Patient5

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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-P5.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))
```

 $\hbox{\tt [1]} \ \ 0.2783881 \ \ 0.3843781 \ \ 0.4413599 \ \ 0.4853602 \ \ 0.5257814 \ \ 0.5620984 \ \ 0.5880783 \\$

```
##
     [8] 0.6124448 0.6343115 0.6497491 0.6624918 0.6731251 0.6831103 0.6920812
##
    [15] 0.7005098 0.7077374 0.7147431 0.7209366 0.7265718 0.7319013 0.7371756
##
    [22] 0.7418888 0.7463349 0.7505778 0.7544464 0.7582190 0.7617867 0.7650833
    [29] 0.7683080 0.7714570 0.7744618 0.7773108 0.7800957 0.7828020 0.7854524
    [36] 0.7879426 0.7903696 0.7927771 0.7950932 0.7972761 0.7994128 0.8014850
    [43] 0.8035331 0.8054904 0.8074197 0.8092795 0.8110901 0.8128883 0.8146652
##
    [50] 0.8164356 0.8181479 0.8198407 0.8214718 0.8230712 0.8246437 0.8262078
    [57] 0.8277566 0.8292743 0.8307538 0.8321945 0.8336038 0.8350077 0.8363701
##
    [64] 0.8377160 0.8390417 0.8403407 0.8416090 0.8428569 0.8440905 0.8453058
    [71] 0.8464923 0.8476647 0.8488199 0.8499655 0.8510936 0.8522138 0.8533105
    [78] 0.8543917 0.8554607 0.8565224 0.8575560 0.8585721 0.8595826 0.8605887
    [85] 0.8615882 0.8625664 0.8635403 0.8645016 0.8654543 0.8664006 0.8673403
##
    [92] 0.8682669 0.8691807 0.8700893 0.8709873 0.8718799 0.8727530 0.8736199
   [99] 0.8744808 0.8753354 0.8761820 0.8770143 0.8778445 0.8786708 0.8794865
## [106] 0.8802907 0.8810905 0.8818806 0.8826635 0.8834418 0.8842175 0.8849918
## [113] 0.8857590 0.8865209 0.8872777 0.8880269 0.8887677 0.8895049 0.8902416
  [120] 0.8909695 0.8916950 0.8924191 0.8931354 0.8938465 0.8945513 0.8952540
  [127] 0.8959545 0.8966516 0.8973423 0.8980264 0.8987090 0.8993875 0.9000599
## [134] 0.9007289 0.9013943 0.9020591 0.9027182 0.9033762 0.9040298 0.9046799
## [141] 0.9053286 0.9059711 0.9066114 0.9072479 0.9078823 0.9085122 0.9091395
## [148] 0.9097651 0.9103890 0.9110098 0.9116250 0.9122375 0.9128478 0.9134551
## [155] 0.9140592 0.9146560 0.9152511 0.9158441 0.9164353 0.9170228 0.9176085
## [162] 0.9181911 0.9187733 0.9193538 0.9199314 0.9205034 0.9210751 0.9216461
## [169] 0.9222149 0.9227831 0.9233500 0.9239122 0.9244739 0.9250338 0.9255881
## [176] 0.9261419 0.9266937 0.9272437 0.9277931 0.9283394 0.9288823 0.9294249
## [183] 0.9299644 0.9305033 0.9310397 0.9315756 0.9321054 0.9326341 0.9331605
## [190] 0.9336848 0.9342065 0.9347274 0.9352470 0.9357643 0.9362810 0.9367936
## [197] 0.9373062 0.9378172 0.9383258 0.9388327 0.9393383 0.9398408 0.9403404
## [204] 0.9408389 0.9413362 0.9418323 0.9423271 0.9428215 0.9433150 0.9438047
## [211] 0.9442930 0.9447795 0.9452656 0.9457496 0.9462315 0.9467117 0.9471903
## [218] 0.9476671 0.9481421 0.9486158 0.9490890 0.9495605 0.9500298 0.9504975
## [225] 0.9509645 0.9514293 0.9518940 0.9523573 0.9528183 0.9532780 0.9537361
## [232] 0.9541925 0.9546484 0.9551020 0.9555541 0.9560058 0.9564566 0.9569047
## [239] 0.9573514 0.9577956 0.9582397 0.9586829 0.9591244 0.9595636 0.9600015
## [246] 0.9604377 0.9608733 0.9613070 0.9617396 0.9621707 0.9626015 0.9630308
## [253] 0.9634573 0.9638830 0.9643064 0.9647283 0.9651490 0.9655679 0.9659864
## [260] 0.9664024 0.9668171 0.9672301 0.9676425 0.9680540 0.9684630 0.9688707
## [267] 0.9692776 0.9696836 0.9700887 0.9704922 0.9708949 0.9712969 0.9716958
## [274] 0.9720937 0.9724908 0.9728857 0.9732798 0.9736729 0.9740643 0.9744549
## [281] 0.9748453 0.9752331 0.9756198 0.9760050 0.9763901 0.9767733 0.9771541
## [288] 0.9775337 0.9779116 0.9782883 0.9786634 0.9790374 0.9794109 0.9797824
## [295] 0.9801537 0.9805238 0.9808927 0.9812598 0.9816260 0.9819905 0.9823533
## [302] 0.9827150 0.9830761 0.9834365 0.9837958 0.9841510 0.9845054 0.9848590
## [309] 0.9852109 0.9855622 0.9859106 0.9862586 0.9866059 0.9869492 0.9872924
## [316] 0.9876328 0.9879726 0.9883100 0.9886464 0.9889818 0.9893141 0.9896459
## [323] 0.9899760 0.9903051 0.9906310 0.9909532 0.9912725 0.9915908 0.9919067
## [330] 0.9922181 0.9925278 0.9928360 0.9931417 0.9934454 0.9937446 0.9940397
## [337] 0.9943300 0.9946188 0.9949056 0.9951860 0.9954643 0.9957391 0.9960077
## [344] 0.9962746 0.9965397 0.9968032 0.9970646 0.9973225 0.9975794 0.9978340
## [351] 0.9980882 0.9983388 0.9985837 0.9988278 0.9990684 0.9993069 0.9995424
## [358] 0.9997733 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] buildpart furniture buildpart building building vehicle
                                                                        buildpart
                  clothing building vegetable vehicle
## [8] tool
                                                             animal
                                                                        animal
## [15] furniture tool
                             animal
                                        building buildpart animal
                                                                        clothing
## [22] furniture tool
                             buildpart buildpart buildpart vegetable insect
## [29] vegetable buildpart animal
                                                                        animal
                                        manmade
                                                   tool
                                                             kitchen
## [36] insect
                   vegetable buildpart insect
                                                             building
                                                                        buildpart
                                                   insect
## [43] vehicle
                  buildpart building animal
                                                   insect
                                                             insect
                                                                        buildpart
## [50] buildpart insect
                             insect
                                        vehicle
                                                   furniture building manmade
## [57] buildpart clothing clothing tool
## 12 Levels: animal bodypart building buildpart clothing furniture ... vehicle
confusion_mat.nb = as.matrix(table(Actual_Values = pcs.test.labs, Predicted_Values = nb.class))
print(confusion_mat.nb)
                 Predicted_Values
## Actual_Values animal bodypart building buildpart clothing furniture insect
                                 0
##
       animal
                       0
                                          0
                                                     1
                                                              1
                                                                         0
                                                                                2
                                 0
                                          0
                                                     2
                                                              0
                                                                         0
##
       bodypart
                       1
                                                                                1
##
       building
                       2
                                 0
                                          1
                                                     2
                                                              0
                                                                         0
                                                                                0
##
       buildpart
                       0
                                 0
                                          2
                                                     1
                                                              0
                                                                         0
                                                                                1
##
       clothing
