

Data Science Workshop

Practical . Python

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Introduction to Data Science

01

Life cycle

02

Data science team

03

Applications

04

Research directions

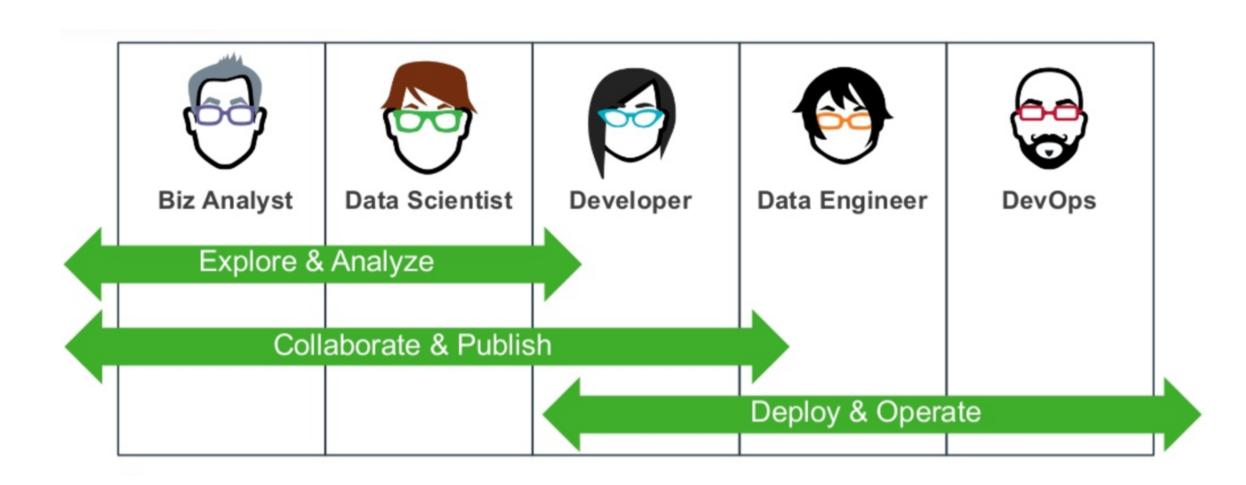
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Jobs

Data Science Project Life Cycle



Data science team



Data Science Application

- Internet Search
- Digital Advertisements
- Recommender Systems
- Image Recognition
- Speech Recognition
- Gaming
- Airline Route Planning
- Fraud and Risk Detection
- Self Driving Cars
- Robots

Research directions

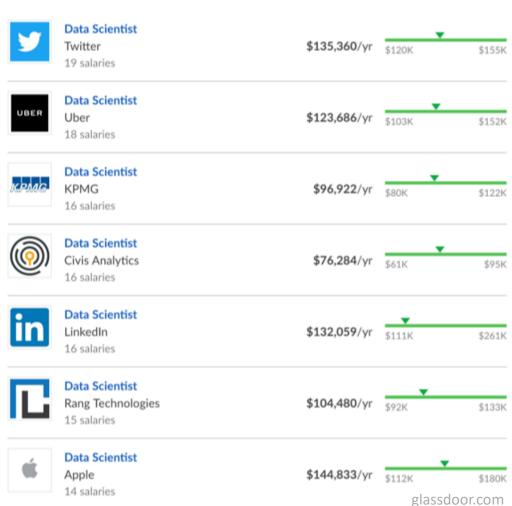
- Knowledge Discovery & Data Mining.
- Machine Learning & Deep Learning.
- Visual Computing & Multimedia Analytics.
- Spatial & Context-Aware Data
 Management.
- Recommender Systems & Preference Analytics.
- Natural Language Processing & Text
 Mining.

