```
import pandas as pd
df tennis=pd.read csv("prog3dataset.csv")
print("\n Given play tennis data set:\n\n", df tennis)
def entropy(probs):
    import math
    return sum([-prob*math.log(prob,2) for prob in probs])
def entropy of list(a list):
    from collections import Counter
    cnt=Counter(x for x in a list)
    num instances=len(a list)
    probs=[x/num instances for x in cnt.values()]
    return entropy(probs)
total_entropy=entropy_of_list(df_tennis['PlayTennis'])
print("\n Total entropy of play tennis dataset:",total entropy)
def information gain(df, split attribute name, target attribute name,
trace=0):
    df split=df.groupby(split attribute name)
    for name, group in df split:
        nobs=len(df.index)
df agg cnt=df split.agg({target attribute name:[entropy of list,lambda
x:len(x)/nobs] }) [target attribute name]
    df agg cnt.columns=['Entropy','Propobservations']
    if trace:
        print(df agg cnt)
    new entropy=sum(df agg cnt['Entropy']*df agg cnt['Propobservations'])
    old entropy=entropy of list(df[target attribute name])
    return old_entropy-new_entropy
print('info-gain for Outlook is : '+str(information gain(df tennis,
'Outlook', 'PlayTennis')), "\n")
print('Info-gain for Humidity
is:'+str(information_gain(df_tennis,'Humidity', 'PlayTennis')),"\n")
print('Info-gain for Wind is: '+str(information gain(df tennis, 'Wind',
'PlayTennis')),"\n")
print('Info-gain for Temperature
is:'+str(information gain(df tennis,'Temperature', 'PlayTennis')),"\n")
def id3(df, target attribute name, attribute names, default class=None):
    from collections import Counter
    cnt=Counter(x for x in df[target attribute name])
    if len(cnt) == 1:
        return next(iter(cnt))
    elif df.empty or (not attribute names):
        return default class
    else:
        default class=max(cnt.keys())
    gainz=[information gain(df,attr,target attribute name) for attr in
attribute names]
    index of max=gainz.index(max(gainz)) # Index of Best Attribute
    best attr=attribute names[index of max]
    tree={best attr:{}} # Initiate the tree with best attribute as a
node
```

```
remaining_attribute_names=[i for i in attribute_names if
i!=best attr]
    for attr_val, data_subset in df.groupby(best_attr):
subtree=id3(data subset, target attribute name, remaining attribute names, d
efault class)
       tree[best attr][attr val] =subtree
    return tree
attribute names=list(df tennis.columns)
attribute names.remove('PlayTennis') #Remove the class attribute
from pprint import pprint #pprint means pretty print
tree=id3(df tennis,'PlayTennis',attribute names)
print("\n\nThe Resultant Decision Tree is:\n")
pprint(tree)
def predict(query, tree, default=1):
    for key in list(query.keys()):
        if key in list(tree.keys()):
            try:
                result = tree[key][query[key]]
            except:
                return default
            result = tree[key][query[key]]
            if isinstance(result, dict):
                return predict(query, result)
            else:
                return result
query={'Outlook':'sunny','Temperature':'hot','Humidity':'high','wind':'we
ak'}
answer=predict(query, tree)
print("Sample:")
print(query)
print('\nCan tennis be played for the given sample: '+answer)
```

## Given play tennis data set:

```
Outlook Temperature Humidity Wind PlayTennis sunny hot high weak no
0
                  hot high strong
hot high weak
mild high weak
      sunny
                                                  no
1
2 overcast
                                                 yes
3
      rain
                                                 yes
                   cool normal weak
       rain
                                                 yes
                 cool normal strong
cool normal strong
mild high weak
cool normal weak
mild normal weak
5
       rain
                                                  no
6 overcast
                                                  yes
7
      sunny
                                                  no
      sunny
8
                                                  yes
9
      rain
                                                 yes
10
      sunny
                  mild normal strong
                                                  yes
11 overcast
                  mild high strong
                                                  yes
12 overcast
                    hot normal weak
                                                  yes
13
        rain
                   mild high strong
                                                   no
```

Total entropy of play tennis dataset: 0.9402859586706309 info-gain for Outlook is: 0.2467498197744391

Info-gain for Humidity is:0.15183550136234136

Info-gain for Wind is: 0.04812703040826927

Info-gain for Temperature is:0.029222565658954647

The Resultant Decision Tree is:

Can tennis be played for the given sample: no