UK ACCIDENTS DATABASE

Data warehousing project under the guidance of Dr. Rathin Sarathy

Team:

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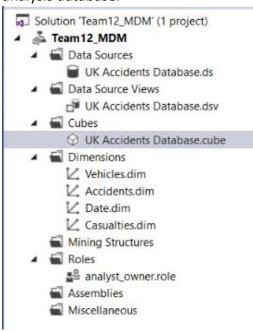
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Cube Creation

<u>Step1:</u> We must first create a connection to the data source in visual studio. i.e. we will connect to the relational database called UK Accidents Database.

The Team12 MDM is our new analysis database.

UK Accidents Relational Database will act as the source of data for our Team12_MDM analysis database.

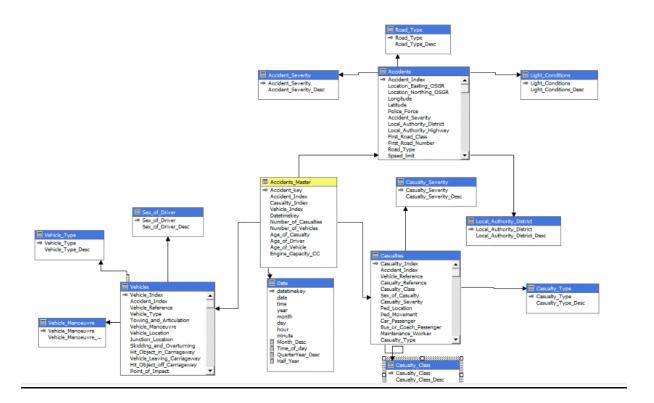


We see the new data source being connected to the UK Accidents relational database. Later, we deployed the data source to SQL Server Analysis Services.

Step 2: Create the data source view

We created the data source view which is the link between UK accidents relational database and the analysis services database Team12 MDM.

While creating the New Data Source View we had the option to include Accidents Master fact table. Later, we added the related tables. After the DSV is created within visual studio, it must be deployed to view the DSV within SQL Server Management Studio. This DSV becomes / acts as the relational database.

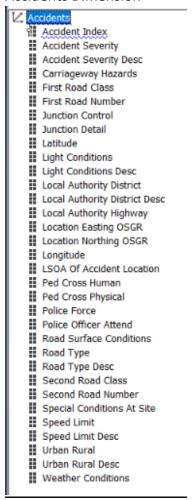


The above screenshot shows the DSV created within visual studio. It shows all the Dimension tables and Accident_Master Fact table.

We used the DimAccidents (renamed as Accidents) table within the DSV to create the analysis services Accidents Dimension.

Similarly, we used DimVehicles, DimDate, DimCasulaties tables within DSV (all renamed as shown in the above screenshot) and created the analysis services Vehicle, Date and Casualties Dimensions.

Accidents Dimension



Casualties Dimension

∠ Casualties Accident Index Bus Or Coach Passenger Car Passenger Casuality Index Casualty Class Casualty Class Desc Casualty Class Desc1 Casualty Home Area Type Casualty Reference Casualty Severity Casualty Severity Desc Casualty Severity Desc1 Casualty Type Casualty Type Desc Causalty Type Desc1 Maintenance Worker Ped Location Ped Movement Sex Of Casualty Vehicle Reference

Vehicle Dimension

Vehicle_Index
Accident_Index
Vehicle_Reference
Vehicle_Type
Towing_and_Articulation
Vehicle_Manoeuvre
Vehicle_Location
Junction_Location
Skidding_and_Overturning
Hit_Object_in_Carriageway
Vehicle_Leaving_Carriage
Hit_Object_off_Carriage
Point_of_Impact
Left_Hand_Drive
Journey_Purpose
Sex_of_Driver
Propulsion_Code
Driver_IMD_Decile

Date Dimension



Named Calculations Creation

Named calculations refer to the new attributes created within the table. We use T-SQL since the DSV tables are relational databases.

 Month_desc: is the concatenation of month and year CASE

```
WHEN month = 1 THEN CONCAT('January',' ', year)

WHEN month = 2 THEN CONCAT('February',' ', year)

WHEN month = 3 THEN CONCAT('March',' ', year)

WHEN month = 4 THEN CONCAT('April',' ', year)

WHEN month = 5 THEN CONCAT('May',' ', year)

WHEN month = 6 THEN CONCAT('June',' ', year)

WHEN month = 7 THEN CONCAT('July',' ', year)

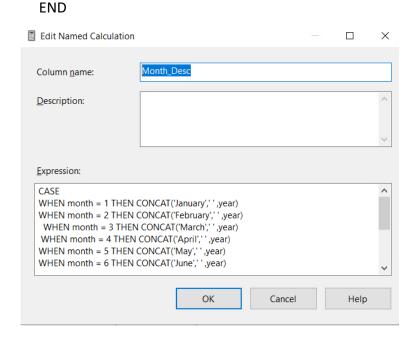
WHEN month = 8 THEN CONCAT('August',' ', year)

WHEN month = 9 THEN CONCAT('September',' ', year)

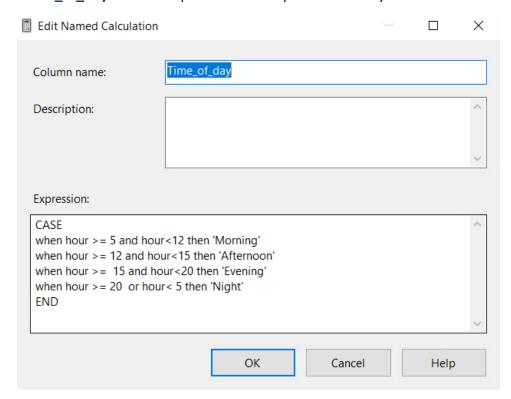
WHEN month = 10 THEN CONCAT('October',' ', year)

WHEN month = 11 THEN CONCAT('November',' ', year)

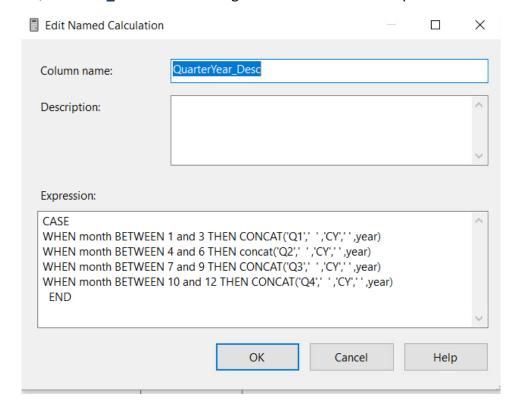
WHEN month = 12 THEN CONCAT('December',' ', year)
```



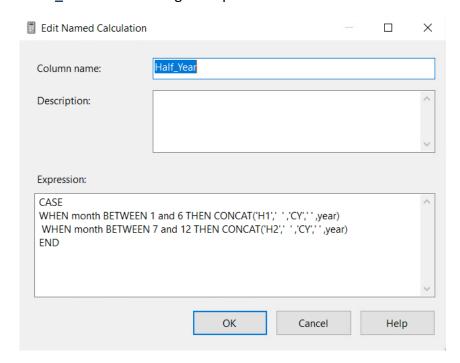
• Time_of_day: which explains different parts of the day



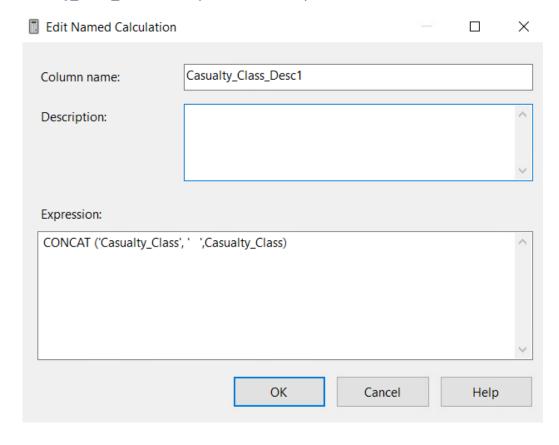
• QuaterYear_Desc: which categorizes months into each quarter



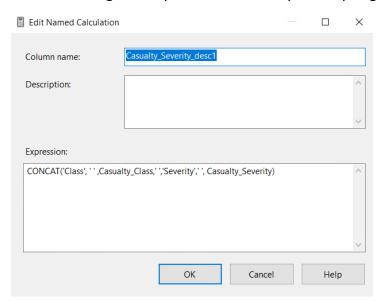
• Half_Year: which categories quarters into semesters



• Casualty_Class_Desc1: comprises of casualty class



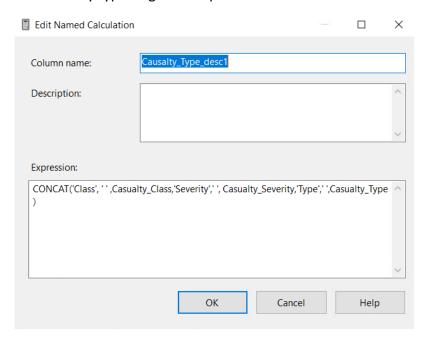
- Casualty_Severity_desc1: is the concatenation of casualty_class and casualty_severity
 - i.e. Every casualty class has 3 casualty severities. In the below diagram, we are concatenating casualty class with casualty severity to get a unique record.



- Casualty_Type_desc1: is the concatenation of casualty_class, casualty_severity, and casualty_type
- i.e. Every casualty class has 3 casualty severities. Every casualty severity has further

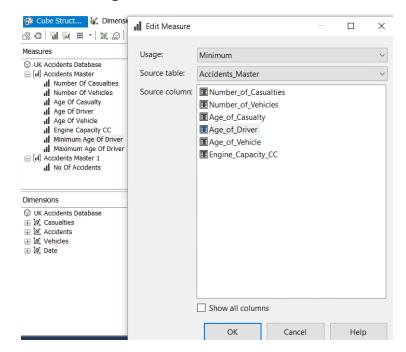
types. In the below diagram, we are concatenating casualty class with casualty severity

and casualty type to get a unique record.