Data Scientist Salary \$128,549/yr

Average Base Pay



f	Data Scientist Facebook 65 salaries	\$135,117 /yr	\$100K	\$180K
Microsoft	Data Scientist Microsoft 44 salaries	\$123,556 /yr	\$94K	\$152K
IBM.	Data Scientist IBM 40 salaries	\$109,177 /yr	\$81K	\$144K
Booz Allen	Data Scientist Booz Allen Hamilton 38 salaries	\$84,450/yr	\$58K	\$140K
Capitat()	Data Scientist Capital One 28 salaries	\$106,750 /yr	\$79K	\$131K
n	Data Scientist Nielsen 23 salaries	\$73,725/yr	\$63K	\$85K
@	Data Scientist Airbnb 21 salaries	\$126,287 /yr	▼	\$170K



Python Programming

01

Environment Setup

02

Python Basics

Data Exploratory and Analysis

Manipulation

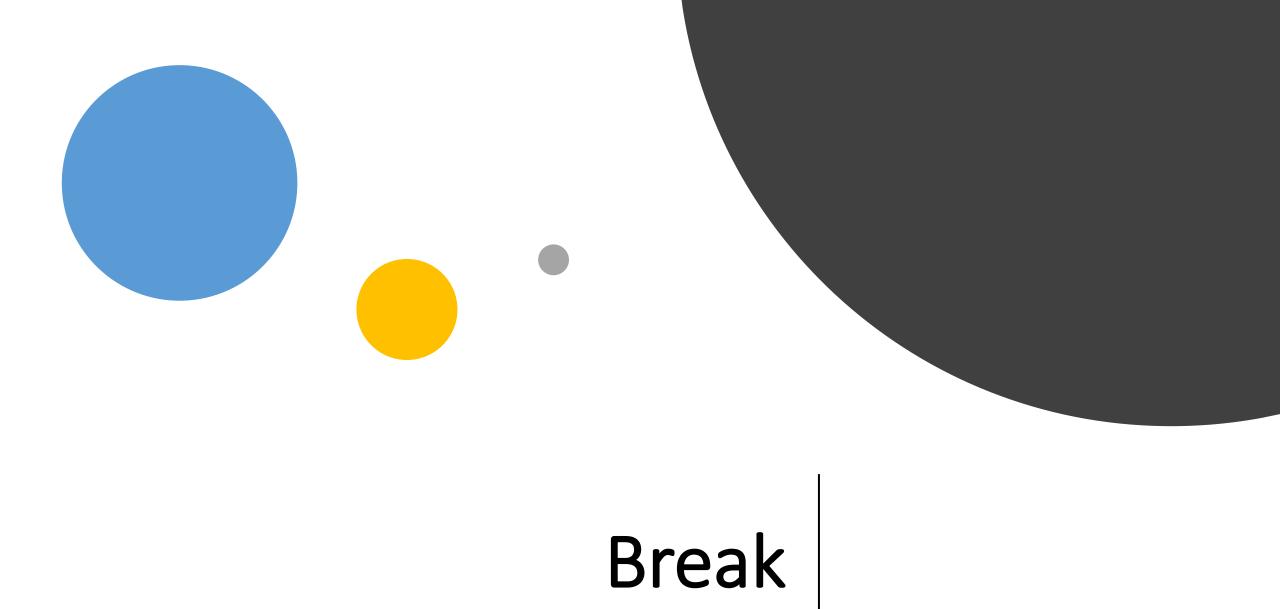
- Numpy
- Pandas

Visualization

Matplotlip

Retrieval

BeautifulSoup



Machine Learning

Regression

Classification

Clustering

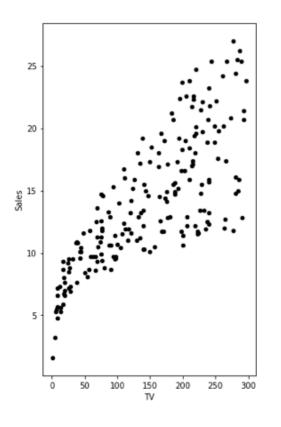
Association Rules

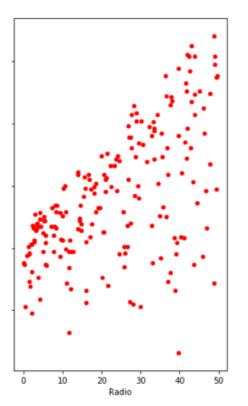
Supervised & Unsupervised Learning

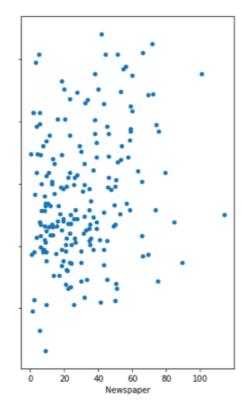
	Continuous	Categorical
Supervised	Regression	Classification
Unsupervised	Dimensionality Reduction	Clustering

