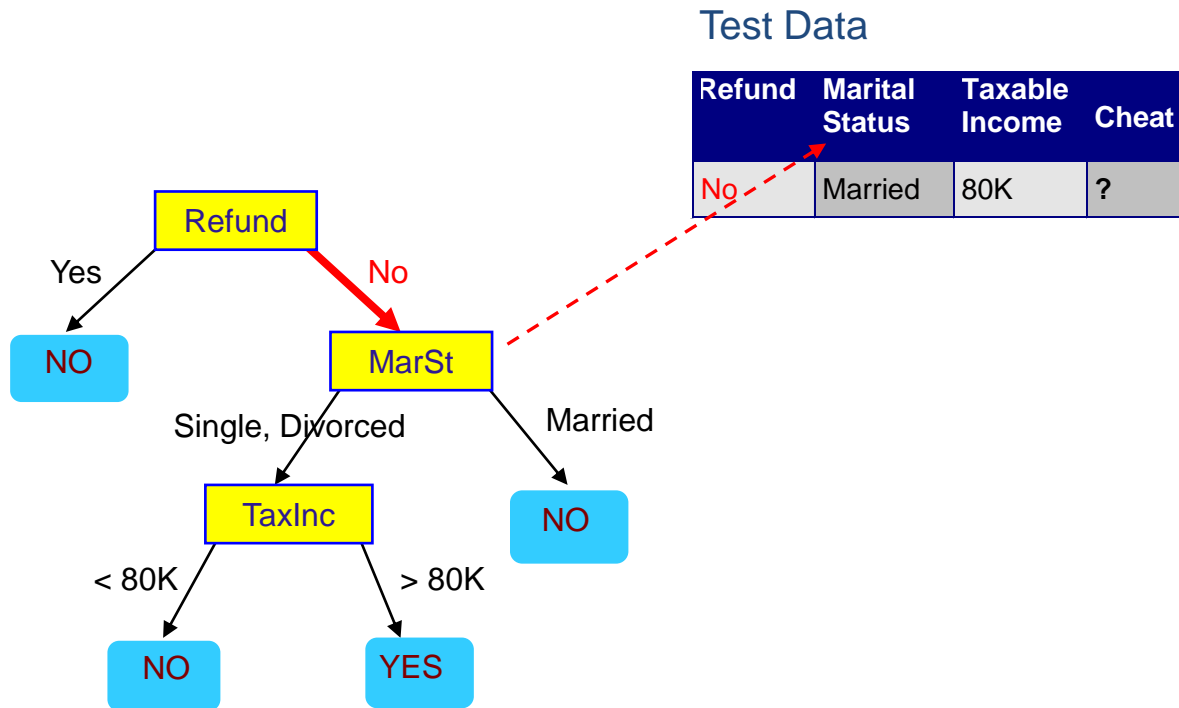
# Apply Model to Test Data

Test Data

Refund	Marital Status	Taxable Income	Cheat
No	Married	80K	?

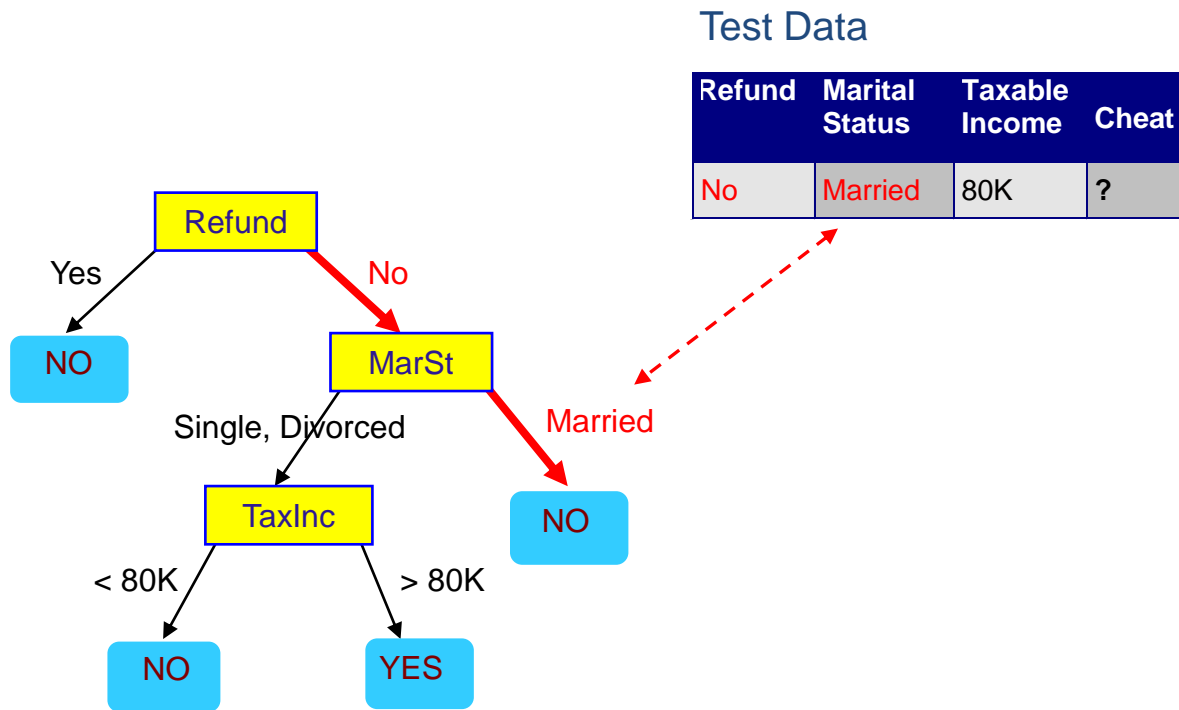


# Apply Model to Test Data





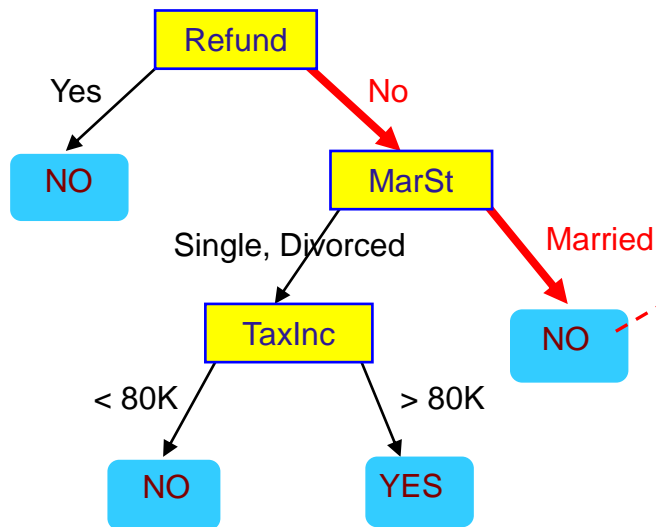
# Apply Model to Test Data



# Apply Model to Test Data

Test Data

Refund	Marital Status	Taxable Income	Cheat
No	Married	80K	?



