patient9

Anuhya B S

2022-06-09

```
#Importing libraries
library('R.matlab')
## R.matlab v3.6.2 (2018-09-26) successfully loaded. See ?R.matlab for help.
## Attaching package: 'R.matlab'
## The following objects are masked from 'package:base':
##
##
       getOption, isOpen
library(caTools)
library(e1071)
library(class)
library(tree)
library(randomForest)
## randomForest 4.7-1.1
## Type rfNews() to see new features/changes/bug fixes.
#Loading Data
p1 <- readMat("data-science-P9.mat")</pre>
info <- as.data.frame(p1[2])</pre>
info <- t(info)</pre>
info <- as.data.frame(info)</pre>
lab.grp <-as.data.frame(matrix(nrow=0,ncol=1))</pre>
lab.wrd <-as.data.frame(matrix(nrow=0,ncol=1))</pre>
for (i in 1:360){
  lab.grp <- rbind(lab.grp,info$cond[[i]])</pre>
  lab.wrd <- rbind(lab.wrd,info$word[[i]])</pre>
}
p1.data <- p1$data
voxels <-as.data.frame(matrix(nrow=0,ncol=21764))</pre>
for (i in 1:360){
  voxels <- rbind(voxels,p1.data[[i]][[1]])</pre>
# Principal Component Analysis for Feature Reduction
pr.out <- prcomp(voxels)</pre>
cumsum((pr.out$sdev^2)/sum(pr.out$sdev^2))
```

 $\hbox{\tt [1]} \ \ 0.3675054 \ \ 0.4327803 \ \ 0.4790144 \ \ 0.5014683 \ \ 0.5228530 \ \ 0.5410088 \ \ 0.5566538$

```
##
     [8] 0.5700061 0.5829515 0.5948079 0.6048651 0.6130246 0.6209160 0.6280424
##
    [15] 0.6344185 0.6403233 0.6457196 0.6505302 0.6551881 0.6595356 0.6637704
##
    [22] 0.6679014 0.6719160 0.6758192 0.6795210 0.6830529 0.6865717 0.6899127
    [29] 0.6932039 0.6963851 0.6994571 0.7024948 0.7054560 0.7083006 0.7110526
    [36] 0.7136801 0.7163041 0.7188245 0.7213023 0.7236958 0.7260182 0.7283126
    [43] 0.7305439 0.7327689 0.7349290 0.7370403 0.7391118 0.7411553 0.7431807
##
    [50] 0.7451570 0.7470798 0.7489629 0.7508308 0.7526480 0.7544500 0.7562357
    [57] 0.7579627 0.7596730 0.7613595 0.7630095 0.7646394 0.7662472 0.7678327
##
    [64] 0.7694076 0.7709668 0.7724999 0.7740295 0.7755265 0.7769938 0.7784536
    [71] 0.7798828 0.7813104 0.7827116 0.7840983 0.7854802 0.7868442 0.7881949
    [78] 0.7895282 0.7908598 0.7921692 0.7934639 0.7947543 0.7960359 0.7972954
    [85] 0.7985464 0.7997855 0.8010161 0.8022453 0.8034636 0.8046715 0.8058586
##
    [92] 0.8070419 0.8082216 0.8093933 0.8105522 0.8117045 0.8128505 0.8139932
   [99] 0.8151275 0.8162599 0.8173893 0.8185038 0.8196168 0.8207219 0.8218146
## [106] 0.8229052 0.8239880 0.8250634 0.8261285 0.8271913 0.8282487 0.8292966
## [113] 0.8303404 0.8313764 0.8324094 0.8334379 0.8344598 0.8354771 0.8364904
  [120] 0.8374988 0.8384961 0.8394893 0.8404784 0.8414622 0.8424379 0.8434106
  [127] 0.8443814 0.8453484 0.8463113 0.8472724 0.8482262 0.8491788 0.8501275
## [134] 0.8510741 0.8520168 0.8529578 0.8538960 0.8548312 0.8557559 0.8566794
## [141] 0.8575989 0.8585139 0.8594251 0.8603331 0.8612389 0.8621410 0.8630415
## [148] 0.8639370 0.8648303 0.8657229 0.8666094 0.8674924 0.8683731 0.8692507
## [155] 0.8701272 0.8709971 0.8718649 0.8727304 0.8735955 0.8744562 0.8753123
## [162] 0.8761651 0.8770131 0.8778608 0.8787030 0.8795448 0.8803805 0.8812139
## [169] 0.8820449 0.8828732 0.8836977 0.8845199 0.8853399 0.8861584 0.8869757
## [176] 0.8877894 0.8886004 0.8894081 0.8902128 0.8910152 0.8918176 0.8926182
## [183] 0.8934176 0.8942134 0.8950064 0.8957971 0.8965860 0.8973727 0.8981586
## [190] 0.8989424 0.8997233 0.9005012 0.9012774 0.9020488 0.9028170 0.9035843
## [197] 0.9043486 0.9051101 0.9058702 0.9066294 0.9073870 0.9081420 0.9088935
## [204] 0.9096441 0.9103946 0.9111418 0.9118867 0.9126308 0.9133706 0.9141084
## [211] 0.9148441 0.9155766 0.9163080 0.9170362 0.9177637 0.9184875 0.9192081
## [218] 0.9199273 0.9206441 0.9213608 0.9220751 0.9227883 0.9234990 0.9242087
## [225] 0.9249152 0.9256194 0.9263224 0.9270227 0.9277220 0.9284197 0.9291153
## [232] 0.9298090 0.9304999 0.9311902 0.9318790 0.9325655 0.9332507 0.9339343
## [239] 0.9346150 0.9352936 0.9359685 0.9366428 0.9373147 0.9379847 0.9386531
## [246] 0.9393191 0.9399835 0.9406455 0.9413059 0.9419659 0.9426231 0.9432773
## [253] 0.9439283 0.9445788 0.9452263 0.9458716 0.9465152 0.9471578 0.9477977
## [260] 0.9484362 0.9490723 0.9497079 0.9503410 0.9509718 0.9516007 0.9522280
## [267] 0.9528533 0.9534765 0.9540984 0.9547181 0.9553372 0.9559542 0.9565689
## [274] 0.9571824 0.9577940 0.9584028 0.9590092 0.9596136 0.9602173 0.9608196
## [281] 0.9614190 0.9620178 0.9626143 0.9632101 0.9638053 0.9643974 0.9649859
## [288] 0.9655696 0.9661522 0.9667334 0.9673143 0.9678945 0.9684724 0.9690492
## [295] 0.9696219 0.9701928 0.9707618 0.9713294 0.9718929 0.9724551 0.9730161
## [302] 0.9735746 0.9741307 0.9746864 0.9752376 0.9757873 0.9763349 0.9768804
## [309] 0.9774233 0.9779631 0.9785016 0.9790376 0.9795716 0.9801045 0.9806370
## [316] 0.9811659 0.9816919 0.9822156 0.9827358 0.9832530 0.9837692 0.9842828
## [323] 0.9847920 0.9852946 0.9857964 0.9862918 0.9867765 0.9872593 0.9877372
## [330] 0.9882126 0.9886746 0.9891304 0.9895840 0.9900332 0.9904767 0.9909155
## [337] 0.9913511 0.9917858 0.9922156 0.9926414 0.9930597 0.9934737 0.9938859
## [344] 0.9942941 0.9947009 0.9951034 0.9955016 0.9958964 0.9962862 0.9966725
## [351] 0.9970564 0.9974368 0.9978130 0.9981868 0.9985590 0.9989268 0.9992887
## [358] 0.9996486 1.0000000 1.0000000
pcs <- as.data.frame(pr.out$x[,1:300])</pre>
pcs$grp <- lab.grp$V1</pre>
```

```
#pcs$wrd <- lab.wrd$V1</pre>
# Splitting data into training and test data
set.seed(100)
#sample <- sample(1:nrow(pcs), 300)</pre>
pcs.train <- pcs[1:300,]</pre>
pcs.test <- pcs[301:360,]
#pcs.train <- subset(pcs, sample == TRUE)</pre>
#pcs.test <- subset(pcs, sample == FALSE)</pre>
pcs.train.x <- subset(pcs.train, select = -c(grp))</pre>
pcs.train.labs <- pcs.train$grp</pre>
pcs.test.x <- subset(pcs.test, select = -c(grp))</pre>
pcs.test.labs <- pcs.test$grp</pre>
# Classification Algorithms
# Naive Bayes Classifier
nb.fit <- naiveBayes(grp ~ . , data = pcs.train)</pre>
nb.class <- predict(nb.fit,pcs.test.x)</pre>
nb.class
    [1] manmade
                   clothing manmade
                                        vegetable vehicle
                                                              insect
