## Patient2

## Anuhya B S

2022-06-08

```
#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-P2.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))
```

 $\hbox{\tt [1]} \ \ 0.2256587 \ \ 0.3302634 \ \ 0.3828161 \ \ 0.4225564 \ \ 0.4582193 \ \ 0.4893703 \ \ 0.5174784$ 

```
##
        [8] 0.5331294 0.5456276 0.5567261 0.5658891 0.5749577 0.5835982 0.5907722
##
       [15] 0.5974944 0.6040386 0.6101400 0.6159957 0.6216657 0.6271564 0.6320288
       [22] 0.6367942 0.6411057 0.6452899 0.6493287 0.6531179 0.6568051 0.6602454
        [29] \ \ 0.6636152 \ \ 0.6667650 \ \ 0.6698704 \ \ 0.6729370 \ \ 0.6758938 \ \ 0.6787623 \ \ 0.6815864 
       [36] 0.6843343 0.6870187 0.6896485 0.6921915 0.6946628 0.6971086 0.6994939
       [43] 0.7018098 0.7040707 0.7062688 0.7084444 0.7105888 0.7127175 0.7147741
##
       [50] 0.7168209 0.7187780 0.7207125 0.7226251 0.7245314 0.7264160 0.7282663
       [57] 0.7300852 0.7318955 0.7336780 0.7354336 0.7371745 0.7388809 0.7405730
##
       [64] 0.7422410 0.7438820 0.7454964 0.7471020 0.7486832 0.7502592 0.7518296
       [71] \quad 0.7533834 \quad 0.7549171 \quad 0.7564367 \quad 0.7579430 \quad 0.7594175 \quad 0.7608871 \quad 0.7623511 \quad 0.7594175 \quad 0.7608871 \quad 0.7623511 \quad 0.7623511
      [78] 0.7638078 0.7652445 0.7666697 0.7680901 0.7695055 0.7709053 0.7722871
      [85] 0.7736627 0.7750312 0.7763755 0.7777184 0.7790478 0.7803739 0.7816943
##
       [92] 0.7830033 0.7843103 0.7856125 0.7868957 0.7881752 0.7894495 0.7907152
      [99] 0.7919789 0.7932298 0.7944680 0.7956994 0.7969239 0.7981441 0.7993589
## [106] 0.8005667 0.8017678 0.8029642 0.8041540 0.8053386 0.8065189 0.8076901
## [113] 0.8088584 0.8100215 0.8111801 0.8123322 0.8134788 0.8146208 0.8157575
    [120] 0.8168911 0.8180230 0.8191459 0.8202638 0.8213725 0.8224784 0.8235833
    [127] 0.8246804 0.8257699 0.8268566 0.8279399 0.8290226 0.8300944 0.8311650
## [134] 0.8322320 0.8332977 0.8343582 0.8354101 0.8364616 0.8375073 0.8385493
## [141] 0.8395830 0.8406156 0.8416439 0.8426686 0.8436865 0.8447032 0.8457145
## [148] 0.8467239 0.8477295 0.8487336 0.8497322 0.8507271 0.8517199 0.8527087
## [155] 0.8536952 0.8546783 0.8556603 0.8566400 0.8576167 0.8585906 0.8595619
## [162] 0.8605278 0.8614903 0.8624506 0.8634089 0.8643638 0.8653149 0.8662630
## [169] 0.8672088 0.8681513 0.8690925 0.8700271 0.8709615 0.8718919 0.8728158
## [176] 0.8737368 0.8746569 0.8755732 0.8764885 0.8774006 0.8783096 0.8792137
## [183] 0.8801152 0.8810155 0.8819116 0.8828067 0.8836994 0.8845895 0.8854757
## [190] 0.8863599 0.8872402 0.8881190 0.8889969 0.8898714 0.8907418 0.8916107
## [197] 0.8924750 0.8933360 0.8941962 0.8950525 0.8959049 0.8967551 0.8976036
## [204] 0.8984503 0.8992952 0.9001386 0.9009783 0.9018127 0.9026456 0.9034764
## [211] 0.9043055 0.9051322 0.9059576 0.9067778 0.9075970 0.9084132 0.9092289
## [218] 0.9100432 0.9108562 0.9116667 0.9124741 0.9132774 0.9140795 0.9148788
## [225] 0.9156725 0.9164660 0.9172569 0.9180450 0.9188308 0.9196160 0.9203985
## [232] 0.9211789 0.9219569 0.9227323 0.9235057 0.9242782 0.9250485 0.9258159
## [239] 0.9265802 0.9273414 0.9280995 0.9288558 0.9296106 0.9303629 0.9311136
## [246] 0.9318635 0.9326109 0.9333559 0.9340995 0.9348407 0.9355786 0.9363154
## [253] 0.9370500 0.9377835 0.9385126 0.9392404 0.9399667 0.9406902 0.9414133
## [260] 0.9421333 0.9428521 0.9435686 0.9442828 0.9449945 0.9457044 0.9464137
## [267] 0.9471212 0.9478253 0.9485272 0.9492269 0.9499234 0.9506182 0.9513122
## [274] 0.9520029 0.9526905 0.9533763 0.9540604 0.9547421 0.9554221 0.9560989
## [281] 0.9567746 0.9574478 0.9581191 0.9587879 0.9594546 0.9601208 0.9607840
## [288] 0.9614446 0.9621016 0.9627584 0.9634105 0.9640605 0.9647078 0.9653539
## [295] 0.9659963 0.9666380 0.9672775 0.9679136 0.9685474 0.9691804 0.9698132
## [302] 0.9704412 0.9710666 0.9716886 0.9723100 0.9729284 0.9735459 0.9741599
## [309] 0.9747712 0.9753792 0.9759859 0.9765903 0.9771932 0.9777953 0.9783945
## [316] 0.9789891 0.9795778 0.9801634 0.9807467 0.9813265 0.9819049 0.9824775
## [323] 0.9830476 0.9836126 0.9841763 0.9847345 0.9852906 0.9858406 0.9863778
## [330] 0.9869134 0.9874392 0.9879519 0.9884584 0.9889594 0.9894540 0.9899389
## [337] 0.9904177 0.9908951 0.9913702 0.9918421 0.9923094 0.9927738 0.9932313
## [344] 0.9936858 0.9941333 0.9945773 0.9950180 0.9954583 0.9958930 0.9963227
## [351] 0.9967454 0.9971662 0.9975843 0.9979992 0.9984080 0.9988122 0.9992154
## [358] 0.9996145 1.0000000 1.0000000
pcs <- as.data.frame(pr.out$x[,1:300])</pre>
pcs$grp <- lab.grp$V1</pre>
```

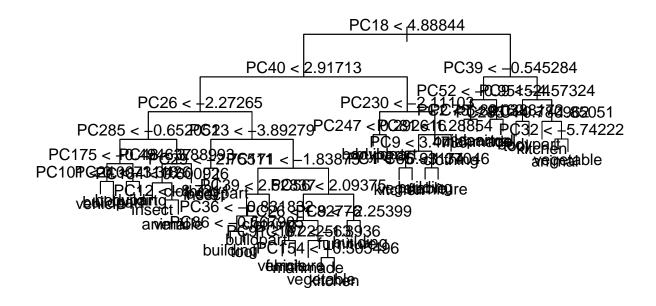
```
#pcs$wrd <- lab.wrd$V1</pre>
# Splitting data into training and test data
set.seed(100)
#sample <- sample(1:nrow(pcs), 300)</pre>
pcs.train <- pcs[1:300,]</pre>
pcs.test <- pcs[301:360,]
#pcs.train <- subset(pcs, sample == TRUE)</pre>
#pcs.test <- subset(pcs, sample == FALSE)</pre>
pcs.train.x <-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

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

```
summary(tree.fit)
## Classification tree:
## tree(formula = as.factor(grp) ~ ., data = pcs.train)
## Variables actually used in tree construction:
## [1] "PC18" "PC40" "PC26" "PC285" "PC175" "PC101" "PC24"
                                                               "PC48"
                                                                       "PC184"
## [10] "PC12" "PC23" "PC29" "PC171" "PC39" "PC36"
                                                       "PC86"
                                                               "PC56"
                                                                       "PC91"
                               "PC230" "PC247" "PC81"
