

# Decision Tree

Class 11 • ID3 Algorithm

## **Class Objective**

By the end of this class, students will be able to:

- Understand what a Decision Tree is
- Explain the ID3 algorithm
- Calculate Entropy
- Calculate Information Gain
- Select the root node manually

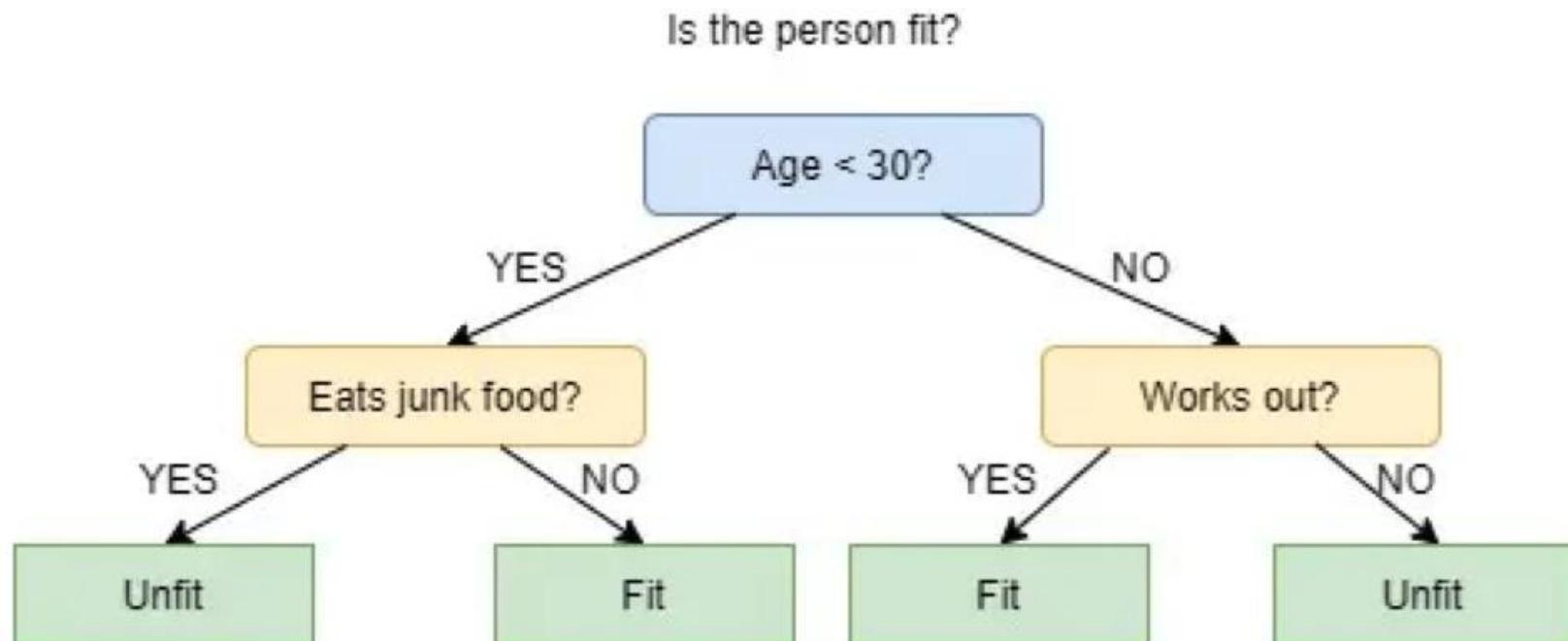
## What Is a Decision Tree?

A Decision Tree is a supervised learning model that:

- Predicts output using decision rules
- Splits data based on attribute values
- Has:
  - **Decision nodes** → attributes
  - **Leaf nodes** → class labels

**Used mainly for classification.**

# Example



# **ID3 Algorithm**

**ID3** stands for **Iterative Dichotomiser 3**

Key points:

- Top-down approach
- Greedy algorithm
- Selects attribute with maximum Information Gain
- Works best with categorical data

## How Does ID3 Choose a Split?

ID3 uses:

### Information Gain

The attribute that reduces uncertainty the most is chosen as the node.

To calculate Information Gain, we first need **Entropy**.

# Entropy (Theory)

Entropy measures impurity / disorder in data.

