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ijirset@gmail.com

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Prediction and Analysis of Foul Play on Machine Learning

Rakshitha S^[1], Raghavendra Rao B G^[2]

P.G. Student, Department of Computer Application, Sir M Visvesvaraya Institute of Technology, Hunsamaranahalli, Bangalore, India

Assistant Professor, Department of Computer Application, Sir M Visvesvaraya Institute of Technology, Hunsamaranahalli, Bangalore, India

ABSTRACT: Foul play is increasingly becoming a serious concern for the society. In fact, it is one of the largest cause of deaths in today's world. Hence it is necessary to stop this menace by developing accurate prediction systems based on available data. The primarily analysis the Foul play data, identify significant attributes contributing towards foul play attempt and predict future such attempts with significant precision. A comparison between 3 machine learning algorithms: - logistic regression, random forest, and Naïve-Bayes for foul play prediction has been made here. The scope of this research is to understand the effectiveness of these algorithms for preventing future foul play.

KEYWORDS: Analysis and prediction on the person will attempt Suicide or not based in the activity and Analysis

I. INTRODUCTION

Foul play is a serious public health problem that causes immeasurable pain, suffering, and loss to individuals, families, and communities nationwide. Many people may be surprised to learn that foul play was one of the top 10 causes of death in the United States in 2009. And death is only the tip of the iceberg. For every person who dies by foul play, more than 30 others attempt foul play. Every foul play attempt and death affects countless other individuals. Family members, friends, coworkers, and others in the community all suffer the long-lasting consequences of suicidal behaviors.

Foul play places a heavy burden on the nation in terms of the emotional suffering that families and communities experience as well as the economic costs associated with medical care and lost productivity. And yet suicidal behaviors often continue to be met with silence and shame. These attitudes can be formidable barriers to providing care and support to individuals in crisis and to those who have lost a loved one to foul play.

II. RELATED WORK

A study by lakshmi vijayakumar analyses the various articles on foul play s that have been published in ijp (indian A study by Lakshmi Vijayakumar analyses the various articles on foul play s that have been published in IJP (Indian Journal of Psychiatry). Study reveals that suicidal behaviors are much more prevalent in India than what is officially reported. Social, public and mental health response is crucial for prevention.

Another research has taken data on annual foul play mortality in the United States as maintained by the National Vital Statistics System of the Centers for Disease Control and Prevention (CDC). Their findings discovered that in the United States, foul play occurs among 10.8 per 100,000 persons. Foul play is the 11th-leading cause of death, accounting for 1.4 percent of all deaths. A detailed examination of the data by sex, age, and race/ethnicity reveals significant socio demographic variation in the foul play rate.

III. METHODOLOGY

The primarily analysis the foul play data, identify significant attributes contributing towards foul play attempt and predict future such attempts with significant precision. A comparison between 3 machine learning algorithms: - logistic regression, random forest, and Naive- Bayes for foul play prediction has been made here. The scope of this research is to understand the effectiveness of these algorithms for preventing future foul play.

