· Entropy of the system = E(Goes to Restaurants) = E(5,4)
= - 54 log, (54) - 49 log, (49) = 0.9911 · E (Budget) = P(Row) E (2;1) + P (medium) E(2,1) + P (high) E (1,2). (3/4) [-1/3 log_2(1/3)] ×3 = 0.9183 · 9G(Buckyet) = 0.9911 - 0.9183 = 0.0728 · E (Heengry) = P(No) E (4,1) + P(Yes) E (1,3) = 5/4 [-1/45 log2 (1/5) - 1/5 log2 (1/5)] + 1/4 [-1/4 log2 (1/4) - 3/4 log2 (3/4)] · 3G (hengrey) = 0.9911-0.7616 = 0.2295 • E(Review) = P(bod)E(3,2) + P(goel)E(2,2)= $\frac{5}{4}[-\frac{3}{5}log_2(\frac{3}{5}) - \frac{1}{5}log_2(\frac{3}{5})] + \frac{4}{4}[-\frac{2}{4}log_2(\frac{1}{4}) - \frac{2}{4}log_2(\frac{3}{4})]$ = 0.9839 · 9G(Revieus) = 0.9911-0.9839 = 0.0072 - Maximum Information gain for brungry so hungry will be the first rot nale.

· Entropy of system = E(lungry = NO) = E(4,1)

= - 1/5 log(1/5) - 1/5 log(1/5) = 0-7219 · E (Budget | hungry = NO) = P (low) E (2,0) + P (medium) E (2,0) - Entropy is equal & zoro so the subtatela is pure no need & go further for take (hungry = NO) · Entropy of system = E (hungrey = Nes) = E(1,3) = -14log 2 (14) - 34log 2 (34) = 0.8113 * $\mathcal{E}(\text{Budget} | \text{hungry} = \text{Yes}) = \mathcal{E}(\text{low})\mathcal{E}(0,1) + \mathcal{E}(\text{median})\mathcal{E}(0,1)$ + $\mathcal{E}(\text{high})\mathcal{E}(1,1)$ = 0+0+2/4[-/legz(1/2)-/2legz(1/2)] = 0.5 · JG, (Budget | hungry = Yes) = 0.8113 - 0.5 = 0.3113 · E (Review | hungry = Yes) = P(bod) E(1,2) + P(god) E(1,0) = 3/4 [-1/3 log 2 (1/3) - 2/3 log 2 (2/3)] = 0.6887 · 9G (Review | hungry = Yes) = 0.8113-0.6887 = 0.1226 Maniemem info. gain at Budget | hengry = Yes so beedget & the next ros node after hengry = Yes · All the other sultables are pure down from here so the tree construction will be simple now.

