



Credit Card Fraud Detection

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Agenda

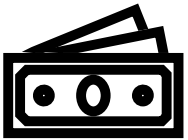
- Background
- About the Dataset
- Insights
- Outcome & Results

Background

Patterns of fraudulent transactions



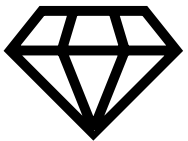
Difference from regular buying time



Large number of Txns in short period of time

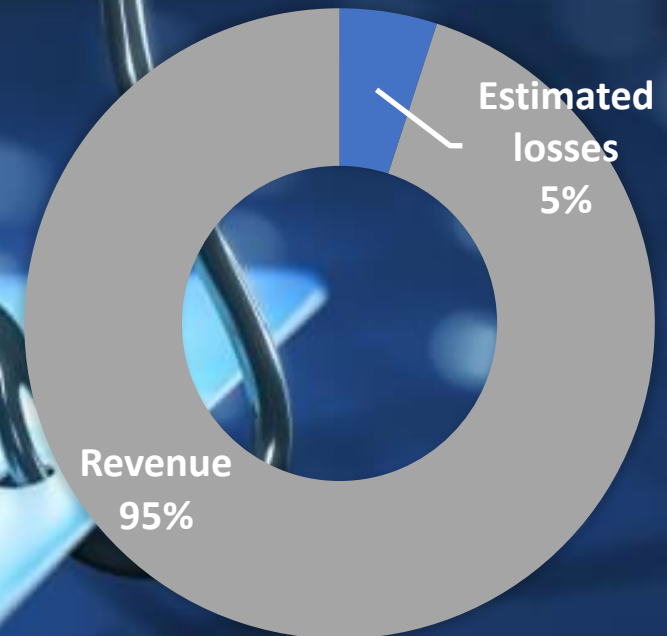


Purchases made from different locations



Suddenly costly items are purchased

Loss of revenue from companies due to fraud



A hand with the index finger pointing towards the left, positioned in front of a blurred background that appears to be a computer screen displaying lines of code in a light blue font. The overall color palette is dominated by shades of blue and white.

