

CLASSIFYING POKER HANDS: NOT A GAMBLER'S TASK

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MSML651 - FINAL PROJECT

AGENDA

- Project Overview
- Data Representation and Challenges
- Model Evaluation and Selection
- Model Training: Spark MLlib process
- Performance Metrics
- Conclusions

PROJECT OVERVIEW

- Given a draw of 5 cards from a standard deck of 52 cards, what is the associated poker hand?
- Supervised multivariate machine learning (each card in hand represents a feature)
- Data from https://archive.ics.uci.edu/ml/datasets/Poker+Hand
- Training data: 25,010 possible hands, testing data: 1,000,000 possible hands
- Evaluated several models to see which performed best
- Used Spark Mllib for training and prediction with selected model

DATA REPRESENTATION - ALL CATEGORICAL

Suits





Hearts=2, Spades=2, Diamonds=3, Clubs=4

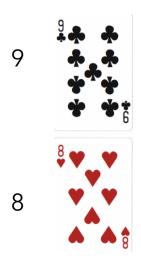


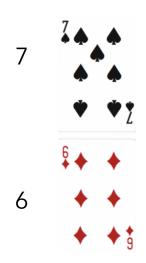


Rank

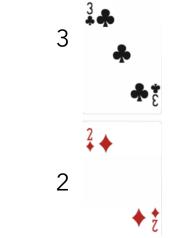












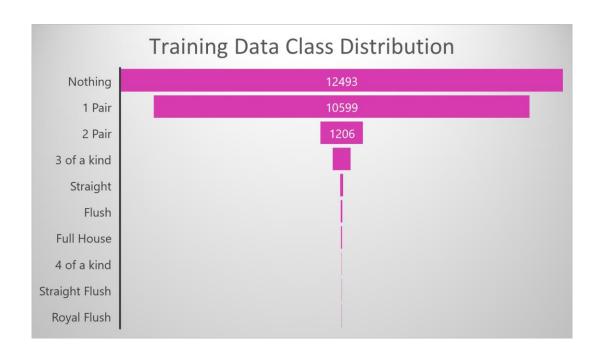


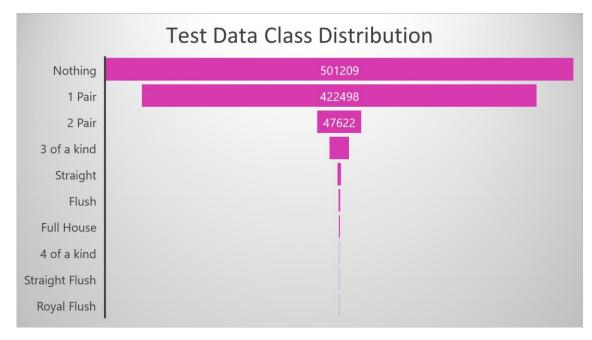
13

POSSIBLE POKER HANDS - CLASS TO PREDICT

Label	Hand	Description
0	Nothing in the hand	Not a recognized poker hand
1	One pair	One pair of equal rank (different suit)
2	Two pairs	Two pairs of equal rank
3	Three of a kind	Three equal ranks
4	Straight	Five cards sequentially ranked with no gaps
5	Flush	Five cards of the same suit
6	Full House	One pair and three of a kind in a different rank
7	Four of a kind	Four equal ranks
8	Straight flush	Straight in same suit (flush)
9	Royal flush	Ace, king, queen, jack and ten in same suit

