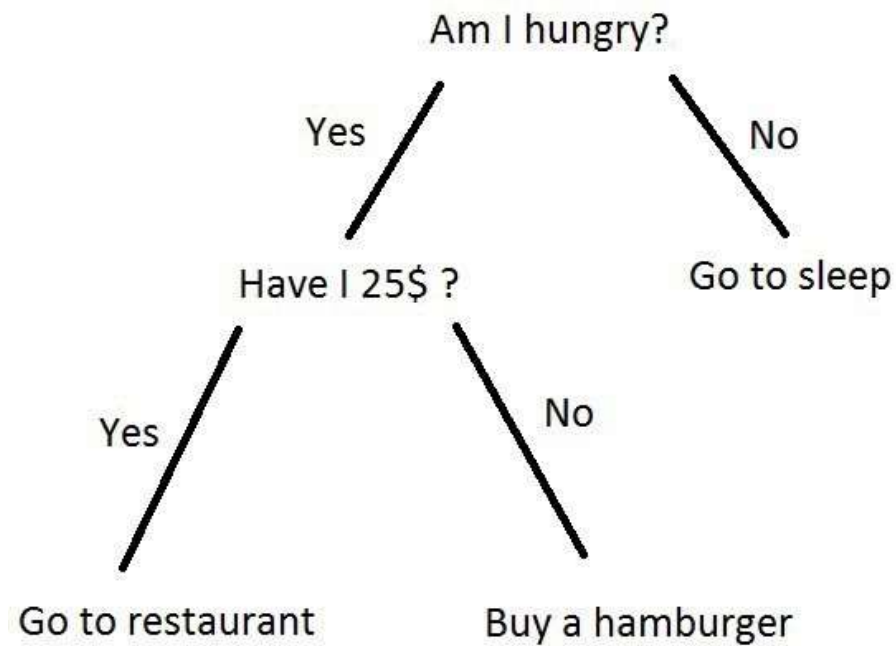


Decision Tree



	Colour	Diameter	Label	
	Green	3	Mango	
	Yellow	3	Mango	
	Red	1	Grape	
	Yellow	3	Lemon	
	Red	1	Grape	

