



Modul : Decision Tree Learning (DTL)

Basic DTL Algorithm (ID3)

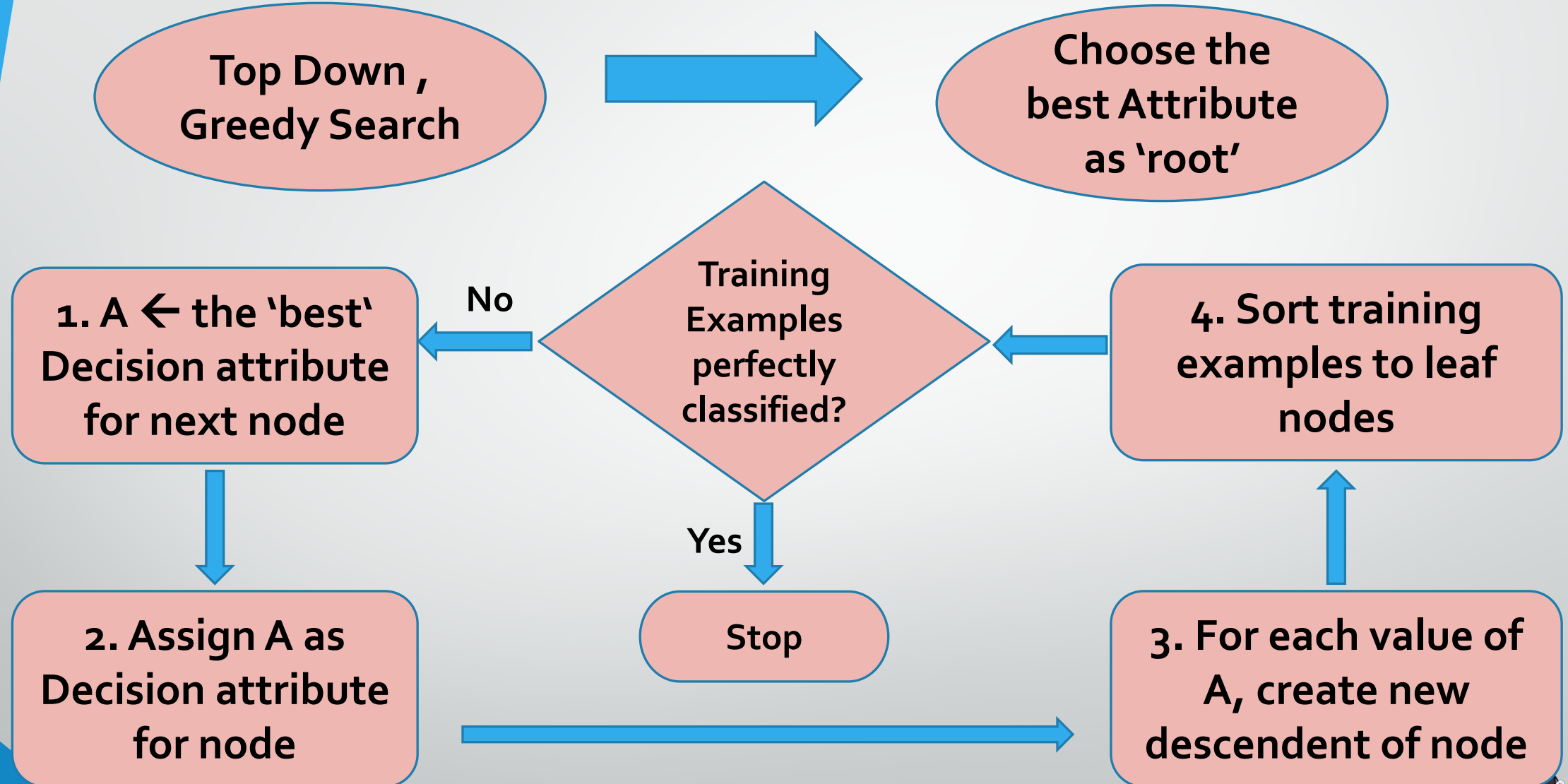
Nur ULFA Maulidevi

KK IF - Teknik Informatika- STEI ITB

**Pembelajaran Mesin
(Machine Learning)**



ID₃ Algorithm

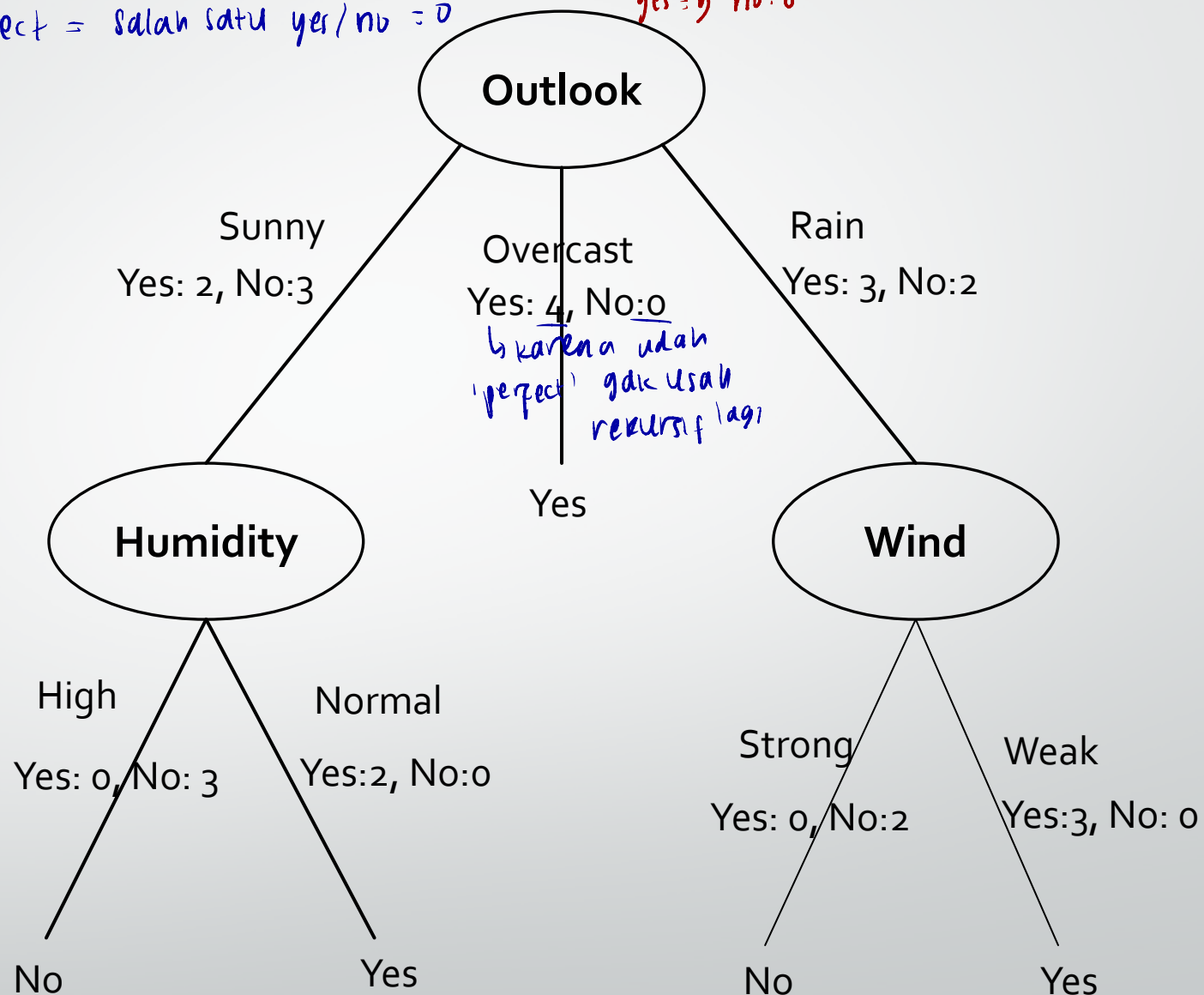


Example

perfect = salah satu yes/no = 0

yes = 9 no = 8

Day	Outlook	Temperature	Humidity	Wind	PlayTennis
D1	Sunny	Hot	High	Weak	No
D2	Sunny	Hot	High	Strong	No
D3	Overcast	Hot	High	Weak	Yes
D4	Rain	Mild	High	Weak	Yes
D5	Rain	Cool	Normal	Weak	Yes
D6	Rain	Cool	Normal	Strong	No
D7	Overcast	Cool	Normal	Strong	Yes
D8	Sunny	Mild	High	Weak	No
D9	Sunny	Cool	Normal	Weak	Yes
D10	Rain	Mild	Normal	Weak	Yes
D11	Sunny	Mild	Normal	Strong	Yes
D12	Overcast	Mild	High	Strong	Yes
D13	Overcast	Hot	Normal	Weak	Yes
D14	Rain	Mild	High	Strong	No



contoh DTL

DTL(examples, attributes, parent examples)

DTL($S_{y=9, n=5}, \{0, 1, \text{high}\}$) -

$A \leftarrow \text{outlook}$ *can plg tinggi*

for each $v_k \in \{\text{sunny, overcast, rainy}\}$

$S_{\text{sunny}} \leftarrow \{e : e.\text{outlook} = \text{sunny}\}$

Subtree $\leftarrow \text{DTL}(S_{y=2, n=3}, \{1, \text{high}\}, S_{y=9, n=5})$

$A \leftarrow \text{humidity}$ *dan information gain*

for each $v_k \in \{\text{high, normal}\}$

$S_{\text{high}} \leftarrow \{e : e.\text{humidity} = \text{high}\}$

