## patient8

## Anuhya B S

2022-06-09

```
#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-P8.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))
```

 $\hbox{\tt [1]} \ \ 0.1600838 \ \ 0.2984576 \ \ 0.4082840 \ \ 0.4896976 \ \ 0.5481297 \ \ 0.5883898 \ \ 0.6191093 \\$ 

```
##
     [8] 0.6455275 0.6695337 0.6905560 0.7062618 0.7208647 0.7340099 0.7451037
##
    [15] 0.7558362 0.7653256 0.7741827 0.7819767 0.7887445 0.7950136 0.8012260
##
    [22] 0.8069486 0.8124292 0.8173665 0.8222744 0.8267839 0.8310863 0.8350850
    [29] 0.8387262 0.8422690 0.8457084 0.8490501 0.8521518 0.8551919 0.8581085
##
    [36] 0.8608033 0.8633853 0.8659205 0.8682628 0.8705257 0.8727467 0.8748607
    [43] 0.8768983 0.8788686 0.8807391 0.8825528 0.8842897 0.8859211 0.8875287
##
    [50] 0.8890559 0.8905138 0.8919343 0.8933210 0.8946999 0.8960519 0.8973162
    [57] 0.8985505 0.8997674 0.9009606 0.9021495 0.9032775 0.9043907 0.9054806
##
    [64] 0.9065384 0.9075832 0.9086221 0.9096348 0.9106292 0.9115899 0.9125382
    [71] 0.9134620 0.9143648 0.9152642 0.9161453 0.9169990 0.9178420 0.9186536
    [78] 0.9194578 0.9202554 0.9210485 0.9218289 0.9225846 0.9233284 0.9240605
    [85] 0.9247773 0.9254828 0.9261796 0.9268702 0.9275526 0.9282180 0.9288791
##
    [92] 0.9295293 0.9301700 0.9308005 0.9314235 0.9320330 0.9326348 0.9332218
   [99] 0.9337982 0.9343682 0.9349323 0.9354906 0.9360419 0.9365842 0.9371225
## [106] 0.9376586 0.9381834 0.9387060 0.9392198 0.9397260 0.9402270 0.9407203
## [113] 0.9412070 0.9416885 0.9421641 0.9426327 0.9430962 0.9435585 0.9440145
  [120] 0.9444677 0.9449161 0.9453588 0.9457986 0.9462345 0.9466688 0.9471006
## [127] 0.9475237 0.9479407 0.9483552 0.9487670 0.9491760 0.9495787 0.9499805
## [134] 0.9503752 0.9507691 0.9511581 0.9515461 0.9519321 0.9523132 0.9526894
## [141] 0.9530602 0.9534302 0.9537985 0.9541623 0.9545227 0.9548815 0.9552373
## [148] 0.9555919 0.9559428 0.9562929 0.9566387 0.9569822 0.9573248 0.9576636
## [155] 0.9580011 0.9583345 0.9586655 0.9589952 0.9593225 0.9596474 0.9599687
## [162] 0.9602895 0.9606087 0.9609249 0.9612381 0.9615502 0.9618610 0.9621704
## [169] 0.9624783 0.9627824 0.9630851 0.9633876 0.9636879 0.9639862 0.9642840
## [176] 0.9645794 0.9648739 0.9651676 0.9654584 0.9657483 0.9660348 0.9663187
## [183] 0.9666020 0.9668838 0.9671637 0.9674418 0.9677187 0.9679942 0.9682675
## [190] 0.9685404 0.9688114 0.9690811 0.9693495 0.9696143 0.9698787 0.9701421
## [197] 0.9704046 0.9706647 0.9709244 0.9711816 0.9714373 0.9716921 0.9719461
## [204] 0.9721980 0.9724483 0.9726980 0.9729454 0.9731925 0.9734376 0.9736819
## [211] 0.9739254 0.9741682 0.9744089 0.9746489 0.9748885 0.9751263 0.9753632
## [218] 0.9755996 0.9758339 0.9760676 0.9762993 0.9765306 0.9767611 0.9769906
## [225] 0.9772185 0.9774460 0.9776727 0.9778975 0.9781212 0.9783442 0.9785665
## [232] 0.9787875 0.9790077 0.9792265 0.9794446 0.9796620 0.9798783 0.9800937
## [239] 0.9803092 0.9805240 0.9807369 0.9809491 0.9811611 0.9813718 0.9815813
## [246] 0.9817899 0.9819978 0.9822054 0.9824112 0.9826154 0.9828193 0.9830217
## [253] 0.9832239 0.9834257 0.9836263 0.9838263 0.9840254 0.9842243 0.9844221
## [260] 0.9846188 0.9848150 0.9850099 0.9852038 0.9853976 0.9855905 0.9857828
## [267] 0.9859733 0.9861635 0.9863533 0.9865420 0.9867304 0.9869170 0.9871028
## [274] 0.9872878 0.9874715 0.9876545 0.9878366 0.9880181 0.9881990 0.9883794
## [281] 0.9885592 0.9887386 0.9889173 0.9890956 0.9892723 0.9894485 0.9896240
## [288] 0.9897991 0.9899737 0.9901478 0.9903209 0.9904935 0.9906653 0.9908364
## [295] 0.9910068 0.9911763 0.9913454 0.9915136 0.9916806 0.9918465 0.9920119
## [302] 0.9921768 0.9923413 0.9925050 0.9926677 0.9928293 0.9929901 0.9931504
## [309] 0.9933102 0.9934690 0.9936270 0.9937844 0.9939407 0.9940965 0.9942517
## [316] 0.9944063 0.9945592 0.9947115 0.9948638 0.9950151 0.9951650 0.9953138
## [323] 0.9954617 0.9956092 0.9957562 0.9959017 0.9960461 0.9961895 0.9963325
## [330] 0.9964743 0.9966142 0.9967536 0.9968928 0.9970305 0.9971666 0.9973015
## [337] 0.9974343 0.9975666 0.9976963 0.9978253 0.9979521 0.9980770 0.9982010
## [344] 0.9983237 0.9984457 0.9985657 0.9986843 0.9988019 0.9989174 0.9990328
## [351] 0.9991463 0.9992586 0.9993697 0.9994791 0.9995874 0.9996937 0.9997975
## [358] 0.9999001 1.0000000 1.0000000
pcs <- as.data.frame(pr.out$x[,1:300])</pre>
pcs$grp <- lab.grp$V1</pre>
```

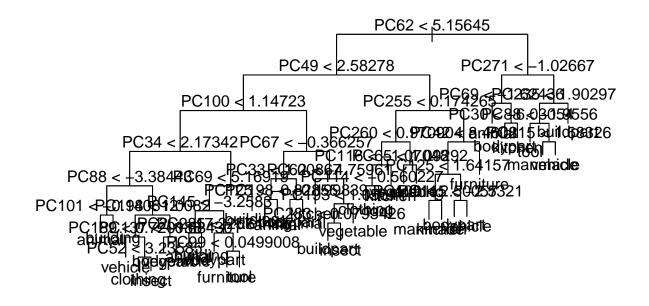
```
#pcs$wrd <- lab.wrd$V1</pre>
# Splitting data into training and test data
set.seed(100)
#sample <- sample(1:nrow(pcs), 300)</pre>
pcs.train <- pcs[1:300,]</pre>
pcs.test <- pcs[301:360,]
#pcs.train <- subset(pcs, sample == TRUE)</pre>
#pcs.test <- subset(pcs, sample == FALSE)</pre>
pcs.train.x <- subset(pcs.train, select = -c(grp))</pre>
pcs.train.labs <- pcs.train$grp</pre>
pcs.test.x <- subset(pcs.test, select = -c(grp))</pre>
pcs.test.labs <- pcs.test$grp</pre>
# Classification Algorithms
# Naive Bayes Classifier
nb.fit <- naiveBayes(grp ~ . , data = pcs.train)</pre>
nb.class <- predict(nb.fit,pcs.test.x)</pre>
nb.class
   [1] tool
                  bodypart tool
                                       vehicle
                                                 bodypart animal
                                                                      animal
  [8] animal
                  insect
                                                 vehicle
                                                                      animal
                             tool
                                       insect
                                                            animal
## [15] animal
                  vehicle
                            insect
                                       vehicle animal
                                                            kitchen
                                                                      furniture
## [22] tool
                  vehicle kitchen vehicle animal
                                                            animal
                                                                      manmade
## [29] furniture animal vehicle animal
                                                            animal
                                                 vehicle
                                                                      vehicle
                  animal kitchen vehicle
## [36] vehicle
                                                                      bodypart
                                                 kitchen
                                                            animal
## [43] furniture animal
                            animal
                                       animal
                                                 vehicle
                                                            vehicle
                                                                      animal
## [50] vehicle vehicle vehicle
                                                 animal
                                                            furniture vehicle
## [57] furniture vehicle vehicle
                                       vehicle
