



Alumno: Carlos Andrade

Docente: Ing. Diego Quisi.

Materia: SE

Ciclo: 9no

Fecha: 15/05/2020

## Creación de Nodos

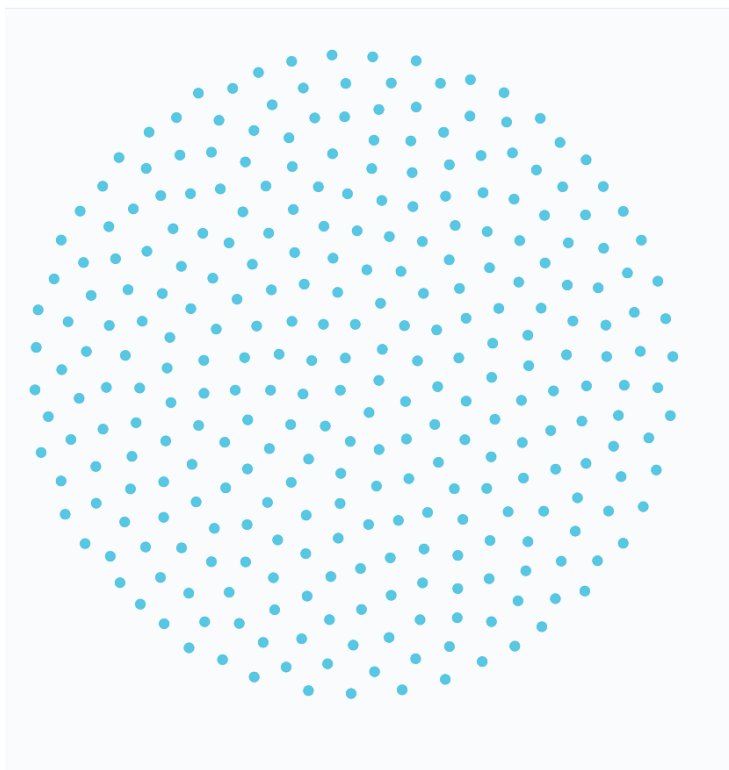
```
LOAD CSV FROM "http://archive.ics.uci.edu/ml/machine-learning-databases/voting-records/house-votes-84.data" as row
```

```
CREATE (p:Person)
```

```
SET p.class = row[0],
```

```
    p.features = row[1..];
```

resultado



Todos los resultados.

```
MATCH (n:Person)
```

```
WHERE "?" in n.features
```

```
RETURN count(n)
```

Dentro de los datos hay campos vacíos que tenemos que eliminar.

MATCH (p:Person)

WHERE '?' in p.features

WITH p,apoc.coll.occurrences(p.features,'?') as missing

RETURN missing,count(\*) as times ORDER BY missing ASC

§ MATCH (p:Person) WHERE '?' in p.features WITH p,apoc.coll.occurrences(p.features,'?') as missing RETURN missing,count(\*) as times ORDER BY missing ASC

missing	times
1	124
2	43
3	16
4	6
5	5
6	4
7	1
9	1
14	1

Started streaming 11 records after 61 ms and completed after 61 ms.

MATCH (p:Person)

WITH p,apoc.coll.occurrences(p.features,'?') as missing

WHERE missing > 6

DELETE p

Dependiendo de los datos de las votaciones hay que mapear estos en tres tipos.

- "y" a 1
- "n" a 0
- "?" a 0,5

Pasar los vectores a entidades

MATCH (n:Person)

UNWIND n.features as feature

WITH n,collect(CASE feature WHEN 'y' THEN 1

WHEN 'n' THEN 0

```
ELSE 0.5 END) as feature_vector
```

```
SET n.feature_vector = feature_vector
```



## Implementación del algoritmo

```
MATCH (test:Test)
```

```
WITH test,test.feature_vector as feature_vector
```

```
CALL apoc.cypher.run('MATCH (training:Training)
```

```
    WITH training,  
    gds.alpha.similarity.euclideanDistance($feature_vector,  
    training.feature_vector) AS similarity
```

```
    ORDER BY similarity ASC LIMIT 3
```

```
    RETURN collect(training.class) as classes',
```

```
    {feature_vector:feature_vector}) YIELD value
```

```
WITH test.class as class,  
apoc.coll.sortMaps(apoc.coll.frequencies(value.classes),  
'^count')[-1].item as predicted_class
```

```
WITH sum(CASE when class = predicted_class THEN 1 ELSE 0  
END) as correct_predictions, count(*) as total_predictions
```

```
RETURN correct_predictions,total_predictions,  
correct_predictions / toFloat(total_predictions) as ratio
```

\$ MATCH (test:Test) WITH test,test.feature_vector as feature_vecto			
<div>Table</div> <div>Text</div> <div>Code</div>	"correct_predictions"	"total_predictions"	"ratio"
	78	86	0.9069767441860465

### Conclusión:

Es un método para obtener la similitud entre objetos con propiedades parecidas ayudándonos a clasificar los datos y hacer proyecciones de posibles resultados ya que el algoritmo toma la mayoría de las clases de vecinos y los puede ir puntuando de acuerdo con su similitud.