



Machine Learning Methods in Vulnerable Communities Classification



- Carlos Gomes de Oliveira
DBA and Data Engineer

[Linkedin.com/in/CarlosOliveira](https://www.linkedin.com/in/CarlosOliveira)

Applying Machine Learning Methods in People Classification

Carlos Gomes de Oliveira*, Eduardo Terra Morelli[†], and Raul Senna Ferreira[‡]

Instituto INFNET

Escola Superior da Tecnologia da Informação

Rio de Janeiro, RJ

Email: *czgrqg@gmail.com, [†]emorelli1966@gmail.com, [‡]raul.ferreira@prof.infnet.e

Abstract—The missing people database offers several challenges regarding its analysis. The database may be incomplete since usually there is not a commitment from the authorities to keep consolidated and detailed information on missing persons. There are many apparent uncorrelated attributes, as different persons have different attribute groups. Many of these records contain attributes with incorrect and missing information.

This paper intends to demonstrate the use of machine learning methods as Decision Trees, Random Forests, Logistic Regression,

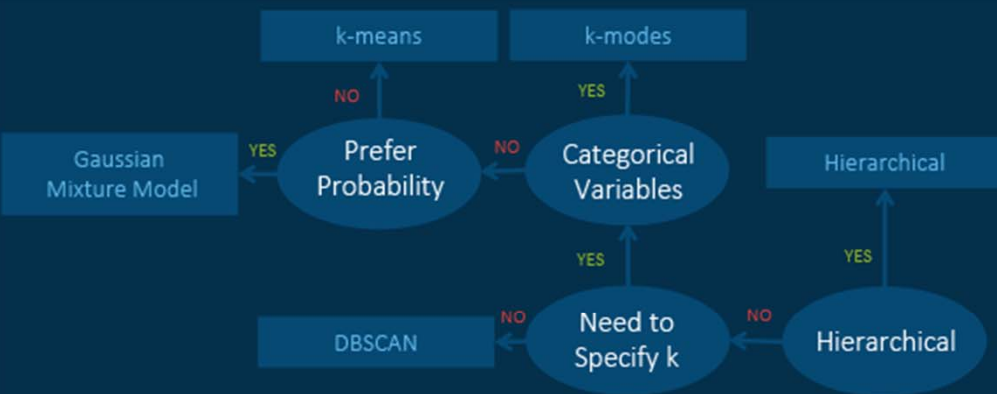
community represented by the data, the attributes that distinguish them. This can be achieved by machine learning methods.

II. RELATED WORK

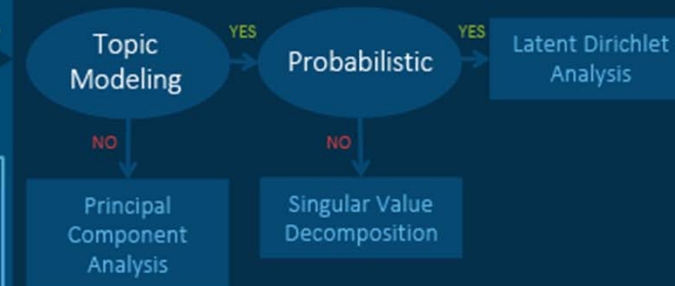
Machine learning algorithms are widely used in many areas, for example, Cornel and Mirela use

Machine Learning Algorithms Cheat Sheet

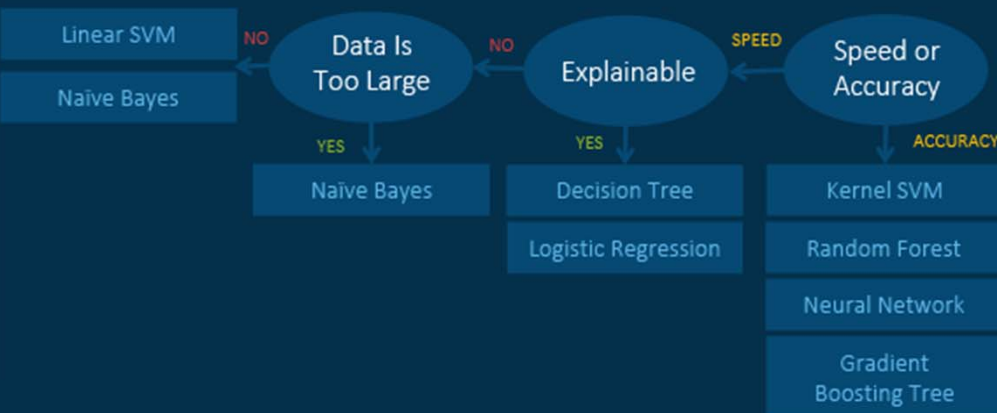
Unsupervised Learning: Clustering



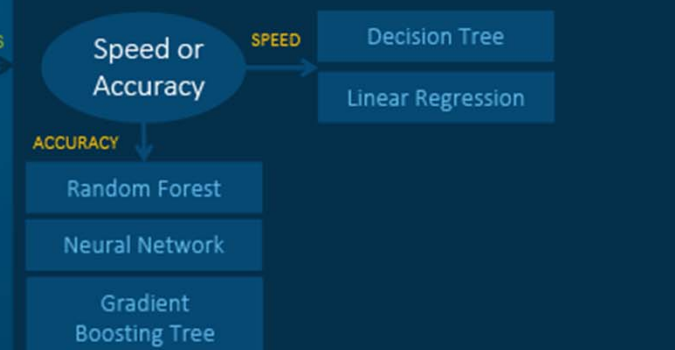
Unsupervised Learning: Dimension Reduction



