Patient1

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```
#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-P1.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))
```

 $\hbox{\tt [1]} \ \ 0.1284251 \ \ 0.1818392 \ \ 0.2276481 \ \ 0.2576118 \ \ 0.2872661 \ \ 0.3132465 \ \ 0.3335796$

```
##
     [8] 0.3527293 0.3681385 0.3820825 0.3947036 0.4062525 0.4173842 0.4280308
##
    [15] 0.4375966 0.4465732 0.4543799 0.4620049 0.4689290 0.4757182 0.4817589
    [22] 0.4874297 0.4929791 0.4984840 0.5036335 0.5086756 0.5135455 0.5181183
     [29] \ \ 0.5225876 \ \ 0.5269454 \ \ 0.5312656 \ \ 0.5353798 \ \ 0.5394489 \ \ 0.5432898 \ \ 0.5471219 
    [36] 0.5508520 0.5544628 0.5580128 0.5615106 0.5648759 0.5681696 0.5713843
    [43] 0.5745205 0.5776289 0.5806993 0.5837051 0.5866697 0.5895515 0.5924070
##
    [50] 0.5951867 0.5979022 0.6005987 0.6032598 0.6058986 0.6085061 0.6111015
    [57] 0.6136590 0.6161896 0.6186408 0.6210702 0.6234894 0.6258829 0.6282246
##
    [64] 0.6305573 0.6328475 0.6351255 0.6373934 0.6396218 0.6418282 0.6440231
    [71] 0.6461943 0.6483202 0.6504356 0.6525346 0.6546134 0.6566890 0.6587281
    [78] 0.6607632 0.6627869 0.6647940 0.6667813 0.6687531 0.6707123 0.6726591
    [85] 0.6745922 0.6765038 0.6784058 0.6802965 0.6821739 0.6840322 0.6858838
    [92] 0.6877256 0.6895625 0.6913841 0.6931918 0.6949893 0.6967818 0.6985605
   [99] 0.7003318 0.7020908 0.7038486 0.7056030 0.7073536 0.7090855 0.7108106
## [106] 0.7125278 0.7142363 0.7159332 0.7176253 0.7193100 0.7209896 0.7226623
## [113] 0.7243245 0.7259794 0.7276231 0.7292573 0.7308901 0.7325131 0.7341298
  [120] 0.7357434 0.7373450 0.7389380 0.7405306 0.7421171 0.7436984 0.7452743
  [127] 0.7468443 0.7484081 0.7499681 0.7515205 0.7530648 0.7546054 0.7561360
## [134] 0.7576637 0.7591828 0.7606968 0.7622096 0.7637181 0.7652167 0.7667107
## [141] 0.7682001 0.7696846 0.7711627 0.7726376 0.7741053 0.7755707 0.7770307
## [148] 0.7784896 0.7799421 0.7813922 0.7828379 0.7842789 0.7857138 0.7871459
## [155] 0.7885751 0.7899926 0.7914093 0.7928238 0.7942351 0.7956424 0.7970403
## [162] 0.7984342 0.7998233 0.8012091 0.8025885 0.8039604 0.8053312 0.8066948
## [169] 0.8080457 0.8093953 0.8107408 0.8120825 0.8134215 0.8147590 0.8160907
## [176] 0.8174193 0.8187422 0.8200624 0.8213764 0.8226885 0.8239955 0.8252985
## [183] 0.8265976 0.8278930 0.8291873 0.8304766 0.8317647 0.8330474 0.8343268
## [190] 0.8356033 0.8368765 0.8381449 0.8394082 0.8406668 0.8419220 0.8431727
## [197] 0.8444175 0.8456611 0.8469030 0.8481436 0.8493778 0.8506072 0.8518338
## [204] 0.8530583 0.8542780 0.8554950 0.8567085 0.8579187 0.8591236 0.8603230
## [211] 0.8615208 0.8627151 0.8639066 0.8650902 0.8662726 0.8674506 0.8686230
## [218] 0.8697942 0.8709626 0.8721254 0.8732875 0.8744444 0.8755995 0.8767528
## [225] 0.8779018 0.8790467 0.8801904 0.8813300 0.8824672 0.8836011 0.8847317
## [232] 0.8858543 0.8869738 0.8880899 0.8892036 0.8903152 0.8914228 0.8925276
## [239] 0.8936298 0.8947297 0.8958257 0.8969177 0.8980050 0.8990891 0.9001706
## [246] 0.9012497 0.9023274 0.9034014 0.9044665 0.9055287 0.9065863 0.9076431
## [253] 0.9086986 0.9097497 0.9107977 0.9118449 0.9128858 0.9139252 0.9149613
## [260] 0.9159926 0.9170225 0.9180498 0.9190713 0.9200909 0.9211065 0.9221209
## [267] 0.9231316 0.9241400 0.9251473 0.9261482 0.9271489 0.9281477 0.9291423
## [274] 0.9301323 0.9311201 0.9321024 0.9330837 0.9340634 0.9350411 0.9360148
## [281] 0.9369843 0.9379506 0.9389138 0.9398714 0.9408258 0.9417777 0.9427277
## [288] 0.9436767 0.9446210 0.9455622 0.9464963 0.9474277 0.9483578 0.9492835
## [295] 0.9502066 0.9511273 0.9520405 0.9529517 0.9538585 0.9547611 0.9556614
## [302] 0.9565580 0.9574522 0.9583431 0.9592326 0.9601173 0.9609995 0.9618804
## [309] 0.9627590 0.9636339 0.9645072 0.9653751 0.9662365 0.9670962 0.9679525
## [316] 0.9688077 0.9696531 0.9704918 0.9713281 0.9721641 0.9729951 0.9738193
## [323] 0.9746417 0.9754547 0.9762665 0.9770750 0.9778775 0.9786761 0.9794723
## [330] 0.9802584 0.9810366 0.9818025 0.9825608 0.9833120 0.9840564 0.9847937
## [337] 0.9855226 0.9862507 0.9869728 0.9876895 0.9884010 0.9890982 0.9897930
## [344] 0.9904840 0.9911637 0.9918337 0.9924965 0.9931576 0.9938106 0.9944580
## [351] 0.9951030 0.9957330 0.9963593 0.9969815 0.9975988 0.9982117 0.9988151
## [358] 0.9994108 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] tool
                  buildpart animal
                                        vegetable clothing furniture building
  [8] buildpart building animal
                                                                       bodypart
                                        vehicle tool
                                                             kitchen
## [15] insect
                  bodypart animal
                                        tool
                                                  manmade
                                                             kitchen
                                                                       tool
## [22] vehicle
                  bodypart buildpart animal
                                                  insect
                                                             animal
                                                                       buildpart
## [29] manmade
                                                  building animal
                  kitchen
                             tool
                                        vehicle
                                                                       buildpart
                                                            clothing furniture
## [36] manmade
                  bodypart
                             building tool
                                                  clothing
## [43] animal
                  bodypart tool
                                        bodypart
                                                  insect
                                                             vehicle
                                                                       buildpart
## [50] insect
                  tool
                             tool
                                        buildpart bodypart buildpart insect
## [57] manmade
                  vegetable buildpart clothing
## 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
                       1
                                         0
                                                    1
                                                              0
                                                                                1
                       0
                                3
                                          0
                                                    0
                                                              0
##
       bodypart
                                                                        1
                                                                                0
##
       building
                       0
                                1
                                          0
                                                    1
                                                              1
                                                                        0
                                                                                0
##
       buildpart
                       0
                                0
                                          0
                                                    1
                                                              0
                                                                        0
                                                                                1
##
       clothing
                       1
                                0
                                          0
                                                    0
