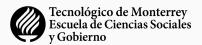


Ciencia de Datos para la Toma de <u>Decisiones l</u>

Mtro. René Rosado González Director de Programa LTP



Nuestro Reto:



Desarrollar una metodología basada en datos para la generación de un índice que permita entender los procesos de desigualdad que ocurren en las comunidades de origen o retorno de las personas privadas de la libertad.

Nos reuniremos con el socio formador los días miércoles



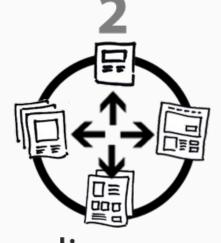


day

Design Sprint

understand

- · who are the users
- what are their needs
- · what is the context
- · competitor review
- formulate strategy



- diverge
- envision
- develop lots of solutions
- ideate

- decide
- choose the best idea
- storyboard the idea

prototype

- build som ething quick and dirty to show to users
- focus on usability not making it beautiful



validate

- show the prototype to real users outside the organisation
- learn what doesn't work

data data data data data SMALL big bandwith Quality data imperfect infallible Subjective impartial INSPIRING descriptive SerenDipitous predictive conventions POSSIBILITIES to simplify complexity / Depict processing DRawing data driven design data SpeND save time with data is numbers people will make us more efficient HUMAN.

DATA HUMANISM

a new Reinassance where we can overtion the impersonality of a merely technological approach to PATA, where we are ready to RECONNECT numbers to what they really stand for: which are - MORE and MORE - OUR UNIONE Lives.

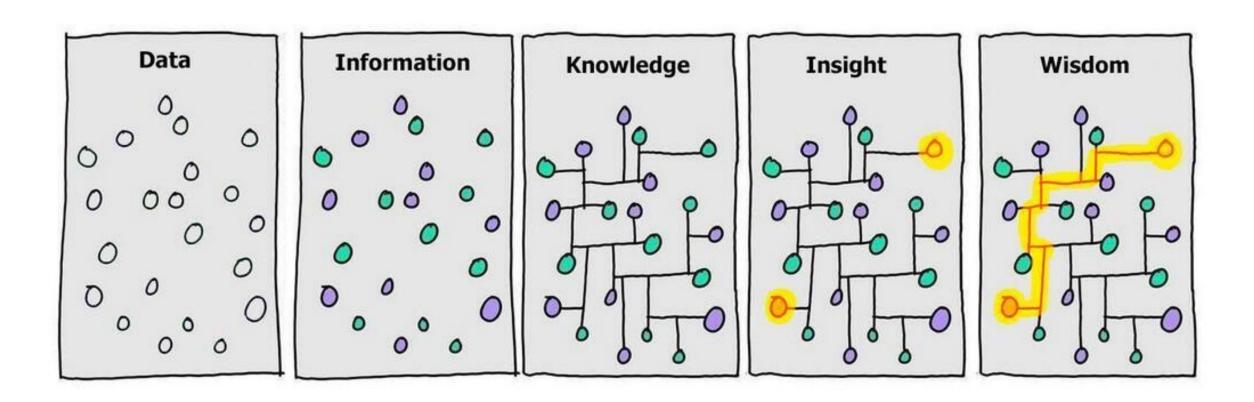
giorgia lupi

¿Qué es un dato?

Una expresión de deseo por almacenar una vivencia

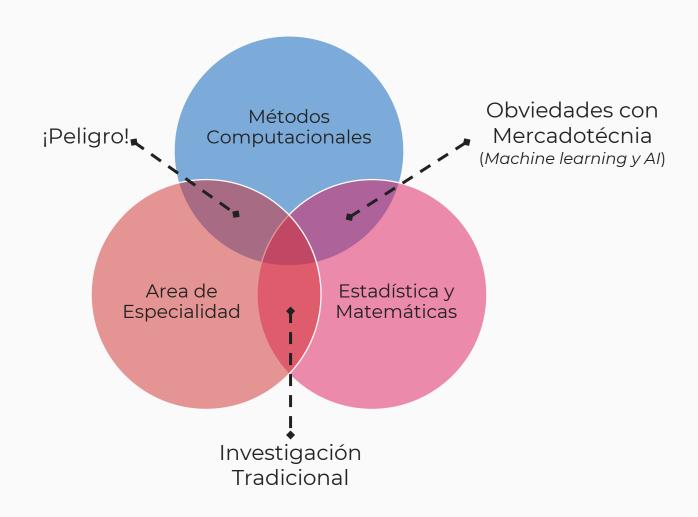


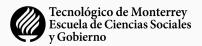
¿Qué hace la ciencia de datos?



