1 Knowledge Discovery and Data Mining Process (KDD)

Definition Data Mining:

Process of discovering patterns in large data sets. Methods involved at the intersection of (machine learning, statistics and database systems.

Goal of KDD: Extract hidden, potentialy useful knowledge and actionable information from data.

2 Machine Learning Paradigms

- Unsupervised learning (unlabeled)
- Supervised learning (labeled)
- Reinforcement learning

2.1 Unsupervised Learning

Clustering Grouping a set of objects in such a way that objects in the same group are more similar to each other than to those in other clusters.

2.2 Supervised Learning

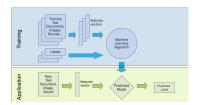


Abbildung 1: Supervised Learning.

Example

Data: Historic data from bank clients (Income, credit scores etc.) **Goal:** Forecast wheter a new client should be granted a loan or not.

2.3 Reinforcement-Learning

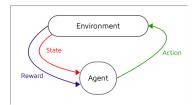


Abbildung 2: Reinforcement Learning.

2.4 Data

- Data in Analaytics
 - Structured Data
 - * Categorical
 - Nominal
 - Ordinal
 - * Numerical
 - Continous
 - Discrete
 - Unstructured or Semistructured Data
 - * Textual
 - * Multimedia
 - Image
 - · Audio
 - · Video
 - * XML/JSON

2.4.1 Data Classes

- One-Dimensional data
- Multi-Dimensional data
- Network data
- Hierarchical data
- Time-Series
- Geographic data

3 Data Preprocessing

Tasks:

- Data Integration/consolidation
 - Collects and merges data from multipe sources into a coherent data store
- Data Cleaning
 - Removing or modifying incorrect data, identify and reduce noise in data
- Data transformations
 - Normalize, discretize or aggregate the data
- Data reduction
 - Reduce data size by reducing the number of samples or reducing the number of attributes, balance skewed data

3.1 Data Cleaning

3.1.1 Detect (Near Duplicates)

For numeric values:

Cosine Similarity of feature vectors

For text:

Levensthein distance between the texts

3.1.2 Levensthein Distance

Computes the minimum number of **Edit Operations** that are necessary to transform a word into another word.

Operations: Insert, Delete, Replace

Runtime: $O(m^*n) - >$ for 2 words of length m and n, with a dynamic programming algorithm

3.1.3 Cosine Similiraty

Given

A =
$$\begin{pmatrix} a_1 \\ a_2 \\ \vdots \\ a_n \end{pmatrix} B = \begin{pmatrix} b_1 \\ b_2 \\ \vdots \\ b_n \end{pmatrix}$$

$$cos(\theta) = \frac{A*B}{||A||*||B]]}$$

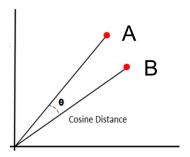


Abbildung 3: Cosine Similarity.

3.1.4 Missing Values

- Interpolation
- Durchschnitt
- Regression
- Werte vordefinieren zum anwählen

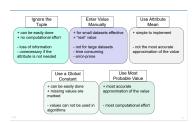


Abbildung 4: Missing Values.

3.1.5 Outlier Detection

Outlier Detection with Clustering (DBSCAN)

3.1.6 Smoothing

Goal: Make patterns noticeable, eliminate disturbances and outliers from data. Methods:

- Binning
- Regression
- Clustering

Binning

Equal-width Binning

 $Width = \frac{(max - min)}{N}$

- N = number of intervals (Example N=3)
- 24, 28, 29, 35, 41, 41, 44, 45, 46, 48, 49, 54
- outliers may dominate result
- Width= 10

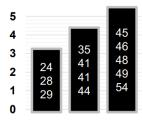


Abbildung 5: Equal-Width Binning.

Equal-depth Binning

(Dataamount)

- 1**V**
- first sort Data
 - $-\ 24,\ 28,\ 29,\ 35,\ 41,\ 41,\ 44,\ 45,\ 46,\ 48,\ 49,\ 54$
- N = number of intervals (example N=3)
 - -[24, 28, 29, 35], [41, 41, 44, 45], [46, 48, 49, 54]
- outliers may dominate result

Smoothing by bin means: Replace each value by the mean value of the bin [29, 29, 29, 29], [43, 43, 43, 43], [49, 49, 49]

Smoothing by bin boundaries: Replace each value by closest boundary value [24, 24, 24, 35], [41, 41, 45, 45], [46, 46, 46, 54]

3.2 Data Transformation

Discretization: Convert continous variables to discrete using binning

Aggregation: Reduce the number of categories for categorical variables applying proper concept hierarchies

Construct new features: Derive new, potentially more informative feature from the existing ones using different mathematical functions (e.g. multiplication)

4 Feature Scaling

Problem: Features have different values (e.g weights between 70-100kg vs height between 1.6-20m)

Goal: Make all features (columns of X) approximateley of equal size typically around zero