

# Predicting Win Scenarios in PUBG with IBM Watson Studio

Hands-On Workshop | Digital Summit '18

#### **Miracle Innovation Labs**

Miracle Software Systems, Inc.



## **Predicting Win Scenarios in PUBG with IBM Watson Studio**

#### Introduction

This document contains a step-by-step process for creating a Machine Learning model in IBM Watson Studio and will teach you the end to end process for ML model building to predict the winning probability of PUBG users.

This guide was prepared by Miracle's Innovation Labs.

#### **Pre-Requisites**

All attendees must have their workstation (with Internet) to participate in the lab (Both PC and MAC are compatible). The following pre-requisites will help you to make the Hands-on Lab experience easier.

 Active email ID for registering with IBM Cloud to get access for IBM Watson Studio

#### **Technology Involved**

- IBM Cloud
- IBM Watson Studio



#### **Lab Steps**

So, let us get started with the application!

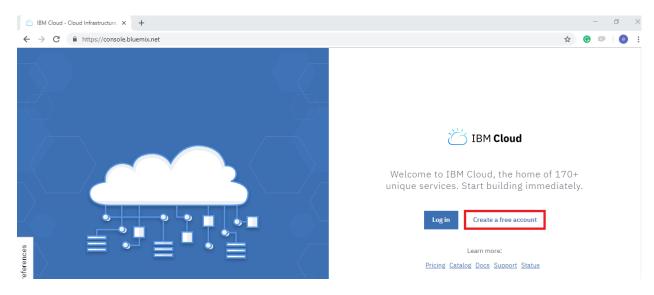
The following steps will outline how you can create a Machine Learning model using Watson Studio. This application helps in predicting the Winning percentage of PUBG users based on the historical data of players.

#### **Step #1 | Creating Watson Studio in IBM Cloud**

The first step is to make sure that we have access to the IBM Cloud with either a free trial option (or) a paid subscription.

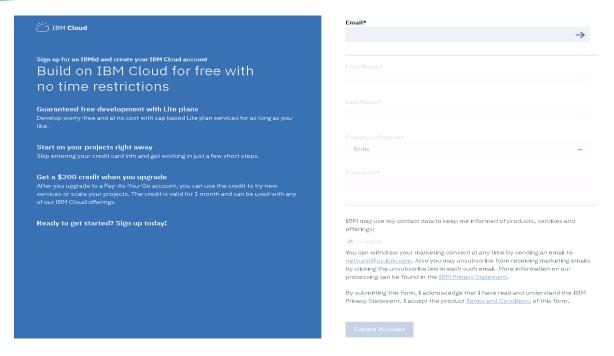
Login to IBM Cloud at <a href="http://bluemix.net">http://bluemix.net</a> (or) register today at, <a href="https://console.bluemix.net/registration">https://console.bluemix.net/registration</a>

If you are a new user, click on **Create a free account.** 

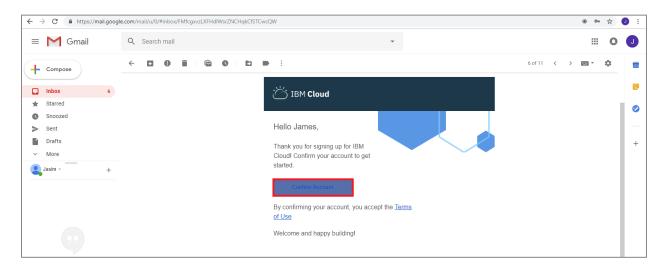


Now, you need to provide the details to the fields that are marked as required and click on **Create Account.** 



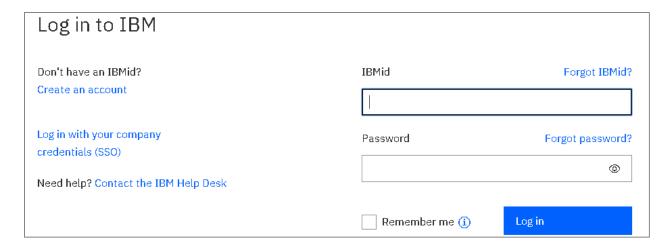


After creating account, confirmation mail will be sent to the registered mail id. Click on **Confirm Account** and then login to your Bluemix Account.

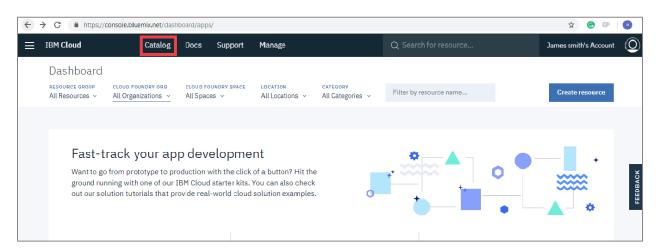


Now, login to your Bluemix Account.



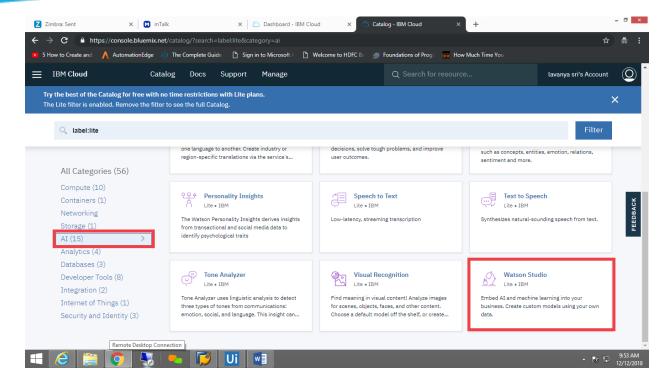


You can see the dashboard as shown below. Now, click on Catalog option.

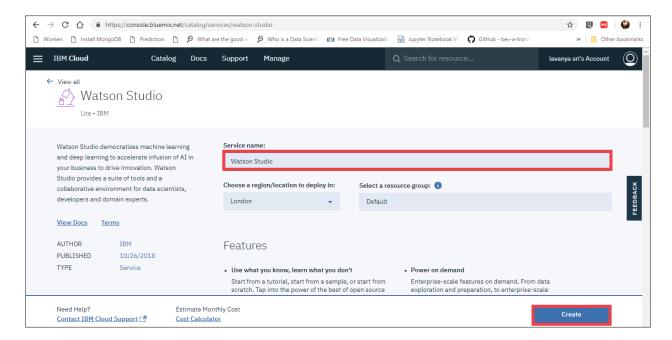


In Catalog section, under the **AI category** you will be able to see all the Watson Services. Click on **Watson Studio** tile for building the application.





Provide a unique name for the service instance in the **Service name** field. For example, type **Watson Studio**. Leave the default values for the other options and click on **Create**.