Supervised Learning: Classification

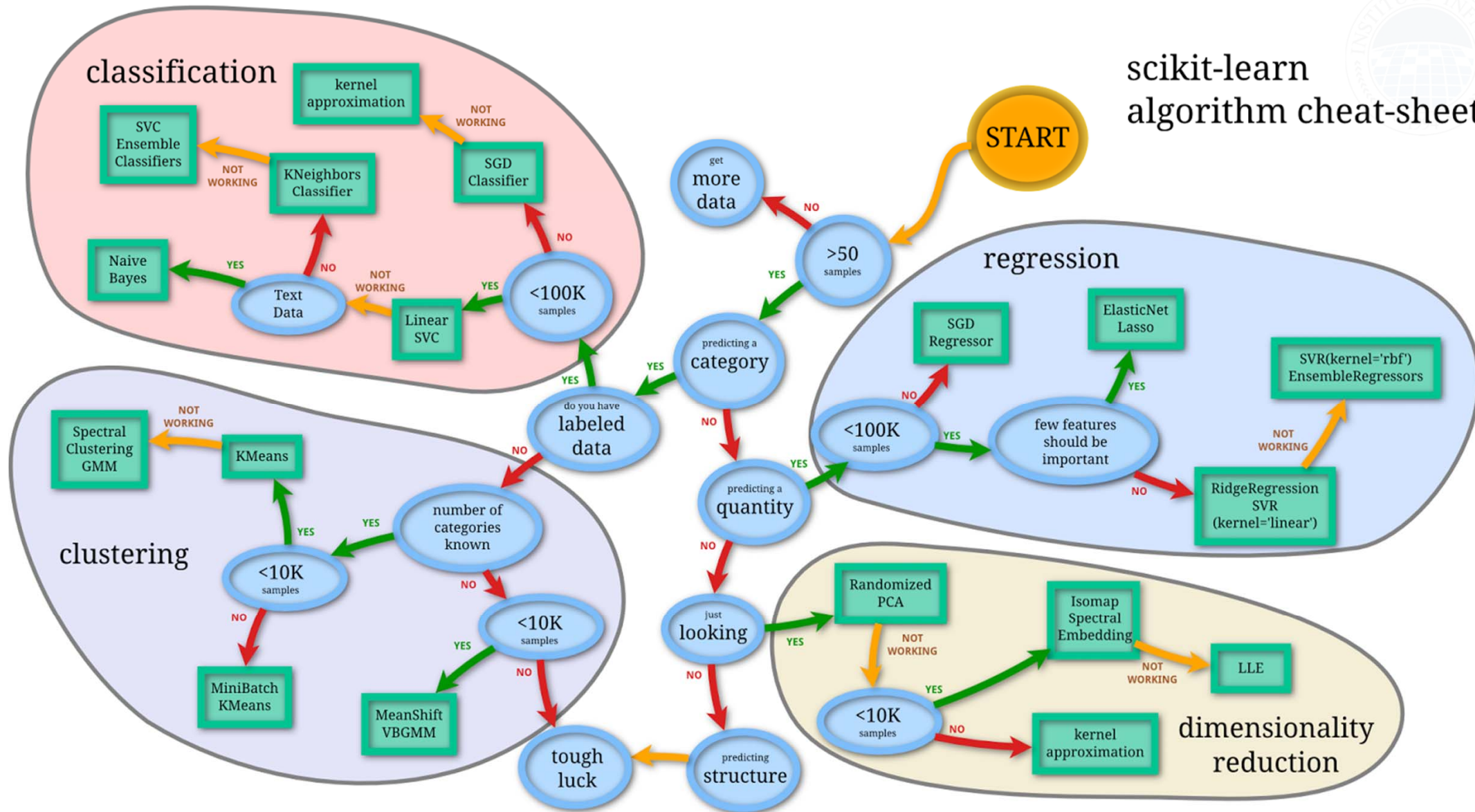


Supervised Learning: Regression





scikit-learn algorithm cheat-sheet



Objective

- Identify risk communities in a community using machine learning methods
 - Decision Trees
 - Random Forests
 - XGBoost
 - Logistic Regression



