
Group A

Assignment No:

1

Title of the Assignment: Write a program non-recursive and recursive program to calculate Fibonacci numbers and analyze their time and space complexity.

Objective of the Assignment: Students should be able to perform non-recursive and recursive programs to calculate Fibonacci numbers and analyze their time and space complexity.

Prerequisite:

1. Basic of Python or Java Programming
 2. Concept of Recursive and Non-recursive functions
 3. Execution flow of calculate Fibonacci numbers
 4. Basic of Time and Space complexity
-

Contents for Theory:

1. **Introduction to Fibonacci numbers**
2. **Time and Space complexity**

Introduction to Fibonacci numbers

- The Fibonacci series, named after Italian mathematician Leonardo Pisano Bogollo, later known as Fibonacci, is a series (sum) formed by Fibonacci numbers denoted as F_n . The numbers in Fibonacci sequence are given as: 0, 1, 1, 2, 3, 5, 8, 13, 21, 38, . . .
- In a Fibonacci series, every term is the sum of the preceding two terms, starting from 0 and 1 as first and second terms. In some old references, the term '0' might be omitted.

What is the Fibonacci Series?

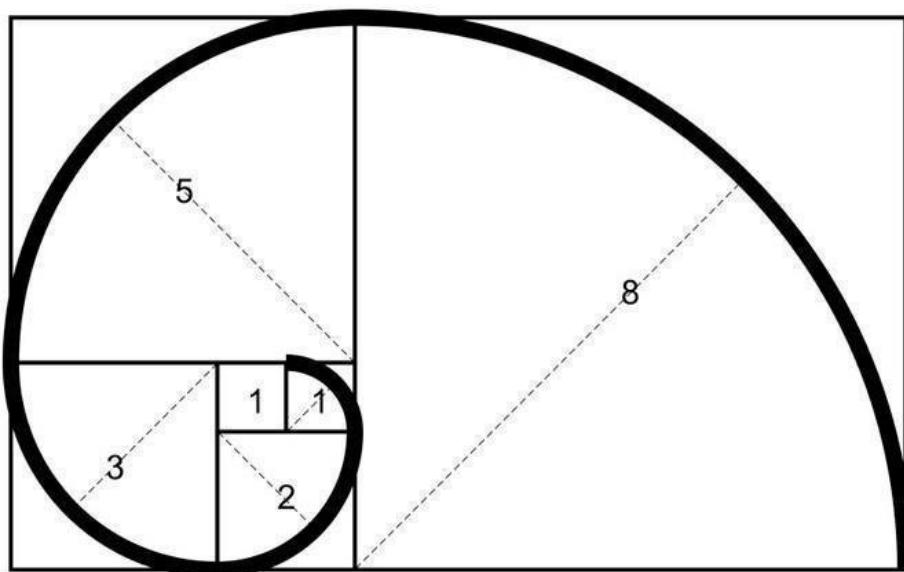
- The Fibonacci series is the sequence of numbers (also called Fibonacci numbers), where every number is the sum of the preceding two numbers, such that the first two terms are '0' and '1'.
- In some older versions of the series, the term '0' might be omitted. A Fibonacci series can thus be given as, 0, 1, 1, 2, 3, 5, 8, 13, 21, 34, . . . It can be thus be observed that every term can be calculated by adding the two terms before it.
- Given the first term, F_0 and second term, F_1 as '0' and '1', the third term here can be given as, $F_2 = 0 + 1 = 1$

Similarly,

$$F_3 = 1 + 1 = 2$$

$$F_4 = 2 + 1 = 3$$

Given a number n , print n -th Fibonacci Number.



Fibonacci Sequence Formula

The Fibonacci sequence of numbers — F_n — is defined using the recursive relation with the seed values $F_0=0$ and $F_1=1$:

$$F_n = F_{n-1} + F_{n-2}$$

Here, the sequence is defined using two different parts, such as kick-off and recursive relation. The kick-off part is $F_0=0$ and $F_1=1$.

The recursive relation part is $F_n = F_{n-1} + F_{n-2}$.

It is noted that the sequence starts with 0 rather than 1. So, F_5 should be the 6th term of the sequence.

Examples:

Input : $n =$

2 Output : 1

Input : $n =$

9 Output :

34

The list of Fibonacci numbers are calculated as follows:

F_n	Fibonacci Number
0	0
1	1
2	1
3	2
4	3

5

5

6	8
7	13
8	21
9	34
... and so on.	... and so on.

Method 1 (Use Non-recursion)

A simple method that is a direct recursive implementation of mathematical recurrence relation is given above.

First, we'll store 0 and 1 in $F[0]$ and $F[1]$, respectively.

Next, we'll iterate through array positions 2 to $n-1$. At each position i , we store the sum of the two preceding array values in $F[i]$.

Finally, we return the value of $F[n-1]$, giving us the number at position n in the sequence.

Here's a visual representation of this process:

```
# Program to display the Fibonacci sequence up to n-th term

nterms = int(input("How many terms? "))

# first two

terms n1, n2 =

0, 1

count = 0

# check if the number of terms is

valid if nterms <= 0:

    print("Please enter a positive

integer") # if there is only one term,

return n1 elif nterms == 1:

    print("Fibonacci sequence

upto",nterms,:") print(n1)

# generate fibonacci sequence
```

```
else:  
    print("Fibonacci  
sequence:") while count <  
    nterms:  
        print(n1)  
        nth = n1 + n2  
        # update  
        values n1 = n2  
        n2 = nth  
        count += 1
```

Output

How many terms?

7 Fibonacci

sequence:

0
1
1
2
3
5
8

Time and Space Complexity of Space Optimized Method

- The time complexity of the Fibonacci series is **T(N) i.e, linear**. We have to find the sum of two terms and it is repeated n times depending on the value of n.
- The space complexity of the Fibonacci series using dynamic programming is **O(1)**.

Time Complexity and Space Complexity of Dynamic Programming

- The time complexity of the above code is **T(N) i.e, linear**. We have to find the sum of two terms and it is repeated n times depending on the value of n.

- The space complexity of the above code is **O(N)**.

Method 2 (Use Recursion)

Let's start by defining $F(n)$ as the function that returns the value of F_n .

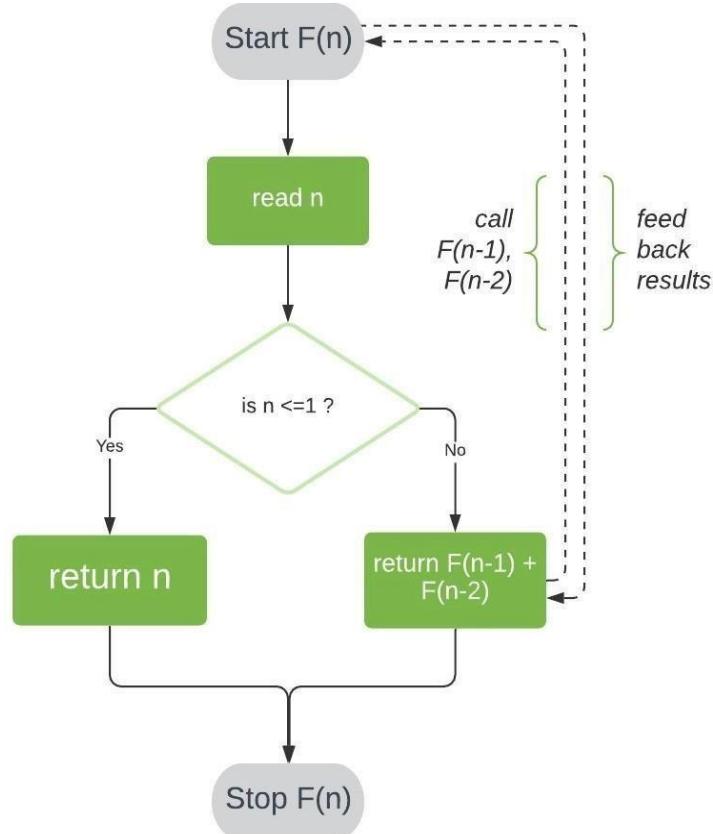
To evaluate $F(n)$ for $n > 1$, we can reduce our problem into two smaller problems of the same kind: $F(n-1)$ and $F(n-2)$. We can further reduce $F(n-1)$ and $F(n-2)$ to $F((n-1)-1)$ and $F((n-1)-2)$; and $F((n-2)-1)$ and $F((n-2)-2)$, respectively.

If we repeat this reduction, we'll eventually reach our known base cases and, thereby, obtain a solution to $F(n)$.

Employing this logic, our algorithm for $F(n)$ will have two steps:

1. Check if $n \leq 1$. If so, return n .
2. Check if $n > 1$. If so, call our function F with inputs $n-1$ and $n-2$, and return the sum of the two results.

Here's a visual representation of this algorithm:



```
# Python program to display the Fibonacci
sequence def recur_fibo(n):
    if n <= 1:
        return n
    else:
        return(recur_fibo(n-1) +
recur_fibo(n-2)) nterms = 7
# check if the number of terms is
valid if nterms <= 0:
    print("Please enter a positive
integer") else:
    print("Fibonacci
sequence:") for i in
range(nterms):
    print(recur_fibo(i))
```

Output

Fibonacci sequence:

```
0
1
1
2
3
5
8
```

Time and Space Complexity

- The time complexity of the above code is **T(2^N) i.e, exponential.**

- The Space complexity of the above code is **O(N)** for a recursive series.

Method	Time complexity	Space complexity
Using recursion	$T(n) = T(n-1) + T(n-2)$	$O(n)$
Using DP	$O(n)$	$O(1)$
Space optimization of DP	$O(n)$	$O(1)$
Using the power of matrix method	$O(n)$	$O(1)$
Optimized matrix method	$O(\log n)$	$O(\log n)$
Recursive method in $O(\log n)$ time	$O(\log n)$	$O(n)$
Using direct formula	$O(\log n)$	$O(1)$
DP using memoization	$O(n)$	$O(1)$

Applications of Fibonacci Series

The Fibonacci series finds application in different fields in our day-to-day lives. The different patterns found in a varied number of fields from nature, to music, and to the human body follow the Fibonacci series. Some of the applications of the series are given as,

- It is used in the grouping of numbers and used to study different other special mathematical sequences.
- It finds application in Coding (computer algorithms, distributed systems, etc). For example, Fibonacci series are important in the computational run-time analysis of Euclid's algorithm, used for determining the GCF of two integers.
- It is applied in numerous fields of science like quantum mechanics, cryptography, etc.
- In finance market trading, Fibonacci retracement levels are widely used in technical analysis.

Conclusion- In this way we have explored Concept of Fibonacci series using recursive and non recursive method and also learn time and space complexity

Assignment Question

- 1. What is the Fibonacci Sequence of numbers?**
- 2. How do the Fibonacci work?**
- 3. What is the Golden Ratio?**
- 4. What is the Fibonacci Search technique?**
- 5. What is the real application for Fibonacci series**

Reference link

- <https://www.scaler.com/topics/fibonacci-series-in-c/>
- <https://www.baeldung.com/cs/fibonacci-computational-complexity>

Group A

Assignment No: 2

Title of the Assignment: Write a program to implement Huffman Encoding using a greedy strategy.

Objective of the Assignment: Students should be able to understand and solve Huffman Encoding using greedy method

Prerequisite:

1. Basic of Python or Java Programming
 2. Concept of Greedy method
 3. Huffman Encoding concept
-

Contents for Theory:

1. Greedy Method
 2. Huffman Encoding
 3. Example solved using huffman encoding
-

What is a Greedy Method?

- A greedy algorithm is an approach for solving a problem by selecting the best option available at the moment. It doesn't worry whether the current best result will bring the overall optimal result.
- The algorithm never reverses the earlier decision even if the choice is wrong. It works in a top-down approach.
- This algorithm may not produce the best result for all the problems. It's because it always goes for the local best choice to produce the global best result.

Advantages of Greedy Approach

- The algorithm is **easier to describe**.
- This algorithm can **perform better** than other algorithms (but, not in all cases).

Drawback of Greedy Approach

- As mentioned earlier, the greedy algorithm doesn't always produce the optimal solution. This is the major disadvantage of the algorithm
- For example, suppose we want to find the longest path in the graph below from root to leaf.

Greedy Algorithm

1. To begin with, the solution set (containing answers) is empty.
2. At each step, an item is added to the solution set until a solution is reached.
3. If the solution set is feasible, the current item is kept.
4. Else, the item is rejected and never considered again.

Huffman Encoding

- Huffman Coding is a technique of compressing data to reduce its size without losing any of the details. It was first developed by David Huffman.
- Huffman Coding is generally useful to compress the data in which there are frequently occurring

characters.

- Huffman Coding is a famous Greedy Algorithm.
- It is used for the lossless compression of data.
- It uses variable length encoding.
- It assigns variable length code to all the characters.
- The code length of a character depends on how frequently it occurs in the given text.
- The character which occurs most frequently gets the smallest code.
- The character which occurs least frequently gets the largest code.
- It is also known as **Huffman Encoding**.

Prefix Rule-

- Huffman Coding implements a rule known as a prefix rule.
- This is to prevent the ambiguities while decoding.
- It ensures that the code assigned to any character is not a prefix of the code assigned to any other character

Major Steps in Huffman Coding-

There are two major steps in Huffman Coding-

1. Building a Huffman Tree from the input characters.
2. Assigning code to the characters by traversing the Huffman Tree.

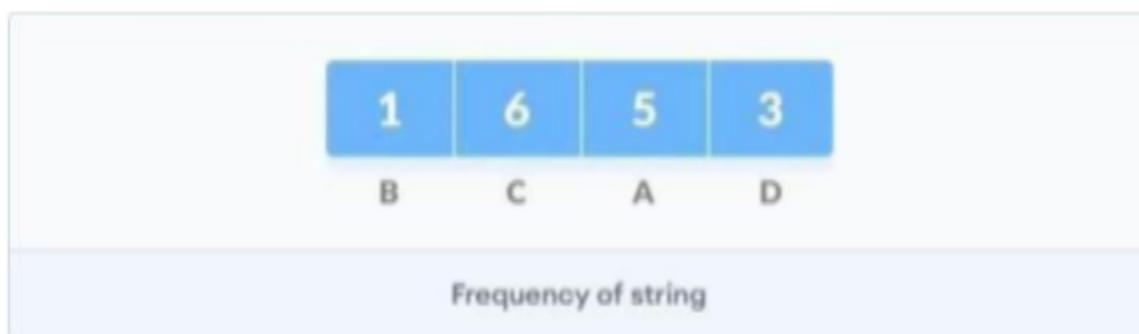
How does Huffman Coding work?

Suppose the string below is to be sent over a network.

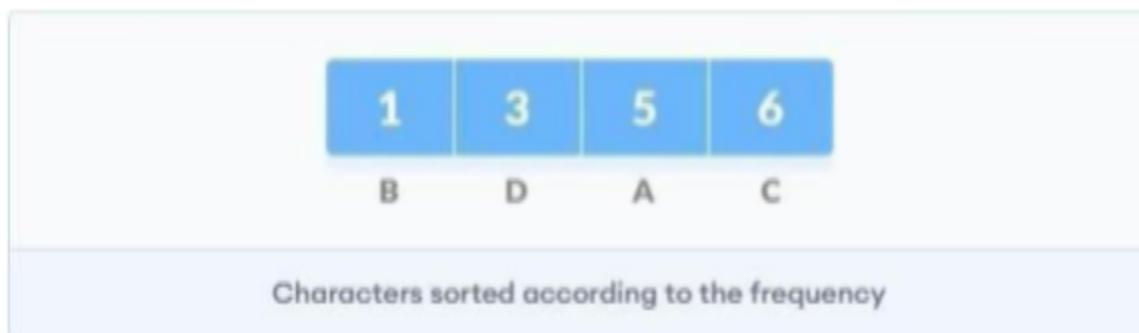


- Each character occupies 8 bits. There are a total of 15 characters in the above string. Thus, a total of $8 * 15 = 120$ bits are required to send this string.
- Using the Huffman Coding technique, we can compress the string to a smaller size.

- Huffman coding first creates a tree using the frequencies of the character and then generates code for each character.
- Once the data is encoded, it has to be decoded. Decoding is done using the same tree.
- Huffman Coding prevents any ambiguity in the decoding process using the concept of **prefix code** ie. a code associated with a character should not be present in the prefix of any other code. The tree created above helps in maintaining the property.
- Huffman coding is done with the help of the following steps.
 1. Calculate the frequency of each character in the string.

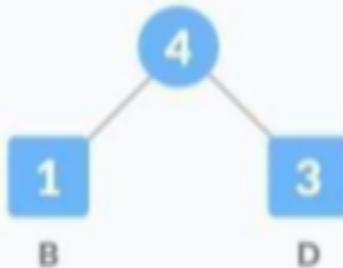
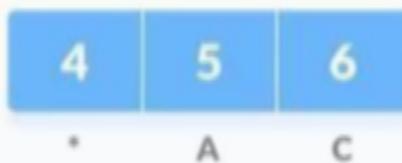


2. Sort the characters in increasing order of the frequency. These are stored in a priority queue Q.



3. Make each unique character as a leaf node.

4. Create an empty node z. Assign the minimum frequency to the left child of z and assign the second minimum frequency to the right child of z. Set the value of the z as the sum of the above two minimum frequencies.

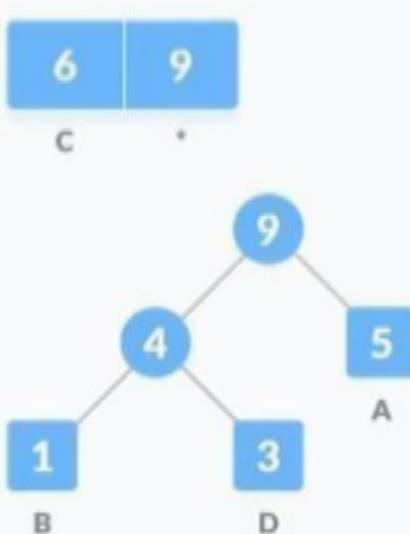


Getting the sum of the least numbers

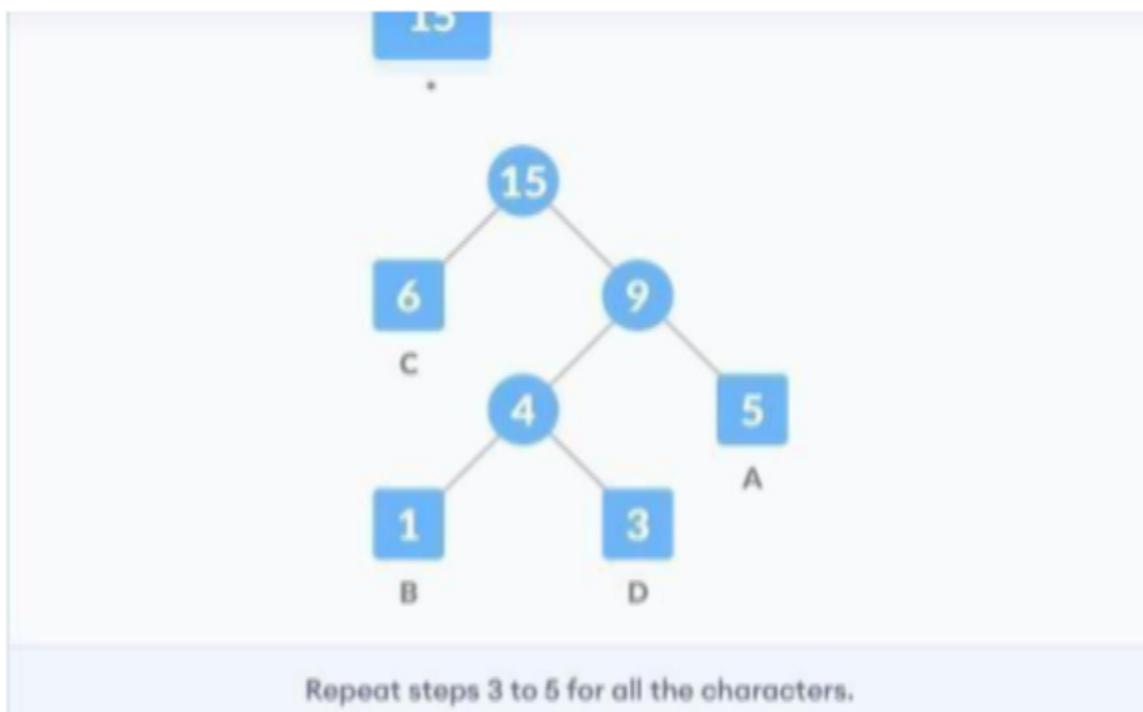
5. Remove these two minimum frequencies from Q and add the sum into the list of frequencies (* denote the internal nodes in the figure above).

6. Insert node z into the tree.

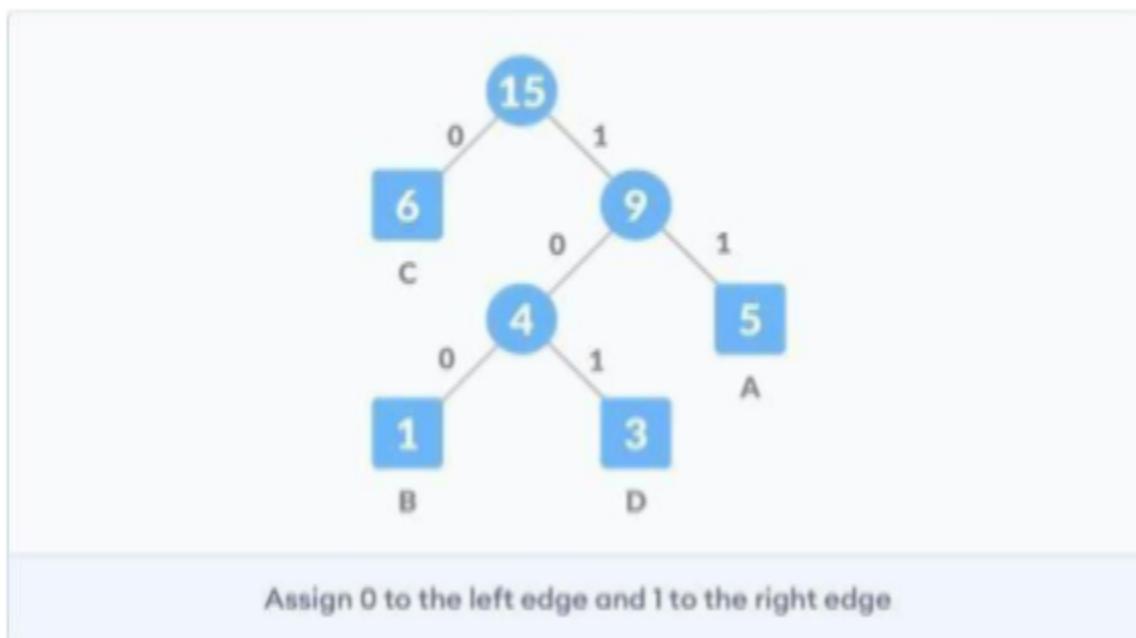
7. Repeat steps 3 to 5 for all the characters.



Repeat steps 3 to 5 for all the characters.



8. For each non-leaf node, assign 0 to the left edge and 1 to the right edge



Assign 0 to the left edge and 1 to the right edge

For sending the above string over a network, we have to send the tree as well as the above compressed-code. The total size is given by the table below.

Character	Frequency	Code	Size
A	5	11	$5*2 = 10$
B	1	100	$1*3 = 3$
C	6	0	$6*1 = 6$
D	3	101	$3*3 = 9$
$4 * 8 = 32$ bits	15 bits		28 bits

Without encoding, the total size of the string was 120 bits. After encoding the size is reduced to $32 + 15 + 28 = 75$.

Example:

A file contains the following characters with the frequencies as shown. If Huffman Coding is used for data compression, determine-

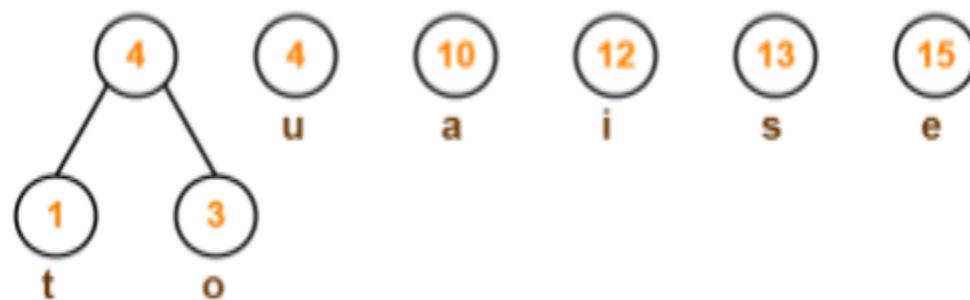
1. Huffman Code for each character
2. Average code length
3. Length of Huffman encoded message (in bits)

Characters	Frequencies
a	10
e	15
i	12
o	3
u	4
s	13
t	1

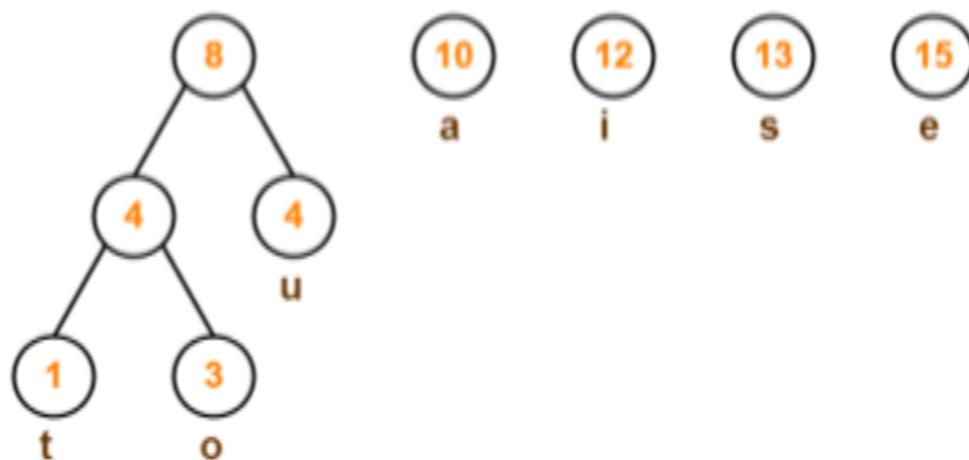
Step-01:



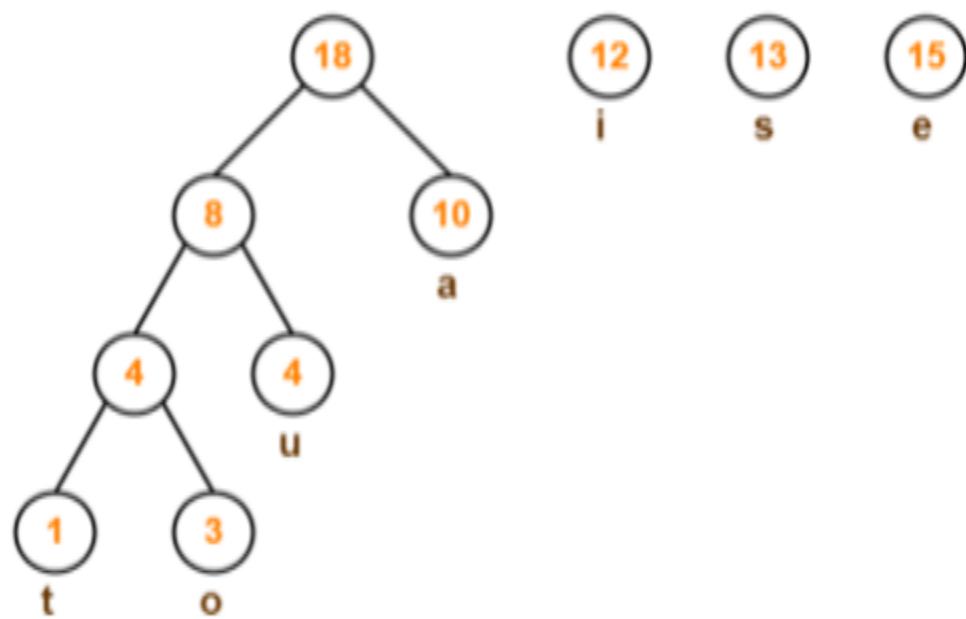
Step-02:



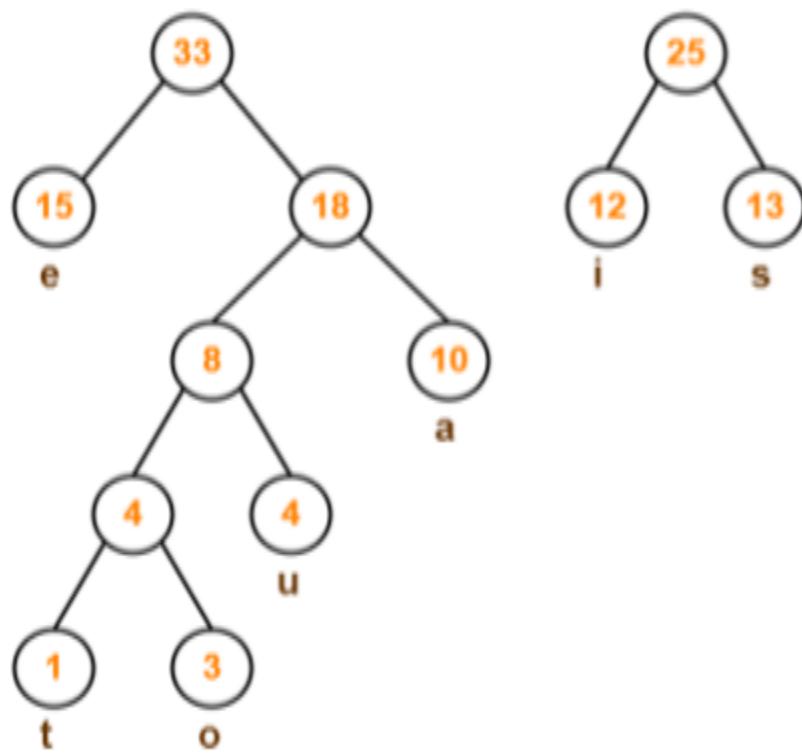
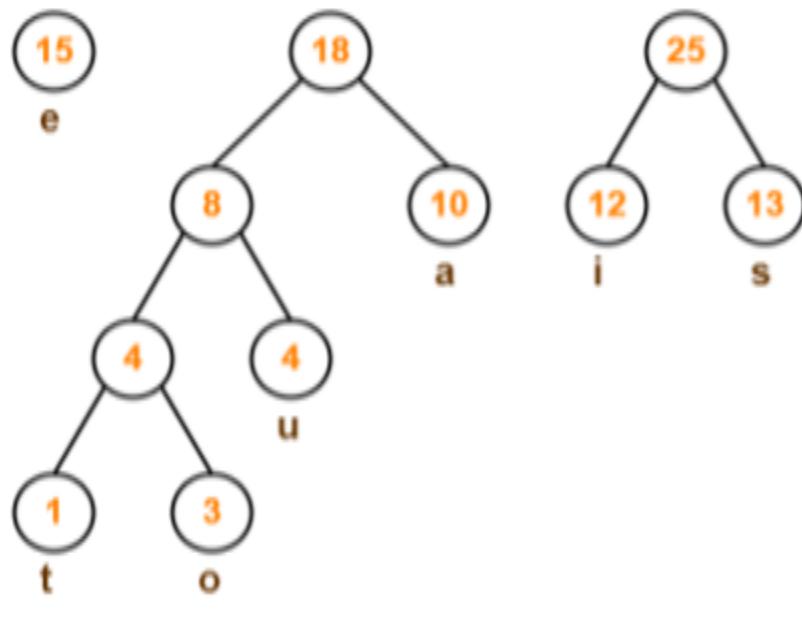
Step-03:



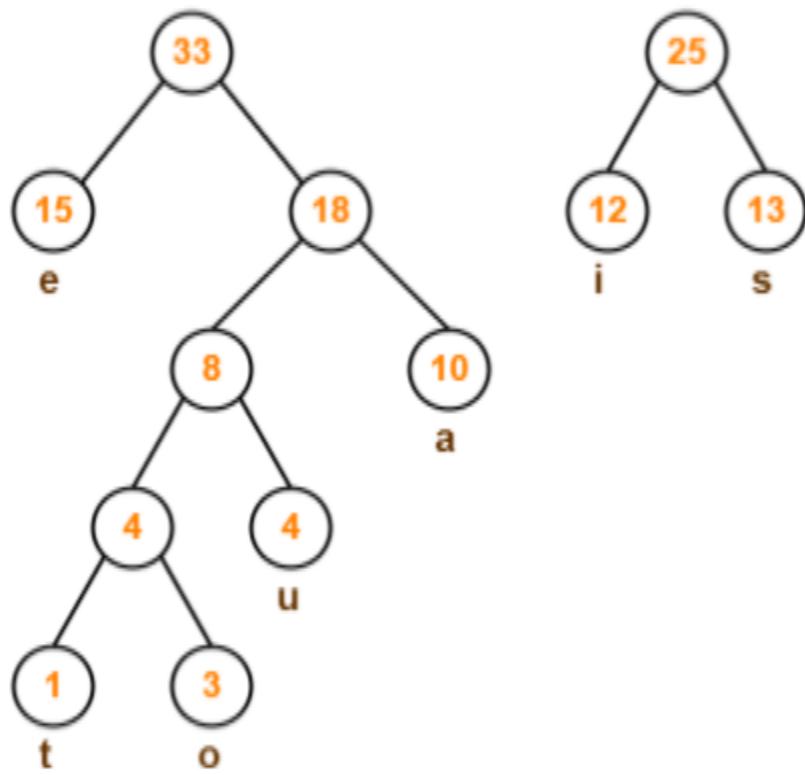
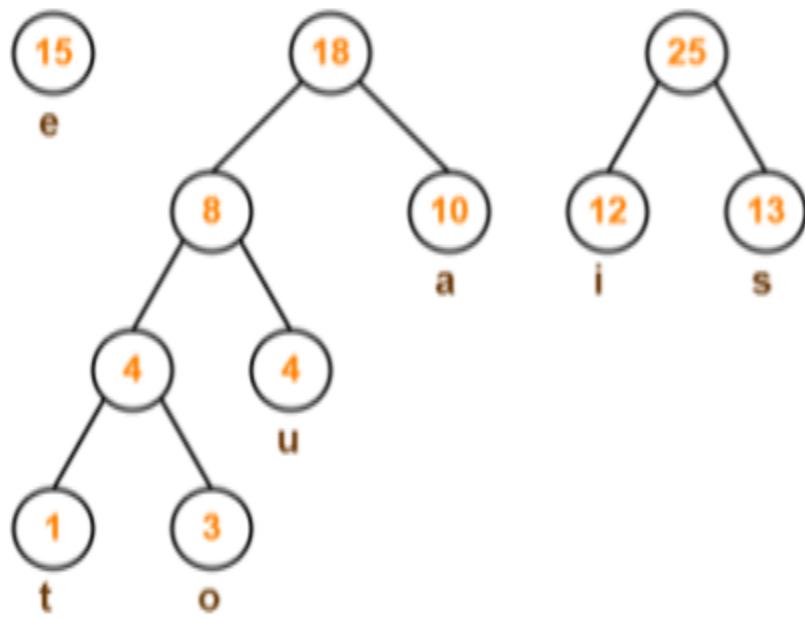
Step-04:



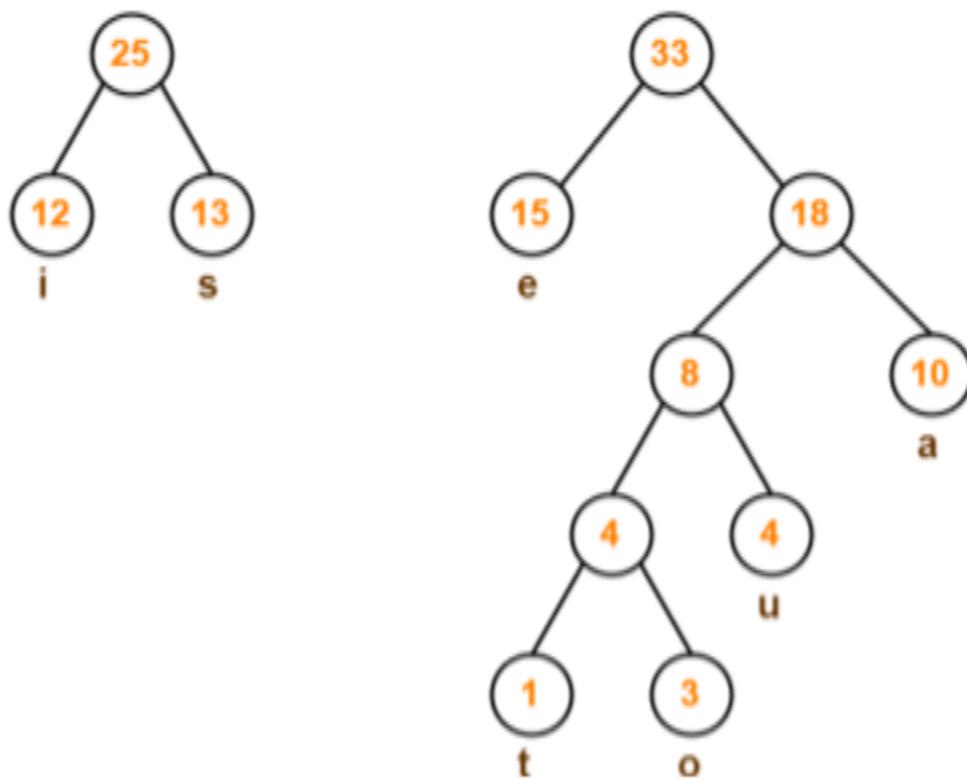
Step-06:

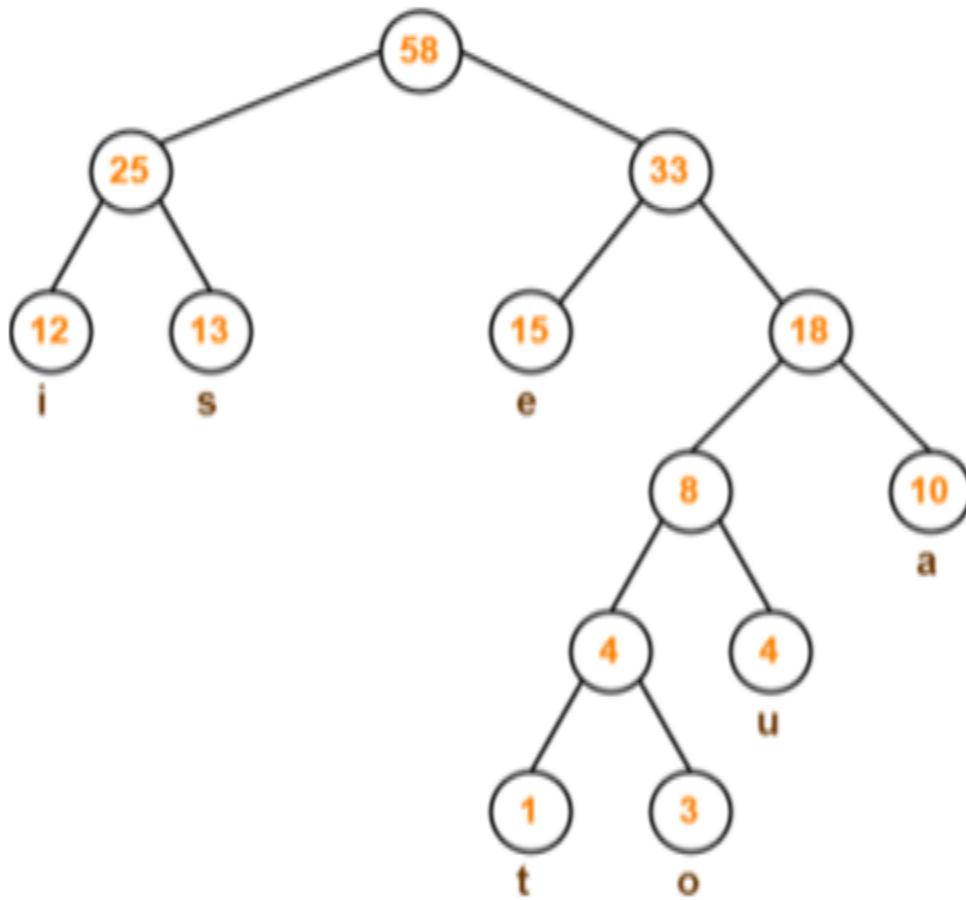


Step-06:

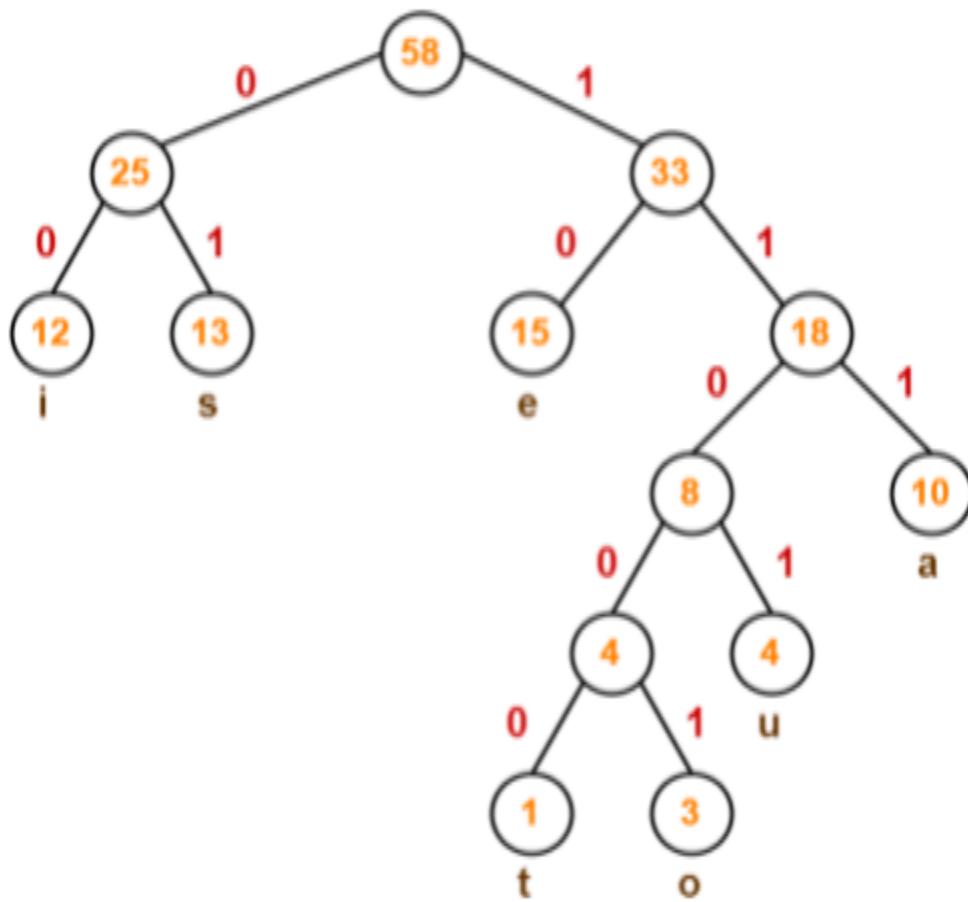


Step-07:





After assigning weight to all the edges, the modified Huffman Tree is-



Huffman Tree

To write Huffman Code for any character, traverse the Huffman Tree from root node to the leaf node of that character.

Following this rule, the Huffman Code for each character is-

a = 111

e = 10

i = 00

o = 11001

u = 1101

s = 01

t = 11000

Time Complexity-

The time complexity analysis of Huffman Coding is as follows-

- extractMin() is called $2 \times (n-1)$ times if there are n nodes.
- As extractMin() calls minHeapify(), it takes $O(n\log n)$ time.

Thus, Overall time complexity of Huffman Coding becomes **O(nlogn)**.

Code :-

```
class Node:  
    def __init__(self, prob, symbol, left=None, right=None):  
        # probability of symbol  
        self.prob = prob  
  
        # symbol  
        self.symbol = symbol  
  
        # left node  
        self.left = left  
  
        # right node  
        self.right = right  
  
        # tree direction (0/1)  
        self.code = ''  
  
    """ A helper function to calculate the probabilities of symbols in given data"""  
def Calculate_Probability(data):  
    symbols = dict()  
    for element in data:  
        if symbols.get(element) == None:  
            symbols[element] = 1  
        else:  
            symbols[element] += 1  
    return symbols  
  
    """ A helper function to obtain the encoded output"""  
def Output_Encoded(data, coding):  
    encoding_output = []  
    for c in data:  
        print(coding[c], end = '')  
        encoding_output.append(coding[c])  
  
    string = ''.join([str(item) for item in encoding_output])  
    return string  
  
    """ A helper function to calculate the space difference between compressed and non compressed data"""  
def Total_Gain(data, coding):  
    before_compression = len(data) * 8 # total bit space to stor the data before compression
```

```
def Huffman_Encoding(data):
    symbol_with_probs = Calculate_Probability(data)
    symbols = symbol_with_probs.keys()
    probabilities = symbol_with_probs.values()
    print("symbols: ", symbols)
    print("probabilities: ", probabilities)

    nodes = []

    # converting symbols and probabilities into huffman tree nodes
    for symbol in symbols:
        nodes.append(Node(symbol_with_probs.get(symbol), symbol))

    while len(nodes) > 1:
        # sort all the nodes in ascending order based on their probability
        nodes = sorted(nodes, key=lambda x: x.prob)
        # for node in nodes:
        #     print(node.symbol, node.prob)

        # pick 2 smallest nodes
        right = nodes[0]
        left = nodes[1]

        left.code = 0
        right.code = 1

        # combine the 2 smallest nodes to create new node
        newNode = Node(left.prob+right.prob, left.symbol+right.symbol, left, right)

        nodes.remove(left)
        nodes.remove(right)
        nodes.append(newNode)

    huffman_encoding = Calculate_Codes(nodes[0])
    print(huffman_encoding)
    Total_Gain(data, huffman_encoding)
    encoded_output = Output_Encoded(data,huffman_encoding)
    print("Encoded output:", encoded_output)
    return encoded_output, nodes[0]
```

Output

```
AAAAAAABCCCCCDDDEEEE
symbols: dict_keys(['A', 'B', 'C', 'D', 'E'])
probabilities: dict_values([7, 1, 6, 2, 5])
symbols with codes ('A': '00', 'C': '01', 'E': '10', 'D': '110', 'B': '111')
Space usage before compression (in bits): 168
Space usage after compression (in bits): 45
Encoded output 0000000000000001110101010101110110101010101010
```

Conclusion- In this way we have explored Concept ofHuffman Encoding using greedy method

Assignment Question

1. What is Huffman Encoding?
2. How many bits may be required for encoding the message _mississippi_?
3. Which tree is used in Huffman encoding?Give one Example
4. Why Huffman coding is lossless compression?

Reference link

- <https://towardsdatascience.com/huffman-encoding-python-implementation-8448c3654328>
- <https://www.programiz.com/dsa/huffman-coding#cpp-code>
- <https://www.gatevidyalay.com/tag/huffman-coding-example-ppt/>

Group A

Assignment No:

3

Title of the Assignment: Write a program to solve a fractional Knapsack problem using a greedy method.

Objective of the Assignment: Students should be able to understand and solve fractional Knapsack problems using a greedy method.

Prerequisite:

1. Basic of Python or Java Programming
 2. Concept of Greedy method
 3. fractional Knapsack problem
-

Contents for Theory:

1. **Greedy Method**
 2. **Fractional Knapsack problem**
 3. **Example solved using fractional Knapsack problem**
-

What is a Greedy Method?

- A greedy algorithm is an approach for solving a problem by selecting the best option available at the moment. It doesn't worry whether the current best result will bring the overall optimal result.
- The algorithm never reverses the earlier decision even if the choice is wrong. It works in a top-down approach.
- This algorithm may not produce the best result for all the problems. It's because it always goes for the local best choice to produce the global best result.

Advantages of Greedy Approach

- The algorithm is **easier to describe**.
- This algorithm can **perform better** than other algorithms (but, not in all cases).

Drawback of Greedy Approach

- As mentioned earlier, the greedy algorithm doesn't always produce the optimal solution. This is the major disadvantage of the algorithm
- For example, suppose we want to find the longest path in the graph below from root to leaf.

Greedy Algorithm

1. To begin with, the solution set (containing answers) is empty.
2. At each step, an item is added to the solution set until a solution is reached.
3. If the solution set is feasible, the current item is kept.
4. Else, the item is rejected and never considered again.

Knapsack Problem

You are given the following-

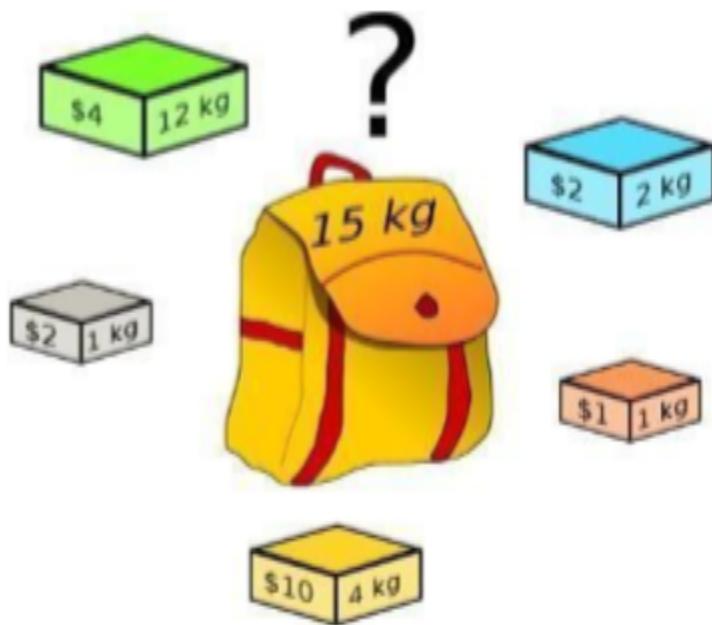
- A knapsack (kind of shoulder bag) with limited weight capacity.

- Few items each having some weight and value.

