ID3 Algorithm > Entropy Musua of Dichotomiser 3 Algorithm

Entropy Musua of

VIncology disorder in a System & Jin a particular Made all the Examples are positive el man la regative that we'll the Examples and belong to some class then it is a Homogenous Set of Example and Entropy is low. Aftow Everifier have two classes all the Examples half belong to one class and half-belong to another class then Entropy is highest. Information Gain of When we decide Which altribute to Split on we will use the principal of Infernation Gain. * if all the Edample. have some target classification. then infemation Gair is high * if setime 1/20 %, belong to one class then infemation gain is quiet high. \$ 50% bolong to one class end 50%, another class then infernetion Gain is low. Gain is measure of how much we can reduce uncertainty - if the Example belong to the Same class there is no uncertainty. classes almost uniformly there is high uncertainty.

What an entropy does? Entropy Contrals how a Decition tree decides to Split the data. It actually effects how a Decision tree drows its boundaries. What is internation gain and lity it is Malter in Decision Tree? * measures how much "Infernation" a feature gives us about the class. Infernation gam is the main key that is used by Decision Tree Algerithms to Construct a Decision tree. * Decision Tree algorism will always toles to Maximize infemation gen. An attribute with highest information Gain will tested / Skil first. XID3 is one of the first decision tree algorithm: only cate genical altributes supponted by

C4-5 (Successor of ID3) Improved Version Of ID3 Gain Ration (A) = Gain (A) Split Info(A) Split Info_A (D) = $-\frac{54}{101} \cdot \frac{10i}{101} \times \frac{\log 10i}{101}$ isplit Info 1 No of ortcome In altributes split into V No of out come) for Example Credit-rating buys-Computer

Tage	income	Student	Credit-rating	Bugs=Onpus
age	· la v'c/la	No	. feir	No
youth	high	,	Excellent	NO
Youth	high	No	fair	40
Middle-aged	high	No		yes
	Medium	NO	fair	
Senior		yes	fair	40
Senior	low	,	Excellen-	No
Senior	Low	yes_		1111
		yes	Excellent	yes
Middle-aged	low	No	fair	NO
Youth	Medium	700		1.11
Youth	low	Yes	fair	yu .
	Medium	yes	fair	yes
Senior	Medium			
youth	Medium	Yes	Excellent	yis
Middle-aged	Medium	No	Excellent	yes
Middle - agre	high	Yes	feir	yo
A STATE OF THE PARTY OF THE PAR	Medium	NO	Excellent	NO
Senior				

=) 1.5774

Split Info age (D) = - 5 * lag (54) - 4 * lag (74) 5 * lag (54)

Gain Ration (mome) =
$$\frac{0.246}{1.5774}$$

Split Into (mome) D) = $\frac{4}{14}I(31) + \frac{6}{14}I(412) + \frac{4}{14}I(212)$

