Patient3

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```
#Importing libraries
library('R.matlab')
## R.matlab v3.6.2 (2018-09-26) successfully loaded. See ?R.matlab for help.
## Attaching package: 'R.matlab'
## The following objects are masked from 'package:base':
##
##
       getOption, isOpen
library(caTools)
library(e1071)
library(class)
library(tree)
library(randomForest)
## randomForest 4.7-1.1
## Type rfNews() to see new features/changes/bug fixes.
#Loading Data
p1 <- readMat("data-science-P3.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))
```

 $\hbox{ [1] } 0.3757427 \ 0.4392668 \ 0.4768138 \ 0.5093430 \ 0.5287687 \ 0.5477745 \ 0.5643294 \\$

```
##
     [8] 0.5783444 0.5898335 0.6004230 0.6099440 0.6185135 0.6265621 0.6340233
##
    [15] 0.6407812 0.6471868 0.6531277 0.6587143 0.6641753 0.6693652 0.6743700
##
    [22] 0.6792443 0.6836777 0.6879053 0.6921097 0.6960308 0.6998422 0.7034581
     [29] \ \ 0.7069645 \ \ 0.7102128 \ \ 0.7133764 \ \ 0.7163604 \ \ 0.7192686 \ \ 0.7221335 \ \ 0.7249169 
    [36] 0.7275472 0.7301507 0.7326295 0.7350073 0.7373544 0.7395926 0.7417911
    [43] 0.7439470 0.7460368 0.7481077 0.7501247 0.7521187 0.7540778 0.7560033
##
    [50] 0.7578860 0.7597500 0.7615435 0.7633327 0.7650660 0.7667728 0.7684572
    [57] 0.7701115 0.7717360 0.7733182 0.7748959 0.7764537 0.7779938 0.7795102
##
    [64] 0.7810149 0.7825040 0.7839726 0.7854231 0.7868516 0.7882727 0.7896898
    [71] 0.7910699 0.7924390 0.7937885 0.7951167 0.7964307 0.7977389 0.7990301
    [78] 0.8003114 0.8015779 0.8028337 0.8040792 0.8053206 0.8065531 0.8077718
    [85] 0.8089731 0.8101687 0.8113575 0.8125381 0.8137183 0.8148812 0.8160370
##
    [92] 0.8171853 0.8183238 0.8194495 0.8205638 0.8216720 0.8227761 0.8238767
   [99] 0.8249662 0.8260481 0.8271262 0.8281992 0.8292681 0.8303265 0.8313742
## [106] 0.8324182 0.8334565 0.8344905 0.8355188 0.8365377 0.8375503 0.8385613
## [113] 0.8395686 0.8405674 0.8415631 0.8425522 0.8435356 0.8445155 0.8454862
  [120] 0.8464504 0.8474109 0.8483693 0.8493223 0.8502695 0.8512134 0.8521527
  [127] 0.8530886 0.8540187 0.8549465 0.8558699 0.8567879 0.8577044 0.8586168
## [134] 0.8595273 0.8604367 0.8613357 0.8622299 0.8631237 0.8640131 0.8649006
## [141] 0.8657848 0.8666656 0.8675430 0.8684140 0.8692824 0.8701483 0.8710106
## [148] 0.8718670 0.8727211 0.8735720 0.8744222 0.8752674 0.8761083 0.8769460
## [155] 0.8777808 0.8786115 0.8794405 0.8802674 0.8810915 0.8819115 0.8827310
## [162] 0.8835446 0.8843546 0.8851635 0.8859713 0.8867756 0.8875752 0.8883706
## [169] 0.8891649 0.8899546 0.8907415 0.8915256 0.8923076 0.8930880 0.8938667
## [176] 0.8946425 0.8954163 0.8961872 0.8969548 0.8977207 0.8984831 0.8992440
## [183] 0.9000043 0.9007622 0.9015183 0.9022719 0.9030231 0.9037702 0.9045148
## [190] 0.9052583 0.9059997 0.9067403 0.9074768 0.9082089 0.9089398 0.9096685
## [197] 0.9103961 0.9111233 0.9118470 0.9125685 0.9132863 0.9140030 0.9147162
## [204] 0.9154269 0.9161357 0.9168424 0.9175474 0.9182501 0.9189500 0.9196498
## [211] 0.9203464 0.9210398 0.9217303 0.9224189 0.9231057 0.9237898 0.9244722
## [218] 0.9251521 0.9258292 0.9265055 0.9271806 0.9278533 0.9285235 0.9291915
## [225] 0.9298577 0.9305231 0.9311859 0.9318461 0.9325044 0.9331614 0.9338154
## [232] 0.9344674 0.9351184 0.9357668 0.9364133 0.9370594 0.9377013 0.9383419
## [239] 0.9389786 0.9396147 0.9402502 0.9408824 0.9415141 0.9421435 0.9427690
## [246] 0.9433940 0.9440160 0.9446356 0.9452546 0.9458717 0.9464847 0.9470965
## [253] 0.9477061 0.9483147 0.9489199 0.9495245 0.9501282 0.9507290 0.9513283
## [260] 0.9519263 0.9525225 0.9531171 0.9537091 0.9542984 0.9548866 0.9554728
## [267] 0.9560572 0.9566397 0.9572210 0.9578017 0.9583787 0.9589550 0.9595280
## [274] 0.9600996 0.9606698 0.9612374 0.9618039 0.9623682 0.9629318 0.9634942
## [281] 0.9640525 0.9646096 0.9651639 0.9657165 0.9662686 0.9668193 0.9673690
## [288] 0.9679151 0.9684592 0.9690023 0.9695433 0.9700818 0.9706175 0.9711519
## [295] 0.9716826 0.9722115 0.9727385 0.9732635 0.9737857 0.9743072 0.9748273
## [302] 0.9753440 0.9758589 0.9763725 0.9768844 0.9773958 0.9779065 0.9784137
## [309] 0.9789188 0.9794230 0.9799258 0.9804251 0.9809212 0.9814160 0.9819092
## [316] 0.9823981 0.9828850 0.9833684 0.9838510 0.9843317 0.9848098 0.9852845
## [323] 0.9857567 0.9862236 0.9866885 0.9871484 0.9876065 0.9880591 0.9885069
## [330] 0.9889494 0.9893856 0.9898208 0.9902457 0.9906688 0.9910878 0.9915013
## [337] 0.9919088 0.9923130 0.9927169 0.9931163 0.9935144 0.9939085 0.9942967
## [344] 0.9946818 0.9950626 0.9954415 0.9958154 0.9961852 0.9965534 0.9969187
## [351] 0.9972789 0.9976345 0.9979883 0.9983332 0.9986774 0.9990175 0.9993545
## [358] 0.9996855 1.0000000 1.0000000
pcs <- as.data.frame(pr.out$x[,1:300])</pre>
pcs$grp <- lab.grp$V1</pre>
```

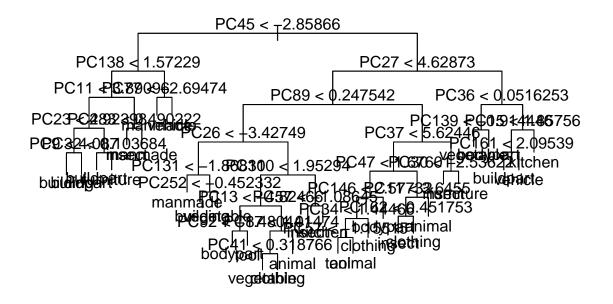
```
#pcs$wrd <- lab.wrd$V1</pre>
# Splitting data into training and test data
set.seed(100)
#sample <- sample(1:nrow(pcs), 300)</pre>
pcs.train <- pcs[1:300,]</pre>
pcs.test <- pcs[301:360,]
#pcs.train <- subset(pcs, sample == TRUE)</pre>
#pcs.test <- subset(pcs, sample == FALSE)</pre>
pcs.train.x <- 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
                   furniture furniture clothing manmade
                                                             clothing vegetable
  [8] tool
                                                   furniture manmade
##
                  manmade manmade
                                        tool
                                                                        tool
                                                             vegetable vehicle
## [15] furniture manmade
                             animal
                                        bodypart insect
## [22] building buildpart manmade
                                        vegetable insect
                                                             bodypart bodypart
## [29] insect
                  manmade animal
                                        insect
                                                   buildpart vegetable building
## [36] furniture manmade
                             bodypart animal