The problem states-

Which items should be placed into the knapsack such that-

- The value or profit obtained by putting the items into the knapsack is maximum.
- And the weight limit of the knapsack does not exceed.



Knapsack Problem

Knapsack Problem Variants

Knapsack problem has the following two variants-

1. Fractional Knapsack Problem
2. 0/1 Knapsack Problem

Fractional Knapsack Problem-

In Fractional Knapsack Problem,

- As the name suggests, items are divisible here.
- We can even put the fraction of any item into the knapsack if taking the complete item is not

possible.

- It is solved using the Greedy Method.

Fractional Knapsack Problem Using Greedy Method-

Fractional knapsack problem is solved using greedy method in the following steps-

Step-01:

For each item, compute its value / weight ratio.

Step-02:

Arrange all the items in decreasing order of their value / weight ratio.

Step-03:

Start putting the items into the knapsack beginning from the item with the highest ratio.

Put as many items as you can into the knapsack.

Problem-

For the given set of items and knapsack capacity = 60 kg, find the optimal solution for the fractional knapsack problem making use of greedy approach.

Item	Weight	Value
1	5	30
2	10	40
3	15	45
4	22	77
5	25	90

$$n = 5$$

$$w = 60 \text{ kg}$$

$$(w_1, w_2, w_3, w_4, w_5) = (5, 10, 15, 22, 25)$$

$$(b_1, b_2, b_3, b_4, b_5) = (30, 40, 45, 77, 90)$$

Solution-

Step-01:

Compute the value / weight ratio for each item-

Items	Weight	Value	Ratio
1	5	30	6
2	10	40	4
3	15	45	3
4	22	77	3.5
5	25	90	3.6

Step-02:

Sort all the items in decreasing order of their value / weight ratio-

I1 I2 I5 I4 I3

(6) (4) (3.6) (3.5) (3)

Step-03:

Start filling the knapsack by putting the items into it one by one.

Knapsack Weight	Items in Knapsack	Cost
60	\emptyset	0
55	I1	30
45	I1, I2	70
20	I1, I2, I5	160

Now,

- Knapsack weight left to be filled is 20 kg but item-4 has a weight of 22 kg.
- Since in fractional knapsack problem, even the fraction of any item can be taken.
- So, knapsack will contain the following items-

$$< I1, I2, I5, (20/22) I4 >$$

Total cost of the knapsack

$$= 160 + (20/22) \times 77$$

$$= 160 + 70$$

$$= 230 \text{ units}$$

Time Complexity-

- The main time taking step is the sorting of all items in decreasing order of their value / weight ratio.
- If the items are already arranged in the required order, then while loop takes $O(n)$ time.
- The average time complexity of Quick Sort is $O(n\log n)$.
- Therefore, total time taken including the sort is $O(n\log n)$.

Code:-

class

Item:

```
def __init__(self, value, weight):
    self.value = value
    self.weight = weight
```

```
def fractionalKnapsack(W, arr):
```

```
    # Sorting Item on basis of ratio
```

```
    arr.sort(key=lambda x: (x.value/x.weight), reverse=True)
```

```
    # Result(value in
    Knapsack) finalvalue = 0.0
```

```
    # Looping through all
    Items for item in arr:
```

```
        # If adding Item won't
        overflow, # add it completely
        if item.weight <= W:
```

```
            W -= item.weight
            finalvalue +=
            item.value
```

```
        # If we can't add current
        Item, # add fractional part of
        it else:
```

```
            finalvalue += item.value * W /
            item.weight break
```

```
    # Returning final
    value return finalvalue
```

```
# Driver Code
```

```
if __name__ == "__main__":
```

```
    W = 50
```

```
    arr = [Item(60, 10), Item(100, 20), Item(120, 30)]
```

```
    # Function call
```

```
    max_val = fractionalKnapsack(W, arr)
    print(max_val)
```

Output

Maximum value we can obtain = 24

Conclusion-In this way we have explored Concept of Fractional Knapsack using greedy method

Assignment Question

- 1. What is Greedy Approach?**
- 2. Explain concept of fractional knapsack**
- 3. Difference between Fractional and 0/1 Knapsack**
- 4. Solve one example based on Fractional knapsack(Other than Manual)**

Reference link

- <https://www.gatevidyalay.com/fractional-knapsack-problem-using-greedy-approach/>

Group A

Assignment No: 4

Title of the Assignment: Write a program to solve a 0-1 Knapsack problem using dynamic programming or branch and bound strategy.

Objective of the Assignment: Students should be able to understand and solve 0-1 Knapsack problem using dynamic programming

Prerequisite:

1. Basic of Python or Java Programming
 2. Concept of Dynamic Programming
 3. 0/1 Knapsack problem
-

Contents for Theory:

1. Greedy Method
 2. 0/1 Knapsack problem
 3. Example solved using 0/1 Knapsack problem
-

What is Dynamic Programming?

- Dynamic Programming is also used in optimization problems. Like divide-and-conquer method, Dynamic Programming solves problems by combining the solutions of subproblems.
- Dynamic Programming algorithm solves each sub-problem just once and then saves its answer in a table, thereby avoiding the work of re-computing the answer every time.
- Two main properties of a problem suggest that the given problem can be solved using Dynamic Programming. These properties are **overlapping sub-problems and optimal substructure**.
- Dynamic Programming also combines solutions to sub-problems. It is mainly used where the solution of one sub-problem is needed repeatedly. The computed solutions are stored in a table, so that these don't have to be re-computed. Hence, this technique is needed where overlapping subproblem exists.
- For example, Binary Search does not have overlapping sub-problem. Whereas recursive program of Fibonacci numbers have many overlapping sub-problems.

Steps of Dynamic Programming Approach

Dynamic Programming algorithm is designed using the following four steps –

- Characterize the structure of an optimal solution.
- Recursively define the value of an optimal solution.
- Compute the value of an optimal solution, typically in a bottom-up fashion.
- Construct an optimal solution from the computed information.

Applications of Dynamic Programming Approach

- Matrix Chain Multiplication
- Longest Common Subsequence
- Travelling Salesman Problem

Knapsack Problem

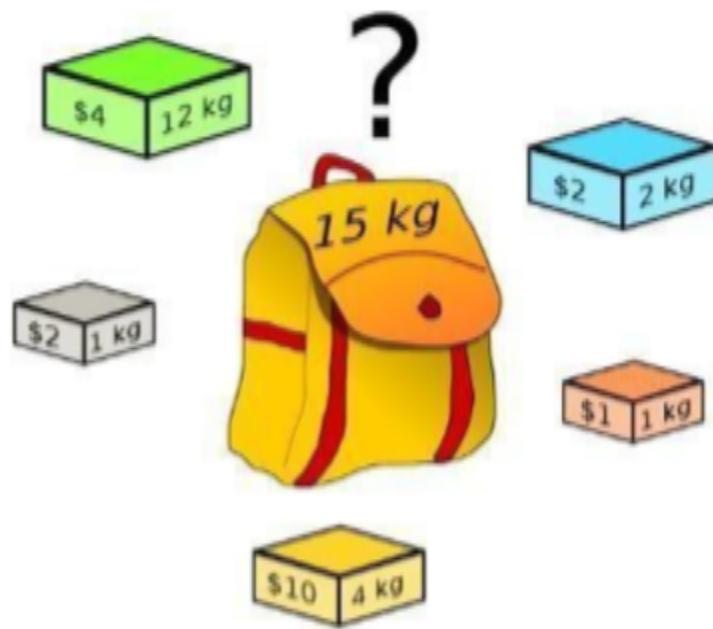
You are given the following-

- A knapsack (kind of shoulder bag) with limited weight capacity.
- Few items each having some weight and value.

The problem states-

Which items should be placed into the knapsack such that-

- The value or profit obtained by putting the items into the knapsack is maximum.
- And the weight limit of the knapsack does not exceed.



Knapsack Problem

Knapsack Problem Variants

Knapsack problem has the following two variants-

1. Fractional Knapsack Problem
2. 0/1 Knapsack Problem

0/1 Knapsack Problem-

In 0/1 Knapsack Problem,

- As the name suggests, items are indivisible here.
- We can not take a fraction of any item.
- We have to either take an item completely or leave it completely.
- It is solved using a dynamic programming approach.

0/1 Knapsack Problem Using Greedy Method-

Consider-

- Knapsack weight capacity = w
- Number of items each having some weight and value = n

0/1 knapsack problem is solved using dynamic programming in the following steps-

Step-01:

- Draw a table say T with (n+1) number of rows and (w+1) number of columns.
- Fill all the boxes of 0th row and 0th column with zeroes as shown-

	0	1	2	3	w
0	0	0	0	0	0
1	0					
2	0					
.....						
n	0					

T-Table

Step-02:

Start filling the table row wise top to bottom from left to right.

Use the following formula-

$$T(i, j) = \max \{ T(i-1, j), value_i + T(i-1, j - weight_i) \}$$

Here, $T(i, j)$ = maximum value of the selected items if we can take items 1 to i and have weight restrictions of j.

- This step leads to completely filling the table.
- Then, value of the last box represents the maximum possible value that can be put into the knapsack.

Step-03:

- To identify the items that must be put into the knapsack to obtain that maximum profit,
- Consider the last column of the table.
- Start scanning the entries from bottom to top.
- On encountering an entry whose value is not same as the value stored in the entry immediately above it, mark the row label of that entry.
- After all the entries are scanned, the marked labels represent the items that must be put into the knapsack

Problem-.

For the given set of items and knapsack capacity = 5 kg, find the optimal solution for the 0/1 knapsack problem making use of a dynamic programming approach.

Item	Weight	Value
1	2	3
2	3	4
3	4	5
4	5	6

$$n = 4$$

$$w = 5 \text{ kg}$$

$$(w_1, w_2, w_3, w_4) = (2, 3, 4, 5)$$

$$(b_1, b_2, b_3, b_4) = (3, 4, 5, 6)$$

Solution-

Given

- Knapsack capacity (w) = 5 kg
- Number of items (n) = 4

Step-01:

- Draw a table say T with $(n+1) = 4 + 1 = 5$ number of rows and $(w+1) = 5 + 1 = 6$ number of columns.
- Fill all the boxes of 0th row and 0th column with 0.

	0	1	2	3	4	5
0	0	0	0	0	0	0
1	0					
2	0					
3	0					
4	0					

T-Table

Step-02:

Start filling the table row wise top to bottom from left to right using the formula-

$$T(i, j) = \max \{ T(i-1, j), \text{value}_i + T(i-1, j - \text{weight}_i) \}$$

Finding $T(1,1)$:

We have,

- $i = 1$
- $j = 1$
- $(\text{value})_i = (\text{value})_1 = 3$
- $(\text{weight})_i = (\text{weight})_1 = 2$

Substituting the values, we get-

$$T(1,1) = \max \{ T(1-1, 1), 3 + T(1-1, 1-2) \}$$

$$T(1,1) = \max \{ T(0,1), 3 + T(0,-1) \}$$

$$T(1,1) = T(0,1) \{ \text{Ignore } T(0,-1) \}$$

$$T(1,1) = 0$$

Finding T(1,2)-

We have,

- $i = 1$
- $j = 2$
- $(\text{value})_i = (\text{value})_1 = 3$
- $(\text{weight})_i = (\text{weight})_1 = 2$

Substituting the values, we get-

$$T(1,2) = \max \{ T(1-1, 2), 3 + T(1-1, 2-2) \}$$

$$T(1,2) = \max \{ T(0,2), 3 + T(0,0) \}$$

$$T(1,2) = \max \{ 0, 3+0 \}$$

$$T(1,2) = 3$$

Finding T(1,3)-

We have,

- $i = 1$
- $j = 3$
- $(\text{value})_i = (\text{value})_1 = 3$
- $(\text{weight})_i = (\text{weight})_1 = 2$

Substituting the values, we get-

$$T(1,3) = \max \{ T(1-1, 3), 3 + T(1-1, 3-2) \}$$

$$T(1,3) = \max \{ T(0,3), 3 + T(0,1) \}$$

$$T(1,3) = \max \{ 0, 3+0 \}$$

$$T(1,3) = 3$$

Finding T(1,4)-

We have,

- $i = 1$
- $j = 4$
- $(\text{value})_i = (\text{value})_1 = 3$
- $(\text{weight})_i = (\text{weight})_1 = 2$

Substituting the values, we get-

$$T(1,4) = \max \{ T(1-1, 4), 3 + T(1-1, 4-2) \}$$

$$T(1,4) = \max \{ T(0,4), 3 + T(0,2) \}$$

$$T(1,4) = \max \{ 0, 3+0 \}$$

$$T(1,4) = 3$$

Finding T(1,5)-

We have,

- $i = 1$
- $j = 5$
- $(\text{value})_i = (\text{value})_1 = 3$
- $(\text{weight})_i = (\text{weight})_1 = 2$

Substituting the values, we get-

$$\begin{aligned}T(1,5) &= \max \{ T(1-1, 5), 3 + T(1-1, 5-2) \} \\T(1,5) &= \max \{ T(0,5), 3 + T(0,3) \} \\T(1,5) &= \max \{ 0, 3+0 \} \\T(1,5) &= 3\end{aligned}$$

Finding T(2,1)-

We have,

- $i = 2$
- $j = 1$
- $(\text{value})_i = (\text{value})_2 = 4$
- $(\text{weight})_i = (\text{weight})_2 = 3$

Substituting the values, we get-

$$\begin{aligned}T(2,1) &= \max \{ T(2-1, 1), 4 + T(2-1, 1-3) \} \\T(2,1) &= \max \{ T(1,1), 4 + T(1,-2) \} \\T(2,1) &= T(1,1) \{ \text{Ignore } T(1,-2) \} \\T(2,1) &= 0\end{aligned}$$

Finding T(2,2)-

We have,

- $i = 2$
- $j = 2$
- $(\text{value})_i = (\text{value})_2 = 4$
- $(\text{weight})_i = (\text{weight})_2 = 3$

Substituting the values, we get-

$$\begin{aligned}T(2,2) &= \max \{ T(2-1, 2), 4 + T(2-1, 2-3) \} \\T(2,2) &= \max \{ T(1,2), 4 + T(1,-1) \} \\T(2,2) &= T(1,2) \{ \text{Ignore } T(1,-1) \} \\T(2,2) &= 3\end{aligned}$$

Finding T(2,3)-

We have,

- $i = 2$
- $j = 3$
- $(\text{value})_i = (\text{value})_2 = 4$
- $(\text{weight})_i = (\text{weight})_2 = 3$

Substituting the values, we get-

$$\begin{aligned}T(2,3) &= \max \{ T(2-1, 3), 4 + T(2-1, 3-3) \} \\T(2,3) &= \max \{ T(1,3), 4 + T(1,0) \} \\T(2,3) &= \max \{ 3, 4+0 \} \\T(2,3) &= 4\end{aligned}$$

Similarly, compute all the entries.

After all the entries are computed and filled in the table, we get the following table-

	0	1	2	3	4	5
0	0	0	0	0	0	0
1	0	0	3	3	3	3
2	0	0	3	4	4	7
3	0	0	3	4	5	7
4	0	0	3	4	5	7

T-Table

- The last entry represents the maximum possible value that can be put into the knapsack.
- So, maximum possible value that can be put into the knapsack = 7.

Identifying Items To Be Put Into Knapsack

Following Step-04,

- We mark the rows labelled —1|| and —2||.
- Thus, items that must be put into the knapsack to obtain the maximum value 7 are-

Item-1 and Item-2

Time Complexity-

- Each entry of the table requires constant time $\theta(1)$ for its computation.
- It takes $\theta(nw)$ time to fill $(n+1)(w+1)$ table entries.
- It takes $\theta(n)$ time for tracing the solution since tracing process traces the n rows.
- Thus, overall $\theta(nw)$ time is taken to solve 0/1 knapsack problem using dynamic programming

Code :-

```
# code
```

```
# A Dynamic Programming based Python # Program
```

```
for 0-1 Knapsack problem # Returns the maximum
```

```
value that can # be put in a knapsack of capacity W
```

```
def knapSack(W, wt, val, n):
```

```
    dp = [0 for i in range(W+1)] # Making the dp array
```

```
    for i in range(1, n+1): # taking first i elements
```

```
        for w in range(W, 0, -1): # starting from back,so that we also have data of
```

```
        # previous computation when taking i-1  
        items
```

```
        if wt[i-1] <= w:
```

```
            # finding the maximum value
```

```
            dp[w] = max(dp[w], dp[w-wt[i-1]]+val[i-1])
```

```
    return dp[W] # returning the maximum value of knapsack
```

```
# Driver code
```

```
val = [60, 100, 120]
```

wt = [10, 20, 30]

W = 50

n = len(val)

```
print(knapSack(W, wt, val, n))
```

Output
220

Conclusion-In this way we have explored Concept of 0/1 Knapsack using Dynamic approach

Assignment Question

- 1. What is Dynamic Approach?**
- 2. Explain concept of 0/1 knapsack**
- 3. Difference between Dynamic and Branch and Bound Approach.Which is best?**
- 4. Solve one example based on 0/1 knapsack(Other than**

Manual) Reference link

- <https://www.gatevidyalay.com/0-1-knapsack-problem-using-dynamic-programming-appr oach/>
- <https://www.youtube.com/watch?v=mMhC9vuA-70>
- https://www.tutorialspoint.com/design_and_analysis_of_algorithms/design_and_analysis_of_algorithms_fractional_knapsack.htm

Group A

Assignment No:

5

Title of the Assignment: Design n-Queens matrix having first Queen placed. Use backtracking to place remaining Queens to generate the final n-queen's matrix.

Objective of the Assignment: Students should be able to understand and solve n-Queen Problem, and understand basics of Backtracking

Prerequisite:

1. Basic of Python or Java Programming
 2. Concept of backtracking method
 3. N-Queen Problem
-

Contents for Theory:

1. Introduction to Backtracking
 2. N-Queen Problem
-

Introduction to Backtracking

- Many problems are difficult to solve algorithmically. Backtracking makes it possible to solve at least some large instances of difficult combinatorial problems.

Suppose we have to make a series of decisions among various choices, where

- We don't have enough information to know what to choose
- Each decision leads to a new set of choices.
- Some sequence of choices (more than one choices) may be a solution to your problem.

What is backtracking?

Backtracking is finding the solution of a problem whereby the solution depends on the previous steps taken. For example, in a maze problem, the solution depends on all the steps you take one-by-one. If any of those steps is wrong, then it will not lead us to the solution. In a maze problem, we first choose a path and continue moving along it. But once we understand that the particular path is incorrect, then we just come back and change it. This is what backtracking basically is.

In backtracking, we first take a step and then we see if this step taken is correct or not i.e., whether it will give a correct answer or not. And if it doesn't, then we just come back and change our first step. In general, this is accomplished by recursion. Thus, in backtracking, we first start with a partial sub-solution of the problem (which may or may not lead us to the solution) and then check if we can proceed further with this sub-solution or not. If not, then we just come back and change it.

Thus, the general steps of backtracking are:

- start with a sub-solution
- check if this sub-solution will lead to the solution or not
- If not, then come back and change the sub-solution and continue again

Applications of Backtracking:

- N Queens Problem
- Sum of subsets problem

- Graph coloring
- Hamiltonian cycles.

N queens on NxN chessboard

One of the most common examples of the backtracking is to arrange N queens on an NxN chessboard such that no queen can strike down any other queen. A queen can attack horizontally, vertically, or diagonally. The solution to this problem is also attempted in a similar way. We first place the first queen anywhere arbitrarily and then place the next queen in any of the safe places. We continue this process until the number of unplaced queens becomes zero (a solution is found) or no safe place is left. If no safe place is left, then we change the position of the previously placed queen.

N-Queens Problem:

A classic combinational problem is to place n queens on a $n \times n$ chess board so that no two attack, i.e no two queens are on the same row, column or diagonal.

What is the N Queen Problem?

N Queen problem is the classical Example of backtracking. N-Queen problem is defined as,
—given $N \times N$ chess board, arrange N queens in such a way that no two queens attack each other by being in the same row, column or diagonal.

- For $N = 1$, this is a trivial case. For $N = 2$ and $N = 3$, a solution is not possible. So we start with $N = 4$ and we will generalize it for N queens.

If we take $n=4$ then the problem is called the 4 queens problem.

If we take $n=8$ then the problem is called the 8 queens problem. **Algorithm**

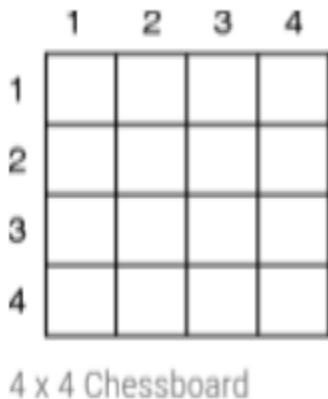
- 1) Start in the leftmost column
- 2) If all queens are place return true
- 3) Try all rows in the current column.

Do following for every tried row.

- a) If the queen can be placed safely in this row then mark this [row, column] as part of the solution and recursively check if placing queen here leads to a solution.
 - b) If placing the queen in [row, column] leads to a solution then return true.
 - c) If placing queen doesn't lead to a solution then unmark this [row, column] (Backtrack) and go to step (a) to try other rows.
- 4) If all rows have been tried and nothing worked, return false to trigger backtracking.

4- Queen Problem

Problem 1 : Given 4 x 4 chessboard, arrange four queens in a way, such that no two queens attack each other. That is, no two queens are placed in the same row, column, or diagonal.



4 x 4 Chessboard

- We have to arrange four queens, Q1, Q2, Q3 and Q4 in 4 x 4 chess board. We will put with queen in i th row. Let us start with position (1, 1). Q1 is the only queen, so there is no issue. partial solution is <1>
- We cannot place Q2 at positions (2, 1) or (2, 2). Position (2, 3) is acceptable. the partial solution is <1, 3>.
- Next, Q3 cannot be placed in position (3, 1) as Q1 attacks her. And it cannot be placed at (3, 2), (3, 3) or (3, 4) as Q2 attacks her. There is no way to put Q3 in the third row. Hence, the algorithm backtracks and goes back to the previous solution and readjusts the position of queen Q2. Q2 is moved from positions (2, 3) to (2, 4). Partial solution is <1, 4>

- Now, Q3 can be placed at position (3, 2). Partial solution is $\langle 1, 4, 3 \rangle$.
- Queen Q4 cannot be placed anywhere in row four. So again, backtrack to the previous solution and readjust the position of Q3. Q3 cannot be placed on (3, 3) or (3, 4). So the algorithm backtracks even further.
- All possible choices for Q2 are already explored, hence the algorithm goes back to partial solution $\langle 1 \rangle$ and moves the queen Q1 from (1, 1) to (1, 2). And this process continues until a solution is found.

All possible solutions for 4-queen are shown in fig (a) & fig. (b)

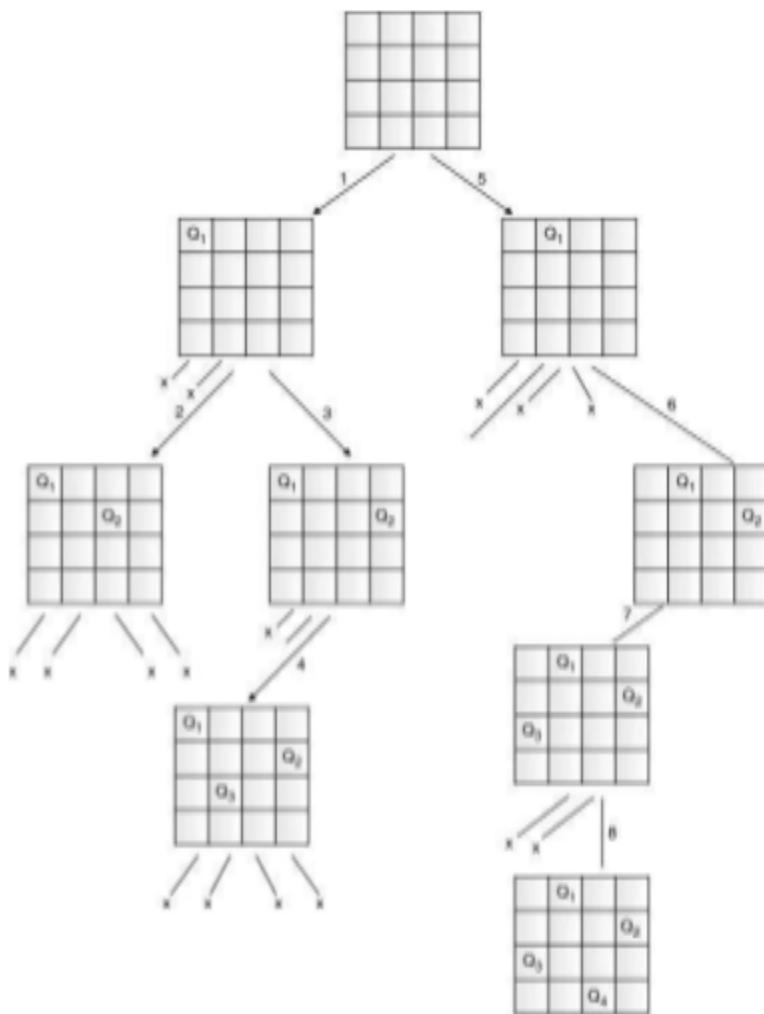
	1	2	3	4
1		Q_1		
2				Q_2
3	Q_3			
4			Q_4	

Fig. (a): Solution – 1

	1	2	3	4
1			Q_1	
2	Q_2			
3				Q_3
4		Q_4		

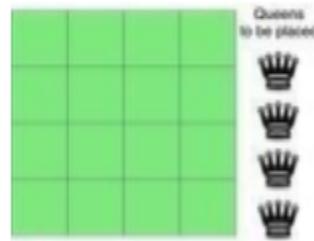
Fig. (b): Solution – 2

Fig. (d) describes the [backtracking](#) sequence for the 4-queen problem.

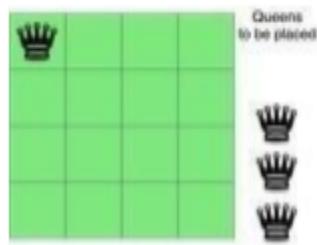


The solution of the 4-queen problem can be seen as four tuples (x_1, x_2, x_3, x_4) , where x_i represents the column number of queen Q_i . Two possible solutions for the 4-queen problem are $(2, 4, 1, 3)$ and $(3, 1, 4, 2)$.

Explanation :



The above picture shows an $N \times N$ chessboard and we have to place N queens on it. So, we will start by placing the first queen.

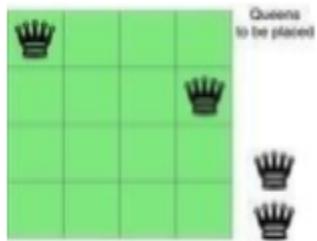


Now, the second step is to place the second queen in a safe position and then the third queen.

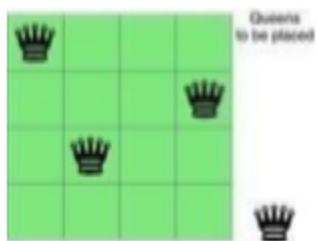


Now, you can see that there is no safe place where we can put the last queen. So, we will just change the position of the previous queen. And this is backtracking.

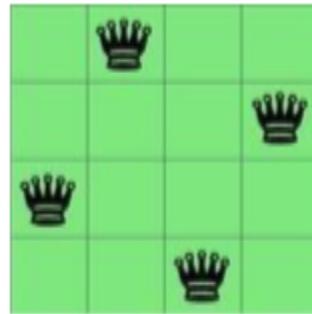
Also, there is no other position where we can place the third queen so we will go back one more step and change the position of the second queen.



And now we will place the third queen again in a safe position until we find a solution.

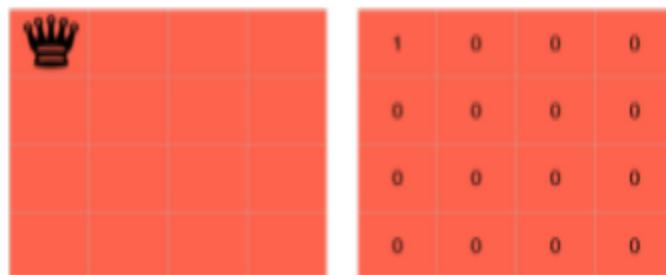


We will continue this process and finally, we will get the solution as shown below.

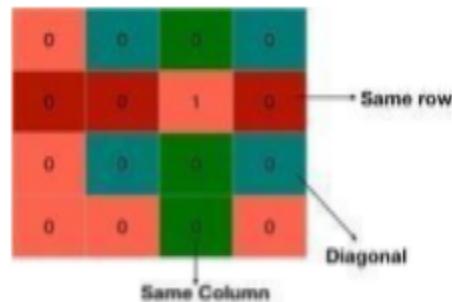


We need to check if a cell (i, j) is under attack or not. For that, we will pass these two in our function along with the chessboard and its size - IS-ATTACK(i, j, board, N).

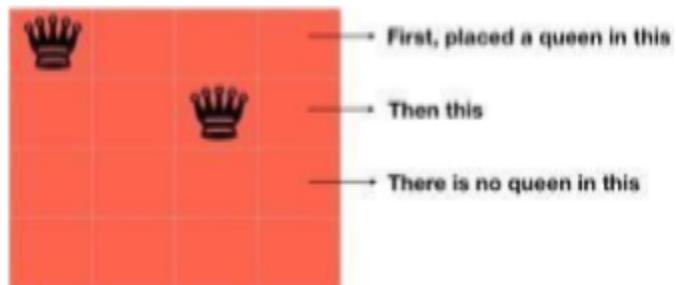
If there is a queen in a cell of the chessboard, then its value will be 1, otherwise, 0.



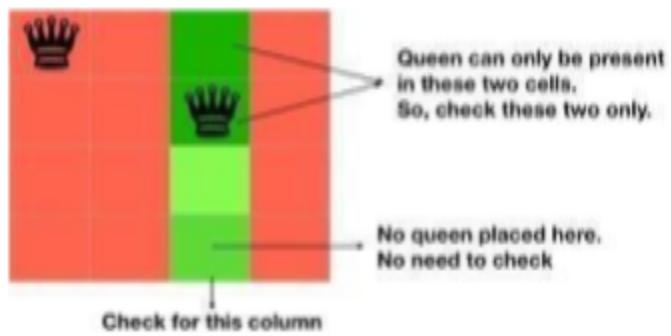
The cell (i,j) will be under attack in three condition - if there is any other queen in row i , if there is any other queen in the column j or if there is any queen in the diagonals.



We are already proceeding row-wise, so we know that all the rows above the current row(i) are filled but not the current row and thus, there is no need to check for row i .



We can check for the column j by changing k from 1 to $i-1$ in $\text{board}[k][j]$ because only the rows from 1 to $i-1$ are filled.



for k in 1 to $i-1$

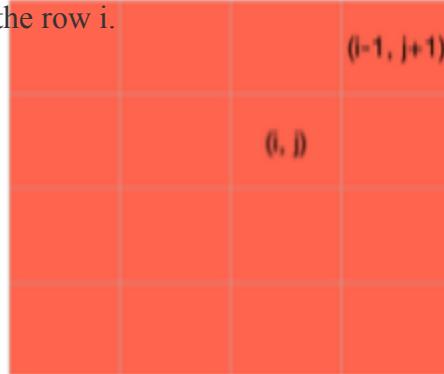
if

$\text{board}[k][j]==1$

return TRUE

Now, we need to check for the diagonal. We know that all the rows below the row i are empty, so we need to check only for the diagonal elements which above the row i .

If we are on the cell (i, j) , then decreasing the value of i and increasing the value of j will make us traverse over the diagonal on the right side, above the row i .



k =

i-1 l =

j+1

while k>=1 and

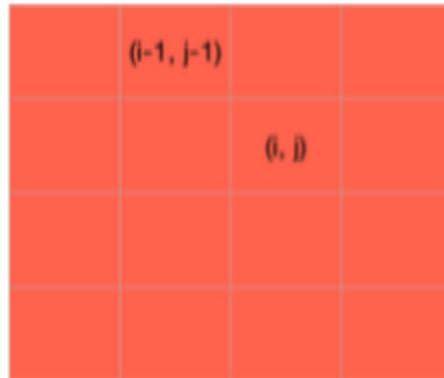
l<=N if board[k][l]

== 1 return TRUE

k=k-1

l=l+1

Also if we reduce both the values of i and j of cell (i, j) by 1, we will traverse over the left diagonal, above the row i.



k =

i-1 l =

j-1

while k>=1 and

l>=1 if board[k][l]

== 1 return TRUE

k=k-

1

l=l-1

At last, we will return false as it will be return true if not returned by the above statements and the cell (i,j) is safe.

We can write the entire code as:

```
IS-ATTACK(i, j, board, N)
```

```
// checking in the column j
```

```
for k in 1 to i-1
```

```
if board[k][j]==1
```

```
return TRUE
```

```
// checking upper right diagonal
```

```
k = i-1
```

```
l = j+1
```

```
while k>=1 and l<=N
```

```
if board[k][l] == 1
```

```
return TRUE
```

```
k=k+1
```

```
l=l+1
```

```
// checking upper left diagonal
```

```
k = i-1
```

```
l = j-1
```

```
while k>=1 and l>=1
```

```
    if board[k][l] == 1
```

```
        return TRUE
```

```
        k=k-1
```

```
        l=l-1
```

```
    return FALSE
```

Now, let's write the real code involving backtracking to solve the N Queen problem.

Our function will take the row, number of queens, size of the board and the board itself - N-QUEEN(row, n, N, board).

If the number of queens is 0, then we have already placed all the queens.

```
if n==0
```

```
    return TRUE
```

Otherwise, we will iterate over each cell of the board in the row passed to the function and for each cell, we will check if we can place the queen in that cell or not. We can't place the queen in a cell if it is under attack.

```
for j in 1 to N
```

```
    if !IS-ATTACK(row, j, board,
```

```
        N) board[row][j] = 1
```

After placing the queen in the cell, we will check if we are able to place the next queen with this arrangement or not. If not, then we will choose a different position for the current queen.

```
    for j in 1 to N
```

...

```
if N-QUEEN(row+1, n-1, N,
```

```
    board) return TRUE
```

```
    board[row][j] = 0
```

if N-QUEEN(row+1, n-1, N, board) - We are placing the rest of the queens with the current arrangement. Also, since all the rows up to 'row' are occupied, so we will start from 'row+1'. If this returns true, then we are successful in placing all the queen, if not, then we have to change the position of our current queen. So, we are leaving the current cell board[row][j] = 0 and then iteration will find another place for the queen and this is backtracking.

Take a note that we have already covered the base case - if $n==0 \rightarrow$ return TRUE. It means when all queens will be placed correctly, then N-QUEEN(row, 0, N, board) will be called and this will return true.

At last, if true is not returned, then we didn't find any way, so we will return

```
false. N-QUEEN(row, n, N, board)
```

```
...
```

```
return FALSE
```

N-QUEEN(row, n, N, board)

```
if n==0
```

```
    return TRUE
```

```
for j in 1 to N
```

```
    if !IS-ATTACK(row, j, board, N)
```

```
        board[row][j] = 1
```

```
if N-QUEEN(row+1, n-1, N, board)

    return TRUE

    board[row][j] = 0 //backtracking, changing current decision

return FALSE
```

Code :-

```
# Python3 program to solve N
Queen # Problem using
backtracking
global
N N = 4

def
printSolution(boa
rd): for i in
range(N):
    for j in range(N):
        print(board[i][j], end = " ")
    print()

# A utility function to check if a queen can
# be placed on board[row][col]. Note that this
# function is called when "col" queens are
# already placed in columns from 0 to col -1.
# So we need to check only left side for
# attacking queens
def isSafe(board, row, col):

    # Check this row on left side
    for i in range(col):
        if board[row][i] == 1:
            return False

    # Check upper diagonal on left
    side for i, j in zip(range(row, -1,
    -1),
    range(col, -1, -1)):
        if board[i][j] == 1:
            return False

    # Check lower diagonal on left
```

```
    side for i, j in zip(range(row, N, 1),
                         range(col, -1, -1)):
        if board[i][j] == 1:
            return False

    return True

def solveNQUtil(board, col):
    # base case: If all queens are
    # placed # then return true
    if col >= N:
        return True

    # Consider this column and try
    # placing # this queen in all rows one by
    # one
    for i in range(N):

        if isSafe(board, i, col):
            # Place this queen in board[i][col]
```

```
board[i][col] = 1

# recur to place rest of the queens
if solveNQUtil(board, col + 1) ==
    True: return True

# If placing queen in board[i][col]
# doesn't lead to a solution, then
# queen from board[i][col]
board[i][col] = 0

# if the queen can not be placed in any row in
# this column col then return false
return False

# This function solves the N Queen problem using
# Backtracking. It mainly uses solveNQUtil() to
# solve the problem. It returns false if queens
# cannot be placed, otherwise return true
# and # placement of queens in the form of 1s.
# note that there may be more than one
# solutions, this function prints one of
# the # feasible solutions.
def solveNQ():
    board = [ [0, 0, 0, 0],
              [0, 0, 0, 0],
              [0, 0, 0, 0],
              [0, 0, 0, 0] ]

    if solveNQUtil(board, 0) == False:
        print ("Solution does not
               exist") return False

    printSolution(board)
    return True

# Driver
Code
solveNQ()
```

Output:-

0	0	1	0
1	0	0	0
0	0	0	1
0	1	0	0

Conclusion- In this way we have explored Concept of Backtracking method and solve n-Queen

problem using backtracking method

Assignment Question

- 1. What is backtracking? Give the general Procedure.**
- 2. Give the problem statement of the n-queens problem. Explain the solution**
- 3. Write an algorithm for N-queens problem using backtracking?**
- 4. Why it is applicable to N=4 and N=8 only?**

Reference link

- <https://www.codesdope.com/blog/article/backtracking-explanation-and-n-queens-problem/>

- <https://www.codesdope.com/course/algorithms-backtracking>Δ
- <https://codecrucks.com/n-queen-problem/>
-

ASSIGNMENT NO: 6

Title: Write a program for analysis of quick sort by using deterministic and randomized variant.

Objective: Students should learn to implement Quick Sort and know the difference in performance with deterministic and randomized variant.

Prerequisite:

1. Basic of Python Language or Java Language
2. Concept of Quick Sort.
3. Difference between deterministic and randomized variant.

Theory:

Quick Sort is a popular sorting algorithm that efficiently sorts an array by selecting a "pivot" element and partitioning the other elements into two sub-arrays, according to whether they are less than or greater than the pivot. The process is then recursively applied to the sub-arrays.

Working of Quick Sort Algorithm

Now, let's see the working of the Quicksort Algorithm.

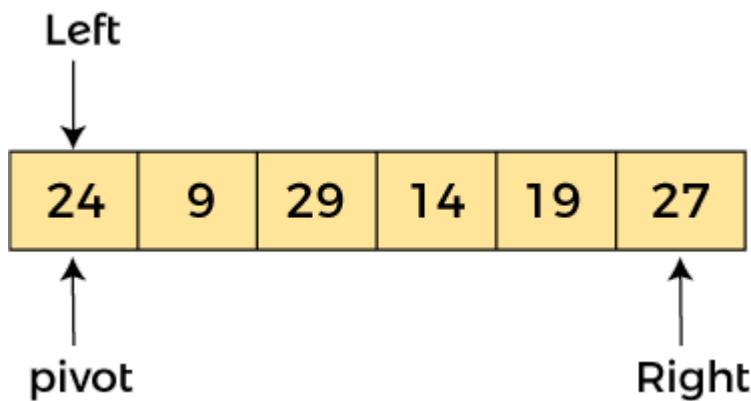
To understand the working of quick sort, let's take an unsorted array. It will make the concept more clear and understandable.

Let the elements of array are -

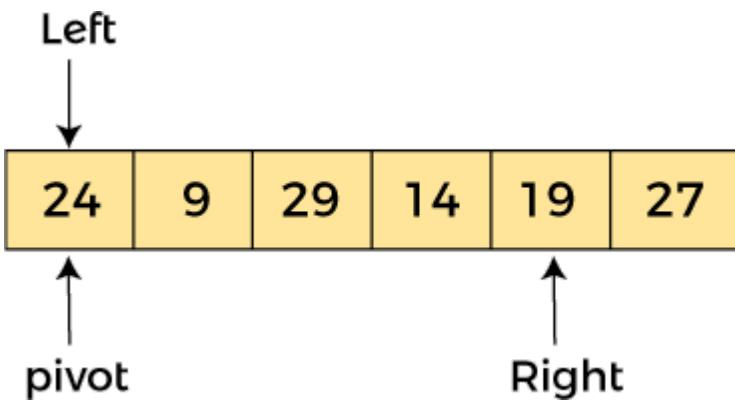
24	9	29	14	19	27
----	---	----	----	----	----

In the given array, we consider the leftmost element as pivot. So, in this case, $a[\text{left}] = 24$, $a[\text{right}] = 27$ and $a[\text{pivot}] = 24$.

Since, pivot is at left, so algorithm starts from right and move towards left.

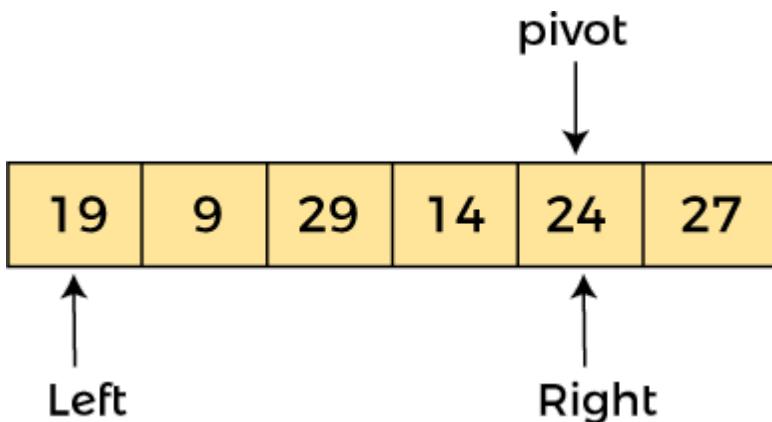


Now, $a[\text{pivot}] < a[\text{right}]$, so algorithm moves forward one position towards left, i.e. -



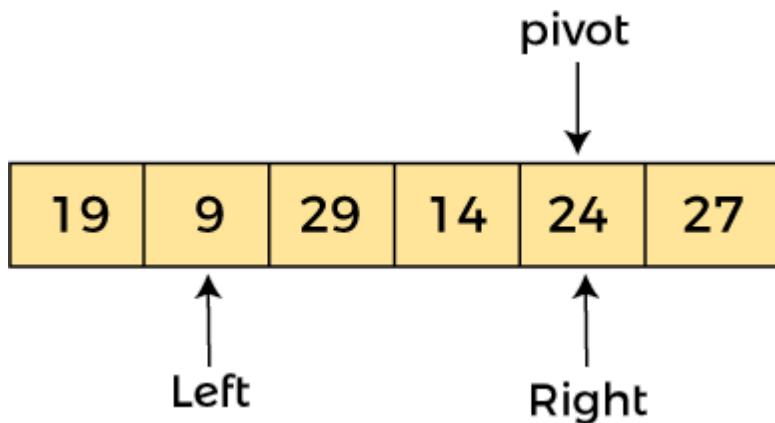
Now, $a[\text{left}] = 24$, $a[\text{right}] = 19$, and $a[\text{pivot}] = 24$.

Because, $a[\text{pivot}] > a[\text{right}]$, so, algorithm will swap $a[\text{pivot}]$ with $a[\text{right}]$, and pivot moves to right, as -

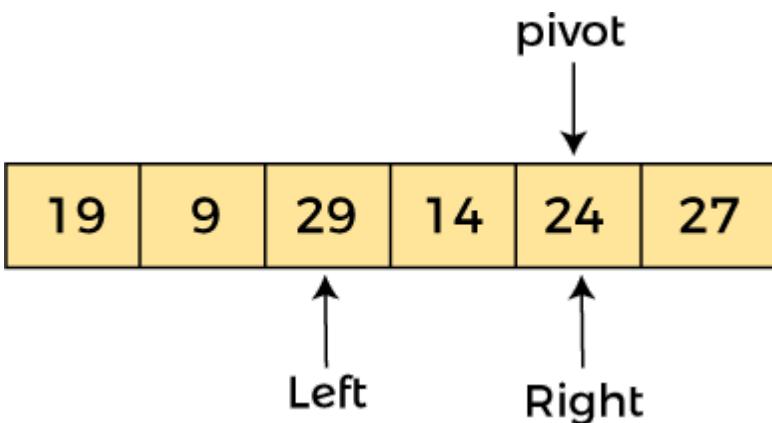


Now, $a[\text{left}] = 19$, $a[\text{right}] = 24$, and $a[\text{pivot}] = 24$. Since, pivot is at right, so algorithm starts from left and moves to right.

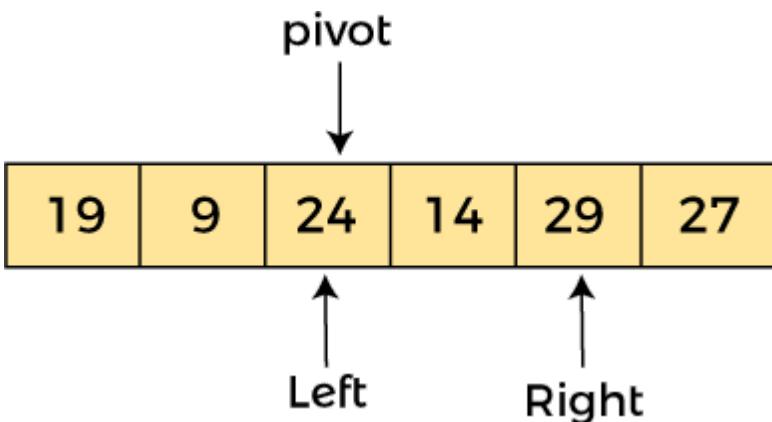
As $a[\text{pivot}] > a[\text{left}]$, so algorithm moves one position to right as -



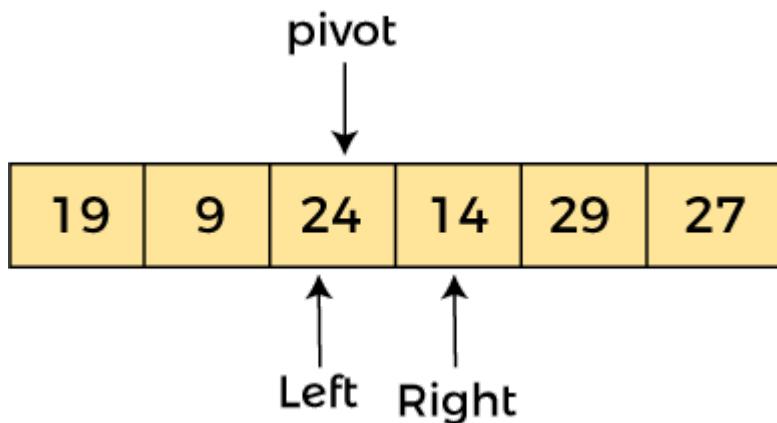
Now, $a[\text{left}] = 9$, $a[\text{right}] = 24$, and $a[\text{pivot}] = 24$. As $a[\text{pivot}] > a[\text{left}]$, so algorithm moves one position to right as -



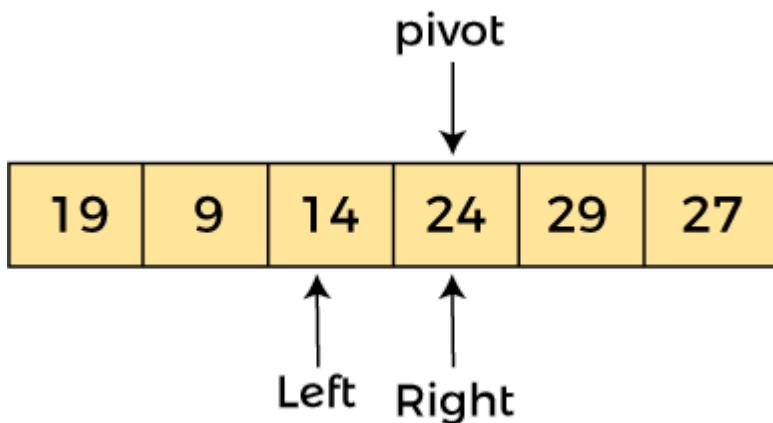
Now, $a[\text{left}] = 29$, $a[\text{right}] = 24$, and $a[\text{pivot}] = 24$. As $a[\text{pivot}] < a[\text{left}]$, so, swap $a[\text{pivot}]$ and $a[\text{left}]$, now pivot is at left, i.e. -



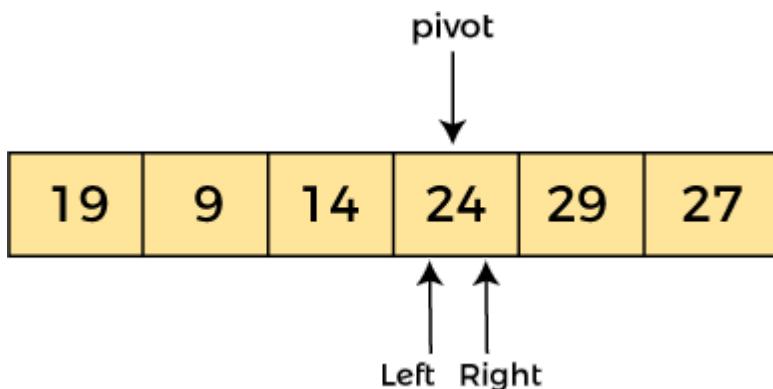
Since, pivot is at left, so algorithm starts from right, and move to left. Now, $a[\text{left}] = 24$, $a[\text{right}] = 29$, and $a[\text{pivot}] = 24$. As $a[\text{pivot}] < a[\text{right}]$, so algorithm moves one position to left, as -



Now, $a[\text{pivot}] = 24$, $a[\text{left}] = 24$, and $a[\text{right}] = 14$. As $a[\text{pivot}] > a[\text{right}]$, so, swap $a[\text{pivot}]$ and $a[\text{right}]$, now pivot is at right, i.e. -



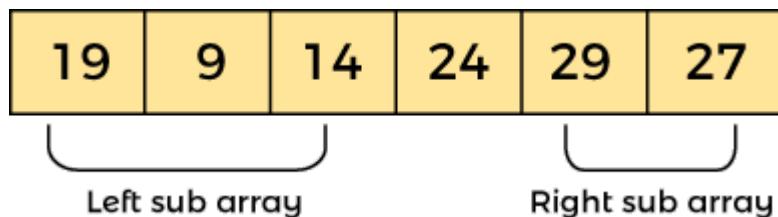
Now, $a[\text{pivot}] = 24$, $a[\text{left}] = 14$, and $a[\text{right}] = 24$. Pivot is at right, so the algorithm starts from left and move to right.



