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PREFACE

Assalaamu 'alaykum warahmatullahi wabarakaatuh,

The CITSM 2018 is in the general area of communication and information technology. It provides a forum for presenting and discussing the latest innovations, results and developments in IT Management & organizations, IT Applications, Cyber & IT Security, and ICT. The main objective of this conference is to provide a forum for engineers, academia, scientist, industry, and researchers to present the result of their research activities in the field of Computer and Information Technology. The primary focus of the conference is to create an effective medium for institutions and industries to share ideas, innovations, and problem solving techniques.

There are 282 papers submission and only 150 papers are accepted and 147 papers have been registered and presented. Accepted papers will be presented in one of the regular sessions and will be published in the conference proceedings volume. All accepted papers are submitted to IEEEExplore. IEEE Conference Number: # 43622. Catalog Number: CFP1837Z-PRT, ISBN: 978-1-5386-5433-0, CFP1837Z-USB, ISBN: 978-1-5386-5434-7.

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Wa billahi taufiq wal hidaayah.

Wallahul muwaffiq ila aqwamit-tharieq.

Wasalaamu 'alaykumu warahmatullahi wabarakaatuh.

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TABLE OF CONTENT

FRONT MATTER	ii-iv
PREFACE	v
COMMITTEES	vi-xi
TABLE OF CONTENT	xii-xxvi
1 Pinning-Up Green IT for Competitive Advantage In Education Industries <i>Doni Purnama Alamsyah, Rizal Amegia Saputra, Tuti Alawiyah, Herlan Sutisna, Dini Silvi Purnia and Miftah Farid Adiwisastra</i>	1-5
2 Intra-Integration Conceptual Framework using OBASHI Model Toward Business-IT Communication, Case Study: UKRIDA' IT Infrastructure Division <i>Marcel</i>	6-11
3 Secure and Effective Reengineering Information System and Business Processes of Cross-Border Control between the Republic of Indonesia and the Republic Democratic of Timor-Leste <i>Fransiskus M.H. Tjiptabudi, Skolastika Siba Igon, Raul Bernardino and Asep Taufik Muharram</i>	12-18
4 Analysis of Project Integration on Smart Parking System in Telkom University <i>Muharman Lubis, Rahmat Fauzi, Arif Ridho Lubis and Rokhman Fauzi</i>	19-24
5 A Case Study of Universities Dormitory Residence Management System (DRMS) in Indonesia <i>Muharman Lubis, Rokhman Fauzi, Arif Ridho Lubis and Rahmat Fauzi</i>	25-30
6 The Influence of Iteration Calculation Manipulation on Social Network Analysis toward Twitter's Users Against Hoax in Indonesia with Single Cluster Multi-Node Method Using Apache Hadoop Hortonworkstm Distribution <i>Husain Faiz Karimi, Arini, Siti Ummi Masruroh and Fitri Mintarsih</i>	31-36
7 Indonesia National Cybersecurity Review: Before and After Establishment National Cyber and Crypto Agency (BSSN) <i>Mulyadi and Dwi Rahayu</i>	37-42

8	Big Data Analysis Using Hadoop Framework and Machine Learning as Decision Support System (DSS) (Case Study: Knowledge of Islam Mindset) <i>Nurhayati and Busman</i>	43-48
9	Thresholding Technique in the Application of Sclera Segmentation <i>Fahmi Akmal Dzulkifli, Mohd Yusoff Mashor and Karniza Khalid</i>	49-54
10	Underwater Image Enhancement Using Guided Joint Bilateral Filter <i>Muhammad Nasir, Arini and Feri Fahrianto</i>	55-60
11	Fuzzy Tahani Algorithm and REST Web Service for Tourist Destination Recommendation <i>Yana Aditia Gerhana, Dian Sa'Adillah Maylawati, Wisnu Uriawan and Galfin Muzani Syukur</i>	61-66
12	The Employee Promotion Base on Specification Job's Performance Using: MCDM, AHP, and ELECTRE Method <i>Akmaludin, Mohammad Badrul, Linda Marlinda, Sopiyan Dalis, Sidik and Budi Santoso</i>	67-71
13	NFC Based Mobile Attendance System with Facial Authorization on Raspberry Pi and Cloud Server <i>Siti Ummi Masruroh, Andrew Fiade and Imelda Ristanti Julia</i>	72-77
14	An Investigation on Factors that Affect Trust Model Toward The E-Government Procurement Success Factors In Indonesia <i>Herlino Nanang, Yusuf Durachman, Imam Subchi, Ahmad F. Misman, and Zahidah Zulkifli</i>	78-82
15	Comparative Studies: The Effect of Service Quality System toward Customer Satisfaction on TIKI and JNE <i>Nur Komariah, Suryana H Achmad and Rahmat Hidayat</i>	83-87
16	Implementation of Data Collecting Platform Over Distributed Sensors for Global Open Data for Agriculture and Nutrition <i>Yuyanto and Suryadiputra Liawatimena</i>	88-94
17	Identification and Position Estimation Method with K-Nearest Neighbour and Home Occupants Activity Pattern <i>Alfatta Rezqa Winnersyah, Feri Fahrianto and Nenny Anggraini</i>	95-98
18	Performance Evaluation DMVPN Using Routing Protocol RIP, OSPF, And EIGRP <i>Andrew Fiade, Khairul Hamdi Putra Widya, Siti Ummi Masruroh, and Imelda Ristanti Julia</i>	99-104

19	Comparison of Optimization of Algorithm Particle Swarm Optimization and Genetic Algorithm with Neural Network Algorithm for Legislative Election Result <i>Mohammad Badrul, Frieyadie, Akmaludin, Dwi Arum Ningtyas, Daning Nur Sulistyowati, and Nurajijah</i>	105-111
20	Noise Reduction through Bagging on Neural Network Algorithm for Forest Fire Estimates <i>Rangga Sanjaya, Fitriyani, Suharyanto and Diah Puspitasari</i>	112-116
21	Open Data and Right to Information in Malaysia: A Comparative Analysis <i>Mahyuddin Daud and Sonny Zulhuda</i>	117-121
22	Classification of Science, Technology and Medicine (STM) Domains with PSO and NBC <i>Erfian Junianto, Mayya Nurbayanti Shobary, Rizal Rachman, Ai Ilah Warnilah and Bambang Kelana Simpony</i>	122-127
23	Feature Selection of Diabetic Retinopathy Disease Using Particle Swarm Optimization and Neural Network <i>Asti Herliana, Toni Arifin, Sari Susanti and Agung Baitul Hikmah</i>	128-131
24	Measuring Quality of Information System Through Delone Mclean Model in Online Information System of New Student Registration (SISFO PPDB) <i>Jamal Maulana Hudin, Yusti Farlina, Rizal Amegia Saputra, A. Gunawan, Denny Pribadi and Dwiza Riana</i>	132-137
25	Addressing the Threats of Online Theft of Trade Secret and Cyber Espionage in Malaysia: The Legal Landscape <i>Juriah Abd Jalil</i>	138-143
26	Review of Customer-Centered Knowledge Management Models: Goals and Key Factors <i>Muhammad Fadhil Dzulfikar, Iik Wilarso and Deki Satria</i>	144-148
27	IT Operation Services: Impacts of Maturity Levels of IT Governance on Online Stores in West Kalimantan <i>Sandy Kosasi, Harjanto Prabowo, Dyah Budiastuti and Vedyanto</i>	149-154

28	Implementation of The Naïve Bayes Algorithm with Feature Selection using Genetic Algorithm for Sentiment Review Analysis of Fashion Online Companies <i>Siti Ernawati, Eka Rini Yulia, Frieyadie, and Samudi</i>	155-159
29	Systematic Implementation of ASM (Asset Management System) <i>Dwi Sari and Alex Elentukh</i>	160-164
30	Sentiment Analysis of Online Auction Service Quality on Twitter Data: A case of E-Bay <i>Calandra Alencia Haryani, Achmad Nizar Hidayanto, Nur Fitriah Ayuning Budi and Herkules</i>	165-169
31	Improving The Accuracy of Neural Network Technique with Genetic Algorithm for Cervical Cancer Prediction <i>Herlambang Brawijaya, Slamet Widodo and Samudi</i>	170-176
32	Certainty Factors in Expert System to Diagnose Disease of Chili Plants <i>Anik Andriani, Anastasya Meyliana, Sardiarinto, Wahyu Eko Susanto and Supriyanta</i>	177-182
33	Analysis Model of User Acceptance Knowledge Management System (KMS) at PT. Samsung R&D Institute Indonesia (SRIN) <i>Imam Marzuki Shofi, Sitti Rahajeng N Puspitasari and Ahmad Nurul Fajar</i>	183-187
34	Protecting Consumers from Misleading Online Advertisement for Herbal and Traditional Medicines in Malaysia: Are the Laws Sufficient? <i>Suzi Fadhilah Ismail, Mahyuddin Daud, Juriah Abd Jalil, Ida Madieha Abd Ghani Azmi, and Sahida Safuan</i>	188-193
35	The User Acceptance of Service Desk Application System Description <i>Muhammad Qomarul Huda, Rinda Hesti Kusumaningtyas and Bella Marisela Caroline</i>	194-198
36	Pornographic Novel Criterion on Indonesian Cultural Background <i>Hartatik, Arief Setyanto and Kusrini</i>	199-203
37	Improvement Accuracy of Instant Noodle Product Selection Using Method ANP <i>Asbon Hendra Azhar, Ratih Adinda Destari, and Linda Wahyuni</i>	204-209

- 38 An Improved of Stemming Algorithm for Mining Indonesian Text with Slang on Social Media 210-215
Dian Sa'Adillah Maylawati, Wildan Budiawan Zulfikar, Cepy Slamet, Muhammad Ali Ramdhani, and Wisnu Uriawan
- 39 Beaufort Cipher Algorithm Analysis Based on the Power Lock-Blum Blum Shub In Securing Data 216-219
Rita Novita Sari and Ratna Sri Hayati
- 40 Applying Fuzzy Multiple-Attribute Decision Making Based on Set-pair Analysis with Triangular Fuzzy Number for Decent Homes Distribution Problem 220-226
Irvanizam, Intan Syahrini, Razief Perucha Fauzie Afidh, Muhammad Reki Andika and Hizir Sofyan
- 41 The Use of FIFO Method for Analysis and Design Inventory Information System 227-230
Meinarini Utami, Dwi Sabarkhah, Elvi Fetrina, and M. Qomarul Huda
- 42 Enhancement of Independence and Students Learning Outcomes by Using Self-Directed Learning 231-235
Nita Syahputri, Ommi Alfina, Ulfah Indriani, and Fithri Tahel
- 43 Expert System Diagnose Tuberculosis Using Bayes Theorem Method and Shafer Dempster Method 236-239
Dedi Leman, Yudi, and Muhammad Fauzi
- 44 Educational Games as A learning media of Character Education by Using Multimedia Development Life Cycle (MDLC) 240-243
Sri Lestari Rahayu, Fujiati, and Rofiqoh Dewi
- 45 Strategies to Improve Human Resource Management using COBIT 5 (Case Study: Center for Data and Information Systems (Pusdatin) Ministry of Agriculture) 244-247
Fitroh, Arbaiti Damanik and Asep Fajar Firmansyah Iwa Airlangga
- 46 Assessment of Relationship Management using ODS (Online Database System) at the Ministry of Cooperatives and SMEs with the Community Based on COBIT 5 248-252
Fitroh, Suci Ratnawati, and Tyas Rosiana Dewi
- 47 Hybrid Cryptography WAKE (Word Auto Key Encryption) and Binary Caesar Cipher Method for Data Security 253-257
Mikha Sinaga and Nita Sari Br Sembiring

