

TOY_1

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```
library(tidyr)
library(dplyr)
```

PARTE 1: Crear Stints

DATA

```
home_player <- paste0("home_player",1:10)
away_player <- paste0("away_player",1:10)
```

```
toy <- data.frame(
  "id_play" = 1:15,
  "season" = c(rep("S2017",15)),
  "game_code_code" = c(rep("G1",10), rep("G2",5)),
  "quarter" = c(rep(1,3), rep(2,2),rep(3,2),rep(4,3),rep(1,4),rep(2,1)),
  "points_home" = c(0,0,0,2,2,2,5,5,7,7,7,7,10,10,12),
  "points_awayway" = c(0,2,2,2,4,4,7,7,9,9,10,10,12,12,12),
  "home_player1" = c(rep(home_player[1],4),rep(home_player[6],5),rep(home_player[1],6)),
  "home_player2" = home_player[2],
  "home_player3" = c(rep(home_player[3],7), rep(home_player[7],2),rep(home_player[3],6)),
  "away_player1" = away_player[1],
  "away_player2" = c(rep(away_player[2],8),away_player[7], rep(away_player[2],6)),
  "away_player3" = away_player[3]
)
```

```
toy2 <- data.frame(                                     #DF2 para comprobar que funciona
  "id_play" = 1:20,
  "season" = c(rep("S2017",20)),
  "game_code" = c(rep("G1",10), rep("G2",10)),
  "quarter" = c(rep(1,3), rep(2,2),rep(3,2),rep(4,3),rep(1,4),rep(2,6)),
  "points_home" = c(0,0,0,2,2,2,5,5,7,7,0,2,2,5,5,7,7,7,9,10),
  "points_awayway" = c(0,2,2,2,4,4,7,7,9,9,0,0,2,2,4,4,6,6,6,6),
  "home_player1" = c(rep(home_player[1],4),rep(home_player[6],5),rep(home_player[1],8), rep(home_player[1],3)),
  "home_player2" = home_player[2],
  "home_player3" = c(rep(home_player[3],7), rep(home_player[7],2),rep(home_player[3],9), rep(home_player[3],2)),
  "away_player1" = away_player[1],
  "away_player2" = c(rep(away_player[2],8),away_player[7], rep(away_player[2],9), rep(away_player[5],2)),
  "away_player3" = away_player[3]
)
```

```
toy_backup <- toy

df <- toy2

df <- df %>% unite("lineups", home_player1:away_player3, remove = TRUE)

#Se crean dos PM porque depende de si eres local o visitante sera positivo o negativo
df$PM_home <- df$points_home-df$points_away
df$PM_away <- -df$PM_home

names(df)
```

```
## [1] "id_play"      "season"      "game_code"   "quarter"
## [5] "points_home"  "points_awayway" "lineups"     "PM_home"
## [9] "PM_away"
```

```
df
```

```
##      id_play season game_code quarter points_home points_awayway
## 1         1  S2017      G1         1           0           0
## 2         2  S2017      G1         1           0           2
## 3         3  S2017      G1         1           0           2
## 4         4  S2017      G1         2           2           2
## 5         5  S2017      G1         2           2           4
## 6         6  S2017      G1         3           2           4
## 7         7  S2017      G1         3           5           7
## 8         8  S2017      G1         4           5           7
## 9         9  S2017      G1         4           7           9
## 10        10  S2017      G1         4           7           9
## 11        11  S2017      G2         1           0           0
## 12        12  S2017      G2         1           2           0
## 13        13  S2017      G2         1           2           2
## 14        14  S2017      G2         1           5           2
## 15        15  S2017      G2         2           5           4
## 16        16  S2017      G2         2           7           4
## 17        17  S2017      G2         2           7           6
## 18        18  S2017      G2         2           7           6
## 19        19  S2017      G2         2           9           6
## 20        20  S2017      G2         2          10           6
##
##                                     lineups
## 1 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 2 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 3 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 4 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 5 home_player6_home_player2_home_player3_away_player1_away_player2_away_player3
## 6 home_player6_home_player2_home_player3_away_player1_away_player2_away_player3
## 7 home_player6_home_player2_home_player3_away_player1_away_player2_away_player3
## 8 home_player6_home_player2_home_player7_away_player1_away_player2_away_player3
## 9 home_player6_home_player2_home_player7_away_player1_away_player7_away_player3
## 10 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 11 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 12 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 13 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 14 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
```

