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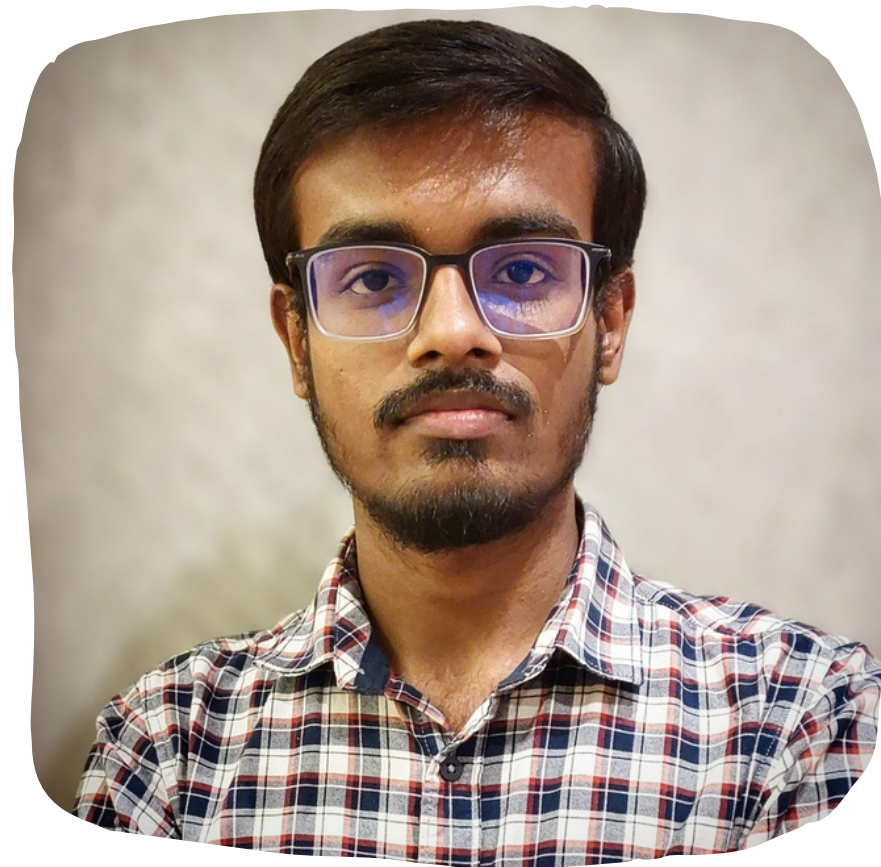
# **Project Exhibition 1**

GROUP 17



# **DISEASE PREDICTION FROM SYMPTOMS USING ML**

# Presented By



**AYUSH GUPTA**

21BHI10055

GUIDE: DR. SWAGAT KUMAR SAMANTRAY

# Introduction

- The reality of modern day medicine is that there are many more patients than doctors who are available to treat them.
- With each and every passing day complex and new diseases are being noticed. This has lead to extreme stresss on medical infrastructure available thus more number of people being deprived of quality healthcare.
- For people living in rural areas are completly dependent on government hospitals and clinics and the government allopathic doctor to patient ratio is 1:12000 according to National Health Profile 2021.





# Introduction



- The availability of physicians and nurses varies widely across the country with central, northern and north-eastern states being poorly served.
- Rural areas have an especially severe shortage of qualified health professionals.
- The main purpose of this system is to predict the disease and controlling the disease by accurate and trustworthy predictions.
- Depending upon the disease being diagnosed, a specialist doctor will be assigned.

# Our Vision



To provide a quick medical diagnosis to the patients in remote rural and inaccessible areas