Machine Learning

Basic equation: $\text{Obj}(\theta) = L(\theta) + \Omega(\theta)$

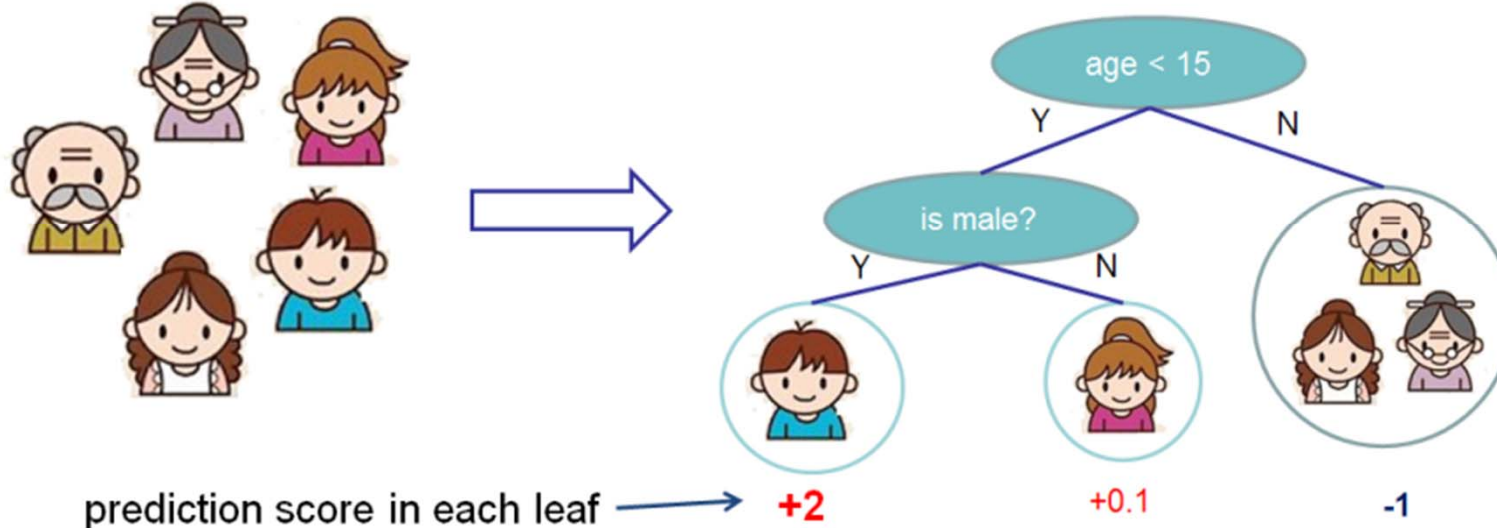
- L – Training Loss
- Ω – Regularization

Ex: Linear regression, Logistic Regression, Decision Trees

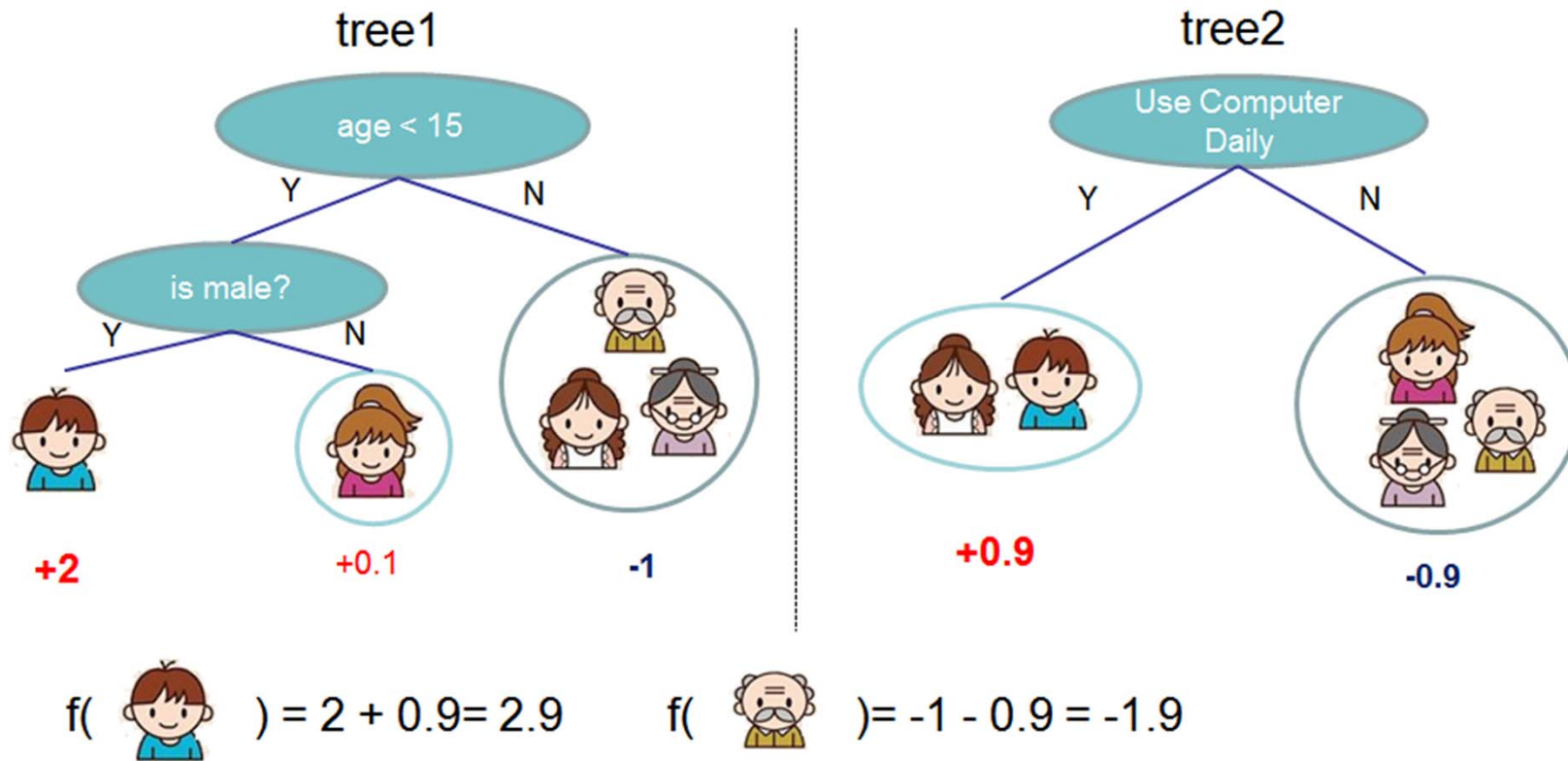
Decision Trees

Input: age, gender, occupation, ...