TECHNOLOGY

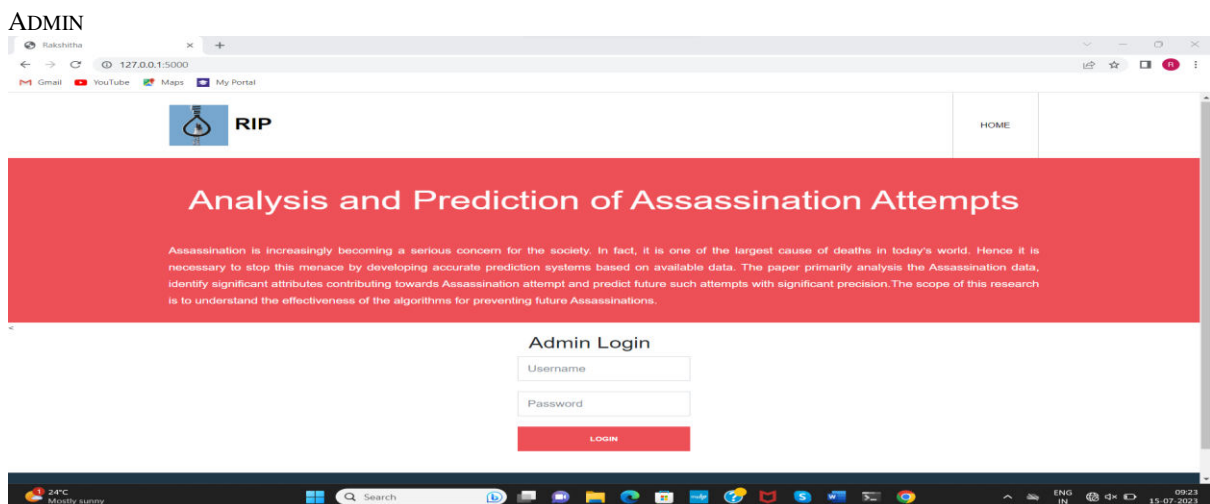
PYTHON:-Python is a high-level, interpreted, interactive and object-oriented scripting language. Python is designed to be highly readable. It uses English keywords frequently where as other languages use punctuation, and it has fewer syntactical constructions than other languages.

CSS:-Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language such as HTML or XML (including XML dialects such as SVG, MathML or XHTML). CSS is a cornerstone technology of the World Wide Web, alongside HTML and JavaScript.

PHP:-PHP code is usually processed on a web server by a PHP interpreter implemented as a module, a daemon or a Common Gateway Interface (CGI) executable. On a web server, the result of the interpreted and executed PHP code—which may be any type of data, such as generated HTML or binary image data—would form the whole or part of an HTTP response. Various web template systems, web content management systems, and web frameworks exist that can be employed to orchestrate or facilitate the generation of that response. Additionally, PHP can be used for many programming tasks outside the web context, such as standalone graphical applications and robotic drone control. PHP code can also be directly executed from the command line.

JavaScript:-During the period of Internet Explorer dominance in the early 2000s, client-side scripting was stagnant. This started to change in 2004, when the successor of Netscape, Mozilla, released the Firefox browser. Firefox was well received by many, taking significant market share from Internet Explorer.

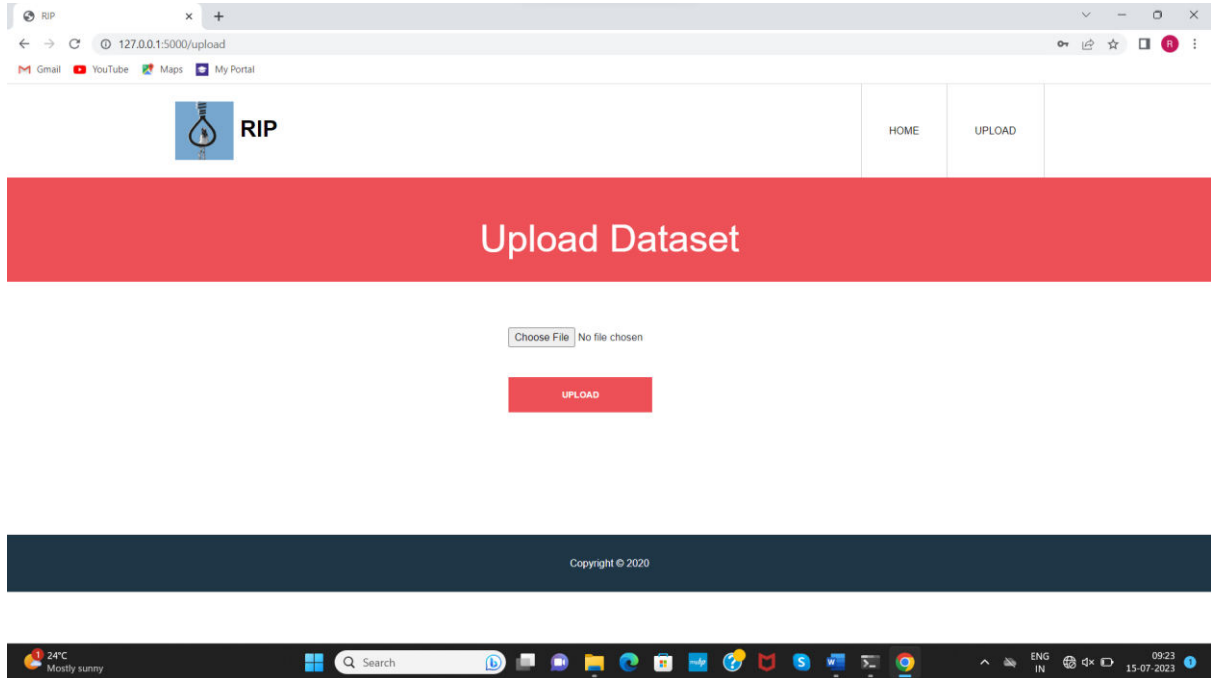
IV. EXPERIMENTAL RESULTS



ADMIN PAGE TO LOGIN INTO THE SYSTEM

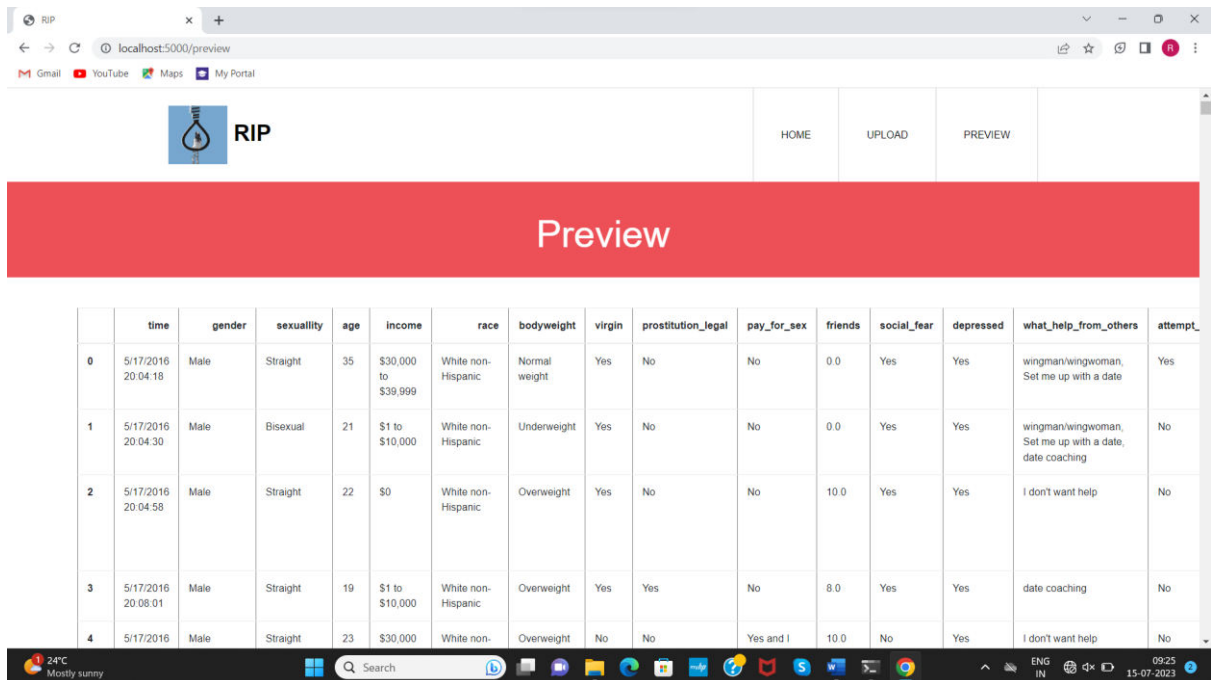


DATASET UPLOAD PAGE



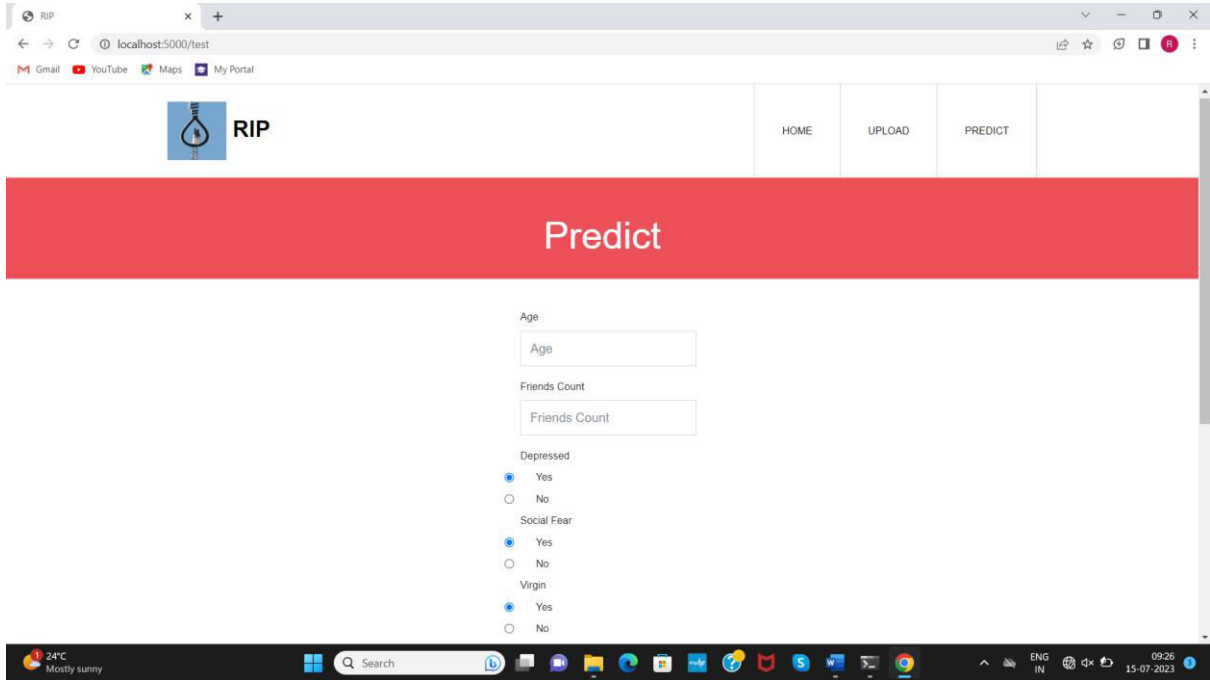
SHOULD UPLOAD THE DATA SET TO PREDICT THE TEST

PREVIEW OF DATASET



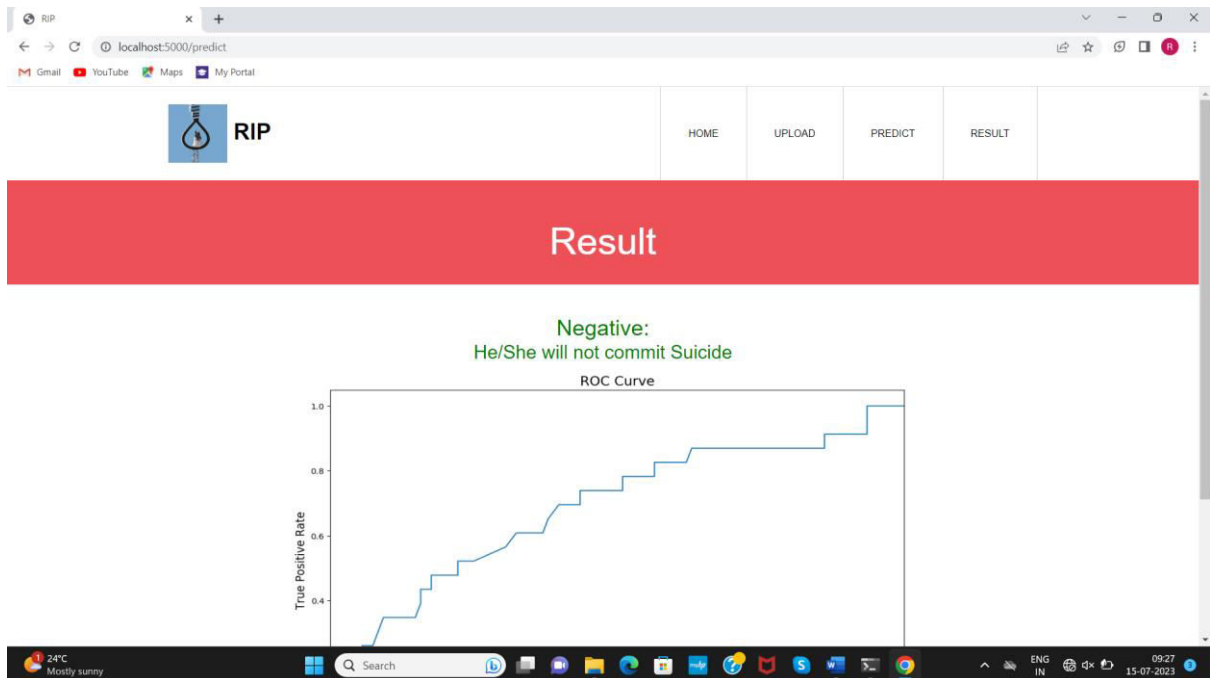
