**Predicting Stock Market Trends Using Machine Learning and Deep Learning Algorithms Via Continuous and Binary Data a Comparative Analysis**

**ABSTRACT :**

The nature of stock market movement has always been ambiguous for investors because of various influential factors. This study aims to significantly reduce the risk of trend prediction with machine learning and deep learning algorithms. Four stock market groups, namely diversified financials, petroleum, non-metallic minerals and basic metals from Tehran stock exchange, are chosen for experimental evaluations. This study compares nine machine learning models (Decision Tree, Random Forest, Adaptive Boosting (Adaboost), eXtreme Gradient Boosting (XGBoost), Support Vector Classifier (SVC), Naïve Bayes, K-Nearest Neighbors (KNN), Logistic Regression and Artificial Neural Network (ANN)) and two powerful deep learning methods (Recurrent Neural Network (RNN) and Long short-term memory (LSTM). Ten technical indicators from ten years of historical data are our input values, and two ways are supposed for employing them. Firstly, calculating the indicators by stock trading values as continues data, and secondly converting indicators to binary data before using. Each prediction model is evaluated by three metrics based on the input ways. The evaluation results indicate that for the continues data, RNN and LSTM outperform other prediction models with a considerable difference. Also, results show that in the binary data evaluation, those deep learning methods are the best; however, the difference becomes less because of the noticeable improvement of models’ performance in the second way.

**INTRODUCTION :**

The task of stock prediction has always been a challenging problem for statistics experts and finance. The main reason behind this prediction is buying stocks that are likely to increase in price and then selling stocks that are probably to fall. Generally, there are two ways for stock market prediction. Fundamental analysis is one of them and relies on a company’s technique and fundamental information like market position, expenses and annual growth rates. The second one is the technical analysis method, which concentrates on previous stock prices and values. This analysis uses historical charts and patterns to predict future prices.

Stock markets were normally predicted by financial experts in the past time. However, data scientists have started solving prediction problems with the progress of learning techniques. Also, computer scientists have begun using machine learning methods to improve the performance of prediction models and enhance the accuracy of predictions. Employing deep learning was the next phase in improving prediction models with better performance [3&4]. Stock market prediction is full of challenges, and data scientists usually confront some problems when they try to develop a predictive model.

Complexity and nonlinearity are two main challenges caused by the instability of stock market and the correlation between investment psychology and market behavior.

It is clear that there are always unpredictable factors such as the public image of companies or political situation of countries, which affect stock markets trend. Therefore, if the data gained from stock values are efficiently preprocessed and suitable algorithms are employed, the trend of stock values and index can be predicted. In stock market prediction systems, machine learning and deep learning approaches can help investors and traders through their decisions.These methods intend to automatically recognize and learn patterns among big amounts of information. The algorithms can be effectively self-learning, and can tackle the predicting task of price fluctuations in order to improve trading strategies [6]. Since recent years, many methods have been improved to predict stock market trends. The implementation of a model combination with Genetic Algorithms (GA), Artificial Neural Networks and Hidden Markov Model (HMM) was proposed by Hassan et al. [7]; the purpose was transforming the daily stock prices to independent sets of values as input to HMM. The predictability of financial trend with SVM model by evaluating the weekly trend of NIKKEI 225 index was investigated by Huang et al. [8]. A comparison between SVM, Linear Discriminant Analysis, Elman Backpropagation Neural Networks and Quadratic Discriminant Analysis was their goal. The results indicated that SVM was the best classifier method. New financial prediction algorithm based on SVM ensemble was proposed by Sun et al. [9]. The method for choosing SVM ensemble’ s base classifiers from candidate ones was proposed by deeming both diversity analysis and individual performance. Final results showed that SVM ensemble was importantly better than individual SVM for classification. Ten data mining methods were employed by Ou et al. [10] to predict value trends of Hang index from Hong Kong stock market. The methods involved Tree based classification, K-nearest neighbor, Bayesian classification, SVM and neural network. Results indicated that the SVM outperformed other predictive models. The price fluctuation by a developed Legendre neural network was forecasted by Liu et al. [11] by assuming investors’ positions and their decisions by analyzing the prior data on the stock values. They also examined a random function (time strength) in the forecasting model. Araújo et al. [12] proposed the morphological rank linear forecasting approach to compare its results with time-delay added evolutionary forecasting approach and multilayer perceptron networks.

From the above research background, it is clear that each of the algorithms can effectively solve stock prediction problems. However, it is vital to notice that there are specific limitations for each of them. The prediction results not only are affected by the representation of the input data but also depend on the prediction method. Moreover, using only prominent features and identifying them as input data instead of all features can noticeably develop the accuracy of the prediction models.

Employing tree-based ensemble methods and deep learning algorithms for predicting the stock and stock market trend is a recent research activity. In light of employing bagging and majority vote methods, Tsai et al. [13] used two different kinds of ensemble classifiers, such as heterogeneous and homogeneous methods. They also consider macroeconomic features and financial ratios from Taiwan stock market to examine the performance of models. The results demonstrated that with respect to the investment returns and prediction accuracy, ensemble classifiers were superior to single classifiers. Ballings et al. [14] compared the performance of AdaBoost, Random Forest and kernel factory versus single models involving SVM, KNN, Logistic Regression and ANN. They predict European company’s prices for one-year ahead. The final results showed that Random Forest outperformed among all models. Basak et al. [15] employed XGBoost and Random Forest methods for the classification problem to forecast the stock increase or decrease based on previous values. Results showed that the prediction performances have advanced for several companies in comparison with the existing ones. For examining macroeconomic indicators to accurately predict stock market for one-month ahead, Weng et al. [16] improved four ensemble models, boosting regressor, bagging regressor, neural network ensemble regressor and random forest regressor. Indeed, another aim was employing a hybrid way of LSTM to prove that the macroeconomic features are the most successful predictors for stock market.

Moving on using deep learning algorithms, Long et al. [17] examined a deep neural network model with public market data and the transaction records to evaluate stock price movement. The experimental results showed that bidirectional LSTM could predict the stock price for financial decisions, and the method acquired the best performance compared to other prediction models. Rekha et al. [18] employed CNN and RNN to make a comparison between two algorithms’ results and actual results via stock market data. Pang et al. [19] tried to improve an advanced neural network method to get better stock market predictions. They proposed LSTM with an embedded layer and LSTM with an automatic encoder to evaluate the stock market movement. The results showed that the LSTM with embedded layer outperformed and the models’ accuracy for the Shanghai composite index is 57.2 and 56.9%, respectively. Kelotra and Pandey [20] used the deep convolutional LSTM model as a predictor to effectively examine stock market movements. The model was trained with Rider-based monarch butterfly optimization algorithm and they achieved a minimal MSE and RMSE of 7.2487 and 2.6923. Baek and Kim [21] proposed an approach for stock market index forecasting, which included a prediction LSTM module and an overfitting prevention LSTM module. The results confirmed that the proposed model had an excellent forecasting accuracy.

compared to model without an overfitting prevention LSTM module. Chung and Shin [22] employed a hybrid approach of LSTM and GA to improve a novel stock market prediction model. The final results showed that the hybrid model of LSTM network and GA was superior in comparison with the benchmark model.

Overall, regarding the above literature, prior studies often concentrated on macroeconomic or technical features with recent machine learning methods to detect stock index or values movement without considering appropriate preprocessing methods

Iran's stock market has been highly popular recently because of arising growth of Tehran Price Index in the last decades, and one of the reasons is that most of the state-owned firms are being privatized under the general policies of article 44 in the Iranian constitution, and people are allowed to buy the shares of newly privatized firms under the specific circumstances. This market has some specific attributes in comparison with other country's stock markets, one of them is dealing price limitation of ±5% of opening price of the day for every indexes; this issue hinders the abnormal market fluctuation and scatter market shocks, political issues, etc. over specific time and could make the market smoother; however, the effect of fundamental parameters on this market is relatively high and the prediction task of future movements is not simple.

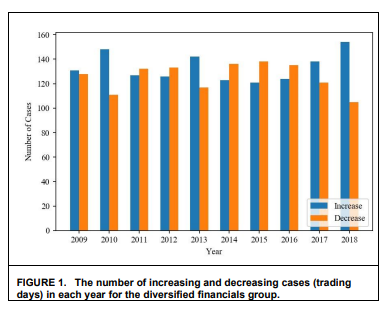
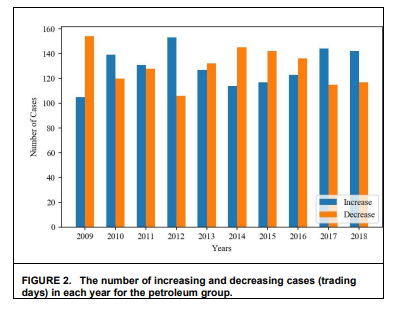
This study concentrates on the process of future trends prediction for stock market groups, which are crucial for investors. Despite significant development in Iran stock market in recent years, there has been not enough research on the stock price predictions and movements using novel machine learning methods.

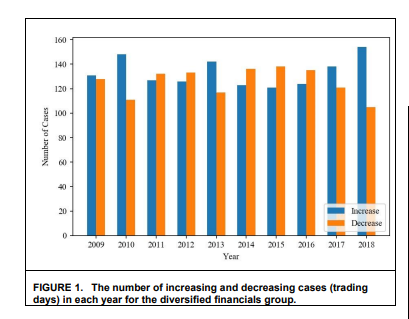
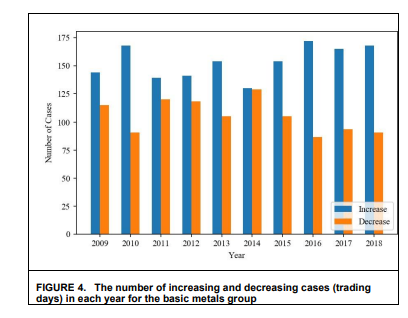
In this paper, we concentrate on comparing prediction performance of nine machine learning models (Decision Tree, Random Forest, Adaboost, XGBoost, SVC, Naïve Bayes, KNN, Logistic Regression and ANN) and two deep learning methods (RNN and LSTM) to predict stock market movement. Ten technical indicators are employed as input values to our models. Our study includes two different approaches for inputs, continues data and binary data, to investigate the effect of preprocessing; the former uses stock trading data (open, close, high and low values) while the latter employs preprocessing step to convert continues data to binary one. Each technical indicator has its specific possibility of up or down movement based on market inherent properties. The performance of the mentioned models is compared for the both approaches with three classification metrics, and the best tuning parameter for each model (except Naïve Bayes and Logistic Regression) is reported. All experimental tests are done with ten years of historical data of four stock market groups (diversified financials, petroleum, non-metallic minerals and basic metals), which are completely crucial for investors, from Tehran stock exchange. We believe that this study is a new research paper that incorporates multiple machine learning and deep learning methods to improve the prediction task of stock groups’ trend and movement.

This paragraph is organized to show the structure of our paper. Section 2 defines our research data with some statistical data, and two approaches supposed for input values. Eleven prediction models, including nine machine learning and two deep learning algorithms, are introduced and discussed in Section 3. The final results of prediction are presented in Section 4 with analyzing, and Section 5 concludes our paper.

**EXITING SYSTEM :**

In this study, ten years of historical data of four stock market groups (diversified financials, petroleum, non-metallic minerals and basic metals) from November 2009 to November 2019 is employed, and all data is gained from www.tsetmc.com website. Figures 1-4 show the number of increase or decrease cases for each group during ten years.

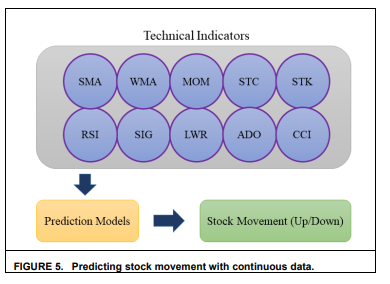
 

In the case of predicting stock market movement, there are several technical indicators and each of them has a specific ability to predict future trends of market; however, we choose ten technical indicators in this paper based on previous studies [23-25]. Table 1 (in Appendix section) shows technical indicators and their formulas, and Table 2 (in Appendix section) indicates summary statistics of the indicators of four stock groups. The inputs for calculating indicators are open, close, high and low values in each trading day.

This paper involves two approaches for input information. continues data is supposed to be based on actual time series, and binary data is presented with a preprocessing step to convert continues data to binary one with respect to each indicator nature.

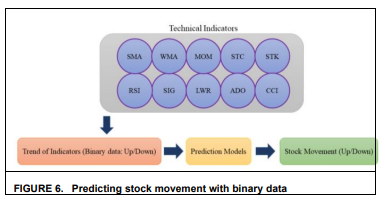
**A.Continuous data :**

In this method, input values to prediction models are computed from formulas in Table 1 for each technical indicator. The indicators are normalized in the range of (0, +1) before using to prevent overwhelming smaller values by larger ones. Figure 5 shows the process of stock trend prediction with continues data.



**B. Binary data :**

In this approach, a new step is added to convert continuous values of indicators to binary data based on each indicator’s nature and property. Figure 6 indicates the process of stock trend prediction with binary data. Here, binary data is introduced by +1 as the sign of upward trend and -1 as the sign of downward trend.



