Surry Burry Ovacott Rain Rain	Hot Hot Hot Priod	High High High High	Weak strong weak	PlayTenni, No No
Ovnout Rain	teal	High	strong weap	No
Rain			weap	
	ruind	Migh		
Rain	- 2	0	weak	Yes
10000001	Cool	Noomal	weap	102
Rain	cool	Normal	Strong	No
VIKON	Cool	Normal		Yes
iumny	Mild	High		No
anny	(oal	Normal		Yea
lain /	Mild	Noomal	weak	Yea
unny /	mild /	Normal	strong	144
Nast	Mild	High	Story	Ye
61 (017	Hot	Normal	V	Vei
nla	heim	High	Strong	No
	Rain vercod iumny bunny lain unny oratt erat	Rain cool Virial cool iumny mild anny mild mny mild mast mild exast mild exast mild	Rain Cool Normal Normal Normal Sunny Mild High Runny Cool Normal Roin Mild Normal Runny Mild Normal Runny Mild Normal Math Math Moth Moth Moth Moth Moth Moth Moth Mo	Rain Cool Normal Strong virtual Cool Normal Strong strong winny Mild High Weak weak lain Mild Normal Weak wash mild Normal Weak wast Mild High Strong ex Get Hot Normal Weak weak ex Get Hot Normal Weak

Datajet
Comprising of
'14 instance of
'fork altri buter"

d Play Tennix is
the target vor i able
in the Gre.

0

If we wont to draw decision tree, we need to find out it allribular which I giving maximum information gain out of the Iromaining altribular. So, here we are given four attributes, now information gain of every attribute it computed, of one with the maximum information gain will become the [root node"]. If then we will start building the tree.

Celle Hart computing Information goin for each of the attributes:

5 Attribute: Outlook

Value (outlook) = [Sunny, Over cast, Rain]

if we want to compute the information gain of an attribute we first need to compute the entropy of individual attribute values.

lette first compute the entropy of entire elatatet.

In the dataset, we have "9 positive example" of "5 negotive example".

Prio

Now let us compute the gain for decland itembrite: Temp? (3) Attribute: Temp Value (Temp) = Hot, rold, Cool 3=[9+,5-] Sutsopy (s) = - 9 log = 14 - 5 log = 5 - 0.94 Snot=[2+, 2-) Entropy (SHOt) = - 2 log 24 - 4 log 24 = [1.0] Swid=[4+,2-] Entropy (3 mild) = -4 log 26 - 2 log 26 = [0-9183] Scool = [3+, 1-] Entropy (Scool) = -3 logo 3 - 1 logo 4 = [0.8113] Now let's Compute the Grain for Temp altribute given this data top. Gran(S, Temp) = Entropy (S) - 5 (Hot, Meld, Cool) (Sv) Grain (S, Temp) = Entropy (S) - 4 Entropy (Snot) - 6 Entropy (Smild) -4 Entropy (Scool) Gran (3, Temp) = 0.94 - 4 1.0 - 6 0.9183 - 4 0.8113 = [0.0889]

Now let up toy to compute the gala for Third "attribute: Humdelty

Attribute: Hundalty

Value (Humidity) z High, Normal

Entropy (s) = -9 log 214 - 5 log 2 14 = [0.94] S=[9+,5-]. Entropy (SHigh) = -3 log = -4 log = = [0.9859] Shigh [3+,4-]

Snormal = [6+, 1-] · Entropy (snormal) = -6 log 2 + - + log 27 = 0.5916 Gran (S, Humidity) = Entropy (S) - 5 15vl Entropy (Su) Grain (S, Humidoty) = Entropy(s) - = entropy(Snigh) - = Entropy(Snormal) Grain(S, Humidity) = 0.94 - + 0.98 52 - + 0.5916 = [0.01516] Now let's compute the information gain for ["Attribute: Wind"] Value (wind) = Strong, weak S = [9+, 5-] Entropy $(S) = -\frac{9}{14} leg_2 \frac{9}{14} - \frac{5}{14} leg_2 \frac{5}{14} = 0.94$ Sstrong = [3+, 3-] · Entropy (Setrong) = 1.0 Sweak = [6+, 2-] Entropy (Sweak) = -6 log 6 - 2 log 2 = 0.8113 Grain (S, WInd) = Entropy (S) - [Strong, weak) Grain (S, wind) = Entropy(S) - 6 Entropy (Setrony) - 8 Entropy (Sweak) $= 0.94 - \frac{6}{14} \cdot 0 - \frac{8}{14} \cdot 0.813 = 0.0478$

Ance Grain of outlook it moreinum, so outlook will become

Jer outlook to be scort node let's check the passibilities.

