

UNIVERSITY *of* WASHINGTON

Data Science UW

Methods for Data

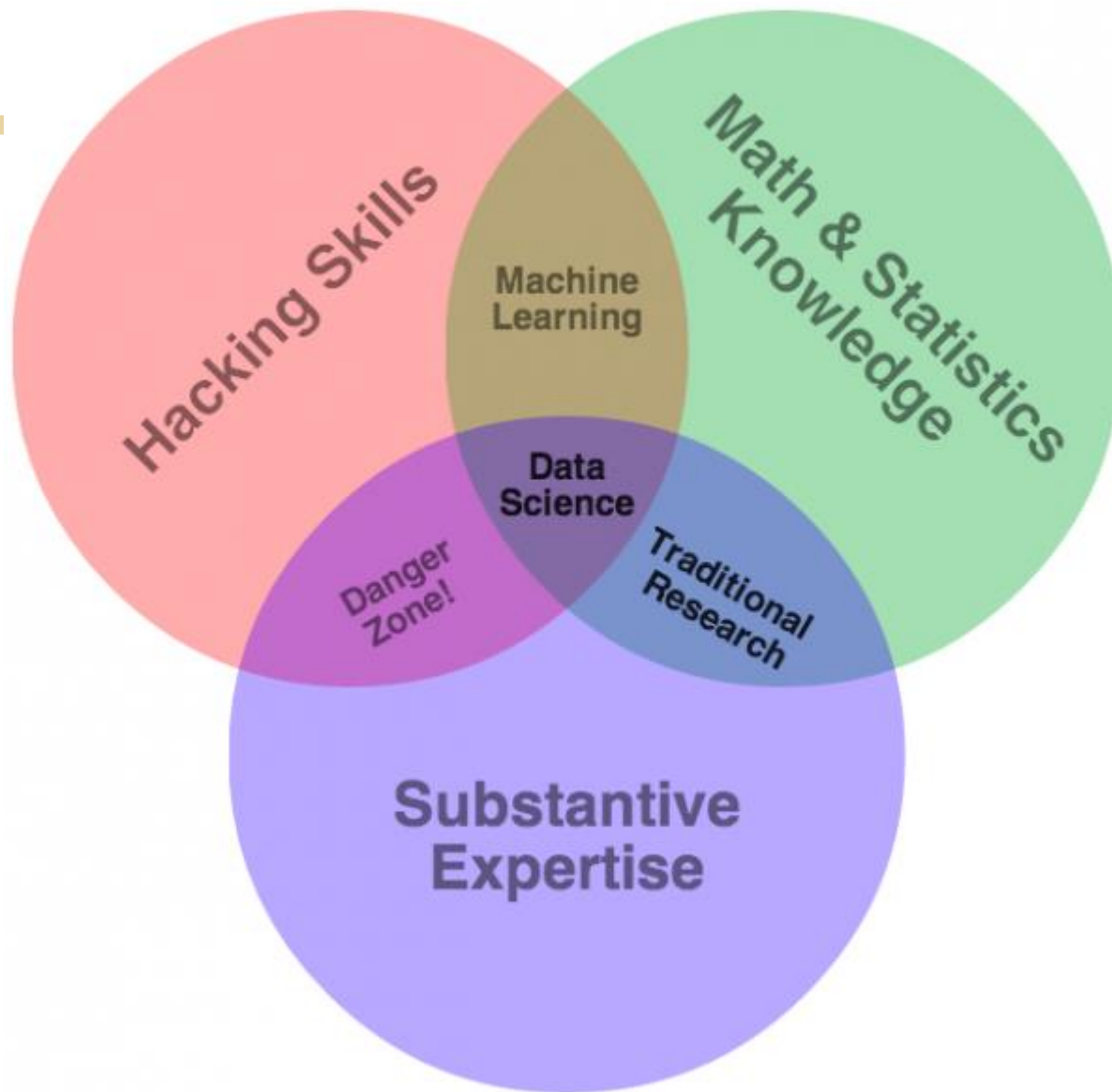
Analysis

Introduction and Data Exploration

Lecture 1

Nick McClure





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Course Purpose

- > This course isn't designed to make you an expert
- > This course is designed to point you in the right direction
- > Course Objectives:
 - Statistical tools for data exploration
 - The use of R to apply these tools to real data
 - Using inferential statistics to interrogate data
 - Testing and experimental design
 - Bayesian and classical statistics
- > See syllabus for more information



Course Requirements and Grading

This course will be graded by attendance, homework, and an individual project.

- > Attendance: You **MUST** attend at least 8 out of 10 classes. This is non-negotiable, a UW requirement.
- > Homework must be completed by the start of the next class. (Assigned weeks 1-8).
 - Returned as a 0,1, or 2.
 - > 0 = Not done or a major part wrong/missing.
 - > 1 = Completed, but missing or got wrong 1 or 2 parts.
 - > 2 = Completed with at most minor issues. Demonstrates full understanding of subject.
- > Individual Project: Due at the start of the last class.
 - Counts as 8 points.