Now, $a[\text{pivot}] = 24$, $a[\text{left}] = 24$, and $a[\text{right}] = 24$. So, pivot, left and right are pointing the same element. It represents the termination of procedure.

Element 24, which is the pivot element is placed at its exact position.

Elements that are right side of element 24 are greater than it, and the elements that are left side of element 24 are smaller than it.



Now, in a similar manner, quick sort algorithm is separately applied to the left and right sub-arrays. After sorting gets done, the array will be -



There are two primary variants of Quick Sort: deterministic and randomized. Let's analyze both variants.

Deterministic Quick Sort: In the deterministic variant, a fixed strategy is used to select the pivot element. The most common strategies are to select the first element, the last element, or the middle element as the pivot. Here is the analysis:

- **Time Complexity:**
 - Best Case: $O(n \log n)$
 - Average Case: $O(n \log n)$
 - Worst Case: $O(n^2)$

In the worst-case scenario, when the array is already sorted or mostly sorted, the pivot selection strategy can lead to significant performance degradation. This worst-case behavior is a notable drawback of deterministic Quick Sort.

Randomized Quick Sort: In the randomized variant, the pivot element is chosen randomly. This randomness mitigates the worst-case scenario that deterministic Quick Sort can encounter. Here is the analysis:

- **Time Complexity:**
 - Expected Best Case: $O(n \log n)$
 - Expected Average Case: $O(n \log n)$
 - Expected Worst Case: $O(n \log n)$

The expected time complexity of randomized Quick Sort is $O(n \log n)$ for all cases. This is because the random choice of pivot reduces the likelihood of encountering the worst-case scenarios.

Comparative Analysis:

- **Deterministic Quick Sort:**
 - Sensitive to input order (e.g., already sorted or reverse-sorted data).
 - Performance can be predictable but may lead to worst-case behavior.
 - May require careful pivot selection to optimize performance.
 - Suitable for cases where randomness is not allowed or desired.
- **Randomized Quick Sort:**
 - Less sensitive to input order due to random pivot selection.
 - Expected performance is consistently good, avoiding worst-case scenarios.
 - Not suitable for cases where deterministic results are needed, but often preferred for practical applications.
 - Requires random number generation, which may add some overhead.

In practice, randomized Quick Sort is often favored due to its predictable and efficient expected performance across various input distributions. However, in situations where deterministic behavior is necessary or for educational purposes, deterministic variants can be used with appropriate pivot selection strategies.

Conclusion:

Hence by this way we have successfully implemented and analysed quick sort by using deterministic and randomized variant.

MINI PROJECT 1

Title: Write a program to implement matrix multiplication. Also implement multithreaded matrix multiplication with either one thread per row or one thread per cell. Analyze and compare their performance.

Objective of the Assignment: Students will be able to implement and analyze matrix multiplication and multithreaded matrix multiplication with either one thread per row or one thread per cell.

Prerequisite:

1. Basic Knowledge of python or Java
2. Concept of Matrix Multiplication

Theory

Multiplication of matrix does take time surely. Time complexity of matrix multiplication is $O(n^3)$ using normal matrix multiplication. And Strassen algorithm improves it and its time complexity is $O(n^{(2.8074)})$.

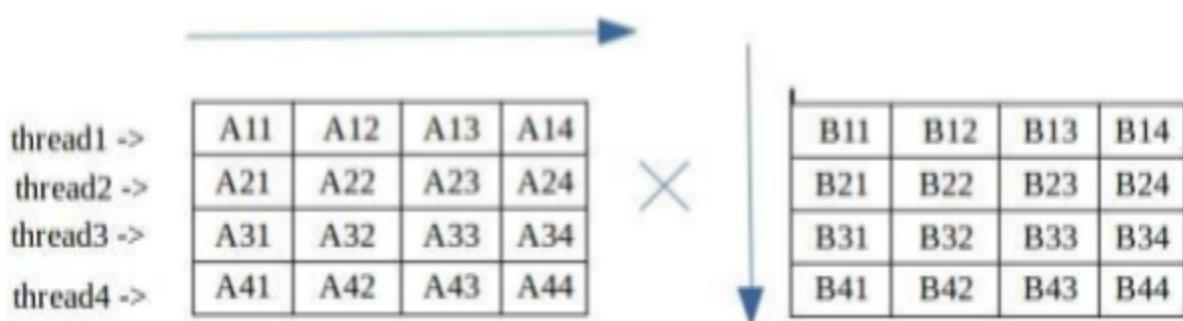
But, Is there any way to improve the performance of matrix multiplication using the normal method.

Multi-threading can be done to improve it. In multi-threading, instead of utilizing a single core of your processor, we utilize all or more core to solve the problem.

We create different threads, each thread evaluating some part of matrix multiplication.

Depending upon the number of cores your processor has, you can create the number of threads required. Although you can create as many threads as you need, a better way is to create each thread for one core.

In second approach, we create a separate thread for each element in resultant matrix. Using `pthread_exit()` we return computed value from each thread which is collected by `pthread_join()`. This approach does not make use of any global variables.



To compare the performance of matrix multiplication with one thread per row and one thread per cell, we'll analyze the execution times and consider factors like matrix size and the number of CPU threads available.

In general, the choice of which method is more efficient will depend on the specific use case and hardware configuration. Let's analyze the performance:

1. **Matrix Size (m, n, p):** In this example, we used matrices of size 1000x1000 for A and B. Smaller matrices may not demonstrate significant performance differences, while larger matrices may show more noticeable speedups from parallelization.
2. **Multithreading Overhead:** The use of multiple threads introduces overhead in terms of thread creation, synchronization, and context switching. For smaller matrices, this overhead can dominate, and one thread per cell may perform better. For larger matrices, the actual matrix multiplication work may dominate, and one thread per row may perform better.
3. **Number of CPU Threads:** The number of available CPU threads can affect the performance. If there are fewer threads than rows/columns, it might not make sense to use one thread per row or cell. On a multi-core CPU, if you have many threads available, parallelization can be more beneficial.

4. **Cache and Memory:** The efficiency of cache usage can play a role in performance. One thread per row may perform better when it utilizes the cache more effectively.
5. **Optimized Libraries:** Specialized libraries like NumPy have highly optimized matrix multiplication routines that can outperform custom multithreaded implementations.
6. **Hardware:** The performance can vary based on the specific hardware and CPU architecture.
7. **Implementation Overheads:** The specific implementation of the matrix multiplication algorithm and the way it's parallelized can also impact performance. In this example, we used a basic approach.
8. **Load Balancing:** Load balancing is important when using one thread per row. Uneven workloads can lead to inefficient use of CPU resources.
9. **Scaling:** The performance may not scale linearly with the number of threads. Beyond a certain point, adding more threads may not lead to significant improvements due to the limitations of the hardware

Code :-

```
// CPP Program to multiply two matrix using
// pthreads #include <bits/stdc++.h>
using namespace std;

// maximum size of
// matrix#define MAX
4

// maximum number of
// threads#define
MAX_THREAD 4

int
matA[MAX][MAX];
int
matB[MAX][MAX];
int
matC[MAX][MAX];
int step_i = 0;

void* multi(void* arg)
{
    int i = step_i++; //i denotes row number of resultant matC

    for (int j = 0; j < MAX;
```

```
j++) for (int k = 0; k <
MAX; k++)
    matC[i][j] += matA[i][k] * matB[k][j];
}
```

```
// Driver
Codeint
main()
{
    // Generating random values in matA and
    matB for (int i = 0; i < MAX; i++) {
        for (int j = 0; j < MAX; j++)
            { matA[i][j] = rand()
            % 10;
            matB[i][j] = rand() % 10;
    }
}
```

```
}

// Displaying
matAcout << endl
    << "Matrix A" <<
endl;for (int i = 0; i <
MAX; i++) {
    for (int j = 0; j < MAX; j++)
        cout << matA[i][j] <<
    "
";cout << endl;
}

// Displaying
matBcout <<
endl
    << "Matrix B" <<
endl;for (int i = 0; i <
MAX; i++) {
    for (int j = 0; j < MAX; j++)
        cout << matB[i][j] <<
    "
";cout << endl;
}

// declaring four threads
pthread_t threads[MAX_THREAD];

// Creating four threads, each evaluating its own
partfor (int i = 0; i < MAX_THREAD; i++) {
    int* p;
    pthread_create(&threads[i], NULL, multi, (void*)(p));
}

// joining and waiting for all threads to
complete for (int i = 0; i < MAX_THREAD;
i++)
    pthread_join(threads[i], NULL);

// Displaying the
result matrixcout <<
endl
    << "Multiplication of A and B"
<< endl;for (int i = 0; i < MAX; i++) {
    for (int j = 0; j < MAX; j++)
        cout << matC[i][j] <<
    "
";cout << endl;
}

return 0;
```

Conclusion

Hence we have successfully completed the implementation of this Mini Project.

Group B

Assignment No : 1

Title of the Assignment: Predict the price of the Uber ride from a given pickup point to the agreed drop-off location. Perform following tasks:

1. Pre-process the dataset.
2. Identify outliers.
3. Check the correlation.
4. Implement linear regression and random forest regression models.
5. Evaluate the models and compare their respective scores like R2, RMSE, etc.

Dataset Description: The project is about on world's largest taxi company Uber inc. In this project, we're looking to predict the fare for their future transactional cases. Uber delivers service to lakhs of customers daily. Now it becomes really important to manage their data properly to come up with new business ideas to get best results. Eventually, it becomes really important to estimate the fare prices accurately.

Link for Dataset: <https://www.kaggle.com/datasets/yasserh/uber-fares-dataset> **Objective of**

the Assignment:

Students should be able to preprocess dataset and identify outliers, to check correlation and implement linear regression and random forest regression models. Evaluate them with respective scores like R2, RMSE etc.

Prerequisite:

1. Basic knowledge of Python
2. Concept of preprocessing data
3. Basic knowledge of Data Science and Big Data Analytics.

Contents of the Theory:

1. Data Preprocessing
2. Linear regression
3. Random forest regression models
4. Box Plot
5. Outliers
6. Haversine
7. Mathplotlib
8. Mean Squared Error

Data Preprocessing:

Data preprocessing is a process of preparing the raw data and making it suitable for a machine learning model. It is the first and crucial step while creating a machine learning model.

When creating a machine learning project, it is not always a case that we come across the clean and formatted data. And while doing any operation with data, it is mandatory to clean it and put in a formatted way. So for this, we use data preprocessing task.

Why do we need Data Preprocessing?

A real-world data generally contains noises, missing values, and maybe in an unusable format which cannot be directly used for machine learning models. Data preprocessing is required tasks for cleaning the data and making it suitable for a machine learning model which also increases the accuracy and efficiency of a machine learning model.

It involves below steps:

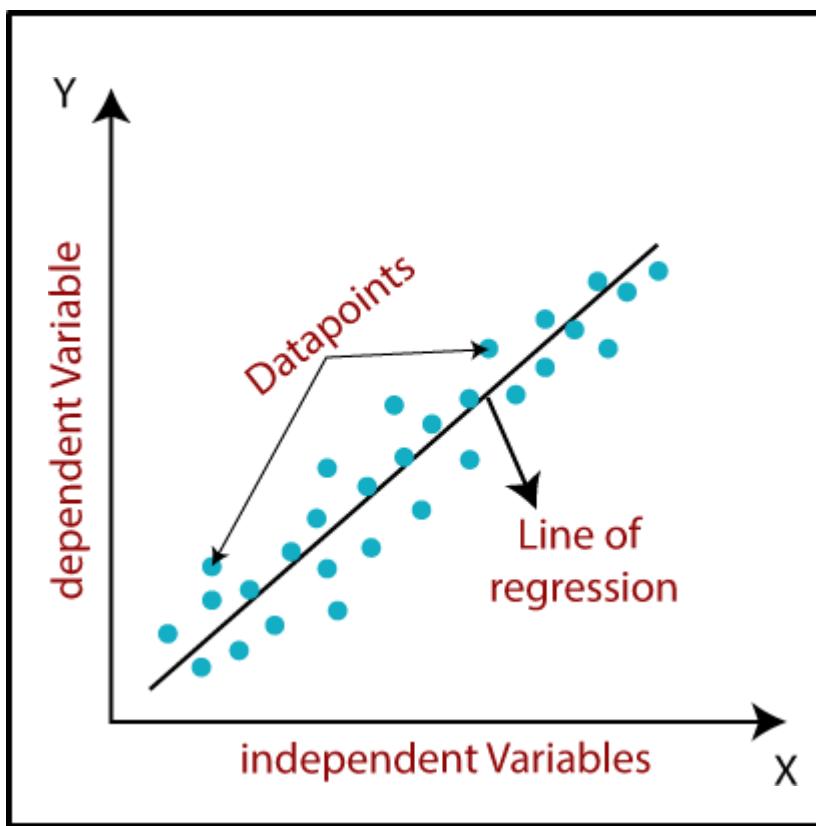
- Getting the dataset
- Importing libraries
- Importing datasets
- Finding Missing Data
- Encoding Categorical Data
- Splitting dataset into training and test set
- Feature scaling

Linear Regression:

Linear regression is one of the easiest and most popular Machine Learning algorithms. It is a statistical method that is used for predictive analysis. Linear regression makes predictions for continuous/real or numeric variables such as sales, salary, age, product price, etc.

Linear regression algorithm shows a linear relationship between a dependent (y) and one or more independent (x) variables, hence called as linear regression. Since linear regression shows the linear relationship, which means it finds how the value of the dependent variable is changing according to the value of the independent variable.

The linear regression model provides a sloped straight line representing the relationship between the variables. Consider the below image:



Random Forest Regression Models:

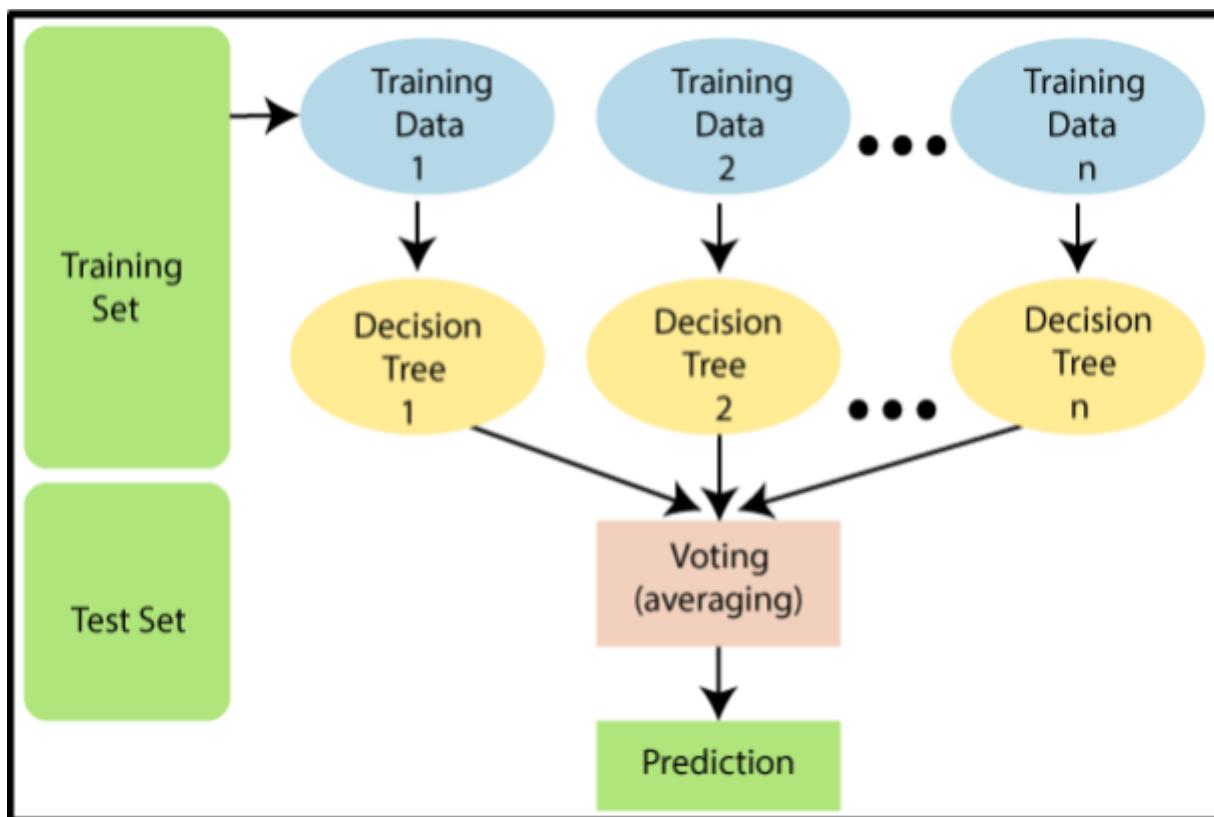
Random Forest is a popular machine learning algorithm that belongs to the supervised learning technique. It can be used for both Classification and Regression problems in ML. It is based on the concept of **ensemble learning**, which is a process of combining multiple classifiers to solve a complex problem and to improve the performance of the model.

As the name suggests, "Random Forest is a classifier that contains a number of decision trees on various subsets of the given dataset and takes the average to improve the predictive accuracy of that

dataset."Instead of relying on one decision tree, the random forest takes the

prediction from each tree and based on the majority votes of predictions, and it predicts the final output.

The greater number of trees in the forest leads to higher accuracy and prevents the problem of overfitting.



Boxplot:

Boxplots are a measure of how well data is distributed across a data set. This divides the data set into three quartiles. This graph represents the minimum, maximum, average, first quartile, and the third quartile in the data set. Boxplot is also useful in comparing the distribution of data in a data set by drawing a boxplot for each of them.

R provides a `boxplot()` function to create a boxplot. There is the following syntax of `boxplot()` function:

```
boxplot(x, data, notch, varwidth, names, main)
```

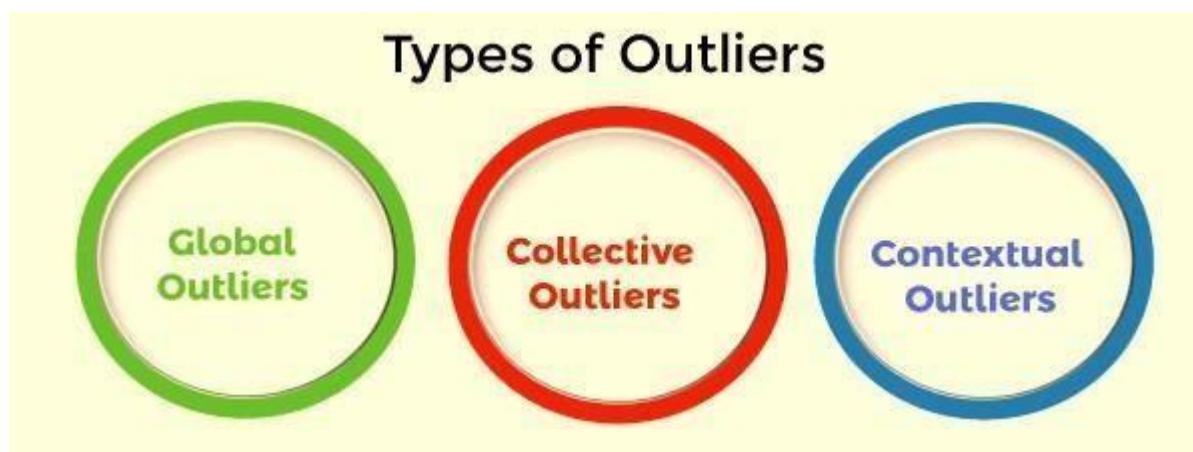
Here,

S.N	Parameter	Description
0		

1.	x	It is a vector or a formula.
2.	data	It is the data frame.
3.	notch	It is a logical value set as true to draw a notch.
4.	varwidth	It is also a logical value set as true to draw the width of the boxes same as the sample size.
5.	names	It is the group of labels that will be printed under each boxplot.
6.	main	It is used to give a title to the graph.

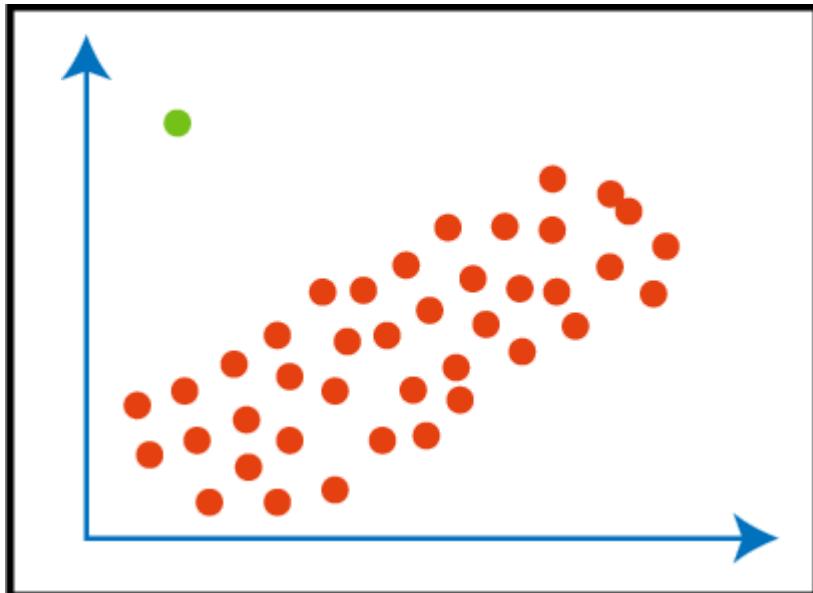
Outliers:

As the name suggests, "outliers" refer to the data points that exist outside of what is to be expected. The major thing about the outliers is what you do with them. If you are going to analyze any task to analyze data sets, you will always have some assumptions based on how this data is generated. If you find some data points that are likely to contain some form of error, then these are definitely outliers, and depending on the context, you want to overcome those errors. The data mining process involves the analysis and prediction of data that the data holds. In 1969, Grubbs introduced the first definition of outliers.



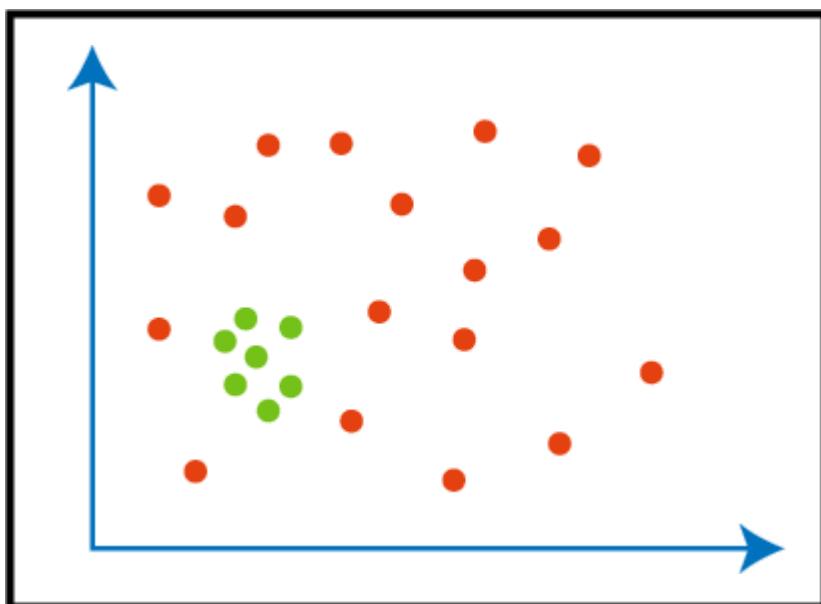
Global Outliers

Global outliers are also called point outliers. Global outliers are taken as the simplest form of outliers. When data points deviate from all the rest of the data points in a given data set, it is known as the global outlier. In most cases, all the outlier detection procedures are targeted to determine the global outliers. The green data point is the global outlier.



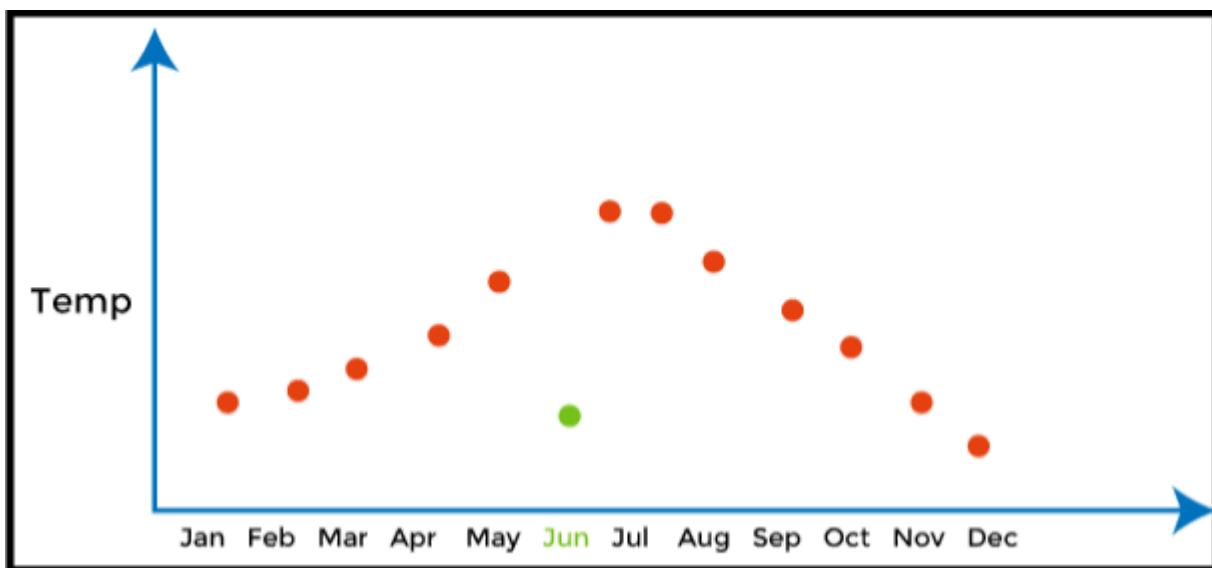
Collective Outliers

In a given set of data, when a group of data points deviates from the rest of the data set is called collective outliers. Here, the particular set of data objects may not be outliers, but when you consider the data objects as a whole, they may behave as outliers. To identify the types of different outliers, you need to go through background information about the relationship between the behavior of outliers shown by different data objects. For example, in an Intrusion Detection System, the DOS package from one system to another is taken as normal behavior. Therefore, if this happens with the various computer simultaneously, it is considered abnormal behavior, and as a whole, they are called collective outliers. The green data points as a whole represent the collective outlier.



Contextual Outliers

As the name suggests, "Contextual" means this outlier introduced within a context. For example, in the speech recognition technique, the single background noise. Contextual outliers are also known as Conditional outliers. These types of outliers happen if a data object deviates from the other data points because of any specific condition in a given data set. As we know, there are two types of attributes of objects of data: contextual attributes and behavioral attributes. Contextual outlier analysis enables the users to examine outliers in different contexts and conditions, which can be useful in various applications. For example, A temperature reading of 45 degrees Celsius may behave as an outlier in a rainy season. Still, it will behave like a normal data point in the context of a summer season. In the given diagram, a green dot representing the low-temperature value in June is a contextual outlier since the same value in December is not an outlier.



Haversine:

The Haversine formula calculates the shortest distance between two points on a sphere using their latitudes and longitudes measured along the surface. It is important for use in navigation.

Matplotlib:

Matplotlib is an amazing visualization library in Python for 2D plots of arrays. Matplotlib is a multi-platform data visualization library built on NumPy arrays and designed to work with the broader SciPy stack. It was introduced by John Hunter in the year 2002.

One of the greatest benefits of visualization is that it allows us visual access to huge amounts of data in easily digestible visuals. Matplotlib consists of several plots like line, bar, scatter, histogram etc.

Mean Squared Error;

The **Mean Squared Error (MSE)** or **Mean Squared Deviation (MSD)** of an estimator measures the average of error squares i.e. the average squared difference between the estimated values and true value. It is a risk function, corresponding to the expected value of the squared error loss. It is always non-negative and values close to zero are better. The MSE is the second moment of the error (about the origin) and thus incorporates both the variance of the estimator and its bias.

Code :- <https://www.kaggle.com/code/proxzima/uber-fare-price-prediction>

Conclusion:

In this way we have explored Concept correlation and implement linear regression and random forest regression models.

Assignment Questions:

1. What is data preprocessing?
2. Define Outliers?
3. What is Linear Regression?
4. What is Random Forest Algorithm?
5. Explain: pandas, numpy?

Group B
Assignment No : 2

Title of the Assignment: Classify the email using the binary classification method. Email Spam detection has two states:

- a) Normal State – Not Spam,
- b) Abnormal State – Spam.

Use K-Nearest Neighbors and Support Vector Machine for classification. Analyze their performance.

Dataset Description: The csv file contains 5172 rows, each row for each email. There are 3002 columns. The first column indicates Email name. The name has been set with numbers and not recipients' name to protect privacy. The last column has the labels for prediction : 1 for spam, 0 for not spam. The remaining 3000 columns are the 3000 most common words in all the emails, after excluding the non-alphabetical characters/words. For each row, the count of each word(column) in that email(row) is stored in the respective cells. Thus, information regarding all 5172 emails are stored in a compact dataframe rather than as separate text files.

Link: <https://www.kaggle.com/datasets/balaka18/email-spam-classification-dataset-csv> **Objective of the Assignment:**

Students should be able to classify email using the binary Classification and implement email spam detection technique by using K-Nearest Neighbors and Support Vector Machine algorithm.

Prerequisite:

1. Basic knowledge of Python

2. Concept of K-Nearest Neighbors and Support Vector Machine for classification.

Contents of the Theory:

1. Data Preprocessing
2. Binary Classification
3. K-Nearest Neighbours
4. Support Vector Machine
5. Train, Test and Split Procedure

Data Preprocessing:

Data preprocessing is a process of preparing the raw data and making it suitable for a machine learning model. It is the first and crucial step while creating a machine learning model.

When creating a machine learning project, it is not always a case that we come across the clean and formatted data. And while doing any operation with data, it is mandatory to clean it and put in a formatted way. So for this, we use data preprocessing task.

Why do we need Data Preprocessing?

A real-world data generally contains noises, missing values, and maybe in an unusable format which cannot be directly used for machine learning models. Data preprocessing is required tasks for cleaning the data and making it suitable for a machine learning model which also increases the accuracy and efficiency of a machine learning model.

It involves below steps:

- Getting the dataset
- Importing libraries
- Importing datasets
- Finding Missing Data
- Encoding Categorical Data
- Splitting dataset into training and test set
- Feature scaling

Code :- <https://www.kaggle.com/code/mfaisalqureshi/email-spam-detection-98-accuracy/notebook>

Binary classification

Binary classification is a supervised machine learning task where the goal is to assign each data point to one of two classes or categories. Classification into one of two classes is a common machine learning problem. You might want to predict whether or not a customer is likely to make a purchase, whether or not a credit card transaction was fraudulent, whether deep space signals show evidence of a new planet, or a medical test evidence of a disease.

These are all binary classification problems.

Two common algorithms used for binary classification are K-Nearest Neighbors (K-NN) and Support Vector Machine (SVM). Here's an overview of these algorithms and the train-test split procedure:

1. K-Nearest Neighbors (K-NN):

- K-NN is a simple classification algorithm that makes predictions based on the majority class of the k-nearest data points to a given test point. To use K-NN for binary classification, you need labeled data with two classes (e.g., positive and negative).
- K-NN is a lazy learner because it doesn't build a specific model during the training phase; it memorizes the training data.
- The choice of 'k' is a hyperparameter that can significantly affect the model's performance. A small 'k' may make the model sensitive to noise, while a large 'k' might lead to oversmoothing. K-NN can be computationally expensive for large datasets, as it requires calculating distances to all data points.
- Feature scaling is essential because K-NN relies on distance calculations. Features with different scales can bias the results. K-NN works well for simple and small to medium-sized datasets but may not be suitable for high-dimensional data or datasets with imbalanced class distributions.
- It's important to choose an appropriate distance metric based on the nature of your data and the problem you're trying to solve. K-NN is a versatile algorithm, and while it has its limitations, it can be a useful tool for various classification tasks, especially when the dataset is well-preprocessed, and the choice of 'k' is well-tuned
- The steps for using K-NN for binary classification are as follows:
 - a. Collect and preprocess your data.
 - b. Split the data into a training set and a test set.
 - c. Choose a value for 'k' (the number of nearest neighbors to consider).

- d. Train the K-NN model on the training data.

- e. Use the trained model to make predictions on the test data.
- f. Evaluate the model's performance using metrics like accuracy, precision, recall, and F1-score.

2. Support Vector Machine (SVM):

- SVM is a powerful classification algorithm that finds a hyperplane that best separates the two classes in a way that maximizes the margin between them.
- SVM is effective in cases where the data is not linearly separable by transforming it into a higher-dimensional space. The choice of kernel and its hyperparameters can have a significant impact on the SVM's performance. SVM is capable of finding a decision boundary that maximizes the margin, making it robust against overfitting.
- SVM can handle both balanced and imbalanced datasets. SVM can be computationally intensive, especially for large datasets. Techniques like stochastic gradient descent and linear SVMs may be used for efficiency. Support vectors are essential for defining the decision boundary, so they play a crucial role in the SVM's performance. Support Vector Machines are a versatile algorithm that works well in a wide range of applications, including image classification, text classification, and anomaly detection, among others.
- Steps for using SVM for binary classification:
 - a. Collect and preprocess your data.
 - b. Split the data into a training set and a test set.
 - c. Choose a suitable kernel (e.g., linear, polynomial, or radial basis function) and kernel parameters.
 - d. Train the SVM model on the training data.
 - e. Use the trained model to make predictions on the test data.
 - f. Evaluate the model's performance, typically using metrics like accuracy, precision, recall, and F1-score.

3. Train-Test Split Procedure:

- The train-test split is a critical step in machine learning to assess the model's performance. It involves dividing the dataset into two parts: a training set and a test set.
- The training set is used to train the machine learning model, while the test set is used to evaluate the model's performance and generalization.

- The steps for the train-test split procedure are as follows:

- a. Randomly shuffle the dataset to ensure that the data is evenly distributed between the training and test sets.
- b. Split the dataset into two parts, typically with a ratio like 70-30 or 80-20, where the training set gets the larger portion.
- c. Ensure that the two sets are mutually exclusive, meaning that no data point appears in both sets.
- d. Use the training set to train the machine learning model.
- e. Use the test set to evaluate the model's performance by making predictions and comparing them to the actual labels.
- f. Calculate various evaluation metrics to assess the model's accuracy and generalization, such as accuracy, precision, recall, and F1-score.

The train-test split procedure helps you estimate how well your model is likely to perform on new, unseen data and avoid overfitting, where the model performs well on the training data but poorly on new data.

Conclusion

Hence in this way we have studied the Concept of K-Nearest Neighbors and Support Vector

Group B

Assignment No : 3

Title of the Assignment: Given a bank customer, build a neural network-based classifier that can determine whether they will leave or not in the next 6 months

Dataset Description: The case study is from an open-source dataset from Kaggle. The dataset contains 10,000 sample points with 14 distinct features such as CustomerId, CreditScore, Geography, Gender, Age, Tenure, Balance, etc.

Link for Dataset: <https://www.kaggle.com/barelydedicated/bank-customer-churn-modeling> Perform

the following steps:

1. Read the dataset.
2. Distinguish the feature and target set and divide the data set into training and test sets.
3. Normalize the train and test data.
4. Initialize and build the model. Identify the points of improvement and implement the same.
5. Print the accuracy score and confusion matrix (5 points).

Objective of the Assignment:

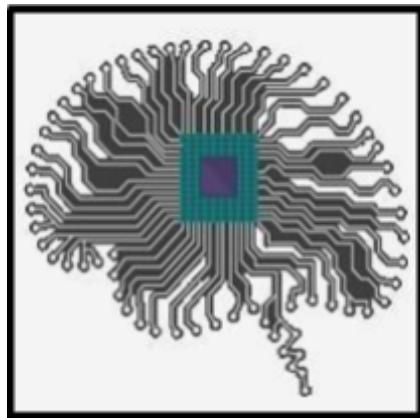
Students should be able to distinguish the feature and target set and divide the data set into training and test sets and normalize them and students should build the model on the basis of that.

Prerequisite:

1. Basic knowledge of Python
2. Concept of Confusion Matrix

Contents of the Theory:

1. Artificial Neural Network
2. Keras
3. tensorflow
4. Normalization
5. Confusion Matrix

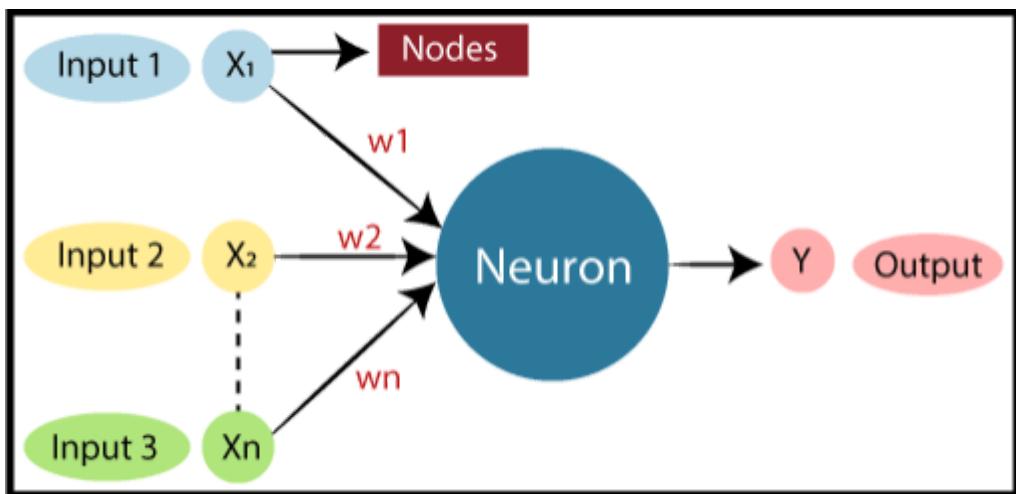
Artificial Neural Network:

The term "Artificial Neural Network" is derived from Biological neural networks that develop the structure of a human brain. Similar to the human brain that has neurons interconnected to one another, artificial neural networks also have neurons that are interconnected to one another in various layers of the networks. These neurons are known as nodes.



The figure illustrates the typical diagram of Biological Neural Network.

The typical Artificial Neural Network looks something like the given figure.



Dendrites from Biological Neural Network represent inputs in Artificial Neural Networks, cell nucleus represents Nodes, synapse represents Weights, and Axon represents Output.

Relationship between Biological neural network and artificial neural network:

Biological Neural Network	Artificial Neural Network
Dendrites	Inputs
Cell nucleus	Nodes
Synapse	Weights
Axon	Output

An **Artificial Neural Network** in the field of **Artificial intelligence** where it attempts to mimic the network of neurons makes up a human brain so that computers will have an option to understand things and make decisions in a human-like manner. The artificial neural network is designed by programming computers to

behave simply like interconnected brain cells.

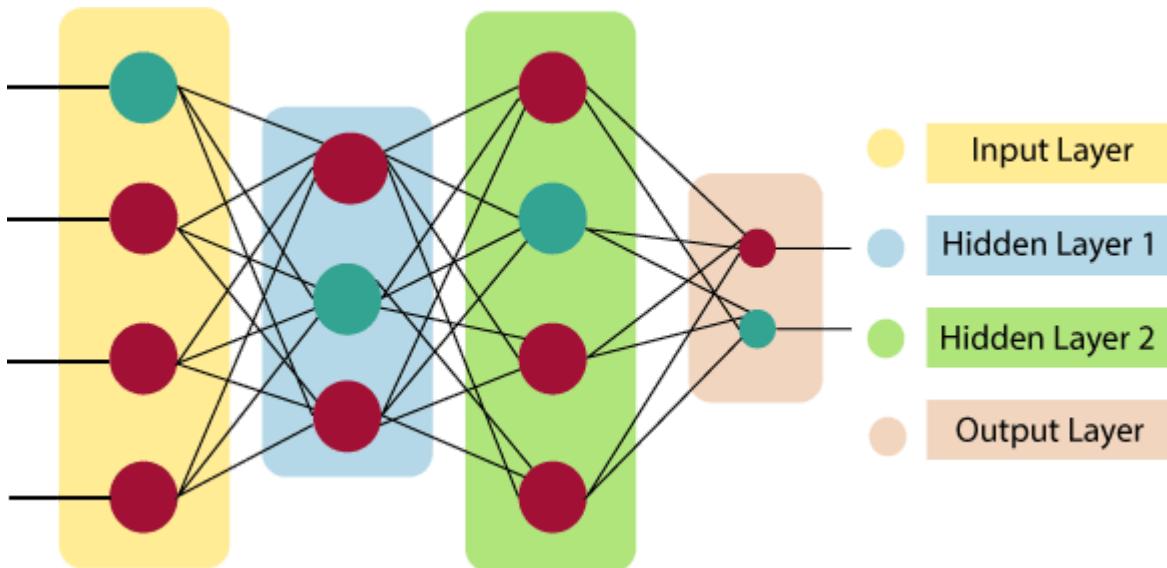
There are around 1000 billion neurons in the human brain. Each neuron has an association point somewhere in the range of 1,000 and 100,000. In the human brain, data is stored in such a manner as to be distributed, and we can extract more than one piece of this data when necessary from our memory parallelly. We can say that the human brain is made up of incredibly amazing parallel processors.

We can understand the artificial neural network with an example, consider an example of a digital logic gate that takes an input and gives an output. "OR" gate, which takes two inputs. If one or both the inputs are "On," then we get "On" in output. If both the inputs are "Off," then we get "Off" in output. Here the output depends upon input. Our brain does not perform the same task. The outputs to inputs relationship keep changing because of the neurons in our brain, which are "learning."

The architecture of an artificial neural network:

To understand the concept of the architecture of an artificial neural network, we have to understand what a neural network consists of. In order to define a neural network that consists of a large number of artificial neurons, which are termed units arranged in a sequence of layers. Let us look at various types of layers available in an artificial neural network.

Artificial Neural Network primarily consists of three layers:



Input Layer:

As the name suggests, it accepts inputs in several different formats provided by the programmer.

Hidden Layer:

The hidden layer presents in-between input and output layers. It performs all the calculations and hidden features and patterns.

Output Layer:

The input goes through a series of transformations using the hidden layer, which finally results in output that is conveyed using this layer.

The artificial neural network takes input and computes the weighted sum of the inputs and includes a bias. This computation is represented in the form of a transfer function.

$$\sum_{i=1}^n W_i * X_i + b$$

It determines weighted total is passed as an input to an activation function to produce the output. Activation functions choose whether a node should fire or not. Only those who are fired make it to the output layer. There are distinctive activation functions available that can be applied upon the sort of task we are performing.

Keras:

Keras is an open-source high-level Neural Network library, which is written in Python and is capable enough to run on Theano, TensorFlow, or CNTK. It was developed by one of the Google engineers, Francois Chollet. It is made user-friendly, extensible, and modular for facilitating faster experimentation with deep neural networks. It not only supports Convolutional Networks and Recurrent Networks individually but also their combination.

It cannot handle low-level computations, so it makes use of the **Backend** library to resolve it. The backend library acts as a high-level API wrapper for the low-level API, which lets it run on TensorFlow, CNTK, or Theano.

Initially, it had over 4800 contributors during its launch, which now has gone up to 250,000 developers. It has a 2X growth ever since every year it has grown. Big companies like Microsoft, Google, NVIDIA, and Amazon have actively contributed to the development of Keras. It has an amazing industry interaction, and it is used in the development of popular firms like Netflix, Uber, Google, Expedia, etc.

**TensorFlow:**

TensorFlow is a Google product, which is one of the most famous deep learning tools widely used in the research area of machine learning and deep neural network. It came into the market on 9th November 2015 under the Apache License 2.0. It is built in such a way that it can easily run on multiple CPUs and GPUs as well as on mobile operating systems. It consists of various wrappers in distinct languages such as Java, C++, or Python.

**Normalization:**

Normalization is a scaling technique in Machine Learning applied during data preparation to change the values of numeric columns in the dataset to use a common scale. It is not necessary for all datasets in a model. It is required only when features of machine learning models have different ranges.

Mathematically, we can calculate normalization with the below formula:
$$X_n = \frac{(X - X_{\text{minimum}})}{(X_{\text{maximum}} - X_{\text{minimum}})}$$

Where,

- X_n = Value of Normalization
- X_{maximum} = Maximum value of a feature
- X_{minimum} = Minimum value of a feature

Example: Let's assume we have a model dataset having maximum and minimum values of feature as mentioned above. To normalize the machine learning model, values are shifted and rescaled so their range can vary between 0 and 1. This technique is also known as Min-Max scaling. In this scaling technique, we will change the feature values as follows:

Case1-If the value of X is minimum, the value of Numerator will be 0; hence Normalization will also be 0.

$$X_n = (X - X_{\min}) / (X_{\max} - X_{\min}) \quad \text{formula}$$

Put $X = X_{\min}$ in above formula, we get;

$$X_n = X_{\min} - X_{\min} / (X_{\max} - X_{\min}) X_n = 0$$

Case2-If the value of X is maximum, then the value of the numerator is equal to the denominator; hence Normalization will be 1.

$$X_n = (X - X_{\min}) / (X_{\max} - X_{\min}) \quad \text{Put } X$$

$= X_{\max}$ in above formula, we get;

$$X_n = X_{\max} - X_{\min} / (X_{\max} - X_{\min}) X_n = 1$$

Case3-On the other hand, if the value of X is neither maximum nor minimum, then values of normalization will also be between 0 and 1.

Hence, Normalization can be defined as a scaling method where values are shifted and rescaled to maintain their ranges between 0 and 1, or in other words; it can be referred to as Min-Max scaling technique.

Normalization techniques in Machine Learning

Although there are so many feature normalization techniques in Machine Learning, few of them are most frequently used. These are as follows:

- **Min-Max Scaling:** This technique is also referred to as scaling. As we have already discussed above, the Min-Max scaling method helps the dataset to shift and rescale the values of their attributes, so they end up ranging between 0 and 1.

- **Standardization scaling:**

Standardization scaling is also known as **Z-score normalization**, in which values are centered around the mean with a unit standard deviation, which means the attribute becomes zero and the resultant distribution has a unit standard deviation. Mathematically, we can calculate the standardization by subtracting the feature value from the mean and dividing it by standard deviation.

Hence, standardization can be expressed as follows:

$$X' = \frac{X - \mu}{\sigma}$$

Here, μ represents the mean of feature value, and σ represents the standard deviation of feature values.

However, unlike Min-Max scaling technique, feature values are not restricted to a specific range in the standardization technique.

This technique is helpful for various machine learning algorithms that use distance measures such as **KNN, K-means clustering, and Principal component analysis**, etc. Further, it is also important that the model is built on assumptions and data is normally distributed.

When to use Normalization or Standardization?

Which is suitable for our machine learning model, Normalization or Standardization? This is probably a big confusion among all data scientists as well as machine learning engineers. Although both terms have the almost same meaning choice of using normalization or standardization will depend on your problem and the algorithm you are using in models.

1. Normalization is a transformation technique that helps to improve the performance as well as the accuracy of your model better. Normalization of a machine learning model is useful when you don't know feature distribution exactly. In other words, the feature distribution of data does not follow a **Gaussian** (bell curve) distribution. Normalization must

have an abounding range, so if you have outliers in data, they will be affected by Normalization.

Further, it is also useful for data having variable scaling techniques such as**KNN, artificial neural networks**. Hence, you can't use assumptions for the distribution of data.

2. Standardization in the machine learning model is useful when you are exactly aware of the feature distribution of data or, in other words, your data follows a Gaussian distribution. However, this does not have to be necessarily true. Unlike Normalization, Standardization does not necessarily have a bounding range, so if you have outliers in your data, they will not be affected by Standardization.

Further, it is also useful when data has variable dimensions and techniques such as**linear regression, logistic regression, and linear discriminant analysis**.

Example: Let's understand an experiment where we have a dataset having two attributes, i.e., age and salary. Where the age ranges from 0 to 80 years old, and the income varies from 0 to 75,000 dollars or more. Income is assumed to be 1,000 times that of age. As a result, the ranges of these two attributes are much different from one another.

Because of its bigger value, the attributed income will organically influence the conclusion more when we undertake further analysis, such as multivariate linear regression. However, this does not necessarily imply that it is a better predictor. As a result, we normalize the data so that all of the variables are in the same range.

Further, it is also helpful for the prediction of credit risk scores where normalization is applied to all numeric data except the class column. It uses the **tanh transformation** technique, which converts all numeric features into values of range between 0 to 1.

Confusion Matrix:

The confusion matrix is a matrix used to determine the performance of the classification models for a given set of test data. It can only be determined if the true values for test data are known. The matrix itself can be easily understood, but the related terminologies may be confusing. Since it shows the errors in the model performance in the form of a matrix, hence also known as an **error matrix**. Some features of Confusion matrix are given below:

- For the 2 prediction classes of classifiers, the matrix is of 2*2 table, for 3 classes, it is 3*3 table, and so on.
- The matrix is divided into two dimensions, that are **predicted values** and **actual values** along with the total number of predictions.
- Predicted values are those values, which are predicted by the model, and actual values are the true values for the given observations.
- It looks like the below table:

		Actual Values	
		Positive (1)	Negative (0)
Predicted Values	Positive (1)	TP	FP
	Negative (0)	FN	TN

The above table has the following cases:

- **True Negative:** Model has given prediction No, and the real or actual value was also No.
- **True Positive:** The model has predicted yes, and the actual value was also true.
- **False Negative:** The model has predicted no, but the actual value was Yes, it is also called as **Type-II error**.
- **False Positive:** The model has predicted Yes, but the actual value was No. It is also called a **Type-I error**.

