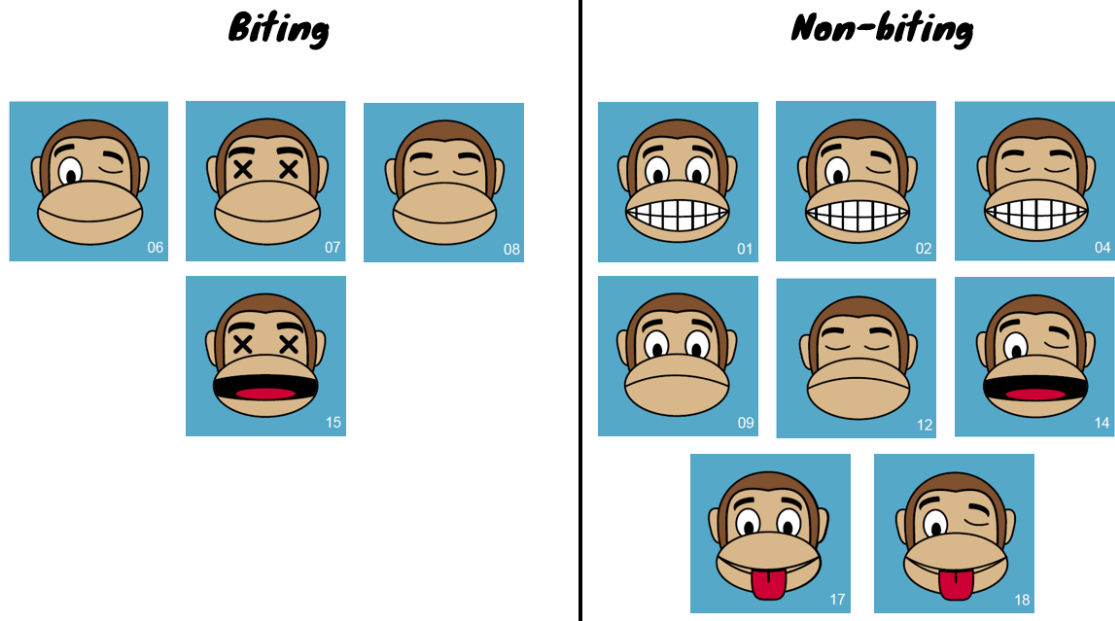



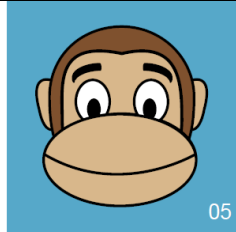
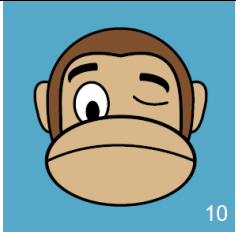
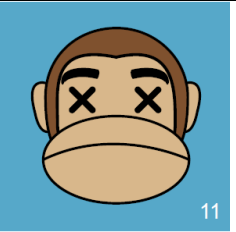
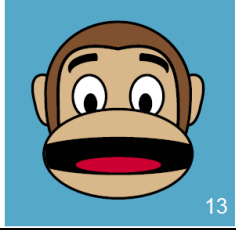
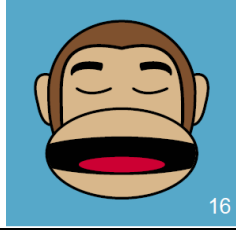
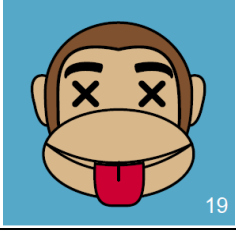
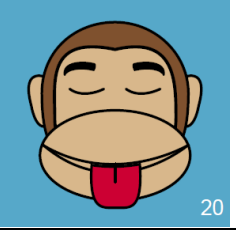
Classification with Decision Trees:
The Good-Monkey-Bad-Monkey Game