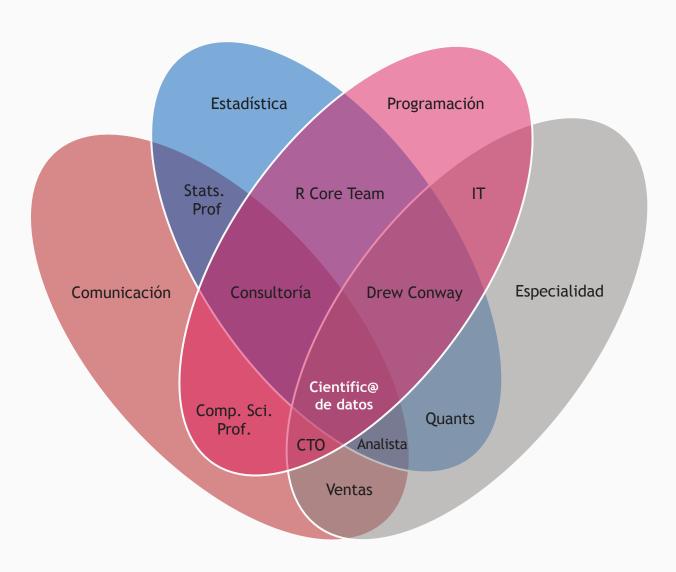


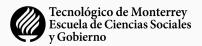
El diagrama de Drew Conway





"There is no I in Team"