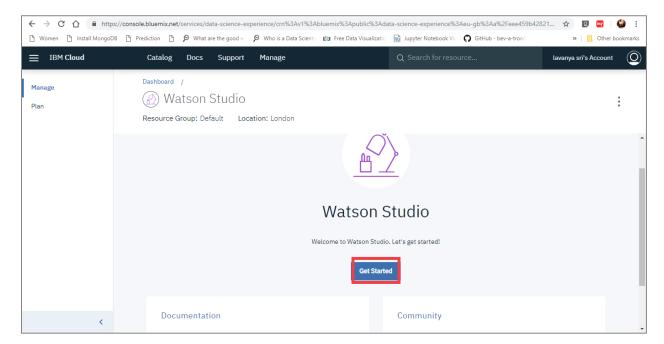


Note - Creation of service may take up to a minute or two.

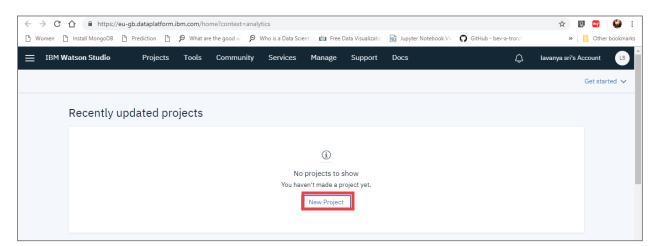
Once the service is created successfully we will see a screen as shown below. Click on **Get Started** button to work with the Watson Studio.

#### **Step #2 | Create a Project in Watson Studio**

Now we have landed into **IBM Watson Studio** platform where we can create our models using different tools and services.

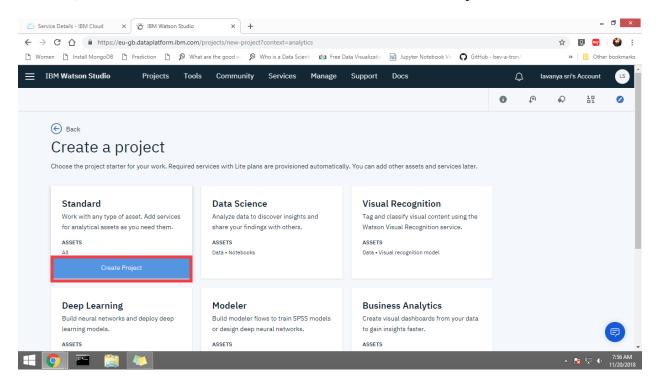


Initially, we have to create a project. Click on the **New Project** button.

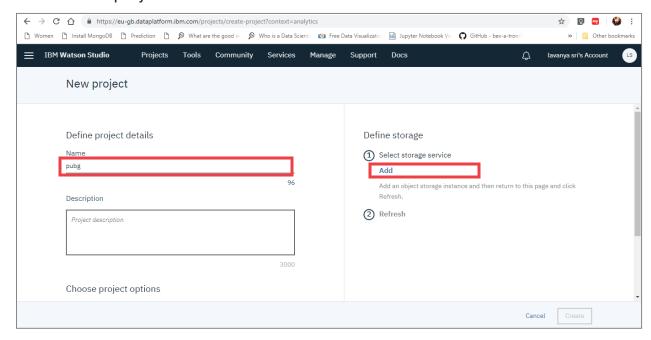




Once we click on New Project we can see number of options such as Standard, Data Science, etc. Please select Standard and click on **Create Project**.

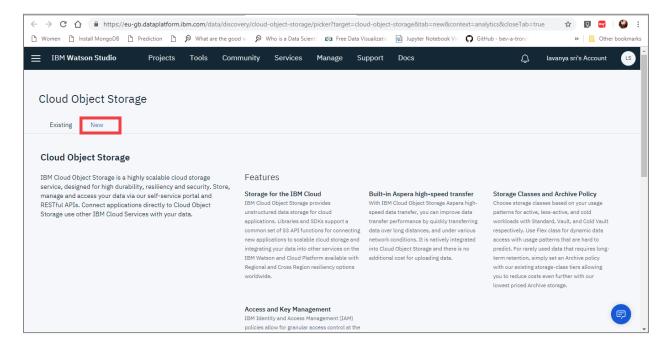


Provide a **name** to the project. Here we need to add Object storage instance of IBM Cloud to our project. For that click on **Add**.

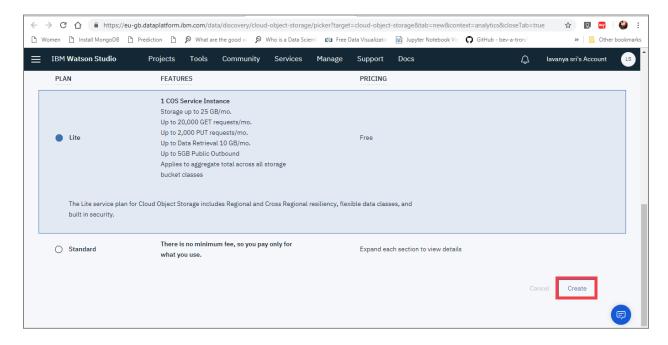




Here, we are creating a New Cloud Object Storage instance to our project.

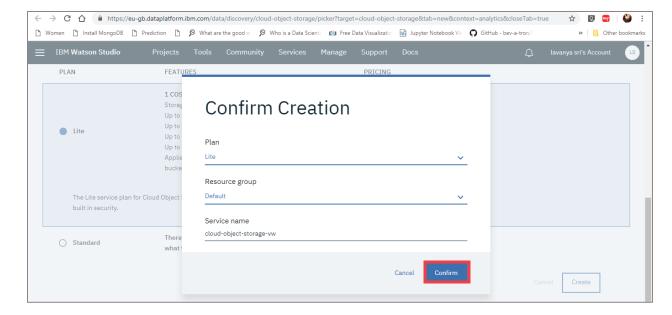


Choose the Lite plan option and click on Create.

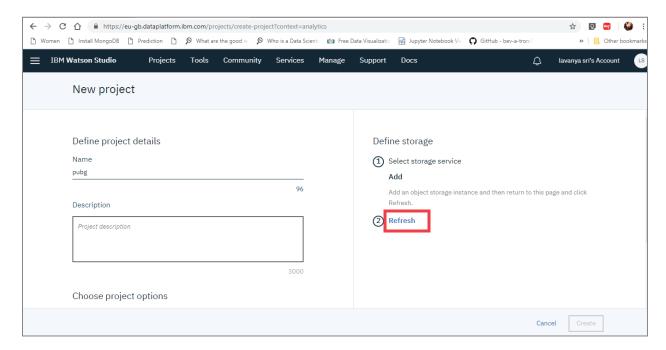


Click on **Confirm** to create the instance.