Assign Cheat to "No"

# Tree Induction

- Finding the best decision tree is NP-hard
- Greedy strategy.
  - Split the records based on an attribute test that optimizes certain criterion.
- Many Algorithms:
  - Hunt's Algorithm (one of the earliest)
  - CART
  - ID3, C4.5, etc

# How to determine the Best Split

- **Greedy** approach:
  - Nodes with **homogeneous** class distribution are preferred
- Need a measure of node **impurity**:

C0: 5 C1: 5
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Non-homogeneous,  
High degree of impurity

C0: 9 C1: 1
----------------

Homogeneous,  
Low degree of impurity

- Ideas?

# Measuring Node Impurity

- $p(i|t)$ : fraction of records associated with node  $t$  belonging to class  $i$

$$\text{Entropy}(t) = -\sum_{i=1}^c p(i|t) \log p(i|t)$$

- Used in ID3 and C4.5

$$\text{Gini}(t) = 1 - \sum_{i=1}^c [p(i|t)]^2$$

- Used in CART

$$\text{Classification error}(t) = 1 - \max_i [p(i|t)]$$

# Example

C1	<b>0</b>
C2	<b>6</b>

$$P(C1) = 0/6 = 0 \quad P(C2) = 6/6 = 1$$

$$\text{Gini} = 1 - P(C1)^2 - P(C2)^2 = 1 - 0 - 1 = 0$$

$$\text{Entropy} = -0 \log 0 - 1 \log 1 = -0 - 0 = 0$$

$$\text{Error} = 1 - \max(0, 1) = 1 - 1 = 0$$

C1	<b>1</b>
C2	<b>5</b>

$$P(C1) = 1/6 \quad P(C2) = 5/6$$

$$\text{Gini} = 1 - (1/6)^2 - (5/6)^2 = 0.278$$

$$\text{Entropy} = - (1/6) \log_2 (1/6) - (5/6) \log_2 (1/6) = 0.65$$

$$\text{Error} = 1 - \max(1/6, 5/6) = 1 - 5/6 = 1/6$$

C1	<b>2</b>
C2	<b>4</b>

$$P(C1) = 2/6 \quad P(C2) = 4/6$$

$$\text{Gini} = 1 - (2/6)^2 - (4/6)^2 = 0.444$$

$$\text{Entropy} = - (2/6) \log_2 (2/6) - (4/6) \log_2 (4/6) = 0.92$$

$$\text{Error} = 1 - \max(2/6, 4/6) = 1 - 4/6 = 1/3$$

# Impurity measures

- All of the impurity measures take value zero (**minimum**) for the case of a pure node where a single value has probability 1
- All of the impurity measures take **maximum** value when the class distribution in a node is **uniform**.

**ID3 (Iterative  
Dichotomiser 3)**

Day	Outlook	Temp	Humidity	Wind	PlayTennis
D1	Sunny	Hot	High	Weak	No
D2	Sunny	Hot	High	Strong	No
D3	Overcast	Hot	High	Weak	Yes
D4	Rain	Mild	High	Weak	Yes
D5	Rain	Cool	Normal	Weak	Yes
D6	Rain	Cool	Normal	Strong	No
D7	Overcast	Cool	Normal	Strong	Yes
D8	Sunny	Mild	High	Weak	No
D9	Sunny	Cool	Normal	Weak	Yes
D10	Rain	Mild	Normal	Weak	Yes
D11	Sunny	Mild	Normal	Strong	Yes
D12	Overcast	Mild	High	Strong	Yes
D13	Overcast	Hot	Normal	Weak	Yes
D14	Rain	Mild	High	Strong	No



Day	Outlook	Temp	Humidity	Wind	Play Tennis
D1	Sunny	Hot	High	Weak	No
D2	Sunny	Hot	High	Strong	No
D3	Overcast	Hot	High	Weak	Yes
D4	Rain	Mild	High	Weak	Yes
D5	Rain	Cool	Normal	Weak	Yes
D6	Rain	Cool	Normal	Strong	No
D7	Overcast	Cool	Normal	Strong	Yes
D8	Sunny	Mild	High	Weak	No
D9	Sunny	Cool	Normal	Weak	Yes
D10	Rain	Mild	Normal	Weak	Yes
D11	Sunny	Mild	Normal	Strong	Yes
D12	Overcast	Mild	High	Strong	Yes
D13	Overcast	Hot	Normal	Weak	Yes
D14	Rain	Mild	High	Strong	No

## Attribute: Outlook

Values (Outlook) = Sunny, Overcast, Rain

$S = [9+, 5-]$

$$Entropy(S) = -\frac{9}{14} \log_2 \frac{9}{14} - \frac{5}{14} \log_2 \frac{5}{14} = 0.94$$

Day	Outlook	Temp	Humidity	Wind	Play Tennis
D1	Sunny	Hot	High	Weak	No
D2	Sunny	Hot	High	Strong	No
D3	Overcast	Hot	High	Weak	Yes
D4	Rain	Mild	High	Weak	Yes
D5	Rain	Cool	Normal	Weak	Yes
D6	Rain	Cool	Normal	Strong	No
D7	Overcast	Cool	Normal	Strong	Yes
D8	Sunny	Mild	High	Weak	No
D9	Sunny	Cool	Normal	Weak	Yes
D10	Rain	Mild	Normal	Weak	Yes
D11	Sunny	Mild	Normal	Strong	Yes
D12	Overcast	Mild	High	Strong	Yes
D13	Overcast	Hot	Normal	Weak	Yes
D14	Rain	Mild	High	Strong	No

## Attribute: Outlook

Values (Outlook) = Sunny, Overcast, Rain

$$S = [9+, 5-]$$

$$Entropy(S) = -\frac{9}{14} \log_2 \frac{9}{14} - \frac{5}{14} \log_2 \frac{5}{14} = 0.94$$

$$S_{Sunny} \leftarrow [2+, 3-]$$

$$Entropy(S_{Sunny}) = -\frac{2}{5} \log_2 \frac{2}{5} - \frac{3}{5} \log_2 \frac{3}{5} = 0.971$$

$$S_{Overcast} \leftarrow [4+, 0-]$$

$$Entropy(S_{Overcast}) = -\frac{4}{4} \log_2 \frac{4}{4} - \frac{0}{4} \log_2 \frac{0}{4} = 0$$

$$S_{Rain} \leftarrow [3+, 2-]$$

$$Entropy(S_{Rain}) = -\frac{3}{5} \log_2 \frac{3}{5} - \frac{2}{5} \log_2 \frac{2}{5} = 0.971$$

$$Gain(S, Outlook) = Entropy(S) - \sum_{v \in \{Sunny, Overcast, Rain\}} \frac{|S_v|}{|S|} Entropy(S_v)$$

