

# Measure of Impurity: Entropy

- | Entropy at a given node  $t$ :

$$Entropy(t) = -\sum_j p(j | t) \log p(j | t)$$

(NOTE:  $p(j | t)$  is the relative frequency of class  $j$  at node  $t$ ).

- ◆ Maximum ( $\log n_c$ ) when records are equally distributed among all classes implying least information
  - ◆ Minimum (0.0) when all records belong to one class, implying most information
- 
- Entropy based computations are quite similar to the GINI index computations

# Computing Entropy of a Single Node

$$Entropy(t) = -\sum_j p(j | t) \log_2 p(j | t)$$

|    |          |
|----|----------|
| C1 | <b>0</b> |
| C2 | <b>6</b> |

$$P(C1) = 0/6 = 0 \quad P(C2) = 6/6 = 1$$

$$Entropy = -0 \log 0 - 1 \log 1 = -0 - 0 = 0$$

|    |          |
|----|----------|
| C1 | <b>1</b> |
| C2 | <b>5</b> |

$$P(C1) = 1/6 \quad P(C2) = 5/6$$

$$Entropy = - (1/6) \log_2 (1/6) - (5/6) \log_2 (1/6) = 0.65$$

|    |          |
|----|----------|
| C1 | <b>2</b> |
| C2 | <b>4</b> |

$$P(C1) = 2/6 \quad P(C2) = 4/6$$

$$Entropy = - (2/6) \log_2 (2/6) - (4/6) \log_2 (4/6) = 0.92$$

# Computing Information Gain After Splitting

## I Information Gain:

$$GAIN_{split} = Entropy(p) - \left( \sum_{i=1}^k \frac{n_i}{n} Entropy(i) \right)$$

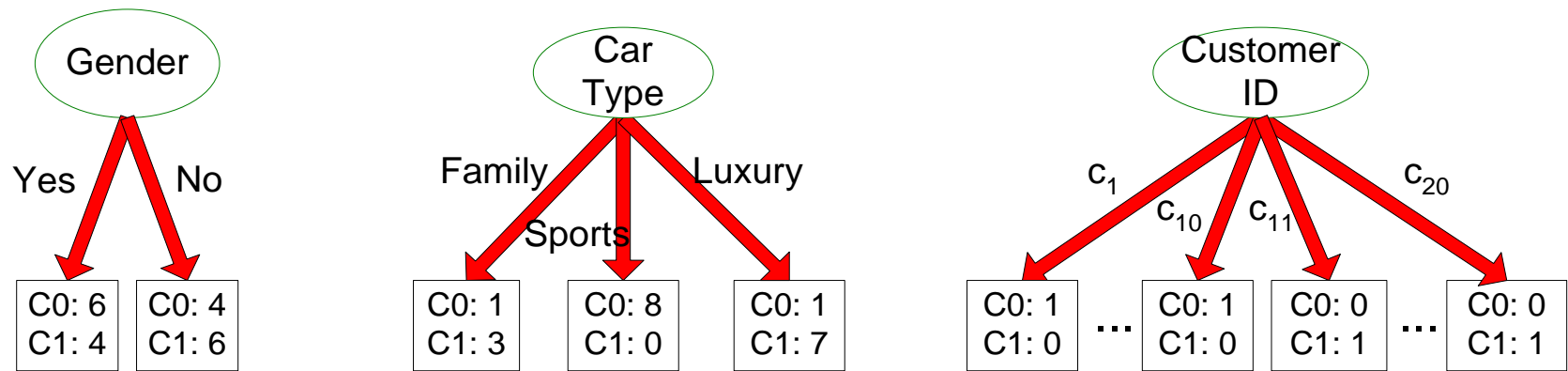
Parent Node, p is split into k partitions;

$n_i$  is number of records in partition i

- Choose the split that achieves most reduction (maximizes GAIN)
- Used in the ID3 and C4.5 decision tree algorithms

# Problem with large number of partitions

- Node impurity measures tend to prefer splits that result in large number of partitions, each being small but pure



- Customer ID has highest information gain because entropy for all the children is zero

# Gain Ratio

| Gain Ratio:

$$GainRATIO_{split} = \frac{GAIN_{Split}}{SplitINFO} \quad SplitINFO = -\sum_{i=1}^k \frac{n_i}{n} \log \frac{n_i}{n}$$

Parent Node, p is split into k partitions

$n_i$  is the number of records in partition i

- Adjusts Information Gain by the entropy of the partitioning (SplitINFO).
  - ◆ Higher entropy partitioning (large number of small partitions) is penalized!
- Used in C4.5 algorithm
- Designed to overcome the disadvantage of Information Gain

# Gain Ratio

| Gain Ratio:

$$GainRATIO_{split} = \frac{GAIN_{Split}}{SplitINFO} \quad SplitINFO = -\sum_{i=1}^k \frac{n_i}{n} \log \frac{n_i}{n}$$

Parent Node, p is split into k partitions

$n_i$  is the number of records in partition i

|      | CarType |        |        |
|------|---------|--------|--------|
|      | Family  | Sports | Luxury |
| C1   | 1       | 8      | 1      |
| C2   | 3       | 0      | 7      |
| Gini | 0.163   |        |        |

SplitINFO = 1.52

|      | CarType          |          |
|------|------------------|----------|
|      | {Sports, Luxury} | {Family} |
| C1   | 9                | 1        |
| C2   | 7                | 3        |
| Gini | 0.468            |          |

SplitINFO = 0.72

|      | CarType  |                  |
|------|----------|------------------|
|      | {Sports} | {Family, Luxury} |
| C1   | 8        | 2                |
| C2   | 0        | 10               |
| Gini | 0.167    |                  |

SplitINFO = 0.97