Subtree $\leftarrow \text{DTL}(S_{y=0, n=2}, \{\text{high}\}, S_{y=2, n=3})$
 $\neq \text{leaf } N$

temperatur : pentingnya kurang

Decision Tree Learning (Russel & Norvig, 2021)

function DECISION-TREE-LEARNING(*examples*, *attributes*, *parent_examples*) **returns**
a tree

if *examples* is empty **then return** PLURALITY-VALUE(*parent_examples*)

→ *member tak leaf*

else if all *examples* have the same classification **then return** the classification

else if *attributes* is empty **then return** PLURALITY-VALUE(*examples*)

else

→ *can attribute dgn nilai terbesar
jadi root*

$A \leftarrow \operatorname{argmax}_{a \in \text{attributes}} \text{IMPORTANCE}(a, \text{examples})$

Information gain
Gain ratio

tree \leftarrow a new decision tree with root test *A*

for each value v_k of *A* **do**

$\text{exs} \leftarrow \{e : e \in \text{examples} \text{ and } e.A = v_k\}$

subtree \leftarrow DECISION-TREE-LEARNING(*exs*, *attributes* - *A*, *examples*)

add a branch to *tree* with label (*A* = v_k) and subtree *subtree*

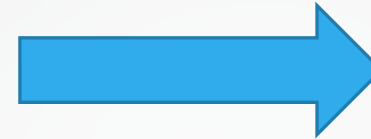
return *tree*

|*A*|=2: binary tree
|*A*| min 2: n-ary tree

The function PLURALITY-VALUE selects the most common output value among a set of examples, breaking ties randomly.

Best Attribute

“Ideally” can classify the training examples into subsets, which has the same class



Information Gain





THANK YOU



