

MoF-DAC

Ministry of Finance
Data Analytics Community



MACHINE LEARNING

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BASIC MACHINE LEARNING

Setelah mengikuti program pembelajaran, peserta diharapkan dapat:

Standar Kompetensi:

Menerapkan metode dan teknik machine learning tingkat dasar, evaluasi kualitas, dan validasi keakuratan model machine learning.

Kompetensi Dasar:

1. Menjelaskan konsep dasar machine learning;
2. Menerapkan pendekatan supervised learning algorithms;
3. Menerapkan unsupervised learning algorithms;
4. Menerapkan evaluasi/ pengukuran kinerja model yang telah disusun; dan
5. Menerapkan optimisasi kinerja model.

WHAT IS MACHINE LEARNING?

“Ability to learn without being explicitly programmed”

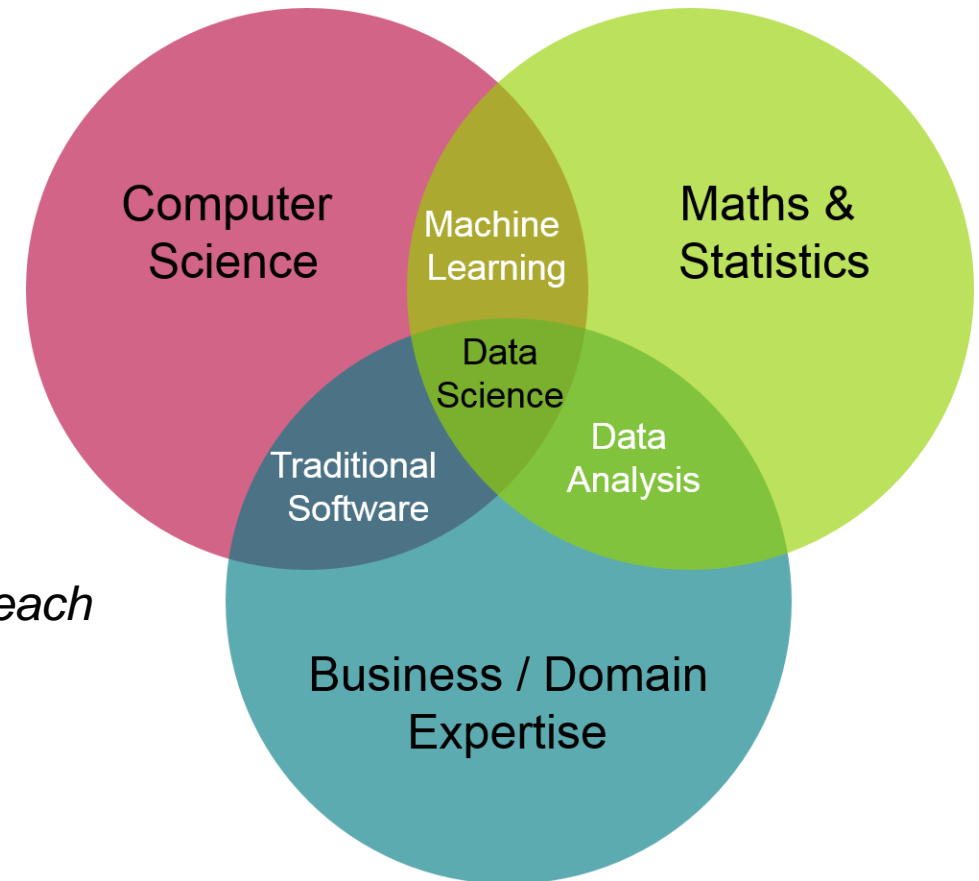
--- Arthur Samuel, 1959

*“Learn from **experience** (E) with respect to some **task** (T) and some **performance** measure (P)”*

--- Tom Mitchell, 1997

Machine learning is a field of computer science that aims to teach computers how to learn and act without being explicitly programmed

--- <https://deeptai.org/machine-learning-glossary-and-terms/machine-learning>



KEY POINTS OF MACHINE LEARNING



TASK (T)



EXPERIENCE (E)



PERFORMANCE (P)

Machine learning untuk memprediksi cuaca

Prediksi cuaca

data riwayat indikator kecepatan angin, kelembaban udara, suhu, pembentukan awan, tingkat curah hujan pada lokasi tertentu

persentase kondisi cuaca yang diprediksi dengan tepat (akurasi)

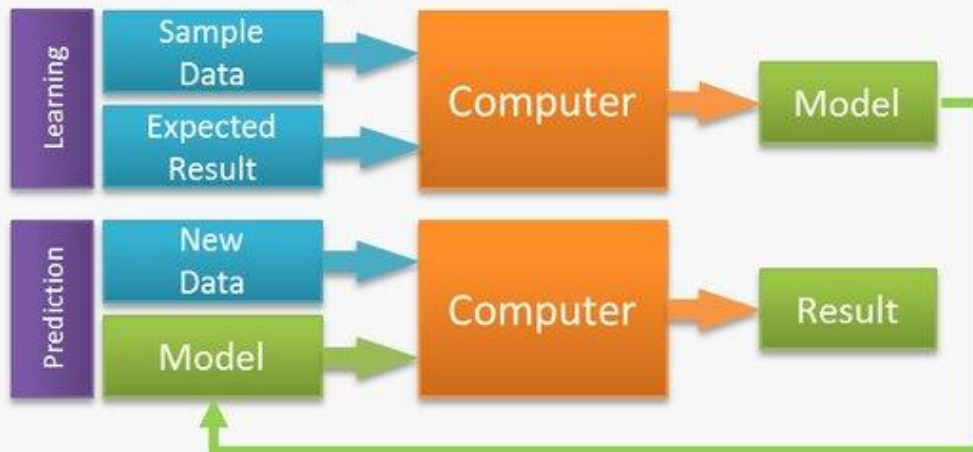
TRADITIONAL PROGRAMMING VS MACHINE LEARNING

Traditional modeling:



Orang menulis rule dalam bentuk kode aplikasi

Machine Learning:



Model (komputer) dilatih menggunakan data

contoh ril sederhana : [klik di sini](#)

Mehra, Sidharth & Hasanuzzaman, Mohammed. (2020). Detection of Offensive Language in Social Media Posts

BUT WHY MACHINE LEARNING?

No Human
Experience Yet

Can't explain
the experience

Many
solutions
adaptation

Situation
changes

Large amount
of Data

Human are too
expensive

You wouldn't want be this guy



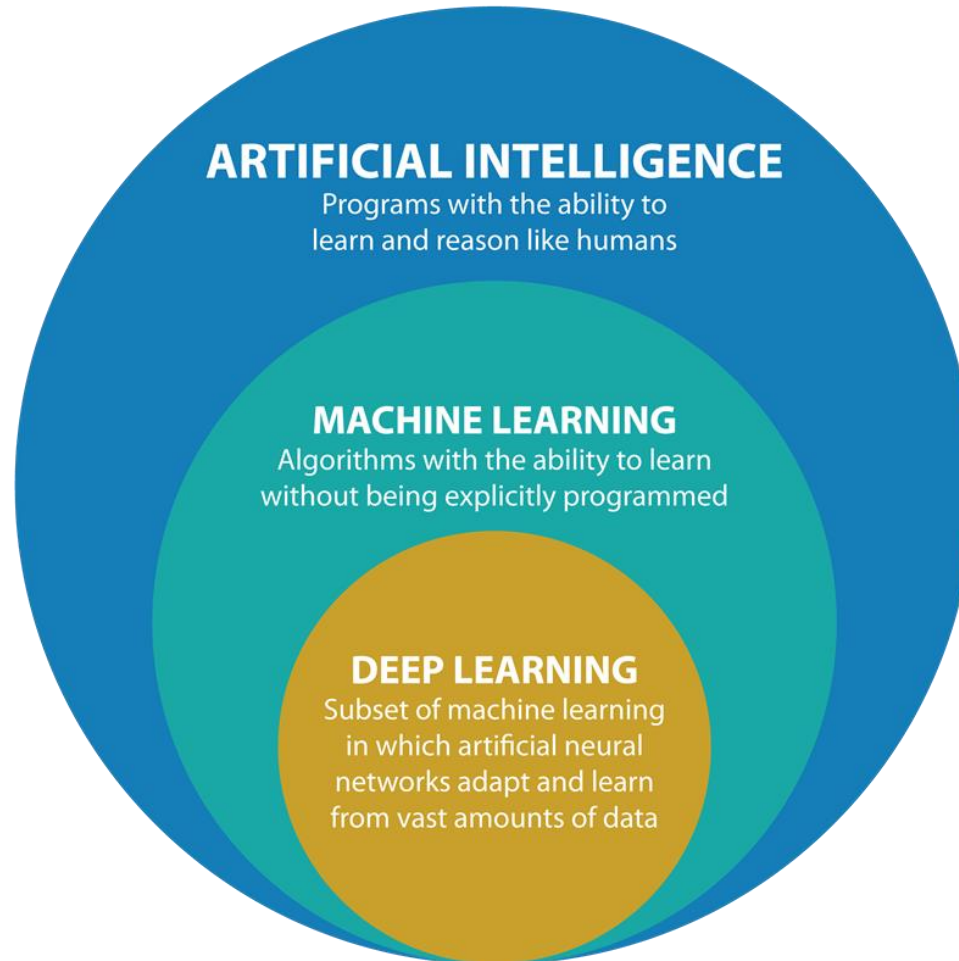
Checking all data by eyes and hands

EXERCISE – T / E / P / NONE

- P** Jumlah makanan yang dengan benar diklasifikasikan sebagai seafood
- N** Mengubah daftar menu menjadi matrix/angka
- T** Mengklasifikasikan label makanan sebagai seafood atau bukan seafood
- N** Download daftar makanan dari internet
- E** Dataset berisi makanan yang telah dilabeli seafood dan bukan seafood

Aplikasi
Machine
Learning di
restoran
seafood

JARGONS ??