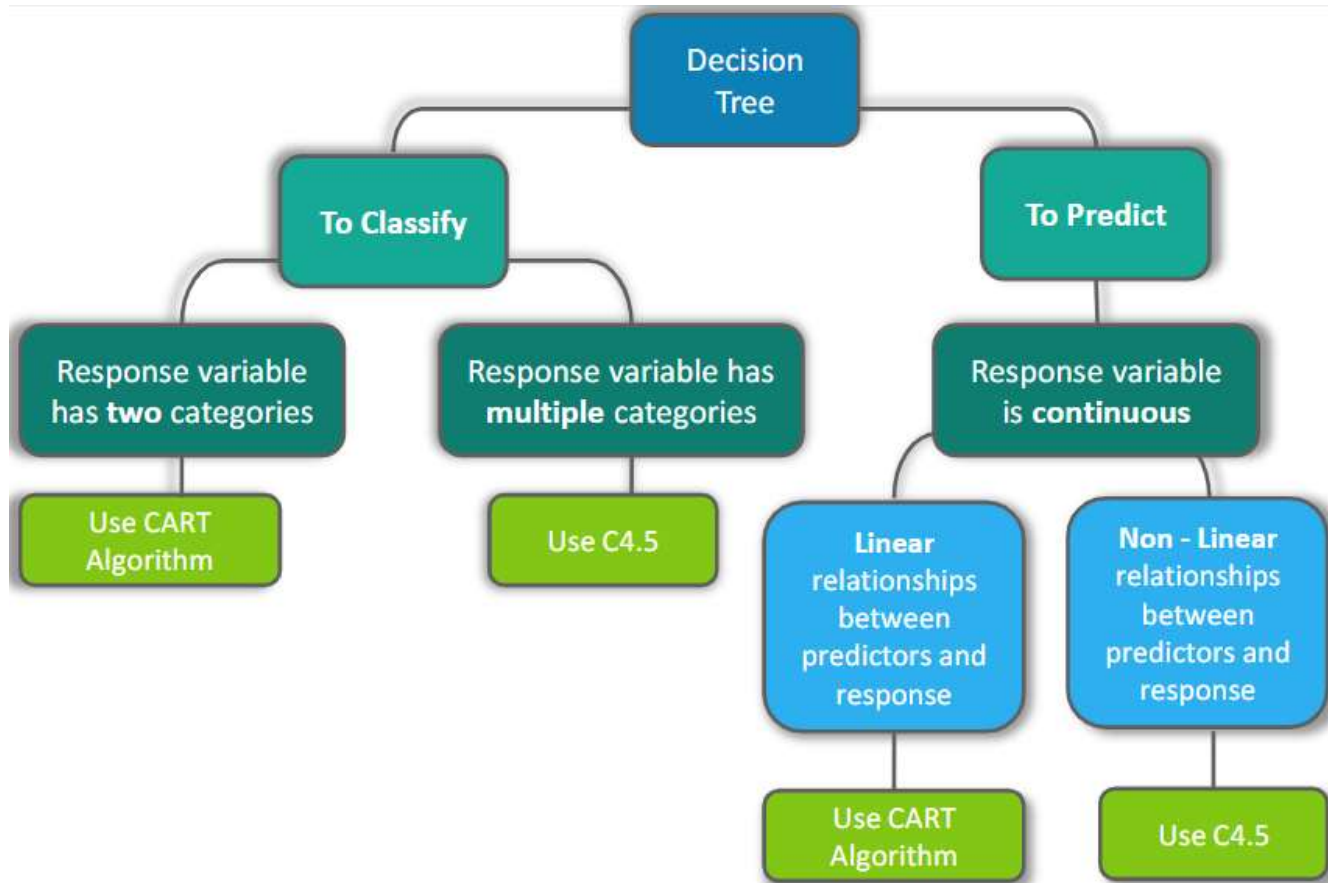
Categorical Attribute

Numerical Attribute

Class

The dataset is not perfectly separable as 2nd and 4th example have same feature but different label

When and Where



Decision Tree Terminology

Pruning

Opposite of Splitting, basically pruning is removing of unwanted branches from the tree

Branch/Sub Tree

Formed by splitting the tree/node

Parent/Child Node

Root node is the parent node and all the other nodes branched from it is known as child node

Splitting

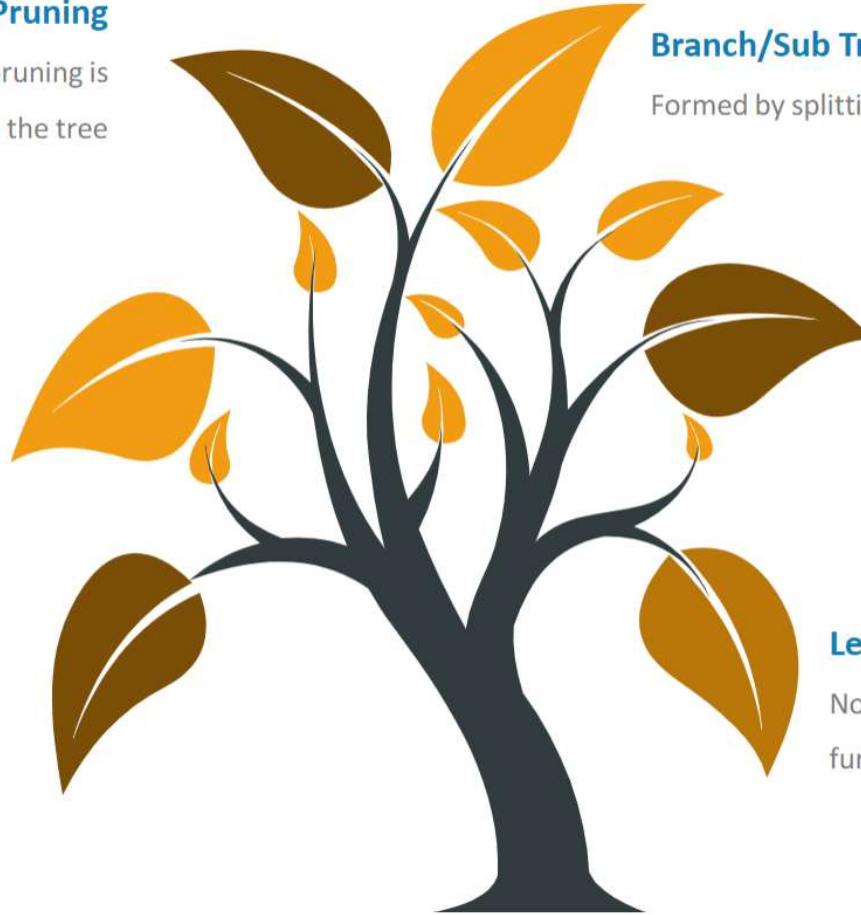
Dividing the root node/sub node into different parts on the basis of some condition

