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**Machine Learning I DATS 6202**

**(MS In Data Science)**

**Group Report**

**Group 3**

**Rainfall Prediction**

**Instructor: Amir Jafari**

**Authors:**

**Tanmay Vivek Kshirsagar**

**Sudhanshu Deshpande**

**Shreyas Sunku Padmanabha**

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**ABSTRACT**

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# 1: Introduction

Hello world

# 2: Dataset Description

Hello world

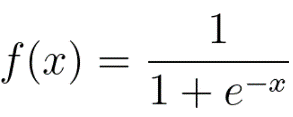
# 3: Machine Learning Algorithms

A machine learning algorithm is a set of rules or mathematical instructions that a computer follows to learn patterns or relationships in data without being explicitly programmed. Machine learning algorithms use statistical models and algorithms to identify patterns in data and make predictions or decisions based on that data. There are many different types of machine learning algorithms, including supervised learning algorithms, unsupervised learning algorithms, and reinforcement learning algorithms. These algorithms are used in a wide range of applications, such as image recognition, natural language processing, fraud detection, and recommendation systems.

## 3.1. Logistic regression

Logistic regression is a machine learning algorithm used for binary classification tasks. Logistic regression is a statistical method developed in 1958 by David Cox, used to analyse the relationship between a binary outcome variable and one or more predictor variables. It models the relationship between input features and the output variable using a logistic function, which returns a value between 0 and 1. The algorithm is trained using a dataset with known input features and output values and learns the relationship between them by minimizing a cost function using an optimization algorithm. Once trained, the model can be used to predict the probability of the output variable being one of two values based on new input features. Logistic regression is simple and interpretable but has limitations in handling non-linear relationships.

The model parameters are learned by minimizing the cost function using an optimization algorithm like gradient descent. The logistic function has an S-shaped curve that approaches 1 as input values increase and approaches 0 as input values decrease.

 Chart, histogram

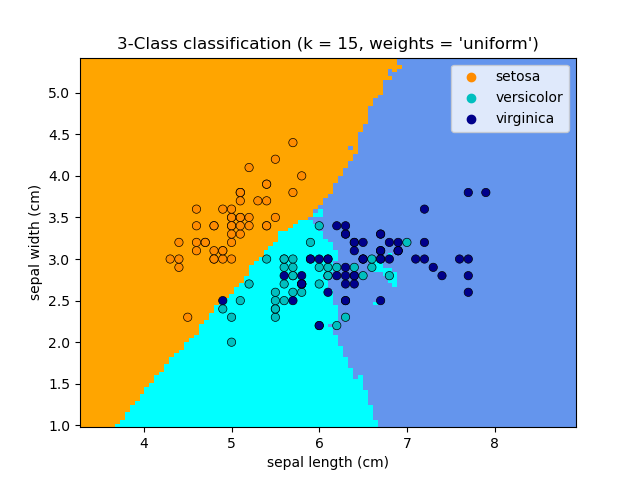
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## 3.2. K Neighbors Classifier

K Neighbors Classifier is a non-parametric machine learning algorithm used for classification tasks. It is based on the idea that similar data points tend to belong to the same class. The algorithm determines the class of a new data point by finding the k nearest neighbors in the training data and assigning the most common class among them as the predicted class for the new data point.

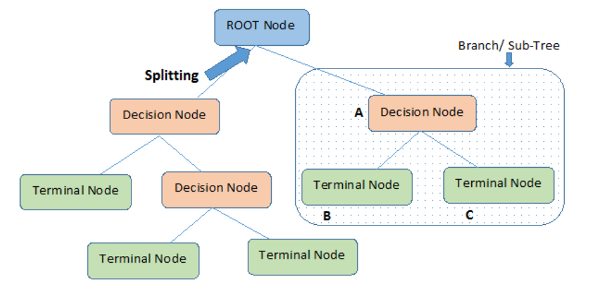
The algorithm is simple and easy to implement but can be computationally expensive for large datasets. It also requires careful selection of the hyperparameter k, which determines the number of neighbors to consider.

In summary, K Neighbors Classifier is a simple and effective non-parametric algorithm for classification tasks. It works by finding the k nearest neighbors in the training data and assigning the most common class among them as the predicted class for a new data point.



## 3.3. Decision Tree Classifier

Decision Tree Classifier is a machine learning algorithm used for classification tasks. It partitions the feature space recursively into subsets based on input features and assigns a class label to each leaf node of the tree. The algorithm determines the best split for each node by maximizing a measure of purity. The decision tree can be graphically represented as a tree structure with each internal node representing a split on an input feature and each leaf node representing a class label. It can handle both categorical and numerical data but is prone to overfitting.

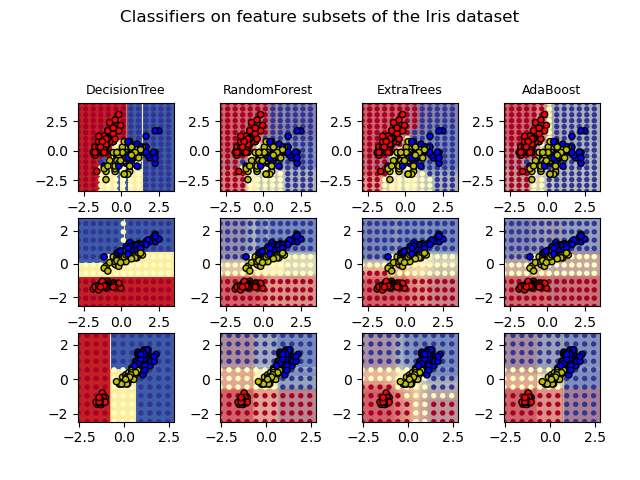


## 3.4. Random Forest Classifier

Random Forest Classifier is an ensemble machine learning algorithm used for classification tasks. It works by combining multiple decision trees, each trained on a different subset of the training data and a different subset of the input features. The algorithm determines the class of a new data point by aggregating the predictions of all the trees in the forest.

Random Forest Classifier is a powerful algorithm that can handle high-dimensional data and is less prone to overfitting than Decision Tree Classifier. However, it can be computationally expensive and difficult to interpret.

The random forest can be represented graphically as a collection of decision trees, with each tree trained on a different subset of the training data and input features.



## 3.5. MLP Classifier

MLP Classifier is a type of neural network used for classification tasks that consists of multiple layers of nodes connected to each other. It was developed in the 1980s to handle non-linearly separable problems and can learn complex non-linear relationships between inputs and outputs by adjusting weights to minimize a loss function. MLP Classifier uses activation functions and softmax function to produce class probabilities. It is a powerful algorithm but can overfit if the model is too complex or if there is not enough training data. The basic architecture of MLP Classifier includes an input layer, one or more hidden layers, and an output layer with nodes corresponding to class labels.

Diagram

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# 4. Experimental Setup

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# 5. Results

Hello world

# 6. Summary and Conclusions

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# References

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# Appendix

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