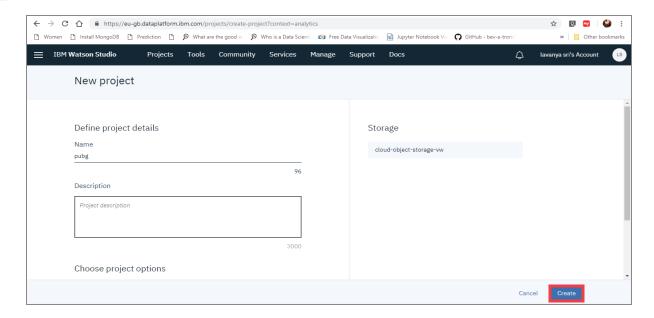


Click on **Refresh**, so we can see the storage instance as shown below.



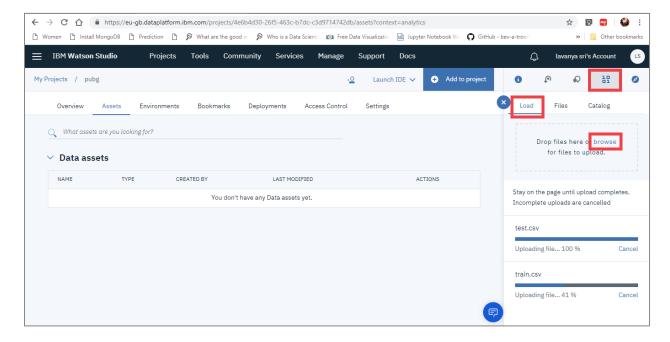
Click on Create.





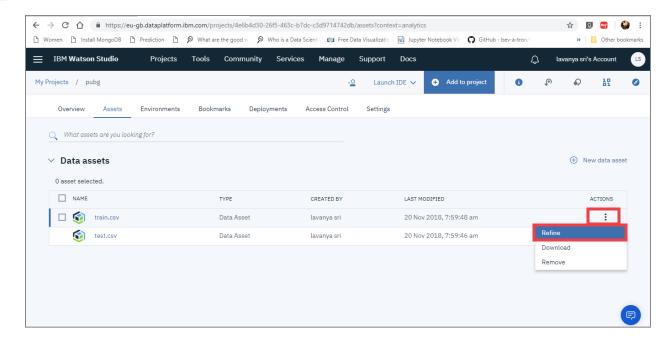
#### **Step #3** | Importing Datasets and Performing Data Refinement

Import the PUBG datasets into our project, click on **browse** and get the datasets. To build and test a model we need both train and test datasets.

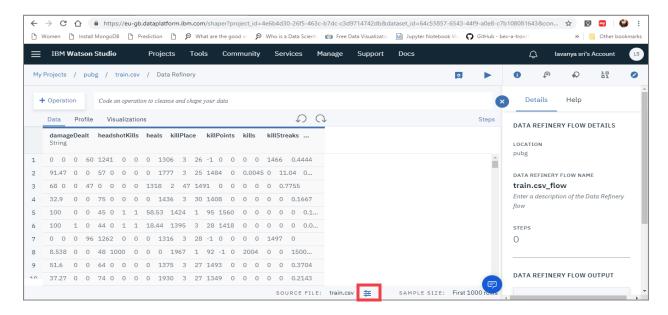


Once the datasets are loaded into data assets as shown, we need to refine them. So, click on the 3 vertical dots under Actions and select Refine for the **train.csv**.



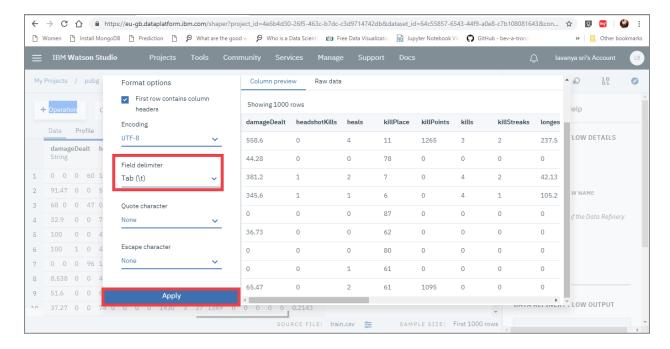


Click on the symbol which is highlighted below, to change the format of dataset.

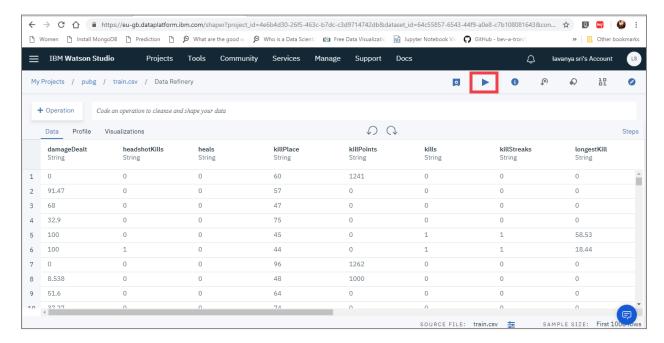


From the dropdown menu of Field delimiter select **tab** (\t) option and click on **Apply**.



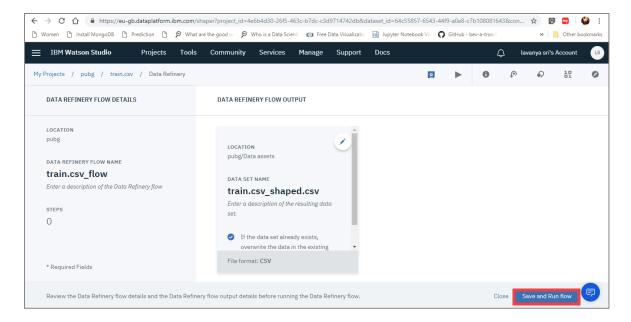


The data is formatted now, click on the symbol highlighted below to save the changes.

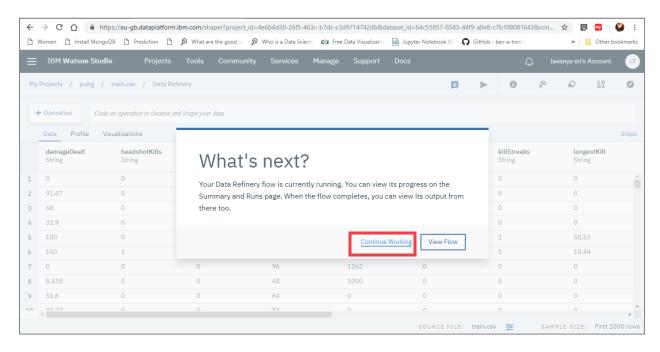


Click on **Save and Run flow**. Now, we will be having a new dataset with name **train.csv\_shaped.csv** which is formatted as shown below.