                                                                        vehicle
  [8] furniture vehicle
                             insect
                                        buildpart buildpart manmade
                                                                        insect
## [15] bodypart tool
                             vegetable manmade
                                                   manmade
                                                             manmade
                                                                        vehicle
## [22] tool
                   vegetable wegetable manmade
                                                   manmade
                                                              insect
                                                                        vehicle
## [29] buildpart vegetable manmade
                                        vegetable vegetable manmade
                                                                        insect
## [36] clothing vehicle
                             manmade
                                        clothing clothing
                                                                        insect
                                                             manmade
## [43] vehicle
                   building insect
                                        furniture vehicle
                                                              insect
                                                                        vehicle
## [50] furniture tool
                             tool
                                        vegetable animal
                                                              building clothing
## [57] tool
                   vegetable manmade
                                        buildpart
## 12 Levels: animal bodypart building buildpart clothing furniture ... vehicle
confusion_mat.nb = as.matrix(table(Actual_Values = pcs.test.labs, Predicted_Values = nb.class))
print(confusion_mat.nb)
                 Predicted_Values
##
  Actual_Values animal bodypart building buildpart clothing furniture insect
                                 0
##
       animal
                       0
                                          0
                                                     1
                                                               0
                       0
                                 0
                                                               0
                                                                                 2
##
       bodypart
                                          1
                                                     0
                                                                         1
##
       building
                       0
                                 0
                                          0
                                                     0
                                                               0
                                                                         0
                                                                                 1
                                                               2
##
       buildpart
                       0
                                 0
                                          1
                                                     0
                                                                         0
                                                                                 0
##
       clothing
                       0
                                 0
                                          0
                                                     0
                                                               1
                                                                                 1
##
                       0
                                 1
                                          0
                                                     1
                                                               0
                                                                         0
                                                                                 1
       furniture
##
       insect
                       0
                                 0
                                          0
                                                     0
                                                               0
                                                                         0
                                                                                 1
                       0
                                 0
                                          0
                                                     0
                                                                         2
##
       kitchen
                                                               1
                                                                                 1
##
       manmade
                       1
                                 0
                                          0
                                                     0
                                                               0
                                                                         0
                                                                                 0
##
       tool
                       0
                                 0
                                          0
                                                     0
                                                               1
                                                                         0
                                                                                 1
##
       vegetable
                       0
                                 0
                                          0
