

Usage of physical and chemical parameter for predicting water quality of Lake Toba using extreme learning machine

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Abstract—Lake Toba serves as an important tourism attraction in Indonesia, especially in the region North Sumatera. The development of tourism in Lake Toba increases the concern of environmental issues, especially the water quality. Meanwhile, extreme learning machine (ELM) is a set of neural networks, which has the advantage in the calculation speed. In this paper, we implemented ELM to process water quality data and predict the water quality in Lake Toba. The prediction process is done through the combination of Python and MATLAB environment. Various activation functions is applied to the network to compare the root mean square error rate. The research shows that different activation functions and number of hidden neurons will affect the accuracy of the prediction process.

Index Terms—extreme learning machines (ELM), water quality, Lake Toba, artificial neural networks.

I. INTRODUCTION

HARO *et al.* [1] found that the water in Lake Toba, according to the result of the measurement process done in Haranggaol Horison district of Simalungun regency in North Sumatera province, is described as the water resource containing pollutants, ranging from low to medium level. The waste produced from households, industries, agricultural industries, and public transportations, are the main source of water pollution in Lake Toba. Moreover, the development of water hyacinth population and the waste from river streams flowing into Lake Toba, are also the source of water pollution in Lake Toba.

While the tourism industry develops in North Sumatera, mainly in Lake Toba, the possibility of environmental issues which occurred in Lake Toba, mainly the water quality, is increased. The change of water quality will also affect the water ecosystem in Lake Toba. Therefore, a proper water quality assessment is required in order to control water quality in lake Toba.

Various method has been implemented to process water quality data. Artificial neural network, which has the same working mechanism with the biological brain, has been implemented in several researches, including screw insertion process [2], electric system stability monitoring [3], and wind turbine [4].

The main problem of prediction process using artificial neural network is the computation time, especially when the

network receives big amount of data. Shibata & Ikeda [5] found that the number of hidden neurons used in the artificial neural network correlates with the learning speed of the network itself. Deng *et al.* [6] found that the backpropagation learning algorithm, which is introduced by Werbos [7] and Rumelhart *et al.* [8], has difficulty in processing data with the big size, which results in slower performance.

Researches have been done in improving the learning speed of the artificial neural network. Chandra & Sharma introduce parameterized multilayer perceptron [9] and parameterized deep neural network [10] to improve computational time of the artificial neural network. Hinton & Teh [11] develop the improved deep belief neural networks, resulting in faster learning speed.

Extreme learning machines (ELM) is one of the methods used to improve computational time in artificial neural network. ELM is proposed by Huang *et al.* [12] ELM is introduced to single hidden layer feedforward neural networks, by randomizing hidden layer neurons using Moore-Penrose inverse. This method results in the improvement of computational time.

Extreme learning machine has been implemented in various researches. Fu *et al.* [13] implemented extreme learning machine for liver tumor detection, by examining liver CT scan imagery. Pangaribuan & Suharjito [14] implemented extreme learning machine for diabetes mellitus diagnosis. Meanwhile, Zhai & Du [15] implemented extreme learning machine for vegetation species recognition.

In this research, the water quality data is processed using extreme learning machine. The water quality data is obtained from the research done by Rahmat *et al.* [16], and will be processed by the extreme learning machine. The result of this process will be compared according to the activation function used in the network.

II. THEORETICAL BACKGROUND

In this research, artificial neural network is applied with extreme learning machine, to increase the speed of prediction process. The theoretical background of the methodology used in this research is explained as follows:

A. Artificial neural networks

Hammerstrom [17] defines artificial neural networks as a computational structure, which is developed in line with the working mechanism of the biological brain. According to Uhrig [18], the artificial neural network consists of a set of processing elements, which are joined by the connection of input weights. The processing elements are arranged into the sequence of layers, most commonly classified as input layer, hidden layer, and output layer. Each processing unit receives input from the connection, which will be calculated by the activation function of the unit itself. The result of the activation function will be passed to the other unit.

