

# Stephen Curry Analysis

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```
filename <- "CurryGameData.csv"
games <- read.csv(file.path(getwd(), filename), header = TRUE)
```

Bootstrap a) create.attr3 takes in a population pop and outputs a function which takes in sample indices and outputs the sample estimates for pts per game, ptsAst\_min and defplay\_min. We will apply the population or season games to create.attr3 to create function attr3 and then apply games 1 to 80 to the function.

```
# Function to calculate sample estimates for pts per game,
# ptsAst_min, and defplay_min
create.attr3 <- function(pop) {
  function(sample_indices) {
    # print(sample_indices)
    sample_data <- pop[sample_indices, ]

    # Sample estimate for pts per game
    pts_per_game <- mean(sample_data$pts)

    # Sample estimate for ptsAst_min
    sample_data$ptsAst_min <- ((sample_data$ast + sample_data$pts)/sample_data$min)
    ptsAst_min <- mean(sample_data$ptsAst_min)

    # Sample estimate for defplay_min
    sample_data$defplay_min <- ((sample_data$dreb + sample_data$blk +
      sample_data$stl)/sample_data$min)
    defplay_min <- mean(sample_data$defplay_min)

    return(c(pts_per_game, ptsAst_min, defplay_min))
  }
}

# pop games 1 to 80
gamePop <- 1:80

# Applying create.attr3 to create the function attr3 using the entire
# 'games' dataset as the population
attr3 <- create.attr3(games)

# Applying gamepop (games 1 to 80) to the function attr3 to get pop
# estimates
pop_estimates <- attr3(gamePop)

# Sample estimates for pts per game, ptsAst_min, and defplay_min for
```

```

# games 1 to 80
pts_per_game_estimate <- pop_estimates[1]
ptsAst_min_estimate <- pop_estimates[2]
defplay_min_estimate <- pop_estimates[3]

cat("points per game estimate:", pts_per_game_estimate)

## points per game estimate: 25.5625
cat("points and assists per min: ", ptsAst_min_estimate)

## points and assists per min: 0.9226639
cat("defensive plays per minutes: ", defplay_min_estimate)

## defensive plays per minutes: 0.1821801

```

b)Sampling Distribution of the attributes - Select  $M = 1000$  samples of size  $n = 40$  without replacement. i.e. construct  $S_1, S_2, \dots, S_{1000}$ . - For each sample apply the attr3 function. Then construct three histograms (in a single row) of the sample error for each attribute.

```

# Set the seed for reproducibility
set.seed(341)

# Number of samples to draw (M) and sample size (n)
M <- 1000
n <- 40

# Initialize empty matrices to store sample estimates
bootstrap_estimates_pts_per_game <- matrix(0, nrow = M, ncol = 1)
bootstrap_estimates_ptsAst_min <- matrix(0, nrow = M, ncol = 1)
bootstrap_estimates_defplay_min <- matrix(0, nrow = M, ncol = 1)

# Perform bootstrap sampling
for (i in 1:M) {
  bootstrap_indices <- sample(1:80, n, replace = FALSE) # Sample without replacement
  bootstrap_estimates <- attr3(bootstrap_indices)
  bootstrap_estimates_pts_per_game[i, ] <- bootstrap_estimates[1]
  bootstrap_estimates_ptsAst_min[i, ] <- bootstrap_estimates[2]
  bootstrap_estimates_defplay_min[i, ] <- bootstrap_estimates[3]
}

# Set the y-axis limits for each histogram
ylim_pts_per_game <- c(0, 200)
ylim_ptsAst_min <- c(0, 300)
ylim_defplay_min <- c(0, 250)

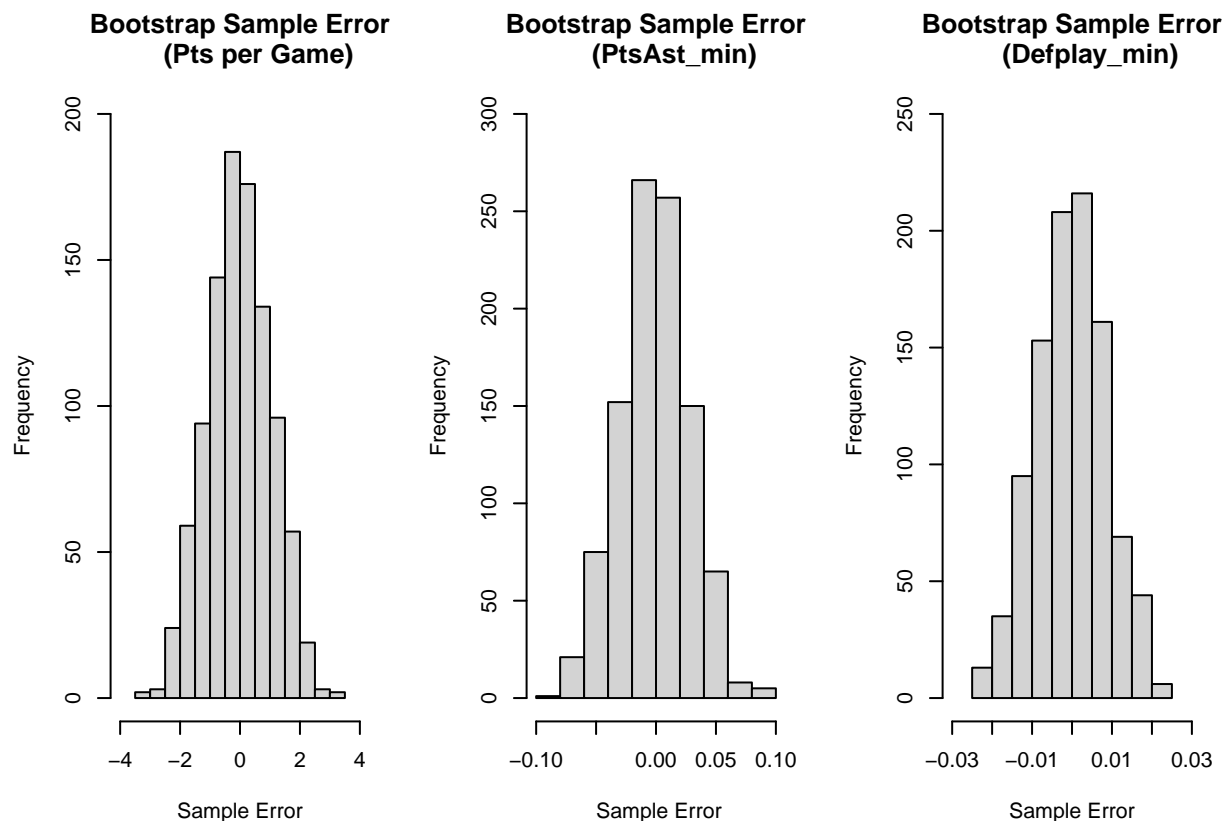
# Set the x-axis limits for each histogram
xlim_pts_per_game <- c(-4, 4)
xlim_ptsAst_min <- c(-0.1, 0.1)
xlim_defplay_min <- c(-0.03, 0.03)

```

```

# Construct histograms of the bootstrap sampling errors for each
# attribute
par(mfrow = c(1, 3)) # Arrange plots in a single row
hist(bootstrap_estimates_pts_per_game - pop_estimates[1], main = "Bootstrap Sample Error
  (Pts per Game)",
  xlab = "Sample Error", xlim = xlim_pts_per_game, ylim = ylim_pts_per_game)
hist(bootstrap_estimates_ptsAst_min - pop_estimates[2], main = "Bootstrap Sample Error
  (PtsAst_min)",
  xlab = "Sample Error", xlim = xlim_ptsAst_min, ylim = ylim_ptsAst_min)
hist(bootstrap_estimates_defplay_min - pop_estimates[3], main = "Bootstrap Sample Error
  (Defplay_min)",
  xlab = "Sample Error", xlim = xlim_defplay_min, ylim = ylim_defplay_min)

```



**A Sample and the Bootstrap.** Suppose that a sample  $S$  with games 1 to 40 where was obtained by sampling without replacement

We will calculate the three attributes of interest using the given sample.

```

# Sample S with games 1 to 40 (sampling without replacement)
sample_S <- 1:40

# Calculate the three attributes of interest for the given sample
attr_S <- attr3(sample_S)
pts_per_game_sample <- attr_S[1]

```

```
ptsAst_min_sample <- attr_S[2]
defplay_min_sample <- attr_S[3]

cat("points per game estimate:", pts_per_game_sample)

## points per game estimate: 26.05
cat("points and assists per min: ", ptsAst_min_sample)

## points and assists per min: 0.9315846
cat("defensive plays per minutes: ", defplay_min_sample)

## defensive plays per minutes: 0.1958118
```

Bootstrap; By resampling the sample  $\mathcal{S}$  with replacement, we will construct  $B = 1000$  bootstrap samples  $S_1^*, S_2^*, \dots, S_{1000}^*$  and then calculate the three attributes of interest on each bootstrap sample. Then construct three histograms (in a single row) of the bootstrap sample error for each attribute.