## 12 Levels: animal bodypart building buildpart clothing furniture ... vehicle
confusion_mat.nb = as.matrix(table(Actual_Values = pcs.test.labs, Predicted_Values = nb.class))
print(confusion_mat.nb)
                Predicted_Values
## Actual_Values animal bodypart building buildpart clothing furniture insect
                                0
##
       animal
                      0
                                         0
                                                   0
                                                             0
                                                                       0
                                                                               1
                      2
                                         0
                                                             0
                                                                       0
##
       bodypart
                                1
                                                   0
                                                                               0
##
       building
                      4
                                0
                                         0
                                                   0
                                                             0
                                                                               0
                                                                       1
##
       buildpart
                      1
                                0
                                         0
                                                   0
                                                             0
                                                                               0
##
       clothing
                      1
                                1
                                         0
                                                   0
                                                             0
                                                                               0
##
                      2
                                0
                                         0
                                                   0
                                                             0
                                                                               1
       furniture
##
       insect
                      2
                                0
                                         0
                                                   0
                                                             0
                                                                               1
                                                                       1
                      3
                                         0
                                                   0
                                                             0
##
       kitchen
                                1
                                                                       0
                                                                               0
##
       manmade
                      1
                                0
                                         0
                                                   0
                                                             0
                                                                               0
                                                                       1
##
       tool
                      1
                                0
                                         0
                                                   0
                                                             0
                                                                       0
                                                                               0
##
       vegetable
                      2
                                0
                                         0
                                                   0
                                                             0
                                                                       0
                                                                               0
##
       vehicle
                      0
                                0
                                         0
                                                                               0
##
                Predicted_Values
## Actual_Values kitchen manmade tool vegetable vehicle
##
       animal
                       0
                                1
                                     1
                                               0
##
       bodypart
                        0
                                0
                                     0
                                               0
                                                        2
                       0
                                0
                                     0
                                               0
                                                        0
##
       building
```

```
buildpart
                                                   0
##
                         0
                                   0
                                        0
                                                             3
                                                             2
##
       clothing
                          0
                                   0
                                        1
                                                    0
                         0
                                                             2
##
       furniture
                                   0
                                        0
                                                   0
##
       insect
                         0
                                   0
                                        1
                                                   0
                                                             0
##
       kitchen
                         0
                                   0
                                        0
                                                   0
                                                             1
##
       manmade
                         0
                                   0
                                        1
                                                   0
                                                             2
##
       tool
                          2
                                   0
                                        0
                                                    0
                                                             2
                                                             2
##
                                   0
                                        0
                                                   0
       vegetable
                          1
##
       vehicle
                                        0