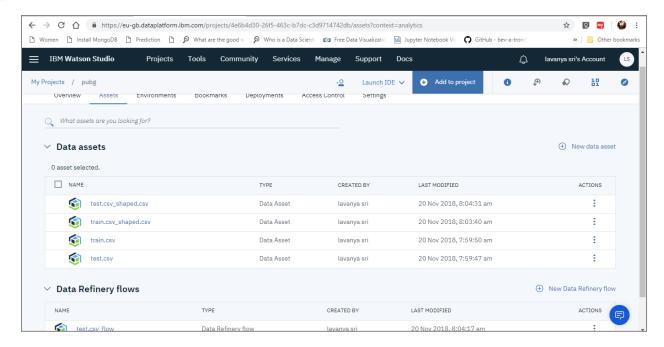


Click on Continue Working. Then move back to the main page of project.



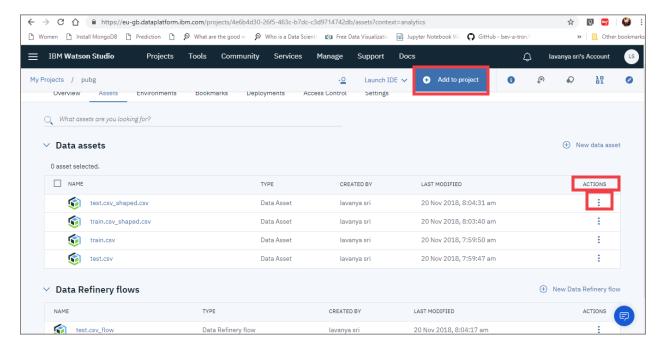
Here, we can see train.csv\_shaped.csv file in the Data assets.





So, now click on the 3 vertical dots under Actions and repeat the same process to refine the test.csv until we generate a **test.csv\_shaped.csv** as shown.

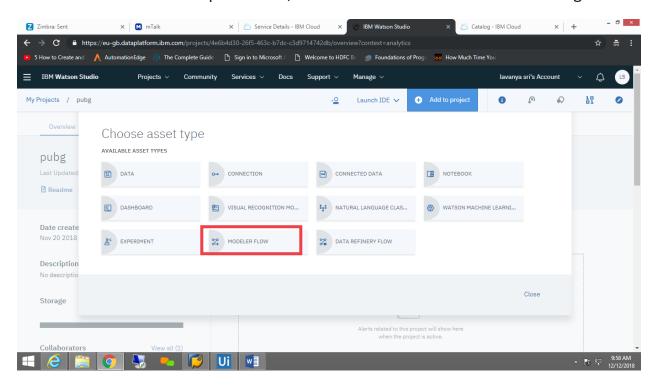
Once this is done, click on **Add to Project**.





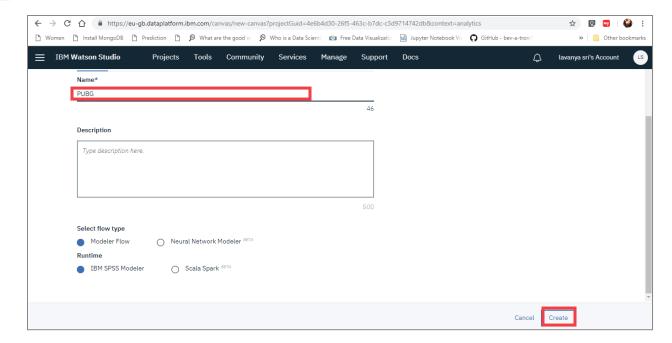
### **Step #4 | Creating MODELER FLOW and Preparing the Data for Model Building**

Select MODELER FLOW option here, in order to create a Machine Learning model.

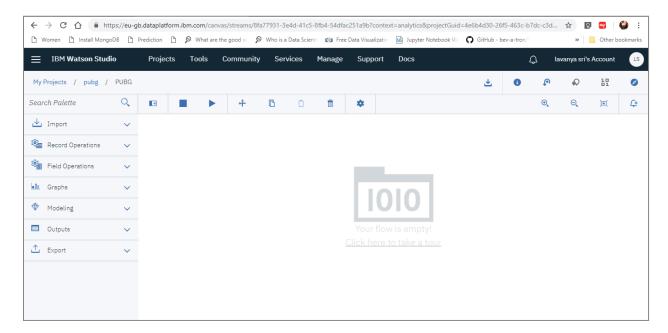


Provide a **name** to the modeler flow for example: PUBG which we are going to build and click on **create.** 



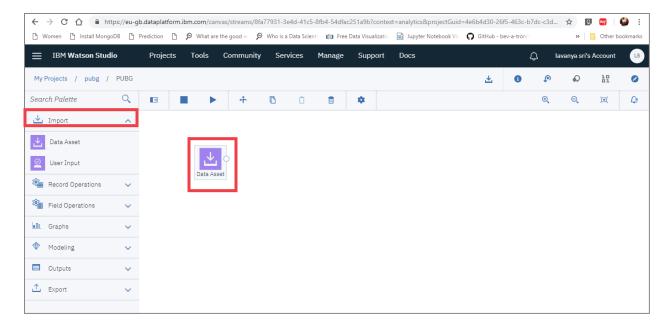


This is the IBM SPSS MODELER workplace where we will build the ML model.

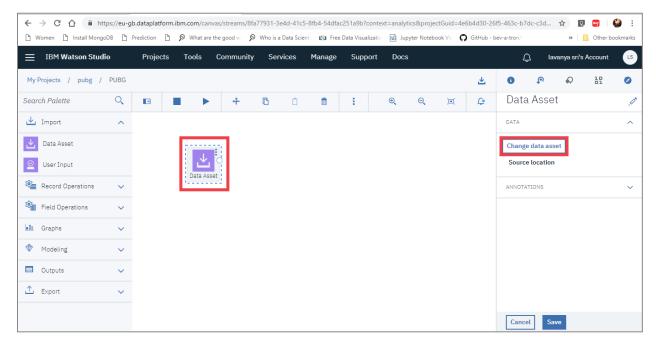


From the **Import palette** (on left side) select **Data Asset** node and just Drag and Drop it into the white space (Canvas).



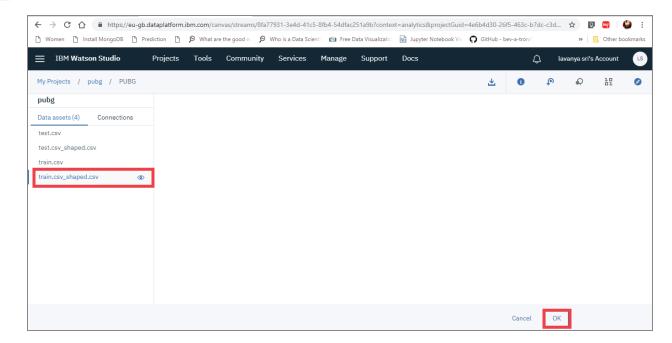


Double-click on the Data Asset node and click on Change data asset option.