                       1
                                 0
                                          2
                                                     1
                                                              0
                                                                                1
##
                       2
                                0
                                          0
                                                     0
                                                              0
                                                                         1
                                                                                0
       furniture
                                          0
                                                              2
##
       insect
                       0
                                 0
                                                     1
                                                                         0
                                                                                0
                       0
                                 0
                                          0
                                                              0
##
       kitchen
                                                     1
                                                                         1
                                                                                0
##
       manmade
                       0
                                 0
                                          1
                                                     0
                                                              0
                                                                         2
                                                                                1
##
       tool
                       0
                                 0
                                          1
                                                     1
                                                              1
                                                                         0
                                                                                2
##
       vegetable
                       0
                                 0
                                          0
                                                     4
                                                              0
                                                                         0
                                                                                0
##
       vehicle
                       1
                                 0
                                          0
                                                                                0
##
                Predicted_Values
## Actual_Values kitchen manmade tool vegetable vehicle
##
       animal
                        0
                                0
                                      0
                                                1
##
       bodypart
                        0
                                 0
                                      1
                                                0
                                                         0
                        0
                                 0
                                      0
                                                0
                                                         0
##
       building
```

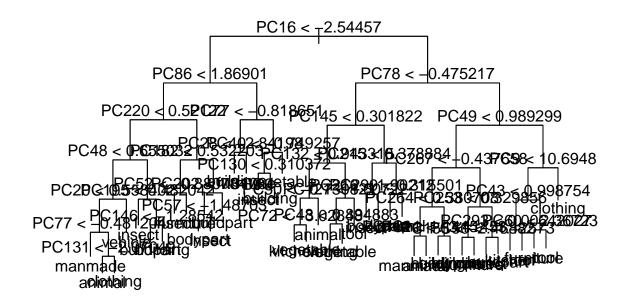
```
buildpart
                                                   0
##
                                        0
                                                             0
##
       clothing
                          0
                                   0
                                        0
                                                    0
                                                             0
##
       furniture
                          1
                                   0
                                        0
                                                   0
                                                             1
##
       insect
                         0
                                   0
                                        0
                                                   2
                                                             0
##
       kitchen
                         0
                                   1
                                        1
                                                    0
                                                             1
##
       manmade
                         0
                                   0
                                        0
                                                   0
                                                             1
##
       tool
                          0
                                   0
                                        0
                                                    0
                                                             0
##
                         0
                                   0
                                                   0
                                                             0
       vegetable
                                        1
##
       vehicle
                          0
                                        2
                                                    1
                                                             1
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
                                             1
                                                        0
                                                                  0
##
                        0
                                             0
                                                        1
                                                                              0
                                                                                     1
       bodypart
                                   1
                                                                  1
##
       building
                        1
                                   0
                                             0
                                                        1
                                                                  0
                                                                              1
                                                                                     0
##
       buildpart
                        2
                                   1
                                             0
                                                        0
                                                                  1
                                                                              0
                                                                                     0
##
       clothing
                        1
                                   2
                                             0
                                                        1
                                                                  0
                                                                              1
                                                                                     0
                                   0
                                                        0
                                                                              3
##
       furniture
                        1
                                             0
                                                                  1