Details about the way of calculating indicators are presented here [25-27]:

SMA is calculated by the average of prices in a selected range, and this indicator can help to determine if a price will continue its trend. WMA gives us a weighted average of the last n values, where the weighting falls with each prior price.

• SMA and WMA: if current value is below the moving average then the trend is -1, and if current value is above the moving average then the trend is +1.

MOM calculates the speed of the rise or falls in stock prices and it is a very useful indicator of weakness or strength in evaluating prices.

• MOM: if the value of MOM is positive then the trend is +1, otherwise it is -1.

STCK is a momentum indicator over a particular period of time to compare a certain closing price of a stock to its price range. The oscillator sensitivity to market trends can be reduced by modifying that time period or by a moving average of results. STCD measures the relative position of the closing prices in comparison with the amplitude of price oscillations in a certain period. This indicator is based on the assumption that as prices increase, the closing price tends towards the values which belong to the upper part of the area of price movements in the preceding period and when prices decrease, the opposite is correct. LWR is a type of momentum indicator which evaluates oversold and overbought levels. Sometimes LWR is used to find exit and entry times in the stock market. MACD is another type of momentum indicator which indicates the relationship between two moving averages of a share’s price. Traders usually can use it to buy the stock when the MACD crosses above its signal line and sell the shares when the MACD crosses below the signal line. ADO is usually used to find out the flow of money into or out of stock. ADO line is normally employed by traders seeking to determine buying or selling time of stock or verify the strength of a trend.

• STCK, STCD, LWR, MACD and ADO: if the current value (time t) is more than the previous value (time t-1) then the trend is +1, otherwise it is - 1.

RSI is a momentum indicator that evaluates the magnitude of recent value changes to assess oversold or overbought conditions for stock prices. RSI is showed as an oscillator (a line graph which moves between two extremes) and moves between 0 to 100.

• RSI: its value is between 0 and 100. If the RSI value surpasses 70 then the trend is -1, and if the value goes below 30 then the trend is +1. For values between 30 and 70, if the current value (time t) is larger than the prior value (time t-1) then the trend is +1, otherwise it is -1.

CCI is employed as a momentum-based oscillator to determine when a stock price is reaching a condition of being oversold or overbought. CCI also measures the difference between the historical average price and the current price. The indicator determines the time of entry or exit for traders by providing trade signals.

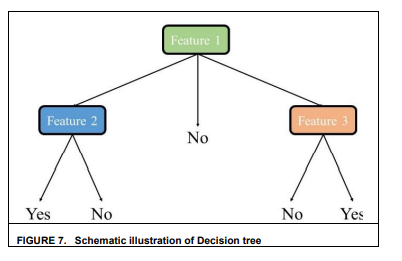
• CCI: if values surpass 200 then the trend is -1 and if values go below -200 then the trend is +1. For values between -200 and 200, if the current value (time t) is larger than the prior value (time t-1) then the trend is +1, otherwise it is -1.

**EXITING SYSTEM :**

n this study, we use nine machine learning methods (Decision Tree, Random Forest, Adaboost, XGBoost, SVC, Naïve Bayes, KNN, Logistic Regression and ANN) and two deep learning algorithms (RNN and LSTM).

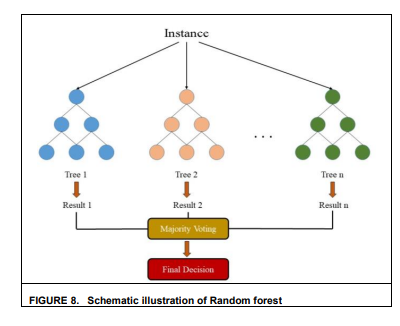
1. **Decision Tree :**

Decision Tree is a popular supervised learning approach employed for both regression and classification problems. The purpose is to make a model which is able to predict a target value by learning easy decision rules formed from the data features. There are some advantages of using this method like being easy to interpret and understand or Able to work out problems with multi-outputs; in contrast, creating over-complex trees that results in overfitting is a common disadvantage. A schematic illustration of Decision Tree is shown in Figure 7



1. **Random Forest:**

Great number of decision trees make a random forest model. The method simply averages the prediction result of trees, which is called a forest. Also, this model has three random concepts, randomly choosing training data when making trees, selecting some subsets of features when splitting nodes and considering only a subset of all features for splitting each node in each simple decision tree. During training data in a random forest, each tree learns from a random sample of the data points. A schematic illustration of Random forest is indicated in Figure 8.



**C.Adaboost :**

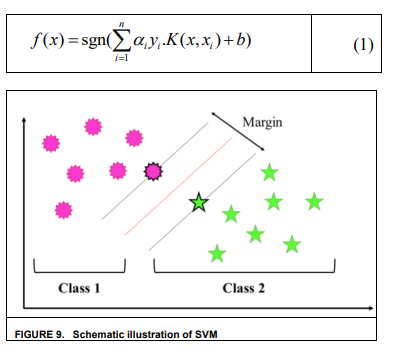
Boosting methods are a group of algorithms which convert weak learners to a powerful learner. The method is an ensemble for improving the model predictions of any learning algorithm. The concept of boosting is to sequentially train weak learners in order to modify their past prediction. AdaBoost is a meta-estimator which starts by fitting a model on the main dataset before fitting additional copies of the model on the similar dataset. During the process, samples’ weights are adapted based on the current prediction error, so the subsequent model concentrates more on difficult items.

**D.XGBoost :**

XGBoost is an ensemble tree-based method, and the model applies the principle of boosting for weak learners. XGBoost was introduced for better speed and performance in comparison with other tree-bassed models. In-built crossvalidation ability, regularization for avoiding overfitting, efficient handling of missing data, catch awareness, tree pruning and parallelized tree building are common advantages of XGBoost method.

**E. SVC :**

Support Vector Machines (SVMs) are a set of supervised learning approaches that can be employed for classification and regression problems. The classifier version is named SVC. The method’s purpose is finding a decision boundary between two classes with vectors. The boundary must be far from any point in the dataset, and support vectors are the sign of observation coordinates with a gap named margin. SVM is a boundary that best separates two classes with employing a line or hyperplane. The decision boundary is defined in Equation 1 where SVMs can map input vectors xi ϵ Rd into a high dimensional feature space Ф(xi) ϵ H, and Ф(.) is mapped by a kernel function K(xi, xj). Figure 9 shows the schematic illustration of SVM method.

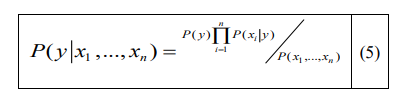


SVMs can perform a linear or non-linear classification efficiently, but for non-linear, they must use a kernel trick which map inputs to high-dimensional feature spaces. SVMs convert non-separable classes to separable ones by kernel functions such as linear, non-linear, sigmoid, radial basis function (RBF) and polynomial. The formula of kernel functions is shown in Equations 2-4 where γ is the constant of radial basis function and d is the degree of polynomial function. Indeed, there are two adjustable parameters in the sigmoid function, the slope α and the intercepted constant c.

SVMs are often effective in high dimensional spaces and cases where the number of dimensions is greater than the number of samples, but to avoid over-fitting in selecting regularization term and kernel functions, the number of features should be much greater than the number of samples.

**F. Naïve Bayes:**

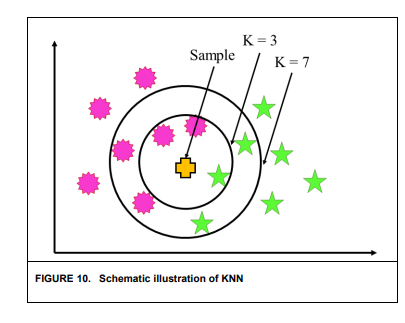
Naïve Bayes classifier is a member of probabilistic classifiers based on Bayes' theorem with strong independence assumptions between the features given the value of the class variable. This method is a set of supervised learning algorithms. The following relationship is stated in Equation 5 by Bayes’ theorem where y is class variable, and x1 through xn are dependent feature vectors.



Naive Bayes classifier can be highly fast in comparison with more sophisticated algorithms. The separation of the class distributions means that each one can be independently evaluated as a one-dimensional distribution. This in turn helps for alleviating problems from the dimensionality curse.

**G. KNN :**

Two properties usually are suggested for KNN, lazy learning and non-parametric algorithm, because there is not any assumption for underlying data distribution by KNN. The method follows some steps to find targets: Dividing dataset into training and test data, selecting the value of K, determining which distance function should be used, choosing a sample from test data (as a new sample) and computing the distance to its n training samples, sorting distances gained and taking k-nearest data samples, and finally, assigning the test class to the sample on the majority vote of its k neighbors. Figure 10 shows the schematic illustration of KNN method.



**H. Logistic Regression :**

Logistic regression is used to assign observations to a separated set of classes as a classifier. The algorithm transforms its output to return a probability value with the logistic sigmoid function, and predicts the target by the concept of probability. Logistic Regression is similar to Linear Regression model, but the Logistic Regression employs sigmoid function, instead of logistic one, with more complexity. The hypothesis behind logistic regression tries to limit the cost function between 0 and 1.

**I .ANN :**

ANNs are single or multi-layer neural nets which fully connected together. Figure 11 shows a sample of ANN with an input and output layer and also two hidden layers. In a layer, each node is connected to every other node in the next layer. By the rise in the number of hidden layers, it is possible to make the network deeper.

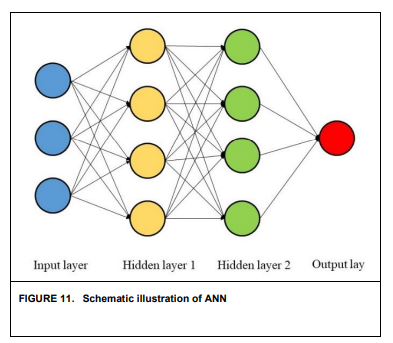
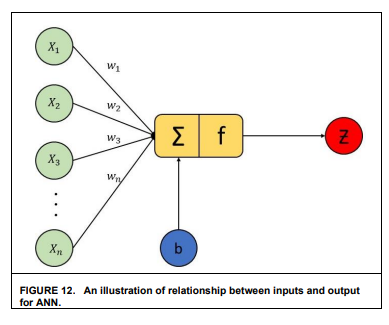


Figure 12 is indicated for each of the hidden or output nodes, while a node takes the weighted sum of the inputs, added to a bias value, and passes it through an activation function (usually a non-linear function). The result is the output of the node that becomes another node input for the next layer. The procedure moves from the input to the output, and the final output is determined by doing this process for all nodes. Learning process of weights and biases associated with all nodes for training the neural network.



Equation 6 shows the relationship between nodes, weights and biases. The weighted sum of inputs for a layer passed through a non-linear activation function to another node in the next layer. It can be interpreted as a vector, where X1, X2 … and Xn are inputs, w1, w2, … and wn are weights respectively, n is the number of inputs for the final node, f is activation function and z is the output.

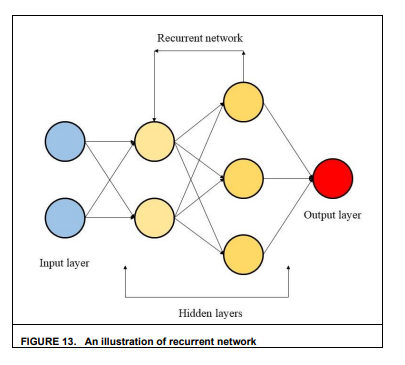


By calculating weights and biases, the training process is completed by some rules: initialize the weights and biases for all the nodes randomly, performing a forward pass by the current weights and biases, calculating each node output, comparing the final output with the actual target, and modifying the weights/biases consequently by gradient descent with the backward pass, generally known as backpropagation algorithm.

**J. RNN :**

A very prominent version of neural networks is recognized as RNN which is extensively used in various processes. In a normal neural network, the input is processed through a number of layers and an output is made. It is proposed that two consecutive inputs are independent of each other. However, the situation is not correct in all processes. For example, for the prediction of stock market at a certain time, it is crucial to consider the previous observations.

RNN is named recurrent due to it does the same task for each item of a sequence when the output is related to the previous computed values. As another important point, RNN has a specific memory, which stores previous computed information for a long time. In theory, RNN can use information randomly for long sequences, but in real practices, there is a limitation to look back just a few steps. Figure 13 shows the architecture of RNN.



**HARDWARE & SOFTWARE REQUIREMENTS:**

**HARD REQUIRMENTS :**

* System    :   Pentium IV 2.4 GHz.
* Hard Disk  :   40 GB.
* Floppy Drive :   1.44 Mb.
* Monitor   :   15 VGA Colour.
* Mouse    :   Logitech.
* Ram    :   512 MB.

**SOFTWARE REQUIRMENTS :**

* Operating system   : Windows 7 Professional.
* Coding Language  : python

# SYSTEM STUDY FEASIBILITY STUDY

The feasibility of the project is analyzed in this phase and business proposal is put forth with a very general plan for the project and some cost estimates. During system analysis the feasibility study of the proposed system is to be carried out. This is to ensure that the proposed system is not a burden to the company. For feasibility analysis, some understanding of the major requirements for the system is essential.

