# **HW** 8

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#### You will submit this homework assignment as a pdf file on Gradescope.

For all questions, include the R commands/functions that you used to find your answer (show R chunk). Answers without supporting code will not receive credit. Write full sentences to describe your findings.

We will use the following packages. If you get an error loading one of these packages you may need to install it with install.packages().

```
# Load packages
library(tidyverse)
library(kknn)
library(plotROC)
library(tidymodels)
```

We will revisit the Pokemon dataset for this homework.

### Question 1: (2 pts)

Let's re-download the data to start from fresh and recode the variable Legendary:

```
## # A tibble: 6 x 13
##
     Number Name
                    Type1 Type2 Total
                                           HP Attack Defense SpAtk SpDef Speed Gener~1
##
      <dbl> <chr> <chr> <chr> <dbl> <dbl>
                                                        <dbl> <dbl> <dbl> <dbl> <
                                                                                    <dbl>
                                               <dbl>
## 1
          1 Bulba~ Grass Pois~
                                   318
                                           45
                                                  49
                                                           49
                                                                 65
                                                                        65
                                                                              45
                                                                                        1
                                                  62
                                                           63
                                                                 80
                                                                        80
                                                                              60
                                                                                        1
## 2
          2 Ivysa~ Grass Pois~
                                   405
                                           60
          3 Venus~ Grass Pois~
                                   525
                                           80
                                                  82
                                                           83
                                                                100
                                                                       100
                                                                              80
                                                                                        1
          3 Venus~ Grass Pois~
                                                 100
                                                          123
                                                                122
                                                                       120
                                                                              80
                                                                                        1
## 4
                                   625
                                           80
## 5
          4 Charm~ Fire <NA>
                                   309
                                           39
                                                  52
                                                           43
                                                                 60
                                                                        50
                                                                              65
                                                                                        1
                                                  64
                                                           58
                                                                              80
          5 Charm~ Fire <NA>
                                   405
                                           58
                                                                                        1
## # ... with 1 more variable: Legendary <fct>, and abbreviated variable name
       1: Generation
## #
```

In the last assignment, you tried linear and logistic regression and (hopefully) found that these two models had a similar performance. It turns out that the logistic regression model fitted to the complete dataset had an AUC = 0.8581. Let's see how a logistic regression would be able to predict the Legendary status of "new" pokemons using a 10-fold cross-validation:

```
## Make this example reproducible by setting a seed
set.seed(322)
## Create the recipe
rec <- pokemon %>%
    recipe(Legendary ~ Attack + HP)
## Create the model
model <- logistic_reg() %>%
    set engine("glm") %>%
    set_mode("classification")
## Create the workflow
wf <- workflow() %>%
    add recipe(rec) %>%
    add model(model)
## Create 10 folds from the dataset
folds <- vfold_cv(pokemon, v = 10)</pre>
## Run cross validation with the model
res <- fit_resamples(wf, resamples = folds)</pre>
## Show performance metrics
res %>%
    collect_metrics()
## # A tibble: 2 x 6
##
     .metric .estimator mean
                                    n std_err .config
```

```
## # A tibble: 2 x 6
## .metric .estimator mean n std_err .config
## <chr> <chr> <chr> <chr> 10 0.0115 Preprocessor1_Model1
## 2 roc_auc binary 0.867 10 0.0264 Preprocessor1_Model1
```

How does the average AUC presented here compare to the AUC of our pokemon\_log model trained on the entire data? What does it indicate about the logistic regression model?

The new average AUC is higher than the one from the 'pokemon\_log' model that we trained with the entire model. This means that the new model will perform better than the old one.

