

## KNIME - Decision tree

Let us have data, generated by logical implication  $Imp(A, B) \equiv A \Rightarrow B$ , i.e.

$A$	$B$	$Imp$
fA	fB	t
fA	tB	t
tA	fB	f
tA	tB	t

where, for lucidity, we distinguish logical values of  $A$ ,  $B$  and the result  $Imp$ .

Then, for the sequence of column selection  $A$ ,  $B$  we get the sub-tables:

$A = fA$

$A$	$B$	$Imp$
fA	fB	t
fA	tB	t

$A = tA$

$A$	$B$	$Imp$
tA	fB	f
tA	tB	t

From the first table we can see, that the result is unambiguous: For  $A = fA$  we have  $Imp = t$  (independently of  $B$ )

The second table results in both f and t in dependence on the variable  $B$ . So here we have to continue

$B = fB$

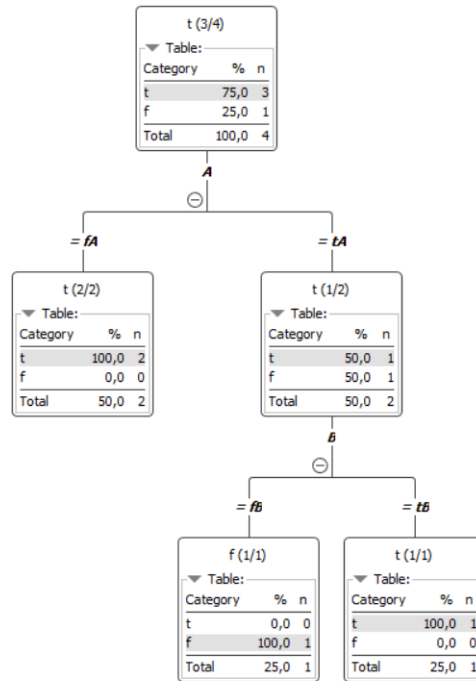
$B$	$Imp$
fB	f

$B = tB$

$B$	$Imp$
tB	t

and here we see, that for  $B = fB$  we have  $Imp = f$  and for  $B = tB$  we have  $Imp = t$ ; both unambiguous.

This is also expressed in the tree, from KNIME (Decision tree learner/Decision tree view)



Here we can follow the subsequent division of the table:

The first rectangle shows the situation, when no information from  $A$  and  $B$  is taken into account. Here, we can see the number of  $t$  and  $f$  in the column  $Imp$ . From it follows, that without any other information we would guess the value of  $Imp$  to be  $t$  - this is indicated in the top of the upper rectangle.

Remark: This means  $\frac{Imp}{f(Imp)} \left| \begin{array}{cc} t & f \\ \frac{3}{4} & \frac{1}{4} \end{array} \right.$  and  $\hat{Imp} = t$ .

Now we take into account the variable  $A$  - i.e. we have  $f(Imp|A)$ . This situation is reflected by the second layer of the tree.

Here: the left rectangle is finished (in the table we have 100%) but the right one is still not ready, no 100% occurs. So, here we must still continue.

Taking into account also the variable  $B$  we treat  $f(Imp|A, B)$ , specifically  $f(Imp|A = tA, B)$ . This is in the third layer of the tree.

Result

The result for the measured values of  $A$  and  $B$  is obtained in the top of the rectangle we get to using the measured value - they are the rectangles in the bottom of the tree.

This result can also be obtained from the Decision tree to ruleset as follows

<input type="checkbox"/>	Row1	<code>\$A\$ = "fA" AND TRUE =&gt; "t"</code>
<input type="checkbox"/>	Row2	<code>\$B\$ = "fB" AND \$A\$ = "tA" =&gt; "f"</code>
<input type="checkbox"/>	Row3	<code>\$B\$ = "tB" AND \$A\$ = "tA" =&gt; "t"</code>

The whole KNIME program is here