MACHINE LEARNING TYPES

Supervised

- Menggunakan dataset **memiliki label** (E) untuk memprediksi variable target (T)

Unsupervised

- Menggunakan dataset **tanpa label** (E) untuk melihat/mempelajari pola (T)

Semi-supervised

- Menggunakan data **dg label** dan **tanpa label** (E) untuk memprediksi / mempelajari pola (T)

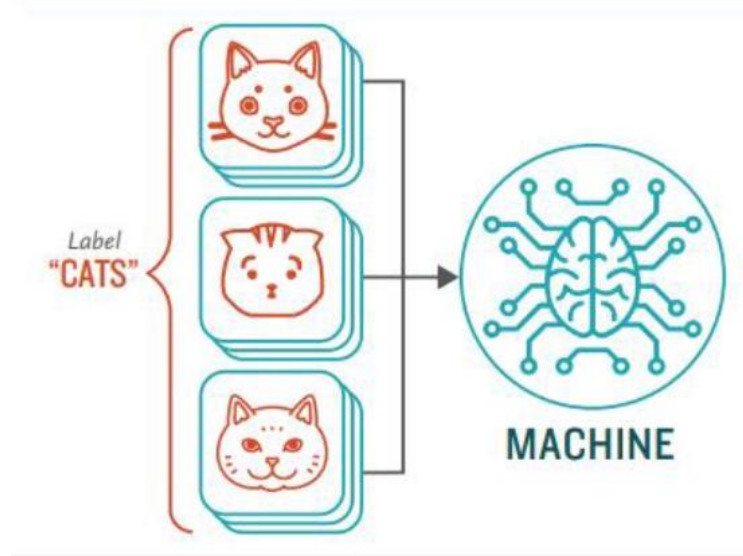
Reinforced Learning

- Menggunakan data hasil simulasi secara iterative (E) untuk mencapai tujuan (T) (memperbesar **reward** / mengurangi error)

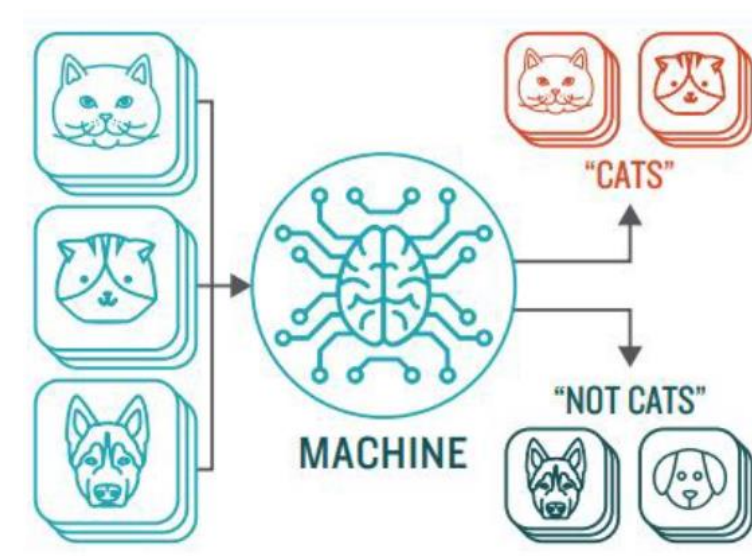
SUPERVISED LEARNING



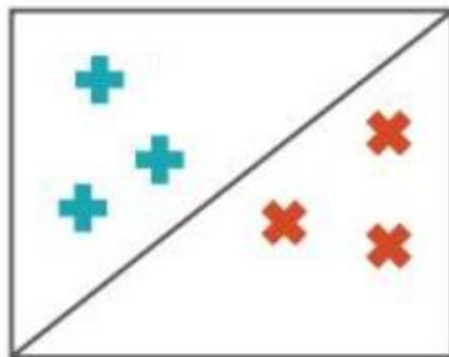
STEP 1: Training



STEP 2: Predicting

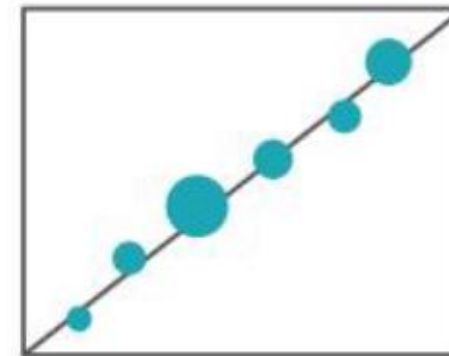


Different Types Based on Target Variable



CLASSIFICATION

Sorting items
into categories



REGRESSION

Identifying real values
(dollars, weight, etc.)






Let's go to math...

input

Training data

X

y

x_1		[color = ... , shape = ..., texture = ...]	orange	y_1
x_2		[color = ... , shape = ..., texture = ...]	banana	y_2
x_3		[color = ... , shape = ..., texture = ...]	apple	y_3
x_4		[color = ... , shape = ..., texture = ...]	banana	y_4
x_5		[color = ... , shape = ..., texture = ...]	apple	y_5



feature vector representation

finding best $f(x)$
to predict new data



$$f \left[\begin{array}{c} \text{banana} \\ x \end{array} \right] = \begin{array}{c} \text{banana} \\ y \end{array}$$

Linear Model

$$Y = \beta_0 + \beta_1 X_1 + \beta_2 X_2 + \dots + \beta_i X_i$$

Training = Find the optimal β

Related models

Logistic

Add sigmoid function

Lasso / Ridge

Add regularization term

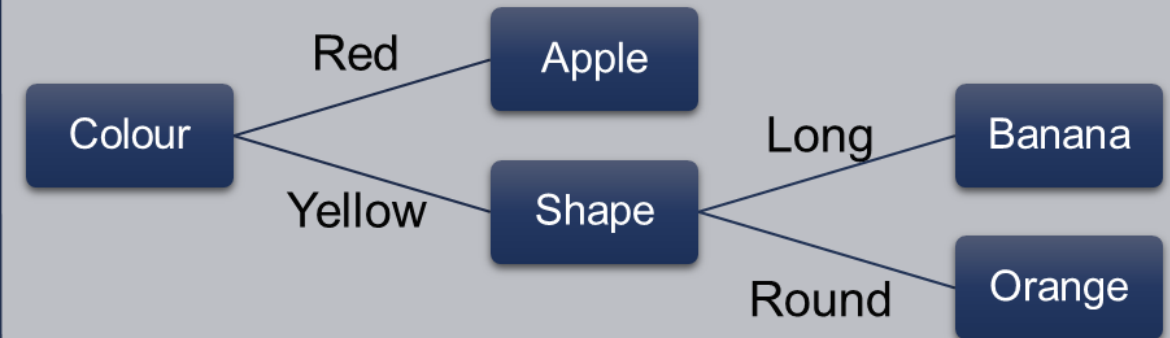
Polynomial

Add polynomial transformation

Deep Neural Network

Stacking multiple linear model with non linear activation function

Tree Based



Training = Find the optimal **split**

Related models

Decision Tree

Create one tree

Random Forest

Create multiple tree

Ada / Gradient Boost

Create multiple tree sequentially based on info of previous tree

Let's Coba

Buka notebook di google
colab

EVALUATION



Model Evaluations



Choose the correct performance metric

A large, light blue downward-pointing arrow indicating the flow from the first step to the second.

Pick a preferred evaluation approach/method

A large, light blue downward-pointing arrow indicating the flow from the second step to the third.

Analyse the result



Classification

- Confusion Matrix
 - Accuracy
 - Precision
 - Recall
 - F1-Score
- Area Under the Curve (AUC)



Regression

- Root Mean Squared Error (RMSE) / MSE
- Mean Squared Error (MAE)
- Other:
 - MAPE
 - Adj R^2 / R^2

Classification Cases Confusion Matrix

Binary example
(one class set as positive / target)

		Actual Values (Correct answers)	
		Positive	Negative
Predicted Values (from Model)	Positive	True Positive (TP)	False Positive (FP) Type I error
	Negative	False Negative (FN) Type II error	True Negative (TN)

Accuracy:

percentage of test data that are correctly classified

$$\text{Accuracy} = (\text{TP} + \text{TN}) / \text{All}$$

Error rate: 1 – accuracy, or

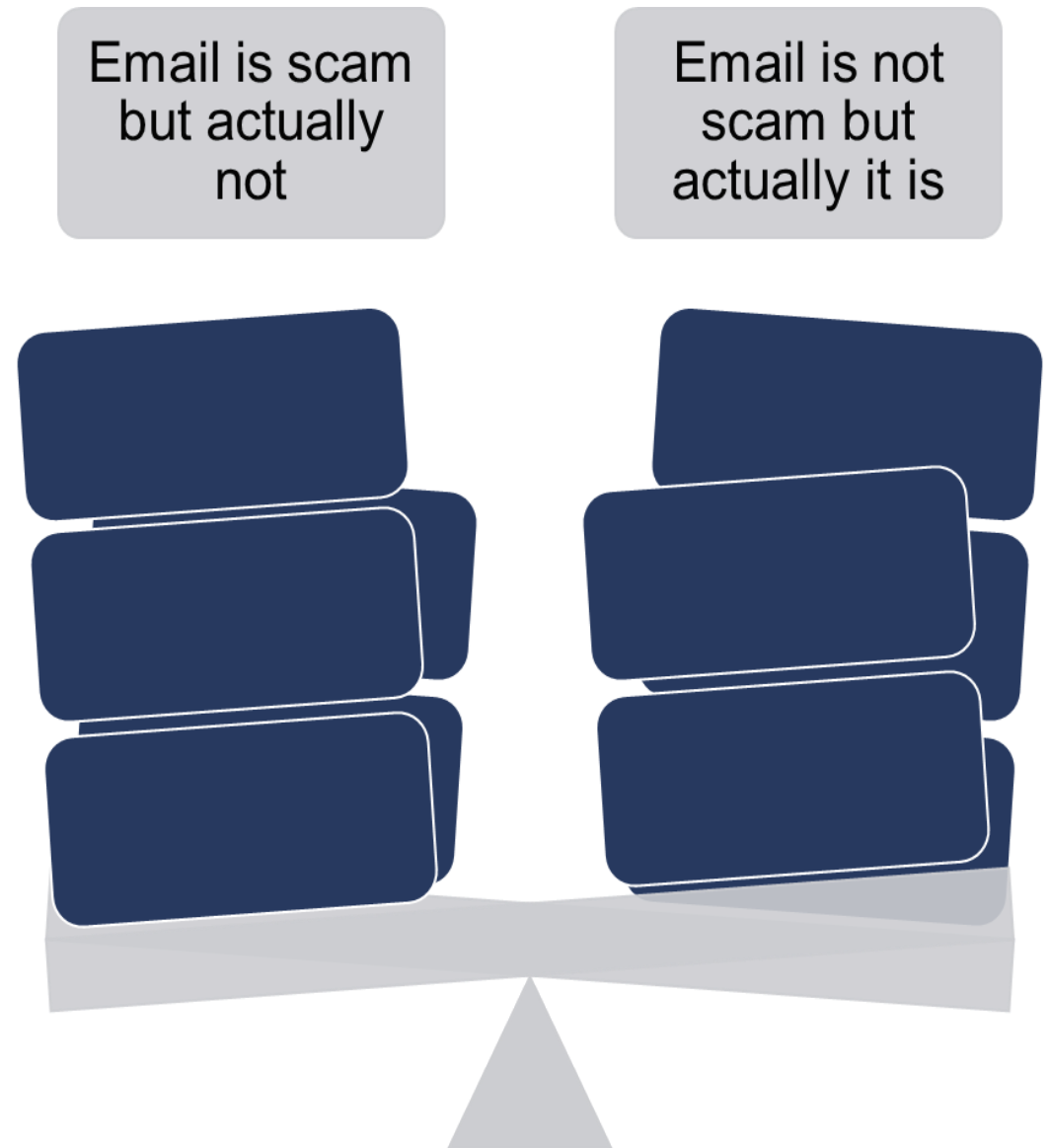
$$\text{Error rate} = (\text{FP} + \text{FN}) / \text{All}$$