```

## 15 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 16 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 17 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 18 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 19 home_player1_home_player2_home_player9_away_player1_away_player5_away_player3
## 20 home_player1_home_player2_home_player9_away_player1_away_player5_away_player3
##      PM_home PM_away
## 1         0         0
## 2        -2         2
## 3        -2         2
## 4         0         0
## 5        -2         2
## 6        -2         2
## 7        -2         2
## 8        -2         2
## 9        -2         2
## 10       -2         2
## 11         0         0
## 12         2        -2
## 13         0         0
## 14         3        -3
## 15         1        -1
## 16         3        -3
## 17         1        -1
## 18         1        -1
## 19         3        -3
## 20         4        -4

```

MERGE Temporada+game_code

```

df_merged <- df %>% unite("SeasonGame", c("season", "game_code"))
df_merged

```

```

##      id_play SeasonGame quarter points_home points_awayway
## 1         1   S2017_G1         1           0           0
## 2         2   S2017_G1         1           0           2
## 3         3   S2017_G1         1           0           2
## 4         4   S2017_G1         2           2           2
## 5         5   S2017_G1         2           2           4
## 6         6   S2017_G1         3           2           4
## 7         7   S2017_G1         3           5           7
## 8         8   S2017_G1         4           5           7
## 9         9   S2017_G1         4           7           9
## 10        10   S2017_G1         4           7           9
## 11        11   S2017_G2         1           0           0
## 12        12   S2017_G2         1           2           0
## 13        13   S2017_G2         1           2           2
## 14        14   S2017_G2         1           5           2
## 15        15   S2017_G2         2           5           4
## 16        16   S2017_G2         2           7           4
## 17        17   S2017_G2         2           7           6
## 18        18   S2017_G2         2           7           6
## 19        19   S2017_G2         2           9           6
## 20        20   S2017_G2         2          10           6

```

```

##                                     lineups
## 1 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 2 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 3 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 4 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 5 home_player6_home_player2_home_player3_away_player1_away_player2_away_player3
## 6 home_player6_home_player2_home_player3_away_player1_away_player2_away_player3
## 7 home_player6_home_player2_home_player3_away_player1_away_player2_away_player3
## 8 home_player6_home_player2_home_player7_away_player1_away_player2_away_player3
## 9 home_player6_home_player2_home_player7_away_player1_away_player7_away_player3
## 10 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 11 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 12 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 13 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 14 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 15 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 16 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 17 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 18 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 19 home_player1_home_player2_home_player9_away_player1_away_player5_away_player3
## 20 home_player1_home_player2_home_player9_away_player1_away_player5_away_player3
##   PM_home PM_away
## 1      0      0
## 2     -2      2
## 3     -2      2
## 4      0      0
## 5     -2      2
## 6     -2      2
## 7     -2      2
## 8     -2      2
## 9     -2      2
## 10    -2      2
## 11     0      0
## 12     2     -2
## 13     0      0
## 14     3     -3
## 15     1     -1
## 16     3     -3
## 17     1     -1
## 18     1     -1
## 19     3     -3
## 20     4     -4

```

ORDENAR DF -> Ya no hace falta

UNIQUE quintetos

```

library(dplyr)
players_Merged <- df_merged$lineups == lag(df_merged$lineups) ## col_TrueFalse si son igual que lag row
SeasonGame_DIF <- df_merged$SeasonGame == lag(df_merged$SeasonGame)

