Patient4

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-P4.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))
```

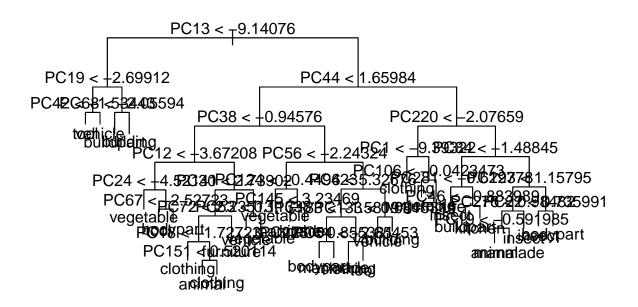
[1] 0.08915026 0.15217973 0.19489595 0.22777868 0.25594468 0.27782400

```
[7] 0.29836968 0.31558151 0.32915646 0.34191489 0.35413252 0.36415893
##
    [13] 0.37391547 0.38262426 0.39077335 0.39845659 0.40584138 0.41247832
##
    [19] 0.41880630 0.42479259 0.43052354 0.43616517 0.44169411 0.44709526
     [25] \ \ 0.45232193 \ \ 0.45746654 \ \ 0.46237500 \ \ 0.46723870 \ \ 0.47186012 \ \ 0.47631255 
##
##
    [31] 0.48057104 0.48482663 0.48897871 0.49299920 0.49687172 0.50072176
    [37] 0.50442271 0.50807328 0.51164370 0.51515696 0.51852736 0.52185221
##
    [43] 0.52516761 0.52841861 0.53150300 0.53452945 0.53752313 0.54040382
##
    [49] 0.54327040 0.54611484 0.54888562 0.55165552 0.55439278 0.55710231
##
    [55] 0.55977162 0.56243979 0.56508870 0.56769184 0.57027629 0.57279136
##
    [61] 0.57528955 0.57773152 0.58015277 0.58256551 0.58495463 0.58733299
    [67] 0.58968642 0.59202908 0.59433659 0.59662578 0.59890331 0.60116662
    [73] 0.60341368 0.60564425 0.60786242 0.61005471 0.61223791 0.61440993
##
    [79] 0.61655983 0.61870406 0.62083321 0.62295126 0.62505470 0.62714625
##
    [85] 0.62922528 0.63129197 0.63334416 0.63538418 0.63740403 0.63941211
    [91] 0.64141500 0.64340925 0.64539545 0.64737307 0.64934444 0.65131373
    [97] 0.65326485 0.65520637 0.65713686 0.65905894 0.66097772 0.66287917
  [103] 0.66477106 0.66665769 0.66854150 0.67041352 0.67227474 0.67413486
   [109] 0.67598098 0.67782056 0.67965440 0.68148206 0.68330292 0.68511910
  [115] 0.68693036 0.68874034 0.69054103 0.69233283 0.69411536 0.69589524
## [121] 0.69766704 0.69942769 0.70118407 0.70293439 0.70468382 0.70642267
## [127] 0.70815909 0.70988605 0.71160831 0.71332814 0.71503841 0.71674626
## [133] 0.71844676 0.72014166 0.72183394 0.72351766 0.72519798 0.72686924
## [139] 0.72853774 0.73019853 0.73185712 0.73351237 0.73516273 0.73681047
## [145] 0.73845410 0.74009292 0.74172866 0.74336193 0.74498795 0.74661118
  [151] 0.74822884 0.74983923 0.75144811 0.75304838 0.75464540 0.75623422
## [157] 0.75781634 0.75939650 0.76097414 0.76254888 0.76411985 0.76568841
## [163] 0.76725442 0.76881396 0.77036947 0.77191497 0.77345957 0.77499646
## [169] 0.77653078 0.77806329 0.77958772 0.78110528 0.78261966 0.78412892
## [175] 0.78563495 0.78713512 0.78863271 0.79012465 0.79161567 0.79310189
## [181] 0.79458470 0.79606301 0.79753553 0.79900741 0.80047537 0.80194167
## [187] 0.80340439 0.80486544 0.80631727 0.80776640 0.80920998 0.81065040
  [193] 0.81208653 0.81352050 0.81494985 0.81637703 0.81779948 0.81921894
  [199] 0.82063740 0.82205348 0.82346353 0.82486931 0.82627401 0.82767612
## [205] 0.82907532 0.83047049 0.83186102 0.83324795 0.83463183 0.83601102
## [211] 0.83738877 0.83876417 0.84013617 0.84150349 0.84286664 0.84422793
## [217] 0.84558599 0.84694043 0.84828961 0.84963542 0.85097808 0.85231796
## [223] 0.85365051 0.85497992 0.85630871 0.85763644 0.85896209 0.86028435
## [229] 0.86160012 0.86291413 0.86422338 0.86553164 0.86683489 0.86813368
## [235] 0.86942800 0.87072008 0.87200804 0.87329434 0.87457881 0.87585958
## [241] 0.87713499 0.87840968 0.87967889 0.88094479 0.88220864 0.88346812
## [247] 0.88472185 0.88596919 0.88721465 0.88845793 0.88969815 0.89093485
## [253] 0.89216982 0.89339930 0.89462659 0.89585208 0.89707464 0.89829630
## [259] 0.89951321 0.90072682 0.90193777 0.90314676 0.90435265 0.90555348
## [265] 0.90675113 0.90794628 0.90913567 0.91032131 0.91150325 0.91268478
## [271] 0.91386057 0.91503262 0.91620191 0.91736642 0.91852834 0.91969006
## [277] 0.92084919 0.92200322 0.92315552 0.92430595 0.92545146 0.92659295
## [283] 0.92773267 0.92886783 0.93000280 0.93113687 0.93226365 0.93338668
## [289] 0.93450647 0.93562043 0.93673417 0.93784609 0.93895242 0.94005453
## [295] 0.94115506 0.94225117 0.94334242 0.94442827 0.94550892 0.94658920
## [301] 0.94766793 0.94874546 0.94981731 0.95088285 0.95194315 0.95300199
## [307] 0.95405654 0.95510758 0.95615320 0.95719066 0.95822521 0.95925942
## [313] 0.96029101 0.96132014 0.96234090 0.96335979 0.96437179 0.96538186
## [319] 0.96638819 0.96739197 0.96838909 0.96938082 0.97037061 0.97135311
## [325] 0.97232196 0.97327586 0.97420703 0.97512782 0.97604209 0.97694967
```

```
## [331] 0.97784889 0.97873336 0.97961267 0.98047915 0.98134335 0.98219508
## [337] 0.98304126 0.98387569 0.98470236 0.98552656 0.98634100 0.98715208
## [343] 0.98795980 0.98876375 0.98956038 0.99034747 0.99112386 0.99189797
## [349] 0.99266817 0.99342598 0.99418190 0.99493285 0.99568213 0.99642041
## [355] 0.99715427 0.99788041 0.99859722 0.99929976 1.00000000 1.00000000
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] kitchen
                  clothing insect
                                       kitchen
                                                 insect
                                                           vehicle
                                                                      furniture
## [8] kitchen
                 vehicle vehicle
                                       tool
                                                 insect
                                                            insect
                                                                      buildpart
                  kitchen manmade
## [15] manmade
                                       vegetable buildpart manmade
                                                                      manmade
## [22] vegetable vehicle insect
                                       vehicle
                                                 clothing clothing buildpart
## [29] animal
                  insect
                            tool
                                       clothing bodypart vehicle
                                                                      clothing
## [36] clothing tool
                            vegetable clothing kitchen
                                                            furniture kitchen
## [43] bodypart vegetable insect
                                       bodypart
                                                 vegetable bodypart insect
## [50] bodypart vehicle
                            animal
                                       insect
                                                 building clothing animal
## [57] kitchen
                  kitchen
                            vegetable kitchen
## 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
##
       animal
                      0
                               0
                                         0
                                                   1
                                                            0
##
                      0
                                2
                                         0
                                                   0
                                                            0
                                                                       0
                                                                              0
       bodypart
##
       building
                      0
                                0
                                         0
                                                   1