                                                             manmade
                                                                        manmade
                                                   tool
## [43] building kitchen
                             building kitchen
                                                   bodypart
                                                             tool
                                                                        clothing
## [50] manmade
                   clothing manmade
                                        kitchen
                                                   bodypart bodypart
                                                                        animal
## [57] manmade
                  kitchen
                             insect
                                        manmade
## 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
                                2
##
       animal
                       0
                                          0
                                                     0
                                                              0
                                                                         1
                                                                                0
                       0
                                 0
                                          0
                                                              0
                                                                                0
##
       bodypart
                                                     0
                                                                         0
##
       building
                       0
                                0
                                          0
                                                     0
                                                              1
                                                                         0
                                                                                0
##
       buildpart
                       2
                                 1
                                          0
                                                     0
                                                              1
                                                                         0
                                                                                1
##
       clothing
                       1
                                0
                                          0
                                                     0
                                                              0
                                                                         1
                                                                                1
##
                       1
                                0
                                          1
                                                     0
                                                              0
                                                                         2
                                                                                0
       furniture
##
       insect
                       0
                                1
                                          0
                                                     0
                                                              0
                                                                         0
                                                                                0
                       0
                                0
                                          0
                                                     0
##
       kitchen
                                                              1
                                                                         1
                                                                                1
##
       manmade
                       0
                                2
                                          2
                                                     0
                                                              1
                                                                         0
                                                                                0
##
       tool
                       0
                                0
                                          1
                                                     0
                                                              0
                                                                         0
                                                                                1
##
       vegetable
                       0
                                1
                                          0
                                                     1
                                                              0
                                                                         0
                                                                                0
##
       vehicle
                       0
                                0
                                          0
##
                Predicted_Values
## Actual_Values kitchen manmade tool vegetable vehicle
##
       animal
                        1
                                0
                                      1
                                                0
##
       bodypart
                        2
                                2
                                      1
                                                0
                                                         0
                        0
                                      1
                                                0
                                                         0
##
       building
                                3
```

