

# Assignment 4 - Decision Trees

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April 19, 2016

## 1 Part A - Results

Running with random importance function, the program yielded the following correctness score:

Random test score: 1.00

With the following tree:

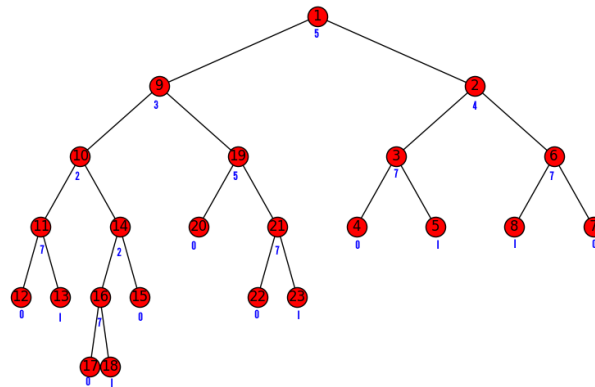


Figure 1: Random importance function

Running another run yields a test score of 0.86. For the most time, the random importance function will create a very large tree, with below 1.0 classification rate. Below is an excerpt of 5 consecutive runs with random:

```
Random test score: 1.0
Random test score: 0.79
Random test score: 0.86
Random test score: 0.82
Random test score: 0.83
```

Figure 2 shows the tree when using the information gain importance function. It immediately identifies an appropriate attribute to split the dataset on, and settles.

Information gain test score: 1.0

Running the algorithm again produces the same tree, split on the same attribute.

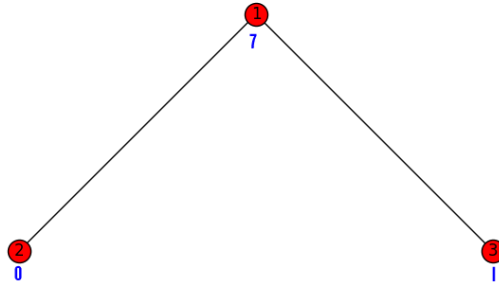


Figure 2: Information gain importance function

5 consecutive runs with the information gain function yields the following results:

```
Information gain test score: 1.0
Information gain test score: 1.0
Information gain test score: 1.0
Information gain test score: 1.0
Information gain test score: 1.0
```

## 2 Part B - Discussion

Based on these results, it is easy to conclude that the information gain function is superior. It produces the same tiny tree each time, compared to the very unstable random tree generation. When using the random function, there is not a guarantee of being able to correctly classify all objects either.

As stated previously, running the random over and over again produces greatly different results. The information gain learner uses entropy values to select which attribute to split on, and since the data set never changes, the entire operation is deterministic, and will produce the same results each time.