IN SEARCH OF EFFICIENCY

Predicting Garment Employee productivity

By: Tamjid Ahsan

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Overview

- The garment industry one of the highly labor-intensive industries.
- Often production goals are not met.
- This is a high priority for an organization to achieve deadline and maximize profit by ensuring proper utilization of resources.
- Critical component of Lean manufacturing

Business Problem

- A garment production pipeline consists of a handful of sequential processes, e.g., designing, sample confirmation, sourcing and merchandising, lay planning, spreading and cutting, sewing, finishing and so on.
- To complete a whole production within a target time, these sequential processes need to be to performed efficiently. Industrial engineers strategically set a targeted productivity value against each working team in the manufacturing process.
- However, it is a common scenario that the actual productivity does not align with the target for several factors, both internal and external.

The goal is to predict whether employee met productivity, with high precision.

Methodology

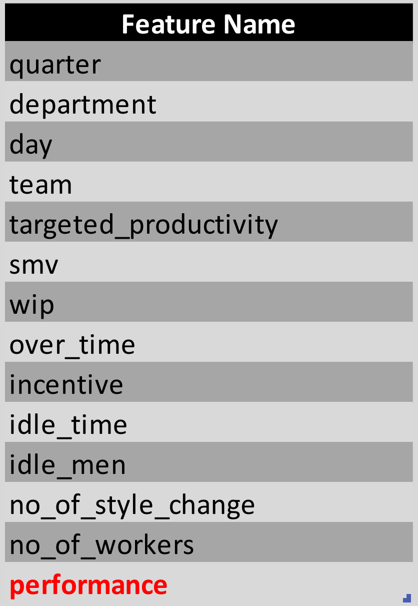
- The collected dataset contains the production data of the sewing and finishing department for three months from January 2015 to March 2015 of the renowned garment manufacturing company in Bangladesh.
- Initial dataset consists of 1197 instances and includes 13 attributes.
- Machine Learning models were used for prediction.
- Focus was on maximizing prediction the instances where production target were

  not met with high confidence.

- Using "random subsampled decision trees" modeling technique yielded

  best performance.

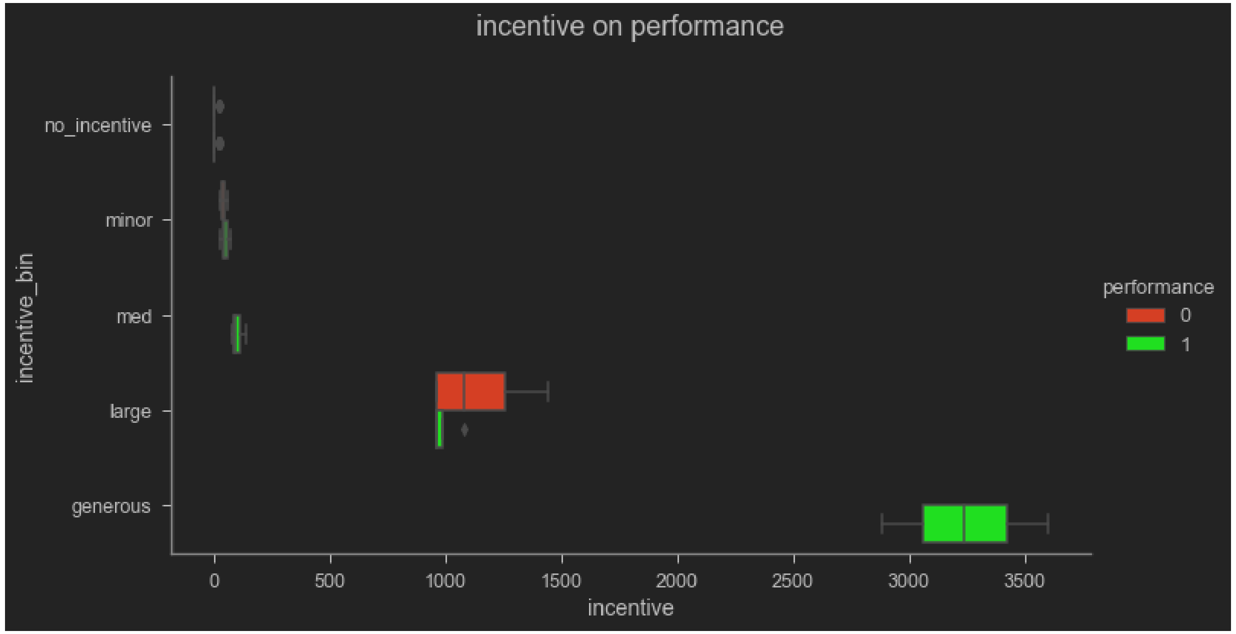
- Accuracy of 100%. (Quite uncommon outcome)