Accuracy will have an issue when is used on imbalance target variable

Imbalance = one class may be rare, e.g., fraud, or Scam

So, we need to consider the prediction false cost and use other metric

Let's discuss:
in a case of predicting scam,
Which false is more costly?





- Precision = when the costs of false positives are high
- Recall = when the cost of false negatives is high

$$\text{precision} = \frac{TP}{TP + FP}$$

$$\text{recall} = \frac{TP}{TP + FN}$$

F1 / F-score is an overall measure of a model's accuracy that combines precision and recall

Mean Squared Error (MSE)

- Error (true – prediction), squared, get average, rooted if RMSE

MAE

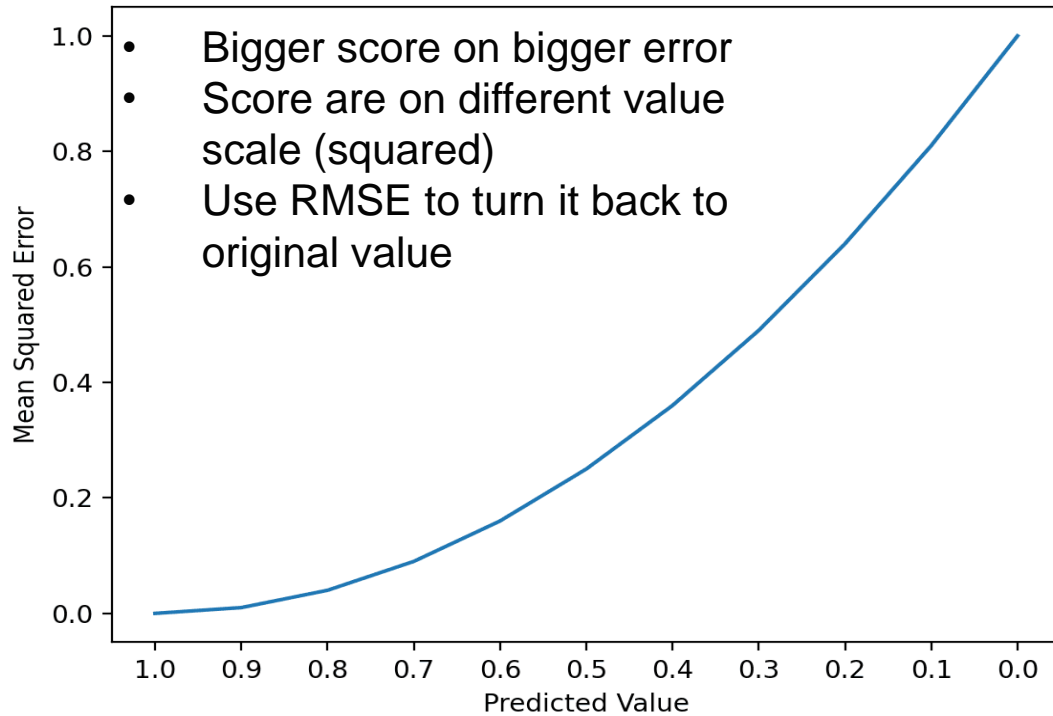
- Error (true – prediction), turn to positive value (absolute), get average

Caveat

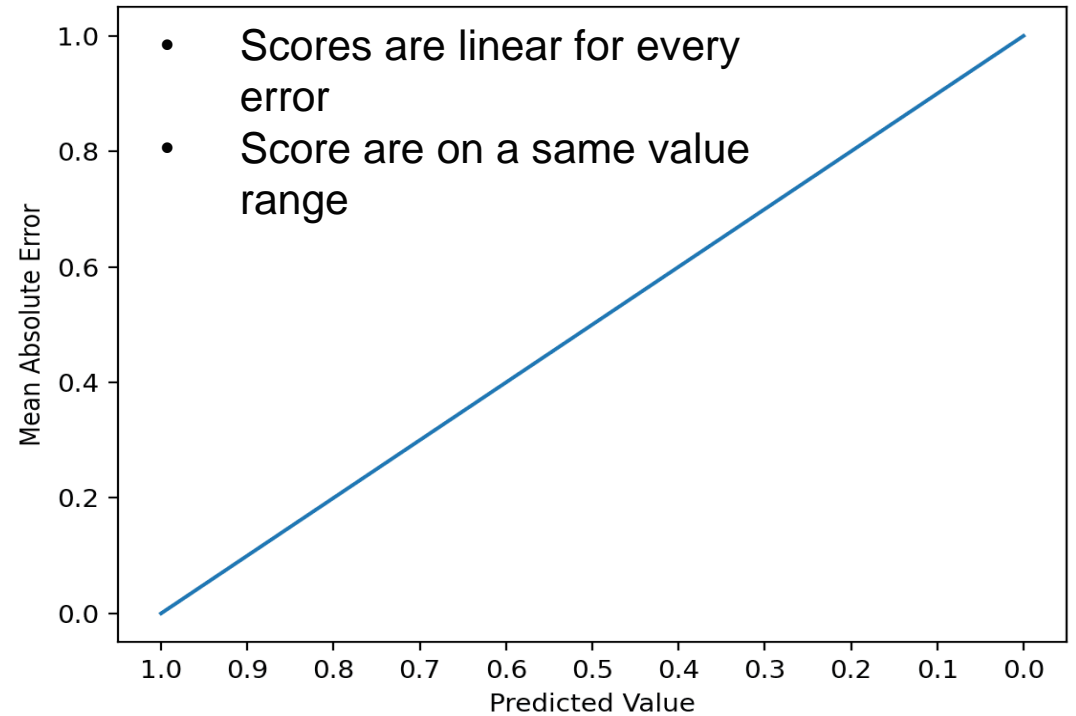
- Value can be from 0 to ∞
- Minimized is better
- Minimal means predictions are near true values

Regression Model Evaluations

Mean Squared Error (MSE)



Mean Absolute Error (MAE)



Both don't show indication on how good is the model
But they are useful to compare model
The best practice is to make a benchmark score

Other metric:

- R^2 / Adj R^2
- MAPE

Let's Coba

Buka notebook di google
colab

Model Evaluations

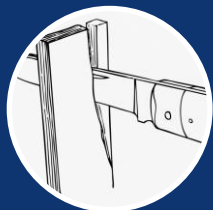
Ok, I've
picked the
best machine
learning
model



But, will it
perform as good
as it's training
performance

We need Evaluation Method

- Measure the model performance when used on unseen data
- Differentiate data for train and evaluate models