DATA CHALLENGE: HUGE IMBALANCE





Intended to mirror real probability distribution

DATA CHALLENGE: REPRESENTATION OF SEQUENCE

Class: 1 One Pair



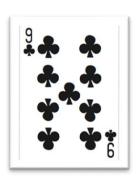
$$S1 = 4$$

 $C1 = 3$



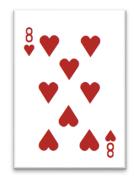
$$S2 = 1$$

 $C2 = 13$



$$S3 = 4$$

 $C3 = 9$



$$S4 = 1$$

 $C4 = 8$



$$S5 = 4$$

 $C5 = 13$

Class: 1 One Pair



$$S1 = 1$$

 $C1 = 13$



S2 = 4C2 = 13



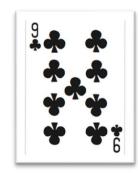
$$S3 = 1$$

 $C3 = 8$



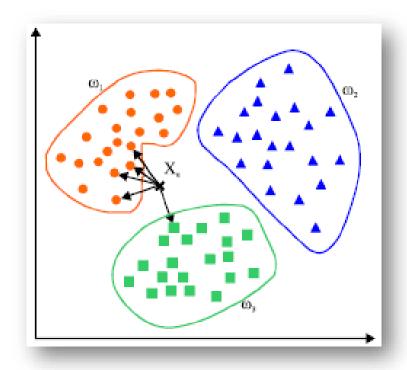
$$S4 = 4$$

 $C4 = 3$



$$S5 = 4$$

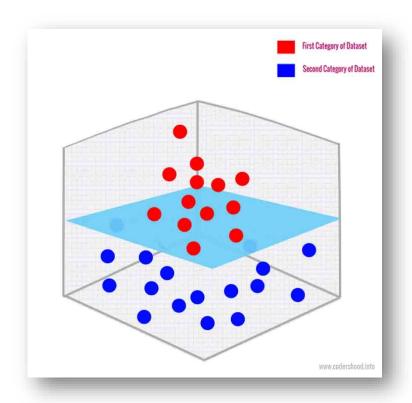
 $C5 = 9$



K-Nearest Neighbors

https://www.mathworks.com/matlabcentral/fileexchange/63621-knn-classifier

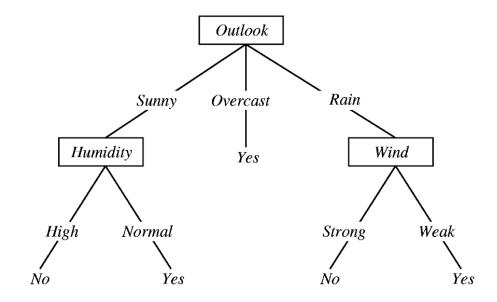
Accuracy	Score	of	KNeigh	nbors	Class	ifi	er	: 0	.5328535	25256564
Predicted	d Resu	lt	0	1	2	3	4			
Actual Re	esult									
0			2585	1181	3	0	1			
1			1756	1408	12	7	2			
2			148	197	4	3	0			
3			39	95	3	1	0			
4			9	16	0	1	0			
5			6	4	0	0	0			
6			6	12	0	0	0			
7			0	1	0	0	0			
8			0	2	0	0	0			
9			0	1	0	0	0			
]	pred	cision	re	ecall	f	1-s	core	suppo	rt
	0		0.57		0.69			0.62	37	70
	1		0.48		0.44			0.46	31	.85
	2		0.18		0.01			0.02	3	52
	3		0.08		0.01			0.01	1	.38
	4		0.00		0.00			0.00		26
	5		0.00		0.00			0.00		10
	6		0.00		0.00			0.00		18
	7		0.00		0.00			0.00		1
	8		0.00		0.00			0.00		2
	9		0.00		0.00			0.00		1
accu	racy							0.53	75	03
macro	avg		0.13		0.11			0.11	75	03
weighted	avg		0.50		0.53			0.51	75	03
F1 Score	: 0.51	1597	7732805	5661						



Support Vector Machine

https://www.codershood.info/2019/01/10/support-vector-machine-machine-learning-algorithm-with-example-and-code/support-vector-machine-machine-learning-algorithm-with-example-and-code-higher-dimension/

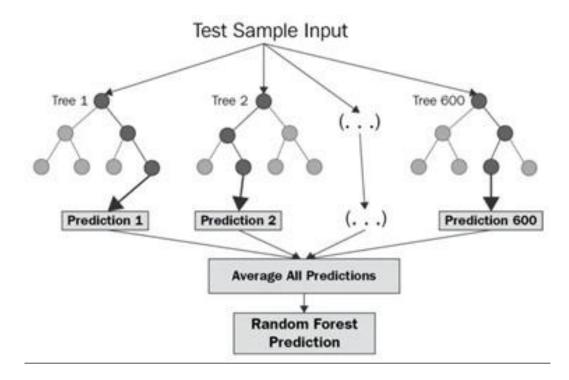
Accuracy Score	of SVM : (0.5024656	803945089	
Predicted Resul				
Actual Result				
0	3770			
1	3185			
2	352			
3	138			
4	26			
5	10			
6	18			
7	1			
8	2			
9	1			
ŗ	recision	recall	f1-score	support
0	0.50	1.00	0.67	3770
1	0.00	0.00	0.00	3185
2	0.00	0.00	0.00	352
3	0.00	0.00	0.00	138
4	0.00	0.00	0.00	26
5	0.00	0.00	0.00	10
6	0.00	0.00	0.00	18
7	0.00	0.00	0.00	1
8	0.00	0.00	0.00	2
9	0.00	0.00	0.00	1
accuracy			0.50	7503
macro avg	0.05	0.10	0.07	7503
weighted avg	0.25	0.50	0.34	7503
F1 Score: 0.668	8547857713	1.2		