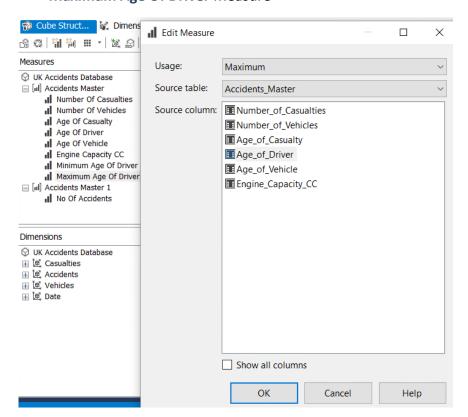


New Measures

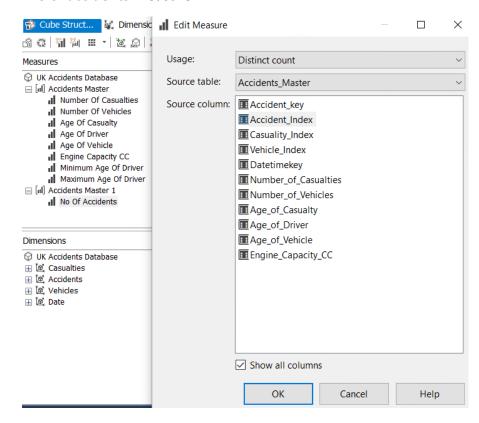
• Minimum Age Of Driver Measure

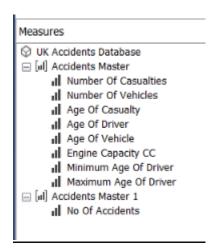


• Maximum Age Of Driver Measure



No of accidents Measure





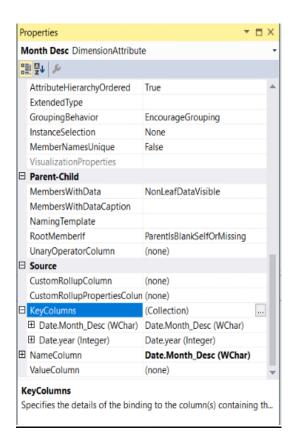
The above screenshot shows all the 3 measures created.

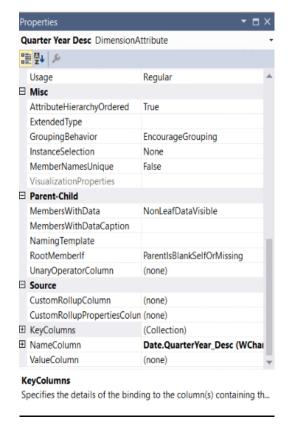
Hierarchy

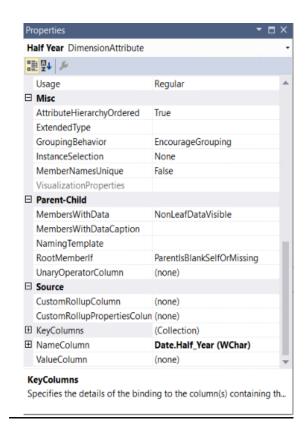
Hierarchies permit us to drill across, drill-down and roll up aggregates. We need to fix the keycolum and name column values found within the attributes of the dimension.

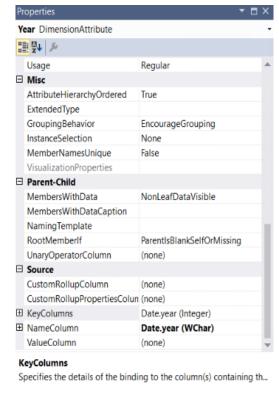
Date Hierarchy Key columns and named columns fixing

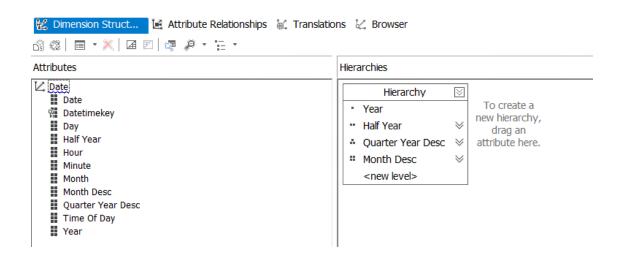
In-order to have unique values for a month description, we used a composite key which contains month within a given year. For instance, January month is available across all the years in the data source we have. To have a unique record of January, we concatenate Jan with CY and Year. i.e. the month name is not January but January CY 2015. Similarly we have set composite keycolumns for Quarters and half-year as shown below



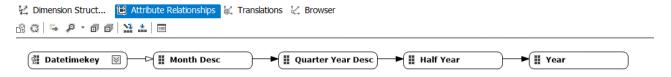




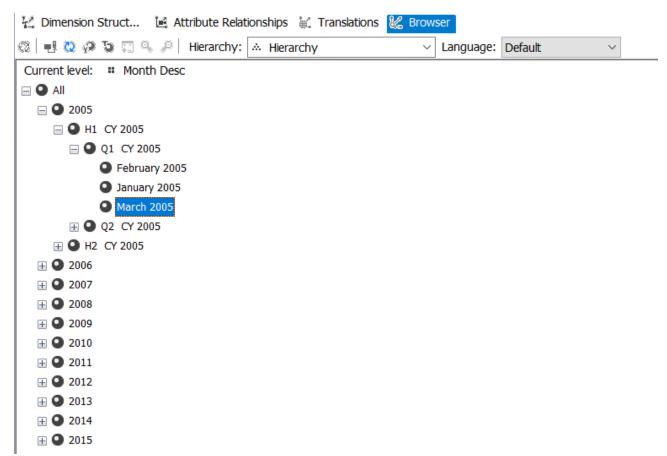




The attribute relationships for date dimension hierarchy are shown below



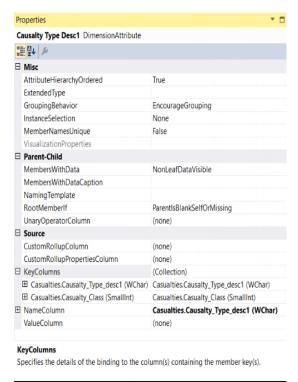
In the below date hierarchy screenshot, we see the individual years from 2005 to 2015. We can drill down within any given year to find the half yearly, quarterly and monthly records respectively.

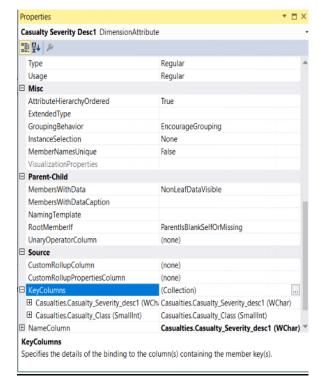


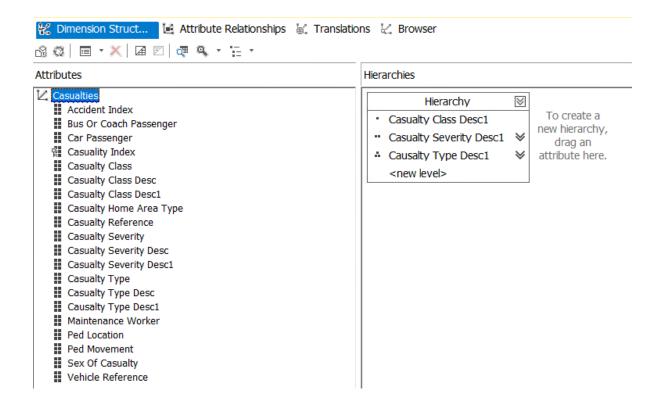
Casualties Dimension Hierarchy

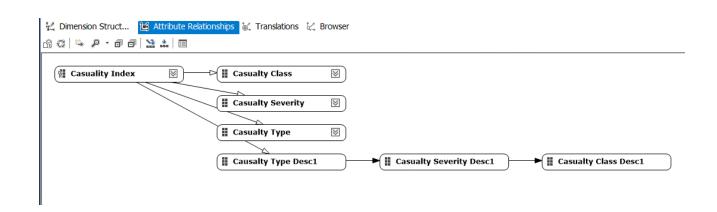
Every casualty class has 3 casualty severities. Every casualty severity has further casualty types. To get a unique record for each casualty class, severity and type we have a composite key structure as shown below.

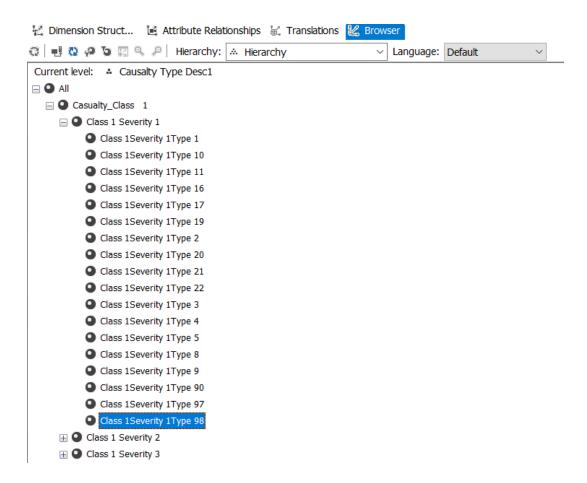






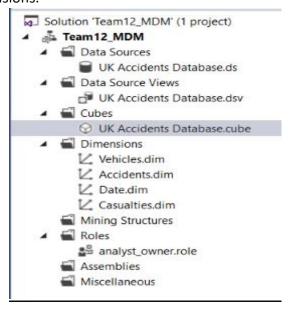






UK Accidents Database Cube

We built the UK Accidents Database Cube using Vehicles, Accidents, date and Casualties dimensions.



Partitions and Aggregation

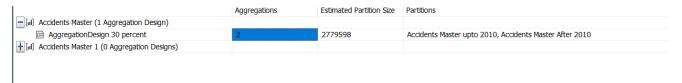
Partitions are used to manage and store data and aggregations for a measure group within a cube. When we process a partition, data is brought into the partition from the source. (Reference: Lecture 6 Part B slide 25)

We have created and deployed 2 partitions of the Accidents Masters Fact table(datetimekey – one up to year 2010, the other after 2010).

The 1st partition includes any dates less than 2010 and the 2nd partition is based on the dates greater than 2010.