Need for Confusion Matrix in Machine learning

- It evaluates the performance of the classification models, when they make predictions on test data, and tells how good our classification model is.
- It not only tells the error made by the classifiers but also the type of errors such as it is either type- I or type-II error.
- With the help of the confusion matrix, we can calculate the different parameters for the model, such as accuracy, precision, etc.

Example: We can understand the confusion matrix using an example.

Suppose we are trying to create a model that can predict the result for the disease that is either a person has that disease or not. So, the confusion matrix for this is given as:

n = 100	Actual: No	Actual: Yes	
Predicted: No	TN: 65	FP: 3	68
Predicted: Yes	FN: 8	TP: 24	32
73	27		

From the above example, we can conclude that:

- The table is given for the two-class classifier, which has two predictions "Yes" and "NO." Here, Yes denotes that patient has the disease, and No denotes that patient does not have that disease.
- The classifier has made a total of **100 predictions**. Out of 100 predictions, **89 are true predictions**, and **11 are incorrect predictions**.
- The model has given prediction "yes" for 32 times, and "No" for 68 times. Whereas the actual "Yes" was 27, and actual "No" was 73 times.

Calculations using Confusion Matrix:

We can perform various calculations for the model, such as the model's accuracy, using this matrix. These calculations are given below:

- **Classification Accuracy:** It is one of the important parameters to determine the accuracy of the classification problems. It defines how often the model predicts the correct output. It can be calculated as the ratio of the number of correct predictions made by the classifier to all number of predictions made by the classifiers. The formula is given below:

$$\text{Accuracy} = \frac{TP+TN}{TP+FP+FN+TN}$$

- **Misclassification rate:** It is also termed as Error rate, and it defines how often the model gives the wrong predictions. The value of error rate can be calculated as the number of incorrect

$$\text{Error rate} = \frac{FP+FN}{TP+FP+FN+TN}$$

predictions to all number of the predictions made by the classifier. The formula is given below:

- **Precision:** It can be defined as the number of correct outputs provided by the model or out of all positive classes that have predicted correctly by the model, how many of them were

$$\text{Precision} = \frac{TP}{TP+FP}$$

actually true. It can be calculated using the below formula:

- **Recall:** It is defined as the out of total positive classes, how our model predicted correctly. The recall must be as high as possible.

$$\text{Recall} = \frac{TP}{TP+FN}$$

- **F-measure:** If two models have low precision and high recall or vice versa, it is difficult to compare these models. So, for this purpose, we can use F-score. This score helps us to evaluate the recall and precision at the same time. The F-score is maximum if the recall is equal to the precision. It can be calculated using the below formula:

$$\text{F-measure} = \frac{2*Recall*Precision}{Recall+Precision}$$

Other important terms used in Confusion Matrix:

- **Null Error rate:** It defines how often our model would be incorrect if it always predicted the majority class. As per the accuracy paradox, *er has a higher error rate than the best classifier than the null error rate.*
- **ROC Curve:** The ROC is a graph displaying a classifier's performance for all possible thresholds. The graph is plotted between the true positive rate (on the Y-axis) and the false Positive rate (on the x-axis).

Code :- <https://www.kaggle.com/code/jaysadguru00/starter-bank-customer-churn-modeling-6dbfe05e-a>

Conclusion:

In this way we build a neural network-based classifier that can determine whether they will leave or not in the next 6 months

Assignment Questions:

- 1) What is Normalization?
- 2) What is Standardization?
- 3) Explain Confusion Matrix ?
- 4) Define the following: Classification Accuracy, Misclassification Rate, Precision.
- 5) One Example of Confusion Matrix?

Group B
ASSIGNMENT NO: 4

Title: Implement Gradient Descent Algorithm to find the local minima of a function. For example, find the local minima of the function $y=(x+3)^2$ starting from the point $x=2$.

Objective: Students should learn to implement Gradient Descent Algorithm.

Prerequisite:

- 1.** Basic of Python Language
- 2.** Concept of Gradient Descent Algorithm

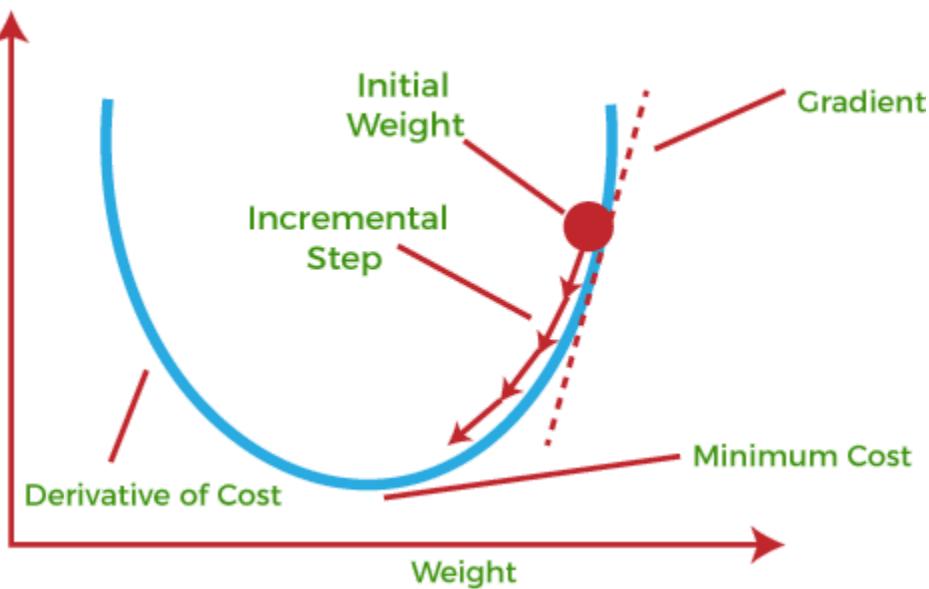
Theory:

Gradient descent was initially discovered by "Augustin-Louis Cauchy" in mid of 18th century. Gradient Descent is defined as one of the most commonly used iterative optimization algorithms of machine learning to train the machine learning and deep learning models. It helps in finding the local minimum of a function.

The best way to define the local minimum or local maximum of a function using gradient descent is as follows:

If we move towards a negative gradient or away from the gradient of the function at the current point, it will give the local minimum of that function.

Whenever we move towards a positive gradient or towards the gradient of the function at the current point, we will get the local maximum of that function.



This entire procedure is known as Gradient Ascent, which is also known as steepest descent. The main objective of using a gradient descent algorithm is to minimize the cost function using iteration.

Types of Gradient Descent

Based on the error in various training models, the Gradient Descent learning algorithm can be divided into **Batch gradient descent, stochastic gradient descent, and mini-batch gradient descent**. Let's understand these different types of gradient descent:

1. Batch Gradient Descent:

Batch gradient descent (BGD) is used to find the error for each point in the training set and update the model after evaluating all training examples. This procedure is known as the training epoch. In simple words, it is a greedy approach where we have to sum over all examples for each update.

Advantages of Batch gradient descent:

- It produces less noise in comparison to other gradient descent.
- It produces stable gradient descent convergence.
- It is Computationally efficient as all resources are used for all training samples.

2. Stochastic gradient descent

Stochastic gradient descent (SGD) is a type of gradient descent that runs one training example per iteration. Or in other words, it processes a training epoch for each example within a dataset and updates each training example's parameters one at a time. As it requires only one training example at a time, hence it is easier to store in allocated memory. However, it shows some computational efficiency losses in comparison to batch gradient systems as it shows frequent updates that require more detail and speed. Further, due to frequent updates, it is also treated as a noisy gradient.

However, sometimes it can be helpful in finding the global minimum and also escaping the local minimum.

Advantages of Stochastic gradient descent:

In Stochastic gradient descent (SGD), learning happens on every example, and it consists of a few advantages over other gradient descent.

- It is easier to allocate in desired memory.
- It is relatively fast to compute than batch gradient descent.
- It is more efficient for large datasets.

3. MiniBatch Gradient Descent:

Mini Batch gradient descent is the combination of both batch gradient descent and stochastic gradient descent. It divides the training datasets into small batch sizes then performs the updates on those batches separately. Splitting training datasets into smaller batches make a balance to maintain the computational efficiency of batch gradient descent and speed of stochastic gradient descent.

Hence, we can achieve a special type of gradient descent with higher computational efficiency and less noisy gradient descent.

Advantages of Mini Batch gradient descent:

- It is easier to fit in allocated memory.
- It is computationally efficient.
- It produces stable gradient descent convergence. Here

is the basic algorithm for Gradient Descent:

Gradient Descent Algorithm**Input:**

- Initial parameters θ (often initialized randomly)
- Learning rate α (controls the step size)
- Cost function $J(\theta)$ (a function that you want to minimize)
- Convergence threshold ε (a small value that determines when to stop)

Output:

- Optimized parameters θ that minimize the cost function

Procedure:

1. Initialize parameters: Set θ to an initial value, often randomly. Initialize a variable to keep track of the previous cost, J_{prev} , with a large value (e.g., $+\infty$).

2. Loop until convergence: a. Compute the gradient of the cost function with respect to the parameters: $\nabla J(\theta)$. b. Update the parameters θ : $\theta = \theta - \alpha * \nabla J(\theta)$ This update is performed for each parameter θ_i : $\theta_i = \theta_i - \alpha * \partial J(\theta) / \partial \theta_i$
3. Calculate the new cost: $J_{\text{new}} = J(\theta)$.
4. Check for convergence: If $|J_{\text{new}} - J_{\text{prev}}| < \epsilon$, where ϵ is the convergence threshold, stop the algorithm. The algorithm has converged, and θ is the optimized parameter set. Otherwise, set $J_{\text{prev}} = J_{\text{new}}$ and go back to step 2.

Hyperparameters:

- Learning Rate (α): The learning rate controls the step size in each update. Choosing an appropriate learning rate is crucial for the convergence and stability of the algorithm. It may require some experimentation.
- Convergence Threshold (ϵ): The convergence threshold determines when to stop the algorithm. Setting it too low may result in longer training times, while setting it too high may result in suboptimal solutions.

Additional Considerations:

- Gradient Descent can be sensitive to the choice of the learning rate, and various techniques like learning rate schedules or adaptive learning rates (e.g., Adam, RMSprop) can be used to improve convergence.
- Mini-batch Gradient Descent and Stochastic Gradient Descent are variants of this algorithm that use subsets of the training data in each iteration, which can be more computationally efficient.
- Regularization terms can be added to the cost function to prevent overfitting.
- Make sure the cost function is differentiable with respect to the parameters θ for this algorithm to work.

Gradient Descent is a foundational optimization algorithm and serves as the basis for many advanced optimization techniques used in machine learning and deep learning.

Conclusion:

Hence by this way we have successfully implemented GDA.

Group B

Assignment No : 5

Title of the Assignment: Implement K-Nearest Neighbors algorithm on diabetes.csv dataset. Compute confusion matrix, accuracy, error rate, precision and recall on the given dataset.

Dataset Description: We will try to build a machine learning model to accurately predict whether or not the patients in the dataset have diabetes or not?

The datasets consists of several medical predictor variables and one target variable, Outcome. Predictor variables includes the number of pregnancies the patient has had, their BMI, insulin level, age, and so on.

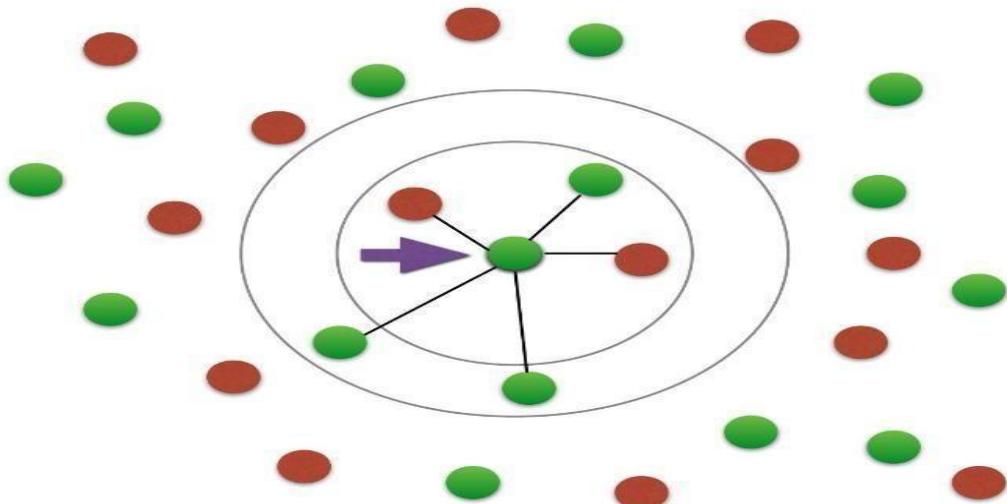
Link for Dataset: [Diabetes predication system with KNN algorithm | Kaggle](#)

Objective of the Assignment:

Students should be able to preprocess dataset and identify outliers, to check correlation and implement KNN algorithm and random forest classification models. Evaluate them with respective scores like confusion_matrix, accuracy_score, mean_squared_error, r2_score, roc_auc_score, roc_curve etc.

Prerequisite:

1. Basic knowledge of Python
2. Concept of Confusion Matrix
3. Concept of roc_auc curve.
4. Concept of Random Forest and KNN algorithms



k-Nearest-Neighbors (k-NN) is a supervised machine learning model. Supervised learning is when a model learns from data that is already labeled. A supervised learning model takes in a set of input objects and output values. The model then trains on that data to learn how to map the inputs to the desired output so it can learn to make predictions on unseen data.

k-NN models work by taking a data point and looking at the k closest labeled data points. The data point is then assigned the label of the majority of the k closest points.

For example, if $k = 5$, and 3 of points are "green" and 2 are "red", then the data point in question would be labeled "green", since "green" is the majority (as shown in the above graph).

Scikit-learn is a machine learning library for Python. In this tutorial, we will build a k-NN model using Scikit-learn to predict whether or not a patient has diabetes.

Reading in the training data

For our k-NN model, the first step is to read in the data we will use as input. For this example, we are using the diabetes dataset. To start, we will use Pandas to read in the data. I will not go into detail on Pandas, but it is a library you should become familiar with if you're looking to dive further into data science and machine learning.

```
import pandas as pd #read in the data using pandas
df = pd.read_csv('data/diabetes_data.csv') #check data has been read in properly
df.head()
```

0	6	148	72	35	0	33.6	0.627	50	1
1	1	85	66	29	0	26.6	0.351	31	0
2	8	183	64	0	0	23.3	0.672	32	1
3	1	89	66	23	94	28.1	0.167	21	0
4	0	137	40	35	168	43.1	2.288	33	1

Next, let's see how much data we have. We will call the `_shape`` function on our dataframe to see how many rows and columns there are in our data. The rows indicate the number of patients and the columns indicate the number of features (age, weight, etc.) in the dataset for each patient.

1

```
#check number of rows and columns in
dataset df.shape
```

Op □ (768,9)

We can see that we have 768 rows of data (potential diabetes patients) and 9 columns (8 input features and 1 target output).

Split up the dataset into inputs and targets

Now let's split up our dataset into inputs (X) and our target (y). Our input will be every column except `_diabetes` because `_diabetes` is what we will be attempting to predict. Therefore, `_diabetes` will be our target.

We will use pandas `_drop` function to drop the column `_diabetes` from our dataframe and store it in the

variable `_X`. This will be our input.

```
#create a dataframe with all training data except the target column
```

```
X = df.drop(columns=['_diabetes'])#check that the target variable has been removed
```

```
X.head()
```

	pregnancies	glucose	diastolic	triceps	insulin	bmi	dpf	age
0	6	148	72	35	0	33.6	0.627	50
1	1	85	66	29	0	26.6	0.351	31
2	8	183	64	0	0	23.3	0.672	32
3	1	89	66	23	94	28.1	0.167	21
4	0	137	40	35	168	43.1	2.288	33

We will insert the `_diabetes` column of our dataset into our target variable (y).

```
#separate target values
```

```
y = df['_diabetes'].values#view target values
```

```
y[0:5]
```

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```
array([1, 0, 1, 0, 1])
```

Split the dataset into train and test data

Now we will split the dataset into training data and testing data. The training data is the data that the model will learn from. The testing data is the data we will use to see how well the model performs on unseen data.

Scikit-learn has a function we can use called `_train_test_split` that makes it easy for us to split our dataset into training and testing data.

```
from sklearn.model_selection import train_test_split#split dataset into train and test data
X_train, X_test, y_train, y_test = train_test_split(X, y, test_size=0.2, random_state=1,
stratify=y)
```

`_train_test_split` takes in 5 parameters. The first two parameters are the input and target data we split up earlier. Next, we will set `_test_size` to 0.2. This means that 20% of all the data will be used for testing, which leaves 80% of the data as training data for the model to learn from. Setting `_random_state` to 1 ensures that we get the same split each time so we can reproduce our results.

Setting `_stratify` to `y` makes our training split represent the proportion of each value in the `y` variable. For example, in our dataset, if 25% of patients have diabetes and 75% don't have diabetes, setting `_stratify` to `y` will ensure that the random split has 25% of patients with diabetes and 75% of patients without diabetes.

Building and training the model

Next, we have to build the model. Here is the code:

```
from sklearn.neighbors import KNeighborsClassifier# Create KNN
classifier_knn = KNeighborsClassifier(n_neighbors = 3)# Fit the
classifier to the data knn.fit(X_train,y_train)
```

First, we will create a new k-NN classifier and set `_n_neighbors` to 3. To recap, this means that if at least 2 out of the 3 nearest points to a new data point are patients without diabetes, then the new data point will be labeled as `_no diabetes`, and vice versa. In other words, a new data point is labeled with by majority from the 3 nearest points.

We have set `_n_neighbors` to 3 as a starting point. We will go into more detail below on how to better select a value for `_n_neighbors` so that the model can improve its performance.

Next, we need to train the model. In order to train our new model, we will use the `_fit` function and pass in our training data as parameters to fit our model to the training data.

Testing the model

Once the model is trained, we can use the `_predict` function on our model to make predictions on our test data. As seen when inspecting `_y` earlier, 0 indicates that the patient does not have diabetes and 1 indicates that the patient does have diabetes. To save space, we will only show print the first 5 predictions of our test set.

```
#show first 5 model predictions on the test  
data knn.predict(X_test)[0:5]
```

array([0, 0, 0, 0, 1])

We can see that the model predicted `_no diabetes` for the first 4 patients in the test set and `_has diabetes` for the 5th patient.

Now let's see how accurate our model is on the full test set. To do this, we will use the `_score` function and pass in our test input and target data to see how well our model predictions match up to the actual results.

```
#check accuracy of our model on the test  
data knn.score(X_test, y_test)
```

0.66883116883116878

Our model has an accuracy of approximately 66.88%. It's a good start, but we will see how we can increase model performance below.

Congrats! You have now built an amazing k-NN model!

k-Fold Cross-Validation

Cross-validation is when the dataset is randomly split up into $_k$ groups. One of the groups is used as the test set and the rest are used as the training set. The model is trained on the training set and scored on the test set. Then the process is repeated until each unique group has been used as the test set.

For example, for 5-fold cross validation, the dataset would be split into 5 groups, and the model would be trained and tested 5 separate times so each group would get a chance to be the test set. This can be seen in the graph below.

	Fold 1	Fold 2	Fold 3	Fold 4	Fold 5	Metric 1
Split 1	Fold 1	Fold 2	Fold 3	Fold 4	Fold 5	Metric 2
Split 2	Fold 1	Fold 2	Fold 3	Fold 4	Fold 5	Metric 3
Split 3	Fold 1	Fold 2	Fold 3	Fold 4	Fold 5	Metric 4
Split 4	Fold 1	Fold 2	Fold 3	Fold 4	Fold 5	Metric 5
Split 5	Fold 1	Fold 2	Fold 3	Fold 4	Fold 5	

Training data Test data

5-fold cross validation (image credit)

The train-test-split method we used in earlier is called `_holdout`. Cross-validation is better than using the holdout method because the holdout method score is dependent on how the data is split into train and test sets. Cross-validation gives the model an opportunity to test on multiple splits so we can get a better idea on how the model will perform on unseen data.

In order to train and test our model using cross-validation, we will use the `_cross_val_score` function with a cross-validation value of 5. `_cross_val_score` takes in our k-NN model and our data as parameters. Then it splits our data into 5 groups and fits and scores our data 5 separate times, recording the accuracy score in an array each time. We will save the accuracy scores in the `_cv_scores` variable.

To find the average of the 5 scores, we will use numpy's mean function, passing in `_cv_score`. Numpy is a useful math library in Python.

```
from sklearn.model_selection import cross_val_score
import numpy as np #create a new KNN model
knn_cv = KNeighborsClassifier(n_neighbors=3) #train model with cv of 5
cv_scores = cross_val_score(knn_cv, X, y, cv=5) #print each cv score (accuracy) and average them
print(cv_scores)
print(_cv_scores.mean():{}.format(np.mean(cv_scores)))
[ 0.68181818  0.69480519  0.75324675  0.75163399  0.68627451]
cv_scores mean:0.7135557253204311
```

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Using cross-validation, our mean score is about 71.36%. This is a more accurate representation of how our model will perform on unseen data than our earlier testing using the holdout method.

Hypertuning model parameters using GridSearchCV

When built our initial k-NN model, we set the parameter `_n_neighbors` to 3 as a starting point with no real logic behind that choice.

Hypertuning parameters is when you go through a process to find the optimal parameters for your model to improve accuracy. In our case, we will use GridSearchCV to find the optimal value for `_n_neighbors`.

GridSearchCV works by training our model multiple times on a range of parameters that we specify. That way, we can test our model with each parameter and figure out the optimal values to get the best accuracy results.

For our model, we will specify a range of values for `_n_neighbors` in order to see which value works best for our model. To do this, we will create a dictionary, setting `_n_neighbors` as the key and using numpy to create an array of values from 1 to 24.

Our new model using grid search will take in a new k-NN classifier, our `param_grid` and a cross-validation value of 5 in order to find the optimal value for `_n_neighbors`.

```
from sklearn.model_selection import GridSearchCV#create new a knn model  
knn2 = KNeighborsClassifier()#create a dictionary of all values we want to test for n_neighbors  
param_grid = {_n_neighbors: np.arange(1, 25)}#use gridsearch to test all values for  
n_neighbors knn_gscv = GridSearchCV(knn2, param_grid, cv=5)#fit model to data  
knn_gscv.fit(X, y)
```

After training, we can check which of our values for `_n_neighbors` that we tested performed the best. To do this, we will call `_best_params_` on our model.

```
#check top performing n_neighbors value  
knn_gscv.best_params_
```

`{'n_neighbors': 14}`

We can see that 14 is the optimal value for `_n_neighbors`. We can use the `_best_score_` function to check the accuracy of our model when `_n_neighbors` is 14. `_best_score_` outputs the mean accuracy of the scores obtained through cross-validation.

```
#check mean score for the top performing value of n_neighbors  
knn_gscv.best_score_
```

0.7578125

By using grid search to find the optimal parameter for our model, we have improved our model accuracy by over 4%!

Code :- <https://www.kaggle.com/code/shrutimechlearn/step-by-step-diabetes-classification-knn-detailed>

Conclusion:

In this way we build a neural network-based classifier that can determine whether they will leave or not in the next 6 months

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Group B

Assignment No : 6

Title of the Assignment: Implement K-Means clustering/ hierarchical clustering on sales_data_sample.csv dataset. Determine the number of clusters using the elbow method.

Dataset Description: The data includes the following features:

1. Customer ID
2. Customer Gender
3. Customer Age
4. Annual Income of the customer (in Thousand Dollars)
5. Spending score of the customer (based on customer behavior and spending nature)

Objective of the Assignment:

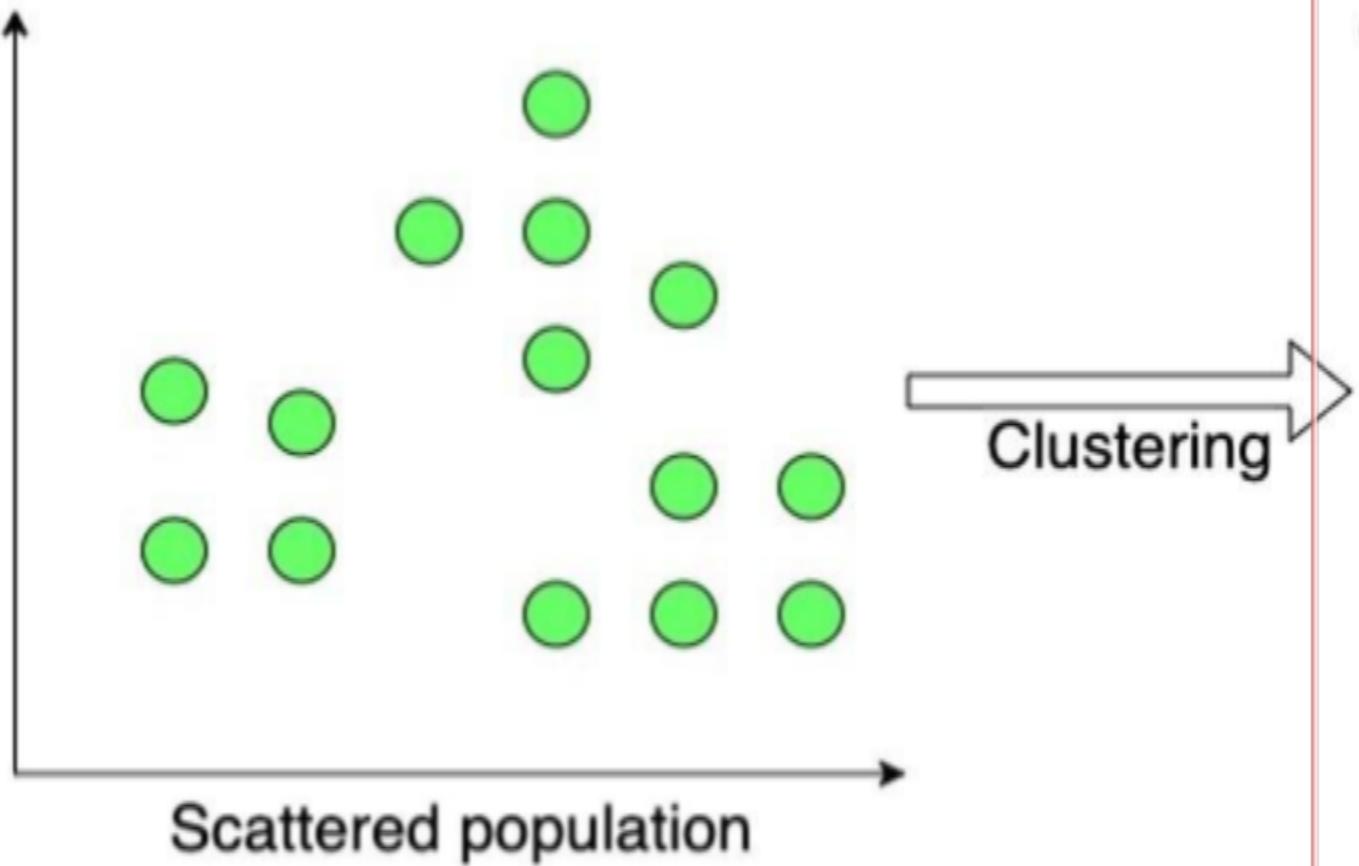
Students should able to understand how to use unsupervised learning to segment different-different clusters or groups and used to them to train your model to predict future things.

Prerequisite:

1. Knowledge of Python
2. Unsupervised learning
3. Clustering
4. Elbow method

Clustering algorithms try to find natural clusters in data, the various aspects of how the algorithms to cluster data can be tuned and modified. Clustering is based on the principle that items within the same cluster must be similar to each other. The data is grouped in such a way that related elements are close to each other.

Unsupervised Learning - C



Diverse and different types of data are subdivided into smaller groups.

Uses of Clustering

Marketing:

In the field of marketing, clustering can be used to identify various customer groups with existing customer data. Based on that, customers can be provided with discounts, offers, promo codes etc.

Real Estate:

Clustering can be used to understand and divide various property locations based on value and importance. Clustering algorithms can process through the data and identify various groups of property on the basis of probable price.

BookStore and Library management:

Libraries and Bookstores can use Clustering to better manage the book database. With proper book ordering, better operations can be implemented.

Document Analysis:

Often, we need to group together various research texts and documents according to similarity. And in such cases, we don't have any labels. Manually labelling large amounts of data is also not possible. Using clustering, the algorithm can process the text and group it into different themes.

These are some of the interesting use cases of clustering.

K-Means Clustering

K-Means clustering is an unsupervised machine learning algorithm that divides the given data into the given number of clusters. Here, the $-K$ is the given number of predefined clusters, that need to be created.

It is a centroid based algorithm in which each cluster is associated with a centroid. The main idea is to reduce the distance between the data points and their respective cluster centroid.

The algorithm takes raw unlabelled data as an input and divides the dataset into clusters and the process is repeated until the best clusters are found.

K-Means is very easy and simple to implement. It is highly scalable, can be applied to both small and large datasets. There is, however, a problem with choosing the number of clusters or K. Also, with the increase in dimensions, stability decreases. But, overall K Means is a simple and robust algorithm that makes clustering very easy.

```
#Importing the necessary libraries import  
numpy as np  
import pandas as pd  
import matplotlib.pyplot as plt import  
seaborn as sns  
from mpl_toolkits.mplot3d import Axes3D  
%matplotlib inline
```

The necessary libraries are imported.

```
#Reading the excel file data=pd.read_excel("Mall_Customers.xlsx")
```

The data is read. I will share a link to the entire code and excel data at the end of the

article.

The data has 200 entries, that is data from 200 customers.

```
data.head()
```

So let us have a look at the data.

	CustomerID	Gender	Age	Annual Income (k\$)	Spending Score (1-100)
0	1	Male	19	15	39
1	2	Male	21	15	81
2	3	Female	20	16	6
3	4	Female	23	16	77
4	5	Female	31	17	40

```
data.corr()
```

	CustomerID	Age	Annual Income (k\$)	Spending Score (1-100)
CustomerID	1.000000	-0.026763	0.977548	0.013835
Age	-0.026763	1.000000	-0.012398	-0.327227
Annual Income (k\$)	0.977548	-0.012398	1.000000	0.009903
Spending Score (1-100)	0.013835	-0.327227	0.009903	1.000000

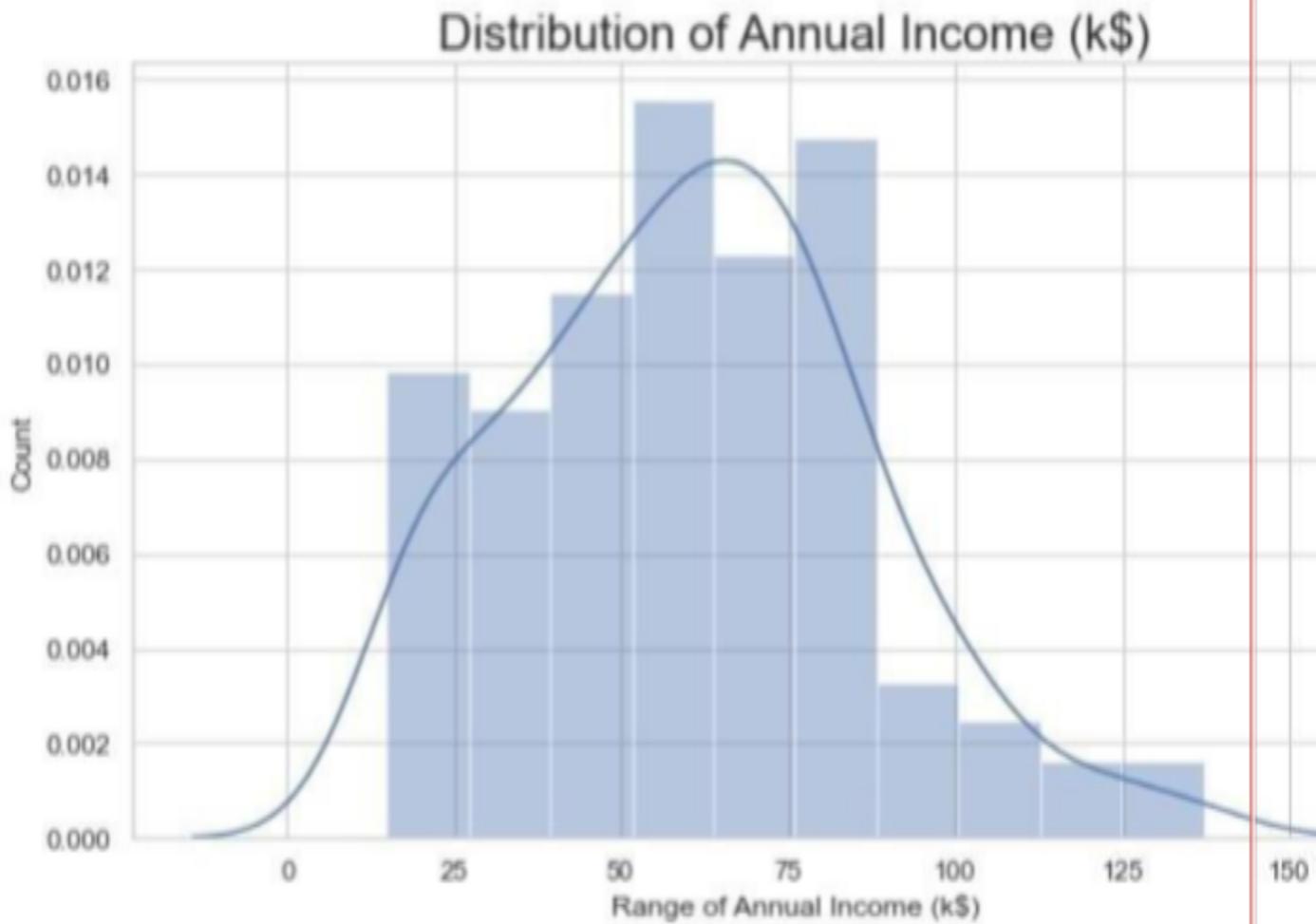
The data seems to be interesting. Let us look at the data distribution.

Annual Income Distribution:

```
#Distribution of Annual Income
plt.figure(figsize=(10, 6)) sns.set(style = 'whitegrid')
sns.distplot(data['Annual Income (k$)'])

plt.title('Distribution of Annual Income (k$)', fontsize = 20) plt.xlabel('Range of
Annual Income (k$)')
plt.ylabel('Count')
```

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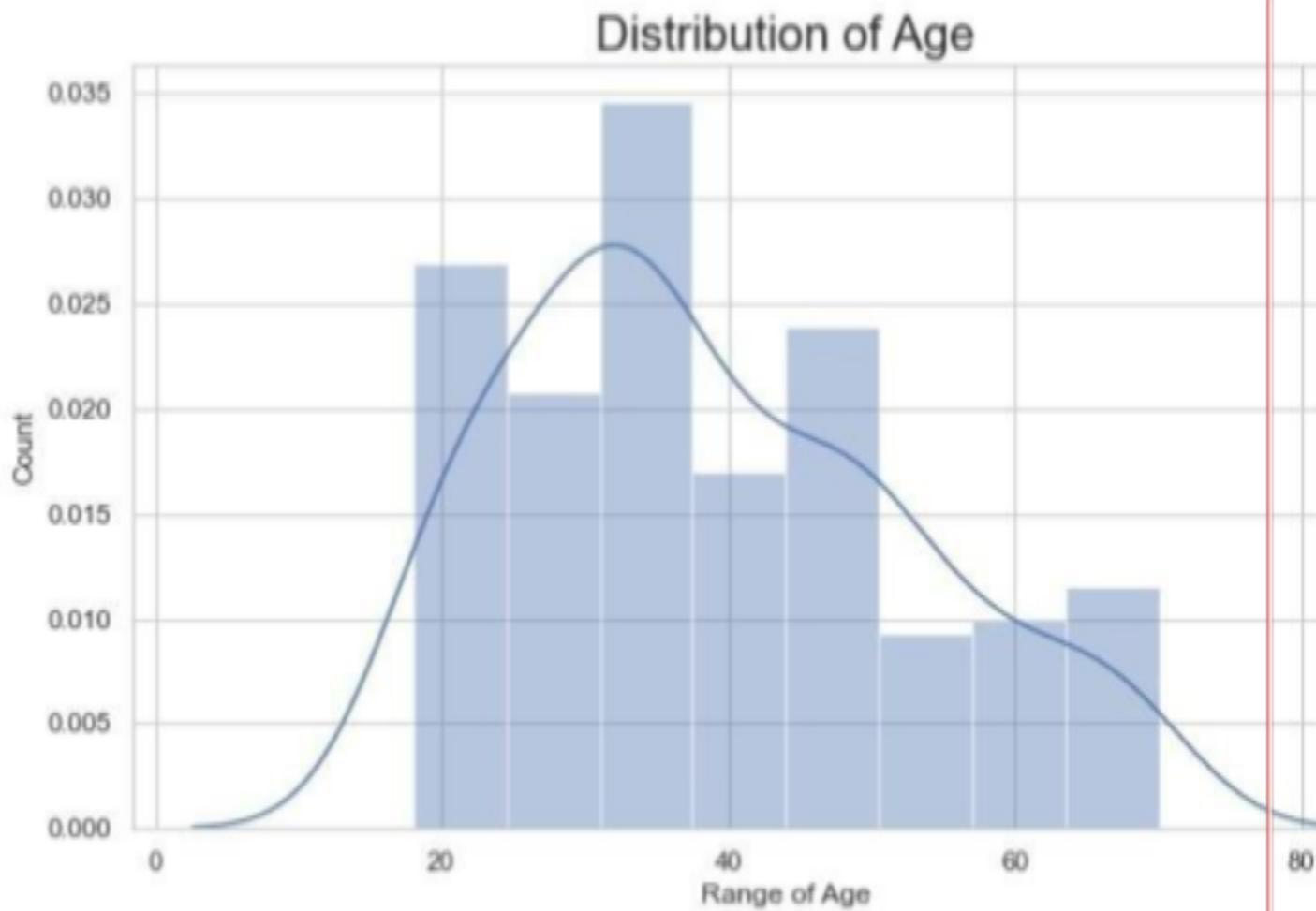


Most of the annual income falls between 50K to 85K.

Age Distribution:

```
#Distribution of age  
plt.figure(figsize=(10, 6)) sns.set(style  
= 'whitegrid') sns.distplot(data['Age'])  
plt.title('Distribution of Age', fontsize = 20) plt.xlabel('Range of  
Age')  
plt.ylabel('Count')
```

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There are customers of a wide variety of ages.

Spending Score Distribution:

Earn Rewards by Writing and Sharing Data Science Knowledge

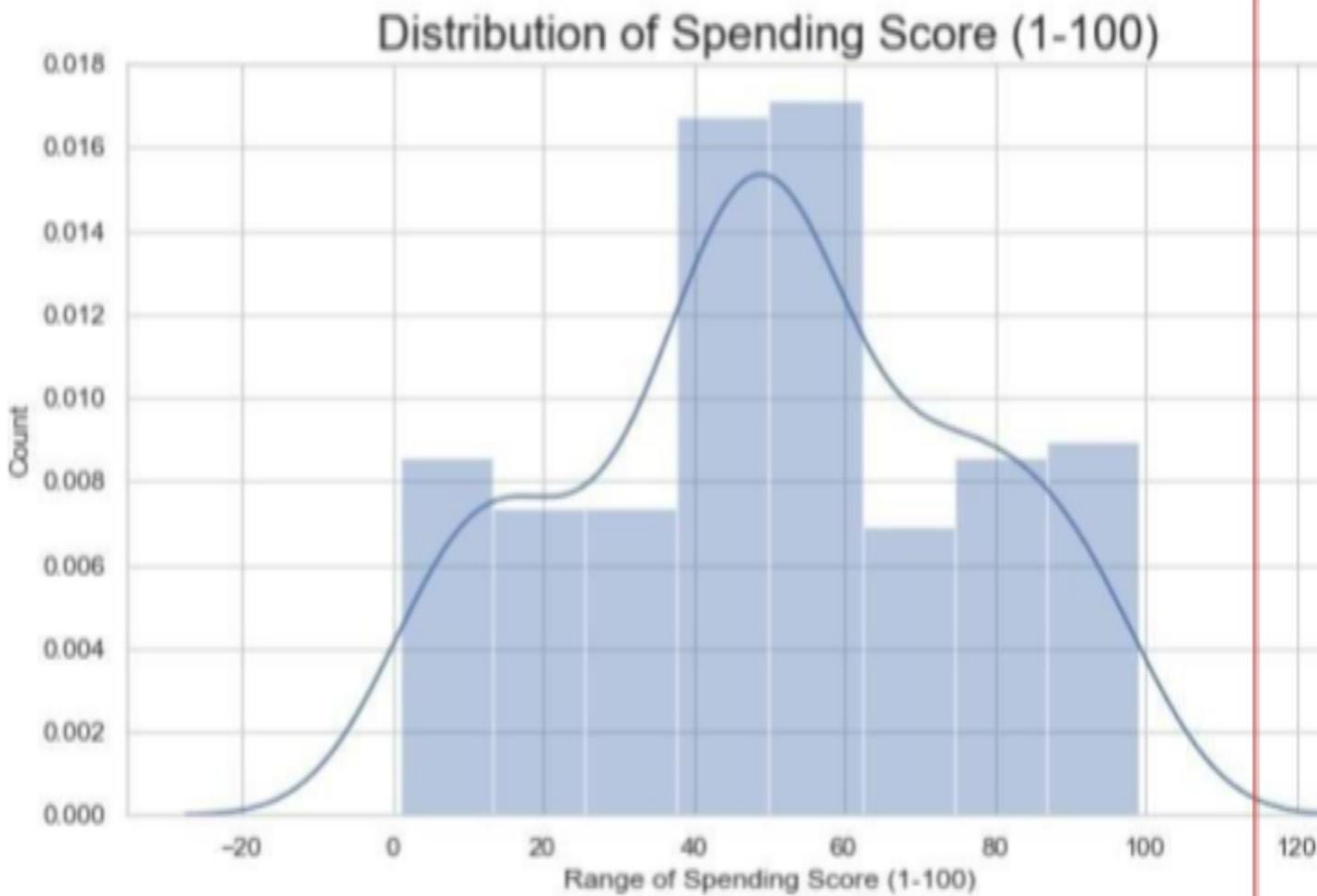


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#Distribution of spending score

```
plt.figure(figsize=(10, 6)) sns.set(style =  
'whitegrid')
```

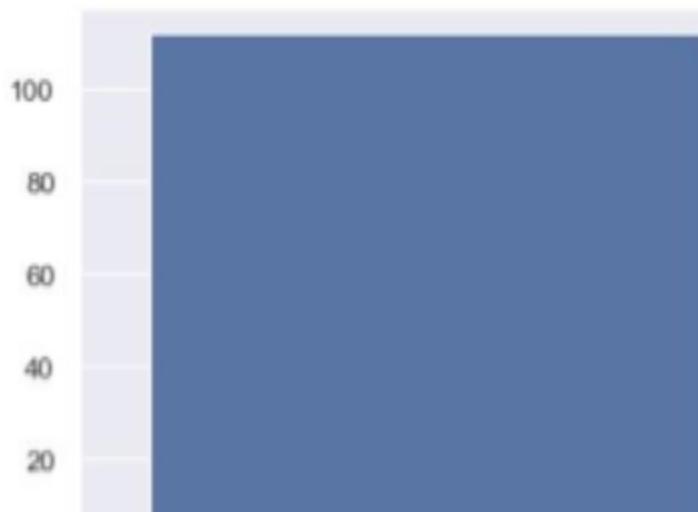
```
sns.distplot(data['Spending Score (1-100)']) plt.title('Distribution of Spending Score  
(1-100)', fontsize = 20) plt.xlabel('Range of Spending Score (1-100)')  
plt.ylabel('Count')
```



The maximum spending score is in the range of 40 to 60.

Gender Analysis:

```
genders = data.Gender.value_counts() sns.set_style("darkgrid")
plt.figure(figsize=(10,4)) sns.barplot(x=genders.index,
y=genders.values) plt.show()
```



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1

More female customers than male.

I have made more visualizations. Do have a look at the GitHub link at the end to understand the data analysis and overall data exploration.

Clustering based on 2 features

First, we work with two features only, annual income and spending score.

```
#We take just the Annual Income and Spending score df1=data[["CustomerID", "Gender", "Age", "Annual Income (k$)", "Spending Score (1-100)"]]
X=df1[["Annual Income (k$)", "Spending Score (1-100)"]]
```

#The input data

```
X.head()
```

	Annual Income (k\$)	Spending Score (1-100)
0	15	39
1	15	81
2	16	6
3	16	77
4	17	40

#Scatterplot of the input data

```
plt.figure(figsize=(10,6))
sns.scatterplot(x = 'Annual Income (k$)',y = 'Spending Score (1-100)', data = X ,s = 60)
plt.xlabel('Annual Income (k$)')
plt.ylabel('Spending Score (1-100)')
plt.title('Spending Score (1-100) vs Annual Income (k$)')
plt.show()
```

The data does seem to hold some patterns.

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```
#Importing KMeans from sklearn
from sklearn.cluster import KMeans
```

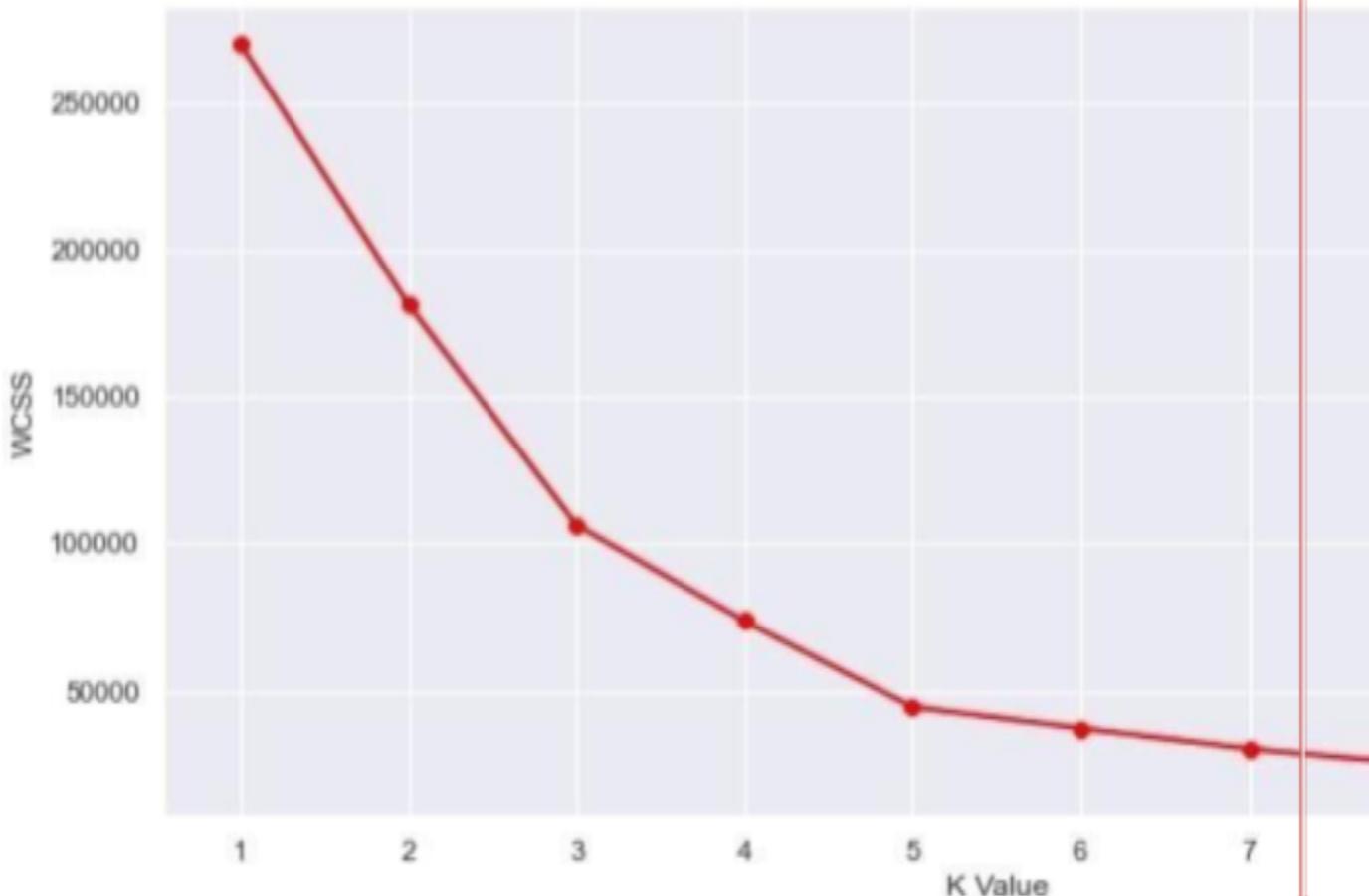
Now we calculate the Within Cluster Sum of Squared Errors (WSS) for different values of k. Next, we choose the k for which WSS first starts to diminish. This value of K gives us the best number of clusters to make from the raw data.

```
wcss=[]
for i in range(1,11):
    km=KMeans(n_clusters=i)
    km.fit(X)
    wcss.append(km.inertia_)

#The elbow curve
plt.figure(figsize=(12,6))
plt.plot(range(1,11),wcss)
plt.plot(range(1,11),wcss, linewidth=2, color="red", marker = "8")
plt.xlabel("K Value")
plt.xticks(np.arange(1,11,1))
```

```
plt.ylabel("WCSS") plt.show()
```

The plot:



This is known as the elbow graph, the x-axis being the number of clusters, the number of clusters is taken at the elbow joint point. This point is the point where making clusters is most relevant as here the value of WCSS suddenly stops decreasing. Here in the graph, after 5 the drop is minimal, so we take 5 to be the number of clusters.

```
#Taking 5 clusters
km1=KMeans(n_clusters=5) #Fitting the
input data km1.fit(X)
#predicting the labels of the input data
y=km1.predict(X)
#adding the labels to a column named label df1["label"] =
y
#The new dataframe with the clustering done df1.head()
```

The labels added to the data.