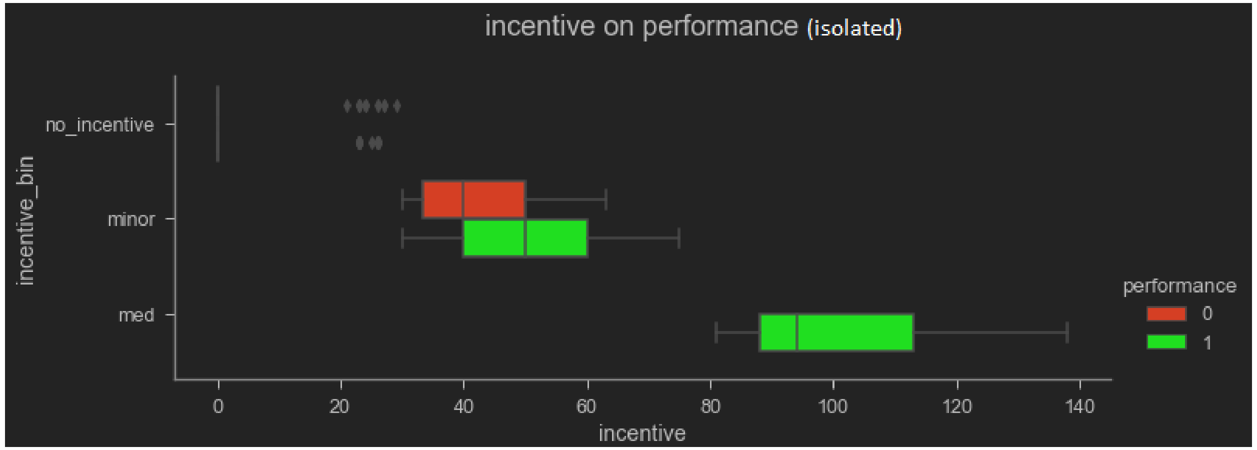


Feature Name
quarter
department
day
team
targeted_productivity
smv
wip
over_time
incentive
idle_time
idle_men
no_of_style_change
no_of_workers
performance

