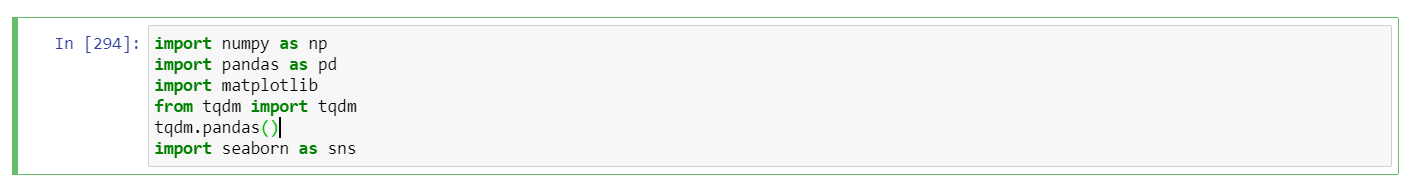
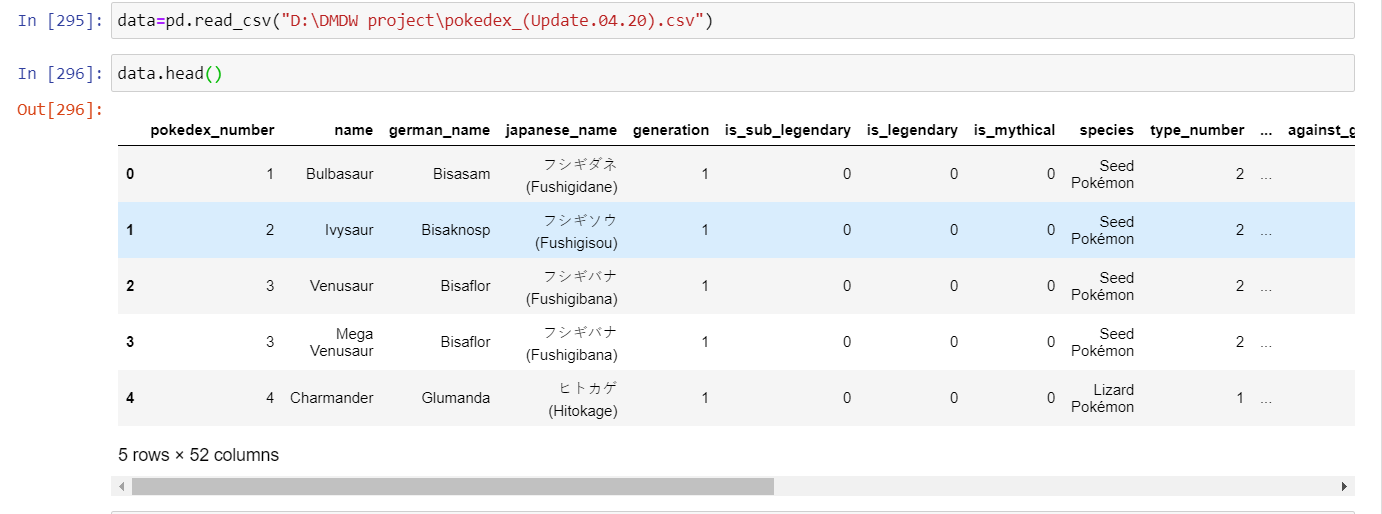
# **RESULTS**

