17. What is discrete attributes?

Ans:

Countably infinite set of values; which may on may not be nepresented as integers.

8. What is Continuous attributes?

Ans:

A Continuous attribute has a numeric or Continuous attribute values.

Dischele: All the Values are Cotegonial

he Weather Problem

Surry	Tenpendar	Humidily		Flog
Sung	HOL	High	Sling	150
-		1	P. M. DU	
	100	A 19	and I	

Table: Weathers Table

the stool to the attribute of a

11. Tempa Temperalune

in Humidity iv. Wind

H Play AIRA TOMAGE AT class. I table of JAA historical data

Colon

Cancer

olm.

Jures



Pager 16 He solve Jealure 41 Jealure value 4165, (26A! Outlook Sunny
Oveneat

Rain Temparature Hoto de Lodd & Cool monder solves Humidily High Roomal Wind > Weak 267 Es Personulation; Combination adjut 3 x 3 x a x a = 36 of Combination The Decision Tree the saleyer and Combination aller mules wholes optimal that

Then signific to to talk the tople of

subject to present the man

i Cutter Front column

Cco Cco

H Machine Learning Models Rules as siles I learn asia, 1. If Outlook = Surmy & Humadity = High then Play = No 2. If outlook = Surmy & Humidity = Normal then Play = YES 3. If outlast - Summy & soulles all - yes 3. If outlook = Overlost then Play = Yes 4. If Outlook = Rain & Hind = Strong then Play = No 5. If outlook = Rain & Wind = Weak then Play = Yes => -AR hules generate appa day top agos

rochoesent and Joble of -12 Numeric Value French

Table: Weather Data with some Numeric Attributes

Outlook	Temperature	Humidity	Wind	Play
Sunny	85	85	Weak	No
Sunny	80	90	Strong	No
Overcast	83	86	Weak	Yes
Rain	70	96	Weak	Yes
Rain	68	80	Weak	Yes
Rain	65	70	Strong	No
Overcast	64	65	Strong	Yes
Sunny	72	95	Weak	No
Sunny	69	70	Weak	Yes
Rain	75	80	Weak	Yes
Sunny	75	70	Strong	Yes
Overcast	72	90	Strong	Yes
Overcast	81	75	Weak	Yes
Rain	71	91	Strong	No

Major Rules 481 and -> 1. If Outlook = Sunny & Aunidity > 75 then Play = No a. If outlook = Surmy & Humisity & 75 then Play = Yes 3. If outlook = OverCast then. Play = 7 Yes 4. If Outlook = Rain & Wind = Strong tren Play = No 5. D) Outlook = Rain & Wind = Weak then Play = Yes 田田田 75 gar Shoeadsh throeshold Point. 用在5.1. 任何 对 Humidity con- SeParate 可吸, I Threshold Point 80 - Culpoint / Disence Dischedice Point -491 -29, A Define Concept. - Concept is the thing to be learned. 4 Define Concept Description Ans:

The cutPut Produced by a learning classifien.

Pu Deline Instances - Things that ane to be classified on associated on clustened.

न्यादिक व्यक्ति क्ष्याद्व क्ष्याद्व क्ष्याद्व क्ष्याद्व व्यक्ष क्ष्याद्व व्यक्ति व्यक

Blubal is Flat File

Ans:

Contains a single table of data.

4 Desire Attribute

Ans:

Attribute is a data field, trepresenting a Characteristic on feature of a data object.

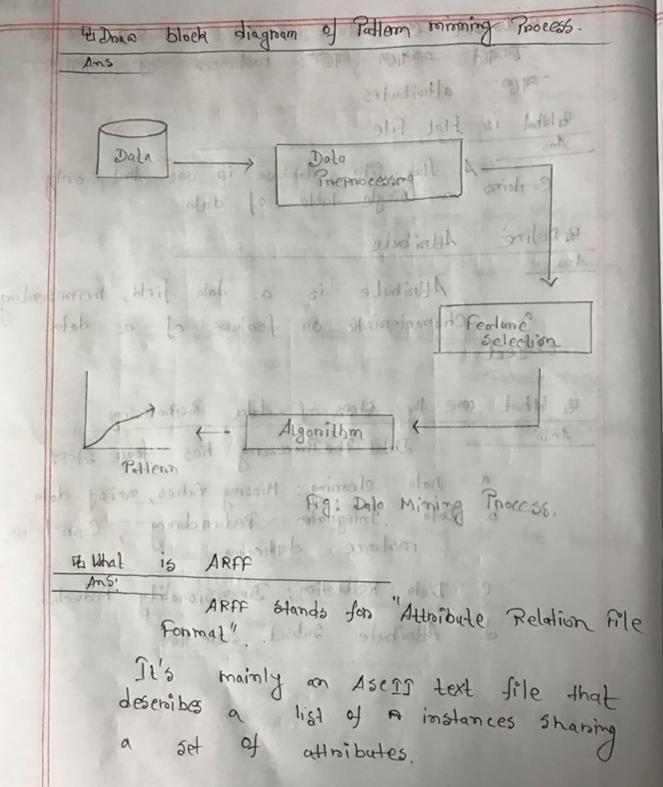
西 What are the Steps of data Preprocessing

Ans:

Data Pre-Processing has four steps

- a. Data cleaning: Missing Values, noist data.
- b. Data Integnation: Redundancy, Connelation, instance duplication.
- c. Data Reduction: Dimensionality Reduction
- d. Altribute Subset selection





Ans:

KNIN is a Classification algorithm. It is supervised.

It lakes a bunch of labelled Points & uses

them to learn how to label others Points. To

label a new Point it looks at the labelled

Points closest to the new Point. & has

those neighborns vale.

