

# Data Mining for Business

## *Introduction to Data Mining Concepts*

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# What is Data Mining?

- “Data mining is the process of finding anomalies, patterns and correlations within large data sets to predict outcomes”.
- The foundation of data mining consists of three intertwined disciplines:
  - **Statistics**: numeric study of data relationships
  - **AI**: human-like intelligence displayed by machines
  - **ML**: algorithms learn from data to make predictions

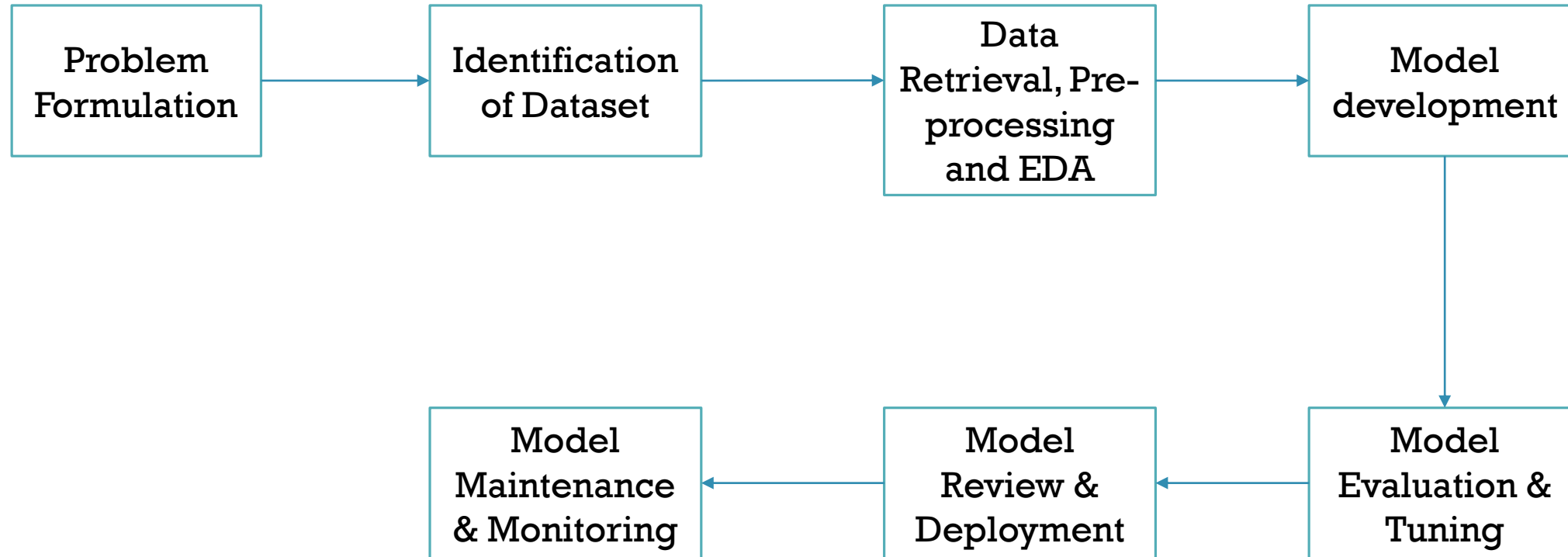


# Why Data Mining?



- Making smart business decisions is not driven by how much data you have – but by how quickly you can discover insights from all that data
- Data mining helps to achieve above objective with the help of descriptive, predictive and prescriptive modeling

# Data Mining Pipeline/ Process





# Key concepts (1/3)

- Target variable / Dependent variable / Response variable / Outcome variable / Output variable
- Feature / Input variable / Independent variable / Predictor / Attribute / Input feature
- Categorical variable / Factor variable
- Holdout set / Holdout data / Test set / Test data
- Training data / Training set
- Validation data / Validation set



# Key concepts (2/3)

- Algorithm
- Model
- **Prediction / Estimation**
- Observation / Record / Case
- **Sample** – single observation in ML / collection of observations in Statistics
- **Score** – a predicted value or class
- **Scoring** - using a model developed with training data to predict output values in new data
- **Variable** - Any measurement on the records, including both the input (X) and the output (Y) variables

# Key concepts (3/3)



- Fitting a model
- Re-fit a model
- **Supervised learning** – Regression and Classification Methods
- **Unsupervised learning** – Cluster analysis, Collaborative filtering and association rules
- **Semi-supervised learning**
- **Reinforcement learning**