                                                                                     0
##
       insect
                        0
                                   2
                                             0
                                                        1
                                                                  0
                                                                              0
                                                                                     1
                        2
                                   1
                                             0
                                                        2
                                                                  0
                                                                              0
##
       kitchen
                                                                                     0
##
       manmade
                        1
                                   1
                                             0
                                                        0
                                                                  1
                                                                              1
                                                                                     0
                        3
                                   0
                                             0
                                                        0
                                                                  0
                                                                                     0
##
                                                                              0
       tool
                        2
                                                        0
                                                                  0
                                                                                     0
##
       vegetable
                                   1
                                             1
                                                                              0
##
                                   0
                                             1
                                                        0
                                                                              0
                                                                                     0
       vehicle
                        1
                                                                  1
##
                  knn.pred
##
   pcs.test.labs kitchen manmade tool vegetable vehicle
##
                                   0
                                        0
       animal
                         0
                                                   0
                                                             2
##
       bodypart
                          0
                                        0
                                                    0
                                                             0
                                   1
##
       building
                         0
                                   0
                                        1
                                                   0
                                                             1
##
       buildpart
                         0
                                   0
                                        1
                                                   0
                                                             0
                         0
                                   0
                                        0
                                                   0
                                                             0
##
       clothing
##
       furniture
                          0
                                   0
                                        0
                                                    0
                                                             0
                         0
                                   0
##
       insect
                                        0
                                                   0
                                                             1
##
       kitchen
                         0
                                   0
                                        0
                                                    0
                                                             0
                         0
##
       manmade
                                   0
                                        0
                                                   0
                                                             1
##
                          0
                                   0
                                                   0
       tool
                                        1
                                                             1
                                                             0
##
       vegetable
                          1
                                   0
                                        0
                                                   0
       vehicle
                          1
                                        0
                                                             0
                                                    1
print(mean(knn.pred == pcs.test$grp))
## [1] 0.1166667
```

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] "PC16" "PC86" "PC220" "PC48" "PC20" "PC77" "PC131" "PC195" "PC146"
## [10] "PC182" "PC52" "PC202" "PC57" "PC28" "PC40" "PC130" "PC78" "PC145"
## [19] "PC132" "PC50" "PC72" "PC127" "PC215" "PC210" "PC299" "PC49" "PC267"
## [28] "PC264" "PC112" "PC11" "PC253" "PC155" "PC9" "PC43" "PC293" "PC60"
## Number of terminal nodes: 40
## Residual mean deviance: 2.003 = 520.7 / 260
## Misclassification error rate: 0.41 = 123 / 300

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



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

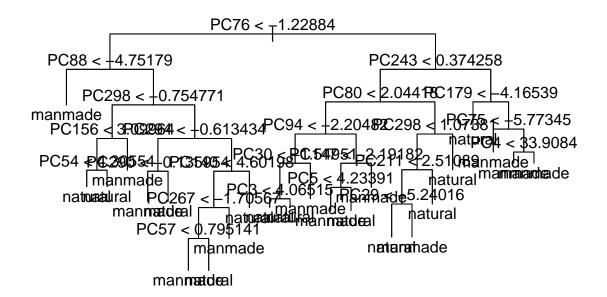
```
## [50] vegetable animal
                              tool
                                         vehicle
                                                   building insect
## [57] buildpart manmade
                              kitchen
                                        manmade
## 12 Levels: animal bodypart building buildpart clothing furniture ... vehicle
confusion_mat.dt = as.matrix(table(pcs.test.labs, tree.pred))
print(confusion_mat.dt)
##
                 tree.pred
## pcs.test.labs animal bodypart building buildpart clothing furniture insect
##
       animal
                       1
                                 0
                                           0
                                                     0
                                                               0
       bodypart
                       0
                                 0
                                           0
                                                     0
                                                               0
                                                                                  0
##
                                                                          1
##
       building
                       0
                                 0
                                           0
                                                      1
                                                               0
                                                                          1
                                                                                  0
##
       buildpart
                       0
                                 0