Decision Tree

https://towardsdatascience.com/decision-tree-in-machine-learning-e380942a4c96

Accuracy Score of DecisionTree: 0.4571504731440757 Predicted Result 0 1 2 3 4 5 6 7													
Predict	ed Resu	lt	0	1	2		3	4	5	6	7	8	9
Actual	Result												
0		20	15	1482	171		70	18	9	5	0	0	0
1		14	26	1366	253	1	04	17	8	7	2	0	2
2		1	40	157	34		15	1	2	2	1	0	0
3			49	60	13		13	3	0	0	0	0	0
4			10	12	2		1	1	0	0	0	0	0
5			5	3	0		0	0	1	0	0	1	0
6			3	11	2		2	0	0	0	0	0	0
7			0	1	0		0	0	0	0	0	0	0
8			1	0	0		0	1	0	0	0	0	0
9			0	1	0		0	0	0	0	0	0	0
pred			ion	on recall			f1-score			support			
	0	0	.55		0.53		(0.54			377	0	
	1	0	. 44		0.43		(0.44			318	5	
	2	0	.07		0.10		(0.08			35	2	
	3	0	.06		0.09		(0.08			13	8	
	4	0	.02		0.04		(0.03			2	6	
	5	0	.05		0.10		(0.07			1	0	
	6	0	.00		0.00		(0.00			1	8	
	7	0	.00		0.00		(0.00				1	
	8	0	.00		0.00		(0.00				2	
	9	0	.00		0.00		(0.00				1	
acc	uracy						(0.46			750	3	
	o avg	0	.12		0.13		0.12				7503		
weighte		0	. 47		0.46		(0.46			750	3	
_	_												
F1 Scor	e: 0.46	311182	581	62234									



Random Forest

ccuracy	Score	of	Randor	nFores	st :	C).55	284552	28455284	6
redicted	d Resu	ılt	0	1	2	3	5			
ctual Re	sult									
			2757	1012	1	0	0			
			1786	1390	7	1	1			
)			130	220	1	1	0			
3			36	102	0	0	0			
			12	14	0	0	0			
)			9	1	0	0	0			
)			1	17	0	0	0			
1			0	1	0	0	0			
3			0	2	0	0	0			
)			0	1	0	0	0			
		pred	cision	re	ecal	1	f1-	score	suppo	rt
	0		0.58		0.7	3		0.65	37	70
	1		0.50		0.4	4		0.47	31	85
	2		0.11		0.0	0		0.01	3	52
	3		0.00		0.0	0		0.00	1	38
	4		0.00		0.0	0		0.00		26
	5		0.00		0.0	0		0.00		10
	6		0.00		0.0	0		0.00		18
	7		0.00		0.0	0		0.00		1
	8		0.00		0.0	0		0.00		2
	9		0.00		0.0	0		0.00		1
accur	racy							0.55	75	03
macro	avg		0.12		0.1	2		0.11	75	03
eighted	avg		0.51		0.5	5		0.52	75	03
1 Score:	0.52	8055	378472	242						

WHICH MODEL TO CHOOSE?