Does the person like computer games








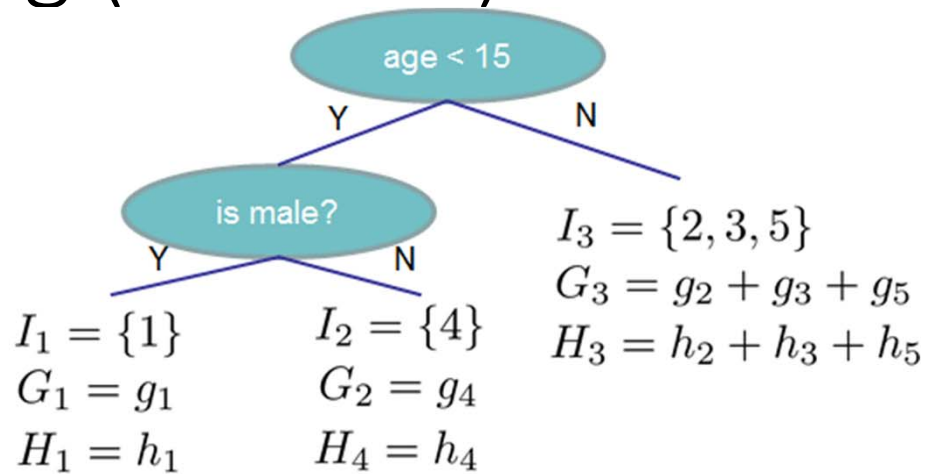
Random Forests



Gradient Boosting (XGBoost)

