# Interim submission

slides

# Non graphical univariate analysis

| | Social total | Google total | Other total | Yt total | Gaming total | Netflix total | Dur. (ms).1 | Total Bytes | Email Total |
|---|---|---|---|---|---|---|---|---|---|
| | sum | sum | sum | sum | sum | sum | sum | sum | sum |
| count | 1.068560e+05 | 1.068560e+05 | 1.068560e+05 | 1.068560e+05 | 1.068560e+05 | 1.068560e+05 | 1.068560e+05 | 1.068560e+05 | 1.068560e+05 |
| mean | 2.547967e+06 | 1.088243e+07 | 5.985088e+08 | 3.155840e+07 | 5.997690e+08 | 3.153833e+07 | 1.461679e+08 | 6.909621e+08 | 3.148796e+06 |
| std | 1.908038e+06 | 7.544861e+06 | 4.489221e+08 | 2.129492e+07 | 4.491505e+08 | 2.128956e+07 | 1.863590e+08 | 4.910559e+08 | 2.222400e+06 |
| min | 1.563000e+03 | 4.033000e+04 | 1.490450e+05 | 7.890300e+04 | 3.063580e+05 | 1.845690e+05 | 7.142988e+06 | 3.324901e+07 | 1.817600e+04 |
| 25% | 1.211282e+06 | 5.942636e+06 | 2.855599e+08 | 1.863109e+07 | 2.880631e+08 | 1.855597e+07 | 7.130834e+07 | 3.585499e+08 | 1.674481e+06 |
| 50% | 2.303756e+06 | 9.586153e+06 | 5.398323e+08 | 2.680038e+07 | 5.423492e+08 | 2.671889e+07 | 1.027402e+08 | 6.179231e+08 | 2.799824e+06 |
| 75% | 3.307509e+06 | 1.321474e+07 | 7.753975e+08 | 3.792798e+07 | 7.773041e+08 | 3.797696e+07 | 1.728000e+08 | 8.574351e+08 | 3.847198e+06 |
| max | 4.337478e+07 | 1.521919e+08 | 8.167878e+09 | 4.529588e+08 | 7.749432e+09 | 3.995191e+08 | 1.855376e+10 | 8.846226e+09 | 4.241878e+07 |

Count- total number of users sampled(106,856 users)
mean=average consumption
Min = least consumption
Max – largest consumption
25% - consumption by the lowest consumers
50% - consumption by the middle class
75%- consumption of the top 25%

From the data we can assume:
- Most low income people consume content from google
- Most middle calss people consume content from google,social, other and gaming
- Most high income people consume content from other ,gaming,Netflix and social

# Graphical univariate analysis
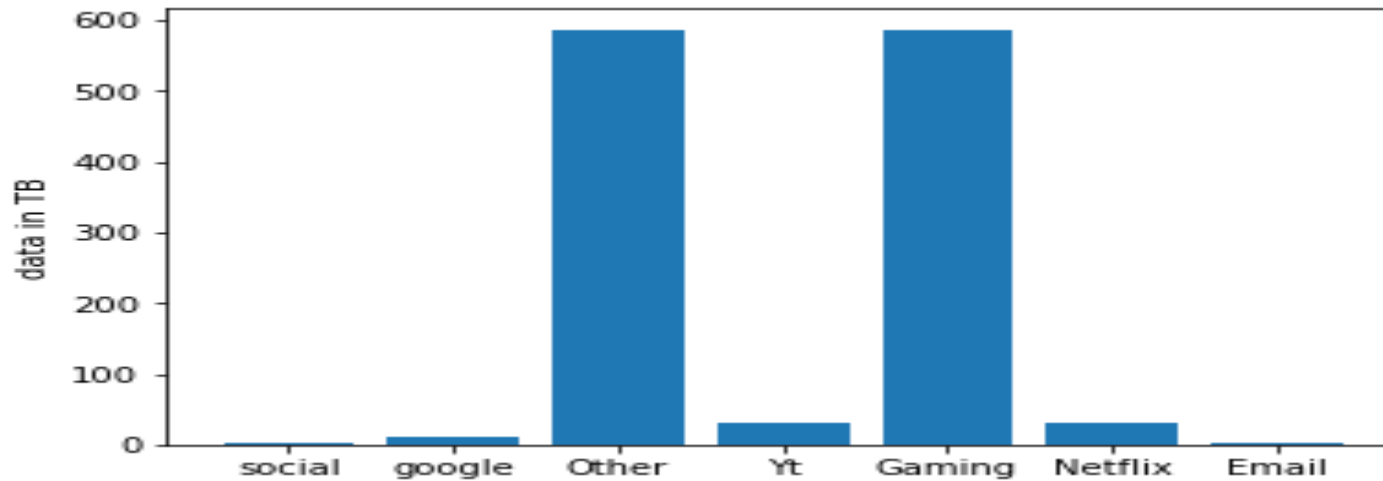


- Bar graph showing total consumption of each application in TeraBytes
- Most of the data is used by gaming and other.This is due to the data required by online gaming consoles
- After gaming and other most of the data is used by youtube and netflix
- We can capitalize on this ie create packages suiting gaming and video streaming