                                                            0
                                                                              2
##
       buildpart
                      1
                                0
                                         0
                                                   1
                                                            2
                                                                       0
                                                                              0
                                                            2
##
       clothing
                      0
                               0
                                         0
                                                   0
                                                                       0
                                                                              1
                      0
                               0
                                         0
                                                   0
                                                            1
##
       furniture
                                                                       0
                                                                              1
                               0
                                         0
                                                   0
##
       insect
                      0
                                                            1
                                                                       0
                                                                              0
                      0
                                         0
                                                   0
                                                            2
                                                                       0
                                                                              0
##
       kitchen
                               1
##
       manmade
                      0
                               1
                                         1
                                                   0
                                                            0
                                                                       0
                                                                              0
##
                                0
                                         0
                                                   0
                                                            Ω
                                                                              2
       tool
                      1
```

```
##
                        0
                                             0
       vegetable
##
                         1
                                   0
       vehicle
##
                 Predicted Values
## Actual_Values kitchen manmade tool vegetable vehicle
                                   0
##
       animal
                          1
                                        1
##
       bodypart
                          2
                                   0
                                        0
                                                    1
                                                             0
##
       building
                          1
                                   0
                                        0
                                                    0
                                                             0
                                   0
                                        0
                                                    0
                                                             0
##
       buildpart
                          1
##
       clothing
                          0
                                   0
                                        1
                                                    0
                                                             1
##
       furniture
                          0
                                   2
                                        0
                                                    0
                                                             1
##
       insect
                          1
                                   1
                                        1
                                                    0
                                                             1
##
       kitchen
                          1
                                   0
                                        0
                                                    0
                                                             1
##
       manmade
                          0
                                   0
                                        0
                                                    2
                                                             1
##
                                   0
                                        0
                                                             0
       tool
                          1
                                                    1
##
       vegetable
                          0
                                        0
                                                    1
                                                             1
##
       vehicle
                          1
                                        0
                                                    0
                                                             1
print(mean(nb.class == pcs.test$grp))
## [1] 0.1333333
# KNN
knn.pred <- knn(pcs.train.x, pcs.test.x, pcs.train.labs, k=5)</pre>
confusion_mat.knn = as.matrix(table(pcs.test.labs, knn.pred))
print(confusion_mat.knn)
                  knn.pred
## pcs.test.labs animal bodypart building buildpart clothing furniture insect
##
       animal
                        2
                                   0
                                             0
                                                        0
                                                                  2
                                                                                      0
##
       bodypart
                         0
                                   2
                                             1
                                                        0
                                                                  2
                                                                              0
                                                                                      0
##
       building
                         1
                                   0
                                             1
                                                        1
                                                                  0
                                                                                      0
                                                                              1
##
       buildpart
                         0
                                   0
