Title: Prediction of the "play" attribute in the weather dataset

Group Details:

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Introduction

This project tries to implement a machine learning program in Java using the Weka library.

Using J48 classifier, we try to predict the label (value) associated with an attribute ('play') of an instance from the given dataset ('weather').

Objective

The weather dataset contains many attributes including 'play' along with other attributes related to weather of a given day.

Our objective is to train a classifier from the 'weather dataset' and apply it to a 'test dataset' and then predict whether the attribute play bears the value 'YES' or 'NO'

Motivation

Machine learning is a vast and a crucial technology that is being used for the better decision making and smart prediction.

Feasibility

 Collection and maintenance of a big data set is a little difficult.

 Prediction will be more accurate if a large dataset is involved.

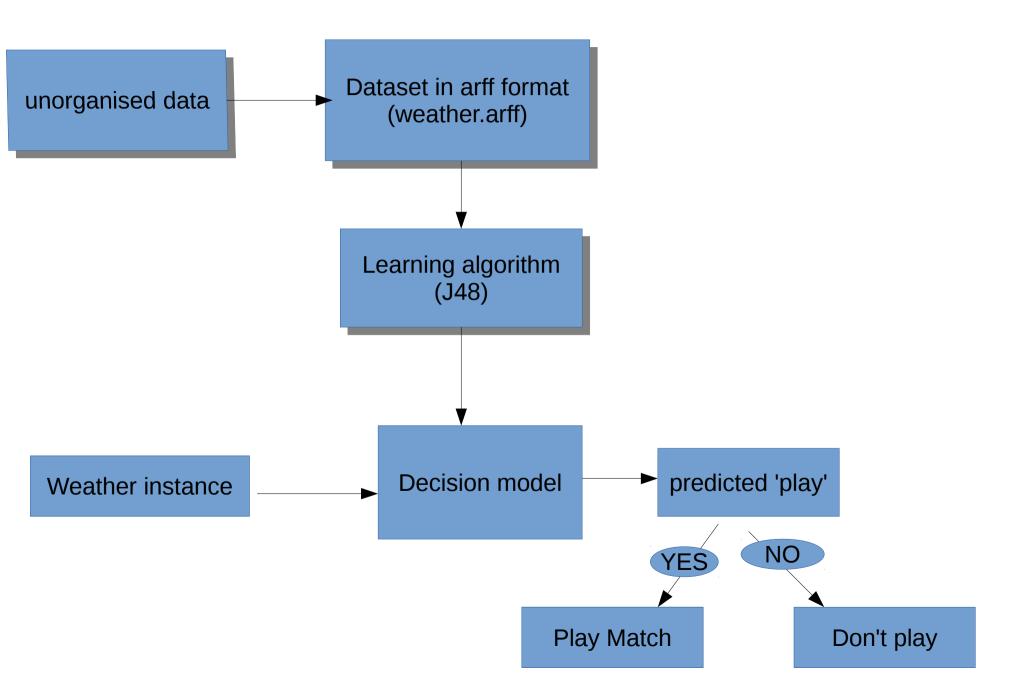
Tools/Software/Languages

Java

Weka 3

weatherunderground

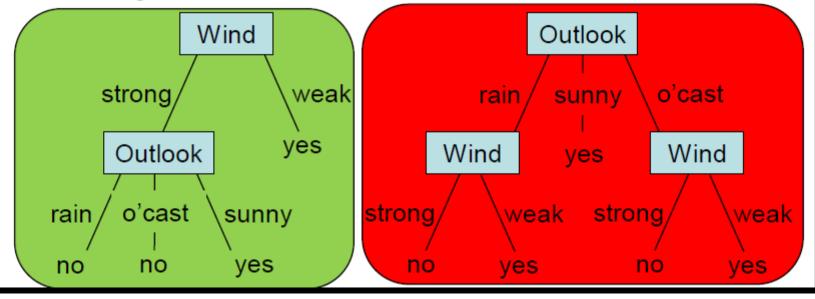
SYSTEM DESIGN



How do we produce decision trees?

