

PSTAT231 HW5 Cheng Ye

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2022-11-20

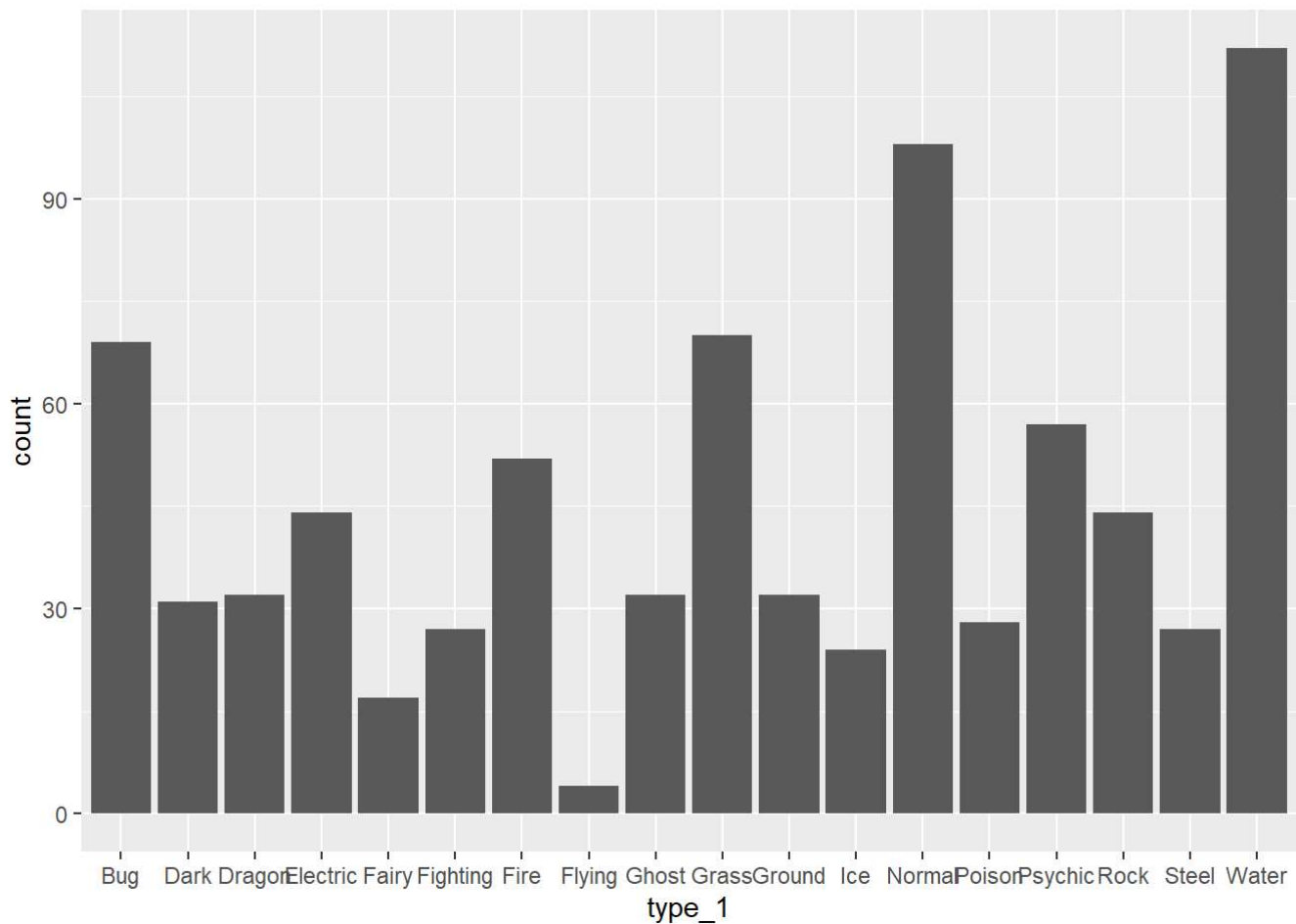
#Question 1

```
Pokemon_origin <- read.csv("C:/Cheng Ye/UCSB/PSTAT 231/HW/homework-5/homework-5/data/pokemon.csv")
#Pokemon_origin
Pokemon <- clean_names(Pokemon_origin)
#Pokemon

## From the description. By using clean_names(), the resulting column names are change to a form
at that only consist of the underscore, numbers, and letters. It is useful as in it makes callin
g variables easier and gets rid of unreadable characters.
```