- Entropy = 0 → Pure (all same class)
- Entropy = 1 → Maximum disorder (equal classes)
- All students pass → No confusion → Entropy = 0
- Half pass, half fail → Maximum confusion

**Formula:**

$$\text{Entropy}(S) = - \sum p_i \log_2 p_i$$

**Where:**

- **S** = Dataset
- **p\_i** = Proportion/probability of class i (e.g., p\_yes = 9/14)
- **log<sub>2</sub>** = Logarithm base 2
- **Σ** = Sum over all classes

# Information Gain (Theory)

Information Gain measures:

**Reduction in entropy after splitting on an attribute**

**Formula:**

$$\text{Gain}(S, A) = \text{Entropy}(S) - \sum \frac{|S_v|}{|S|} \text{Entropy}(S_v)$$

**Where:**

- **S** = Original dataset
- **A** = Attribute to split on
- **S\_v** = Subset v after splitting by attribute A
- **|S\_v|** = Number of records in subset v
- **|S|** = Total number of records in S
- **$\Sigma$**  = Sum over all subsets created by splitting on A

In short:

1. Find entropy before split
2. Find entropy after split
3. Subtract

## Numerical Example Dataset

Target: Play Tennis (Yes / No)

S. No.	Outlook	Temperature	Humidity	Windy	PlayTennis
1	Sunny	Hot	High	Weak	No
2	Sunny	Hot	High	Strong	No
3	Overcast	Hot	High	Weak	Yes
4	Rainy	Mild	High	Weak	Yes
5	Rainy	Cool	Normal	Weak	Yes
6	Rainy	Cool	Normal	Strong	No
7	Overcast	Cool	Normal	Strong	Yes
8	Sunny	Mild	High	Weak	No
9	Sunny	Cool	Normal	Weak	Yes
10	Rainy	Mild	Normal	Weak	Yes
11	Sunny	Mild	Normal	Strong	Yes
12	Overcast	Mild	High	Strong	Yes
13	Overcast	Hot	Normal	Weak	Yes
14	Rainy	Mild	High	Strong	No

## Step 1: Entropy of Dataset

Total records = **14**

- Yes = **9**
- No = **5**

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

**Entropy(S) = 0.94**

## Step 2: Split on Attribute – Outlook

Outlook	Yes	No	Total
Sunny	2	3	5
Overcast	4	0	4
Rain	3	2	5

## Entropy for Each Split

**Sunny:**

$$\text{Entropy} = -\frac{2}{5}\log_2 \frac{2}{5} - \frac{3}{5}\log_2 \frac{3}{5} = 0.97$$

**Overcast:**

$$\text{Entropy} = 0 \quad (\text{pure})$$

**Rain:**

$$\text{Entropy} = 0.97$$

### **Step 3: Information Gain (Outlook)**

$$\text{Gain}(S, \text{Outlook}) = 0.94 - \left( \frac{5}{14} \times 0.97 + \frac{4}{14} \times 0 + \frac{5}{14} \times 0.97 \right)$$

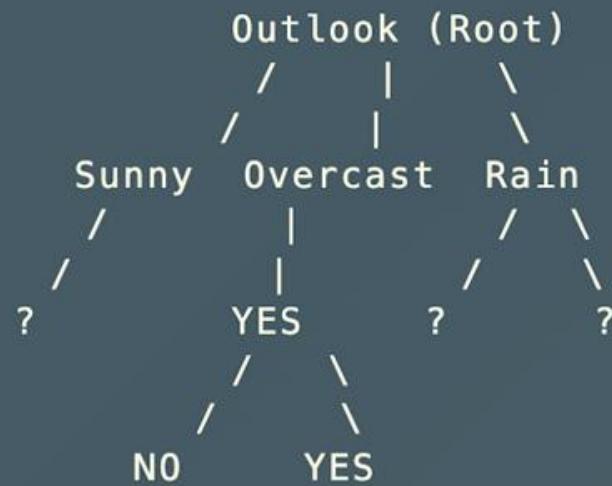
**Gain(S, Outlook) = 0.246**

## Root Node Selection

- Calculate Information Gain for all attributes
- Attribute with highest gain becomes:

 **Root Node**  
 **Outlook**

## Building the Decision Tree



After splitting on **Outlook**:

- **Overcast** → Pure (all YES) ✓
- **Sunny & Rain** → Need further splits

## **Next Step: Analyze Sunny Node**

**Sunny subset:** 5 records (2 Yes, 3 No)

**Entropy(Sunny) = 0.97**

Need to check other attributes:

- Temperature, Humidity, Wind, etc.

Calculate Information Gain for each attribute within Sunny subset.

## **Next Step: Analyze Rain Node**

**Rain subset:** 5 records (3 Yes, 2 No)

**Entropy(Rain) = 0.97**

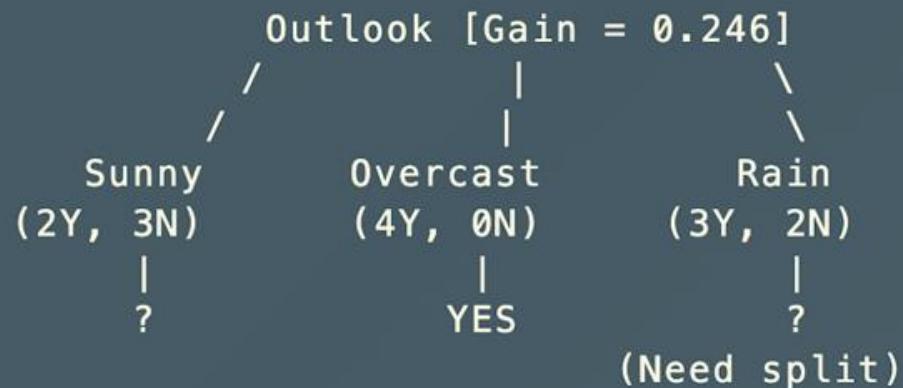
Need to check other attributes to further split.