df_merged$TF_Cambios <- ifelse(((players_Merged == FALSE)|(SeasonGame_DIF == FALSE)), "C", "NC")
df_merged

```

##	id_play	SeasonGame	quarter	points_home	points_awayway
## 1	1	S2017_G1	1	0	0
## 2	2	S2017_G1	1	0	2
## 3	3	S2017_G1	1	0	2
## 4	4	S2017_G1	2	2	2
## 5	5	S2017_G1	2	2	4
## 6	6	S2017_G1	3	2	4
## 7	7	S2017_G1	3	5	7
## 8	8	S2017_G1	4	5	7
## 9	9	S2017_G1	4	7	9
## 10	10	S2017_G1	4	7	9
## 11	11	S2017_G2	1	0	0
## 12	12	S2017_G2	1	2	0
## 13	13	S2017_G2	1	2	2
## 14	14	S2017_G2	1	5	2
## 15	15	S2017_G2	2	5	4
## 16	16	S2017_G2	2	7	4
## 17	17	S2017_G2	2	7	6
## 18	18	S2017_G2	2	7	6
## 19	19	S2017_G2	2	9	6
## 20	20	S2017_G2	2	10	6

##	lineups		
## 1	home_player1_home_player2_home_player3_away_player1_away_player2_away_player3		
## 2	home_player1_home_player2_home_player3_away_player1_away_player2_away_player3		
## 3	home_player1_home_player2_home_player3_away_player1_away_player2_away_player3		
## 4	home_player1_home_player2_home_player3_away_player1_away_player2_away_player3		
## 5	home_player6_home_player2_home_player3_away_player1_away_player2_away_player3		
## 6	home_player6_home_player2_home_player3_away_player1_away_player2_away_player3		
## 7	home_player6_home_player2_home_player3_away_player1_away_player2_away_player3		
## 8	home_player6_home_player2_home_player7_away_player1_away_player2_away_player3		
## 9	home_player6_home_player2_home_player7_away_player1_away_player7_away_player3		
## 10	home_player1_home_player2_home_player3_away_player1_away_player2_away_player3		
## 11	home_player1_home_player2_home_player3_away_player1_away_player2_away_player3		
## 12	home_player1_home_player2_home_player3_away_player1_away_player2_away_player3		
## 13	home_player1_home_player2_home_player3_away_player1_away_player2_away_player3		
## 14	home_player1_home_player2_home_player3_away_player1_away_player2_away_player3		
## 15	home_player1_home_player2_home_player3_away_player1_away_player2_away_player3		
## 16	home_player1_home_player2_home_player3_away_player1_away_player2_away_player3		
## 17	home_player1_home_player2_home_player3_away_player1_away_player2_away_player3		
## 18	home_player1_home_player2_home_player3_away_player1_away_player2_away_player3		
## 19	home_player1_home_player2_home_player9_away_player1_away_player5_away_player3		
## 20	home_player1_home_player2_home_player9_away_player1_away_player5_away_player3		

##	PM_home	PM_away	TF_Cambios
## 1	0	0	<NA>
## 2	-2	2	NC
## 3	-2	2	NC
## 4	0	0	NC
## 5	-2	2	C
## 6	-2	2	NC
## 7	-2	2	NC
## 8	-2	2	C
## 9	-2	2	C
## 10	-2	2	C
## 11	0	0	C

```
## 12      2      -2      NC
## 13      0       0      NC
## 14      3      -3      NC
## 15      1      -1      NC
## 16      3      -3      NC
## 17      1      -1      NC
## 18      1      -1      NC
## 19      3      -3       C
## 20      4      -4      NC
```

Hasta aquí tenemos detectados cuando hay cambios

STINTS

```
df_merged$stint <- ifelse(lead(df_merged$TF)=="C", df_merged$TF, NA) #Filas que tenemos que conservar

last_row <- tail(df_merged, n =1) #Tendremos que añadirla al final.
last_row$stint <- "LastRow"

df_merged
```

```
##      id_play SeasonGame quarter points_home points_awayway
## 1         1   S2017_G1         1           0           0
## 2         2   S2017_G1         1           0           2
## 3         3   S2017_G1         1           0           2
## 4         4   S2017_G1         2           2           2
## 5         5   S2017_G1         2           2           4
## 6         6   S2017_G1         3           2           4
## 7         7   S2017_G1         3           5           7
## 8         8   S2017_G1         4           5           7
## 9         9   S2017_G1         4           7           9
## 10        10   S2017_G1         4           7           9
## 11        11   S2017_G2         1           0           0
## 12        12   S2017_G2         1           2           0
## 13        13   S2017_G2         1           2           2
## 14        14   S2017_G2         1           5           2
## 15        15   S2017_G2         2           5           4
## 16        16   S2017_G2         2           7           4
## 17        17   S2017_G2         2           7           6
## 18        18   S2017_G2         2           7           6
## 19        19   S2017_G2         2           9           6
## 20        20   S2017_G2         2          10           6

##                                     lineups
## 1  home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 2  home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 3  home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 4  home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 5  home_player6_home_player2_home_player3_away_player1_away_player2_away_player3
## 6  home_player6_home_player2_home_player3_away_player1_away_player2_away_player3
## 7  home_player6_home_player2_home_player3_away_player1_away_player2_away_player3
## 8  home_player6_home_player2_home_player7_away_player1_away_player2_away_player3
## 9  home_player6_home_player2_home_player7_away_player1_away_player7_away_player3
## 10 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 11 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
```

