

# Modeling

Presented to you by

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# Use Case 1: Profiling User

detikcom

detikNews detikFinance detikHot detiki-Net detikSport detikOto detikTravel detikFood detikHealth Wolipop Indeks

NEW Adsmart · 20DETIK · detikFoto · detikX · Sepakbola · Pasangmata · Event · Haibunda · Kabar Haji 2018 · Asian Games 2018 NEW detikPemilu NEW

BLAK - BLAKAN : Sukseskan Asian Games Demi Olimpiade **Selengkapnya**

BERITA  
TAMA



Guncangan Gempa 6,2 SR  
Kuat, Kepanikan Terjadi di  
RSUD Lombok

NTB Kembali Diguncang  
Gempa 6,2 SR

Sandiaga Calon Kuat  
Cawapres Prabowo, Saham  
Saratoga Melambung

Kamis, 09 Agu 2018 13:23 WIB

## Ketum Golkar Temui Keluarga Gus Dur di Ciganjur



DETIKNEWS

Airlangga Hartarto menemui istri  
(aka) Abdurrahman Wahid (Gus

ASIAN GAMES  
2018



Sambut Asian Games, Menpora  
Gowes dari PTIK ke Monas

Kamis, 09 Agu 2018 13:00 WIB

# Use Case 1: Profiling User

- User activeness
  - derajat keaktifan user
  - can be used as bot or spam detection
- User interest based on reading behaviour
- Personal Profile
  - for all user (login and non login)
  - estimate age, gender, marital status for non login user

# Source data

- Log Data(all user)
  - Anonymous ID from Cookie Data
  - LoginID (if exist)
  - ArticleId
  - Kanal / Category
  - Browser
  - IP
  - Etc...
- Registered User Data(10 %)
  - Login ID
  - Name
  - Age
  - Gender
  - Education
  - Etc...

# Compute

Click Per User Per Kanal		
Per Minggu		
User	Kanal	Click
1	News	10
1	Sport	100
1	Lifestyle	50
2	News	200
2	Sport	20
2	Lifestyle	30

Click Per User	
Per Minggu	
User	Total Click
1	160
2	250

Total Click
Per Minggu
410

Rata-rata Click Per User
Per Minggu
205

# Compute

Click Per User Per Kanal			
Per Minggu			
User	Kanal	% Click	% Click
1	News	10/160	0.0625
1	Sport	100/160	0.6250
1	Lifestyle	50/160	0.3125
2	News	200/250	0.8000
2	Sport	20/250	0.0800
2	Lifestyle	30/250	0.1200

User Activness (UA)1		
Per Minggu		
User	% UA	% UA
1	160/410	0.3902
2	250/410	0.6098

User Activness (UA)2		
Per Minggu		
User	% UA	% UA
1	160/205	0.7805
2	250/205	1.2195

## Why UA 2 is better than UA 1 in media online?

- Higher value of UA2 tend to be a Robot or Spammer in media online user.
- The Normal value of UA2 is always around 1
- More interpretable

# User Activness and User Interest

User	News	Sport	Lifestyle	User Activness
1	0.0500	0.6500	0.3000	0.8000
2	0.8000	0.0800	0.1200	1.3000



# How to update the User activeness?

User behaviour change slower than the actual reading activity

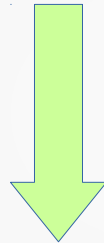
$$\text{New-UA} = w_{\text{history}} * \text{UA-sofar} + w_{\text{current}} * \text{UA-Per-Minggu}$$

$$w_{\text{history}} = 0.75$$

$$w_{\text{current}} = 0.25$$

# Assigning personal profile

User	Loginid	News	Sport	Lifestyle	User Activness
1	11	0.0500	0.6500	0.3000	0.8000
2		0.7000	0.1800	0.1200	1.3000
3		0.0500	0.5500	0.2000	0.9000
4	22	0.8000	0.0800	0.1200	1.4000
5		0.0400	0.6600	0.3000	0.7000



User	Loginid	E Loginid	News	Sport	Lifestyle	User Activness
1	11		0.0500	0.6500	0.3000	0.8000
2		22	0.7000	0.1800	0.1200	1.3000
3		11	0.0500	0.5500	0.2000	0.9000
4	22		0.8000	0.0800	0.1200	1.4000
5		11	0.0400	0.6600	0.3000	0.7000