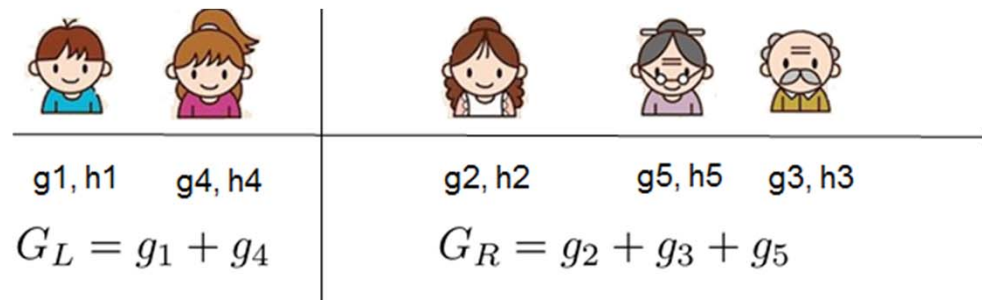
Instance index gradient statistics

1		g_1, h_1
2		g_2, h_2
3		g_3, h_3
4		g_4, h_4
5		g_5, h_5



$$Obj = - \sum_j \frac{G_j^2}{H_j + \lambda} + 3\gamma$$

The smaller the score is, the better the structure is





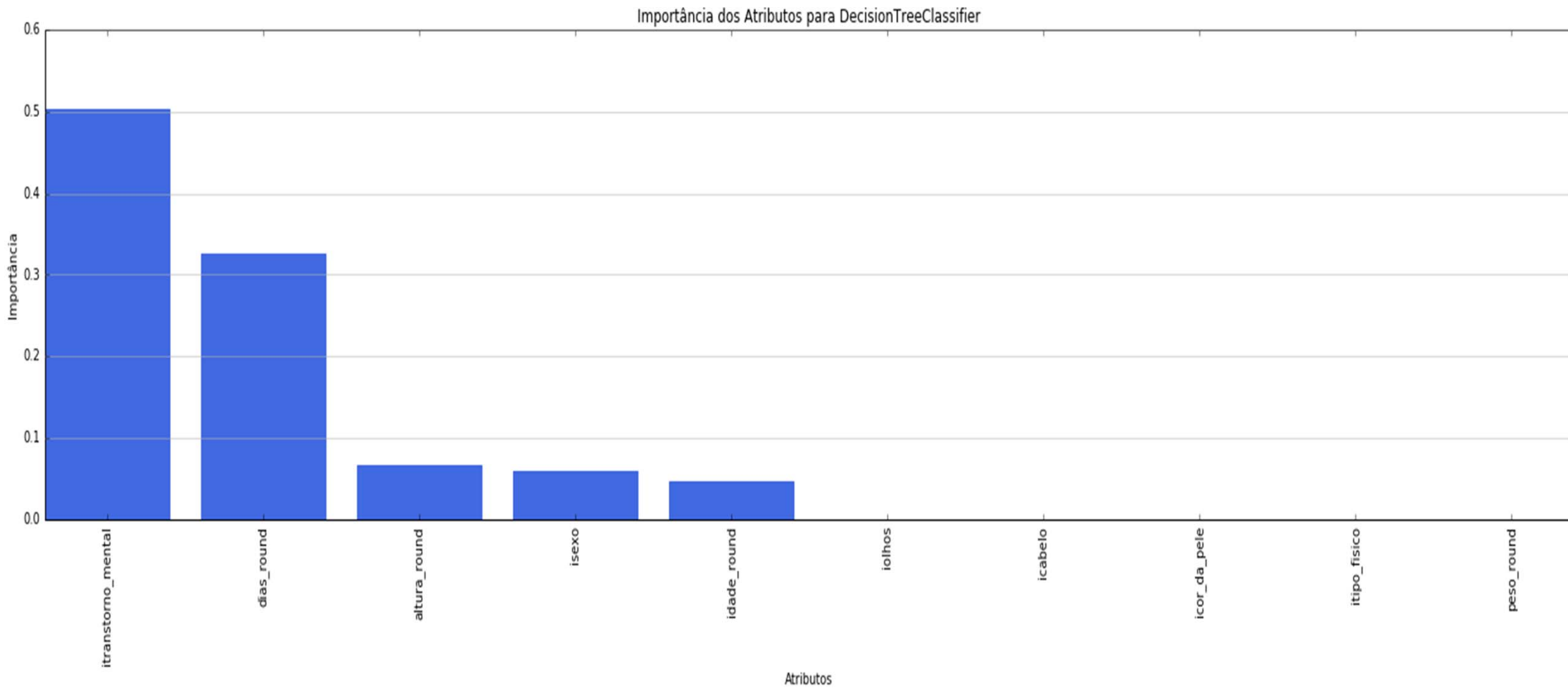
FEATURES USED IN MODEL

Feature Name	Feature Type
Days Missing	Quantitative
Height	Quantitative
Weight	Quantitative
Age	Quantitative
Physical Type	Categorical
Skin Color	Categorical
Eye Color	Categorical
Sex	Categorical
Hair Color	Categorical
Mental Impairment	Categorical

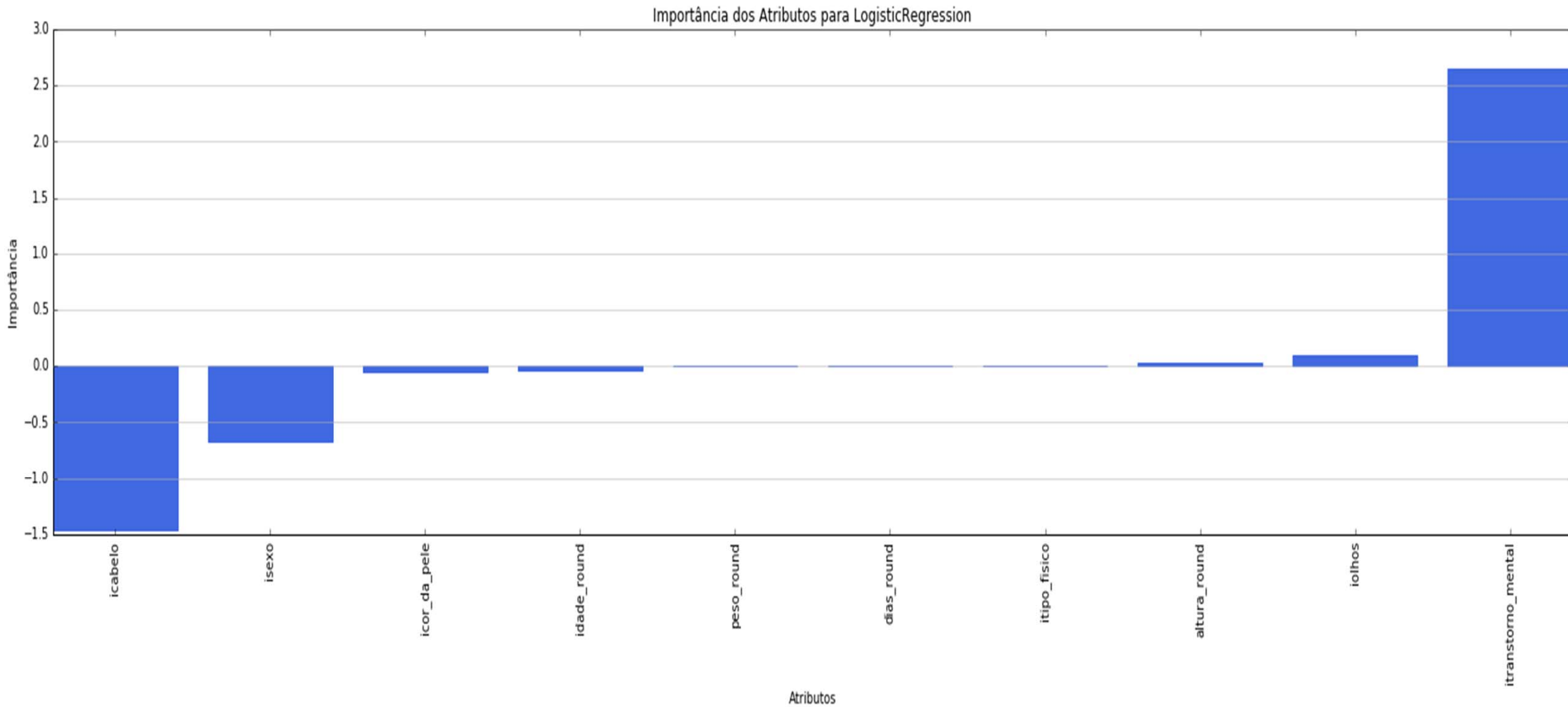
MODEL ACCURACY

Algorithm	Test#1	Test#2	Test#3	Test#4
Decision Trees	69.82%	68.39%	68.68%	67.24%
Random Forest	80.46%	79.02%	81.32%	77.58%
Logistic Regression	75.86%	72.70%	75.29%	71.55%
XGBoost	81.03%	79.02%	79.31%	77.59%