Regression

	TV	Radio	Newspaper	Sales
1	230.1	37.8	69.2	22.1
2	44.5	39.3	45.1	10.4
3	17.2	45.9	69.3	9.3
4	151.5	41.3	58.5	18.5
5	180.8	10.8	58.4	12.9
6	8.7	48.9	75	7.2
7	57.5	32.8	23.5	11.8
8	120.2	19.6	11.6	13.2





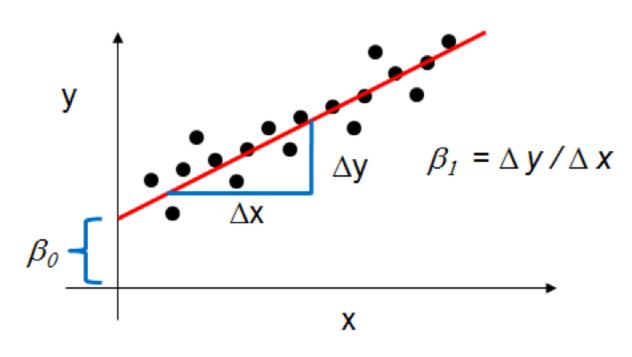


Simple Linear Regression

 To predict a quantitative response using a single feature.

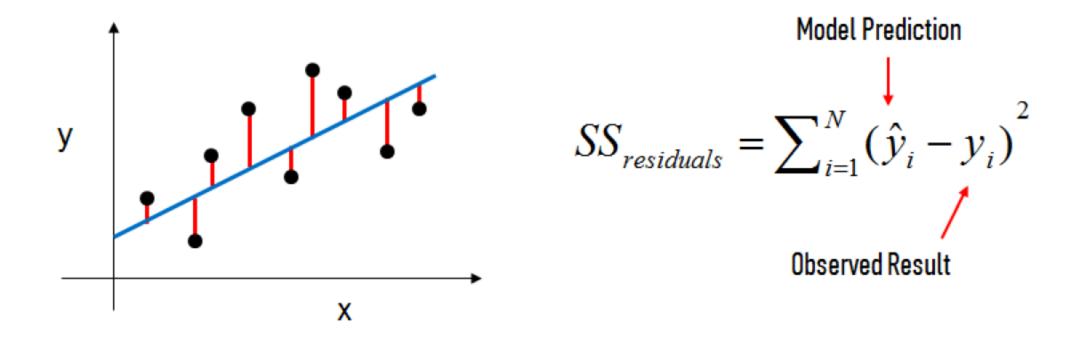
$$y=\beta 0+\beta 1x$$

- y is the response (Dependent Variable)
- x is the feature (Independent variable)
- β0 is the **intercept** (the value of y when x=0)
- β1 is the **slope** (the change in y divided by change in x)



Estimating Model Coefficients

- Coefficients are estimated using the least squares criterion
 - Minimizes the sum of squared residuals or "sum of squared errors"



Multiple Linear Regression

Using multiple features:

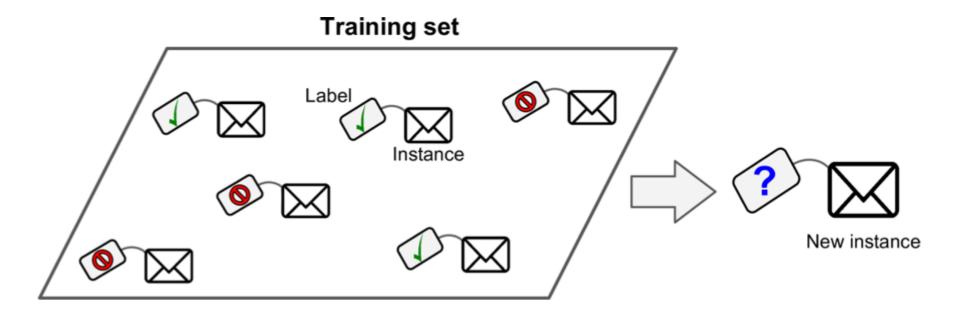
$$y = \beta 0 + \beta 1x1 + ... + \beta nxn$$

 \bullet x represents different feature and β is the feature coefficient :

$$y = β0 + β1 \times TV + β2 \times Radio + β3 \times Newspaper$$

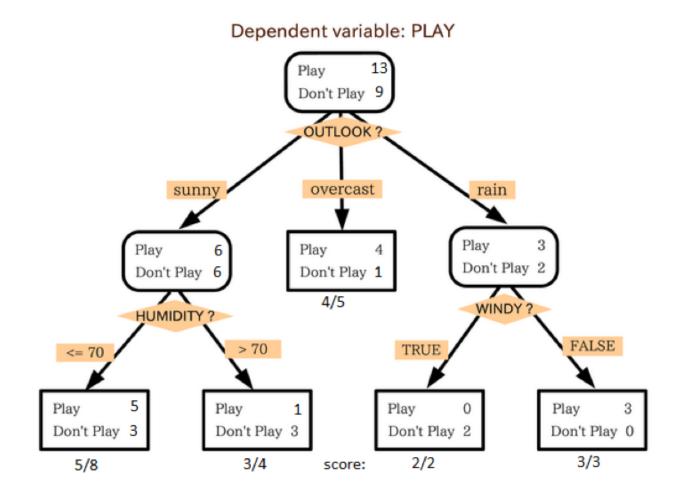
Machine Learning / Statistical classification

To identify a new observation belongs to which category, based on training data containing observations whose category membership is known.

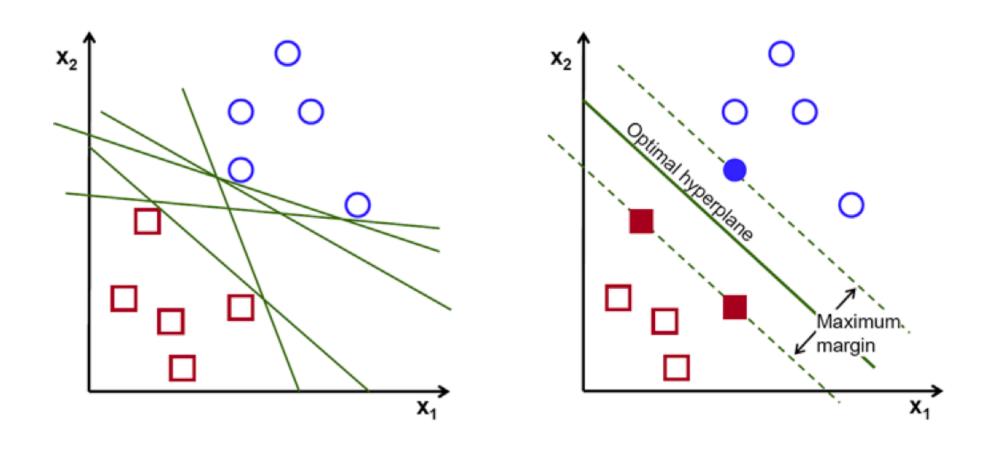


Decision Tree

Split the data into two or more homogeneous sets, based on most significant attributes to make as distinct groups as possible.



Support Vector Machine (SVM)



Naive Bayes

P(Yes | Sunny) = P(Sunny | Yes) * P(Yes) / P (Sunny)
P (Sunny | Yes) = 3/9 = 0.33,
P(Sunny) = 5/14 = 0.36,
P(Yes) = 9/14 = 0.64
P (Yes | Sunny) = 0.33 * 0.64 / 0.36 = 0.60, which has higher probability.