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

tree.fit <- tree(as.factor(grp) ~ ., data = pcs.train)</pre>

Decision Trees
set.seed(100)

```
summary(tree.fit)
## Classification tree:
## tree(formula = as.factor(grp) ~ ., data = pcs.train)
## Variables actually used in tree construction:
## [1] "PC45" "PC138" "PC11" "PC23" "PC9"
                                               "PC32"
                                                       "PC283" "PC77"
                                                                       "PC27"
## [10] "PC89" "PC26" "PC131" "PC252" "PC100" "PC13" "PC92"
                                                               "PC87"
                                                                       "PC41"
## [19] "PC57" "PC37" "PC47" "PC146" "PC34"
                                               "PC162" "PC30"
                                                               "PC36"
                                                                       "PC139"
## [28] "PC15" "PC161"
## Number of terminal nodes: 32
## Residual mean deviance: 2.209 = 592.1 / 268
## Misclassification error rate: 0.4233 = 127 / 300
plot(tree.fit)
text(tree.fit, pretty = 0)
```



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

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

bodypart buildpart vehicle

kitchen

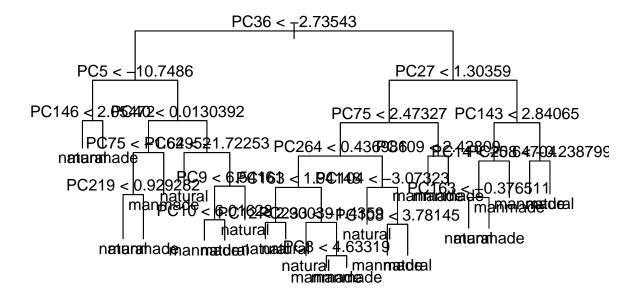
vegetable

[50] vegetable vehicle

```
## 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
                                  1
                                            1
                                                       0
##
       bodypart
                        0
                                  0
                                            0
                                                       0
                                                                 0
                                                                             0
                                                                                    0
##
       building
                        0
                                  0
                                            0
                                                       0
                                                                 1
                                                                             1
                                                                                    0
                                                       2
                                                                 0
                                                                                    0
##
                        0
                                            1
                                                                             0
       buildpart
                                  1
##
                                  0
                                            0
                                                       0
                                                                 2
                                                                             0
                                                                                    0
       clothing
                        1
##
                                  2
                                                                 0
                                                                             0
       furniture
                        0
                                            1
                                                       1
                                                                                    0
##
       insect
                        1
                                  0
                                            0
                                                       0
                                                                 0
                                                                             0
                                                                                    1
##
       kitchen
                        0
                                  0
                                            0
                                                       1
                                                                 0
                                                                             1
                                                                                    1
##
       manmade
                        1
                                            1
                                                       0
                                                                 0
                                                                             0
                                                                                    0
                                  1
                        0
                                  0
                                            0
                                                       0
                                                                 0
##
       tool
                                                                             0
                                                                                    0
                        2
                                            2
##
       vegetable
                                  0
                                                       0
                                                                 0
                                                                             0
                                                                                    0
##
       vehicle
                        1
                                  0
                                            1
                                                       0
                                                                             1
                                                                                    0
##
                 rf.pred
