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De ce este o problemă importantă?

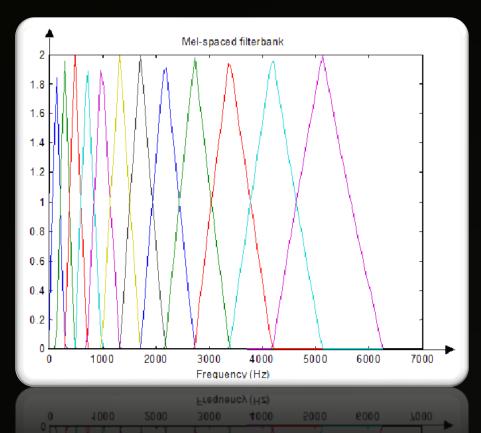
1. Studiul făcut de A. C. North și David J. Hargreaves

2. Subjectivitate

Setul de date şi atributele folosite

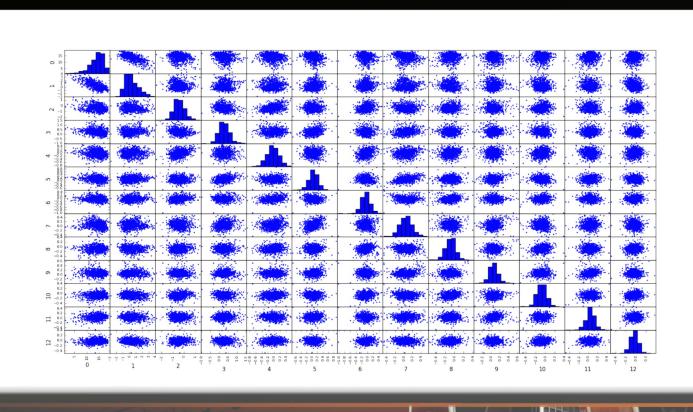
> GTZAN

blues, clasic, country, disco, hip-hop, jazz, metal, pop, reggae, rock



Coeficienţii MFCC (Mel Frequency Coefficients)

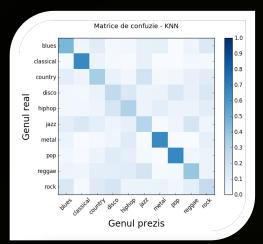
Analiza atributelor

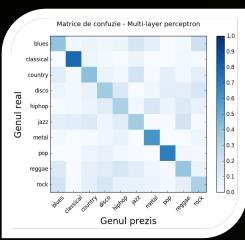


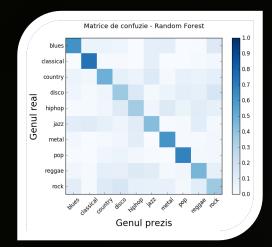
Algoritmi utilizaţi

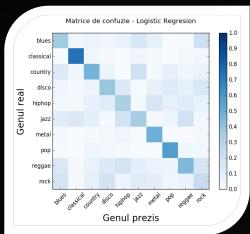
- Rețele neuronale artificiale 50.55%
- KNN 53.225%
- Regresie Logistică 46.325%
- SVM 52.05%
- Random Forest 77.975%
- Gradient Boosting 76.375%

