## patient7

## Anuhya B S

2022-06-9

```
#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-P7.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))
```

 $\hbox{\tt [1]} \ \ 0.3857170 \ \ 0.4576886 \ \ 0.5086031 \ \ 0.5501438 \ \ 0.5721940 \ \ 0.5932694 \ \ 0.6117646$ 

```
##
     [8] 0.6276242 0.6421856 0.6544695 0.6652107 0.6744389 0.6829009 0.6902380
##
    [15] 0.6968845 0.7032281 0.7086449 0.7137225 0.7183948 0.7229486 0.7273105
    [22] 0.7312377 0.7350798 0.7388233 0.7421700 0.7452920 0.7482914 0.7512064
    [29] 0.7540148 0.7566585 0.7592562 0.7618062 0.7642516 0.7666668 0.7689422
    [36] 0.7711221 0.7732860 0.7753782 0.7773633 0.7792801 0.7811221 0.7829534
    [43] 0.7847505 0.7864916 0.7881979 0.7898646 0.7915231 0.7931189 0.7946916
##
    [50] 0.7962388 0.7977647 0.7992667 0.8007372 0.8021777 0.8036064 0.8049892
    [57] 0.8063417 0.8076857 0.8090149 0.8103283 0.8116255 0.8128862 0.8141257
##
    [64] 0.8153565 0.8165815 0.8177741 0.8189408 0.8201039 0.8212558 0.8224016
    [71] 0.8235300 0.8246407 0.8257440 0.8268351 0.8279180 0.8289961 0.8300577
    [78] 0.8311130 0.8321618 0.8332024 0.8342331 0.8352583 0.8362774 0.8372922
    [85] 0.8382914 0.8392820 0.8402649 0.8412356 0.8422049 0.8431661 0.8441244
##
    [92] 0.8450710 0.8460131 0.8469430 0.8478698 0.8487833 0.8496930 0.8506009
   [99] 0.8515002 0.8523946 0.8532862 0.8541744 0.8550573 0.8559364 0.8568108
## [106] 0.8576836 0.8585482 0.8594107 0.8602639 0.8611142 0.8619631 0.8628073
## [113] 0.8636462 0.8644814 0.8653080 0.8661328 0.8669564 0.8677717 0.8685858
  [120] 0.8693974 0.8702072 0.8710064 0.8718049 0.8726015 0.8733942 0.8741811
  [127] 0.8749604 0.8757371 0.8765116 0.8772827 0.8780506 0.8788179 0.8795821
## [134] 0.8803419 0.8810984 0.8818496 0.8826001 0.8833491 0.8840923 0.8848327
## [141] 0.8855692 0.8863029 0.8870360 0.8877652 0.8884926 0.8892173 0.8899394
## [148] 0.8906583 0.8913736 0.8920847 0.8927946 0.8935027 0.8942094 0.8949147
## [155] 0.8956143 0.8963132 0.8970118 0.8977070 0.8984010 0.8990934 0.8997845
## [162] 0.9004719 0.9011551 0.9018346 0.9025135 0.9031900 0.9038613 0.9045322
## [169] 0.9052016 0.9058696 0.9065326 0.9071936 0.9078543 0.9085105 0.9091659
## [176] 0.9098181 0.9104682 0.9111166 0.9117641 0.9124100 0.9130551 0.9136967
## [183] 0.9143377 0.9149756 0.9156112 0.9162463 0.9168774 0.9175078 0.9181370
## [190] 0.9187650 0.9193919 0.9200158 0.9206386 0.9212601 0.9218806 0.9224987
## [197] 0.9231149 0.9237295 0.9243418 0.9249518 0.9255589 0.9261647 0.9267696
## [204] 0.9273724 0.9279722 0.9285715 0.9291681 0.9297632 0.9303583 0.9309518
## [211] 0.9315441 0.9321339 0.9327218 0.9333085 0.9338932 0.9344762 0.9350566
## [218] 0.9356362 0.9362144 0.9367910 0.9373669 0.9379421 0.9385144 0.9390855
## [225] 0.9396539 0.9402211 0.9407865 0.9413498 0.9419120 0.9424729 0.9430314
## [232] 0.9435870 0.9441420 0.9446963 0.9452476 0.9457972 0.9463463 0.9468938
## [239] 0.9474405 0.9479847 0.9485284 0.9490684 0.9496077 0.9501439 0.9506793
## [246] 0.9512136 0.9517469 0.9522788 0.9528081 0.9533369 0.9538636 0.9543887
## [253] 0.9549124 0.9554349 0.9559559 0.9564747 0.9569932 0.9575096 0.9580250
## [260] 0.9585379 0.9590499 0.9595608 0.9600706 0.9605792 0.9610857 0.9615910
## [267] 0.9620947 0.9625973 0.9630973 0.9635965 0.9640947 0.9645908 0.9650863
## [274] 0.9655795 0.9660718 0.9665602 0.9670472 0.9675323 0.9680166 0.9685002
## [281] 0.9689821 0.9694639 0.9699416 0.9704189 0.9708934 0.9713669 0.9718400
## [288] 0.9723100 0.9727794 0.9732471 0.9737114 0.9741752 0.9746377 0.9750994
## [295] 0.9755584 0.9760170 0.9764739 0.9769302 0.9773836 0.9778366 0.9782871
## [302] 0.9787358 0.9791820 0.9796280 0.9800715 0.9805138 0.9809539 0.9813925
## [309] 0.9818298 0.9822653 0.9826988 0.9831304 0.9835610 0.9839904 0.9844160
## [316] 0.9848395 0.9852615 0.9856816 0.9860997 0.9865167 0.9869308 0.9873420
## [323] 0.9877520 0.9881591 0.9885633 0.9889651 0.9893560 0.9897447 0.9901256
## [330] 0.9905057 0.9908798 0.9912469 0.9916137 0.9919752 0.9923319 0.9926865
## [337] 0.9930394 0.9933843 0.9937286 0.9940702 0.9944059 0.9947398 0.9950709
## [344] 0.9953985 0.9957250 0.9960513 0.9963730 0.9966912 0.9970056 0.9973190
## [351] 0.9976276 0.9979340 0.9982400 0.9985409 0.9988396 0.9991367 0.9994291
## [358] 0.9997189 1.0000000 1.0000000
pcs <- as.data.frame(pr.out$x[,1:300])</pre>
pcs$grp <- lab.grp$V1</pre>
```

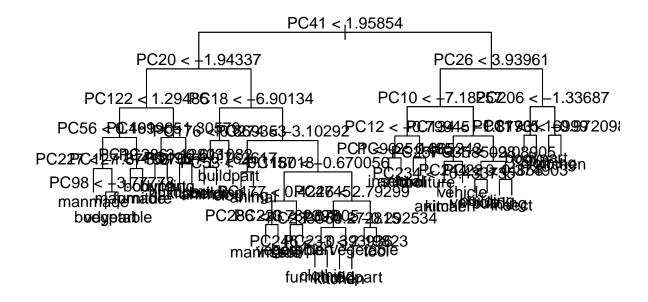
```
#pcs$wrd <- lab.wrd$V1</pre>
# Splitting data into training and test data
set.seed(100)
#sample <- sample(1:nrow(pcs), 300)</pre>
pcs.train <- pcs[1:300,]</pre>
pcs.test <- pcs[301:360,]
#pcs.train <- subset(pcs, sample == TRUE)</pre>
#pcs.test <- subset(pcs, sample == FALSE)</pre>
pcs.train.x <-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

```
buildpart
##
                                        0
                                                   1
                                                            0
##
       clothing
                          0
                                  0
                                        0
                                                   0
                                                            2
                         0
                                                            0
##
       furniture
                                   0
                                        0
                                                   2
##
       insect
                         0
                                        1
                                                   0
                                                            0
                                   1
##
       kitchen
                         0
                                  1
                                        0
                                                   0
                                                            0
##
       manmade
                         0
                                  1
                                        0
                                                   0
                                                            0
##
       tool