*Gain(S, Outlook)*

$$= Entropy(S) - \frac{5}{14} Entropy(S_{Sunny}) - \frac{4}{14} Entropy(S_{Overcast}) - \frac{5}{14} Entropy(S_{Rain})$$

$$Gain(S, Outlook) = 0.94 - \frac{5}{14} 0.971 - \frac{4}{14} 0 - \frac{5}{14} 0.971 = 0.2464$$

Day	Outlook	Temp	Humidity	Wind	Play Tennis
D1	Sunny	Hot	High	Weak	No
D2	Sunny	Hot	High	Strong	No
D3	Overcast	Hot	High	Weak	Yes
D4	Rain	Mild	High	Weak	Yes
D5	Rain	Cool	Normal	Weak	Yes
D6	Rain	Cool	Normal	Strong	No
D7	Overcast	Cool	Normal	Strong	Yes
D8	Sunny	Mild	High	Weak	No
D9	Sunny	Cool	Normal	Weak	Yes
D10	Rain	Mild	Normal	Weak	Yes
D11	Sunny	Mild	Normal	Strong	Yes
D12	Overcast	Mild	High	Strong	Yes
D13	Overcast	Hot	Normal	Weak	Yes
D14	Rain	Mild	High	Strong	No

## Attribute: Temp

Values (Temp) = Hot, Mild, Cool

$$S = [9+, 5-]$$

$$Entropy(S) = -\frac{9}{14} \log_2 \frac{9}{14} - \frac{5}{14} \log_2 \frac{5}{14} = 0.94$$

$$S_{Hot} \leftarrow [2+, 2-]$$

$$Entropy(S_{Hot}) = -\frac{2}{4} \log_2 \frac{2}{4} - \frac{2}{4} \log_2 \frac{2}{4} = 1.0$$

$$S_{Mild} \leftarrow [4+, 2-]$$

$$Entropy(S_{Mild}) = -\frac{4}{6} \log_2 \frac{4}{6} - \frac{2}{6} \log_2 \frac{2}{6} = 0.9183$$

$$S_{Cool} \leftarrow [3+, 1-]$$

$$Entropy(S_{Cool}) = -\frac{3}{4} \log_2 \frac{3}{4} - \frac{1}{4} \log_2 \frac{1}{4} = 0.8113$$

$$Gain(S, Temp) = Entropy(S) - \sum_{v \in \{Hot, Mild, Cool\}} \frac{|S_v|}{|S|} Entropy(S_v)$$

Gain(S, Temp)

$$= Entropy(S) - \frac{4}{14} Entropy(S_{Hot}) - \frac{6}{14} Entropy(S_{Mild})$$

$$- \frac{4}{14} Entropy(S_{Cool})$$

$$= 0.0289$$

Day	Outlook	Temp	Humidity	Wind	Play Tennis
D1	Sunny	Hot	High	Weak	No
D2	Sunny	Hot	High	Strong	No
D3	Overcast	Hot	High	Weak	Yes
D4	Rain	Mild	High	Weak	Yes
D5	Rain	Cool	Normal	Weak	Yes
D6	Rain	Cool	Normal	Strong	No
D7	Overcast	Cool	Normal	Strong	Yes
D8	Sunny	Mild	High	Weak	No
D9	Sunny	Cool	Normal	Weak	Yes
D10	Rain	Mild	Normal	Weak	Yes
D11	Sunny	Mild	Normal	Strong	Yes
D12	Overcast	Mild	High	Strong	Yes
D13	Overcast	Hot	Normal	Weak	Yes
D14	Rain	Mild	High	Strong	No

## Attribute: Humidity

Values (Humidity) = High, Normal

$$S = [9+, 5-] \quad Entropy(S) = -\frac{9}{14} \log_2 \frac{9}{14} - \frac{5}{14} \log_2 \frac{5}{14} = 0.94$$

$$S_{High} \leftarrow [3+, 4-] \quad Entropy(S_{High}) = -\frac{3}{7} \log_2 \frac{3}{7} - \frac{4}{7} \log_2 \frac{4}{7} = 0.9852$$

$$S_{Normal} \leftarrow [6+, 1-] \quad Entropy(S_{Normal}) = -\frac{6}{7} \log_2 \frac{6}{7} - \frac{1}{7} \log_2 \frac{1}{7} = 0.5916$$

$$Gain(S, Humidity) = Entropy(S) - \sum_{v \in \{High, Normal\}} \frac{|S_v|}{|S|} Entropy(S_v)$$

$$Gain(S, Humidity)$$

$$= Entropy(S) - \frac{7}{14} Entropy(S_{High}) - \frac{7}{14} Entropy(S_{Normal})$$

$$Gain(S, Humidity) = 0.94 - \frac{7}{14} 0.9852 - \frac{7}{14} 0.5916 = 0.1516$$

Day	Outlook	Temp	Humidity	Wind	Play Tennis
D1	Sunny	Hot	High	Weak	No
D2	Sunny	Hot	High	Strong	No
D3	Overcast	Hot	High	Weak	Yes
D4	Rain	Mild	High	Weak	Yes
D5	Rain	Cool	Normal	Weak	Yes
D6	Rain	Cool	Normal	Strong	No
D7	Overcast	Cool	Normal	Strong	Yes
D8	Sunny	Mild	High	Weak	No
D9	Sunny	Cool	Normal	Weak	Yes
D10	Rain	Mild	Normal	Weak	Yes
D11	Sunny	Mild	Normal	Strong	Yes
D12	Overcast	Mild	High	Strong	Yes
D13	Overcast	Hot	Normal	Weak	Yes
D14	Rain	Mild	High	Strong	No

## Attribute: Wind

Values (Wind) = Strong, Weak

$$S = [9+, 5-]$$

$$Entropy(S) = -\frac{9}{14} \log_2 \frac{9}{14} - \frac{5}{14} \log_2 \frac{5}{14} = 0.94$$

$$S_{Strong} \leftarrow [3+, 3-]$$

$$Entropy(S_{Strong}) = 1.0$$

$$S_{Weak} \leftarrow [6+, 2-]$$

$$Entropy(S_{Weak}) = -\frac{6}{8} \log_2 \frac{6}{8} - \frac{2}{8} \log_2 \frac{2}{8} = 0.8113$$

$$Gain(S, Wind) = Entropy(S) - \sum_{v \in \{Strong, Weak\}} \frac{|S_v|}{|S|} Entropy(S_v)$$

$$Gain(S, Wind) = Entropy(S) - \frac{6}{14} Entropy(S_{Strong}) - \frac{8}{14} Entropy(S_{Weak})$$