## pcs.test.labs kitchen manmade tool vegetable vehicle
                                  0
                                        1
##
       animal
                         0
                                                   0
                                                            1
                                        2
                                                   0
##
       bodypart
                         1
                                                            1
##
       building
                         0
                                  0
                                        0
                                                   2
                                                            1
##
       buildpart
                         0
                                  1
                                        0
                                                   0
                                                            0
                         2
                                        0
                                                            0
##
       clothing
                                  0
                                                   0
##
       furniture
                         0
                                  0
                                        1
                                                   0
                                                            0
                                                            2
##
       insect
                         0
                                        0
                                                   0
                                  1
##
       kitchen
                         0
                                  0
                                        2
                                                   0
                                                            0
##
       manmade
                         0
                                  0
                                        0
                                                   1
                                                            1
##
       tool
                                        0
                                                   2
                                                            1
                         1
                                  1
##
                         0
                                  0
                                        0
                                                            0
       vegetable
                                                   1
       vehicle
                                                   0
                         0
                                        1
                                                            1
print(mean(rf.pred == pcs.test$grp))
## [1] 0.1166667
manmade <- c("furniture", "clothing", "manmade", "tool", "kitchen", "vehicle", "building", "buildpart")
natural <- c("insect", "animal", "vegetable", "bodypart")</pre>
df_new <- within(pcs, {</pre>
cls <- "manmade"</pre>
cls[grp %in% manmade] <- "manmade"</pre>
cls[grp %in% natural] <- "natural"</pre>
pcs$cls <- df_new$cls</pre>
```

```
# Splitting data into training and test data
set.seed(100)
#sample <- sample(1:nrow(pcs), 300)</pre>
pcs.train <- pcs[1:300,]</pre>
pcs.test <- pcs[301:360,]</pre>
#pcs.train <- subset(pcs, sample == TRUE)</pre>
#pcs.test <- subset(pcs, sample == FALSE)</pre>
pcs.train.x <- subset(pcs.train, select = -c(grp,cls))</pre>
pcs.train.labs <- pcs.train$cls</pre>
pcs.test.x <- subset(pcs.test, select = -c(grp,cls))</pre>
pcs.test.labs <- pcs.test$cls</pre>
# Classification Algorithms
# Naive Bayes Classifier
nb.fit <- naiveBayes(cls ~ . , data = pcs.train)</pre>
nb.class <- predict(nb.fit,pcs.test.x)</pre>
nb.class
  [1] manmade manmade manmade manmade manmade natural manmade manmade
## [10] manmade manmade manmade manmade manmade natural manmade natural
## [19] manmade manmade manmade manmade manmade manmade manmade natural manmade
## [28] manmade natural manmade manmade manmade manmade manmade manmade
## [37] manmade manmade natural manmade manmade manmade manmade manmade
## [46] manmade manmade natural manmade manmade 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
                      35
                      17
         natural
print(mean(nb.class == pcs.test$cls))
## [1] 0.6333333
# KNN
knn.pred <- knn(pcs.train.x, pcs.test.x, pcs.train.labs, k=3)
confusion_mat.knn = as.matrix(table(pcs.test.labs, knn.pred))
print(confusion_mat.knn)
##
                knn.pred
## pcs.test.labs manmade natural
                      32
##
         manmade
##
         natural
                              11
print(mean(knn.pred== pcs.test$cls))
## [1] 0.7166667
```

```
# 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] "PC36" "PC5"
                       "PC146" "PC40" "PC75" "PC219" "PC62" "PC9"
## [10] "PC27" "PC264" "PC163" "PC12" "PC233" "PC8" "PC104" "PC108" "PC109"
## [19] "PC143" "PC14" "PC208"
## Number of terminal nodes: 24
## Residual mean deviance: 0.2615 = 72.16 / 276
## Misclassification error rate: 0.06667 = 20 / 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 natural natural manmade natural natural natural manmade
## [10] manmade manmade manmade manmade manmade natural manmade manmade
## [19] natural natural manmade manmade natural natural manmade
## [28] manmade natural natural manmade manmade manmade manmade natural
## [37] natural manmade natural manmade manmade natural natural manmade
## [46] manmade manmade natural natural manmade natural manmade natural
## [55] manmade manmade natural 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
##
        natural
                             11
print(mean(tree.pred== pcs.test$cls))
## [1] 0.5833333
# Random Forest
rf.fit <- randomForest(as.factor(cls) ~ ., data = pcs.train,, mtry = 80, importance = TRUE)
summary(rf.fit)
##
                  Length Class Mode
## call
                     6
                         -none- call
## type
                     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