AFTER UPLOADING THE PAGE WILL DISPLAY ALL THE DATA IN THE DATA SET

PREDICT



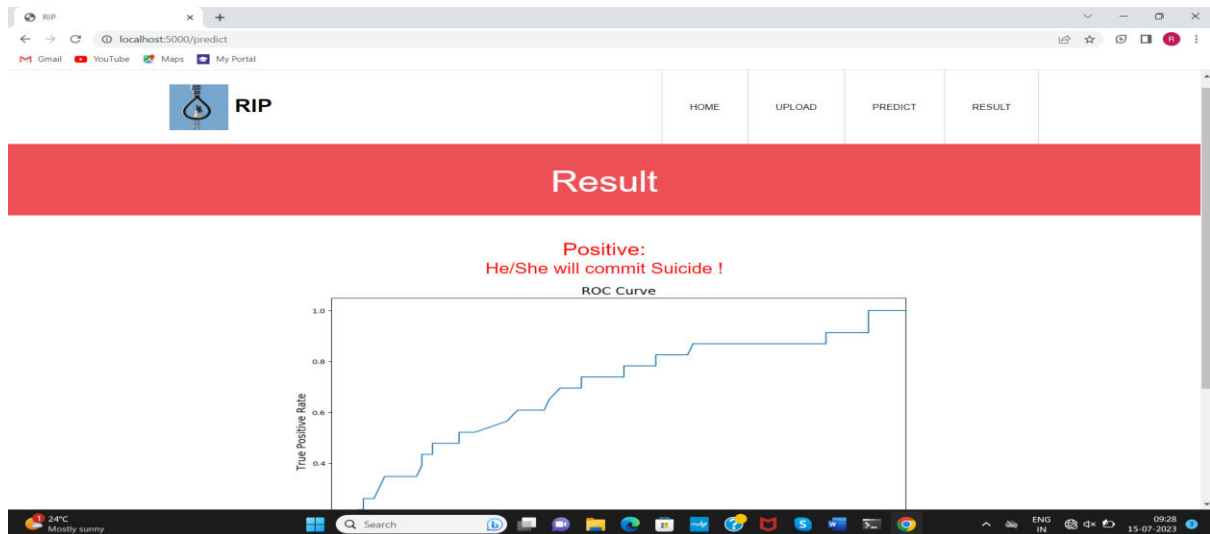
THE PAGE DISPLAYS THE INPUT OF THE FRESH CANDIDATE

RESULT



THE NEGATIVE RESULT MEANS THE PERSON IS NOT ATTEMPT FOR FOUL PLAY

RESULT



THE POSITIVE RESULTS MEANS THE PERSON IS NOT ATTEMPT FOR FOUL PLAY

VI. CONCLUSION

After analysis and comparison, it was found that Logistic Regression reported the maximum accuracy while Naive Bayes performed the worst.

The accuracies for prediction could be further improved if: -

- Size of dataset changes in future (presently a constraint).
- Class Distribution of the target variable gets balanced.

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