$$= 0.94 - \frac{6}{14} 1.0 - \frac{8}{14} 0.8113 = 0.0478$$



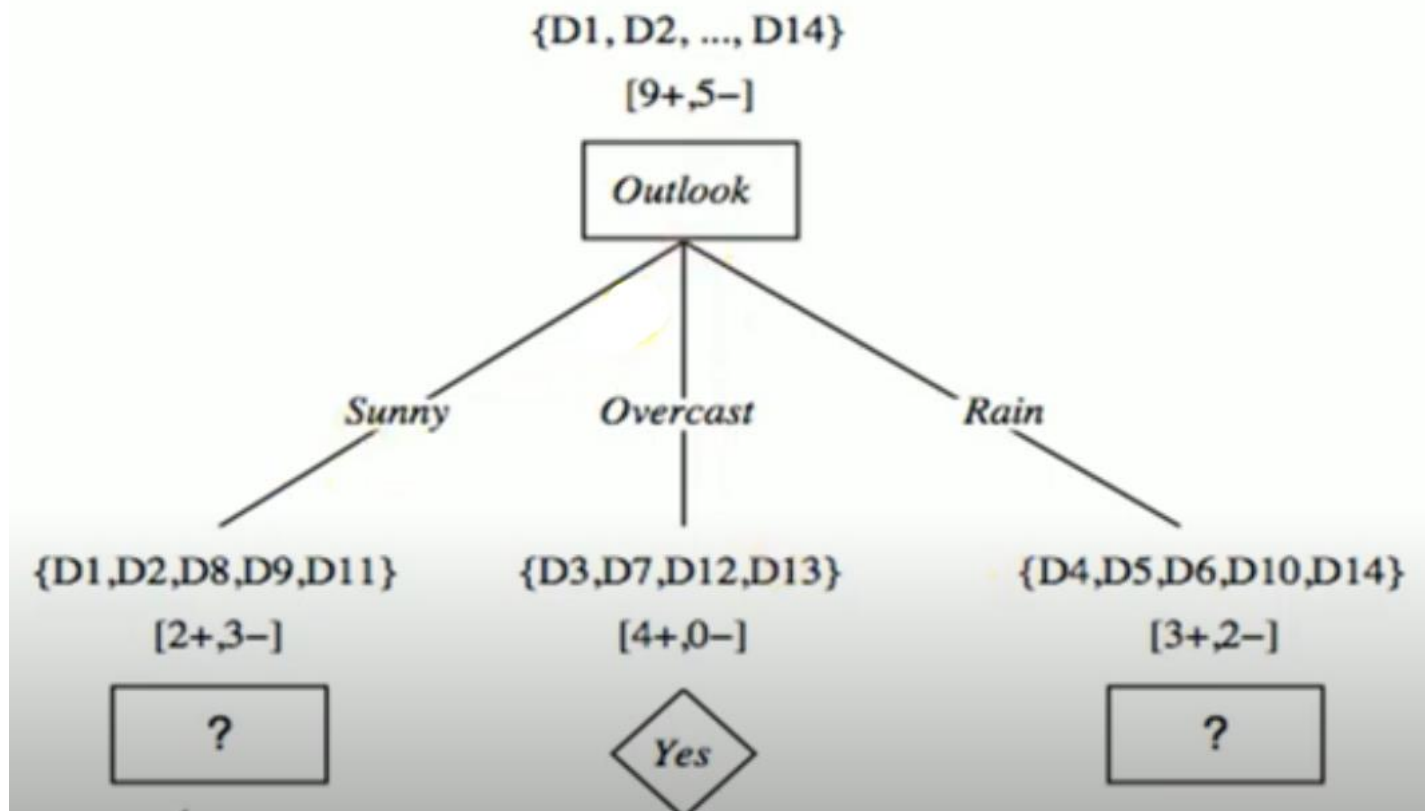
Day	Outlook	Temp	Humidity	Wind	Play Tennis
D1	Sunny	Hot	High	Weak	No
D2	Sunny	Hot	High	Strong	No
D3	Overcast	Hot	High	Weak	Yes
D4	Rain	Mild	High	Weak	Yes
D5	Rain	Cool	Normal	Weak	Yes
D6	Rain	Cool	Normal	Strong	No
D7	Overcast	Cool	Normal	Strong	Yes
D8	Sunny	Mild	High	Weak	No
D9	Sunny	Cool	Normal	Weak	Yes
D10	Rain	Mild	Normal	Weak	Yes
D11	Sunny	Mild	Normal	Strong	Yes
D12	Overcast	Mild	High	Strong	Yes
D13	Overcast	Hot	Normal	Weak	Yes
D14	Rain	Mild	High	Strong	No

$$Gain(S, Outlook) = 0.2464$$

$$Gain(S, Temp) = 0.0289$$

$$Gain(S, Humidity) = 0.1516$$

$$Gain(S, Wind) = 0.0478$$



	Day	Outlook	Temp	Humidity	Wind	PlayTennis
→	D1	Sunny	Hot	High	Weak	No
→	D2	Sunny	Hot	High	Strong	No
	D3	Overcast	Hot	High	Weak	Yes
	D4	Rain	Mild	High	Weak	Yes
	D5	Rain	Cool	Normal	Weak	Yes
	D6	Rain	Cool	Normal	Strong	No
	D7	Overcast	Cool	Normal	Strong	Yes
→	D8	Sunny	Mild	High	Weak	No
→	D9	Sunny	Cool	Normal	Weak	Yes
	D10	Rain	Mild	Normal	Weak	Yes
→	D11	Sunny	Mild	Normal	Strong	Yes
	D12	Overcast	Mild	High	Strong	Yes
	D13	Overcast	Hot	Normal	Weak	Yes
	D14	Rain	Mild	High	Strong	No



Day	Temp	Humidity	Wind	Play Tennis
D1	Hot	High	Weak	No
D2	Hot	High	Strong	No
D8	Mild	High	Weak	No
D9	Cool	Normal	Weak	Yes
D11	Mild	Normal	Strong	Yes

## Attribute: Temp

Values (Temp) = Hot, Mild, Cool

$$S_{Sunny} = [2+, 3-]$$

$$Entropy(S_{Sunny}) = -\frac{2}{5} \log_2 \frac{2}{5} - \frac{3}{5} \log_2 \frac{3}{5} = 0.97$$

$$S_{Hot} \leftarrow [0+, 2-]$$

$$Entropy(S_{Hot}) = 0.0$$

$$S_{Mild} \leftarrow [1+, 1-]$$

$$Entropy(S_{Mild}) = 1.0$$

$$S_{Cool} \leftarrow [1+, 0-]$$

$$Entropy(S_{Cool}) = 0.0$$

$$Gain(S_{Sunny}, Temp) = Entropy(S) - \sum_{v \in \{Hot, Mild, Cool\}} \frac{|S_v|}{|S|} Entropy(S_v)$$

$$Gain(S_{Sunny}, Temp)$$

$$= Entropy(S) - \frac{2}{5} Entropy(S_{Hot}) - \frac{2}{5} Entropy(S_{Mild}) - \frac{1}{5} Entropy(S_{Cool})$$

$$Gain(S_{Sunny}, Temp) = 0.97 - \frac{2}{5} 0.0 - \frac{2}{5} 1 - \frac{1}{5} 0.0 = 0.570$$