Three key considerations involved in the feasibility analysis are

* ECONOMICAL FEASIBILITY
* TECHNICAL FEASIBILITY
* SOCIAL FEASIBILITY

## ECONOMICAL FEASIBILITY

This study is carried out to check the economic impact that the system will have on the organization. The amount of fund that the company can pour into the research and development of the system is limited. The expenditures must be justified. Thus the developed system as well within the budget and this was achieved because most of the technologies used are freely available. Only the customized products had to be purchased.

## TECHNICAL FEASIBILITY

This study is carried out to check the technical feasibility, that is, the technical requirements of the system. Any system developed must not have a high demand on the available technical resources. This will lead to high demands on the available technical resources. This will lead to high demands being placed on the client. The developed system must have a modest requirement, as only minimal or null changes are required for implementing this system.

## SOCIAL FEASIBILITY

The aspect of study is to check the level of acceptance of the system by the user. This includes the process of training the user to use the system efficiently. The user must not feel threatened by the system, instead must accept it as a necessity. The level of acceptance by the users solely depends on the methods that are employed to educate the user about the system and to make him familiar with it. His level of confidence must be raised so that he is also able to make some constructive criticism, which is welcomed, as he is the final user of the system.

# 4.SYSTEM DESIGN

## 4.1 UML DIAGRAMS :

UML stands for Unified Modeling Language. UML is a standardized general-purpose modeling language in the field of object-oriented software engineering. The standard is managed, and was created by, the Object Management Group.

The goal is for UML to become a common language for creating models of object oriented computer software. In its current form UML is comprised of two major components: a Meta-model and a notation. In the future, some form of method or process may also be added to; or associated with, UML.

The Unified Modeling Language is a standard language for specifying, Visualization, Constructing and documenting the artifacts of software system, as well as for business modeling and other non-software systems.

The UML represents a collection of best engineering practices that have proven successful in the modeling of large and complex systems.

The UML is a very important part of developing objects oriented software and the software development process. The UML uses mostly graphical notations to express the design of software projects.

## GOALS:

The Primary goals in the design of the UML are as follows:

1. Provide users a ready-to-use, expressive visual modeling Language so that they can develop and exchange meaningful models.
2. Provide extendibility and specialization mechanisms to extend the core concepts.
3. Be independent of particular programming languages and development process.
4. Provide a formal basis for understanding the modeling language.
5. Encourage the growth of OO tools market.
6. Support higher level development concepts such as collaborations, frameworks, patterns and components.
7. Integrate best practices.

USE CASE DIAGRAM:

A use case diagram in the Unified Modeling Language (UML) is a type of behavioral diagram defined by and created from a Use-case analysis. Its purpose is to present a graphical overview of the functionality provided by a system in terms of actors, their goals (represented as use cases), and any dependencies between those use cases. The main purpose of a use case diagram is to show what system functions are performed for which actor. Roles of the actors in the system can be depicted.



# CLASS DIAGRAM:

In software engineering, a class diagram in the Unified Modeling Language (UML) is a type of static structure diagram that describes the structure of a system by showing the system's classes, their attributes, operations (or methods), and the relationships among the classes. It explains which class contains information.



SEQUENCE DIAGRAM:

A sequence diagram in Unified Modeling Language (UML) is a kind of interaction diagram that shows how processes operate with one another and in what order. It is a construct of a Message Sequence Chart. Sequence diagrams are sometimes called event diagrams, event scenarios, and timing diagrams.



COLLABRATION DIAGRAM:

Activity diagrams are graphical representations of workflows of stepwise activities and actions with support for choice, iteration and concurrency. In the Unified Modeling Language, activity diagrams can be used to describe the business and operational step-by-step workflows of components in a system. An activity diagram shows the overall flow of control.



## IMPLEMENTATION:

## MODULES:

To implement this project we have designed following modules

**1.Upload Stock Dataset:**

button to load dataset.

**2.Preprocess Dataset:**

button to get below screen.

**3.Run Continuous Prediction:**

button to train all algorithms with above dataset.

**4.Run Binary Prediction:**

button to convert dataset into binary values and then perform prediction.

**5. Comparison Graph**:

button to get graph between all algorithms.

**6.View Comparison Table:**

button to get below screen

# 

# SOFTWARE ENVIRONMENT

## What is Python :

Below are some facts about Python.

Python is currently the most widely used multi-purpose, high-level programming language.

Python allows programming in Object-Oriented and Procedural paradigms. Python programs generally are smaller than other programming languages like Java.

Programmers have to type relatively less and indentation requirement of the language, makes them readable all the time.

Python language is being used by almost all tech-giant companies like – Google, Amazon, Facebook, Instagram, Dropbox, Uber… etc.

The biggest strength of Python is huge collection of standard library which can be used for the following –

* + [Machine Learning](https://www.geeksforgeeks.org/machine-learning/)
  + GUI Applications (like Kivy, Tkinter, PyQt etc. )
  + Web frameworks like Django (used by YouTube, Instagram, Dropbox)
  + Image processing (like Opencv, Pillow)
  + Web scraping (like Scrapy, BeautifulSoup, Selenium)
  + Test frameworks
  + Multimedia

## Advantages of Python :-

Let’s see how Python dominates over other languages.

## 1. Extensive Libraries

Python downloads with an extensive library and it contain code for various purposes like regular expressions, documentation-generation, unit-testing, web browsers, threading, databases, CGI, email, image manipulation, and more. So, we don’t have to write the complete code for that manually.

## 2. Extensible

As we have seen earlier, Python can be**extended to other languages**. You can write some of your code in languages like C++ or C. This comes in handy, especially in projects.

## 3. Embeddable

Complimentary to extensibility, Python is embeddable as well. You can put your Python code in your source code of a different language, like C++. This lets us add **scripting capabilities**to our code in the other language.

## 4. Improved Productivity

The language’s simplicity and extensive libraries render programmers**more productive** than languages like Java and C++ do. Also, the fact that you need to write less and get more things done.

## 5. IOT Opportunities

Since Python forms the basis of new platforms like Raspberry Pi, it finds the future bright for the Internet Of Things. This is a way to connect the language with the real world.

When working with Java, you may have to create a class to print **‘Hello World’**. But in Python, just a print statement will do. It is also quite **easy to learn, understand,** and**code.** This is why when people pick up Python, they have a hard time adjusting to other more verbose languages like Java.

## 7. Readable

Because it is not such a verbose language, reading Python is much like reading English. This is the reason why it is so easy to learn, understand, and code. It also does not need curly braces to define blocks, and **indentation is mandatory.** This further aids the readability of the code.

## 8. Object-Oriented

This language supports both the **procedural and object-oriented**programming paradigms. While functions help us with code reusability, classes and objects let us model the real world. A class allows the **encapsulation of data** and functions into one.

## 9. Free and Open-Source

Like we said earlier, Python is **freely available.** But not only can you[**download Python**](https://data-flair.training/blogs/install-python-windows/) for free, but you can also download its source code, make changes to it, and even distribute it. It downloads with an extensive collection of libraries to help you with your tasks.

#### 10. Portable

When you code your project in a language like C++, you may need to make some changes to it if you want to run it on another platform. But it isn’t the same with Python. Here, you need to**code only once**, and you can run it anywhere. This is called **Write Once Run Anywhere (WORA)**. However, you need to be careful enough not to include any system-dependent features.

## 11. Interpreted

Lastly, we will say that it is an interpreted language. Since statements are executed one by one, **debugging is easier** than in compiled languages.

Any doubts till now in the advantages of Python? Mention in the comment section.

# Advantages of Python Over Other Languages :

## 1. Less Coding

Almost all of the tasks done in Python requires less coding when the same task is done in other languages. Python also has an awesome standard library support, so you don’t have to search for any third-party libraries to get your job done. This is the reason that many people suggest learning Python to beginners.

## 2. Affordable

Python is free therefore individuals, small companies or big organizations can leverage the free available resources to build applications. Python is popular and widely used so it gives you better community support.

**The 2019 Github annual survey showed us that Python has overtaken Java in the most popular programming language category.**

## 3. Python is for Everyone

Python code can run on any machine whether it is Linux, Mac or Windows. Programmers need to learn different languages for different jobs but with Python, you can professionally build web apps, perform data analysis and [**machine learning**](https://data-flair.training/blogs/machine-learning-tutorials-home/), automate things, do web scraping and also build games and powerful visualizations. It is an all-rounder programming language.

## Disadvantages of Python

So far, we’ve seen why Python is a great choice for your project. But if you choose it, you should be aware of its consequences as well. Let’s now see the downsides of choosing Python over another language.

#### 1. Speed Limitations

We have seen that Python code is executed line by line. But since [Python](https://www.python.org/) is interpreted, it often results in **slow execution**. This, however, isn’t a problem unless speed is a focal point for the project. In other words, unless high speed is a requirement, the benefits offered by Python are enough to distract us from its speed limitations.

#### 2. Weak in Mobile Computing and Browsers

While it serves as an excellent server-side language, Python is much rarely seen on the **client-side**. Besides that, it is rarely ever used to implement smartphone-based applications. One such application is called **Carbonnelle**.

The reason it is not so famous despite the existence of Brython is that it isn’t that secure.

#### 3. Design Restrictions

As you know, Python is **dynamically-typed**. This means that you don’t need to declare the type of variable while writing the code. It uses **duck-typing**. But wait, what’s that? Well, it just means that if it looks like a duck, it must be a duck. While this is easy on the programmers during coding, it can**raise run-time errors**.

#### 4. Underdeveloped Database Access Layers

Compared to more widely used technologies like **JDBC (Java DataBase Connectivity)** and **ODBC (Open DataBase Connectivity)**, Python’s database access layers are a bit underdeveloped. Consequently, it is less often applied in huge enterprises.

#### 5. Simple

No, we’re not kidding. Python’s simplicity can indeed be a problem. Take my example. I don’t do Java, I’m more of a Python person. To me, its syntax is so simple that the verbosity of Java code seems unnecessary.

This was all about the Advantages and Disadvantages of Python Programming Language.

## History of Python : -

What do the alphabet and the programming language Python have in common? Right, both start with ABC. If we are talking about ABC in the Python context, it's clear that the programming language ABC is meant. ABC is a general-purpose programming language and programming environment, which had been developed in the Netherlands, Amsterdam, at the CWI (Centrum Wiskunde &Informatica). The greatest achievement of ABC was to influence the design of Python.Python was conceptualized in the late 1980s. Guido van Rossum worked that time in a project at the CWI, called Amoeba, a distributed operating system. In an interview with Bill Venners1, Guido van Rossum said: "In the early 1980s, I worked as an implementer on a team building a language called ABC at Centrum voor Wiskunde en Informatica (CWI). I don't know how well people know ABC's influence on Python. I try to mention ABC's influence because I'm indebted to everything I learned during that project and to the people who worked on it."Later on in the same Interview, Guido van Rossum continued: "I remembered all my experience and some of my frustration with ABC. I decided to try to design a simple scripting language that possessed some of ABC's better properties, but without its problems. So I started typing. I created a simple virtual machine, a simple parser, and a simple runtime. I made my own version of the various ABC parts that I liked. I created a basic syntax, used indentation for statement grouping instead of curly braces or begin-end blocks, and developed a small number of powerful data types: a hash table (or dictionary, as we call it), a list, strings, and numbers."

## What is Machine Learning : -

Before we take a look at the details of various machine learning methods, let's start by looking at what machine learning is, and what it isn't. Machine learning is often categorized as a subfield of artificial intelligence, but I find that categorization can often be misleading at first brush. The study of machine learning certainly arose from research in this context, but in the data science application of machine learning methods, it's more helpful to think of machine learning as a means of building models of data.

Fundamentally, machine learning involves building mathematical models to help understand data. "Learning" enters the fray when we give these models tunable parameters that can be adapted to observed data; in this way the program can be considered to be "learning" from the data. Once these models have been fit to previously seen data, they can be used to predict and understand aspects of newly observed data. I'll leave to the reader the more philosophical digression regarding the extent to which this type of mathematical, model-based "learning" is similar to the "learning" exhibited by the human brain.Understanding the problem setting in machine learning is essential to using these tools effectively, and so we will start with some broad categorizations of the types of approaches we'll discuss here.

## Categories Of Machine Leaning :-

At the most fundamental level, machine learning can be categorized into two main types: supervised learning and unsupervised learning.

Supervised learning involves somehow modeling the relationship between measured features of data and some label associated with the data; once this model is determined, it can be used to apply labels to new, unknown data. This is further subdivided into classification tasks and regression tasks: in classification, the labels are discrete categories, while in regression, the labels are continuous quantities. We will see examples of both types of supervised learning in the following section.

Unsupervised learning involves modeling the features of a dataset without reference to any label, and is often described as "letting the dataset speak for itself." These models include tasks such as clustering and dimensionality reduction. Clustering algorithms identify distinct groups of data, while dimensionality reduction algorithms search for more succinct representations of the data. We will see examples of both types of unsupervised learning in the following section.