LET'S START WITH SOME EXPLORATION

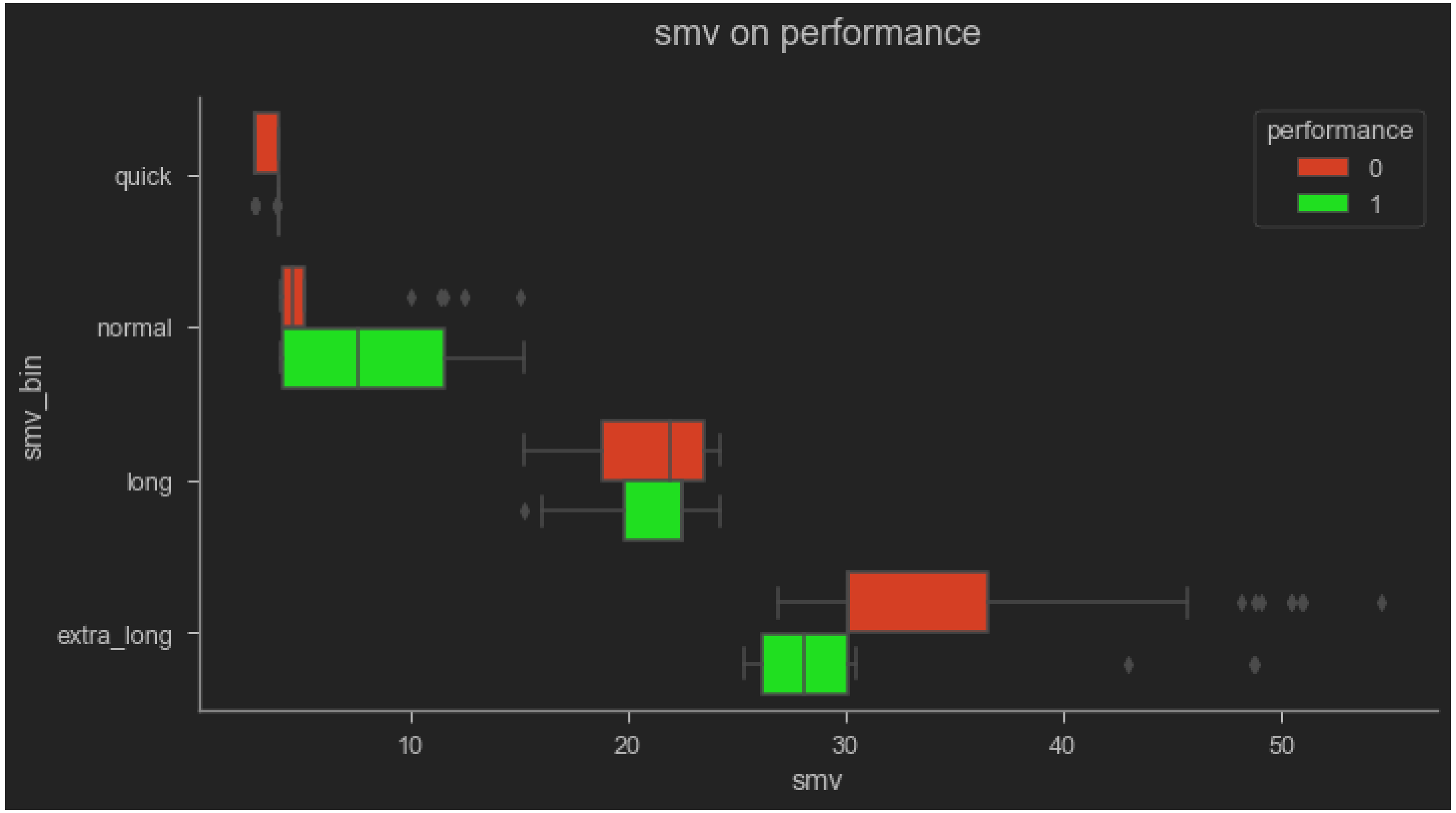
Only the Prominent Ones





Even a minor incentive have positive impact on performance.