```
# Set the seed for reproducibility
set.seed(341)

# Number of bootstrap samples (B)
B <- 1000

# Initialize empty matrices to store bootstrap sample estimates
bootstrap_estimates_pts_per_game <- matrix(0, nrow = B, ncol = 1)
bootstrap_estimates_ptsAst_min <- matrix(0, nrow = B, ncol = 1)
bootstrap_estimates_defplay_min <- matrix(0, nrow = B, ncol = 1)

# Bootstrap process - Resample sample S with replacement and
# calculate attributes
for (i in 1:B) {
  bootstrap_sample <- sample(sample_S, n, replace = TRUE)
  bootstrap_estimates <- attr3(bootstrap_sample)
  bootstrap_estimates_pts_per_game[i, ] <- bootstrap_estimates[1]
  bootstrap_estimates_ptsAst_min[i, ] <- bootstrap_estimates[2]
  bootstrap_estimates_defplay_min[i, ] <- bootstrap_estimates[3]
}

# Set the y-axis limits for each histogram
ylim_pts_per_game <- c(0, 300)
ylim_ptsAst_min <- c(0, 200)
ylim_defplay_min <- c(0, 200)

# Set the x-axis limits for each histogram
xlim_pts_per_game <- c(-5, 5)
xlim_ptsAst_min <- c(-0.12, 0.15)
xlim_defplay_min <- c(-0.04, 0.045)

max(bootstrap_estimates_ptsAst_min - attr_S[2])

## [1] 0.1497572
```

```

min(bootstrap_estimates_ptsAst_min - attr_S[2])

## [1] -0.1159523
max(bootstrap_estimates_pts_per_game - attr_S[1])

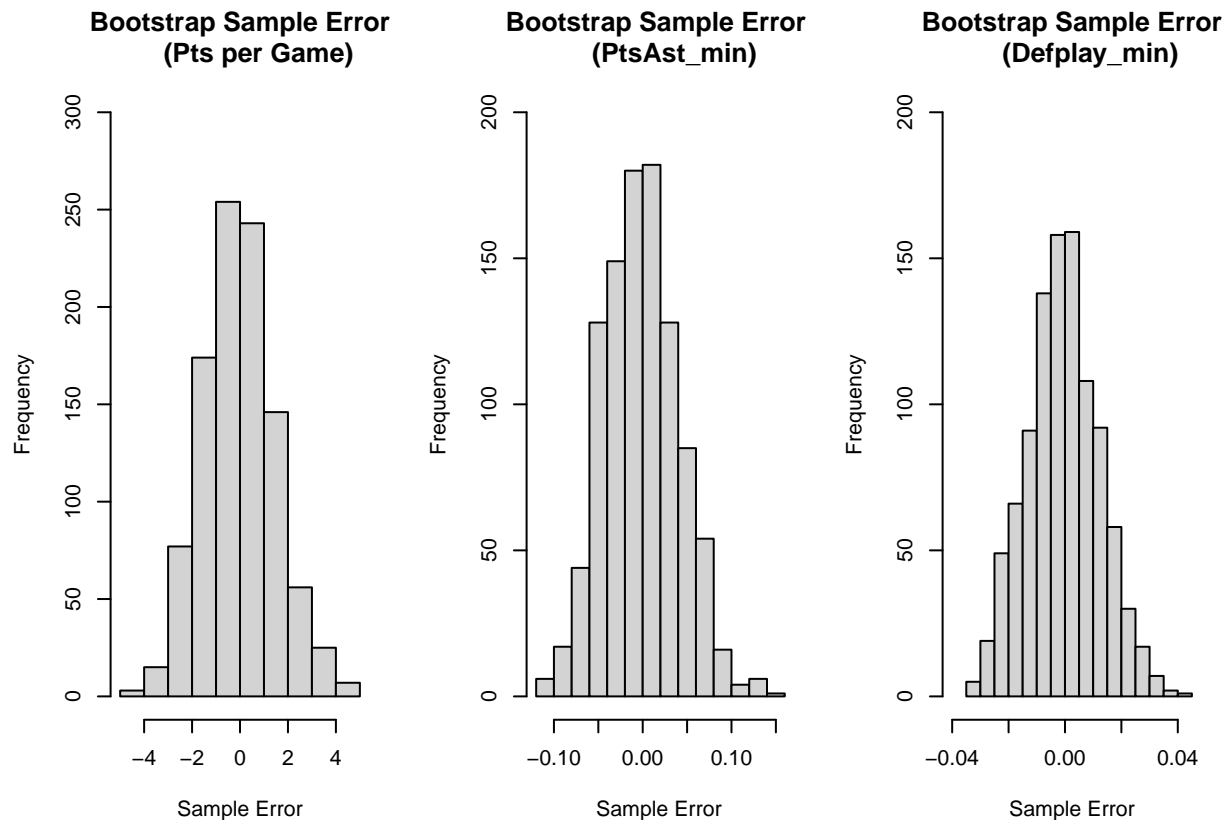
## [1] 4.925
min(bootstrap_estimates_pts_per_game - attr_S[1])

## [1] -4.45
min(bootstrap_estimates_defplay_min - attr_S[3])

## [1] -0.03379574
max(bootstrap_estimates_defplay_min - attr_S[3])

## [1] 0.04118654
# Construct histograms of the bootstrap sampling errors for each
# attribute
par(mfrow = c(1, 3)) # Arrange plots in a single row
hist(bootstrap_estimates_pts_per_game - attr_S[1], main = "Bootstrap Sample Error
      (Pts per Game)",
      xlab = "Sample Error", xlim = xlim_pts_per_game, ylim = ylim_pts_per_game)
hist(bootstrap_estimates_ptsAst_min - attr_S[2], main = "Bootstrap Sample Error
      (PtsAst_min)",
      xlab = "Sample Error", xlim = xlim_ptsAst_min, ylim = ylim_ptsAst_min)
hist(bootstrap_estimates_defplay_min - attr_S[3], main = "Bootstrap Sample Error
      (Defplay_min)",
      xlab = "Sample Error", xlim = xlim_defplay_min, ylim = ylim_defplay_min)

```



Calculate standard errors for each sample estimate and then construct a 95% confidence for the population quantity using the percentile method.

```
sdn <- function(y.pop) {
  N = length(y.pop)
  sqrt(var(y.pop) * (N - 1)/(N))
}

# Calculate standard errors for each sample estimate se = std dev
# with n instead of n - 1
se_pts_per_game <- sdn(bootstrap_estimates_pts_per_game)
se_ptsAst_min <- sdn(bootstrap_estimates_ptsAst_min)
se_defplay_min <- sdn(bootstrap_estimates_defplay_min)

cat("Standard errors:\n")

## Standard errors:
cat("Standard error for Points per game (pts):", se_pts_per_game, "\n")

## Standard error for Points per game (pts): 1.498561
cat("Standard error for Points and assists per min (ptsAst_min):", se_ptsAst_min,
    "\n")

## Standard error for Points and assists per min (ptsAst_min): 0.04210362
```

```

cat("Standard error for Defensive plays per minutes (defplay_min):", se_defplay_min,
    "\n")

## Standard error for Defensive plays per minutes (defplay_min): 0.01285881
# Calculate the 95% confidence intervals using the percentile method
confidence_interval_pts_per_game <- quantile(bootstrap_estimates_pts_per_game,
    c(0.025, 0.975))
confidence_interval_ptsAst_min <- quantile(bootstrap_estimates_ptsAst_min,
    c(0.025, 0.975))
confidence_interval_defplay_min <- quantile(bootstrap_estimates_defplay_min,
    c(0.025, 0.975))

cat("95% Confidence Intervals:\n")

## 95% Confidence Intervals:
cat("CI for Points per game (pts): [", confidence_interval_pts_per_game[1],
    ",", confidence_interval_pts_per_game[2], "]\n")

## CI for Points per game (pts): [ 23.39937 , 29.25 ]
cat("CI for Points and assists per min (ptsAst_min): [", confidence_interval_ptsAst_min[1],
    ",", confidence_interval_ptsAst_min[2], "]\n")

## CI for Points and assists per min (ptsAst_min): [ 0.8527807 , 1.014994 ]
cat("CI for Defensive plays per minutes (defplay_min): [", confidence_interval_defplay_min[1],
    ",", confidence_interval_defplay_min[2], "]\n")

## CI for Defensive plays per minutes (defplay_min): [ 0.1712016 , 0.2213031 ]

```

Sampling Properties of the Bootstrap when  $n = 40$ ; For each of three attributes of interest we will estimate the coverage probability when using the percentile method and give a standard error. For the simulation, using 40 samples and 20 bootstrap samples. In addition, a conclusion about the procedure is provided.