## Need for Machine Learning

Human beings, at this moment, are the most intelligent and advanced species on earth because they can think, evaluate and solve complex problems. On the other side, AI is still in its initial stage and haven’t surpassed human intelligence in many aspects. Then the question is that what is the need to make machine learn? The most suitable reason for doing this is, “to make decisions, based on data, with efficiency and scale”.

Lately, organizations are investing heavily in newer technologies like Artificial Intelligence, Machine Learning and Deep Learning to get the key information from data to perform several real-world tasks and solve problems. We can call it data-driven decisions taken by machines, particularly to automate the process. These data-driven decisions can be used, instead of using programing logic, in the problems that cannot be programmed inherently. The fact is that we can’t do without human intelligence, but other aspect is that we all need to solve real-world problems with efficiency at a huge scale. That is why the need for machine learning arises.

## Challenges in Machines Learning :-

While Machine Learning is rapidly evolving, making significant strides with cybersecurity and autonomous cars, this segment of AI as whole still has a long way to go. The reason behind is that ML has not been able to overcome number of challenges. The challenges that ML is facing currently are −

**Quality of data** − Having good-quality data for ML algorithms is one of the biggest challenges. Use of low-quality data leads to the problems related to data preprocessing and feature extraction.

**Time-Consuming task** − Another challenge faced by ML models is the consumption of time especially for data acquisition, feature extraction and retrieval.

**Lack of specialist persons** − As ML technology is still in its infancy stage, availability of expert resources is a tough job.

**No clear objective for formulating business problems** − Having no clear objective and well-defined goal for business problems is another key challenge for ML because this technology is not that mature yet.

**Issue of overfitting & underfitting** − If the model is overfitting or underfitting, it cannot be represented well for the problem.

**Curse of dimensionality** − Another challenge ML model faces is too many features of data points. This can be a real hindrance.

**Difficulty in deployment** − Complexity of the ML model makes it quite difficult to be deployed in real life.

## Applications of Machines Learning :-

Machine Learning is the most rapidly growing technology and according to researchers we are in the golden year of AI and ML. It is used to solve many real-world complex problems which cannot be solved with traditional approach. Following are some real-world applications of ML −

* Emotion analysis
* Sentiment analysis
* Error detection and prevention
* Weather forecasting and prediction
* Stock market analysis and forecasting
* Speech synthesis
* Speech recognition
* Customer segmentation
* Object recognition
* Fraud detection
* Fraud prevention
* Recommendation of products to customer in online shopping

# How to Start Learning Machine Learning?

Arthur Samuel coined the term **“Machine Learning”** in 1959 and defined it as a **“Field of study that gives computers the capability to learn without being explicitly programmed”.**

And that was the beginning of Machine Learning! In modern times, Machine Learning is one of the most popular (if not the most!) career choices. According to [Indeed](http://blog.indeed.com/2019/03/14/best-jobs-2019/), Machine Learning Engineer Is The Best Job of 2019 with a 344% growth and an average base salary of **$146,085** per year.

But there is still a lot of doubt about what exactly is Machine Learning and how to start learning it? So this article deals with the Basics of Machine Learning and also the path you can follow to eventually become a full-fledged Machine Learning Engineer. Now let’s get started!!!

### How to start learning ML?

This is a rough roadmap you can follow on your way to becoming an insanely talented Machine Learning Engineer. Of course, you can always modify the steps according to your needs to reach your desired end-goal!

### Step 1 – Understand the Prerequisites

In case you are a genius, you could start ML directly but normally, there are some prerequisites that you need to know which include Linear Algebra, Multivariate Calculus, Statistics, and Python. And if you don’t know these, never fear! You don’t need a Ph.D. degree in these topics to get started but you do need a basic understanding.

#### (a) Learn Linear Algebra and Multivariate Calculus

Both Linear Algebra and Multivariate Calculus are important in Machine Learning. However, the extent to which you need them depends on your role as a data scientist. If you are more focused on application heavy machine learning, then you will not be that heavily focused on maths as there are many common libraries available. But if you want to focus on R&D in Machine Learning, then mastery of Linear Algebra and Multivariate Calculus is very important as you will have to implement many ML algorithms from scratch.

#### (b) Learn Statistics

Data plays a huge role in Machine Learning. In fact, around 80% of your time as an ML expert will be spent collecting and cleaning data. And statistics is a field that handles the collection, analysis, and presentation of data. So it is no surprise that you need to learn it!!!  
Some of the key concepts in statistics that are important are Statistical Significance, Probability Distributions, Hypothesis Testing, Regression, etc. Also, Bayesian Thinking is also a very important part of ML which deals with various concepts like Conditional Probability, Priors, and Posteriors, Maximum Likelihood, etc.

#### (c) Learn Python

Some people prefer to skip Linear Algebra, Multivariate Calculus and Statistics and learn them as they go along with trial and error. But the one thing that you absolutely cannot skip is [Python](https://www.geeksforgeeks.org/python-programming-language/)! While there are other languages you can use for Machine Learning like R, Scala, etc. Python is currently the most popular language for ML. In fact, there are many Python libraries that are specifically useful for Artificial Intelligence and Machine Learning such as [Keras](https://keras.io/" \t "_blank), [TensorFlow](https://www.tensorflow.org/" \t "_blank), [Scikit-learn](https://scikit-learn.org/stable/" \t "_blank), etc.

So if you want to learn ML, it’s best if you learn Python! You can do that using various online resources and courses such as [**Fork Python**](https://practice.geeksforgeeks.org/courses/fork-python) available Free on GeeksforGeeks.

### Step 2 – Learn Various ML Concepts

Now that you are done with the prerequisites, you can move on to actually learning ML (Which is the fun part!!!) It’s best to start with the basics and then move on to the more complicated stuff. Some of the basic concepts in ML are:

#### (a) Terminologies of Machine Learning

* **Model –**A model is a specific representation learned from data by applying some machine learning algorithm. A model is also called a hypothesis.
* **Feature –**A feature is an individual measurable property of the data. A set of numeric features can be conveniently described by a feature vector. Feature vectors are fed as input to the model. For example, in order to predict a fruit, there may be features like color, smell, taste, etc.
* **Target (Label) –**A target variable or label is the value to be predicted by our model. For the fruit example discussed in the feature section, the label with each set of input would be the name of the fruit like apple, orange, banana, etc.
* **Training –**The idea is to give a set of inputs(features) and it’s expected outputs(labels), so after training, we will have a model (hypothesis) that will then map new data to one of the categories trained on.
* **Prediction –**Once our model is ready, it can be fed a set of inputs to which it will provide a predicted output(label).

#### (b) Types of Machine Learning

* **Supervised Learning –**This involves learning from a training dataset with labeled data using classification and regression models. This learning process continues until the required level of performance is achieved.
* **Unsupervised Learning –**This involves using unlabelled data and then finding the underlying structure in the data in order to learn more and more about the data itself using factor and cluster analysis models.
* **Semi-supervised Learning –**This involves using unlabelled data like Unsupervised Learning with a small amount of labeled data. Using labeled data vastly increases the learning accuracy and is also more cost-effective than Supervised Learning.
* **Reinforcement Learning –**This involves learning optimal actions through trial and error. So the next action is decided by learning behaviors that are based on the current state and that will maximize the reward in the future.

### Advantages of Machine learning :-

#### 1. Easily identifies trends and patterns -

Machine Learning can review large volumes of data and discover specific trends and patterns that would not be apparent to humans. For instance, for an e-commerce website like Amazon, it serves to understand the browsing behaviors and purchase histories of its users to help cater to the right products, deals, and reminders relevant to them. It uses the results to reveal relevant advertisements to them.

#### 2. No human intervention needed (automation)

With ML, you don’t need to babysit your project every step of the way. Since it means giving machines the ability to learn, it lets them make predictions and also improve the algorithms on their own. A common example of this is anti-virus softwares; they learn to filter new threats as they are recognized. ML is also good at recognizing spam.

#### 3. Continuous Improvement

As [**ML algorithms**](https://data-flair.training/blogs/machine-learning-algorithms/) gain experience, they keep improving in accuracy and efficiency. This lets them make better decisions. Say you need to make a weather forecast model. As the amount of data you have keeps growing, your algorithms learn to make more accurate predictions faster.

#### 4. Handling multi-dimensional and multi-variety data

Machine Learning algorithms are good at handling data that are multi-dimensional and multi-variety, and they can do this in dynamic or uncertain environments.

#### 5. Wide Applications

You could be an e-tailer or a healthcare provider and make ML work for you. Where it does apply, it holds the capability to help deliver a much more personal experience to customers while also targeting the right customers.

### Disadvantages of Machine Learning :-

#### 1. Data Acquisition

Machine Learning requires massive data sets to train on, and these should be inclusive/unbiased, and of good quality. There can also be times where they must wait for new data to be generated.

#### 2. Time and Resources

ML needs enough time to let the algorithms learn and develop enough to fulfill their purpose with a considerable amount of accuracy and relevancy. It also needs massive resources to function. This can mean additional requirements of computer power for you.

#### 3. Interpretation of Results

Another major challenge is the ability to accurately interpret results generated by the algorithms. You must also carefully choose the algorithms for your purpose.

#### 4. High error-susceptibility

[**Machine Learning**](https://en.wikipedia.org/wiki/Machine_learning) is autonomous but highly susceptible to errors. Suppose you train an algorithm with data sets small enough to not be inclusive. You end up with biased predictions coming from a biased training set. This leads to irrelevant advertisements being displayed to customers. In the case of ML, such blunders can set off a chain of errors that can go undetected for long periods of time. And when they do get noticed, it takes quite some time to recognize the source of the issue, and even longer to correct it.

**Python Development Steps : -**

Guido Van Rossum published the first version of Python code (version 0.9.0) at alt.sources in February 1991. This release included already exception handling, functions, and the core data types of list, dict, str and others. It was also object oriented and had a module system.  
Python version 1.0 was released in January 1994. The major new features included in this release were the functional programming tools lambda, map, filter and reduce, which Guido Van Rossum never liked.Six and a half years later in October 2000, Python 2.0 was introduced. This release included list comprehensions, a full garbage collector and it was supporting unicode.Python flourished for another 8 years in the versions 2.x before the next major release as Python 3.0 (also known as "Python 3000" and "Py3K") was released. Python 3 is not backwards compatible with Python 2.x. The emphasis in Python 3 had been on the removal of duplicate programming constructs and modules, thus fulfilling or coming close to fulfilling the 13th law of the Zen of Python: "There should be one -- and preferably only one -- obvious way to do it."Some changes in Python 7.3:

* Print is now a function
* Views and iterators instead of lists
* The rules for ordering comparisons have been simplified. E.g. a heterogeneous list cannot be sorted, because all the elements of a list must be comparable to each other.
* There is only one integer type left, i.e. int. long is int as well.
* The division of two integers returns a float instead of an integer. "//" can be used to have the "old" behaviour.
* Text Vs. Data Instead Of Unicode Vs. 8-bit

**Purpose :-**

We demonstrated that our approach enables successful segmentation of intra-retinal layers—even with low-quality images containing speckle noise, low contrast, and different intensity ranges throughout—with the assistance of the ANIS feature.

**Python**

Python is an interpreted high-level programming language for general-purpose programming. Created by Guido van Rossum and first released in 1991, Python has a design philosophy that emphasizes code readability, notably using significant whitespace.

Python features a dynamic type system and automatic memory management. It supports multiple programming paradigms, including object-oriented, imperative, functional and procedural, and has a large and comprehensive standard library.

* Python is Interpreted − Python is processed at runtime by the interpreter. You do not need to compile your program before executing it. This is similar to PERL and PHP.
* Python is Interactive − you can actually sit at a Python prompt and interact with the interpreter directly to write your programs.

Python also acknowledges that speed of development is important. Readable and terse code is part of this, and so is access to powerful constructs that avoid tedious repetition of code. Maintainability also ties into this may be an all but useless metric, but it does say something about how much code you have to scan, read and/or understand to troubleshoot problems or tweak behaviors. This speed of development, the ease with which a programmer of other languages can pick up basic Python skills and the huge standard library is key to another area where Python excels. All its tools have been quick to implement, saved a lot of time, and several of them have later been patched and updated by people with no Python background - without breaking.

**Modules Used in Project :-**

**Tensorflow**

TensorFlow is a [free](https://en.wikipedia.org/wiki/Free_software) and [open-source](https://en.wikipedia.org/wiki/Open-source_software) [software library for dataflow and differentiable programming](https://en.wikipedia.org/wiki/Library_(computing)) across a range of tasks. It is a symbolic math library, and is also used for [machine learning](https://en.wikipedia.org/wiki/Machine_learning) applications such as [neural networks](https://en.wikipedia.org/wiki/Neural_networks). It is used for both research and production at [Google](https://en.wikipedia.org/wiki/Google).‍

TensorFlow was developed by the [Google Brain](https://en.wikipedia.org/wiki/Google_Brain) team for internal Google use. It was released under the [Apache 2.0](https://en.wikipedia.org/wiki/Apache_License) [open-source license](https://en.wikipedia.org/wiki/Open-source_license) on November 9, 2015.

**Numpy**

Numpy is a general-purpose array-processing package. It provides a high-performance multidimensional array object, and tools for working with these arrays.