                                             0
                                                        0
                                                                  0
                                                                              0
                                                                                      1
                                             2
##
       clothing
                         0
                                   1
                                                        0
                                                                  1
                                                                              0
                                                                                      0
##
                         0
                                   0
                                             2
                                                                  2
                                                                                      0
       furniture
                                                        1
                                                                              0
                                             0
##
       insect
                         0
                                   0
                                                        0
                                                                  1
                                                                              0
                                                                                      1
##
       kitchen
                         0
                                   0
                                             0
                                                        0
                                                                  1
                                                                              1
                                                                                      0
                                             0
                         0
                                   0
                                                        0
                                                                  1
                                                                                      0
##
       manmade
                                                                              1
                                   0
                                             0
                                                        0
                                                                  0
##
       tool
                         1
                                                                              1
                                                                                      0
                                   0
                                             0
                                                                  0
                                                                              0
                                                                                      0
##
       vegetable
                         1
                                                        1
##
       vehicle
                        0
                                   0
                                             0
                                                        1
                                                                  1
                                                                              0
                                                                                      0
##
                  knn.pred
## pcs.test.labs kitchen manmade tool vegetable vehicle
##
       animal
                                   0
                                        0
                                                    0
                          1
                                        0
                                                    0
                                                             0
##
       bodypart
                          0
                                   0
##
       building
                          0
                                   1
                                        0
                                                    0
                                                             0
##
                          3
                                        0
                                                    0
                                                             0
       buildpart
                                   1
##
       clothing
                          0
                                   0
                                        1
                                                    0
                                                             0
                          0
                                   0
                                                             0
##
                                        0
                                                    0
       furniture
##
       insect
                          0
                                   2
                                        0
                                                    0
                                                             1
##
       kitchen
                          1
                                   0
                                        1
                                                    0
                                                             1
##
       manmade
                                   2
                                        0
                                                    0
                                                             0
                          1
##
       tool
                          0
                                        0
                                   1
                                                    1
                                                             1
##
                          0
                                   0
                                        0
                                                    2
                                                             1
       vegetable
```

```
1
##
      vehicle
print(mean(knn.pred == pcs.test$grp))
## [1] 0.2166667
# Decision Trees
set.seed(100)
tree.fit <- tree(as.factor(grp) ~ ., data = pcs.train)</pre>
summary(tree.fit)
##
## Classification tree:
## tree(formula = as.factor(grp) ~ ., data = pcs.train)
## Variables actually used in tree construction:
## [1] "PC13" "PC19" "PC42" "PC68" "PC44" "PC38"
                                                       "PC12" "PC24" "PC67"
## [10] "PC30" "PC72" "PC18" "PC151" "PC53" "PC56"
                                                       "PC124" "PC145" "PC6"
## [19] "PC183" "PC225" "PC54" "PC133" "PC220" "PC1"
                                                       "PC106" "PC84" "PC281"
## [28] "PC46" "PC223" "PC276" "PC22"
## Number of terminal nodes: 33
## Residual mean deviance: 2.142 = 571.9 / 267
## 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")
tree.pred</pre>
```

```
vegetable building vegetable animal