Will players will pay if weather is sunny?

Weather	Play
Sunny	No
Overcast	Yes
Rainy	Yes
Sunny	Yes
Sunny	Yes
Overcast	Yes
Rainy	No
Rainy	No
Sunny	Yes
Rainy	Yes
Sunny	No
Overcast	Yes
Overcast	Yes
Rainy	No

Frequency Table			
Weather	No	Yes	
Overcast		4	
Rainy	3	2	
Sunny	2	3	
Grand Total	5	9	

$P(c \mid x) = \frac{P(x \mid c)}{P(x \mid c)}$	Class Prior Probability $P(c)$
osterior Probability	Predictor Prior Probability

$$P(c \mid X) = P(x_1 \mid c) \times P(x_2 \mid c) \times \cdots \times P(x_n \mid c) \times P(c)$$

Likelihood table]	
Weather	No	Yes		
Overcast		4	=4/14	0.29
Rainy	3	2	=5/14	0.36
Sunny	2	3	=5/14	0.36
All	5	9		
	=5/14	=9/14		
	0.36	0.64		

P(c|x) is the posterior probability of class (c) given predictor (x). P(c) is the prior probability of class. P(x|c) is the likelihood which is the probability of predictor given class. P(x) is the prior probability of predictor.

14 data instances

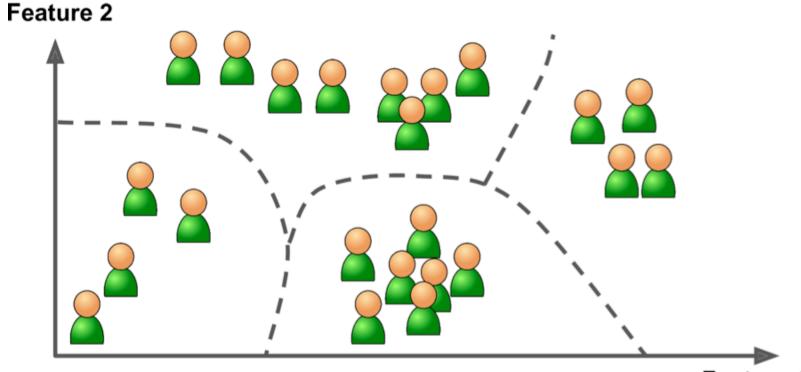
Clustering

Blog's visitors dataset:

Clustering is to group similar visitors without labeling.

For example, the visitors can be clustered based on their gender and the visited sections.

This may help you target your posts for each group.



Feature 1

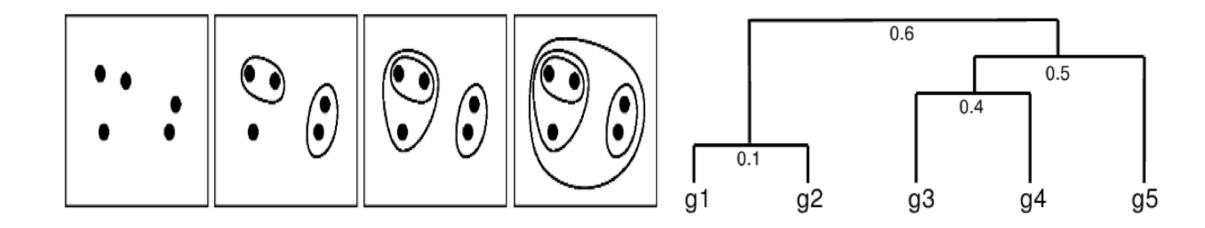
Hierarchical Clustering

• Agglomerative or "bottom up" approach.

Each observation starts as a cluster, and pairs of clusters are grouped in one cluster, moves up the hierarchy.

• Divisive or "top down" approach.