```

set.seed(341)

# Sample size
n <- 40

# Number of repeated samples and bootstrap samples
M <- 600
B <- 20

sample_S <- 1:40

# Initialize empty matrices to store bootstrap sample estimates
bootstrap_estimates_pts_per_game <- matrix(0, nrow = B, ncol = 1)
bootstrap_estimates_ptsAst_min <- matrix(0, nrow = B, ncol = 1)
bootstrap_estimates_defplay_min <- matrix(0, nrow = B, ncol = 1)

CI <- function(B, indices) {

```

```

N <- length(indices)
n <- N

bootstrapPop <- games[indices, ]
attr3B <- create.attr3(bootstrapPop)

# Bootstrap process
for (i in 1:B) {
  sample <- sample(N, n, replace = TRUE)
  b_est <- attr3B(sample)
  bootstrap_estimates_pts_per_game[i, ] <- b_est[1]
  bootstrap_estimates_ptsAst_min[i, ] <- b_est[2]
  bootstrap_estimates_defplay_min[i, ] <- b_est[3]
}

errorPtsPerGame <- sdn(bootstrap_estimates_pts_per_game)
errorPtsAstMin <- sdn(bootstrap_estimates_ptsAst_min)
errorDefplayMin <- sdn(bootstrap_estimates_defplay_min)

# Calculate the 95% confidence intervals using the percentile
# method for each attribute
Serror <- c(errorPtsPerGame, errorPtsAstMin, errorDefplayMin)

# Calculate the 95% confidence intervals using the percentile
# method for each attribute
confidence_interval_pts_per_game <- quantile(bootstrap_estimates_pts_per_game,
  c(0.025, 0.975))
confidence_interval_ptsAst_min <- quantile(bootstrap_estimates_ptsAst_min,
  c(0.025, 0.975))
confidence_interval_defplay_min <- quantile(bootstrap_estimates_defplay_min,
  c(0.025, 0.975))

return(c(confidence_interval_pts_per_game, confidence_interval_ptsAst_min,
  confidence_interval_defplay_min, Serror))
}

attr3f <- create.attr3(games)

attr3 <- matrix(0, nrow = M, ncol = 3)
ptsGameCI <- matrix(0, nrow = M, ncol = 2)
ptsAstCI <- matrix(0, nrow = M, ncol = 2)
defplayCI <- matrix(0, nrow = M, ncol = 2)
sError <- matrix(0, nrow = M, ncol = 3)

for (i in 1:M) {
  s <- sample(1:80, n, replace = FALSE)

  attr3[i, ] <- attr3f(s)

  CIe <- CI(B, s)

```



```

ptsGameCI[i, ] <- c(CIe[1], CIe[2])
ptsAstCI[i, ] <- c(CIe[3], CIe[4])
defplayCI[i, ] <- c(CIe[5], CIe[6])
sError[i, ] <- c(CIe[7], CIe[8], CIe[9])
}

# Calculate coverage probabilities for each attribute
coverage_probability_pts_per_game <- mean(ptsGameCI[, 1] <= mean(attr3[,
  1]) & ptsGameCI[, 2] >= mean(attr3[, 2]))

coverage_probability_ptsAst_min <- mean(ptsAstCI[, 1] <= mean(attr3[, 2]) &
  ptsAstCI[, 2] >= mean(attr3[, 2]))

coverage_probability_defplay_min <- mean(defplayCI[, 1] <= mean(attr3[,
  3]) & defplayCI[, 2] >= mean(attr3[, 3]))

# Output the results
cat("Coverage Probabilities:")

## Coverage Probabilities:
cat("Points per game (pts) coverage probability: ", coverage_probability_pts_per_game,
  " and std. Error: ", mean(sError[, 1]), "\n")

## Points per game (pts) coverage probability:  0.9733333  and std. Error:  1.391876
cat("Points and assists per min (ptsAst_min) coverage probability: ", coverage_probability_ptsAst_min,
  " and std. Error: ", mean(sError[, 2]), "\n")

## Points and assists per min (ptsAst_min) coverage probability:  0.9416667  and std. Error:  0.0388073
cat("Defensive plays per minute (defplay_min) coverage probability: ",
  coverage_probability_defplay_min, " and std. Error: ", mean(sError[,
  3]), "\n")

```

```
## Defensive plays per minute (defplay_min) coverage probability:  0.95  and std. Error:  0.01167835
```

Conclusion: With the number of samples and number of bootstrap samples at 600 and 20 respectively, with each sample being of size 40 and chosen with replacement: the Points per game (pts) coverage probability at 0.9733333 was the highest amongst the 3 attributes of interest, and slightly higher than the 0.95 expected whilst the Points and assists per min (ptsAst\_min) coverage probability and defensive plays per minute (defplay\_min) coverage probability were very close to the expected 0.95, at 0.9416667 and 0.95 respectively; with the ptsAst\_min coverage probability, being the smallest amongst the 3. The standard errors for ptsAst\_min and defplay\_min, were very small at 0.03880731, and 0.01167835 respectively with defplay\_min having the smallest error amongst the 3; and the error for pts was the highest amongst the 3, at 1.391876.

\*a(i) [2 Marks] Calculate the total number of pts, the median number of pts per game and the proportion of games with a positive plus-minus.\*\*

```

# Total number of points
total_points <- sum(games$pts)
cat("Total points:", total_points, "\n")

```

```
## Total points: 2045
# Median number of points per game
median_points <- median(games$pts)
cat("Median points per game:", median_points, "\n")

## Median points per game: 25
# Proportion of games with a positive plus-minus
positive_plus_minus_prop <- sum(games$pos_plus_minus)/nrow(games)
cat("Proportion of games with a positive plus-minus:", positive_plus_minus_prop,
    "\n")

## Proportion of games with a positive plus-minus: 0
```

a(ii) [2 Marks] Calculate the proportion of games with pts with less than or equal to 20 and the proportion of games with pts within the interval [15, 20).

```
# Proportion of games with pts <= 20
pts_less_20_prop <- sum(games$pts <= 20)/nrow(games)
cat("Proportion of games with pts <= 20:", pts_less_20_prop, "\n")

## Proportion of games with pts <= 20: 0.325

# Proportion of games with pts in [15, 20)
pts_15_20_prop <- sum(games$pts >= 15 & games$pts < 20)/nrow(games)
cat("Proportion of games with pts in [15, 20):", pts_15_20_prop, "\n")

## Proportion of games with pts in [15, 20): 0.1625
```

a(iii) [2 Marks] In a  $1 \times 2$  figure, plot the histogram using equal bin widths with bin width equal to 5 over the range 0 to 50 and plot the cumulative proportion of  $\text{pts} \leq x$  over the range 0 to 50. For the cumulative proportion plot add a horizontal line at  $1/2$ .

```
# Set up the plotting area
par(mfrow = c(1, 2))

# Histogram with equal bin widths
hist(games$pts, breaks = seq(0, 50, by = 5), main = "Histogram with equal
    bin widths",
    xlab = "Points (pts)", ylab = "Frequency")

# Calculate cumulative proportion of pts <= x
x_values <- seq(0, 50)
cumulative_prop <- numeric(length(x_values))

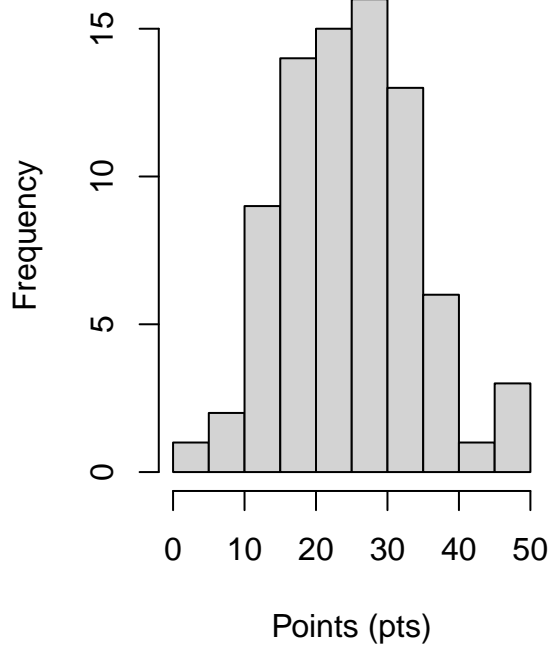
for (i in seq_along(x_values)) {
    cumulative_prop[i] <- sum(games$pts <= x_values[i])/length(games$pts)
}