Course Requirements and Grading

There is a total of 24 possible points. (16 pts for hmk + 8 project)

- > Must get 18 total points to pass.
- > 4 homework assignments must be made in a production level script (every other one = 1,3,5,7).
- > 4 homework assignments are regular script writing (every other one = 2,4,6,8).
- > The individual project must be production level code.



Office Hours and Contact Information

- > List of ways to contact me:
 - nickmc@uw.edu
 - LinkedIn group
- > When I'm *usually* available:
 - Off/on for simple things during work. (M-F 8am-5pm PST)
 - Tuesday-Thursday 7pm-10pm.
 - Sunday various afternoon/evening times.

Emergency contact: 402-980-3192

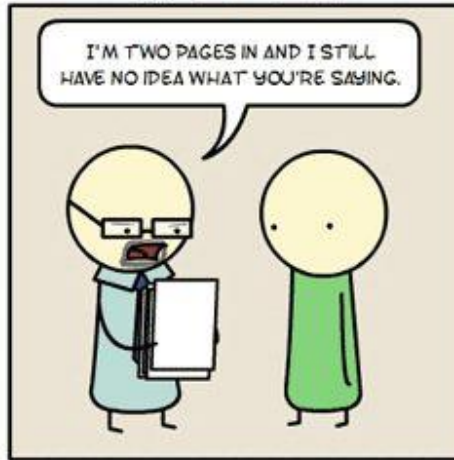


Review

PYTHON



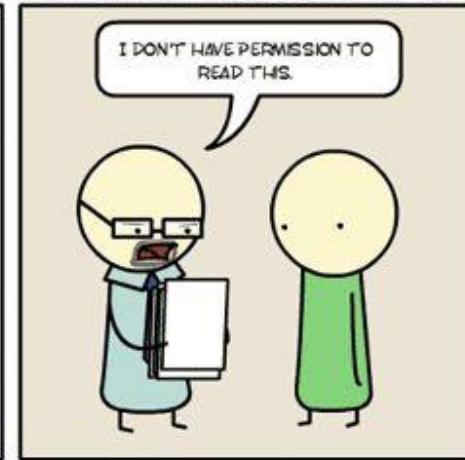
JAVA



C++



UNIX SHELL



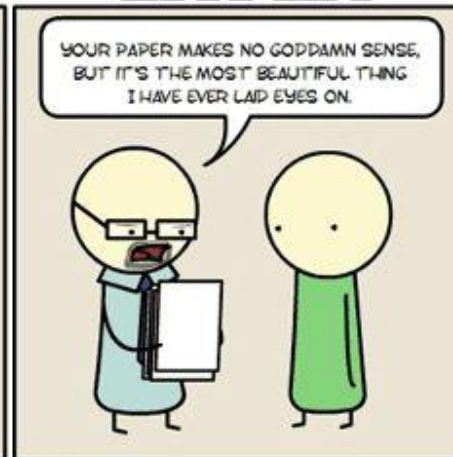
ASSEMBLY



C



LATEX



HTML



R Review

> R resources:

- R page:
 - > <http://www.r-project.org/other-docs.html>
- Stackoverflow:
 - > <http://www.stackoverflow.com>
- ‘Little’ R intro:
 - > <http://cran.r-project.org/doc/contrib/Rossiter-RIntro-ITC.pdf>
- Quick R:
 - > <http://statmethods.net/>
- There are many tutorials available online, e.g.,
 - > <http://cyclismo.org/tutorial/R/>
- Notes from a two day course at UW:
 - > <http://faculty.washington.edu/tlumley/Rcourse/>
- Google’s Style Guide:
 - > <http://google-styleguide.googlecode.com/svn/trunk/google-style.html>



Statistics Review

> Familiar Concepts:

- Discrete vs. Continuous Distributions
- Probability
- $y = mx + b$ vs $\bar{Y} = \mathbf{M} \cdot \bar{X} + \mathbf{B}$

> This area is the emphasis of the course.



SQL Review

- > SQL (to know):
 - Create tables
 - Drop tables
 - Joins (Inner, outer, right, left)
 - Temp tables
 - Coalesce, Cast, Case
- > (Accessing SQLite in R Demo)
- > Access to SQLite Files:
 - <http://sqlitebrowser.org/>



Counting Review

> Factorials

- Count # ways to order N things = $N!$

> Permutations

- Count # of ways to **order** R things from N things = $N!/(N-R)!$
- Ordering matters
- $P(N,R)$

> Combinations

- Count # of ways to **group** R things from N things = $N!/(R!(N-R)!)$
- Ordering doesn't matter
- $C(N,R)$ or $\binom{N}{R}$

> We will talk about this in depth next class.



Data Distributions (Discrete)

- > Discrete Distribution Properties
 - Sum of all events must equal 1.
 - Probability of event equal to value of distribution at point.
 - No Negative values or values greater than 1.