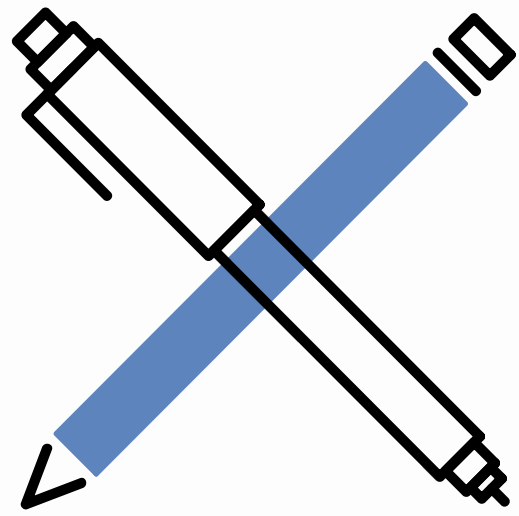


To provide contactless healthcare services in postcovid times



To enhance quality of healthcare by increasing accessibility to everyone

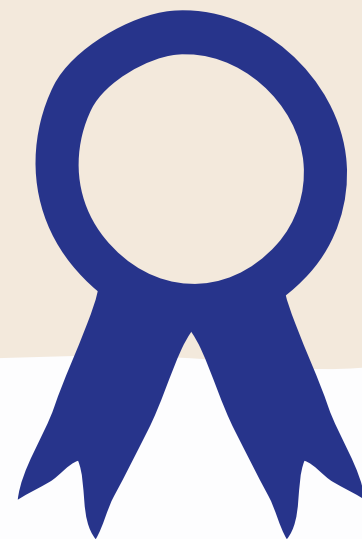




# Proposed Work

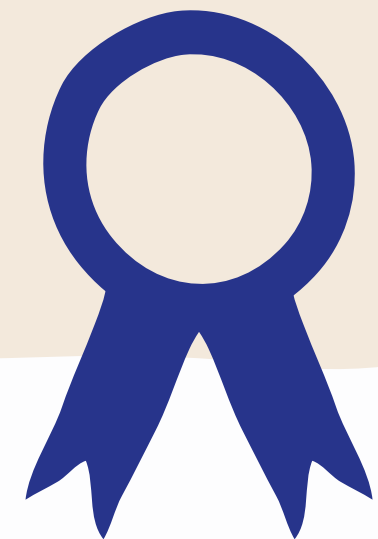
## Gathering the Data

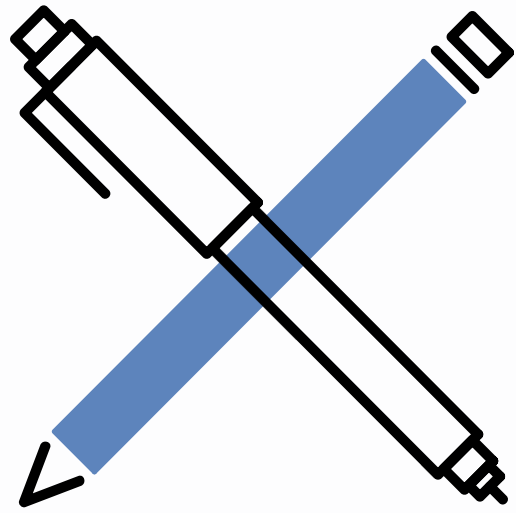
The dataset consists of two CSV files one for training and one for testing. There is a total of 133 columns in the dataset out of which 132 columns represent the symptoms and the last column is the prognosis.



## Model Building

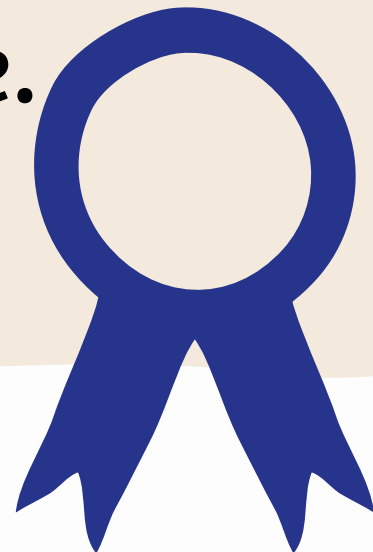
After gathering the data is used to train a machine learning model. We will be using this to train the Decision tree, KNN, Naive Bayes Classifier, and Random Forest Classifier.



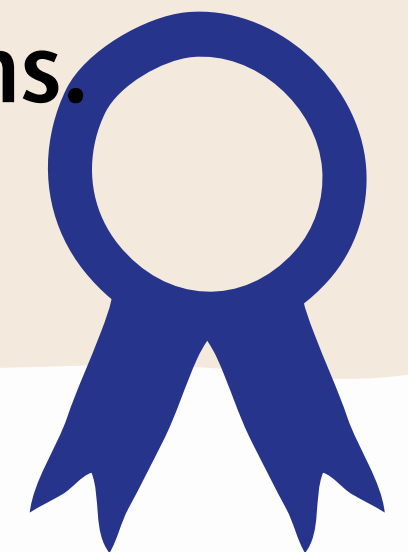


# Proposed Work

After training the four models we will be predicting the disease for the input symptoms. This makes our overall prediction more robust and accurate.