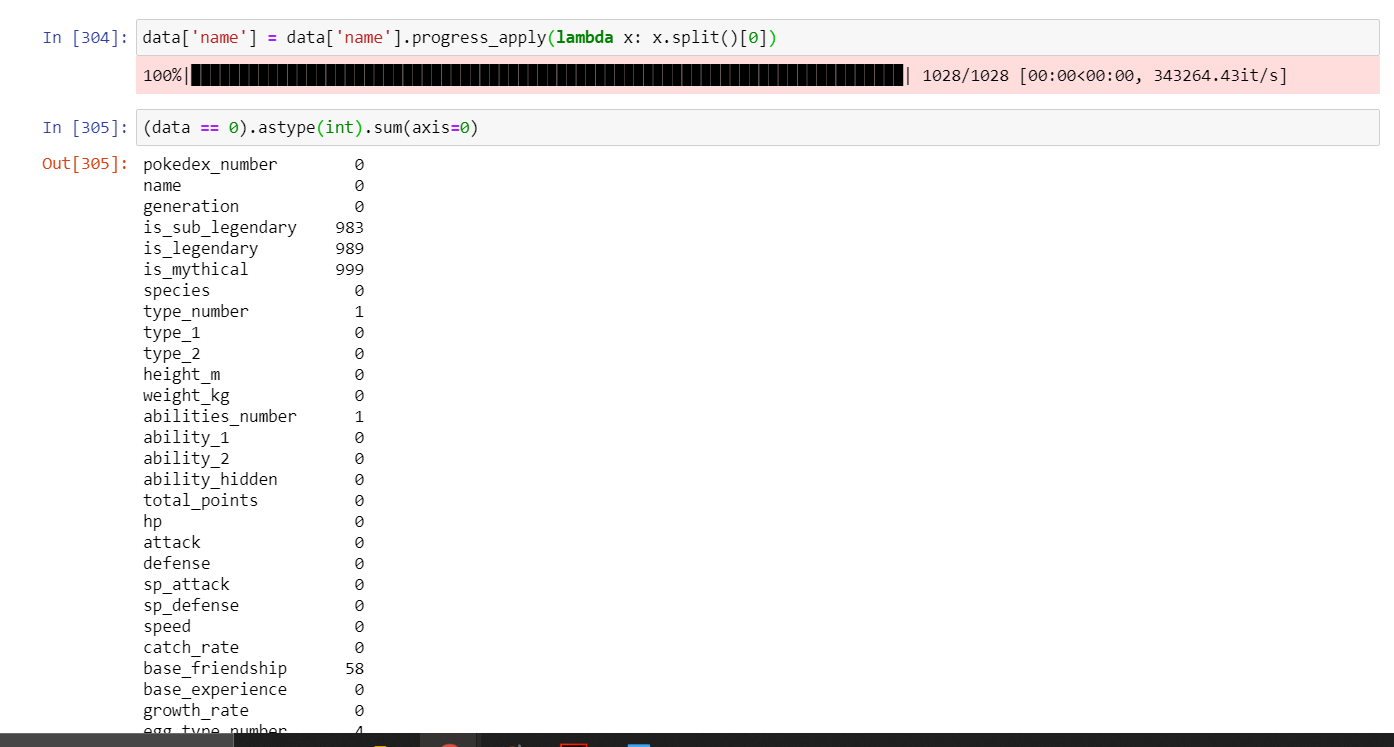
IMPORTED IMPORTANT MODULES



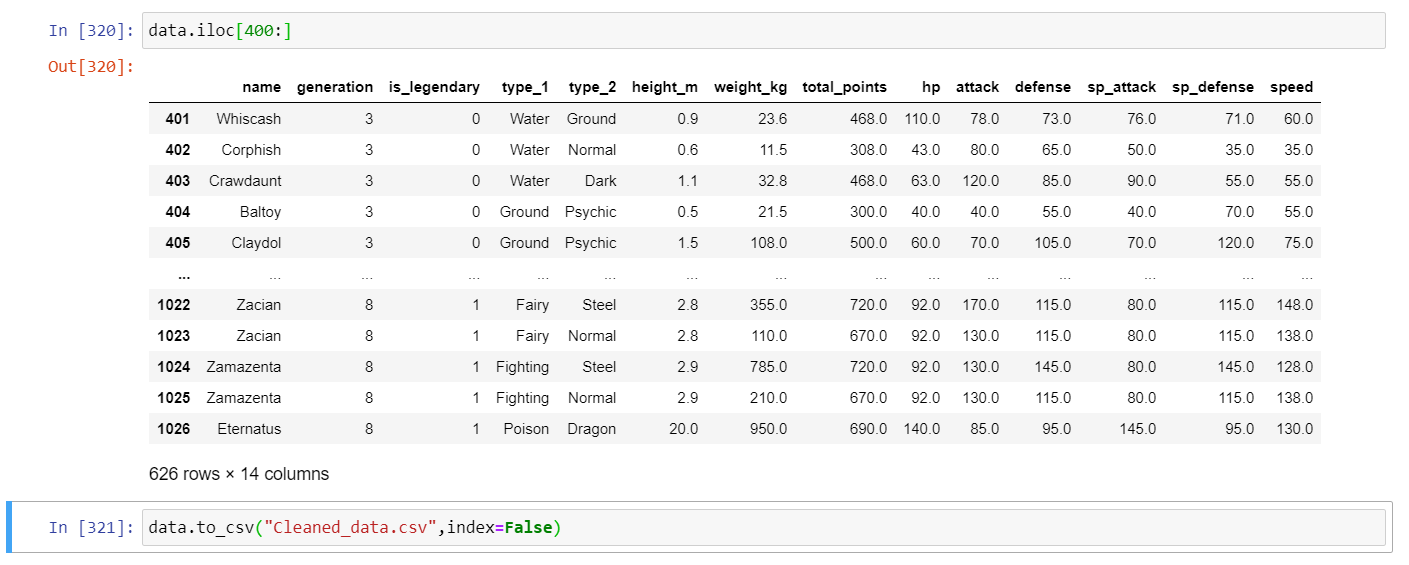
DATA IMPORTED SUCCESSFULLY THROUGH PANDAS



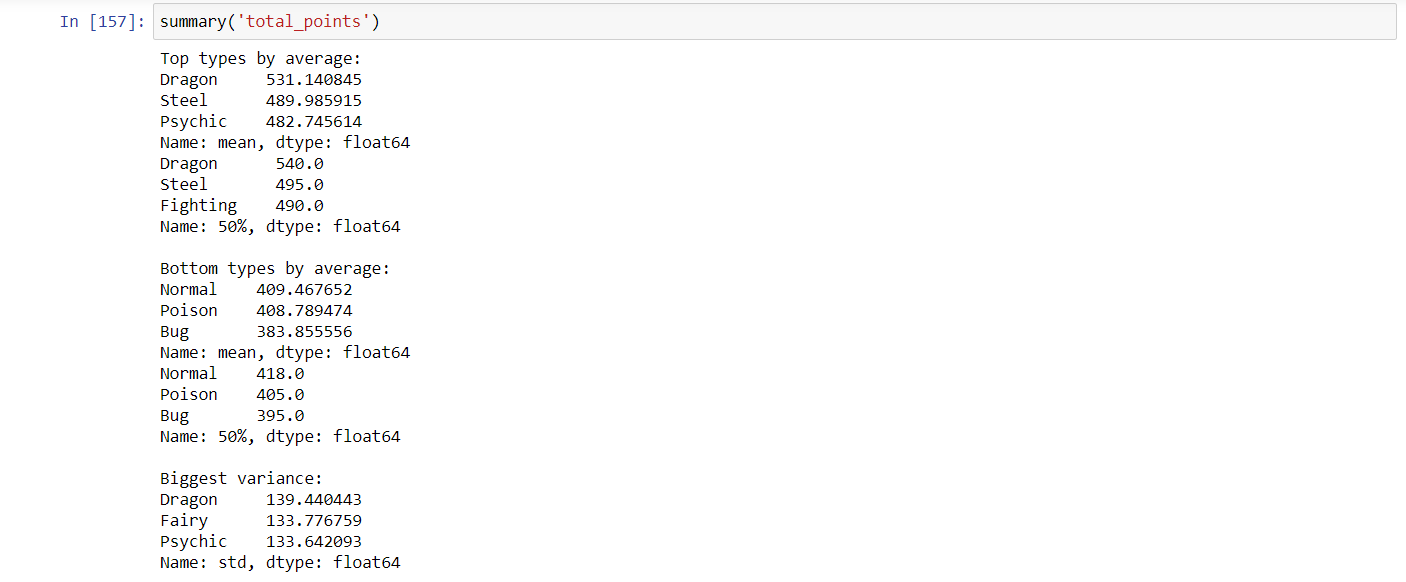
PREPROCESSING DATA

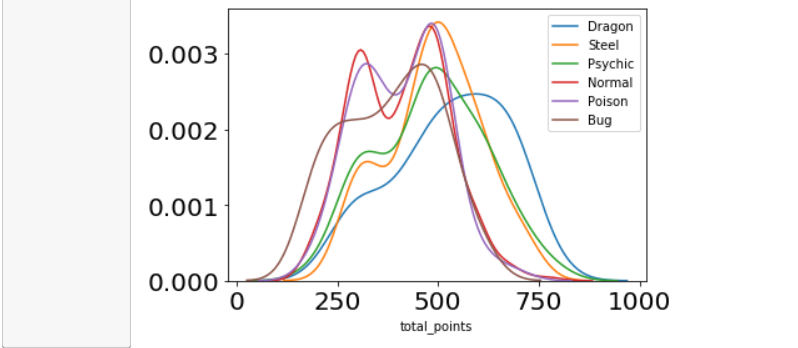


EXPORTED CLEANED DATA TO A NEW FILE FOR ANALYSIS

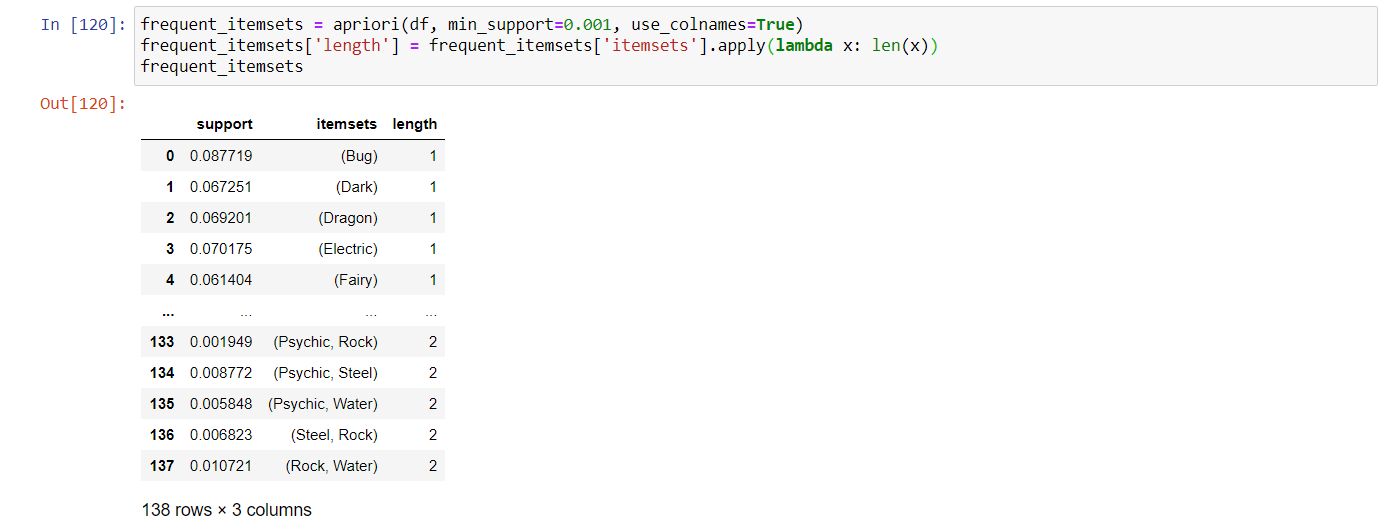


POKEMON STATS SUMMARY

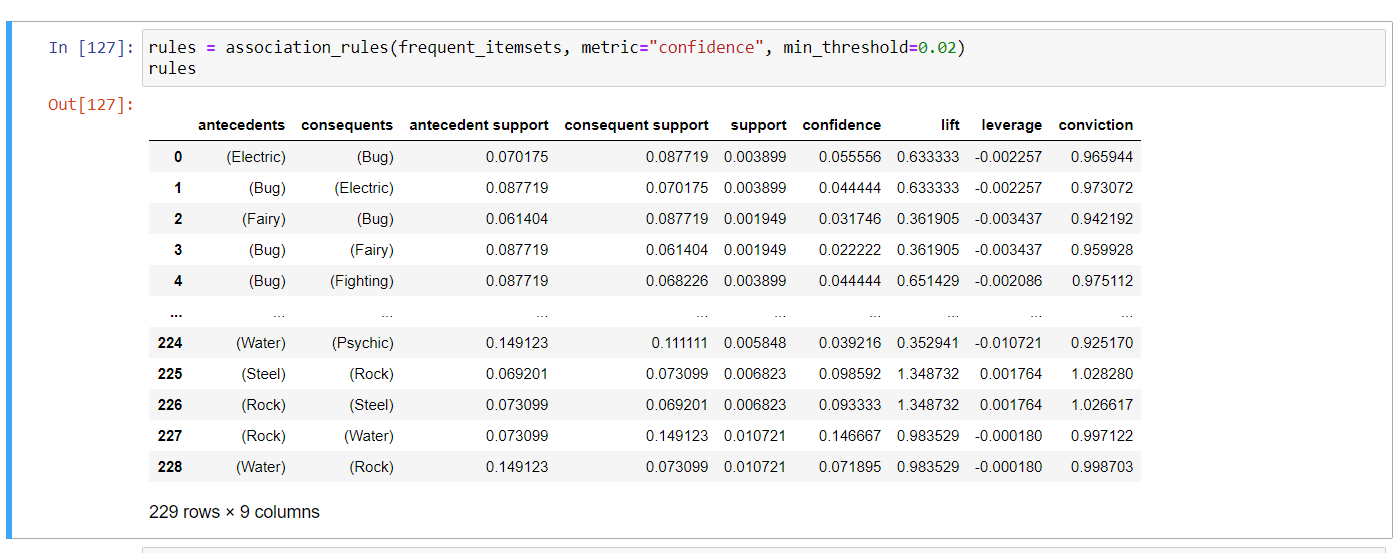