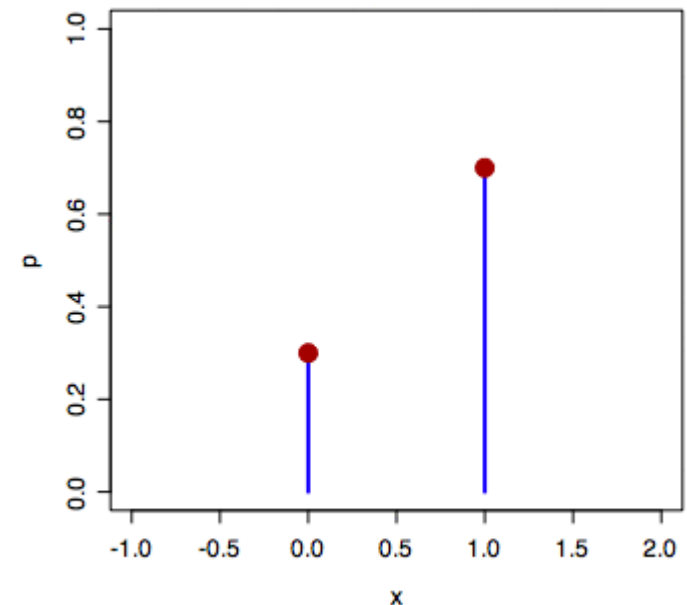
Data Distributions (Discrete)

> Bernoulli (1 event, e.g.: coin flip)

$$P(x) = \begin{cases} p & \text{if } x = 1 \\ (1 - p) & \text{if } x = 0 \end{cases}$$

$$P(x) = p^x (1 - p)^{(1-x)} \quad x \in \{0,1\}$$

- Mean = p
- Variance = $p(1-p)$



Data Distributions (Discrete)

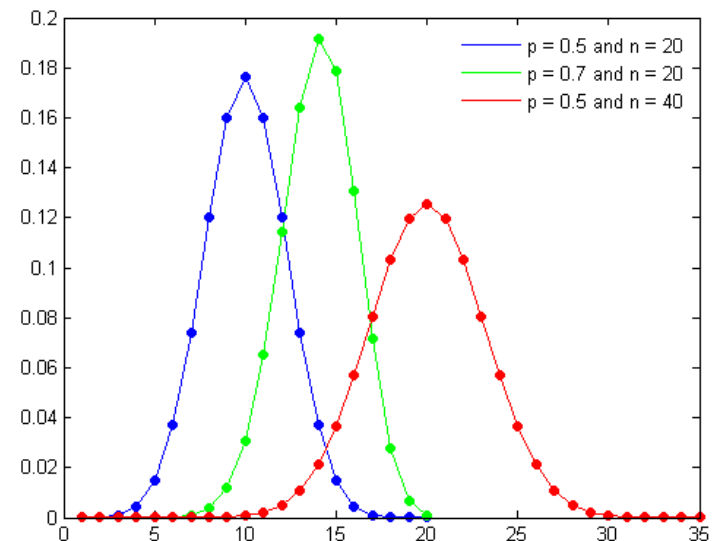
> Binomial (Multiple Bernoulli's Events)

- Multiple Independent events = Product of Bernoulli Probabilities

$$P(x|N, p) = \binom{N}{x} p^x (1 - p)^{(N-x)}$$

- Mean = np
- Variance = $np(1-p)$

Note: for larger n , we approximate this by a normal distribution.



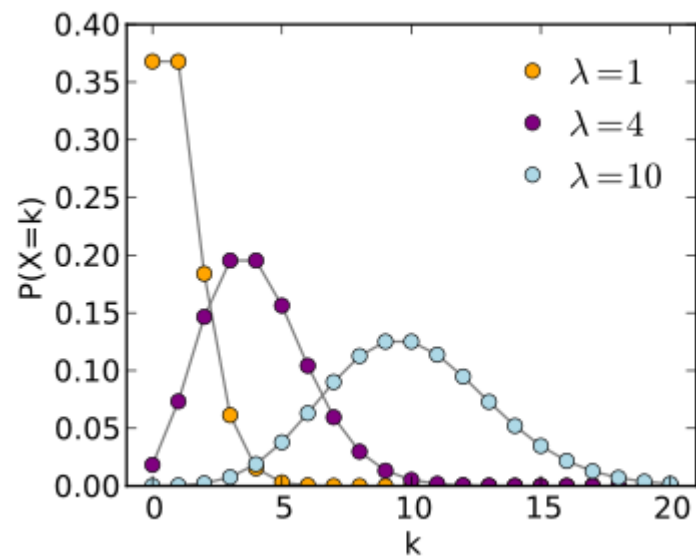
Data Distributions (Discrete)

> Poisson (Count of number of events in a time span)

$$P(x|\lambda) = \frac{\lambda^x}{x!} e^{-\lambda}$$

- Mean = λ
- Variance = λ

Interpret as the rate of occurrence of an event is equal to lambda in a finite period of time.



Data Distributions (Continuous)

- > Continuous Distribution Properties
 - Area under the curve must be equal to 1.
 - Probability of event equal to AREA under curve.
 - No negative values.
 - Probability of a single, exact value is 0.