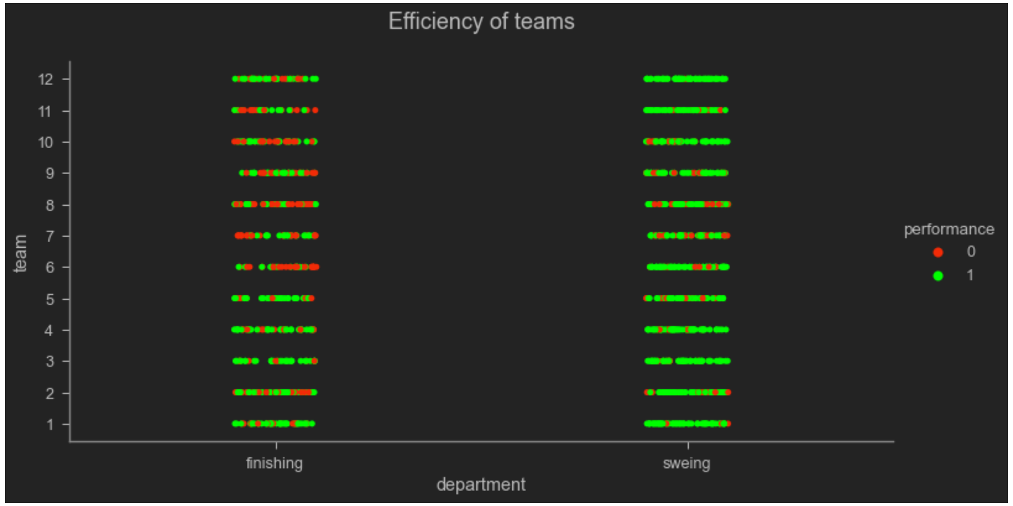
INCENTIVE

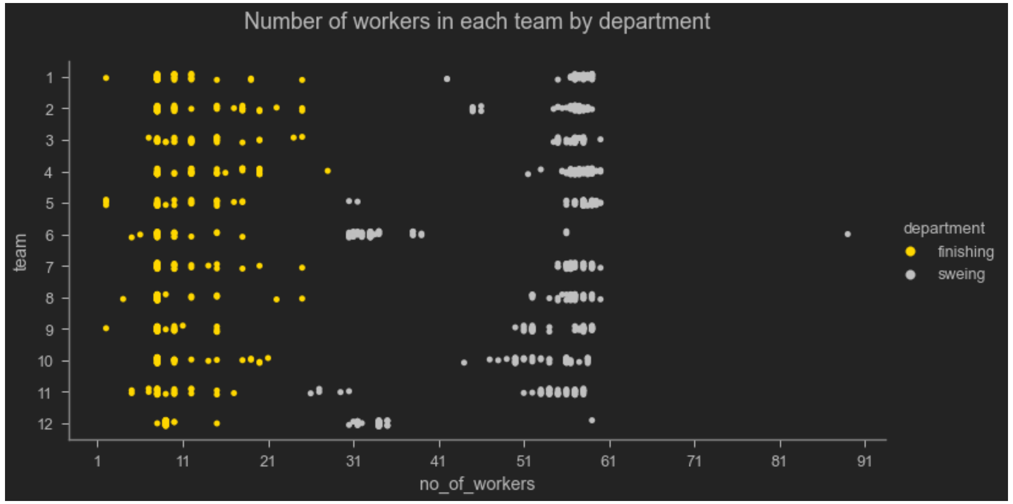


SMV

STANDARD MINUTE VALUE

Higher or lower value tends to lead towards goal not met.





Team

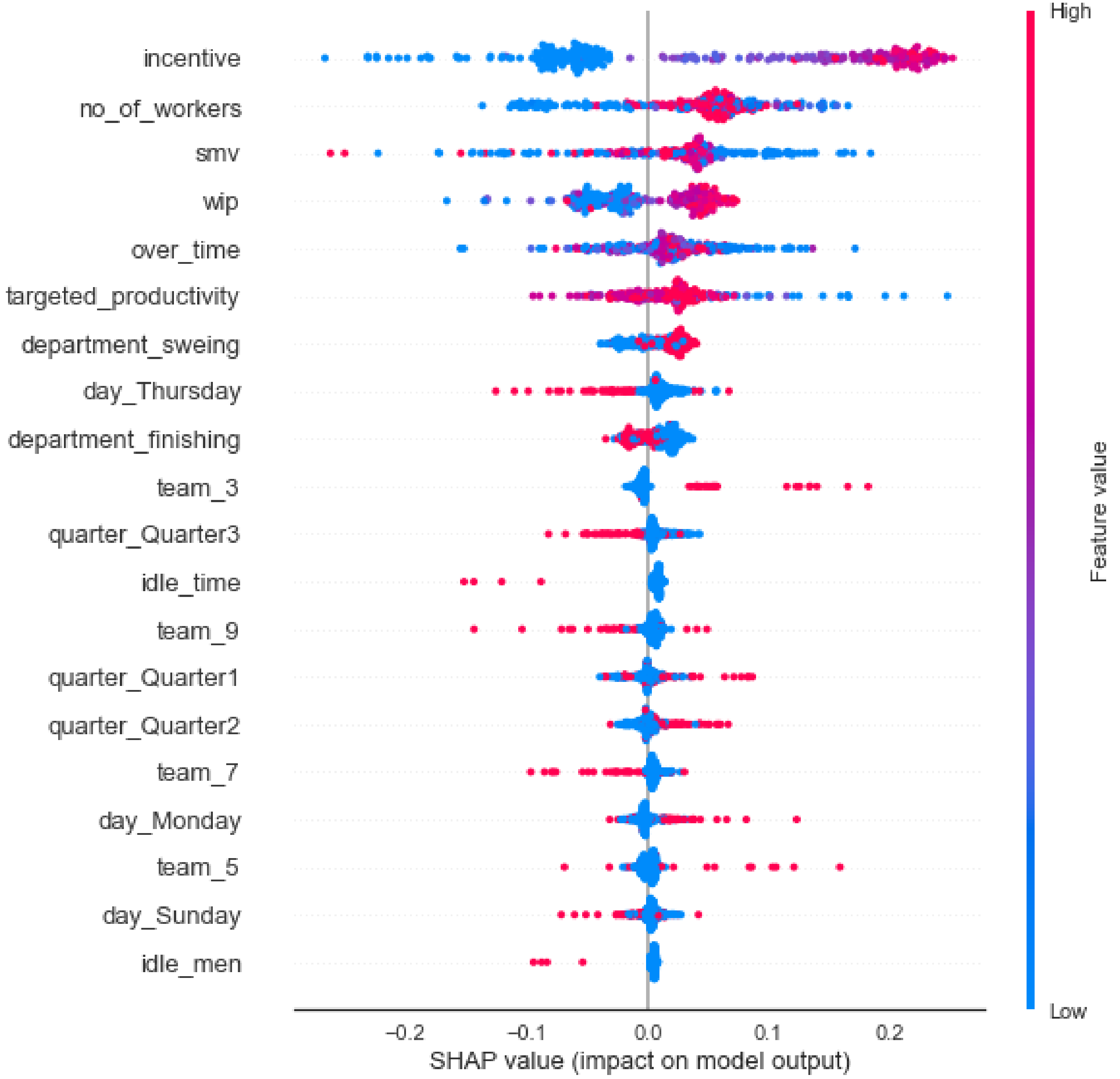
Generally finishing department worker size is low.