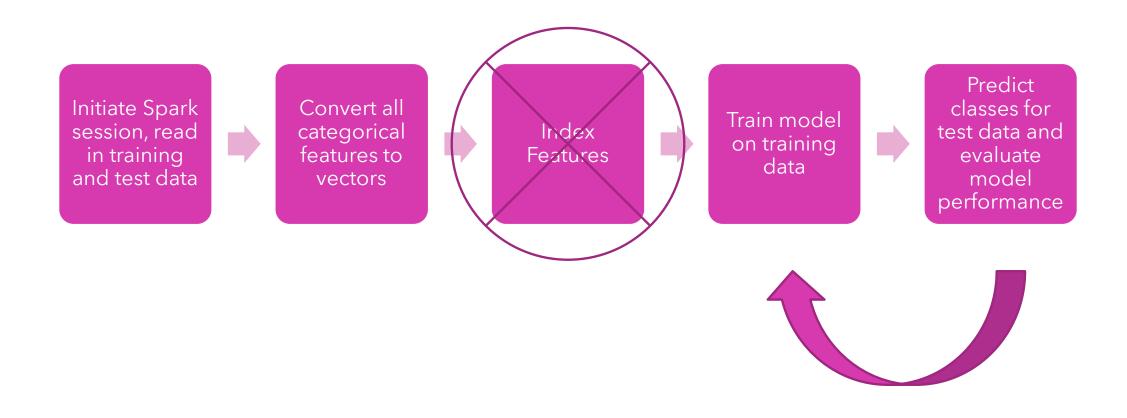
CLASSIFICATION MODEL COMPARISON ON POKER DATA



THE PROBLEM WITH SVM

Accuracy S	core	of SVM : 0.5	0246568	03945089	
Predicted 1	Resul	Lt 0			
Actual Res	ult				
0		3770			
1		3185			
2		352			
3		138			
4		26			
5		10			
6		18			
7		1			
8		2			
9			-		
	Ï	precision r	ecall	f1-score	support
				<u> </u>	
	0	0.50	1.00	0.67	3770
	1	0.00	0.00	0.00	3185
	2	0.00	0.00	0.00	352
	3	0.00	0.00	0.00	138
	4	0.00	0.00	0.00	26
	5	0.00	0.00	0.00	10
	6	0.00	0.00	0.00	18
	7	0.00	0.00	0.00	1
	8	0.00	0.00	0.00	2
	9	0.00	0.00	0.00	1
accura	су			0.50	7503
macro a	vg	0.05	0.10	0.07	7503
weighted a	vg	0.25	0.50	0.34	7503
F1 Score:	0.668	8854785771312			

RANDOM FOREST MODEL TRAINING: PROCESS WITH SPARK MLLIB



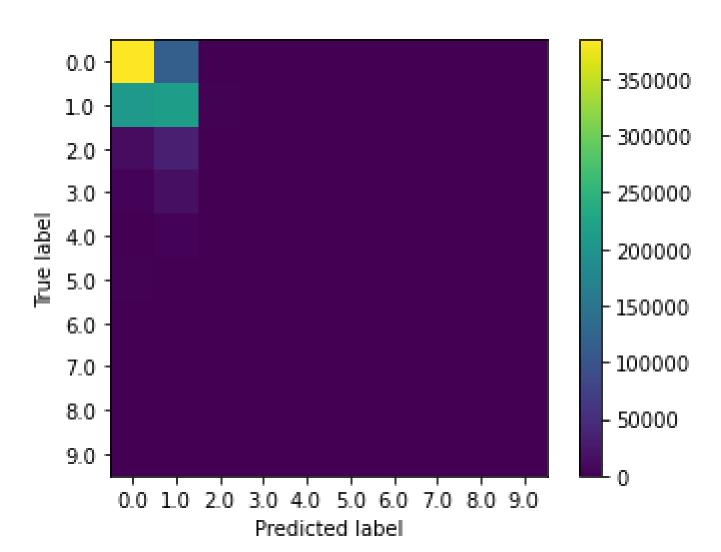
RANDOM FOREST PERFORMANCE METRICS

Random Forest - Best Performance	
Accuracy	0.599915
F1 Score	0.57336
Number of Classes Predicted	9

CONFUSION MATRIX - RAW DATA

Predicted Result	0.0	1.0	2.0	3.0	4.0	5.0	6.0	7.0	8.0	9.0
Actual Result										
0	384449	116599	129	17	7	7	1	0	0	0
1	206508	213963	1737	251	34	1	2	0	2	0
2	12840	33520	1131	121	4	0	6	0	0	0
3	4365	16007	393	349	3	0	1	3	0	0
4	606	3223	41	3	11	0	0	0	0	1
5	1645	342	0	0	0	9	0	0	0	0
6	97	1188	113	22	1	0	3	0	0	0
7	8	183	24	15	0	0	0	0	0	0
8	3	7	0	0	2	0	0	0	0	0
9	0	3	0	0	0	0	0	0	0	0

CONFUSION MATRIX



CONCLUSIONS

- Tie to sequence in data representation added needless complexity
- Imbalanced distribution of classes (class 0 and 1 = 92% of classes) made classification difficult. No model correctly predicted classes 7 - 9
- Indexing didn't add to performance
- Because of the class imbalance, F1 score more telling than accuracy
- Data may be better used for a different task or with additional transformations in the data
- Don't bet on this model!