It is the fundamental package for scientific computing with Python. It contains various features including these important ones:

* A powerful N-dimensional array object
* Sophisticated (broadcasting) functions
* Tools for integrating C/C++ and Fortran code
* Useful linear algebra, Fourier transform, and random number capabilities

Besides its obvious scientific uses, Numpy can also be used as an efficient multi-dimensional container of generic data. Arbitrary data-types can be defined using Numpy which allows Numpy to seamlessly and speedily integrate with a wide variety of databases.

**Pandas**

Pandas is an open-source Python Library providing high-performance data manipulation and analysis tool using its powerful data structures. Python was majorly used for data munging and preparation. It had very little contribution towards data analysis. Pandas solved this problem. Using Pandas, we can accomplish five typical steps in the processing and analysis of data, regardless of the origin of data load, prepare, manipulate, model, and analyze. Python with Pandas is used in a wide range of fields including academic and commercial domains including finance, economics, Statistics, analytics, etc.

**Matplotlib**

Matplotlib is a Python 2D plotting library which produces publication quality figures in a variety of hardcopy formats and interactive environments across platforms. Matplotlib can be used in Python scripts, the Python and [IPython](http://ipython.org/) shells, the [Jupyter](http://jupyter.org/) Notebook, web application servers, and four graphical user interface toolkits. Matplotlib tries to make easy things easy and hard things possible. You can generate plots, histograms, power spectra, bar charts, error charts, scatter plots, etc., with just a few lines of code. For examples, see the [sample plots](https://matplotlib.org/tutorials/introductory/sample_plots.html) and [thumbnail gallery](https://matplotlib.org/gallery/index.html).

For simple plotting the pyplot module provides a MATLAB-like interface, particularly when combined with IPython. For the power user, you have full control of line styles, font properties, axes properties, etc, via an object oriented interface or via a set of functions familiar to MATLAB users.

**Scikit – learn**

Scikit-learn provides a range of supervised and unsupervised learning algorithms via a consistent interface in Python. It is licensed under a permissive simplified BSD license and is distributed under many Linux distributions, encouraging academic and commercial use. **Python**

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**Install Python Step-by-Step in Windows and Mac :**

Python a versatile programming language doesn’t come pre-installed on your computer devices. Python was first released in the year 1991 and until today it is a very popular high-level programming language. Its style philosophy emphasizes code readability with its notable use of great whitespace.

The object-oriented approach and language construct provided by Python enables programmers to write both clear and logical code for projects. This software does not come pre-packaged with Windows.

## How to Install Python on Windows and Mac :

There have been several updates in the Python version over the years. The question is how to install Python? It might be confusing for the beginner who is willing to start learning Python but this tutorial will solve your query. The latest or the newest version of Python is version 3.7.4 or in other words, it is Python 3.

**Note:** The python version 3.7.4 cannot be used on Windows XP or earlier devices.

Before you start with the installation process of Python. First, you need to know about your **System Requirements**. Based on your system type i.e. operating system and based processor, you must download the python version. My system type is a **Windows 64-bit operating system**. So the steps below are to install python version 3.7.4 on Windows 7 device or to install Python 3. [Download the Python Cheatsheet here.](https://myelearninghub.com/python-cheat-sheet/)The steps on how to install Python on Windows 10, 8 and 7 are **divided into 4 parts** to help understand better.

### Download the Correct version into the system

**Step 1:** Go to the official site to download and install python using Google Chrome or any other web browser. OR Click on the following link: [**https://www.python.org**](https://www.python.org/)



Now, check for the latest and the correct version for your operating system.

**Step 2:** Click on the Download Tab.

****

**Step 3:** You can either select the Download Python for windows 3.7.4 button in Yellow Color or you can scroll further down and click on download with respective to their version. Here, we are downloading the most recent python version for windows 3.7.4

****

**Step 4:** Scroll down the page until you find the Files option.

**Step 5:** Here you see a different version of python along with the operating system.



• To download Windows 32-bit python, you can select any one from the three options: Windows x86 embeddable zip file, Windows x86 executable installer or Windows x86 web-based installer.

•To download Windows 64-bit python, you can select any one from the three options: Windows x86-64 embeddable zip file, Windows x86-64 executable installer or Windows x86-64 web-based installer.

Here we will install Windows x86-64 web-based installer. Here your first part regarding which version of python is to be downloaded is completed. Now we move ahead with the second part in installing python i.e. Installation

**Note:** To know the changes or updates that are made in the version you can click on the Release Note Option.

### Installation of Python

**Step 1:** Go to Download and Open the downloaded python version to carry out the installation process.



**Step 2:** Before you click on Install Now, Make sure to put a tick on Add Python 3.7 to PATH.



**Step 3:** Click on Install NOW After the installation is successful. Click on Close.



With these above three steps on python installation, you have successfully and correctly installed Python. Now is the time to verify the installation.

**Note:** The installation process might take a couple of minutes.

### Verify the Python Installation

**Step 1:** Click on Start

**Step 2:** In the Windows Run Command, type “cmd”.



**Step 3:** Open the Command prompt option.

**Step 4:** Let us test whether the python is correctly installed. Type **python –V** and press Enter.



**Step 5:** You will get the answer as 3.7.4

**Note:** If you have any of the earlier versions of Python already installed. You must first uninstall the earlier version and then install the new one.

### Check how the Python IDLE works

**Step 1:** Click on Start

**Step 2:** In the Windows Run command, type “python idle”.



**Step 3:** Click on IDLE (Python 3.7 64-bit) and launch the program

**Step 4:** To go ahead with working in IDLE you must first save the file. **Click on File > Click on Save**



**Step 5:** Name the file and save as type should be Python files. Click on SAVE. Here I have named the files as Hey World.

**Step 6:** Now for e.g. **enter print**

**6.SYSTEM TEST**

The purpose of testing is to discover errors. Testing is the process of trying to discover every conceivable fault or weakness in a work product. It provides a way to check the functionality of components, sub assemblies, assemblies and/or a finished product It is the process of exercising software with the intent of ensuring that the Software system meets its requirements and user expectations and does not fail in an unacceptable manner. There are various types of test. Each test type addresses a specific testing requirement.

### TYPES OF TESTS

**Unit testing**

Unit testing involves the design of test cases that validate that the internal program logic is functioning properly, and that program inputs produce valid outputs. All decision branches and internal code flow should be validated. It is the testing of individual software units of the application .it is done after the completion of an individual unit before integration. This is a structural testing, that relies on knowledge of its construction and is invasive. Unit tests perform basic tests at component level and test a specific business process, application, and/or system configuration. Unit tests ensure that each unique path of a business process performs accurately to the documented specifications and contains clearly defined inputs and expected results.

**Integration testing**

Integration tests are designed to test integrated software components to determine if they actually run as one program. Testing is event driven and is more concerned with the basic outcome of screens or fields. Integration tests demonstrate that although the components were individually satisfaction, as shown by successfully unit testing, the combination of components is correct and consistent. Integration testing is specifically aimed at exposing the problems that arise from the combination of components.

**Functional test**

Functional tests provide systematic demonstrations that functions tested are available as specified by the business and technical requirements, system documentation, and user manuals.

Functional testing is centered on the following items:

Valid Input : identified classes of valid input must be accepted.

Invalid Input : identified classes of invalid input must be rejected.

Functions : identified functions must be exercised.

Output : identified classes of application outputs must be exercised.

Systems/Procedures : interfacing systems or procedures must be invoked.

Organization and preparation of functional tests is focused on requirements, key functions, or special test cases. In addition, systematic coverage pertaining to identify Business process flows; data fields, predefined processes, and successive processes must be considered for testing. Before functional testing is complete, additional tests are identified and the effective value of current tests is determined.

**System Test**

System testing ensures that the entire integrated software system meets requirements. It tests a configuration to ensure known and predictable results. An example of system testing is the configuration oriented system integration test. System testing is based on process descriptions and flows, emphasizing pre-driven process links and integration points.

**White Box Testing**

White Box Testing is a testing in which in which the software tester has knowledge of the inner workings, structure and language of the software, or at least its purpose. It is purpose. It is used to test areas that cannot be reached from a black box level.

**Black Box Testing**

Black Box Testing is testing the software without any knowledge of the inner workings, structure or language of the module being tested. Black box tests, as most other kinds of tests, must be written from a definitive source document, such as specification or requirements document, such as specification or requirements document. It is a testing in which the software under test is treated, as a black box .you cannot “see” into it. The test provides inputs and responds to outputs without considering how the software works.

**Unit Testing**

Unit testing is usually conducted as part of a combined code and unit test phase of the software lifecycle, although it is not uncommon for coding and unit testing to be conducted as two distinct phases.

**Test strategy and approach**

Field testing will be performed manually and functional tests will be written in detail.

**Test objectives**

* All field entries must work properly.
* Pages must be activated from the identified link.
* The entry screen, messages and responses must not be delayed.

**Features to be tested**

* Verify that the entries are of the correct format
* No duplicate entries should be allowed
* All links should take the user to the correct page.

# Integration Testing

Software integration testing is the incremental integration testing of two or more integrated software components on a single platform to produce failures caused by interface defects.

The task of the integration test is to check that components or software applications, e.g. components in a software system or – one step up – software applications at the company level – interact without error.

**Test Results:** All the test cases mentioned above passed successfully. No defects encountered.

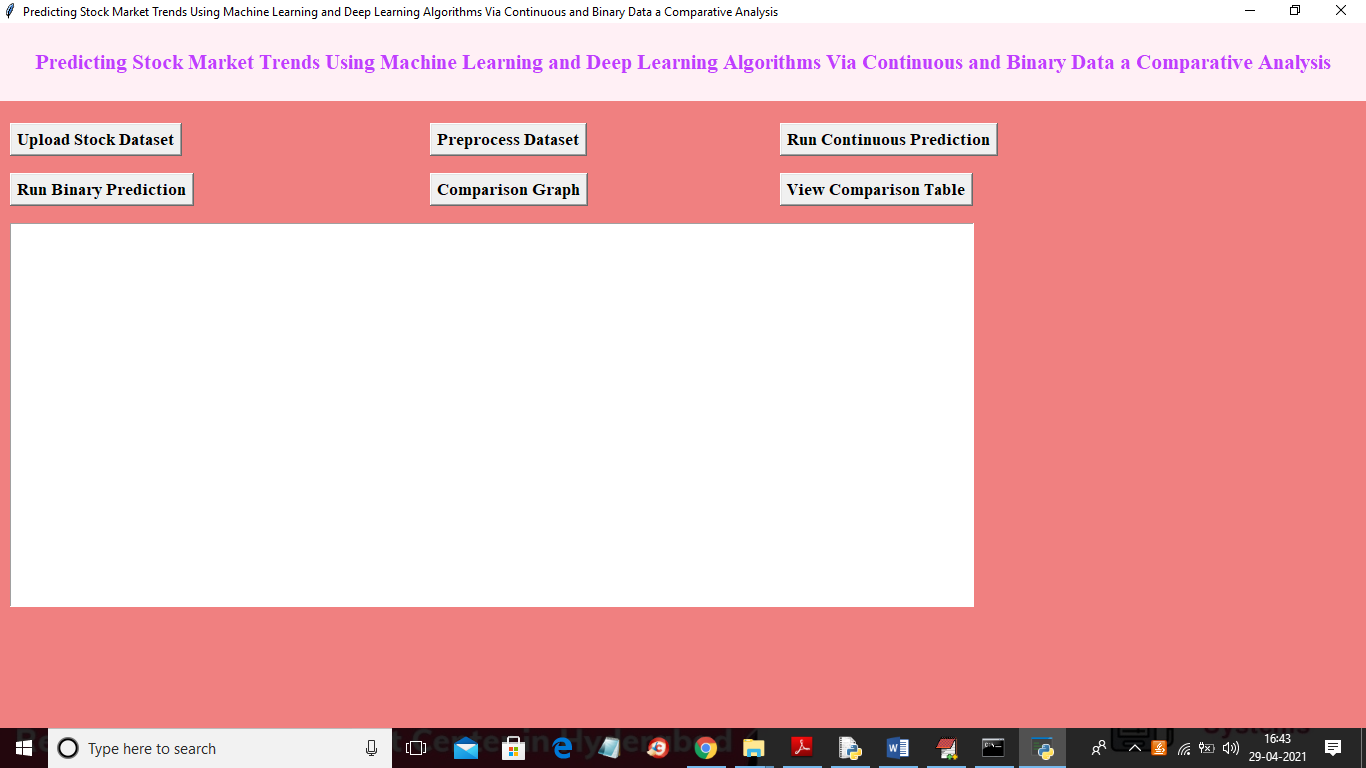
**Acceptance Testing**

User Acceptance Testing is a critical phase of any project and requires significant participation by the end user. It also ensures that the system meets the functional requirements.

