

# MACHINE LEARNING

## DECISION TREE CLASSIFIER MULTI-DATASET ANALYSIS

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### 1. Mushrooms.csv

```
● (venv) → sklearn_implementation git:(main) × python test.py --ID EC_F_PES2UG23CS358_Lab3 --data ../mushrooms.csv
Running tests with PYTORCH framework
=====
target column: 'class' (last column)
Original dataset info:
Shape: (8124, 23)
Columns: ['cap-shape', 'cap-surface', 'cap-color', 'bruises', 'odor', 'gill-attachment', 'gill-spacing', 'gill-size', 'gill-c
olor', 'stalk-shape', 'stalk-root', 'stalk-surface-above-ring', 'stalk-surface-below-ring', 'stalk-color-above-ring', 'stalk
-color-below-ring', 'veil-type', 'veil-color', 'ring-number', 'ring-type', 'spore-print-color', 'population', 'habitat', 'clas
s']

First few rows:

cap-shape: ['x' 'b' 's' 'f' 'k'] → [5 0 4 2 3]
cap-surface: ['s' 'y' 'f' 'g'] → [2 3 0 1]
cap-color: ['n' 'y' 'w' 'g' 'e'] → [4 9 8 3 2]
class: ['p' 'e'] → [1 0]

Processed dataset shape: torch.Size([8124, 23])
Number of features: 22
Features: ['cap-shape', 'cap-surface', 'cap-color', 'bruises', 'odor', 'gill-attachment', 'gill-spacing', 'gill-size', 'gill-c
olor', 'stalk-shape', 'stalk-root', 'stalk-surface-above-ring', 'stalk-surface-below-ring', 'stalk-color-above-ring', 'stalk
-color-below-ring', 'veil-type', 'veil-color', 'ring-number', 'ring-type', 'spore-print-color', 'population', 'habitat']
Target: class
Framework: PYTORCH
Data type: <class 'torch.Tensor'>

=====
DECISION TREE CONSTRUCTION DEMO
=====
Total samples: 8124
Training samples: 6499
Testing samples: 1625

Constructing decision tree using training data...
● Decision tree construction completed using PYTORCH!

📊 OVERALL PERFORMANCE METRICS
=====
Accuracy: 1.0000 (100.00%)
Precision (weighted): 1.0000
Recall (weighted): 1.0000
F1-Score (weighted): 1.0000
Precision (macro): 1.0000
Recall (macro): 1.0000
F1-Score (macro): 1.0000

🌳 TREE COMPLEXITY METRICS
=====
Maximum Depth: 4
Total Nodes: 29
Leaf Nodes: 24
Internal Nodes: 5
○ (venv) → sklearn_implementation git:(main) ×
```

```

Constructing decision tree using training data...
🟢 Decision tree construction completed using PYTORCH!
🟢 DECISION TREE STRUCTURE
=====
Root [odor] (gain: 0.9083)
├── = 0:
│   ├── Class 0
│   └── = 1:
│       ├── Class 1
│       └── = 2:
│           ├── Class 1
│           └── = 3:
│               ├── Class 0
│               └── = 4:
│                   ├── Class 1
│                   └── = 5:
│                       ├── [spore-print-color] (gain: 0.1469)
│                       │   ├── = 0:
│                       │   │   ├── Class 0
│                       │   │   └── = 1:
│                       │   │       ├── Class 0
│                       │   │       └── = 2:
│                       │   │           ├── Class 0
│                       │   │           └── = 3:
│                       │   │               ├── Class 0
│                       │   │               └── = 4:
│                       │   │                   ├── Class 0
│                       │   │                   └── = 5:
│                       │   │                       ├── Class 1
│                       │   │                       └── = 7:
│                       │   │                           ├── [habitat] (gain: 0.2217)
│                       │   │                           │   ├── = 0:
│                       │   │                           │   │   ├── [gill-size] (gain: 0.7642)
│                       │   │                           │   │   │   ├── = 0:
│                       │   │                           │   │   │   │   ├── Class 0
│                       │   │                           │   │   │   └── = 1:
│                       │   │                           │   │   │       ├── Class 1
│                       │   │                           │   │   └── = 1:
│                       │   │                           │   │       ├── Class 0
│                       │   │                           │   └── = 2:
│                       │   │                           │       ├── [cap-color] (gain: 0.7300)
│                       │   │                           │       │   ├── = 1:
│                       │   │                           │       │   │   ├── Class 0
│                       │   │                           │       │   └── = 4:
│                       │   │                           │       │       ├── Class 0
│                       │   │                           │       │       └── = 8:
│                       │   │                           │       │           ├── Class 1
│                       │   │                           │       │           └── = 9:
│                       │   │                           │       │               ├── Class 1
│                       │   │                           │       └── = 4:
│                       │   │                           │           ├── Class 0
│                       │   │                           └── = 6:
│                       │   │                               ├── Class 0
│                       │   └── = 8:
│                       │       ├── Class 0
│                       └── = 6:
│                           ├── Class 1
│                           └── = 7:
│                               ├── Class 1
│                               └── = 8:
│                                   ├── Class 1