                                                     0
                                                               0
                                                                         0
                                                                                 0
##
       vehicle
                       0
                                 0
                                          0
                                                                                 0
##
                 Predicted_Values
## Actual_Values kitchen manmade tool vegetable vehicle
##
       animal
                        0
                                 1
                                      0
                                                 1
##
       bodypart
                        0
                                 0
                                      1
                                                 0
                                                         0
                                 2
                                      1
                                                 0
##
       building
                        0
                                                         1
```

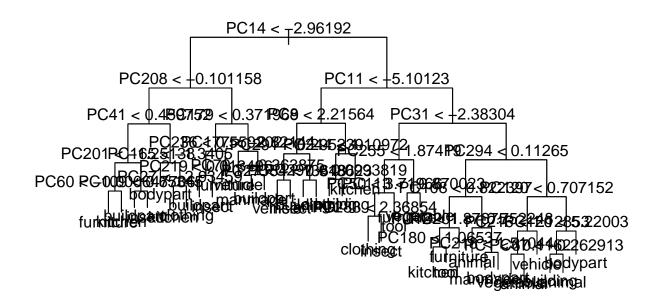
```
buildpart
                                                   1
##
                                  1
                                        0
                                                            0
##
       clothing
                          0
                                  2
                                        0
                                                   0
                                                             1
                         0
                                                             0
##
       furniture
                                   1
                                        0
                                                   1
##
       insect
                         0
                                   1
                                        0
                                                   0
                                                            3
##
       kitchen
                         0
                                  0
                                        0
                                                   1
                                                             0
##
       manmade
                         0
                                  1
                                        2
                                                   0
                                                             1
##
       tool
                          0
                                        1
                                                   1
                                                             0
##
                         0
                                  2
                                        0
                                                   2
       vegetable
                                                             1
##
       vehicle
                          0
                                        0
                                                   2
                                                             0
print(mean(nb.class == pcs.test$grp))
## [1] 0.1
# KNN
knn.pred <- knn(pcs.train.x, pcs.test.x, pcs.train.labs, k=5)</pre>
confusion_mat.knn = as.matrix(table(pcs.test.labs, knn.pred))
print(confusion_mat.knn)
##
                 knn.pred
## pcs.test.labs animal bodypart building buildpart clothing furniture insect
##
       animal
                        1
                                  0
                                             0
                                                        0
                                                                  1
##
                                             0
                                                        0
                                                                  2
                                                                                     0
       bodypart
                        1
                                   1
                                                                             1
##
       building
                        1
                                  0
                                             1
                                                        0
                                                                  0
                                                                             0
                                                                                     2
##
       buildpart
                        1
                                  0
                                             0
                                                        0
                                                                  0
                                                                             2
                                                                                     0
##
       clothing
                        1
                                   0
                                             0
                                                        0
                                                                  0
                                                                             0
                                                                                     0
##
                        0
                                                        0
                                                                  0
                                                                             0
                                                                                     0
       furniture
                                   1
                                             1
##
       insect
                        0
                                  0
