CZ4041 – MACHINE LEARNING

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SCHOOL OF COMPUTER ENGINEERING

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1.2 Problem Statement

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1.2.1 Challenge

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2. Preprocessing

The problem contains three files, *train.csv*, *test.csv*, and *store.csv*. The file *train.csv* contains historical data including sales for 1115 stores everyday from 1 Jan 2013 to 31 July 2015. While *store.csv* contains supplemental information about each store. Then, *test.csv* contains historical data excluding sales and number of customers everyday from 1 Aug 2015 to 17 Sept 2015.

Each row in *train.csv* contains store ID, day of week, date, number of customers, sales, whether the store is open, whether the store is doing a promo, state holiday, and whether that day is a school holiday. Columns in *test.csv* is almost identical to those of *train.csv*, except that sales and number of customers are unknown in *test.csv*. Each row in *test.csv* contains a submission ID for the purpose of evaluation on prediction result. On the other hand, each row in *store.csv* contains the details of a store, such as store type, assortment type, whether the store has competition, since when the competition exists, competition distance, whether the store is doing *promo2*, and *promo2* period.

Initially, our preprocessing method merges *train.csv* and *store.csv* by store ID. The columns *DayOfWeek* and *StateHoliday* in *train.csv* are transformed into one-hot vector respectively. The columns *StoreType* and *Assortment* in *store.csv* are transformed into one-hot vector respectively as well. The columns *CompetitionOpenSinceMonth* and *CompetitionOpenSinceYear* are substituted into a single column *HasCompetition* which depends on its respective *Date* column. The same thing also applies to the columns *Promo2SinceWeek*, *Promo2SinceYear*, and *PromoInterval*, they are substituted into a single column *IsDoingPromo2* which depends in its respective *Date* column. *CompetitionDistance* is set to the maximum value in the training set if a store does not have a competition in any given date. All store data are retained even when a store is closed on a particular date.

After *train.csv* and *store.csv* has been merged, we proceed to merge *test.csv* and *store.csv* by store ID as well. The preprocessing method in this step is identical in the previous paragraph. The difference is that sales and the number of customers are unknown in the test dataset.

3. Experiments

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3.1 LSTM

LSTM (abbreviation for Long-short Term Memory) is a variant of recurrent neural network. LSTM seeks to solve vanishing gradient and exploding gradient problem in vanilla recurrent neural network. These problems happen when a training sequence is too long. LSTM introduces gating concept in recurrent neural network. An LSTM contains three gates, an input gate, an output gate, and a forget gate. A forget gate determines when to reset the content of the cell memory. An input and output gate control the flows of input and output of the LSTM respectively.

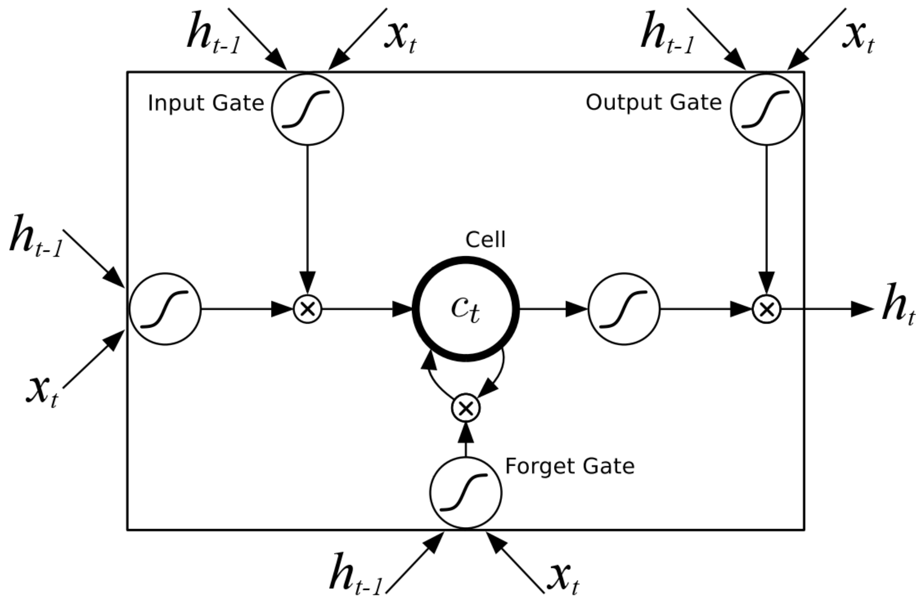

Figure 3.1: An LSTM unit

We use LSTM unit provided by Caffe[1] framework. It requires CUDA 8 and

[1] Caffe is developed by Berkeley Vision and Learning Center (BVLC)

cuDNN v5.1 from Nvidia, which enable Caffe framework to utilize Nvidia GPU to train a neural network. We used Nvidia GTX 850m to train our LSTM model. This GPU is pretty decent to train a medium-sized network.

There are few preprocessing steps that need to be taken before training an LSTM model. First, we need to drop *Customers* column as this column is not available in the test dataset. Then, we have to drop *StoreType*, *Assortment*, *HasCompetition*, and *CompetitionDistance* as we are going to train an LSTM model for each store. Finally, normalize the date to $[0, 1]$, where 0.0 indicates 1 Jan 2013, and 1.0 indicates 17 Sept 2015.

The network architecture consists of, in this order, an input layer with 15 features, an LSTM unit, a fully-connected layer, and an output layer. The LSTM unit contains 50 hidden units, and the fully-connected layer contains 50 neurons. The training algorithm used is RMSProp with decaying learning rate. The learning rate update equation is as follows.

$$\alpha_{t+1} = \frac{\alpha_t}{1 + \gamma t}, \text{ where } \gamma \text{ is the decay rate.} \tag{3.1}$$

Base learning rate α_0 is 0.001, learning rate decay γ is 10^{-6}, and RMS decay is 0.9. The LSTM model is trained for 200 epochs, and each store has its own model. In total, we have 1115 LSTM models. The training duration is approximately four hours.

The performance result by this model according to Kaggle, is shown in the table below.

Table 3.1: LSTM per store result

Private score	0.15578
Public score	0.15904

3.2 Neural Network

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4. Results

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5. Conclusion

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