Root Node

It represents the entire population or sample and this further gets divided into two or more homogenous sets

Leaf Node







Node cannot be further segregated into further nodes



Decision Trees

THE RECOMMENDATION ENGINE FOR THE APP STORE OR FOR GOOGLE PLAY

- Our task is to recommend to people the app they're most likely to download, and we should do this based on previous data.
- Our previous data is this table with six people each in a row, and the columns are their gender, male or female, their occupation, work or study, and the app they downloaded.
- The options for the app are Pokémon Go, WhatsApp, and Snapchat.
- So, the model we'll create will take the first two columns and guess the third one.

Gender	Occupation	App
F	Study	Pokemon Go 
F	Work	WhatsApp 
M	Work	Snapchat 
F	Work	WhatsApp 
M	Study	Pokemon Go 
M	Study	Pokemon Go 

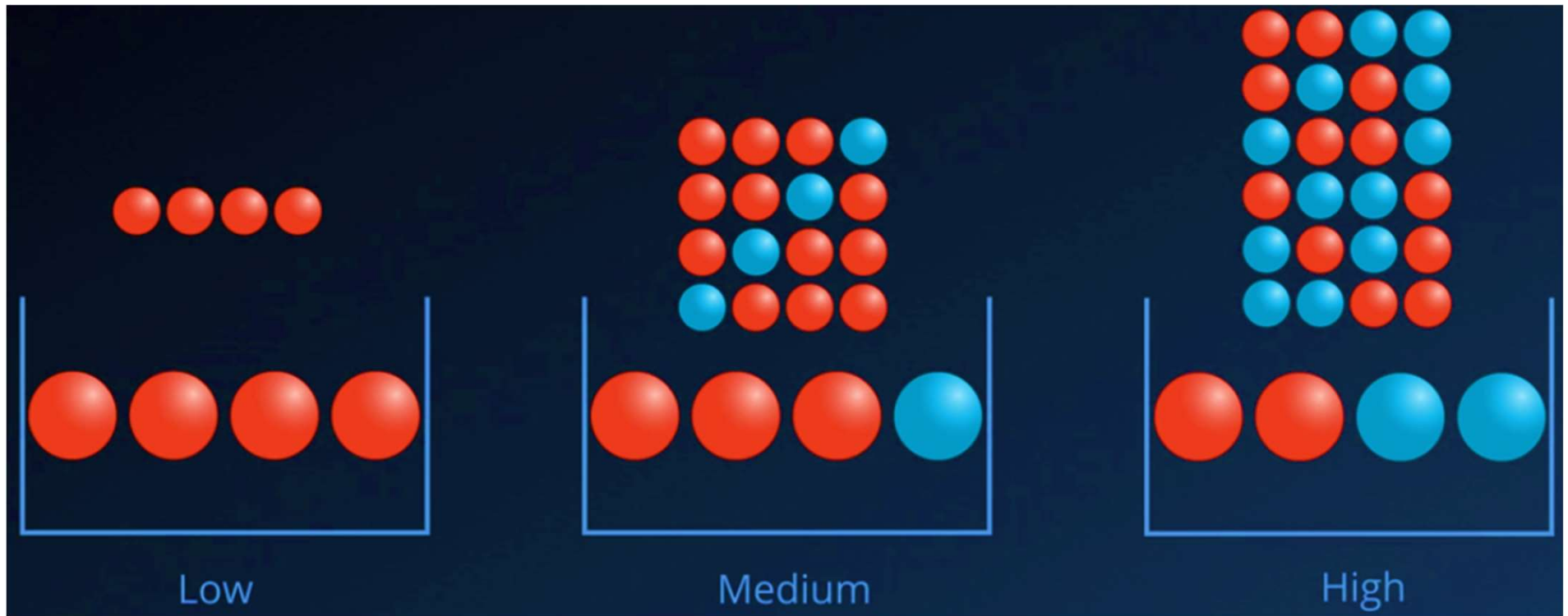


Entropy

Entropy comes from physics, **Entropy**, as it relates to machine learning, it is a measure of the randomness in the information being processed. The higher the entropy, the harder it is to draw any conclusions from that information. Flipping a coin is an example of an action that provides information that is random