# Plot cumulative proportion
plot(x_values, cumulative_prop, type = "l", main = "Cumulative Proportion of
```

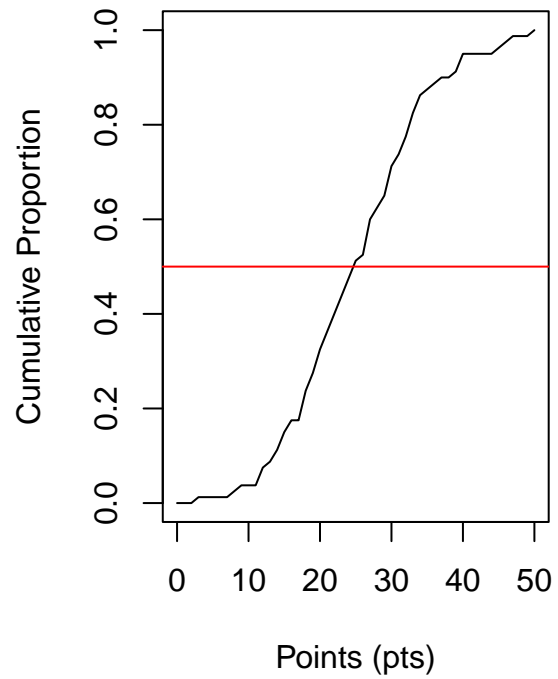
```
pts <= x (CDF)",
xlab = "Points (pts)", ylab = "Cumulative Proportion")

# Add horizontal line at 1/2
abline(h = 1/2, col = "red")
```

**Histogram with equal  
bin widths**



**Cumulative Proportion of  
pts <= x (CDF)**



## Horvitz Thompson

Make a new variable; `pos_plus_minus` which is an indicator variable that for when Stephen Curry's `plus_minus` is positive.

```
## Create new variable; `pos_plus_minus` which is 1 when Stephen
## Curry's `plus_minus` is positive, and 0 otherwise.
games$pos_plus_minus <- as.numeric(games$plus_minus > 0)

# Print the updated data
print(games)
```

##	min	reb	dreb	oreb	ast	stl	blk	to	pf	pts	plus_minus	pos_plus_minus
## 1	36	10	9	1	10	3	0	4	1	21	4	1
## 2	38	10	10	0	1	1	1	6	2	45	-2	0
## 3	37	4	4	0	6	3	1	1	3	33	24	1
## 4	35	7	6	1	10	3	0	3	1	27	14	1
## 5	32	6	5	1	4	0	1	4	1	23	15	1
## 6	41	7	6	1	8	1	0	5	2	36	12	1
## 7	27	5	5	0	6	1	1	2	1	20	17	1
## 8	35	8	7	1	9	1	1	4	3	15	-1	0
## 9	30	3	3	0	6	0	2	1	1	19	17	1
## 10	27	3	1	2	2	3	0	0	3	20	16	1
## 11	35	7	5	2	10	4	1	2	0	50	31	1
## 12	34	5	5	0	6	1	0	3	2	25	11	1
## 13	34	4	4	0	5	1	1	6	1	40	31	1
## 14	36	6	5	1	10	3	1	3	2	24	14	1
## 15	29	7	7	0	5	2	1	2	4	37	16	1
## 16	35	4	4	0	6	2	0	3	4	40	10	1
## 17	37	2	2	0	8	1	0	4	1	12	19	1
## 18	35	4	4	0	10	1	0	4	1	25	29	1
## 19	38	7	7	0	8	1	0	3	2	32	18	1
## 20	35	5	5	0	6	6	0	3	4	33	14	1
## 21	36	3	2	1	2	1	1	2	0	12	-17	0
## 22	33	5	3	2	5	0	0	3	2	23	10	1
## 23	37	8	7	1	5	3	0	1	1	27	3	1
## 24	31	3	3	0	8	2	0	3	2	31	9	1
## 25	33	2	0	2	2	1	0	4	3	22	16	1
## 26	36	9	7	2	5	0	0	3	1	18	-9	0
## 27	35	6	5	1	6	1	1	7	1	26	17	1
## 28	35	3	3	0	3	1	1	4	4	22	13	1
## 29	35	5	4	1	4	1	0	6	6	30	-10	0
## 30	36	3	3	0	4	0	2	4	1	30	16	1
## 31	37	4	4	0	4	2	0	3	1	46	15	1
## 32	39	4	4	0	4	0	0	6	3	23	5	1
## 33	36	6	6	0	9	0	1	3	3	28	4	1
## 34	32	3	3	0	10	0	1	2	3	9	0	0
## 35	36	9	9	0	5	0	1	5	2	14	0	0
## 36	37	5	2	3	5	1	0	5	3	28	23	1
## 37	39	10	9	1	10	2	0	3	3	27	-1	0
## 38	29	8	8	0	4	2	0	4	0	12	-25	0
## 39	28	2	2	0	2	1	0	1	0	19	24	1
## 40	29	3	3	0	8	3	0	1	1	18	21	1
## 41	44	5	5	0	8	1	0	2	3	39	-4	0
## 42	39	4	4	0	12	1	1	2	3	22	2	1

## 43	35	4	2	2	6	0	0	1	0	13	-5	0
## 44	29	9	7	2	7	1	0	4	3	18	23	1
## 45	38	8	8	0	6	3	0	4	1	29	13	1
## 46	36	7	5	2	8	3	0	5	5	19	-3	0
## 47	38	5	5	0	9	1	1	1	0	40	18	1
## 48	32	1	1	0	7	2	0	4	4	20	21	1
## 49	37	9	9	0	10	1	0	4	2	18	4	1
## 50	30	7	6	1	2	0	0	4	2	16	-14	0
## 51	39	2	2	0	10	1	0	3	5	35	9	1
## 52	37	5	5	0	8	1	0	2	3	24	8	1
## 53	34	2	2	0	2	0	0	4	2	33	-19	0
## 54	39	3	3	0	6	0	0	2	2	25	-2	0
## 55	27	5	5	0	14	1	1	3	3	18	19	1
## 56	38	4	3	1	10	2	0	1	0	27	-4	0
## 57	33	5	4	1	4	0	0	4	1	34	-10	0
## 58	40	5	5	0	9	1	0	3	3	21	-8	0
## 59	36	4	4	0	1	0	0	4	0	30	-12	0
## 60	35	5	5	0	5	3	0	4	4	15	6	1
## 61	38	9	9	0	3	2	0	2	1	34	18	1
## 62	33	5	4	1	8	1	1	4	1	8	14	1
## 63	35	6	6	0	6	1	0	2	1	47	17	1
## 64	14	1	1	0	2	0	0	4	2	3	-5	0
## 65	22	3	1	2	4	1	0	1	1	16	17	1
## 66	23	3	3	0	4	1	1	2	3	34	32	1
## 67	31	3	3	0	6	0	0	4	3	27	3	1
## 68	37	3	3	0	8	4	1	2	1	33	-4	0
## 69	38	5	4	1	5	2	0	5	2	30	7	1
## 70	37	3	3	0	4	0	1	1	5	24	-9	0
## 71	39	9	6	3	8	1	0	5	1	27	-11	0
## 72	35	2	2	0	6	1	0	1	2	30	21	1
## 73	38	5	5	0	8	1	0	3	3	32	6	1
## 74	25	3	3	0	4	0	0	2	1	14	-37	0
## 75	40	7	7	0	5	1	2	3	3	29	16	1
## 76	31	12	10	2	4	1	1	3	3	21	23	1
## 77	37	8	8	0	5	0	0	3	4	32	15	1
## 78	39	5	4	1	11	0	0	3	5	31	19	1
## 79	33	5	5	0	8	1	0	2	2	20	-23	0
## 80	35	3	3	0	9	2	1	2	2	15	11	1

Calculate the total number of pts, the median number of pts per game and the proportion of games with a positive plus-minus.

```
# Total number of points
total_points <- sum(games$pts)
cat("Total points:", total_points, "\n")
```

```
## Total points: 2045
```

```
# Median number of points per game
median_points <- median(games$pts)
cat("Median points per game:", median_points, "\n")
```

```
## Median points per game: 25
```

```
# Proportion of games with a positive plus-minus
positive_plus_minus_prop <- sum(games$pos_plus_minus)/nrow(games)
cat("Proportion of games with a positive plus-minus:", positive_plus_minus_prop,
    "\n")
```

```
## Proportion of games with a positive plus-minus: 0.6875
```

Calculate the proportion of games with pts with less than or equal to 20 and the proportion of games with pts within the interval [15, 20).

