Naïve Bayes Algorithm Description and Result

Same csv sheet(GameAnalysis.csv) was used for Naive Bayes algorithm like in Decision Tree. I used the csv list which includes Age, Games, Genre, and Platform categories(GameAnalysis.csv). Age category has 4 age groups (12-18, 18-25, 25-30, and 30-40). Games category has mixed of 12 games. Genre category is represented by 6 genres(FPS = First Person Shooter, Adventure, Sport, Platform, Strategy, RPG = Roll Playing Game). Platform category is illustrated by PC and PS which are Personal Computer and Playstation. Purpose of analyzing this table to predict tendency of using on PC and PS platforms by age groups. Result was interesting in implementation of Naïve Bayes compared to Decision Tree. Result of the prediction of the algorithm is 0.65(As Accuracy). It means Decision Tree did better job than Naïve Bayes algorithm. I tested same assumption like in Decision Tree[1 = age between 12 and 18, 2 = Fifa, 1 = FPS], [2 = age between 25 and 30, 0 = Age of Empire, 3 = Sport] in the algorithm. The result, which was PS and PC, was different than Decision Tree.