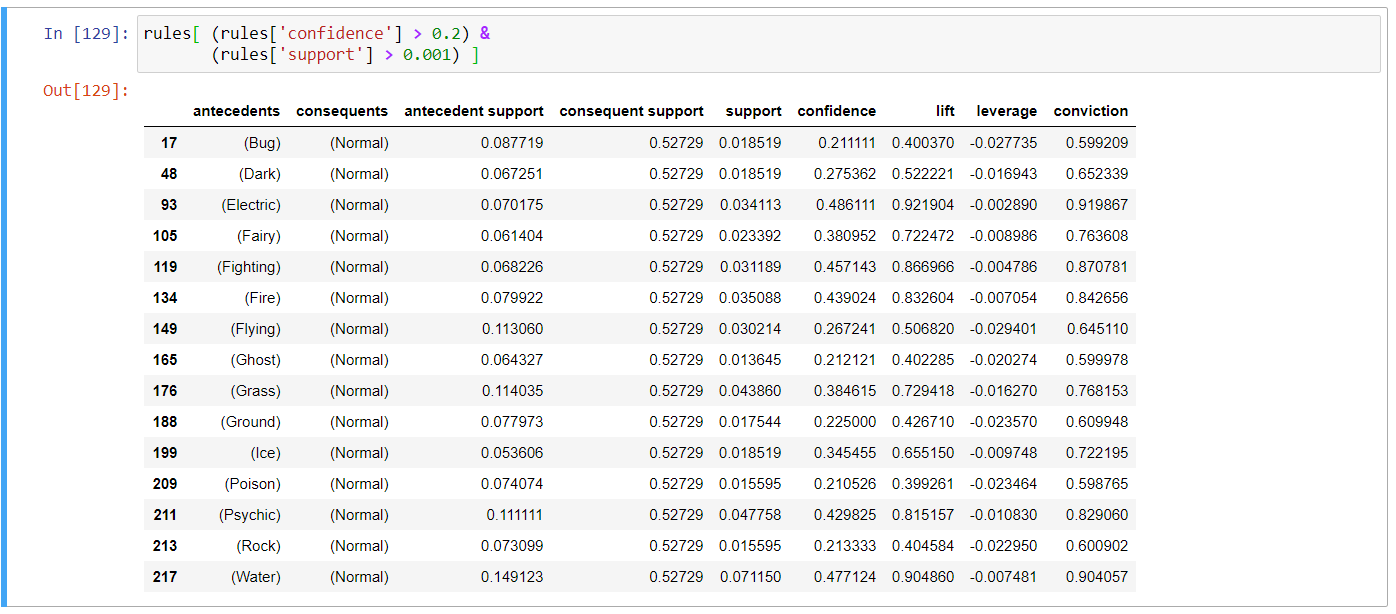
APRIORI ALGORITHM FOR FREQUENT ITEMSET RESULTS – TO FIND FREQUENT POKEMON TYPES



ASSOCIATION RULE MINING BY APRIORI ALGORITHM

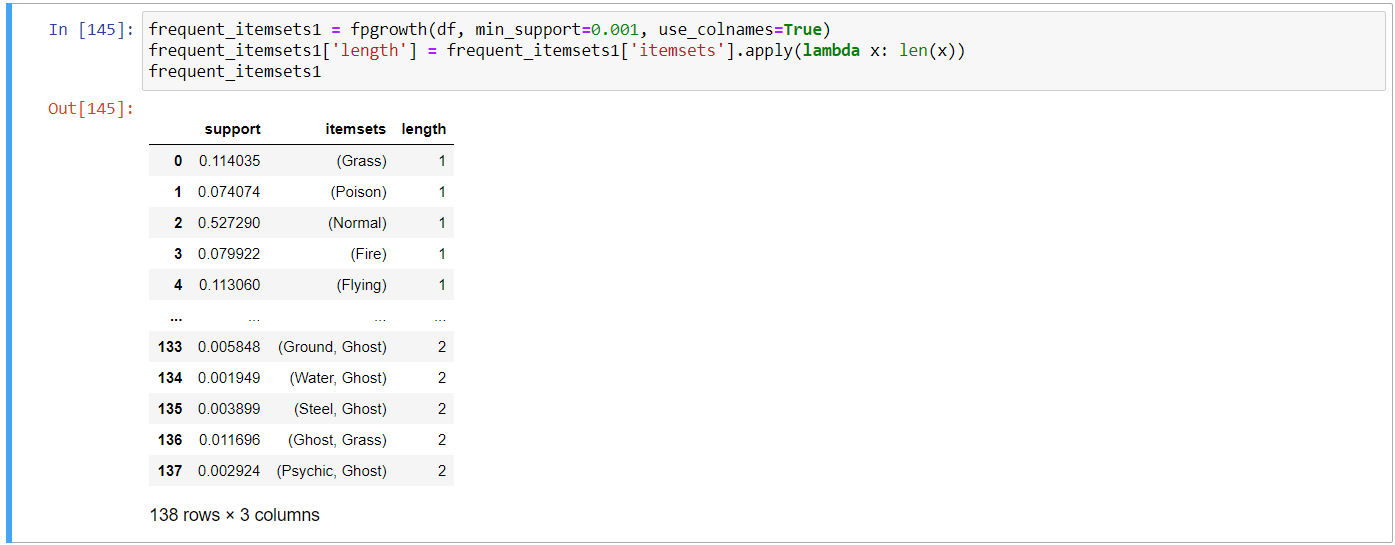


STRONG RULES FOR COMMON TYPE OF POKEMONS BY APRIORI ALGORITHM

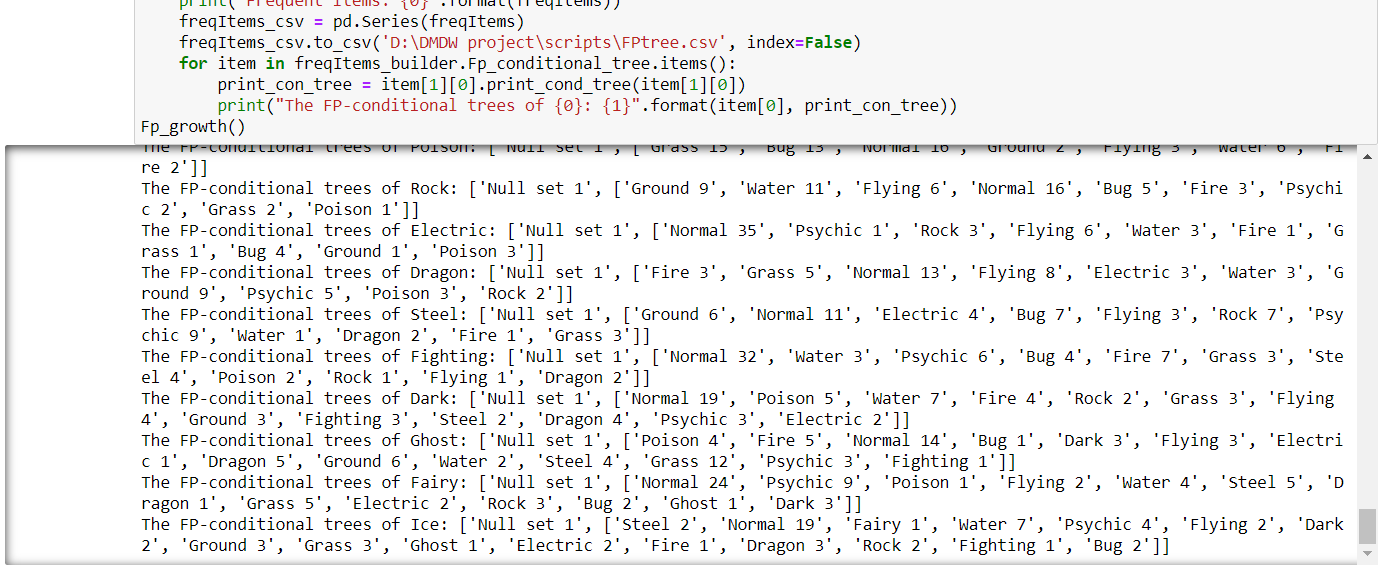


FPGROWTH ALGORITHM FOR FREQUENT ITEMSET RESULTS – TO FIND FREQUENT POKEMON TYPES

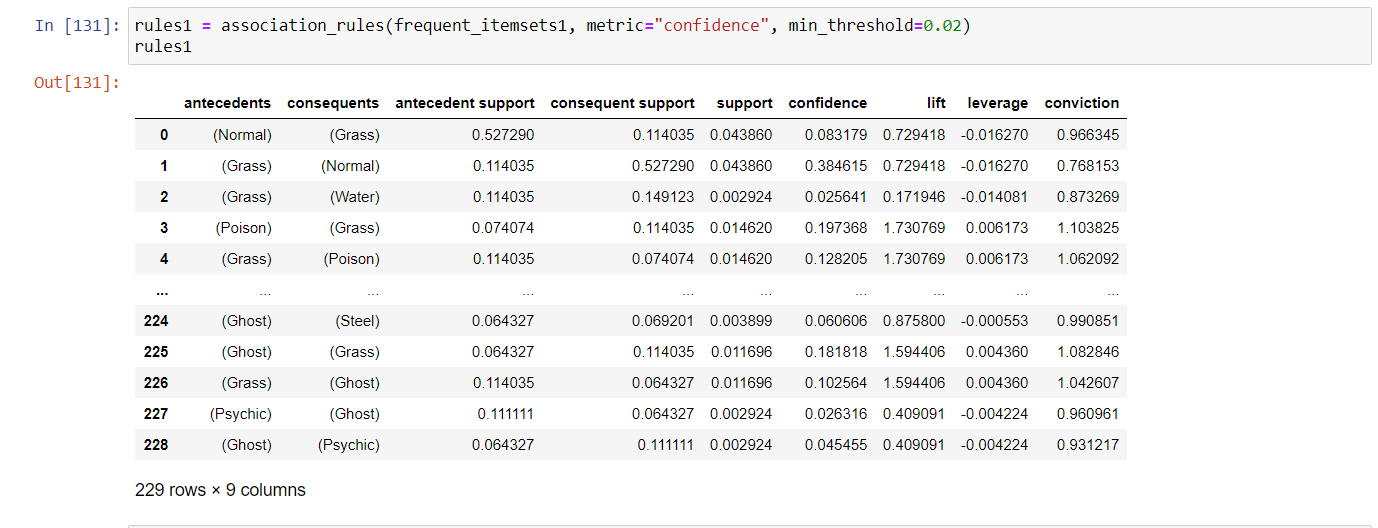




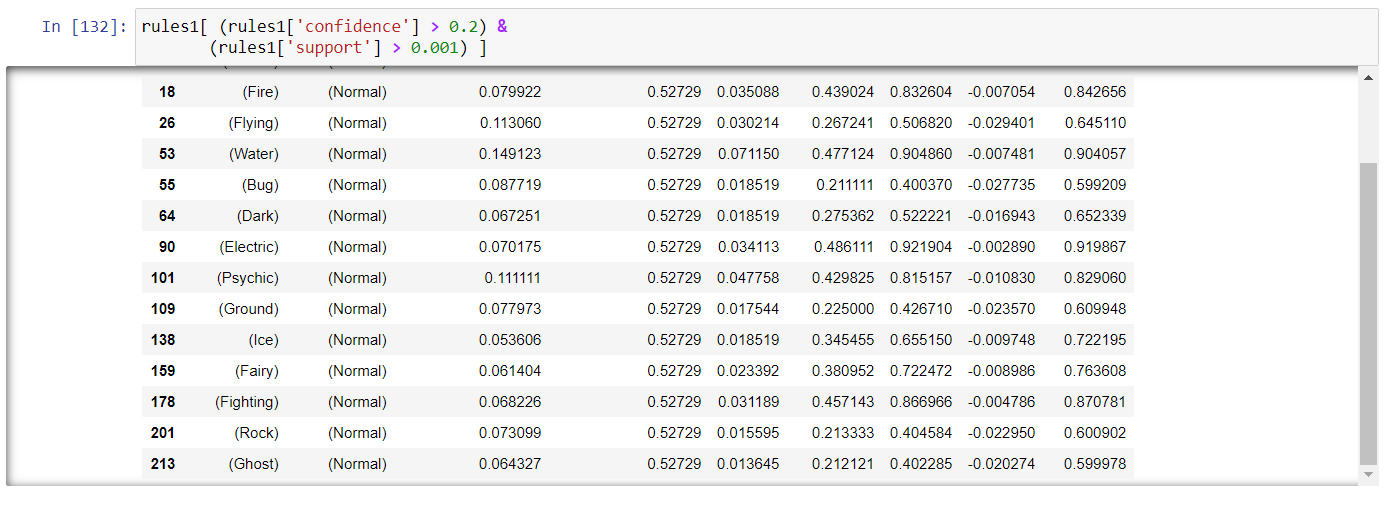
FPTREE

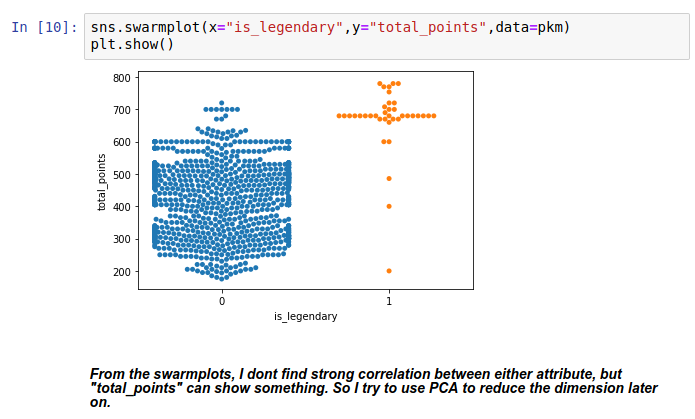


ASSOCIATION RULE MINING BY FPGROWTH

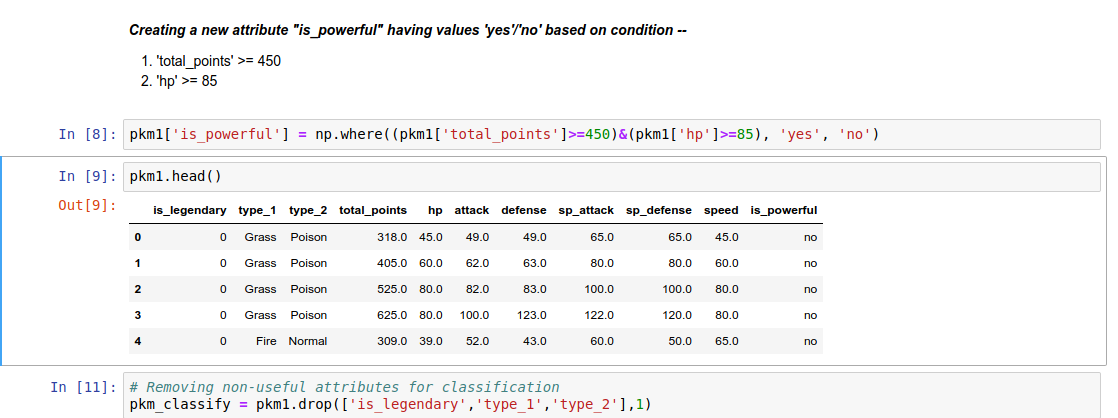


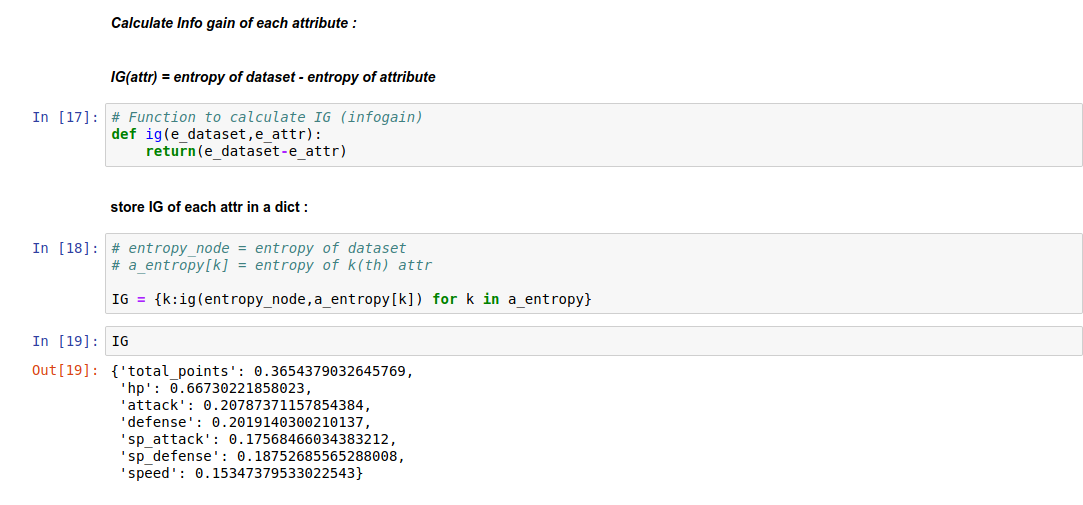
STRONG RULES FOR COMMON TYPE OF POKEMONS BY FPGROWTH ALGORTIHM

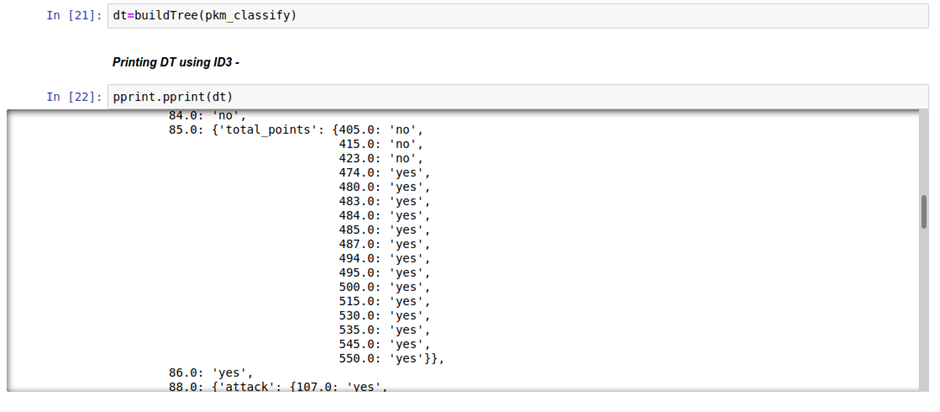


RESULTS FROM THE SWARMPLOT-