#Question 2

```
Pokemon_plot <- ggplot(data=Pokemon, aes(x=type_1)) +
  geom_bar(stat = "count")
Pokemon_plot
```



```
Pokemon <- Pokemon[Pokemon$type_1 %in% c('Bug', 'Fire', 'Grass', 'Normal', 'Water', 'Psychic'),
]
Pokemon$type_1 = factor(Pokemon$type_1)
Pokemon$legendary = factor(Pokemon$legendary)
Pokemon$generation = factor(Pokemon$generation)

##There are 18 classes of outcome. There are very few pokemons belonging to the flying type.
```

#Question 3

```
set.seed(231)
Pokemon_split<-initial_split(Pokemon,strata = type_1,prop = 0.8)

Pokemon_train<-training(Pokemon_split)
Pokemon_test<-testing(Pokemon_split)
dim(Pokemon_train)
```

```
## [1] 364 13
```

```
dim(Pokemon_test)
```

```
## [1] 94 13
```

#From the results we could observe that the training and testing data sets have desired number of observations

```
#K-fold Cross Validation
Pokemon_folds<-vfold_cv(Pokemon_train, v = 5, strata = type_1)
#Stratifying the folds could be useful because it keeps the distribution, aka the proportion of variable types in each fold to be the same so that it is easier for us to analyze and avoid overfitting.
```

#Question 4

```
Pokemon_recipe <-
  recipe(formula = type_1 ~ legendary + generation + sp_atk + attack + speed + defense + hp + sp
_def, data = Pokemon_train) %>%
  step_dummy(c('legendary', 'generation')) %>%
  step_normalize(all_predictors())
Pokemon_recipe %>%
  prep() %>%
  juice()
```

```
## # A tibble: 364 x 13
##   sp_atk attack    speed defense      hp sp_def type_1 legenda~1 gener~2 gener~3
##   <dbl> <dbl>    <dbl>    <dbl>    <dbl> <dbl> <fct>      <dbl>    <dbl>    <dbl>
## 1 -1.63 -1.36   -0.821   -1.15   -0.866  -1.75 Bug        -0.247   -0.417   -0.513
## 2 -1.48 -1.67   -1.34    -0.444  -0.690  -1.58 Bug        -0.247   -0.417   -0.513
## 3  0.565 -0.889   0.0367  -0.622  -0.338   0.353 Bug        -0.247   -0.417   -0.513
## 4 -1.63 -1.20   -0.650   -1.33   -1.04   -1.75 Bug        -0.247   -0.417   -0.513
## 5 -1.48 -1.52   -1.16    -0.622  -0.866  -1.58 Bug        -0.247   -0.417   -0.513
## 6 -0.848  0.524   0.208    -0.976  -0.162   0.353 Bug        -0.247   -0.417   -0.513
## 7 -1.79  2.41    2.61    -0.976  -0.162   0.353 Bug        -0.247   -0.417   -0.513
## 8 -0.848 -0.104  -1.51    -0.444  -1.22   -0.524 Bug        -0.247   -0.417   -0.513
## 9  0.565 -0.261   0.723    -0.267   0.0140  0.177 Bug        -0.247   -0.417   -0.513
## 10 -0.534  1.15    1.24      0.443   0.0140  0.353 Bug        -0.247   -0.417   -0.513
## # ... with 354 more rows, 3 more variables: generation_X4 <dbl>,
## #   generation_X5 <dbl>, generation_X6 <dbl>, and abbreviated variable names
## #   1: legendary_True, 2: generation_X2, 3: generation_X3
```

