# PUBG Finish Placement Prediction Model

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Import Packages

```python
import numpy as np
import pandas as pd
```

Load Data

```python
train_x = pd.read_csv(r'C:\Users\amind\Downloads\train_x.csv')
train_y = pd.read_csv(r'C:\Users\amind\Downloads\train_y.csv')
test_x = pd.read_csv(r'C:\Users\amind\Downloads\test_x.csv')
test_y = pd.read_csv(r'C:\Users\amind\Downloads\test_y.csv')
```

Outline Model

```python
from xgboost import XGBRegressor
from sklearn.model_selection import cross_val_score
from sklearn.model_selection import RepeatedKFold

n_est=1000
depth=7
learning_rate=0.1
samples=0.7
colsample=0.8

XGR = XGBRegressor(n_estimators=n_est, max_depth=depth, learning_rate=0.1,
 ↪subsample=samples, colsample_bytree=colsample)
KF_CV = RepeatedKFold(n_splits=10, n_repeats=3, random_state=1)
CV_Score = cross_val_score(XGR, train_x, train_y,
 ↪scoring='neg_mean_absolute_error', cv=KF_CV, n_jobs=-1)
```