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	CustomerID	Gender	Age	Annual Income (k\$)	Spending Score (1-100)	label
0	1	Male	19	15	39	4
1	2	Male	21	15	81	2
2	3	Female	20	16	6	4
3	4	Female	23	16	77	2
4	5	Female	31	17	40	4

#Scatterplot of the clusters

```
plt.figure(figsize=(10,6))
sns.scatterplot(x = 'Annual Income (k$)',y = 'Spending Score (1-100)',hue="label",
                 palette=['green','orange','brown','dodgerblue','red'], legend='full',data = df1 ,s = 60 )
plt.xlabel('Annual Income (k$)') plt.ylabel('Spending
Score (1-100)')
plt.title('Spending Score (1-100) vs Annual Income (k$)') plt.show()
```



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We can clearly see that 5 different clusters have been formed from the data. The red cluster is the customers with the least income and least spending score, similarly, the blue cluster is the customers with the most income and most spending score.

k-Means Clustering on the basis of 3D data

Now, we shall be working on 3 types of data. Apart from the spending score and

annual income of customers, we shall also take in the age of the customers.

#Taking the features

```
X2=df2[["Age","Annual Income (k$)","Spending Score (1-100)"]]
```

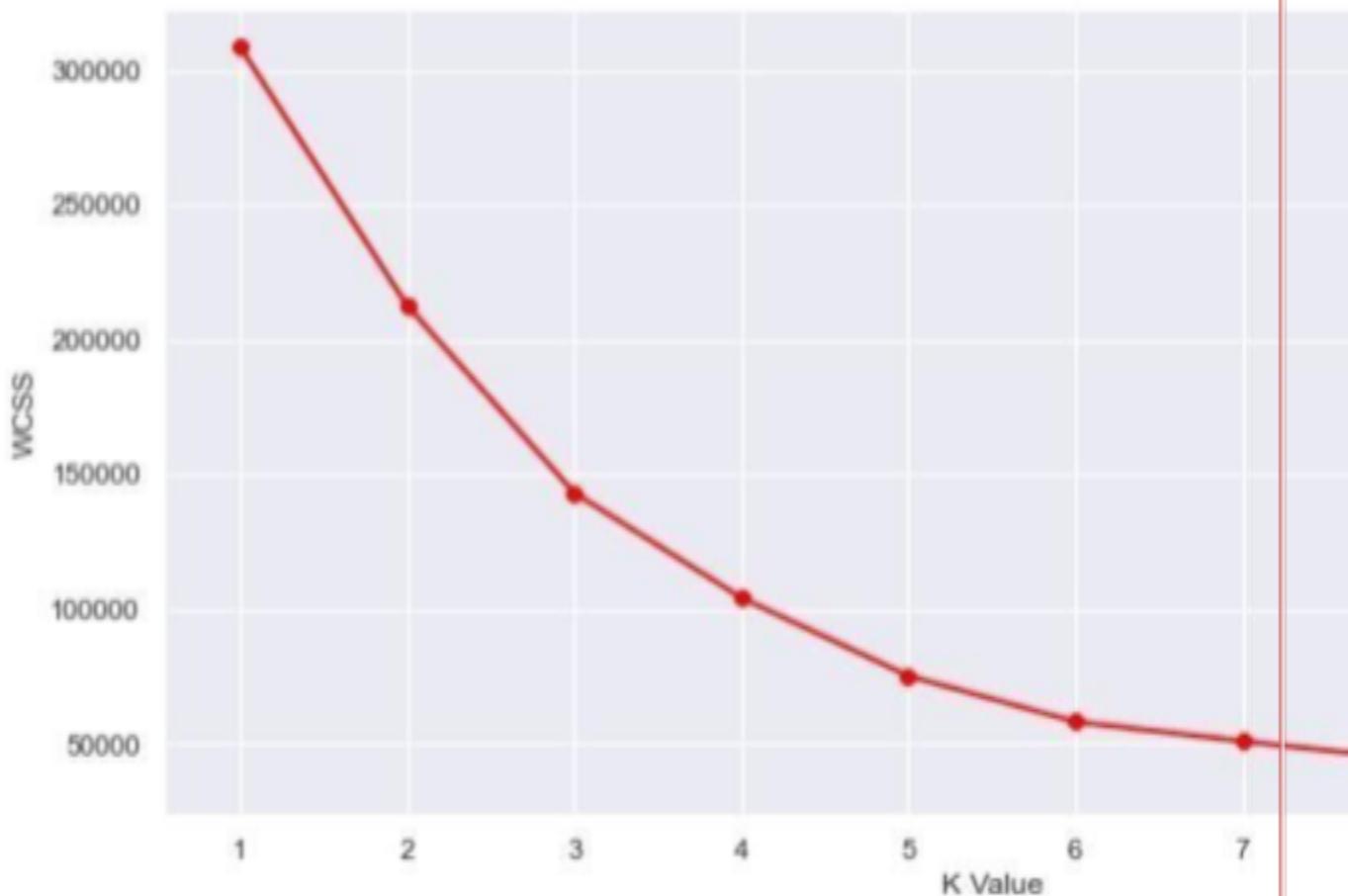
#Now we calculate the Within Cluster Sum of Squared Errors (WSS) for different values of k.

```
wcss = []
```

```
for k in range(1,11):
```

```
    kmeans = KMeans(n_clusters=k, init="k-means++") kmeans.fit(X2)
    wcss.append(kmeans.inertia_)
    plt.figure(figsize=(12,6))
    plt.plot(range(1,11),wcss, linewidth=2, color="red", marker ="8") plt.xlabel("K Value")
    plt.xticks(np.arange(1,11,1))
    plt.ylabel("WCSS") plt.show()
```

The WCSS curve.



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Here can assume that K=5 will be a good value.

1

#We choose the k for which WSS starts to diminish km2 =

```
KMeans(n_clusters=5)
```

```
y2 = km.fit_predict(X2)
```

```
df2["label"] = y2
```

#The data with labels

```
df2.head()
```

The data:

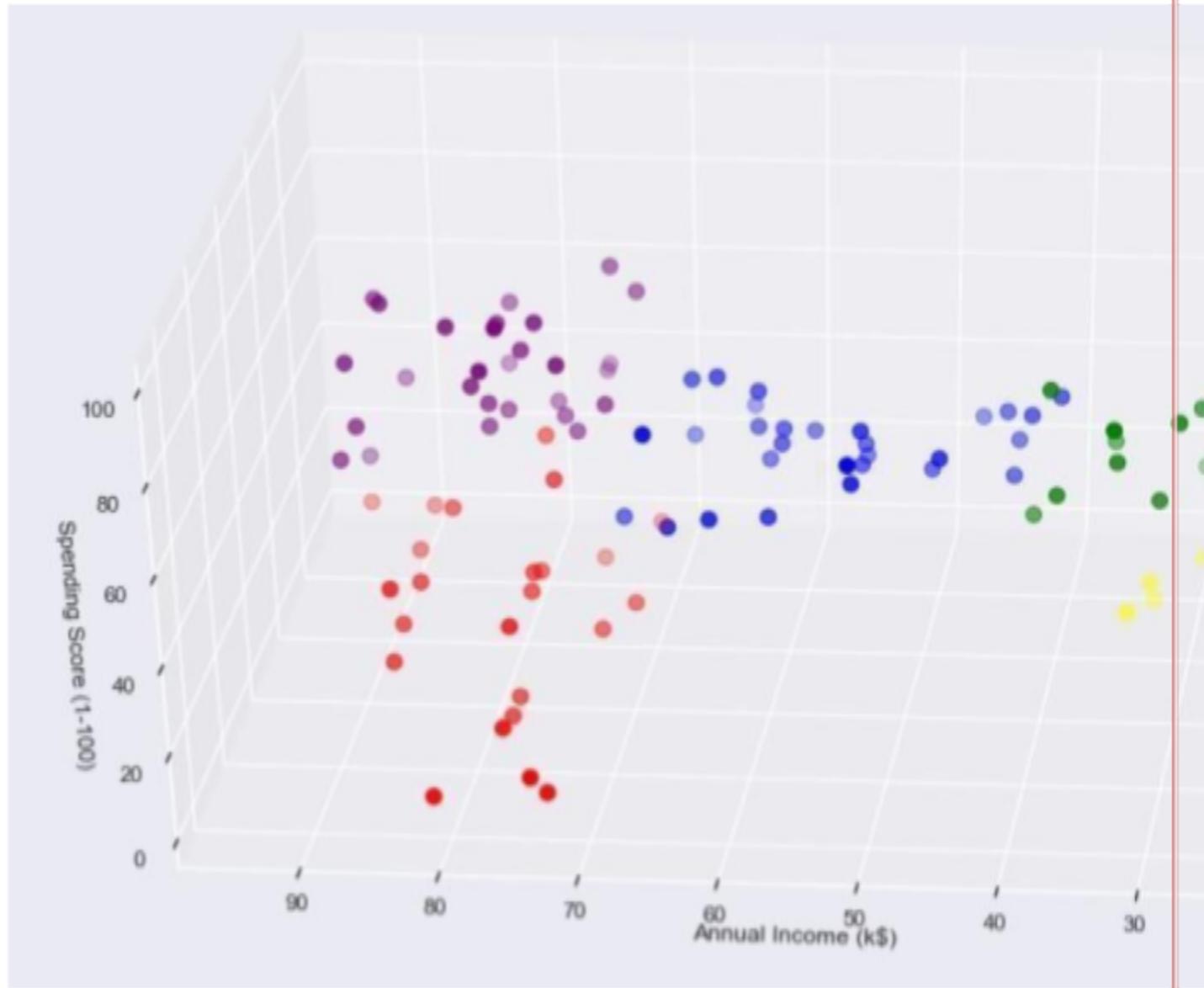
	CustomerID	Gender	Age	Annual Income (k\$)	Spending Score (1-100)	label
0	1	Male	19	15	39	5
1	2	Male	21	15	81	3
2	3	Female	20	16	6	4
3	4	Female	23	16	77	3
4	5	Female	31	17	40	5

Now we plot it.

#3D Plot as we did the clustering on the basis of 3 input features fig =

```
plt.figure(figsize=(20,10))
ax = fig.add_subplot(111, projection='3d')
ax.scatter(df2.Age[df2.label == 0], df2["Annual Income (k$)"][df2.label == 0], df2["Spending Score (1-100)"][df2.label == 0], c='purple', s=60)
ax.scatter(df2.Age[df2.label == 1], df2["Annual Income (k$)"][df2.label == 1], df2["Spending Score (1-100)"][df2.label == 1], c='red', s=60)
ax.scatter(df2.Age[df2.label == 2], df2["Annual Income (k$)"][df2.label == 2], df2["Spending Score (1-100)"][df2.label == 2], c='blue', s=60)
ax.scatter(df2.Age[df2.label == 3], df2["Annual Income (k$)"][df2.label == 3], df2["Spending Score (1-100)"][df2.label == 3], c='green', s=60)
ax.scatter(df2.Age[df2.label == 4], df2["Annual Income (k$)"][df2.label == 4], df2["Spending Score (1-100)"][df2.label == 4], c='yellow', s=60)
ax.view_init(35, 185) plt.xlabel("Age")
plt.ylabel("Annual Income (k$)")
ax.set_zlabel('Spending Score (1-100)') plt.show()
```

The output:



What we get is a 3D plot. Now, if we want to know the customer IDs, we can do that too.

```
cust1=df2[df2["label"]==1]
print('Number of customer in 1st group=', len(cust1)) print('They are -',
cust1["CustomerID"].values) print(" ")
cust2=df2[df2["label"]==2]-----#
print('Number of customer in 2nd group=', len(cust2)) print('They are -',
cust2["CustomerID"].values) print(" ")
cust3=df2[df2["label"]==0]-----#
print('Number of customer in 3rd group=', len(cust3)) print('They are -',
```

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cust3["CustomerID"].values) print(" ")

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print('Number of customer in 4th group=', len(cust4))
print('They are -', cust4["CustomerID"].values) print(" ")
cust5=df2[df2["label"]==4]-----
print('Number of customer in 5th group=', len(cust5)) print('They are -',
cust5["CustomerID"].values)

2

```
print(".....")
```

The output we get:

Number of customer in 1st group= 24

They are - [129 131 135 137 139 141 145 147 149 151 153 155 157 159 161
163 165 167
169 171 173 175 177 179]

Number of the customer in 2nd group= 29

They are - [47 51 55 56 57 60 67 72 77 78 80 82 84 86 90 93 94 97
99 102 105 108 113 118 119 120 122 123 127]

Number of the customer in 3rd group= 28

They are - [124 126 128 130 132 134 136 138 140 142 144 146 148 150 152
154 156 158
160 162 164 166 168 170 172 174 176 178]

Number of the customer in 4th group= 22

They are - [2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42
46]

Number of customer in 5th group= 12

They are - [3 7 9 11 13 15 23 25 31 33 35 37]

So, we used K-Means clustering to understand customer data. K-Means is a good clustering algorithm. Almost all the clusters have similar density. It is also fast and efficient in terms of computational cost.

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MINI PROJECT 2

Problem Statement: - Build a machine learning model that predicts the type of people who survived the Titanic shipwreck using passenger data (i.e. name, age, gender, socio-economic class,etc.).

Objective: Students should learn to build a machine learning

model. Theory:

Here's a step-by-step guide on how to approach this problem using Python and some popular libraries:

1. Data Collection and Understanding:

- Start by obtaining the Titanic dataset, which contains passenger information and survival labels. You can find datasets on websites like Kaggle.

2. Data Pre-processing:

- Clean the data by handling missing values, outliers, and redundant features.
- Perform feature engineering to create relevant features or transform existing ones.
- Encode categorical variables into numerical format using techniques like one-hot encoding.

3. Data Splitting:

- Split your dataset into a training set and a test set. This allows you to evaluate your model's performance on unseen data.

4. Select a Machine Learning Algorithm:

- Choose a classification algorithm suitable for this problem. Common choices include Decision Trees, Random Forests, Logistic Regression, Support Vector Machines, or Gradient Boosting.

5. Model Training:

- Fit your chosen algorithm to the training data. The model learns patterns from the data.

6. Model Evaluation:

- Evaluate your model's performance using metrics like accuracy, precision, recall, F1-score, and the ROC-AUC score. Cross-validation can help in assessing how well the model generalizes to new data.

7. Hyperparameter Tuning:

- Experiment with different hyperparameters to optimize your model's performance. Techniques like grid search or random search can be helpful.

8. Model Interpretation:

- Understand the feature importance or coefficients of your model to interpret how different features affect survival.

9. Prediction:

- Use your trained model to make predictions on new, unseen data or the test set.

10. Post-processing:

- You may need to further process the model's output, such as setting a threshold for classification.

```
# linear algebra
import numpy as np

# data processing
import pandas as pd

# data visualization
import seaborn as sns
%matplotlib inline
from matplotlib import pyplot as plt
from matplotlib import style

# Algorithms
from sklearn import linear_model
from sklearn.linear_model import LogisticRegression
from sklearn.ensemble import RandomForestClassifier
from sklearn.linear_model import Perceptron
from sklearn.linear_model import SGDClassifier
from sklearn.tree import DecisionTreeClassifier
from sklearn.neighbors import KNeighborsClassifier
from sklearn.svm import SVC, LinearSVC
from sklearn.naive_bayes import GaussianNB
```

Importing the Libraries

```
test_df = pd.read_csv("test.csv")
train_df =
pd.read_csv("train.csv")
```

Getting the Data

```
Data Exploration/Analysis
train_df.info()
```

```
<class 'pandas.core.frame.DataFrame'>
RangeIndex: 891 entries, 0 to 890
Data columns (total 12 columns):
PassengerId      891 non-null int64
Survived         891 non-null int64
Pclass            891 non-null int64
Name              891 non-null object
Sex               891 non-null object
Age               714 non-null float64
SibSp             891 non-null int64
Parch             891 non-null int64
Ticket            891 non-null object
Fare              891 non-null float64
Cabin             204 non-null object
Embarked          889 non-null object
dtypes: float64(2), int64(5), object(5)
memory usage: 83.6+ KB
```

The training-set has 891 examples and 11 features + the target variable (survived). 2 of the features are floats, 5 are integers and 5 are objects. Below I have listed the features with a short description:

```
survival: Survival
PassengerId: Unique Id of a
passenger. pclass: Ticket class
sex: Sex
Age: Age in years
sibsp: # of siblings / spouses aboard the Titanic
parch: # of parents / children aboard the Titanic
ticket: Ticket number
fare: Passenger
fare cabin:
Cabin number
embarked: Port of Embarkationtrain_df.describe()
```

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	PassengerId	Survived	Pclass	Age	SibSp	Parch	Fare
count	891.000000	891.000000	891.000000	714.000000	891.000000	891.000000	891.000000
mean	446.000000	0.383838	2.308642	29.699118	0.523008	0.381594	32.204208
std	257.353842	0.486592	0.836071	14.526497	1.102743	0.806057	49.693429
min	1.000000	0.000000	1.000000	0.420000	0.000000	0.000000	0.000000
25%	223.500000	0.000000	2.000000	20.125000	0.000000	0.000000	7.910400
50%	446.000000	0.000000	3.000000	28.000000	0.000000	0.000000	14.454200
75%	668.500000	1.000000	3.000000	38.000000	1.000000	0.000000	31.000000
max	891.000000	1.000000	3.000000	80.000000	8.000000	6.000000	512.329200

Above we can see that **38% out of the training-set survived the Titanic**. We can also see that the passenger ages range from 0.4 to 80. Ontop of that we can already detect some features, that contain missing values, like the „Age“ feature.

	PassengerId	Survived	Pclass	Name	Sex	Age	SibSp	Parch	Ticket	Fare	Cabin	Embarked
1	2	1	1	Cumings, Mrs. John Bradley (Florence Briggs Th... Harris	female	38.0	1	0	PC 17599	71.2833	C85	C
2	3	1	3	Heikkinen, Miss. Laina	female	26.0	0	0	STON/O2. 3101282	7.9250	NaN	S
3	4	1	1	Futrelle, Mrs. Jacques Heath (Lily May Peel)	female	35.0	1	0	113803	53.1000	C123	S
4	5	0	3	Allen, Mr. William Henry	male	35.0	0	0	373450	8.0500	NaN	S
5	6	0	3	Moran, Mr. James	male	NaN	0	0	330877	8.4583	NaN	Q
6	7	0	1	McCarthy, Mr. Timothy J	male	54.0	0	0	17463	51.8625	E46	S
7	8	0	3	Palsson, Master. Gosta Leonard	male	2.0	3	1	349909	21.0750	NaN	S
8	9	1	3	Johnson, Mrs. Oscar W (Elisabeth Vilhelmina Berg)	female	27.0	0	2	347742	11.1333	NaN	S

From the table above, we can note a few things. First of all, that we **need to convert a lot of features into numeric** ones later on, so that the machine learning algorithms can process them. Furthermore, we can see that the **features have widely different ranges**, that we will need to

convert into roughly the same scale. We can also spot some more features, that contain missing values (NaN = not a number), that we need to deal with.

```
total = train_df.isnull().sum().sort_values(ascending=False)
percent_1 =
train_df.isnull().sum()/train_df.isnull().count()*100 percent_2
= (round(percent_1, 1)).sort_values(ascending=False)
missing_data = pd.concat([total, percent_2], axis=1,
keys=['Total', '%'])
missing_data.head(5)
```

Let's take a more detailed look at what data is actually missing:

	Total	%
Cabin	687	77.1
Age	177	19.9
Embarked	2	0.2
Fare	0	0.0
Ticket	0	0.0

The Embarked feature has only 2 missing values, which can easily be filled. It will be much more tricky, to deal with the „Age“ feature, which has 177 missing values. The „Cabin“ feature needs further investigation, but it looks like that we might want to drop it from the dataset, since 77 % of it are missing.

```
train_df.columns.values
['Parch', 'Ticket', 'Fare', 'Cabin', 'Embarked'], dtype=object) p',
```

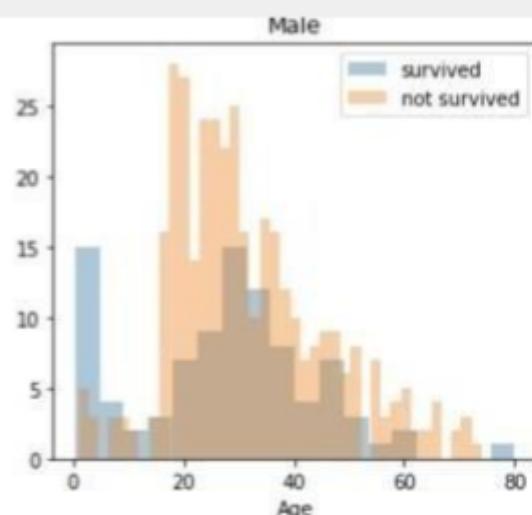
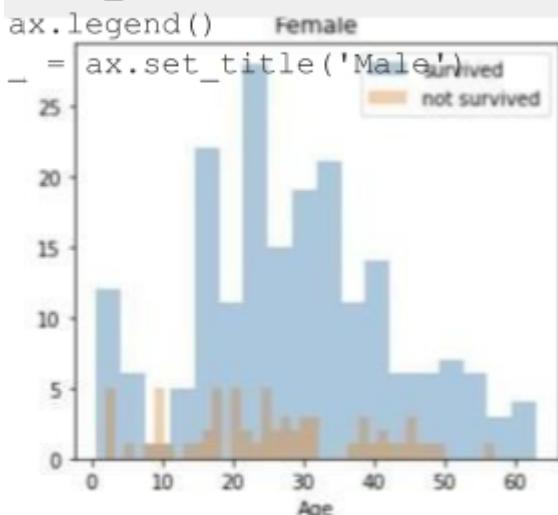
Above you can see the 11 features + the target variable (survived). **What features could contribute to a high survival rate ?**

To me it would make sense if everything except „PassengerId“, „Ticket“ and „Name“ would be correlated with a high survival rate.

1. Age and Sex:

```
survived = 'survived'
not_survived = 'not
survived'
fig, axes = plt.subplots(nrows=1, ncols=2, figsize=(10,
4)) women = train_df[train_df['Sex']=='female']
men = train_df[train_df['Sex']=='male']
ax = sns.distplot(women[women['Survived']==1].Age.dropna(), bins=18,
label = survived, ax = axes[0], kde = False)
ax = sns.distplot(women[women['Survived']==0].Age.dropna(), bins=40,
label = not_survived, ax = axes[0], kde = False)
ax.legend()
ax.set_title('Female')
)
ax = sns.distplot(men[men['Survived']==1].Age.dropna(), bins=18,
label
= survived, ax = axes[1], kde = False)
```

```
ax = sns.distplot(men[men['Survived']==0].Age.dropna(), bins=40,  
label  
= not_survived, ax = axes[1], kde = False)
```



You can see that men have a high probability of survival when they are between 18 and 30 years old, which is also a little bit true for women but not fully. For women the survival chances are higher between 14 and 40.

For men the probability of survival is very low between the age of 5 and 18, but that isn't true for women. Another thing to note is that infants also have a little bit higher probability of survival.

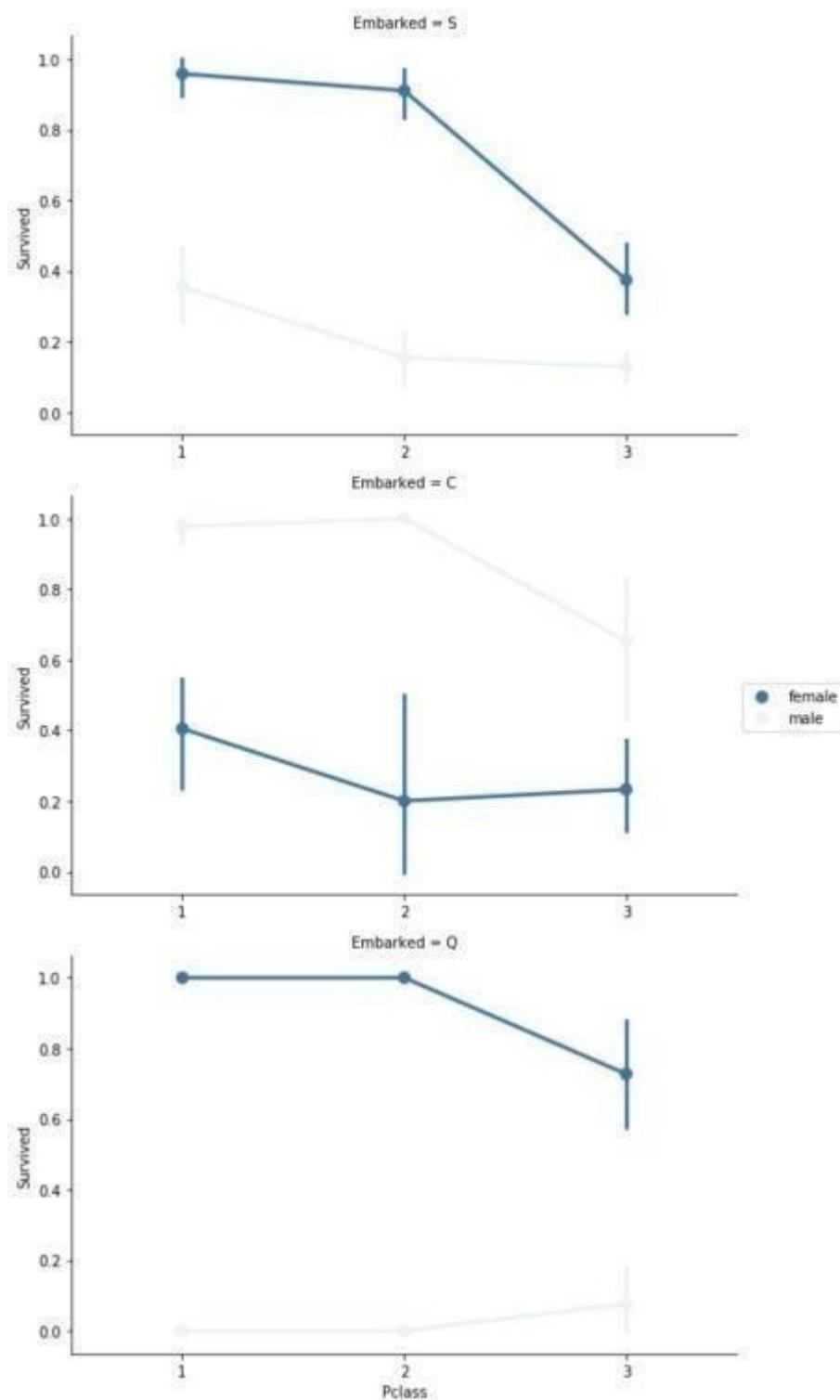
Since there seem to be **certain ages, which have increased odds of survival** and because I want every feature to be roughly on the same scale, I will create age groups later on.

3. Embarked, Pclass and Sex:

```
FacetGrid = sns.FacetGrid(train_df, row='Embarked', size=4.5,  
aspect=1.6)  
FacetGrid.map(sns.pointplot, 'Pclass', 'Survived',  
'Sex', palette=None, order=None, hue_order=None )  
FacetGrid.add_legend()
```

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<seaborn.axisgrid.FacetGrid at 0x10ba485c0>



Embarked seems to be correlated with survival, depending on the gender.

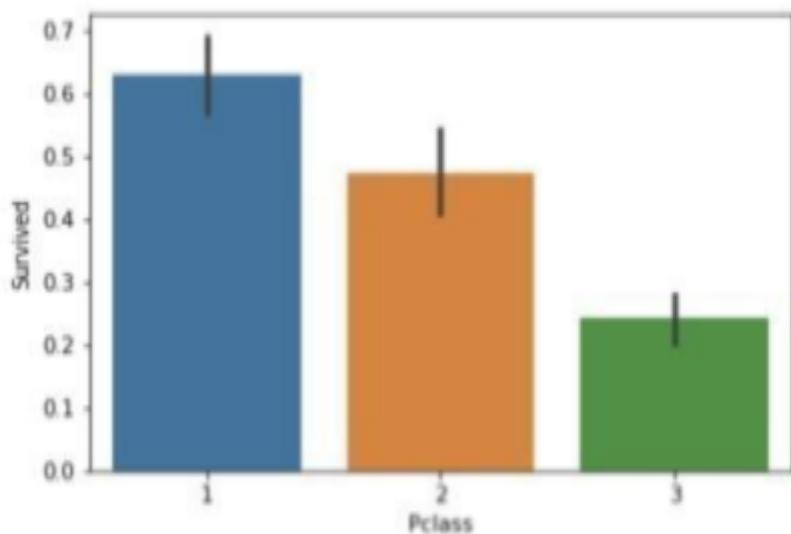
Women on port Q and on port S have a higher chance of survival. The inverse is true, if they are at port C. Men have a high survival probability if they are on port C, but a low probability if they are on port Q or S.

Pclass also seems to be correlated with survival. We will generate another plot of it below.

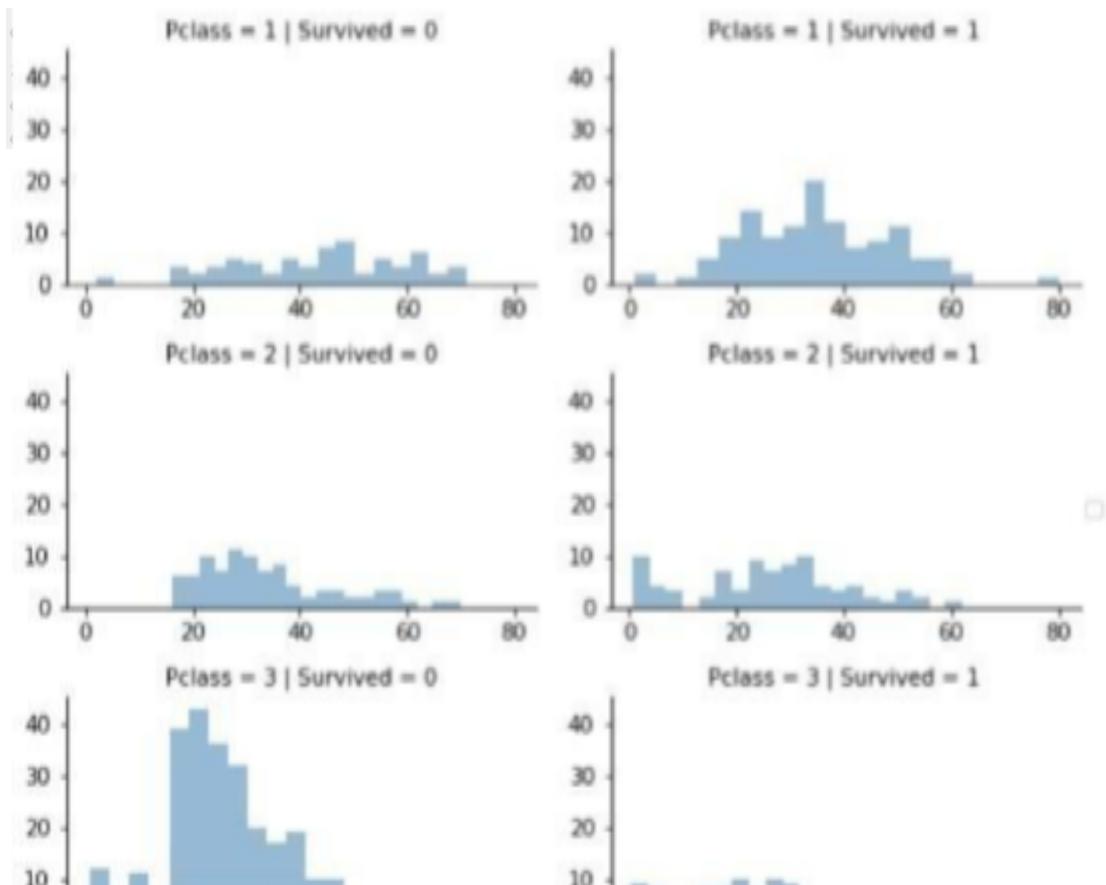
4. Pclass:

```
sns.barplot(x='Pclass', y='Survived', data=train_df)
```

```
<matplotlib.axes._subplots.AxesSubplot at 0x10d1dc7b8>
```



Here we see clearly, that Pclass is contributing to a persons chance of survival, especially if this person is in class 1. We will create another pclassplot below.



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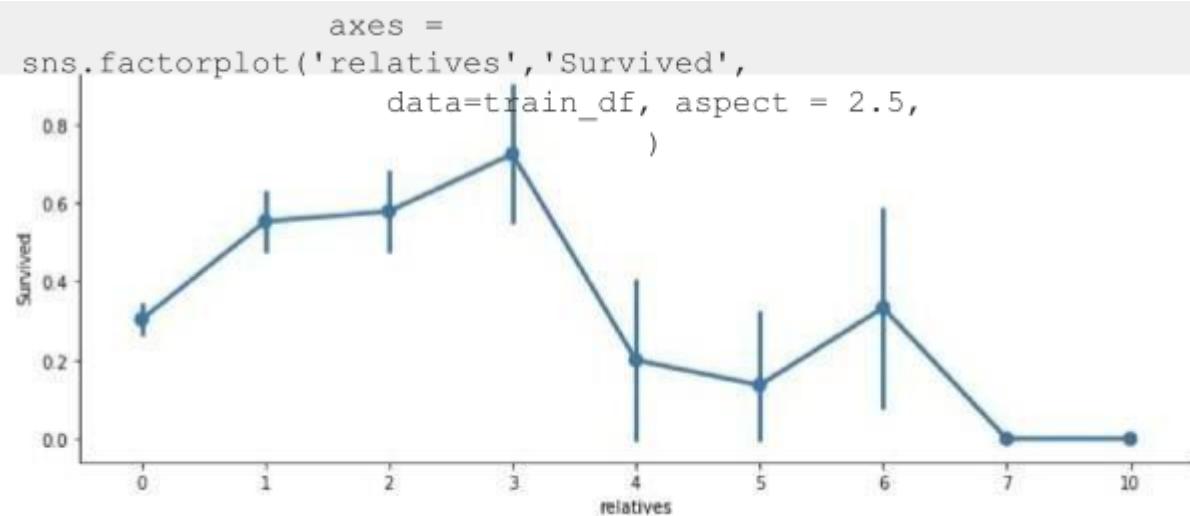
The plot above confirms our assumption about pclass 1, but we can also spot a high probability that a person in pclass 3 will not survive.

5. SibSp and Parch:

SibSp and Parch would make more sense as a combined feature, that shows the total number of relatives, a person has on the Titanic. I will create it below and also a feature that says if someone is not alone.

```
data = [train_df, test_df]
for dataset in data:
    dataset['relatives'] = dataset['SibSp'] + dataset['Parch']
    dataset.loc[dataset['relatives'] > 0, 'not_alone'] = 0
    dataset.loc[dataset['relatives'] == 0, 'not_alone'] = 1
    dataset['not_alone'] =
dataset['not_alone'].astype(int)train_df['not_alone'].value_counts()

1      537
0      354
Name: not_alone, dtype: int64
```



Here we can see that you had a high probability of survival with 1 to 3 relatives, but a lower one if you had less than 1 or more than 3 (except for some cases with 6 relatives).

Data Preprocessing

First, I will drop „PassengerId“ from the train set, because it does not contribute to a persons survival probability. I will not drop it from the testset, since it is required there for the submission.

```
train_df = train_df.drop(['PassengerId'], axis=1)
```

Missing Data:

Cabin:

As a reminder, we have to deal with Cabin (687), Embarked (2) and Age(177). First I thought, we have to delete the „Cabin“ variable but then I

found something interesting. A cabin number looks like „C123“ and the **letter refers to the deck**. Therefore we're going to extract these and create a new feature, that contains a persons deck. Afterwards we will convert the feature into a numeric variable. The missing values will be converted to zero. In the picture below you can see the actual decks of the titanic, ranging from A to G.

```
import re
deck = {"A": 1, "B": 2, "C": 3, "D": 4, "E": 5, "F": 6, "G": 7, "U": 8}
data = [train_df, test_df]

for dataset in data:
    dataset['Cabin'] = dataset['Cabin'].fillna("U0")
    dataset['Deck'] = dataset['Cabin'].map(lambda x: re.compile("([a-zA-Z]+)").search(x).group())
    dataset['Deck'] = dataset['Deck'].map(deck)
    dataset['Deck'] =
    dataset['Deck'].fillna(0)
    dataset['Deck'] = dataset['Deck'].astype(int) # we can now drop
the cabin feature
train_df = train_df.drop(['Cabin'],
axis=1) test_df = test_df.drop(['Cabin'],
axis=1)
```

Age:

Now we can tackle the issue with the age features missing values. I will create an array that contains random numbers, which are computed based on the mean age value in regards to the standard deviation and is_null.

```
data = [train_df, test_df]

for dataset in data:
    mean = train_df["Age"].mean()
    std = test_df["Age"].std()
    is_null = dataset["Age"].isnull().sum()
        # compute random numbers between the mean, std and is_null
        rand_age = np.random.randint(mean - std, mean + std, size
= is_null)
        # fill NaN values in Age column with random values generated
        age_slice = dataset["Age"].copy()
        age_slice[np.isnan(age_slice)] = rand_age
    dataset["Age"] = age_slice
    dataset["Age"] =
train_df["Age"].astype(int)train_df["Age"].isnull().sum()
```

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3

Embarked:

Since the Embarked feature has only 2 missing values, we will just fillthese with the most common one.

```
train_df['Embarked'].describe()
```

```
count      889
unique      3
top         S
freq      644
Name: Embarked, dtype: object
```

```
common_value = 'S'
data = [train_df, test_df]

for dataset in data:
    dataset['Embarked'] = dataset['Embarked'].fillna(common_value)
```

Converting Features:

```
train_df.info()
<class 'pandas.core.frame.DataFrame'>
Data columns (total 13 columns):
Survived      891 non-null int64
Pclass        891 non-null int64
Name          891 non-null object
Sex           891 non-null object
Age           891 non-null int64
SibSp         891 non-null int64
Parch         891 non-null int64
Ticket        891 non-null object
Fare           891 non-null float64
Embarked      891 non-null object
relatives     891 non-null int64
not_alone     891 non-null int64
Deck           891 non-null int64
dtypes: float64(1), int64(8), object(4)
memory usage: 90.6+ KB
```

Above you can see that „Fare“ is a float and we have to deal with 4 categorical features: Name, Sex, Ticket and Embarked. Lets investigate and transform one after another.

Fare:

Converting —Fare|| from float to int64, using the —astype()|| function pandas provides:

```
data = [train_df, test_df]

for dataset in data:
    dataset['Fare'] = dataset['Fare'].fillna(0)
        dataset['Fare'] =
            dataset['Fare'].astype(int)
```

Name:

We will use the Name feature to extract the Titles from the Name, so that we can build a new feature out of that.

```
data = [train_df, test_df]
titles = {"Mr": 1, "Miss": 2, "Mrs": 3, "Master": 4, "Rare": 5}

for dataset in
    data:
# extract titles
```

```
dataset['Title'] = dataset.Name.str.extract(' ([A-Za-z]+)\.',  
expand=False)  
    # replace titles with a more common title or as Rare  
dataset['Title'] =  
dataset['Title'].replace(['Lady', 'Countess','Capt',  
'Col','Don', 'Dr',\  
'Major', 'Rev', 'Sir',  
'Jonkheer', 'Dona'], 'Rare')  
dataset['Title'] = dataset['Title'].replace('Mlle', 'Miss')  
    dataset['Title'] = dataset['Title'].replace('Ms',  
'Miss')  
    dataset['Title'] = dataset['Title'].replace('Mme', 'Mrs') # convert titles  
    into numbers  
dataset['Title'] = dataset['Title'].map(titles)  
    # filling NaN with 0, to get safe  
    dataset['Title'] = dataset['Title'].fillna(0)train_df  
= train_df.drop(['Name'], axis=1)  
test_df = test_df.drop(['Name'], axis=1)
```

Sex:

Convert „Sex“ feature into numeric.

```
genders = {"male": 0, "female": 1}  
data = [train_df, test_df]  
  
for dataset in data:  
dataset['Sex'] = dataset['Sex'].map(genders)
```

Ticket:

```
train_df['Ticket'].describe()  
count      891  
unique     681  
top       1601  
freq        7  
Name: Ticket, dtype: object
```

Since the Ticket attribute has 681 unique tickets, it will be a bit tricky to convert them into useful categories. So we will drop it from the dataset.

```
train_df = train_df.drop(['Ticket'], axis=1)  
test_df = test_df.drop(['Ticket'], axis=1)
```

Embarked:

```
ports = {"S": 0, "C": 1, "Q": 2}
data = [train_df, test_df]

for dataset in data:
    dataset['Embarked'] = dataset['Embarked'].map(ports)
```

Convert „Embarked“ feature into numeric.

5

Creating Categories:

We will now create categories within the following features:

Age:

Now we need to convert the „age“ feature. First we will convert it from float into integer. Then we will create the new „AgeGroup“ variable, by categorizing every age into a group. Note that it is important to place attention on how you form these groups, since you don't want for example that 80% of your data falls into group 1.

```
data = [train_df, test_df]
for dataset in data:
    dataset['Age'] = dataset['Age'].astype(int)
    dataset.loc[ dataset['Age'] <= 11, 'Age'] = 0
    dataset.loc[(dataset['Age'] > 11) & (dataset['Age'] <= 18), 'Age'] = 1
    dataset.loc[(dataset['Age'] > 18) & (dataset['Age'] <= 22), 'Age'] = 2
    dataset.loc[(dataset['Age'] > 22) & (dataset['Age'] <= 27), 'Age'] = 3
    dataset.loc[(dataset['Age'] > 27) & (dataset['Age'] <= 33), 'Age'] = 4
    dataset.loc[(dataset['Age'] > 33) & (dataset['Age'] <= 40), 'Age'] = 5
    dataset.loc[(dataset['Age'] > 40) & (dataset['Age'] <= 66), 'Age'] = 6
    dataset.loc[ dataset['Age'] > 66, 'Age'] = 6

# let's see how it's distributed train_df['Age'].value_counts()
4    165
6    158
5    147
3    129
2    124
1    100
0     68
Name: Age, dtype: int64
```

Fare:

For the „Fare“ feature, we need to do the same as with the „Age“ feature. But it isn't that easy, because if we cut the range of the fare values into a few equally big categories, 80% of the values

would fall into the first category. Fortunately, we can use sklearn —qcut()|| function, that we can use to see,

how we can form the categories.

```
train_df.head(10)
```

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	Survived	Pclass	Sex	Age	SibSp	Parch	Fare	Embarked	relatives	not_alone	Deck	Title
0	0	3	0	2	1	0	7	0	1	0	8	1
1	1	1	1	5	1	0	71	1	1	0	3	3
2	1	3	1	3	0	0	7	0	0	1	8	2
3	1	1	1	5	1	0	53	0	1	0	3	3
4	0	3	0	5	0	0	8	0	0	1	8	1
5	0	3	0	4	0	0	8	2	0	1	8	1
6	0	1	0	6	0	0	51	0	0	1	5	1
7	0	3	0	0	3	1	21	0	4	0	8	4
8	1	3	1	3	0	2	11	0	2	0	8	3
9	1	2	1	1	1	0	30	1	1	0	8	3

```
data = [train_df, test_df]

for dataset in data:
    dataset.loc[ dataset['Fare'] <= 7.91, 'Fare'] = 0
    dataset.loc[(dataset['Fare'] > 7.91) & (dataset['Fare'] <=
14.454), 'Fare'] = 1
    dataset.loc[(dataset['Fare'] > 14.454) & (dataset['Fare'] <=
31), 'Fare'] = 2
    dataset.loc[(dataset['Fare'] > 31) & (dataset['Fare'] <=
99), 'Fare'] = 3
    dataset.loc[(dataset['Fare'] > 99) & (dataset['Fare'] <=
250), 'Fare'] = 4
    dataset.loc[ dataset['Fare'] > 250, 'Fare'] = 5
    dataset['Fare'] = dataset['Fare'].astype(int)
```

Creating new Features

I will add two new features to the dataset, that I compute out of otherfeatures.

1. Age times Class

```
data = [train_df, test_df]
for dataset in data:
    dataset['Age_Class']= dataset['Age']* dataset['Pclass']
```

2. Fare per Person

```
for dataset in data:
    dataset['Fare_Per_Person'] =
        dataset['Fare']/(dataset['relatives']+1)
    dataset['Fare_Per_Person'] =
        dataset['Fare_Per_Person'].astype(int) # Let's take a last look at
        # the training set, before we start training the models.
train_df.head(10)
```

	Survived	Pclass	Sex	Age	SibSp	Parch	Fare	Embarked	relatives	not_alone	Deck	Title	Age_Class	Fare_Per_Pers
0	0	3	0	2	1	0	0	0	1	0	8	1	6	0
1	1	1	1	5	1	0	3	1	1	0	3	3	5	1
2	1	3	1	3	0	0	0	0	0	1	8	2	9	0
3	1	1	1	5	1	0	3	0	1	0	3	3	5	1
4	0	3	0	5	0	0	1	0	0	1	8	1	15	1
5	0	3	0	4	0	0	1	2	0	1	8	1	12	1
6	0	1	0	6	0	0	3	0	0	1	5	1	6	3
7	0	3	0	0	3	1	2	0	4	0	8	4	0	0
8	1	3	1	3	0	2	1	0	2	0	8	3	9	0
9	1	2	1	1	1	0	2	1	1	0	8	3	2	1
10	1	3	1	0	1	1	2	0	2	0	7	2	0	0

Building Machine Learning Models

Now we will train several Machine Learning models and compare their results. Note that because the dataset does not provide labels for their testing-set, we need to use the predictions on the training set to compare the algorithms with each other. Later on, we will use cross validation.

```
X_train = train_df.drop("Survived", axis=1)
Y_train = train_df["Survived"]
X_test = test_df.drop("PassengerId", axis=1).copy()

Stochastic Gradient Descent (SGD):
sgd = linear_model.SGDClassifier(max_iter=5, tol=None)
sgd.fit(X_train, Y_train)
Y_pred =
    sgd.predict(X_test)
    sgd.score(X_train, Y_train)
acc_sgd = round(sgd.score(X_train, Y_train) * 100, 2)
```

```
random_forest = RandomForestClassifier(n_estimators=100)
random_forest.fit(X_train, Y_train)
Y_prediction =
random_forest.predict(X_test)
random_forest.score(X_train, Y_train)
acc_random_forest = round(random_forest.score(X_train, Y_train) *
100, 2)
```

Random Forest:

```
logreg =
LogisticRegression()
logreg.fit(X_train,
Y_train)

Y_pred = logreg.predict(X_test)

acc_log = round(logreg.score(X_train, Y_train) * 100, 2)
```

Logistic Regression:

```
# KNN knn = KNeighborsClassifier(n_neighbors = 3) knn.fit(X_train,  
Y_train) Y_pred = knn.predict(X_test) acc_knn =  
round(knn.score(X_train, Y_train) * 100, 2)
```

K Nearest Neighbor:

```
gaussian = GaussianNB() gaussian.fit(X_train, Y_train) Y_pred =  
gaussian.predict(X_test) acc_gaussian =  
round(gaussian.score(X_train, Y_train) * 100, 2)
```

Gaussian Naive Bayes:

Perceptron:

```
perceptron =  
Perceptron(max_iter=5)  
perceptron.fit(X_train, Y_train)  
  
Y_pred = perceptron.predict(X_test)  
  
acc_perceptron = round(perceptron.score(X_train, Y_train) * 100, 2)
```

Linear Support Vector Machine:

```
linear_svc = LinearSVC()  
linear_svc.fit(X_train,  
Y_train)  
  
Y_pred = linear_svc.predict(X_test)  
  
acc_linear_svc = round(linear_svc.score(X_train, Y_train) * 100, 2)
```

```
decision_tree = DecisionTreeClassifier()  
decision_tree.fit(X_train, Y_train) Y_pred =  
decision_tree.predict(X_test) acc_decision_tree =  
round(decision_tree.score(X_train, Y_train) * 100, 2)
```

Decision Tree

Which is the best Model ?

```
results = pd.DataFrame({
    'Model': ['Support Vector Machines', 'KNN', 'Logistic
              Regression', 'Random Forest', 'Naive Bayes',
              'Perceptron', 'Stochastic Gradient Decent',
              'Decision Tree'],
    'Score': [acc_linear_svc, acc_knn, acc_log,
              acc_random_forest, acc_gaussian,
              acc_perceptron, acc_sgd, acc_decision_tree]})

result_df = results.sort_values(by='Score', ascending=False)
result_df = result_df.set_index('Score')
result_df.head(9)
```

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	Model
Score	
92.82	Random Forest
92.82	Decision Tree
87.32	KNN
81.14	Logistic Regression
80.81	Support Vector Machines
80.70	Perceptron
77.10	Naive Bayes
76.99	Stochastic Gradient Decent

As we can see, the Random Forest classifier goes on the first place. But first, let us check, how random-forest performs, when we use cross validation.

K-Fold Cross Validation:

K-Fold Cross Validation randomly splits the training data into **K subsets called folds**. Let's imagine we would split our data into 4 folds ($K = 4$). Our random forest model would be trained and evaluated 4 times, using a different fold for evaluation everytime, while it would be trained on the remaining 3 folds.

The image below shows the process, using 4 folds ($K = 4$). Every row represents one training + evaluation process. In the first row, the model gets trained on the first, second and third subset and evaluated on the fourth. In the second row, the model gets trained on the second, third and fourth subset and evaluated on the first. K-Fold Cross Validation repeats this process till every fold acted once as an evaluation fold.

Training	Training	Training	Evaluation
1	2	3	4
2	3	4	1
3	4	1	2
4			3

The result of our K-Fold Cross Validation example would be an array that contains 4 different scores. We then need to compute the mean and the standard deviation for these scores.

