



# BMS Institute of Technology and Management

(An Autonomous Institution, Affiliated to VTU, Belagavi)

## Department of Master of Computer Applications

(Accredited by NBA, New Delhi)

### Alternate Assessment Tool (AAT) # 2

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#### AAT Question or Topic or Problem Statement

Implement Decision Tree Algorithm (ID3) using Python and apply the same to the following dataset.

Dataset-5

Species	Aquatic Animal	Aerial Animal	Has Legs	Gives Birth (Class)
Mammal	No	No	Yes	Yes
Reptile	No	No	No	No
Fish	Yes	No	No	No
Amphibian	Semi	No	Yes	No
Bird	No	Yes	Yes	Yes
Bird	No	Yes	Yes	No
Mammal	No	No	Yes	Yes
Fish	Yes	No	No	Yes
Amphibian	Semi	No	Yes	No
Amphibian	Semi	No	Yes	No

#### Solution / Answer

##### CODE:

```
import pandas as pd
import numpy as np
from scipy.constants import value
# Load the dataset
data = pd.DataFrame({
    'Species': ['Mammal', 'Reptile', 'Fish', 'Amphibian', 'Bird', 'Bird', 'Mammal', 'Fish', 'Amphibian', 'Amphibian'],
    'Aquatic Animal': ['No', 'No', 'Yes', 'Semi', 'No', 'No', 'No', 'Yes', 'Semi', 'Semi'],
    'Aerial Animal': ['No', 'No', 'No', 'No', 'Yes', 'Yes', 'No', 'No', 'No', 'No'],
    'Has Legs': ['Yes', 'No', 'No', 'Yes', 'Yes', 'Yes', 'Yes', 'No', 'Yes', 'Yes'],
    'Gives Birth (Class)': ['Yes', 'No', 'No', 'No', 'Yes', 'No', 'Yes', 'Yes', 'No', 'No']
})
```

```

# Define functions for calculating entropy and information gain
def entropy(data, target_column):
    class_counts = data[target_column].value_counts().sort_values(ascending=False)
    probabilities = class_counts / len(data)
    entropy = -sum(probabilities * np.log2(probabilities))
    return entropy

def information_gain(data, feature, target_column):
    entropy_before = entropy(data, target_column)
    values = data[feature].unique()
    weights = data[feature].value_counts().sort_values(ascending=False) / len(data)
    entropy_after = sum(weights * entropy(data.where(data[feature] == value).dropna(),
target_column))
    information_gain = entropy_before - entropy_after
    return information_gain

# Implement the ID3 algorithm
def id3(data, features, target_column):
    # Check for base cases
    # Check if all data points have the same class
    if len(data[target_column].unique()) == 1:
        return data[target_column].unique()[0]

    # Check if there are no more features to split on
    if len(features) == 0:
        return data[target_column].value_counts().index[0] # Return the most common class

    # Select the best feature to split on
    best_feature = max(features, key=lambda f: information_gain(data, f, target_column))

    # Create a tree node
    tree = {best_feature: {}}

    # Recursively build the subtrees for each feature value
    for value in data[best_feature].unique():
        subset = data[data[best_feature] == value]
        tree[best_feature][value] = id3(subset.drop(best_feature, axis=1),
features.difference({best_feature}), target_column)

    return tree

# Train the decision tree
target_column = 'Gives Birth (Class)'
features = set(data.columns) - {target_column}
tree = id3(data, features, target_column)

# Print the resulting decision tree
def print_tree(tree, indent=0):
    for feature, branches in tree.items():
        print("| " * indent + feature)
        for value, subtree in branches.items():
            if isinstance(subtree, dict):

```

```

    print_tree(subtree, indent + 2)
else:
    print("| " * (indent + 2) + value + ": " + subtree)

```

```
print_tree(tree)
```

## Code Snippets:

```

1  import pandas as pd
2  import numpy as np
3  from scipy.constants import value
4  # Load the dataset
5  data = pd.DataFrame({
6      'Species': ['Mammal', 'Reptile', 'Fish', 'Amphibian', 'Bird', 'Bird', 'Mammal', 'Fish', 'Amphibian', 'Amphibian'],
7      'Aquatic Animal': ['No', 'No', 'Yes', 'Semi', 'No', 'No', 'No', 'Yes', 'Semi', 'Semi'],
8      'Aerial Animal': ['No', 'No', 'No', 'No', 'Yes', 'Yes', 'No', 'No', 'No', 'No'],
9      'Has Legs': ['Yes', 'No', 'No', 'Yes', 'Yes', 'Yes', 'Yes', 'No', 'Yes', 'Yes'],
10     'Gives Birth (Class)': ['Yes', 'No', 'No', 'No', 'Yes', 'No', 'Yes', 'Yes', 'No', 'No']
11 })
12
13 # Define functions for calculating entropy and information gain
14 2 usages
15 def entropy(data, target_column):
16     class_counts = data[target_column].value_counts().sort_values(ascending=False)
17     probabilities = class_counts / len(data)
18     entropy = -sum(probabilities * np.log2(probabilities))
19     return entropy
20
21 1 usage
22 def information_gain(data, feature, target_column):
23     entropy_before = entropy(data, target_column)
24     values = data[feature].unique()
25     weights = data[feature].value_counts().sort_values(ascending=False) / len(data)
26     entropy_after = sum(weights * entropy(data.where(data[feature] == value).dropna(), target_column))
27     information_gain = entropy_before - entropy_after
28     return information_gain
29
30 # Implement the ID3 algorithm
31 2 usages
32 def id3(data, features, target_column):

```

```

27
28 # Implement the ID3 algorithm
29 2 usages
30 def id3(data, features, target_column):
31     # Check for base cases
32     # Check if all data points have the same class
33     if len(data[target_column].unique()) == 1:
34         return data[target_column].unique()[0]
35
36     # Check if there are no more features to split on
37     if len(features) == 0:
38         return data[target_column].value_counts().index[0] # Return the most common class
39
40     # Select the best feature to split on
41     best_feature = max(features, key=lambda f: information_gain(data, f, target_column))
42
43     # Create a tree node
44     tree = {best_feature: {}}
45
46     # Recursively build the subtrees for each feature value
47     for value in data[best_feature].unique():
48         subset = data[data[best_feature] == value]
49         tree[best_feature][value] = id3(subset.drop(best_feature, axis=1), features.difference({best_feature}), target_column)
50
51     return tree
52
53 # Train the decision tree
54 target_column = 'Gives Birth (Class)'
55 features = set(data.columns) - {target_column}
56 tree = id3(data, features, target_column)

```

```

57 # Print the resulting decision tree
    2 usages
58 def print_tree(tree, indent=0):
59     for feature, branches in tree.items():
60         print("| " * indent + feature)
61         for value, subtree in branches.items():
62             if isinstance(subtree, dict):
63                 print_tree(subtree, indent + 2)
64             else:
65                 print("| " * (indent + 2) + value + ": " + subtree)
66
67 print_tree(tree)
68

```

## Output:

```

"C:\Users\mpspb\PycharmProjects\ML sem3\.venv\Scripts\python.exe" "C:\Users\mpspb\PycharmProjects\ML sem3\ID32.py"
Species
| | Mammal: Yes
| | Reptile: No
| | Has Legs
| | | Aerial Animal
| | | | Aquatic Animal
| | | | | Yes: No
| | Amphibian: No
| | Has Legs
| | | Aerial Animal
| | | | Aquatic Animal
| | | | | No: Yes

```