

Kailee Madden
HW 2 Programming

Question 1:

Precision, recall, and f1 were 1.0, 0.88, and 0.94 respectively.

Question 2:

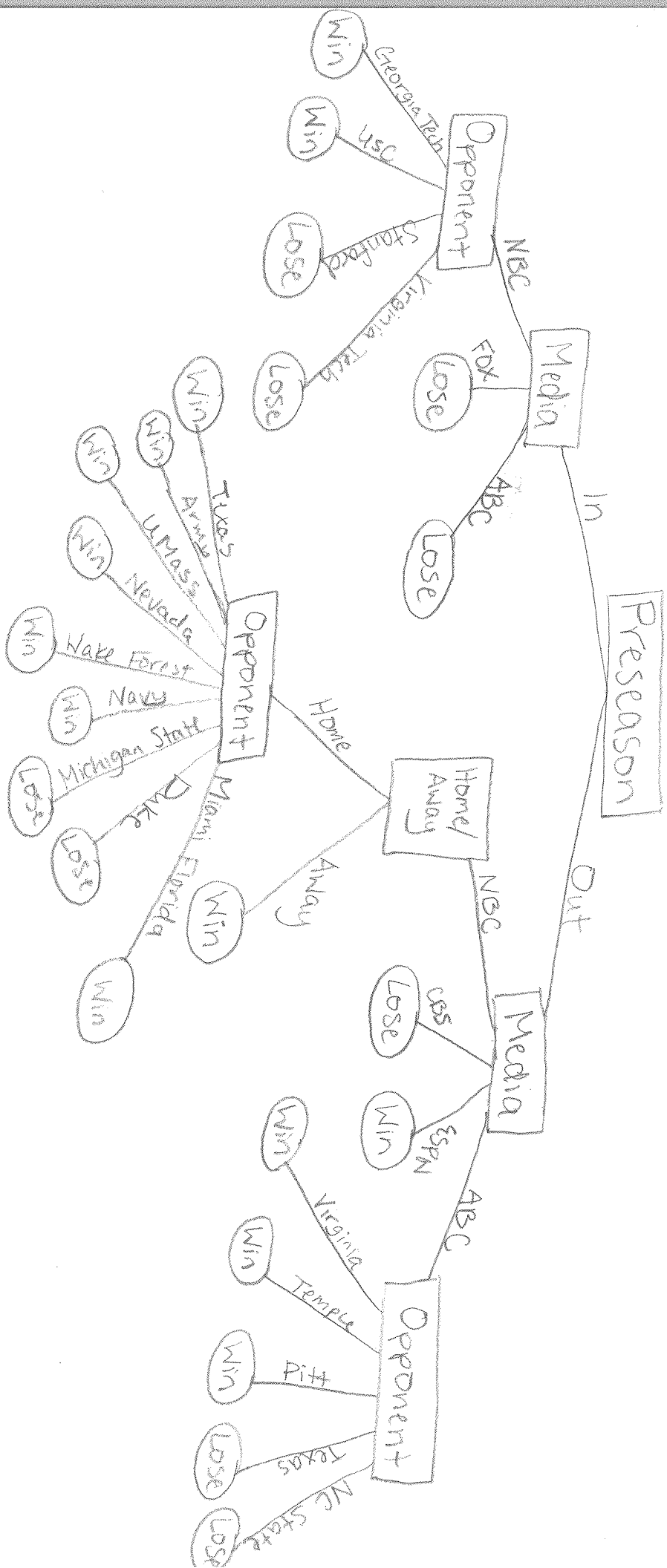
Precision, recall, and f1 were 1.0, 0.77, and 0.875 respectively.

Question 3:

The predicted labels were all "Lose". This is because we were instructed not to do Zero Correction and one of the columns was "Opponent". This means if there does not already exist a win against that particular opponent, the predicted probability of a win will be zero. A way to circumvent this would be to skip any unknown opponents, but that was not how I did it, instead I just set the probability to 0 for a win.

Precision, recall, and f1 were 0.25, 1.0, and 0.4 respectively.

Decision Tree Using Information Gain



Decision Tree Using Gain Ratio

