- DIRECT Project -

EASE (Electricity Analysis Suggestion Ensemble)

Technology Review

github.com/danielfather7/EASE-Project

Team 6

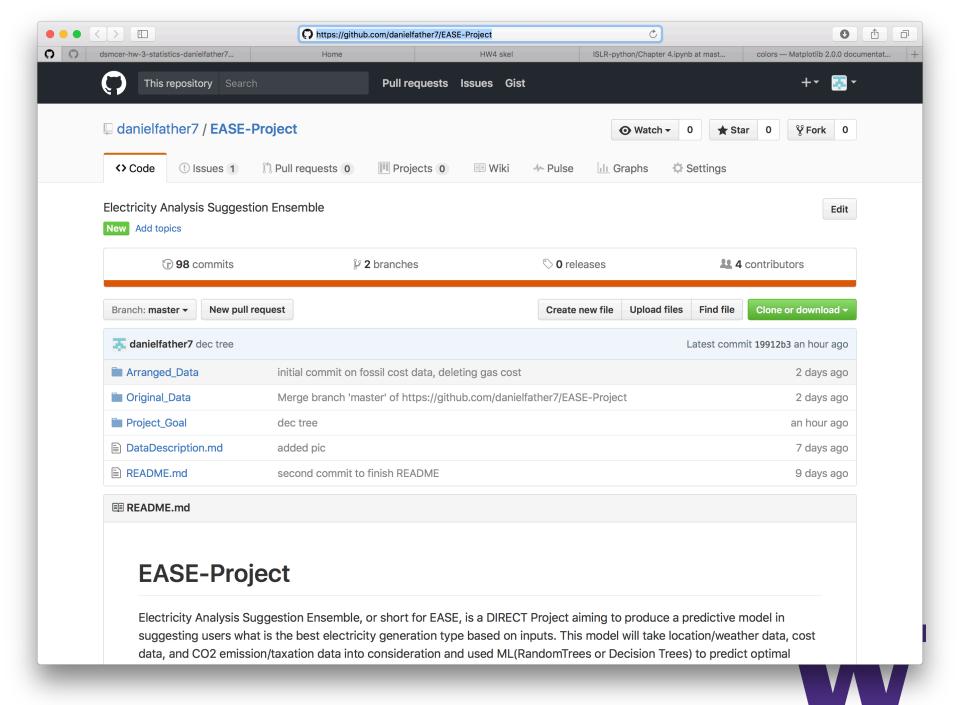
Ivan Cui

Daniel Pan

Yongquan Xi

Jiayuan Guo





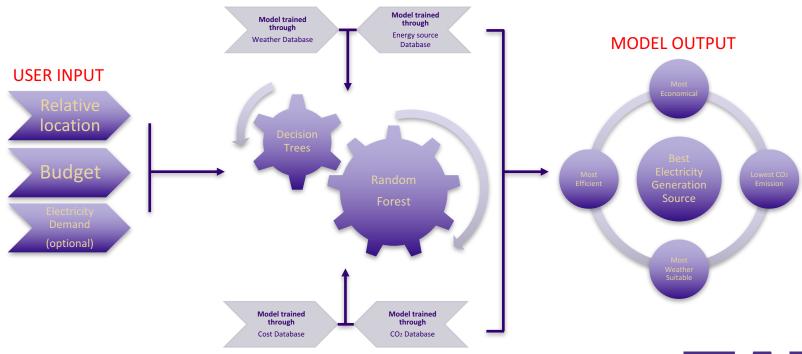
Background-Project

- > Electricity is one of the major energy which can be generated through different resources:
 - Conventional Resources: Coal, Natural gas, Petroleum, etc. Limitation:
 High CO₂ emission & accordingly high CO₂ taxation
 - Clean Energy Resources: Solar, Wind, Hydro, Biofuel etc. Limitation:
 Technology & Distributive location of particular resources
- > Electricity generation source model to provide suggestion on the electricity generation type:
 - Factor 1: Weather (including Temperature, Precipitation, Wind speed)
 - Factor 2: Financial Cost (Cost per watt by different resources)
 - Factor 3: CO₂ Tax per year depending on different states



Project Objective

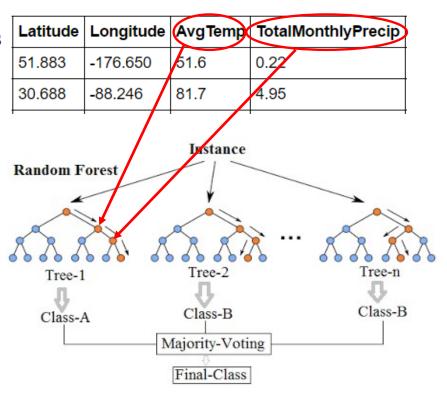
> Develop a predicative model using ML to provide users suggestions on the best electricity generation source type.