Day	Temp	Humidity	Wind	Play Tennis
D1	Hot	High	Weak	No
D2	Hot	High	Strong	No
D8	Mild	High	Weak	No
D9	Cool	Normal	Weak	Yes
D11	Mild	Normal	Strong	Yes

## Attribute: Humidity

Values (Humidity) = High, Normal

$$S_{Sunny} = [2+, 3-]$$

$$Entropy(S) = -\frac{2}{5} \log_2 \frac{2}{5} - \frac{3}{5} \log_2 \frac{3}{5} = 0.97$$

$$S_{high} \leftarrow [0+, 3-]$$

$$Entropy(S_{High}) = 0.0$$

$$S_{Normal} \leftarrow [2+, 0-]$$

$$Entropy(S_{Normal}) = 0.0$$

$$Gain(S_{Sunny}, Humidity) = Entropy(S) - \sum_{v \in \{High, Normal\}} \frac{|S_v|}{|S|} Entropy(S_v)$$

$$Gain(S_{Sunny}, Humidity) = Entropy(S) - \frac{3}{5} Entropy(S_{High}) - \frac{2}{5} Entropy(S_{Normal})$$

$$Gain(S_{Sunny}, Humidity) = 0.97 - \frac{3}{5} 0.0 - \frac{2}{5} 0.0 = 0.97$$

Day	Temp	Humidity	Wind	Play Tennis
D1	Hot	High	Weak	No
D2	Hot	High	Strong	No
D8	Mild	High	Weak	No
D9	Cool	Normal	Weak	Yes
D11	Mild	Normal	Strong	Yes

## Attribute: Wind

Values (Wind) = Strong, Weak

$$S_{Sunny} = [2+, 3-]$$

$$Entropy(S) = -\frac{2}{5} \log_2 \frac{2}{5} - \frac{3}{5} \log_2 \frac{3}{5} = 0.97$$

$$S_{Strong} \leftarrow [1+, 1-]$$

$$Entropy(S_{Strong}) = 1.0$$

$$S_{Weak} \leftarrow [1+, 2-]$$

$$Entropy(S_{Weak}) = -\frac{1}{3} \log_2 \frac{1}{3} - \frac{2}{3} \log_2 \frac{2}{3} = 0.9183$$

$$Gain(S_{Sunny}, Wind) = Entropy(S) - \sum_{v \in \{Strong, Weak\}} \frac{|S_v|}{|S|} Entropy(S_v)$$

$$Gain(S_{Sunny}, Wind) = Entropy(S) - \frac{2}{5} Entropy(S_{Strong}) - \frac{3}{5} Entropy(S_{Weak})$$

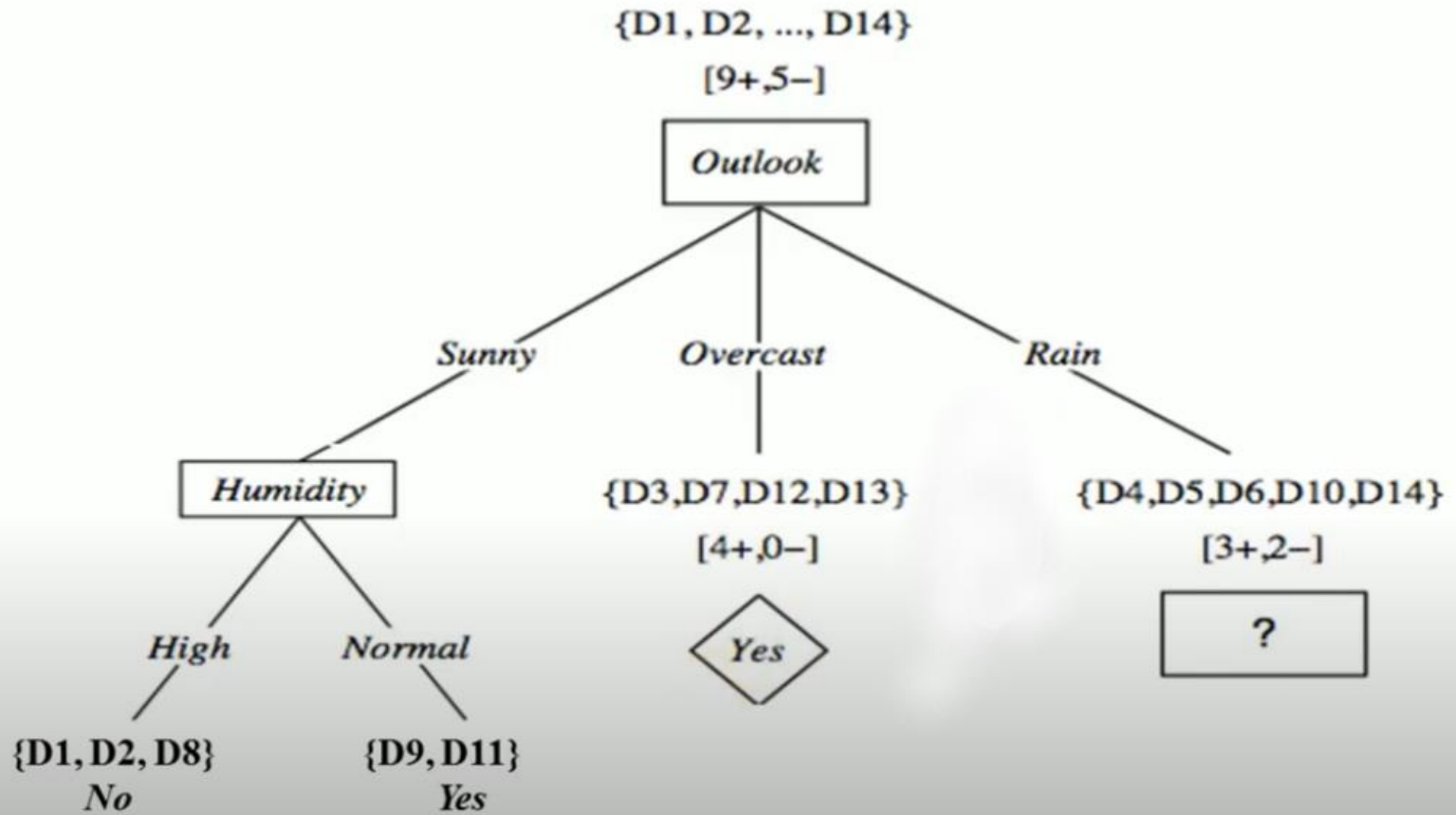
$$Gain(S_{Sunny}, Wind) = 0.97 - \frac{2}{5} 1.0 - \frac{3}{5} 0.918 = 0.0192$$