                                             0
                                                        0
                                                                  2
                                                                             0
                                                                                     0
                        0
                                  0
                                             3
                                                        0
##
       kitchen
                                                                  1
                                                                             1
                                                                                     0
##
       manmade
                        0
                                  0
                                             1
                                                        0
                                                                  1
                                                                             1
                                                                                     1
                        0
                                   2
                                                        0
                                                                  0
                                                                                     0
##
                                             1
                                                                             0
       tool
                        0
                                             0
                                                                                     0
##
       vegetable
                                   1
                                                        1
                                                                  1
                                                                             0
##
                        0
                                   0
                                                                  0
                                                                             2
                                                                                     0
       vehicle
                                             1
                                                        1
##
                 knn.pred
##
   pcs.test.labs kitchen manmade tool vegetable vehicle
##
                                  0
                                        0
       animal
                         0
                                                   0
                                                             2
##
       bodypart
                          0
                                   0
                                        0
                                                   0
                                                             0
##
       building
                         1
                                  0
                                        0
                                                   0
                                                             0
##
       buildpart
                          1
                                   0
                                        0
                                                   0
                                                             1
                         2
                                                   0
                                                             0
##
       clothing
                                   1
                                        1
##
       furniture
                          1
                                   0
                                        0
                                                   2
                                                             0
                         2
                                  0
                                                             0
##
       insect
                                                   0
                                        1
##
       kitchen
                         0
                                  0
                                        0
                                                   0
                                                             0
                         0
##
       manmade
                                  0
                                        0
                                                   0
                                                             1
##
                          0
                                  0
                                        2
                                                   0
                                                            0
       tool
                                                             0
##
       vegetable
                          1
                                   1
                                        0
                                                   0
       vehicle
                          1
                                        0
                                                   0
                                                             0
print(mean(knn.pred == pcs.test$grp))
## [1] 0.08333333
# Decision Trees
```

tree.fit <- tree(as.factor(grp) ~ ., data = pcs.train)</pre>

set.seed(100)

```
##
## Classification tree:
## tree(formula = as.factor(grp) ~ ., data = pcs.train)
## Variables actually used in tree construction:
## [1] "PC14" "PC208" "PC41" "PC201" "PC60" "PC109" "PC165" "PC27" "PC179"
## [10] "PC236" "PC219" "PC177" "PC70" "PC11" "PC8" "PC291" "PC84" "PC244"
## [19] "PC297" "PC31" "PC255" "PC50" "PC283" "PC113" "PC294" "PC108" "PC12"
## [28] "PC180" "PC218" "PC120" "PC216" "PC1" "PC67"
## Number of terminal nodes: 37
## Residual mean deviance: 2.009 = 528.3 / 263
## Misclassification error rate: 0.3867 = 116 / 300

plot(tree.fit)