Cientific@ de Datos Ideal

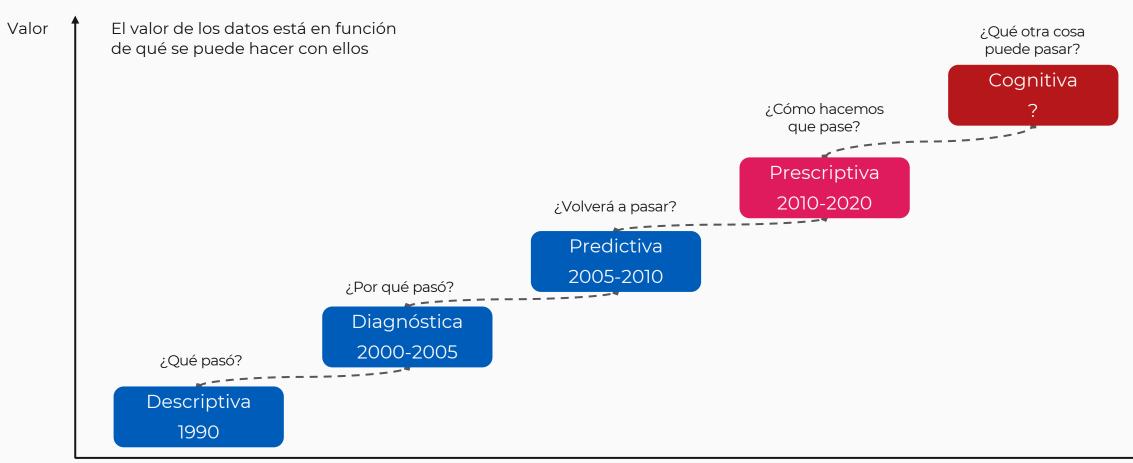


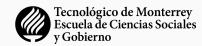




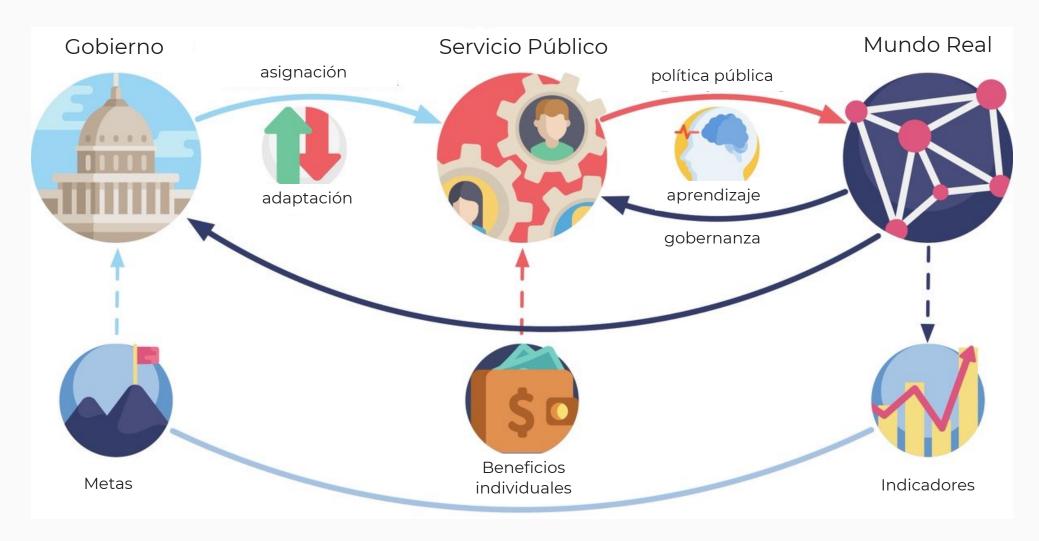


El valor de los datos en la polítca pública





Diseño e implementación de política pública



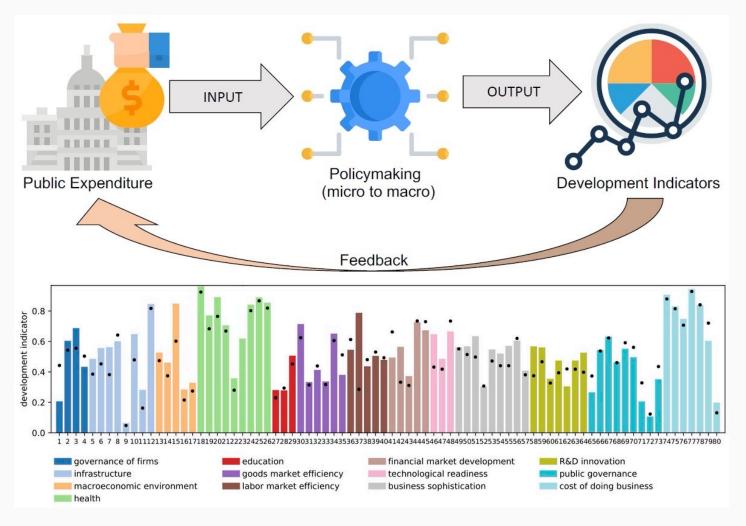


Policy Priority Inference

for sustainable development



PhD. Omar A. Guerrero Head of Computational Social Science Research The Alan Turing Institute