## [19] "PC167" "PC154" "PC9"
                                                       "PC1"
                                                               "PC65"
                                                                       "PC52"
               "PC75" "PC283" "PC14" "PC32"
## [28] "PC2"
## Number of terminal nodes: 37
## Residual mean deviance: 1.978 = 520.3 / 263
## 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
## [1] vegetable furniture furniture vegetable clothing manmade
                                                                 clothing
                bodypart building building bodypart building
## [8] insect
## [15] furniture buildpart insect
                                    vehicle
                                              insect
                                                       furniture clothing
## [22] vegetable buildpart vegetable building bodypart insect
                                                                 vegetable
## [29] insect
                 furniture building clothing insect
                                                       vehicle
                                                                 vegetable
## [36] vegetable animal
                          tool
                                    kitchen
                                             buildpart bodypart vegetable
## [43] insect
                                             kitchen
                                                       bodypart clothing
                 kitchen
                          animal
                                    insect
```

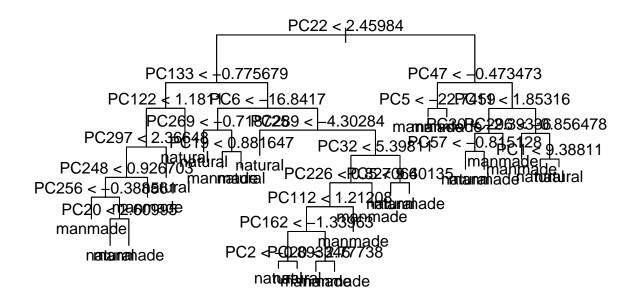
```
## [50] buildpart furniture vegetable vehicle building vegetable manmade
                              bodypart clothing
## [57] insect
                   insect
## 12 Levels: animal bodypart building buildpart clothing furniture ... vehicle
confusion_mat.dt = as.matrix(table(pcs.test.labs, tree.pred))
print(confusion_mat.dt)
##
                 tree.pred
## pcs.test.labs animal bodypart building buildpart clothing furniture insect
##
       animal
                       0
                                 0
                                           1
                                                     0
                                                               0
       bodypart
                       0
                                 1
                                          0
                                                     1
                                                               0
                                                                          0
##
                                                                                 1
##
       building
                       0
                                 1
                                           1
                                                     1
                                                               1
                                                                          0
                                                                                 1
##
       buildpart
                       0
                                 0
                                           0
                                                     0
                                                               0
                                                                          0
                                                                                 1
##
                       0
                                           2
                                                     0
                                                                          0
                                                                                 0
       clothing
                                 1
                                                               1
                                           0
                                                               0
##
       furniture
                       0
                                 1
                                                     0
                                                                          1
                                                                                 1
##
       insect
                                 1
                                           0
                                                     0
                                                               1
                                                                          0
                       1
                                                                                 1
                                 0
                                           0
##
       kitchen
                       0
                                                     1
                                                               1
                                                                                 1
##
       manmade
                       0
                                 0
                                           1
                                                     0
                                                               0
                                                                          1
                                                                                 1
##
       tool
                       1
                                 1
                                           0
                                                     1