# User similarity

We Use this:

$$\text{similarity}(A, B) = (A_{\text{news}} - B_{\text{news}})^2 + (A_{\text{sport}} - B_{\text{sport}})^2 + (A_{\text{lifestyle}} - B_{\text{lifestyle}})^2 + (A_{\text{useractiviness}} - B_{\text{useractiviness}})^2$$

Why not this one:

$$\text{similarity}(A, B) = |A_{\text{news}} - B_{\text{news}}| + |A_{\text{sport}} - B_{\text{sport}}| + |A_{\text{lifestyle}} - B_{\text{lifestyle}}| + |A_{\text{useractiviness}} - B_{\text{useractiviness}}|$$

Improvement?

# Final data

User	Loginid	E Loginid	News	Sport	Lifestyle	User Activness	Age	Sex
1	11		0.0500	0.6500	0.3000	0.8000	30	M
2		22	0.7000	0.1800	0.1200	1.3000	45	L
3		11	0.0500	0.5500	0.2000	0.9000	30	M
4	22		0.8000	0.0800	0.1200	1.4000	45	L
5		11	0.0400	0.6600	0.3000	0.7000	30	M

# Complexity Analysis

- All User : 10.000.000
- Loginuser: 1.000.000
- Comparison per second per CPU: 1.000.000
- Total Comparison: 9.000.000.000.000
- Total Time: 9.000.000 second=104 hari

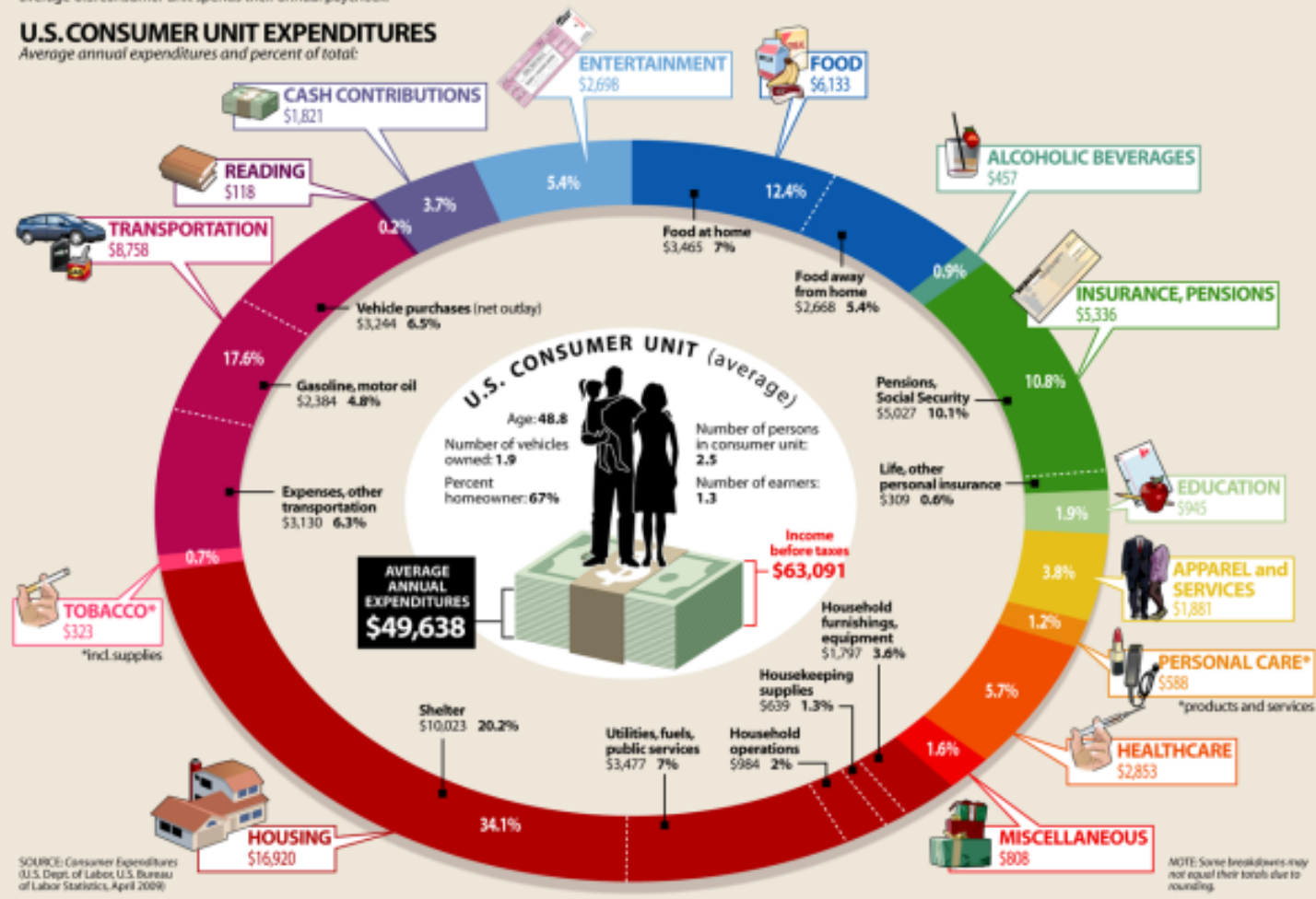
# Use Case 2: Predicting customer spending