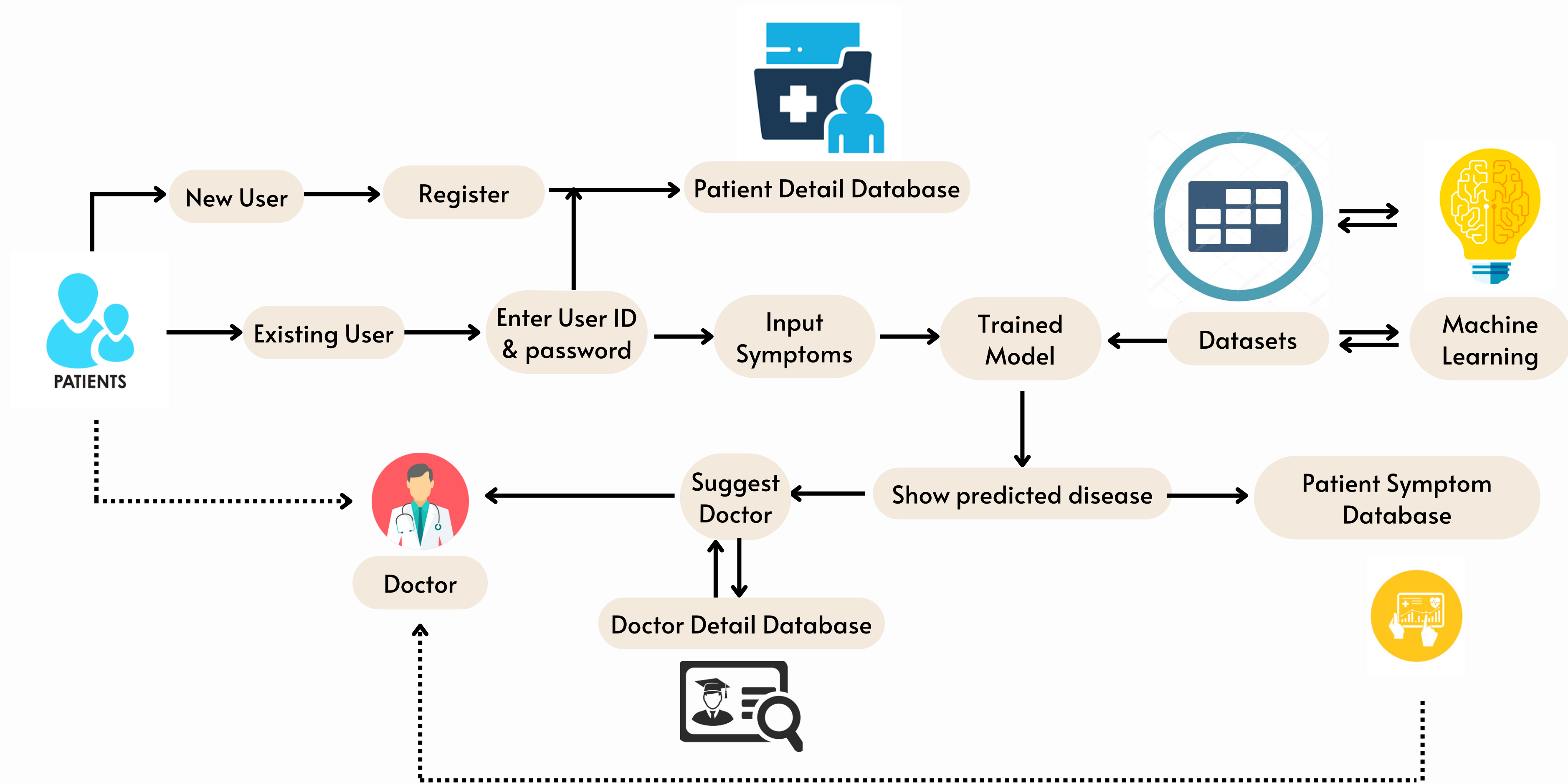
At last, we will be defining a function that takes symptoms separated by commas as input, predicts the disease based on the symptoms by using the trained models, and returns the predictions.