How the KNN algorithm.

Input: D=121, ...

Input: D=1×1,..., xi,..., xn,
Output: KNNT Classifien, KNNT
Method:

a find XED, that identity the k meanest meighbours. Regardless of Class label, G.

b. Out of these instances, $X = \{x_1, x_2, \dots, x_k\}$ identify the numbers of instances, K_i that belog to class C_i . Where i = 1, 2, N; $\Sigma_i : K_i = k$.

C. Assign X1ed to the class of with the maximum number of ki of instances.

Colon

Canel

into

H D and braining data

H x and Negroest neighbours of test data

म Кий प वर्षकर्श कि निमल्य का क्या - अंभ .

fair of Training set and mass!

ii. Validation set

mi. Test set.

व्यक्त वर्षावर्शन क्ष्या क्ष्या वर्षा क्ष्या वर्षा

meighborna valeige

	Treating set	Validation Set	Test set
1.	80 ./-	10 %.	10 %
2.	70 %.	15.1.	151.
3.	₹0 1.	· A · A · A	30%

Owled that clossifier, kint Training Set

a. Model for Accain 640 tune 4064

b. Classifien construet toga Validation set

a. Hypero-paroumetero tune (4 - 579) mila

someten to ist to

b. Accuracy and,
c. Validation Accuracy maximize ango,
d.

1est set a. Test set adual accumacy and

in the part fixed types is good for the में kun न distance खिन कहना न्या नारे distance - श्वादि दिवं रखा ग्रांग

a. Endidean Distance

b. Manhallan Distance

Eudidean Distance:

(x, x) - root Point; (a, b) with - root Point, : अध्यक् सम्राज्य Enelidean Distance क्रम (d, d), (a,b) = \((x-a)^{a} + (d-b)^{2}

Manhattan Distance:

(x, y) war Point; (a,b) wya _min Point -1649 Harold Manhattan Distance an (a, y), (a, b) = 1x-91 + 1y-by

Pagery

3		: 1000
	B The	Jollowing dataset (Table 1) with 1200
1	Continue	(acid alwaybility & strongth) to classify
1	11 - 11	1000 1 1:4410 GaDob 15 9000 010 10C.
	who have	The work would be to the total and the total
9	and the	A ₁ A ₂ Class Div
		7 Franksit Badbilbuil 0
		7 Gamelan Badla front d
		3 4 Good to cook ibuil
	April Com	MULT 1d(0): 50907 100000000 (600)
-		Age model and the proper and
	Now	the Ladon Produces 14 money lissue Papers
- 11	,	are largery
	(V .)	12 1 Pass Johannatony Jest With A1 =3
	(Xnew)	the factory Produces a new lissue Papers that Pass laboratory test with A1=3, So Classify the Man 4 sind 1, Honness
	Az = 7.	To Classify the mea using k-hearest
	Az = Z.	(knn) classifier, where k=3 & distance
	Az = Z.	(knn) classifier, where k=3 & distance
	Az = Z.	(knn) classifien, where k=3 & distance js Distance [Spring 19]
	Az = Z. neighbor function Ans:	(knn) classifier, where k=3 & distance
	Az = Z.	(knn) classifien, where k=3 & distance js Distance [Spring 19]
	Az = Z. neighbor function Ans:	Classify the mea using k-hearest (knn) classifien, where k=3 & distance js Distance [Spraing 19]
	Az = Z. neighbor Aunotion Ans:	Classify the mean using k-hearest (knn) classifien, where $k=3$ & distance is Distance [Spraing 19] [d-5] + 10-21 (d-6), had a little of the control of th
	Az = Z. neighbor Aunotion Ans:	Classify the mean using k-heanest (knn) classifien, where $k=3$ & distance is Distance [Spring 19] A2 Distance 7 $\sqrt{(7-3)^2+(7-7)^2}=\sqrt{4^2-4}$
	Az = Z. neighbor Aunotion Ans: A1 7	So Classify the mean using k-hearest (knn) classifien, where $k=3$ & distance 5510 Distance 570 Distance 7 Distance
	Az = Z. neighbor Aunotion Ans:	Classify the mean using k-heanest (knn) classifien, where $k=3$ & distance is Distance [Spring 19] A2 Distance 7 $\sqrt{(7-3)^2+(7-7)^2}=\sqrt{4^2-4}$

				1	Page-719
Mumber of molances	Distance 1	Heanest 15	Mojority Clas	Majority	Voling
1	4	Yes	Bad		
2	5	No	×	N. T.	
3	3	Tes	Good	Good	Col
4	3.60	1 25	Grood	rhod	ra
grian	the difference	Sim - gans	Population !		bossification
Ans.	Differ	nences believe	en Classidie	ration 15 Regn	ession
	Classification	m	Rec		1.0
a Great	D the out	Put into	a Proedici	ing training	ng data. of
Categoni	cal varia	ble then	b. If it Continuous negroession	-then it	numbers/ /
one 1	is labelle m on 6) -	Loso oh	e. Prediction	n of a	quartity

Similarities between Classification & Regnession

a. Both are supervised learning

b. Develop Proedictive model based on

both input & output data

* Classification -> Supervised Learning

* Regnession -> Supervised Learning

* Clustening -> Unsupervised Learning

Patrite the disadvantage of KNN-

Ans:

KNN is a Lazy Tearmers. It

aloes not Tearn anything Iron training

data. It simply uses the training data

itself Jon classification.

Unite the drawback of KNN

HOUP!

Idhere It's complexity is (O(KN))?

N= Total number of neighbours N= Number of nearest neighbours.

It takes too much time for new test data it round from the beginning.