Hold Out



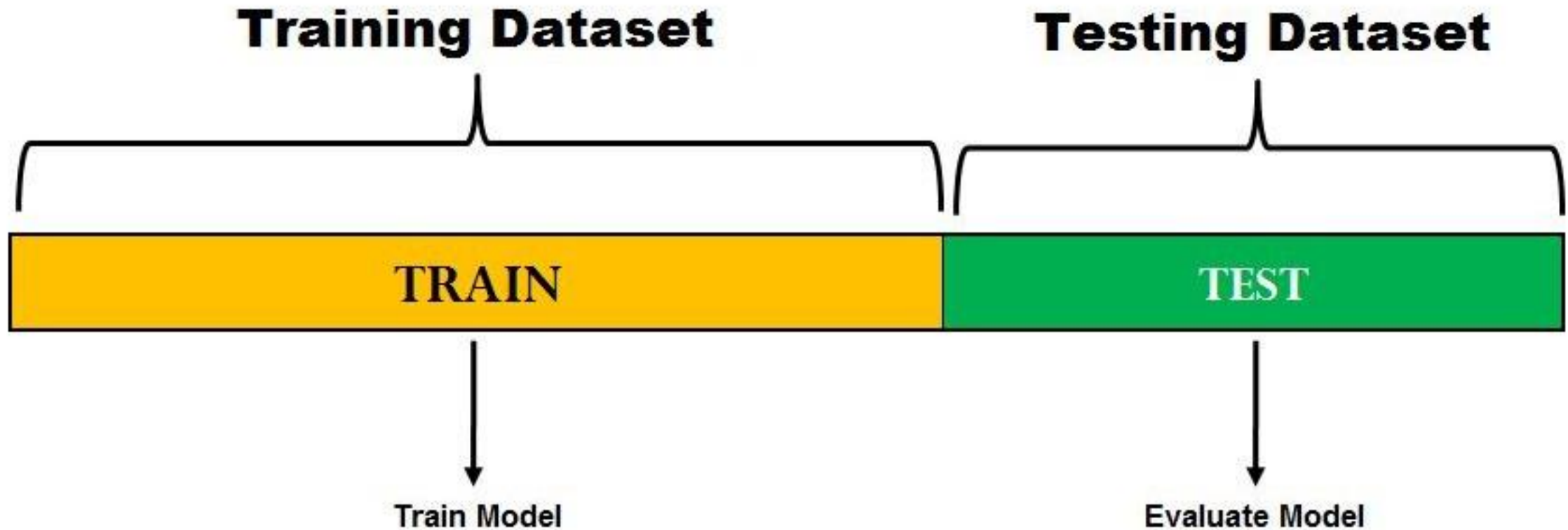
Bootstrap CV



K - Fold CV

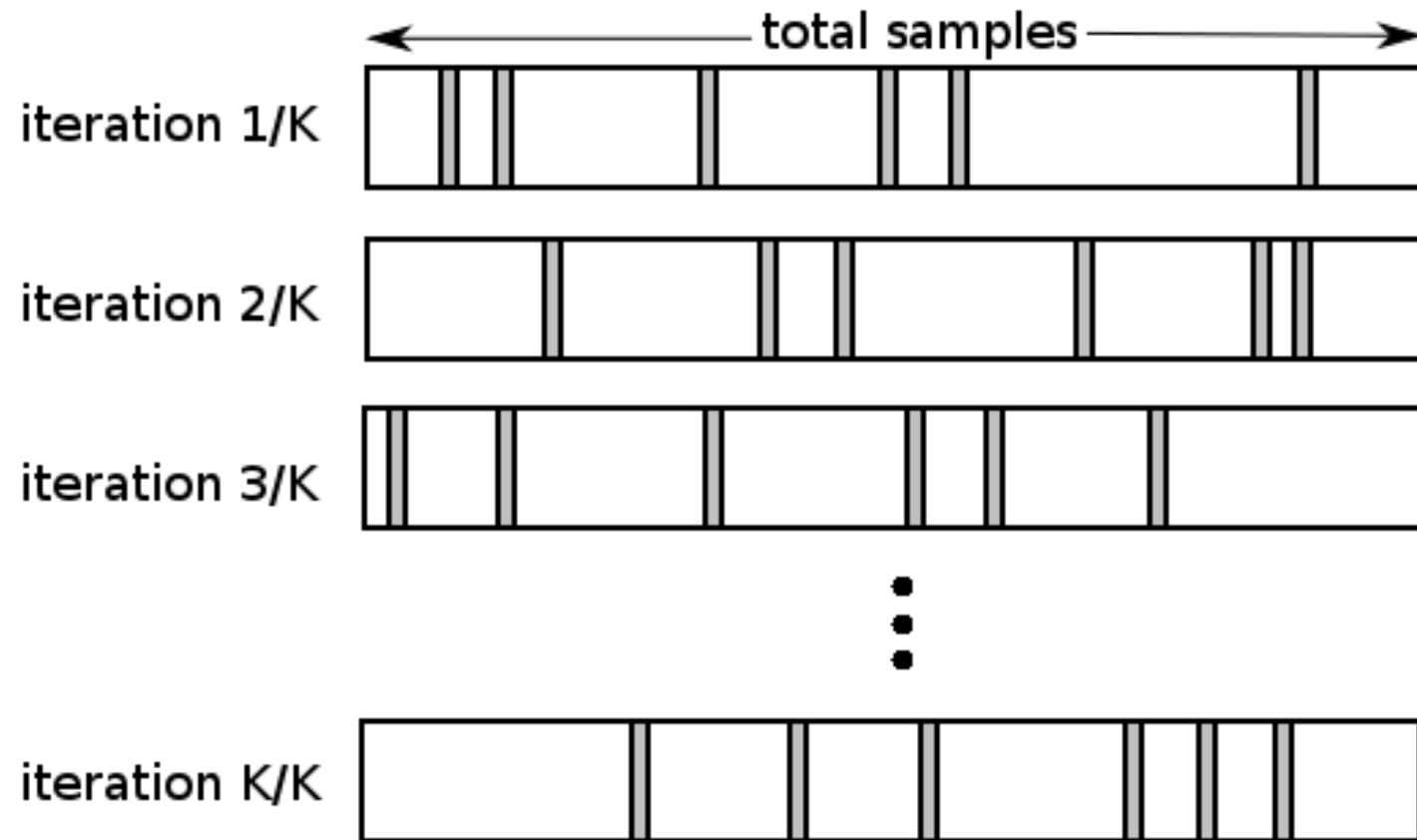


Hold Out Method (Splitting)



- No golden rules for splitting ratio (75:25, 80:20, 90:10)
- Important to make sure test data represents unseen new data
- Good approach if we have limited data
- Only gives one performance score

Use sampling on creating Training and Testing data
(random / stratified)



Repeating K times and
final score is the average
of all performance score

Out-of-Bag problem

K-Fold Cross Validation

Eksperimen	Dataset										Akurasi
1	Orange	Light Gray	Gray	Light Gray	Gray	Light Gray	Gray	Light Gray	Gray	Light Gray	93%
2	Light Gray	Orange	Gray	Light Gray	Gray	Light Gray	Gray	Light Gray	Gray	Light Gray	91%
3	Light Gray	Light Gray	Orange	Light Gray	Gray	Light Gray	Gray	Light Gray	Gray	Light Gray	90%
4	Light Gray	Light Gray	Gray	Orange	Gray	Light Gray	Gray	Light Gray	Gray	Light Gray	93%
5	Light Gray	Light Gray	Gray	Light Gray	Orange	Light Gray	Gray	Light Gray	Gray	Light Gray	93%
6	Light Gray	Light Gray	Gray	Light Gray	Gray	Orange	Light Gray	Gray	Light Gray	Light Gray	91%
7	Light Gray	Light Gray	Gray	Light Gray	Gray	Light Gray	Orange	Light Gray	Gray	Light Gray	94%
8	Light Gray	Light Gray	Gray	Light Gray	Gray	Light Gray	Gray	Orange	Light Gray	Light Gray	93%
9	Light Gray	Light Gray	Gray	Light Gray	Gray	Light Gray	Gray	Light Gray	Orange	Light Gray	91%
10	Light Gray	Light Gray	Gray	Light Gray	Gray	Light Gray	Gray	Light Gray	Gray	Orange	90%
Akurasi Rata-Rata											92%

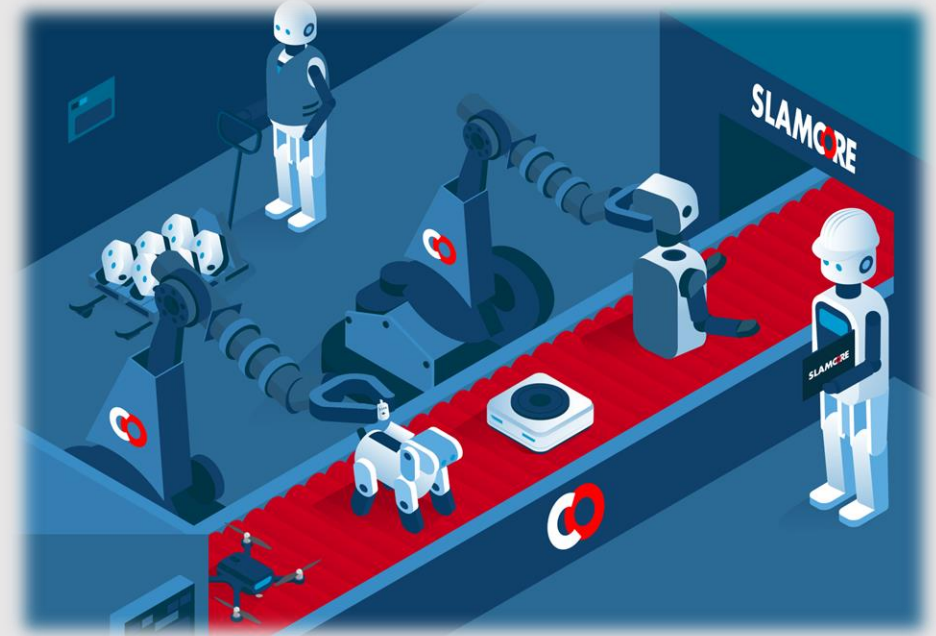
**Need more time
to finish training
process**

