

[illegible]

	1,000	0,000	1,000	1,000	1,000	1,000	1,000	1,000	grass
Weighted Avg.	0,961	0,006	0,961	0,961	0,961	0,955	0,995	0,974	

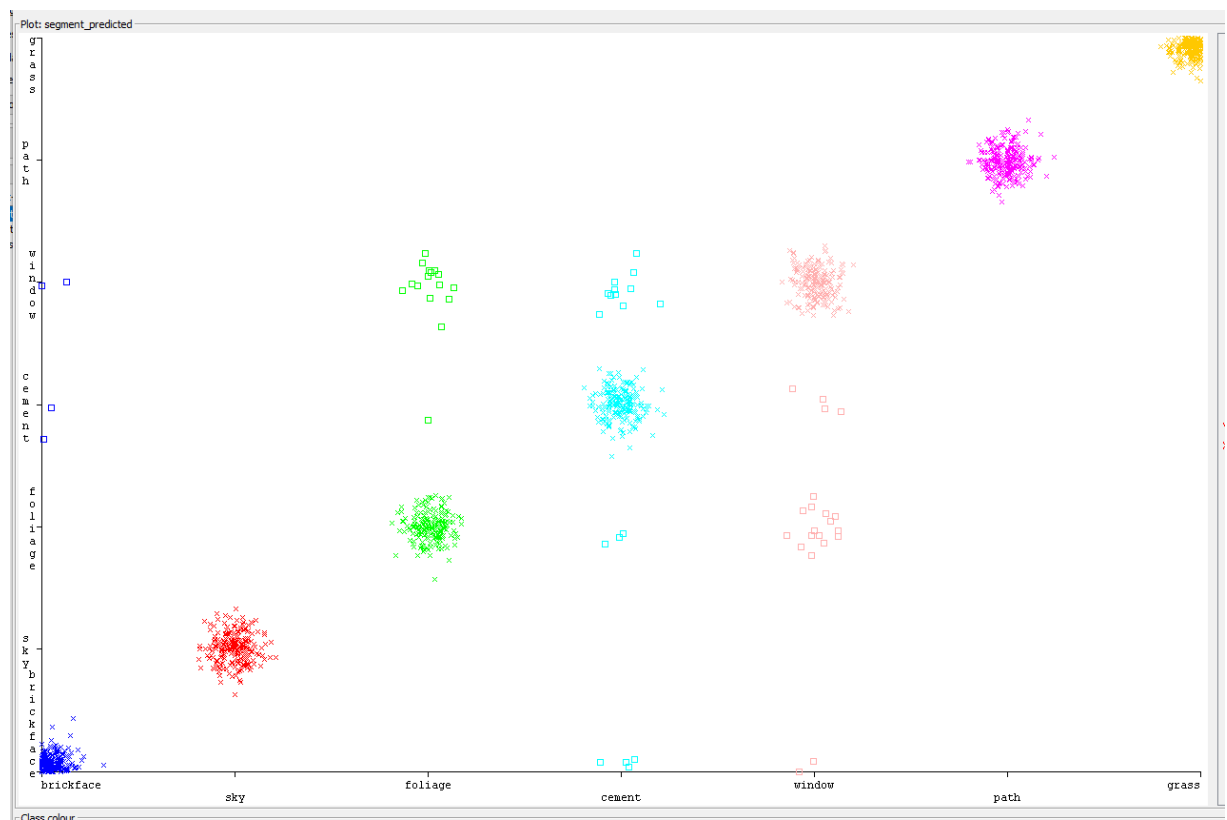
=== Confusion Matrix ===

```

a b c d e f g <-- classified as
201 0 0 2 2 0 0 | a = brickface
0 220 0 0 0 0 0 | b = sky
0 0 192 1 15 0 0 | c = foliage
4 0 3 202 11 0 0 | d = cement
2 0 15 4 183 0 0 | e = window
0 0 0 0 0 236 0 | f = path
0 0 0 0 0 0 207 | g = grass

```

## Grafico Clasificacion errores



## Modelo de regresión de Red neuronal

Correctly Classified Instances	1456	97.0667 %
Incorrectly Classified Instances	44	2.9333 %
Kappa statistic	0.9658	
Mean absolute error	0.0135	
Root mean squared error	0.0841	
Relative absolute error	5.5049 %	
Root relative squared error	24.04 %	
Total Number of Instances	1500	

