



Decision Tree using Gini Index.

Weekend	Weather	Parents	Money	Decision
w1	Sunny	Yes	Rich	Cinema
w2	Sunny	No	Rich	Tennis
w3	Windy	Yes	Rich	Cinema
w4	Rainy	Yes	Poor	Cinema
w5	Rainy	No	Rich	Stay In
w6	Rainy	Yes	Poor	Cinema
w7	Windy	No	Poor	Cinema
w8	Windy	No	Rich	Shopping
w9	Windy	Yes	Rich	Cinema
w10	Sunny	No	Rich	Tennis

Attribute having minimum Gini Index is the attribute having maximum info gain

3 attributes - Weekend, Weather, parents, Money.

Target variable - Decision

+ Possible ops - cinema

Tennis

Stay In

Shopping

We have to built Decision tree

~~select best~~

We need to calculate gini index of every attribute

attribute having min gini index

is the attribute having max info gain

Step 1: Calculate Gini of whole dataset

The data has 6 instances of Cinema

2 " of Tennis

1 " of Stay in

1 " shopping

$$\text{Gini}(S) = 1 - \left[\left(\frac{6}{10}\right)^2 + \left(\frac{2}{10}\right)^2 + \left(\frac{1}{10}\right)^2 + \left(\frac{1}{10}\right)^2 \right]$$
$$= \underline{\underline{0.58}}$$

Step 2: Calculate Gini index for every attribute

Attribute = Money

Value (Money) = Poor, Rich

Rich - 7 examples

Poor - 3 examples

Money = Poor

$$\text{Gini}(S) = 1 - \left[\left(\frac{3}{3}\right)^2 \right] = \underline{\underline{0}}$$

Money = Rich

3 instances are of cinema 2 Tennis

1 stay in

1 shopping

$$\text{Gini}(S) = 1 - \left[\left(\frac{3}{7}\right)^2 + \left(\frac{2}{7}\right)^2 + \left(\frac{1}{7}\right)^2 + \left(\frac{1}{7}\right)^2 \right]$$

$$= \underline{\underline{0.694}}$$

Weighted Average (Money)

$$= 0 \times \left(\frac{3}{10}\right) + 0.694 \times \left(\frac{7}{10}\right) = 0.486$$

Attribute = Parents

values = yes, no

Parents = yes

5 examples all with cinema

$$Gini(S) = 1 - \left[\left(\frac{5}{5}\right)^2 \right] = 0.$$

Parents = no

& example with tennis

1	"	"	stay on
1	"	"	shopping
1	"	"	cinema

$$Gini(S) = 1 - \left[\left(\frac{2}{5}\right)^2 + \left(\frac{1}{5}\right)^2 + \left(\frac{1}{5}\right)^2 + \left(\frac{1}{5}\right)^2 \right]$$

$$= 0.72.$$

Weighted Average (Parents)

$$= 0 \times \left(\frac{5}{10}\right) + 0.72 \times \left(\frac{5}{10}\right) = 0.36$$

~~Attribute = Weather~~

~~Weather = sunny~~

2 examples with cinema

1 " " 17 tennis.

∴

$$\text{Gini}(\text{sunny}) = 1 - \left[\left(\frac{2}{3} \right)^2 + \left(\frac{1}{3} \right)^2 \right] = 0.444$$

~~Weather = Rainy~~

2 examples with cinema

1 4 " stay in

$$\text{Gini}(\text{Rainy}) = 1 - \left[\left(\frac{2}{3} \right)^2 + \left(\frac{1}{3} \right)^2 \right] = 0.444$$

~~Weather = Windy~~

3 examples with Cinema

1 " " 1 Shopping

$$\text{Gini}(\text{Windy}) = 1 - \left[\left(\frac{3}{4} \right)^2 + \left(\frac{1}{4} \right)^2 \right] = 0.375$$

Weighted Average (Weather)

$$= 0.444 \times \frac{3}{10} + 0.444 \times \frac{3}{10} + 0.375 \times \frac{4}{10}$$

$$= 0.416$$

For Weather - Gini Index = 0.416

Parents - " " = 0.36

Money - " " = 0.486

Out of these 3,

minimum Gini index is for parents

= 0.36 \Rightarrow max info gain

Select that root node.



Parents

Yes

possibilities - yes/no

no

Weekend	Weather	Parent	Money	Decision	Weekend	Weather	P	M	D
W1	Sunny	Y	Rich	C.	W2	Sunny	N	R	T
W3	Windy	Y	Rich	C	W5	Rainy	N	R	St
W4	Rainy	Y	Poor	C	W7	Windy	N	P	C
W6	Rainy	Y	Poor	C	W8	Windy	N	R	Sh
W9	Windy	Y	Rich	C	W10	Sunny	N	P	Te

For Parent = Yes

We get 1 set of data
and the decision
= Cinema

Parent = No

then Decision is a
combination of
Tennis, Cinema,
Shopping, Stay in.

so will select one another
attribute

Computation of Gini Index for parents = No
Weather Attribute

Sunny - 2 examples with Tennis

For Parent = No

$$\text{Gini}(\text{Sunny}) = 1 - \left(\frac{2}{2}\right)^2 = 0$$

Rainy 1 example with Stay in

$$\text{Gini}(\text{Rainy}) = 1 - (1)^2 = 0$$

Windy 1 time Cinema 1 time Shopping

$$\text{Gini}(\text{Windy}) = 1 - \left[\left(\frac{1}{2}\right)^2 + \left(\frac{1}{2}\right)^2\right] = 0.5$$

$$\text{WAC}(\text{Parent} = 0 / \text{Weather}) = 0 * \frac{2}{5} + 0 * \frac{1}{5} + 0.5 * \frac{2}{5} = 0.2$$



Money Attribute

Values - Rich (4 examples) - 2 Tennis

1 Shopping
1 Stay in

~~Poor~~ (1 example - 1 cinema)

Computation of Gini Index for Parents = No Money Attribute

→ Poor (1 example)

For parents = No | Money = Poor, there is 1 example with Cinema

$$\text{Gini}(S) = 1 - \left(\frac{1}{1}\right)^2 = 0$$

Rich (4 examples)

$$\begin{aligned} \text{Gini(Rich)} &= 1 - \left(\left(\frac{1}{4}\right)^2 + \left(\frac{1}{4}\right)^2 + \left(\frac{2}{4}\right)^2\right) \\ &= \underline{\underline{0.625}} \end{aligned}$$

$$\begin{aligned} \text{Weighted Avg} &= 0.625 \times 4/5 + 0 \times 1/5 \\ &= 0.5 \end{aligned}$$

Gini Index (Parents) =

Weather - 0.2

Money - 0.5

Weather is selected as next branch



Now for Parent = No & Weather = Sunny we have all instances as Tennis

Weekend	Weather	Parents	Money	Decision
W2	Sunny	No	Rich	Tennis
W10	Sunny	No	Rich	Tennis.

so no need to split

Now for Parent = No & Weather = Rainy we have all instances as stay In

Weekend	Weather	Parents	Money	Decision
W5	Rainy	No	Rich	StayIn

For Parent = No Weather = Windy

Weekend	Weather	Parents	Money	Decision
W7	Windy	No	Poor	Cinema
W8	Windy	No	Rich	Shopping

Parents = No Weather = Windy Money = Poor
⇒ Cinema