The two main operations performed by the artificial neural network is training and testing operation [18]. Training a neural network is needed once the architecture of the network has been constructed [19]. Meanwhile, the testing process is performed after training process is done.

Training process is the process where the neural network constructed for the application is given the random input weights. According to [20], the training process of the artificial neural network is classified to two methods, namely supervised training and unsupervised training. Supervised training is done to the artificial neural network by giving the network sample data with targeted result. Meanwhile, to perform unsupervised training on an artificial neural network, a sample data is processed by the network, without a finite final result.

B. Extreme learning machine (ELM)

According to Sun *et al.* [21], extreme learning machines (ELM) refers to a learning method applied in artificial neural networks. The architecture of neural network utilized in extreme learning machine is single hidden layer feedforward neural networks.

Extreme learning machines is proposed by Huang *et al.* [12] to increase the calculation speed of artificial neural networks, by randomizing the hidden layer. They stated that the feed-forward neural network utilizes slow gradient based learning, which results in longer computational time. The randomization of the hidden layer results in faster computational speed, along with higher processing result accuracy.

A single hidden layer feedforward neural network is defined by (1):

$$f_n(x) = \sum_{i=1}^n G_i(x, a_i, b_i) * \beta_i, a_i \in R^d, b_i, \beta_i \in R \quad (1)$$

where $G_i(\cdot)$ refers to the activation function calculated in the i th hidden neuron, a_i refers to the input weight received by the i th hidden neuron from input neuron, b_i refers to the bias weight of the hidden neuron, and β_i refers to output weight of the hidden neuron.

For each additional nodes, G_i is defined from the additional node activation function g , as described by (2):

$$G_i(x, a_i, b_i) * \beta_i = g(a_i \times x + b_i) \quad (2)$$

Equation (3) is implemented when the hidden neuron implements RBF as the activation function.

$$G_i(x, a_i, b_i) * \beta_i = g(b_i \| x - a_i \|) \quad (3)$$

Suppose a training data set $N = \{(x_i, t_i) \mid x_i \in R_n, t_i \in R_m, i = 1, \dots, L\}$, with x_i represents the training data, t_i represents the class label of the sample for each instance, and L is defined as the number of hidden nodes. When implementing the extreme learning machine for training the neural network, the steps are done as follows:

- Assign input weights w_i and biases b_i , where $i = 1, \dots, L$,
- Calculate the hidden layer output matrix as H ,
- Calculate the output weight, as defined in (4):

$$\beta = H^\dagger T \quad (4)$$

where $T = [t_1, \dots, t_N]^T$ and H^\dagger refers to the Moore-Penrose inverse of matrix H .

III. METHODOLOGY

This section provides explanation about the methodology used in the research, including the water quality data utilized in the research.

A. Utilized Data

This research utilizes water quality data obtained by Rahmat *et al.* [16]. The water quality data includes physical and chemical parameters recorded in subsequent time. The data is obtained in different locations, as shown in Fig. 1.



Fig. 1. Locations of Data Acquisition [16]

B. General Architecture

The general architecture of the application is shown by Fig. 2. The development of the application is done in combination of Python and MATLAB environment.

The general architecture of the application consists of six steps, which are explained as follows:

- 1) Data normalization: The water quality data is recorded by Rahmat *et al.* [16] by the format shown by Fig 3. The recorded values are separated by semicolon sign, thus needs rearrangement and normalization. According to Patro *et al.* [22], normalization is a pre-processing stage of the problem sets, by which the data will be scaled by the certain range, in order to enable the algorithm to work.
- 2) Define the number of hidden neuron: This process will be performed after data normalization process is done. According to Heaton [23], the number of hidden neuron has to be defined by using following rules:

in a graph, showing training error rate, training time, testing error time, and testing time. The appearance of the result view is shown in Fig 5.

Silakan tulis hasil penelitian di sini.

V. CONCLUSION

The water quality prediction is done by implementing extreme learning machines (ELM), based on the water quality data recorded by Rahmat *et al.* [16], by applying different variations of activation functions and number of hidden neurons.

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