

Machine Learning Lab – 20ISL68A

Program 7 - Implement a program in python to illustrate the Bias Variance Trade-off in a machine learning model.

Step 1: Importing Libraries

```
import numpy as np # Linear algebra
import pandas as pd

from sklearn.model_selection import train_test_split
from sklearn.preprocessing import StandardScaler
from sklearn.neighbors import KNeighborsClassifier
from sklearn.neighbors import KNeighborsRegressor
from sklearn.metrics import confusion_matrix
from sklearn import metrics
import matplotlib.pyplot as plt
%matplotlib inline
```

Step 2: Loading the Dataset

```
data_file_path = 'diabetes.csv'
data_df = pd.read_csv(data_file_path)
data_df.head()
```

	Pregnancies	Glucose	BloodPressure	SkinThickness	Insulin	BMI	DiabetesPedigreeFunction	Age	Outcome
0	6	148	72	35	0	33.6	0.627	50	1
1	1	85	66	29	0	26.6	0.351	31	0
2	8	183	64	0	0	23.3	0.672	32	1
3	1	89	66	23	94	28.1	0.167	21	0
4	0	137	40	35	168	43.1	2.288	33	1

Step 3: Considering required features

```
y = data_df["Outcome"].values
x = data_df.drop(["Outcome"],axis=1)
```

Step 4: Dividing data into training and testing data

```
from sklearn.preprocessing import StandardScaler
ss = StandardScaler()
data_df = ss.fit_transform(data_df)

#Divide into training and test data
X_train, X_test, y_train, y_test = train_test_split(x, y, test_size = 0.3) # 70% training and 30% test
```

Step 5: Function for Classifier

```
train_score = []
test_score = []
k_vals = []

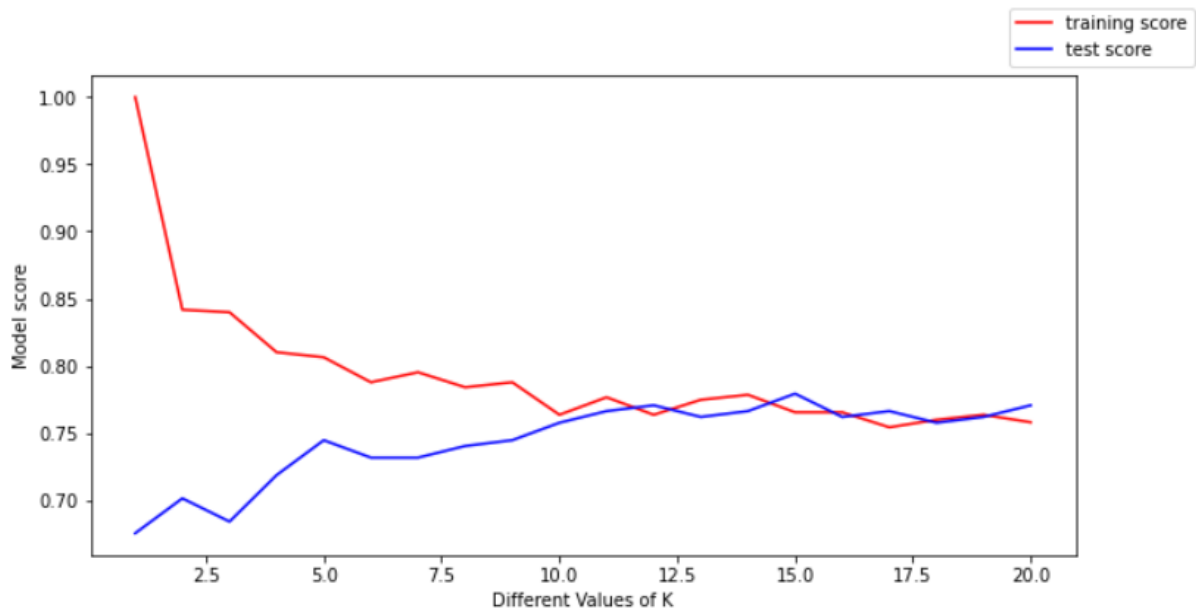
for k in range(1, 21):
    k_vals.append(k)
    knn = KNeighborsClassifier(n_neighbors = k)
    knn.fit(X_train, y_train)

    tr_score = knn.score(X_train, y_train)
    train_score.append(tr_score)

    te_score = knn.score(X_test, y_test)
    test_score.append(te_score)
```

Step 7: Plotting the graph

```
plt.figure(figsize=(10,5))
plt.xlabel('Different Values of K')
plt.ylabel('Model score')
plt.plot(k_vals, train_score, color = 'r', label = "training score")
plt.plot(k_vals, test_score, color = 'b', label = 'test score')
plt.legend(bbox_to_anchor=(1, 1),
           bbox_transform=plt.gcf().transFigure)
plt.show()
```



Step 8: Displaying the score

```
knn = KNeighborsClassifier(n_neighbors = 14)

#Fit the model
knn.fit(X_train,y_train)

#get the score
knn.score(X_test,y_test)
```

0.7662337662337663

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Program 8 - Implement and demonstrate the Association Rule Mining using Apriori Algorithm.