#Question 5

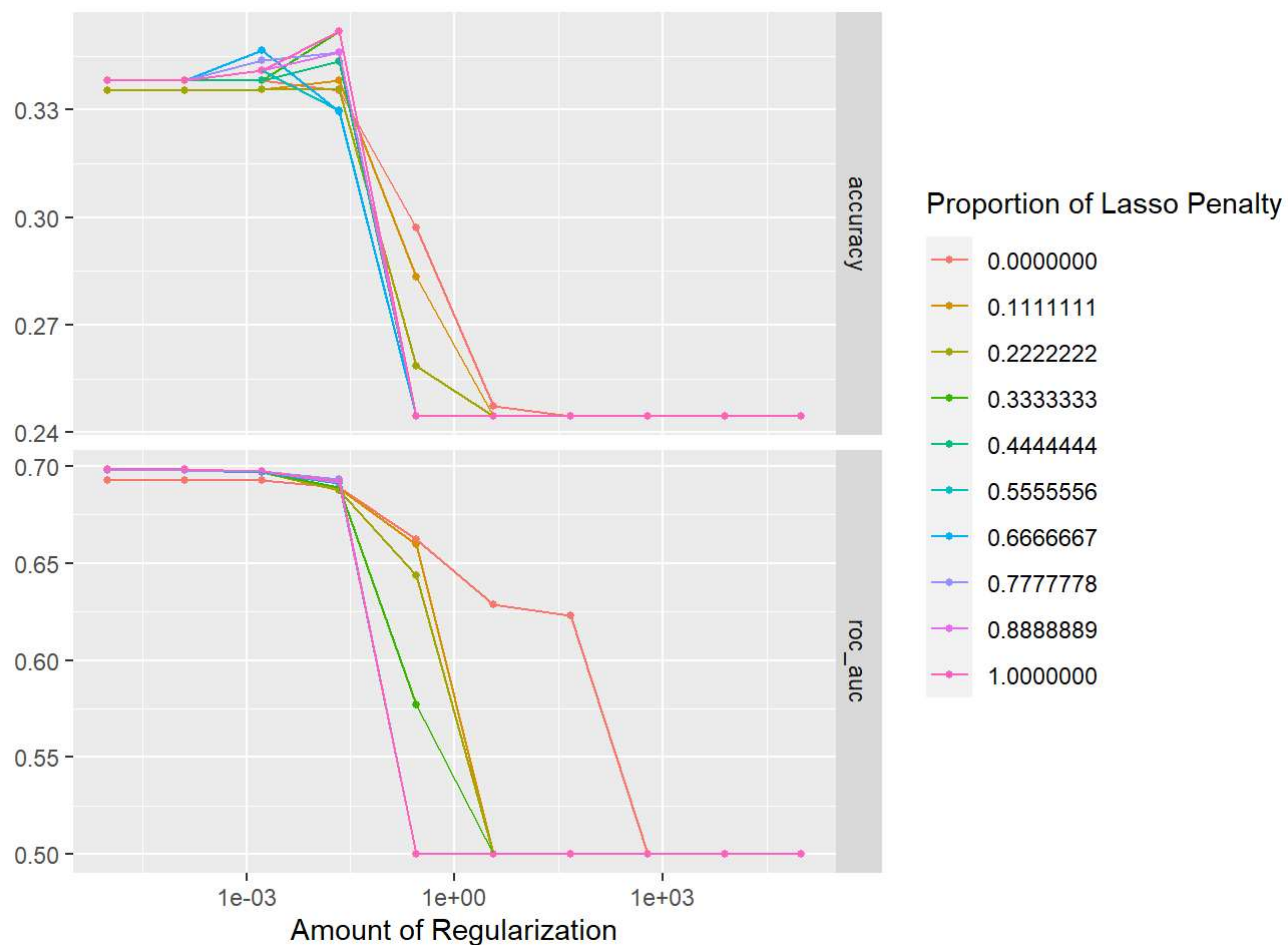
```
Mul_reg <- multinom_reg(penalty = tune(),mixture = tune()) %>%
  set_engine("glmnet")

Pokemon_wkflow <- workflow() %>%
  add_recipe(Pokemon_recipe) %>%
  add_model(Mul_reg)

Pokemon_grid <- grid_regular(penalty(range = c(-5, 5)),mixture(range=c(0,1)), levels = 10)
#Because the grid has 10 level penalty and 10 level mixture, and we set 5 folds, so there are 50
0 models to be fitted in total
```