Day	Temp	Humidity	Wind	Play Tennis
D1	Hot	High	Weak	No
D2	Hot	High	Strong	No
D8	Mild	High	Weak	No
D9	Cool	Normal	Weak	Yes
D11	Mild	Normal	Strong	Yes

$$Gain(S_{\text{sunny}}, Temp) = 0.570$$

$$Gain(S_{\text{sunny}}, Humidity) = 0.97$$

$$Gain(S_{\text{sunny}}, Wind) = 0.0192$$



Day	Temp	Humidity	Wind	Play Tennis
D4	Mild	High	Weak	Yes
D5	Cool	Normal	Weak	Yes
D6	Cool	Normal	Strong	No
D10	Mild	Normal	Weak	Yes
D14	Mild	High	Strong	No

## Attribute: Temp

Values (Temp) = Hot, Mild, Cool

$$S_{Rain} = [3+, 2-]$$

$$Entropy(S_{Sunny}) = -\frac{3}{5}\log_2\frac{3}{5} - \frac{2}{5}\log_2\frac{2}{5} = 0.97$$

$$S_{Hot} \leftarrow [0+, 0-]$$

$$Entropy(S_{Hot}) = 0.0$$

$$S_{Mild} \leftarrow [2+, 1-]$$

$$Entropy(S_{Mild}) = -\frac{2}{3}\log_2\frac{2}{3} - \frac{1}{3}\log_2\frac{1}{3} = 0.9183$$

$$S_{Cool} \leftarrow [1+, 1-]$$

$$Entropy(S_{Cool}) = 1.0$$

$$Gain(S_{Rain}, Temp) = Entropy(S) - \sum_{v \in \{Hot, Mild, Cool\}} \frac{|S_v|}{|S|} Entropy(S_v)$$

$$Gain(S_{Rain}, Temp)$$

$$= Entropy(S) - \frac{0}{5} Entropy(S_{Hot}) - \frac{3}{5} Entropy(S_{Mild})$$

$$- \frac{2}{5} Entropy(S_{Cool})$$

$$Gain(S_{Rain}, Temp) = 0.97 - \frac{0}{5} 0.0 - \frac{3}{5} 0.918 - \frac{2}{5} 1.0 = 0.0192$$

Day	Temp	Humidity	Wind	Play Tennis
D4	Mild	High	Weak	Yes
D5	Cool	Normal	Weak	Yes
D6	Cool	Normal	Strong	No
D10	Mild	Normal	Weak	Yes
D14	Mild	High	Strong	No

## Attribute: Humidity

Values (Humidity) = High, Normal

$$S_{Rain} = [3+, 2-]$$

$$Entropy(S_{Sunny}) = -\frac{3}{5} \log_2 \frac{3}{5} - \frac{2}{5} \log_2 \frac{2}{5} = 0.97$$

$$S_{High} \leftarrow [1+, 1-]$$

$$Entropy(S_{High}) = 1.0$$

$$S_{Normal} \leftarrow [2+, 1-]$$

$$Entropy(S_{Normal}) = -\frac{2}{3} \log_2 \frac{2}{3} - \frac{1}{3} \log_2 \frac{1}{3} = 0.9183$$

$$Gain(S_{Rain}, Humidity) = Entropy(S) - \sum_{v \in \{High, Normal\}} \frac{|S_v|}{|S|} Entropy(S_v)$$

$$Gain(S_{Rain}, Humidity) = Entropy(S) - \frac{2}{5} Entropy(S_{High}) - \frac{3}{5} Entropy(S_{Normal})$$

$$Gain(S_{Rain}, Humidity) = 0.97 - \frac{2}{5} 1.0 - \frac{3}{5} 0.918 = 0.0192$$

Day	Temp	Humidity	Wind	Play Tennis
D4	Mild	High	Weak	Yes
D5	Cool	Normal	Weak	Yes
D6	Cool	Normal	Strong	No
D10	Mild	Normal	Weak	Yes
D14	Mild	High	Strong	No

## Attribute: Wind

Values (wind) = Strong, Weak

$$S_{Rain} = [3+, 2-]$$

$$Entropy(S_{Sunny}) = -\frac{3}{5} \log_2 \frac{3}{5} - \frac{2}{5} \log_2 \frac{2}{5} = 0.97$$

$$S_{Strong} \leftarrow [0+, 2-]$$

$$Entropy(S_{Strong}) = 0.0$$

$$S_{Weak} \leftarrow [3+, 0-]$$

$$Entropy(S_{Weak}) = 0.0$$

$$Gain(S_{Rain}, Wind) = Entropy(S) - \sum_{v \in \{Strong, Weak\}} \frac{|S_v|}{|S|} Entropy(S_v)$$

$$Gain(S_{Rain}, Wind) = Entropy(S) - \frac{2}{5} Entropy(S_{Strong}) - \frac{3}{5} Entropy(S_{Weak})$$