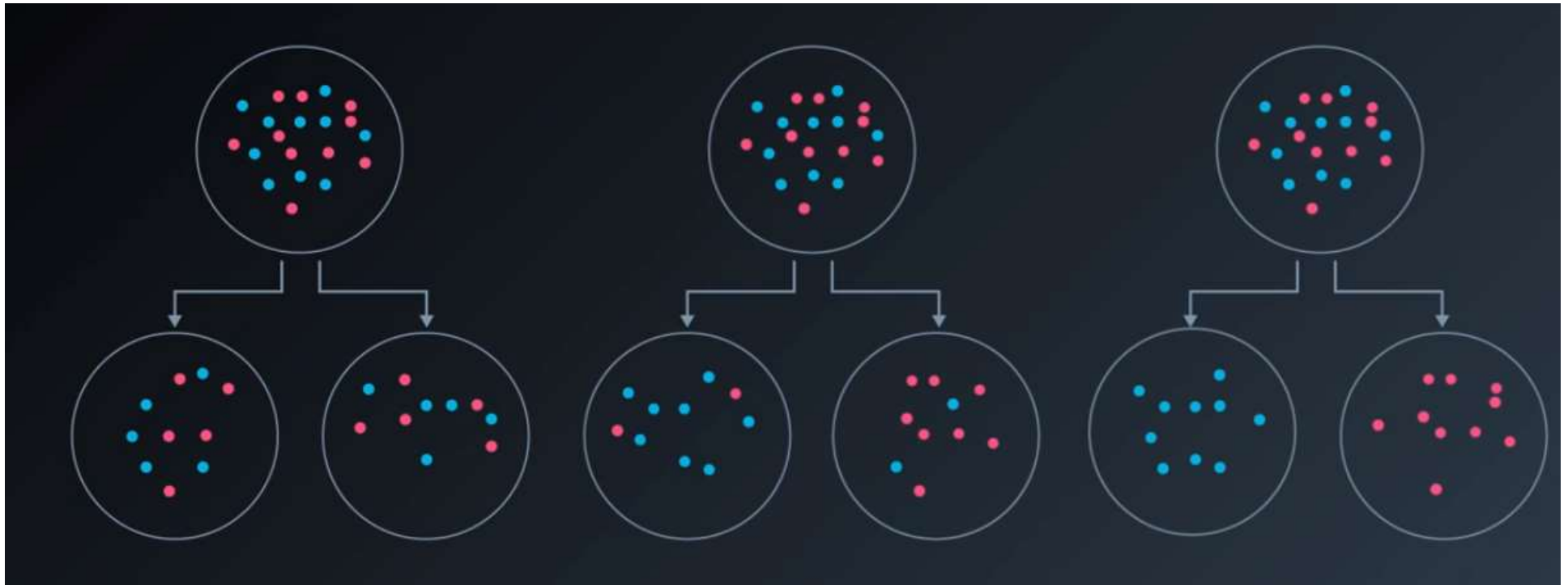
Entropy



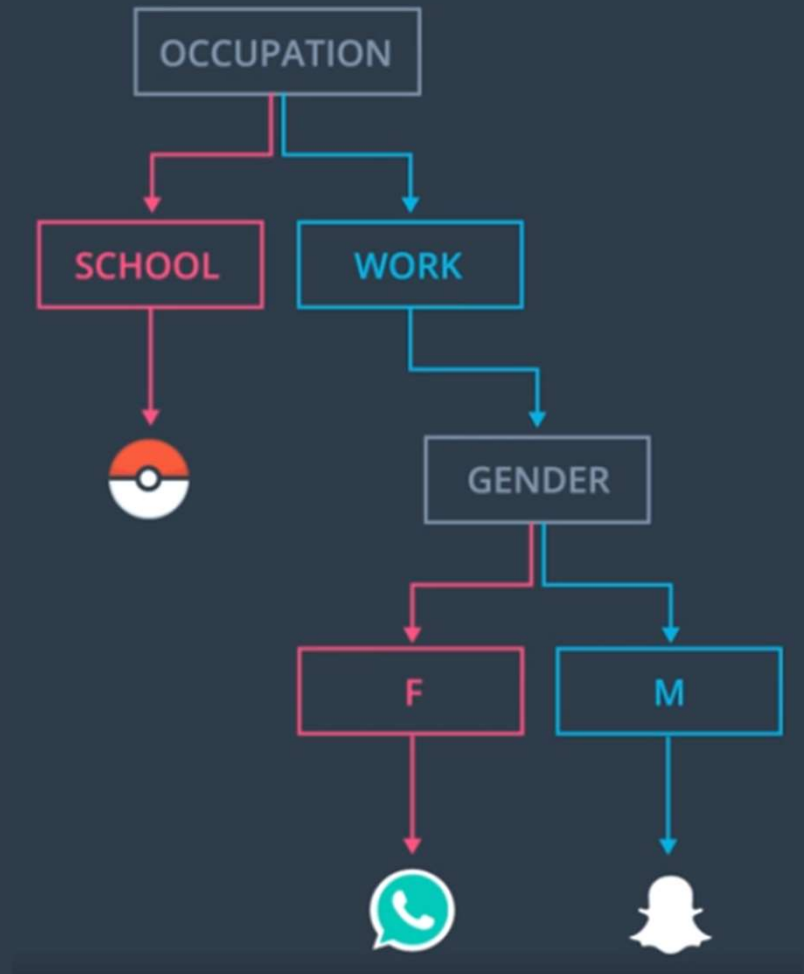
Entropy Formulae