### Question 2: (3 pts)

Another classifier we can consider to predict Legendary status from HP and Attack is using the k-nearest neighbors (kNN). Fit the kNN model with 5 nearest neighbors and save the results to an object called pokemon\_kNN. How does this model make a prediction for each pokemon (i.e., what output do we get when using the function predict())?

```
## Create the recipe
knn_rec <- pokemon |>
    recipe(Legendary ~ Attack + HP)

## Create the model
knn_model <- nearest_neighbor(neighbors = 5) %>%
    set_engine("kknn") %>%
    set_engine("classification")

## Create workflow
knn_wf <- workflow() |>
    add_recipe(knn_rec) |>
    add_model(knn_model)

## Fit the model on the full training dataset using the `fit()` function
pokemon_knn <- knn_wf |>
    fit(data = pokemon)
```

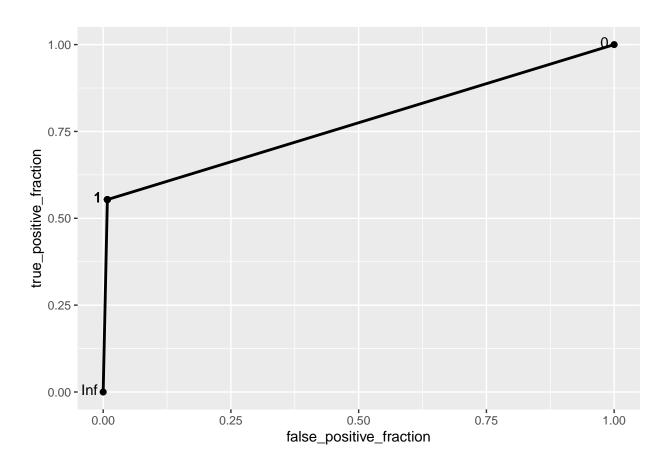
This model make predictions for each Pokemon by comparing the legendary status of the Pokemon that are nearest to the Pokemon who's legendary status we are trying to predict.

#### Question 3: (3 pts)

Use the pokemon\_kNN model to build a ROC curve for the model using geom\_roc(). NOTE: In order to use geom\_roc() you will need to convert the Legendary variable into a numeric variable where 0 = "Not Legendary" and 1 = "Legendary".

```
## Create the data for doing model predictions
dat_model <- rec %>%
   prep(pokemon) %>%
   bake(new data = NULL)
## Make model predictions using `dat_model`; convert Legendary variable to 0/1; make ROC curve plot
pokemon_knn |>
  extract_fit_parsnip()
## parsnip model object
##
##
## Call:
## kknn::train.kknn(formula = ..y ~ ., data = data, ks = min_rows(5, data, 5))
## Type of response variable: nominal
## Minimal misclassification: 0.06875
## Best kernel: optimal
## Best k: 5
dat_model |>
  mutate(Legendary = ifelse(Legendary == "Legendary", 1, 0)) |>
```

```
mutate(predictions = ifelse(predict(pokemon_knn, new_data = pokemon) == "Legendary", 1, 0)) |>
ggplot(aes(d = Legendary, m = predictions[,".pred_class"])) +
geom_roc()
```



### Question 4: (4 pts)

Perform a 10-fold cross-validation with the pokemon\_kNN model to get an unbiased estimate of the AUC of the model

```
## Run 10-fold cross validation and print out performance metrics
knn_folds <- vfold_cv(pokemon, v = 10)

## Fit the model to the different folds of the data
knn_res <- fit_resamples(wf, resamples = knn_folds)

## Show performance metrics
knn_res %>%
    collect_metrics()

## # A tibble: 2 x 6
## .metric .estimator mean n std_err .config
```

How does the AUC compare to the logistic regression model when predicting Legendary status on "new" data? What does it indicate about our k-NN model?

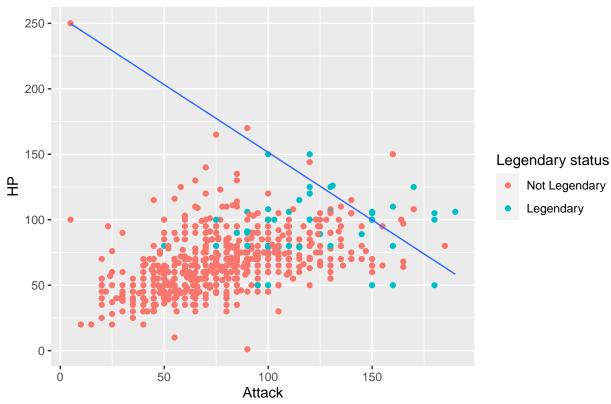
The AUC for the k-NN model is lower than the AUC for the logistic regression model. This indicates that the k-NN model is less accurate at predicting the right outcome.

