Help to using the programs in MMAD

At the homepage of MMAD you can find references:

• Knime Workspace - here you can find all programs for Knime. Click and download the file KnimeWorkspace.zip. Unzip it in your computer, load KNIME program (available at https://www.knime.com/downloads) and set the address into File|Switch Workspace|Other...

In the KNIME Explorer you should see the programs. From here, they can be loaded into the Editor. Here, they cam be run or edited.

- List of Knime programs gives pictures of the Knime Editor with the programs loaded.
- Scilab programs download the file PrgsScilab.zip. Unzip it in your computer. Open Scilab (available at https://www.scilab.org/download/scilab-6.1.1) and double-click any of the programs. If associated, it opens in the Scilab Editor (SciNotes) and here can be run or edited.
- List of Scilab programs here you can find a breve introduction to the work in Scilab and listings of all important Scilab programs.

How to work with Scilab

Scilab language is practically the same as that of Matlab.

The introduction into the Scilab language can be downloaded in the MAAD main webpage.

How to work with KNIME programs

In the KNIME Explorer select one of the progams and double click on it. It opens in the working area.

The best way, you can run it is to right-click on the last icon and choose Execute and open views. If the icon has green dot (it is already run), select first Reset and then run it.

How to built your own programs in KNIME

The programs are build from icons that can be found in the Node repository. Here, you can select icons, draw them to Working area and connect them by lines (curves) between triangles or rectangles connected to icons.

The most important items in the Node repository are:

- IO/Read or IO/Write for reading the preferable icon is File reader (it can read .csv data files)
- Manipulation/Row/Transform/Partitioning which can be used for dividing data into learning and testing part.
- Analytics where you can find the main data mining tasks (according their names) Analytics/Scoring/Scorer - that can be used for evaluation of the tasks (it provides Accuracy and other characteristics)
- Distance Calculation/Distance function/Numeric distances or String distances which can be used with those tasks that require distance definition.

The best way how to learn programming in KNIME is to imitate the already written programs.