## Where Does the Money Go?

The Department of Labor's latest survey provides a detailed look into how the average U.S. consumer unit spends their annual paycheck.

### U.S. CONSUMER UNIT EXPENDITURES

Average annual expenditures and percent of total:



## Use Case 2: Predicting customer spending

- Goal:  
to predict customer spending in the next 3 months
- Available Data  
transactional data from bankcards(creditcards,  
debitcards, etc.)

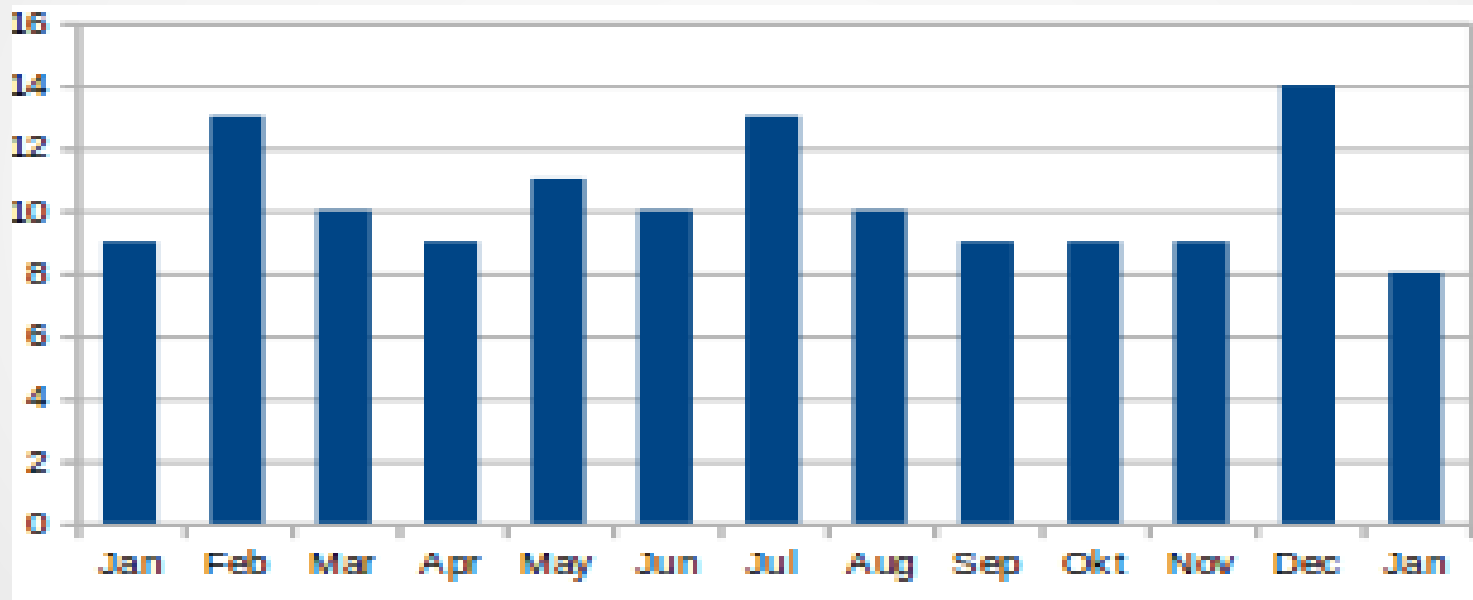
# Observations

- Many spending repeat every year:
  - birthday
  - lebaran, natal
  - school holidays, university holydays
- Most people are employee
  - dramatic change in the monthly income is not expected
- Daily spending is relativ stable
  - Food
  - Transportation