                          0
                                   0
                                        0
                                                   2
                                                            0
                                                            2
##
                         0
                                  0
                                        0
                                                   2
       vegetable
##
       vehicle
                                        1
                                                   0
                                                            0
print(mean(nb.class == pcs.test$grp))
## [1] 0.08333333
# 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
                        0
                                  0
                                             1
                                                        0
                                                                  0
##
                        0
                                   0
                                             0
                                                                  0
                                                                                     0
       bodypart
                                                        1
                                                                             1
##
       building
                        0
                                  0
                                             1
                                                        0
                                                                  0
                                                                             1
                                                                                     0
##
       buildpart
                        1
                                   0
                                             2
                                                        0
                                                                  0
                                                                             0
                                                                                     2
##
       clothing
                        1
                                             0
                                                        0
                                                                  0
                                                                             1
                                                                                     0
                                   1
##
                        0
                                  0
                                             0
                                                                  2
                                                                             0
                                                                                     0
       furniture
                                                        1
##
       insect
                        0
                                  0
                                             0
                                                        0
                                                                  1
                                                                             0
                                                                                     1
                        0
                                  0
                                                        0
                                                                  1
                                                                             0
                                                                                     2
##
       kitchen
                                             1
##
       manmade
                        0
                                   0
                                             0
                                                        2
                                                                  0
                                                                             0
                                                                                     2
                        0
                                             0
                                                        0
                                                                  0
                                                                                     0
##
                                   1
                                                                             1
       tool
                                   0
                                             0
                                                        0
                                                                  0
                                                                             2
                                                                                     0
##
       vegetable
                        1
##
                        0
                                   0
                                             1
                                                        0
                                                                                     0
       vehicle
                                                                  1
                                                                             1
##
                 knn.pred
##
   pcs.test.labs kitchen manmade tool vegetable vehicle
##
                                  0
       animal
                         0
                                        1
                                                   2
                                                            0
                                                   2
##
       bodypart
                          0
                                   0
                                        0