                                                              1
                                                                                1
##
                       2
                                0
                                         0
                                                    1
                                                              0
                                                                        0
                                                                                1
       furniture
##
       insect
                       1
                                1
                                         1
                                                    0
                                                              0
                                                                        0
                                                                                0
                                                    2
                       0
                                0
                                          0
                                                              0
##
       kitchen
                                                                        1
                                                                                1
##
       manmade
                       1
                                1
                                          0
                                                    0
                                                              0
                                                                        0
                                                                                0
##
       tool
                       0
                                0
                                          0
                                                    2
                                                              1
                                                                        0
                                                                                0
##
       vegetable
                       1
                                0
                                          3
                                                    0
                                                              0
                                                                        0
                                                                                0
##
       vehicle
                       0
                                1
                                          0
                                                    1
                                                                                0
##
                Predicted_Values
## Actual_Values kitchen manmade tool vegetable vehicle
##
       animal
                        0
                                0
                                     0
                                                1
##
       bodypart
                        0
                                0
                                     0
                                                0
                                                         1
                                     0
                                                0
                                                        0
##
       building
                        1
                                1
```

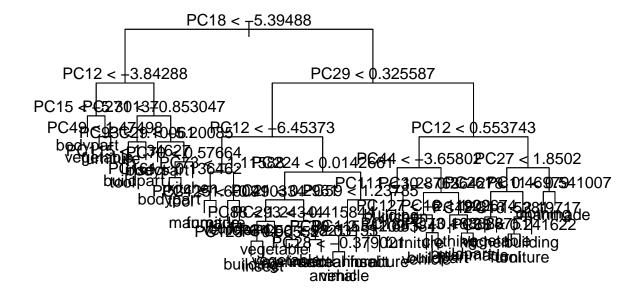
```
buildpart
##
                                        1
                                                    1
                                                            0
##
       clothing
                          0
                                   1
                                        1
                                                    0
                                                             0
                         0
                                   0
                                                             0
##
       furniture
                                        1
                                                   0
##
       insect
                         0
                                   0
                                        2
                                                   0
                                                            0
##
       kitchen
                         0
                                   0
                                        0
                                                   0
                                                             1
##
       manmade
                         0
                                   0
                                        2
                                                   0
                                                             1
##
       tool
                          0
                                   0
                                        2
                                                    0
                                                             0
##
                                   0
                                        0
                                                   0
                                                             0
       vegetable
                          1
##
       vehicle
                                        0
                                                    0
                                                             0
print(mean(nb.class == pcs.test$grp))
## [1] 0.1333333
# 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
                                                                                     2
##
                        0
                                   0
                                             0
                                                        0
                                                                                     0
       bodypart
                                                                  1
                                                                             1
##
       building
                        0
                                   0
                                             3
                                                        0
                                                                  0
                                                                             0
                                                                                     0
##
                        0
                                   0
                                             1
                                                        1
                                                                  0
                                                                             0
                                                                                     0
       buildpart
##
       clothing
                        0
                                   0
                                             1
                                                        0
                                                                  2
                                                                             1
                                                                                     0
                        0
                                   0
##
       furniture
                                             0
                                                        1
                                                                  1
                                                                             1
                                                                                     0
##
       insect
                                   0
                                             1
                                                        1