- Basic Algorithm is recursive...
 - Determine which attribute to use as the top most node of the decision tree (candidates being "Wind" or "Outlook" in the first step using this example)
 - do this by calculating the information gain for each candidate attribute
 - pick the attribute with the highest information gain.

Outlook	Wind	PlayGolf
rain	strong	no
sunny	weak	yes
overcast	weak	yes
rain	weak	yes
sunny	strong	yes
rain	strong	no
overcast	strong	no



Calculating Information Gain

 Determine which attribute to use as the top most node of the decision tree – do this by calculating the information gain for each candidate attribute – pick the attribute with the highest information gain.

Gain(S, A)
$$\equiv$$
 Entropy(S) $-\sum_{v \in Values(A)} (|S_v| / |S|) Entropy(S_v)$

The information Gain of attribute A in collection S where Values(A) is the set of possible values for attribute A and S_v is the subset of S for which attribute A has the value V

Entropy(S)
$$\equiv -p_+\log_2p_+ - p_\log_2p_-$$

Where target classification is boolean

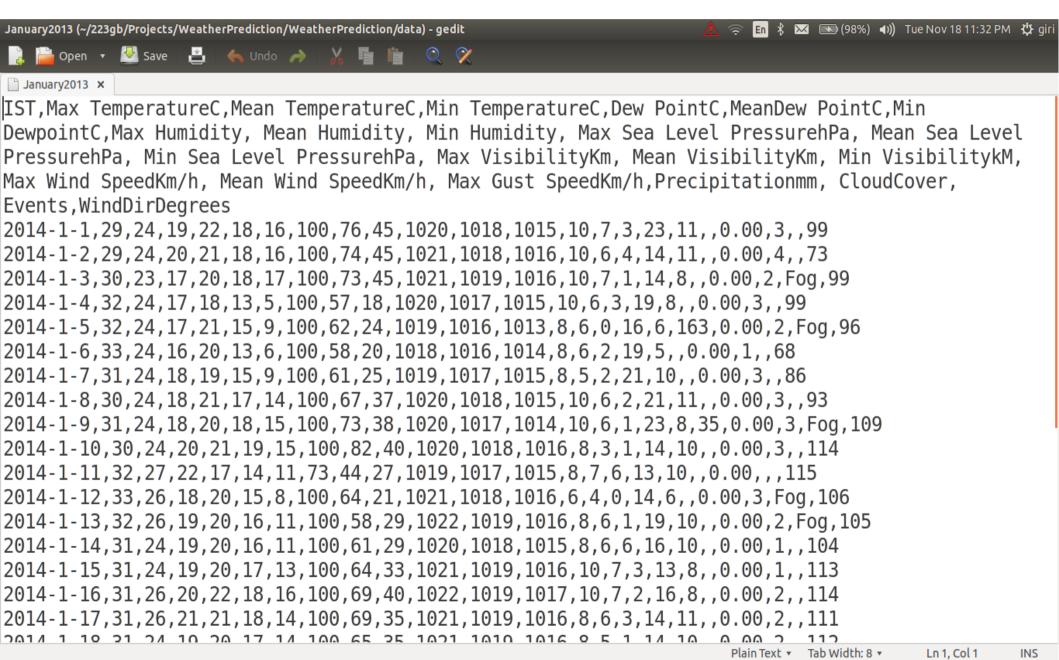
- p₊ :the proportion of positive examples in collection S
- p_: the proportion of negative examples in collection S

Outlook	Wind	PlayGolf
rain	strong	no
sumy	weak	yes
overcast	weak	yes
rain	weak	yes
sumy	strong	yes
rain	strong	no
overcast	strong	no