                                                            1
##
       building
                         1
                                  0
                                        0
                                                   1
                                                            1
##
       buildpart
                          0
                                   0
                                        0
                                                   0
                                                            0
                                  0
                                        0
                                                   0
##
       clothing
                         1
                                                            1
##
       furniture
                          1
                                   0
                                        0
                                                   1
                                                            0
                         3
                                  0
                                                            0
##
       insect
                                        0
                                                   0
##
       kitchen
                         1
                                  0
                                        0
                                                   0
                                                            0
                         0
##
       manmade
                                  0
                                        0
                                                   0
                                                            1
##
                                                   0
                                                            0
       tool
                         1
                                  1
                                        1
                          2
                                                            0
##
       vegetable
                                  0
                                        0
                                                   0
       vehicle
                                        0
                                                   0
                                                            2
print(mean(knn.pred == pcs.test$grp))
```

```
## [1] 0.1
```

```
# 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] "PC41" "PC20" "PC122" "PC56" "PC227" "PC98" "PC127" "PC169" "PC19"
## [10] "PC286" "PC18" "PC176" "PC198" "PC274" "PC53" "PC157" "PC177" "PC223"
## [19] "PC26" "PC233" "PC246" "PC51" "PC10"
                                               "PC12" "PC1"
                                                               "PC90" "PC134"
## [28] "PC257" "PC234" "PC35" "PC244" "PC22"
                                               "PC206" "PC11"
## Number of terminal nodes: 39
## Residual mean deviance: 1.987 = 518.7 / 261
## Misclassification error rate: 0.3867 = 116 / 300
plot(tree.fit)
text(tree.fit, pretty = 0)
```



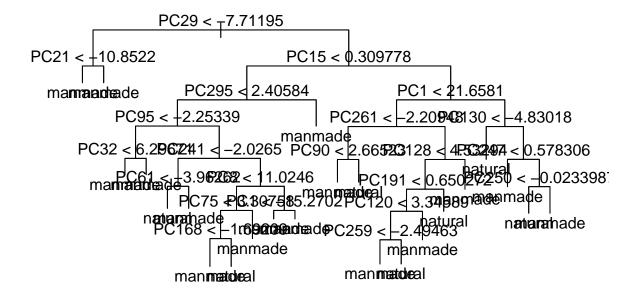
```
tree.pred <- predict(tree.fit, newdata = pcs.test, type = "class")</pre>
tree.pred
## [1] manmade
                 animal
                           building vegetable building vehicle
                                                                 buildpart
## [8] furniture clothing vegetable vehicle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

```
## [50] manmade
                   clothing vegetable manmade
                                                   kitchen
                                                              building buildpart
## [57] furniture tool
                              vegetable kitchen
## 12 Levels: animal bodypart building buildpart clothing furniture ... vehicle
confusion_mat.dt = as.matrix(table(pcs.test.labs, tree.pred))
print(confusion_mat.dt)
##
                 tree.pred
## pcs.test.labs animal bodypart building buildpart clothing furniture insect
##
       animal
                       0
                                 0
                                           1
                                                     0
                                                               1
       bodypart
                       0
                                 0
                                          0
                                                     1
                                                               0
##
                                                                          1
                                                                                 1
##
       building
                       0
                                 0
                                          0
                                                     1
                                                               1
                                                                          1
                                                                                 0
##
       buildpart
                       0
                                 0
                                           2
                                                     1
                                                               0
                                                                          1
                                                                                 0
##
                       0
                                 0
                                                               0
                                                                          0
                                                                                 0
       clothing
                                           1
                                                     1
                                           0
                                                                          2
##
       furniture
                       0
                                 1
                                                     0