text(tree.fit, pretty = 0)
```



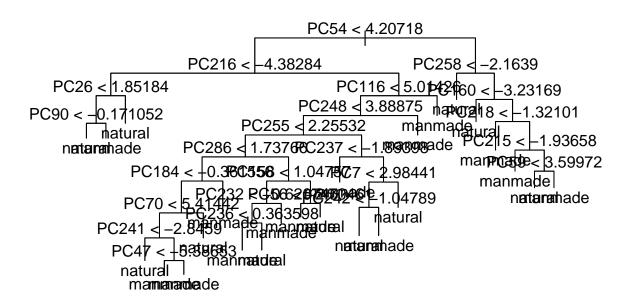
```
tree.pred <- predict(tree.fit, newdata = pcs.test, type = "class")</pre>
tree.pred
## [1] furniture buildpart clothing building building building building
## [8] vehicle clothing building tool
                                            animal
                                                     vehicle
                                                               vegetable
## [15] buildpart furniture kitchen manmade
                                                     clothing building
                                            kitchen
## [22] furniture insect furniture animal
                                            kitchen
                                                     buildpart insect
## [29] kitchen vehicle animal clothing insect
                                                     kitchen
                                                              building
## [36] buildpart insect clothing bodypart buildpart kitchen
                                                              manmade
## [43] animal insect buildpart animal kitchen building manmade
```

```
## [50] vehicle
                   vegetable furniture furniture kitchen
                                                              vehicle
## [57] insect
                   manmade
                              insect
                                        manmade
## 12 Levels: animal bodypart building buildpart clothing furniture ... vehicle
confusion_mat.dt = as.matrix(table(pcs.test.labs, tree.pred))
print(confusion_mat.dt)
##
                 tree.pred
## pcs.test.labs animal bodypart building buildpart clothing furniture insect
##
       animal
                       0
                                 0
                                           0
                                                     0
                                                               1
       bodypart
                       1
                                 0
                                           1
                                                     0
                                                               0
##
                                                                          1
                                                                                  1
##
       building
                       0
                                 0
                                           0
                                                     0
                                                               0
                                                                          0
                                                                                  1
##
       buildpart
                       0
                                 1
                                           1
                                                     0
                                                               0
                                                                          0
                                                                                  0
##
                                 0
                                           2
                                                               0
                                                                          0
                                                                                  0
       clothing
                       1
                                                     1
##
       furniture
                       1
                                 0
                                           1
                                                     1
                                                               0
                                                                          0
                                                                                  0
##
       insect
                       0
                                 0
                                           1
                                                     1
                                                               1
                                                                          1
                                                                                  1
                                 0
##
       kitchen
                       0
                                           1
                                                     1
                                                               1
                                                                          0
                                                                                  0
##
       manmade
                       1
                                 0
                                           0
                                                     0
                                                               0
                                                                          1
                                                                                  0
##
       tool
                       0
                                 0
                                           0
                                                     2
                                                               0
                                                                          2
                                                                                  1
                                                     0
##
                                 0
                                           1
                                                               1
                                                                          0
       vegetable
                       1
                                                                                  1
##
                       0
                                 0
                                           0