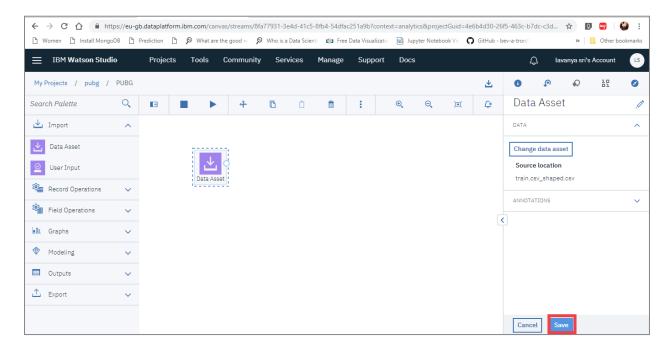


Select train.csv\_shaped.csv and click on OK.



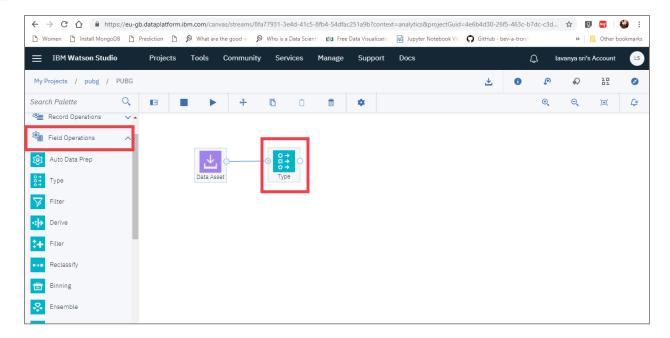


Now click on Save to add our dataset successfully to the data asset node.



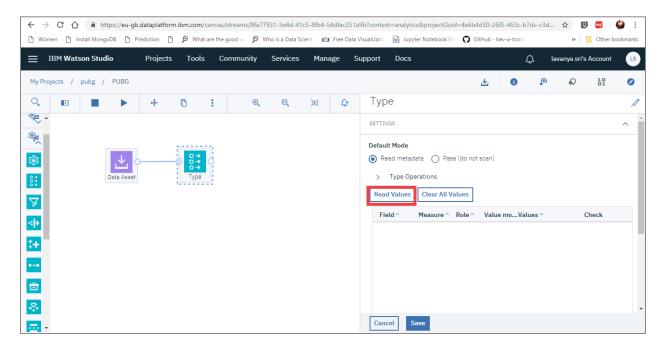
Now, click on the **Field operations palette**, drag and drop the **Type** node to the canvas and join the Data Asset node to Type node through the small rounds which are adjacent to each other.





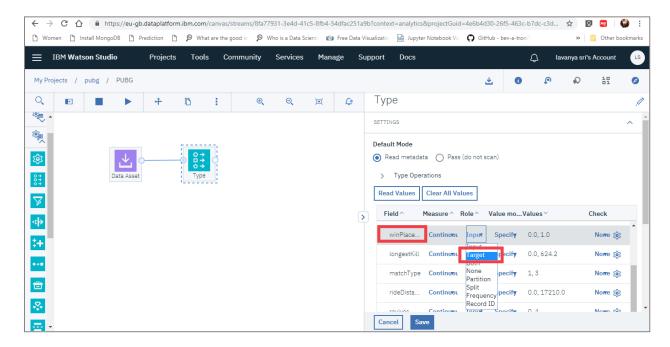
Double click on the **Type node** and choose **Read Values** in order to read all the values from our train data.

This will take a while to process.

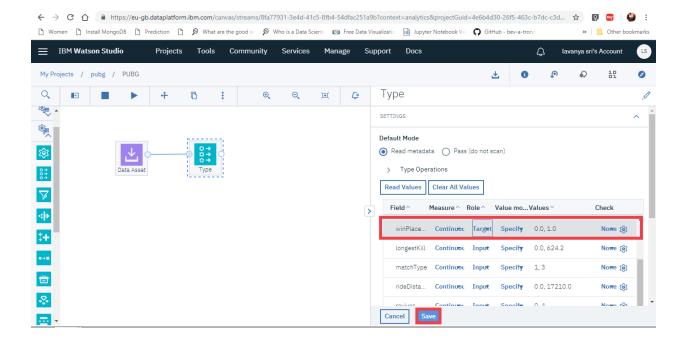




As we have to predict the **WinPlace Percentage** we need to make the role of it as Target variable from **Input** variable by just opting, the **Target** option from the drop down list.

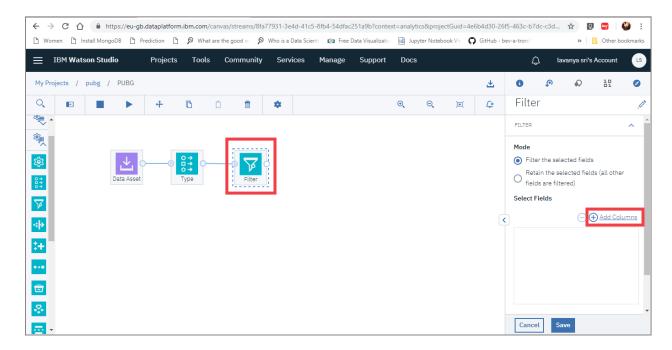


#### Then Click on Save.



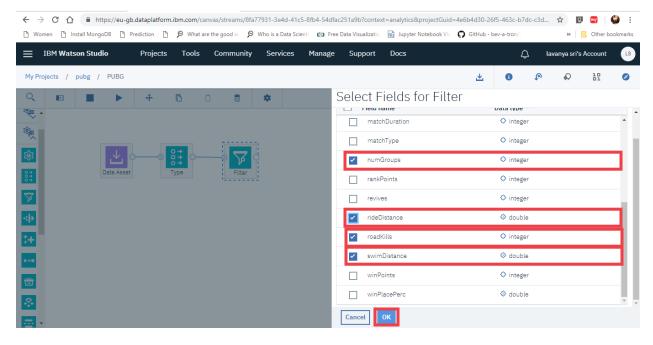


Now add a **Filter node** from the **Field operations palette** and join it to the **Type node.** Also, click on Add Columns, in order to filter out all the unnecessary fields from our dataset.

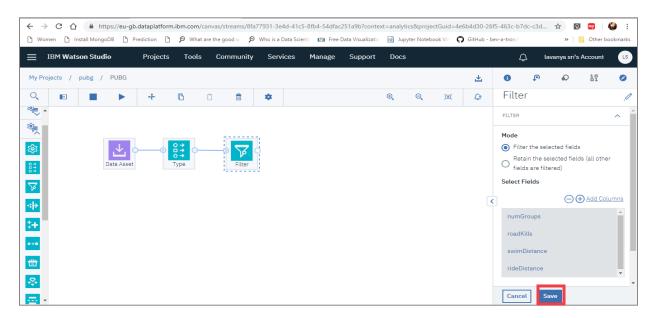


Filter out **numGroups**, **rideDistance**, **roadKills**, **swimDistance** from our dataset by selecting them. Click on **Ok** after selection.