```

## 1. Performance Comparison

- **Accuracy** obtained is := 100%
  - This tells us that the dataset is perfectly-fit and clean.
- **Precision** (Weighted & Macro) := 1.000
  - This means that 100% of the predictions made by the model were correct.
- **Recall** (Weighted & Macro) := 1.000

- The model had made all correct predictions which meant it found all the poisonous mushrooms.
- **F1 Score** (Weighted & Macro) := 1.000
  - It is 1.000 as it is the **Harmonic Mean** of the **precision** and **recall**.

## 2. Tree Characteristics Analysis

- Tree Depth (Maximum-Depth) := 4
- Number Of Nodes (Total nodes) := 29 (Leaf := 24, Internal := 5).
- The attribute **Odor** is selected as the root and then to **spore-print-color** and then to **habitat**.
- As its depth is 4 its considered as a shallow-tree and also its complexity is Low.

## 3. Dataset-Specific Insights

- **Odor** attribute contributes the most to classification.
  - Balanced.
  - No over-fitting.
-

## 2. Nursery.csv

```
(venv) → sklearn_implementation git:(main) × python test.py --ID EC_F_PES2UG23CS358_Lab3 --data ../Nursery.csv
Running tests with PYTORCH framework
=====
target column: 'class' (last column)
Original dataset info:
Shape: (12960, 9)
Columns: ['parents', 'has_nurs', 'form', 'children', 'housing', 'finance', 'social', 'health', 'class']

First few rows:
parents: ['usual' 'pretentious' 'great_pret'] → [2 1 0]
has_nurs: ['proper' 'less_proper' 'improper' 'critical' 'very_crit'] → [3 2 1 0 4]
form: ['complete' 'completed' 'incomplete' 'foster'] → [0 1 3 2]
class: ['recommend' 'priority' 'not_recom' 'very_recom' 'spec_prior'] → [2 1 0 4 3]

Processed dataset shape: torch.Size([12960, 9])
Number of features: 8
Features: ['parents', 'has_nurs', 'form', 'children', 'housing', 'finance', 'social', 'health']
Target: class
Framework: PYTORCH
Data type: <class 'torch.Tensor'>

=====
DECISION TREE CONSTRUCTION DEMO
=====
Total samples: 12960
Training samples: 10368
Testing samples: 2592

Constructing decision tree using training data...

🌱 Decision tree construction completed using PYTORCH!

📊 OVERALL PERFORMANCE METRICS
=====
Accuracy:          0.9867 (98.67%)
Precision (weighted): 0.9876
Recall (weighted):  0.9867
F1-Score (weighted): 0.9872
Precision (macro):  0.7604
Recall (macro):     0.7654
F1-Score (macro):   0.7628

🌳 TREE COMPLEXITY METRICS
=====
Maximum Depth:      7
Total Nodes:        952
Leaf Nodes:         680
Internal Nodes:     272
(venv) → sklearn_implementation git:(main) ×
```



- 0.7604 tells us that the minority classes have lower precision.
- **Recall** (Weighted & Macro) := 0.9867 & 0.7654
  - 0.9867 tells us that almost all of the positive values were found by the model.
  - 0.7654 tells us that the model finds it difficult to detect the minority classes.
- **F1 Score** (Weighted & Macro) := 0.9872 & 0.7628
  - 0.9872 is a relatively high score so has balanced performance
  - 0.7628 is comparatively lower score so lesser balanced performance.

## 2. Tree Characteristics Analysis

- Tree Depth (Maximum-Depth) := 7
- Number Of Nodes (Total nodes) := 952 (Leaf := 680, Internal := 272).
- Early splits on **finance** / **social** / **health**.
- As its depth is 7 and has a huge no.of leaf and internal nodes, its complexity is High.