                                                               0
                                                                          0
                                                                                 0
                                 0
##
                       0
                                           1
                                                     0
                                                               1
       vegetable
                                                                          1
                                                                                 1
##
                       0
                                 0
                                           0
                                                     1
       vehicle
                                                                                 1
##
                 tree.pred
  pcs.test.labs kitchen manmade tool vegetable vehicle
##
##
       animal
                                 0
                                      0
                        1
                                                 1
##
                                 0
                                      0
                                                 1
                                                          0
       bodypart
                        1
                                      0
                                                 0
                                                          0
##
       building
                        0
                                 0
                                                          0
##
       buildpart
                        1
                                 1
                                      0
                                                 2
##
       clothing
                        0
                                 0
                                      0
                                                 1
                                                          0
##
       furniture
                        0
                                 0
                                      0
                                                 1
                                                          1
##
       insect
                        0
                                 0
                                      0
                                                 1
                                                          0
##
       kitchen
                        0
                                      0
                                                 0
                                                          0
                                 1
                        0
                                 0
                                      0
##
       manmade
                                                 1
                                                          1
##
       tool
                        0
                                 0
                                      0
                                                 2
                                                          0
##
       vegetable
                        0
                                 0
                                      1
                                                 0
                                                          0
                        0
                                      0
                                                 0
##
       vehicle
                                 0
                                                          1
print(mean(tree.pred == pcs.test$grp))
## [1] 0.1
# Random Forest
rf.fit <- randomForest(as.factor(grp) ~ ., data = pcs.train,, mtry = 80, importance = TRUE)
summary(rf.fit)
##
                    Length Class Mode
## call
                       6
                            -none- call
                       1
                            -none- character
## type
## predicted
                     300
                           factor numeric
## err.rate
                    6500
                            -none- numeric
## confusion
                     156
                            -none- numeric
## votes
                    3600
                           matrix numeric
## oob.times
                     300
                           -none- numeric
## classes
                      12
                            -none- character
## importance
                    4200
                            -none- numeric
## importanceSD
                    3900
                           -none- numeric
```

```
## localImportance
                        0
                             -none- NULL
## proximity
                        0
                            -none- NULL
                            -none- numeric
## ntree
                        1
                             -none- numeric
## mtry
                        1
## forest
                       14
                             -none- list
                      300
                            factor numeric
## y
## test
                        0
                             -none- NULL
                             -none- NULL
                        0
## inbag
## terms
                        3
                             terms call
rf.pred <- predict(rf.fit, newdata = pcs.test, type = "class")</pre>
confusion_mat.rf = as.matrix(table(pcs.test.labs, rf.pred))
print(confusion_mat.rf)
##
                 rf.pred
## pcs.test.labs animal bodypart building buildpart clothing furniture insect
                                  0