#Question 6

```
Pokemon_tune <- tune_grid(object = Pokemon_wkflow,
  resamples = Pokemon_folds,
  grid = Pokemon_grid
)
autoplot(Pokemon_tune)
```



#From the results we could observe that the higher the penalty, the lower the accuracy. Larger/S maller value of regularization determines ROC_AUC and accuracy

#Question 7

```
best_penalty <- select_best(Pokemon_tune, metric = "roc_auc")
final_flow <- finalize_workflow(Pokemon_wkflow, best_penalty)
final_fit <- fit(final_flow, data = Pokemon_train)
aug_fit <- augment(final_fit, new_data = Pokemon_test)
aug_fit
```

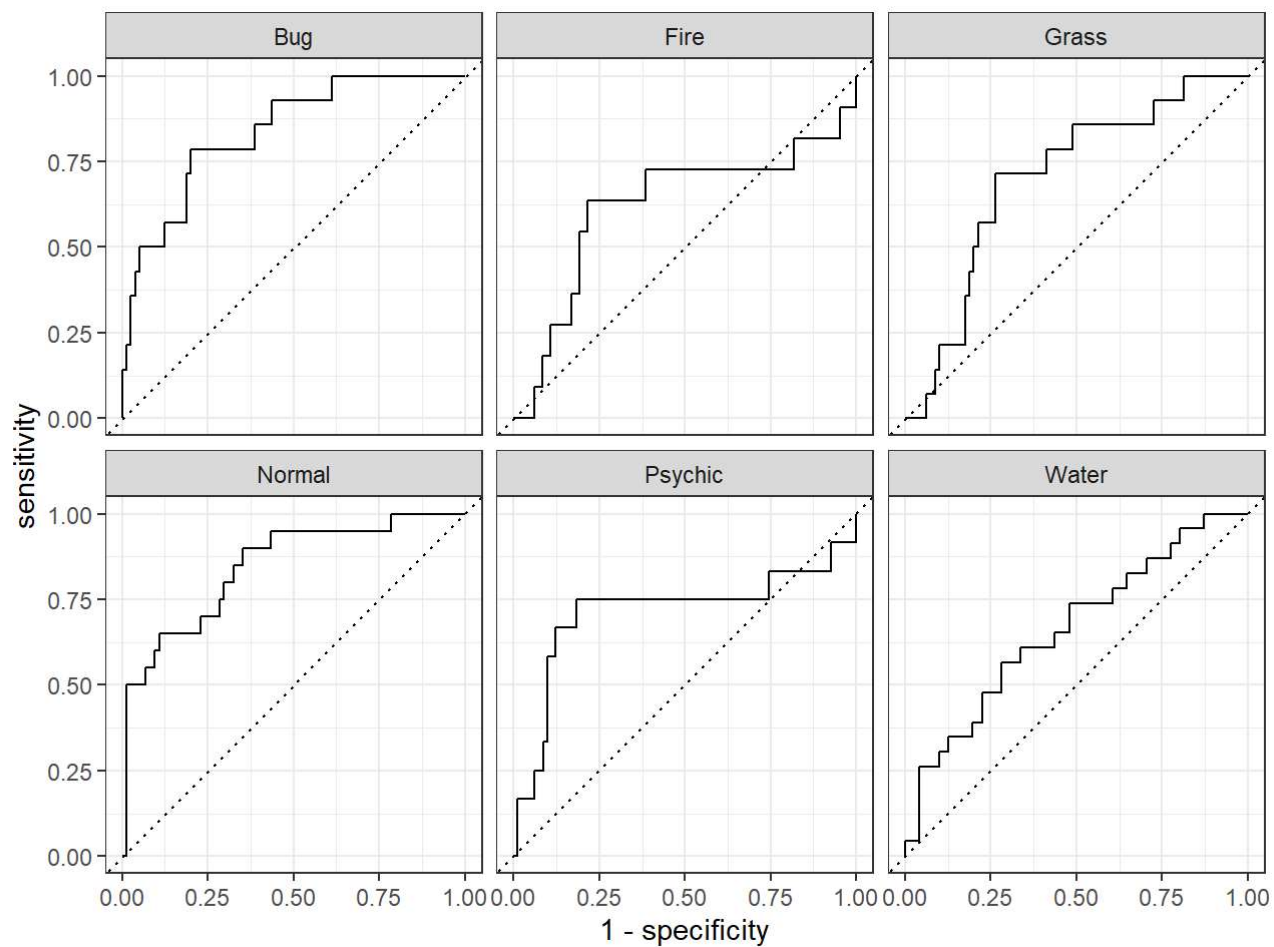
```
## # A tibble: 94 x 20
##       x name      type_1 type_2 total   hp attack defense sp_atk sp_def speed
##   <int> <chr>      <fct> <chr> <int> <int> <int> <int> <int> <int> <int>
## 1     1 1 Bulbasaur  Grass "Pois~ 318   45   49   49   65   65   45
## 2     3 3 VenusaurM~ Grass "Pois~ 625   80  100  123  122  120   80
## 3     5 5 Charmeleon Fire  ""    405   58   64   58   80   65   80
## 4     6 6 Charizard~ Fire  "Flyi~ 634   78  104   78  159  115  100
## 5    22 22 Fearow    Normal "Flyi~ 442   65   90   65   61   61  100
## 6    38 38 Ninetales Fire  ""    505   73   76   75   81  100  100
## 7    45 45 Vileplume Grass "Pois~ 490   75   80   85  110   90   50
## 8    47 47 Parasect Bug   "Gras~ 405   60   95   80   60   80   30
## 9    48 48 Venonat  Bug   "Pois~ 305   60   55   50   40   55   45
## 10   69 69 Bellsprout Grass "Pois~ 300   50   75   35   70   30   40
## # ... with 84 more rows, and 9 more variables: generation <fct>,
## #   legendary <fct>, .pred_class <fct>, .pred_Bug <dbl>, .pred_Fire <dbl>,
## #   .pred_Grass <dbl>, .pred_Normal <dbl>, .pred_Psychic <dbl>,
## #   .pred_Water <dbl>
```

