Patient6

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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-P6.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))
```

 $\hbox{\tt [1]} \ \ 0.5926955 \ \ 0.6523899 \ \ 0.6914647 \ \ 0.7246089 \ \ 0.7496722 \ \ 0.7653352 \ \ 0.7788271$

```
##
     [8] 0.7916351 0.8023169 0.8106088 0.8181318 0.8245763 0.8308272 0.8359027
##
    [15] 0.8406575 0.8453180 0.8494096 0.8531739 0.8567337 0.8600497 0.8630310
##
    [22] 0.8658205 0.8684081 0.8708275 0.8729895 0.8751192 0.8772190 0.8792573
    [29] 0.8811670 0.8830079 0.8847103 0.8863016 0.8878009 0.8892880 0.8907363
    [36] 0.8921611 0.8935530 0.8948612 0.8961514 0.8973902 0.8985855 0.8997468
    [43] 0.9008760 0.9019662 0.9030101 0.9040317 0.9050292 0.9059684 0.9068979
##
    [50] 0.9077942 0.9086716 0.9095296 0.9103824 0.9111887 0.9119847 0.9127614
##
    [57] 0.9135265 0.9142742 0.9150146 0.9157350 0.9164400 0.9171407 0.9178315
    [64] 0.9185056 0.9191679 0.9198183 0.9204614 0.9210953 0.9217142 0.9223148
    [71] 0.9229064 0.9234891 0.9240670 0.9246417 0.9252041 0.9257575 0.9263094
    [78] 0.9268435 0.9273674 0.9278889 0.9284041 0.9289179 0.9294191 0.9299132
    [85] 0.9304051 0.9308934 0.9313756 0.9318535 0.9323272 0.9327998 0.9332692
##
    [92] 0.9337298 0.9341825 0.9346332 0.9350815 0.9355241 0.9359653 0.9363994
   [99] 0.9368302 0.9372576 0.9376796 0.9380998 0.9385149 0.9389263 0.9393354
## [106] 0.9397418 0.9401467 0.9405505 0.9409498 0.9413464 0.9417390 0.9421275
## [113] 0.9425129 0.9428936 0.9432727 0.9436500 0.9440254 0.9443989 0.9447675
  [120] 0.9451336 0.9454994 0.9458637 0.9462246 0.9465836 0.9469387 0.9472911
## [127] 0.9476393 0.9479872 0.9483339 0.9486787 0.9490225 0.9493634 0.9497026
## [134] 0.9500393 0.9503754 0.9507089 0.9510404 0.9513714 0.9517000 0.9520277
## [141] 0.9523532 0.9526774 0.9529991 0.9533184 0.9536359 0.9539528 0.9542686
## [148] 0.9545820 0.9548945 0.9552048 0.9555145 0.9558217 0.9561272 0.9564323
## [155] 0.9567358 0.9570383 0.9573395 0.9576395 0.9579380 0.9582354 0.9585321
## [162] 0.9588263 0.9591198 0.9594116 0.9597022 0.9599911 0.9602796 0.9605673
## [169] 0.9608536 0.9611394 0.9614243 0.9617084 0.9619908 0.9622724 0.9625525
## [176] 0.9628317 0.9631102 0.9633867 0.9636628 0.9639381 0.9642124 0.9644854
## [183] 0.9647579 0.9650292 0.9652998 0.9655699 0.9658386 0.9661064 0.9663738
## [190] 0.9666402 0.9669058 0.9671696 0.9674324 0.9676945 0.9679555 0.9682154
## [197] 0.9684748 0.9687326 0.9689903 0.9692473 0.9695025 0.9697567 0.9700100
## [204] 0.9702627 0.9705148 0.9707660 0.9710162 0.9712656 0.9715143 0.9717616
## [211] 0.9720085 0.9722549 0.9724990 0.9727423 0.9729854 0.9732281 0.9734701
## [218] 0.9737109 0.9739507 0.9741899 0.9744280 0.9746650 0.9749017 0.9751373
## [225] 0.9753724 0.9756069 0.9758404 0.9760733 0.9763059 0.9765377 0.9767684
## [232] 0.9769987 0.9772285 0.9774577 0.9776864 0.9779143 0.9781419 0.9783687
## [239] 0.9785938 0.9788181 0.9790424 0.9792662 0.9794892 0.9797106 0.9799317
## [246] 0.9801523 0.9803721 0.9805916 0.9808091 0.9810263 0.9812433 0.9814599
## [253] 0.9816758 0.9818911 0.9821053 0.9823190 0.9825318 0.9827440 0.9829553
## [260] 0.9831662 0.9833761 0.9835851 0.9837933 0.9840011 0.9842089 0.9844155
## [267] 0.9846216 0.9848274 0.9850319 0.9852359 0.9854392 0.9856421 0.9858444
## [274] 0.9860462 0.9862469 0.9864469 0.9866465 0.9868452 0.9870429 0.9872398
## [281] 0.9874365 0.9876323 0.9878276 0.9880223 0.9882167 0.9884103 0.9886033
## [288] 0.9887950 0.9889863 0.9891771 0.9893673 0.9895560 0.9897438 0.9899314
## [295] 0.9901181 0.9903034 0.9904883 0.9906723 0.9908559 0.9910388 0.9912212
## [302] 0.9914026 0.9915838 0.9917648 0.9919446 0.9921232 0.9923009 0.9924781
## [309] 0.9926544 0.9928303 0.9930058 0.9931793 0.9933525 0.9935246 0.9936952
## [316] 0.9938655 0.9940351 0.9942042 0.9943720 0.9945390 0.9947053 0.9948694
## [323] 0.9950320 0.9951934 0.9953548 0.9955156 0.9956741 0.9958316 0.9959872
## [330] 0.9961410 0.9962930 0.9964436 0.9965927 0.9967414 0.9968890 0.9970341
## [337] 0.9971786 0.9973209 0.9974618 0.9976007 0.9977378 0.9978745 0.9980098
## [344] 0.9981432 0.9982764 0.9984084 0.9985380 0.9986662 0.9987932 0.9989186
## [351] 0.9990424 0.9991661 0.9992894 0.9994112 0.9995315 0.9996509 0.9997686
## [358] 0.9998846 1.0000000 1.0000000
pcs <- as.data.frame(pr.out$x[,1:300])</pre>
pcs$grp <- lab.grp$V1</pre>
```

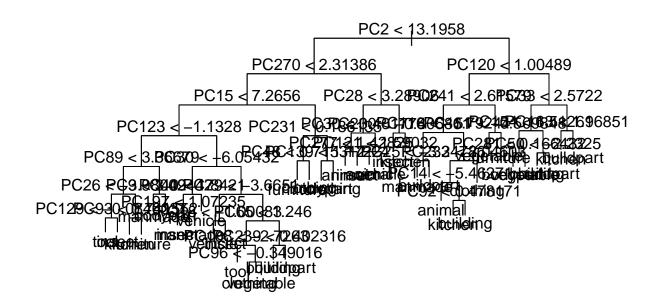
```
#pcs$wrd <- lab.wrd$V1</pre>
# Splitting data into training and test data
set.seed(100)
#sample <- sample(1:nrow(pcs), 300)</pre>
pcs.train <- pcs[1:300,]</pre>
pcs.test <- pcs[301:360,]
#pcs.train <- subset(pcs, sample == TRUE)</pre>
#pcs.test <- subset(pcs, sample == FALSE)</pre>
pcs.train.x <- 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
                  kitchen
                             buildpart insect
                                                  buildpart bodypart bodypart
## [8] kitchen
                  vehicle
                             kitchen animal
                                                  vegetable furniture clothing
## [15] bodypart clothing vegetable animal
                                                  vehicle
                                                             vegetable clothing
## [22] clothing clothing animal
                                                             vegetable insect
                                        animal
                                                  animal
                  buildpart furniture buildpart kitchen
## [29] kitchen
                                                             manmade
                                                                        vegetable
## [36] furniture animal
                             insect
                                        insect
                                                  building animal
                                                                        vegetable
## [43] kitchen
                  building animal
                                        clothing tool
                                                             clothing kitchen
## [50] building bodypart buildpart manmade
                                                  buildpart kitchen
                                                                        animal
## [57] building building vegetable animal
## 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
                                          1
                                                    1
                                                              0
                                                                        0
                                                                                1
                       0
                                0
                                                    0
                                                              3
                                                                        0
##
       bodypart
                                          1
                                                                                0
##
       building
                       1
                                0
                                                    0
                                                              1
                                                                                0
                                          1
                                                                        1
                                                                                2
##
       buildpart
                       1
                                0
                                          0
                                                    0
                                                              0
                                                                        0
##
       clothing
                       1
                                0
                                          0
                                                    1
                                                              0
                                                                        2
                                                                                0