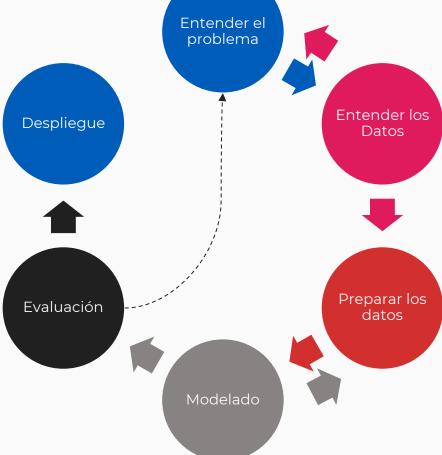




CRISP - DM

Cross-industry Standard Process

for Data Mining





Objetivos de un Proyecto de Datos

Automatizar



Descurbir Patrones



Explicar





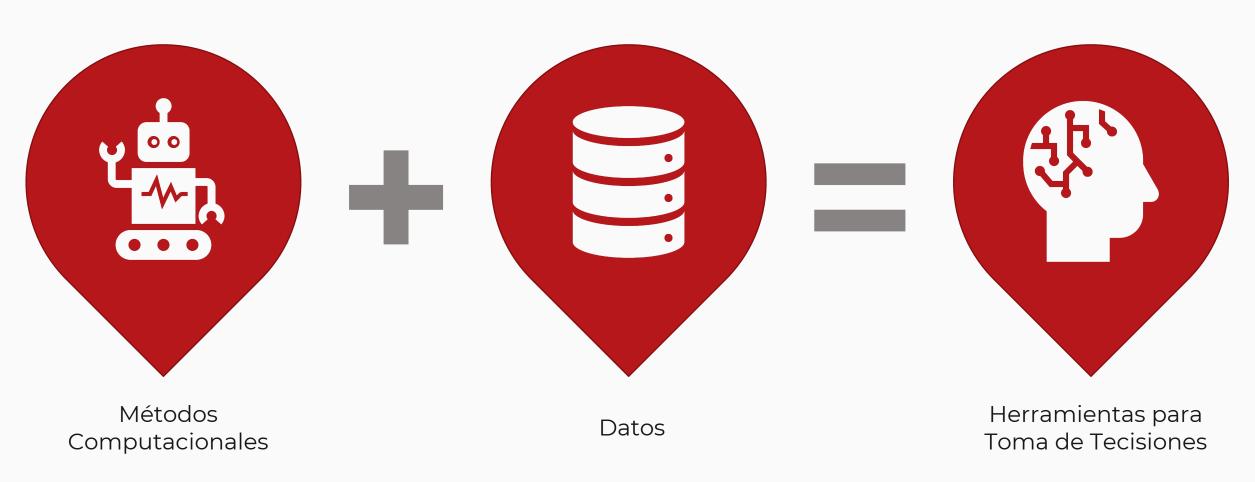


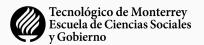
Predecir



Aprendizaje de Máquina

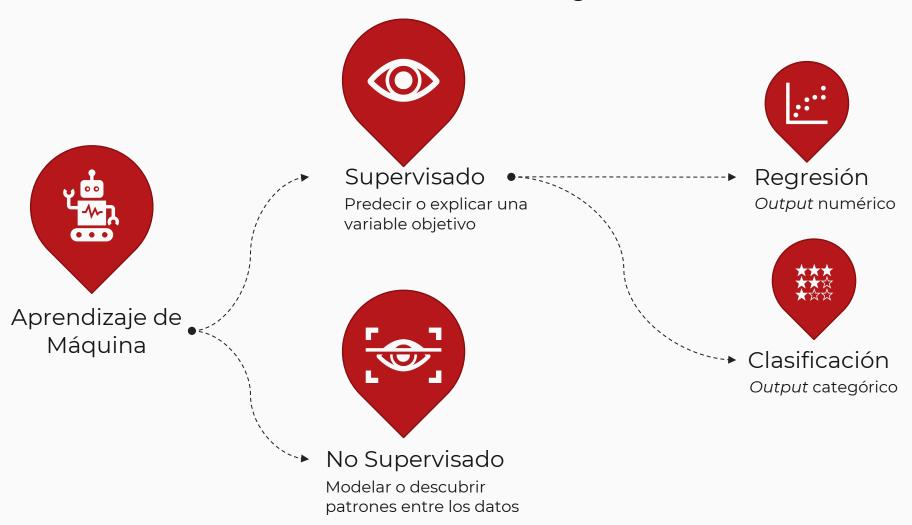
Machine Learning





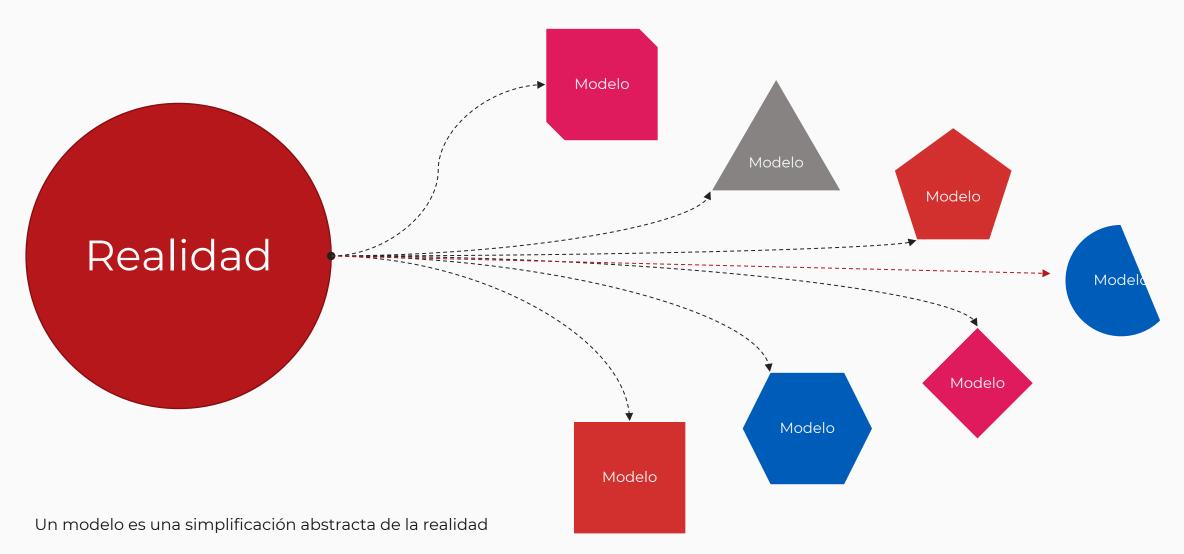
Aprendizaje de Máquina