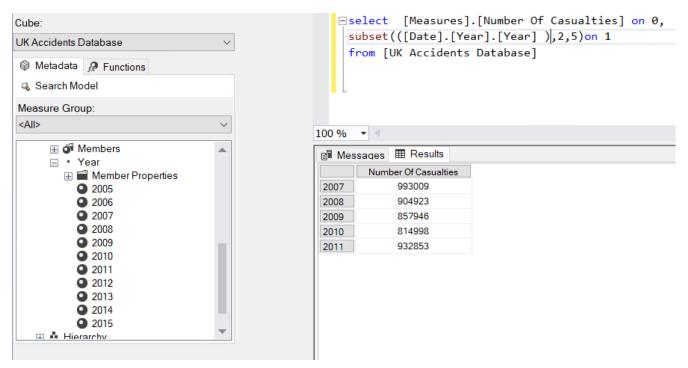


We created Aggregations in each partition for 30% Performance.

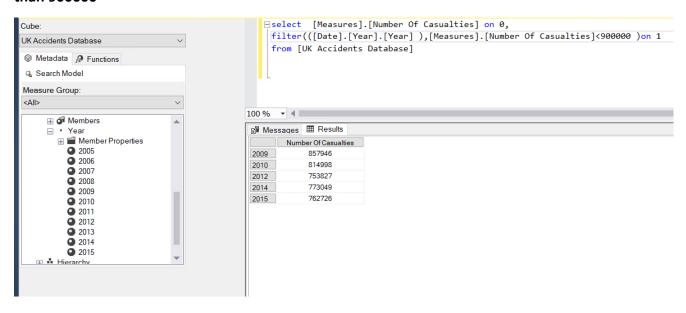


MDX Queries

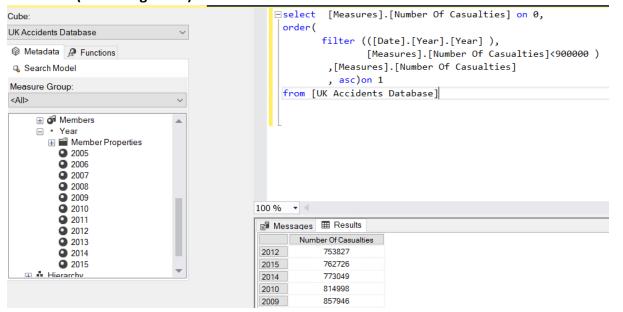
1 Display the number of casualties for the next 5 years starting from second year in the date hierarchy



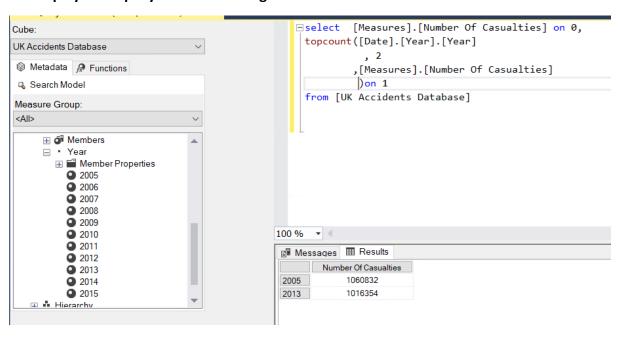
2. Display the number of Casualties for the years where number of casualties are less than 900000



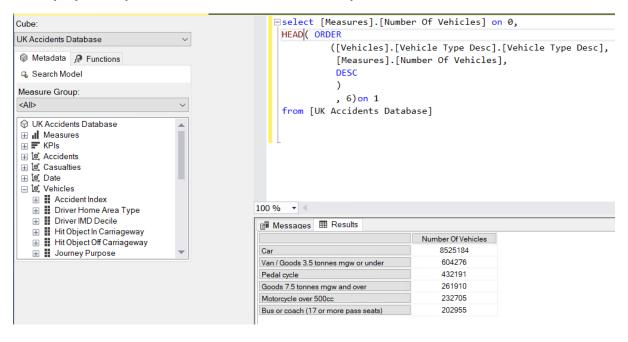
3. After displaying the casualties in the previous question, order by the number of casualties (ascending order)



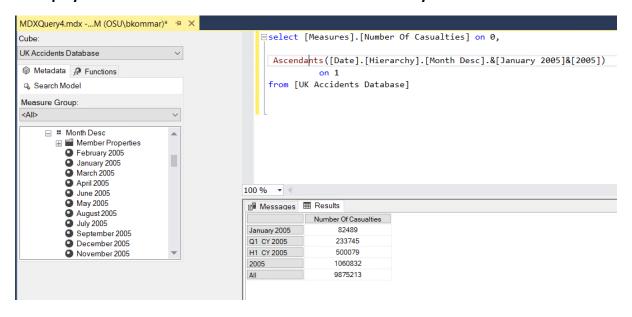
4. Display the top 2 years with the highest number of casualties



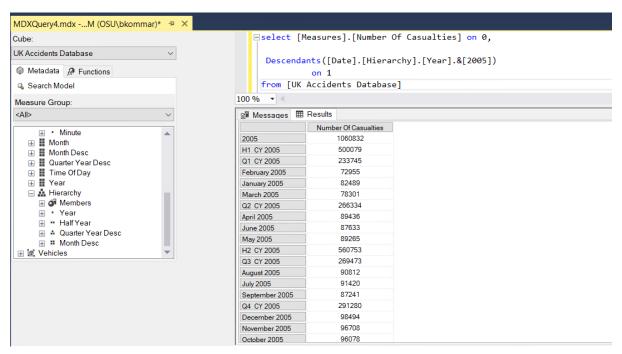
5. Display the top 6 vehicles and the vehicle description



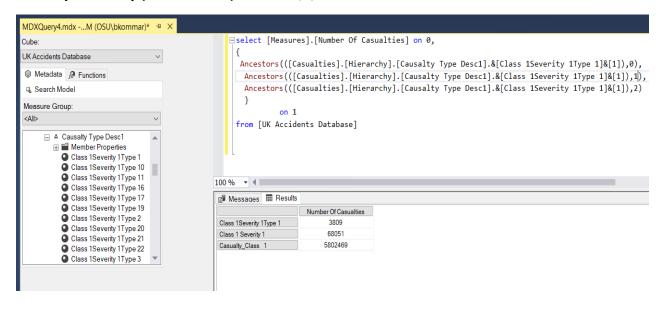
6. Display the number of casualties for the ascendants in the year 2005



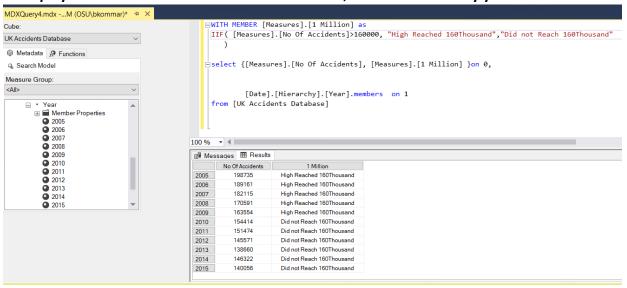
7. Display the number of casualties for the descendants in the year 2005



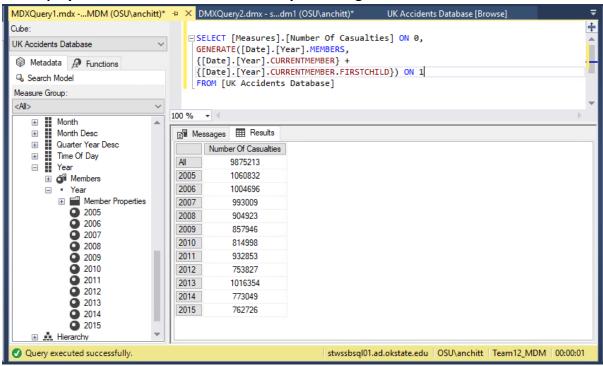
8. Display the number of casualties for the ancestors of Class1Severity1Type1 in the casualty hierarchy (user-defined) at level 0,1,2



9. Display the number of accidents if it reached 160,000 or not for every year

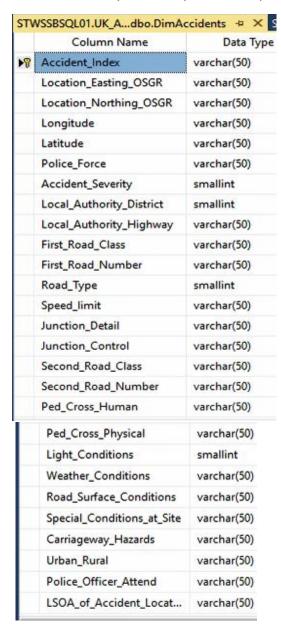






Data Mining

Data mining involves exploring and analyzing large data to discover the hidden patterns and rules. It's basically a technique used to predict future outcomes. (<u>DataMining</u>)

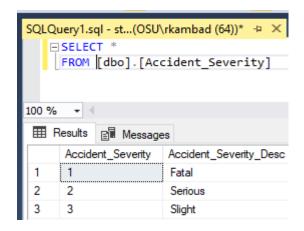


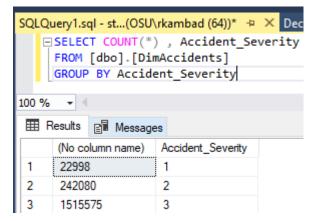
	Column Name	Data Typ
₽8	Vehicle_Index	numeric(20, 0)
	Accident_Index	varchar(50)
	Vehicle_Reference	varchar(50)
	Vehicle_Type	smallint
	Towing_and_Articulation	varchar(50)
	Vehicle_Manoeuvre	smallint
	Vehicle_Location	varchar(50)
	Junction_Location	varchar(50)
	Skidding_and_Overturning	varchar(50)
	Hit_Object_in_Carriageway	varchar(50)
	Vehicle_Leaving_Carriage	varchar(50)
	Hit_Object_off_Carriage	varchar(50)
	Point_of_Impact	varchar(50)
	Left_Hand_Drive	varchar(50)
	Journey_Purpose	varchar(50)
	Sex_of_Driver	smallint
	Propulsion_Code	varchar(50)
	Driver_IMD_Decile	varchar(50)

The above pictures show the attributes of Accidents and Vehicles tables. We decided to predict accident severity. To decide on the contributing factors for accident severity, it was necessary to learn more about each attribute in both the above tables.

Accident Severity (we will be predicting this)

This is the target variable or the variable we would be predicting. As seen below, the accident severity which is 'Slight' has highest number of records within accidents table.