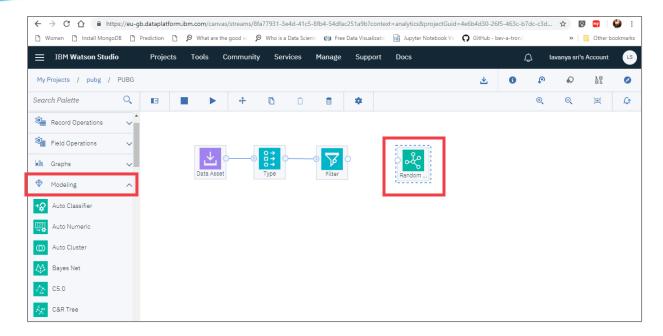
#### Click on Save to make the changes



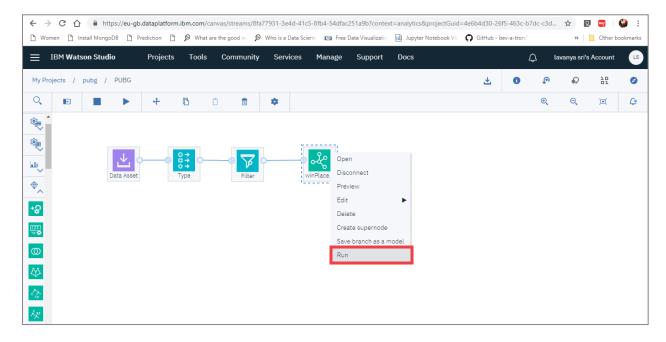
#### **Step #5 | Model Building**

Choose an algorithm from the **Modeling** palette. Drag and drop **Random Forest** model which is an apt model for our dataset and combine it to the Filter node.



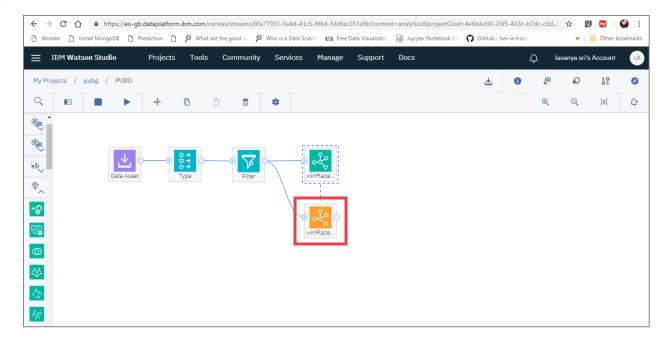


Name of Random forest will be changed to the Target variable name which is WinPlacePerc. Click on the three vertical dots on the node and click on **Run** to generate a machine learning model.

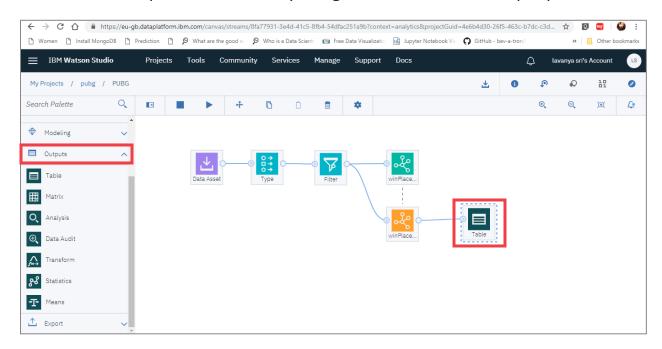


The node in orange color is the generated **model** for our dataset, with which we can predict the WinPlacePerc for new data.



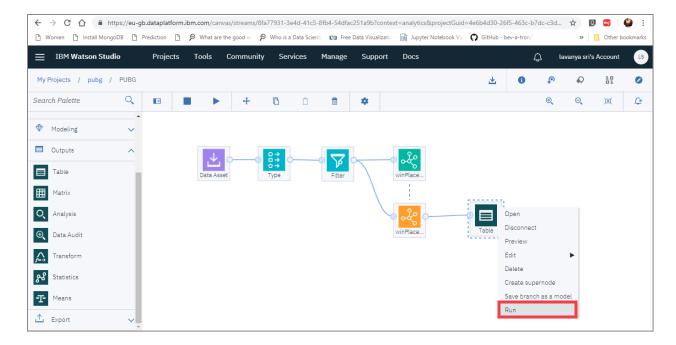


We can view the predicted values by using a Table node from Output palette.

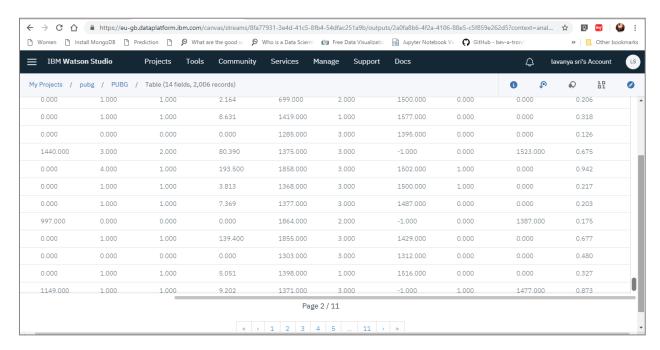


Click on Run, to view the newly generated values as well.



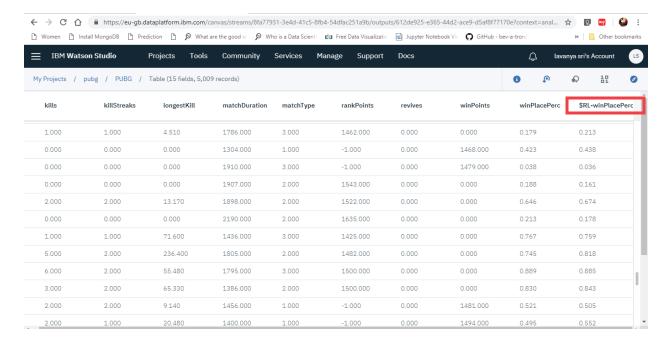


Like this we will be having a Preview of the results,



Go to page 2 and Scroll on to the End. The last column values (\$RL-WinPlacePerc) are the newly generated values for the given input data by the model.

