

Experiment No.: 6

Title: Write a program to build predictive model using classification techniques

Objectives:

1. To learn how to build a predictive model using classification techniques

Theory:

A classification problem is when the output variable is a category, such as “red” or “blue” or “disease” and “no disease”. A classification model attempts to draw some conclusion from observed values. Given one or more inputs a classification model will try to predict the value of one or more outcomes. For example, when filtering emails “spam” or “not spam”, when looking at transaction data, “fraudulent”, or “authorized”. Some more examples of classification problems are: speech recognition, handwriting recognition, bio metric identification, document classification. In short Classification either predicts categorical class labels or classifies data (construct a model) based on the training set and the values (class labels) in classifying attributes and uses it in classifying new data. There are a number of classification models. Classification models include logistic regression, decision tree, random forest, gradient-boosted tree, multilayer perceptron, one-vs-rest, Nearest Neighbor, Support Vector Machines, and Naive Bayes.

Naive Bayes Classifier (Generative Learning Model):

It is a classification technique based on Bayes’ Theorem with an assumption of independence among predictors. In simple terms, a Naive Bayes classifier assumes that the presence of a particular feature in a class is unrelated to the presence of any other feature. Even if these features depend on each other or upon the existence of the other features, all of these properties independently contribute to the probability. Naive Bayes model is easy to build and particularly useful for very large data sets. Along with simplicity, Naive Bayes is known to outperform even highly sophisticated classification methods.

Nearest Neighbor:

The k-nearest-neighbors algorithm is a classification algorithm, and it is supervised: it takes a bunch of labelled points and uses them to learn how to label other points. To label a new point, it looks at the labelled points closest to that new point (those are its nearest neighbors), and has

those neighbors vote, so whichever label the most of the neighbors have is the label for the new point (the “k” is the number of neighbors it checks).

Logistic Regression (Predictive Learning Model):

It is a statistical method for analysing a data set in which there are one or more independent variables that determine an outcome. The outcome is measured with a dichotomous variable (in which there are only two possible outcomes). The goal of logistic regression is to find the best fitting model to describe the relationship between the dichotomous characteristic of interest (dependent variable = response or outcome variable) and a set of independent (predictor or explanatory) variables. This is better than other binary classification like nearest neighbor since it also explains quantitatively the factors that lead to classification.

Decision Trees:

Decision tree builds classification or regression models in the form of a tree structure. It breaks down a data set into smaller and smaller subsets while at the same time an associated decision tree is incrementally developed. The final result is a tree with decision nodes and leaf nodes. A decision node has two or more branches and a leaf node represents a classification or decision. The topmost decision node in a tree which corresponds to the best predictor called root node. Decision trees can handle both categorical and numerical data.

Random Forest:

Random forests or random decision forests are an ensemble learning method for classification, regression and other tasks, that operate by constructing a multitude of decision trees at training time and outputting the class that is the mode of the classes (classification) or mean prediction (regression) of the individual trees. Random decision forests correct for decision trees' habit of over fitting to their training set.

Neural Network:

A neural network consists of units (neurons), arranged in layers, which convert an input vector into some output. Each unit takes an input, applies a (often nonlinear) function to it and then passes the output on to the next layer. Generally the networks are defined to be feed-forward: a unit feeds its output to all the units on the next layer, but there is no feedback to the previous layer. Weightings are applied to the signals passing from one unit to another, and it is these weightings which are tuned in the training phase to adapt a neural network to the particular problem at hand.

Key concepts: Classification techniques

Algorithm:

- Read data set into Pandas Dataframes.
- Build classification models using classification algorithms in Machine Learning.
- Classify new instance using classification model.