DSDD: Sutroduction To Data Science

-> Lesson 1: The Data Sci. process

Now to approach DS pooblems

-) CRISP-DM

cross industry standard process 4 data mining.

(1) Decep business understanding Counterstanding problems & pain points

Data understanding Cowhad data will you need to solve your problem?

I note that O & @ can happen in either

3 Prepare data Granding & feature engineering where passible/nereded

E Datu Modeliny
Greatern Statistical analysis
Auswar questions
D'Evaluatre results
6 Deplay Sterate what is required
- Curicusity
the right data
the right taus
Modelines
-) instantione, fit , predict, score
· Quantitative vs Cortegorical vors
Cooking ad variables
Garrenation matrices, beatmaps, ? Charle
matrix plots ele / features
Objective: try to capture as much signal
in your data as possible

→ Handling missing values
(Drep rews
Sproblem, increases bias
2) Impute values
power of that column
-) Categorical variables
-) one hot encoding
variable becomes a during variable
Galviais remember to drop one column
Problems: does not scale well w/ many categorical variables.
-) Depucying Model
C) Automote tasks
G Communicate for others to take
action Z) Mashbards

-> Lessen 2: Communication w/ Stakeholders Dudwe of a project can be cut short - arthub G Repostacy for code - Covered by README . Motivation . Versions & constans .f. be desc. · Liscenstrer -> Medrum Communicate project w/ cher peopre of -> communication Cowno is the audience? I technical us accessible Sconsider porce (walledge) O"Pull in render-D keep enjoyed w/ Story 3 end w/ summery & call to action

W Pull in Competitive image boosts engagement - reverance to others to current events (lever engaged use puracraphs! pictures 2 other whitespaces (3) Call to action reference man points · call to oction Zs places chear how reader Should not afternooned

-) Or (a datased
-) Pick a dataset -) Rese 3 questions you want an sucre
-> Analyze data using pythan
C) Munge
G. Model
Gelc.
7 Communicate cusign's
Deliverable: - arthub retu
- Medum Bley Pest
Notos

- Stick to CRISPOM