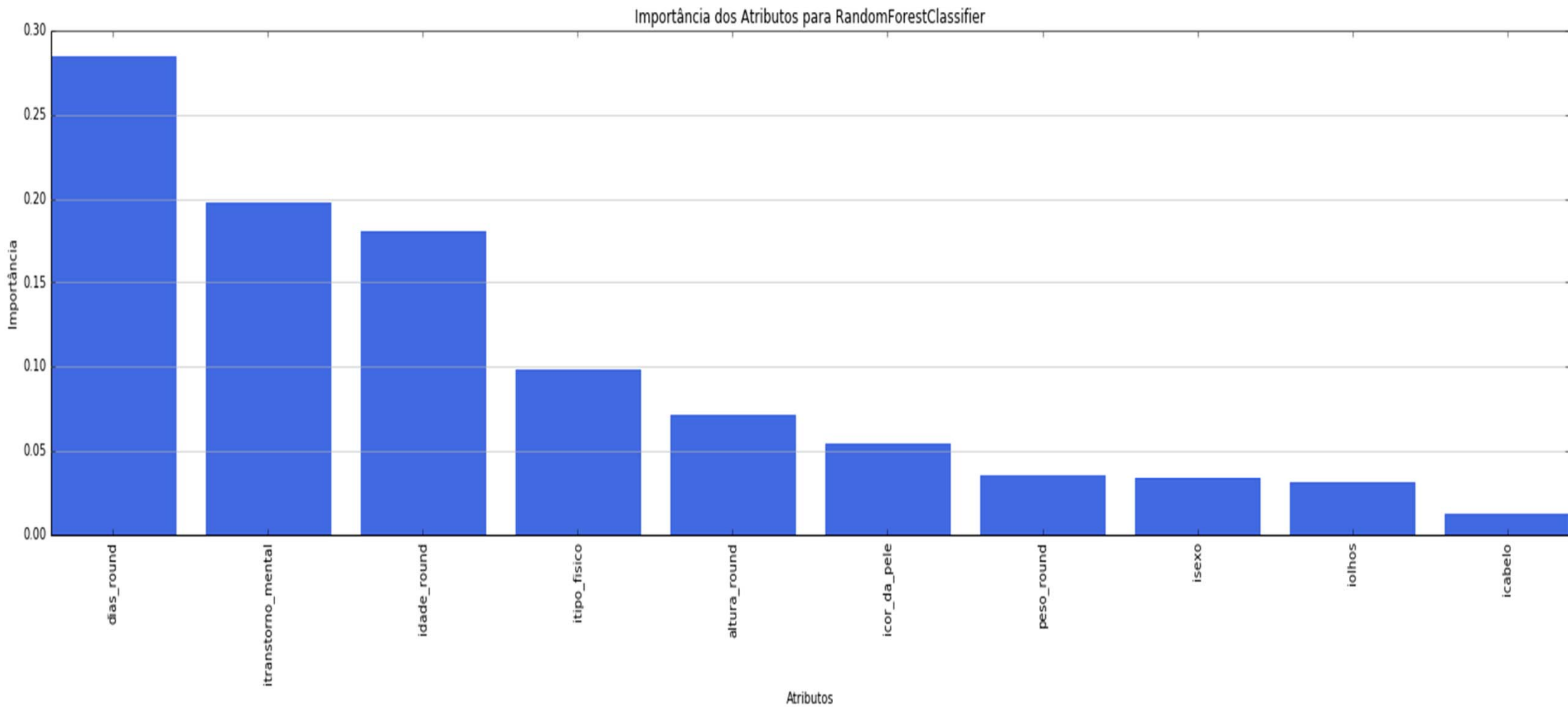
Decision Tree Classifier 69%



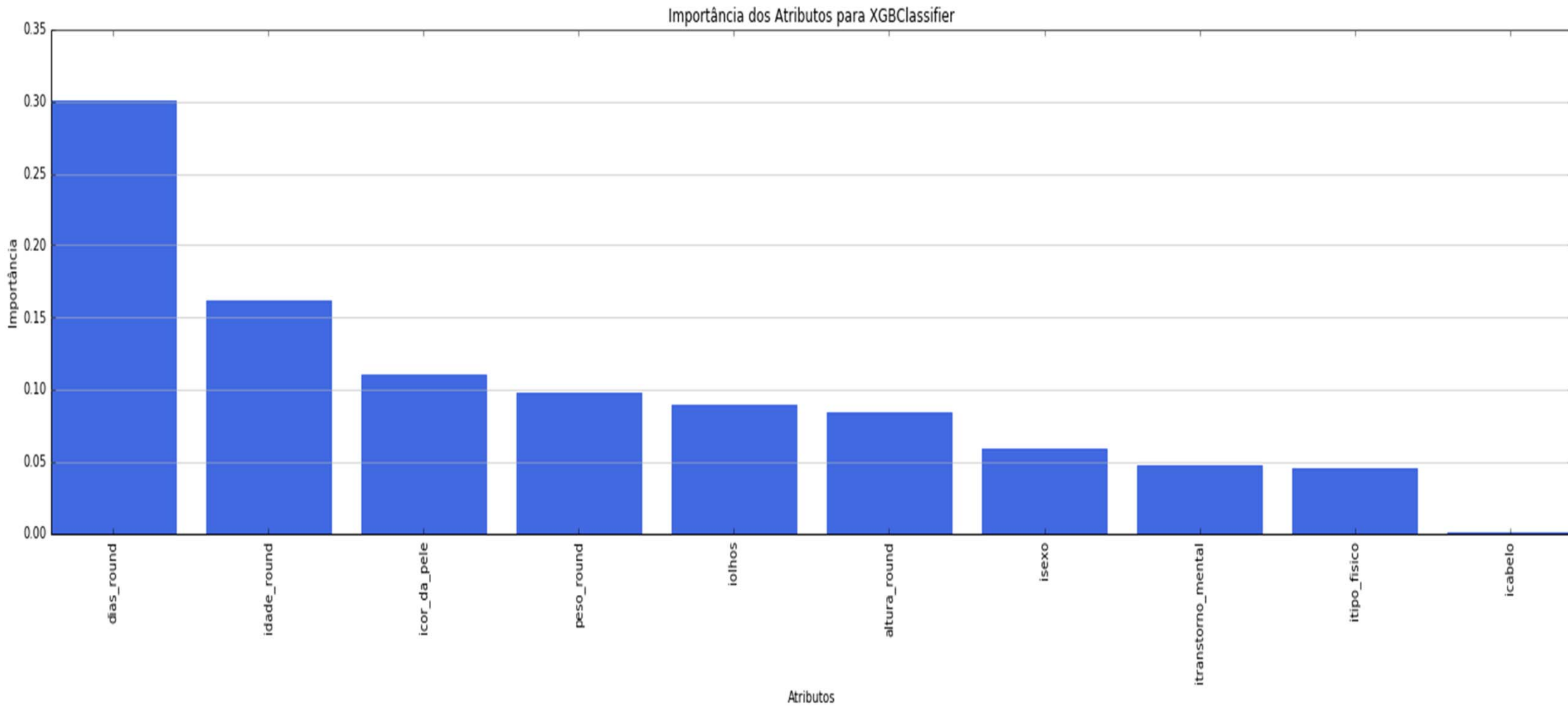