Step 1: Importing Libraries

```
import pandas as pd
from mlxtend.preprocessing import TransactionEncoder
from mlxtend.frequent_patterns import apriori
from mlxtend.frequent_patterns import association_rules
```

Step 2: Creating the Dataset

```
dataset = [
    ["Apple", "Mango", "Grapes"],
    ["Banana", "Mango", "Pineapple"],
    ["Apple", "Banana", "Mango", "Pineapple"],
    ["Banana", "Pineapple"],
    ["Apple", "Mango", "Pineapple"],
]
```

Step 3: Printing Dataset

```
print(dataset)
```

```
[['Apple', 'Mango', 'Grapes'], ['Banana', 'Mango', 'Pineapple'], ['Apple', 'Banana', 'Mango', 'Pineapple'], ['Banana', 'Pineapple'], ['Apple', 'Mango', 'Pineapple']]
```

Step 4: Converting the Dataset to Boolean

```
te = TransactionEncoder()
te_array = te.fit(dataset).transform(dataset)
df = pd.DataFrame(te_array, columns=te.columns_)
print(df)
```

	Apple	Banana	Grapes	Mango	Pineapple
0	True	False	True	True	False
1	False	True	False	True	True
2	True	True	False	True	True
3	False	True	False	False	True
4	True	False	False	True	True

Step 5: Creating Frequent Itemset

```
frequent_itemsets_ap = apriori(df, min_support=0.3, use_colnames=True)
print(frequent_itemsets_ap)
```

	support	itemsets
0	0.6	(Apple)
1	0.6	(Banana)
2	0.8	(Mango)
3	0.8	(Pineapple)
4	0.6	(Apple, Mango)
5	0.4	(Apple, Pineapple)
6	0.4	(Mango, Banana)
7	0.6	(Pineapple, Banana)
8	0.6	(Mango, Pineapple)
9	0.4	(Apple, Mango, Pineapple)
10	0.4	(Mango, Pineapple, Banana)

Step 6: Printing the Rules

```
rules_ap = association_rules(frequent_itemsets_ap, metric="confidence", min_threshold=0.61)
print(rules_ap)
```

	antecedents	consequents
0	(Apple)	(Mango)
1	(Mango)	(Apple)
2	(Apple)	(Pineapple)
3	(Banana)	(Mango)
4	(Pineapple)	(Banana)
5	(Banana)	(Pineapple)
6	(Mango)	(Pineapple)
7	(Pineapple)	(Mango)
8	(Apple, Mango)	(Pineapple)
9	(Apple, Pineapple)	(Mango)
10	(Mango, Pineapple)	(Apple)
11	(Apple)	(Mango, Pineapple)
12	(Mango, Pineapple)	(Banana)
13	(Mango, Banana)	(Pineapple)
14	(Pineapple, Banana)	(Mango)
15	(Banana)	(Mango, Pineapple)

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Program 9 - Implement and demonstrate the Association Rule Mining using FP-Growth Algorithm.

Step 1: Importing Libraries

```
import pandas as pd
from mlxtend.preprocessing import TransactionEncoder
from mlxtend.frequent_patterns import fpgrowth
from mlxtend.frequent_patterns import association_rules
```

Step 2: Creating the Dataset

```
dataset = [
    ["Apple", "Mango", "Grapes"],
    ["Banana", "Mango", "Pineapple"],
    ["Apple", "Banana", "Mango", "Pineapple"],
    ["Banana", "Pineapple"],
    ["Apple", "Mango", "Pineapple"],
]
```

Step 3: Printing Dataset

```
print(dataset)
```

```
[['Apple', 'Mango', 'Grapes'], ['Banana', 'Mango', 'Pineapple'], ['Apple', 'Banana', 'Mango', 'Pineapple'], ['Banana', 'Pineapple'], ['Apple', 'Mango', 'Pineapple']]
```

Step 4: Converting the Dataset to Boolean

```
te = TransactionEncoder()
te_array = te.fit(dataset).transform(dataset)
df = pd.DataFrame(te_array, columns=te.columns_)
print(df)
```

	Apple	Banana	Grapes	Mango	Pineapple
0	True	False	True	True	False
1	False	True	False	True	True
2	True	True	False	True	True
3	False	True	False	False	True
4	True	False	False	True	True