48	A Forward Chaining Trace Analysis In Diagnosing Tamarillo Disease	258-261
	<i>Mikha Dayan Sinaga, Bob Subhan Riza, Juli Iriani, Ivi Lazuly, Daifiria, Edy Victor H.</i>	
49	Analysis of Dempster Shafer Method In Diagnosing Diseases Inflamed By Salmonella Bacteria	262-267
	<i>Nita Sembiring and Mikha Sinaga</i>	
50	Identification of Giemsa Stained Of Malaria Using K-Means Clustering Segmentation Technique	268-271
	<i>Edy Victor Haryanto S, M. Y. Mashor, A.S. Abdul Nasir, and Zeehaida Mohamed</i>	
51	Application of Fuzzy Multi Criteria Decision Making Determining Best Cooking Oil	272-277
	<i>Hardianto, Nogar Silitonga, Bob Subhan Riza, and Edy Victor Haryanto S</i>	
52	The Implementation of Balanced Scorecard Method to Measure Study Program Key Performance Indicators	278-281
	<i>Ratna Sri Hayati, Rita Novita Sari, and Ivi Lazuly</i>	
53	Management Information Systems Doctorate Program of Educational Management	282-286
	<i>Mukhneri Mukhtar, Andi B Fransiska and Mochamad Wahyudi</i>	
54	Election Public Transport Based Online for Women Using Importance Performance Analysis (IPA)	287-291
	<i>Linda Marlinda, Yusuf Durachman, Wahyu Indrarti, Eva Zuraidah and Dinar Ajeng Kristiyanti</i>	
55	Sentiment Analysis of State Officials News On Online Media Based On Public Opinion Using Naive Bayes Classifier Algorithm And Particle Swarm Optimization	292-298
	<i>Ali Idrus, Herlambang Brawijaya and Maruloh</i>	
56	TAM Approach on E-Commerce of Aircraft Ticket Sales On Consumer Purchase Intention	299-304
	<i>Gusti Syarifudin, Bahtiar Abbas and Pantri Heriyati</i>	
57	Comparative Analysis of Application Quality Between Appserv and Xampp Webserver By Using AHP Based On ISO/IEC 25010:2011	305-309
	<i>Fhery Agustin, Helmi Kurniawan, Yusfrizal and Khairul Ummi</i>	
58	Effectiveness of IT Governance of Online Businesses with Analytical Hierarchy Process Method	310-315

- 59 Analysis of K-Means and K-Medoid's Performance Using Big Data 316-320
 Technology (Case Study: Knowledge of Shia History)
Nurhayati, Nadika Sigit Sinatrya, Luh Kesuma Wardani and Busman

- 60 A Comparison Tsukamoto and Mamdani Methods in Fuzzy 321-327
 Inference System for Determining Nutritional Toddlers
Dewi Ayu Nur Wulandari, Titin Prihatin, Arfhan Prasetyo and Nita Merlina

- 61 Clustering Algorithm Comparison of Search Results Documents 328-333
David Liauw and Raymondus Raymond Kosala

- 62 Performance Improvement of C4.5 Algorithm using Difference 334-339
 Values Nodes in Decision Tree
Handoyo Widi Nugroho, Teguh Bharata Adji and Noor Akhmad Setiawan

- 63 Expert System of Diagnosis Koi's Fish Disease by Certainty Factor 340-344
 Method
Wirhan Fahrozi, Charles Bronson Harahap, Andrian Syahputra, and Rahmadani Pane

- 64 Expert System of Diagnosis Impairment Nutrition of The Thin Body 345-350
 By Dempster Shafer Method
Wirhan Fahrozi, Andrian Syahputra, Charles Bronson Harahap, and Fitriana Harahap

- 65 Implementation of Naïve Bayes Classification Method In Predicting 351-355
 Car Purchases
Fitriana Harahap, Ahir Yugo Nugroho Harahap, and Evri Ekadiansyah

- 66 A Weighted Adaptive Fuzzy Interpolation Method of Interval Type- 356-361
 2 Polygonal Fuzzy Sets
Stenly Ibrahim Adam

- 67 Scholarship Decision Support System Using Preference Ranking 362-366
 Organization Method for Enrichment Evaluation
Qurrotul Aini, Nur Aeni Hidayah, and Annisa Nurul Istiqomah

- 68 Classification of Lower Back Pain Using K-Nearest Neighbor 367-371
 Algorithm
Green Arther Sandag, Natalia Elisabet Tedry and Steven Lolong

- 69 Lowering the Gradient Error on Neural Network Using 372-376
 Backpropagation to Diagnose Psychological Problems in Children
Nurhayati, Abdul Meizar, Nidia Anjelita Saragih, and Ermayanti Astuti

- 70 Designing and Building an Information System of Career Development and Alumni Based on Android (Case Study: Information Systems Department, Syarif Hidayatullah State Islamic University Jakarta) 377-381
Abdul Azis, Yuni Sugiarti, Nia Kumaladewi, and Muhammad Qomarul Huda
- 71 The Role of Social Commerce Features and Customer Knowledge Management in Improving SME's Innovation Capability 382-387
Winarni, Muhammad Fadhil Dzulfikar, Regina Carla Handayani, Andy Syahrizal, Dana Indra Sensuse, Deki Satria and Ika A Wulandari
- 72 Analysis of Electronic Logistics (E-Logis) System Acceptance Using Technology Acceptance Model (TAM) 388-393
Lilyani Asri Utami, Suparni, Ishak Kholil, Lia Mazia and Rizki Aulianita
- 73 Key Management Using Combination of Diffie–Hellman Key Exchange with AES Encryption 394-399
Yusfrizal, Abdul Meizar, Helmi Kurniawan, Fhery Agustin
- 74 Master Data Management Maturity Assessment: A Case Study in the Supreme Court of the Republic of Indonesia 400-406
Nanik Qodarsih, Satrio Baskoro Yudhoatmojo and Achmad Nizar Hidayanto
- 75 Model Prediction of Psychoanalysis Trend of Radical Emotional Aggressiveness Using EEG and GLCM-SVM Method 407-413
Anif Hanifa Setianingrum and Bagus Sulistio
- 76 Examining the Relationship of Technology, Personal and Environment Factors on the User Adoption of Online Laboratory in the Field of Health 414-419
Dwiza Riana, Rachmawati Darma Astuti, Ina Maryani and Achmad Nizar Hidayanto
- 77 Application of ANP Methods In The Best Bread Products Selection 420-422
Ratih Adinda Destari and Linda Wahyuni
- 78 Decision Support System for Employee Recruitment Using Multifactor Evaluation Process (MFEP) 423-426
Wiwi Verina, Muhammad Fauzi, Fina Nasari, Dahri Yani Hakim Tanjung, and Juli Iriani
- 79 Analyzing Topsis Method for Selecting the Best Wood Type 427-432
Ria Eka Sari, Ahir Yugo Nugroho and Abdul Meizar

80	Analysis of Factors Cause High Electricity Use of Households Using C4.5 Algorithm <i>Fina Nasari, Rofiqoh Dewi, and Fujiati</i>	433-436
81	Optimizing Selection of Used Motorcycles With Fuzzy Simple Additive Weighting <i>Dahri Yani Hakim Tanjung, and Robiatul Adawiyah</i>	437-440
82	Development of Population Administration Service System <i>Nia Kumaladewi, Suci Ratnawati, Basic Dirgantara Bayu Aji Pamungkas, and Muhammad Qomarul Huda</i>	441-445
83	Teacher Engagement Interventions through ITEI Apps <i>Sasmoko, Yasinta Indrianti, Samuel Anindyo Widhoyoko, Yogi Udjaja and Alvin Tanurwijaya</i>	446-449
84	Efficiency of Bayes Theorem in Detecting Early Symptoms of Avian Diseases <i>Adil Setiawan, Soeheri, Erwin Panggabean, Bagus Riski, Mas Ayoe Elhias and Frans Ikorasaki</i>	450-454
85	Monitoring and Evaluation of Flight Instructor Performance with PROMETHEE Method <i>Safrizal, Lili Tanti, Iwan Fitrianto Rahmad, Yanyang Thanri</i>	455-460
86	Measurement of Successful Implementation of Knowledge Management System: Case Study Ministry of Finance of the Republic of Indonesia <i>Kristian Ibrahim M., Dana Indra S., M. Ichsan, Wida Choirunnisa, and Gusni Haryadi</i>	461-466
87	Application of AHP Method Based on Competence in Determination of Best Graduate Students <i>Rofiqoh Dewi, Wiwi Verina, Dahri Yani Hakim Tanjung, and Sri Lestari Rahayu</i>	467-471
88	E-commerce Adoption in SME: A Systematic Review <i>Pamela Kareen, Betty Purwandari, Iik Wilarso and M. Octaviano Pratama</i>	472-478
89	Implementation of Equal Width Interval Discretization on SMARTER method in Acceptance of Computer Laboratory Assistant <i>Alfa Saleh, Khairani Puspita, Andi Sanjaya, Daifiria, and Giovani</i>	479-482
90	Improve Security Algorithm Cryptography Vigenere Cipher Using Chaos Functions	483-487

Budi Triandi, Evri Ekadiansyah, Ratih Puspasari, Lili Tanti, and Iwan Fitrianto Rahmad

- 91 Implementation Data Mining in Prediction of Sales Chips with Rough Set Method 488-494
Helmi Kurniawan, Fhery Agustin, Yusfrizal, and Khairul Ummi

- 92 Increased Accuracy of Selection High Performing Employees Using Multi Attribute Utility Theory (MAUT) 495-498
Heri Gunawan and Hari Ramadhan

- 93 Auto Tee Prototype as Tee Golf Automation in Golf Simulator Studio 499-503
Ahmad Roihan, Po Abas Sunarya and Chandra Wijaya

- 94 Design and Build of Information System on E-Commerce of Organic Waste 504-508
Elpawati and Yuni Sugiarti

- 95 Decision Support System for Improving Electronic Pulse Buyer Services Based SMS Gateway 509-515
Ratih Puspasari, Lili Tanti, Budi Triandi, Iwan Fitrianto Rahmad and Evri Ekadiansyah

- 96 Efficiency of SMART method to Matching Profile method in choosing Delivery Service Partner 516-519
Adil Setiawan, Soeheri, Erwin Panggabean, Bagus Riski, Hardianto and Asbon Hendra Azhar

- 97 Implementation of Text Mining in Predicting Consumer Interest on Digital Camera Products 520-526
Dinda Ayu Muthia, Dwi Andini Putri, Hilda Rachmi and Artika Surniandari

- 98 Application of Clustering Method in Data Mining for Determining SNMPTN Quota Invitation UIN Syarif Hidayatullah Jakarta 527-530
Eva Khudzaeva, Fitri Mintarsih, Asep Taufik Muharram and Chandra Wirawan