The code below performs K-Fold Cross Validation on our random forest model, using 10 folds ($K = 10$). Therefore it outputs an array with 10 different scores.

```
from sklearn.model_selection import
cross_val_score rf =
RandomForestClassifier(n_estimators=100)
scores = cross_val_score(rf, X_train, Y_train, cv=10, scoring =
"accuracy")print("Scores:", scores)
print("Mean:", scores.mean())
print("Standard Deviation:", scores.std())
```

```
Scores: [ 0.76666667  0.82222222  0.7752809   0.82022472  0.85393258  0.86516854
 0.83146067  0.76404494  0.85393258  0.85227273]
Mean: 0.820520655998
Standard Deviation: 0.0367337665466
```

This looks much more realistic than before. Our model has an average accuracy of 82% with a standard deviation of 4 %. The standard deviation shows us, how precise the estimates are.

This means in our case that the accuracy of our model can differ + — 4%.

I think the accuracy is still really good and since random forest is an easy-to-use model, we will try to increase its performance even further in the following section.

Random Forest

What is Random Forest ?

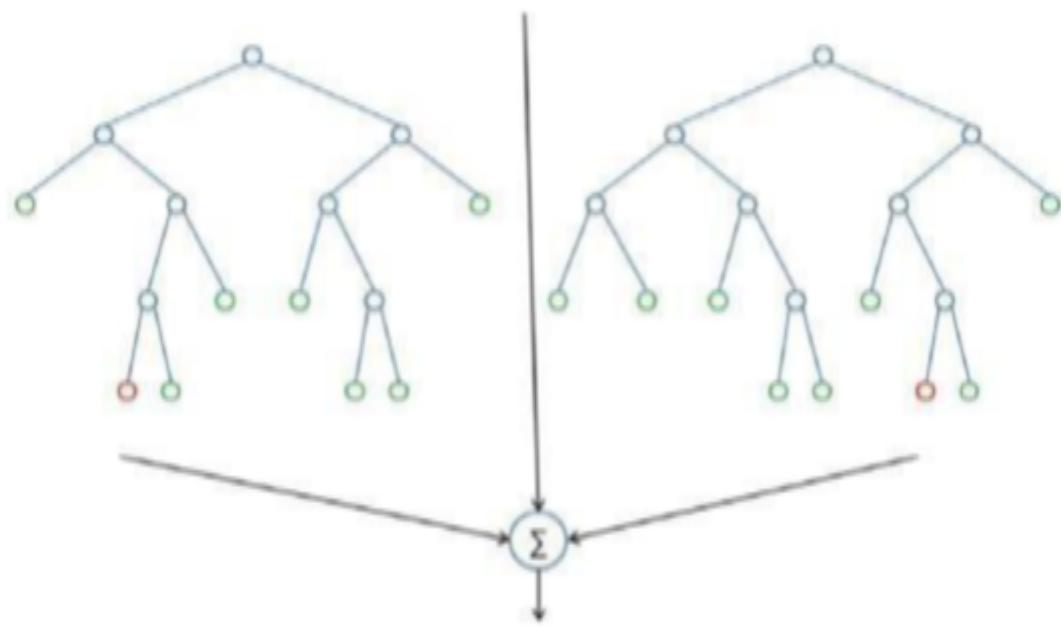
Random Forest is a supervised learning algorithm. Like you can already see from its name, it creates a forest and makes it somehow random. The „forest“ it builds, is an ensemble of Decision Trees, most of the time trained with the „bagging“ method. The general idea of the bagging method is that a combination of learning models increases the overall result.

To say it in simple words: Random forest builds multiple decision trees and merges them together to get a more accurate and stable prediction.

One big advantage of random forest is, that it can be used for both classification and regression problems, which form the majority of current machine learning systems. With a few exceptions a random-forest classifier has all the hyperparameters of a decision-tree classifier and also all the hyperparameters of a bagging classifier, to control the ensemble itself.

The random-forest algorithm brings extra randomness into the model, when it is growing the trees. Instead of searching for the best feature while splitting a node, it searches for the best feature among a random subset of features. This process creates a wide diversity, which generally results in a better model. Therefore when you are growing a tree in random forest, only a random subset of the features is considered for splitting a node. You can even make trees more random, by using random thresholds on top of it, for each feature rather than searching for the best possible thresholds (like a normal decision tree does).

Below you can see how a random forest would look like with two trees:



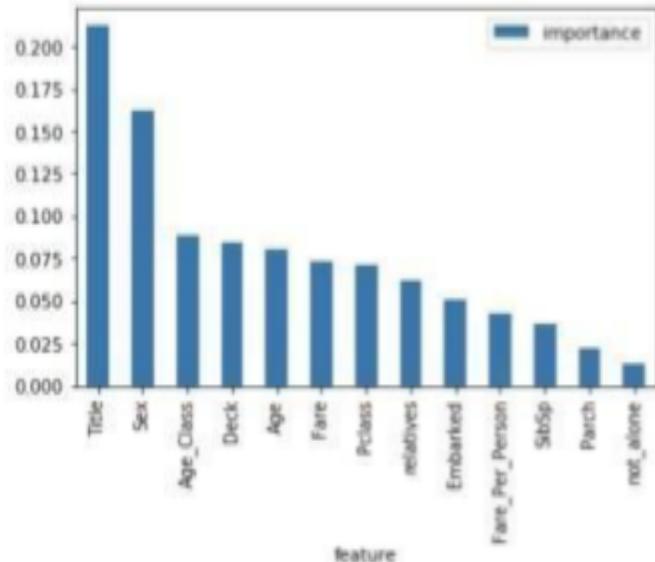
Another great quality of random forest is that they make it very easy to measure the relative importance of each feature. Sklearn measure a features importance by looking at how much the treee nodes, that use that

feature, reduce impurity on average (across all trees in the forest). It computes this score automatically for each feature after training and scales the results so that the sum of all importances is equal to 1. We will access this below:

```
importances =  
pd.DataFrame({'feature':X_train.columns,'importance':np.round(rando  
m_f orest.feature_importances_,3)})  
importances =  
importances.sort_values('importance',ascending=False).set_index('fe  
ature').importances.head(15)
```

	importance
feature	
Title	0.212
Sex	0.162
Age_Class	0.089
Deck	0.084
Age	0.080
Fare	0.073
Pclass	0.071
relatives	0.062
Embarked	0.051
Fare_Per_Person	0.043
SibSp	0.036
Parch	0.022
not_alone	0.013

```
<matplotlib.axes._subplots.AxesSubplot at 0x1a157c1e10>
```



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4

Conclusion:

not_alone and Parch doesn't play a significant role in our random forest classifiers prediction process. Because of that I will drop them from the dataset and train the classifier again. We could also remove more or less

features, but this would need a more detailed investigation of the features effect on our model. But I think it's just fine to remove only Alone and Parch.

```
train_df = train_df.drop("not_alone", axis=1)
test_df = test_df.drop("not_alone", axis=1)

train_df = train_df.drop("Parch", axis=1)
test_df = test_df.drop("Parch", axis=1)
```

Training random forest again:

```
# Random Forest

random_forest = RandomForestClassifier(n_estimators=100, oob_score = True)
random_forest.fit(X_train, Y_train)
Y_prediction =
random_forest.predict(X_test)

random_forest.score(X_train, Y_train)

acc_random_forest = round(random_forest.score(X_train, Y_train) * 100, 2)
print(round(acc_random_forest,2), "%")
```

92.82%

Our random forest model predicts as good as it did before. A general rule is that, **the more features you have, the more likely your model will suffer from overfitting** and vice versa. But I think our data looks fine for now and hasn't too much features.

There is also another way to evaluate a random-forest classifier, which is probably much more accurate than the score we used before. What I am talking about is the **out-of-bag samples** to estimate the generalization accuracy. I will not go into details here about how it works. Just note that out-of-bag estimate is as accurate as using a test set of the same size as the training set. Therefore, using the out-of-bag error estimate removes the need for a set aside test set.

oob score: 81.82 %

```
print("oob score:", round(random_forest.oob_score_, 4)*100, "%") 4
```

Now we can start tuning the hyperameters of random forest.

Hyperparameter Tuning

Below you can see the code of the hyperparameter tuning for the parameters criterion, min_samples_leaf, min_samples_split and n_estimators.

I put this code into a markdown cell and not into a code cell, because it takes a long time to run it. Directly underneath it, I put a screenshot of the gridsearch's output.

```
param_grid = { "criterion" : ["gini", "entropy"], "min_samples_leaf": [1, 5, 10, 25, 50, 70], "min_samples_split" : [2, 4, 10, 12, 16, 18, 25, 35], "n_estimators": [100, 400, 700, 1000, 1500]}from  
sklearn.model_selection import GridSearchCV, cross_val_scorerf =  
RandomForestClassifier(n_estimators=100, max_features='auto',  
oob_score=True, random_state=1, n_jobs=-1)clf =  
GridSearchCV(estimator=rf, param_grid=param_grid, n_jobs=-1)clf.fit(X_train, Y_train)clf.bestparams
```

```
{'criterion': 'gini',  
 'min_samples_leaf': 1,  
 'min_samples_split': 10,  
 'n_estimators': 100}
```

Test new Parameters:

```
# Random Forest
random_forest = RandomForestClassifier(criterion = "gini",
min_samples_leaf = 1,
min_samples_split = 10, n_estimators=100,
                           max_features='auto',
                           oob_score=True,
                           random_state=1,
                           n_jobs=-1)

random_forest.fit(X_train, Y_train)
Y_prediction =
random_forest.predict(X_test)

random_forest.score(X_train, Y_train)

print("oob score:", round(random_forest.oob_score_, 4)*100, "%")
```

oob score: 83.05 %

Now that we have a proper model, we can start evaluating its performance in a more accurate way. Previously we only used accuracy and the oob score, which is just another form of accuracy. The problem is just, that it's more complicated to evaluate a classification model than a regression model. We will talk about this in the following section.

Further Evaluation

Confusion Matrix:

```
from sklearn.model_selection import cross_val_predict
from sklearn.metrics import confusion_matrix
predictions = cross_val_predict(random_forest, X_train, Y_train,
cv=3) confusion_matrix(Y_train, predictions)
```

**array([[488, 61],
 [95, 247]])**
The first row is about the not-survived-predictions: **493 passengers were correctly classified as not survived** (called true negatives) and **56 where wrongly classified as not survived** (false positives).

The second row is about the survived-predictions: **93 passengers were wrongly classified as survived** (false negatives) and **249 where correctly classified as survived** (true positives).

A confusion matrix gives you a lot of information about how well your model does, but there's a way to get even more, like computing the classifier's precision.

Precision and Recall:

```
from sklearn.metrics import precision_score, recall_score

print("Precision:", precision_score(Y_train,
predictions)) print("Recall:", recall_score(Y_train,
predictions))
```

Precision: 0.801948051948

Recall: 0.722222222222

Our model predicts 81% of the time, a passengers survival correctly (precision). The recall tells us that it predicted the survival of 73 % of the people who actually survived.

F-Score

You can combine precision and recall into one score, which is called the F-score. The F-score is computed with the harmonic mean of precision and recall. Note that it assigns much more weight to low values. As a result of that, the classifier will only get a high F-score, if both recall and precision are high.

```
from sklearn.metrics import f1_score
f1_score(Y_train, predictions)
0.759999999999
```

There we have it, a 77 % F-score. The score is not that high, because we have a recall of 73%. But unfortunately the F-score is not perfect, because it favors classifiers that have a similar precision and recall. This is a problem, because you sometimes want a high precision and sometimes a high recall. The thing is that an increasing precision, sometimes results in an decreasing recall and vice versa (depending on the threshold). This is called the precision/recall tradeoff. We will discuss this in the following section.

Precision Recall Curve

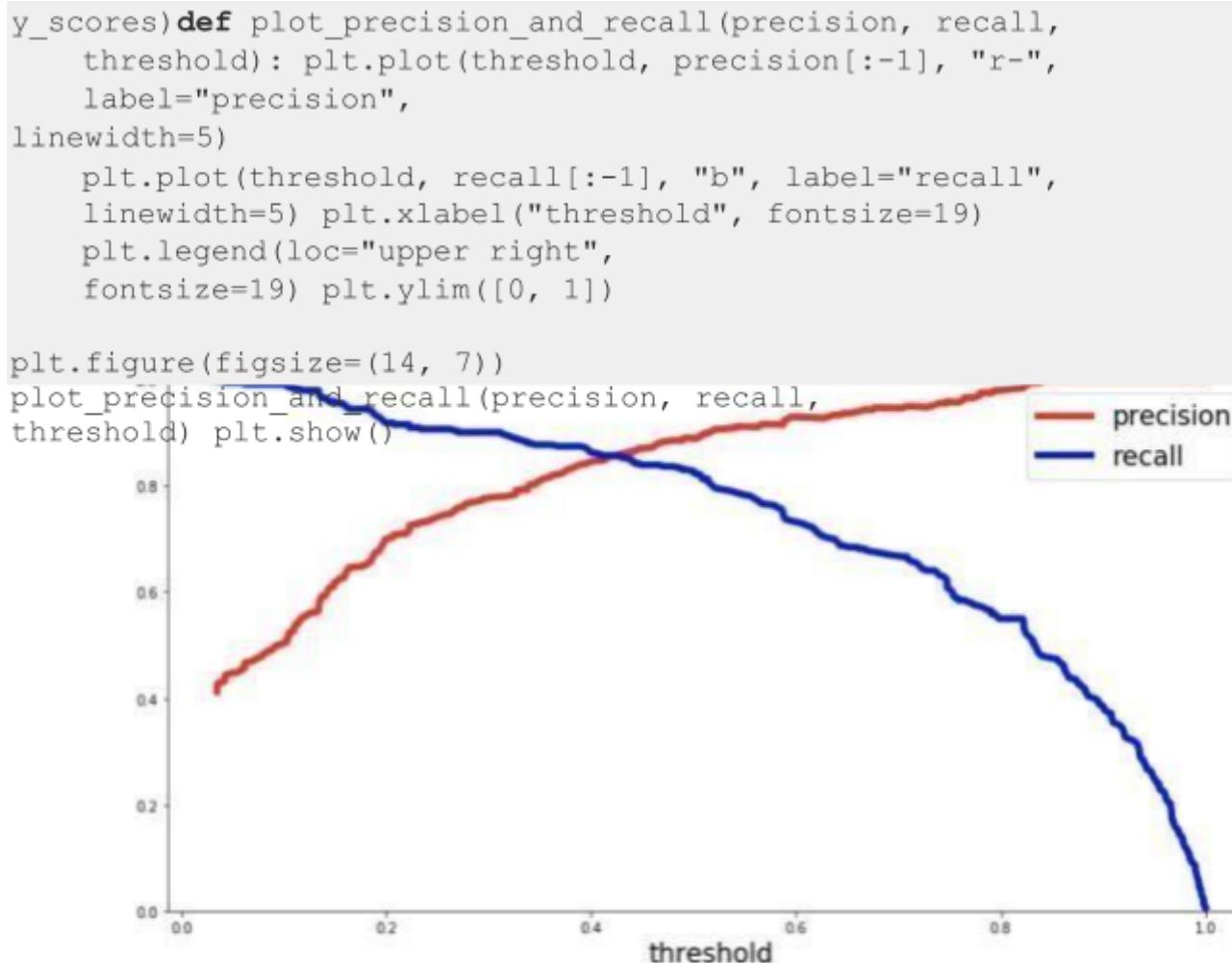
For each person the Random Forest algorithm has to classify, it computes a probability based on a function and it classifies the person as survived (when the score is bigger than the threshold) or as not survived (when the score is smaller than the threshold). That's why the threshold plays an important part.

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```
from sklearn.metrics import precision_recall_curve
# getting the probabilities of our
predictions y_scores =
random_forest.predict_proba(X_train) y_scores
= y_scores[:,1]

precision, recall, threshold = precision_recall_curve(Y_train,
```

We will plot the precision and recall with the threshold using matplotlib:



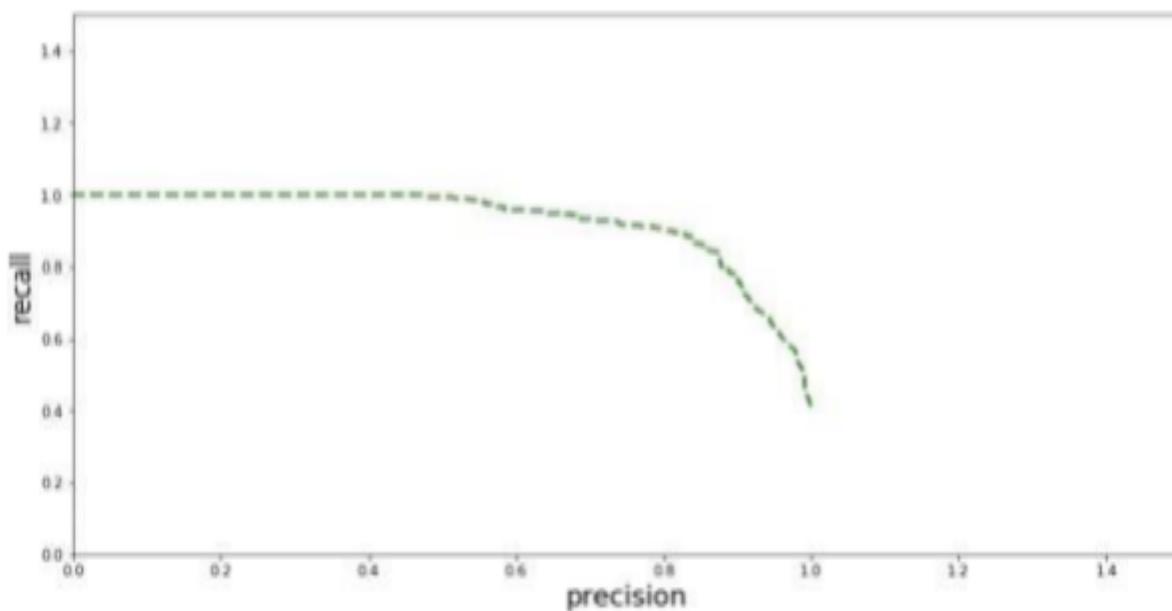
Above you can clearly see that the recall is falling off rapidly at a precision of around 85%. Because of that you may want to select the precision/recall tradeoff before that — maybe at around 75 %.

You are now able to choose a threshold, that gives you the best precision/recall tradeoff for your current machine learning problem. If you want for example a precision of 80%, you can easily look at the plots and see that you would need a threshold of around 0.4. Then you could train a model with exactly that threshold and would get the desired accuracy.

```
def plot_precision_vs_recall(precision, recall):
    plt.plot(recall, precision, "g--",
              linewidth=2.5) plt.ylabel("recall",
              fontsize=19) plt.xlabel("precision",
              fontsize=19) plt.axis([0, 1.5, 0, 1.5])

plt.figure(figsize=(14, 7))
plot_precision_vs_recall(precision,
recall) plt.show()
```

Another way is to plot the precision and recall against each other:



ROC AUC Curve

Another way to evaluate and compare your binary classifier is provided by the ROC AUC Curve. This curve plots the true positive rate (also called recall) against the false positive rate (ratio of incorrectly classified negative instances), instead of plotting the precision versus the recall.

```
from sklearn.metrics import roc_curve
# compute true positive rate and false positive rate
false_positive_rate, true_positive_rate, thresholds =
roc_curve(Y_train, y_scores) # plotting them against each
other
def plot_roc_curve(false_positive_rate,
true_positive_rate, label=None):
    plt.plot(false_positive_rate, true_positive_rate, linewidth=2,
label=label)
plt.plot([0, 1], [0, 1], 'r', linewidth=4)
plt.axis([0, 1, 0, 1])
plt.xlabel('False Positive Rate (FPR)', fontsize=16)
plt.ylabel('True Positive Rate (TPR)', fontsize=16)
```



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The red line in the middle represents a purely random classifier (e.g a coin flip) and therefore your classifier should be as far away from it as possible. Our Random Forest model seems to do a good job.

Of course we also have a tradeoff here, because the classifier produces more false positives, the higher the true positive rate is.

ROC AUC Score

The ROC AUC Score is the corresponding score to the ROC AUC Curve. It is simply computed by measuring the area under the curve, which is called AUC.

A classifier that is 100% correct, would have a ROC AUC Score of 1 and a completely random classifier would have a score of 0.5.

```
from sklearn.metrics import roc_auc_score
r_a_score = roc_auc_score(Y_train,
y_scores) print("ROC-AUC-Score:",
r_a_score)
```

ROC_AUC_SCORE: 0.945067587

Group C

Assignment No :

1

Title of the Assignment: Installation of MetaMask and study spending Ether per transaction

Objective of the Assignment: Students should be able to learn new technology such as metamask. Its application and implementations

Prerequisite:

1. Basic knowledge of cryptocurrency
 2. Basic knowledge of distributed computing concept
 3. Working of blockchain
-

Contents for Theory:

1. **Introduction Blockchain**
 2. **Cryptocurrency**
 3. **Transaction Wallets**
 4. **Ether transaction**
 5. **Installation Process of Metamask**
-

Introduction to Blockchain

- Blockchain can be described as a data structure that holds transactional records and while ensuring security, transparency, and decentralization. You can also think of it as a chain or records stored in the forms of blocks which are controlled by no single authority.
- A blockchain is a distributed ledger that is completely open to any and everyone on the network. Once an information is stored on a blockchain, it is extremely difficult to change or alter it.
- Each transaction on a blockchain is secured with a digital signature that proves its authenticity. Due to the use of encryption and digital signatures, the data stored on the blockchain is tamper-proof and cannot be changed.
- Blockchain technology allows all the network participants to reach an agreement, commonly known as consensus. All the data stored on a blockchain is recorded digitally and has a common history which is available for all the network participants. This way, the chances of any fraudulent activity or duplication of transactions is eliminated without the need of a third-party.

Blockchain Features

The following features make the revolutionary technology of blockchain stand out:

- **Decentralized**

Blockchains are decentralized in nature meaning that no single person or group holds the authority of the overall network. While everybody in the network has the copy of the distributed ledger with them, no one can modify it on his or her own. This unique feature of blockchain allows transparency and security while giving power to the users.

- **Peer-to-Peer Network**

With the use of Blockchain, the interaction between two parties through a peer-to-peer model is easily accomplished without the requirement of any third party. Blockchain uses P2P protocol which allows all the network participants to hold an identical copy of transactions, enabling approval through a machine consensus. For example, if you wish to make any transaction from one part of the world to another, you can do that with blockchain all by yourself within a few seconds. Moreover, any interruptions or extra charges will not be deducted in the transfer.

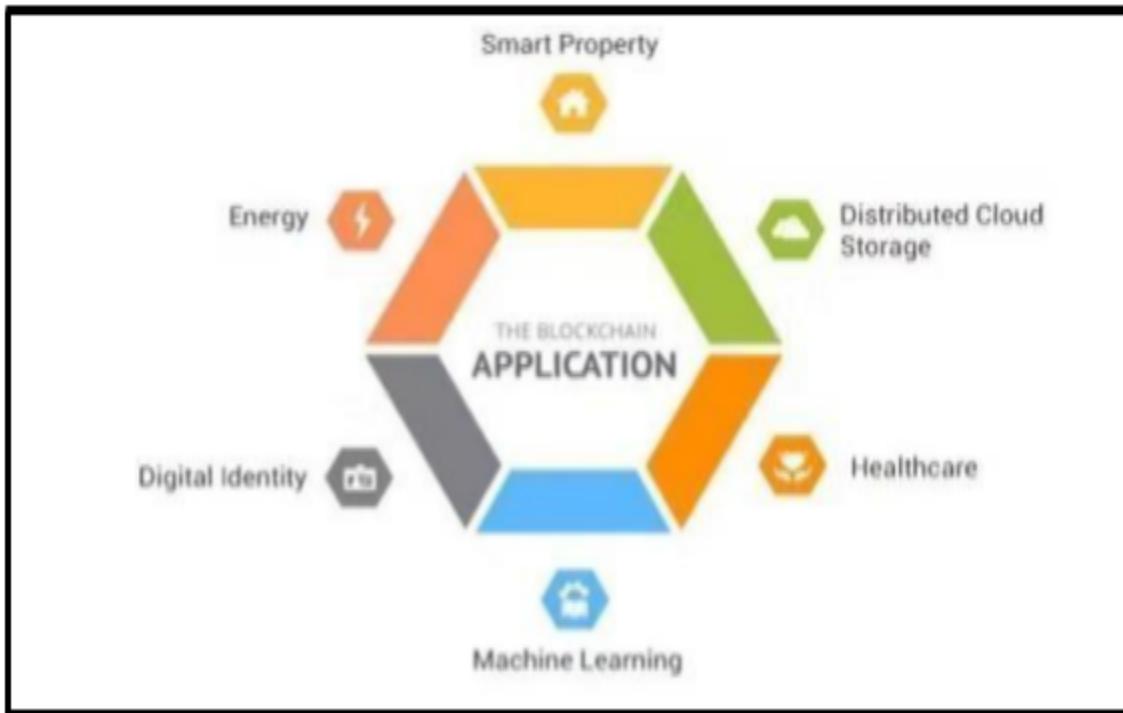
- **Immutable**

The immutability property of a blockchain refers to the fact that any data once written on the blockchain cannot be changed. To understand immutability, consider sending email as an example. Once you send an email to a bunch of people, you cannot take it back. In order to find a way around, you'll have to ask all the recipients to delete your email which is pretty tedious. This is how immutability works.

- **Tamper-Proof**

With the property of immutability embedded in blockchains, it becomes easier to detect tampering of any data. Blockchains are considered tamper-proof as any change in even one single block can be detected and addressed smoothly. There are two key ways of detecting tampering namely, hashes and blocks.

Popular Applications of Blockchain Technology



Benefits of Blockchain Technology:

- **Time-saving:** No central Authority verification needed for settlements making the process faster and cheaper.
- **Cost-saving:** A Blockchain network reduces expenses in several ways. No need for third-party verification. Participants can share assets directly. Intermediaries are reduced. Transaction efforts are minimized as every participant has a copy of shared ledger.

- **Tighter security:** No one can temper with Blockchain Data as it is shared among

millions of participants. The system is safe against cybercrimes and Fraud.

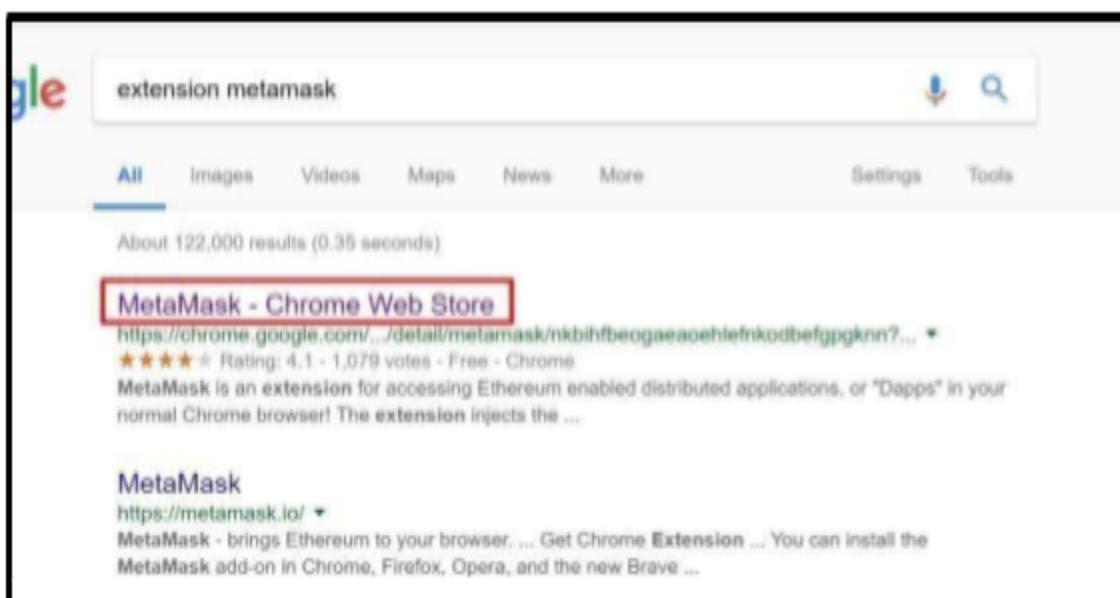
- In finance market trading, Fibonacci retracement levels are widely used in technical analysis.

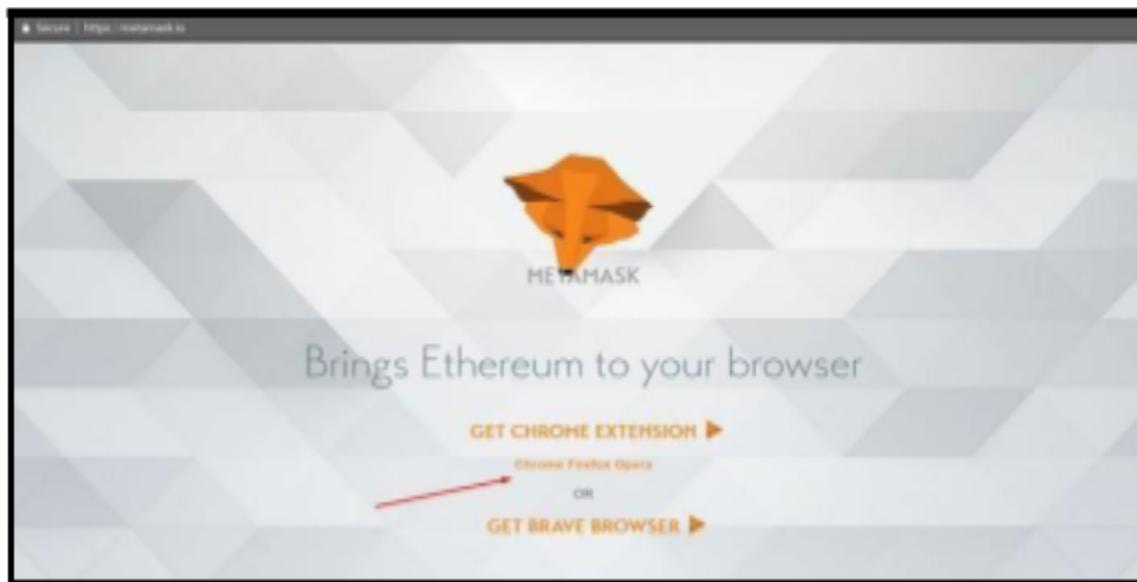
How to use MetaMask: A step by step guide

MetaMask is one of the most popular browser extensions that serves as a way of storing your Ethereum and other [ERC-20 Tokens](#). The extension is free and secure, allowing web applications to read and interact with Ethereum's blockchain.

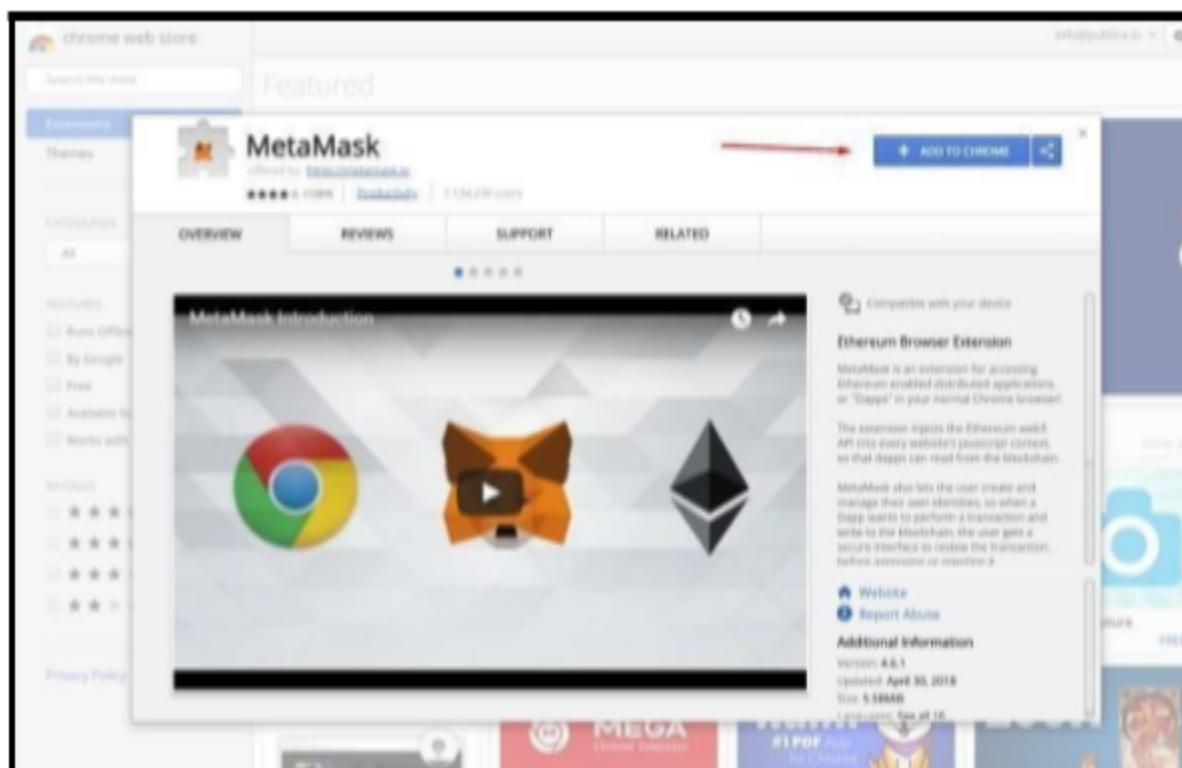
Step 1. Install MetaMask on your browser.

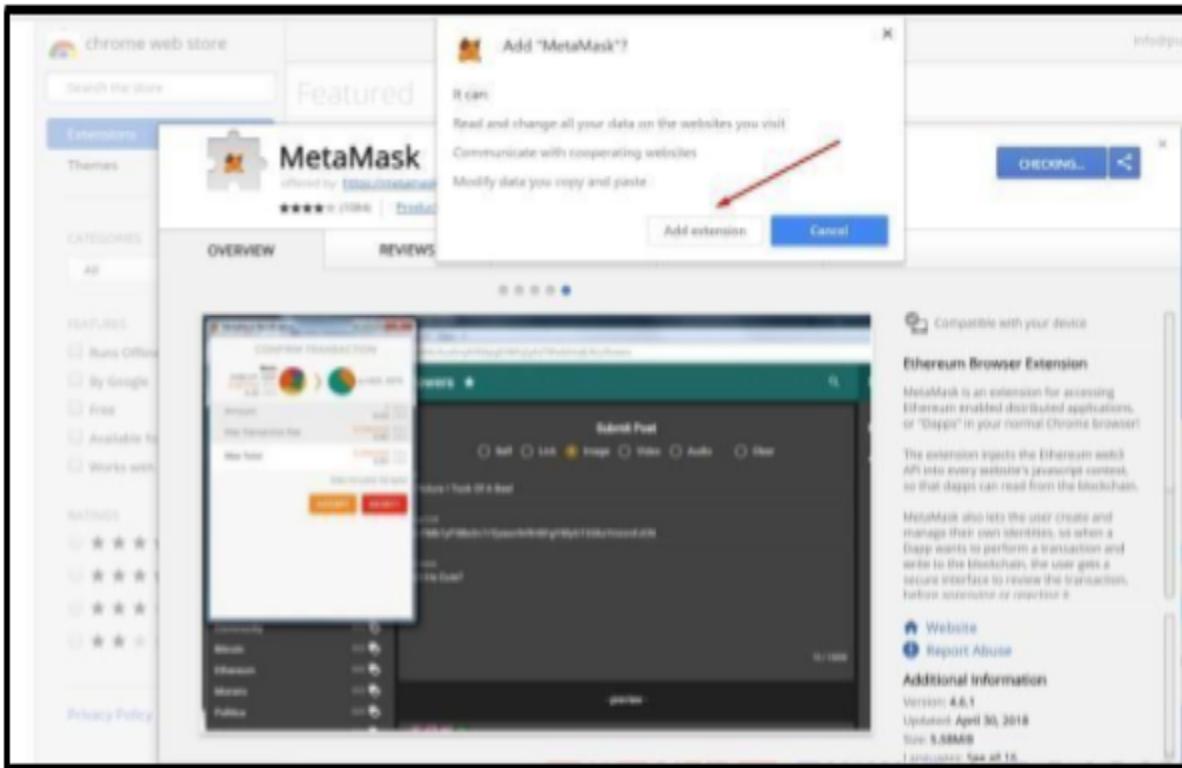
To create a new wallet, you have to install the extension first. Depending on your browser, there are different marketplaces to find it. Most browsers have MetaMask on their stores, so it's not that hard to see it, but either way, here they are [Chrome](#), [Firefox](#), and [Opera](#).





- Click on **Install MetaMask** as a Google Chrome extension.
- Click **Add to Chrome**.
- Click **Add Extension**.





nd it's as easy as that to install the extension on your browser, continue reading the next step to figure out how to create an account.

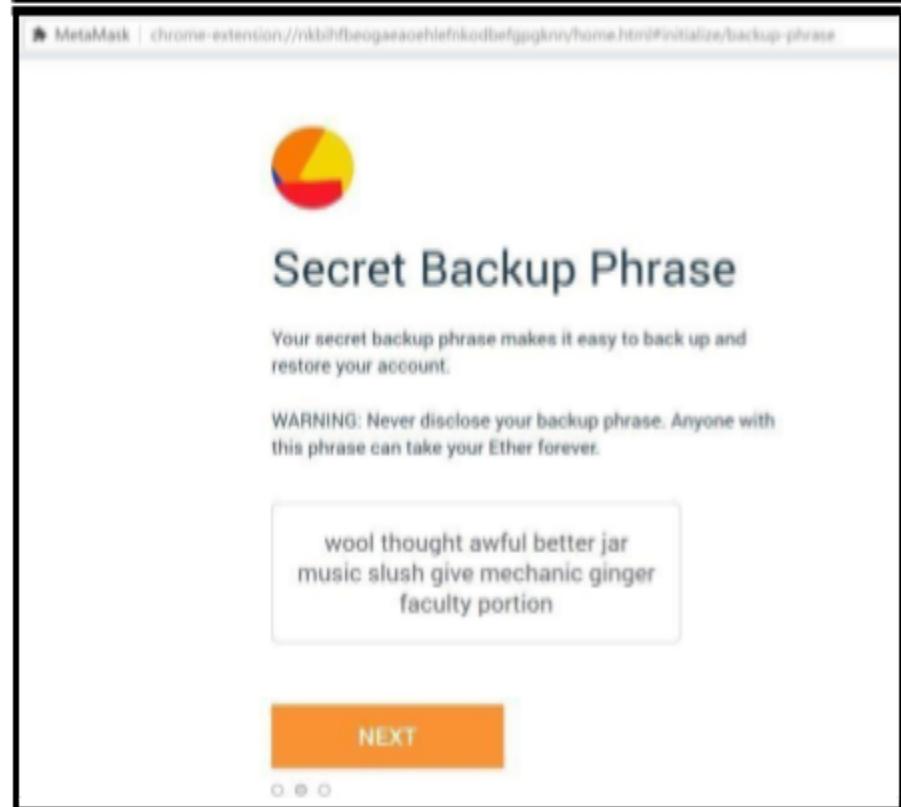
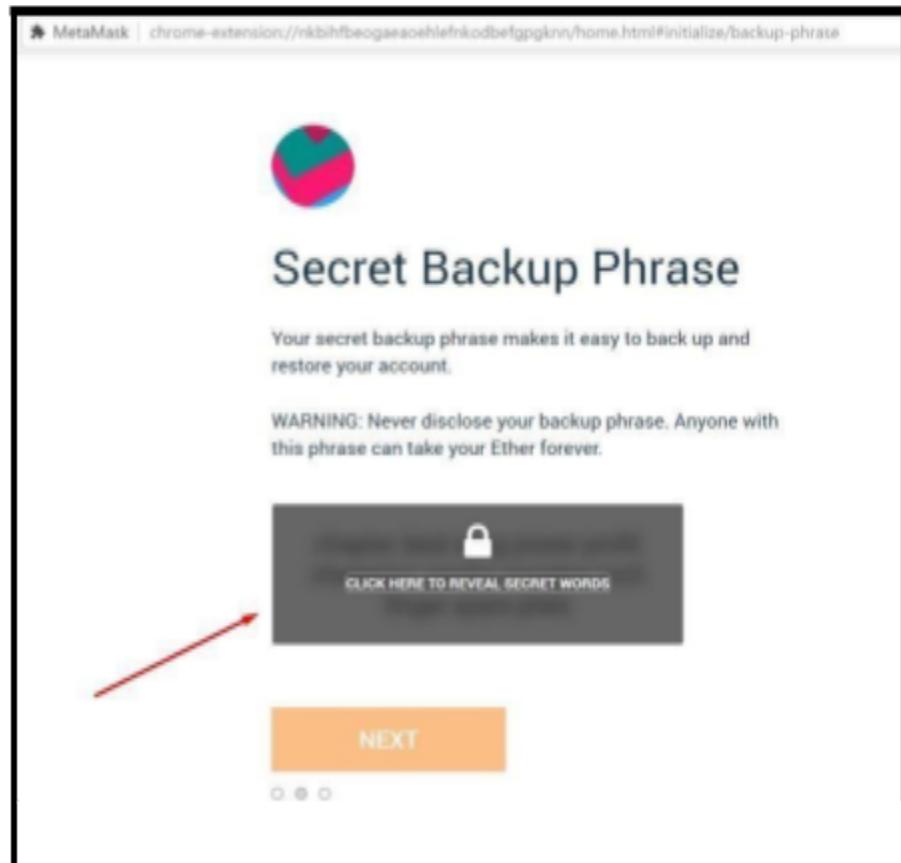
Step 2. Create an account.

- Click on the extension icon in the upper right corner to open MetaMask.
- To install the latest version and be up to date, **click Try it now**.
- **Click Continue**.
- You will be prompted to create a new password. **Click Create**.

The screenshot shows a web-based password creation interface for MetaMask. At the top, it says "MetaMask | chrome-extension://nkbihfbeogaeaoehlefknkodbefgpgknn/home.html#initialize/create-password". The main title is "Create Password". Below that, there are two input fields: "New Password (min 8 chars)" containing "....." and "Confirm Password" also containing ".....". A large orange button labeled "CREATE" is centered below the inputs. At the bottom left, there is a link "Import with seed phrase". The entire form is enclosed in a black rectangular border.

- Proceed by **clicking Next** and accept the Terms of Use.

Click Reveal Secret Words. There you will see a 12 words seed phrase. This is really important and usually not a good idea to store digitally, so take your time and write it down



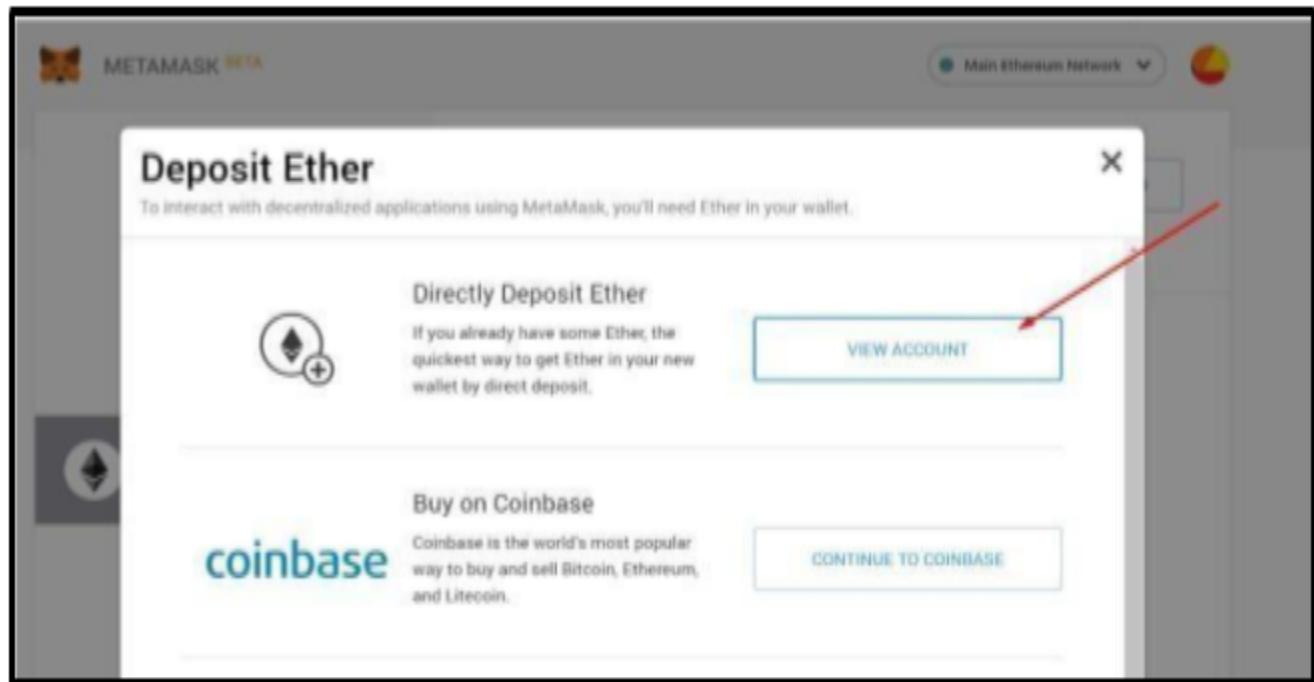
- Verify your secret phrase by selecting the previously generated phrase in order. **Click Confirm.**

And that's it; now you have created your MetaMask account successfully. A new Ethereum wallet

address has just been created for you. It's waiting for you to deposit funds, and if you want to learn how to do that, look at the next step below.

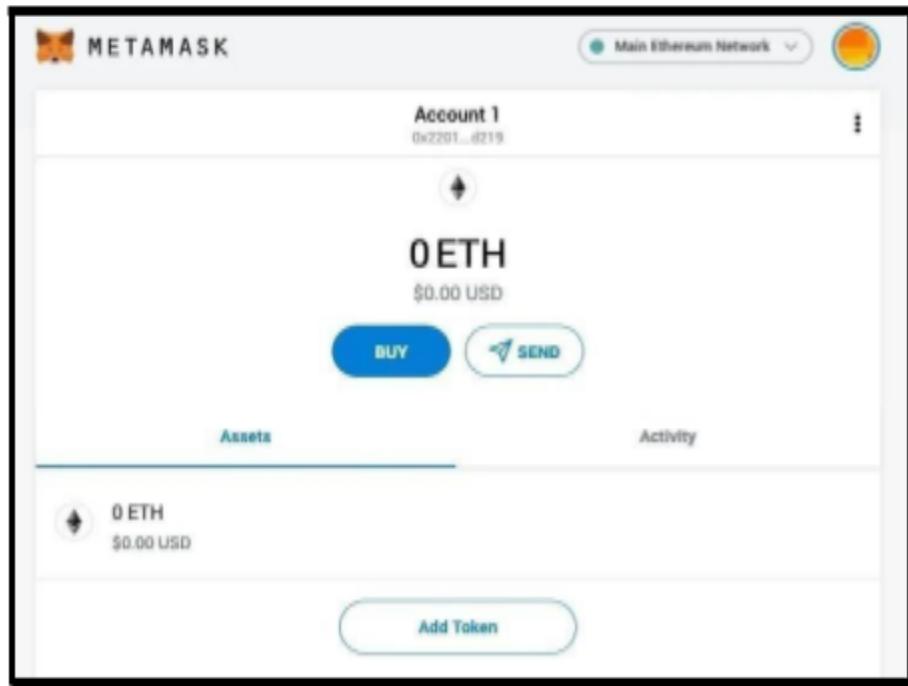
Step 3. Depositing funds.

- Click on View Account.



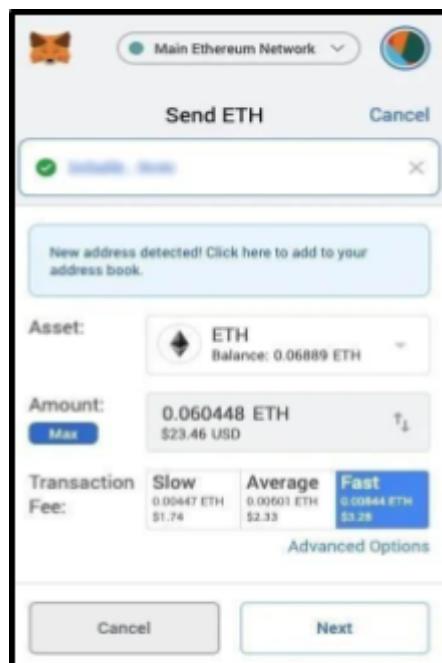
You can now see your public address and share it with other people. There are some methods to buy coins offered by MetaMask, but you can do it differently as well; you just need your address.

If you ever get logged out, you'll be able to log back in again by clicking the MetaMask icon, which will have been added to your web browser (usually found next to the URL bar).



You can now access your list of assets in the Assets tab and view your transaction history in the Activity tab.

- Sending crypto is as simple as clicking the Send button, entering the recipient address and amount to send, and selecting a transaction fee. You can also manually adjust the transaction fee using the Advanced Options button, using information from ETH Gas Station or similar platforms to choose a more acceptable gas price.
- After clicking Next, you will then be able to either confirm or reject the transaction on the subsequent page.



- To use MetaMask to interact with a dapp or smart contract, you'll usually need to find a ‘Connect to Wallet’ button or similar element on the platform you are trying to use. After clicking this, you should then see a prompt asking whether you want to let the dapp connect to your wallet.

What advantages does MetaMask have?

- **Popular** - It is commonly used, so users only need one plugin to access a wide range of dapps.
- **Simple** - Instead of managing private keys, users just need to remember a list of words, and transactions are signed on their behalf.
- **Saves space** - Users don't have to download the Ethereum blockchain, as MetaMask sends requests to nodes outside of the user's computer.
- **Integrated** - Dapps are designed to work with MetaMask, so it becomes much easier to send Ether in and out.

Conclusion- In this way we have explored Concept Blockchain and metamask wallet for transaction of digital currency

Assignment Question

1. What Are the Different Types of Blockchain Technology?
2. What Are the Key Features/Properties of Blockchain?
3. What Type of Records You Can Keep in A Blockchain?
4. What is the difference between Ethereum and Bitcoin?
5. What are Merkle Trees? Explain their concept.
6. What is Double Spending in transaction operation
7. Give real-life use cases of blockchain.

Reference link

- <https://hackernoon.com/blockchain-technology-explained-introduction-meaning-and-applications-edb-d6759a2b2>
- <https://levelup.gitconnected.com/how-to-use-metamask-a-step-by-step-guide-f380a3943fb1>
- <https://decrypt.co/resources/metamask>

Write-up	Correctness of Program	Documentation of Program	Viva	Timely Completion	Total	Dated Sign of Subject Teacher
4	4	4	4	4	20	

Expected Date of Completion:..... Actual Date of Completion:.....

0

Group C

Assignment No:2

Title: Create your own wallet using MetaMask for crypto transactions.

Objective: Understand and explore the working of Blockchain technology and its applications.

Course Outcome:

CO6: Interpret the basic concepts in Blockchain technology and its application.

Description:

MetaMask is a cryptocurrency wallet used to interact with the Ethereum Blockchain. It can be accessed through an app or through a browser extension. MetaMask is a popular cryptocurrency wallet known for its ease of use, availability on both desktops and mobile devices, the ability to buy, send, and receive cryptocurrency from within the wallet, and collect non-fungible tokens (NFTs) across two block chains. While experienced crypto users will appreciate the simplicity and fast transactions, those new in the space are at a higher risk of losing their tokens from lost secret phrases, malicious websites, and other cryptocurrency scams

Similarly, you'll need a crypto wallet to transact with a Blockchain.

A wallet is your personal key to interact with the cryptographic world. It powers you to buy, sell or transfer assets on the Blockchain.

And MetaMask is a wallet for the most diverse Blockchain in existence—Ethereum. It's your gateway to its DeFi ecosystem, non-fungible tokens (NFTs), ERC-20 tokens, and practically—everything Ethereum.

It's available as an app for iOS and Android. In addition, you can use this as an extension with a few web browsers: Chrome, Firefox, Brave, and Edge.

Let's take a look at some of the prominent features of this wallet:

Ease of use

Starting with MetaMask is easy, quick, and anonymous. You don't even need an email address. Just set up a password and remember (and store) the secret recovery phrase, and you're done.

Security

Your information is encrypted in your browser that nobody has access to. In the event of a lost password, you have the 12-word secret recovery phrase (also called a seed phrase) for

recovery. Notably, it's essential to keep the seed phrase safe, as even MetaMask has no information about it. Once lost, it can't be retrieved.

Built-In Crypto Store

If you're wondering, no, you can't buy Bitcoin with MetaMask. It only supports Ether and other Ether-related tokens, including the famous ERC-20 tokens. Cryptocurrencies (excluding Ether) on Ethereum are built as ERC-20 tokens.

Backup and Restore

MetaMask stores your information locally. So, in case you switch browsers or machines, you can restore your MetaMask wallet with your secret recovery phrase.

Community Support

As of August 2021, MetaMask was home to 10 million monthly active users around the world. It's simple and intuitive user interface keeps pushing these numbers with a recorded 1800% increase from July 2020.

Conclusively, try MetaMask if hot wallets are your pick. Let's begin with the installation before moving to its use cases. Further sections entail the illustration for Chrome web browser and Android mobile platform.

Step 1: Click on the —Create a wallet!.



New to MetaMask?



No, I already have a Secret Recovery Phrase

Import your existing wallet using a Secret Recovery Phrase

[Import wallet](#)



Yes, let's get set up!

This will create a new wallet and Secret Recovery Phrase

[Create a Wallet](#)

Step 2: Create a password for your wallet. This password is to be entered every time the browser is launched and wants to use MetaMask. A new password needs to be created if chrome is uninstalled or if there is a switching of browsers. In that case, go through the Import Wallet button. This is because MetaMask stores the keys in the browser. Agree to Terms of Use.



Create Password

New password (8 characters min)

Confirm password



I have read and agree to the [Terms of Use](#)

[Create](#)

Step 3: Click on the dark area which says *Click here to reveal secret words* to get your secret phrase.

Step 4: This is the most important step. Back up your secret phrase properly. Do not store your secret phrase on your computer. Please read everything on this screen until you understand it completely before proceeding. The secret phrase is the only way to access your wallet if you forget your password. Once done click the Next button.



Secret Backup Phrase

Your secret backup phrase makes it easy to back up and restore your account.

WARNING: Never disclose your backup phrase. Anyone with this phrase can take your Ether forever.



Tips:

Store this phrase in a password manager like 1Password.

Write this phrase on a piece of paper and store in a secure location. If you want even more security, write it down on multiple pieces of paper and store each in 2 - 3 different locations.

Memorize this phrase.

Download this Secret Backup Phrase and keep it stored safely on an external encrypted hard drive or storage medium.

Step 5:

Securely store the seed phrase for your wallet. Click on —Click here to reveal secret words॥ to show the seed phrase.

MetaMask requires that you store your seed phrase in a safe place. It is the only way to recover your funds should your device crash or your browser reset. We recommend you write it down. The most common method is to write your 12-word phrase on a piece of paper and store it safely in a place where only you have access. Note: if you lose your seed phrase, MetaMask can't help you recover your wallet and your funds will be lost forever.

Never share your seed phrase or your private key to anyone or any site, unless you want them to have full control over your funds.



< Back

Confirm your Secret Backup Phrase

Please select each phrase in order to make sure it is correct.

burger	buyer	detail	fire
fossil	hold	rain	search
slight	spray	tube	wire

Confirm

Step 6: Click the *Confirm* button. Please follow the tips mentioned.



Congratulations

You passed the test - keep your Secret Recovery Phrase safe, it's your responsibility!

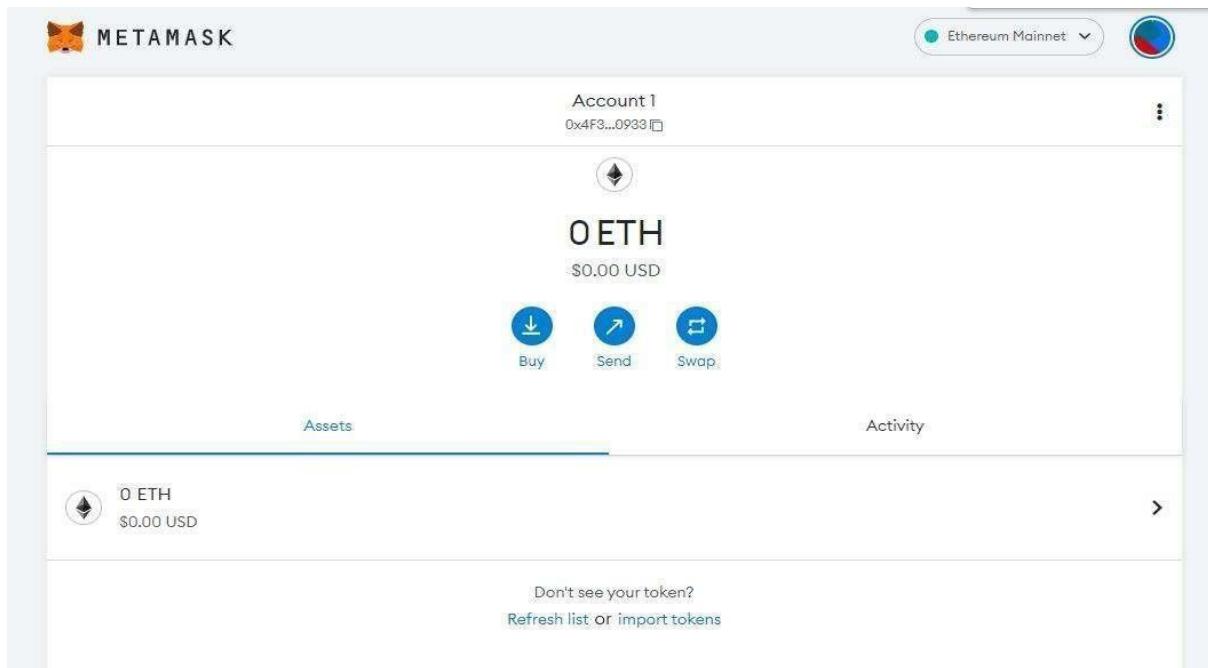
Tips on storing it safely

- Save a backup in multiple places.
- Never share the phrase with anyone.
- Be careful of phishing! MetaMask will never spontaneously ask for your Secret Recovery Phrase.
- If you need to back up your Secret Recovery Phrase again, you can find it in Settings → Security.
- If you ever have questions or see something fishy, contact our support [here](#).

*MetaMask cannot recover your Secret Recovery Phrase. [Learn more](#).

All Done

Step 7: One can see the balance and copy the address of the account by clicking on the *Account 1* area.



Conclusion: Hence, we have studied to create a wallet using Meta

Write-up	Correctness of Program	Documentation of Program	Viva	Timely Completion	Total	Dated Sign of Subject Teacher
4	4	4	4	4	20	

Expected Date of Completion:..... Actual Date of Completion:.....

Assignment No. 3

Title: Write a smart contract on a test network for Bank account of a customer for following operations.

- Deposit Money
- Withdraw Money
- Show Balance

Objective: Understand and explore the working of Blockchain technology and its applications.

Course Outcome:

CO6: Interpret the basic concepts in Blockchain technology and its application.

Description:

First of all, we need to understand the differences between a paper contract and a smart contract and the reason why smart contracts become increasingly popular and important in recent years. A contract, by definition, is a written or spoken (mostly written) law-enforced agreement containing the rights and duties of the parties. Because most of business contracts are complicated and tricky, the parties need to hire professional agents or lawyers for protecting their own rights. However, if we hire those professionals every time we sign contracts, it is going to be extremely costly and inefficient. Smart contracts perfectly solve this by working on „If-Then“ principle and also as escrow services. All participants need to put their money, ownership right or other tradable assets into smart contracts before any successful transaction. As long as all participating parties meet the requirement, smart contracts will simultaneously distribute stored assets to recipients and the distribution process will be witnessed and verified by the nodes on Ethereum network.

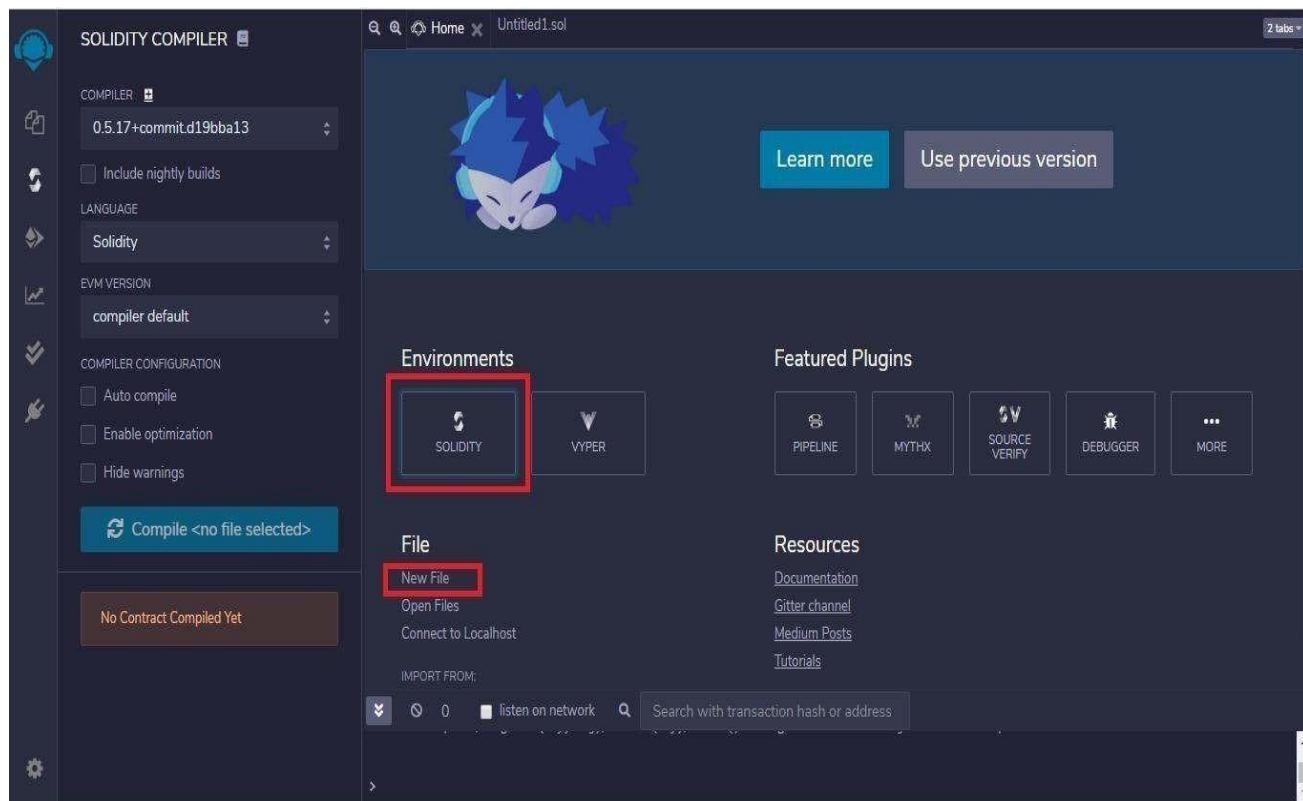
There are a couple of languages we can use to program smart contract. Solidity, an object-oriented and high-level language, is by far the most famous and well maintained one. We can use Solidity to create various smart contracts which can be used in different scenarios, including voting, blind auctions and safe remote purchase. In this lab, we will discuss the semantics and syntax of Solidity with specific explanation, examples and practices.

After deciding the coding language, we need to pick an appropriate compiler. Among various compilers like Visual Code Studio, we will use Remix IDE in this and following labs because it can be directly accessed from browser where we can test, debug and deploy smart contracts without any installation.

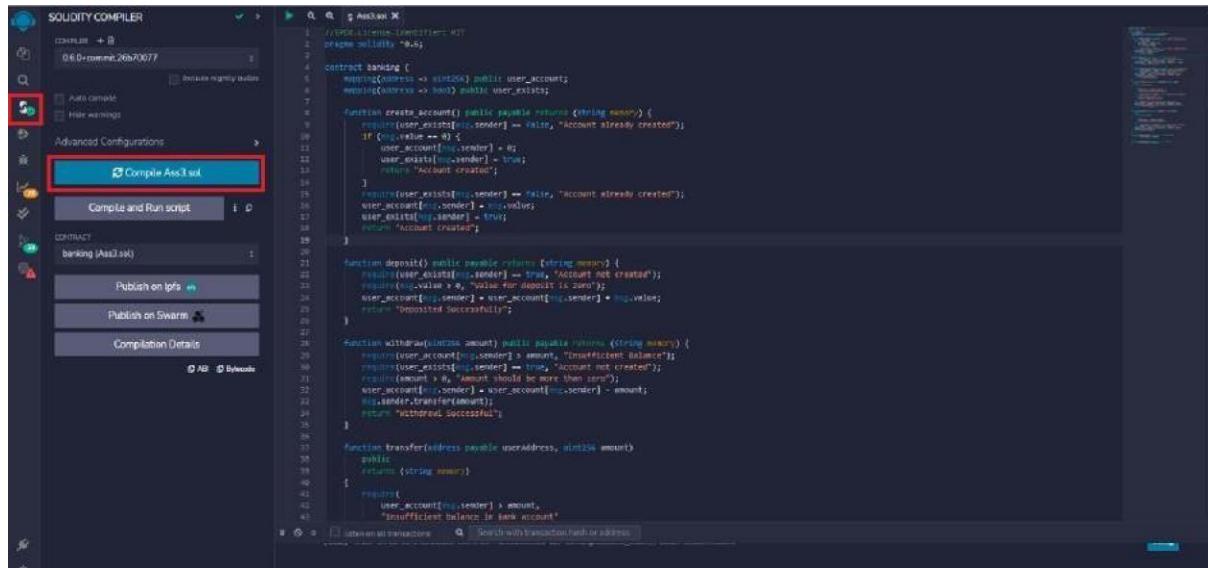
Steps to Execute Solidity Smart Contract using Remix IDE

Remix IDE is generally used to compile and run Solidity smart contracts. Below are the steps for the compilation, execution, and debugging of the smart contract.

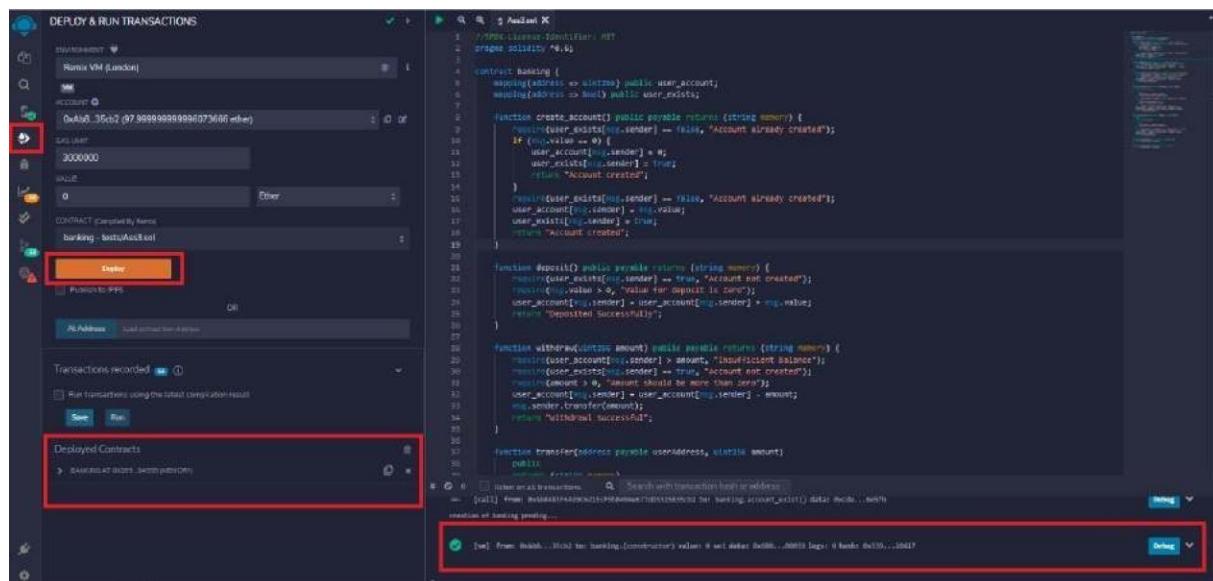
Step 1: Open Remix IDE on any of your browsers, select on the *New File* and click on *Solidity* to choose the environment.



Step 2: Write the Smart contract in the code section, and click the *Compile button* under the Compiler window to compile the contract.



Step 3: To execute the code, click on the *Deploy* button under Deploy and Run Transactions window. After deploying the code click on the drop-down on the console.



Code

