

Ned to Know what questions to ask.
Use questions that are informative Hue one branch that would have a lot of information Decision tree -> random Furest animals = 5 Mammal s'mannel s'not manimel Complete free may give us over fifting  $P(apple | red) = \frac{3}{4}$ reduce to red items, then apples in those red Construct a decision free training Us classifiedin BT - Construction Input: 5 Output: L & rout node of tree DT\_construct(s) t = new Node () [wel (t) = representating Class (5) If moure (s) then termination criterion = split Criterion (s)