- 99 Educational Game as A Learning Media Using DGBL and Forward Chaining Methods 531-534
Fujiati, Fina Nasari, Sri Lestari Rahayu, and Andi Sanjaya

- 100 e-Government Challenges in Developing Countries: A Literature Review 535-540
Ruci Meiyanti, Bagus Utomo, Dana Indra Sensuse and Rinda Wahyuni

- 101 Combining Photogrammetry and Virtual Reality for Exploration of Otanaha Fortress Heritage of Indonesia 541-546
Andria Kusuma Wahyudi, Edson Yahuda Putra, Joe Yuan Mambu and Stenly Ibrahim Adam
- 102 The Determination Of Household Surgical Feasibility For Poor Family By Using Weighted Product Method 547-552
Labuan Nababan and Elida Tuti
- 103 Employee Performance Assessment with Profile Matching Method 553-558
Safrizal, Lili Tanti, Ratih Puspasari, and Budi Triandi
- 104 Enterprise Architecture, Zachman Framework, Value Chain Analysis 559-562
Mas Ayoe Elhias, Rahmadani Pane, Wiwi Verina, Hardianto, and Efani Desi
- 105 An Approach to Classify Eligibility Blood Donors Using Decision Tree and Naive Bayes Classifier 563-567
Wildan Budiawan Zulfikar, Yana Aditia Gerhana and Aulia Fitri Rahmania
- 106 Risk Assessment on Information Asset at academic application using ISO 27001 568-571
Angraini, Megawati, and Lukman Haris
- 107 Decision Support System to Find the Best Restaurant Using AHP Method 572-576
Dedek Indra Gunawan Hts, Deny Adhar, Ommi Alfina, Adnan Buyung Nst and Erwin Ginting
- 108 Expert System Detect Stroke with Dempster Shafer Method 577-580
Dedek Indra Gunawan Hts, Deny Adhar, Nurhayati, Erwin Ginting, and Andrian Syahputra
- 109 Extending the End-user Computing Satisfaction with Security Measures 581-585
Syopiansyah Jaya Putra, Rosalina, A'ang Subiyakto and Muhamad Nur Gunawan
- 110 Data Quality Management Maturity Model: A Case Study in BPS-Statistics of Kaur Regency, Bengkulu Province, 2017 586-589
Rela Sabtiana, Satrio B. Yudhiatmodjo and Achmad Nizar Hidayanto
- 111 Performance Change With or Without ITEI Apps 590-593
Sasmoko, Yasinta Indrianti, Samuel Anindy Widhoyoko, Yogi Udjaja and Unifah Rosyidi

112	Monte Carlo Application On Determining Production of Cakes <i>Nidia Enjelita Saragih, Ermayanti Astuti, Austin Alexander Parhusip, and Tika Nirmalasari</i>	594-598
113	Determining User Satisfaction Factors on University Tuition Fee Systems Using End-User Computing Satisfaction (EUCS) <i>Nur Aeni Hidayah, Eri Rustamaji and Purusotama</i>	599-603
114	Analysis of Students Graduation Target Based on Academic Data Record Using C4.5 Algorithm Case Study: Information Systems Students of Telkom University <i>Dela Youlina Putri, Rachmadita Andreswari and Muhammad Azani Hasibuan</i>	604-609
115	Smart Car: Digital Controlling System Using Android Smartwatch Voice Recognition <i>Marchel Thimoty Tombeng, Regi Najoan and Noviko Karel</i>	610-614
116	Utilization ELECTRE Method with Decision Support System in Select Locations Warehouse Production <i>Frans Ikorasaki and Muhammad Barkah Akbar</i>	615-618
117	Detecting Corn Plant Disease with Expert System Using Bayes Theorem Method <i>Frans Ikorasaki and Muhammad Barkah Akbar</i>	619-621
118	Building Digital Strategy Plan at CV Anugrah Prima, an Information Technology Service Company <i>Bayu Waspodo, Suci Ratnawati and Ridwan Halifi</i>	622-625
119	Comparative Analysis of Encryption/Decryption Data Use the Symmetrical Key Algorithm of Bit Inserted Carrier (BIC) <i>Ommi Alfina, Nita Syahputri, Ulfah Indriani, Dina Irmayanti Hrp, and Erwin Ginting</i>	626-630
120	Target Analysis of Students Based on Academic Data Record Using Method Fuzzy Analytical Hierarchy Process (F-AHP) Case Study: Study Program Information Systems Telkom University <i>Qalbinuril Setyani, Rachmadita Andreswari and Muhammad Azani Hasibuan</i>	631-636
121	The Implementation of Augmented Reality as Learning Media in Introducing Animals for Early Childhood Education <i>Esron Rikardo Nainggolan, Hasta Herlan Asymar, Aloysius Rangga Aditya Nalendra, Anton, Fajar Sulaeman, Sidik, Ummu Radiyah and Susafa'Ati</i>	637-642
122	Dempster-Shafer Method for Diagnose Diseases on Vegetables	643-646

- 123 Combining Statistical and Interpretative Analyses for Testing E-Commerce Customer Loyalty Questionnaire 647-651
A'ang Subiyakto, Muhammad Rasyid Juliansyah, Meinarini Catur Utami and Aries Susanto
- 124 Accuracy Analysis of Pasang Aksara Bot using Finite State Automata Transliteration Method 652-657
Padma Nyoman Crisnapati, Putu Devi Novayanti, Gde Indrawan, Kadek Yota Ernanda Aryanto, and Made Satria Wibawa
- 125 Applying of Recommendation and Rating Criterion in Evaluation of Mustahik Using AHP Method 658-661
Husni Teja Sukmana, Rizky Suprihadi, Tabah Rosyadi, and Imam Subchi
- 126 Indonesian Affective Word Resources Construction in Valence and Arousal Dimension for Sentiment Analysis 662-666
Khodijah Hulliyah, Normi Sham Awang Abu Bakar, Husni Teja Sukmana, and Amelia Ritahani Ismail
- 127 Comparison of SVM & Naïve Bayes Algorithm for Sentiment Analysis Toward West Java Governor Candidate Period 2018-2023 Based on Public Opinion on Twitter 667-672
Dinar Ajeng Kristiyanti, Akhmad Hairul Umam, Mochamad Wahyudi, Ruhul Amin and Linda Marlinda
- 128 The Comparison of Satisfaction Level Between Face to Face Conference and Teleconference Media on Employee' Performance 673-678
Santi Arafah and Juliana
- 129 Sentiment Analysis for Popular e-traveling Sites in Indonesia using Naive Bayes 679-682
Tata Sutabri, Syopiansyah Jaya Putra, Muhammad Ridwan Effendi, Muhamad Nur Gunawan and Darmawan Napitupulu
- 130 E-Readiness for ICT Implementation of the Higher Education Institutions in the Indonesian 683-688
Mohamad Irfan, Syopiansyah Jaya Putra and Cecep Nurul Alam
- 131 Expert System for Social Assistance and Grant Selection Using Analytical Hierarchy Process 689-692
Ichsan Taufik, Wildan Budiawan Zulfikar, Mohamad Irfan, Jumadi and Finna Monica

- 132 Comparison of Certainty Factor and Forward Chaining for Early Diagnosis of Cats Skin Diseases 693-699
Wisnu Uriawan, Aldy Rialdy Atmadja, Mohamad Irfan and Nur Jati Luhung
- 133 Tropical Diseases Identification Using Neural Network Adaptive Resonance Theory 2 700-703
Rika Rosnelly and Linda Wahyuni
- 134 Segmentation for Tuberculosis (TB) Ziehl-Neelsen Stained Tissue Slide Image using Thresholding 704-706
Bob Subhan Riza, M. Y. Mashor, M. K. Osman, and H. Jaafar
- 135 SD-Enabled Mobile Fronthaul Dynamic Bandwidth and Wavelength Allocation (DBWA) Mechanism in Converged TWDM-EPON Architecture 707-712
Andrew Tanny Liem, I-Shyan Hwang, Aliakbar Nikoukar and Andrew Pakpahan
- 136 Integrating the Readiness and Usability Models for Assessing the Information System Use 713-718
Dwi Yuniarto, Mulya Suryadi, Esa Firmansyah, Dody Herdiana, Aang Subiyakto, and Aedah Binti Abd. Rahman
- 137 Abnormal Heart Rhythm Detection Based on Spectrogram of Heart Sound using Convolutional Neural Network 719-722
Made Satria Wibawa, I Md. Dendi Maysanjaya, Kadek Dwi Pradnyani Novianti and Padma Nyoman Crisnapati
- 138 Earthquake Damage Intensity Scaling System based on Raspberry Pi and Arduino Uno 723-726
Padma Nyoman Crisnapati, Putu Desiana Wulaning, I Nyoman Rudy Hendrawan, and Anak Agung Ketut Bagus Bandanagara
- 139 A Proposed Model of Green Computing Adoption in Indonesian Higher Education 727-732
Shofwan Hanief, Luh Gede Surya Kartika, Ni Luh Putri Srinadi and I Komang Rinantha Yasa Negara
- 140 Analysis of Electronic Ticketing System Acceptance Using an Extended Unified Theory of Acceptance and Use of Technology (UTAUT) 733-737
Aries Susanto, Putra Rama Mahadika, A'ang Subiyakto and Nuryasin
- 141 A Combination of Multi Factor Evaluation Process (MFEP) And The Distance To The Ideal Alternative (DIA) Methods For Majors Selection And Scholarship Recipients In SMAN 2 Tasikmalaya 738-744

Teuku Mufizar, Evi Dewi Sri Mulyani, Restu Adi Wiyono and Wendi Arifiana

142	Performance of Manual and Auto-Tuning PID Controller for Unstable Plant - Nano Satellite Attitude Control System	745-749
	<i>Hani Hazza A, Mashor, M.Y, and Mohammed Chessab Mahdi</i>	
143	The Development of University Website using User Centered Design Method with ISO 9126 Standard	750-753
	<i>Muhammad Dirga Dzulfiqar, Dewi Khairani and Luh Kesuma Wardhani</i>	
144	A Review on Cloud Computing Adoption from the Perspectives of Providers and Clients	754-759
	<i>Mohd Adam Suhaimi, Husnayati Hussin, Asma Md Ali and Noor Hazwani Mohamad Puad</i>	
145	Indonesian Muslims' Political Disagreements on Social Media	760-763
	<i>Rena Latifa, Abdul Rahman Shaleh, Melanie Nyhof, and Dede Rosyada</i>	
146	University Teachers' Perceptions of Using Computer Technology in An Indonesian English Language Classroom	764-768
	<i>Desi Nahartini, Rena Latifa, and Dede Puji Setiono</i>	
147	Online Gamers Self Control	769-772
	<i>Rena Latifa, Fuji Setiyawan, Imam Subchi, Desi Nahartini, and Yusuf Durachman</i>	
	AUTHORS INDEX	773-781

Comparison Of Optimization Of Algorithm Particle Swarm Optimization And Genetic Algorithm With Neural Network Algorithm For Legislative Election Result

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***Abstract-** An Election is one of the characteristics of a country that uses the democratic system. One of the countries that embrace democratic system is the country of Indonesia. Elections or commonly called the democratic party held in Indonesia aims to choose the leadership of both the President and Vice President, members of the House of Representatives, Regional Representatives Council level one and level II, and the Regional Representatives Council. Research relating to the election had been conducted by researchers is using decision tree method or by using a neural network. The method used was limited without doing optimization method for the algorithm. In this study, researchers will conduct research focusing on the optimization using genetic algorithm optimization and particle swarm optimization algorithm with the aid of neural network algorithms. After testing the two models of neural network algorithms and genetic algorithms are the results obtained by the neural network algorithm optimization particle swarm optimization algorithm accuracy value amounted to 98.85% and the AUC value of 0.996. While the neural network algorithm with genetic algorithm optimization accuracy values of 93.03% and AUC value of 0.971.*

Keywords—General Election, Neural Network Algorithm, Particle Swarm Optimization, Genetic Algorithm.