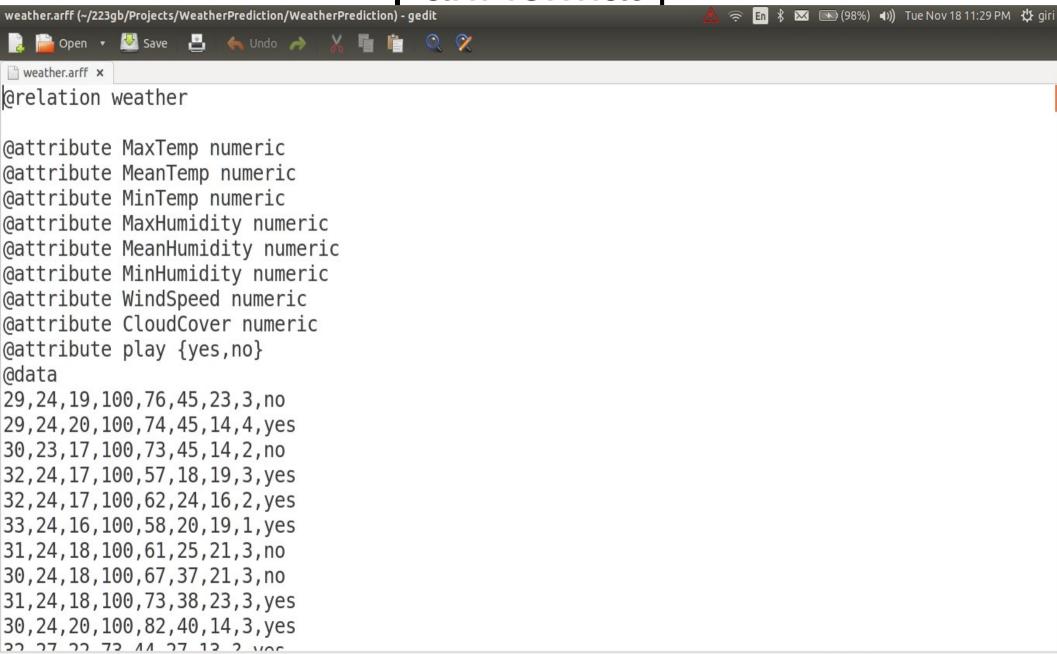
Modules

- prepareDataset// prepares the arff file from a csv file
- evaluate
 // evaluates the model , used to calculate acurracy
- readfile// reads a datafile
- addInstances// add your own instances
- display//display the tree
- crossValidation
 //prepares dataset pairs for crossvalidation

Sample Dataset [csv format]



Sample Dataset [arff format]