                                                    0
                                                             3
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
                                             1
                                                        2
                                                                  0
                                                                                      0
                                   1
##
                        0
                                   0
                                             0
                                                        0
                                                                              0
                                                                                      0
       bodypart
                                                                  1
##
       building
                        1
                                   0
                                             1
                                                        1
                                                                  0
                                                                              1
                                                                                      0
##
       buildpart
                        0
                                   0
                                             0
                                                        1
                                                                  1
                                                                              0
                                                                                      1
##
       clothing
                        0
                                   0
                                             0
                                                        0
                                                                  1
                                                                                      0
                                                                              1
##
                                   0
                                                        0
                                                                  0
                                                                              0
                                                                                      0
       furniture
                        1
                                             1
##
       insect
                                   0
                                             0
                                                        1
                                                                  1
                                                                              0
                        1
                                                                                      1
                        0
                                             0
                                                        0
                                                                  0
##
       kitchen
                                   1
                                                                              0
                                                                                      0
##
       manmade
                        2
                                   0
                                             1
                                                        0
                                                                  0
                                                                              0
                                                                                      0
                        0
                                             0
                                                        2
                                                                  0
##
                                   1
                                                                              0
                                                                                      1
       tool
                        0
                                             0
                                                        0
##
       vegetable
                                   0
                                                                  1
                                                                              1
                                                                                      1
##
                                                                              0
                                                                                      0
       vehicle
                        1
                                   1
                                             1
                                                        1
                                                                  1
##
                  knn.pred
##
   pcs.test.labs kitchen manmade tool vegetable vehicle
##
                                   0
       animal
                         0
                                        1
                                                   0
                                                             0
##
       bodypart
                         1
                                   0
                                        1
                                                    1
                                                             1
##
       building
                         0
                                   0
                                        0
                                                    1
                                                             0
##
       buildpart
                         0
                                   1
                                        0
                                                    0
                                                             1
                                   0
                                                   0
##
       clothing
                         1
                                        1
                                                             1
##
       furniture
                          1
                                   0
                                        1
                                                    0
                                                             1
                         0
                                   0
##
       insect
                                        0
                                                   0
                                                             1
##
       kitchen
                         1
                                   1
                                        1
                                                    0
                                                             1
                         0
                                                             0
##
       manmade