#Question 8

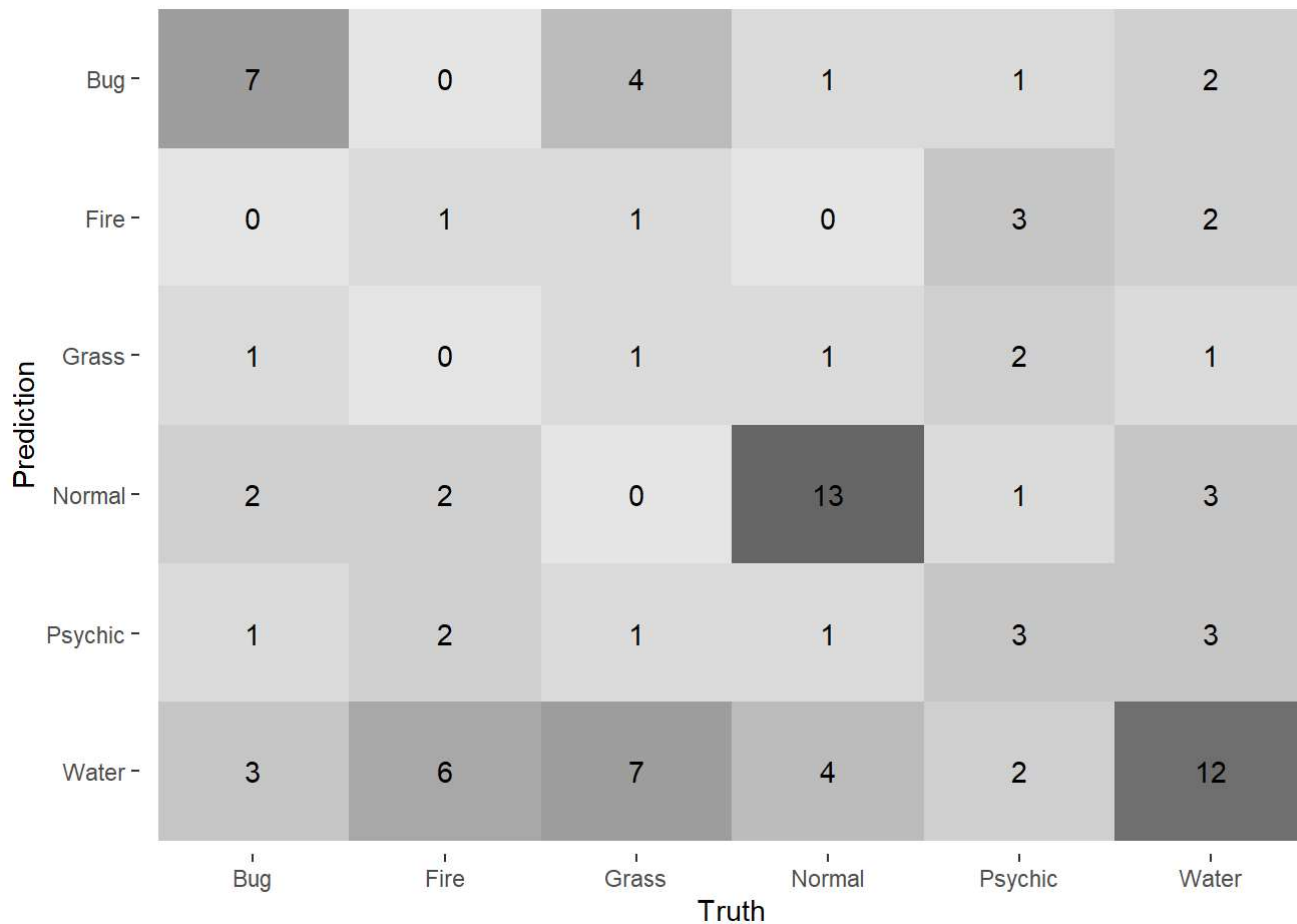
```
aug_fit <- augment(final_fit, new_data = Pokemon_test, type = "prob") %>%
  mutate(type_1 = as.factor(type_1))
Pokemon_roc <- roc_auc(aug_fit, truth = type_1 ,estimate = .pred_Bug:.pred_Water)
Pokemon_roc
```

```
## # A tibble: 1 x 3
##   .metric .estimator .estimate
##   <chr>   <chr>      <dbl>
## 1 roc_auc hand_till    0.727
```

```
roc_curve(aug_fit, truth = type_1, estimate=.pred_Bug:.pred_Water) %>%
  autoplot()
```



```
aug_fit %>%
  conf_mat(truth= type_1, estimate=.pred_class) %>%
  autoplot(type="heatmap")
```