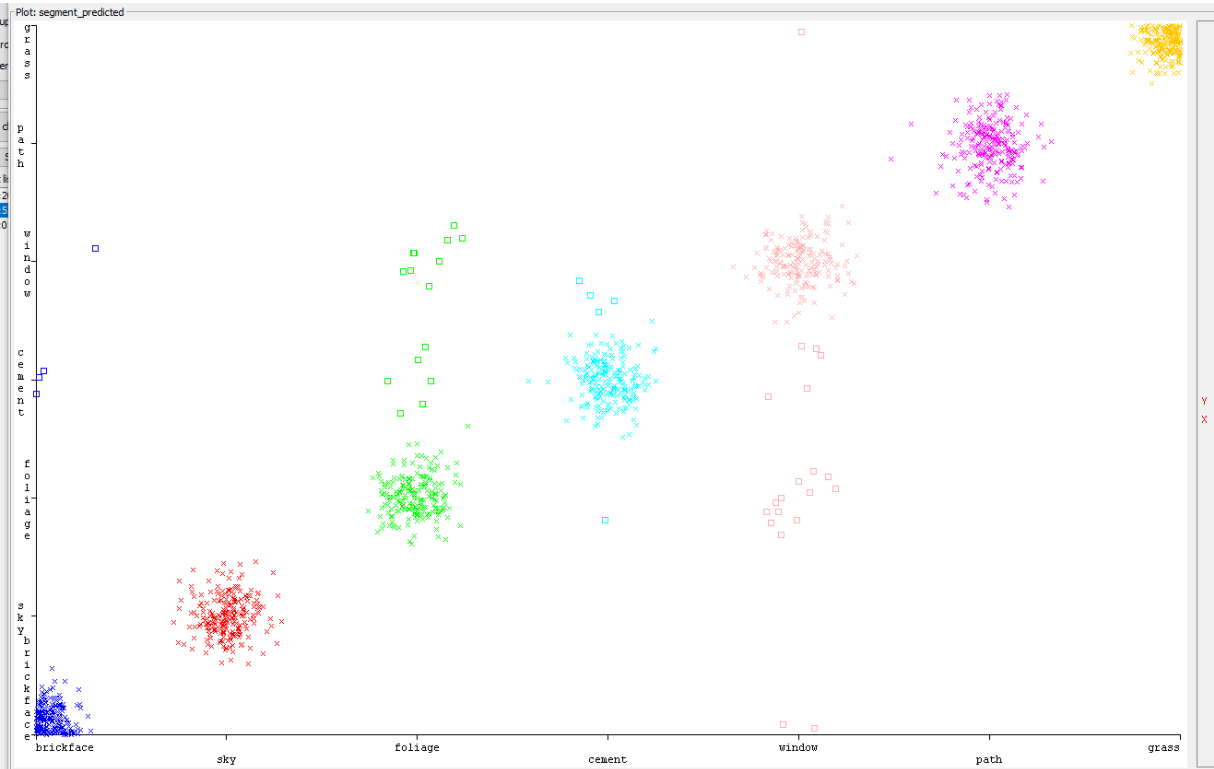
### === Detailed Accuracy By Class ===

	TP Rate	FP Rate	Precision	Recall	F-Measure	MCC	ROC Area	PRC Area	Class
	0,980	0,002	0,990	0,980	0,985	0,983	0,999	0,996	brickface
	1,000	0,000	1,000	1,000	1,000	1,000	1,000	1,000	sky
	0,928	0,010	0,937	0,928	0,932	0,922	0,989	0,959	foliage
	0,977	0,011	0,939	0,977	0,958	0,951	0,994	0,980	cement
	0,902	0,011	0,929	0,902	0,915	0,902	0,991	0,955	window
	1,000	0,000	1,000	1,000	1,000	1,000	1,000	1,000	path
	1,000	0,001	0,995	1,000	0,998	0,997	1,000	1,000	grass
Weighted Avg.	0,971	0,005	0,971	0,971	0,971	0,966	0,996	0,985	

### === Confusion Matrix ===

```
a b c d e f g <-- classified as
201 0 0 3 1 0 0 | a = brickface
0 220 0 0 0 0 0 | b = sky
0 0 193 6 9 0 0 | c = foliage
0 0 1 215 4 0 0 | d = cement
2 0 12 5 184 0 1 | e = window
0 0 0 0 0 236 0 | f = path
0 0 0 0 0 0 207 | g = grass
```

Grafico Clasificacion errores



**Modelo de random Forest.**

Resultados

<u>Correctly Classified Instances</u>	<u>1468</u>	<u>97.8667 %</u>
<u>Incorrectly Classified Instances</u>	<u>32</u>	<u>2.1333 %</u>
<u>Kappa statistic</u>	<u>0.9751</u>	
<u>Mean absolute error</u>	<u>0.02</u>	
<u>Root mean squared error</u>	<u>0.0786</u>	
<u>Relative absolute error</u>	<u>8.1639 %</u>	
<u>Root relative squared error</u>	<u>22.4623 %</u>	
<u>Total Number of Instances</u>	<u>1500</u>	