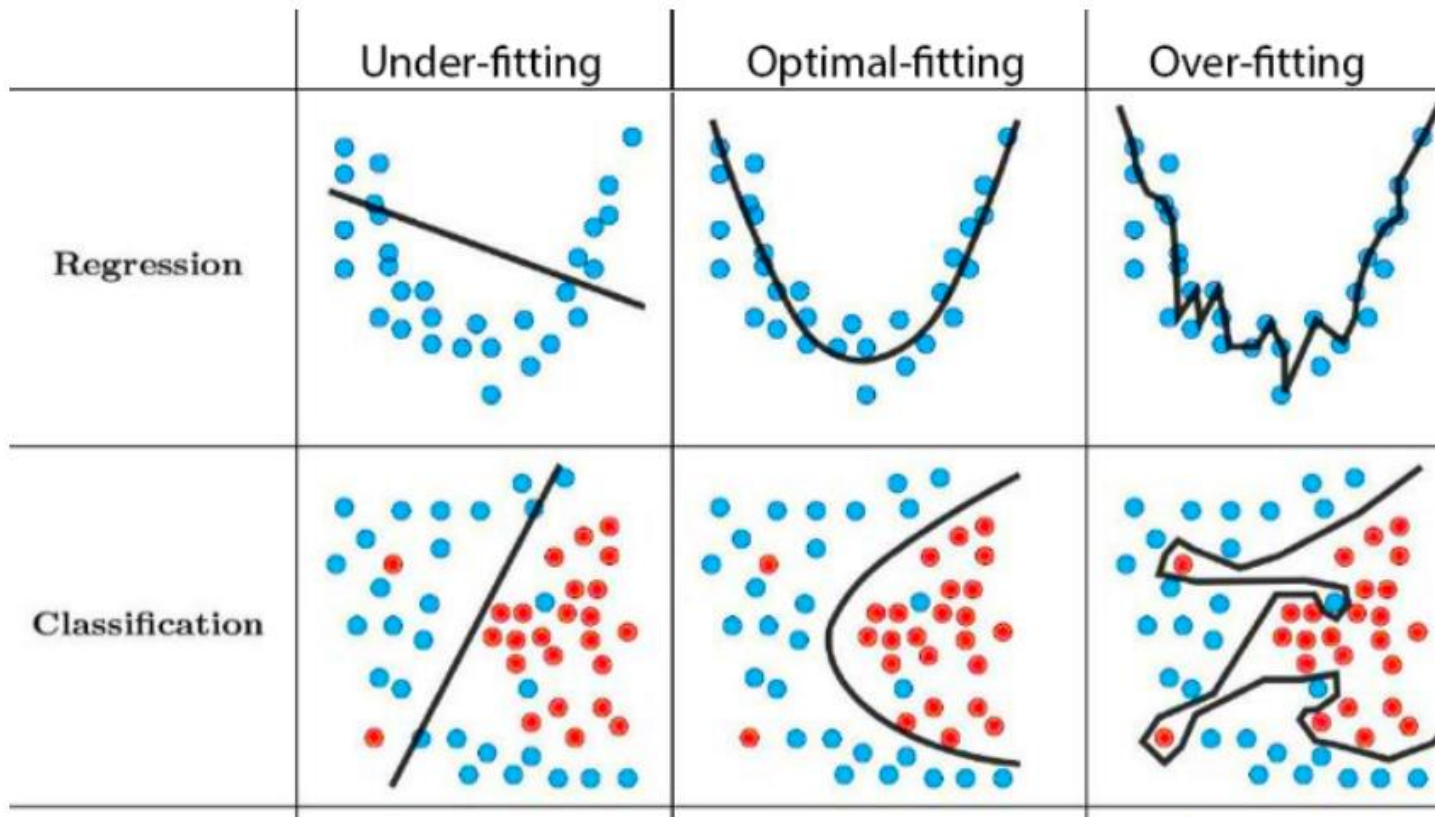
RapidMiner:
Cross Validation Widget

Let's Coba

Buka notebook di google
colab

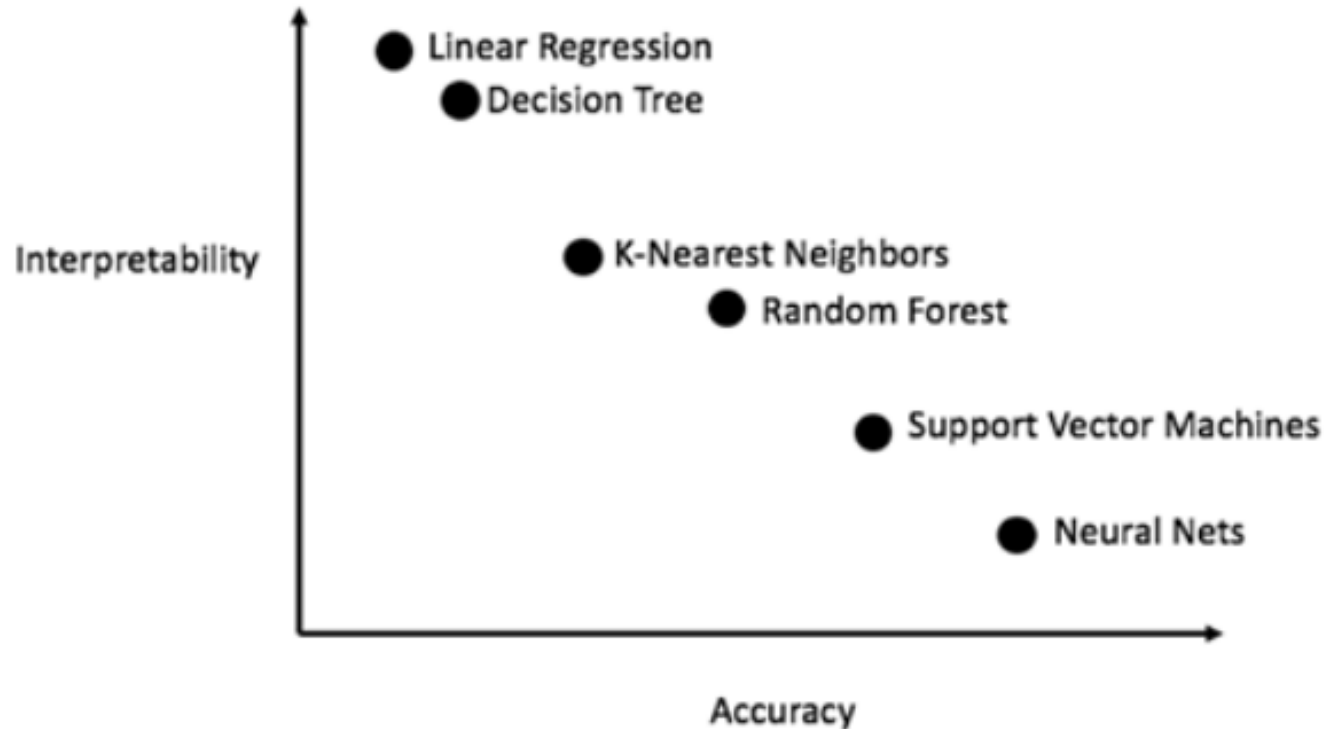
PERFORMANCE TUNING





**Maximizing
model's
performance but
with an acceptable
generalization level**

Model Complexity

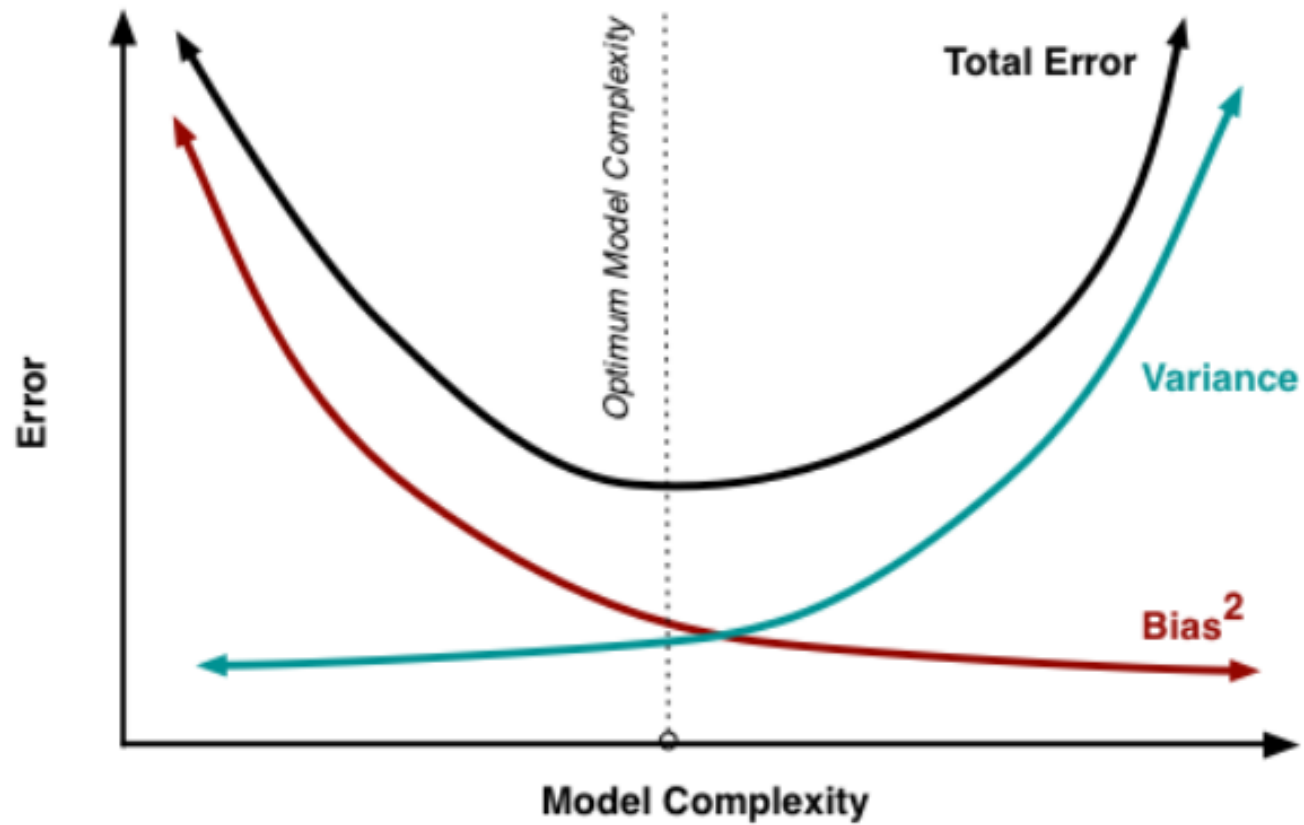


Accuracy vs Interpretability

Model complexity can be defined by:

1. How many parameters learned by the model
2. How difficult for human to explain the model
3. How well the model learned training data

Bias Variance Trade-off



Bias is the difference between the average predicted results of our model and the actual value.

Variance is the variability of our model's prediction of the data points that show the distribution of the data.