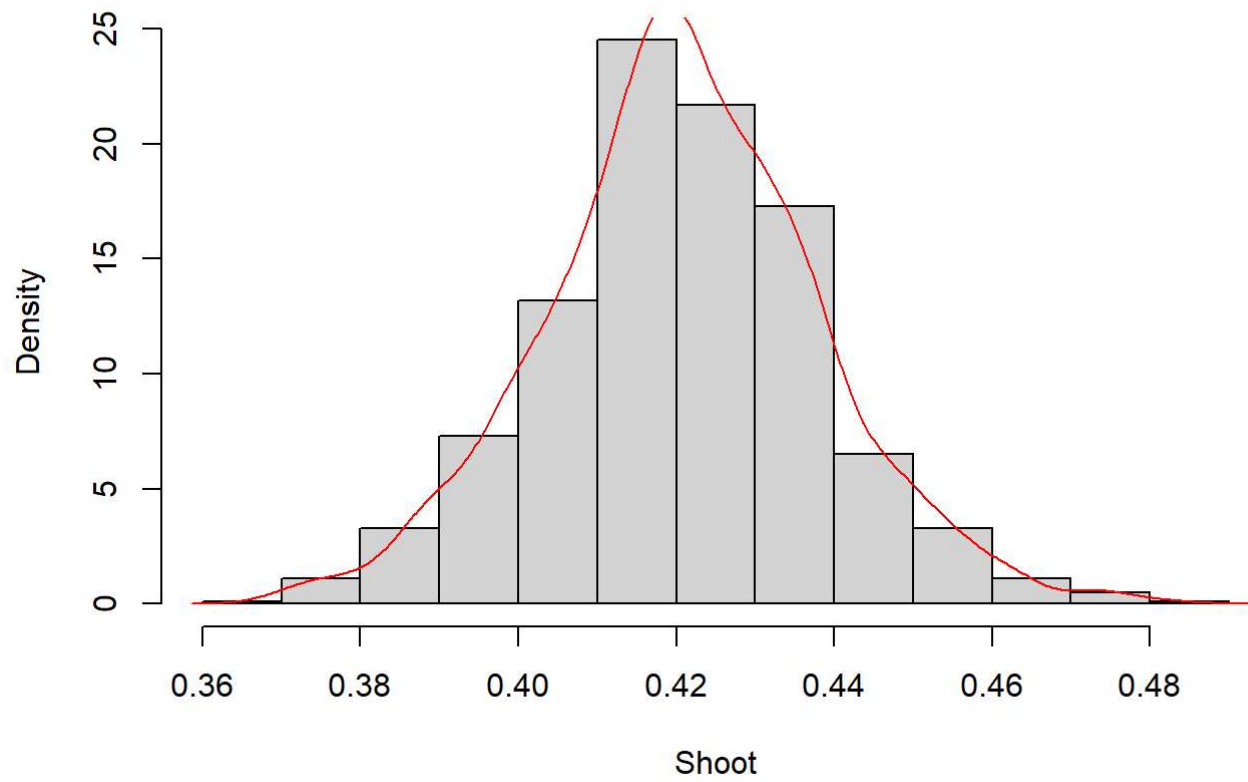


#From the results, we could observe that the model performs poorly in predicting grass and fire types. From the heat map, the model doesn't perform well besides predicting the normal type. I think the independent variables have little correlations to the response variable so that we cannot come up with a logical prediction between them.

#Question 9

```
library(boot)
Curry_shot <- c(rep(1,337),rep(0,464))
Curry_shot_mean <- function(original_vector, resample_vector) {
  mean(original_vector[resample_vector])
}
Curry_shots <- boot(Curry_shot, Curry_shot_mean, R=1000)
Shoot <- Curry_shots$t
Nine_CI <- boot.ci(Curry_shots, conf = 0.99)
hist(Shoot, freq = F)
lines(density(Shoot), col="red")
```

Histogram of Shoot



```
Nine_CI$normal
```

```
##      conf
## [1,] 0.99 0.3759721 0.4653912
```