```
# Proportion of games with pts <= 20
pts_less_20_prop <- sum(games$pts <= 20)/nrow(games)
cat("Proportion of games with pts <= 20:", pts_less_20_prop, "\n")
```

```
## Proportion of games with pts <= 20: 0.325
```

```
# Proportion of games with pts in [15, 20)
pts_15_20_prop <- sum(games$pts >= 15 & games$pts < 20)/nrow(games)
cat("Proportion of games with pts in [15, 20):", pts_15_20_prop, "\n")
```

```
## Proportion of games with pts in [15, 20): 0.1625
```

In a  $1 \times 2$  figure, plot the histogram using equal bin widths with bin width equal to 5 over the range 0 to 50 and plot the cumulative proportion of  $\text{pts} \leq x$  over the range 0 to 50. For the cumulative proportion plot add a horizontal line at  $1/2$ .

```
# Set up the plotting area
par(mfrow = c(1, 2))

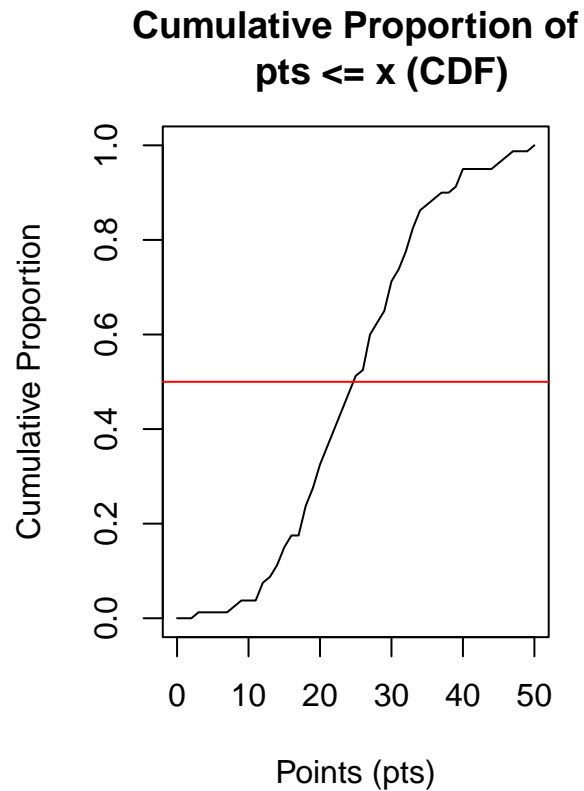
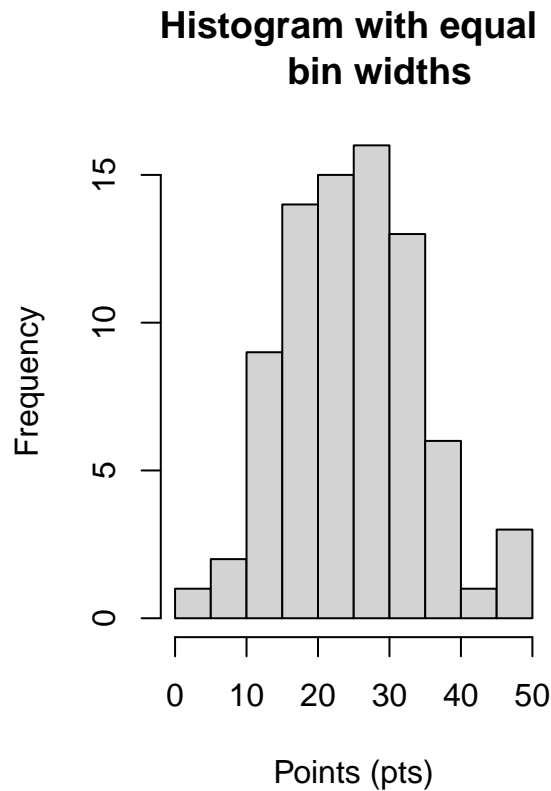
# Histogram with equal bin widths
hist(games$pts, breaks = seq(0, 50, by = 5), main = "Histogram with equal
    bin widths",
    xlab = "Points (pts)", ylab = "Frequency")

# Calculate cumulative proportion of pts <= x
x_values <- seq(0, 50)
cumulative_prop <- numeric(length(x_values))

for (i in seq_along(x_values)) {
  cumulative_prop[i] <- sum(games$pts <= x_values[i])/length(games$pts)
}

# Plot cumulative proportion
plot(x_values, cumulative_prop, type = "l", main = "Cumulative Proportion of
    pts <= x (CDF)",
    xlab = "Points (pts)", ylab = "Cumulative Proportion")

# Add horizontal line at 1/2
abline(h = 1/2, col = "red")
```



plot of the cumulative proportion pts provide an estimate the median.

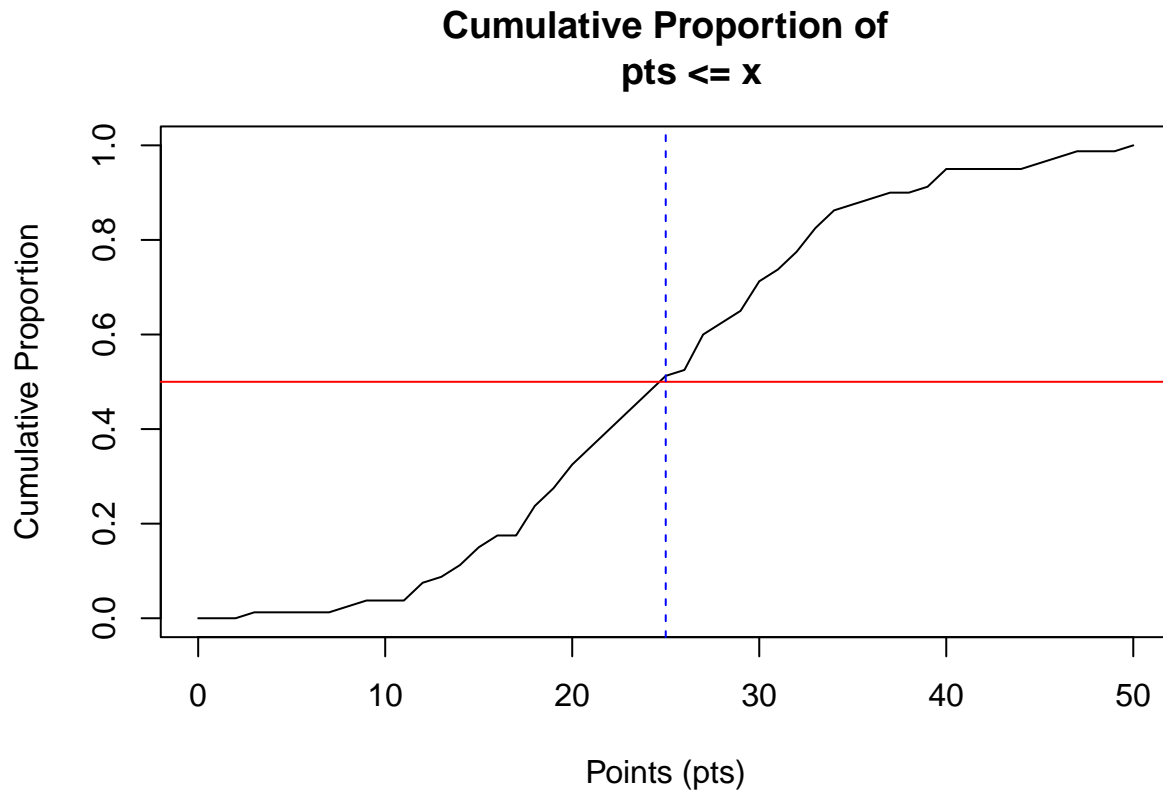
```
# Calculate cumulative proportion of pts <= x
x_values <- seq(0, 50)
cumulative_prop <- numeric(length(x_values))

for (i in seq_along(x_values)) {
  cumulative_prop[i] <- sum(games$pts <= x_values[i])/length(games$pts)
}

# Plot cumulative proportion
plot(x_values, cumulative_prop, type = "l", main = "Cumulative Proportion of
      pts <= x",
      xlab = "Points (pts)", ylab = "Cumulative Proportion")

# Add horizontal line at 1/2
abline(h = 1/2, col = "red")

# Find estimated median value
estimated_median <- x_values[which.min(abs(cumulative_prop - 1/2))]
abline(v = estimated_median, col = "blue", lty = 2)
```



```
# Print estimated median value
cat("Estimated Median:", estimated_median, "\n")

## Estimated Median: 25
```

Suppose that games 1 to 40 was a sample was obtained by sampling without replacement.

```
gamesSample <- 1:40
```

Use the sample gamesSample:

b) Calculate the Horvitz-Thompson estimate and the standard error for total number of the pts, mean number of pts and the proportion of games with a positive plus\_minus.