                                                                  0
                                                                             0
                        1
                                                                                     1
                                   0
                                             0
                                                                  0
##
       kitchen
                        1
                                                        1
                                                                             0
                                                                                     0
##
       manmade
                        0
                                   0
                                             0
                                                        0
                                                                  0
                                                                             0
                                                                                     0
                                   0
                                             0
                                                        0
                                                                  0
                                                                             0
##
                        1
                                                                                     1
       tool
                                             0
                                                                                     0
##
       vegetable
                        1
                                   0
                                                        1
                                                                  0
                                                                             0
##
                        0
                                                        0
                                                                             0
                                                                                     2
       vehicle
                                   1
                                             1
##
                 knn.pred
##
   pcs.test.labs kitchen manmade tool vegetable vehicle
##
                                        0
       animal
                         0
                                                   0
                                                             0
                                   1
##
       bodypart
                          0
                                   3
                                        0
                                                    0
                                                             0
##
       building
                         0
                                   1
                                        0
                                                   0
                                                             1
                                   2
##
       buildpart
                         0
                                        0
                                                   0
                                                             1
                                   0
                                        0
                                                   0
                                                             0
##
       clothing
                         1
##
       furniture
                          0
                                   2
                                        0
                                                    0
                                                             0
                                                             0
##
       insect
                         0
                                   1
                                        0
                                                   0
##
       kitchen
                         1
                                   1
                                        1
                                                    0
                                                             0
                         0
                                   2
                                                             2
##
       manmade
                                        0
                                                    1
##
                         3
                                   0
                                        0
                                                    0
                                                             0
       tool
                                                             0
##
       vegetable
                          1
                                   0
                                        1
                                                    1
       vehicle
                                        0
                                                    0
                                                             0
print(mean(knn.pred == pcs.test$grp))
## [1] 0.2166667
```

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

Decision Trees
set.seed(100)

```
##
## Classification tree:
## tree(formula = as.factor(grp) ~ ., data = pcs.train)
## Variables actually used in tree construction:
## [1] "PC18" "PC12" "PC15" "PC49" "PC271" "PC93" "PC115" "PC29" "PC70"
## [10] "PC161" "PC73" "PC24" "PC125" "PC224" "PC21" "PC88" "PC293" "PC44"
## [19] "PC50" "PC59" "PC30" "PC28" "PC111" "PC127" "PC138" "PC16" "PC27"
## [28] "PC261" "PC42" "PC68" "PC11"
## Number of terminal nodes: 41
## Residual mean deviance: 1.689 = 437.5 / 259
## Misclassification error rate: 0.3333 = 100 / 300

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



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

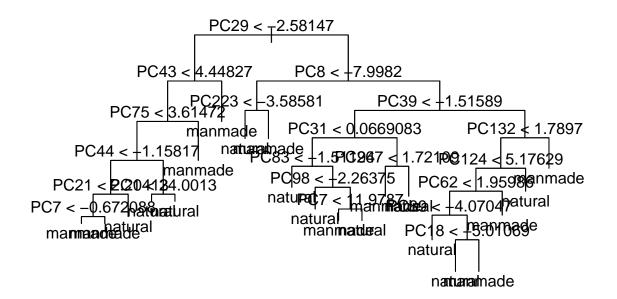
```
## [50] vegetable animal
                              tool
                                         manmade
                                                    buildpart furniture vehicle
## [57] furniture animal
                              tool
                                         insect
## 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
                       2
                                 0
                                           1
                                                      0
                                                               0
       bodypart
                       0
                                 1
                                           0
                                                      1
                                                                1
                                                                          0
                                                                                  0
##
##
       building
                       0
                                 0
                                           1
                                                      0
                                                               0
                                                                          2
                                                                                  0
##
       buildpart
                       0
                                 0
                                           0
                                                      1
                                                               0
                                                                          1
                                                                                  0
##
                       0
                                 0
                                                      0
