Peer-graded Assignment: Learning Machine Course Project

Christian Frei 21 June 2017

Executive Summary

Background

Using devices such as Jawbone Up, Nike FuelBand, and Fitbit it is now possible to collect a large amount of data about personal activity relatively inexpensively. These type of devices are part of the quantified self movement – a group of enthusiasts who take measurements about themselves regularly to improve their health, to find patterns in their behavior, or because they are tech geeks. One thing that people regularly do is quantify how much of a particular activity they do, but they rarely quantify how well they do it. In this project, your goal will be to use data from accelerometers on the belt, forearm, arm, and dumbell of 6 participants. They were asked to perform barbell lifts correctly and incorrectly in 5 different ways. More information is available from the website here: http://groupware.les.inf.puc-rio.br/har (http://groupware.les.inf.puc-rio.br/har) (see the section on the Weight Lifting Exercise Dataset).

Data

The training data for this project are available here:

https://d396qusza40orc.cloudfront.net/predmachlearn/pml-training.csv (https://d396qusza40orc.cloudfront.net/predmachlearn/pml-training.csv)

The test data are available here:

https://d396qusza40orc.cloudfront.net/predmachlearn/pml-testing.csv (https://d396qusza40orc.cloudfront.net/predmachlearn/pml-testing.csv)

The data for this project come from this source: http://groupware.les.inf.puc-rio.br/har (http://groupware.les.inf.puc-rio.br/har). If you use the document you create for this class for any purpose please cite them as they have been very generous in allowing their data to be used for this kind of assignment.

Goal

The goal of your project is to predict the manner in which they did the exercise. This is the "classe" variable in the training set. You may use any of the other variables to predict with. You should create a report describing how you built your model, how you used cross validation, what you think the expected out of sample error is, and why you made the choices you did. You will also use your prediction model to predict 20 different test cases.

Download and Load Data

In the beginning of this project, data will be downloaded and load into the memory.

```
dest.subdirectory <- "./data/"</pre>
dest.filename
                  <- c("pml-training.csv", "pml-testing.csv")
dest.filepath
                   <- paste0(dest.subdirectory, dest.filename)</pre>
source.fileURL
                   <- c("https://d396qusza40orc.cloudfront.net/predmachlearn/pml-tr
aining.csv",
                        "https://d396qusza40orc.cloudfront.net/predmachlearn/pml-te
sting.csv")
if (!file.exists("data")) {
   dir.create("data")
}
for (download in 1:2) {
   if (!file.exists(dest.filepath[download])){
      download.file(source.fileURL[download], dest.filepath[download], method="cur
1")
   }
}
pml.training.csv <- read.csv(dest.filepath[1], header=TRUE, sep=",", na.strings=c(</pre>
"NA", "#DIV/0!"))
pml.testing.csv <- read.csv(dest.filepath[2], header=TRUE, sep=",", na.strings=c("</pre>
NA", "#DIV/0!"))
```

Cleaning the data

Next, data have to be explored regarding its structure.

```
str(pml.training.csv)
str(pml.testing.csv)
```

At the first glance, the first column is just the row number and some predictors have got a lot of NAs or 0 values. Therefore, those columns have to been eliminated. Furthermore, some rows consist of more than 70% NAs. Those rows will be removed.

After cleaning training data, validation data (pml.testing.csv) must be brought into the same shape. Therefore, only those columns will be taken over which are included in the training data (pml.training.csv).

```
usedColumns <- colnames(pml.training.csv)
pml.testing.csv <- pml.testing.csv[, usedColumns[1:length(usedColumns)-1]]</pre>
```

Data Partitioning

In this step, the training data will be partitioned into training and testing data.