       vehicle
                                                                                  1
##
                 tree.pred
  pcs.test.labs kitchen manmade tool vegetable vehicle
##
##
       animal
                        1
                                 1
                                      1
##
                        0
                                      0
                                                 0
                                                          0
       bodypart
                                 1
##
       building
                        1
                                 1
                                      0
                                                 1
                                                          1
##
       buildpart
                        2
                                 0
                                      0
                                                 0
                                                          1
##
       clothing
                        1
                                 0
                                      0
                                                 0
                                                          0
##
       furniture
                        2
                                 0
                                      0
                                                 0
                                                          0
##
       insect
                        0
                                 0
                                      0
                                                 0
                                                          0
##
       kitchen
                        0
                                 0
                                      0
                                                 0
                                                          2
                                      0
                                                          0
##
       manmade
                        1
                                 1
                                                 1
##
       tool
                        0
                                 0
                                      0
                                                 0
                                                          0
##
       vegetable
                        0
                                 0
                                      0
                                                 0
                                                          1
                                      0
                                                 0
                                                          0
##
       vehicle
                        1
                                 1
print(mean(tree.pred == pcs.test$grp))
## [1] 0.03333333
# Random Forest
rf.fit <- randomForest(as.factor(grp) ~ ., data = pcs.train,, mtry = 80, importance = TRUE)
summary(rf.fit)
##
                    Length Class Mode
## call
                       6
                            -none- call
                       1
                            -none- character
## type
## predicted
                     300
                            factor numeric
## err.rate
                    6500
                            -none- numeric
## confusion
                     156
                            -none- numeric
## votes
                    3600
                           matrix numeric
## oob.times
                     300
                           -none- numeric
## classes
                      12
                            -none- character
## importance
                    4200
                            -none- numeric
## importanceSD
                    3900
                           -none- numeric
```

```
## localImportance
                        0
                             -none- NULL
## proximity
                        0
                            -none- NULL
                            -none- numeric
## ntree
                        1
                             -none- numeric
## mtry
                        1
## forest
                       14
                             -none- list
                      300
                            factor numeric
## y
## test
                        0
                             -none- NULL
                             -none- NULL
                        0
## inbag
## terms
                        3
                             terms call
rf.pred <- predict(rf.fit, newdata = pcs.test, type = "class")</pre>
confusion_mat.rf = as.matrix(table(pcs.test.labs, rf.pred))
print(confusion_mat.rf)
##
                 rf.pred
## pcs.test.labs animal bodypart building buildpart clothing furniture insect
                        0
                                  0
                                            0
                                                       1
                                                                 1
##
       bodypart
                        0
                                  1
                                            0
                                                       0
                                                                 0
                                                                             2
                                                                                    0
##
       building
                        1
                                  1
                                            1
                                                       0
                                                                 0
                                                                             0
                                                                                    0
                                                                 0
                                                                             2