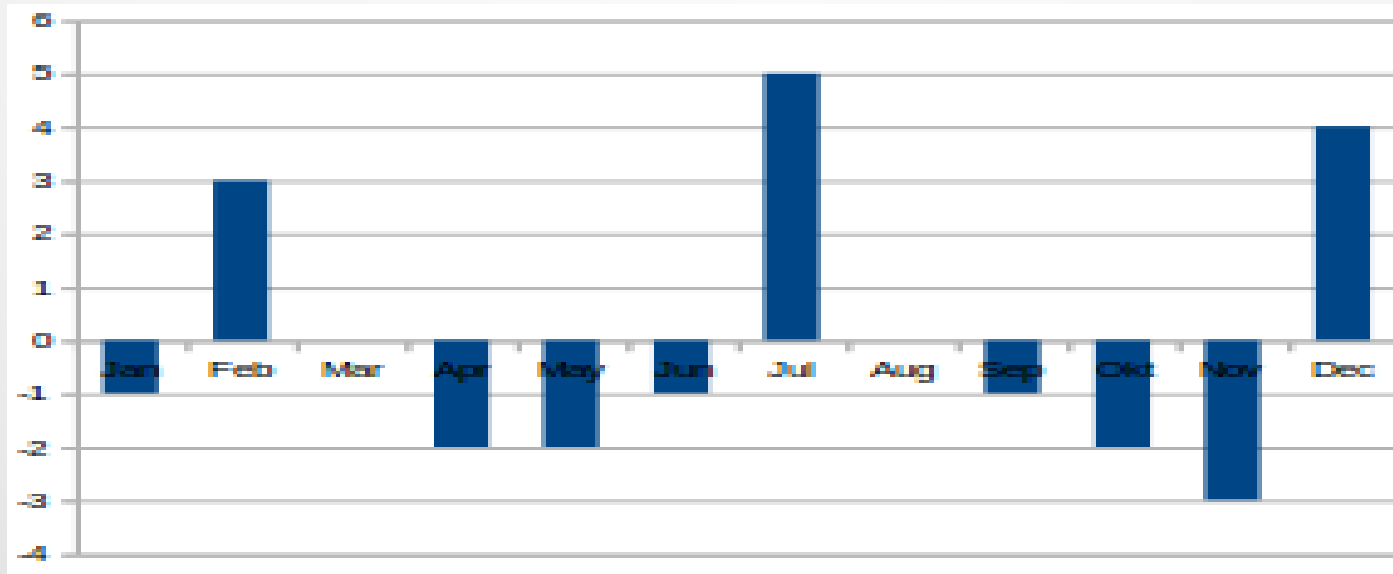
# Features engineering

Aggregate monthly spending to reduce the amount of data



# Features engineering

- Compute the mean of then monthly spending from the last 12 months
- Compute the different between the monthly spending and the mean from the last 12 months to make the trend in the spending clearer(careful)



# Build training data

- We need minimum 12 months data as inputs for the predicting model.

Why ?

- We need minimum 26 months data to build the training data for the model.

Why ?

# Build training data

Input variables:

- The last 12 months spending(1)
- Mean of the spending from last 12 months(2)
- The different between point 1 and point 2

