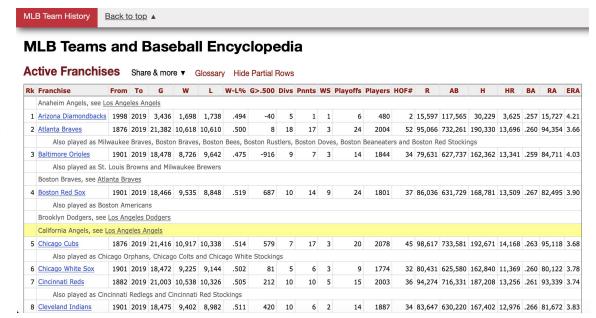
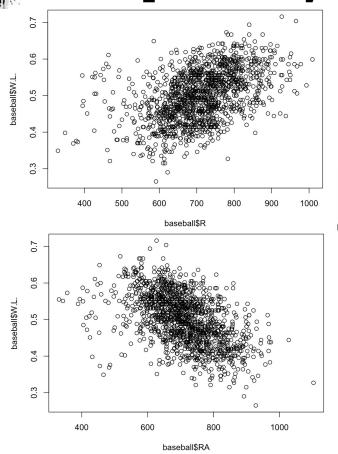


### I. Obtaining the Data

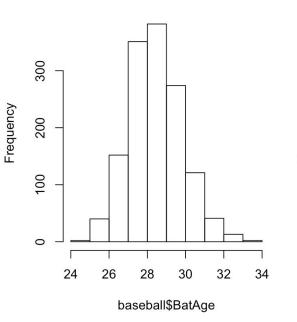
- Use rvest package in R.
- For each of the 30 Active
   Franchises, download the
   "Franchise History" table on each team's page and combine all of the tables into one.
- The resulted dataset has 2684 rows and 22 columns. Variables include wins, losses, ties, runs scored, runs allowed, batter's average age, pitcher's average age, etc.



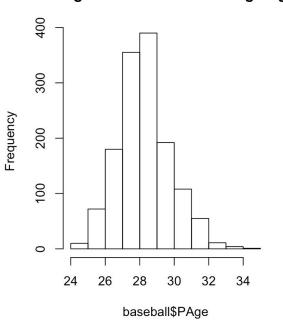
# II. Exploratory Data Analysis



### Histogram of Batters' Average Age



### Histogram of Pitchers' Average Age



# III. Feature Engineering

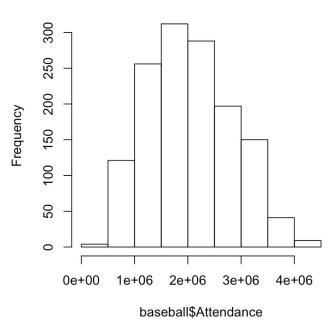
#### Outcome

- W.L.: Winning rate in decimals
  - Coefficients will be very small
  - Multiply by 100 to make it in percentage form

#### **Predictor**

- Attendance: number of tickets sold in home games
  - Very large values, coefficient will be very small
  - Sort it into four categories to indicate the popularity of a team
    - → Resulted variable: Popularity which has four levels: Very unpopular, Unpopular, Popular, Very popular

### Histogram of baseball\$Attendance



## IV. Modeling

- Multiple Linear Regression Model
- Started with the full model, then removed insignificant predictors.
- Our final model explains about
   91% of the variations in the
   winning rates.

Pred	ictors	Coefficient Estimate
LgAL East	League: AL East	0.601469 (base = NL Central)
LgAL West	League: AL West	0.106234
LgAL Central	League: AL Central	-0.086487
LgNL East	League: NL East	0.332738
LgNL West	League: NL West	0.083508
GB	Games back of league leader	-0.213373
R	Total runs scored	0.042761
RA	Total runs allowed	-0.042021
PopularityUnpopular	Popularity (based on number of tickets sold in home games)	0.700144 (base = Very unpopular)
PopularityPopular	Popularity (based on number of tickets sold in home games)	1.052674 (base = Very unpopular)
PopularityVery popular	Popularity (based on number of tickets sold in home games)	1.102880 (base = Very unpopular)
PAge	Pitchers' average age	-0.086416
X.Bat	Number of batters	-0.034715

### V. Deployment

• Using Shiny app



- Nice interface, get predictions simply by adjusting sliders and radio buttons
- Input: Desired team features
- Output: Predicted winning rate
- Can be deployed locally in terminal or simply through this url: <a href="https://mysticcc.shinyapps.io/Predicting">https://mysticcc.shinyapps.io/Predicting</a>
  Winning Rate for MLB Teams/

#### **Predicting Winning Rate for MLB Teams**

#### Introduction

This shiny app is used to predict the winning rate of a certain team in a baseball game from some features of this team and the players. The model it emplyed was built based on data collected on some MLB teams.



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