##
                       0
                                1
                                          0
                                                    0
                                                              0
                                                                                0
       furniture
##
       insect
                       1
                                0
                                          0
                                                    0
                                                              1
                                                                        0
                                                                                0
                       0
                                                              0
##
       kitchen
                                1
                                          1
                                                    1
                                                                        0
                                                                                0
##
       manmade
                       1
                                1
                                          0
                                                    1
                                                              1
                                                                        0
                                                                                0
##
       tool
                       2
                                0
                                          1
                                                    1
                                                              0
                                                                        0
                                                                                0
##
       vegetable
                       1
                                1
                                          0
                                                    1
                                                              0
                                                                        0
                                                                                1
##
       vehicle
                       1
                                0
                                          0
                                                                                0
##
                Predicted_Values
## Actual_Values kitchen manmade tool vegetable vehicle
##
       animal
                        0
                                0
                                     1
                                                0
##
       bodypart
                        0
                                0
                                     0
                                                1
                                                         0
                                0
                                     0
                                                0
                                                         0
##
       building
                        1
```

```
buildpart
                                                   0
##
                                  0
                                        0
                                                             1
##
       clothing
                          1
                                  0
                                        0
                                                   0
                                                             0
                         0
                                                             0
##
       furniture
                                   1
                                        0
                                                   3
##
       insect
                         0
                                  0
                                                   1
                                        1
                                                             1
                         2
##
       kitchen
                                  0
                                        0
                                                   0
                                                             0
##
       manmade
                         1
                                  0
                                        0
                                                   0
                                                            0
##
       tool
                          0
                                   0
                                        0
                                                   1
                                                             0
##
                                  0
                                        0
                                                   0
                                                            0
       vegetable
                          1
##
       vehicle
                                        0
                                                   1
                                                             0
print(mean(nb.class == pcs.test$grp))
## [1] 0.06666667
# 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
                                                                                     0
                                   1
##
                        2
                                   0
                                             0
                                                        0
                                                                  0
                                                                                     0
       bodypart
                                                                             1
##
       building
                        1
                                  0
                                             0
                                                        1
                                                                  0
                                                                             1
                                                                                     0
##
       buildpart
                        2
                                  0
                                             0
                                                        0
                                                                  0
                                                                             0
                                                                                     0
##
       clothing
                        1
                                   0
                                             1
                                                        1
                                                                  0
                                                                             0
                                                                                     0
                        0
                                  0
                                                        0
                                                                                     0
##
       furniture
                                             0
                                                                  1
                                                                             1
##
       insect
                        0
                                  0
                                             0
                                                        0
                                                                  0
                                                                                     0
                                                                             1
                                                                  2
                                  0
                                             0
                                                        0
##
       kitchen
                        1