The function read.csv loaded data of pml-training.csv & pml-testing.csv. Unfortunately, it often identifies different class for those columns, which are available in both of the loaded data. Therefore, all data of pml-testing.csv have to be converted according to the types of pml-training.csv.

```
valdiation <- rbind(training[1, 1:ncol(training)-1], pml.testing.csv)
valdiation <- valdiation[2:nrow(valdiation), ]
row.names(valdiation) <- 1:nrow(valdiation)</pre>
```

Prediction Model 1: Decision Tree

The first prediction model which will be calculated, is the decision tree.

```
set.seed(12345)

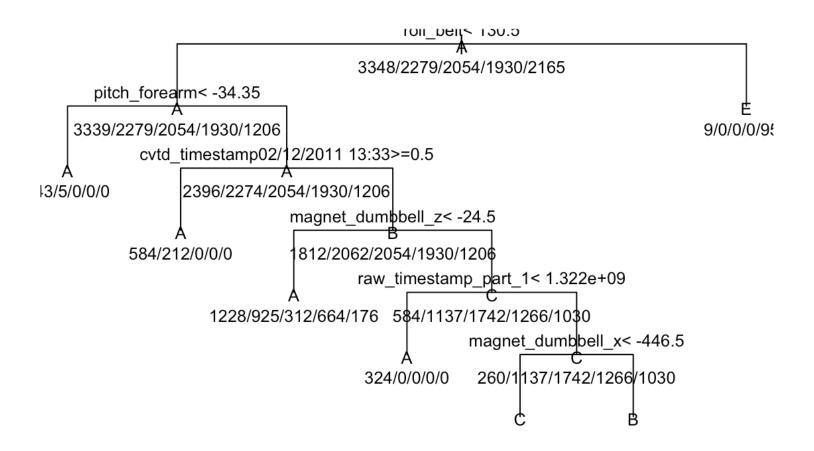
model.rpart <- train(classe ~ ., data=training, method="rpart")

# fancyRpartPlot(model.rpart1)

plot(model.rpart$finalModel, uniform=TRUE, main="Classification Tree")

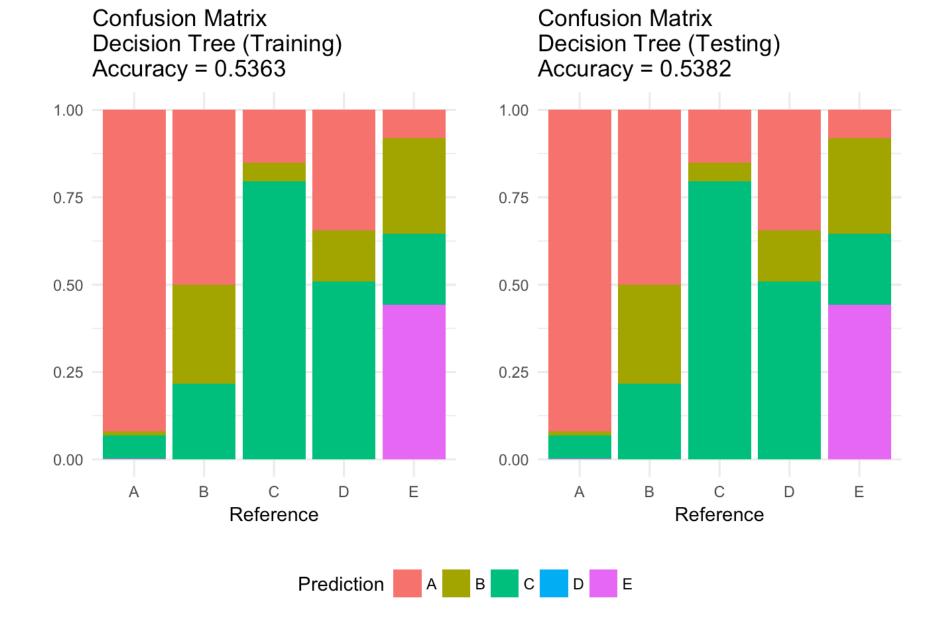
text(model.rpart$finalModel, use.n=TRUE, all=TRUE, cex=.8)</pre>
```

Classification Tree



```
prediction.training.rpart <- predict(model.rpart, newdata = training, method="class")
cm.training.rpart <- confusionMatrix(prediction.training.rpart, training$classe)

prediction.testing.rpart <- predict(model.rpart, newdata = testing, method="class")
cm.testing.rpart <- confusionMatrix(prediction.testing.rpart, testing$classe)</pre>
```



