

Formulas and references

<p>A Tour Through the Visualization Zoo – Summary of Graphic Types</p> <p>Time-Series Data</p> <ul style="list-style-type: none"> • Index Charts • Stacked Graphs • Small Multiples • Horizon Graphs <p>Statistical Distributions</p> <ul style="list-style-type: none"> • Stem-and-Leaf Plots • Q-Q Plots • SPLOM • Parallel Coordinates <p>Maps</p> <ul style="list-style-type: none"> • Flow Maps • Choropleth Maps • Graduated Symbol Maps • Cartograms <p>Hierarchies</p> <ul style="list-style-type: none"> • Node-Link diagrams • Adjacency Diagrams • Enclosure Diagrams <p>Networks</p> <ul style="list-style-type: none"> • Force-Directed Layouts • Arc Diagrams • Matrix Views 	<p>Entropy</p> <p>If S is an arbitrary collection of examples with a binary class attribute, then:</p> $Entropy(S) = -P_{C1} \log_2(P_{C1}) - P_{C2} \log_2(P_{C2})$ $= -\frac{N_{C1}}{N} \log_2\left(\frac{N_{C1}}{N}\right) - \frac{N_{C2}}{N} \log_2\left(\frac{N_{C2}}{N}\right)$ <p>where $C1$ and $C2$ are the two classes. P_{C1} and P_{C2} are the probability of being in Class 1 or Class 2 respectively. N_{C1} and N_{C2} are the number of examples in each class. N is the total number of examples.</p> <p>Note: $\log_2 x = \frac{\log_{10} x}{\log_{10} 2} = \frac{\log_{10} x}{0.301}$</p> <p>Information gain</p> <p>The $Gain(S, A)$ of an attribute A relative to a collection of examples, S, with v groups having S_v elements is:</p> $Gain(S, A) = Entropy(S) - \sum_{v \in values(A)} \frac{ S_v }{ S } * Entropy(S_v)$
<p>Networking</p> <p>Closeness Centrality: $C_{CL}(v) = \frac{1}{\sum_{u \in V} dist(u, v)}$</p> <p>Betweenness Centrality: $C_B(v) = \sum_{s \neq t \neq v \in V} \frac{\sigma(s, t v)}{\sigma(s, t)}$,</p> <p>where (s, t) is the number of shortest paths between s and t. $(s, t v)$ is the number of shortest paths between s and t passing through v</p> <p>Density: $den(g) = \frac{ E_g }{ V_g (V_g -1)/2}$,</p> <p>where E_g is number of edges, V_g is number of vertices</p> <p>Clustering coefficient: $clt(g) = \frac{3\tau_\Delta(g)}{\tau_3(g)}$,</p> <p>where $3\tau_\Delta(g)$ is number of triangles, $\tau_3(g)$ is number of connected triples</p>	<p>Naïve Bayes'</p> <p>For events A_1, A_2, \dots, A_n and event C, classification probability is</p> $P(C_j A_1 \cap A_2 \dots \cap A_n) = \frac{P(C_j) \cdot P(A_1 \cap A_2 \dots \cap A_n C_j)}{P(A_1 \cap A_2 \dots \cap A_n)}$ <p>For Bayesian classification, a new point is classified to C_j if $P(C_j) * P(A_1 C_j) * P(A_2 C_j) * \dots * P(A_n C_j)$ is maximised.</p> <p>Naïve Bayes assumes $P(A \cap B) = P(A) * P(B)$ etc.</p> <p>Cosine or normalised dot product</p> <p>For documents i and j with terms w</p> $Sim(D_i, D_j) = \frac{\sum_{t=1}^N w_{it} * w_{jt}}{\sqrt{\sum_{t=1}^N (w_{it})^2 * \sum_{t=1}^N (w_{jt})^2}}$ <p>ROC</p> $TPR = \frac{TP}{TP + FN}, \quad FPR = \frac{FP}{FP + TN}$