                                                                             0
                                                                                     0
##
       manmade
                        0
                                  1
                                             0
                                                        1
                                                                  1
                                                                             0
                                                                                     1
                        2
                                             0
                                                        0
##
                                   1
                                                                  1
                                                                             0
                                                                                     0
       tool
                        2
                                             0
                                                        0
                                                                                     0
##
       vegetable
                                   1
                                                                  1
                                                                             1
##
                        2
                                   0
                                             0
                                                        0
                                                                  0
                                                                             0
                                                                                     0
       vehicle
##
                 knn.pred
##
   pcs.test.labs kitchen manmade tool vegetable vehicle
##
                                        0
       animal
                         0
                                   1
                                                             0
                                                   1
##
       bodypart
                          0
                                   1
                                        1
                                                   0
                                                             0
##
       building
                         0
                                  1
                                        1
                                                   0
                                                             0
##
       buildpart
                         0
                                   1
                                        1
                                                   0
                                                             1
                         0
                                                   0
                                                             0
##
       clothing
                                  1
                                        1
##
       furniture
                          0
                                  0
                                        1
                                                   1
                                                             1
                         0
                                        2
##
       insect
                                  1
                                                            0
                                                   1
##
       kitchen
                         0
                                  1
                                        1
                                                   0
                                                             0
                         0
                                                             0
##
       manmade
                                  0
                                        1
                                                   0
##
                         0
                                        0
                                                   0
                                                             0
       tool
                                  1
                                                             0
##
       vegetable
                         0
                                  0
                                        0
                                                   0
       vehicle
                                        0
                          1
                                                   1
                                                             1
print(mean(knn.pred == pcs.test$grp))
## [1] 0.05
# Decision Trees
```

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

set.seed(100)

```
summary(tree.fit)
## Classification tree:
## tree(formula = as.factor(grp) ~ ., data = pcs.train)
## Variables actually used in tree construction:
## [1] "PC2"
               "PC270" "PC15" "PC123" "PC89" "PC26"
                                                      "PC129" "PC93" "PC9"
## [10] "PC30" "PC40" "PC197" "PC79" "PC18" "PC65" "PC108" "PC96" "PC239"
                                       "PC277" "PC121" "PC230" "PC120" "PC241"
## [19] "PC231" "PC48"
                       "PC139" "PC28"
## [28] "PC116" "PC25" "PC233" "PC14" "PC92"
                                               "PC151" "PC33" "PC154" "PC281"
## [37] "PC50" "PC163"
## Number of terminal nodes: 40
## Residual mean deviance: 2.023 = 526 / 260
## Misclassification error rate: 0.3833 = 115 / 300
plot(tree.fit)
text(tree.fit, pretty = 0)
```



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

```
## [43] insect
                   animal
                              vehicle
                                        clothing manmade
                                                              vehicle
                                                                         insect
## [50] insect
                   furniture kitchen
                                        animal
                                                   kitchen
                                                              manmade
                                                                         kitchen
## [57] building clothing tool
                                        kitchen
## 12 Levels: animal bodypart building buildpart clothing furniture ... vehicle
confusion_mat.dt = as.matrix(table(pcs.test.labs, tree.pred))
print(confusion_mat.dt)
##
## pcs.test.labs animal bodypart building buildpart clothing furniture insect
                       0
##
       animal
                                 1
                                          0
                                                     0
                                                               2
##
       bodypart
                       2
                                 0
                                           0
                                                     0
                                                               2
                                                                          0
                                                                                 0
##
       building
                       0
                                 0
                                           1
                                                     0
                                                               0
                                                                          1
                                                                                 1
##
       buildpart
                       0
                                 0
                                           0
                                                     1
                                                               1
                                                                                 0
                                                                          1
                                 0
                                                               0
##
       clothing
                       1
                                           1