```

## 12 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 13 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 14 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 15 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 16 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 17 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 18 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 19 home_player1_home_player2_home_player9_away_player1_away_player5_away_player3
## 20 home_player1_home_player2_home_player9_away_player1_away_player5_away_player3
##      PM_home PM_away TF_Cambios stint
## 1         0         0      <NA>  <NA>
## 2        -2         2         NC  <NA>
## 3        -2         2         NC  <NA>
## 4         0         0         NC   NC
## 5        -2         2          C  <NA>
## 6        -2         2         NC  <NA>
## 7        -2         2         NC   NC
## 8        -2         2          C    C
## 9        -2         2          C    C
## 10       -2         2          C    C
## 11         0         0          C  <NA>
## 12         2        -2         NC  <NA>
## 13         0         0         NC  <NA>
## 14         3        -3         NC  <NA>
## 15         1        -1         NC  <NA>
## 16         3        -3         NC  <NA>
## 17         1        -1         NC  <NA>
## 18         1        -1         NC   NC
## 19         3        -3          C  <NA>
## 20         4        -4         NC  <NA>

```

```

STINTS <- df_merged %>% drop_na(stint)           #Eliminar NA rows
STINTS <- rbind(STINTS, last_row)
STINTS$ID_Stint <- 1:nrow(STINTS)

STINTS_PM <- STINTS %>% select(c(ID_Stint, SeasonGame, quarter, lineups,
                                PM_home, PM_away))

STINTS_PM

```

```

##      ID_Stint SeasonGame quarter
## 1         1     S2017_G1        2
## 2         2     S2017_G1        3
## 3         3     S2017_G1        4
## 4         4     S2017_G1        4
## 5         5     S2017_G1        4
## 6         6     S2017_G2        2
## 20        7     S2017_G2        2
##
##                                     lineups
## 1 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 2 home_player6_home_player2_home_player3_away_player1_away_player2_away_player3
## 3 home_player6_home_player2_home_player7_away_player1_away_player2_away_player3
## 4 home_player6_home_player2_home_player7_away_player1_away_player7_away_player3
## 5 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3
## 6 home_player1_home_player2_home_player3_away_player1_away_player2_away_player3

```

```
## 20 home_player1_home_player2_home_player9_away_player1_away_player5_away_player3
##      PM_home PM_away
## 1         0      0
## 2        -2      2
## 3        -2      2
## 4        -2      2
## 5        -2      2
## 6         1     -1
## 20         4     -4
```

```
dim(STINTS_PM)
```

```
## [1] 7 6
```

```
names(STINTS_PM)
```

```
## [1] "ID_Stint" "SeasonGame" "quarter" "lineups" "PM_home"
## [6] "PM_away"
```

PARTE 2: Dummys Jugadores

```
#PRUEBA1
```

```
vec_players <- unique(c(home_player, away_player)) #Vector con los nombres de los jugadores
#length(vec_players)
```

```
NA_players <- matrix(data=NA, nrow = dim(STINTS_PM)[1], ncol = length(vec_players)) #Solo jugadores
```

```
df_DummyPlayers <- cbind(STINTS_PM, NA_players) #DF con jugadores como columnas
names(df_DummyPlayers) <- c(names(STINTS_PM), vec_players)
```

```
## TRUE/FALSE si aparecen en la alineacion
```

```
df_DummyPlayers[vec_players] <- grepl(vec_players, df_DummyPlayers$lineups, fixed=TRUE)
```

```
#Me las rellena todas igual al primer jugador que aparece en vec_players (home_player1). Como hacer
#para que rellene con todos los jugadores??
```

```
#Como deberian ser:
```

```
d1 <- grepl(vec_players[1], df_DummyPlayers$lineups, fixed=TRUE) #home_player1
```

```
d2 <- grepl(vec_players[2], df_DummyPlayers$lineups, fixed=TRUE) #home_player2
```

```
d3 <- grepl(vec_players[3], df_DummyPlayers$lineups, fixed=TRUE) #home_player3
```

```
d4 <- grepl(vec_players[4], df_DummyPlayers$lineups, fixed=TRUE) #home_player4
```

```
df_Dum <- data.frame(
  "home_player1" <- d1,
  "home_player2" <- d2,
  "home_player3" <- d3,
  "home_player4" <- d4
)
```

```
names(df_Dum) <- paste0("home_player", 1:4)
```

```
df_Dum
```



```
#Lo que sale  
df_DummyPlayers  
  
#PRUEBA2 - fastDummies  
vec_players <- unique(c(home_player, away_player)) #Vector con los nombres de los jugadores  
#length(vec_players)  
  
#dummy_cols(STINTS_PM, select_columns = ??? )
```