                                                               0
                                                                                 0
##
       insect
                                 0
                                           1
                                                     0
                                                               1
                                                                          0
                                                                                 1
                       1
                                 0
                                           0
                                                     0
                                                               0
##
       kitchen
                       1
                                                                                 0
##
       manmade
                       0
                                 0
                                           0
                                                     0
                                                               1
                                                                          0
                                                                                 0
##
       tool
                       2
                                 0
                                           0
                                                     0
                                                               0
                                                                          0
                                                                                 1
                                                               0
##
                       0
                                 0
                                           1
                                                     1
                                                                          0
       vegetable
                                                                                 1
##
                                 0
                                           0
                                                                          0
                                                                                 1
       vehicle
                       1
##
                 tree.pred
  pcs.test.labs kitchen manmade tool vegetable vehicle
##
##
       animal
                        0
                                 0
                                      1
##
                        0
                                      1
                                                 0
                                                          0
       bodypart
                                 1
                        2
                                 0
                                                          0
##
       building
                                      0
                                                 0
                                                          0
##
       buildpart
                        0
                                 0
                                      0
                                                 1
##
       clothing
                        0
                                 0
                                      1
                                                 2
                                                          0
##
       furniture
                        0
                                 0
                                      0
                                                 2
                                                          0
##
       insect
                        0
                                 1
                                      0
                                                 0
                                                          0
##
       kitchen
                                 1
                                      0
                                                 0
                                                          1
                        1
                                 2
                                                 0
                                                          0
##
       manmade
                        1
                                      1
##
       tool
                        0
                                 0
                                      0
                                                 2
                                                          0
##
       vegetable
                        1
                                 0
                                      0
                                                 0
                                                          1
                        2
                                      0
                                                 0
                                                          0
##
       vehicle
                                 1
print(mean(tree.pred == pcs.test$grp))
## [1] 0.1166667
# Random Forest
rf.fit <- randomForest(as.factor(grp) ~ ., data = pcs.train,, mtry = 80, importance = TRUE)
summary(rf.fit)
##
                    Length Class Mode
## call
                       6
                            -none- call
                       1
                            -none- character
## type
## predicted
                     300
                            factor numeric
## err.rate
                    6500
                            -none- numeric
## confusion
                     156
                            -none- numeric
## votes
                    3600
                           matrix numeric
## oob.times
                     300
                           -none- numeric
## classes
                      12
                            -none- character
## importance
                    4200
                            -none- numeric
## importanceSD
                    3900
                           -none- numeric
```