Package & Algorithm

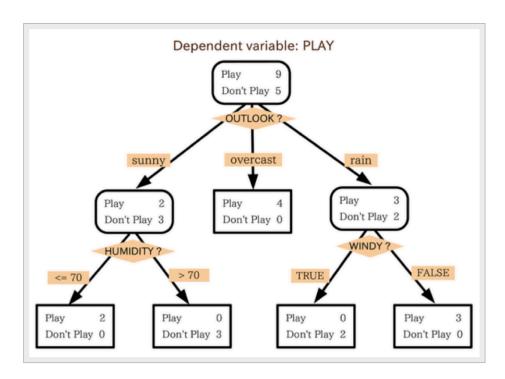
- > Package: Scikit-learn
 - Open-source machine learning modules
 - Built-in dataset and various algorithm for classification & regression
 - Useful for dataset loading, transformation, features selection, etc.
- > Learning Algorithm: Random Forest
 - One of the most popular and accurate learning algorithms available
 - Combine Bagging method and random decision trees, outputs the class that is the majority voting by individual trees





How it works

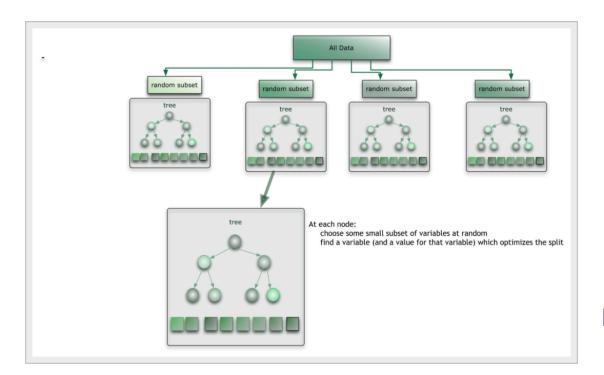
> Decision trees are individual learners that are combined. They are one of the most popular learning methods commonly used for data exploration.





How it works

- > RandomForests consists of an ensemble of classification decision trees, and outputting the mode of the classes of the individual trees.
 - Corrects Decision Tree's overfitting and inaccuracy by voting.

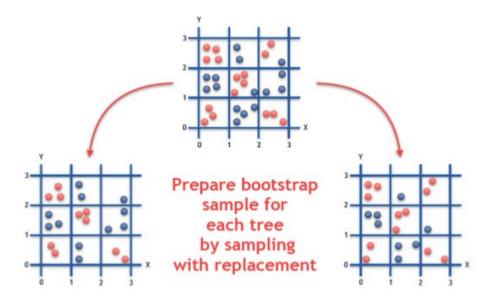




How it works

- > Tree-bagging is an algorithm that selects a random subset of the features at each candidate split in the learning process, a build-in feature to decorrelate individual trees.
 - Decrease variance of the model without increasing bias.

Randomize #1- Bagging





Appeal

- > Easy to learn, fast to build.
 - Project limitation.
- > One of the most accurate learning algorithms.
- > Run efficiently on large databases, and able to maintain accuracy even when a large proportion of the data are missing.
 - Our weather data $(262477 \text{ rows} \times 8 \text{ columns})$
- > Give estimates of what variables are important in the classification.
- > Generate an internal unbiased estimate of the generalization error as the forest building progresses.
 - Out of bootstrap (OOB) samples.
 - Estimated test error is very accurate in practice, with reasonable N.
 - Another validation set or cross-validation is not required, speeds up training.



Drawbacks (RandomForests)

- > Fast to train data, but slow to predict
- > More trees are required to generate a higher accuracy, which provides poor run-time performance. It becomes an issue when faster algorithm is preferred
- > A predictive modelling tool instead of a descriptive tool hard to interpret the information extracted from the trained forest
- > The situation of overfitting when you have large number of categorical variables with different levels Larger the tree, more overfitting for training data



User Case Example