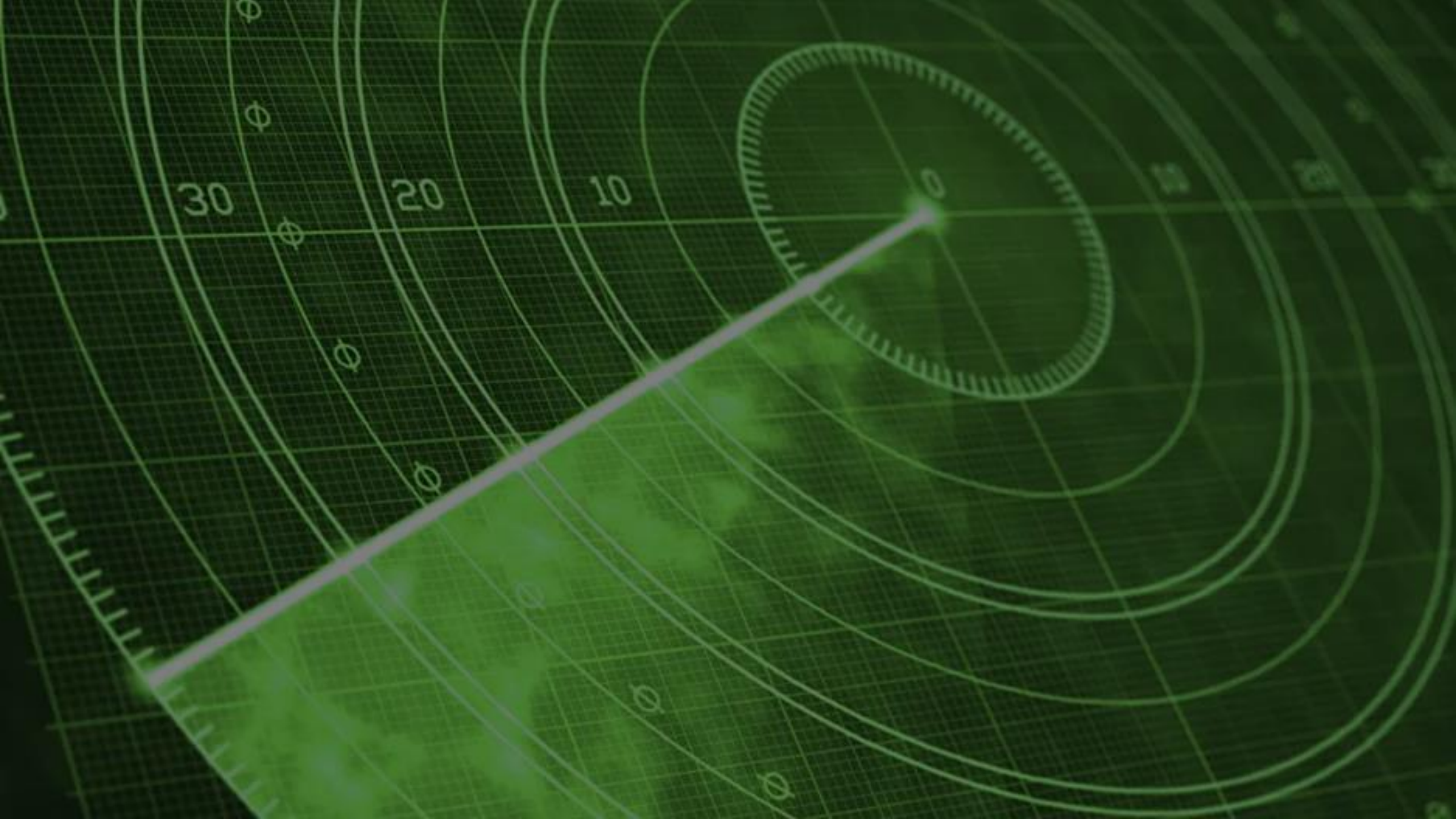
About the Dataset

About the data:

- **Simulated credit card transaction dataset**
- **Timeframe includes Transactions from 1st Jan 2019 - 31st Dec 2020.**
- **Covers credit cards numbers of 1000 customers doing transactions with a pool of 800 merchants.**

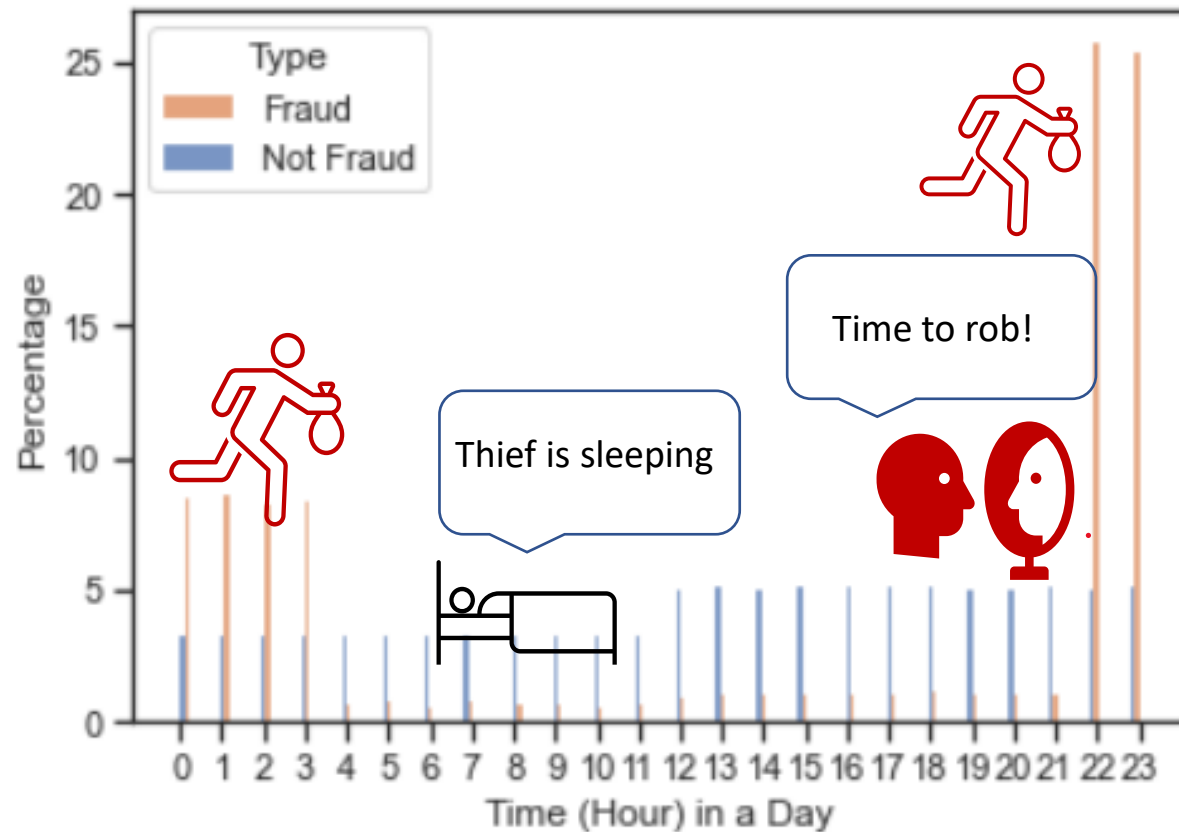
Our Dataset had:

- **1.852.394 Transactions**
- **9651 Transactions are Fraudulent (0.521% in Total)**



Do fraudulent transactions occur more often during certain time frame ?

Normal Transaction Times vs. Fraudulent Transaction Times

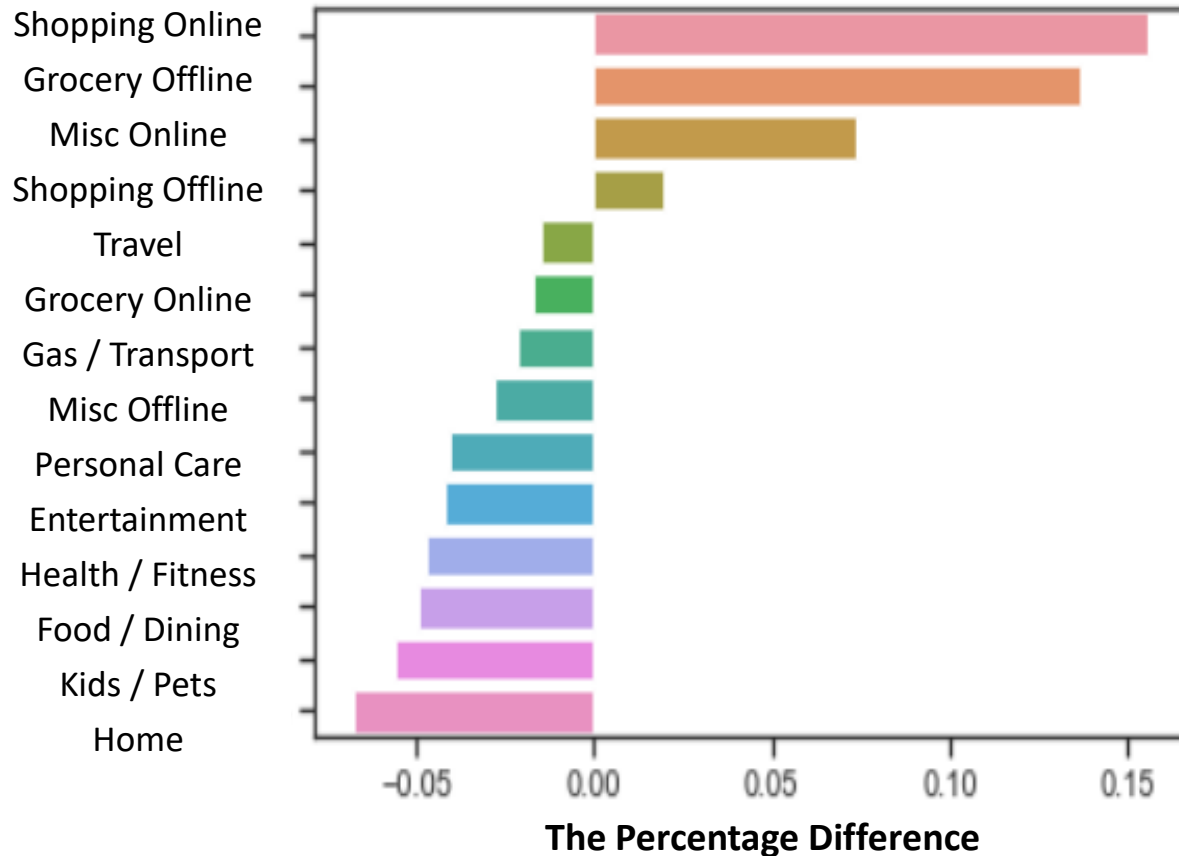


Fraudulent transactions are happening mainly at night, when the victims are sleeping or are less likely to notice the fraud.

