Univariate Analysis

Count & Mean

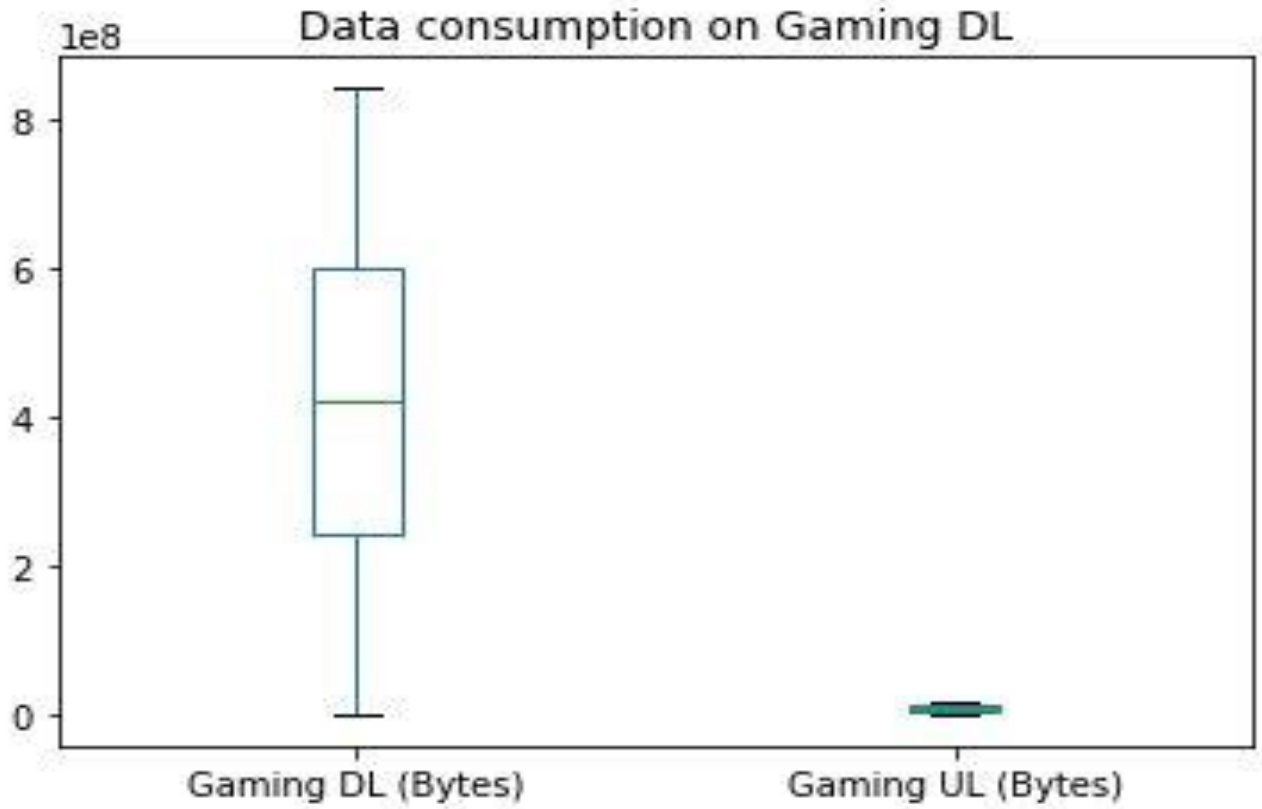
	Social Media DL (Bytes)	Social Media UL (Bytes)	Google DL (Bytes)	Google UL (Bytes)	Email DL (Bytes)	Email UL (Bytes)	Youtube DL (Bytes)	Youtube UL (Bytes)	Netflix DL (Bytes)	Netflix UL (Bytes)	Gaming DL (Bytes)	Gaming UL (Bytes)	Other DL (Bytes)	Dur. (ms)	Total UL (Bytes)	Total DL (Bytes)	
count	1.500020e+05	1.500020e+05	1.500020e+05	1.500020e+05	1.500020e+05	1.500020e+05	1.500020e+05	1.500020e+05	1.500020e+05	1.500020e+05	1.500020e+05	1.500020e+05	1.500020e+05	1.500020e+05	1.500000e+05	1.500000e+05	1.500010e+05
mean	1.865738e+06	3.423653e+04	5.977731e+06	2.137284e+06	1.861551e+06	4.854661e+05	1.208942e+07	1.144228e+07	1.208177e+07	1.143604e+07	4.385723e+08	8.611864e+06	8.591922e+06	1.046086e+05	4.112121e+07	4.724487e+08	

Standard deviation & minimum

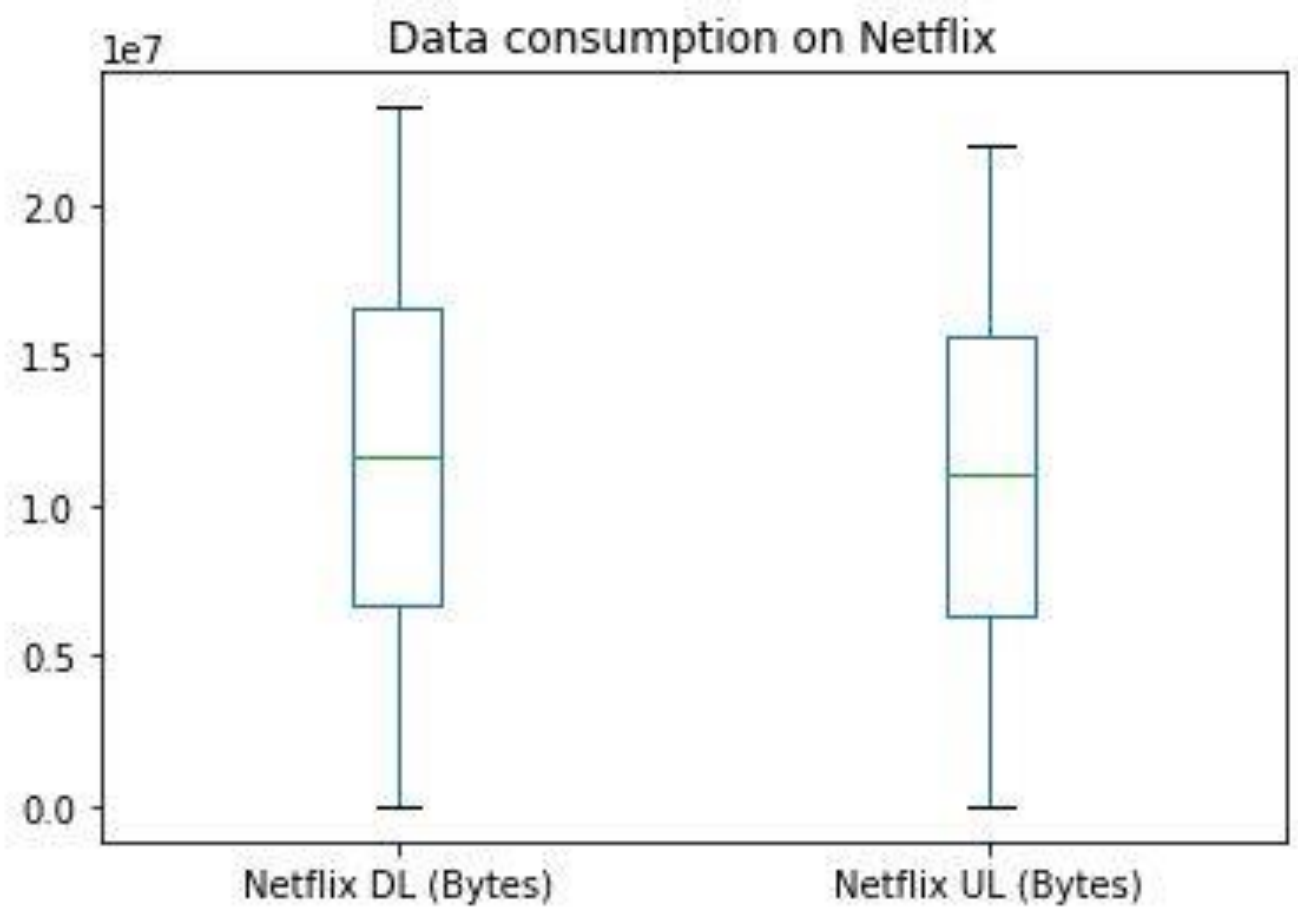
	Social Media DL (Bytes)	Social Media UL (Bytes)	Google DL (Bytes)	Google UL (Bytes)	Email DL (Bytes)	Email UL (Bytes)	Youtube DL (Bytes)	Youtube UL (Bytes)	Netflix DL (Bytes)	Netflix UL (Bytes)	Gaming DL (Bytes)	Gaming UL (Bytes)	Other DL (Bytes)	Other UL (Bytes)	Dur. (ms)	Total UL (Bytes)	Total DL (Bytes)
std	2.729197e+07	5.069829e+05	8.797113e+07	3.129402e+07	2.706187e+07	7.012487e+06	1.764844e+08	1.677726e+08	1.763205e+08	1.683193e+08	6.405815e+09	1.253698e+08	6.388329e+09	1.267844e+08	8.103762e+04	1.127639e+07	6.900283e+09
min	1.200000e+01	0.000000e+00	2.070000e+02	3.000000e+00	1.400000e+01	2.000000e+00	5.300000e+01	1.050000e+02	4.200000e+01	3.500000e+01	2.516000e+03	5.900000e+01	3.290000e+03	1.480000e+02	7.142000e+03	2.866892e+06	7.114041e+06
25%	8.991550e+05	1.644825e+04	2.882394e+06	1.024286e+06	8.927942e+05	2.333838e+05	5.833507e+06	5.517982e+06	5.777156e+06	5.476024e+06	2.104765e+08	4.128503e+06	2.101870e+08	4.145949e+06	5.744050e+04	3.322201e+07	2.431072e+08

Median, Interquartile range & Max

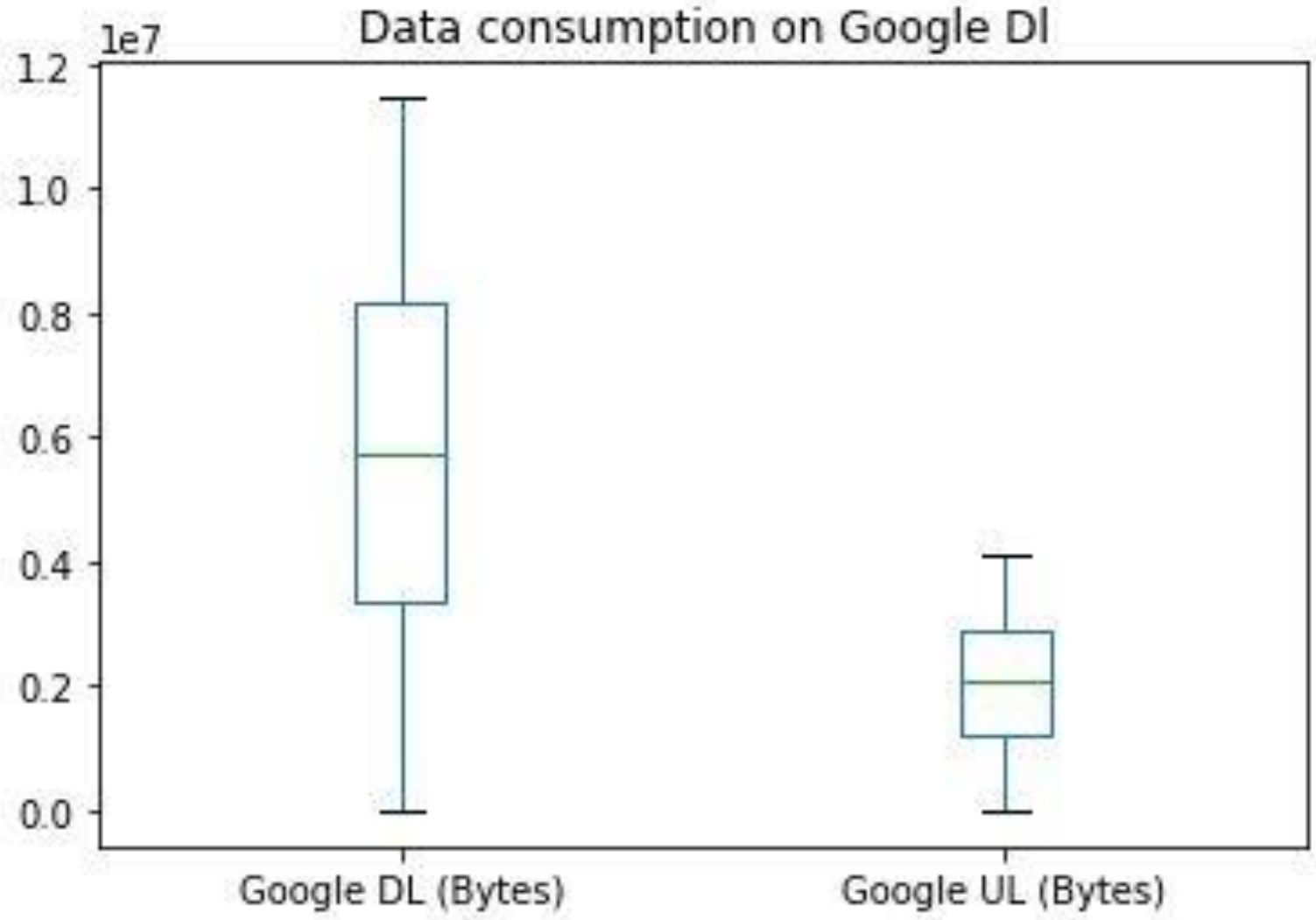
	Social Media DL (Bytes)	Social Media UL (Bytes)	Google DL (Bytes)	Google UL (Bytes)	Email DL (Bytes)	Email UL (Bytes)	Youtube DL (Bytes)	Youtube UL (Bytes)	Netflix DL (Bytes)	Netflix UL (Bytes)	Gaming DL (Bytes)	Gaming UL (Bytes)	Other DL (Bytes)	Other UL (Bytes)	Dur. (ms)	Total UL (Bytes)	Total DL (Bytes)
50%	1.794372 e+06	3.292000 e+04	5.765857 e+06	2.054590 e+06	1.793534 e+06	4.662520 e+05	1.161618 e+07	1.101348 e+07	1.164222 e+07	1.099640 e+07	4.234082 e+08	8.291215 e+06	4.218057 e+08	8.267086 e+06	8.639900 e+04	4.114331 e+07	4.558412 e+08
75%	2.694940 e+06	4.933400 e+04	8.623632 e+06	3.088455 e+06	2.689332 e+06	7.004445 e+05	1.744860 e+07	1.651565 e+07	1.747056 e+07	1.650733 e+07	6.331756 e+08	1.243164 e+07	6.317015 e+08	1.238430 e+07	1.324302 e+05	4.903424 e+07	6.657068 e+08
max	1.056439 e+10	1.962499 e+08	3.405294 e+10	1.211349 e+10	1.047520 e+10	2.714397 e+09	6.831479 e+10	6.494299 e+10	6.825102 e+10	6.515467 e+10	2.479600 e+12	4.852877 e+10	2.472833 e+12	4.907724 e+10	1.859336 e+06	7.833131 e+07	2.671258 e+12



It can be noticed from the visual that most of the data were received from Gaming MS during this session compare to data received. And there tends to be no outlier in the dataset after cleaning.



By visualizing Netflix data on the MS during this session, there tends to be a slight difference in the data sent and data received.


Data consumption on Google Dl
1e7
1.2
1.0
0.8
0.6
0.4
0.2
0.0
Google DL (Bytes)
Google UL (Bytes)

Bi-variate Data visualization