## [1] manmade
                                                             manmade
                                                                        manmade
##
  [8] tool
                   bodypart vehicle
                                        clothing tool
                                                             tool
                                                                        bodypart
## [15] manmade
                   clothing building vehicle
                                                  buildpart insect
                                                                        clothing
## [22] manmade
                  building
                             building vegetable tool
                                                             clothing
                                                                        animal
## [29] insect
                   manmade
                             furniture bodypart vegetable building
## [36] buildpart insect
                             bodypart tool
                                                   vehicle
                                                             building
                                                                        animal
## [43] vegetable vegetable insect
                                        vegetable building vehicle
                                                                        building
## [50] building vegetable clothing buildpart insect
                                                                        building
                                                             tool
## [57] building manmade
                             building vehicle
## 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
                                          2
                                                              1
##
       bodypart
                       1
                                0
                                          0
                                                     0
                                                              1
                                                                         0
                                                                                0
##
       building
                       0
                                 1
                                          3
                                                     0
                                                              0
                                                                         0
                                                                                0
                                                              0
                                                                                0
##
                       0
                                 0
                                          1
                                                     1
                                                                         0
       buildpart
##
                                 0
                                          0
                                                              0
                                                                                0
       clothing
                       1
                                                     1
                                                                         1
                                          2
##
                                0
                                                     0
                                                              0
                                                                         0
       furniture
                       0
                                                                                0
##
       insect
                       0
                                 1
                                          0
                                                     0
                                                              2
                                                                         0
                                                                                1
##
       kitchen
                       0
                                1
                                          1
                                                     0
                                                              0
                                                                         0
                                                                                0
##
       manmade
                       0
                                0
                                          0
                                                     0
                                                              0
                                                                         0
                                                                                1
                                          2
                       0
                                0
                                                     0
                                                                         0
##
       tool
                                                              1
                                                                                1
                                          0
                                                              0
                                                                                0
##
       vegetable
                       0
                                 1
                                                     0
                                                                         0
                                0
##
       vehicle
                       0
                                          1
                                                     1
                                                                         0
                                                                                2
##
                 tree.pred
## pcs.test.labs kitchen manmade tool vegetable vehicle
                                      0
##
       animal
                        0
                                 1
                                                0
                                                         0
                        0
                                 0
                                      0
                                                2
##
       bodypart
                                                         1
##
       building
                        0
                                 0
                                      1
                                                0
                                                         0
##
       buildpart
                        0
                                 0
                                      2
                                                1
                                                         0
##
                        0
       clothing
                                 0
                                      1
                                                0