I. INTRODUCTION

The Elections (Election) is one of the characteristics of a democratic country in the world. Indonesia is one of the world's most democratic systems. to make this happen, one of them is seen during a democratic party to elect a future leader of the nation who will represent the people sitting in parliament through the general election. General Election is a means of implementing the sovereignty of the people within the unitary state of the Republic of Indonesia based on

Pancasila and the 1945 Constitution [1]. The Election is a very important tool for the implementation of a democratic political system. Therefore, it is not surprising that many countries that want to be called a democratic state use elections as a mechanism to build legitimacy. Election aims to elect members of DPR, Provincial DPRD, and Regency or Municipal DPRD which are implemented with a proportional system [1]. With a direct election system and a large number of parties, legislative elections provide a great opportunity for the people of Indonesia to compete to become members of the legislature.

Methods of predicting election results have been conducted by researchers [2] predicting election results using the Bayesian Estimator method. Of the several methods used to conduct research in the field of elections, the method used is only limited to the method alone without optimizing for the algorithm. The use of optimization in research in the field of data mining is helpful to know the accuracy of the data as an option to improve the performance of the data. In this research, the researcher will do research which focuses on data optimization by using optimization algorithm that is the genetic algorithm and particle swarm optimization method with help of neural network algorithm. After testing with two models of neural network algorithm and genetic algorithm, the result is neural network algorithm with optimization algorithm particle swarm optimization accuracy value of 98,85% and AUC value equal to 0,996. While the algorithm neural network with genetic algorithm optimization accuracy value of 93.03% and AUC value of 0.971.

II. RELATED WORK

Elections are one of the main pillars of a democracy, if not the ultimate. The centrality of electoral positions in distinguishing a democratic political system is not evident from some of the definitions put forward by some researchers. One of the earliest modern conceptions of democracy proposed by Joseph Schumpeter and later known as the Schumpeterian school places the holding of free and regular elections as the main criterion for a political system to be called a democracy. In a democracy, elections are one of the main pillars for electing leaders who will represent the people to sit in government ranging from second-level DPRD members, Level I DPRD, DPR RI and DPD.

In the contemporary democratic treasury, electoral positions gain reinforcement. Academic studies on democracy recognize two major categories of meaning, namely the conception of minimalism and maximalism. Minimalist or procedural democracy applies to political systems that carry out regular leadership changes through a free, open and electoral mechanism involving universal voting masses. While the concept of the maxim is the implementation of elections is not enough for a political system to get a degree of democracy because this concept requires respect for wider civil rights. Elections in Indonesia are divided into two parts, namely [3]:

1. New Order elections

The election system is proportionally impure, which means that the number of seat determinations is not determined by the population but also based on the administration area. New Order elections began in 1955 as the first elections held in the country of Indonesia.

It is said to be a reformation election due to the election process in 1999 before the end of elections in 1997. The elections of this reformation era began because the 1997 election products were considered by governments and other institutions not to be trusted.

The electoral system of DPR / DPRD based on the provisions of Act No. 10 of 2008 Article 5 paragraph 1 of the system used in the legislative election is a proportional system with an open list, the DPD election system implemented with the district system has many representatives of Law number 10 of 2008 article 5 paragraph 2. According to Law no. 10 the year 2008, Participant election of a member of DPR / D is political party participating in General Election, while DPD member election member is individual. Electoral political parties may nominate as many as 120% of the seats contested in every democratic and open election area and may nominate candidates with regard to women's representation of at least 30%. Political Parties Participants in the General Elections shall be obligated to submit a list of candidates by sequence number (to obtain the Chair). Therefore, in terms of a nomination of Law No. 10, the year 2008 adopted a system of candidate list closed.

Law No. 10 the year 2008 adopts a proportional system with an open list. the proportional system refers to the seat-sharing formula and/or the determination of the elected candidate, each political party participating in the election gets a proportional seat with the number of valid votes obtained.

The application of a proportional formula begins with calculating the number of voter divisors (BPP), that is, the total number of valid votes obtained by all political parties participating in an election in an electoral district divided by the number of seats contested in the electoral district.

III. METHOD

Research is seeking through a methodical process to add to the knowledge itself and with others [16], by the discovery of facts and unusual insights. Another notion, research is an activity that aims to make an original contribution to science [16].

This research is experimental research with research method as follows

3.1. Data collection

In collecting data explained about how and from which the data in this study obtained, there are two types of data collection, namely primary data collection and secondary data collection. Primary data is data collected first to see what really happened. Secondary data is data previously made by someone either published or not (Kothari, 2004). In the primary data collection in this study using the method of observation and interview, using data related to the election in 2009. Data obtained from the KPUD Jakarta is the election data in 2009 with the amount of data as much as 2268 records, consisting of 11 variables or attributes. Any variables used are party serial number, party name, a legal vote of the party, a serial number of candidate, a name of a candidate, gender, administration city, election area, legal candidate, number of seat acquisition. While the variable goal is the election results.

3.2. Preliminary data processing

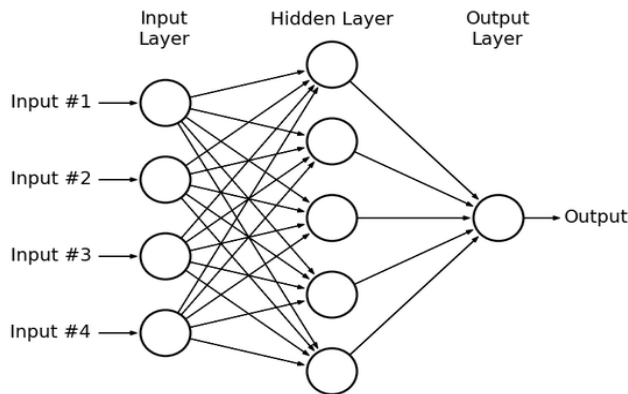
The amount of initial data obtained from data collection is as much as 2,268 data, but not all data can be used and not all attributes are used because it must go through several stages of initial processing of data (preparation data). To obtain quality data, several techniques are performed as follows [15]:

- a. Data validation, to identify and remove odd data (outlier/noise), inconsistent data, and incomplete data (missing value).
- b. Data integration and transformation, to improve the accuracy and efficiency of the algorithm. The data used in this paper is categorical. Data is transformed into Rapidminer software. The categorical attribute table is shown in Table 3.2.
- c. Data size reduction and discretization, to obtain the data set with the number of attributes and records are less but informative.

3.3. Neural Network Algorithm

The Neural network is an information processing system that has characteristics resembling human biological neural network. Neural network is defined as a computational system in which architecture and operations are inspired by the knowledge of biological neurons in the brain, which is one

of the artificial representations of the human brain that always tries to stimulate the learning process of the human brain [4]. Neural networks are based on human neural models but with simpler parts. The smallest component of a neural network is a unit or commonly called a neuron in which the neuron will transform the information received into another neuron [5].



Source: [6]

Figure 1 Neural network model

The Neural network consists of two or more layers, although most networks consist of three layers: an input layer, hidden layer, and output layer [6]. The Neural network approach is motivated by biological neural networks. Roughly speaking, a neural network of a set is connected to the input/output unit [7], where each connection has a weight associated with it. Neural networks have several properties that make them popular for clustering [8]. First, the neural network is a parallel and distributed inherent processing architecture. Second, the neural network learns by adjusting the weights of interconnection with data. This allows the neural network to "normalize" the pattern and act as a feature (attribute) extractors for different groups. Third, the neural network processes numerical vectors and requires an object pattern to be represented by a quantitative feature only [9].

The Neural network consists of a collection of nodes (neurons) and relations. There are three types of nodes (neurons) namely, input, hidden and output. Each relation connects two nodes with a certain weight and there is also a direction indicating the flow of data in the process [6]. The ability of the human brain to remember, calculate, generalize, adaptation, is expected neural network can mimic the ability of the human brain. Neural networks try to imitate the structure/architecture and workings of the human brain so that it is expected to and can replace some human work. Neural network is useful for solving problems related to pattern recognition, classification, prediction and data mining [5].

The node input is at the first layer in the neural network. In general, each input node represents an input parameter such as age, gender, or income. A Hidden node is a

node in the middle. This hidden node receives input from the input node on the first layer or from the hidden node of the previous layer. Hidden nodes combine all entries based on the weights of connected, calculate, and provide output for the next layer. Output nodes present predicted attributes [6].

Each node (neuron) in a neural network is a processing unit. Each node has multiple inputs and an output. Each node combines several input values, performs calculations, and generates an output value (activation). In each node, there are two functions, namely a function to combine input and activation functions to calculate the output. There are several methods for combining inputs such as weighted sum, mean, max, OR logic, or AND logic [6]. And some activation functions that can be used are Heaviside (threshold), step activation, piece wise, linear, Gaussian, sigmoid, hyperbolic tangent [9].

One of the advantages of using a neural network is that the neural network is strong enough with respect to the data. Because the neural network contains many nodes (artificial neurons) with weights assigned to each connection. The neural network algorithm has other characteristics such as [4]

1. Inputs can be either discrete or real value that has many dimensions.
2. The output is a vector consisting of several discrete or real values
3. Can know the problem in a black-box, with only know the value of input and output only.
4. Able to handle learning to data that has noise (noise).
5. The shape of the target instructional function is unknown because it is simply the weight of the input value of each neuron.
6. Because it has to change a lot of weight value in the learning process, then the learning time becomes longer, so it is not suitable for problems that require fast time in learning.
7. The Neural network of artificial learning results can be executed appropriately.

The most popular algorithm in the neural network algorithm is the backpropagation algorithm. The backpropagation training algorithm or one that translates into backward propagation was first formulated by Paul Werbos in 1974 and popularized by Rumelhart with McClelland for use on neural networks. The backpropagation mode was originally designed for neural network feedforward, but in its development, this method was adapted for learning in other neural network models [4]. One supervised training method on a neural network is the backpropagation method, where the feature of this method is to minimize errors in output generated by the network.

Backpropagation algorithm method is widely applied widely. backpropagation has been successfully applied in various fields, including financial fields, handwriting recognition, voice recognition, control systems, image processing. backpropagation has become one of the most

powerful computing methods. The backpropagation algorithm has a very simple relation that is: if the output gives the wrong result, then the weight is corrected so that its error can be minimized and the next network response is expected to be close to the correct value. The algorithm is also capable of fixing the weight in the hidden layer.

