Flowchart for writing a decision tree algorithm using the 103 algorithm:

- 1. Start.
- 2. Define a Mode class to represent decision tree nodes
- 3. Define Decision Tree class
- 4. Intialize Decision Tree with hyperparameters such as max-depth and min-samples-split
- Define an entropy() function to calculate the entropy of a given set of samples.
- 6. Define an information-gain() function to calculate the information gain of a given split.
- 4. Define a build-tree () function to recursively build the
- 8. Define a best gel-best-split () function to find the best split for a given set of samples.
- 9. Define a split() function to split a set of samples based on given features and threshold value.
  - 10. In built-tree() function, check if stopping Conditions are met (eg. min-samples-split or man-depth reached)
  - 11. It stopping conditions are not met, use get-best-split to find the best SpH.
  - 12. If information-gain is positive, recursively call build-tree on the left and right subtrees!

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13. Create a leaf node if Stopping conditions are met or information gain is negative 14. Return - the root node of the decision free 15. End.

Pseudo code

## 1. Node clay

START

CLASS Node.

FUNCTION \_\_init \_ \_ (self, feature\_index = None, threshold = None left = None, vight = None, into-gain = Nones Value = Mone)

Self. feature-index to feature index # Index of feature that node splits on

SET self. threshold to threshold the threshold value used to split the data at this node.

SET self-right to right # right child of this node

SET self left to left # left child " "

SET Self. info-gain to info-gain to the information gain obtained by splitting at this node.

SET Self. value to value # predicted value of target variable at this node (leaf node)

END FUNCTION

END CLASS.

END.

2. Define Decision Tree Class

CLASS Decision Tree\_ Claudier. START.

FUNCTION -- isid-- (self, min\_samples\_split=2, max\_depth=2)

# initialize the root of the tree.

SET self rood to None

# stopping Conditions SET self. min-samples-split to min-samples-split # min sample reg Self. man depth to man-depth the mux depth of tree. END FUNCTION END CLASS END . 3. Define Entropy()

Entropy(P) = - \( \sum\_{i=1} \) | \( \sum\_{i} \) | \( \sum\_{i} \) | START FUNCTION Entropy (y) # compute the unique class in y SET class-labels to the unique elements in ). # initialize entropy to sero. SET entropy to 0 # iterate over each unique class-label. FOR each cls in claus\_labels. # compute the proportion of samples with class label classify) SET P-cls to the number of samples in y with class label ds divided by the total no. of sampler. SET contropy to entropy + -P-cls & log\_(1-cls) · END FOR class entropy # seturn the computed entropy RETURN Entropy END FUNCTION END) 4. Information gain () Information gain = Entropy (Paved) - (Weighted ) entropy (children) = 3 (Dp) - Nett 1 (Dett) - Nright I (Dright) START FUNCTION information-gain (parent, 1-child, r-child) # calculate the entropy of the pavent rode SET pavent-entropy to the result of calling the entropy in with Parent .

# calculate the entropy of the left child no de SET leftentropy to the result of calling the entropy function # calculate the entropy of right child node. SET right-entropy to the result of entropy (Y-child) # calculate the weighted aug of the child nodes. SET child-entropy to (len (1-child)/len (povent)) \* left\_entropy + (len (v-child) | len (pavent)) + & right\_entropy # calculate inform gain SET gain to parent-entropy - child-entropy # seturn the computed infim gain RETURN gain END FUNCTION END . 5. Define build-tree () START dataset, FUNCTION buil-tree (, cur-depth): X, Y = get-features of target from dataset. num-sampler, num-features as shape of X. # get no: of samples freety # check stopping condition IF num = sampler = min-sample = split & curr-depth <= more-depth # frod best splid. Dest\_split = get-best-split (dataset, num-samples, num-features) # check if infm" gain is positive
IF. best-spit ["into-gain"] >0 left-subtree = build-tree (ben-split [ datased - left], (urr-depth +1) Tight-subtre = build-tree (best-split ["dotated-right"], curr-doph+1) # return decision node

RETURN Mode # compute test leaf node (eat value = calculate\_leaf-value (y) return Node

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6. get-bost-split () START FUNCTION get-best-split (dataset, num-samples, num-features) # detre dictionary to store best split of variable to store maximum best-split = { } max-into-gain = returned . Host () # loop over all the features of their possible threshold. FOR feather index in num-feature feature\_values = dataset (:, teature\_index) possible threshold as unique values of feature values # Split dataset in to left of right subset wing the split () method. FOR threshold in possible threshold. dataset-left, dataset-sight = Split (dataset, feature-index, 4 compute information gain current information gain on information-gain (y, lett-y, right) # 17 the infm gain is greater than the maximum information gain seen so far, update the best split with current splil of new max infining gain IF currinto-gain > man\_info-gain: best-split [ "feature\_index"] = feature\_indx. bex-splid (" threshold") - threshold best -split [ " dataset - left ] = dataset left bert-split [ "dataset-right"] = dataset- right best-split [" Into-gain") = curr-into-gain more into-gain = currinto-gain. RETURN best split & returns the best splir! 7. Split () = split dataset into two subset split (dataset, teature-index, threshold)

CTART

FUNCTION

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# Initialise 2 to empty away

datased-left = empty numpy array

doctared-right = empty numpy array

It sterate/order each row in the dataset of append them to left subset if the feature value is less than or equal to the threshold, and to the right subset otherwise.

FOR F each you in Ladarel

IF row [feature\_index] <= threshold append row to dataset-left

append you to dataset - right.

# returent left of right subsets

RETURN dataset\_left, dataset - right.

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