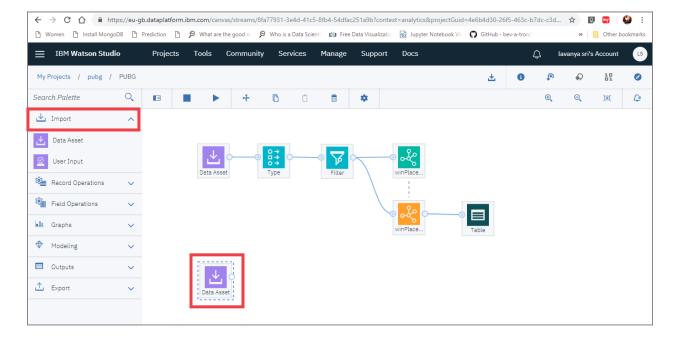




#### **Step #6 | Testing the Model**

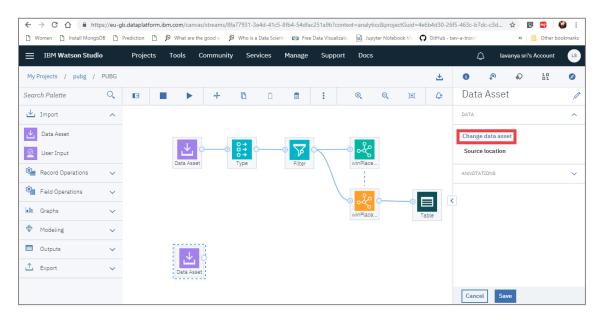
We will feed the Test dataset to the generated model above by creating the stream again as below,

From the **Import palette** select **Data Asset** node, drag and drop it into the white space (Canvas).

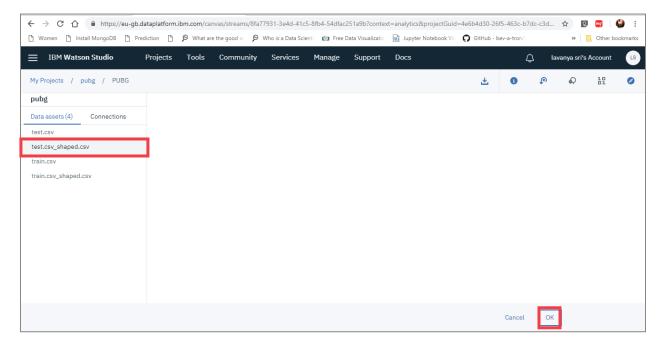




Double-click on the **Data Asset node** and click on **Change data asset** option.

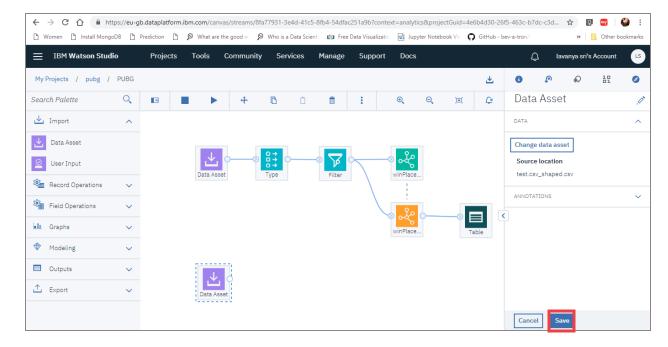


Select test.csv\_shaped.csv and click on Ok.

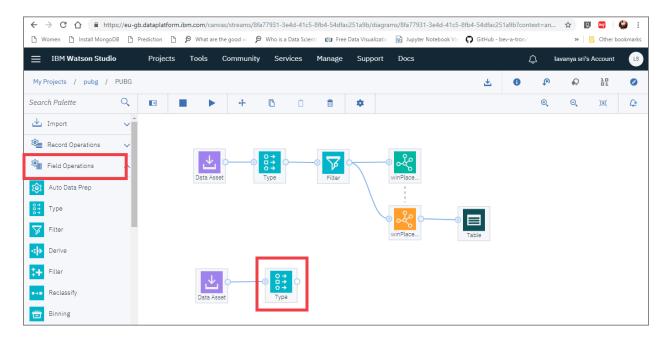


Now click on Save to successfully add our dataset to the data asset node.





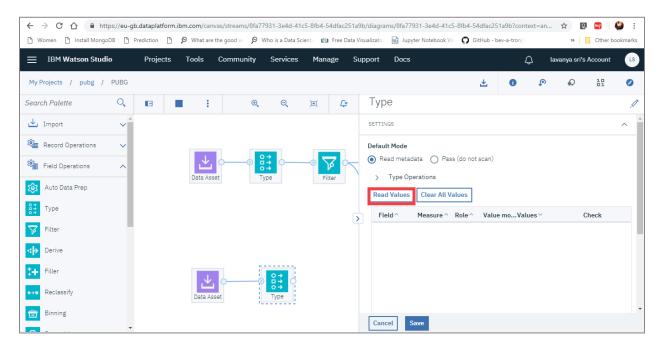
Now click on the **Field operations palette**, drag and drop the **Type** node to the canvas. Join the Data Asset node to Type node through the small rounds which are adjacent to each other.



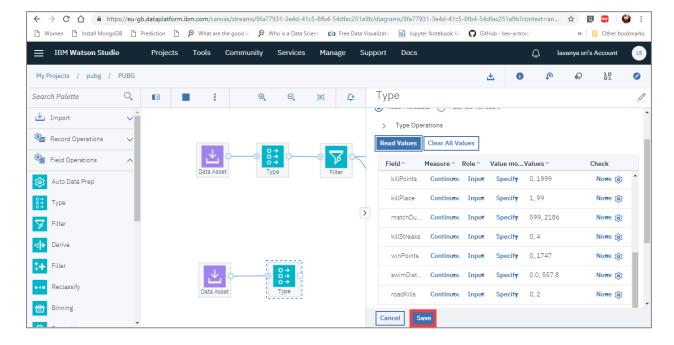
Double click on the **Type node** and choose **Read Values** in order to read all the values from our train data.



This will take a while to process.

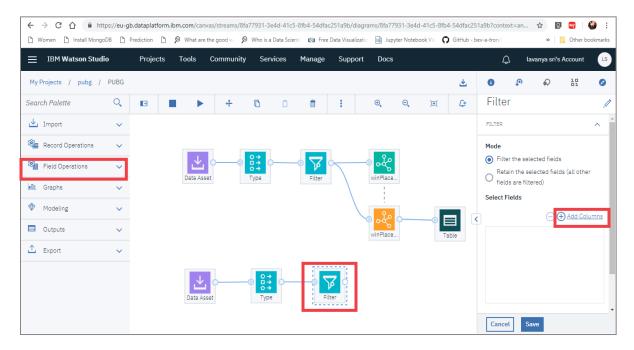


No more changes are needed here as no need of target variable with testing data as we will predict the given test input with the prebuilt model built using the training data. Click on **Save**.

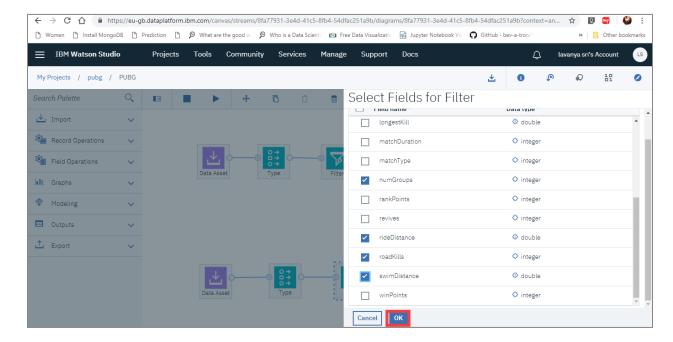




Add a **Filter node** from the **Field operations palette**. Join it to the **Type node**. Also, click on **Add Columns**, in order to filter out all the unnecessary fields from our dataset.