                                                                                    0
##
                        0
                                  0
                                            0
                                                       0
       buildpart
##
                        0
                                  0
                                            0
                                                       0
                                                                             2
                                                                                    0
       clothing
                                            2
##
                                  0
                                                                 0
       furniture
                        0
                                                       1
                                                                             1
                                                                                    1
##
       insect
                        1
                                  0
                                            0
                                                       0
                                                                             0
                                                                                    0
##
       kitchen
                        0
                                  0
                                            0
                                                       0
                                                                 0
                                                                             0
                                                                                    3
##
       manmade
                        0
                                  0
                                            0
                                                       0
                                                                 0
                                                                             2
                                                                                    1
                        0
                                  0
                                            0
                                                       0
##
       tool
                                                                 1
                                                                             0
                                                                                    0
##
       vegetable
                        1
                                  0
                                            0
                                                       1
                                                                 0
                                                                             0
                                                                                    1
##
       vehicle
                        0
                                  0
                                            0
                                                       1
                                                                             1
                                                                                    0
##
                 rf.pred
## pcs.test.labs kitchen manmade tool vegetable vehicle
                                  0
##
       animal
                         1
                                        1
                                                   0
                                                            0
                                                   0
                                                            0
##
       bodypart
                         1
                                  0
                                        1
##
       building
                         0
                                        0
                                                            0
                                  1
                                                   1
##
       buildpart
                         1
                                  2
                                        0
                                                   0
                                                            0
                                                   2
                                                            0
##
       clothing
                         0
                                  0
                                        1
##
       furniture
                         0
                                  0
                                        0
                                                   0
                                                            0
##
       insect
                                  0
                                                   0
                         1
                                        1
                                                            1
##
       kitchen
                         0
                                  0
                                        2
                                                   0
                                                            0
##
       manmade
                         0
                                  0
                                        0
                                                   1
                                                            1
##
       tool
                         0
                                  2
                                        1
                                                   1
                                                            0
##
                         0
                                  2
                                                   0
                                                            0
       vegetable
                                        0
