HW 7

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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 packages tidyverse and plotROC for this assignment.

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

Question 1: (4 pts)

We will use the pokemon dataset for this assignment:

```
# Upload data from GitHub
pokemon <- read_csv("https://raw.githubusercontent.com/laylaguyot/datasets/main//pokemon.csv")
# Take a look
head(pokemon)

## # A tibble: 6 x 13
## Number Name Type1 Type2 Total HP Attack Defense SpAtk SpDef Speed Gener~1
### Odbla Cobra Cobra
```

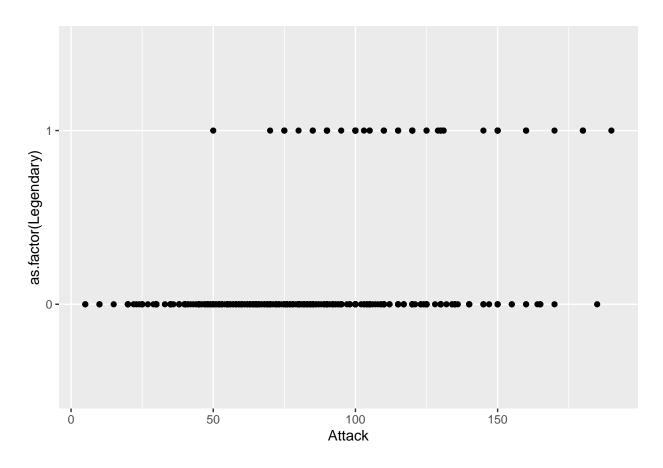
```
##
      <dbl> <chr> <chr> <chr> <dbl> <dbl>
                                               <dbl>
                                                        <dbl> <dbl> <dbl> <dbl> <
## 1
          1 Bulba~ Grass Pois~
                                                           49
                                                                  65
                                                                        65
                                                                               45
                                                                                         1
                                   318
                                           45
                                                   49
          2 Ivysa~ Grass Pois~
                                    405
                                           60
                                                   62
                                                           63
                                                                  80
                                                                        80
                                                                               60
                                                                                         1
          3 Venus~ Grass Pois~
                                    525
                                           80
                                                  82
                                                           83
                                                                 100
                                                                       100
                                                                               80
                                                                                         1
## 3
## 4
          3 Venus~ Grass Pois~
                                    625
                                           80
                                                  100
                                                          123
                                                                 122
                                                                       120
                                                                               80
                                                                                         1
## 5
          4 Charm~ Fire <NA>
                                    309
                                           39
                                                   52
                                                           43
                                                                  60
                                                                        50
                                                                               65
                                                                                         1
          5 Charm~ Fire <NA>
                                    405
                                                           58
                                                                               80
                                           58
                                                   64
                                                                                         1
     ... with 1 more variable: Legendary <lgl>, and abbreviated variable name
       1: Generation
```

Recode the variable Legendary, taking a value of 0 if a pokemon is not legendary and a value of 1 if it is. Save the resulting data as my_pokemon.

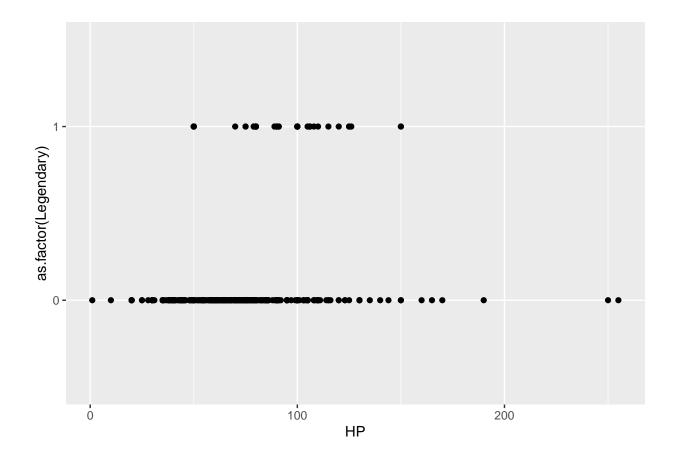
```
# recode legendary as a binary variable
my_pokemon <- pokemon |>
mutate(Legendary = ifelse(Legendary == FALSE, 0, 1))
```

Visualize the linear relationship between Attack and HP (hit points) for each legendary status. *Hint: consider the binary variable as a factor using as.factor()*. Do Attack and HP seem to predict Legendary status? Comment with what you see in the visualization.

```
# plots for attack and hp against legendary status as a factor variable.
my_pokemon |>
ggplot(aes(x = Attack, y = as.factor(Legendary))) +
geom_point()
```



```
my_pokemon |>
  ggplot(aes(x = HP, y = as.factor(Legendary))) +
  geom_point()
```



Attack and HP do not seem to be predict Legendary status as both legendary and non-legendary pokemon seem to have parts of their populations within the same ranges of both.