Step 5: Creating Frequent Itemset

```
frequent_itemsets_fp=fpgrowth(df, min_support=0.3, use_colnames=True)
print(frequent_itemsets_fp)
```

	support	itemsets
0	0.8	(Mango)
1	0.6	(Apple)
2	0.8	(Pineapple)
3	0.6	(Banana)
4	0.6	(Mango, Pineapple)
5	0.6	(Apple, Mango)
6	0.4	(Apple, Pineapple)
7	0.4	(Apple, Mango, Pineapple)
8	0.6	(Pineapple, Banana)
9	0.4	(Mango, Banana)
10	0.4	(Mango, Pineapple, Banana)

Step 6: Printing the Rules

```
rules_fp = association_rules(frequent_itemsets_fp, metric="confidence", min_threshold=0.61)
print(rules_fp)
```

	antecedents	consequents
0	(Mango)	(Pineapple)
1	(Pineapple)	(Mango)
2	(Apple)	(Mango)
3	(Mango)	(Apple)
4	(Apple)	(Pineapple)
5	(Apple, Mango)	(Pineapple)
6	(Apple, Pineapple)	(Mango)
7	(Mango, Pineapple)	(Apple)
8	(Apple)	(Mango, Pineapple)
9	(Pineapple)	(Banana)
10	(Banana)	(Pineapple)
11	(Banana)	(Mango)
12	(Mango, Pineapple)	(Banana)
13	(Mango, Banana)	(Pineapple)
14	(Pineapple, Banana)	(Mango)
15	(Banana)	(Mango, Pineapple)

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Program 10 - Build an Artificial Neural Network by implementing the Back propagation algorithm and test the same using appropriate data sets.

Step 1: Importing Libraries

```
import numpy as np
```

Step 2: Initializing training data and label data

```
X = np.array([[2, 9], [1, 5], [3, 6]], dtype=float)
y = np.array([[92], [86], [89]], dtype=float)
```

Step 3: Normalizing inputs

```
X = X/np.amax(X,axis=0)
y = y/100
```

Step 4: Sigmoid Function

```
def sigmoid (x):
    return 1/(1 + np.exp(-x))
```

Step 5: Derivative of Sigmoid Function

```
def derivatives_sigmoid(x):
    return x * (1 - x)
```

Step 6: Variable Initialization

```
epoch=5000
lr=0.1
inputlayer_neurons = 2
hiddenlayer_neurons = 3
output_neurons = 1
```


Step 7: Weight and Bias Initialization

```
wh=np.random.uniform(size=(inputlayer_neurons,hiddenlayer_neurons))
bh=np.random.uniform(size=(1,hiddenlayer_neurons))
wout=np.random.uniform(size=(hiddenlayer_neurons,output_neurons))
bout=np.random.uniform(size=(1,output_neurons))
```

Step 8: Forward Propagation

```
for i in range(epoch):
    hinp1=np.dot(X,wh)
    hinp=hinp1 + bh
    hlayer_act = sigmoid(hinp)
    outinp1=np.dot(hlayer_act,wout)
    outinp= outinp1+ bout
    output = sigmoid(outinp)
```

Step 9: Backward Propagation

```
EO = y-output
outgrad = derivatives_sigmoid(output)
d_output = EO* outgrad
EH = d_output.dot(wout.T)
hiddengrad = derivatives_sigmoid(hlayer_act)
d_hiddenlayer = EH * hiddengrad
wout += hlayer_act.T.dot(d_output) *lr
wh += X.T.dot(d_hiddenlayer) *lr
```

Step 10: Output

```
print("Input: \n" + str(X))
print("Actual Output: \n" + str(y))
print("Predicted Output: \n" ,output)
```

```
Input:
[[0.66666667 1.          ]
 [0.33333333 0.55555556]
 [1.          0.66666667]]
Actual Output:
[[0.92]
 [0.86]
 [0.89]]
Predicted Output:
[[0.79479351]
 [0.77374732]
 [0.79381395]]
```

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Program 11 - Build a Convolutional Neural Network and test the same using appropriate data sets.

Step 1: Importing Libraries

```
from tensorflow.keras.datasets import mnist
from tensorflow.keras.models import Sequential
from tensorflow.keras.layers import Conv2D
from tensorflow.keras.layers import MaxPool2D
from tensorflow.keras.layers import Flatten
from tensorflow.keras.layers import Dropout
from tensorflow.keras.layers import Dense
```

Step 2: Loading and reshaping data

```
(X_train,y_train) , (X_test,y_test)=mnist.load_data()

X_train = X_train.reshape((X_train.shape[0], X_train.shape[1], X_train.shape[2], 1))
X_test = X_test.reshape((X_test.shape[0],X_test.shape[1],X_test.shape[2],1))
```

