# Introduction to Data Science

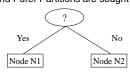
CS 5665 **Utah State University** Department of Computer Science Instructor: Prof. Kyumin Lee

#### Practicum

- Thursday
  - NLTK (Vahe)
  - Gephi (Aditya)
  - Processing.js (Yancy)
  - D3 (Meiling)
  - Highcharts (Jacob)

# **GINI** for Binary Attributes

- · Splits into two partitions
- · Effect of Weighing partitions:
  - Larger and Purer Partitions are sought for.



Parent C1 6 Gini = 0.500

Gini(N1)

 $= 1 - (5/7)^2 - (2/7)^2$ = 0.408

Gini(N2)

 $= 1 - (1/5)^2 - (4/5)^2$ = 0.320

N1 N2 C1 5 1 2 Gini=0.371

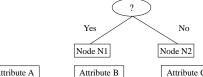
Gini(Children) = 7/12 \* 0.408 + 5/12 \* 0.320

= 0.371

# **GINI** for Binary Attributes

- · Splits into two partitions
- · Effect of Weighing partitions:

- Larger and Purer Partitions are sought for.



Attrib	ute A				
	N1	N2			
C1	0	6			
C2	6	0			
Gini=0.000					

N1 N2 C1 **5** 1 C2 1 Gini=0.278

Attribute C N1 N2 C1 4 2 C2 3 Gini=0.486

Attribute D N1 N2 3 C1 3 C2 3 3 Gini=0.500

Parent

6

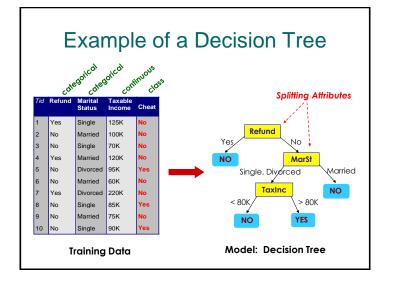
Gini = 0.500

C1

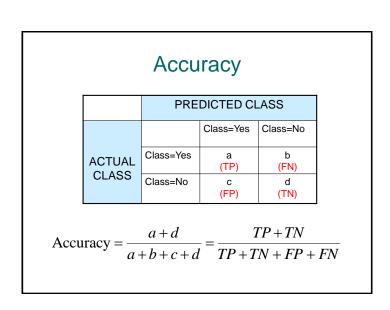
C2

#### Tree Induction

- · Determine how to split the records
  - Use greedy heuristics to make a series of locally optimum decision about which attribute to use for partitioning the data
  - At each step of the greedy algorithm, a test condition is applied to split the data in to subsets with a more homogenous class distribution
    - · How to specify test condition for each attribute
    - · How to determine the best split
- Determine when to stop splitting
  - A stopping condition is needed to terminate tree growing process. Stop expanding a node
    - · if all the instances belong to the same class
    - · if all the instances have similar attribute values



# **Evaluating a Classifier**



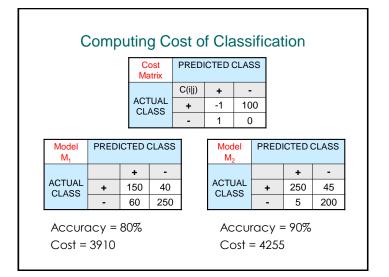
#### **Cost Matrix**

	PREDICTED CLASS						
ACTUAL CLASS	C(i j) Class=Yes		Class=No				
	Class=Yes	C(Yes Yes)	C(No Yes)				
	Class=No	C(Yes No)	C(No No)				

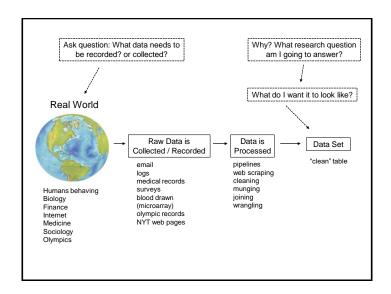
C(i | j): Cost of misclassifying class j example as class i

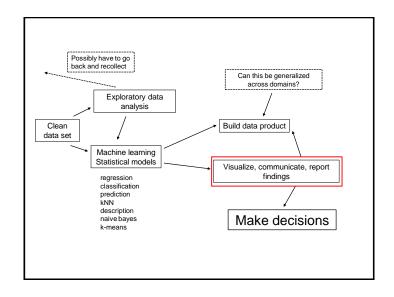
# How to Estimate True "Accuracy" (or whatever we're measuring)

- Holdout
  - Reserve 2/3 for training and 1/3 for testing
- · Cross validation
  - Participation data into k disjoint subsets
  - K-fold: training on k-1 partitions, test the remaining one
- Bootstrap
  - Sampling with replacement



# Data Science: The Context





#### **Data Visualization**

#### What is visualization?

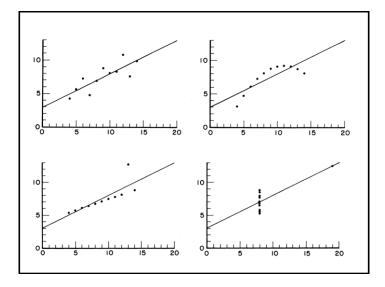
- "Transformation of the symbolic into the geometric" [McCormick et al. 1987]
- "... finding the artificial memory that best supports our natural means of perception." [Bertin 1967]
- "The use of computer-generated, interactive, visual representations of data to amplify cognition." [Card, Mackinlay, & Shneiderman 1999]

#### **Four Datasets**

I		I	11		III		IV	
X	Y	x	Y	x	Y	x	Y	
10.0	8.04	10.0	9.14	10.0	7.46	8.0	6.58	
8.0	6.95	8.0	8.14	8.0	6.77	8.0	5.76	
13.0	7.58	13.0	8.74	13.0	12.74	8.0	7.71	
9.0	8.81	9.0	8.77	9.0	7.11	8.0	8.84	
11.0	8.33	11.0	9.26	11.0	7.81	8.0	8.47	
14.0	9.96	14.0	8.10	14.0	8.84	8.0	7.04	
6.0	7.24	6.0	6.13	6.0	6.08	8.0	5.25	
4.0	4.26	4.0	3.10	4.0	5.39	19.0	12.50	
12.0	10.84	12.0	9.13	12.0	8.15	8.0	5.56	
7.0	4.82	7.0	7.26	7.0	6.42	8.0	7.91	
5.0	5,68	5.0	4.74	5.0	5.73	8.0	6.89	

Anscombe "Graphs in Statistical Analysis" 1973

Number of observations (n) = 11Mean of the x's  $(\bar{x}) = 9.0$ Mean of the y's  $(\bar{y}) = 7.5$ Regression coefficient  $(b_1)$  of y on x = 0.5Equation of regression line: y = 3 + 0.5 xSum of squares of  $x - \bar{x} = 110.0$ Regression sum of squares = 27.50 (1 d.f.) Residual sum of squares of y = 13.75 (9 d.f.) Estimated standard error of  $b_1 = 0.118$ Multiple  $R^2 = 0.667$ 



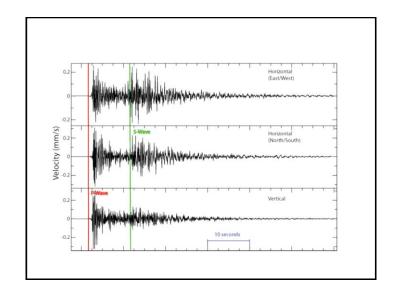
#### Why Do We Create Visualizations?

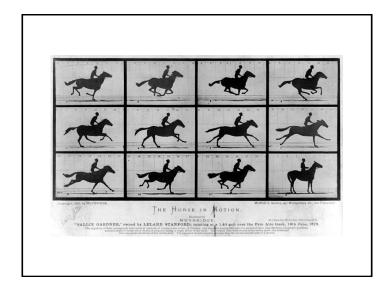
- Answer questions (or discover them)
- Make decisions
- · See data in context
- Expand memory
- Support graphical calculation
- Find patterns
- Present argument or tell a story
- Inspire

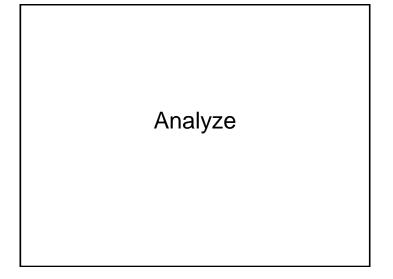
Jeff Heer

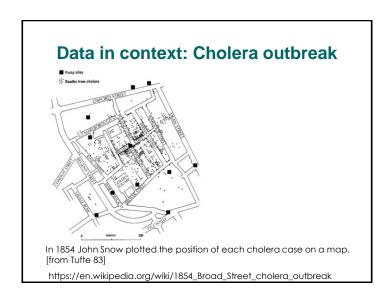
#### The Value of Visualization

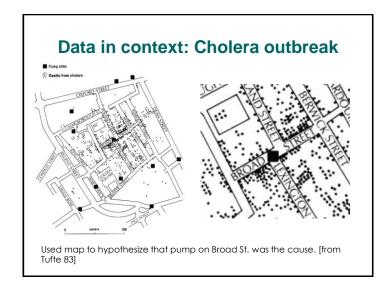
- Record information
  - Blueprints, photographs, seismographs, ...
- Analyze data to support reasoning
  - Develop and assess hypotheses
  - Discover errors in data
  - Expand memory
  - Find patterns
- Communicate information to others
  - Share and persuade
  - Collaborate and revise

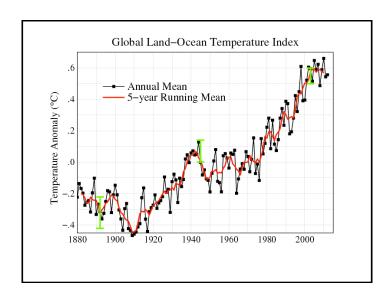




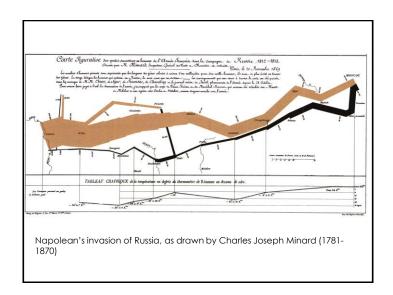


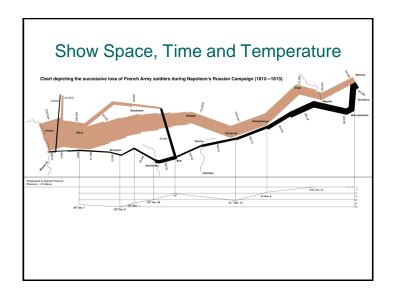


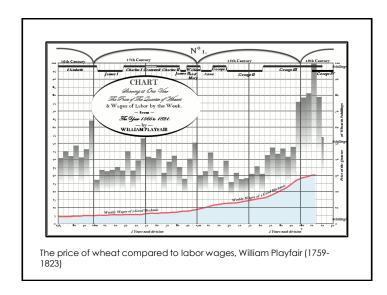


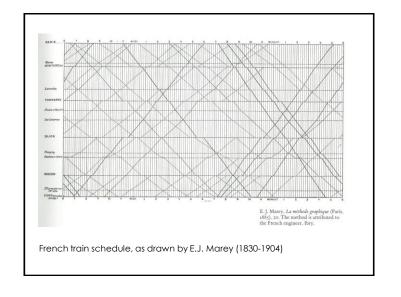


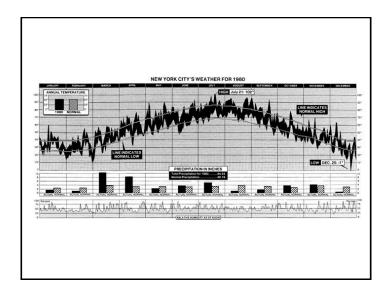
Communicate Information to Others











#### Reasons?

- Lots of data -- compact representation
- Identify what is being represented
  Data clarity
- Choice of presentation matters (pie chart vs. time series vs. map ...)
- Easy to compare / contrast (ANALYZE)
- Multi-data types

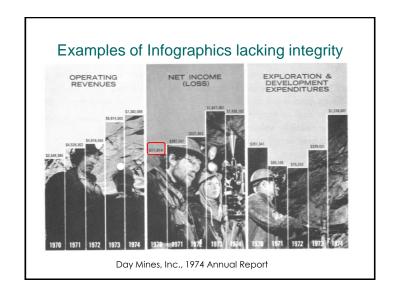
#### Tufte: Principles of Graphical Excellence

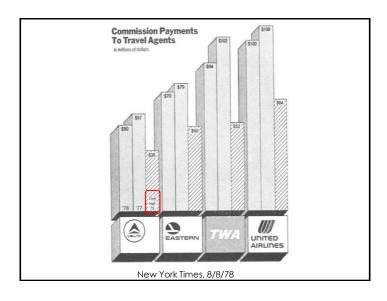
- Graphical excellence is the well-designed presentation of interesting data – a matter of substance, statistics, and design
- Graphical excellence consists of complex ideas communicated with *clarity*, *precision*, and *efficiency*

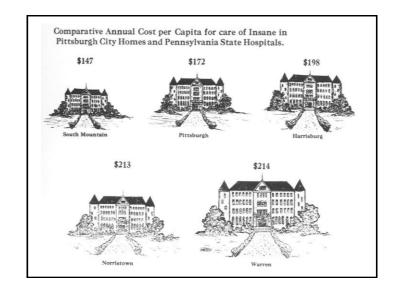
## **Tufte: Graphical Integrity**

- "not lying with statistics"
- tell the truth about data

Uh oh ...





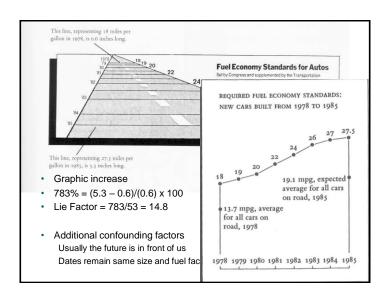


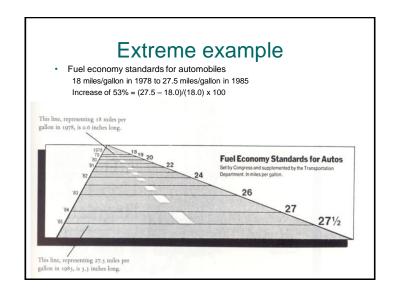
#### Lie Factor

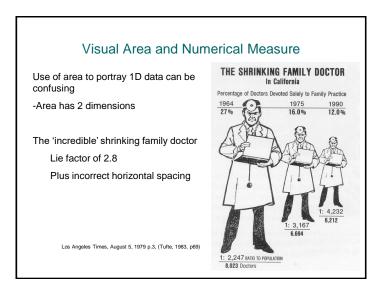
- Given perceptual difficulties strive for uniformity (predictability) in graphics (p56)
  - 'the representation of numbers, as physically measured on the surface of the graphic itself, should be directly proportional to the numerical quantities represented.'
  - 'Clear, detailed and thorough labeling should be used to defeat graphical distortion and ambiguity. Write out explanations of the data on the graphic itself. Label important events in the data.

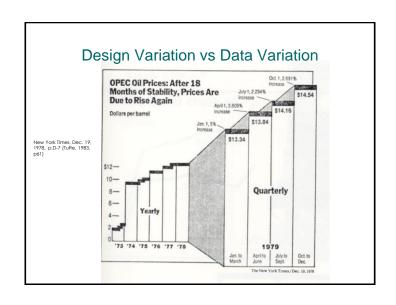
Lie Factor = size of effect shown in graphic size of effect in data

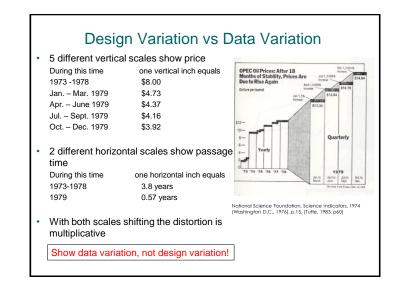
- Lie factor of 1 → is desirable
- Lie factor > 1.05 or < 0.95 go beyond plotting errors

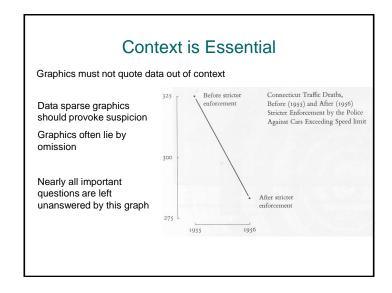


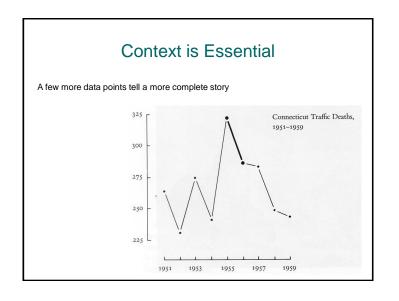


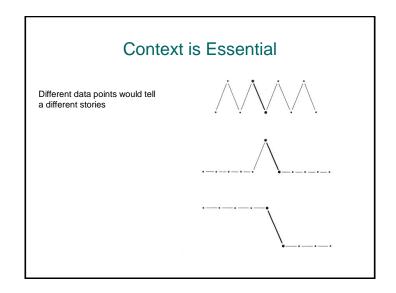


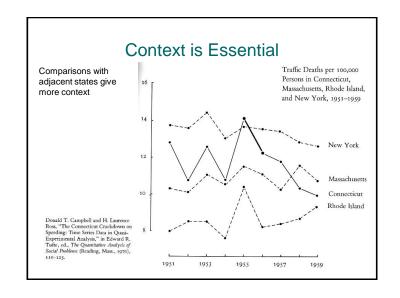










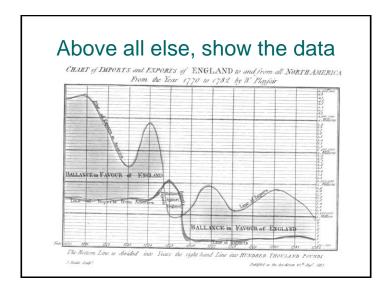


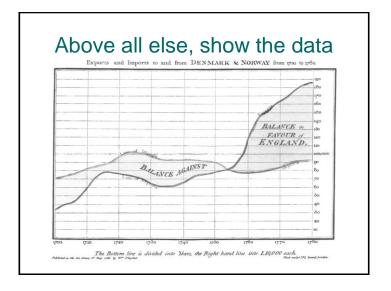
#### Tufte: Principles of Graphical Excellence

- Graphical excellence is the well-designed presentation of interesting data – a matter of substance, statistics, and design
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## Tufte's principles for better viz?

- · Above all else, show the data
- · Maximize the data-ink ratio
  - Erase non-data-ink
  - Erase redundant data-ink
- · Revise and edit





#### Maximize the data-ink ratio

Data-ink ratio =

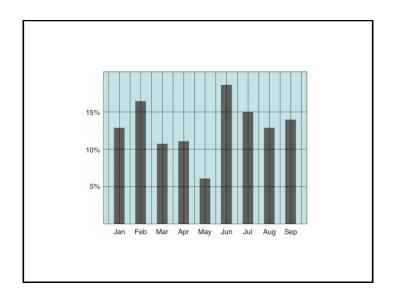
data-ink

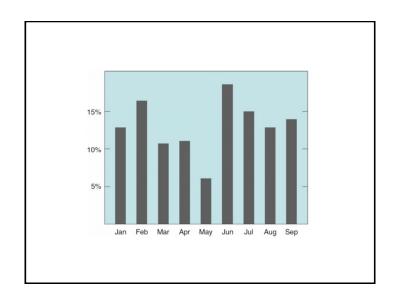
Total ink used to print graphic

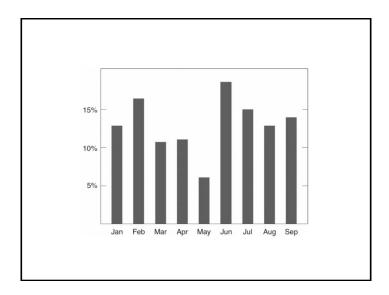
- Proportion of a graphic's ink devoted to the non-redundant display of data-information.
- = 1.0 proportion of graphic that can be erased without the loss of information

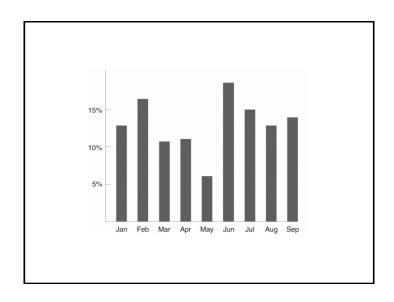
#### Maximize the data-ink ratio

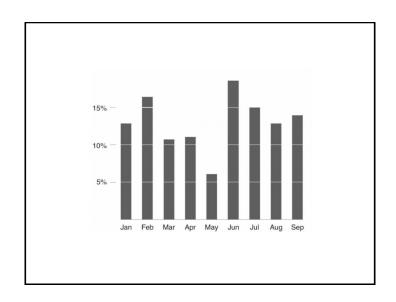
- Within reason
- In essence, you should be able to argue for every pixel
- Starting point:
  - erase non-data ink
  - erase redundant data-ink

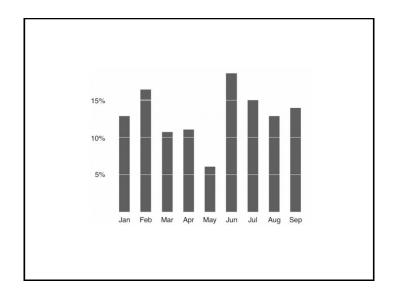












# Summary

- Show data variation, not design variation
- Avoid using ink for non-data items
- Avoid redundancy
- Clear and detailed labeling should be used to defeat graphical distortion
- Revise and Edit