Prediction Model 2: Random Forest

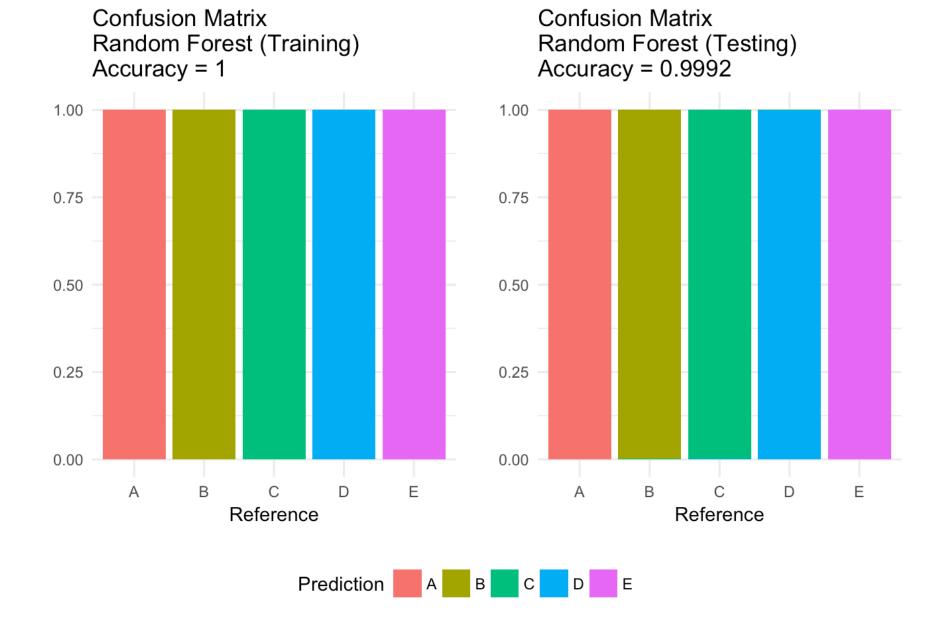
The second prediction model which will be calculated, is the random forest.

```
set.seed(12345)

# model.rf <- train(classe ~ ., data=training, method="rf")
model.rf <- randomForest(classe ~ ., data=training)

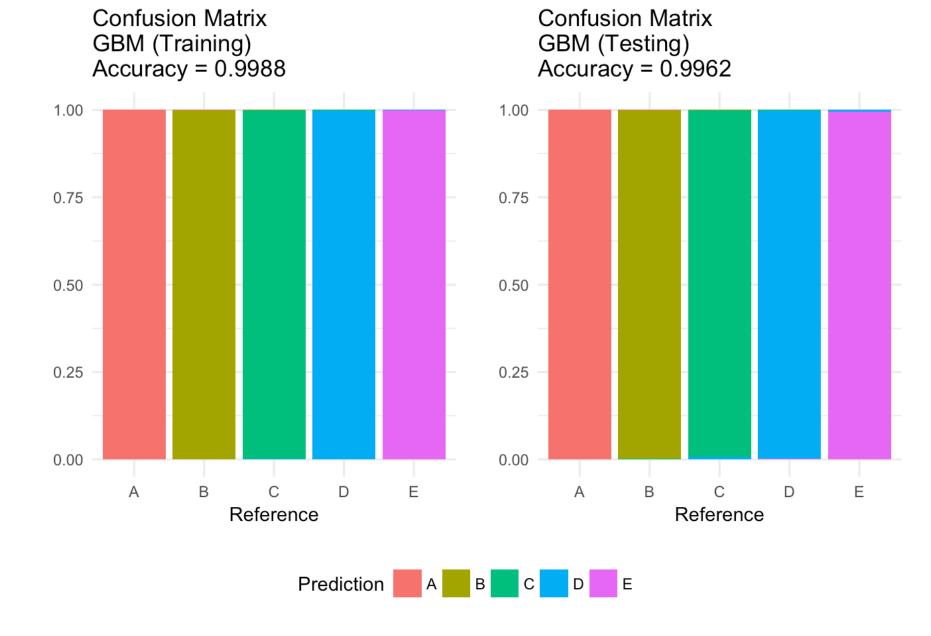
prediction.training.rf <- predict(model.rf, newdata = training)
cm.training.rf <- confusionMatrix(prediction.training.rf, training$classe)

prediction.testing.rf <- predict(model.rf, newdata = testing)
cm.testing.rf <- confusionMatrix(prediction.testing.rf, testing$classe)</pre>
```



Prediction Model 3: Generalized Boosted Regression

The last prediction model which will be calculated, is the random forest.