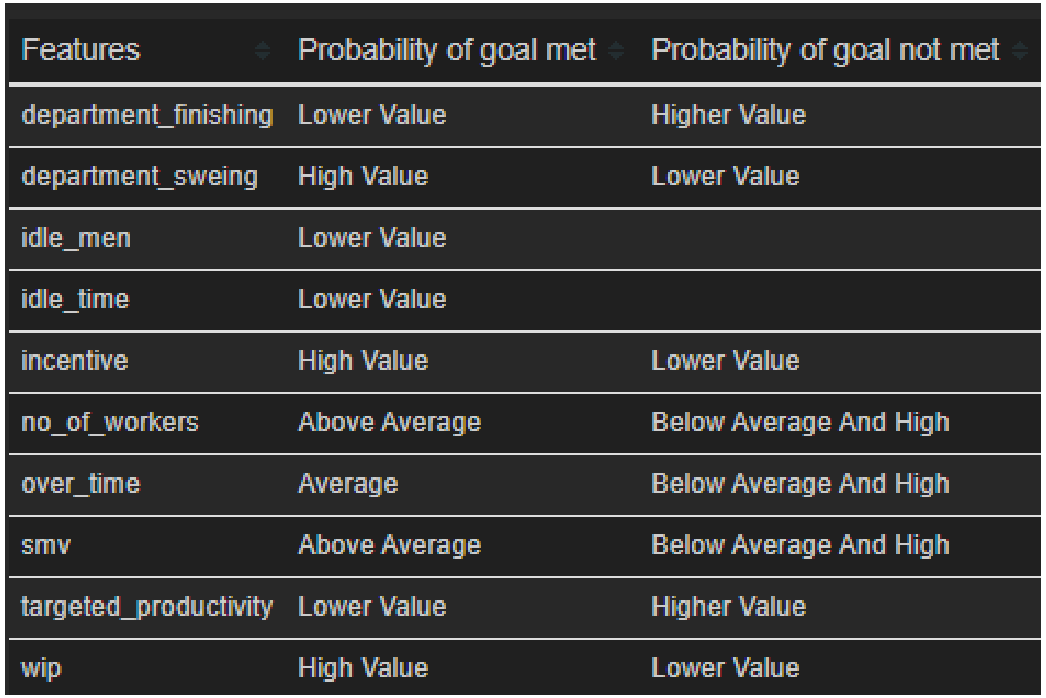
Finishing department fails to achieve goal more often.

Random Subsampled Decision Trees

PEEKING INTO A BLACK BOX

FEATURE IMPORTANCE





Features	Probability of goal met	Probability of goal not met
department_finishing	Lower Value	Higher Value
department_sweing	High Value	Lower Value
idle_men	Lower Value	
idle_time	Lower Value	
incentive	High Value	Lower Value
no_of_workers	Above Average	Below Average And High
over_time	Average	Below Average And High
smv	Above Average	Below Average And High
targeted_productivity	Lower Value	Higher Value
wip	High Value	Lower Value

Recommendations

- Use insights to tune manufacturing process.
- Use this model for predicting performance and act accordingly.

Next steps

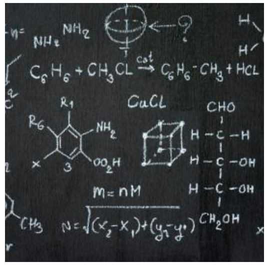
do a multi-class prediction by further binning of target.

fit a model with entire data and prepare for production use.