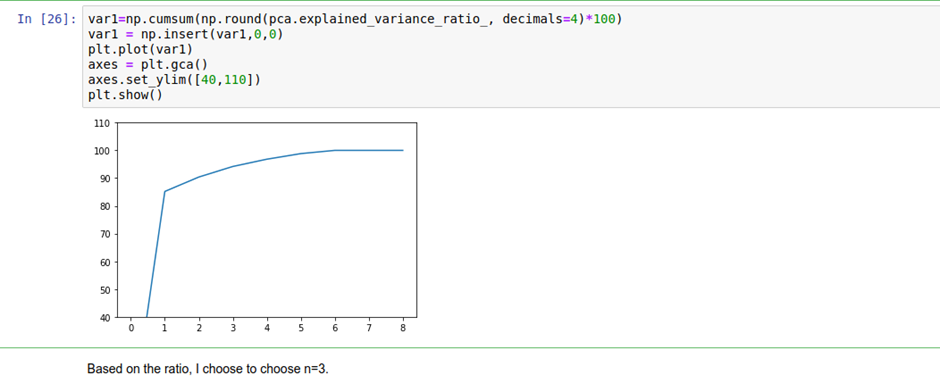
DECISION TREE USING ID3-

-CREATING NEW ATTRIBUTE ‘is\_powerful’ – 

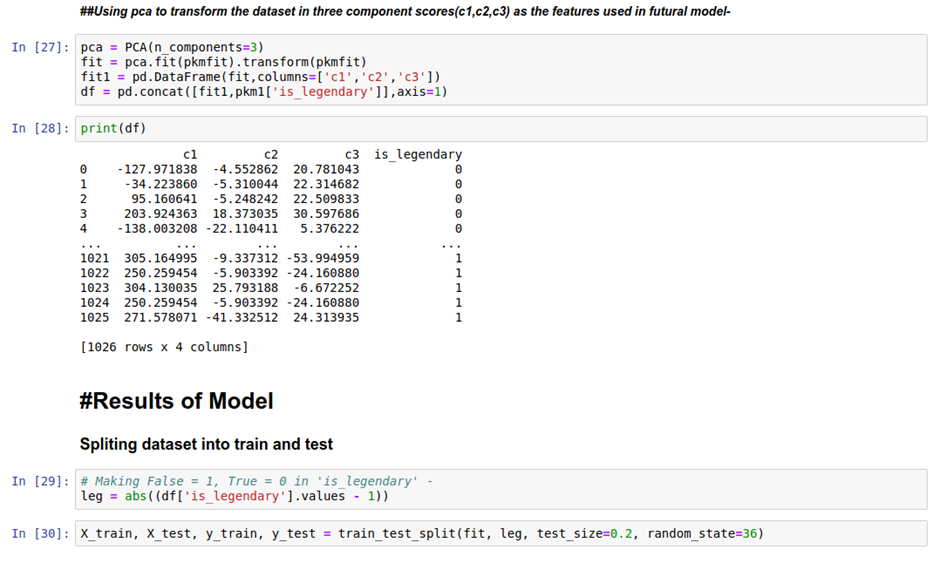
CALCULATING ENTROPY AND THEN INFO GAIN OF EACH ATTRIBUTE-

PRINTING THE DECISION TREE MADE USING ID3 ALGORITHM- 

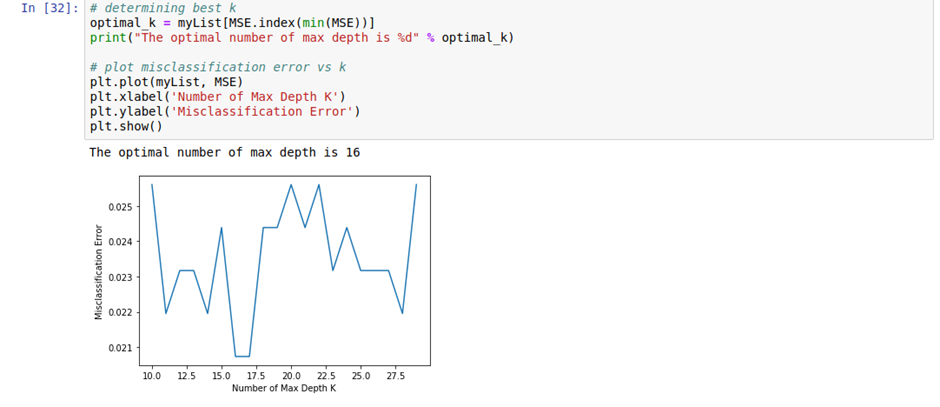
APPLYING PRINCIPAL COMPONENT ANALYSIS AND FINDING RATIO-



TRANSFORMING THE DATASET IN COMPONENT SCORE AND SPLITTING DATASET IN TRAIN AND TEST-



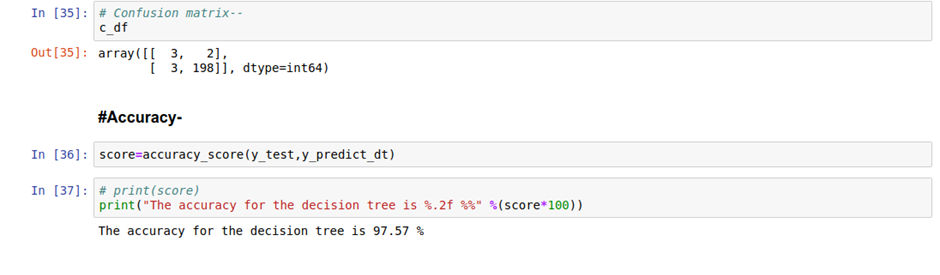
AFTER APPLYING DECISION TREE CLASSIFIER FINDING THE OPTIMAL NO. OF MAX DEPTH-

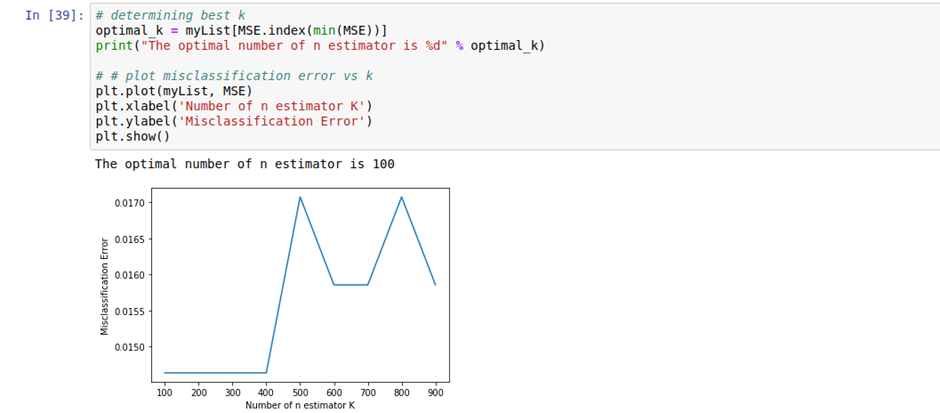


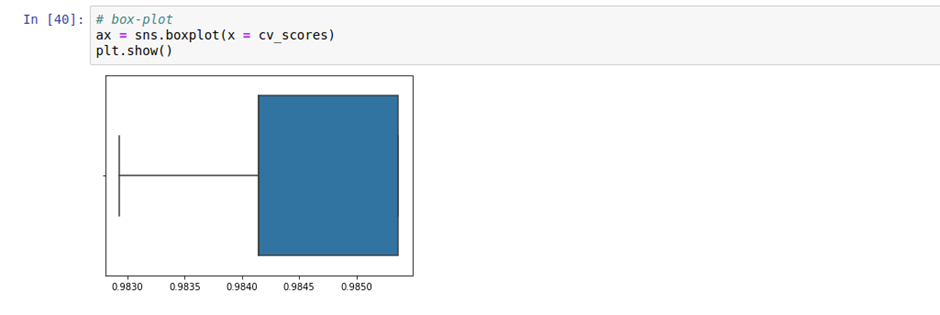
BOXPLOT OF DECISION TREE-



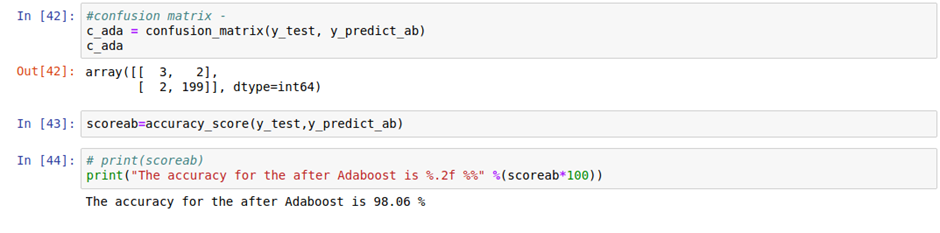
RESULTS OF DECISION TREE– CONFUSION MATRIX AND ACCURACY

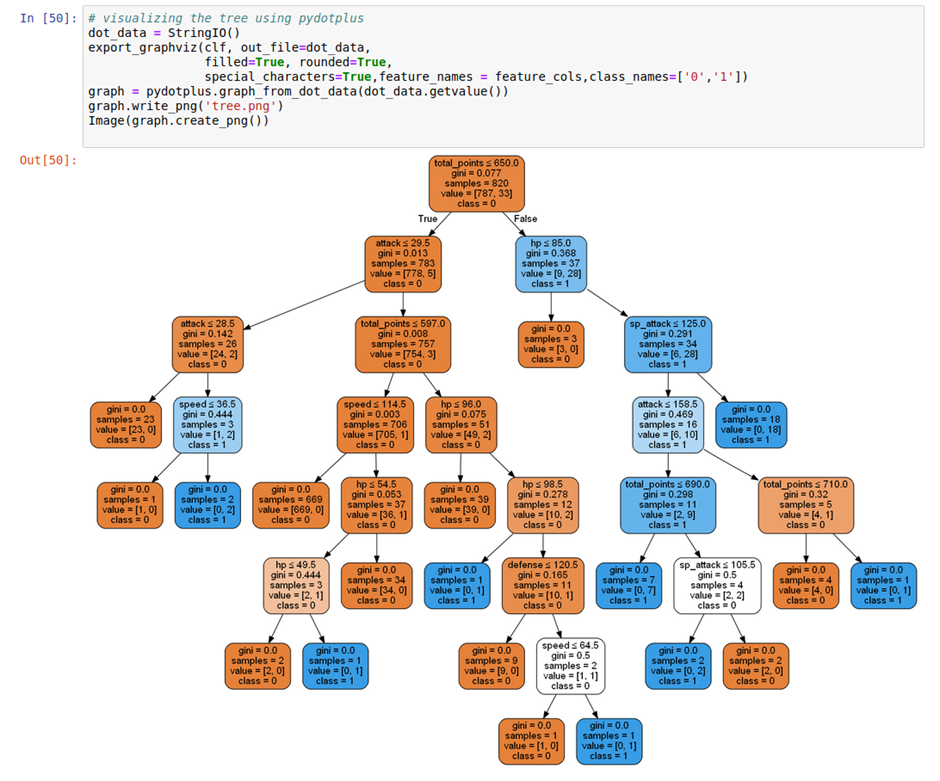