Observation:

Change of buying pattern

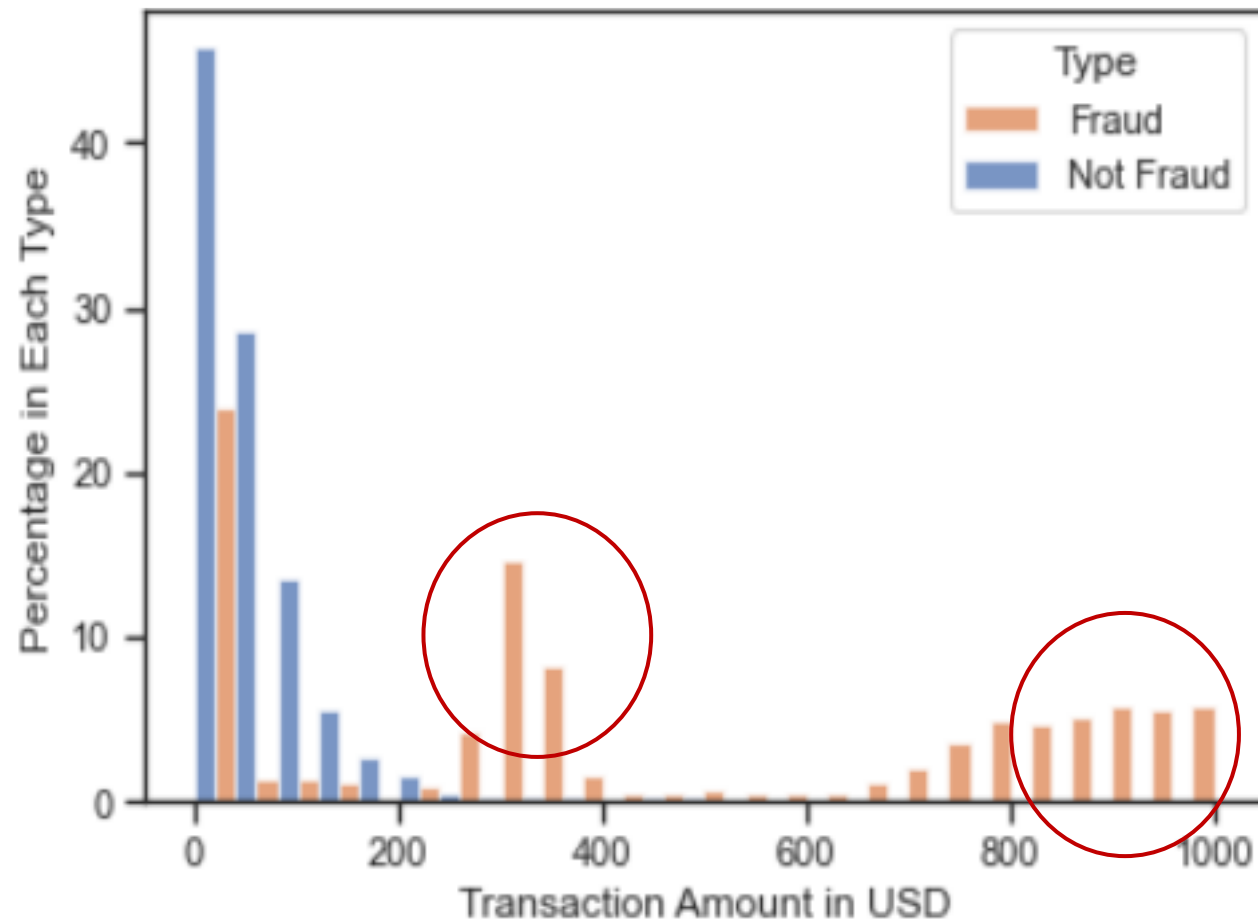
The Percentage Difference of Fraudulent over Non-Fraudulent Transactions made in Each Spending Category



Fraudulent over Non-Fraudulent transaction in Online Shopping and Offline Grocery Shopping categories increased over 10% to 15% in comparison to other category spendings.

How much money is used in fraud transactions?

Amount(\$) vs. Fraud

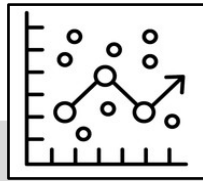


While normal transactions tend to be around 200 Dollars or less, we see fraudulent transactions peak around 300 Dollars and then at the 800-1000 Dollars range.

MACHINE LEARNING

Choose A Model!