Conclusion

The random forest and generalized boosted regression are best.

Decision Tree:

• Accuracy: 0.5382

• Out of sample error: 0.4618

Random Forest:

Accuracy: 0.9992

Out of sample error: 810^{-4}

Generalized Boosted Regression:

• Accuracy: 0.9962

• Out of sample error: 0.0038

Finally, the model with the highest accuracy and lowest out of sample value will be applied on validation data.

```
prediction.valdiation.rf <- predict(model.rf, newdata = valdiation)
prediction.valdiation.rf</pre>
```

```
## 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
## B A B A A E D B A A B C B A E E A B B B
## Levels: A B C D E
```

```
pml_write_files = function(x) {
    n = length(x)
    for (i in 1:n) {
        filename = paste0("problem_id_", i, "_", prediction.valdiation.rf[i], ".txt")
        write.table(x[i], file=filename, quote=FALSE,row.names=FALSE, col.names=FALSE)
    }
}
pml_write_files(prediction.valdiation.rf)
```

Appendix

Cleaning the data

str(pml.training.csv)

```
## 'data.frame':
                                        19622 obs. of 58 variables:
      $ user name
                                                    : Factor w/ 6 levels "adelmo", "carlitos", ...: 2 2 2 2 2 2
2 2 2 2 ...
      $ raw_timestamp_part_1: int 1323084231 1323084231 1323084231 1323084232 13230
84232 1323084232 1323084232 1323084232 1323084232 ...
      $ raw timestamp part 2: int 788290 808298 820366 120339 196328 304277 368296
440390 484323 484434 ...
                                             : Factor w/ 20 levels "02/12/2011 13:32",..: 9 9 9 9 9
       $ cvtd timestamp
9 9 9 9 ...
      $ num window
                                                    : int
                                                                 11 11 11 12 12 12 12 12 12 12 ...
##
                                                                 1.41 1.41 1.42 1.48 1.48 1.45 1.42 1.42 1.43 1.45
##
      $ roll belt
                                                    : num
                                                                 8.07 8.07 8.07 8.05 8.07 8.06 8.09 8.13 8.16 8.17
##
       $ pitch belt
                                                    : num
                                                                 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.4 -94.
##
      $ yaw belt
                                                    : num
94.4 -94.4 ...
       $ total accel belt
                                                   : int
                                                                 3 3 3 3 3 3 3 3 ...
                                                                 ##
       $ gyros belt x
                                                    : num
       $ gyros_belt_y
                                                                0 0 0 0 0.02 0 0 0 0 0 ...
                                                    : num
##
       $ gyros belt z
                                                                 -0.02 -0.02 -0.02 -0.03 -0.02 -0.02 -0.02 -0.02 -
                                                    : num
0.02 0 ...
                                                                 -21 -22 -20 -22 -21 -21 -22 -22 -20 -21 ...
##
      $ accel belt x
                                                   : int
##
       $ accel belt y
                                                                 4 4 5 3 2 4 3 4 2 4 ...
                                                    : int
                                                                 22 22 23 21 24 21 21 21 24 22 ...
       $ accel belt z
##
                                                    : int
       $ magnet belt x
                                                                 -3 -7 -2 -6 -6 0 -4 -2 1 -3 ...
##
                                                    : int
##
       $ magnet belt y
                                                                 599 608 600 604 600 603 599 603 602 609 ...
                                                    : int
                                                                 -313 -311 -305 -310 -302 -312 -311 -313 -312 -308
##
        $ magnet_belt_z
                                                    : int
. . .
                                                                ##
        $ roll arm
                                                    : num
```

```
22.5 22.5 22.5 22.1 22.1 22 21.9 21.8 21.7 21.6 .
##
   $ pitch_arm
                        : num
. .
                               ##
   $ yaw_arm
                         : num