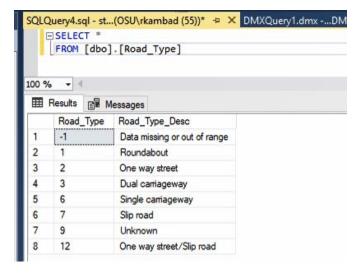




Road_Type

We understand that road type plays an important role in predicting the severity of an accident. To find out what each road type numerical value within the Accidents table meant, we queried the Road_Type table.

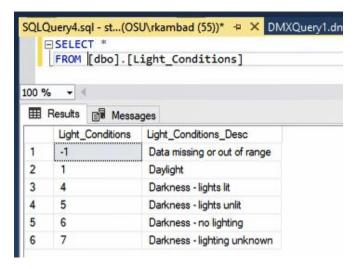
As seen below, we will consider all the road type values except road type = -1 or road type = 9 to predict the accident severity.



Light condition

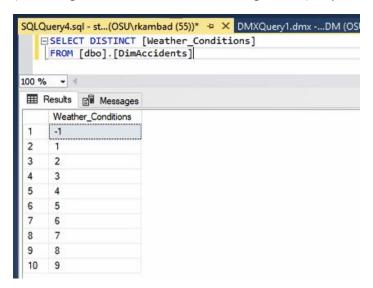
Light condition is another factor which greatly influences driving. Darkness while driving leads to accidents. To find out what each numerical value of light_conditions within the Accidents table meant, we queried the Light_conditions table.

As seen below, we will consider all the road type values except road type = -1 to predict the accident severity



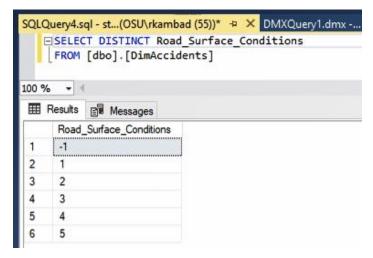
Weather Conditions

Weather also helps in predicting accidents. Although we didn't have any table that specifically explains what each numerical value of weather conditions within the Accidents table meant, we decided to consider all numerical values except weather_condition =- 1 (believing it to be unknown or missing values) to predict accident severity.



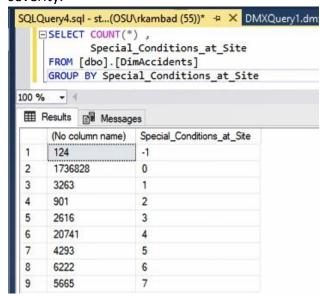
Road Surface Condition

The condition of roads may also help in predicting accident severity. We decided to consider all the values except road_surface_conditions = -1 for predicting accident severity.



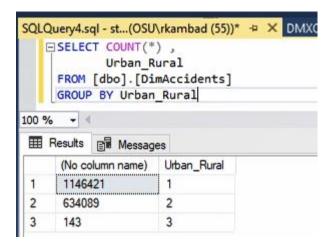
Special Conditions at Site

We decided to eliminate special conditions at site = -1 while predicting accident severity. Although we do not know what special_conditions_at_site = 0 meant, based on the large number of records available, we decided to consider this value also for predicting accident severity.



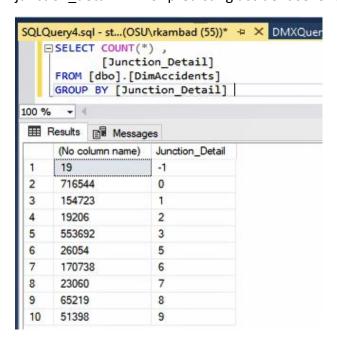
Urban Rural

We know that accidents happen more in urban areas compared to rural as the number of vehicles operating in urban areas are more. We think that the value of 1 indicates urban and a 2 indicates rural. Although there are only 143 records for urban_rural =3 within the accidents table, we decided to use all the three values of urban_rural to predict accident severity.



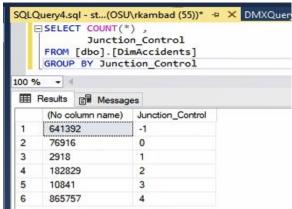
Junction detail

A junction is where two or more roads meet. It may also influence the accident severity. Hence, we are using this variable within our mining structure. We will not consider junction detail = -1 for predicting accident severity.



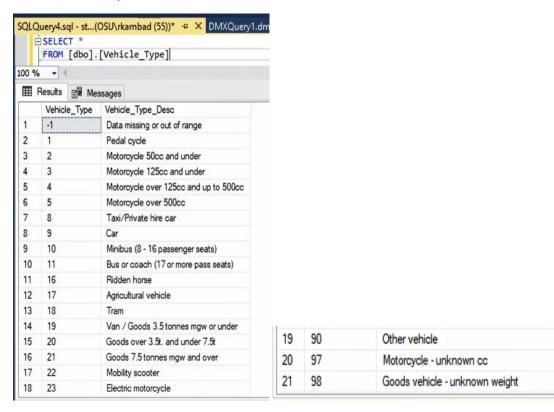
Junction Control

We will not consider junction_control=-1 for predicting the accident severity.



Vehicle Type

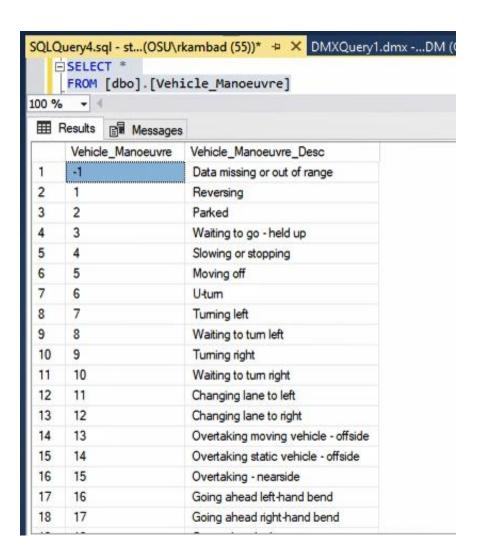
The type of vehicle whether car, cycle and a motorcycle etc may also help in predicting accident severity.



Vehicle Manoeuvre

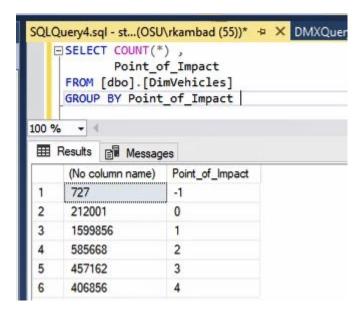
To understand what each numerical value of vehicle_manoeuvre meant within the accidents table, we queried the Vehicle Manoeuvre table. The description of the values can be seen in the below screenshot. Whether a vehicle was taking a U-turn, overtaking another or changing lanes may also help in predicting accident severity.

We won't consider vehicle_manoeuvre = -1 for our mining models.



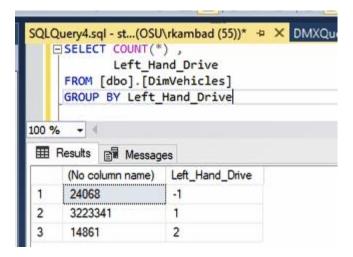
Point of Impact

We think that the point of impact refers to whether the impact was on the left, right, front or rear of the vehicle etc. We will consider all the values for point of impact except -1



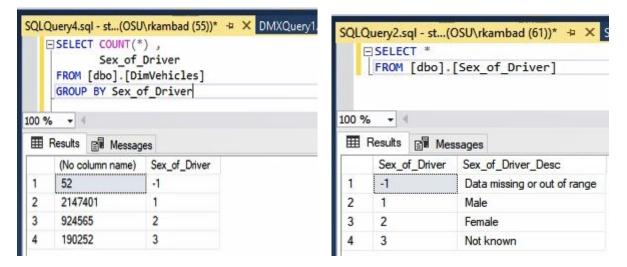
Left Hand Drive

We will not consider the left hand drive = -1 for our mining models.



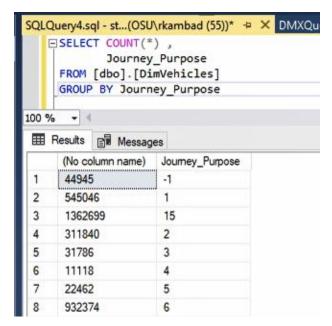
Sex of Driver

The sex of the driver may also help in predicting accident severity. We have considered only the values sex of driver = 1 or 2 to predict the severity of accidents.



Journey Purpose

Journey purpose may also help in predicting the severity of an accident. We will not consider journey purpose = -1 for our mining model.



Based on the above analysis of the attributes within Accidents and Vehicle table, we used the following attributes to predict accident severity.

Attributes from accidents table

- Accident_Index Key column which uniquely identifies an entity
- Road_Type
- Speed_limit
- Light Conditions
- Weather_Conditions
- Road Surface Conditions
- Special_Conditions_at_Site
- Urban_Rural
- Junction Detail
- Junction_Control

Attributes from Vehicles table

- Vehicle Type
- Vehicle_Manoeuvre
- Point_of_Impact
- Left_Hand_Drive
- Sex_of_Driver
- Journey Purpose

Various mining models could be built using the above UK Accidents Database. We decided to use the following data mining techniques based on Microsoft data mining algorithms.

- Decision Tree
- Logistic Regression
- Neural Networks

Creating the Mining Structure

We will use the CREATE MINING STRUCTURE DMX statement to create the mining structure. Since we will be creating many mining models, we will use ALTER MINING STRUCTURE statement to add mining models to the structure.

