

0.1 decision tree

Decision Tree is shown in Fig 1

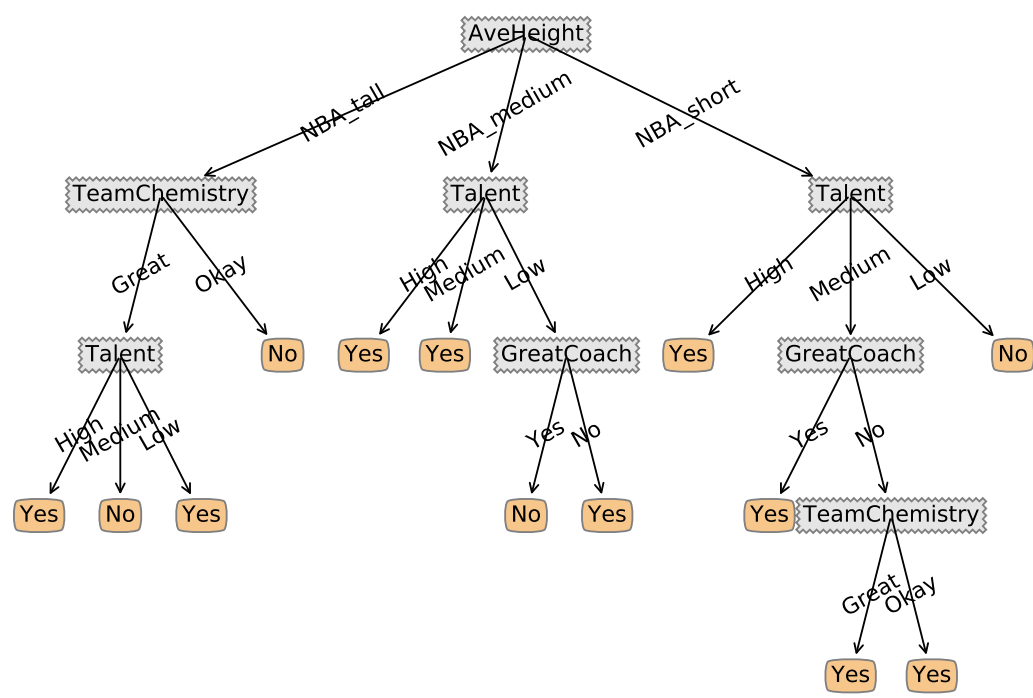


Figure 1: Decision Tree

0.2 Decision making

Below I show how decision is made (Depth first traverse)

root
Talent impurity
High 0.721928094887
Medium 0.970950594455
Low 0.918295834054
information Gain 0.115313880099
Total impurity 0.87338552819

AveHeight impurity
NBA_tall 0.970950594455
NBA_medium 0.650022421648
NBA_short 0.970950594455
information Gain 0.138096878636
Total impurity 0.850602529652

GreatCoach impurity
Yes 0.954434002925
No 1.0
information Gain 0.011482406826
Total impurity 0.977217001462

TeamChemistry impurity
Great 0.863120568567
Okay 0.991076059838
information Gain 0.0536038758816
Total impurity 0.935095532407

I choose AveHeight

root → AveHeight = NBA_tall

Talent impurity
High 1.0
Medium 0.0
Low 1.0
information Gain 0.170950594455
Total impurity 0.8

GreatCoach impurity
Yes 0.0
No 0.811278124459
information Gain 0.321928094887
Total impurity 0.649022499567

TeamChemistry impurity
Great 0.918295834054
Okay 0.0
information Gain 0.419973094022
Total impurity 0.550977500433

I choose TeamChemistry

root → AveHeight = NBA_tall → TeamChemistry = Great

Talent impurity
High 0.0

Medium 0.0
 Low 0.0
 information Gain 0.918295834054
 Total impurity 0.0

GreatCoach impurity
 Yes 0.0
 No 1.0
 information Gain 0.251629167388
 Total impurity 0.666666666667

I choose Talent

root→AveHeight=NBA_medium

Talent impurity
 High 0.0
 Medium 0.0
 Low 1.0
 information Gain 0.316689088315
 Total impurity 0.333333333333

GreatCoach impurity
 Yes 0.811278124459
 No 0.0
 information Gain 0.109170338676
 Total impurity 0.540852082973

TeamChemistry impurity
 Great 0.0
 Okay 0.918295834054
 information Gain 0.190874504621
 Total impurity 0.459147917027

I choose Talent

root→AveHeight=NBA_medium→Talent=Low

GreatCoach impurity
 Yes 0.0
 No 0.0
 information Gain 1.0
 Total impurity 0.0

TeamChemistry impurity
 Great 0.0
 Okay 0.0
 information Gain 1.0
 Total impurity 0.0

I choose GreatCoach

root→AveHeight=NBA_short

Talent impurity
 Medium 0.918295834054
 Low 0.0
 information Gain 0.419973094022
 Total impurity 0.550977500433

GreatCoach impurity
 Yes 0.918295834054
 No 1.0
 information Gain 0.019973094022
 Total impurity 0.950977500433

TeamChemistry impurity
 Great 0.0
 Okay 1.0
 information Gain 0.170950594455
 Total impurity 0.8

I choose Talent

root→AveHeight=NBA_short→Talent=Medium

GreatCoach impurity
 Yes 0.0
 No 1.0
 information Gain 0.251629167388
 Total impurity 0.666666666667

TeamChemistry impurity
 Okay 0.918295834054
 information Gain 0.0
 Total impurity 0.918295834054

I choose GreatCoach

root→AveHeight=NBA_short→Talent=Medium→GreatCoach=No

TeamChemistry impurity
 Okay 1.0
 information Gain 0.0
 Total impurity 1.0

I choose TeamChemistry
 [2 5 2 6 1 2 5 2 4 2 3 3 6]

0.3 Evaluation

These are incorrectly classified exmaples. Also error rate.

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train.xlsx
  Talent AveHeight GreatCoach TeamChemistry WinTitle?
15 Medium NBA_short          No             Okay      No
error rate 0.0625
HW3 – Test data set 1.xlsx
  Talent AveHeight GreatCoach TeamChemistry WinTitle?
1      Low NBA_medium          Yes             Great     Yes
2      Low NBA_short           Yes             Great     Yes
3      Medium NBA_short         Yes             Okay      No
4      Medium NBA_tall          Yes             Great     Yes
7      Low NBA_tall            Yes             Great     No
8      Low NBA_medium          Yes             Okay     Yes
10     Medium NBA_tall          Yes             Okay     Yes
16     Medium NBA_short         No             Okay      No
20     Low NBA_tall            No             Great     No
error rate 0.45
HW3 – Test data set 2.xlsx
  Talent AveHeight GreatCoach TeamChemistry WinTitle?
2      Low NBA_short           Yes             Great     Yes
7      High NBA_short          Yes             Okay      No
10     Medium NBA_medium        No             Okay      No
13     Medium NBA_tall          No             Great     Yes
15     Low NBA_medium           Yes             Great     Yes
18     Low NBA_tall            No             Great     No
error rate 0.3
```