Machine Learning Lab – 20ISL68A

Program 4 - Develop a program to demonstrate the working of the decision tree based CART algorithm. Use an appropriate data set for building the decision tree and apply this knowledge to classify a new sample.

Step 1: Importing Libraries

```
from chefboost import Chefboost as cb
```

Step 2: Loading the Dataset

```
import pandas as pd
data = pd.read_csv(r"C:\Users\kvsuv\OneDrive\Desktop\dataset4.csv")
```

Step 3: Understanding the Dataset

```
data.head()
```

	outlook	temperature	humidity	wind	Decision
0	sunny	hot	high	weak	no
1	sunny	hot	high	strong	no
2	overcast	hot	high	weak	yes
3	rain	mild	high	weak	yes
4	rain	cool	normal	weak	yes

Step 4: Passing the Data Frame

```
config = {"algorithm": "CART"}
tree = cb.fit(data, config)
```

```
[INFO]: 6 CPU cores will be allocated in parallel running

CART tree is going to be built...

finished in 1.4239444732666016 seconds

Evaluate train set

Accuracy: 100.0 % on 14 instances

Labels: ['no ' 'yes ' 'no']

Confusion matrix: [[4, 0, 0], [0, 9, 0], [0, 0, 1]]

Decision no => Accuray: 100.0 %, Precision: 100.0 %, Recall: 100.0 %, F1: 100.0 %

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```

Step 5: Prediction using instance – Passing Index

```
test_instance = data.iloc[2]
test_instance
```

```
outlook overcast
temperature hot
humidity high
wind weak
Decision yes
Name: 2, dtype: object
```

Step 6: Prediction using instance

```
cb.predict(tree,test_instance)
'yes '
```

Step 7: Prediction using data values

```
moduleName = "outputs/rules/rules"
tree = cb.restoreTree(moduleName)
prediction = tree.findDecision(['sunny', 'hot', 'high', 'weak'])
prediction
```

^{&#}x27;no '

Step 8: Decision Rule

```
df = cb.feature_importance("outputs/rules/rules.py")
df
```

Decision rule: outputs/rules/rules.py

feature importance

0	outlook	0.8077
3	wind	0.1923
1	temperature	0.0000
2	humidity	0.0000

Built Decision Tree

```
def\ findDecision(obj):\ \#obj[\emptyset]:\ outlook,\ obj[1]:\ temperature,\ obj[2]:\ humidity,\ obj[3]:\ wind
## {"feature": "outlook", "instances": 14, "metric_value": 0.3714, "depth": 1}
 \rightarrowif obj[0] == 'sunny':
 → **if obj[2] == 'high':
       ⊸return 'no
 ## elif obj[2] == 'normal':
 → → → return 'yes '
─×──×else: return 'yes '
 -×elif obj[0] == 'rain':
 → → if obj[3] == 'weak':
 ⇒ return 'yes '
  w—welif obj[3] == 'strong':
 → → ×return 'no '
 w—welif obj[1] == 'mild':
 → → → return 'no'
 → → welse: return 'no'
 → else: return 'no '
welif obj[0] == 'overcast':
----⊮return 'yes '
---welse: return 'yes '
```