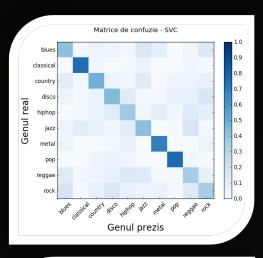
Matrici de confuzie

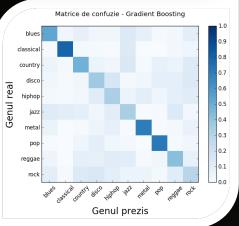




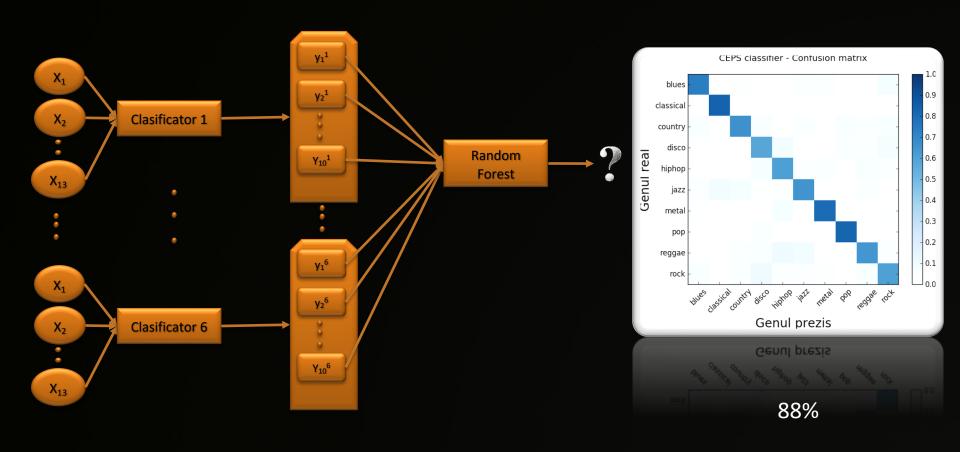




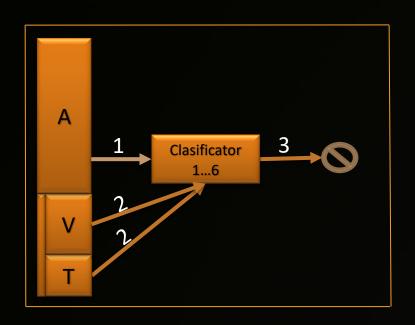




Clasificatorul expert

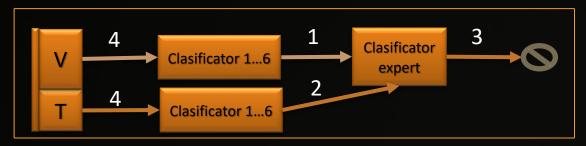


Utilizarea setului de date

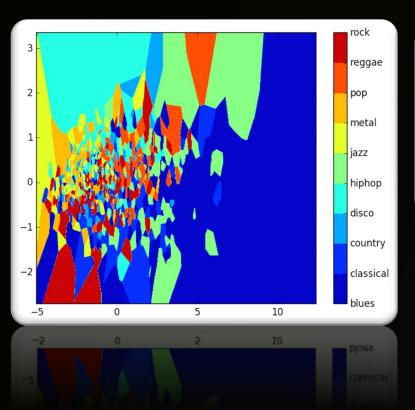


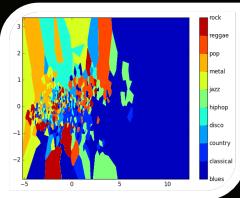
Legendă:

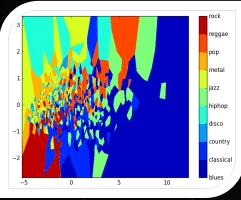
- 1. Antrenare
- 2. Testare
- 3. Generare acuratețe
- 4. Generare probabilități



Vizualizarea clasificărilor

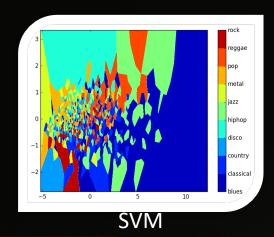




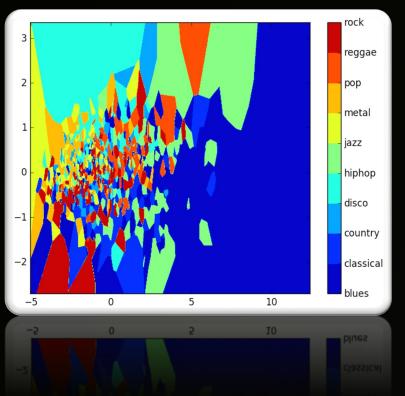


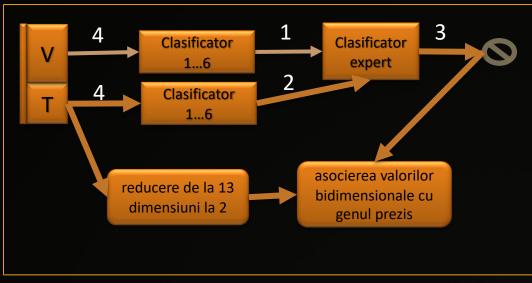
KNN

Rețele Neuronale



Vizualizarea clasificărilor







Concluzii

Acurateţe de 100% ??

DSaaS – **D**ata **S**cience **a**s **a S**ervice

Mulţumesc

demo?