

$$E = \sum_{i=1}^C -P_i \log_2(P_i)$$

C # classes

P_i # probability of that class.

class { +ive $P(+)=\frac{30}{100}$
 -ive $P(-)=\frac{70}{100}$

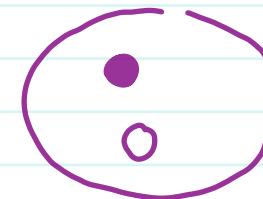
$$\text{Entropy} = -0.3 \log_2(0.3) - 0.7 \log_2(0.7) = 0.88$$

Ex : # 30 observation defaulted

Two features { 1- balance { <50k not defaulted
 { >50k
 2- residency { own rent other

Design a decision tree classifier using ID3 method.

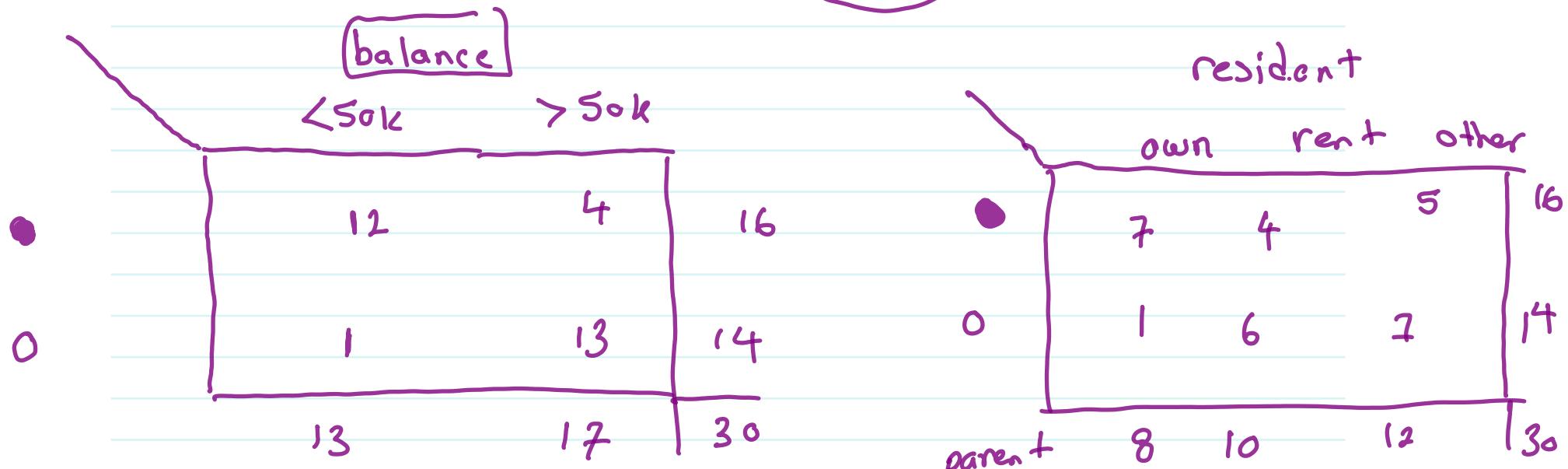
(I-G)



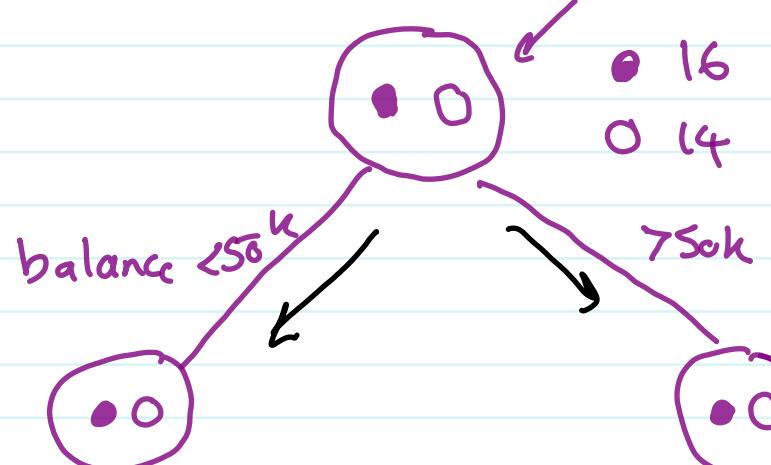
● : defaulted



○ : not defaulted.