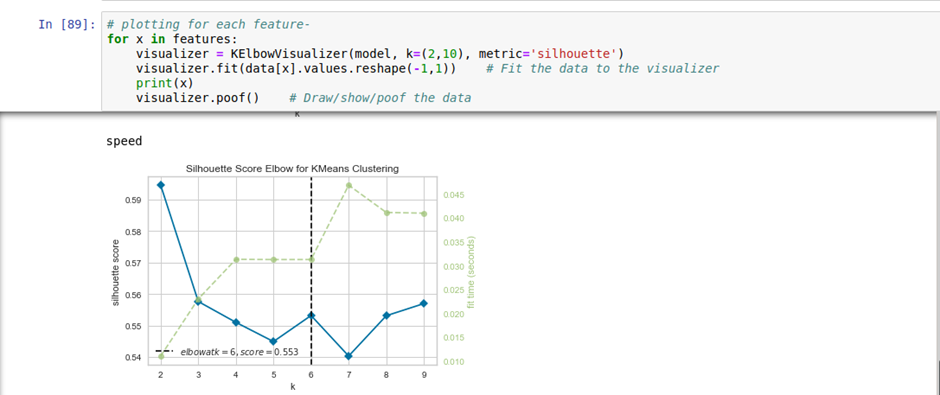
APPLYING ADABOOST AND FINDING OPTIMAL NO. OF N ESTIMATOR-

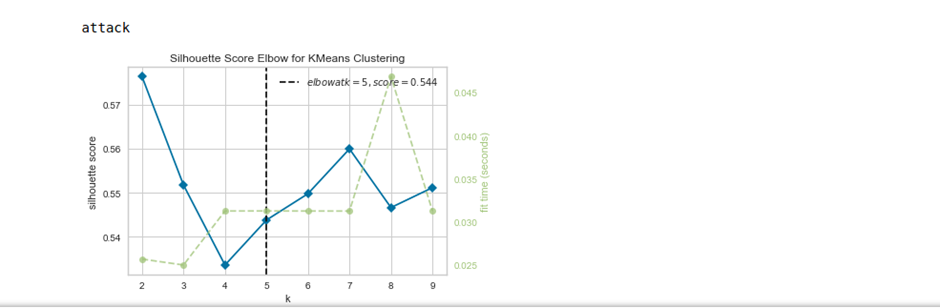
BOXPLOT FOR ADABOOST-

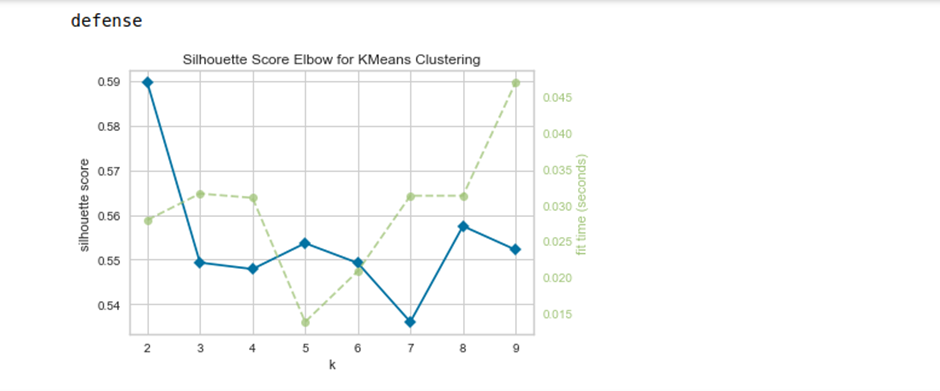
RESULTS OF ADABOOST– CONFUSION MATRIX AND ACCURACY-

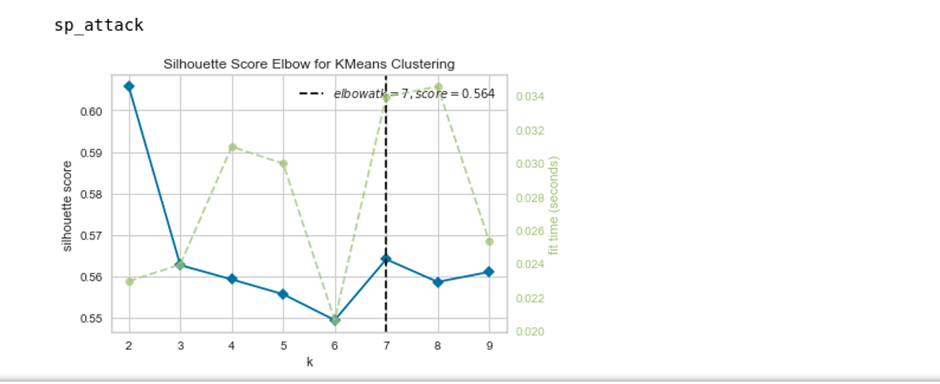


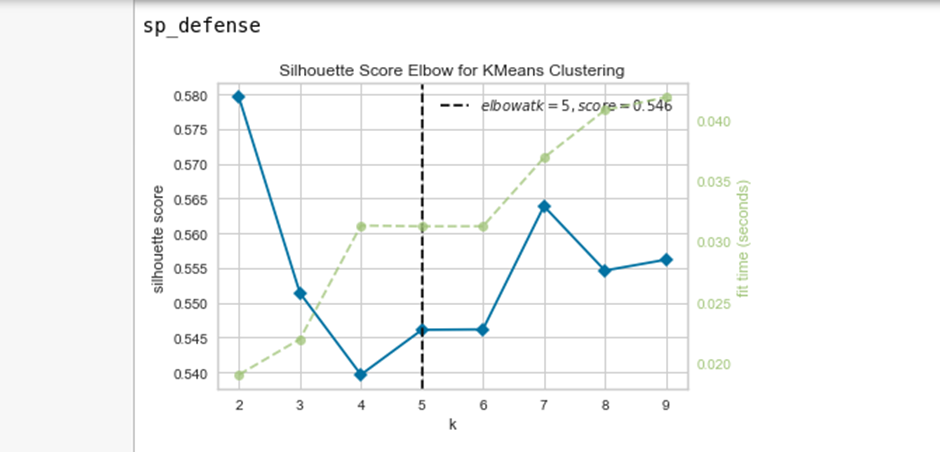
CONSTRUCTING THE DECISION TREE USING FEATURE-SET AND TARGET VARIBLE “is\_legendary”