Version 1 – Decision Tree



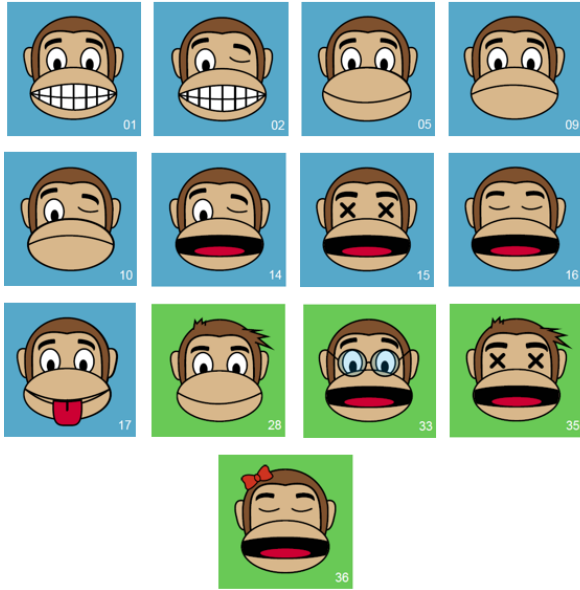
Make a decision-tree that decides whether the monkeys in the training data are biting or non-biting.

Version 1 - Test Data

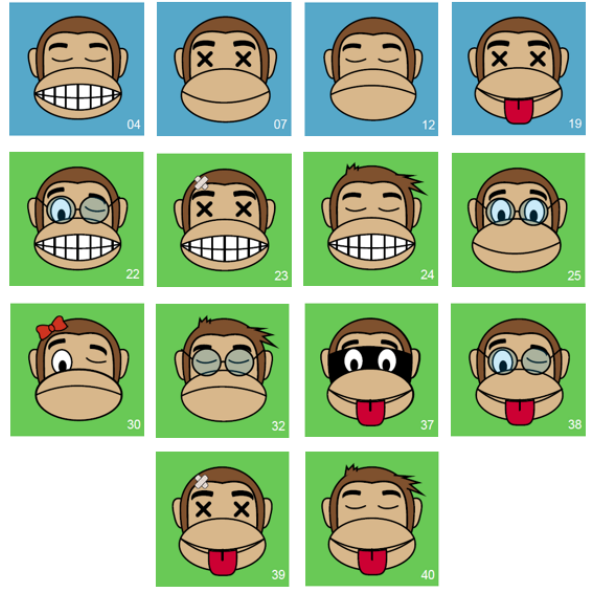
	 03	 05	 10	 11
Model Prediction				
Known Answer				
	 13	 16	 19	 20
Model Prediction				
Known Answer				

Version 2 – Decision Tree

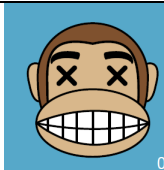
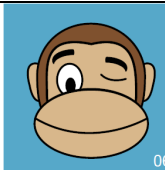
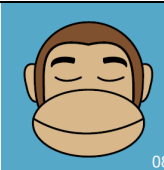
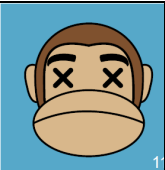
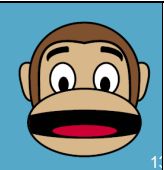
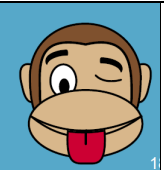
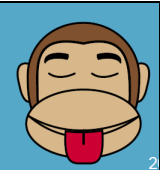


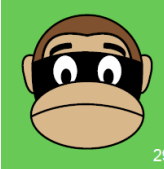

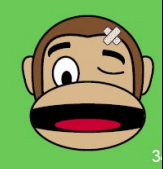
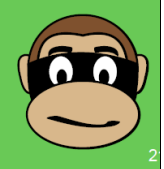
Biting



Non-biting



Version 2 – Test Data

 0	 0	 0	 1	 1	 1	 2
 2	 2	 2	 3	 3	 2	