```
pop <- games
samp <- games[gamesSample, ]

n <- nrow(samp) # Sample size
N <- nrow(pop)  # Population size

# Create inclusion probability and joint inclusion probability
# functions
inclusionProb <- createInclusionProbFn(pop, sampSize = n)
inclusionJointProb <- createJointInclusionProbFn(pop, sampSize = n)

createGenericVariateFn <- function(popData, expression, ...) {
  # Save extra arguments to extra_args
  extra_args <- list(...)
```



```

    # A formality; instead of evaluating, return the unevaluated
    # expression.
    evalable <- substitute(expression)
    # Evaluate expression in the context of popData, restricted to
    # indices u, and any extra_args.
    f <- function(u) with(extra_args, eval(evalable, popData[u, ]))
    return(f)
}

# Variate function for total number of points
ptsVariateFn <- createGenericVariateFn(pop, sum(pts))

# Variate function for mean number of points
meanPtsVariateFn <- createGenericVariateFn(pop, sum(pts)/N)

# Variate function for the proportion of games with positive
# plus_minus
propPositivePlusMinusVariateFn <- createGenericVariateFn(pop, sum(plus_minus >
0)/N)

# Estimators
HTPtsEstimator <- createHTEstimator(inclusionProb)
HTMeanPtsEstimator <- createHTEstimator(inclusionProb)
HTPropPositivePlusMinusEstimator <- createHTEstimator(inclusionProb)

# variance Estimators
HTPtsVarianceEstimator <- createHTVarianceEstimator(pi_u_fn = inclusionProb,
pi_uv_fn = inclusionJointProb)
HTMeanPtsVarianceEstimator <- createHTVarianceEstimator(pi_u_fn = inclusionProb,
pi_uv_fn = inclusionJointProb)
HTPropPositivePlusMinusVarianceEstimator <- createHTVarianceEstimator(pi_u_fn = inclusionProb,
pi_uv_fn = inclusionJointProb)

# HT estimate and standard error for total number of points
HTPtsEstimate <- HTPtsEstimator(1:n, ptsVariateFn)
HTPtsStdError <- sqrt(HTPtsVarianceEstimator(1:n, ptsVariateFn))

# HT estimate and standard error for mean number of points
HTMeanPtsEstimate <- HTMeanPtsEstimator(1:n, meanPtsVariateFn)
HTMeanPtsStdError <- sqrt(HTMeanPtsVarianceEstimator(1:n, meanPtsVariateFn))

# HT estimate and standard error for the proportion of games with
# positive plus_minus
HTPropPositivePlusMinusEstimate <- HTPropPositivePlusMinusEstimator(1:n,
propPositivePlusMinusVariateFn)
HTPropPositivePlusMinusStdError <- sqrt(HTPropPositivePlusMinusVarianceEstimator(1:n,
propPositivePlusMinusVariateFn))

# Print the estimates and standard errors
cat("HT Estimate for Total Number of Points:", HTPtsEstimate, "\n")

```

```
## HT Estimate for Total Number of Points: 2084
```

```

cat("HT Standard Error for Total Number of Points:", HTPtsStdError, "\n\n")

## HT Standard Error for Total Number of Points: 86.90578
cat("HT Estimate for Mean Number of Points:", HTMeanPtsEstimate, "\n")

## HT Estimate for Mean Number of Points: 26.05
cat("HT Standard Error for Mean Number of Points:", HTMeanPtsStdError,
    "\n\n")

## HT Standard Error for Mean Number of Points: 1.086322
cat("HT Estimate for Proportion of Games with Positive plus_minus:", HTPropPositivePlusMinusEstimate,
    "\n")

## HT Estimate for Proportion of Games with Positive plus_minus: 0.775
cat("HT Standard Error for Proportion of Games with Positive plus_minus:",
    HTPropPositivePlusMinusStdError, "\n")

## HT Standard Error for Proportion of Games with Positive plus_minus: 0.04728189

```

Calculate the Horvitz-Thompson estimate and the standard error for the proportion of levels with pts with less than or equal to 20 and interval [15, 20).

```

# Create a variate function that calculates the indicator variable
# for levels with pts within the interval [15, 20).
ptsIntervalVariateFn <- createGenericVariateFn(pop, (pts < 20 & pts >=
    15)/N)

# Create a variate function that calculates the indicator variable
# for levels with pts less than or equal to 20
pts20VariateFn <- createGenericVariateFn(pop, (pts <= 20)/N)

# Create the Horvitz-Thompson estimator and variance estimator for
# the proportion using the defined inclusion probability function.
HTPropEstimator <- createHTestimator(inclusionProb)
HTPropVarianceEstimator <- createHTVarianceEstimator(pi_u_fn = inclusionProb,
    pi_uv_fn = inclusionJointProb)

# Calculate the Horvitz-Thompson estimate and standard error for the
# proportion.: Interval
HTPropEstimate <- HTPropEstimator(1:n, ptsIntervalVariateFn)
HTPropStdError <- sqrt(HTPropVarianceEstimator(1:n, ptsIntervalVariateFn))

# Calculate the Horvitz-Thompson estimate and standard error for the
# proportion: <=20
HTPropEstimate20 <- HTPropEstimator(1:n, pts20VariateFn)
HTPropStdError20 <- sqrt(HTPropVarianceEstimator(1:n, pts20VariateFn))

cat("HT Estimate for Proportion of Levels with pts in [15, 20):", HTPropEstimate,
    "\n")

```

```
## HT Estimate for Proportion of Levels with pts in [15, 20): 0.125
cat("HT Standard Error for Proportion of Levels with pts in [15, 20):",
    HTPropStdError, "\n")

## HT Standard Error for Proportion of Levels with pts in [15, 20): 0.03744654
cat("\n")

cat("HT Estimate for Proportion of Levels with pts <= 20:", HTPropEstimate20,
    "\n")

## HT Estimate for Proportion of Levels with pts <= 20: 0.3
cat("HT Standard Error for Proportion of Levels with pts <= 20:", HTPropStdError20,
    "\n")

## HT Standard Error for Proportion of Levels with pts <= 20: 0.05188745
```

In a  $1 \times 2$  figure, plot the Horvitz-Thompson estimate and overlay the lines of  $\pm 2$  times the standard error for 1) the histogram using equal bin widths with bin width equal to 5 over the range 0 to 50 and 2) the cumulative proportion of  $\text{pts} \leq x$  over the range 0 to 50. For the cumulative proportion plot add a horizontal line at  $1/2$ .

```
# Create a 1x2 figure
par(mfrow = c(1, 2))

pi_uv_fn <- function(u, v) {
  ifelse(u == v, pi_u_fn(u), pi_u_fn(u) * pi_u_fn(v))
}

# Plot 1: Histogram

# prop estimation plot Define necessary functions and estimators
createHTEstimator <- function(pi_u_fn) {
  function(sample_idx, variateFn) {
    Reduce(`+`, Map(function(u) {
      variateFn(u)/pi_u_fn(u)
    }, sample_idx), init = 0)
  }
}

createHTVarianceEstimator <- function(pi_u_fn, pi_uv_fn) {
  function(sample_idx, variateFn) {
    sum(sapply(sample_idx, function(u) {
      sum(sapply(sample_idx, function(v) {
        pi_u <- pi_u_fn(u)
        pi_v <- pi_u_fn(v)
        y_u <- variateFn(u)
        y_v <- variateFn(v)
        pi_uv <- pi_uv_fn(u, v)
        Delta_uv <- pi_uv - pi_u * pi_v
        return((Delta_uv * y_u * y_v)/(pi_uv * pi_u * pi_v))
      })
    })
  }
})
```

```

    )))
  }
}

createGenericVariateFn <- function(popData, expression, ...) {
  extra_args <- list(...)
  evalable <- substitute(expression)
  f <- function(u) with(extra_args, eval(evalable, popData[u, ]))
  return(f)
}

# Set range and bin width for the histogram
range_min <- 0
range_max <- 50
bin_width <- 5

# Generate bin boundaries for the histogram
bins <- seq(range_min, range_max, by = bin_width)
pts <- games$pts
# Create variate function for the histogram
histVariateFn <- createGenericVariateFn(pop, sum(pts >= bins[-length(bins)] &
  pts < bins[-1]))

# Estimate the proportion using the Horvitz-Thompson estimator
prop_estimate <- createHTEstimator(inclusionProb)(1:n, histVariateFn)

# Estimate the standard error of the proportion using the
# Horvitz-Thompson variance estimator
prop_std_err <- sqrt(createHTVarianceEstimator(inclusionProb, inclusionJointProb)(1:n,
  histVariateFn))

cat("Histogram HT Estimate:", prop_estimate, "\n")

## Histogram HT Estimate: 78

cat("Histogram HT Error Estimate:", prop_std_err, "\n")