Initial initialization of backpropagation network weights consisting of input layer, hidden layer, and output layer [4]. Backpropagation training stage is a step to train a neural network that is by making a weight change (the connection between layers that form the neural network through each unit). While solving the problem will be done if the training process has been completed, this phase is called the phase of mapping or testing/testing process.

The learning steps in the backpropagation algorithm are as follows [10]:

1. Initialize network weights randomly (usually between - 0.1 to 1.0)
2. For each data in the training data, calculate the input for the node based on the input value and the current network weight, using the formula:

$$\text{Input } j = \sum_{i=1}^n O_i W_{ij} + \theta_j \quad \dots\dots\dots(1)$$

3. Based on input from step two, then generate output to a node using sigmoid activation function:

$$\text{output} = \frac{1}{1 + e^{-\text{input}}} \quad \dots\dots\dots(2)$$

4. Calculate the Error value between the predicted value and the real value using the formula:

$$\text{Error}_j = \text{output}_j (1 - \text{output}_j) \cdot (\text{target}_j - \text{Output}_j) \quad \dots\dots\dots(3)$$

5. After the Error value is calculated, then it is reversed to the previous layer (backpropagation). To calculate the Error value on the hidden layer, use the formula:

$$\text{Error}_j = \text{Output}_j (1 - \text{Output}_j) \sum_{k=1}^n \text{Error}_k W_{jk} \quad \dots\dots\dots(4)$$

6. The Error value generated from the previous step is used to update the relation weights using the formula:

$$W_{ij} = W_{ij} + \Delta W_{ij} \quad \dots\dots\dots(5)$$

3.4. Particle Swarm Optimization Algorithm

Feature Selection is closely related to dimension reduction issues where the objective is to identify features in the data set-equally important, and to remove other features such as irrelevant and excessive information and the accuracy of their enhanced future selection. The reduction of dimensions is done by minimizing the losses that can occur

due to loss of some information. The purpose of dimensional reduction in the domain of data mining is to identify the smallest cost at which data mining algorithms can keep the error rate below the boundary of the efficiency line [11].

The feature selection problem refers to the selection of appropriate features that should be introduced in the analysis to maximize the performance of the resulting model. Feature selection is a computation process, which is used to select a feature set that optimizes evaluation steps that represent feature quality [12].

A feature selection algorithm is characterized by a strategy used to locate the appropriate subset of features, feature selection process, evaluation measures used to assess feature quality and interaction with the classification method used to develop the final model [11]. One of the most commonly used methods is the Particle swarm optimization method.

Particle swarm optimization can be assumed as a group of birds in search of food in a region. The bird does not know where the food is, but they know how far the food is, so the best strategy to find the food is to follow the nearest bird from the food [12].

Similar to the genetic algorithm (GA), the Particle swarm optimization performs a search using the population (swarm) of the individual (particles) to be updated from the iteration. Particle swarm optimization has several parameters such as position, speed, maximum speed, acceleration constant, and weight of inertia. Particle swarm optimization has more comparison or even superior performance search for many optimization problems with faster and more stable convergence rate [13].

To find the optimal solution, each particle moves towards its previous best position and the best position globally. For example, the *i*th particle is expressed as: *xi* = (*xi*₁, *xi*₂, ..., *xi*_d) in the *d*-dimensional space. The previous best position of the *i*th particles is stored and expressed as *pbesti* = (*pbesti*₁, *pbesti*₂, ..., *pbesti*_d). The best particle index among all the particles in the group herd is expressed as *gbestd*. Particle velocity is expressed as: *vi* = (*vi*₁, *vi*₂, ..., *vi*_d). Modification of particle velocity and position can be calculated using the current velocity and *pbesti* distance, *gbestd* as shown in the following equation:

$$v_{i,d} = w * v_{i,d} + c1 * R * (pbesti_d - xi_{i,d}) + c2 * R * (gbestd - xi_{i,d}) \quad \dots\dots\dots(6)$$

$$xi_{i,d} = xi_{i,d} + v_{i,d} \quad \dots\dots\dots(7)$$

Where:

Vi, *d* = The speed of the *i*-th particles in the *i*-iteration

w = Inertial weight factor

c1, *c2* = acceleration constants (learning rate)

R = Random number (0-1)

Xi, *d* = The current position of the *i*th particle in the *i*-iteration

pbesti = Best previous position of the *i*-particles

gbesti = The best particle among all the particles in a group or population

n = Number of particles in the group

d = Dimension

Equation (6) calculates the new velocity for each particle (potential solution) based on the previous velocity (V_i , m), the location of the particle where the best fitness value has been achieved ($pbest$), and the global population location ($gbest$ for global version, $lbest$ for local version) or local neighborhood on localized algorithm where the best fitness value has been reached.

Equation (7) updates the position of each particle in the solution space. Two random numbers $c1$ and $c2$ are self-generated. The heavy use of w inertia has provided increased performance in a number of applications. The result of particle calculations is particle velocity between intervals $[0,1]$ [13].

3.5. Genetic Algorithm

The genetic algorithm is a heuristic search algorithm based on the mechanism of biological evolution. The diversity in biological evolution is a variation of the chromosomes between individual organisms. This chromosome variation will affect the rate of reproduction and the level of ability of the organism to survive [14]. Basically, there are 4 conditions that greatly affect the evaluation process, namely as follows:

- a. The ability of an organism to reproduce
- b. The presence of a population of reproductive organisms
- c. The existence of organisms in a population
- d. Differences ability to survive.

A stronger individual (fit) will have a survival rate and a level higher reproduction when compared with fewer fit individuals. Over a period of time (often referred to as generations), the population as a whole will contain more life-sustaining organisms [14].

In the genetic algorithm, the search technique is carried out simultaneously on a number of possible solutions known as the population. Individuals in one population are called chromosomes. This chromosome is a solution that is still a symbol. The initial population is randomly constructed, while the next population is the result of the evolution of chromosomes through an iteration called the generic term. In each generation, the chromosomes will go through the evaluation process using a measuring instrument called a fitness function. The fitness value of a chromosome will show the quality of the chromosome in that population. The next generation known as the term child (offspring) is formed from a combination of 2 current generation chromosomes that act as the parent by using crossover operator. In addition to a cross-carrier, a chromosome may also be modified using a mutation operator. The new generation population is formed by selecting the fitness value of the offspring, and rejecting the other chromosomes so that the population size (number of chromosomes in a population) is constant. After doing various generations, then this algorithm will converge to the best chromosome of life [14].

Suppose P (generation) is the populace of a generation, then a simple genetic algorithm consists of the following steps:

Step 0: initialization

Assume that the data is encoded in a string of bits (1 and 0). Determine the probability of crossover or pc Crossover rate

and the probability of a mutation or pm mutation rate. Typically, pc is selected to be quite high (eg, 0.7), and pm is chosen very low (eg, 0.001)

Step 1: The selected population, consisting of a set of n chromosomes each length i .

Step 2: match the $f(x)$ calculated for each chromosome in the population.

Step 3: repeat the following steps until n offspring have been generated

Step 3a: Selection. Using the values of the fitness function $f(x)$ of step 2, specifying the selection probability for each chromosome with higher fitness gives a higher probability of selection. The usual term for the way this probability is assigned is the roulette wheel method. For each chromosome x_i , find the proportion of these fitness chromosomes for total fitness to infer over all chromosomes. That is, finding $f(x_i) / \sum_i f(x_i)$ and assigning this proportion to be the probability of choosing that chromosome to be the parent. Then select a pair of chromosomes to be a parent, based on probability. Let the same chromosome have the potential to be chosen to be a parent more than once. Allowing chromosomes to pair with itself will produce copies of chromosome trees that are to a new generation. If analysts are concerned converging to local optimum too quickly, maybe the couple should not be allowed.

Step 3b: Crossover. Select randomly selected locus (crossover point) for crossover place. Then, with pc probability, do a crossover with the parent selected in step 3a: thus forming two new breeds. If the crossover is not done, copy two exact copies of the parent to be passed on to the new generation.

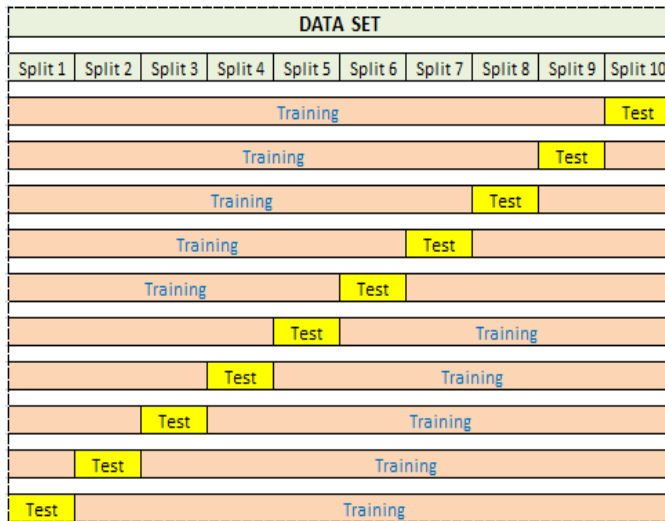
Step 3c: Mutations. With pm probability, mutate in each of the two offspring at each locus point. The chromosomes then take their place in the new population. If n is odd, discard one new chromosome randomly.

Step 4: New chromosome population replaces the current population

Step 5: Check if the termination criterion has been met. For example, is the average fitness change from generation to generation smaller? If convergence is reached, stop and report the results, otherwise go to step 2.

3.6. K-Fold Cross Validation Testing

Cross-Validation is a validation technique by dividing data randomly into k section and each part will be classified [7]. Using cross-validation will be experimental as much as k . The data used in this experiment is training data to find the overall error rate value. In general, the test k is performed 10 times to estimate the accuracy of estimation. In this study, the value of k used is 10 or 10-fold Cross-Validation.



Source: [7]

Figure 2. Illustration 10 Fold Cross Validation

Figure 2 shows that each trial will use one data test and k-1 part will be training data, then the data testing will be exchanged with one training data so that for each experiment will get different data testing.

3.7. Confusion Matrix

Confusion matrix provides the decisions obtained in training and testing, confusion matrix provides an assessment of the classification performance based on objects correctly or false [9]. Confusion matrix contains actual information (actual) and predicted (predicted) on the classification system. The following table explanation about the confusion matrix.

TABLE I
CONFUSION MATRIX

Classification	Predicted Class		
Observed Class		Class = Yes	Class = No
	Class = Yes	A (True Positif-tp)	B (False negatif-fn)
	Class = No	C (False positif-fp)	D (true negative-tn)

Source: [9]

Information:

True Positive (tp) = positive proportion in the data set that is classified positively

True Negative (tn) = negative proportion in the data set that is classified negative

False Positive (fp) = negative proportion in potentially classified data sets

FalseNegative (fn) = negative proportions in data sets that are classified negatively

Here is the equation of confusion matrix model:

The accuracy value (acc) is the proportion of the correct number of predictions.