Example: Wind might be the best split here

## **ID3 Algorithm Steps (Exam Answer)**

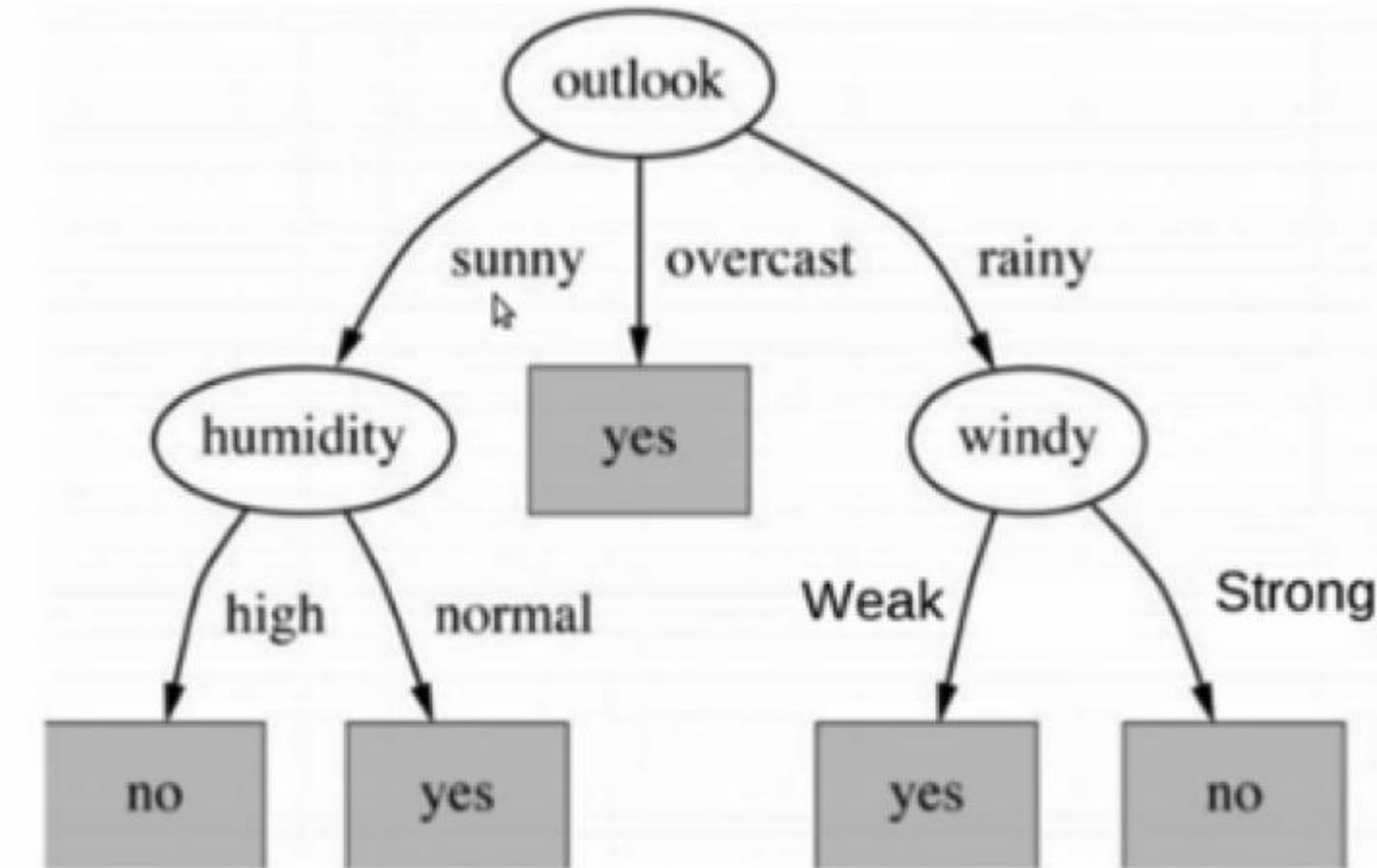
1. Calculate entropy of dataset
2. Calculate information gain for each attribute
3. Select attribute with highest gain
4. Split dataset
5. Repeat until:
  - All nodes are pure OR
  - No attributes left

## Partial Decision Tree Summary



- **Overcast** is pure (leaf node)
- **Sunny** and **Rain** need further analysis

# Final Decision Tree



## Key Takeaways

- ✓ ID3 builds trees top-down using greedy approach
- ✓ Information Gain determines which attribute to split on
- ✓ Process repeats recursively on subsets
- ✓ Stops when all nodes are pure or no attributes remain

**Next class:** Complete decision tree + Handling continuous attributes