                                                         1
##
       furniture
                        0
                                      2
                                                0
                                                         0
                                      0
                                                         0
##
       insect
                        0
                                                0
                                 1
##
       kitchen
                        0
                                1
                                      1
                                                         0
                                                1
##
       manmade
                        0
                                1
                                      0
                                                2
                                                         1
##
       tool
                        0
                                 0
                                      0
                                                0
                                                         1
                                                2
##
       vegetable
                        0
                                 2
                                      0
                                                         0
       vehicle
                        0
                                      0
                                                0
print(mean(tree.pred == pcs.test$grp))
## [1] 0.1666667
# Random Forest
rf.fit <- randomForest(as.factor(grp) ~ ., data = pcs.train,, mtry = 80, importance = TRUE)
summary(rf.fit)
##
                    Length Class Mode
## call
                       6
                           -none- call
## type
                       1
                           -none- character
## predicted
                     300
                           factor numeric
```

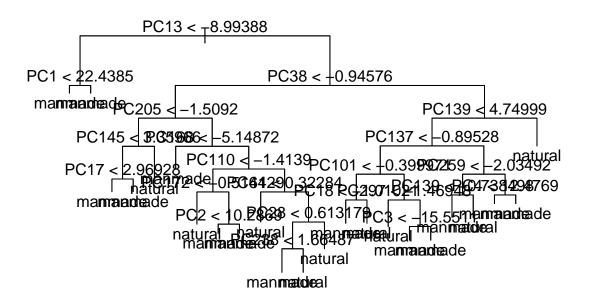
```
6500
## err.rate
                            -none- numeric
                            -none- numeric
## confusion
                     156
## votes
                     3600
                            matrix numeric
## oob.times
                     300
                            -none- numeric
## classes
                       12
                            -none- character
## importance
                     4200
                            -none- numeric
## importanceSD
                     3900
                            -none- numeric
                            -none- NULL
## localImportance
                        0
## proximity
                        0
                            -none- NULL
## ntree
                        1
                            -none- numeric
## mtry
                        1
                            -none- numeric
## forest
                       14
                            -none- list
## y
                      300
                            factor numeric
                            -none- NULL
## test
                        0
                        0
                            -none- NULL
## inbag
## terms
                        3
                            terms call
rf.pred <- predict(rf.fit, newdata = pcs.test, type = "class")</pre>
confusion_mat.rf = as.matrix(table(pcs.test.labs, rf.pred))
print(confusion_mat.rf)
##
                 rf.pred
## pcs.test.labs animal bodypart building buildpart clothing furniture insect
##
       animal
                                                                 0
                                                                                    0
                        1
                                  1
                                            1
                                                       1
##
                                  3
                                            0
                                                       0
                                                                 0
                                                                            0
                                                                                    0
       bodypart
                        0
                                            2
                                  0
                                                       0
                                                                 0
##
       building
                        1
                                                                            0
                                                                                    0
##
       buildpart
                        0
                                  0
                                            1
                                                       1
                                                                 1
                                                                            0
                                                                                    0
##
       clothing
                        1
                                  1
                                            1
                                                       0
                                                                 1
                                                                            0
                                                                                    1
##
       furniture
                        0
                                  1
                                            0
                                                       0
                                                                 1
                                                                            0
                                                                                    0
##
       insect
                        2
                                  1
                                            0
                                                       0
                                                                 0
                                                                            0
                                                                                    0
##
       kitchen
                        0
                                  1
                                            0
                                                       1
                                                                 1
                                                                                    0
                                                                            1
                        0
                                  0
                                                       0
                                                                 0
##
       manmade
                                            1
                                                                            0
                                                                                    1
##
       tool
                        0
                                  0
                                            0
                                                       0
