

Data Science Math Skills

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Data Science Math Skills

Course Information

Data Science Math Skills by **Duke University** is a online course you can take on this site [Coursera](#).

Motivation for Learning & Re-learning

A lot of graduate school students struggle with Data Science courses only because of their lack of knowledge and/or understanding of Mathematics for Data Science. The course gives an overview of Mathematical concepts you will encounter while learning Data Science.

Supplemental Notes and Videos

Here's how I make my notes:

My notes include videos from Khan Academy and other websites. The content's the same, and often a bit better due to lack of errors. The text are usually from the Coursera video transcripts.

I indicate **why** it is important to learn such concepts through **Further Reading** notes.

Sets and What They're Good For

Set Basics and Vocabulary

- [Set Theory](#)
- [Set Theory Operations](#)

Further Reading

A set is the fundamental discrete structure on which all other discrete structures are built.

Those who studied Discrete Mathematics or read a book about it will probably just re-learn a lot from this course on Set Basics.

- [Applications of Set Theory in Computer Science](#) - A list of the most obvious applications of Set Theory.
- [Discrete Mathematics and Its Applications](#) - I read most of the book as a supplemental material for a Discrete Math course. The book clearly states why a set is the foundational structure in Computer Science.

Venn Diagrams

- [What are Venn diagrams?](#)

Further Reading

- [A Visual Explanation of SQL Joins](#)

The Infinite World of Real Numbers

- [What are Real Numbers?](#)
- [Multi-step Inequalities](#)

The Jagged S Symbol

- [Sigma/Summation Notation](#)

$$\sum_{n=1}^{10} n^2$$

- The Sigma has similarities to the [factorial](#) symbol, but it suggests that you add the values of i based on the stopping point n

Descartes Was Really Smart

Plotting Points

- The x-axis is going to be the set of all points x-y in the Cartesian plane, x-y in \mathbb{R}^2 , such that their y coordinate is zero.
- We divide the Cartesian plane into four separate regions, and these we call **quadrants**.
- [Coordinate plane: quadrants](#)

Distance Formula

- [Distance formula](#)

$$d = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$$

Point-Slope Formula for Lines

- [Point Slope Form](#)

$$y - b = m(x - a)$$

Slope-Intercept Formula

- [Slope Intercept Equation](#)
- [Intro to Slope Intercept Form](#)

$$y = mx + b$$

Input-Output Machines

Functions: Mapping from Sets to Sets

- [Functions on Sets - UCLA](#)

$$f : A \rightarrow B$$

Functions: Graphing in the Cartesian Plane

- [Functions on a Coordinate Plane](#)
- [Vertical line test](#)
- The **vertical line** test says: *any vertical line, intersects the graph of a function once. If it intersects it more than once, we violate things here.

Increasing and Decreasing Functions

Composition and Inverse