# 数据探索性分析与数据预处理

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### 1. 问题描述

对数据集 San Francisco Building Permits 和数据集 NFL Play-by-Play 2009-2017 进行探索性分析与预处理。

## 2. 数据说明

数据集: San Francisco Building Permits,记做 S\_data 数据集数据集: NFL Play-by-Play 2009-2017,记做 N\_data 数据集

### 3. 数据分析

#### 3.1 数据可视化和摘要

#### 3.1.1 数据摘要

(1) 标称属性,给出其每个可能取值的频数

数据集	结果
S_data	/Building Permits/result_Build_nominal.txt
N_data	/NFL/result_NFL_nominal.txt

(2) S\_data 数据集数值属性,给出最大、最小、均值、中位数、四分位数及缺失值的个数。

	Permit	Street	Unit	Number	Number	Estimated	Revised Cost	Existing	Proposed	Plansets	Existing	Prop	Super	Zipcode	Record ID
	Type	Number		of	of	Cost		Units	Units		Construc	osed	visor		
				Existing	Proposed						tion	Construct	District		
					Stories						Type	ion Type			
count	198900.0	198900.0000	29479.0000	156116.00	156032.00	1.608340e+05	1.928340e+05	147362.0000	147989.00	161591.0000	155534.0	155738.0	197183.00	197184.00000	1.98000e+05
	00000	00	00	0000	0000			0		00	00000	00000	0000	0	
mean	7.522323	1121.728944	78.517182	5.705773	5.745043	1.689554e+05	1.328562e+05	15.666164	16.510950	1.274650	4.072878	4.089529	5.538403	94115.500558	1.162048e+12
Std	1.457451	1135.768948	326.981324	8.613455	8.613284	3.630386e+06	3.584903e+06	74.47632	75.220444	22.407345	1.585756	1.578766	2.887041	9.270131	4.918215e+11
min	1.000000	0.000000	0.000000	0.000000	0.000000	1.000000e+00	0.000000e+00	0.000000	0.000000	0.000000	1.000000	1.000000	1.000000	94102.000000	1.293532e+10
25%	8.000000	235.000000	0.000000	2.000000	2.000000	3.300000e+03	1.000000e+00	1.000000	1.000000	0.000000	3.000000	3.000000	3.000000	94109.000000	1.308567e+12
50%	8.000000	710.000000	0.000000	3.000000	3.000000	1.100000e+04	7.000000e+03	1.000000	2.000000	2.000000	5.000000	5.000000	6.000000	94114.000000	1.371840e+12
75%	8.000000	1700.000000	1.000000	4.000000	4.000000	3.500000e+04	2.870750e+04	4.000000	4.000000	2.000000	5.000000	5.000000	8.000000	94122.000000	1.435000e+12
Max	8.000000	8400.000000	6004.00000	78.000000	78.000000	5.379586e+08	7.805000e+08	1907.000000	1911.0	9000.000000	5.000000	5.000000	11.000000	94158.000000	1.498342e+12

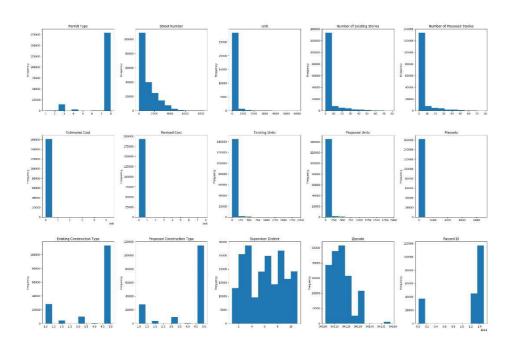
## (3) N\_data 数据集数值属性,给出最大、最小、均值、中位数、四分位数及缺失值的个数。