$$-\sum_{i=0}^n P_i \log P_i$$

Information Gain

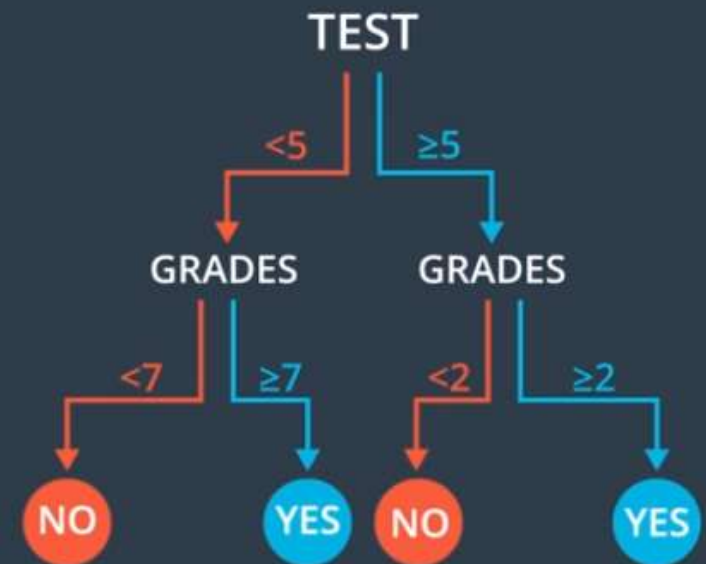
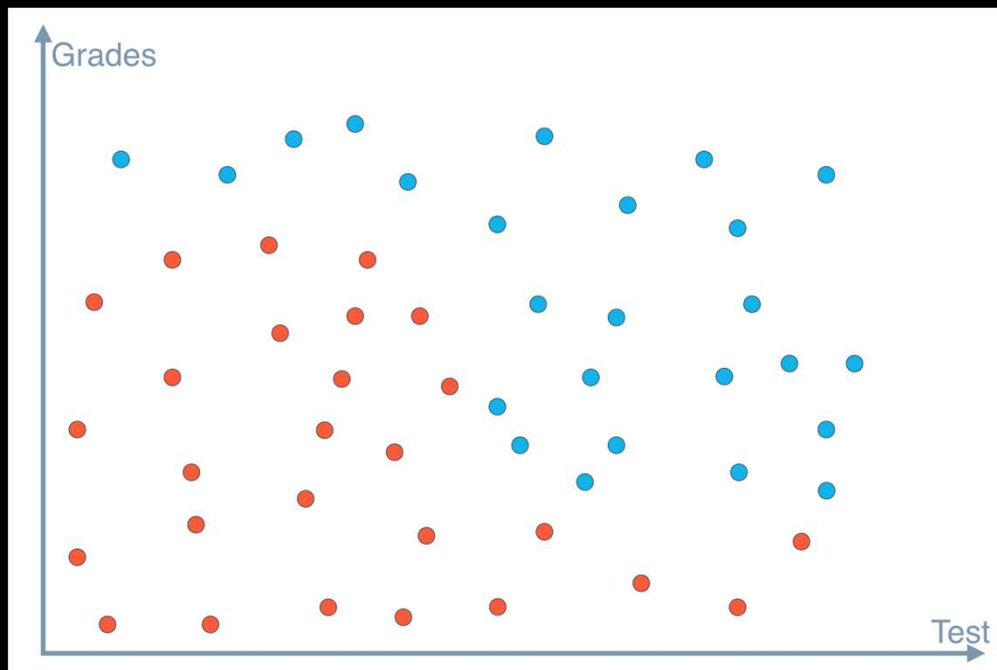