Feature 1 : balance



$$P(\bullet) = \frac{12}{13}$$

$$P(\circ) = \frac{1}{13}$$

$$P(\bullet) = \frac{4}{17}$$

$$P(\circ) = \frac{13}{17}$$

Calculating I.G

$$E(\text{parent}) = -\frac{16}{30} \log_2\left(\frac{16}{30}\right) - \frac{14}{30} \log_2\left(\frac{14}{30}\right) = 0.99$$

$$E(\text{parent} \mid \text{balance} < 50k) = \frac{-12}{13} \log_2\left(\frac{12}{13}\right) - \frac{1}{13} \log_2\left(\frac{1}{13}\right) = 0.39$$

$$E(\text{parent} \mid \text{balance} > 50k) = \frac{-4}{12} \log_2\left(\frac{4}{12}\right) - \frac{13}{12} \log_2\left(\frac{13}{12}\right) = 0.79$$

Weighted Average

$$0.39 \times \frac{13}{30} + 0.79 \times \frac{17}{30} = 0.62$$

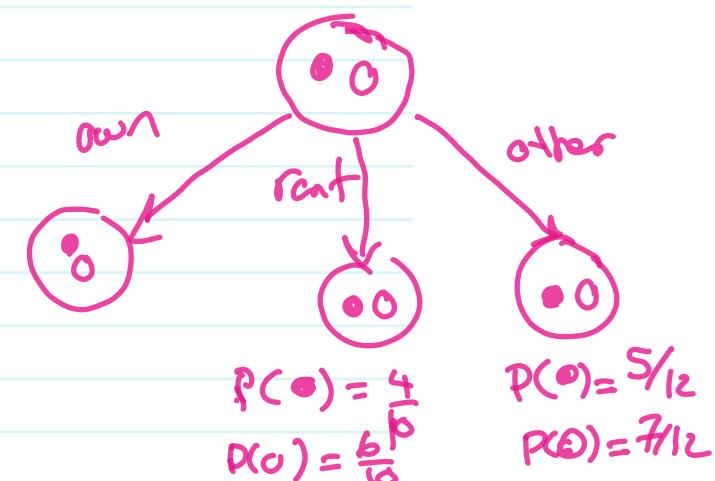
$$I.G = 0.99 - 0.62 =$$

0.37

$$P(O) = \frac{7}{8}$$

$$P(O) = \frac{1}{8}$$

$$P(O) = \frac{6}{10}$$



Feature 2 : residence

$$E(\text{parent} | \text{residence} = \text{own}) = -\frac{7}{8} \log_2 \left(\frac{7}{8} \right) - \frac{1}{8} \log_2 \left(\frac{1}{8} \right) = \underline{0.54}$$

$$E(\text{parent} | \text{residence} = \text{rent}) = -\frac{4}{10} \log_2 \left(\frac{4}{10} \right) - \frac{6}{10} \log_2 \left(\frac{6}{10} \right) = \underline{0.97}$$

$$E(\text{parent} | \text{residence} = \text{other}) = -\frac{5}{12} \log_2 \left(\frac{5}{12} \right) - \frac{7}{12} \log_2 \left(\frac{7}{12} \right) = \underline{0.98}$$

Weighted Average:

$$0.54 \times \frac{8}{30} + 0.97 \times \frac{10}{30} + 0.98 \times \frac{12}{30} = \boxed{0.86}$$