                                                                 0
                                                                                    0
                                                                            1
##
       vegetable
                        0
                                  1
                                            1
                                                       1
                                                                 0
                                                                            0
                                                                                    1
                        0
                                  0
                                            3
                                                                                    0
##
       vehicle
                                                       0
                                                                            0
##
                 rf.pred
   pcs.test.labs kitchen manmade tool vegetable vehicle
##
                                  0
##
       animal
                         0
                                       0
                                                  0
                                                           1
##
       bodypart
                         0
                                  0
                                       0
                                                  0
                                                           2
##
       building
                         0
                                       0
                                                  0
                                                           1
                                  1
##
                         0
                                       0
                                                           0
       buildpart
                                  1
                                                  1
                                       0
                                                           0
##
       clothing
                         0
                                  0
                                                  0
                                  2
##
       furniture
                         0
                                       0
                                                  0
                                                           1
       insect
##
                         0
                                  0
                                       1
                                                  1
                                                           0
       kitchen
                                  0
                                       0
                                                           0
##
                         1
                                                  0
##
       manmade
                         0
                                  1
                                       0
                                                  2
                                                           0
##
       tool
                         0
                                  1
                                       2
                                                  1
                                                           0
##
       vegetable
                         0
                                  0
                                       0
                                                  1
                                                           0
                                                  0
       vehicle
                         0
                                       0
                                                           1
print(mean(rf.pred == pcs.test$grp))
## [1] 0.2333333
```

natural <- c("insect", "animal", "vegetable", "bodypart")</pre>

manmade <- c("furniture", "clothing", "manmade", "tool", "kitchen", "vehicle", "building", "buildpart")

```
df_new <- within(pcs, {</pre>
 cls <- "manmade"
 cls[grp %in% manmade] <- "manmade"</pre>
 cls[grp %in% natural] <- "natural"</pre>
})
pcs$cls <- df_new$cls</pre>
# 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 natural manmade manmade manmade natural
## [10] manmade manmade natural manmade manmade manmade natural manmade
## [19] manmade natural manmade natural manmade manmade manmade
## [28] manmade manmade natural manmade manmade manmade manmade natural
## [37] manmade manmade manmade manmade natural natural natural manmade
## [46] natural natural manmade manmade natural manmade natural natural
## [55] manmade manmade manmade natural 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
                      28
                               12
         natural
                      13
print(mean(nb.class == pcs.test$cls))
## [1] 0.5833333
# KNN
knn.pred <- knn(pcs.train.x, pcs.test.x, pcs.train.labs, k=3)</pre>
confusion_mat.knn = as.matrix(table(pcs.test.labs, knn.pred))
print(confusion_mat.knn)
##
                knn.pred
## pcs.test.labs manmade natural
```

```
##
         manmade
##
         natural
                      12
                               8
print(mean(knn.pred== pcs.test$cls))
## [1] 0.7
# 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] "PC13" "PC1" "PC38" "PC205" "PC145" "PC17" "PC168" "PC110" "PC172"
                "PC41" "PC28" "PC238" "PC139" "PC137" "PC101" "PC18" "PC297"
## [10] "PC2"
## [19] "PC3"
                "PC259" "PC4"
## Number of terminal nodes: 23
## Residual mean deviance: 0.2703 = 74.87 / 277
## Misclassification error rate: 0.06 = 18 / 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 manmade manmade natural natural manmade manmade manmade
## [10] manmade natural manmade manmade natural manmade manmade natural manmade
## [19] manmade manmade natural natural manmade manmade natural manmade
## [28] manmade manmade natural manmade natural manmade manmade natural
## [37] manmade natural manmade natural manmade natural manmade manmade
## [46] manmade manmade natural natural manmade natural manmade natural
## [55] manmade manmade manmade 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
                     28
                             12
        natural
                     13
print(mean(tree.pred== pcs.test$cls))
## [1] 0.5833333
# 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
                         -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
## importanceSD
                   903
                         -none- numeric
## localImportance
                     0
                         -none- NULL
## proximity
                     0
                         -none- NULL
## ntree
                     1
                         -none- numeric
## mtry
                         -none- numeric
                     1
## forest
                    14
                         -none- list
## y
                   300
                         factor numeric
## test
                     0
                         -none- NULL
                     0
                         -none- NULL
## inbag
## terms
                         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 0
## natural 10 10
print(mean(rf.pred== pcs.test$cls))
```

[1] 0.8333333