	GameID	Drive	qtr	down	TimeUnder	TimeSecs	PlayTime	yrdln	yrdline100	ydstogo	yacEPA
							Diff				
count	407688.00	407464.0000	407244.000	406848.00	4.076880e+05	407688.00	407688.0	346534.0	406848.00	407688.00	159190.000
	0000	00	000	0000		0000	00000	00000	0000	0000	000
mean	7.374200	1695.268944	20.576762	28.488327	2.013158e+09	12.316158	2.577412	2.002476	48.644081	7.309403	-0.386086
std	4.642388	1062.801012	17.969326	12.946471	2.572839e+06	7.149527	1.129750	1.006353	25.070416	4.869987	1.972715
min	0.000000	-900.000000	0.000000	1.000000	2.009091e+09	1.000000	1.000000	1.000000	1.000000	0.000000	-14.000000
25%	3.000000	778.000000	5.000000	20.000000	2.011101e+09	6.000000	2.000000	1.000000	30.000000	3.000000	-0.961115
50%	7.000000	1800.000000	17.000000	30.000000	2.013111e+09	12.000000	3.000000	2.000000	49.000000	9.000000	0.000000
75%	11.000000	2585.000000	37.000000	39.000000	2.015121e+09	18.000000	4.000000	3.000000	70.000000	10.000000	0.485508
max	15.000000	3600.000000	943.000000	50.000000	2.017123e+09	35.000000	5.000000	4.000000	99.000000	50.000000	9.559834

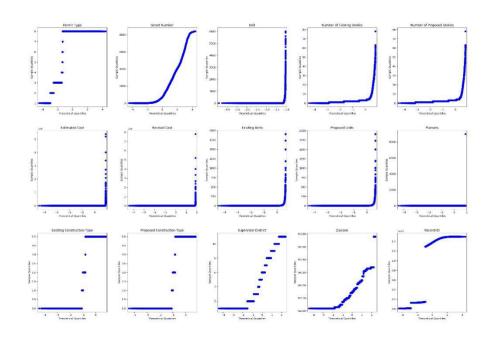
	Home_WP_pre	Away_WP_pre	Home_WP_post	Away_WP_post	Win_Prob	WPA	airWPA	yacWPA	Season
count	382734.000000	382734.000000	381101.000000	381101.000000	382679.000000	402147.000000	159187.000000	158926.000000	407688.000000
mean	0.534488	0.465965	0.534791	0.465613	0.501320	0.002099	0.015135	-0.010480	2013.018985
std	0.285574	0.285629	0.287818	0.287867	0.287445	0.045363	0.056490	0.068139	2.576962
min	0.000000	0.000000	0.000000	0.000000	0.000000	-0.997214	-0.999881	-0.986673	2009.000000
25%	0.325123	0.231411	0.321701	0.227694	0.276472	-0.014728	-0.011518	-0.018683	2011.000000
50%	0.531274	0.469052	0.533609	0.466670	0.504470	0.000000	0.003441	0.000000	2013.000000
75%	0.769232	0.675530	0.772882	0.678833	0.725477	0.014684	0.035792	0.011431	2015.000000
max	1.000000	1.000000	1.000000	1.000000	1.000000	0.994848	0.994848	1.000000	2017.000000

### 3.1.2 S\_data 数据可视化

(1)针对数值属性,绘制直方图,用 qq 图检验其分布是否为正态分布。直方图如下 所示:

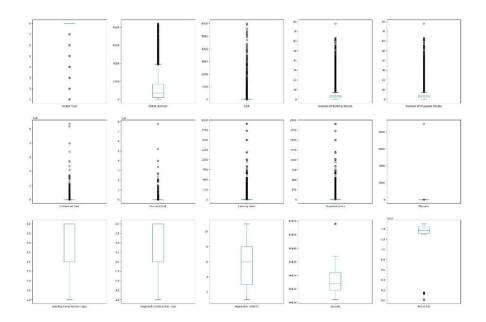


### (2) qq 图如下所示:



由各个属性的 qq 图可以看出,无属性满足正态分布

(3) 绘制盒图,对离群值进行识别。盒图如下所示:



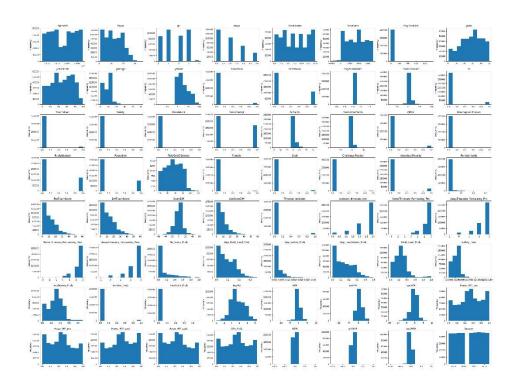
从各个属性的盒图观察可得,属性 Permit Type、Street Number、Unit、Number of Existing Stories、Number of Proposed Stories、Estimated Cost、Revised Cost、Existing Units、Proposed Units、Plansets、Zipcode、Record ID 存在离群值

#### 3.1.3 N\_data 数据可视化

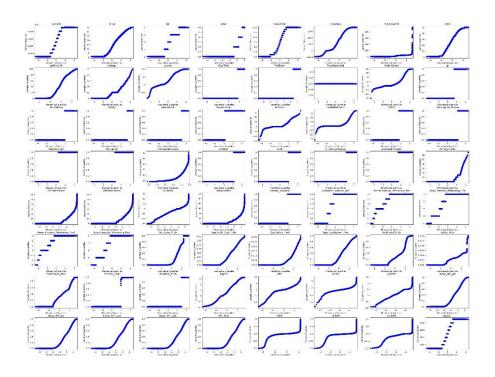
针对数值属性,

绘制直方图,用 qq 图检验其分布是否为正态分布。

直方图如下所示:



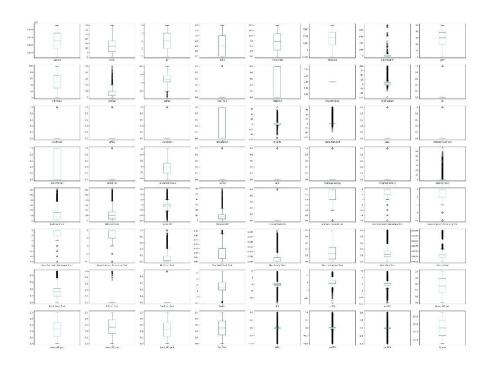
## qq 图如下所示:



由各个属性的 qq 图可以看出,属性 ExpPts 和 EPA 满足正态分布

绘制盒图,对离群值进行识别

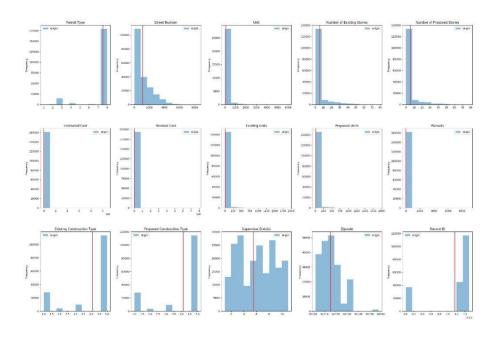
盒图如下所示:



从各个属性的盒图观察可得,属性 PlayTimeDiff、ydstogo、ydsnet、GoalToGo、Yards.Gained、sp、Touchdown、Safety、Onsidekick、AirYards、YardsAfterCatch、QBHit、Interception Thrown、Reception、Fumble、Sack、Challenge.Replay、Accepted.Penalty、Penalty.Yards、PosTeamScore、DefTeamScore、ScoreDiff、AbsScoreDiff、Timeout\_Indicator、posteam\_timeouts\_pre、HomeTimeouts\_Remaining\_Pre、AwayTimeouts\_Remaining\_Pre、HomeTimeouts\_Remaining\_Post、No\_Score\_Prob、Opp\_Field\_Goal\_Prob、Opp\_Safety\_Prob、Field\_Goal\_Prob、Safety\_Prob、Touchdown\_Prob、ExPoint\_Prob、TwoPoint\_Prob、ExpPts、EPA、airEPA、yacEPA、WPA、airWPA、yacWPA 存在离群值