. . .
##
                               34 34 34 34 34 34 34 34 34 ...
   $ total_accel_arm
                        : int
                               ##
   $ gyros_arm_x
                         : num
##
                               0 -0.02 -0.02 -0.03 -0.03 -0.03 -0.03 -0.03
   $ gyros arm y
                         : num
-0.03 ...
##
                               -0.02 -0.02 -0.02 0.02 0.02 0 0 0 -0.02 -0.02 \dots
   $ gyros arm z
                         : num
##
   $ accel_arm_x
                         : int
                               . . .
##
                        : int
                               109 110 110 111 111 111 111 111 109 110 ...
   $ accel_arm_y
##
   $ accel arm z
                         : int
                               -123 -125 -126 -123 -123 -122 -125 -124 -122 -124
. . .
                               -368 -369 -368 -372 -374 -369 -373 -372 -369 -376
##
   $ magnet_arm_x
                         : int
##
   $ magnet arm y
                        : int
                               337 337 344 344 337 342 336 338 341 334 ...
                               516 513 513 512 506 513 509 510 518 516 ...
##
   $ magnet arm z
                        : int
##
   $ roll dumbbell
                         : num
                               13.1 13.1 12.9 13.4 13.4 ...
                               -70.5 -70.6 -70.3 -70.4 -70.4 ...
##
   $ pitch dumbbell
                        : num
##
   $ yaw dumbbell
                               -84.9 -84.7 -85.1 -84.9 -84.9 ...
                         : num
##
   $ total accel dumbbell: int
                               37 37 37 37 37 37 37 37 37 ...
##
   $ gyros_dumbbell_x
                         : num
                               0 0 0 0 0 0 0 0 0 0 ...
##
                               -0.02 -0.02 -0.02 -0.02 -0.02 -0.02 -0.02 -0.02 -0.02 -0.02
   $ gyros_dumbbell_y
                        : num
0.02 -0.02 ...
##
                               0 0 0 -0.02 0 0 0 0 0 0 ...
   $ gyros dumbbell z
                        : num
##
   $ accel dumbbell x
                        : int
                               -234 -233 -232 -232 -233 -234 -232 -234 -232 -235
. . .
##
   $ accel dumbbell y
                        : int
                               47 47 46 48 48 48 47 46 47 48 ...
##
   $ accel dumbbell z
                               -271 -269 -270 -269 -270 -269 -270 -272 -269 -270
                        : int
. . .
##
                               -559 -555 -561 -552 -554 -558 -551 -555 -549 -558
   $ magnet_dumbbell_x
                        : int
. . .
                               293 296 298 303 292 294 295 300 292 291 ...
##
   $ magnet_dumbbell_y
                        : int
   $ magnet_dumbbell z
                               -65 -64 -63 -60 -68 -66 -70 -74 -65 -69 ...
##
                        : num
                               28.4 28.3 28.3 28.1 28 27.9 27.9 27.8 27.7 27.7 .
##
   $ roll forearm
                         : num
##
   $ pitch forearm
                        : num
                               -63.9 -63.9 -63.9 -63.9 -63.9 -63.9 -63.8 -
63.8 -63.8 ...
##
   $ yaw_forearm
                               -153 -153 -152 -152 -152 -152 -152 -152 -152
                         : num
   $ total accel forearm : int
                               36 36 36 36 36 36 36 36 36 ...
##
##
   $ gyros_forearm_x
                        : num
                               . . .
##
                               0 0 -0.02 -0.02 0 -0.02 0 -0.02 0 0 ...
   $ gyros_forearm_y
                         : num
                               -0.02 -0.02 0 0 -0.02 -0.03 -0.02 0 -0.02 -0.02.
##
   $ gyros forearm z
                        : num
. .
##
   $ accel_forearm_x
                        : int
                               192 192 196 189 189 193 195 193 193 190 ...
                               203 203 204 206 206 203 205 205 204 205 ...
##
   $ accel forearm y
                         : int
##
   $ accel_forearm_z
                        : int
                               -215 -216 -213 -214 -214 -215 -215 -213 -214 -215
. . .
##
                               -17 -18 -18 -16 -17 -9 -18 -9 -16 -22 ...
   $ magnet_forearm_x
                        : int
##
   $ magnet_forearm_y
                         : num
                               654 661 658 658 655 660 659 660 653 656 ...
```

```
## $ magnet_forearm_z : num 476 473 469 469 473 478 470 474 476 473 ...
## $ classe : Factor w/ 5 levels "A", "B", "C", "D", ..: 1 1 1 1 1 1 1
1 1 ...
```