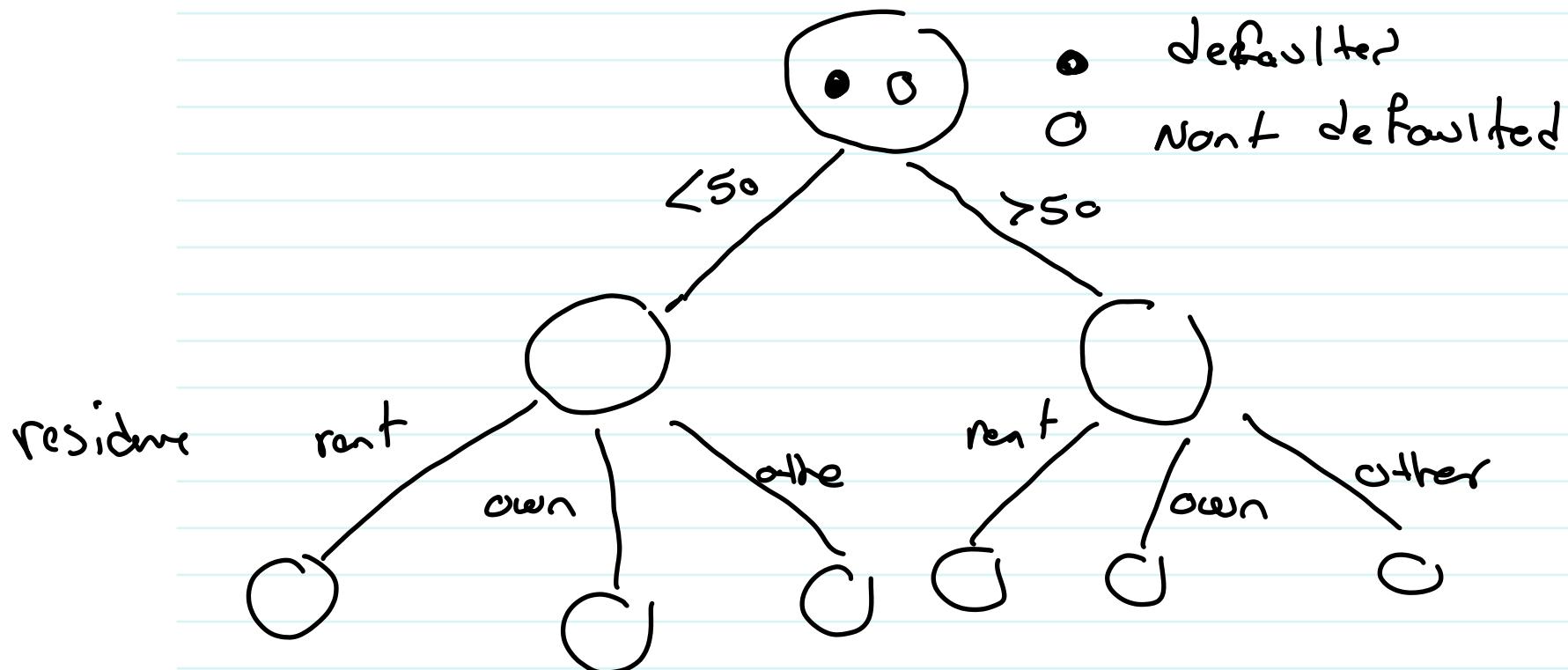
$$\overline{I.G}_{\text{residence}} = 0.99 - 0.86 = \underline{0.13}$$

residence

I.G	
balance	0.37
residence	0.13

balance carry 3x info compare

to residence:



Gini Index Approach:



• : 14
○ : 16

Gini - index

$$\text{Left} : 1 - \left[\left(\frac{12}{13} \right)^2 + \left(\frac{1}{13} \right)^2 \right] = 0.14$$

$$\text{Right} : 1 - \left[\left(\frac{4}{17} \right)^2 + \left(\frac{13}{17} \right)^2 \right] = 0.35$$

weighted Average : $0.14 \times \frac{13}{30} + 0.35 \times \frac{17}{30} = 0.26$

residence

$$\text{own} : 1 - \left[\left(\frac{7}{8} \right)^2 + \left(\frac{1}{8} \right)^2 \right] = 0.21$$

$$\text{rent} : 1 - \left[\left(\frac{4}{10} \right)^2 + \left(\frac{6}{10} \right)^2 \right] = \underline{\underline{0.48}}$$

$$\text{other} : 1 - \left[\left(\frac{7}{12} \right)^2 + \left(\frac{5}{12} \right)^2 \right] = \underline{\underline{0.48}}$$

weighted Average

$$0.21 \times \frac{8}{30} + 0.48 \times \frac{10}{30}$$

$$+ 0.48 \times \frac{12}{30} = \boxed{0.408}$$

Gini-index

balance

0.26

lowest. So balance would be

resider

Day	Outlook	Temperature	Humidity	Wind	PlayTennis
D1	Sunny	Hot	High	Weak	No
D2	Sunny	Hot	High	Strong	No
D3	Overcast	Hot	High	Weak	Yes
D4	Rain	Mild	High	Weak	Yes
D5	Rain	Cool	Normal	Weak	Yes
D6	Rain	Cool	Normal	Strong	No
D7	Overcast	Cool	Normal	Strong	Yes
D8	Sunny	Mild	High	Weak	No
D9	Sunny	Cool	Normal	Weak	Yes
D10	Rain	Mild	Normal	Weak	Yes
D11	Sunny	Mild	Normal	Strong	Yes
D12	Overcast	Mild	High	Strong	Yes
D13	Overcast	Hot	Normal	Weak	Yes
D14	Rain	Mild	High	Strong	No

the value of PlayTennis for

(Outlook = sunny, Temp = cool, Humidity = high, Wind = strong)

frequency
table

outlook

	Yes	No	
Sunny	2	3	5
Overcast	4	0	4
Rain	3	2	5
	9	5	14