```
// SPDX-License-Identifier: MIT
```

```
pragma solidity ^0.6;
```

```
contract banking

{
    mapping(address=>uint) public user_account;
    mapping(address=>bool) public user_exists;

    function create_account() public payable returns(string memory)
    {
        require(user_exists[msg.sender]==false,'Account already created');
        if(msg.value==0)
        {
            user_account[msg.sender]=0;
            user_exists[msg.sender]=true;
            return "Account created";
        }
        require(user_exists[msg.sender]==false,"Account already created");
        user_account[msg.sender]=msg.value;
        user_exists[msg.sender]=true;
        return "Account created";
    }

    function deposit() public payable returns(string memory)
    {
        require(user_exists[msg.sender]==true,"Account not created");
        require(msg.value>0,"Value for deposit is Zero");
        user_account[msg.sender]=user_account[msg.sender]+msg.value;
        return "Deposited Successfully";
    }

    function withdraw(uint amount) public payable returns(string memory)
    {
```

```
require(user_account[msg.sender]>amount,"Insufficient Balance");
require(user_exists[msg.sender]==true,"Account not created");
require(amount>0,"Amount should be more than zero");
user_account[msg.sender]=user_account[msg.sender]-amount;
msg.sender.transfer(amount);
return "Withdrawl Successful";
}

function transfer(address payable userAddress, uint amount) public returns(string memory)
{
    require(user_account[msg.sender]>amount,"Insufficient balance in Bank account");
    require(user_exists[msg.sender]==true,"Account is not created");
    require(user_exists[userAddress]==true,"Transfer account does not exist");
    require(amount>0,"Amount should be more than zero");
    user_account[msg.sender]=user_account[msg.sender]-amount;
    user_account[userAddress]=user_account[userAddress]+amount;
    return "Transfer Successful";
}

function send_amt(address payable toAddress, uint256 amount) public payable returns(string memory)
{
    require(user_account[msg.sender]>amount,"Insufficeint balance in Bank account");
    require(user_exists[msg.sender]==true,"Account is not created");
    require(amount>0,"Amount should be more than zero");
    user_account[msg.sender]=user_account[msg.sender]-amount;
    toAddress.transfer(amount);
    return "Transfer Success";
}

function user_balance() public view returns(uint)
```

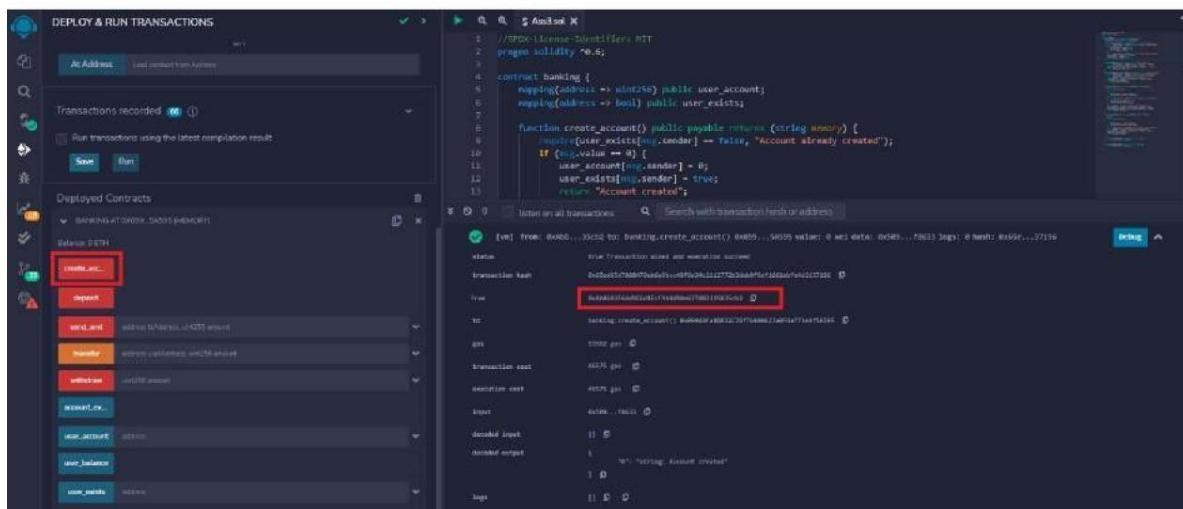
```
{  
    return user_account[msg.sender];  
  
}  
  
function account_exist() public view returns(bool)  
{  
    return user_exists[msg.sender];  
}  
}
```

Sample Output

After deploying the contact successful you can observe following buttons create_account, deposit, send_amt, transfer, account_exist, user_account, user_balance and user_exists.

Refer the following output

- Create account



- Deposit Amount

The screenshot shows the Truffle IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' sidebar displays the deployed contracts, including 'Banking' at address 0x69... and 'user_account' at address 0x7f... . A red box highlights the 'deposit' button under the 'Banking' contract. On the right, the code editor shows the Solidity code for the 'Banking' contract, which includes functions for creating accounts, depositing, and checking user existence.

```

contract Banking {
    mapping(address => uint256) public user_account;
    mapping(address => bool) public user_exists;

    function create_account() public payable returns (string memory) {
        require(user_exists[_sender] == false, "Account already created");
        if (_value == 0) {
            user_account[_sender] = 0;
            user_exists[_sender] = true;
        } else {
            user_account[_sender] += _value;
            user_exists[_sender] = true;
        }
        return "Account created";
    }

    function deposit() public payable returns (string memory) {
        require(user_exists[_sender] == true, "Account not created");
        if (_value < 0) {
            revert("Value for deposit is less than 0");
        }
        user_account[_sender] += _value;
        return "Deposit successfully";
    }

    function withdraw(uint256 amount) public returns (string memory) {
        require(user_exists[_sender] == true, "User account does not exist");
        require(amount <= user_account[_sender], "Insufficient balance");
        user_account[_sender] -= amount;
        return "Withdrawal successful";
    }

    function check_user_exists(address address) public view returns (bool) {
        return user_exists[address];
    }
}

```

- Check Account Exists
- Check User Account Exists
- Check User Balance
- Check User Exists

The screenshot shows the Truffle IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' sidebar displays the deployed contracts, including 'Banking' at address 0x69... and 'user_account' at address 0x7f... . A red box highlights the 'user_account' contract. On the right, the code editor shows the Solidity code for the 'user_account' contract, which includes functions for creating accounts, depositing, and checking user existence. Transaction logs from the 'Banking' contract are listed on the right, each with a red arrow pointing to its corresponding check function.

```

contract user_account {
    mapping(address => uint256) public user_balance;
    mapping(address => bool) public user_exists;

    function create_account() public payable returns (string memory) {
        require(user_exists[_sender] == false, "Account already created");
        if (_value == 0) {
            user_balance[_sender] = 0;
            user_exists[_sender] = true;
        } else {
            user_balance[_sender] += _value;
            user_exists[_sender] = true;
        }
        return "Account created";
    }

    function deposit() public payable returns (string memory) {
        require(user_exists[_sender] == true, "User account does not exist");
        if (_value < 0) {
            revert("Value for deposit is less than 0");
        }
        user_balance[_sender] += _value;
        return "Deposit successfully";
    }

    function withdraw(uint256 amount) public returns (string memory) {
        require(user_exists[_sender] == true, "User account does not exist");
        require(amount <= user_balance[_sender], "Insufficient balance");
        user_balance[_sender] -= amount;
        return "Withdrawal successful";
    }

    function check_user_exists(address address) public view returns (bool) {
        return user_exists[address];
    }
}

```

- Send Amount

```
// SPDX-License-Identifier: MIT
pragma solidity ^0.4.6;

contract banking {
    mapping(address => uint256) public user_account;
    mapping(address => bool) public user_exists;

    function create_account() public payable returns (string memory) {
        require(user_exists[msg.sender] == false, "Account already created");
        if (msg.value == 0) {
            user_account[msg.sender] = 0;
            user_exists[msg.sender] = true;
            return "Account created";
        }
    }

    function withdraw(uint256 amount) public {
        require(user_exists[msg.sender], "User does not exist");
        require(amount <= user_account[msg.sender], "Insufficient balance");
        user_account[msg.sender] -= amount;
    }

    function deposit(uint256 amount) public {
        require(user_exists[msg.sender], "User does not exist");
        user_account[msg.sender] += amount;
    }

    function get_balance() public view returns (uint256) {
        return user_account[msg.sender];
    }
}
```

- Check User Account Balance

```
// SPDX-License-Identifier: MIT
pragma solidity ^0.4.6;

contract banking {
    mapping(address => uint256) public user_account;
    mapping(address => bool) public user_exists;

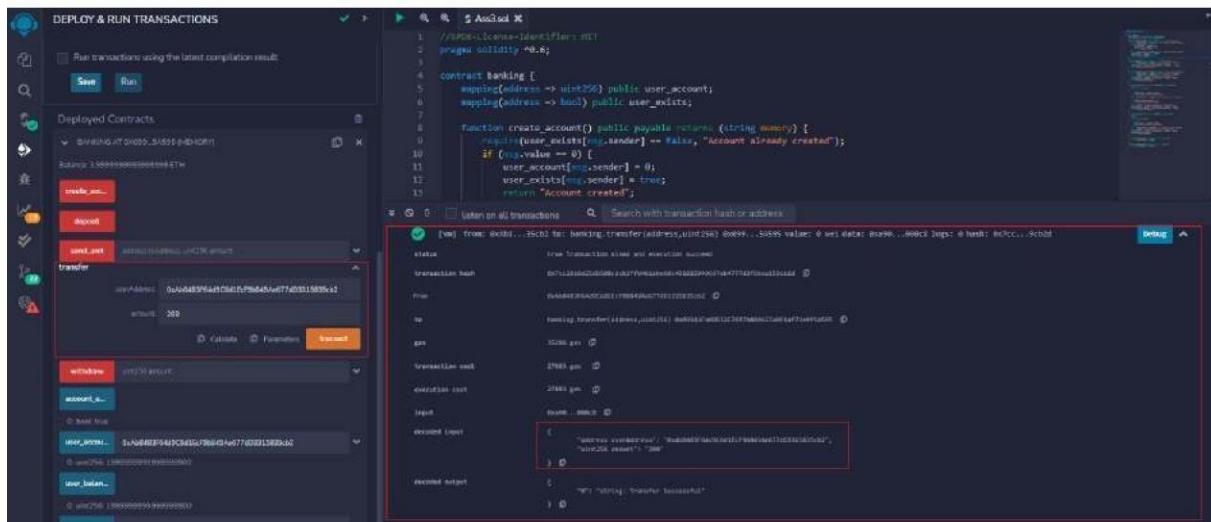
    function create_account() public payable returns (string memory) {
        require(user_exists[msg.sender] == false, "Account already created");
        if (msg.value == 0) {
            user_account[msg.sender] = 0;
            user_exists[msg.sender] = true;
            return "Account created";
        }
    }

    function withdraw(uint256 amount) public {
        require(user_exists[msg.sender], "User does not exist");
        require(amount <= user_account[msg.sender], "Insufficient balance");
        user_account[msg.sender] -= amount;
    }

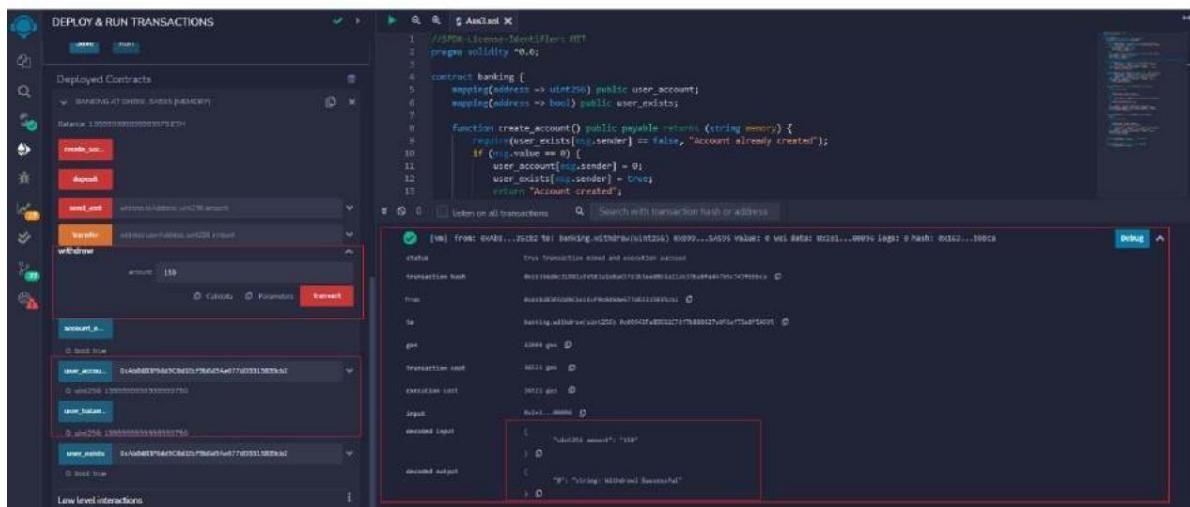
    function deposit(uint256 amount) public {
        require(user_exists[msg.sender], "User does not exist");
        user_account[msg.sender] += amount;
    }

    function get_balance() public view returns (uint256) {
        return user_account[msg.sender];
    }
}
```

- Transfer Amount and Check User Account Balance



- Withdraw Amount and Check User Account Balance



Conclusion: Hence, we have studied a smart contract on a test network for Bank account of a customer

Write-up	Correctness of Program	Documentation of Program	Viva	Timely Completion	Total	Dated Sign of Subject Teacher
4	4	4	4	4	20	

Expected Date of Completion:..... Actual Date of Completion:.....

Assignment No. 4

Title: Write a program in solidity to create Student data. Use the following constructs:

- Structures
- Arrays
- Fallback

Deploy this as smart contract on Ethereum and Observe the transaction fee and Gas value.

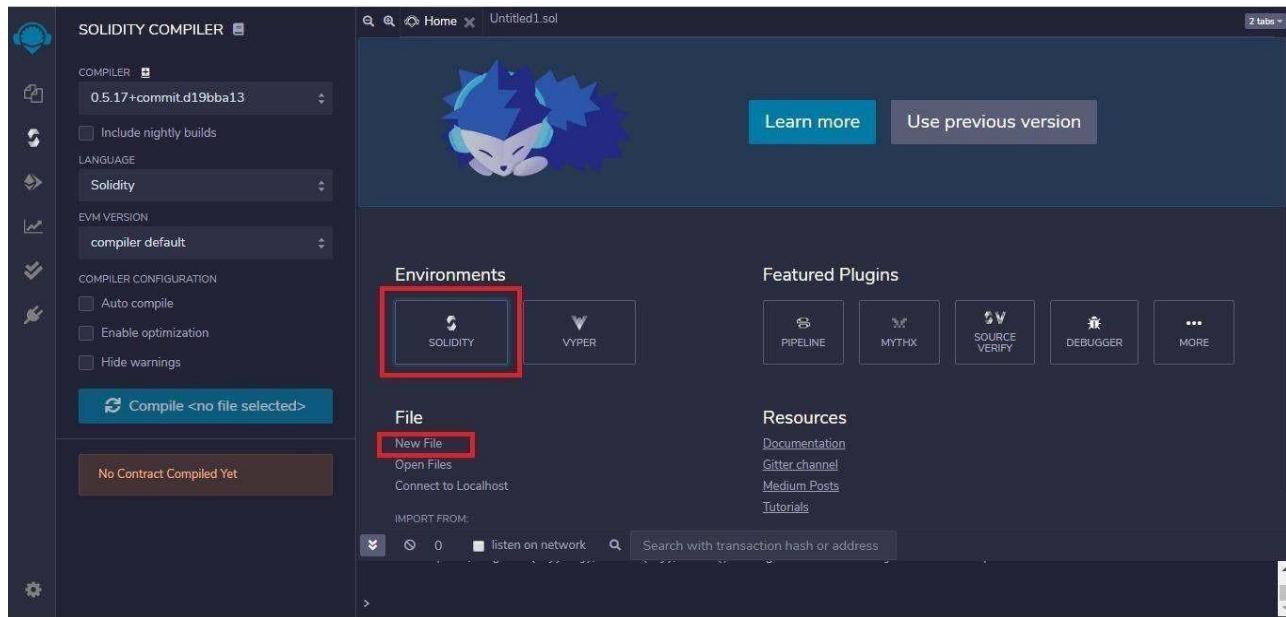
Objective: Understand and explore the working of Blockchain technology and its applications.

Course Outcome:

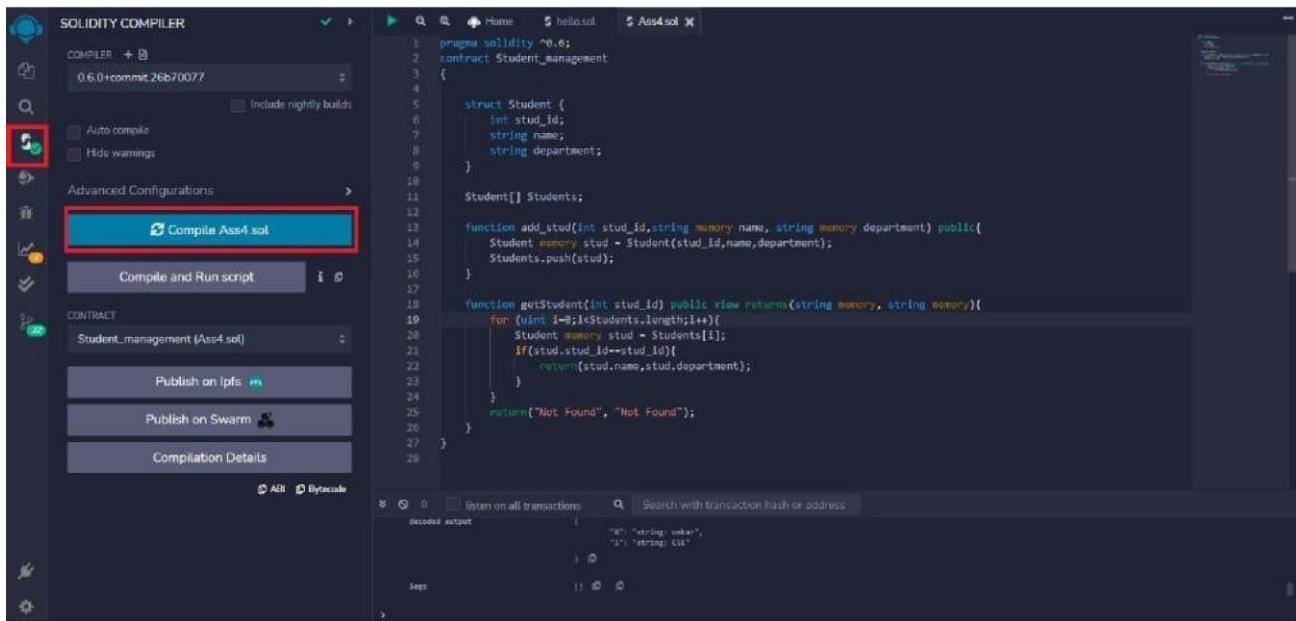
CO6:Interpret the basic concepts in Blockchain technology and its application.

Description:

Step 1: Open Remix IDE on any of your browsers, select on the *New File* and click on *Solidity* to choose the environment.



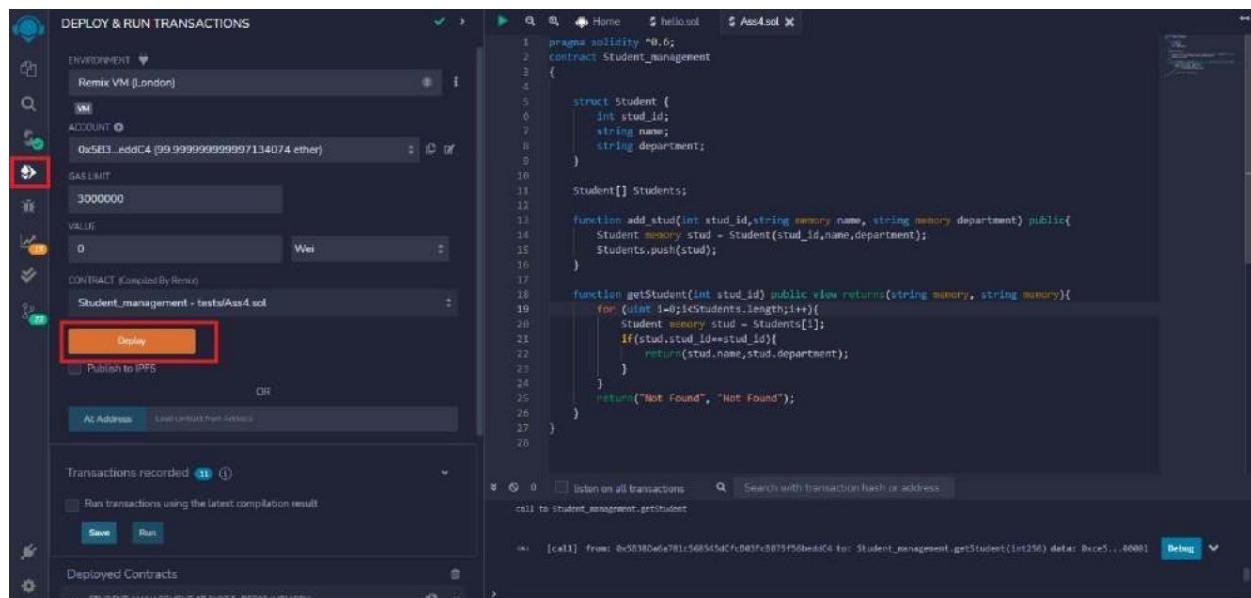
Step 2: Write the Student Management code in the code section, and click the *Compile button* under the Compiler window to compile the contract.



The screenshot shows the Solidity Compiler interface. On the left, there's a sidebar with various options like 'Auto compile', 'Hide warnings', and 'Advanced Configurations'. A prominent red box highlights the 'Compile Ass4.sol' button. Below it are other buttons for 'Compile and Run script', 'Publish on IPFS', 'Publish on Swarm', and 'Compilation Details'. The main area contains the Solidity code for a 'Student_management' contract. The code defines a struct 'Student' with fields 'stud_id', 'name', and 'department'. It also includes two functions: 'add_stud' which adds a new student to an array of students, and 'getStudent' which retrieves a student by their ID. The right side of the interface shows a terminal-like window with the output of the compilation process.

```
pragma solidity ^0.6;
contract Student_management {
    struct Student {
        int stud_id;
        string name;
        string department;
    }
    Student[] Students;
    function add_stud(int stud_id,string memory name, string memory department) public{
        Student memory stud = Student(stud_id,name,department);
        Students.push(stud);
    }
    function getStudent(int stud_id) public view returns(string memory, string memory){
        for (uint i=0;i<Students.length;i++){
            Student memory stud = Students[i];
            if(stud.stud_id==stud_id){
                return(stud.name,stud.department);
            }
        }
        return("Not Found", "Not Found");
    }
}
```

Step 3: To execute the code, click on the *Deploy button* under Deploy and Run Transactions window. After deploying the code click on the drop-down on the console.



The screenshot shows the 'DEPLOY & RUN TRANSACTIONS' window in the Remix VM interface. A red box highlights the 'Deploy' button. The window includes fields for 'ENVIRONMENT' (set to 'Remix VM (London)'), 'ACCOUNT' (set to '0x5E53...'), 'GAS LIMIT' (set to '3000000'), and 'VALUE' (set to '0 Wei'). Below these are sections for 'CONTRACT' (set to 'Student_management - tests/Ass4.sol') and 'Deploy' (with a red box). The right side of the interface shows the same Solidity code as the previous screenshot, along with a terminal window displaying the deployment process and a transaction log.

```
pragma solidity ^0.6;
contract Student_management {
    struct Student {
        int stud_id;
        string name;
        string department;
    }
    Student[] Students;
    function add_stud(int stud_id,string memory name, string memory department) public{
        Student memory stud = Student(stud_id,name,department);
        Students.push(stud);
    }
    function getStudent(int stud_id) public view returns(string memory, string memory){
        for (uint i=0;i<Students.length;i++){
            Student memory stud = Students[i];
            if(stud.stud_id==stud_id){
                return(stud.name,stud.department);
            }
        }
        return("Not Found", "Not Found");
    }
}
```

Code

```
pragma solidity ^0.6;
contract Student_management
{
    struct Student {
        intstud_id;
        string name;
        string department;
    }
    Student[] Students;

    function add_stud(intstud_id,string memory name, string memory department) public{
        Student memory stud = Student(stud_id,name,department);
        Students.push(stud);
    }

    function getStudent(intstud_id) public view returns(string memory, string memory){
        for (uint i=0;i<Students.length;i++){
            Student memory stud = Students[i];
            if(stud.stud_id==stud_id){
                return(stud.name,stud.department);
            }
        }
        return("Not Found", "Not Found");
    }
}
```

Sample Output

After deploying the contact successful you can observe two button add_stud and getStudents. Give the input stud_id, name dept and click on getStudents button, enter the stud_id which you have given as an Input and get the information of Students name and department

Refer the following output

The screenshot shows the TruffleIDE interface with the following details:

- Deploy & Run Transactions:** Publish to IPFS, All Address, Run contract from address.
- Transactions recorded:** 18. Run transactions using the latest compilation result.
- Deployed Contracts:** STUDENT_MANAGEMENT AT (WOPC_WASM MEMORY)
- Balance 0 ETH:** add_stud
- add_stud:** stud_id: 100, name: Nara Pett, department: Computer. Buttons: Call, Parameters, Unstuck.
- getStudent:** stud_id: 100. Buttons: Call, Parameters.
- Low level interactions:** CALLDATA, Transaction.
- Logs:** Intentional transactions, Search with transaction hash or address.
- Contract Code:**

```
pragma solidity ^0.6;
contract Student_management {
    struct Student {
        int stud_id;
        string name;
        string department;
    }
    Student[] Students;
    function add_stud(int stud_id,string memory name, string memory department) public{
        Student memory stud = Student(stud_id,name,department);
        Students.push(stud);
    }
    function getStudent(int stud_id) public view returns(string memory, string memory){
        for(uint i=0;i<Students.length;i++){
            Student memory stud = Students[i];
            if(stud.stud_id == stud_id)
                return (stud.name,stud.department);
        }
    }
}
```

The screenshot shows the TruffleIDE interface with the following details:

- Deploy & Run Transactions:** Publish to IPFS, All Address, Run contract from address.
- Transactions recorded:** 18. Run transactions using the latest compilation result.
- Deployed Contracts:** STUDENT_MANAGEMENT AT (WOPC_WASM MEMORY)
- Balance 0 ETH:** add_stud
- add_stud:** stud_id: 100, name: Nara Pett, department: Computer. Buttons: Call, Parameters.
- getStudent:** stud_id: 100. Buttons: Call, Parameters.
- Low level interactions:** CALLDATA, Transaction.
- Logs:** Intentional transactions, Search with transaction hash or address.
- Contract Code:**