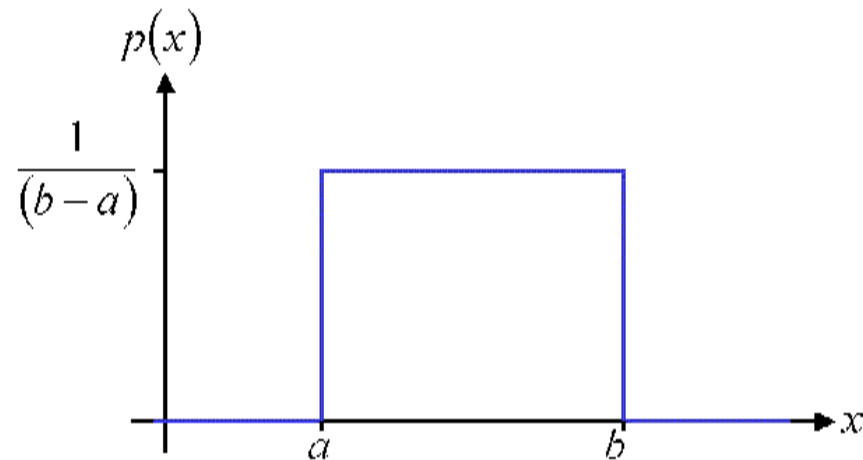
Data Distributions (Continuous)

> Uniform (flat, bounded)

$$P(x) = \begin{cases} \frac{1}{(b-a)} & \text{if } a \leq x \leq b \\ 0 & \text{if } x < a \text{ or } x > b \end{cases}$$

> Very useful for parameter priors. (future discussion)

- Mean = $(a+b)/2$
- Variance = $(1/12)(b-a)^2$



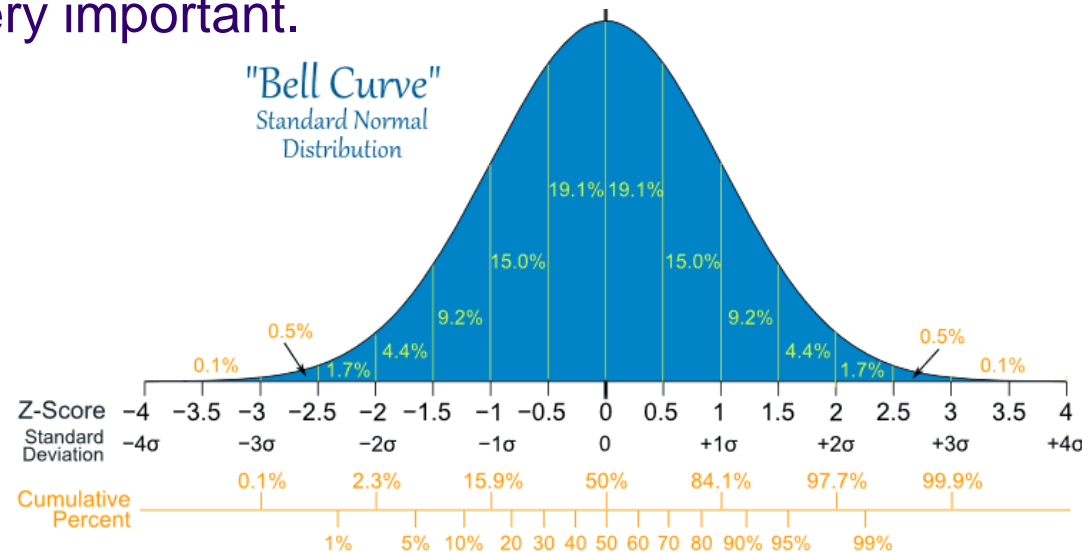
Data Distributions (Continuous)

> Normal (Gaussian) distribution

- Most common and occurs naturally.
- Defined by a mean and variance only. (standard = $N(0,1)$)

$$P(x) = \frac{1}{\sqrt{2\pi\sigma^2}} e^{\frac{-(x-\mu)^2}{2\sigma^2}}$$

- Has very nice properties.
- Tests for normality are very important.



Data Distributions (Continuous)

- > Student's T (normal for small samples)
 - Important for hypothesis testing smaller sample sizes.
 - Used for:
 - > Testing of mean value when st. dev. is unknown.
 - > Testing difference between two distribution means.
 - Looks very similar to the normal distribution.



Data Exploration (Descriptive Statistics)

- > Purpose: To gain a clear understanding of your data.
 - How large is it?
 - What columns are of interest?
 - Missing data?
 - Outliers?