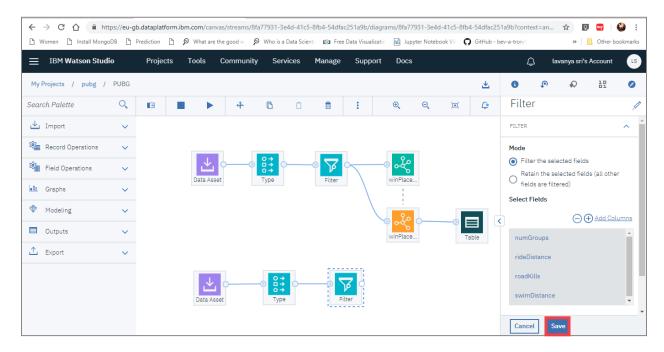


Filter out **numGroups**, **rideDistance**, **roadKills**, **and swimDistance** from our dataset by selecting them. Click on **Ok** after selection.

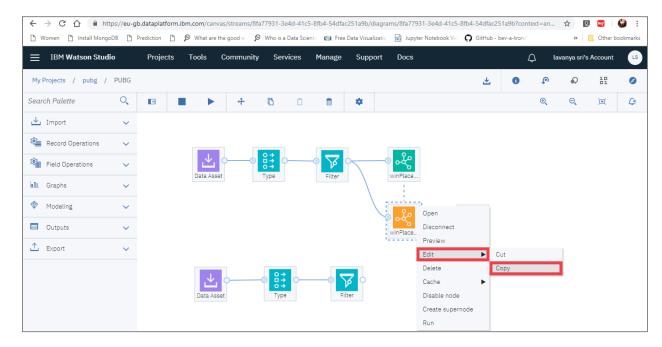




Click on **Save** to make the changes.

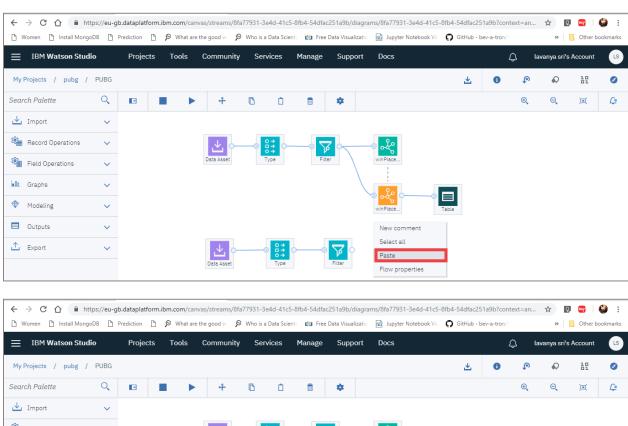


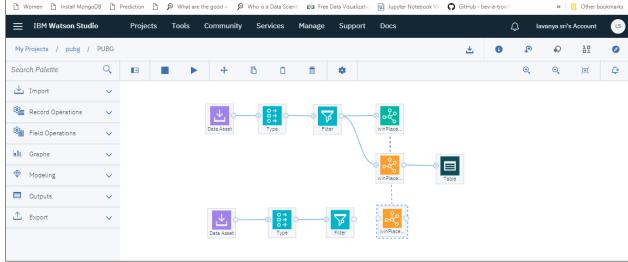
To test the created model, we will give the test data as input to the pre-built model. Hover on the generated model (orange color) then you will be able to see three dots, click on it. Choose **Edit** and select **Copy**.





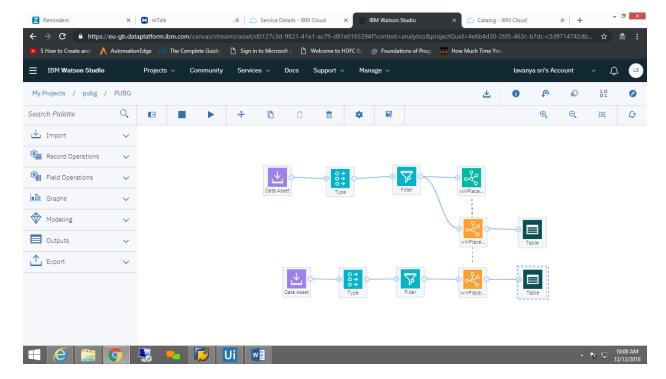
**Paste** the model next to the filter node and combine them.



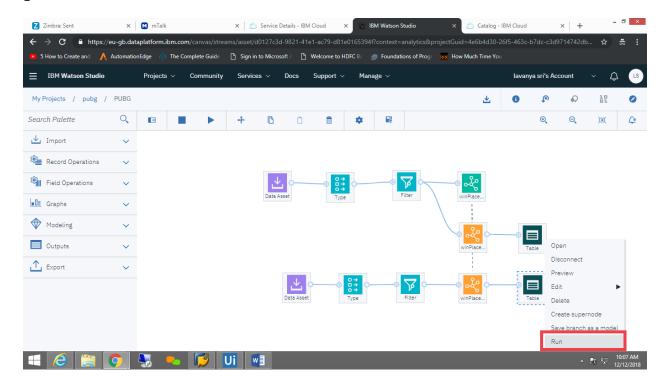


We can view the predicted values by using a **Table** node from Output palette.



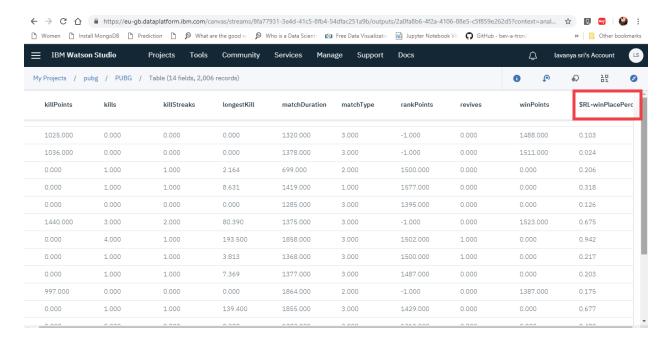


Using the three dots of table node, select the **Run** option to view the newly generated values.





The last column values (\$RL-winPlacePerc) are the newly predicted winplaceperc values for the given input data from the model.



Hurrah!! With this lab you were able to create a modeler flow using IBM Watson Studio for PUBG dataset.

For any questions regarding the lab please feel free to reach out to <a href="mailto:innovation@miraclesoft.com">innovation@miraclesoft.com</a>. We hope you enjoyed creating Machine Learning models with us ©