```
pragma solidity ^0.6;
contract Student_management {
    struct Student {
        int stud_id;
        string name;
        string department;
    }
    Student[] Students;
    function add_stud(int stud_id,string memory name, string memory department) public{
        Student memory stud = Student(stud_id,name,department);
        Students.push(stud);
    }
    function getStudent(int stud_id) public view returns(string memory, string memory){
        for(uint i=0;i<Students.length;i++){
            Student memory stud = Students[i];
            if(stud.stud_id == stud_id)
                return (stud.name,stud.department);
        }
    }
}
```

Conclusion: Hence, we have studied a program in solidity to create Student data.

Write-up	Correctness of Program	Documentation of Program	Viva	Timely Completion	Total	Dated Sign of Subject Teacher
4	4	4	4	4	20	

Expected Date of Completion:..... Actual Date of Completion:.....

Assignment No : 5

Title of the Assignment: Write a survey report on types of Blockchains and its real time use cases.

Objective of the Assignment: Students should be able to learn new technology such as metamask. Its application and implementations

Prerequisite:

1. Basic knowledge of cryptocurrency
 2. Basic knowledge of distributed computing concept
 3. Working of blockchain
-

Contents for Theory:

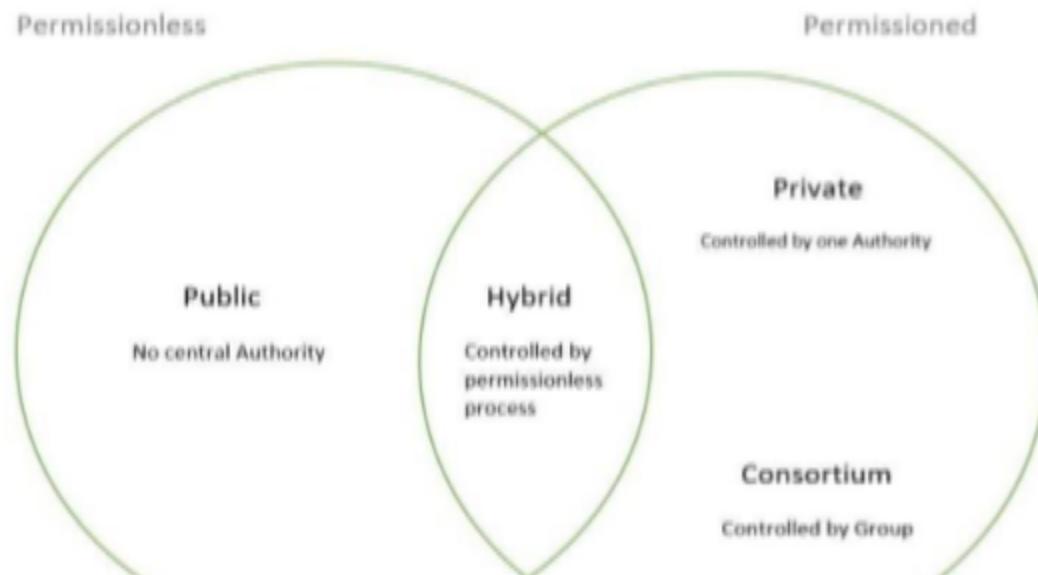
There are 4 types of

blockchain: Public Blockchain.

Private Blockchain.

Hybrid Blockchain.

Consortium Blockchain



1. Public Blockchain

These blockchains are completely open to following the idea of decentralization. They don't have any restrictions, anyone having a computer and internet can participate in the network.

As the name is public this blockchain is open to the public, which means it is not owned by anyone. Anyone having internet and a computer with good hardware can participate in this public blockchain. All the computer in the network hold the copy of other nodes or block present in the network

In this public blockchain, we can also perform verification of transactions or records Advantages:

Trustable: There are algorithms to detect no fraud. Participants need not worry about the other nodes in the network

Secure: This blockchain is large in size as it is open to the public. In a large size, there is greater distribution of records

Anonymous Nature: It is a secure platform to make your transaction properly at the same time, you are not required to reveal your name and identity in order to participate.

Decentralized: There is no single platform that maintains the network, instead every user has a copy of the ledger.

Disadvantages:

Processing: The rate of the transaction process is very slow, due to its large size. Verification of each node is a very time-consuming process.

Energy Consumption: Proof of work is high energy-consuming. It requires good computer hardware to participate in the network

Acceptance: No central authority is there so governments are facing the issue to implement the technology faster.

Use Cases: Public Blockchain is secured with proof of work or proof of stake they can be used to displace traditional financial systems. The more advanced side of this blockchain is the smart contract that enabled this blockchain to support decentralization. Examples of public blockchain are Bitcoin, Ethereum.

2. Private Blockchain

These blockchains are not as decentralized as the public blockchain only selected nodes can participate in the process, making it more secure than the others.

These are not as open as a public blockchain. They are open to some authorized users only.

These blockchains are operated in a closed network.

In this few people are allowed to participate in a network within a company/organization.

Advantages:

Speed: The rate of the transaction is high, due to its small size. Verification of each node is less time- consuming.

Scalability: We can modify the scalability. The size of the network can be decided manually. Privacy: It has increased the level of privacy for confidentiality reasons as the businesses required.

Balanced: It is more balanced as only some user has the access to the transaction which improves the performance of the network.

Disadvantages:

Security- The number of nodes in this type is limited so chances of manipulation are there. These blockchains are more vulnerable.

Centralized- Trust building is one of the main disadvantages due to its central nature. Organizations can use this for malpractices.

Count- Since there are few nodes if nodes go offline the entire system of blockchain can be endangered. Use Cases: With proper security and maintenance, this blockchain is a great asset to secure information without exposing it to the public eye. Therefore companies use them for internal auditing, voting, and asset management. An example of private blockchains is Hyperledger, Corda.

3. Hybrid Blockchain

It is the mixed content of the private and public blockchain, where some part is controlled by some organization and other makes are made visible as a public blockchain.

It is a combination of both public and private blockchain.

Permission-based and permissionless systems are used. User access information via smart contracts

Even a primary entity owns a hybrid blockchain it cannot alter the transaction Advantages:

Ecosystem: Most advantageous thing about this blockchain is its hybrid nature. It cannot be hacked as 51% of users don't have access to the network

Cost: Transactions are cheap as only a few nodes verify the transaction. All the nodes don't carry the verification hence less computational cost.

Architecture: It is highly customizable and still maintains integrity, security, and transparency. Operations: It can choose the participants in the blockchain and decide which transaction can be made public.

Disadvantages:

Efficiency: Not everyone is in the position to implement a hybrid Blockchain. The organization also faces

some difficulty in terms of efficiency in maintenance.

Transparency: There is a possibility that someone can hide information from the user. If someone wants to get access through a hybrid blockchain it depends on the organization whether they will give or not. **Ecosystem:** Due to its closed ecosystem this blockchain lacks the incentives for network participation. **Use Case:** It provides a greater solution to the health care industry, government, real estate, and financial companies. It provides a remedy where data is to be accessed publicly but needs to be shielded privately. Examples of Hybrid Blockchain are Ripple network and XRP token.

4. Consortium Blockchain

It is a creative approach that solves the needs of the organization. This blockchain validates the transaction and also initiates or receives transactions.

Also known as Federated Blockchain.

This is an innovative method to solve the organization's needs. Some part is public and some part is private.

In this type, more than one organization manages the blockchain.

Advantages:

Speed: A limited number of users make verification fast. The high speed makes this more usable for organizations.

Authority: Multiple organizations can take part and make it decentralized at every level. Decentralized authority, makes it more secure.

Privacy: The information of the checked blocks is unknown to the public view. but any member belonging to the blockchain can access it.

Flexible: There is much divergence in the flexibility of the blockchain. Since it is not a very large decision can be taken faster.

Disadvantages:

Approval: All the members approve the protocol making it less flexible. Since one or more organizations are involved there can be differences in the vision of interest.

Transparency: It can be hacked if the organization becomes corrupt. Organizations may hide information from the users.

Vulnerability: If few nodes are getting compromised there is a greater chance of vulnerability in this blockchain

Use Cases: It has high potential in businesses, banks, and other payment processors. Food tracking of the organizations frequently collaborates with their sectors making it a federated solution ideal for their use. Examples of consortium Blockchain are Tendermint and Multichain.

Conclusion-In this way we have explored types of blockchain and its applications in real time

Write-up	Correctness of Program	Documentation of Program	Viva	Timely Completion	Total	Dated Sign of Subject Teacher
4	4	4	4	4	20	

Expected Date of Completion:..... Actual Date of Completion:.....

Assignment No : 6

Title of the Assignment: Write a program to create a Business Network using Hyperledger.

Objective of the Assignment: Students should be able to learn hyperledger .Its application and implementations

Prerequisite:

1. Basic knowledge of cryptocurrency
 2. Basic knowledge of distributed computing concept
 3. Working of blockchain
-

Contents for Theory:

Hyperledger Composer is an extensive, open development toolset and framework to make developing blockchain applications easier. The primary goal is to accelerate time to value, and make it easier to integrate your blockchain applications with the existing business systems.

- You can use Composer to rapidly develop use cases and deploy a blockchain solution in days.
Composer allows you to model your business network and integrate existing systems and data with your
- ~~Hyperledger Composer~~ supports the existing [Hyperledger Fabric blockchain](#) infrastructure and runtime.
Hyperledger Composer generate business network archive (bna) file which you can deploy on existing
- Hyperledger Fabric network

You can use Hyperledger Composer to model business network, containing your existing assets and the transactions related to them

Key Concepts of Hyperledger Composer

1. Blockchain State Storage: It stores all transaction that happens in your hyperledger composer application. It stores transaction in Hyperledger fabric network.

2. Connection Profiles: Connection Profiles to configuration JSON file which help composer to connect to Hyperledger Fabric. You can find Connection Profile JSON file in user's home directory.
3. Assets: Assets are tangible or intangible goods, services, or property, and are stored in registries. Assets can represent almost anything in a business network, for example, a house for sale, the sale listing, the land registry certificate for that house. Assets must have a unique identifier, but other than that, they can contain whatever properties you define.
4. Participants: Participants are members of a business network. They may own assets and submit transactions. Participant must have an identifier and can have any other properties.
5. Identities and ID cards: Participants can be associated with an identity. ID cards are a combination of an identity, a connection profile, and metadata. ID cards simplify the process of connecting to a business network.
6. Transactions: Transactions are the mechanism by which participants interact with assets. Transaction processing logic you can define in JavaScript and you can also emit event for transaction.
7. Queries: Queries are used to return data about the blockchain world-state. Queries are defined within a business network, and can include variable parameters for simple customisation. By using queries, data can be easily extracted from your blockchain network. Queries are sent by using the Hyperledger Composer API.
8. Events: Events are defined in the model file. Once events have been defined, they can be emitted by transaction processor functions to indicate to external systems that something of importance has happened to the ledger.
9. Access Control: Hyperledger is enterprise blockchain and access control is core feature of any business blockchain. Using Access Control rules you can define who can do what in Business networks. The access control language is rich enough to capture sophisticated conditions.
10. Historian registry: The historian is a specialised registry which records successful transactions, including the participants and identities that submitted them. The historian stores transactions as HistorianRecord assets, which are defined in the Hyperledger Composer system namespace.

**Let's create first
Hyperledger
Composer
Application**

Step 1: Start Hyperledger Composer Online version of Local. Click on Deploy a new business network

The screenshot shows the Hyperledger Composer Playground interface. At the top, there's a navigation bar with links like 'Home', 'About', 'Reading', 'Android', 'Java Cryptography', 'To Do - JIRA', 'Mobile Client - Azurite', 'DataViz - Comm...', 'Ruby - How to deal...', 'Algorithm - How to...', and 'Other Bookmarks'. Below the bar, a blue header says 'Hyperledger Composer Playground'. On the left, a sidebar titled 'My Business Networks' contains a 'Hello, Composer!' section with a 'Get Started' button, a 'Basic Sample Network' section, and a 'Get Started' button. To the right, there's a large button labeled 'Deploy a new business network' with a plus sign icon. At the bottom of the page, there are links for 'Legal', 'Privacy', 'Playground v3.6.0', 'Tutorial', 'Back', and 'Community'.

Hyperledger Composer Playground Online version

Step 2: Select empty business network

The screenshot shows the 'Deploy New Business Network' form. At the top, it says 'Not sure where to start? View our Playground tutorial.' Below that, there's a 'Deploy New Business Network' button. The form is divided into two main sections: '1. BASIC INFORMATION' and '2. MODEL NETWORK STARTER TEMPLATE'. In '1. BASIC INFORMATION', there are fields for 'Give your new Business Network a name:' (with 'eg commodity-trading' as an example) and 'Describe what your Business Network will be used for:' (with 'eg Track the exchange of Commodities between traders on a blockchain' as an example). In '2. MODEL NETWORK STARTER TEMPLATE', there's a field for 'Choose a Business Network Definition to start with:' and a note saying 'Choose a sample to play with, start a new project, or import your previous work.' At the bottom, there are links for 'Legal', 'Privacy', 'Playground v3.6.0', 'Tutorial', 'Back', and 'Community'.

Step 3: Fill basic information, select empty business network and click —deployl button from right pannel

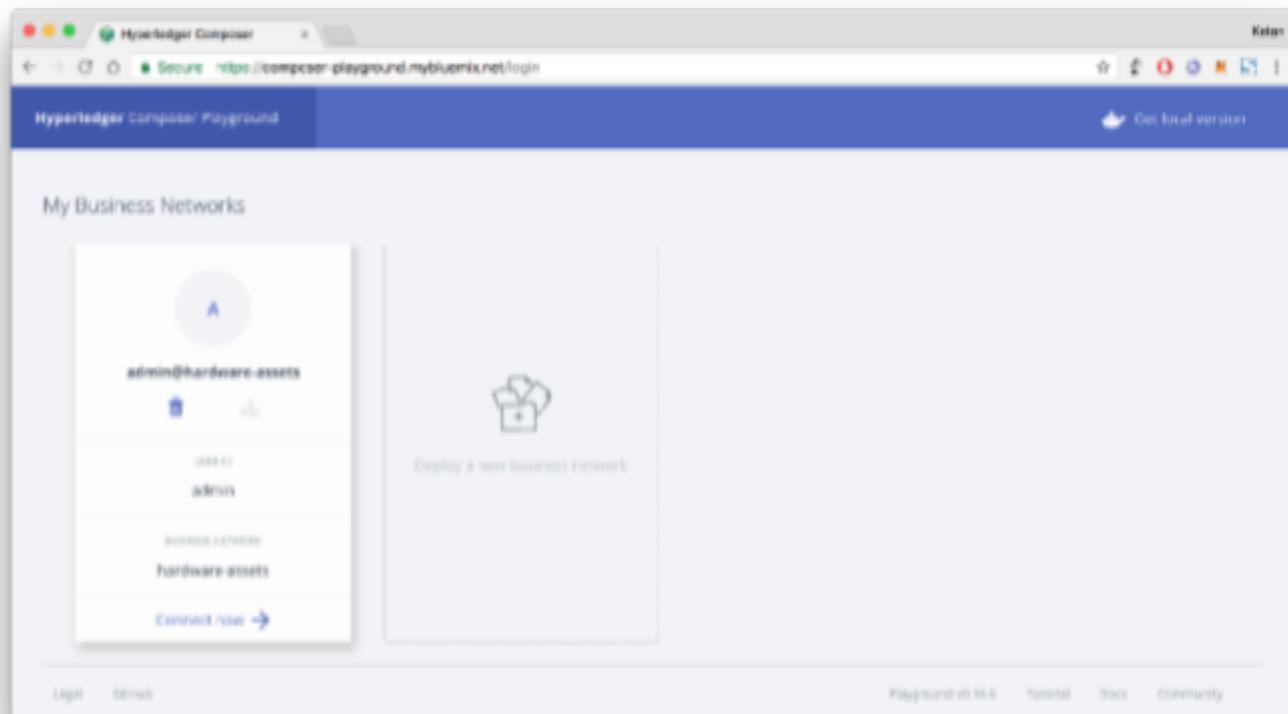
The screenshot shows the Hyperledger Composer Playground interface. At the top, there's a navigation bar with a back arrow, a search bar, and a 'Get local version' button. Below the header, a banner says 'Not sure where to start? View our Playground tutorial.' On the left, a sidebar has a 'My Wallet' section with a back arrow. The main content area is titled 'Deploy New Business Network'. It has two sections: '1. BASIC INFORMATION' and '2. MODEL NETWORK STARTER TEMPLATE'. In '1. BASIC INFORMATION', there are three fields: 'Give your new Business Network a name!' (set to 'hardware-assets'), 'Describe what your Business Network will be used for:' (set to 'Hardware Assets will maintain Software company's hardware'), and 'Give the network admin card that will be created a name' (set to 'eg. admin@hardware-assets'). In '2. MODEL NETWORK STARTER TEMPLATE', it says 'Choose a Business Network Definition to start with:' followed by a note 'Choose a sample to play with, start a new project, or import your previous work'. Below this are three options: 'basic-sample-network' (represented by a document icon), 'empty-business-network' (represented by a blue square icon with a white 'H'), and a file upload area labeled 'Drop here to upload or browse'. To the right of these sections is a 'CONNECTION PROFILE' box with the title 'BASED ON empty-business-network' and the sub-instruction 'Start from scratch with a blank business network'. At the bottom, there are links for 'Legal', 'About', 'Playground v3.1.0', 'Tutorial', 'Back', and 'Community'.

Fill basic information

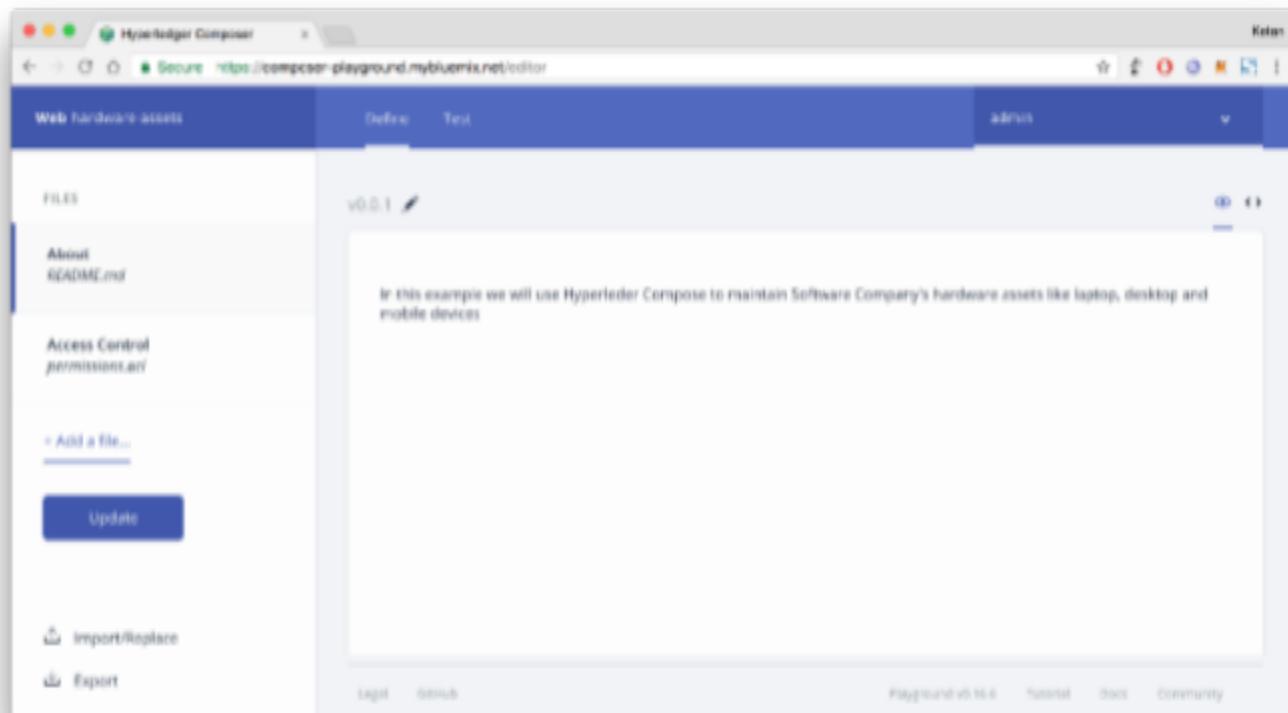
This screenshot is similar to the one above but shows the form after filling in some basic information. The 'basic-sample-network' option is selected in the '2. MODEL NETWORK STARTER TEMPLATE' section. The 'CONNECTION PROFILE' box now includes the message 'Contains: 0 Participant Types, 0 Asset Types, and 0 Transaction Types'. A large blue 'Deploy' button is visible at the bottom right of the main content area.

select empty business network

Step 4: Connect to —hardware-assets— business network that we have just deployed



click on —connect now|| button



Inside hardware-assets business network

Step 5: Click on —+Add a file...|| from left panel and select —model file (.cto)||

Write following code in model file. Model file contain asset in our case it's hardware, participant in our case participants are employee of organisation and transaction as Allocate hardware to employee. Each model has

extra properties. Make sure your have proper and unique namespace. In this example I am using —com.kpbirdll

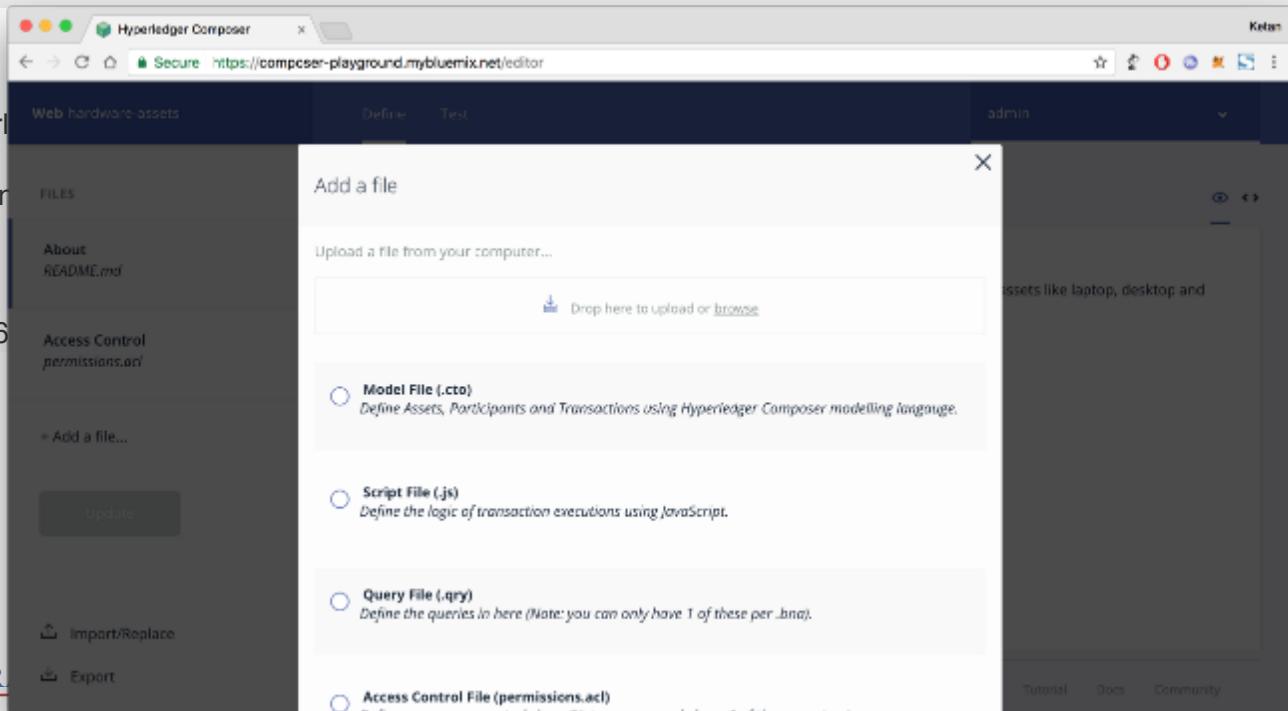
as namespace. You can access all models using this namespace i.e. com.kpbird.Hardware,

com.kpbird.Employee

```
/*
 * Hardware model
 */namespace com.kpbirdasset Hardware identified by
hardwareId { o String hardwareId
o String name
o String type
o String description
o Double quantity
→ Employee owner
}
participant Employee identified by employeeId {
o String employeeId
o String firstName
o String lastName
}
transaction Allocate {
→ Hardware hardware
```

→ Employee newOwner

}



Step 6

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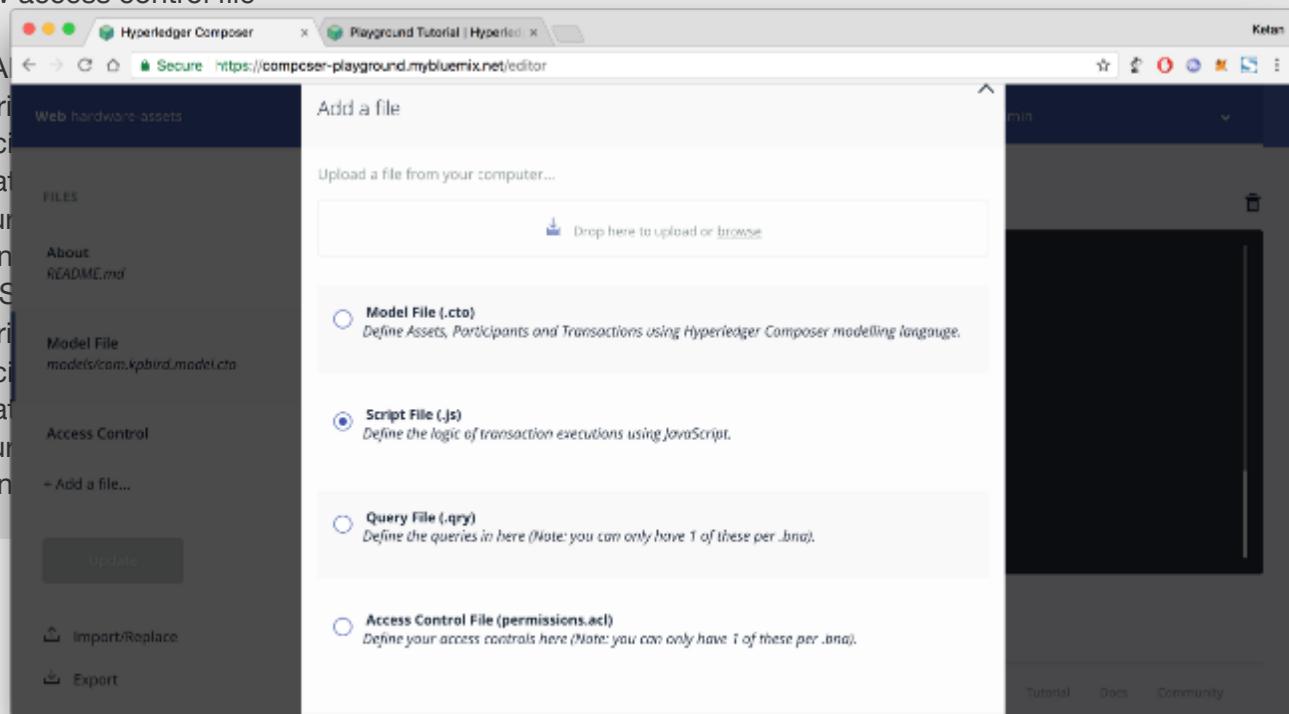
Write following code in Script File. In Script we can define transaction processing logic. In our case we want to allocate hardware to the employee so, we will update owner of hardware. Make sure about annotation above functions @params and @transaction

```
/**  
 * Track the trade of a commodity from one trader to another  
 * @param {com.kpbird.Allocate} trade — the trade to be processed  
 * @transaction  
 */  
function allocateHardware(allocate) {  
    allocate.hardware.owner = allocate.newOwner;  
    return getAssetRegistry('com.kpbird.Hardware')  
        .then(function (assetRegistry) {  
            return assetRegistry.update(allocate.hardware);  
        });  
}
```

Hyperledger Composer Script file reference:
https://hyperledger.github.io/composer/reference/js_scripts.html

Step 7: permissions.acl file sample is already available, Add following code in permissions.acl file.

```
/**  
 * New access control file  
 */  
rule All  
description  
participants  
operator  
resources  
actions  
}rule S  
description  
participants  
operator  
resources  
actions  
}  
}
```



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Hyperledger Composer Access Control Language

reference: https://hyperledger.github.io/composer/reference/acl_language.html

Step 8: Now, It's time to test our hardware assets business network. Hyperledger composer gives —Test|| facility from composer panel it self. Click on —Test|| tab from top panel

Test feature of Hyperledger Composer

Step 9: Create Assets. Click on —Hardware|| from left panel and click —+ Create New Assets|| from right top corner and add following code. We will create Employee#01 in next step. Click on —Create New|| button

```
{  
-$class||: -com.kpbird.Hardware||,  
-hardwareId||: -MAC01||,  
-name||: -MAC Book Pro 2015||,  
-type||: -Laptop||,  
-description||: -Mac Book Proll,  
-quantity||: 1,  
-owner||: -resource:com.kpbird.Employee#01||  
}
```

[Submit Transaction](#)

Asset registry for com.kpbird.Hardware

[+ Create New Asset](#)

ID

Data



This registry is empty!

To create resources in this registry click create new at the top of this page

[Legal](#)[GitHub](#)

Playground v0.16.6

[Tutorial](#)[Docs](#)[Community](#)

The screenshot shows the Hyperledger Composer web interface. On the left, there's a sidebar with tabs for 'PARTICIPANTS', 'Employee', 'ASSETS' (which is selected), and 'TRANSACTIONS'. Under 'ASSETS', there's a sub-tab for 'Hardware'. In the main area, it says 'Asset registry for com.kpbird.Hardware'. There's a table with two columns: 'ID' and 'Data'. One row is shown, with ID 'MAC01' and Data containing the JSON object: { "class": "com.kpbird.Hardware", "hardwareID": "MAC01", "name": "Mac Book Pro 2015", "type": "Laptop", "description": "" }. Below the table is a 'Show All' link. At the bottom of the main area, there's a 'Submit Transaction' button. At the very bottom, there are links for 'Legal', 'GitHub', 'Playground v0.16.6', 'Tutorial', 'Docs', and 'Community'.

After adding Hardware assets

Steps 10: Let's create participants. Click —Employee and click —+ Create New Participants and add following code. We will add two employees

```
{  
-$class: com.kpbird.Employee,  
-employeeId: 01,  
-firstName: Ketan,  
-lastName: Parmar  
}
```

Click on —Create New on dialog

```
{  
-$class: com.kpbird.Employee,  
-employeeId: 02,  
-firstName: Nirjall,  
-lastName: Parmar  
}
```

We have two employees

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The screenshot shows the Hyperledger Composer Test interface at the URL <https://composer-playground.mybluemix.net/test>. The interface has a blue header bar with the title "Hyperledger Composer" and a user dropdown set to "admin". Below the header, there are two tabs: "Define" and "Test", with "Test" being the active tab.

The main content area is titled "Participant registry for com.kpbird.Employee". On the left, there is a sidebar with sections for "PARTICIPANTS", "ASSETS", and "TRANSACTIONS". Under "PARTICIPANTS", the "Employee" tab is selected. A button "+ Create New Participant" is located in the top right of this section.

Under "ASSETS", the "Hardware" tab is selected. Two transactions are listed:

- ID 01**:
Data:

```
{"$class": "com.kpbird.Employee", "employeeId": "01", "firstName": "Karan", "lastName": "Panai"}
```
- ID 02**:
Data:

```
{"$class": "com.kpbird.Employee", "employeeId": "02", "firstName": "Niraj", "lastName": "Panai"}
```

At the bottom left, there is a blue "Submit Transaction" button. At the bottom right, there are links for "Legal", "GitHub", "Playground v0.16.6", "Tutorial", "Docs", and "Community".

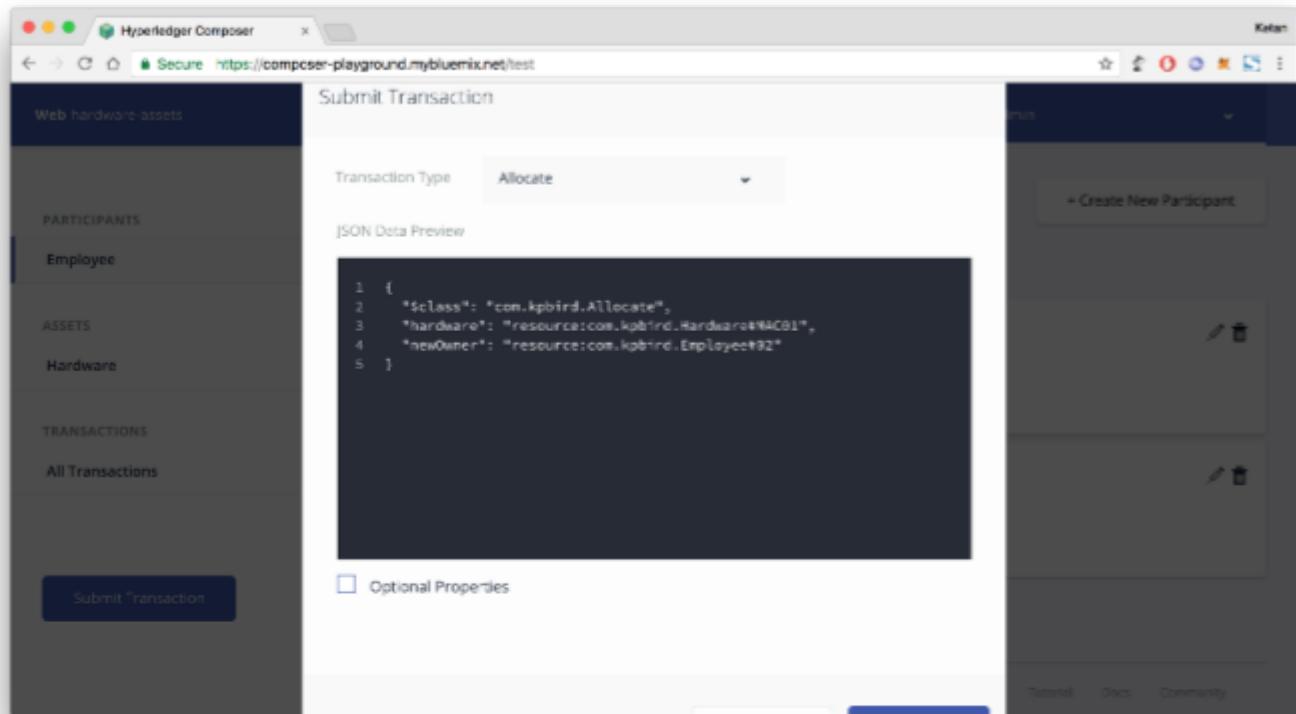
Step 11: It's time to do transaction, We will allocate Macbook Pro from Ketan (Employee#01) to Nirja (Employee#02). Click on —Submit Transaction|| button from left panel. In Transaction dialog, We can see all transaction functions on top —Transaction Type|| dropdown.

Submit Transaction Dialog

```
{  
-$class||: —com.kpbird.Allocate||,  
—hardware||: —resource:com.kpbird.Hardware#MAC01||,  
—newOwner||: —resource:com.kpbird.Employee#02||  
}
```

Now, We are allocating Mac01 to Employee 02. Click Submit button after update above JSON in Transaction Dialog. As soon as you hit submit button. Transaction processed and Transaction Id will generate.

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The screenshot shows the Hyperledger Composer Test interface. On the left, there's a sidebar with sections for PARTICIPANTS (Employee selected), ASSETS, and TRANSACTIONS (All Transactions). A large central area displays the "Participant registry for com.kpbird.Employee". It lists two entries:

ID	Data
01	{ "__class": "com.kpbird.Employee", "employeeId": "01", "firstName": "Ketan", "lastName": "Parmar" }
02	{ "__class": "com.kpbird.Employee", "employeeId": "02", "firstName": "Nirja", "lastName": "Parmar" }

A modal window titled "Submit Transaction Successful" is open, showing the transaction ID: 69098091-c422-40ec-ad09-d2ecb2e83d1c was submitted.

At the bottom of the interface, there are links for Legal, GitHub, Playground v0.16.6, Tutorial, Docs, and Community.

Step 12: Click on —All Transactions— from left panel to verify all transactions. In following screenshots you can see add assets, ass participants and allocation all operation are consider as transactions. —view records will give us more information about transaction.

The screenshot shows the Hyperledger Composer interface with the URL <https://composer-playground.mybluemix.net/editor>. The top navigation bar includes tabs for 'Define' and 'Test', and a user 'admin'. The main content area is titled 'Web hardware assets' and displays a table of transactions:

Employee	Date, Time	Entry Type	Participant	Action
Hardware	2018-03-25, 09:27:37	Allocate	admin (NetworkAdmin)	view record
All Transactions	2018-03-25, 09:23:19	AddParticipant	admin (NetworkAdmin)	view record
All Transactions	2018-03-25, 09:22:59	AddParticipant	admin (NetworkAdmin)	view record
	2018-03-25, 09:20:21	AddAsset	admin (NetworkAdmin)	view record

A blue button labeled 'Submit Transaction' is located at the bottom left. At the bottom right, there are links for 'Playground v0.10.0', 'Tutorial', 'Docs', and 'Community'.

All Transactions

Step 13: Now, It's time to deploy —hardware-assets— business network to Hyperledger Fabric. Click on —Define— tab from top panel and click —Export— button from left panel. Export will create hardware-assets.bna file.

The screenshot shows the Hyperledger Composer interface with the URL <https://composer-playground.mybluemix.net/editor>. The top navigation bar includes tabs for 'Define' and 'Test', and a user 'admin'. The main content area is titled 'Web hardware assets' and shows the 'FILES' section. A file named 'permissions.acl' is open, displaying the following ACL code:

```
1  /**
2   * New access control file
3   */
4  rule ALLAccess {
5    description "ALLAccess = grant everything to everybody."
6    participant PARY
7    operation ALL
8    resource "com.hyperledger.composer.system"
9    action ALLOW
10 }
11
12 rule systemALL{
13   description "System ACL to permit all access"
14   participant "org.hyperledger.composer.system.Participant"
```

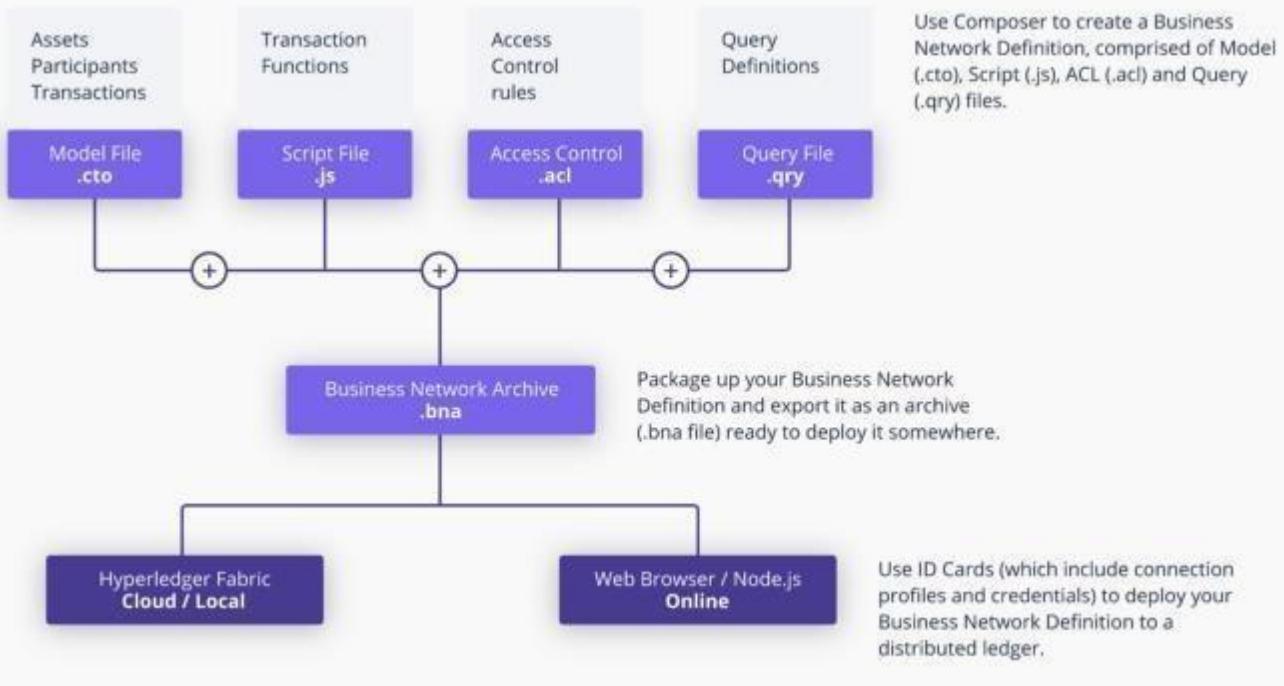
An info message at the bottom states: 'Everything looks good! Any problems detected in your code would be reported here.'

The left sidebar shows files: 'About (README.md)', 'Model File models/com.xiphoid.model.ccf', and a button 'Add a file...'. Below these are buttons for 'Import/Replace' and 'Export'. The 'Export' button is highlighted with a blue background. At the bottom, there are links for 'Playground v0.10.0', 'Tutorial', 'Docs', and 'Community'.

Download hardware-assets.bna file

.bna is Business Network Archive file which contains model, script, network access and query file

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source: <https://hyperledger.github.io/composer/introduction/introduction>

Step 14: Start Docker and run following commands from ~/fabric-tools directory

Install business network to Hyperledger Fabric, If business network is already installed you can use —updatell instead of —installll

```
$composer runtime install -c PeerAdmin@hlfv1 -n hardware-assets
[Ketan-Parmar:fabric-tools ketan$ composer runtime install -c PeerAdmin@hlfv1 -n hardware-assets
✓ Installing runtime for business network hardware-assets. This may take a minute...
Command succeeded
```

Following command will deploy and start hardware-assets.bna file. Change hardware-assets.bna file before you execute following command. networkadmin.card file will generate in ~/fabric-tools directory from previous command.

```
$composer network start -- card PeerAdmin@hlfv1 -- networkAdmin admin -- networkAdminEnrollSecret
adminpw -- archiveFile /Users/ketan/Downloads/hardware-assets.bna -- file networkadmin.card
```

```
Ketan-Parmar:fabric-tools ketan$ composer network start --card PeerAdmin@hlfv1 --networkAdmin admin --networkAdminEnrollSecret adminpw --archiveFile /Users/ketan/Downloads/hardware-assets.bna --file networkadmin.card
Starting business network from archive: /Users/ketan/Downloads/hardware-assets.bna
Business network definition:
  Identifier: hardware-assets@0.0.1
  Description: Hardware Assets will maintain Software company's hardware

Processing these Network Admins:
  userName: admin

✓ Starting business network definition. This may take a minute...
Successfully created business network card:
  Filename: networkadmin.card

Command succeeded
```

To connect business network you need connection card. so we can import networkadmin.card using following command

```
$composer card import -f networkadmin.card
```

To make sure networkadmin.card successfully install you can list cards using following command
\$composer card list

BHARATI VIDYAPEETH'S COLLEGE OF ENGINEERING LAVALE PUNE.

Ketan-Parmar:fabric-tools ketan\$ composer card list
The following Business Network Cards are available:

Connection Profile: hlfv1

Card Name	UserId	Business Network
admin@hardware-assets	admin	hardware-assets
PeerAdmin@trade-network	PeerAdmin	trade-network
admin@trade-network	admin	trade-network
PeerAdmin@hlfv1	PeerAdmin	

Issue `composer card list --name <Card Name>` to get details a specific card

Command succeeded

Following command will make sure that our hardware-assets business network is successfully running in Hyperledger Fabric.

```
$composer network ping — card admin@hardware-assets
```

Ketan-Parmar:fabric-tools ketan\$ composer network ping --card admin@hardware-assets
The connection to the network was successfully tested: hardware-assets
version: 0.16.0
participant: org.hyperledger.composer.system.NetworkAdmin#admin

Command succeeded

Now It's time to interact with REST API. To develop Web or Mobile Application we require REST API. you can run following command to generate REST API for hardware-assets business network.

```
$composer-rest-server
```

```
[Ketan-Parmar:fabric-tools ketan$ composer-rest-server
? Enter the name of the business network card to use: admin@hardware-assets
? Specify if you want namespaces in the generated REST API: always use namespaces
? Specify if you want to enable authentication for the REST API using Passport: No
? Specify if you want to enable event publication over WebSockets: Yes
? Specify if you want to enable TLS security for the REST API: No
```

To restart the REST server using the same options, issue the following command:
composer-rest-server -c admin@hardware-assets -n always -w true

```
Discovering types from business network definition ...
Discovered types from business network definition
Generating schemas for all types in business network definition ...
Generated schemas for all types in business network definition
Adding schemas for all types to Loopback ...
Added schemas for all types to Loopback
Web server listening at: http://localhost:3000
Browse your REST API at http://localhost:3000/explorer
```

rest server will ask few basic information before generate rest api

The screenshot shows the Hyperledger Composer REST server interface at localhost:3000/explorer/#/System. It displays three main sections:

- com_kpbird_Allocate**: A transaction named Allocate
 - GET /com.kpbird.Allocate**: Find all instances of the model matched by filter from the data source.
 - POST /com.kpbird.Allocate**: Create a new instance of the model and persist it into the data source.
 - GET /com.kpbird.Allocate/{id}**: Find a model instance by [id] from the data source.
- com_kpbird_Employee**: A participant named Employee
 - GET /com.kpbird.Employee**: Find all instances of the model matched by filter from the data source.
 - POST /com.kpbird.Employee**: Create a new instance of the model and persist it into the data source.
 - GET /com.kpbird.Employee/{id}**: Find a model instance by [id] from the data source.
 - HEAD /com.kpbird.Employee/{id}**: Check whether a model instance exists in the data source.
 - PATCH /com.kpbird.Employee/{id}**: Replace attributes for a model instance and persist it into the data source.
 - DELETE /com.kpbird.Employee/{id}**: Delete a model instance by [id] from the data source.
- com_kpbird_Hardware**: An asset named Hardware
 - GET /com.kpbird.Hardware**: Find all instances of the model matched by filter from the data source.
 - POST /com.kpbird.Hardware**: Create a new instance of the model and persist it into the data source.

REST API for our hardware assets

The screenshot shows the Hyperledger Composer REST server interface at localhost:3000/explorer/#/System. It displays three main sections:

- PUT /com.kpbird.Employee/{id}**: Replace attributes for a model instance and persist it into the data source.
- DELETE /com.kpbird.Employee/{id}**: Delete a model instance by [id] from the data source.
- com_kpbird_Hardware**: An asset named Hardware
 - GET /com.kpbird.Hardware**: Find all instances of the model matched by filter from the data source.
 - POST /com.kpbird.Hardware**: Create a new instance of the model and persist it into the data source.
 - GET /com.kpbird.Hardware/{id}**: Find a model instance by [id] from the data source.
 - HEAD /com.kpbird.Hardware/{id}**: Check whether a model instance exists in the data source.
 - PATCH /com.kpbird.Hardware/{id}**: Replace attributes for a model instance and persist it into the data source.
 - DELETE /com.kpbird.Hardware/{id}**: Delete a model instance by [id] from the data source.
- System**: General business network methods
 - GET /System/historian**: Get all Historian Records from the Historian.
 - GET /System/historian/{id}**: Get the specified Historian Record from the Historian.
 - GET /System/identities**: Get an Identity from the Identity registry.
 - GET /System/identities/{id}**: Get the specified identity from the identity registry.

REST API methods for all operations

Conclusion: In this way we have learnt about hyperledger and its use case in business world.

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Write-up	Correctness of Program	Documentation of Program	Viva	Timely Completion	Total	Dated Sign of Subject Teacher
4	4	4	4	4	20	

Expected Date of Completion:..... Actual Date of Completion:.....

MINI PROJECT-3

Problem Statement: Develop a Blockchain based application dApp (de-centralized app) for evoting system.

Theory:

Blockchain is a technology that is rapidly gaining momentum in era of industry 4.0. With high security and transparency provisions, it is being widely used in supply chain management systems, healthcare, payments, business, IoT, voting systems, etc.

Why do we need it?

Current voting systems like ballot box voting or electronic voting suffer from various security threats such as DDoS attacks, polling booth capturing, vote alteration and manipulation, malware attacks, etc, and also require huge amounts of paperwork, human resources, and time. This creates a sense of distrust among existing systems.

Some of the disadvantages are:

- Long Queues during elections.
- Security Breaches like data leaks, vote tampering.
- Lot of paperwork involved, hence less eco-friendly and time-consuming.
- Difficult for differently-abled voters to reach polling booth.
- Cost of expenditure on elections is high.

Solution:

Using blockchain, voting process can be made more secure, transparent, immutable, and reliable. How? Let's take an example.

Suppose you are an eligible voter who goes to polling booth and cast vote using EVM (Electronic Voting Machine). But since it's a circuitry after all and if someone tampers with microchip, you may never know that did your vote reach to person for whom you voted or was diverted into another candidate's account?

Since there's no tracing back of your vote. But, if you use blockchain- it stores everything as a transaction that will be explained soon below; and hence gives you a receipt of your vote (in a form of a transaction ID) and you can use it to ensure that your vote has been counted securely.

Now suppose a digital voting system (website/app) has been launched to digitize process and all confidential data is stored on a single admin server/machine, if someone tries to hack it or snoop over it, he/she can change candidate's vote count- from 2 to 22! You may never know that hacker installs malware or performs clickjacking attacks to steal or negate your vote or simply attacks central server.

To avoid this, if system is integrated with blockchain- a special property called immutability protects system. Consider SQL, PHP, or any other traditional database systems. You can insert, update, or delete votes. But in a blockchain you can just **insert data** but cannot update or delete. Hence when you insert something, it stays there forever and no one can manipulate it- Thus name immutable ledger.

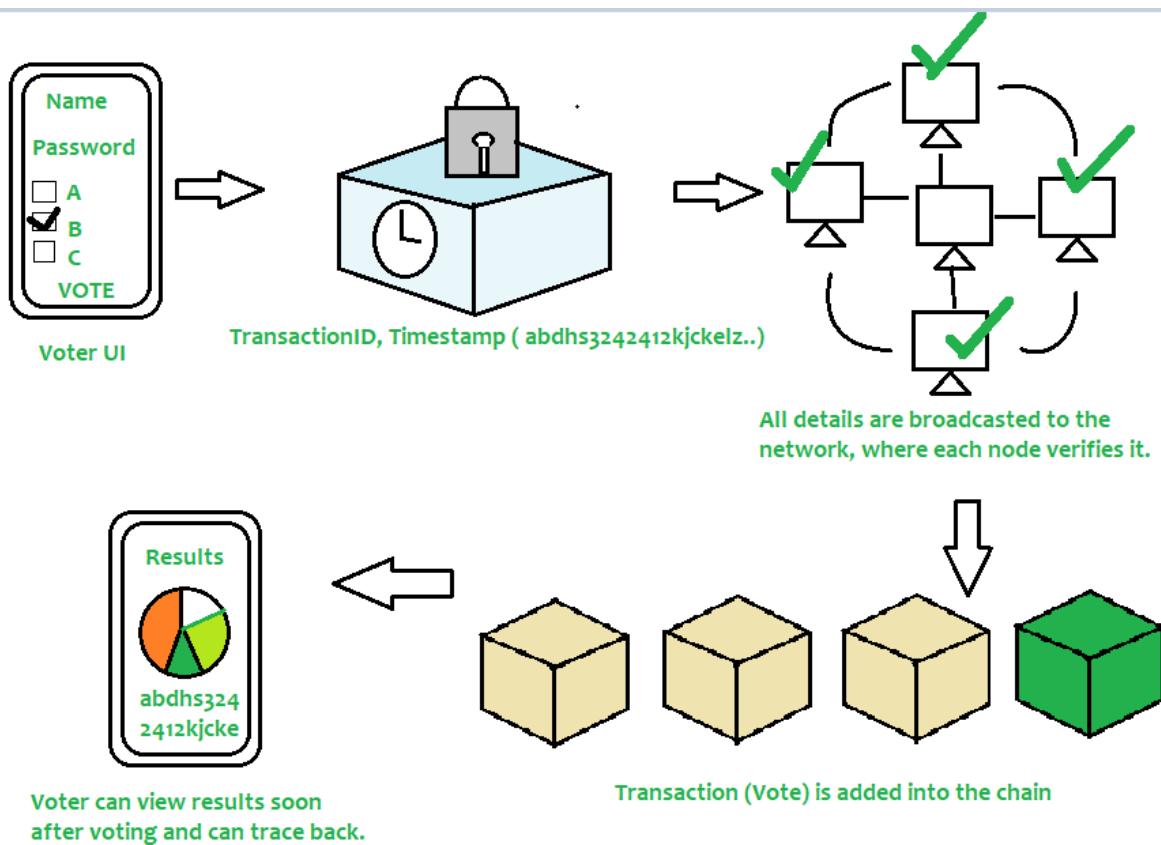
But Building a blockchain system is not enough. It should be decentralized i.e if one server goes down or something happens on a particular node, other nodes can function normally and do not have to wait for victim node's recovery.

So a gist of advantages are listed below:

- You can vote anytime/anywhere (During Pandemics like COVID-19 where it's impossible to hold elections physically)
- Secure
- Immutable
- Faster
- Transparent

Let's visualize process

It is always interesting to learn things if it's visually explained. Hence diagram given below explains how the blockchain voting works.



According to above diagram, voter needs to enter his/her credentials in order to vote. All data is then encrypted and stored as a transaction. This transaction is then broadcasted to every node in network, which in turn is then verified. If network approves transaction, it is stored in a block and added to chain. Note that once a block is added into chain, it stays there forever and can't be updated. Users can now see results and also trace back transaction if they want.

Since current voting systems don't suffice to security needs of modern generation, there is a need to build a system that leverages security, convenience, and trust involved in voting process. Hence voting systems make use of Blockchain technology to add an extra layer of security and encourage people to vote from any time, anywhere without any hassle and makes voting process more cost-effective and time-saving.

Code:

E-Voting App

A simple E-voting Decentralised App using the Ethereum Blockchain, Solidity and the MERN(MongoDB, Express.js, ReactJS, Node.js) stack

Ethereum is an open source, public, blockchain-based distributed computing platform and operating system featuring smart contract functionality.

About the D-App

The E-Voting app has 2 main users:

1. Admin
2. Voter

Admin can create an election and add candidates to the Ethereum Blockchain

Users(Voters) can select an election and vote for a candidate of their choice

Dependencies

- Node.js
- npm
- React.js
- Web3.js
- Ganache-cli
- Truffle
- Solidity
- MongoDB
- Metamask

Getting Started To deploy the Smart Contract

1. Install Ganache and create a workspace.
2. Install Truffle npm package globally by running `npm install -g truffle`.
3. Run `truffle migrate --reset` from the command line to deploy the smart contract to the blockchain.
4. Download Metamask Chrome extension for the browser to help interaction between the application and the blockchain.

To run react development server

```
cd blockchain  
npm start
```

Conclusion

Hence we have successfully made this mini project.