                                                     0
                                                                          0
                                                                                 0
##
       furniture
                       0
                                 0
                                           2
                                                     1
                                                               1
                                                                          0
                                                                                 0
                                 0
                                                     0
                                                               0
##
       insect
                       1
                                           1
                                                                          0
                                                                                 0
##
       kitchen
                       0
                                 2
                                          0
                                                     0
                                                               0
                                                                          0
                                                                                 1
##
       manmade
                       0
                                 0
                                           1
                                                     0
                                                               0
                                                                          1
                                                                                 1
                       0
                                 0
                                           0
                                                               0
##
                                                     1
                                                                          0
                                                                                 0
       tool
##
                       0
                                           1
                                                     0
                                                                          0
                                                                                 0
       vegetable
                                 1
##
                                           0
                                                     0
                                                                                 0
       vehicle
                       1
                                 1
                                                                          1
##
                 tree.pred
  pcs.test.labs kitchen manmade tool vegetable vehicle
##
       animal
                        0
                                 1
                                      0
                                                 1
                                      0
                                                 0
##
       bodypart
                        0
                                 0
                                                          1
                                      0
                                                          0
##
       building
                        1
                                 0
                                                 1
##
       buildpart
                        1
                                 1
                                      0
                                                 0
                                                          0
##
       clothing
                        2
                                 1
                                      0
                                                 0
                                                          0
##
       furniture
                        0
                                 1
                                      0
                                                 0
                                                          0
##
       insect
                        0
                                      0
                                                 2
                                                          0
                                 1
                                 0
                                                 0
                                                          0
##
       kitchen
                        1
                                      1
##
       manmade
                                 0
                                      0
                                                 1
                                                          0
                        1
##
       tool
                        2
                                 0
                                      1
                                                 0
                                                          1
                                      0
                                                 0
                                                          0
##
       vegetable
                        1
                                 1
##
       vehicle
                        1
                                      0
                                                 0
                                                          0
print(mean(tree.pred == pcs.test$grp))
## [1] 0.06666667
# 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
## type
                       1
                            -none- character
                           factor numeric
## predicted
                     300
## 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
```

```
## localImportance
                        0
                            -none- NULL
## proximity
                            -none- NULL
                        0
## ntree
                            -none- numeric
                        1
## mtry
                        1
                            -none- numeric
## forest
                       14
                            -none- list
## y
                      300
                            factor numeric
                            -none- NULL
## test
                        0
## inbag
                        0
                            -none- NULL
                        3
                            terms call
## terms
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
##
       animal
                        0
                                  0
                                            0
                                                       1
                                                                 0
                                                                                    0
##
       bodypart
                        0
                                  0
                                            2
                                                       1
                                                                 0
                                                                            0
                                                                                    0
                        0
                                  2
                                                                 2
                                                                                    0
##
       building
                                            1
                                                       0
                                                                            0
##
       buildpart
                        0
                                  0
                                            0
                                                                                    0
                                                       1
##
                                  0
                                                                            0
       clothing
                        1