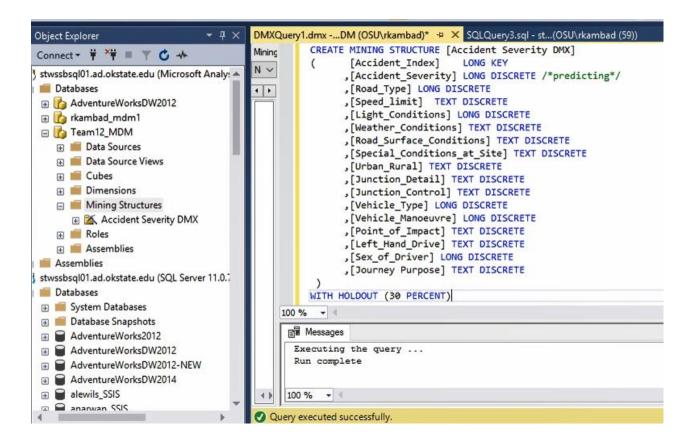
The name of the mining structure we created is: Accident Severity DMX

```
CREATE MINING STRUCTURE [Accident Severity DMX]
   [Accident Index] LONG KEY
  ,[Accident Severity] LONG DISCRETE /*predicting*/
  ,[Road_Type] LONG DISCRETE
  ,[Speed limit] TEXT DISCRETE
   ,[Light Conditions] LONG DISCRETE
  ,[Weather_Conditions] TEXT DISCRETE
  ,[Road Surface Conditions] TEXT DISCRETE
  ,[Special_Conditions_at_Site] TEXT DISCRETE
  ,[Urban Rural] TEXT DISCRETE
  ,[Junction Detail] TEXT DISCRETE
  ,[Junction_Control] TEXT DISCRETE
  ,[Vehicle_Type] LONG DISCRETE
  ,[Vehicle Manoeuvre] LONG DISCRETE
  ,[Point of Impact] TEXT DISCRETE
  ,[Left Hand Drive] TEXT DISCRETE
  ,[Sex_of_Driver] LONG DISCRETE
  ,[Journey Purpose] TEXT DISCRETE
WITH HOLDOUT (30 PERCENT)
```

The key column for the mining structure uniquely identifies an entity in the source data. We have also defined the mining columns. Additionally, we specified what portion of the data is used for testing mining models. The remaining data is used for training the models.

By default, analysis services will create a test data set which contains 30% of all the data. We can also add a specification that the test data set should contain 30% of the cases up to a maximum of 1000 cases. (reference lecture 7, slide no. 17)

In the below screenshot, we see the Accident Severity DMX mining structure created under the Mining Structure folder.



Creating Mining Models

After identifying the mining structure, we will use the ALTER MINING STRUCTURE STATEMENT to alter the mining structure and add mining models.

It is necessary to define the predictable and the input columns. Additionally, we must determine which algorithm to use.

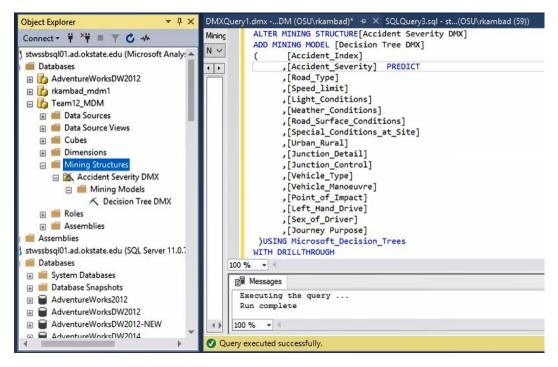
As stated earlier, we will use the following data mining techniques based on Microsoft data mining algorithms.

- Decision Tree
- Logistic Regression
- Neural Networks

Model1: Decision Tree Mining Model

```
ALTER MINING STRUCTURE[Accident Severity DMX]
ADD MINING MODEL [Decision Tree DMX]
   [Accident_Index]
   ,[Accident Severity] PREDICT
   ,[Road Type]
   ,[Speed_limit]
   ,[Light Conditions]
   ,[Weather_Conditions]
   ,[Road Surface Conditions]
   ,[Special Conditions at Site]
   ,[Urban_Rural]
   ,[Junction_Detail]
   ,[Junction Control]
   ,[Vehicle_Type]
   ,[Vehicle_Manoeuvre]
   ,[Point_of_Impact]
   ,[Left Hand Drive]
   ,[Sex of Driver]
   ,[Journey Purpose]
JUSING Microsoft Decision Trees
WITH DRILLTHROUGH
```

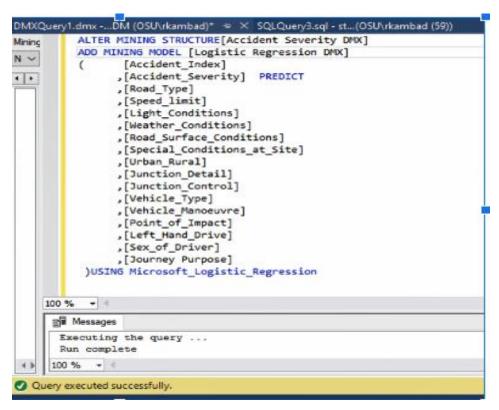
In the below screenshot, we see the Decision Tree DMX mining model created under Accident Severity DMX mining structure.



Model2: Logistic Regression Mining Model

```
ALTER MINING STRUCTURE[Accident Severity DMX]
ADD MINING MODEL [Logistic Regression DMX]
   [Accident_Index]
   ,[Accident Severity] PREDICT
   ,[Road Type]
   ,[Speed_limit]
   ,[Light Conditions]
   ,[Weather_Conditions]
   ,[Road Surface Conditions]
   ,[Special Conditions at Site]
   ,[Urban Rural]
   ,[Junction_Detail]
   ,[Junction Control]
   ,[Vehicle_Type]
   ,[Vehicle Manoeuvre]
   ,[Point_of_Impact]
   ,[Left Hand Drive]
   ,[Sex of Driver]
   ,[Journey Purpose]
)USING Microsoft_Logistic_Regression
```

In the below screenshot, we see the Logistic Regression DMX mining model created under Accident Severity DMX mining structure.



Model3: Neural Networks Mining Model

```
ALTER MINING STRUCTURE[Accident Severity DMX]
ADD MINING MODEL [Neural Network DMX]
( [Accident Index]
  ,[Accident Severity] PREDICT
   ,[Road_Type]
   ,[Speed_limit]
   ,[Light Conditions]
   ,[Weather Conditions]
   ,[Road_Surface_Conditions]
   ,[Special_Conditions_at_Site]
   ,[Urban_Rural]
   ,[Junction Detail]
   ,[Junction_Control]
   ,[Vehicle_Type]
   ,[Vehicle_Manoeuvre]
   ,[Point of Impact]
   ,[Left_Hand_Drive]
   ,[Sex_of_Driver]
   ,[Journey Purpose]
  )USING Microsoft_Neural_Network
```

```
y1.dmx -...DM (OSU\rkambad)* → ×
    ALTER MINING STRUCTURE[Accident Severity DMX]
    ADD MINING MODEL [Neural Network DMX]
          [Accident_Index]
          ,[Accident_Severity] PREDICT
          ,[Road_Type]
          ,[Speed_limit]
          ,[Light_Conditions]
          ,[Weather_Conditions]
          ,[Road_Surface_Conditions]
          ,[Special_Conditions_at_Site]
          ,[Urban_Rural]
          ,[Junction_Detail]
          ,[Junction_Control]
          ,[Vehicle_Type]
          ,[Vehicle_Manoeuvre]
          ,[Point_of_Impact]
          ,[Left_Hand_Drive]
          ,[Sex_of_Driver]
          ,[Journey Purpose]
     )USING Microsoft_Neural_Network
```

The below screenshot shows all the three mining models we created under the Accident Severity mining structure.

```
☐ Team12_MDM
     Data Sources
     Data Source Views
     ⊕ IIII Cubes
     Dimensions
     Mining Structures
       Mining Models

	✓ Decision Tree DMX

              Neural Network DMX
     ⊕ m Roles
     Assemblies
Assemblies
INSERT INTO MINING STRUCTURE [Accident Severity DMX]
  [Accident Index]
  ,[Accident_Severity]
  ,[Road_Type]
  ,[Speed limit]
  ,[Light Conditions]
  ,[Weather_Conditions]
  ,[Road Surface Conditions]
  ,[Special_Conditions_at_Site]
  ,[Urban Rural]
  ,[Junction Detail]
  ,[Junction_Control]
  ,[Vehicle_Type]
  ,[Vehicle Manoeuvre]
  ,[Point_of_Impact]
  ,[Left_Hand_Drive]
  ,[Sex of Driver]
  ,[Journey Purpose]
) OPENQUERY ([UK Accidents Database],
SELECT TOP 100000
  DimAccidents.Accident_Index
   ,Accident Severity
  ,Road_Type
  ,Speed_limit
  ,Light_Conditions
  ,Weather_Conditions
```

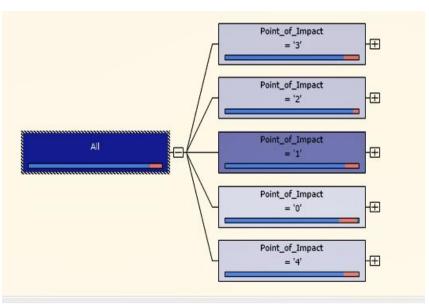
```
,Road Surface Conditions
   Special Conditions at Site
   ,Urban_Rural
   ,Junction_Detail
   Junction Control
   ,Vehicle Type
   ,Vehicle_Manoeuvre
   ,Point of Impact
   ,Left_Hand_Drive
   ,Sex of Driver
   Journey Purpose
 FROM DimAccidents,
        DimVehicles
WHERE DimAccidents. Accident Index = DimVehicles. Accident Index
 AND (Road Type <> -1 OR Road Type != 9)
 AND Light_Conditions != -1
 AND Weather Conditions != -1
 AND Road_Surface_Conditions != -1
 AND Special Conditions at Site != -1
 AND Junction Detail ! = -1
 AND Junction Control! = -1
 AND Vehicle_Type != -1
 AND Vehicle Manoeuvre!=-1
 AND Point of Impact !=-1
 AND Left_Hand_Drive!=-1
 AND (Sex of Driver !=-1 OR Sex of Driver!=3)
 AND Journey_Purpose!=-1')
uery1.dmx -...DM (OSU\rkambad)* + ×
     INSERT INTO MINING STRUCTURE [Accident Severity DMX]
          [Accident_Index]
          ,[Accident_Severity]
          ,[Road_Type]
          ,[Speed_limit]
          ,[Light_Conditions]
          ,[Weather_Conditions]
          ,[Road_Surface_Conditions]
          ,[Special_Conditions_at_Site]
          ,[Urban_Rural]
         ,[Junction_Detail]
          ,[Junction_Control]
          ,[Vehicle_Type]
          ,[Vehicle_Manoeuvre]
          ,[Point_of_Impact]
          ,[Left_Hand_Drive]
          ,[Sex_of_Driver]
          ,[Journey Purpose]
     ) OPENQUERY ([UK Accidents Database],
     'SELECT TOP 100000
          DimAccidents.Accident_Index
          ,Accident_Severity
          ,Road_Type
          ,Speed_limit
          ,Light_Conditions
          ,Weather_Conditions
```

```
.dmx -...DM (OSU\rkambad)* 🌣 🗶
         ,Road_Surface_Conditions
         ,Special_Conditions_at_Site
         ,Urban_Rural
        ,Junction_Detail
         ,Junction_Control
         ,Vehicle_Type
         ,Vehicle_Manoeuvre
,Point_of_Impact
,Left_Hand_Drive
         ,Sex_of_Driver
         ,Journey_Purpose
    FROM DimAccidents ,
          DimVehicles
   WHERE DimAccidents.Accident_Index = DimVehicles.Accident_Index
     AND (Road_Type <> -1 OR Road_Type != 9)
     AND Light_Conditions != -1
     AND Weather_Conditions != -1
AND Road_Surface_Conditions != -1
     AND Special_Conditions_at_Site != -1
     AND Junction_Detail ! = -1
     AND Junction_Control ! = -1
     AND Vehicle_Type != -1
     AND Vehicle_Manoeuvre!=-1
     AND Point_of_Impact !=-1
AND Left_Hand_Drive!=-1
     AND (Sex_of_Driver !=-1 OR Sex_of_Driver!=3)
     AND Journey_Purpose!=-1')
     100 % +
      ∰ Messages
 Executing the query ...
Run complete

    Query executed successfully.
```