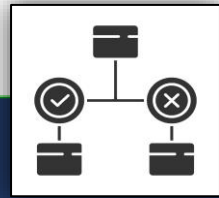
Good RECALL EQUALS good DETECTION



Logistic Regression

Recall

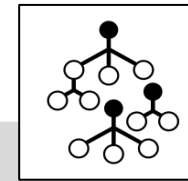
Train	Test
76%	75%



Decision Trees

Recall

Train	Test
89%	85%

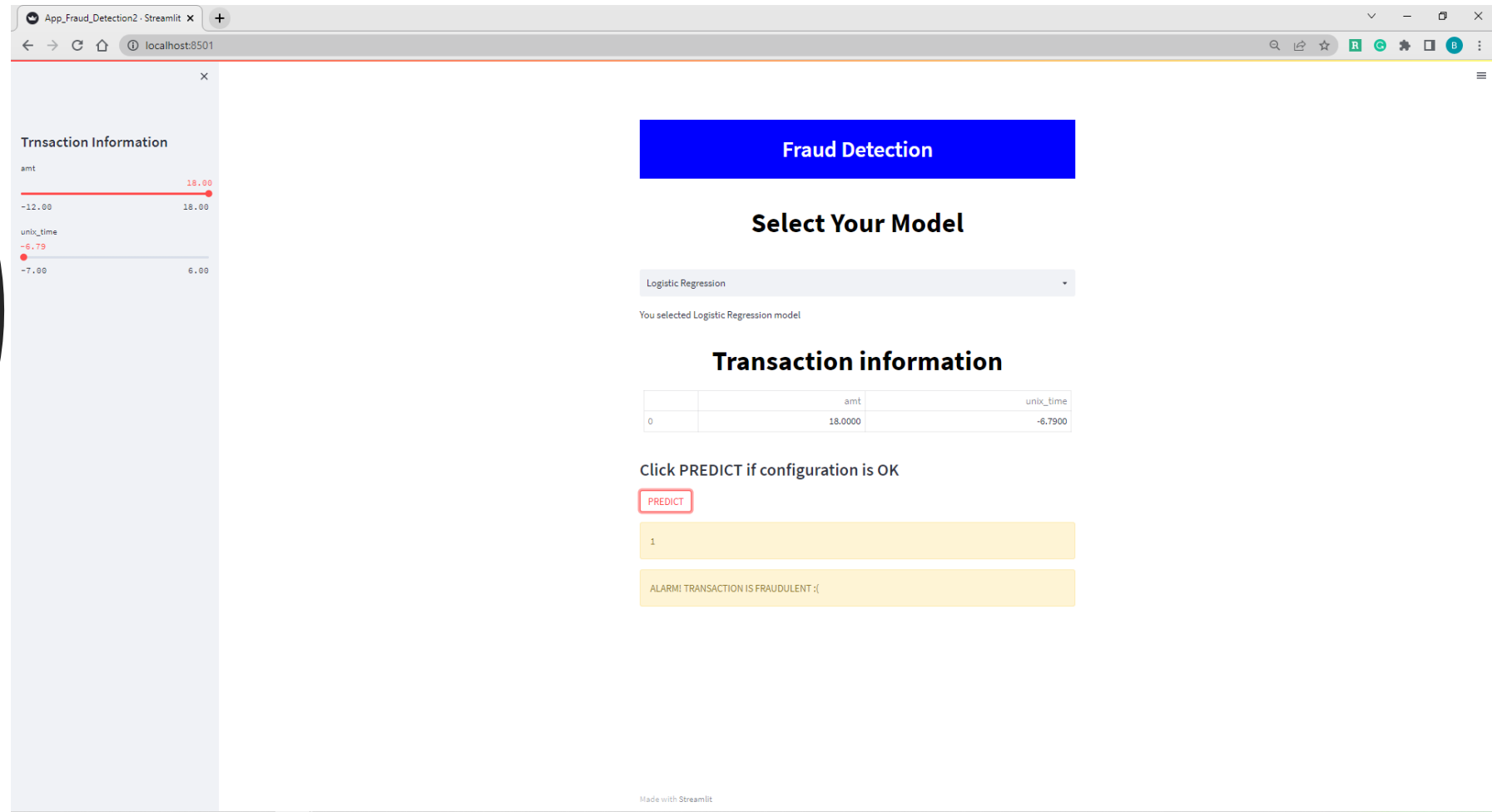


Random Forest

Recall

Train	Test
85%	83%

Prototype Demostration



What did we learn?