                                   0
                                        1
                                                    1
##
                                   0
                                        0
                                                   0
                                                             0
       tool
                         1
##
       vegetable
                         0
                                   0
                                        0
                                                    1
                                                             1
       vehicle
                                        0
                                                    0
                                                             0
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] "PC62" "PC49" "PC100" "PC34" "PC88" "PC101" "PC198" "PC189" "PC52"
## [10] "PC137" "PC69" "PC145" "PC2"
                                      "PC285" "PC99" "PC67"
                                                               "PC33" "PC125"
## [19] "PC193" "PC283" "PC255" "PC260" "PC116" "PC114" "PC65"
                                                               "PC42"
                                                                       "PC109"
## [28] "PC115" "PC271" "PC30" "PC235" "PC215"
## Number of terminal nodes: 38
## Residual mean deviance: 1.971 = 516.4 / 262
## Misclassification error rate: 0.38 = 114 / 300
plot(tree.fit)
text(tree.fit, pretty = 0)
```



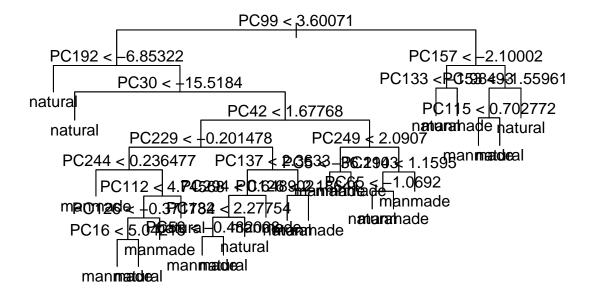
```
tree.pred <- predict(tree.fit, newdata = pcs.test, type = "class")</pre>
tree.pred
## [1] animal
                vegetable animal
                                   building animal
                                                      tool
                                                        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

```
## [50] furniture kitchen
                             kitchen
                                        tool
                                                   manmade
                                                              furniture furniture
## [57] vehicle
                   vegetable vehicle
                                        furniture
## 12 Levels: animal bodypart building buildpart clothing furniture ... vehicle
confusion_mat.dt = as.matrix(table(pcs.test.labs, tree.pred))
print(confusion_mat.dt)
##
                 tree.pred
## pcs.test.labs animal bodypart building buildpart clothing furniture insect
##
       animal
                       1
                                 0
                                          0
                                                     0
                                                               0
       bodypart
                       1
                                 1
                                           0
                                                     0
                                                               0
                                                                                 0
##
                                                                          1
##
       building
                       1
                                 0
                                          0
                                                     0
                                                               0
                                                                          0
                                                                                 0
##
       buildpart
                       0
                                 0
                                           1
                                                     0
                                                               0
                                                                          2
                                                                                 0
##
                                 0
                                                     0
                                                                          0
                                                                                 0
       clothing
                       1
                                           1
                                                               1
##
       furniture
                       0
                                 0
                                           1
                                                     0
                                                               1
                                                                          0
                                                                                 0
##
       insect
                                 0
                                           0
                                                     1
                                                               2
                                                                          0
                                                                                 0
                       1
                                 0
                                           0
                                                               0
##
       kitchen
                       0
                                                     1
                                                                                 0
##
       manmade
                       0
                                 0
                                          0
                                                     0
                                                               1
                                                                          0
                                                                                 0
##
       tool
                       0
                                 0
                                           0
                                                     0
                                                               0
                                                                          1
                                                                                 0
                                           0
                                                               0
                                                                                 0
##
                       0
                                                     0
                                                                          0
       vegetable
                                 1
##
                       0
                                           1
                                                                                 1
       vehicle
##
                 tree.pred
  pcs.test.labs kitchen manmade tool vegetable vehicle
##
##
       animal
                        0
                                 0
                                      0
##
                        0
                                      1
                                                 0