Question 2: (2 pt)

Let's predict Legendary status using a linear regression model with Attack and HP in my_pokemon. Fit this model, call it pokemon_lin, and write its equation.

```
# regress legendary. on attack and hp
pokemon_lin <- glm(Legendary ~ Attack + HP, data = my_pokemon)</pre>
```

The regression equation I end up with is Legendary = -0.2201775 + 0.002356294(Attack) + 0.001664444(HP).

Question 3: (3 pts)

Choose a pokemon whose name starts with the same letter as yours. Take a look at its stats and, using the equation of your model from the previous question, predict the legendary status of this pokemon, "by hand" (multiplying the predictors with the estimated coefficients):

```
# create object for entei and then predicting outcome by hand
Entei <- my_pokemon |>
   filter(Name == "Entei")
Entei |>
   summarize(Entei_Legendary_Chance = -0.2201775 + 0.002356294*Attack + 0.001664444*HP)
```

```
## # A tibble: 1 x 1
## Entei_Legendary_Chance
## <dbl>
## 1 0.242
```

Check your answer by using predict() with the argument newdata =:

```
# predict the outcome of entei using previous linear model
predict(pokemon_lin, newdata = Entei)
```

```
## 1
## 0.2422074
```

Was your pokemon predicted to be legendary (i.e. is the prediction close to 0 or 1)? Why or why not? Does it match character's Legendary status in dataset?

My pokemon was not predicted to be legendary. This is contradictory to what is shown in the dataset, as it shows as legendary in the dataset.

Question 4: (2 pts)

We can measure how far off our predictions are from reality with residuals. Use resid() to find the residuals of each pokemon in the dataset then find the sum of all residuals. What is the sum of all the residuals. Why does it make sense?

```
# set residuals to a vector and then summing up the residuals
pokemon_resids <- resid(pokemon_lin)
sum(pokemon_resids)</pre>
```

```
## [1] 4.850668e-13
```

The sum of all the residuals is 4.850668e-13. This does make sense because the residual sum of a linear regression will always be practically zero because least squares reduces the sum of the squared residuals.

Question 5: (2 pts)

A logistic regression would be more appropriate to predict Legendary status since it can only take two values. Fit this new model with Attack and HP, call it pokemon_log, and write its equation. *Hint: the logit form is given by the R output*.

```
# log. regression of legenary on attack and hp
pokemon_log <- glm(Legendary ~ Attack + HP, data = my_pokemon, family = binomial)</pre>
```

The equation I end up with after running the logistic regression is Legendary = -7.659078 + 0.03290057 Attack + 0.02592296 HP.

Question 6: (2 pts)

According to this new model, is the pokemon you chose in question 3 predicted to be legendary (i.e. probability is greater than 0.5)? Why or why not? Hint: you can use predict() with the arguments newdata = and type = "response".

```
# predict entei's legendary status with the logistic model
predict(pokemon_log, newdata = Entei, type = "response")

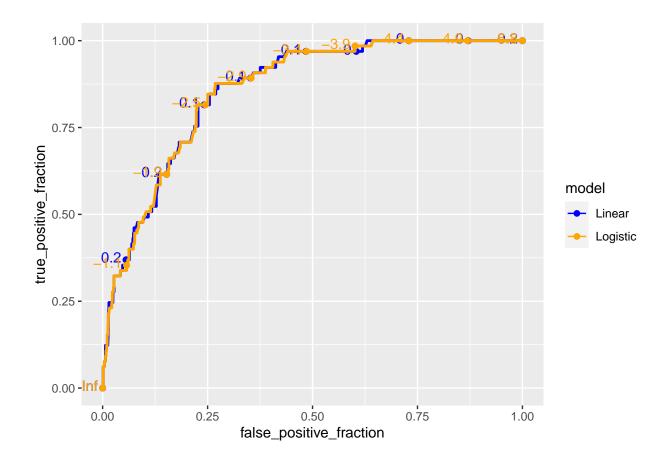
## 1
## 0.2902084
```

According to the new model, Entei is not predicted to be legendary. This is because the probability of entei being legendary is less than 0.5.

Question 7: (3 pts)

Let's compare the performance of these two models using ROC curves. On the same plot, represent the ROC curve for predicting Legendary status based on the predictions from the linear regression in blue and another ROC curve based on the predictions from the logistic regression in orange.

```
# create predictions for the linear model
lin_pred <- my_pokemon |>
  select(Legendary) |>
  mutate(predictions = predict(pokemon_lin, my_pokemon),
         predicted = ifelse(predictions > 0.5, 1, 0))
# create predictions for the logistic model
log_pred <- my_pokemon |>
  select(Legendary) |>
  mutate(predictions = predict(pokemon_log, my_pokemon, response = "response"),
         predicted = ifelse(predictions > 0.5, 1, 0))
# create object for the roc curves
roc_model <- bind_rows(lin_pred, log_pred, .id = "model") |>
  mutate(model = ifelse(model == "1", "Linear", "Logistic"))
# plotting roc curves
roc_model |>
  ggplot(aes(d = Legendary, m = predictions, color = model)) +
   scale_color_manual(values = c("blue", "orange"))
```



How do these two models compare?

Both models seems to have the same levels of performance.

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"

##	usei
##	"erik"
##	effective_user
##	"erik"