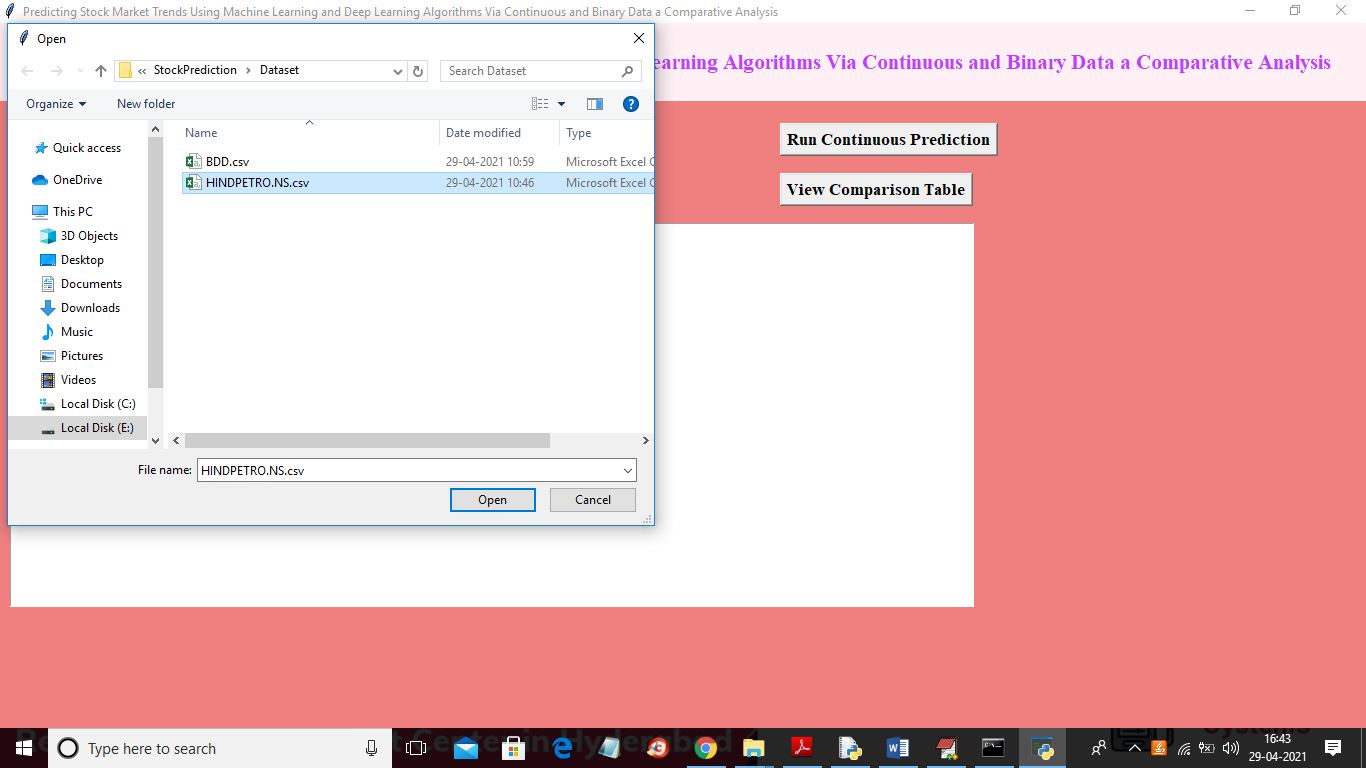
**Test Results:** All the test cases mentioned above passed successfully. No defects encountered.

**SCREENSHOTS :**

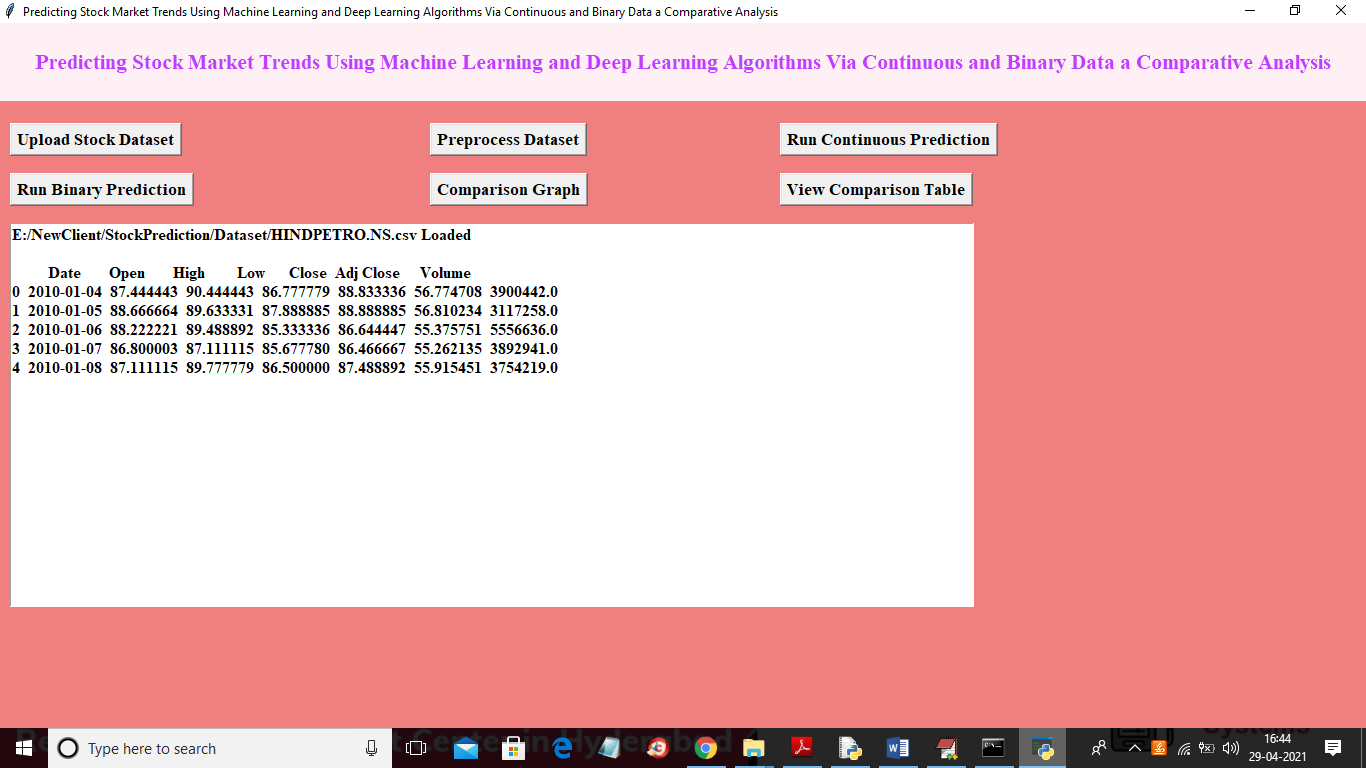
To run project double click on ‘run.bat’ file to get below screen



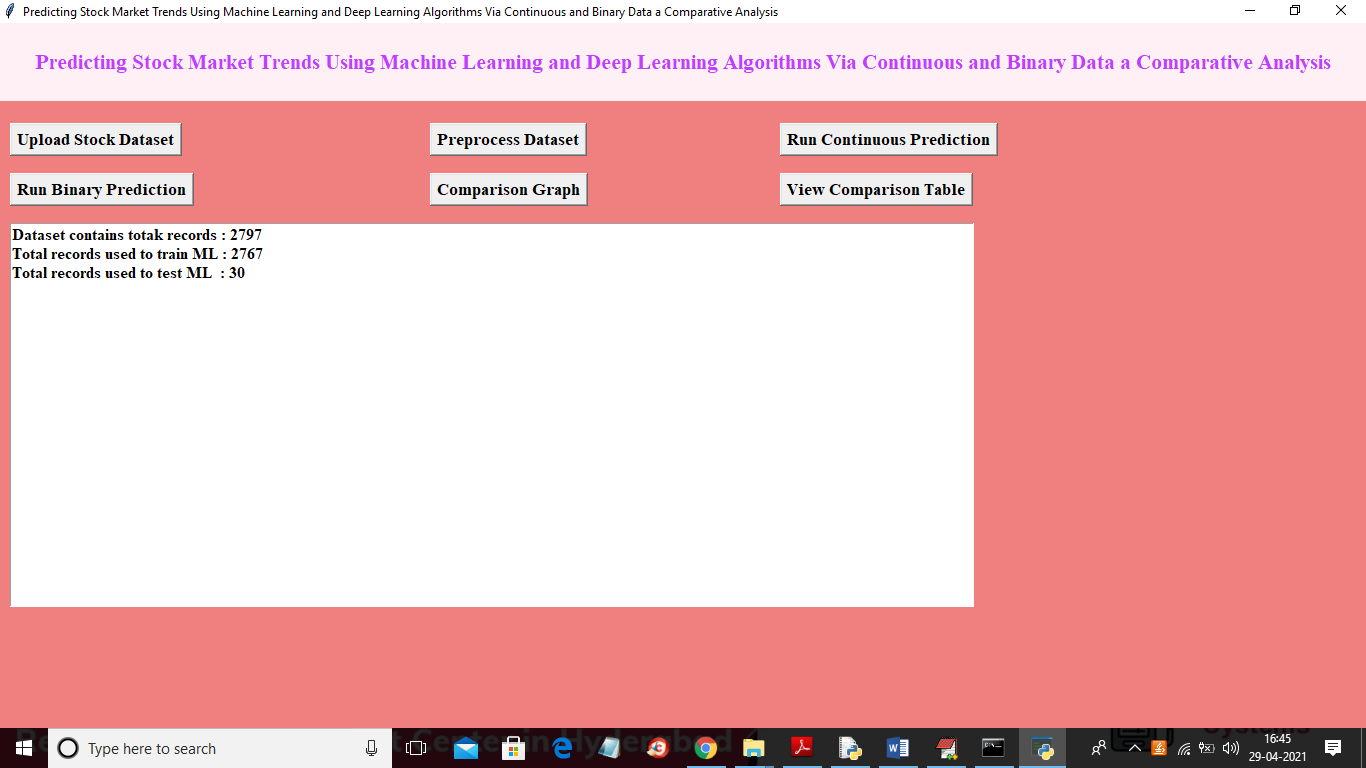
In above screen click on ‘Upload Stock Dataset’ button to load dataset



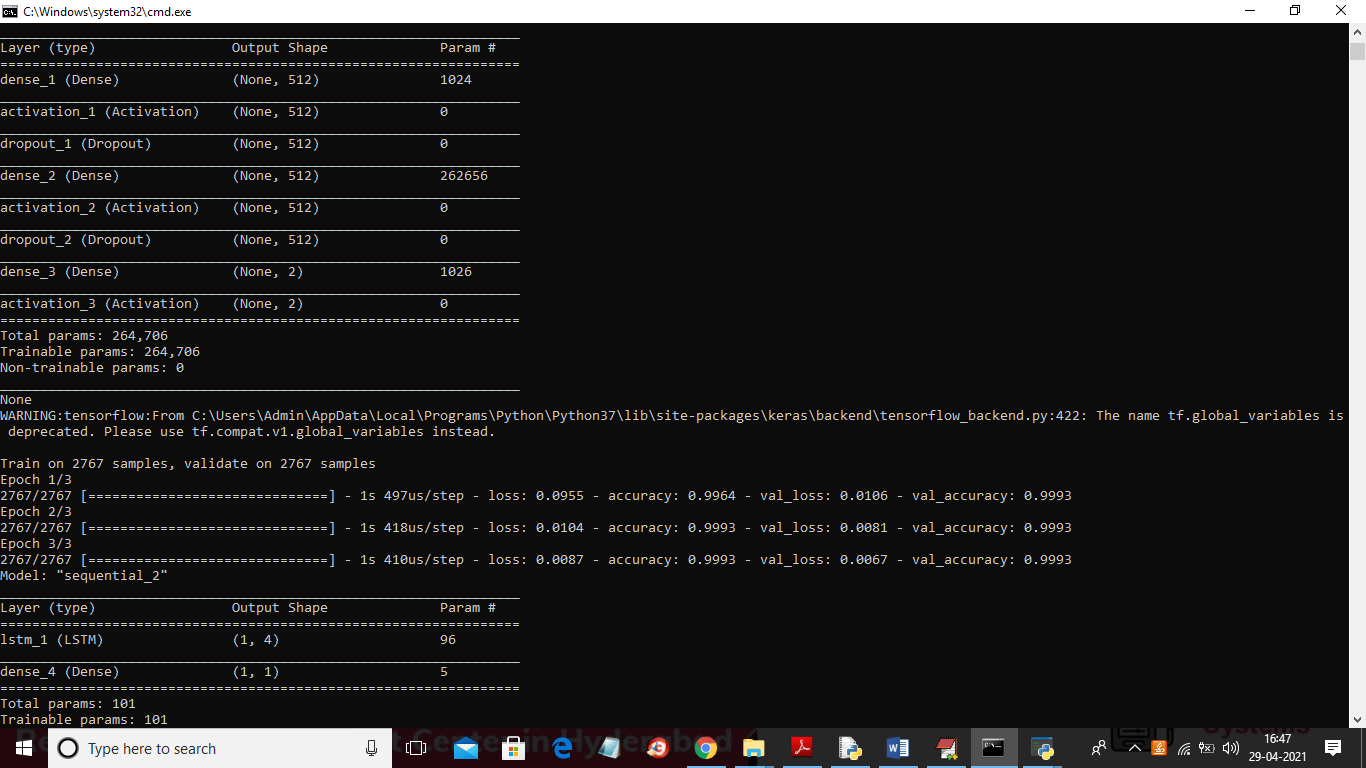
In above screen selecting and uploading “petrol” dataset and then click on ‘Open’ button to get below screen