str(pml.testing.csv)

```
## 'data.frame':
                   20 obs. of 57 variables:
                         : Factor w/ 6 levels "adelmo", "carlitos", ...: 6 5 5 1 4 5
## $ user name
5 5 2 3 ...
## $ raw timestamp part 1: int 1323095002 1322673067 1322673075 1322832789 13224
89635 1322673149 1322673128 1322673076 1323084240 1322837822 ...
   $ raw timestamp part 2: int 868349 778725 342967 560311 814776 510661 766645
54671 916313 384285 ...
   $ cvtd timestamp : Factor w/ 11 levels "02/12/2011 13:33",..: 5 10 10 1 6
11 11 10 3 2 ...
##
   $ num window
                         : int
                               74 431 439 194 235 504 485 440 323 664 ...
## $ roll belt
                         : num 123 1.02 0.87 125 1.35 -5.92 1.2 0.43 0.93 114 ..
                        : num 27 4.87 1.82 -41.6 3.33 1.59 4.44 4.15 6.72 22.4
## $ pitch belt
. . .
## $ yaw_belt
                         : num -4.75 -88.9 -88.5 162 -88.6 -87.7 -87.3 -88.5 -93
.7 -13.1 ...
                               20 4 5 17 3 4 4 4 4 18 ...
## $ total accel belt
                        : int
                         : num -0.5 -0.06 0.05 0.11 0.03 0.1 -0.06 -0.18 0.1 0.1
## $ gyros_belt_x
                         : num -0.02 -0.02 0.02 0.11 0.02 0.05 0 -0.02 0 0.11 ..
## $ gyros_belt_y
## $ gyros_belt_z
                         : num -0.46 -0.07 0.03 -0.16 0 -0.13 0 -0.03 -0.02 -0.1
## $ accel belt x
                        : int -38 -13 1 46 -8 -11 -14 -10 -15 -25 ...
                        : int 69 11 -1 45 4 -16 2 -2 1 63 ...
## $ accel belt y
## $ accel belt z
                        : int -179 39 49 -156 27 38 35 42 32 -158 ...
                        : int -13 43 29 169 33 31 50 39 -6 10 ...
##
   $ magnet belt x
## $ magnet belt y
                        : int 581 636 631 608 566 638 622 635 600 601 ...
##
   $ magnet belt z
                        : int
                               -382 -309 -312 -304 -418 -291 -315 -305 -302 -330
. . .
##
   $ roll arm
                               40.7 0 0 -109 76.1 0 0 0 -137 -82.4 ...
                         : num
## $ pitch arm
                               -27.8 0 0 55 2.76 0 0 0 11.2 -63.8 ...
                         : num
## $ yaw_arm
                         : num
                               178 0 0 -142 102 0 0 0 -167 -75.3 ...
## $ total_accel_arm : int 10 38 44 25 29 14 15 22 34 32 ...
##
                         : num -1.65 -1.17 2.1 0.22 -1.96 0.02 2.36 -3.71 0.03 0
   $ gyros_arm_x
.26 ...
                        : num 0.48 0.85 -1.36 -0.51 0.79 0.05 -1.01 1.85 -0.02
##
   $ gyros_arm_y
-0.5 ...
                        : num -0.18 -0.43 1.13 0.92 -0.54 -0.07 0.89 -0.69 -0.0
## $ gyros arm z
2 0.79 ...
## $ accel arm x
                        : int
                               16 -290 -341 -238 -197 -26 99 -98 -287 -301 ...
                        : int 38 215 245 -57 200 130 79 175 111 -42 ...
##
   $ accel arm y
## $ accel arm z
                         : int 93 -90 -87 6 -30 -19 -67 -78 -122 -80 ...
   $ magnet arm x
                         : int -326 -325 -264 -173 -170 396 702 535 -367 -420 ...
##
                     : int 385 447 474 257 275 176 15 215 335 294 ...
## $ magnet arm y
```

```
##
   $ magnet arm z
                           : int
                                  481 434 413 633 617 516 217 385 520 493 ...
## $ roll dumbbell
                                  -17.7 54.5 57.1 43.1 -101.4 ...