=== Detailed Accuracy By Class ===

<u>TP Rate</u>	<u>FP Rate</u>	<u>Precision</u>	<u>Recall</u>	<u>F-Measure</u>	<u>MCC</u>	<u>ROC Area</u>	<u>PRC Area</u>	<u>Class</u>
<u>0,990</u>	<u>0,001</u>	<u>0,995</u>	<u>0,990</u>	<u>0,993</u>	<u>0,992</u>	<u>1,000</u>	<u>1,000</u>	<u>brickface</u>
<u>1,000</u>	<u>0,001</u>	<u>0,995</u>	<u>1,000</u>	<u>0,998</u>	<u>0,997</u>	<u>1,000</u>	<u>1,000</u>	<u>sky</u>

0,966	0,009	0,948	0,966	0,957	0,950	0,998	0,988	foliage
0,968	0,006	0,964	0,968	0,966	0,960	0,998	0,993	cement
0,926	0,008	0,950	0,926	0,938	0,928	0,997	0,983	window
0,996	0,001	0,996	0,996	0,996	0,995	1,000	1,000	path
1,000	0,000	1,000	1,000	1,000	1,000	1,000	1,000	grass
Weighted Avg.	0,979	0,003	0,979	0,979	0,979	0,975	0,999	0,995

=== Confusion Matrix ===

a b c d e f g <-- classified as

203 0 0 0 2 0 0 | a = brickface

0 220 0 0 0 0 0 | b = sky

0 1 201 2 4 0 0 | c = foliage

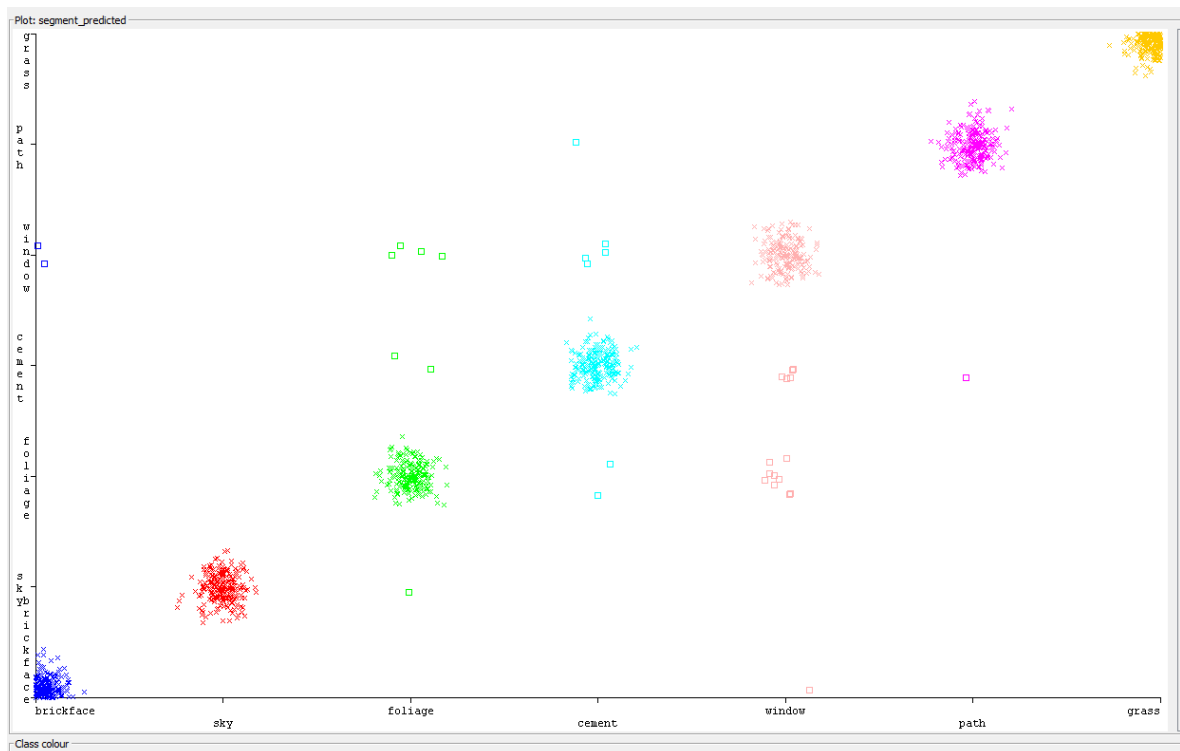
0 0 2 213 4 1 0 | d = cement

1 0 9 5 189 0 0 | e = window

0 0 0 1 0 235 0 | f = path

0 0 0 0 0 0 207 | g = grass

## Grafico Clasificación errores



## Conclusiones

	Clasificaciones Incorrectas	TR Rate	FP Rate	Precision
regresión logística	59	0,961	0,006	0,961
regresión de Red neuronal	44	0,971	0,005	0,971
random Forest	32	0,979	0,003	0,979

Al analizar la información comprobamos el modelo de random forest es el que menos resultados incorrectos da y por tanto sería el modelo a escoger. Al analizar las gráficas vemos que todos los modelos presentan dificultad con las categorías de ventanas, cemento y vegetación, aunque de los tres el random forest tiene la tasa de aciertos más elevada.