Machine Learning



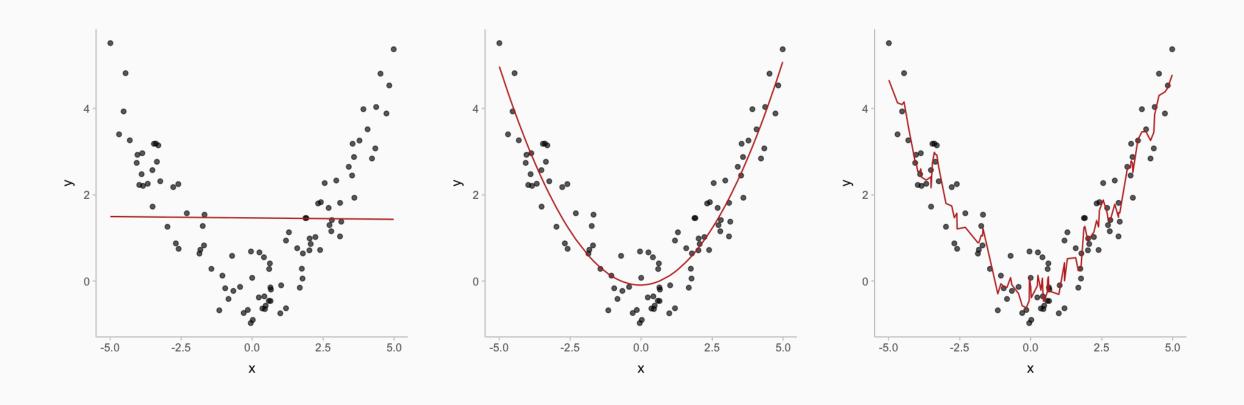


¿Qué es un modelo?





La elección de un modelo ideal





Funciones de Pérdida

Loss functions



$$\min(f(y-\hat{y}))$$

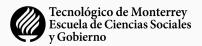




Ejemplo: Error Cuadrático Medio

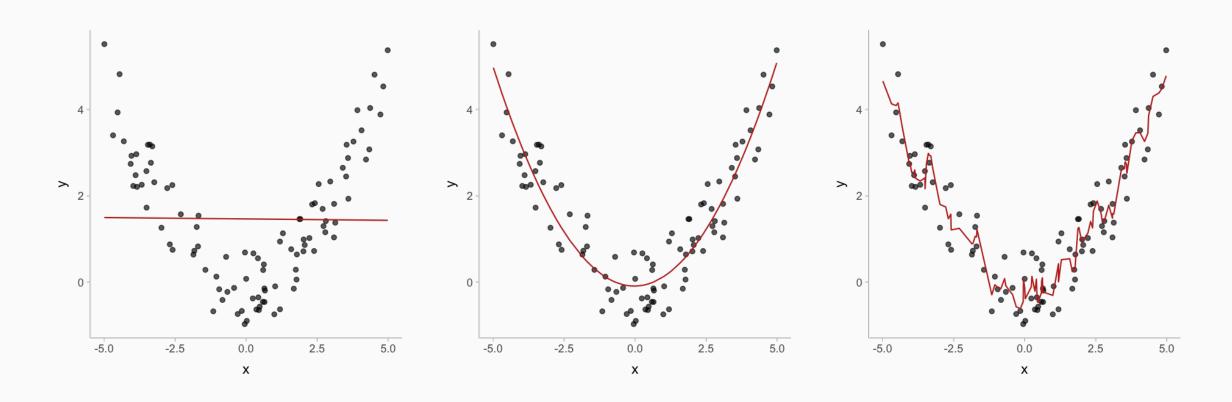
$$MSE(\hat{y}) = E[(\hat{y} - y)^2]$$

$$MSE(\hat{y}) = E[(\hat{y} - E(\hat{y}))^{2}] + E[(E(\hat{y}) - y)^{2}]$$
Varianza Sesgo



Varianza

Qué tanto se acopla el modelo al recibir nueva información

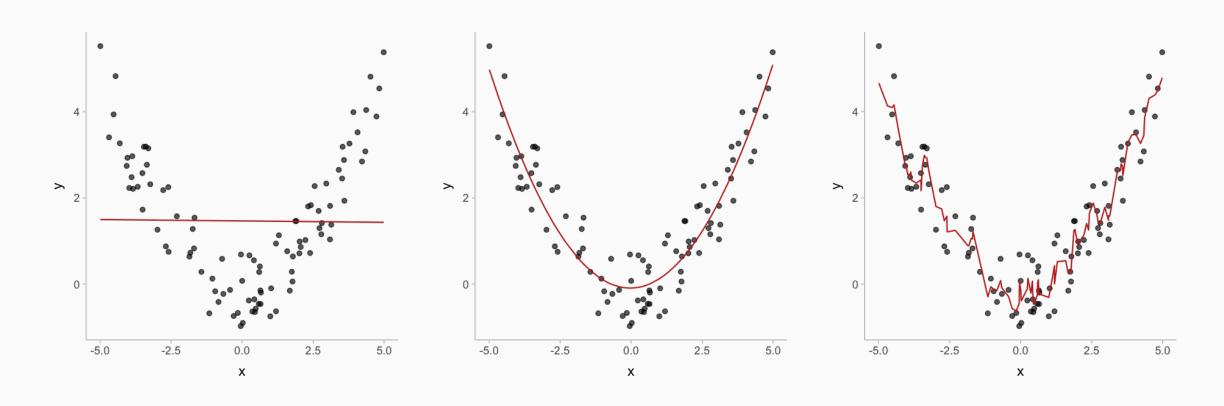


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Sesgo

Qué tan lejos se encuentra el valor estimado del valor real



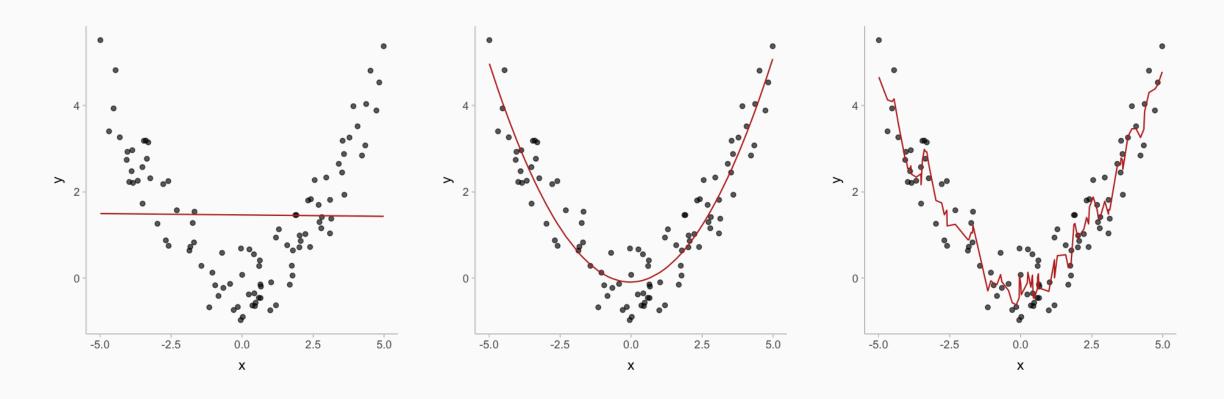
r.rosado@tec.mx

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La elección de un modelo ideal

Buscamos un modelo que aprenda de los datos con los que se le alimentaron y que sea capaz de generalizar las predicciones ante nuevos datos





Poca Varianza

Mucha Varianza

Sesgo Bajo





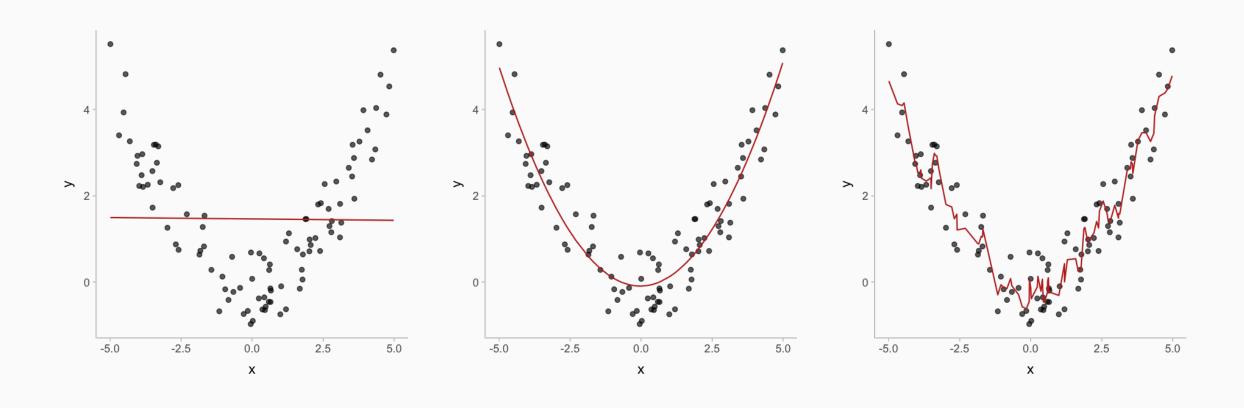




Sesgo Alto



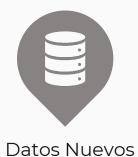
La elección de un modelo ideal

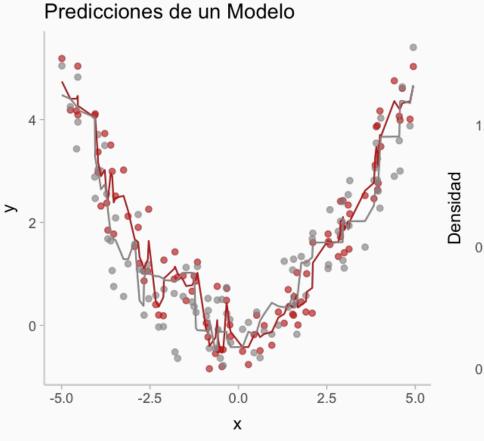


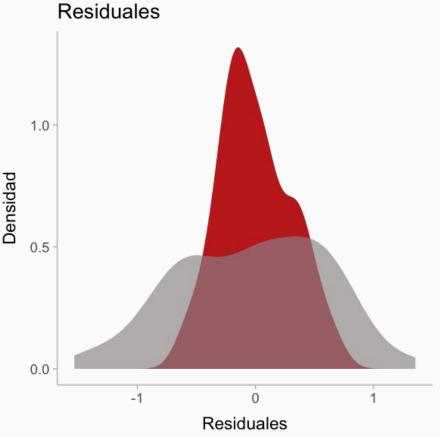


Uno Modelo Sin Validar







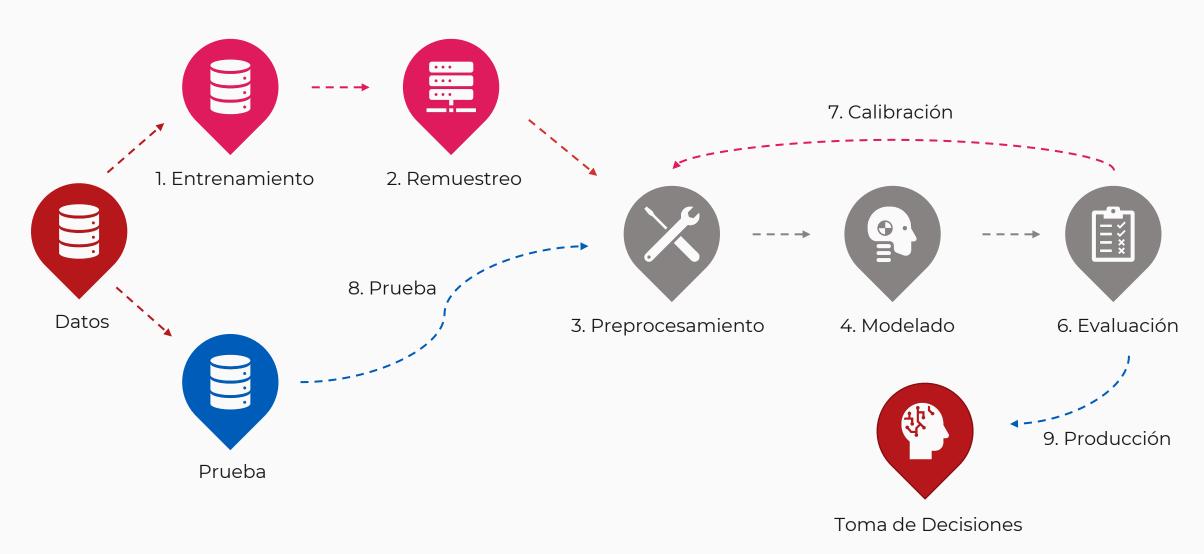


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Encontrar el mejor modelo



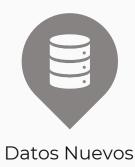


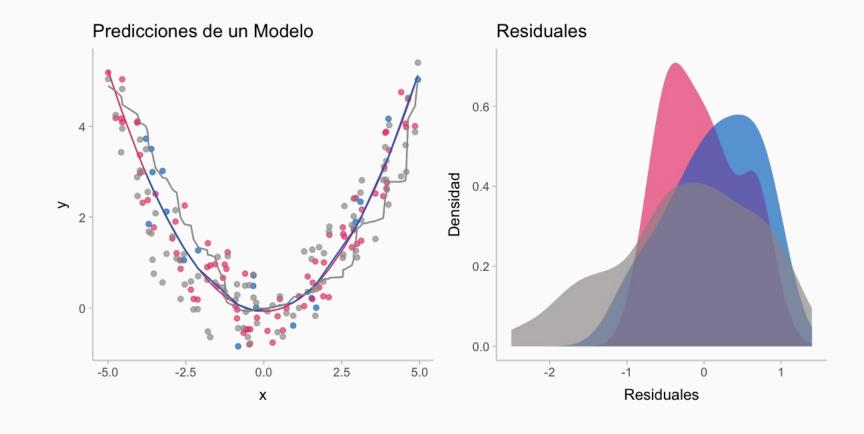
Conjuntos de Entrenamiento y Prueba

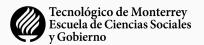
Train & Test Splits





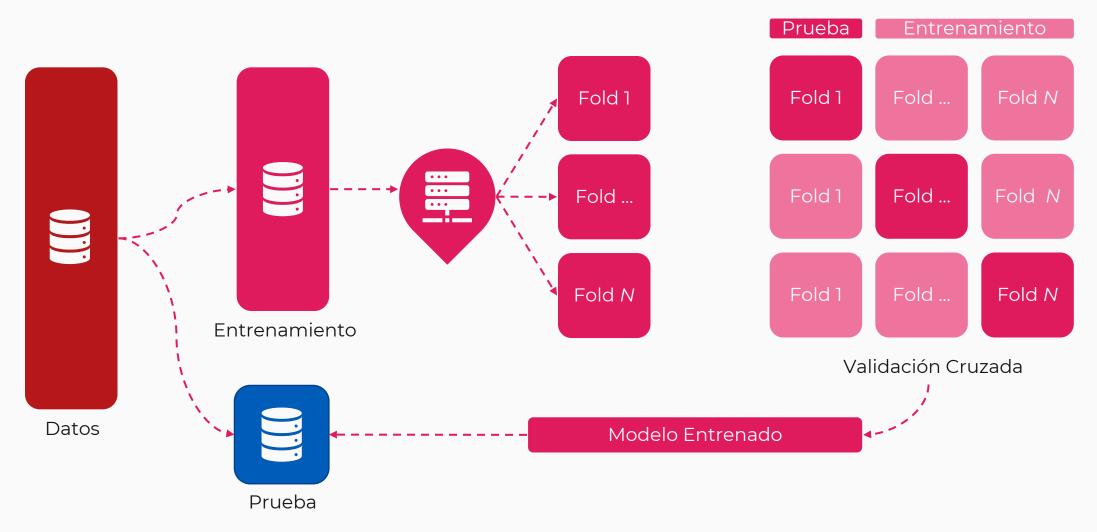






Validación Cruzada

Cross Validation





Este no es un curso de inferencia causal





Límites del Aprendizaje de Máquina

Limits of Machine Learning



No prevé soluciones a largo plazo



Soluciones específicas para casos específicos



Optimizaciones en un sistema dado