Can be calculated using the equation:

$$\text{acc} = (\text{tp} + \text{tn}) / (\text{tp} + \text{tn} + \text{fp} + \text{fn})$$

Sensitivity is used to compare the proportion of tp to positive tuples, which is calculated using the equation:

$$\text{Sensitivity} = \text{tp} / (\text{tp} + \text{fn})$$

Specificity is used to compare the proportion of tn to negative tuples, which is calculated using the equation:

$$\text{Specificity} = \text{tn} / (\text{tn} + \text{fp})$$

PPV (positive predictive value) is the proportion of cases with a positive diagnosis, calculated using the equation:

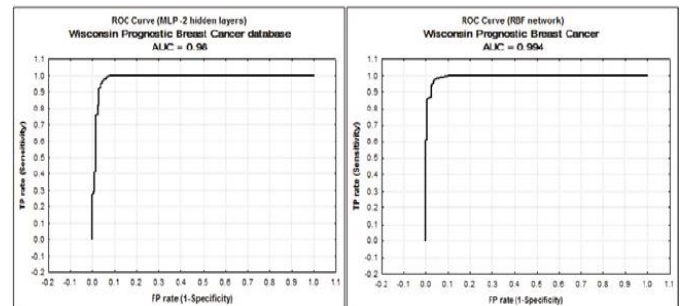
$$\text{PPV} = \text{tp} / (\text{tp} + \text{fp})$$

NPV (negative predictive value) is the proportion of cases with a negative diagnosis, calculated using the equation:

$$\text{NPV} = \text{tn} / (\text{tn} + \text{fn})$$

3.8. ROC Curve

The ROC Curve (Receiver Operating Characteristic) is another way to evaluate the accuracy of the classification visually [15]. An ROC graph is a two-dimensional plot with a false positive proportion (fp) on the X axis and a true positive proportion (tp) on the Y axis. Point (0,1) is a perfect classification of all positive and negative cases. The false positive value is none (fp = 0) and the true positive value is high (tp = 1). Point (0,0) is a classification that predicts each case to be negative {-1}, and point (1,1) is a classification that predicts each case to be positive {1}. The ROC graph illustrates the trade-off between benefits ('true positives') and cost ('false positives'). Here are two types of curve ROC (discrete and continuous).



Source: [9]

Figure 3. ROC graph (discrete and continuous)

In Figure 3, the diagonal line divides the ROC space, ie:

(a) points above the diagonal line is a good classification result.

(b) the point below the diagonal line is a poor classification result.

It can be concluded that one point on the ROC curve is better than the other if the direction of the transverse line from the lower left to the top right in the graph. The level of accuracy can be diagnosed as follows [9]

Accuracy 0.90 - 1.00 = Excellent classification

Accuracy 0.80 - 0.90 = Good classification

Accuracy 0.70 - 0.80 = Fair classification

Accuracy 0.60 - 0.70 = Poor classification

Accuracy 0.50 - 0.60 = Failure

IV. EXPERIMENT RESULT

4.1 Neural Network Method

The neural network algorithm is an algorithm for supervised training and is designed for operations on multi-layered feed forward. The neural network algorithm can be described as follows: when the network is given an input pattern as a training pattern then the pattern goes to the units in the hidden layer to be forwarded to the outermost layer units. The best results of the experiment were with accuracy produced at 98.50 and the AUC of 0.982. From the best experiments above we get the neural network architecture by generating six hidden layers with seven input layer attributes and two output layers. The neural network architecture image is shown in Figure 4 below:

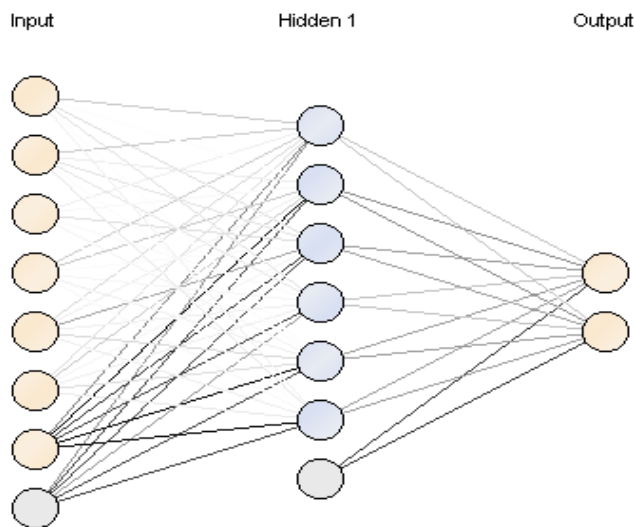


Figure 4. Architectural neural network

4.2 PSO-based Neural Network Method

Particle Swarm Optimization has more or more superior performance search for more optimization problems with faster and more stable convergence rates. To find the optimal solution, each particle moves towards its previous best position and the best position globally. The best results of the experiment above are with accuracy produced by 98.85 and AUC of 0.996.

The next step is to select the attributes used for the sexes, the serial number of the political party, the legitimate vote of the party, the number of seats, the electoral district, the legislative candidate number, the legitimate vote of the legislative candidate and 1 attribute as the label that is the result of the election. From the experimental results by using the neural network algorithm based on particle swarm optimization we get attributes that have an effect on attribute weights: Number of seats with weight 0.143, number of legislative candidates with weight 0.344 and the legislative candidate with weight 1. While other attributes such as sex, party serial number, the legitimate vote of the party, election

area and valid vote of legislative candidate have no effect on attribute weight.

From the best experiments above we get the neural network architecture by producing fifteen hidden layers with two input layer attributes and two output layers. The neural network architecture image is shown in Figure 5 below

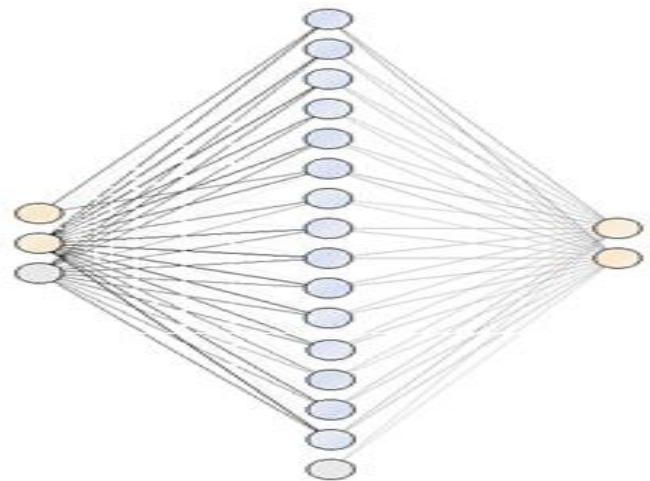


Figure 5. PSO based neural network architecture

4.3 Neural Network based Genetic Algorithm

The neural network algorithm can be described as follows: when the network is assigned an input pattern as a training pattern then the pattern goes to the units in the hidden layer to be forwarded to the outermost layer units. While the genetic algorithm is a heuristic search algorithm based on the mechanism of biological evolution. The diversity in biological evolution is a variation of the chromosomes between individual organisms. This chromosome variation will affect the rate of reproduction and the level of the organism's ability to survive. Tests using genetic algorithm based neural network obtained accuracy 93.03% with 91.28% precision value and AUC value is 0.971.

4.4 Model Evaluation and Validation Analysis

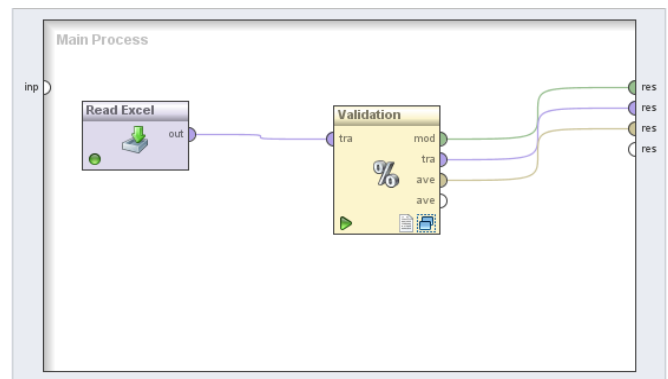


Figure 6. Cross-validation testing

From the test results in Figure 6 above, both evaluations using confusion matrix and ROC curve proved that the results of algorithm-based neural network algorithm genetic algorithm have a higher accuracy value than neural network algorithm. The accuracy value for the neural network algorithm model is 98.50% and the accuracy value for the genetic network algorithm based on Genetic Algebra is 93.03% with the difference of 5.47% accuracy.

While evaluation using ROC curve that yields value of AUC (Area Under the Curve) to model of artificial neural network algorithm that yield value of 0.982 with the value of diagnosis Excellent Classification, while the algorithm neural network based on genetic algorithms generate value 0.971 with a value of diagnosis Excellent Classification and the difference in the value of both of 0.011.

V. CONCLUSION

Based on experimental results conducted from optimization analysis of neural network algorithm model based on genetic algorithm. The resulting model is tested to get accuracy, precision, recall and AUC value of each algorithm so that the test obtained by using neural network obtained accuracy value is 91.64% with 91.20% precision value and AUC value is 0.942. while testing using genetic algorithm based neural network obtained accuracy value 93.03% with 91.28% precision value and the value of AUC is 0.971. it can be concluded that the testing of Jakarta legislative election model using a neural network with neural network based on genetic algorithm found that neural network testing based on genetic algorithm is better than the neural network itself. Thus from the results of the above model testing can be concluded carrying genetic algorithm-based neural network provides a solution to the legislative election problems of DKI Jakarta more accurate.

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The 6th International Conference on Cyber and IT Service Management (CITSM 2018) Inna Parapat Hotel – Medan, August 7-9, 2018 Comparison Of Optimization Of Algorithm Particle Swarm Optimization And Genetic Algorithm With Neural Network Algorithm For Legislative Election Result Mohammad Badrul Frieyadie Akmaludin Dept. Information System Dept. Information System Dept.

Information System STMIK Nusa Mandiri Jakarta STMIK Nusa Mandiri Jakarta STMIK Nusa Mandiri Jakarta Jakarta, Indonesia Jakarta, Indonesia Jakarta Indonesia mohammad.mbl@nusamandiri.ac.id frieyadie @nusamandiri.ac.id akmaludin.akm@nusamandiri.ac.id Dwi Arum Ningtyas Daning Nur Sulistyowati Nurajijah Dept. Information System Dept. Information System Dept.

Information System STMIK Nusa Mandiri Jakarta STMIK Nusa Mandiri Jakarta STMIK Nusa Mandiri Jakarta Jakarta, Indonesia Jakarta, Indonesia Jakarta, Indonesia dwi.dnt@nusamandiri.ac.id dns9321@gmail.com nurazizah6878@gmail.com Abstract: General Election is on e of the characteristics of a democratic country. One of the countries that embrace the democratic system is the state of Indonesia.

Elections are a party of democracy in Indonesia to elect representatives of the people who will sit in parliament and provide great opportunities for the people of Indonesia to compete to appoint themselves to become members of the legislature. Research related to the election has been done by researchers is by using decision tree method or by using neural network.

each method has its own weaknesses and advantages, but neural network methods can cover the weaknesses of the decision tree. The result of research using neural network

method in predicting election result has accurate result value is still less accurate. In this research, we create neural network algorithm model and optimization with particle swarm optimization algorithm to increase attribute weight to all attributes or variables used, select attributes, and feature selection.

whereas the Genetic Algorithm for predicting the performance of generalizations based on static properties of networks such as activation function and hidden neurons will be strong enough to find solutions. After testing with neural network algorithm to produce accurate value of 98.50% and AUC value of 0.982, further optimization done with particle swarm optimization obtained an accuracy of 98.85% and AUC value of 0.996.

and then done the optimization testing with genetic algorithm obtained an accuracy value of 96.56% and AUC value of 0.925 So that both methods have a difference of accuracy that is equal to 0,35 % and difference of AUC value equal to 0,14. Keywords: General Election, Neural Network Algorithm, Particle Swarm Optimization, Genetic Algorithm. I.