                                           1
                                                      1
                                                               0
                                                                          0
                                                                                  2
##
                                 0
                                           0
                                                     0
       clothing
                       1
                                                               1
                                                                          1
                                                                                  1
                                                                          2
##
       furniture
                       0
                                 0
                                           0
                                                     0
                                                               1
                                                                                  1
##
       insect
                       0
                                 0
                                           0
                                                     0
                                                               0
                                                                          0
                                                                                  0
                                 0
                                           0
                                                     0
##
       kitchen
                       0
                                                               1
                                                                          1
                                                                                  1
##
       manmade
                       1
                                 1
                                           2
                                                     0
                                                               0
                                                                          0
                                                                                  1
##
       tool
                       1
                                 0
                                           0
                                                      1
                                                               0
                                                                          0
                                                                                  0
                                                               0
                                                                                  0
##
                       0
                                 0
                                           1
                                                      1
                                                                          0
       vegetable
##
                       0
                                           0
                                                                                  0
       vehicle
##
                 tree.pred
  pcs.test.labs kitchen manmade tool vegetable vehicle
##
##
       animal
                        0
                                 3
                                      0
##
                        0
                                      2
                                                 1
       bodypart
                                                          1
                                      0
##
       building
                        0
                                 1
                                                 1
                                                          1
                                                          0
##
       buildpart
                        0
                                 1
                                      0
                                                 0
##
       clothing
                        0
                                 0
                                      0
                                                 1
                                                          0
##
       furniture
                        0
                                 0
                                      1
                                                 0
                                                          0
##
       insect
                        0
                                 1
                                      2
                                                 2
                                                          0
##
       kitchen
                        0
                                 1
                                      0
                                                 1
                                                          0
                        0
                                 0
                                      0
                                                 0
                                                          0
##
       manmade
##
       tool
                                      1
                                                 0
                                                          0
                        1
                                 1
##
       vegetable
                        1
                                 0
                                       1
                                                 1
                                                          0
                        0
##
       vehicle
                                 1
                                       1
                                                 0
                                                          1
print(mean(tree.pred == pcs.test$grp))
## [1] 0.1333333
# 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
                        1
                                  0
                                            1
##
       bodypart
                        1
                                  1
                                            1
                                                       1
                                                                 0
                                                                            0
                                                                                    0
##
       building
                        0
                                  0
                                            0
                                                       2
                                                                 0
                                                                            0
                                                                                    2
                        2
                                                       0
                                                                 0
                                                                                    0
##
                                  0
                                            1
                                                                            0
       buildpart
##
                        2
                                  0
                                            0
                                                       1
                                                                 2
                                                                            0
                                                                                    0
       clothing
##
                                  0
                                            0