#### Question 5: (3 pts)

Let's focus on the pokemon\_kNN model trained on a random 9/10 of the data and then tested on the remaining 1/10. We plot the decision boundary: the blue boundary classifies points inside of it as *Legendary* and points outside as *Not Legendary*. Describe where the false positive cases and the false negative cases are in the plot (indicate if they are inside/outside the decision boundary and what they mean).

```
# Make this example reproducible by setting a seed
set.seed(322)
# Split data into train and test sets
pokemon_split <- initial_split(pokemon, prop = 0.9)</pre>
train <- training(pokemon split)</pre>
test <- testing(pokemon_split)</pre>
# Fit the model on the train data
knn rec <- train %>%
    recipe(Legendary ~ Attack + HP)
knn_model <- nearest_neighbor(neighbors = 5) %>%
    set_engine("kknn") %>%
    set_mode("classification")
knn_wf <- workflow() %>%
    add_recipe(knn_rec) %>%
    add_model(knn_model)
pokemon_kNN <- wf %>%
    fit(data = train)
# Make a grid for the graph to layout the contour geom
grid <- tibble(expand.grid(Attack = seq(min(pokemon$Attack),</pre>
                                         max(pokemon$Attack),
                                         length.out = 100),
                            HP = seq(min(pokemon$HP),
                                     max(pokemon$HP),
                                     length.out = 100)))
## Make predictions on this grid
pgrid <- pokemon_kNN %>%
    extract_fit_parsnip() %>%
    augment(new_data = grid) %>%
    mutate(p = `.pred_Legendary`)
```

### Decision Boundary on the Training Set

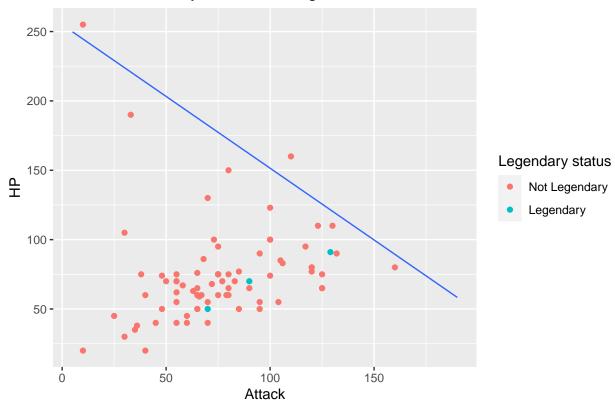


The majority of the false negatives are located right around the outside the edge of the boundary and the majority of false positives are located right around the edge on the inside of the boundary. This is the case for these individual observations because they have more of their opposite "legendary status" surrounding them than their own "legendary status."

#### Question 6: (3 pts)

Now, represent the same decision boundary but with the test set. Hint: use the last piece of the code from the previous question.

## Decision Boundary on the Training Set



Comparing how the decision boundary performs on the training set versus the test set, describe why the kNN model might not perform very well on the test set.

The reason why the kNN model might not perform very well on the test set is because the actual legendary were predicted to be outside the decision berrrier.

## Formatting: (2 pts)

Comment your code, write full sentences, and knit your file!

## sysname "Darwin" ## ## release "22.4.0" ## ## version "Darwin Kernel Version 22.4.0: Mon Mar 6 21:00:17 PST 2023; root:xnu-8796.101.5~3/RELEASE\_X86\_64" ## ## nodename"Eriks-MBP-2424.lan" ## ## machine ## "x86\_64" ## login ## "root" ## user "erik" ## ##  ${\tt effective\_user}$ ## "erik"