# Homework 1

## Group 1

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Group 1

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#### 1 Introduction

The ability to analyize and predict performance of a professional baseball team using many dimensions is critical to competitive success for our organization. Therefore, we have analyzed the records of numerous professional baseball team from the years 1871 to 2006. Our hope is that the following report and the resulting predictive models will better inform the organization and assist in making data driven decisions moving forward.

"The goal of a baseball team is to win more games than any other team. Since one team has very little control over the number of games other teams win, the goal is essentially to win as many games as possible. Therefore, it is of interest to measure the player's contribution to the team's wins." Grabiner, B. D. <sup>1</sup> While we do not have the variables at the player's individual contribution level, we do have the entire teams contributions as an aggregate and will analyze that information.

### 2 Statement of the Problem

The purpose of this report is to determine the batting, baserun, pitching, and fielding effects on a baseball team's ability to win.

## 3 Data Exploration

Note that each record has the performance of the team for the given year, with all of the statistics adjusted to match the performance of a 162 game season. The following Table 1 - Descriptive Statistics provides the detailed descriptive statistics regarding our variable of interest - Number of Wins and our possible explanatory variables.

We noted that several variables were missing a nontrivial amount of observations and these variables; Strikeouts by batters, Stolen Bases, Caught stealing, Batters hit by pitch (get a free base), Strikeouts by pitcher, and Double plays will require us to address the missing values for further analysis.

Table 1 · Descriptive Statistics

					Varial		276 Obse	
Numbe	er of wins							 
n 2276	missing 0	unique 108	Mean 81	Median 82	SD 15.8	.05 freq 54	.95 freq 104	
lowest	: 0 12	14 17	21, high	nest: 128	129 13	4 135 146		
Base F	lits by bat	ters (1B,	2B,3B,H	R)				
n 2276	missing 0	unique 569	Mean 1469	Median 1454	SD 144.6	.05 freq 1282	.95 freq 1695	
lowest	: 891 99	2 1009 1	.116 1122	, highest	: 2333	2343 2372	2496 2554	
Double	es by batte	ers (2B)						
n 2276	missing 0	unique 240	Mean 241	Median 238	SD 46.8	.05 freq 167	.95 freq 320	
lowest	: 69 112	113 118	123, high	nest: 382	392 39	3 403 458		
Triples	by batter	s (3B)						
n 2276	missing 0	unique 144	Mean 55	Median 47	SD 27.9	.05 freq 23	.95 freq 108	
lowest	: 0 8	9 11	12, high	nest: 166	190 19	7 200 223		

<sup>&</sup>lt;sup>1</sup>(Grabiner, B. D. (n.d.). The Sabermetric Manifesto. Retrieved September 10, 2016 from http://seanlahman.com/baseball-archive/sabermetrics/sabermetric-manifesto/)

Homeruns by batters (4B)	mbhbbbcarannatinhbitibbutationnaca						
n missing unique Mean Median SD .05 freq .95 freq 2276 0 243 100 102 60.5 14 199							
lowest: 0 3 4 5 6, highest: 247 249 257 260 264							
Walks by batters							
n missing unique Mean Median SD .05 freq .95 freq 2276 0 533 502 512 122.7 248 670							
lowest : 0 12 29 34 45, highest: 815 819 824 860 878							
Strikeouts by batters							
n missing unique Mean Median SD .05 freq .95 freq 2174 102 822 736 750 248.5 359 1103							
lowest: 0 66 67 72 74, highest: 1303 1320 1326 1335 1399							
Stolen bases							
n missing unique Mean Median SD .05 freq .95 freq 2145 131 348 125 101 87.8 35 302							
lowest: 0 14 18 19 20, highest: 562 567 632 654 697							
Caught stealing							
n missing unique Mean Median SD .05 freq .95 freq 1504 772 128 53 49 23 24 91							
lowest : 0 7 11 12 14, highest: 171 186 193 200 201							
Batters hit by pitch (get a free base)							
n missing unique Mean Median SD .05 freq .95 freq 191 2085 55 59 58 13 40 82							
lowest : 29 30 35 38 39, highest: 87 88 89 90 95							
Hits allowed	<b>.</b>						
n missing unique Mean Median SD .05 freq .95 freq 2276 0 843 1779 1518 1406.8 1316 2563							
lowest : 1137 1168 1184 1187 1202 highest: 16038 16871 20088 24057 30132							
Homeruns allowed	aalliittihinmäähintiitiliittiitiitaaaaaa						
n missing unique Mean Median SD .05 freq .95 freq 2276 0 256 106 107 61.3 18 209							
lowest: 0 3 4 5 6, highest: 291 297 301 320 343							
Walks allowed							
n missing unique Mean Median SD .05 freq .95 freq 2276 0 535 553 536.5 166.4 377 757							
lowest : 0 119 124 131 140, highest: 2169 2396 2840 2876 3645							
Strikeouts by pitchers							
n missing unique Mean Median SD .05 freq .95 freq 2174 102 823 818 813.5 553.1 421 1173							
lowest: 0 181 205 208 252 highest: 3450 4224 5456 12758 19278							
lowest: 0 181 205 208 252 highest: 3450 4224 5456 12758 19278 <b>Errors</b>							
	. <b></b>						
Errors  n missing unique Mean Median SD .05 freq .95 freq	. <b></b>						
n         missing         unique         Mean         Median         SD         .05 freq         .95 freq           2276         0         549         246         159         227.8         100         716							
Errors         n 2276       missing 0 549       unique 246       Mean 246       Median 159 227.8       SD 227.8       .05 freq 100 716         lowest : 65 66 68 72       74 highest: 1567 1728 1740 1890 1898							