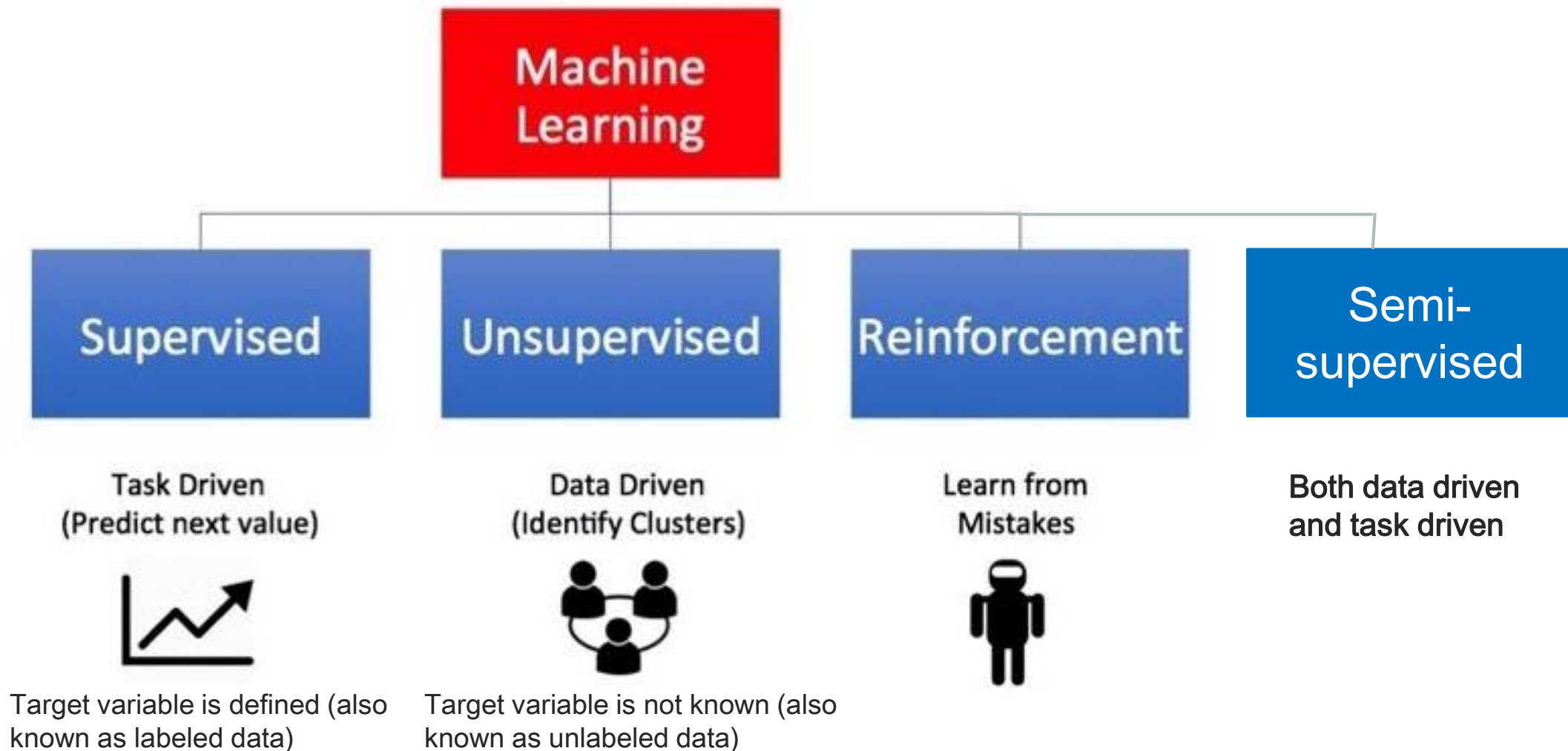
# Types of data

- Qualitative – Nominal, Ordinal
- Quantitative – Discrete, Continuous





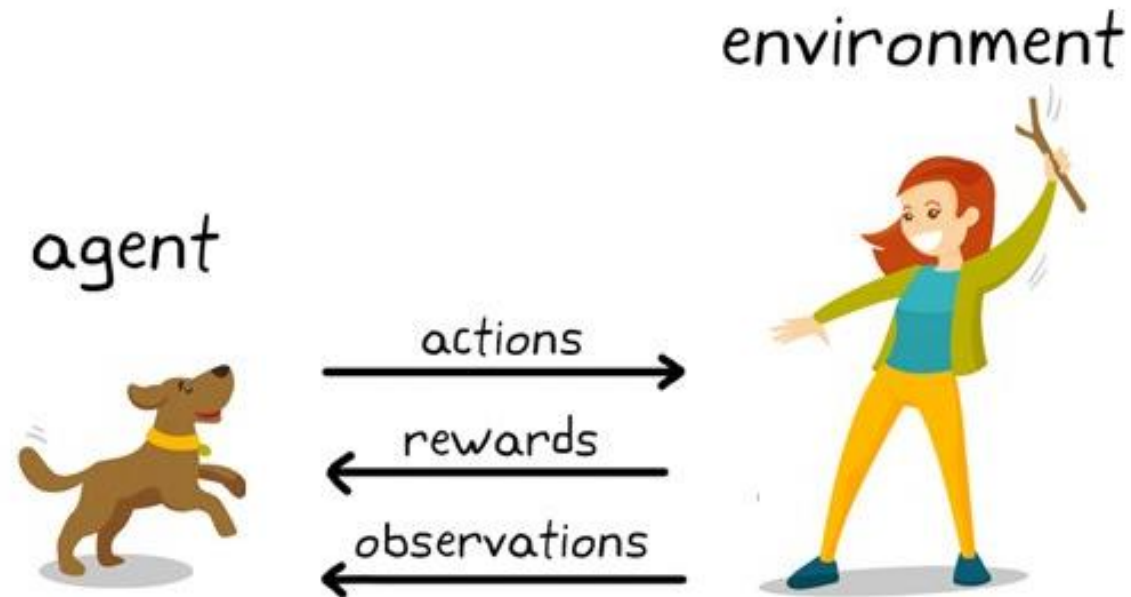
# Types of Machine Learning



# Reinforcement learning



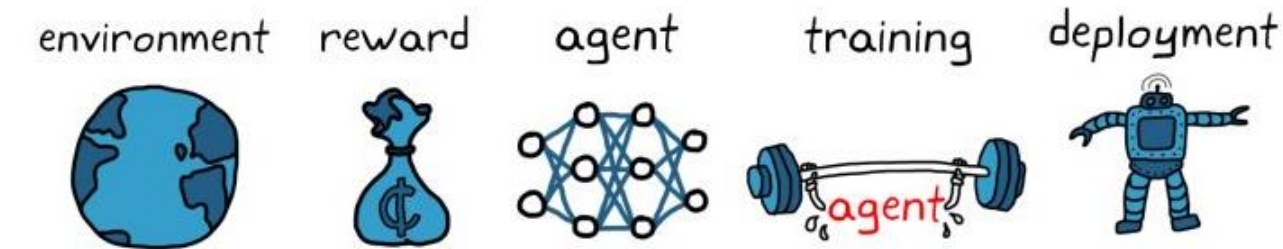
- A technique that enables an agent to learn in an interactive environment by **trial and error using feedback** from its own actions and experiences



# Reinforcement Learning in ML



## Reinforcement Learning Workflow



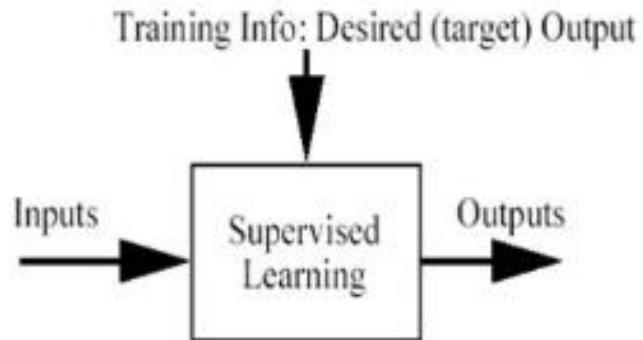
# Reinforcement Learning example



# Reinforcement Learning vs. Supervised Learning



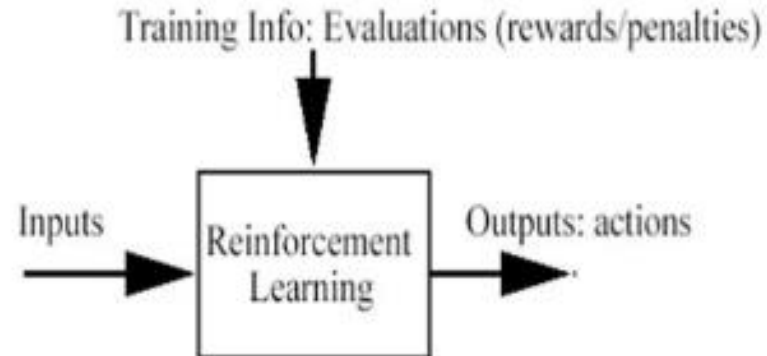
## Supervised Learning



$$\text{Error} = (\text{target output} - \text{actual output})$$

Correct set of action for performing a task is supplied to the agent in the form of actual target value

## Reinforcement Learning



Objective: Get as much reward as possible

Uses rewards and punishments as signals for positive and negative behavior

# Reinforcement Learning vs. Unsupervised Learning



- The goal is different in both learning types
- Goal of unsupervised learning is to **find similarities and differences between the data points**
- Goal of reinforcement learning is to find a suitable action model that would **maximize the total cumulative reward of the agent**

# Types of Reinforcement

- Positive
- Negative







# Mostly used Reinforcement Learning Algorithms

- **Model-based methods** : Example – Markov Decision Processes (MDPs)
- **Model-free methods** :
  - Q-learning (value-based)
  - SARSA (State-Action-Reward-State-Action) (Policy based)
  - Deep-Q-Networks(DQN)
  - Deep Deterministic Policy Gradient (DDPG)





# Applications of Reinforcement Learning

- Autonomous self-driving cars
- Robotics for Industrial automation
  - <https://youtu.be/ZhsEKTo7V04>
- Building AI for computer games
- RL based agents for stock trading
- Chatbots

# Reinforcement Learning – Reading material



- Reinforcement Learning-An Introduction by Richard Sutton and Andrew Barto



Thank you!