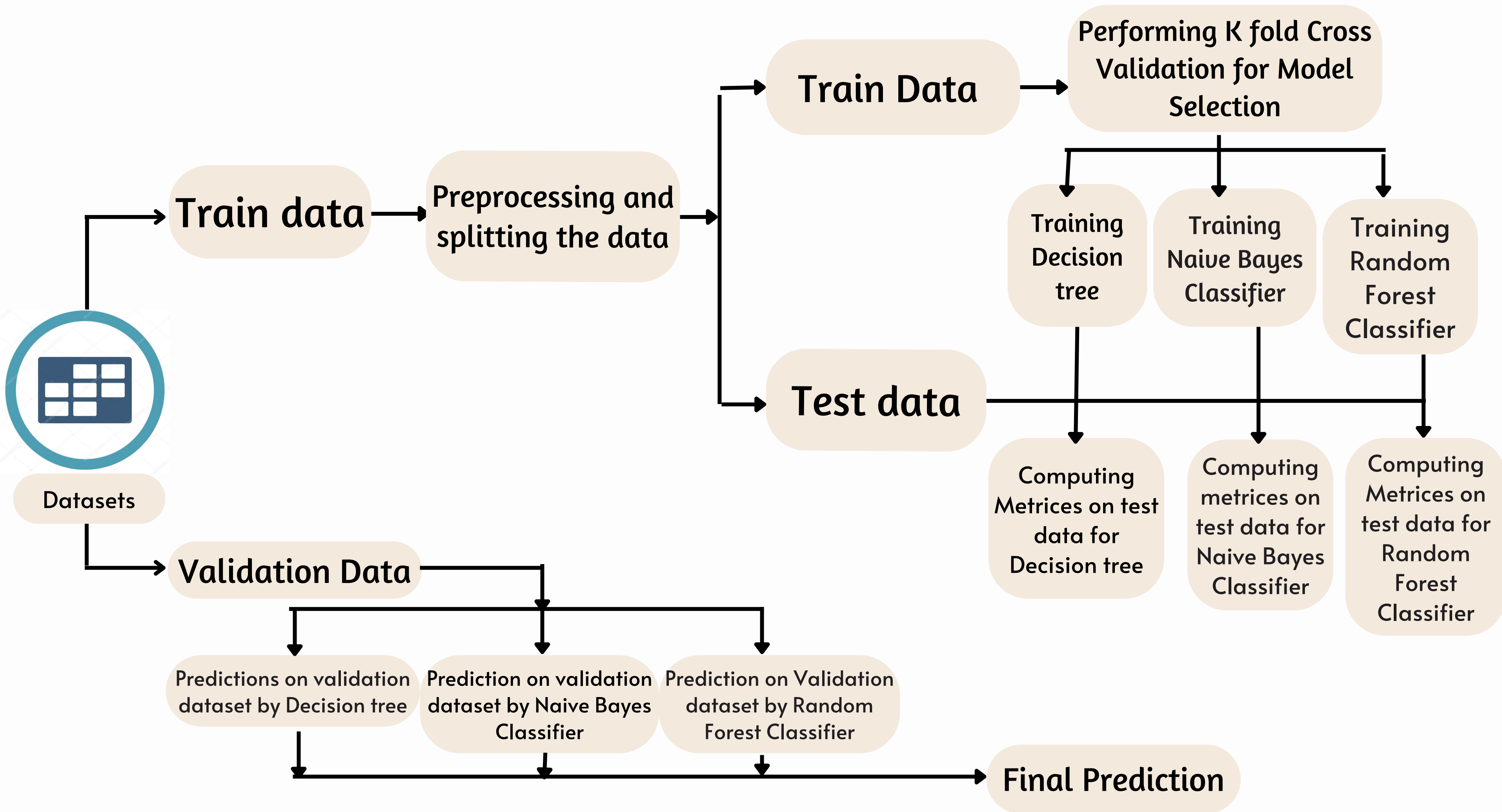




# Workflow Design







# Software requirements



Visual Studio Code



# Libraries Used

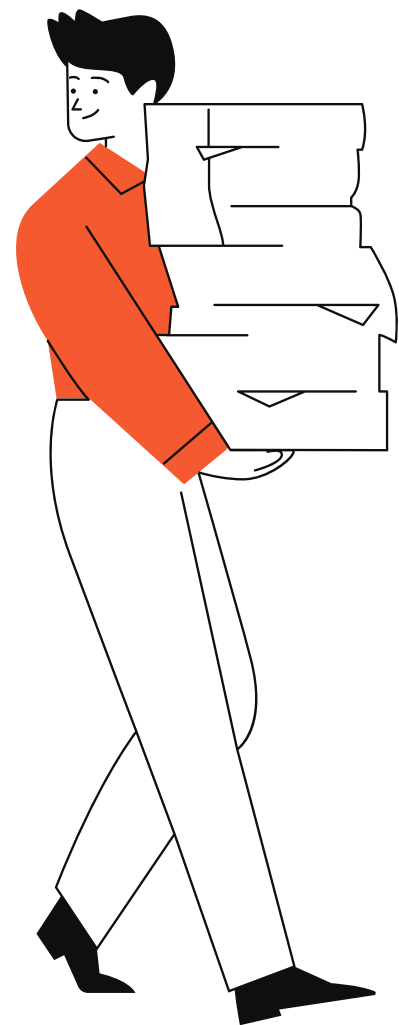
**Pandas**

**Numpy**

**Sklearn**

**Tkinter**

**Matplotlib**



# Functions Used

## 1 **plotScatterMatrix()**

Used for plotting scatter and density plots

## 2 **scatterplot()**

Scatterplot of prediction of diseases

## 3 **plotPercolumnDistribution()**

Shows distribution graph of column data

## 4 **scatterinp()**

Scatterplot of symptoms entered

