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MAXIMUM MARKS	2 MARKS

ASSIGNMENT:3

ABALONE AGE PREDICTION:

The number of experiments were performed to obtain the optimal parameters
for each model. All the experiments were performed on the standard Intel (R)
Core (TM) İ5-

7200U CPU @ 2.50GHz computer in an Anaconda environment with Python as
the pro-
gramming language. The training dataset consists of 4176 samples. These
samples
were divided into training consisting of 2923 samples (70%) and testing 1253
samples
(30%) subsets.
   The Training accuracy with different optimizers is shown fig. 1. BPFFNN
model
obtained high accuracy for both training and testing. Moreover, Adadelta
optimizer
scored better compared to other optimizers with BPFFNN (89% training and
88% test-
ing). The figure shows that all optimizers produced similar results except Sgd
optimizer.
   In fig. 2 the convergence of five different optimization algorithms is
illustrated in
terms of training loss over the epochs. BPFFNN model had a lower training loss
with
Adagrad optimizer. Sgd starts with a rapid descent, but after 150 epoch stops
improving.
Rmsprop, Adadelta and Adam optimizers seem to perform almost the same.
Table 1 shows the confusion matrix for a multiclass classification problem with
three
classes (1, 2 and 3). As seen in the table, TP_1 is the number of true positive
samples in
the class 1, that is, the number of samples that are correctly classified from class
1. E_{12}

is misclassified samples, i.e., the samples from class 1 that were incorrectly classified as
class 2. Accordingly, the false negative in the 1 class (FN_1) is the sum of all class 1
samples that were incorrectly classified as class 2 or 3, i.e., is the sum of E_{12} and E_{13}.
Briefly, FN of any class is equal to the sum of a row except value TP. The false positive (FP) of any class is equal to the sum of a column except the value TP. The true
negative (TN) of any class is equal to the sum of values except row of true class and the
column of predicted class.

$$\square\square_{\square\square}{}^{\square}{}_{\square\square\square}\ {}^{\square\square}{}_{\square\square}$$

(10)

$$\square\square_{\square}\ {}^{\square\square}{}_{\square\square}\ {}^{\square\square}{}_{\square\square}$$

(11)

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$$\square\square_{\square}\ \square\ \square\square_{\square}\ {}^{\square\square}{}_{\square\square}\ {}^{\square\square}{}_{\square\square}\ {}^{\square}{}_{\square}\ {}^{\square\square}{}_{\square}$$

(12)

Table 2 summarizes the accuracy of all the classifiers. Generally, all classifiers per-
formed equally well, except the Gauss Naive Bayes, which obtained relatively lesser
accuracy (60.88%). Moreover, the Random Forest classifier produced the highest per-
formance on our dataset (87%) followed by SVM, which achieved an accuracy of 86.76
%. Furthermore, KNN and Decision tree classifiers reach almost equal accuracy 86.28%,
86.44%, respectively. Compared with the other classifiers, the performance of the pro-
posed model was relatively better. From the obtained results, we can conclude that the
BPFFNN reached the best accuracy in the abalone age prediction task.

Table 1 The confusion matrix for a multiclass classification problem with three classes.

Pred

True
G1
G2
G3
G1
TP1
E21
E31
G2
E12
TP2
E32
G3
E13
E23
TP3
G1: age < 7, G2: 7 ≤ age ≤, and G3: age > 16

Fig.1. Training accuracy with different optimiz-
ers
Fig. 2. Training loss for each optimizer.

Fig. 3 Mean Square Error for different optimizers
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Table 2 Comparison of applied algorithms.

No	Method	Accuracy %
1	KNN	86.28
2	Gaus Naive Bayes	60.84
3	Decision Tree	86.44
4	Random Forest	87.00
5		

Support Vector Machine
86.76
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Proposed (BPFFNN)
88.25

The confusion matrix of the Random Forest algorithm is presented in Table 3. Ob-
tained results demonstrate that it performs the best results for Group-2 class of the da-
taset. There only 8 data in Group-2 that are misclassified. One thousand forty-one data
in Group 2 are classified correctly. Only 3 data classified correctly in Group-3, which
shows it does not perform well.

Table 3 Confusion matrix for Random Forest.

True \ Pred	G1	G2	G3
G1	35	31	0
G2	7	1041	1
G3	0	136	3

G1: age < 7, G2: $7 \leq$ age $\leq$, and G3: age > 16

Confusion matrix of SVM algorithm is presented in Table 4. Obtained results
demonstrates that, the SVM algorithm gave the worst results after the Gauss Naïve
Bayes algorithm for class 2 (between 7 and 16 age of abalone). 59 data in class 2 are
misclassified, that is, FN_2.

Table 4 Confusion matrix for SVM.

Pred

True
G1
G2
G3
G1
44
22
0
G2
11
990
48
G3
0
85
54
G1: age < 7, G2: 7 ≤ age ≤, and G3: age > 16

Confusion matrix of KNN algorithm is presented in Table 5. Obtained results demonstrates that, 1006 data in class 2 are classified correctly, i.e. TP_2. Only 35 data

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classified correctly in the 3(above 16 age of abalone) class, that is, TP_3. The KNN and decision tree algorithms gave the worst results for class 1.

Table 5 Confusion matrix for KNN.

Pred
True
G1
G2
G3
G1
41
25
0
G2
11
1006
32
G3

0
104
35
G1: age < 7, G2: $7 \leq$ age $\leq$, and G3: age > 16

Confusion matrix of Gauss Naive Bayes algorithm is presented in Table 6.

Obtained
results demonstrates that, relevant algorithm preform the best results for 1(below 7 age
of abalone) and 3 (above 16 age of abalone) class of the dataset. There only 4 data in
class 1 (below 7 age of abalone) that are misclassified, that is, FN_1. The Gauss Naive
Bayes algorithm gave the worst results for class 2. Only 629 data classified correctly in
the 2((between 7 and 16 age of abalone)) class, i.e. TP_2. 420 data in class 2 are misclas-
sified, that is, FN_2.

Table 6 Classification result for Gauss Naive Bayes

True \ Pred	G1	G2	G3
G1	62	4	0
G2	108	629	312
G3	0	67	72

G1: age < 7, G2: $7 \leq$ age $\leq$, and G3: age > 16

The confusion matrix of the decision tree algorithm is presented in Table 7. Obtained
results demonstrate that 1018 data in class 2 are classified correctly, i.e. TP_2. Only 31

data in class 2(between 7 and 16 age of abalone) are misclassified, that is, FN_2. The
decision tree algorithm gave the best results after the random forest algorithm for class
2. Only 24 data classified correctly in the Group 3. The decision tree algorithm gave the
worst results after the random forest algorithm for class 3. While for 3 class, it does not
perform well.

Table 7 Classification result for Decision Tree.

True	Pred		
	G1	G2	G3
G1	41	25	0
G2	10	1018	21
G3	0	115	24

G1: age < 7, G2: 7 ≤ age ≤, and G3: age > 16
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The overall results obtained for abalone classification using the six conventional
classifiers were satisfactory except Gauss Naive Bayes classifier. The proposed
BPFFNN outperformed all other classifiers in terms of classification accuracy. In addi-
tion, we compared our approach with CNN based method proposed by authors in [8],
which reported 79.09% accuracy. We believe that for simple datasets such as the one we
used in this study, the conventional machine learning approaches are more effective than
deep learning-based approaches. Even though deep learning-based approaches have

shown high classification accuracy for many problems, yet they are data intensive. We
prefer conventional machine learning approaches over deep learning methods for both
ease of implementation and classification accuracy in scenarios like this where the da-
taset is small.