

wGmdh 0.9

Installation Guide

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Step 0

An installation of Weka on your platform is a prerequisite for using wGmdh as a Weka plugin. You can download the latest Weka distribution following <http://www.cs.waikato.ac.nz/ml/weka>.

Step 1

Download one of the distributions and place it in the weka root folder. Edit Weka's classpath placeholder, depending on the distribution you're using:

- If you're working with wGmdh-x.xx.jar and wGmdh-x.xx_lib folder,
 - add following entry to runweka.ini:


```
cp=%CLASSPATH%;wGmdh-0.9.jar
```
 - you can delete wGmdh-x.xx_lib/weka.jar
- If you chose the fat version
 - add following entry to runweka.ini:


```
cp=%CLASSPATH%;wGmdh-0.9-fat.jar
```

Step 2

To enable use of the wGmdh classes from Weka gui:

- edit GUIEditors.props and add entry


```
# wGmdh components
wGmdh.jGmdh.oldskul.measures.Measure=weka.gui.GenericObjectEditor
wGmdh.jGmdh.oldskul.NodeFilter=weka.gui.GenericObjectEditor
wGmdh.jGmdh.util.supervised.DatasetSupervised=weka.gui.GenericObjectEditor
```
- edit GenericObjectEditor.props (or GenericPropertiesCreator.props):
 - enter under weka.classifiers.Classifier=\

```
wGmdh.AdditiveMsc,\
wGmdh.Msc,\
wGmdh.GmdhDepthSearch
```
 - add the entry (e.g. at the end of file)

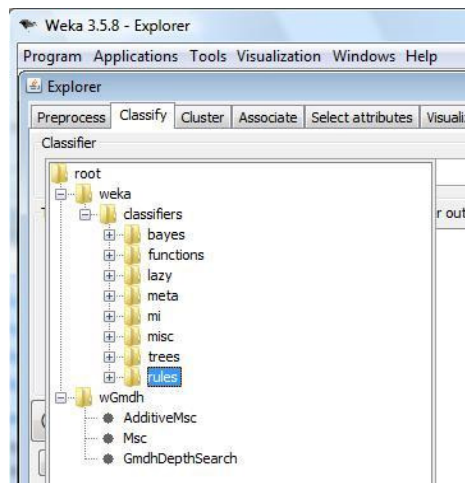

```
# wGmdh related
wGmdh.jGmdh.oldskul.measures.Measure=\
wGmdh.jGmdh.oldskul.measures.Sse,\
wGmdh.jGmdh.oldskul.measures.Rrse,\
wGmdh.jGmdh.oldskul.measures.CompoundError,\
wGmdh.jGmdh.oldskul.measures.Omitted
wGmdh.jGmdh.oldskul.NodeFilter=\
wGmdh.jGmdh.oldskul.SlidingFilter
```

```
wGmdh.jGmdh.util.supervised.DatasetSupervised=\
wGmdh.jGmdh.util.supervised.CvHandler,\
wGmdh.jGmdh.util.supervised.PercentageSplitHandler
```

For more general information on adding third-party modules to Weka, follow [http://weka.wikispaces.com/GenericObjectEditor+\(developer+version\)](http://weka.wikispaces.com/GenericObjectEditor+(developer+version)).

You're Set To Go

Having finished the suggested steps, running Explorer GUI should be able to offer you a view like this:



Try making Msc a classifier of your choice; after clicking to preview its options, GenericObjectEditor should offer them in a form from image below:

