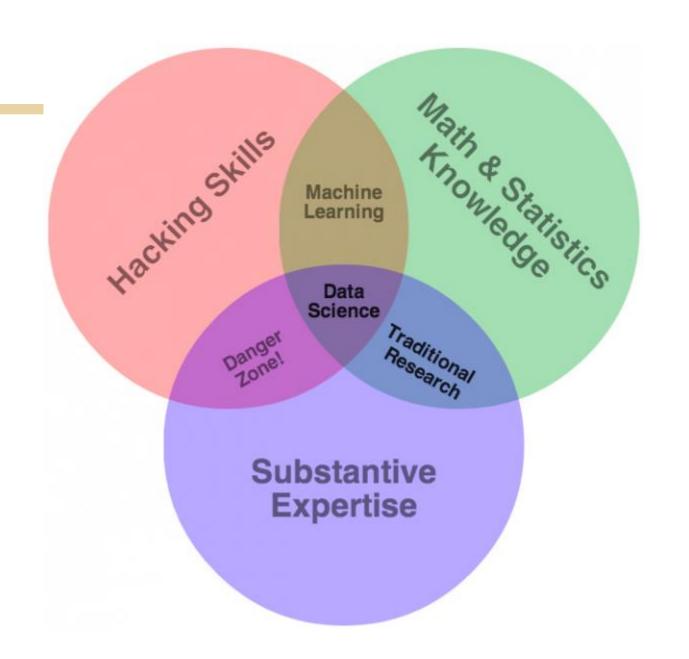
# Data Science UW Methods for Data Analysis

Introduction and Data Exploration Lecture 1 Nick McClure







#### **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 Outline**

	Date	Topic	Chapter	Assignment	
Week 1	2015-06-22	Introduction; Overview of Modeling; Data Exploration; R overview	Intro DS: Ch.3,9 StatThink: Ch.2	Data Exploration; Start thinking about project; Vote on preferred extra topics.	
Week 2	2015-06-29	Probability Distributions; Conditional Probability; Missing Data; Getting/Storing Data	Intro DS: Ch.7,10 StatThink: Ch.4	Conditional Probability and Outliers	
Week 3	2015-07-06	Outliers and Missing Data; Introduction to Hypothesis Testing	Intro DS: Ch.6	Conditional Probability and Topic Chosen	
Week 4	2015-07-13	Hypothesis Testing Continued; Modeling Exercise; The Central Limit Theorem	StatThink: Ch.6,7	Hypothesis Testing and Modeling Mini Project	
Week 5	2015-07-20	Hypothesis Testing Continued; Confidence Intervals; Graph Algorithms	StatThink: Pg.93- 97	Hypothesis Testing	
Week 6	2015-07-27	Regression; Feature Selection	Intro DS: Ch.16	Regression	
Week 7	2015-08-03	Feature Selection Continued; Simpson's Paradox; Intro To Bayes		Data Analysis and Feature Selection	
Week 8	2015-08-10	Bayesian Statistics	StatThink Pg. 97- 101	Bayesian Analysis	
Week 9	2015-08-17	Bayesian Inference with R; Computational Statistics; Model Selection		Finish Project up this week!	
Week 10	2015-08-24	Review and Possible Extra Topics (Graph Databases, Time Series, Spatial Statistics, NLP, Regex, Basket Analysis,)			



# **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.

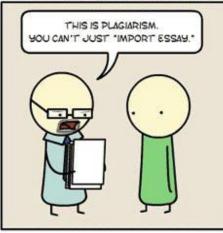


Emergency contact: 402-980-3192

#### Review

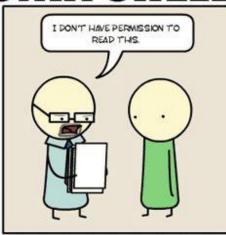
**PYTHON** 

C++ UNIX SHELL





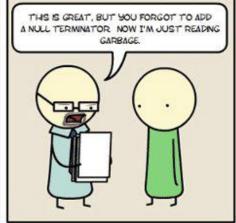


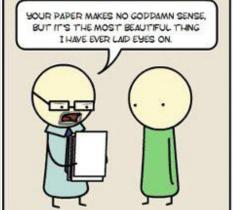


ASSEMBLY

LATEX









#### **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-i 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:
  - Windows: http://www.yunqa.de/delphi/doku.php/products/sqlitespy/index
  - Mac OS X: https://www.sqlitepro.com/



## **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.



- > 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.