       vehicle
                                                            0
                         1
                                        1
                                                   1
print(mean(rf.pred == pcs.test$grp))
## [1] 0.06666667
manmade <- c("furniture", "clothing", "manmade", "tool", "kitchen", "vehicle", "building", "buildpart")
natural <- c("insect", "animal", "vegetable", "bodypart")</pre>
df_new <- within(pcs, {</pre>
cls <- "manmade"</pre>
cls[grp %in% manmade] <- "manmade"</pre>
cls[grp %in% natural] <- "natural"</pre>
pcs$cls <- df_new$cls</pre>
```

```
# Splitting data into training and test data
set.seed(100)
#sample <- sample(1:nrow(pcs), 300)</pre>
pcs.train <- pcs[1:300,]</pre>
pcs.test <- pcs[301:360,]</pre>
#pcs.train <- subset(pcs, sample == TRUE)</pre>
#pcs.test <- subset(pcs, sample == FALSE)</pre>
pcs.train.x <- subset(pcs.train, select = -c(grp,cls))</pre>
pcs.train.labs <- pcs.train$cls</pre>
pcs.test.x <- subset(pcs.test, select = -c(grp,cls))</pre>
pcs.test.labs <- pcs.test$cls</pre>
# Classification Algorithms
# Naive Bayes Classifier
nb.fit <- naiveBayes(cls ~ . , data = pcs.train)</pre>
nb.class <- predict(nb.fit,pcs.test.x)</pre>
nb.class
## [1] manmade manmade manmade manmade manmade manmade manmade manmade
## [10] natural natural manmade manmade natural manmade manmade manmade
## [19] manmade manmade manmade manmade natural manmade manmade manmade
## [28] manmade manmade natural manmade natural manmade manmade manmade
## [37] manmade manmade manmade manmade manmade manmade manmade manmade
## [46] manmade natural manmade manmade manmade manmade natural natural
## [55] manmade manmade manmade manmade natural
## Levels: manmade natural
confusion mat.nb = as.matrix(table(Actual Values = pcs.test.labs, Predicted Values = nb.class))
print(confusion_mat.nb)
                Predicted_Values
## Actual_Values manmade natural
         manmade
                      17
         natural
print(mean(nb.class == pcs.test$cls))
## [1] 0.6
# KNN
knn.pred <- knn(pcs.train.x, pcs.test.x, pcs.train.labs, k=7)
confusion_mat.knn = as.matrix(table(pcs.test.labs, knn.pred))
print(confusion_mat.knn)
##
                knn.pred
## pcs.test.labs manmade natural
                      35
##
         manmade
##
         natural
                      17
                               3
print(mean(knn.pred== pcs.test$cls))
## [1] 0.6333333
```

```
# Decision Trees
set.seed(100)
tree.fit <- tree(as.factor(cls) ~ ., data = pcs.train)</pre>
## Warning in tree(as.factor(cls) ~ ., data = pcs.train): NAs introduced by
## coercion
summary(tree.fit)
##
## Classification tree:
## tree(formula = as.factor(cls) ~ ., data = pcs.train)
## Variables actually used in tree construction:
## [1] "PC54" "PC216" "PC26" "PC90" "PC116" "PC248" "PC255" "PC286" "PC184"
## [10] "PC70" "PC241" "PC47" "PC158" "PC232" "PC236" "PC56" "PC237" "PC7"
## [19] "PC242" "PC258" "PC160" "PC218" "PC215" "PC59"
## Number of terminal nodes: 25
## Residual mean deviance: 0.1521 = 41.83 / 275
## Misclassification error rate: 0.03333 = 10 / 300
plot(tree.fit)
text(tree.fit, pretty = 0)
```



```
tree.pred <- predict(tree.fit, newdata = pcs.test, type = "class")</pre>
```

Warning in pred1.tree(object, tree.matrix(newdata)): NAs introduced by coercion

```
tree.pred
## [1] manmade natural manmade natural manmade manmade manmade manmade
## [10] natural manmade natural manmade natural natural natural natural
## [19] manmade manmade manmade manmade manmade manmade manmade natural manmade
## [28] manmade manmade natural manmade manmade natural manmade
## [37] natural manmade natural manmade manmade manmade manmade manmade natural
## [46] manmade natural manmade natural manmade natural manmade manmade
## [55] manmade manmade manmade natural manmade
## Levels: manmade natural
confusion_mat.dt = as.matrix(table(pcs.test.labs, tree.pred))
print(confusion mat.dt)
##
                tree.pred
## pcs.test.labs manmade natural
         manmade
                      25
                             15
##
                      15
                              5
         natural
print(mean(tree.pred== pcs.test$cls))
## [1] 0.5
# Random Forest
rf.fit <- randomForest(as.factor(cls) ~ ., data = pcs.train,, mtry = 80, importance = TRUE)
summary(rf.fit)
##
                  Length Class Mode
## call
                     6
                         -none- call
## type
                     1
                         -none- character
## predicted
                   300
                         factor numeric
## err.rate
                   1500
                         -none- numeric
## confusion
                     6
                          -none- numeric
## votes
                   600
                         matrix numeric
## oob.times
                   300
                         -none- numeric
## classes
                     2
                         -none- character
## importance
                   1204
                         -none- numeric
                   903
## importanceSD
                         -none- numeric
## localImportance
                      0
                         -none- NULL
## proximity
                     0
                         -none- NULL
## ntree
                     1
                          -none- numeric
                     1
## mtry
                         -none- numeric
## forest
                    14
                         -none- list
                   300
                         factor numeric
## y
## test
                     0
                         -none- NULL
                     0
                          -none- NULL
## inbag
## terms
                     3
                          terms call
rf.pred <- predict(rf.fit, newdata = pcs.test, type = "class")</pre>
confusion_mat.rf = as.matrix(table(pcs.test.labs, rf.pred))
print(confusion_mat.rf)
               rf.pred
## pcs.test.labs manmade natural
##
        manmade
                     40
                             10
```

##

natural

10

print(mean(rf.pred== pcs.test\$cls))

[1] 0.8333333