#### **Correlation Matrix**

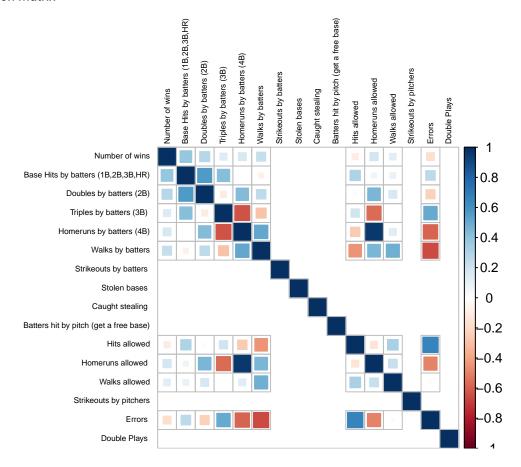


Figure 1: Correlation Plot of Training Data Set

## 4 Data Preparation

Describe how you have transformed the data by changing the original variables or creating new variables. If you did transform the data or create new variables, discuss why you did this. Here are some possible transformations. a. Fix missing values (maybe with a Mean or Median value) b. Create flags to suggest if a variable was missing c. Transform data by putting it into buckets d. Mathematical transforms such as log or square root (or use Box-Cox) e. Combine variables (such as ratios or adding or multiplying) to create new variables

#### 5 Models Built

Using the training data set, build at least three different multiple linear regression models, using different variables (or the same variables with different transformations). Since we have not yet covered automated variable selection methods, you should select the variables manually (unless you previously learned Forward or Stepwise selection, etc.). Since you manually selected a variable for inclusion into the model or exclusion into the model, indicate why this was done. Discuss the coefficients in the models, do they make sense? For example, if a team hits a lot of Home Runs, it would be reasonably expected that such a team would win more games. However, if the coefficient is negative (suggesting that the team would lose more games), then that needs to be discussed. Are you keeping the model even though it is counter intuitive? Why? The boss needs to know.

### 6 Selected Model

Decide on the criteria for selecting the best multiple linear regression model. Will you select a model with slightly worse performance if it makes more sense or is more parsimonious? Discuss why you selected your model. For the multiple linear regression model, will you use a metric such as Adjusted R2 , RMSE, etc.? Be sure to explain how you can make inferences from the model, discuss multi-collinearity issues (if any), and discuss other relevant model output. Using the training data set, evaluate the multiple linear regression model based on (a) mean squared error, (b) R2 , (c) F-statistic, and (d) residual plots. Make predictions using the evaluation data set.

## 7 Appendix A

#### 7.1 Citations

## 7.2 Data Dictionary

VARIABLE.NAME	DEFINITION	THEORETICAL.EFFECT
INDEX	Identification Variable (do not use)	None
TARGET_WINS	Number of wins	NA
TEAM_BATTING_H	Base Hits by batters (1B,2B,3B,HR)	Positive Impact on Wins
TEAM_BATTING_2B	Doubles by batters (2B)	Positive Impact on Wins
TEAM_BATTING_3B	Triples by batters (3B)	Positive Impact on Wins
TEAM_BATTING_HR	Homeruns by batters (4B)	Positive Impact on Wins
TEAM_BATTING_BB	Walks by batters	Positive Impact on Wins
TEAM_BATTING_HBP	Batters hit by pitch (get a free base)	Positive Impact on Wins
TEAM_BATTING_SO	Strikeouts by batters	Negative Impact on Wins
TEAM_BASERUN_SB	Stolen bases	Positive Impact on Wins
TEAM_BASERUN_CS	Caught stealing	Negative Impact on Wins
TEAM_FIELDING_E	Errors	Negative Impact on Wins
TEAM_FIELDING_DP	Double Plays	Positive Impact on Wins
TEAM_PITCHING_BB	Walks allowed	Negative Impact on Wins
TEAM_PITCHING_H	Hits allowed	Negative Impact on Wins
TEAM_PITCHING_HR	Homeruns allowed	Negative Impact on Wins
TEAM_PITCHING_SO	Strikeouts by pitchers	Positive Impact on Wins

#### 7.3 R source code