```
## localImportance
                        0
                             -none- NULL
## proximity
                        0
                            -none- NULL
                             -none- numeric
## ntree
                        1
                             -none- numeric
## mtry
                        1
## forest
                       14
                             -none- list
                      300
                            factor numeric
## y
## test
                        0
                             -none- NULL
                             -none- NULL
                        0
## inbag
## terms
                        3
                             terms call
rf.pred <- predict(rf.fit, newdata = pcs.test, type = "class")</pre>
confusion_mat.rf = as.matrix(table(pcs.test.labs, rf.pred))
print(confusion_mat.rf)
##
                 rf.pred
## pcs.test.labs animal bodypart building buildpart clothing furniture insect
                        0
                                  0
                                            0
                                                       0
                                                                 1
##
       bodypart
                        1
                                  1
                                            1
                                                       0
                                                                 0
                                                                             1
                                                                                    0
##
       building
                        0
                                  0
                                            0
                                                       0
                                                                 2
                                                                             0
                                                                                    0
                                                                                    0
##
                        0
                                            1
                                                        1
                                                                 0
                                                                             0
       buildpart
                                  1
##
                        0
                                  0
                                            2
                                                                                    0
       clothing
                                                       1
                                                                  1
                                                                             1
##
                                  0
                                            0
                                                                 0
       furniture
                        0
                                                       1
                                                                             0
                                                                                    0
##
       insect
                        0
                                  0
                                            1
                                                       0
                                                                 0
                                                                             0
                                                                                    0
##
       kitchen
                        0
                                  0
                                            0
                                                       0
                                                                 1
                                                                             2
                                                                                    1
##
       manmade
                        0
                                            1
                                                       1
                                                                 0
                                                                                    0
                                  1
                                                                             1
                                  0
                                            0
                                                                 0
##
       tool
                        1
                                                       0
                                                                             0
                                                                                    0
                        0
##
       vegetable
                                  0
                                            0
                                                       0
                                                                 0
                                                                             0
                                                                                    1
##
       vehicle
                        0
                                  0
                                            0
                                                       1
                                                                             0
                                                                                    2
##
                 rf.pred
## pcs.test.labs kitchen manmade tool vegetable vehicle
                                  0
##
       animal
                         0
                                        0
                                                            0
                                                   1
                         0
                                        0
                                                   0