                                            0
                                                       0
##
       bodypart
                        1
                                  2
                                            1
                                                       0
                                                                 0
                                                                             1
                                                                                    0
##
       building
                        0
                                  0
                                            1
                                                       2
                                                                 0
                                                                                    0
                                                                             1
                                            2
                                                                                    0
##
                        0
                                                       1
                                                                 0
                                                                             0
       buildpart
                                  1
##
                        0
                                  0
                                                       0
                                                                             0
                                                                                    2
       clothing
                                            1
                                                                 1
                                                       2
##
                        0
                                  0
                                            0
                                                                 0
                                                                             2
                                                                                    0
       furniture
##
       insect
                        3
                                  1
                                            0
                                                       0
                                                                 0
                                                                             0
                                                                                    1
##
       kitchen
                        0
                                  0
                                            0
                                                       0
                                                                 3
                                                                             1
                                                                                    0
##
       manmade
                        0
                                  0
                                            0
                                                       0
                                                                 0
                                                                                    0
                                                                             1
                                  0
                                            0
                                                                 0
##
       tool
                        1
                                                       1
                                                                             0
                                                                                    0
                        0
                                            2
##
       vegetable
                                  0
                                                       0
                                                                 0
                                                                             1
                                                                                    0
##
       vehicle
                        0
                                  0
                                            0
                                                       1
                                                                             1
                                                                                    1
##
                 rf.pred
## pcs.test.labs kitchen manmade tool vegetable vehicle
                                  0
##
       animal
                         0
                                        0
                                                            0
                                                   1
                         0
                                        0
                                                   0
                                                            0
##
       bodypart
                                  0
##
       building
                                  0
                                        0
                                                   0
                                                            0
                         1
##
       buildpart
                         0
                                  0
                                        1
                                                   0