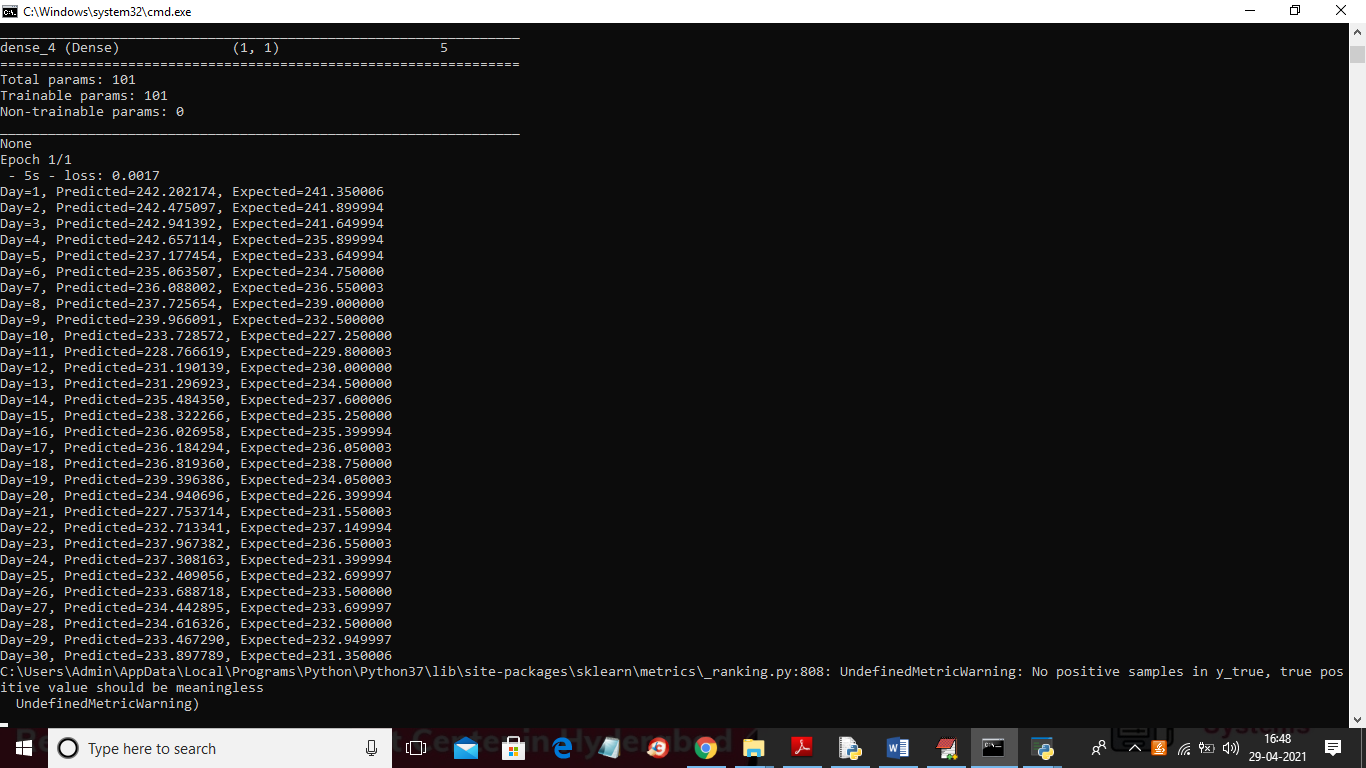
In above screen dataset loaded and dataset contains some missing values so to remove missing values and to split dataset into train and test part so click on ‘Preprocess Dataset’ button to get below screen



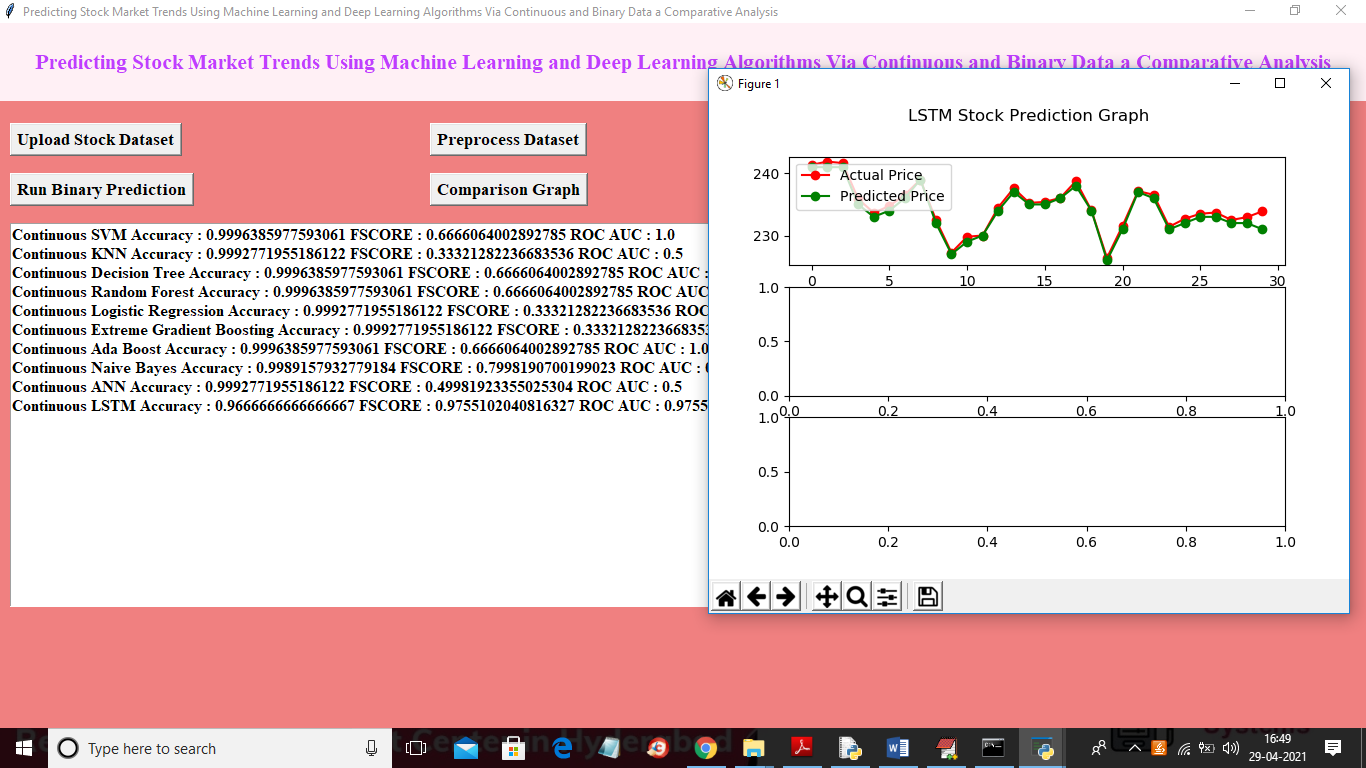
In above screen dataset contains total 2797 records and application using 2797 records for training and 30 records for testing and now train and test data is ready and now click on ‘Run Continuous Prediction’ button to train all algorithms with above dataset



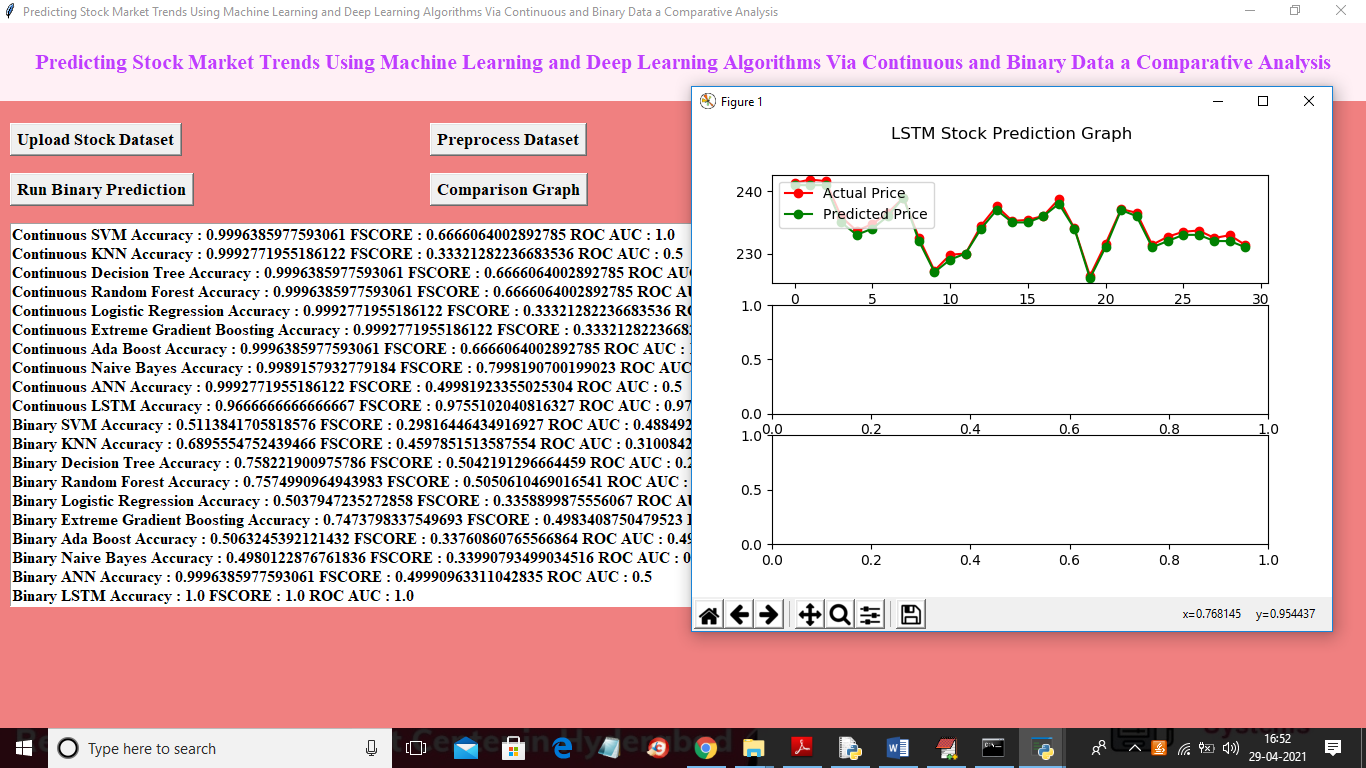
In above screen you can see we have created ANN and LSTM model and after building model will get predicted stock price for 30 test days



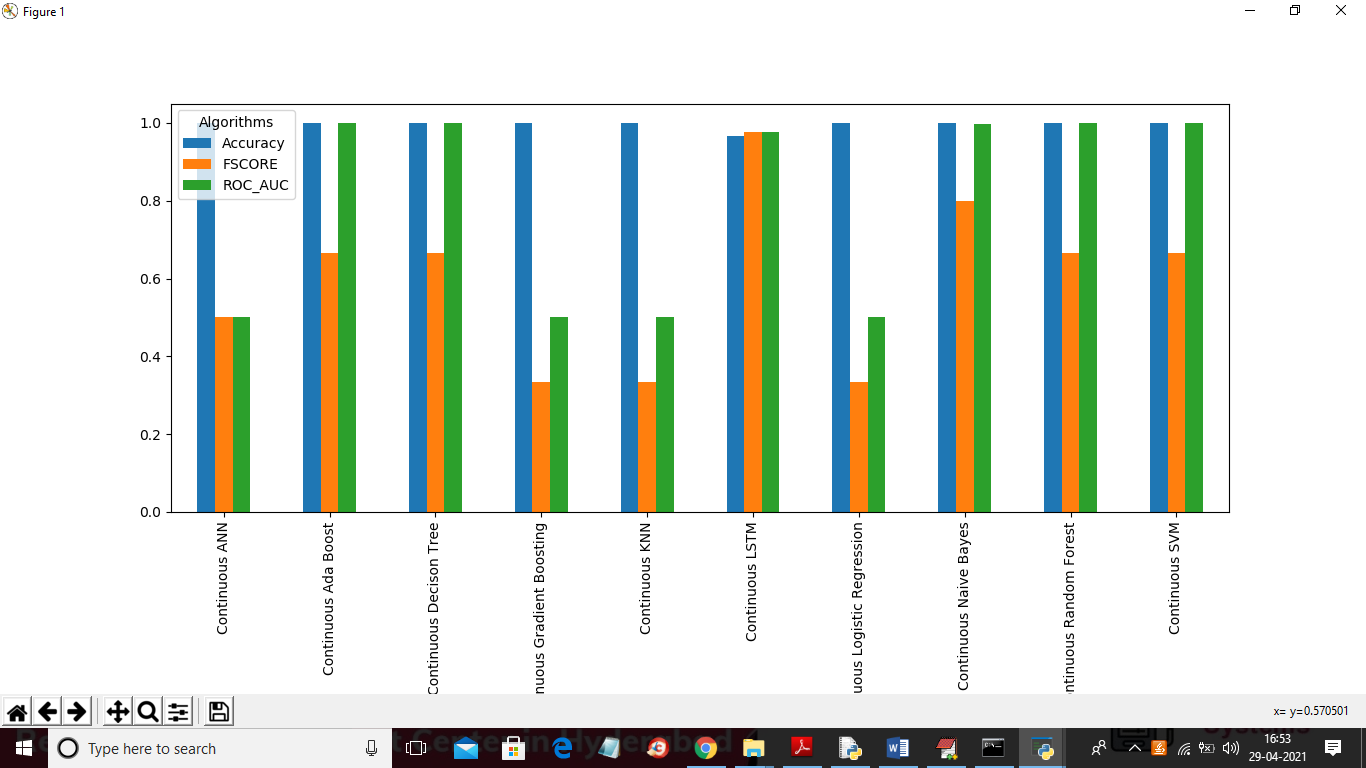
In above screen we can see actual and predicted values from day1 to 30 and we can check both prices are very close which means LSTM predicting accurate stock prices and above actual and predicted values we can see in below graph