THANK YOU

GitHub: @tamjid-ahsan

LinkedIn:
linkedin.com/in/tamjidahsan/



Project repo:
https://github.com/tamjid-ahsan/dsc-phase-3-project

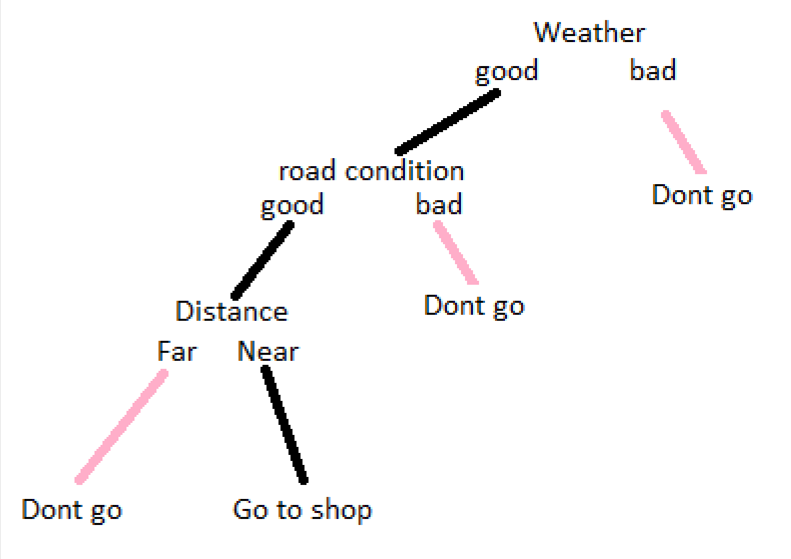
APPENDIX

Random Forest™ A.K.A. Random Subsampled Decision Trees

Let's start with a decision tree

- You want to go to grocery to by potato.
- You either go or don’t.
- Factors influence
  - Weather
  - Distance
  - Road condition

A hypothetical scenario



* The actual process is much more complex than that.
This example is more of a flow chart.

Random Forest™ A.K.A. Random Subsampled Decision Trees

Random Subsampling

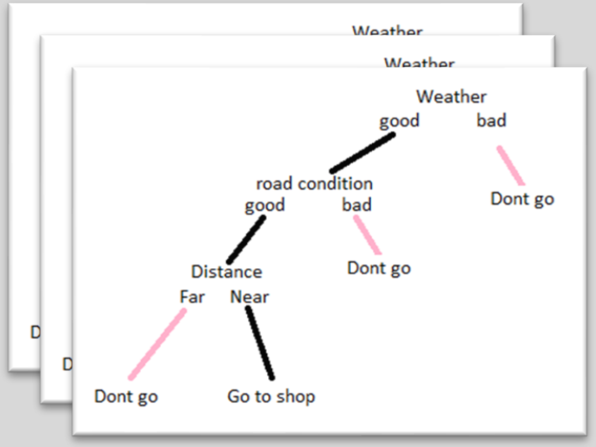
- Different combination of:
  - Weather
  - Distance
  - Road condition

Trees, with an emphasis on the "s"

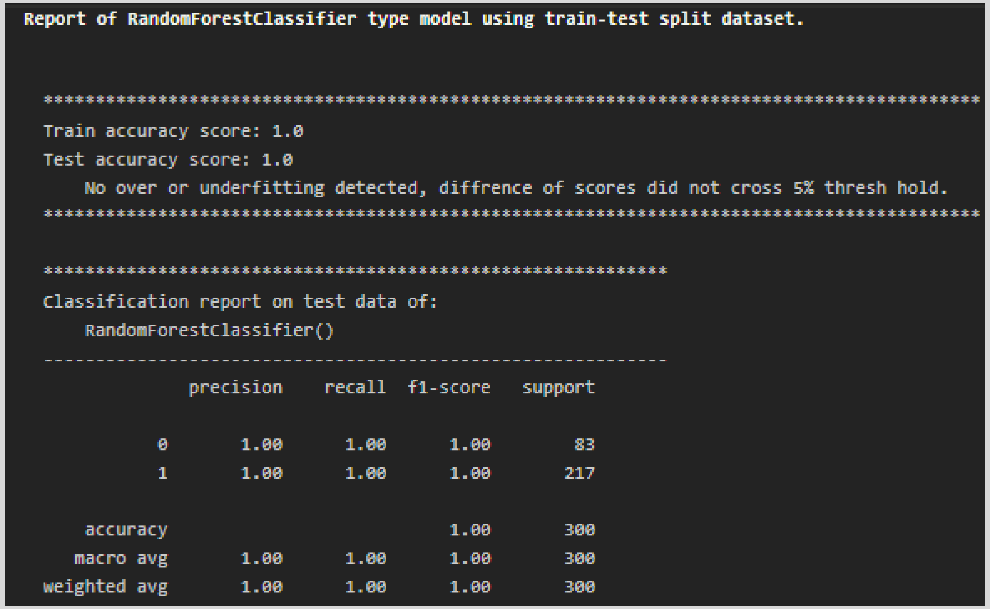
- Creates a hoard of those trees and measures performance.
- Then selects the *best performing trees.*

Best performing trees?

