

Total Entropy is  $\rightarrow$

$$-\left(\frac{1}{2} \log\left(\frac{1}{2}\right)\right) + \frac{1}{2} \left(\log\left(\frac{1}{2}\right)\right) \\ = \underline{0.301}$$

Lets say we divide along smell, then entropy is for woody

$$-\frac{2}{5} \left(\log \frac{2}{5}\right) + \frac{3}{5} \log \frac{3}{5} \\ = 0.292$$

for fruity entropy is also 0.292  
So info gain =  $0.301 - 0.292$   
 $= 0.009$

Taste split  $\rightarrow$

for sweet, entropy = 0  
for sour, entropy = 0  
for salty, entropy = 0.301

$$\text{Info gain} = 0.301 - 0.4(0.301) \\ = 0.6 \times 0.301 \\ \approx 0.18$$

Portion split  $\rightarrow$

$$\text{small} = \text{large entropy} = 0.217 \\ \text{info} = 0.301 - 0.217 = 0.084$$

Maximum info gain if we do taste split

after taste split →

Review	Smell	taste	Size
+ve	fruity	Salty	Small
+ve	fruity	Salty	Small
-ve	fruity	Salty	Small
-ve	fruity	Salty	large
-ve	fruity	Salty	large

Clearly only portion size has +ve info gain so final decision tree becomes