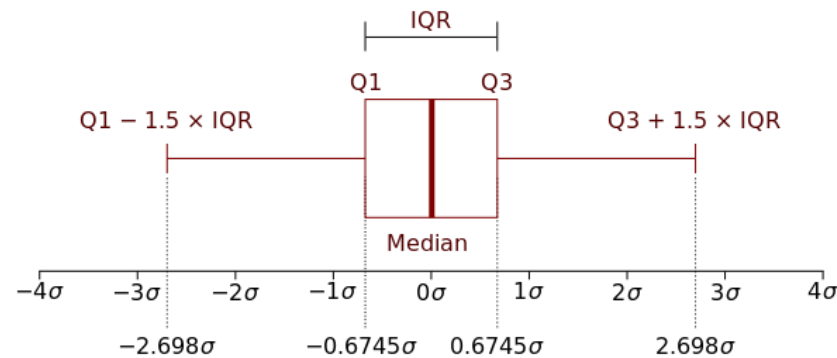
Numerical Exploration

- > `str()`: structure of the data frame
- > `summary()`: summary of each of the columns
- > `head()` / `tail()`: top / bottom of data frame
- > `table()`: frequency table



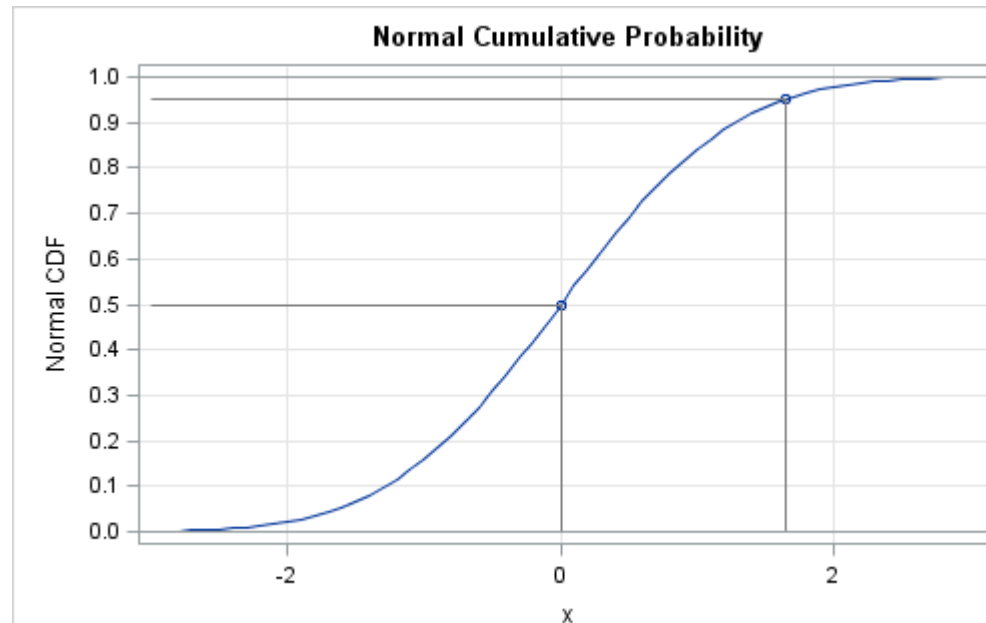
Numerical Exploration

> IQR(): inner quartile range ($Q3 - Q1$)



Numerical Exploration

- > `quantile()`: quantiles of numerical vectors
 - Quantiles are inverse values of the CDF (cumulative distribution function).
 - Standard Normal: (shown in figure)
 - > $\text{Quantile}(0.5) = 0$, means at $x=0$, 50% of the distribution lies to the left. (This is also the median)
 - > $\text{Quantile}(0.95) = 1.65$



Numerical Exploration

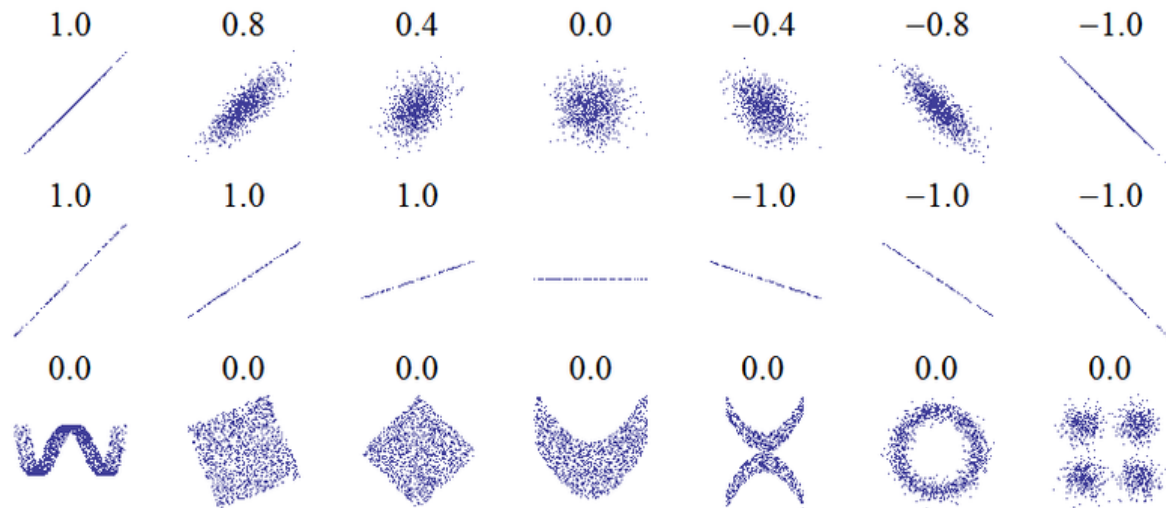
> Relationships:

- `cov()`: covariances

$$\text{cov}(x, y) = E((x - \mu_x)(y - \mu_y))$$

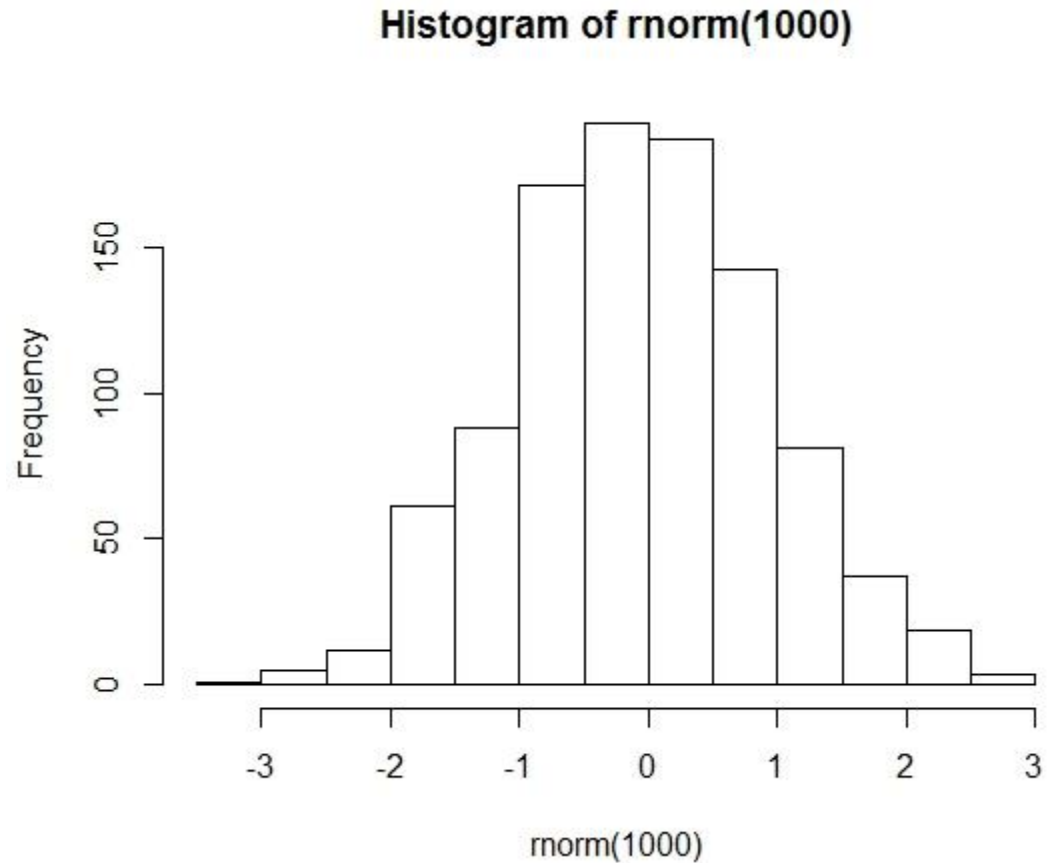
- Interpretation: Expected value of the differences between x and y and their corresponding mean.
- E.g. if x is above its mean when y is also above its mean, then they will have a high covariance.
- Highly interpretable, but not bounded.





Visual Exploration

> Histograms:



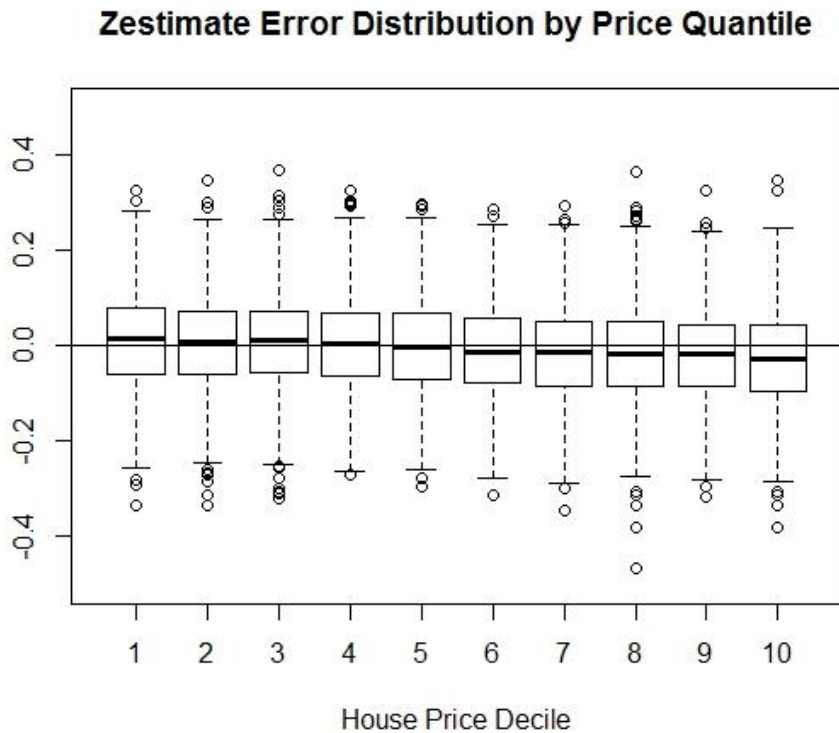
Base:
hist()

ggplot2:
+ geom_histogram()