# GUI

Smart Disease Predictor System

***Disease Predictor using Machine Learning***

***Ayush Gupta***

***Name of the Patient \****

***Symptom 1 \****

***Symptom 2 \****

***Symptom 3***

***Symptom 4***

***Symptom 5***

***DecisionTree***

***RandomForest***

***NaiveBayes***

***kNearestNeighbour***

***Prediction 1***

***Prediction 2***

***Prediction 3***

***Prediction 4***

***Reset Inputs***

***Exit System***

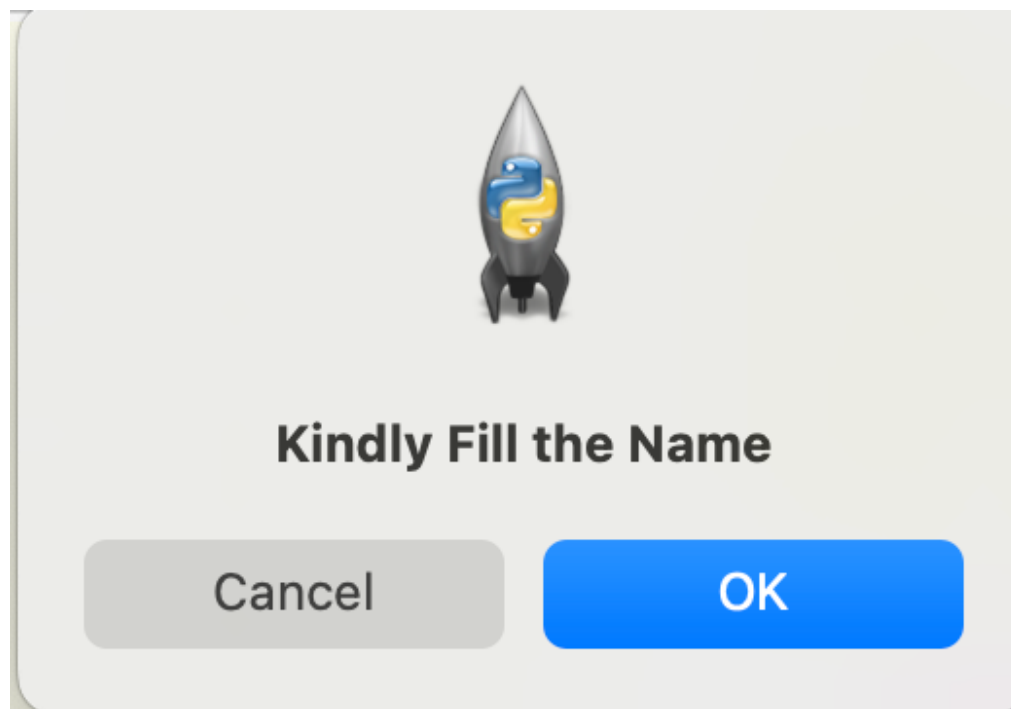
**Title, description and labels** are set for different sections.