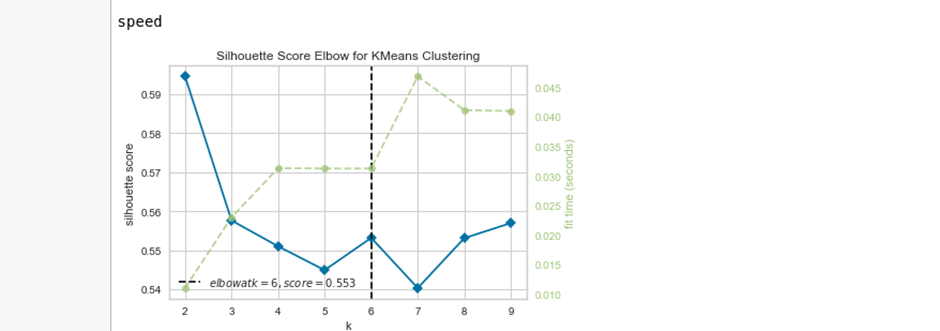
CLUSTERING WITH KMEANS AND PLOTTING FOR EACH FEATURE-

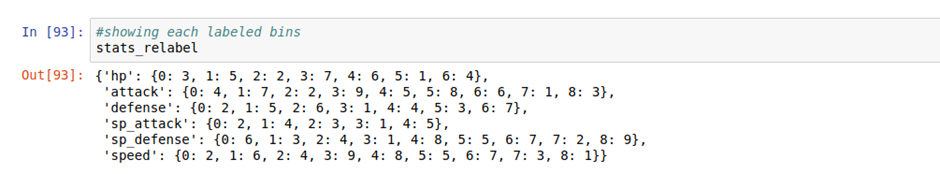


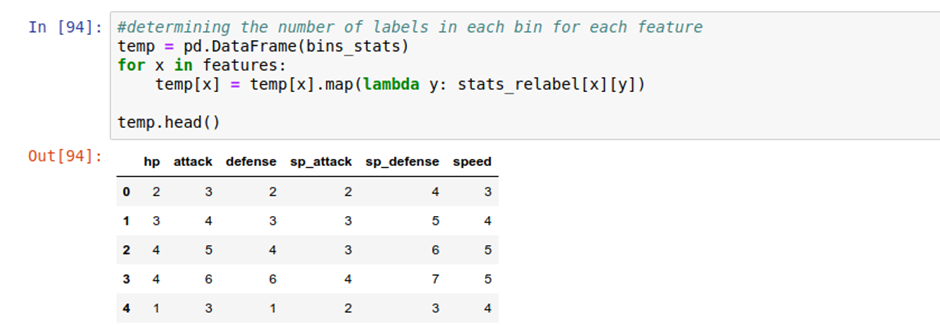


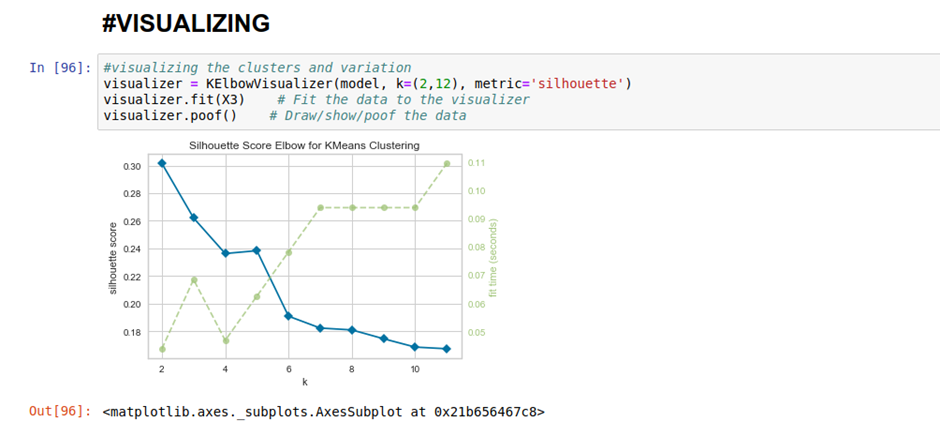


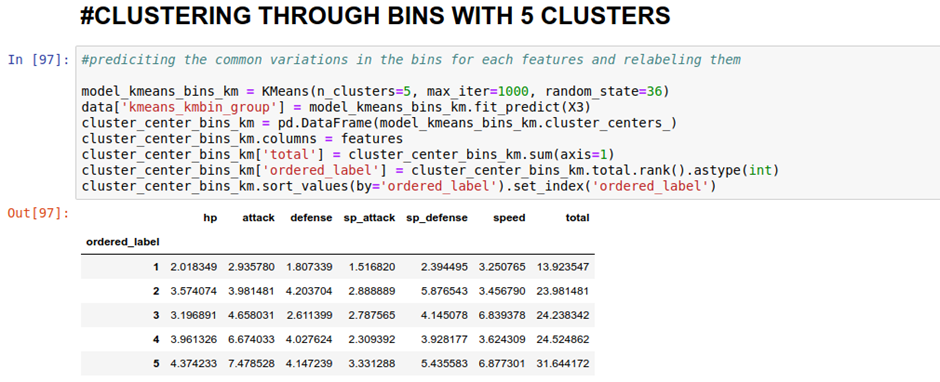


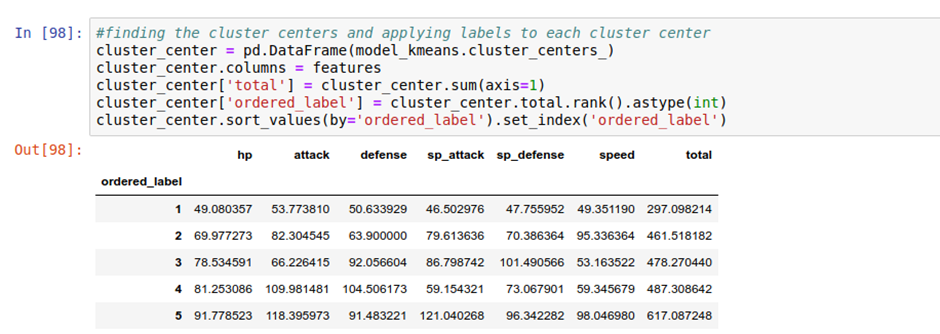


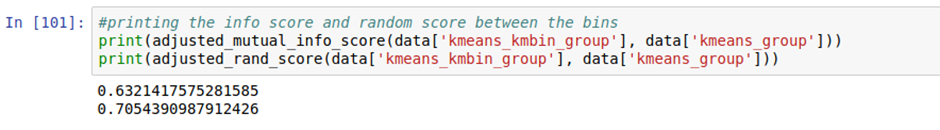
CLUSTERING BY BINNING AND PRODUCING LABELED BINS-

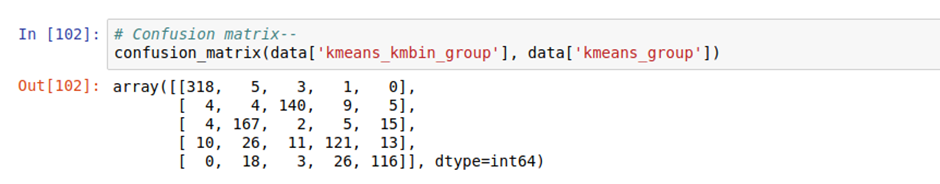
DETERMINING THE NUMBER OF LABELS IN EACH BIN FOR EACH FEATURE-

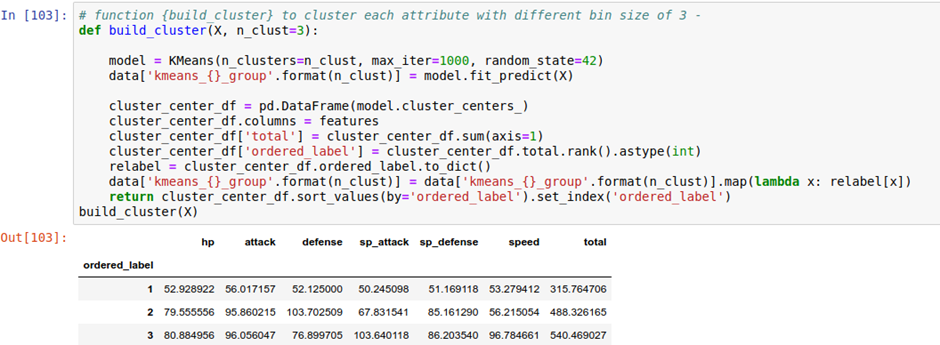
VISUALIZING THE CLUSTERS AND VARIATION-

CLUSTERING THROUGH BINS AND PREDICTING THE COMMON VARIATIONS-

FINDING THE CLUSTER CENTERS AND APPLYING LABELS TO EACH CLUSTER CENTER

INFO SCORE AND RANDOM SCORE BETWEEN THE BINS-

CONFUSION MATRIX-

CLUSTERING EACH ATTRIBUTE WITH DIFFERENT BIN SIZE OF 3

RESULTS OF CLUSTERED BINS-