INTRODUCTION General Election is one of the characteristics of democracy in the world. Indonesia is one of the world's most democratic systems[25]. It is seen at the democracy party every five years that serves to elect the future leaders of the nation who will represent the people sitting in parliament through the general election.

General Election is a means of implementing the sovereignty of the people within the unitary state of the Republic of Indonesia based on Pancasila and the 1945 Constitution[22]. Elections are a very important tool for the implementation of a democratic political system. Therefore, it is not surprising that many countries wishing to be called democratic states use elections as a mechanism to build legitimacy.

The general election aims to elect members in parliament which are conducted under an open proportional system[22]. With a direct electoral system and a large number of parties then legislative elections provide a great opportunity for the people of Indonesia to compete to become members of the legislature. A proportional scenario is a type of parliamentary election that will represent the people in parliament.

The problem with proportional selection is the difficulty of evaluating the exact number of seats (vacancies) won by each candidate. Because there is no guarantee that the ratio between the number of votes and the number of seats is an integer number[5]. Predicted results of the general election need to be predicted.

Such predictions or forecasts stimulate and require a theoretical framework to explain

the regularities found in the data[21]. This encourages non-political scientists to make predictions or predictions about election outcomes in the future. For economic actors, political events such as elections The 6th International Conference on Cyber and IT Service Management (CITSM 2018) Inna Parapat Hotel – Medan, August 7-9, 2018 can not be underestimated, as they can lead to both positive and negative risks to business continuity.

The predicted method of election results has been conducted by researchers, [5]predicted elections using the Bayesian inference method, [21]predicted using the Partido Revolucionario Institucional method, [3] research by predicting the variables that determine the election of the presidential candidate [20]predicted the election results using the Bayesian Estimator method. [17]conducted a study to predict the US presidential election using a decision tree.

[18] predicted the election results with the model classification tree and neural network. [2]who predicted the election results using the neural network method. Decision tree has advantages that have advantages in prediction because algorithm structure is easy to understand and the error rate is quite small while the weakness of decision tree algorithm is lower branch reliability becomes worse than the branch above it, decision tree produced is not optimal and can not use the sample larger [23], because it's not easy to understand the big decision tree and the problem of overfitting data can happen with the limited targeted data set.

Neural networks can solve decision tree problems because they have a non-linear prediction, have excellent performance in parallel processing and the ability to tolerate errors[27]. This is very appropriate for the characteristics of predictive data on election results in this study. Neural network is a method often used to predict the results of legislative elections because the data presented for this method must be large and non linear[8].

The most popular technique in neural network methods is the backpropagation algorithm that is widely used to solve many real- world problems by building well-trained models that show good performance in some non-linear problems[19]. The most popular neural network algorithm is the backpropagation algorithm. backpropagation algorithms have too slow convergent speeds that ultimately backpropagation algorithms are highly dependent on initial parameters such as number of inputs, hidden nodes, outputs, learning rates and network connection weights [19].

Another common problem is that there is a weakness in the need for large training data and less efficient optimizations [27]. This can be solved because the amount of training

data in this research is 2268 records. Particle swarm optimization (PSO) is an effective optimization algorithm that resolves the problems of a neural network algorithm that generally uses backpropagation algorithms[19].

Particle swarm optimization has more comparisons for feature selection and has superior performance for many optimization problems with faster and more stable convergence rates[13]. Characteristics of particle swarm optimization are social interactions that promote the sharing of information between particles that will assist in finding the optimal solution[19]. Particle swarm optimization has several parameters such as position, speed, maximum speed, acceleration of the constant and the weight of inertia.

In Particle swarm optimization techniques there are several ways to optimize: increase attribute weight of all attributes or variables used, select attributes, and feature selection. While Genetic Algorithm is a technique to predict the performance of generalizations based on static properties of networks such as activation function and hidden neurons will be strong enough to find a solution [11]. This can solve the existing problems in the neural network method of optimization resulting less than optimal.

In this research, particle swarm optimization will be applied to solve problems that occur in neural network by selecting feature on attribute weight to maximize performance of the generated model, while genetic algorithm will be applied for parameter selection in neural network that is neuron size, hidden layer and activation function which is appropriate and optimal so that the results of the legislative election predictions of DKI Jakarta are more accurate. II.

THEORETICAL REVIEW Elections are one of the main pillars of a democratic country. The position of elections in differentiating a democratic political system or not is evident from some of the definitions put forward by some researchers. In a democratic country, elections are one of the main pillars to elect leaders who will later represent the people to sit in government.

Academic studies on democracy recognize two major categories of meaning, namely the concept of minimalism and maximalism. Minimalist or procedural democracy is imposed on political systems that carry out regular leadership changes through a free, open and independent electoral mechanism involving universal voting masses.

While the concept of maximization is the implementation of elections is not enough for a political system to get the title of democracy because this concept requires respect for wider civil rights. General elections in Indonesia are divided from two parts, namely [25]:

1. Elections of new era The election system is proportionally impure, which means the number of seat determinations is not determined by the number of people but also based on the administrative area. The election of the new order began in 1955 as the first election held in the country of Indonesia. 2.

Elections of reform era It is said to be a reformation election due to the election process in 1999 before the end of elections in 1997. The elections of the reform era began because the electoral products in 1997 were considered by governments and other institutions to be unreliable. The electoral system of members of the People's Legislative Assembly based on the provisions of Law No.

7 of 2017 article 5 paragraph 1 of the system used in legislative elections is a proportional system with open lists, the electoral system of the Regional Representative Council is carried out by the district system representing many of the Law number 7 years 2017 article 5, paragraph 2. According to Law no. 7 year 2017, Participant election of member of representative of the people is political party participating in General Election, while election member of Regional Representative Council is individual.

Electoral political parties may nominate as many The 6th International Conference on Cyber and IT Service Management (CITSM 2018) Inna Parapat Hotel – Medan, August 7-9, 2018 as 120 per cent of the seats contested in any democratic and open election area and may nominate candidates with regard to women's representation of at least 30%. Political Parties Participants in the General Election shall be required by law to submit a list of candidates by sequence number (to obtain a Chair).

Therefore, in terms of nomination of Law No. 7 of 2017 adopted a closed candidate list system. 2.1. Neural Network Algorithm Neural network is an information processing system that has characteristics resembling a biological neural network in humans[6]. Neural networks are defined as computational systems in which architecture and operations are inspired by the knowledge of biological neurons in the brain, which is one of the artificial representations of the human brain that always tries to stimulate the learning process of the human brain [9].

The smallest component of a neural network is a unit commonly called a neuron that will transform the information received into another neuron[6]. Fig. 1. Neural Network Model [6] Neural networks consist of two or more layers, although most networks consist of three layers: input layer, hidden layer, and output layer [7]. The neural network approach is motivated by biological neural networks.

Roughly speaking, a neural network is a set of input / output units, where each

connection has a weight associated with it. Neural networks have several properties that make them popular for clustering[15]. First, the neural network is a parallel and distributed inherent processing architecture. Second, the neural network learns by adjusting the weights of interconnection with the data.

This allows the neural network to "normalize" the pattern and act as a feature (attribute) extractors for different groups. Third, the neural network processes numerical vectors and requires an object pattern to be represented by a quantitative feature only. Neural network consists of a collection of nodes (neurons) and relationships. There are three types of nodes (neurons) namely, input, hidden and output.

Each relation connects two nodes with a certain weight and there is also a direction that shows the flow of data in the process[15]. The node input is at the first layer in the neural network. In general each input node represents an input parameter such as age, gender, or income [16]. Hidden node is a node in the middle. This hidden node receives input from the input node on the first layer or from the hidden node of the previous layers.

Hidden nodes combine all inputs based on the weights of connected relations, calculate, and provide output for the next layer. The node output represents predicted attributes[24]. One advantage of using a neural network is that the neural network is strong enough with respect to the data. Because the neural network contains many nodes (artificial neurons) with weights assigned to each connection.

Neural network algorithms have other characteristics such as[9]: 1. Inputs can be either discrete or real values that have many dimensions. 2. The output is a vector consisting of several discrete or real values. 3. Can know the problem in black box, with only know the value of input and output only. 4. Able to handle learning to data that has noise (noise). 5.

The shape of the target instructional function is unknown because it is simply the weight of the input value of each neuron. 6. Because it has to change a lot of weight value in the learning process, then the learning time becomes longer, so it is not suitable for problems that require fast time in learning. 7. Neural network of artificial learning results can be executed appropriately.

The most popular algorithm for neural network algorithms is the backpropagation algorithm [6]. The backpropagation method was originally designed for neural network feedforward, but in its development, this method was adapted for learning in other neural network models [9]. Backpropagation algorithm method is widely applied widely.

backpropagation has been successfully applied in various fields, including financial fields, handwriting recognition, voice recognition, control systems, image processing. Backpropagation has become one of the most powerful computing methods [7]. The backpropagation algorithm has a very simple relation that is: if the output gives wrong result, then the weight is corrected so that its error can be minimized and the next network response is expected to be close to the correct value. The algorithm is also capable of fixing the weighter (hidden layer).

Langkah pembelajaran dalam algoritma backpropagation adalah sebagai berikut[9]: 1. Initialize network weights at random (usually between -0.1 to 1.0). 2. For each data in the training data, calculate the input for the node based on the input value and the current network weight, using the formula: $Input_j = \sum_j (1)$ 3. Based on the input of step two, then generate output. to node using sigmoid activation function: $Output = \frac{1}{1 + e^{-x}}$ 4.

Calculate Error value between the predicted value and the real value using the formula: $Error_j = output_j \cdot (1 - output_j) \cdot (Target_j - Output_j)$ (3) The 6th International Conference on Cyber and IT Service Management (CITSM 2018) Inna Parapat Hotel – Medan, August 7-9, 2018 5. After Error value is calculated, then back to the previous screen (backpropagation).

To calculate the Error value on the hidden layer, use the formula: $Error_j = Output_j(1 - Output_j) \cdot k_{Wjk}$ (4) 6. Generated Error value from the previous step is used to update the relation weights using the formula: $W_{ij} = W_{ij} + \Delta W_{ij}$ (5) 3.2 Genetic Algorithm The genetic algorithm is a heuristic search algorithm based on the mechanism of biological evolution[14].

The diversity in biological evolution is a variation of the chromosomes between individual organisms. This chromosome variation will affect the rate of reproduction and the level of ability of organisms to survive[10]. Basically there are 4 conditions that greatly affect the evaluation process, namely as follows: a. ability of an organism to reproduce b.

Presence of a population of reproductive organisms c. Existence of organisms in a population d. Differences ability to survive. A stronger individual (fit) will have a higher survival rate and reproductive rate when compared with less fit individuals. Over a period of time (often known as generation), the population as a whole will contain more life-sustaining organisms[14].

