Glossary terms from week 1

Terms and definitions from Course 6, Week 1

Categorical variables: Variables that contain a finite number of groups or categories

Collaborative filtering: A technique used by recommendation systems to make comparisons based on who else liked the content

Content-based filtering: A technique used by recommendation systems tomake comparisons based on attributes of content

Continuous variables: Variables that can take on an infinite and uncountable set of values

Decision tree: A flowchart-like structure that uses branching paths to predict the outcomes of events, or the probability of certain outcomes

Discrete features: Features with a countable number of values between any two values

Documentation: An in-depth guide that is written by the developers who created a package that features very specific information on various functions and features

Integrated Development Environment (IDE): A piece of software that has an interface to write, run, and test a piece of code

Machine learning: The use and development of algorithms and statistical models to teach computer systems to analyze and discover patterns in data

Popularity bias: The phenomenon of more popular items being recommended too frequently

Recommendation systems: Unsupervised learning techniques that use unlabeled data to offer relevant suggestions to users

Supervised machine learning: A category of machine learning that uses labeled datasets to train algorithms to classify or predict outcomes