Step 3: Normalizing pixel values

```
X_train=X_train/255
X_test=X_test/255
```

Step 4: Defining model

```
model=Sequential()
```

Step 5: Adding Convolution layer → Pooling layer → Fully connected layer→ Output layer

```
model.add(Conv2D(32,(3,3),activation='relu',input_shape=(28,28,1)))

model.add(MaxPool2D(2,2))

model.add(Flatten())
model.add(Dense(100,activation='relu'))

model.add(Dense(10,activation='softmax'))
```

Step 6: Compiling & Fitting the model

```
model.compile(loss='sparse_categorical_crossentropy',optimizer='adam',metrics=['accuracy'])

model.fit(X_train,y_train,epochs=10)
```

Expected Output

```
Epoch 1/10
1875/1875 [=====] - 39s 20ms/step - loss: 0.1525 - accuracy: 0.9543
Epoch 2/10
1875/1875 [=====] - 38s 20ms/step - loss: 0.0535 - accuracy: 0.9844
Epoch 3/10
1875/1875 [=====] - 38s 20ms/step - loss: 0.0351 - accuracy: 0.9891
Epoch 4/10
1875/1875 [=====] - 37s 20ms/step - loss: 0.0231 - accuracy: 0.9925
Epoch 5/10
1875/1875 [=====] - 37s 20ms/step - loss: 0.0157 - accuracy: 0.9951
Epoch 6/10
1875/1875 [=====] - 38s 20ms/step - loss: 0.0115 - accuracy: 0.9963
Epoch 7/10
1875/1875 [=====] - 38s 20ms/step - loss: 0.0092 - accuracy: 0.9970
Epoch 8/10
1875/1875 [=====] - 38s 20ms/step - loss: 0.0072 - accuracy: 0.9976
Epoch 9/10
1875/1875 [=====] - 38s 20ms/step - loss: 0.0051 - accuracy: 0.9984
Epoch 10/10
1875/1875 [=====] - 38s 20ms/step - loss: 0.0053 - accuracy: 0.9984
<keras.callbacks.History at 0x7f6b04ab0210>
```

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Program 12 - Implement Q learning algorithm.

Step 1: Importing Libraries

```
import numpy as np
```

Step 2: Initialize Parameters

```
gamma=0.75  
alpha =0.9
```

Step 3: Define the states

```
location_to_state={  
    'L1':0,  
    'L2':1,  
    'L3':2,  
    'L4':3,  
    'L5':4,  
    'L6':5,  
    'L7':6,  
    'L8':7,  
    'L9':8,  
}
```

Step 4: Define the actions

```
actions=[0,1,2,3,4,5,6,7,8]
```

Step 5: Define the rewards

```
rewards =np.array([[0,1,0,0,0,0,0,0,0],  
    [1,0,1,0,0,0,0,0,0],  
    [0,1,0,0,0,1,0,0,0],  
    [0,0,0,0,0,0,1,0,0],  
    [0,1,0,0,0,0,0,1,0],  
    [0,0,1,0,0,0,0,0,0],  
    [0,0,0,1,0,0,0,1,0],  
    [0,0,0,0,1,0,1,0,1],  
    [0,0,0,0,0,0,0,1,0]])
```

Step 6: Map indices to the location

```
state_to_location=dict((state,location) for location,state in location_to_state.items())
```

Step 7: Q-Learning Implementation

```
def get_optimal_route(start_location,end_location):
    rewards_new = np.copy(rewards) # Copy reward matrix to new matrix
    # Getting end state corresponding to the ending location
    ending_state = location_to_state[end_location]
    #automatically set the priority of ending state to the highest
    rewards_new[ending_state,ending_state]=999

    #----- Q-Learning Algorithm-----
    Q=np.array(np.zeros([9,9])) #initializing Q-Values
    for i in range(1000):      # Q-Learning processing
        current_state = np.random.randint(0,9) #
        playable_actions =[] # Traversing neighbor locations
        for j in range(9): # iterate new rewards matrix aand get actions>0
            if rewards_new[current_state,j]>0:
                playable_actions.append(j)
        #Pick on action randomly from the list of playable actions that leads to next state
        next_state =np.random.choice(playable_actions)
        #Compute temporal difference
        TD= rewards_new[current_state,next_state] + gamma*Q[next_state, np.argmax(Q[next_state,])]-Q[current_state,next_state]
        Q[current_state,next_state]+=alpha*TD #Update Q-Value using Bellman equation

    #Intialize the optimal route with the starting Location
    route = [start_location]
    next_location = start_location #intialise with the starting location value
    while(next_location!=end_location):
        starting_state = location_to_state[start_location] #Fetch the starting state
        next_state = np.argmax(Q[starting_state,]) # Fetch highest Q-Value
        next_location =state_to_location[next_state] #Getting next state letter
        route.append(next_location)
        start_location =next_location #Update starting location
    return route
```

Step 7: Optimal Route

```
print(get_optimal_route('L9','L1'))
['L9', 'L8', 'L5', 'L2', 'L1']
```