Working Model









Decision tree as regressor

Student data test vs Grades



Decision Tree

Gender	Occupation	App
F	Study	Pokemon Go 
F	Work	WhatsApp 
M	Work	Snapchat 
F	Work	WhatsApp 
M	Study	Pokemon Go 
M	Study	Pokemon Go 

Overfitting Problems in Decision Trees

Large Tables

Gender	Age	Location	Platform	Job	Hobby	App
F	15	US	iOS	School	Videogames	
F	25	France	Android	Work	Tennis	
M	32	Chile	iOS	Temp	Tennis	
F	40	China	iOS	Retired	Chess	
M	12	US	Android	School	Tennis	
M	14	Australia	Android	School	Videogames	



If client is male, between 15 and 25, in the US, on Android, in school, likes tennis, pizza, but does not like long walks on the beach, then they are likely to download Pokemon Go.

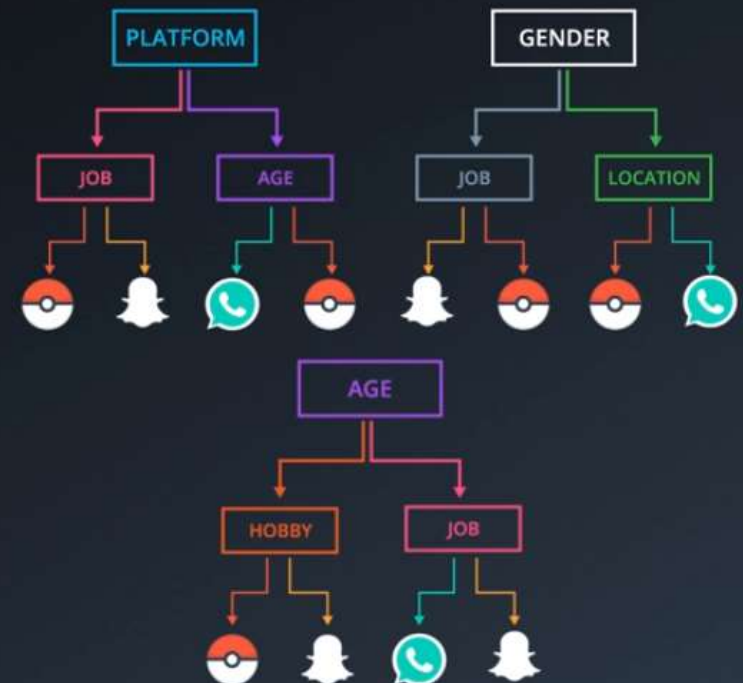
Random Forrest

Gender	Age	Location	Platform	Job	Hobby	App
F	15	US	iOS	School	Videogames	
F	25	France	Android	Work	Tennis	
M	32	Chile	iOS	Temp	Tennis	
F	40	China	iOS	Retired	Chess	
M	12	US	Android	School	Tennis	
M	14	Australia	Android	School	Videogames	



Random Forrest

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Random Forrest

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