LogisticRegression 73%

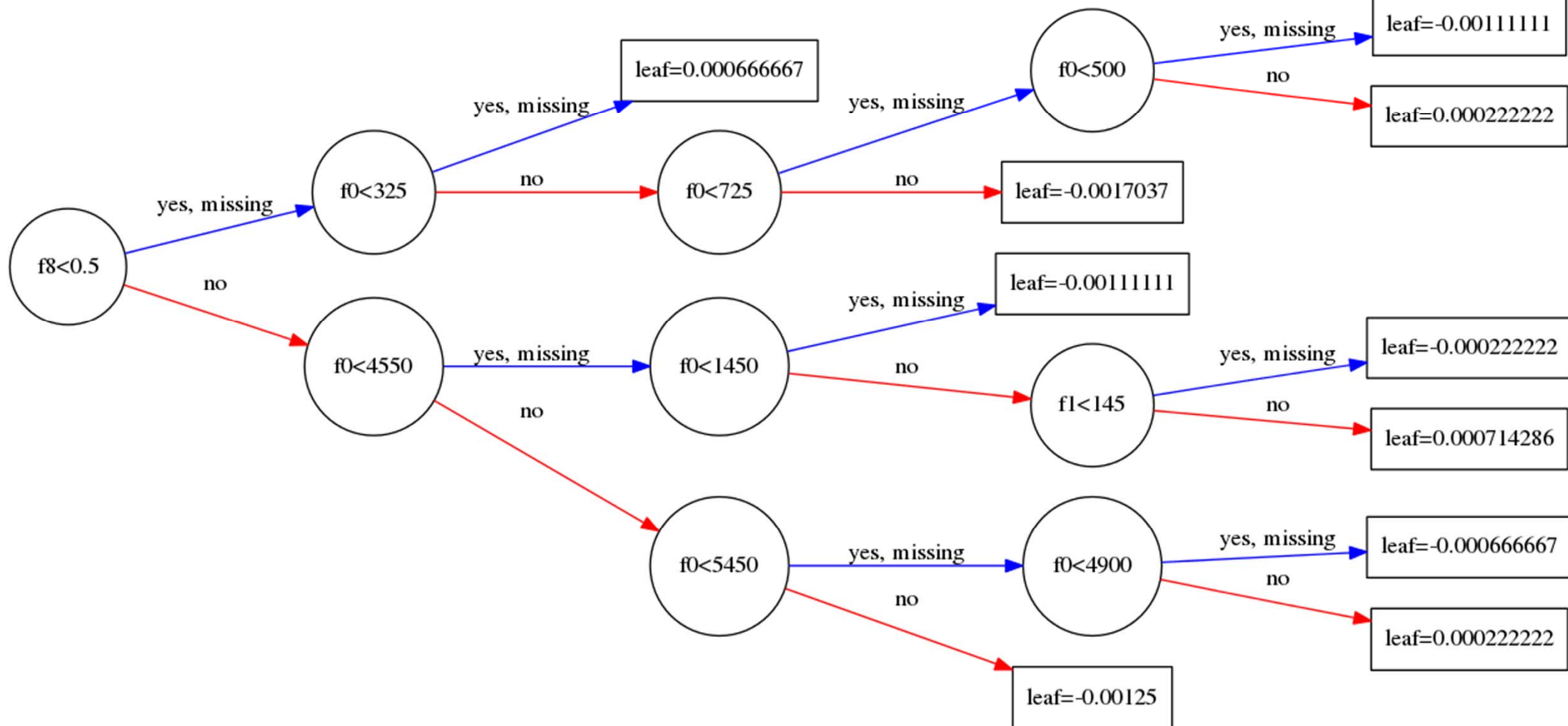


RandomForestClassifier 77%