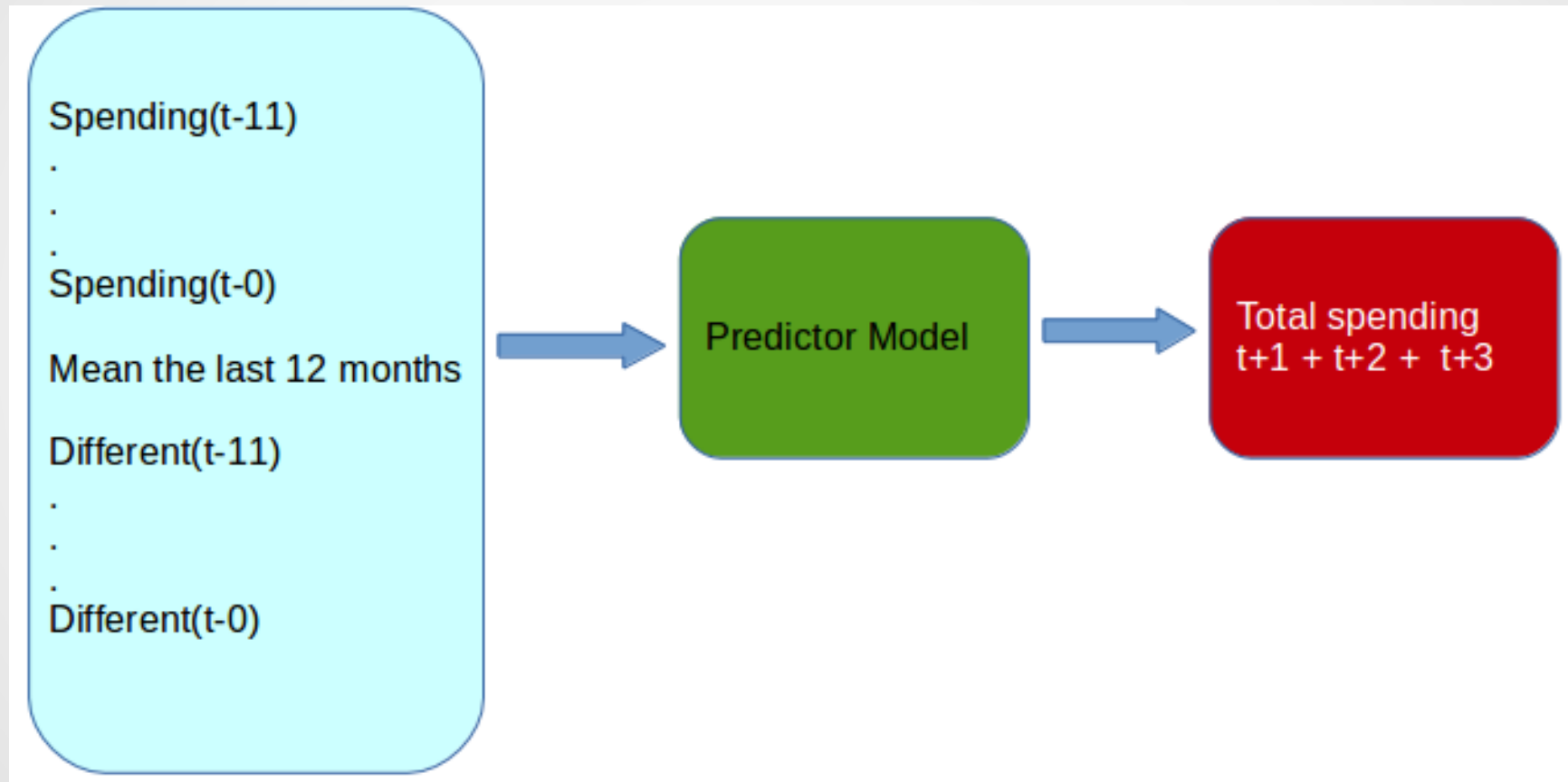
Output Variable:

- Aggregate the spending from the next 3 months

# Build training data

Input Values			Target Values
Pengeluaran	Rata rata	Selisih	Jumlah Pengeluaran
0...11	0...11	0...11	Bulan(12+13+14)
1...12	1...12	1...12	Bulan(13+14+15)
2...13	2...13	2...13	Bulan(14+15+16)
3...14	3...14	3...14	Bulan(15+16+17)
4...15	4...15	4...15	Bulan(16+17+18)
5...16	5...16	5...16	Bulan(17+18+19)
6...17	6...17	6...17	Bulan(18+19+20)
7...18	7...18	7...18	Bulan(19+20+21)
8...19	8...19	8...19	Bulan(20+21+22)
9...20	9...20	9...20	Bulan(21+22+23)
10...21	10...21	10...21	Bulan(22+23+24)
11...22	11...22	11...22	Bulan(23+24+25)

# Predictor





Questions?