

Constructing decision trees

- Strategy: top down
Recursive *divide-and-conquer* fashion
 - ◆ First: select attribute for root node
Create branch for each possible attribute value
 - ◆ Then: split instances into subsets
One for each branch extending from the node
 - ◆ Finally: repeat recursively for each branch, using only instances that reach the branch
- Stop if all instances have the same class