                                            1
                                                       0
                                                                 1
                                                                                    1
##
       furniture
                        0
                                  0
                                            0
                                                       1
                                                                 0
                                                                            2
                                                                                    0
##
       insect
                        0
                                  0
                                            1
                                                       0
                                                                 Ω
                                                                            0
                                                                                    0
##
       kitchen
                        0
                                  0
                                            0
                                                       0
                                                                 0
                                                                                    0
                                                                            1
                                            2
                                  0
                                                       0
                                                                 0
##
       manmade
                        1
                                                                            0
                                                                                    0
                                            1
                                                       0
##
       tool
                        1
                                  0
                                                                 1
                                                                            0
                                                                                    0
                        2
##
       vegetable
                                  1
                                            0
                                                       0
                                                                 0
                                                                            0
                                                                                    0
##
       vehicle
                        0
                                  0
                                            2
                                                       1
                                                                            0
                                                                                    0
##
                 rf.pred
## pcs.test.labs kitchen manmade tool vegetable vehicle
##
       animal
                         0
                                  0
                                       1
##
       bodypart
                         0
                                  0
                                       0
                                                   1
                                                            1
##
       building
                         0
                                  0
                                       0
                                                   0
                                                            0
                                  0
                                       3
                                                            0
##
       buildpart
                         0
                                                   1
##
       clothing
                         0
                                  0
                                       1
                                                   0
                                                            0
##
       furniture
                         0
                                  0
                                                            0
                                       1
                                                   1
##
       insect
                         0
                                  1
                                       2
                                                   0
                                                            1
                         2
                                                            0
##
       kitchen
                                  1
                                       1
                                                  0
##
       manmade
                         0
                                  0
                                       0
                                                   2
                                                            0
                                                  0
##
                         0
                                  0
       tool
                                       1
                                                            1
                         0
                                  2
                                       0
                                                   0
                                                            0
##
       vegetable
                                                            0
##
       vehicle
                         0
                                       0
                                                   0
print(mean(rf.pred == pcs.test$grp))
## [1] 0.1333333
manmade <- c("furniture", "clothing", "manmade", "tool", "kitchen", "vehicle", "building", "buildpart")</pre>
natural <- c("insect", "animal", "vegetable", "bodypart")</pre>
df_new <- within(pcs, {</pre>
cls <- "manmade"
cls[grp %in% manmade] <- "manmade"</pre>
cls[grp %in% natural] <- "natural"</pre>
})
pcs$cls <- df_new$cls</pre>
```

-none- numeric

importanceSD

```
# 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 manmade
## [10] manmade manmade manmade manmade natural manmade natural
## [19] manmade manmade natural manmade manmade manmade manmade manmade
## [28] manmade manmade manmade manmade manmade natural manmade manmade
## [37] natural natural manmade natural manmade manmade manmade natural
## [46] manmade manmade manmade manmade manmade manmade manmade manmade
## [55] manmade natural 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
                      32
         natural
                      15
print(mean(nb.class == pcs.test$cls))
## [1] 0.6166667
# KNN
knn.pred <- knn(pcs.train.x, pcs.test.x, pcs.train.labs, k=9)
confusion_mat.knn = as.matrix(table(pcs.test.labs, knn.pred))
print(confusion_mat.knn)
##
                knn.pred
## pcs.test.labs manmade natural
                      34
##
         manmade
##
         natural
                      16
                               4
print(mean(knn.pred== pcs.test$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] "PC69" "PC15" "PC95" "PC41" "PC161" "PC74" "PC226" "PC294" "PC111"
## [10] "PC151" "PC298" "PC65" "PC139" "PC125" "PC75" "PC256" "PC205" "PC8"
## [19] "PC107" "PC278" "PC270" "PC232" "PC3"
## Number of terminal nodes: 24
## Residual mean deviance: 0.1998 = 55.15 / 276
## 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 manmade natural natural manmade manmade
## [10] natural manmade natural manmade natural natural natural manmade natural
## [19] natural manmade manmade manmade natural manmade manmade
## [28] manmade manmade manmade natural natural manmade natural natural manmade
## [37] natural manmade manmade manmade natural natural manmade natural
## [46] manmade natural natural natural manmade manmade natural natural
## [55] natural 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
                      19
##
                      14
                               6
         natural
print(mean(tree.pred== pcs.test$cls))
## [1] 0.4166667
# 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