                                                               0
                                                                          0
       clothing
                                           1
                                                                                  1
                                           0
##
       furniture
                       1
                                 0
                                                      1
                                                               0
                                                                          0
                                                                                  1
##
       insect
                                 0
                                           1
                                                      0
                                                               0
                                                                          2
                                                                                  0
                       1
                                 0
                                                               0
##
       kitchen
                       0
                                           1
                                                      0
                                                                                  0
##
       manmade
                       2
                                 0
                                           1
                                                      1
                                                               0
                                                                          0
                                                                                  0
##
       tool
                       1
                                 1
                                           0
                                                      0
                                                               0
                                                                          0
                                                                                  0
                                 0
                                                                                  0
##
                       0
                                           1
                                                      0
                                                               1
                                                                          0
       vegetable
##
                       0
                                 0
                                           0
                                                                          2
                                                                                  1
       vehicle
                                                      1
##
                 tree.pred
  pcs.test.labs kitchen manmade tool vegetable vehicle
##
##
       animal
                                 0
                                       0
                        1
##
                        0
                                       0
                                                 1
                                                          0
       bodypart
                                 1
                                                 0
                                                          0
##
       building
                         0
                                 1
                                       1
##
       buildpart
                         0
                                 1
                                       1
                                                 0
                                                          1
##
       clothing
                         0
                                 1
                                       1
                                                 1
                                                          0
##
       furniture
                        0
                                 0
                                      0
                                                          1
                                                 1
##
       insect
                         0
                                 1
                                      0
                                                 0
                                                          0
##
       kitchen
                        0
                                 2
                                      0
                                                          0
                                                 1
                        0
                                 0
                                                 0
                                                          0
##
       manmade
                                       1
##
       tool
                                 0
                                       2
                                                 0
                                                          0
                         1
##
       vegetable
                         0
                                       1
                                                 0
                                                          1
                         0
                                       0
                                                          0
##
       vehicle
                                 1
                                                 0
print(mean(tree.pred == pcs.test$grp))
## [1] 0.1166667
# 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
                        2
                                  0
                                            1
##
       bodypart
                        1
                                  1
                                            1
                                                       0
                                                                 0
                                                                            0
                                                                                    0
##
       building
                        0
                                  0
                                            3
                                                       0
                                                                 0
                                                                            0
                                                                                    0
                                                       2
                                                                 0
                                                                            2
                                                                                    0
##
                        0
                                  0
       buildpart
                                            1
##
                        0
                                  0
                                                       0
                                                                 2
                                                                            0
                                                                                    2
       clothing
                                            1
                                                                            2
##
                                  0
                                                       0
                                                                 0
                                                                                    0
       furniture
                        1
                                            1
##
       insect