How to Tune



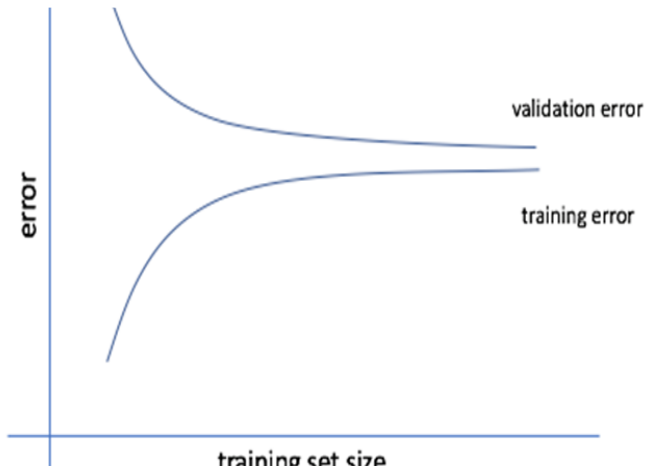
Change ML Algo

Use more/less complex model



Tuning Hyperparameter

GridSearchCV
RandomizedSearchCV



Feature Engineering

Add new rows
(introduce more data to
lower variance)
Add new / reduce
columns (change
complexity)



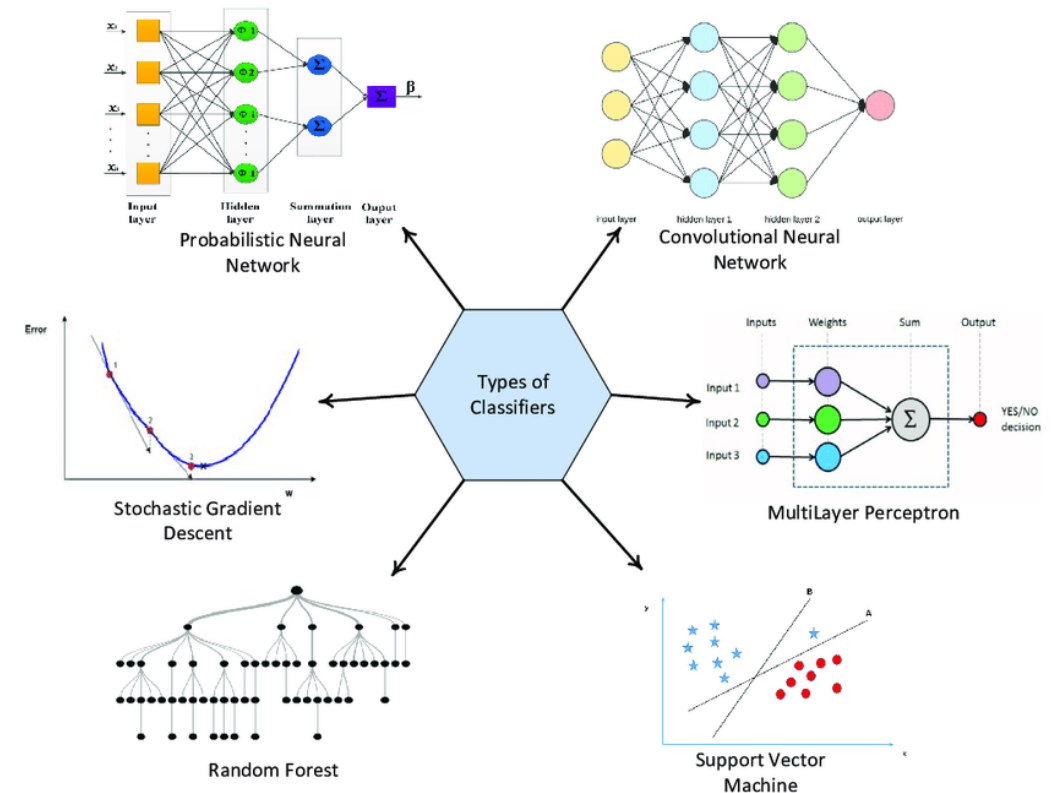
Ensemble Approach

Combine uncorrelated
models to make an
unified model

- ML Algorithm Alternatives

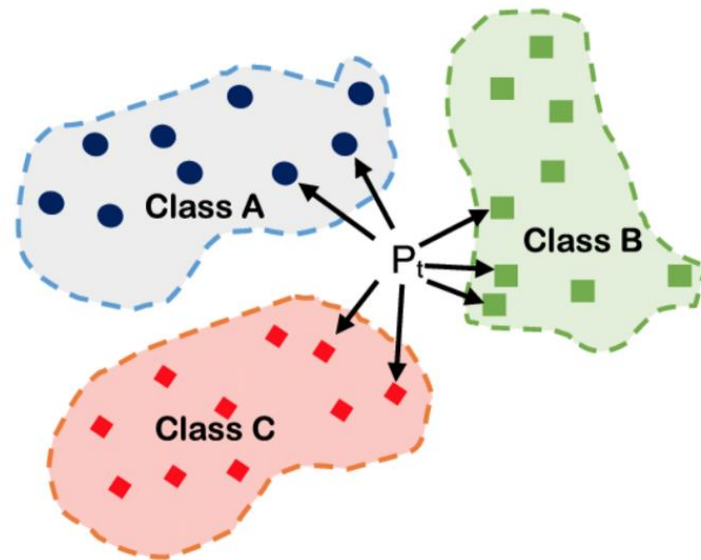
SUPERVISED LEARNING ALGORITHMS

1. K Nearest Neighbor
2. Naïve Bayes
3. Support Vector Machine
4. Logistic Regression
5. Decision Tree
6. Bagging : Random Forest
7. Boosting : AdaBoost, XGBoost, LGBM
8. Stacking: Voting, Stacking
9. Linear Model Family
10. Artificial Neural Network



K NEAREST NEIGHBOR (K-NN)

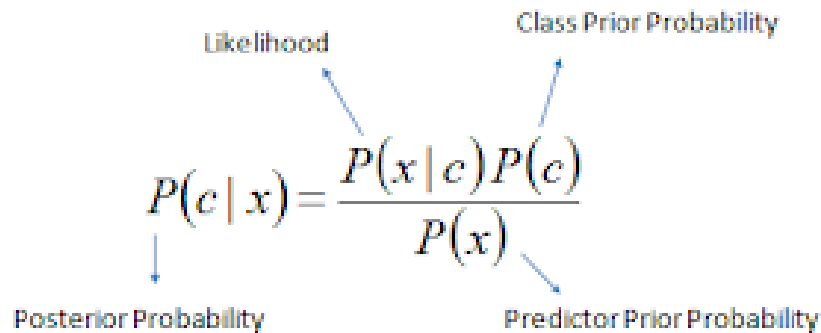
- Klasifikasi berdasarkan jarak antara titik (Euclidean distance)
- Menggunakan sejumlah titik terdekat (k) sebagai penentu



Classification : class mode of neighbours
Regression : mean of neighbour's values

NAÏVE BAYES ALGORITHMS

- Classification berdasarkan conditional probability, Bayes Theorem
- Asumsi bahwa setiap *predictor* tidak saling terkait



The diagram shows the formula $P(c | x) = \frac{P(x | c)P(c)}{P(x)}$ with four labels and arrows: 'Likelihood' points to $P(x | c)$, 'Class Prior Probability' points to $P(c)$, 'Posterior Probability' points to $P(c | x)$, and 'Predictor Prior Probability' points to $P(x)$.

$$P(c | x) = \frac{P(x | c)P(c)}{P(x)}$$

Labels: Likelihood, Class Prior Probability, Posterior Probability, Predictor Prior Probability

- c = Kelas/ kategori yang menjadi target prediksi
- X = Data yang akan diprediksi kelasnya
- $x_1, x_2, x_3, \dots, x_n$ = Feature dari data X yang diprediksi kelasnya

$$P(c | X) = P(x_1 | c) \times P(x_2 | c) \times \dots \times P(x_n | c) \times P(c)$$

Only Classification

NAÏVE BAYESIAN ALGORITHMS

No.	Outlook (O)	Temperature (T)	Humidity (H)	Play Golf (PG)
1	sunny	hot	high	N
2	sunny	mild	high	N
3	overcast	hot	high	Y
4	rain	mild	high	Y
5	sunny	cool	normal	Y
6	rain	cool	normal	N
7	overcast	cool	normal	Y
8	sunny	mild	high	?

Training Data

We want to predict unlabeled instance #8

$$P(PG = Y|i_8) \propto P(O = \text{sunny}|PG = Y)P(T = \text{mild}|PG = Y)P(H = \text{high}|PG = Y)P(PG = Y)$$

$$\propto \frac{1}{4} \times \frac{1}{4} \times \frac{1}{4} \times \frac{4}{7} = \frac{1}{28}$$