- You want to buy either an iPhone or android. Then ask three of your friends about suggestion.
  - Friend 1 says to **buy an iPhone** because of the brand value.
  - Friend 2 says to **buy an Android phone** because it is affordable.
  - Friend 3 says to **buy an iPhone** because of the cameras.
- Now you found out that the majority of your friends suggested an iPhone. You decided to **buy an iPhone** after finding out which decision gets the **majority votes**. This is the basic idea behind the **Random forest classifier.**



Performance Metrics of the RF model



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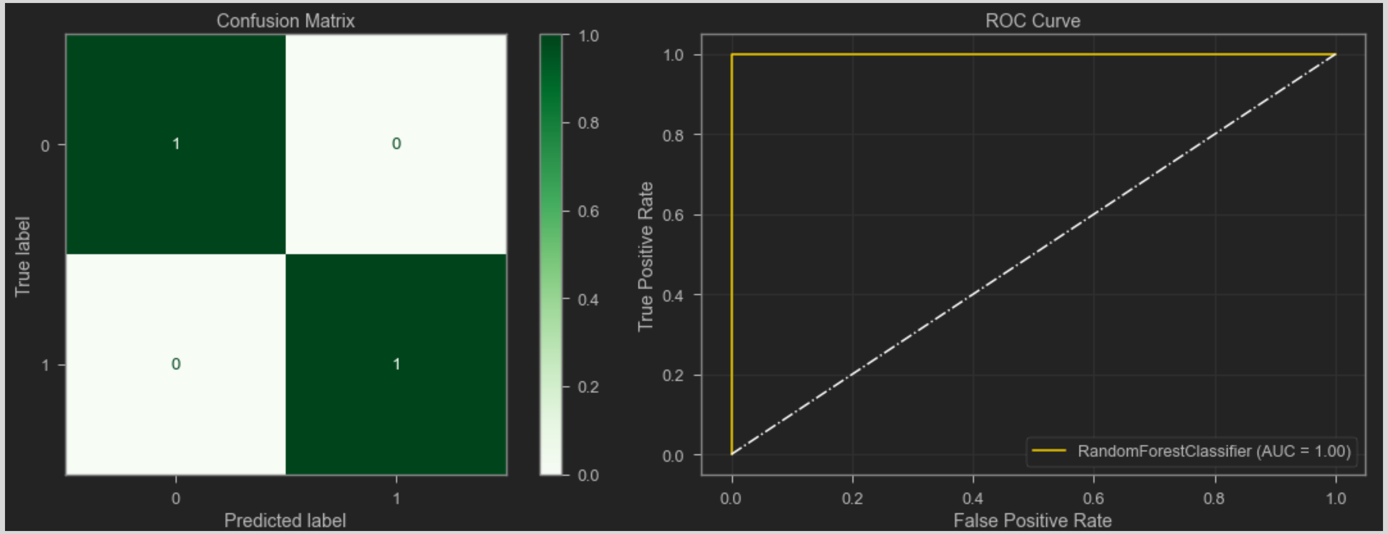
Report of RandomForestClassifier type model using train-test split dataset.


  ******************************************************************************************
  Train accuracy score: 1.0
  Test accuracy score: 1.0
      No over or underfitting detected, diffrence of scores did not cross 5% thresh hold.
  ******************************************************************************************