                           : num
##
    $ pitch dumbbell
                                  25 -53.7 -51.4 -30 -53.4 ...
                           : num
##
    $ yaw dumbbell
                           : num
                                 126.2 -75.5 -75.2 -103.3 -14.2 ...
    $ total accel dumbbell: int
                                 9 31 29 18 4 29 29 29 3 2 ...
##
##
    $ gyros dumbbell x
                           : num 0.64 0.34 0.39 0.1 0.29 -0.59 0.34 0.37 0.03 0.42
. . .
##
   $ gyros_dumbbell_y
                                 0.06\ 0.05\ 0.14\ -0.02\ -0.47\ 0.8\ 0.16\ 0.14\ -0.21\ 0.
                          : num
51 ...
##
                                 -0.61 -0.71 -0.34 \ 0.05 -0.46 \ 1.1 -0.23 -0.39 -0.2
  $ gyros dumbbell z
                           : num
1 -0.03 ...
                                  21 -153 -141 -51 -18 -138 -145 -140 0 -7 ...
##
   $ accel dumbbell x
                           : int
##
    $ accel dumbbell y
                                 -15 155 155 72 -30 166 150 159 25 -20 ···
                          : int
##
    $ accel dumbbell z
                           : int
                                  81 -205 -196 -148 -5 -186 -190 -191 9 7 ...
##
    $ magnet dumbbell x
                                 523 -502 -506 -576 -424 -543 -484 -515 -519 -531
                          : int
. . .
##
    $ magnet dumbbell y
                                 -528 388 349 238 252 262 354 350 348 321 ...
                          : int
##
    $ magnet dumbbell z
                          : int
                                 -56 -36 41 53 312 96 97 53 -32 -164 ···
    $ roll forearm
                                 141 109 131 0 -176 150 155 -161 15.5 13.2 ...
##
                           : num
## $ pitch forearm
                                 49.3 -17.6 -32.6 0 -2.16 1.46 34.5 43.6 -63.5 19.
                           : num
4 ...
##
   $ yaw forearm
                                 156 106 93 0 -47.9 89.7 152 -89.5 -139 -105 ...
                           : num
## $ total accel forearm : int
                                  33 39 34 43 24 43 32 47 36 24 ...
    $ gyros_forearm x
##
                           : num
                                 0.74 \ 1.12 \ 0.18 \ 1.38 \ -0.75 \ -0.88 \ -0.53 \ 0.63 \ 0.03 \ 0
.02 ...
                                 -3.34 -2.78 -0.79 0.69 3.1 4.26 1.8 -0.74 0.02 0.
##
    $ gyros_forearm_y
                          : num
13 ...
##
   $ gyros forearm z
                           : num
                                 -0.59 -0.18 \ 0.28 \ 1.8 \ 0.8 \ 1.35 \ 0.75 \ 0.49 \ -0.02 \ -0.
07 ...
                                 -110 212 154 -92 131 230 -192 -151 195 -212 ...
##
   $ accel forearm x
                           : int
## $ accel forearm y
                                 267 297 271 406 -93 322 170 -331 204 98 ...
                           : int
##
    $ accel forearm z
                           : int
                                 -149 -118 -129 -39 172 -144 -175 -282 -217 -7 ...
##
   $ magnet forearm x
                                  -714 -237 -51 -233 375 -300 -678 -109 0 -403 ...
                           : int
##
    $ magnet forearm y
                                 419 791 698 783 -787 800 284 -619 652 723 ...
                           : int
##
    $ magnet forearm z
                                  617 873 783 521 91 884 585 -32 469 512 ...
                           : int
```