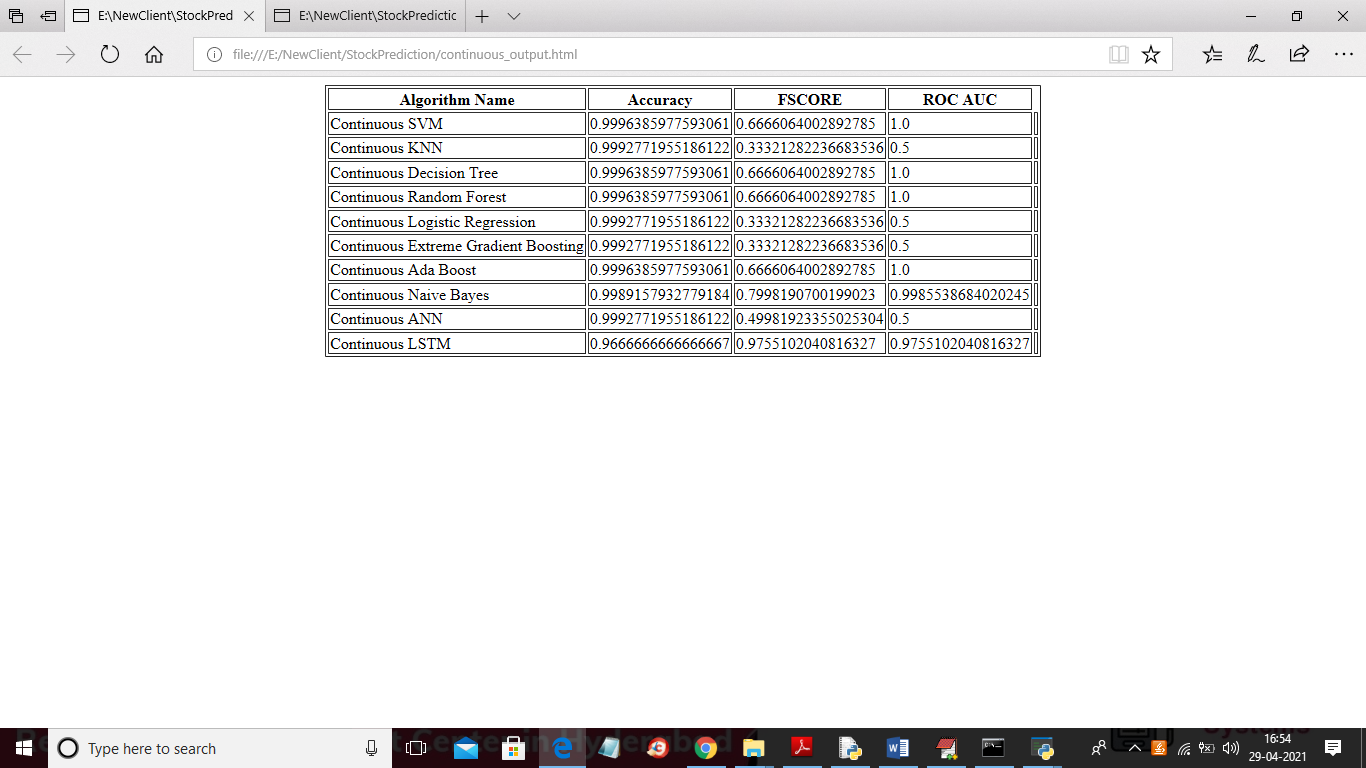
In above screen in text area we can see accuracy, FSCORE and ROC\_AUC values for all algorithms using continuous data and in above graph we can see x-axis represents number of days and y-axis represents stock price and red line represents actual price and green line represents predicted price and we can see there is close difference between actual and predicted so LSTM performance is good and now click on ‘Run Binary Prediction’ button to convert dataset into binary values and then perform prediction



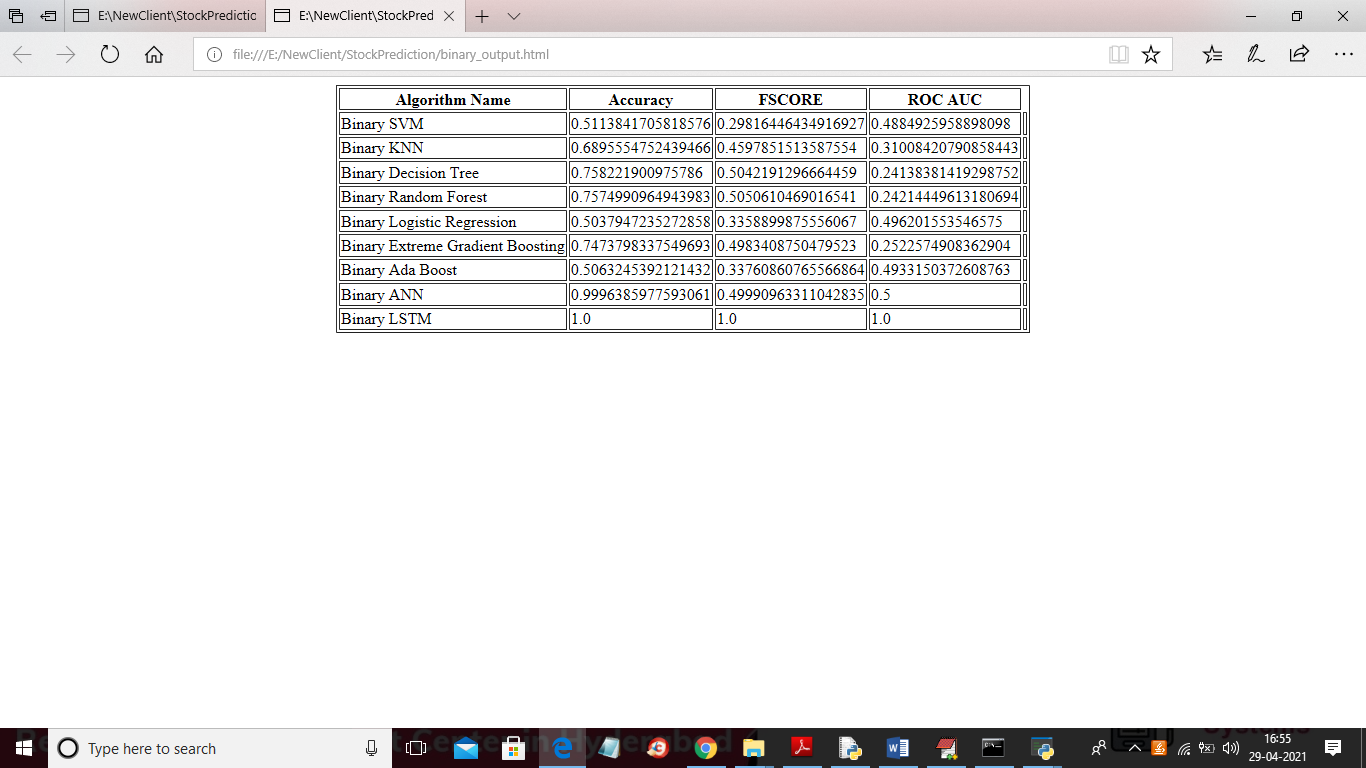
In above screen binary prediction also giving best result and in text area we can see LSTM accuracy is 1.0 which means 100% accurate. Now click on ‘Comparison Graph’ button to get graph between all algorithms



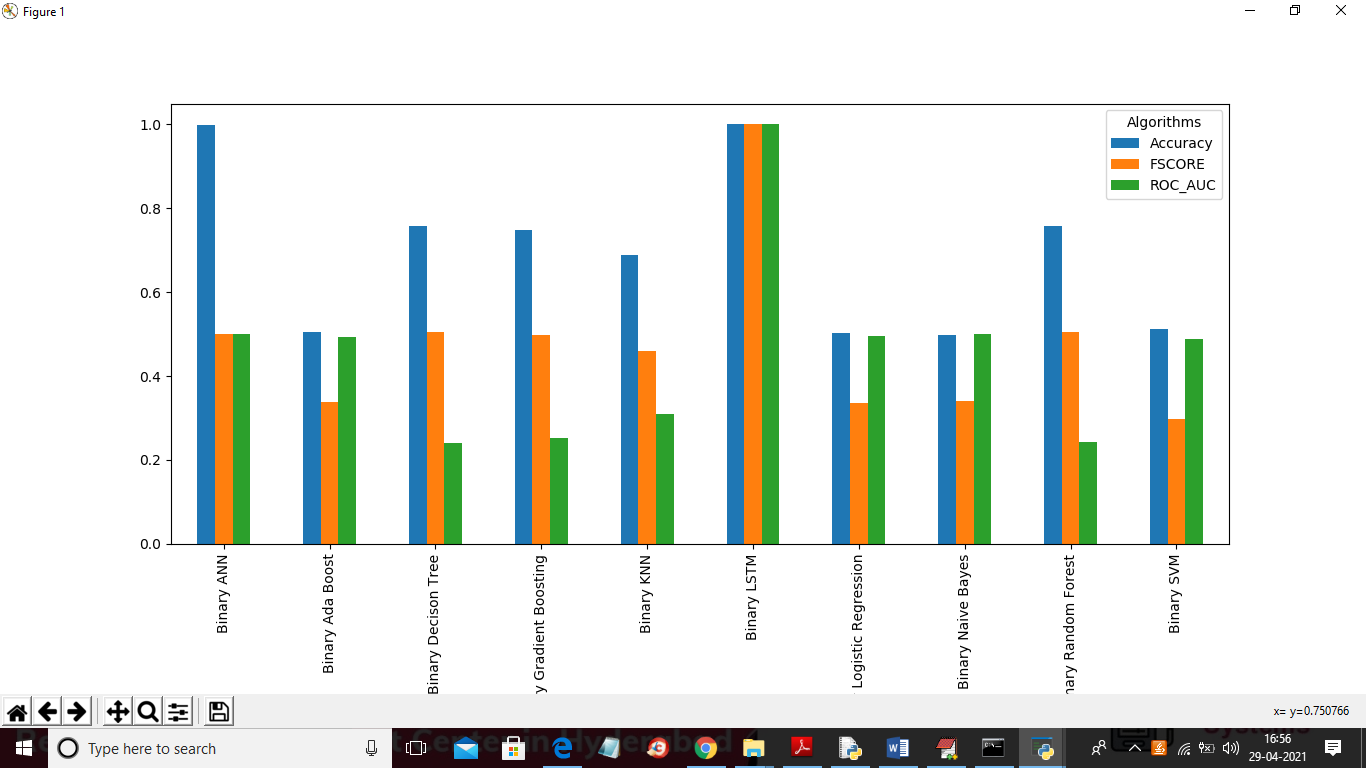
In above graph for continuous data ANN and LSTM is giving better result and now click on ‘View Comparison Table’ button to get below screen



In above screen for continuous data LSTM FSCORE is high and below we can see binary data result



In above screen with binary data LSTM got 100% accuracy, FSCORE and ROC\_AUC. Below is the binary data comparison graph between all algorithms



In above graph LSTM is giving better output result compare to all algorithms

**CONCLUSION :**

The purpose of this study was the prediction task of stock market movement by machine learning and deep learning algorithms. Four stock market groups, namely diversified financials, petroleum, non-metallic minerals and basic metals, from Tehran stock exchange were chosen, and the dataset was based on ten years of historical records with ten technical features. Also, nine machine learning models (Decision Tree, Random Forest, Adaboost, XGBoost, SVC, Naïve Bayes, KNN, Logistic Regression and ANN) and two deep learning methods (RNN and LSTM) were employed as predictors. We supposed two approaches for input values to models, continuous data and binary data, and we employed three classification metrics for evaluations. Our experimental works showed that there was a significant improvement in the performance of models when they use binary data instead of continuous one. Indeed, deep learning algorithms (RNN and LSTM) were our superior models in both approaches.

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