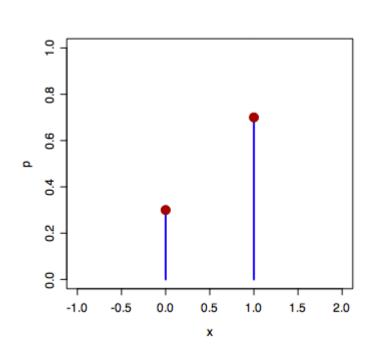


> Bernoulli (1 event, e.g.: coin flip)

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

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

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

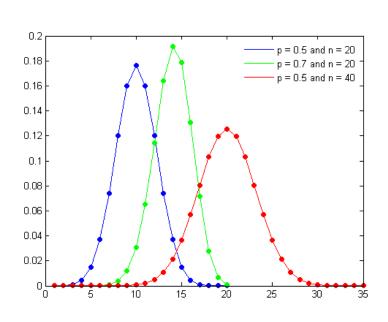


- > Binomial (Multiple Bernoulli's Events)
  - Multiple Independent events = Product of Bernoulli Probabilities

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

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

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

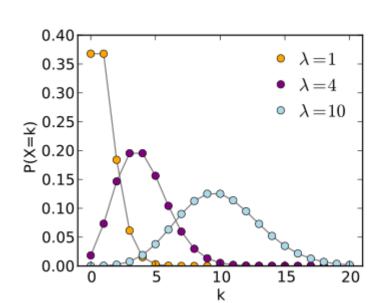


> Poisson (Count of number of events in a time span)

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

- Mean =  $\lambda$
- Variance =  $\lambda$

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



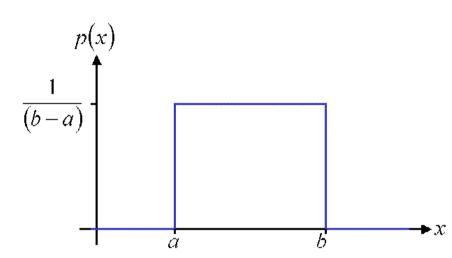
- > Continuous Distribution Properties
  - Area under the curve must be equal to 1.
  - Probability of event equal to AREA under curve.
  - No negative values.
  - Probability of a single, exact value is 0.



> Uniform (flat, bounded)

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

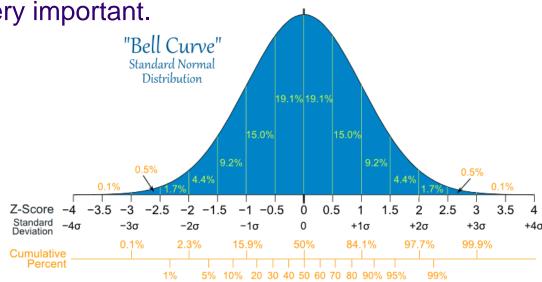
- > Very useful for parameter priors. (future discussion)
  - Mean=(a+b)/2
  - Variance=(1/12)(b-a)^2



- > 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.



- > 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)**

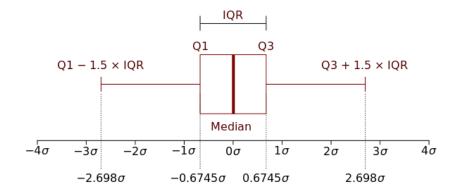
- > Purpose: To gain a clear understanding of your data.
  - How large is it?
  - What columns are of interest?
  - Missing data?
  - Outliers?



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

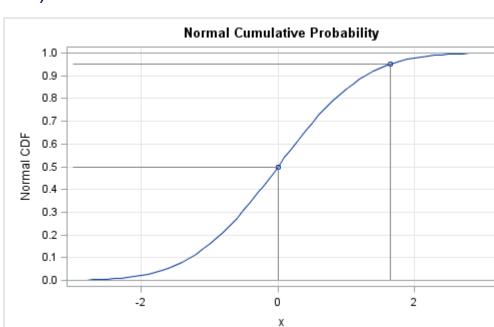


> IQR(): inner quartile range (Q3 – Q1)





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



- > Relationships:
  - cov(): covariances

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

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

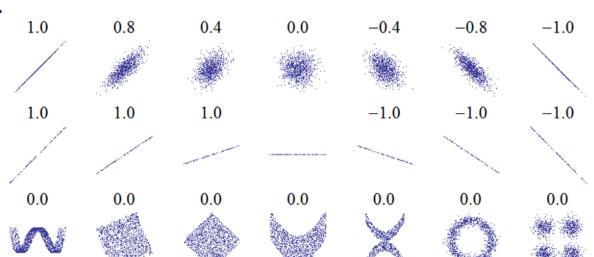


#### > Relationships:

– cor(): correlations (pearsons)