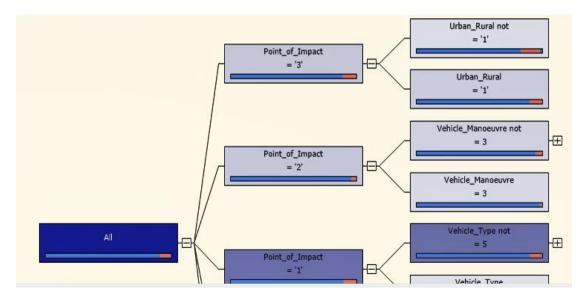
Model 1: Decision Tree

1st Level



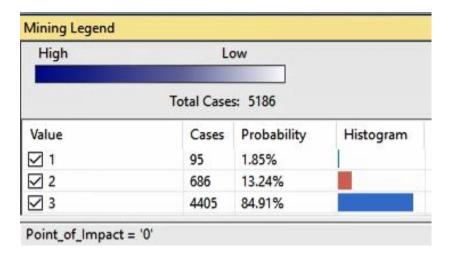
From the above decision tree output, we see that whether the point of impact is front, rear, left or right, it is the most important factor in predicting accident severity.

2nd Level

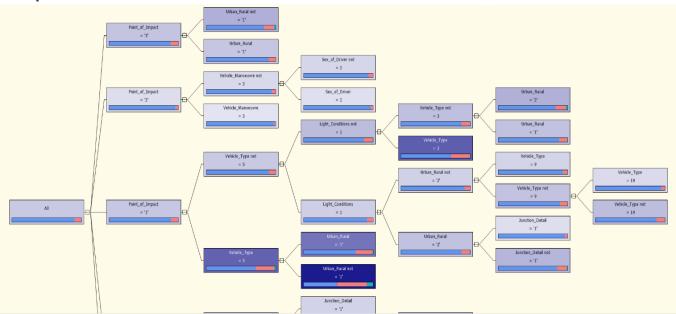


Depending upon the point of impact,

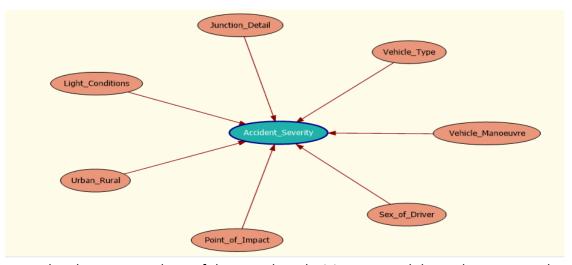
- If the point of impact is 3, the accident severity depends on location if it is urban or rural.
- If the point of impact is 2, the accident severity depends on the vehicle manoeuvre or not.
- If the point of impact is 1, the accident severity depends on the vehicle type.



Complete Decision Tree

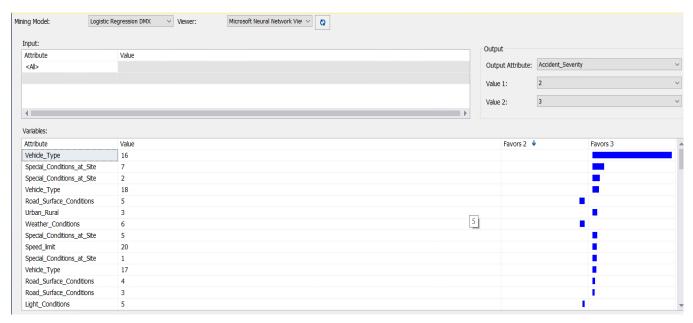


Dependency Network



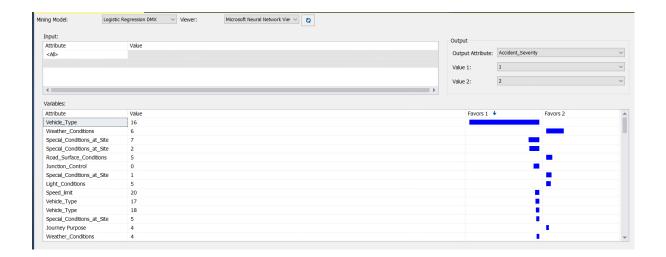
From the above screenshots of the complete decision tree and dependency network, we conclude that point of impact, location whether urban_rural ,light conditions, junction detail, vehicle type, vehicle manoeuvre, sex of the driver play good roles in predicting accident severity.





From the above logistic regression output we can say that, when we are considering Accident Severity 2 and 3, Vehicle_Type value =16 favours Accident Severity= 3. Special_conditions_at_site=7 is the next important variable which favours Accident Severity 3 the most.

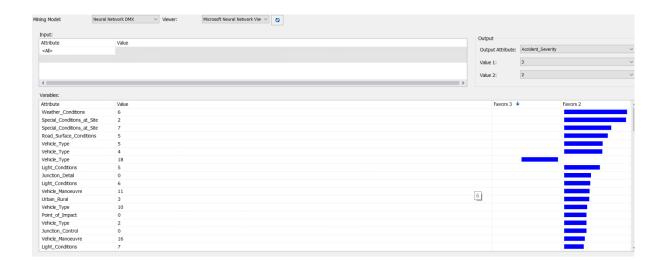
In similar manner when we are considering Accident Severity 1 and 2, vehicle_Type value 16 favors Accident Severity 1 and Weather_Conditions = 6 favours Accident Severity 2 the most.



Model3: Neural Network

The Microsoft Neural Network algorithm combines each possible state of the input attribute with each possible state of the predictable attribute and uses the training data to calculate probabilities.

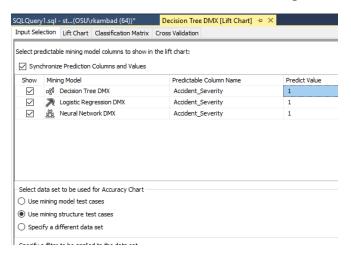
From the below neural network output we can say that weather condition = 6 favors the Accident_Severity= 2 the most. Also, 2nd most important value is special conditions at site = 2, it favors accident severity 2.

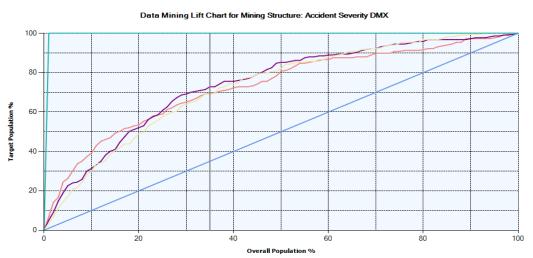


Comparison of the results

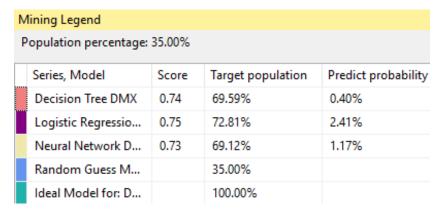
Lift Chart

Lift chart helps us to visualize the improvement we get when we use a data mining model when compared to the random guess model. Using the mining structure test cases, we constructed the lift chart for all the 3 mining models for accident severity = 1 (Fatal)





The y-axis is the accuracy measure for the corresponding population percentage we targeted which is 35%(vertical grey line in the above screenshot).



From the above charts, we can say that if we target 35% of the population,

- The Random Guess Model will correctly identify 35% of all the accident severity =1(fatal) within the population
- The ideal line/model for decision tree will correctly identify 100% of all the accident severity =1(fatal) within the population. (slope=1)
- The Decision Tree model will correctly identify 69.6% of all the accident severity =1(fatal) within the population
- The Logistic Regression model will correctly identify 72.81% of all the accident severity =1(fatal) within the population
- The Neural Network model will correctly identify 69.12% of all the accident severity =1(fatal) within the population

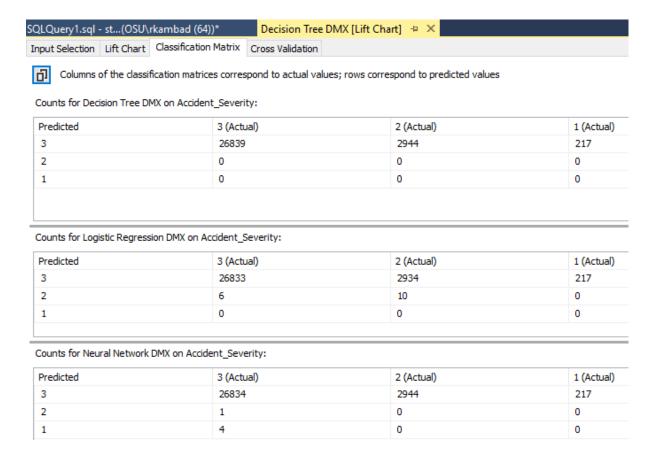
The lift score is highest for Logistic Regression model. (Although, there is not much difference between all the 3 models).

