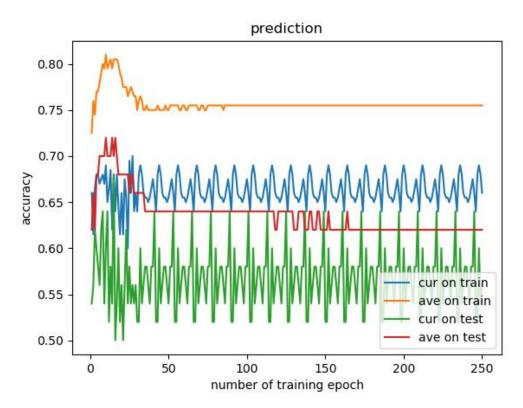
1. (a) PC=0.7 Pa=0.2 PS=C.1 1-1 - FPKlegPk = -0.7/cgc.7 + -0.2/cgc.2 -0.1/cgc. = 1.16 (b) Hmax = 3x(-3'(0/3') =1-58 (c) Hparent = 1.16 For Gender Hehald = -08/90-8-0.12/090.12-0.08/090-08 = 0.916 Hchildz = 1.218 Gan= 1.16- 4xc.916- 3x1.218 = c.0175 For StudentType Gain=1.16- = H(0.76,0.16,0.08) = = H(0.64,0.24,0.12) =1.16- = x1.015- = x1.273 20.016 Split on Gender would get better information Cagain for first decision 3. majority classifier predict score whant Solo without leave one out. leave one out result in unbalance of how the class distributes in the data set, if lowe one positive, the moderaty is regulial. So we count use leave one out here

4. Instruction command: python hw3a.py

(a) If we encode the categorical data into numerical numbers, like A,B,C,D to 0,1,2,3. This may mislead the model because the number implies some kind of order or hierarchy which actually is not. In the perceptron algorithm we finally get a average weight and then dot multiply it with vector x to predict. So we can not set (mood: silly, happy, tired) to (0,1,2) because the value will affect how the algorithm learn weight and mislead.

(b)



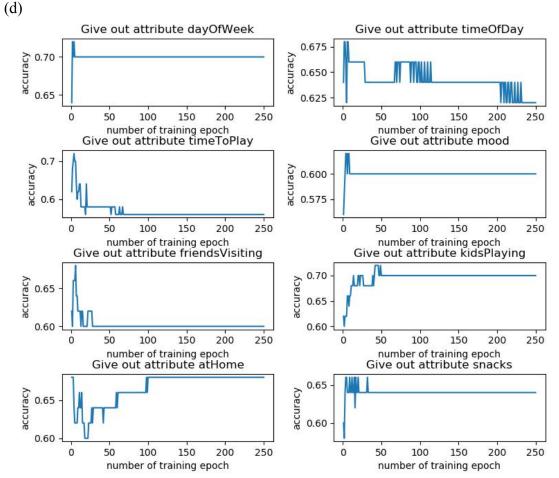
Average model works better than current model both on train set and test set

 $\label{eq:weak} w \bullet X = 0.5155 + 1.1895 - 1.334 day Of Week + 0.66 day Of Week + 0.081 day Of Week + 0.263 time Of Day + 0.1715 time Of Day + 0.166 time Of Day - 0.077 time To Play + 0.4265 time To Play - 2.6725 time To Play + 3.5735 mood - 0.3855 friends Visiting - 0.371 kids Playing + 1.0865 at Home + 0.2455 snacks - 0.7065 game$ 

where threshold is 0, if bigger than threshold then predict value is SettersOfCatan, and otherwise

X = [1,'Weekday', 'Saturday', 'Sunday', 'morning', 'afternoon', 'evening','<30', '30-60', '>60', 'silly', 'happy', 'tired', 'friendsVisiting','kidsPlaying', 'atHome', 'snacks']

the attribute mood plays the most important role that have coeffecient 3.5735



without attribute ['dayOfWeek'] accuracy: 0.7 without attribute ['timeOfDay'] accuracy: 0.62 without attribute ['timeToPlay'] accuracy: 0.56 without attribute ['mood'] accuracy: 0.6

without attribute ['friendsVisiting'] accuracy: 0.6 without attribute ['kidsPlaying'] accuracy: 0.68 without attribute ['atHome'] accuracy: 0.68 without attribute ['snacks'] accuracy: 0.64

The attribute timeToPlay seems to play the most important role

- (e) Examine the weights is better because it's more easy to find out the most important attribute than ablation test, with more efficiency and accuracy. Also if the weights are close on the influential attributes it's hard to figure out just by ablation test. Simply comparing different accuracy by ablation test is not fair because with different attributes the models are different.
- (f) The averaged model should be better because it generalize better to test data than the final train model.