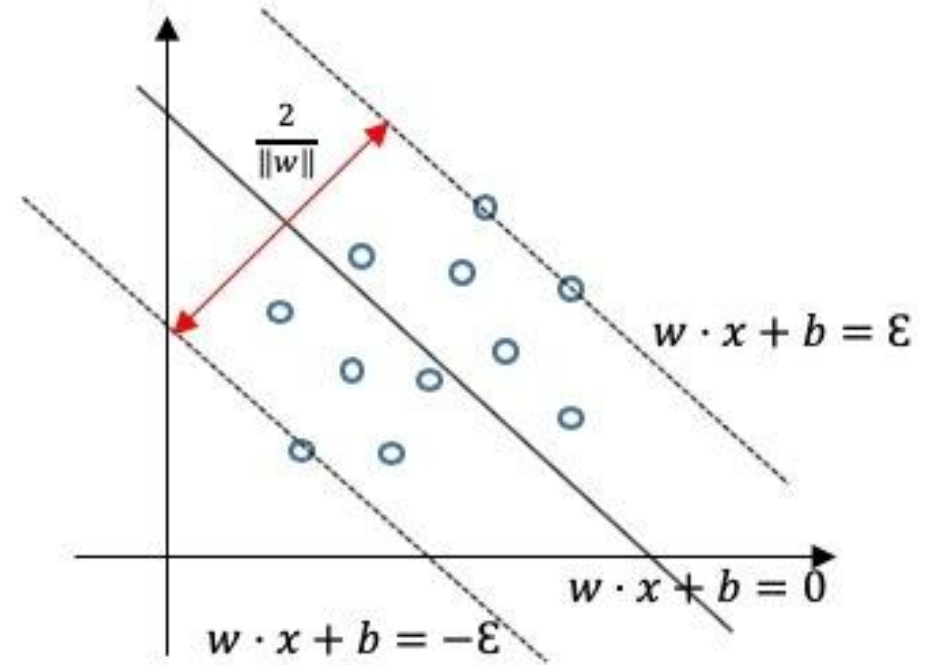
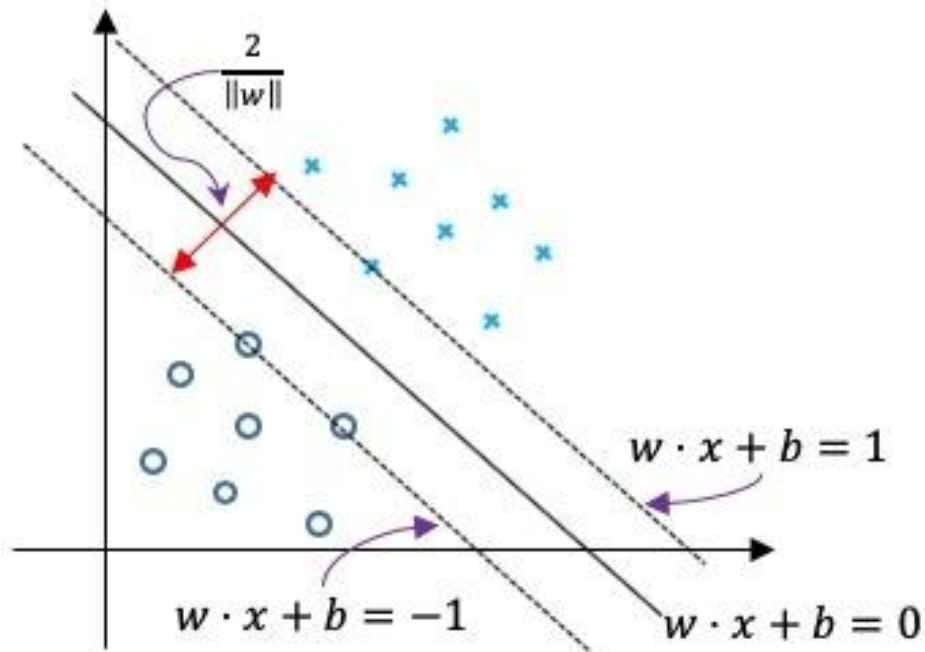
$$P(PG = N|i_8) \propto P(O = \text{sunny}|PG = N)P(T = \text{mild}|PG = N)P(H = \text{high}|PG = N)P(PG = N)$$

$$\propto \frac{2}{3} \times \frac{1}{3} \times \frac{2}{3} \times \frac{3}{7} = \frac{4}{63}$$

$P(PG=Y|i_8) > P(PN=Y|i_8)$
Sehinga kemungkinan Play
Golf dengan kondisi i8
adalah NO

SUPPORT VECTOR MACHINE

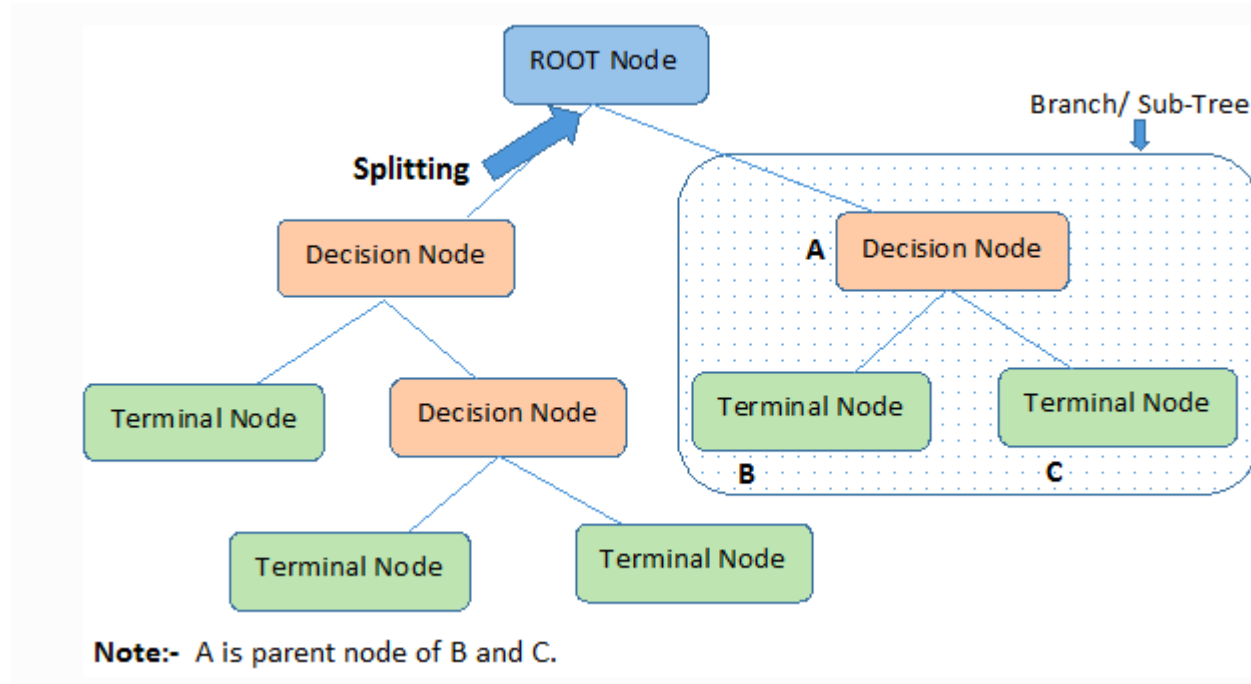
- Menemukan hyperplane yang optimal untuk membagi data ke dalam 2 atau lebih kelas
- Hyperplane dapat linear maupun non linear
- Kernel Trick



Classification : SVC
Regression : SVR

DECISSION TREE

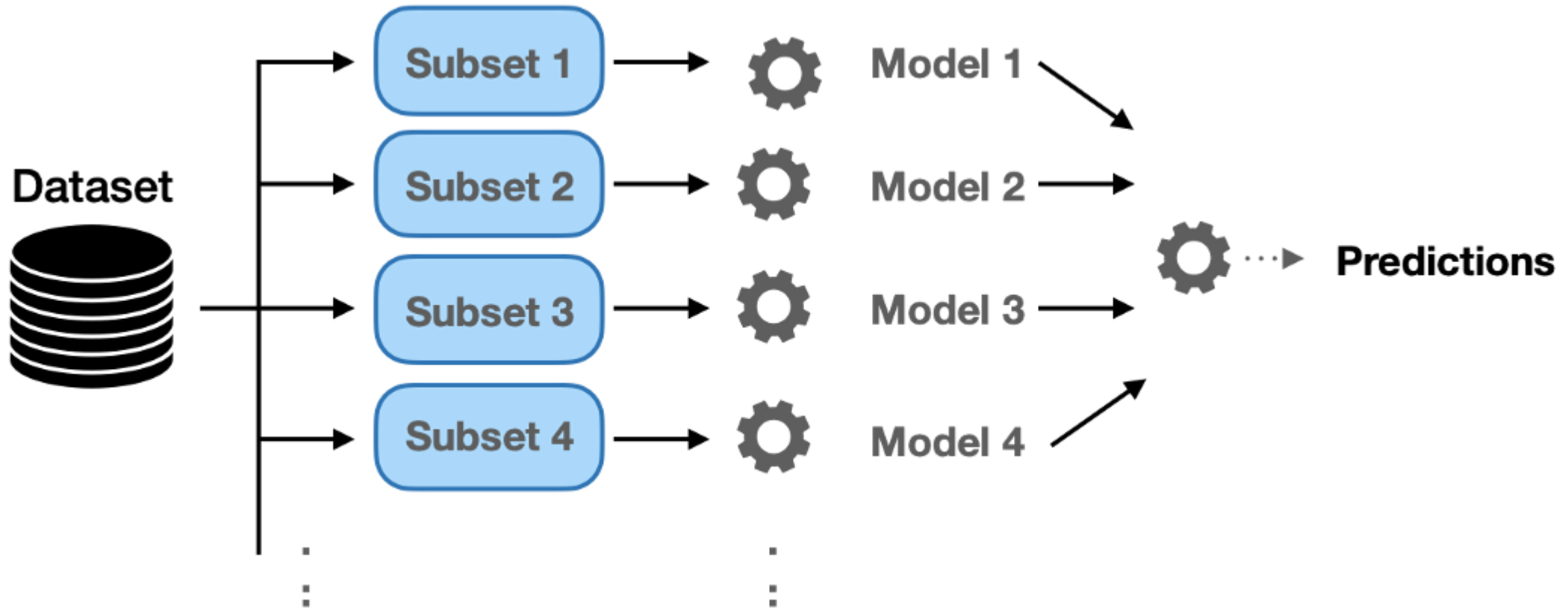
- Classification menggunakan alur berupa pohon keputusan



1. Menentukan root node
2. Menghitung Entropy dan Information Gain secara iterasi
3. Memilih atribut dengan Entropy paling rendah dan Information Gain paling tinggi

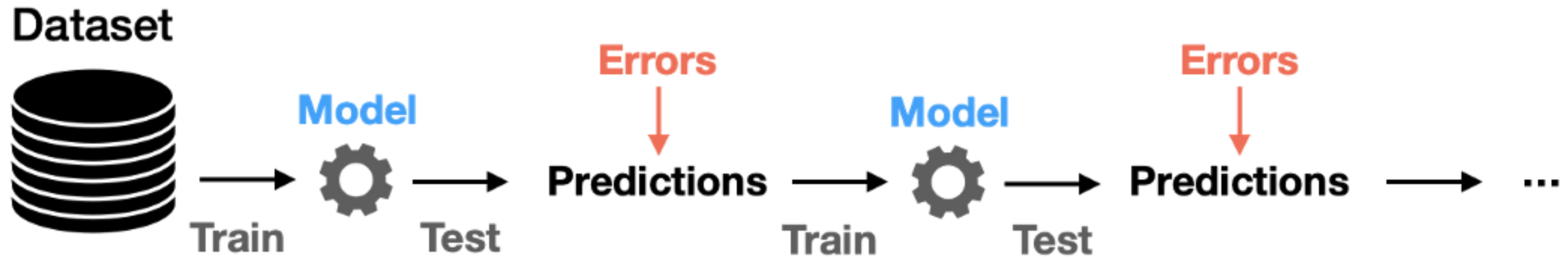
Classification : class mode of predicted nodes
Regression : mean of predicted nodes