Interpreting Predict probability

- To identify the accidents from the Logistic Regression model which have accident severity = 1(fatal), we need to use a query to retrieve cases with a predict probability of at least 2.41%
- To identify the accidents from Decision Tree model which have accident severity = 1(fatal), we need to use a query to retrieve cases with a predict probability of at least 0.40%
- To identify the accidents from Neural Network model which have accident severity = 1(fatal), we need to use a query to retrieve cases with a predict probability of at least 1.71%

(Reference for lift score, chart, predict probability: Lecture 7 slide 39)

Classification Matrix



Classification interpretations

Decision tree model results predicted that 26,839 accidents would have had accident severity level 3 <u>correctly</u>. 2,944 accidents who has severity level 3, predicted wrongly that it has severity level 2. And 217 accidents who has severity level 3, predicted wrongly that it has severity level 1.

Logistic regression model results predicted that 26,833 accidents would have had accident severity level 3 <u>correctly</u>. 2,934 accidents who has severity level 3, predicted wrongly that it has severity level 2. And 217 accidents who has severity level 3, predicted wrongly that it has severity level 1.

Neural network model results predicted that 26,834 accidents would have had accident severity level 3 <u>correctly</u>. 2,944 accidents who has severity level 3, predicted wrongly that it has severity level 2. And 217 accidents who has severity level 3, predicted wrongly that it has severity level 1.

Cross Validation

We have specified target state = 1 (accident severity = 1 or fatal) and a target threshold =0.2

old Count: 5	V N	Max Cases: 0	-	Get Results
get Attribute: Accident_Se	verity V	rget State: 1	Target 1	Threshold: 0.2
Davida Tura DMV				
Decision Tree DMX Partition Index	Partition Size	Test	Measure	Value
1	14000	Classification	True Positive	0.000e+000
2	14000	Classification	True Positive	0.000e+000
3	14000	Classification	True Positive	0.000e+000
4	14000	Classification	True Positive	0.000e+000
<u>.</u> 5	14000	Classification	True Positive	0.000e+000
			Average Standard Deviat	0.000e+000 ion 0.000e+000
1	14000	Classification	False Positive	0.000e+000
2	14000	Classification	False Positive	0.000e+000
3	14000	Classification	False Positive	0.000e+000
4	14000	Classification	False Positive	0.000e+000
5	14000	Classification	False Positive	0.000e+000
			Average Standard Deviat	0.000e+000 ion 0.000e+000
1	14000	Classification	True Negative	13904
2	14000	Classification	True Negative	13904
3	14000	Classification	True Negative	13904
	14000	Classification	True Positive	0.000e+000
	14000	Classification	True Positive	0.000e+000
			Average Standard Deviation	0.000e+000 0.000e+000
	14000	Classification	False Positive	0.000e+000
	14000	Classification	False Positive	0.000e+000
	14000	Classification	False Positive	0.000e+000
	14000	Classification	False Positive	0.000e+000
	14000	Classification	False Positive	0.000e+000
			Average Standard Deviation	0.000e+000 0.000e+000
	14000	Classification	True Negative	13904
	14000	Classification	True Negative	13904
	14000	Classification	True Negative	13904
	14000	Classification	True Negative	13904
	14000	Classification	True Negative	13904
			Average Standard Deviation	13904 0.000e+000
	14000	Classification	False Negative	96
)	14000	Classification	False Negative	96

3	14000	Classific	ration	False Nega	tive 96		
4	14000	Classific		False Nega			
5	14000	Classific		False Nega			
	•	•		Average	96		
1	14000	li dastila		Standard E		00e+000	
1 2	14000 14000	Likeliho Likeliho		Log Score Log Score		475 488	
3	14000	Likeliho		Log Score		473	
4	14000	Likeliho		Log Score		489	
5	14000	Likeliho	od	Log Score	-0.3		
				Average Standard E	-0.3 Deviation 0.00		
1	14000	Likeliho	od	Lift	0.01		
2	14000	Likeliho		Lift	0.01		
3	14000	Likeliho		Lift	0.01		
4	14000	Likeliho		Lift	0.01		
5	14000	Likeliho	od	Lift Average	0.01		
				Average	Standard Deviat		0.001
1	14000		Likelihood		Root Mean Squa		0.1167
2	14000		Likelihood		Root Mean Squa		
3	14000		Likelihood		Root Mean Squ		
4	14000		Likelihood		Root Mean Squ		
5	14000		Likelihood		Root Mean Squ		
					Average		0.1163
					Standard Deviat	tion	0.0007
Logistic Regression I	DMX						
Partition Index	Partition Size		Test		Measure		Value
1	14000						
	114000		Classification		II rue Positive		1)
2			Classification Classification		True Positive True Positive		2
2	14000		Classification		True Positive		2
2 3	14000 14000		Classification Classification		True Positive True Positive		2
4	14000 14000 14000		Classification Classification Classification		True Positive True Positive True Positive		2 3 5
	14000 14000		Classification Classification		True Positive True Positive True Positive True Positive		2 3 5 2
4	14000 14000 14000		Classification Classification Classification		True Positive True Positive True Positive	tion	2 3 5
4	14000 14000 14000 14000	lc	Classification Classification Classification Classification	lF	True Positive True Positive True Positive True Positive Average Standard Deviat		2 3 5 2 2.8 1.1662
4 5	14000 14000 14000		Classification Classification Classification		True Positive True Positive True Positive True Positive Average	tion 71 96	2 3 5 2 2.8 1.1662
1	14000 14000 14000 14000	C	Classification Classification Classification Classification	F	True Positive True Positive True Positive True Positive Average Standard Deviat	71	2 3 5 2 2.8 1.1662
1 2	14000 14000 14000 14000	C	Classification Classification Classification Classification Classification	F	True Positive True Positive True Positive True Positive Average Standard Deviat alse Positive alse Positive	71 96	2 3 5 2 2.8 1.1662
1 2 3	14000 14000 14000 14000 14000 14000		Classification Classification Classification Classification Classification Classification Classification Classification Classification	F F	True Positive True Positive True Positive True Positive Average Standard Deviat alse Positive alse Positive alse Positive	71 96 83	2 3 5 2 2.8 1.1662
1 2 3 4	14000 14000 14000 14000 14000 14000 14000 14000		Classification	F F F A	True Positive True Positive True Positive True Positive Average Standard Deviat alse Positive alse Positive alse Positive alse Positive alse Positive alse Positive	71 96 83 68 63 76	2 3 5 2 2.8 1.1662
1 2 3 4	14000 14000 14000 14000 14000 14000 14000 14000	C	Classification	F F F A S	True Positive True Positive True Positive True Positive Average Standard Deviat alse Positive alse Positive alse Positive alse Positive verage verage tandard Deviation	71 96 83 68 63 76.	2 3 5 2 2.8 1.1662
1 2 3 4 5	14000 14000 14000 14000 14000 14000 14000 14000	C	Classification	F F F A S	True Positive True Positive True Positive True Positive Average Standard Deviat alse Positive	71 96 83 68 63 76. 11 13	2 3 5 2 2.8 1.1662 .2 .8895 833
1 2 3 4 5	14000 14000 14000 14000 14000 14000 14000 14000 14000 14000	C C C C C C	Classification	F F F A S T	True Positive True Positive True Positive True Positive Average Standard Deviat alse Positive	71 96 83 68 63 76. 11 13	2 3 5 2 2.8 1.1662 .2 .8895 833 808
1 2 3 4 5	14000 14000 14000 14000 14000 14000 14000 14000 14000 14000 14000 14000		Classification	F F F A A S T T T T	True Positive True Positive True Positive True Positive Average Standard Deviat alse Positive alse Positive alse Positive alse Positive alse Positive rue Negative rue Negative	71 96 83 68 63 76 11 13 13	2 3 5 2 2.8 1.1662 .2 .8895 833 808 821
1 2 3 4 5	14000 14000 14000 14000 14000 14000 14000 14000 14000 14000 14000 14000 14000		Classification	F F F A S T T T T T	True Positive True Positive True Positive True Positive Average Standard Deviate alse Positive alse Positive alse Positive alse Positive alse Positive alse Positive rue Negative rue Negative rue Negative rue Negative rue Negative	71 96 83 68 63 76 11 13 13 13	2 3 5 2 2.8 1.1662 .2 .8895 833 808 821 836
1 2 3 4 5	14000 14000 14000 14000 14000 14000 14000 14000 14000 14000 14000 14000		Classification	F F F A S T T T T T T T	True Positive True Positive True Positive True Positive Average Standard Deviat alse Positive alse Positive alse Positive alse Positive rue Negative	71 96 83 68 63 76 11 13 13 13	2 3 5 2 2.8 1.1662 .2 .8895 833 808 821 836 841
1 2 3 4 5	14000 14000 14000 14000 14000 14000 14000 14000 14000 14000 14000 14000 14000		Classification	F F F A S T T T T T T A	True Positive True Positive True Positive True Positive Average Standard Deviat alse Positive alse Positive alse Positive alse Positive rue Negative	71 96 83 68 63 76 11 13 13 13 13	2 3 5 2 2.8 1.1662 .2 .8895 833 808 821 836 841 827.8
1 2 3 4 5	14000 14000 14000 14000 14000 14000 14000 14000 14000 14000 14000 14000 14000 14000		Classification	F F F A S T T T T T A S	True Positive True Positive True Positive True Positive Average Standard Deviat alse Positive alse Positive alse Positive alse Positive alse Positive rue Negative	71 96 83 68 63 76 11 13 13 13 13 13	2 3 5 2 2.8 1.1662 .2 .8895 833 808 821 836 841 827.8 .8895
1 2 3 4 5 1 2 3 4 5	14000 14000 14000 14000 14000 14000 14000 14000 14000 14000 14000 14000 14000		Classification	F F F F F F T T T T T T F F F F F F F F	True Positive True Positive True Positive True Positive Average Standard Deviat alse Positive alse Positive alse Positive alse Positive alse Positive rue Negative	71 96 83 68 63 76. 11. 13 13 13 13 13 13 14.	2 3 5 2 2.8 1.1662 .2 .8895 833 808 821 836 841 827.8 .8895
1 2 3 4 5 1 2 3 4 5	14000 14000 14000 14000 14000 14000 14000 14000 14000 14000 14000 14000 14000 14000		Classification	F F F A S S T T T T T T A A S F F	True Positive True Positive True Positive True Positive Average Standard Deviat alse Positive alse Positive alse Positive alse Positive alse Positive rue Negative	71 96 83 68 63 76 11 13 13 13 13 13 13 14 94 94	2 3 5 2 2.8 1.1662 .8895 833 808 821 836 841 827.8 .8895
1 2 3 4 5 1 2 3 4 5 1 2 3 4 5	14000 14000 14000 14000 14000 14000 14000 14000 14000 14000 14000 14000 14000 14000 14000 14000 14000		Classification	F F F F F F F F F F F F F F F F F F F	True Positive True Positive True Positive True Positive Average Standard Deviat alse Positive alse Positive alse Positive alse Positive alse Positive rue Negative alse Negative alse Negative	71 96 83 68 63 76 11 13 13 13 13 13 13 13 14 94 94 94 93	2 3 5 2 2.8 1.1662
1 2 3 4 5 1 2 3 4 5	14000 14000 14000 14000 14000 14000 14000 14000 14000 14000 14000 14000 14000 14000		Classification	F F F F F F F F F F F F F F F F F F F	True Positive True Positive True Positive True Positive Average Standard Deviat alse Positive alse Positive alse Positive alse Positive alse Positive rue Negative	71 96 83 68 63 76 11 13 13 13 13 13 13 14 94 94	2 3 5 2 2.8 1.1662 .2 .8895 833 808 821 836 841 827.8 .8895