In the genetic algorithm, the search technique is carried out simultaneously on a

number of possible solutions known as the population. Individuals in one population are called chromosomes. This chromosome is a solution that is still a symbol. The initial population is randomly constructed, while the next population is the result of the evolution of chromosomes through an iteration called by the generation[10].

In each generation, the chromosomes will go through an evaluation process using a measuring device called a fitness function. The fitness value of a chromosome will show the quality of the chromosome in that population. The next generation known as the term child (off spring) is formed from a combination of 2 current generation chromosomes that act as parent by using crossover operator. In addition to the cross carrier, a chromosome may also be modified using a mutation operator.

The population of the new generation is formed by selecting the fitness value of the child's chromosome (off spring), and rejecting the other chromosomes so that the population size (number of chromosomes in a population) is constant. After doing various generations, then this algorithm will converge to the best chromosome of life[10].

Let P (generation) be the population of a generation, then a simple genetic algorithm consists of the following steps[10]: _ Step 0: initialization Assume that the data is encoded in a string of bits (1 and 0). Determine the probability of crossover or p_c Crossover rate and the probability of a mutation or mutation rate.

Typically, p_c is selected to be quite high (eg, 0.7), and p_m is chosen very low (eg, 0.001) _ Step 1: The selected population, consisting of a set of n chromosomes each length i . Step 2: match the $f(x)$ calculated for each chromosome in the population. _ Step 3: repeat through the following steps until the offspring have been generated _ Step 4: New chromosome population replaces the current population _ Step 5: Check if the termination criterion has been met.

For example, is the average fitness change from generation to generation smaller? If convergence is reached, stop and report the results, otherwise go to step 2. 3.2 Particle Swarm Optimization Algorithm Particle Swarm Optimization (PSO) is a population-based optimization technique developed by Eberhart and Kennedy in 1995, inspired by the social behavior of birds or fish [11]. Particle swarm optimization can be assumed as a group of birds in search of food in a region.

The bird does not know where the food is, but they know how far the food is, so the best strategy to find the food is to follow the nearest bird from the food [26]. Particle swarm optimization is used to solve optimization problems. Similar to the genetic

algorithm (GA), the Particle swarm optimization performs a search using the population (swarm) of the individual (particles) to be updated from the iteration. Particle swarm optimization has several parameters such as position, speed, maximum speed, acceleration constant, and inertia weight[11].

Particle swarm optimization has more or better performance-search comparison for many optimization problems with faster and higher convergence rates more stable. To find the optimal solution, each particle moves towards its previous best position and the best position globally. For example, the i th particle is expressed as: $x_i = (x_{i1}, x_{i2}, \dots, x_{id})$ in the d -dimensional space.

The previous best position of the i th particles is stored and expressed as $pbest_i = (pbest_{i1}, pbest_{i2}, \dots, pbest_{id})$. The best particle index among all the particles in the group herd is expressed as $gbest_d$. Particle velocity is expressed as: $v_i = (v_{i1}, v_{i2}, \dots, v_{id})$. Modification of particle velocity and position can be calculated using the current velocity and $pbest_i$ distance, $gbest_d$ as shown in the following equation[26]: $v_{i,d} = w * v_{i,d} + c1 * R * (pbest_{i,d} - x_{i,d}) + c2 * R * (gbest_d - x_{i,d})$ (6) $x_{i,d} = x_{i,d} + v_{i,d}$ (7) Where: $V_{i,d}$ = speed of the i -th particles in the i -iteration w = Inertial weight factor $c1, c2$ = acceleration constants (learning rate) R = Random number (0-1) $X_{i,d}$ = current position of the i th particle in the i -iteration $pbest_i$ = Best previous position of the i -particles $gbest_i$ = best particle among all the particles in one group or population n = Number of particles in the group d = Dimension The 6th International Conference on Cyber and IT Service Management (CITSM 2018) Inna Parapat Hotel – Medan, August 7-9, 2018 Equation (6) calculates the new velocity for each particle (potential solution) based on the previous velocity ($V_{i,m}$), the location of the particle where the best fitness value has been achieved ($pbest$), and the global population location ($gbest$ for global version, $lbest$ for local version) or local neighborhood on localized algorithm where the best fitness value has been reached. Equation (7) renews the position of each particle in the solution space. Two random numbers $c1$ and $c2$ are self-generated.

The heavy use of w inertia has provided increased performance in a number of applications. The result of particle counting is particle velocity between intervals [0,1] [26]. 3.3 Confusion Matrix Confusion matrix provides the decisions obtained in training and testing, confusion matrix provides an assessment of classification performance by object correctly or wrongly[12]. Confusion matrix contains actual information (actual) and predicted (predicted) on the classification system.

The following table explanation about confusion matrix. TABLE I Confusion Matrix [12]

Classification	Predicted Class	Observed Class	Class = Yes	Class = No
Class = Yes	Yes	A (True Positif- tp)		
Class = Yes	No	B (False negatif- fn)		
Class = No	Yes	C (False positif- fp)		
Class = No	No	D (true negative-tn)		

Information: True Positive (tp) = positive proportion in the data set that is classified positively True Negative (tn) = negative proportion in the data set that is classified negative False Positive (fp) = negative proportion in potentially classified data sets FalseNegative (fn) = negative proportions in data sets that are classified negatively Here is the equation of confusion matrix model: a.

accuracy value (acc) is the proportion of the correct number of predictions. Can be calculated using the equation: b. Sensitivity is used to compare the proportion of tp to positive tuples, which is calculated using the equation: c. Specificity is used to compare the proportion of tn to negative tuples, which is calculated using the equation: d.

PPV (positive predictive value) is the proportion of cases with a positive diagnosis, calculated using the equation: e. NPV (negative predictive value) is the proportion of cases with a negative diagnosis, calculated using the equation: 3.4 ROC Curve ROC Curve (Receiver Operating Characteristic) is another way to evaluate the accuracy of the classification visually [1].

An ROC graph is a two-dimensional plot with a false positive proportion (fp) on the X axis and a true positive proportion (tp) on the Y axis. Point (0,1) is a perfect classification of all positive and negative cases [Bruce, 2016]. The false positive value is none (fp = 0) and the true positive value is high (tp = 1).

Point (0,0) is a classification that predicts each case to be negative {-1}, and point (1,1) is a classification that predicts each case to be positive {1}. The ROC graph illustrates the trade-off between benefits ('true positives') and cost ('false positives'). Here are two types of curve ROC (discrete and continuous). Fig. 2. ROC Graph (discrete dan continuous) [4] In Figure 2, the diagonal line divides the ROC space, ie: 1.

(a) points above the diagonal line are the result of good classification. 2. (b) the point below the diagonal line is a poor classification result. It can be concluded that, one point on the ROC curve is better than the other if the direction of the transverse line from the lower left to the top right in the graph. Accuracy rates can be diagnosed as follows [4]: Accuracy 0.90 - 1.00 = Excellent classification Accuracy 0.80 - 0.90 = Good classification Accuracy 0.70 - 0.80 = Fair classification Accuracy 0.60 - 0.70 = Poor classification Accuracy 0.50 - 0.60 = Failure III. IMPLEMENTATION AND RESULTS 3.1

Neural Network Method Neural network algorithm is an algorithm for supervised training and is designed for operations on multilapis feed forward. The neural network algorithm can be described as follows: when the network is given an input pattern as a training pattern then the pattern goes to the units in the hidden layer to be forwarded

to the outermost layer units. The best results in the experiment is with accuracy produced by 98.50 and AUCnya 0.982.

From the best The 6th International Conference on Cyber and IT Service Management (CITSM 2018) Inna Parapat Hotel – Medan, August 7-9, 2018 experiments above we get the neural network architecture by generating six hidden layers with seven input layer attributes and two output layers. Picture of neural network architecture shown in Figure 3 below: Fig. 3. Neural Network Architecture 3.2

PSO-based Neural Network Method Particle Swarm Optimization has more or more superior performance search for more optimization problems with faster and more stable convergence rates. To find the optimal solution, each particle moves towards its previous best position and the best position globally. The best results in the experiment above is with accuracy produced by 98.85 and AUCnya 0.996. Next step is to select the attributes used are gender, no.

sequence of political parties, legitimate vote of the party, number of seats, election area, no. sequential caleg, legitimate voice caleg and 1 attribute as label that is result of election. From the experimental results by using the neural network algorithm based on particle swarm optimization obtained some attributes attributes that have an effect on the attribute weights: Juml. Acquired seats with weight of 0.143, no. sequential caleg with weight 0.344 and legitimate voice caleg with weight 1.

Whereas other attributes such as: gender, party serial number, legitimate vote of party, election area and legitimate vote caleg no effect to attribute weight. From the best experiments above we get the neural network architecture by producing fifteen hidden layers with two input layer attributes and two output layers. Picture of neural network architecture shown in Figure 4 below Fig. 4. PSO based neural network architecture 3.3

Neural Network based Genetic Algorithm Neural network algorithm can be described as follows: when the network is given an input pattern as a training pattern then the pattern goes to the units in the hidden layer to be forwarded to the outermost layer units. While the genetic algorithm is a heuristic search algorithm based on the mechanism of biological evolution.

The diversity in biological evolution is a variation of the chromosomes between individual organisms. This chromosome variation will affect the rate of reproduction and the level of the organism's ability to survive. Testing using genetic algorithm based neural network obtained accuracy value 96.56% with value and value of AUC is 0.925. 3.4

Evaluation and Validation Analysis Model Fig. 5. Cross validation Test From the above test results, both evaluations using confusion matrix and ROC curve proved that the results of algorithm-based neural network **algorithm particle swarm optimization algorithm** has a higher accuracy value than **neural network algorithm** and genetic algorithm.

The accuracy value for **the neural network algorithm** model is 98.50%. The test using **the particle swarm optimization** neural network algorithm obtained accuracy value of 98.85 and the accuracy value for Genetic Algorithm model based on 96.56%.

While the evaluation using ROC curve so as to produce the value of AUC (Area Under Curve) for neural network algorithm model to produce the value of 0.982 with Excellent Classification diagnostic value, and the AUC curve **The 6th International Conference on Cyber and IT Service Management (CITSM 2018) Inna Parapat Hotel – Medan, August 7-9, 2018** for optimization testing **with particle swarm optimization** of 0.996 with the value of Excellent Classification diagnosis, while the optimization algorithm genetics yields a value of 0.925 with an Excellent Classification diagnostic value. IV.

CONCLUSION Based on experimental results conducted from the optimization analysis of **neural network algorithm** model and optimization **with particle swarm optimization algorithm** and genetic algorithm. The resulting model is tested to get accuracy, precision, recall **and AUC value of** each algorithm so that the test obtained by using neural network obtained accuracy value is 98.50% with precision value 91.20% and the value of AUC is 0.982.

then testing by using **the neural network algorithm based on particle swarm optimization** to get accuracy value generated equal to 98.85 and AUC curve equal to 0.996. while testing by using genetic algorithm based neural network obtained accuracy value 96.56% with 91.28% precision value and the value of AUC is 0.925. it can be concluded that the testing of Jakarta legislative election model using neural network **based on particle swarm optimization** has accurate value and AUC curve better than the test using **neural network algorithm based on genetic algorithm** or just neural network itself. REFERENCES [1]. Aggarwal, C. C. (2015).

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