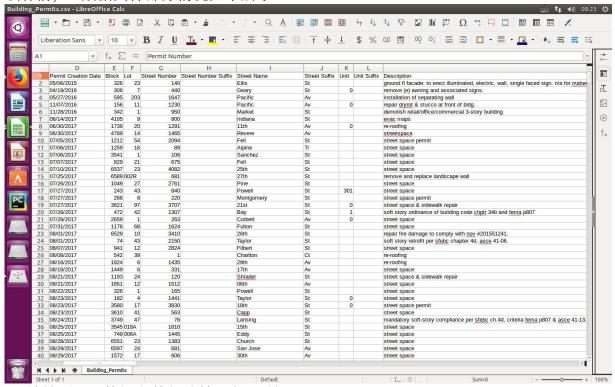
## 3.2 S\_data 数据缺失处理

(1) 将缺失部分剔除

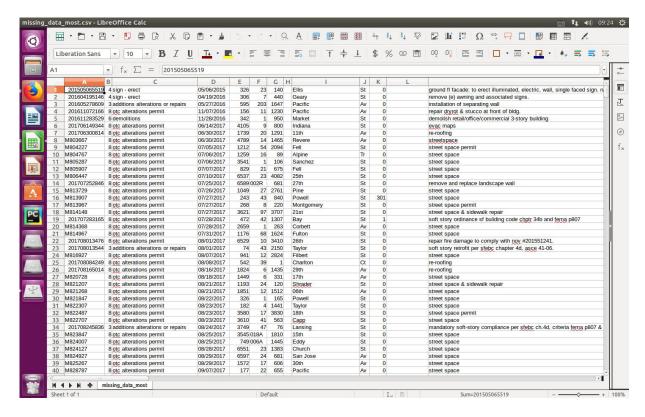


#### (2) 用最高频率值来填补缺失值

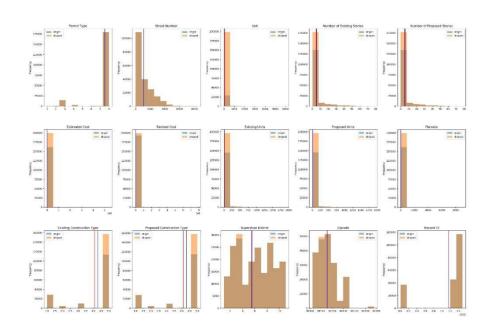
填补前,csv 数据文件部分情况如下所示:



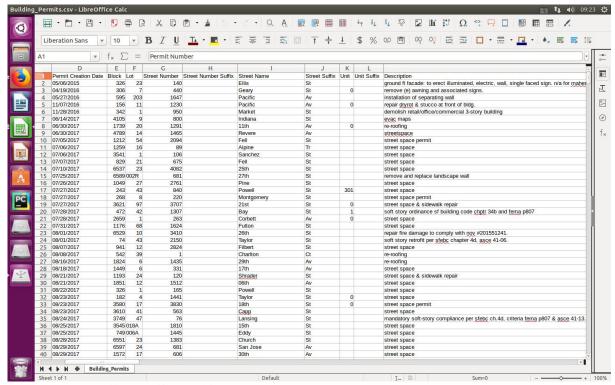
填补后,csv 数据文件部分情况如下所示:



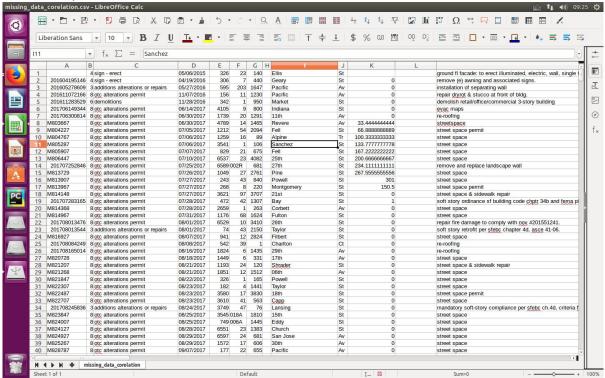
可视化对比填补前后数据,直方图如下所示:



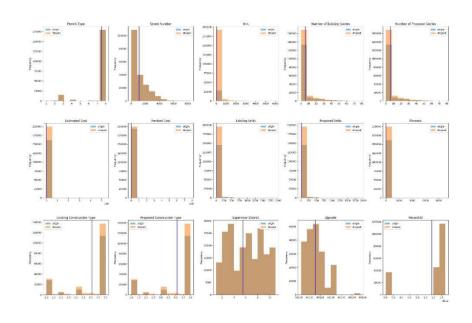
• 通过属性的相关关系来填补缺失值 填补前,csv 数据文件部分情况如下所示:



填补后,csv 数据文件部分情况如下所示:



可视化对比填补前后数据,直方图如下所示:



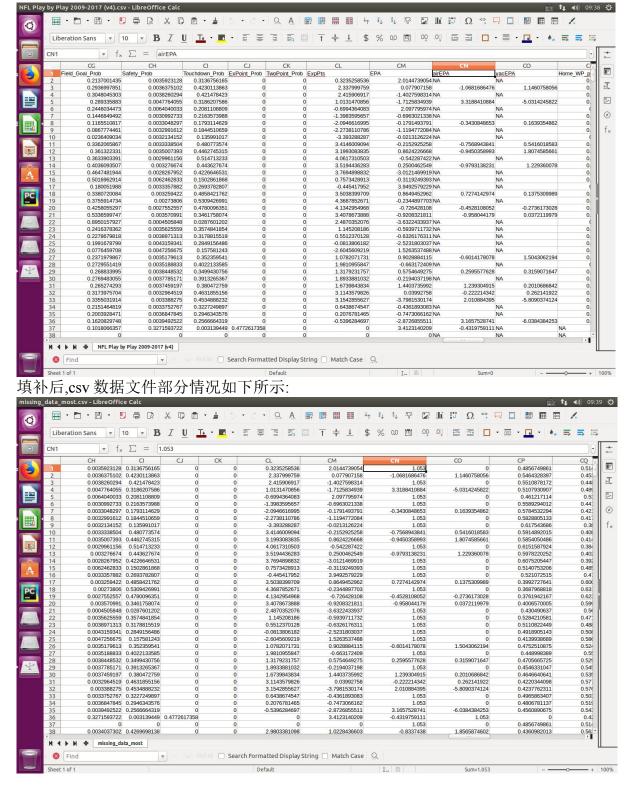
• 通过数据对象之间的相似性来填补缺失值

## 3.3 N\_data 数据缺失处理

将缺失部分剔除



用最高频率值来填补缺失值 填补前,csv 数据文件部分情况如下所示:

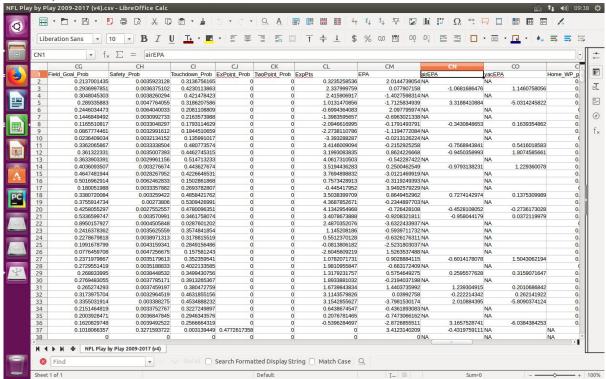


可视化对比填补前后数据,直方图如下所示:

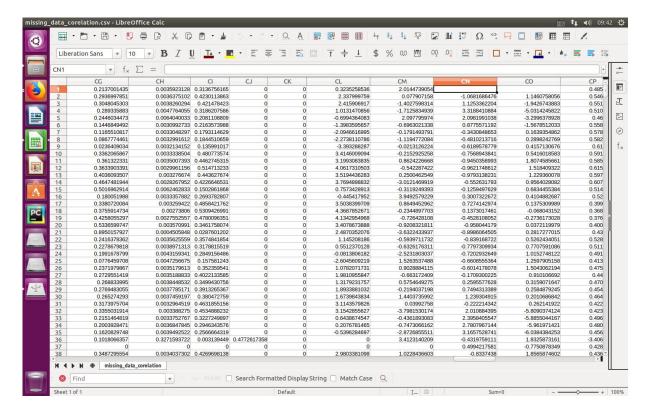


#### 通过属性的相关关系来填补缺失值

填补前,csv 数据文件部分情况如下所示:



填补后,csv 数据文件部分情况如下所示:



可视化对比填补前后数据,直方图如下所示:



通过数据对象之间的相似性来填补缺失值