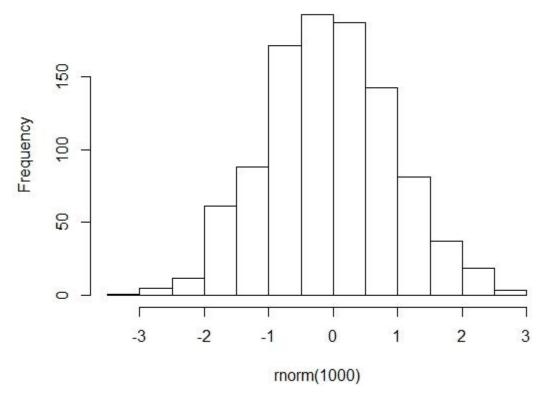
$$cor(x,y) = \frac{E((x - \mu_x)(y - \mu_y))}{\sigma_x \sigma_y}$$

- Bounded between 0 and 1.
- Not as interpretable.



#### Histogram of rnorm(1000)

> Histograms:



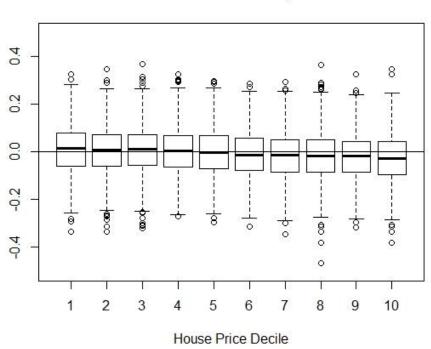
Base: ggplot2:

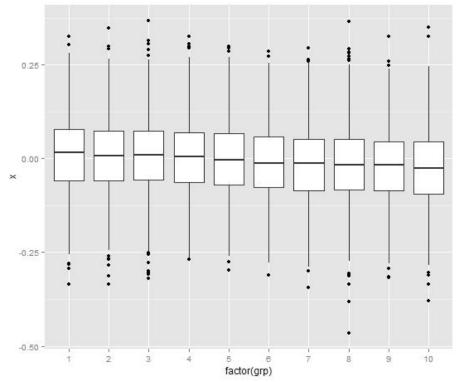
hist() + geom\_histogram()



#### > Boxplots:

#### Zestimate Error Distribution by Price Quantile



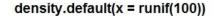


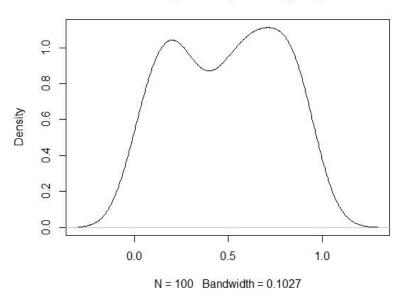
Base: boxplot()

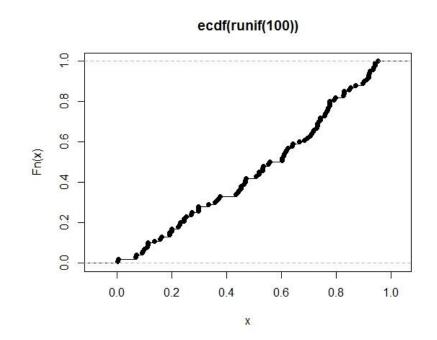
ggplot2:
+ geom\_boxplot()



#### > Densities/CDFs:







Base:
plot(density())
plot(ecdf())

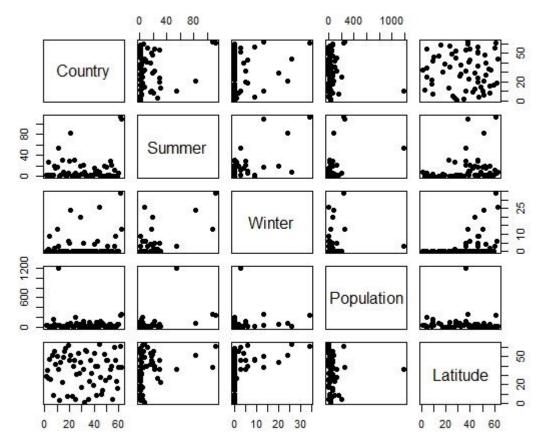
ggplot2:

+ geom\_density()

+ stat\_ecdf()



> Scatterplots



Base: ggplot2: pairs() ggpairs()



#### **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:
    - > 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
В	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 <u>production level</u> 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.