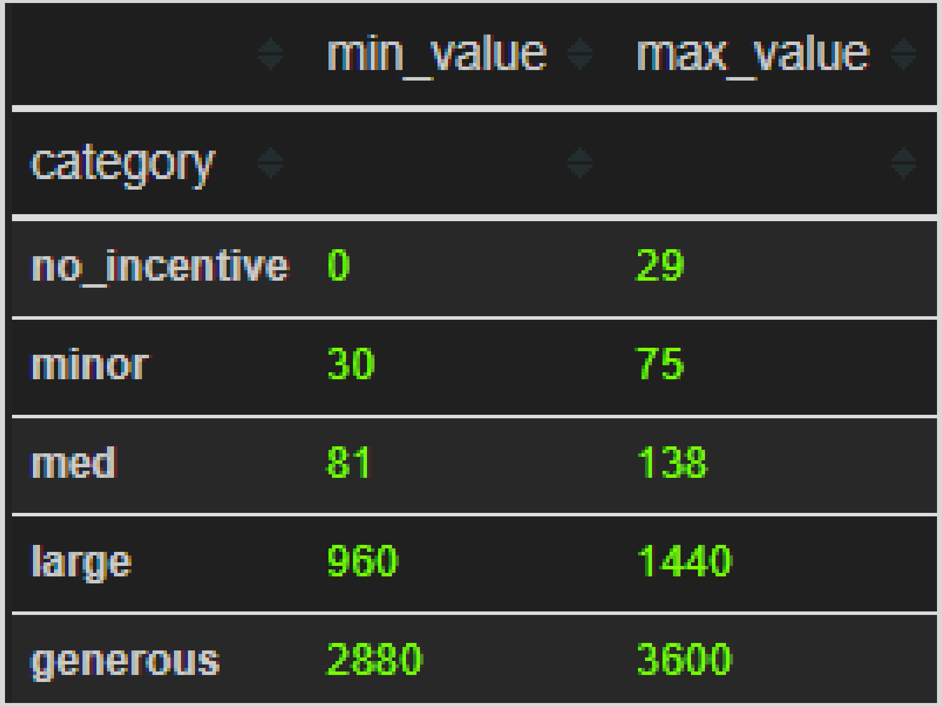
  ************************************************************
  Classification report on test data of:
      RandomForestClassifier()
  ------------------------------------------------------------
                precision    recall  f1-score   support

             0       1.00      1.00      1.00        83
             1       1.00      1.00      1.00       217

      accuracy                           1.00       300
     macro avg       1.00      1.00      1.00       300
  weighted avg       1.00      1.00      1.00       300
```

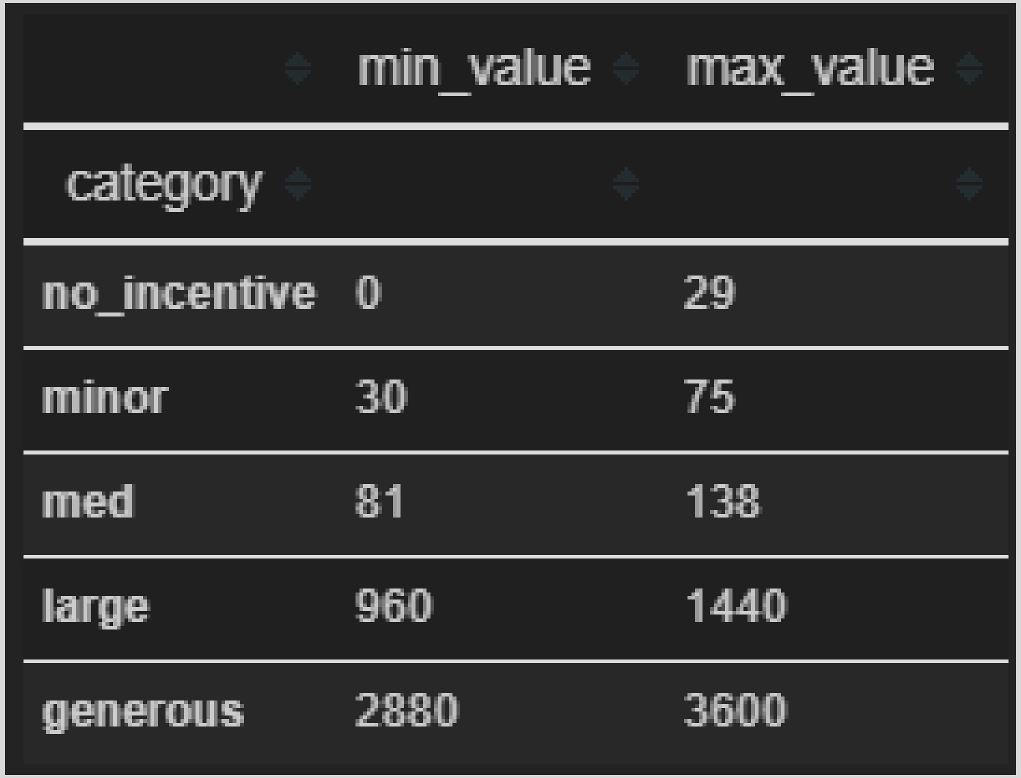


Incentive Binning



	min_value	max_value
category		
no_incentive	0	29
minor	30	75
med	81	138
large	960	1440
generous	2880	3600

SMV Binning



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