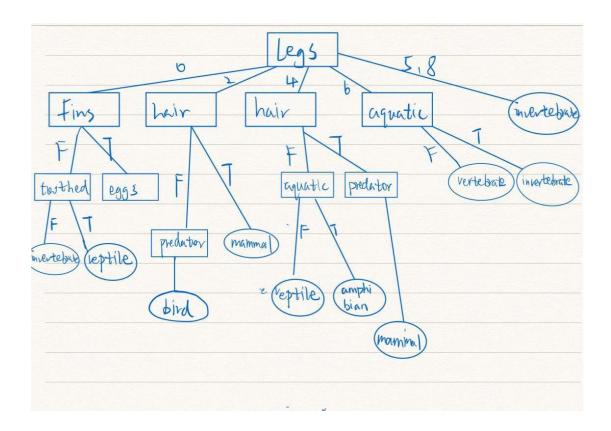
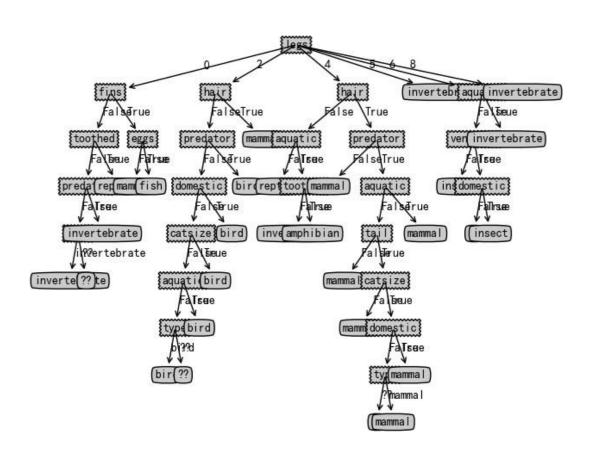
Hootey = 2.52	7	
Hair	Feuthers	- Eggs
DF = 2.60	PF = 2.222	PF = 2.550
DT = 0.63	D7 = 0.286	D7 = 0.163
H = 1.760	H=1.838	H= 1-582
19 = 0.763	1420.686	142 0942
Air Sorne	Agnertic	Predentor
DF = 2.271	DF = 1.999	DF = 2.33
D7 = 1.492	D7 = 2.318	D7=2.484
H= 2.086	H=2-113	H=2.416
14 = 0.439	1420.41)	1420,108
Toothed	Backbone	Breether
DF=1.980	DF=1-382	DF=1-165
D7 = 1.500	D7 = 1,997	17=2.08)
H=1-190	H=1-888	H=1.891
1420.834	14=6.637	14-0.634
Vénomous	Fins	Tail
DF =7.388	DF=2:313	DF=2.165
D7 = 2.5	D7 = 0.787	D7 = 2.023
4 = 2-397	H=2.056	H=2.059
14=0.18	1420.468	14=0.465
Donestic	Catshe	Logs Do = 1.811 Dz = 1.037
DF = 2,610	PF=2.85)	Po = [.81]
D7 = 1-488	D7 = 1-434	Dz=1,037
H= 2,466	H=2.237	D4=1-110
1420.058	14 = 0.287	Ds = 0'
		D6=1.156
		D8 = 0
		H = 1,222
		IG=1-302



## 1B: Program output

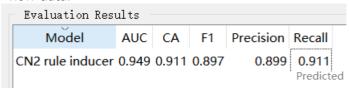


## ID3desicionTree:

{'legs': {0: {'fins': {False: {'toothed': {False: {'predator': {False: {'type': {'invertebrate': 'invertebrate'; '??': '??'}}, True: 'invertebrate'}}, True: 'reptile'}}, True: {'eggs': {False: 'mammal', True: 'fish'}}}, 2: {'hair': {False: {'predator': {False: {'domestic': {False: {'catsize': {False: {'aquatic': {False: {'type': {'??': '??', 'bird': 'bird'}}, True: 'bird'}}, True: 'bird'}}, True: 'bird'}}, True: 'mammal'}}, 4: {'hair': {False: {'aquatic': {False: 'reptile', True: {'toothed': {False: 'invertebrate', True: 'amphibian'}}}}, True: {'predator': {False: 'mammal', True: {'domestic': {False: {'type': {'??': '??', 'mammal': 'mammal'}}}, True: 'mammal'}}}}, True: 'mammal'}}}, True: 'mammal'}}}}, 5: 'invertebrate', 6: {'aquatic': {False: {'venomous': {False: 'insect', True: {'domestic': {False: '??', True: 'insect'}}}}}, True: 'invertebrate'}}, 8: 'invertebrate'}}

1C

The CN2 algorithm combines the efficiency of the ID3 algorithm for data processing and the ability to process noisy data, as well as the flexibility of the AQ algorithm family. Through improvement, the dependence on specific data is removed, and through statistical analogy, it can reach and use the algorithm of the pruning method. The same effect. CN2 uses a heuristic method based on noise estimation to terminate its search process. Using this method can eliminate the need to correctly distinguish all training samples, but the rules out of the statute have a good performance in the processing of new data.



		?? an	nphibian	bird	fish	insect	invertebrate	mammal	reptile	Σ
Actual	??	0	0	1	0	1	1	1	0	4
	amphibian	0	4	0	0	0	0	0	0	4
	bird	0	0	19	0	0	0	0	0	19
	fish	0	0	0	13	0	0	0	0	13
	insect	0	0	0	0	7	0	0	0	7
	invertebrate	1	0	0	0	1	7	0	0	9
	mammal	0	0	0	0	0	0	40	0	40
	reptile	1	0	0	0	0	2	0	2	5
	Σ	2	4	20	13	9	10	41	2	101

^	Name	Distribution	Mean	Median	Dispersion	Min.	Max.	Missing
N	14. legs		2.84	4	0.71	0	8	0 (0%)
N	CN2 rule inducer (??)		0.0823747	0.0769231	0.494976	0.0243902	0.222222	0 (0%)
N	CN2 rule inducer (amphibian)		0.0818645	0.0769231	0.69571	0.0243902	0.363636	0 (0%)
N	CN2 rule inducer (bird)		0.146206	0.0769231	1.15411	0.0243902	0.666667	0 (0%)
N	CN2 rule inducer (fish)	_	0.139413	0.0833333	1.23018	0.0243902	0.65	0 (0%)



C	12. venomous	False	0.277	0 (0%)
C	13. fins	False	0.453	0 (0%)
C	15. tail	True	0.57	0 (0%)
C	16. domestic	False	0.384	0 (0%)
C	17. catsize	False	0.685	0 (0%)
C	18. type	 mammal	1.75	0 (0%)
C	CN2 rule inducer	 mammal	1.68	0 (0%)
C	Fold	1	1.61	0 (0%)