##
       bodypart
                                  0
                                                            1
##
       building
                         0
                                  0
                                        0
                                                   2
                                                            1
##
       buildpart
                         0
                                  1
                                        0
                                                   0
                                                            1
                         0
                                  0
                                        0
                                                   0
                                                            0
##
       clothing
##
       furniture
                         0
                                  2
                                        0
                                                   2
                                                            0
                         2
##
       insect
                                        0
                                                            0
                                  1
                                                   1
##
       kitchen
                         0
                                  0
                                        1
                                                   0
                                                            0
##
       manmade
                         1
                                  0
                                        0
                                                   0
                                                            0
##
       tool
                         2
                                  0
                                        1
                                                   0
                                                            1
##
                         0
       vegetable
                                  1
                                        1
                                                   1
                                                            1
       vehicle
                         0
                                        0
                                                   0
                                                            1
print(mean(rf.pred == pcs.test$grp))
## [1] 0.1
manmade <- c("furniture", "clothing", "manmade", "tool", "kitchen", "vehicle", "building", "buildpart")
natural <- c("insect", "animal", "vegetable", "bodypart")</pre>
df_new <- within(pcs, {</pre>
cls <- "manmade"</pre>
cls[grp %in% manmade] <- "manmade"</pre>
cls[grp %in% natural] <- "natural"</pre>
pcs$cls <- df_new$cls</pre>
```

```
# Splitting data into training and test data
set.seed(100)
#sample <- sample(1:nrow(pcs), 300)</pre>
pcs.train <- pcs[1:300,]</pre>
pcs.test <- pcs[301:360,]</pre>
#pcs.train <- subset(pcs, sample == TRUE)</pre>
#pcs.test <- subset(pcs, sample == FALSE)</pre>
pcs.train.x <- subset(pcs.train, select = -c(grp,cls))</pre>
pcs.train.labs <- pcs.train$cls</pre>
pcs.test.x <- subset(pcs.test, select = -c(grp,cls))</pre>
pcs.test.labs <- pcs.test$cls</pre>
# Classification Algorithms
# Naive Bayes Classifier
nb.fit <- naiveBayes(cls ~ . , data = pcs.train)</pre>
nb.class <- predict(nb.fit,pcs.test.x)</pre>
nb.class
## [1] manmade manmade manmade manmade manmade manmade manmade manmade
## [10] manmade manmade natural manmade manmade natural manmade manmade
## [19] natural manmade manmade manmade manmade manmade manmade manmade manmade
## [28] natural manmade manmade manmade manmade natural manmade manmade
## [37] manmade manmade manmade manmade manmade manmade manmade manmade
## [46] manmade manmade manmade manmade manmade manmade manmade manmade
## [55] natural natural 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
         natural
                      18
print(mean(nb.class == pcs.test$cls))
## [1] 0.5833333
# KNN
knn.pred <- knn(pcs.train.x, pcs.test.x, pcs.train.labs, k=3)
confusion_mat.knn = as.matrix(table(pcs.test.labs, knn.pred))
print(confusion_mat.knn)
##
                knn.pred
## pcs.test.labs manmade natural
                      31
##
         manmade
##
         natural
                                9
print(mean(knn.pred== pcs.test$cls))
## [1] 0.6666667
```

```
# Decision Trees
set.seed(100)
tree.fit <- tree(as.factor(cls) ~ ., data = pcs.train)</pre>
## Warning in tree(as.factor(cls) ~ ., data = pcs.train): NAs introduced by
## coercion
summary(tree.fit)
##
## Classification tree:
## tree(formula = as.factor(cls) ~ ., data = pcs.train)
## Variables actually used in tree construction:
## [1] "PC29" "PC21" "PC15" "PC295" "PC95" "PC32" "PC241" "PC61" "PC8"
## [10] "PC75" "PC168" "PC1" "PC261" "PC90" "PC128" "PC191" "PC120" "PC259"
## [19] "PC130" "PC247" "PC250"
## Number of terminal nodes: 23
## Residual mean deviance: 0.2867 = 79.41 / 277
## Misclassification error rate: 0.07 = 21 / 300
plot(tree.fit)
text(tree.fit, pretty = 0)
```



```
tree.pred <- predict(tree.fit, newdata = pcs.test, type = "class")</pre>
```

## Warning in pred1.tree(object, tree.matrix(newdata)): NAs introduced by coercion

```
tree.pred
## [1] natural manmade manmade natural manmade manmade manmade manmade
## [10] manmade natural manmade natural manmade manmade manmade manmade
## [19] manmade natural manmade natural manmade manmade natural manmade
## [28] manmade natural natural manmade manmade natural manmade manmade
## [37] manmade manmade natural manmade manmade manmade natural natural
## [46] natural natural manmade manmade natural manmade manmade manmade
## [55] manmade manmade manmade natural natural
## Levels: manmade natural
confusion_mat.dt = as.matrix(table(pcs.test.labs, tree.pred))
print(confusion mat.dt)
##
               tree.pred
## pcs.test.labs manmade natural
        manmade
                     29
##
                     12
                              8
        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