                                                            0
                         0
                                        0
                                                            0
##
       clothing
                                  1
                                                   0
##
       furniture
                         1
                                  0
                                        0
                                                   0
                                                            0
##
       insect
                         0
                                  0
                                        0
                                                   0
                                                            0
##
       kitchen
                         0
                                  0
                                        1
                                                   0
                                                            0
##
       manmade
                         1
                                  0
                                        1
                                                   1
                                                            1
##
       tool
                         0
                                  0
                                                   0
                                                            1
##
                         0
                                        0
                                                   2
                                                            0
       vegetable
                                  0
       vehicle
                                        0
                                                   0
                         1
                                                            1
print(mean(rf.pred == pcs.test$grp))
## [1] 0.2833333
manmade <- c("furniture", "clothing", "manmade", "tool", "kitchen", "vehicle", "building", "buildpart")
natural <- c("insect", "animal", "vegetable", "bodypart")</pre>
df_new <- within(pcs, {</pre>
cls <- "manmade"</pre>
cls[grp %in% manmade] <- "manmade"</pre>
cls[grp %in% natural] <- "natural"</pre>
pcs$cls <- df_new$cls</pre>
```

```
# Splitting data into training and test data
set.seed(100)
#sample <- sample(1:nrow(pcs), 300)</pre>
pcs.train <- pcs[1:300,]</pre>
pcs.test <- pcs[301:360,]</pre>
#pcs.train <- subset(pcs, sample == TRUE)</pre>
#pcs.test <- subset(pcs, sample == FALSE)</pre>
pcs.train.x <- subset(pcs.train, select = -c(grp,cls))</pre>
pcs.train.labs <- pcs.train$cls</pre>
pcs.test.x <- subset(pcs.test, select = -c(grp,cls))</pre>
pcs.test.labs <- pcs.test$cls</pre>
# Classification Algorithms
# Naive Bayes Classifier
nb.fit <- naiveBayes(cls ~ . , data = pcs.train)</pre>
nb.class <- predict(nb.fit,pcs.test.x)</pre>
nb.class
  [1] manmade natural manmade manmade manmade manmade manmade manmade
## [10] manmade manmade manmade manmade manmade manmade manmade manmade
## [19] manmade manmade manmade manmade natural natural manmade manmade natural
## [28] manmade manmade manmade manmade manmade manmade manmade manmade
## [37] natural natural manmade manmade manmade manmade manmade manmade
## [46] manmade manmade manmade natural manmade manmade manmade manmade
## [55] manmade manmade manmade manmade manmade
## Levels: manmade natural
confusion mat.nb = as.matrix(table(Actual Values = pcs.test.labs, Predicted Values = nb.class))
print(confusion_mat.nb)
                Predicted_Values
## Actual_Values manmade natural
         manmade
                      35
                      17
         natural
print(mean(nb.class == pcs.test$cls))
## [1] 0.6333333
# KNN
knn.pred <- knn(pcs.train.x, pcs.test.x, pcs.train.labs, k=3)
confusion_mat.knn = as.matrix(table(pcs.test.labs, knn.pred))
print(confusion_mat.knn)
##
                knn.pred
## pcs.test.labs manmade natural
                      27
##
         manmade
                              13
##
         natural
                      12
                               8
print(mean(knn.pred== pcs.test$cls))
```

## [1] 0.5833333

```
# 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] "PC22" "PC133" "PC122" "PC297" "PC248" "PC256" "PC20"
                                                                "PC6"
                                                                         "PC269"
## [10] "PC19" "PC289" "PC32" "PC226" "PC112" "PC162" "PC2"
                                                                "PC5"
                                                                         "PC47"
## [19] "PC11" "PC30" "PC57" "PC296" "PC1"
## Number of terminal nodes: 26
## Residual mean deviance: 0.2282 = 62.54 / 274
## Misclassification error rate: 0.04667 = 14 / 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 natural manmade natural manmade natural manmade
## [10] natural manmade manmade manmade manmade manmade natural manmade
## [19] manmade natural natural natural manmade manmade natural manmade
## [28] natural manmade natural manmade natural manmade natural manmade
## [37] natural manmade manmade manmade natural manmade manmade natural
## [46] manmade natural manmade manmade manmade natural manmade
## [55] manmade manmade manmade natural manmade natural
## Levels: manmade natural
confusion_mat.dt = as.matrix(table(pcs.test.labs, tree.pred))
print(confusion mat.dt)
##
               tree.pred
## pcs.test.labs manmade natural
                     27
        manmade
                             13
##
                     10
                             10
        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