                        1
                                  0
                                            0
                                                       0
                                                                            0
                                                                                    1
##
       kitchen
                        1
                                  0
                                            0
                                                       0
                                                                 0
                                                                            0
                                                                                    0
##
       manmade
                        2
                                  0
                                            0
                                                       0
                                                                 0
                                                                                    0
                                                                            1
                        0
                                  2
                                            0
                                                       0
                                                                 0
##
       tool
                                                                            0
                                                                                    1
                        0
##
       vegetable
                                  1
                                            1
                                                       0
                                                                 0
                                                                            0
                                                                                    0
##
       vehicle
                        0
                                  0
                                            0
                                                       1
                                                                            1
                                                                                    1
##
                 rf.pred
## pcs.test.labs kitchen manmade tool vegetable vehicle
                                  0
                                        0
##
       animal
                         0
                                                   0
                                                            0
                                                   0
                                                            0
##
       bodypart
                         1
                                  0
                                        1
##
       building
                                  0
                                        0
                                                   0
                                                            1
                         1
##
       buildpart
                         0
                                  0
                                        0
                                                   0
                                                            0
                         0
                                        0
                                                            0
##
       clothing
                                  0
                                                   0
##
       furniture
                         0
                                  0
                                        0
                                                   0
                                                            1
##
       insect
                         0
                                                   0
                                                            0
                                  1
                                        1
##
       kitchen
                         0
                                  1
                                        1
                                                   1
                                                            1
                                                            0
##
       manmade
                         1
                                  1
                                        0
                                                   0
##
       tool
                         2
                                        0
                                                   0
                                                            0
##
                         0
                                        0
       vegetable
                                  1
                                                   1
                                                            1
       vehicle
                         0
                                        0
                                                   0
                                                            2
print(mean(rf.pred == pcs.test$grp))
## [1] 0.2833333
manmade <- c("furniture", "clothing", "manmade", "tool", "kitchen", "vehicle", "building", "buildpart")
natural <- c("insect", "animal", "vegetable", "bodypart")</pre>
df_new <- within(pcs, {</pre>
cls <- "manmade"</pre>
cls[grp %in% manmade] <- "manmade"</pre>
cls[grp %in% natural] <- "natural"</pre>
pcs$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 natural manmade natural
## [10] manmade manmade natural manmade manmade natural manmade natural
## [19] manmade manmade manmade manmade manmade natural natural manmade
## [28] manmade manmade manmade manmade manmade manmade manmade manmade
## [37] natural manmade manmade manmade manmade natural natural manmade
## [46] manmade manmade manmade natural manmade manmade manmade manmade
## [55] manmade manmade manmade manmade manmade
## 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
                      35
         natural
                      14
print(mean(nb.class == pcs.test$cls))
## [1] 0.6833333
# KNN
knn.pred <- knn(pcs.train.x, pcs.test.x, pcs.train.labs, k=5)
confusion_mat.knn = as.matrix(table(pcs.test.labs, knn.pred))
print(confusion_mat.knn)
##
                knn.pred
## pcs.test.labs manmade natural
                      35
##
         manmade
##
         natural
                      14
                               6
print(mean(knn.pred== pcs.test$cls))
```

[1] 0.6833333

```
# 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] "PC29" "PC43" "PC75" "PC44" "PC21" "PC7"
                                                        "PC1"
                                                                        "PC223"
## [10] "PC39" "PC31" "PC83" "PC98" "PC267" "PC132" "PC124" "PC62" "PC89"
## [19] "PC18"
## Number of terminal nodes: 21
## Residual mean deviance: 0.2567 = 71.61 / 279
## Misclassification error rate: 0.05 = 15 / 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] natural natural manmade manmade manmade manmade natural manmade
## [10] manmade manmad
## [19] manmade manmade natural manmade manmade manmade manmade manmade
## [28] manmade manmade manmade natural natural manmade manmade manmade natural
## [37] manmade natural manmade manmade natural manmade natural
## [46] manmade natural manmade manmade natural natural natural natural
## [55] natural natural natural manmade natural
## 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
##
                                                13
                   natural
print(mean(tree.pred== pcs.test$cls))
## [1] 0.5333333
# 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
## inbag
                                                0
                                                         -none- NULL
## 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