We have "Sunny" overcast & Rain as the passibilities for this countrible

outlook"

Root node 14 over cart of it has three passes ble values it we will draw three branches for the root (outlook)

When outlook is Sunny, it is appearing only 5 times in own detases [D1, D2, D8, D9 of D11) only then fine examples we need to consider when [outlook] is ['shunny'].

when 'outlook' is 'overcast', we need to consider [03, 07, 012 + 013] of when 'outlook' is 'Rain', we need to consider [04, 05, 06, 010, 014] Bo, there we she instances we need to consider.

Now when we consider sunny at one branch, let's look at the target value (voriable) for D1, D2 & D8 target valuable is "No for Sunny

4 for D9 & D11 target variable is "Yes"

So, out of these five instance "3" are - the of & one time. So, there is a dillerg. (we do not know whether to put a year or a "No".)

Similarly we have to check for overcost & pain

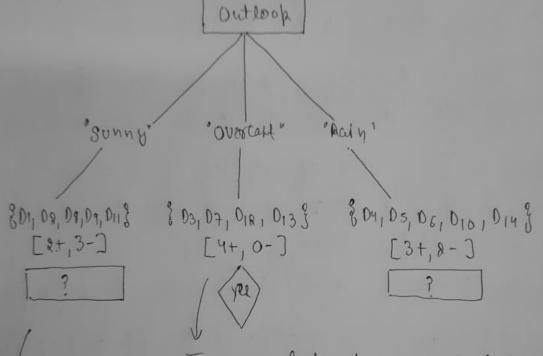
While considerly overcost, we need to loop at

[03,07, 012, 013] intercer

In all their instance for overcost, torget variable value is yet so in that case we can directly write a "yea"

Similarly while Considerity "Poin", we need to look at [O1, 05,06,010,014]
This is having a combination of "Yes of No". Again Itare is a

delenna, we are not proce, what to write.



[9+,5-]

That is own less node of we will continue growy lb

Day	Temp	Hunidatz	wind	Play Ferrile
01	Hot	High	weak	No
08	Hat	High	8-trong	100
09	Muld	High	Veap	No
09	Cool	Normal	weak	Yes
011	mild	Normal	Strong	Yeu

Outloop is already considered Now we donet need to look at the

Out of there's" 3 one - the example & . I are the example Now again we need to compute the information gain for their attributes.

Attribute: Temp

Value (Temp) = Hot, Mild, Good

Sounny = [8+,3-] · Entropy (Sounny) = $-\frac{9}{5} \log_2 \frac{2}{5} - \frac{3}{5} \log_2 \frac{3}{5} = 0.92$ Shot = [0+,9-) · Entropy (Shot) = 0.0

Smild = [1+,1-] · Entropy (Smild) = 1.0

Scool = (1+,0-) · Entropy (Scool) = 0.0

Grain (Sounny, Temp) = Entropy (S) - $\frac{1501}{151}$ Entropy (Sv)

VE(Hod, Mild, Good)

= Entropy (S) - $\frac{9}{5}$ Entropy (Shot) - $\frac{9}{5}$ Entropy (Smild) - $\frac{1}{5}$ Entropy (Sas)

= $0.97 - \frac{9}{5} \cdot 0.0 - \frac{9}{5} \cdot 1 - \frac{1}{5} \cdot 0.0 = [0.576]$

Atterbute: Humidity

Valuel (Hursidity) = High; Normal

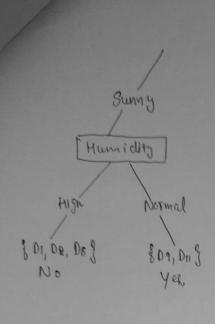
Ssunny =
$$[2+, 3-]$$
 · Entropy (S) = $-\frac{2}{5} log_2 \frac{3}{5} - \frac{3}{5} log_2 \frac{3}{5} = [0.97]$

$$= 0.97 - \frac{3}{5}0.0 - \frac{9}{5}0.0 = 0.97$$

Similarly, we need to find out see with suspect to "outloop sunny" Attribute: Wind Values (Wind) = Strong, Weak Entropy (s) = -2 log = - 3 log = = 0.97 Ssung = [2+, 3-] Extropy (Setrons) = 1.0 Sarroy = [1+,1-] Entropy(Sweak) = - 1 30923 - 2 20923 = 0.9183 Eweap = [1+,8-] Grain (Sourney, Wind) = Entropy (S) - & 1811 Entropy (Sv) = Entropy (s) - 2 Entropy (setroys) - 3 entropy (sweap) $= 0.97 - \frac{2}{5}1.0 - \frac{3}{5}0.918 = \boxed{0.0192}$

· Grain (Ssunny, Temp) = [0.570 Gain (Ssunny, Humdity) 2 [0.97] Grah (Ssunny, Wind) = [0.0192]

so at the portrular level we will consider "Humidaty a a node at Ita Grain is maximum



Now let's more to the outloop bronch of Rain.

Proceed in similar way