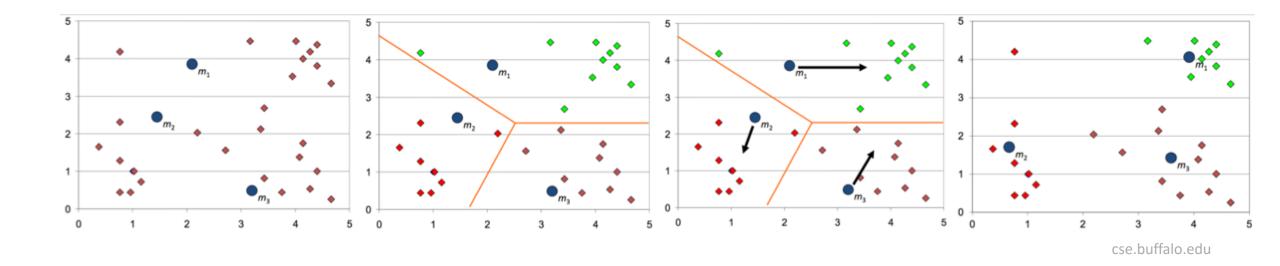
All observations start in one cluster, and splits are performed recursively as one moves down the hierarchy.



Partitional / Centeriod-based Clustering

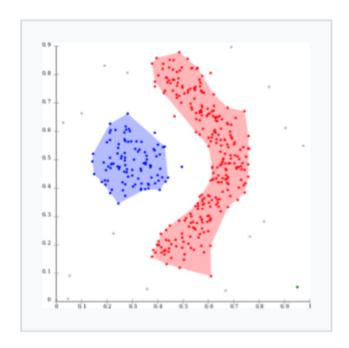
• K-means:

- Define K number of clusters.
- For each object x_i
 - Calculate the distances between x_i and the K centroids
 - (Re)assign x_i to the cluster whose centroid is the closest to xi
- Update the cluster centroids based on current assignment

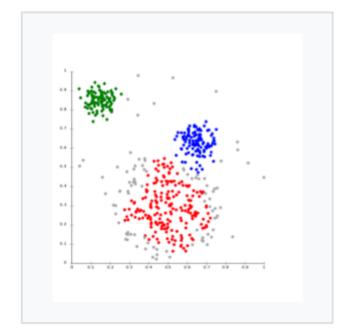


Density-based clustering

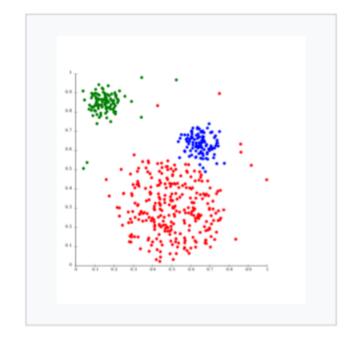
- The objective is to cluster the objects in areas of higher density.
- Objects that are not close to any cluster considered as noise and border points between clusters.



Density-based clustering with DBSCAN.



DBSCAN assumes clusters of similar density, and may have problems separating nearby clusters



OPTICS is a DBSCAN variant that handles different densities much better

Association Rules / Apriori Algorithm

Association rules analysis is a technique to uncover how items are associated to each other. There are three common ways to measure association.

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Transaction 1	
Transaction 2	
Transaction 3	O PER STATE OF THE PER
Transaction 4	(4)
Transaction 5	
Transaction 6	Constant of the constant of th
Transaction 7	The state of the s
Transaction 8	Ø 0

Support
$$\{ \bigcirc \} = \frac{4}{8}$$

how popular an itemset is?

Confidence
$$\{ \bigcirc \rightarrow \emptyset \} = \frac{\text{Support } \{ \bigcirc, \emptyset \}}{\text{Support } \{ \bigcirc \}}$$

how likely item Y is purchased when item X?

Lift
$$\{ \bigcirc \rightarrow \emptyset \} = \frac{\text{Support } \{ \bigcirc, \emptyset \}}{\text{Support } \{ \bigcirc \} \times \text{Support } \{ \emptyset \}}$$

how likely item Y is purchased when item X is purchased, while controlling for how popular item Y is.

Thank You!

Video tutorials: https://goo.gl/JqevFk

Source code: https://goo.gl/FAYr51