# **PROGRAMMING ASSIGNMENT 2**

BY

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1. Bagging: Depth = 3, Bags = 5:

	Predicted : NO	Predicted : YES
Actual No	TN = 1593	FN = 0
Actual YES	FP = 532	TP = 0

2. Bagging: Depth = 3, bags = 10:

	Predicted : NO	Predicted : YES
Actual No	TN = 1593	FN = 0
Actual YES	FP = 532	TP = 0

3. Bagging: Depth = 5, bags = 5

	Predicted : NO	Predicted : YES
Actual No	TN = 1593	FN = 0
Actual YES	FP = 532	TP = 0

4. Bagging: Depth = 5, bags = 10

	Predicted : NO	Predicted : YES
Actual No	TN = 1593	FN = 0
Actual YES	FP = 532	TP = 0

5. Boosting results: Number of Trees = 5, depth = 1

	Predicted : NO	Predicted : YES
Actual No	TN = 1592	FN = 0
Actual YES	FP = 533	TP = 0

6. Boosting results: Number of Trees = 10, depth = 1

	Predicted : NO	Predicted : YES
Actual No	TN = 1629	FN = 0
Actual YES	FP = 496	TP = 0

7. Boosting results: Number of Trees = 5, depth = 2

	Predicted : NO	Predicted : YES
Actual No	TN = 1629	FN = 0
Actual YES	FP = 496	TP = 0

8. Boosting results : Number of Trees = 10 , depth = 2

	Predicted :	Predicted :
	NO	YES
Actual No	TN = 1592	FN = 0
Actual	FP = 533	TP = 0
YES		

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## **Bagging in WEKA RESULTS**

=== Evaluation on test set ===

1. For bags: 3, 5

Test:

=== Confusion Matrix ===

a b <-- classified as 2093 0 | a = 0 28 4 | b = 1

2. For bags 3,10:

Test:

=== Confusion Matrix ===

#### 3. For bag 5,5:

Test:

=== Confusion Matrix ===

### 4) for bags 5,10:

Test:

=== Confusion Matrix ===

#### **Boosting in WEKA RESULTS**

#### 5) Boosting:

Boost for 1,5 combation:

Test:

=== Confusion Matrix ===

#### 6)Boost for 1 10 combination:

Test:

=== Confusion Matrix ===

# 7)Boost for 2, 5 combination :

## 8) boost for 2,10 combination:

#### Test:

=== Confusion Matrix ===