**Option menu** <Select Here> is used to shows the list of different supported diseases.

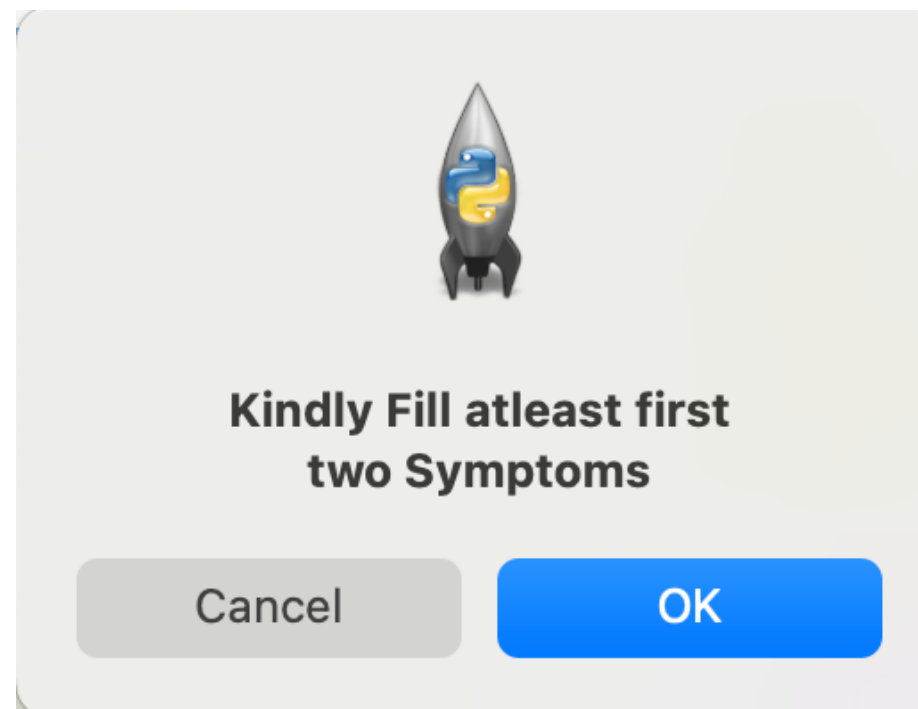
**Prediction buttons** are used to give functionalities and predict the outcome of models.