$$= 0.97 - \frac{2}{5} 0.0 - \frac{3}{5} 0.0 = 0.97$$

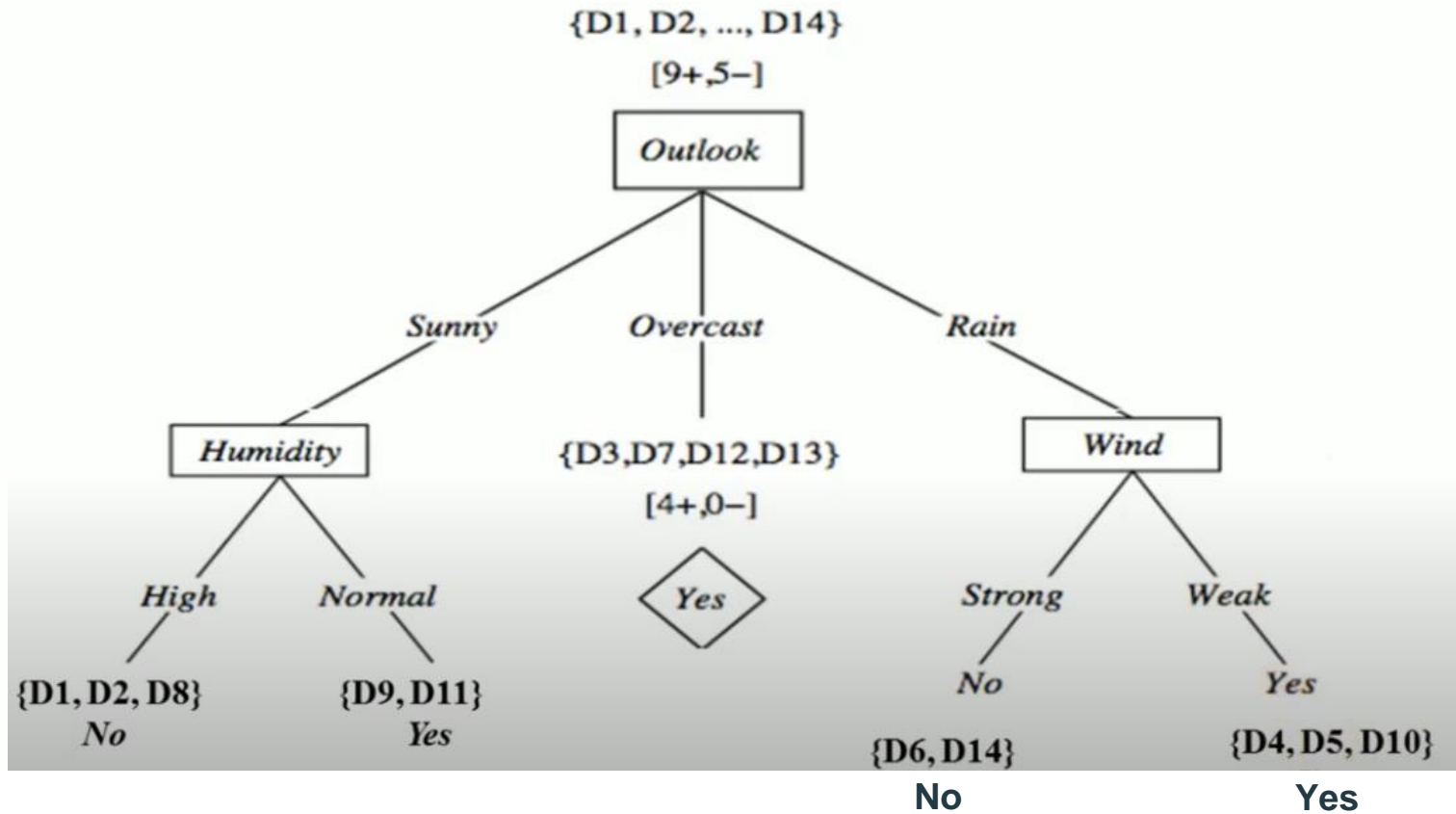


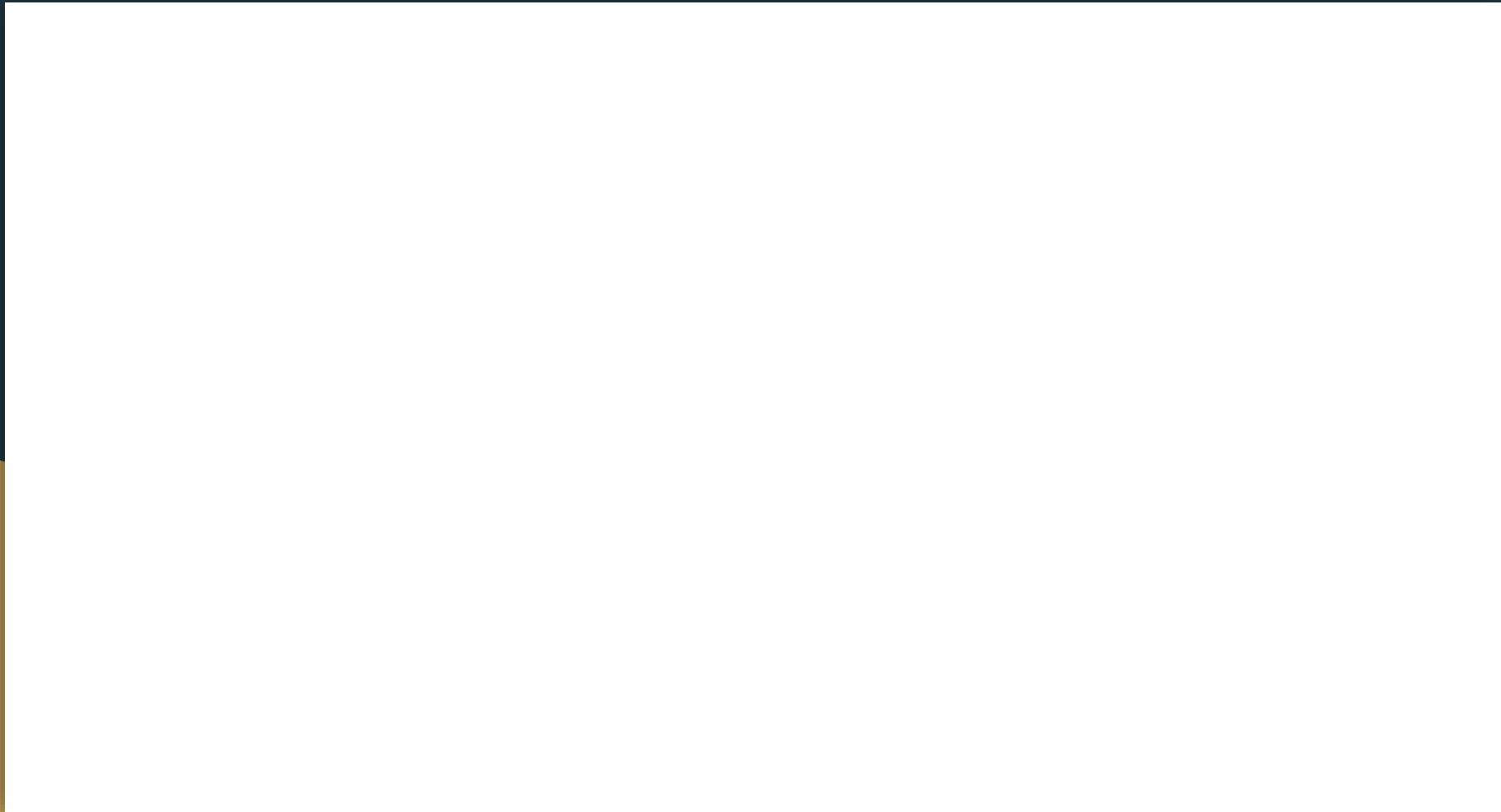
Day	Temp	Humidity	Wind	Play Tennis
D4	Mild	High	Weak	Yes
D5	Cool	Normal	Weak	Yes
D6	Cool	Normal	Strong	No
D10	Mild	Normal	Weak	Yes
D14	Mild	High	Strong	No

$$Gain(S_{Rain}, Temp) = 0.0192$$

$$Gain(S_{Rain}, Humidity) = 0.0192$$

$$Gain(S_{Rain}, Wind) = 0.97$$





# Gain Ratio

- C 4.5, a successor of ID3 uses an extension to information gain known as **gain ratio**
- Applies **normalization** to information gain using a **split information value**

# Gain Ratio

- The gain ratio is defined as

$$GainRatio(A) = \frac{Gain(A)}{SplitInfo(A)}$$

- The attribute with the maximum gain ratio is selected as the splitting attribute

# Gain Ratio

- **Split information value:** Information generated by splitting the dataset  $D$  into  $v$  partitions, corresponding to  $v$  outcome on attribute  $A$

$$SplitInfo_A(D) = -\sum_{j=1}^v \frac{|D_j|}{|D|} \times \log_2 \left( \frac{|D_j|}{|D|} \right)$$