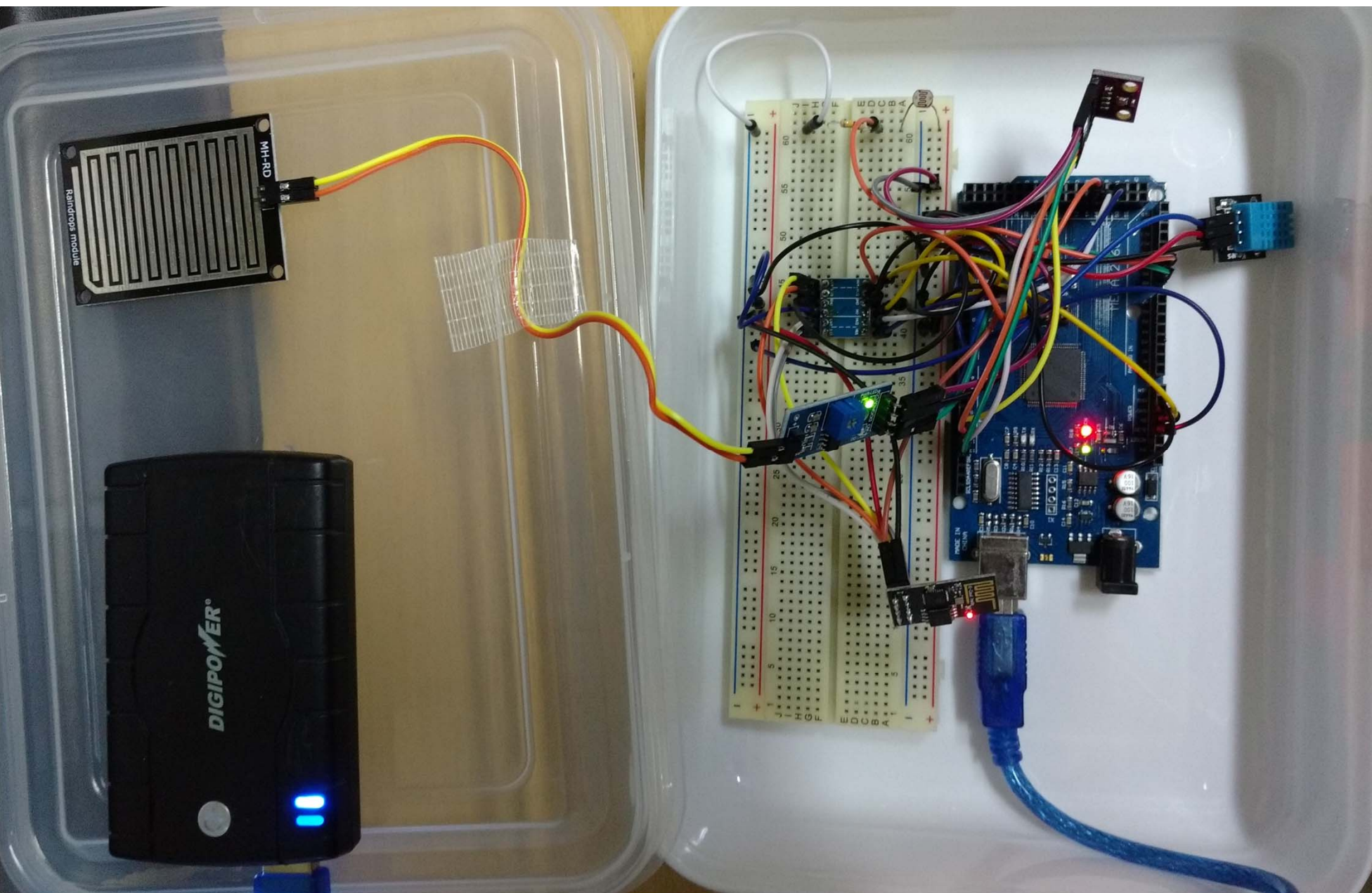
XGBClassifier 79%







OTHER PROJECTS





QUESTIONS?