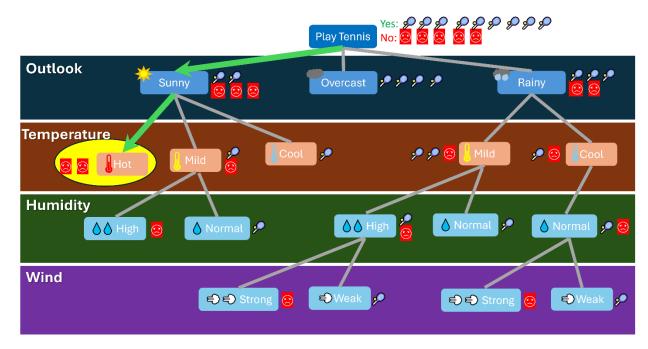
Q 2. a)

Here's the decision tree for the given dataset. (Diagram drawn in MS PowerPoint)



Therefore, according to the conditions of D15 (Sunny, Hot, High, Weak), the class assigned = No

The tree is constructed by choosing the correct attribute at each node so that information gain is maximized (Entropy minimized) at every node.

Q 2.b)

Step 1: Calculate Probabilities of Label column (PlayTennis: Yes or no)

- 1. P(PlayTennis = Yes) = 9 / 14
- 2. P(PlayTennis = No) = 5 / 14

Step 2: Calculate Conditional Probabilities for D15 (Sunny, Hot, High, Weak)

- 3. P(Outlook = Sunny | PlayTennis = Yes) = 2/9
- 4. P(Outlook = Sunny | PlayTennis = No) = 3 / 5
- 5. P(Temperature = Hot | PlayTennis = Yes) = 2/9
- 6. P(Temperature = Hot | PlayTennis = No) = 2 / 5
- 7. P(Humidity = High | PlayTennis = Yes) = 3 / 9
- 8. P(Humidity = High | PlayTennis = No) = 3 / 5
- 9. P(Wind = Weak | PlayTennis = Yes) = 6 / 9
- 10. P(Wind = Weak | PlayTennis = No) = 2 / 5

Step 3: Calculate Conditional Probabilities of Play Tennis or not, given the conditions of D15 {Sunny, Hot, High, Weak}:

- 11. **P(PlayTennis = Yes | D15)** = P(PlayTennis = Yes) * P(Outlook = Sunny | PlayTennis = Yes) * P(Temperature = Hot | PlayTennis = Yes) * P(Humidity = High | PlayTennis = Yes) * P(Wind = Weak | PlayTennis = Yes) = (9/14) * (2/9) * (2/9) * (3/9) * (6/9) = 0.0114
- 12. **P(PlayTennis = No | D15)** = P(PlayTennis = No) * P(Outlook = Sunny | PlayTennis = No) * P(Temperature = Hot | PlayTennis = No) * P(Humidity = High | PlayTennis = No) * P(Wind = Weak | PlayTennis = No) = (5/14) * (3/5) * (2/5) * (3/5) * (2/5) = 0.0206

Step 3: Prediction: No

Since P(PlayTennis = No | D15) = 0.0206 > P(PlayTennis = Yes | D15) = 0.0114, the Naive Bayes classifier for PlayTennis, given the conditions of D15 {Sunny, Hot, High, Weak} assigns **No**.