			<u> </u>	
			Average	93.2
		T	Standard Deviation	1.1662
1	14000	Likelihood	Log Score	-0.3843
2	14000	Likelihood	Log Score	-0.3775
3	14000	Likelihood	Log Score	-0.3831
4	14000	Likelihood	Log Score	-0.3811
5	14000	Likelihood	Log Score	-0.381
			Average	-0.3814
		T	Standard Deviation	0.0023
1	14000	Likelihood	Lift	-0.0231
2	14000	Likelihood	Lift	-0.0164
3	14000	Likelihood	Lift	-0.022
4	14000	Likelihood	Lift	-0.02
5	14000	Likelihood	Lift	-0.0199
			Average	-0.0203
			Standard Deviation	0.0023
1	14000	Likelihood	Root Mean Square Error	
2	14000	Likelihood	Root Mean Square Error	
3	14000	Likelihood	Root Mean Square Erro	or 0.1358
4	14000	Likelihood	Root Mean Square Erro	or 0.1325
5	14000 Likelihood		Root Mean Square Erro	or 0.1299
			Average	0.1354
			Standard Deviation	0.004
Neural Network DMX				
Partition Index	Partition Size	Test	Measure	Value
1	14000	Classification	True Positive	3
2	14000	Classification	True Positive	1
3	14000	Classification	True Positive	0.000e+000
4	_			
4	14000	Classification	True Positive	0.000e+000
5	14000 14000	Classification Classification	True Positive True Positive	0.000e+000 2
			True Positive	2
			True Positive Average	2 1.2
5	14000	Classification	True Positive Average Standard Deviation	2 1.2 1.1662
5 1 2	14000	Classification Classification	True Positive Average Standard Deviation False Positive	1.2 1.1662 21
1 2 3	14000 14000 14000 14000	Classification Classification Classification Classification	True Positive Average Standard Deviation False Positive False Positive False Positive	2 1.2 1.1662 21 32 26
5 1 2 3	14000 14000 14000 14000	Classification Classification Classification Classification Classification	True Positive Average Standard Deviation False Positive False Positive False Positive False Positive	2 1.2 1.1662 21 32 26
1 2 3	14000 14000 14000 14000	Classification Classification Classification Classification	True Positive Average Standard Deviation False Positive False Positive False Positive False Positive False Positive	2 1.2 1.1662 21 32 26 21 26
5 1 2 3	14000 14000 14000 14000	Classification Classification Classification Classification Classification	True Positive Average Standard Deviation False Positive False Positive False Positive False Positive False Positive Average	2 1.2 1.1662 21 32 26 21 26 25.2
5 1 2 3 4 5	14000 14000 14000 14000 14000 14000	Classification Classification Classification Classification Classification Classification	True Positive Average Standard Deviation False Positive False Positive False Positive False Positive Average Standard Deviation	2 1.2 1.1662 21 32 26 21 26 25.2 4.0694
5 1 2 3 4 5	14000 14000 14000 14000 14000	Classification Classification Classification Classification Classification Classification Classification	True Positive Average Standard Deviation False Positive False Positive False Positive False Positive Average Standard Deviation True Negative	2 1.2 1.1662 21 32 26 21 26 25.2 4.0694 13883
5 1 2 3 4 5	14000 14000 14000 14000 14000 14000 14000	Classification Classification Classification Classification Classification Classification Classification Classification	True Positive Average Standard Deviation False Positive False Positive False Positive False Positive Average Standard Deviation True Negative True Negative	2 1.2 1.1662 21 32 26 21 26 25.2 4.0694 13883 13872
5 1 2 3 4 5	14000 14000 14000 14000 14000 14000 14000 14000	Classification Classification Classification Classification Classification Classification Classification Classification Classification Classification Classification	True Positive Average Standard Deviation False Positive False Positive False Positive False Positive Average Standard Deviation True Negative True Negative True Negative	2 1.2 1.1662 21 32 26 21 26 25.2 4.0694 13883 13872 13878
5 1 2 3 4 5	14000 14000 14000 14000 14000 14000 14000 14000 14000	Classification Classification	True Positive Average Standard Deviation False Positive False Positive False Positive False Positive Average Standard Deviation True Negative True Negative True Negative True Negative	2 1.2 1.1662 21 32 26 21 26 25.2 4.0694 13883 13872 13878 13883
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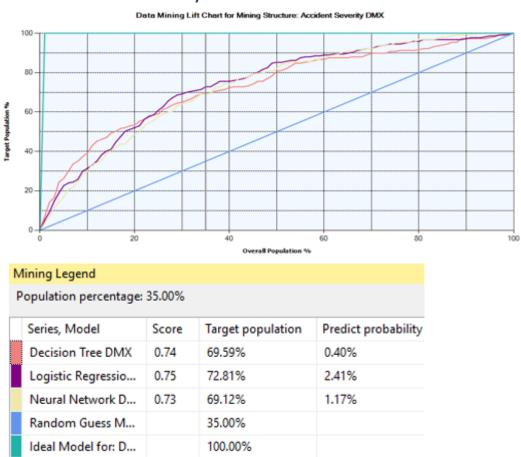
1	14000	Classification	False Negative	93
2	14000	Classification	False Negative	95
3	14000	Classification	False Negative	96
4	14000	Classification	False Negative	96
5	14000	Classification	False Negative	94
			Average	94.8
			Standard Deviation	1.1662
1	14000	Likelihood	Log Score	-0.3564
2	14000	Likelihood	Log Score	-0.3538
3	14000	Likelihood	Log Score	-0.3557
4	14000	Likelihood	Log Score	-0.353
5	14000	Likelihood	Log Score	-0.3567
			Average	-0.3551
			Standard Deviation	0.0015
1	14000	Likelihood	Lift	0.0047
2	14000	Likelihood	Lift	0.0073
3	14000	Likelihood	Lift	0.0054
4	14000	Likelihood	Lift	0.0081
5	14000	Likelihood	Lift	0.0044
			Average	0.006
			Standard Deviation	0.0015
1	14000	Likelihood	Root Mean Square Erro	or 0.136
2	14000	Likelihood	Root Mean Square Erro	
3	14000	Likelihood	Root Mean Square Erro	or 0.1345
4	14000	Likelihood	Root Mean Square Erro	
5	14000	Likelihood	Root Mean Square Erro	
	•		Average	0.1349
			Standard Deviation	0.0032

Sl.No.	Model Name	Lift Score	Log Score	RMSE
1	Decision Tree Model	0.0126	-0.348	0.116
2	Logistic Regression Model	-0.0203	-0.381	0.135
3	Neural Networks Model	0.006	-0.3551	0.135

Summary of the results

Based on our above analysis of all the models, we conclude that decision tree is the best model. Here are the reasons to conclude so.

Lift Chart for accident severity =1



Based on the above screenshot after lift chart generation, we see that though the lift score for the logistic regression is good, there is not much great difference in the lift score for decision tree model.

Classification matrix

Counts for Decision Tree DMX on Accident_Severity:

Predicted	3 (Actual)	2 (Actual)	1 (Actual)
3	26839	2944	217
2	0	0	0
1	0	0	0

Decision tree model results predicted that 26,839 accidents would have had accident severity level 3 <u>correctly</u>. 2,944 accidents who has severity level 3, predicted wrongly that it has severity level 2. And 217 accidents who has severity level 3, predicted wrongly that it

has severity level 1.

The prediction of decision model is slightly better than the other two models.

Cross validation

We have specified target state = 1 (accident severity = 1 or fatal) and a target threshold =0.2

Sl.No.	Model Name	Lift Score	Log Score	RMSE
1	Decision Tree Model	0.0126	-0.348	0.116

- The log score for the decision tree model is also closest to 0. The average prediction probability for the same model is $e^{-348} = 0.7$
- The lift score indicates that there is a 1.26% improvement in the probability of the target outcome when decision tree model is used.

Since the log and lift score for decision tree is slightly good compared to the other two models, decision tree model seems to be a good model built

Conclusion

- 1. The decision tree model is not only more accurate than other models, but the factors explained by it are also makes sense in real world.
- 2. Based on whether the point of impact is front of the vehicle, rear, sides etc., we can say how severe an accident is. Also, there will be ideally a greater number of accidents in urban_rural = 1 or 2.
- 3. The kind of vehicle we travel whether motorcycle 125 cc and under, light conditions and sex of the driver plays important roles in deciding accident severity.
- 4. Compared to the vehicle which is waiting to go (held up), the vehicles which are turning left or right or changing the lanes, they are prone to accidents.