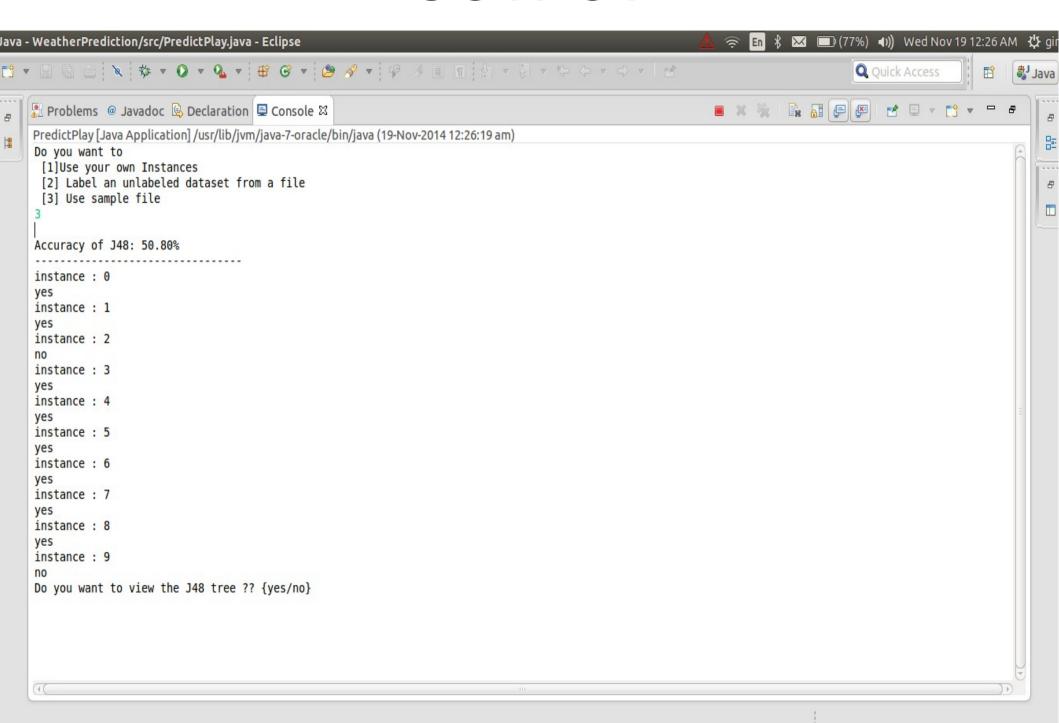


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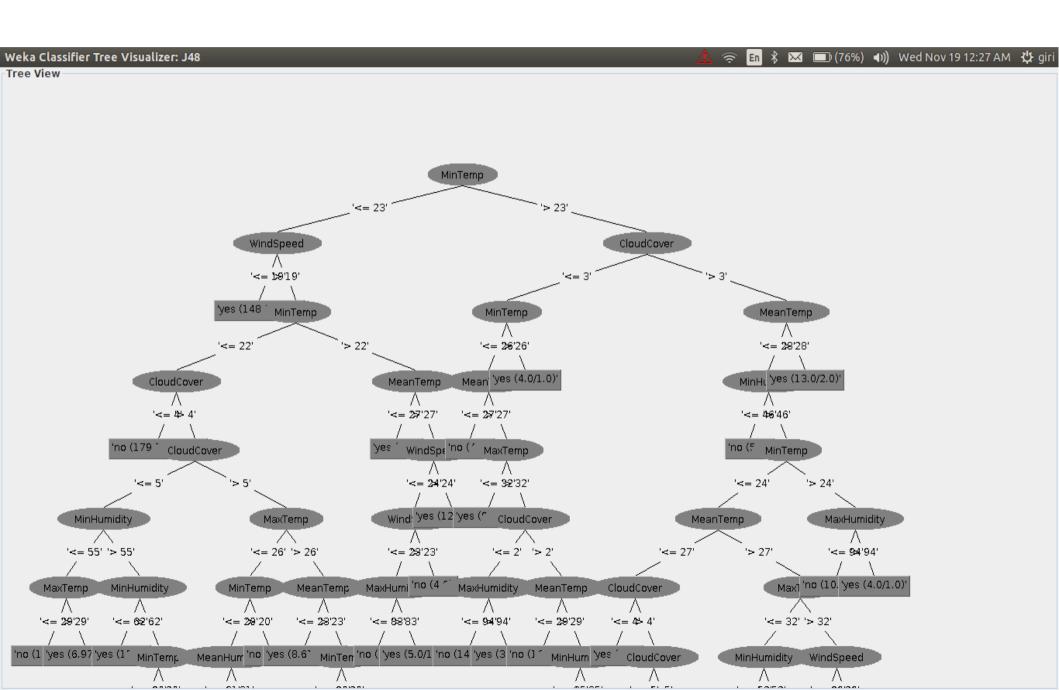
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OUTPUT



OUTPUT



RESULT

The decision tree was built using the training data set. The values for the 'play' attribute were predicted for each instance in the testing dataset according to the decision tree built. Thereafter, the accuracy of the prediction was calculated.

CONCLUSIONS

We concluded that using the concepts of machine learning one could easily predict values for a given attribute in a dataset if the values for the other attributes are known.

These prediction values could be further used for other purposes for e.g in our case the value of the play attribute could be used to decide whether a cricket match should be held in a particular city on a particular day or not given we have the weather data for that city.

References

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Thank You