## Histogram HT Error Estimate: 1.414214

# Plot the histogram with the Horvitz-Thompson estimate and error
# bars
hist(pts, breaks = bins, main = "Histogram with
  Horvitz-Thompson Estimate",
  xlab = "Points", ylab = "Frequency", col = "lightblue", border = "white",
  xlim = c(range_min, 82))
abline(v = prop_estimate, col = "blue", lwd = 2)
abline(v = prop_estimate + 2 * prop_std_err, col = "red", lty = "dashed",
  lwd = 2)
abline(v = prop_estimate - 2 * prop_std_err, col = "red", lty = "dashed",
  lwd = 2)

# Plot 2: Cumulative Proportion
yseq <- c(0, sort(samp$pts[1:40]), 50)

```

```

CDF_estimate <- sapply(yseq, function(y) {
  curpts <- createGenericVariateFn(pop, (pts <= maxlen)/N, maxlen = y)
  HTPtsEstimator(1:n, curpts)
})

CDF_variance_estimate <- sapply(yseq, function(y) {
  curpts <- createGenericVariateFn(pop, (pts <= maxlen)/N, maxlen = y)
  HTPtsVarianceEstimator(1:n, curpts)
})

CDF_stdev_estimate <- sqrt(pmax(CDF_variance_estimate, 0))

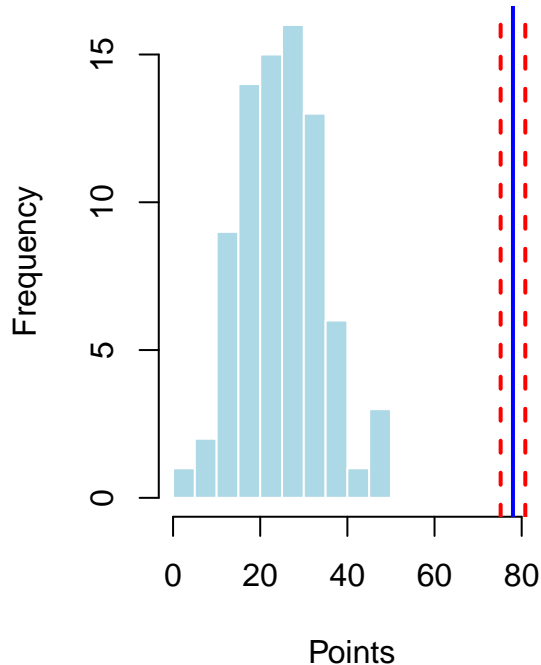
plot(yseq, CDF_estimate, type = "s", ylab = "Proportion", xlab = "Pts",
     main = "CDF Estimate")

# Add horizontal line at 1/2
abline(h = 0.5, col = "green", lty = 2)

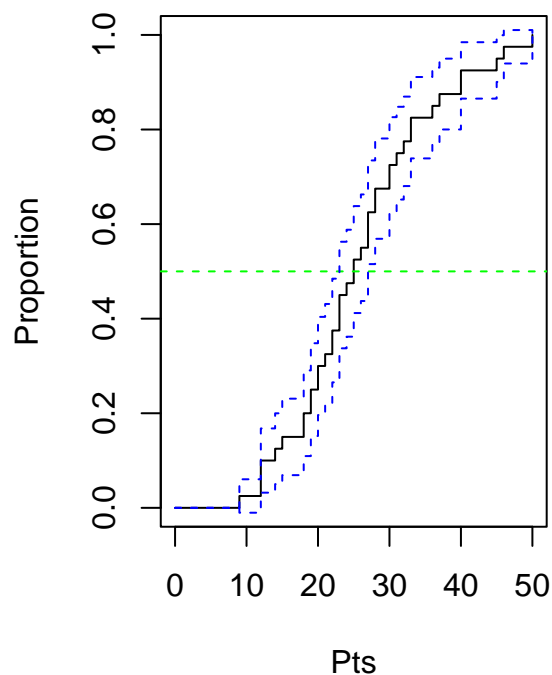
# Add HT estimate and error bars
lines(yseq, CDF_estimate + 2 * CDF_stdev_estimate, type = "s", col = "blue",
      lty = 2)
lines(yseq, CDF_estimate - 2 * CDF_stdev_estimate, type = "s", col = "blue",
      lty = 2)

```

**Histogram with  
Horvitz–Thompson Estimate**



**CDF Estimate**



```

# Reset the plot layout
par(mfrow = c(1, 1))

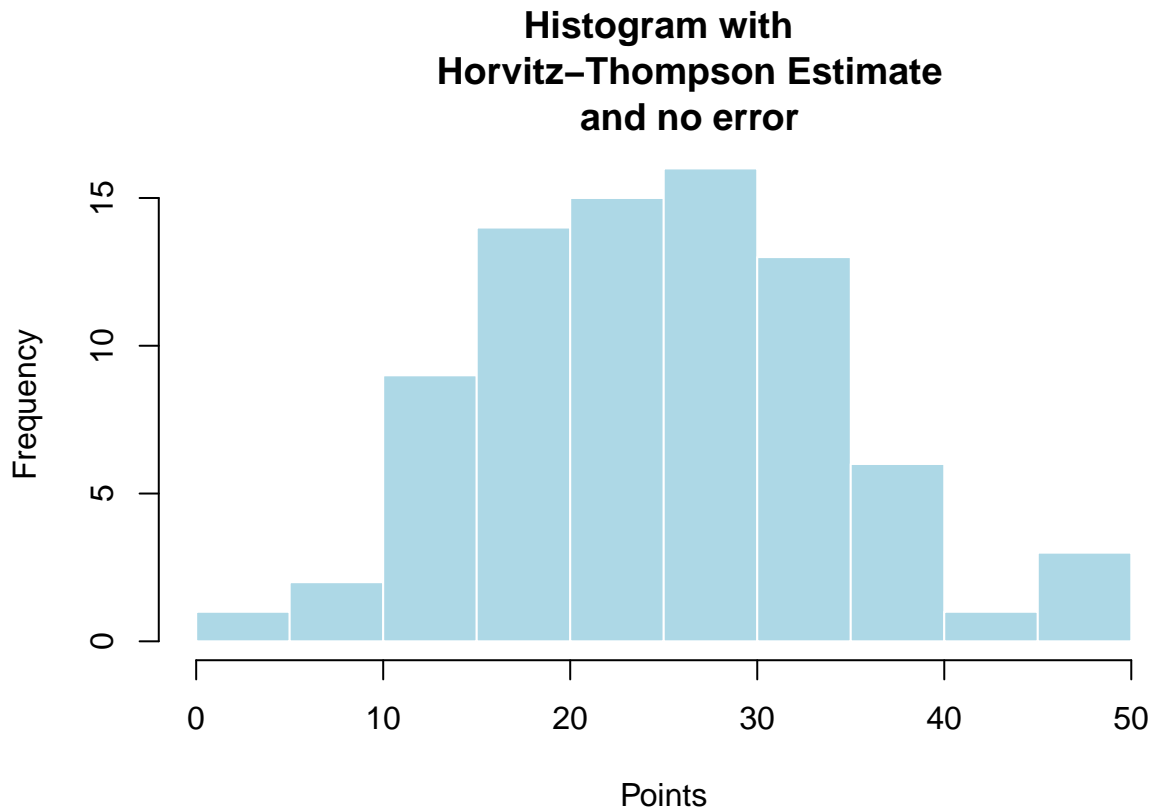
# Plot the histogram with the Horvitz–Thompson estimate and error
# bars
hist(pts, breaks = bins, main = "Histogram with

```

```

Horvitz-Thompson Estimate
and no error",
xlab = "Points", ylab = "Frequency", col = "lightblue", border = "white")
abline(v = prop_estimate, col = "blue", lwd = 2)
abline(v = prop_estimate + 2 * prop_std_err, col = "red", lty = "dashed",
      lwd = 2)
abline(v = prop_estimate - 2 * prop_std_err, col = "red", lty = "dashed",
      lwd = 2)

```



Use the plot of the HT estimate of the cumulative proportion pts to provide an HT estimate the median.