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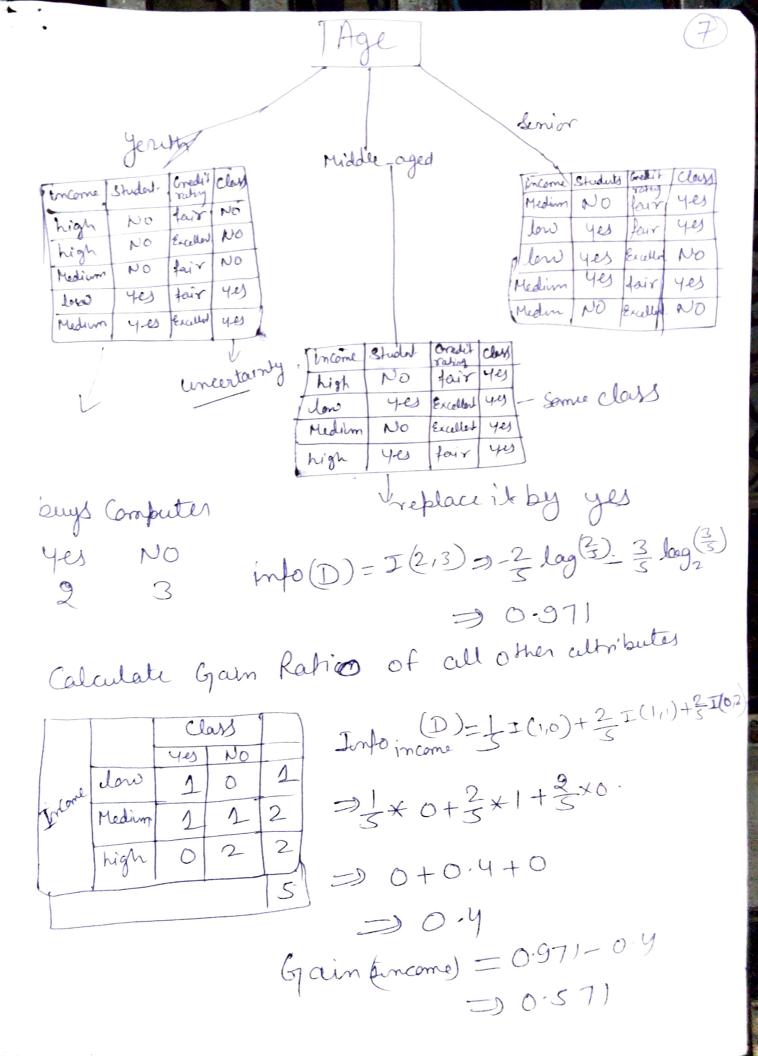
Split Into (mome) D) = $\frac{4}{14}I(31) + \frac{6}{14}I(412) + \frac{4}{14}I(212)$

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Split Into (mome) D) = $\frac{4}{14}I(412) + \frac{4}{14}I(412) + \frac{4}{14}I(41$

= 0-7884

Gain (Student) = 0.9403 - 0.7884 = - 7 x lag (74) - 74 x lag (74) Sklit Info (D) Gain Ration (Shidner) => 0.1519 >0.1519 Info credit rating = 8 I(6,2) + 6 I(3,3) =)== × 0.8113 + 6 ×1 => 0.4636+ 0.4286 0.8922 Galn (credit-rating) -> 0.9403-0.8922 -) 0.6481 Split Info (red) - rating => -8 * long(84) - 6 long(64) 0.9852. Cycein Ration (credit-rating) => 0.048)
0.985 * As the Gain Ratio of age is highest. * * Age is the best altributes a become



Split Into income = -5+log(
$$\frac{1}{3}$$
) = $\frac{2}{5} \times log(\frac{1}{3}) - \frac{2}{3} \times log(\frac{1}{3})$
 $= \frac{1.5219}{1.5219}$
 $= \frac{1.5219}{1.5219}$

Spell Info (incom) = 0.971-0.951 = 0.02

Spell Info (incom) =
$$\frac{2}{3} \log_2(3)$$

Gain Ratio (incom) = $\frac{0.02}{0.9709}$
 0.0205

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Finto (incom) = $\frac{0.02}{0.9709}$

Spell Info (incom) = $\frac{0.02}{0.9709}$

Gain Ratio (incom) = $\frac{0.02}{0.9709}$

Spell Info (incom) = $\frac{0.02}{0.9709}$

Gain Ratio = $\frac{3}{3} \times 0 + \frac{2}{5} \times 0$

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Spell Info (nodit ratio) = $\frac{3}{3} \log_2(3) = \frac{2}{5} \log_2(3)$

Grain Ratio = $\frac{0.971}{0.9709}$

Gain Ratio = $\frac{3}{3} \times 0.9183 + \frac{2}{3} \times 1$

Gain Ratio = $\frac{3}{3} \times 0.9183 + \frac{2}{3} \times 1$

Gain Ratio = $\frac{3}{3} \times 0.92$

Gain Ratio = $\frac{3}{3} \times 0.93$

Gain Ratio = $\frac{3}{3} \times 0.93$