                                                          0
       bodypart
                                 1
                                 0
##
       building
                                      1
                                                 1
                                                          1
                        1
                                                          0
##
       buildpart
                        0
                                 1
                                      1
                                                 0
##
       clothing
                        2
                                 0
                                      0
                                                 0
                                                          0
##
       furniture
                                 0
                                      0
                                                 0
                                                          2
                        1
##
       insect
                        0
                                 0
                                      0
                                                 1
                                                          0
##
       kitchen
                                 0
                                      1
                                                          0
                        1
                                                 1
                                                 0
##
       manmade
                        1
                                 1
                                      1
                                                          1
##
       tool
                        2
                                 0
                                      1
                                                 0
                                                          1
##
       vegetable
                        3
                                 1
                                      0
                                                 0
                                                          0
                        0
                                      2
                                                 0
                                                          0
##
       vehicle
                                 0
print(mean(tree.pred == pcs.test$grp))
## [1] 0.1
# Random Forest
rf.fit <- randomForest(as.factor(grp) ~ ., data = pcs.train,, mtry = 80, importance = TRUE)
summary(rf.fit)
##
                    Length Class Mode
## call
                       6
                            -none- call
                       1
                            -none- character
## type
## predicted
                     300
                           factor numeric
## err.rate
                    6500
                            -none- numeric
## confusion
                     156
                            -none- numeric
## votes
                    3600
                           matrix numeric
## oob.times
                     300
                           -none- numeric
## classes
                      12
                            -none- character
## importance
                    4200
                            -none- numeric
## importanceSD
                    3900
                           -none- numeric
```

```
## localImportance
                        0
                             -none- NULL
## proximity
                        0
                            -none- NULL
                             -none- numeric
## ntree
                        1
                             -none- numeric
## mtry
                        1
## forest
                       14
                             -none- list
                      300
                            factor numeric
## y
## test
                        0
                             -none- NULL
                             -none- NULL
                        0
## inbag
## terms
                        3
                             terms call
rf.pred <- predict(rf.fit, newdata = pcs.test, type = "class")</pre>
confusion_mat.rf = as.matrix(table(pcs.test.labs, rf.pred))
print(confusion_mat.rf)
##
                 rf.pred
## pcs.test.labs animal bodypart building buildpart clothing furniture insect
                        0
                                  0
                                            0
                                                       0
                                                                 1
##
       bodypart
                        0
                                  2
                                            2
                                                       0
                                                                 0
                                                                             0
                                                                                    0
##
       building
                        0
                                  0
                                            0
                                                       0
                                                                 1
                                                                             1
                                                                                    0
                                            0
                                                                 0
                                                                                    0
##
                        0
                                  0
                                                       0
                                                                             0
       buildpart
##
                        0
                                                       0
                                                                             0
                                                                                    0
       clothing
                                  1
                                            1
                                                                  1
##
                        0
                                            2
                                                       0
                                                                 0
       furniture
                                  1
                                                                             0
                                                                                    0
##
       insect
                        0
                                  0
                                            1
                                                       0
                                                                 2
                                                                             0
                                                                                    0
##
       kitchen
                        1
                                  0
                                            1
                                                       0
                                                                 0
                                                                             0
                                                                                    0
##
       manmade
                        0
                                  0
                                            0
                                                       0
                                                                 0
                                                                             2
                                                                                    0
                        0
                                  0
                                            0
                                                       0
##
       tool
                                                                 1
                                                                             1
                                                                                    0
                        0
##
       vegetable
                                  0
                                            1
                                                       0
                                                                 1
                                                                             0
                                                                                    1
##
       vehicle
                        1
                                  1
                                            0
                                                       0
                                                                             0
                                                                                    0
##
                 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
                         1
                                  1
                                                            1
##
       buildpart
                         2
                                  1
                                        0
                                                   0
                                                            2
                                                            0
##
       clothing
                         1
                                  0
                                        1
                                                   0
##
       furniture
                         1
                                  0
                                        0
                                                            0
                                                   1
                                                            2
##
       insect
                         0
                                  0
                                        0
                                                   0
##
       kitchen
                                  1
                                        1
                                                   0
                                                            0
                         1
                                                            0
##
       manmade
                         1
                                  1
                                        0
                                                   1
##
       tool
                                        0
                                                   0
                                                            2
                         1
##
                         0
                                        0
                                                   0
       vegetable
                                  1
                                                            1
       vehicle
                                        0
                                                   0
                         1
                                                            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 natural manmade manmade manmade natural natural
## [10] manmade manmade manmade natural natural manmade manmade natural
## [19] manmade manmade natural natural natural natural manmade manmade
## [28] manmade manmade natural manmade manmade manmade natural manmade
## [37] natural natural manmade natural natural manmade manmade manmade natural
## [46] manmade manmade manmade natural natural manmade manmade manmade
## [55] natural manmade manmade manmade manmade
## Levels: manmade natural
confusion mat.nb = as.matrix(table(Actual Values = pcs.test.labs, Predicted Values = nb.class))
print(confusion_mat.nb)
                Predicted_Values
## Actual_Values manmade natural
         manmade
                              16
                               6
         natural
                      14
print(mean(nb.class == pcs.test$cls))
## [1] 0.5
# KNN
knn.pred <- knn(pcs.train.x, pcs.test.x, pcs.train.labs, k=3)
confusion_mat.knn = as.matrix(table(pcs.test.labs, knn.pred))
print(confusion_mat.knn)
##
                knn.pred
## pcs.test.labs manmade natural
                      30
##
        manmade
                              10
##
         natural
                      17
                               3
print(mean(knn.pred== pcs.test$cls))
## [1] 0.55
```

```
# 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] "PC99" "PC192" "PC30" "PC42" "PC229" "PC244" "PC112" "PC126" "PC16"
## [10] "PC137" "PC294" "PC132" "PC59" "PC249" "PC5" "PC194" "PC65" "PC157"
## [19] "PC133" "PC53" "PC115"
## Number of terminal nodes: 23
## Residual mean deviance: 0.2055 = 56.92 / 277
## Misclassification error rate: 0.03333 = 10 / 300
plot(tree.fit)
text(tree.fit, pretty = 0)
```



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

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

```
tree.pred
## [1] manmade natural manmade manmade manmade manmade natural manmade
## [10] manmade manmade manmade manmade natural natural natural natural manmade
## [19] manmade manmade natural natural manmade natural manmade manmade
## [28] natural natural manmade manmade natural natural manmade manmade
## [37] manmade natural manmade manmade natural manmade natural manmade
## [46] manmade manmade manmade natural manmade natural manmade
## [55] natural manmade manmade manmade manmade natural
## Levels: manmade natural
confusion_mat.dt = as.matrix(table(pcs.test.labs, tree.pred))
print(confusion mat.dt)
##
                tree.pred
## pcs.test.labs manmade natural
         manmade
                      24
                             16
##
                      13
         natural
print(mean(tree.pred== pcs.test$cls))
## [1] 0.5166667
# 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
                     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 manmade natural
##
        manmade
                     40
                             10
##
        natural
                     10
```

print(mean(rf.pred== pcs.test\$cls))

## [1] 0.8333333