       furniture
                        1
                                                       1
                                                                 1
                                                                            1
                                                                                    0
##
       insect
                        1
                                  0
                                            0
                                                       0
                                                                 1
                                                                                    1
##
       kitchen
                        0
                                  0
                                            0
                                                       0
                                                                 1
                                                                            0
                                                                                    0
##
       manmade
                        1
                                  0
                                            0
                                                       0
                                                                 1
                                                                            0
                                                                                    1
                        2
                                  2
                                                       0
                                                                 0
##
       tool
                                            1
                                                                            0
                                                                                    0
                                                                 0
##
       vegetable
                        1
                                  1
                                            1
                                                       0
                                                                            0
                                                                                    1
##
       vehicle
                        1
                                  0
                                            2
                                                                            0
                                                                                    1
##
                 rf.pred
## pcs.test.labs kitchen manmade tool vegetable vehicle
                                  0
##
       animal
                         0
                                        1
                                                   0
                                                            1
                         0
                                        0
                                                   0
##
       bodypart
                                  0
                                                            1
##
       building
                                  0
                                        0
                                                   0
                                                            0
                         1
##
       buildpart
                         0
                                  0
                                        1
                                                   1
                                                            0
                         0
                                        0
                                                            0
##
       clothing
                                  0
                                                   0
##
       furniture
                         0
                                        0
                                                   0
                                                            0
##
       insect
                         0
                                  0
                                        0
                                                   0
                                                            1
##
       kitchen
                         2
                                  0
                                        0
                                                   1
                                                            1
                                                            0
##
       manmade
                         0
                                  0
                                        0
                                                   2
##
       tool
                         0
                                  0
                                        0
                                                   0
                                                            0
##
                         0
                                                   0
                                                            0
       vegetable
                                  0
                                        1
       vehicle
                                        0
                                                   0
                         0
                                                            1
print(mean(rf.pred == pcs.test$grp))
## [1] 0.15
manmade <- c("furniture", "clothing", "manmade", "tool", "kitchen", "vehicle", "building", "buildpart")
natural <- c("insect", "animal", "vegetable", "bodypart")</pre>
df_new <- within(pcs, {</pre>
cls <- "manmade"</pre>
cls[grp %in% manmade] <- "manmade"</pre>
cls[grp %in% natural] <- "natural"</pre>
pcs$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 manmade
## [10] manmade natural manmade manmade manmade manmade manmade manmade
## [19] manmade manmade manmade manmade manmade manmade manmade manmade natural
## [28] manmade manmade manmade manmade manmade manmade manmade manmade
## [37] natural manmade manmade natural manmade manmade manmade manmade
## [46] natural manmade manmade manmade natural natural 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
         natural
                      15
print(mean(nb.class == pcs.test$cls))
## [1] 0.7
# KNN
knn.pred <- knn(pcs.train.x, pcs.test.x, pcs.train.labs, k=3)
confusion_mat.knn = as.matrix(table(pcs.test.labs, knn.pred))
print(confusion_mat.knn)
##
                knn.pred
## pcs.test.labs manmade natural
                      27
##
         manmade
                              13
##
         natural
                      19
print(mean(knn.pred== pcs.test$cls))
```

[1] 0.466667

```
# 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] "PC76" "PC88" "PC298" "PC156" "PC54" "PC294" "PC290" "PC140" "PC267"
## [10] "PC57" "PC243" "PC80" "PC94" "PC30" "PC3" "PC147" "PC5"
                                                                        "PC211"
## [19] "PC29" "PC179" "PC75" "PC4"
## Number of terminal nodes: 24
## Residual mean deviance: 0.2388 = 65.91 / 276
## Misclassification error rate: 0.05667 = 17 / 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 manmade natural manmade
## [10] manmade manmade manmade manmade manmade natural manmade natural
## [19] manmade manmade manmade manmade manmade natural manmade natural
## [28] natural manmade manmade manmade natural natural manmade natural manmade
## [37] manmade manmade manmade manmade manmade manmade manmade manmade
## [46] natural natural manmade manmade natural manmade manmade
## [55] manmade natural natural manmade 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
                     30
                             10
##
                     13
        natural
print(mean(tree.pred== pcs.test$cls))
## [1] 0.6166667
# 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