**Text is used** to show output of the prediction using blank space.

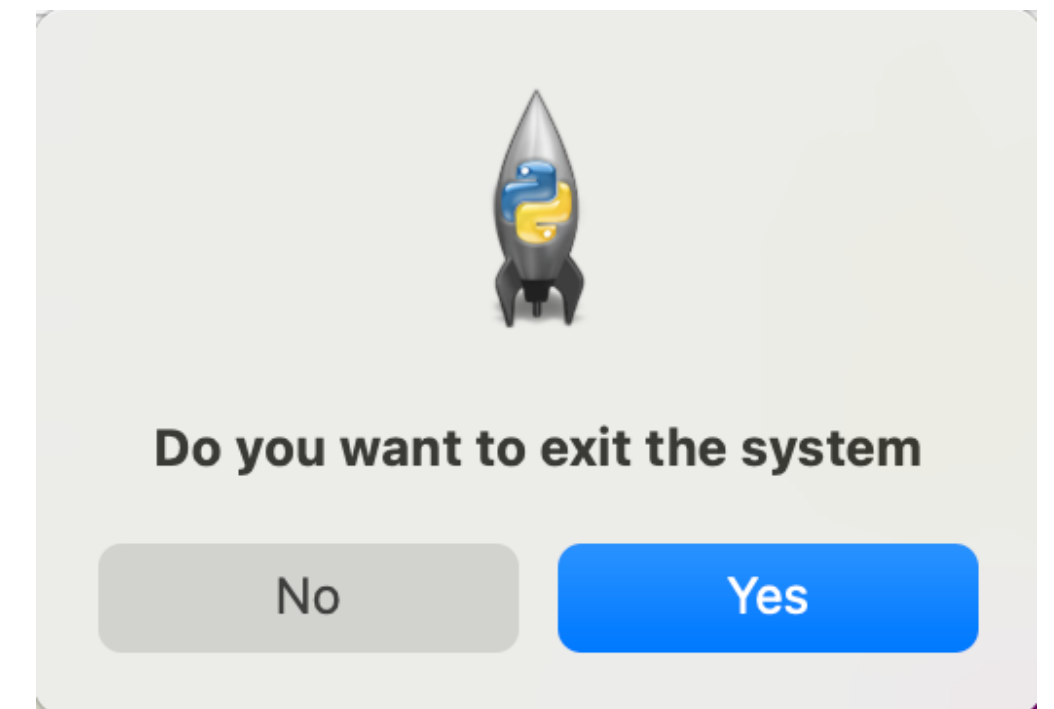
# GUI



If name is not entered,  
we ask to fill the name.



If atleast 2 symptoms are  
not entered, we ask to fill  
the same.



If you try to exit the  
application, a double  
confirmation on the  
same.



# ML – Algorithms Used

**DECISION TREE  
ALGORITHM**

**RANDOM FOREST  
ALGORITHM**

**K NEAREST  
NEIGHBOUR**

**NAIVE BAYES  
ALGORITHM**

# DECISION TREE ALGORITHM

A decision tree is a decision support tool that uses a tree-like model of decisions and their possible consequences, including chance event outcomes, resource costs, and utility. It is one way to display an algorithm that only contains conditional control statements. The decision tree learning is like a decision tree algorithm which uses maps input about an item to output of the item. The tree models with finite classes of output are called classification trees. In these tree structures leaves show class labels and branches show relation between attributes that results in those class labels of the system.

Decision trees with continuous output classes are called regression trees.

# RANDOM FOREST ALGORITHM

Random forests or random decision forests is an ensemble learning method for classification, regression and other tasks that operates by constructing a multitude of decision trees at training time. For classification tasks, the output of the random forest is the class selected by most trees.

# K NEAREST NEIGHBOUR

KNN finds intense application in pattern recognition, data mining and intrusion detection.

It is widely disposable in real-life scenarios since it is non-parametric, meaning, it does not make any underlying assumptions about the distribution of data.



# NAIVE BAYES ALGORITHM

Naive Bayes classifiers are a collection of classification algorithms based on Bayes' Theorem. It is not a single algorithm but a family of algorithms where all of them share a common principle, i.e. every pair of features being classified is independent of each other. The supervised machine learning method of classification is represented by Naive Bayes algorithm. It uses a probabilistic model by determining probabilities of the outcomes/outputs. It is used in analytical and predictive problems. Naive Bayes is robust to noise in input dataset.



DEMO

The image shows a web-based application titled "Smart Disease Predictor System". The main heading is "Disease Predictor using Machine Learning" in red, italicized font, followed by the author's name "Ayush Gupta" in blue, italicized font. The interface is organized into several sections. On the left, there are labels for input fields: "Name of the Patient \*", "Symptom 1 \*", "Symptom 2 \*", "Symptom 3", "Symptom 4", and "Symptom 5". The corresponding input fields are: a text box containing "Ayush", and five dropdown menus containing "chest\_pain", "blood\_in\_sputum", "fluid\_overload", "mild\_fever", and "muscle\_weakness". To the right of these inputs are labels for predictions: "Prediction 1", "Prediction 2", "Prediction 3", and "Prediction 4". Below the input fields, there are four buttons: "Reset Inputs" and "Exit System". At the bottom, there are four rows, each representing a machine learning model and its prediction. The models are "DecisionTree", "RandomForest", "NaiveBayes", and "kNearestNeighbour". The predictions are "Tuberculosis", "Tuberculosis", "GERD", and "Heart attack" respectively. The background is a light yellow color, and the overall design is simple and functional.

# CONCLUSION

We set out to create a system which can predict disease on the basis of symptoms given to it. Such a system can decrease the rush at OPDs of hospitals and reduce the workload on medical staff. We were successful in creating such a system and used 4 different algorithms to do so. On an average we achieved accuracy of ~87%. Such a system can be largely reliable to do the job. Creating this system we also added a way to store the data entered by the user in the database which can be used in future to help in creating a better version of such a system. Our system also has an easy to use interface.

# RESOURCES USED



kaggle™





# Thank you

Have a great day ahead.

