# DS3 Hackathon Celestial Prediction

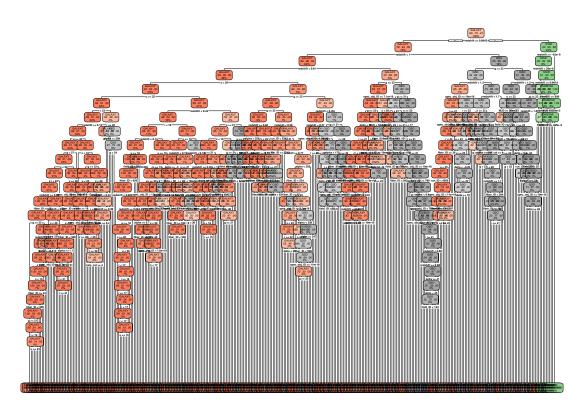
## Jeffrey Zhou

Setup packages, load data, and further split the training (labeled) data into a subset for training and a subset for testing

```
library(tidyverse)
library(rpart)
library(rpart.plot)
library(randomForest)
library(gbm)
library(xgboost)
library(kableExtra)
library(ggplot2)
library(dplyr)
library(caret)
library(RCurl)
url_head <- "https://raw.githubusercontent.com/jeffreyz374/DS3-Hackathon-2023/main/celestial/"
tr url <- paste0(url head, "celestial train.csv")</pre>
celestial_train <- getURL(tr_url)</pre>
celestial_train <- read.csv(text = celestial_train)</pre>
celestial_train <- subset(celestial_train, select = -c(id))</pre>
te_url <- paste0(url_head, "celestial_test.csv")</pre>
celestial_test <- getURL(te_url)</pre>
celestial_test <- read.csv(text = celestial_test)</pre>
celestial_test_no_ids <- subset(celestial_test, select = -c(id))</pre>
set.seed(1234)
train_idx <- sample(1:nrow(celestial_train), round(0.8 * nrow(celestial_train)))</pre>
train <- celestial_train[train_idx,]</pre>
test <- celestial_train[-train_idx,]</pre>
```

The first classifier we will use is the ordinary decision tree

II USO STAR



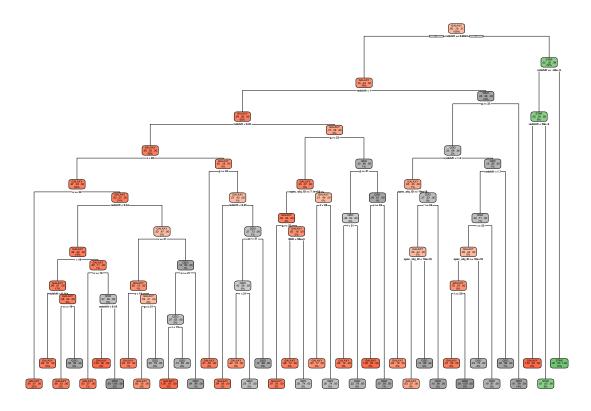
• Since this tree is probably overfitting, we can prune the tree by looking at the complexity parameter:

```
optimalcp <- celestial_tree$cptable[which.min(celestial_tree$cptable[,"xerror"]), "CP"]
optimalcp</pre>
```

## ## [1] 0.0002474635

• Prune the tree using the best value for the complexity parameter and draw the resulting tree:

```
celestial_tree_prune <- prune(celestial_tree, cp = optimalcp)
rpart.plot(celestial_tree_prune)</pre>
```



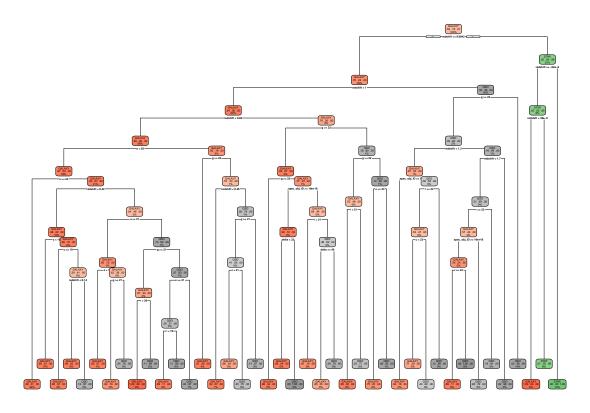
• Compute the test misclassification error:

```
celestial_pred <- predict(celestial_tree_prune, test)</pre>
celestial_pred <- as.data.frame(celestial_pred)</pre>
celestial_pred$class <- ifelse(celestial_pred$"GALAXY" >= 0.5, "GALAXY",
                                 ifelse(celestial_pred$"QSO" >= 0.5, "QSO", "STAR"))
confmatrix_table <- table(true = test$class, predicted = celestial_pred$class)</pre>
confmatrix_table
##
           predicted
## true
                     QSO STAR
             GALAXY
##
     GALAXY
               5807
                      77
     QSO
                143 1796
                            0
##
##
     STAR
                  0
                       0 2168
misclass_err <- (confmatrix_table[1, 2] + confmatrix_table[1, 3] +</pre>
                    confmatrix_table[2, 1] + confmatrix_table[2, 3] +
                    confmatrix_table[3, 1] + confmatrix_table[3, 2]) / nrow(test)
misclass_err
```

## [1] 0.0229

• Fit the tree with the optimal complexity parameter to the full (labeled) data:

II STAR



• Predict on testing data:

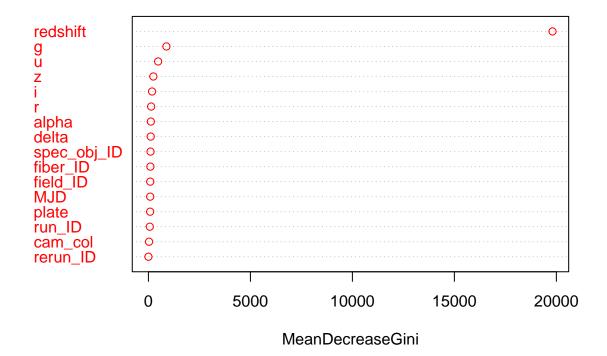
• Join predictions with ids and export:

• This classifier ultimately produced an accuracy of 0.9688396

### The next classifier we will use is bagging

• We will set mtry equal to the number of features (all other parameters at their default values). We will also generate the variable importance plot using varImpPlot:

# celestial\_bag



• Now, we will find the test misclassification error:

```
##
           predicted
            GALAXY QSO STAR
## true
##
     GALAXY
              5816
                      68
##
     QSO
               121 1818
                            0
     STAR
                  1
                       0 2167
misclass_err <- (confmatrix_table[1, 2] + confmatrix_table[1, 3]</pre>
                  + confmatrix_table[2, 1] + confmatrix_table[2, 3]
                 + confmatrix_table[3, 1] + confmatrix_table[3, 2]) / nrow(test)
misclass_err
```

## ## [1] 0.0199

• This is a slight improvement from a single decision tree. Now, train it on the full data and predict on the test data:

• Join predictions with ids and export:

• This classifier ultimately produced an accuracy of 0.971105

#### The next classifier we will use is random forest

• This time, we will use randomForest with the default parameters. We will again generate the variable importance plot using varImpPlot:

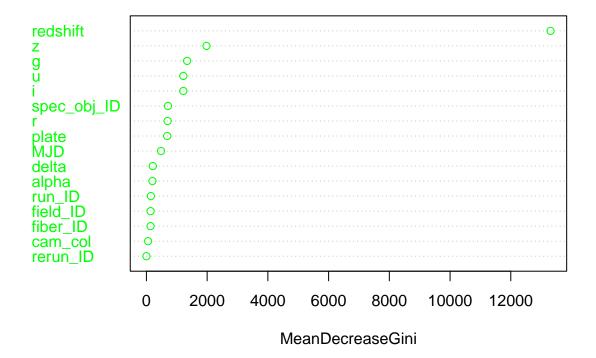
```
celestial_rf <- randomForest(as.factor(class)~., data = train, na.action = na.omit)

# Error rate
sum(celestial_rf$err.rate[,1])

## [1] 11.95631

# Variable importance plot
varImpPlot(celestial_rf, n.var = 16, col = "green")</pre>
```

# celestial\_rf



• Now, we will find the test misclassification error

```
##
           predicted
            GALAXY QSO STAR
## true
     GALAXY
              5814
##
                      61
                            0
##
     QSO
               128 1811
##
     STAR
                 1
                       0 2167
misclass_err <- (confmatrix_table[1, 2] + confmatrix_table[1, 3] +</pre>
                    confmatrix_table[2, 1] + confmatrix_table[2, 3] +
                    confmatrix_table[3, 1] + confmatrix_table[3, 2]) / nrow(test)
misclass_err
```

### ## [1] 0.0208

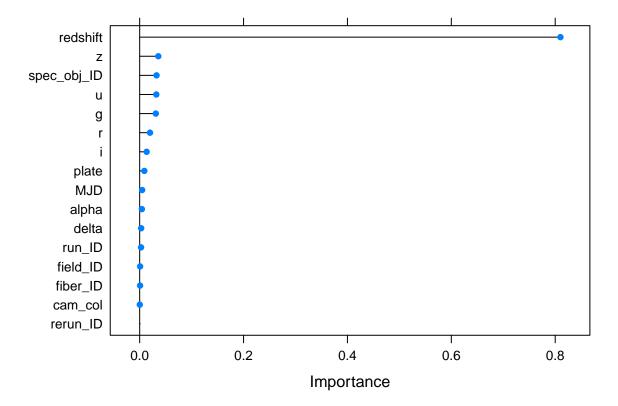
• This is slightly worse than bagging, but we will still train it on the full data, run it on the test data, and export:

• This classifier ultimately produced an accuracy of 0.9711846

### The final classifier we will use is extreme gradient boosting

• Turn the class variable into a numeric variable, initialize a grid search for the best hyperparameters, and train the model on the training data:

• Train extreme gradient boosting model with xgboost and perform a grid search for tuning the number of trees and the maximum depth of the tree. Then, we perform 10-fold cross-validation and determine the variable importance:



• Compute the test MSE:

```
yhat_xgb <- predict(celestial_xgb, newdata = celestial_train[test,])
mean((yhat_xgb - celestial_train[test, "class_num"]) ** 2)</pre>
```

## [1] 0.0179447

• This is an improvement from both random forest and bagging. Now, train it on the full data and predict on the test data:

• Join predictions with ids and export:

• This classifier ultimately produced an accuracy of 0.9715283

#### Conclusion

All in all, the accuracies we received can be summarized in the below table:

	Accuracy
Pruned Decision Tree	0.9688396
Bagging	0.971105
Random Forest	0.9711846
Extreme Gradient Boosting	0.9715283