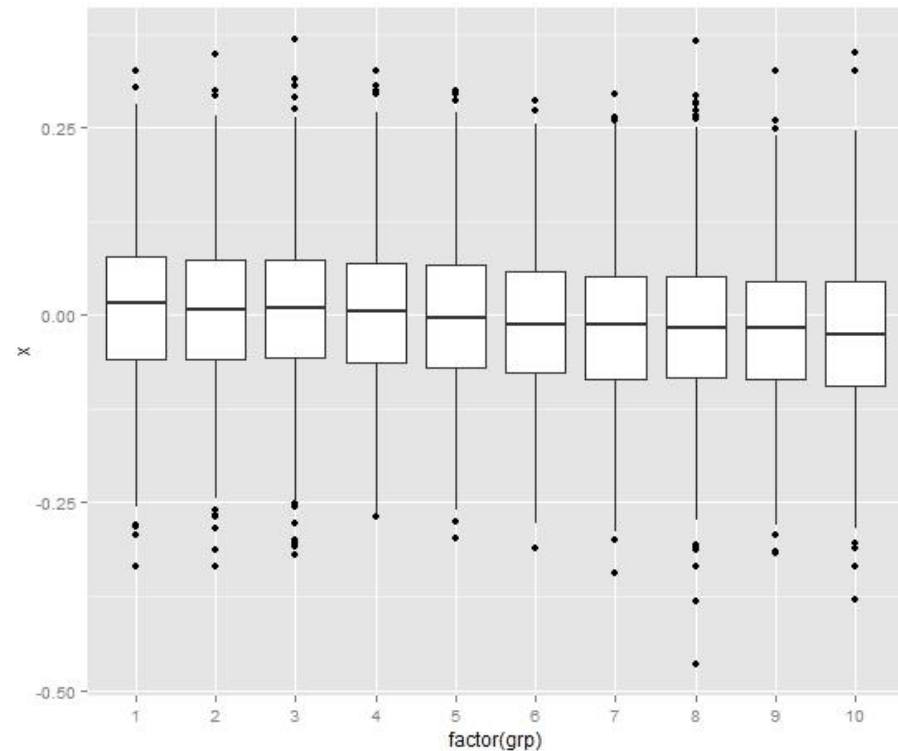


Visual Exploration

> Boxplots:



Base:
`boxplot()`



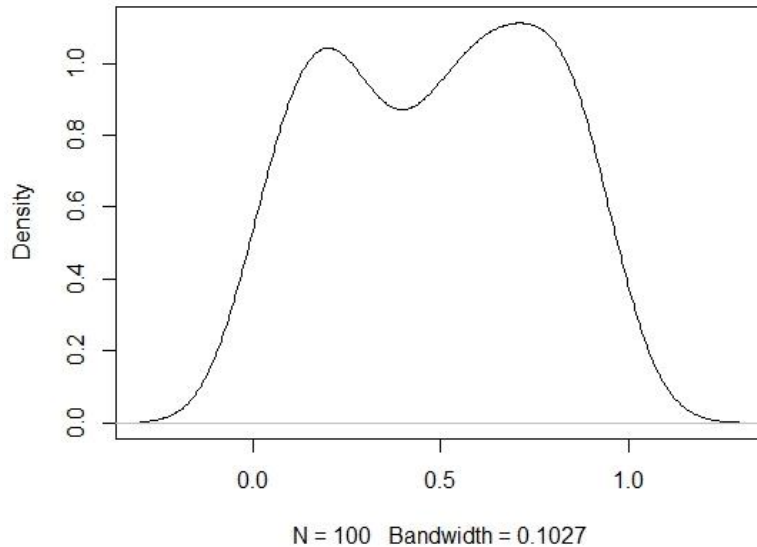
ggplot2:
`+ geom_boxplot()`



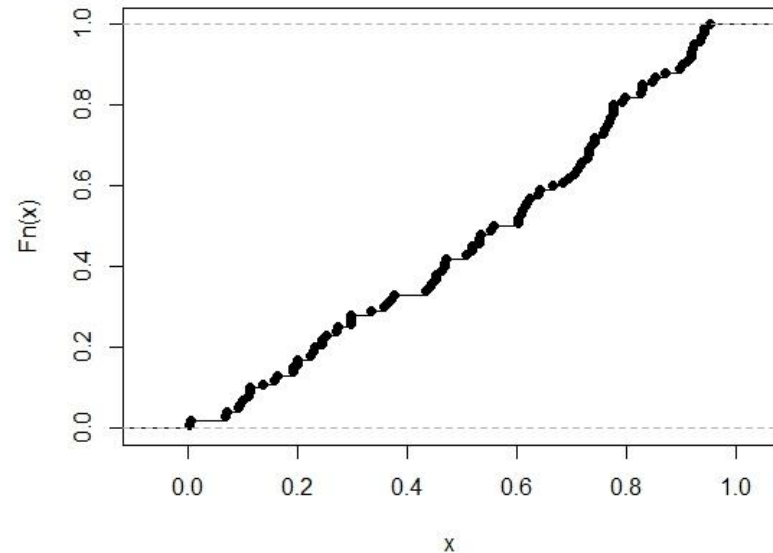
Visual Exploration

> Densities/CDFs:

`density.default(x = runif(100))`



`ecdf(runif(100))`



Base:

`plot(density())`

`plot(ecdf())`

ggplot2:

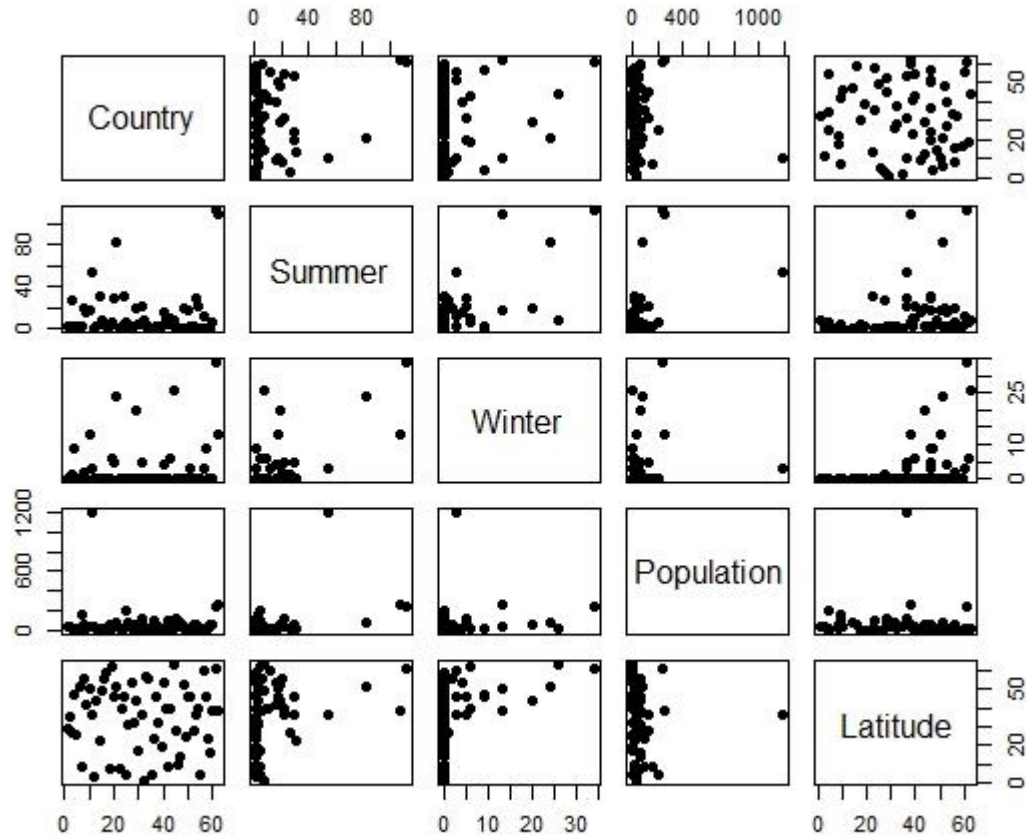
`+ geom_density()`

`+ stat_ecdf()`

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Visual Exploration

> Scatterplots



Base:
pairs()

ggplot2:
ggpairs()

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Distribution Transformations

- > The purpose of transforming a variable is to make it easier to distinguish between values.
 - Most commonly we are looking to transform a distribution to be normal.
- > Common Transformations
 - Log-based:
 - > $\text{Log}(x)$, $\log(x+1)$, $\log(x - \min(x) + 1)$
 - N-th Root based:
 - > $X^{(1/n)}$
 - Any combination you can think of (remembering math rules).
- > We will cover normality tests in a later class.



Simpsons Paradox

- > Slicing up data in different ways can create different results.

Department	#male applicants	#female applicants	%male admit	%female admit
A	825	108	62	82
B	560	25	63	68
C	325	593	37	34
D	417	375	33	54

The explanation is that women applied in larger numbers to departments that had lower admission rates.

- > <http://vudlab.com/simpsons/>



Production Level Scripts

- > Logging
- > Functionalize everything possible
- > interactive()
- > R-example: Weather Scraping R script



Assignment

> Go to:

- Vote for extra topics (time permitting)

> Complete Homework 1:

- Explore ‘JitteredHeadCount.csv’, a data set from Caesar’s Entertainment that has falsified/jittered table headcounts.
- Write **production level** script that shows/illustrates 3 key takeaways of your choosing from exploring the data.
- You should submit:
 - > **ONE R-script.**
 - > **One word document with 5 key points.** (example next page).



Example Takeaway

- > The aggregate table headcounts on the weekends are X% higher than non-weekends (figure 1). In fact, the game that has the highest difference between average highs and average low days is Gamecode AA with a difference of 5.71 heads/table.