## 3. Dataset-Specific Insights

- **Finance**, **Social**, **Health** attribute contributes the most to classification.
- Unbalanced.
- Over-fitting.

### 3. TicTacToe.csv

```
(venv) → sklearn_implementation git:(main) x python test.py --ID EC_F_PES2UG23CS358_Lab3 --data ../tictactoe.csv
Running tests with PYTORCH framework
=====
target column: 'Class' (last column)
Original dataset info:
Shape: (958, 10)
Columns: ['top-left-square', 'top-middle-square', 'top-right-square', 'middle-left-square', 'middle-middle-square', 'middle-right-square', 'bottom-left-square', 'bottom-middle-square', 'bottom-right-square', 'Class']

First few rows:
top-left-square: ['x' 'o' 'b'] -> [2 1 0]
top-middle-square: ['x' 'o' 'b'] -> [2 1 0]
top-right-square: ['x' 'o' 'b'] -> [2 1 0]
Class: ['positive' 'negative'] -> [1 0]

Processed dataset shape: torch.Size([958, 10])
Number of features: 9
Features: ['top-left-square', 'top-middle-square', 'top-right-square', 'middle-left-square', 'middle-middle-square', 'middle-right-square', 'bottom-left-square', 'bottom-middle-square', 'bottom-right-square']
Target: Class
Framework: PYTORCH
Data type: <class 'torch.Tensor'>

=====
DECISION TREE CONSTRUCTION DEMO
=====
Total samples: 958
Training samples: 766
Testing samples: 192

Constructing decision tree using training data...
🌳 Decision tree construction completed using PYTORCH!

📊 OVERALL PERFORMANCE METRICS
=====
Accuracy: 0.8730 (87.30%)
Precision (weighted): 0.8741
Recall (weighted): 0.8730
F1-Score (weighted): 0.8734
Precision (macro): 0.8590
Recall (macro): 0.8638
F1-Score (macro): 0.8613

🌳 TREE COMPLEXITY METRICS
=====
Maximum Depth: 7
Total Nodes: 281
Leaf Nodes: 180
Internal Nodes: 101
(venv) → sklearn_implementation git:(main) x
```





- 0.8590 tells us that the minority classes have lower precision.
- **Recall** (Weighted & Macro) := 0.8730 & 0.8638
  - 0.8730 tells us that most of the positive values were found by the model.
  - 0.8638 tells us that the model finds true positives across all the minority classes.
- **F1 Score** (Weighted & Macro) := 0.8734 & 0.8613
  - 0.8734 is a relatively high score so has balanced performance.
  - 0.8613 is almost same so balanced.

## 2. Tree Characteristics Analysis

- Tree Depth (Maximum-Depth) := 7
- Number Of Nodes (Total nodes) := 281 (Leaf := 180, Internal := 101).
- Early splits on **middle-middle-square**.
- As its depth is 7 and has a huge no. of leaf and internal nodes but lesser than previous one, so its complexity is Medium.

## 3. Dataset-Specific Insights

- **Center-Square** attribute contributes the most to classification.
- Slightly Unbalanced.
- Might be over-fitting.

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## 4. Comparative Analysis Report

### 1. Algorithm Performance :=

- a. The **Mushroom dataset** had the highest accuracy. The **odor** feature made it easy to classify.
- b. Larger dataset increases the number of test cases to be run and hence the accuracy improves, where as the smaller datasets may result in lower accuracy.
- c. Feature quality is more important than quantity. Good features help distinguish between the classes.

### 2. Data Characteristics Impact :=

- Class imbalance decreases the overall F1 score, for example in nursery weighted values show good scores whereas macro scores are poor.
- The algorithm works well with multi-valued features. It performs best when feature values predict the class.

### 3. Real World Scenarios :=

- Mushrooms → Good for clear yes/no problems (food safety, spam).
- Nursery → Models complex decisions (university admissions).
- Tic-Tac-Toe → Represents rule-based systems (game AI, network security).
- How to Improve :=
  - **Mushroom:** No changes needed. It works perfectly.
  - **Nursery:** Fix the class imbalance and then, use a stronger algorithm.
  - **Tic-Tac-Toe:** Use a different algorithm for a slightly better score.