```

# Plot 2: Cumulative Proportion

# Plot 2: Cumulative Proportion

yseq <- c(0, sort(samp$pts[1:40]), 50)

CDF_estimate <- sapply(yseq, function(y) {
  curpts <- createGenericVariateFn(pop, (pts <= maxlen)/N, maxlen = y)
  HTPtsEstimator(1:n, curpts)
})

CDF_variance_estimate <- sapply(yseq, function(y) {
  curpts <- createGenericVariateFn(pop, (pts <= maxlen)/N, maxlen = y)
  HTPtsVarianceEstimator(1:n, curpts)
})

```

```

CDF_stdev_estimate <- sqrt(pmax(CDF_variance_estimate, 0))

plot(yseq, CDF_estimate, type = "s", ylab = "Proportion", xlab = "Pts",
     main = "CDF (Quantile Function) Estimate")

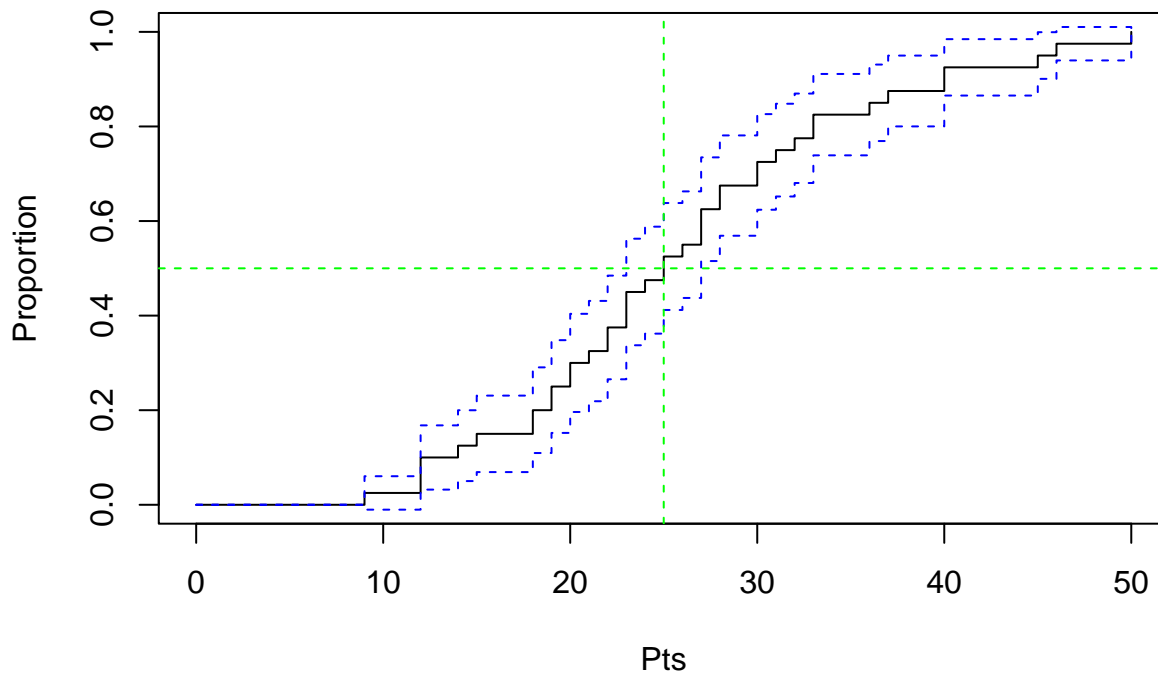
# Add horizontal line at 1/2
abline(h = 0.5, col = "green", lty = 2)

# Add HT estimate and error bars
lines(yseq, CDF_estimate + 2 * CDF_stdev_estimate, type = "s", col = "blue",
      lty = 2)
lines(yseq, CDF_estimate - 2 * CDF_stdev_estimate, type = "s", col = "blue",
      lty = 2)

# Find estimated median value
estimated_median <- x_values[which.min(abs(cumulative_prop - 1/2))]
abline(v = estimated_median, col = "green", lty = 2)

```

## CDF (Quantile Function) Estimate



```

# Print estimated median value
cat("Estimated Median:", estimated_median, "\n")

## Estimated Median: 25

# Also check:
CDF <- approxfun(yseq, CDF_estimate, method = "constant", ties = "mean",
                 f = 1)
inverseCDF <- approxfun(CDF_estimate, yseq, method = "constant", ties = "mean",
                       f = 1)

```

```
inverseCDF(0.5)
```

```
## [1] 25
```

(Weighted simple random sampling with replacement (WSRSWR) is where units are selected with replacement but instead of equal probability the units are selected with unequal probability based on some weights  $w_u$ ,  $w_u > 0$  and  $\sum_{u=1}^N w_u = 1$ . The weights are usually constructed using auxiliary information that one might have on each unit. Here we will assume we know many minutes (min) played in each games and we will try to estimate the total number of points.

### The inclusion probabilities for WSRSWR.

To find the inclusion probability  $\pi_u$  for unit  $u \in P$  given weight  $w_u$ . A given weight,  $w_u$  represent[s] the probability of selecting unit  $u$  from the population at each draw (as defined on Piazza).

For each draw, the probability of picking unit  $u$  is  $\pi_u$ . Hence, the probability of not picking  $u$  is  $1 - \pi_u$

Thus for a sample of size  $n$ ,  $P(u \notin S) = (1 - \pi_u)^n$  Hence, the inclusion probabilities for WSRSWR  $\pi_u = P(u \in S) = 1 - P(u \notin S) = 1 - (1 - \pi_u)^n$

### joint inclusion probabilities for WSRSWR.

For units  $u, v \in P$  and given weights  $w_u, w_v$ , assuming picking  $u$  and  $v$  are independent. Thus, the joint inclusion probability  $\pi_{uv}$  is:

$$\begin{aligned} P(u \in S \& v \in S) \\ &= P(u \in S) * P(v \in S) \\ &= [1 - (1 - \pi_u)^n][1 - (1 - \pi_v)^n] \end{aligned}$$

Create two functions `createWSRSWRiProb` and `createWSRSWRjProb` that calculate the marginal and joint inclusions probabilities for WSRSWR. Both functions should have arguments `pop`, `sampSize` and `sampleWts`.+ Modify `createInclusionProbFn` to construct `createWSRSWRiProb` and + modify `createJointInclusionProbFn` to construct `createWSRSWRjProb`.

```
createWSRSWRiProb <- function(pop, sampSize, sampleWts) {
  N <- popSize(pop)
  n <- sampSize
  function(u) {
    1 - ((1 - sampleWts[u])^n)
  }
}

createWSRSWRjProb <- function(pop, sampSize, sampleWts) {
  N <- popSize(pop)
  n <- sampSize
  function(u, v) {
    if (u == v) {
      (1 - ((1 - sampleWts[u])^n))
    }
  }
}
```



```

    } else {
      (1 - ((1 - sampleWts[u])^n))(1 - ((1 - sampleWts[v])^n))
    }
  }
}

```

Now suppose the `gamesSample` was generated using WRSWR with weights constructed using `min` which is minutes played. Construct the HT estimate and the standard error for the total number of pts.

```

pop <- games
samp <- games[gamesSample, ]
n <- nrow(samp)
N <- nrow(pop)

# Create inclusion probability and joint inclusion probability
# functions
inclusionProb <- createWSRSWRiProb(pop, n, pop$min/sum(pop$min))
inclusionJointProb <- createWSRSWRjProb(pop, n, pop$min/sum(pop$min))

pi_uv_fn <- function(u, v) {
  ifelse(u == v, pi_u_fn(u), pi_u_fn(u) * pi_u_fn(v))
}

createHTVarianceEstimator <- function(pi_u_fn, pi_uv_fn) {
  f <- function(sample_idx, variateFn) {
    sum(mapply(function(u, v) {
      pi_u <- pi_u_fn(u)
      pi_v <- pi_u_fn(v)
      y_u <- variateFn(u)
      y_v <- variateFn(v)
      pi_uv <- pi_uv_fn(u, v)
      Delta_uv <- pi_uv - pi_u * pi_v
      return((Delta_uv * y_u * y_v)/(pi_uv * pi_u * pi_v))
    }, sample_idx, sample_idx))
  }
}

HTEstimate <- createHTEstimator(inclusionProb)
HTVarEstimate <- createHTVarianceEstimator(inclusionProb, inclusionJointProb)

# Variate function for points
ptsVariateFn <- createGenericVariateFn(pop, pts)

ptsEstimate <- HTEstimate(1:n, ptsVariateFn)

ptsVarEstimate <- sqrt(HTVarEstimate(1:n, ptsVariateFn))

cat("HT Estimate for Total Number of Points:", ptsEstimate, "\n")

## HT Estimate for Total Number of Points: 2632.515

```

```
cat("HT Standard Error for Total Number of Points:", ptsVarEstimate, "\n")
```

```
## HT Standard Error for Total Number of Points: 342.5004
```

### Determine which sampling plan (SRSWOR vs WSRSWR) is better

WSRSWR, the HT Estimate for Total Number of Points was 2632.515, and the corresponding HT Standard Error was 342.5004, whilst SRSWOR, the HT Estimate for Total Number of Points was 2084, and the corresponding HT Standard Error was 86.90578, so it can be concluded that **SRSWOR is better since the standard error is significantly smaller**. A smaller standard error indicates a more precise estimate of the population parameter. The SRSWOR sampling plan achieved a lower standard error, suggesting that it provides more accurate and reliable estimates of the total number of points compared to the WSRSWR sampling plan.