ENSEMBLE - BAGGING



Classification : RandomForest (mode)
Regression : RandomForest (mean)

ENSEMBLE - BOOSTING



Classification : AdaBoost, XGB (mode)
Regression : AdaBoost, XGB (mean)

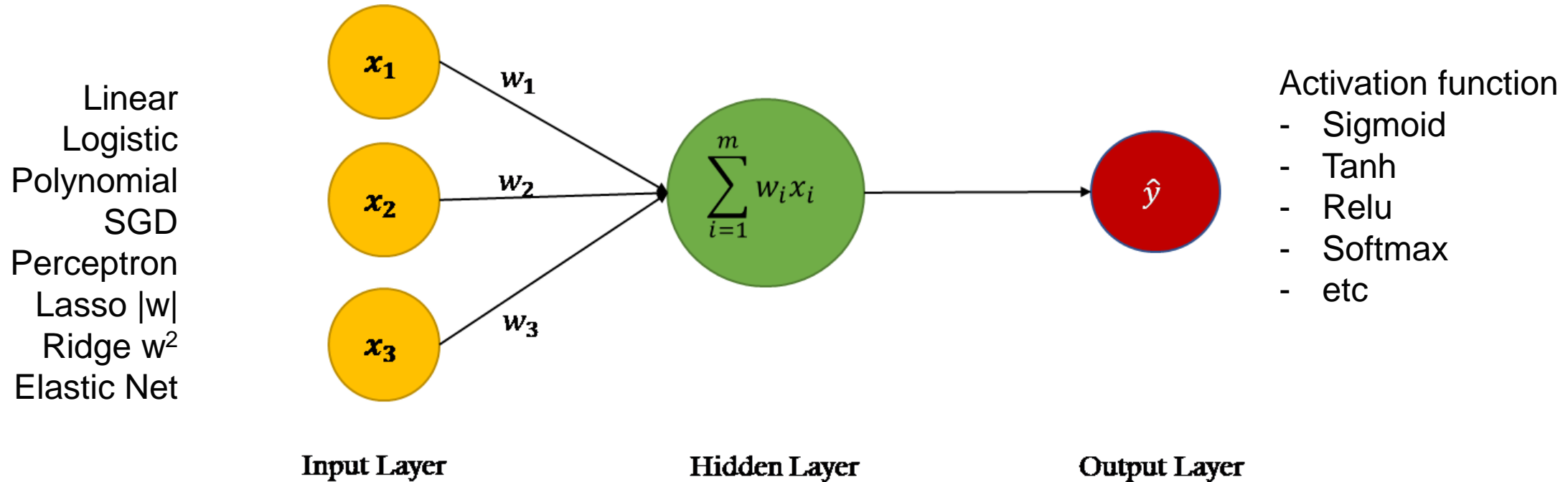
ENSEMBLE - STACKING

Algorithm 1



Classification : Any classification models
Regression : Any regression models

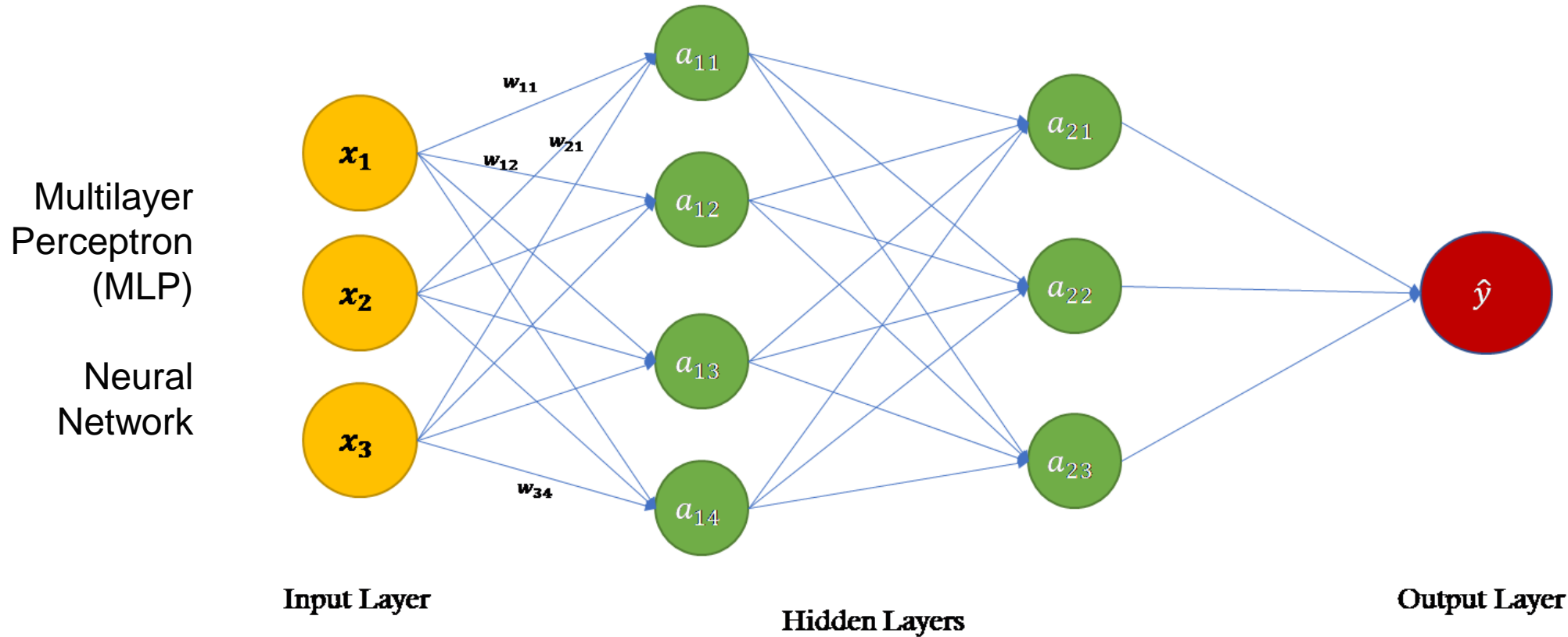
Linear Model Family



<https://towardsdatascience.com/power-of-a-single-neuron-perceptron-c418ba445095>

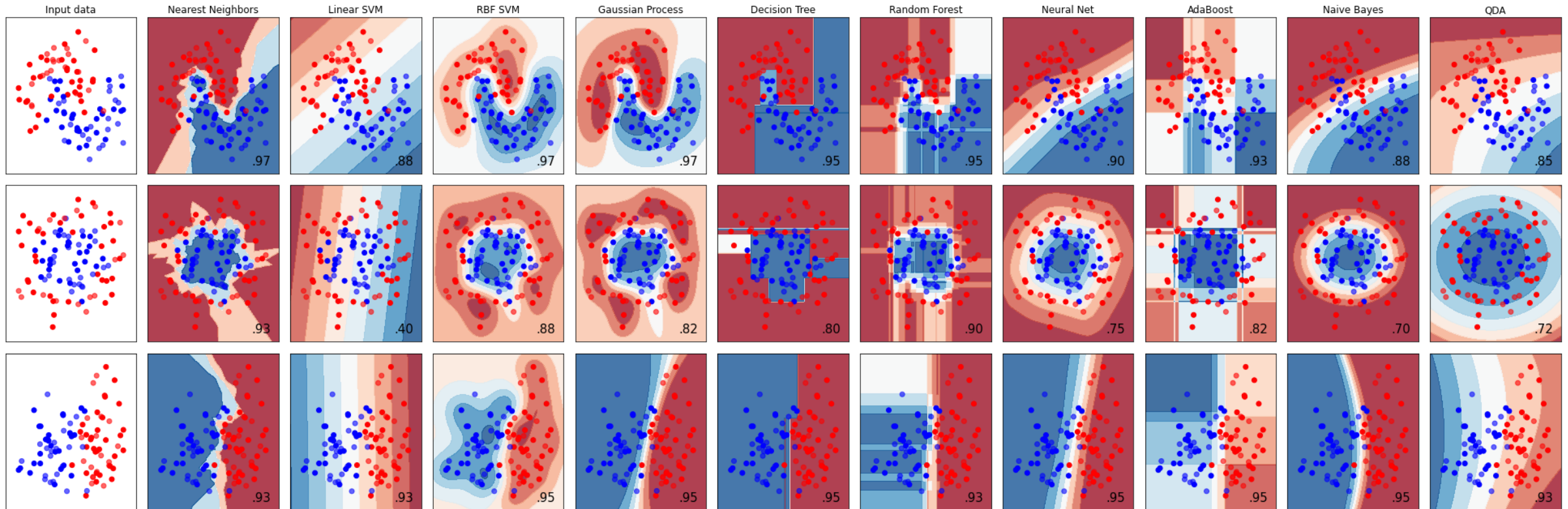
Classification : Softmax on output layer
Regression : no activation on output layer

ARTIFICIAL NEURAL NETWORK



Multilayer Perceptron

CLASSIFICATION ALGORITHMS



https://scikit-learn.org/stable/auto_examples/classification/plot_classifier_comparison.html

Let's Coba

Buka notebook di google
colab

The image features the Indonesian national flag, known as the Garuda Pancasila, which consists of two horizontal stripes of red and white. The flag is shown waving on a tall, thin metal pole. The background is a clear, bright blue sky with a few wispy white clouds near the bottom. The overall composition is simple and clean, emphasizing the flag and the text.

TERIMA KASIH