## Gain Ratio: Example

RID	age	income	student	credit-rating	class:buy_computer
1	youth	high	no	fair	no
2	youth	high	no	excellent	no
3	middle-aged	high	no	fair	yes
4	senior	medium	no	fair	yes
5	senior	low	yes	fair	yes
6	senior	low	yes	excellent	no
7	middle-aged	low	yes	excellent	yes
8	youth	medium	no	fair	no
9	youth	low	yes	fair	yes
10	senior	medium	yes	fair	yes
11	youth	medium	yes	excellent	yes
12	middle-aged	medium	no	excellent	yes
13	middle-aged	high	yes	fair	yes
14	senior	medium	no	excellent	no

Using attribute income

1<sup>st</sup> partition (low) **D1** has **4 tuples**

2<sup>nd</sup> partition (medium) **D2** has **6 tuples**

3<sup>rd</sup> partition (high) **D3** has **4 tuples**

$$\text{Gain}(\text{income}) = 0.029$$

$$\text{GainRatio}(\text{income}) = \frac{0.029}{0.926} = 0.031$$

$$\begin{aligned} \text{SplitInfo}_{\text{income}}(D) &= -\frac{4}{14} \log_2 \left( \frac{4}{14} \right) - \frac{6}{14} \log_2 \left( \frac{6}{14} \right) - \frac{4}{14} \log_2 \left( \frac{4}{14} \right) \\ &= 0.926 \end{aligned}$$

# Example (Gain Ratio)

- Find the GainRatio(age):

Age	Yes	No
Youth (5)	2	3
Middle_aged(4)	4	0
Senior(5)	3	2



# Example (Gain Ratio)

- Entropy(age=youth) =

$$-\frac{2}{5} \log(\frac{2}{5}) - \frac{3}{5} \log(\frac{3}{5}) = \mathbf{0.97}$$

- Entropy(age=middle\_aged) =

$$-\frac{4}{4} \log(\frac{4}{4}) = \mathbf{0}$$

- Entropy(age=youth) =

$$-\frac{3}{5} \log(\frac{3}{5}) - \frac{2}{5} \log(\frac{2}{5}) = \mathbf{0.97}$$

## Example (Gain Ratio)

- $\text{Entropy}(D) = -5/14 \log(5/14) - 9/14 \log(9/14) = \mathbf{0.940}$
- $\text{Gain}(\text{age}) = \text{Entropy}(D) - (5/14) * 0.97 - (4/14) * 0 - (5/14) * 0.97 = \mathbf{0.247 \text{ bits}}$
- $\text{SplitInfo}_{\text{age}} = -(5/14) \log(5/14) - (4/14) \log(4/14) - (5/14) \log(5/14) = \mathbf{1.57525}$
- $\text{GainRatio}(\text{age}) = \text{Gain}(\text{age}) / \text{SplitInfo}_{\text{age}}$   
 $= 0.247 / 1.57525 = \mathbf{0.1568}$

# Gini index

- ▶ The Gini Index (used in CART) measures the impurity of a data partition **D**

$$Gini(D) = 1 - \sum_{i=1}^m p_i^2$$

→ **m**: the number of classes

→ **p<sub>i</sub>**: the probability that a tuple in D belongs to class C<sub>i</sub>

- ▶ The Gini Index considers a **binary split** for each attribute **A**, say D<sub>1</sub> and D<sub>2</sub>. The **Gini index** of D given that partitioning is:

$$Gini_A(D) = \frac{D_1}{D} Gini(D_1) + \frac{D_2}{D} Gini(D_2)$$

→ A weighted sum of the impurity of each partition

- ▶ The reduction in impurity is given by

$$\Delta Gini(A) = Gini(D) - Gini_A(D)$$

- ▶ The attribute that maximizes the reduction in impurity is chosen as the splitting attribute

# Gini Index

- $D$ : a data set to partition
- Consider an attribute  $A$  with  $v$  outcomes  $\{a_1, a_2, \dots, a_v\}$
- To determine best split on  $A$
- Examine the partitions resulting from all possible subsets of  $\{a_1, a_2, \dots, a_v\}$
- Each subset  $S_A$  is a binary test of attribute  $A$
- $2^v$  possible subsets of  $A$ . We exclude the power set and empty set, then we have  $2^v - 2$  subsets

# Gini Index

- *What to examine?*
- For each subset, compute the weighted sum of impurity for two partitions

$$Gini_A(D) = \frac{D_1}{D} Gini(D_1) + \frac{D_2}{D} Gini(D_2)$$

- The subset that gives minimum value for attribute **A** is selected as its splitting subset

## Gini(income)

RID	age	income	student	credit-rating	class:buy_computer
1	youth	high	no	fair	no
2	youth	high	no	excellent	no
3	middle-aged	high	no	fair	yes
4	senior	medium	no	fair	yes
5	senior	low	yes	fair	yes
6	senior	low	yes	excellent	no
7	middle-aged	low	yes	excellent	yes
8	youth	medium	no	fair	no
9	youth	low	yes	fair	yes
10	senior	medium	yes	fair	yes
11	youth	medium	yes	excellent	yes
12	middle-aged	medium	no	excellent	yes
13	middle-aged	high	yes	fair	yes
14	senior	medium	no	excellent	no

Compute the Gini index of the training set D: 9 tuples in class yes and 5 in class no

$$Gini(D) = 1 - \left( \left( \frac{9}{14} \right)^2 + \left( \frac{5}{14} \right)^2 \right) = 0.459$$

Using attribute income: there are three values: low, medium and high

Choosing the subset {low, medium} results in two partitions:

- D1 (income  $\in$  {low, medium}): 10 tuples
- D2 (income  $\in$  {high}): 4 tuples

- D has 9 tuples in buys\_computer = "yes" and 5 in "no"

$$gini(D) = 1 - \left(\frac{9}{14}\right)^2 - \left(\frac{5}{14}\right)^2 = 0.459$$

- Attribute income partitions D into 10 in  $D_1$ : {low, medium} and 4 in  $D_2$

$$\begin{aligned} gini_{income \in \{low, medium\}}(D) &= \left(\frac{10}{14}\right) Gini(D_1) + \left(\frac{4}{14}\right) Gini(D_2) \\ &= \frac{10}{14} \left(1 - \left(\frac{7}{10}\right)^2 - \left(\frac{3}{10}\right)^2\right) + \frac{4}{14} \left(1 - \left(\frac{2}{4}\right)^2 - \left(\frac{2}{4}\right)^2\right) \\ &= 0.443 \\ &= Gini_{income \in \{high\}}(D). \end{aligned}$$

$Gini_{\{low, high\}}$  is 0.458;  $Gini_{\{medium, high\}}$  is 0.450.

Thus, split on the  $\{low, medium\}$  (and  $\{high\}$ ) since it has the lowest Gini index